

*So now that we have talked about the track types,  
but what does this all mean???*

Well, the next buttons on the menu are going to twist and pivot each of the Close, Stage, Mid, Far, and FlexMic outputs from all of your VIs to different speaker sets. Essentially, you can choose exactly what combination of recorded mic positions with your VIs you want to go to various speakers...all at the push of a button. It is very simple. Very organized.

Let's walk through an example.

### THE EXAMPLE

Assume that you have an instrument that has been routed from Kontakt with the Close, Mid, and Far mic positions. It only had three mic perspectives, so your OTR Mapped Output would look like this:

<b>Internal Audio Path:</b>	3/4	5/6	7/8	9/10	11/12
<b>OTR Output:</b>	<u>Close</u>	<u>Stage</u>	<u>Mid</u>	<u>Far</u>	<u>FlexMic</u>
<b>Is there audio?:</b>	Yes	No	Yes	Yes	No

These five positions will correspond to the same letter representation of the QUAD toolbar button. On these buttons, you will see something like "QUAD F-F-R-R-R." This means that when you push this particular button on the QUAD portion of the Mix Utilities toolbar, your audio channels in OTR will be mapped to:

<b>Internal Audio Path:</b>	3/4	5/6	7/8	9/10	11/12
<b>OTR Output:</b>	<u>Close</u>	<u>Stage</u>	<u>Mid</u>	<u>Far</u>	<u>FlexMic</u>
<b>Is there audio?:</b>	Yes	No	Yes	Yes	No
<b>QUAD Channels:</b>	<b>Front</b>	<b>Front</b>	<b>Rear</b>	<b>Rear</b>	<b>Rear</b>
<b>Actual Audio Output:</b>	1/2	1/2	3/4	3/4	3/4

Continuing on (I broke it up onto the next page right here because it was important the second section stay together).

