

# Product Manual

Thank you for choosing our product. This recording cable has a built-in high-gain audio acquisition module and is designed to connect microphones, guitars and other line-level instruments to devices with USB C interface for recording. It is compatible with PCs, laptops, smartphones, tablets, etc. . Applicable operating systems include Windows/IPAD OS/IOS (iphone 15)/MAC OS/Android, etc. Please note that this cable is not compatible with any game consoles, including PS2/PS3/PS4/Guitar Hero/Xbox/RockSmith, etc. This cable not have audio output function and is only suitable for instrument and microphone recording.

To use this cable, just plug the plug (XLR/6.35mm) into the guitar or microphone. Plug the USB-C connector into your phone or tablet, and the phone will recognize it as an audio input and automatically install all necessary drivers. No additional drivers are required, just connect the device to your phone and tablet, if you are using a laptop, just select the external USB C input device in your computer's sound settings, no additional drivers are required .when using a desktop computer or laptop, please set it up as shown below.

## Technical Parameters

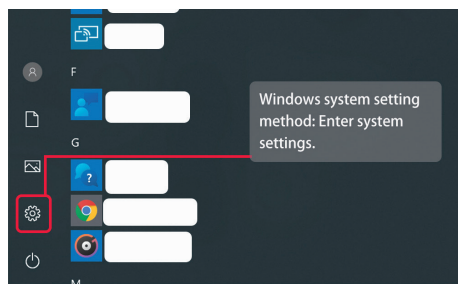
Mic Gain	21DB Max
Mic Bias	2.3V-5 V
Input Level	100mV
SNR	93DB
THD+N	-70dB
Frequency	20Hz-20KHz
Power Consumption	Max 40mA

Note: This cable does not provide 48V power supply. If the microphone you use requires 48V power supply, please use an external 48V phantom power supply.

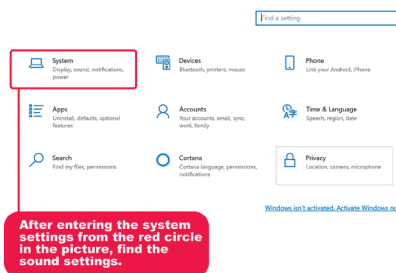
This manual applies to the following products:  
XLR To USB C Cable/6.35mm To USB C Cable

## Windows setting

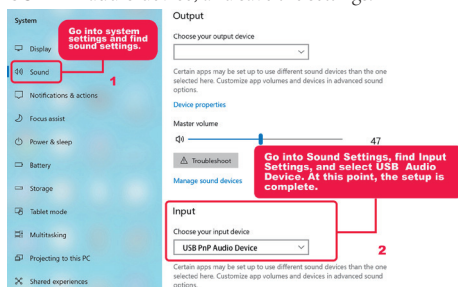
Step 1: enter the computer settings page



Step 2: enter system settings

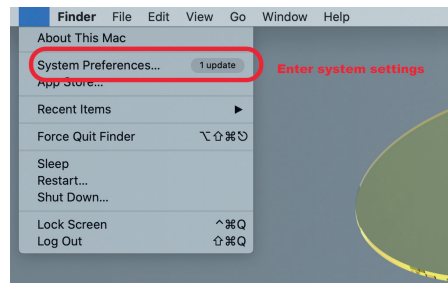


Step 3: Enter the sound settings, find the input settings, select the USB PnP audio device, and save the settings.

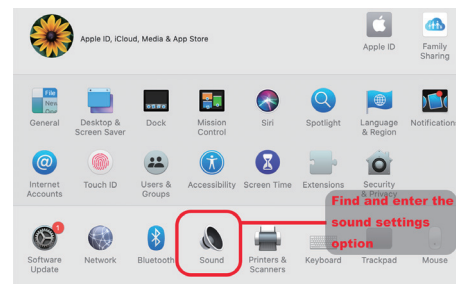


## Mac os Setting

Step 1: enter the computer settings page



Step 2: enter system settings



Step 3: Enter the sound settings, find the input settings, select the USB PnP audio device, and save the settings.

