Headphone Use

Phones in the control Room

The Beheringer headphone amp is labeled A and B on the patch bay. These inputs are normalled to Omni 1 & 2 on the board.
The input level knob is a master control for all phones.

There are four output sections- (note that there is a headphone out and Aux in jack on each section. You will not hear anything from phones connected to Aux In.) In addition to the front jacks, three of these sections feed remote jacks:
1 is in room 191 on the Mic panel.   2 is in room 190 by the door.
3 is in room 186 by the door.   4 is in room 187 by the door.

The Furman Headphone Mix System

The Furman system provides individualized headphone mixes in the studio. There are four headphone stations permanently mounted in the studio. These receive six signals, and the mix is adjusted by controls on the box. The right hand knob controls the main mix, and the four extra knobs bring in extra signals chosen at the console.
Two more boxes may be brought in for sessions. These are connected by daisy-chaining the white and blue Ethernet style cables to the box by the piano.

The head end unit is just below the patch bay. There are no user adjustments on this unit. (Since the transformer in this box hums a bit, you will often find it turned off. The power switch is just above the unit.) There are 6 inputs on the second section of the patchbay. Four are mono to both ears labeled 1 2 3 4. Two are a stereo pair labeled L and R. These are normalled to the Console Omni outputs 3-8.

### Headphones and Tracking with the Yamaha Console

Usually Aux sends 3-8 are routed to omni outputs 3-8, so all you need do is send the channels you want in the headphone mix to Aux 7 and 8. (If you want talkback, patch from Stud Out to L and R, then chose Aux 7 and 8 for the studio source.) You can also send up to 4 isolated channels to 3,4, 5 or 6 so performers can hear themselves. You can insert a reverb in an Aux master channel for the vocal reverb. This will not be recorded, but helps singers hear themselves.

Headphones and Tracking with Pro Tools

The headphone system must be repatched if you are recording directly to the Digi 003. Outputs 1 and 2 of the Digi 003 are usually set up to be the mix output. This is copied to the monitor output, and can be directly patched to the speakers or monitored through the board via the 2TR A2 button. For headphones, patch Digi 003 outputs 3 and 4 to phones input L and R. Add an aux buss to your project and assign its output to 3 and 4. Any channel can then be routed to the headphones via Buss 3 and 4. You can add isolated channels with the same method[1].

Talkback and Headphones

The console sends talkback to the studio output (labeled "Stud Out" on the patch bay). This is normalled to the studio speakers. (The yellow speakers flanking the window.) Studio out can be patched[2] to L and R phones if the Furman system is in use, or A B to use the Beheringer headphone amp. In addition to talkback, studio output gets whatever is selected with the studio source buttons on the console. The signal may be Aux 7, Aux 8, Stereo mix, or whatever the control room monitor is getting. There is an independent volume control for studio monitor.

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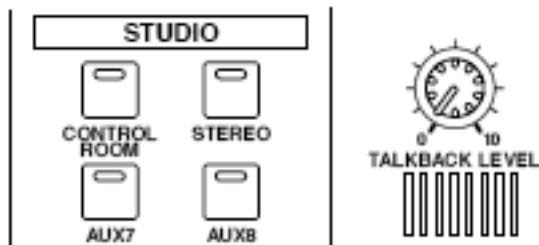
[1] Note that there is a fair amount of latency when you do this. It is better to use the console for tracking and mixback when you record into the computer.

[2] This will break the normalling- remove this patch when you want to use the studio monitors.