

Thank you for choosing SFX Machine RT™ 1.0 for Mac OS X.

Please read this document, even if you would rather be doing something else.*

This plug-in will operate in demo mode until it is authorized. In demo mode, the sound output will momentarily drop out every few seconds. To purchase SFX Machine RT, please visit our web site at <http://www.sfxmachine.com/>

The installer will create two items:

- the SFX Machine RT Audio Unit plug-in
(placed into /Library/Audio/Plug-Ins/Components/)
- the SFX Machine RT VST plug-in
(placed into /Library/Audio/Plug-Ins/VST/)

The plug-ins should not be moved from their default locations.

About SFX Machine RT

SFX Machine RT™ is the real-time version of the award-winning SFX Machine™ audio multi-effects plug-in. Unlike the original SFX Machine, which used a file-based plug-in format, SFX Machine RT is now available in VST and Audio Unit real-time formats.

SFX Machine RT includes hundreds of presets, from conventional effects like choruses and flangers to unique, ear-catching effects. While SFX Machine RT is based on a powerful modular synthesis engine, the interface offers the simplicity of a multi-effects unit, allowing users to select and modify effects with just a few mouse clicks.

SFX Machine RT also provides full MIDI parameter control for automated preset modification, using a simple 'MIDI Learn' system. This opens up new dimensions of interaction; for example, filter sweeps can now be controlled by your sequencer. Any number of sliders can be automated simultaneously.

How to Purchase

Buying SFX Machine RT is easy. Just go to <http://www.sfxmachine.com>, and click on the text that says "BUY SFX MACHINE NOW." This will take you to a page on esellerate.com which will let you order using a credit card. If you need to order by phone or fax, please visit <http://www.sfxmachine.com/phone> or <http://www.sfxmachine.com/fax> for information.

After purchasing the software, you will receive an e-mail from esellerate.net called "eSellerate Order Notice." This will contain your password and instructions on how to authorize your software. If you lose your serial number (password), you can retrieve it by going to <http://store.esellerate.net/support> and entering the e-mail address the purchase was made with. A complete history of your eSellerate purchases complete with serial numbers will be sent to this email address.

What Is Included?

The Macintosh version of SFX Machine RT includes:

Mac OS X Installer:

SFX Machine RT VST 1.0 (for Mac OS X 10.2 and above),
SFX Machine RT Audio Unit 1.0 (for Mac OS X 10.2 and above)

and

Mac Classic Installer:

SFX Machine RT VST 1.0 (for Mac OS 8.5 to 9.2),

In addition, purchasers of SFX Machine RT are entitled to download:

SFX Machine 1.56 (Premiere format, non-real-time, for Mac OS 7.1 ~ 9.2)

from:

http://www.sfxmachine.com/sfx_downloads/SFX_Machine_1.56.sit

(The password will be automatically e-mailed to you after purchasing the SFX Machine RT software.)

The Premiere version of SFX Machine is included for the benefit of those users who own a Premiere format compatible host program for Mac OS 7.1~9.2, and who wish to edit their own presets from scratch using the somewhat obtuse edit screen in the legacy version of SFX Machine. Note that all versions of SFX Machine RT allow users to modify and save any of the hundreds of available presets. SFX Machine RT can also import preset files made with the legacy Premiere version of SFX Machine. To import an old preset, push the super-sneaky little button in the top left corner of the plug-in interface.

How to Install SFX Machine RT for Mac OS X

1. Double-click on the SFX_Machine_RT_1.0.img.bin file. This should launch Stuffit Expander, which will decode and create a disk image file called "SFX Machine RT

1.0.img".

2. Double click this file to mount the disk image. A volume called "SFX Machine RT 1.0" will appear on your desktop.

3. Open that volume and you will see two installer files and readme files. The installer file for Mac OS X is called "SFX Machine RT 1.0 OS X.pkg" and the readme file for Mac OS X is the file that you are reading right now.

4. Double-click on the "SFX Machine RT 1.0 OS X.pkg" icon to launch the installer. The installer will take you through the remaining steps, which are listed here for the sake of redundancy.

5. Read the Introduction, then click "Continue."

6. Read the Read Me file (this document). Click "Continue."

7. Read the Software License Agreement. Click "Continue", then click "Agree" to accept the terms of the agreement.

8. Select a destination disk (you must choose your Mac OS X system disk) and click "Continue."

* Note: If at this point you receive an error saying, "You are not allowed to install the software in the default location in the default location," that means one of two possible things: (1) You are not an administrator for that computer (in which case you need to ask an admin, most likely the owner of the computer, to install the software), or (2) if you are an administrator (which is most likely the case if you own the computer), then this means that your system has permissions errors. To correct them, boot from your Mac OS X 10.2 install CD (put the CD into your computer's CD drive and hold "C" while rebooting), choose Disk Utility from the Install menu, click on your system disk in the list on the left, click on the First Aid tab, and then click on Repair Disk Permissions.

9. Select the desired installation type, i.e. Easy Install.

10. Click "Close." You're done!

If you also want to install SFX Machine RT for Mac Classic, see the "SFX Machine RT OS 8/9 Read Me" file.

How to Use SFX Machine RT

SFX Machine RT allows you to modify effects simply by adjusting a set of sliders that have been customized for that particular preset. If you wish, you can save the modified effect under a new name.

A typical session might go as follows:

1. Launch your VST or Audio Unit host application, load a sound file, choose "SFX Machine RT" from the appropriate menu (e.g., "Plug-Ins"). The exact procedure varies slightly from one application to another. See your host application's documentation for more detailed information about how to invoke VST and Audio Unit format plug-ins.
2. Choose a type of effect by clicking on a Category in the Category list box. All Presets belonging to that Category will appear in the Preset list box.
3. Load a Preset by clicking on an item in the Preset list box. You will see a brief description of the preset displayed below the sliders.
4. Start audio playback in your host program. You should now hear the audio as processed through SFX Machine RT.
5. If you wish, adjust one or more sliders to modify the effect. If you want to change the value ranges for any sliders, you can click on the min or max value and type in new values.
6. To save your changes, you can either save a preset file or, depending on the host application, save a song or project document which will save the settings of all plug-ins that are being used. Please see your host application's documentation for the options available and specific instructions.
7. If you want to control any of the sliders with MIDI CC messages, you need to first assign specific CCs to the sliders. This is done with a simple "MIDI learn" system. First you activate a slider by clicking on it while holding the control key (or simply right-click on it if your mouse has more than one button). You will see the slider handle light up. This means that it is in MIDI learn mode. Next, generate some CC message (move your MIDI keyboard mod wheel, move a slider on your MIDI controller box, etc.) and you're done! The first CC message that SFX Machine RT receives will be the CC type to which the "MIDI learner" becomes assigned. Please note that MIDI control requires a host application that can send MIDI to plug-in effects. Please see your host application documentation to find out whether your host supports this and, if so, how to configure MIDI for effects.

For more information about using SFX Machine, see the SFX Machine RT manual, which will be available Real Soon Now at <http://www.sfxmachine.com/manual/>.

System Requirements

SFX Machine RT VST Classic requires Mac OS 8.5 or higher. SFX Machine RT VST and Audio Unit for OS X require system 10.2 or higher. All versions of SFX Machine RT

for Macintosh require a G3 or above.

In addition, the software requires at least 5MB available hard drive space, and about 5MB available RAM (on top of what is used by your operating system, host program, etc.). An 800 x 600 minimum screen resolution is needed.

A VST, Audio Unit, or Premiere format host program is required to use the respective version of the plug-in. VST host programs include selected versions of:

- Steinberg Cubase SX
- BIAS Peak (3.2 or higher)
- TC|Works Spark (2.7.1 or higher)
- Metro
- Melodyne (2.0 or higher)
- Plogue Bidule
- DSound RT Player

Audio Unit host programs include selected versions of:

- Emagic Logic (5.5.1 or higher)
- Metro
- MOTU Digital Performer
- Melodyne (2.0 or higher)
- BIAS Peak (4.0 or higher)
- Arboretum Montage (1.1 or higher)
- TC|Works Spark (2.8 or higher)
- Rax
- SynthTest

Please note that SFX Machine RT VST is a Mach-O format VST plugin. In Mac OS X, there are two code format varieties of VST: Mach-O and Carbon CFM. Some host applications support both formats, some only support Mach-O, and others only support Carbon CFM. Please check with your specific host software to see which format(s) it supports. Mach-O is the native OS X code format and the preferred format for VST plugins in Mac OS X. If your host software does not currently support it, then you might want to politely urge them to add support for proper Mac OS X VST format, or Audio Units.

All features and specifications subject to change without notice. For the latest information about SFX Machine RT, check out our web site at <http://www.sfxmachine.com> .

WARNING

Please take care of your ears and those of your listeners.

Much of the power of SFX Machine RT's modular synthesis architecture is derived from its ability to produce interesting feedback loops. However, sometimes a slider change or an increase in input signal level can result in increased amounts of feedback. If your sound system is turned up too high, this can produce excessive volume levels. Exposure to high sound levels, especially over prolonged periods of time, can result in hearing loss and/or tinnitus (ringing of the ears).

Whenever you change presets, parameters, slider settings, MIDI controller values, or input signal levels, start with low volume levels until you're comfortable with what SFX Machine RT is going to do.

SFX Machine RT is not intended for live performance situations. If you choose to use this software in live performance, you should follow it with a compressor or limiter to make sure that excessive loudness levels are not reached. Regardless of what software and hardware is used, please be responsible with the hearing of your audience members.

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