

Common Mainstage Problems

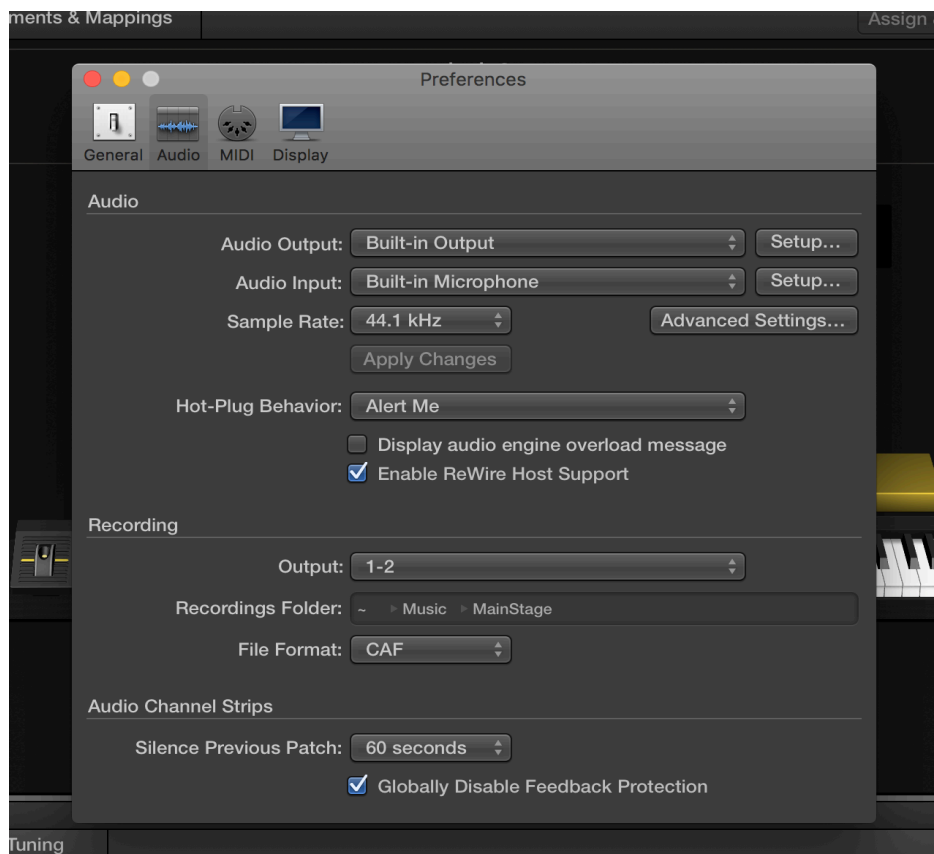
(And their solutions)

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While Mainstage is a great tool for the Marching Arts, there are some things that can cause problems. While this article won't cover them all we will address some common head-scratchers.

1. Why isn't my Mixer picking up Mainstage audio?

This could be for several reasons. First make sure that you CAN get sound out of your PA through another acoustic input. If that works then go to the Mainstage dropdown menu in the top left, then go to preferences, and then make sure that your desired output is selected below. Also make sure to hit apply.



2. Why does everything sound a half-step higher?

This often had myself as well as many others confused. Basically what it comes down to is that the sample rate between Mainstage, the audio interface, and the mixer do not agree. The two most common sample rates are 44.1k and 48k. Make sure that you know which one your mixer is set to and then go to the audio preferences in Mainstage as before and select the correct sample rate. Then make sure to hit apply.

3. Why does my sample keep decaying?

This is because of the setting in the ESX24. To fix this go into the sampler and set the R parameter (release) in the bottom right to be full. This should solve the problem.

4. Why does my sample in the previous patch cut off when I switch patches?

This setting is in the Audio in the Preferences menu at the bottom. Change to 60 seconds and you shouldn't have a problem.



5. Why does the sample I just put in sound really strange?

In the ESX24, make sure you unselect the pitch box that is automatically checked whenever you input a sample. This means that if you put a very high pitched sample on C0 and forgot to do this step, it would distort the sample to the note a C0 would sound. This is a very crucial step to remember every time you import new samples.