



## Technical Info - Audio Mixer Terms

**Don't be confused by all the audio mixer related terms. Here is a brief explanation of what they all mean. Some are specific to DJ mixers, others are more general!**

### Assignable Crossfade

Works in conjunction with standard crossfade. Switches can select which channels to fade between. 1 to 2 or 3 to 1 for example.

### Aux Send/Return

Used to send the music or voice to an effects unit, echo for example. The sound can then be returned to the mixer. Individual send level controls on each channel and a return level will allow you to set any level of effect for each channel.

### Beat Counter

Counts the beats per minute and gives a visual reading so that track beats can be matched exactly. An easy way to ensure a smooth mix from one track to another.

### Booth

Output for connection to amplifier & monitor speakers near you (in the booth)

### Crossfade

A single slide control giving the facility to fade music between two channels. You can pre-set the music level on each channel.

### dB & dBU

You often see parts of a specification with dB as the unit of measure. This is a convenient way of expressing a ratio or relationship. A noise figure of (greater than 60dB) means the noise is about 370 times less than the sound you are interested in. dBU is a direct measurement 1dBU is 0.775 with a 600 ohm load. +22dBU is 27.5 volts. This is a big subject and if you need it information is easy to find on the web.

### Dipless Crossfade

Fades between the two channels without losing level in the middle.

### DSP

Digital signal processing - Echo, reverb plus more exotic effects, like phasing, record stopping etc.

### Equalisation

Multi-band tone controls each band effecting a different frequency range.

### Group

Generally on stage mixers. Allows channels to be grouped together for controlling levels, effects and EQ. All vocals in one group, all drums in another etc. A mixer specified as 24-8-2 would have 8 sub-groups finally mixed to stereo.

### Hamster Switch

This enables your crossfader to work in reverse, so by the flick of a switch the channels are reversed, allowing for smoother more creative mixing.

### Kill Switches

Switches or rotary tone controls that give a massive cut to the selected frequency range. Removing all the bass for example.

### Line Input

Where you connect your CD, Tape or Mini disc player. Sometimes marked as Line/CD CD/Tape etc. In most cases the output from a CD player is higher than, say a Tape player, but generally the inputs are interchangeable.

### PAN

Usually found on microphone mixers with mono input channels. This would act a bit like a balance control, gradually moving the input from one stereo channel to the other.

### Parametric

Usually refers to three or more band EQ where the centre frequency can be moved. (Gives you more control)

### PFL

PFL Pre-fade listen is a monitor facility which allows you to listen to a track before you play it, without the music coming through the loudspeakers. You can usually select one or a combination of channels to listen to.

### Phantom Power

Some Microphones require an external supply to operate correctly. This is often available from the mixer and is fed back up the microphone cable. Ensure this is turned off if not required by the microphone. If you need phantom power & your mixer doesn't supply it you can buy an adaptor. See the mic section.

### Phase Monitor

Indicates the output level of each channel when used with headphones, to create a more flowing mix.

### Phono Input

Where you connect your turntable to the mixer.

### Pre-Post Fade

Before or after the channel slider. Monitoring is usually Pre-fade. (PFL). Effects may vary with the channel slider Post-fade.

### Punch Out

The corresponding channel is cut off when the punch button is pressed, no matter where the crossfader is set. The channel is mixed in again when the punch button is released.

### Punch In

When a crossfader is on the right side you can mix in the left assigned channel by pushing the left button (and vice versa).

### Rack Mounting

Generally this refers to 19" rack mounting, 483mm wide. This is a standard in the electronics industry.

### Shelving

Shelving refers to the EQ point above or below which all the frequencies will be amplified the same. Usually starts at 100Hz and 10KHz.

### Split Cue

Where you can monitor two tracks at the same time; one in each ear of the headphones.