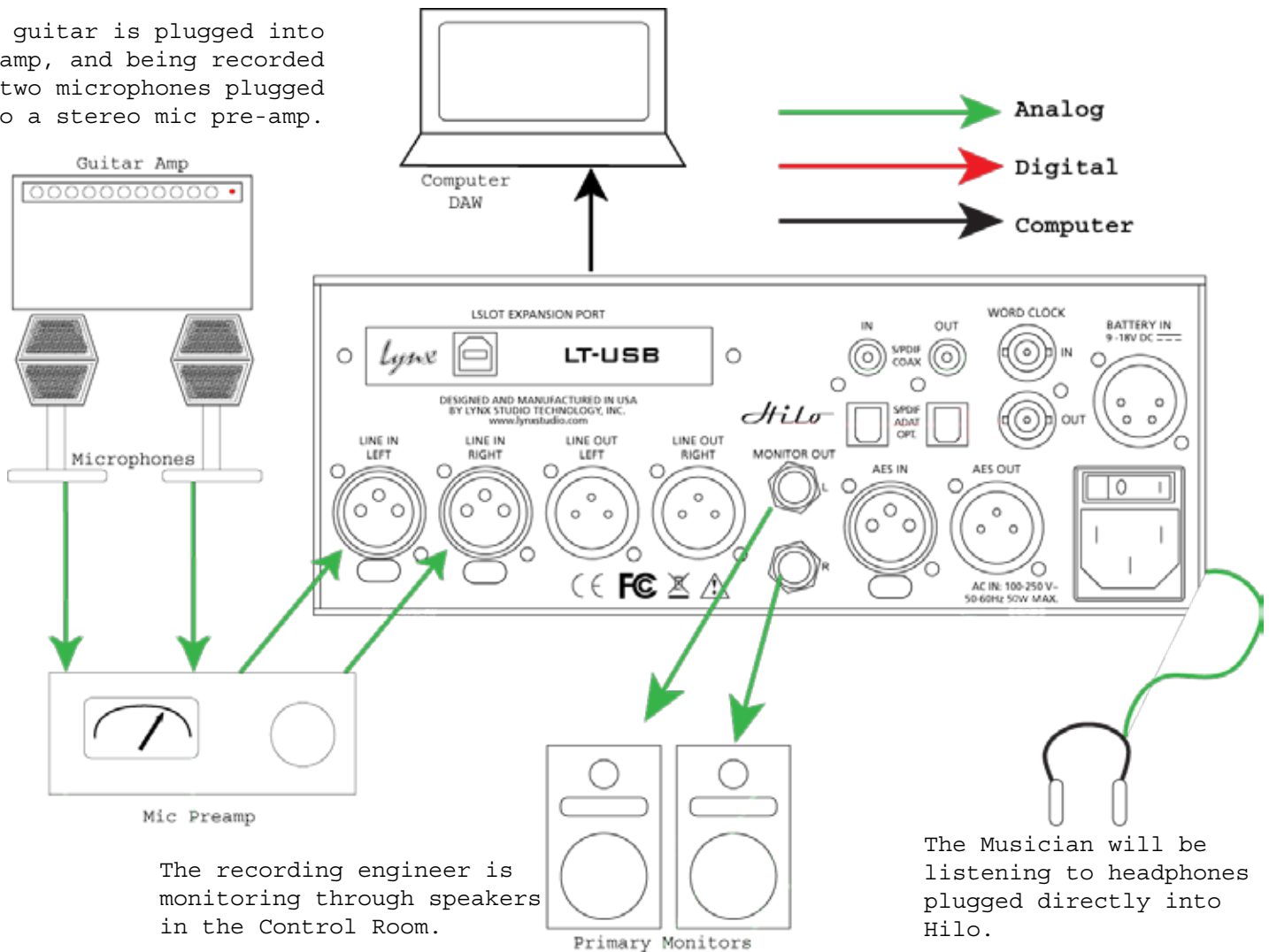**Type: Overdubbing a track with Different Headphone Mixes**

Description: Hilo is the ideal go-to box for overdubbing into existing sessions. Portable, easy to use, and, of course, fantastic sounding – a musician can lay down major label release quality parts in the most modest of environments.

In this scenario, let's imagine that we have a project well underway in one of the major DAW applications (Pro Tools, Cubase, Sonar, Logic, etc). Now we wish to overdub an electric guitar part. Both the musician and the engineer should have control over the mix levels. The engineer has set up busses with mix elements separated to different Hilo play devices. For example, Drums bussed to Out 1+2, guitars to 3+4, bass and keys to 5+6 and vocals to 7+8. This is done so that there is independent level control of these groups for the engineer and performer.

The guitar is plugged into an amp, and being recorded by two microphones plugged into a stereo mic pre-amp.

The recording engineer is monitoring through speakers in the Control Room.

The Musician will be listening to headphones plugged directly into Hilo.

The cable connections:
Monitor Out > Speakers in Control room
Headphone Out > Phones on musician
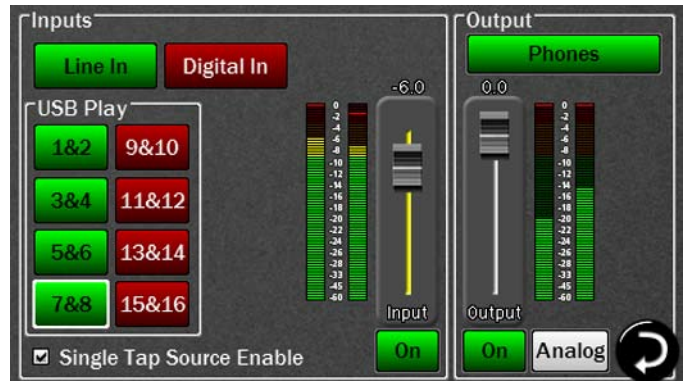Line In > Signal from stereo mic preamp
USB > Recording computer (alternatively we could do this as going to an AES16e card)
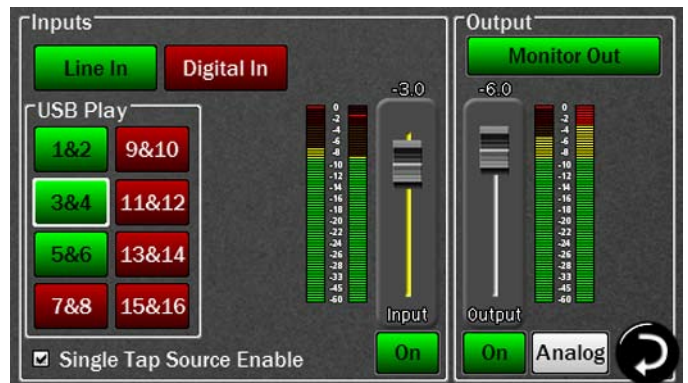
Set up the Busses in DAW organized as:
   Play 1+2 = Drums
   Play 3+4 = Guitars
   Play 5+6 = Bass and Keys
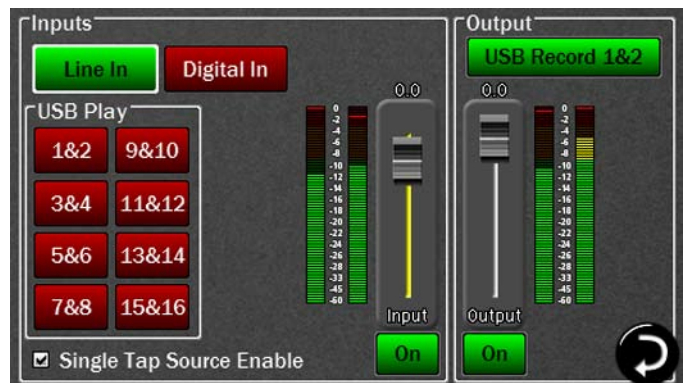   Play 7+8 = Vocals

Now the Hilo settings:

Open the Output Mix Routing Page. We'll start with the performer's headphone mix. Here we have the 4 USB Play streams assigned to the **Phones** Out, as well as the Line in carrying the incoming guitar audio. The performer thought the vocals were a bit loud, so the screen shows USB 7+8 attenuated by 6dB.

For the Engineer's mix, we will set up the **Monitor Out** settings. The engineer doesn't want to hear the vocal at all, so USB Play 7+8 is muted, and he also prefers the guitar tracks lower, so USB Play 3+4 is attenuated by 3dB. This is how the screen will look for his mix:

Now we're ready to record. The Engineer will use **USB Record 1+2** as the input signal for the record track in the DAW. Over all listening level can be set with the Rotary knob on the Hilo.

The engineer likes this set up and has a second guitar player coming in the next day for more overdubs. To save this scene (including routing and levels), click on the **TOOLS** icon on the bottom, bush the **Save Scene** button, push **Scene 1**.
To recall the setting, push the **Recall Scene** button, then **Scene 1** and the settings are all recalled.