SOUNDS LIKE LEWITT

// DGT 260
QUICKSTART GUIDE

// DOWNLOAD THE DGT 260 DRIVER AND FULL MANUAL
www.lewitt-audio.com/dgt260/downloads

// Getting started

1 Install Lewitt Control Center software.

2 Follow the on screen installation instructions.

3 Connect your microphone to your computer's USB port using the supplied micro-usb cable.

4 Open the Control Center software.

5 Choose your settings.

6 You are ready to go!

// How to operate your microphone

Standard mode // Status Indicator (1) is illuminated in white. This is the default state of the device - you can quickly access the headphone volume by turning the jog dial (9) and check metering on the LED graph (6).

Settings mode // Enter Settings mode by pushing the jog dial (9) - the status indicator's (1) illumination will turn off.

In Settings mode you can change all the settings on your DGT 260 including: I/O metering, monitoring options (3), low-cut filter (4), attenuation (5) and gain (7/8).

Rotate the jog dial (9) to change the selected value.

Push the jog dial (9) to jump to the next setting.

After 10 seconds your device automatically switches back to Standard mode.

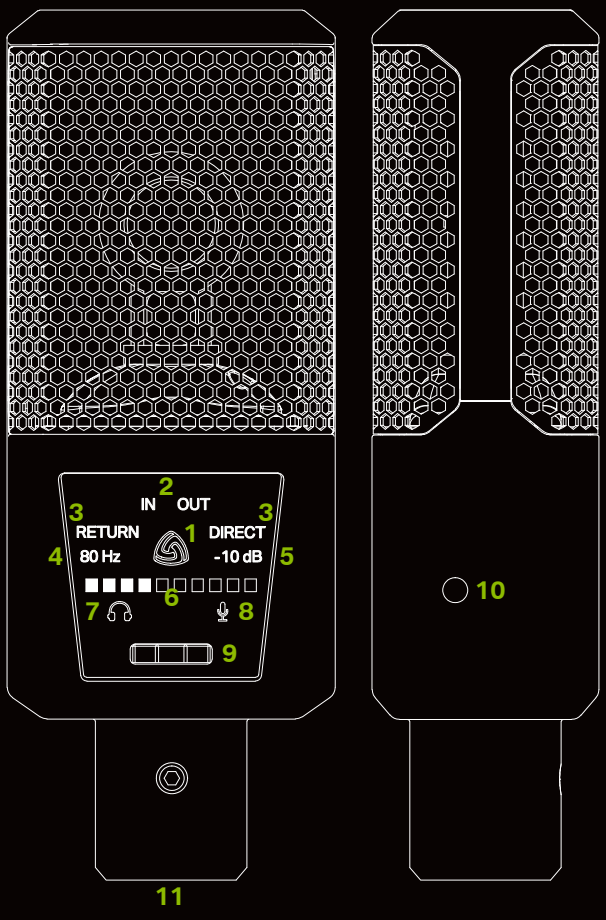

Figure 1

// User interface

1 **Status indicator** // White: normal operation. Red: clipping occurs. Off: in Settings mode.

2 **Metering** // Select IN for input or OUT for output metering.

3 **Monitoring** // Mix the playback of your computer with the input signal of your microphone.
Return // Monitor the output of your PC, e.g. playback signal.
Direct // The signal of the input is sent directly to the output of the DGT 260. This way you can monitor the signal without any latency.

4 **Low-cut filter** // Use to get rid of unwanted low frequencies, e.g. structure-borne noise.

5 **Pre-attenuation** // Use for loud input signals to prevent clipping.

6 **LED Graph** // Displays values for settings like headphone gain, input gain and others.

7 **Output gain** // Set headphone volume.

8 **Input gain** // Set microphone gain.

9 **Jog Dial** // Turn and push to change settings.

10 **Headphone jack** // Connect your 3.5mm headphone plug.

11 **Micro-USB port** // Use the provided USB cable to connect your DGT 260 to your computer.

// Lewitt Control Center Software

The Control Center Software allows you to manage different sound sources and create two independent mixes. One mix for monitoring and another one to record or stream. It also allows you to set every parameter of your DGT 260 without touching the microphone, and you can adapt the LED color scheme to your personal taste.

// Control Center's User Interface

1 Microphone settings // Remote control your microphone.

2 Global presets // Load or store presets.

3 LED settings // Adapt the LED illumination to your taste.

4 Software settings // Activate channel linking and check for updates.

5 Minimize // Hide user interface.

6 Close // Close the window.

7 Channel name // Rename channel names by clicking into the name field.

8 FADER // Change volume for this channel.

9 SOLO // Listen to this channel only - INPUT 3/4 VIRTUAL mix will not be affected.

10 MUTE // Mute channel.

11 DUCKER // Use the DUCKER DSP to lower volume of this channel (for example music playback) when talking into the microphone.

12 MONO // Signal will be mono-summed.

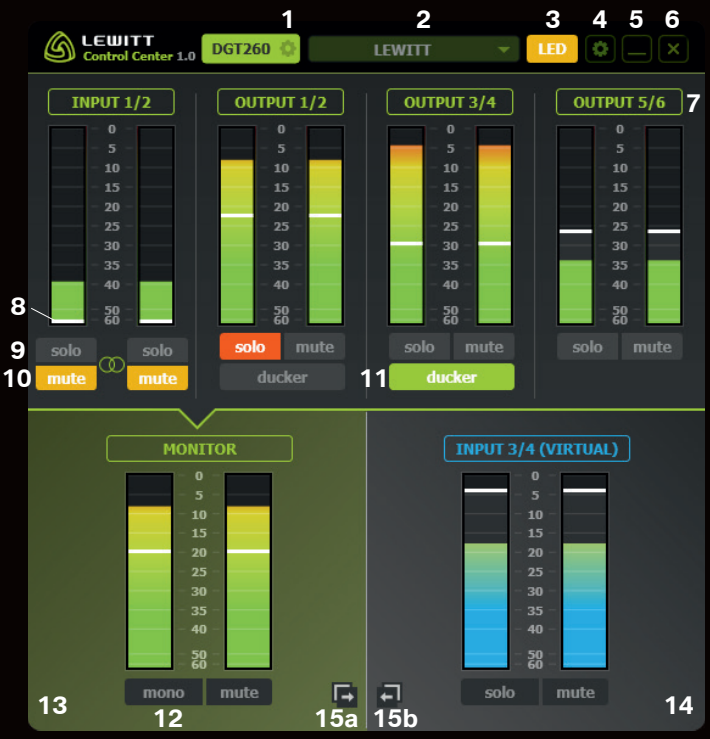

Figure 2

13 MONITOR MIX // Click in this area (13) to access MONITOR mixer. This is your personal headphone mix!

14 INPUT 3/4 (VIRTUAL) - BROADCAST MIX // Click in this area (14) to access the INPUT 3/4 (VIRTUAL) mixer, it is used to send the mix to other applications. This mix is recorded or streamed to your audience!

15 COPY // Copy mix settings from MONITOR mix to INPUT 3/4 (15a) or copy INPUT 3/4 to MONITOR mix (15b).

// Analog and Virtual I/O

INPUT 1/2 (ANALOG) // This is the microphone input.

INPUT 3/4 (VIRTUAL) // Use this input to select your mix in other applications like any DAW (Samplitude, Pro Tools, Cubase, ...), internet stream/broadcast applications and VoIP services like Skype and QQ.

MONITOR // This is the DGT 260 headphone output.

OUTPUT 1/2, OUTPUT 3/4, OUTPUT 5/6 // Use these outputs to route different sources (processed vocals from DAW/VST rack, audio player, web browser, communication from Skype or QQ,..) to the Control Center. Mix those channels and send them to MONITOR and/or INPUT 3/4 (VIRTUAL).

// Virtual mixing console with 2 mixes

MONITOR (green color scheme) // This is your personal mix, it will be sent to the headphone output. Click anywhere on the bottom left area (13) to access your personal mix. All source signals metering color will be green (see Figure 3a).

INPUT 3/4 VIRTUAL (blue color scheme) // This mix is meant to be used by other applications to record or stream to the internet. Click anywhere on the bottom right area (14) to access your broadcast mix. All source signals metering color will be blue (see Figure 3b).

Please note that the sources of the two mixes do not differ, both mixes are sharing the same sources. They differ only in the set levels of the different channels.

The virtual mixing console:

Click on the MONITOR or INPUT 3/4 area to select your mix.

Green color scheme on the left (Figure 3a) - MONITOR mix selected.

Blue color scheme on the right (Figure 3b) - INPUT 3/4 mix selected.

Pro tip: you can link faders and mute buttons to have the same mix for MONITOR and INPUT 3/4.
See **Linking** below.

Figure 3a

Figure 3b

// MIC Settings Panel

Input Gain // Sets the input gain of your microphone.

Attenuation // Activate for loud input signals to prevent clipping.

Low-cut filter // Reduces unwanted low frequencies. Activate when recording vocals!

Monitoring // Sets the ratio between direct and playback monitoring.

Buffer Size // Low buffer sizes have low latency, but are more CPU-intense. In case you experience audio drop-outs try the next bigger buffer size.

Sample Rate // Is fixed at 48.000 Hz.

Find more information about this topics on our website **www.lewitt-audio.com/dgt260**.

Figure 4

// LED Settings

Some presets indicate relevant information like clipping, signal level and if the ducker is currently active or not. Other presets are only used to create a nice mood for your vocal performance. Check out all of them!

// Settings

Linking // This allows you to link the fader and the mute button of a selected channel. This channel now always has the same volume in both mixes - MONITOR and INPUT 3/4 (VIRTUAL) mix. A blue or green border around the fader and mute button indicates a channel is linked. See Figure 5.

Updates // Always try to be up to date as we are introducing new features on a regular basis.

// Ducker

A channel's volume can be automatically lowered when the software detects a microphone input signal above a certain threshold. This way your voice and the playback create a perfect mix.

Ducker is available for OUTPUT 1/2 and OUTPUT 3/4.

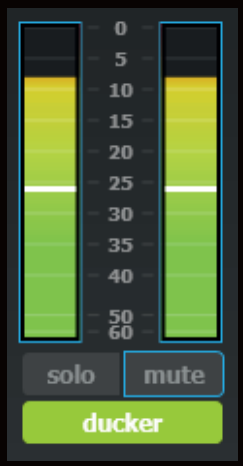

Figure 5

// Example

In this example a person is singing over a playback and streaming the performance to the internet. The person is using VST vocal effects and uses a personal communication channel. The user needs to hear the communication channel, but the audience must not be able to hear it. The user can create two independent mixes: one personal (Figure 6a) and one for the audience (Figure 6b)! Check how the channels in Figures 6a and 6b were renamed to fit our example.

INPUT 1/2 // This is the microphone input.

Vocal FX // This channel is the microphone with FX added. This channel will be audible to the audience and to the user. The blue border around the fader indicates that the level is synced to both mixes.

Playback // This channel is used for a playback track. The ducker reduces the volume of the playback whenever the person starts singing. This way the audience can always hear a crystal clear vocal performance.

Communication // This channel is only audible to the person streaming, but not to the audience.

Internet Stream // Is used as the input signal of the streaming software. From there it is broadcasted to the internet.

Figure 6a

Figure 6b

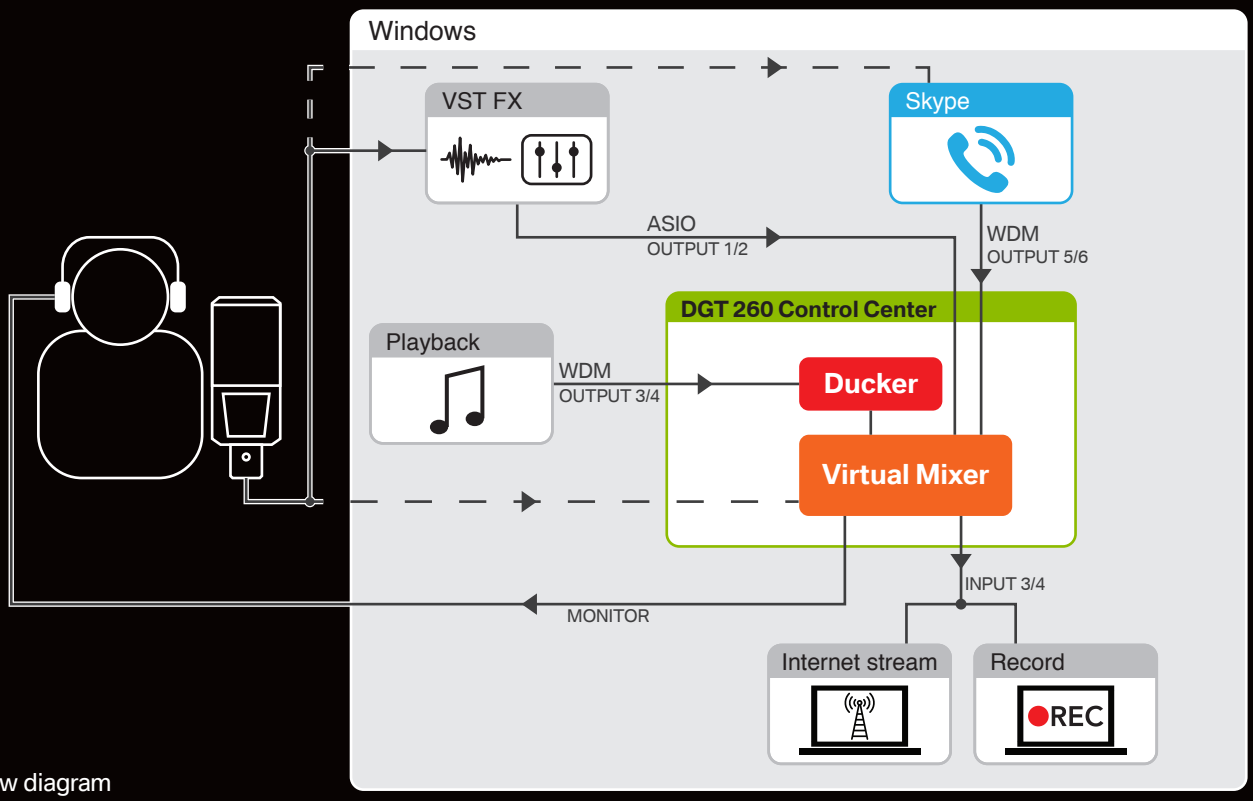

Figure 7 - Flow diagram