d&b Soundscape
AAX Console Plug-in for AVID S6L

Guide

d&b
audiotechnik ®

1. Introduction

The d&b Soundscape AAX Console Plug-in for AVID S6L Consoles is designed to work with d&b Soundscape and the d&b DS100.

For more information about the d&b Soundscape system, go to www.dbaudio.com and www.dbsoundscape.com.

This d&b Soundscape Object parameters of any desired input can be controlled via the Plug-In:

- En-Scene X & Y position of the desired sound object.
- En-Scene SPREAD parameter
- En-Scene DELAY MODE of the desired sound object.
- En-Space REVERB send level of the desired sound object/matrix input

2. Features

The d&b Soundscape AAX Console Plug-in provides a user interface for control but it also includes the standards to store and recall these parameters values with the scene memory of the console.

The d&b Soundscape AAX Console Plug-in does not perform any audio processing or coloration of the audio signals. It remote controls the d&b Soundscape parameters of the En-Scene and En-Space software on the DS100 Signal Engine.

3. Formats

The Plugin is available for the AVID S6L platform in the format: 64-bit AAX DSP plug-in

4. Requirements

- AVID S6L Console.
- d&b DS100 Signal Engine with active En-Scene and/or En-Space license.
- DS100 and S6L Console connected to the same Ethernet Network (to establish the OSC communication).

  A specific function description of the d&b Soundscape system, the functions, features and configuration options can be found in the "TI 501d&b Soundscape System design and operation" which is available for download from the d&b website at www.dbaudio.com.

5. Getting started

Installing d&b Soundscape Plug-In on a S6L Console.

Transferring Plug-In to an USB - Drive

- Make sure there is enough free space on the USB drive and it is formatted in a Windows compatible format like FAT32.
- Create an folder at the top (root) level of the USB drive and rename it (exactly) to:"AAX Plug-Ins"
- Unzip the downloaded file: „SoundscapePlugin_V2.3_Win_AAX_Console".
- Copy the unzipped file „Soundscape.aaxplugin" to the folder :"AAX Plug-Ins" at the top (root) level of the USB drive.

Installing the Plug-In on the Console

- Switch the system into „Config mode".
- Insert the prepared USB drive containing the Plug-in installer into an available USB port on the S6L control surface.
  Note: Plug-Ins cannot be installed using the USB ports on the E6L engine.
- On the external VENUE software screen, go to the „Options" page and select the Plug-Ins tab:
  A window, similar to the one below, with the following two lists is shown:
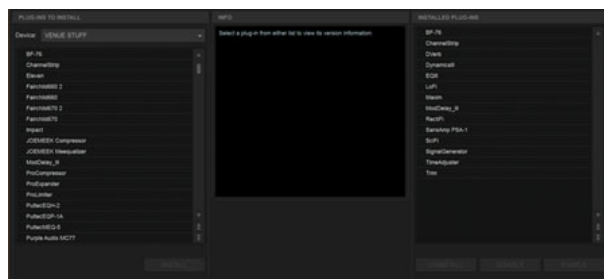
  On the left under PLUG-INS TO INSTALL the available plug-in installers are listed.

  On the right under INSTALLED PLUG-INS the already installed plug-ins are listed.

- At the top of the list the „Device" selector provides a pop-up menu of available media sources.
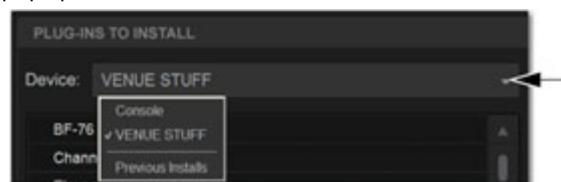
Device selector pop-up menu

  Choose external storage device (your USB-drive), to access the prepared plug-in installers.

- From the PLUG-INS TO INSTALL list on the left, select the d&b Soundscape Plug-in so it is highlighted.
- Select INSTALL to install the selected d&b Soundscape Plug- in.
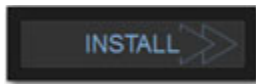
INSTALL

- When prompted, select „Accept" to accept the End User License Agreement (EULA) for the Plug-in.
- Once installed, the „d&b Soundscape" plug-in appears in the INSTALLED PLUG-INS list on the right.

Estabish Network connection of the S6L Console with the DS100

The S6L Console must be connected to the same Ethernet network as the DS100 for remote control via OSC.
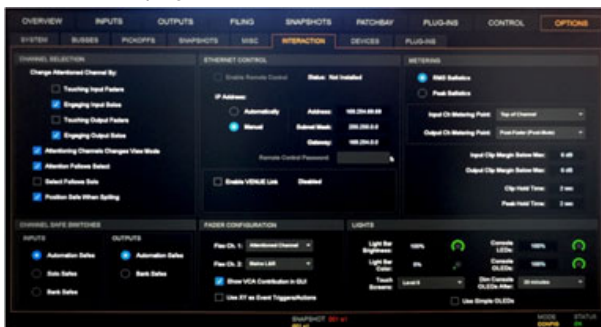
To establish the OSC communication:

- Connect the ECx port on the back panel of the S6L control surface to the control network of the DS100.
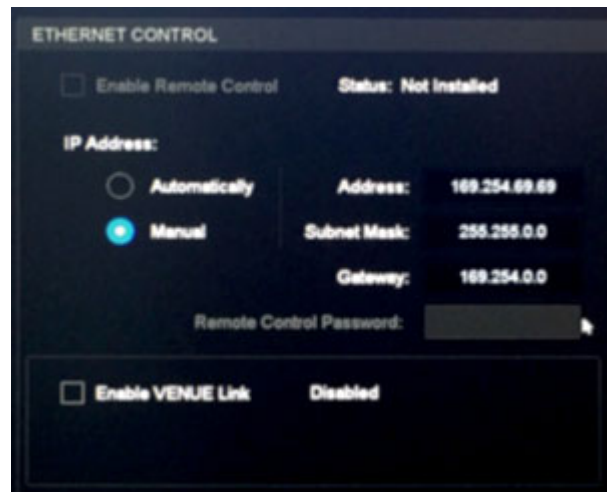
IP–Setup of the Console

- On the external VENUE software screen, go to the OPTIONS page and select the INTERACTION tab.

ETHERNER CONTROL section

- Under **IP Address** select „Manual" and enter the IP settings into the available fields:

  Address: Unused IP-Address in the range of the DS100.

  Subnet Mask: Use IP settings which are compatible to the rest of the network.

  Gateway: Use IP settings which are compatible to the rest of the network.

Console Configuration of the d&b Soundscape Plug-ins

- Assign d&b soundscape plug-ins to racks and rack slots.
- Assign d&b soundscape plug-ins to input and/or output channels
- View and adjust plug-ins from the S6L control surface or on-screen.
- Save and load plug-in settings as Presets, or with snapshots.

Please refer the AVID S6L Manual for a more detailed description of the Console configuration and workflow.

6. Plug In Configuration

The d&b Soundscape AAX Console Plug-in user interface is divided in three different areas:

Note: The user interface may look slightly different depending on the platform and host used.

[A] Global configuration parameters: The settings at the bottom of the Plug-in's interface are global and are shared among all Plug-in instances on the console.

[B] Object parameters: The user interface to control the d&b Soundscape object parameters of an individual Object.

[C] Individual configuration parameters of the single Plug-In: Configuration settings of the individual Plugin to determine which object is controlled by this plugin instance and in which status the plug-in is.
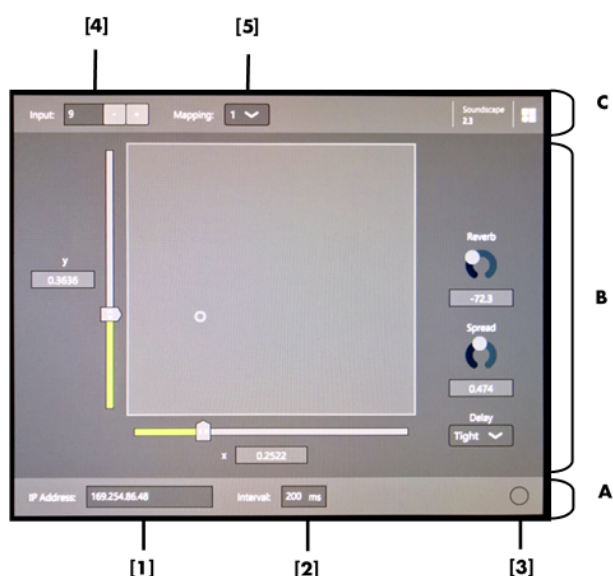
[A] Global configuration parameters:

Connecting with the DS100

Ensure the DS100 is connected to the same Ethernet network as your Console and their IP addresses and subnet masks are compatible.

[1] IP address of the DS100 Signal Engine
The IP address of the DS100 can be obtained from the «Info» tab of the «Device» view in R1 V3.

[2] Transmission interval («Interval» in milliseconds).
Determines how frequently OSC messages are interchanged between the Plug-in and the DS100. A smaller interval will result in more fluent movements, but also in more network and processing load.

[3] «Online» indicator
Turns blue when an OSC connection between the Plug-in and the DS100 has been successfully established.

Note: The network settings at the bottom of the Plug-in's interface (**[1]**, **[2]** and **[3]**) are global and are shared among all Plug-in instances in your Console. Changing the IP address or transmission interval of one Plug-in will be effective for all Plug-ins.

[C] Configuration of the single Plug-in instance:

Note: Using R1 V3, ensure the desired DS100 Matrix inputs are set to «En-Scene», and also configure the coordinate mapping settings for external control. Please also refer to TI 501 featuring d&b Soundscape and the R1 Help for more information.

Assignment of an En-Scene object to the Plug-in:

[4] DS100 Matrix input number (object number): Corresponding to the sound object to be controlled.

[5] Selector for the DS100 Coordinate mapping/ Positioning area. (The positioning area to which the positioning in the Plug-in is scaled.)
Allows you to choose between 4 possible mappings, which can be configured using R1 V3 (please refer to TI 501 and the R1 Help for more information).

7. Plug-in operation

[A] Object Parameter User Interface on the external VENUE software screen:

User interface on the external VENUE software screen to control the d&b Soundscape object parameters of an individual object.
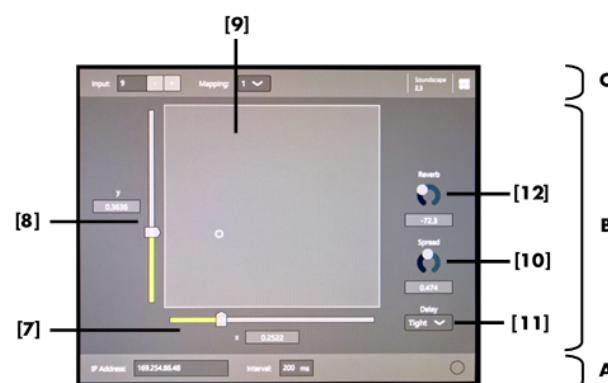
En-Sene Object Positioning

[7] **X position** of the desired sound object.

[8] **Y position** of the desired sound object.

[9] **XY position** on the selected Coordinate mapping/positioning area.

En-Scene Object Parameter

[10]   The **SPREAD** parameter of the desired sound object.

[11]   The **DELAY MODE** of the desired sound object.

En-Space Object Parameter

[12]   The **En-Space REVERB** send level parameter of the desired sound object / matrix input

[B]   Adjusting Object Parameter on the Console Surface:

To adjust d&b Soundscape Plug-in object parameters in Channel Control mode:

- Bank to the desired input or output channels.
- Select a channel with one or more inserted plugins,
- and then press the Plug-In's Channel Control Function switch on the associated CKM.

- OR -

- Touch the Plug-In's touch zone for the desired channel on the associated CTM in Meters or Channel view.

  The PLUG-INS Channel Control Function switch lights and the Plug-Ins touch zone is bordered in orange.

- To access a plug-in's parameters, press a red Plug-In Selector encoder under the display showing the name of the desired plug-in. The parameters for that plug-in are spilled to the encoders.

  On-screen, the targeted plug-in is bordered in red in the Inserts section of the channel, and the Plugin Objectparameters are displayed and can be edited directly on the Console Surface:

- **X & Y position** of the desired sound object.
- **SPREAD** parameter & **DELAY MODE** of the desired sound object.
- **En-Space REVERB send level** of the desired sound object/matrix input.

d&b audiotechnik ▪▪