

9 STEPS to check whether your AUDIO INTERFACE is broken

Check your power adapter

Some audio interfaces have a separate power adapter to power the interface. Ensure it is plugged in and switched on and that it is not damaged in any way whatsoever. If everything is fine with the power adapter, make sure that your audio interface can power on.

Check your USB cable and connection point

Some audio interfaces use the power from the USB connection to power the interface. Ensure that your USB cable is plugged into your PC or laptop and that your PC or laptop is powered on (do I need to say that your PC or laptop has to be on so that your interface can draw power). Also, make sure that the connection point where you plug the USB points are solid and sturdy. Sometimes wear and tear can cause the connection point to become loose, and then the cable does not connect properly.

Check your input connections (including cables)

Check all your input connections for your instruments and microphones. Depending on your connection type and what you are using, some connection points are more susceptible to wear and tear and damage. Furthermore, you need to check that all the cables you are using to send your audio signals to your audio interface are working correctly. You may find that your audio interface is not receiving the audio signal because of a faulty cable, and you would be surprised at how often this is the case.

Check your output connections (including cables)

As with your input connections and cables, make sure you check that your headphone cable and jack are working correctly if you are using headphones. If you are using studio monitors, make sure you have the right cables and connections working correctly and plugged in correctly. One way to do this is to test the cables with different audio equipment to ensure everything is functioning correctly.

Check your volume knobs

You would be surprised how many times someone has told me that their audio interface is not working, and they have not turned up the volume for the line-level main outputs or their headphones. Make sure that the volume knob is set to at least half-way for all monitoring situations.

Check your gain controls

You need to make sure that the gain controls for your inputs are turned up enough so that your audio interface is actually getting a usable audio signal from your microphone or instrument. You have to remember that the built-in preamp boosts a low-level signal to a line-level signal and some microphone signals are very weak. Make sure you turn up the gain controls, so you actually have an audible signal.

Check your direct monitoring control

Depending on whether you are recording or playing your audio back, make sure that your direct monitor control knob is set to your reference's correct position. You may think that your audio interface is not working correctly because you can't hear your audio playing back, but then you have your monitor control set to the channel's direct side and not the monitoring side.

Check your switches (high-z and stereo/mono)

Depending on what is wrong with your audio interface, you may need to set the different switches located on your interface. If you are recording in mono, make sure you have the mono switch selected, and the same goes for if you are recording two signals in stereo. If your audio interface allows it, you need to turn on the high-z option because this reduces noise and interference when recording instruments.

Check that your audio interface is installed correctly and the DAW is picking it up

Make sure you have installed any drivers that came with your audio interface, and also make sure to check for any updated drivers from the manufacturer. Depending on your model, drivers, and OS, you may need to check and make sure everything is compatible. The last thing you need to do is check and make sure that your audio interface is set up correctly in your DAW. You usually do this via a settings or preferences menu. You can't just plug in your audio interface and expect it to work. Make sure that it is routed correctly through your DAW.