

CM32

32-Channel Digital Mixing Console



Description

This professional-grade 32-channel digital mixing console features an innovative design and powerful DSP capabilities, offering 32 digital gain preamplifier channels with low latency and ultra-low noise. It provides a fast mixing workflow, a user-friendly 10.1-inch touchscreen, 17 motorized faders, 2 built-in effects processors, 100 scene memories, PEQ preset storage, and USB playback and recording. Powered by a high-performance ARM processor with a Linux-based system, the console ensures reliable and secure operation.

Features

- 10.1-inch capacitive touchscreen with 1280×800 resolution.
- 17 100mm motorized faders.
- Switchable between Chinese and English interfaces without reboot.
- Built-in USB recording and playback functions.
- Supports playback of APE, FLAC, MP3, and WAV lossless audio formats.
- USB player recognizes Chinese song titles.
- Built-in 16-channel independent feedback suppressors.
- 8 DCAs.
- Supports iPad touchscreen full-featured control with real-time data synchronization.
- Supports up to 8 terminals for simultaneous control.
- Built-in 2 independent effect modules.
- ARM and DSP firmware upgradeable via network or USB drive.
- Per input channel: 4-band parametric EQ, noise gate, feedback suppressor, high/low-pass filters,

compressor, and polarity inversion.

- Per output channel: parametric EQ, high/low-pass filters, compressor, polarity inversion, and 1s delay.
- Output channels: L/R, 10 BUS, and Headphone (L/R).
- Selectable pre-fader or post-fader (PRE/POST) for 10 BUS mix buses.
- 100 scene presets with export/import via USB for data backup.
- Supports 32 PEQ mode presets.
- Built-in signal generator: sine wave, pink noise, and white noise.
- Channel parameter copy function for quick data duplication across identical channels.
- Connectivity: balanced XLR inputs and outputs.
- 8 fader groups, 8 user-defined buttons, and 4 quick mute buttons.
- Panel lock button to prevent unintended operation.
- Customizable channel naming.

Specifications

Model	CM32
Analog Input	32CH (MIC/Line)
Analog Output	L/R+10BUS+REC+Headphone(L/R)
Noise Floor	-90dBu unweighted, AES17 (20Khz)
THD+N	0.005% @4dBu 1Khz
Distortion	0.01% @4dBu 20~20Khz
SNR	108dB unweighted
Dynamic Range	108dB unweighted
Maximum Input Level	Balanced 20dBu
Maximum Output Level	Balanced 20dBu
Frequency Response	20Hz-20KHz ± 0.5 dB
Screen Size	10.1"
Resolution	1280×800
Touch Control	Capacitive
Main Control CPU	Samsung 4418 quad-core Cortex™-A9
Boot Speed	36 seconds
Operating System	Linux
DSP	ADSP-21489 400Mhz
USB	Recording and playback (APE, FLAC, MP3, WAV playback formats)
DCA	Support
Chinese and English Interface	Support
Electric Faders	17
iPad Control	Support
Effect	2 effect buses (6 preset effect parameters, 24 users storage)
Feedback Suppressor	16, independent
Ethernet	Support
RS-232 Protocol	Support
USB Mouse	Support wired USB mouse
Power Supply	AC 100V-240V; 47~63Hz 100W
Dimensions (W*D*H)	610×650×230mm
Net Weight	22.1kg
Package Weight & Dimensions	39.5kg (Flight case packaging) 800×710×350mm

Front / Rear Panel

Front Panel



The physical keys, faders and digital encoders on the front panel of the mixing console can respond in real time.

- USB: Can connect a USB flash disk or a mouse.
- L/R METER: Main output L/R real-time level.
- HEADPHONE: Headphone output jack.
- MONITOR VOLUME: Rotate to adjust the headphone monitoring volume; press to set it mute or unmute.
- GAIN: Valid after selecting the input channel; adjust the analog gain; rotate for coarse adjustment, step by 1dB; press and rotate for fine adjustment, step by 0.1dB.
- 48V: Valid after selecting the input channel; turn on or off the phantom power. Light on for open, off for close.
- HPF/LPF: Valid after selecting the input or bus channel; rotate to adjust the frequency of the high-pass or low-pass filter; press to toggle the high-pass or low-pass filter.
- -6/-24/-48: Valid after selecting the input or bus channel; adjust the slope of the high-pass or low-pass filter.
- PEQ FREQ/Band: Valid after selecting the input or bus channel; rotate to adjust the frequency of the current band of parametric equalization; press to switch the parametric equalization band.
- PEQ GAIN/Band: Valid after selecting the input or bus channel; rotate to adjust the gain of the current band of parametric equalization; press to switch the parametric equalization band.
- PEQ Q: Valid after selecting the input or bus channel; rotate to adjust the bandwidth of the current band of parametric equalization.
- PEQ Bypass: Valid after selecting the input or bus channel; set the equalizer bypass or not. Light on for bypass, off for not bypass.
- GATE: Valid after selecting the input channel; rotate to adjust the noise gate parameters; press to toggle the threshold / attack time / release time.
- LIMITER: Valid after selecting the input / bus / headphone / recording channel; rotate to adjust the limiter parameters; press to toggle the threshold / slope / attack time / release time.
- DELAY: Valid after selecting the bus channel; rotate to adjust the delay parameters.
- GATE/ LIMIT Bypass: Valid after selecting the input / bus / headphone / recording channel; set the equalizer / limiter bypass or not. Light on for bypass, off for not bypass.
- EFX: Rotate to adjust the send amount of the input channel to the effect channel; press to switch the effect channel.
- BUS: Rotate to adjust the send amount of the input channel to the bus channel; press to switch the bus

channel.

- PAN: Valid after selecting the input channel; rotate to adjust the pan.
- EDIT DATA WHEEL: Adjust the parameters currently selected on the touch screen.
- HOME: Switch the fader layer to IN1-16, and switch the touch screen to the input channel preview page.
- SCENE: Switch the touch screen to the scene page.
- EFFECT: Switch the touch screen to the effect page.
- COPY: Switch the touch screen to the copy page.
- METER: Switch the touch screen to the level meter page.
- LOCK: Lock the panel and touch screen operations.
- REC/PLAY: Switch the touch screen to the Rec/Play page.
- SETUP: Switch the touch screen to the setup page.
- USER DEFINE KEY A/B/C/D/E/F/G/H: User-defined keys, which can be configured to mute / recall scene / user fader layer. The default button A is the system mute, and other buttons are not configured.
- IN1~16: Fixed fader layer. If selected, the fader 1~16 means the input channel 1~16.
- IN17~32: Fixed fader layer. If selected, the fader 1~16 means the input channel 17~32.
- BUS/EFF: Fixed fader layer. If selected, the fader 1~10 means the bus channel 1~10, and the fader 11~12 means the effect channel 1~2.
- DCA1~8: Fixed fader layer. If selected, the fader 1~8 means the DCA channel 1~8.
- SEL: Select the channel.
- MUTE: Mute or unmute the channel.
- SOLO: Turn on or off the solo for the current channel.

Rear Panel

