SOUND DEVICES

MixPre-3

Compact Audio Recorder
with Mixing & Bluetooth

User Guide

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Manual Conventions

Symbol	Description
>	This symbol is used to show the order in which you select menu commands and sub-options, such as: Main Menu > Audio indicates you press the Menu button for the Main Menu, then scroll to and select Audio by pushing the Control Knob.
+	A plus sign is used to show button or keystroke combinations. For instance, Ctrl+V means to hold the Control key down and press the V key simultaneously. This also applies to other controls, such as switches and encoders. For instance, MIC+HP turn means to slide and hold the MIC/TONE switch left while turning the Headphone (HP) encoder. METERS+SELECT means to hold the METERS button down as you press the SELECT encoder.
ⓘ	A note provides recommendations and important related information. The text for notes also appears italicized in a different color.
⚠	A cautionary warning about a specific action that could cause harm to you, the device, or cause you to lose data. Follow the guidelines in this document or on the unit itself when handling electrical equipment. The text for cautionary notes also appears italicized and bold in a different color.

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www.sounddevices.com

support@sounddevices.com

Sound Devices, LLC
E7556 Road 23 and 33
Reedsburg, Wisconsin 53959 USA

Direct: +1 (608) 524-0625
Toll Free: (800) 505-0625
Fax: +1 (608) 524-0655

Revision History

This table provides the revision history and cross-reference links to “what’s new” in this guide.

Rev#	Date	Firmware Version	Description
1-A			Initial release.

Overview of Panels

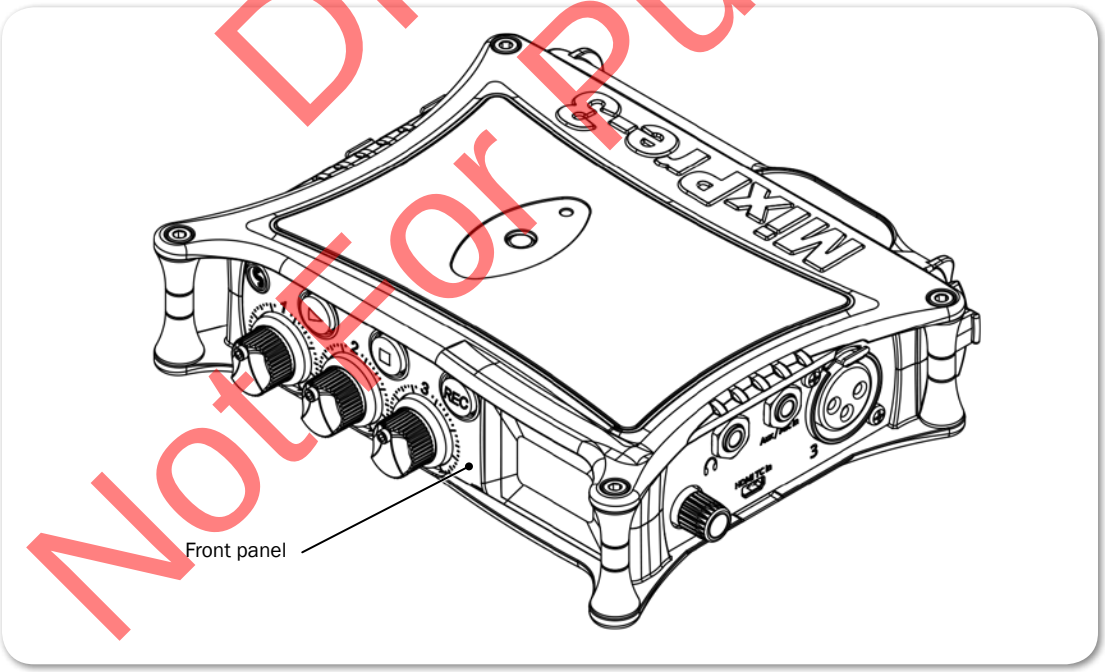
The MixPre-3 is made of light-weight and durable metal.

The front panel features several easy-to-reach controls and a sunlight-visible, touch screen LCD.

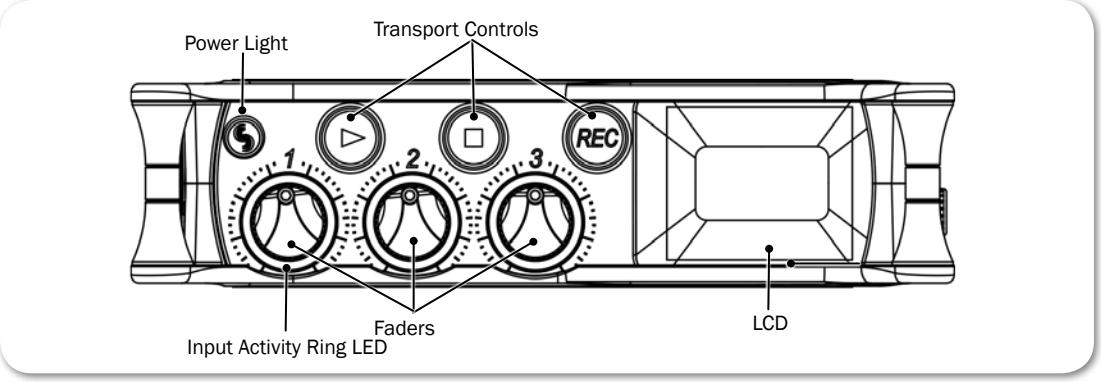
Its side panels provide a variety of I/O connections, and the back panel accommodates battery sleds and SD card.

Topics in this section include:

Front Panel

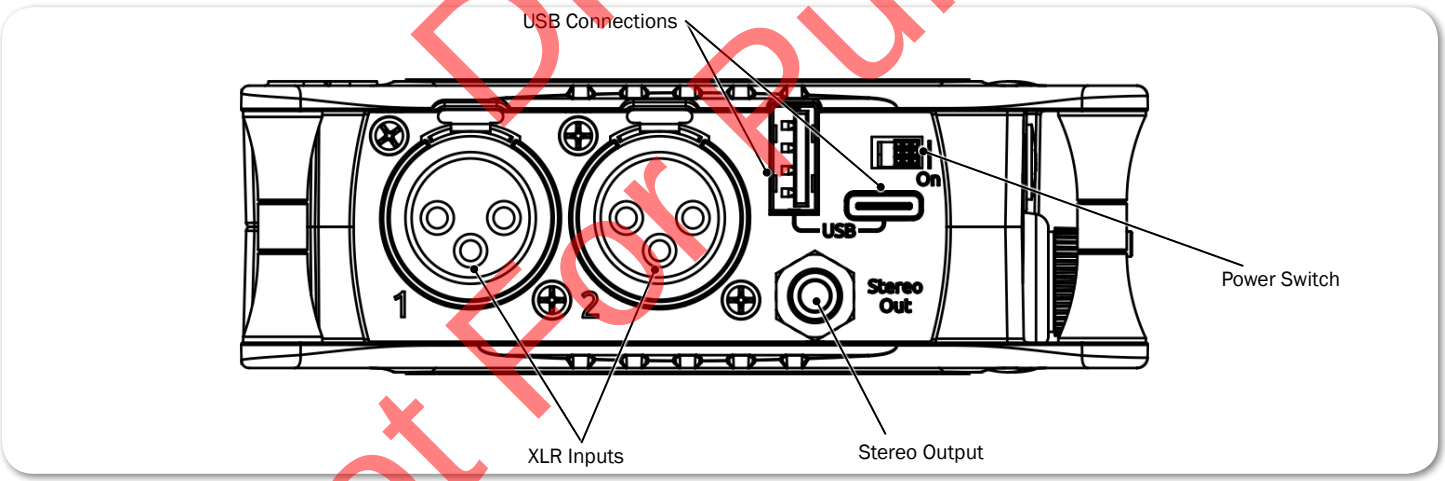


The front panel provides the touch screen, back-lit transport buttons, and faders with LED meter rings as defined in the following tables.



Feature	Description
LCD	A back-lit touch screen that displays metered views and menus.
Faders (1-3)	Adjusts fader level for channels 1-3. Push in each one to access the Channel Settings screen.
Input Activity Ring LEDs	Wrapped around each of the faders are LED rings that illuminate to indicate input signal activity and status. • Green: Signal activity • Amber: Limiter activity • Red: Signal overload (clipping)
Power Light	Light, showing Sound Devices logo, illuminates when power is on.
Transport Controls	Illuminated Play, Stop, and REC buttons for controlling playback and recording.

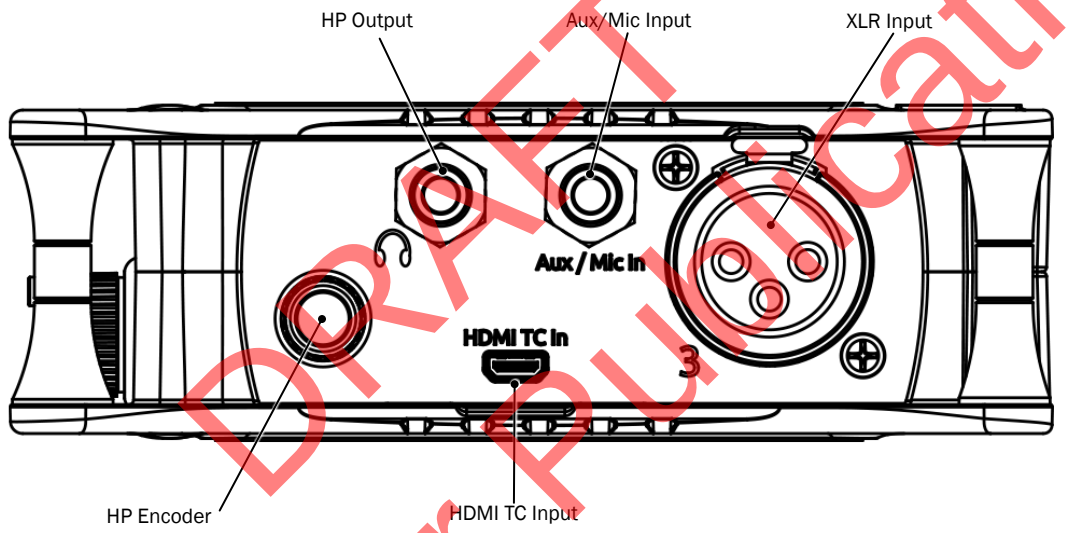
Left Side Panel



Feature	Description
XLR Inputs (1-2)	Active-balanced analog microphone- or line-level inputs. Pin-1 = ground, pin-2 = hot (+), and pin-3 = cold (-).
Power Switch	Powers MixPre-3 on and off.

Feature	Description
USB Connections	There are two USB connections: USB-A and USB-C. USB-A: • Audio streaming to an iOS device, such as iPhone or iPad • Connect USB keyboard for remote control and metadata entry • Power-charging of an iOS device USB-C: • Audio streaming or file transfer to a computer (Mac, PC, Linux) • Powering the Mix-Pre-3 ⓘ *The MixPre-3 must be powered by L-mount batteries to charge iOS devices via the USB-A connection.*
Stereo Out	3.5 mm output for outputting unbalanced two-channel signals to external devices.

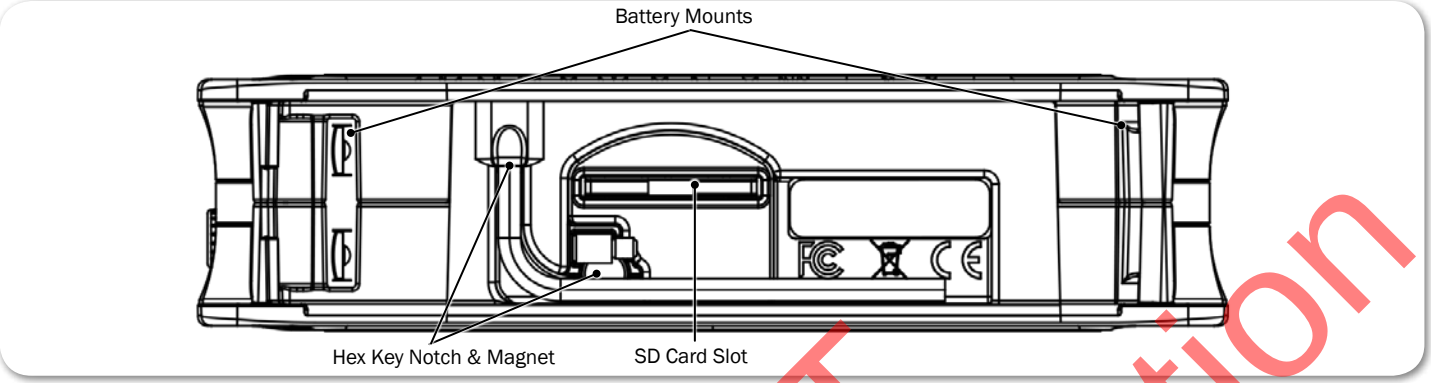
Right Side Panel



Feature	Description
Headphone Encoder	Adjusts headphone level and monitor source. Also used for navigating various menus.
Headphone Output	A 3.5 mm TRS headphone output. Can drive headphones from 8 to 1000 ohm impedances to very high levels. Tip = left, ring = right, and sleeve = ground.
Aux/Mic Input	Unbalanced stereo 3.5 mm female connector for Return audio input or plug-in power mic. Tip = left, ring - right, and sleeve = ground.
XLR Input (3)	Active-balanced analog microphone- or line-level input. Pin-1 = ground, pin-2 = hot (+), and pin-3 = cold (-).
HDMI TC Input	Micro-HDMI input for receiving timecode.

Back Panel

The back panel provides access to the slot for SD memory cards. A hex key (L-wrench) and an anti-rotation pin are held in place by a notch and magnet. Plus the back panel offers mounts for battery sleds for either AA batteries or L-type Lithium Ion batteries (not included).



Feature	Description
Battery Mount	Battery mounts on the MixPre-3's back panel are compatible with sleds that hold four or eight AA (LR6) batteries. NiMH rechargeable cells advised. A sled for dual L-mount of Sony® L-Series batteries is also available. Any capacity supported.
SD Card Slot	Accepts SD/SDHC/SDXC cards oriented with the label up and pins forward to enter slot first. High speed class 10 cards are recommended. Insert until it clicks securely in the slot. The card should glide smoothly into the slot. Press to eject.
Hex Key Notch & Magnet	A back panel magnet and slots hold in place a hex key and anti-rotation pin, used for mounting the MixPre-3 to cameras, tripods, and any other ¼-inch, 20-thread devices.

⚠ ***Caution: Incorrect use of batteries poses a danger of explosion. Replace only with the same or equivalent type. Properly recycle batteries. Do not crush, disassemble, incinerate, dispose in a fire or expose batteries to high temperatures.***

Touch-Screen User Interface

The touch screen is the primary source of information when operating the MixPre-3. All settings are configured and menus easily navigated via the touch screen. All signal level meters may be viewed on screen.

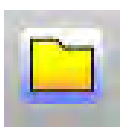
This chapter describes meter views, including the HOME screen which is displayed when no other screens are active, the main MENU screens, and navigation icons.

Other icons and screens, such as the Channel Settings screen, are described where applicable throughout the guide.

Topics in this section include:

Icons

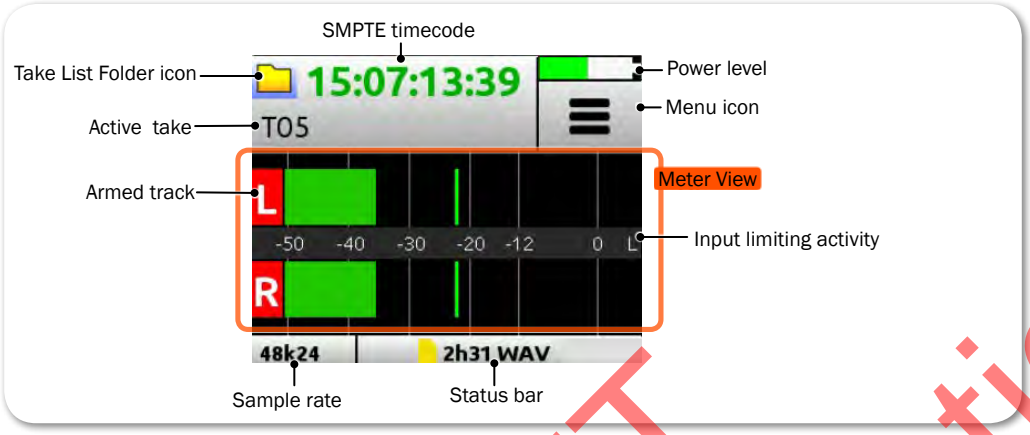
The MixPre-3 uses a variety of icons to ease navigation. This quick reference table shows the icons and what they mean.

Icon	Description
	Menu icon. Tap this icon to access the main MENU screen.
	Home icon. Tap this icon to navigate to the HOME screen (meter view).
	Back icon. Tap this icon to return to previous screen.
	Pages icon. Tap this icon to toggle through pages. For instance, menus with multiple settings may require a multi-page display. The solid black dot represents the page shown. One or two other hollow dots may appear to represent the additional pages that are available.
	Headphone icon. Tap this icon to settings associated with headphones.
	Folder icon. Tap this icon to view the Take List of recorded tracks.

Meter Views

The MixPre-3 displays important metering information at a glance.

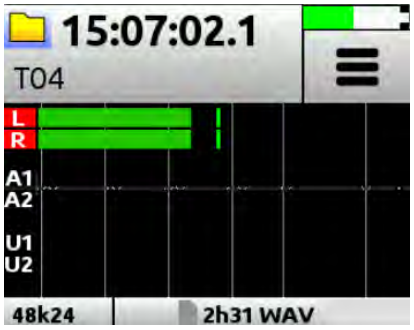
There are two meter views available by default, and an optional third is available if activated via the System > USB/Aux Mtr menu.



The three meter views are:

- LR — This stereo meter view (shown above) shows the left and right mix channels.
- LR, 1-3 — This multi-track meter view shows left and right mix channels as well as signal from isolated channels 1-3.
- LR, A1-A2, U1-U2 — This optional meter view shows left and right mix channels, Aux inputs (A1-A2), and USB returns (U1-U2).

The following images show all three predefined meter views, while in various states of record and playback.



Using Meter Views

The displayed meter view is considered the HOME screen, from which you can easily switch to any of the other meter views or access menus and other screens.

To toggle between the three pre-defined meter views:

▶ Tap the meter view area of the screen. Each tap switches the display to the next view.

The third meter view, showing AUX inputs and USB returns, may be turned off

so that tapping the meter view area toggles between only the stereo and multi-track meter views.

To turn on or off the display of USB/AUX meter view:

1. Tap the Menu icon.
2. Select SYSTEM > USB/Aux Mtr. Options include: On and Off.

Returning HOME to main Meter View

There are other screens, which may appear, such as the main MENU screen or the Channel Settings screen. Regardless of what screen is visible, returning to the HOME screen and its meter view is easy.

To return to the HOME screen at any time:

- Tap the Home icon. See *Icons*, for more information.

Accessing the MENU Screen

The majority of the MixPre-3's settings are configured via the main MENU screen, which provides three pages of settings as indicated by dots. The solid black dot denotes which page is displayed. {REPLACE IMAGE}

To access and navigate the main MENU screen:

1. Tap the Menu icon. The first page of settings appears.
2. Tap MENU again to toggle to each of the menu's other pages.

   The main menu is made up of sub-menus, each with its own set of options.
3. Tap any sub-menu or option to select it.
4. Tap Back to return to previous page within the main menu's hierarchy.

While sub-menu options are covered in more detail throughout this guide in sections related to those options, the main sub-menus are provided with brief descriptions in the following table.

Page	Sub-menu	Description
	QUICK	Allows user to save and recall user settings to and from SD cards and internal memory. Also allows resetting all settings to factory default. See *Quick Setup* for details.
	PROJECT	Settings related to projects.
	INPUTS	Settings related to channel linking. See *Accessing Input Settings* for details.
	OUTPUTS	Settings related to output levels, output sources, and headphone presets. See *Accessing Output Settings* for details.
	TIMECODE	Settings related to timecode. See *Timecode* for details.
	TONE	Settings related to tone.
	RECORD	Settings related to recording, such as file format, WAV sample rate / bit depth, MP3 quality, record triggering, and recording pre-roll time. See *Accessing Recorder Settings* for details.
	CARD	Settings related to file storage on an SD card, such as formatting the card, renaming it, and so forth. See *File Storage Settings* for details.
	DATE/TIME	Settings related to setting the date, time, formats for both, and the time zone. See *System* for details.
	SYSTEM	Various system settings, including those for turning on Bluetooth®, adjusting LCD/LED brightness, updating firmware, and so forth. See *System* for details.
	POWER	Settings related to powering the device.

Customizing the LCD and LEDs

The MixPre-3 may be used in a variety of environments, including some where lighting is an issue that requires adjustments. With some System settings, you can modify the brightness levels of the LCD and the LEDs.

To set the LCD brightness level:

1. Tap MENU.
2. Tap SYSTEM > Brightness.
3. Tap LCD.
4. Turn the Headphone encoder to change the value from 1 (dimmest) to 10 (brightest). By default, the LCD brightness level is set to 10.

To set the LED brightness level:

1. Tap MENU.
2. Tap SYSTEM > Brightness.
3. Tap LED.
4. Turn the Headphone encoder to change the value from 1 to 10.
   By default, the LED brightness level is set to 10.

Headphone Monitoring

The MixPre-3 provides a headphone output on its right panel, several options for headphone sources including up to four custom presets, plus a variety of other customizable features related to audio monitoring.

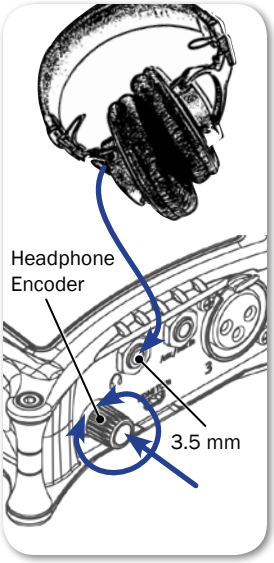
ⓘ *A 3.5 mm TRS connection on the MixPre-3's left panel, which is primarily a stereo output, may also be used for headphones or speakers for monitoring.*

Topics in this section include:

- **Connecting Headphones**
- **Selecting a Headphone Source**
- **Defining Custom Headphone Presets**
- **Soloing or Muting Input Signals to Headphones**
- **Headphone Warning Bells**

Connecting Headphones

Connect headphones to the 3.5 mm headphone output, located on the right panel of the MixPre-3.



⚠ ***The MixPre-3 can drive headphones to dangerously high volumes. Turn down the headphone gain before attaching headphones or selecting a headphone source to prevent accidental high levels. The range for headphone levels may be set from OFF, -42 dB to +20 dB.***

To adjust Headphone gain:

▶ Turn the Headphone encoder. While being adjusted, the gain value will be displayed superimposed over the Main screen.

Selecting a Headphone Source

The default list of headphone presets consists of six predefined headphone sources and four customizable presets. The predefined headphone sources are:

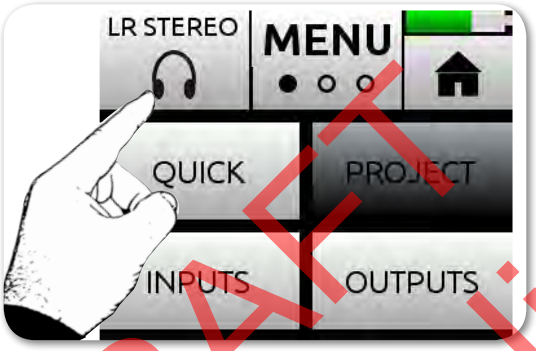
HP Source	Description
LR Stereo	Master bus in stereo.

HP Source	Description
LR Mono	Master bus summed mono to both ears.
AUX in Stereo	Aux bus in stereo.
AUX in Mono	Aux bus summed mono to both ears.
USB 1,2	USB signal 1 & 2 to both ears.
USB 3,4	USB signal 3 & 4 to both ears.

To select a headphone source:

1. Tap the Menu icon.

ⓘ *The current headphone source is displayed on the main MENU screen above the Headphone icon.*



2. Tap the Headphone icon to display the list of available sources, which spans multiple pages as indicated by the dots.
3. Tap HP PRESET to change pages. The solid black dot denotes which page is displayed. The current source selection appears highlighted in green.

4. Tap any headphone source to select it. Options include: LR Stereo, LR Mono, AUX in Stereo, AUX in Mono, USB 1,2 and USB 3,4, plus Presets 1 - 4.

   The headphone source changes immediately as it is highlighted.
5. Tap the Home icon to close the list.

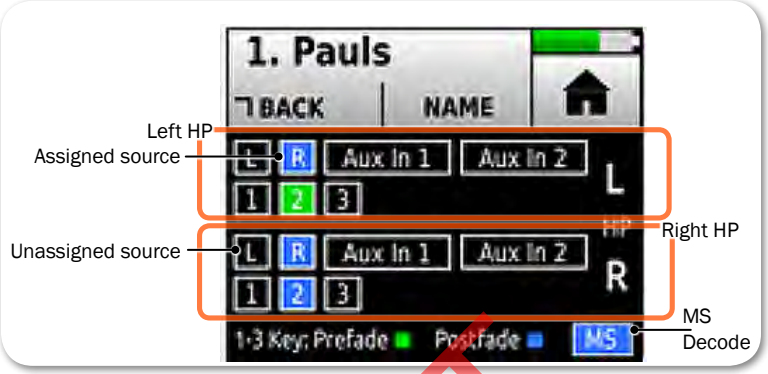
Defining Custom Headphone Presets

In addition to the six predefined headphone sources, four options are available as custom headphone presets.

To customize a headphone preset:

1. Tap the Menu icon.
2. Tap OUTPUTS > EDIT HP PRESET.
3. Tap one of the four customizable preset options, such as Preset 1.

   The Headphone Preset Editing screen appears.



4. Turn the Headphone encoder to move the orange highlight to routing options.
5. Press the Headphone encoder to change the selected source between Off (black) and Assigned (blue).

ⓘ *ISO sources (1,2,3) may be assigned as either Prefade (green) or Postfade (blue).*

6. (Optional) Select MS to toggle MS decoding for this headphone preset.
7. Tap NAME to change the name of the Preset. Press MENU or METERS to save the preset and exit the Headphone Preset Editing screen.

Soloing or Muting Input Signals to Headphones

When no isolated tracks are soloed or muted, then the LR stereo mix is heard.

Multiple inputs may be muted simultaneously. Headphone solos may be set to operate as either individual or multiple. Individual is exclusive, whereas multiple is non-exclusive, allowing for multiple signal selection.

To adjust the HP Solo setting:

1. Tap the Menu icon.
2. Tap OUTPUTS > HP Solo. Options include: Individual or Multiple

There are two ways to solo an input: one via the Input Settings screen, and the other via the HP PRESET screen.

To solo an input via the Input Settings screen:

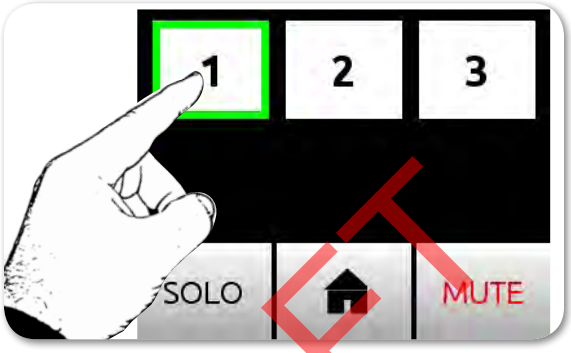
1. Press in the fader for the chosen input.

2. Tap SOLO. This toggles the setting between Off and On.

   The LED around the input's fader blinks amber when the input is soloed.

To solo an input signal via the HP PRESET screen:

1. Tap the Menu icon.
2. Tap the Headphone icon.
3. On the HP PRESET screen, tap SOLO/MUTE.
4. Tap an input number or turn the Headphone encoder to highlight the input.



5. Tap SOLO to solo the input highlighted in green.

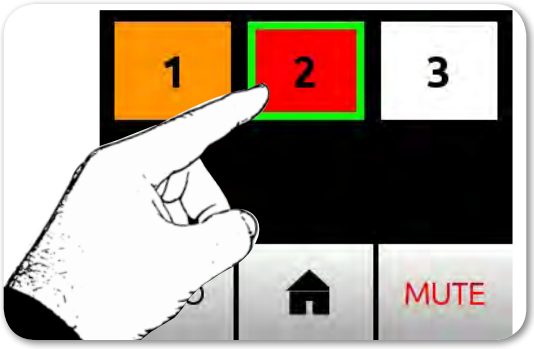
   The LED around the input's fader blinks amber and the background color of the on-screen input box turns orange when the input is soloed.

ⓘ *When OUTPUT > HP Solo is set to Individual, only one input may be selected for soloing. Selecting a second input will remove the original selection from soloing. When OUTPUT > HP Solo is set to Multiple, then after soloing one input, a second and third may be selected for soloing, one after another, as well.*

6. (For Multiple HP Solo) Repeat steps 3 and 4 as needed.

To mute input signal in headphones:

1. Tap the Menu icon.
2. Tap the Headphone icon.
3. On the HP PRESET screen, tap SOLO/MUTE.
4. Tap an input number or turn the Headphone encoder to highlight the input.



5. Tap MUTE.
6. (Optional) Repeat for each input you want to mute.

   The LED around the input's fader illuminates red and the background color of the on-screen input box turns red when the input is muted.

ⓘ *When a muted input is also soloed, the LED around the input's fader continues to blink, but the background color of the on-screen input box changes to yellow. Solo overrides mute.*

In the following illustration, input 1 is soloed, input 2 is muted, and input 3 is both soloed and muted.

Headphone Warning Bells

The MixPre-3 sounds a warning bell in the headphones when starting and stopping record and also when there is an error condition, low battery, or low space remaining on the SD card. The level of the warning bell is fixed at -12 dBFS.

Power

The MixPre-3 may be powered from its USB-C port, AA batteries or Sony L-Series batteries.

The MixPre-3 comes with a sled that houses four AA batteries, but other sleds that house eight AA or two L-mount Lithium-Ion batteries are available as optional accessories. An external, plug-in power supply unit (PSU), called MX-CHARGE, is another optional accessory. It provides power to the MixPre-3 via the USB-C connection.

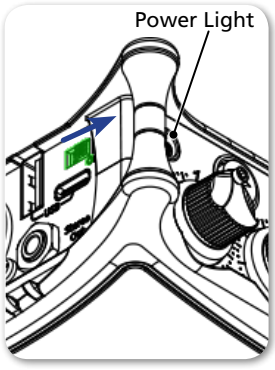
Topics in this section include:

Powering the MixPre-3

The touch screen displays a battery icon that indicates the current power source's remaining power.

Normal Voltage (Green) | Warning Voltage (Yellow) | Low Voltage (Orange) | Critical Voltage (Red)

ⓘ *To ensure proper calibration of the battery icon, based on the powering source being used, see Configuring Power Settings for more information.*



To turn on the MixPre-3:

▶ Flip the Power switch to the ON position.

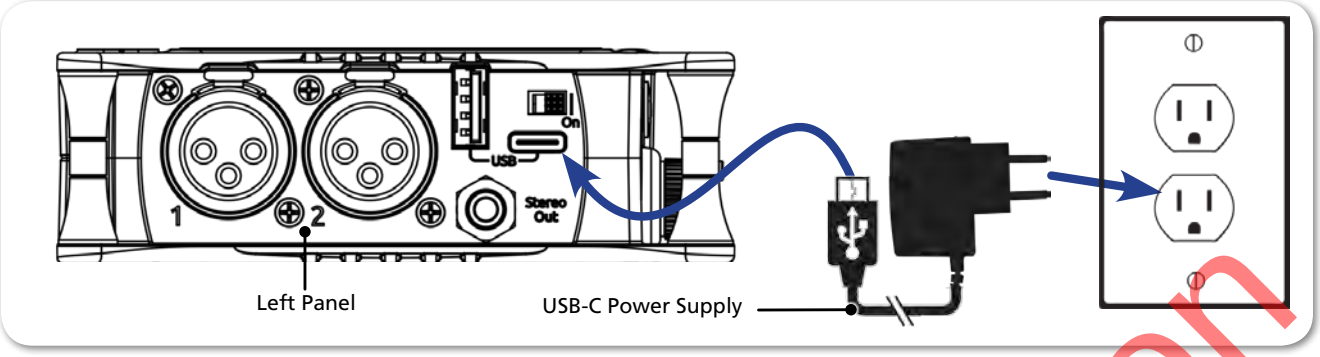
The Power Light illuminates the Sound Devices logo on the front panel. The Sound Devices splash screen appears briefly before the main HOME screen is displayed on the touch screen.

Using External Power

The MixPre-3 uses only one power source at a time, with external DC power via the USB-C port taking precedence over battery power.

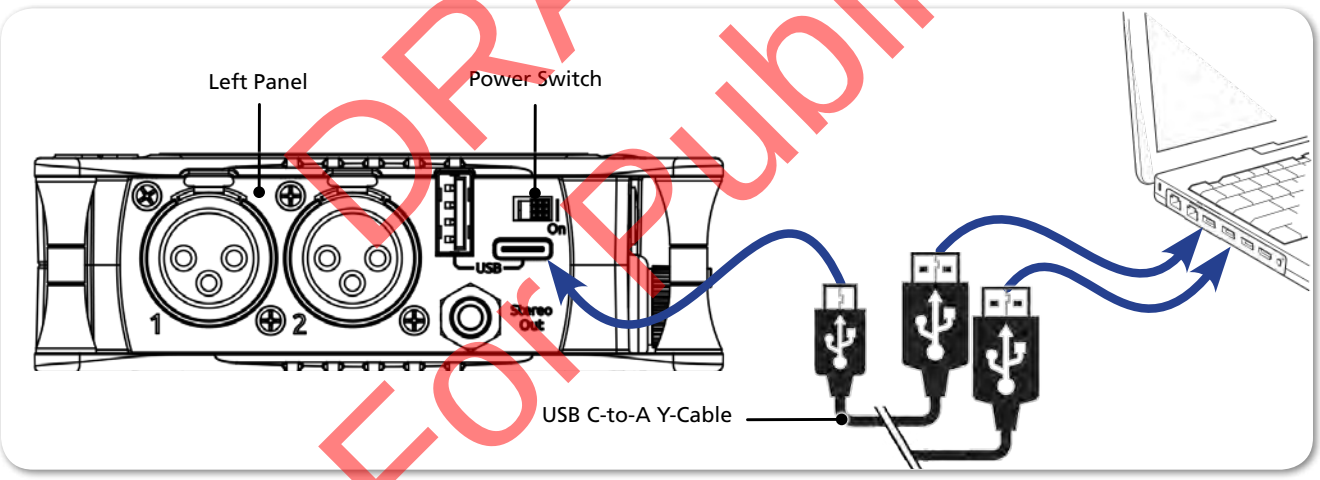
To connect an external power source:

- Plug the male connector of the Sound Devices approved USB-C plug-in power supply (not included) into the USB-C input on the left panel. Plug the other end into a wall plug.



- Connect one end of the supplied USB Y-cable to the USB-C port on the MixPre-3's left panel and the other two ends into two USB-A ports on a computer (as shown).

ⓘ *When powering from a USB source, such as a computer, the Y-cable is required and both USB-A ends must be attached. Using only one will not provide enough to power the device.*

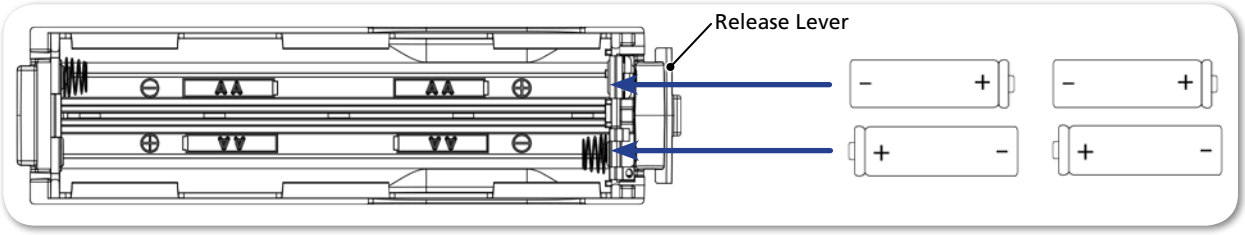


Using Battery Power

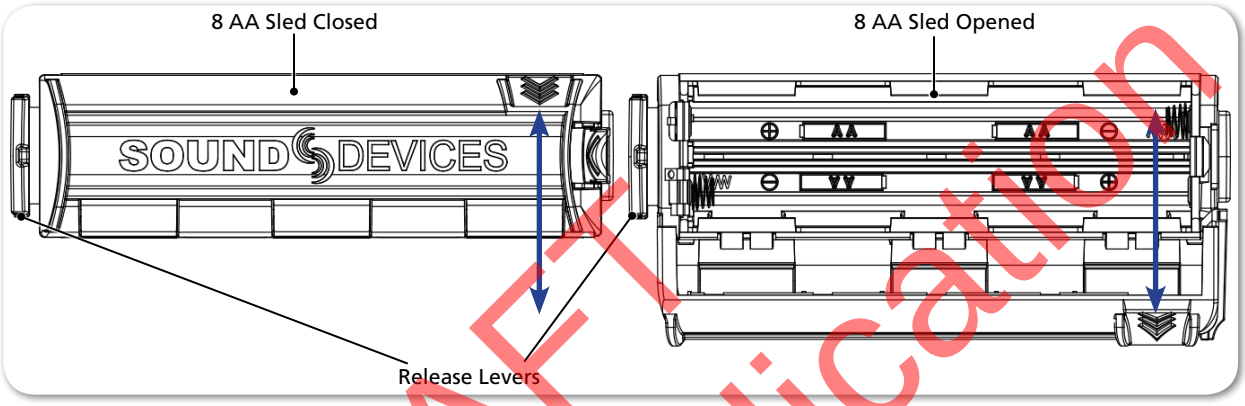
There are different types of battery sleds enabling the MixPre-3 to be powered by four AA batteries, two L-Mount (Li-Ion) batteries, or eight AA batteries. The MixPre-3 comes with the 4xAA battery sled. Sleds that hold two L-mount or eight AA batteries are available as optional accessories.

To insert AA batteries into a sled:

1. Press the release lever at one end of the battery sled to remove it from the back panel.
2. Insert AA batteries (not included) into the battery sled. Orient the batteries with the negative (-) ends facing the springs, as indicated on the sled.



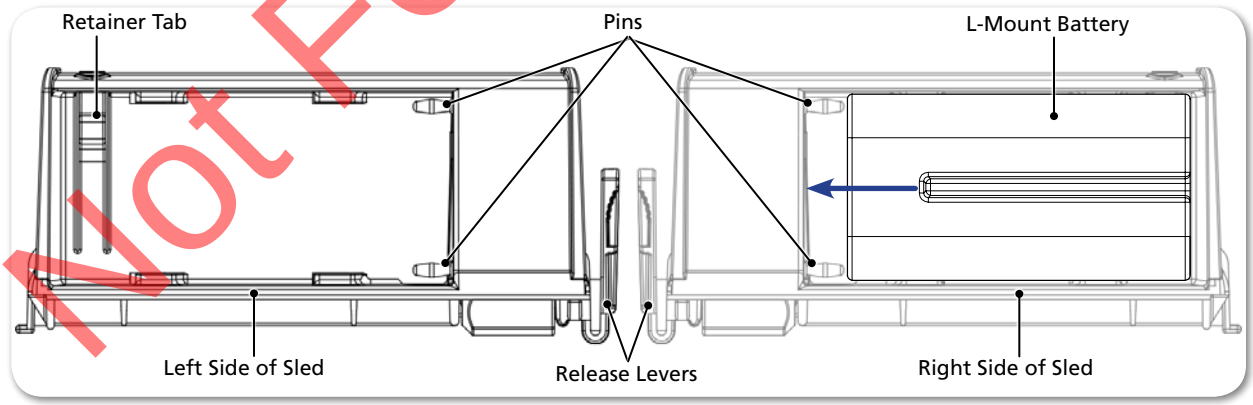
ⓘ *The 8xAA sled holds four AA batteries on the inside like the quad-AA sled (shown above), and an additional four batteries under an outside cover that levers downward (as shown below).*



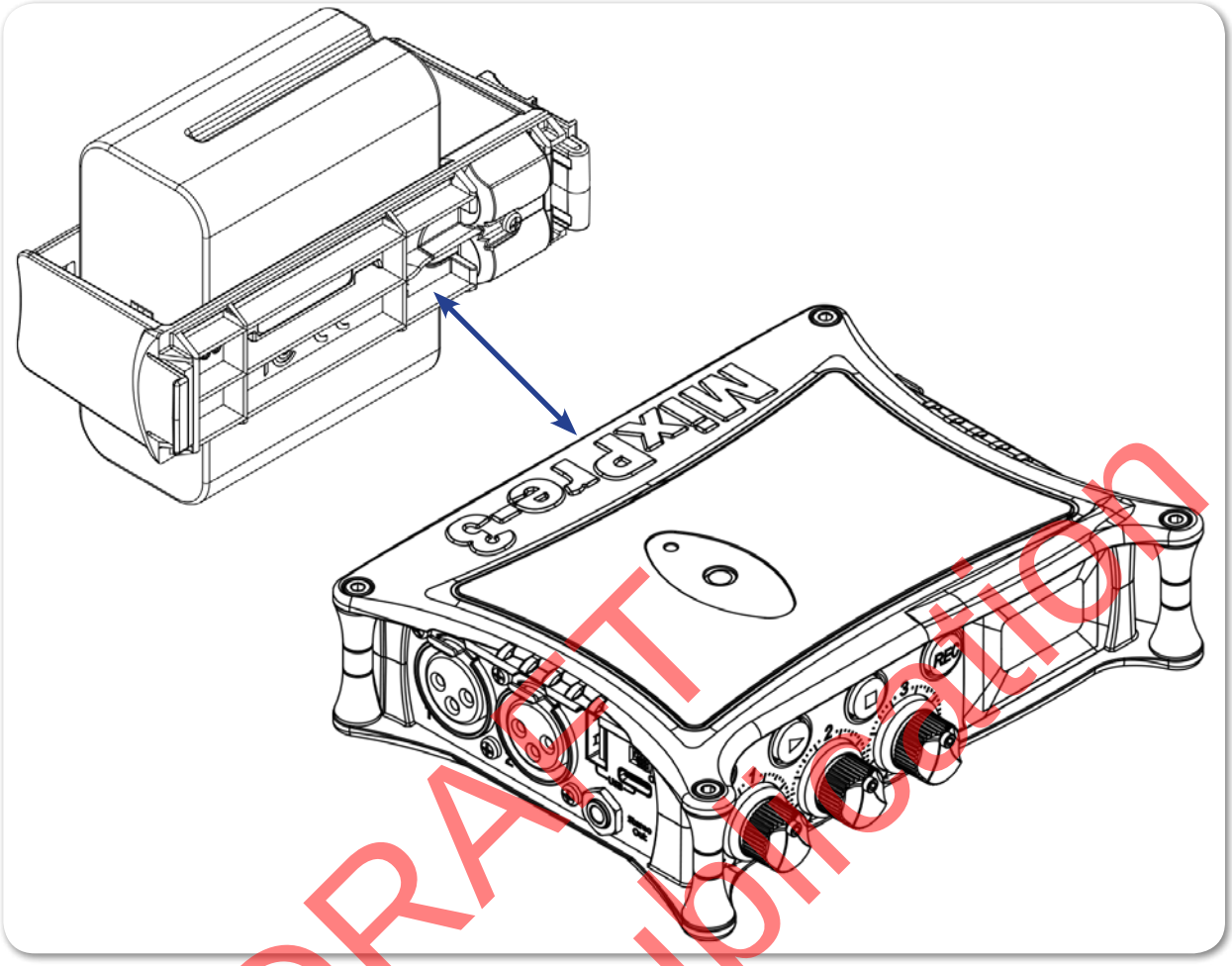
3. Mount the battery sled in place on the back of the MixPre-3.

To mount L-Series batteries:

1. Press the release lever at one end of the battery sled to remove it from the back panel.
2. Position the battery so the two terminals on the battery line up with the tips of the two pins on one side of the sled.
3. Press the battery against the sled and slide the battery onto the pins. The battery retainer tab will spring back to center, securing the battery.



4. Repeat steps 2 and 3 to mount second battery to other side of sled.
5. Mount the battery sled in place on the back of the MixPre-3.



ⓘ *With external power connected via USB, depleted batteries may be removed from the MixPre-3 and replaced with new ones without affecting operations.*

Powering Peripherals

When the MixPre-3 has two Lithium-Ion L-mount batteries attached, it can provide power to a peripheral device, such as a smartphone or tablet, via the USB-C connection.

Configuring Power Settings

The MixPre-3 lets you select the type of power source to better calibrate the power level indicator (battery icon) according to the type being used.

ⓘ *Alkaline AA batteries may be used with the MixPre-3; however, NiMH (or 1.5V Lithium) batteries are the preferred type because they provide for longer run times compared to Alkaline batteries.*

To configure Power settings:

1. Tap the Menu icon.
2. Tap POWER. Options include:

Option	Description
NiMH	Select when using NiMH AA batteries.
Alkaline	Select when using Alkaline AA batteries.
L-Mount	Select when using Sony L-Series Lithium-Ion batteries. Several power capacities are available in the L-Series battery type, ranging from 1000 mAh to 7000 mAh. Larger amp-hour batteries provide more run time.

Power Consumption

Many factors influence the rate at which the MixPre-3 uses battery power (current draw). The following list highlights the larger current drawing functions.

- Microphone powering — The main source of extra current draw. 48 V Phantom can draw a large amount of current depending on what model microphone is used. Two identical phantom powered microphones draw twice as much current as one.
- Audio Recorder — The recorder, whether in record or playback, draws extra current. Higher sample rate WAV recordings draw more current during recording.
- Output level — Higher output levels into multiple, low-impedance inputs increases current draw.
- Headphone Output circuit - High headphone output levels and low impedance headphones increase current draw.
- LED and LCD Brightness — Decrease LED and LCD brightness to reduce current draw.

Inputs

The MixPre-3 has three full-featured audio inputs on XLR-3F connectors

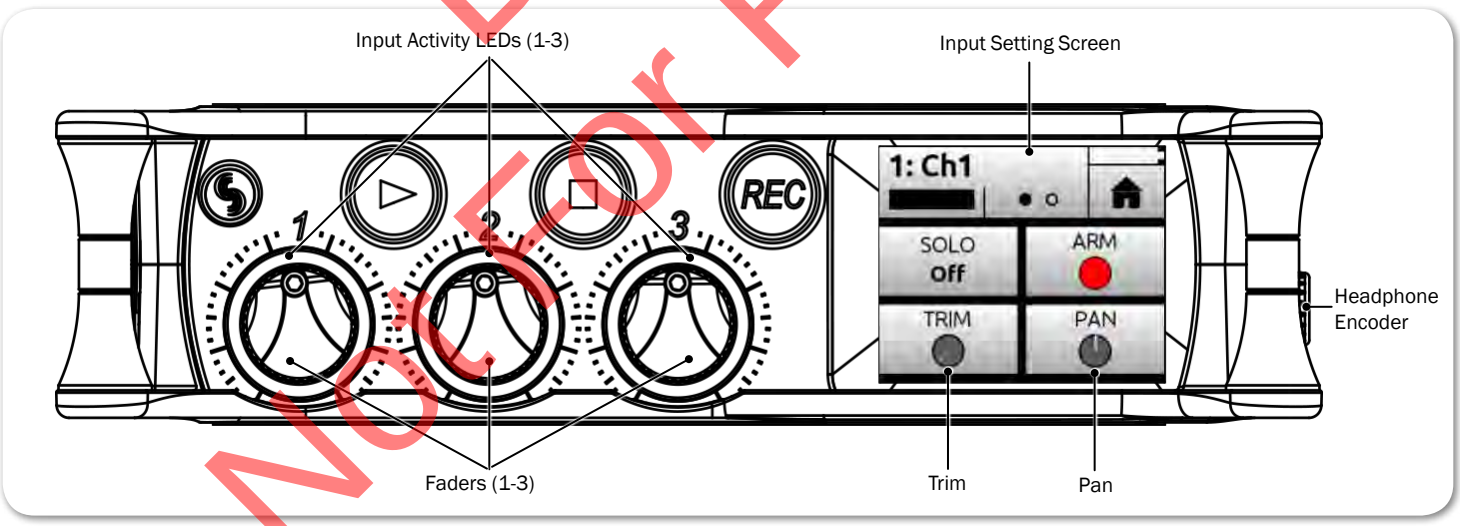
Inputs may be used as either balanced or unbalanced connections. There is no change in gain between unbalanced and balanced connections into the MixPre-3.

Additionally, there is a 3.5 mm auxiliary mic input on the recorder's right panel for use as a stereo input, and USB ports on the left panel for external audio from iOS devices, such as iPhone or iPad.

Topics in this section include:

Physical Input Controls

On the front panel, there is a set of faders labeled 1-3, one for each channel. Wrapped around each fader is an Input Activity Ring LED.



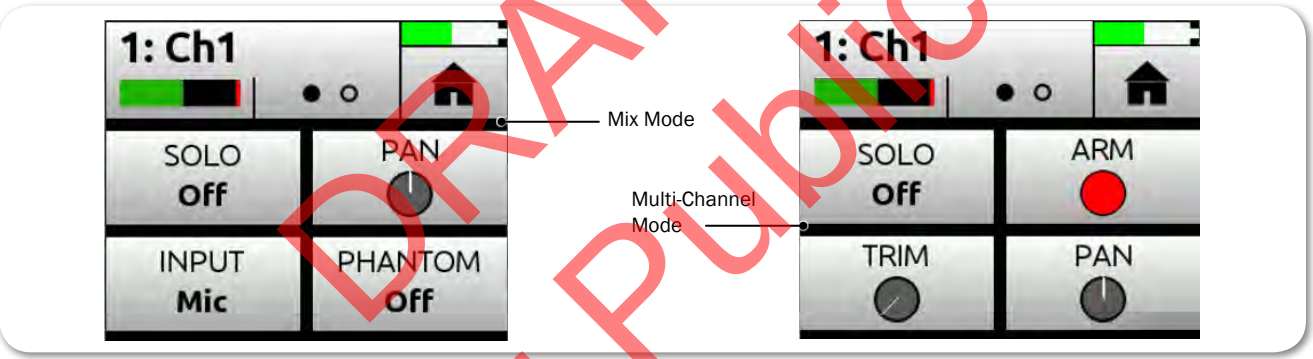
Adjust trim and pan via virtual controls on the Channel Setting screen by using the headphone encoder.

Control	Description
Fader 1-3	Adjusts fader level for channels 1-3. Press in to access the Channel Setting screens for chosen input.

Control	Description
Input Activity Ring LEDs	Illuminates and blinks to indicate input signal activity and status. • Green: Signal present on input • Amber: Limiter engaged on input • Blinking Amber: Input soloed in headphone monitors • Red: Signal overload (clipping) ; Input muted in headphone monitors
Pan (on Input Setting screen)	Controls the Left/Right balance of the input signal to the LR stereo mix.
Trim (on Input Setting screen)	Activates inputs 1-3 and adjusts trim level for channels 1-3. ⓘ *Trim appears only for recording in multi-channel mode. For more information, see Selecting Modes.*

Accessing the Channel Setting Screens

Each input has its own Channel Settings screen, with multiple pages of options that include input source selection, low cut filters and phantom settings. As shown in the following images, options will vary depending on the mode used for recording.



For instance, when in multi-channel mode, settings on the first of two pages provide access to arm the track and trim the gain, two options which are not available when recording in mix mode.

To access an Channel Settings screen:

▶ Press in the fader for the chosen channel.

All Channel Settings screens, regardless of mode, share some common elements, such as channel number, channel name, and input level meter.

ⓘ *For more information on modes, see Selecting Modes.*

Setting Input Source

Think of a channel as a path an audio input source takes to reach its record track. Each input channel may be configured to receive signal from a unique source, routed to a record track, and mixed to a stereo left/right output/track using the channel's (physical) fader and (virtual) pan controls.

To set an input source for channels 1-3:

1. From the Channel Settings screen, tap INPUT to display the list of available input sources. Options include:
   - MIC – Use for dynamic microphones or mic-level sources.
   - LINE – Use for analog line level sources.
   - AUX IN – Use for auxiliary stereo input. (Channels 1 and 2 only)
   - USB – Use for external audio from iOS device. (Channels 1 and 2 only)
   - OFF – Use to deactivate an input.

ⓘ *Channel # is OFF—with # representing the channel number (1-3)—will appear in orange text across the top of the screen when an attempt is made to adjust gain on a deactivated input.*

2. Tap the screen or turn the Headphone encoder to select an input source.

   Not all types of sources are available for each channel:

Input	Types
Channel 1	OFF, MIC, LINE, AUX IN 1, USB 1
Channel 2	OFF, MIC, LINE, AUX IN 2, USB 2
Channel 3	OFF, MIC, LINE

3. Press in the fader again to exit and return to the previous screen.

To set an input source for the Aux / Mic input:

1. Tap the Menu icon.
2. Tap INPUTS > Aux Input. Options include:
   - OFF – Use to deactivate an input.
   - Mic (PiP)– Use for plug-in-power microphones and mic-level sources.
   - Line – Use for 2-channel unbalanced line level sources.

Setting Low-cut Filters

Each input features a low-cut filter, which is useful for removing excess low frequency energy from audio signals, such as wind noise. For more audio applications, engaging the low-cut filter is beneficial, because audio information below 100 Hz is rarely used, especially for speech reproduction.

The filter is off by default but may be adjusted from 40Hz to 240Hz in 40Hz increments.

To adjust an input's low-cut filter:

1. Access the Channel Settings screen for the input to be adjusted.
2. Tap LO-CUT. The current value will appear.
3. Tap the screen or turn the Headphone encoder to adjust the value.
4. Press the encoder (or wait 2 seconds) to exit adjustment mode.

Routing

On the MixPre-3, each channel (1-3) is routed to its corresponding isolated track: channel 1 to track 1, channel 2 to track 2, and so forth.

Using a Track Name Shortcut

Track Names are stored in the metadata of each recorded file. The following list displays the default track names:

Track L: MixL	Track 1: Ch1	Track 3: Ch3
Track R: MixR	Track 2: Ch2	

Track names for channels 1-3 can be quickly edited from the Channel Settings screen.

To edit a track name from the Channel Settings screen:

1. Press a fader to access the corresponding Channel Settings screen.
2. Tap the Channel #:Name at the top left corner of the screen. For instance, tap 1:Ch1 located above the meter.
3. The on-screen keyboard will appear allowing entry of a text value.
4. When finished, tap OK.

ⓘ *Track names can also be edited from the Take List. For details, refer to Take List Overview.*

The way track names are displayed in meter views may vary, depending on a system setting called Track Names in Meters. For more information, see *Configuring the Meters*.

Adjusting Trim and Fader Controls

When recording audio for a multi-channel project, the gain of an input is adjusted by two controls, Trim and Fader.

ⓘ *Trim is not available when recording Mix projects.*

This two-stage architecture is identical to the topology of large mixing consoles and provides a great deal of control. Trim is often thought of as a coarse gain control and the Fader as the fine gain control.

The Fader is the primary control used while mixing, and it affects the level of input signal routed to all post-fade destinations. Use the Fader control to make fine gain adjustments. The Fader control can be attenuated from off (at full counter-clockwise position) to +20dB above the set trim level (at full clockwise position). Operate input faders at or near 0dB, the unity gain (12 o'clock) position to optimize gain structure for the best performance.

To adjust fade:

- Press and then turn fader for the chosen input. The fade value appears at the top of the Channel Settings screen during adjustment.

ⓘ *Channel # is OFF—with # representing the channel number (1-3)—will appear in orange text across the top of the screen when an attempt is made to adjust gain on a deactivated input. See Setting Input Source for more information.*

To adjust trim:

1. Press the input's fader.
2. Temporarily adjust fader level to 0 dB, the unity gain position.
3. Tap TRIM on Channel Settings screen.
4. Use the Headphone encoder to adjust the input's Trim clockwise until optimal level is achieved on metering and in headphones.

   For inputs 1-3, analog mic level is adjustable from 0 dB to +70 dB of gain, and analog line level is adjustable from -20 dB to +30 dB. For Aux In, mic level is adjustable from 0 dB to +40 dB, and line level is adjustable from 0 dB to 20 dB. For the USB input, trim level is adjustable from 0 dB to 20 dB.

Adjusting Pan

The MixPre-3 has virtual Pan pots, which enable routing of inputs to the left (L) and right (R) channels of the stereo Master Bus.

To adjust an input's pan (1-3):

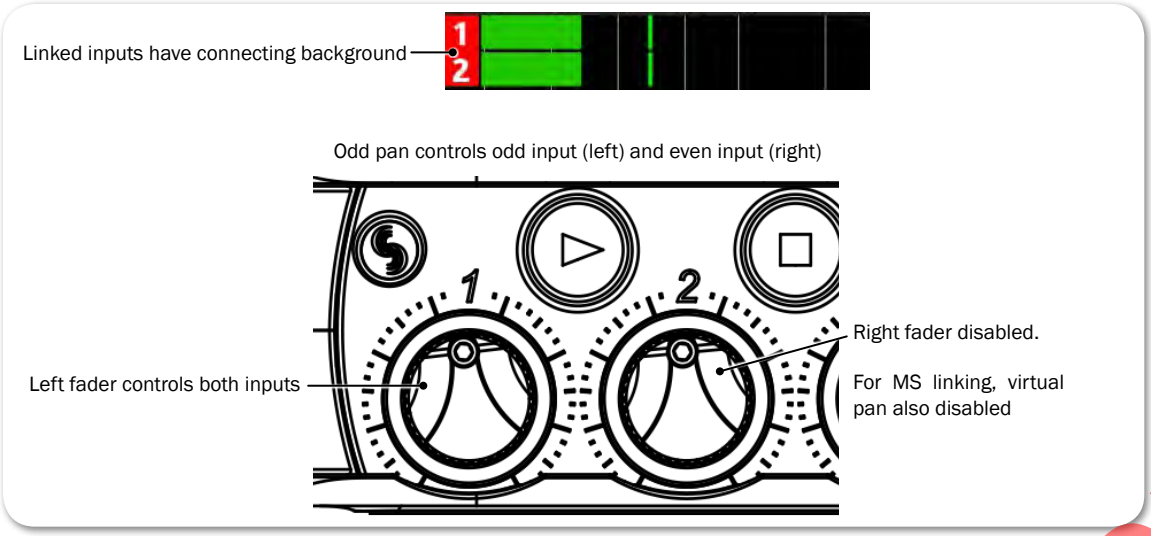
1. Press the input's fader. The Channel Settings screen for that input appears.
2. Tap PAN, and then turn the headphone encoder to adjust value.
3. Press the encoder (or wait 2 seconds) to exit adjustment mode.

Configuring Linking

Adjacent inputs (1-2, 2-3) may be linked as standard LR stereo pairs. Inputs 1-2 may be linked as a Mid-Side (MS) stereo pair.

Linked inputs share a common fader. The virtual pan control of the odd input controls the balance of both signals to the L-R track: left pans left channel, right pans right channel.

For MS linked inputs, pan is disabled. The following illustration indicates which physical controls are active and what those controls do when inputs 1 and 2 are linked.



When inputs are linked, trims are also linked, but any offset between the channels that existed prior to linking is retained. For instance, if the trim for input 1 is set to 0 dB and trim for input 2 is set to 2 dB prior to linking, then when they are linked, that 2 dB difference is retained. So, while linked, if input 1's trim is adjusted to 2 dB, then input 2's trim is adjusted to 4 dB.

To configure channel linking:

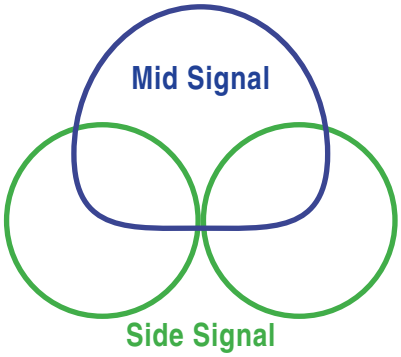
1. Press the fader for the leftmost input to be linked, to access its Channel Settings screen. For instance, press fader 1 when linking inputs 1 and 2, or press fader 2 when linking inputs 2 and 3.
2. Tap LINKING. Select available options corresponding to input pair.
   - Options for input 1 include: Off, 1-2, 1-2 MS
   - Options for input 2 include: Off, 2-3

   For instance, selecting 1-2 configures channel linking for input pair 1 and 2 Selecting 1-2 MS, configures mid-side linking for input pair 1 and 2.

Mid-Side Linking

When input pairs are linked MS, the odd channel is used for the Mid signal and the even channel is used for the Side signal. To produce a stereo signal from an MS configuration, the signal from both microphones must be processed.

Mid-side matrixing is a method for processing audio signal from a cardioid microphone and a bidirectional microphone into a stereo signal. The cardioid microphone is the Mid signal and connects to the odd input, and the bidirectional microphone is the Side signal and connects to even input. The cardioid microphone is pointed at the sound source, and the bidirectional microphone is oriented sideways—positioned with its capsule as near as possible to the cardioid microphone's capsule. The diagram shows the relative polar patterns of microphones in an MS configuration.



Enabling Phantom Voltage

On the MixPre-3, phantom power is off, but may be turned on when using microphones that require phantom power. When on, phantom powering is a fixed DC voltage of 48 volts.

ⓘ *This voltage is resistively applied to pin 2 and pin 3 of an input's XLR-3F connector, relative to pin 1. In this configuration, there is no voltage difference between signal pins 2 and 3.*

To turn on phantom voltage:

1. Press in the fader for the corresponding XLR input (1-3).
2. Tap PHANTOM. This toggles the setting between Off and 48V.

Outputs

While the MixPre-3 can stream two-channels of left/right mix audio out through its USB ports, it has a 3.5 mm TRS stereo output on its left panel for more flexible routing options. Whether you need to send the LR mix to a computer, speakers, or a camera, the MixPre-3 is up to the task.

Topics in this section include:

Output Connections

On the MixPre-3, the stereo output (3.5mm TRS) and Headphone output (3.5mm TRS) are unbalanced stereo connections.

ⓘ *See Specifications chapter for full details on the electronic specifications of the various output connections.*

There are also two USB ports, which may be used for streaming two channels of audio to iOS devices or computers.

Adjusting Output Gain

Output gain is adjusted from the OUTPUTS sub-menu.

To adjust output gain:

1. Tap the Menu icon.
2. Tap OUTPUTS > ST. Out Lvl.
3. Use the Headphone encoder to adjust the stereo output level from 0 dB to -40 dB in 1 dB increments.

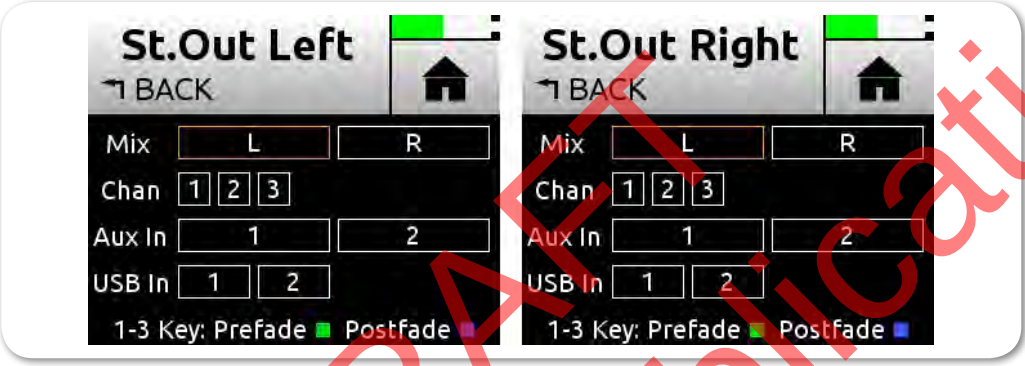
Configuring Stereo Output Sources

The Stereo Out (Left or Right) Routing screens consist of boxes that indicate sources available for routing to the chosen output.

To configure output sources via the Routing screens:

1. Tap the Menu icon, then OUTPUTS.
2. Do either of the following:
   - ▶ Tap St. Out Left.
   - ▶ Tap St. Out Right.

   The Stereo Out (Left or Right) Routing screen appears.



3. Turn the Headphone encoder to move the orange highlight to the various available sources.
4. Press in encoder to change the selected source between Off (black) and On (blue). When on, Mix, Aux, and USB sources are routed post-fade.

ⓘ *In addition to Off and On, ISO channel sources (1-3) have a third option, Pre-fade (green). Also, selecting any ISO channel, Aux, or USB source will turn off a Mix (L or R) source, and vice versa.*

Sending Tone to Outputs

The MixPre-3's internal tone oscillator can be used to send a predefined tone or pulse to aid setup of proper gain staging with other equipment, such as cameras. The Left Indent pulsing tone is useful for identifying the left channel of the stereo pair on the receiving device.

To send a tone:

▶ Tap the Menu icon, then TONE > Tone. This toggles the tone On and Off.

Tone is off by default. When turned on, 1000 Hz of continuous tone is sent at 0 dB to all outputs and tracks.

When Tone Mode is set to L Ident, and Tone is turned on, then a continuous tone is sent to outputs while the Left Identifier signal pulses, by default, the amplitude of tone at -20 dB to the Left channel.

These factory defaults may be customized.

To customize tone settings:

1. Tap the Menu icon.
2. Tap TONE.
3. Configure the tone oscillator by modifying the following parameters.

Parameter	Description	Options
Tone Level	Sets the level of the internal tone generator. By default, this level is set to 0 dBFS.	• 0-20 dBFS (1 dBFS increment)
Tone Mode	Sets the type of tone used when tone is turned on. By default, this action is set to send a continuous tone.	• Continuous • L Ident

Recording

The MixPre-3 offers 5-track, polyphonic or monophonic broadcast WAV file recording to Secure Digital (SD) cards.

SD (including SDHC and SDXC) memory cards are an easy-to-source, reliable, and affordable file storage option that also may be quickly delivered to post immediately after recording stops.

Audio files are recorded to the SD card in project folders.

ⓘ *For more information on projects and the file structure on the SD card, see Projects and Takes.*

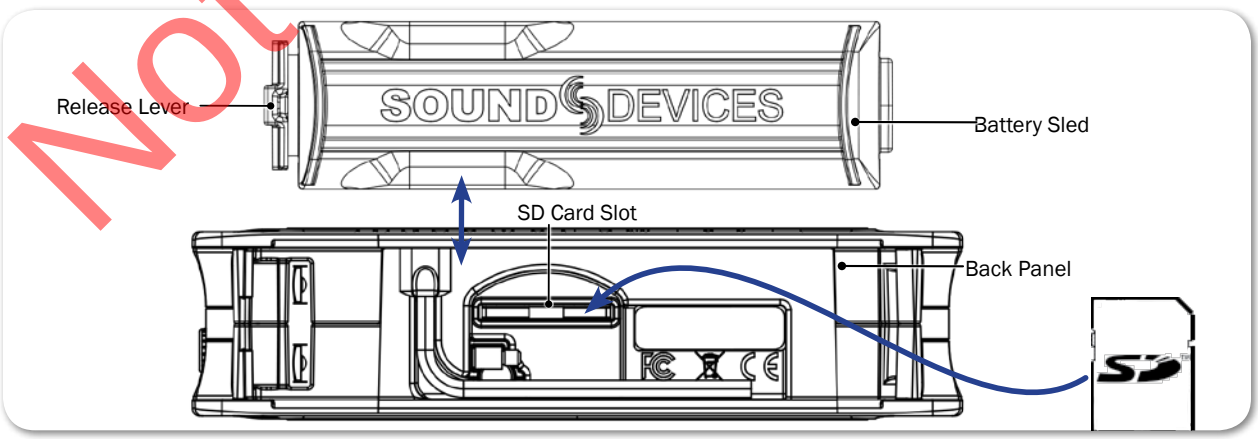
Topics in this section include:

Using Media

Before recording anything, install and format the SD card you intend to use in the MixPre-3. The slot for an SD card is located on the back panel behind the battery sled, which is held in place with a release lever.

To insert an SD card:

1. Press the release lever at one end of the battery sled to remove it and gain access to the back panel.
2. Insert an approved SD card into the slot provided. Be sure to push in and release; a soft click will sound to indicate proper insertion.



When inserting the SD card, ensure the bottom of the card (the side with metal contacts visible) is facing the rear of the unit.

ⓘ *Sound Devices Quality Assurance engineers have done extensive testing to ensure media approved for use with the MixPre-3 works reliably and provides the best performance in a variety of extreme conditions. When choosing your media, please refer to the Approved Media List available on the Sound Devices website at: www.SoundDevices.com/ApprovedMedia.*

The memory card must be formatted before recording.

⚠ ***Reformatting a card will erase all data on the card.***

To (re)format an SD card:

1. With the MixPre-3 powered on and an SD card inserted, tap the Menu icon.
2. Tap CARD > EDIT > FORMAT.
3. When asked to confirm the command to format the card, tap OK.

Using the Transport Controls

The three Transport controls (illuminated buttons) on the front panel are used to perform all recording and playback functions.

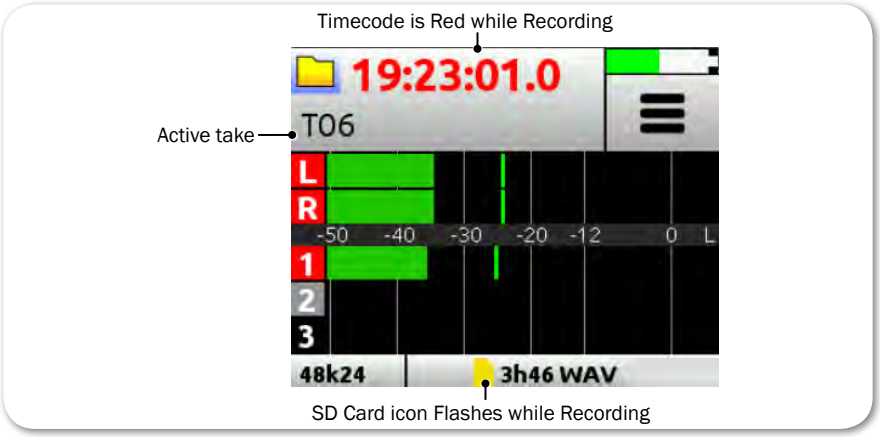
Function	Button	Action
Record		Press to begin recording a new file. The button illuminates red while recording is in underway.
Stop		While recording, press once to stop recording. While in playback, press once to stop playback. While in standby, press and hold to display next take name.
Play / Pause		Press to begin playback of the last file recorded or file currently loaded. The button illuminates green during playback. While in playback, press once to pause, and press again to resume playback. Whenever playback is paused, the button and the timecode will flash green.

To begin recording:

▶ Press the REC button. Recording will begin.

During record, the timecode appears red and the SD Card icon on the status bar flashes yellow.

⚠ ***Do not pull the SD card from the MixPre-3 while the icon is flashing.***



ⓘ *Some transport controls, such as start/stop record and arming tracks may be done from the Wingman app.* ***For more information, see Wingman Wireless Interface.***

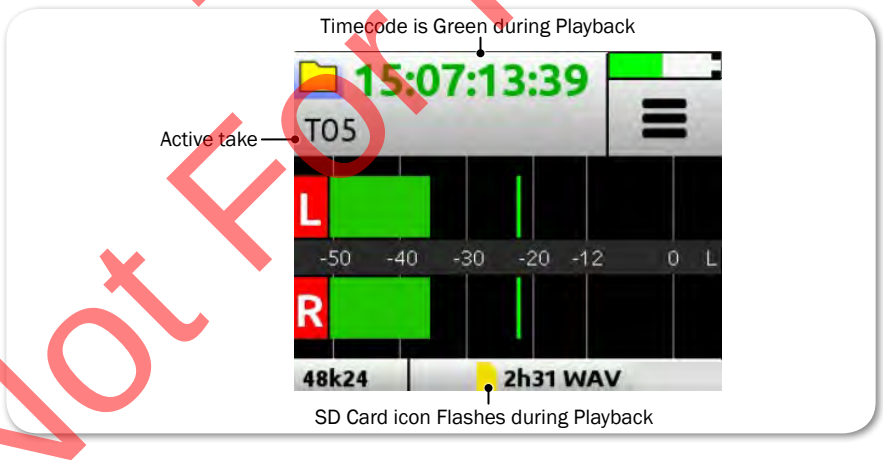
Playback of any previously recorded take may be initiated at any time, except when the MixPre-3 is recording. Unless playback is initiated from the Take List, the current active take on the SD card will be played.

The name of the active take is whichever take was recorded or played most recently. The active take is displayed at the top of the main HOME screen, beneath the Take List Folder icon and the timecode.

To play back a take:

- Press the Play button while in any view besides the Take List.
- To play back a specific file from the Take List, tap the Folder icon, use the Headphone encoder to select the file, and then press Play.

During playback, the timecode appears green and the SD Card icon on the status bar flashes yellow.



Arming or Disarming Recording Tracks

The MixPre-3 features 5 recording tracks. Each of the three XLR inputs is permanently routed to its associated ISO track. The LR mix can also be armed for recording.

When recording in Mix mode, only the L and R mix are armed by default. When recording a project in Multi-channel mode, each isolated track (1-3) may also be armed for recording.

To arm or disarm an ISO track for recording:

▶ Press the fader for each input and tap ARM.

The ARM dot's color changes to indicate the track's armed status. Red = armed and Grey = unarmed.

To arm or disarm LR Mix for recording:

1. Tap the Menu icon.
2. Tap RECORD > Rec L,R Mix.
3. Select an option:

Control	Description
Off	Select to disarm both L and R mix.
L	Select to arm the L mix for recording.
R	Select to arm the R mix for recording.
L&R	Select to arm both L and R mixes for recording.
LR Linked	Select to arm L and R mixes as a linked pair. This is the default.

ⓘ *For information on linking pairs of individual inputs (1-3), see Configuring Linking.*

Accessing Recorder Settings

The Main menu has a sub-menu of settings related to recording. These may be used to customize the configuration of the MixPre-3's Record settings.

To access the Recorder sub-menu:

1. Tap the Menu icon.
2. Tap RECORD.

Sub-menu	Description	Options
File Format	Sets the type of file and which tracks to record to the SD card. The default is Wav Poly.	• Wav Poly • Wav Mono
Left Gain	Sets the gain for the L mix.	• -60 - 0 dB (1 dB increment)
Right Gain	Sets the gain for the R mix.	• -60 - 0 dB (1 dB increment)

Sub-menu	Description	Options
Sample Rate	The internal sample rate and sample rate of recorded WAV files. The default is 48kHz.	• 44.1kHz • 48kHz • 96kHz
Bit Depth	The bit depth of recorded WAV files. The default is 24.	• 24 • 16
Pre-roll Time	Adjust the amount of record time to be appended before each recording. Maximum value is 3 seconds when recording WAV Mono files to any media. Higher sample rates also limit pre-roll. Rates of 96k should be 3 seconds. The default is 0 seconds.	• 0 - 5 seconds (1s increment)
Pre-roll Mode	Sets range for pre-roll and for which tracks. When set to All Tracks, 0-5 second range is applied across all ISOs and Mix tracks. When set to Mix Tracks, two ranges are possible: 0-30 seconds if both L & R are armed for recording; 0-60 seconds if only L or R is armed.	• All Tracks • Mix Tracks
Rec L,R Mix	Arms L and/or R mix buses.	• Off • L • R • L&R • LR Linked
Rec Trigger	Sets record triggering from either timecode or HDMI flags. The default is Off.	• Off • HDMI flag • Timecode

Setting File Format

By default, all armed tracks are recorded to the SD card as a polyphonic WAV file. It is possible to record only the armed ISO tracks or only the armed L and R tracks.

To set file format:

1. Tap the Menu icon.
2. Tap RECORD > File Format.
3. Select a file format. Options include Wav Poly or Wav Mono.

WAV (Broadcast WAV)

The MixPre-3 writes AES-31 broadcast WAV formatted files. The audio files created by the MixPre-3 include additional metadata in the file's header, Broadcast Audio Extension (BEXT) and iXML data chunks. Software that does not recognize these additional broadcast WAV data chunks will ignore them.

Setting the Sample Rate

The MixPre-3 records WAV files at 48 kHz sample rate by default.

To set sample rate:

1. Tap the Menu icon, then Tap RECORD > Sample Rate.
2. Select a sample rate. Options include: 44.1kHz, 48kHz, and 96kHz.

ⓘ *The sample rate value is stored in file metadata.*

Setting the Pre-roll

Pre-roll buffering is available on the MixPre-3 to help prevent missing record cues or up-cutting takes. By default, the pre-roll time is 0 seconds (off). When active, pre-roll begins recording at a set number of seconds preceding the record button being pressed.

To set pre-roll time:

1. Tap the Menu icon, then tap RECORD > PreRoll Time.
2. Turn and press the Headphone encoder to select a value.

   When PreRoll Mode is set to All Tracks, the range for PreRoll Time is 0 to 5 seconds in 1-second increments. When the mode is set to Mix Tracks, and both L & R buses are armed, the range is 0-30 seconds. If only one bus (L or R) is armed, then the range is 0-60 seconds.

Setting the Bit Depth

The MixPre-3 records 24 bit WAV files by default. Bit depth defines the digital word length used to represent a given sample and correlates to the maximum dynamic range that is represented by the digital signal. Larger bit depths accommodate a wide dynamic range.

To set bit depth:

1. Tap the Menu icon, then Tap RECORD > Bit Depth.
2. Select either 24 or 16.

ⓘ *The bit depth value is stored in file metadata.*

Projects and Takes

Topics in this section include:

Creating Projects

When the MixPre-3 starts, the last selected project is loaded. If recording is started with no project loaded, a default project folder is automatically created for the recording.

ⓘ *The default folder is named with the current day's date, based on the format set via DATE/TIME > Date Format.*

To create a new project:

1. Tap the Menu icon.
2. Tap PROJECT > New.
3. Enter a name for the project and tap OK.

   The project's folder is created on the SD card, bearing the project name, and then the home screen is displayed.

Managing Existing Projects

You can open existing projects or delete entire project folders. Deleting a project moves the folder and its contents to the TRASH folder on the SD card.

To open an existing project:

1. Tap the Menu icon, then PROJECT > Open.

2. Use the Headphone encoder to select a project from the list.

   Opening an existing project, loads that project, so that any new recordings are added to the project folder.

To delete an existing project:

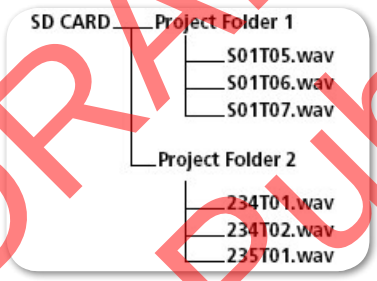
1. Tap the Menu icon, then PROJECT > Trash.
2. Use the Headphone encoder to select a project from the list. The chosen project is moved to the TRASH folder on the SD card.

QUESTION FOR REVIEWERS:
Can deleted folders/files be retrieved from the TRASH? If so, how?

File Structure

The MixPre-3 records polyphonic or monophonic audio files. Polyphonic recordings have multiple audio tracks within a single file. Monophonic recordings have a file for each audio track. The Take List displays all tracks recorded to the SD card in the current project folder.

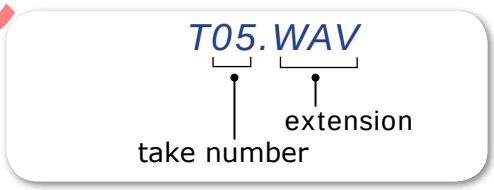
The project folder hierarchy is illustrated in the following image.



Each folder bears the project name. There is also a folder at the root level named TRASH (not shown), which is used for deleted takes.

ⓘ *Likewise, the SD card may also be given a name. For more information on naming the media card, see Accessing Card Settings.*

By default, a file name begins with a take identifier followed by the take number, a period and the file extension.



QUESTION FOR REVIEWERS:
Is this still true? I've seen one document that states the default is Folder-Take, which would indicate that default file names would be <project name>T<take number>.WAV

The T before the take number is known as the take identifier, which is a T by default. It may be changed. For more information, see *Changing the Take Iden-*

tifier.

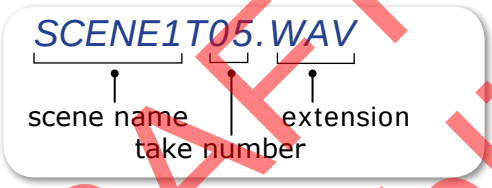
Also, the file name's format may be customized to include more information before the take identifier, such as the scene name, folder name, or date.

To change the format of the file name:

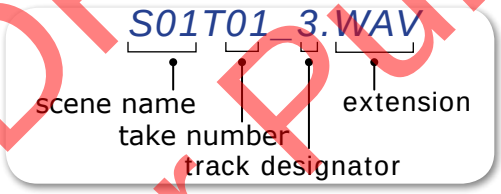
1. Tape the Menu icon.
2. Tap SYSTEM > Filename Fmt.
3. Select a format. Options include: Date-Take, Folder-Take, Scene-Take.

QUESTION FOR REVIEWERS:
"Take" or "Clip"? We're inconsistent here. Actual UI doesn't match menu plans. Also, what is the format of the Date? MM/DD/YY, etc? Does it follow the DATE/TIME > Date Format setting?

When recording WAV files, there is a slight difference between polyphonic and monophonic file names. For instance, polyphonic file names consist of a scene name, take number, and a file extension:



Monophonic file names consist of a scene name, take number, mono track designator, and a file extension:



The numerical track designators are associated with the MixPre-3 tracks. This differs from track names which may be edited and are covered in depth in the Metadata section of this guide.

ⓘ *By default, the scene name is set to <none>, so when a recording is made, the file name will begin with the take identifier, such as T01.wav or T01_1.wav. For more information on defining a scene name, see XREF.*

Changing the Take Identifier

The default take identifier of file names is the capital letter T, but that may be changed to a hyphen or any letter of the alphabet.

To change the take identifier:

1. Tap the Menu icon, then SYSTEM > Take Ident.
2. Select a new capital letter or a hyphen to be the take designator.

The change will apply to all future files; it does not affect existing files.

Setting the Scene Name

By default the scene name is set to <none>, but that may be defined for the next take and all those that come after. Additionally, scene names for recorded takes may be added or edited later.

To enter a scene name:

1. Tap the Folder icon to view the Take List.
2. Do one of the following:
   - With the [Next] Take highlighted, tap OPTIONS or press in the Headphone encoder. This lets you set the scene name for all future takes.
   - Turn the encoder to select a previous take, and press it in to select it. This lets you set the scene name for the chosen take.
3. Tap SCENE,TAKE,NOTES > SCENE.
4. When the virtual keyboard appears, use the headphone encoder to enter a new scene name. It may contain up to nine alpha-numeric characters.

   ⓘ *An attached USB keyboard may also be used to enter the scene name.*

5. Tap OK when done.

   Scene names, like take numbers and notes, are stored in the files' metadata.

Take List Overview

A file is an individual file stored on attached media. A take is a single recording that can consist of multiple files on attached media. The Take List displays a list of takes and provides functions for deleting, renaming, and editing information in metadata fields. Edits made in the Take List will be applied to the SD card, if applicable. From the Take List, a user can enter a scene name for the next take so that when the recording occurs, the file name contains both scene and take.

In the Take List screen, takes are listed in the left column in the order they were recorded. The top item in orange text indicates the next take. The right column displays details about the highlighted take.

Accessing the Take List

There are two ways to access the Take List. One way is via the Main menu's FILE STORAGE sub-menu. The other is provided in the following procedure.

To access the Take List:

1. MENU + HP: Press and hold the MENU button and Headphone encoder.

The Take List screen appears.

2. Turn the Headphone encoder to highlight takes and view details in the right column.
3. Press the METERS button to exit or close the Take List screen.

System Settings

The MixPre-3 menus enable setup and control of various key settings, such as date and time parameters, Bluetooth and more.

The SYSTEM sub-menu also provides access to viewing product version information and conducting firmware updates.

Some settings, such as those related to headphones, meter views, or the LCD, are described in more detail in other sections of this guide where applicable. This section provides information for key settings not already covered elsewhere.

Topics in this section include:

Selecting Modes

The MixPre-3 offers two modes: Mix and Multi.

The Mix mode is intended for simple 2-channel mix applications. It is ideal for simple interviews, vlogs, podcasts and similar audio applications.

The Multi-channel mode is intended for dual-system sound applications, such as sound for film or reality shows, multi-channel sound FX, and surround recording. It is ideal for sound mixers who want to record isolated channels along with a mix.

To select a mode:

1. Tap the Menu icon, then SYSTEM > Mode.
2. Select a mode. Options include: MIX and MULTI-CH.

There are several key differences between the two modes, including the look of the Channel Settings screen. These differences are described in the following table.

Mode	Differences	Channel Screens
Mix	Record up to 2-track LR mix. Single gain control per channel for easy mixing. Gain range: • Mic: -infinity to 70 dB • Line: -infinity to 30 dB • Aux In Mic: -infinity, 0 to 50 dB • Aux In Line: -infinity, 0 to 30 dB • USB: -infinity, 0 to 20 dB	
Multi	Record and meter mix and ISO tracks. Trim + Fader gain control per channel. Fader range: • Mic: -infinity to 20 dB Trim gain range: • Mic: 0 to 70 dB • Line: -20 to 30 dB • Aux In Mic: -20 to 50 dB • Aux In Line: -20 to 30 dB • USB: -20 to 30 dB	

ⓘ *In Mix and Multi-channel modes, the main time counter on the home screen (main meter view) displays time in HH:MM:SS:FF format.*

Using Bluetooth

The MixPre-3 has built-in Bluetooth® Smart technology that enables integration with the Sound Devices Wingman app, an iOS-based wireless interface that lets users monitor and control some MixPre-3 functionality from an iOS mobile device, such as an iPhone or iPad.

To turn Bluetooth on:

1. Tap the Menu icon.
2. Tap SYSTEM > Bluetooth. This toggles between the two available options: On and Off.

Sound Devices Wingman™ is a free download from Apple's App Store.

Setting up Date and Time Parameters

Properly setting the time and date is important for file metadata, file system functioning, and some timecode functions. Setting the correct GMT time zone and daylight savings values is also vital for correct data stamping on the exFAT file system.

The MixPre-3 has several settings related to date and time parameters:

Parameter	Description	Options
Time Format	Sets the format used for times displayed by the mixer. By default the format is set to 12 hours.	• 12hr • 24hr
Date Format	Sets the format used to indicate the date in metadata. By default, the format is set to two-digit increments for month/day/year (MMDDYY).	• MMDDYY • DDMMYY • YYMMDD
Set Date	Displays the Set Date screen used to set the date.	
Set Time	Displays the Set Time screen used to set the time.	
Time Zone	Sets the time zone, based on Greenwich Mean Time (GMT).	• GMT-1:00 – -12.00 • GMT • GMT+1:00 – +13:00
Daylight Savings Time	Sets whether or not daylight savings is in effect. By default, daylight savings is off.	• On • Off

To set the formats for time and date:

1. Tap the Menu icon.
2. Do one of the following:
   - ▶ Tap DATE/TIME > Date Format. Then select a format. Options include: MMDDYY, DDMMYY, and YYMMDD.
   - ▶ Tap DATE/TIME > Time Format. Each tap toggles between two format options: 12 hr or 24 hr.

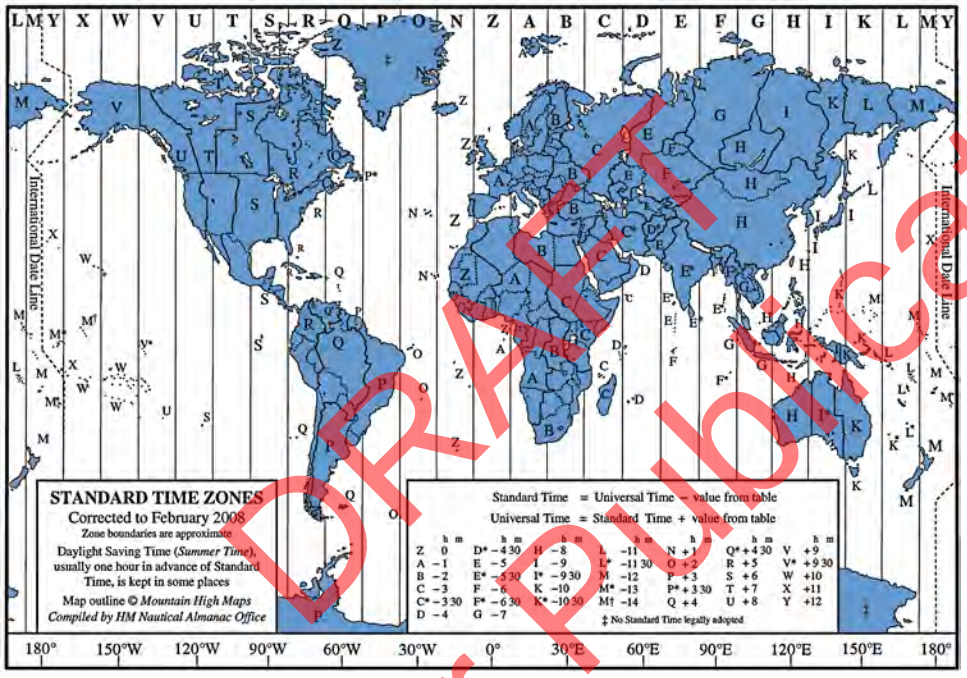
To set the time and date:

1. Tap the Menu icon.
2. Tap DATE/TIME > SET TIME.
3. Tap HOUR, then MIN, then SEC and then tap the arrows (or use the encoder) to adjust the time.
4. Tap SET.
5. Tap DATE/TIME > SET DATE.
6. Tap MONTH, then DAY, then YEAR and then tap the arrows (or use the encoder) to adjust the date.

7. Tap SET.
8. When finished modifying the time and date, tap BACK or the Home icon to exit the menu.

To select the time zone:

1. Tap the Menu icon.
2. Tap DATE/TIME > SET TIME > Time Zone.
3. Turn and press the encoder to select the proper GMT time zone for your location. For instance, if in the U.S. in the Central Standard Time zone, the proper setting would be GMT+6:00, according to the following chart.



4. Tap SET.

Using a USB Keyboard

A standard USB keyboard may be connected to the MixPre-3 and used to enter metadata, such as take name and notes.

To use a USB keyboard with the MixPre-3:

▶ Connect the keyboard's male USB A plug into the supplied USB A jack on the left panel.

① *Keyboards with an embedded USB hub are not compatible. Apple brand keyboards are not compatible. Additionally, some keyboards must be connected only after the recorder is turned on.*

Keyboard shortcuts are provided in the *Shortcuts* section of this guide.

Viewing Shortcut Information

While this guide provides a section on the various shortcuts available with the MixPre-3, there is also an abbreviated list provided as a quick reference on the recorder itself.

To view shortcut information:

1. Tap the Menu icon.
2. Tap SYSTEM > SHORTCUTS.
3. Turn the encoder to scroll down the list.
4. Press the encoder to select OK and exit the list.

Viewing Version Information

Information regarding the product's serial number, firmware and build numbers is provided via a System settings sub-menu option.

To view version information:

1. Tap the Menu icon.
2. Tap SYSTEM > VERSION.

Viewing Regulatory Information

Full Federal Communications Commission (FCC) compliance information about the product is provided via a System settings sub-menu option.

To view the FCC information:

1. Tap the Menu icon.
2. Tap SYSTEM > REGULATORY.

ⓘ *This information is also available in this guide along with the end-user license agreement. See Software License & FCC Compliance Statement.*

Updating Firmware

Periodically, Sound Devices, LLC releases firmware updates to improve system performance and expand the MixPre-3's feature set, which may be downloaded from the website and used to update the firmware on the recorder.

It is highly recommended that users update to the latest version of firmware available as soon as possible.

To update firmware:

1. Download the free firmware from the Sound Devices website to your computer.
2. Extract the ZIP file, which will contain a folder with a .prg file and related documentation.
3. Copy this .prg file to the root level of an approved SD card. Do not place the file in any folder.

ⓘ *Be sure to use a memory card already formatted in the recorder.*

4. Insert the SD card with the .prg file.
5. Power on the recorder if not already on.

⚠ ***Power the recorder from an external DC power source. Do not perform firmware updates with low batteries or unstable power sources.***

6. Tap the Menu icon.
7. Tap SYSTEM > UPDATE FIRMWARE.
8. Follow the on-screen instructions.
9. After the update is complete, the recorder power cycles.

   When it reboots, the updated version number will appear briefly on the splash screen, and a message appears confirming the firmware update.

Quick Setup

The MixPre-3 helps speed up setup by providing users a way to save and load various custom configurations as Quick Setup XML files.

These Quick Setup files retain all settings made in the Main menu as well as adjustments made to all inputs (including routing) via the Channel Settings screens.

Four configurations may be saved directly to the recorder; others may be saved to memory cards for use later.

Topics in this section include:

Saving Settings

After you have configured the MixPre-3's settings via the Main menu and Channel Settings screens, you can save the configuration as a Quick Setup file.

To save settings as a Quick Setup file:

1. Tap MENU.
2. Tap QUICK.
3. Select where you want to save your settings. Tap the Page Dots to view all options, which include:

Option	Description
Save to INT1 - INT4	Select one of the Save to INT (1-4) options to store your configuration locally. There are four internal (INT) locations. Each will hold one Quick Setup file. ⓘ *New settings stored to an INT location will overwrite any Quick Setup file previously stored there.*
Save to SD	Select Save to SD to store your configuration on any Secure Digital memory card inserted into the MixPre-3. ⓘ *Saving to an SD card will create a folder named SETTINGS, if it does not already exist.*

4. Use the Headphone knob to enter the name of your Quick Setup file.

ⓘ *When saving to SD cards, if a file with the entered name already exists, that previous file will be overwritten by the new file you save.*

5. Tap OK to save your Quick Setup file.

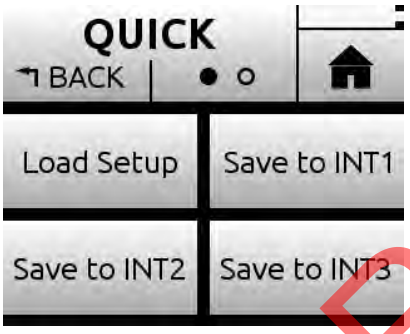
   All Quick Setup files are saved as XML files.

Loading Previously Saved Settings

For fast reconfiguring of the MixPre-3, previously stored Quick Setup files may be easily loaded from internal locations or SD cards inserted into the recorder.

To load a Quick Setup file:

1. Tap MENU.
2. Tap QUICK > Load Setup.



3. Select the file you want to load from the provided list.

ⓘ *The first option in the list reloads the Factory Default settings. Selecting this option restores all settings on the recorder to original factory defaults.*

Wingman & MixPre Integration

Each MixPre recorder comes equipped with Bluetooth® Smart technology already built in, enabling its integration with Sound Devices Wingman™.

Wingman is an iOS-based application that provides wireless remote control and monitoring of any MixPre Family of audio recorders—the MixPre-3 or MixPre-6.

ⓘ *Wingman also works with 6-Series mixers, so some features, such as circling takes and sound reports, seen in the app will not apply to MixPre recorders.*

It may be downloaded from Apple's App Store and installed on any iPad, iPhone, or iPod Touch mobile device, running iOS 8.0 or later.

Topics in this section include:

Starting Wingman

Before starting the application, ensure that Bluetooth is turned on (on your mobile device), and the MixPre recorder is also powered on.

To start the Wingman App:

▶ Tap the Wingman icon. 

User Interface

The Wingman software application provides an easy-to-navigate, touchscreen user interface. However, because of variable screen sizes, views and some procedures differ depending on which mobile device is in use.

This section describes the application's user interface and depicts images of the application as it appears on an iPad.

ⓘ *For information pertaining to how the views and workflow differ on the smaller screens of an iPhone or iPod Touch, see Track View on iPhone or iPod Touch.*

The main screen is divided into three parts: the status bar, the viewing area, and the tab bar.

Part	Description
Status Bar	The status bar is device specific; therefore, it will vary in appearance based on the type of iOS mobile device being used. It often displays small, informative icons such as Bluetooth, WiFi, and battery power indicators.

Part	Description
Viewing Area	This area, located between the status and tab bars, displays the different screen views of the Wingman application. The main screen is the Transport view, but others are available. The four views include: • Transport - See *Transport View* for more information. • Take List - See *Take List View* for more information. • Reports - See *Reports View* for more information. • About - See *About View* for more information. **To select a view:** ▶ Tap the icon (on the tab bar) that corresponds to the required view. On the main screen, there are multiple meter views available with the vertical swipe of a finger. See *Using Meter Views* for more information.
Tab Bar	This bar remains on-screen at all times and displays four icons, enabling access to the different screen views of the user interface. Each icon appears blue when that icon's corresponding view is displayed. 

Transport View

The Transport view is subdivided into four sections, displaying the following:

Section	Description
Timecode	This section (shown below) provides the current file name, as well as a bar with the following information: • a large Timecode display • a Connection icon bearing the Sound Devices logo • a smaller ABS time display • the timecode frame rate  When recording, the background color of the bar turns red. The color of the Connection icon changes depending on the status of the connection to the MixPre recorder. See *Connecting to a MixPre Recorder* for more information.
Toolbar	The toolbar (shown below) has four round buttons for—from left to right—Record, Stop, Circle Take, and False Take.  See *Using Transport Controls* and *Designating Circle and False Takes* for more information.

Section	Description
Metadata	This section bears the Wingman logo and provides text fields used to enter or edit metadata—such as scene name, take number, and notes—for both current and next takes. See *Editing a Take's Metadata* for more information. ⓘ *Due to smaller screen limitations, this section is not available in the application when used on the iPhone or iPod Touch. See Take List View for more information.*
Meters view	Use this area to arm/disarm tracks, edit track names, and view meters. Because the Wingman app offers three pre-configured meter views, the meters shown will vary depending on the meter view and to which type of recorder Wingman is connected. See *Using Meter Views* for more information.

Connecting to a MixPre Recorder

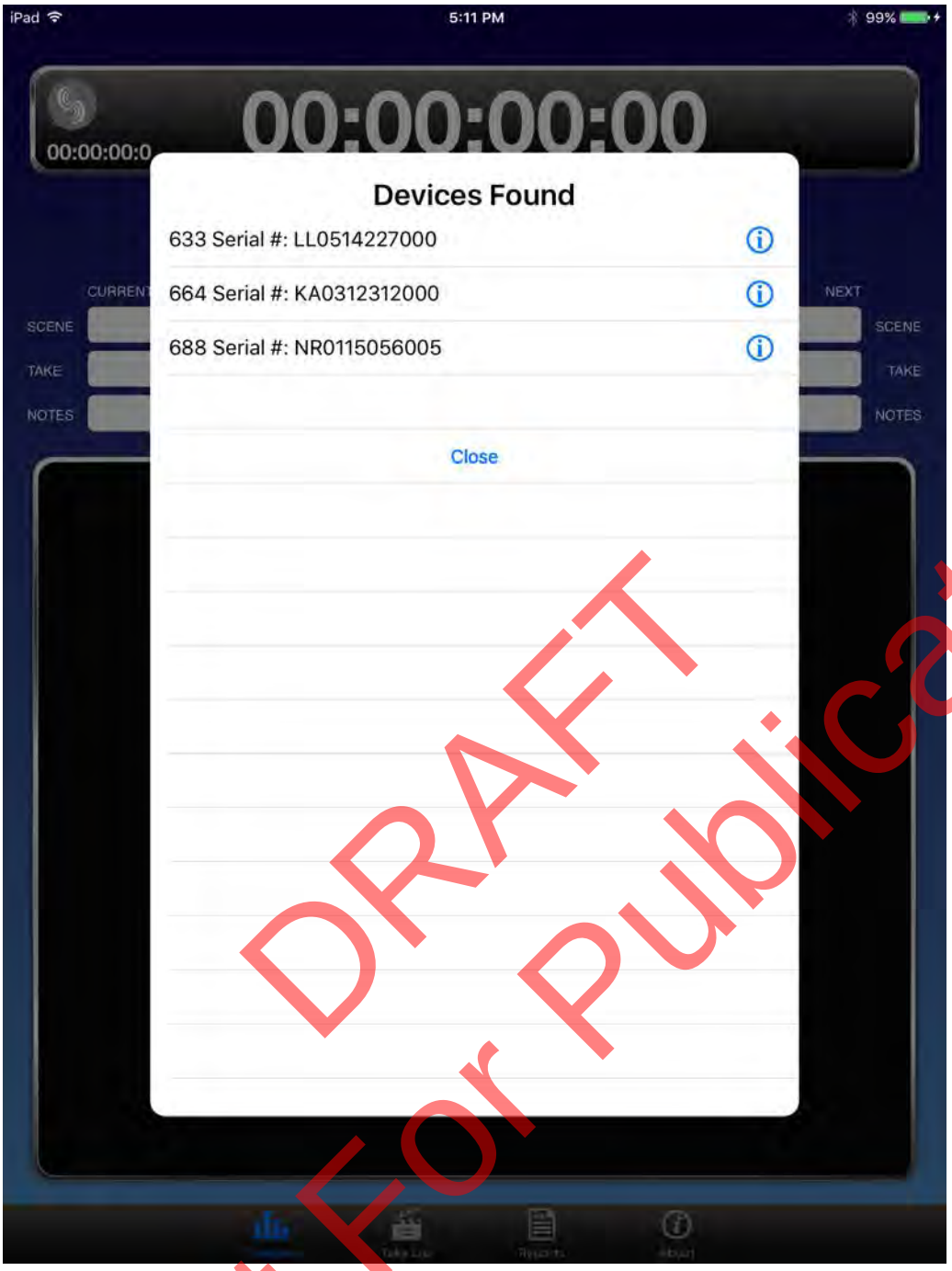
When running Wingman on an iPad, iPhone or iPod Touch, the Connection icon is located left of the Timecode display and bears the Sound Devices logo.

The color of the icon is significant, because it changes based on the connection status between the Wingman application on the mobile device and MixPre recorder.

The color indicators are as follows:

Color	Icon	Status
Gray		Disconnected - either no activity or scanning for devices
Orange		Bluetooth connection in progress
Yellow		Connected - authentication underway
Green		Connected and authenticated

Connection to a MixPre recorder happens automatically when the Wingman application starts on a Bluetooth Smart-enabled iOS device. However, if more than one such device is within range, a Devices Found screen will appear, allowing you to select a recorder from the list.



Use the Devices Found list to select a MixPre recorder within range. Devices that are within range but already connected to other Wingman applications are not visible in the Devices Found list.

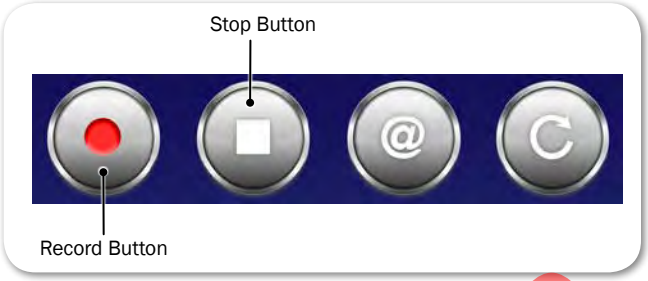
To switch connection to a different MixPre recorder:

1. Tap the Connection icon.
2. Select another recorder from the list of available devices.

ⓘ *For productions with multiple recorders of the same model, tapping the Circled-I icon helps identify the correct device, by displaying an "Identifying from Wingman" message on the chosen recorder's touch-screen LCD.*

Using Transport Controls

When recording is in progress, the Transport view changes slightly. For instance, the background of the Timecode display appears red as does the center dot on the Record button.



To begin recording:

- Tap the Record button.

To stop recording:

- Tap the Stop button.

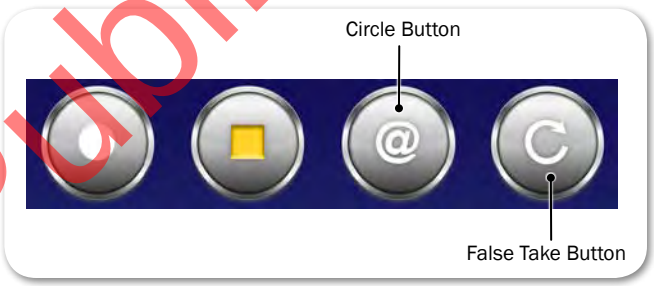
When stopped, the center dot on the Record button is white and the center square on the Stop button is yellow.

Designating Circle and False Takes

In the Transport view on the toolbar, there are buttons for circle and false takes.

ⓘ *Circling takes is a feature found on 6-Series mixers, and is therefore used when interfacing Wingman with a mixer; it is not available on MixPre recorders.*

Designating a take as a false take moves the take to the mixer's False Takes folder and decrements the take number by 1. Only the current recorded take may be designated as a false take from the Transport view.



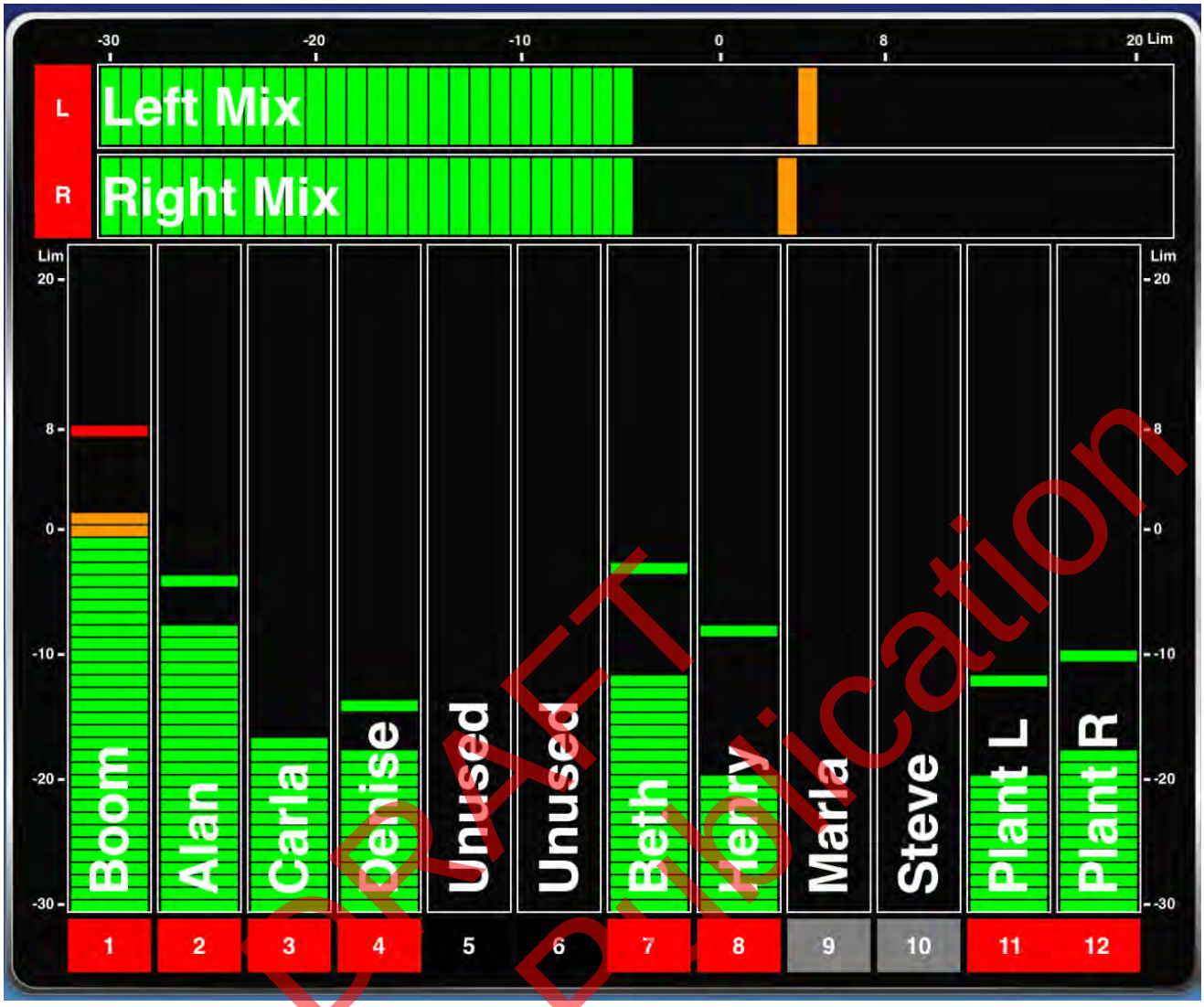
To designate the current take as a false take:

1. With recording stopped, tap the False Take button.
2. When prompted for confirmation to delete last take, select Delete.

   This moves the current take into the mixer's False Take folder.

Using Meter Views

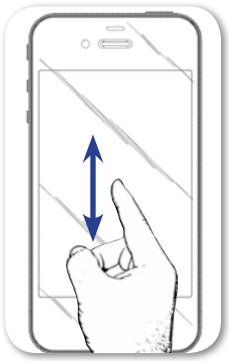
As part of the main screen, metering is displayed with track names superimposed over the meters. In Wingman, when connected to a MixPre recorder, there are two pre-configured meter views available within the Transport view. Meters appear vertically in the Transport view.



At the bottom of each vertical meter a rectangular label appears with a track identifier, such as L for left mix, 1 for Channel 1, and so forth. The label's background color changes based on whether a track is on, off, armed or disarmed. For more information, see *Arming/Disarming Tracks*.

Limiter indicators also appear on each meter when activated.

The two available meter views vary depending on the model of recorder to which Wingman is connected; however, the procedure for toggling through the available meter views is the same.



To change the meter view:

- Slide a fingertip vertically up or down over the meters.

The following table explains which pre-configured meter views are available for each model in the MixPre recorder line.

Recorder	Meter View	Description
MixPre-3	LR, 1-3	This meter view shows left and right mix tracks as well as all 1-3 isolated tracks (ISO).
	LR, A1, A2, U1, U2	This meter view shows left, right, Aux 1 and Aux 2 tracks, plus USB returns 1 and 2.
MixPre-6	LR, 1-6	This meter view shows left and right mix tracks as well as all 6 ISOs.
	LR, A1, A2, U1, U2	This meter view shows left, right, Aux 1 and Aux 2 tracks, plus USB returns 1-4.

Editing Track Names

On the iPad, in the Transport view, track names appear superimposed over the meters near the meter labels, and these names may be edited directly from this view.

ⓘ *Due to smaller screen limitations, iPhones and iPod Touch devices do not show track names in the Transport view. Editing of track names is achieved from the Track view on the iPhone or iPod Touch. See Track View on iPhone or iPod Touch for more information.*

To edit track names:

1. Tap anywhere on the meter for the track you want to edit.
2. Use the virtual on-screen keyboard to modify the track name.
3. Tap Done when finished to save the changes.

ⓘ *Tap anywhere on screen other than the keyboard to exit without saving changes.*

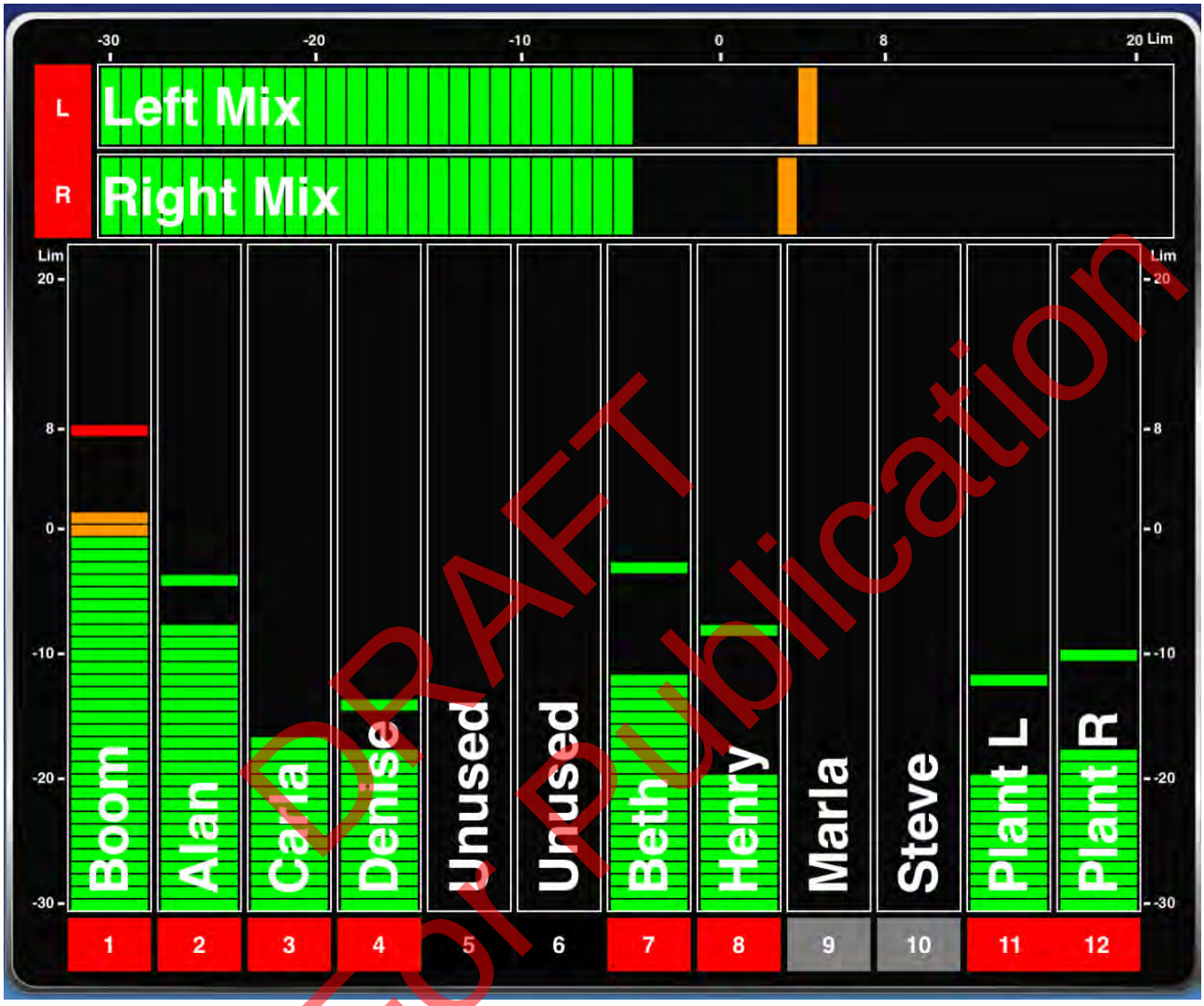
Arming/Disarming Tracks

The color of the meter label changes based on whether a track is armed (red) or disarmed (gray), which may be done via Wingman. If the input is turned off, however, the background color of the label is black.

ⓘ *Turning an input on or off cannot be done via Wingman; it must be done on the recorder itself.*

To arm / disarm a track:

- Tap the meter label. When armed the label turns red. When on but disarmed, the label is gray, as shown for inputs 9 and 10 in the example shown below.



① *Meter labels are displayed as a single label to indicate when inputs or tracks are linked. This is shown in the example; see the meter labels for the left and right buses as well as inputs 11 and 12.*

Take List View

The Take List displays the next take, the current take, and up to 50 previous takes as a list of filenames and start timecode values. If applicable, notes and circled status are also displayed.

The next and current takes are always at the top of the list and identified by unique icons.

Type	Icon	Description
Next		Designates the next take, which is always located at the top of the Take List.
Current		Designates the current take. The current take is the take in the process of being recorded or, if recording has stopped, it is the last recorded take.

To view a take's file information:

1. Tap the Take List icon.
2. Tap a take in the Take List. The Info screen for the chosen take appears on the right side for iPad, or full-screen on smaller mobile devices.

Editing a Take's Metadata

Editing the filename, scene name, or take number of the current or next takes will affect all subsequent takes. Editing these fields on any previously recorded take affects that file only.

ⓘ *Take filenames are generated dynamically from the scene name and take number; therefore, they cannot be modified directly. Editing the scene name and/or take number will automatically change a take's filename.*

Editing metadata for any take may be accomplished from the Take List view.

Designating false takes, and editing scene, take number or notes for current and next takes may be done from the Transport view's Metadata section (shown below - on iPad only). Fields are grayed out when disabled for editing, such as the Scene and Take fields while recording is in progress.

To edit current or next take metadata:

1. Do either of the following:
   - From the Transport view, tap a field in the Take section and use the virtual keyboard to edit the data.
   - From the Take List view, tap the next or current take to open the take's Info screen, and then tap a field to use the virtual keyboard and edit the data.

Reports View

Sound report creation is a feature available on 6-Series mixers, but is not applicable to MixPre-3 or MixPre-6 audio recorders. Therefore, the Reports icon is disabled whenever Wingman is connected to a MixPre recorder.

About View

The About view displays important information and links related to the Wingman application and the 6-Series mixer to which it is connected.

Information available in the About view includes:

- Wingman application version number
- Build number
- WM-Connect version number
- 6-Series model number
- 6-Series firmware version number

Also included are interactive links to the following online resources:

- The WM-Connect Quick Start Guide
- The Wingman User Guide
- The connected 6-Series mixer's User Guide
- Link to file a Support Query with Sound Devices Technical Support

Track View on iPhone or iPod Touch

Because iPhone and iPod Touch mobile devices have smaller screens, the Wingman's user interface appears slightly different from the application when run on an iPad. The main differences lie with the Transport view, which on smaller screens does not display track names or the Metadata section.

For this reason, editing metadata for current and next takes must be done from the Take List view. Also, because the size of the meters are reduced in the Transport view on smaller mobile devices, editing and arming of tracks is accomplished via a separate Track view instead of from the Transport view.

To toggle between Transport and Track views:

- Swipe a fingertip horizontally across the screen.

In the Track view, the Timecode display and toolbar with transport buttons disappear, and the meters are displayed horizontally full-screen, with track names superimposed over the meters.

To edit track names:

1. While viewing Transport, swipe right or left to display the Track view.
2. Tap anywhere on the horizontal meter for the track you want to edit.

3. Use the virtual on-screen keyboard to modify the track name.
4. Tap Done when finished to save the changes.

ⓘ *Tap anywhere on screen other than the keyboard to exit without saving changes.*

To arm / disarm a track:

1. While viewing Transport, swipe left or right to display the Track view.
2. Tap the meter label, located left of the meter for the track you want to arm or disarm. The background color will change accordingly. When armed the label turns red. When on but disarmed, the label is gray.

ⓘ *When input is off, the label appears black, and the input cannot be armed.*

Software License & FCC Compliance Statement

End-user license agreement for Sound Devices 6-Series Software / Embedded Firmware

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This agreement and limited warranty are governed by the laws of the state of Wisconsin.

FCC Compliance Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. FCC Part 15.19 (a) (3)

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

FCC Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.
—Increase the separation between the equipment and receiver.
—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
—Consult the dealer or an experienced radio/TV technician for help.

This device complies with FCC and ISED RF Exposure SAR limits exposure limits for general population / uncontrolled exposure.

Cet appareil est conforme à la norme FCC et USED RF Exposure SAR limite les limites d'exposition pour la population générale / l'exposition incontrôlée.

This Device complies with Industry Canada License-exempt RSS standard(s). Operation is subject to the following two conditions: 1) this device may not cause interference, and 2) this device must accept any interference, including interference that may cause undesired operation of the device.

Cet appareil est conforme avec Industrie Canada, exempts de licence standard RSS (s). Son fonctionnement est soumis aux deux conditions suivantes: 1) ce dispositif ne peut pas causer d'interférences, et 2) ce dispositif doit accepter toute interférence, y compris les interférences qui peuvent causer un mauvais fonctionnement de l'appareil.

SOUND DEVICES

Sound Devices, LLC
E7556 Road 23 and 33
Reedsburg, Wisconsin 53959
USA

Phone: +1 (608) 524-0625
Fax: +1 (608) 524-0655

Customer Support

Toll Free: (800) 505-0625

Email: **support@sounddevices.com**
http://www.sounddevices.com/support
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