

Channel Settings Quick Guide

EQ, compressor, and gate starting points for a small live-band mix.

CH 1 - KICK MIC 1

Purpose	Low-end thump and body
EQ	Slight low boost if needed; cut low-mid mud; very little high.
Compressor	On. Ratio 4:1. Medium attack. Medium release.
Gate	On. Medium threshold. Fast attack. Medium release.
Main Goal	Weight and low-end body.

CH 2 - KICK MIC 2

Purpose	Beater click and attack
EQ	Roll off extra lows if muddy; cut boxy low-mids; small high-mid boost for attack.
Compressor	On. Ratio 4:1. Fast to medium attack. Medium-fast release.
Gate	On. Medium threshold. Fast attack. Medium-fast release.
Main Goal	Cut through the mix.

CH 3 - SNARE

Purpose	Crack and backbeat
EQ	Roll off deep lows; cut boxy low-mids; small boost for crack.
Compressor	On. Ratio 4:1. Medium-fast attack. Medium-fast release.
Gate	Light gate. Low to medium threshold. Fast attack. Medium-fast release.
Main Goal	Snap, crack, and body.

CH 4 - RACK TOM

Purpose	Punch and fill definition
EQ	Small low boost if needed; cut mud; small attack boost if needed.
Compressor	On. Ratio 3:1. Medium attack. Medium release.
Gate	On. Medium threshold. Fast attack. Medium release.
Main Goal	Controlled tom hit.

CH 5 - FLOOR TOM

Purpose	Deep tom fullness
EQ	Small low boost if needed; cut mud; small attack boost only if needed.
Compressor	On. Ratio 3:1. Medium attack. Medium to slightly slower release.
Gate	On. Medium threshold. Fast attack. Medium to slightly slower release.
Main Goal	Full low tom sound.

CH 6 - HI-HAT

Purpose	Timekeeping and clarity
EQ	Roll off lows; be very careful with highs.
Compressor	Usually off.
Gate	Off.
Main Goal	Light definition only.

CH 7 - ELECTRIC GUITAR

Purpose	Midrange presence
EQ	Roll off lows; cut low-mid mud; add mids if buried; be careful with highs.
Compressor	Usually off or light. Ratio 2:1 if needed.
Gate	Usually off.
Main Goal	Presence, not bass.

CH 8 - BASS

Purpose	Low-end foundation
EQ	Small low boost if needed; cut low-mid mud; add mids if buried.
Compressor	On. Ratio 3:1 to 4:1. Medium attack. Medium release.
Gate	Off.
Main Goal	Full and even low end.

CH 9 - KEYS LEFT / MONO

Purpose	Harmony and support
EQ	Reduce lows if muddy; light cut in low-mids if cloudy; small clarity boost only if needed.
Compressor	Light or off. Ratio 2:1 if needed.
Gate	Off.
Main Goal	Balanced support.

CH 10 - KEYS RIGHT

Purpose	Harmony and support
EQ	Same as CH 9.
Compressor	Same as CH 9.
Gate	Off.
Main Goal	Balanced support.

CH 11 - MALE LEAD VOCAL

Purpose	Clear lead vocal on top of the band
EQ	Roll off lows; light cut in low-mids if muddy or boomy; small boost in mids/high-mids for clarity; very light high boost only if needed for air.
Compressor	On. Ratio 3:1 to 4:1. Medium-fast attack. Medium release.
Gate	Usually off or very light. Low threshold. Fast attack. Medium release.
Main Goal	Clarity, control, and vocal presence.

Quick Setup Order

Step	Set This First	Why It Matters
1	Gain	Get a strong signal without clipping.
2	EQ cuts	Remove mud, boxiness, harshness, and rumble before boosting.
3	Gate	Use mostly on drums. Avoid clipping off natural sustain or vocal words.
4	Compression	Control peaks, add punch, and even out the channel.
5	EQ boosts	Add body, attack, clarity, or air only after the channel is cleaned up.
6	Effects	Add reverb/delay last after the dry mix is working.

Male Lead Vocal Watch List

Problem	Likely Cause	Quick Fix
Muddy vocal	Too much low-mid	Cut a little low-mid and make sure lows are rolled off.
Harsh or piercing vocal	Too much high-mid	Reduce high-mid boost or cut a small amount.
Flat, lifeless vocal	Too much compression	Reduce compression or raise threshold.
Words get clipped	Gate threshold too high	Turn gate off or lower threshold.

Note: These are starting points. Final settings should be adjusted by ear based on the room, band volume, microphones, monitors, and how much bleed is coming into each mic.