

## PM208 PM212 PM216

## 8/12/16-Channel Analog Mixing Console



PM208



PM212



PM216

## Description

Designed for professional sound reinforcement, this series features flexible input and output configurations, channel-level control with noise gate and phantom power, studio-grade DSP effects, and reliable 60mm faders to ensure exceptional audio quality and operational stability. With 8/12/16-channel configurations, the series provides versatile solutions tailored to diverse professional environments.

## Features

- 6/10/14-channel XLR balanced mono inputs and 2 stereo inputs.
- 4/8/12 independent PAD attenuation switches.
- Independent noise gate switch for each input channel.
- Independent 48V phantom power switch for each input channel.
- 3-band equalizer control for each input channel.
- 2 AUX SEND outputs.
- Built-in DSP effects processor with 100 presets.
- 4/8/12 microphone input channels with independent 1\*10-segment LED level meters for channel level monitoring.
- Built-in USB audio playback function, supporting a variety of formats, including WAV, WMA, APE, FLAC, and MP3.
- Dual-channel headphone monitoring.
- 2\*10-segment LED level meters with pre-monitoring levels: [-20, -15, -10, -7, -4, -2, -0, +2, +4, +6 dB].
- 2 GROUP OUT outputs.
- Dual-channel MAIN OUT stereo output.
- High-reliability 60mm smooth-travel faders.

## Specifications

Model	PM208	PM212	PM216
Maximum Output Level		12dB	
S/N Ratio		≥83dB (1MV IN 1V OUT)	
THD		≤0.02% @ 0dB 1KHz	
Frequency Response		20Hz~20KHz±0.5dB	
Channel Crosstalk		<-75dB @ 1KHz	
MIC IN Impedance		600Ω	
LINE IN Impedance		10KΩ	
Output Impedance		100Ω	
MIC IN		-60dB	
LINE IN		-40dB	
Stereo IN Impedance		10KΩ	
Channel Gain Control		-30dB	
3-Band Equalizer Adjustment Range		±15dB	
HIGH		12KHz	
MID		4KHz	
LOW		80Hz	
Power Supply Output Power		30W	
Power Supply Voltage		100V-240V/50Hz	
Package Dimensions (1 pc)	424×176×526(mm)	538×176×526(mm)	648×176×526(mm)
Product Dimensions	370×450×125(mm)	480×450×125(mm)	590×450×125(mm)
Gross Weight (1 pc)	6.5KG	7.2KG	8.5KG
Net Weight	4.35KG	5.6KG	6.9KG

## Input Channel Section



### 1. Mono Input Jack

MIC/LINE: XLR or phone jack for connecting your microphone and/or instrument.

### 2. SIG Indicator

Lights up when a signal is present at the channel. The LED indicates the output level.

### 3. Stereo Input Jack

LINE L/R: Stereo input jacks (unbalanced) for line-level instruments such as keyboards and audio devices. Two connector types are provided: phone and RCA.

### 4. ST/USB Switch

Switches the audio source input signal between the LINE stereo input and the MP3 player / USB audio input. Supported formats: WAV, WMA, APE, FLAC, MP3.

### 5. GAIN Control Knob

Adjusts the input signal level. For optimal signal-to-noise ratio and dynamic range, set the gain so that the PEAK indicator lights briefly only at the highest input peaks.

### 6. PAD Switch

When activated, the input signal from the mono MIC/LINE jack is attenuated by 20dB. Leave this

switch off when connecting microphones or other low-level sources; turn it on when connecting line-level devices.

### 7. NOISE GATE Knob

When activated, the channel's noise gate is enabled, cutting off signals below -60dB.

### 8. PHANTOM +48V Switch

Turns phantom power on or off for the corresponding channel. When on, +48V phantom power is supplied to the channel's XLR microphone input.

### 9. EQ (HIGH/MID/LOW)

Three-band equalizer for adjusting the high, mid, and low frequencies of the channel. Center position provides a flat response; turn clockwise to boost, counterclockwise to cut.

### 10. AUX/FX Control Knob

Adjusts the level of the signal sent from the channel to the AUX and FX buses. These knobs can send pre-fader or post-fader signal, depending on the bus configuration.

### 11. PAN/BAL Control Knob

PAN: Determines the stereo position of the channel signal in the GROUP1/2 or MAIN L/R buses.

BAL: Adjusts the balance between left and right channels. Signals input to the L jack (odd channels) go to GROUP1 or MAIN L; signals input to the R jack (even channels) go to GROUP2 or MAIN R.

### 12. ON Switch

Sends the channel signal to the bus. Illuminates green when on.

### 13. G1-2 Switch

Sends the channel signal to the GROUP 1/2 buses.

### 14. MAIN Switch

Sends the channel signal to the MAIN L/R buses.

### 15. PFL (Pre-Fader Listen) Switch

Monitors the pre-fader signal of the channel. Press to light the LED. When on, the pre-fader signal is sent to the PHONES jack and MONITOR OUT for listening.

### 16. Channel Fader

Adjusts the channel signal level. Use the fader to balance levels between channels.

## Master Section



### 1. MAIN OUT (L/R) Jacks

These jacks provide the stereo output of the mixer. For example, they can be connected to power amplifiers driving the main speakers. When controlling levels with the MAIN OUT fader while recording the stereo output, these jacks can also be connected to recording devices.

### 2. GROUP OUT (1-2) Jacks

These TRS phone jacks output the GROUP 1-2 signals. They can be used to connect external effects units or stage/studio monitoring systems.

### 3. RETURN L (MONO)/R Jacks

Signals received at these jacks are sent to the MAIN L/R buses.

### 4. PHONES Jack

Connect a pair of headphones to this TRS phone

jack.

### 5. PHONES Control Knob

Adjusts the signal level sent to the PHONES jack.

### 6. 2-TR Input Jacks

Signals received at these RCA jacks are sent to the MAIN L/R buses.

### 7. REC OUT (L/R) Jacks

Connect these RCA jacks to external recording devices such as an MD recorder to record the same signal as the MAIN OUT jacks.

### 8. SEND Jacks (AUX1-2/FX)

These TRS phone jacks output signals from the AUX/FX buses. Pre-fader send is recommended for monitoring systems, while post-fader send is best for connecting external processors (e.g., effects units).

### 9. USB Type-A 2.0 Port

Insert a USB drive or card reader to play songs via the lossless music player.

### 10. Level Meters

The LED meters display signal levels for MAIN L/R, GROUP buses, or the signal selected via the PFL switch. The "0" mark corresponds to nominal output level.

### 11. RETURN Control Knob

Adjusts the level of signals received at the RETURN L (MONO) and R jacks sent to the MAIN L/R buses.

### 12. 2-TR Control Knob

Adjusts the level of signals sent from the 2-TR jacks.

### 13. GROUP 1-2 Faders

Adjusts the signal level sent to the GROUP OUT 1-2 jacks.

### 14. MAIN OUT Fader

Adjusts the signal level sent to the MAIN OUT jacks.

### 15. AUX SEND Control Knobs (AUX1-2/FX)

Adjusts the signal level sent to the SEND (AUX/FX) jacks.

## Built-in Effects / Player Section



### 1. Effects Program List

Lists the built-in effect programs.

### 2. Display

Shows the real-time status of the decoder/effects.

### 3. PROGRAM Knob

Select one of the 99 built-in effects. Turn the knob to choose the desired effect, then press the knob to confirm selection.

### 4. Lossless Music Player Functions

EQ: Adjusts the music equalization of the player.

MODE: Switches the playback mode of the player.

<■>: Controls track navigation (Previous, Next, Play/Pause).

### 5. Effect Depth Knob

Adjusts the depth of the built-in effects.

### 6. ON Switch

Turns the corresponding built-in effect on or off.

The LED lights green when the effect is active.

### 7. Bus Assignment Switches

These switches determine which bus the built-in effect signal is sent to. When on, the signal is routed to the corresponding bus.

G1-2 Switch: Assigns signal to GROUP 1-2 buses.

MAIN Switch: Assigns signal to MAIN L/R buses.

### 8. PFL Switch

Sends the effect signal to the PFL bus when activated.

### 9. FX RTN Fader

Adjusts the signal level sent from the internal digital effects unit to the GROUP 1-2 and MAIN L/R buses.

## Power Section



### 1. POWER Switch

Turns the device power on or off.

### 2. AC INPUT Jack

Connect the supplied power cord here. First, connect the cord to this device, then plug the other end into an AC outlet.

### 3. Type-B USB 2.0 Port

Connect to a computer via a USB cable. The signal from the MAIN L/R bus will be output to the computer.

Note: Specifications are subject to change without notice.