
Subject: MIOConsole 3d routing
Posted by [wonshu](#) on Mon, 18 May 2020 10:27:32 GMT
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Hi all,

I'm very confused about the new MIOConsole routing setup and I've not been able to clarify it for myself with reading the documentation. I need some help.

My specific request is about the loopback option that we used to have where we would simply get the FW returns in the earlier versions. That was so clear and simple. My intuition doesn't understand the (no doubt existing and very powerful!) logic behind the current mixer setup. I'm getting confused between busses, groups and auxs.

Can someone please help and explain to me how to set this up with 3d? Or point me to a more in-depth help / tutorial on how to handle it.

Kind regards
Hans

Subject: Re: MIOConsole 3d routing
Posted by [wango](#) on Mon, 18 May 2020 11:43:31 GMT
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Do a search for "mike crehore" on youtube.

He did some video's on setting up and recording to your DAW with mio console (6) and summing (2) through mio console.

Hth
Ab

Subject: Re: MIOConsole 3d routing
Posted by [wonshu](#) on Mon, 18 May 2020 16:30:03 GMT
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Thank you!! I've had my MIO for 17 (18?) years now, but only last year got the 3d upgrade and then never got around to checking how that actually works apart from basic playback.

Although I don't really do tracking, this gave me a much better understanding of the signal flow in the new 3d console.

I'm still gonna have to spend more time around it, but it's a good start.

Best,

Hans

Subject: Re: MIOConsole 3d routing

Posted by [nirvanausual](#) on Thu, 28 May 2020 16:12:44 GMT

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MIO Console is the nerve center of your Mobile I/O. Functioning as a standalone application, MIO Console provides full control of every aspect of Mobile I/O. The console software allows you to rapidly and easily adjust all of the Analog Input and Output channel parameters, system sample rate, Digital I/O source, and system clock source.

Subject: Re: MIOConsole 3d routing

Posted by [scottg](#) on Wed, 10 Mar 2021 23:07:50 GMT

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I had the exact same question, and just wanted to add to this thread for the next person who searches for the same problem :)

The specific video you want is "Metric Halo's MIO Console 3D in Use with ProTools- Part Two", and Mike talks about passing virtual instruments through virtual channels at around the 4:00 mark.

I'm using Digital Performer, but the process is quite the same.
