TouchMix Series

Quick Start Guide

Setting up TouchMix-30 Pro with a computer: Windows driver installation, iOS Core Audio configuration, iTunes playback, and DAW setup

This quick start guide is to help you set up a computer with the QSC TouchMix-30 Pro digital mixer—for example, to use it as a digital audio workstation (DAW).

If your computer runs on Windows 10 or Windows 11 operating systems, you must first install the Windows driver before using the mixer and computer together, including setting up the DAW. If your computer is a Mac, you may proceed and set up the DAW.

## Non-DAW audio playback from computer

Stereo audio from Windows comes into the mixer on the stereo channel **2-Trk PB** (audio channels 31 and 32).

TouchMix-30 Pro settings

To receive audio from the computer, press the mixer's **Rec/Play** button, touch **Record Mode**, and select **Multitrack DAW**. Audio from input channels 1 through 30 and from the **2-Trk Record** output (channels 31 and 32) is always sent to the computer regardless of the mixer's Record Mode setting.

Installing the Windows Driver

The TouchMix-30 Pro Windows Driver creates an interface between a TouchMix-30 Pro mixer and a computer running a Windows 10 or Windows 11 operating system. The program supports up to 32 × 32 channels of digital audio between the mixer and the computer.
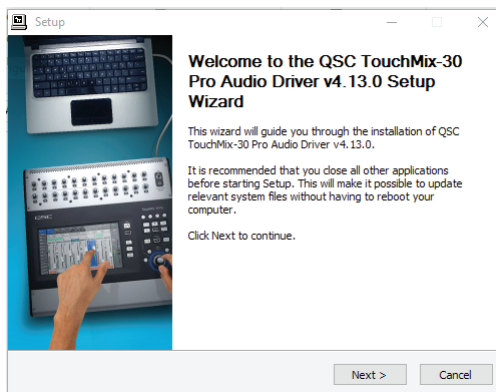
— Figure 1 —–
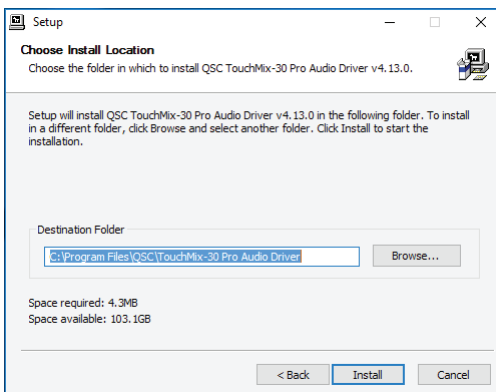
Installation

1. Extract the compressed folder to a new location.
2. Open the new uncompressed folder and run **Setup**.
3. The Windows operating system will ask if you want to allow the program to make changes to your device. Click **Yes**.
4. The **Setup Welcome** window (Figure 1) will appear. Click **Next >** to continue.

5. Accept the default location for the driver folder or browse to another location (Figure 2). Click **Install**.

— Figure 2 —–

— Figure 3 —

6. The installer will copy the files to the selected location. When it is done it will present a message that the driver has been installed on your computer (Figure 3). Click **Finish**.
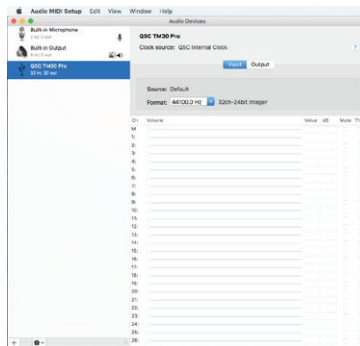
Connection

— Figure 4 —

1. Use a Type B USB cable (Figure 4) to connect the mixer's **USB DAW** port to a USB port on your computer.

Configuring iOS Core Audio

— Figure 5 —

1. To connect a TouchMix-30 Pro to a Mac DAW, start by connecting a Type B USB cable (Figure 4) to the **USB DAW** port on the mixer. Then connect the other end to your computer's USB jack.

2. On the TouchMix, push **Rec/Play > Recording Mode >** and select **Multitrack DAW**.

3. Open the Audio MIDI Setup utility on the Mac (**Finder > Applications > Utilities > Audio MIDI Setup**). If the audio window isn't already visible, go to the Window tab and select **Show Audio Devices**.

4. **QSC TM30 Pro** will appear in the Audio Devices window (Figure 5). Select the mixer and make sure the sample rate on the computer matches that of the mixer. The TouchMix sample rate may be set from its **Rec/Play** screen.

Configuring Apple iTunes Playback
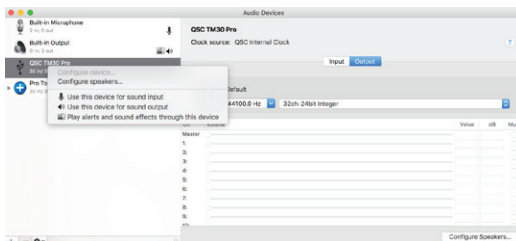
— Figure 6 —

— Figure 7 —

1. In the list of audio output devices, select **QSC TM30 Pro** device in the Audio MIDI Setup list. Then right click on it and select **Use this device for sound output**. See Figure 6.

2. Click **Output**; then click **Configure Speakers…** at the lower right.

3. Verify that **Stereo** is selected. Click **Left Front** and select **Q 31**. Click **Right Front** and select **Q 32** (Figure 7). This will route iTunes music to the mixer's **2-Trk PB** channel. *Any other pair of channels may be used instead, but the mixer would need to be in DAW mode, with **Track** selected as their input source.*

4. Click **Done**.

2
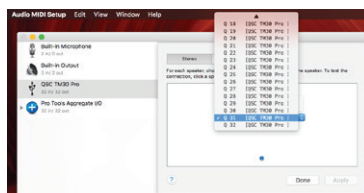
# Setting up the TouchMix-30 Pro with a DAW

DAW software settings

With the Windows driver installed and the computer connected to the mixer, your DAW program remains to be configured. Each DAW program will have its own unique procedure, typically of three or four steps, which will set these configurations:

- Designate the TouchMix-30 Pro as the audio source for the DAW.
- Set the number of mixer inputs and outputs to be used by the DAW program.
- For recording, assign mixer inputs to DAW tracks.
- For mixing down, assign DAW tracks to mixer inputs.

This following pages of this Quick Start Guide have procedures for four popular DAW programs: **Apple Logic Pro X**, **Steinberg Cubase**, **Pro Tools 12.5**, and **Apple GarageBand 10**. See your DAW software's user documentation for any specific details. If your DAW does not recognize the mixer, it may be necessary to turn the mixer off and on again or to restart your computer.
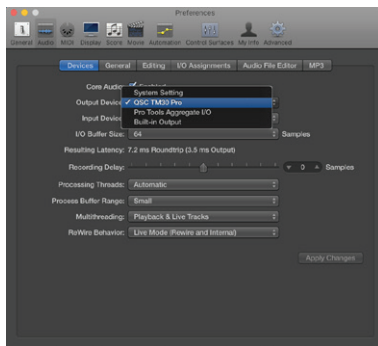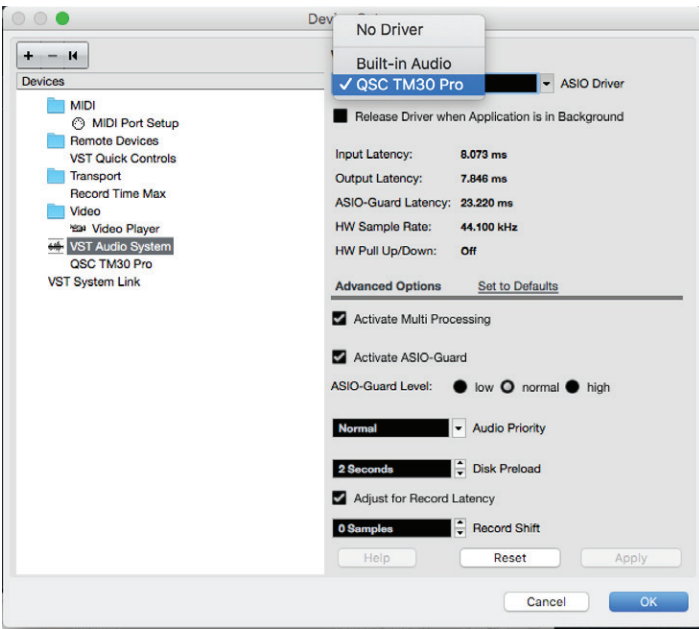

— Figure 8 —–
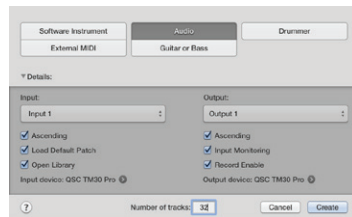
— Figure 9 —–

## Apple Logic Pro X macOS

1. Open Logic Pro X.

2. To select the TouchMix-30 Pro as the audio device, go to **Preferences > Audio**. Click **Devices**. At **Output Devices**, select **QSC TM30 Pro** (Figure 4). Do the same at **Input Devices** (Figure 4).

3. Close **Preferences**.

4. To assign TouchMix-30 Pro inputs to Logic Pro X, go to **File > New**.

5. For **Track type**, select **Audio**.

6. For **Number of tracks**, enter **32**.

7. With these default settings, the mixer inputs will map one-to-one with the DAW buses. For more advanced settings, click **Details** (Figure 5). The options offered include shifting mapping to different input and output channels; ascending channel numbering for inputs and outputs; opening the library for inputs; adjusting monitoring configurations.

8. Click **Create**.

— Figure 10 —–

— Figure 11 —–

— Figure 12 —–

— Figure 13 —–

— Figure 14 —–

Steinberg Cubase

1. Open Cubase.

2. To select TouchMix-30 Pro as the audio device, go to **Devices > Device Setup… > VST Audio System**. At ASIO Driver, select **QSC TM30 Pro** (Figure 10).

3. Click **OK**.

4. To assign TouchMix-30 Pro inputs to the Cubase buses, go to **Devices > VST Connections > Inputs**.

5. Select and delete any existing connections.

6. Click **Add Bus**. The **Add Input Bus** window will open (Figure 11).

7. In **Count**, select the number of mixer channels to assign to buses. For example, select **30** if you wish to add all of them. NOTE: Some entry-level versions of Cubase support only 16 buses.

8. In Configuration, select **Mono**.

9. Click **Add Bus**. The mixer inputs will map one-to-one to the DAW buses (Figure 12).

10. To assign Cubase outputs to TouchMix-30 Pro inputs, go to **Devices > VST Connections > Outputs**.

11. As in assigning the Cubase inputs, select and delete any existing connections. Click **Add Bus** to set the channel count and configurations. When you have finished, click **Add Bus**.

12. To connect mixer inputs to DAW tracks, first select a track. Look in the Inspector window or at Track Controls and find the **e** (edit channel settings) symbol.

13. Click **e**. The **Channel Settings** window will open.

14. On the DAW track you wish to assign, click the box to the left of the track number and name.

15. Select the bus that you want to feed this track. For example, see Figure 13. Track 2 is portrayed. Selecting **Mono In 2** assigns mixer channel 2 to Track 2. Therefore, the signal flow is *TouchMix-30 Pro input channel 2* to *Cubase Mono In 2* to *Cubase Track 2*.
Repeat for other tracks.

16. To connect DAW buses to TouchMix-30 Pro input channels, first select a track. As in the earlier steps, look in the Inspector window or at Track Controls and find the **e** (edit channel settings) symbol.

17. Click **e**. The **Channel Settings** window will open.

18. On the DAW track you wish to assign, click the box to the right of the track number and name.

19. Select the bus you wish to have this track feed. For example, see Figure 14. Track 2 is portrayed. Selecting **Mono Out 2** assigns mixer channel 2 to Track 2. The resulting signal flow is *Cubase Track 2* to *Cubase Mono Out 2* to *TouchMix-30 Pro input channel 2*.
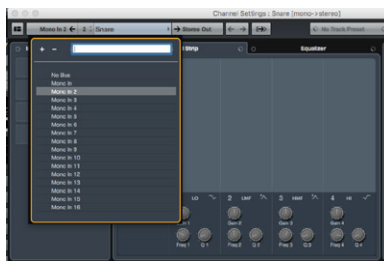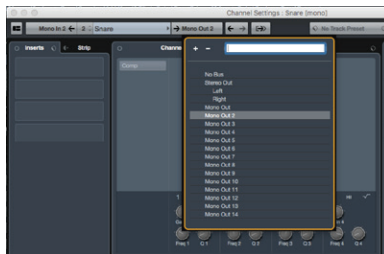Repeat for other tracks.

— Figure 15 —–

Pro Tools 12.5

macOS, Windows
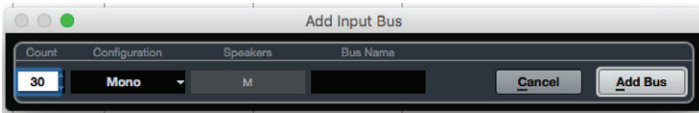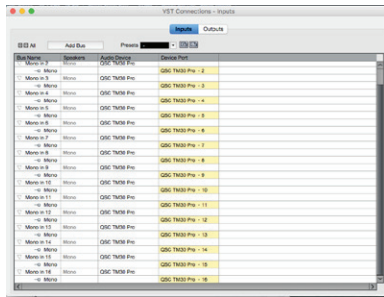
NOTE: Pro Tools will need to create a Pro Tools Aggregate I/O Device in the **Audio MIDI Setup** window of a setup app. This procedure will be covered later.

1. Open Pro Tools 12.5. You will be prompted to either create a new project or open an existing one (Figure 15). Choose your approach.

2. To set up the Pro Tools Aggregate I/O, go to **Setup > Hardware**. In the **Hardware Setup** window (Figure 16), click **Launch Setup App**.

3. The **Setup MIDI Audio Devices** window will open (Figure 17). **Select Pro Tools Aggregate I/O** and select the **QSC TM30 Pro**. Set the sample rate to match the mixer's sample rate (the TouchMix sample rate is configured in its **Rec/Play** screen).

4. To set up I/O routing for the TouchMix-30 Pro, go in Pro Tools to **Setup > I/O Setup**.

5. The **I/O Setup** window includes input and output assignment matrices (Figure 18). Assign them as needed. Click **OK**.

6. To assign TouchMix-30 Pro inputs to tracks, go to **Track > New…** and click **Create**.

7. The **New Tracks** window will open (Figure 19). In **Create**, enter the number of tracks to add (for example, 32). Click **Create**; 32 mono audio tracks have been added to Pro Tools.
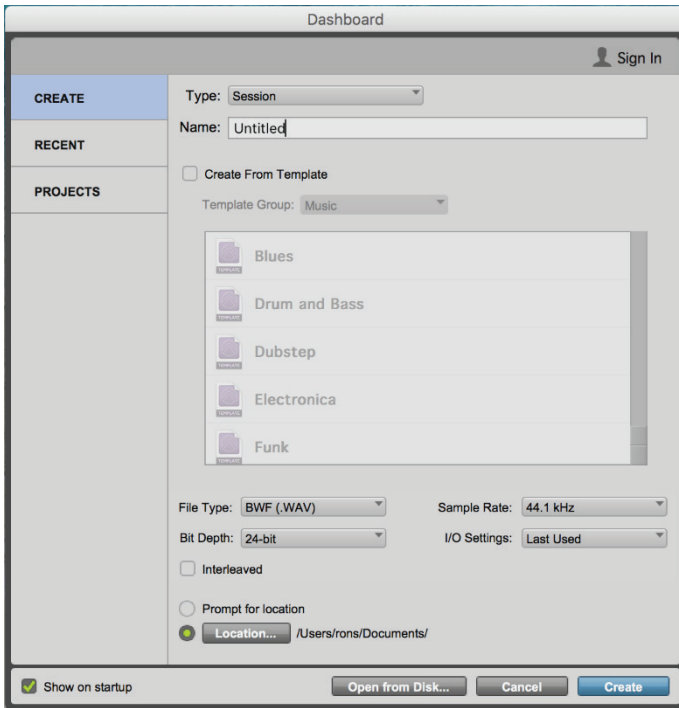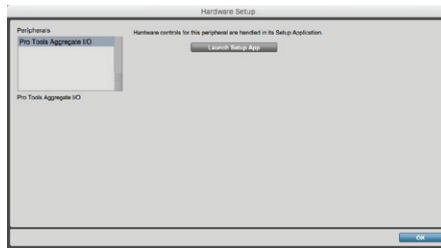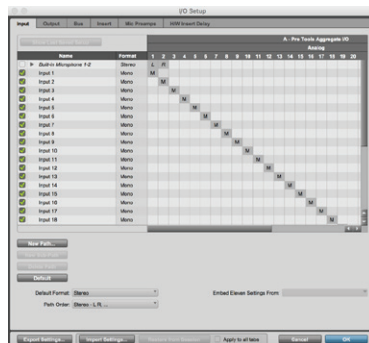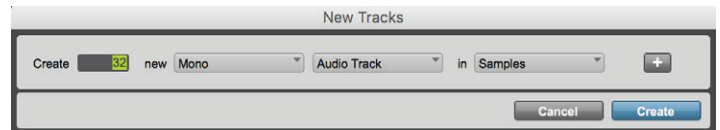

— Figure 16 —–
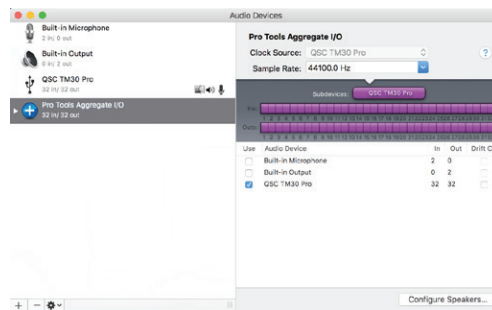
— Figure 17 —–

— Figure 18 —–

— Figure 19 —–

5

— Figure 20 —–

— Figure 21 —–

— Figure 22 —–

Apple GarageBand 10 macOS

1. Open GarageBand and create a new project. You will be prompted to select the kind of project (Figure 20). Select **Empty Project** and click **Choose**.

2. To add your first track, select an input (Figure 21) and at **My instrument is connected with:**, select **QSC TM30 Pro**. At **I hear sound from:**, also select **QSC TM30 Pro**. Click **Create**.

3. Repeat this for all the remaining inputs and tracks.

4. So you can record on all tracks at the same time, you will need to expose the **Record** and **Input Monitoring** buttons on each track. To do this, go to **Track > Track Header** (Figure 22) and select **Show Record Enable Button**. Then go to **Track > Track Header** and select **Show Input Monitoring Button**.

Note that when you monitor the mix on GarageBand, it sends the mix only to inputs 1 and 2 on the TouchMix-30 Pro. This cannot be rerouted.

Also, when you monitor an input, GarageBand sends the audio only to Inputs 1 and 2. To listen to Inputs 1 and 2 on the TouchMix, touch the **Rec/Play** button and select the **Track** buttons for Inputs 1 and 2. The **Track** button background turns green when it is selected.
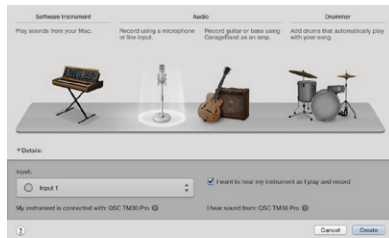
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