TotalMix FX has 2 different view modes, the mixer, which is default, and a matrix view. You can switch between the modes in the Function menu at the top of the screen or window. Alternately, you can hit the X key on your keyboard for the Matrix, and M key to switch back to Mixer view. Lets take a look at the Matrix now.

The matrix is showing the exact same routings as the mixer, it’s just laid out differently. The bottom row of the mixer, Hardware outputs, is represented here by the vertical columns. The top row, Hardware inputs, is represented by the top half of the horizontal rows. The bottom half of the rows here correspond to the software output channels, or the middle row of the mixer. The matrix can be helpful to provide a quick overview of all routings, and easily patch multiple channels.

To create a routing in Matrix view, just click the cross point for the input or playback channel and the desired output. For instance, to route input 1 to phones out, just click the crosspoint of input 1 and Phones 9/10. Now, switch back to the mixer view, and we can see that the routing we just made in the matrix is here.

If you have more than one RME interface connected, each unit has it’s own mixer inside. You can switch the unit with the dialog on the top right. Currently there is a Fireface UFX and a Babyface attached. I can switch the mixer to show either unit.

 Alternately, I can open a new window so I can see the mixers for both units at the same time.