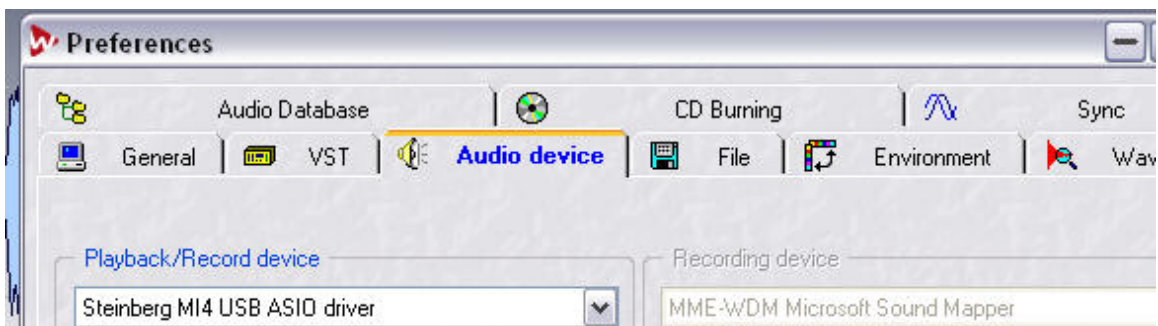
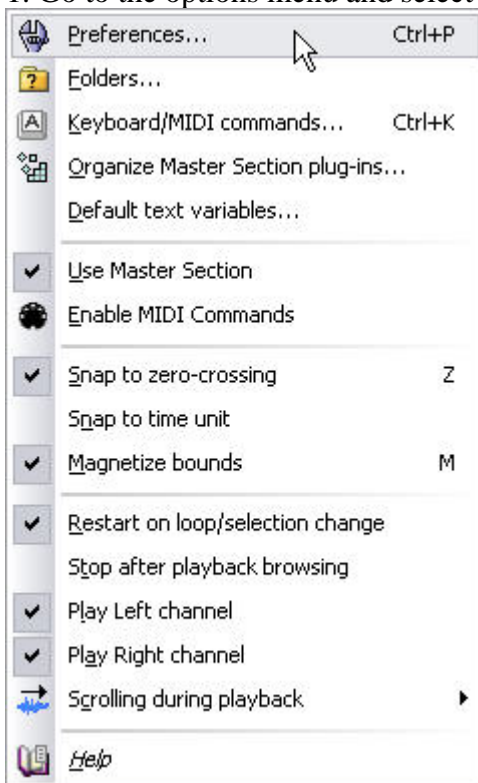


## Wavelab 6 - External Effects

The External Gear Master Section plug-in allows you to process audio files using external hardware processors. One or more ASIO outputs are used to send the audio signal to your processor, and corresponding ASIO inputs are used to return the signal coming from the external processor.

- By default, this plug-in is located in the ASIO sub-menu of the Master Section effects. An ASIO driver must be used.
- Only one instance of this plug-in is allowed in the Master Section plug-in chain.

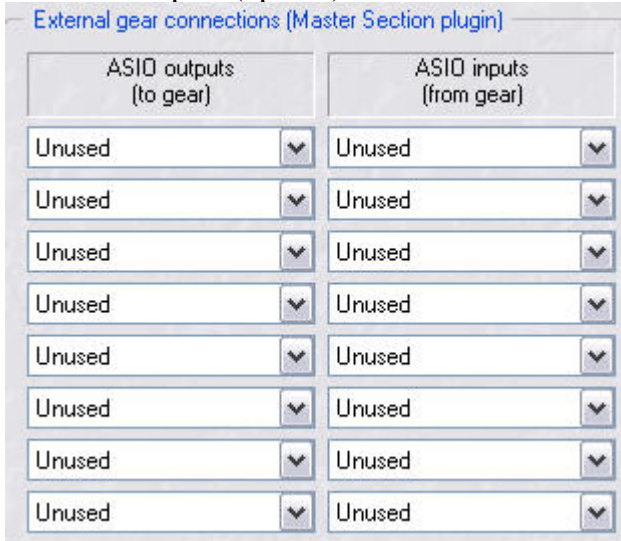
1. Go to the options menu and select preferences. Then click on the Audio device tab.



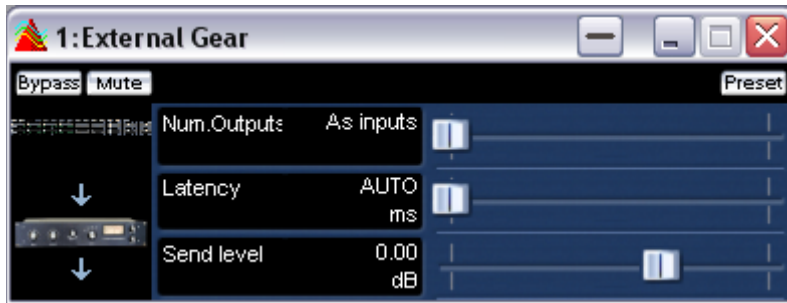
2. Click the “Connections...” button to open the ASIO Audio Connections dialog.



3. In the “External gear connections” section you can activate the output channels you wish to send to the external gear inputs in the “ASIO outputs (to gear)” section, and which input channels the effect processor outputs should be connected to in the “ASIO inputs (from gear)” section. This should normally not be the same I/O channels as you use for playback/recording. The number of available outputs in this plug-in equals the number of inputs (up to 8). Close the Preferences dialog when you are done.



4. Click in a Master Section effect slot, and select “External Gear” from the ASIO sub-menu. The External Gear control panel opens.



In the control panel you can set the following options:

- “Num.Outputs”

Here you can set the number of outputs to use. Normally this is the same as the number of inputs (the “As Inputs” option). You can however use a mono out/stereo in configuration in which case you set this parameter to “2” with the slider.

- “Latency”

External gear may introduce latency. WaveLab can automatically compensate for this if you select “Auto” (only active during rendering), or you can set this latency compensation yourself (in milliseconds). The latency introduced by the ASIO driver is automatically taken into account by WaveLab.

- “Send level”

This allows you to adjust the send level. This should normally be set to 0 dB. If necessary, adjust the input level on the external effect.

5. Now you can process a signal through the external processor, just like if it was a standard plug-in effect,

6. If you render a file using the External plug-in, playback will not be available during the rendering.