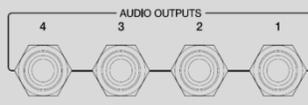


EIE and EIE PRO - Using the Headphone Select Switch and Monitor knob

 HEADPHONE SELECT	 AUDIO OUTPUTS	 IN *OUT MONITOR
HEADPHONE SELECT	OUTPUT MONITORING	INPUT MONITORING
<i>When the switch is set to...</i>	<i>You'll hear audio routed in your software to...</i>	<i>Turn the knob counterclockwise to hear less of the outputs and more of...</i>
1/2	Output 1/2	All inputs
3/4	Output 3/4	NA
ALL	ALL Outputs (1/2 and 3/4)	All inputs

Headphone Select – switch function details

Output 1/2

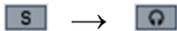
This is the setting that will provide the most familiar operation to most users. All EIE inputs are monitored. Using the **MONITOR** knob, the inputs can be blended with the output sent from the computer to Main Output 1/2. For most applications, this HEADPHONE SELECT switch setting or the **ALL** setting will be used.

Output 3/4

In this setting, no inputs are monitored. Only the output signal sent from the computer to output 3/4 is routed to the headphones. This setting is useful when a separate output mix has been setup in the software.

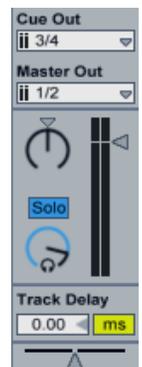
For example, to use the Cue Out feature in Ableton Live (not included), perform the following:

1. Set the **Cue Output** on the Master channel in Ableton to 3/4.
2. Under the **Options** menu in Ableton, select **Cue Switches**. You'll see the Solo buttons on each track change to Headphone Cue buttons.



3. Then, set the EIE HEADPHONE SELECT switch to **3/4**. This will allow you to listen to Ableton's independent Cue Out mix in your headphones while a different signal is sent to your Main Output 1/2.

With the HEADPHONE SELECT switch set to **3/4**, any tracks in Ableton which have the Headphone Cue button enabled will be routed to the EIE headphone mix.



ALL Outputs

In this setting, all EIE inputs are monitored. Using the **MONITOR** knob, the inputs can be blended with a sum of all output sent from the computer to the 1/2 and 3/4 Outputs on the EIE. For most applications, this HEADPHONE SELECT switch setting or the **1/2** setting will be used.