CROSSGRIDDER 1.2 Guide

Windows VSTs on Linux and macOS DAWs

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DISCLAIMER

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. This file is provided as it is. I would not answer for any data loss or damage to your system.

. I deeply tested CrossGridder in my environment, through multiple configurations of physical and virtual servers and different operative system, just to offer you the best possible user experience.

. You shouldn't encounter any problem if you follow this guide.

. Official CrossGridder is built with freeware software and predefined settings to make it work OOB on a Local Setup and it's virus-free.

. Only official CrossGridder releases are supported.

. Table of contents

01. What is CrossGridder?

. **CROSSGRIDDER** is an AudioGridderServer.exe wrapped into a Crossover 21 bottle, and its able to do things that AG server can't yet and some others that due to its nature, simply can't be implemented.

. Follow this whole guide to take advantage of every CrossGridder's feature. I wrote it with one goal in mind: provide a comprehensive step by step guide full of details, letting you unleash its full power and capabilities.

. Being CrossGridder a CrossOver bottle means that VSTs will work pretty much like native ones. Disabled Sidechain is a current AudioGridder server limitation.

. Since version 1.2, it comes in different versions to avoid importing issues, however, if you have problems importing one, try the other:

      . CG_1.2_Legacy (Mojave>Catalina/Linux)
      . CrossGridder_1.2 (Catalina > Monterey/Linux)

. By default It contains freeware softwares. It is up to you to add more VSTs and build your own dream bottle.

. **CrossGridder is free and will always be, so please consider a donation to help me keep this project going on and be able to technically assist you.**

. If none can be imported in your system, please send an email to CrossGridder@gmail.com
with your system's details and a brief description of the problem.

02. What CrossGridder can do for you!

.. Be a Linux Server (not available yet as an official AG server):
. Use VSTs on a Linux machine setup on any Linux DAW that supports the AG plugin.
Give a chance to your old PC/Mac installing a Linux distro. If you have an Intel Core processor and a not too old card (something like HD 4000 should work), you should be good to go.

.. Use VSTs on ProTools with the AG AAX plugin

.. Create as many Servers as your system can handle
. To overcome AG server limitation of 1 GUI per server.
. Stop dealing with 2 desktops on 1 screen to see all the GUIs.
. Stop freezing of a whole chain of plugins if one server freezes.

.. Use it a as sandboxed environment for VSTs trial:
. Do not install the native trial plugin in your OS, install Windows version in CrossGridder.
. When you decide that the new plugin is worth (or not!) to be part of your main system, delete the bottle and install it (or not!) your OS native plugin.
You can have as many copies of CrossGridder as you wish, so you can even sandbox the sandbox, if you know what I mean :)

.. Or as a replacement for virtual machines on macOS and Linux:
. Plugins will run pretty much like natives. No CPUs dedicated to virtual machines, less disk space and ram wasted and only one screen to deal with, when used on a one machine setup.

.. After you read this guide, if you are still unsure about the groundbreaking possibilities offered by CrossGridder and how to use them to their full extent, please send an email to CG support.

03. CrossGridder Preinstalled Content

. AudioGridderServer.Exe 1.2.0 beta 6

. InnoExtractor 5.4.0.201
. Use it to extract any .exe that fails installation or to reinstall only certain elements within the installer:
> 1. Open the failing installer with InnoExtractor
> 2. Extract the .exe content in a custom folder
> 3. Open Compil32

. Compil32 (InnoSetup 6.2.0)
. It is used to run/build the .iss from the extracted folder

OPEN .iss
Run Compil32 ->Menu -> File -> Open -> (find exe) -> Open

RUN .iss
Run Compil32 -> Menu -> Run -> Run:
Select the .iss file from the extracted folder

BUILD .iss
Run Compil32 -> Menu -> Build -> Compile:
. Select the .iss file from the extracted folder
Find the compiled exe in the Output folder
inside

. ISS files could or should be modified using Find/Replace before running or building them with Compil32.
Below strings should be sufficient to have everything installed in the correct place, but please report if further spots need to be added to this guide.

. If some of these can't be find inside the .iss, it means they could be a bit different or not available as a plugin type.
. Generally speaking, they should suffice. Be sure that the replaced folders actually exist inside CrossGridder bottle system folder.

FIND
DestDir: "{code:GetDir|VST2x64}

REPLACE
DestDir: "C:\Program Files\Steinberg\VSTPlugins

FIND
DestDir: "{code:GetDir|AAXx64}

REPLACE
DestDir: "C:\Program Files\Common Files\Avid\Plug-ins

FIND
DestDir: "{code:GetDir|VST3x64}

REPLACE
DestDir: "C:\Program Files\Common Files\VST3

FIND
Flags: skipifsourcedoesntexist

REPLACE
Flags:

. If running the .iss after these changes returns an error message, check the extracted exe folder and move what the script asks into the required folder.

. To be more clear, rearrange the extracted exe folder to match the script or do the opposite, change the script to match the folders structure of the extracted exe.
- I personally find it easier to rearrange the extracted .exe folder structure, so to avoid errors in the script code.

.Windows Vsts:

. CrossGridder contains a couple of freeware VSTs to get you started, Dexed an Tal Noisemaker. It's up to you to add as many more as you like.

04. Requirements/Limitations

. Use your CrossGridder bottle of choice (macOS_Legacy, macOS or Linux) through Crossover 21, on an iCore CPU and a decent GPU.

. Some plugins are problematic even on a normal setup. Many users of real Windows machines are reporting the same issues on the official forums of developers such as Softube.
- However the vast majority will work and really good.
- Please let me know if you have issues installing plugins from a specific developer and I will conduct further investigations if they have trials available on their websites.
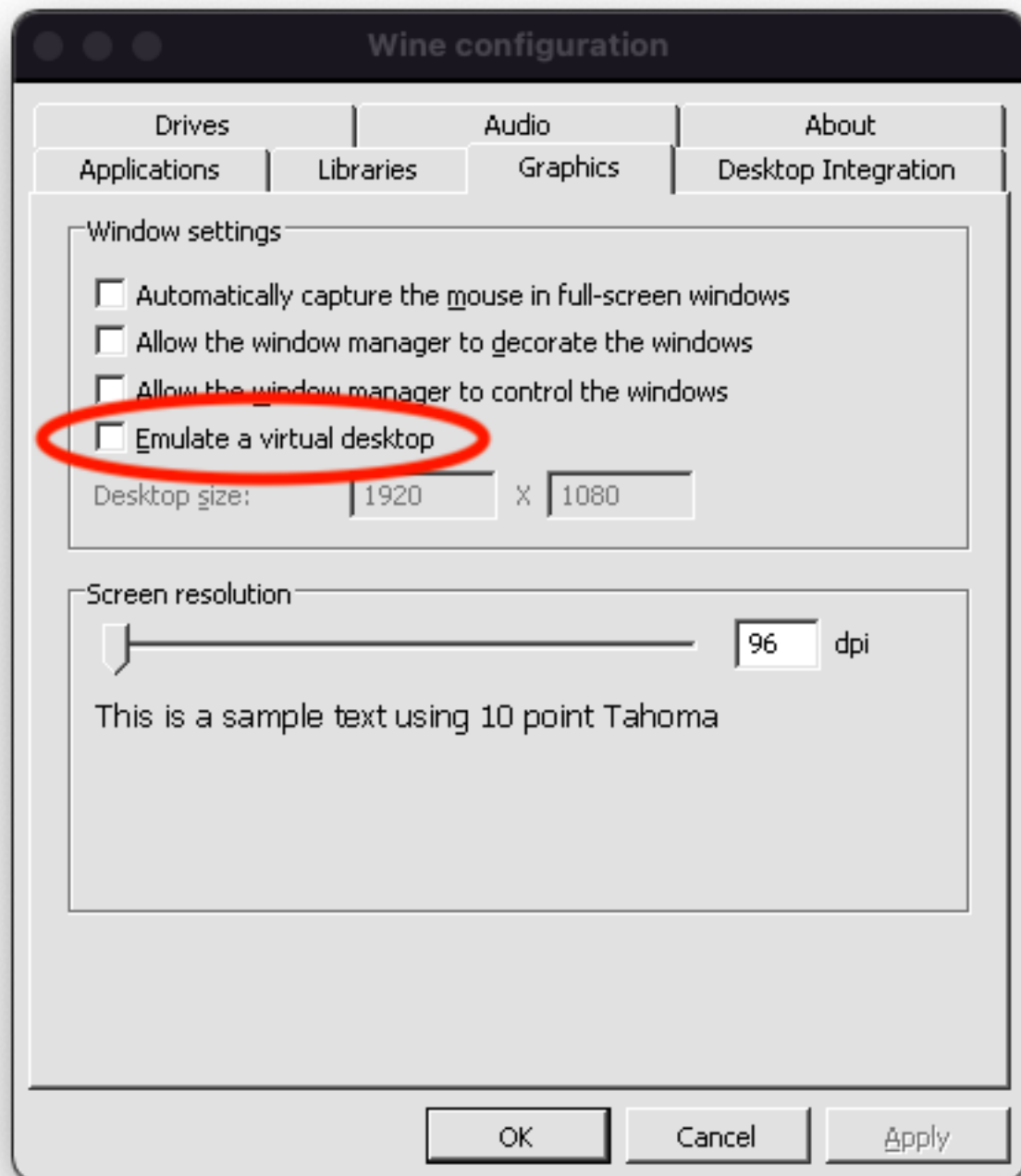
. OS Settings

. Enable file sharing if you can't connect AG plugin and AG server.

. Bottle settings

. Wine Configuration > Graphics > Emulate a virtual desktop
. Must be **Off**, it will eventually lead to server freezing if turned on when certain plugins GUI try to be rendered inside the DAW.

. This behavior shouldn't affect the first server launched, but all the others launched after.

. You will notice sudden CPU spikes if you keep it On, even in the case of a one server setup.

. High Resolution Mode (right click bottle in the Sidebar> Settings)

    . Keep it off to maximize compatibility

. Following instructions are specifics to a Local Setup, which means that you have the AG plugin and CrossGridder on the same machine. If you are setting this up with CrossOver for Linux, take a sneak peek at Chapter 6 before continuing.

. If you plan to use CrossGridder differently, the only things to change are the server IP and the Screen Capturing settings.

. Server Setup

. Install Crossover 21: get a 2 weeks trials from their website

. Import CrossGridder bottle:
- Crossover Menu --> Bottle --> Import

. Select it from the Crossover sidebar

. Drag AudioGridderServer from the Program List to your Dock.

. Launch AudioGridderServer. It is better to launch and perform any setting change without being connected to an AG plugin, to avoid server freezing.

. To open it, click on the AG server icon in the menu bar, then fast move your mouse down to have the settings pop up appear.

. At this point your AG server is running through CO21, ready to communicate with your DAW.

. Check the Dock for an AG server twin called wine64-preloader.

. Go over the AudioGridderServer icon, right click and quit it. Its Wine64-preloader twin will survive. This is the server that we

are going to use. Check that the only server (servers in case of a multiple servers setup) is (are) the wine64-preload (ones).

. Plugin Setup

. Install AudioGridder plugin 1.2.0 beta 6 for macOS.
(If you have 1.1.0 to 1.2.0 beta 4, remove any AG plugin file or AAX will not work)

. Open your DAW

. Start with an empty project to get used to it.

. Create a track and insert an AudioGridder plugin instrument.

. Click the net icon on the top left corner of AG plugin to reveal "Buffer" and "Connect to server" settings.

. Change Buffer Size to 2 blocks. It will add very little latency if any, but your CPU will thank you. You can try to change it as you wish, but never do it with a plugin loaded from the server or it will mostly cause your DAW to freeze.

. Click on "Add" , type 127.0.0.1 then "Add" again.

. At this point you should be connected and use "+" to add any VST plugin previously added to CrossGridder bottle.

. To get familiar with it, I have added 2 free virtual instruments Dexed and Tal Noisemaker.

06. CrossGridder: First run on Linux: Local Setup

. The only thing that should differ from the macOS first run is the way Crossover manages the windows. Emulate a virtual desktop has to be turned On in order to see the AG server settings window.

. Because of this, also the way the server launches is different from what we do for macOS, as of now I wasn't able to see something similar to wine64-preload in the dock. If the server crashes with certain plugins, please let me know which they are. Apart from this, everything works rock solid.

. As of now I only tested Elementary 6 on a virtual machine, but please consider that it is only me dealing with so many things. Windows, macOS, Linux.

. Sorry, I am writing this 6th chapter as one of the last things before shipping CrossGridder 1.2 and I can't believe I did so much in such a small time. Give me time (and donations!) and I will keep on releasing better guides and bottles for different platforms. Linux is not my main platform and I am planning to dedicate a machine only to test different distros.

If you have any issue running CrossGridder on Linux, send me an email.

6. Multiple servers setup

ADVANCED: FOLLOW THE NEXT MULTISERVER CONFIGURATION GUIDE ONLY AFTER YOU HAVE ONE SERVER AND MULTIPLE PLUGINS WORKING.

. Before we start the setup: Thought on multiple servers. An important reading

There are two main reasons why I suggest to learn how to setup this.
1. If one of your servers freeze, it will only affect the plugins sent from that server.
2. You can have as many GUI as you like.
   Read it as: 1 GUI x server, as many servers dedicated to 1 plugin your system can support.

* AG server cannot send more than 1 plugin GUI to the DAW at the same time. You could see them together on server side, but consider CrossGridder as a headless server, which in this case is an advantage!

** You lose plugins requiring OpenGL 3.1, but you gain the ability to see all the others that do work (a lot!) at the same time inside your DAW!

. Steps

. **Create 3 copies of CrossGridder** (right click CrossGridder bottle in the Crossover sidebar > Duplicate). Keep the original CrossGridder bottle untouched.

. Open the 1st copy, leave as always only wine64-preload, change its ID to 1 inside AG server settings, save and quit the server from the Menu bar icon.

. Add 1 to the last number used as server ID and do the same for the other copies of CrossGridder bottles/servers.

. Open Crossover

. Click on any copy of the CrossGridder bottle.

. Select AudioGridderServer

. Right click > Show in Finder

. In the opened folder there are all the AudioGridderServer launcher copies, one per bottle, each one with its own name.

. Rename them as AudioGridderServer + its number ID
> AudioGridderServer0
> AudioGridderServer1
> AudioGridderServer2
> AudioGridderServer3

. Drag all of them into your Dock
. Launch them one by one like this:
        . AudioGridderServer0
        . Wait for the splash screen to appear
        . Check that the first wine64-preload was launched
        . Quit AudioGridderServer0 from the dock
        . Check that you can access AG server Menu bar settings

... and so on for all the servers you have created and want to launch.

. Open your DAW

       . Load the 1st AG plugin
       . You should have server 0 as 127.0.0.1 if you followed the guide
       . Connect to it if it didn't auto-connect
       . Load any plugin from CrossGridder server

       . Load the 2nd AG plugin
       . Click on "Add" , type 127.0.0.1:1 then "Add" again.
       . Load any plugin from CrossGridder server

       . Load the 3rd AG plugin
       . Click on "Add" , type 127.0.0.1:2 then "Add" again.
       . Load any plugin from CrossGridder server

       . Load the 4th AG plugin
       . Click on "Add" , type 127.0.0.1:3 then "Add" again.
       . Load any plugin from CrossGridder server

. Repeat this procedure for any additional server you might have.
. Run each server alone until it has its unique Server ID

* Each number used as Server ID is added to the number used for port binding

* ID 0 = 55056, ID 1 = 55057 and so on.

. At this point you can have as many plugin GUI as servers you are running alongside, as many as your system can support.

7. AG Settings

. Screens with monitor resolution 1366x768 and little screens in general will cut the bottom of the AG server settings window, leaving it impossible to save settings.
. In this case, manually modify the AG server configuration (while AG server is off) at:

<macHD>/Users/<username>/Library/Application_Support/Crossover/Bottles/<bottlename>/drive_c/users/crossover/Application Data/AudioGridder/audiogridderserver.cfg

. This is how it looks like opening it with a text editor.
. The only difference should be the "NAME".

```
{
    "CrashReporting": false,
    "ExcludePlugins": [],
    "ID": 0,
    "Logger": false,
    "NAME": "IMAC-PRO",
    "ParallelPluginLoad": false,
    "PluginWindowsOnTop": false,
    "SandboxLogAutoclean": true,
    "Sandboxing": false,
    "ScanForPlugins": true,
    "ScreenCapturingFFmpeg": false,
    "ScreenCapturingFFmpegEncoder": "webp",
    "ScreenCapturingFFmpegQual": 1,
    "ScreenCapturingOff": true,
    "ScreenDiffDetection": false,
    "ScreenLocalMode": true,
    "ScreenQuality": 1.0,
    "Tracer": false,
    "VST": true,
    "VST2": true,
    "VST2Folders": [],
    "VST3Folders": [],
    "VSTNoStandardFolders": false
}
```

Default AG Server settings *** Don't change them unless stated otherwise ***

. Server name

. This is taken from your Mac's network name. Don't change it.

. Server ID

. Use it as outlined in the Server and Multiple Server chapter.

. Sandboxing

. Must be **Off** for the CrossGridder local setup to work.

. Screen Capturing

. Must be **Disabled** for this configuration to work

. Local Mode

. Can be turned **On** or **Off**. Both can be useful.

. **On**: The plugin GUI sent by the server moves as you move AG plugin.

. **Off**: You can move the 2 windows independently.

. Keep Plugin Windows on Top

. Can be turned **On** or **Off**. Self-explanatory, I prefer it being **Off**.

. Allow Plugins to be loaded in parallel:

. **Off** by default and shouldn't be needed for a Local Setup

. Diagnostic settings:

. Keep them **Off** and turn them on only for reproducible issues.

Server Settings

Server Name: IMAC-PRO

Server ID: 0

Sandboxing (run AG chains in dedicated processes): ☐

Plugin Formats

VST3 Support: ☑

VST3 Custom Folders
(one folder per line):

VST2 Support: ☑

VST2 Custom Folders
(one folder per line):

Do not include VST standard folders: ☐

Screen Capturing

Screen Capturing Mode: Disabled ⌄

Screen Capturing Quality: Medium ⌄

Legacy Diff Detection: ☑

Legacy Quality (0.1-1.0): 0.9

Local Mode: ☐

Keep Plugin Windows on Top: ☐

Startup

Scan for Plugins at Startup: ☑

Allow Plugins to be loaded in parallel: ☐

Diagnostics

Logging: ☐

Tracing (please enable to report issues): ☐

Send crash reports (please enable if you have issues!): ☐

Save

. AudioGridder Plugin settings

. They are quite well documented on the developer website and Github page, I will just add few brief notes regarding CrossGridder on a Local Setup.

. Buffersize

. Never leave it at 0 blocks, set it al least to 2. it will improve CPU usage and doesn't affect latency due to the nature of CrossGridder running on a Local Setup

8. CrossGridder on the Web

Most pages are still under constructions even if reachable.
Remember it's only me dealing with everything.
I am sure that with your support we will achieve great results

. CrossGridder on Github

. CrossGridder on Facebook

. CrossGridder Youtube Channel

. CrossGridder support email: crossgridder@gmail.com

. Donate through Paypal <- Click here or scan the QR code below:

9. Credits

. [AudioGridder](#) by Andreas Pohl

. [Codeweavers](#) for Crossover 21. It is needed to run CrossGridder

. [Tal Software](#) for NoiseMaker, amazing free virtual instrument with ones of the best raw oscillators I have ever heard in a software.

. [Dexed](#) developers for their amazing free virtual instrument that emulates the legendary DX7. It also works as a DX7 librarian and it's able to write and recall presets from a real DX7!

. [Inno Setup](#) Copyright © Jordan Russell.

. [Inno Extractor](#) Copyright © 2020 Havy Alegria

. Me, for the countless hours spent while collecting all the pieces

. You, for trying this little big bottle and...be careful, drinking too much Wine can cause addiction :)

. I hope you will enjoy CrossGridder as much as I did creating it.

. **Please consider to buy their software or donate.**
    They are amazing developers, providing us with great stuff!