

Setting Up a Dangerous Music D-Box with a UA Apollo

Physical Connections:

1. Plug the 8 analog outputs of the Apollo into the Sum Input of the D-Box
 - For this you will need a Male DB25 to TRS snake. Buy a good quality snake (from a place like www.redco.com or www.mogamicable.com)
2. Plug the Sum Output of the D-Box into any 2 line inputs of the Apollo. Be sure not to use the mic inputs, or you will clip. We usually suggest to use inputs 7 and 8 because they are generally used the least, allowing you to keep those lines plugged in most of the time, but you can use any line inputs that work for you.
 - For this you will use 2 Female XLR to TRS audio cables.
3. Plug the SPDIF out of the Apollo into the DAW input of the D-Box.
 - For this you will need a digital audio cable with RCA on one end and Male XLR on the other end. Please double check that it is a 75 ohm digital audio cable. In order to maintain signal integrity, it should be kept under 10 feet.
 - You can purchase this cable from places like Redco (Part # NC3MX/RCA-6D)
4. Plug the Monitor Outputs of the Apollo into the Analog In of the D-Box. Turn the Apollo Monitor Output Knob all the way up.
 - For this you will use 2 TRS to Male XLR cables.

Connections between the Apollo and the D-Box are now complete. The other D-Box connections are:

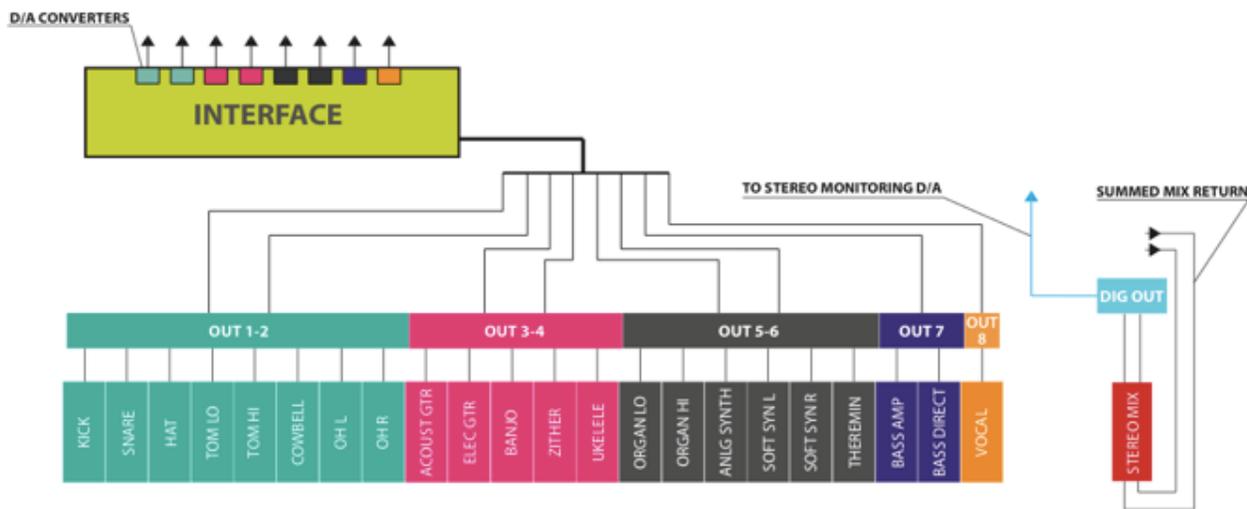
- Speaker Outputs/Alt Speaker Outputs – This is where you connect your studio monitors, which are Male XLR outputs on the back of the D-Box.
- CD Input – This is a stereo digital input that can be used for any digital source you choose to monitor via the D-Box. (i.e. digital iPod docks, Digital CD Players, Digital Audio Feeds from the Computer, etc...)

Other Settings/Routing:

1. Set up your i/o in your DAW. Go into your i/o setup window in your DAW of choice and make sure that there are paths set up for the 8 analog outputs of the Apollo, and the SPDIF digital output of the Apollo. Make sure the analog inputs all have paths set up as well (this is all most likely already there in your default, but it's good to check).
2. To enjoy the latency free tracking and overdubbing capabilities of the Apollo make sure you select the Analog Input on the D-Box. It will ensure that you are listening to the direct output of the UAD console with no added latency from a round trip through your DAW. For all other situations you should use the DAW input of the D-Box to enjoy its reference converters and digital source switching capabilities. [See video for more](#).

- Set up your track outputs to create stems across outputs 1-8. You can split them up any way that works for you, but generally the guideline is to split up tracks that have the most transient information, such as vocals, drums, bass, etc...
- Take note of the fact that the D-Box has panning knobs on channels 7 and 8, allowing you to utilize those channels for mono tracks. See the example below:

**
 EXAMPLE DAW SETUP FOR 8-OUTPUT ANALOG SUMMING**



- At this point the mix is going out all 8 analog outputs and then being summed to stereo in analog in the D-Box, and now it has to be recorded back into the DAW. If you have any outboard gear that you like to put across the whole mix, this is where you would put it- between the D-Box Sum Output and the Apollo line input. Once the cables are plugged in properly, all you need to do is:
 - Create a stereo Aux Track to receive the mix in the DAW. This allows you to put plugins across the whole mix, and record them to the final print track. *
 - Set the input of this Aux Track to 7-8 (or whichever line inputs you chose for your mix return), and the output to an internal buss that you aren't already using.
 - Create a new stereo audio track in your DAW to monitor and record the mix.
 - Set the input of this track to the buss that you used for the output of the Aux.
 - Put that track on input monitor mode so that you can hear the mix even when you're not recording it. Set the output of that track to be the SPDIF out of the Apollo, which will be sent back out to the D-Box.
- Select DAW on the front of the D-Box in order to monitor through the D-Box D/A, which will allow you to hear the very last step in the mix process. This completes the full round trip of the mix, going from DAW to D-Box, back to DAW, and again out to the D-Box for final monitoring. If you are doing overdubbing, you can monitor via ANALOG on the D-Box for latency free monitoring from the Apollo Console.

*You can also utilize the Apollo Console to insert plugins across your stereo buss by inserting them on the line input channel of 7-8, since you used those lines to bring the mix back into the Apollo. [See video for more detail.](#)