

Bussing Audio to Auxiliary Tracks

Start by creating an audio track, as you did on earlier labs. Then do the following steps:

1.

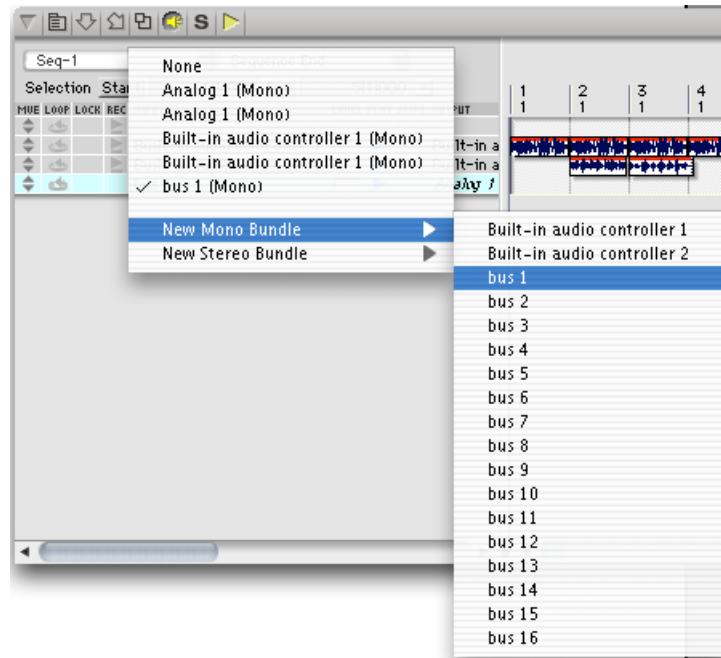
From the Project menu, select Add Track -> Aux Track
A new track will be created.

2.

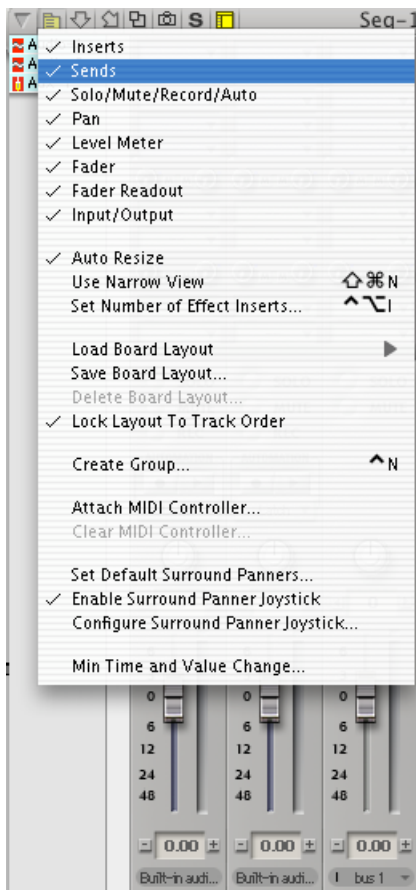
Go to the Input column of your Aux track. Click the mouse button and select a bus (either Mono or Stereo) to act as the track's input.

Leave the Output as USB iMIC.

An auxiliary track does not hold audio. It can receive audio tapped from an audio track, and it can perform operations on it (via the fader, pan knob, or the effects menu).



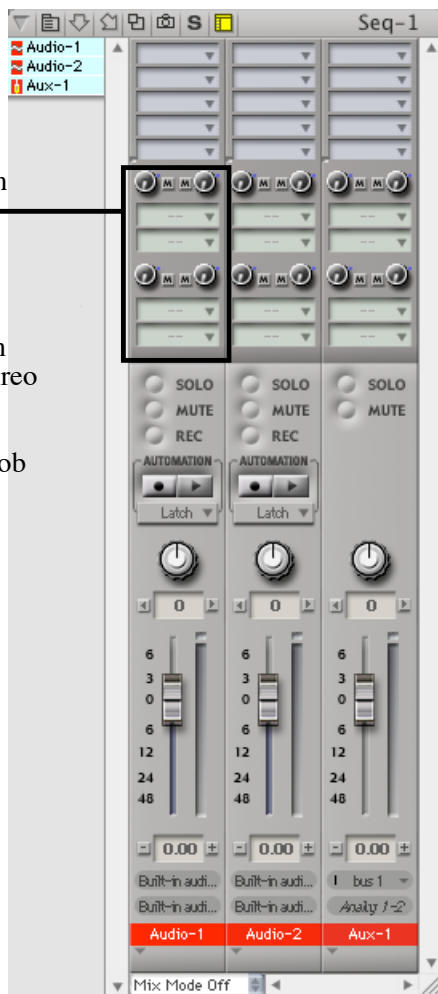
3. Go to the Mixing Window.
Check the submenu, and be sure that **Sends** is checked.



4.

Underneath the five top pulldown menus (the Insert Effects), four more pulldown menus will appear along with four volume control knobs.

Each track has four taps, selectable from the pulldown menus. (This allows two stereo sends or four mono sends.). The volume of each tap is controlled by the volume knob at the pulldown menu.



5.

Select an **audio track** to have its material processed through effects.

Tap it by
a) selecting a bus;
b) raising the volume for the send signal and.
c) selecting “Pre” from the pulldown menu

The signal should show up in the meter to the right of the fader in both the audio track and the Aux track.



6. At the **Aux track**, select one or more Insert Effects.

You now have control of both the unprocessed signal (via the Audio track) and the processed signal (via the Aux track).

You can also apply the effect to more than one Audio track by sending both of them to the same bus, which in turn goes to the Aux track where the effect is applied.

You can use multiple effects in varying amounts by using more than one send from the audio track. Create multiple Aux tracks with the multiple sends as their respective inputs. Choose separate Insert effects for both Aux tracks, and you can control the amount processing that is applied via the faders on the Aux tracks.

