

MIDIPLUS

Audiolink Light Owner's Manual



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Preface

Thank you for deciding to purchase the MIDIPLUS Audiolink Light, we are certain you will be delighted with its performance and advanced features. This interface brings an high quality level of USB audio quality to the Mac or PC, with pristine 16-bit/48kHz A/D and D/A converters, ultra-low jitter clock, and low noise mic/line/hi-Z preamps. Audiolink Light enables you to easily digitize all your analog sound sources, to record from microphones and instruments, and from any LINE level devices, e.g. music cassette decks or CD players etc. Not only does Audiolink Light offer a simple solution to digitizing analog sounds, it also gives you the very best HiFi audio quality.

What's in the Box?

The following items should be in your package.

- One Audiolink Light.
- One standard USB Cable.

Audiolink Light Overview :

Audiolink Light technical data and features:

- Simple computer connection via USB
- "Class Compliant" device - NO driver installation necessary, runs directly under Windows XP
- SP2, Vista and Windows 7,8 and Windows 10 32 Bit and 64 Bit

- 16 Bit AD/DA Converters, supported Sampling frequencies (Hz):
32000, 44100 & 48000
- Frequency response 20 Hz to 20 kHz, ± 1 dB @ 44.1 kHz sample
rate - 20 Hz to 22 kHz, \pm
- 1dB @ 48.0 kHz sample rate
- THD 0.05 % typical. @ -10 dBV, 1kHz, Crosstalk -77 dB @ 0 dBV, 1
kHz
- Signal-to-noise ratio A/D 89 dB typical. @ 1 kHz, A-weighted - D/A
96 dB typical. @ 1
- kHz,A-weighted
- Dynamic range: >86 dB (A)
- Adjustable stereo input for LINE,MIC and INSTRUMENT level
devices
- Stereo output for LINE level devices, left side also for stereo or
headphone device
- 2 HI-Z instrument inputs
- 1 Balanced MIC inputs and MIC with +48V phantom power input
switchable
- Adjustable stereo headphone output for headphones (Left side
LINE OUT)
- USB Powered, i.e. power supplied via USB connection of the
computer
- Indicator-LEDs for peak and signal

System Requirements:

- The Audiolink Light has been designed to work with Windows XP,
Vista and Windows 7, 8, 8.1 and 10

Chapter 1 : Audiolink Light

1.1 Front panel Overview



XLR MIC and Instrument Input

This XLR/jack combo balanced connector accepts a microphone level signal with a XLR jack or in the middle a TRS jack. Beside the MIC/TRS connectors there are 2 LEDs to monitor the signal and peak levels. Both inputs can also be used with MONO jacks as LINE Inputs.

2 x MIC level control

This level controller regulates the level of the signals going from the MIC input.

1.2 Rear panel overview



LINE OUT output level control

This level control regulates the level of the output signal for the Line out, and if the left side is used alone, for the stereo headphone level.

USB Jack

This jack connects the Audiolink to your computer, using a USB 1.1 (or higher) connection.

Monitor switch

This switch routes the signal from the Inputs directly to the Outputs, so that the signal has no latency.

+48V Phantom power switch

Switch this to select between microphones with or without phantom power (dynamic and condenser microphone) at channel 1.

LINE Output (stereo)

These unbalanced RCA output the signal, which is output from your computer and should be connected to a pair of powered speakers, a mixer or a stereo receiver.

Connection and operating devices:

The product case is printed with all relevant information! There are one XLR Mic socket, the main volume leveler on the back side. Connect the LINE out sockets with a regular Phono (TRS/RCA) cable to an amplifier.

USB Connection

The Audiolink Light communicates with your computer through a USB port. It is also powered by the USB connection. Because of this, we recommend that you plug the Audiolink Light into one of the built-in USB ports on your computer, not through a keyboard connection or USB hub. The installation under Windows will then take place automatically, a few seconds after connecting to your computer-system it will find a "USB Audio Codec" or "USB Audio Device", which can be used in each application and adjusted in the system control. Using the USB connection your digitized audio data can now be transferred to your computer!

To connect your Audiolink Light, find the open jack of an unused USB port on your computer and connect it to the Audiolink Light jack with the included USB cable. This computers USB jacks will most often be located on a rear panel and will probably be marked with a USB symbol. In Windows XP, Vista and Windows 7,8,10, the Audiolink Light is class-compliant, making driver installation optional - to begin using the Audiolink Light, you may simply plug the unit into a USB port. However, choosing to install the ASIO driver will allow the following added functionality: **Windows XP, Vista and Windows 7,8 and 10** - Device Control Panel and ASIO support with lowlatency drivers.

MIC and INSTRUMENT Inputs

Connect your Microphone at the XLR input or your electric guitar to the

Instrument input. If you use a Microphone, which needs phantom power you find the phantom power switch on the back side of the Audiolink Light. You can adjust the input level of each channel of the Microphone with the Input levelers beside the XLR input sockets.

LINE-Output (Stereo TRS Jacks)

Connect your amplifier to these outputs for monitor recordings or sounds from the computer.

HEADPHONE-Output (Stereo Jack 6,3 mm) (left side of the LINE OUT)

Connect your headphone to this output to monitor recordings or sounds from the computer.

Windows XP/VISTA/Win 7 /8/10ASIO driver

On our website <http://www.midiplus.com.tw/> you will find an ASIO driver for the Audiolink Light, after download just execute the setup.exe and follow the instructions. After the installation you can find in each ASIO compatible recording software the Audiolink Light ASIO control panel. There you can adjust the recording speed.

We recommend that you download the Audiolink Light ASIO driver from our homepage www.miditech.de. The ASIO driver makes it possible to use monitoring- and full duplex- modes. Additionally, the latency time of the audio signal will be substantially reduced.

Note: Shorter latency time will occupy more CPU source, 4~11msec for average PC. If you hear some "POP...", please drag it higher to 8~20msec!

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