

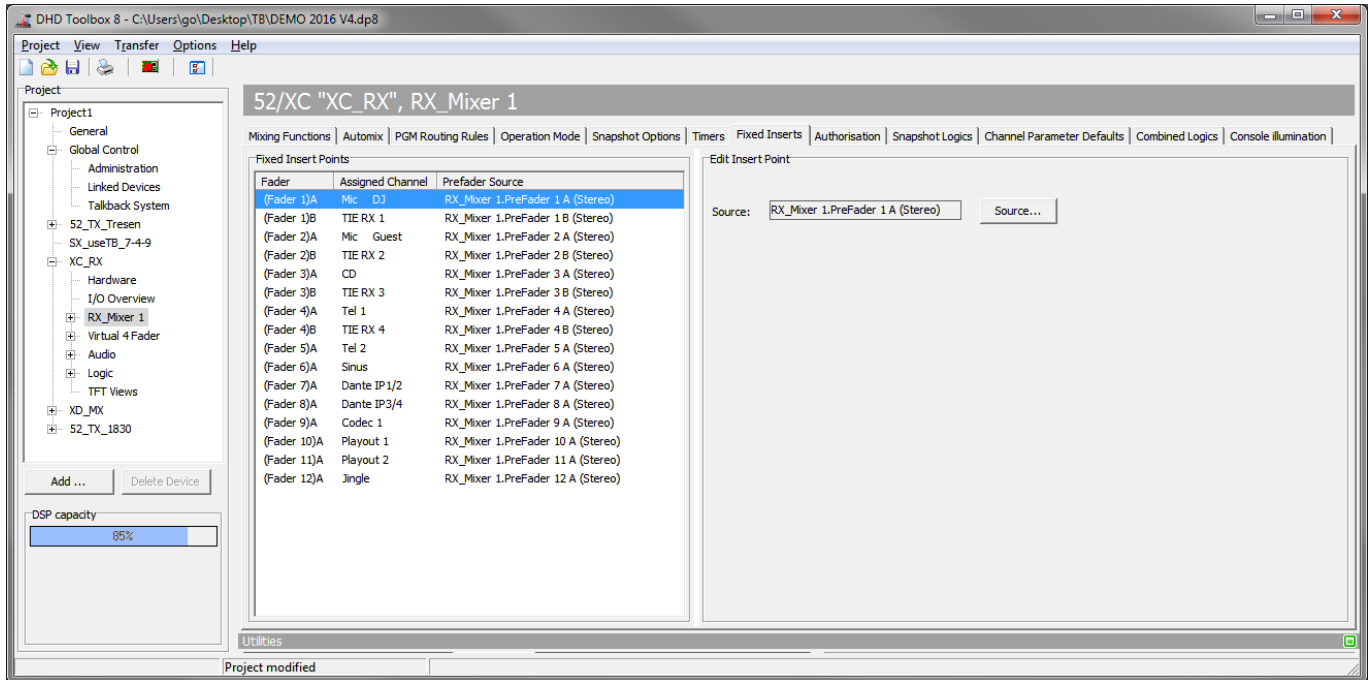
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# Fixed Inserts


Select the **Fixed Inserts** tab to set the options for the Fixed Inserts.



Fixed inserts tab

In the **Fixed Insert Points** area, you can assign insert points to physical faders. You can see all configured physical faders with assigned fader channels of this virtual mixer in the list. In the **Edit Insert Point** area, you can assign a pre-fader signal to the selected fader. You can assign inserts to stereo or mono signals, the procedures necessary for that are a bit different.

**Important**



Fixed inserts are always fixed to certain faders. Because of that, it makes sense to use them only if an audio source is statically assigned to a fader.

**We recommend to use [Switchable Inserts](#) if possible.**

## Stereo-Inserts

1. Connect the input of an external device to an output of the corresponding DHD device. Connect the output of the external device to the input of the DHD device. Remember which in- and outputs of the DHD device you have used.
2. In the project tree, select **<Device>/I/O Overview**. Find the input that is connected to the output of the external device. Name this input signal distinctively, for example **FromExt**. With this name, the signal is

shown in the **Audio Sources** window in the **Inputs** section. Find the output that is connected to the input of the external device. Assign a name, for example **ToExt** (see also [I/O Overview](#)). Assign the pre-fader signal to this output that you want to edit.

3. In the project tree, select **<Device>/<Mixer>**. Select the **Fixed Inserts** tab. Select the fader you want edit the insert. Click **Select** and choose the return signal of the external device **FromExt** as input signal for this fader. The pre-fader signal is now routed via the external device before entering the fader.

## Mono-Inserts

1. In the project tree, select **<Device>/I/O Overview**. Find the input that is connected to the output of the external device. Name this input signal distinctively, for example **FromExt**. With this name, the signal is shown in the **Audio Sources** window in the **Inputs** section. Find the output that is connected to the input of the external device. Assign a name, for example **ToExt**. Make sure to configure the input and output as **Mono**.
2. In the project tree, select **<Device>/Audio/Output Functions**. Create a new output function in which you sum up the desired pre-fader signal to a mono signal. (See [Output Functions](#)).
3. In the project tree, select **<Device>/I/O Overview**. Find the output that you named **ToExt**. Assign the output function you have just created to this output as a signal source.
4. Create two additional output functions and name them **<Name> L** and **<Name> R**. As input for the output functions, use the signal **FromExt**, which has been processed by the external device.
5. In the project tree, select **<Device>/<Mixer>**. Select the **Fixed Inserts** tab. Select the fader you want to define the insert for. Click **Select** and choose the output functions you just have defined as input signal for this fader. The pre-fader signal is now first summed up to a mono signal, then routed via the external device and split on two channels before getting to the fader.



### Note

You have to use this quite complex construction with the output functions, because pre-fader signals always have to be stereo.

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