



SabineCast Audio Console User manual



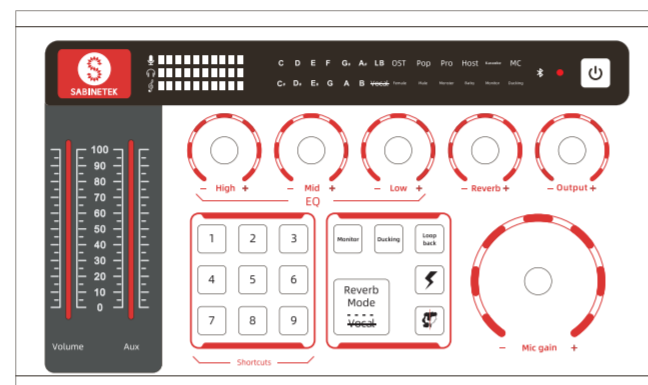
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I.Preface

Dear customer
Thank you for choosing SabineTek products.
Before using the it, please read this manual carefully
and keep it safe so that you can use this product correctly.

II.Product parameters

Channel system: dual channel	Sampling rate: 32kHz 16bit	General type: Home / outdoor
Installation method: external	Multi speaker mode: 2.0	Audio interface: USB & 3.5mm TRRS & 3.5mm TRS
Battery capacity: 1800mAh	Power supply / charging: 5v-1a	



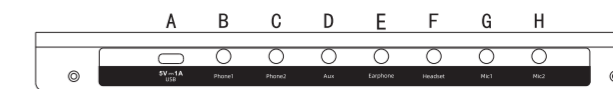
III.Operating Instructions

1. Power button
While powered off, press and hold the power button for 3 seconds to turn on; While powered on, press and hold the power button for 3 seconds to turn off.

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2. Reverb knob
Adjusts the gain of the reverb.
3. Output knob
Adjusts the total volume output to the mobile phone or computer.
4. Equalizer knobs (High/Mid/Bass)
Three equalizer knobs, which can independently adjust the high/mid/low frequency of the microphone input to obtain a satisfactory tone.
5. Monitor fader
Adjusts the headphone volume. When the volume changes, the top monitor level meter will also change accordingly.
6. Accompaniment fader
Adjusts the input volume of the accompaniment. When the volume changes, the top accompaniment level meter will also change accordingly.
7. Microphone knob
Adjusts the microphone input gain. When the volume changes, the top microphone level meter will also change accordingly.
8. Reverb Mode/Vocal removal
Click to activate 6 reverb presets in turn. When any reverb mode is activated, the corresponding indicator at the top will light up.
Long press to turn on/off the vocal removal function, which can remove the vocal part of the accompaniment.
9. Ducking button
After activating the audio ducking function, when playing accompaniment, if there is a microphone signal input, the accompaniment volume will be moderately reduced without disturbing the clarity of the microphone signal. When the microphone signal ends, the accompaniment volume returns to the normal level.
10. Electronic voice button
Click to activate the electronic voice function, click continuously to switch among the 12 electronic tone, and the top tone indicator will change accordingly.
11. Monitor button
After activating this function, the user can directly hear his own sound input, and cannot hear it if it is not activated.
12. Loopback button
During computer recording or live broadcast, if the loopback function is activated, the microphone input and the sound being played on the computer will be recorded or sent together, such as playing music, video, game sound, software prompt sound, etc. Please note that if you are using this in a call, conference, or live broadcast connected with others, activating this function may generate sound feedback.
13. Sound effect shortcut buttons
A total of 9 shortcut sound effects, click to play directly. The first 5 are factory presets and cannot be changed, and the last 4 are left blank and users can record by themselves. Long press the left blank sound effect button to start recording, click after recording to end recording, click again to play directly.

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IV.Interface introduction

A 5V charging/computer port
When using a computer for recording/live streaming, use this port to connect to the computer via USB, this port can also charge the built-in battery.

B/C Cellphone port
Use this port to connect with the 3.5mm jack of cellphone for recording/live broadcasting.

D Accompaniment port
This port can be connected to other audio sources to import accompaniment, and can also be connected to instrument inputs.

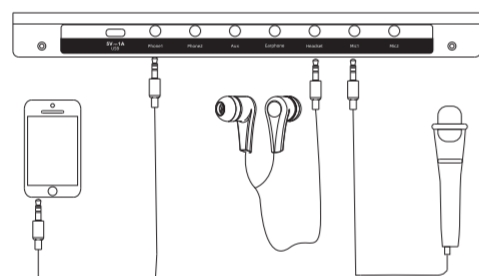
E headphone port
This port is used to connect headphones for monitoring.

F headset port
This port is used to connect a headset with its own microphone for recording and monitoring. When the Mic port has a microphone access, the input of this port is invalid.

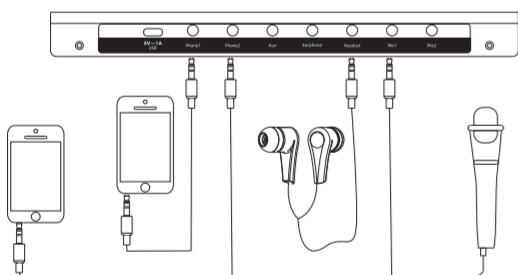
G/H microphone port
This port is used to connect a microphone. It supports 3.5mm TRS power-free condenser microphones and low-impedance dynamic microphones. High-impedance microphones are not supported. If the microphone needs power supply, you need to purchase power by yourself.

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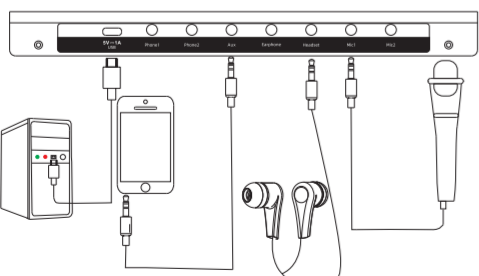
V.Connection Introduction Recording songs by mobile phone



Live broadcast with dual mobile phones

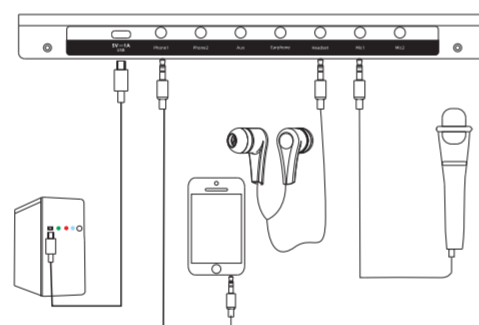


Live broadcast with computer and accompany with mobile phone

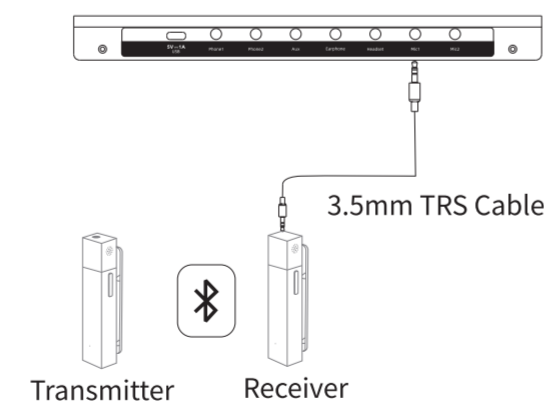


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Live broadcast with mobile phone and accompany with computer

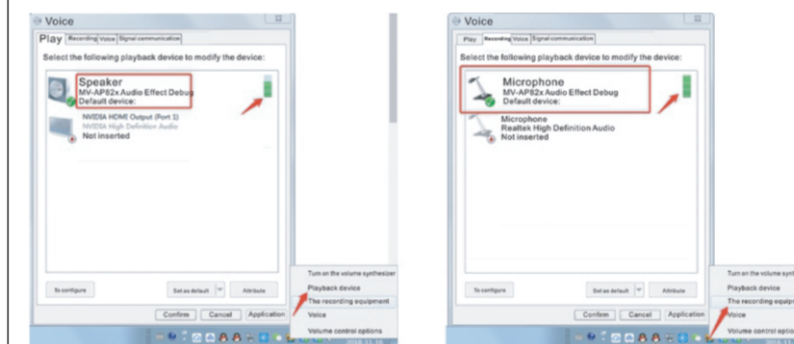


Connect with SabineTek SmartMike+



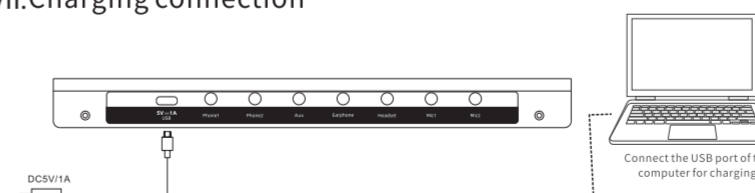
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VI.Computer connection settings



1. Use a USB cable to connect the console to the computer. After the connection is successful, set the audio input and output to "SabineCast" in the audio settings, without installing a driver.
2. When using recording or live broadcast software, set the input and output to "SabineCast" or default in the audio settings of the software. ASIO recording protocol is not supported.
3. Turn on the loopback function to directly record or live broadcast the music being played on this machine.
Turning on loopback will also record computer prompts. Turning on loopback may cause howling when using a computer to make a call or chatting with others live.
4. Other devices that support OTG function or standard USB protocol can also be directly connected to the console via USB.

VII.Charging connection



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VIII.Bluetooth connection method

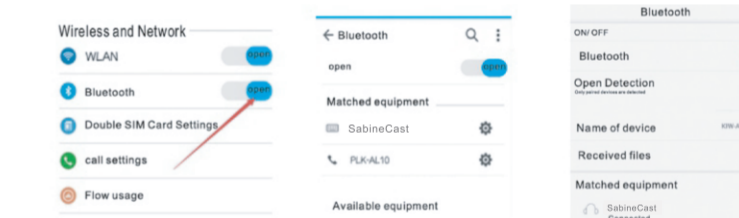


Figure 1 Figure 2 Figure 3

1. Turn on Bluetooth on your phone / tablet
2. After the Bluetooth "SabineCast" device is detected, click "SabineCast" to connect
3. Please note that Bluetooth only supports the accompaniment of connected devices.

IX.Packing accessories

- Audio console x1 3.5mm cable x3
- USB cable x1 User manual x1

X.Product specifications

Model	P100
Battery capacity	1800mAh
Voltage	5V
Product size	238x142x38mm
Net weight	About 560g

Note: the specification parameters may be changed due to upgrade and update, please refer to the real object.

Warning: the battery of this product should not be exposed to such environment as sunshine, fire baking or similar overheating.

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