

YAMAHA
MIXING CONSOLE
MG10XU
MG10 Owner's Manual

ZT44470 EN

Welcome

Thank you for purchasing the Yamaha MG10XU/MG10 Mixing Console. Please read this manual thoroughly to get the most out of the product and ensure long-term, trouble-free use. After reading this manual, keep it readily available for future reference.

- In this manual, "MG10XU" is used to indicate contents unique to the MG10XU and "MG10" is used to indicate contents unique to the MG10. The contents are common if those logos are not indicated.
- In this manual, all panel illustrations show the MG10XU panel, unless otherwise specified.
- The illustrations as shown in this manual are for instructional purposes only, and may appear somewhat different from those on your device.
- Steinberg and Cubase are registered trademarks of Steinberg Media Technologies GmbH.
- The company names and product names in this manual are the trademarks or registered trademarks of their respective companies.

Included Accessories

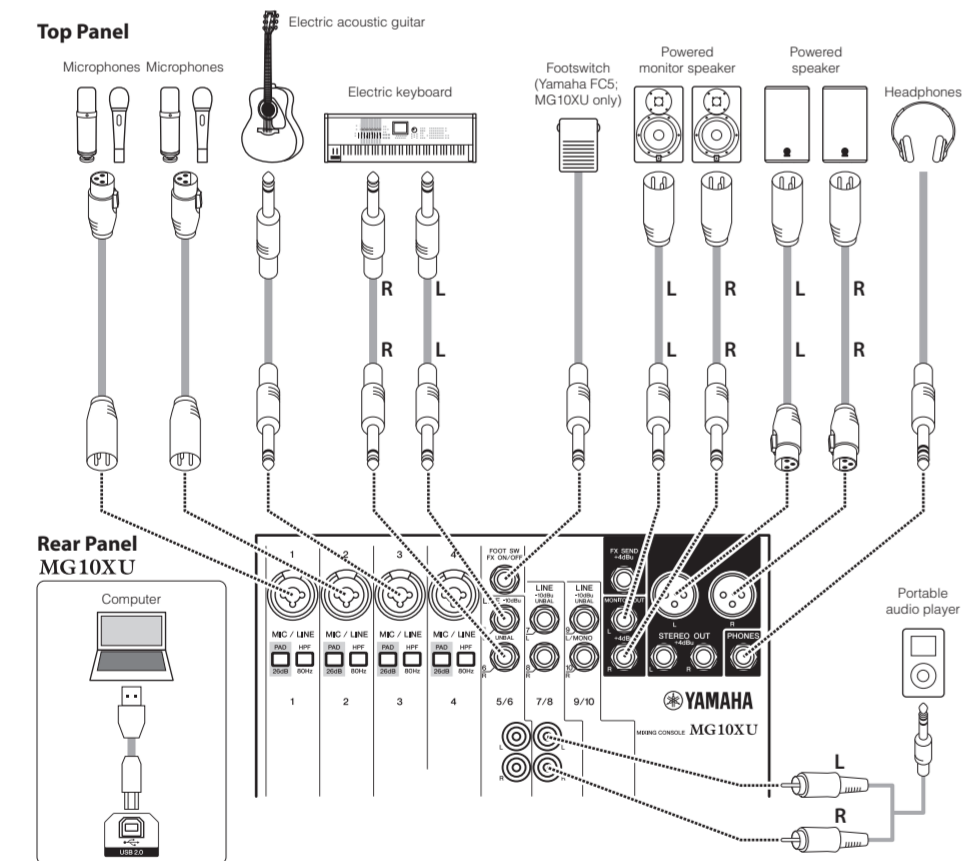
- AC power adaptor
- Precautions: Please read this thoroughly before using the product. Warranty information for Europe is also included in this leaflet.
- Technical Specifications (English only): Includes block diagram, dimensions, general specifications, and input/output characteristics.
- Cubase AI Download Information (MG10XU only): Contains the access code necessary for downloading the Steinberg DAW software "Cubase AI." Visit the following Yamaha website for downloading and installing Cubase AI, and information on making necessary settings. http://www.yamahaproaudio.com/mg_xu/
- Owner's manual (this leaflet)

Quick Start Guide

STEP 1 Connecting external devices, such as speakers, microphones and instruments

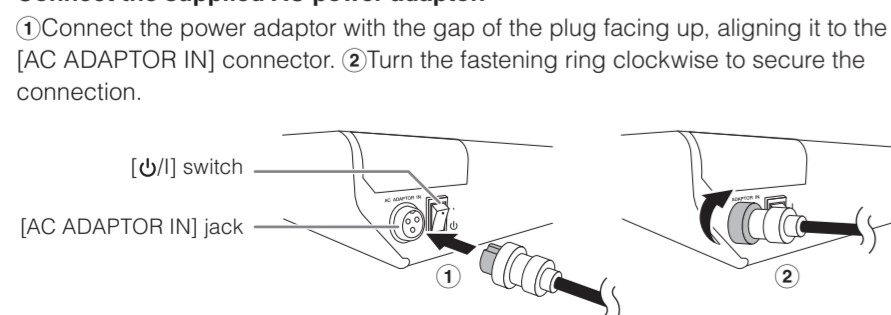
- 1 Make sure that all devices to be connected to the unit are turned off.
- 2 Connect speakers, microphones and instruments referring to the connection example below.

Connection Example



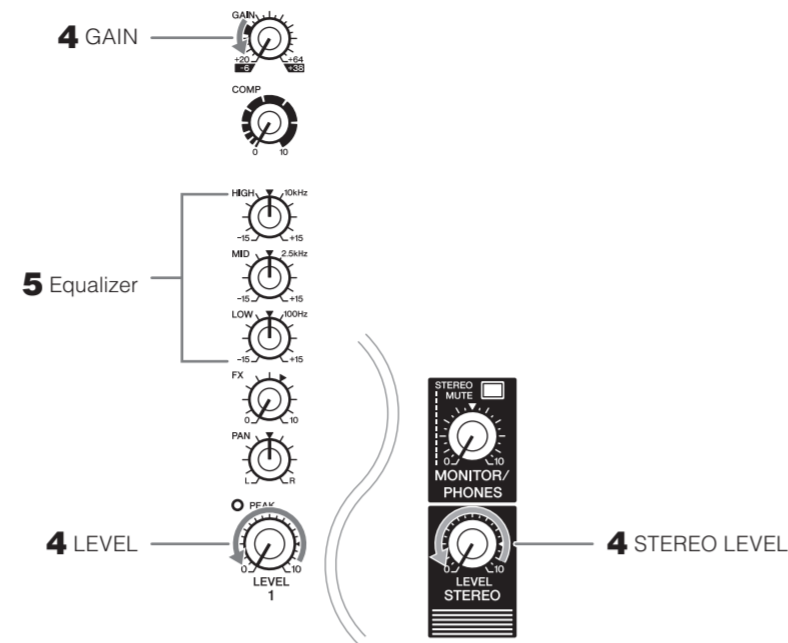
STEP 2 Getting sound to the speakers

- 1 Make sure that the [P/I] switch at the rear panel is set to the [P] position (power off).
- 2 Connect the supplied AC power adaptor.

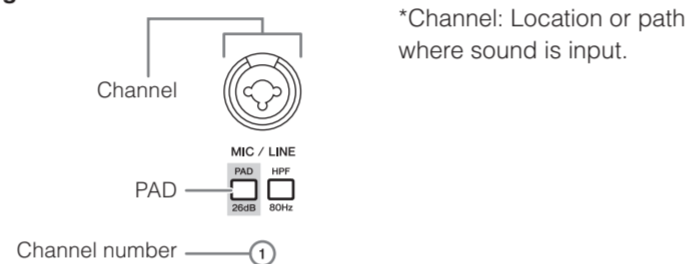


3 Plug the power adaptor into a standard household power outlet.

- 3 Make sure that all switches on the unit are not engaged (pressed in).
- 4 Turn all the level control knobs fully to the left (minimum). These include the [GAIN] knobs (white), [LEVEL] knobs (white), and [STEREO LEVEL] knob (red).
- 5 Set the equalizer knobs (green) to the center "V" position.



- 6 If you connect a device with high output level, such as a CD player or an electric keyboard, to one of the channels 1 to 4, turn on [PAD] switch of the corresponding channel*.



NOTE If you are using condenser microphones, turn on [PHANTOM +48V] switch.

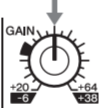
- 7 Make sure that the volume of a powered speaker or amplifier is set to the minimum.
- 8 Turn on the power to the connected devices in the following order: (microphone), (instrument), (audio device) → [P/I] (this unit) → [P] (speakers).

NOTICE Follow this order to prevent any loud, unexpected noise from the speakers. Reverse the order when turning the power off.

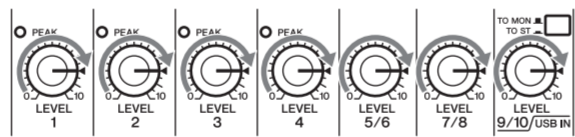
- 9 Set the [STEREO LEVEL] knob to the "◀" position.



- 10 For channels to which a microphone is connected, set the [GAIN] knob to roughly the 12 o'clock position.



- 11 Set the [LEVEL] knob of each channel in use to the "◀" position.



- 12 While playing your instrument or speaking into the microphone, raise the volume of the powered speaker or amplifier until the desired volume is reached.

NOTE If the sound is not heard or the sound is distorted, follow the instructions in the boxed section below step 13.

- 13 Set the [LEVEL] knobs as necessary to adjust the volume balance between the corresponding channels.

This completes the STEP 2 instructions.

NOTE The volume can be adjusted by using three functions; [PAD], [GAIN], and [LEVEL]. Once you set the [PAD] switch and the [GAIN] knob, avoid adjusting those controls as much as possible. Instead normally use the [LEVEL] knob to adjust the volume. For details about each function, see the "Controls and Functions" section.

If there is no sound:

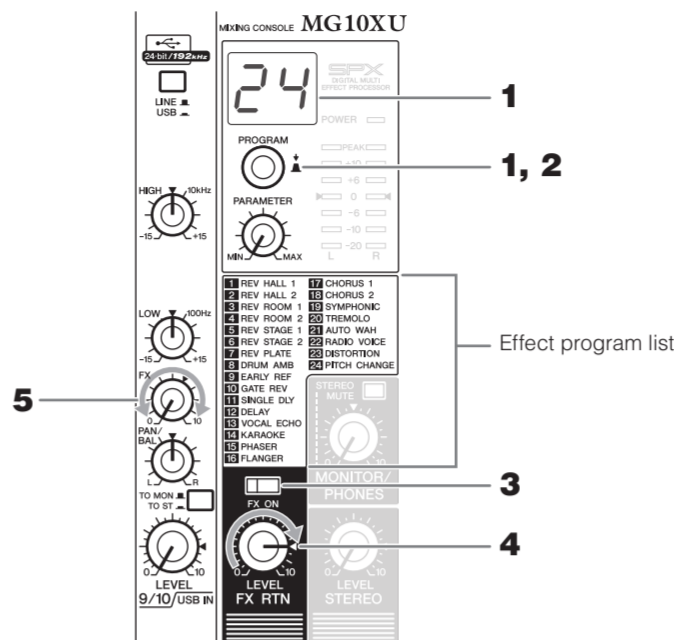
- Are the [PAD] switches turned on (▶)? Turn the switches off (◻).
- Are the [GAIN] knobs raised enough?
- Raise the volume of the connected instruments or audio devices.

If the sound is distorted:

- Are the [PAD] switches turned off (◻)? Turn the switches on (▶).
- Are the [GAIN] knobs raised too high? Turn the knobs to the left to lower the volume.
- Lower the volume of the connected instruments or audio devices.

Applying Effects MG10XU

The MG10XU features high-quality built-in signal processing effects that are in the same league as our famed SPX effect processor series. Applying effects (as described below) allows you to simulate the acoustics of different performance environments.



- 1 Turn the [PROGRAM] knob to select a desired effect program number from the effect program list.

The currently selected effect program number flashes on the display.

NOTE For details about the effect programs, refer to the "Effect Programs" list below.

- 2 Press the [PROGRAM] knob to actually select it.

The desired effect program is selected.

- 3 Turn on (▶) the [FX ON] switch.

- 4 Set the [FX RTN LEVEL] knob to the "◀" position.

- 5 Turn the [FX] knob of the channel to which you want to apply the effect to adjust the effect amount.

Effect Programs

No.	Program	Parameter	Description
1	REV HALL 1	Reverb Time	Reverb simulating a large space such as a concert hall.
2	REV HALL 2	Reverb Time	
3	REV ROOM 1	Reverb Time	Reverb simulating the acoustics of a small space (room).
4	REV ROOM 2	Reverb Time	
5	REV STAGE 1	Reverb Time	Reverb simulating a large stage.
6	REV STAGE 2	Reverb Time	
7	REV PLATE	Reverb Time	Simulation of a metal-plate reverb unit, producing a more hard-edged reverberation.
8	DRUM AMB	Reverb Time	A short reverb that is ideal for use with a drum kit.
9	EARLY REF	Room Size	An effect which isolates only the early reflection components from reverberation, creating a 'flashier' effect than conventional reverb.
10	GATE REV	Room Size	An effect which cuts halfway the tail-end of the reverberation, making a more powerful sound.
11	SINGLE DLY	Delay Time	An effect which repeats the same sound only once. Shortening the delay time produces a doubling effect.
12	DELAY	Delay Time	Feedback delay adding multiple delayed signals.
13	VOCAL ECHO	Delay Time	Echo designed for conventional vocals.
14	KARAOKE	Delay Time	Echo designed for karaoke (sing-along) applications.
15	PHASER	LFO* Freq	Cyclically changes the phase to add modulation to the sound.
16	FLANGER	LFO* Freq	Adds modulation to the sound, producing an effect similar to the rise and fall sound of a jet engine.
17	CHORUS 1	LFO* Freq	Creates a thicker ensemble-like sound by adding the multiple sounds with different delay times.
18	CHORUS 2	LFO* Freq	
19	SYMPHONIC	LFO* Depth	Multiplies the sound for thicker texture.
20	TREMOLO	LFO* Freq	An effect which cyclically modulates the volume.
21	AUTO WAH	LFO* Freq	A wah-wah effect with cyclical filter modulation. The [PARAMETER] knob adjusts the speed of the LFO* that modulates the "wah" filter.
22	RADIO VOICE	Cutoff Offset	Recreates the lo-fi sound of an AM radio. The [PARAMETER] knob adjusts the frequency band to be emphasized.
23	DISTORTION	Drive	Adds a sharp-edged distortion to the sound.
24	PITCH CHANGE	Pitch	An effect which changes the pitch of the signal.

LFO stands for Low Frequency Oscillator. An LFO is normally used to periodically modulate another signal, using different waveform shapes and modulation speeds.

Troubleshooting

Power does not come on.

- Did you properly plug the power adaptor into an appropriate AC outlet?
- Did you firmly and securely connect the power plug?

No sound.

- Did you turn on the powered speaker or the power amp?
- Did you properly connect the microphones, external devices, and speakers?
- Are any connecting cables shorted or damaged?
- Have the [GAIN] knobs and [LEVEL] knobs of all relevant channels as well as the [STEREO LEVEL] knob been set to appropriate levels?
- Are the [PAD] switches turned on (▶)? Turn the switch off (◻). If the volume of sound source is too soft, turning on the switch may result in no audible sound.
- Is the [STEREO MUTE] switch turned on (▶)? (MG10XU) If the switch is turned on (▶), the sound is not output from the [MONITOR OUT] jack/[PHONES] jack, since this mutes the sound of the stereo bus.

Sound is faint, distorted, or noisy.

- Are the [PEAK] LEDs lit? Lower the [GAIN] knobs of all relevant channels, or turn on (▶) the [PAD] switches.
- Are the [GAIN] knobs and [LEVEL] knobs of all relevant channels, and the [STEREO LEVEL] knob set too high?
- Are the "PEAK" (red) lamps of the level meter lit? Set the [LEVEL] knobs of all relevant channels and the [STEREO LEVEL] knob to appropriate levels.
- Is the volume from the connected device too loud? Lower the volume of the connected device.
- Is the [TO MON] switch set to [TO ST]? (MG10XU) If you set the switch to [TO ST] when you use the DAW software, a loop may be produced depending on the setting of DAW software, possibly resulting in feedback. When recording while listening to the sound via a computer, be sure to set the switch to [TO MON].

The sound of vocals and speech isn't clear enough.

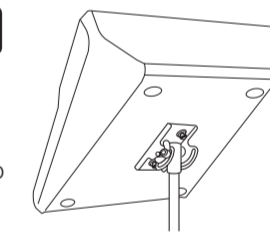
- Turn on (▶) the [HPF] switches. The sound becomes clearer.
- Adjust the equalizer knobs (example: lower the [LOW] knobs, raise the [HIGH] knobs).

No effect is applied (MG10XU)

- Did you turn on (▶) the [FX ON] switch?
- Did you set the [FX RTN LEVEL] knob to an appropriate level?
- Are the [LEVEL] knobs and [FX] knobs of all relevant channels raised enough?

Mounting to a Microphone Stand

The unit can be mounted onto a microphone stand as illustrated at right, by using the optionally available Yamaha BMS-10A microphone stand adaptor. For instructions on mounting, refer to the BMS-10A Owner's Manual.



General Specifications

0 dBu = 0.775 Vrms Output impedance of signal generator (Rs) = 150 Ω All level knobs are nominal if not specified.

Frequency Response	Input to STEREO OUT	+0.5 dB/-1.0 dB (20 Hz to 48 kHz), refer to the nominal output level @ 1 kHz. GAIN knob: Min
Total Harmonic Distortion (THD+N)	Input to STEREO OUT	0.02 % @ +14 dBu (20 Hz to 20 kHz), GAIN knob: Min 0.003 % @ +24 dBu (1 kHz), GAIN knob: Min
Hum & Noise *1 (20 Hz to 20 kHz)	Equivalent Input Noise	-128 dBu (Mono Input Channel, Rs: 150 Ω, GAIN knob: Max)
	Residual Output Noise	-102 dBu (STEREO OUT, STEREO LEVEL knob: Min)
Crosstalk (1 kHz) *2		-83 dB
Input Channels		10 channels: Mono [MIC/LINE]: 4, Stereo [LINE]: 3
Output Channels		STEREO OUT: 2, PHONES: 1, MONITOR OUT: 1, AUX (FX) SEND: 1
Bus		Stereo: 1, AUX (FX): 1
Input Channel Function	PAD	CH 1 - CH 4 26 dB
	HPF	CH 1 - CH 4 80 Hz, 12 dB/oct
	COMP	CH 1 - CH 2 1-knob compressor Threshold: +22 dBu to -8 dBu, Ratio: 1:1 to 4:1, Output level: 0 dB to 7 dB, Attack time: approx. 25 msec, Release time: approx. 300 msec
	EQ	CH 1 - CH 9/10 HIGH: Gain: +15 dB/-15 dB, Frequency: 10 kHz shelving CH 1 - CH 4 MID: Gain: +15 dB/-15 dB, Frequency: 2.5 kHz peaking CH 1 - CH 9/10 LOW: Gain: +15 dB/-15 dB, Frequency: 100 Hz shelving
	PEAK LED	CH 1 - CH 4 LED turns on when post EQ signal reaches 3 dB below clipping (+17 dBu)
Level Meter	Post STEREO LEVEL Knob	2x7-segment LED meter [PEAK (+17), +10, +6, 0, -6, -10, -20 dB]
Internal Digital Effects (MG10XU Only)	SPX Algorithm	24 programs
USB Audio (MG10XU Only)	2 IN / 2 OUT	USB Audio Class 2.0 compliant Sampling Frequency: Max 192 kHz, Bit Depth: 24-bit
Phantom Power Voltage		+48 V
Power Supply Adaptor		PA-10 (AC 38 VCT, 0.62 A, Cable length = 3.6 m), or equivalent recommended by Yamaha
Power Consumption		22.9 W
Dimensions (WxHxD)		244 mm x 71 mm x 294 mm (9.6" x 2.8" x 11.6")
Net Weight		MG10XU: 2.1 kg (4.6 lbs.), MG10: 1.9 kg (4.1 lbs.)
Optional Accessory		Mic Stand Adaptor: BMS-10A
Operating Temperature		0 to +40 °C

*1 Noise is measured with A-weighting filter. *2 Crosstalk is measured with 1 kHz band pass filter. * The contents of this manual apply to the latest specifications as of the publishing date. To obtain the latest manual, access the Yamaha website then download the manual file.

