WING FX-Handling

Case 1: FX-<u>Return</u> Level and Mute-Control → use the <u>Pre</u>-Fader Insert Slot	Case 2: FX-<u>Send</u> Level and Mute-Control → use the <u>Post</u>-Fader Insert Slot

Case 3: Both at the same time	
Solution 1: *Re-route Bus-Signal to a channel. This way you have a setup similar to X32. Since everything is stereo this will cost you only 4 AUX-Tracks to have a 'X32-Setup'. Use the Post-Fader Insert-Point and don't send the Bus itself to the Main, just the Return-Channel!*	
Solution 1.1: *If you cannot afford 4 AUX-Channels for the Returns use a Matrix to Sum all FX-Returns and use this Matrix as a FX-Return-Master and assign it to the Input of a Channel.*	
Solution 2: *Since the Channel-Level is separated from the actual Main-Level you can use the Sends-On-Fader for Main to control the Return-FX-Level. Use the Post-Fader Insert-Point in the Bus. Select Main and jump with the SOF-Button between the Send- and Return-Level of the FX. If you are using multiple Mains, this can get difficult. But if you just have one Main and an additional Main for Subs this should work very well.*	

Forecast: Since we are already planning to give access to FX-Parameters on the Fader-Boards it might be an Option to Provide an 'Mute/Fader'-Parameter which includes the Mute and Level of the FX-Return. This could be easily assigned next to the FX-Bus giving direct access to the Send and Return.