SoundManager VST Host

User Manual

Version 1.2

Thank you for choosing *SoundManager VST Host*. This manual is designed to help you get the most out of your product. Please explore the manual to fully discover all the features and capabilities the software has to offer.

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1 Introduction

Welcome to the *SoundManager VST Host*, a software primarily designed for live performances, especially for keyboard players. *SoundManager VST Host* offers two main structures: one specifically for live performances and a free structure for more flexible use, including home studio applications. While the main use case is for stage performances, the free structure allows the program to be used effectively in a home studio as well as for sound libraries. This manual will guide you through the installation, configuration, and usage of the *SoundManager VST Host*.

2 System Requirements

To ensure optimal performance, your system should meet the following requirements:

- Operating System: Windows 10 or later (64-bit versions only)
- Processor: Intel Core i5 or equivalent
- RAM: 16 GB or more recommended
- Storage: At least 1 GB of free space for installation and data
- Audio Driver: ASIO-compatible driver required. If your audio interface does not have an ASIO driver, you can use a generic ASIO driver, such as ASIO4All or similar.
- VST Plugins: Only 64-bit VST3 plugins are supported.

Note: *SoundManager VST Host* supports the VST3 interface exclusively. Due to licensing reasons, VST2 plugins cannot be supported. This ensures compatibility with the latest plugin standards and provides enhanced performance and features.

Note: To check if you have a 64-bit operating system, follow these steps:

1. Open the Start Menu.
2. Type *System Information* and select it from the search results.
3. In the *System Information* window, look for the *System Type* entry. If it says *x64-based PC*, you have a 64-bit operating system.

3 Installation Guide

Follow these steps to install *SoundManager VST Host*:

- Download the installation setup file from the official website.
- Run the setup file and follow the on-screen instructions.
- Once the installation is complete, launch the software.
- You can use the 30-day trial version to evaluate the software.
- Within the 30-day trial period, enter your license key under the menu item **Options > Register**.
- If the 30-day trial period has expired and you start the program, a registration window will appear where you can enter your license key.

4 Getting Started

This section will help you get started with *SoundManager VST Host*:

4.1 Overview

SoundManager VST Host is designed to manage sounds created with VST plugins. It allows you to organize these sounds into two main structures:

Structure for Live Performances:

- **Bands:** The primary nodes in this structure, allowing a musician to manage multiple bands.
- **Setlists:** Collections of songs prepared for a specific performance or event.
- **Songs:** Individual musical pieces within a setlist.
- **Song Parts:** Sections of songs, such as intro, verse, chorus, interlude, outro, etc.

In this structure, a Setlist cannot contain another Setlist, ensuring a streamlined organization for live performances.

Free Structure:

- **Projects:** The primary nodes in this structure, analogous to Bands in the structure for live performances.

- **Categories:** Allow for flexible organization, equivalent to Setlists in the live performance structure. Unlike Setlists, a Category can contain a subcategory, providing a more hierarchical and customizable organization method.

- **Sounds:** Customizable sound entities, similar to Songs in the live performance structure.

- **Sound Variants:** Variations of sounds, equivalent to Song Parts in the live performance structure.

- The key difference is that the free structure offers a more flexible and hierarchical organization, which is particularly useful for complex setups, sound libraries, and home studio applications. In contrast, the live performance structure is designed for simplicity and efficiency on stage.

4.2 Data Storage

All actions performed within the *SoundManager VST Host* are automatically saved in a database. This ensures that the work is immediately saved in the database and manual saving is not required. The feature provides a seamless and efficient workflow, allowing you to focus on creating and managing your sounds without interruption.

Additionally, there is an option to back up the database. This can be done via the main menu by selecting **Database > Database Backup**. A directory explorer will open, allowing you to select the folder where the database should be saved. It is recommended to back up the database to a different storage medium than the one currently in use, such as a USB stick or an external hard drive.

Upon starting the *SoundManager VST Host*, the software automatically performs a background backup of the database. In case of data loss, you can use these backups to restore a previous state. The automated backups are stored in the folder:

C:\ProgramData\SoundManagerVSTHost\AutoBackup

These backups are categorized into three subfolders for short-term, mid-term, and long-term backups.

In case of data loss, the automatically backed-up database needs to be renamed and manually copied to the directory *C:\ProgramData\SoundManagerVSTHost*. The backup file must be renamed to *SoundManagerDatabase.db* to restore it.

Note: Manually restoring and copying the backup file will overwrite the existing database. It is advisable to back up the current database before proceeding with the copy and rename process.

When exiting the *SoundManager VST Host*, a dialog will appear to prompt you to save the database. If you do not want to see this dialog every time you exit the program, you can disable it in the settings or directly in the dialog. You can also re-enable this dialog in the settings if you wish to see it again in the future.

5 User Interface

The main window of *SoundManager VST Host* is divided into three primary sections: **Left**, **Middle**, and **Right**. Each section contains specific components to help you manage and organize your VST sounds.

Note: *SoundManager VST Host* offers both a dark and a light theme. You can select your preferred theme in the settings under **Options > Settings**. Please be aware that a restart of the program is required for the theme change to take effect.

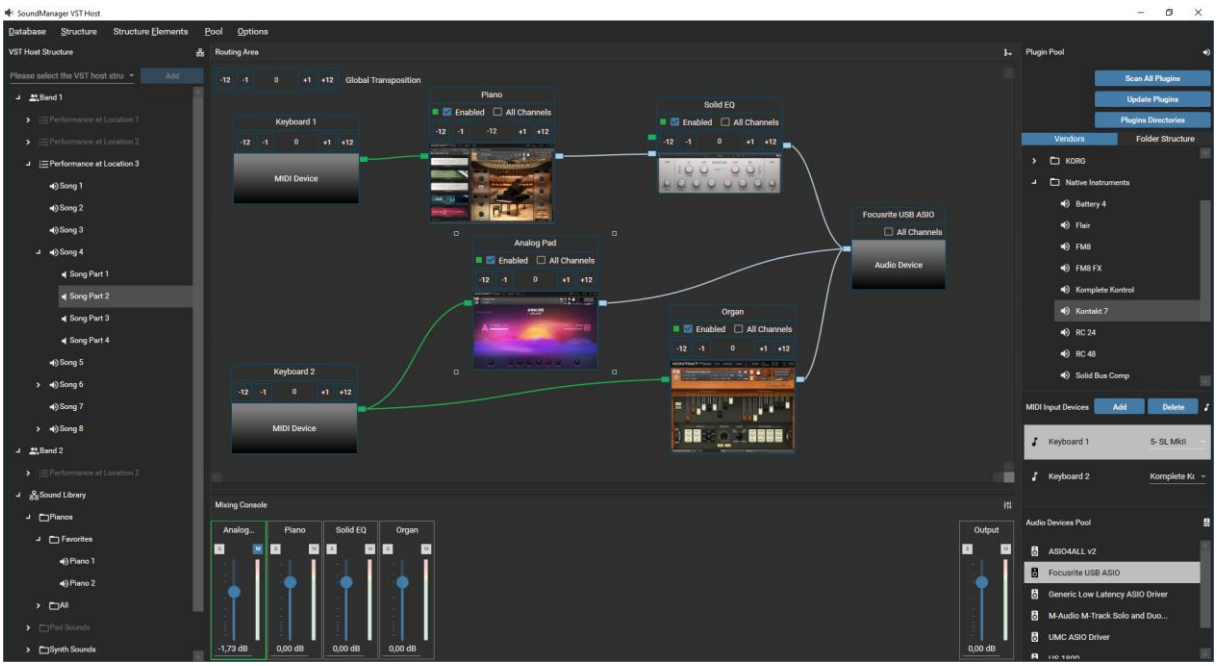

Figure 1 User Interface Dark Theme

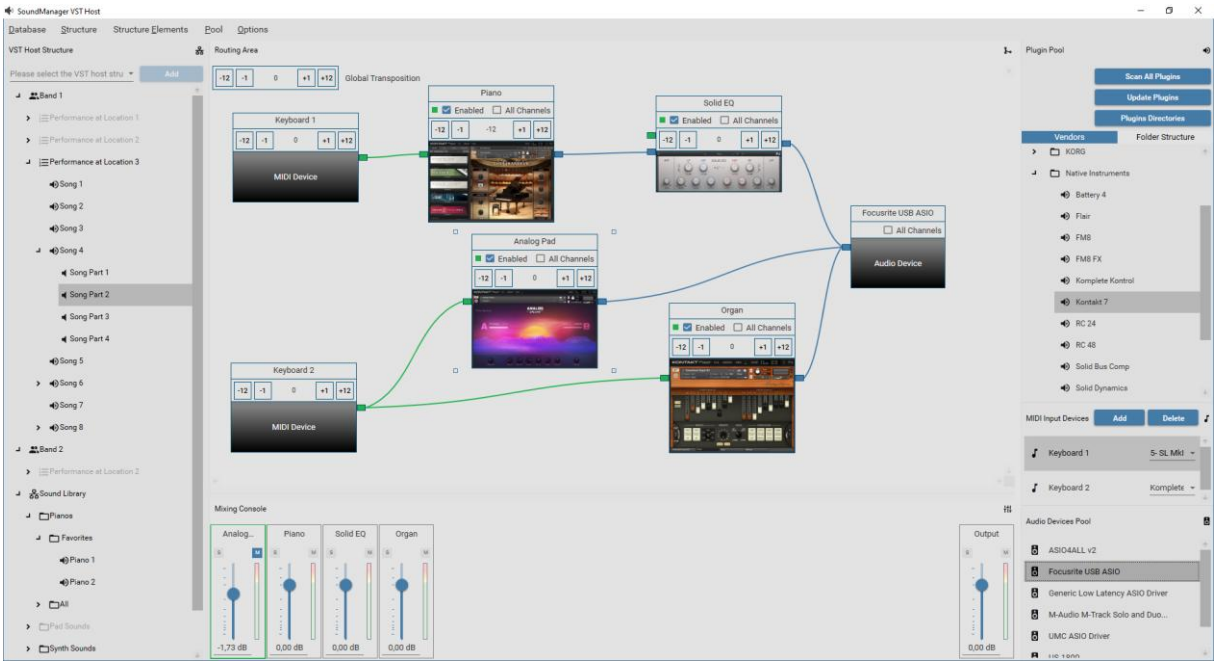

Figure 2 User Interface Light Theme

5.1 Right Section

Plugin Pool: To start working with the program, the available VST plugins must first be scanned.

- First, use the **Plugins Directories** button to specify one or more directories where the VST plugins are located.

- A dialog will open where you can specify the directories. The default path *C:\Program Files\Common Files\VST3* is already entered.

- After specifying the directories and closing the dialog, you can scan the plugins by clicking the **Scan All Plugins** button.

- If a scan has already been carried out, new plugins will be added, and plugins that have been deleted will be removed using the **Update Plugins** button. The previously scanned plugins are stored in the database, and existing plugins remain unchanged.

- After the plugins are scanned, they are displayed in a tree structure. There are two options to display the tree structure: either the plugins are organized by vendor, or they are organized according to the directory structure on the hard drive.

- The two structures are displayed in two tabs: the first tab **Vendors** and the second tab **Folder Structure**.

MIDI Input Devices: Displayed in a list box in the middle right area.

- Initially, the list is empty. A new MIDI controller can be added by clicking the **Add** button.

- The MIDI controller will be displayed in the list box with a default name representing the logical device, which can be changed. For example, **Upper Keyboard**, **Lower Keyboard**, etc.

- To the right of the name, a combo box is displayed, listing all currently connected MIDI controllers via USB. This combo box includes the physical devices.

- Select the physical device from the combo box that corresponds to the logical name assigned to it.

- The logical names are used in the routing area, where MIDI controllers and VST plugins can be added via drag and drop.

- The assignment of the MIDI controller to the physical device is stored in the database. If the MIDI controller is already used in the routing area but the physical device is not connected, it will be displayed as disabled (grayed out) in the routing area. In the **MIDI Input Devices** area, the combo box will have no selection in this case. If the device is connected while the program is running and has been previously stored in the database, the selection in the combo box will be updated, and the MIDI controller will be enabled in the routing area.

- The assignment to the physical device can always be changed by selecting a different device from the combo box.

- A MIDI controller can be removed by clicking the **Delete** button, as long as it is not in use within the routing area.

Note: Some MIDI controllers may add a number to their physical name depending on the USB port they are connected to. Since physical MIDI controllers can only be identified by name, the device may not be found if connected to a different USB port. In this case, the combo box selection will remain empty. It is recommended to either connect the corresponding MIDI controller to the same USB port each time or quickly update the assignment using the combo box.

Audio Devices Pool: Displayed in a list box in the lower right area.

- All available ASIO drivers are listed in this list box.

- An ASIO driver can be changed by dragging an item from the list box to the routing area, by double-clicking the item, or via the context menu by selecting **Add To Routing Area**.

- Alternatively, the ASIO driver can also be changed in the settings dialog.

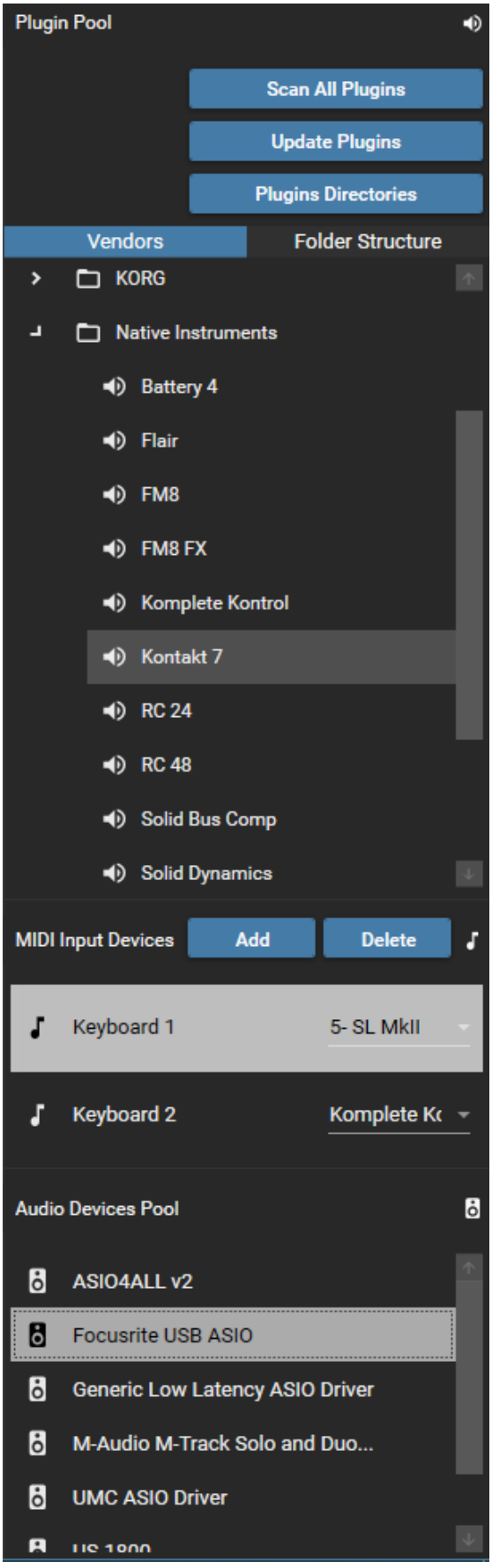

Figure 3 Right Section

5.2 Left Section

The left section includes a combo box and a Tree Structure, where you can add and manage the elements of your sound setup.

5.2.1 Structure Definition

Above the tree structure, there is a combo box where you can select whether to create a structure for live performances or a free structure.

5.2.2 Tree Structure

Located below the combo box, you can add and manage Bands, Setlists, Songs, and Song Parts (or Projects, Categories, Sounds, and Sound Variants in the free structure).

Copying and Cutting Tree Items: Tree items, along with their entire associated Routing Area (explained in section 5.3), can be copied or cut. This can be done using the context menu by right-clicking on the tree item, or via the main menu under **Structure Elements**. This allows you to duplicate or move entire setups efficiently. After copying or cutting a tree item, select the desired parent item where you want to place it and choose **Paste** from the context menu or the main menu under **Structure Elements > Paste**.

Note: Tree items can only be inserted under appropriate parent items. This means that an item can only be placed in a way that makes semantic sense within the structure. For example, a Song can be added under a Setlist, but not under another Song.

5.2.2.1 Structure for Live Performances

The Live Structure in *SoundManager VST Host* is designed to streamline the organization and management of sounds for live performances.

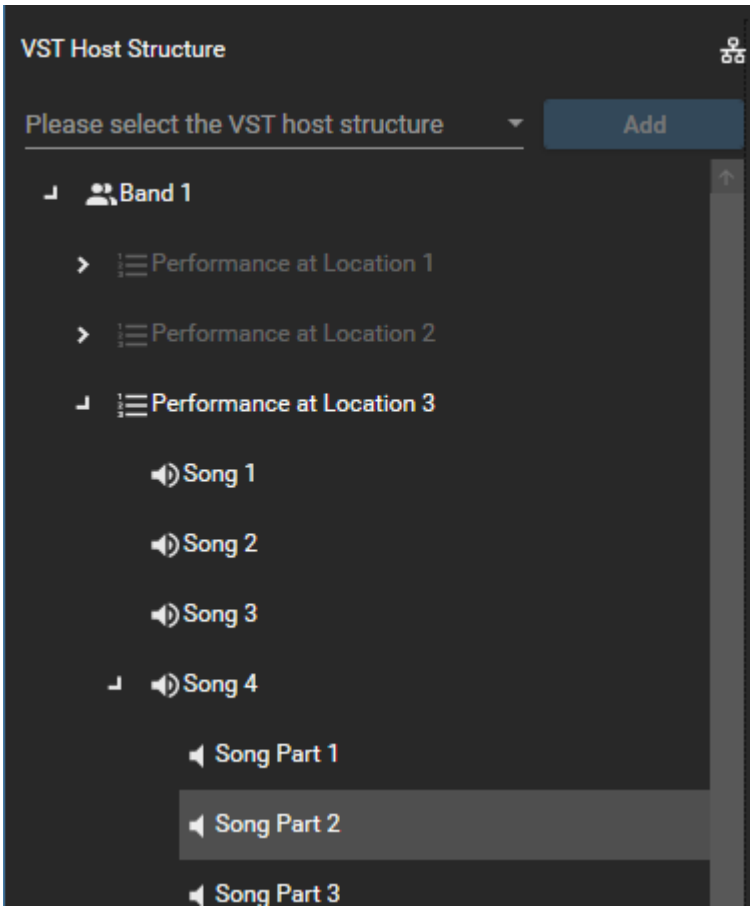

Figure 4 Structure for Live Performances

Here is how you can add elements to the Live Structure:

Bands:

- The primary nodes in the Live Structure. Bands represent different musical groups or projects.

- In the tree structure, right-click on the root node and select **Add Setlist** from the context menu or use the main menu item **Structure > Add Setlist**. You can also use the shortcut **Ctrl + Shift + A**.

Setlists:

- Collections of songs prepared for a specific performance or event.

- Right-click on a **Setlist** node and select **Add Song** from the context menu or use the main menu item **Structure > Add Song**. You can also use the shortcut **Ctrl + Shift + A**.

Songs:

- Individual musical pieces within a setlist. Different Songs can include varying VST plugins, MIDI controllers, and routing configurations. This flexibility allows each song to have a unique setup tailored to its specific requirements.

- Right-click on a **Song** node and select **Add Song Part** from the context menu or use the main menu item **Structure > Add Song Part**. You can also use the shortcut **Ctrl + Shift + A**.

Song Parts:

- Sections of songs, such as intro, verse, chorus, interlude, outro, etc. Unlike Songs, which can have different plugins and MIDI controllers, each Song Part within the same Song contains the same VST plugins, MIDI controllers, and routing configurations.

- While the plugins, controllers, and routings remain consistent across different Song Parts, the following parameters can vary:

    - **Plugin Muted:** Specific plugins can be muted within a Song Part.

    - **Plugin Solo Mode:** Plugins can be set to solo mode in individual Song Parts.

    - **Plugin Volume:** The volume of each plugin can be adjusted for different Song Parts.

Note: When selecting a Song, the first Song Part is automatically activated. This means the sounds are played back as defined in the first Song Part. There is no difference whether the Song node or the first Song Part node is selected in the tree.

Managing Elements in the Live Structure

Renaming Elements:

- You can edit the properties of each element (Band, Setlist, Song, Song Part) by right-clicking on the node and selecting **Rename** or pressing the **F2** key. You can also use the main menu item **Structure Elements > Rename**.

Deleting Elements:

- To delete an element, right-click on the node and select **Delete** or press the **Del** key. You can also use the main menu item **Structure Elements > Delete**.

Reordering Elements:

- You can rearrange the order of elements via the context menu by selecting **Move Up** or **Move Down** or using the keyboard shortcuts **Alt + ↑** or **Alt + ↓**. You can also use the main menu item **Structure Elements > Move Up** or **Structure Elements > Move Down**.

5.2.2.2 Free Structure

The Free Structure in *SoundManager VST Host* is designed for more flexible and hierarchical organization, particularly useful for complex setups, sound libraries and home studio applications.

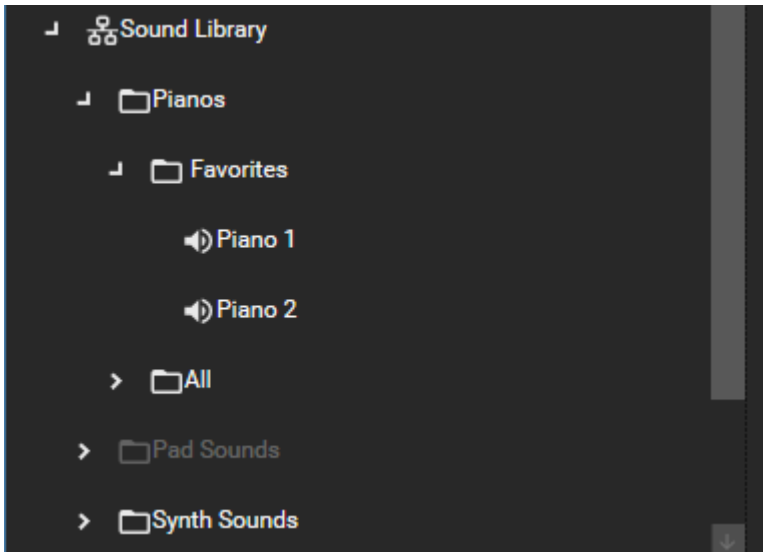

Figure 5 Free Structure

Here is how you can add elements to the Free Structure:

Projects:

- The primary nodes in the Free Structure. Projects represent different musical projects.

- In the tree structure, right-click on the root node and select **Add Category** from the context menu or use the main menu item **Structure > Add Category**. You can also use the shortcut **Ctrl + Shift + C**.

Categories:

- Allow for flexible organization and can contain subcategories for a more hierarchical structure.

- Right-click on a **Category** node and select **Add Category** from the context menu or use the main menu item **Structure > Add Category**. You can also use the shortcut **Ctrl + Shift + C**.

- Right-click on a **Category** node and select **Add Sound** from the context menu or use the main menu item **Structure > Add Sound**. You can also use the shortcut **Ctrl + Shift + A**.

Sounds:

- Customizable sound entities within a category.

- Right-click on a **Sound** node and select **Add Sound Variant** from the context menu or use the main menu item **Structure > Add Sound Variant**. You can also use the shortcut **Ctrl + Shift + A**.

Sound Variants:

- Variations of sounds within a sound. Unlike Sounds, which can have different plugins and MIDI controllers, each Sound Variant within the same Sound contains the same VST plugins, MIDI controllers, and routing configurations.

- While the plugins, controllers, and routings remain consistent across different sound **v**ariants, the following parameters can vary:

    - **Plugin Muted:** Specific plugins can be muted within a **Sound Variant**.

    - **Plugin Solo Mode:** Plugins can be set to solo mode in individual **Sound Variants**.

    - **Plugin Volume:** The volume of each plugin can be adjusted for different **Sound Variants**.

Managing Elements in the Free Structure

Renaming Elements:

- You can edit the properties of each element (Project, Category, Sound, Sound Variant) by right-clicking on the node and selecting **Rename** or pressing the **F2** key. You can also use the main menu item **Structure Elements > Rename**.

Deleting Elements:

- To delete an element, right-click on the node and select **Delete** or press the **Del** key. You can also use the main menu item **Structure Elements > Delete**.

Reordering Elements:

- You can rearrange the order of elements via the context menu by selecting **Move Up** or **Move Down** or using the keyboard shortcuts **Alt + ↑** or **Alt + ↓**. You can also use the main menu item **Structure Elements > Move Up** or **Structure Elements > Move Down**.

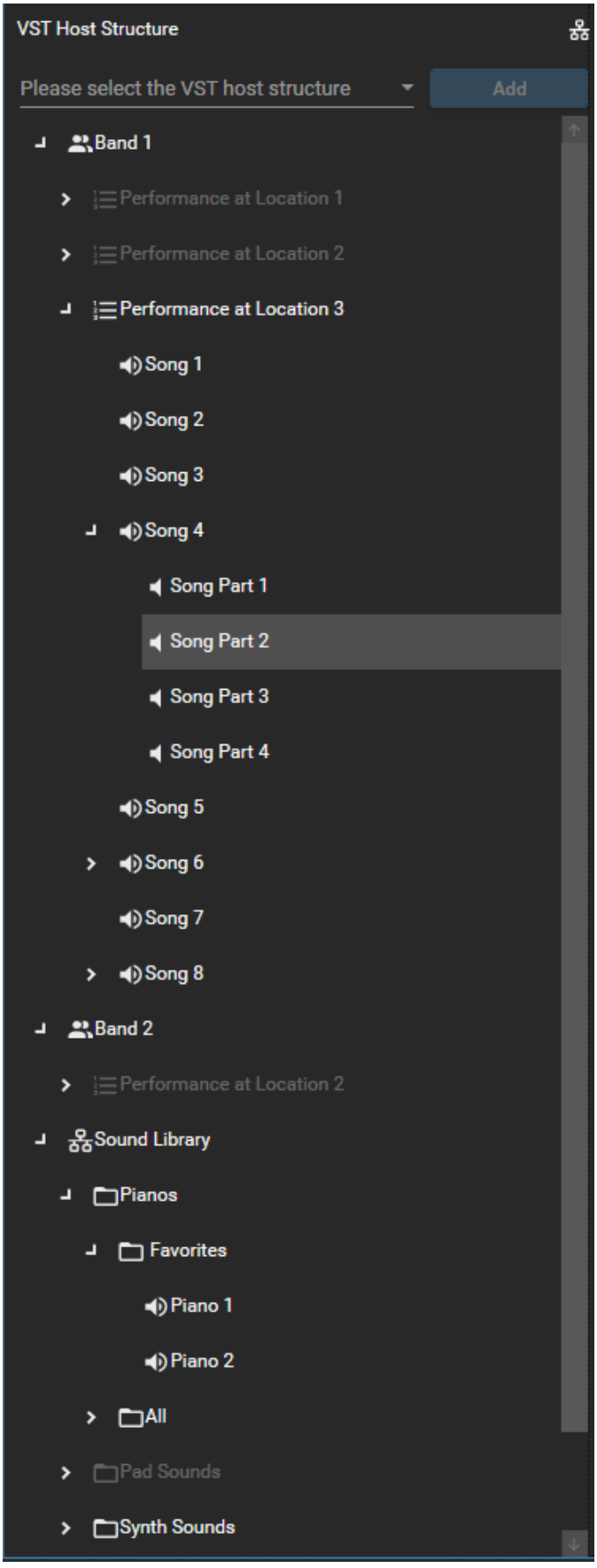

Figure 6 Left Section

5.2.3 MIDI Bindings

The MIDI Bindings allow you to define specific MIDI events that trigger actions in the Tree View. With this feature, you can easily integrate your MIDI controllers with your software.

The MIDI Bindings dialog can be opened via the context menu of a Tree Item. There are two types of MIDI bindings that can be defined: global MIDI bindings and individual MIDI bindings.

- **Global MIDI Bindings** can be set at the top levels of the Tree View, such as for Bands or Projects.

- **Individual MIDI Bindings** can be defined for all other Tree Items.

To define global MIDI bindings, use the context menu option **Create Or Delete Global MIDI Bindings**. For individual MIDI bindings, use the context menu option **Create Or Delete Individual MIDI Bindings**. Selecting either option will open the MIDI Bindings dialog.

In most cases, global MIDI bindings are likely to be used, as they define MIDI bindings that apply to the entire tree. The MIDI Bindings dialog is the same for both types but offers different configuration options for each.

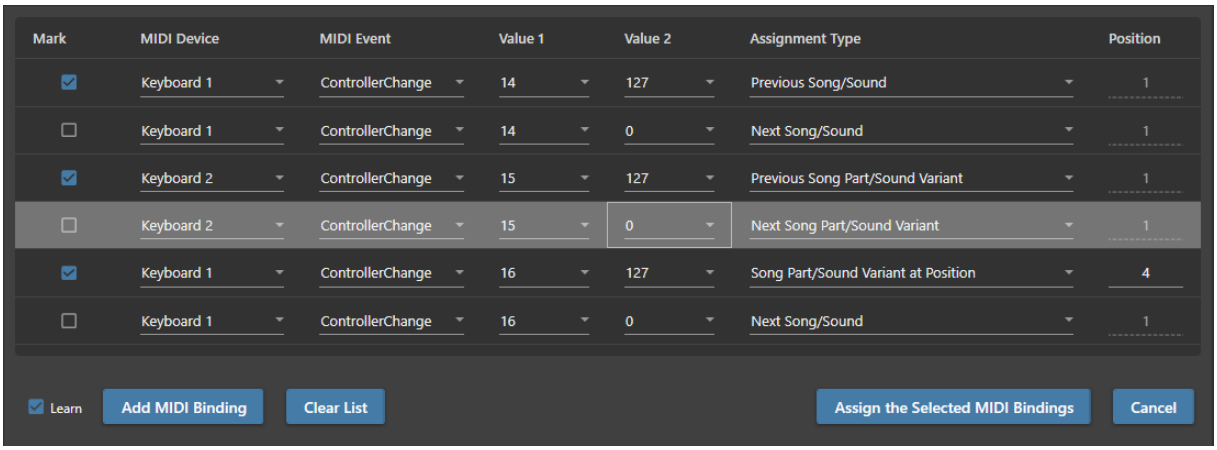

Figure 7 MIDI Bindings Dialog

Global MIDI Bindings Dialog

After opening the dialog, there are two ways to create a MIDI binding: either manually by clicking the **Add MIDI Binding** button, or using the MIDI Learn function. The MIDI Learn function is only active if the corresponding checkbox in the lower left area of the dialog is checked.

When clicking the **Add MIDI Binding** button, an empty binding is created and becomes visible in the dialog. You can then use the appropriate combo boxes to make your definitions.

With the MIDI Learn function, a MIDI binding is also created when a MIDI controller sends a MIDI event, which is then displayed in the MIDI Bindings dialog. The combo boxes are set with default values based on the received MIDI events.

The dialog is structured like a table, with multiple columns providing various configuration options:

- **First Column (Mark):** A checkbox that allows you to indicate whether the corresponding binding should be used.
- **Second Column (MIDI Device):** A combo box where you can specify the MIDI device associated with the binding's action. The combo box lists all MIDI devices defined under MIDI Input Devices in the right section of the software.
- **Third Column (MIDI Event):** A combo box where you can define the MIDI event that triggers the action. The available options are: ChannelPressure, ControllerChange, KeyPressure, NoteOff, NoteOn, PitchBend, and ProgramChange.
- **Fourth Column (Value1):** Here, you can enter a value for the selected MIDI event. The values range from 0 to 127. For NoteOff or NoteOn, the associated note name is also displayed.
- **Fifth Column (Value2):** Here, you can also enter values from 0 to 127. Not all MIDI events support a second value, so the combo box is only enabled for specific MIDI events.
- **Sixth Column (Assignment Type):** This column defines the actual action that is executed when a MIDI event with the corresponding definition is received.
    - **Next Setlist/Category:** When the defined binding is detected, the next Setlist or Category in the Tree View is selected sequentially.
    - **Previous Setlist/Category:** When the defined binding is detected, the previous Setlist or Category in the Tree View is selected sequentially.
    - **Setlist/Category at Position:** When the defined binding is detected, the Setlist or Category at a specific position in the Tree View is selected. The position is specified in the seventh column.
    - **Next Song/Sound:** When the defined binding is detected, the next Song or Sound in the Tree View is selected sequentially.
    - **Previous Song/Sound:** When the defined binding is detected, the previous Song or Sound in the Tree View is selected sequentially.
    - **Song/Sound at Position:** When the defined binding is detected, the Song or Sound at a specific position in the Tree View is selected. The position is specified in the seventh column.

- **Next Song Part/Sound Variant:** When the defined binding is detected, the next Song Part or Sound Variant in the Tree View is selected sequentially.
- **Previous Song Part/Sound Variant:** When the defined binding is detected, the previous Song Part or Sound Variant in the Tree View is selected sequentially.
- **Song Part/Sound Variant at Position:** When the defined binding is detected, the Song Part or Sound Variant at a specific position in the Tree View is selected. The position is specified in the seventh column.

- **Seventh Column (Position):** This column is used to set the position of the Tree Item that corresponds to the selected assignment type.

Individual MIDI Bindings Dialog

The **Individual MIDI Bindings Dialog** is identical to the already described **Global MIDI Bindings Dialog** in terms of layout and operation. The main difference is that in the Assignment Type, there is only one entry: *Selection Tree Item*.

This entry specifies that when the MIDI binding is detected, the corresponding tree node is selected. Since this can be set individually for each node, specific MIDI bindings can be defined for each node to select a node in the tree.

Typical use case: You create a song or sound that can be quickly accessed in any context, regardless of where you are in the Tree View.

To finalize the dialog, click on the **Assign the Selected MIDI Bindings** button. This will apply and save the MIDI binding definitions. If you want to delete existing MIDI bindings, simply uncheck the corresponding checkbox in the first column of the dialog. This will remove the MIDI binding upon closing the dialog.

In addition, you can delete all MIDI bindings using the context menu of the respective tree node. Simply right-click on the desired tree node and select either **Delete All Global MIDI Bindings** or **Delete All Individual MIDI Bindings** from the context menu. This will delete all the relevant MIDI bindings upon confirmation.

5.3 Routing Area

The Routing Area is used to connect MIDI controllers, VST plugins, and audio devices to create the desired signal flow. This area enables flexible routing and visual representation of the signal path. The Routing Area is located in the top center of the main window. In the Routing Area, plugins, MIDI controllers, and the ASIO driver are displayed as icons with their respective connections.

Upon starting the program, all plugin icons are displayed, but the VST plugins themselves are not automatically loaded to optimize memory usage. If the plugins are not loaded, the entire Routing Area and the corresponding tree item are disabled and grayed out.

To load the VST plugins, a complete setlist or category has to be loaded. Only the plugins associated with the loaded setlist or category will be loaded. You can load setlists or categories in the Tree View using the context menu. Use the context menu entry **Load Setlist** or **Load Category**, or select the corresponding option in the main menu under **Database > Load Setlist/Category**.

Depending on your settings, the last loaded setlist or category can be automatically loaded when the program starts.

When activating a setlist or category, a dialog will appear asking whether you want to unload the current setlist or category before loading the new one. If you choose to keep the current setlist or category loaded, multiple setlists or categories can be active simultaneously.

Behavior When Pasting Tree Items: As described in section 5.2.2, individual tree items can be copied or cut and pasted.

The behavior when pasting a tree item depends on whether the target setlist or category is loaded or not:

- **Unloaded Target Setlists or Categories:** Only the structure and the connections of the plugins are copied. The copied VST plugins themselves are not loaded.
- **Loaded Target Setlists or Categories:** The structure and connections of the plugins are copied. The copied VST plugins are then loaded.

The Routing Area can only be used once a corresponding live or free structure has been created in the left section, as described under section 5.2.2. VST plugins and MIDI controllers can only be added to Songs and Song Parts for the live structure, or to Sounds and Sound Variants for the free structure.

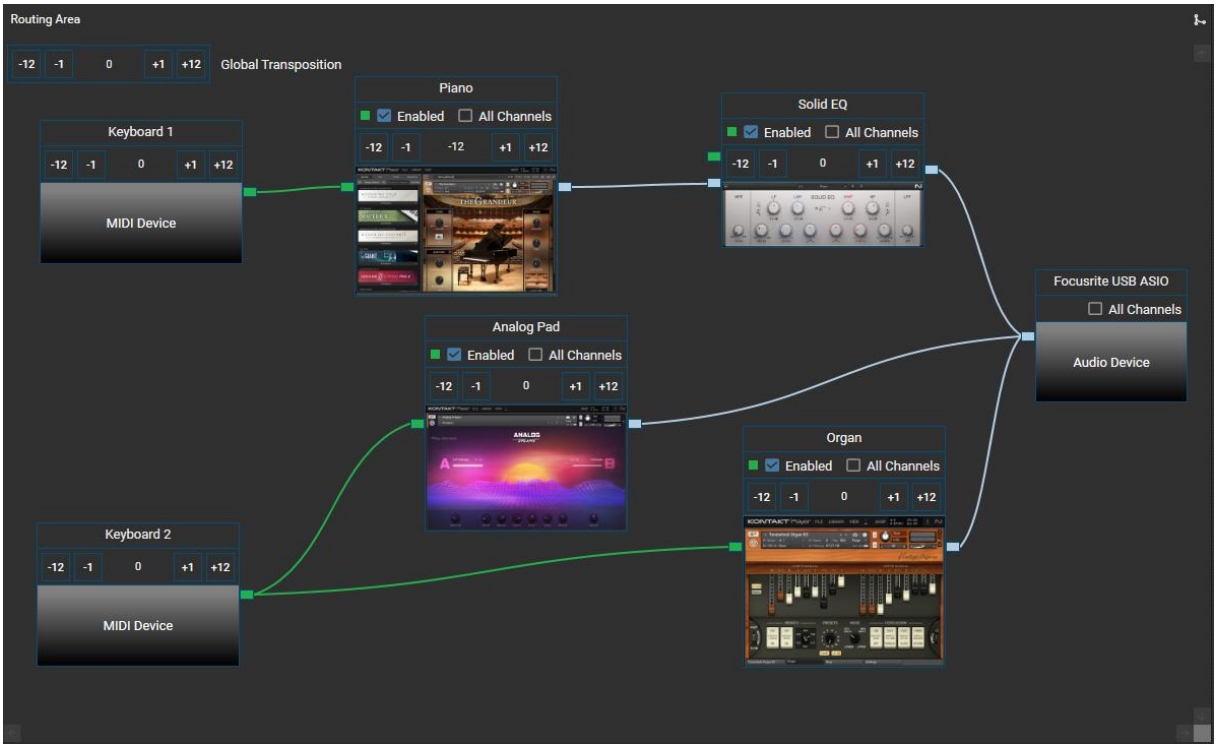

Figure 8 Routing Area

5.3.1 Adding and Managing Elements

Adding and Managing MIDI Controllers:

- **Adding MIDI Controllers**: MIDI controllers can be added as icons via drag and drop, double-clicking, or using the context menu item **Add To Routing Area** from the list box with MIDI Input Devices. They can also be added through the main menu under **Pool > Add MIDI Device**.

- **Creating Connections:** Connections between MIDI controllers and other elements can be made by drawing the connections with the mouse.

- **Deleting MIDI Controllers**: MIDI controllers can be deleted using the context menu option **Delete** on the icon. Additionally, you can delete MIDI controllers by pressing the **Del** key on your keyboard.

Adding and Managing VST Plugins:

- **Adding VST Plugins**: VST plugins can be added as icons via drag and drop, double-clicking, or using the context menu item **Add To Routing Area** from the Plugin Pool. They can also be added through the main menu under **Pool > Add Plugin**.

- **Creating Connections:** Connections between them and other elements can be made by drawing the connections with the mouse.

- **Configuring a Newly Added VST Plugin**: After a VST plugin has been added to the Routing Area, the VST Plugin Editor opens, where the settings for the respective plugin can be made. The icon of the VST plugin in the Routing Area contains a screenshot of the Plugin Editor for better identification. The screenshot is updated each time the Plugin Editor is closed. The Plugin Editor can be displayed again at any time via the context menu item **Show Plugin Editor** or by double-clicking the plugin icon.

- **Plugin Name**: You can assign a custom name to each plugin for identification. This name will be displayed on the plugin icon in the Routing Area and also on the volume fader in the mixer. Enter the custom name in the text box located at the top of the plugin icon.

- **Enabling or Disabling Plugins**: Each plugin can be enabled or disabled using the corresponding checkbox in the icon. Unlike the Mute button in the mixer, the enabled or disabled status applies to all song parts or sound variants. The Mute parameter, on the other hand, is stored depending on the selected song part or selected sound variant.

- **Deleting VST Plugins**: VST plugins can be deleted using the context menu option **Delete** on the icon. Additionally, you can delete plugins by pressing the **Del** key on your keyboard.

Adding and Managing ASIO Drivers:

- **Adding ASIO Drivers**: An ASIO driver can be added as an icon to the Routing Area. To add an ASIO driver, drag the corresponding item from the list box in the Audio Devices Pool to the Routing Area, double-click the item, or add it via the context menu. Unlike plugins or MIDI controllers, the ASIO device icon is global and is displayed for all elements of the tree in the Routing Area. The icon cannot be deleted once it has been initially added. However, the ASIO driver itself can still be changed as needed by simply dragging another ASIO driver from the Audio Devices Pool onto the Routing Area. The icon remains, and the new ASIO driver is then loaded.

5.3.2 Connecting and Configuring Elements

Connecting Plugins and Controllers: After all or some elements have been added to the Routing Area, connections can be drawn with the mouse. Each plugin contains a number of input and output pins.

Input and Output Pins: Input pins are distinguished between MIDI inputs and audio inputs. MIDI input pins are displayed in green, while audio input pins are displayed in blue. MIDI input pins are used to connect a MIDI controller to a plugin. Audio input pins are mainly present on effect plugins, allowing the output of another plugin to be routed as input to the effect. Audio output pins at the end of the signal chain can be connected to the audio input pins of the ASIO driver.

All audio pins are implemented as stereo pins. Since some plugins have more than two inputs and multiple audio outputs, additional pins may be displayed. All available stereo pins can be seen by clicking the **All Channels** checkbox in the plugin icon. Otherwise, only the first stereo pin is displayed. However, if connections to other stereo pins exist, the connected pins will be shown even if the **All Channels** option is disabled.

5.3.3 Keyboard Ranges

By right-clicking on the plugin icon in the Routing Area, you can select the menu item **Add/Show Keyboard Range** in the context menu. This opens a dialog where you can set or edit a range within which the plugin will play notes from the MIDI controller. This feature is especially useful for defining specific areas of the keyboard for each plugin and thus controlling which defined areas send MIDI notes to the plugin.

In the dialog, the left combo box contains all available note values representing the lower end of the keyboard range (**Lowest Note**, inclusive). The right combo box contains all available note values representing the upper end of the keyboard range (**Highest Note**, inclusive).

The note values in the combo boxes can be selected manually or using the MIDI Learn function. The MIDI Learn function is only active when the **Learn** checkbox in the lower left corner of the dialog is checked. With the MIDI Learn function active, first focus on the **Lowest Note** combo box or the **Highest Note** combo box with the mouse, then press a note on any connected MIDI controller.

Keyboard ranges can be set individually for each plugin, allowing overlapping areas between different plugins to exist.

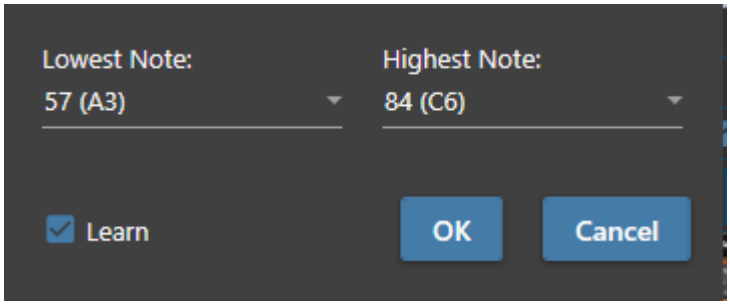

Figure 9 Keyboard Range Dialog

5.3.4 Transposition Options

SoundManager VST Host offers multiple transposition options. You can transpose at various levels:

- **MIDI Controller Transposition:** You can transpose the MIDI controller directly at the icon in the Routing Area that represents the MIDI controller. Only the plugins connected to the respective MIDI controller will play the transposed notes.

  Typical Use Case: This is often used when you want to set the transposition for a specific MIDI keyboard, which will in turn transpose all connected plugins.

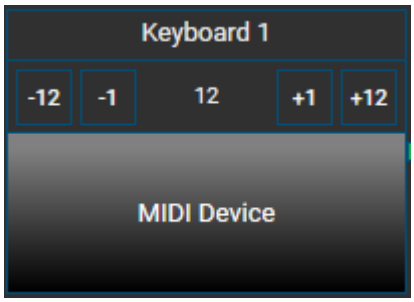

Figure 10 MIDI Controller Transposition

- **Plugin Transposition:** Each plugin icon in the Routing Area also has a transposition option. This allows you to change the notes specifically for that plugin.

  Typical Use Case: This is commonly used when you want to play a plugin an octave higher or lower.

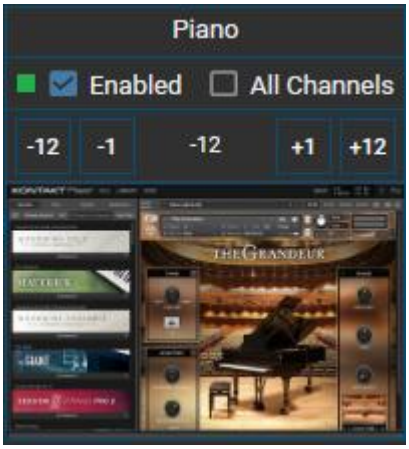

Figure 11 Plugin Transposition

- **Global Transposition:** For a complete song or sound, you can use the global transposition control located at the top of the Routing Area. This control allows you to transpose all plugins within the selected song or sound.

  Typical Use Case: This is most often used when you want to play a song or sound in a different key.

Figure 12 Global Transposition

When transposition is active, an orange border is displayed around the respective transposition control as an indicator. This visual alert helps users recognize that the notes being played are not in the original key. If you forget to switch the song or sound, it will be visually apparent that you are still in the transposed key. The transposition warning is not displayed if the transposition is by one or more octaves. Displaying this transposition warning can be disabled in the settings.

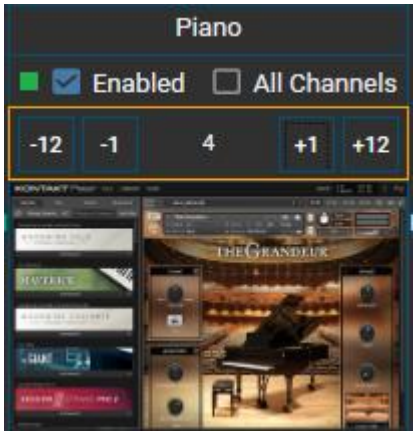

Figure 13 Plugin Transpose Warning

Figure 14 Global Transpose Warning

5.4 Mixing Console

This area contains the mixing console to manage audio levels.

The mixing console area displays a volume fader for each loaded plugin, depending on the currently selected Song or Sound. Since different Songs or Sounds may contain a varying number of plugins, the number of volume faders can change accordingly. However, the number of plugins remains consistent between Song Parts or Sound Variants, so the number of volume faders does not change when selecting different Song Parts or Sound Variants. However, the parameters described above (such as Plugin Muted, Plugin Solo Mode, and Plugin Volume) can vary depending on the selected Song Part or Sound Variant, which can lead to different settings, e.g., different volume fader settings.

Figure 15 Mixing Console

Volume Fader

Each volume fader in the mixer area provides detailed control to adjust the volume and real-time feedback of the currently played plugin. At the top of the fader, the name of the plugin is displayed. Below the plugin name, there are two buttons: one for Solo Mode (labeled with an **s**) and one for Mute (labeled with an **m**).

Further down is the actual fader used to adjust the volume. To the right of the fader, a color gradient ranging from green through yellow to red indicates the current volume level. If the indicator reaches the red area, it indicates clipping.

At the bottom of the fader, a dB display shows the adjusted volume level in decibels (dB).

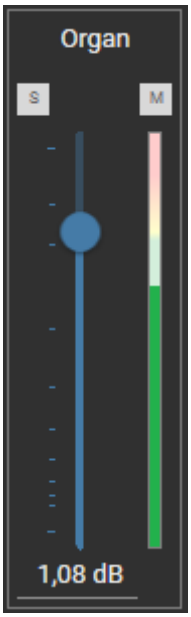

Figure 16 Volume Fader

5.5 Settings Dialog

The settings dialog is accessed through the main menu under **Options > Settings**. This dialog allows users to configure global settings and is divided into two tabs: **General** and **Audio**.

General Tab:

- This tab contains settings that affect the overall behavior of the application.
- Users can adjust preferences such as language and color theme.
- Users can also specify whether the last active setlist or category should be loaded upon startup.
- Additionally, users can specify if an indicator should be displayed when transposition is active.
- Users can also choose whether the database should be saved upon exiting the program.

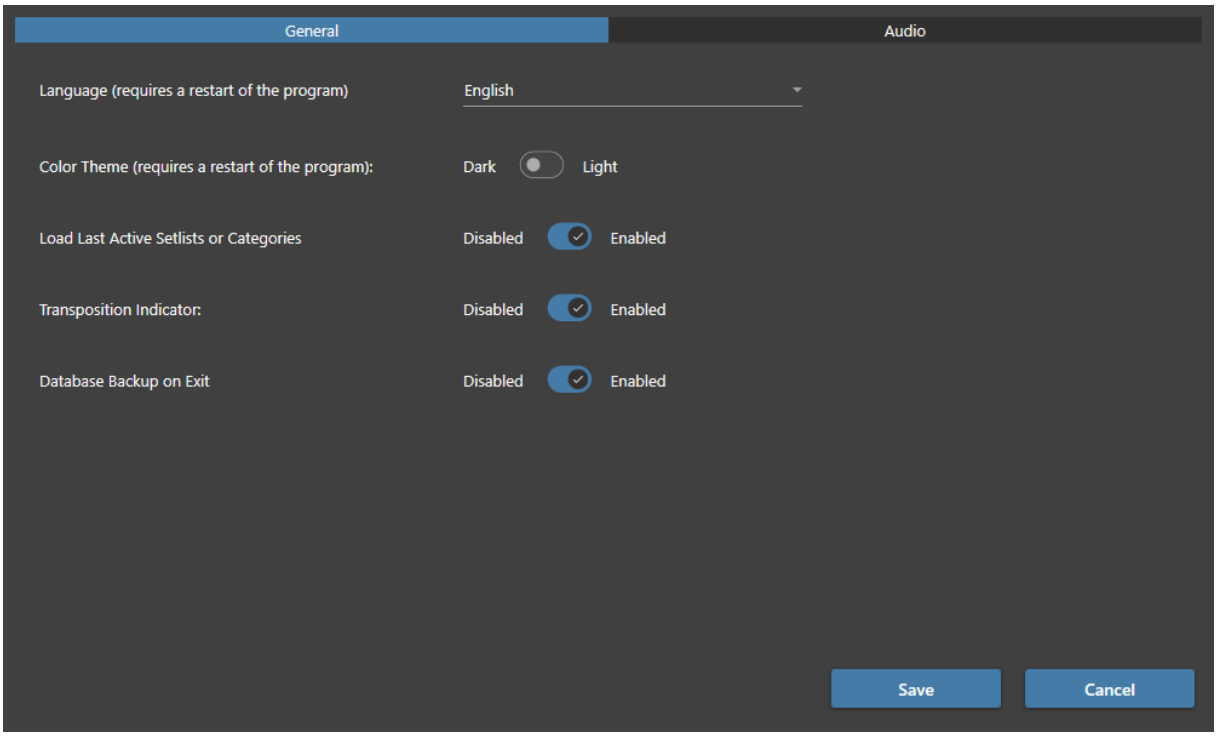

Figure 17 Settings General

Audio Tab:

- This tab provides settings related to audio configuration.
- In the **Select Audio Driver** section, users can select currently installed ASIO drivers from a combo box. When the corresponding ASIO driver is selected, it is loaded immediately, which may take some time. Depending on the selected ASIO driver, specific parameters such as the chosen buffer size or the available buffer sizes may change.
- Users can adjust buffer sizes.
- A careful selection of the buffer size is necessary to avoid audio crackles or drop-outs. Additionally, please note that the buffer size has an impact on latency.
- Users can also access the native settings user interface of the ASIO driver manufacturer by clicking the **Settings** button.
- The displayed sample rate is read-only and is provided for informational purposes. Changes to the sample rate can be made through the native user interface of the ASIO driver manufacturer.

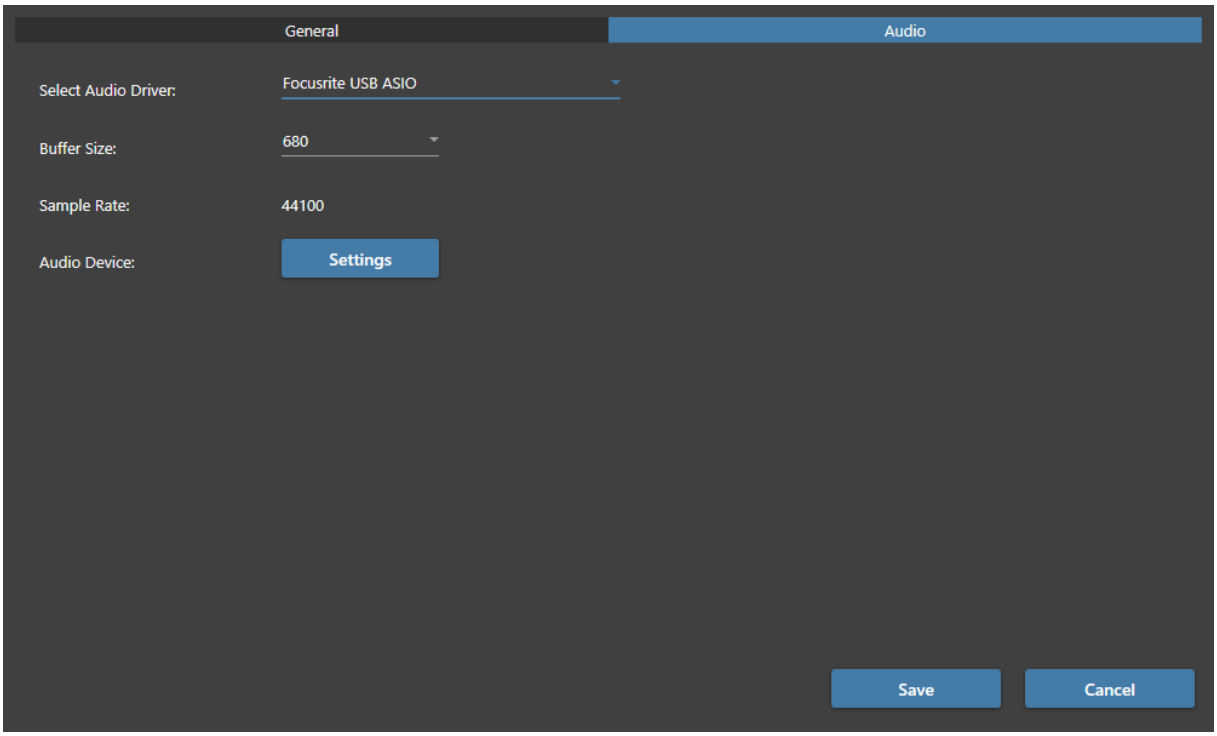

Figure 18 Settings Audio

The Settings Dialog with the selected Audio Tab can also be accessed by double-clicking the Audio Device icon in the Routing Area or by selecting the **Change Audio Driver** option in the context menu of the Audio Device icon.

6 Licensing

SoundManager VST Host offers a 30-day trial version with full functionality. After the trial period expires, the program cannot be started without a valid license key. The license key can be purchased from the website www.soundmanager-vst-host.com and will be sent via email.

7 Support and Troubleshooting

Safe Mode

If the application fails to start due to issues with the ASIO driver or an active setlist or category, it can be launched in Safe Mode. In Safe Mode, neither the ASIO driver nor an active setlist or category is loaded, which can help when the application has trouble loading plugins or the ASIO driver.

Activating Safe Mode

To start in Safe Mode, hold down the key combination **Left Ctrl** + **Left Alt** + **S** while the application is loading. This prevents the ASIO driver and the active setlist or category from loading, allowing the application to start without these components.

If you encounter any issues or need further assistance, please visit the support page or contact customer service at www.soundmanager-vst-host.com. Support is available to help with any questions or technical problems you may have.