



**MX
SERIES**

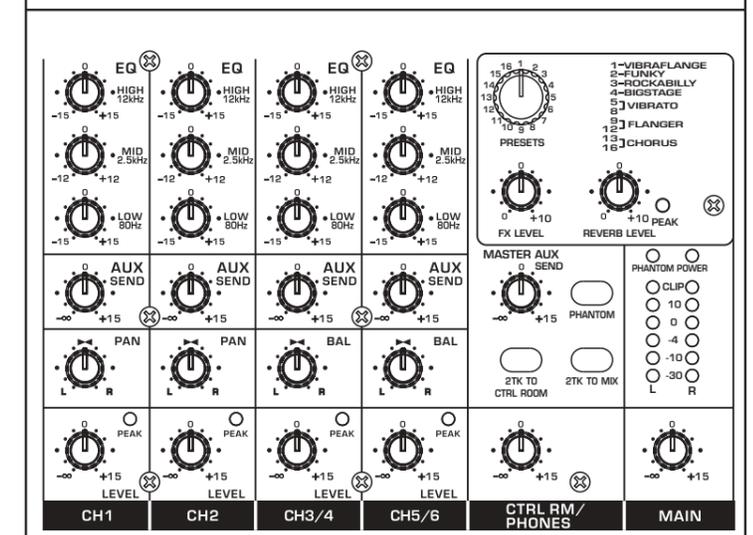
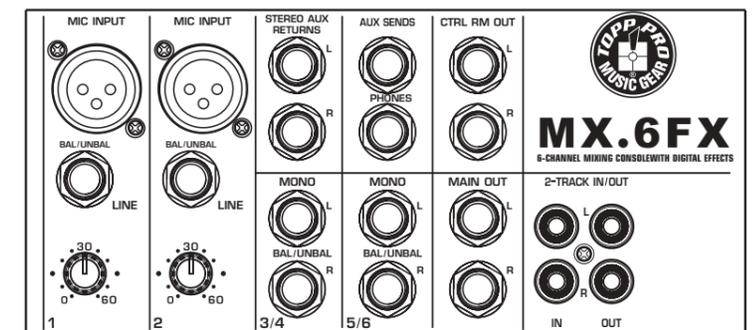
User's Manual



TOPP PRO MUSIC GEAR
www.toppopro.com

MX.6FX

6-CHANNEL MIXING CONSOLE WITH DIGITAL EFFECTS



**MX
SERIES**

11 Guarantee

Topp Pro guarantees the normal operation of the product against any defect of manufacture and / or vice of material, by the term of (12) months, counted as of the date of purchase on the part of the user, committing itself to repair or to change, to its election, without position some, any piece or component that will fail in normal conditions of use within the mentioned period.

This guarantee is valid if the original buyer will have to present/display this certificate properly sealed and signed by the selling house, accompanied by the corresponding invoice of purchase where it consisted the model and serial number of the acquired equipment.

The guarantee does not cover:

- Damages caused by the illegal use of the product, repair and/or nonauthorized modification conducted by people by **Topp Pro**.
- Damages caused by the connection of the equipment to other equipment different from the specified ones in the manual of use, or by bad connection to these last ones.
- Damages caused by electrical storms, blows and/or incorrect transport.
- Damages caused by excesses or falls of tension in the network or by connection to networks with a tension different from the required one by the unit.
- Damages caused by the presence of sand, acid of batteries, water, or any strange element inside the equipment.
- Deteriorations produced by the course of the time, use and/or normal wear of the unit.
- Alteration or absence of the serial number of factory of the equipment.

The repairs could only be carried out the authorized technical service by **Topp Pro**, that will inform about the term and other details into the repairs to take place according to this guarantee.

Topp Pro, will repair this unit in counted a term nongreater to 30 days as of the date of entrance of the unit to the Technical Service. In those cases in that due to the particularity of the spare part, outside necessary their import, the repair time and the viability of the same one will be subject to the effective norms for the import of parts, in which case one will inquire to the user about the term and possibility into repair.

With the object of its correct operation, and of the validity of this one guarantee, this product will have to be installed and to be used according to the instructions that are detailed in the manual associate or the package of the product.

This unit will be able to appear for its repair, next to the invoice of purchase (or any other proof where the date of purchase consists), to its authorized distributor Topp Pro or an authorized technical center on watch by **Topp Pro**.

Exclusion of damages:

THE RESPONSABILITY OF TOPP PRO BY ANY DEFECTIVE PRODUCT IS LIMITED THE REPAIR OR THE REPLACEMENT OF HE HIMSELF, TO TOPP OPTION PRO. IF WE CHOSE TO REPLACE THE PRODUCT, THE REPLACEMENT CAN BE A RECONDITIONATED UNIT. TOPP PRO WILL NOT BE RESPONSIBLE BY THE DAMAGES BASED ON THE LOST, INCONVENIENCE, LOSS OF USE, BENEFITS, LOST SAVINGS, BY THE DAMAGE TO OTHER EQUIPMENT OR OTHER ARTICLES IN THE USE SITE, OR BY ANY OTHER DAMAGE IF HE IS FORTUITOUS, CONSEQUENT OR OF ANOTHER TYPE, ALTHOUGH TOPP PRO HAS BEEN NOTICED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow to the exclusion or the limitation to the fortuitous or consequent damages, so the aforesaid limitation can not be applied to you.

This guarantee gives specific legal rights him, you you can also have other right that varies of state to state.

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1 Introduction

Thank you for purchasing the MX.6FX 6-channel mixing console with 24-bit digital multi-effect. MX.6FX mixing console is a remarkable compact mixing desk that does not find many equals in the market today. With 2 microphone and 2 stereo Line-level inputs for small live performances, small studio recording and general PA applications, MX.6FX also includes a 24-Bit digital multi-effect with 16 Factory Presets and separate level for digital reverb. There is a 3- band EQ on all input channels and separate Main Mix and Control Room outputs for operation with different volume settings. Use it for small GIGS and RECORDING. MX.6FX also is a flexible tool for Multi-media presentations.

Thank you again for making right choice in purchasing the TOPP PRO MUSIC GEAR.

2 Features

- 2 MIC input channels with gold plated XLR and balanced LINE input
- 2 stereo input channels with balanced TRS jacks
- Ultra-low noise discrete MIC pre-amps with +48V Phantom power
- Extremely high headroom offering extra dynamic range
- Balanced inputs for optimal signal integrity
- Warm, natural 3-band EQ on each channel
- Built-in 24 bits digital effects processor
- Peak LED on each channel
- AUX send for internal/external effects or stage monitoring
- Main output, Control room and headphone outputs
- 2-Track inputs assignable to main mix, control room/headphone outputs
- Highly accurate 6-segment bar graph meters

3 Useful Data

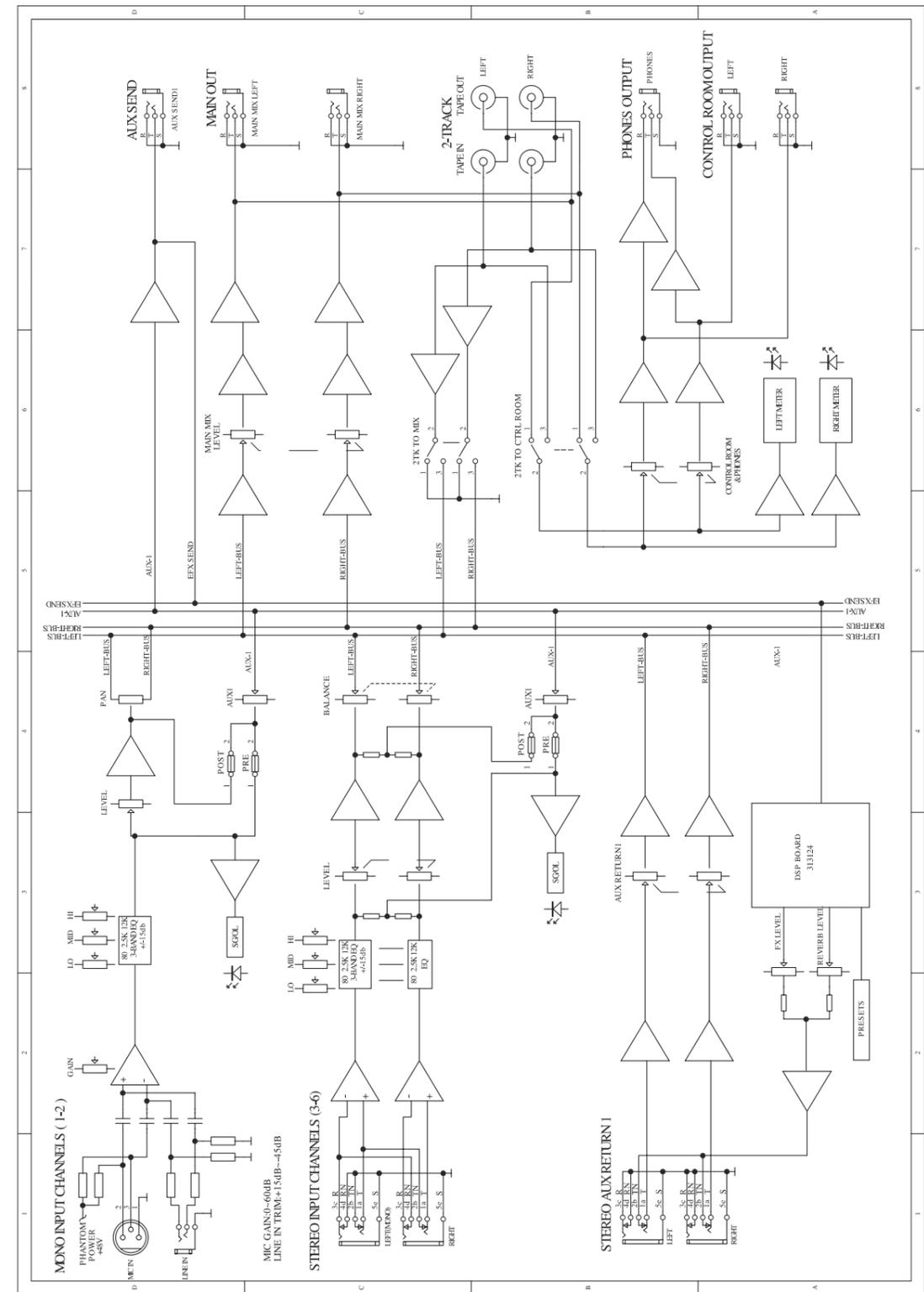
Please write your serial number here for future reference.

Serial Number:

Date of Purchase:

Purchased at:

BLOCK DIAGRAM

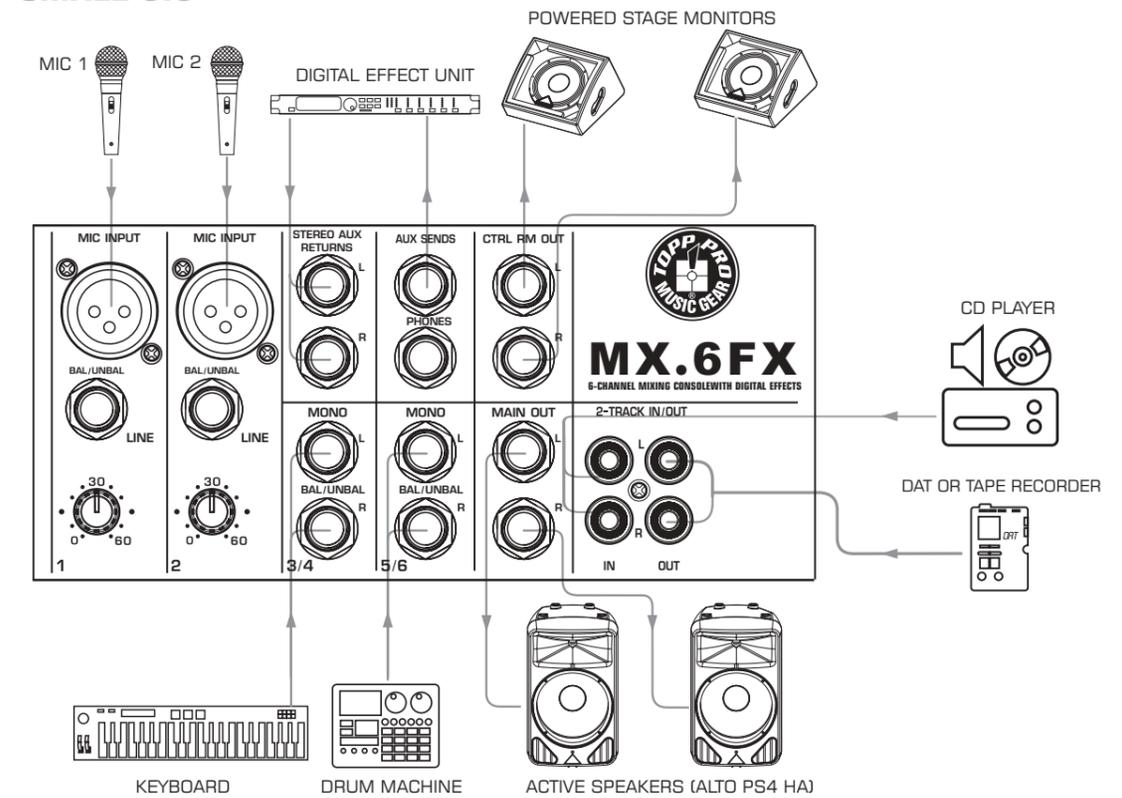


9 TECHNICAL SPECIFICATIONS

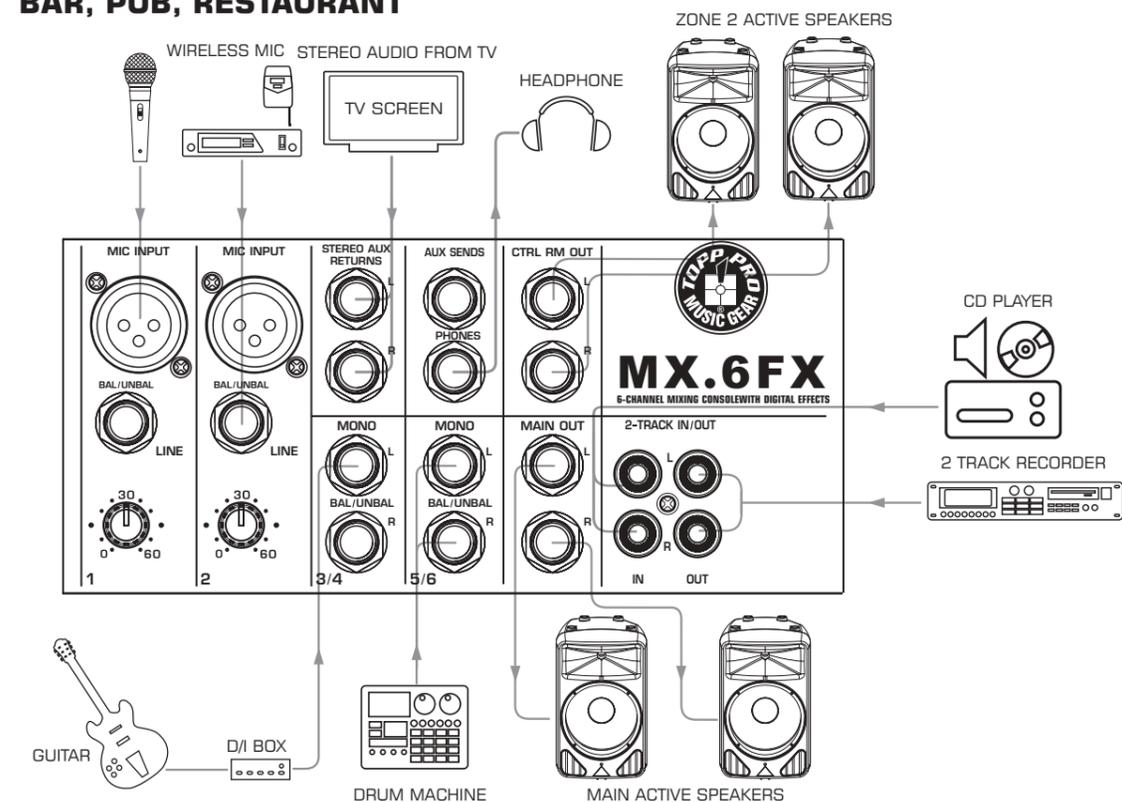
Model Number	MX.6FX MIXING CONSOLE	
Input Channels	Mono input channels	
	Microphone input	electronically balanced, discrete input configuration
	Frequency response	10 Hz to 55 kHz, +/- 3 dB
	Distortion (THD & N)	0.005% at +4 dBu, 1 kHz
	Gain range	0 dB to 60 dB (MIC)
	SNR (Signal to Noise Ratio)	115 dB
	Line input	electronically balanced
	Frequency response	10 Hz to 55 kHz, +/- 3 dB
	Distortion (THD & N)	0.005% at +4 dBu, 1 kHz
	Stereo input channels	
Line input	Balanced	
Frequency response	10 Hz to 55 kHz, +/- 3 dB	
Distortion (THD & N)	0.005% at +4 dBu, 1 kHz	
Impedance	Microphone Input	1.4 k Ohms
	All Other Input	10k Ohms or Greater
	Tape Out	1k Ohms
Equalization	All Other Outputs	120 Ohms
	Hi shelving	+/- 15 dB @ 12 kHz
	Mid bell	+/- 15 dB @ 2.5 kHz
DSP Section	Low shelving	+/- 15 dB @ 80 Hz
	A/D and D/A converters	24-bit
	DSP resolution	24-bit
Main Mix Section	Type of effects	Vibraflange, Funky, Rockabilly, Bigstage, Vibrato1-4, Flanger1-4, Chorus1-4
	Presets	16
	Controls	16-position PRESET Selector, FX level, REVERB level, CLIP LED.
	Noise(Bus Noise)	Fader 0dB, Channels muted:-100dB (ref: +4dBu) Fader 0dB, All Input Channels Assigned And Set To UNITY Gain:-90dB (ref: +4dBu)
Power Supply (AC/DC Adaptor)	Max Output	+22 dBu Unbalanced, 1/4" Jacks
	AUX Sends max out	+22 dBu
	AUX Returns gain range	∞ to +15 dB
Physical	Main voltage	USA / Canada 100-120 V~, 60 Hz
	Fuse	Europe 210-230 V~, 50 Hz U.K. / Australia 240 V~, 50 Hz
	Power Consumption	15 Watts
Physical	Dimension(WxDxH)	185 mm x 230 mm x 35/55 mm
	Net weight	1.4 Kg (3.09 lb)
	Shipping weight	2.7 Kg (5.95 lb)

HOOKUP DIAGRAM

SMALL GIG



BAR, PUB, RESTAURANT



4 Control Elements

FRONT PANEL

1- MIC INPUT

MX.6FX is equipped with 2 low-noise microphone preamplifiers with optional phantom power, 60 dB of Gain and 115 dB of S/N ratio. You can connect almost any type of microphone. Dynamic microphones do not need phantom power. Use phantom power only with condenser microphones but make sure that the phantom power button is disengaged before connecting the microphone. Phantom power will not damage dynamic microphones but it may damage tube or ribbon microphones so make sure to read the microphone instructions manual before engaging phantom power. Use switch (24) to activate/deactivate phantom power. These two channels are also equipped with 1/4" TRS balanced/unbalanced LINE-IN plugs to connect line-level instruments such as keyboards, drum machines and effect devices.

NOTE: Never try to connect a line-level signal to the XLR MIC input when the phantom power is engaged or you may seriously damage your equipment.

2- STEREO LINE INPUTS

These are channels 3/4, and 5/6. They are organised in stereo pair and provided with 1/4" TRS phone sockets. If you connect only the left jack, the input will operate in mono mode, that's mono signal will appear on both input channels. You can use these inputs with a stereo keyboard, drum machine, etc.

3- TRIM

This control is provided with 2 different indication rings: one is for the MIC and the other for the LINE input. When you use a Microphone, you shall read the MIC ring (0~60 dB); when you use a line level instrument, you shall read the LINE ring (+15~-45 dB). For optimum operation, you shall set this control in a way that the PEAK LED will light up only occasionally in order to avoid distortion on the input channel.

4- STEREO AUX RETURNS

You can use these stereo 1/4" phone sockets to return the stereo signal of an effect unit to the Main Mix. Alternatively you can use them as an extra auxiliary input and using the AUX RETURN level control as volume control. The signal will be sent directly to MAIN MIX control.

5- AUX SEND

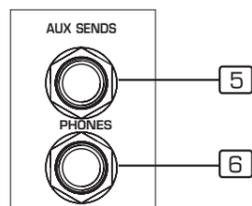
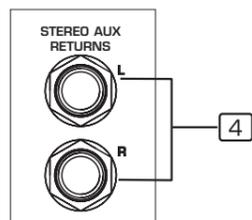
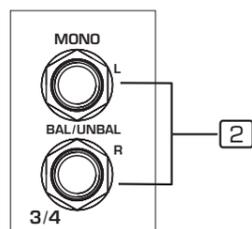
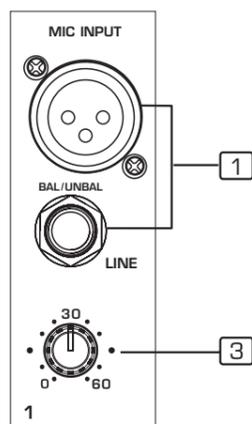
This 1/4" phone socket is used to send out the signal from AUX bus of the input channels into external devices such as effect units and/or stage monitors. AUX SEND is wired post-fader to control the signal of the internal multi-effects unit. You can also connect an external effect unit. In such case, the internal effect unit will be automatically disconnected. If you want to wire the AUX circuit as pre-fader, read Chapter 6. of this Manual. In the pre-fader mode, the AUX bus can send the signal to a stage monitor.

6- PHONES

This socket will be used to send the signal to a pair of headphones.

7- CTRL ROOM OUTPUT

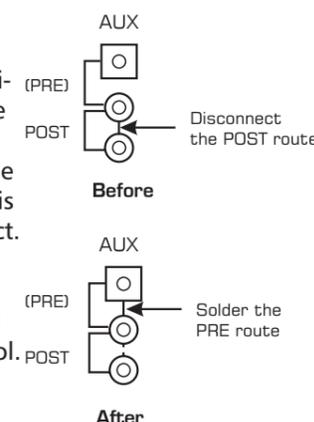
These 1/4" phone sockets will be used to send the signal to a pair of powered Studio Monitor speakers or to a second set of PA.



APPENDIX

PREFADER AND POSTFADER CONSIDERATIONS

Interesting consideration! Where are the faders in your MX.6FX? Actually a fader is usually regarded as a slider, that is a linear potentiometer. All potentiometers in your MX.6FX are of rotary type but we keep the pre-fader/post-fader description that is quite industry standard and easily understandable. When your MX.6FX leaves the Factory, the AUX bus of all input channels is wired post-fader. In this way, the Aux bus can be used for the internal or external multi-effect. If you want to use the MX.6FX Aux bus for powered stage monitors, you should disconnect the above-indicated POST route track and solder the PRE route track like in this drawing. In this way, the signal is routed to the AUX SENDS output before the Channel Level control.



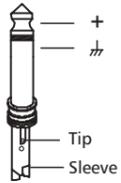
PRESET LIST

NO.	Preset	Description	Parameter
1	VibraFlange	Slight pitch variation with Flanger effect.	Mode Level: 90%
2	Funky	Large pitch variable with heavy Flanger effect.	Mode Level: 68%
3	Rockabilly	Simulate a stage space with slight Flanger effect.	Rate: 0.1 Hz
4	Big stage	Simulate a stage space of the sound.	Decay time: 5.4s
5	Vibrato 4	Slight variation of pitch resulting from the free oscillation of the vocal cords.	Rate: 4.8 Hz
6	Vibrato 3	Slight variation of pitch resulting from the free oscillation of the vocal cords.	Rate: 3.8 Hz
7	Vibrato 2	Slight variation of pitch resulting from the free oscillation of the vocal cords.	Rate: 3.0 Hz
8	Vibrato 1	Slight variation of pitch resulting from the free oscillation of the vocal cords.	Rate: 2.0 Hz
9	Flanger 4	Simulate to play with another person carrying out same the notes on the same instrument.	Rate: 4.9 Hz
10	Flanger 3	Simulate to play with another person carrying out same the notes on the same instrument.	Rate: 3.21 Hz
11	Flanger 2	Simulate to play with another person carrying out same the notes on the same instrument.	Rate: 0.9 Hz
12	Flanger 1	Simulate to play with another person carrying out same the notes on the same instrument.	Rate: 0.56 Hz
13	CHORUS 4	Recreate the illusion of more than one instrument from a single instrument sound	Rate: 3.6 Hz
14	CHORUS 3	Recreate the illusion of more than one instrument from a single instrument sound	Rate: 1.79 Hz
15	CHORUS 2	Recreate the illusion of more than one instrument from a single instrument sound	Rate: 0.82 Hz
16	CHORUS 1	Recreate the illusion of more than one instrument from a single instrument sound	Rate: 0.39 Hz

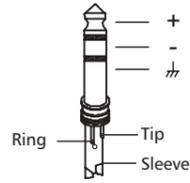
6 WIRE CONNECTIONS

Either the 1/4" TRS phone jack or XLR connector can be wired in balanced and unbalanced modes, which will be determined by the actual application status, please wire your system as the following wiring examples:

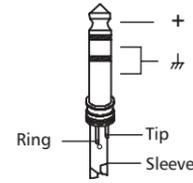
- For 1/4" Phone jack



TS Type Unbalanced

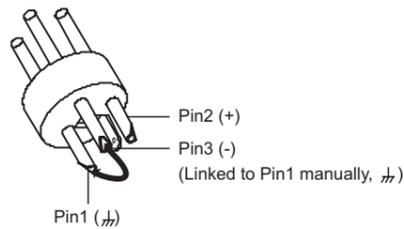


TRS Type Balanced

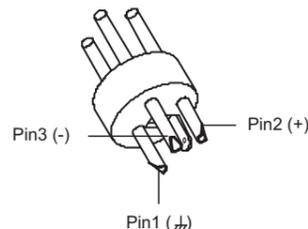


TRS Type Unbalanced

- For XLR Connector



XLR Type Unbalanced

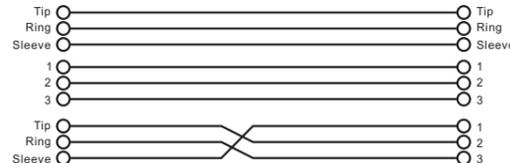
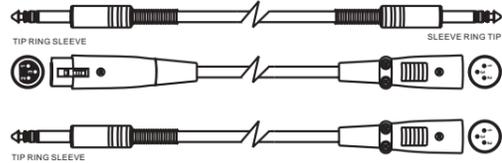


XLR Type Balanced

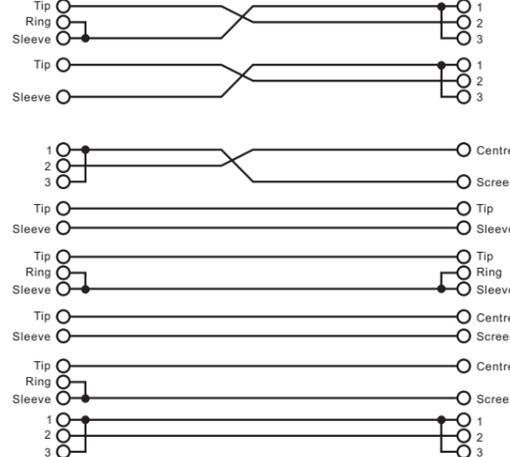
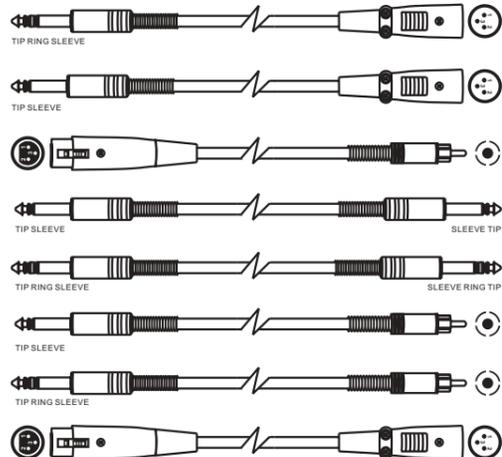
In-line Connection

For these applications the unit provides 1/4" TRS and XLR connectors to easily interface with most professional audio devices. Follow the configuration examples below for your particular connection.

- Balanced



- Unbalanced

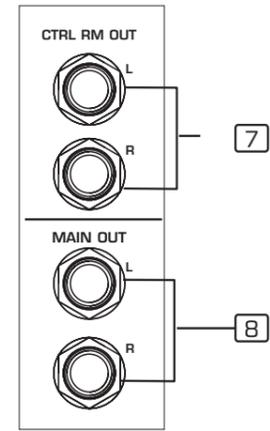


Control Elements

4

8- MAIN MIX OUTPUTS

This stereo output is controlled by the Main Mix Level on Master section and will send the audio signal to an amplifier or to a pair of active speakers. The output level can be varied from $-\infty$ to +15 dB.

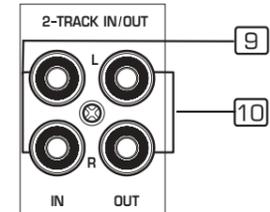


9- TAPE IN

Use the Tape input to connect a CD Player, Tape, DAT, iPod or any other line-level source. You can send this signal either to CONTROL ROOM OUTPUT and/or to the MAIN MIX OUTPUT using the relative 2TK TO select buttons.

10- TAPE OUT

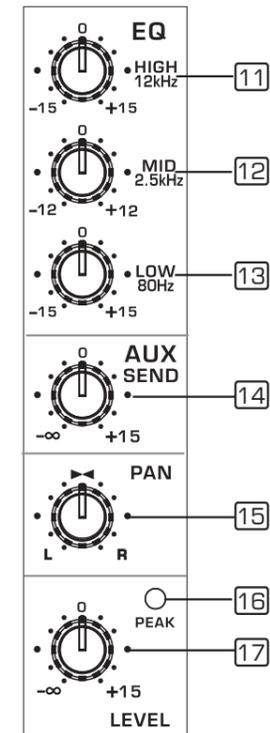
These RCA jacks will route the main mix signal into a tape or DAT recorder.



CHANNEL STRIP

3-BAND EQ

You have three EQ control for each mono and stereo input channel each providing +/-15 dB of boost and cut (MID is +/-12 dB). The signal will be unaffected when the controls are on center position. You may use an external equalizer to make up a mix properly but a master equalizer will not have effect on a single channel and you may overload the signal easily. Individual EQ will give you a much better control on single tracks.



11- HI

If you turn this control up, you will boost all the frequencies above 12 kHz (shelving filter). You will add transparency to vocals & guitar and also make cymbals crispier. Turn the control down to cut all frequencies above 12 kHz. In such way, you can reduce sibilances of human voice or reduce the hiss of a Tape player.

12- MID

This is a peaking filter and it will boost/cuts frequencies with their center at 2.5 kHz. This control will affect especially upper male and lower female vocal ranges and also the harmonics of most musical instruments.

13- LOW

If you turn this control up, you will boost all frequencies below 80 Hz. You will give more punch to bass drums and bass guitar; and you will make the male vocalist more "macho". Turn it down and you will cut all the frequencies below 80 Hz. In this way you can avoid low-frequency vibrations and resonance thus preserving the life of your woofers.

14- AUX SEND

This control is used to adjust the level of the signal sent to AUX SENDS output (if nothing is connected to AUX SEND socket, the signal will be sent to the resident digital multi-effect), and such adjustment doesn't affect the main mix output signal at all. AUX is configured as POST fader, however, it can also be configured as PRE fader through internal modification. (For more detail, please refer to chapter 6)

4 Control Elements

15- PAN/BAL

This is the PANORAMA control, or balance control. You can adjust the stereo image of the signal via this control. Keep this control in center position and your signal will be positioned in middle of stage. Turn this control fully counter clockwise and the signal will be present only on the left speaker and vice-versa. Of course a large number of intermediate positions is available.

16- PEAK LED

This red LED will let you know about the status of the signals processed into MX.6FX. Connect a microphone or an instrument to MX.6FX and sing/play at normal volume. Set the level control of that channel so that the PEAK LED lights-up only occasionally. If this LED is always on, you are experiencing a lot of distortion and you should turn the TRIM control down or reduce the EQ boosting. If this led never lights up, turn the TRIM control up again.

17- LEVEL

This knob controls the channel's level from $-\infty$ to +15 dB.

MASTER SECTION

18- MAIN MIX LEVEL

This knob controls the level of the signal sent to MAIN OUTPUTS and TAPE OUT. Also AUX RETURNS signals will be sent to this control.

19- PHONES/CONTROL ROOM LEVEL

This knob controls the signal sent to CONTROL ROOM OUTPUT & PHONESOUTPUT.

20- OUTPUT LEVEL METERS

These consist of two column of 6 LEDs each ranging from -30 dB to +18 dB (CLIP). The 0 LED corresponds to a level output of 0 dBu. The CLIP LEDs come to life when the output reaches +18 dBu. Set the MAIN MIX level control so that the CLIP LEDs only flashes occasionally. In general, you get a good mix level when the Meter LEDs operate in the range 0 to +10. If you exceed +10, you will get distortion. If even -30 LEDs are sleeping your signal-to-noise ratio will suffer.

21- AUX RETURNS (DFX)

This knob controls the level of effects received from the STEREO AUX RETURN sockets. Such signals will be routed directly into the MAIN MIX. If you have no need to connect an external multi-effect, you can use AUX RETURN inputs as additional instrument inputs & use this as Volume control.

22- 2TK TO CTRL ROOM

If you push down the 2TK TO CONTROL ROOM button, the 2 TRACK IN signal will be routed into the Control Room output and the level will be adjusted by the Control Room knob nearby the Main MIX LEVEL knob.

23- 2TK TO MIX

If you push down the 2TK TO MIX button, the 2 TRACK IN signal will be routed into the MAIN output and will be adjusted by the MAIN MIX LEVEL knob.

24- PHANTOM PWR Switch

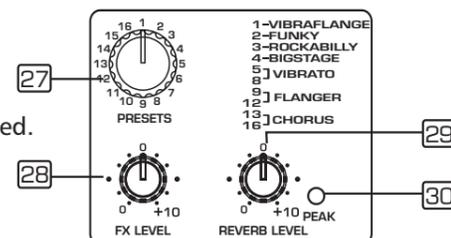
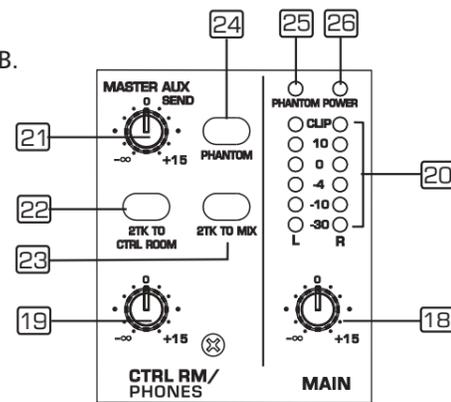
This button will apply +48 Volt Phantom Power only to the 2 XLR MIC input sockets. When condenser microphones are not used, please make sure that the Phantom Power is disengaged.

25- PHANTOM LED

This LED indicates when the PHANTOM POWER is engaged.

26- POWER LED

This LED indicates when your MX.6FX is switched-on.



4 Control Elements

DSP SECTION

Your MX.6FX includes a quite unique and innovative digital multi-effects with 24-bit resolution and high dynamic range. Unlike other multi-effects where all the presets are available in a sequence and vice a single control, MX.6FX multi-effect unit is organized with a 16 presets control and relative Level control for vibrato and modulation controls such as chorus and flanger. You can add reverb at any time with a separate Level control or you can just use the reverb keeping the FX level control turned down.

27- PRESETS

Adjust this control to select the desired effect. There are a total of 16 Factory presets available including pitch-variations, Vibratos, Flanger, Chorus, etc.

28- FX LEVEL

This control is used to adjust the output level of FX signal, which can be varied from 0dB to 10dB.

29- REVERB LEVEL

This control is used to adjust the output level of the REVERB signal, which can be varied from 0dB to 10 dB. The digital reverb is independent from the other 16 Factory Presets so you can add reverb in any amount over chorus, flanger, or just use reverb turning down FX LEVEL control.

30- PEAK LED

This LED lights up when the input signal is too strong.

REAR PANEL



31- AC INPUT

This connector is used to connect the supplied AC Adapter.

32- POWER SWITCH

This switch is used to turn the main power ON and OFF.

INSTALLATION TIPS

- 1- Speakers should be placed in a position that allows for unobstructed sound projection. In many instances is beneficial for speakers to be elevated on tripod stands to achieve maximum dispersion and reach.
- 2- Use professional advice or service when hanging and installing speakers. Please take precautions to secure them to prevent them from falling and hurting someone. Care should be taken as to not damage the cabinet or its components. Please comply with all pertinent Regulations.
- 3- Use quality cables. Using quality cables will ensure the best possible sound.
- 4- For best results match the speakers to a good amplifier that matches the wattage and impedance of your speakers. Proper amplification power results in good quality audio and longer component life. Check out the power requirement for your cabinet.
- 5- Avoid pointing a microphone directly at an amplified speaker doing so, could cause feedback possibly damaging speaker components and your hearing.