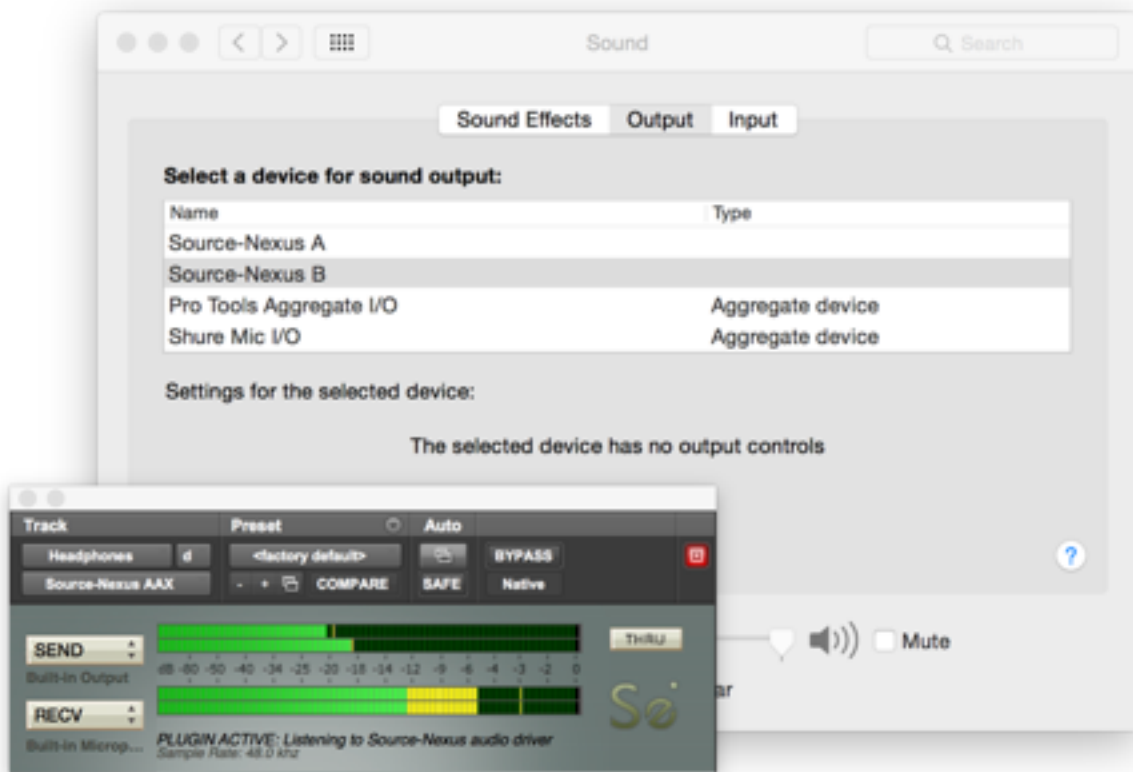# Source-Nexus Pro 1.2 User Guide

1. Introducing Source-Nexus Pro 1.2

Source-Nexus Pro is an audio application router for AAX, VST and Audio Units hosts: Record remote voiceover from Source-Connect directly in Final Cut or Media Composer, playback iTunes to Pro Tools, even patch Pro Tools to and from Nuendo, Logic, Reaper and more. All at the same time!

The possibilities are endless: opens an entire new world for application integration with Pro audio users and their studio environment.

You can now "patch in" any software such as phone applications, metering, encoders, decoders, external processors, other audio workstations, video editors, even a browser web page!

Supports any CoreAudio application that can send or receive audio on channels one or two of your selected audio device, such as iTunes or QuickTime, or Advanced audio applications where you can specify your channel I/O to send/receive on the first two channels.

What's new with 1.2?

• Send or receive audio to and from any virtual or hardware audio driver.

• Support for up to 7.1 channel configuration instances.

• You can now "patch in" any software such as synths, noise reductors, phone applications, metering, encoders, decoders, external processors, other audio workstations, video editors, a browser web page or even a hardware audio device! Built for all kinds of audio routing applications especially where a DAW is used that is compatible with AAX, VST or AU plugins.

2. System compatibility

Requires OSX 10.10 or higher. Compatible up to OSX 10.15.

Compatible with Pro Tools 10/11/12 64-bit AAX.

Compatible with many VST 64-bit DAW (see exception list)

Compatible with many AudioUnits 64-bit DAW (see exception list)

3. Why do I need Source-Nexus?

Source-Nexus allows you to directly integrate any application's audio with your DAW without using external cables. With the AAX/VST and AU plug--ins, Source-Nexus allows all CoreAudio audio applications to record, and be recorded, from your timeline.

Why Pro? Source-Nexus Pro includes two distinct drivers, so you can use Source-Nexus with any application and not get internal loopback. A traditional mixer has a "Mix Minus" setup or a "Send/Receive" setup to feed to- and get a return from- an external system. These setups require two busses or audio paths that are separate. You would not want to use the same path to send and monitor the return signal as that would cause a feedback loop. Because many applications can only access channels one and or two the only method to separate the signals for these applications is to provide two bussing layers (A and B) so that channels 1 & 2 can be used for Input and Output (or 'Send' and 'Receive'), but separated by different driver layers (A and B).

4. Getting Started

Source-Nexus Pro comes with two drivers: A and B. To start with, we recommend choosing a method and being consistent: to avoid loopback issues. In the following examples we are going to use Source-Nexus A for "Sending from the plug-in" and Source-Nexus B for "Receiving in the plug-in".

For basic use, to get audio into your DAW from with the application whose audio you wish to send, you will configure the Audio out to use Source-Nexus A. To receive that application's audio in your DAW simply put the Source-Nexus plug-in on an Auxiliary-type track and select Source-Nexus A channels 1&2 as the Receive.

If your application doesn't allow you to set the device, like iTunes or QuickTime, set your System Preferences to use Source-Nexus A for the output so you can record and monitor in Pro Tools.

Make sure that you don't route signal into itself: you **must not** set the input & output of your Application to be both Source-Nexus A (*or both B*).

5. Understanding routing

Think of routing like buses on a mixer: you want to avoid sending a signal from *Source-Nexus A* Channel 1 back to itself. Any Source--Nexus channel will be available as an **Input** and an **Output**.

If you send a signal to a Source-Nexus **Output**, you will want to pick that up via Source-Nexus **Input** somewhere, or visa versa.

See the next section on Example Workflows for ideas and concepts.

SEND CHANNEL:
OUTPUT FROM YOUR DAW

RECEIVE CHANNEL:
INPUT FROM APPLICATION
OR SYSTEM
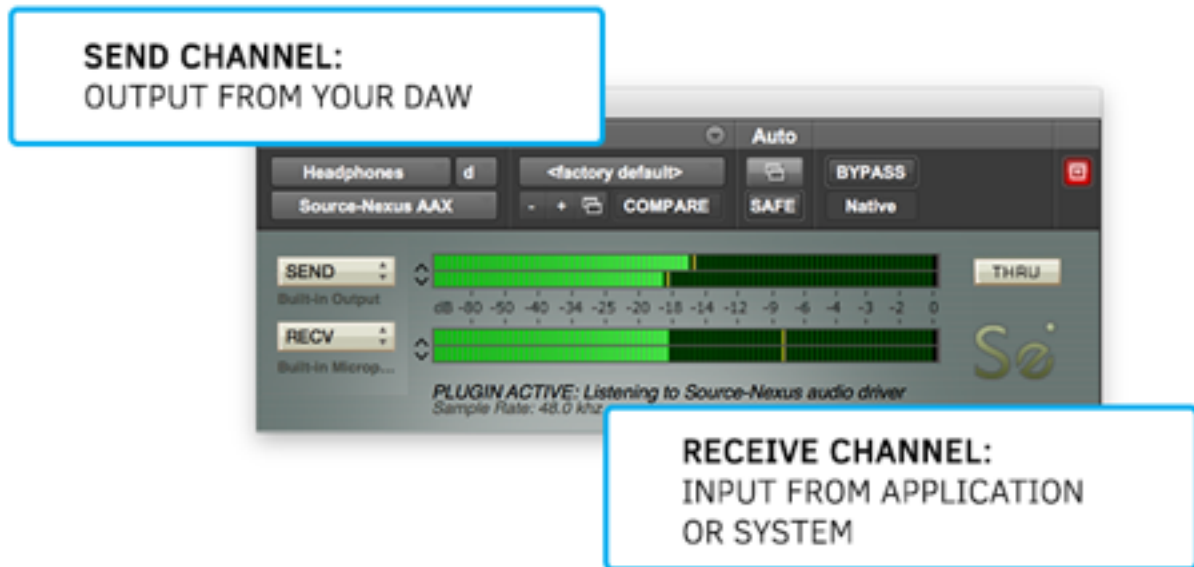
6. Example workflows

6.1 Source-Connect Now / Google Chrome and Pro Tools

6.2 Source-Connect Pro X and Pro Tools

6.3 Record from any application into Pro Tools using System Audio

6.4 Record from Source-Connect to Final Cut Pro X

6.5 Recording out of Pro Tools

6.6 Using Aggregate Devices and Monitoring

6.1 Source-Connect Now

One of the most common uses for Source-Nexus is with other audio applications such as Google Chrome where you want to get the audio in *AND* out for communications and recording. This example applies to applications such as Skype, FaceTime and any other communications application you want to use and record.

1. In Source-Connect Now choose Source-Nexus A as your Audio Device

2. In Source-Nexus AAX choose Source-Nexus A / Channel 1&2 as your Send device, and Source-Nexus B as your Receive device (also Channel 1&2).

3. In your System Preferences choose Source-Nexus B as your Output device

What happens now, is that you can bus any signal you want to the Source-Nexus track and it will be sent out via Source-Connect Now. And because Google Chrome uses your System Preferences sound output, this will come back into Pro Tools via Driver B / Channel 1&2 and you can record what you are hearing remotely.

## *6.2 Source-Connect Pro X and Pro Tools*

1. In Source-Connect choose Source-Nexus A input 1-6 and Source-Nexus output 7-12

2. In Source-Nexus AAX choose input 7-12 and output 1-6

3. Route your audio using Pro Tools buses.

You are now ready to do a Surround 5.1 session with Source-Connect and Pro Tools.

6.3 Record from any application into Pro Tools using System Audio

1. In your System Preference, set your Output device to Source-Nexus B

2. Open the audio application you wish to play from.

3. Place Source-Nexus AAX on a track.

4. The input will come from Source-Nexus B Channel 1 (mono), 1&2 (stereo), 1-7 (Surround) so make the Receive of Source-Nexus as Driver B and Channel 1&2

5. In the example below we are receiving audio from QuickTime on Driver B / Channel 2.
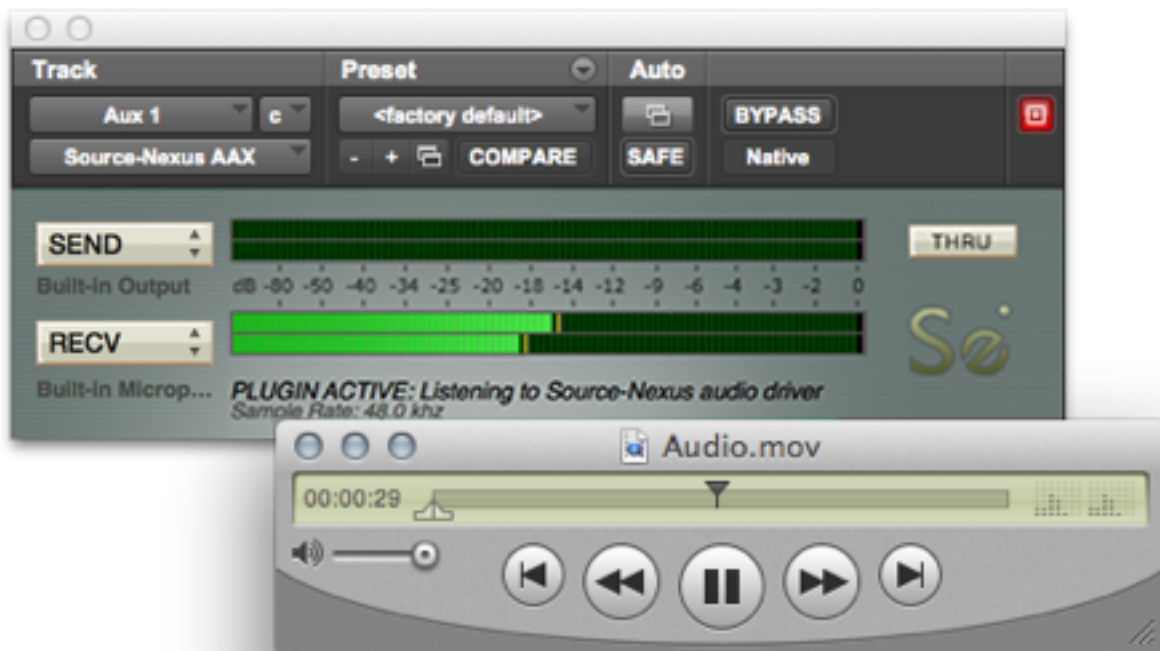
6.4 Record from Source-Connect to Final Cut Pro X

1. In Final Cut Pro X, set your audio input to "Source-Nexus A: channel 1"

2. Check the Monitor checkbox so you can hear the other person from Source-Connect.

3. In Source-Connect, set your audio output to "Source-Nexus A: channel 1"

4. In Source-Connect, set your audio input to any microphone available.

You can now record in Final Cut Pro directly from Source-Connect.

6.5 Recording out of Pro Tools

1. Set your System Preferences>Input to Source-Nexus B

2. In the Source-Nexus AAX plugin, set the Output to Driver B / Channel 1 and 2 (or just 1 for mono)

You can now record into any application directly from your Pro Tools timeline.

The example here shows Logic Pro X with the input set to Source-Nexus A, recording audio from Pro Tools 10.
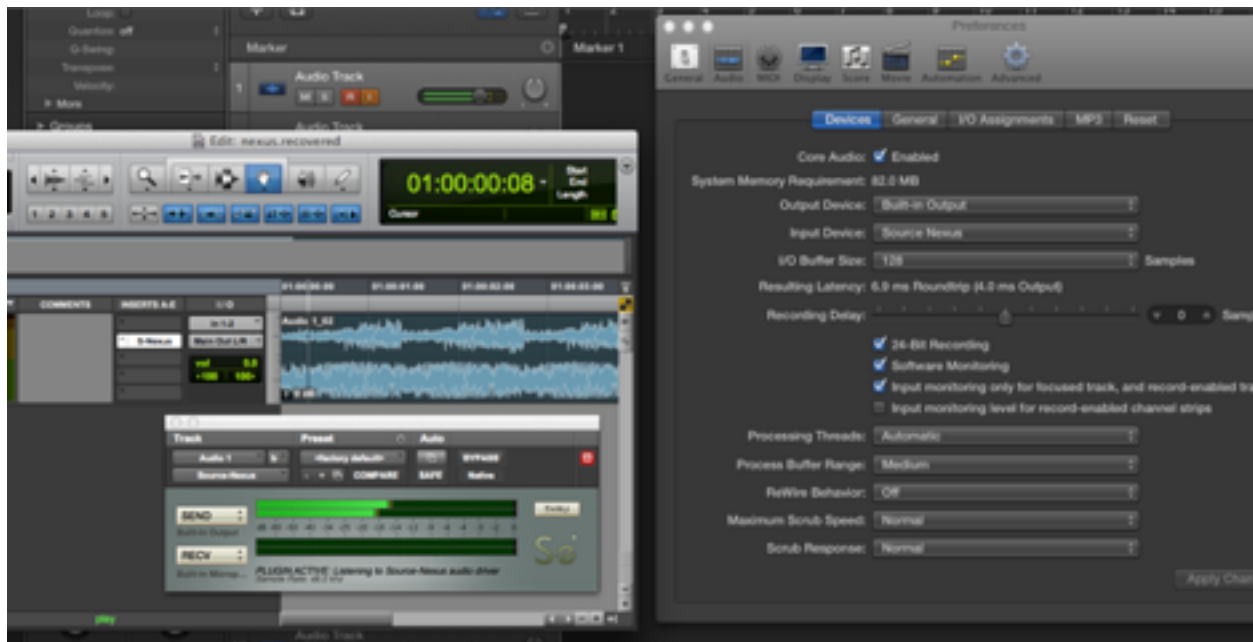
6.6 Using an Aggregate Device

While you should not set your System Preferences>Sound to use both input and output of Source-Nexus (you will get a feedback loop because System Preferences will channel 1 output to channel 1 input), if one application can set it's Audio Device you can use Source-Nexus directly, or make an Aggregate Device.

To make an Aggregate Device:

1. Open Audio Midi Setup under Applications/Utilities

2. Click on the + symbol at the bottom and choose Create Aggregate Device

3. Click on the audio devices you want to use

You can now choose this Aggregate Device as your Audio Driver, and access all of the 24 virtual channels of both Source-Nexus drivers.
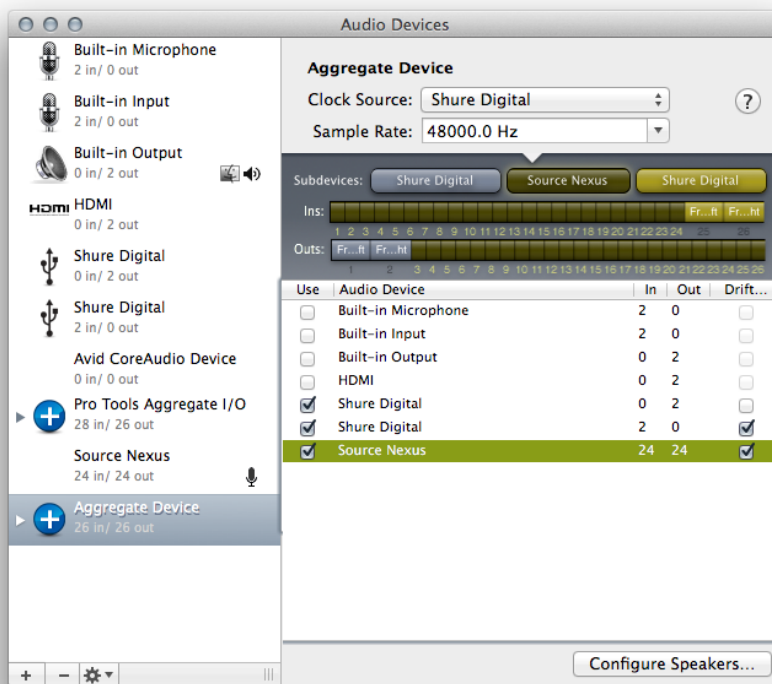
6.7 Recording secondary hardware devices

Source-Nexus allows you to record the input or send the output to any CoreAudio device - this can be especially convenient when working in a DAW that has dedicated I/O and you want to access different drivers. Simply choose the device input or output you wish to use and you have instant access to all your CoreAudio hardware devices, as well as the virtual Source-Nexus drivers.
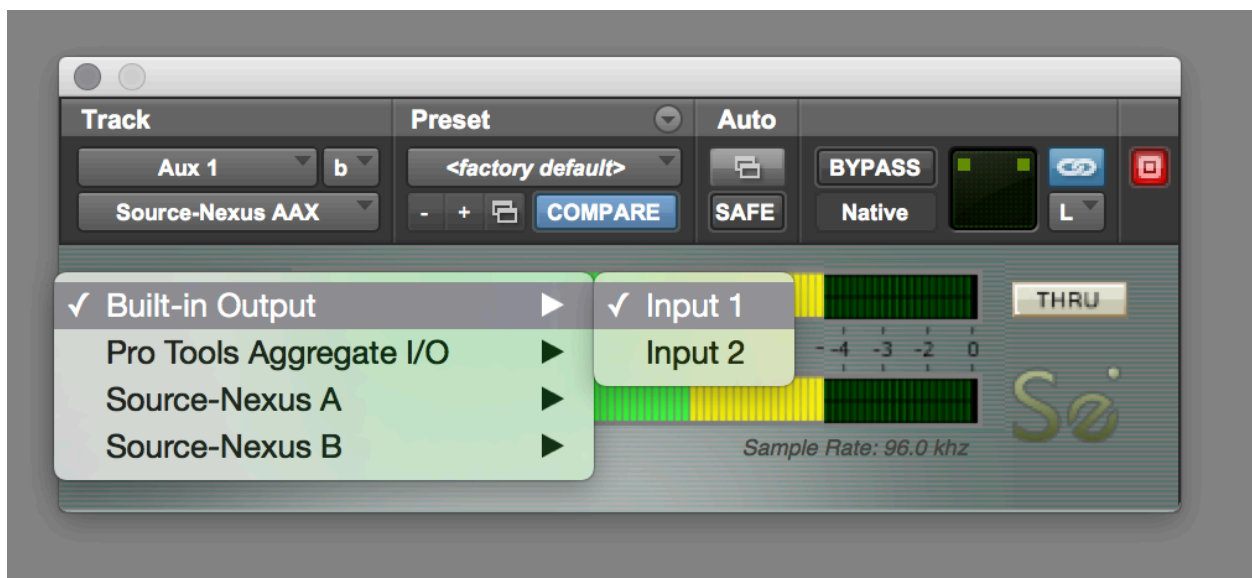
7. Known issues:

As discussed in section 5, take care not to cause feedback by sending signal to the same channel. Read the above examples carefully.

Pro Tools 10 HD

If you experience a drift issue with Pro Tools 10 HD please try the following:

1. Remove the Avid Core Audio HAL plug-in from /Library/Audio/ Plug-ins/HAL/AvidCoreAudio.plugin to see if this plug-in is somehow interfering with Source-Nexus.

2. Toggle the Pro Tools audio engine error suppression preference under Setup > Playback Engine... > Ignore Errors During Playback/ Record. Test with this setting both enabled and disabled and see if there is any difference in the synchronization behaviour.

8. Contact Support

Contact Source Elements for technical and general support:

Comprehensive documentation is available on our website. If your question is not answered please contact us via telephone, email or we can arrange communication over other methods such as Skype on request.

Online support:

http://www.source-elements.com/support

Online forum:

http://source-elements.com/community

Email:

support@source-elements.com

When emailing Support, please provide us with the information required to resolve the issue: for example, your computer type, host version, and as much detail about the problem you are having as possible. This will assist us in responding to you with relevant assistance more rapidly.