

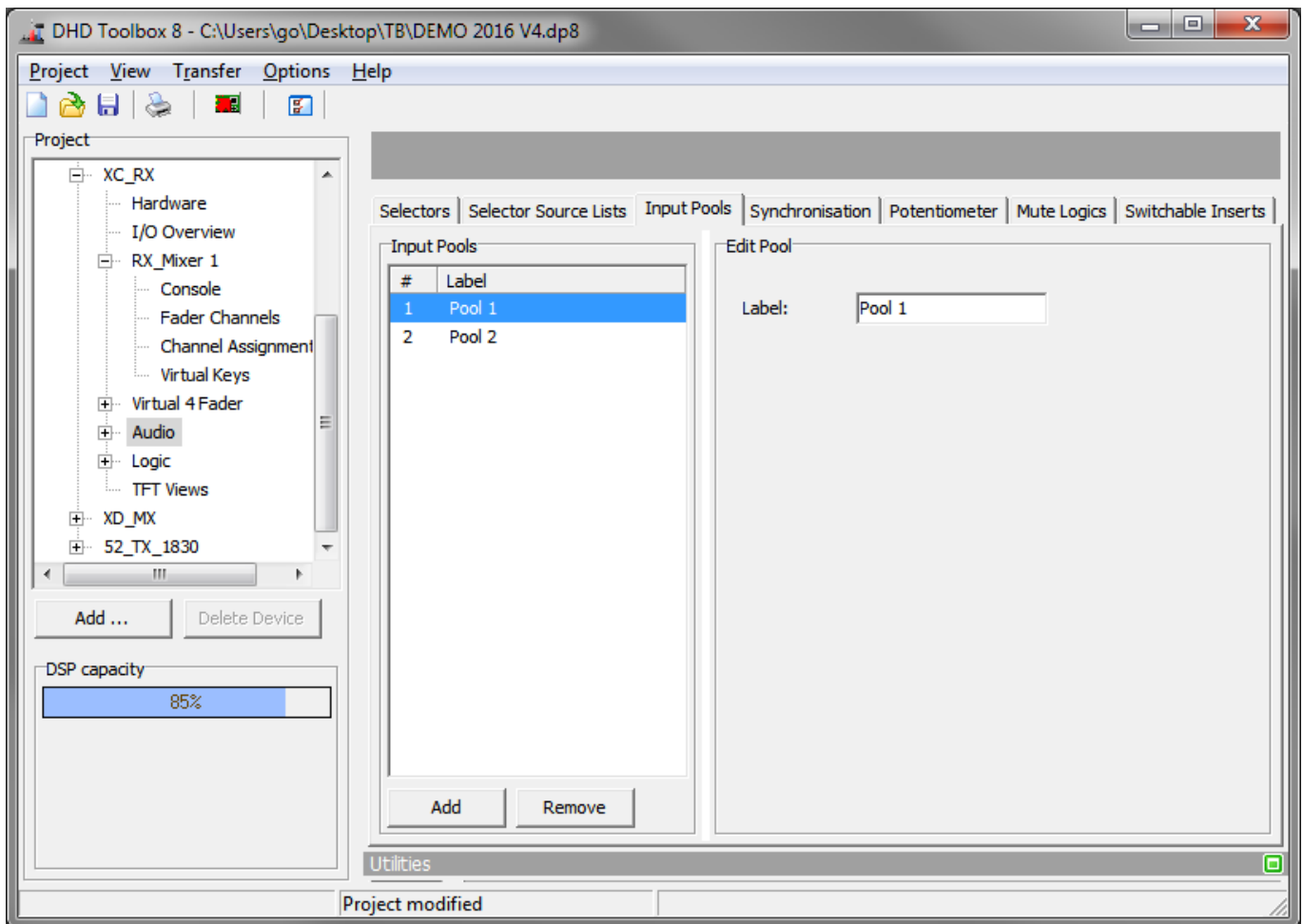
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# Input Pools

On the **Input Pools** tab, you can create and label **Input Pools**.



## Audio - Input Pools

Input Pools are used to be able to use several sources on faders. For the signal switching, you should use the functions **Input Select** and **ACCESS Input Select**.

Under **<Mixer>/Fader Channels** you can assign the sources to the input pools. (See also [Fader Channels](#))

In the **Input Pools** area, all created input pools are shown. As a default, a pool named **Pool 1** is already available. To create a new input pool, click **add**. You can create up to 15 input pools. To delete an input pool, select an input pool from the list and click **Remove**.

In the **Edit Pool** area, in the **Label** box, you can enter a name for the selected input pool.

You can edit processing of the faders in the input pool on the [Channel Assignment](#) Page.



### Note

To be as flexible as possible when assigning to the fader during operation, you should



configure only one input pool.

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