## Quick Start Guide STUDER VST PlugIn Engine

1. Mount the rack PC in the Vista 5 SR local rack flightcase, where indicated in the hookup diagram.
Please make sure that the rear rack mounting ears are used to also mount the pc to the rear side of the rack .

2. The following cable connections need to be done according to the **hookup diagram** :

- Mains connector of the PC (preferrably via UPS)
- Ethernet Cat5 cable from PC network port1 to the Vista desks "Secondary Lan" port
- One single MIDI cable from the Vista desks "MIDI Out1" to the PC's RME cards "MIDI In 1"
- One pair of optical fibre cable - multimode fibre with two SC connectors on each end - from the PC's RME MADI card to the Local Rack D21m frame second last MADI I/O card.

3. When these connections are in place, the Studer PlugIn Engine can be started

- Power On
- The logon then automatically comes up with user=Administrator ; log on with ‚studer' as password (you can of course later change the password for maximal security)
- Start the Forte-Ensemble Application by doubleclicking the icon
- The Preset "STUDER Vista5 SR FOH template" is automatically loaded
- or Add Inputs and Busses manually
- Load the desired PlugIns
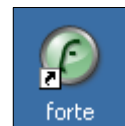
- Switch on the processing with the big red power button on the top right side of the application

Note : The Preset "STUDER Vista5 SR FOH template" is write protected and cannot be overwritten. It is automatically loaded after starting the Forte application. It is to prevent events of instability when your session specific Plugin settings are loaded *after* the empty template is loaded.

4. Making the appropriate patch connections in the Vista :

Basically, there are two ways of using a VST PlugIn as an effect for the Mixing console.

- Send Effects via Aux Send
- Insert Effects in a single channel

A **Send Effect** has the advantage that it can receive signals fed from several channels at the same time. Usually effects such as Reverb and Delay are used in such a way. The signals are fed by Aux Send (mono or stereo) to an Aux bus where the contributed signals are summed together. In the Vista consoles such an Aux bus is normally followed by the Aux master channel, in order to have a fader which allows to determine the level of the mix fed to the PlugIn effect.

An **Insert Effect** in a single channel is typically an effect which is either used to control the dynamics of the signal, or it is a very specific effect which is only used for one single channel. Since the Vista consoles are equipped with very sophisticated dynamics processing per channel, it is recommended that the mixing console internal dynamics are used – not to the last because of additional latency which is introduced with VST PlugIns.

Of course, insert effects can also be used in output channels – e.g. a graphic EQ in a Master channel. There the latency issue is probably less problematic, since the whole mix would be delayed and not only a few input channels – what could cause comb filtering under certain circumstances.

Patching for **Send Effects**

- Open "General Patch" view.
- Connect DirOut's of Aux Masters to the MADI Outputs of the first free available MADI card (where the Plugin Engine is connected with a fibre to).
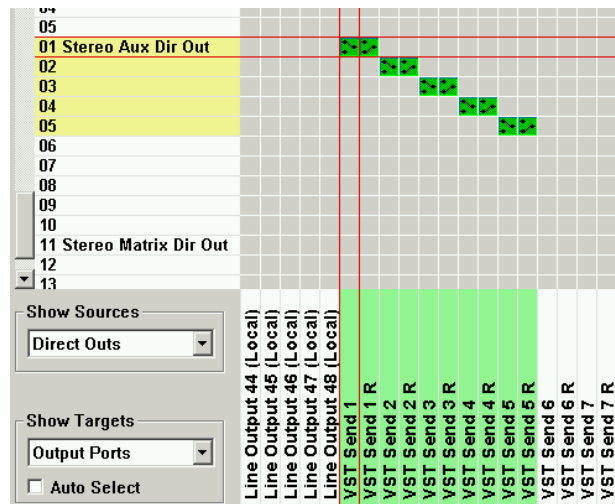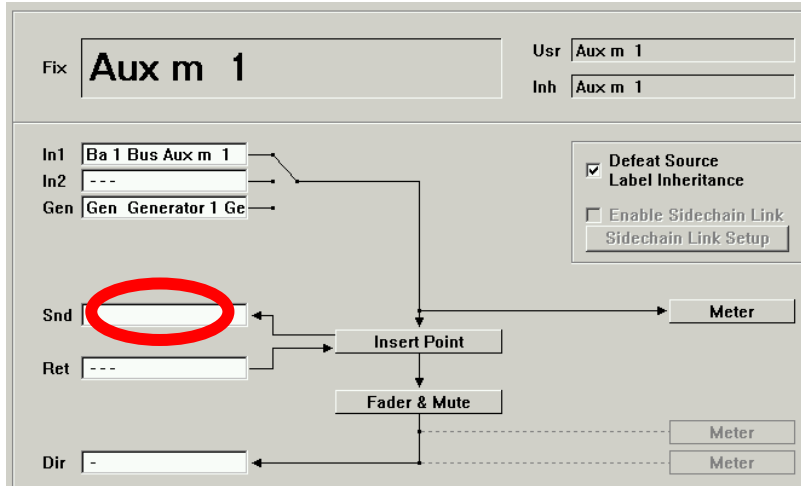

- Bring the Returns from the Plugin Engine via MADI card to Stereo Inputs that then are used to bring the Effect Returns into the mix.
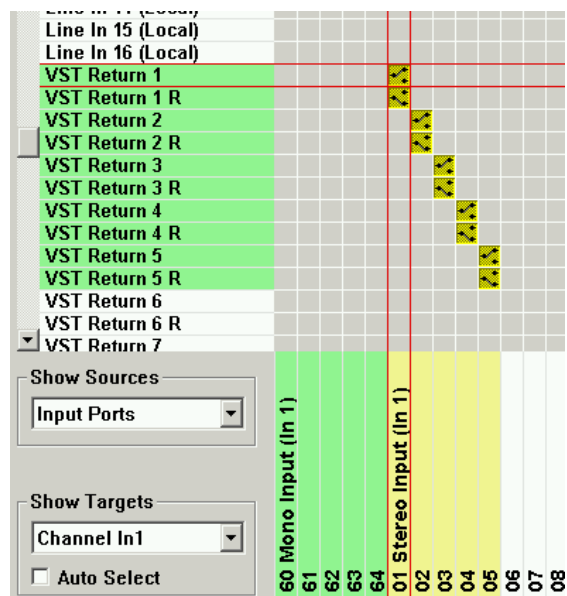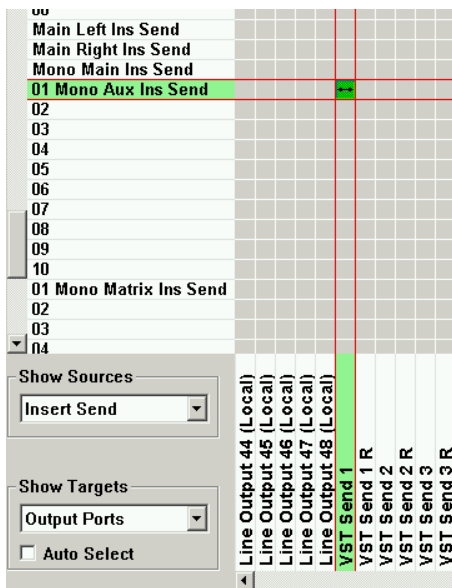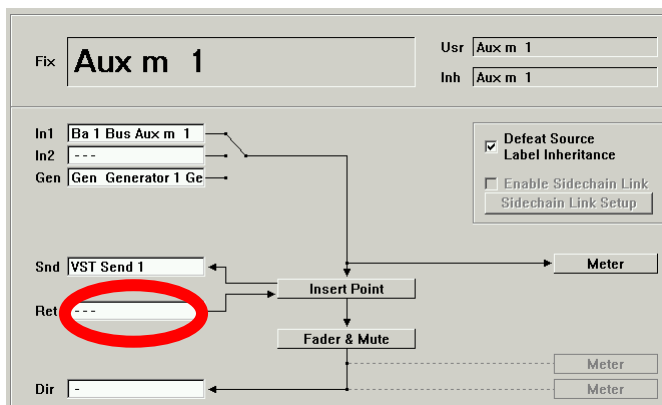
Patching for **Insert Effects**

- Open "Channel Patch" view.
- Doubleclick in the "Snd" field of the appropriate channel

- This will lead you to the Insert Send position in the General Patch
- Make the patch connection from this channel to the MADI output which feeds the Plugin Engine

- Go back to the "Channel Patch" view
- Now doubleclick in the "Ret" field of the same channel

- This will lead you to the Insert Ret position in the General Patch
- Make the patch connection from the MADI input from the Plugin Engine return to the Insert Return of the channel.
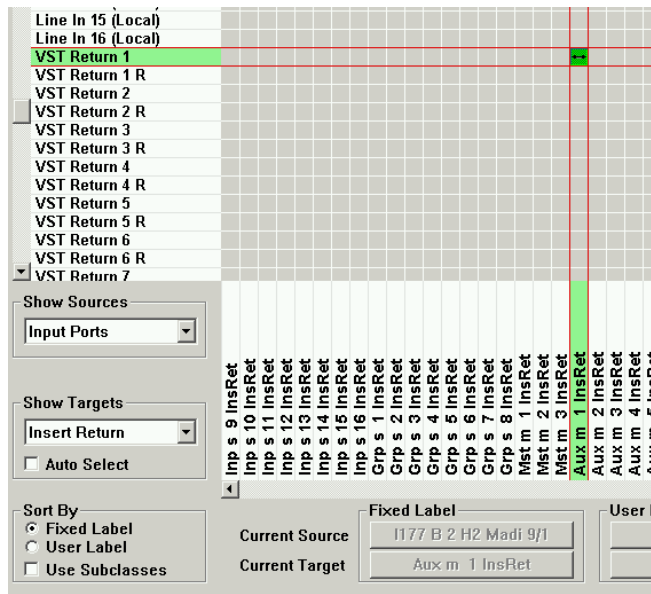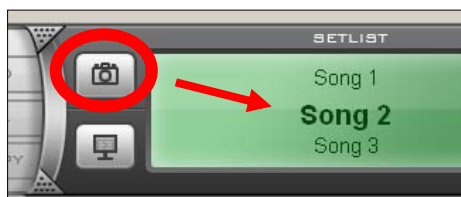

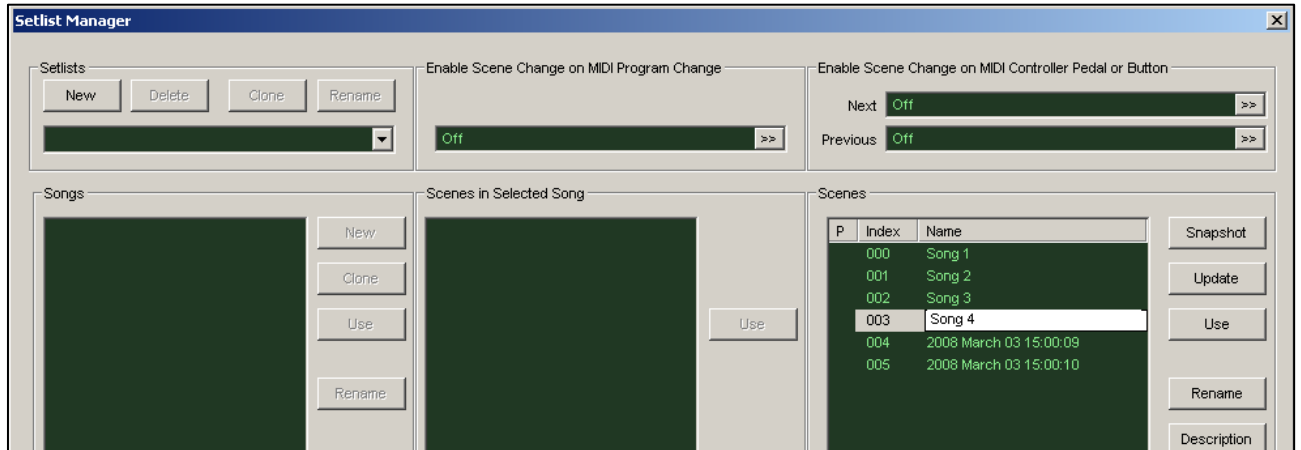- Check for the correct labels in the "Channel Patch" view
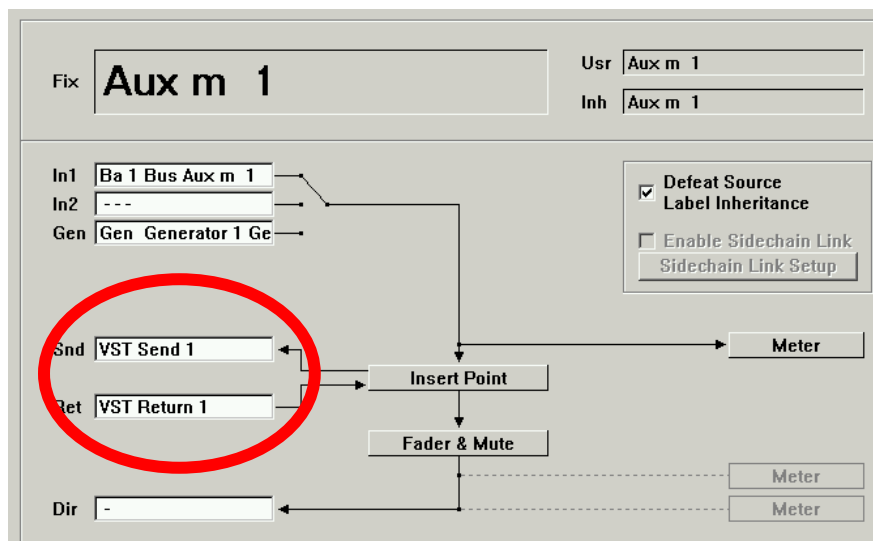
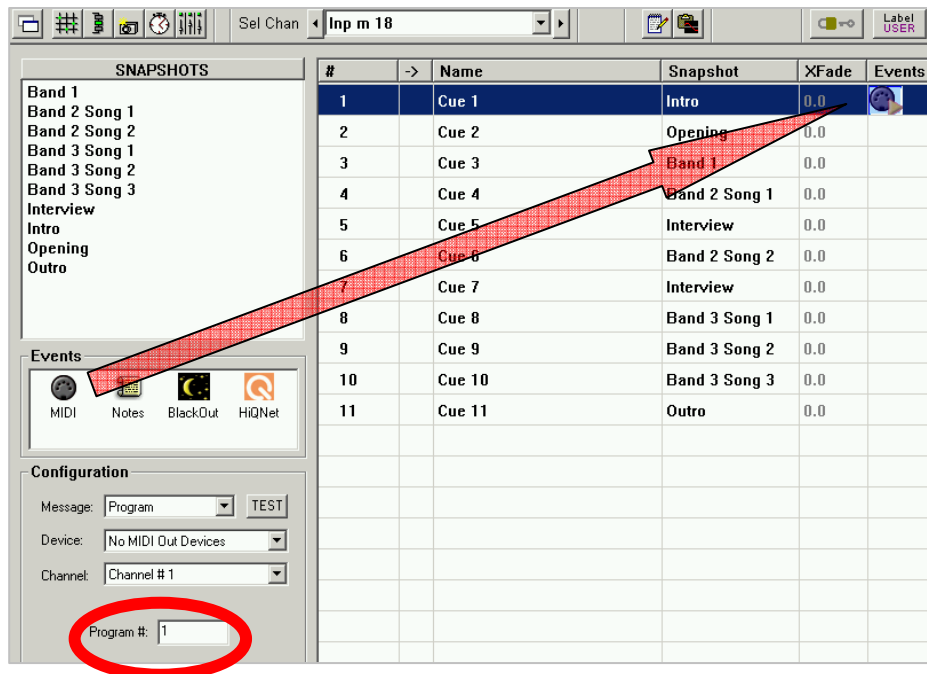5. Tweak VST Plugin Setings per Song / Scene

6. Store settings

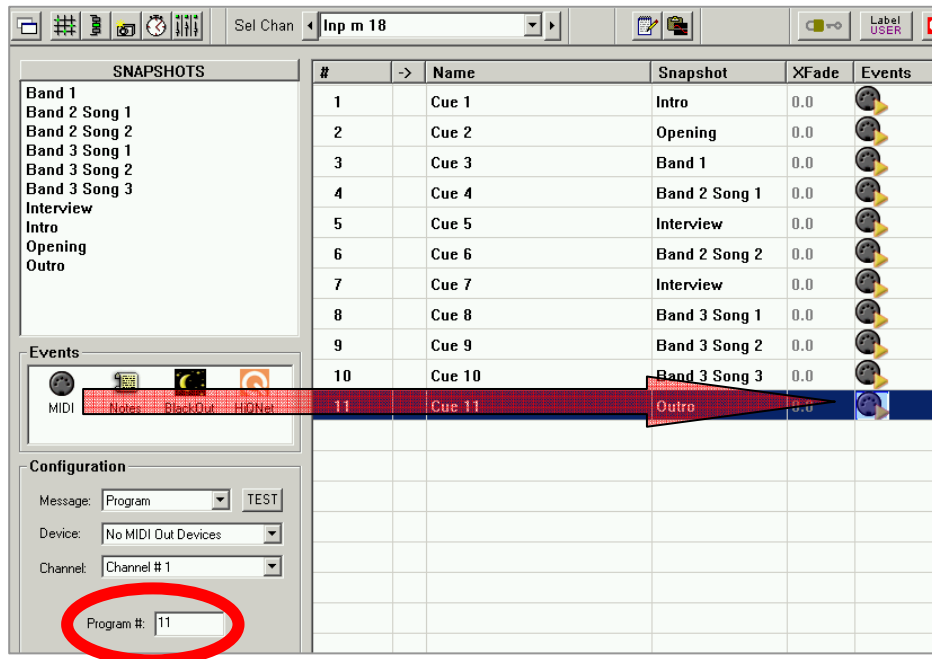Name Settings and change the Order :

7. Add MIDI Program changes to the cues in the Vista CueList :

Give a different Program number to every subsequent cue. In this example, the top cue would be Program change #1 and the lowest cue is Program change # 11.
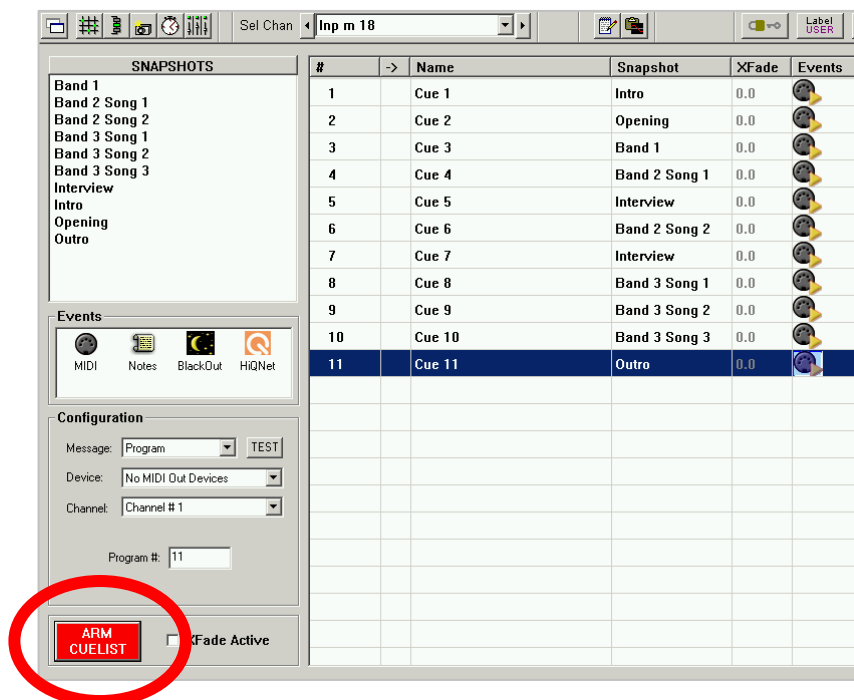
It is best when they are in sequential order with the cue number.

8. Enable Scene change via MIDI on Plugin Host SW

➔ Now the Vista cues are linked with the VST Plugin cues, and when a cue is fired (cue list needs to be armed!) the corresponding cue on the Plugin Engine gets fired also.

1. Logon and Startup of the Studer VST Plugin Engine via Remote Desktop Connection (20.5.09 wp)

- Doubleclick the „Plugin Engine" remote desktop icon
- Enter the IP adress of Plugin Engine : 192.168.2.200
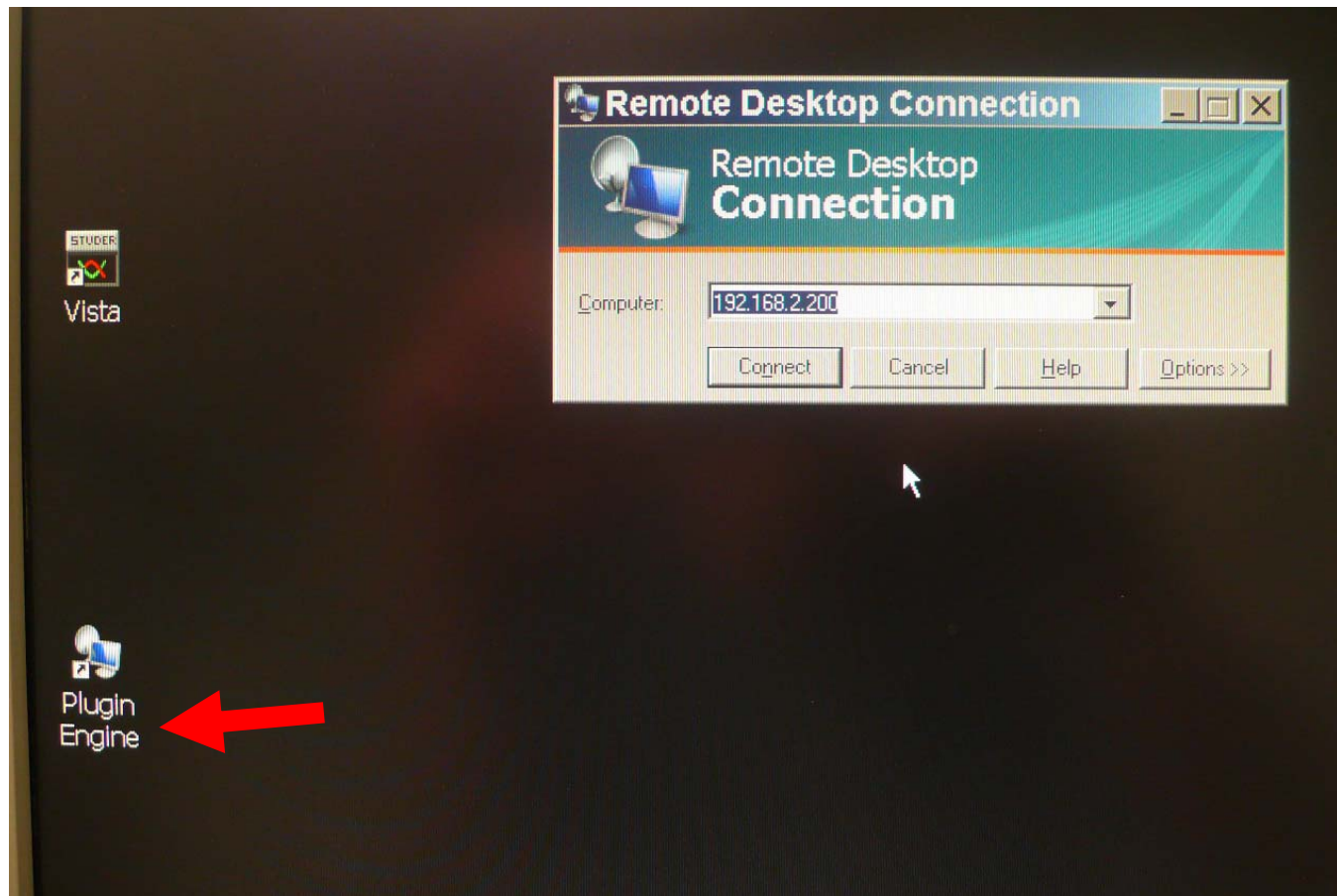
2.

• Log on with „administrator" and password "studer"