
Subject: Reamping with a ULN-2d and Torpedo Reload
Posted by [zootermac](#) on Wed, 20 Jul 2016 01:25:33 GMT

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Hi

I'm having quite a frustrating time trying to perfect the reamping using a ULN-2d and Torpedo Reload (re-amp box).

I have no problem in recording a dry track, and using it to then record a reamped ("wet") signal onto a second track.

But, I cannot seem to find a solution that would let me audition amp tones in real time by playing back the pre-recorded dry track BEFORE recording the reamped track. It seems like the dry track is always outputting in serial through the Reload and back into the ULN-2d, and eventually out to main Stereo Out. Therefore, the dry signal is always tracking, which is not what I want when I'm trying to adjust amp tones. I want just the wet signal but it seems like I can't separate the dry/wet in parallel to remove the dry. Muting the dry output in MIO Console doesn't help.

My path:

DI input1 ULN-2d --> DAW input1 --> DAW output3 --> DAW3 MIO Console --> Analog1 Dir. Out
MIO Console --> Analog1 Out ULN-2d --> Re-amp box in --> Amp --> Re-amp box loadbox out -->
Input2 ULN-2d --> DAW input2 --> DAW St. Out --> DAW1/2 MIO Console --> Monitor Out

With this setup above, the dry always makes its way through to the return path to the ULN-2d and final Monitor Out. I appreciate any assistance!! Thanks

Subject: Re: Reamping with a ULN-2d and Torpedo Reload
Posted by [tomg](#) on Wed, 20 Jul 2016 05:37:52 GMT

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Hi,

Have you tried this:

Re-amp box loadbox out --> Input2 ULN-2d --> direct out to DAW (via FW01 to FW18 --> monitor out ?

That way you can listen via monitor out before recording. You just have to set the record ready/enabled track in your DAW to "input off" so that you don't monitor the record-enabled track.

I hope that helps... it's kind of late here after a very long day of very different work - my engineering chops are not warmed up :)

Best of luck,

Tom

Subject: Re: Reamping with a ULN-2d and Torpedo Reload. SOLVED!

Posted by [zootermac](#) on Wed, 20 Jul 2016 12:07:56 GMT

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SOLVED!

Just had to Solo the main stereo out (DAW1/2) on MIO Console.
That's it.
