



# Baby Care for Beginners

Quick Start Guide



Engineered and designed in Germany

The first contact is very important for you and your baby, so you need to be prepared!

Your baby comes with two important cables: The breakout cable and a special two-connector USB cable. The third one is the extension cable for the breakout cable - it will help you to just have your nice little baby on the desk and keep all ugly cable stuff out of sight.

Connect the extension cable to the 15-pin port on the back of the Babyface and the breakout cable to the other end of the extension cable. It's a good idea to connect your monitors to both male XLRs of the breakout cable, if you don't want to miss the first cry of your new baby. They are labeled Line Out left and Line Out right. It's also a good idea to prepare your

## Connect your baby



*Tip . You are not limited to the included USB cable. If your single USB port is strong enough to feed the baby, you can use any USB 2.0 cable.*

headphones. You can connect them to one of the baby's phones outputs - either at the Babyface or at the breakout cable.

Before you start, one important point: You know usually it's enough to give the Babyface only one USB port for a well-balanced diet. You should provide a second one if a single port could not satisfy it or even order the optional power supply. But on nearly all desktop and notebook systems it should be happy with only one suckle option.

Your baby is now prepared for the first ingestion. Connect the included USB cable to the Babyface and a free USB port of your computer.

You don't have to turn your computer off, just plug it in. If the baby starts breathing the Input LED will come to life and a LED in the left meter bar starts blinking. With

## Start feeding

this signal the Babyface will tell you it waits for a gentle touch of the rotary encoder.

Turn the silver wheel to watch the baby's first reactions. Push it for more. Hit the select key and watch the reactions again. Ready? Then it's time to wake the baby up!

**Windows.** The Babyface comes with drivers for Windows 7 / XP SP2+ / Vista (32 Bit & 64 Bit, ASIO 2.0 and WDM).

After the baby has been recognized, the hardware assistant finds a Babyface. Insert the Driver CD and follow the instructions. Windows now installs the driver and registers the Babyface as a new audio device in the system. After a reboot, the symbols of mixer and Settings dialog will appear in the task bar.

In Windows 7 the driver install dialog has to be started manually. Hit the Win key, type 'Device Manager', start the Device Manager and select your baby from the list.

**Set your baby to be the default audio playback device in Windows' sound Setup if you want to use it with any standard audio program, like Media Player, Winamp or iTunes.**

*Tip . Like all good parents know, only the best is good enough for the baby. So always download the latest drivers from the RME website ([www.rme-audio.de/drivers\\_usb](http://www.rme-audio.de/drivers_usb)). In case of a driver update it's not necessary to remove the old driver first, it will be overwritten during the installation.*

Open your sequencer. Choose the Babyface driver in the audio driver setup. Hit play! If the Babyface is connected to your monitors or your headphones it will give you its first cry.

## Install drivers

**Mac OS X.** The Babyface comes with drivers for Mac OS X 10.5+ (Core Audio and Core MIDI).

After the Babyface has been connected, install the drivers from the Driver CD. Installation works automatically by a double-click on the file Fireface USB.pkg.

During driver installation the programs Fireface USB Settings and Fireface USB Mixer (TotalMix FX) are copied to the Applications folder.

TotalMix FX starts automatically when the Babyface is connected to the system. A reboot of the computer is not required.

**If you want to use your baby for playback in iTunes or any audio/video program: Set the Babyface in the Mac Sound setup as the default audio playback device.**

## How to touch your baby

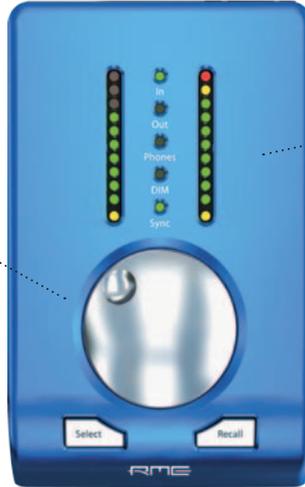
### Encoder wheel

This multi-purpose controller changes the gain for:

- In = Analog Inputs 1/2
- Out = Analog Outputs 1/2
- Phones = Analog Outputs 3/4

With "In" selected a push on the knob changes between input 1, input 2, both (ganged), and the input level display.

With "Out" or "Phones" selected a push activates Dim - also signalled by the LED. Note that Dim only affects the Main Control Room Out defined in TotalMix (default: analog 1/2).



### Peakmeter

The meters display input and output levels for the selected analog inputs/outputs, and the currently set gain of the outputs if the encoder wheel is turned. They change back to a level display automatically.

The lowest LEDs on the meters show activated phantom power (48V) for the mic inputs 1 / 2.

### Select

Changes the current function of the encoder wheel between Input, Output and Phones.

### Sync LED

The Sync LED displays an active sync to an external digital clock via the optical digital input (SPDIF or ADAT).

### Recall

Sets a defined gain (volume) for the Control Room Main output (default: analog 1/2, -10 dB). The gain can be set in TotalMix or by holding the Recall key down for 2 seconds, taking over the current setting.

To bring back the stored listening level simply hit the Recall key.

**Tip** . You can assign any one of the stereo outputs of the Babyface (Analog 1/2, 3/4, Digital 1/2 ...) as **Main Out**, and the Recall button will act on the chosen one automatically.

TotalMix FX delivers hardware mixing/routing with tons of astonishing features while maintaining easy control and usability. The DSP mixer is designed for full and unlimited routing of all I/Os, adding 3-band parametric EQ plus adjustable Low Cut on all input and output channels.

## TotalMix FX

The Babyface also provides a separate FX send bus for all inputs and software playback channels, feeding two effect engines: Reverb and Echo. Every output channel includes an FX return control for the FX section's output signal.

### Input Channel

The Babyface provides 10 input channels - two of them high-end analog recording channels with digitally controlled mic preamps.

**Routing** . TotalMix' capability to route any signal to any destination in any way is best visualized in the unique Submix View. A click in the third row shows all active routings for this channel.



**Switch Mono/Stereo**. In Stereo mode the channel's Settings menu (click on the tool symbol) also includes Stereo width and M/S Processing.

**48V/Inst** . Activates phantom power. Changes analog input 2 from the XLR input to the TRS instrument jack.

**Gain** . The analog gain of both preamps are digitally controlled and can be adjusted here.

Note: Turning the Babyface's encoder wheel in Input mode changes the same values. Therefore the knob position and gain value display is fully synchronized with the encoder wheel.

### The double arrow button: Let's Trim it!

Click the double arrow button - the Trim button. It turns orange. At the same time two arrows show up beside the fader, showing the gains set for the active routings. Do we need to say more?

The Trim button synchronizes all routing gains. Example: a direct monitoring of a vocalist and the simultaneous fed of a reverb unit requires the fader to automatically control both routings, because the amount of reverb should change exactly like the volume of the dry signal. Click the double arrow button - it turns orange. Now

arrows show up beside the fader, indicating the gains of all active routings. Now move the fader and watch.

### Groups

TotalMix FX offers temporary Mute, Solo and Fader groups, with three Master buttons on the right to quickly enable/disable these functions.

Additionally there are 4 stored Mute, Solo and Fader groups. Just click on Edit, click on a group number button and now on all Solo/Mute/Faders that you want to have in that group. Finally hit Edit again to save your group.

### Control Room Section

The output where the main studio monitors are connected to can be defined as Main Out within the dedicated Control Room section. Dim, Recall, Mono, Talkback and Mute FX will then automatically work on that output. Add up to three outputs for phones submixes via the assign menu for better overview.

**Tip** . Cue button: To listen to a submix (output) other than the Main one but through the Main Out (the studio monitors) click the Cue button of the respective output channel.

### Snapshots and Workspaces

TotalMix FX uses Snapshots for the current mixer state and Workspaces for the complete (!) mixer state. Workspaces include multiple windows and window sizes and positions and all 8 snapshots – simply anything. Under Windows the hotkey W will open the dialog 'Workspace Quick Select', so rethink the way you saved your mixer settings.

