

The “I don’t like reading manuals” guide to installing effects or virtual instruments on an AUX buss in Metro 6

This tutorial assumes that the VST, VSTi and Audio Unit effects are installed in the correct folders. This information is supplied in the readme file in the Metro folder.

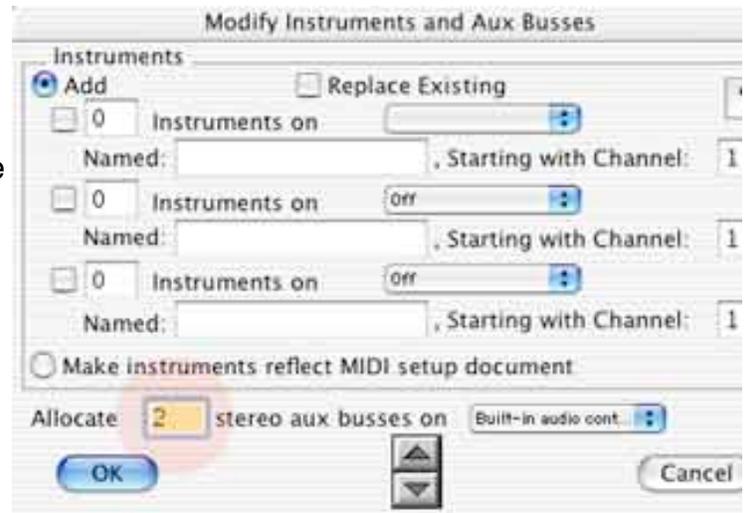
Firstly, open Metro by double clicking the application’s icon. Change Track 1 to an *audio port* if required (edit port can be done from the **graphic editor** or the **tracks** window) and place some audio onto the track by importing an audio file. This audio will be send to the effect later.

Now create some *aux busses* so effects or virtual instruments (synth plug-ins) can be placed onto them.

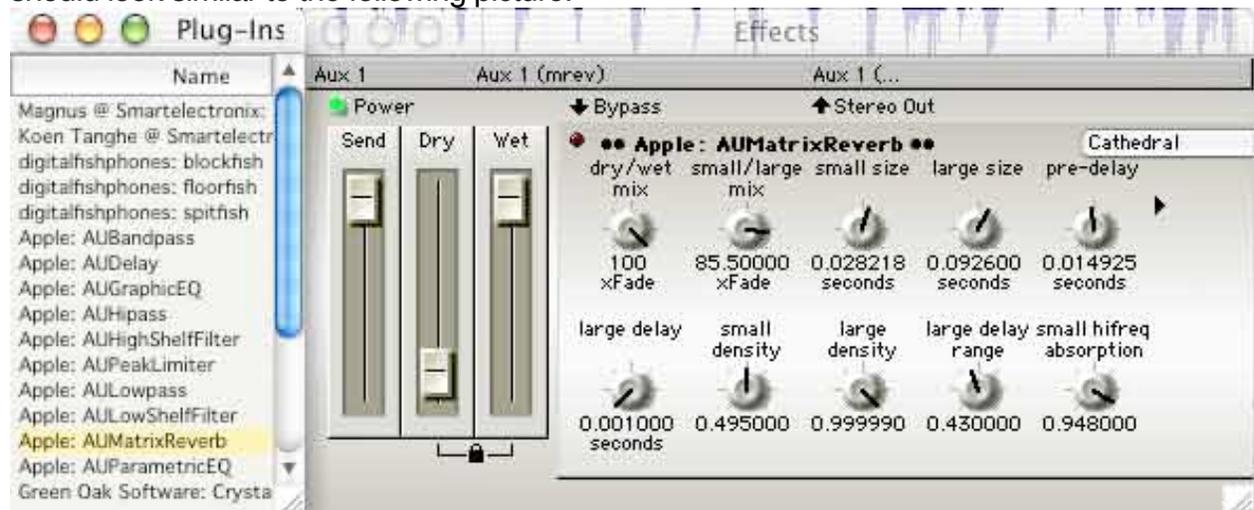
The aux buss allows several audio tracks to use the same effect at varying rates and thus saves on CPU power. eg. a drum kit with different reverb amounts for each tom or cymbal all coming from the same effect.

Go to the **Special** menu and select **Modify Instruments and Busses...**

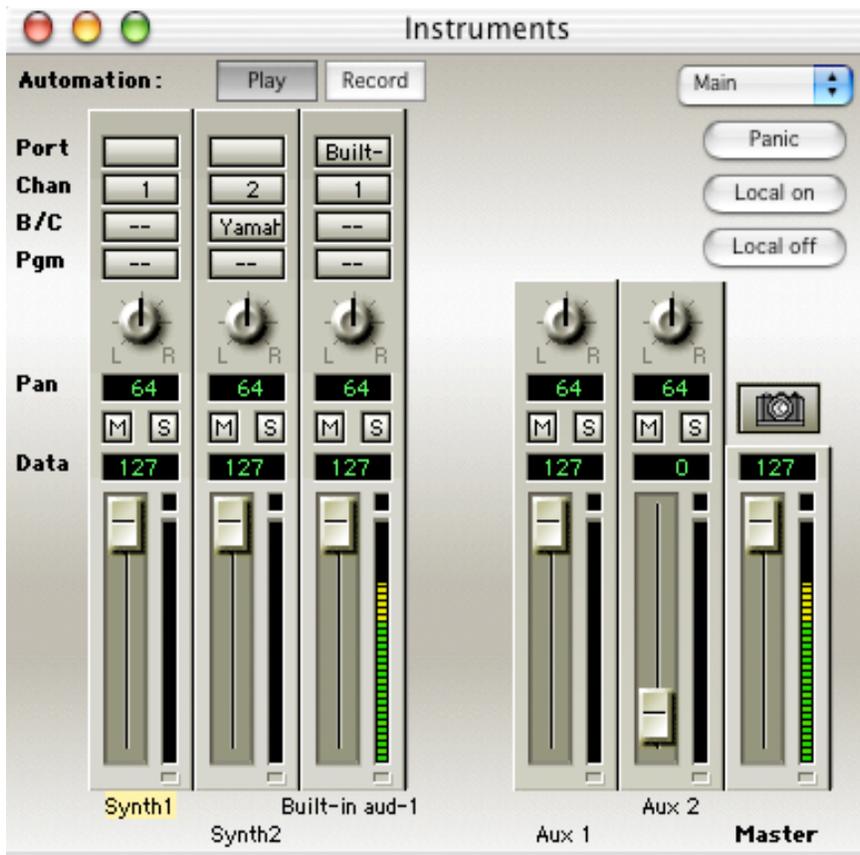
Allocate 2 stereo aux busses on the Audio Controller Port and click OK.



Go to the **Windows** menu and open the **plug-ins** window and the **effects** window (or do a Command 9 and Command 0). The **effects** window will show Track #1 at the top and along side, the name of the track will probably be ‘Untitled’. Click and hold down on the name to reveal the 2 aux busses that were created earlier. Select Aux 1. This is where the effect will be placed. Drag the plug-in from the **plug-ins** menu to the **effects** window. It should look similar to the following picture.



Above is the AUMatrixReverb. Next to the name is the preset pop-up showing ‘untitled’. Go to the pop-up and select *Cathedral*. Selecting this will give a noticeable result later.



Now open the **Instruments** window (Command I).
 Start the audio playing (press the spacebar or use the **transport** window and click play).
 The audio on track 1 is heard and registering in the VU Meters.
 The effect is ready to work but not in the mix yet.

Click and hold down on the pop-up at the top right currently titled **Main**.
 Select Aux 1 from the pop-up.

Immediately, the fader assigned to audio track 1 with slide down to zero. This is the level of the effect for audio track 1. Make sure Aux 1 next to the Master fader is fully up.

If you slide the fader on audio track 1 now, it adds reverb to the audio track and the difference is very noticeable.

'Main' from the pop-up shows the volume level for the track.
 'Aux 1' from the pop-up shows the level of the plug-in on the track.

Go back and place different plug-ins on Aux 1 and Aux 2 in the **effects** window.

Enjoy.