

Classic Keys Collection Installation Guide

Thank you for purchasing the SM Pro Audio VFX Classic Keys Collection. This guide will help you get your new plugins authorized and installed on your V-Machine as quickly as possible.



IMPORTANT: PLEASE READ AND FOLLOW ALL DIRECTIONS PRECISELY AND IN ORDER.

If you are new to the V-Machine, we highly recommend reading the V-Machine QuickStart guide before proceeding with installation of the Classic Keys Collection.

Classic Keys Collection System Requirements

- Intel Mac running OS X 10.5 or higher w/dual-layer DVD reader
or
- PC running Windows XP (SP2)/Vista/Windows 7 or higher w/dual-layer DVD reader
- V-Machine with VFX V2.0 firmware (version **20101204** or higher)
- 4GB or larger USB storage device
- Internet connection

Installation Overview

When installing the Classic Keys Collection (CKC), you'll perform the following steps:

- 1) Retrieve plugin license keys from the internet (as necessary)
- 2) Install the VFX application on your computer
- 3) Install the CKC plugins on your computer
- 4) Copy the Classic Keys VFX Library onto a USB storage device
- 5) Update your V-Machine firmware (if/as necessary)
- 6) Authorize/license the plugins
- 7) Power up your V-Machine and insert the USB stick containing the CKC library.
- 8) Enjoy!

Since the plugins included in the CKC come from various manufacturers, several registration/authorization methods are used. Some license keys are printed on the registration sheet included in the CKC package. Other keys must be retrieved from the plugin manufacturers' Web sites. We recommend that you write down the license keys retrieved from the internet on your CKC registration sheet, and that you store the sheet in a safe place.

IMPORTANT: *The CKC installation and plugin authorization is specific to your V-Machine, the same as when installing and licensing plugins on a standard computer. A Classic Keys Collection authorized for use on one V-Machine will not operate on another V-Machine. You can, however use the plugins on the computer you used to install the CKC and run the VFX host software. (Please note that Sonicprojects OP-X can only be authorized for use on the V-Machine and your computer's host VFX software; it will not be licensed to run within other programs on your computer, such as a DAW.)*

Installation Step 1: Retrieve Authorization Codes from the Internet

First we'll get your GSi KeyPerformer and VB3 authorization codes.

- With your host computer connected to the internet, go to:

http://www.genuinesoundware.com/Partners/V_Machine_Classic_Keys_Bundle

Enter your name and email address in the on-screen fields, followed by the 20-character GSi Classic Keys ID printed on the enclosed registration sheet. (Note that "0" is zero and "O" is the letter O.) Once the information has been entered, click the *Register* button. An email containing your authorization codes will be sent to the address you entered.

Now we'll get the codes for Sonicprojects OP-X.

- Navigate to <http://www.sonicprojects.ch/ckb/register.html>. Enter the required information, including the serial number of your V-Machine (the 7-digit number printed under the UPC code on the bottom of the unit).

The codes needed for the remaining plugins are located on the included registration sheet.



Installation Step 2: Install the VFX Application on Your Computer

The VFX application is used to configure your plugins into libraries, banks, and presets for loading into the V-Machine. It also allows you to adjust plugin parameters, assign MIDI controllers, and play plugins on your computer in stand-alone mode without using a V-Machine.



Windows Installation: The VFX application is installed during the Classic Keys Collection installation. *Please proceed to step 3.*

Mac Installation: Insert the Classic Keys Collection DVD into your computer. Double-click on the DVD icon when it appears on your desktop; this will launch the Classic Keys Collection welcome screen. In this screen, click on the VFX application icon and drag it to the Applications folder icon.

Installation Step 3: Install the Classic Keys Collection Plugins on Your Computer

The plugins included with the Classic Keys Collection can only be installed on a single computer and a single V-Machine, so be certain that you are installing the CKC on the computer on which you want the plugins to be permanently registered.

Before installing we strongly recommend closing all applications and temporarily disabling your anti-virus software.

Windows Installation: On the Classic Keys Collection DVD, select and launch the file *ClassicKeysSetup.exe*. A Wizard will appear to guide you through the plugin installation process. You will be asked to enter authorization codes as each plugin is installed. Refer to the enclosed registration sheet for the necessary codes (including those you retrieved from the internet in Step 1). The Wizard will suggest locations for the various components being installed; ***always accept the default locations.*** The Wizard will also guide you through the steps of installing the VFX application.

Macintosh Installation: Launch the VFX application that you installed in Step 2. Click on the File menu in the top menu bar and select *Run VST Plugin Installer....* (Alternately, you can click on the VFX logo in the upper-left corner of the VFX application and select *File->Run VST Plugin Installer....*) Navigate to the Classic Keys Collection DVD and select and launch the file *ClassicKeysSetup.exe*. Follow the on-screen prompts and enter registration codes as required. Refer to the enclosed registration sheet for the necessary codes (including those you retrieved from the internet in Step 1). The Wizard will suggest locations for the various components being installed; ***always accept the default locations.***

Special Note to Mac Users:

The V-Machine runs *only* Windows VSTs (dlls); AU plugins are not supported. When you work with the V-Machine and VFX on a Macintosh, the VFX application builds a Windows shell within the Mac OS, allowing you to configure and use Windows VSTs in the Mac environment.

The VFX application creates a virtual Windows drive at */Users/<your_username>/Music/VFX Wine VM.vfxwinevm/drive_c*. This is where the Mac places your Windows plugins and programs, just as if it were the C:\ drive on a standard Windows computer.

Also note that when working within the Windows plugin screens on the Mac, you'll need to use Control-C and Control-V (Windows protocol) for copy and paste, versus the standard Mac Command-C / Command-V.

Installation Step 4: Copy the Classic Keys Collection VFX Library to a USB Storage Device

The Classic Keys Collection VFX Library occupies approximately 2.6GB of storage space—too large for the V-Machine's on-board 1GB flash memory. Fortunately, the V-Machine provides two USB ports to accommodate external USB storage devices of virtually any size, and libraries, banks, and presets can be freely accessed from these external

storage devices. In this step we'll copy the CKC onto the USB memory stick included with the Classic Keys Collection.

To copy the Classic Keys VFX Library onto a USB storage device:

- Insert a USB storage device into one of your computer's USB ports. Confirm that there is at least 3GB of free space available on the device.
- Copy the file *ClassicKeys.vfxlibrary* from the Classic Keys Collection DVD to the root directory of the USB storage device.

IMPORTANT: USB storage devices, like hard drives, are subject to unexpected failure. Always back up your *ClassicKeys.vfxlibrary* to your computer's hard drive and to a second USB device. And for live performance, keep your original and backup USB devices on hand.

Installation Step 5: Update Your V-Machine Firmware

Before we authorize the CKC plugins for use on your V-Machine, we want to make sure that it's running the latest/greatest V2.0 firmware.

- Power on your V-Machine and connect it to your computer via USB.
- Launch the VFX Application.
- If the "Update Firmware" prompt appears on your computer, follow the on-screen instructions to update your V-Machine firmware.

- If no firmware update prompt appears, power off the V-Machine, then simultaneously press and hold the two front-panel "Learn" buttons while powering up the V-Machine. Continue to hold the two Learn buttons until the display reads "V-Machine update...". Release the two Learn buttons when the



V-Machine display reads "Connected" and the update prompt appears in the VFX application. Click on "Update Only" followed by "Update" to confirm that you wish to initiate the update process. When the update is complete, a prompt will appear in the VFX application telling you to power-cycle the V-Machine to complete the update.

Special Note to Mac Users:

Occasionally the Mac may have difficulty recognizing the V-Machine over USB. If this happens, simply unplug then replug the USB cable running from the V-Machine to the Mac.

Installation Step 6: License the Plugins for Use on Your Computer and Your V-Machine

As mentioned in Step 3, the CKC plugins can be authorized for use only on a single computer and a single V-Machine. Once you complete Step 6, the CKC plugins will be permanently authorized for use on the specific V-Machine used in this step.

- Plug the USB storage device containing the newly-copied *ClassicKeys.vfxlibrary* into your computer.
- Power on your V-Machine and connect it to your computer via USB.
- Launch the VFX application.
- **IMPORTANT:** Be certain that you have performed the firmware update routine detailed in Step 5 before you proceed with licensing your plugins.

We're now going to set the Active Library (the library currently being worked with in the VFX application) to the *ClassicKeys.vfxlibrary* on the USB storage device.

- Click on the VFX logo in the upper left-hand corner of the VFX application. On the Mac, choose *Preferences* in the drop-down menu; in Windows choose *Options*. If you're running Windows, you may also wish to configure your audio and MIDI options at this time.
- In the Primary field under Active Library, browse to the USB memory device and choose *ClassicKeys.vfxlibrary*.
- Click *Close*. You should now see *License Plugins* (the Bank name) in the top line of the VFX application's upper-left window. Use the orange arrows next to Banks (top line) and Presets (second line) to navigate through the collection.

Now it's time to authorize each individual plugin. We'll begin with the most complicated installation...after that, everything else will be a total breeze!

Applied Acoustics Lounge Lizard Session

- Make sure you are in the *License Plugins* bank and that the *Show VST Editor* menu item is checked (located under the VFX menu).
- Confirm that the preset *Lounge Lizard Session* is showing in the second line of the VFX display. If it is not, use the orange arrows in the second line of the VFX display to navigate to the *Lounge Lizard Session* preset.
- Click on the word *Load* in the third line of the VFX display or on the left-hand orange arrow next to the word *Load*. The Lounge Lizard Session registration window will appear. (Note: If *Load* does not appear, navigate to another preset and then back to *Lounge Lizard*.)
- Click *Next* to begin the authorization process. Enter your Lounge Lizard Session serial number from the enclosed registration form at the prompt.
- Click *Next*; this will cause a challenge code to be generated. Copy the challenge code. You'll be asked for it in the next step; we suggest writing it down on the registration form for safekeeping.
- *Without closing the VFX application or the Lounge Lizard registration window*, launch your Web browser and navigate to:

<http://www.applied-acoustics.com/unlock.htm>

Type in the required information and click *Get Response Code*. A window containing the response code will open.

AUTHORIZE/UNLOCK

Enter your email address

A copy of your authorization information will be sent to this address.

Email address

Enter your serial number

The serial number is located on the back of the CD sleeve if you purchased a box, or in an email if you purchased it from our web store. Don't forget to check your spam folder!

Serial number

Enter your challenge code

Get it from the program you are authorizing.

Challenge code

- Copy the response code and close your browser's window.
- Paste (or type) the response code into the Lounge Lizard registration assistant in VFX and click *OK*.

Lounge Lizard requires two authorizations, one for the computer and one for the V-Machine. To obtain the second authorization:

- Right click in the VFX application and select *Plugin->License Plugin for V-Machine*. In the pop-up window that appears, select *License Plugin*. This will result in a window appearing that contains your Lounge Lizard serial number. Click *OK*; a window containing a challenge code will appear. Copy the challenge code (Control C).
- *Without closing the registration window*, launch your Web browser and again navigate to:

<http://www.applied-acoustics.com/unlock.htm>.

Enter your email address, your Lounge Lizard Session serial number, and the challenge code you just copied. Click *Get Response Code*. A response code will now be displayed.

- Copy the new response code and paste it into the Lounge Lizard registration window in VFX. Click *OK* to complete the authorization.

GForce MiniMonsta

The MiniMonsta license codes were entered at the time the plugins were installed in Step 3. No further action is required.

GForce Virtual String Machine

- Make sure you are in the *License Plugins* bank and that the *Show VST Editor* menu item is checked.
- Click on the right-hand orange arrow in the second line of the display to advance to the preset *VSM* (Virtual String Machine).
- In the third line of the VFX display, click on the word *Load* or on the left-hand orange arrow next to the word *Load*.
- You may be prompted for a file called *Resources.cpt2*. If so, browse to this file on your hard drive and select it. In Windows the default file location is *C:\Program Files\GForce\String Machine*. (NOTE: In Windows 7 the default path is *C:\Program Files(x86)\GForce\String Machine*.) On the Mac, use the Windows-style file browser that appears to navigate to the virtual Windows "C:\" drive, located inside your *VFX Wine VM.vfxwinevm* bundle in your Music folder.
- Next you'll be prompted for your Virtual String Machine serial number, located on the Classic Keys Collection registration sheet. (If no prompt appears, close the plugin's graphic window and reopen it using the *Show VST Editor* menu item.) Enter the serial number and click *OK*. A Thank You window will appear; click *OK* to close the window.
- Now you need to register the plugin for use on the V-Machine. Right-click in the VFX application, and select *Plugin->License Plugin for V-Machine*. Enter the serial number again and click *OK*.

GSI KeyPerformer

- Make sure you are in the *License Plugins* bank and that the *Show VST Editor* menu item is checked.
- Click on the right-hand orange arrow in the second line of the VFX display to advance to the preset *KeyPerformer*.
- Click on the word *Load* in the third line of the VFX display or on the left-hand orange arrow next to the word *Load*. The Key Performer registration window will appear.
- Enter your user name and the KeyPerformer registration code obtained in Step 1. Click *Register* to complete the authorization.
- Click on the tool icon in the upper-right of the Key Performer window. In the pop-up menu that appears, select *Set GSinstruments Location*. In the window that appears, navigate to the GSI folder on your hard drive. In Windows the default file location is *C:\Program Files\GSI\KeyPerformer\GSinstruments*. On the Mac, the folder is in the virtual Windows "C:" drive, located inside your *VFX Wine VM.vfxwinevm* bundle in your Music folder.
- Open the GSI folder, then select and open the KeyPerformer folder inside it, followed by selecting the GSinstruments folder. Click the *Select* button to close the window. KeyPerformer now knows where to find its presets and instrument sounds.



GSI VB3

- Make sure you are in the *License Plugins* bank and that the *Show VST Editor* menu item is checked.
- Click on the right-hand orange arrow in the second line of the VFX display to advance to the preset *VB3*.
- Click on the word *Load* in the third line of the VFX display or on the left-hand orange arrow next to the word *Load*. The VB3 registration window will appear.
- Enter your name and the VB3 activation code obtained in Step 1. Click *Register* to complete the authorization.

Sonic Projects OP-X

- Make sure you are in the *License Plugins* bank and that the *Show VST Editor* menu item is checked.
- Click on the right-hand orange arrow in the second line of the VFX display to advance to the preset *OP-X*.
- Click on the word *Load* in the third line of the VFX display or on the left-hand orange arrow next to the word *Load*.



- Click in the blue box at the top-right of the OP-X window; a registration dialog box will appear. Enter your User ID and the License Key you received in Step 1.
- Click *Enter Key* followed by *OK* in the pop-up Thank You window. Close and relaunch the VFX application to complete the authorization.

Installation Step 7: Plug the USB Storage Device into the V-Machine

IMPORTANT: The V-Machine will not power on while a bootable USB storage device is connected to it. Always power up your V-Machine *before* attaching a USB storage device.

- Power up your V-Machine.
- *Safely* remove the USB storage device containing the *ClassicKeys.vfxlibrary* from your computer and plug it into either of the two USB slots on the back of the V-Machine. (*Always use your computer's "Eject Safely" function when removing the USB stick, or you risk corrupting the Classic Keys data.*) The V-Machine will display a "Device Connected" prompt and begin loading the first bank in the V-Machine's flash memory or, if no banks are resident in the V-Machine, the first bank on the USB storage device [License Plugins].
- Using the top row of orange arrows on the V-Machine, scroll through the V-Machine banks. Banks stored in internal flash memory appear with the name of the bank in the top line of the V-Machine display. Banks on the USB storage device appear with the bank name in brackets [My New Bank]. Internal banks are always displayed first; use the right arrow to scroll to the banks on the USB storage device.
- Remember to regularly back up your banks to both your computer's hard drive and to a second USB storage device, and always keep your backup device on hand for live performance.

Installation Step 8: Enjoy!



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