

StudioLive Series III Subgroups (Setting up a Drum Bus)



Example: Goal is to assign drum mics on Channels 17-24 to a Bus (Channel 16). Using Mix 1 & 2 to create a linked stereo subgroup and User Layer so Channel 16 can be assigned to control the bus. Using a Subgroup instead of a DCA so processing can be used on the bus.

Here's the drum mics assignments:

17) Kick, 18) Snare Top, 19) Snare Bot, 20) HiHat, 21) Toms, 22) Floor, 23) OH-L, 24) OH-R

Answer: Use Mix 1 & 2 to create a linked stereo subgroup

Create DRUMS Subgroup using Mix 1-2

1. Select [Mix 1] and press [Link] to create stereo pair
2. Select Gear icon (Touchscreen) and then select "Subgroup"
3. Rename "Sub 1" to "DRUMS" and enable "Names" option
4. Press and hold [Mix 1] and select channels 17-24

Setup Drum Mic Channels

5. Press [Main Mix]
6. Raise faders for channels 17-24 and Master fader to Unity
7. Setup preamp gains, volume levels and labeling for drum mics on 17-24
17)Kick, 18)Snare Top, 19)Snare Bot, 20)HiHat, 21)Toms, 22)Floor, 23)OH-L, 24)OH-R
8. Now unselect assignment to [Main] for each of channels 17-24

Create User Layer and assign Channel 16 to "DRUMS" subgroup

9. Press [User] button to select User Layer
10. Select Channel 16 and assign it to DRUMS subgroup
11. Select Channel 17 and assign it to Channel 17 (Kick)
12. Select Channel 18 and assign it to Channel 18 (Snare Top)
13. Select Channel 19 and assign it to Channel 19 (Snare Bot)
14. Select Channel 20 and assign it to Channel 20 (HiHat)
15. Select Channel 21 and assign it to Channel 21 (Toms)
16. Select Channel 22 and assign it to Channel 22 (Floor)
17. Select Channel 23 and assign it to Channel 23 (OH-L)
18. Select Channel 24 and assign it to Channel 24 (OH-R)
19. Finish assigning any other User Layer channel assignments

Another option... Instead of using a User Layer and Channel 16 fader for control, press the [Mix/FX Master] button and use the DRUMS bus fader(s) for control.

Auxes, Subgroups & Matrix Mixes Explained

An Aux mix is simply a mix for monitors or in-ears. It can be mono or stereo (linked). Pre1 means that the aux send is not affected by sound processing, Pre2 includes sound processing (EQ, compressor, limiter, gate) and Post means "postfade", which means that mix follows the Main mix. The normal use for aux would be "prefade", because you want to create individual mixes for each musician.

A Subgroup is a collection of channels summed BEFORE the main output. The typical example and use for a subgroup is a drum subgroup: Assemble all drum channels in a (stereo) subgroup. The subgroup is automatically assigned to Main L/R as destination and you can not only change the volume of the subgroup, you can also add additional processing. You can also use a subgroup additional to the (drum) channels routed directly to Main L/R. This is then called "parallel processing". Vocals are another typical use for a subgroup. Whatever needs a "summing up" in a group, a subgroup (mono or stereo) is the way to go.

A Matrix mix is a more complex mix, because it makes all inputs, outputs and returns available, including the main mix. Matrix mixes are used for delay lines and fills and for stereo recordings/live streams. A matrix mix is also interesting for in-ear monitoring, when a more detailed mix is needed. For "normal" musicians there might be too many faders.... They like it more simple and easier to use.

Aux and Matrix mixes have the Pre1, Pre2 and Post option,.

A Subgroup is always postfade.

In linked auxes/subgroups/matrix mixes, stereo/linked input channels are centered by default. To hear them in stereo, you have to expand panorama for each channel in each mix.