

How to use (Passive DI)

1. **Mute the console channel** you'll plug into. **Note:** Ask the sound volunteer.
 2. **Instrument** → **DI**. Plug the 1/4" from your guitar/keyboard into **INPUT**.
 3. **DI** → **Console**. Run an **XLR** from the DI's **OUTPUT** to a **mic input** on the snake/console.
 4. **Set switches to "safe" defaults:** PAD = **0 dB**, **Ground Lift OFF**, **Filter OFF**, **Phase = NORMAL**.
 5. **Unmute and check level.** If the console preamp clips, add pad (see below).
 6. **Clean it up if needed:**
 - Hum/buzz? Try **Ground Lift**.
 - Still too hot? Go to **−20 dB** pad, then **−40 dB** if necessary.
 - Radio/static fizz? Try **Filter**.
 7. Mix as normal. (The Zdirect is **passive**—no power or phantom needed.)
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What the buttons/switches do

- **PAD (0 / −20 / −40 dB)**
Turns the signal down before it hits the console so you don't clip. Start at **0**, then use **−20** (and **−40** if still hot) for loud sources like active basses, keyboards, or speaker-level taps.
- **Ground Lift**
Breaks the ground between the input side and the XLR output to kill **ground-loop hum**. Use only if you hear hum/buzz.
- **Filter (Low-Pass)**
Rolls off **very high frequencies** (above the audio band) to reduce **RF/EMI** junk—handy if you're picking up radio noise. Normally leave **OFF**.
- **Phase (Polarity) Invert**
Flips the signal 180°. Useful when you're **combining a mic and a DI** on the same source and it sounds hollow/thin—flip to see which sounds fuller. Leave **NORMAL** otherwise.