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INTRODUCTION

You're probably wondering why *The PreSonus StudioLive Handbook* book came about when there's a perfectly good manual for the PreSonus StudioLive console already.

StudioLive's manual is indeed well-written and contains a lot of details about the console, some which will also be covered here and some not, but I never intended for this book to be just a rehash of the manual.

The real reason why I wrote this book is because so few StudioLive owners actually use this excellent console to anywhere near its full potential. In fact, the typical user only scratches the surface of what it can do, which is a shame because if you do tap into its power, it can help make your gigs and recordings sound so much better, as well as solve a number of typical user problems along the way. My goal is to show you scenarios where these features can be helpful in the hopes that you'll give them a try.

This is also a book about "why." Many users, especially those new to mixing, aren't sure why many of StudioLive's features and controls are included or what they may be used for. The *StudioLive Handbook* is intended to give you some background regarding the real-world situation that caused each feature to be created. Every parameter is on the console for a good reason, and if you understand the problem it solves, it makes it a lot easier to apply them to your own mixing situation.

Like many of my other books, *The PreSonus StudioLive Handbook* is divided into three parts:

- **Part 1** is a general overview of StudioLive, with an in-depth look at all the controls, parameters, and functions as well as an explanation of why they're included and the situations where they're normally used.
- **Part 2** is about using StudioLive specifically in the live sound environment, with a look at how the console can solve some typical problems in situations where you'll most likely be using it.
- **Part 3** is about using StudioLive in the studio, with a look at recording, miking, and mixing techniques used by top pros that go beyond what's found in a typical owner's manual.

StudioLive is an amazing achievement in that it packs so much bang for the buck in terms of features, although many are never even touched by some users. It's also highly flexible and updatable, things that many other consoles in the price range can't claim, and its feature set blooms when connected to a computer.

As PreSonus vice-president of sales Rick Naqvi says, "The worst that your StudioLive will ever be is on the day that you buy it!" That's a bold statement, but I hope to show how it's absolutely true. Let's dig into the features that StudioLive can contribute to make your live sound and recordings sound better than ever before.