Source-Nexus® Pro 1.2 User Guide
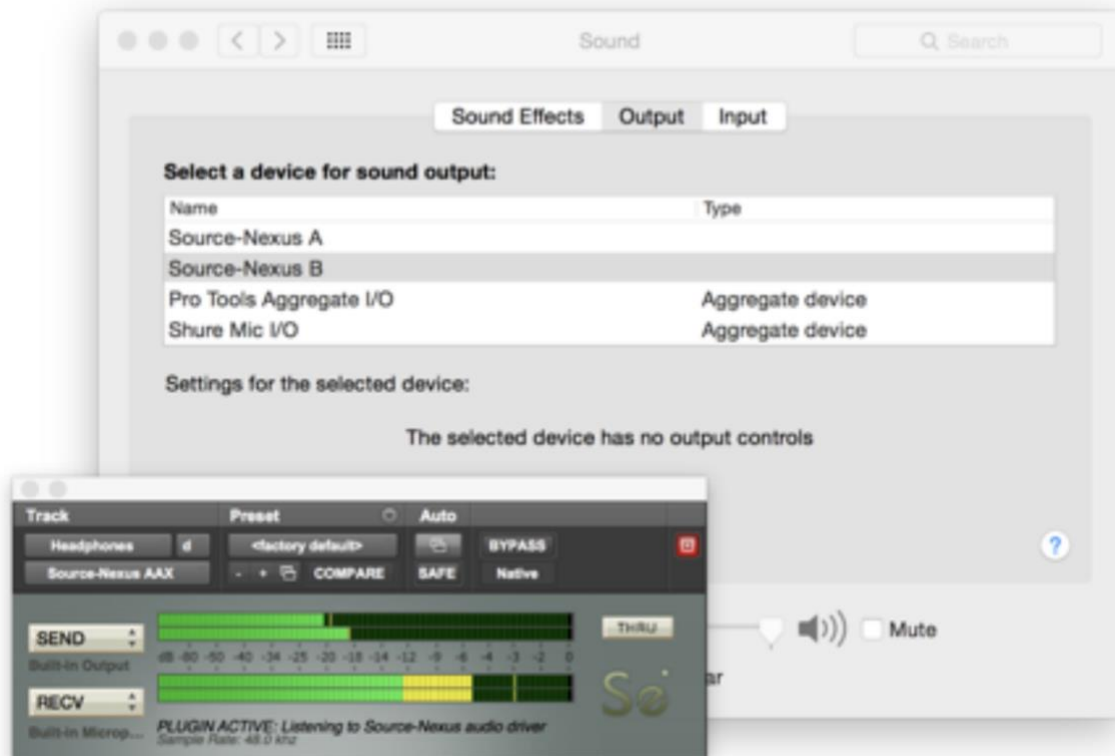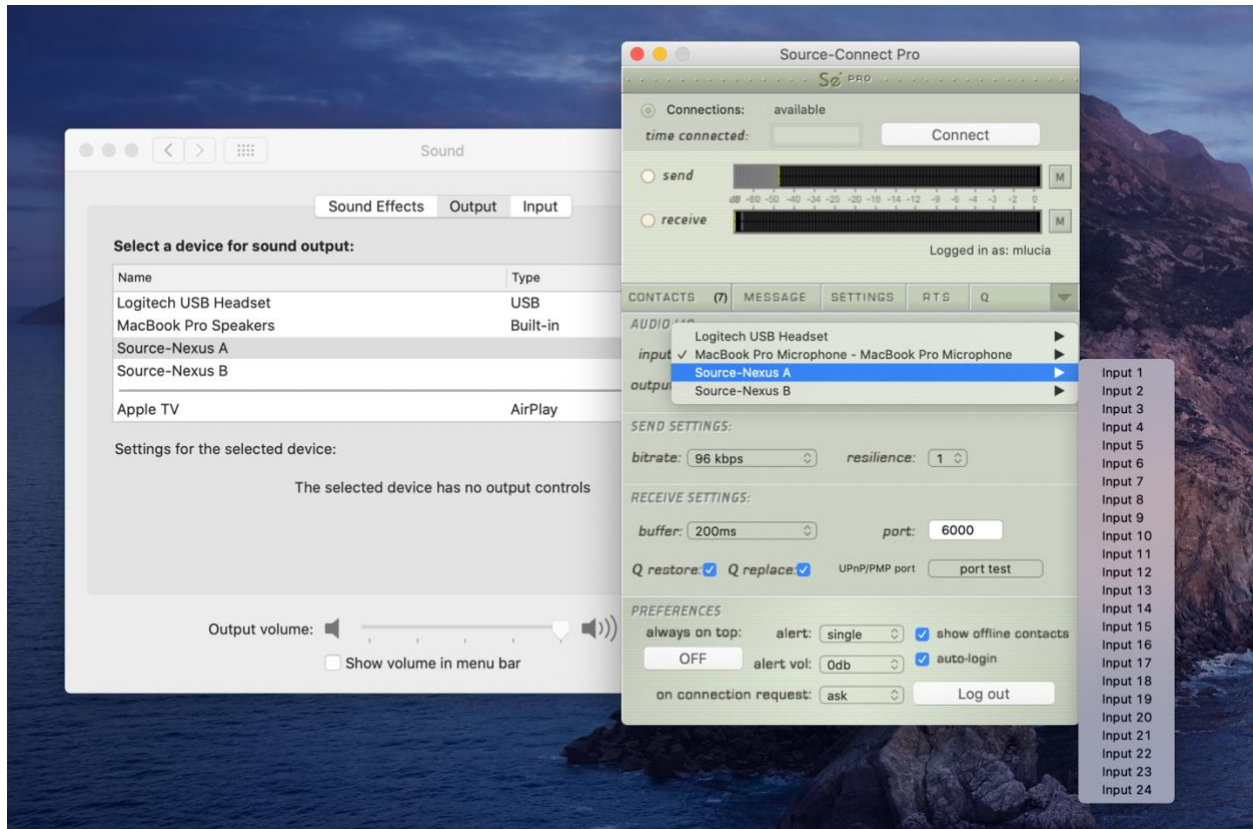
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Introducing Source-Nexus Pro 1.2

Source-Nexus Pro is an audio application router for AAX, VST and Audio Units hosts. Record remote voiceover from Source-Connect directly in Final Cut or Media Composer, playback iTunes to Pro Tools, even patch Pro Tools to and from Nuendo, Logic, Reaper and more. All at the same time!

The possibilities are endless: opens an entire new world for application integration with Pro audio users and their studio environment.

You can now "patch in" any software such as phone applications, metering, encoders, decoders, external processors, other audio workstations, video editors, even a browser web page!

Source-Nexus supports any CoreAudio application that can send or receive audio on channels one or two of your selected audio device, such as iTunes or QuickTime, or Advanced audio applications where you can specify your channel I/O to send/receive on the first two channels.

What's new with 1.2?

- Send or receive audio to and from any virtual or hardware audio driver.

- Support for up to 7.1 channel configuration instances.
- You can now "patch in" any software such as synths, noise reducers, phone applications, metering, encoders, decoders, external processors, other audio workstations, video editors, a browser web page or even a hardware audio device! Built for all kinds of audio routing applications especially where a DAW is used that is compatible with AAX, VST or AU plugins.

Why do I need Source-Nexus?

Source-Nexus allows you to directly integrate any application's audio with your DAW without using external cables. With the AAX/VST and AU plugins, Source-Nexus allows all CoreAudio audio applications to record, and be recorded, from your timeline.

Why Pro?

Source-Nexus Pro includes two distinct drivers, so you can use Source-Nexus with any application and not get internal loopback. A traditional mixer has a "Mix Minus" setup or a "Send/Receive" setup to feed to- and get a return from- an external system. These setups require two busses or audio paths that are separate. You would not want to use the same path to send and monitor the return signal as that would cause a feedback loop. Because many applications can only access channels one and or two the only method to separate the signals for these applications is to provide two bussing layers (A and B) so that channels 1 & 2 can be used for Input and Output (or 'Send' and 'Receive'), but separated by different driver layers (A and B).

System Compatibility

Mac Requirements

- Requires OSX 10.10 or higher. Compatible up to OSX 10.15.
  - M1 Macs require for Rosetta to be installed in order to use Source-Nexus.
- Compatible with Pro Tools 10 and newer 32 and 64-bit AAX.
- Compatible with many VST 32 and 64-bit DAW (see exception list).
- Compatible with many AudioUnits 32 and 64-bit DAW (see exception list).
- **Note**: version 1.2 is not compatible with Logic Pro X 10.7+

iLok Compatibility

Source-Nexus supports iLok 2 and 3 and machine activation.
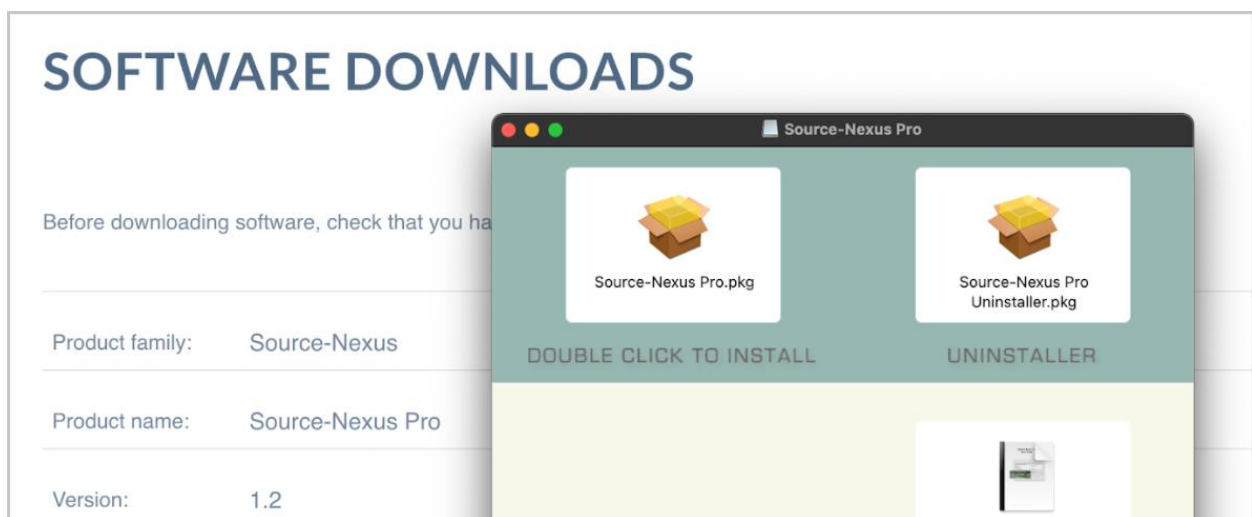
Installing Source-Nexus Pro

Source-Nexus Pro can be purchased in the Source Elements store by [following this link](#).

After purchasing your license, go to your account dashboard, and access [the Downloads section](#). Then, select "Source-Nexus" as the product family and "Source-Nexus Pro" as the product name.
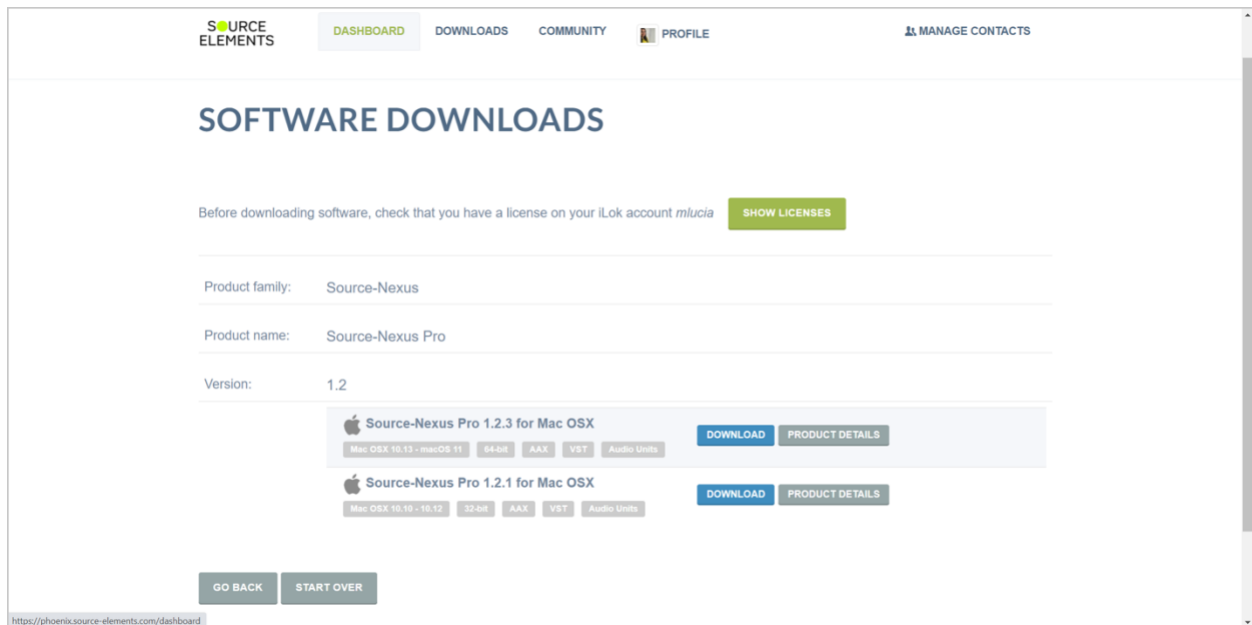

Once ready, select the Mac version and download the product.

After downloading the application, double-click the DMG executable file. Then, simply drag and drop the Source-Nexus application into the applications folder as pictured below.

Uninstalling Source-Nexus Pro

To uninstall Source-Live, double-click the uninstaller in the Nexus version you downloaded from the [Source Elements website](http://source-elements.com).
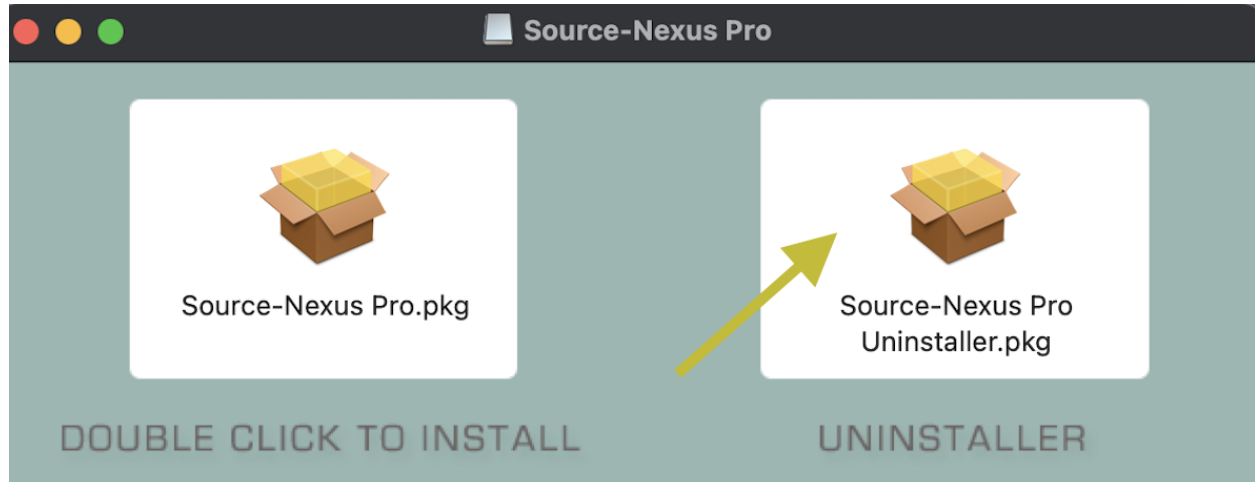
Then, follow the instructions in the uninstaller.

Using Source-Nexus for the first time

Source-Nexus Pro comes with two drivers: A and B. More, however, can be added during the installation process. To start with, we recommend choosing a method and being consistent: to avoid loopback issues. In the following examples we are going to use Source-Nexus A for "Sending from the plug-in" and Source-Nexus B for "Receiving in the plug-in".

For the simplest use, that is, to get audio into your DAW from with the application whose audio you wish to send, you will configure the Audio out to use Source-Nexus A. To receive that application's audio in your DAW simply put the Source-Nexus plug-in on an auxiliary-type track and select Source-Nexus A channels 1&2 as the Receive.

If your application doesn't allow you to set the device, like iTunes or QuickTime, set your System Preferences to use Source-Nexus A for the output so you can record and monitor in Pro Tools.

Make sure that you don't route signal into itself: you must not set the input & output of your Application to be both Source-Nexus A (or both B).

Digital Performer | MOTU
Digital Performer requires the plugin GUIs be open and visible in order to pass audio.

Logic Pro X
Logic requires that Software Monitoring be enabled and "Only load plug-ins needed for project playback" be turned **OFF**.

The HQ Audio Send plugin's meters are known to freeze after stopping playback on some systems.

Understanding Routing

Think of routing like buses on a mixer: you want to avoid sending a signal from *Source-Nexus* A Channel 1 back to itself. Any Source-Nexus channel will be available as an **Input** and an **Output**.

If you send a signal to a Source-Nexus **Output**, you will want to pick that up via Source-Nexus **Input** somewhere, or vice versa.

See this article on Example Workflows for ideas and concepts.
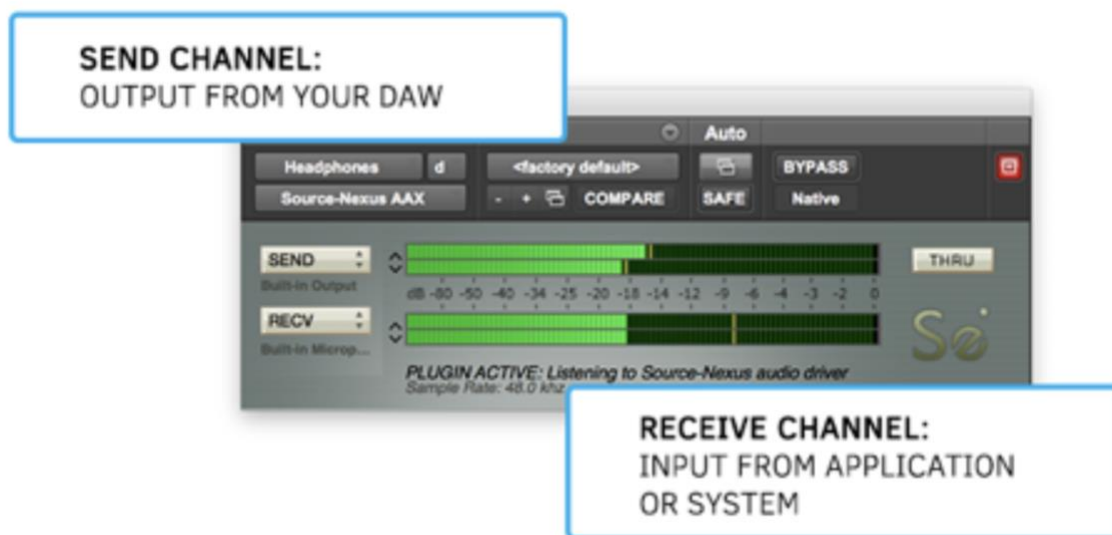

Example Workflows

Source-Connect Now / Google Chrome and Pro Tools

One of the most common uses for Source-Nexus is with other audio applications such as Google Chrome where you want to get the audio in AND out for communications and recording. This example applies to applications such as Skype, FaceTime, Zoom and Google Meet, and any other communications application you want to use and record.
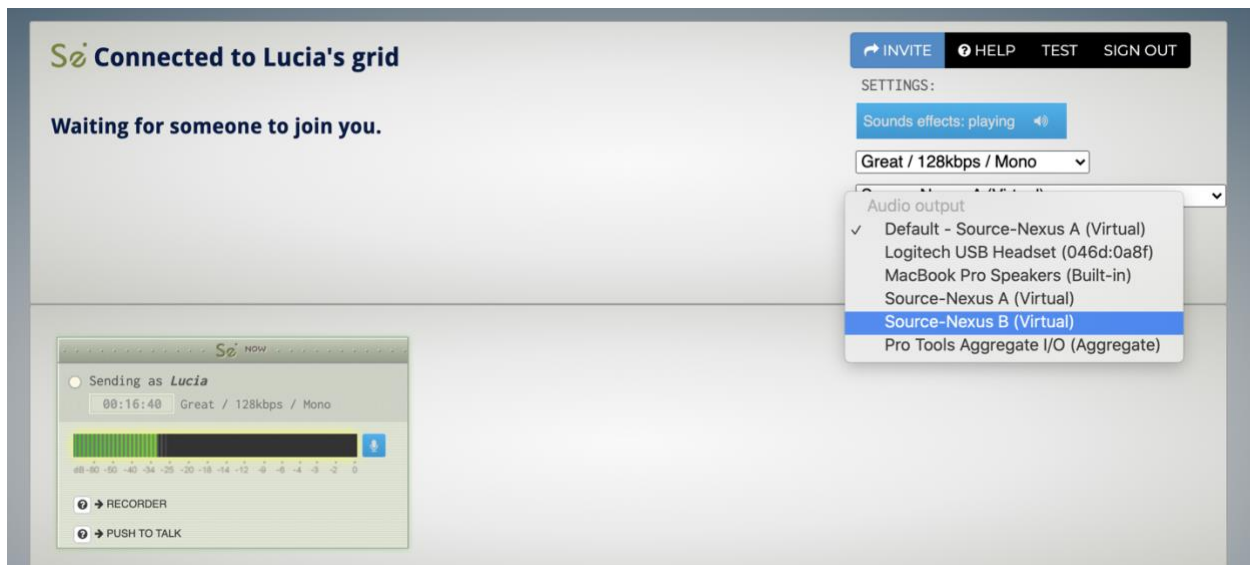
1. In Source-Connect Now, choose Source-Nexus A as your audio input or microphone.
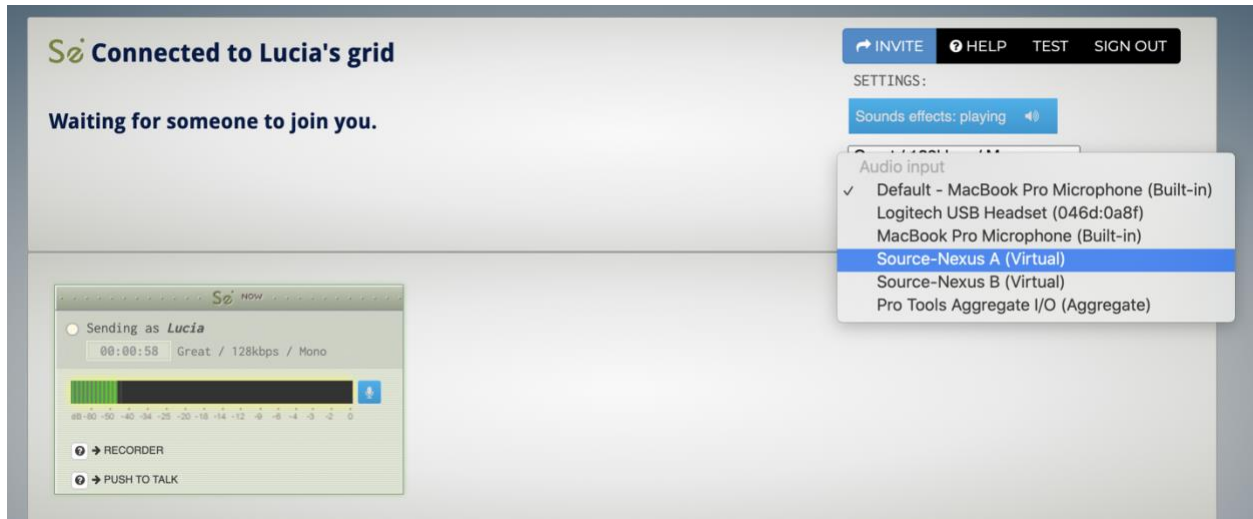
2. In the Source-Nexus plugin, choose Source-Nexus A / Channel 1&2 as your Send device, and Source-Nexus B as your Receive device (also Channel 1&2).
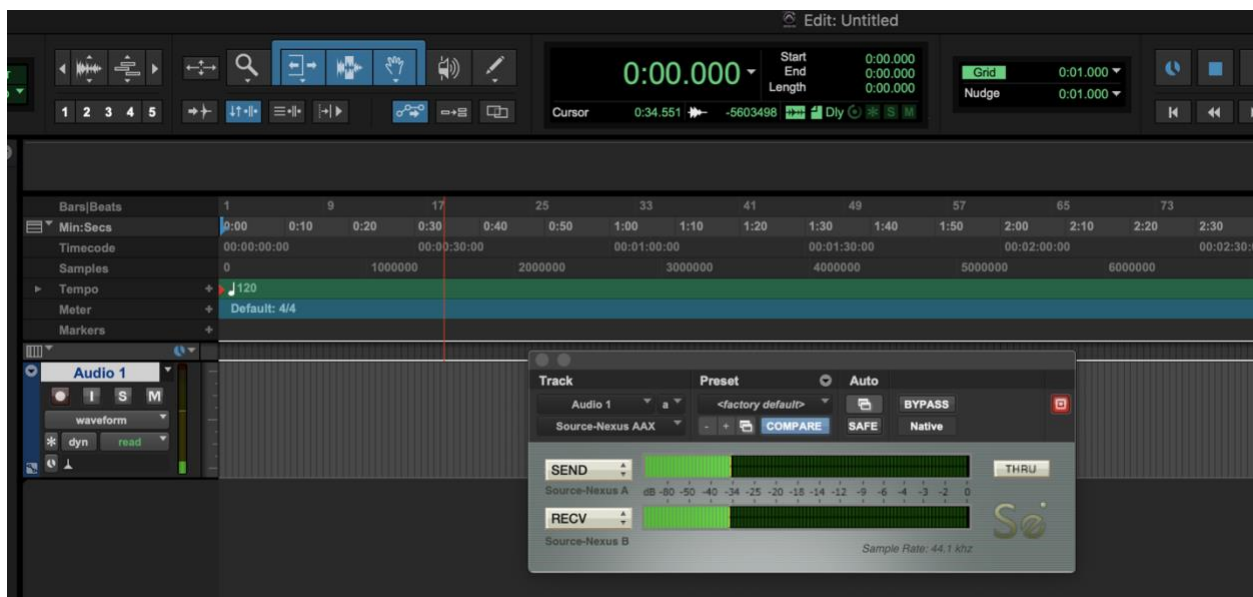

3. In Source-Connect Now, choose Source-Nexus B as your audio output.

What happens now is that you can bus any signal you want to the Source-Nexus track and it will be sent out via Source-Connect Now. And because Google Chrome uses your audio output choice., this will come back into Pro Tools via Driver B / Channel 1&2 and you can record what you are hearing remotely.

## Source-Connect Pro X and ProTools for Mac

1. In Source-Connect choose Source-Nexus A input 1-6 and Source-Nexus output 7-12
2. In Source-Nexus AAX choose input 7-12 and output 1-6
3. Route your audio using Pro Tools buses.
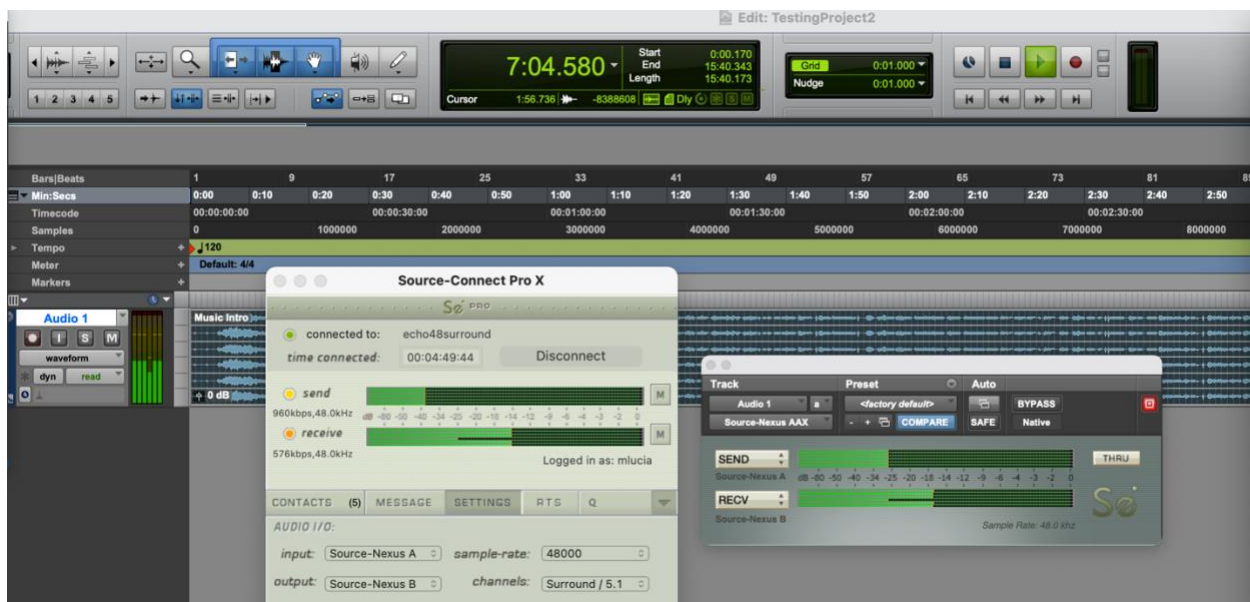
You are now ready to do a Surround 5.1 session with Source-Connect and Pro Tools.

Record from any application into Pro Tools using System Audio

1. In your System Preferences, set your output device to Source-Nexus B.
2. Open the audio application you wish to record from.
3. Place the Source-Nexus plugin on a track in Pro Tools.
4. The input will come from Source-Nexus B Channel 1 (mono), 1&2 (stereo), 1-7 (Surround) so make the Receive of Source-Nexus as Driver B and Channel 1&2.
5. Make sure the sample rate of your **SEND and RECV devices are on the same sample rate as your Nexus driver**.
6. In the example below we are receiving audio from QuickTime on Driver B / Channel 2.
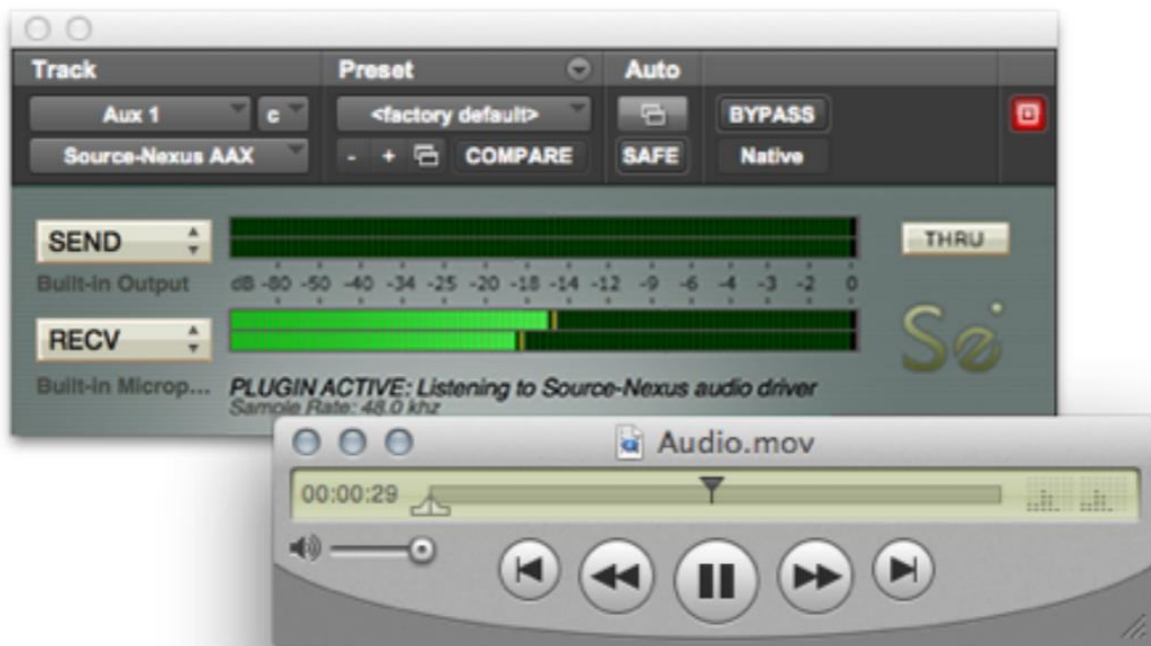
Record from Source-Connect to Final Cut Pro

1. In Final Cut Pro X, set your audio input to "Source-Nexus A: channel 1" .
2. Check the Monitor checkbox so you can hear the other person from Source-Connect.
3. In Source-Connect, set your audio output to "Source-Nexus A: channel 1" .
4. In Source-Connect, set your audio input to any microphone available. You can now record in Final Cut Pro directly from Source-Connect.
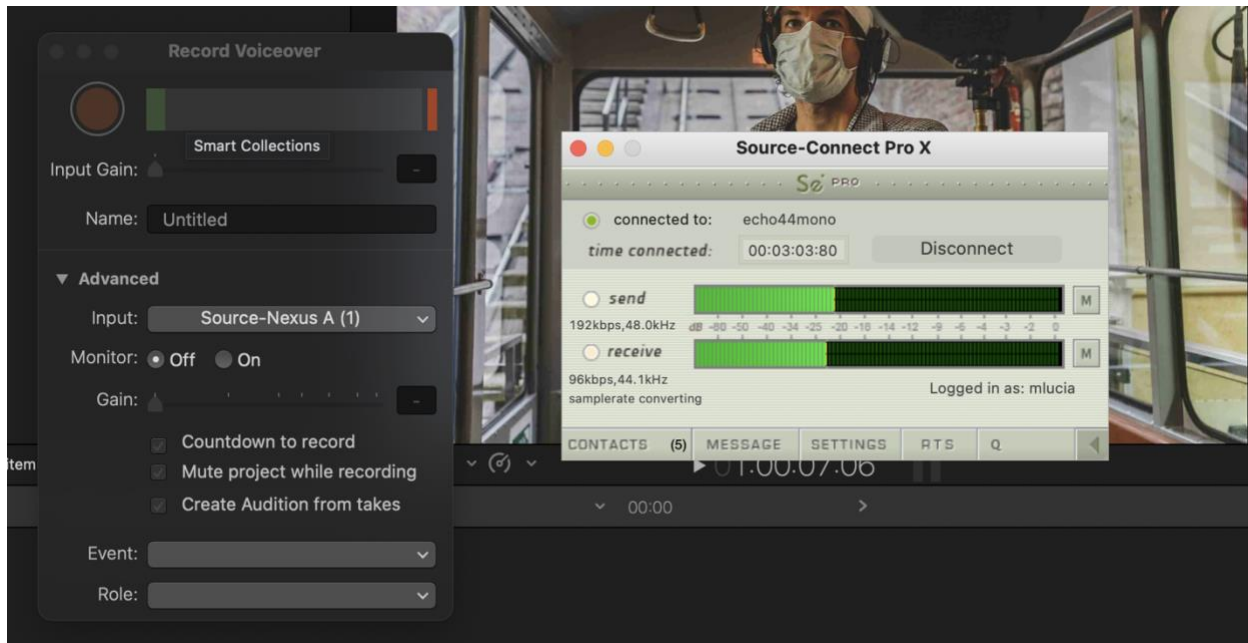
Recording out of Pro Tools

1. Set your System Preferences>Input to Source-Nexus B
2. In the Source-Nexus AAX plugin, set the Output to Driver B / Channel 1 and 2 (or just 1 for mono)

You can now record into any application directly from your Pro Tools timeline.

The example here shows Logic Pro X with the input set to Source-Nexus A, recording audio from Pro Tools 10.

Using an Aggregate Device

While you should not set your sound settings to use both input and output of Source-Nexus (you will get a feedback loop because your Sound preferences will channel 1 output to channel 1 input), if one application can set it's Audio Device you can use Source-Nexus directly, or make an Aggregate Device.

To create an Aggregate Device:

1. Open Audio Midi Setup under Applications/Utilities
2. Click on the + symbol at the bottom and choose Create Aggregate Device
3. Click on the audio devices you want to use

You can now choose this Aggregate Device as your Audio Driver, and access all of the 24 virtual channels of both Source-Nexus drivers.
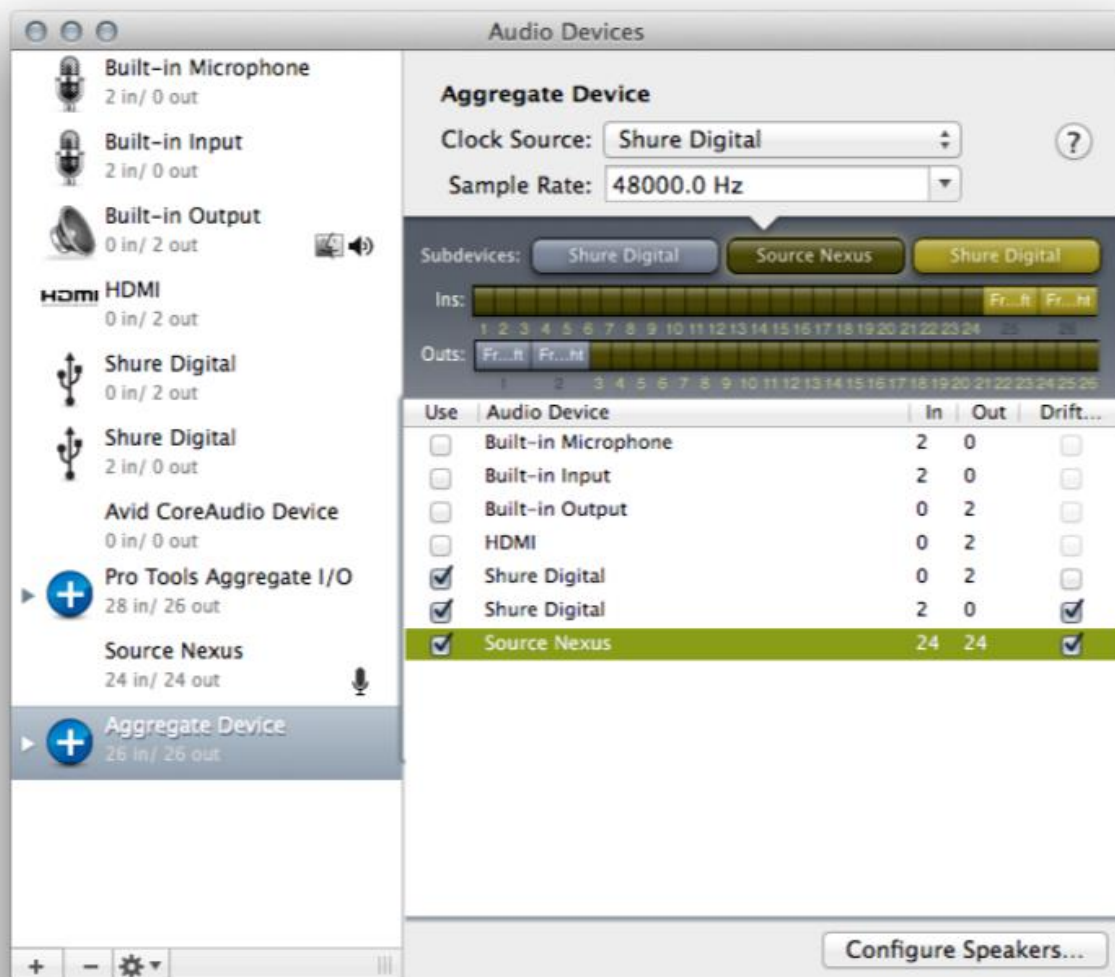
Recording secondary hardware devices

The Source-Nexus plugin allows you to send audio directly to hardware inputs and receive audio directly from hardware outputs - this can be especially convenient when working in a DAW that has dedicated I/O, such as Pro Tools HDX, and you want to access different drivers. Simply choose the device input or output you wish to use and you have instant access to all your hardware devices, as well as the virtual Source-Nexus drivers.
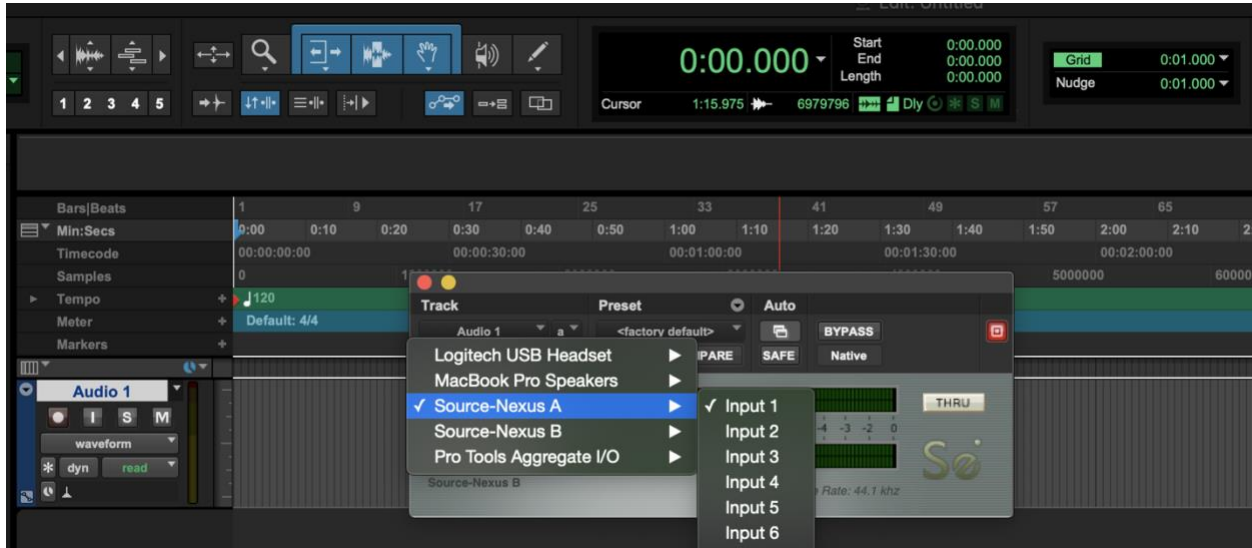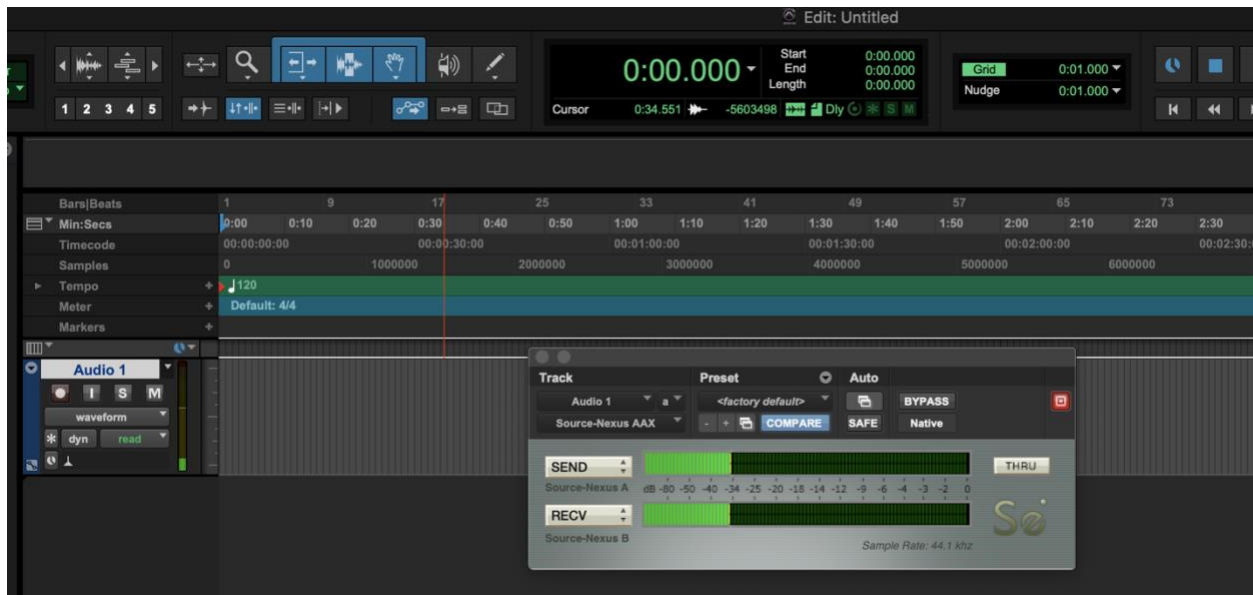

Zoom, Source-Nexus and Pro Tools

One of the most common uses for Source-Nexus is with other audio applications such as Zoom where you want to get the audio in AND out for communications and recording. Follow the steps below to get Pro Tools, Source-Nexus and Zoom linked:

1. In Zoom, choose Source-Nexus A as your audio input or microphone.
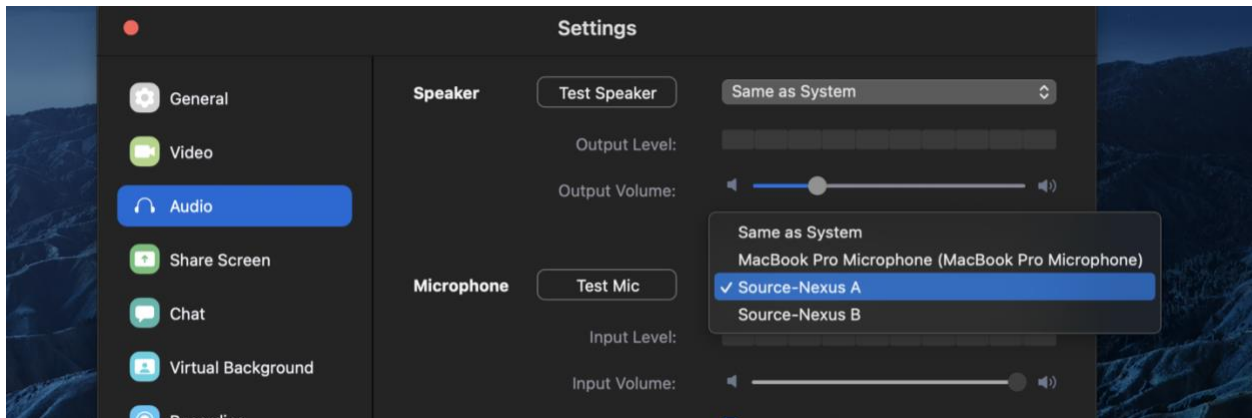
2. In the Source-Nexus plugin, choose Source-Nexus A as your Send device, and Source-Nexus B as your Receive device.

3. In Zoom, choose Source-Nexus B as your audio output.
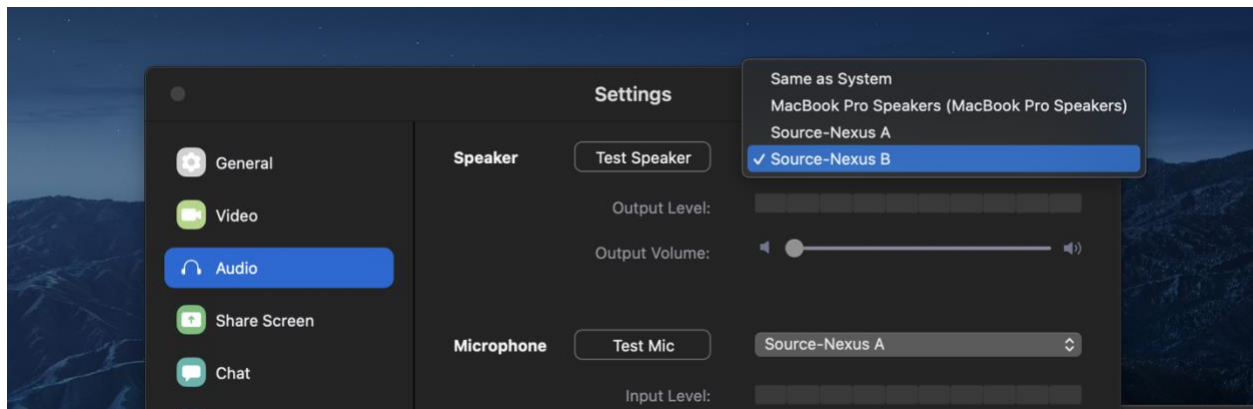
What happens now is that you can bus any signal you want to the Source-Nexus track and it will be sent out via Zoom. And because it uses your audio output choice, this will come back into Pro Tools via Driver B and you can record what you are hearing remotely.

Sending Stereo Audio into Zoom
For information on how to send stereo audio into Zoom, read through this article.

Known Issues with Source-Nexus Pro 1.2

Cannot record incoming audio from plugin while using Audition or Garageband
It is possible to record incoming audio using an aggregate device.

Increasing audio latency or drift (fixed in Source-Nexus 1.3)
This issue can be fixed by removing and re-adding the plugin.

Source-Nexus (versions before 1.2.163) plugin has stopped working
If you are experiencing issues where audio is not being passed when Source-Nexus is loaded into a session that it was saved in, or there is busing on the input or output track, this is a known issue. You will need to download and install the latest version of Source-Nexus.

Source-Nexus crashes on Pro Tools after upgrading the DAW
Whenever you upgrade Pro Tools, or any DAW, please uninstall Source-Nexus and re-install to avoid any crashes. You can find the latest Source-Nexus versions in your dashboard's Downloads page.

Latency increase in audio transmitted through Source-Nexus after an offline bounce in Pro Tools (fixed in Source-Nexus 1.3)

Audio not passed through when the THRU button engaged in the Source-Nexus VST plugin (fixed in Source-Nexus 1.3)

Source-Nexus plugin causes FL Studio to freeze (fixed in Source-Nexus 1.3)
Installer clears Pro Tools plugin cache causing it to reload all plugins after install (fixed in Source-Nexus 1.3)

Troubleshooting for Source-Nexus

Listed below are some of the most common problems faced by users using the application. Before trying any of the solutions below, make sure you download and install the latest version of Source-Nexus.

Cannot send stereo in Zoom using Source-Nexus
Read through this article to learn how to send stereo audio into Zoom using Source-Nexus.

Increasing audio latency or drift in Logic Pro X
This can be caused by the plugin latency compensation. Make sure plugin latency compensation is set to "Off" in Logic Pro X -> Preferences -> Audio -> General.

Logic does not load the Source-Nexus plugin
To try and fix this, run through the following steps:

1. Restart Logic
2. Reboot the computer
3. Update or reinstall iLok License Manager
4. Delete the plugin cache file
   at `~/Library/Caches/AudioUnitCache/com.apple.audiounits.cache`
5. Make sure the Source-Nexus license is activated

Source-Nexus devices missing after a reboot
If you have rebooted your device, and some or all of the Source-Nexus devices created using Source-Nexus Control Panel are not available, go through this article.

Source-Nexus plugin does not send or receive audio
If you are experiencing issues with the Nexus plugin not sending or receiving audio, read through the following article for instructions.

Contact Source Elements for technical and general support

Comprehensive documentation is available on our website. If your question is not answered please contact us via telephone, email or we can arrange communication over other methods such as Skype on request.

Online Support
http://www.source-elements.com/support

Online Forum
http://source-elements.com/community

Email
support@source-elements.com

When emailing Support, please provide us with the information required to resolve the issue. These include, for example, your computer type, host version, and as much detail about the problem you are having as possible. This will assist us in responding to you with relevant assistance more rapidly.

How to find your Source-Nexus version
When reporting any issues to the helpdesk, please provide them with the software version you are using (Free, Basic, Pro). If possible, provide them with the Nexus version.

In order to find the version:

1. Right click the Source-Nexus plugin file (AAX, AU or VST, as needed), and click "Get Info".
2. Check the "General" section. There will be a "Version" section with the information you need.