

M·GAME

POWERED BY

M-AUDIO®

M-Game RGB Dual User Guide

v1.3

Table of Contents

Introduction	5
Information & Support	5
About This User Guide	5
Software Download and Installation	5
Hardware Setup	6
Software Setup	8
Windows	8
macOS	10
Operation	12
Home Menu	12
Setup	14
Microphone Settings	14
Mute Button	15
"\$%^&*" (CENSOR) Button	15
Hardware Control Settings	15
Footswitches	15
Routings	16

Sampler	17
Sample List	18
Sample Control	18
LED Control.....	19
Menu Bar.....	19
Sample Editor.....	20
Effects	21
Button Control.....	22
Menu Bar.....	22
LED Control.....	22
Button Type.....	23
Individual Effects	24
Vocal Processor	24
Reverb & Echo	24
Chorus Modulation.....	25
Distortion.....	25
LEDs	26
LED Control.....	27
Color Frame	28

Features29

Top Panel29

 Headphone/Main Level Control29

 Mic29

 Stream.....30

 Banks30

 Voice FX30

 Samples30

Rear Panel.....31

Appendix32

LEDs32

Voice Effects34

Technical Specifications.....36

Trademarks and Licenses36

Introduction

Thank you for choosing M-Game RGB Dual powered by M-Audio! The M-Game RGB Dual is a powerful audio interface/mixer/sampler/voice effects box designed for the streaming gamer. Preview samples and voice effects before you stream. Capture, create, edit, save, and assign samples and voice effects and customize audio routing. Match the onboard RGB LED colors to your build's lighting.

Information & Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit m-game.com.

About This User Guide

This manual should help you get familiar with using your **M-Game RGB Dual**. For consistency, the terminology throughout is based on M-Game nomenclature. We also used specific formatting to indicate particular topics of significance:

Important/Note/Tip: Important or helpful information on a given topic.

Names of buttons, controls, parameters, settings, and other options are written in **bold** characters throughout the manual.

Examples: Press this button to switch the **Main Control** knob.

Connect speakers to the M-Game RGB Dual's **Main Out**.

Connect media player to the M-Game RGB Dual's **Aux In**.

Some parts of this manual refer to other relevant chapters or sections, which are cited in **bold, italic blue** characters. Click the text to skip immediately to that section.

Examples: See the connection diagrams in the **Hardware Setup** section for more details.

Use the M-Game software to change the LED behavior of this button seen in the **Microphone Settings** section.

Software Download and Installation

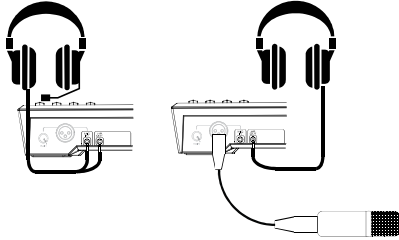
1. Before connecting M-Game RGB Dual to your computer(s), first download and install the M-Game software (Windows 10, 64 bit minimum supported, and macOS 10.15 minimum supported) to any computer that will be connected to M-Game RGB Dual using the link on the software download card. For the latest driver compatibility details and app support, please visit m-game.com.
2. Open the files you downloaded and double-click the installer file.
3. Follow the on-screen instructions to install the M-Game software, and connect M-Game RGB Dual's **Stream USB port** to your computer. If you are using a 2-computer setup, connect M-Game RGB Dual's **Stream USB port** to your Streaming computer and the M-Game RGB Dual's **Game USB port** to your gaming computer.

IMPORTANT: The M-Game software installer package installs the M-Game audio driver to your PC/macOS. If using a dual PC/macOS setup, any computer that will be connected to the M-Game RGB Dual will need to have the M-Game software installed.

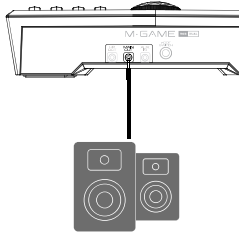
Hardware Setup

These connection diagrams show examples of how to connect your devices and computer to the M-Game RGB Dual.

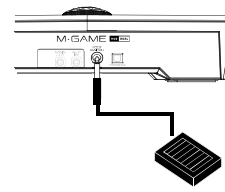
Example 1 – Streaming from a Single Computer Setup (with Optional Gaming Console)



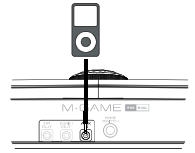
1. Connect your microphone and headphones, or headset to the rear panel of the M-Game.



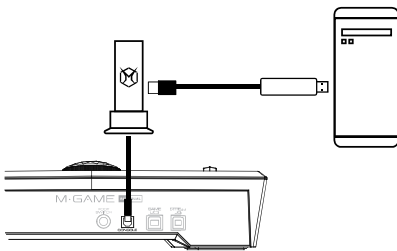
2. **(Optional)** Connect speakers to the M-Game RGB Dual's **Main Out**.



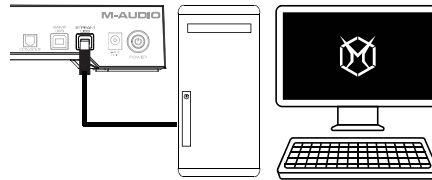
3. **(Optional)** Connect a single (TS) or dual (TRS) footswitch (optional) to M-Game RGB Dual's **Footswitch** input to activate an effect or to trigger samples.



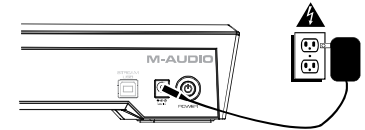
4. **(Optional)** Connect media player (optional) to M-Game RGB Dual's **Aux In**.



5. **(Optional)** Connect a gaming console's or television's Audio Out to the M-Game RGB Dual's **Console** input using Optical Digital Audio (PCM) cable. Connect the console's HDMI output to a video capture interface which will connect to your streaming computer.

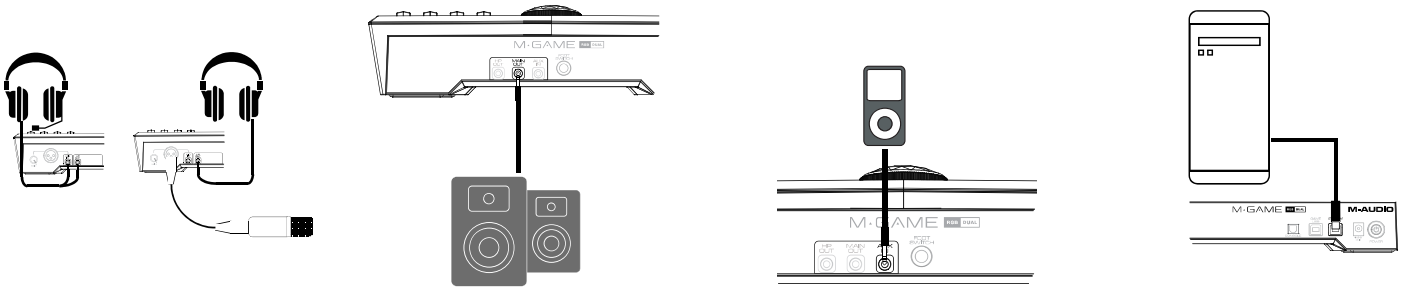


6. Connect streaming/gaming computer to M-Game RGB Dual's **Stream USB port**.



7. Connect M-Game RGB Dual to power and turn it on.

Example 2 – Streaming with a Dual Computer Setup

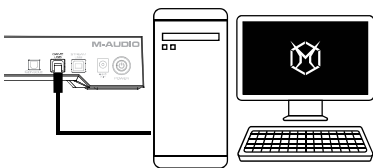


1. Connect your microphone and headphones, or headset to the rear panel of the M-Game.

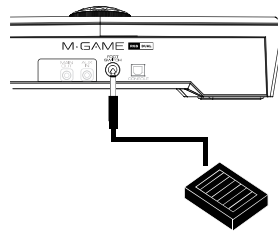
2. **(Optional)** Connect speakers to the M-Game RGB Dual's **Main Out**.

3. **(Optional)** Connect media player to the M-Game RGB Dual's **Aux In**.

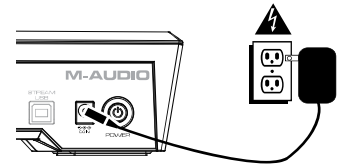
4. Connect primary streaming computer to the M-Game RGB Dual's **Stream USB port**.



5. Connect chat audio/gaming computer to M-Game RGB Dual's **Game USB port**.





6. **(Optional)** Connect a single (TS) or dual (TRS) footswitch to the M-Game RGB Dual's **Footswitch** input.

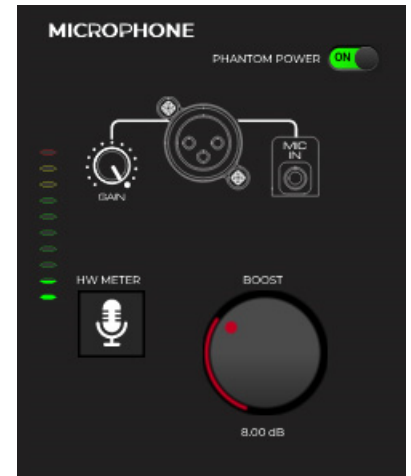


8. Connect the M-Game RGB Dual to power and turn it on.

Software Setup

Windows

1. Download and install the latest M-Game software (with embedded audio driver) from m-game.com.
2. Connect the power and USB cable(s) to the M-Game RGB Dual and press the power  button.
3. Connect your separate headphones and microphone, or combined headset, to the rear panel of the M-Game RGB Dual.
4. Open the M-Game software and select either the **SET MIC** from the **HOME** tab and follow the on-screen instructions or go to the **SETUP**  tab and select the **HW METER** button so its lit red.



- a. Under **Microphone**, turn Phantom Power on or off depending on whether you're using a condenser microphone (Phantom Power on) or a dynamic microphone (Phantom Power off).

Note: Headset microphones do not require phantom power.

- b. Speak into your mic at the loudest level you expect to speak in your stream and begin turning up the Gain knob on the rear panel of M-Game RGB Dual. You'll notice that the **Mic Fader LEDs** on M-Game RGB Dual will light up when you speak, showing the incoming signal. Continue speaking into the mic and turning up the **Gain** knob until you see the **Mic Fader LEDs** flash red 3 times. This means M-Game RGB Dual's Mic **Gain** knob is set too high. Turn down the Mic **Gain** knob until you no longer see the LED flash red 3 times. You'll want to get the **Mic Fader LEDs** as close to the top LED without the LEDs all flashing.

Note: If you are using a low gain mic (like a SHURE SM7B or ElectroVoice RE20) you will need to use the M-Game software's **BOOST** function. You can find **BOOST** in the Setup tab under Basic Microphone Settings. Simply speak into your mic at the loudest volume you expect to speak in your stream and turn up the Boost knob until the Mic fader's meter in the **M-Game Software** shows the top LED lit red. Slowly turn the Boost knob back down until the Mic fader's meter in the software no longer shows red. You can change the **BOOST** level from Off to +24 dB.

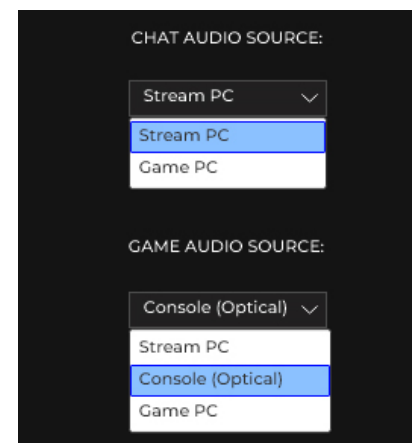
Note: Now that you've setup your mic you can turn off the **HW METER** button in the **M-Game Software** to return the Mic fader to its default LED behavior.



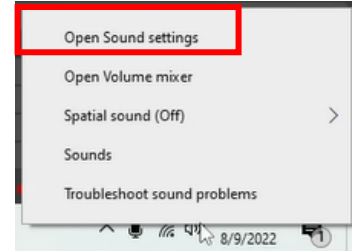
- c. Adjust the EQ, Compressor, Noise Gate, High Pass Filter (HPF), and De-esser settings to get the best sound from your mic.

Note: You can also use one of the Mic presets in the M-Game software to automatically configure your mic's settings. These mic presets are found in **File > Setup > Load Microphone Settings**.

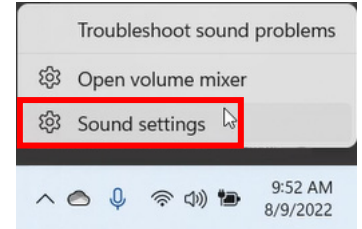
5. In the **SETUP** tab's **HARDWARE** section select what source your Game audio is coming from and what source you Chat Audio is coming from.
6. Open your game, chat, M-Game software, streaming software, and any other programs you will be running in your stream and ensure that their audio is playing
7. Press the Windows key and then type **Sound Settings** into the search bar. Alternatively, right click the speaker icon in the taskbar and select **Open Sound Settings**.



8. On **Windows 10**, in **Sound Settings**, under **Sound Output** select **System**. This will ensure any audio that you're not routing specifically to the M-Game RGB Dual's Game, Chat, or Sampler fader will default to be controlled by the **System** fader. Under Input select **Stream**. This will set your broadcast/stream mix as your default output source. In **Sound Settings** under **Advanced Sound Options**, select **App Volume and Device Preferences**. In this window you will see every audio source running and where that audio is being sent to and from (its Routing). This allows you to send audio from different programs to the M-Game.



On **Windows 11**, in **Sound Settings** under **Sound Output** select **System**. This will ensure any audio that you're not routing specifically to the M-Game RGB Dual's Game, Chat, or Sampler fader will default to be controlled by the **System** fader. Under **Input** select **Stream**. This will set your broadcast/stream mix as your default output source. In **Sound Settings** select **Volume mixer**. In this window you will see every audio source running. You will also be able to select where that audio is being sent to and from (its Routing) by pressing the down arrow next to the app's volume slider. This allows you to send audio from different programs to the M-Game.



9. In **App Volume and Device Preferences** (Windows 10), and **Sound and Volume mixer** (Windows 11), next to the game that you are running, select the Output dropdown and select Game (M-Audio M-Game RGB Dual). Once this has been selected, your game's audio level will be controlled by the **Game fader** on your M-Game.

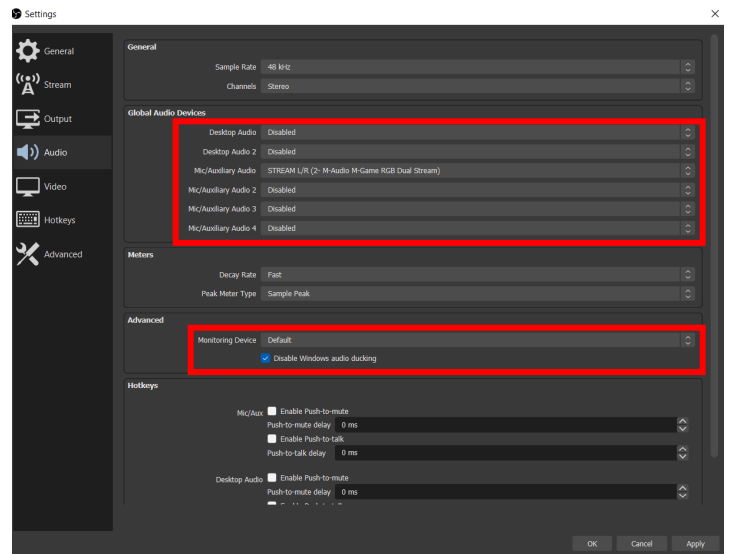
10. Select these additional routing options from the Output dropdown in the App Volume and Device Preferences:

a. **Chat app** (Discord, etc.): Select CHAT (M-Audio M-Game RGB Dual) to route Chat's audio to the **Chat fader**.

Important: If you're using a Chat application like Discord, set the Audio Input to Chat and Output to Chat. This will ensure that your Chat audio is sent to the M-Game RGB Dual's Chat fader, and that your Mic is only sent to the Chat.

b. **Music:** Select SYSTEM (M-Audio M-Game RGB Dual) to route music program audio to the **System/Aux fader**.

Note: You can route additional computer audio sources to the SYSTEM channel if you would like to control additional streams of software audio.



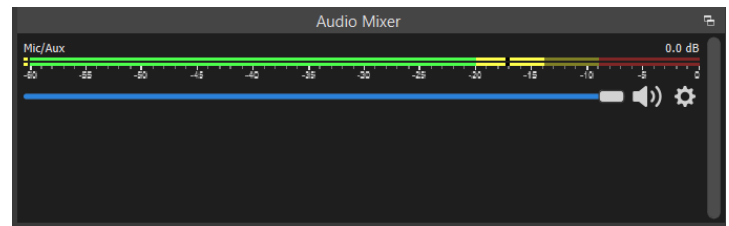
11. Open your streaming/broadcast software, such as OBS used in the example below.

12. OBS, in the **File > Settings** menu, select the **Audio** tab.

a. Under **Global Audio Devices** set **Desktop Audio** to Disabled, set **Desktop Audio 2** to Disabled.

b. Set **Mic/Auxiliary Audio** to STREAM L/R (M-Audio M-Game RGB Dual Stream). Make sure that **Mic/Auxiliary 2, 3, and 4** are all set to Disabled.

c. In **Advanced**, set **Monitoring Device** to Default. Click Apply and OK.




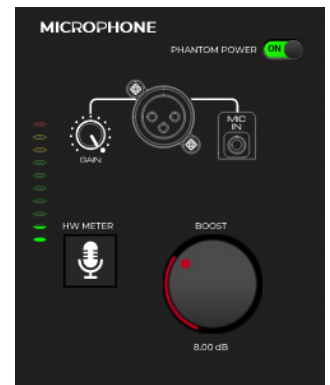
13. Check OBS or other software you're using to record to make sure that your individual signals (Mic, Game, Chat, Sampler, and System) signals aren't clipping (going into the red) and are balanced. An easy way to check this is by pressing all of the **Mute** buttons on the M-Game hardware and turning up the fader levels one at a time, first checking the mic level, as that's what you want your viewers to hear loudest, then proceed with the other M-Game faders.

Note: The optimal level in OBS is in the yellow area (between -15 dB and -10 dB).

14. Start your stream and have fun!

macOS

1. Download and install the latest M-Game software (and Audio Output Director) from m-game.com.
2. Connect the power and USB cable(s) to the M-Game RGB Dual and press the power  button.
3. To use all of the features of the M-Game RGB Dual on macOS certain settings must be enabled in **Security & Privacy** settings.




To ensure full functionality of the **M-Game RGB Dual**, you will need to navigate to **System Preferences > Security & Privacy > Privacy** and select the lock icon in the bottom left corner of the GUI. You will then be prompted to enter your **System Password** to make changes. The following items should be set to allow for **M-Game software** access:

Microphone: Allow access to the M-Game RGB Dual by checking the box.

Accessibility: Allow access to the M-Game RGB Dual by checking the box.

Full Disk Access: Allow access to the M-Game RGB Dual by checking the box.

Note: If the **M-Game RGB Dual** or **M-Game software** is not listed as an available option, you can manually add them by selecting the + icon directly beneath the **App** list.

4. Connect your separate headphones and microphone, or combined headset, to the rear panel of the M-Game RGB Dual.
5. In the M-Game software and select either the **SET MIC** from the **HOME** tab and follow the on-screen instructions or go to the **SETUP**  tab and select the **HW METER** button so its lit red.
 - a. Under **Microphone**, turn Phantom Power on or off depending on whether you're using a condenser microphone (Phantom Power on) or a dynamic microphone (Phantom Power off).

Note: Headset microphones do not require phantom power.

- b. Speak into your mic at the loudest level you expect to speak in your stream and begin turning up the Gain knob on the rear panel of M-Game RGB Dual. You'll notice that **the Mic Fader LEDs** on M-Game RGB Dual will light up when you speak, showing the incoming signal. Continue speaking into the mic and turning up the **Gain** knob until you see the **Mic Fader LEDs** flash red 3 times. If you see the **Mic Fader LEDs** flash red 3 times, this means M-Game RGB Dual's **Mic Gain** knob is set too high. Turn down the **Mic Gain** knob until you no longer see the LED flash red 3 times. You'll want to get the **Mic Fader LEDs** as close to the top LED without the LEDs all flashing.

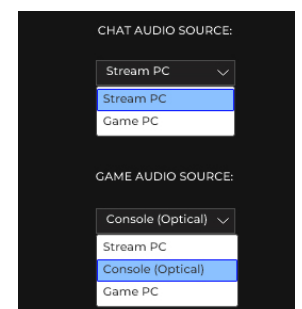
Note: If you are using a low gain mic (like a SHURE SM7B or ElectroVoice RE20) you will need to use the M-Game software's **BOOST** function. You can find **BOOST** in the Setup tab under Basic Microphone Settings. Simply speak into your mic at the loudest volume you expect to speak in your stream and turn up the Boost knob until the Mic fader's meter in the **M-Game software** shows the top LED lit red. Slowly turn the Boost knob back down until the Mic fader's meter in the software no longer shows red. You can change the **BOOST** level from Off to +24 dB.

Note: Now that you've setup your mic you can turn off the **HW METER** button in the **M-Game software** to return the Mic fader to its default LED behavior.

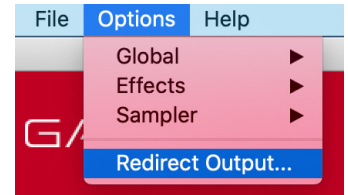


- d. Adjust the EQ, Compressor, Noise Gate, High Pass Filter and De-esser settings to get the best sound from your mic.

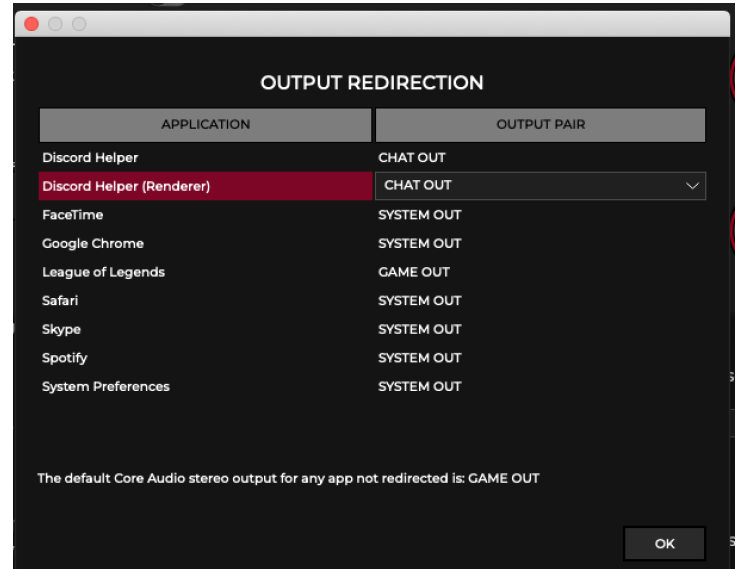
Note: You can also use one of the Mic presets in the M-Game software to automatically configure your mic's settings. These mic presets are found in **File > Setup > Load Microphone Settings**.



6. In the **SETUP** tab's **HARDWARE** section select what source your Game audio is coming from and what source you Chat Audio is coming from.
7. Open your game, chat, M-Game software, streaming software, and any other programs you will be running in your stream and ensure that their audio is playing.
8. In the **M-Game RGB Dual** software go to **Options > Redirect Output**.
9. In the **M-Game RGB Dual** software's **Output Redirection** you will see every audio source running in the **Application** column and where that audio can be sent to (its Routing) in the **Output Pair** column. This enables you to send audio from different programs/applications to the M-Game.



10. In the **M-Game RGB Dual Output Redirection's Application** column you will see the game that you are currently running. In the **Output Pair** column select Game Out. Once this has been selected, your game's audio level will be controlled by the **Game fader** on your M-Game.
11. Select these additional routing options from the **M-Game RGB Dual Output Redirection**:



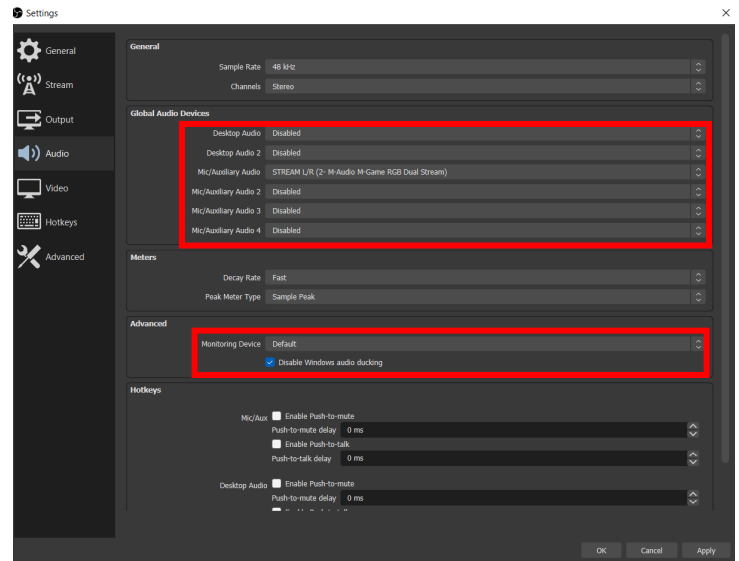
- a. **Chat app** (Discord, etc.): Select CHAT OUT to route Chat application's audio to the **Chat fader**.

Important: If you're using a Chat application like Discord, set the Audio Input to Chat and Output to Chat. This will ensure that your Chat audio is sent to the M-Game RGB Dual's **Chat fader**, and that your Mic is only sent to the Chat.

- b. **Music:** Select SYSTEM OUT to route music program audio to the **System/AUX fader**.

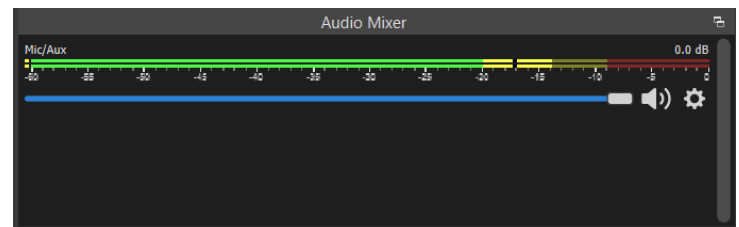
Note: You can route additional computer audio sources to the SYSTEM/AUX channel if you would like to control additional streams of software audio.

12. Open your streaming/broadcast software, such as OBS used in the example below.
13. OBS, in the **OBS > Preferences** menu, select the **Audio** tab.



- a. Under **Global Audio Devices** set **Desktop Audio** to Disabled, set **Desktop Audio 2** to Disabled.
- b. Set **Mic/Auxiliary Audio** to STREAM L/R (M-Audio M-Game RGB Dual Stream). Make sure that **Mic/Auxiliary 2, 3, and 4** are all set to Disabled.
- c. In **Advanced**, set **Monitoring Device** to Default. Click Apply and OK.

14. Check OBS or other software you're using to record to make sure that your individual signals (Mic, Game, Chat, Sampler, and System) signals aren't clipping (going into the red) and are balanced. An easy way to check this is by pressing all of the **Mute** buttons on the M-Game hardware and turning up the fader levels one at a time, first checking the mic level, as that's what you want your viewers to hear loudest, then proceed with the other M-Game faders.



Note: The optimal level in OBS is in the yellow area (between -15 dB and -10 dB).

15. Start your stream and have fun!

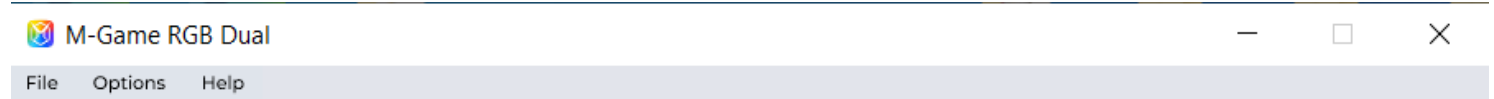
Operation

Home Menu

The home page shows the hardware in its current state. This gives a visual reference of the M-Game RGB Dual hardware when in use, and is usually the page that will be open when actively streaming.



The software toolbar at the top of the main window is used to access the File, Options, and Help dropdown menus listed below.



File

- **Load Preset:** Select to load an existing profile, which is a saved snapshot of the app.
- **Save Preset:** Select to save the current app snapshot to the existing profile.
- **Setup:** Select to load or save Microphone assignment settings.
- **Routing:** Select to load or save virtual fader (where applicable), and active audio channels settings.
- **Sampler:** Select to load or save sample button assignment settings, including button types.
- **Effects:** Select to load or save effect button assignments.
- **LED:** Select to load or save all LED settings.

Options

- **Global:** Select to either show or hide tooltips when hovering near various controls.
- **Effects:** Select from the options to show the unsaved effects warning dialog box, discard unsaved effects without a dialog box prompt, or overwrite unsaved effects without a dialog box prompt.
- **Sampler:** Select from the options to show the unsaved samples warning dialog box, discard unsaved samples without a dialog box prompt, or overwrite unsaved samples without a dialog box prompt.

Help

- **Open User Guide:** Opens the User Guide.
- **Support:** Select to register your product and download M-Game software.
- **Setup:** Select here for articles and videos on how to setup software and connect your computer and devices to the M-Game RGB Dual.
- **About:** Opens the About software dialog box.

Top Bar

AUD indicator will be lit when the app is in Audition to Headphones mode. For additional info on Audition Mode, please see the [Sampler](#) and [Effects](#) sections.



The REC indicator will be lit when the app is in Record mode. For additional info on Record Mode, please see the [Sampler](#) section.

Vertical Navigation Bar

The vertical navigation bar allows quick access to these various sections.

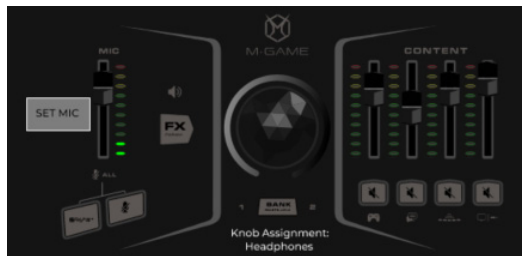


- Home (default)
- Setup
- Routing
- Sampler
- Effects
- LEDs

Navigating via the graphic representation of the hardware on the home page

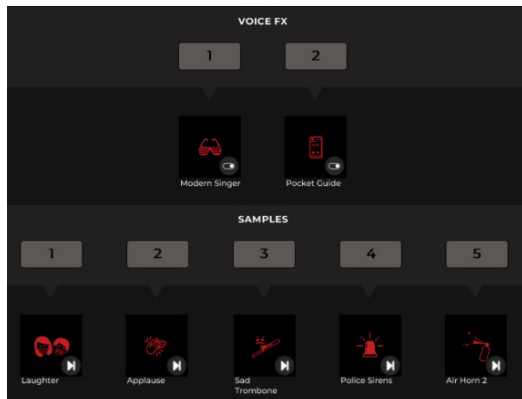
Click on the various areas to navigate to these corresponding pages:

- The **SET MIC** button in the top left section opens the **SETUP** page and walks you through setting up your mic.
- The buttons in the VOICE FX section open the **EFFECTS** page.
- The buttons in the SAMPLES section open the **SAMPLER** page.



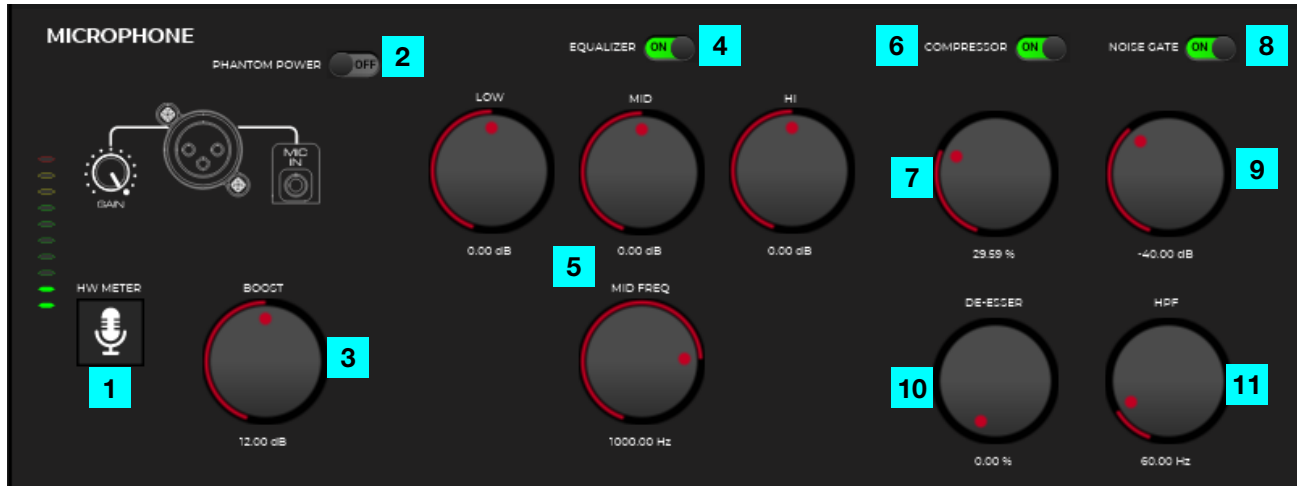
Home Page Quick-View Details

The VOICE FX area shows the two assigned effects, and the SAMPLES area shows the five assigned samples in the currently selected bank.



Setup

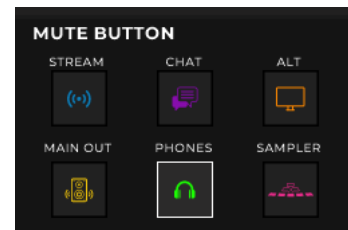
Microphone Settings



1. **HW Meter:** This button changes the **Mic LED/fader** on the hardware to show what the mic gain is to aid in setting the optimal gain level. Unticking this button or exiting the setup page will toggle back to normal mic fader mode and turn off the mic LED at the top of the page.
2. **Phantom Power:** This toggles phantom power on or off, providing power to condenser microphones. Condenser microphones require phantom power. Dynamic microphones and headsets do not require phantom power.
3. **Boost:** This knob adjusts the amount of digital gain applied to the incoming mic signal. If you are using a low gain mic (like a SHURE SM7B or ElectroVoice RE20) you will need to use the Boost knob. You can change the BOOST level from Off to +24 dB. Check OBS or other software you're using to make sure that your mic signal isn't clipping.
4. **EQ (On/Off):** This turns on or off the EQ settings for the incoming mic signal.
5. **EQ:** This three-band equalizer helps to adjust the low, mid (with a sweepable mid frequency to boost/cut the signal to find the "sweet spot"), and hi frequencies to achieve a good sound mix.
6. **Compressor (On/Off):** This turns on or Off the Compressor effect for the incoming mic signal.
7. **Compressor:** This knob reduces the loudest parts of the audio signal and makes the quieter parts sound louder. It actively changes the dynamic range of the mic signal by automatically reducing its level if it exceeds a certain level.
8. **Noise Gate (On/Off):** This turns on or off the Noise Gate effect for the incoming mic signal.
9. **Noise Gate:** This knob can be used to reduce hum or unwanted background noise from the incoming mic signal.
10. **De-esser:** This knob can be used to reduce the amount of sibilance (S, F, X, SH, and soft C's sounds) common in vocals.
11. **HPF:** This (High-Pass Filter) knob can be used to remove unwanted low-end rumbles. This knob is useful for removing the keyboard and desk impact noises.

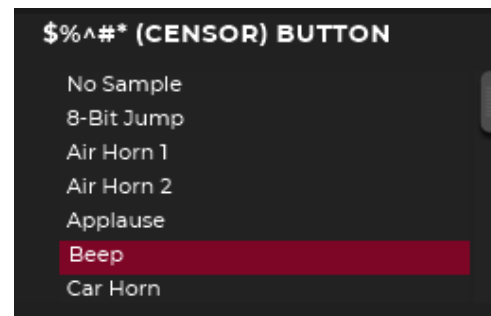
Mute Button

The Stream, Chat, Alt, Main Out, Phones, and Sampler outputs each have an icon which can be toggled on or off. Toggling them on indicates that the MUTE will mute the microphone's signal to that output when engaged. Double pressing the **Mute button** on your M-Game RGB Dual will engage MIC MUTE ALL. This is a quick way to toggle all of them On.



"\$%^&*" (CENSOR) Button

This selection enables you to select and set the sample that will be triggered when the "\$%^&*" (CENSOR) button is pressed. When the "\$%^&*" (CENSOR) button is pressed the selected sample will play as a one-shot and the microphone signal will be muted for as long as the button is pressed and held.

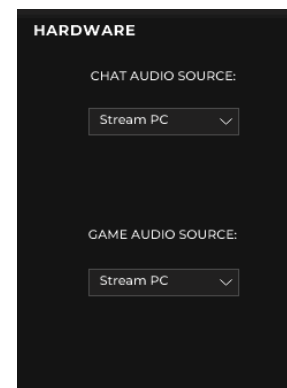


Hardware Control Settings

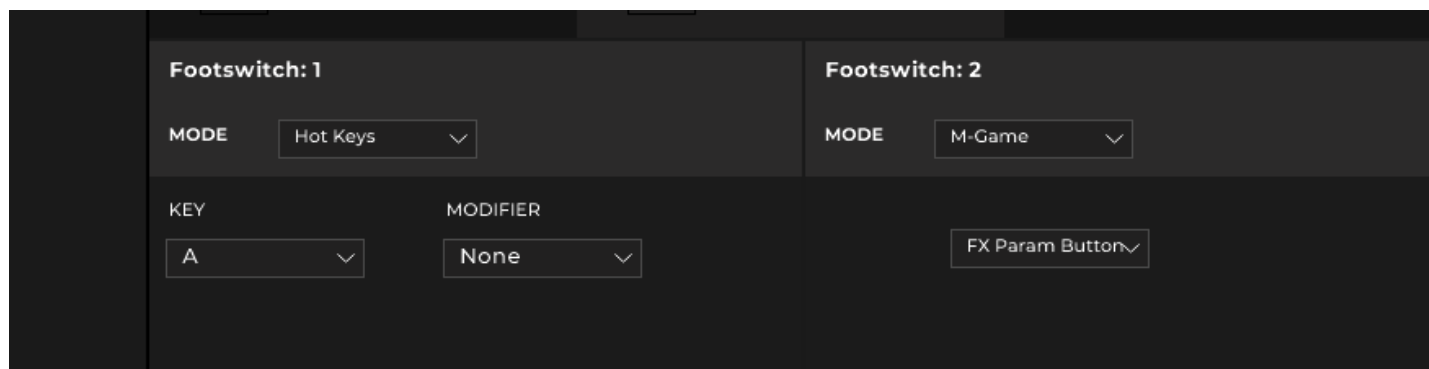
This section shows from what PC the Chat Audio and the Game Audio sources will be received from.

Chat Audio Source: Stream PC or Game PC

Game Audio Source: Stream PC, Game PC or Console/Television (Optical)



Footswitches



These can be independently set to one of two modes, M-Game or Hot Keys.

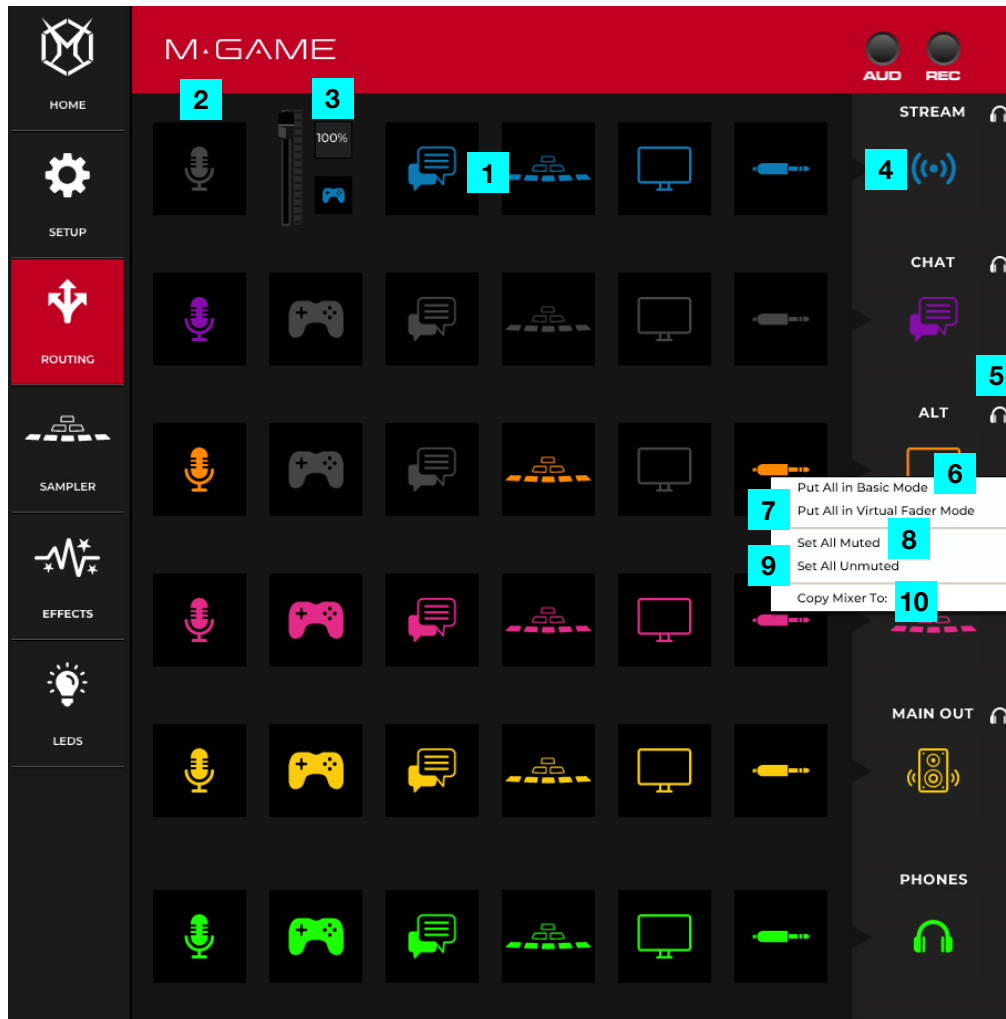
In M-Game mode, a footswitch can be set to trigger any button on the hardware. A list of all potential hardware buttons will be shown.

In Hot Key mode, a footswitch can trigger a hot key (macro/keyboard shortcut) combo. A dropdown list will be seen to select the key and modifier key.

Note: When the Mic Mute button is assigned to the footswitch, double tapping the footswitch will work the same as double tapping the M-Game RGB Dual's **Mic Mute button** and will mute the Microphone's signal going to all sources.

Routings

When the Routings tab is selected you will see what audio input signals are being sent to the different audio outputs. From here you can choose how the inputs and outputs are mapped. Select what audio channels you want sent to your STREAM, CHAT, ALT (additional USB output), SAMPLER, MAIN OUTS and HEADPHONES.

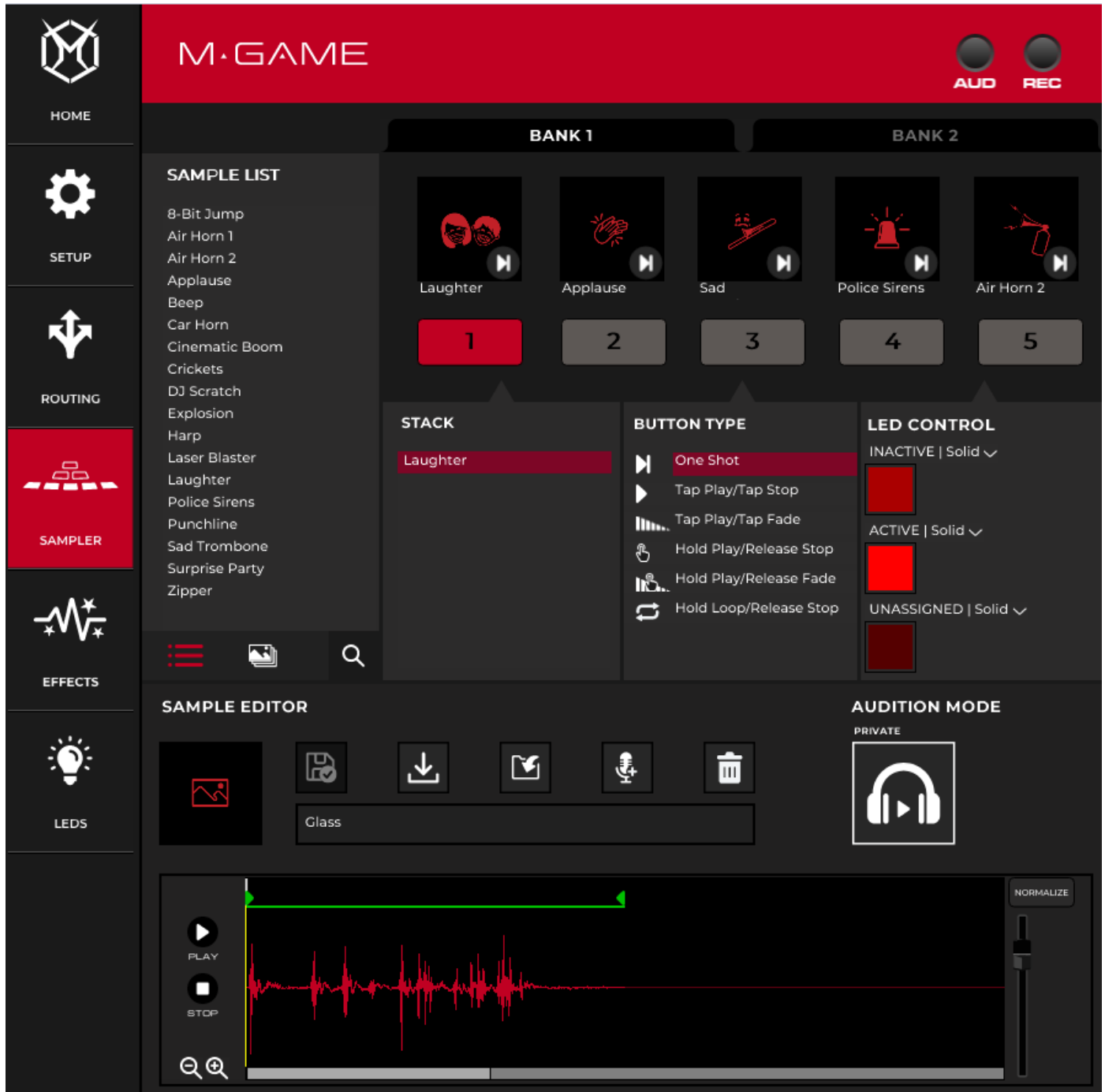


- Input Icons:** Each “input icon” can exist in two different modes, toggle mode and virtual fader mode. Right clicking (Windows) or secondary clicking (macOS) on each icon brings up a menu that can switch between the two modes. Secondary clicking can be changed in macOS System Preferences.
- Basic Mode (default):** In this mode, clicking on an icon will toggle it on or off. Off icons will appear grayed out, which will mute that input to the corresponding output (at the end of the row).
- Virtual Fader Mode:** In this mode, a smaller version of the icon will be shown along with a virtual fader and numeric level indicator. When in virtual fader mode, the input ignores the physical fader for that output and allows you to make a completely virtual mix to the output (at the end of the row). Using virtual faders is helpful if you would like to hear a different volume mix in your headphones than what is being sent to the stream.
- Output Icons:** The Output Icons are used to represent the various USB audio outputs and hardware outputs on the M-Game RGB Dual. Right clicking (Windows) or secondary clicking (macOS) on each icon brings up a menu that can activate the following options. Secondary clicking can be changed in macOS System Preferences.
- Headphones:** Activating this will send that outputs audio to the headphones.
- Basic Mode:** Selecting this will change all of the icons from Virtual Mode to Basic Mode.
- Virtual Mode:** Selecting this will change all of the icons from Basic Mode to Virtual Mode.
- Set All Muted:** Selecting this will mute audio inputs being sent to the output.
- Set All Unmuted:** Selecting this will unmute audio inputs being sent to the output.
- Copy Mixer To:** Selecting this will enable you to copy and paste the audio input settings being sent to the currently selected output to another output.

Sampler

Samples (1-10)

This menu accesses the sample button functions. The sampler page is broken into four sections: The Sample List, the Sample Button Control, the Menu Bar, and the Sample Editor.



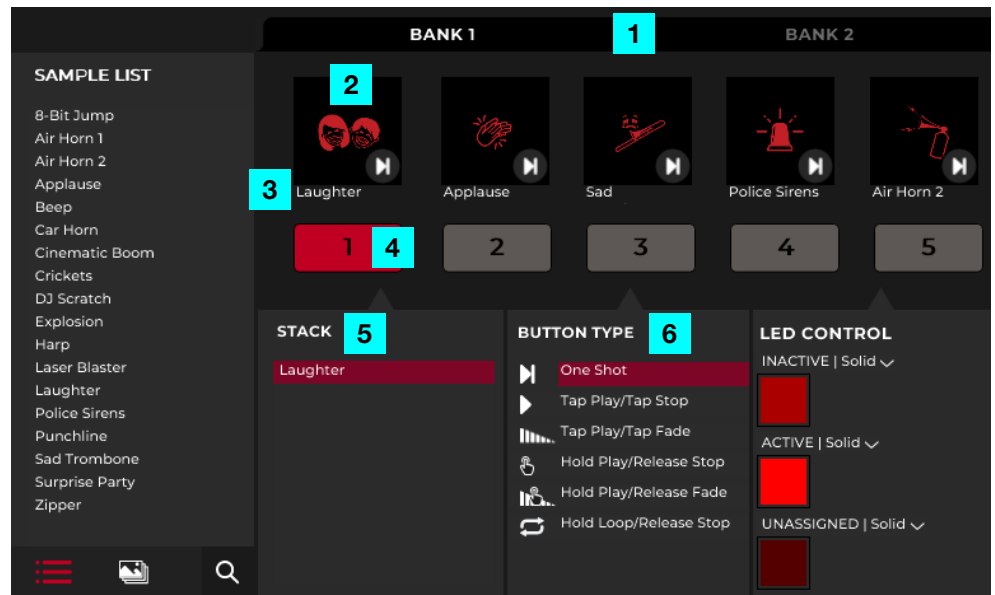
Sample List

This is a list of the current available samples.

Sample Control

This gives a visual display of the hardware where you can configure the sample buttons.

1. **Bank Toggle:** This shows a bank selection toggle to determine which bank you are affecting.
2. **Frame:** When a sample has been assigned, these frame areas will show a sample's corresponding image and Button Type (Play Mode).
3. **Name and Clear:** Below each floating frame is the name of the sample. You can drag samples from the sample list onto a button or into the image frame, and it will associate that button with the sample. The image will fill the empty frame, the name of the sample will appear below, and the button type will appear in the small frame at the bottom right of the image. Right-click (Windows) or secondary click (macOS) on a button to bring up an option to clear the button.



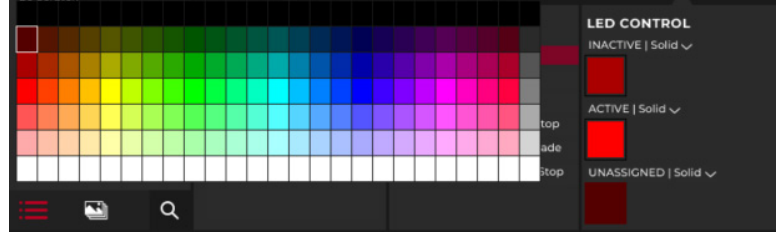
Note: If dragging a sample into the frame or onto the button, the sample will replace all of the samples in the current Stack.

4. **Selecting a button:** When a new sample is dropped onto a button, it will also select that button. Click on a button to also select that button. When a button is selected, its settings appear in the Button Control panel.
 - **To assign a sample to a button:** Drag the sample from the sample list to either the frame or the representation of the button. This will clear all current contents for the button (except LED settings) and assign that sample to that button. While dragging a sample, if the mouse is over a button, you can visually see the contents of the button underneath before releasing the mouse and affecting a change to that button. To cancel, move the mouse off the button and stack areas and release to cancel the potential change.
5. **Stack:** In addition to dragging samples directly onto buttons, a sample can be dragged onto the Stack list for a selected button. Samples can be rearranged inside of a stack by clicking and dragging. Right click on a sample in the stack list to pull up a menu with move up, move down, and remove options. Double click on a sample in a stack to select it in the editor and auto-select it in the sample list.
6. **Button Types:** The sample button types are:
 - **One Shot:** Plays the sample one time all the way through.
 - **Tap Loop / Tap Stop:** Plays the sample and loops it until pressed again.
 - **Tap Play / Tap Fade:** Plays the sample and loops it. When tapped again it will begin to fade out.
 - **Hold Play / Release Stop:** Plays the sample and loops it until released, at which time it abruptly stops.
 - **Hold Play / Release Fade:** Plays a sample until released, at which time it begins to fade out.
 - **Hold Loop / Release Stop:** Plays a sample and loops it until released.

LED Control

Click to select what the button's LED color and effect will be.

- **Solid:** Keeps the LED as the selected solid color. One color can be selected from the list of colors.
- **Pulse:** Activates the pulsing effect, which will brighten the LEDs and then dim the LEDs. When Pulse is active, the LEDs will pulse uniformly. You can select up to a maximum of 4 LED colors to pulse between. These colors will go in order from 1-4, and then repeat starting at 1.
- **Rainbow:** Activates the rainbow effect. The button will color cycle through the entire spectrum of available LED colors. Selecting Rainbow will allow you to select Default for standard LED brightness, Dark 1 or Dark 2 for darker LED brightness or Bright 1 or Bright 2 for brighter LED brightness.



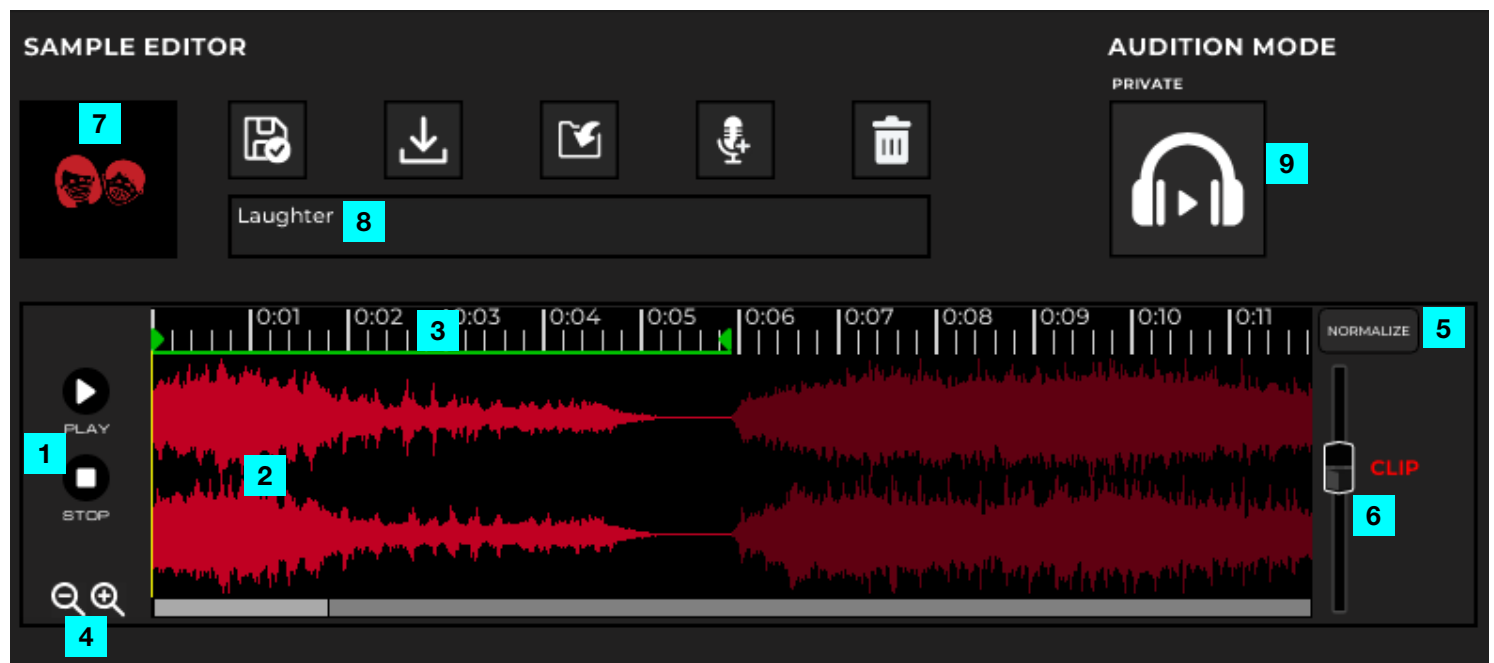
Menu Bar

The menu bar has basic functions that allow you to interact with samples. It contains basic save, save as, open, new, and delete functions.



1. **Update Sample:** This works like a standard save function, where changes to the active sample are updated.
2. **Save As New Sample:** This works like a standard save-as function, showing the sample and changing the name.
3. **Import Sample:** This enables you to import .wav, .mp3, .wma, and .aif files into the sample editor.
4. **Record New Sample:** This allows you to record a new file for editing. When recording a new sample, the record indicator at the top of the app will turn on. The RECORD NEW SAMPLE button will become a STOP RECORDING button.
5. **Remove Sample:** This removes the currently active sample from the sample list. This **does not** delete the sample from your hard drive.

Sample Editor



1. **Sample Transport:** The sample editor includes standard play and stop controls. The Play button will play the sample from the start flag to the end flag. Adjust the flags to adjust the play start and end area.
2. **Sample Visualizer:** A visual representation of the sample file's audio.
3. **Selection area:** A selection area in between the start and stop flag allowing for zoom in/out controls.
4. **Zoom:** These + and - magnifying glass icons zoom in or out with focus (not between the beginning and ending flag), zooming to the middle of a selection, unless modifying zoom clicks by pressing the shift key.
 - **Shift + clicking zoom in:** This zooms in to the current selection (between the beginning and ending flag).
 - **Shift + clicking zoom out:** This zooms out to the current selection (between the beginning and ending flag).
 - **CTRL + clicking zoom in and out:** This returns the sample waveform editor to the current selection (between the beginning and ending flag).
5. **Normalize Button:** This adjusts the level of the sample's gain to its maximum non-clipping level.
6. **Fader:** This adjusts the level of the sample's gain. A red clip text will illuminate next to the gain fader when too much gain has been applied to a sample. If this occurs, lower the gain fader.
7. **Sample Frame:** This image picker allows you to select an associated image. You can load .png, .jpg, .jpeg, .gif, .tif, and .tiff images with a size of 86x86 (standard res) or 172/172 (high-res displays). Images not formatted to the listed sizes will be resized to fit in the frame.
8. **Sample Title Bar:** This naming field enables you to edit the name of the current sample.
9. **Audition Privately:** This button will remove the sample from every output except the headphones for mid-stream editing purposes. When the app is in audition in phones mode, the AUD indicator at the top of the app will be lit. Navigating away from the page will turn off audition mode.

Effects

Access this menu to view, assign and customize the vocal effects. The effects page is broken into four sections: The Effect List (Multi-Effect List), the Effect Button Control, the Menu Bar, and the Individual Effects Editor.

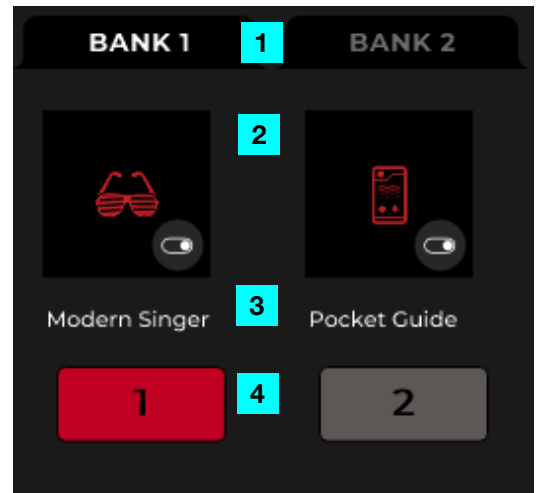
The screenshot displays the M·GAME interface for the 'Effects' menu. On the left is a vertical navigation bar with icons for HOME, SETUP, ROUTING, SAMPLER, EFFECTS (highlighted in red), and LEDS. The main area is divided into several sections:

- Top Bar:** 'M·GAME' logo and 'AUD' and 'REC' buttons.
- EFFECT LIST:** A list of effects including Heavenly Choir, Hive, Hyper, Jitter, Lock Tune, Male, Megaphone, Modern Singer (highlighted), and Monotone.
- BANK 1 & 2:** Two columns showing effect assignments. Bank 1 has 'Modern Singer' assigned to button '1'. Bank 2 has 'Pocket Guide' assigned to button '2'.
- LED CONTROL:** Three color selection options: INACTIVE | Solid (dark red), ACTIVE | Solid (bright red), and UNASSIGNED | Solid (red).
- BUTTON TYPE:** Options for TOGGLE (with a red slider), HOLD, and a hand icon.
- EFFECTS EDITOR:** A detailed view of the 'Modern Singer' effect. It includes a 'VOCAL PROCESSOR' section with a 'Lock Tune' dropdown and a 43% level knob. The 'DISTORTION' section has a 'Drive' dropdown and a 0% level knob. The 'CHORUS MODULATION' section has a 'Wide Doubler' dropdown and a 65% level knob. The 'REVERB & ECHO' section has an 'Echo Slow' dropdown and a 68% level knob. Each section has an 'ASSIGNED' button.
- AUDITION MODE:** Two buttons: 'PRIVATE' (headphones icon) and 'TO BROADCAST' (megaphone icon).

Button Control

Inside the effect button control there is a visual display of the hardware where you can set up the effect buttons.

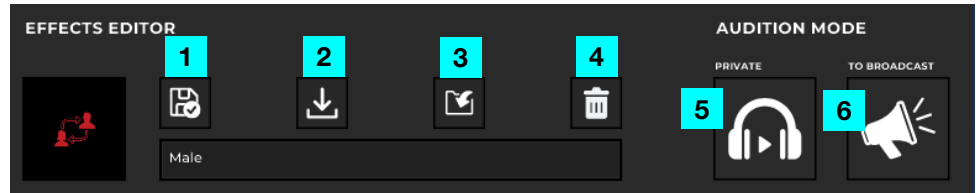
1. **Bank Toggle:** This shows a bank selection toggle to determine which bank you are affecting.
2. **Frame:** When an effect has been assigned these frame areas will show a voice effect's corresponding image and Button Type (Mode).
3. **Name:** Below each floating frame is the name of the voice effect. You can drag voice effects from the effect list onto a button or into the image frame, and it will associate that button with the effect. The image will fill the frame, the name of the effect will appear below, and the button type will appear in the small frame at the bottom right of the image.
4. **Selecting a button:** When a new effect is dropped onto a button, it will also select that button. Click on a button or its image to also select that button. When a button is selected, its settings appear in the Button Control panel.



Menu Bar

A menu bar has basic functions that allow a user to interact with effects. It contains basic save, save as, open, new, and delete functions.

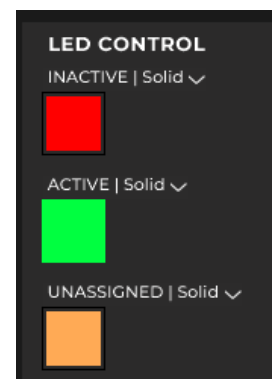
1. **Update Current Effect:** This works like a standard save function, where changes to the active Effect are updated.
2. **Save As New Effect:** This works like a standard save as function, showing the Effect and changing the name.
3. **Import VoiceFX Preset:** This opens a special finder type window which allows a user to search for effects library XML files. You can navigate to an EFFECTS library XML file which would show all potential EFFECTS that could be imported into the EFFECTS list. You can also select multiple EFFECTS to import using the Shift and CTRL keys.
4. **Remove Effect:** Removes the currently selected Effect from the Effect list. This **does not** delete the effect from your hard drive.
5. **Audition Privately:** This will remove the microphone from every output except the headphones for mid-stream editing purposes. When the app is in audition in phones mode, the AUD indicator at the top of the app will be lit. Navigating away from the page will turn off audition mode. Audition in phones overrides all mute states / live effect mode.
6. **To Broadcast:** This will send the effected microphone signal to the live broadcast.



LED Control

Click to select what the button's LED color and effect will be.

- **Solid:** Keeps the LED as the selected solid color. One color can be selected from the list of colors.
- **Pulse:** Activates the pulsing effect, which will brighten the LEDs and then dim the LEDs. When Pulse is active, the LEDs will pulse uniformly. You can select up to a maximum of 4 LED colors to pulse between. These colors will go in order from 1-4, and then repeat starting at 1.
- **Rainbow:** Activates the rainbow effect. The button will color cycle through the entire spectrum of available LED colors. Selecting Rainbow will allow you to select Default for standard LED brightness, Dark 1 or Dark 2 for darker LED brightness or Bright 1 or Bright 2 for brighter LED brightness.



Button Type

Press this to open a submenu with a Toggle and Hold selection to determine the button behavior when pressed.



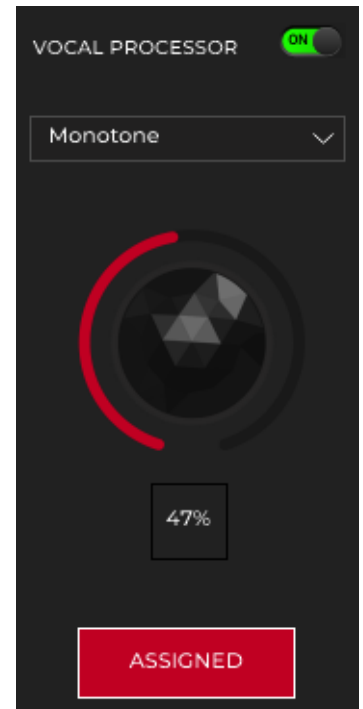
Individual Effects

The Effects listed in the Effects List are a creation of individual Effects settings. There are 4 individual Effect categories: Vocal Processor, Reverb and Echo, Chorus and Modulation, and Distortion.

Each individual Effect includes an On/Off switch for that effect, a pulldown menu for effect presets/types, a Parameter knob for controlling the amount of the effect preset, and an **ASSIGNED** Button, that when selected will assign that preset effect's virtual Parameter knob to the Main Control. Assigning an effect to the Main Control enables you to control the selected Effect parameter when the Main Control is set to FX PARAM.

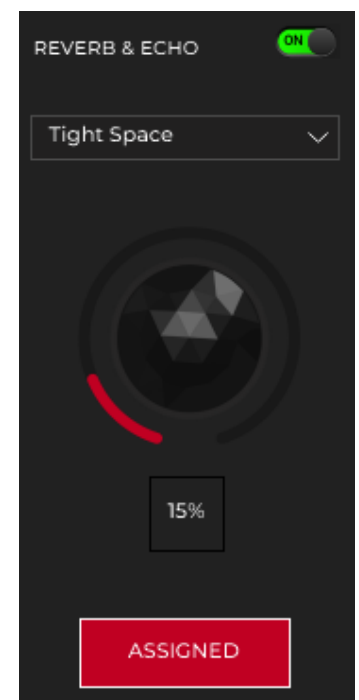
Vocal Processor

The Vocal Processor adds harmonizing and pitch shifting, and tuning to add unique effects to your vocals. Adjust the virtual knob to control how much of the effect is applied from 0-100%.



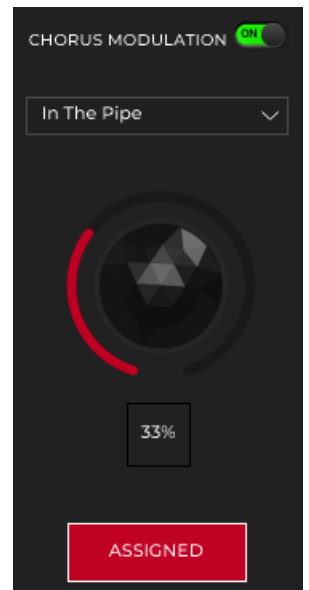
Reverb & Echo

The Reverb & Echo effect adds the sense of being in a certain space, such as a hall or large room as well as a persistent reflection after a sound is heard. Adjust the virtual knob to control how much of the effect is applied from 0-100%.



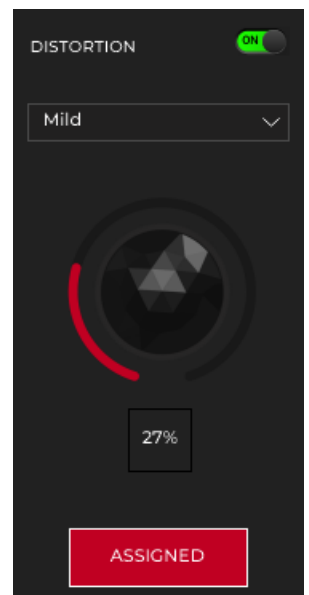
Chorus Modulation

The Chorus Modulation effect splits the sound into different parts, adding delay, panning, and pitch shifting to create a trembling or vibrato effect. This can be used to create a spacey or filtered vocal sound. Adjust the virtual knob to control how much of the effect is applied from 0-100%.

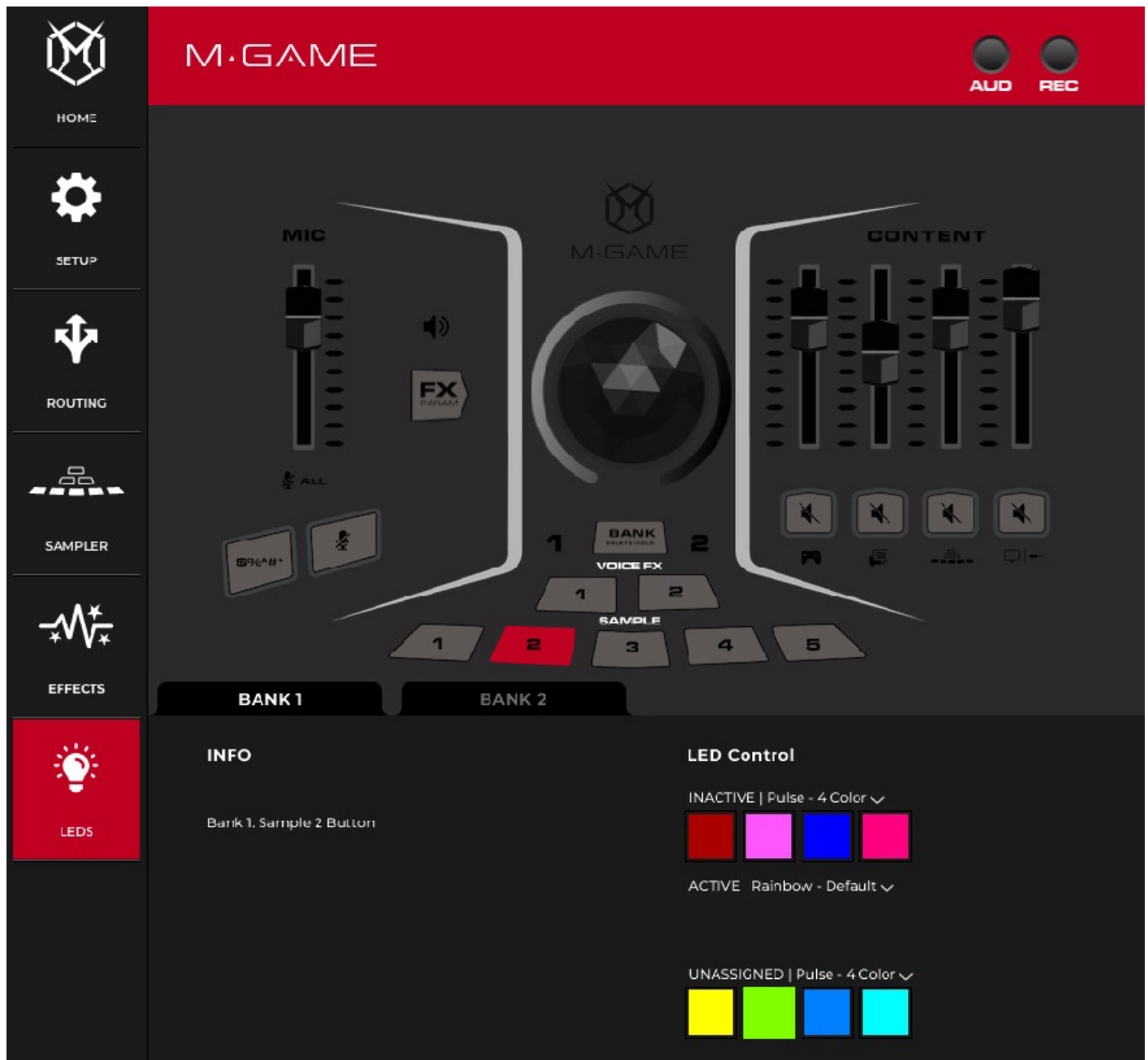


Distortion

The Distortion effect produces an altered, crunchy, or harsh signal. This is usually used on guitars but can also be creatively used to achieve a lo-fi sound or gritty vocals. Adjust the virtual knob to control how much of the effect is applied from 0-100%.



LEDs



This section allows you to adjust LED settings for any LED on the hardware. The selected LED is highlighted, and the info shows data about that LED (if applicable, for instance with buttons).

Sample button LEDs have an extra control of UNASSIGNED, allowing you to select color and LED type for its unassigned state. LEDs not connected to buttons can only assign inactive or active.

UNASSIGNED, INACTIVE, and ACTIVE can have three types of buttons - SOLID, PULSE, or RAINBOW. If a state choice is set to SOLID, there is one color picker available. When clicked on, a context menu with color swatches appears. If a state choice is set to PULSE, the LEDs will pulse uniformly. You can select up to a maximum of 4 LED colors to pulse between. These colors will go in order from 1-4, and then repeat starting at 1. If the state choice is RAINBOW, it will activate the rainbow effect. The button will color cycle through the entire spectrum of available LED colors. Selecting Rainbow will allow you to select Default for standard LED brightness, Dark 1 or Dark 2 for darker LED brightness or Bright 1 or Bright 2 for brighter LED brightness.

LED Control

Solid - 1 Color: Keeps all of the LEDs lit as the selected solid color.

Solid - Gradient: Keeps all of the LEDs lit as a spectrum of selected solid colors. You will select 2 LED colors to fade between.

Pulse: Activates a pulsing effect keeping all of the LEDs lit as the selected colors, which will brighten the LEDs and then dim the LEDs. When Pulse is active, the LEDs will pulse uniformly. You can select up to a maximum of 4 LED colors to pulse between. These colors will go in order from 1-4, and then repeat starting at 1.

Chasing: The LEDs in will light up and dim to create the appearance of the LEDs moving up and down. The color selections will go between the 1st color chasing with a background color. You can select up to a maximum of 2 LED colors to use in Chase mode. Color 1 will be the chasing color and color 2 will be the background color.

Rainbow: The LEDs will color cycle through the entire spectrum of available LED colors. Selecting Rainbow will allow you to select Default for standard LED brightness, Dark 1 or Dark 2 for darker LED brightness or Bright 1 or Bright 2 for brighter LED brightness.

Fader- 1 Color: Keeps all of the LEDs at and below the current Fader position lit as the selected solid color.

Fader- 1 Color with Indicator: Keeps all of the LEDs below the current Fader position lit solid as color selection 1, with color selection 2 showing the current fader position.

Fader- 1 Color with Indicator and Background: Keeps all of the LEDs below the current Fader position lit solid as color selection 1, with color selection 2 showing the current fader position, and all of the LEDs above the current Fader position lit solid as color selection 3.

Gradient Fader- Color: Keeps all of the LEDs at and below the current Fader position lit as a spectrum of the 2 selected solid colors.

Gradient Fader- Color with Indicator: Keeps all of the LEDs below the current Fader position lit as a spectrum of the selected solid colors 1 and 2, with color 3's selection showing the current fader position.

Gradient Fader- Color with Indicator and Background: Keeps all of the LEDs below the current Fader position lit as a spectrum of the selected solid colors 1 and 2, with color 3's selection showing the current fader position and all of the LEDs above the current Fader position lit solid as color selection 4.

Pulse Fader: Activates a pulsing effect keeping all of the LEDs lit below the current fader position as the selected colors, which will brighten the LEDs and then dim the LEDs. When Pulse is active, the LEDs will pulse uniformly. You can select up to a maximum of 4 LED colors to pulse between. These colors will go in order from 1-4, and then repeat starting at 1.

Chasing Fader - 1 Color: Activates a chasing effect keeping all of the LEDs lit at and below the current fader position as the selected color, lighting up and dimming to create the appearance of the LEDs moving up and down.

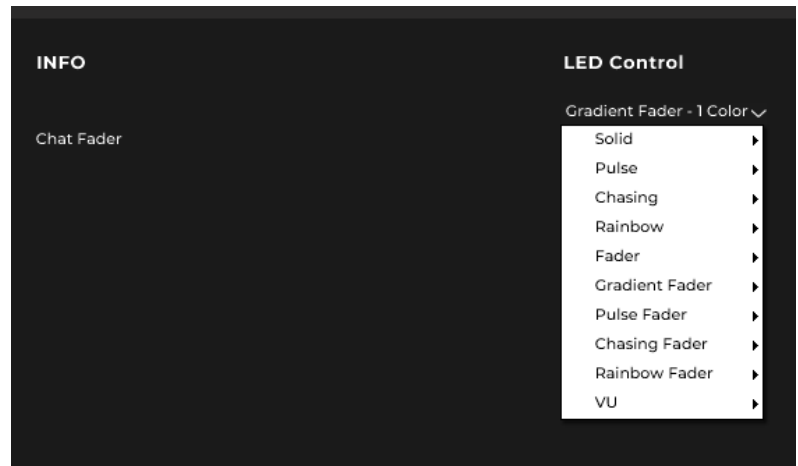
Chasing Fader - 1 Color with Background: Activates a chasing effect keeping all of the LEDs lit at and below the current fader position as the selected background color, with color 1 lighting up and dimming to create the appearance of the LEDs moving up and down.

Rainbow Fader: Activates a rainbow effect keeping all of the LEDs lit at and below the current fader position as a spectrum of cycling LED colors. Selecting Rainbow will allow you to select Default for standard LED brightness, Dark 1 or Dark 2 for darker LED brightness or Bright 1 or Bright 2 for brighter LED brightness.

VU - 1 Color: Activates the VU effect showing a metering effect on the LEDs based on the level being sent to the inputs.

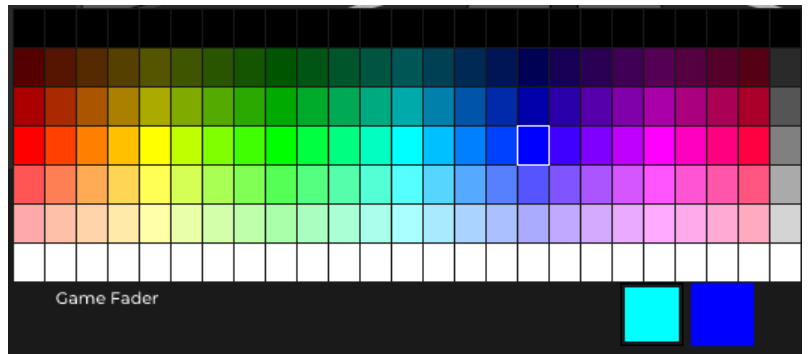
VU - 1 Color with Peak: Activates the VU effect showing a metering effect on the LEDs based on the level being sent to the inputs. You can select 2 LED colors, with color 1 as any input level below the peak and color 2 for Peak output level.

Note: To increase the speed of certain LED modes, use the **Main** knob with the **FX Param** button active, but no **Voice Effect** buttons active.



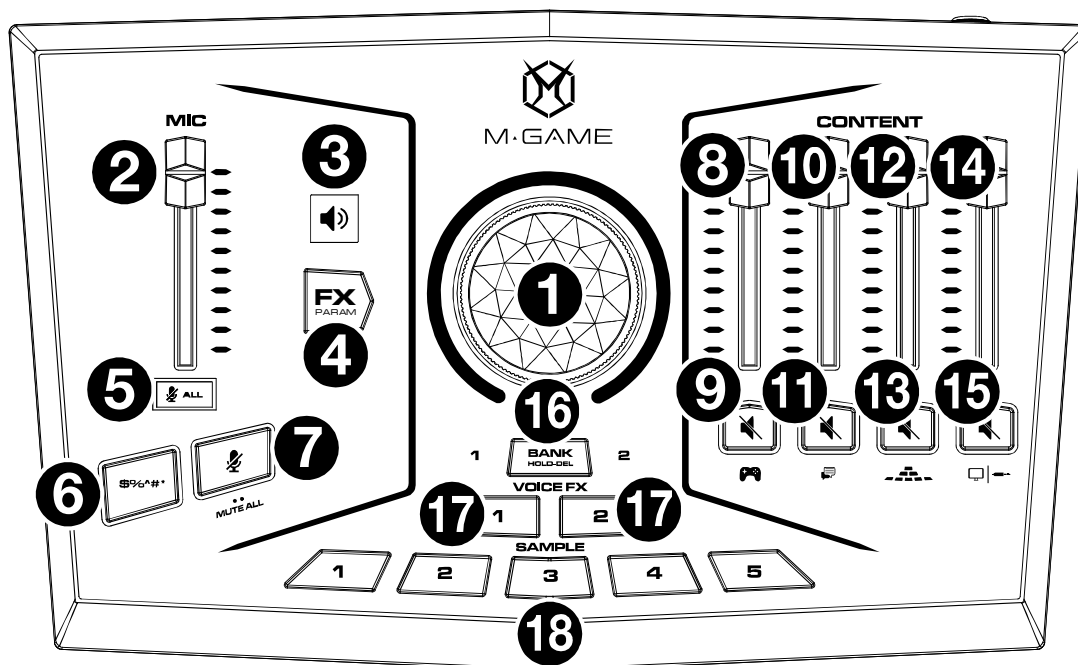
Color Frame

Press a button to open a color selection menu to set the sample color for the hardware control.



Features

Top Panel



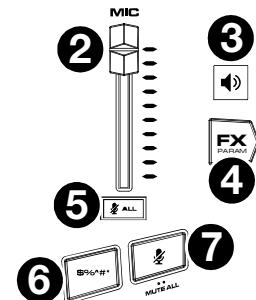
Headphone/Main Level Control

1. **Main Control:** This 360° knob will adjust either the currently selected voice effect's parameters, or the Headphone/Main speakers level.



Mic

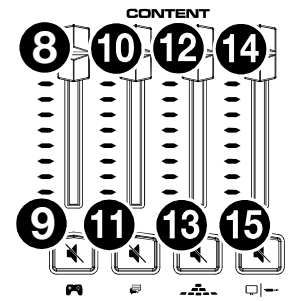
2. **Mic Level Fader:** This fader controls the mic volume being sent to the **USB ports, Headphone, and Main Outs**. This is not a "gain" control. When fully lowered, it lowers the mic to its lowest level.
3. **"SPEAKERS" LED Indicator:** This RGB LED will light up to show that the **Main Control** knob is currently controlling the output level of the **HP Out** and **Main Out**.
4. **FX Parameter Button:** Press this button to switch the **Main Control** knob from controlling the currently selected effect's parameter and the volume level for the 1/8" **HP Out** and 1/8" **Main Out**. This button will light up to show that the **Main Control** knob is currently controlling the selected effect's parameter. This button is backlit by an RGB LED.
5. **ALL All Streams Mic Mute LED:** Illuminates when the mic audio signal has been muted to all streams.
6. **SPEAKERS:** This RGB backlit button can be configured to mute the mic audio signal being sent to all audio streams, the chat stream, or the broadcast stream. This button can have a unique audio sample assigned to it so that when this button is pressed it will not only mute the incoming mic signal, but also trigger a funny audio clip or beep sound. Use the M-Game software to configure the sample assignment and adjust the LED behavior of this button. See the [Sample Control](#) section for more details.
7. **Configurable Mic Mute Button:** This RGB backlit button can be configured to mute the mic audio signal being sent to all audio streams, the chat audio stream, the broadcast audio stream or any other stream the mic is able to be sent to. Use the M-Game software to configure the mute assignment, and adjust the LED behavior of this button. See the [Microphone Settings](#) section for more details.



When this button is double pressed rapidly, it will activate the **MIC MUTE ALL** selection and activate the **MUTE ALL MIC LED** icon. This will mute the mic going to all streams (Chat and Stream).

Stream

8. **GAME Level Fader:** This fader will adjust the volume of the game audio being sent to the **USB ports, Headphone, and Main Outs**. This level will be identical to the audio that is being sent to the headphones unless the headphone/speaker mix is changed in the M-Game's software's [Routing](#) tab.
9. **"GAME" Mute Button:** This RGB backlit button will mute the game audio signal being sent to the **USB ports, Headphone, and Main Outs**. Use the M-Game software to change the LED behavior of this button seen in the [LEDs](#) section. By default this LED will be brightly lit when **Mute** is active and dimly lit when mute is inactive.
10. **CHAT Level Fader:** This fader will adjust the volume of the chat audio being sent to the **USB ports, Headphone, and Main Outs**. This level will be identical to the audio that is being sent to the headphones unless the headphone/speaker mix is changed in the M-Game's software's [Routing](#) tab.
11. **CHAT Mute Button:** This RGB backlit button will mute the chat audio signal being sent to the **USB ports, Headphone, and Main Outs**. Use the M-Game software to change the LED behavior of this button seen in the [LEDs](#) section. By default this LED will be brightly lit when **Mute** is active and dimly lit when mute is inactive.
12. **SAMPLER Fader Level:** This fader will adjust the volume of the sampler audio being sent to the **USB ports, Headphone, and Main Outs**. This level will be identical to the audio that is being sent to the headphones unless the headphone/speaker mix is changed in the M-Game's software's [Routing](#) tab.
13. **SAMPLER Mute Button:** This RGB backlit button will mute the sampler audio signal being sent to the **USB ports, Headphone, and Main Outs**. Use the M-Game software to change the LED behavior of this button seen in the [LEDs](#) section. By default this LED will be brightly lit when **Mute** is active and dimly lit when mute is inactive.
14. **System/AUX Level Fader:** This fader will adjust the volume of the system and AUX input audio being sent to the **USB ports, Headphone, and Main Outs**. This level will be identical to the audio that is being sent to the headphones unless the headphone/speaker mix is changed in the M-Game's software's [Routing](#) tab.
15. **System/AUX Mute Button:** This RGB backlit button will mute the system audio and AUX signal being sent to the **USB ports, Headphone, and Main Outs**. Use the M-Game software to change the LED behavior of this button seen in the [LEDs](#) section. By default this LED will be brightly lit when **Mute** is active and dimly lit when **Mute** is inactive.



Banks

16. **Bank:** Toggles between the 2 Sample and Effect banks. The total amount of samples per bank is 5, for a total of 10 samples. The total amount of voice effects per bank is 2, for a total of 4 voice effects.
When this button is pressed and held, the **Sample** buttons can be pressed to delete the currently assigned sample. When the **Sample** buttons are in delete mode, press one to remove the current sample(s) assigned to that button.



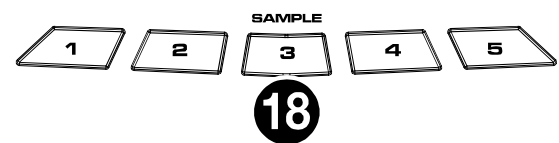
Voice FX

17. **VOICE FX 1-2:** Triggers a voice effect which can be assigned in the M-Game software seen in the [Effects](#) section.



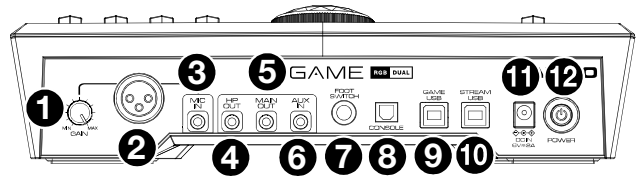
Samples

18. **SAMPLE 1-5:** Press these to trigger an assigned audio sample from the M-Game software.
When one of these buttons is pressed and held and no sample is assigned to the button, it will trigger the M-Game software to start recording a sample from the incoming audio signal. The audio sent to the Sampler can be configured via the M-Game software and seen in the [Sampler](#) section.



Rear Panel

1. **GAIN:** Controls the **XLR In** or **Mic In** gain. Input gain is controlled using the mic **Gain** knob. To set the input gain correctly, use the M-Game software's **Set Mic** seen in the [Software Setup](#) section.



2. **XLR IN:** Connect an XLR microphone here.

If your mic requires phantom power, turn on +48V phantom power from the M-Game software.

3. **MIC IN:** Connect a gaming headset mic to this input.

If a TRS input is connected, this overrides the XLR mic input.

Input gain is controlled using the mic **Gain** knob.

To set the input gain correctly, use the M-Game software's **Set Mic** seen in the [Software Setup](#) section.

4. **HP OUT:** Connect headphones to this output.

5. **MAIN OUT:** Connect speakers to this 1/8" (3.5 mm) stereo TRS output.

6. **AUX IN:** Connect an MP3 player or smartphone to this 1/8" (3.5 mm) stereo Aux input.

7. **FOOTSWITCH:** Connect a 1/4" (6.35 mm) TRS non-latching momentary dual footswitch or TS single footswitch here to assign a function in the M-Game software, such as triggering mute or activating an effect or a sample.

8. **CONSOLE:** Connect a gaming console or television here that uses an Optical Digital Audio (PCM type) output to capture and stream its audio.

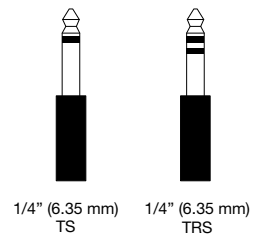
9. **GAME USB:** Connect a secondary gaming/chat computer here to send and receive M-Game RGB Dual's game audio or chat audio.

10. **STREAM USB:** Connect your streaming computer here to capture and stream audio from M-Game RGB Dual's microphone inputs, game audio, chat audio, and the aux input using the M-Game software.

Important: Use this connection when streaming with a single computer setup.

11. **Power Input:** Connect the included power adapter here to power M-Game RGB Dual.

12. **POWER:** Turns M-Game RGB Dual on or off.



Appendix

LEDs

Fader and Main Knob	
Colors	127
LED Modes	Solid 1 Color Solid Gradient Pulse 1 Color Pulse 2 Colors Pulse 3 Colors Pulse 4 Colors Chasing 1 Color Chasing 1 Color with Background Rainbow Dark 1 Rainbow Dark 2 Rainbow Default Rainbow Bright 1 Rainbow Bright 2 Fader 1 Color Fader 1 Color with Indicator Fader 1 Color with Indicator and Background Gradient Color Gradient Color with Indicator Gradient Color with Indicator and Background Pulse Fader 1 Color Pulse Fader 2 Colors Pulse Fader 3 Colors Pulse Fader 4 Colors Chasing Fader 1 Color Chasing Fader 1 Color with Indicator Rainbow Fader Dark 1 Rainbow Fader Dark 2 Rainbow Fader Default Rainbow Fader Bright 1 Rainbow Fader Bright 2 VU 1 Color VU 1 Color with Peak

Accent LEDs	
Colors	127
LED Modes	Solid 1 Color Solid Gradient Pulse 1 Color Pulse 2 Colors Pulse 3 Colors Pulse 4 Colors Chasing 1 Color Chasing 1 Color with Background Rainbow Dark 1 Rainbow Dark 2 Rainbow Default Rainbow Bright 1 Rainbow Bright 2

Button and Label LEDs	
Colors	127
LED Modes	Solid Pulse 1 Color Pulse 2 Colors Pulse 3 Colors Pulse 4 Colors Rainbow Dark 1 Rainbow Dark 2 Rainbow Default Rainbow Bright 1 Rainbow Bright 2

Voice Effects

Vocal Processor	
Pitch Correct + Vibrato	Octave Up
Sci Fi Villain	Octave Down
Alien	High Fixed
Robot 1	Low Fixed
Robot 2	Unison
Robot 3	Group 1
Hi RPM	Group 2
Wobbly	Lock Tune 2
Tiny	Harmonies 1
Male	Harmonies 2
Female	Harmonies 3
Child	Smooth Harmonies
Ogre	Low Harmonies
Squirrel	Bent Choir
Octave Up	Deep Choir

Distortion
Telephone
Megaphone
Walkie Talkie
Edgy
Drive
Mild
Dirt
Awful Grungy
Face Melter
Intimate
Presence
Tiny

Chorus & Modulation
Mono Tone
Lock Tune
Pitch Correction
Doubler
Wide Doubler
Trio
Hive
Warbler
Deep Flange
Wide Flange
Case
What Physician
In the Pipe
Trembling Tremolo

Reverb & Echo
Small Room
Medium Room
Large Room
Pop Vocals
Tight Space
Plate
Hall
Cathedral
Stadium
Cavern
Short Slap
Long Slap
Echo Fast
Echo Slow
Helmet

Technical Specifications

All specifications are measured at 20 kHz bandwidth. Specifications are subject to change without notice.

Main or Headphone Outputs (unbalanced 1/8" TRS)	
Power Output	42 mW RMS (per channel into 32 Ω)
Dynamic Range	113 dB (A-weighted)
Frequency Response	20 Hz – 20 kHz (+0.1/-0.2 dB)
THD+N	0.005%, 1 kHz, 10mW (per channel into 32 Ω)
Max Output Level	+6.0 dBu (unloaded)
Output Impedance	10 Ω

Mic Input (balanced XLR)	
Frequency Response	20 Hz – 20 kHz (+0.4/-1.8 dB)
Signal-to-Noise Ratio	109 dB (1 kHz, +4 dBu, A-weighted)
Dynamic Range	110 dB (A-weighted)
THD+N	0.0015% (1 kHz, +4 dBu, -1 dBFS)
Max Input Level	+5 dBu
Sensitivity	-54 dBu
Preamp EIN	-130 dBu
Gain Range	59 dB

Mic Input (unbalanced 1/8" TS)	
Frequency Response	20 Hz – 20 kHz (+0.4/-1.9 dB)
Signal-to-Noise Ratio	105 dB (1 kHz, +4 dBu, A-weighted)
Dynamic Range	109 dB (A-weighted)
THD+N	0.0033% (1 kHz, +4 dBu, -1 dBFS)
Max Input Level	+5 dBu
Sensitivity	-54 dBu
Preamp EIN	-127 dBu
Gain Range	59 dB

General	
Power	6V DC, 2A
Dimensions (width x depth x height)	10.74" x 6.6" x 2.64" 27.27 x 16.76 x 6.7 cm
Weight	2.88 lbs. (1.31 kg)

Trademarks and Licenses

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