Quantum 2626

Quantum 26x26 Thunderbolt™ 3 Audio Interface

Quantum 26x26 Thunderbolt™ 3 音频接口

Owner's Manual 用户手册

PreSonus www.presonus.com

English

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1 Overview 概述

1.1 Introduction 简介

Thank you for purchasing a PreSonus Quantum 2626 Thunderbolt 3 Audio Interface. PreSonus Audio Electronics has designed the Quantum 2626 series interface utilizing high-grade components to ensure optimum performance that will last a lifetime. Loaded with high-headroom, Class A XMAX™ microphone preamplifiers; an ultra-low latency Thunderbolt 3 recording and playback engine; and more, Quantum 2626 breaks new boundaries for musical performances and productions. All you need is a computer with a Thunderbolt 3-compatible connection, a few microphones and cables, powered speakers, and your creativity, and you're ready to record, mix, and release your music.

感谢你 购买PreSonus Quantum 2626 Thunderbolt 3 音频接口。PreSonus Audio Electronics公司设计的Quantum 2626系列接口，采用了高等级的组件，以确保最佳的性能，将持续一生。Quantum 2626装载了高净空、A类XMAX™麦克风前置放大器；超低延迟的 Thunderbolt 3录音和回放引擎等，突破音乐表演和制作的新界限。你只需要一台与Thunderbolt 3兼容的电脑，麦克风和电缆，有源音箱，加上你的创造力，这样就可以开始录制、混音和发布你的音乐。

We encourage you to contact us with questions or comments regarding your PreSonus Quantum 2626 interface. PreSonus Audio Electronics is committed to constant product improvement, and we highly value your suggestions. We believe the best way to achieve our goal of constant product improvement is by listening to the real experts: our valued customers. We appreciate the support you have shown us through the purchase of this product and are confident that you will enjoy your Quantum 2626!

我们鼓励你联系我们，就 PreSonus Quantum 2626 接口提出问题或意见。PreSonus Audio Electronics公司致力于不断改进产品，我们高度重视你的建议。我们相信，实现我们不断改进产品目标的最好方法是倾听真正专家的意见：我们宝贵的客户。我们感谢你通过购买该产品对我们的支持，并相信你会喜欢上你的 Quantum 2626!

About this manual: We suggest that you use this manual to familiarize yourself with the features, applications, and correct connection procedures for your Quantum 2626 interface before trying to connect it to your computer. This will help you avoid problems during installation and setup.

关于本手册：我们建议，你的Quantum 2626接口连接计算机之前，请使用本手册熟悉它的功能、应用和正确的连接程序。这将有助于你在安装和设置过程中避免问题。

Throughout this manual you will find ***Power User Tips*** that can quickly make you a Quantum 2626 expert. In addition to the Power User Tips, you will find an assortment of tutorials throughout this manual. These tutorials are designed to help you get the most out of your Quantum 2626 and its suite of companion software.

在这本手册中，你将会发现一些 ***Power User Tips*** 用户提示，这些提示可以使你迅速成为 Quantum 2626 的专家。你还可以获得各种各样的教程。这些教程是帮助你可以充分利用你的Quantum 2626及其配套软件套件。

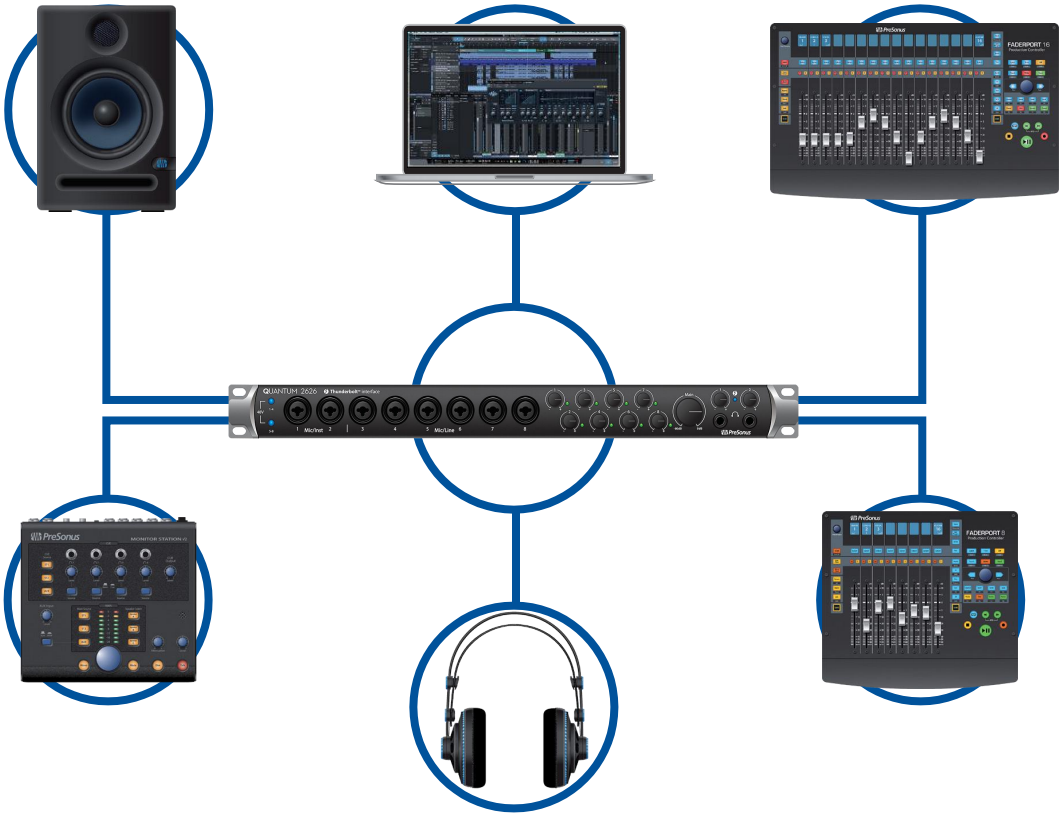
1.2 Companion Products 配套产品

Thanks for choosing PreSonus! As a solutions company, we believe the best way to take care of our customers (that's you) is to ensure that you have the best possible experience from the beginning of your signal chain to the end. To achieve this goal, we've prioritized seamless integration throughout every design phase of these products from day one. The result is systems that communicate with each other as intended—straight out of the box—without excessive configuration hassles.

We're here for you. Find out more at www.presonus.com.

感谢你选择 PreSonus! 作我们为一家解决方案公司，相信照顾客户（也就是你）的最佳方式是确保客户从信号链的起点到终点都能获得最佳体验。为了实现这一目标，我们从第一天起就把无缝集成放在这些产品的每个设计阶段。其结果是，系统可以按照预期的方式相互通信--开箱即用--而没有过多的配置麻烦。

我们就在这里。了解更多信息，请访问 官方网站 www.presonus.com 。



1.3 Studio One Artist Features Studio One Artist 功能

All PreSonus audio interfaces include PreSonus Studio One Artist recording software, which comes with more than 4 GB of plug-ins, loops, and samples, giving you everything you need for music recording and production. The Quick Start Guide in ***Section 5*** of this manual will help you configure your Quantum 2626 and provide you with a brief overview of Studio One's features.

所有的 PreSonus 音频接口都包括 PreSonus Studio One Artist 录音软件，该软件带有超过 4GB 的插件、loops和样本，提供给你音乐录音和制作所需的一切。本手册**第 5部分** 的快速入门指南将帮助你配置Quantum 2626，并为你提供 Studio One 功能的简要介绍。

- Cue Mix provides complete integrated control over all Quantum functions
- Unlimited track count, inserts, and sends
- 20 high-quality, Native Effects™ plug-ins; amp modeling (Ampire), delay (Analog Delay, Beat Delay), distortion (RedLightDist™), dynamics processing (Channel Strip, Compressor, Gate, Expander, Fat Channel, Limiter, Tricomp™), equalizer (Channel Strip, Fat Channel, Pro EQ), modulation (Autofilter, Chorus, Flage, Phaser, X-Trem), reverb (Mixverb™, Room Reverb), and utility (Binaural Pan, Mixtool, Phase Meter, Spectrum Meter, Tuner)
- More than 4 GB of loops, samples, and instruments, featuring: Presence™ XT virtual sample player, Impact virtual drum machine, SampleOne™ virtual sampler, Mai Tai virtual polyphonic analog modeling synth, Mojito virtual analog-modeled subtractive synthesizer
- Innovative and intuitive MIDI mapping
- Powerful drag-and-drop functionality for faster workflow
- Available for macOS and Windows

- Cue Mix 提供对所有Quantum功能的完全集成控制
- 无限的轨道计数、插入和发送
- 20个高质量的Native Effects™插件：放大器建模（Ampire），延迟（Analog Delay, Beat Delay），失真（RedLightDist™），动态处理（Channel Strip, Compressor, Gate, Expander, Fat Channel, Limiter, Tricomp™），均衡器（Channel Strip, Fat Channel, Pro EQ），调制（Autofilter, Chorus，Flage，Phaser，X-Trem），混响（Mixverb™，Room Reverb），和实用工具（Binaural Pan，Mixtool，Phase Meter, Spectrum Meter, Tuner）。
- 超过 4GB 的 loops、采样和乐器，特点是：Presence™ XT 虚拟采样器，Impact 虚拟鼓机。
- SampleOne™虚拟采样器，Mai Tai虚拟多声道模拟合成器，Mojito虚拟模拟减法合成器。
- 创新、直观的MIDI映射
- 强大的拖放功能，加快工作流程
- 可用于macOS 和 Windows 系统

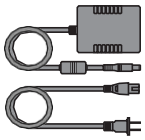
1.4 What is in the Box 包装里有什么

You Quantum 2626 interface package contains the following:

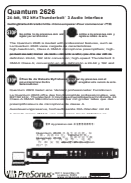
你的Quantum 2626接口包包含以下内容：

PreSonus Quantum 2626 Thunderbolt Audio Interface
and Studio Command Center

PreSonus Quantum 2626 Thunderbolt 音频接口
和 "Studio Command Center"



External power supply外部电源



Quantum 2626 Quick Start Guide 快速入门指南

PreSonus Health Safety and Compliance Guide PreSonus健康安全与合规指南

PowerUserTip: *All companion software and drivers for your Quantum 2626 interface interface are available for download from your My PreSonus user account. Simply visit http://my.presonus.com and register your Quantum 2626 interface to receive downloads and licenses.*

用户提示: *你的 Quantum 2626接口界面中所有配套软件和驱动程序，都可以从 My PreSonus用户帐户下载。只需访问官方网站 http://my.presonus.com ，并注册你的 Quantum 2626 接口，即可获得下载和许可证。*

2 Hookup

2.1 Front Panel Connections and Controls 前面板的连接和控制

About XMAX Preamps and Combo Jacks. Your Quantum 2626 interface is equipped with 8 PreSonus XMAX microphone preamplifiers for use with all types of microphones. The XMAX design provides a Class A input buffer, followed by a dual-servo gain stage. This arrangement results in ultra-low noise and wide gain control, allowing you to boost signals without increasing noise. The Quantum 2626 provides two Mic/Inst inputs and six Mic/Line inputs on the front panel.

Each analog input on the Quantum 2626 interface features a combo jack. This convenient connector accepts either a ¼-inch phone plug or an XLR plug.

关于 XMAX 前置放大器和组合插座。你的Quantum 2626接口配备了8个PreSonus XMAX麦克风前置放大器，可用于所有类型的麦克风。XMAX的设计，提供一个A类输入缓冲器，然后是一个双伺服增益级。这种安排导致了超低的噪音和宽广的增益控制，使你可以在不增加噪音的情况下提高信号。Quantum 2626 在前面板上提供了两个麦克风/输入和六个麦克风/线路输入。

Quantum 2626接口上的每个模拟输入，都有一个组合插孔。这个方便的接口可以连接 ¼英寸电话插头或XLR插头。

Microphone/Instrument inputs. The ¼-inch TS connectors on Channels 1 and 2 are for use with instruments (guitar, bass, etc.). When an instrument is plugged into the instrument input, the mic preamp is bypassed, and the signal is routed to the instrument preamplifier stage.

Microphone/Instrument inputs.（麦克风/乐器输入）。Channel 1 和 2上的¼英寸TS接口是用于乐器（吉他、贝斯等）的。当乐器被插入乐器输入时，麦克风前置放大器被绕过，信号被输送到乐器前置放大器阶段。

Microphone/Line inputs. The ¼-inch TRS connectors on Channels 3 through 8 are for use with line-level sources (synths, keyboards, effects processors, etc.). When a device is plugged into the Line input, the mic preamp is bypassed, and the signal is routed to the instrument preamplifier stage.

Microphone/Line inputs.（麦克风/线路输入）Channel 3至8的¼英寸TRS接口用于线路电平的信号源（合成器、键盘、效果器、处理器等）。当设备被插入线路输入时，麦克风前置放大器被绕过，信号被送到乐器前置放大器阶段。

Please note: *As with any audio input device, plugging in a microphone or an instrument, or turning phantom power on or off will create a momentary spike in the audio output of your Quantum 2626 interface. Because of this, we highly recommend that you turn down the channel trim before changing connections or turning phantom power on or off. This simple step will add years to life of your audio equipment.*

请注意： *与任何音频输入设备一样，插入麦克风或乐器，或打开或关闭幻象电源，都会在 Quantum 2626接口的音频输出中，产生一个瞬间的峰值。正因为如此，在改变连接或打开或关闭幻象电源之前，我们强烈建议你，调低" Channel trim"。这个简单的步骤，会使你的音频设备寿命延长几年。*

Preamp Gain: Use this control to adjust the level of the microphone preamps for each Channel.

Preamp Gain: 用这个控制来调整每个通道的麦克风前置放大器的电平。

Signal LEDs. The Input Signal LEDs offer three signal threshold indications:
Signal LEDs. (信号LED灯) 输入信号LED灯，共三种信号阈值指示：

- **Green.** The light will illuminate green when the input signal exceeds - 50 dBFS
- **Green.** 当输入信号超过-50dBFS时，该灯将亮起绿色。
- **Yellow.** The light will illuminate yellow with the input signal exceeds - 2.0 dBFS
- **Yellow.** 当输入信号超过-2.0dBFS时，该灯将亮起黄色。
- **Red (Clip).** The red Clip LED will illuminate when your input signal reaches -0.5 dBFS. At this level, the signal will begin to overload the analog-to-digital converters and exhibit signs of clipping. Use the gain controls to keep the signal below this level. (***Note:*** *The once the signal has exceeded the Clip Threshold, the LED will stay red for one second)*
- **Red (Clip).** 当你的输入信号达到-0.5dBFS时，红色的“Clip”LED灯将亮起。在这个电平上，信号将开始超过模数转换器的负荷，出现削波的迹象。使用增益控制，来保持信号低于这个电平。***(注意：*** *一旦信号超过了削波阈值，LED灯将保持红色一秒钟。*）

48V: The Quantum 2626 interfaces provide 48V phantom power in two banks of four microphone preamps. When 48V is active, the blue LED at the top of that channel's meters will illuminate.

48V: Quantum 2626 接口在两组四个麦克风前置放大器中提供48V幻象电源。当 48V电源被激活时，该通道仪表顶部的蓝色LED灯会亮起。

Warning: Phantom power is only required for condenser microphones and can severely damage unbalanced dynamic mics, especially ribbon mics. Therefore, switch phantom power off for all channels where it is not required.

警告：幻象电源只适用于电容式麦克风。而会严重损坏不平衡的动态话筒，特别是带状话筒。因此，请关闭所有不需要幻象电源的通道。

XLR connector wiring for phantom power:

用于幻象电源的 XLR连接器接线：

Pin 1 = GND **Pin 2** = +48V **Pin 3** = +48V

Main. This is the volume control for the Main Left/Right outputs on the rear of the unit and has a range of -80 dB to 0 dB.

Main. 这是设备后部的 “Main Left/Right” 输出的音量控制，其范围为 -80dB 至0dB。

Headphones. Your Quantum 2626 interface provides two headphone outputs, each with its own level control. Both headphone outputs share a stream with the Main Outputs.

Headphones. 你的 Quantum 2626 接口提供了两个耳机输出，每个都有自己的电平控制。这两个耳机输出与 "Main Outputs" 主输出共享一个音频流。

Sync light. This light is the clock source / sync indicator. It lets you know if you unit is receiving word clock correctly.
Sync light. 这是时钟源/同步指示灯。让你了解设备是否能正确接收字时钟。

- **Blue.** When this light is blue, your Quantum 2626 is correctly synced via Thunderbolt, word clock, ADAT, or S/PDIF
- **Blue.** 当这个灯为蓝色时，你的Quantum 2626通过Thunderbolt、字时钟、ADAT或S/PDIF正确同步。

- **Flashing red and blue.** Quantum 2626 is in the process of trying to sync to a received clock signal.
- **Flashing red and blue**. 闪烁红色和蓝色，Quantum 2626正在与接收到的时钟信号同步的尝试过程中。

- **Red.** Quantum 2626 is either not synced to your computer or its external clock source is not present.
- **Red.** 灯为红色时，Quantum 2626不是没有与你的计算机同步，就是其外部时钟源不存在。

- **Flashing purple.** The identify button is active in UC Surface.
- **Flashing purple.** 灯为紫色时，识别按钮在 UC Surface 中是激活的。

Power User Tip: *Word clock is the timing signal with which digital devices sync frame rates. Proper word clock sync prevents digital devices from having pops, clicks, and distortion in the audio signal due to mismatched digital audio transmission. In general, you will use your Quantum 2626 interface as the master clock in your studio; it provides high-quality word clock for this purpose. However, if you would like to use another device as the master clock, you can set the input source for clocking in UC Surface.* ***See Section 4.1 for details****.*

用户提示： *字时钟是数字设备同步帧率的计时信号。正确的字时钟同步可以防止数字设备由于数字音频传输不匹配而导致音频信号中出现爆音、咔嚓和失真。一般来说，你将使用 Quantum 2626接口作为演播室的主时钟；这是为了提供高质量的字时钟。然而，如果你想使用其他设备作为主时钟，你可以在 UC Surface 中设置时钟的输入源。* ***详见第 4.1 节。***

2.2 Back Panel Connections 后面板连接

Line Outputs. Quantum 2626 interfaces have 8 TRS Balanced Line Outputs to route to external devices, such as headphone amps, signal processors, and additional monitors.

Line Outputs. 线路输出。Quantum 2626 接口有8个TRS 平衡线路输出，可以路由到外部设备，如耳机放大器、信号处理器和额外的监听。

- **Outputs 1 and 2** mirror the playback streams of the Main, Headphone 1, and Headphone 2 Outputs.
- **"Outputs 1 and 2"** 反映了 "Main"、"Headphone 1" 和 "Headphone 2" 输出的播放流。
- **Outputs 3-8** are independent playback streams.
- "**Outputs 3-8**" 是独立的播放流。

Every line output is DC coupled to provide control voltage to external analog equipment. This feature can be used with any plug-in that supports it.
每个线路输出都是直流耦合，以提供控制电压给外部模拟设备。这个功能可以与任何支持它的插件一起使用。

Main Outs. These are the main outputs for Quantum 2626. The output level of the Main Outputs is controlled by the Main level control on the front of the unit. The main outputs are sourced from playback streams 1 and 2. Both Main Outputs are DC coupled to provide control voltage to external analog equipment. This feature can be used with any plug-in that supports it.
"**Main Outs.**" 这些是Quantum 2626的主输出。主输出的输出电平由设备前面的 "Main level" 来控制。主输出的来源是播放流 1和2。两个 Main Outputs 主输出都是直流耦合，为外部模拟设备提供控制电压。这个功能可以与任何支持它的插件一起使用。

Preamp Outs and Line Returns. These line-level connections for channels 1 and 2 allow you to insert outboard hardware like compressors and EQs into the signal chain.
Preamp Outs and Line Returns. 前置放大器输出和线路返回。Channel 1和2的这些线路级连接，允许你将压缩器和均衡器等外置硬件插入信号链中。

Line Returns are normalled to the channel 1 and 2 preamp outputs, so they take precedence over the corresponding Mic/Inst input on the front of the Quantum 2626.
Line Returns （线路返回）被规范为通道1和2的前置放大器输出，因此它们优先于Quantum 2626前面的相应的Mic/Inst 输入。

Power user tip: *the Line Returns can also be used to input line-level devices that have their own volume control; synths, channel strips, preamps, etc.*
用户提示： *Line Returns* 线路返回也可以用来输入有自己音量控制的线路级设备；合成器、通道条、前置放 大器等。

Word Clock In and Out. These BNC connections allow Quantum 2626 to receive and transmit word clock to and from other digital audio devices.

Word Clock In and Out. 字时钟输入和输出。这些BNC连接允许Quantum 2626 接收和传输字时钟到其他数字音频设备。

Power User Tip: *In UC Surface, when using the BNC Clock input, you will need to set "BNC" as the Clock Source and set the sample rate to correspond to that of the external device.* ***See Section 4.1*** *for details. A 75Ω BNC word clock cable is required to achieve proper sync.*

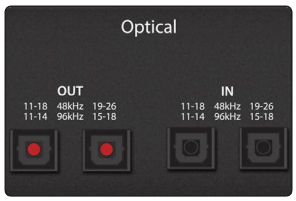
用户提示：*在 UC Surface 中，当使用 BNC时钟输入时，你需要将 "BNC " 设置为时钟源，并将采样率设置为与外部设备的采样率一致。* ***详见第 4.1 节****。为了实现正确的同步，需要使用75Ω的 BNC 字时钟电缆。*

S/PDIF In and Out. The S/PDIF connections allow two channels of audio to be transmitted and received at rates up to 24-bit, 96 kHz. The S/PDIF I/O also allows all Quantum 2626 interfaces to send and receive word clock to external digital devices.

S/PDIF In and Out. S/PDIF 音频接口连接允许两个通道的音频以高达24位，96kHz的速率传输和接收。S/PDIF输入/输出还允许所有Quantum 2626接口发送和接收字时钟到外部数字设备。

Power User Tip: *In UC Surface, you will need to set "S/PDIF" as the Clock Source and the sample rate to correspond to the external device when using an external S/PDIF device as your master clock.* ***See Section 4.1*** *for details.*

用户提示：*在 UC Surface 中，当使用外部S/PDIF 设备作为主时钟时，你需要将 "S/PDIF " 设置为时钟源，并将采样率与外部设备对应。* ***详见第 4.1 节****。*



ADAT–S/MUX In and Out. These are the ADAT – Dual S/MUX connections for your external digital devices. When recording or playing back at 44.1 or 48 kHz, each ADAT I/O will provide 8 of the 16 available channels consecutively, from left to right. When recording or playing back at 88.2 or 96 kHz, each connection will provide four of the available eight channels.

ADAT–S/MUX In and Out. 这些是用于外部数字设备的ADAT-S/MUX连接。当以44.1或48kHz时，每个ADAT输入/输出将连续提供16个可用通道中的8个，从左到右。当以88.2或96kHz录音或回放时，每个连接将提供8个可用通道中的4个。

These inputs and outputs do not function at 176.4 or 192 kHz:
这些输入和输出在176.4或192kHz时不发挥作用：

	ADAT 1 Input	ADAT 2 Input	ADAT 1 Output	ADAT 2 Output
44.1 / 48 kHz	Channels 11-18 / 7-14	Channels 19-26 / 15-22	Channels 17-24 / 9-16	Channels 25-32 / 17-24
88.2 / 96 kHz	Channels 11-14 / 7-10	Channels 15-18 / 11-14	Channels 17-20 / 9-12	Channels 21-24 / 13-16

When connecting a DigiMax DP88 to your Quantum interface, the ADAT connections will also send and receive preamp control information for the DigiMax DP88, so that it can be controlled directly from UC Surface or Studio One.

当把DigiMax DP88连接到你的Quantum接口时，ADAT连接也将发送和接收DigiMax DP88的前置放大器控制信息，这样可以从UC Surface或 Studio One直接控制它。

Power User Tip: *In UC Surface, you will need to set "ADAT 1" as the Clock Source and the sample rate to correspond to the external device when using an external ADAT device as your master clock.* ***See Section 4.1*** *for details. The ADAT 2 input cannot be used to receive word clock.*

用户提示：*在 UC Surface 中，当使用外部ADAT设备作为主时钟时，需要将"ADAT 1 "设置为时钟源，并将采样率与外部设备对应。详见第4.1节。"ADAT 2"输入不能用于接收字时钟。*

Thunderbolt port. Use this port to connect your Quantum 2626 interface to your computer.

Thunderbolt port. 使用这个端口将Quantum 2626接口连接到你的电脑上 。

Note: *If your computer has Thunderbolt 2 ports, you'll need a bi-directional Thunderbolt 3 to Thunderbolt 2 adapter. At the time of publication, the only supported bi-directional adapter is the one made by Apple.*

注意：*如果你的电脑有 Thunderbolt 2 端口，你需要将一个Thunderbolt 3 到Thunderbolt 2的双向适配器。唯一公开支持的双向适配器是苹果公司制造的。*

MIDI I/O. These are the MIDI input and output connections. MIDI stands for "Musical Instrument Digital Interface." However, MIDI can be used for many things other than instruments and sequencing. The MIDI inputs and outputs allow connection to a variety of MIDI-equipped hardware, such as keyboard controllers, and can be used to send and receive MIDI Machine Control and MIDI Time Code.

MIDI I/O. 这些是MIDI输入和输出连接。MIDI 是 "Musical Instrument Digital Interface" 乐器数字接口的意思。然而，除了乐器和音序之外，MIDI 还可用于许多方面。MIDI 输入和输出允许连接到各种配备了MIDI 的硬件，如键盘控制器，并可用于发送和接收"MIDI Machine Control" MIDI 控制信号 和 "MIDI Time Code" MIDI 时间码。

Note: *MIDI does not carry audio signals but is frequently used to trigger or control an audio source, such as a virtual instrument or hardware synthesizer. You should ensure that MIDI data is correctly sent and received by the appropriate hardware or software. You may also need to route hardware sound sources' audio to the inputs of your Quantum 2626 interface.* ***Please consult the User's Manual of your MIDI devices*** *for help with MIDI setup and usage.*

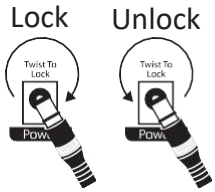
注意：*MIDI不携带音频信号，但经常被用来启动或控制一个音频源，如虚拟乐器或硬件合成器。你应该确保，MIDI数据被适用的硬件或软件准确地发送和接收。也许你还需要将硬件声源的音频，路由到Quantum 2626输入的接口。请查阅您的MIDI 设备的用户手册，以获得有关MIDI 设置和使用的帮助。*

Power Button. This turns your Quantum 2626 on and off.

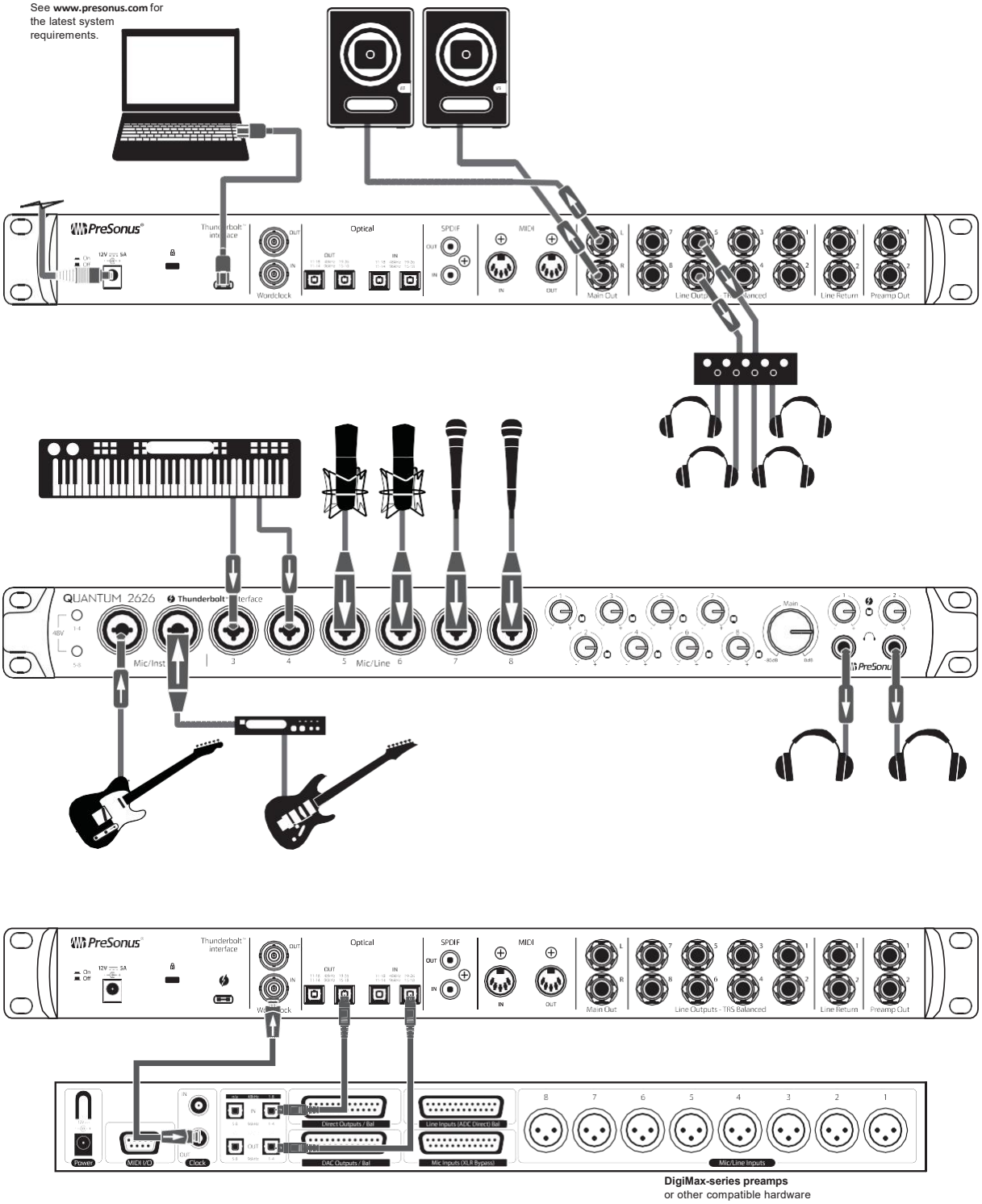
Power Button. 这可以开启和关闭你的 Quantum 2626

Power Connection. This is where you connect the Quantum 2626 interface's external power supply. Your Quantum interface is equipped with a twist-lock power connection, keep this in mind when connecting disconnecting it from your interface.

Power Connection. 这里是你连接 Quantum 2626接口外部电源的地方。你的Quantum接口配备旋转式锁紧电源连接，在连接和断开接口时，请记住这一点。



2.3 Quantum Hookup Diagram 连接图



3 Connecting to a Computer 连接计算机

Your Quantum 2626 interface is loaded with professional audio tools and flexible monitoring controls. Before connecting to a computer, please visit https://www.presonus.com/products/Quantum/tech-specs to verify the latest system requirements.

你的 Quantum 2626接口加载了专业的音频工具和灵活的监听控制。请访问官方网站 https://www.presonus.com/products/Quantum/tech-specs 在连接到电脑之前，可以核实最新的系统要求。

Note: *The speed of your processor, amount of RAM, and capacity, size, and speed of your hard drives will greatly affect the overall performance of your recording system. A faster processor and more RAM can reduce signal latency (delay) and improve overall performance.*

注意： *处理器的速度、RAM的数量以及硬盘的容量、大小和速度将大大影响你的录音系统的整体性能。更快的处理器和更多的内存可以减少信号延迟（延迟），提高整体性能。*

The Universal Control installer for macOS and Windows is available for download from your My PreSonus user account. This bundled installer includes Universal Control, UC Surface, and the audio driver for your Quantum 2626. To begin, you must first visit http://my.presonus.com, create or log into your user account, and register your Quantum 2626 interface. Once registered, all software downloads will be available from within your My PreSonus user account.

适用于 macOS 和 Windows系统的 Universal Control 安装程序，你可从My PreSonus用户账户下载。这个捆绑的安装程序包括 Universal Control、UC Surface，以及Quantum 2626的音频驱动。首先，你必须访问官方网站 http://my.presonus.com 创建或登录你的用户帐户。并注册你的Quantum 2626接口。一旦注册完毕，所有的软件下载，都可以从你的 My PreSonus用户帐户中获得。

3.1 Installation for Windows and macOS 为 Windows 和 macOS 系统安装

Connect your Quantum 2626 interface to an available Thunderbolt port and launch the Universal Control installer. The installer will take you through each step of the installation process. This application will install the macOS or Windows drivers as well as UC Surface. Please read each message carefully.

将你的 Quantum 2626接口连接到一个可用的Thunderbolt端口，并启动 Universal Control 安装程序，将会带你完成安装过程的每一步。这个应用程序将安装 macOS或Windows驱动以及UC Surface。请仔细阅读每条信息。

It is recommended that you quit all applications before you start the installation.
在开始安装之前，建议你退出所有的应用程序。

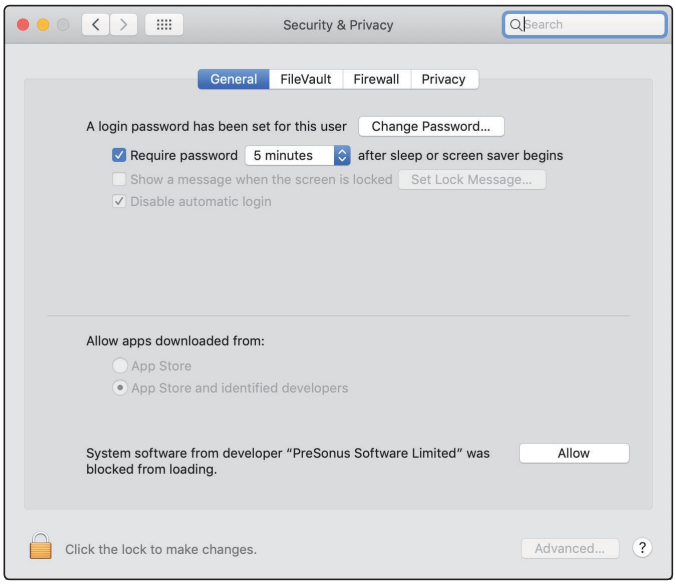
The Universal Control installer will take you through each step of the installation process.
Universal Control 安装程序将带你完成安装过程的每一步。

On the first installation of Universal Control, MacOS will prompt for security access to install the Thunderbolt driver.
在第一次安装 Universal Control 时，MacOS 会提示安全访问以安装驱动程序 Thunderbolt。

Open System Preferences and click Security & Privacy to “Allow” the installation.
打开 “System Preferences” 并点击 ”Security & Privacy” 安全&隐私，"Allow" 允许安装。

If this message does not appear in Security & Privacy, restart the computer.

如果该信息没有出现在”Security & Privacy” 安全与隐私中，请重新启动计算机。



Note: *If Universal Control has already been installed and Quantum is not syncing, run the uninstaller and reinstall the latest version of Universal Control to install the driver.*

注意： *如果已经安装了 Universal Control 程序，而 Quantum 没有同步，请运行卸载程序，并重新安装 Universal Control 最新版本的安装驱动程序。*

3.2 Using a Quantum 2626 Interface with Popular Audio Applications
在热门的音频应用中，使用Quantum 2626接口

Complete setup instructions for Studio One Artist and a brief tutorial on its features can be found in ***Section 5*** of this manual. However, you can use your Quantum 2626 interface with any audio-recording application that supports Core Audio or ASIO. Please consult the documentation that came with your audio application for specific instructions on how to select the Quantum 2626 interface driver as the audio-device driver for your software.

Studio One Artist 的完整设置说明和其功能的简要教程，你可以在本手册的第五部分找到。Quantum 2626接口你可以用于任何支持 Core Audio或 ASIO的音频录制应用程序。关于如何选择 Quantum 2626 接口驱动作为软件的音频设备驱动，请查阅音频应用程序附带的文件，以获得具体说明。

Below are basic driver-setup instructions for a few popular audio applications.

下面是几个热门音频应用程序的基本驱动设置说明。

Ableton Live

1. Launch Ableton Live. 启动 Ableton Live
2. Go to Options | Preferences | Audio. 进入选项| 首选项| 音频。
3. Choose Driver Type: ASIO | Audio Device: ASIO PreSonus Quantum 2626
   Go to Input Config: Enable and select the desired Input channels.
   选择驱动类型: ASIO | 音频设备： ASIO PreSonus Quantum 2626
   转到输入配置： 启用并选择需要的输入通道。
4. Go to Output Config: Enable and select the desired Output channels.
   转到输出配置： 启用并选择所需的输出通道。

Apple Logic

1. Launch Logic.
   启动Logic。
2. Go to Logic | Preferences | Audio.
   进入Logic | 首选项 | 音频。
3. Click on the Devices Tab.
   点击 "Devices Tab" 设备标签。
4. On the Core Audio tab, check Enabled.
   在Core Audio标签上， 选中Enabled。
5. Select PreSonus Quantum 2626 from the device menu.
   从设备菜单中选择PreSonus Quantum 2626。
6. You will be asked if you'd like to relaunch Logic. Click try (re)launch.
   你会被问到是否要重新启动Logic。点击尝试（重新）启动。
7. Your Quantum 2626 features custom I/O labels for faster workflow.To enable these labels for use in Logic, go to Options | Audio | I/O Labels.
   你的 Quantum 2626 具有自定义的 I/O 标签，以加快工作流程。要启用这些标签以便在Logic中使用，请进入选项| 音频| I/O标签。

8. The second column in the pop-up window will be named Provided by Driver. Activate each of these labels for your Quantum 2626. When you are done, close this window.
在弹出的窗口中，第二列将被命名为 "Provided by Driver"由驱动器提供。为 Quantum 2626激活这些标签。完成后，关闭这个窗口。

Avid Pro Tools 10+

1. Launch ProTools.
启动Pro Tools。

2. Go to Setup | Hardware and select Quantum 2626 from the Peripherals list. Click OK.
进入设置|硬件，从外围设备列表中选择Quantum 2626。点击 "OK" 确定。

3. Go to Setup | Playback Engine and select Quantum 2626 from the menu at the top of the window. Click "OK".
进入设置 | 播放引擎，在窗口顶部的菜单中选择 Quantum 2626。点击 "OK" 确定。

Cakewalk by Bandlab

1. Launch Cakewalk by Bandlab.
启动Cakewalk by Bandlab。

2. Go to Edit | Preferences
进入 "Edit" 编辑 |"Preferences" 优先。

3. In the Devices tab, uncheck the output driver for the Generic Low Latency Driver.This is usually on by default, and will not let you check anything unless it's unchecked.
在 "Devices tab" 设备标签中，取消 "Generic Low Latency Driver" 通用低延迟驱动程序的输出驱动装置。这通常是默认的，除非取消勾选，否则不会让你勾选任何东西。

4. Check all the Quantum input and output driver boxes
勾选所有的Quantum输入和输出驱动框

5. Click the "Apply" and "OK" buttons.
点击 "Apply" 应用 和 "OK " 确定按钮。

6. Click the Driver Settings tab
点击 "Driver Settings" 驱动程序设置标签

7. Set the Playback Timing Master to "Quantum ASIO driver Main Out L/Line Out 1"
设置 "Playback Timing Master"播放时序主控为 "Quantum ASIO driver Main Out L/Line Out 1"。

8. Set the Record Timing Master to: "Quantum ASIO driver Mic/Instrument In 1"
设置 "Record Timing Master"录音时序主控为："Quantum ASIO驱动麦克风/乐器输入1"。

9. Click the "Apply" and "OK" buttons.
点击 "Apply" 应用 和 "OK" 确定按钮。

Steinberg Cubase

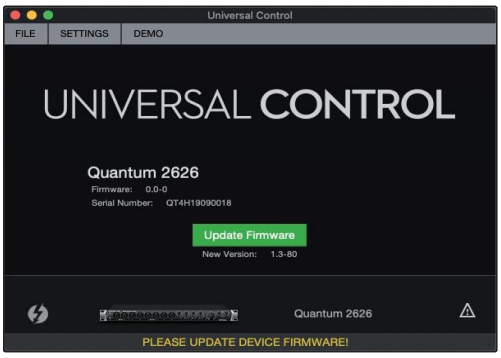
1. Launch Cubase.
   启动 Cubase。
2. Go to Devices | DeviceSetup.
   转到 ”Devices” 设备| “Device Setup” 设备设置。
3. Select “VST Audio System” from the Devices column in the Device Setup.
   在 ”Device Setup”设备设置的设备栏中选择 ”VST Audio System” VST音频系统。
4. Select PreSonus Quantum 2626 from the ASIO Driver dropdown list.
   从”ASIO Driver” 驱动下拉列表中选择 PreSonus Quantum 2626。
5. Click “Switch” to begin using the Quantum 2626 driver.
   点击 "Switch" 切换键，开始使用Quantum 2626驱动
6. Once you have successfully changed the driver, go to Devices | VST Connections to enable your input and output buses.
   一旦你成功地改变了驱动程序，进入”Devices” 设备|”VST Connections” 连接，启用你的输入和输出总线。

4 UC Surface Control Software UC表面控制软件

UC Surface is a powerful control software for your Quantum 2626 interface. These control functions are completely integrated inside Studio One. UC Surface allows users of other popular DAW applications to access these functions.

UC Surface is designed to verify that your Quantum 2626 interface has the correct firmware version installed. You will be prompted

if your Quantum 2626 interface needs its firmware updated. Click on the Update Firmware button to begin the update.

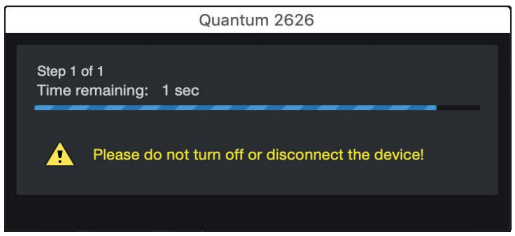


UC Surface 是一个强大的控制软件，用于Quantum 2626接口。这些控制功能完全集成在Studio One里面。UC Surface 软件允许其他热门的 DAW应用程序的用户访问这些功能。

使用 UC Surface 软件可以验证你的Quantum 2626接口，是否安装了正确的固件版本。如果你的Quantum 2626接口需要更新其固件，会提示你。点击 ” Update Firmware” 按钮，开始固件更新。

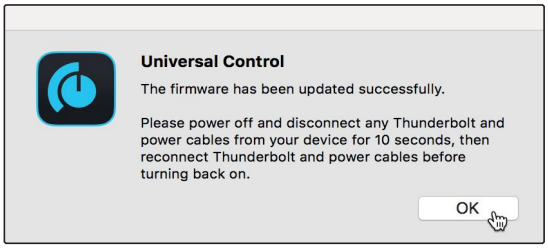
Warning: Do not power off or disconnect your Quantum 2626 interface during the firmware update. Once the firmware update is successfully completed, you will be alerted and instructed to disconnect your power supply and Thunderbolt cable and reconnect it before rebooting your device. ***It is not sufficient to simply power down your unit, you must disconnect the power source.***

*警告：*在固件更新期间，不要关闭或断开 Quantum 2626接口的电源。一旦固件更新成功，会指示你断开电源和 Thunderbolt电缆，在重新启动你的设备前，重新连接它。***仅仅关闭设备的电源是不够的，你必须断开电源的连接。***

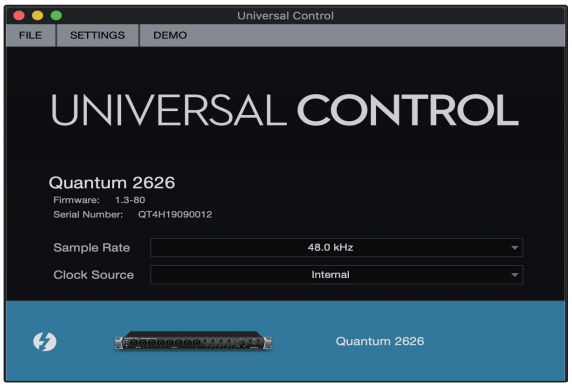


When the firmware update is complete, you must disconnect the physical power source from your Quantum 2626 interface and reconnect it. Powering it off it will not complete the update process.

当固件更新完成后，你必须断开 Quantum 2626接口的物理电源，并重新连接。电源关闭将不会完成更新过程。



4.1 UC Surface Launch Window UC表面启动窗口



Sample Rate. Changes the sample rate.

Sample Rate. 改变采样率。

You can set the sample rate to 44.1, 48, 88.2, 96, 176.4, or 192 kHz. A higher sample rate will increase the fidelity of the recording but will increase the file size and the amount of system resources necessary to process the audio.
你可以将采样率设置为 44.1、48、88.2、96、176.4 或 192kHz。较高的采样率会提高录音的保真度，但会增加文件大小和处理音频所需的系统资源。

Clock Source. Sets the digital clock source.

Clock Source. 设置数字时钟源。

From this menu, you can set the clock source for your Quantum 2626 interface: Internal, External S/PDIF, or External ADAT.
从这个菜单中，你可以为你的Quantum 2626接口设置时钟源 " Internal, External S/PDIF, or External ADAT"

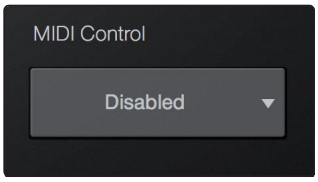
Please note: *Only ADAT 1 can be used as a clock source input for your Quantum 2626.*
请注意：只有ADAT 1可以作为 Quantum 2626 的时钟源输入。

4.2 ADAT Inputs ADAT 输入

When a DigiMax DP88 is connected to your Quantum interface's ADAT Input and Output, you will be presented with ADAT controls, allowing you to remote control your DigiMax DP88's preamps and phantom power.
当你的 Quantum 接口的ADAT输入和输出被DigiMax DP88 连接时，你会看到ADAT控制，允许你远程控制 DigiMax DP88 的前置放大器和幻象电源。

4.3 MIDI Control MIDI 控制

As previously mentioned, the preamps on your Quantum-series interface can be controlled via MIDI over Thunderbolt. This feature can be enabled and disabled from UC Surface.



如前所述，Quantum-系列接口上的前置放大器可以通过Thunderbolt的MIDI控制。系列的接口可以通过Thunderbolt的MIDI控制。这个功能可以从UC Surface 启用和禁用。

The preamp functions on your Quantum-series interface can be controlled via MIDI from your DAW application, an external MIDI controller, both, or neither. Select 'Internal MIDI Only' if you only want your DAW to send and receive MIDI

information to and from the preamp controls. Select 'External MIDI Only' if you would like to control your preamp functions from a MIDI device that is connected to the MIDI connections on the back of your Quantum-series interface. Select 'Enabled' to use both. Select 'Disabled' if you only want local control of your preamps.

Quantum系列接口的前置放大器功能可以通过 DAW 应用程序的 MIDI控制，也可以通过外部 MIDI 控制器控制，或者两者都不控制。如果你只想让DAW 发送和接收前级放大器控制的 MIDI 信息，请选择 "Internal MIDI Only"。如果你想通过连接到Quantum系列接口背面的MIDI设备，来控制你的前置放大器功能，请选择 "External MIDI Only"。选择 "Enabled "可以同时使用。如果你只想对你的前置放大器进行本地控制，请选择 "Disabled "。

Note: *Even when MIDI control is disabled, you can still control your preamp functions from UC Surface and Studio One.*

See Section 3.3 for the Quantum 2626 preamp MIDI mappings.

注意： *即使MIDI控制被禁用，你仍然可以从 UC Surface和Studio One，来控制你的前置放大器的功能。*

Quantum 2626 前置放大器的 "MIDI mappings"见第3.3节。

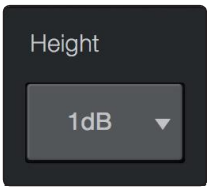
4.4 RTA

UC Surface provides a real-time analyzer (RTA) in which x = frequency and y = amplitude for every input and output. An RTA provides a close visual representation of what you are hearing. It provides a view of the long-term spectrum of the signal, such as the one third-octave spectrum long-term average of a musical performance.

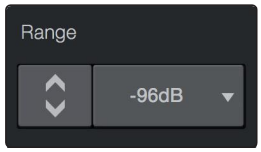
UC Surface 提供了一个实时分析器（RTA），其中x=频率，y=每个输入和输出的振幅。RTA为你所听到的内容，提供了一个近距离的视觉表现。它提供了信号的长期频谱视图，如音乐表演的三分之一倍频程频谱长期平均值。

To enable the RTA for any input or output, select its meter from the top of the screen.
要启用任何输入或输出的RTA，从屏幕的顶部选择它的仪表计量。

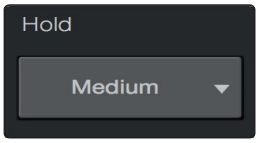
The Quantum RTA provides several customization features that allow you to view the RTA in the way that is most useful for your application.
Quantum RTA提供了几个定制功能，通过最有用的方式，为你的应用查看 RTA。



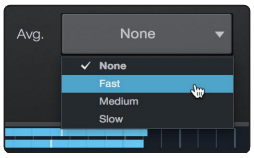
Height. This provides a more or less granular display for the RTA.
Height. 这为 RTA提供了一个或多或少的细化显示。



Range. Use the Range controls to set the upper and lower decibel limits that the RTA will display.
Range. 使用 "Range" 控制，设置RTA将显示的分贝上限和下限。

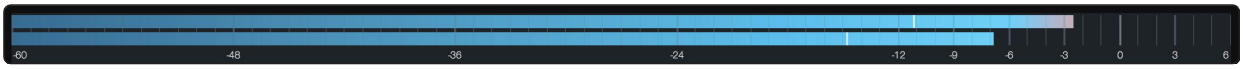


Hold. Use this control to set the peak hold time for each band of the RTA.
Hold. 使用此控制，设置RTA每个频段的峰值保持时间。

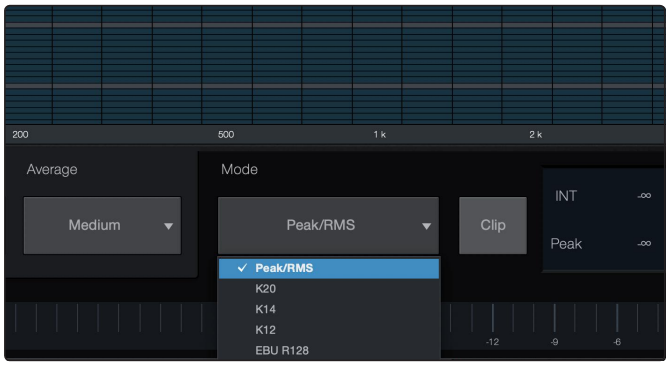


Average. Averaging is a mathematical process that takes multiple data samples and performs division to acquire a statistically more accurate calculation of the response. That's a technical way of saying that it slows down the "real-time" of a real-time analyzer.
Average. 平均值是一个数学过程，它采取多个数据样本并进行除法，以获得统计上一个更准确的响应计算。这是一种技术上的说法，它减慢了实时分析仪的 "real-time" 实时性。

At the bottom of the screen, you will find the signal meter. This meter can be customized for your application.
在屏幕的底部，你会发现信号仪表计量。这个仪表可以根据你的应用进行定制。



Meter Style. This menu allows you to change the type of output metering displayed at the bottom of the screen.
Meter Style. 这个菜单。你可以改变显示在屏幕底部的输出测光的类型。



- **Peak.** This type of metering displays the instantaneous level of the audio signal.
- **K-20, K-14, and K-12.** K-System metering displays loudness metering and dynamic range. Select the scale based on the genre or media format. K-20 is used for film, classical music, and high-fidelity recordings. It provides the most dynamic range visualization. K-14 is used for mainstream pop, rock, and country. K-12 is used for broadcast and radio and provides the least dynamic range visualization.
- **EBU R128.** Displays the perceived loudness of the signal based on the EBU R128 standard.
- **Peak.** 这种类型的计量显示的是音频信号的瞬时电平。
- **K-20, K-14, and K-12.** K-System 测光展示响度测光和动态范围。根据体裁或媒体格式来选择刻度。K-20 用于电影、古典音乐和高保真录音。它提供了最多的动态范围的可视化。K-14用于主流流行音乐、摇滚和乡村音乐。K-12用于广播和无线电，提供最小的动态范围的可视化。
- **EBU R128.** 基于 EBU R128 标准显示信号的感知响度。

5 Aggregating Devices 聚集设备

Up to four Quantum-series interfaces can be aggregated together for combined 104 inputs and 128 outputs at 44.1 and 48 kHz. It is possible to connect the Quantum 2626 to other Quantum devices, provided the correct Thunderbolt 3 to Thunderbolt 2 bi-directional adapter is used.

最多可以将四个Quantum系列接口聚合在一起，在 44.1 和 48kHz下实现104个输入和128个输出。使用正确的 Thunderbolt 3 到 Thunderbolt 2 双向适配器，就可以将 Quantum 2626连接到其他 Quantum 设备。

From UC Surface, you can easily locate every Quantum interface connected to your computer by pressing the Identify button in the Device Tab. This will flash the power button purple.

从 UC Surface软件中，你可以按下 " Device Tab"设备标签的 " Device Tab" 识别按钮，轻松地找到连接计算机的每一个Quantum接口。电源按钮将闪烁紫色。

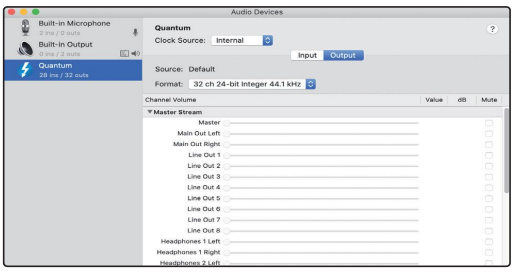
5.1 macOS 系统

1. Connect the Quantum-series interface you'd like to use as the primary clock to your computer first. Note that when aggregating with the Quantum 2626, it will need to be the last unit in the chain, as it only has a single Thunderbolt port. If aggregating two Quantum 2626 interfaces, connect each directly to the computer.

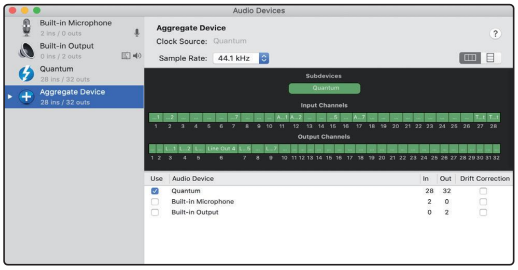
首先你希望，使用主时钟的 Quantum 系列接口连接到你的计算机。请注意，当与 Quantum 2626 聚合时，它将需要成为链路中的最后一个设备，因为它只有一个 Thunderbolt 端口。如果聚合两个 Quantum 2626 接口，请将每个接口直接连接到计算机上。

2. Launch Audio MIDI Setup.
启动音频MIDI设置

3. Select the Quantum interface you would like to use as your Primary, and click on the plus sign in the lower left hand corner. Select "Create Aggregate Device."
选择你想作为主设备使用的Quantum接口，并点击左下角的加号。选择 "Create Aggregate Device" 创建聚合设备。

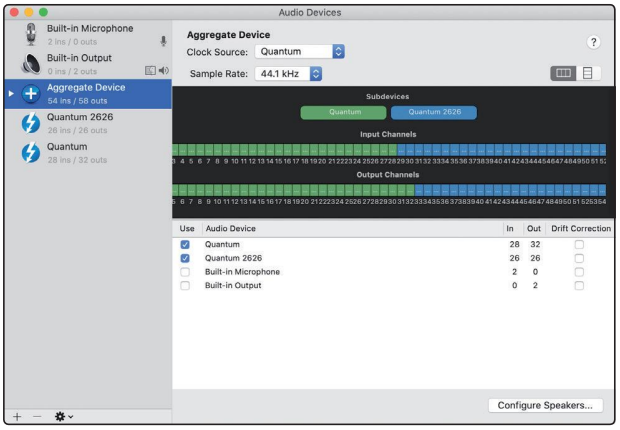


4. Check the Use box to the left of the primary Quantum-series interface.
选中主Quantum系列接口左边的使用框。



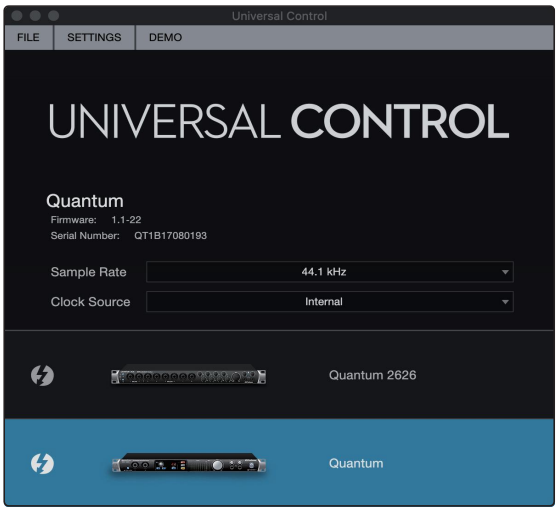
5. Connect your other Quantum interfaces. Each unit will be require a Thunderbolt cable to daisy-chain it to the previous unit as well as a BNC cable for clocking. Tick the "Use" box next to this interface in Audio MIDI setup.

连接你其他的 Quantum 接口。每个设备都需要一条Thunderbolt电缆，以便与前一个设备进行 "daisy-chain" 连接，还需要 一条用于时钟的BNC电缆。在 " Audio MIDI" 设置中，勾选该接口旁边的 "Use" 框。



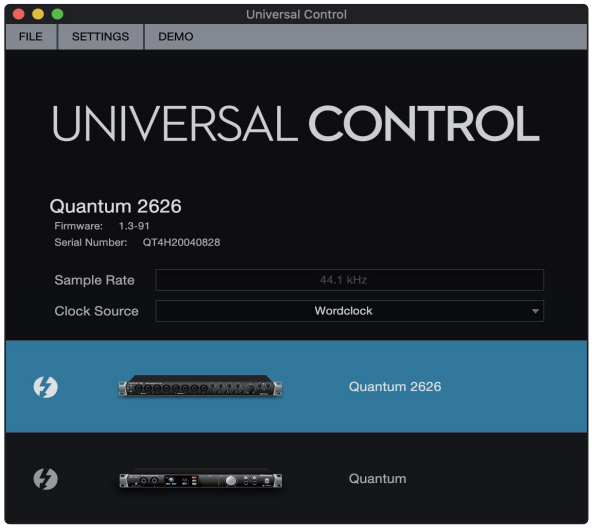
6. Designate one Quantum interface as the Primary Clock by setting its Clock Source to Internal in Universal Control and connecting your BNC cable to its Clock Out port.

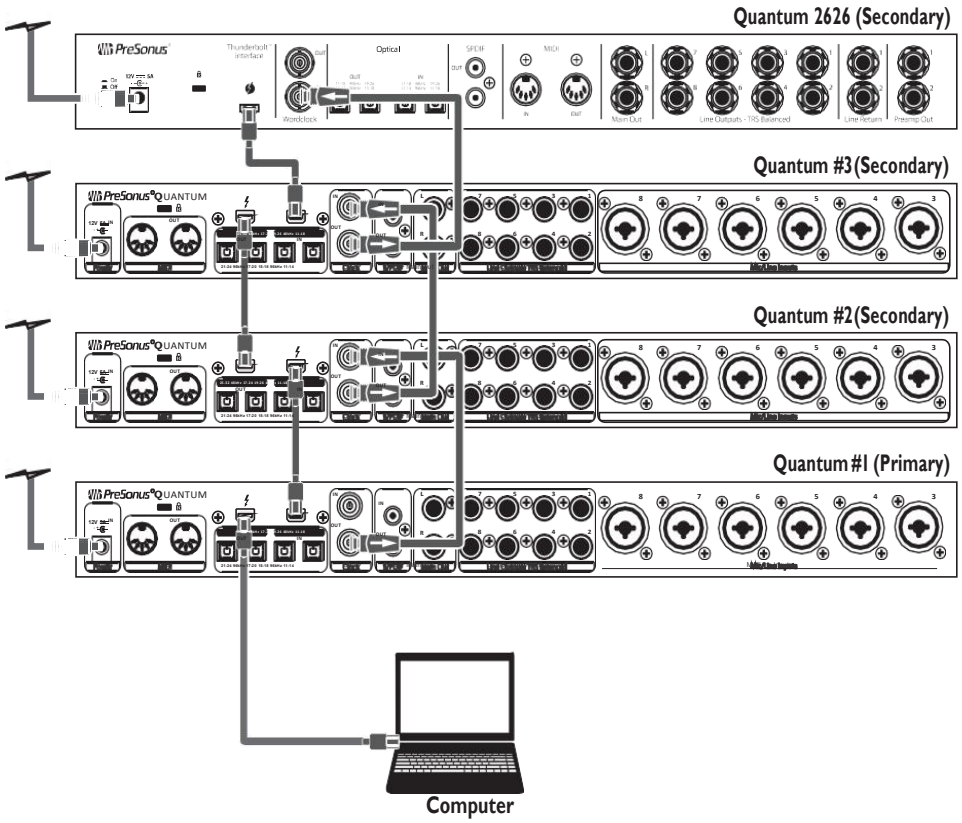
指定一个Quantum接口作为主时钟，在 Universal Control 中把它的时钟源设置为内部，并把 BNC 线连接到它的时钟输出端口。



7. Set your other Quantum-series interface(s) to Secondary by setting their Clock Source to Wordclock in Universal Control and connecting the BNC cable to their Clock In Ports.

将其他 Quantum系列接口设置为二级，在 "Universal Control " 中, 把它们的 "Clock Source " 设置为 "Wordclock"，并将 BNC电缆连接到它们的 "Clock In Port" 端口。





Your Quantum system is now ready to use. Note that if you're only aggregating two Quantum-series interfaces, and your Mac has two Thunderbolt ports, you can simply connect both of your Quantum-series interfaces directly to the Mac rather than connecting them to each other.

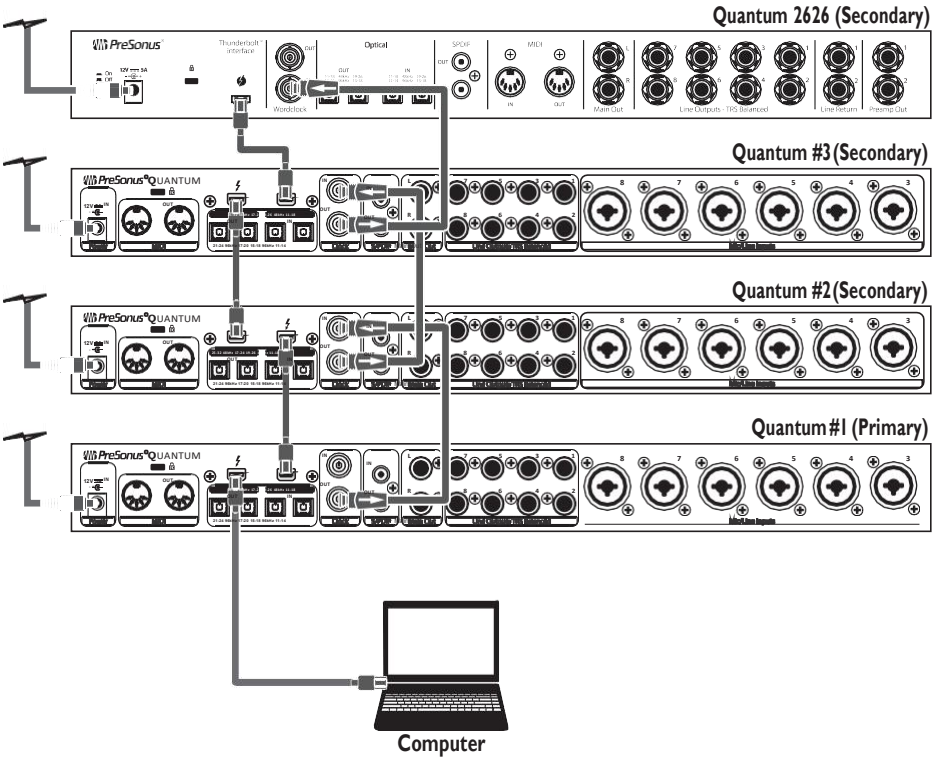
现在你的 Quantum 系统可以使用了。请注意，如果你只聚合两个 Quantum系列接口，而你的 Mac有两个 Thunderbolt 端口，你可以简单地将两个 Quantum 系列接口直接连接到 Mac 上，而不是将它们相互连接。

5.2 Windows 系统

1. Connect your Quantum interfaces to your computer and launch Universal Control.
将你的 Quantum 接口连接到您的电脑，并启动通用控制。

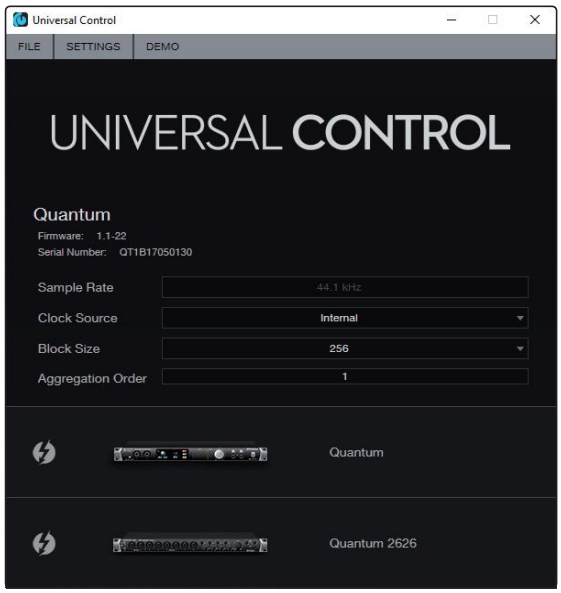
Please Note: *Your Quantum interfaces must be clocked to each other via BNC and one unit must be designated as the Primary, by selecting Internal Clock Source in Universal Control.*

请注意： *你的Quantum接口，需要通过BNC相互时钟连接，并且必须在Universal Control中选择内部时钟源，指定一个设备为主设备。*



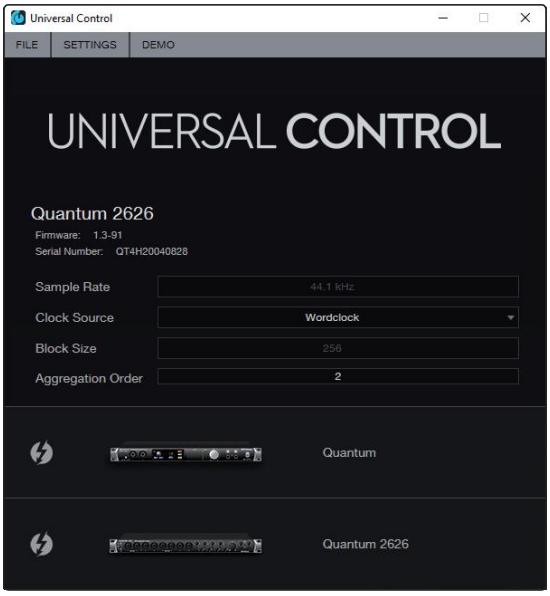
2. Select the Quantum interface you would like to use as the first bank of channels and set the Aggregation Order to "1," and the Clock Source to Internal.

选择你想用作第一组通道的 Quantum 接口，并将聚合顺序设置为 "1"，将 "Clock Source" 设置为 " Internal"内部。



3. Select the Quantum interface you would like to use for the next bank of channels. Set the Aggregation Order to “2” and the Clock Source to Wordclock.

   选择你想用于下一组通道的 Quantum 接口。将聚合顺序设置为 "2"，将 “Clock Source” 设置为 “Wordclock”。



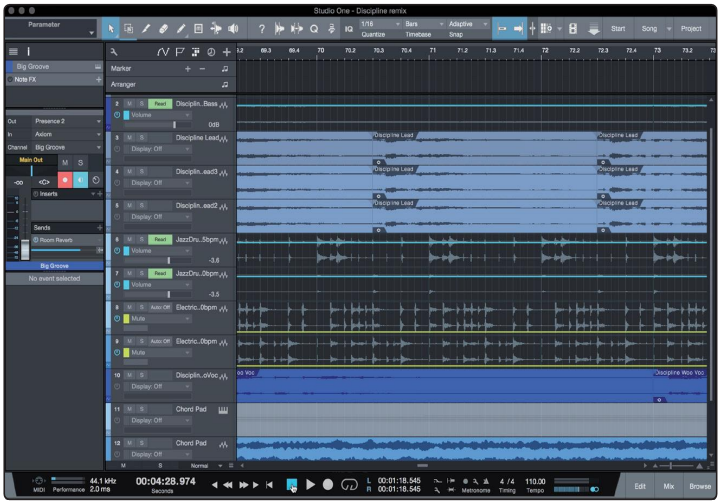
4. If you are connecting three or four Quantum interfaces, you will repeat step 3 and set the Aggregation Order to 3 and 4 respectively.

   如果你要连接三个或四个 Quantum 接口，你将重复步骤 3，并将聚合顺序分别设置为 3和 4。

   Your Quantum system is now ready to use. Note that if you’re only aggregating two Quantum-series interfaces, and your computer has two Thunderbolt ports, you can simply connect both of your Quantum-series interfaces directly to the computer rather than connecting them to each other.

   现在你的 Quantum系统可以使用了。请注意，如果你只聚合两个Quantum系列接口，而你的计算机有两个Thunderbolt端口，你可以简单地将两个Quantum系列接口直接连接到计算机上，而不是将它们相互连接。

6 Studio One Artist Quick Start 快速入门 Studio One Artist



All PreSonus professional recording products come with Studio One Artist recording and production software. Whether you are about to record your first album or your fiftieth, Studio One Artist provides you with all of the tools necessary to capture and mix a great performance. PreSonus audio interfaces also have access to advanced functions in Studio One's exclusive Cue Mix feature for PreSonus interfaces.

所有 PreSonus 专业录音产品，都会配有 Studio One Artist 录音和制作软件。无论你是准备录制第一张专辑还是第五十张专辑，Studio One Artist 都能为你提供所有必要的工具，来捕捉和混合你精彩的表演。PreSonus 音频接口还可以使用 Studio One，为 PreSonus 接口提供的独家Cue Mix功能中的先进的功能。

Power User Tip: *As a valued PreSonus customer, you are eligible for a discount upgrade to Studio One Professional. For more details on the Studio One upgrade program for PreSonus customers, please visit* http://studioone.presonus.com/.

用户提示： *作为PreSonus的宝贵客户，你有资格以优惠价格升级到Studio One Professional（专业版）。有关PreSonus Studio One升级计划的更多细节，请访问官方网站* http://studioone.presonus.com/ 。

6.1 Installation and Authorization 安装与授权

Once you have installed the drivers for your audio interface and connected it to your computer, you can use the included PreSonus Studio One Artist music-production software to begin recording, mixing, and producing your music. To install Studio One Artist, log into your My PreSonus account and register your interface. Your product key for Studio One Artist will automatically be registered to your My PreSonus account with your hardware registration.

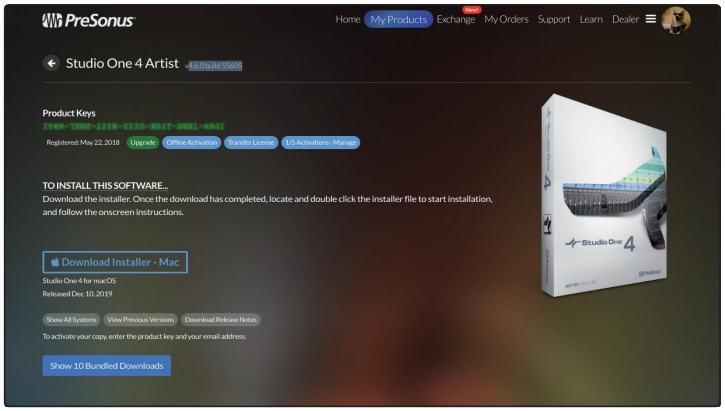
一旦你安装了音频接口的驱动程序并将其连接到计算机上，你就可以使用附带的 PreSonus Studio One Artist 音乐制作软件来开始录音、混音和制作音乐。安装 Studio One Artist，请登录你的 My PreSonus 帐户并完成接口注册。你的 Studio One Artist的产品密钥，它将随着你的硬件注册而自动注册到你的 My PreSonus帐户。

Downloading and running the Studio One installer.

下载并运行 Studio One 安装程序

To install Studio One Artist, download the Studio One Artist installer from your My PreSonus account to the computer on which you will use it.

安装 Studio One Artist 软件，请从你的 My PreSonus 账户下载 Studio One Artist，安装程序到你要使用的计算机上。



- **Windows users:** Launch the Studio One Artist installer and follow the onscreen instructions.
- **Mac users:** Drag the Studio One Artist application into the Applications folder on your Mac hard drive.
- **Windows user：** 启动 Studio One Artist 安装程序并按照屏幕上的指示操作。
- **Mac user：** 将 Studio One Artist 应用程序拖入你 Mac硬盘上的应用程序文件夹中。

Authorizing Studio One
Studio One 授权

When Studio One is launched for the first time on your computer, it will communicate with your My PreSonus account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it and be sure that your computer is connected to the Internet when you launch the application for the first time.

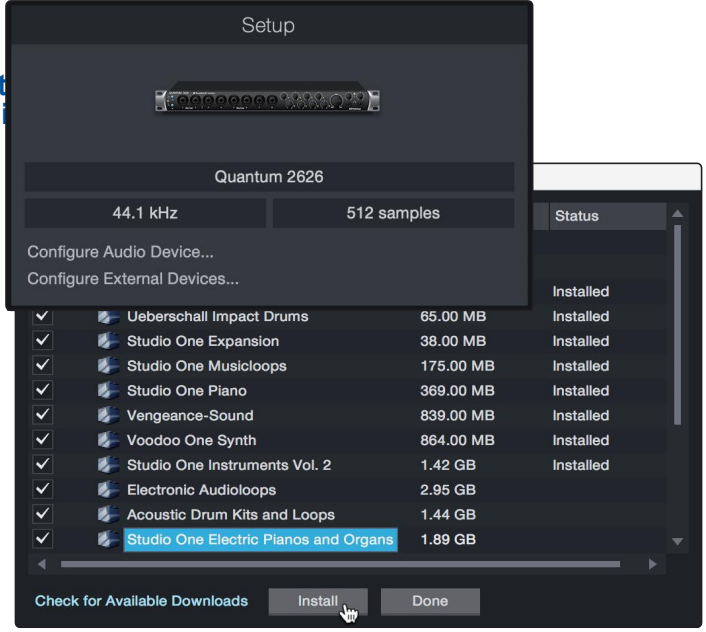
当你在计算机上，第一次启动 Studio One时，它将与你的 My PreSonus账户相连，并验证你的注册。为了确保无缝的授权过程，请确保将安装程序下载到你将要使用的计算机上，并确保第一次启动应用程序时，互联网已连接。

Installing bundled content for Studio One Artist. 安装 Studio One Artist 的绑定内容。

Studio One Artist comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The Studio One Artist bundle includes all that you need to begin producing music.

The first time you launch Studio One Artist, you will be prompted to install its companion content. Select the content you wish to add and click “Install.” The content will automatically begin to download and install from your My PreSonus user account.

Studio One Artist 捆绑了一系列的演示和教程材料、乐器、loops和样本。Studio One Artist 捆绑包，它包含了从开始制作音乐所需的全部内容。当你第一次启动 Studio One Artist 时，你会被提示安装其配套内容。选择你想添加的内容，点击 "Install" 安装。这些内容将自动开始从你的 My PreSonus 用户账户下载和安装。



Power User Tip: *You may be prompted to enter your My PreSonus user account information. Clicking "Remember Credentials" will allow you to have immediate access to any content you purchase from the PreSonus Marketplace.*

用户提示：*可能你会被提示输入 "My PreSonus"用户账户信息。点击 "Remember Credentials"，这样你能够立即访问你从 PreSonus Marketplac 的任何内容。*

6.2 Setting Up Studio One Studio One 设置

Studio One Artist was designed to work with PreSonus interfaces and provides unique interoperability and simplified setup. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If you have an Internet connection on your computer, these links will be updated as new tutorials become available on the PreSonus Web site.

Studio One Artist 设计为与 PreSonus 接口可以一起使用，并提供独特的互操作性和简化的设置。默认情况下，当Studio One Artist启动时，你会被带到 "Start "页面。在这个页面上，你会发现文件管理和设备配置控制，以及一个可定制的艺术家档案，一个新闻提要，还有PreSonus演示和教程的链接。当你连接网络，这些链接将随着PreSonus网站上新教程的出现而更新。

Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located within Studio One. The information in this tutorial covers only the basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.

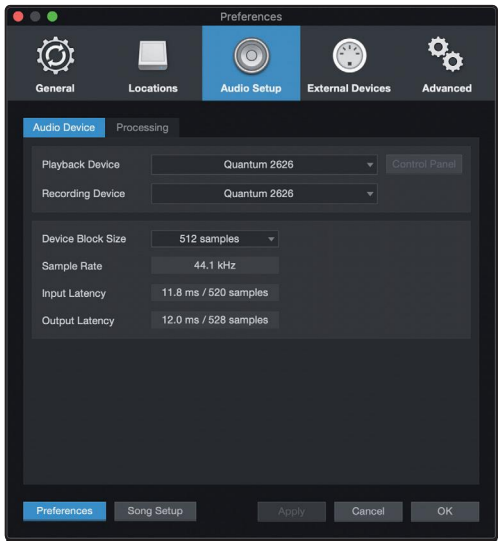
关于 Studio One Artist各方面的完整信息，可以在Studio One的《参考手册》的PDF文件中找到。本教程中的信息只涵盖了 Studio One Artist的基本方面，为了让你尽快设置和录制。

6.2.1 Configuring Audio Devices 配置音频装置

1. In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.

   在 " Start" 页面的中间位置，你会看到 "Setup" 区域。Studio One Artist 会自动扫描你的系统，寻找所有可用的驱动，并选择一个驱动。默认情况下，如果有 PreSonus 的驱动程序，它将选择一个 PreSonus 的驱动程序。

2. If you do not see your device listed on the Start page when you launch Studio One, click on the Configure Audio Devices link in the Setup area to open the Options window.



如果你在启动 Studio One 时，你的设备没有列在 "Start "页上，点击 ”Setup”区域的 ”Configure Audio Devices” 的 链接，打开 ”Options ” 窗口。

In the Options window, click on the Audio Setup tab and select your device driver from the pull-down.

在 ” Options ”窗口中，点击 ”Audio Setup” 音频设置标签，并从下拉菜单中，选择你的设备驱动程序。

6.2.2 Configuring MIDI Devices 配置MIDI装置

From the External Devices window in Studio One Artist, you can configure your MIDI keyboard controller, sound modules, and control surfaces. This section will guide you through setting up your MIDI keyboard controller and sound modules. Please consult the Reference Manual located within Studio One for complete setup instructions for other MIDI devices.

在 Studio One Artist 的外部设备窗口，你可以配置你的MIDI键盘控制器、声音模块和控制面。本节将指导你，如何设置你的MIDI键盘控制器和声音模块。关于其他MIDI设备的完整设置说明，请查阅Studio One中的 ”Reference Manual”《参考手册》 。

If you are using a third-party MIDI interface or USB MIDI-controller keyboard, you must install any required drivers for these devices before beginning this section. Please consult the documentation that came with your MIDI hardware for complete installation instructions.

如果你使用的是第三方MIDI接口或USB MIDI控制器键盘，在开始本节之前，你必须为这些设备安装所有必要的驱动程序。请查阅你的MIDI硬件附带的文件，以获得完整的安装说明。

If you do not have any MIDI devices, please skip to Section 5.3.

如果你没有任何 MIDI 设备，请 跳到第 5.3 节。

Setting up an external MIDI keyboard controller from the Start page.

从 "Start" 页面设置一个外部 MIDI键盘控制器

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the controller and tone-generation functions as two different devices; a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound modules will be set up as an Instrument.

MIDI 键盘控制器是一种硬件设备，一般用于演奏和控制其他MIDI设备、虚拟乐器和软件参数。在 Studio One Artist 中，这些设备被称为键盘，它们必须经过配置才能使用。在某些情况下，你的 MIDI 键盘控制器也被用作音色发生器。Studio One Artist 将控制器和音调发生器的功能视为两个不同的设备：一个MIDI键盘控制器和一个声音模块。MIDI控制器（键盘、旋钮、音量推子等）将被设置为键盘。声音模块将被设置为一个乐器。

You can set up your external MIDI devices from the Setup area in the Start page. Before setting up a new Song for recording, take a moment to configure external devices.

你可以在 "Start" 页面的 "Setup " 区域设置你的外部 MIDI 设备。在录音之前，设置一首新的歌曲，需要花点时间来配置外部设备。

Make sure you have connected the MIDI Out of your external MIDI controller to a MIDI In on your PreSonus audio interface (if available) or other MIDI interface. If you are using a USB MIDI controller, connect it to your computer and power it on.

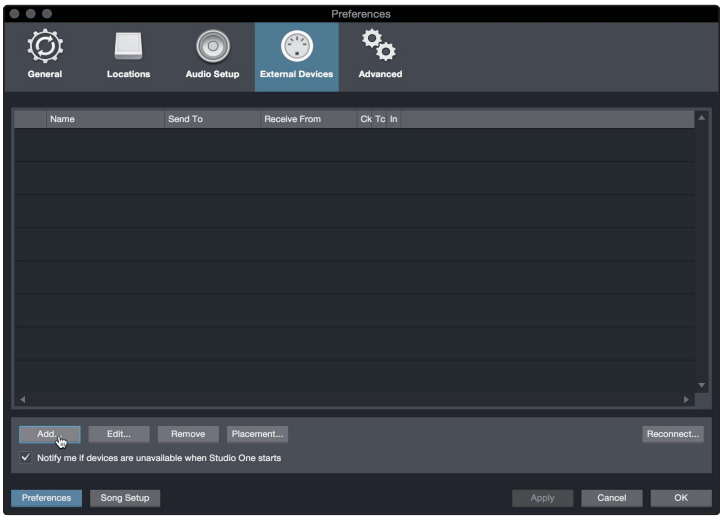
确保将外部 MIDI 控制器的 MIDI 输出，已经连接到 PreSonus 音频接口（如果有的话）或是其他MIDI接口的MIDI输入。如果你使用的是 USB MIDI 控制器，请将它连接到你的计算机上，并接通电源。

1. Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.

   点击 "Start" 页面的”Setup” 设置区域的 "Configure External Devices" 的链接，启动 ”External Devices” 窗口。

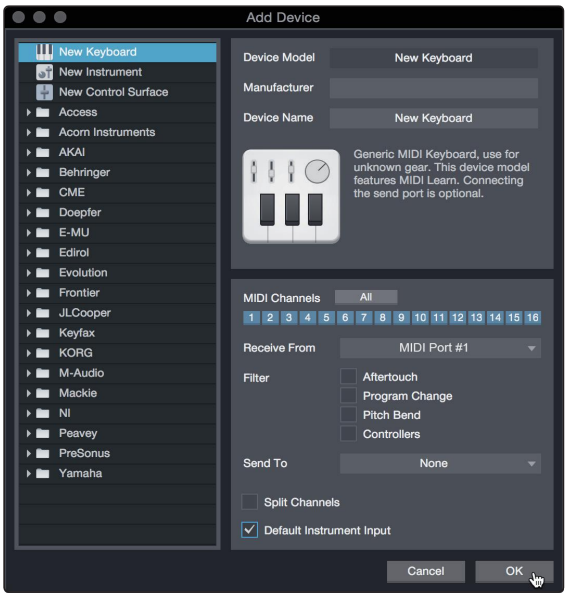
2. Click the Add button. This will launch the Add Device window.

   点击 "Add" 按钮。这将启动 "Add Device" 窗口。



3. From the menu on the left, select your MIDI controller from the list of manufacturers and models. If you do not see your MIDI controller listed, select New Keyboard. At this point, you can customize the name of your keyboard by entering the manufacturer and device names.

   从左边菜单栏的制造商和型号列表中，选择你的MIDI控制器。如果你的MIDI控制器没被列出，请选择 "New Keyboard"。这时，你可以通过输入制造商和设备名称，定制你的键盘名称。



4. You must specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to choose, select all 16.
   你必须指定哪些 MIDI 通道将被用来与该键盘相连。在大多数情况下，应该选择所有的 MIDI 通道。
   如果你不确定要选择哪些MIDI通道，请选择全部16个。

5. Studio One allows you to filter out specific control functions. If you would like Studio One to ignore Aftertouch, Pitch Bend, Program Change, or All CC messages, enable filtering for any or all of these messages.
   Studio One 软件允许你过滤掉特定的控制功能。如果你想让 Studio One 忽略 Aftertouch, Pitch Bend, Program Change, 或 所有的CC信息，为这些信息中的任何一个或全部信息，请启用过滤功能。

6. In the Receive From drop-down menu, select the MIDI interface input from which Studio One Artist will receive MIDI data (that is, the MIDI port to which your keyboard is connected).

   在 Receive From（接收自）下拉菜单中，选择 Studio One Artist，接收 MIDI 数据的 MIDI 接口输入（也就是你的键盘所连接的MIDI端口）。

   Power User Tip: *In the Send To drop-down menu, select the MIDI interface output from which your Studio One Artist will send MIDI data to your keyboard. If your keyboard controller doesn't need to receive MIDI data from Studio One, you can leave this unselected.*

   用户提示：*在"Send To"下拉菜单中，选择Studio One Artist将向键盘发送MIDI数据的MIDI接口输出。如果你的键盘控制器,不需要从Studio One接收MIDI数据，你可以不选择此项。*

7. If this is the only keyboard that you will use to control your external synthesizers and virtual instruments, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Artist.

   如果这是你用来控制外部合成器和虚拟乐器的唯一键盘，你应该选"Default Instrument Input" 旁边的方框。这将自动分配你的键盘，在Studio One Artist中可以控制所有MIDI设备。

8. Click OK.

   点击 "OK"。

If you have a sound module that you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close the window and ***skip to Section 5.3***.

如果你想连接一个声音模块，让 "External Devices" 窗口保持打开状态，然后进入本节的下一部分。如果不想，你可以关闭该窗口，***跳到第5.3节。***

Setting up an external MIDI sound module from the Start page.

从 "Start" 页面设置一个外部 MIDI声音模块。

MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information in the form of MIDI data to tone modules and virtual instruments, which respond by generating sound, as instructed. Tone modules can be standalone sound devices or can be integrated into a MIDI instrument, such as a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.

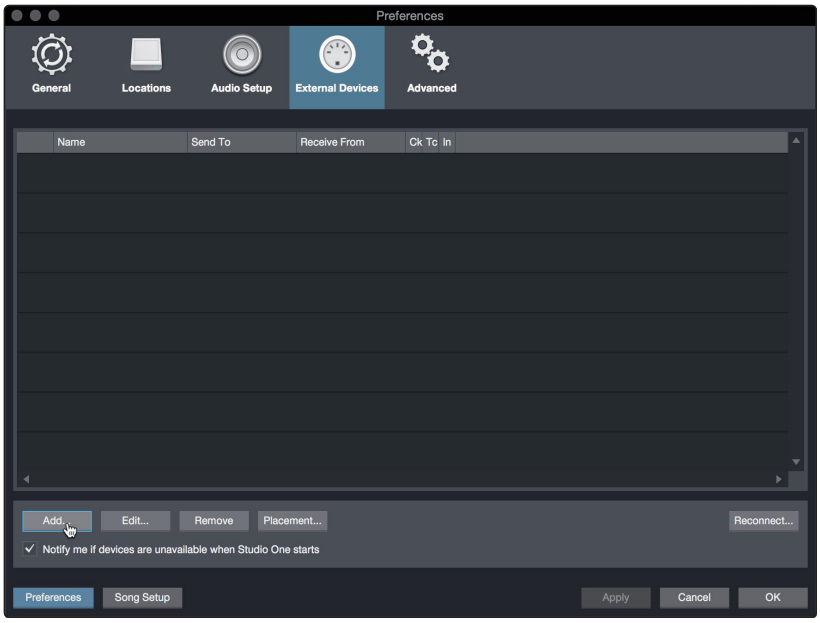
MIDI 乐器控制器（键盘、MIDI吉他等）以 MIDI 数据的形式向音色模块和虚拟乐器发送音乐信息，后者按照指示通过产生声音作出反应。音色模块可以是独立的声音设备，也可以集成到一个MIDI 乐器中，比如键盘合成器。Studio One Artist 把所有的音色发生器都称为乐器。 MIDI 键盘控制器你一旦设置，需要花点时间配置你的声音模块。

Make sure you have connected the MIDI In of your external sound module to the MIDI Out of your MIDI interface.

确保你的外部声音模块的MIDI输入，已经连接到你的 MIDI 接口的MIDI输出。

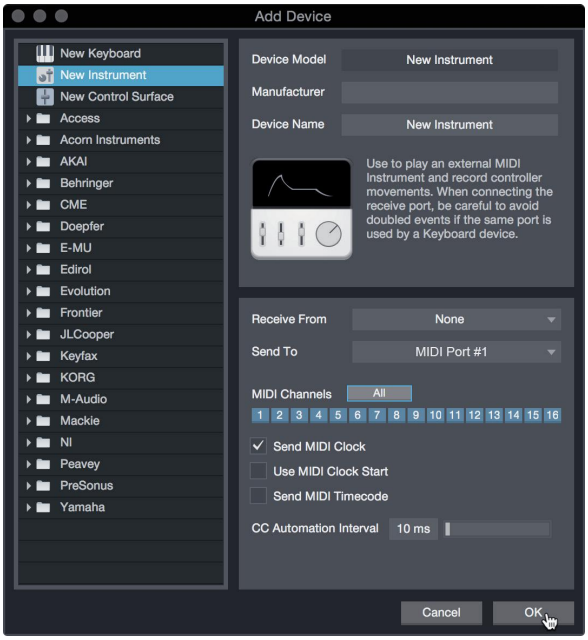
1. In the External Devices window, click the Add button.

   在 "External Devices" 窗口中，点击 "Add " 按钮。



2. Select your device in the menu on the left. If your device is not listed, select New Instrument. At this point you can customize the name of your keyboard by entering the manufacturer and device names.

   在左边的菜单中，选择你的设备。如果你的设备没有列出，请选择 "New Instrument"。这时，你可以通过输入制造商和设备名称，定制你的键盘名称。



3. Specify which MIDI channels will be used to communicate with this sound module. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.

   指定哪些 MIDI 通道将被用来与这个声音模块相连。对于大多数用途，应该选择所有的 MIDI通道。如果你不确定要选择哪些MIDI通道，建议你选择全部16个。

4. In the Send To menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your sound module. Click OK and close the External Devices window. You are now ready to start recording in Studio One Artist.

   在 "Send To" 菜单中，选择MIDI接口输出，Studio One Artist 将从该接口向你的声音模块发送MIDI数据。点击 "OK" 确定，关闭 "External Devices" 窗口。现在你可以准备开始在 Studio One Artist 中录音了。

The rest of this Quick Start Guide will go over how to set up a Song and will discuss some general workflow tips for navigating through the Studio One Artist environment.

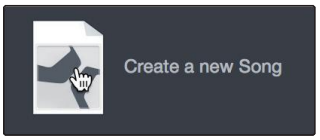
本 "Quick Start Guide"《快速入门指南》的其余部分将介绍如何设置歌曲，并将讨论一些通过 Studio One Artist 导航中的一般工作流程提示。

6.3 Creating a New Song 创作一首新的歌曲

Now that you've configured your audio and MIDI devices, let's create a new Song. We'll start by setting up your default audio I/O.
你已经配置了你的音频和MIDI设备，现在让我们来创建一个新的歌曲。我们将从你的默认音频输入/输出设置开始。

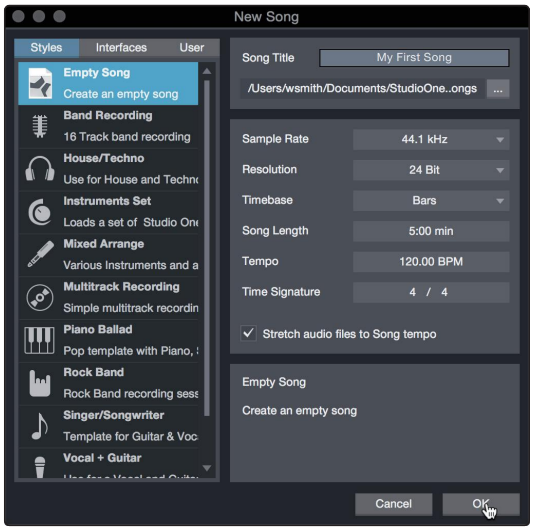
1. From the Start page, select Create a New Song.

   从 "Start" 页面，选择 "Create a New Song"。



2. In the New Song window, name your Song and choose the directory in which you'd like it saved. You'll notice a list of templates on the left. These templates provide quick setups for a variety of devices and recording situations. The section will describe creating a Song from an empty session.

   在 "New Song" 窗口中，为你的歌曲命名，并选择你希望它保存的目录。你会注意到左边有一个模板列表。这些模板为各种设备和录音情况，提供快速设置。本节将描述从一个空的会话中创建一首歌曲。



3. Select Empty Song from the Templates list. At this point, you should give your Song a name and select your preferred sample rate and bit depth for recording and playback. You can also set the length of your Song and the type of time format you would like the timeline to follow (notation bars, seconds, samples, or frames). Click the OK button when you are finished.

   从模板列表中选择 Empty Song。这块，你应该给你的歌曲起个名字，并选择你喜欢的采样率和比特深度来进行录音和播放。你还可以设置歌曲的长度和你希望时间线遵循的时间格式类型（记号条、秒、样本或帧）。完成后，点击 "OK" 确认按钮。

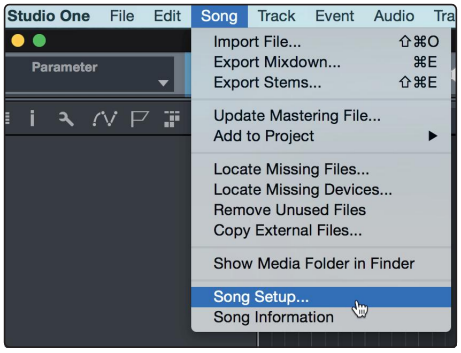
Power User Tip: *If you plan to import loops into your Song, make sure that the Stretch Audio Files to Song Tempo option is selected. This will automatically import loops at the correct BPM.*

用户提示： *如果你打算将你的歌曲导入循环播放，请确保选择 "Stretch Audio Files to Song Tempo option" 选项。这将自动以正确的 BPM 导入循环。*

6.3.1 Configuring Your I/O

1. Click on Song | Song Setup to set your sample rate and resolution and configure your audio I/O.

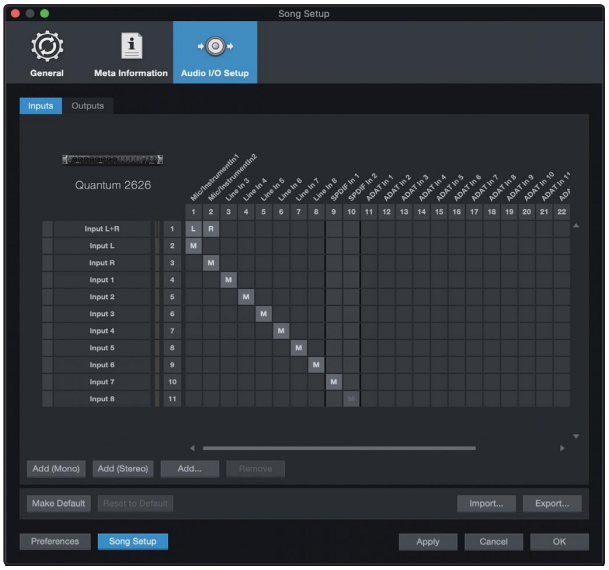
   点击歌曲|歌曲设置，设置你的采样率和分辨率，配置你的音频I/O。



2. Click on the Audio I/O Setup tab.
   点击音频 I/O 设置标签。

3. From the Inputs tab, you can enable any or all of the inputs on your PreSonus Quantum audio interface that you'd like to have available. We recommend that you create a mono input for each of the inputs on your interface. If you plan on recording in stereo, you should also create a few stereo inputs.

   在 Inputs 选项卡上，你可以启用你想要的 PreSonus Quantum音频接口上的任何或所有的输入。我们建议为接口上的每个输入创建一个单声道输入。如果你打算用立体声录音，你也应该创建一些立体声输入。

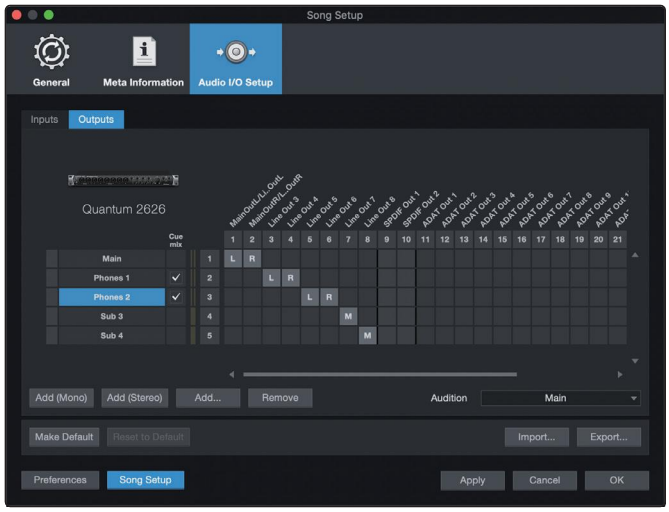


Power User Tip: *If you plan on using the Talkback mic, you will need to enable it as an input for your session and create a track for it.*

用户提示：如果你打算使用对讲机，你需要把它作为会话的一个输入，并为它创建一个轨道。

4. Click on the Outputs tabs to enable any or all of the outputs on your Quantum audio interface. In the lower right corner, you will see the Audition select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the main output bus.

   点击 "Outputs" 标签，启用Quantum音频接口上的任何或所有输出。在右下角，你会看到Audition选择菜单。你可以选择在将音频文件导入 Studio One Artist 之前，你将从该输出中进行试听。一般来说，你会希望这是主输出总线。



Power User Tip: *If you would like this I/O configuration to be the same every time you open Studio One, click the Make Default button.*

用户提示：*如果你希望每次打开Studio One时，这个I/O 配置都是一样的，请点击 "Make Default"按钮。*

Studio One allows you to create monitor mixes right from the console. To enable this function, you must designate at least one output pair to be a Cue Mix output. Click on the Cue Mix box next to any output pair you'd like to use as a monitor mix output to enable this feature.

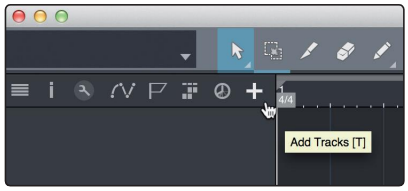
For more information, ***see Section 5.4***.

Studio One 允许你直接从控制台创建监听混音。要启用这个功能，你必须指 定至少一个输出对组为Cue Mix输出。点击任何你想用作监听混音输出的输出对组，点击旁边 "Cue Mix " 框来启用这个功能.

更多信息，***请见第 5.4 节。***

6.3.2 Creating Audio and MIDI Tracks 创建音频和 MIDI 音轨

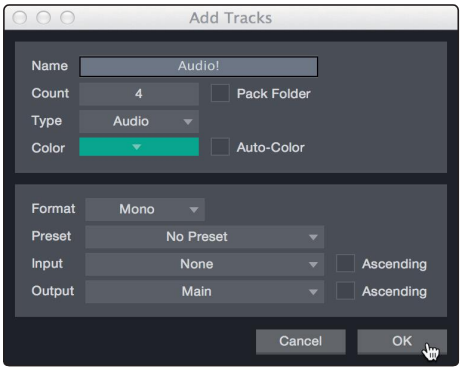
1. In the upper left corner of the Arrange window, you will notice several buttons. The button furthest to the right is the Add Tracks button. Click on this button to open the Add Tracks window.



在编曲窗口的左上角，你会注意到几个按钮。最靠右的按钮是 "Add Tracks" 按钮。点击这个按钮，打开 "Add Tracks" 窗口。

2. In the Add Tracks window, you can customize the track name and color, add a preset rack of effects, and set the physical source for the input and output of your audio tracks. Most important, you can select the number and type of tracks you'd like to create.

在 " Add Tracks" 窗口中，你可以自定义音轨名称和颜色，添加预设的效果器，并为音轨的输入和输出设置物理源。最重要的是，你可以选择你想创建的轨道的数量和类型。



- **Audio.** Use this track type to record and playback audio files.
- **Instrument.** Use this track to record and playback MIDI data to control external MIDI devices or Virtual Instrument plug-ins.
- **Automation.** This track type lets you create automated parameter controls for your session.
- **Folder.** This track helps you to manage your session as well as to quickly edit multiple tracks at once.

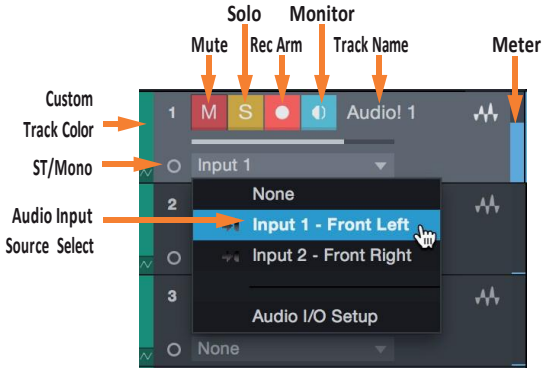
- **Audio.** 使用这种轨道类型来记录和播放音频文件。
- **Instrument.** 使用这种轨道来记录和播放MIDI数据，以控制外部 MIDI 设备或虚拟乐器插件。
- **Automation.** 这种轨道类型，为你的会话创建自动参数控制。
- **Folder.** 这个轨道可以帮助你管理你的会话，以及一次快速编辑多个轨道。

Power User Tip: *If you would like to add an audio track for each of the available inputs, simply go to Track | Add Tracks for All Inputs.*

用户提示： *如果你想为每个可用的输入添加一个音轨，仅需要进入 Track | Add Tracks for All Inputs 为所有输入添加音轨。*

Track anatomy:

音轨剖析图：



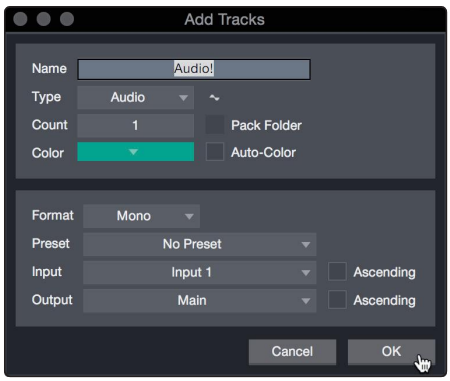
Note: *MIDI tracks are nearly identical to Audio tracks. The Input Source list for MIDI tracks lists available external MIDI devices as well as any virtual instruments that have been added to the Song.*

注意： *MIDI 轨道与音频轨道几乎相同。MIDI轨道的输入源列表列出了可用的外部MIDI 设备，以及任何已添加到歌曲中的虚拟乐器。*

6.3.3 Recording an Audio Track 录制一个音轨

1. To begin recording, create an audio track from the Add Tracks window, set its input to Input 1 on your Quantum 2626 interface, and connect a microphone to the same input..

   要开始录音，从Add Tracks 窗口创建一个音轨。
   “Tracks” 窗口创建一个音轨，将其输入设置为Quantum 2626 接口的输入1，并将麦克风连接到同一输入。



2. Select Record Enable on the track. Turn up the Input 1 level on your audio interface while speaking/singing into the microphone. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum without clipping (distorting).

   在音轨上选择”Record Enable”。在对着麦克风说话/唱歌时，调高音频接口上的输入1电平。你应该看到 Studio One Artist中的输入计量表的反应。调整增益 使输入电平接近其最大值，而不发生削波（失真）。

You are now ready to start recording. For complete instructions, ***please consult the Studio One Reference manual located in Help | Studio One Reference Manual.***

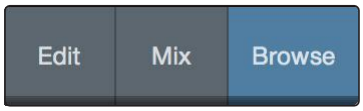
你现在可以开始录音了。有关完整的说明，***请查阅位于Help里的“Studio One Reference manual” | Studio One参考手册。***

6.3.4 Adding Virtual Instruments and Effects 添加虚拟乐器和效果

You can add plug-ins and instruments to your Song by dragging-and-dropping them from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument preset without ever scrolling through a menu.

从浏览器中, 你可以通过拖放插件和乐器来增加你的歌曲。你还可以把一个或一组效果器从一个通道拖到另一个通道，拖入定制的效果器链，并立即加载你最喜欢的虚拟乐器预设，而无需滚动菜单。

Opening the browser.
开启浏览器。



In the lower right corner of the Arrange window are three buttons:

在编曲窗口的右下角有三个按钮：

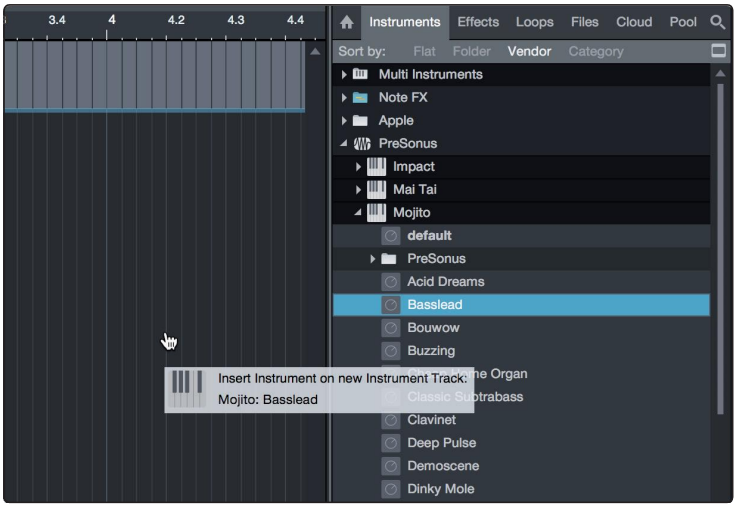
- The **Edit** button opens and closes the audio and MIDI editors.
- The **Mix** button opens and closes the Mixer window.
- The **Browse** button opens the browser, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.
- “Edit ” 按钮打开和关闭音频和MIDI编辑器。
- “ Mix” 按钮打开和关闭混合器窗口。
- “ Browse ” 按钮打开浏览器，显示所有可用的虚拟乐器、插件效果、音频文件和MIDI文件，以及加载到当前会话的音频文件池。

Drag-and-drop virtual instruments.

拖放虚拟乐器。

To add a virtual instrument to you session, open the browser and click on the Instrument button. Select the instrument or one of its patches from the instrument browser and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the instrument as the input.

要在你的会话中，添加一个虚拟乐器，打开浏览器并点击乐器按钮。从乐器浏览器中，选择乐器或它的一个补丁，然后把它拖到编曲视图中。Studio One Artist 会自动创建一个新的音轨，并将该乐器作为输入载入。

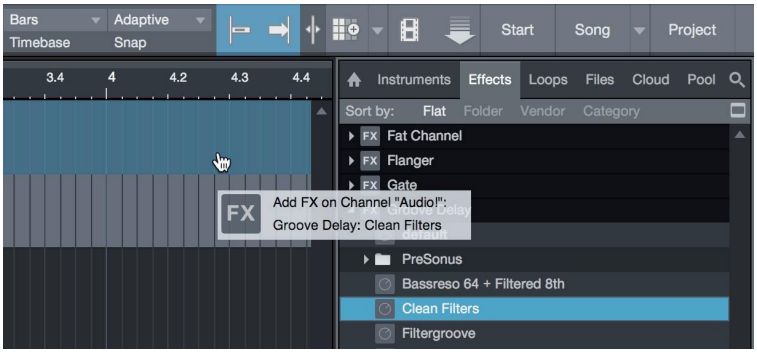


Drag-and-drop effects.

拖放效果器。

To add a plug-in effect to a track, click the Effects button in the browser and select the plug-in or one of its presets in the effects browser. Drag-and-drop the selection over the track to which you would like to add the effect.

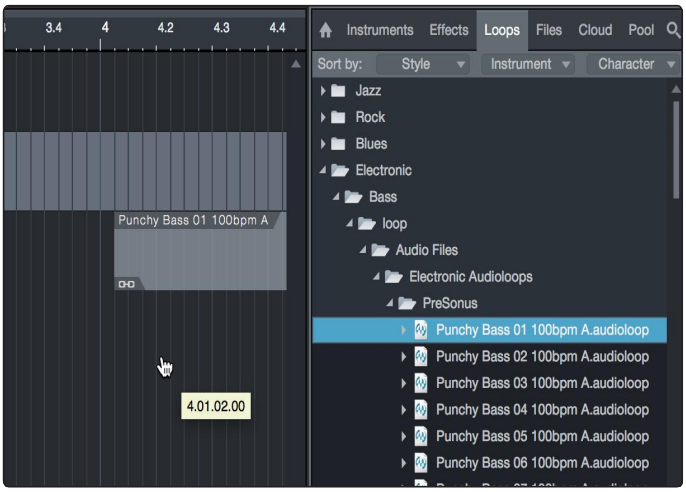
要将插件效果添加到轨道上，请点击浏览器中的效果按钮，并在效果浏览器中选择插件或其预设之一。在你想添加效果的轨道上拖放选择。



Drag-and-drop audio and MIDI files.

拖放音频和MIDI文件。

Audio and MIDI files can be quickly located, auditioned, and imported into your Song by dragging them from the file browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part of the track.

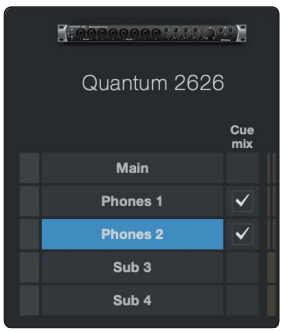


通过将音频和MIDI文件从文件浏览器拖入编曲视图，可以快速定位、试听并导入到歌曲中。
如果你把文件拖到一个空位上，就会创建一个新的轨道，把该文件放在你拖动它的位置上。如果你把文件拖到一个现有的轨道上，该文件将作为该轨道的一个新部分被放置。

6.4 Monitor Mixing in Studio One Studio One的监听混音

You can set up monitor mixes with your Quantum 2626 interface using Studio One's unique Cue Mix feature. This feature takes over the monitor mix control software for your Quantum 2626 interface and provides level and pan control from within Studio One. Simply designate a pair or pairs of outputs as a cue mix, and you'll find the Cue Mix controls in your Studio One mixer.

你可以使用Studio One独特的功能Cue Mix来设置Quantum 2626接口的监听混音。这个功能接管了Quantum 2626接口的监听混音控制软件，并在Studio One中，提供电平和摇摄控制。只需指定一对或几对输出作为Cue Mix监听混音，你就可以在Studio One混音器中，找到 Cue Mix控制。



You can create a cue mix and send it to any output on your Quantum (Mains, Headphones, General Purpose, ADAT, or S/PDIF). You simply need to create an output bus and enable Cue Mix.

你可以创建一个 Cue Mix 监听混音，并将其发送到 Quantum的任何输出（主电源、耳机、通用、ADAT或S/PDIF）。你只需要创建一个输出总线并启用Cue Mix 监听混音。

Power User Tip: *It is possible to designate the main output as a cue mix. This is helpful if you often record yourself and require quick access to monitoring for live inputs. When the main output is designated as a Cue Mix, a button will appear on any audio channel, with an assigned audio input in the Console, below the Mute, Solo, Record, and Monitor buttons.*

用户提示： *可以将主输出指定为监听混音。如果你经常自己录音，并且需要快速访问现场输入的监听，这很有帮助。当主输出被指定为监听混音时，在任何音频通道上都会出现一个按钮，在控制台里，有一个指定的音频输入，在“Mute”, “Solo”, “Record”, 和“Monitor”按钮下面。*

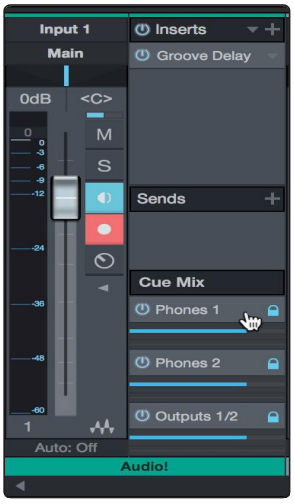
6.4.1 Cue Mix Functions

Once you have created a cue mix output, you will notice a special Send object in the channels of the Console. This Send object is called a Cue Mix object.

一旦你创建了一个监听混音输出，控制台的通道中，你会注意到有一个特殊的”Send” 发送对象。这个发送对象被称为 Cue Mix 对象。

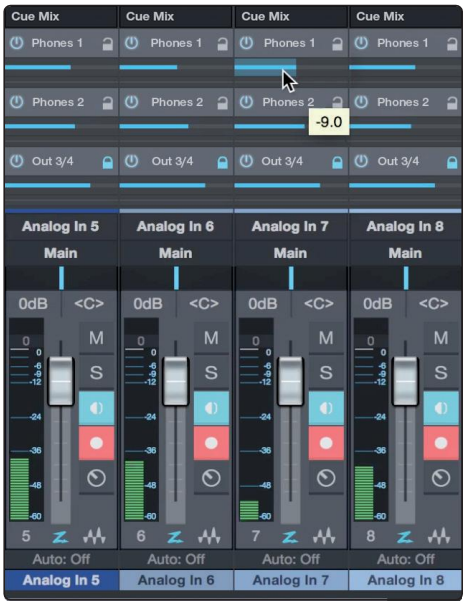
In the Small Console view, Cue Mix objects appear in the far left column of the extended channel.

在Small Console视图中，Cue Mix对象出现在扩展通道的最左边一栏。



In the Large Console view, Cue Mix objects appear below the Send device rack on each channel.

在Large Console视图中，Cue Mix 对象出现在每个通道的Send设备架下面。



1. **Activate Button.** To completely remove any channel from a Cue Mix, simply deactivate the Cue Mix object for that channel. In most instances, you will leave this enabled.

2. **Horizontal Level Fader.** This is the channel's Cue Mix volume control. By default this level will be identical to the level set on the channel's fader. Once you move the Cue Mix level fader, the volume of that channel in the Cue Mix will be independent of the main mix or any other cue mix in the session.

3. **Pan Control.** This sets the pan position for the channel in the Cue Mix outputs. Like volume, panning is identical to the main mix by default.

4. **Lock to Channel button.** By default, the Lock to Channel button is enabled, and level and pan values are locked to the Channel level and pan controls for the Main mix. This means that each Cue Mix will be identical to the Main mix in the Console. Changing the level or panning in the Main mix will change the level or panning in the Cue Mix. However, changing the level or panning in the Cue Mix object will unlock both settings, allowing independent control of level and panning for each channel in each Cue Mix. Thus, the level and panning for channels in a Cue Mix can be completely different from the related level and pan in the Main mix. At any time, you can lock the Cue Mix level and pan back to the channel settings by clicking on the Lock to Channel button.

1. **Activate Button.** 要从Cue Mix中完全删除任何通道，只需停用该通道的Cue Mix对象。在大多数情况下，你会让它处于启用状态。

2. **Horizontal Level Fader.** 这是该通道的 Cue Mix提示混合音量控制。默认情况下， 这个电平将与该通道上音量推子设置的电平相同。一旦你移动Cue Mix电平推子，Cue Mix中该通道的音量，将独立于主混音或会话中的任何其他监听混音。

3. **Pan Control.** 一旦你移动Cue Mix电平推子，在Cue Mix中的该通道音量将独立于主混音或会话中的任何其他提示混音。

4. **Lock to Channel button.** 默认情况下，"Lock to Channel" 按钮被启用，电平和 pan值被锁定到主混音的通道电平和pan控制上。这意味着，每个提示混音将与控制台中的主混音相同。改变主混音的电平或平移，将改变监听混音的电平或平移。然而，改变监听混音对象的电平或平移，将解锁两个设置，允许独立控制每个通道的电平和平移。独立控制每个监听混音中每个通道的电平和平移。因此，监听混音中的通道的电平和平移，可以与主混音中的相关电平和平移完全不同。你任何时候都可以通过点击"Lock to Channel"按钮，将监听混音的电平和 pan 锁定到通道设置上。

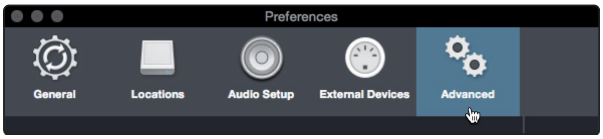
6.4.2 Punching In

The Quantum 2626's unique integration with Studio One and ultra-low latency performance make punching in easier than ever. This section will guide you through setting up a punch in so that there is no change sonically between audio you're playing back and the audio you're recording.

Quantum 2626 与 Studio One 的独特集成和超低延迟性能，使 Punching In 比以往更容易。本节将指导你如何设置它，可以使你正在播放的音频和录制的音频之间，从声音上没有变化。

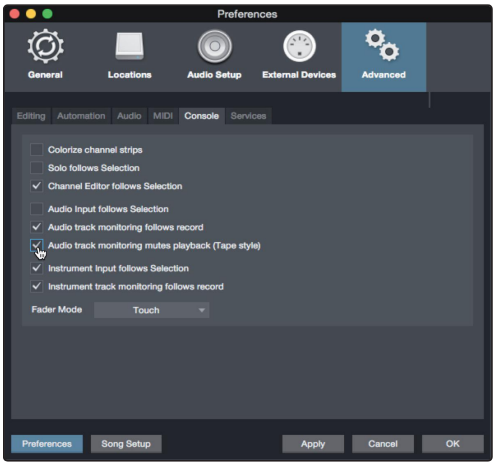
1. Before you begin, go to Studio One>Preferences and click on the Advanced tab.

开始之前，请你进入 Studio One > Preferences 并点击 Advanced 标签。



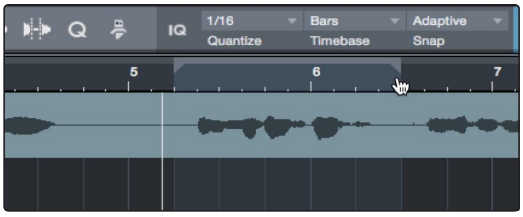
2. On the Console preference tab, check the box next to "Audio track monitoring mutes playback (Tape Style). This will allow you use Cue Mix to monitor during a punch in. Click Apply and then OK.

在 "Console" 控制台优先选项卡上，勾选 "Audio track monitoring mutes playback (Tape Style) 音轨监听静音播放（Tape Style）"旁边的方框。你将可以在 "Punch In" 期间使用Cue Mix来监听。点击 "Apply" 应用，然后 "OK" 确定。



3. After you have recorded your audio, set the punch in and out points in the timeline.

在你录制完音频后，在时间轴上设置 "Punch In & out" 开始/停止录音点。



4. Enable the Auto punch button the left of the Metronome settings in the transport.
启用传输中"Metronome"设置左侧的 " Auto punch" 按钮。

5. Record Arm your track, making sure to disable input monitoring. You're now ready to punch in. Simply rewind to the point in the song at which you'd like to start and click record.

   "Record Arm" 预备录音你的音轨，确保禁用输入监听。现在你已经准备好 "Punch In"。只需倒退到你想开始的歌曲中的某一点，然后点击 "录音"。

7 Technical Information 技术信息

7.1 Specifications 规格

Microphone Preamp (XLR Balanced)

Type	XLR Female (via Combo), Balanced
Maximum Input level	+10 dBu (Balanced, min. gain)
Gain Control Range	60 dB
Frequency Response	20 Hz to 20 kHz (+/- 0.15 dB, unity gain, 48 kHz)
Dynamic Range	> 110 dB (A-wtd, min. gain)
Total Harmonic Distortion	< 0.005% (1 kHz, min. gain)
EIN	< -131 dBu (max gain, 40Ω, 22 kHz BW, A-wtd)
Input Impedance	1.6kΩ
Phantom Power	+48V, > 8 mA per input

Instrument Inputs

Type	¼"TS Female (via Combo), Unbalanced
Maximum Input Level	+15 dBu (Unbalanced, min. gain)
Gain Control Range	60 dB
Frequency Response	20 Hz to 20 kHz (+/- 0.15 dB, unity gain, 48 kHz)
Dynamic Range	> 106 dB (A-wtd, min. gain)
Total Harmonic Distortion	< 0.005% (1kHz, min. gain)
Input Impedance	> 1 MΩ

Line Inputs

Type	¼"TRS Female (via Combo), Balanced
Maximum Input Level	+18 dBu (Balanced, min. gain)
Frequency Response	20 Hz to 20 kHz (+/- 0.15 dB, unity gain, 48 kHz)
Dynamic Range	> 118 dB (A-wtd, min. gain)
Total Harmonic Distortion	< 0.005% (1 kHz, min. gain)
Input Impedance	10 kΩ

Line Outputs

Type	¼"TRS Female, impedance balanced, DC Coupled
Maximum Output Level	+18 dBu (Balanced)
Frequency Response	20 Hz to 20 kHz (+/- 0.15 dB, unity gain, 48 kHz)
Dynamic Range	> 118 dB (A-wtd)
Total Harmonic Distortion	< 0.0035% (1 kHz, +4 dBu)
Output Impedance	51Ω

Main Outputs

Type	¼"TRS Female, impedance balanced
Maximum Output Level	+18 dBu (Balanced)
Frequency Response	20 Hz to 20 kHz (±0.05 dB, unity gain, 48 kHz)
Dynamic Range	> 118 dB (A-wtd)
Total Harmonic Distortion	< 0.0035% (1 kHz, +4 dBu)
Output Impedance	51Ω

Headphone Outputs

Type	¼"TRS Female, Stereo, Unbalanced, x2
Maximum Output Level	175 mW/channel (56Ω load)
Frequency Response	20 Hz to 20 kHz (±0.5 dB, 48 kHz)
Dynamic Range	> 110 dB (A-wtd)
Total Harmonic Distortion	< 0.03% (1 kHz)
Headphone Impedance (working range)	16Ω to 300Ω

Crosstalk

Input to Input	< -110 dB
Output to Output	< -115 dB
Input to Output	< -120 dB

Signal Level LED

Clip	-0.5 dBFS
Signal	-50 dBFS

Digital Audio

Connection Type	Thunderbolt 3
ADC Dynamic Range	115 dB (A-wtd)
DAC Dynamic Range	115 dB (A-wtd)
Bit Depth	24 bits
Internally Supported Sample Rates	44.1, 48, 88.2, 96, 176.4, 192 kHz

Clock

Jitter	< 70 ps RMS (20 Hz – 20 kHz)
Jitter Attenuation	> 60 dB (1 ns in => 1 ps out)

Power

12 VDC, 5A, external power supply

Clock

Jitter	< 70 ps RMS (20 Hz – 20 kHz)
Jitter Attenuation	>60 dB (1 ns in => 1 ps out)

Physical

Height	1.75" (44.45 mm)
width:	19" (482.6 mm)
Depth	7" (177.8 mm)
Weight:	6 lbs (2.72 kg)

Added bonus: PreSonus' previously Top Secret recipe for...
作为额外的奖励：PreSonus公司以前的绝密配方是...

Andouille & German Red CabbagePo-Boys

Andouille 和德国红甘蓝波波饼

Ingredients 成分:

- 1 small Onion 1个小洋葱
- 3 Tbsp. fresh Ginger 3汤匙新鲜生姜
- 1 small head Red Cabbage 1个小头红椰菜
- 1 tsp Salt 1茶匙盐
- 3 Tbsp. Honey 3汤匙蜂蜜
- ¼ cup Red Vinegar 1/4杯红醋
- 12 oz Andouille or Bratwurst Sausage sliced lengthwise 12盎司安杜尔或布拉德沃斯特香肠纵向切片
- ¼ lb. Muenster Cheese 1/4磅 Muenster的干酪
- Creole or German Mustard to taste Creole 或德国芥末酱来调味
- 1 loaf French Bread 1条法国面包

Cooking Instructions 烹饪说明：

1. Heat 2 tablespoon vegetable oil in large skillet. Add onions and ginger, then cook them for about 3 minutes until onions begin to wilt. Add cabbage, vinegar, and honey, and then cook for about 5 minutes. Add salt to taste and set aside.
2. Heat oil in a skillet till hot. Add sausage cut side down till nice and brown, turn and cook for about 5 minutes till thoroughly cooked.
3. Slice bread lengthwise, lay a bed of cabbage, then sausage, and cheese on top. Toast under the broiler or in a hot oven till cheese is melted and bread is crisp.
4. Spread mustard on bread. Sandwich can then be cut into 2-3 pieces and shared (or not if you're really hungry).

- 在大平底锅中加热2汤匙植物油。加入洋葱和姜，然后煮约3分钟，直到洋葱开始萎缩。加入卷心菜、醋和蜂蜜，然后煮约5分钟。加入盐调味，放在一边。
- 在平底锅中将油加热至热。将香肠切面朝下放入锅中，直到变成棕色，再翻面，煮约5分钟，直到完全煮熟。
- 将面包纵向切开，铺上卷心菜，然后是香肠，再将奶酪放在上面。在烤炉下或热烤箱中烘烤，直到奶酪融化，面包变脆。
- 在面包上涂抹芥末。然后可以将三明治切成2-3块并分享（如果你真的很饿的话，也可以不切）。

BONUS: Extra cabbage can be used as a condiment with meat, eggs, sandwiches, etc.

额外： 多余的卷心菜可以作为肉类、鸡蛋、三明治等的调味品。

Quantum 2626

Quantum 26x26 Thunderbolt™ 3 Audio Interface

Owner's Manual 用户手册

PreSonus

Baton Rouge • USA
www.presonus.com

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