



Plug-Ins Manager 5 Installation Manual

DREAM Software Version: 2.0

Part No: DSSM004-B

Document No: 307



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Chapter 1 - Introduction

INTRODUCTION

Fairlight Plug-Ins Manager 5 brings the flexibility of third-party plug-ins to the DREAM family of mixing and editing systems. Plug-Ins Manager 5 is available as an external Fairlight System Services Module application, or as an integrated component of the DREAM Station or Console.

Plug-Ins Manager 5 offers support for a wide range of high performance real-time plug-ins running on the dedicated Plug-Ins Manager, floating-point, DSP card. The Plug-Ins Manager DSP card may be installed in the System Services Module or directly within the DREAM Station or Console.

Plug-Ins Manager is seamlessly integrated into the DREAM mixer environment. Plug-ins may be selected and patched into feeds or buses to be added to the mix in real-time or recorded to disk. Plug-ins parameters may be mapped to and controlled from the switches pots and faders on the DREAM control surface.

ABOUT THIS MANUAL

This manual provides all the information necessary to install and use Plug-Ins Manager 5.

Follow the steps in the “Installation” chapter to successfully install and test the Plug-Ins Manager system on either a Fairlight System Services Module or within the DREAM Station or Console.

Read the “Using Plug-Ins” chapter for complete instructions on applying plug-ins in your mixing session.

See the online version of this document included on your Plug-Ins Manager CDROM for complete instructions on using all the standard plug-ins supplied with the system. Click on the **Start** menu and select **Programs>Fairlight>Docs>Plug-In Manager Manual**.

Check the Table of Contents or Index to quickly find the specific information you need. When viewing this document on-screen, click on the hyperlinked cross references to navigate through the document.

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NOTES:

Chapter 2 - Installation

INTRODUCTION

Plug-Ins Manager 5 comprises the following components:

- Plug-Ins Manager DSP card (15DSP or 6DSP version)
- Plug-Ins Digital Audio Interface Board
- Plug-Ins Manager 5 Software
- Optional Station/Console Mounting Kit

PIM 5 Requires DREAM V2.0

You must have successfully completed an upgrade to DREAM Software version 2.0 prior to installing Plug-Ins Manager 5.0. Check the V2.0 release notes for upgrade instructions.

Installation Summary

The installation procedure includes the following steps, summarised below, which are detailed in this chapter:

1. Install drivers for the Fairlight AIB USB device.
2. Install Plug-Ins Manager hardware in either the SSM, Station or DREAM Console.
3. Install drivers for the plug-ins DSP card.
4. Install the Scope Fusion Platform Software.
5. Install Plug-Ins Manager 5 Software on both Station or Console and SSM, if used.
6. Place a short-cut to Plug-Ins Manager in your start-up directory.
7. Edit *System_Variables.txt* to specify physical I/O for plug-ins.
8. Use the DREAMStart Setup page to configure the Fairlight Mixing Console application.
9. Edit the *FlexiSurface.txt* file to specify which physical controls will be mapped to the plug-in parameters.

CD Contents

The CD contains the following files and directories:

- Drivers - directory containing AIB USB drivers, included in case you have problems using the automatic setup file.
- SFP - directory containing the CreamWare Scope Fusion Platform Installation files.
- SetupPIMDrivers-####.exe - the AIB USB driver setup file.
- SetupMSAT-####.exe - Fairlight Monitoring System and Automated Testing application included to assist in troubleshooting and mapping new plug-ins.
- SetupSFP-####.bat - Scope Fusion Platform setup file.
- SetupAcrobatReader-####.exe - Adobe Acrobat Reader setup file for viewing the documentation.
- SetupPIMDocs-####.exe - Plug-Ins Manager User Manual setup file.
- SetupPIM-####.exe - Plug-Ins Manager Setup file.

ADMINISTRATOR LOG-ON

Make sure you are logged on as **Administrator** before performing any installation tasks. Administrator is the default user for all DREAM systems. If no users have been set up on your system, skip this section.

- Step 1 If installing the plug-ins hardware in the Station or DREAM Console. Quit FMC, if necessary, by holding down the **Shift** key and pressing the **Pause/Break** key and click on the **Exit** button on the DREAM Start splash screen if currently running.
- Step 2 Click on the **Start** button then click **Shut Down**.
- Step 3 Click the drop-down list and examine the entry that reads **Log off ...**. If the name is **Administrator**, click the **Cancel** button, you are already logged on as administrator.

If you are logged on with another log-on name, select the **Log off ...** item and click **OK**.
- Step 4 When the log-on window is displayed, hold down the **Ctrl**, **Alt** and **Del** keys as instructed.
- Step 5 When the username and password window is displayed, enter **Administrator** as the username. The default password is **dream**. Consult you system administrator for the correct password and domain settings.
- Step 6 Click **OK** to log on to the system.

USB DRIVER INSTALLATION

Installing the Fairlight AIB USB driver before installing the hardware simplifies the installation process. The USB driver must be installed in the device in which the plug-ins hardware will be installed, either a Fairlight System Services Module (SSM), or Station or DREAM Console.

- Step 1 If installing the plug-ins hardware in the Station or DREAM Console. Quit FMC, if necessary, by holding down the **Shift** key and pressing the **Pause/Break** key then type **q y**. Click on the **Exit** button on the DREAM Start splash screen if currently running.

- Step 2 Insert the PIM5 CD into the CDROM drive. Click on **My Computer** on the Windows desktop.
- Step 3 Navigate to the CDROM and double click on the *SetupPIM-Drivers* file The PIM Driver Installer will run displaying the PIM installation **Welcome** screen.
- Step 4 Click **Next**, then click **Next** again to start copying the files.
- Step 5 Click the **Finish** button to quit the installer when finished.

The system will now automatically identify the AIB USB device when installed and load the appropriate drivers.

HARDWARE INSTALLATION

The Plug-Ins Manager hardware may be installed in either a Fairlight System Services Module, or directly within the Station or DREAM Console. To install the Plug-Ins Manager in a Station or DREAM Console you will require the optional Station/Console Plug-Ins installation kit.

Read the sections below then move on to the relevant hardware installation section.

Tools Required

- #1 Pozidrive screwdriver
- #2 Pozidrive screwdriver
- 5mm nut driver

Equipment Supplied

8PIM-15DSP Plug-Ins Kit

EQUIPMENT SUPPLIED	PART NUMBER	QTY	CHECK LIST
PIM Installation Manual	DSSM004-B	1	
PIM Software CD Including User Manual	7PIMV5.0	1	
Registration Key Card		1	
AIB USB/DC Cable Assembly	APIM102-D	1	
Plug-Ins/AIB Audio Bus Cable	APIM201-A	1	
MIX-AIB AES Audio Interface Card c/w CPU card	BMIX042A-A	1	
Fairlight 15 DSP Plug-Ins Card	GEC8438	1	
D connector screw lock Kit	FSM8260	1	

8PIM-6DSP Plug-Ins Kit

EQUIPMENT SUPPLIED	PART NUMBER	QTY	CHECK LIST
PIM Installation Manual	DSSM004-B	1	
PIM Software CD Including User Manual	7PIMV5.0	1	
Registration Key Card		1	
AIB USB/DC Cable Assembly	APIM102-D	1	
Plug-Ins/AIB Audio Bus Cable	APIM201-A	1	
MIX-AIB AES Audio Interface Card c/w CPU card	BMIX042A-A	1	
Fairlight 6 DSP Plug-Ins Card	GEC8427	1	
D connector screw lock Kit	FSM8260	1	

1PIM-INST Station/Console PIM Mounting Kit

EQUIPMENT SUPPLIED	PART NUMBER	QTY	CHECK LIST
AIB-SBO USB/DC Cable Assembly	ABE1205-A	1	
PIM Mounting Bracket	MBE1005-B	1	
PCI Rear Support Bracket	MBE1006-C	1	
PCI Riser Card	BMIX155A-A	1	
Mounting Screw Kit including: 7 x M3x6mm pozi-drive screws 5 x M4x10mm pozi-drive screws 2 x M3x8mm nylon standoff 2 x M3 nylon nut/washers 2 x M3x12mm male/female hex spacers		1	
128Mb 168 Pin PC133 RAM	SMM6799	1	

Static Precautions

Do not open or remove components from your system unless specifically instructed to do so. Please take note that all Fairlight manufactured electronic modules are static sensitive and should be handled under anti-static conditions. When working on a system always ensure that you have an anti-static lead connected.

Never work on the system while powered up unless you are authorized by Fairlight to do so. As a matter of practice always touch the external chassis of the system before opening the unit. If cards are not handled under anti-static procedures your machine may sustain damage which could either cause a complete failure or may cause intermittent crashes and subsequent system failure.

When handling cards please ensure that they are placed in anti-static bags when not in the system. For shipment purposes electronic modules should be placed in an anti-static bag and then suitably surrounded with loose packaging materials in a solid card board box. Cards shipped to Fairlight without the correct anti-static packaging will have their warranty voided. If you have any enquiries on this matter please feel free to contact your local Fairlight office or distributor.

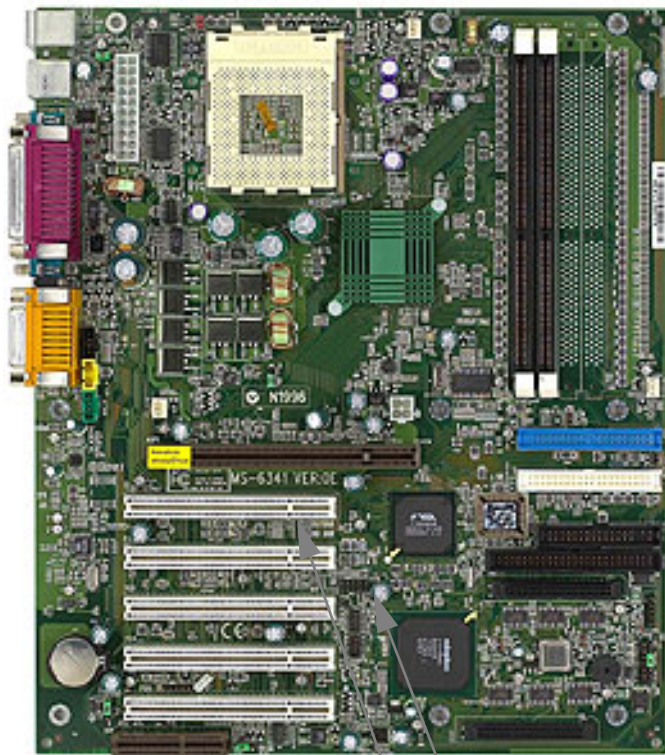
Unpacking

Check the contents of your plug-ins kit against the list above and make a note of any omissions.

SSM INSTALLATION

- Step 1 Power down the SSM and remove the top cover.
- Step 2 To mount the AIB card hardware. Insert the 50-pin D connector through the cut-out in the rear panel of the SSM. Attach the connector with the two D connector screwlock fittings supplied. Use a 5mm nut driver or small adjustable spanner to tighten the fittings.
- Step 3 Install the DSP Card card into the first available PCI slot. Secure the card with the mounting screw removed from the SSM blanking plate.

- Step 4 Connect the AIB USB/Power cable (APIM102-D). Connect the DC connector to a free power supply DC connector. Connect the USB header to the motherboard USB2 connector as shown below (note that connections may be different on some motherboards):



PCI Slot 1
DSP Card

USB2

Figure 1: SSM Motherboard Connectors

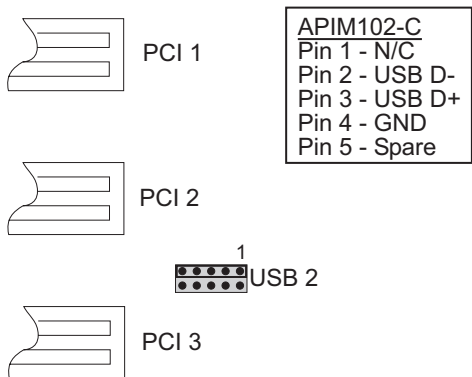


Figure 2: USB Connection Detail (may differ on some motherboards)

- Step 5 Connect the DSP-AIB Audio Bus Cable. Note the orientation of the cable as shown below.

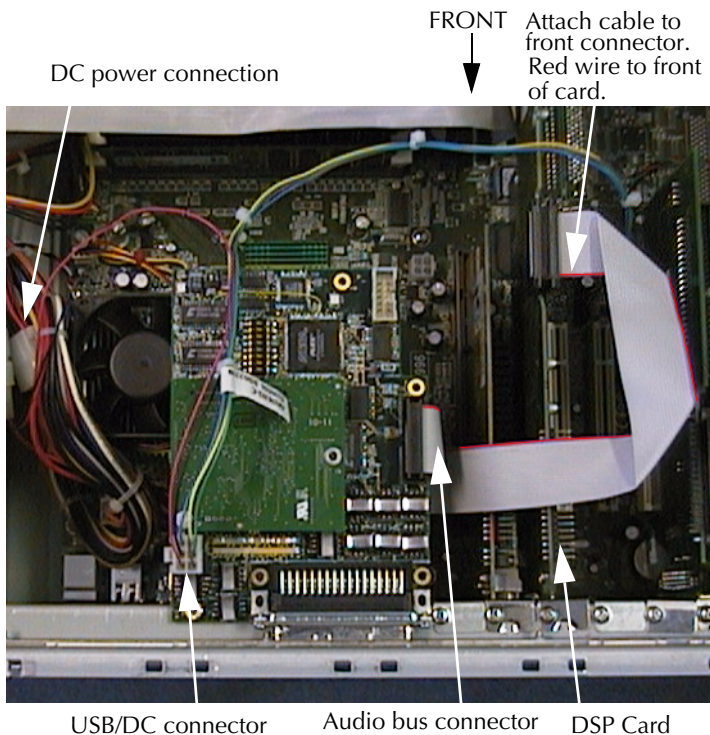


Figure 3: SSM Cable Connections

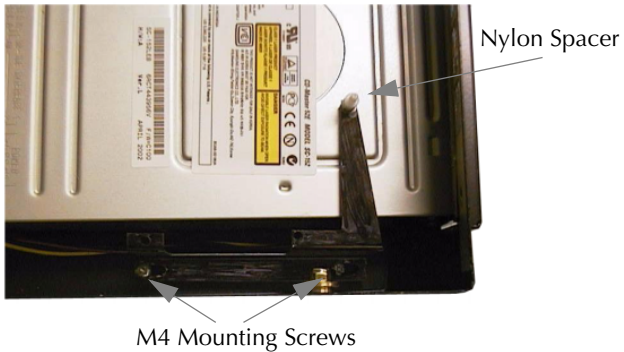
- Step 6 Connect a 50-pin AES I/O cable from the AIB to a spare digital I/O connector on the QDC engine. See “Digital I/O Connector” on page 4-2 for connector pin-out.
- Step 7 Re-attach the SSM top cover.
- Step 8 Plug-Ins Manager communicates with the Station or console via TCP/IP. Connect the SSM via a 100BaseT ethernet hub to the Station or Console and QDC engine. See “Network Settings” on page 2-30 for configuration details.

Now move to “Software Installation” on page 2-24.

STATION INSTALLATION

- Step 1 Power down the Station.
- Step 2 Remove the top panel of the Station by first removing the four M4 retaining screws at the front and the three retaining screws at the rear just below the top panel.
- Step 3 Carefully lift off the top panel. Note that the panel is connected to the base by two internal cables.
- Step 4 Disconnect the trackball cable connection from the motherboard and the USB/power cable connection from the top panel PCB.

Carefully place the top panel in a safe location. Rest the panel on its edge. **UNDER NO CIRCUMSTANCES SHOULD THE ROTARY ENCODERS REST AGAINST ANY SURFACE.**
- Step 5 Remove the blanking panel from the 50-pin D-connector cut-out on the rear panel of the Station by unscrewing the two M3 screws.
- Step 6 Attach the nylon spacer to the PCI rear support bracket with an M3 screw.
- Step 7 Attach the PCI rear support bracket to the threaded standoffs next to the CDROM drive with two M4 screws.



- Step 8 On a flat surface, assemble the mounting bracket, PCI riser card and DSP card as shown in the picture below. Insert the two M3 screws as shown.

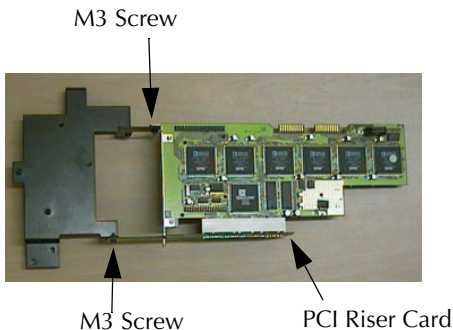


Figure 4: Bracket/PCI Riser/DSP Card Assembly

- Step 9 Carefully lift the assembly and insert it into the Station as indicated. Lift the keyboard cable to allow the mounting bracket to line up with the mounting hole in the rear panel. Make sure the mounting bracket is aligned with the two standoffs on the Station base and that the bracket is not obstructed by any of the existing cables. Adjust the cables if necessary.
- Step 10 Align the hole in the end of the DSP card with the nylon spacer on the PCI rear support bracket. Attach the DSP card with one M3 nylon nut.

Step 11 Carefully insert the PCI riser card into the PCI slot in the motherboard and press down firmly until the card is fully inserted in the PCI edge connector.

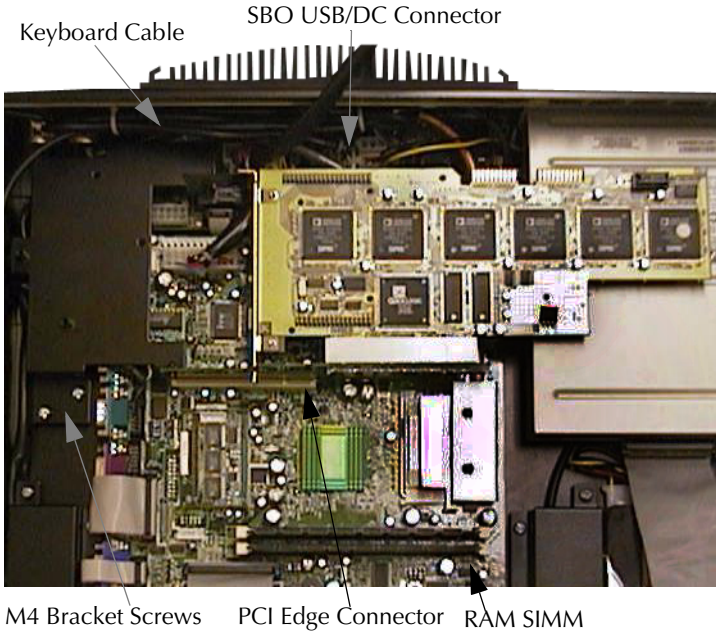


Figure 5: Bracket/PCI Riser/DSP Card Installation

Step 12 Secure the bracket by inserting one M4 retaining screw through the Station rear panel.

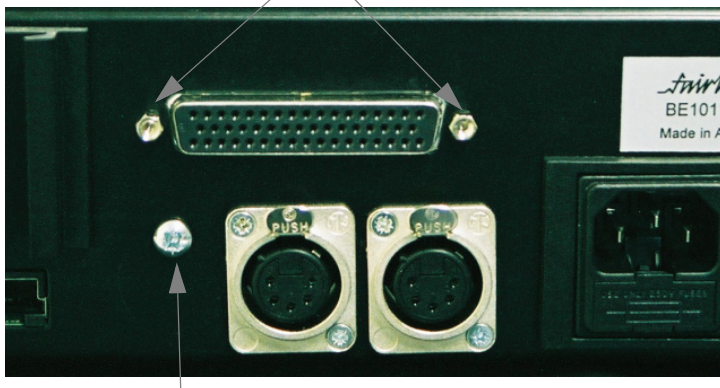
Insert the remaining two M4 retaining screws through the top of the bracket into the threaded standoffs on the Station base plate.

Step 13 Attach the AIB card to the mounting bracket by inserting the 50-pin connector through the rear panel cut-out. Attach the AIB card to the bracket with the two M3 screws provided.

Finally, insert the two D connector screw-lock posts through the rear panel of the Station into the 50-pin D connector. Tighten

the screw-lock posts with a 5mm nut driver or small adjustable spanner.

AIB D connector screw lock posts



M4 Bracket retaining screw

Figure 6: Mounting Detail - Screws at Rear of Station

- Step 14 Install the USB/DC cable (ABE1205-A) from the AIB card to the spare connector on the SBO card as shown.

Step 15 Install the audio bus cable (APIM201-A), note the orientation of the cable as shown.

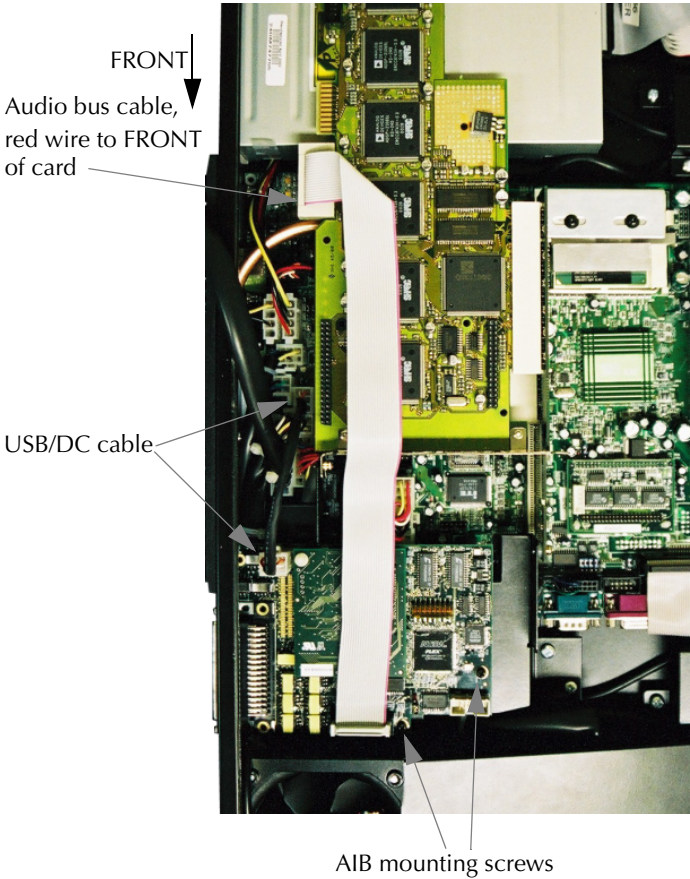


Figure 7: AIB and cable installation

Step 16 Install the new 128MB RAM SIMM into the motherboard. Insert the SIMM into the edge connector making sure of correct orientation. Use the retaining clips in the connector to secure the SIMM.

Step 17 Re-attach the upper section of the Station.

First re-connect the trackball cable to the motherboard, then reconnect the USB/power cable to the top panel PCB.

Step 18 Carefully replace to top panel and re-attach the seven retaining screws.

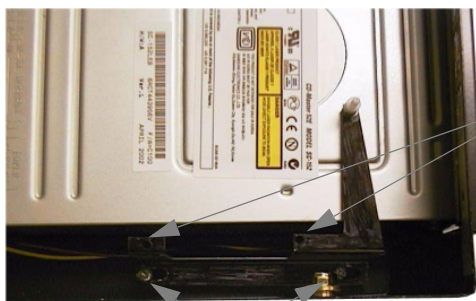
DREAM CONSOLE INSTALLATION

Step 1 Power down the console.

Step 2 Undo the retaining screws securing the rear of the console CPU tray. On a five bay console the CPU tray is at the right viewed from the rear, in a three bay console it is in the centre. Carefully slide the tray out as far as possible.

Step 3 Attach the two nylon spacers to the PCI rear support bracket with two M3 screws.

Step 4 Attach the PCI rear support bracket to the threaded standoffs next to the CDROM drive with two M4 screws.



Nylon spacers
should be
located here

M4 Mounting Screws

- Step 5 On a flat surface, assemble the mounting bracket, PCI riser card and DSP card as shown in the picture below. Insert the two M3 screws as shown. Insert the two male/female M3 standoffs into the bracket.

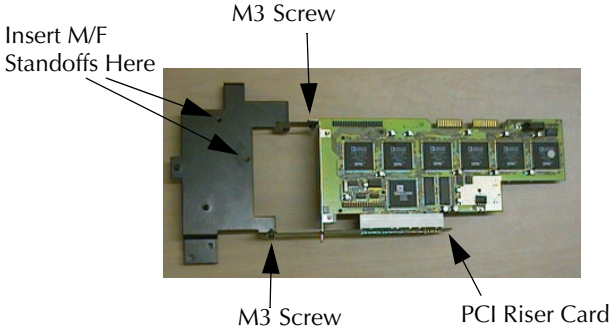


Figure 8: Bracket/PCI Riser/DSP Card Assembly

- Step 6 Carefully lift the assembly and insert it into the CPU tray as indicated. Make sure the mounting bracket is aligned with the two stand-offs on the base of the tray and that the bracket is not obstructed by any of the existing cables. Adjust the cables if necessary.

- Step 7 Carefully insert the PCI riser card into the PCI slot in the motherboard and press down firmly until the card is fully inserted in the PCI edge connector.

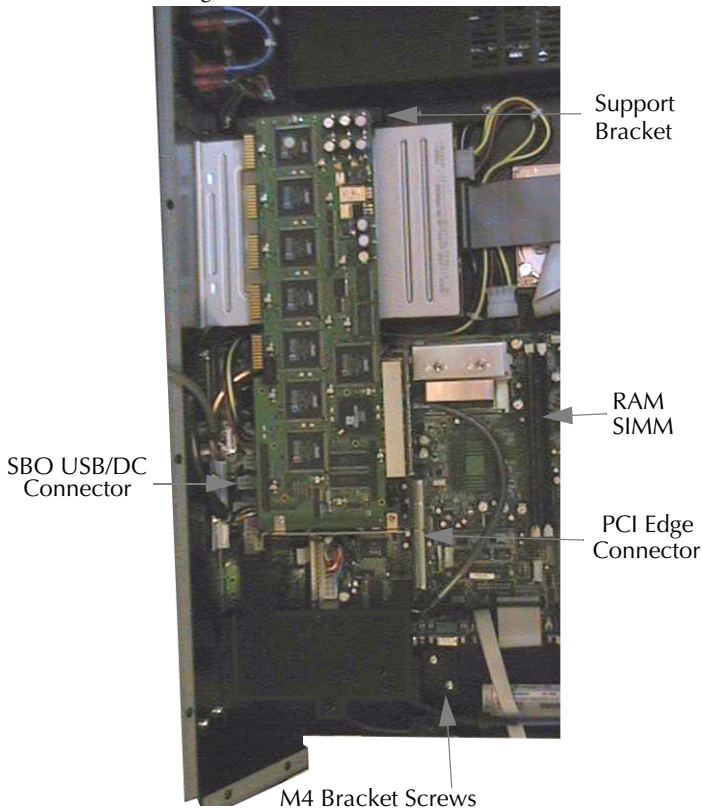


Figure 9: Bracket/PCI Riser/DSP Card Installation

Secure the bracket by inserting one M4 retaining screw through the heatsink on the rear panel of the tray. On early consoles this hole may be obscured by the heatsink. In this case, insert the screw from the inside of the bracket so that it extends about 3mm into the hole from the inside of the CPU tray.

Insert the remaining two M4 retaining screws through the top of the bracket into the threaded standoffs on the base of the tray.

- Step 8 Align the two holes in the end of the DSP card with the nylon spacers on the PCI rear support bracket. Attach the DSP card with the two M3 nylon nuts.
- Step 9 Attach the AIB card to the bracket via the two M3 standoffs, secured with two M3 screws. Insert the final screw into threaded insert on the side of the CPU tray.
- Step 10 Install the USB/DC cable (ABE1205-A) from the AIB card to connector JR3 on the SBO card as shown.

JR3 USB/DC Connector for Plug-Ins

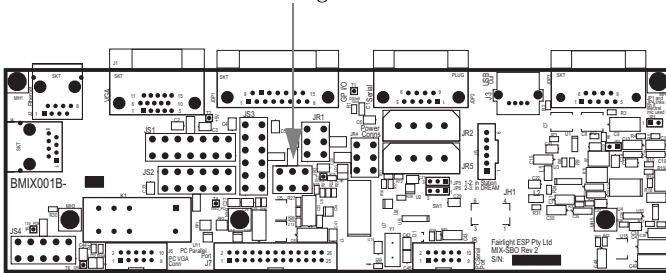


Figure 10: SBO USB/DC Connector

- Step 11 Install the audio bus cable (APIM201-A), note the orientation of the cable as shown.

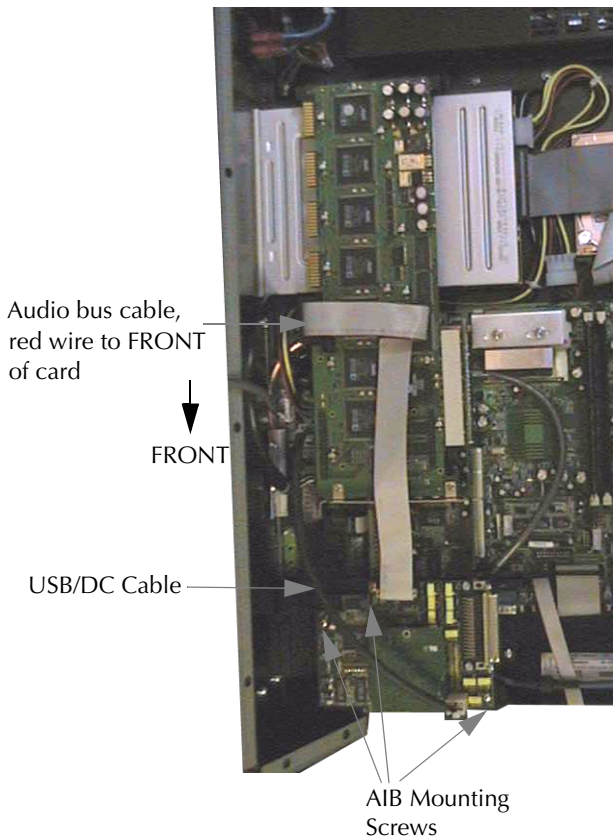


Figure 11: AIB and cable installation

- Step 12 Install the new 128MB RAM SIMM into the motherboard. Insert the SIMM into the edge connector making sure of correct orientation. Use the retaining clips in the connector to secure the SIMM.

- Step 13 Check that all cables are still secure and slide the CPU tray closed.
Re-insert the retaining screws in the tray.

SOFTWARE INSTALLATION

Once the hardware has been installed, restart your SSM, Station or Console. Make sure the system is running DREAM software version 2.0 or higher prior to installing the Plug-Ins system. The software version is displayed in the **BLUE Utils** menu.

Station/Console BIOS Settings

During boot-up of the Station or Console, hold down the **Del** key to display the BIOS setup screen.

- Step 1 Select **Integrated Peripherals > System Share Memory Size >32MB**.
- Step 2 Save and Exit.

CreamWare Driver Installation

During boot-up the operating system will detect new hardware.

When the **Found New Hardware** dialogue for the Creamware DSP card is displayed, insert the PIM Install disk. Select **Search for a suitable driver for my device** and check the CD ROM option. Select the drivers, when prompted, located on the PIM Install in *SFP\Driver\Win2k\scopeWDM.inf*.

If a **Found New Hardware** dialogue for the USB AIB card is displayed, insert the Plug-Ins Manager 5 disk, select **Search for a suitable driver for my device** and check the CD ROM option. Select the drivers, when prompted, located on the PIM 5 CD in *Drivers\FairUSB.inf*.

Pulsar Software Installation

The Plug-Ins Manager system runs on a customised version of the Creamware Scope Fusion Platform, that is supplied on the PIM5 CD. It is NOT possible to run PIM5 with any other versions of Creamware software.

- Step 1 Click on the **Exit** button on the DREAM Start splash screen if currently running.
- Step 2 Insert the PIM Install CD.

- Step 3 Click on **My Computer** on the Windows desktop and navigate to the CDROM. Double click on *SetupSFP-###.bat* file located in the root directory of the CDROM.
- Step 4 Select the Language, and click **Next** when prompted, then at the Readme file and License agreement click **Accept** if you accept the terms of the agreement.
- Step 5 Select the default installation Folder *C:\SFP* and click **Next**. Do not alter this path.
- Step 6 If installing a 6 DSP card, select the package named **Pulsar**.
- OR

If installing a 15 DSP card, select the package name **Scope**.

- Step 7 Check the Product Activation Keys card that is supplied with the Plug-Ins kit. This card contains the activation keys for the CreamWare DSP card and all the software Plug-Ins supplied with the Plug-Ins Manager.

To activate each product, click in the **enter key** field next to the products listed in the dialog box and enter the keys from the labels on the card. Retain this card in a safe place for future reference.

Click **Next**.

- Step 8 When prompted to **Select the VST Plugins folder for XTC components**, leave the text boxes blank or click the **Disable** buttons to clear them, then **Next**.
- Step 9 Finally, click **Finish**.

PIM5 Software Installation

Plug-Ins Manager 5 must now be installed.

- Step 1 Insert the Plug-Ins Manager 5 CD. Click on **My Computer** on the Windows desktop. Navigate to the CDROM and double click on the *SetupPIM* file. The PIM 5 Installer will run displaying the PIM installation **Welcome** screen.
- Step 2 Click **Next**, then read the End User License Agreement. If you accept the agreement, click **Yes**.

- Step 3 Click **Next** to start copying the files.
- Step 4 Click the **Finish** button to quit the installer when finished.

Documentation Installation

The on-line version of this manual includes additional chapters on using all the plug-ins supplied with Plug-Ins Manager. Once installed the manual can be found by clicking on the **Start** menu and selecting **Programs > Fairlight > Docs**

User Manual

- Step 1 Insert the Plug-Ins Manager 5 CD. Click on **My Computer** on the Windows desktop. Navigate to the CDROM and double click on the *SetupPIMDocs* file. The PIM 5 Documentation Installer will run displaying the PIM installation **Welcome** screen.
- Step 2 Click **Next** to start copying the files.
- Step 3 Click the **Finish** button to quit the installer when finished.

Acrobat Reader

- Step 1 Insert the Plug-Ins Manager 5 CD. Click on **My Computer** on the Windows desktop. Navigate to the CDROM and double click on the *SetupAcrobatReader* file. The PIM 5 Documentation Installer will run displaying the PIM installation **Welcome** screen.
- Step 2 Click **Next** to start copying the files.
- Step 3 Acrobat Reader Installer will run. Follow the prompts to set up Adobe Acrobat Reader.
- Step 4 Click the **Finish** button to quit the installer when finished.

SSM Installation

If running Plug-Ins Manager on an SSM you must also install Plug-Ins Manager on the Station or Console. This is necessary only to install the plug-ins, flexiSurface maps and ancillary PIM components. The Plug-Ins Manager application itself, only runs on the SSM but the installation must be performed on the Station or Console. If running Plug-Ins Manager in the Station or Console, ignore this step.

- Step 1 Click on the **Exit** button on the DREAM Start splash screen if currently running.
- Step 2 Insert the Plug-Ins Manager 5 CD in the Station or Console CD ROM drive. Click on **My Computer** on the Windows desktop. Navigate to the CDROM and double click on the *SetupPIM* file. The PIM 5 Installer will run displaying the PIM installation **Welcome** screen.
- Step 3 Click **Next**, then read the End User License Agreement. If you accept the agreement, click **Yes**.
- Step 4 Click **Next** to start copying the files.
- Step 5 Click the **Finish** button to quit the installer when finished.
- Step 6 Restart the Station or Console computer. Click on the **Start** Menu and select **Shutdown > Restart**.

Add Startup Shortcut

Adding Plug-Ins Manager to the startup directory will make Plug-Ins Manager run automatically every time you start up your system.

- Step 1 Right click on the task bar at the bottom of the Windows desktop.
- Step 2 Click **Properties**, then click on the **Advanced** tab.
- Step 3 Click the **Add** button, then click the **Browse** button and navigate to *C:\Program Files\Fairlight\Plug-In Manager\Plug-In Manager.exe*.
- Step 4 Click **Next** then scroll down the destination folder list to **Start Menu > Programs > Startup**, then click **Next**.

Step 5 Click **Next** to accept the shortcut name, then click **Finish**.

If running Plug-ins Manager internally on a Station or Console, the short-cut properties must be set to **Run Minimized**. For SSM systems, the short-cut is set to **Run Maximized**.

Step 1 Click on the Start menu and right click **Programs > Startup > Plug-In Manager** and select **Properties** from the context menu.

Step 2 Click on the **Run:** drop-down list and select **Minimized** or **Maximized**, as appropriate for you system.

Add System Variables

The QDC I/O used to support Plug-Ins must now be defined. Plug-Ins requires a block of 16 AES I/O.

Step 1 On the Station or Console, click on **My Computer** on the Windows desktop and navigate to *C:\Program Files\Fairlight\FMC\Data\System_Variables.txt*. Double click on the file to open it in the Windows Notepad editor.

Step 2 Edit the following lines:

```
PLUGINS_IO_START, 1
PLUGINS_IO_RANGE, 16
```

The plug-ins I/O takes up a block of 16 AES I/Os. The start number should be 1, 17, or 33 depending on which I/O in your system you wish to use.

Step 3 Save the file and exit Notepad.

DREAMStart Setup

The DREAMStart application is used to configure the Fairlight Mixing Console application for use with plug-ins.

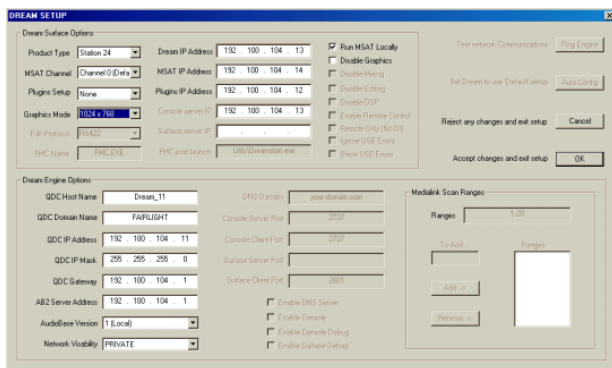


Figure 12: DreamStart Setup Page

- Step 1 Click on the **Start** button on the Windows desktop and select **Programs>Fairlight>DREAMStart**.
- Step 2 Click on the **Setup** binnacle key on the DREAMStart display to access the DREAM Setup page.
- Step 3 Click on the **Plug-ins Setup** drop-down list in the DREAM Surface Options section of the Setup page. Select **INTERNAL** for running plug-ins internally in your Station or Console. Select **EXTERNAL** for running plug-ins in an SSM.
- Step 4 If running plug-ins in an SSM, enter the IP address of the SSM in the **Plug-ins IP Address** field. This field is ignored if running plug-ins internally. See Network Settings below.
- Step 5 Click **OK** to accept changes and exit the setup page.

Network Settings

If running Plug-Ins Manager in a Fairlight System Services Module PC, make sure that the SSM is connected to the Station or Console via a 100BaseT ethernet hub and that the IP address is within the same subnet and unique.

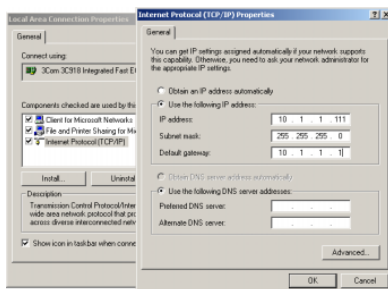


Figure 13: SSM Network Settings

To configure the SSM network settings follow these steps:

- Step 1 Right click on **My Network Places** on the Windows desktop to open the Network and Dial-up Connections dialogue box. Select **Properties**.
Double click **Local Area Connection**, then click **Properties**.
Double click **TCP/IP** and set the SSM's IP address. Ensure the IP address is unique and within the subnet range of the engine and console. It is common practice to set the last number in the SSM IP address to a value 100 higher than the Console or Station. For example, if the Station or Console's IP address is 10 . 1 . 1 . 111, make the SSM IP address 10 . 1 . 1 . 211.
- Step 2 Press **Tab** to get the default Subnet Mask 255 . 255 . 255 . 0, then click **OK**.
- Step 3 Tick the **Show icon in taskbar** box, then click **OK** and **Close**.

FlexiSurface File

By default, all plug-in parameters are mapped to faders, pan and mute controls on the first twelve faders of a Console or Sidecar. No changes to the FlexiSurface configuration are required, however, sophisticated customisation is possible using the FlexiSurface system.

If no Sidecar is available in a Station system the FlexiSurface file may need to be modified.

The FlexiSurface file defines which physical controls on the control surface are available to be mapped to control plug-in parameters. Parameters may be mapped to pan, mute and fader controls on a fader panel or Sidecar, or to the rotary controls and switches on the parameter pad of a Station.

To edit the file click on the **Start** menu and select **Programs>Accessories>Notepad. File>Open** from the Notepad menu and navigate to *C:\Program Files\Fairlight\FMC\Data\FlexiSurface.txt* and open the file.

When mapping to a fader panel edit the file to select the target fader strips. Each fader strip must be listed in the file with an entry, for example, **FADERSTRIP, 1**. The default flexisurface maps include twelve faders. Any number of faders may be used, however, each plug-in FlexiSurface map file must be modified to suit the configuration.

When mapping to the Station Parameter Pad the file merely contains one **PARAPAD** entry, all **FADERSTRIP** entries must be removed. The plug-in FlexiSurface map files must be modified to suit this configuration.

See the FlexiSurface Maps chapter in the PIM 5 User Manual for more details.

Restart System

- Step 1 You must now restart your computer. Click on the **Start** Menu and select **Shutdown > Restart**.

Starting Plug-Ins Manager

Plug-Ins Manager 5 must be started prior to launching FMC. To start Plug-Ins Manager, click on the **Start** menu and select **Programs>Fairlight ESP>Plug-In Manager**.

A short-cut to Plug-Ins Manager should be added to the Windows Startup directory as described above. This causes Plug-Ins Manager to run automatically when the system is powered on. For Stations or Consoles running In-Screen, the short-cut properties are set to **Run Minimized**. For SSM systems, the short-cut is set to **Run Maximized**.

Once Plug-Ins Manager is running you may proceed to start FMC from DREAMStart in the normal manner.

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NOTES:

Chapter 3 - Using Plug-Ins

INTRODUCTION

Plug-ins are inserted into feeds from the insert menu. This provides considerable flexibility allowing plug-ins to be inserted directly into a track feed, or into a live feed whose input is sourced from an auxiliary bus, for example. This allows the Aux Bus to drive the plug-in, with the return being the Live Feed in which the plug-in is inserted.

Starting Plug-Ins

Plug-Ins Manager must be started prior to launching FMC. Plug-Ins Manager may be launched from the **Start** menu, or by copying a shortcut to the Windows Startup directory. Follow the steps in the installation chapter to get the system working.

PATCHING A PLUG-IN

Both stereo and mono plug-ins are supported. Stereo plug-ins may be inserted across a stereo link group. If a stereo plug-in is inserted on a mono feed, the right channel is inserted in the adjacent feed.

- Step 1 Call the feed on which you wish to insert a plug-in.
- Step 2 Press the **Insert** key on Station or **Insert Config** on Console to display the Insert menu.
- Step 3 Press the Add Plug-In soft key.
- Step 4 Use the jog wheel or arrow keys to scroll through the list of available plug-ins.
- Step 5 Press the Add soft key to instantiate the plug-in in Plug-Ins Manager.

There may be some delay while the plug-in instantiates. The insert patching is displayed on the channel display at the bottom of the mixer display and the insert is switched in. A small purple **P** in the channel tile of the selected feed indicates that it has a plug-in.

When running plug-ins in-screen on Station or Console, the plug-in is displayed on top of the mixer display.

When running on an SSM the plug-in is displayed in the Plug-Ins manager window on the SSM display.

- Step 6 When using a plug-in that has a valid FlexiSurface map file, the plug-in parameters may be controlled from the fader panel or Sidecar by pressing the **Plug-Ins** key located below the Parameter Pad on Station or between the **Direct Config** and **SIP Defeat** keys at the top of the Channel Panel on Console.

Parameters are mapped to the Pan, Mute and Fader controls on a fader panel on the Console or Sidecar, or to the rotary controls and switches on the Parameter Pad. See the FlexiSurface Maps chapter for details on custom maps.

- Step 7 To remove a plug-in, press the **Remove Plug-In** soft key in the Insert menu.

CONTROLLING PLUG-INS

Plug-in parameters can be controlled using the trackball when running in the Station or Console, or the mouse when running in an SSM, or from the physical controls of the control surface. The mapping of parameters to controls is configured in a special mapping file which is described in the FlexiSurface Maps chapter. Default mapping files are supplied for all supplied plug-ins.

The **Plug-Ins** key on the Parameter Pad on Station, or Channel Panel on Console is dimly lit if the called feed has a plug-in inserted. Pressing the **Plug-Ins** key will display the plug-in graphical interface on screen, and the faderset map on the control surface as described below.

Using the Trackball

When running plug-ins internally in the Station or Console, the trackball can be used to control the plug-in's graphical interface. When running in an SSM, the SSM's mouse can be used.

Once a plug-in is inserted in a feed, its graphical interface is displayed on the screen whenever the feed is called and the **Plug-Ins** key on the Parameter Pad

on Station or Channel Panel on Console is pressed. Use the mouse to click and drag on any parameter control.

To gain more resolution when controlling a knob, click in the centre of the knob then move the pointer to the top edge of the screen, then move the pointer from left to right to adjust the value.



NOTE: Do not click on the cross at the top right of a plug-in graphical interface. Always use the **Remove Plug-In** soft key in the **Insert** menu to remove plug-ins.

Using the Control Surface

Plug-in parameters can be controlled from the fader, mute and pan controls on a fader panel or Sidecar, or from the encoders and switches on the Station Parameter Pad. The default FlexiSurface mapping places each parameter under the control of an appropriate fader, rotary encoder or switch.

Once a plug-in is inserted in a feed, its graphical interface is displayed on the screen whenever the feed is called and the **Plug-Ins** key is pressed.

The parameter names are displayed in the LCD windows above the faders or next to the controls in the Parameter Pad. Changes made to any parameter via the control surface are displayed in the plug-ins graphical interface.

The selection of a specific group of faders, or the Parameter Pad for use with plug-ins is made in the FlexiSurface file. See “FlexiSurface File” on page 2-31.

FAVOURITES

The **FAV** favourites soft key in the **Insert** menu displays a list of user selected plug-ins. This allows the user to quickly find the plug-ins they use most often without having to scroll through the entire list of available plug-ins.

Each user has their own unique favourites list. If you have logged on to the system as a different user, your favourites list will not be available.

Adding to Favourites

- Step 1 Press the **Insert** key on Station or **Insert Config** on Console to display the **Insert** menu.

- Step 2 Press the **Add Plug-In** soft key.
- Step 3 Press the **ALL** soft key to display the complete list of plug-ins on your system.
- Step 4 Turn the jog wheel to scroll down the list of available plug-ins and find the one you wish to add.
- Step 5 Press the **ADD TO FAV** soft key to add the plug-in to the favourites list.

Selecting Favourites

- Step 1 Call the feed on which to insert a plug-in.
- Step 2 Press the **Insert** key on Station or **Insert Config** on Console to display the Insert menu.
- Step 3 Press the **Add Plug-In** soft key.
- Step 4 Press the **Fave** soft key to display the favourites list.
- Step 5 Turn the jog wheel to scroll down the list of favourite plug-ins.
- Step 6 Press the **Add** soft key to insert the plug-in.

APPROVED 3RD PARTY PLUG-INS

Fairlight maintains a list of approved third-party plug-ins which have been tested and verified for stable operation and good performance on the DREAM Plug-Ins Manager system. Check the Plug-Ins Manager page on the Fairlight web site at www.fairlight.net for details of the latest plug-ins.

Adding New Plug-Ins

Follow the instructions included with the plug-in you have purchased, and any special instructions provided on the Fairlight web site. The plug-in device file must be copied to the `C:\SFP\Devices\Fairlight\PlugIns` directory. Plug-ins device files are named with either a `.mdl` or `.dev` file extension. Your new plug-in will now appear in the **All** plug-ins list in the **Insert** menu.

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NOTES:

Chapter 4 - Specifications

CONNECTIONS

Digital I/O Connector

Description: 16 balanced pairs AES/EBU digital audio.

Note - to connect to a standard QDC 50 pin digital I/O connector, wire cable pin 1 to pin 1, pin 2 to pin 2, and so on.

Connector: 50 pin D female

+	GND	-	Channel #
17	33	50	Digital Output 1/2
16	32	49	Digital Output 3/4
15	31	48	Digital Output 5/6
14	30	47	Digital Output 7/8
13	29	46	Digital Input 1/2
12	28	45	Digital Input 3/4
11	27	44	Digital Input 5/6
10	26	43	Digital Input 7/8
9	25	42	Digital Output 9/10
8	24	41	Digital Output 11/12
7	23	40	Digital Output 13/14
6	22	39	Digital Output 15/16
5	21	38	Digital Input 9/10
4	20	37	Digital Input 11/12
3	19	36	Digital Input 13/14
2	18	35	Digital Input 15/16

APIM102-D

Description: DC and USB connection for SSM installation of AIB card.

Note - USB connections may vary on some motherboards.

Connectors:

CN1 - 6-pin Molex 39-01-2060 (Farnell 151-868) with Crimp Pins 39-00-0039 (Farnell 151-890).

CN2 - 5-pin FCI 65039-032 (Farnell 528-481) with Crimp Pins FCI 47750-00 (Farnell 528-560).

CN3 - 4-pin AMP 1-480426-0 (Farnell 299-479) with Crimp Pins AMP 163305-2 (Farnell 299-558)

CN1	Signal	Wire	CN2	CN3
1	USBD+	L-2B2AT Orange	3	NC
2	GND	Braid	4	NC
3	Spare	Brown	5	NC
4	USBD-	L-2B2AT white	2	NC
5	GND	Black	NC	3
6	Vcc	Red	NC	4
	CN2 pin 1 not connected			
	CN3 pin 1,2 not connected			

ABE1205-A

Description: DC and USB connection from SBO card to AIB card in Station and Console.

Connectors: 6-pin Molex 39-01-2060 (Farnell 151-868) with Crimp Pins 39-00-0039 (Farnell 151-890).

CN1	Signal	Wire	CN2
1	USBD+	L-2B2AT Orange	1
2	GND	Braid	2
3	Spare	NC	3
4	USBD-	L-2B2AT white	4
5	GND	Black	5
6	Vcc	Red	6

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