

Behringer X32 Mixer Desk Manual



Overview

The Behringer X32 is a highly flexible digital mixer, meaning that all audio signals are converted to digital signals that can easily be manipulated. The desk allows very complex operations, but can also be used quite simply, as set out below.

This section describes the various aspects of the desk, but if you want to jump to a quick overview of using the desk, [click here](#).

Layout

The desk is made up of a number of areas, as shown below:



Area	Purpose	Description	Link
A	Input Controls	This bank is generally used to control the inputs to the desk (although it can be used for other purposes)	Input Bank Details
B	Bus Controls	This bank is usually used to control the output channels, ie the monitor mix channels and the effect channels (Bus 13 & 14)	Output Bank Details
C	Setp area		Setup description
D	Display / Menu Control		Display-Menu Details
E	Scenes		Scene Details
F	Assign		Assign Details
G	Mute Groups	This section is used to mute groups of channels - once setup, each of the buttons can be used to mute pre-selected channels. For instance, one button could be used to mute all instrument channels, all vocal channels, or to mute the effect channel for vocals between songs.	Mute Group Details

Connections

The audio in and out signals can either be connected directly to the mixer desk, or via a digital “snake”. The snake is the most useful approach when using the desk for a gig as only a single ethernet cable is needed between the snake and the desk.

Direct to Desk

All audio connections are located on the rear of the desk, as shown below:



Area	Name	Description	Notes
A	XLR Inputs	32 channels	
B	XLR Outputs	16 channels	Channel 15 & 16 are Main Left & Right by default
C	Ethernet Connections	Digital Link to Snakes	
D	On / Off Switch and Power connection		
E	Phono In / Outs		
-	AES/EBU Out	-	
-	MIDI	-	
-	Monitor / Control Room Out	Not used	
-	Remote Control	Allows control of the desk by PC, etc	
-	Ultranet	-	
-	USB Audio Interface	-	

Via Digital Snake

TPH has a single S16 Digital Snake, which allows 16 inputs and 8 outputs - generally this is plenty for local requirements.



The S16 digital snake sits on the stage and is linked to the mixer desk via an ethernet cable.

Connections



Area	Description	Notes	Description	Links
A	XLR Inputs	16 channels	Used for inputs from mics, instruments, etc	
B	XLR Outputs	8 channels	Used to connect audio to stage amplifier for driving speakers and monitors	
C	Setup Panel			S16 Setup

More

[Wiring up the performance](#)

[Suggested Operating Procedure](#)

[Quick Setup Guide](#)

[Advance Operations](#)

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