

USER MANUAL

AUDIOFUSE

Advanced Audio Interface

CONTROL CENTER

ARTURIA®
YOUR EXPERIENCE • YOUR SOUND

Special Thanks

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Important Safety Instructions

PRECAUTIONS INCLUDE, BUT ARE NOT LIMITED TO, THE FOLLOWING:

1. Read and understand all the instructions.
2. Always follow the instructions on the device.
3. Before cleaning the device, always remove the USB and DC cable. When cleaning, use a soft and dry cloth. Do not use gasoline, alcohol, acetone, turpentine or any other organic solutions; do not use a liquid cleaner, spray or cloth that's too wet.
4. Do not use the device near water or moisture, such as a bathtub, sink, swimming pool or similar place.
5. Do not place the device in an unstable position where it might accidentally fall over.
6. Do not place heavy objects on the device. Do not block openings or vents of the device; these locations are used for air circulation to prevent the device from overheating. Do not place the device near a heat vent at any location with poor air circulation.
7. Do not open or insert anything into the device that may cause a fire or electrical shock.
8. Do not spill any kind of liquid onto the device.
9. Always take the device to a qualified service center. You will invalidate your warranty if you open and remove the cover, and improper assembly may cause electrical shock or other malfunctions.
10. Do not use the device with thunder and lightning present; it may cause electrical shock.
11. Do not expose the device to hot sunlight.
12. Do not use the device when there is a gas leak nearby.
13. Arturia is not responsible for any damage or data loss caused by improper operation of the device.

Specifications subject to change:

The information contained in this manual is believed to be correct at the time of printing. However, Arturia reserves the right to change or modify any of the specifications without notice or obligation to update the hardware that has been purchased.

IMPORTANT:

The product and its software, when used in combination with an amplifier, headphones or speakers, may be able to produce sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high level or at a level that is uncomfortable. If you encounter any hearing loss or ringing in the ears, you should consult an audiologist.

NOTICE:

Service charges incurred due to a lack of knowledge relating to how a function or feature works (when the product is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owner's responsibility. Please study this manual carefully and consult your dealer before requesting service.

Thank you for purchasing AudioFuse!

AudioFuse is the revolutionary next-gen pro audio interface that sets a new standard in sonic quality, creative production and value. It fuses the superior sound of high-end analog studio consoles with the flexibility of a solid mobile interface—with all the connectivity you need for any recording or performance.



This manual covers the features and operation of Arturia's **AudioFuse Control Center**, the companion software for the AudioFuse. For additional information about the hardware, please read the AudioFuse owner's manual.

Introduction

Dear musician,

We'd like to thank you for purchasing AudioFuse, our revolutionary next-generation pro audio interface. This is no ordinary audio interface; it has been constructed using components of the utmost quality so as to achieve recordings of the utmost quality. And to be able to do so with a device that's about the size of a hamburger represents an unprecedented feat of engineering. We predict that any studio you visit will prefer the sound and simplicity of the AudioFuse to their far more expensive audio interfaces.

This manual will help you make the most of the AudioFuse by using the AudioFuse Control Center, the powerful companion software we designed to work with the AudioFuse.

The AudioFuse Control Center does much more than simply give you another way to tweak the front panel controls of the AudioFuse; it also provides access to parameters and routing options that are not available from the front panel.

If you are reading this manual and have not already downloaded the AudioFuse Control Center, you can find it here: [AudioFuse Control Center](#).

Be sure to visit the www.arturia.com website for information about all of our other great hardware and software instruments. They have proven time and again to be the go-to solutions for musicians around the world.

Musically yours,

The Arturia team

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1. WELCOME TO AUDIOFUSE CONTROL CENTER!

Arturia has a long history of developing highly sought-after hardware products, while also crafting supplementary software that enhances the capabilities of the hardware many times over.

The AudioFuse Control Center (AFCC) is software that was specifically designed to complement the already impressive AudioFuse Audio Interface. It provides access to the features that are not available directly on the physical unit, such as the much-requested Re-Amping feature. The AFCC runs on Windows, Mac OS X and Linux systems.

The portability of the AudioFuse, combined with the power and flexibility of the AudioFuse Control Center, means that you can go to almost any location with almost any sort of portable tech and be ready to capture those unique musical moments as they unfold.

1.1. Features of AudioFuse and the AFCC

- 24-bit latest generation AD/DA converters at up to 192kHz sampling rate
- up to 14 channels of simultaneous audio input/output
- 2 microphone preamps with independent 48v/phantom power capability
- 4 analog inputs
 - Front: XLR/balanced 1/4" combo inputs (Mic/Instrument/Line) with phase inversion capability
 - Rear: balanced 1/4" inputs (Instrument/Line)
- 2 Phono/Line inputs with RIAA preamps
- 4 analog outputs
- 2 independent headphone outputs
- 2 analog inserts
- ADAT in & out
- S/PDIF in & out
- Word Clock in & out
- MIDI in & out (with supplied adapters)
- 3-port USB hub
- Talkback feature with a dedicated built-in microphone
- A/B speaker switching
- Direct monitoring
- Separate Master & Monitor mix channels
- USB interface with PC, Mac, iOS, Android & Linux compatibility

2. OVERVIEW

2.1. The Main window

In keeping with the “everything you need at your fingertips” philosophy of the AudioFuse design, there is one main window for the AudioFuse Control Center (AFCC). Other than the basic setup options inside the Tool bar, everything the unit can do is right before your eyes; there are no additional menus or alternate pages.

The number of controls you see in the main window can be changed to match your setup. We'll discuss the various configurations in the following chapters.



The AudioFuse Control Center interface

Number	Section	Function
1	Settings [p.5]	Sample rate, int/ext clock, digital i/o routing, speaker B options
2	Main Inputs/outputs [p.10]	Input settings (1 & 2), master level, analog audio routing options
3	Phono Line 3/4 [p.14]	Input settings (3 & 4)
4	Direct Monitoring Mix [p.16]	Pan, gain, solo/mute, and stereo link for all visible inputs (varies)
5	Mix Routing [p.19]	Select destination(s) for direct monitoring mix
6	Talkback [p.20]	Set gain and destination for built-in talkback microphone
7	Upper tool bar [p.21]	Device selection, preferences, window resizing, firmware updates

As you can see in the table above, most of the sections of the main window have multiple functions and settings. We'll go over each of those in greater detail in the appropriate chapters.

2.1.1. Two-way communication

You'll love the way AudioFuse interacts with the Control Center software: when you push a button on the AudioFuse or move the Output Level knob, the equivalent control inside the AFCC will do the same thing.

The buttons work both ways: they light up when pressed on the unit or clicked in the software. The physical Output Level knob won't move when the AFCC knob is moved, though.

This behavior happens mostly inside the Main inputs/outputs section, though when the physical Talkback button is pressed you will see its LED light up inside the AFCC Talkback section.

2.1.2. Some front panel controls not in AFCC

Not every control on the AudioFuse is represented in the AFCC. Here's a list of the ones you won't find:

Control	Function
Gain 1	Works along with the INST and PAD buttons to set the level for input channel 1
Gain 2	Works along with the INST and PAD buttons to set the level for input channel 2
Phones 1	Provides control over the level for headphone 1
Phones 2	Provides control over the level for headphone 2
Computer/ direct balance	Controls the blend between the direct and computer signals sent to the monitors when one of the Mix Routing buttons is pressed in the AFCC

These are analog controls that do not communicate their movements to the computer, which is why there is no equivalent control in the AudioFuse Control Center.

3. THE SETTINGS



The AudioFuse Settings section

The Settings section is where synchronization and audio routing choices are made.

3.1. Clocks

3.1.1. Sample rate

This is the area where the Sample Rate for the AudioFuse is selected. There's a pull-down menu that shows you what the options are:



When the Digital In has been set to ADAT, only the first four Sample Rate options are available (44100 through 96000).

3.1.2. Clock source

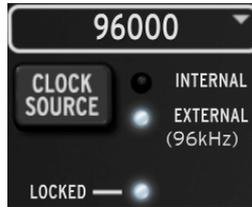
3.1.2.1. Internal

This setting is the one to select when you want the AudioFuse to be the master clock in your system. It will pass digital audio at the selected Sample Rate to the device you have selected with the Digital Out button.

i The maximum sample rate an ADAT device can receive is 96k, and the tape-based units can only receive 44.1k or 48k.

3.1.2.2. External/Locked

If you have another audio device connected and you want it to be the master clock instead of the AudioFuse, first connect it and make sure the unit is sending a valid clock at the sample rate you expect. Then press the Clock Source button to toggle the Clock Source LED from Internal to External.



Next, use the Sample Rate menu to set the AudioFuse to the same sample rate as the master device.

When you see the Locked LED lit, as in the picture above, that means the two devices are in perfect sync.

i Always match the sample rate of each device in your system to the sample rate of the master device. The AudioFuse will not allow unsynchronized audio to pass through to your speakers.

3.2. Digital I/O

3.2.1. Digital Out

There are three options that can be selected with the digital output button:

- W. Clock (Word Clock), available at the coaxial output
- S/PDIF, available at both the coaxial output and the ADAT output
- ADAT, available at the ADAT output

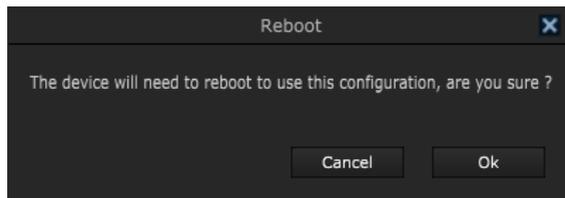


As you cycle through the options using the Digital Out button an LED will light to show the current selection.

i When S/PDIF is selected as the digital output, the three buttons in the S/PDIF Out section become available. We'll discuss those a little further down the page.

When the Digital Out option changes from ADAT to one of the other options, or from one of the other options to ADAT, a pop-up window will let you know the system needs to reboot.

i ! CAUTION: A loud pop may happen in your monitors when switching between the digital output options. Please turn down the volume of your monitoring system before changing these settings.



i The Reboot message will not be seen if ADAT is selected as the Digital In option.

3.2.2. Digital In

There are four options that can be selected with the digital output button:

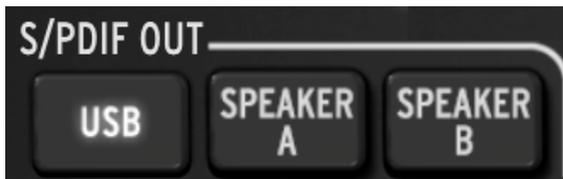
- W. Clock (Word Clock): connect this to the coaxial input
- S/PDIF coax: connect this to the coaxial input
- S/PDIF optical: connect this to the ADAT input
- ADAT: connect this to the ADAT input



As you cycle through the options using the Digital In button an LED will light to show the current selection.

3.3. S/PDIF Out

Some monitor speakers have a digital input, and AudioFuse is happy to oblige. When the Digital Out LED indicates the S/PDIF has been selected, these three buttons become available.



Click the one you would like to use. These are mutually exclusive options, so only one selection can be made.

- When USB is selected, the S/PDIF output sends the audio that is coming into the AudioFuse from your computer.
- When Speaker A is selected, the S/PDIF output sends the same signal that is being sent to the physical Speaker A output. The Output level, Mono, Dim, and Mute controls affect the physical and S/PDIF outputs the same way. Also, the Speaker A-B button functions the same way the physical switch does.
- When Speaker B is selected, the S/PDIF output sends the same signal that is being sent to the physical Speaker B output. The Output level, Mono, Dim, and Mute controls affect the physical and S/PDIF outputs the same way. Also, the Speaker A-B button functions the same way the physical switch does.



The S/PDIF Out signal will be sent to both the coaxial output and the ADAT output.

3.4. Speaker B

The Speaker B section is activated when the "From Phone 2" button is clicked.



When this is the case, the formerly greyed-out "Re-Amping" and "Ground Lift" buttons will become visible.

i When From Phone 2 is selected, the Speaker A/B button in the Main Input/Output section turns grey and cannot be toggled. See the [Main inputs and outputs \[p.10\]](#) chapter for more information.

3.4.1. From Phone 2

When this button is active, the Speaker B output will receive the signal you selected with the Phones 2 selector button (Main, Cue 1, or Cue 2).

This setting also allows you to control the Speaker B output volume using the Phone 2 output knob, while still having independent control over the Speaker A output using the main output knob.

3.4.2. Re-Amping

This button activates the Re-Amping feature. This causes the Speaker B left output to switch its impedance to match the input on a guitar amplifier, enabling you to route a "clean" guitar recording into the guitar amp and re-record its output.

And as mentioned in the previous section, the Speaker B left output volume may be controlled using the Phones 2 output knob.

i The "From Phone 2" button must be active to use the Re-Amping feature.

3.4.3. Ground lift

The Ground lift button will disconnect the electrical ground on the Re-Amping output to eliminate a ground loop "buzz" or hum.

i The "From Phone 2" and "Re-Amping" buttons must be active to use the Ground Lift feature.

4. MAIN INPUTS AND OUTPUTS

This area of the AudioFuse Control Center window most closely resembles the AudioFuse itself. When you press one of the front-panel buttons on the physical unit there will be a corresponding change in the AFCC window as well.



The Control Center's main input/output section

i The Input Channel buttons are only lit when a cable is connected to Input Channels 1 or 2. In the picture above a 1/4" cable is connected to Input Channel 1 and an XLR cable is connected to Input Channel 2. A grey button means that function is not available because of the type of cable being used.

4.1. Output



4.1.1. Level knob

Click the knob and drag it up or down to raise or lower the output level. The numbers beneath the knob graphic will change to indicate the current level. These numbers will change when the physical knob is moved also.

4.1.2. Source selection

Click the button in software or on the physical unit to choose the source sent to the output: Main, Cue 1, or Cue 2. Main is selected when both LEDs are lit.

4.1.3. Mono

The stereo output will become mono when this button is pressed. This is useful when you want to check for phase cancellations, which can affect the sound significantly when the destination device does not have stereo speakers.

4.1.4. Dim

Clicking this button will reduce the output level by an amount defined within the [Preferences \[p.21\]](#) window. Click it again to restore the level to its original setting. The default Dim amount is -20 dB, but two other values are available (-10 dB and -30dB). See the Preferences section of the [Tool bars \[p.21\]](#) chapter for more information.

4.1.5. Mute

This button silences the outputs. Click it again to unmute.

4.1.6. Speaker selection

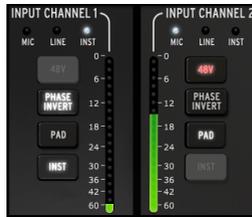
Two sets of monitor speakers can be connected to the AudioFuse, and this button allows you to switch between them. Their levels are controlled with the Output Level knob. There are two configuration options available in the Preferences window that can be used to link and/or offset the speaker levels. For more information about these settings, see the [Preferences section of the Tool bars \[p.21\]](#) chapter.



If the Speaker A/B button is grey, this means Speaker B cannot be selected. This is because the [From Phone 2 button \[p.5\]](#) has been clicked inside the Speaker B area of the Settings window. See the [Settings \[p.5\]](#) chapter for more information.

4.2. Input Channels 1 and 2

When you plug a cable into these channels their buttons and LEDs light up. The features are different depending on the type of cable you plug in.



4.2.1. Microphone (XLR)

When a microphone is connected with an XLR cable the MIC LED for that Input Channel will be lit.

4.2.1.1. 48v

Some microphones require "phantom power." This will be supplied when the 48v button is lit orange.

4.2.1.2. Phase Invert

This button will invert the phase of the incoming signal. It can be very useful when using two microphones on the same source, for example, and the distance between them is causing the combined signal to overemphasize certain frequencies. Phase inversion is one way to neutralize these harmonic "nodes".

4.2.1.3. Pad/Boost

Three states are available for this button: Pad, Boost, and Off.

- Pad: button lit white. This reduces the input signal level by 20 dB.
- Boost: button lit orange. This adds about 10dB gain to boost weaker signals.
- Off: the button is not lit and the signal is unaffected.



Boost is only available when a microphone is being used.

4.2.1.4. Inst

This button is dark because the AudioFuse and AFCC know that this option is not needed when a microphone is being used on that channel.

4.2.2. Line / Instrument (1/4")

When an instrument is connected with a 1/4" cable the LINE LED for that Input Channel will be lit. Pressing the INST button will toggle the LED to INST.



Plugging a 1/4" cable into an AudioFuse input will engage the Pad feature automatically. Press the Pad button to disengage this feature if a higher input level is needed.

4.2.2.1. 48v

This button is dark because the AudioFuse and AFCC know that this feature is not needed when a channel is connected to an instrument of some sort.

4.2.2.2. Phase Invert

This button will invert the phase of the incoming signal. This can be used to "stereoize" a mono signal that is being sent into both Input Channels 1 & 2 at the same time, for example.

4.2.2.3. Pad

Two states are available for this button: Pad and Off.

- Pad: button lit white. This reduces the input signal level by 20 dB.
- Off: the button is not lit and the signal is unaffected.

4.2.2.4. Inst

When this button is toggled the input level and impedance characteristics of the Input Channel change. Choose the one that works best for the instrument you are using.

4.3. Phones 1 and 2

Two independent headphone channels are available. Their features are identical and can be set by each user to suit their needs.



4.3.1. Mono output

The stereo output will become mono when this button is pressed.

4.3.2. Headphones Source selection

The user can decide which output to monitor through the headphones: Main, Cue 1, or Cue 2. Main is selected when both LEDs are lit.

5. PHONO LINE 3/4



The Phono Line 3/4 section

As simple as this section seems, it greatly expands the functionality of the AudioFuse. You can use it to connect a synthesizer or other instrument, plug in a turntable, or route a guitar through your DAW to the Re-Amping feature.



It is not possible to use the 1/4" connectors and the Phono connectors at the same time for Input Channels 3 & 4. When the Phono switch is not active, neither are those inputs; when the Phono switch is active, the 1/4" connectors are disabled.

One major difference between the two channels in this section and Input Channels 1 & 2 is that they have a mixture of shared controls and independent controls.

5.1. Independent controls

5.1.1. Gain (both)

Use these knobs to adjust the input gain of Input Channels 3 and 4 to their optimum levels.

5.1.2. Inst (input 3 only)

This button will change the input level and impedance of Input Channel 3.



You can also use the 1/4" input 3 for the Re-Amping feature. See the [Settings \[p.5\]](#) chapter for more information.

5.1.3. Pad (both)

When this button is clicked it will reduce the input signal level by 20 dB.

5.2. Shared controls

5.2.1. Link



When the Link button is clicked the Gain knobs will jump to the lowest of their two values. After that, when one knob is turned the other will turn also.

5.2.1.1. Gain

When the Link button is lit the Gain knobs technically become "Shared controls"; their values will become identical, and when you turn one knob both knobs will turn.

5.2.2. Phono

If you want to connect a turntable to the AudioFuse, click this button and use the Phono inputs on the rear panel. This will match those inputs to RIAA standards.

It is advisable to click the Link button when connecting a turntable so the left/right channel gain levels will match, but you can decide not to use this feature if you need the levels to be independent for some reason.



Clicking the Phono button will disable the 1/4" jacks for Inputs 3 & 4.

6. DIRECT MONITORING MIX



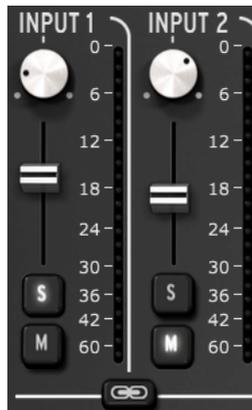
The Direct Monitoring Mix section: 8- channel ADAT view

This area of the main window allows you to set the output levels and pan positions of the visible channels, plus you can solo, mute, and link the channels. The combined stereo signal from these channels is sent to the Main, Cue 1, and/or Cue 2 outputs.

There are four different configurations of input channels that you may see in this area of the window depending on the selection you have made with the Digital In button in the [Settings](#) section. We'll look at those configurations in this chapter.

6.1. Common controls

Each channel and pair of channels have similar controls:



- Pan: adjusts stereo position
- Level fader: adjusts output level
- Solo/Mute
 - Solo: mutes all other channels unless they also have their Solo button pressed
 - Mute: silences only that channel
- Link channels: allows you to control the output levels of a pair of channels at the same time.

6.2. Input configurations

6.2.1. Basic display



This is what you will see for all sample rates when Word Clock is selected for the Digital Input. It is the most basic configuration, with only four audio channels in use.

6.2.2. S/PDIF display



Another pair of audio channels are added when the Digital Input is set to one of the two S/PDIF inputs (coaxial or optical). All sample rates between 44100 and 192000 are available.

6.2.3. ADAT display (44.1/48k)



When the Digital Input is set to ADAT and one of the two lowest sample rates is selected, 8 ADAT channels will be shown.

6.2.4. ADAT display (88.2/96k)

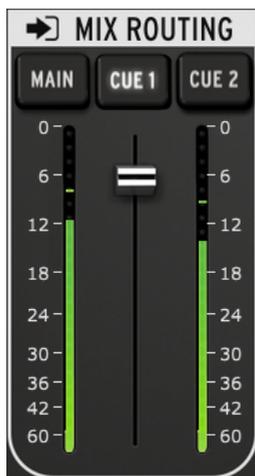


The maximum sample rates for an ADAT input are 88200 and 96000. At these rates only four channels of audio are being transmitted by the ADAT device to the AudioFuse, and so only four channels are displayed in the Direct Monitoring Mix window.



Sample rates of 176400 and 192000 are not available when the Digital Input is set to ADAT.

7. MIX ROUTING



The Mix Routing section

The Mix Routing section enables you to select the destinations that will be sent the output from the Direct Monitoring Mix section. There are three destinations: Main, Cue 1, and Cue 2. You can select any combination of these output destinations simultaneously.

The output level of the Mix Routing section can be controlled with the fader that is located between the two LED level meters.

8. TALKBACK



The Talkback section



The Talkback feature is only available at sample rates up to 96000.

The Talkback section enables you to select the destinations that will receive audio from the built-in microphone when the Talkback button is pressed on the AudioFuse. There are three destinations: Speaker, Phones 1, and Phones 2. You can select any combination of these output destinations simultaneously.

The gain level of the Talkback microphone can be set with the Gain knob that is located above the selection buttons.

When the Talkback button is pressed the Dim button is automatically activated. When this happens the output level of the Direct Monitoring Mix section is reduced by the amount set in the [Preferences window \[p.21\]](#). This allows the people wearing headphones to hear what is being said without completely silencing the audio material while preventing a feedback loop.

To learn how to adjust the Dim amount, see the [Preferences section of the Toolbar chapter \[p.21\]](#).

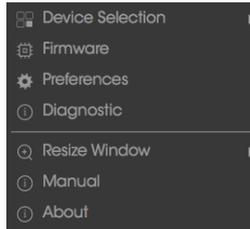


The AudioFuse Control Center window does not contain a Talkback button.

9. THE TOOL BARS

9.1. Upper Tool bar

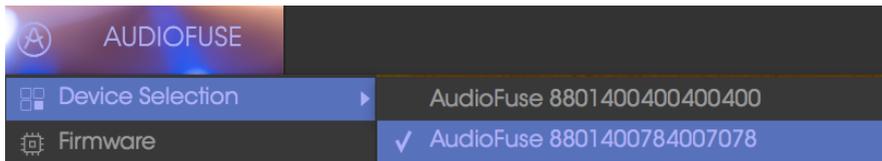
Click the upper left-hand corner of the AudioFuse Control Center window to open the upper Tool bar menu.



The upper Tool bar menu

Each of the features shown in the menu has a secondary page with additional features.

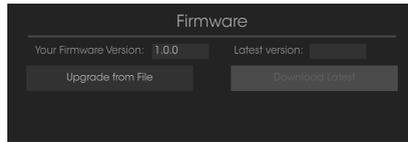
9.1.1. Device selection



The Device Selection window

This window allows you to select between multiple devices when more than one AudioFuse is connected to the same computer. That way you can specify which one you want to modify with the Control Center software.

9.1.2. Firmware

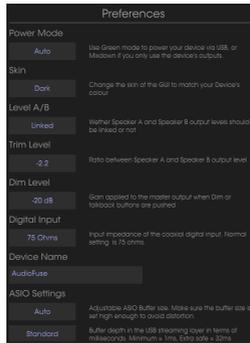


The Firmware Upgrade window

In the event a new version of the AudioFuse firmware becomes available, this is the page you will use for the update process. Once the file has been downloaded to your computer, click "Upgrade from File" to navigate to the file location and follow the instructions.

i ! CAUTION: During the firmware update process the AudioFuse will reboot two times, which will cause a very loud 'pop' in your monitors. Please turn the volume on your monitors down all the way to prevent damage to your speakers.

9.1.3. Preferences



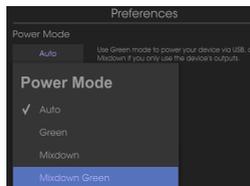
The Preferences window



The Preferences window for OS X does not have the ASIO Settings options.

The Preferences window is where the basic setup decisions are made for the AudioFuse. We'll describe these settings one at a time.

9.1.3.1. Power Mode



The Power Mode menu

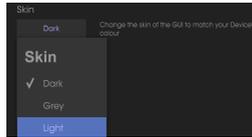
It is possible to match the power usage of the AudioFuse to the circumstances in which you will be using it. Here's what each mode is designed to do:

- **AUTO:** When powered by both the DC power supply and USB, AudioFuse will work at its full capacity: All inputs and outputs are available, and the signal can go up to +24 dBu.

If AUTO is selected but the AudioFuse is relying on USB power only (no DC power supply connected), its performance and features will be the same as if GREEN mode were selected.

- **GREEN:** When AudioFuse is relying on USB power only, this is the mode that will be selected. All inputs and outputs are available in Green mode also, but the difference is that the maximum signal level in Green mode is +18 dBu.
- **MIXDOWN:** In this mode the inputs are deactivated but the signal can go up to +24 dBu.
- **MIXDOWN GREEN:** The inputs are deactivated, and the signal level is limited to +18 dBu.

9.1.3.2. Skin



The Skin selection menu

This menu allows you to select one of three different appearances for the AudioFuse Control Center. When working in a darkened environment, or to reduce eye fatigue during long sessions, you may want to experiment by changing the AFCC Skin setting to Dark.

9.1.3.3. Level A/B



The Level A/B menu

It is possible to control the output levels of both Speaker A and Speaker B at the same time. If you prefer not to have them linked, choose the Independent setting.

i When the Level A/B preference is set to Independent you will only see the uppermost blue level LED lit when turning the Output Level knob.

9.1.3.4. Trim Level



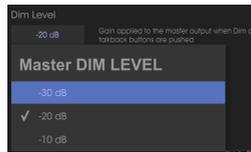
The Trim Level window

Some monitor speakers may have input characteristics that cause them to clip the audio sooner than other monitor speakers do. Conversely, some monitor speakers may be able to withstand a hotter input. The Trim Level preference allows you to offset the output levels to compensate for this.

The value can be altered in a positive or negative direction; just click and drag the value up or down until the proper ratio is achieved. The range is -12 dB to +12 dB.

Double-click within the value field to reset the value to 0.

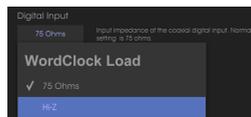
9.1.3.5. Dim Level



The Dim Level menu

The Dim Level menu allows you to specify the amount of level reduction that occurs at all stereo outputs when the Dim button is pressed.

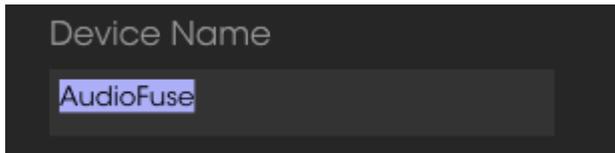
9.1.3.6. Digital Input



The Digital Input menu

The WordClock Load enables you to interface with various types of devices. The impedance of most devices will be 75 Ohms, but if you need to interface with a high-impedance device then use the Hi-Z setting instead.

9.1.3.7. Device Name



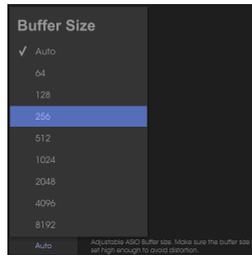
The Device Name window

Click in this field to personalize the name of your AudioFuse.

9.1.3.8. ASIO Settings (Windows only)

The ASIO Settings menus are only visible when using the Windows operating system.

Buffer Size



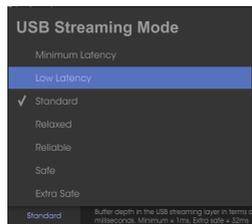
The Buffer Size menu

Variations in CPU speed and load can affect the amount of time it takes to process digital audio, so the AudioFuse Control Center provides a Buffer Size menu so you can select the best configuration for your computer.

However, the AFCC won't allow a buffer size that is not compatible with the selected USB streaming mode. A warning message will inform you of incompatible settings.

Setting the Buffer Size to "Auto" is recommended, because then the AudioFuse will determine the optimal buffer size for compatibility with the current USB streaming mode.

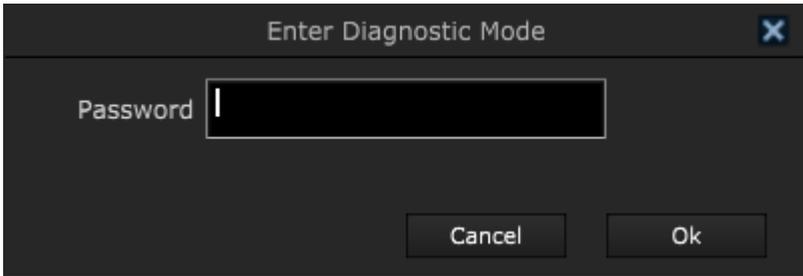
Latency



The Latency menu

You can specify the amount of latency between the audio inputs and outputs with this preference menu. The fastest possible setting is "Minimum Latency" at 1 millisecond (ms), which is much faster than can be detected by most humans. The highest possible setting is "Extra Safe", with a round-trip time of 32 ms.

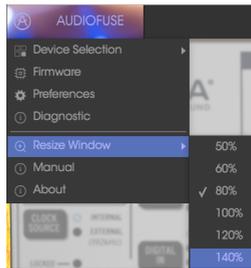
9.1.4. Diagnostic



The Diagnostic Mode entry window

Diagnostic mode is used during the manufacturing process to ensure the precise calibration of your AudioFuse. You should never need to enter Diagnostic mode, but if after contacting Arturia Technical Support it is determined that you need to do so, they will provide the necessary password.

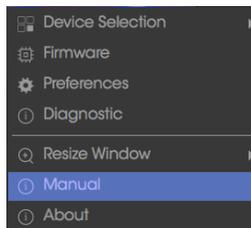
9.1.5. Resize Window



The Resize Window menu

Depending on your preferences, or the size of your monitor, you can adjust the amount of screen space the AudioFuse Control Center will occupy. The AFCC will automatically detect the size of your monitor and set this value accordingly, but you can override this setting and it will be remembered the next time you launch the AFCC.

9.1.6. AFCC Manual



The AudioFuse Control Center has a built-in Help file (this manual). To open it, select the word "Manual" from the drop-down menu.

9.2. Lower Tool bar



The Lower Tool bar

The lower left-hand area of the AFCC window displays values as they are being edited. You can also hover over a control with the cursor if you'd like to see its current value before you edit it.

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