



clever audio solutions.



The background of the page features a close-up, angled view of a black audio device, likely a mixer or interface. The word 'MACHINE' is printed in large, white, sans-serif capital letters across the top of the device. Below it, a control panel with several buttons and a small display is visible. The device is set against a dark blue background with a subtle grid pattern.

V-MACHINE™

Quick Start Guide V1.2

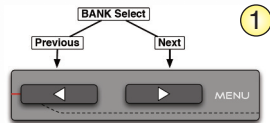
System Requirements

PC: Pentium III, Windows XP/Vista/7, 1GB RAM

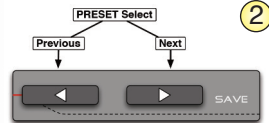
Mac (supports Windows VST's only): 1.5 Ghz Intel Core, OSX 10.5 or higher, 1GB RAM, X11 installed

How to connect the V-Machine and play

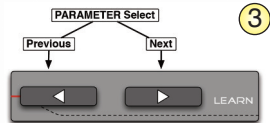
The diagram to the right shows the V-Machine's connections. If you want to get playing right away, just connect a keyboard and headphones and hit some keys! There is no need to connect to your computer to get started.



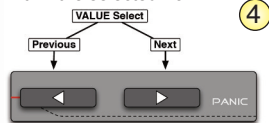
1. The currently selected Bank



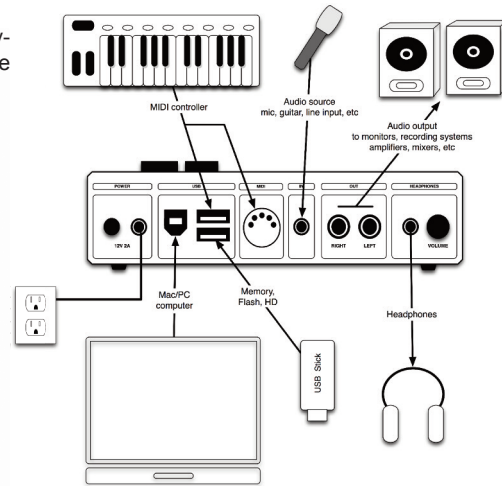
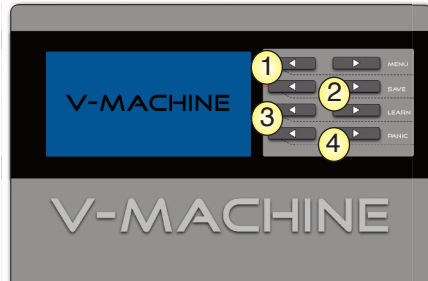
2. The currently selected Preset within the selected Bank



3. The third row of buttons allows selection of either patch change/plugin parameter/or internal mixer values. By default the selected visible value on the third row of buttons is the current plugin patch name. Scrolling right will display all editable plugin parameters of the selected plugin, while scrolling left allows editing of the VFX mixer settings (volumes, pan settings, buffers, etc). Values of selected parameters can be adjusted with value +/- buttons (fourth row buttons).



4. The currently selected parameter value



Dual press keypad selection functions

- 1st row: Enters the Global System Settings
- 2nd row: Saves the current preset
- 3rd row: Activates the MIDI learn function
- 4th row: Activates the MIDI panic function

How to install the VFX Application Software

The V-Machine is a stand-alone unit designed to operate without the requirement of PC/Mac computer for performance. However, the full power of the unit is only realised when configured for use by the VFX Application software.



Microsoft Windows:

- Insert the Getting Started DVD into your computers CD drive
- Run the 'VFXSetup.exe' installation application
- After installation is complete the VFX Application is available for use from: *Start Menu > All Programs > VFX > VFX Application*



Apple Mac:

- Insert the Getting Started DVD into your computers CD drive
- The Mac VFX Application is a .dmg disk image file
- Double click the 'VFX Application Installer.dmg' image file to mount the image and follow the installation instructions provided

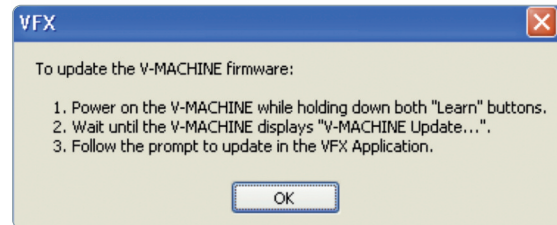
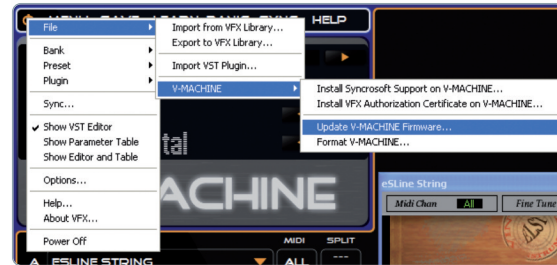
** Note: It is also possible to simply download the latest version of the VFX Application from the SM Pro Audio website at any time.*

How to update the V-Machine firmware

The VFX Application software can update the firmware of your V-Machine via USB.

Each new version of the VFX Application software contains the most recent V-Machine hardware firmware. When a V-Machine is connected to the computer via USB the VFX Application will advise if a newer firmware is available for your hardware.

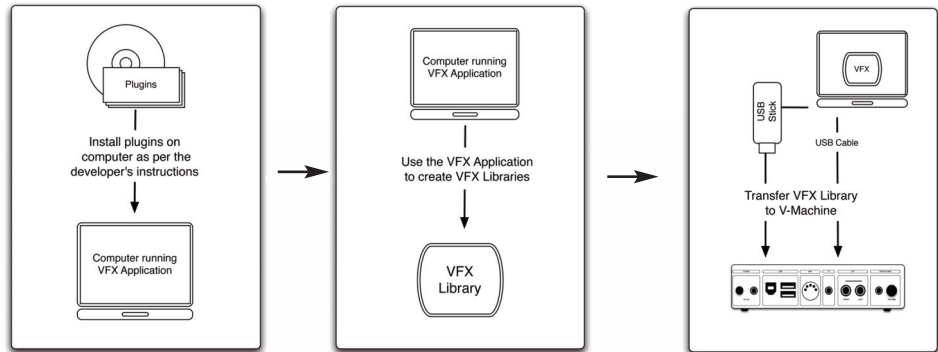
When advised of an update, you will be presented with the left dialog box advising how to complete the firmware update.



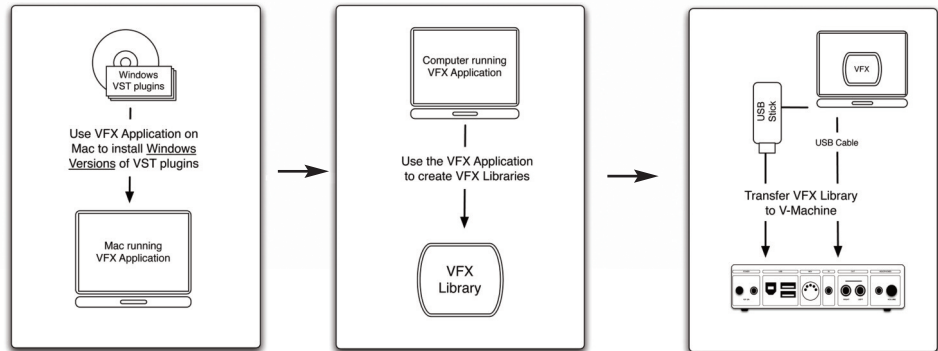
How to get your own plugs on board



If you are on a PC:



If you are on a Mac:



How to install a plugin on your computer



PC:

- Install plugin on computer as per publishers instructions



Mac:

- Obtain the windows version of the VST plugin you wish to use
- If plugin has a windows installer program that is a .exe or .msi file:
 - Open VFX Application
 - Choose the file run VST plugin installer
- Open the windows installer program and follow the publishers instructions
- If a plugin has no installer program just follow the publishers instructions
- Save the plugins anywhere you like

How to choose the active VFX library and MIDI devices

A VFX library is a complete sound set of plugins ready for use on the V-Machine.

To choose the active library:



PC:

- Choose the options menu
- Browse to an existing VFX library (eg. the FREE VFX library) or enter the name of a new library

** Hint: If you have large plugins set the active library to be located in the top level of an external USB storage device. When finished making the library, connect USB device to a already powered on V-Machine. The V-MACHINE will play directly from the USB device.*



Mac:

- Choose the VFX preferences menu
- Browse to an existing VFX library (eg. the FREE VFX library) or enter the name of a new library

To choose the MIDI devices:



PC:

- Choose the options menu
- Tick the MIDI devices you want use



Mac:

- All connected MIDI devices are automatically selected by default

Understanding the structure of a VFX Library

All sounds and setups configured in the VFX Application are saved in special folders known as “VFX Libraries”. A VFX Library can contain Banks, Presets, plugins, and any other associated files required for use on the V-Machine hardware. VFX Libraries are packaged especially for the V-Machine hardware host, whereas the VFX Application auditions plugins via the PC’s operation system (Windows, or WINE on Mac OS X). As such it is highly recommended that all plugins are installed on the host PC/MAC prior to importation to a VFX Library.

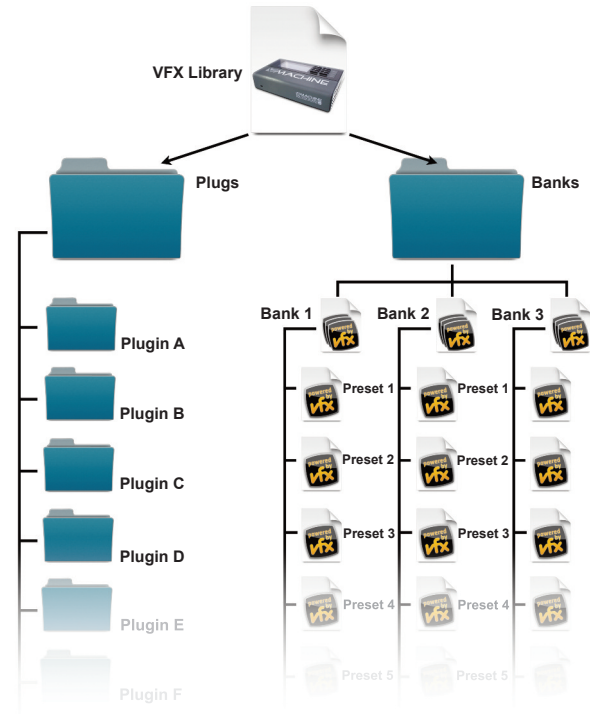
Folder “Plugs“: All plugins, which were imported with the VFX software

Folder “Plugin“: One plugin with its data

Folder “Banks“: Contains bank files

File “Bank“: Contains all preset files

File “Presets“: Contains configuration files, like how many plugins are loaded within this preset with their specific mixer and MIDI configurations



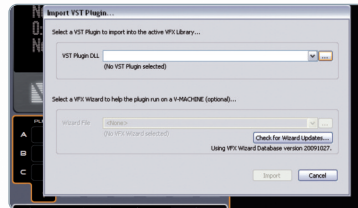
How to import a plugin into the VFX application

VST instruments are third party software, and can sometimes have unpredictable behaviour. If the VFX Application is unresponsive:

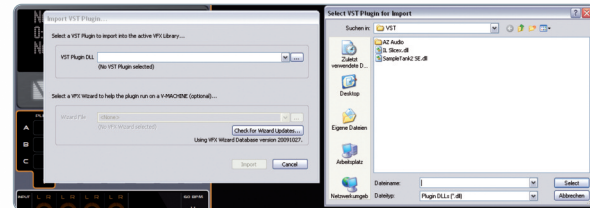
1. Check that a VST instrument has not opened a window that is obscured by other Windows. This is quite common when VST instruments pop up dialogs for typing in activation codes.
2. If a VST ships with a Windows installer program, always run that installer program first before attempting to use a VFX Library that contains the VST. Some VSTs crash their host if they have not been installed correctly.



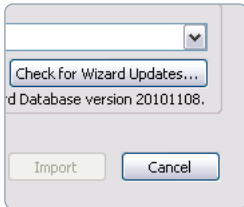
1. Right click on the V-Machine logo and go to 'File > Import VST Plugin...'



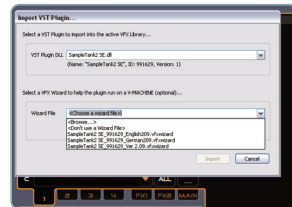
2. Locate the plugin you like to import by opening the pull down menu.



3. If you can't find it there click the upper right browse '...' button and browse to the directory your plugin was installed to. Choose the '.dll' file and confirm.



4. Click the 'Check for Wizard Updates' button to update the wizard file database. You need an active internet connection to do this.



5. If possible ensure a wizard file is selected in the drop down menu that matches the version of the plugin. Many plugins need a wizard file to function on the V-MACHINE. If no wizard file is available - try your luck and select "Don't use a wizard file" to continue. Click 'Import'.

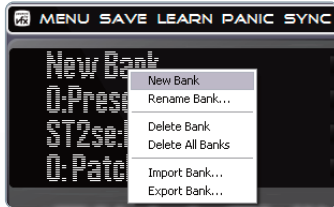


6. The plugin is imported now and you can load it by clicking on the orange triangles in the channels.

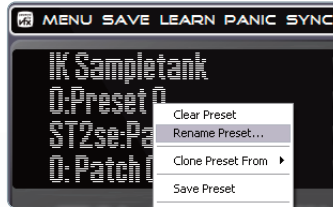


7. Now you can see the native plugin's GUI. If not right click on the V-Machine logo and choose 'Show VST Editor'.

How to create your own banks and presets



1. Right click on the text 'New Bank' and go to 'New Bank'. A dialog appears where you can type in new name.



2. Right click on the text '0: Preset 0' and go to 'Rename Preset'. A dialog appears where you can type in new name.

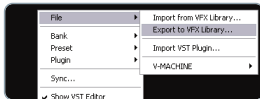


3. Now you have personalized your Bank and Preset. Don't forget to hit white 'Save' button!

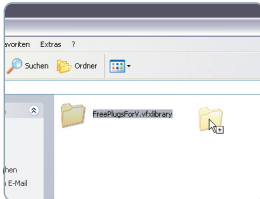
How to transfer a VFX library onto the V-Machine



1. Connect the V-MACHINE to your PC/Mac and click "sync" when the V-MACHINE logo lights up. Plugins will be copied directly to the V-MACHINE internal storage. (Syncing may take a long time if your library is large).



OR 2. Choose File->Export to VFX Library, and export the entire library to the top level of an external USB storage device. Connect USB device to a already powered on V-Machine. The V-MACHINE will play directly from the USB device.



OR 3. Manually copy a premade VFX library (EG Free VFX Library) into the top level of an external USB storage device. Connect USB device to a already powered on V-Machine. The V-MACHINE will play directly from the USB device.

Notes: - Plugins running off an external USB device on the V-MACHINE will appear alongside any plugins already located on the V-MACHINE's internal storage.

- Always safely remove USB memory devices from your Mac/PC host computer to avoid possible file corruption of your VFX Library files.

How to get support

If got stuck at a certain point there is no need get frustated. If you need help please register at our online help and support system – we have a professional team all over the world to help you within 24 hours. Please go to www.smproaudio.helpserve.com for further information.



www.smproaudio.com

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