
Subject: Headphone Output Routing

Posted by [bmvj](#) on Tue, 07 Oct 2014 20:18:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've been a foo user for quite a while and haven't ever been able to output my signal generator to my headphone output. I've set my CoreAudio device to "Built-In Output" but all that shows up in the routing window is internal channels. I can route to external interfaces easily but not to the headphone jack, so every time I want to generate a test signal I have to get out my interface... would rather not.

Anyone else have a clue more than I do?

Subject: Re: Headphone Output Routing

Posted by [raby](#)n on Sat, 01 Aug 2015 14:07:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Until a routing solution is found, you can render out audio files of your chosen signals and play them in iTunes or some other audio playback app. Inside the Signal Generator window, there is a button called FILE.

Select FILE and you can render out an audio file for the duration you set and the signal you have previously configured.

File Attachments

- 1) [SpectraFoo Complete - Signal Generator path.png](#), downloaded 2621 times
 - 2) [SpectraFoo Complete - Signal Generator file capture page.png](#), downloaded 2584 times
-

Subject: Re: Headphone Output Routing

Posted by [bj](#) on Sat, 01 Aug 2015 19:40:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

It seems like we can't route out if there are no input channels in the device. The work-around for this is to create an aggregate device of the built-in input and built-in output using Apple's Audio MIDI Setup App (In /Applications/Utilities/Audio MIDI Setup.app). Setup the Aggregate like:

Then launch SpectraFoo, and select your new aggregate device as the audio device.

In 'Foo set up the "Analyzer Control & Routing" like:

e.g. make sure that Out 1 and Out 2 are set to "Internal 1 and Internal 2".

Then the signal generator will come out of the built in output.

Best regards,

B.J. Buchalter
Metric Halo

File Attachments

- 1) [Screen Shot 2015-08-01 at 3.33.37 PM.png](#), downloaded 2584 times
 - 2) [Screen Shot 2015-08-01 at 3.38.34 PM.png](#), downloaded 2622 times
-

Subject: Re: Headphone Output Routing
Posted by [cbrock](#) on Tue, 20 Jun 2017 17:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Any tips for those of us using the standard version without the signal generator function? I'm able to configure the audio/midi setup as above, but it's just picking up the audio from the built in mics, not the output signal.

thanks,
Craig

Subject: Re: Headphone Output Routing
Posted by [bj](#) on Wed, 21 Jun 2017 06:19:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Apple makes it very difficult to monitor the output of the computer. You may be able to capture and route the output of the computer for 'Foo with SoundFlower. Otherwise, we recommend using a digital hardware loopback.
