ConsoleLink Quick Start

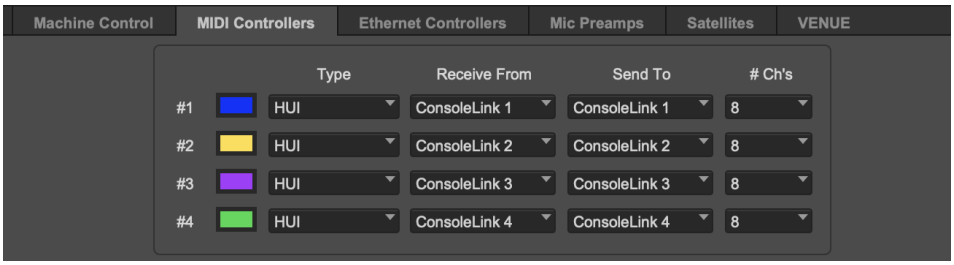
Monitor in UAD Console, hear the same in Pro Tools

Version 0.0.1 beta · The full User Guide is in ConsoleLink's Help menu

> **Safety.** ConsoleLink changes levels, mutes, pans, sends and plugin settings in Pro Tools and UAD Console, including what you hear on headphones and speakers. Keep monitoring levels moderate, especially on headphones and while a flush runs, and check levels before a performer puts on headphones.

1 Connect Pro Tools

With ConsoleLink running, open Setup > Peripherals > MIDI Controllers in Pro Tools. In the first row, choose type HUI, and ConsoleLink 1 under both Receive From and Send To. One surface is enough; ConsoleLink 2 to 4 in the next rows let more tracks follow live from Pro Tools, and make flushes faster.



ConsoleLink connects to UAD Console by itself. The status at the top of its window turns green for each when it's connected.

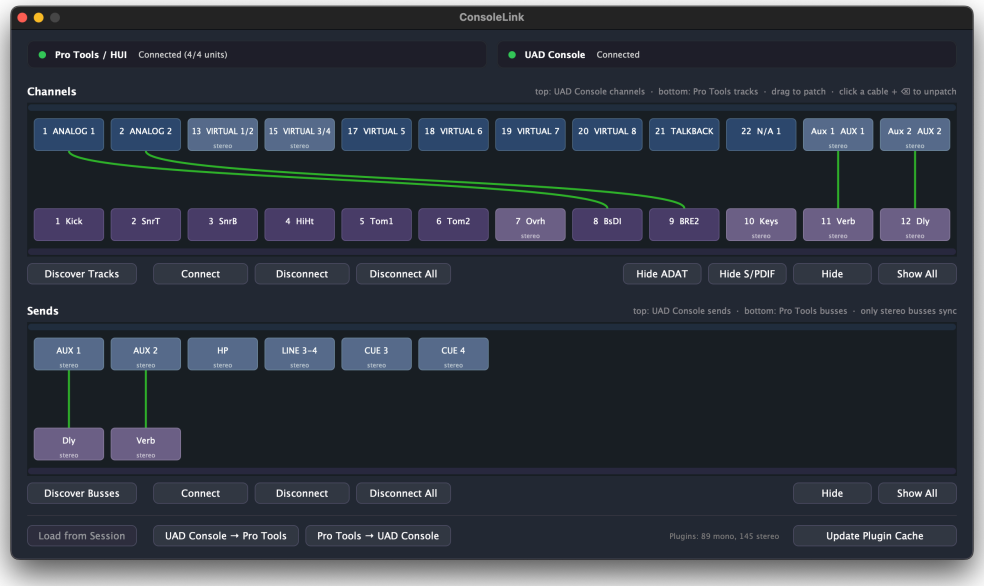
2 Prepare the Pro Tools session

- A track for each UAD Console channel you want to sync: mono for a mono channel, stereo for a linked pair.
- A stereo Aux Input track for each UAD Console aux (reverb, delay), fed by a bus.
- The routing: assign each track's output, and add sends to those busses. On a stereo track's sends, switch on *Follow Main Pan*.

There's no need to insert plugins in Pro Tools: ConsoleLink does that.

> **Recording: hear yourself once**
>
> In Pro Tools, switch on Options > Low Latency Monitoring, and leave Allow Sends to Persist During LLM (Preferences > Mixing) off. The live input then comes only from UAD Console, the rest plays back from Pro Tools with the same sound. Set UAD Console's inserts to UAD Mon to record dry.

3 Set up ConsoleLink



a. Press Discover Tracks. Leave Pro Tools alone while it reads the session.

b. The first time, and after installing plugins: press Update Plugin Cache.

c. **Channels:** drag each UAD Console channel (top row) onto its Pro Tools track (bottom row). A green cable syncs.

d. **Sends:** press Discover Busses, then drag each UAD Console send onto its bus.

4 Sync

Do *one* of these, whichever fits how your session starts:

- **Starting fresh** with an empty UAD Console session: just insert your plugins in UAD Console. ConsoleLink inserts each in Pro Tools, and every change follows as you make it.
- **UAD Console already set up:** press UAD Console ⟶ Pro Tools once.
- **Pro Tools already set up** (a template, say): press Pro Tools ⟶ UAD Console once.

After adding, removing, moving or renaming tracks in Pro Tools, press Discover Tracks again.

5 Optional: keep the setup with the session

Insert the ConsoleLink Session plugin on any track, a Master Fader for example. You'll find it in the plugin menu under Other when the menu is organized by category, or under MBNO by manufacturer. ConsoleLink saves its setup there; when you open the session again, it offers to load it.

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