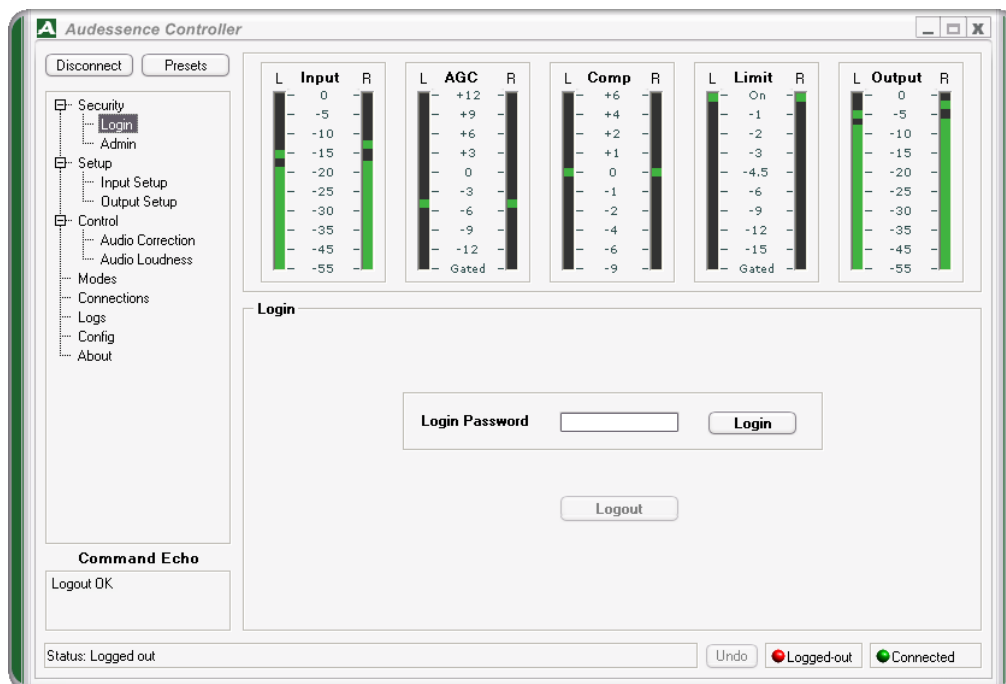


# Audessence Controller Software

## Installation & Operation Manual for Alps and PodBlaster



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## Installing the Audessence Controller Software

1. It is easiest to install the software BEFORE connecting the audio processing unit to the PC. If the processor is connected then power-down before starting to install.
2. The software should auto-run directly from the CD after it is inserted.
3. The software is designed to run under Windows 2000(SP4), Windows XP and Windows Vista only.
4. If the installation does not start automatically, use the 'Run' option in your Windows 'Start' menu and select D:\setup.exe [where D is the letter of your CD or DVD drive]. This will install the Audessence Controller software, required runtime libraries and the USB drivers.

**If you are using USB, occasionally the USB drivers may not load during installation setup, or automatically when you first connect the USB lead to your computer. In this case, follow the instructions in the Controller Appendices on the Audessence CD, 'Manually installing the USB Drivers', for Windows 2000 and Windows XP respectively.**

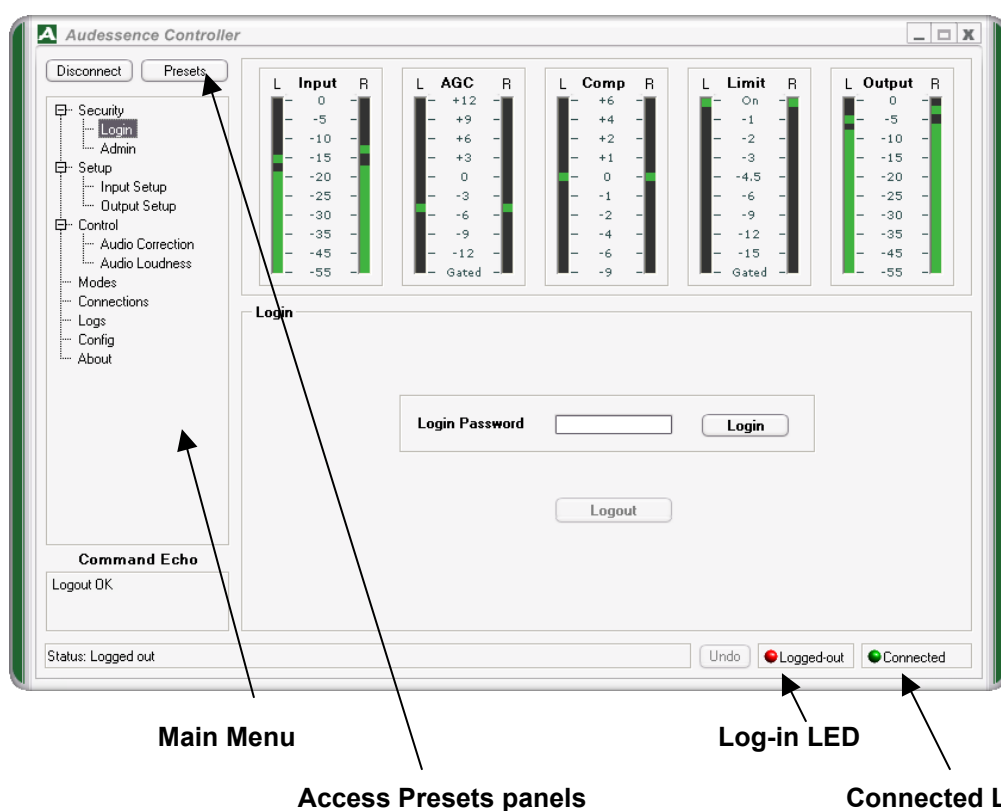
**N.B. The drivers can be found in the USB-Drivers folder on the Audessence CD.**

## Connecting and Configuring Audessence Controller

The following sections describe connecting to an **Audio Processor** unit, such as an ALPS unit or a PodBlaster, and how to change configuration settings.

### Connecting and Logging-in

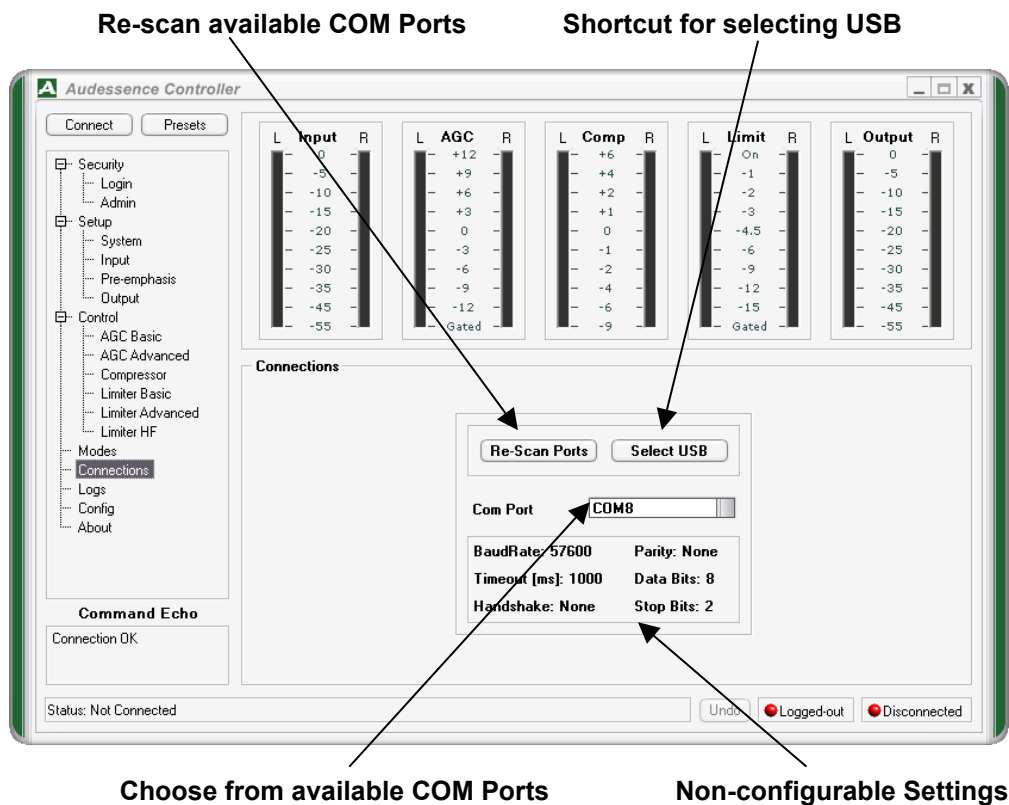
1. You can connect the Audessence Controller to the computer via a serial port or a USB port. The default serial port is COM1. Alternative serial ports can be chosen from the *Connections* panel available from the main menu. See the section on Port Settings, below, for instructions on using the *Connections* panel for changing the COM Port settings.



2. The metering bars should become active shortly after pressing the *Connect* button. You will need to log-in if you wish to make any changes to the Audessence processor settings.
3. The initial login is **AAAA**. Click on the *Admin* menu option to change your user password when connected and logged- in. See the section entitled Changing Your User Password, below.
4. The Audessence Controller times-out after 30 minutes, silently logging-out the user. The Login LED will turn red next time you try to make a change after you have been logged out. You will have to log back in before making further changes.

## Port Settings

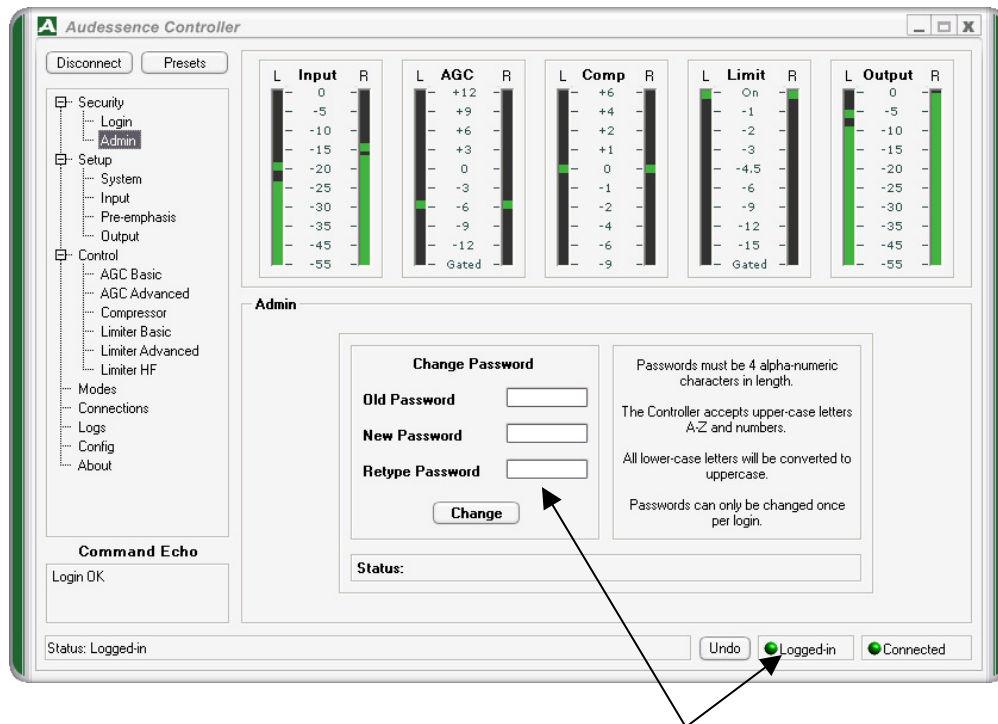
1. Connecting via USB creates a virtual COM Port, which is always the last available COM Port on your PC. The drivers should install automatically during Setup. If the “Found New Hardware Wizard” launches the first time you connect, or your connection isn’t recognized, then follow the instructions in the Appendices.
2. Click the *Select USB* button to connect via USB. You may have to *Rescan Ports* if you connected the USB lead after starting the Audessence Controller.



3. **PodBlaster** users should ensure that they **Re-Scan Ports** and **Select USB** before trying to connect.
4. You can alter the port used for connecting to the Processor from the drop-down **COM Port** list, which displays all available COM Ports.

## Changing Your User Password

1. You can change your password by selecting the *Admin* panel available from the main menu. You can only change your password once you have logged onto the Processor. Read the instructions carefully.

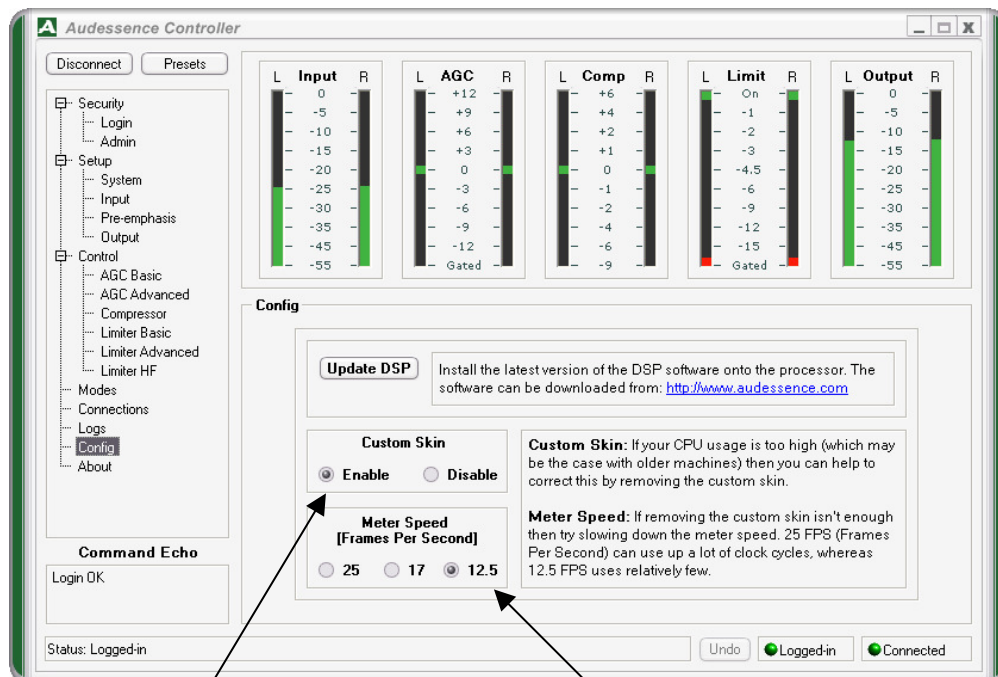


**You must be logged-in to change your password**

2. The Change Password window will become greyed-out once you have changed your password. You are only allowed to change password once per log-in session.

## Saving CPU cycles on older computers

1. If you are using Audessence controller on older equipment, then you can save precious CPU cycles by removing the custom skin, and using the standard Windows skin.
2. The controller has to be re-started if you decide to disable (or re-enable) the custom skin. If you are logged-in to the processor then your current working preset will be saved and you will be automatically logged-out.



Try disabling the custom skin ...  
... before slowing down the meter speed

3. If removing the custom skin isn't enough then you can try slowing down the frame speed of the metering bars. The default setting is 25fps, 17 fps will still give a reasonably smooth display.

Note: You do not need to be logged into the processor to change these settings.

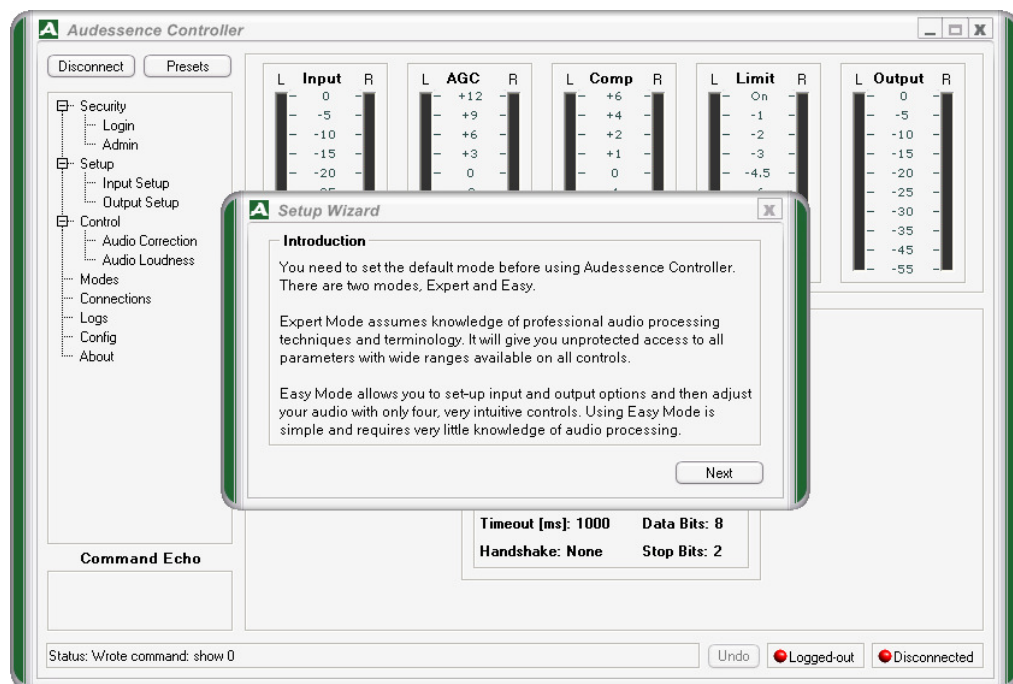
## Operational Modes

The following section describes using and swapping between Easy and Expert modes, the two different operational modes available on Audessence controller.

- Expert Mode is designed for sound professionals with a good understanding of audio processing.
- Easy Mode is for the rest of us and requires only a little knowledge to get things going.

## Start-up Wizard

1. When you first start the controller you will be required to complete a setup wizard (Figure Modes-1). The wizard explains the differences between the two modes and asks you to choose which mode you prefer. You will not be able to use the controller until you have completed (or cancelled) the wizard.



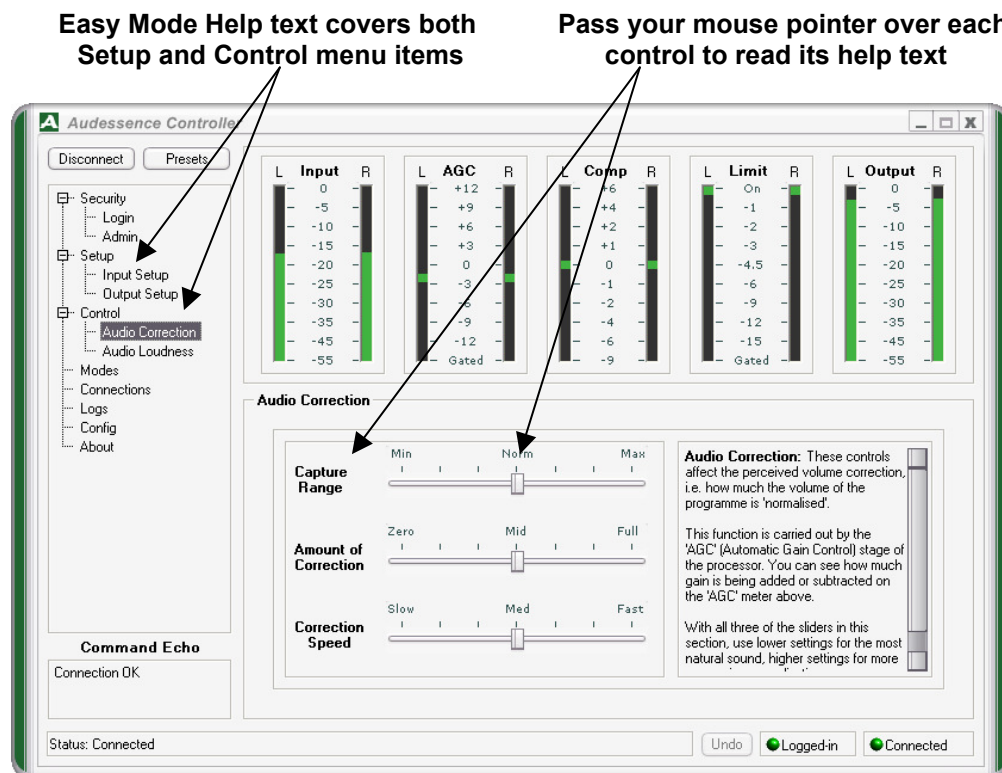
**Modes-1: Setup Wizard**

2. The Wizard may ask you to log-in to the processor to complete the setup. Just type in the default password, which is **AAAA**. You can change the password later in the Admin window. (Admin Menu Link)



## Easy Mode Help

1. Every Easy mode button and slider has its own help text (Figure Modes-2). Pass your mouse pointer over a control (including its title) and its help text will be displayed in the nearby text box.



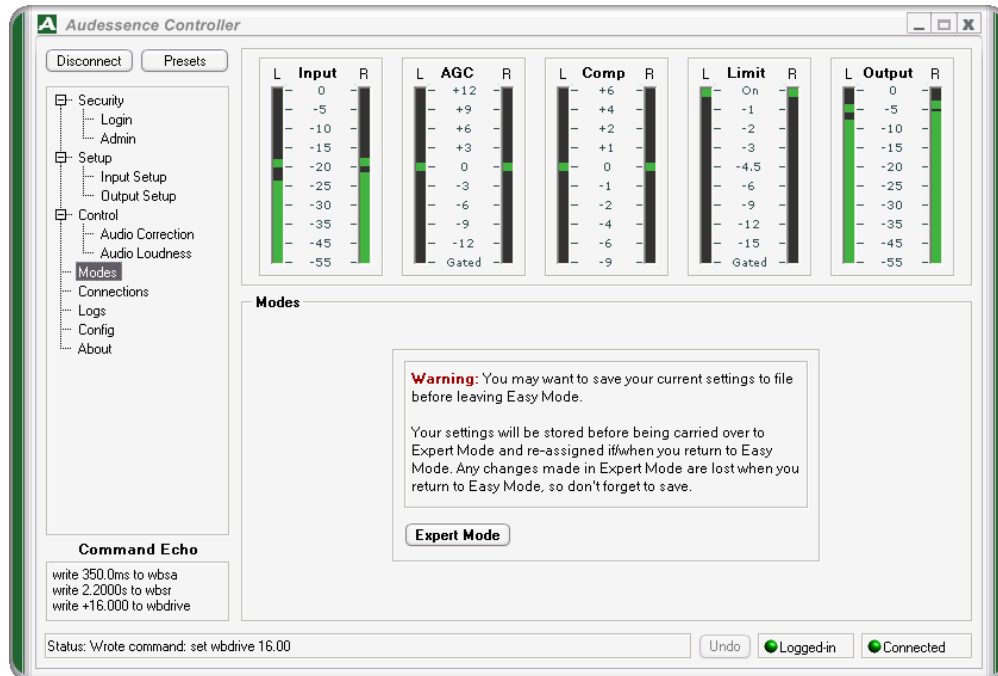
Modes-2: Easy mode Audio Correction window

## Mode controls

1. In Easy mode, audio settings are adjusted with four intuitive controls. These are Capture Range, Amount of Correction, Speed of Correction and Loudness. Setup input and output options are the similar as those provided by Expert mode, except that each has its own help text.
2. Expert mode assumes a good working knowledge of audio processing and provides no help text for any of the controls. Refer to the Processor manuals for a more detailed description of each control type.

## Switching Between Modes

1. You can switch between Easy and Expert modes via the Modes window once you are logged-in (Figure Modes-3).



**Modes-3: Swap Modes Window**

2. Switching between modes should be handled with some care. Easy mode settings are automatically carried over into Expert mode, where they can be worked on further. However, it is not possible to carry Expert mode settings over to Easy mode!
3. If you are switching from Expert mode to Easy mode, then the controller will load one of the following:
  - The default Easy mode preset if entering Easy mode for the first time in the session.
  - The last saved Easy mode state if moving back to Easy mode from Expert mode.

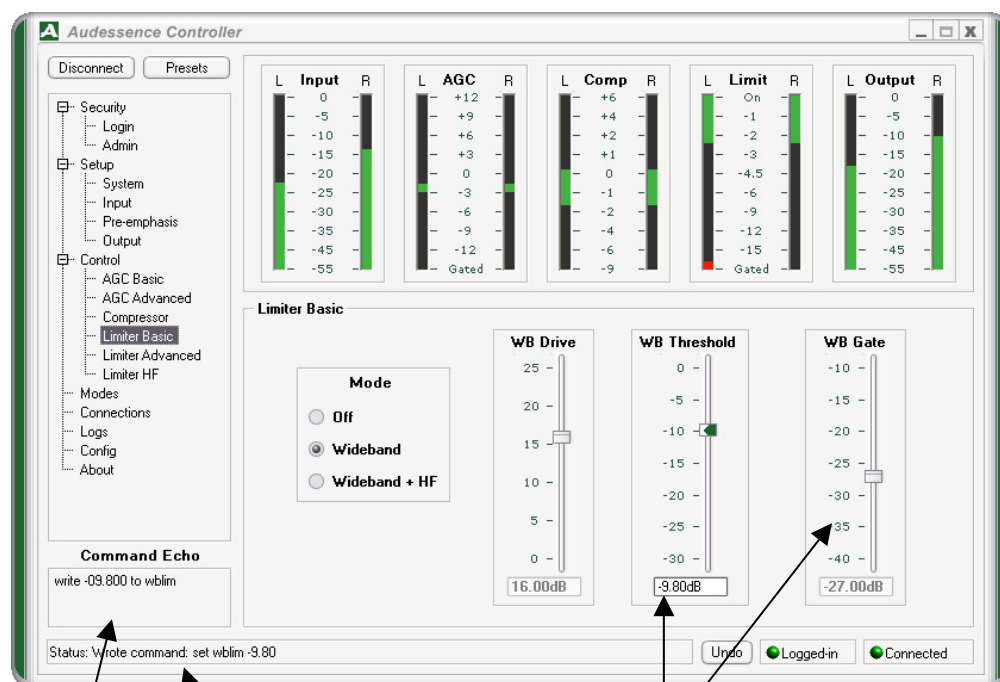
To summarise, if you move from Easy mode to Expert mode and make some changes, you can't carry the changes back into Easy mode. The controller will re-load the Easy mode state *as it was* before you entered Expert mode - so all your changes will be lost unless you save them first.

## Using Audessence Controller

The following section describes how to change processor settings and how to use presets, which are collections of pre-defined settings.

### Adjusting Processor Settings

1. All controls are accessed via the main menu and are used in the same way for both Easy and Expert mode.
2. The sliders and writeable text boxes will not respond to commands if you are not connected and logged-in. Commands are echoed in the Command Echo box if successful, otherwise an error will be displayed in the Status Bar.



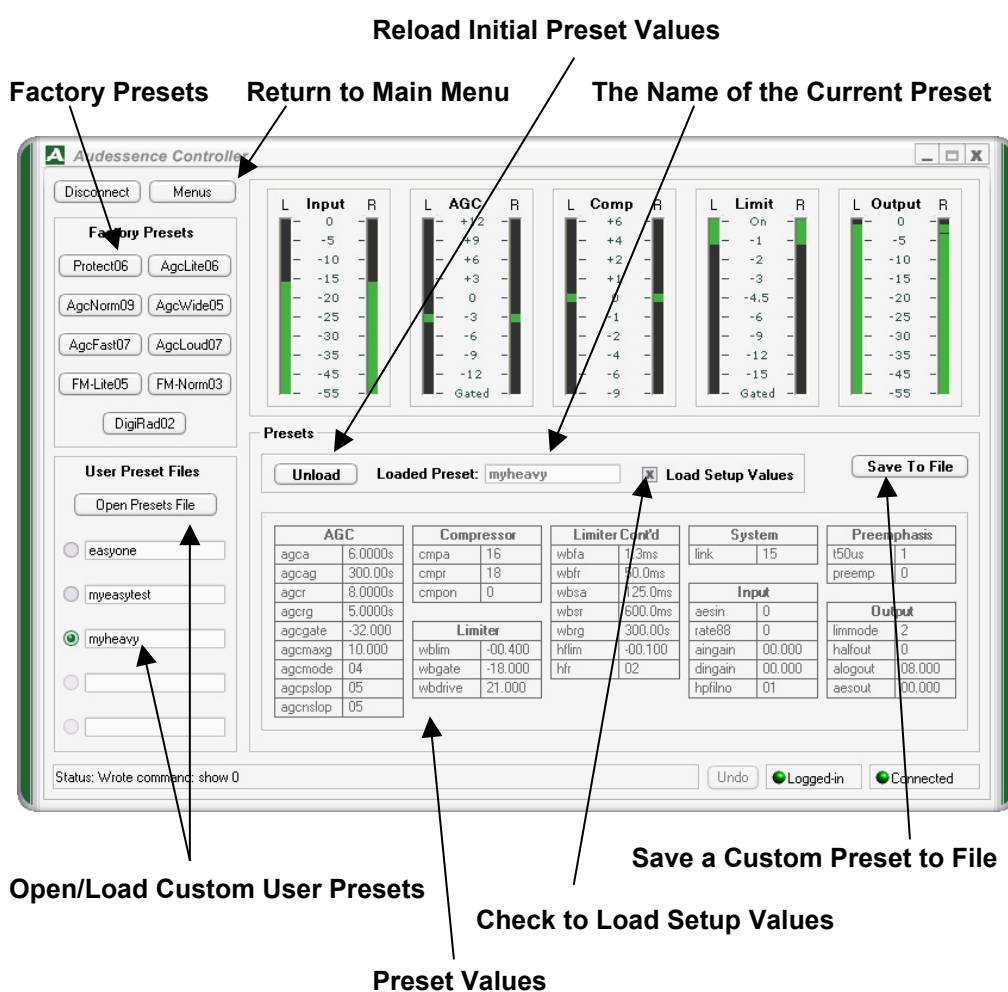
**Status Bar**  
**Command Echo from ALPS**

**Send Commands to ALPS**

2. Some slider control text boxes are writable and some are read-only. Writable text boxes show print in a regular font, whereas read-only text boxes show print in bold grey. The pointer will not change when hovering over read-only text boxes.
3. If you enter an incorrect value into a writable text box, such as a value that falls outside the accepted range, then an error will appear in the Status bar.

## Changing Presets

1. Click on the *Preset/Menu* button to view and load Factory/Custom presets into the Processor. A preset is a list, or collection, of control values for all Processor functions. A copy of the current working preset is stored in memory whenever you enter the Presets window.
2. Press one of the Factory preset buttons to load a Factory preset into Processor memory. The preset can then be fine-tuned by returning to the main menu and adjusting individual controls.
  - Easy mode presets are named differently to distinguish them from Expert mode presets.

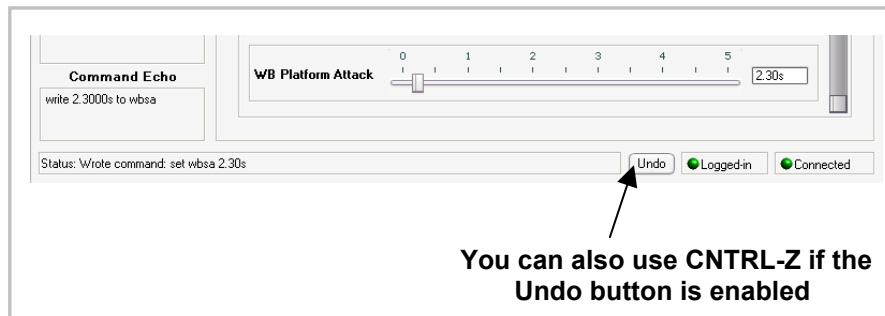


3. Preset values for each control are displayed in the window below the metering bars. The name of the currently loaded preset will appear in the *Loaded Preset* text box.
4. Preset *Setup* values are not loaded by default. You have to tick the *Load Setup Values* checkbox to have them load with the preset.

5. Press the *Unload* button to unload any or all of the presets you have loaded onto the processor since entering the Presets window.
6. Custom presets can be saved to file for safe keeping by pressing the *Save to File* button. They can be loaded into the Processor by pressing the *Open Preset File* button. Up to five custom preset files can be stored for use on the controller at any one time, loading a sixth custom preset will simply replace the first in the list.
  - To find out where the Custom presets are stored, see the Files section below.
  - Easy mode custom presets are carried over when switching to Expert mode and will appear on the custom preset list.
  - Expert mode presets are not carried over when switching to Easy mode.
7. Preset values are automatically loaded into Processor permanent memory when you shut down the controller.

## Undo Operations

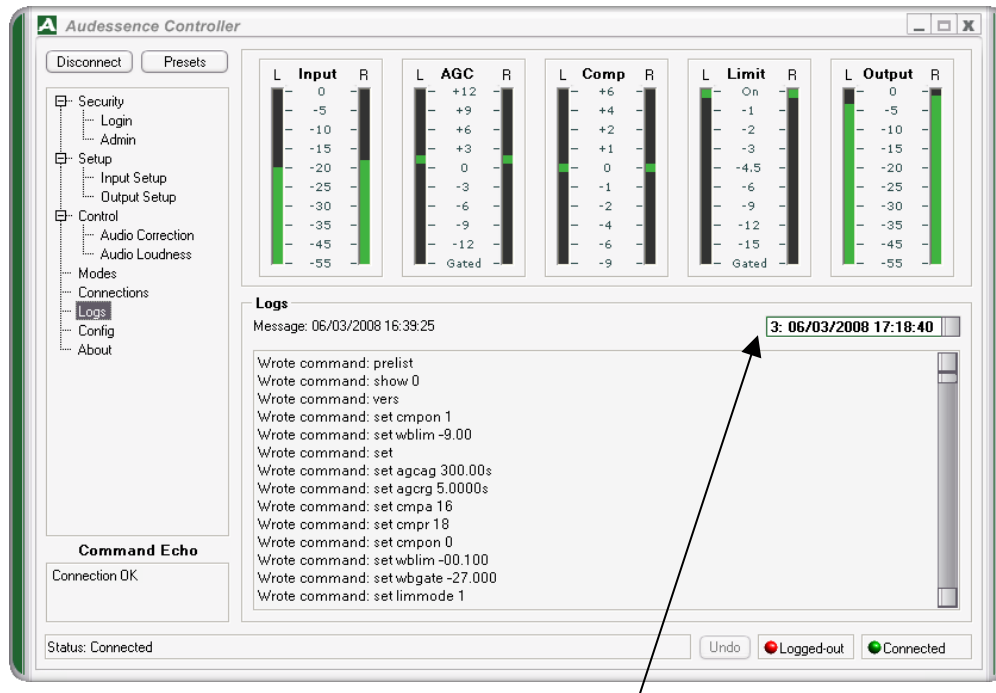
1. Press CNTRL-Z (or the *Undo* button) to undo previously applied setting. The undo stack remains active between login sessions but will be lost when the Controller is shut down. Undo is not accessible if you are not connected and logged-in.



2. The status field and Command Echo will update as you cycle back through your previous commands. You cannot use undo when in the Presets panels - you must return to the main menu for the Undo button (and CNTRL-Z) to become active.
3. Easy and Expert modes have their own undo stacks. The Easy mode undo stack is stored for later use when moving to Expert mode and re-loaded when returning to Easy mode. The Expert mode undo stack is emptied whenever leaving or re-entering Expert mode.

## Reading the Logs

1. Use the *Logs* menu link to read the last eight connection logs as well as the current working log.
  - To find out where the Log file is stored, see the Files section below.
2. Each log entry contains connection and command details, as well as any errors that were encountered.



Choose a log to read from  
the drop-down menu

3. All previous logs (not the working log) end with the state, or closing preset, of the processor when the controller was shut down. Useful if you want to check previous settings against current settings.

## Updating the DSP software on ALPS and PodBlaster

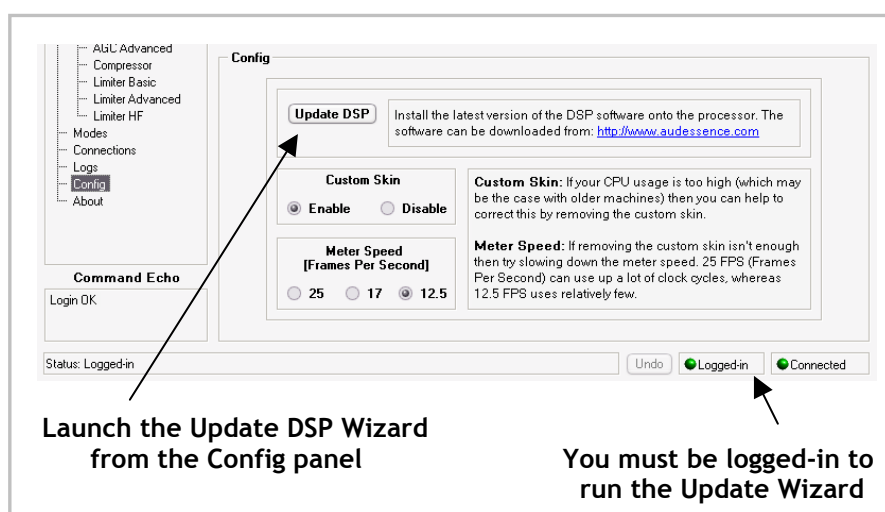
The following section describes how to upload new DSP software onto the ALPS and PodBlaster processing units.

### Getting the Latest DSP Software

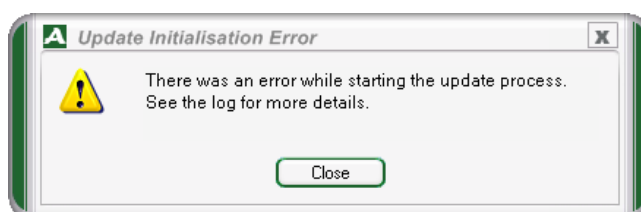
1. The latest version of the software is always shipped with the Audessence Controller software.
2. Bug-fix and enhancement releases of the DSP software can be downloaded from the Audessence website, when available. They are shipped as an installer (.exe) package. Go to [www.audessence.com](http://www.audessence.com) and follow the *Downloads* link. You will need to contact Audessence for *download* login and password if you don't already have them.

### Using the Update DSP Wizard

1. Launch the Update DSP Wizard to load the latest version of the DSP software onto the ALPS and PodBlaster processing units. You must first be connected and logged-in to the processor.



2. The wizard will launch with a closing message if it can't find the required files to upload, or if the files are corrupted. You will need to install (or perhaps re-install) the DSP software onto your system.

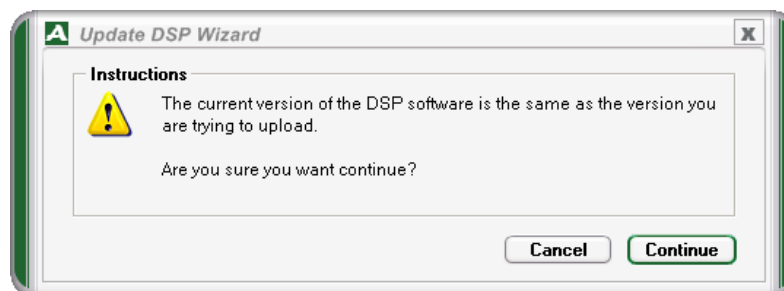




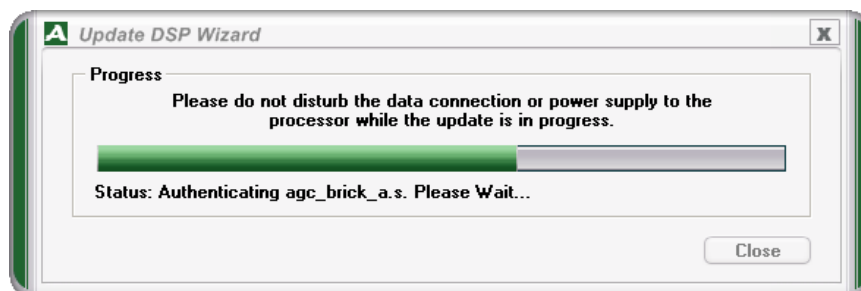
3. The Wizard will first warn you to save your current state before uploading the DSP software as any changes to your settings will be lost once the update has completed.



4. You will be warned if the DSP software you are trying to upload is the same or older than the version currently installed on the processor unit. Just click 'Continue' if you wish to proceed.



5. The upload process takes several minutes. Once completed, you will be required to re-boot the processor before trying to re-connect the controller. This means turning the processor power supply off and back on again.



6. You cannot cancel the update once the upload has begun. If the power supply or cable connecting the processor to your PC is disconnected, then you must reboot the processor by turning the power supply off and back on again.

## Files

Audessence Controller stores the Log file (the last eight session logs), Custom preset files and error files in the My Documents folder.

- Logs: `~\My Documents\Audessence Controller\ControllerLog.txt`
- Custom expert mode preset files:  
`~\My Documents\Audessence Controller\Presets\myexpert.apf`
- Custom easy mode preset files:  
`~\My Documents\Audessence Controller\Presets\EasyMode\myeasy.aef`

If the `~\My Documents\Audessence Controller` folder does not exist, it is created when the Controller is started for the first time.

On **Windows Vista**, the *Audessence Controller* folder is located in the 'Documents' folder, which replaces the 'My Documents' folder.

## Contact Us

Please contact Steve Webster if you have any questions, comments or suggestions regarding the Audessence Controller PC programme. Email: [steve@audessence.com](mailto:steve@audessence.com)

Please contact Martin Spencer if you have any questions, comments or suggestions regarding audio processing, setup of Audessence audio processors and operational considerations. Email: [martin@audessence.com](mailto:martin@audessence.com)

Please contact Graham Sloggett if you have any questions, comments or suggestions for the Sales department. Email: [graham@audessence.com](mailto:graham@audessence.com)