
Subject: Routing like RME?

Posted by [JP82](#) on Fri, 07 Jan 2022 15:41:55 GMT

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

Prior to getting the ULN-8, I had been using my babyface pro as my main interface. Anyone here familiar with the routing in total mix, I hope you can chime in.

For example. When using Zoom or Skype, with the RME, I would have several 'input' options for mic, and 'output' options for speakers. i.e. analog 1/2, 3/4, Adat 1/2 all the way to 7/8. The great thing about this was that I could set my input to say 5/6, and output to 1/2 and have a different mix for what is going into the microphone input (mic, software playback, etc), and I could effectively minus the far end audio coming back to me in that input mix, but have an entire separate mix for 5/6 which is my output.

I'm still a noob to Mio Console, and really like the layout of it so far, but I am wondering if there is a way to have the routing function in the way I described above. As of now, I only see MHLINK Audio as the sole MH input source, and output source. Technically, I do not need several foldback mixes, but if there is a way I can create this, please advise.

Thanks.

Subject: Re: Routing like RME?

Posted by [bj](#) on Fri, 07 Jan 2022 18:31:59 GMT

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

The routing mechanism is a bit different than total mix, but you can totally :) do that with MIOConsole3d.

Audio from the computer comes in on Host Channels. Audio to the computer is sent via To Host channels (or directly routed to Host channels via one of the routing points).

In TotalMix the mix busses are implied.

In MIO Console they are explicit. You can add groups or auxes (which are busses). You can route signal from inputs by selecting the inputs you want to mix (or send to the computer individually) as the inputs for mixer strips; if you need more inputs, add more strips.

To send the input for a strip to the computer, set the "To Host" on the strip to Pre - that will automatically select the Input channel number for the computer (and you will get only that signal).

To send a mix to the computer, either:

send the channels you want to mix to an Aux (via the aux level controls on each strip); use this if you want the signal to also go to your monitor mix send the channels you want to mix to Group (by changing the bus the strip is assigned to); use this if you don't want the signal to also go to your monitor mix

and then for the master strip for the aux or group assign its "To Host".

If you require manual control over which input channel on the computer the signal will go to, then you can manually assign the signal to the computer via a "Host" channel for the bus output (in the case of a bus) or via one of the direct outs (in the case of an input strip).

MHLink Audio is the CoreAudio driver for the computer; it has many channels - so you choose the channels you want to use in the app on the computer, and then those channels appear as "Host" channels in the MIO Mixer.

This is covered in the Docs - so you should probably get the manual from the Help menu in MIOConsole, and read through the introduction to the MIO Mixer, and then if you still have questions, either post them here, or get in touch with support (<https://mhsecure.com/support>) so that someone on the team can walk you through the specific configuration you need.

Best regards,

B.J. Buchalter
Metric Halo

Subject: Re: Routing like RME?

Posted by [JP82](#) on Sat, 08 Jan 2022 02:03:19 GMT

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

Thank you for this informative post. I can see what people mean by excellent product support.
