Purpose: Learning about time-based effects in Pro Tools using Mixing In Pro Tools, Chapter 3, Markers 1-5

How is the routing for time-based effects typically different from inserted effects such as EQ & compression?

What is "solo-safe" and how do you do it?

When creating a send, what is the send's fader default level?

In Pro Tools, how can you tell if a bus is being used already?

Is there a problem with using a bus that is already in use?

What do the terms "wet" and "dry" mean in the context of effects?

How should the mix control be set on the delay plug-in (when it's routed as shown in this chapter)?

How is the way we perceive delays below 50ms different from longer delays?

When using the delay plug-in, what controls the number of echos?

What is the FMP button do on the send fader? (The answer is not in the book but can still be easily found.)

For the tempo sync to work, what has to be set in Pro Tools first?