
Subject: Monitoring Effect Aux

Posted by [Niccolo Gallio](#) on Thu, 13 May 2021 21:13:29 GMT

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Hi all,

How do you monitor an effect aux bus?

Let me explain

I want to create an aux bus with a halo verb instance so that I can send signal from individual channels to it.

So I create an aux bus and place an halo verb instance in it, the bus name is now added to the sends for each channel.

Now I want the artist to be able to listen to the reverb in her mix but the rev aux bus has no sends..

How can I solve this? Should I create a new track which receives input from the aux bus and then send this to the artist mix?

Thanks

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Subject: Re: Monitoring Effect Aux

Posted by [bj](#) on Thu, 13 May 2021 21:54:50 GMT

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If the artist mix is being done on an aux, then your solution is the correct one.

Make a new input;

make the reverb aux bus the input to that input strip.

Make sure that the reverb is set for "fully wet",

then send that channel to the artist's aux mix at the desired level.

Subject: Re: Monitoring Effect Aux

Posted by [Niccolo Gallio](#) on Thu, 13 May 2021 22:01:31 GMT

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Perfect!

I totally missed the "busses" subcategory in the "source" panel of the input strips so I was at a loss figuring out how to route the reverb bus to the new input.

Thanks BJ

Subject: Re: Monitoring Effect Aux
Posted by [Niccolo Gallio](#) on Fri, 14 May 2021 06:37:39 GMT
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On second thought,

Would it e possible (in future MIOConsole versions) to make the Aux busses able to send to other Aux busses?

This would eliminate the need to create a new input track to do so.

Thanks

bj wrote on Thu, 13 May 2021 23:54 If the artist mix is being done on an aux, then your solution is the correct one.

Make a new input;
make the reverb aux bus the input to that input strip.
Make sure that the reverb is set for "fully wet",
then send that channel to the artist's aux mix at the desired level.
