

M Control Center

Table of Contents

1. Installing and Launching M Control Center	4
2. M62 Operating Modes	5
2.1 Mode Comparison	5
2.2 Switching Modes	6
2.3 Overview	7
3. Basic Operations	8
4. Settings	9
4.1 Accessing Settings	9
4.2 System settings	9
4.3 Device settings	11
4.4 ASIO settings	13
4.5 About	14
5. Top Control Bar	14
6. Mobile Mode	16
6.1 Signal Routing	16
6.2 Input Section	17
6.3 Effects Section	20
6.4 Output Section	21
7. Live Streaming Mode	21
7.1 Input Section	21
7.2 Mixer Section	24
7.3 Effects Section	28
7.4 Loopback Section	30
7.5 Output Section	31
8. Pro Audio Mode	32
8.1 Input Section	32
8.2 Mixer Section	34
8.3 Loopback Section	37
8.4 Output Section	38
9. Advanced Features	40

9.1 AUTO Gain Detection	40
9.2 EQ (Microphone Input)	41
9.3 EQ (Headphone Output)	43
9.4 DUCKING	46
9.5 Noise Reduction	48
9.6 Compressor	49
9.7 Reverb	51
9.8 Scene	52
9.9 User presets	53

1. Installing and Launching M Control Center

System Requirements

- macOS 12 or later / Windows 10 or later
- CPU: Intel-based Mac or PC (Pentium or equivalent), ≥ 1 GHz
- RAM: 2 GB minimum, 4 GB or more recommended
- USB Port: One available USB 2.0 / 3.0 port
- Storage: At least 512 GB of free space recommended

Download and Installation

1. Go to <https://topping.pro/download> and download M Control Center.
2. Extract the file, double-click the installer, and follow the prompts.
3. Connect the device to your computer via the supplied USB-C cable.
4. Double-click the M Control Center desktop shortcut to launch the app.
5. When connected to the Internet and the device is powered on, the software will notify you if a firmware update is available.

Note: The Windows version includes a buffer size option not available on macOS. All other functions are identical.

Troubleshooting

If you see “Please install driver” or “Device not connected”, check the following:

- Ensure your OS meets the requirements. (macOS 12 or later / Windows 10 or later)
- Verify the USB cable is fully inserted and connected to the correct port (not the OTG port).
- Confirm the device is powered on.
- Temporarily disable antivirus software, uninstall, then reinstall M Control Center.
- Try another USB cable (under 2 m).

- Use a different USB port—preferably on the back of the computer.
- If possible, test on another computer.

2. M62 Operating Modes

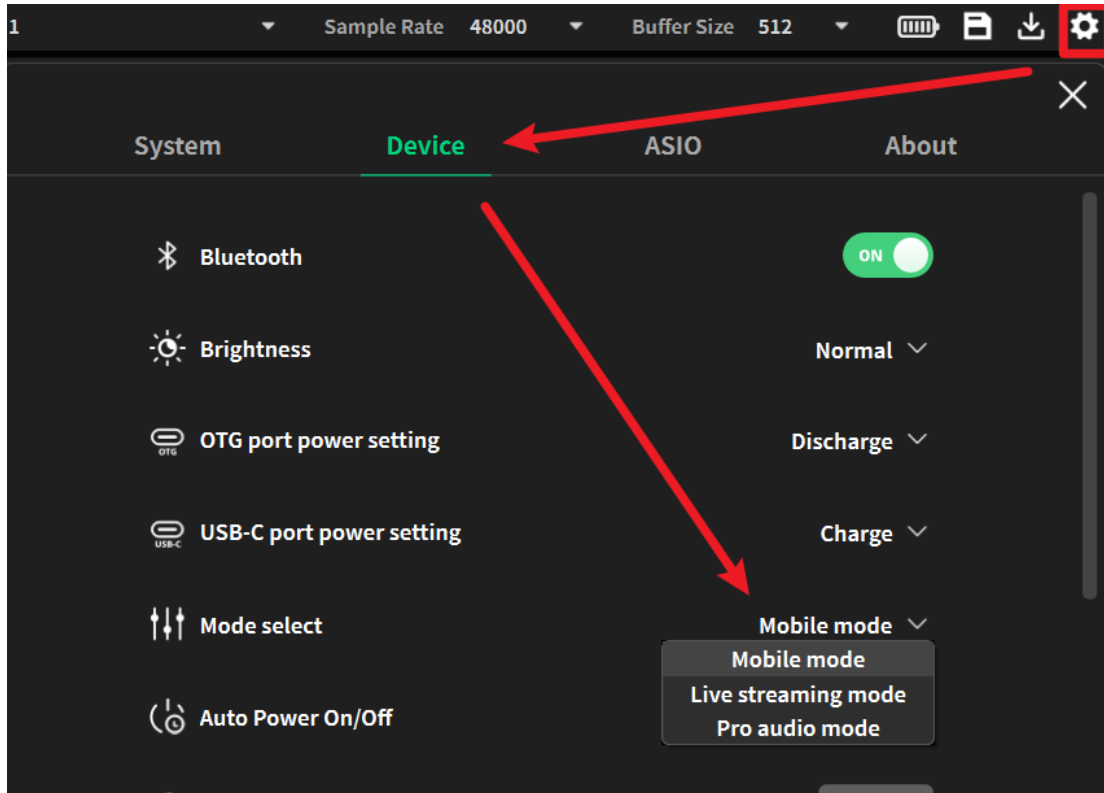
2.1 Mode Comparison

To meet different user needs, the device offers three operating modes, which can be switched according to actual use scenarios. The default mode is Mobile Mode.

MODE	MOBILE MODE	LIVE STREAMING MODE	PRO AUDIO MODE
FEATURES	Simple UI, intuitive use; saves settings to device; no PC required.	Optimized for streaming; supports multi-mix and effects	Up to 96 kHz with mic 4-band PEQ plus headphone 10-band EQ
SAMPLE RATES	44.1/48 kHz	44.1/48 kHz	44.1/48/88.2/96 kHz
INPUTS	IN1, IN2, AUX, BT, OTG, Playback 1/2	IN1, IN2, AUX, BT, OTG, Playback 1/2–9/10	IN1, IN2, AUX, BT, OTG, Playback 1/2–9/10
MIXER	None	Mix A–E (5 buses)	Mix A–C (3 buses)
LOOPBACK	Recording	Loopback 1/2, 3/4, 5/6, 7/8	Loopback 1/2, 3/4, 5/6, 7/8
EFFECTS	Noise Reduction, Compressor, Reverb (adjustable)	Noise Reduction, Compressor, Reverb (adjustable). Supports input signal level adjustment.	None
PEQ	Mic input: 4-band PEQ	Mic input: 4-band PEQ	Mic input: 4-band PEQ Headphone out: 10-band PEQ
DUCKING	Supported (adjustable)	Supported (adjustable)	Not supported
PRESETS	Chat, Vocal	Chat, Vocal	None

MODE	MOBILE MODE	LIVE STREAMING MODE	PRO AUDIO MODE
SCENARIOS	For calls, meetings, mobile streaming, etc.	For streaming	For pro users: recording, music production, etc.

2.2 Switching Modes



2.3 Overview

Mobile Mode



Live streaming mode



Pro audio mode



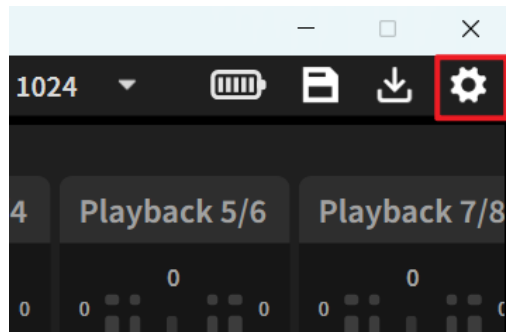
3. Basic Operations

- Click a button to enable or disable the corresponding function.
- Click a knob, then drag up or down (or use the mouse scroll wheel) to adjust it.
- Double-click a knob or fader to restore its default value.
- Click the numeric value beside a fader to edit it directly.

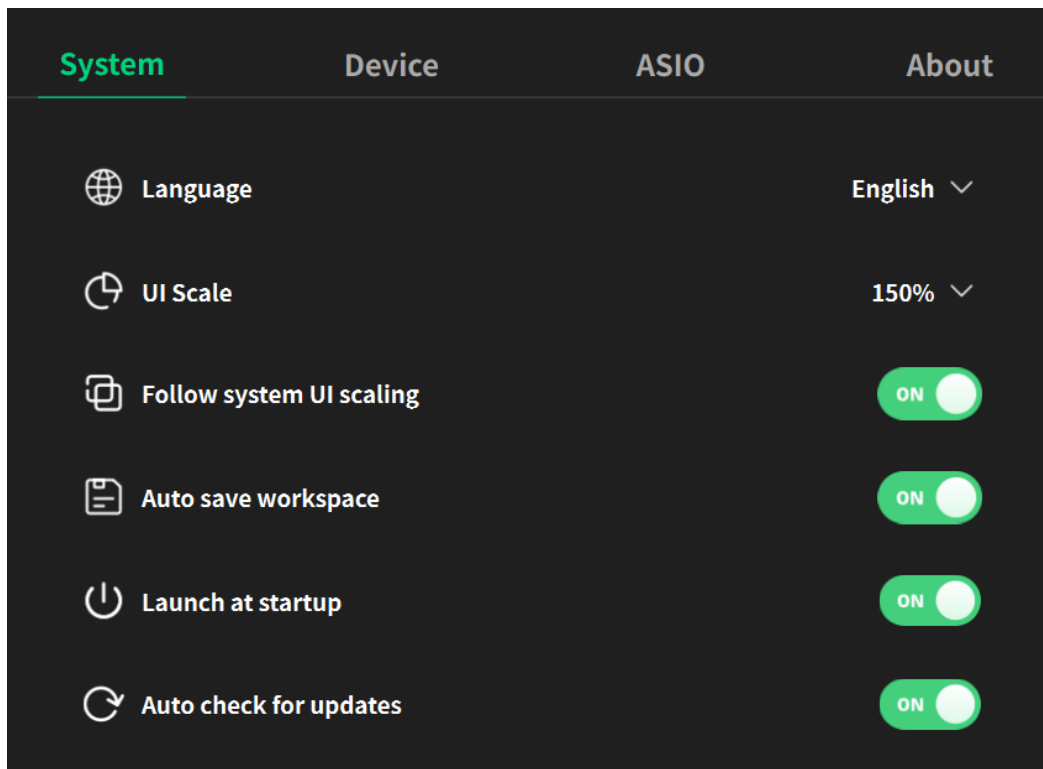
4. Settings

4.1 Accessing Settings

Click the Settings icon in the upper-right corner of the main interface to open the settings menu.



4.2 System settings



Language

Select the interface language (English or Simplified Chinese).

UI Scale

Adjust the display scale of the software interface (e.g., 100%, 125%, 150%).

Follow System UI Scaling

When enabled, the software automatically adjusts its scale according to your system settings.

Auto Save Workspace

Automatically saves all workspace changes without manual operation.

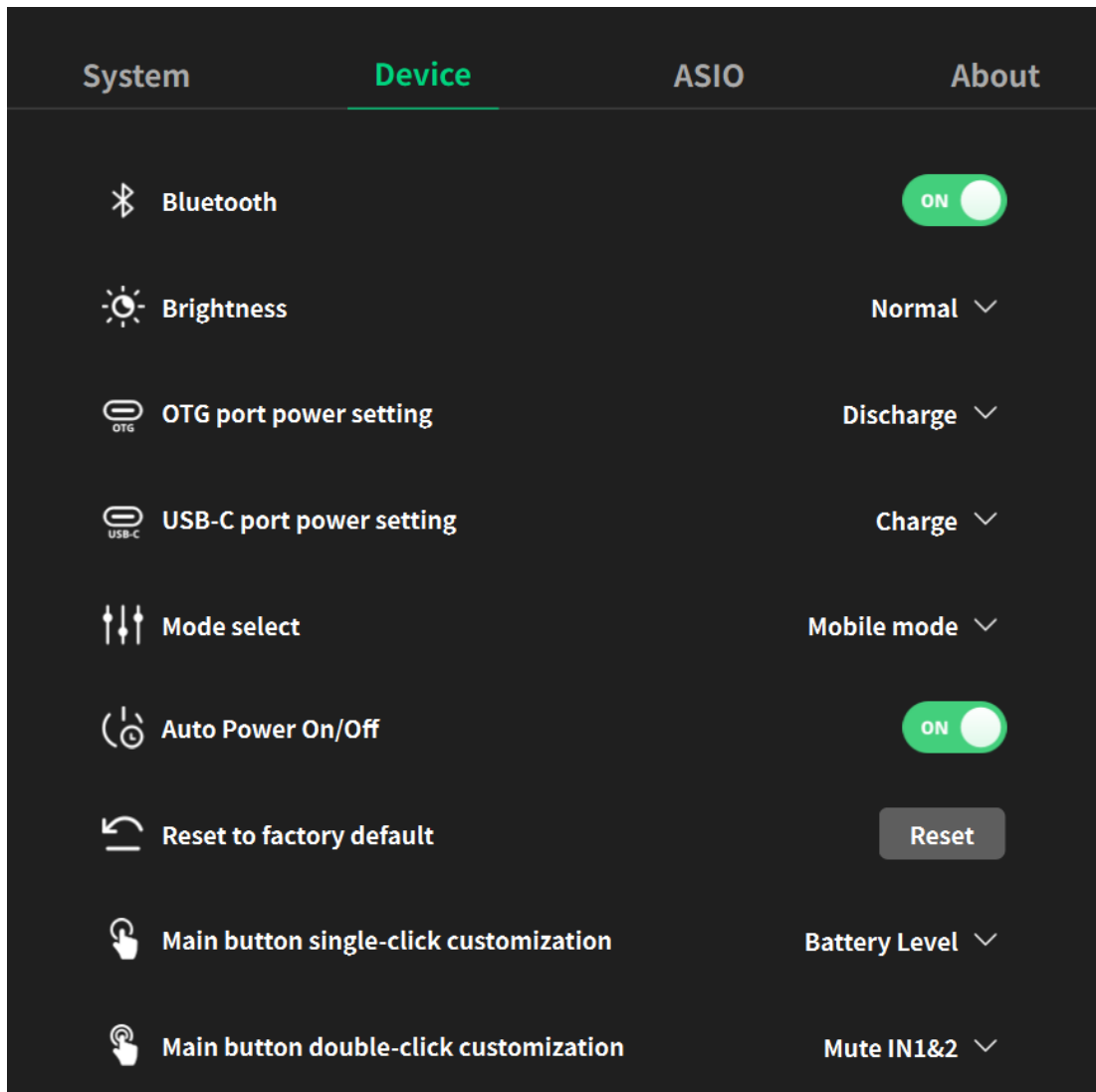
Launch at Startup

When enabled, M Control Center starts automatically when the computer boots.

Auto Check for Updates

Automatically checks for software and firmware updates when an Internet connection is available.

4.3 Device settings



Bluetooth

Turn the device's Bluetooth function on or off.

Brightness

Adjusts the brightness of the device indicator lights.

OTG Port Power Setting

When set to Discharge, the M62 supplies power through the OTG port to external devices (for example, charging a smartphone).

USB-C Port Power Setting

Charge: Charges the M62's internal battery.

Discharge: The M62 supplies power to external devices via the USB-C port.

Off: Disables both charging and power output.

Mode Select

Choose between Mobile Mode, Live Streaming Mode, or Pro Audio Mode.

Auto Power On/Off

Prevents unnecessary battery drain. When no input signal above -40 dB is detected from the microphone or AUX input, and no device is connected via OTG, USB-C, or Bluetooth, the M62 will automatically power off after 10 minutes. The unit powers on automatically once a valid USB-C signal is detected.

Reset to Factory Default

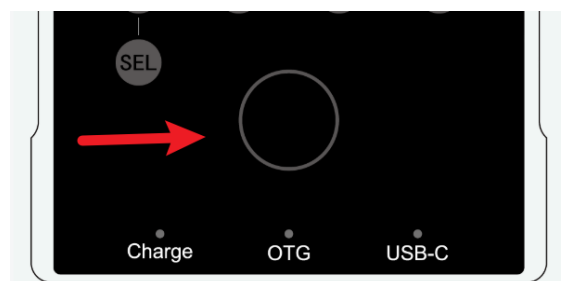
Restores the device to its original factory settings.

Main Button Single-Click Customization

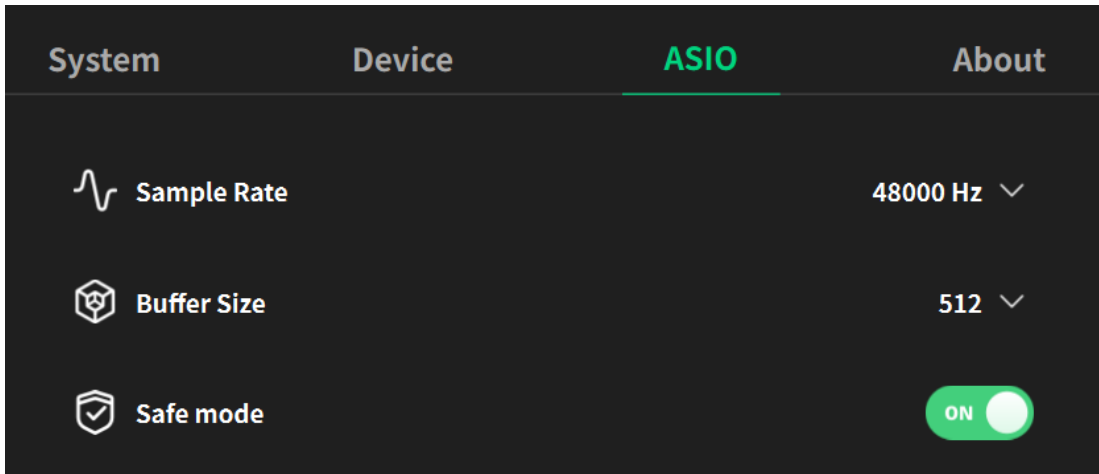
Assign a preferred shortcut function (e.g., Battery Level) to the main button for quick access.

Main Button Double-Click Customization

Assign a secondary shortcut function (e.g., Mute IN1 & IN2) to the main button for faster operation.



4.4 ASIO settings



Sample Rate

Mobile Mode and Live Streaming Mode support 44.1 kHz and 48 kHz. Pro Audio Mode supports 44.1 kHz, 48 kHz, 88.2 kHz, and 96 kHz. Higher sample rates deliver better fidelity but require more storage and system resources.

Buffer Size (Windows only)

Smaller buffer sizes reduce latency but increase CPU load. If you experience audio dropouts or glitches, increase the buffer size for improved stability.

Safe Mode

Enhances system stability and reduces the risk of audio distortion or interruptions.

4.5 About

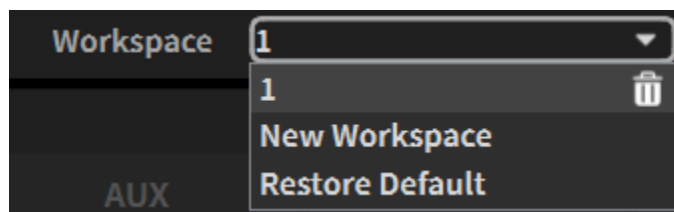
System	Device	ASIO	About
Model			M62
Hardware version			V1.00
Firmware version		V => V77.02.39.42.27	Update
Software version		V1.1.16 Beta => V1.5.0	Update
Official website			Topping.pro

You can view the device model, hardware version, firmware version, and the current version of M Control Center. You may also check for updates or visit the Topping Professional official website for more information.

5. Top Control Bar

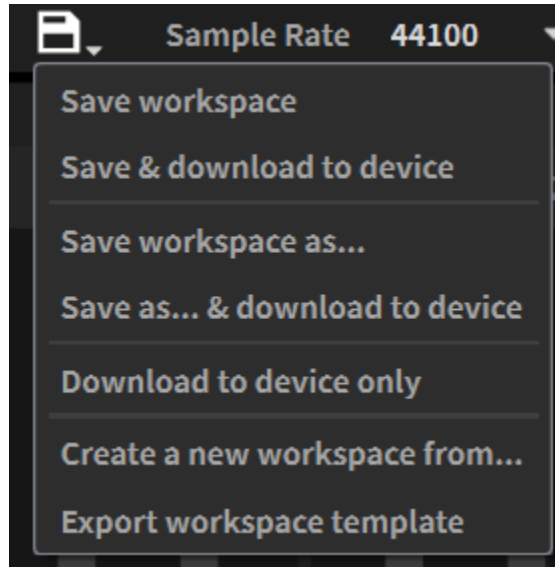


Create and Loading Workspaces



You can save different M Control Center settings—inputs, mixers, loopback, effects, and outputs—for various use cases. When switching workspaces, your saved configuration can be recalled instantly without readjusting each section.

Save/Download/Import or Export workspace



Save:

If Auto Save Workspace is off, click Save manually after making changes.

Download:

Click the Download icon to save the current setup to the device. When the device powers on without M Control Center, it automatically loads this saved configuration.

Create a new workspace from...:

Select the workspace template file to import. The software will copy the template files to the storage directory. The newly created workspace is independent of the original files, and any subsequent modifications will not affect the original workspace files.

Export workspace template:

Export the current workspace files for easy sharing and backup.

Sample Rate

Mobile Mode and Live Streaming Mode support 44.1 kHz and 48 kHz. Pro Audio Mode supports 44.1 kHz, 48 kHz, 88.2 kHz, and 96 kHz. Higher sample rates deliver better fidelity but require more storage and system resources.

Buffer Size (Windows only)

Smaller buffer sizes reduce latency but increase CPU load. If you experience audio dropouts or glitches, increase the buffer size for improved stability.

Battery Indicator

Each bar represents 20% of total battery capacity.

Save Button

If Auto Save Workspace is off, click Save manually after making changes.

6. Mobile Mode

6.1 Signal Routing

	HP	OTG OUT	RECORDING
PROCESSED IN1	√	√	√
PROCESSED IN2	√	√	√
AUX	√	√	√
BT	√	√	√
OTG IN	√		√
PLAYBACK 1/2	√	√	

Note:

- Only IN1 and IN2 pass through the effect processor.
- If both effect channels are set to BYPASS, the final output will be a clean, unprocessed dry signal.

6.2 Input Section

You can configure the hardware inputs and Playback 1/2 settings in this area.



Channel Name

When no device is connected, the channel name appears grayed out.

Level Meter

Displays the real-time signal level (in dBFS). The top clip indicator lights up when the level exceeds 0 dBFS. Mono inputs show a single meter; stereo inputs display two meters representing left and right channels.

IN1 Input Source Selection

IN1 can be switched between Mic1, Mic-3.5, or Mic-HP.



48V Phantom Power

Click to enable or disable phantom power for the selected input.

Mic1 / Mic2: Supplies 48V phantom power for condenser microphones.

Mic-3.5 / Mic-HP: Supplies 2.5V bias voltage for plug-in-power microphones.

⚠ Caution:

Enabling phantom power (2.5V or 48V) for devices that do not require it may cause damage. Only activate this function if your microphone explicitly requires such power.

Before connecting or disconnecting a microphone, reduce the output volume to minimum and turn off phantom power to avoid damage or noise.

AUTO Gain Detection

Automatically adjusts microphone gain based on input signal level. See Section 9: Advanced Features for details.

EQ (Equalizer)

Each microphone input includes a 4-band PEQ, allowing adjustment of gain, frequency, and Q factor for each band—ideal for clean, natural vocal tone. The processed signal can be recorded directly to a phone or computer.

Click the EQ button to enable or disable the EQ.

Double-click or right-click to open the EQ settings page. See 9. Advanced Features – EQ (Microphone Input) for more details.

DUCKING

When enabled, this function automatically lowers the volume of background audio (such as music or system sound) whenever microphone input (IN1/2) is detected. This keeps speech clear and intelligible during live streaming or chat sessions.

Click to enable or disable.

Double-click or right-click to open the Ducking settings page. See 9. Advanced Features – Ducking for details.

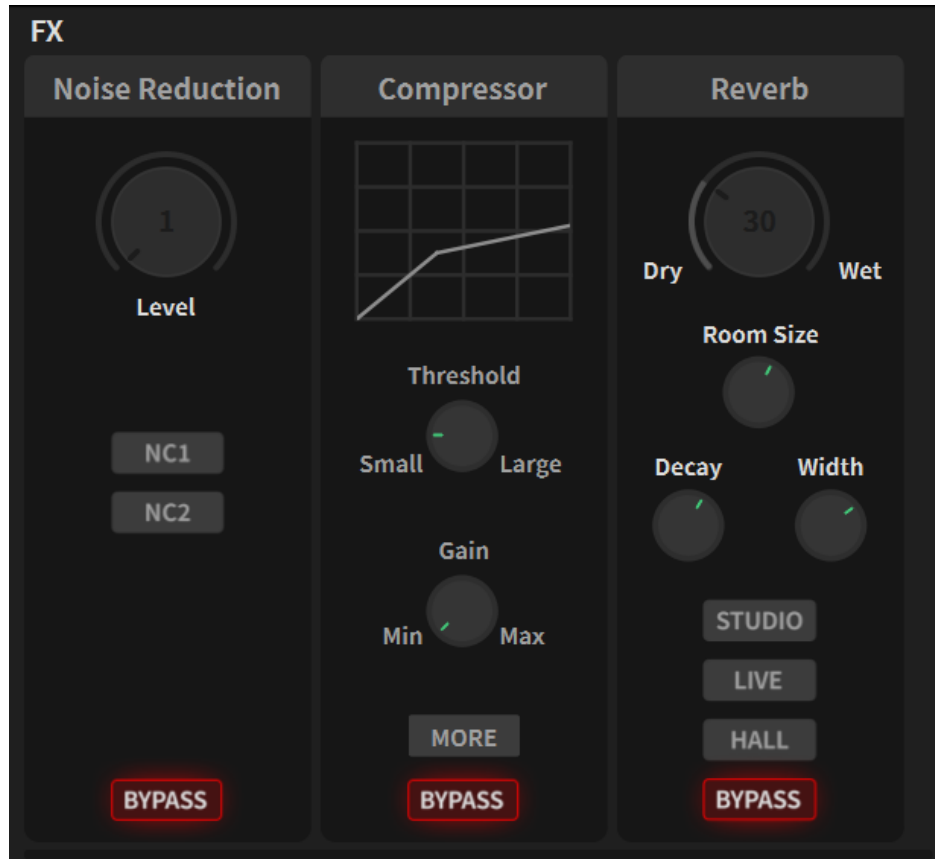
Gain / Volume

Adjust the gain or output level for each input channel.

Mute

When illuminated, the channel is muted. Click MUTE again or adjust the volume to unmute.

6.3 Effects Section



After the microphone signal is captured, three processors—Noise Reduction, Compressor, and Reverb—optimize the sound for clarity, dynamics, and space.

Noise Reduction

Suppresses background and ambient noise while keeping the voice clear.

Compressor

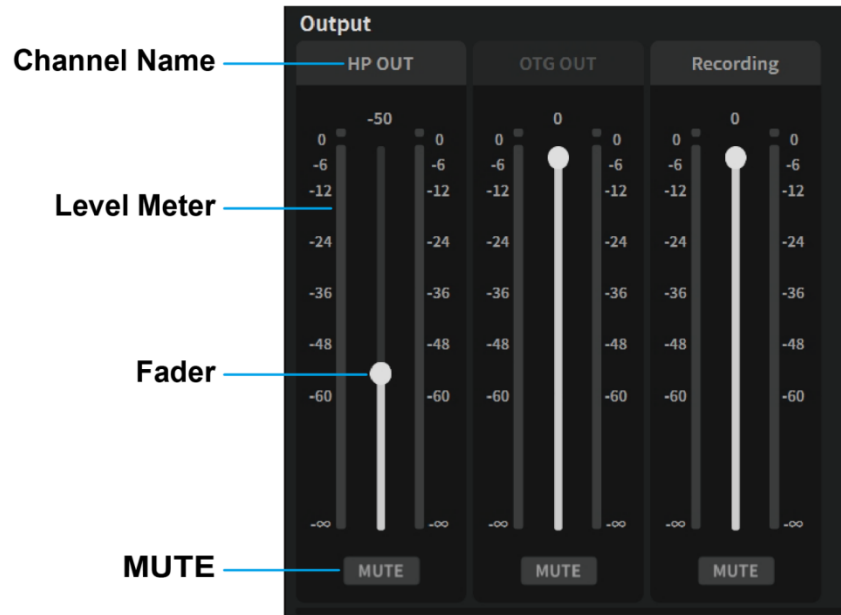
Controls dynamic range by reducing peaks above a set threshold and applying gain compensation for a more even loudness.

Reverb

Adds natural reflections and depth, simulating spaces such as studio, live stage, or hall.

For details, see 9. Advanced Features.

6.4 Output Section



Channel Name

When no device is connected, the channel name appears grayed out.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS.

Fader

Adjusts the output level of the corresponding channel.

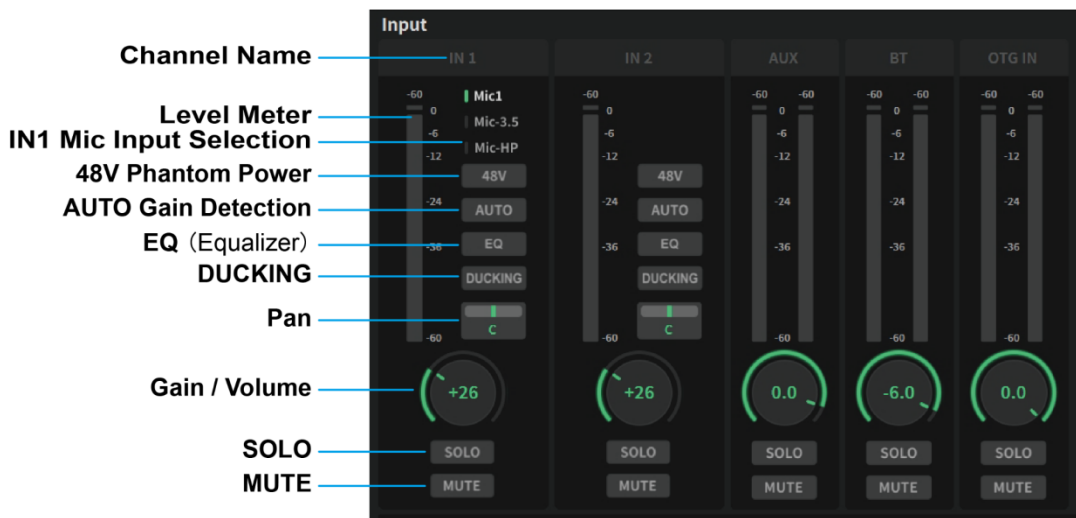
MUTE

When illuminated, the channel is muted. Click MUTE again or adjust the fader to unmute.

7. Live Streaming Mode

7.1 Input Section

You can configure the device's hardware input settings here



Channel Name

When no device is connected, the channel name appears grayed out.

Level Meter

Displays the input signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Mono inputs show one level bar; stereo inputs display two bars representing the left and right channels.

IN1 Mic Input Selection

IN1 can be switched between Mic1, Mic-3.5, or Mic-HP.



48V Phantom Power

Click to enable or disable phantom power for the selected input.

Mic1 / Mic2: Supplies 48V phantom power for condenser microphones.

Mic-3.5 / Mic-HP: Supplies 2.5V bias voltage for plug-in-power microphones.

 Caution:

Enabling phantom power (2.5V or 48V) for devices that do not require it may cause damage. Only activate this feature if your microphone requires it.

Before connecting or disconnecting a microphone, reduce the output volume to minimum and turn off phantom power to avoid damage or noise.

AUTO Gain Detection

Automatically adjusts microphone gain based on the input signal level. See 9. Advanced Features. for details.

EQ (Equalizer)

Each microphone input provides a 4-band PEQ, allowing precise control of gain, frequency, and Q value for each band to achieve a clean and professional tone. The processed signal can be recorded directly to a phone or computer.

Click EQ to enable or disable.

Double-click or right-click to open the EQ settings page. See 9. Advanced Features – EQ (Microphone Input). for details.

DUCKING

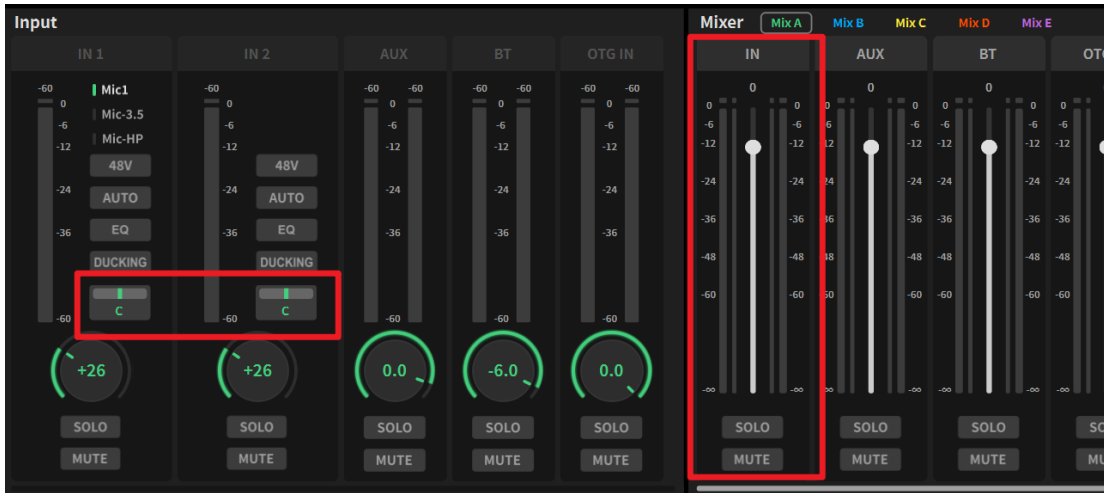
When enabled, it automatically lowers background or system audio when microphone input (IN1/2) is detected, ensuring the voice remains clear and audible—ideal for live streaming and chat.

Click to enable or disable.

Double-click or right-click to open the Ducking settings page. See 9. Advanced Features – Ducking. for details.

Pan

Adjusts stereo positioning for the IN (IN1 + IN2) track in the mixer. This controls the left-right balance of the signal: fully left sends all signal to the left channel, fully right sends it to the right channel, and center splits it evenly between both channels.



Gain / Volume

Adjusts the gain or output level for the corresponding channel.

SOLO

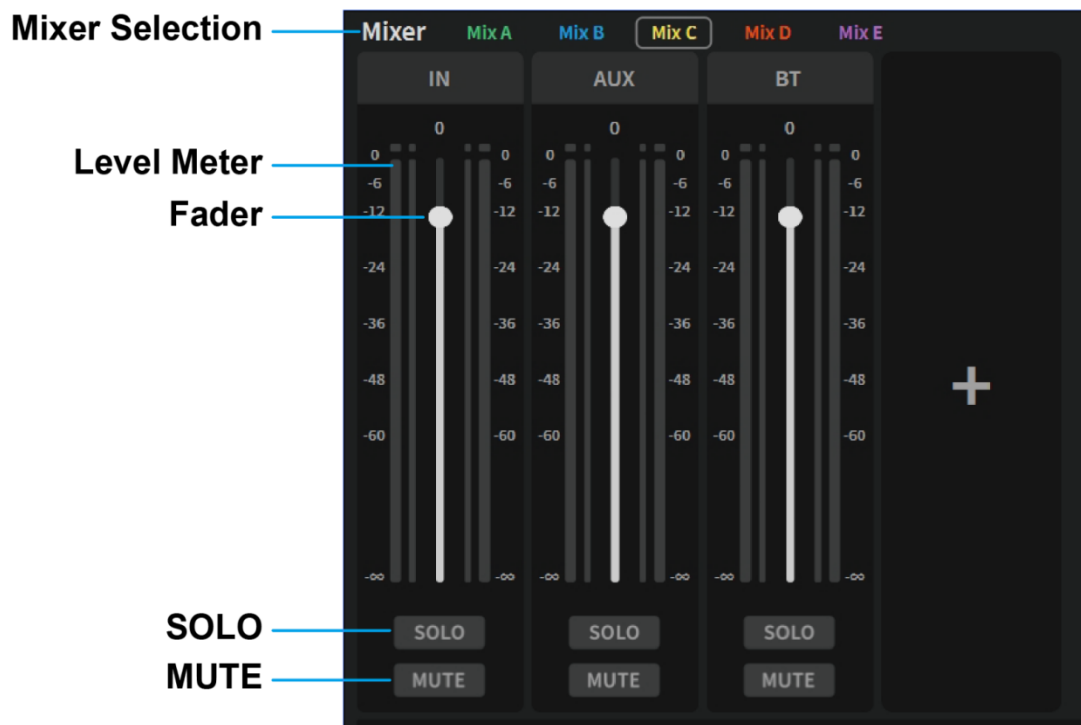
Mutes all other channels except the one(s) currently in solo mode. Multiple channels can be soloed simultaneously.

MUTE

When illuminated, the channel is muted. Click MUTE again or adjust the fader to unmute.

7.2 Mixer Section

The mixer allows multiple input sources—including hardware inputs and computer playback signals—to be blended into a single output mix.



Mixer Selection

Multiple mixers are available. They share the same input sources, but each mixer can have independent settings.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel shows two pairs of meters: the outer meters display input levels, and the inner meters display output levels for the selected mix.

Fader

Adjusts the signal level sent from each channel to the selected mixer.

SOLO

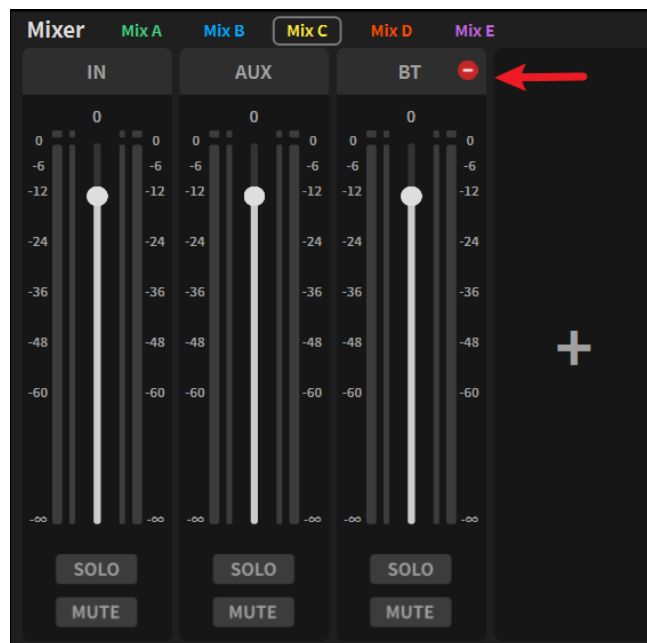
Mutes all other channels except the one(s) currently in solo mode. Multiple channels can be soloed at the same time.

MUTE

When illuminated, the channel is muted. Click MUTE again or adjust the fader to unmute.

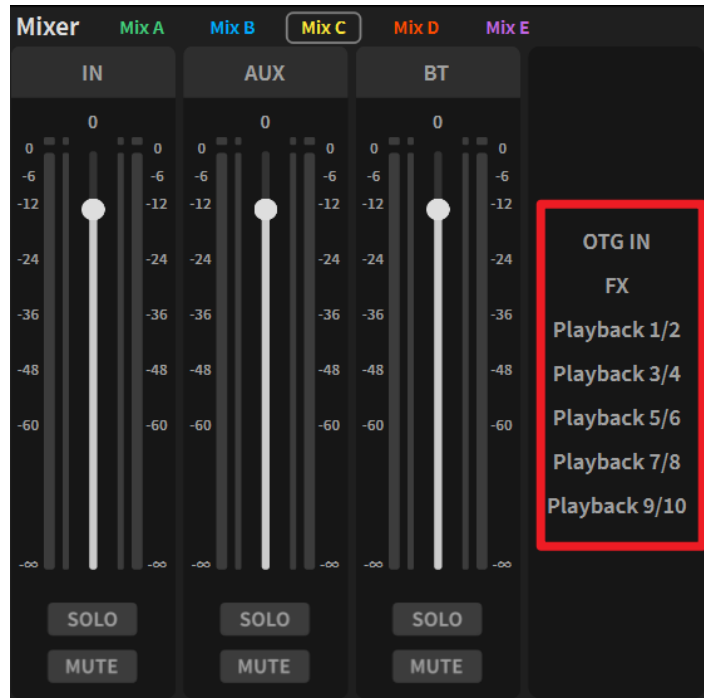
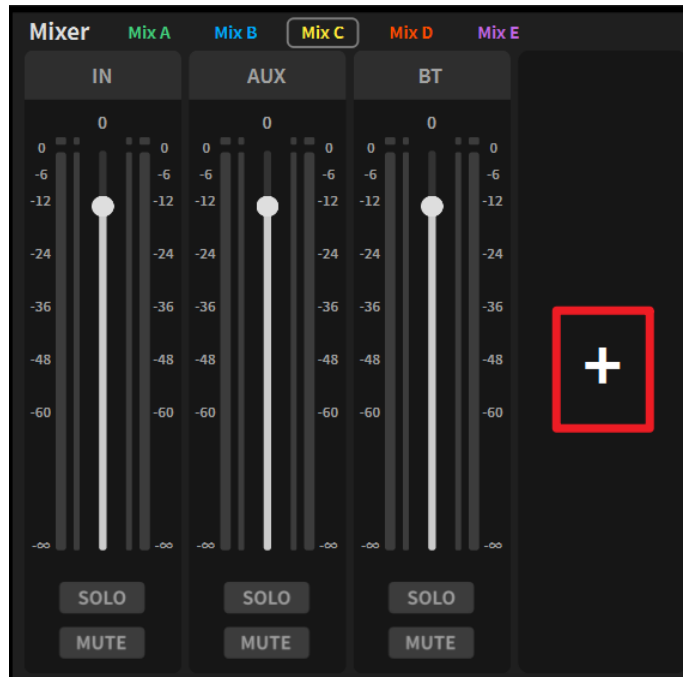
Remove Channel

To keep the interface clean and manageable, channels can be freely removed as needed. Hover over a channel name to reveal a delete icon in the upper-right corner, then click it to remove the channel.



Add Channel

To add a new channel, click the “+” icon on the right side of the mixer and select the desired input to include.



7.3 Effects Section



The five faders on the left control how much of each input is sent to the FX section. All inputs are mixed and processed as a dual mono signal named FX.

Effect Input

Shows total input level before processing.

Effect Output

Shows total output level after processing.

MUTE FX

Mutes the FX channel.

Noise Reduction

Suppresses background and ambient noise while keeping the voice clear.

Compressor

Controls dynamic range by reducing peaks above a set threshold and applying gain compensation for a more even loudness.

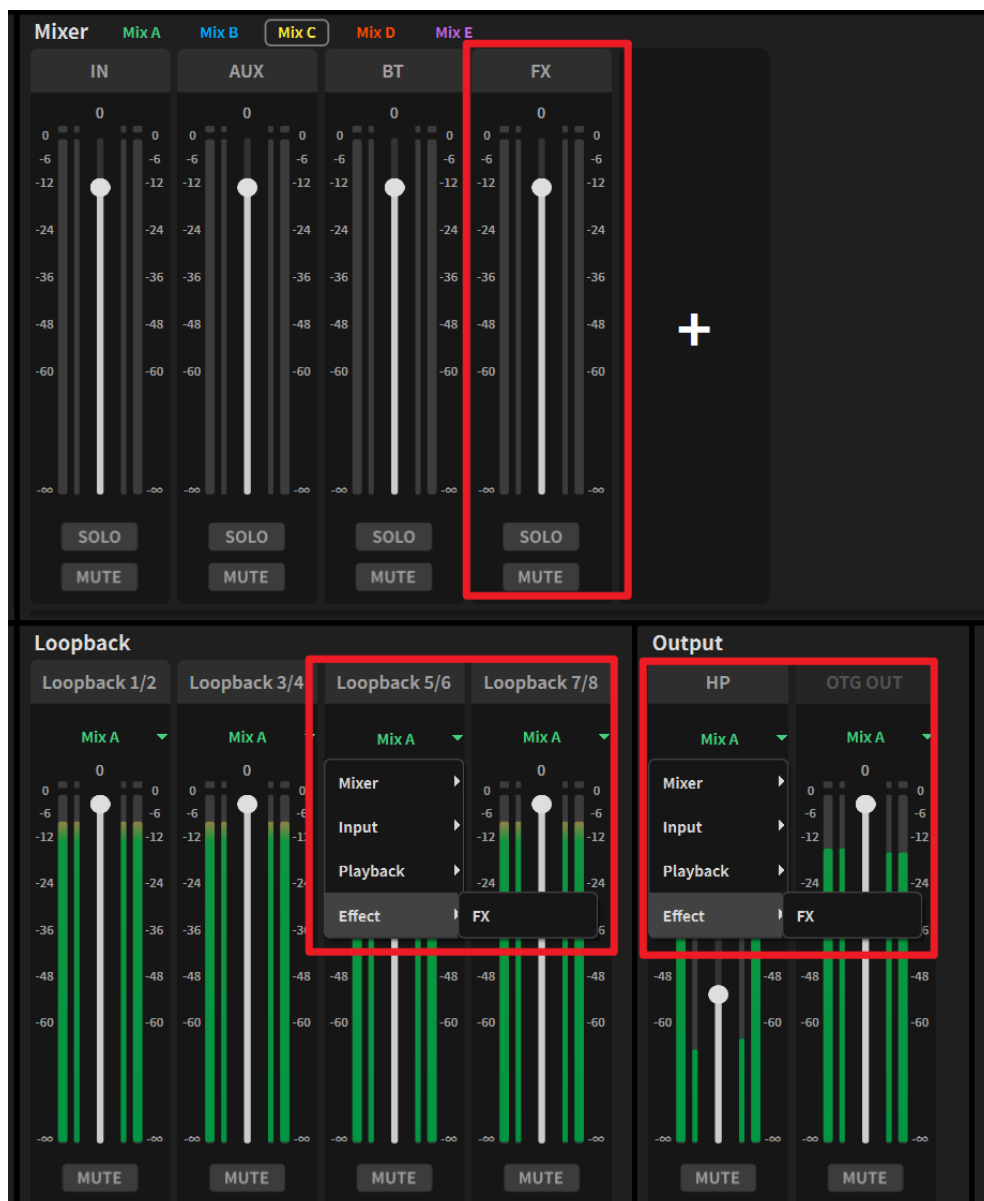
Reverb

Adds natural reflections and depth, simulating spaces such as studio, live stage, or hall.

For details, see 9. Advanced Features.

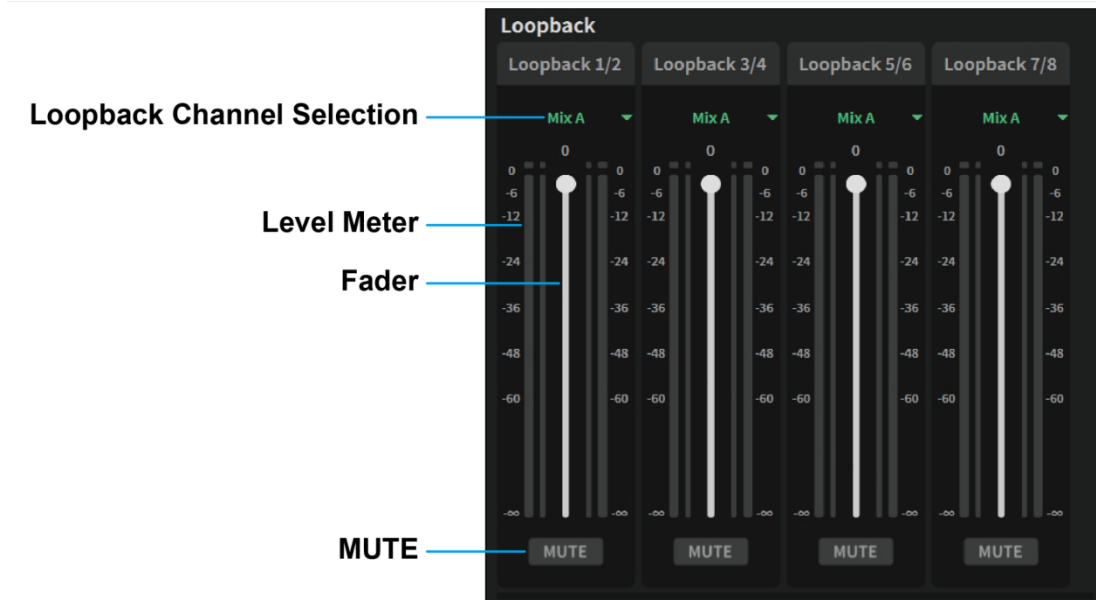
Using FX

The processed FX signal can be selected directly in the Mixer Section, loopback channels, or output channels, allowing flexible routing and output.



7.4 Loopback Section

This section sends hardware input signals, computer playback audio (such as from media players or browsers), or FX signals back to the computer. It allows routing these signals to a DAW for recording.



Loopback Channel Selection

Select which signal to send back to the computer. Options include:

- All mixer outputs
- All hardware inputs (mono inputs are assigned equally to left and right channels)
- All computer playback signals
- FX signal

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel has two pairs of meters: the outer meters show input levels, and the inner meters show output levels.

Fader

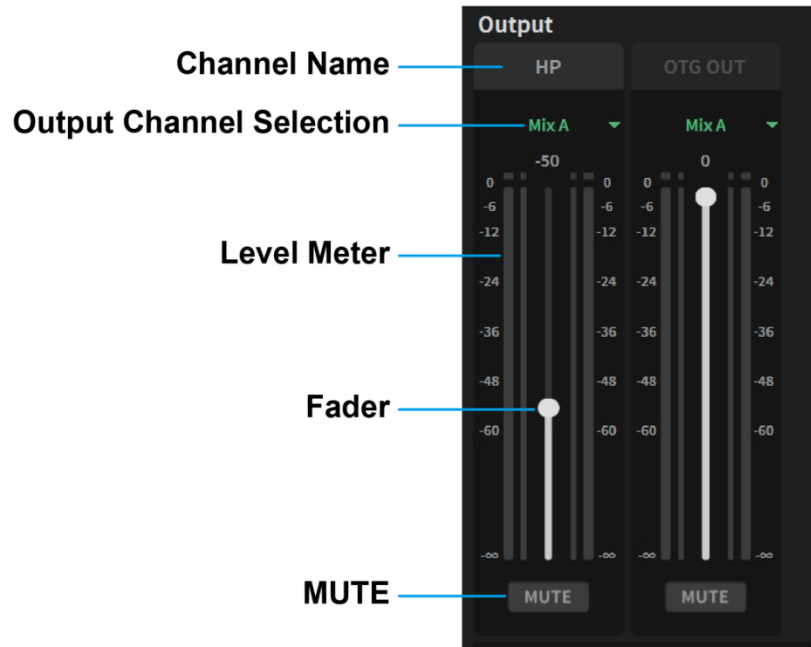
Adjusts the level of each channel sent to the selected mixer.

MUTE

When illuminated, the channel is muted. Click MUTE again or move the fader to unmute.

7.5 Output Section

Configure the headphone output (HP) and OTG output (OTG OUT) of the M62.



Channel Name

When no device is connected, the channel name appears grayed out.

Output Channel Selection

Choose which signal to send to the headphone or OTG output. Options include:

- All mixer outputs
- All hardware inputs (mono inputs are assigned equally to left and right channels)
- All computer playback signals
- FX signal

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel has two pairs of meters: the outer meters show input levels, and the inner meters show output levels.

Fader

Adjusts the output level of the corresponding channel.

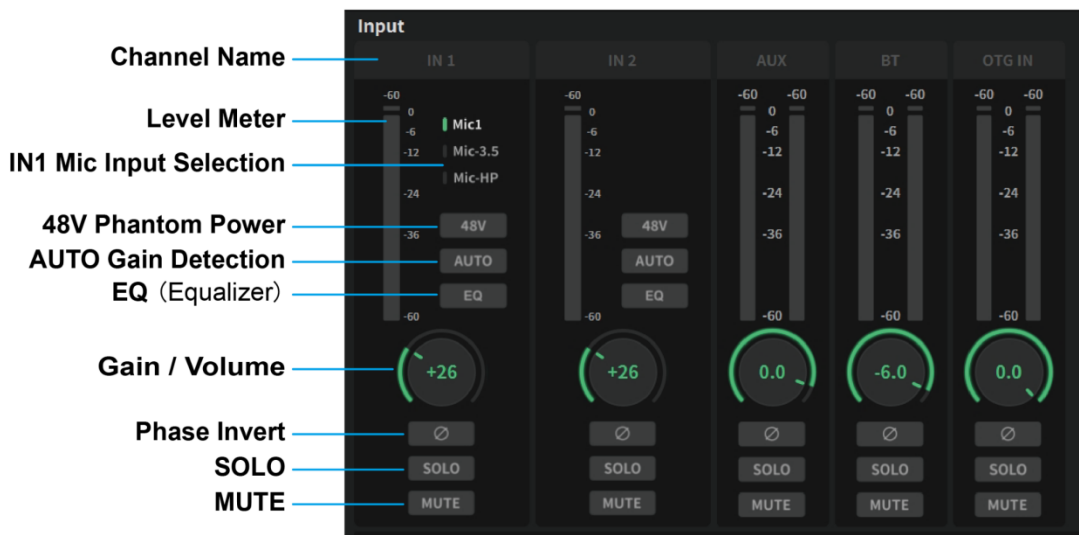
MUTE

When illuminated, the channel is muted. Click MUTE again or move the fader to unmute.

8. Pro Audio Mode

8.1 Input Section

You can configure the hardware input settings of the device here.



Channel Name

When no device is connected, the channel name appears grayed out.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Mono inputs show one meter; stereo inputs display two meters for left and right channels.

IN1 Mic Input Selection

IN1 can be switched between Mic1, Mic-3.5, or Mic-HP.



48V Phantom Power

Click to enable or disable phantom power for the selected input.

Mic1 / Mic2: Supplies 48V phantom power for condenser microphones.

Mic-3.5 / Mic-HP: Supplies 2.5V bias voltage for plug-in-power microphones.

⚠ Caution:

Enabling phantom power (2.5V or 48V) for devices that do not require it may cause damage. Only activate this feature if your microphone needs such power.

Before connecting or disconnecting a microphone, lower the volume and turn off phantom power to avoid damage or noise.

AUTO Gain Detection

Automatically adjusts microphone gain according to input signal strength. See 9. Advanced Features. for details.

EQ (Equalizer)

Each microphone input includes a 4-band PEQ, allowing fine adjustment of gain, frequency, and Q for a clean and natural tone. The processed signal can be recorded directly to a phone or computer.

Click EQ to enable or disable.

Double-click or right-click to open the EQ settings page. See 9. Advanced Features – EQ (Microphone Input). for details.

Gain / Volume

Adjusts the gain or output level for the corresponding channel.

Phase Invert

When illuminated, inverts the phase of the signal by 180°.

SOLO

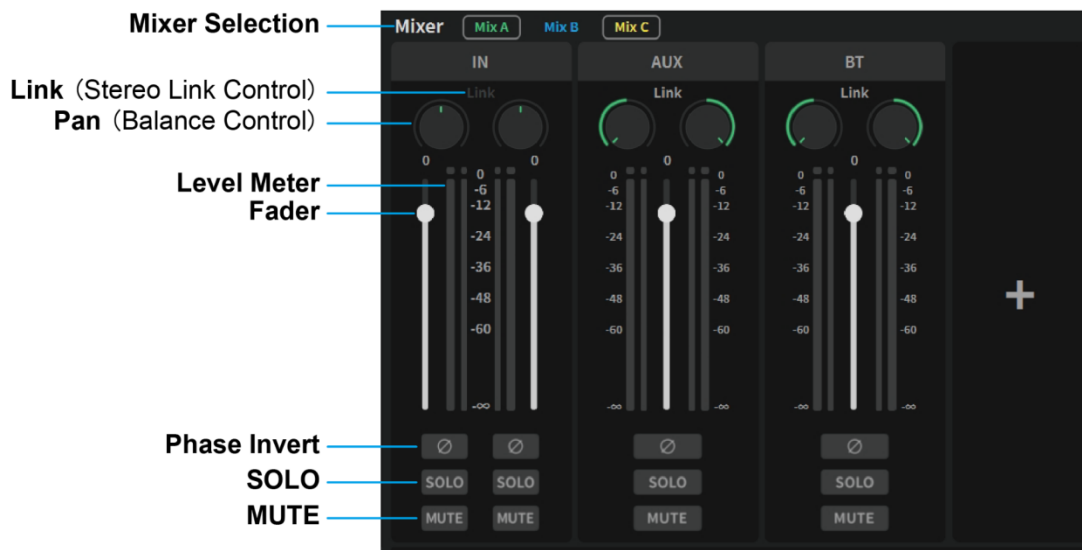
Mutes all other channels except the one(s) in solo mode. Multiple channels can be soloed at the same time.

MUTE

When illuminated, the channel is muted. Click MUTE again or move the fader to unmute.

8.2 Mixer Section

The mixer allows multiple input sources—including hardware inputs and computer playback signals—to be blended into a single output mix.



Mixer Selection

Three independent mixers are available. They share the same input sources, but each mixer can have different settings.

Link (Stereo Link Control)

When enabled, the two adjacent channels are linked as a stereo pair. Both channels are then controlled together with a single fader, eliminating the need to adjust each channel separately. Once linked, the Pan knobs for the two channels automatically set to hard left and hard right.

Pan (Balance Control)

Adjusts stereo positioning of the audio signal. Turning fully left sends the signal entirely to the left output; turning fully right sends it to the right output. When centered, the signal is distributed equally between both channels.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel has two meters: the outer meter shows input level, and the inner meter shows the output level for the selected mix.

Fader

Adjusts the signal level sent from each channel to the selected mixer.

Phase Invert

When illuminated, inverts the signal polarity by 180°.

SOLO

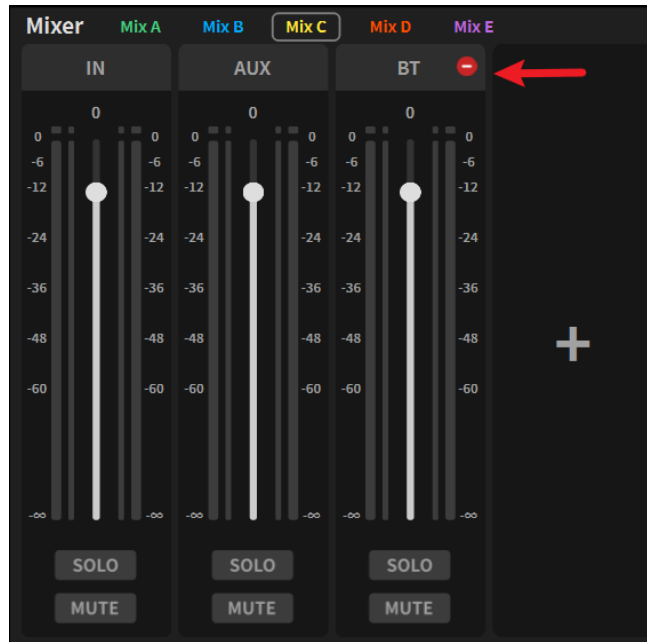
Mutes all other channels except the one(s) currently in solo mode. Multiple channels can be soloed at the same time.

MUTE

When illuminated, the channel is muted.

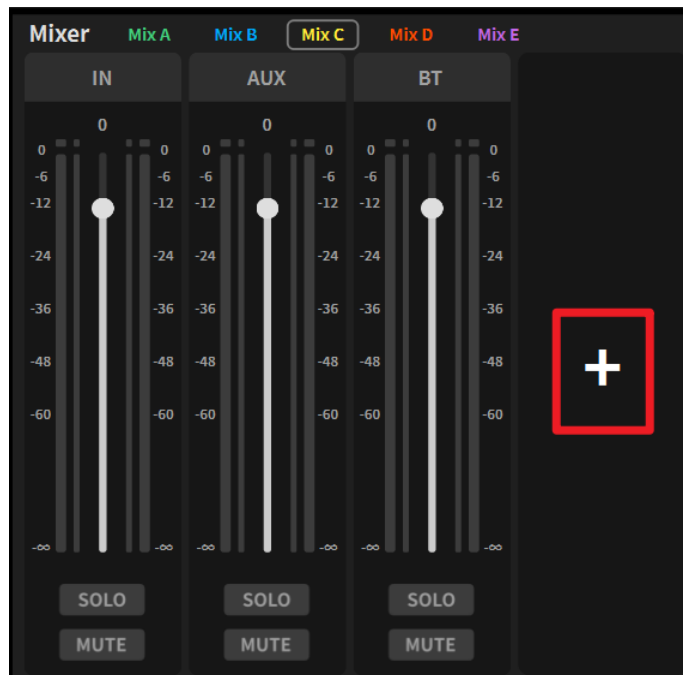
Remove Channel

To maintain a clean and efficient interface, channels can be freely removed as needed. Hover over a channel name to reveal a delete icon in the top-right corner, then click it to remove the channel.



Add Channel

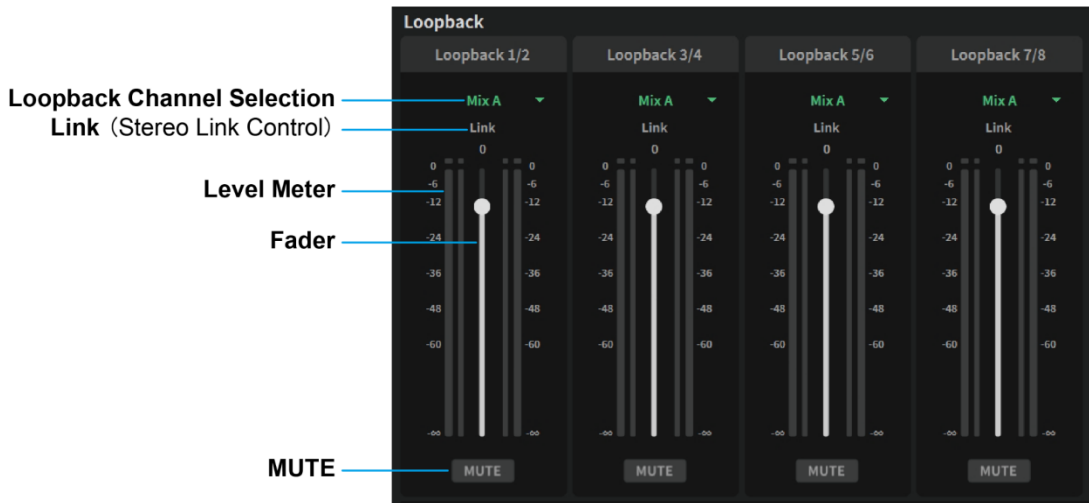
To add a new channel, click the “+” icon on the right side of the mixer and select the desired input to include.





8.3 Loopback Section

This section sends hardware input signals and computer playback audio (such as from media players or browsers) back to the computer. It allows routing these signals to a DAW for recording.



Loopback Channel Selection

Select which signal to send back to the computer. Options include:

- All mixer outputs
- All hardware inputs (mono inputs are assigned equally to left and right channels)
- All computer playback signals

Link (Stereo Link Control)

When enabled, the two adjacent channels are linked as a stereo pair. Both channels can then be controlled with a single fader, and their Pan controls automatically set to hard left and hard right.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel includes two meters: the outer meter shows input level, and the inner meter shows the output level.

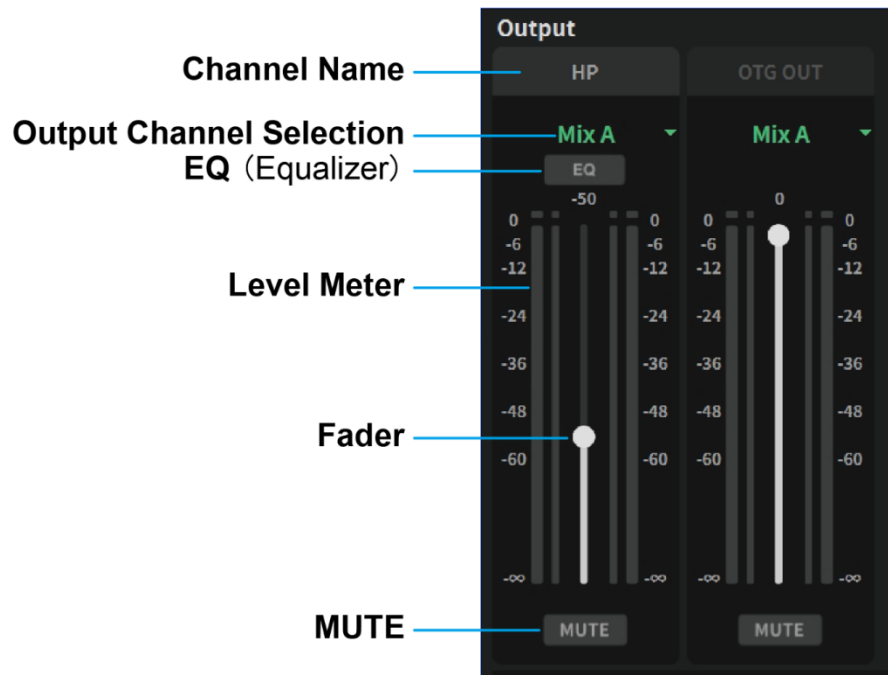
Fader

Adjusts the signal level sent from each channel to the selected mixer.

MUTE

When illuminated, the channel is muted. Click MUTE again or move the fader to unmute.

8.4 Output Section



Channel Name

When no device is connected, the channel name appears grayed out.

Output Channel Selection

Choose which signal to send to the headphone output (HP) or OTG output (OTG OUT). Options include: · All mixer outputs · All hardware inputs (mono inputs are assigned equally to left and right channels) · All computer playback signals

EQ (Equalizer)

The headphone output provides a 10-band PEQ for fine-tuning your listening experience. This EQ affects only what you hear in your headphones—it does not alter the recorded signal. It allows you to create a comfortable and accurate personalized monitoring environment.

Click EQ to enable or disable.

Double-click or right-click to open the EQ settings page. See 9. Advanced Features – EQ (Headphone Output). for details.

Level Meter

Displays the signal level in dBFS. The clip indicator lights up when the level exceeds 0 dBFS. Each channel includes two meters: the outer meter shows input level, and the inner meter shows output level.

Fader

Adjusts the output level of the corresponding channel.

MUTE

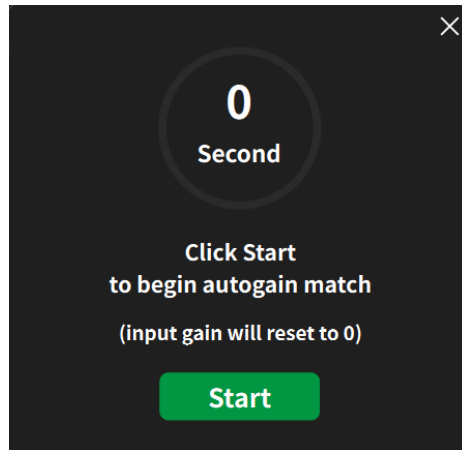
When illuminated, the channel is muted. Click MUTE again or move the fader to unmute.

9. Advanced Features

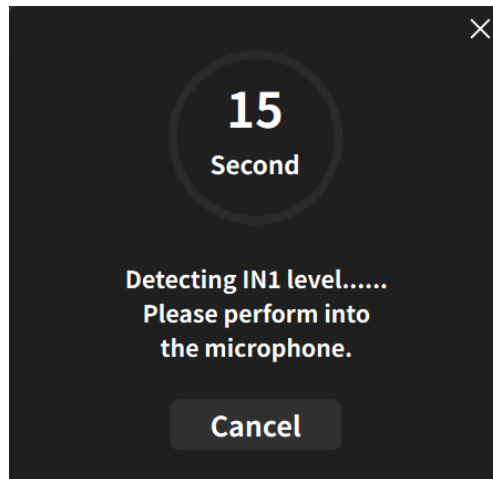
9.1 AUTO Gain Detection

Make sure the microphone is connected to the M62, and that IN1 Mic Input Selection and 48V Phantom Power are set correctly.

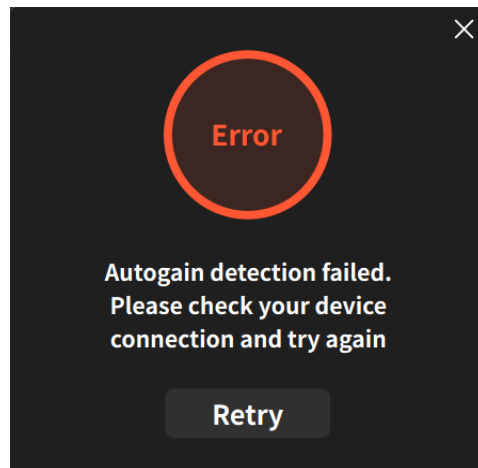
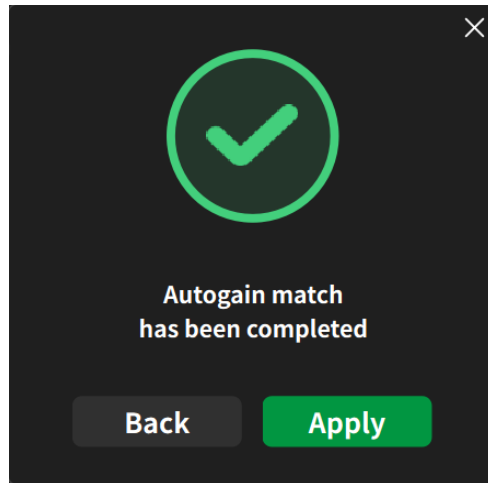
Click AUTO to start automatic gain detection.



During detection, speak or sing normally at your usual distance to ensure accurate gain adjustment.



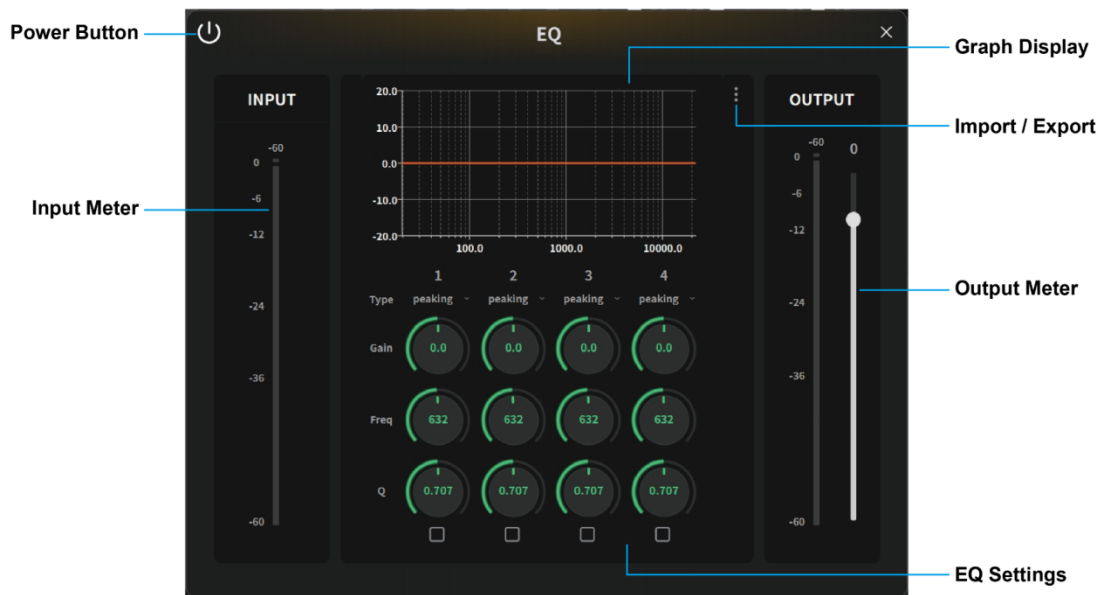
When complete, the system applies the optimal gain for your microphone. If detection fails, you'll be prompted to retry.



9.2 EQ (Microphone Input)

The microphone input provides a 4-band PEQ, allowing adjustment of gain, frequency, and Q value for each band to achieve a clean, clear, and professional sound. The processed signal can be recorded directly to a phone or computer.

Click EQ to enable or disable the function. Double-click or right-click EQ to open the EQ settings page, as shown below.



Power Button

Turns the EQ on or off.

Input Meter

Displays the real-time microphone input level.

Graph Display

Shows the frequency response curve. The orange line represents current EQ adjustments. The vertical axis shows Gain (dB) and the horizontal axis shows Frequency (Hz).

EQ Settings

Each numbered column (1–4) represents a separate EQ band with the following adjustable parameters:

- **Type** – Selects filter type: Peaking, Low-pass, High-pass, Low-shelf, or High-shelf.
- **Gain** – Adjusts the boost or cut of the selected frequency band.
- **Freq** – Sets the center frequency of the band.
- **Q** – Controls bandwidth. Lower Q values affect a wider range; higher Q values narrow the range for more focused adjustment.

Output Meter

Displays the signal level after EQ processing. Use the fader on the right to adjust output volume.

Import / Export

Click the three-dot menu to open options for saving or loading EQ settings:

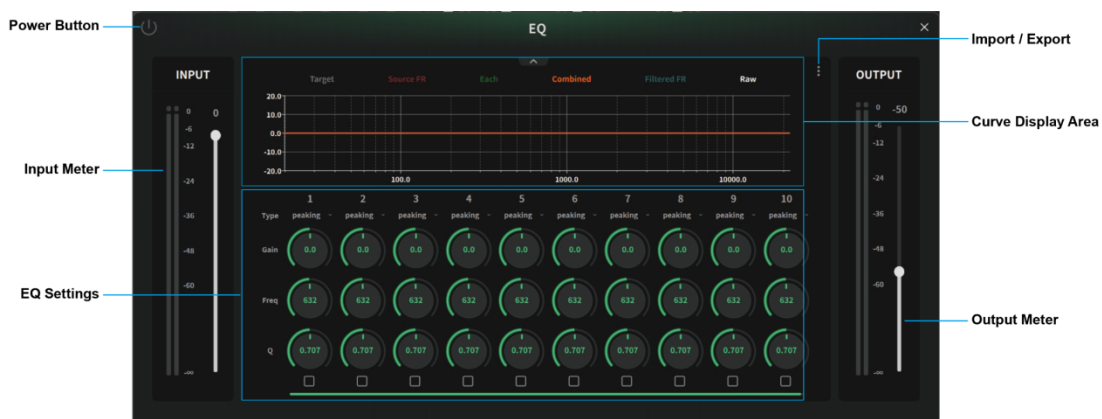
- Import Filter – Load a saved EQ preset file (Gain, Frequency, Q, and filter types).
- Export Filter – Save the current EQ configuration for use on other projects or devices.

9.3 EQ (Headphone Output)

Note: Available only in Pro Audio Mode.

The headphone output provides a 10-band PEQ, allowing precise control of the sound you hear in your headphones. It does not affect the recorded signal — only the monitoring sound. Use it to create a comfortable, accurate, and personalized monitoring environment.

Click EQ to enable or disable the function. Double-click or right-click to open the EQ window as shown below.



Power Button

Turns the EQ on or off.

Input Meter

Displays the real-time input level.

Curve Display Area

Shows the frequency response curve. The orange curve represents the current EQ state. The vertical axis shows Gain (dB) and the horizontal axis shows Frequency (Hz).

Target Curve

Displays the desired frequency response as a reference or tuning goal.

Source Response Curve

Shows the raw input frequency response before EQ adjustment.

Per-Filter Curve

Displays the response of each individual filter (bands 1–10).

Combined Filter Curve

Displays the overall response of all active filters combined.

Post-Filter Response Curve

Shows the final frequency response after EQ adjustment.

Original / Compensation

When Compensation is enabled, displays the difference between the post-filter response and the target curve for precise tuning.

EQ Settings

Each of the 10 columns represents one EQ band with adjustable parameters:

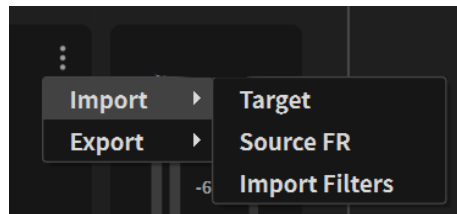
- **Type:** Peaking, Low-pass, High-pass, Low-shelf, or High-shelf.
- **Gain:** Adjusts the boost or cut of the selected frequency band.

- **Frequency:** Sets the center frequency where EQ processing occurs.
- **Q:** Controls the bandwidth of the frequency band. Lower Q = wider range, smoother transitions. Higher Q = narrower range, sharper changes.

Import / Export Functions

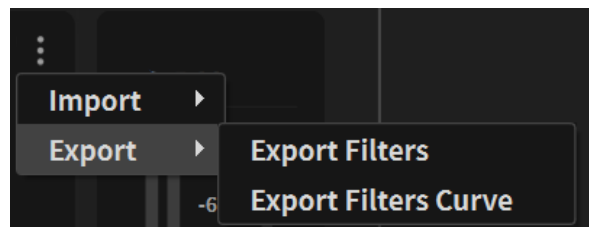
The import/export feature allows quick reuse of EQ configurations across different sessions or devices — ideal for backup, reference, or sharing. Click the three-dot menu to open options:

Import:



- **Target:** Load a predefined target curve file as a reference for tuning.
- **Source Response:** Import external source frequency response data for comparison or multi-audio matching.
- **Filter:** Load a saved EQ filter configuration (including gain, frequency, Q, and type).

Export:



- **Filter:** Save the current 1–10 band filter settings (type, gain, frequency, Q, and enable state) as a preset file for future use.
- **Filter Curve:** Export the combined EQ curve as data for reference or use in other audio tools.

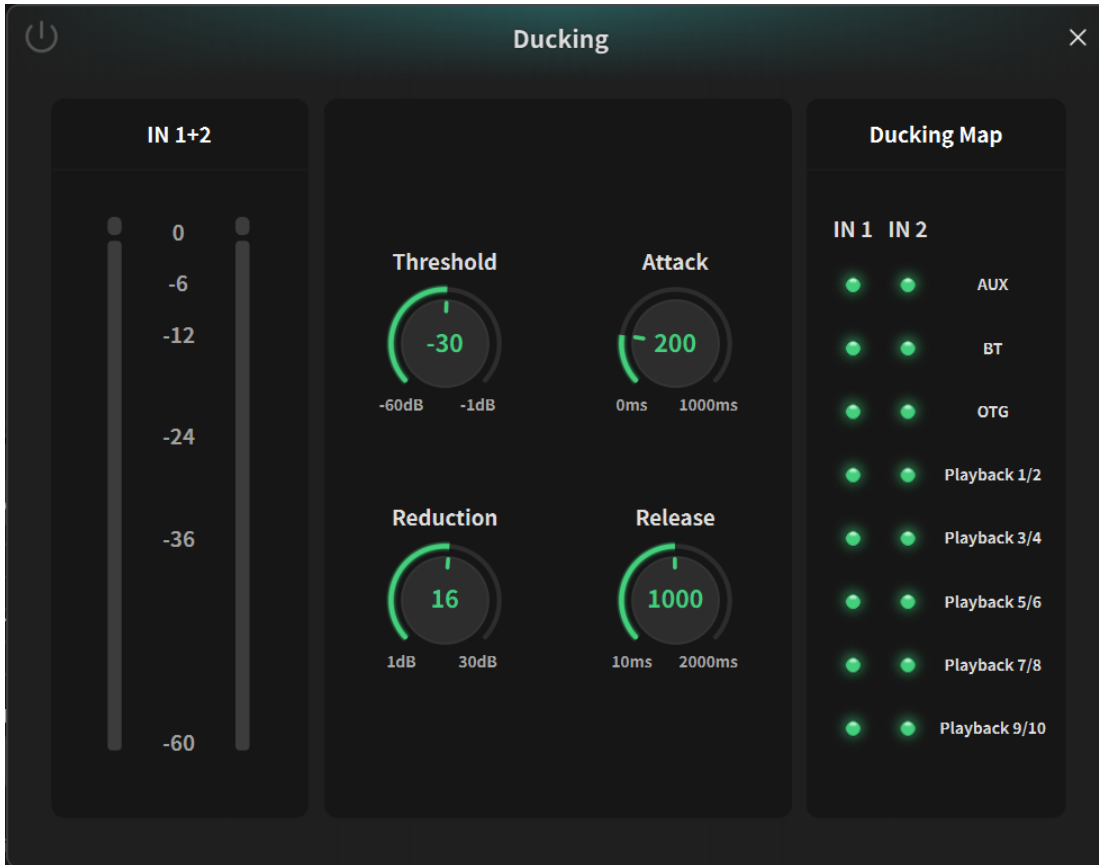
Output Meter

Displays the headphone output level after EQ processing. Use the fader on the right to adjust output volume for optimal monitoring.

9.4 DUCKING

This feature automatically lowers the volume of other audio sources (such as background music or system sounds) when microphone input (IN1/IN2) is detected, ensuring the main signal stays clear and audible. It's commonly used in live streaming and chat.

Click once to turn Ducking on or off; double-click or right-click to open the Ducking settings page.



Power Button

Turns the Ducking function on or off.

IN1+2

Displays real-time microphone input levels to check whether the trigger threshold has been reached.

Ducking Threshold

When the microphone input level exceeds this value, Ducking is activated and other sources are automatically lowered.

Attack Time

Determines how quickly Ducking takes full effect after the input exceeds the threshold. Smaller values result in faster response.

Ducking Depth

Controls how much the other sources are reduced. Higher values result in stronger attenuation.

Release Time

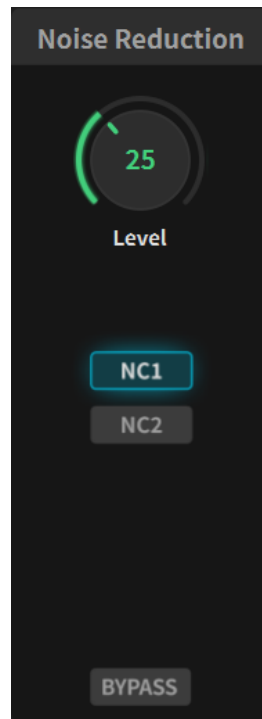
Sets how long it takes for the volume to return to normal once the input falls below the threshold. Larger values produce smoother recovery.

Ducking Map

Specifies which channels will automatically lower their volume when IN1 or IN2 triggers Ducking. As shown, when IN1 exceeds the threshold, the system will automatically lower the AUX input volume.



9.5 Noise Reduction



NC1

AI-based noise reduction. Intelligently distinguishes vocals from background noise, filtering out unwanted ambient sounds. This mode introduces slight latency.

NC2

Traditional noise gate-based noise reduction.

Level

Controls the strength of the noise reduction. Higher levels provide stronger suppression but may slightly affect audio quality.

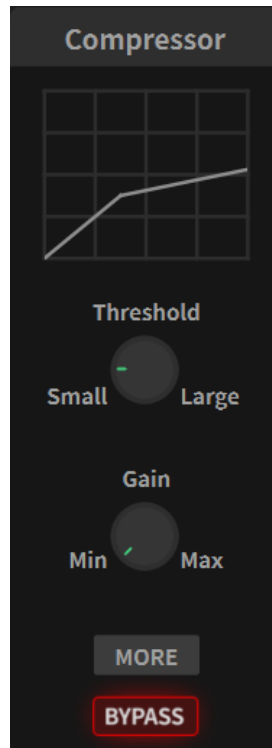
BYPASS

Bypasses the noise reduction module, leaving the input signal unprocessed.

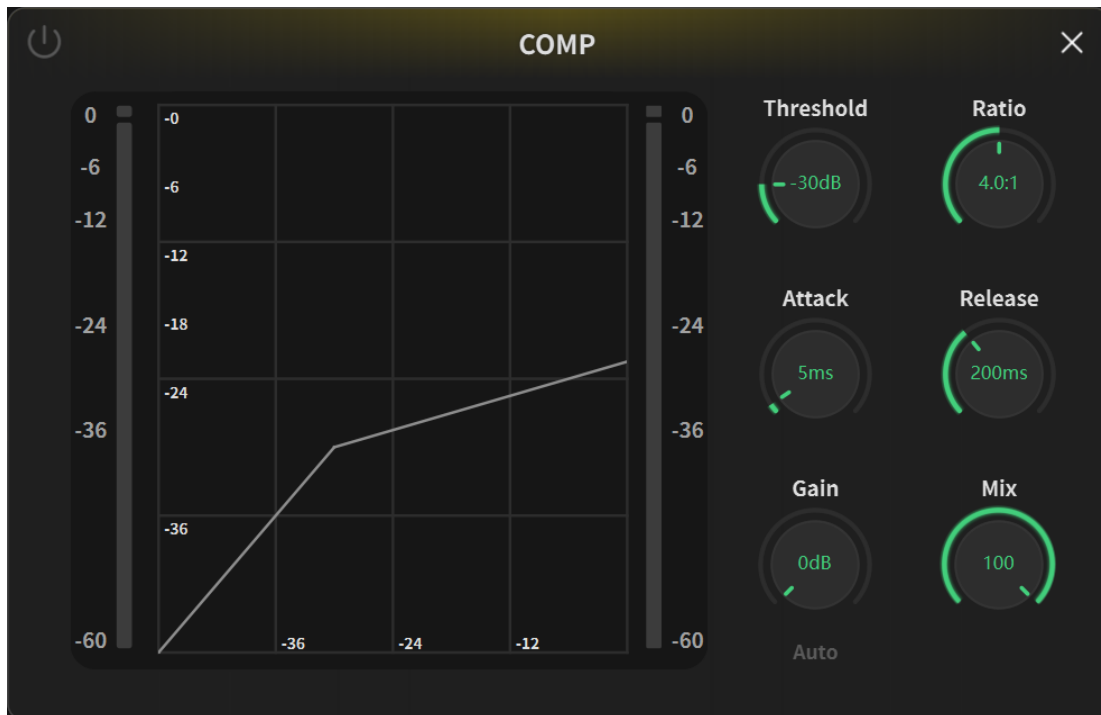
Adjustment Tips

- NC1 generally works better for speech and chatting, while NC2 may suit singing or musical use.
- Adjust the reduction level as needed for the best balance between clarity and natural tone.

9.6 Compressor



The compressor controls the sound's dynamic range, keeping volume changes smooth and consistent while maintaining clarity and punch.



Threshold

The level at which compression begins. Signals above this level are reduced; those below remain unchanged.

Ratio

Defines how much the signal is reduced once it passes the threshold. For example, a 4:1 ratio means a 4 dB increase above the threshold results in only 1 dB output. Higher ratios mean stronger compression.

Attack Time

How quickly compression starts after exceeding the threshold. Shorter times (e.g., 1 ms) react instantly, while longer times (e.g., 50–100 ms) preserve transient details.

Release Time

How long it takes to stop compressing once the signal drops below the threshold. Faster times restore volume quickly; slower times sound smoother and more natural.

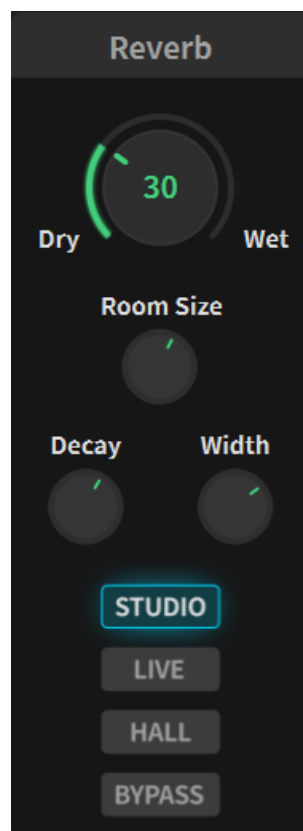
Gain

Adds makeup gain to restore overall loudness. Click Auto to let the compressor automatically adjust gain based on the current settings.

Mix

Balances the unprocessed (dry) and compressed (wet) signals for optimal tone and dynamics.

9.7 Reverb



Reverb simulates acoustic reflections to add space and depth.

Dry/Wet Balance

Adjusts the blend between the original (dry) and processed (wet) signal. Lower values give a closer, more intimate sound; higher values create a more spacious, ambient effect.

Room Size

Simulates different acoustic spaces. Smaller settings produce a tight studio-like feel, while larger ones emulate concert halls or wide environments.

Decay

Sets how long the reverb tail lasts after the sound stops. Longer decay gives a lingering, atmospheric feel; shorter decay sounds clean and controlled.

Width

Controls the stereo spread of the reverb. A wider setting creates a broader stereo image; a narrower setting centers the reverb for focus and clarity.

Presets

- **STUDIO:** small-room style.
- **LIVE:** stage/medium space.
- **HALL:** large, expansive space.

BYPASS

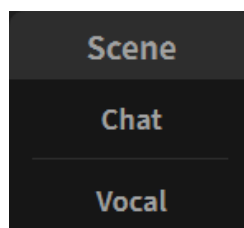
Routes the input around the reverb processor (no processing).

Adjustment Tips

- Start with a preset (STUDIO/LIVE/HALL), then fine-tune.
- Monitor while adjusting and set conservatively to maintain clarity.

9.8 Scene

Note: This feature is not available in Pro Audio Mode.



Chat:

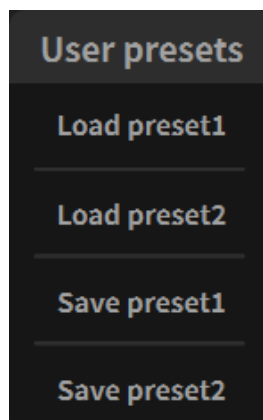
Enables Ducking and disables Reverb.

Vocal:

Disables Ducking.

Note: Scene presets only change the on/off state of Ducking and Reverb — specific parameter settings are not saved.

9.9 User presets



The M62 provides three operating modes, and each mode supports two user presets. User 1 and User 2 correspond to the User1 and User2 buttons on the remote control, allowing quick switching between two complete device configurations.

Saved Settings:

- All adjustable parameters available on the M62 hardware, such as channel volumes and 48V phantom power (excluding custom single/double press functions of the power button).
- Mute states of IN1 and IN2.
- All parameters for EQ, Noise Reduction, Compressor, and Reverb (if supported in the current mode).
- Phase invert settings for IN1 and IN2 (Pro Audio Mode only).
- Playback 1/2 and Recording Channel Volume (Mobile Mode Only)

Loading Presets:

Presets can be loaded via the M Control Center by clicking the desired preset, or by pressing the User1 or User2 button on the remote.