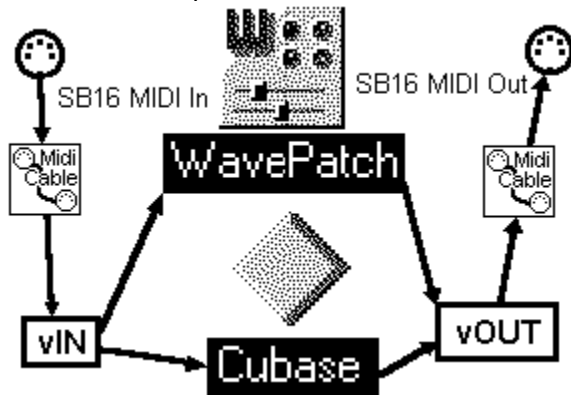


Using Hubi's LoopBack Device with Turtle Beach's WavePatch and TB-Rio-Sound Card.

TB WavePatch is programmed so clever, that it fools on my virtual MIDI device. It detects a RIO soundcard at each MIDI-Node. To use the MultiClient feature with WavePatch, some editing in the INI files must be done.

I assume a worst case scenario. SB16 + RIO, Cubase and WavePatch. **midlpbk.dll** is initialized with two nodes named **vIN** and **vOUT**.

The wanted Setup should look like



The TB-RIO card is hooked up as Waveblaster at the SB16-MIDI Ports (In and Out). Both programs, Cubase and WavePatch should have access to the Rio.

Without precautions this setup will fail for two reasons:

- 1) Cubase allocates ALL Midi-Ports by default.
- 2) WavePatch searches ALL Midi Ports for a Rio and will detect a Rio at each virtual MIDI port.

The following 3 configuration changes are necessary:

Hubi's Loopback device must be configured for different names for In- and Output (Version 2.1 or greater).

File SYSTEM.INI:
[midlpbk.drv]
LB1=vIN
LB2=vOUT
LB3=LB3
LB4=LB4
ActivePorts=2
LB1IN=vINin
LB2IN=vOUTin

The bold lines must be added.

Cubase must be configured with Setup-MME:

MIDI Inputs:	MIDI Outputs:
SB16 MIDI In	SB16 MIDI Out
Voyetra Super SAPI FM Driver	Voyetra Super SAPI FM Driver
vINin	WavePlayer
vOUTin	vIN
	vOUT

The bold devices must be **disabled**. vOUT is now the RIO-Output - I suggest rename it to RIO

and move it to top.

For **WavePatch**, we want following: Do not scan the SB-MIDI ports for a Rio, and do not scan all virtual MIDI ports for Rio, only vOUT-Output with vINin-Input.

File WFPATCH.INI (in Windows directory)

```
...
[Ignore Drivers]
MIDIMux Inport 1=1
...
MultiSound Quad Application=1
SB16 MIDI Out=1
SB16 MIDI In=1
vIN=1
; vINin=1    *remove or comment out
; vOUT=1     *remove or comment out
vOUTin=1
WavePlayer=1
Voyetra Super SAPI FM Sriver=1
```

The "Ignore Drivers" section tells WavePatch where it should not look for a Rio. The bold lines must be inserted manually. Only **vOUT** and **vINin** will remain for Rio-auto-scanning.

```
[Undetectable Synths]
vOUT=Rio 1024      (or Rio 0 if no Wave RAM)
; SB16 MIDI Out=Rio 1024
...
```

This section tells WavePatch where Rio-Cards are that can't be detected. It is very important to remove (or comment out) the SB16-entry, or we get an error that the Rio at SB16 MIDI Out cannot be accessed.

The line with "**vOUT=..**" is only necessary if the autodetection fails.