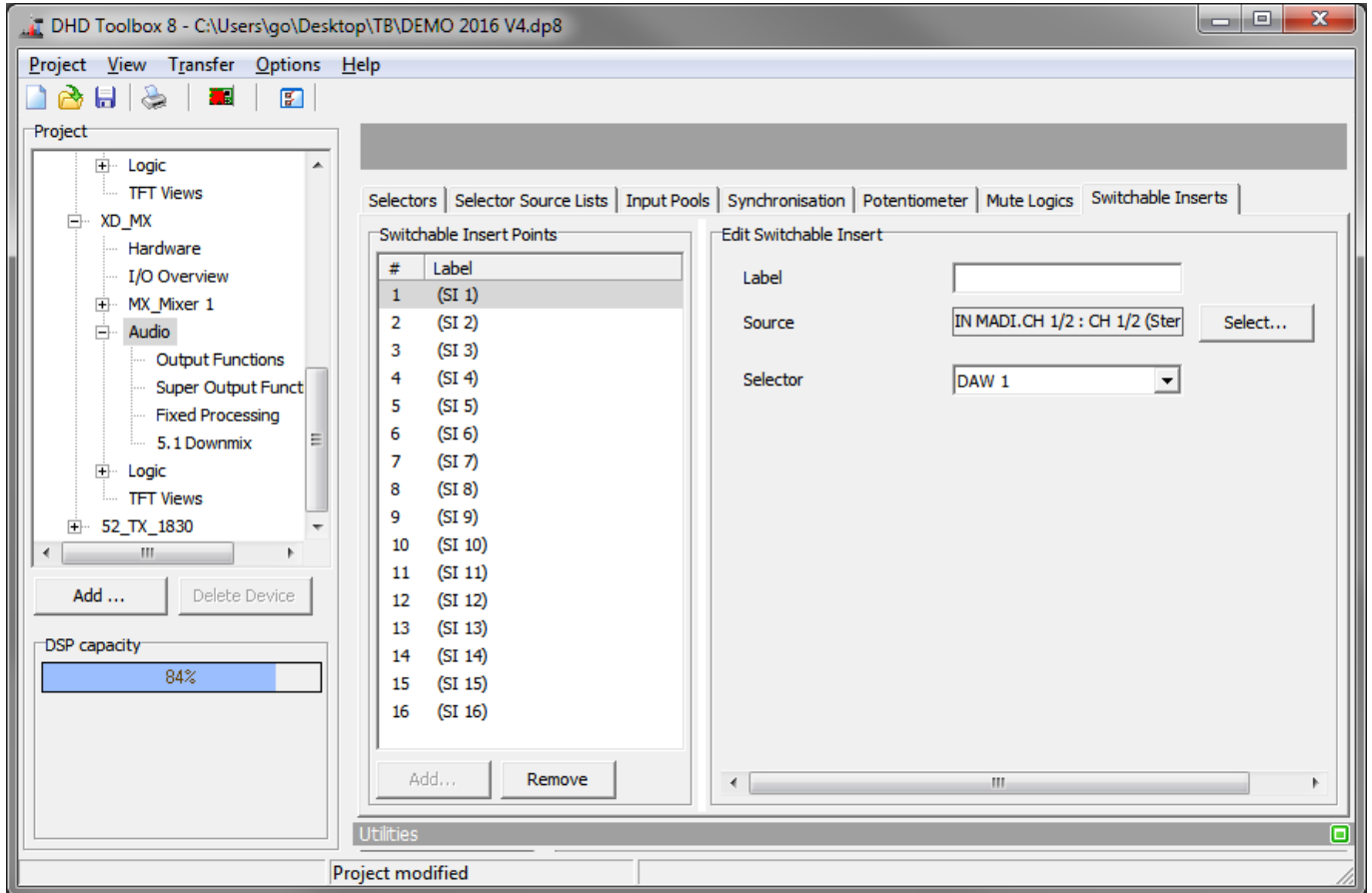


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Switchable Inserts

On the **Switchable Inserts** tab, You can define up to 16 switchable inserts that can be assigned to certain faders as needed.



Audio - Switchable Inserts tab

To do this, in the console, you have to define the appropriate keys. Then, by pressing a key, you can enable/disable one of the 16 available, switchable inserts for a certain fader.

Stereo Insert

To configure an external signal processing for a stereo signal as switchable insert, follow these steps:

1. In the project tree, select **I/O Overview**
2. Find the input that is connected to the output of the external device and enter a distinctive name for the input signal in the Label box, for example **FromExt**. The signal is then listed with this name in the Audio Sources window in the Inputs section.
3. Find the output that is connected to the input of the external device and enter a distinctive name for the output signal in the Label box, for example **ToExt**.
4. In the project tree, select **Audio**.

5. On the **Switchable Inserts** tab, in the **Switchable Insert Points** area, all available switchable inserts are shown. Click **Add** to add a new switchable insert to the list. (Click **Remove** to delete a selected switchable insert from the list.)
6. In the **Edit Switchable Insert** area, enter a distinctive name to the selected insert in the **Label** box.
7. Click **Select** to open the **Audio Sources** window.
8. Select the input **FromExt** that you have defined in step 1. Now, the **return signal** of the external device is fed in.
9. Select a key (TFT or physical). In the **Key Functions** window go to **ON/OFF Functions** section, select **Insert** and click **Assign**.
10. Go to the key / button-options area on the right hand side. Select the desired switchable insert point in the **Insert Number** box.
11. Define the insert send: Select **<Device>/I/O Overview** and select the desired output. In the **Audio Sources** window, in the **Switchable Inserts** section, select the respective insert send and click **Assign**.

Now you can use the switchable inserts as follows: In the desired fader strip, press the **Access** key and then the key for the **Switchable Insert**. This way, the insert is enabled for this fader. Repeat this procedure to disable the switchable insert.

**Note**

You can also define an insert key in a fader strip. By doing this, you can switch it the insert on and off by pressing the this key.

Mono Insert

Switchable mono inserts are similar to **Fixed Inserts** with mono signals. Here, also output functions are used to create a mono signal. To do this, follow these steps:

1. In the project tree, select **I/O Overview**
2. Find the input that is connected to the output of the external device and enter a distinctive name for the input signal in the **Label** box, for example **FromExt**. The signal is then listed with this name in the **Audio Sources** window in the **Inputs** section.
3. Find the output that is connected to the input of the external device and enter a distinctive name for the output signal in the **Label** box, for example **ToExt**.
4. In the project tree, select **Audio**.
5. On the **Switchable Inserts** tab, in the **Switchable Insert Points** area, all available switchable inserts are shown. Click **Add** to add a new switchable insert to the list. (Click **Remove** to delete a selected switchable insert from the list.)
6. In the **Edit Switchable Insert** area, enter a distinctive name to the selected insert in the **Label** box.
7. In the project tree, select **<Device>/Audio/Output Functions**.
8. In the **Output Functions** area, click **Add** to create a new output function.
9. In the **Edit Output Function** area, enter a name, for example **<Name>ToExt** in the **Label** box.
10. Click **Source 1**, the audio source window opens.

11. In the **Switchable Inserts** section, select the left channel of the created switchable insert, change the **Level** to -3 dB and click **assign**.
12. Click **Source 2**, the audio source window opens.
13. In the **Switchable Inserts** section, select the right channel of the created switchable insert, change the **Level** to -3 dB and click **assign**.
14. In the **Output Function** area, click **Add** to create an output function.
15. In the **Edit Output Function** area, enter a name, for example **<Name>L** in the **Label** box.
16. Click **Source 1**, the audio source window opens.
17. In the **Inputs** section, select the **FromExt** input and click **assign**.
18. In the **Output Function** area, click **Add** to create another output function.
19. In the **Edit Output Function** area, enter a name, for example **<Name>R** in the **Label** box.
20. Click **Source 2**, the audio source window opens.
21. In the **Inputs** section, select the **FromExt** input and click **Assign**.
22. In the project tree, select **<Device>/Audio**.
23. On the **Switchable Inserts** tab, in the **Edit Switchable Inserts** area, click **Select** to open the **Audio Sources** window.
24. In the **Audio Sources** window, in the **Output Functions** section, select the output function **<name>L** and click **Assign**.
25. In the project tree, select **<Device>/I/O Overview**. Select the **ToExt** Output. Select the source, the **Audio Sources** window opens
26. In the **Audio Sources** window, in the **Output Functions** section, select **<Name>ToExt** and click **Assign**.
27. Select a key (TFT or physical). In the **Key Functions** window go to **ON/OFF Functions** section, select **Insert** and click **Assign**.
28. Go to the key / button-options area on the right hand side. Select the desired switchable insert point in the **Insert Number** box.

Now you can use the switchable inserts as follows: In the desired fader strip, press the **Access** key and then the key for the Switchable Insert. This way, the insert is enabled for this fader. Repeat this procedure to disable the **switchable insert**.

**Note**

You can also define an **insert** key in a fader strip. By doing this, you can switch it the insert on and off by pressing the this key.

**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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