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Subject: Connecting Paris to a console  
Posted by [gamrecords](#) on Sat, 03 Aug 2013 15:48:54 GMT  
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Hello all, thinking of dusting off Paris and I want to run Paris with my console. How do I connect this in the Paris patch bay? Any help and reminders are greatly appreciated.

Michael

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Subject: Re: Connecting Paris to a console  
Posted by [kerryg](#) on Sat, 03 Aug 2013 16:24:36 GMT  
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Just remember that much of PARIS' internal patchbay is not truly "patching" at all but instead "mapping". In patching, inputs go to outputs and outputs go to inputs. In mapping, it's the opposite, it's hardware inputs to software inputs and software outputs to hardware outputs - for example you're trying to show PARIS which software output (say Mixer A out L/R) you want to map to which hardware output (say the MEC's master outputs). Confused the heck out of me for the longest time, trying to think of it like a conventional patchbay.

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