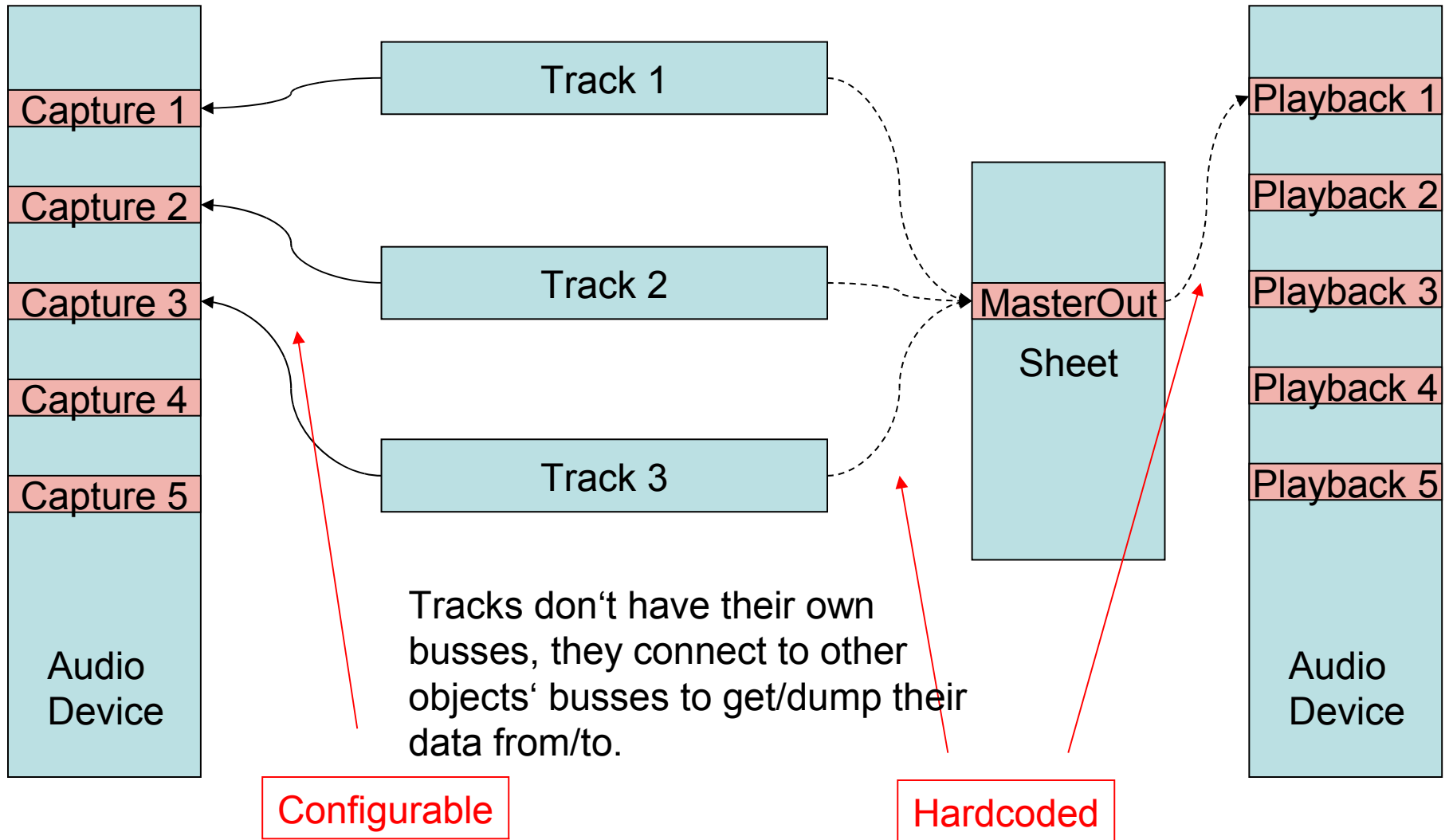
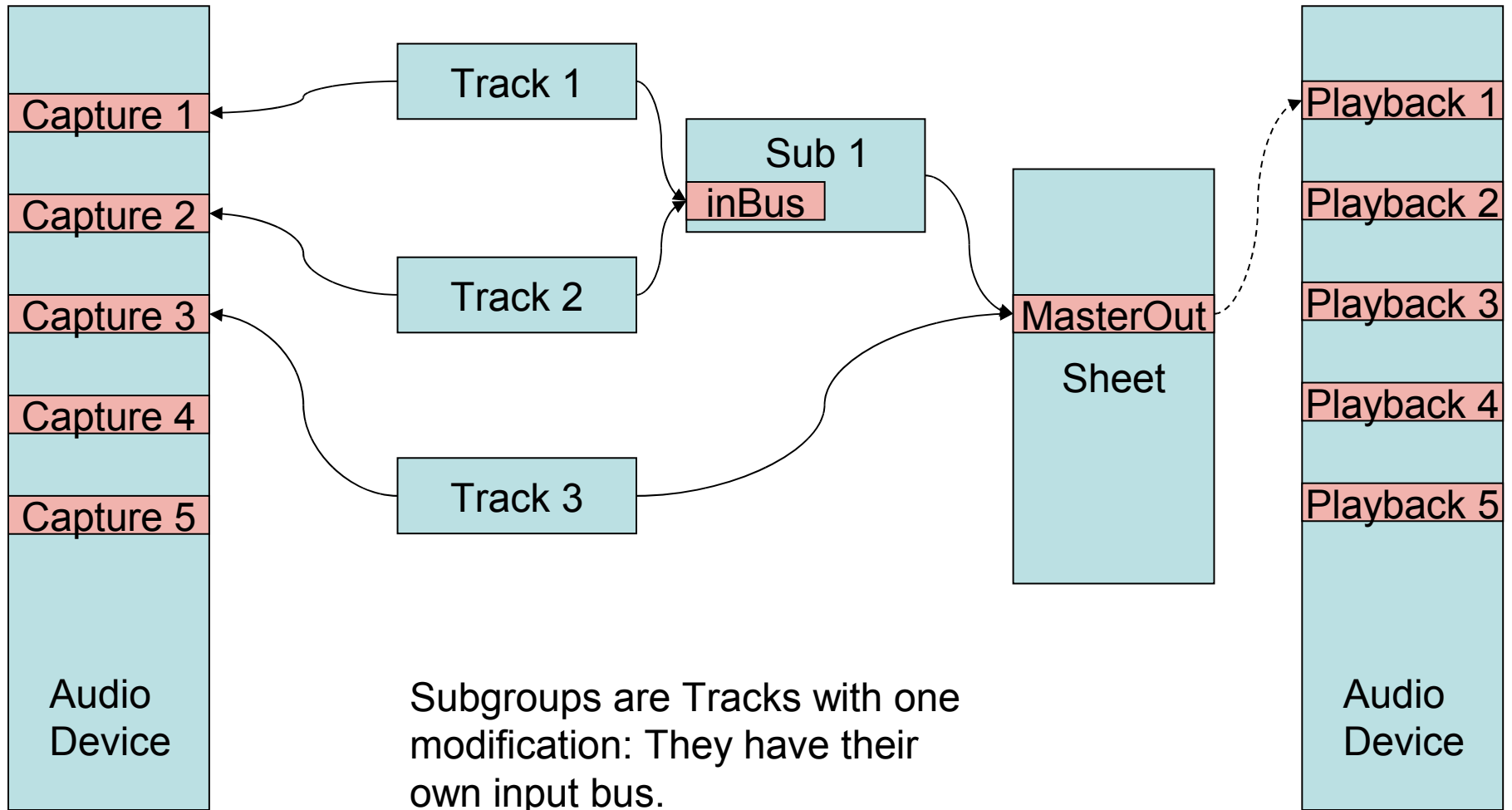


Current situation from the User's perspective (ignoring internal processing with AudioClips and render busses)

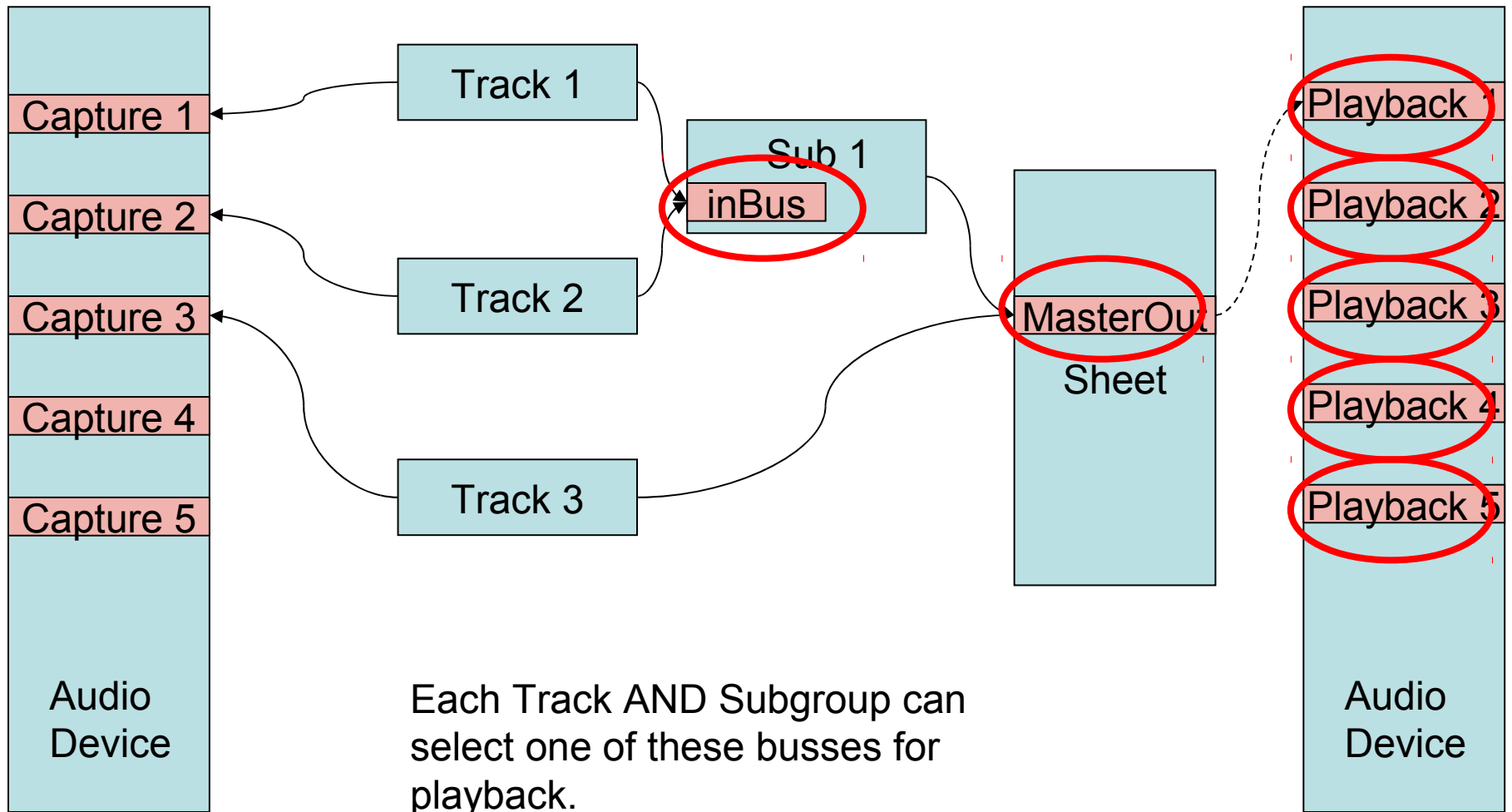


With Subgroups



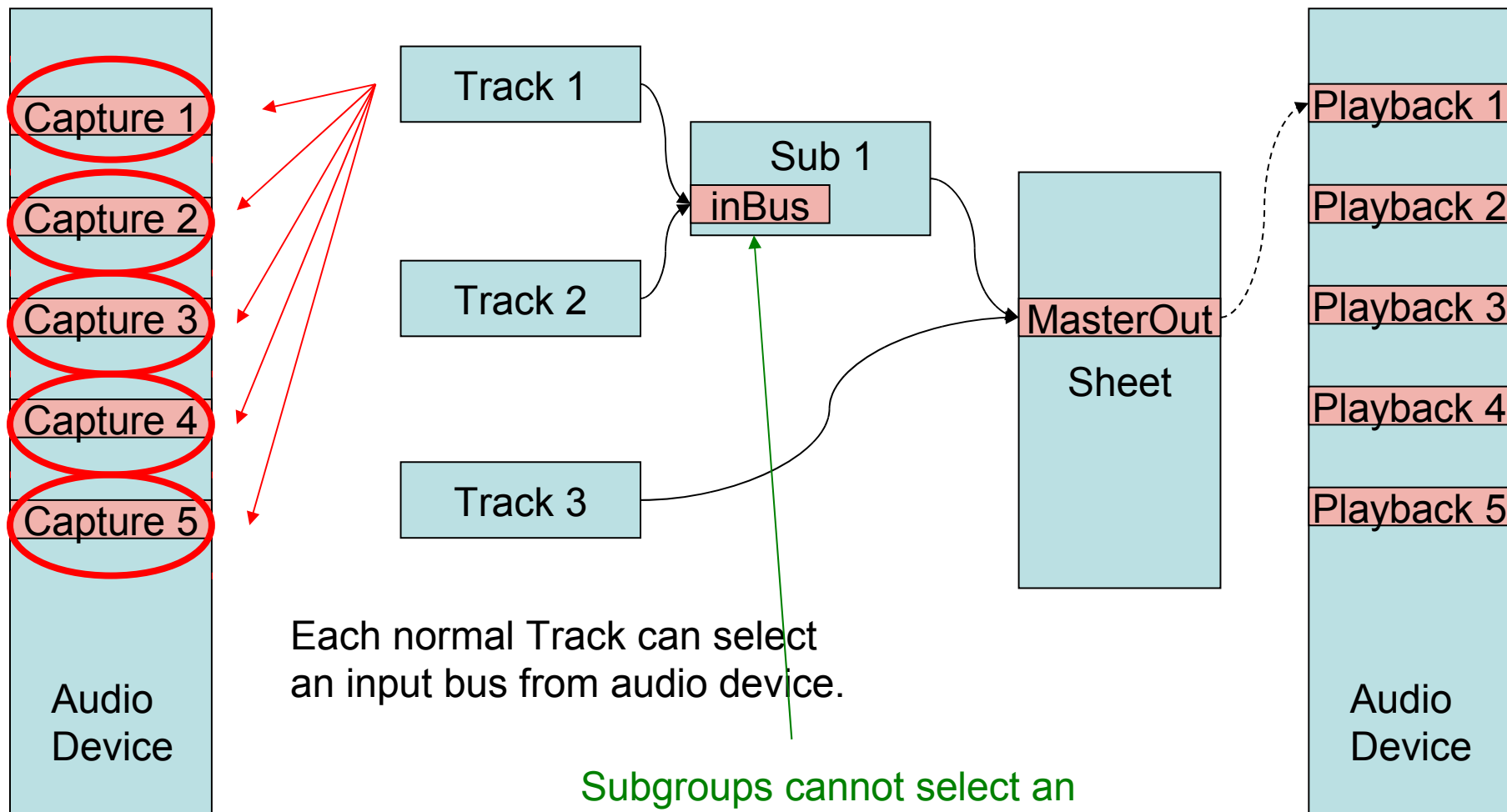
Subgroups are Tracks with one modification: They have their own input bus.

Tracks select the output bus



(One limitation: The subgroup should not select its own inBus for playback, because this would be a feedback loop. Other Subgroups' inBusses would be fine, though.)

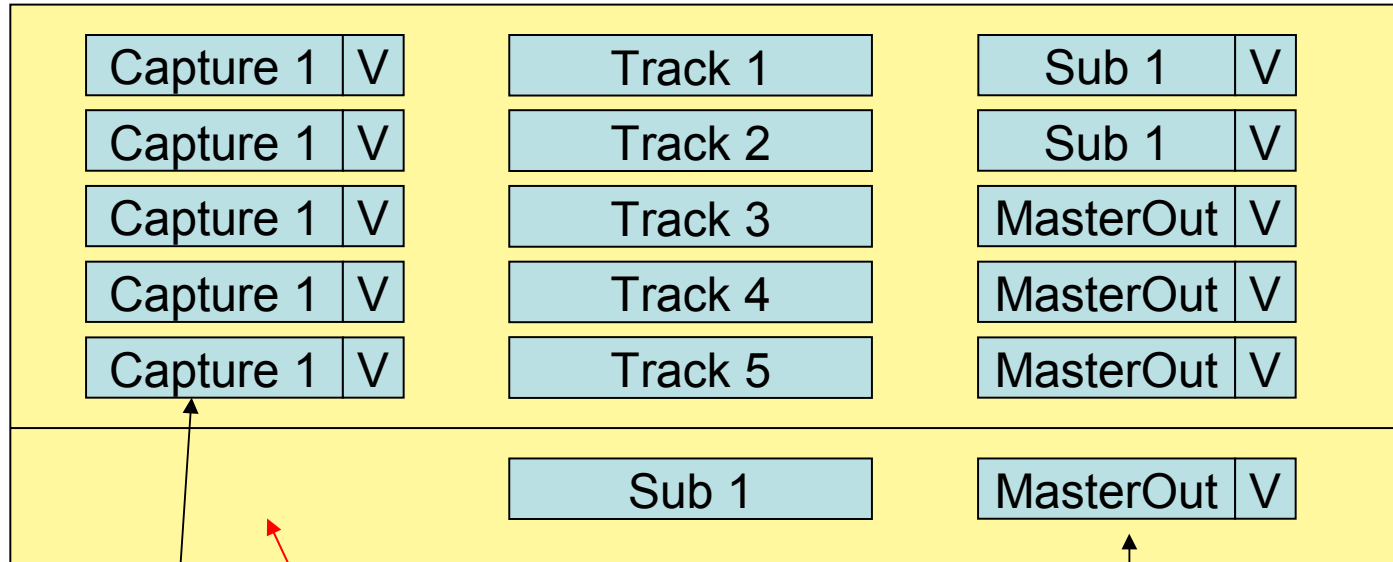
Tracks select the input bus



Each normal Track can select an input bus from audio device.

Subgroups cannot select an input bus, they already have their own and always read from there.

In the new bus selector dialog, the following options should be available for each Track



These combo boxes contain:

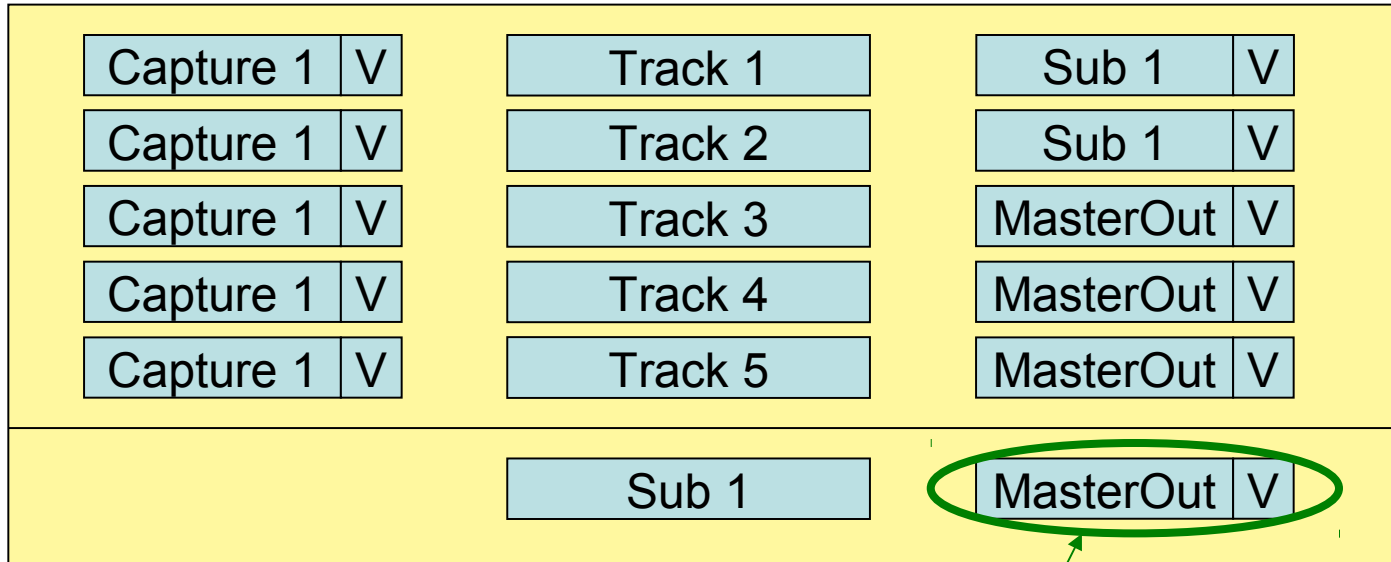
- Capture 1
- Capture 2
- ...
- Capture 5

These combo boxes contain:

- Sub 1
- MasterOut
- Playback 1
- ... Playback 5

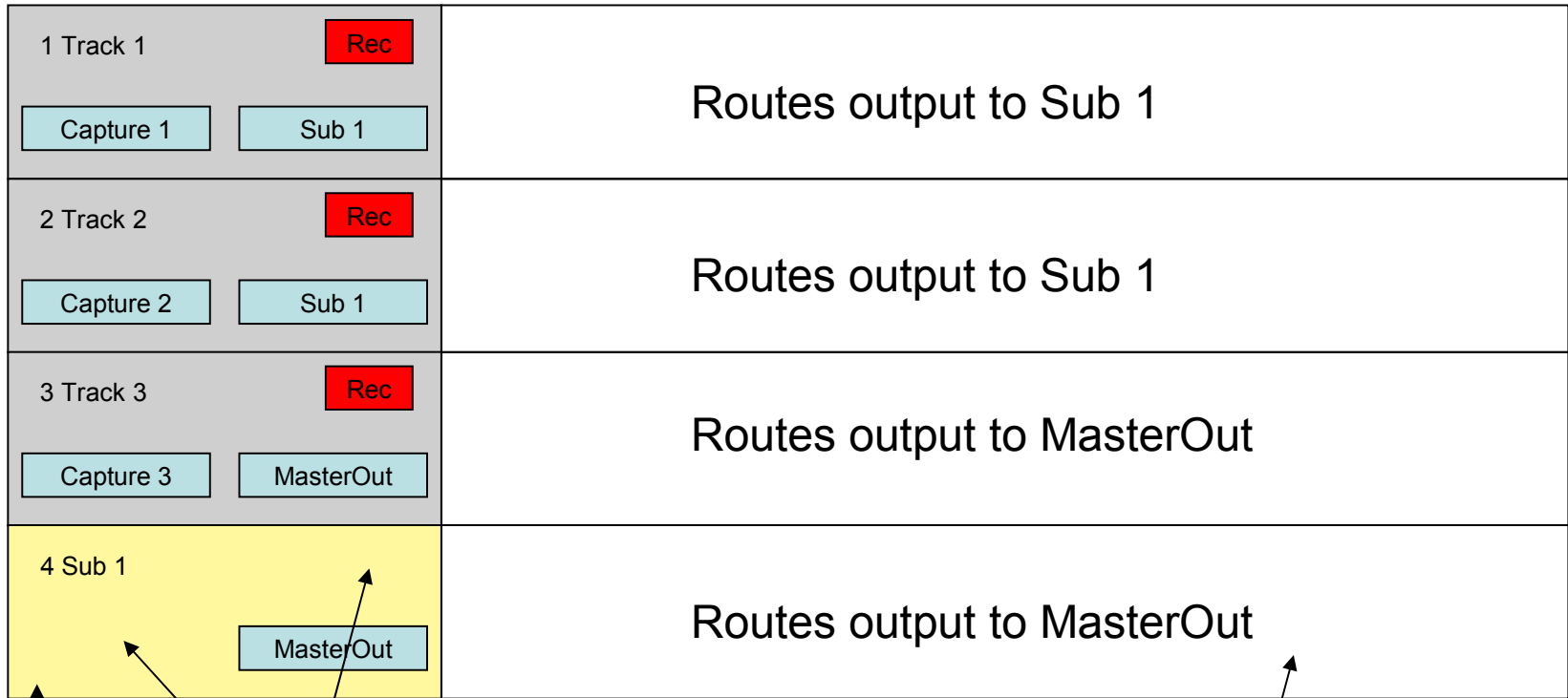
No combo box here, because the subgroup doesn't read from another object's bus, instead it has its own input bus

Feedback loops



Make sure that Sub 1 is not available here to avoid feedback loops.

In the Main Window

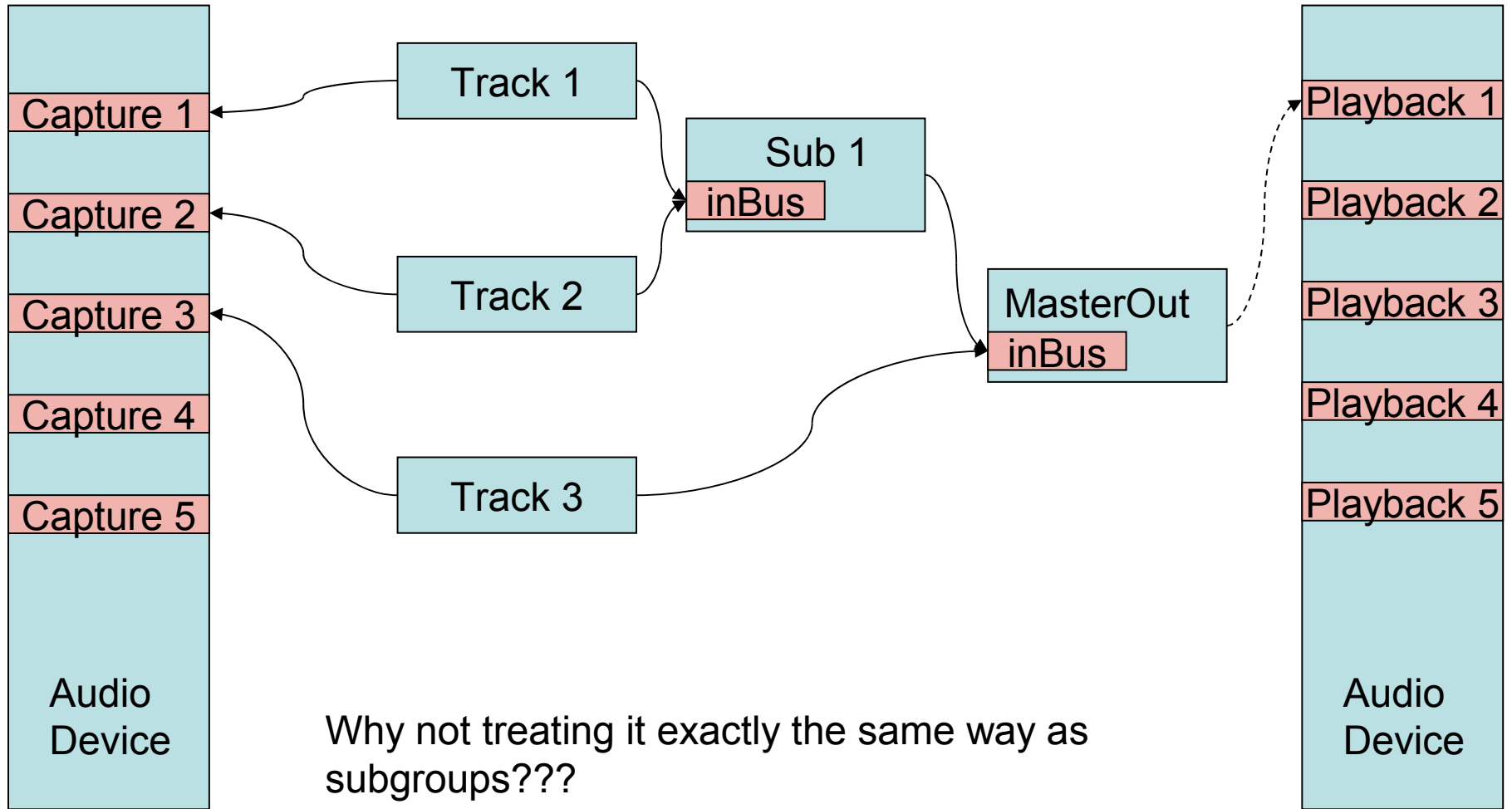


No Rec and inputBus buttons

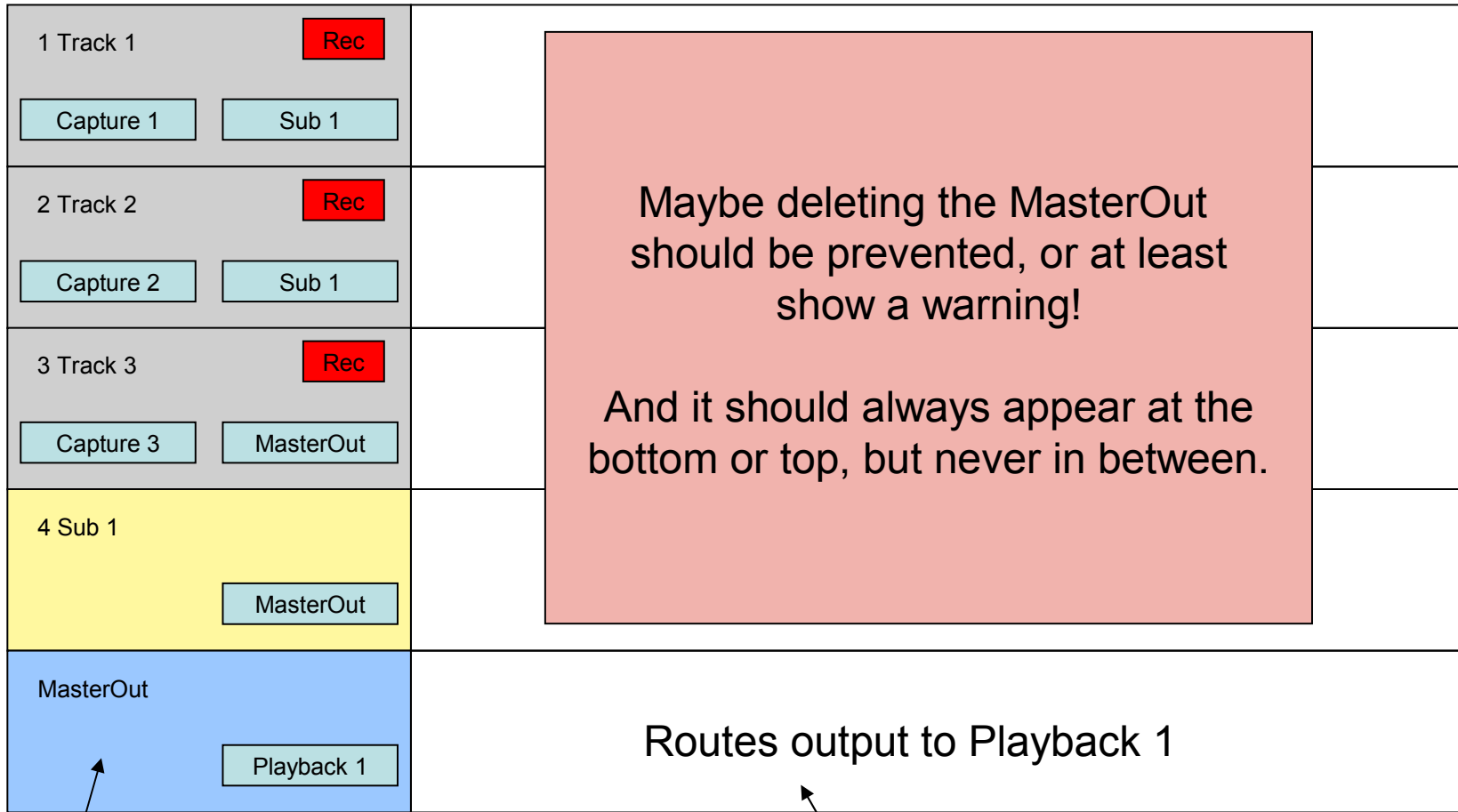
Do not allow to drag Clips here

Visual distinction from normal tracks

In theory the MasterOut bus is nothing but a subgroup where all signals pass through before going to the hardware.



MasterOut treated like a subgroup



Another colour, because it's the „Über-Subgroup“!

Plugins/Curves could be added just like to Tracks