ProPatch Manual

ProPatch is Wolff Audio's software-controlled analog patchbay. Describe the studio once in the ProPatch app, then recall complete signal paths instead of moving patch cords.

New to ProPatch? Take the five-minute tour first: the hardware, getting connected, and how Devices, Nodes, and Chains fit together.

Get started

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I want to...

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Resolve a conflict dialog	Port ID Conflicts
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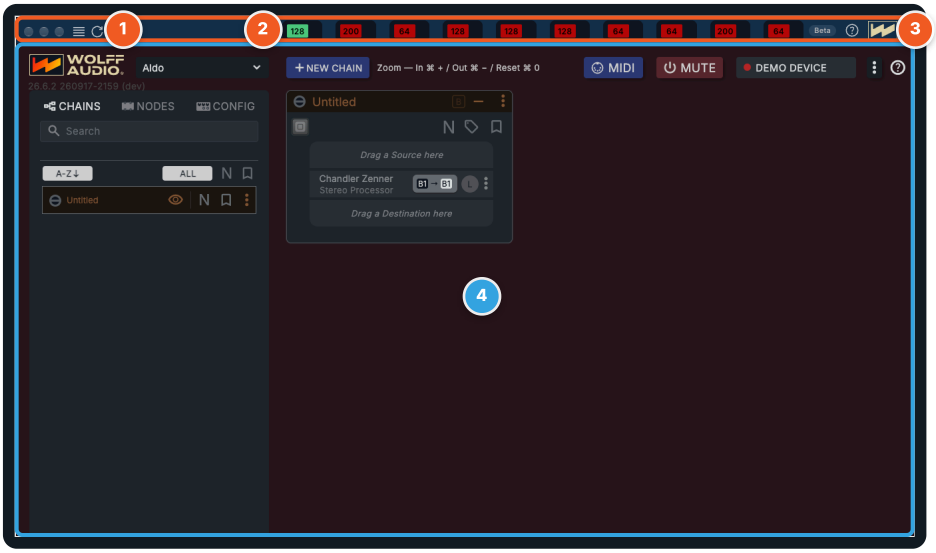
Wolffhound and the ProPatch App

Wolffhound works like a web browser. It finds every Wolff Audio device on the network, such as a ProPatch or a Monitor Controller, and each device opens in its own tab. Click a ProPatch tab to open the ProPatch app and manage that unit.

Wolffhound and the ProPatch app are separate pieces of software, each with its own version.



Wolffhound with a ProPatch tab selected. Wolffhound is outlined in orange; the ProPatch app, running inside the tab, is outlined in blue.

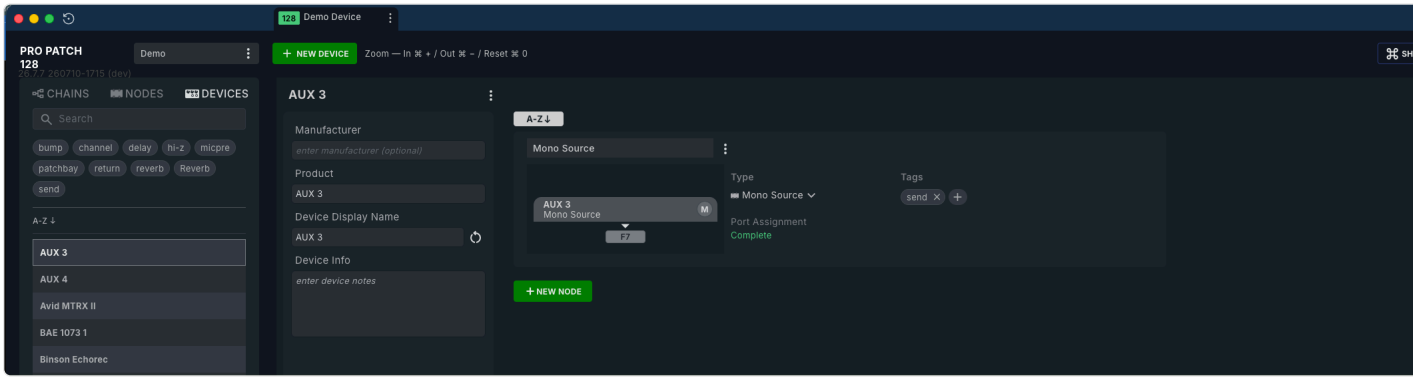
Wolffhound: the window and its tabs

#	CONTROL	WHAT IT DOES
1	**≡ menu and ↻ reload**	≡ opens Wolffhound's menu, including **Preferences...** for Wolffhound's own options. ↻ reloads the selected tab, like a browser's reload button.
2	**Device tabs**	One tab per Wolff Audio device Wolffhound finds on the network. On a ProPatch tab the badge shows the model (128, 64, 200); green means online. Switching tabs switches which hardware is under control.
3	**? and W**	**?** opens help. The W returns to Wolffhound's home screen. Wolffhound's version is in its menus, not in this bar.

ProPatch app: inside the tab

#	CONTROL	WHAT IT DOES
4	**Everything below the tabs**	Chains, Nodes, Devices, MIDI, **MUTE ALL**: all of it is the ProPatch app, running inside the selected tab. See App Reference.

Open a ProPatch



A ProPatch appears as a tab once it's powered on and connected to the same network as the computer. To get a new unit to that point, follow the Quick Start.

If no tab appears, check the Troubleshooting guide.

Practice on the Demo Device

The **Demo Device** tab is a practice ProPatch built into Wolffhound, with no hardware behind it. Nothing done there affects the studio. To hide it, open **Preferences...** (`Command+,`) from Wolffhound's ≡ menu and switch off **Demo Device**.

Quick Start

Part 1 gets the ProPatch powered, found, and switching relays. Part 2 routes one source to one destination. Start with just those two Devices.

What's needed

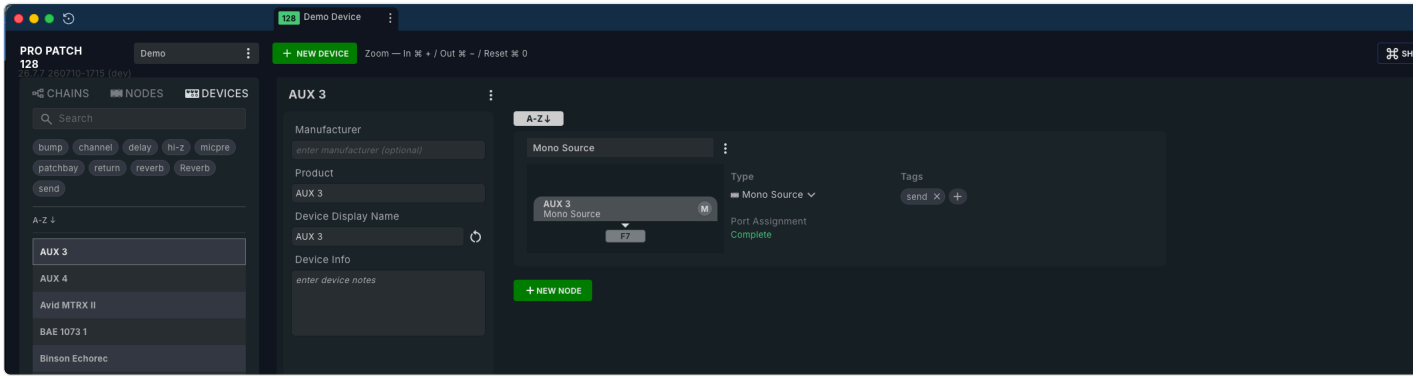
- The ProPatch and its included power supply (read the warning in Hardware Reference first)
- A Mac or Windows computer with Wolffhound installed from Wolff Audio's ProPatch setup page
- An Ethernet cable and a network connection
- One known-good source, one known-good destination, and the cables or DB25 breakout to connect them

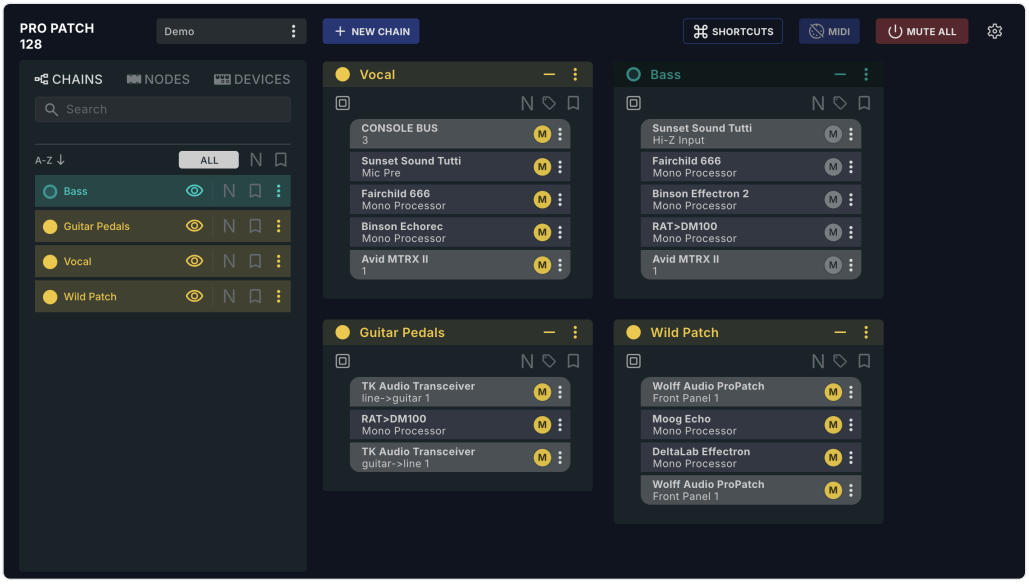
Part 1: Get the unit online

Do Part 1 with nothing critical patched and the monitors turned down. Loading the Demo Session switches the relays on a real unit.

1. Connect the included power supply to either rear USB-C port, **A** or **B**, and turn the unit on.
2. Wait for the power indicator to settle to steady green. If it doesn't, stop and see LED states.
3. Connect Ethernet to the rear jack labeled **Control**, not **Dante** (reserved for future functionality).
4. Open Wolffhound and wait for the unit's tab to appear, then click it.
5. Open the Session selector (top left) and choose **Demo**.
6. Click the round activate button at the left of an active Chain's header to turn the Chain off, then click it again to turn it back on.

The relays should click. The click proves the unit is taking commands. Success!



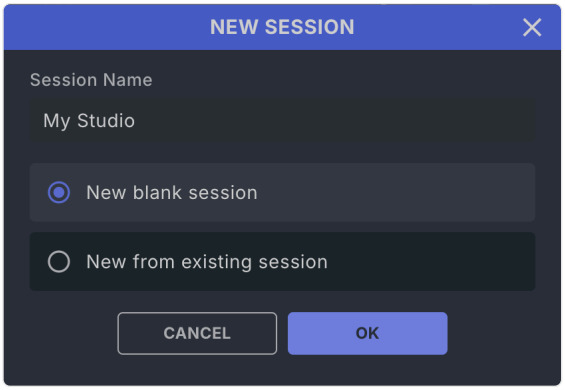


If no tab appears, see Troubleshooting.

Part 2: Route a first signal

A Device is anything connected to the ProPatch, a Node is one signal path through it, and a Chain connects Nodes into a signal path (How ProPatch Works).

The Demo Session is read-only, so start a new one: open the Session selector, choose **New Session**, enter a **Session Name**, and click **OK**.



Cable it

Connect a known-good source to a rear channel labeled **IN FROM DEVICE**, and a known-good destination to a rear channel labeled **OUT TO DEVICE**.

A good first test is a loop through the audio interface: connect one of its D/A outputs to an **IN FROM DEVICE** channel, and an **OUT TO DEVICE** channel to one of its A/D inputs. Then play audio from the DAW out through the ProPatch and record it coming back.

Write down the Port IDs of the ProPatch channels used, for example `A1` in and `A1` out.

Create the source Device

1. Open the **DEVICES** browser.
2. Click **+ NEW DEVICE**. In the **CREATE DEVICE** dialog, enter a **Device Display Name** (required) and click **OK**.
3. The new Device has one Node. Set its **Type** to **Mono Source** (or **Stereo Source**).
4. Click the **In (from)** port button and pick the cabled channel, such as Port **A** › **A1**.
5. Confirm **Port ID Assignment** reads **Complete**.

Create the destination Device

Repeat the steps above with **Type** set to **Mono Destination** (or **Stereo Destination**) and the **Out (to)** port set to the destination's channel.

Build and activate the Chain

1. Open the **NODES** browser. The header button now reads **+ NEW CHAIN**.
2. Click **+ NEW CHAIN**. The Chain appears named `Untitled` with its name ready to edit; type a name and press `Enter`.
3. Click **SOURCES** and double-click the source Node, or drag it into the new Chain.
4. Click **DESTINATIONS** and double-click or drag the destination Node.

Once the Chain has a source and a destination, it activates automatically: the round activate button at the left of the Chain header turns green.

If the relays click when the Chain activates, the ProPatch is doing its routing job. If there's still no audio, the problem is most likely in the cabling or signal routing outside the ProPatch. Check the cabled Port IDs against the Node assignments, then see Troubleshooting.

Open the Session selector and choose **Save** to keep the changes. Add the rest of the studio a few Devices at a time; see Connecting Devices.

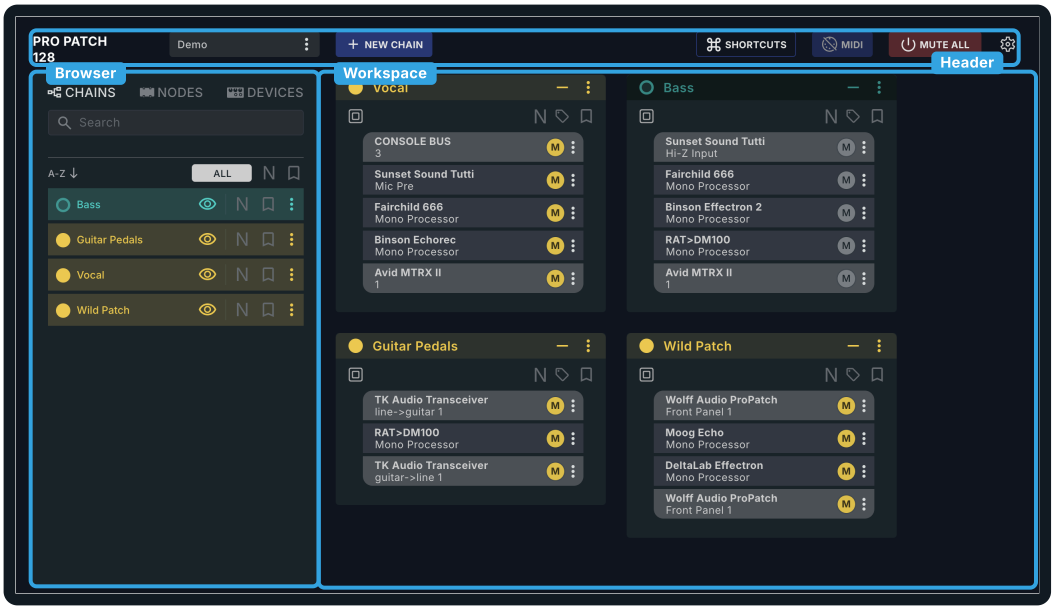
How ProPatch Works

ProPatch replaces patch cords with relays. Describe the studio once in the ProPatch app, then build signal paths from named Devices instead of jack numbers.

The work always goes in the same order:

1. Define the **Devices**: everything physically connected to the ProPatch.
2. Give each Device its **Nodes**: its signal paths, and the Port IDs they're cabled to.
3. Build **Chains**: signal paths made from Nodes.
4. Save it all in a **Session**.

The ProPatch app has three areas. The header holds the Session selector, the **+ NEW CHAIN** button, and **MUTE ALL**. The browser on the left lists the Chains, Nodes, and Devices. The workspace on the right is where Devices are edited and Chains are built. Every control is listed in App Reference.



The ProPatch app with the Demo Session open.

To follow along without hardware, open the Demo Device tab in Wolffhound and choose the **Demo** Session.

1. Define the Devices

A Device is anything physically connected to the ProPatch: a compressor, a mic preamp, a converter, a set of tie lines to the live room, a mic box, even another ProPatch. A 16-channel converter is one Device; so is a wall box with eight mic lines.

2. Give each Device its Nodes

A Node is one signal path through a Device, and it records which Port IDs that path is cabled to. Nodes are what go into Chains. A Node's type says which way the signal goes:

- **Source**: the signal comes into the ProPatch, such as a converter output or a tie line from the live room.
- **Processor**: the signal goes out to the Device and comes back, such as a compressor.
- **Destination**: the signal leaves the ProPatch, such as a converter input.

The type also sets whether the Node is mono, stereo, or Mono to Stereo. A converter's outputs are Source Nodes and its inputs are Destination Nodes, all under one Device.

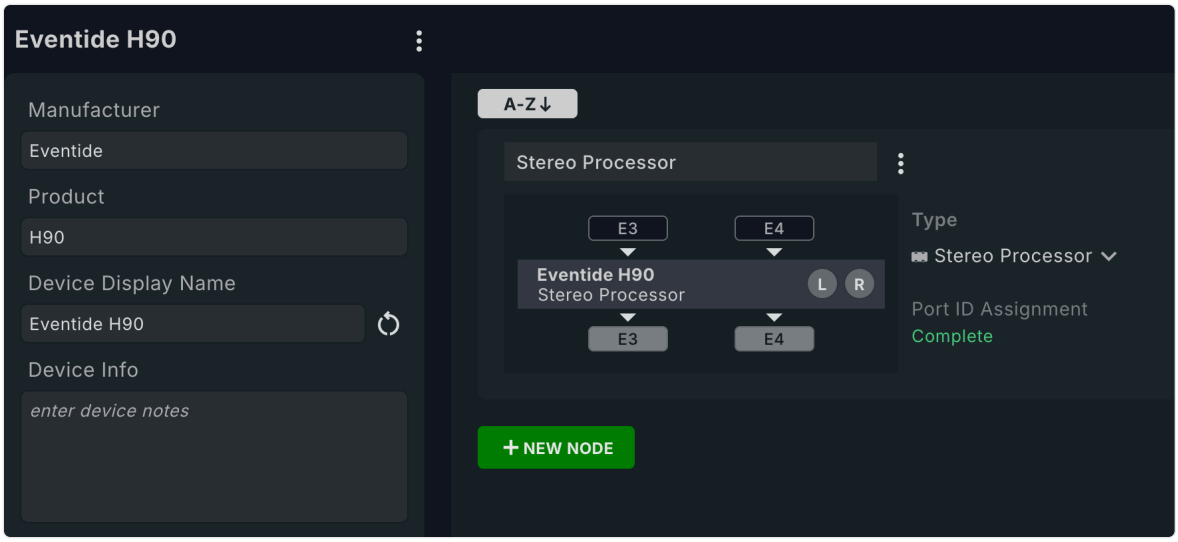
```
Device: BAE 1073 (two channels)
├─ Node "Ch 1"   Mono Processor   Out (to) C1 · In (from) C1
└─ Node "Ch 2"   Mono Processor   Out (to) C2 · In (from) C2

Device: Live Room Tie Lines
├─ Node "Mic 1"  Mono Source      In (from) A1
└─ Node "Mic 2"  Mono Source      In (from) A2
```

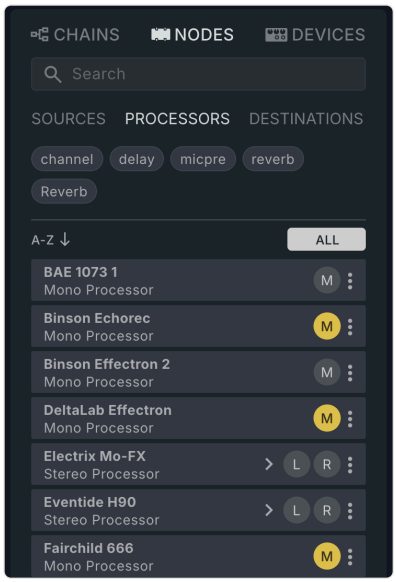
Each rear DB25 Port is a group of eight channels named by a letter, so a rear Port ID is the Port letter plus the channel number (e.g. `A1`, `F8`). Front-panel Port IDs start with `FP` (e.g. `FP1`, `FP12`). On the ProPatch 32, 64, and 200, some front-panel Port IDs share a Matrix Channel with a rear Port ID, so only one of the pair can be in use at a time (Port ID Conflicts).

After moving a cable, change the Node's Port ID; every Chain that uses the Node follows. A cable that doesn't match its stored Port ID is one of the most common setup failures.

Add Nodes in the Device editor:



Every new Node appears in the **NODES** browser, under the **SOURCES**, **PROCESSORS**, or **DESTINATIONS** tab for its role, ready to drop into a Chain:



3. Build Chains

A Chain is one complete signal path:

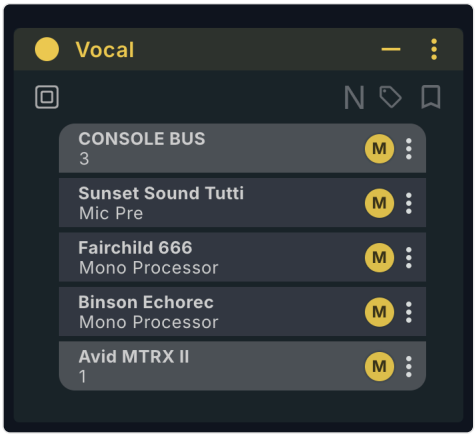
```
Source → optional Processor(s) → Destination
```

A hardware insert might be:

```
converter D–A output → compressor → equalizer → converter A–D input
```

The Source feeds the first ProPatch input. Each Processor uses a ProPatch output to feed it and a ProPatch input for its return. The Destination takes the final ProPatch output.

Each Chain is a card in the workspace. Two active Chains can't use the same Port ID at once (Port ID Conflicts).



4. Save a Session

A Session stores the Devices, Nodes, and Chains, with each Chain's on or off state, so switching projects doesn't mean without rebuilding routes. Switch and save Sessions from the Session selector at the top left. Saving, exporting, and backing up are different operations; see Sessions, Files, and Backups.

Connecting Devices

Bring the studio onto the ProPatch a few Devices at a time. Cable a small group, set it up in the ProPatch app, and confirm it passes audio before cabling the next. When a test fails, the fault is in the group just added. With the whole room cabled at once, any cable, Port ID, or Node could be the cause. For what Devices, Nodes, and Port IDs are, see How ProPatch Works.

Work in stages

Prove one path, then grow it. Once the relays click, the ProPatch app is reaching the unit and switching routes. After that, nearly every problem is a Node's type, its Port IDs, or a cable in the wrong jack. Adding a little at a time keeps the variables that can go wrong to a minimum.

1. **Prove a stereo test path.** Route a known-good stereo Source to a known-good stereo Destination, as in the Quick Start. An audio interface loop works well: two D/A outputs in, two A/D inputs back. A stereo path tests both mono and stereo Processors.
2. **Test the Processors through it.** Add them a few at a time, such as one rack or all the compressors. Drop each one into the test Chain, then switch the Node off and on with its **M** chip (**L** and **R** on a stereo Node) to hear that the audio really passes through it.
3. **Add the other Sources and Destinations.** Test each new Source against the known-good Destination, and each new Destination against the known-good Source, in a new Chain.

For each group:

1. Cable it to the rear panel.
2. Create each Device and its Nodes.
3. Assign Port IDs until every Node's **Port ID Assignment** reads **Complete**.
4. Test every Node, both sides of a stereo Node included.
5. Save the Session.

The order is a suggestion; the principle is to change one thing at a time against something already proven.

If a test fails, stop before cabling more. Hold `0` to compare the Node's Port IDs with the cables actually used, check the cable direction, then see Relays click but no audio passes.

After setup, when moving a cable, update the Node's Port ID at the same time (Move a connection).

Cable the Devices

The rear labels describe signal flow relative to the ProPatch:

- **IN FROM DEVICE** receives a signal from a Device's output.
- **OUT TO DEVICE** sends a signal to a Device's input.

```
Device output → IN FROM DEVICE → relay matrix → OUT TO DEVICE → Device input
```

NODE TYPE	DEVICE OUTPUT →	DEVICE INPUT ←
Source (preamp, D-A converter, tie line from the live room)	**IN FROM DEVICE**	—
Processor (compressor, EQ, effects)	**IN FROM DEVICE**	**OUT TO DEVICE**
Destination (A-D converter, monitor controller, recorder)	—	**OUT TO DEVICE**

Tip: Use the same channel number for a Processor's send and return (for example, **OUT TO DEVICE** `C3` and **IN FROM DEVICE** `C3`). The ProPatch app doesn't require it, but it makes the wiring easier to trace.

When routing phantom-powered microphones, don't send 48 V to line-level equipment, and read the phantom power precautions before repatching a mic path. For connector details and front-panel Port IDs, see Hardware Reference.

Create a Device

1. Select **DEVICES** in the browser (`G`).
2. Select **+ NEW DEVICE** in the header (`Shift+N`).

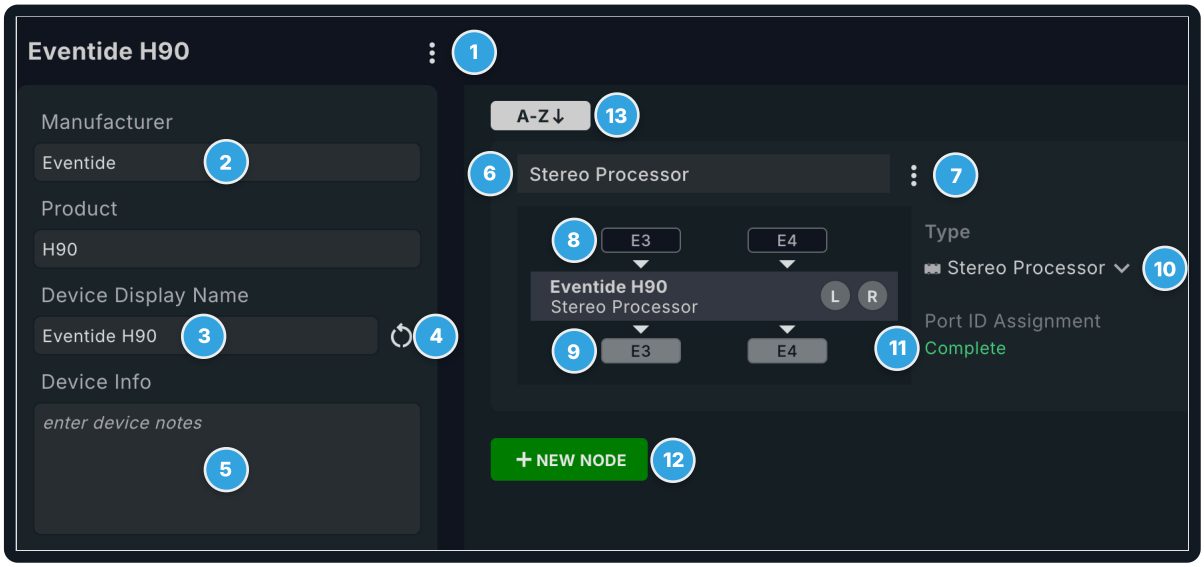
3. In **CREATE DEVICE**, optionally enter **Manufacturer** and **Product**; they fill in **Device Display Name**.
4. Edit **Device Display Name** to a short, unique label, such as `1176 1` or `MTRX`.
5. Select **OK**.

The new Device opens with one **Mono Processor** Node. Change its type if needed, then assign its Port IDs.

Keep a box's channels under its one Device: a four-channel mic pre is one Device with four Processor Nodes. A converter is one Device: its outputs are Source Nodes and its inputs are Destination Nodes. One Device per channel still routes audio but makes searching and troubleshooting harder.

The Device editor

Select a Device in the **DEVICES** browser to open it. This is the Demo Session's Eventide H90.



The Device editor with a stereo Processor Node.

#	CONTROL	WHAT IT DOES
1	**⋮ Device menu**	**Duplicate** or **Delete** the Device.
2	**Manufacturer and Product**	Optional details that identify the Device.
3	**Device Display Name**	The name shown while routing.
4	**Restore name ↺**	Rebuilds the display name from Manufacturer and Product.
5	**Device Info**	Free-form notes about wiring or operation.
6	**Node name**	Double-click to rename.
7	**⋮ Node menu**	**Duplicate** or **Delete** the Node.
8	**Out (to) ports**	Where ProPatch sends to the Device: here E3 and E4.
9	**In (from) ports**	Where the Device returns to ProPatch.
10	**Type**	See Node types.
11	**Port ID Assignment**	**Complete** or **Incomplete**.
12	**+ NEW NODE**	Adds a Node to this Device.
13	**Node sort**	**A-Z** / **Z-A** sorts the Node cards and saves the order. Cards can also be dragged.

Add a Node

1. Open the Device and select **+ NEW NODE**.
2. In **CREATE NODE**, choose the **Type**.

3. Enter a **Name** for its job, such as `Vocal Comp` or `Mic In 3`.
4. Select **OK**.

Names must be unique within a Device and type, so a converter can have a Source `1` and a Destination `1`.

Node types

Choose by how the signal uses the Node, not by what the Device is.

TYPE	USE IT FOR	CHANNELS NEEDED
Mono Source	Starts a Chain: converter output, tie line, front-panel input	1 **In (from)**
Stereo Source	Stereo pair that starts a Chain	2 **In (from)**
Mono Processor	Out to a box and back: compressor, EQ, mic pre	1 **Out (to)**, 1 **In (from)**
Stereo Processor	Stereo pair out and back	2 **Out (to)**, 2 **In (from)**
Mono to Stereo Processor	Mono out, stereo back: some reverbs	1 **Out (to)**, 2 **In (from)**
Mono Destination	Ends a Chain: converter, recorder, or monitor input	1 **Out (to)**
Stereo Destination	Stereo pair that ends a Chain	2 **Out (to)**

Never model a converter channel as a Processor. Changing a Node's type removes Port IDs the new type doesn't use.

Assign Port IDs

Port labels read from the Device's side:

EDITOR LABEL	DIRECTION	REAR-PANEL JACK
Out (to)	ProPatch → Device input	**OUT TO DEVICE**
In (from)	Device output → ProPatch	**IN FROM DEVICE**

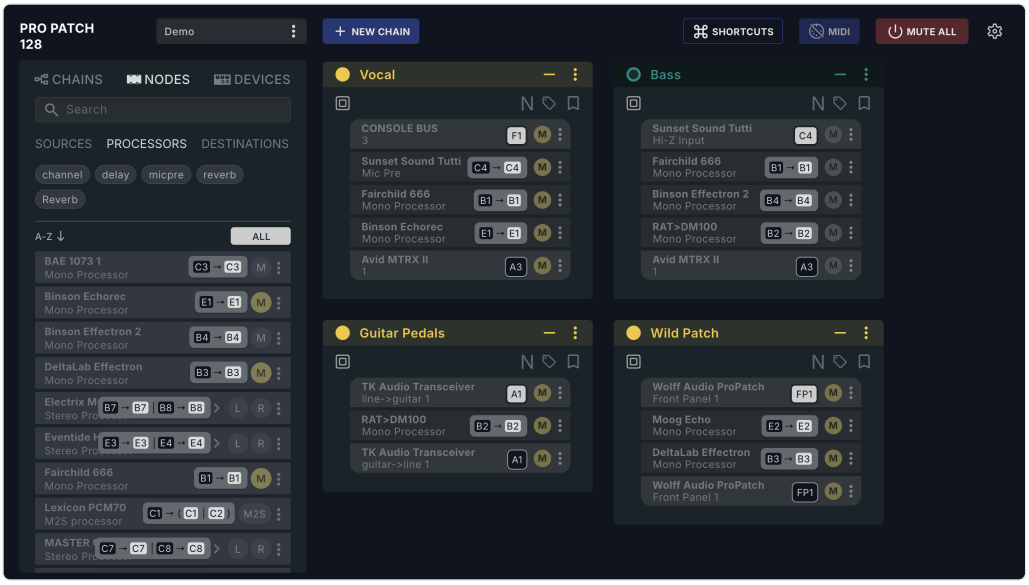
1. Select a port box on the Node card.
2. Choose a Port (`A`, `B`, ... or `FP` for the front panel), then the channel. Each channel shows the Device and Node already using it.
3. Repeat until **Port ID Assignment** reads **Complete**.

Unassign clears a channel. An incomplete Node is listed in **NODES** but can't be added to a Chain.

Two Nodes can share Port IDs, such as a stereo Node and two mono Nodes on one pair, but they can't be active at the same time. See Port ID Conflicts.

Show port overlays

Hold `0` to show Port IDs on every Node in the browser and on Chain cards. Press `Shift+0` to keep them on until it's pressed again.



OVERLAY	MEANING
`F1`, `FP1`	Source or Destination (`F1 | F2` if stereo)
`B1 → B1`	Mono Processor: dark = ProPatch output to the Device, light = ProPatch input from it
`B7 → B7 | B8 → B8`	Stereo Processor, left and right pairs
`C1 → ( C1 | C2 )`	Mono to Stereo Processor: one send, two returns

Rear IDs are a Port letter plus channel number (**A1**–**A8**, **B1**, ...); front-panel IDs are **FP1**, **FP2**, ... Older files with `P` or `TT` prefixes are read as **FP**.

Move a connection

Change the Port IDs on the existing Node; every Chain that uses it follows. Deactivate the Chains using the old or new Port IDs first, then test for relay clicks and audio.

While a Chain uses a Node, its type can't be changed and its channels can't be unassigned (`Cannot modify type: …` / `Cannot unassign Port ID: One or more chains reference this node`).

Use one side of a stereo Node

In **NODES**, double-click a stereo Node's **L** or **R** chip, or open its chevron and double-click a sub-row, to add that side to the selected Chain.

Tag Nodes

Select **+** under **Tags** on a Node card (**ADD TAG** on a Node with none), then pick a tag, or type a new one and choose **Create "name"**. Tag by function (`micpre`, `return`); tags become filter chips in **NODES**.

Duplicate a Node or Device

For repeated channels, set up one Node, choose ⋮ › **Duplicate**, then assign new Port IDs to the copy. The copy keeps the original's type, Port IDs, and tags, so the two conflict until the copy is reassigned. Names get numbers: duplicating `Mono Source` gives `Mono Source 1` and `Mono Source 2`.

Device ⋮ › **Duplicate** copies the whole Device, Nodes and Port IDs included, under the next free numbered name.

Delete a Node or Device

- **Node:** ⋮ › **Delete**, no confirmation.
- **Device:** ⋮ › **Delete** removes it and its Nodes, no confirmation. On macOS, `Command`+click it in the **DEVICES** browser asks **DELETE DEVICE?** first.

While a Chain uses it, the delete is refused (`Cannot delete: One or more chains reference this node` / `…nodes/Port IDs of this device`). `Command+Z` undoes Device and Node edits, up to 100 steps.

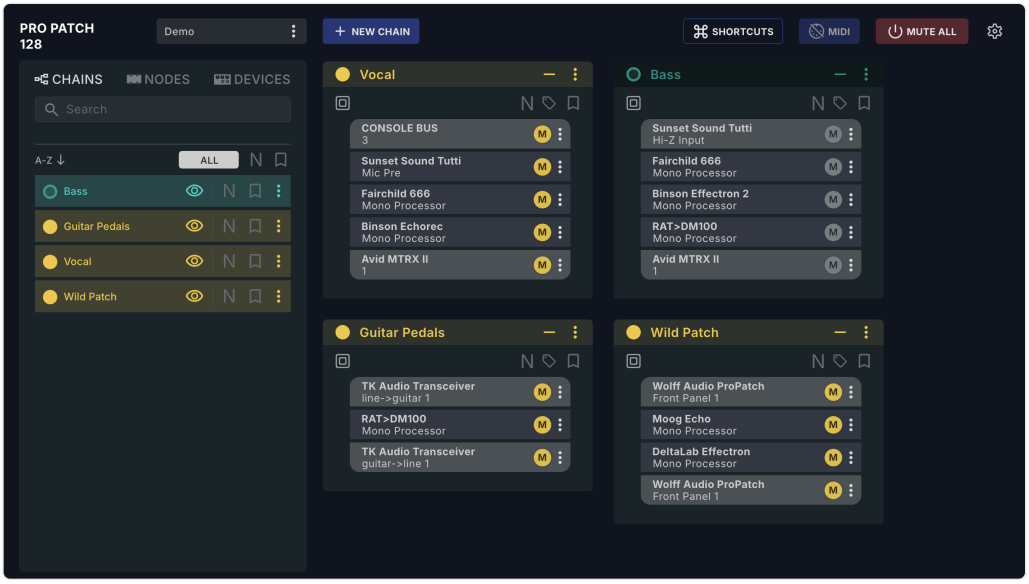
Import and export Devices

System Configuration › **DEVICES** imports and exports Devices as CSV; import replaces all Devices and Chains. See Sessions, Files, and Backups.

Check the setup

After the last group, confirm that each box has one Device, each Node has the right type, the Nodes needed read **Complete**, and shared Port IDs are intentional. Then build the studio's working Chains in Chains.

Chains



A Chain is one signal path for ProPatch to make:

Source → zero or more Processors → Destination

Set up its Nodes first (Connecting Devices); their Port IDs tell ProPatch which relays to switch.

Create a Chain

1. Select **+ NEW CHAIN** (`Shift+N`), or double-click empty workspace. The Chain appears as `Untitled` (`Untitled 1`, ...) with its name ready to edit.
2. Type a name and press `Enter`.
3. Open **NODES** and choose **SOURCES**, **PROCESSORS**, or **DESTINATIONS**.
4. Drag Nodes into the slots (`Drag a Source here`, ...) in signal order, or double-click a Node to add it to the selected Chain.

Once the Chain has a Source and a Destination, it activates automatically.

Double-click a Chain's name, on the card or in **CHAINS**, to rename it. `Shift`+click **+ NEW CHAIN** to put the new Chain in place of the selected card; the replaced Chain is hidden, not deleted. With a Target set, a plain click replaces the Target card instead.

Activate a Chain

A new Chain activates on its own the first time it has a Source and a Destination. After that, click the circle before the Chain's name, or press `A`, to turn it off or on. Filled means active: the relays for the path are closed.

If the Chain can't activate, **CHAIN INVALID** says why:

MESSAGE	FIX
`Chain has invalid/incomplete nodes.`	Finish its Port IDs or replace it.
`Chain has no valid signal paths. A chain must have a source and destination.`	Add the missing Source or Destination.
`Chain has active nodes with overlapping Port IDs.`	Two Nodes share a Port ID. Replace one.

If a Port ID is already active in another Chain, **CONFLICTS DETECTED** opens on activation, or when a Node is added to an active Chain. See Port ID Conflicts.

Each Node has its own switch: **M** (mono) or **L** / **R** (stereo). `Shift`+click **L** or **R** to switch both sides.

Select a Chain

The selected Chain has an outlined card. Most actions apply to it.

- Click a card, or a visible Chain's row in **CHAINS**, to select it. `Tab` / `Shift+Tab` step through the cards.
- `A`, `B`, `H`, `L`, and `T` act on the selected Chain, and a Node double-clicked in **NODES** is added to it.
- One Chain is selected at a time. Selecting a Chain doesn't turn it on or off.

Add, replace, copy, and remove Nodes

TO	DO THIS
Insert a Node	Drag it between two Nodes.
Reorder	Drag within the Chain. Order is signal order.
Add to the selected Chain	Double-click it in **NODES**; for one stereo side, see Connecting Devices. Nothing happens if the Chain already uses that Node's Port IDs or has a Mult lane; drag the Node in instead.
Replace a Node	Drag the new Node onto it. The new Node arrives switched off.
Move to another Chain	Drag the Node into the other Chain.
Copy to another Chain	`Option` / `Alt` +drag it into the other Chain.
Copy into a new Chain	`Option` / `Alt` +click it, in a Chain or in **NODES**.
Remove from the Chain	Node ⋮ › **Delete**, or `Command` +click it (macOS). The Node stays in its Device.
Fix its Port IDs	Node ⋮ › **Go to device...**

`Command+Z` undoes, `Command+Shift+Z` redoes. The other Node ⋮ items are in Advanced Routing.

Bypass Processors

Switch off one Processor's **M**, **L**, or **R** to take it out. For all Processors:

ACTION	WHAT HAPPENS	TO UNDO
`B`, or ⋮ › **Bypass Processors**	Saves their states and takes them out. The card shows `Processors Bypassed` / `(b or click to restore)`.	`B` again, click the card, or **CHAINS** row ⋮ › **Restore Processors**.
`Shift+B`	Switches every Processor off; nothing is saved. Ignored while bypassed.	Switch them back on one by one, or `Command+Z`.

Source and Destination are never bypassed. On a locked Chain, `B` shows `Chain is locked`.

Lock a Chain

Press `L` or choose ⋮ › **Lock** to protect the Chain's structure. A lock icon follows the name; click it or choose **Unlock** to unlock. While locked, **Bypass Processors**, **Split**, and **Delete** are unavailable; activating, hiding, duplicating, and assigning MIDI still work.

A lock doesn't stop a conflict: **DEACTIVATE** in **CONFLICTS DETECTED** turns locked Chains off too (Port ID Conflicts). A lock is not a Normal.

Split a Chain

⋮ › **Split** gives the Chain separate left and right lanes: the existing Nodes stay on the left and an empty right lane appears, so each side can carry its own mono Nodes. **Unsplit** joins them again; a Chain built from a stereo Node already shows **Unsplit**. Neither works on a locked Chain, and **Unsplit** is unavailable while the Chain has a **Mono to Stereo** Node.

To split one stereo Node instead, use Node ⋮ › **Dual Mono** (Advanced Routing).

Hide and show Chains

Click **—** on the card, or press `H`, to hide it; the Chain stays active. To show a hidden Chain, click its row or its eye in **CHAINS**. `Shift` +click either one to put it in place of the selected card; the replaced Chain is hidden. With a Target set, showing a Chain replaces the Target card.

Target a Chain

Target works like a targeted plug-in window in a DAW: the next Chain opened takes over the Target card instead of adding a card. Use it to keep one Chain on screen and step through others.

- Press `T`, or click the square at the card's top left, to make the selected Chain the Target. Only one card can be the Target, and it's also selected.

- With a Target set, a hidden Chain opened from **CHAINS**, or a new one from **+ NEW CHAIN**, takes the Target card's place and becomes the Target. The Chain it replaced is hidden: it keeps its on or off state and isn't deleted.
- Clicking a Chain that's already visible only selects it; the Target stays.
- Press `T` or click the square again to clear the Target. Hiding the Target Chain also clears it.

For example, to work through Chains one at a time, Target a card, then click Chains in **CHAINS** one after another. Each one appears in the same spot.

`Shift`+click does a one-time replace of the selected card instead. When the selected card is the Target, the result is the same. When another card is selected, only that card is swapped and the Target stays where it is.

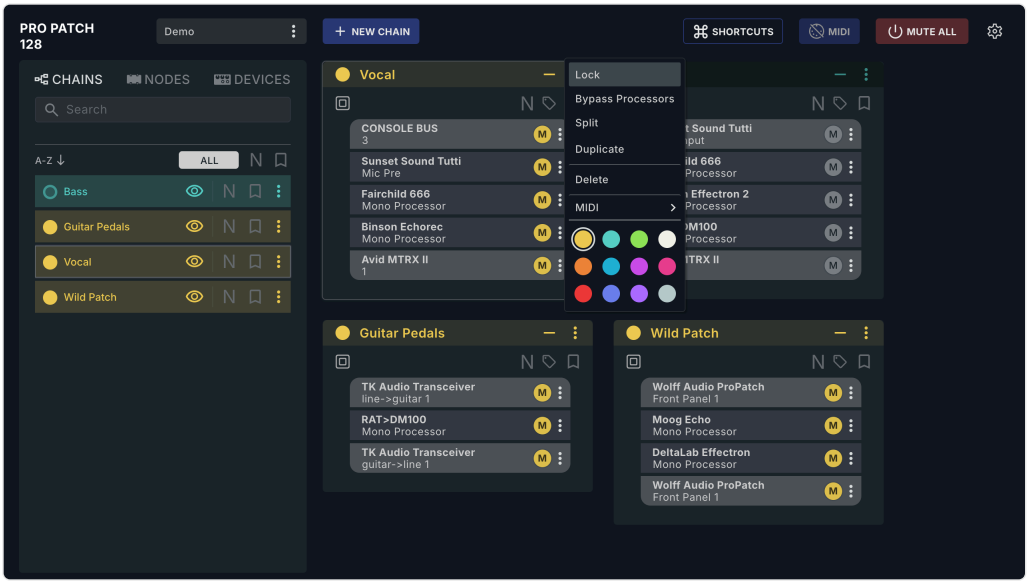
Duplicate a Chain

⋮ › **Duplicate** makes `<name> copy`, with the same Nodes and Port IDs, so the two conflict if both are active.

Delete a Chain

⋮ › **Delete**, or `Command`+click the Chain's header (macOS). Neither asks to confirm, and neither works on a locked Chain; `Command+Z` brings the Chain back. Devices and Nodes are untouched. Save the Session to keep the change (Sessions).

Chain menu reference



ITEM	CARD ⋮	CHAINS ROW ⋮
Lock / **Unlock**	Yes	Yes
Bypass Processors	Yes; label never changes	Reads **Restore Processors** while bypassed
Split / **Unsplit**	Yes	No
Duplicate	Yes	Yes
Delete	Yes	Yes
MIDI	Yes; see MIDI Control	Yes
Color swatches	Yes	Yes

Useful Chain patterns

- **Recording:** tie line → mic pre → compressor → converter input.
- **Hardware insert:** converter output → analog Processors → converter input.
- **One Source to several Destinations:** a Mult.
- **Instant Device comparison:** an AB Group.

Port ID Conflicts

A conflict happens when a Chain is switched on and one of its Nodes is already active in another Chain. The ProPatch app asks which Chain stays active.

Why conflicts happen

A Chain is a signal path built from Nodes. While a Chain is inactive, it's only a representation of that path, so any number of inactive Chains can include the same Nodes. Activating a Chain activates its Nodes, and a Node can be active in only one Chain at a time.

That makes it easy to build one Chain for each version of a signal path, reuse the same Nodes in all of them, and switch between them with a click.

For example, two vocal Chains share a mic pre, an EQ, and a DAW input, and differ only in the compressor:

CHAIN	ROUTE
`Vocal Opto`	Mic Pre › LA-2A › EQ › DAW In 1
`Vocal FET`	Mic Pre › 1176 › EQ › DAW In 1

Both Chains live in the Session side by side. Building and editing them while they're off never raises a conflict.

The hardware can't run both. The mic pre's output is one channel and can be patched to only one place. So activating `Vocal FET` while `Vocal Opto` is on opens the conflict dialog. **DEACTIVATE** turns off `Vocal Opto` and activates `Vocal FET`. The dialog isn't an error, just the app asking which Chain stays active.

For a special case of shared Nodes that switches without a dialog, see Normals.

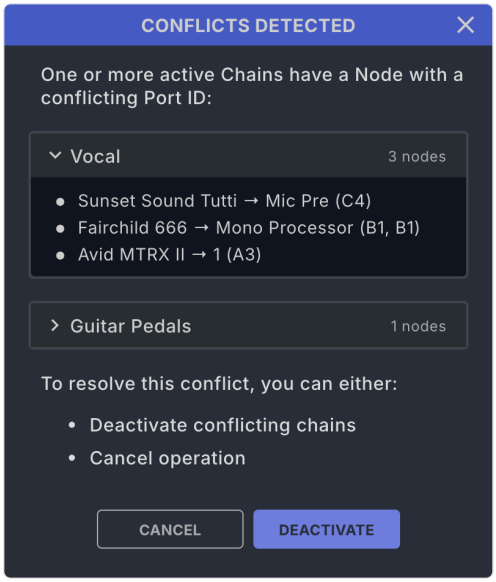
Three kinds of conflict

CONFLICT	WHAT HAPPENED	DIALOG TEXT	CHOICES
With another active Chain	The Chain needs a Port ID that another active Chain is using	"One or more active Chains have a Node with a conflicting Port ID:"	**DEACTIVATE** / **CANCEL**
Inside one Chain	Two Nodes in the same Chain use the same Port ID	"This Chain has active Nodes with conflicting Port IDs:"	**UNDO** / **LEAVE OFF**
With a Normal	**N** is turned on and another normaled Chain uses any of the same Port IDs	"One or more normaled Chains have a Node with a conflicting Port ID:"	**DENORMAL** / **CANCEL**

On some models, a front-panel Port ID and a rear Port ID share one Matrix Channel, so they conflict even though the IDs differ. See Front and rear Port IDs that share a Matrix Channel.

The **CONFLICTS DETECTED** dialog lists every conflict at once. Each conflicting Chain gets its own collapsible row (`<chain name> N nodes`), so one dialog can list several Chains. Click a row to see its conflicting `Device → Node (Port IDs)` lines. One row is open at a time.

For example, in the Demo Session, activating `Bass` conflicts with two active Chains at once. It shares three Nodes' Port IDs with `Vocal` and one with `Guitar Pedals`:



With another active Chain

The choice applies to every listed Chain together:

- **DEACTIVATE** turns off all the listed Chains and activates the new one.
- **CANCEL** (or the ×) leaves all the listed Chains running and the new Chain off. If an edit caused the conflict, such as adding a Node to an active Chain, the edit stays. Press `Cmd+Z` to undo it. `Esc` doesn't close this dialog.

Locked Chains get the same dialog, and **DEACTIVATE** turns them off too. A lock protects structure, not active state.

Inside one Chain

Double-clicking a browser Node does nothing if the selected Chain already uses its Port IDs. Dragging it in adds it switched off. Switch it on and the app deactivates the Chain, marks the conflicting Nodes red, and opens this dialog.

- **UNDO** reverses the change and restores the Chain.
- **LEAVE OFF** keeps the change and the Chain off. Until a conflicting Node is removed or switched off, activating the Chain shows **CHAIN INVALID**.

With a Normal

- **DENORMAL** turns off the listed Chains and moves the Normal to the new Chain.
- **CANCEL** leaves the existing Normal in place.

Activating an ordinary Chain never prompts about a normaled one: the Normal breaks and returns on its own. See Normals.

MIDI never opens a conflict dialog: the last note wins. See MIDI Control.

How two Nodes end up in conflict

Conflicts are by Port ID, not Node name. These all conflict:

- Two differently named Nodes assigned to the same Port ID.
- A front-panel Node and a rear Node whose Port IDs share a Matrix Channel.
- A mono Node on one side of an active stereo Node.
- A duplicated Node or Chain that still uses the original's Port IDs.

Front and rear Port IDs that share a Matrix Channel

A **Matrix Channel** is one input or output of the unit's relay matrix, and it carries one route at a time. Most Matrix Channels have one Port ID. On the ProPatch 32, 64, and 200, some front-panel jacks share a Matrix Channel with a rear jack: on a ProPatch 64, `FP1` and `C1` are two Port IDs on one Matrix Channel. Only one of the pair can be in use at a time.

Nodes can use either Port ID, and Chains can mix them freely. The active Chains and their Nodes determine the unit's routing, so there's no need to track which jack of a pair is in use. When two Chains need the same Matrix Channel, the conflict dialog asks which one stays active, the same as for a shared Node.

For example, a ProPatch 64 has a compressor cabled to `C1` and a guitar DI plugged into `FP1` for overdubs. Activating the DI's Chain while the compressor's Chain is on opens the conflict dialog, listing the compressor's Node. **DEACTIVATE** turns off the compressor's Chain and activates the DI's Chain.

If both Port IDs are in the same Chain, the dialog names them: "**FP1** and **C1** are the same physical channel - they can't both be active." Here "physical channel" means the Matrix Channel.

FRONT PORT ID	PROPATCH 32	PROPATCH 64	PROPATCH 200
FP1	A1	C1	K5
FP2	A2	C2	K6
FP3	A3	C3	K7
FP4	A4	C4	K8
FP5	A5	C5	L1
FP6	A6	C6	L2
FP7	A7	C7	L3
FP8	A8	C8	L4
FP9	B1	D1	L5
FP10	B2	D2	L6
FP11	B3	D3	L7
FP12	B4	D4	L8
FP13	B5	D5	none
FP14	B6	D6	none
FP15	B7	D7	none
FP16	B8	D8	none

"none" means the front channel is its own Matrix Channel and never conflicts with a rear Port ID. On the ProPatch 128, all 16 front channels are their own Matrix Channels, so no front and rear Port IDs share one.

When a front-panel patch conflicts with a rack Device:

- Choose which one stays active.
- If both must run at once, move one Device to a channel that doesn't share a Matrix Channel, and update its Node's Port IDs.
- Keep safety-critical and always-on routes on rear channels that don't share a Matrix Channel.

Diagnose a persistent conflict

1. Expand each row in the conflict dialog and note the listed Port IDs.
2. Hold `0` to compare real Port IDs, not Node names (port overlays).
3. Expand stereo Nodes and check whether a mono Node overlaps one side.
4. Check duplicated Nodes and Chains; copies keep the original's Port IDs.
5. On a ProPatch 32, 64, or 200, check the shared front and rear Port IDs.
6. Fix wrong assignments via the Node's ⋮ › **Go to device...**.
7. If cables moved, update the Port IDs to match.
8. Activate the Chain again and listen for relay clicks.

Relays click but no audio? The route reached the hardware. See Troubleshooting.

Advanced Routing

AB Groups, Mults, and Bridge let one Chain do more than a straight Source-to-Destination run. Normals decide which of several Chains is on. Build and activate ordinary Chains first (Chains).

Choose the right tool

GOAL	USE	WHERE
Pick one of several Sources, Processors, or Destinations at one position	AB Group	Node ⋮ › **AB**
Send one signal to several Destinations at once	Mult	Node ⋮ › **Mult**
Feed one side of a split stereo Source to both sides of the Chain	Bridge	Node ⋮ › **Bridge**
Keep a default Chain on that any other Chain can override, or toggle between two versions of a Chain	Normal	**N** on the Chain

Related controls live elsewhere:

- **Tags and favorites**: Connecting Devices and App Reference.
- **MUTE ALL** deactivates every active Chain and restores them on **UNMUTE**: App Reference.
- **Stereo sides, Dual Mono, and Mono to Stereo Processors**: Chains.
- **Digital-option channels**: Hardware Reference.

AB Groups

An AB Group holds several alternatives at one position in a Chain: two microphones or tie lines at the Source, compressors at a Processor slot, recorders at the Destination. Only one member is active at a time. Despite the name, a group can hold more than two members.

AB appears in the ⋮ menu of any Chain Node that isn't already in a group and isn't a Mono to Stereo Processor.

Build an AB Group

1. Open the Node's ⋮ menu and choose **AB**. The Node becomes member **A**, with an empty slot (for example **Drag a Processor here**) below it.
2. Drag a Node of the same role into the slot. It becomes **B**.
3. To add more members, drag a Node onto the lower edge of the last member.
4. Click a member's letter, or its channel button, to make it the active alternative. The other members switch off.

Change or remove a group

- Drag a member out of the group to return it to the ordinary Chain.
- Choose **Delete** from a member's ⋮ menu to remove it from the Chain.
- **Ungroup** appears on the first member's ⋮ menu once the group is down to that one member (the empty slot is showing). It dissolves the group.

An AB Group can be a MIDI target. See MIDI Control.

Switching mic-level members that carry phantom power is live electrical switching and can pop. Follow the phantom-power guidance in Hardware Reference.

Mults

A Mult sends one signal to two or more Destinations at the same time. Each branch, or lane, ends at its own Destination and can have its own Processors.

Mult appears on Source and Processor Nodes, never on a Destination. The split happens after the chosen Node.

Build a Mult

1. Open the ⋮ menu of the Source or Processor where the signal should split, and choose **Mult**. A new lane appears to the right with **Drag a Destination here**.
2. Drag a Destination into the lane.
3. To add a Processor to that lane only, drag it onto the lane's connector line.
4. Repeat for more lanes.

Double-click-to-add doesn't work once a Chain has more than one lane. Drag Nodes in instead.

Remove a lane

Hover over the top corner of the lane's connector and click the ✕ that appears. Deleting only the lane's Destination leaves an empty lane in place.

Limits

- A Mult is one signal to many Destinations. It doesn't combine Sources: ProPatch does not sum.
- A Destination can't be multed backward into other Destinations. To feed a second Destination permanently, mult from the Source or a Processor.
- Large Mults can exceed the paths available inside the unit. A visible Chain isn't necessarily passing audio. Listen. If a lane is silent, reduce the Mult or use other channels, then see Troubleshooting.

Bridge and Unbridge

Bridge feeds one side of a split stereo Source to both sides of the rest of the Chain. Use it when only one side of a stereo Source carries signal, or to send a mono feed into a stereo Chain.

1. Split the stereo Source: open its ⋮ menu and choose **Dual Mono**. The Source becomes separate **L** and **R** Nodes.
2. On the side to keep, open ⋮ and choose **Bridge**. The other side's Source is removed and the kept side feeds both sides downstream.

To undo it, choose **Unbridge** on the bridged Source. The Chain returns to separate sides, with an empty **Drag a Source here** slot for the removed side. Drag a Source back in to restore it.

Bridge appears only on a Source that has been split with **Dual Mono**.

Normals

A Normal works like a normal on a patchbay. A normaled Chain stays on until another Chain needs one of its Port IDs. That Chain takes over without asking, the way plugging in a patch cable breaks a normal. When that Chain goes off, the normaled Chain comes back on its own, the way pulling the cable out restores the normal.

The rule behind it: a normaled Chain is on whenever no other active Chain uses any of its Port IDs (or a Port ID that shares its Matrix Channel), and off otherwise. The ProPatch app checks this after every change.

An AB Group swaps alternatives at one position inside a Chain. A Normal swaps whole Chains, so the Processors, their order, and the Destination can all differ.

Keep a default path that any Chain can override

Normal the everyday path. Any Chain that needs part of it takes over while it's on, then hands it back.

For example, `Mix Bus` runs the DAW's stereo bus through a bus compressor into the converter, and it's normaled. To audition a Pultec before the compressor, build `Mix Bus — Pultec` from the same DAW outputs and converter inputs.

ACTION	MIX BUS (NORMALED)	MIX BUS — PULTEC
Start	On	Off
Activate `Mix Bus — Pultec`	Off (broken)	On
Deactivate `Mix Bus — Pultec`	On (restored)	Off

Toggle between two versions of a Chain

Normal one version, and the other version's activate button becomes a switch between them.

For example, `Vocal A` runs a vocal through a compressor and then an EQ, and it's normaled. `Vocal B` uses the same Nodes with the EQ first.

ACTION	VOCAL A (NORMALED)	VOCAL B
Start	On	Off
Activate `Vocal B`	Off	On

ACTION	VOCAL A (NORMALED)	VOCAL B
Deactivate `Vocal B`	On	Off

Each click of `Vocal B` 's activate button flips between the two versions. To swap just one Node, such as two compressors in the same slot, use an AB Group instead.

Normal a Chain

Click **N** on the Chain card's subheader, or **N** on its row in the CHAINS browser.

- If none of the Chain's Port IDs are in use, it activates.
- If an ordinary active Chain is using any of them, the Chain stays off until that Chain goes off.
- If another normaled Chain uses any of them, the **DENORMAL** dialog opens. See Port ID Conflicts.

A Normal applies to the whole Chain; individual Nodes have no Normal.

Work with a normaled Chain

- The activate button doesn't turn a normaled Chain off. Click **N** again to remove the Normal; the Chain deactivates.
- A Normal comes back only when no active Chain uses any of its Port IDs. If two Chains break the same Normal, it returns after the last of them goes off.
- Deleting the Chain that broke a Normal, or removing the shared Node from it, also brings the Normal back.
- Several Normals can be on at once if they don't share Port IDs. One Chain can break more than one Normal.
- In an AB Group, only the active member's Port IDs count.
- A Chain triggered by MIDI breaks and restores Normals the same way (MIDI Control).
- **MUTE ALL** turns normaled Chains off along with the rest; **UNMUTE** turns back on exactly the Chains that were on.
- Click **N** in the CHAINS browser header to list only normaled Chains.

A Normal isn't a lock. A lock stops structural edits (Chains); a Normal is meant to be broken and restored.

Sessions, Files, and Backups

A Session is a saved workspace. **Save** keeps it inside the ProPatch app, **Export...** writes it to a file, and a backup captures every Session at once.

What a Session saves

- Devices and Nodes. Each Session has its own; editing a Device in one Session doesn't change it in another.
- Port assignments.
- Chains, their layout, and which are active.
- MIDI assignments for Chains, Nodes, and AB Groups (MIDI Control).

Loading a Session switches the unit's routing to that Session's saved state.

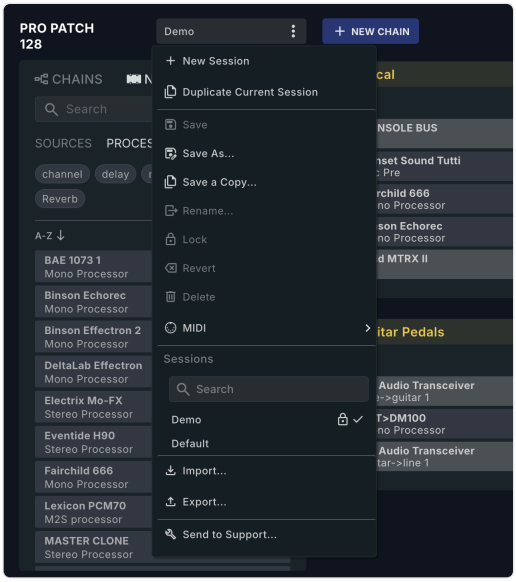
Session files, Device files, and backups

FILE	MADE WITH	CONTAINS	USE IT FOR
Session file (`.propatchs`)	Session menu › **Export...**	One Session, complete	Archiving with a DAW project, moving a setup, support
Device file (`.csv`)	System Configuration › **DEVICES** › **EXPORT**	The current Session's Devices and Nodes	Editing a large Device library in a spreadsheet
Backup (`.propatchb`)	System Configuration › **BACKUP** › **SAVE BACKUP**	Every Session	Disaster recovery, moving the whole workspace

Sessions import through the Session menu; backups restore through System Configuration. The selected MIDI port stays on the computer and is in neither file.

The Session menu

Click the Session name at the top left.



COMMAND	WHAT IT DOES	WHEN TO USE IT
New Session	Opens **NEW SESSION**: **Session Name**, then **New blank session** or **New from existing session** (choose a **Template Session**; **Import chains from session** copies its Chains too).	New project or studio mode
Duplicate Current Session	The same dialog, with the current Session as the template.	Branching a known-good setup
Save	Writes changes to the current Session. Enabled only when there are unsaved changes and the Session is writable.	Everyday saving
Save As...	Saves under a new name and switches to it.	Carrying on in a new copy
Save a Copy...	Saves under a new name; the current Session stays open.	Snapshot before a risky change
Rename...	Renames the current Session.	—
Lock / **Unlock**	A locked Session can't be saved, renamed, or deleted. Routing can still change, but changes are kept only as a new Session.	Protecting a reference Session
Revert	Returns to the last saved state. Enabled only with unsaved changes; asks first, offering **SAVE A COPY & REVERT**.	Abandoning experiments
Delete	Deletes the current Session after **DELETE?** (**NO** / **YES**).	Clearing out old Sessions (export first)

COMMAND	WHAT IT DOES	WHEN TO USE IT
MIDI	Assigns a MIDI note that loads this Session.	Recalling Sessions from a controller (MIDI Control)
Sessions list	Searchable. Lock icon = locked; ✓ = current. Click a name to load it.	Switching Sessions
Import...	Loads a `.propatchs` file under the name entered for it, and switches to it. Asks before overwriting a Session of the same name.	Bringing back an exported Session
Export...	Opens a Save dialog for `propatch-session-<name>.propatchs`.	Archiving a Session with a project
Send to Support...	Sends environment info, and optionally the Session, to Wolff Audio.	Reporting a problem

Unsaved changes

There's no unsaved-changes marker. If **Save** is enabled, there are unsaved changes.

Loading, creating, or importing a Session with unsaved changes opens **SAVE CHANGES?**: **DON'T SAVE** discards them, **CANCEL** goes back, and the third button saves first (for example **SAVE & LOAD**, or **SAVE AS & LOAD** in a read-only Session).

The Demo Session

Demo is read-only and can't be unlocked, renamed, deleted, or overwritten by an import. To keep changes, use **Save As...**.

Export a Session for a project

Save keeps a Session only inside the ProPatch app on this computer. For each important project:

1. Save the Session.
2. Choose **Export...** and save the file in the project folder.
3. Include that file in the normal project backups.

If "Failed to export session" appears, assume no file was written. Keep the Session open and contact Wolff Audio support.

Send a Session to support

1. Choose **Send to Support...**. The dialog lists the environment info it will send (app version, release channel, build, browser, OS).
2. Enter **Name** and **Email** (both required).
3. In **Message (optional)**, give the ProPatch model, the steps taken, and which Chain failed.
4. Leave **Include session data** ticked, and click **SEND**.

It sends over the internet, not through an email app. If it fails, export the Session and email the file to support.

Back up and restore everything

Open System Configuration (the gear) and choose **BACKUP**.

- **SAVE BACKUP** saves `propatch-backup.propatchb`: every Session, plus the current Devices, Chains, and active Session.
- **RESTORE BACKUP** asks **DELETE EVERYTHING?**. Choose **YES**, then pick the file. The backup replaces the whole workspace.

Restoring a backup is also how to reset everything. Save a current backup first.

Release channels can keep separate data. Export important Sessions before switching channels; see Updates and Firmware.

Import and export Devices

Open System Configuration and choose **DEVICES**. The format is CSV only.

- **EXPORT** saves `pp-device-export.csv`.
- **IMPORT** asks **OVERWRITE EVERYTHING?**. Choose **YES**, then pick the CSV file.

Importing Devices replaces all Devices and clears all Chains. Export Sessions or save a backup first.

Start from an exported file. Columns, in export order:

COLUMN	REQUIRED	VALUES
`MFR`		Manufacturer
`PRODUCT`		Product
`DEVICE`	Yes	Device display name
`NODE`	Yes	Node name
`NODE TYPE`	Yes	`source`, `processor`, `destination` (also `s`, `p`, `d`, `proc`, `dest`)
`NODE MODE`	Yes	`mono`, `stereo`, `m2s` (also `m`, `s`)
`PORT L FROM`, `PORT R FROM`		ProPatch inputs fed by the Device (Sources, Processor returns)
`PORT L TO`, `PORT R TO`		ProPatch outputs feeding the Device (Destinations, Processor sends)
`NODE TAGS`		Comma-separated tags
`DEVICE NOTES`		Device notes, on the Device's first row only
`DEVICE ID`, `NODE ID`		Written by export

A bad file stops with "One or more import errors have occurred" or "Unable to locate header row".

For what the unit does after a power interruption, see Troubleshooting.

MIDI Control

Use MIDI notes from a controller, DAW, or Stream Deck to switch routing without the mouse. The ProPatch app receives each note and sends the new route to the unit, so keep the unit's tab open in Wolffhound whenever MIDI is in use.

Set up MIDI control

1. Connect a MIDI source: a hardware interface, a DAW or controller port, or a virtual port (IAC Driver on macOS, loopMIDI on Windows). If Wolffhound asks for MIDI access, allow it.
2. Press `Shift+M` to open **System Configuration** › **MIDI**. With no port selected, the header **MIDI** button shows a crossed-out icon and opens this tab too.
3. In the **MIDI PORT** picker, select each port to listen to (✓). **Any MIDI Port** listens to every port and replaces individual selections. **CLEAR** deselects all.
4. Close **System Configuration** and assign notes with MIDI Learn or **MIDI assignments** (below).
5. Send each note once with monitors down and confirm the result.

Use **Any MIDI Port** only to check whether a port is reaching the app; for normal work, select specific ports so unrelated MIDI traffic can't change routing.

What MIDI can control

Chains, Nodes in a Chain (any role), AB Groups, **MUTE ALL**, and Sessions. **Bypass Processors** is not a target.

Assignments belong to a Node's use inside a Chain, not to the Device, so the same Processor can respond to different notes in different Chains.

Notes appear as `CH 1 – 60/C4`: MIDI channel, note number, and note name. The channel is part of the match, so note 60 on channel 1 and note 60 on channel 2 are different assignments.

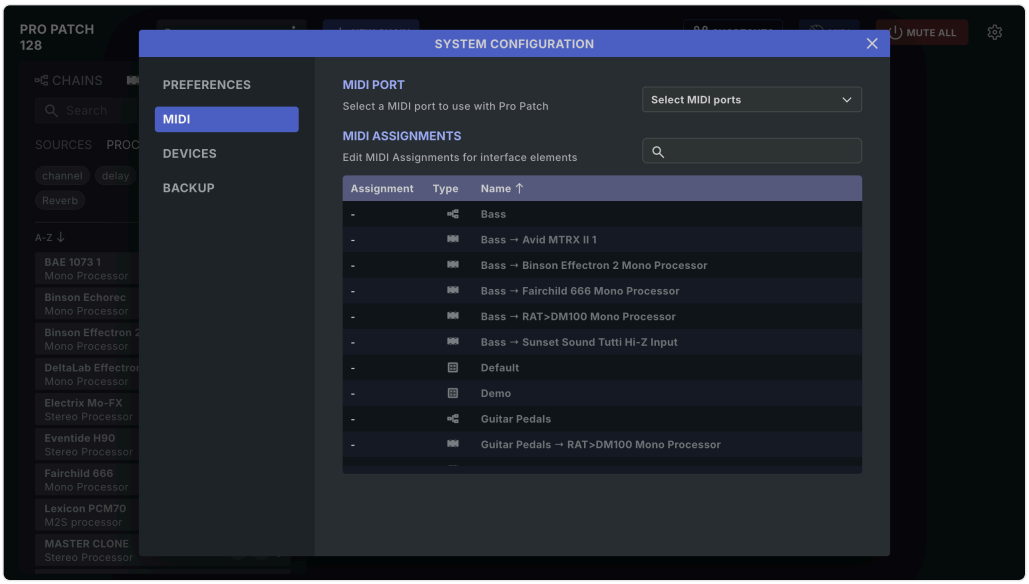
Assign notes with MIDI Learn

1. With the CHAINS or NODES browser open, click **MIDI** or press `M`. Assignable controls glow purple: Chain activate buttons, Node channel chips, **MUTE ALL**, and the Session selector.
2. Click each target the note should control; click again to remove one. `Shift` isn't needed.
3. Send the note from the controller.

The ProPatch app assigns the note to every target in the set, shows a notice naming each target with **assigned to** and the note, and leaves Learn. Repeat for the next note. Press `Esc` or click **MIDI** to leave Learn without assigning.

One note can drive any number of Chains, Nodes, and AB Groups. **MUTE ALL** and Session notes are exclusive: assigning one of them removes that note from every other target.

MIDI assignments



System Configuration › **MIDI** › **MIDI ASSIGNMENTS** lists every target: each Chain, each Node in each Chain (`Chain → Device Node`), AB Groups, **MUTE**, and every Session. Use **Search** to filter; click **Assignment**, **Type**, or **Name** to sort.

Each row's ⋮ menu has:

ITEM	RESULT
Learn...	Assigns the next note received to this row. `Esc` cancels.
Assign	Channel (1–16) › octave › note, such as **C4 (60)**.
Clear	Removes this row's note.
Clear All...	Removes every MIDI assignment in this Session after **CLEAR ALL?** › **YES**.

The same **MIDI** submenu (channel › octave › note, then **Clear** and **Clear All..**) appears in the Chain, Node, and Session menus.

What each note does

MESSAGE RECEIVED	CHAIN OR NODE	AB GROUP	MUTE ALL	SESSION
Note On, velocity `1–126`	Toggle	Step to next member	Toggle	Load
Note On, velocity `127`	Force on	Step to next member	Mute	Load
Note On velocity `0` , or Note Off	Force off	Turn group off	Unmute	—

- While **MUTE ALL** is on, notes for other targets are ignored.
- A Note Off within about 0.4 seconds of its Note On is ignored, so a tap toggles once. A longer press sends a Note Off that turns the target back off.
- A notice reports each target as **activated** or **deactivated**; several targets share one **MIDI TRIGGER** notice.
- MIDI never opens the conflict dialog. If the new route needs a Port ID that another active Chain uses, the other Chain is switched off: the last note wins. See Port ID Conflicts.
- A Session note loads that Session immediately. Unsaved changes in the current Session are discarded without a prompt, so save first.

Continuous controller (CC) messages are ignored, so faders, knobs, and CC-only buttons can't be assigned.

Where assignments are stored

ASSIGNMENT	STORED WITH
Chain, Node, and AB Group notes	The Chains, so they travel with Session export and import and with backups
A Session's own note	The Session, so it travels with Session export
MUTE ALL note, MIDI port selection	This computer only; not in Session exports or backups

On a new computer, select the port and reassign **MUTE ALL**. See Sessions, Files, and Backups.

Set up a Stream Deck button

1. Create a virtual MIDI port (IAC Driver on macOS, loopMIDI on Windows) and select it in **System Configuration** › **MIDI**.
2. In the Stream Deck MIDI action, output to that port and turn off any plugin-private port option.
3. Choose a note and channel. Set velocity `1–126` to toggle (many templates default to `127`, which only turns on). Send Note On only, if the plugin allows it.
4. Start MIDI Learn, click the target, and press the button.

MIDI troubleshooting

SYMPTOM	FIX
MIDI button shows a crossed-out icon	No port is selected. Select one in **System Configuration** › **MIDI** › **MIDI PORT**.
MIDI button is dimmed	Open the CHAINS or NODES browser.
Port missing from the picker	Restart the software that creates the port; check Wolffhound's MIDI access.
Nothing responds	Check the tab is open, the port is selected, the channel matches, and the controller sends notes, not CC. Try **Any MIDI Port** briefly.
Button only turns the target on	It sends velocity `127`. Use `1–126`.
Target turns off on release	Long press sends Note Off. Tap, or send Note On only.
Toggle out of step with controller lights	Toggle once in the ProPatch app, or use `127` / `0` for explicit on/off.
A Chain switches off when another note fires	They share a Port ID; the last note wins. Hold `0` to compare Port IDs.
Other notes stop working	**MUTE ALL** is on.

Beyond MIDI: direct triggers

A direct trigger is a prepared network request, sent to the ProPatch's Control port instead of through MIDI, that sets a complete route state in one step. Use one when a large fixed layout, such as surround monitoring, is easier to recall as one state than as many Chains.

To get one, build and test the routing, export the Session, and send it to Wolff Audio support (Sessions, Files, and Backups). Support builds the trigger for that unit and its wiring; don't write or copy triggers by hand.

- Test every trigger with monitors down and **MUTE ALL** within reach.
- Give each button a clear name, such as `Control Room 7.1`.
- Retest after any firmware, ProPatch app, network, or wiring change.

Updates and Firmware

Wolffhound, the ProPatch app, and the unit's firmware are updated separately, and each has its own version. This chapter covers all three.

Before updating

1. Save a full backup from System Configuration › **BACKUP**. See Sessions, Files, and Backups.
2. Export any Session worth recovering, especially before switching release channels.

Wolffhound

Wolffhound's version is in its menus. Wolffhound shows its release channel, such as **Beta** or **Alpha**, in the tab bar.

ProPatch app

To see the ProPatch app's version, click the **PRO PATCH** model block at the top left to open App Info. **COPY** copies the version, build, and unit serial number.

When an update is ready, the gear at the top right reads **Update**. Save a full backup before installing it.

Firmware

To check for firmware, open **Preferences...** from Wolffhound's ≡ menu and choose **PROPATCH** › **FIRMWARE** › **CHECK FOR FIRMWARE UPDATES**. Don't install firmware files from any other source.

Release channels

A release channel is the Wolffhound software track, such as production or beta. Session data can be kept separately per release channel, so export Sessions before switching channels.

Troubleshooting

Change one thing at a time, and start with one question: **do the relays click when a Chain activates?**

- **Relays click:** the ProPatch app reached the unit and the relays moved. Go to Relays click but no audio passes.
- **No clicks:** work through power, connection, and the Chain itself, in that order, starting with ProPatch does not appear in Wolffhound.

A click proves control, not audio. Keep monitors down while troubleshooting, and turn off phantom power before changing a mic-level route.

Power indicator doesn't settle to green

Use only the included power supply; a lookalike can light the unit and let Wolffhound find it without switching relays. For what each indicator state means, see Hardware Reference. If the unit never reaches steady green, record the pattern and contact Wolff Audio support; don't keep power-cycling it.

ProPatch does not appear in Wolffhound

SYMPTOM	LIKELY CAUSE	FIX
No tab, Ethernet connected	Cable in the **Dante** jack	Move it to the **Control** jack.
No tab, no link lights	Bad cable or switch port	Reseat or replace the cable; try a known-good switch port.
No tab on macOS, link lights on	Local Network permission denied	**System Settings** › **Privacy & Security** › **Local Network**: allow Wolffhound.
No tab, Control cable in an audio interface's network port	That port isn't a normal switch	Connect to a network switch or directly to the computer.
No tab over USB-C on a recent Mac	Accessory prompt not accepted	Unplug and reconnect, then accept the prompt.
No tab over USB-C	USB network still starting	In **System Settings** › **Network**, wait for the USB Ethernet service to get an address.
Tab appears but stays blank	Page didn't load	Click ↻ to reload the tab, or quit and reopen Wolffhound.

A direct Ethernet cable to the computer works, but a switch is easier to diagnose. The Demo Device tab never controls hardware; select the unit's tab. See Wolffhound and the ProPatch App.

The ProPatch app shows disconnected

When the unit stops responding, a **Disconnected** banner appears under the header: "Changes will take effect when connected to *unit name* again." An **OFFLINE** popup may also appear: "ProPatch is not responding. Check USB/Ethernet cable."

BUTTON	RESULT
CLOSE	Dismisses the popup this time.
HIDE	Stops the popup appearing. Turn it back on in **System Configuration** › **PREFERENCES** › **Offline Warning Popup**.

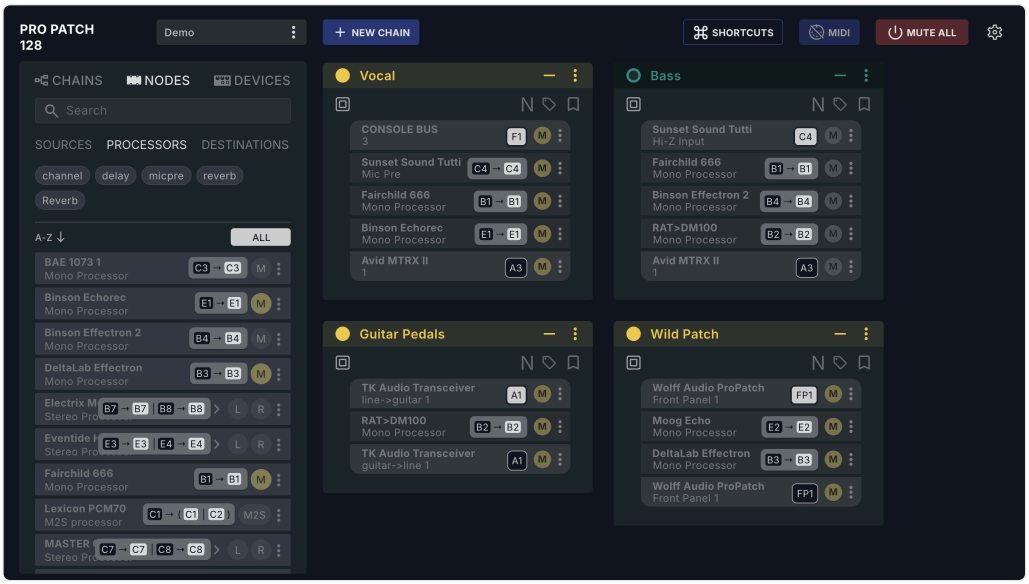
Don't make routing changes while disconnected; they are applied when the unit reconnects. To recover:

1. Confirm the unit has power and its tab is still in Wolffhound.
2. Check the Control Ethernet link or USB network service.
3. Wait a few seconds for the banner to clear.
4. Reload the tab if it doesn't.
5. Activate a simple Chain and listen for a click.

Chain does not activate and no relay clicks occur

SYMPTOM	LIKELY CAUSE	FIX
CHAIN INVALID	Missing Source or Destination, incomplete Node, or conflicting Port IDs	Complete the path; check every Node's **Port ID Assignment** reads **Complete**. See Chains.
Mult Chain won't activate	A Mult branch has no Destination	Add a Destination or remove the branch.
Conflict dialog appears	Another active Chain uses the same Port ID	Choose **DEACTIVATE** or **CANCEL**. For repeat conflicts, see Port ID Conflicts.
Chain switches off when another activates	Shared Port ID or Normal	Compare Port IDs (hold `0`); see Advanced Routing.
Everything goes quiet at once	**MUTE ALL** is on	Select **UNMUTE**.

Relays click but no audio passes



SYMPTOM	LIKELY CAUSE	FIX
Nothing reaches the Destination	Source or Destination itself	Connect them directly, without the ProPatch, and prove both work.
Signal on the wrong channel	Node assigned to the wrong Port ID	Hold `0` and compare every Port ID with the actual wiring.
Nothing through a DB25	Breakout reversed or wrong channel	Check snake direction and channel numbering. From Device and To Device are named from the unit's side; see Connecting Devices.
Works on rear, fails with front jack in use	Front and rear share a Matrix Channel	See Port ID Conflicts.
Signal leaves ProPatch but not heard	Interface, console, or DAW routing	Check routing before and after the analog path.
Processor seems missing	Processors bypassed	Press `B` on the selected Chain to restore them.

Still silent? Run the isolation procedures below.

Audio is missing after power-up

If audio is missing after power-up: confirm the Session, toggle one affected Chain off and on with monitors down, and contact support if it repeats.

Don't use a power cycle to recall routing; load a Session instead (Sessions, Files, and Backups).

A route fails only when a Mult is active

A large Mult can exceed the unit's internal routing paths, so the route doesn't engage.

1. Turn monitors down.
2. Switch off the suspect Mult and retest the plain route.
3. If it works, re-enable other Mults one at a time.
4. Export the Session, note the Port IDs, and contact support before relying on that Mult.

Files and backups

SYMPTOM	FIX
Failed to export session	Try again. If it repeats, use **Send to Support...** with session data included.
Backup restore gives an unexpected state	Stop. Don't restore repeatedly; contact support with the backup file.
Session file won't import	Sessions (`.propatchs`) import from the Session menu; backups (`.propatchb`) restore from **System Configuration** › **BACKUP**. See Sessions, Files, and Backups.

For versions, updates, and firmware, see Updates and Firmware.

Windows limitations

On Windows, Undo (`Ctrl+Z`) and `Ctrl`+click to delete a Chain or Node don't work in the current ProPatch app. Delete from the Chain or Node ⋮ menu, and save Sessions often so **Revert** has a recent state to return to.

Isolation procedures

Loopback test

1. Patch one known interface output directly to one known interface input and confirm the test signal returns.
2. Put the ProPatch between the same two points.
3. Build a Chain with just that Source and Destination, no Processor.
4. Activate it: listen for a click and check that the signal comes back.

If the direct loop works and the ProPatch loop doesn't, check Port IDs and DB25 direction, then try a Port swap.

Port swap

1. Pick unused channels on another Port.
2. Move both directions of the suspect connection there.
3. Update every affected Node to the new Port IDs.
4. Retest the same Chain.

If a known-good Device works on one Port and fails on another after correct reassignment, record it and contact support.

Front-panel injection

1. Turn off phantom power and turn monitors down.
2. Create a Source Node for one front-panel input.
3. Route it to a known-good Destination and inject a test signal.

If this works, the unit is fine and the problem is in rear snakes, patchbays, or room wiring.

Contact support

1. Open App Info and select **COPY**.
2. From the Session menu, choose **Send to Support...**, fill in **Name** and **Email**, describe the problem, and turn on **Include session data**. See Sessions, Files, and Backups.
3. Include the unit model and serial number, Wolffhound version and release channel, operating system, connection type, indicator pattern, whether relays click, the smallest failing Chain with its Port IDs, and which procedures above have been tried.

Don't open the chassis or move internal cards unless Wolff Audio asks for it. Keep the original packaging for service.

Multiple ProPatch Units

Wolffhound shows every ProPatch it finds, each in its own tab (Wolffhound and the ProPatch App). That gives one place to reach every unit, but it does not combine their analog matrices into one larger matrix.

To pass audio from one ProPatch to another, wire dedicated audio paths between them. Ethernet carries discovery and control only; it carries no audio between units.

What each unit keeps separate

- Each unit has its own tab, Matrix Channels, Devices, Nodes, Chains, and Sessions.
- Each unit is configured and switched in its own tab.
- Devices connected to one unit can't be reached from another without a tie line.

Give every unit an unmistakable name. Before editing or activating a Chain, check both the selected Wolffhound tab and the model shown at the top left of the ProPatch app.

Link two units with tie lines

A tie line is a physical audio connection from an output on one unit to an input on the other. Each direction needs its own tie lines.

1. Count the signals that must cross between units at the same time, in each direction.
2. Reserve that many channels on both units.
3. Wire and label each direction.
4. On each unit, create a Device for the tie lines, with Destination Nodes for the outgoing lines and Source Nodes for the incoming lines.
5. Test every tie line in both directions with a simple Chain on each unit.
6. Build Chains on each unit to and from the tested tie-line Nodes.

A cross-unit route is two Chains: one on the first unit ending at the outgoing tie line, and one on the second unit starting at the matching incoming tie line. Activate both.

Keep reserved channels off ordinary Devices; they belong to the link even when no cross-unit route is active.

Size the tie lines from the workload

Tie lines use channels on both units, so two units never add up to one unit of the combined size. Eight tie lines carry at most eight simultaneous signals in that direction, however many channels are free elsewhere.

Size the link from the busiest real Session, not the channel total:

- A mastering processor on the second unit may need only a stereo pair each way.
- A tracking setup that shares many processors between rooms needs many more.

Put Devices that often appear in the same Chains on the same unit. That keeps the tie-line count down and leaves more channels for studio I/O.

Record the reservation on rack labels, in the cable schedule, and in Device and Node names. `To PP200 B / Ch 1` is safer than `Tie 1`.

For three or more units, or equipment shared passively between units, contact Wolff Audio.

Save and recover a multi-unit system

Each unit is a separate recovery domain:

- Export the relevant Session from every unit.
- Name the files with the unit and project.
- Keep a cable schedule for the tie lines.
- Record which Sessions run together.
- Restore one unit at a time, with monitors down.

A backup from one unit is not a backup of the whole studio. See Sessions, Files, and Backups.

For connection or routing failures, see Troubleshooting.

Hardware Reference

Look up a unit's capacity, power, connectors, and what its relay matrix can carry. To cable Devices, see Connecting Devices.

Models

A ProPatch model number is the total number of patch points in a symmetrical matrix: half inputs, half outputs. A ProPatch 128 is 64 inputs × 64 outputs, not 128 of each.

MODEL	MATRIX (IN × OUT)	REAR PORTS	FRONT-PANEL PORT IDS	FRONT/REAR SHARING
ProPatch 32	16 × 16	A–B	FP1–FP16	Every front channel shares a Matrix Channel with a rear channel: FP1–FP16 = A1–B8
ProPatch 64	32 × 32	A–D	FP1–FP16	FP1–FP16 share Matrix Channels with C1–D8; Ports A–B are rear-only
ProPatch 128	64 × 64	A–F	FP1–FP16	None: the front channels are their own 16 Matrix Channels
ProPatch 200	100 × 100	A–L	FP1–FP16	FP1–FP12 share Matrix Channels with K5–L8; FP13–FP16 are front-only

A shared front/rear pair is one Matrix Channel with two jacks and two Port IDs. A relay selects which one is connected, so only one can be active at a time. For the full map on each model, see Front and rear Port IDs that share a Matrix Channel.

Wolffhound shows the model as a badge such as **PP128R**; the ProPatch app header shows it under **PRO PATCH**.

Install and power

Warning: power the unit only from the included ProPatch power supply. A lookalike USB-C supply can light the unit and let Wolffhound find it while delivering too little power to switch the relays. Label the supply and keep it with the unit.

1. Mount the unit in a rack with suitable rack hardware.
2. Connect the included supply to either rear USB-C port, **A** or **B**.
3. Turn on the unit.
4. Wait for the indicator to settle to steady green before testing control or audio.

The rear panel marks the USB-C connection for 100 W, but choose the included supply, not a replacement with the same wattage. Keep the original packaging for service or transport.

LED states

INDICATOR	MEANING	ACTION
Steady green	Powered and healthy	Continue setup
Slow red	Power problem	Check that the included supply is connected correctly
Sustained fast red	Hardware fault	Stop and contact Wolff Audio support

A brief startup indication that settles to green is normal. If the unit never reaches steady green, don't continue to audio troubleshooting.

Control connection

Use Ethernet or USB, not both.

CONNECTION	HOW
Ethernet (recommended for permanent installs)	Connect the studio network to the rear jack labeled **Control**. The **Dante** jack is a separate interface and does not connect the unit to Wolffhound.
USB	Power into one USB-C port, computer data into the other. Either port works for either role.

Wi-Fi isn't enabled.

Audio architecture

ProPatch switches audio with relays, so a route is a straight wire: no gain, attenuation, buffering, conversion, or processing. ProPatch changes where a signal goes, not what it is.

The matrix is directional:

```
ProPatch input → relay connection → ProPatch output
```

- A route always runs from a ProPatch input to a ProPatch output. It can't turn an input into another input or an output into another output.
- The matrix can't mix or sum. One Source can feed several Destinations through a Mult (Advanced Routing), but several Sources can't combine into one Destination. Stereo-to-mono needs external summing hardware.
- Each Matrix Channel carries one route at a time, even when several Nodes describe it.

Switching is a mechanical click from the unit. The relays are latching. After a power cycle, recall the Session and confirm critical routes. See Troubleshooting.

Signal types

The relay path can carry mic, line, and instrument level, 48 V phantom power, AES/EBU, and control voltages, triggers, and gates, if the cabling and equipment suit the signal.

Phantom power

ProPatch passes 48 V phantom power but doesn't generate it; the connected preamp or other source does.

Before repatching a phantom-powered microphone path:

- Mute monitors and downstream destinations.
- Don't route 48 V to line-level equipment.
- Don't assume a Mult is safe just because the ProPatch app allows the route.

Rear connections

CONNECTION	WHAT IT'S FOR
DB25 analog I/O	Each DB25 Port is a group of eight channels named by a letter. A channel's Port ID is the Port letter plus its number: Port A holds `A1 – A8`, Port B holds `B1 – B8`, and so on for the model's Ports. The **IN FROM DEVICE** row takes the Devices' outputs; the **OUT TO DEVICE** row feeds the Devices' inputs.
Control (RJ45)	Wired Ethernet control. Connect the computer or studio network here.
Dante (RJ45)	Network interface for the optional digital hardware. It doesn't carry control.
USB-C **A** and **B**	Power and control. Either port accepts the included power supply; the other can connect directly to a computer for control. The panel is marked **USB-C 100W**.

Trace both ends of every DB25 breakout; don't rely on how another patchbay is arranged.

Front connections

Front-panel layouts differ by model and can include TT points, XLR combo inputs, and ¼-inch TRS outputs. Front-panel Port IDs start with `FP`. Some front channels share a Matrix Channel with a rear channel, so only one can be active at a time; see Front and rear Port IDs that share a Matrix Channel.

The ProPatch 128 front panel has:

CONNECTOR	COUNT	PORT IDS
TT outputs	16	FP1–FP16
TT inputs	16	FP1–FP16
XLR combo inputs	4	Normalled to TT inputs 13–16
1/4-inch TRS outputs	4	Normalled to TT outputs 13–16

The XLRs are inputs only; the TRS jacks are outputs only. Sharing a combo shell doesn't make them bidirectional. A TT plug in channels 13–16 breaks the normal and takes over the channel. That's a hardware jack normal, unrelated to a Chain's **N**.

Older Device files may use the prefixes **P** or **TT**; the app reads them as **FP**.

Dante and digital options

The **Dante** jack alone doesn't mean the unit passes Dante audio. Dante audio needs the factory digital option with its converters.

With the option, each digital channel shares a Matrix Channel with an analog channel, and a relay selects which one is connected, so each channel runs one or the other. Set up subscriptions in Audinate's Dante Controller, then route the digital Nodes like any other. See Connecting Devices for modeling a converter.

More than one unit

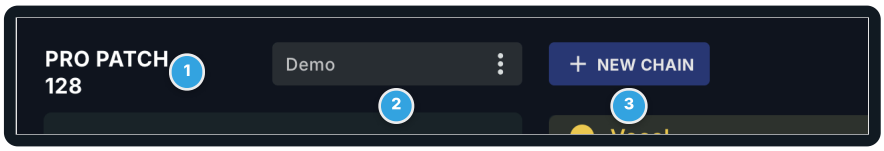
Ethernet doesn't merge units into a bigger matrix; cross-unit audio needs tie lines. See Multiple ProPatch Units.

App Reference

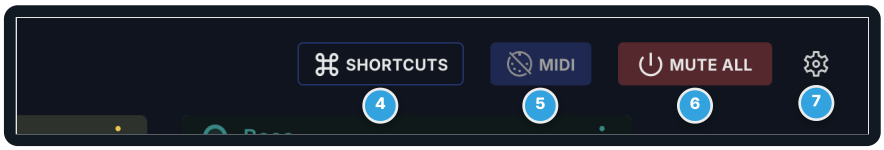
Every control in the ProPatch app, by area: the header, the browser on the left, and the workspace on the right. Each screenshot number matches its table row. For how the areas fit together, see How ProPatch Works.

Every screenshot shows the Demo Device with the **Demo** Session open.

Header



Left half of the header.



Right half of the header.

#	CONTROL	WHAT IT DOES	KEY
1	**PRO PATCH and model number**	Opens App Info: app version, build, release channel, and unit serial number. **COPY** copies them for support.	
2	**Session selector**	Switch and manage Sessions. See Sessions.	
3	**+ NEW CHAIN**	Creates a Chain; `Shift` +click puts it in place of the selected card. Reads **+ NEW DEVICE** in **DEVICES**.	`Shift+N`
4	**SHORTCUTS**	Keyboard Shortcuts dialog, including zoom. See Shortcuts.	`K`
5	**MIDI**	MIDI Learn on or off. With no MIDI port, it's crossed out and opens System Configuration › **MIDI**. See MIDI Control.	`M`
6	**MUTE ALL**	Turns off every active Chain and shows **ALL MUTE ACTIVE**. **UNMUTE** turns the same Chains back on.	
7	**Gear**	Opens System Configuration. Reads **Update** when an update is ready.	

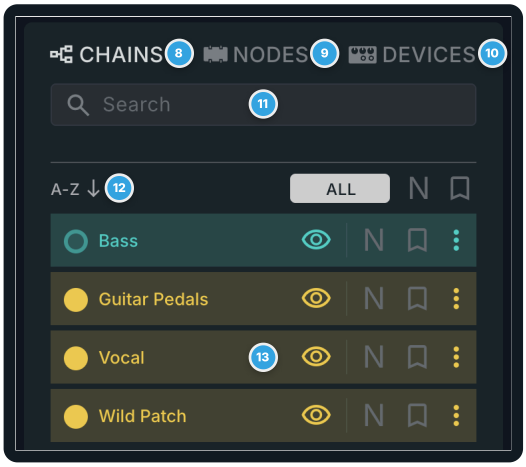
Check monitor level and downstream gain before selecting **UNMUTE**.

When the unit stops responding, a **Disconnected** banner appears (never on the Demo Device); changes take effect when it reconnects. See Troubleshooting and Diagnostics.

System Configuration

TAB	WHAT IT HOLDS
PREFERENCES	**Offline Warning Popup**: warn when the unit stops responding.
MIDI	MIDI port and **MIDI ASSIGNMENTS** (`Shift+M`). See MIDI Control.
DEVICES	Device CSV **IMPORT** and **EXPORT**. See Sessions.
BACKUP	**SAVE BACKUP** and **RESTORE BACKUP**. See Sessions.

Browser

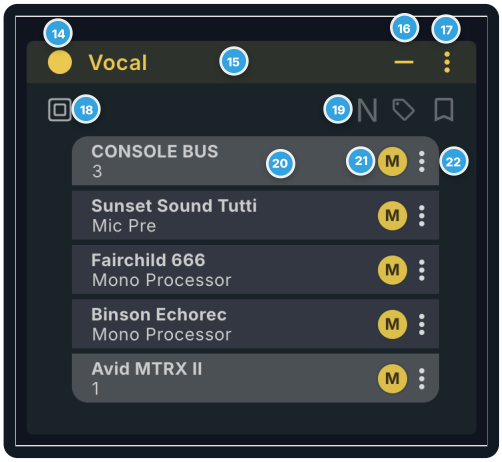


The browser, showing Chains.

#	CONTROL	WHAT IT DOES	KEY
8	**CHAINS**	Chains in this Session. Click one to select or show it. See Chains.	`C`
9	**NODES**	Nodes under **SOURCES**, **PROCESSORS**, **DESTINATIONS**, with tag filters.	`N`
10	**DEVICES**	All Devices in the Session; select one to edit it. See Connecting Devices.	`G`
11	**Search**	Filters the list while typing. `Escape` leaves it.	`/`
12	**Sort and filters**	**A-Z** flips the order. **ALL** cycles **ACTIVE** / **INACTIVE**. **N**: Normals only. Bookmark: favorites only.	
13	**Chain row**	Activate, name, eye (show or hide the card), **N**, bookmark, and ⋮. See Chain menu reference.	

Workspace

Each Chain is a card. Click a card to select it, or press `Tab` / `Shift+Tab`. Double-click empty space to create a Chain.

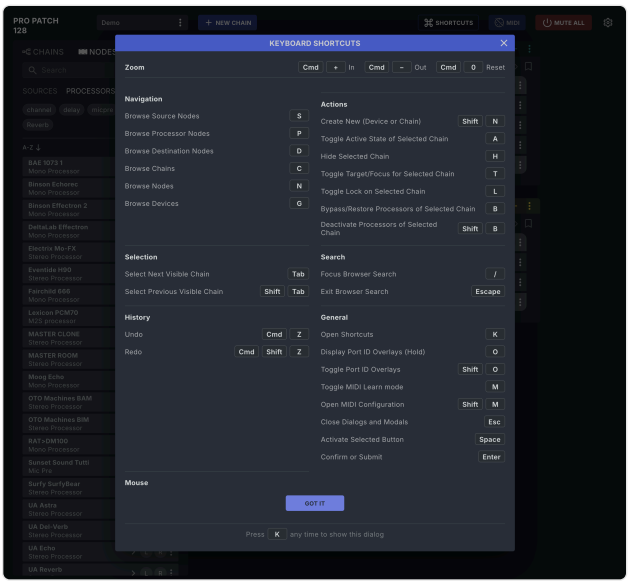


One Chain card.

#	CONTROL	WHAT IT DOES	KEY
14	**Activate**	Turns the Chain on or off. Filled circle: active. Outline: off.	`A`
15	**Chain name**	Double-click to rename. A lock icon follows it while locked.	
16	**— Hide**	Removes the card without deleting or deactivating the Chain.	`H`
17	**⋮ Chain menu**	Lock, bypass, split, duplicate, delete, MIDI, color. See Chain menu reference.	
18	**Target**	Chains opened from the browser replace this card.	`T`
19	**N, tags, bookmark**	Normal, tags, favorite. See Normals.	

#	CONTROL	WHAT IT DOES	KEY
20	**Node**	Drag to reorder; order is signal path.	
21	**M or L / R**	Switches a mono Node or one stereo side.	
22	**: Node menu**	Whichever apply: **Mult**, **AB**, **Dual Mono**, **Bridge**, **Unbridge**, **Ungroup**, **MIDI**, **Go to device…**, **Delete**.	

Keyboard and Mouse Shortcuts



Open the **KEYBOARD SHORTCUTS** dialog with the **SHORTCUTS** button in the header or `K`. Press `K` again, click **GOT IT**, or press `Esc` to close it.

Shortcuts don't fire while a text field has focus, and modifiers must match exactly. Chain actions apply to the **selected** Chain: the highlighted card.

In the dialog

On Windows, zoom uses `Ctrl` instead of `Cmd`.

Zoom

KEYS	ACTION
`Cmd +`	Zoom in
`Cmd –`	Zoom out
`Cmd 0`	Reset zoom

Navigation

KEY	DIALOG LABEL
`S`	Browse Source Nodes
`P`	Browse Processor Nodes
`D`	Browse Destination Nodes
`C`	Browse Chains
`N`	Browse Nodes
`G`	Browse Devices

`S`, `P`, and `D` open **NODES** filtered to one role. `G` opens the **DEVICES** browser.

Actions

KEY	DIALOG LABEL
`Shift N`	Create New (Device or Chain)
`A`	Toggle Active State of Selected Chain
`H`	Hide Selected Chain
`T`	Toggle Target/Focus for Selected Chain
`L`	Toggle Lock on Selected Chain
`B`	Bypass/Restore Processors of Selected Chain
`Shift B`	Deactivate Processors of Selected Chain

`Shift N` creates a Device when **DEVICES** is open, otherwise a Chain. `T` toggles **Target**. `Shift B` switches the Processors off with nothing to restore and is ignored while the Chain is bypassed. See Chains.

Selection

KEY	DIALOG LABEL
`Tab`	Select Next Visible Chain
`Shift Tab`	Select Previous Visible Chain

Hidden Chains are skipped.

Search

KEY	DIALOG LABEL
`/`	Focus Browser Search
`Escape`	Exit Browser Search

History

KEYS	DIALOG LABEL	NOTES
`Cmd Z`	Undo	macOS. Not available on Windows.
`Cmd Shift Z`	Redo	macOS
`Ctrl Y`	Redo	Windows

Undo covers Device and Chain edits, up to 100 steps.

General

KEY	DIALOG LABEL
`K`	Open Shortcuts
`O` (hold)	Display Port ID Overlays (Hold)
`Shift O`	Toggle Port ID Overlays
`M`	Toggle MIDI Learn mode
`Shift M`	Open MIDI Configuration
`Esc`	Close Dialogs and Modals. Doesn't close **CONFLICTS DETECTED**; use its buttons.
`Space`	Activate Selected Button
`Enter`	Confirm or Submit

`M` needs the Chain workspace and a connected MIDI port; `Shift M` opens **System Configuration** › **MIDI**. See MIDI Control.

Mouse

The dialog's **Mouse** heading has no entries in this release. These are the modifier gestures:

GESTURE	WHAT IT DOES
`Cmd Click` a Chain header	Deletes the Chain, with no confirmation. Not on a locked Chain. Not available on Windows.
`Cmd Click` a Node in a Chain	Removes only that Node. Not available on Windows.
`Alt Click` a Node	Copies it into a new Chain. Works on a Node in a Chain, in **NODES**, or on an L/R sub-row.

Gestures not in the dialog

GESTURE	WHAT IT DOES
Double-click empty Chain space	Creates a new Chain
Double-click a Chain name (card or **CHAINS** row)	Renames the Chain
Double-click a Node name in the Device editor	Renames the Node
Double-click a Node in the browser	Adds it to the selected Chain
Double-click the **L** or **R** chip of a stereo Node, or an L/R sub-row	Adds only that side to the selected Chain
`Cmd Click` a **DEVICES** row	Deletes the Device after **DELETE DEVICE?**; refused while a Chain uses it. Not available on Windows.
`Alt` + drag a Node to another Chain	Copies the Node instead of moving it
`Shift` + click **+ NEW CHAIN**	Replaces the selected card with a new Chain

GESTURE	WHAT IT DOES
`Shift` + click the eye in a **CHAINS** row	Shows that Chain in place of the selected card

After a `Cmd Click` on the wrong Chain or Node, press `Cmd Z`.

Glossary

A

AB Group
One Chain position holding two or more mutually exclusive Nodes; one member is live at a time. See Advanced Routing.

Active / Inactive
Whether a Chain's route is engaged in the relays. An inactive Chain stays saved; neither state depends on whether the card is visible, selected, or targeted. See Chains.

B

Backup
One `.propatchb` file holding the whole workspace: Devices, Chains, and every Session. Restoring it replaces everything. See Sessions.

Bridge / Unbridge
Node ⋮ commands available on a split Source. See Advanced Routing.

Browser
The left panel, with the **CHAINS**, **NODES**, and **DEVICES** tabs. See App Reference.

Bypass Processors
Takes a Chain's Processors out of the route but keeps the Source-to-Destination path. Restore puts them back. See Chains.

C

Chain
A complete signal path: one Source, any number of ordered Processors, and one Destination. See How ProPatch Works.

Conflict
Two routes asking for the same Port ID, or for two Port IDs that share a Matrix Channel, whatever the Node names. See Port ID Conflicts.

Control port
The rear RJ45 jack labeled **Control**, for wired Ethernet control. The **Dante** jack doesn't carry control. See Models.

D

Demo Device
Wolffhound's built-in practice unit, shown as **Demo Device**. It isn't a Device in the routing sense and switches no hardware. See Wolffhound.

Demo Session
A read-only sample Session. Save edits to it under a new name. See Sessions.

Destination
A Node role that receives audio from ProPatch and ends a Chain, such as a converter or recorder input. See How ProPatch Works.

Device
Anything physically connected to the ProPatch, such as a compressor, a converter, or a set of tie lines. It holds all of its Nodes. See Devices.

Devices file
A CSV of Device and Node definitions. Importing one replaces all Devices and clears all Chains. See Sessions.

DEVICES browser
The browser tab (`G`) that lists Devices and opens the Device editor. See Devices.

Dual Mono
Splits a stereo Node in a Chain into two independently usable mono sides. See Advanced Routing.

F

Favorite
A bookmarked Chain. The bookmark filter in **CHAINS** shows only favorites; it doesn't change routing. See Chains.

FP Port
The front-panel Port. Its Port IDs are **FP1**, **FP2**, and so on. Older files may use **P** or **TT**; the app reads them as **FP**. See Hardware Reference.

H

Hidden Chain
A Chain removed from the workspace without being deleted or deactivated. Show it again from **CHAINS**. See Chains.

L

L / R / M
The channel chips on a Node: Left, Right, and Mono. See Devices.

Lock
Chain lock blocks structural edits but not activation. Session lock stops the saved Session from changing. See Chains and Sessions.

M

Matrix Channel
One input or output of the relay matrix. It carries one active route at a time. Most Matrix Channels have one Port ID. Some have two or three, with relays selecting which one is connected, so only one of them can be active at a time: a front-panel channel paired with a rear channel, such as **FP1** and **C1** on a ProPatch 64, and, with the digital option, a digital channel paired with an analog channel. See Port ID Conflicts.

MIDI assignments
The list of MIDI notes assigned to Chains, Nodes, AB Groups, **MUTE ALL**, and Sessions (**System Configuration** › **MIDI**). See MIDI Control.

MIDI Learn
The mode (`M` or the **MIDI** button) that assigns an incoming MIDI note to whatever is clicked next. See MIDI Control.

Mono to Stereo Processor
A Processor Node with a mono send and a stereo return. See Devices.

Mult
A fan-out from one Source to two or more complete Destination lanes. A Mult never sums. See Advanced Routing.

MUTE ALL
The header button that silences every ProPatch output and keeps the routing. **UNMUTE** turns back on the Chains that were active. See App Reference.

N

Node
One signal path through a Device, with the Port IDs it's cabled to, a role (Source, Processor, Destination), and a format (mono, stereo, Mono to Stereo). Nodes are what goes into Chains. See How ProPatch Works.

Normal
A Chain (`N`) that stays on until another Chain needs one of its Port IDs, then comes back on its own when that Chain turns off. See Advanced Routing.

P

Port
A rear DB25 connector: a group of eight analog channels named by a letter, such as Port **A**. See Hardware Reference.

Port ID
The name of one channel: the Port letter plus the channel number, such as **A1** (the first channel of Port A) or **C8**. Front-panel channels use **FP**, such as **FP1**. Hold `0` to see them on Chain cards. See Port ID Conflicts.

Port ID Assignment
The Port IDs a Node uses. Only Nodes whose assignment reads **Complete** can go into Chains. See Connecting Devices.

Processor
A Node role that sends audio out to a Device and takes it back, such as a preamp or compressor. See How ProPatch Works.

ProPatch
Wolff Audio's software-controlled analog relay patchbay, and the product family's name.

ProPatch app
The app inside a unit's Wolffhound tab (the ProPatch tab), for configuring Devices, building Chains, and managing Sessions. See Wolffhound.

R

Relay
The electromechanical switch that makes each route. See Hardware Reference.

Release channel
The Wolffhound software track, such as production or beta. See Updates and Firmware.

S

Selected Chain
The highlighted Chain that keyboard actions and double-clicked Nodes go to. `Tab` moves the selection; selecting doesn't activate. See Chains.

Session
A named, recallable routing setup stored in the ProPatch app. **Export...** writes it to a `.propatchs` Session file for storage or transfer. See Sessions.

Source
A Node role that feeds audio into ProPatch and starts a Chain, such as a converter output or tie line. See How ProPatch Works.

Split
Separates a stereo Chain's sides for mono use; **Unsplit** joins them again. See Chains.

System Configuration
The dialog behind the gear icon, with **PREFERENCES**, **MIDI**, **DEVICES**, and **BACKUP** tabs. See App Reference.

T

Tag
A reusable label on Nodes or Chains, used to filter the browser. See Devices.

Target
A Chain card state (`T`), like a targeted plug-in window. While a card is the Target, opening another Chain replaces that card instead of adding one. Only one card is the Target at a time. See Chains.

Tie line
A physical audio connection between two units. It uses a channel on each unit. See Multiple Units.

TT
The bantam (Tiny Telephone) jack on the front panel. See Models.

U

Unit
The ProPatch hardware itself. "Device" always means something connected to the unit, never the unit itself.

W

Wolffhound
The desktop app that finds ProPatch units and opens each one in its own tab. See Wolffhound.

Frequently Asked Questions

Hardware and capacity

Does the model number mean that many inputs and outputs?

No. It's the total patch points, split evenly: a ProPatch 64 is 32 in × 32 out, a 128 is 64 × 64, a 200 is 100 × 100. See Hardware Reference.

Are the front connectors extra I/O?

No. They're part of the model's matrix, and on the 32, 64, and 200 some share a Matrix Channel with rear channels, so only one side can be in use at a time. See Hardware Reference.

Can ProPatch sum signals or turn stereo into mono?

No. A relay matrix connects inputs to outputs; it can't mix. Use external summing hardware. See Hardware Reference.

Do two ProPatch 64 units equal one ProPatch 128?

No. A 128 is one 64 × 64 matrix. Two 64s need tie lines between them, which use up channels and cap how many signals can cross. See Multiple ProPatch Units.

My unit has a Dante jack. Why doesn't Dante Controller see any audio?

The **Dante** jack alone doesn't pass Dante audio; that needs the factory digital option. See Hardware Reference.

Connecting

Ethernet or USB-C? Which Ethernet jack?

Either can carry control; wired Ethernet is preferred. Use the jack labeled **Control**, not **Dante**. See Hardware Reference.

Can I give the unit a static IP address?

Not from the ProPatch app. Contact Wolff Audio support before changing the unit's network setup.

Routing

The relays click but no audio passes. Is ProPatch broken?

Usually not. Clicks prove the command reached the hardware, not that the wiring is right; check cable direction (**IN FROM DEVICE** takes the Devices' outputs), Port IDs, and shared front/rear paths. See Troubleshooting.

Can I switch one microphone between two phantom-powered preamps?

Turn phantom power off and let the equipment discharge before changing the route. Never use a Mult or AB Group to connect two phantom supplies together.

Sessions and files

Is a Session the same as a Backup?

No. A Session is one recallable routing setup; a Backup (`.propatchb`) holds the whole workspace, every Session included, and restoring it replaces everything. See Sessions, Files, and Backups.

Session export failed. What now?

Save the Session in the ProPatch app first so the work is safe, then contact Wolff Audio support with the exact message, for example `Failed to export session` .

Control and software

Does Stream Deck work?

Yes. Send MIDI notes from Stream Deck through a virtual MIDI port and assign them with MIDI Learn. See MIDI Control.

Is there a mobile or iPad app?

No. Control ProPatch from Wolffhound on a computer.

Where do I update firmware?

In Wolffhound, choose **Preferences...** › **PROPATCH** › **FIRMWARE** › **CHECK FOR FIRMWARE UPDATES**. See Updates and Firmware.

Sales, warranty, and repairs

For pricing, availability, factory options, warranty, and RMA, contact Wolff Audio. Product support: wolffaudio.com/support/propatch.