

SETTINGS

TC Frame Rate: **23.98 FPS**
Sample Rate: **48kHz**

Bit Depth: **24**
File: **.wav**

BASIC

1. **Reset** to Factory
 (A) CHANNEL (set) ▶ **zero**
 (B) MENU ●○○ ▶ Presets ●○ ▶ Load Presets ▶ 1. **Factory** Default (B)
2. Set to Timecode
 (B) MENU ●○○ ▶ Timecode ●○ ▶ Frame Rate ●○ ▶ **23.98**
3. **Format** SD Card
 (B) MENU ●○○ ▶ SD Card ▶ Edit ▶ **Format**

ADVANCED

1. **Reset** to Factory
 (A) CHANNEL (set) ▶ **zero**
 (B) MENU ●○○ ▶ Presets ●○ ▶ Load Presets ▶ 1. **Factory** Default (B)
2. Enter Advanced Mode
 (B) MENU ●○○ ▶ System ●○○ ▶ Mode ▶ **Advanced**
3. Set Timecode
 (B) MENU ●○○ ▶ Timecode ●○ ▶ Frame Rate ●○ ▶ **23.98**
4. Set Sample Rate
 (B) MENU ●○○ ▶ Record ●○○ ▶ Sample Rate ●○ ▶ **48kHz**
5. Set Bit Depth
 (B) MENU ●○○ ▶ Record ●○○ ▶ Bit Depth ▶ **24** | 32 (float)*
6. **Format** SD Card
 (B) MENU ●○○ ▶ SD Card ▶ Edit ▶ **Format**

RECORD

1. **Gain** Level
 (A) CHANNEL ●○ ▶ **Arm** ▶ Gain (B) ▶ **-12dB**
2. **Mix** Level
 (A) CHANNEL ▶ Mix ▶ **-12dB**
3. Record (F) | Stop (E)



CHANNEL CONTROL

Basic Mode

- (A) CHANNEL ●○ ▶ Pan (B) ▶ L | C | R
 ▶ Input (B) ▶ Off | Mic | Line | Aux In 1 | USB 1-4
 ▶ Phantom ▶ Off | 48V
 ▶ Low Cut ▶ Off | On

Advanced Mode

- (A) CHANNEL ●○ ▶ Solo
 ▶ Mute
 ▶ Arm
 ▶ Gain (B) ▶ 6dB ... 76dB
 ▶ Pan (B) ▶ L16 ... C ... R16
 ▶ Low Cut (B) ▶ Off | 40Hz | 80Hz | 100Hz | 120Hz | 160Hz
 ●○ ▶ Input (B) ▶ Off | Mic | Line | Aux In 1-2 | USB 1-4
 ▶ Phantom ▶ Off | 48V
 ▶ Phase ▶ Normal | Invert
 ▶ Delay (B) ▶ 0 ms ... 30 ms
 ▶ Linking (B) ▶ Off | 3-4 | 3-4MS

METADATA SETTINGS

Timecode

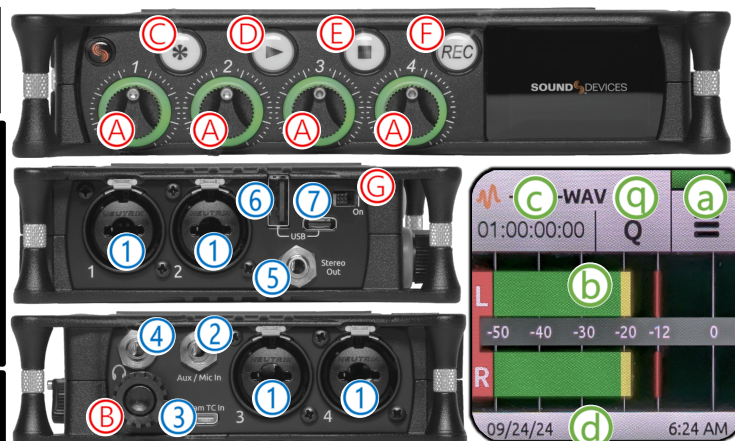
- (B) MENU ●○○ ▶ Timecode ●○ ▶ TC Mode ▶ **Free Run**
 ▶ Set TC ▶ HH:MM:SS:FF (B) *military time
 (B) MENU ●○○ ▶ Outputs ●○○ ▶ St. Out Mode ▶ Audio | **LTC Out**

Date/Time

- (B) MENU ●○○ ▶ System ●○○ ▶ Date/Time ▶ Set Date (B) | Set Time (B)

Scene/take

- (B) EDIT ▶ Name, Num Notes ▶ Name **01** *re-name each scene
 ▶ Number **001** *sequential w/ record



BUTTON / SWITCH / JACK

- (A) CHANNEL (x4) (E) STOP
 (B) GAIN VOLUME (headphone) (F) RECORD
 (C) * CUSTOM (G) ON / OFF
 (D) PLAY
 (1) INPUT CHANNEL (x4)
 (2) AUX-INPUT CHANNEL
 (3) INPUT TIMECODE
 (4) HEADPHONE (channel-track monitor)
 (5) STEREO OUTPUT (channel-track mix) / OUTPUT TIMECODE
 (6) DATA (USB)
 (7) AC/DC POWER (USB)

LCD DISPLAY (touch screen)

- (B) MENU
 (B) LEVEL Stereo Mix 8 Track L/R U1 U2
 (B) FILE Play Edit
 (B) DATA Date / Time Remain / Monitor Sample / TC / Bit
 (B) Q CUE MARKER

PRO TIPS

Slate Mic

- (B) AUX-IN – microphone
 (B) MENU ●○○ ▶ Inputs ●○ ▶ Aux In Mode ●○ ▶ **Mic**
 ▶ Ch 6 Screen ●○ ▶ **Arm** ▶ Fader **Off** ▶ Gain (B)

- ⚠ Do Not record id track to mix tracks. Check Fader is set to Off.
 🔊 Audibly id scene and take immediate upon audio record start.

Mix Tracks

- Boom Mic (A) CHANNEL (select) ▶ Pan (B) - **L16** 100%
 Lav Mic(s) (A) CHANNEL (select) ▶ Pan (B) - **R16** 100%

Headphone Monitor

- (B) MENU ●○○ ▶ (B) (icon) ▶ HP Preset ●○○ ▶ LR Stereo | LR Mono

* CUSTOM

- (B) MENU ●○○ ▶ *Button ▶ Menu ●○ ▶ Ch 5/6 Screen Toggle

Cue Marker

- (B) Q CUE MARKER - add cue marker during record or playback

Signal Path

Channel In	ISO Track Record	MIX Track Record	Channel Out
			Trk 1(L) ⇒ Headphone
			Trk 2(R) ⇒ Headphone
Ch 1	⇒ Arm/Gain ⇒	Trk 3 ⇒	Pan/Fade ↑
Ch 2	⇒ Arm/Gain ⇒	Trk 4 ⇒	Pan/Fade ↑
Ch 3	⇒ Arm/Gain ⇒	Trk 5 ⇒	Pan/Fade ↑
Ch 4	⇒ Arm/Gain ⇒	Trk 6 ⇒	Pan/Fade ↑
Ch 5	⇒ Arm/Gain ⇒	Trk 7 ⇒	Pan/Fade ↑
Ch 6	⇒ Arm/Gain ⇒	Trk 8 ⇒	Pan/Fade ↑

Wingman App

audio recording | metadata entry | report creation & distribution