



 **PreSonus**<sup>®</sup>

**TTC**  
**surface**<sup>™</sup>  
multi-touch-  
ready control  
system

StudioLive<sup>™</sup>

**RM32AI** **RM16AI**

Next-Generation Digital Mixing Systems

# RM32 AIRM16A

Touch the future of live sound mixing.



On a Windows® 8 multi-touch computer.

On a Windows® or Mac® laptop.



On an iPad®. Or do all three at once!



# StudioLive™ RM32AI

## 32-channel/25-bus mixer

- 32 recallable remote XMAX™ analog mic preamps with +48V phantom power
- 32 channels each with dual (A/B) Fat Channel processing (4-band parametric EQ, compressor, limiter, high pass, gate)
- 16 aux mix buses with full Fat Channels
- 4 internal FX buses (2 reverb, 2 delay)
- Main L/R + mono or LCR mixing
- 52 x 34 digital FireWire I/O



# StudioLive™ RM16AI

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# surface

multi-touch-  
ready control  
system

we enhanced the feature set of our StudioLive AI mixers — including fully analog, yet digitally-recallable XMAX™ mic preamplifiers. And then engineered it into an intuitive, touch-ready interface called UC Surface.

StudioLive RM Series I/O lives in a rack...but the real breakthrough is the ease and flexibility of control options you get with UC Surface. It takes the concept of moving faders into the future.

The UC Surface battle-ready interface is designed specifically for live sound mixing with contextual-based navigation for quick, intuitive access to all functions. Without bank switching or complicated menus.

# UC surface

We chose the term “battle-ready” to describe UC Surface because it’s the first on-screen mix control application to truly handle the spontaneous and often chaotic demands of live mixing.

All primary mixing functionality is at your fingers without the need to navigate complex views or deep menus.

Displays automatically change context depending on what you’re trying to adjust.

And you can see all critical level functions at a glance. You can simultaneously run Front of House from a touch screen, mix monitoring from a laptop to the side or on-stage and also roam around the venue with an iPad.

The information displayed in this area changes based on where you are in your workflow.

- Select any input channel, the Flex Master Channel, or a Main output to display the associated Fat Channel DSP.
- Select the Flex Master Channel GEQ or FX Edit to display the associated graphic EQ or effects settings.
- Select Scenes/Mutes (main output area) to display the Quick Scenes and Mute Groups.

In UC-Surface, we’ve replaced traditional Fat Channel “knob”

graphics with a more informative parameter box, displaying the parameter name, text of the current value, and a meter showing the value. On a touchscreen, the parameter box will open an adjustment meter under your finger. Move your finger along the meter to change the value. Remove your finger and the meter will snap back to show the compact parameter box. When working with a mouse, click on the parameter box to display the adjustment meter or use the scroll wheel to adjust the value without opening the adjustment meter.



Connected device tabs switch between different mixers available for control on the network. Selecting a tab will open the associated mixer control.

# UC surface

multi-touch-ready control system

## Fat Channel Section

## Channel Strip Section

This area displays the input channels and fader levels for the selected mix, multiple channels at a time. Just “swipe” left or right to see other channels.

**Solo**

**Mute**

**Pan**

**Clipping Warning**

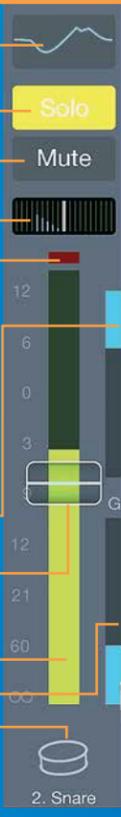
**Compressor gain-reduction meter**

**Channel fader.** Controls the channel level for the selected mix.

**Input meter**

**Gate gain-reduction meter**

**Channel number, name, and type icon.** Selects the associated channel and brings up the Fat Channel.



The Meter Bridge shows the input meters for all available channels. A highlighted window shows the channels that are currently displayed in the input channel area. You can use the Meter Bridge to navigate to a specific channel by selecting the channel to “jump” the input channel view to that area or drag the highlighted window to scroll to that area. You can also swipe the input channel area to scroll through the available channel, and the highlighted window in the Meter Bridge will follow your location.

## Flex Master Channel Strip

The Flex Master channel strip shows the master channel for the selected mix. For example, when Mix 3 is selected, the Flex Master is the main output for Mix 3.

**Solo**

**Mute**

**GEQ or FX Edit.** Opens the associated graphic EQ or effects editor in the Fat Channel area.

**Clipping warnings.**

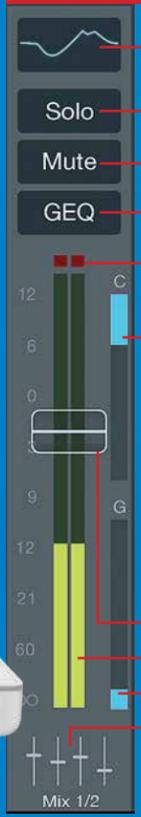
**Compressor gain-reduction meter**

**Mix fader**

**Output meter**

**Gate gain-reduction meter**

**Mix number, name, and type icon.** Selects the associated Mix master and brings up the Fat Channel.



## Mix Selection Area

This is the primary navigation area for RM mixers. Here you select the mix that’s currently being controlled by the channel faders. This is also where you’ll find the settings for each mix.

**Mix selection buttons**

**Main Mix Select button**

**FX Mix selection buttons**

**Settings**

**Mix 1/2**

**Mix name.** Select to rename.

**Stereo Link.** Select to link two adjacent mixes for stereo operation.

**Copy/Paste.** Copies the currently selected mix so you can paste into other mixes.

**Mix Position.** Selects routing position for the selected mix (Pre 1, Pre 2, Post).

**FX Settings.** When an FX mix is selected, this area provides quick access to all FX mutes and Tap Tempo buttons for the delay effects.



## Main Output Area

**EQ micro view.** Selects the associated main mix and brings up the Fat Channel.

**Scenes/Mutes.** Displays the Quick Scenes and Mute Groups in the Fat Channel area.

**Talkback.** Turns Talkback on and off.

**Clipping warnings**

**Main Mono/Center channel strip.** Displays the fader and meter for the Main Mono mix bus.

**Main Left/Right channel strip.** Displays the fader and meters for the Main Left/Right mix bus.



All UC Surface controls are also accessible on an iPad.



## Put the Wheel of Me on your iPhone

We were the first with an iPhone app for personal monitor mixes. And first to approach it from the standpoint of what an on-stage musician really needs. Packed with powerful features, QMix-AI is pure simplicity to use.

Just select the mixer channels you want to use on the "Me" page. Then you're ready for the **Wheel of Me**, a virtual thumbwheel that adjusts the volume of your "Me" channels in relation to the rest of the monitor mix. Rotate your iPhone to Landscape view for control of the aux-mix send levels and pan position for each channel and aux. Want more kick drum? Dial it in. And with RM Series mixers 16 aux sends, you can do this for every member of the band!

▶ Direct connect to RM Series mixers without a computer

- ▶ Full wireless control over focused RM mixer Aux Mixing parameters
- ▶ Set permissions between all Aux Mixes or an individual Aux mix control from UC Surface
- ▶ Restrict novice users to Wheel of Me

## Capture it all in multitrack with just one click

Of course RM-Series mixers come with Capture, our software specially-designed for live recording. No compatibility issues. No DAW track assignment woes. Now you can record every performance or service or do virtual sound checks

**Capture™ 2.1** has added Active Integration functions (see below), up to 64 track capability, Virtual Soundcheck mode, advanced marker placement and recall, channel name sharing with UC Surface and QMix-AI, Big Meter mode and an amazing roster of safety features like auto-save in the event of a power failure. But it gets even better:

### Active Integration in action: RM mixers, Capture 2.1 and Studio One Artist

*RM-Series mixer Scenes can be stored inside Capture 2.1 files and reproduced when you open the file in Studio One 2.6. Every Studio One track will have the new Fat Channel plug-in — with identical settings to those you created in UC Surface during the concert or worship service.*



*Plus your fader levels, mutes and FX mixes! This is a huge time-saver when you need to do a quick mix-down, and a great starting point when you sit down to do the final mix. It's another example of how we're actively integrating our applications.*



Studio One has the world's fastest-growing user base for a reason. Okay, several reasons...including sound quality, ease of use, speed of workflow and ingenious features. So naturally, we include a license to download a full version of Studio One Artist 2.6 with each RM-Series mixer. Unlimited track count, automation, virtual instruments, loads of plug-ins, and gigs of 3rd-party resources are just the start. Export to SoundCloud or your free Nimbit Facebook store from inside Studio One. And naturally you can open Capture 2.1 files...but it gets even better:

## Capture fans and distribute your music with Nimbit



Fans want part of the live experience, you want to get more fans, and of course it's nice to make money too. Do it all with Nimbit. With Nimbit FanCheck.In, fans can use their mobile phones to get rewarded with free downloads or offers to buy StudioLive recordings from the night, all while getting added to your list. Parishioners can check in to get a sermon recording; and parents can get their child's school performances. And all Nimbit users can upload recordings almost immediately to stores for their Facebook page, Nimbit.com profile or website, share audio on Facebook or Twitter, collect donations, and so much more.



RM16AI



We started with the features, functionality and remarkable sound quality of our StudioLive AI digital mixers. And then added remote recallable everything — including our signature, discrete XMAX™ Class A analog microphone preamplifiers.

RM16AI and RM32AI mixers retain StudioLive AI's amazing processing power, unique software network integration, and enhanced workflow features, while incorporating our new UC Surface software user interface.

Available in 32- and 16-input sizes, each RM-Series Mixer is equipped with a next generation DSP platform that enables PreSonus' Active Integration technology in ways never before possible.



Active Integration creates a complete, networked, tightly integrated hardware/software ecosystem in which every touch point in the system communicates to enhance the user experience and solve practical problems in ways not previously possible.

- 24-bit, up to 96 kHz sampling rate
- High-Definition Burr Brown A/D-D/A converters (118 dB dynamic range)
- 32-bit floating point digital mixing and effects processing
- Studio One-derived 64-bit coefficients for summing engine, EQ and dynamics
- The most analog inputs and outputs of any mixer in its price range for more flexible connectivity:
  - ▶ 32 or 16 remote-recallable Class A XMAX™ Preamps with individual phantom power
  - ▶ 16 or 8 Direct Mix Outputs mirrored on the back panel with DB25 connectors
  - ▶ Main/Mono Outputs with Trim Control
  - ▶ RCA Tape Input with Level Control
  - ▶ Headphone Output
  - ▶ MIDI I/O (for future implementation)
- Fully integrated, continuously bi-directional FireWire s800 recording interface for easy recording and virtual soundchecks:
  - ▶ 52 FireWire send streams
  - 32 dedicated channel sends for quick recording setup

UC surface

- 20 auxiliary recording streams: record all aux and main mix buses
- ▶ 34 FireWire returns
- 32 hardcoded channel returns with full DSP processing plus a stereo output for program music or click track
- Playback pre-recorded tracks during live performance or tracking
- Sound check the band before they arrive
- Use your favorite plug-in as an insert
- 24-bit, 44.1, 48, 88.4 and 96kHz



RM32AI



- ▶ Compatible with Core Audio and ASIO (Mac®/Windows®)
- **25 dedicated mix buses for easy configuration:**
  - ▶ 16 remote analog auxiliary buses with balanced outputs
  - ▶ Stereo main mix with L/R and mono / center
  - ▶ 4 internal FX buses with dedicated onboard 32-bit digital effects processors (two reverbs, two delays)
- **Analog Stereo Tape Input**
- **Dual A/B Fat Channel with:**



- **15 31-band graphic EQs with A/B and custom presets**
- **Alt EQ & Dynamics button A/B's two Fat Channel settings**
- **8 Mute Groups with All Off and All On options**



- **USB Device port supports USB wireless LAN adapter and thumbdrives for firmware updates**
- **99-Scene Store and Recall**
- **8 Quick Scenes with snap shot function**

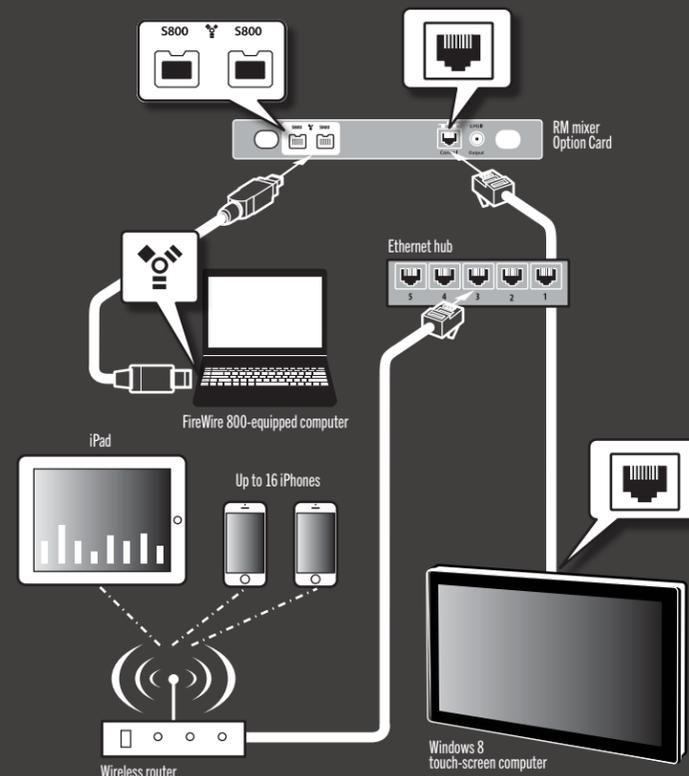


- **Talkback communication system**
- **Option Cards:**
  - ▶ S800 / S/PDIF / Ethernet (included)
  - ▶ Dante, Thunderbolt and AVB

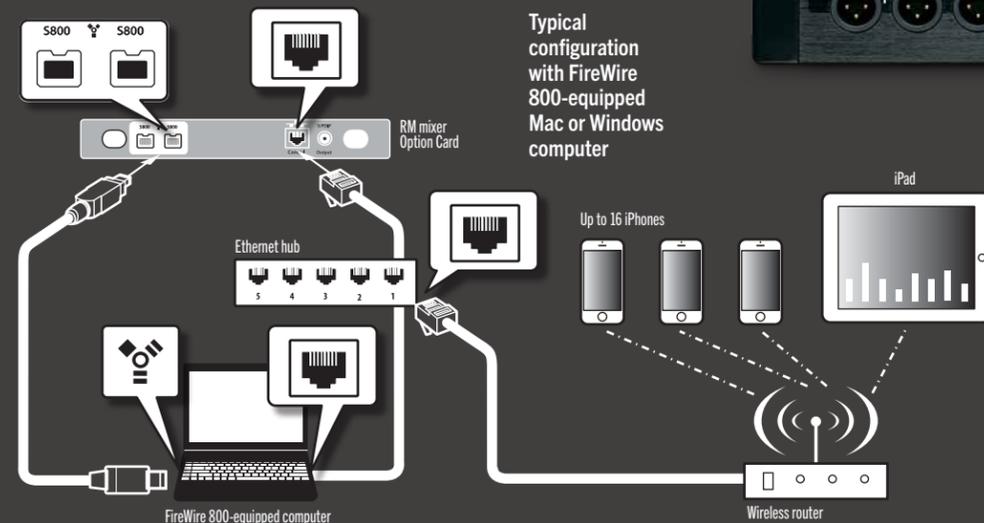


- **Active Integration™ software suite includes:**
  - ▶ **Capture:** Multitrack software with true Virtual Soundcheck and remote scene store/load
  - ▶ **Studio One Artist:** Full DAW application with Native StudioLive Fat Channel plug-in and StudioLive AI Scene compatibility
  - ▶ **QMix-AI:** Direct wireless dedicated aux mix control software for Apple iPhone/iPod touch

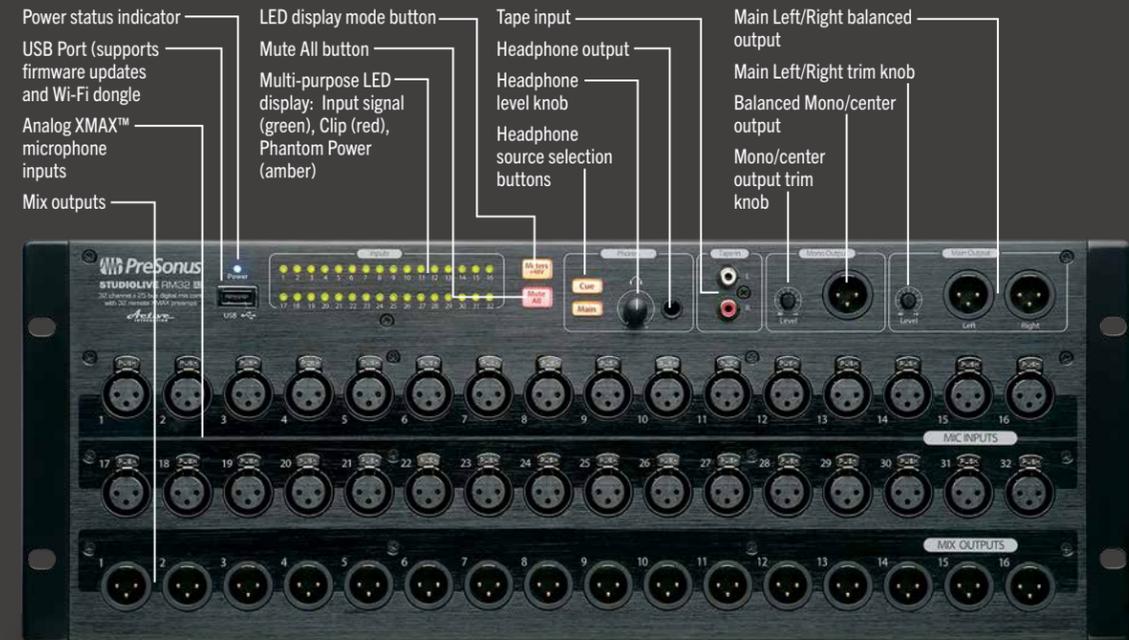
Typical configuration with Windows Touch screen computer



Typical configuration with FireWire 800-equipped Mac or Windows computer



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### StudioLive™ AI RM Series Technical Specifications

General	
Internal Sample Rate	44.1, 48, 88.2, 96 kHz
ADC Dynamic Range	118 dB minimum A-wtd, 48 kHz Sample Rate
DAC Dynamic Range	118 dB minimum A-wtd, 48 kHz Sample Rate
Reference Level for 0 dBFS	+18 dBu
Crosstalk (Input to Output)	-90 dBu, +4dBu, 20Hz-20kHz, unwt'd
Crosstalk (Adjacent channels)	-87 dBu @+4dBu, 20Hz-20kHz, unwt'd
Clock Jitter	<20 Ps RMS, 20Hz-20kHz
Jitter Attenuation	>60 dB, 1 ns in ~1 ps out
Microphone Inputs	
Type	XLR Female, balanced, locking
Freq. response to Main Output	20Hz-20kHz, ± 0.5dBu
Input impedance	1k Ohm
THD to Main Output	<0.005% Max, +4dBu, 20Hz-20kHz, unity gain, unwt'd
SNR to Main Output	94 dB
Common Mode Rejection	65 dB
Gain	0 to +65 dB, ± 1dB
Max Input Level	+12 Max dBu, unity gain
Phantom power	+48 VDC
Tape Inputs	
Type	RCA Female, unbalanced stereo pair
Max input level	+12 dBu
Main & Line Outputs	
Type	XLR Male, electrically balanced
Max output level	+24 max dBu
Output impedance	100 Ohms
Headphone Outputs	
Type	¼" TRS, female, active stereo
Max output level	120 mW/ch, 60 Ohm load
Frequency Response	20Hz-20kHz, ± 0.5dB, Max gain
THD+N	0.01% @ 1kHz, max gain, 20kHz BW, unwt'd
SNR	96 dB, 1kHz, max gain, 20kHz BW, unwt'd
Power	110-220 VAC
Dimensions H x W x D	RM16AI: 5.25" x 19" x 10" / 133.4 x 483 x 254mm RM32AI: 7.0" x 19" x 10" / 482.6 x 483 x 254mm
Weight	RM16: 17 lbs / 7.71 kg    RM32: 26 lbs / 11.8 kg



surface **RM32AI** **RM16AI**

The screenshot displays the PreSonus Surface software interface, which is a multi-track digital audio workstation (DAW) mixer. The interface is organized into several vertical columns, each representing a different track. At the top of each column, there are buttons for 'Solo' and 'Mute'. Below these are various control elements, including a graphic equalizer (EQ) with a frequency spectrum, a volume fader, and a pan knob. The tracks are labeled with names such as 'Mix 1/2', '12. Trumpet', '14. Trombone', '13. T. Sax', '15. DI', '11. B. Vox1', and 'Keys'. On the left side of the interface, there is a 'Main' section with buttons for 'FX A', 'FX B', 'FX C', and 'FX D'. Below this is a 'Settings' panel with options like 'Link Mix 5', 'Copy Mix', and 'Pre 1'. The bottom of the interface shows a master section with a 'Main Mono' label and a series of meters for different channels.

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