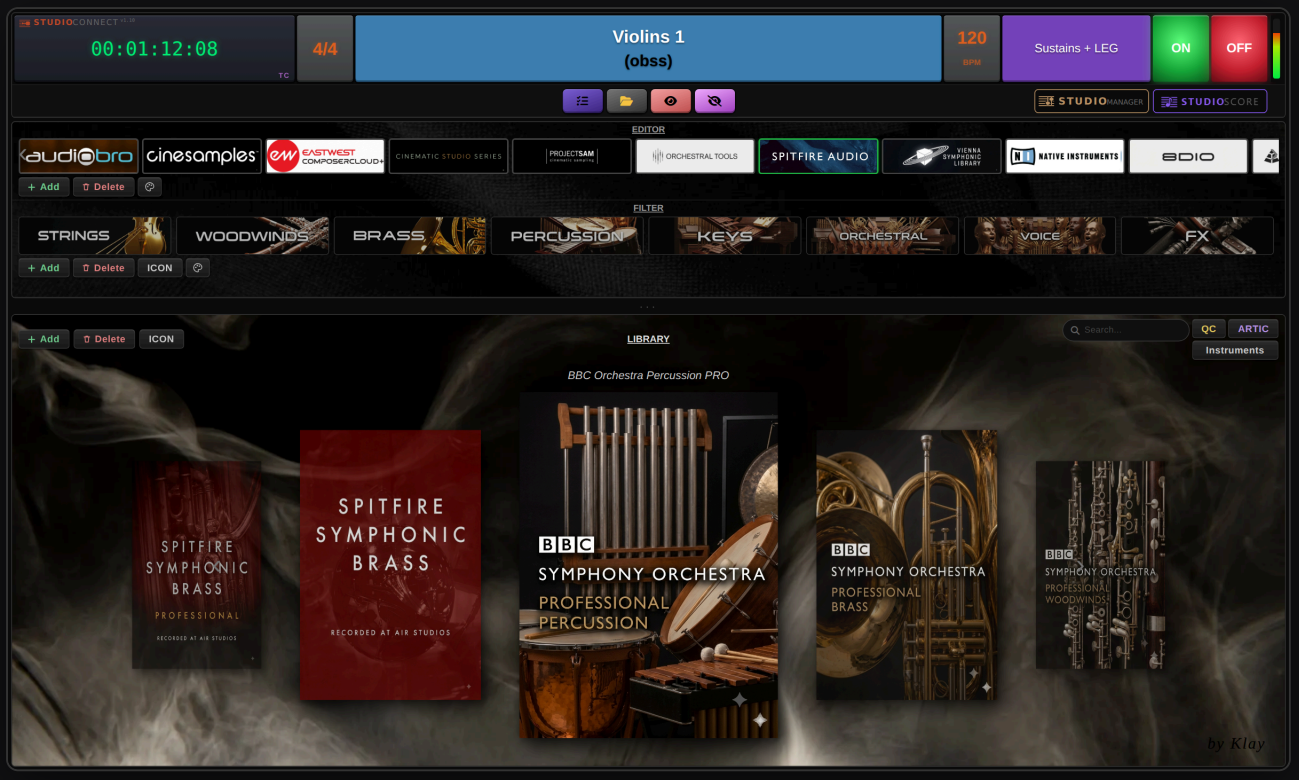
STUDIOCONNECT v1.10

Operation Manual

The Studio Connect page



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CHAPTER 1

Introduction

1.1 Welcome

The **Studio Connect** page is the main window of Studio Connect. It works as a remote control for the DAW and as a workspace for your orchestral libraries.

From a single screen, you can:

- see live the track selected in the DAW, the time position, the tempo, the time signature and the articulation being played;
- switch articulations with a single tap;
- adjust the track's *Quick Controls* and the library's microphone mix;
- organize your libraries by editor and by filter, find them in an image carousel, and show their tracks in the DAW;
- open Studio Manager and Studio Score.

The page works with the mouse and with your finger, on the computer screen or on a touch screen.

1.2 Conventions used in this manual

- Button and window names are written in **bold**, exactly as they appear on screen: **Add**, **ARTIC**, **TEMPO (BPM)**...
- “Click” also means “tap” on a touch screen.
- “Long press”: keep your finger or the mouse button pressed, without moving, for the time given.
- Numbers in parentheses, such as (5), refer to the overview in chapter 3.

> NOTE
> The functions that control the DAW (articulations, Quick Controls, microphones, tempo, time signature, track display...) require the DAW to be open with the Studio Connect setup installed.

> NOTE
> The pictures in this manual show an installation that has already been filled in. For a new user, the Editor, Filter and Library areas are empty at first: you fill them yourself, as explained in chapters 6 to 8.

CHAPTER 2

Getting started

2.1 Starting Studio Connect

Double-click the **Studio Connect** shortcut. The Studio Connect page opens and connects to the DAW.

2.2 Activating the license

At the first start, or if the license is not valid, the **LICENSE ACTIVATION** window opens in front of everything else.

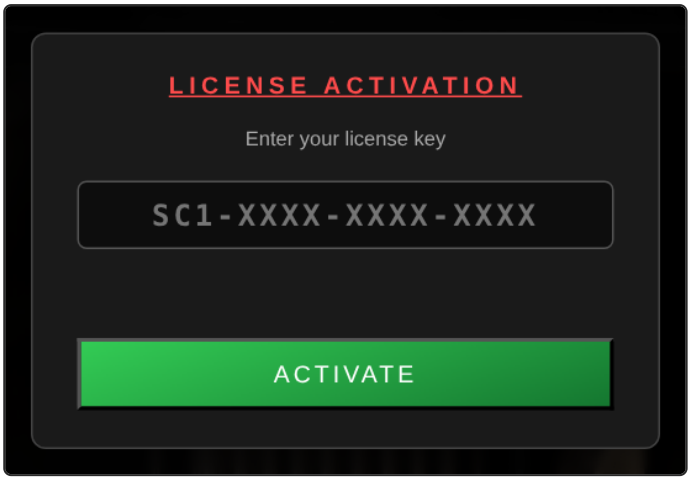


Figure 1 — The license activation window

PROCEDURE

1. Type your license key, in the form `SC1-XXXX-XXXX-XXXX`. Letters are changed to capitals automatically.
2. Click **ACTIVATE**, or press Enter.

Result: the button shows ✓ and the window closes. Studio Connect is ready.

Messages that can appear below the field:

Message	Meaning
Please enter your license key	The field is empty.
Invalid key — check your key	The key is not recognized. Check it, character by character.
Key already activated on another PC — deactivate it first in Studio Manager	This key is already in use on another computer. First deactivate it on that computer, in Studio Manager.
Server connection error	The check could not be made. Check your Internet connection, then try again.

2.3 First start: the VST scan

At the first start, the Studio Connect audio engine looks for all the VST3 plug-ins installed on the computer. This scan runs in the background while you activate the license.

1. Once the license window is closed, the **VST SCAN** window shows a progress bar, the percentage and the name of the plug-in being scanned.
2. When the scan is finished, the **VST** window shows a table of all the plug-ins found, with a summary (number of available plug-ins, instruments and effects).
3. Click **OK** to close the window.

The table has four columns: **Name**, **Manufacturer**, **Type** (Instrument or Effect) and **Status**. Click a column title to sort the table by that column.

Status	Meaning
Available	The plug-in was loaded and can be used.
Suspect	The plug-in caused a problem during the scan.
Discarded	The plug-in was set aside and will not be loaded.
Unidentified	The file exists, but the plug-in could not be identified.

> NOTE
> At later starts, if there is nothing new to scan, this window does not appear.

2.4 Closing Studio Connect

PROCEDURE

1. Click the **STUDIO CONNECT** logo, at the top left.
2. In the menu that opens, click **Close**.

Result: Studio Connect closes at once, without asking for confirmation.

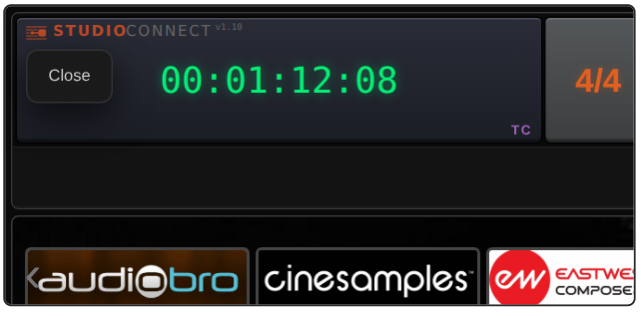


Figure 2 — The logo menu

To close the menu without doing anything, click anywhere else.

CHAPTER 3

Window overview

The Studio Connect page is made of three main areas, from top to bottom: the **top bar** (with the toolbar), the **Editor / Filter** area, and the **Library** area with its carousel.

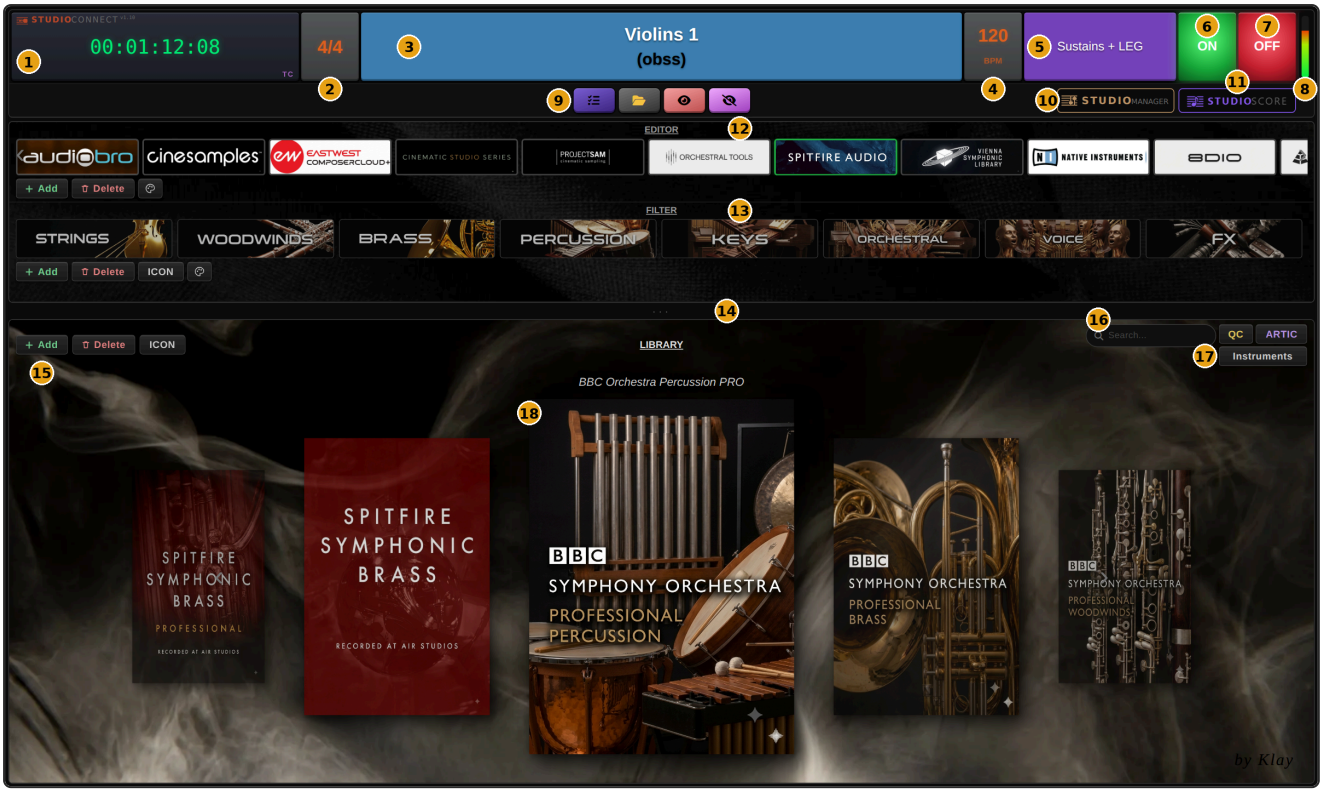


Figure 3 — The Studio Connect page

1	Logo and time display (TC or BARS)	10	Studio Manager button
2	Time signature	11	Studio Score button
3	Name and color of the track selected in the DAW	12	Editor area
4	Tempo	13	Filter area
5	Active articulation	14	Divider (carousel size)
6	ON	15	Library buttons (Add, Delete, ICON)
7	OFF	16	Library search
8	Level meter	17	QC, ARTIC and Instruments buttons
9	DAW track display buttons	18	Library carousel

CHAPTER 4

The top bar

The top bar shows live what is happening in the DAW. Several of its boxes are also buttons.



Figure 4 — The top bar

4.1 Time display: TC and BARS

The large box on the left (1) shows the DAW playback position. It has two modes, shown at the bottom right of the box:

- **TC** (timecode): hours:minutes:seconds:frames, at 25 frames per second, for example `00:01:12:08`;
- **BARS**: bar/beat/division/ticks, for example `37/2/1/000`.

Click the box to switch from one mode to the other. The chosen mode is kept for the next start.

During playback, the display moves smoothly, frame by frame.



Figure 5 — The display in BARS mode

Start bar

In **BARS** mode, you can choose the number of the first bar. This is useful, for example, when the project starts with a count-in or a pickup.

PROCEDURE

1. Set the display to **BARS** mode.
2. Long-press (about half a second) on the numbers.
3. In the **START BAR** window, type the number that the first bar of the project should have (for example `1`, `0` or `-3`).
4. Click **OK** or press **Enter**.

Result: the message **START: n** appears, and all bars are renumbered from that number.

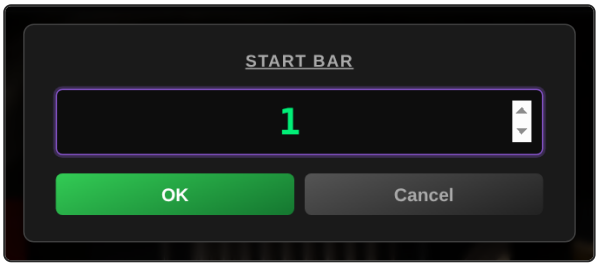


Figure 6 — The START BAR window

> NOTE
> In TC mode, a long press does nothing, and the click that follows a long press does not switch modes.

4.2 Time signature

Box (2) shows the DAW time signature, for example `4/4`.

PROCEDURE — CHANGING THE TIME SIGNATURE

1. Click the time signature box.
2. In the **INSERT SIGNATURE** window, type the new time signature, for example `3/4` or `6/8`.
3. Click **OK** or press **Enter**.

Result: Studio Connect opens the DAW time signature window, enters the value and confirms it.

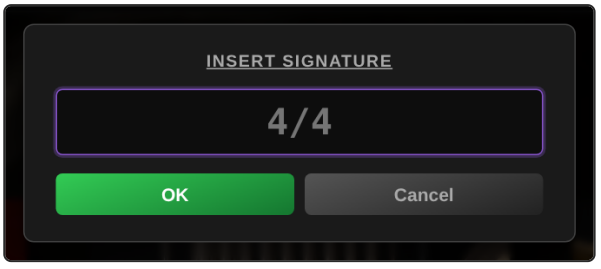


Figure 7 — The INSERT SIGNATURE window

Cancel, or a click outside the window, closes it without changing anything.

4.3 Track name

The large box in the middle (3) shows the track selected in the DAW:

- the background takes the **track color** from the DAW;
- the first line gives the **instrument name**, in white;
- the second line gives the **library abbreviation** in parentheses, for example `(obss)`.

As soon as you select another track in the DAW, the box changes, and so do the Articulation, Quick Controls and Mic Mix panels.

4.4 Tempo

Box (4) shows the DAW tempo in BPM.

PROCEDURE — CHANGING THE TEMPO

1. Click the tempo box.
2. In the **TEMPO (BPM)** window, type the new tempo, between 1 and 360.
3. Click **OK** or press **Enter**.

Result: Studio Connect opens the DAW tempo window, enters the value and confirms it.

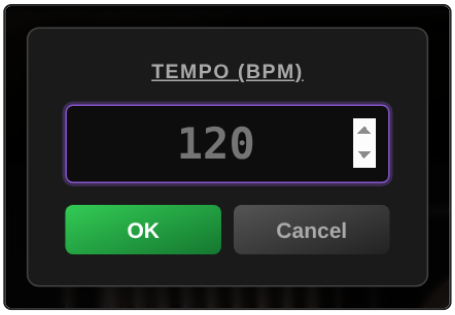


Figure 8 — The TEMPO (BPM) window

4.5 Articulation

The purple box (5) shows the active articulation of the track, for example `Sustains + LEG`. To change the articulation, use the **ARTICULATION** panel (chapter 10).

4.6 ON and OFF

The **ON** (6) and **OFF** (7) buttons switch the instrument of the selected track on or off:

- for a **VST** track, the command is sent to the DAW, which activates or deactivates the track;
- for a track connected to **Vienna Ensemble Pro**, the instrument is switched on or off in VE Pro.

Studio Connect recognizes the track type by itself.

4.7 Level meter

The vertical bar on the right (8) shows the signal level.

CHAPTER 5

The toolbar



Figure 9 — The toolbar

5.1 Showing and hiding the DAW tracks

The four buttons in the middle (9) change which tracks are shown in the DAW project window. Each one runs a preset of the DAW's Project Logical Editor, installed with Studio Connect. From left to right:

Button	Action in the DAW
☰ purple (list)	Hides every track that contains no events: only the tracks with something on them remain.
📂 gray (folder)	Collapses the folders (“Collapse All” preset).
👁 pink (eye)	Shows all tracks.
⊘ mauve (crossed-out eye)	Hides all tracks.

> TIP
> Hide all tracks, then click a library in the carousel (chapter 8): only its tracks reappear.

5.2 Studio Manager

The **STUDIO MANAGER** button (10) opens Studio Manager in a drawer, over the page. Studio Manager is used to create and manage editors, libraries, instruments, expression maps and VE Pro instances; it has its own manual.

To close the drawer, click the **v** button, at the bottom left of the drawer.

5.3 Studio Score

The **STUDIO SCORE** button (11) opens Studio Score, the score editor, over the page. Studio Score has its own manual.

To return to the Studio Connect page, click the **v** button, at the bottom left. All the displays on the page are updated at once.

CHAPTER 6

Editors

An **editor** is a brand of libraries (for example a sound library company). The **EDITOR** area (12) shows a row of buttons, one per editor, with its logo if it has one, otherwise its name.

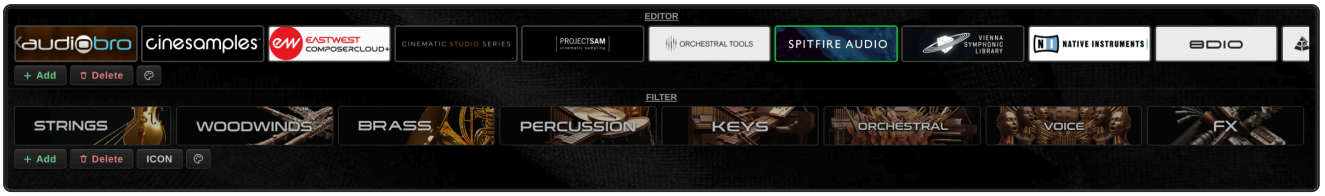


Figure 10 — The EDITOR and FILTER areas

6.1 Selecting an editor

Click an editor button. It gets a green outline, its filters appear in the **FILTER** area, and the carousel shows only its libraries.

There is no limit to the number of editors. When there are more than the row can hold, scroll the row:

- with the mouse, using the ‹ and › arrows at both ends of the row: each click moves one editor forward or back;
- or, on a touch screen, by swiping left or right on the row.

The arrows only appear when the row is full: when all the editors fit in the row, they are hidden.

At startup, Studio Connect selects the first editor that contains libraries.

6.2 Adding an editor

Editors are created in Studio Manager. The Studio Connect page then lets you place them in its row.

PROCEDURE

1. Below the editor row, click **Add**.
2. The **ADD AN EDITOR** window lists the editors available in Studio Manager, with their logos. Click the one you want.
3. In the **ADD EDITOR** window, choose how to fill it (see the table below).

Result: the editor takes the next place in the row.

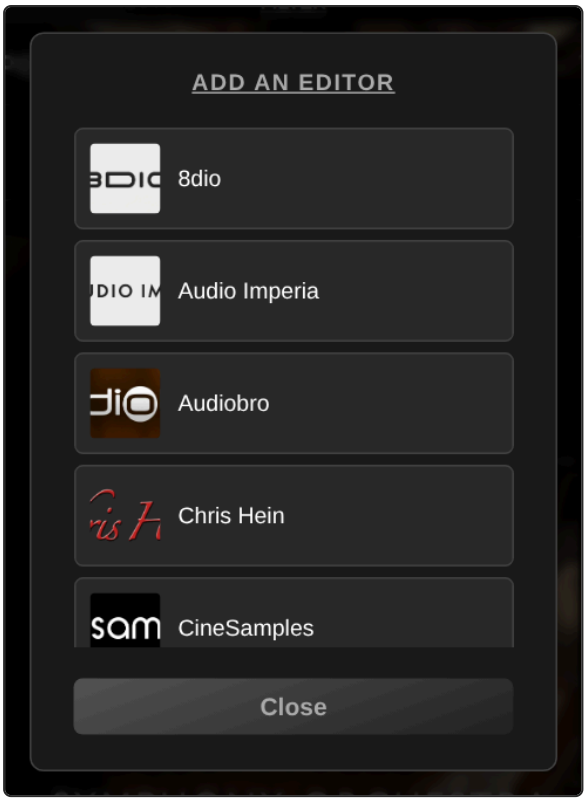


Figure 11 — Choosing the editor

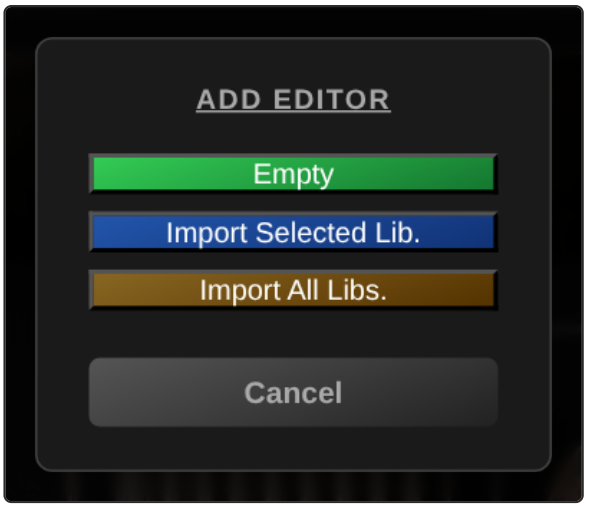


Figure 12 — Choosing how to fill it

Choice	What is added
Empty	Only the editor button, with no library. You then add libraries one by one (chapter 8).
Import Selected Lib.	All the libraries of this editor that are visible in Studio Manager (hidden libraries are left out), with their icons.
Import All Libs.	The saved setup of this editor: its libraries, its filters and their contents, its color and its icons.

If no editor exists yet, the window shows **No editor available**: first create an editor in Studio Manager. **Close** or **Cancel** closes the window without adding anything.

6.3 Deleting an editor

PROCEDURE

1. Select the editor to remove.
2. Click **Delete**, below the editor row.
3. In the **DELETE EDITOR** window, confirm with **Delete**.

Result: the editor disappears from the Studio Connect page, together with its filters, and the following editors move over to fill the gap.

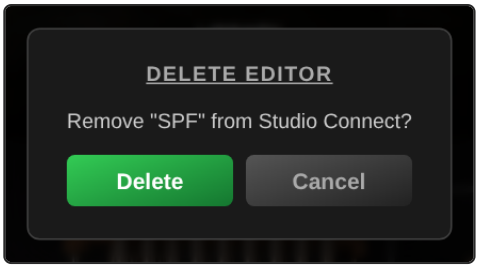


Figure 13 — The DELETE EDITOR window

> NOTE
> The editor is removed from the Studio Connect page only. It stays in Studio Manager, with its libraries, and you can add it again at any time.

6.4 Editor color

Select an editor, then click the palette button 🎨, to the right of **Delete**. Choose a color: the background of the editor button changes at once, and the color is saved.

CHAPTER 7

Filters

Filters sort the libraries of the selected editor by category, for example STRINGS, WOODWINDS, BRASS, PERCUSSION... Each editor has its own filters. The **FILTER** area (13) shows the filters of the selected editor.

7.1 Showing a filter

Click a filter: it lights up, and the carousel shows only the libraries in that filter. Click the same filter again to switch it off: the carousel shows all the editor's libraries again.

There is no limit to the number of filters. When there are more than the row can hold, scroll the row as for editors:

- with the mouse, using the ‹ and › arrows at both ends of the row: each click moves one filter forward or back;
- or, on a touch screen, by swiping left or right on the row.

The arrows only appear when the row is full.

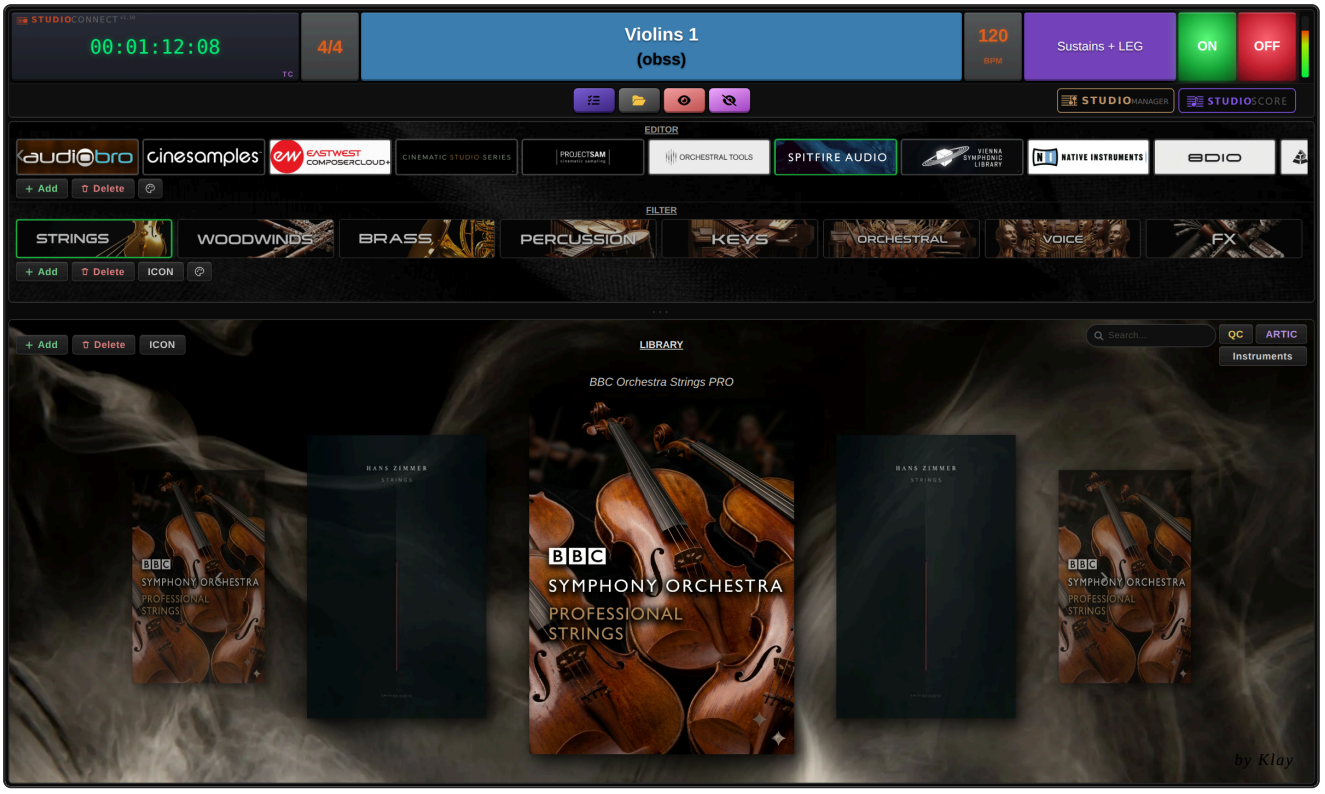


Figure 14 — The STRINGS filter is on: the carousel shows only string libraries

7.2 Adding a filter

PROCEDURE

1. Select an editor.
2. Below the filters, click **Add**.
3. In the **NEW FILTER** window, type the filter name. It is written in capitals.
4. Click **Add** or press `Enter`. `Esc` or **Cancel** closes the window without creating anything.

Result: the new filter appears, empty, after the others.

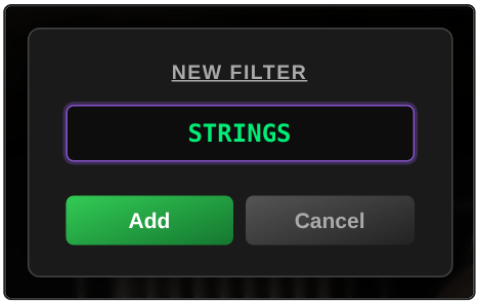


Figure 15 — The NEW FILTER window

7.3 Deleting a filter

PROCEDURE

1. Click the filter to delete, so that it lights up.
2. Below the filters, click **Delete**.
3. In the **DELETE FILTER** window, confirm with **Delete**.

Result: the filter disappears and the following filters move over. The libraries themselves stay with the editor.

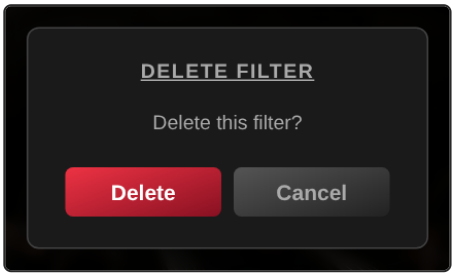


Figure 16 — The DELETE FILTER window

7.4 Filter icon and color

- **ICON**: switch a filter on, click **ICON**, then choose a picture on your computer. The picture replaces the name on the filter button.
- Palette button 🎨: switch a filter on, click the palette, then choose a color. The background of the filter button changes and the color is saved.

7.5 Putting a library into a filter

PROCEDURE

1. In the carousel, grab a library picture.
2. Drag it onto the button of the filter you want, then release it.

Result: the message ✓ **ABBREVIATION → FILTER** confirms it, for example `✓ BBCS → STRINGS`.

The same library can be placed in several filters.

7.6 Removing a library from a filter

PROCEDURE

1. Switch the filter on.
2. Bring the library to the center of the carousel.
3. Long-press (half a second) on the center picture: a trash can appears at the bottom right, with the text **REMOVE FROM FILTER**.
4. Drag the picture onto the trash can and release it.

Result: the library leaves the filter. It stays with the editor and in the other filters.

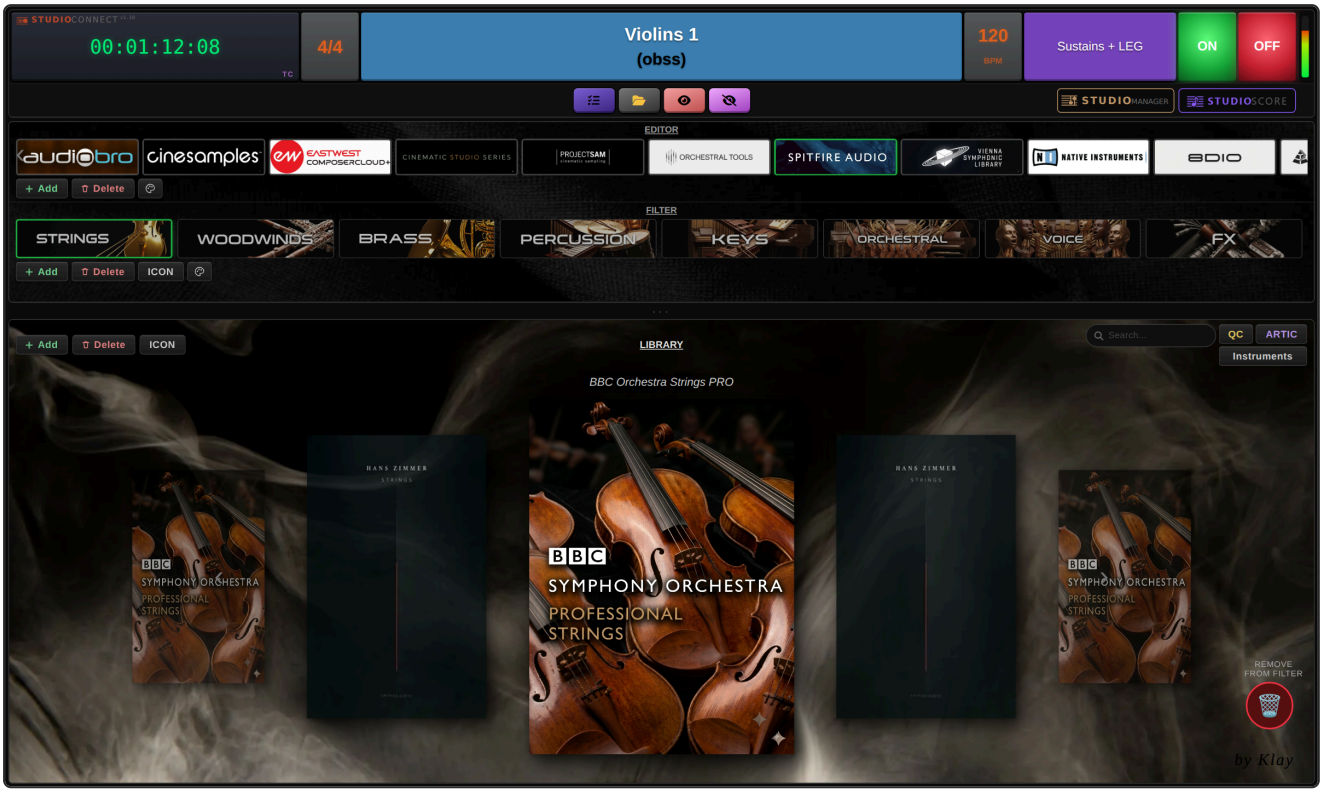


Figure 17 — The REMOVE FROM FILTER trash can, at the bottom right

If no filter is switched on, the long press shows **CHOOSE A FILTER**. If the library is not in the active filter, it shows **LIB NOT IN THIS FILTER**.

CHAPTER 8

Libraries

The **LIBRARY** area presents the libraries of the selected editor (and of the active filter) in an image carousel (18). The name of the center library is written above it.



Figure 18 — The LIBRARY area and its carousel

8.1 Browsing the carousel

- Click the ‹ and › arrows on the sides of the carousel;
- or, on a touch screen, swipe left or right.

The carousel loops: after the last library, it comes back to the first one.

8.2 Showing a library's tracks in the DAW

Click the **center** picture. The DAW shows or hides, in one go, all the tracks of this library, that is, the tracks whose name contains its abbreviation in parentheses, for example `(obss)`.

> NOTE
> Only the center picture reacts to a click. A swipe across the carousel is not taken as a click.

8.3 Adding a library

Libraries are created or imported in Studio Manager. The Studio Connect page then lets you place them in the selected editor.

PROCEDURE

1. Select an editor.
2. Click **Add**, at the top left of the LIBRARY area.
3. In the **ADD LIBRARY** window, type part of the name or of the abbreviation. Results appear as you type (30 at most).
4. Click the library you want. It is shown in green, with its icon if it has one.
5. Click **Add**.

Result: the message ✓ **ABBREVIATION ADDED** appears, and the library joins the carousel.

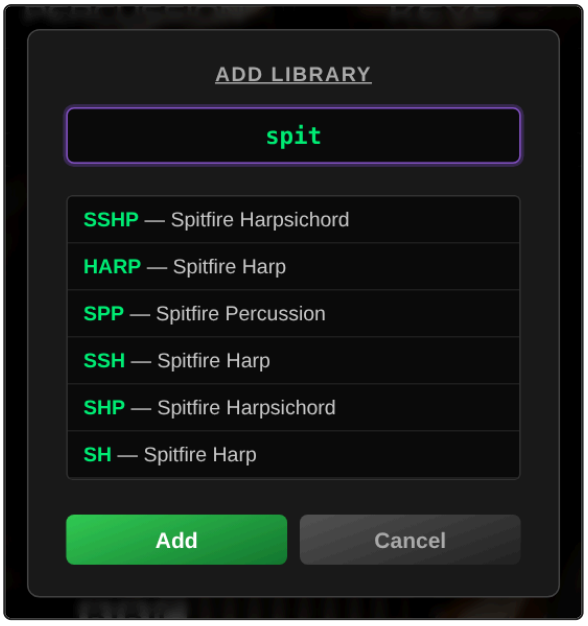


Figure 19 — The ADD LIBRARY window

Libraries hidden in Studio Manager do not appear in the search. If you click **Add** without having chosen a library, the message **CHOOSE A LIBRARY** appears.

8.4 Deleting a library

PROCEDURE

1. Bring the library to the center of the carousel.
2. Click **Delete**, at the top left of the LIBRARY area.
3. In the **DELETE LIBRARY** window, confirm with **Delete**.

Result: the library leaves the carousel of this editor and all its filters.

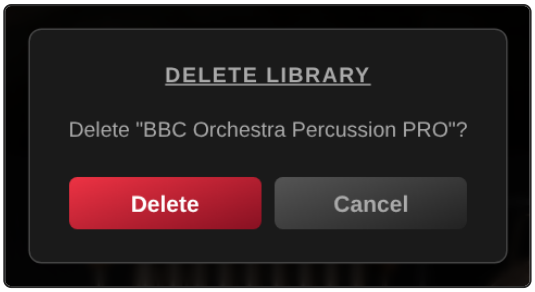


Figure 20 — The DELETE LIBRARY window

> NOTE
> The library is removed from the Studio Connect page only. It stays in Studio Manager.

8.5 Changing a library picture

Bring the library to the center of the carousel, click **ICON**, then choose a picture on your computer. The message ✓ **ICON UPDATED** confirms the change.

8.6 Searching for a library

Type part of a name in the **Search...** field (16). The carousel immediately shows every library whose name contains that text, **across all editors and all filters**. Clear the field to return to the selected editor and filter.

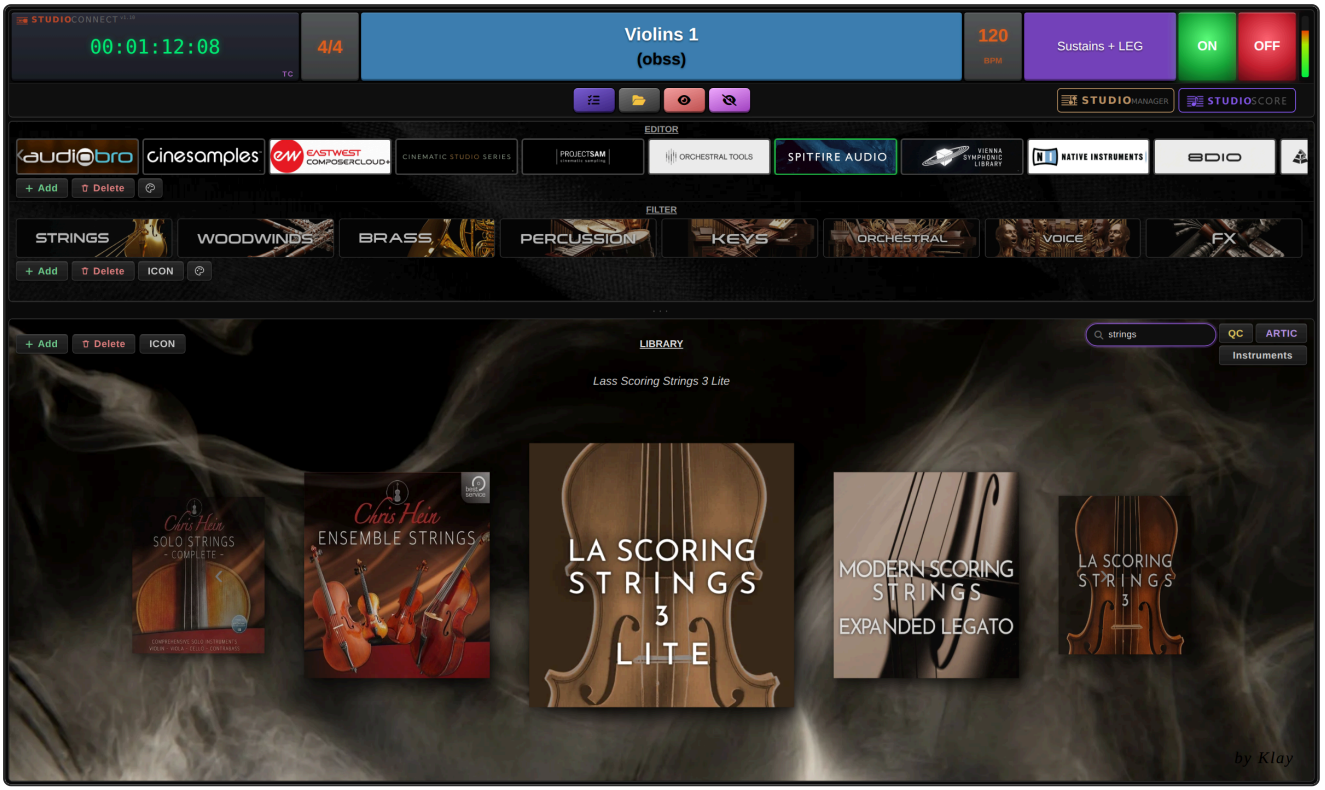


Figure 21 — Searching for “strings”: the carousel shows the libraries of all editors

8.7 Changing the carousel size

Grab the • • • divider (14), between the Filter area and the Library area, and drag it up or down. The carousel pictures grow or shrink with the area.

8.8 Messages

Message	Meaning
CHOOSE AN EDITOR	Select an editor first.
NO LIBRARY	There is no library in the center of the carousel.
CHOOSE A LIBRARY	In the ADD LIBRARY window, first click a library in the list.

CHAPTER 9

Finding an instrument

The **Instruments** button (17) finds any instrument in your libraries and selects it in the DAW.

PROCEDURE

1. Click **Instruments**.
2. In the **INSTRUMENTS** window, type part of the name, for example `violin`.
3. The list shows the instruments found; to the right of each one is the abbreviation of its library.
4. Click the instrument you want.

Result: the window closes, and the DAW shows and selects the track of that instrument.

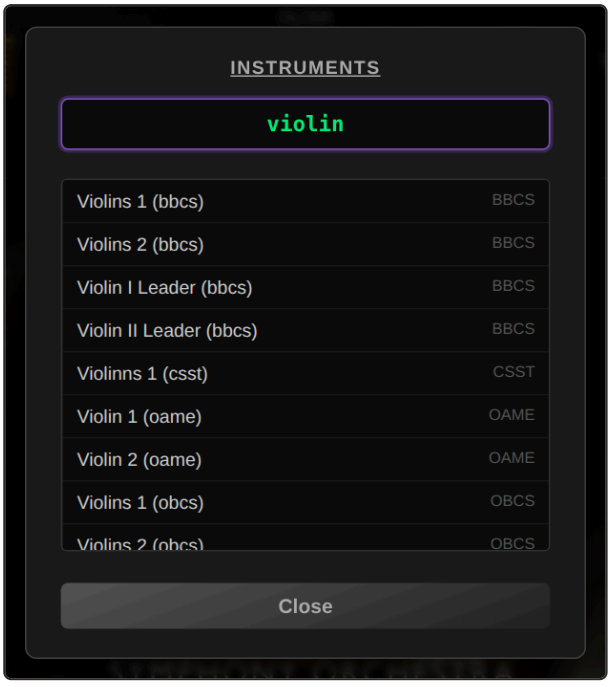


Figure 22 — The INSTRUMENTS window

The search covers all the instruments of all visible libraries, whatever editor is selected. **Close** or Esc closes the window.

CHAPTER 10

The ARTICULATION panel

The **ARTICULATION** panel shows all the articulations of the instrument on the selected track, as defined in its expression map. One tap is enough to change articulation.

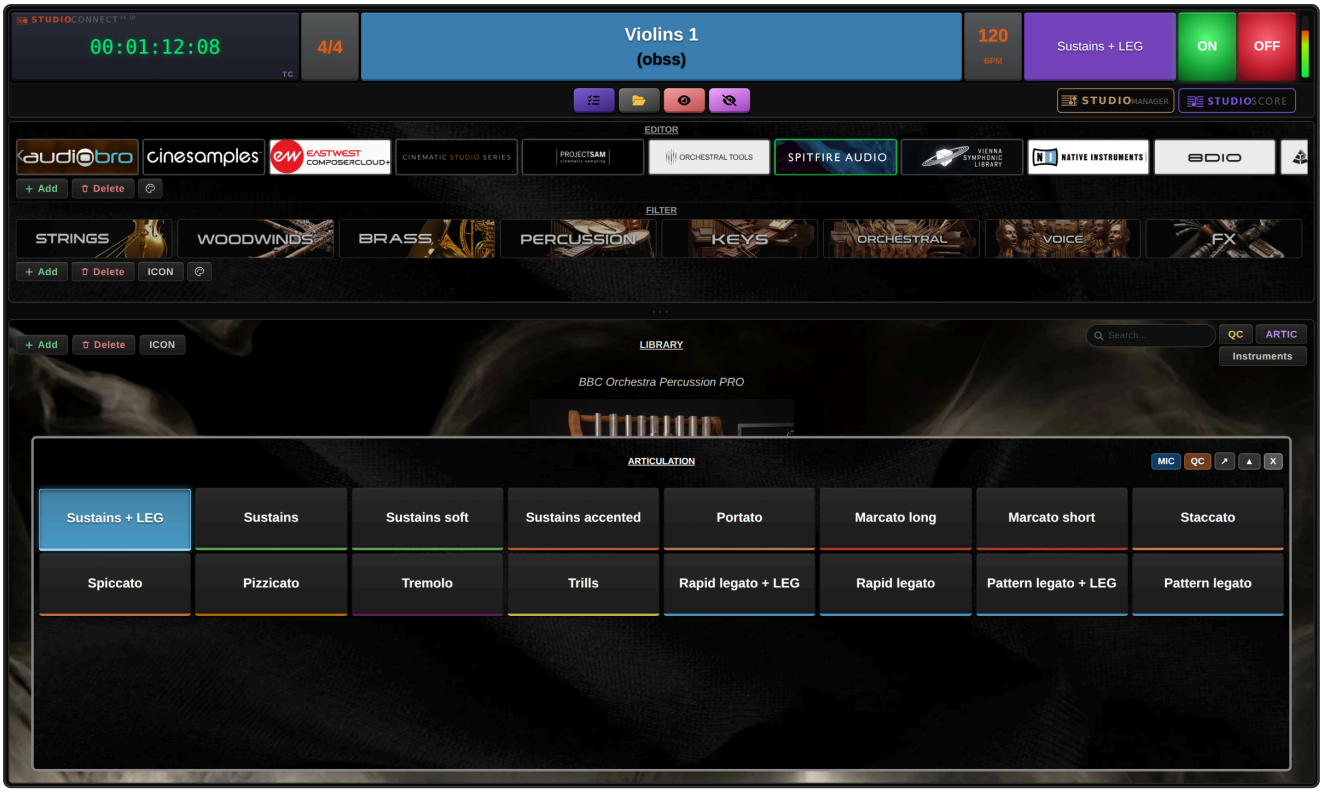


Figure 23 — The ARTICULATION panel, at the bottom of the page

10.1 Automatic opening

- When you select a track that has articulations in the DAW, the panel opens by itself.
- When the track has no articulation, it closes by itself (unless you opened it yourself with **ARTIC**).
- The **ARTIC** button opens or closes the panel manually.

Locking automatic opening

Long-press **ARTIC** for one second: the button text turns red, and the panel no longer opens by itself. Long-press again for one second to unlock it.

10.2 Changing articulation

Click a key. The articulation is sent to the DAW, the key goes down and lights up in its color, and the Articulation box in the top bar is updated. The choice is remembered for this track.

- Each key has a colored edge at the bottom: this is the color of its articulation family.
- The active key is pressed down and fully colored; the others stay dark.
- A name that is too long wraps onto several lines, without being cut.

10.3 Panel buttons

Button	Action
MIC	Opens or closes the MIC MIX panel (chapter 12).
QC	Replaces the panel with the QUICK CONTROLS panel (chapter 11).
↗	Switches the panel to full screen.
▲ / ▼	Enlarges the panel toward the top of the page, then returns it to its normal size.
X	Closes the panel. It stays closed for this track, and opens again when you select another track that has articulations.

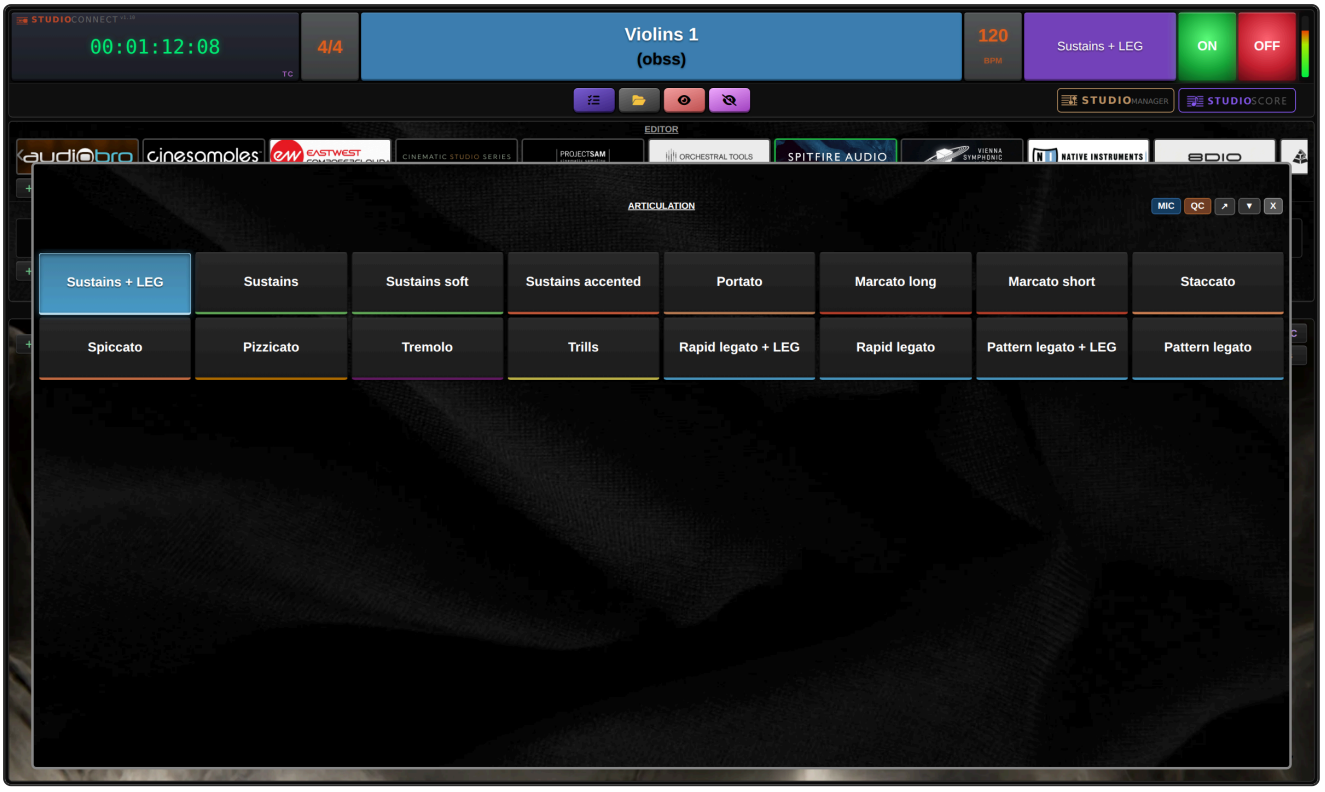


Figure 24 — The enlarged panel (▲)

10.4 Full screen

In full screen, the panel fills the whole window. At the top, it shows the track name and color on the left, and the active articulation on the right.

- ↙ returns to the normal panel;
- **X** closes the panel.

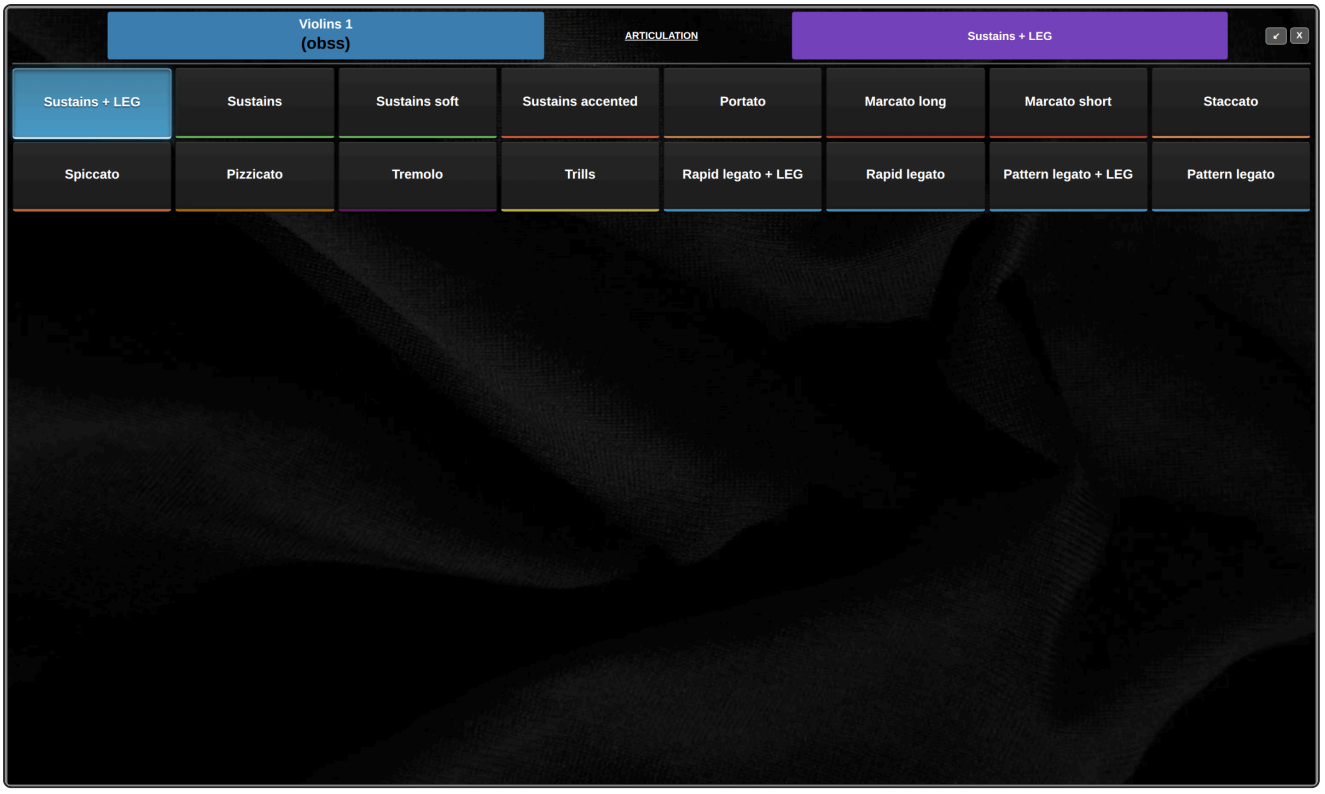


Figure 25 — The ARTICULATION panel in full screen

CHAPTER 11

The QUICK CONTROLS panel

The **QUICK CONTROLS** panel gives eight faders for the eight Quick Controls of the track selected in the DAW (QC 1 to QC 8).

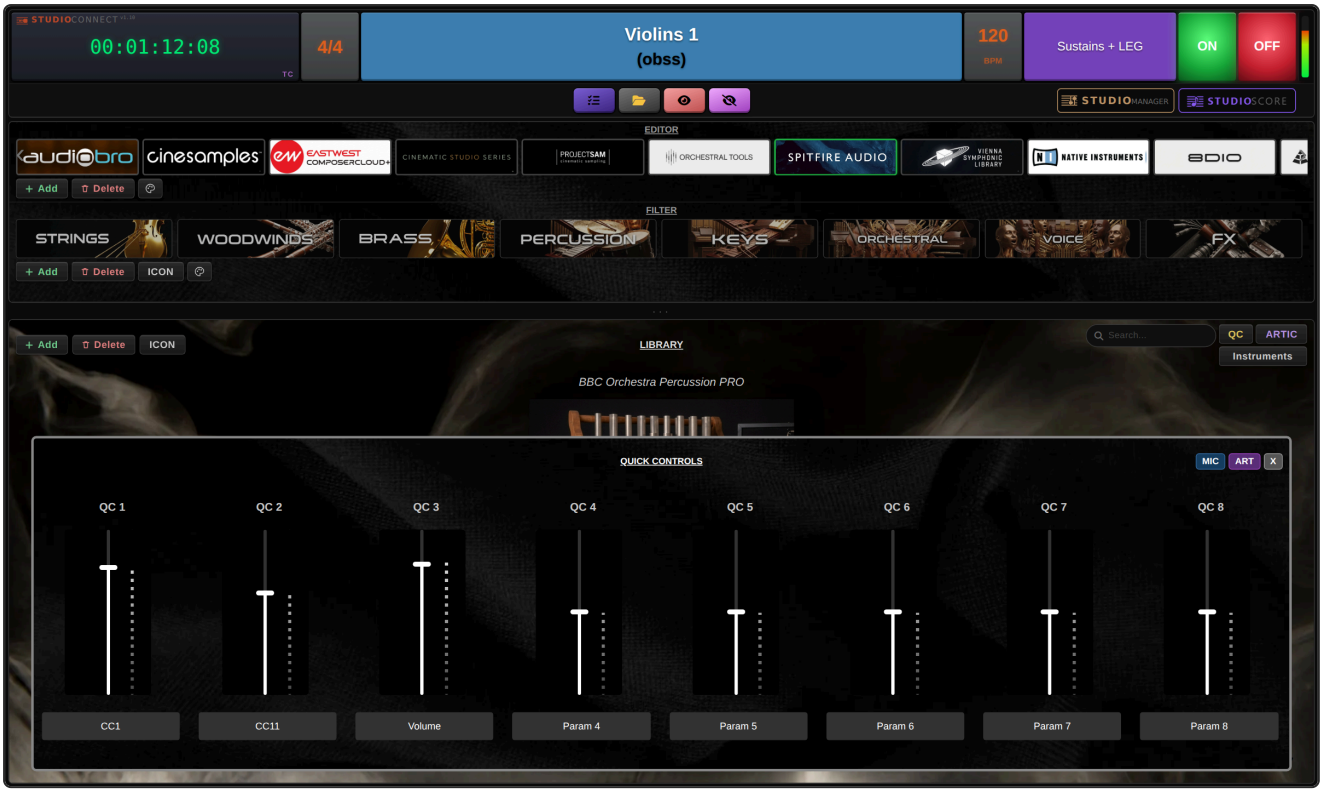


Figure 26 — The QUICK CONTROLS panel

11.1 Opening the panel

Click **QC**, in the LIBRARY area or in the ARTICULATION panel. Clicking **QC** again (LIBRARY area) closes it.

11.2 Using the faders

- At the top of each column: the Quick Control number (**QC 1** to **QC 8**).
- In the middle: the fader. Drag it to set the value, from 0 to 127. The value is sent to the DAW live.
- The faders also follow changes made in the DAW.

11.3 Naming a Quick Control

The field at the bottom of each column gives the name of the parameter (for example `CC1`, `CC11`, `Volume`). Click in it, type a new name, then confirm. The name is saved for this track. Emptying the field removes the name.

11.4 Panel buttons

Button	Action
MIC	Opens or closes the MIC MIX panel.
ART	Returns to the ARTICULATION panel.
X	Closes the panel.

CHAPTER 12

The MIC MIX panel

The **MIC MIX** panel sets the mix of the library's microphone positions: one fader per microphone (for example SPOT, TREE, OUTRIGGER, AB, SURROUND…). The list of microphones and their settings come from the microphone setup made in Studio Manager.



Figure 27 — The MIC MIX panel, above the QUICK CONTROLS panel

12.1 Opening the panel

Click **MIC**, in the ARTICULATION panel or in the QUICK CONTROLS panel. The panel opens in the upper part of the page; clicking **MIC** again or **X** closes it.

12.2 Setting the microphones

- Drag a fader to set the level of that microphone, from 0 to 127. The value is sent to the instrument live.
- The settings are remembered **for each track**: when you come back to the track, you find your faders as you left them.
- A microphone that has never been set starts at the middle value (64).

12.3 More than eight microphones

The panel shows eight faders at a time. If the library has more than eight microphones, scroll the columns:

- with the ‹ and › arrows on the sides;
- with the mouse wheel (one column per notch);
- or by swiping with your finger.

CHAPTER 13

Quick reference

13.1 Gestures

Gesture	Where	Effect
Click	Time display	Switches from TC to BARS, and back
Long press (½ s)	Time display, in BARS mode	Opens START BAR
Click	Time signature / Tempo	Opens INSERT SIGNATURE / TEMPO (BPM)
Click	STUDIO CONNECT logo	Opens the Close menu
Click	Center picture of the carousel	Shows or hides the library's tracks in the DAW
Drag a picture onto a filter	Carousel → Filter	Puts the library into the filter
Long press (½ s), then drag onto the trash can	Center picture, filter on	Removes the library from the filter
Swipe	Carousel	Next or previous library
Drag	• • • divider	Changes the carousel size
Long press (1 s)	ARTIC button	Locks or unlocks automatic opening of the ARTICULATION panel
Mouse wheel	MIC MIX panel	Scrolls the microphones

13.2 Keyboard

Key	Effect
Enter	Confirms the TEMPO (BPM), INSERT SIGNATURE, START BAR, NEW FILTER and LICENSE ACTIVATION windows.
Esc	Closes the NEW FILTER, ADD LIBRARY and INSTRUMENTS windows.

A click outside the TEMPO (BPM), INSERT SIGNATURE, ADD AN EDITOR and ADD EDITOR windows closes them without changing anything.