USB QUICK GUIDE

Thank you for purchasing your new MXL USB Microphone. Please refer to this guide in order to troubleshoot any connection issues that you may have.

Most USB-based microphones require some form of driver software in order to operate properly. In most cases, the program supplier will supply an installation disk. Please use this quick guide in order to configure your USB microphone for any of the initial operating systems listed. Product-specific drivers can occasionally be incorrectly identified as “generic plug and play” modules. Use this guide in order to troubleshoot driver installation, and if you continue to experience operational issues please feel free to contact MXL support at any time.
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Connecting the Microphone to Your Computer (Windows)
The USB microphone will operate with both USB 2.0 (high speed USB) and USB 1.1 data buses. We recommend that you connect the microphone directly to the computer’s USB port as opposed to using a USB hub. USB hubs have been known to interfere with the performance of various USB devices.

PLEASE NOTE: Audio and video recording can be very taxing to a computer's resources. For this reason, you should close any and all running applications that are non essential.

Please take the following steps to get connected:
1. If open, close your audio recording application. You will open it after the microphone is connected and operational.
2. Connect the remaining end of the USB cable to the computer’s USB port. Windows will display the New Hardware Found dialog message and your system may make a sound if your computer uses Window's system sounds.
3. Allow Windows time to identify the device.
4. In approximately one minute, Windows should display a dialog message stating that Your New Hardware is Installed and Ready for Use. After this first connection, Windows will require just a few moments to identify the microphone. Congratulations! You are ready to begin recording.

Testing Your Setup in Windows XP
To test your setup, we’ll use Window's Sound Recorder. Sound Recorder can be found by navigating the following...
1. Press or click Start.
2. Place your mouse cursor over All Programs, then navigate to Accessories, followed by Entertainment.
3. Click Sound Recorder to launch the application. It should look like Figure #2.
4. Select File - Properties. It should look like Figure #3.
5. Click the Convert Now… button. It should look like Figure #4.
6. In the Attributes drop down Window, select 44.100 kHz, 16-Bit, Mono as shown in Figure #5.
7. Click OK, then Click OK to close the Properties for Sound Window.
8. You are now ready to record!
9. With your mouse, click the RED record button to start recording. Speak (or sing) into your microphone.
10. Click the BLACK, rectangular button to end recording.
11. Press the \ button to reset to the beginning of the recording.
12. Press the \ button to start playback.

**If You Don’t Hear Anything…**
If you followed the directions and have been unable to record a sound, please check Window’s Audio Properties dialog window, shown in Figure #6, and ensure that sound recording is set to AK5371 (this is the name for the USB Microphone in the computer) and sound playback is set for your computer’s sound card or other output device. If you are uncertain of this setting, consult your computer’s owner’s manual.

To access the Audio Properties dialog window from within Sound Recorder:
1. Click Edit, then Audio Properties

PLEASE NOTE: Each new recording made with this basic sound recording utility will require you to re-select the 44.1 kHz sample rate. Sound Recorder defaults to the 8 kHz Mono setting, which produces unwanted noise.

You are now ready to use the recording application of your choice.

PLEASE NOTE: Professional recording applications typically default to the highest sample rate allowed by your computer’s sound card/audio device. The USB Microphone supports up to 48kHz.

**Initial Setup with Windows Vista and Windows 7:**
To select the USB mic as the default audio input device, go to the Start Menu and select Control Panel.
Double click the Sound icon.
Initial Setup with Windows Vista, XP, 7 and Above:

To select the USB mic as the default audio input device, go to the Start Menu and select Control Panel.

Double click the Sound icon.

Select the Recording tab, highlight the microphone icon labeled USB AUDIO CODEC (this is the name for the USB Microphone in the computers) and click Set Default.

To make further adjustments to the recording settings, double-click on the microphone icon labeled USB AUDIO CODEC. Click on the tab labeled Advanced. From the drop-down menu you can change the sample rate and bit-depth for audio recording. Please note that you should verify that these settings match the settings in your recording application.

Under tab labeled Levels you can adjust the input gain of the USB Microphone to be optimized for the audio being recorded.

Your Windows Vista/Windows 7 computer is now set up to use the USB mic. Some recording applications will require additional settings to be changed within the program. Please see your recording software manual for proper setup.

Connecting the Microphone to Your MAC

As is the case with a Windows PC, the USB microphone will operate with both USB 2.0 (high speed USB) and USB 1.1 data buses. All current Macs operate with USB 2.0. We recommend you connect your microphone directly to the computer’s USB port as opposed to using a USB hub. USB hubs have been known to interfere with the performance of various USB devices.

PLEASE NOTE: Audio and video recording can be very taxing to a computer’s resources. For this reason, you should close any and all running applications that are not essential.

Please take the following steps to get connected:
1. Make certain that any audio applications are closed.
2. Connect the remaining end of the USB cable to the computer’s USB port.
3. To set the USB microphone as the default audio input for audio, click on the Apple icon in the upper left hand of the screen and select System Preferences as shown in Figure 7 below.
4. Next, click on the **Sound** icon in the Hardware group as shown in Figure #8.

5. After opening the **Sound** dialog screen, there will be three tabs at the top of the window, select the **Input** tab by clicking on it.

6. Then select the **USB AUDIO CODEC** (this is the name for the USB Microphone in the computer) as the device for sound input as shown in Figure #9 below.

![Figure #9](image)

7. By watching the movements of the Input level meter in this window, you can now see that the USB microphone is working as you speak into it. This setting will be saved as the default input whenever the microphone is plugged in.

**Setting the USB to record in Garage Band**

1. Open Garage Band. This application will be found in either the Dock Bar or by opening the Apple Finder, clicking on **Applications** and/or opening Garage Band.

2. Garage Band opens with the default project “My Song”. Refer to Garage Band’s user manual to change the default project.

3. “My Song” opens with one software instrument track. To record through the USB microphone, click on **Track** on the top of the window bar and select **New Track** as shown in Figure 10 below.

![Figure #10](image)
4. Select the tab in the window that opens that says **Real Instrument**. Then select the source you will be recording through the microphone, such as vocals or guitar, as shown in Figure #11. (See next page).

**Figure #11**

5. Click **Create**.
6. To select an audio input source for Garage Band, click on Garage Band from the top menu bar and select **Preferences** as shown in Figure #12 below.

**Figure #12**
7. Then select the **Audio/MIDI** icon in the top row. From the drop down menu under Audio Input, select AK5371 (this is the name for the USB Microphone in the computer) as shown in Figure #13 below.

**Figure #13**

8. You will then be asked if you really want to change the driver. Select Yes. The computer will then say it is initializing the audio driver. Wait until this is done, then close the window.

9. At this point, you should see the meter move when you speak into the microphone. You can now click on the Record button and record your vocals or dialog using your microphone.

**PLEASE NOTE:** As long as the microphone is plugged in when Garage Band is started, the audio input source settings in Garage Band will be saved until you change them again, even if you close the program or start a new project.

**For More Information**
For additional information about your USB microphone, how to contact technical support, as well as information on other products manufactured by MXL, please visit us online at www.mxlmics.com.

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**Warranty**

Marshall microphones are guaranteed against defects in material and workmanship for one year from date of purchase. Should you encounter any problem with this unit, promptly contact the company you purchased it from for assistance. The original dated sales receipt will be necessary for any warranty claim. Do not send any unit directly to us without prior authorization from our service department! Warranty coverage is limited to repair or replacement (at our option) of the microphone, and does not cover incidental damages due to use of this unit, nor damage caused by accidental misuse of this product.