How to setup the timbap audio processing component for use in your VST host application

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During the setup, your firewall may ask you to permit network access for the VST host application. Please permit it, as the audio component and the visualizer component are communicating via a network protocol.

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How to configure your VST host application for timbap:

We suggest that you connect your left turntable to your inputs 1 & 2 and your right turntable to your inputs 3 & 4. In the same way, we presume that your outputs 1 & 2 are connected to your left DJ mixer channel and the outputs 3 & 4 to the right.

In case your audio interface doesn't provide phono inputs, you have to insert phono preamps in between your turntables and the inputs of your audio interface.

Then all you have to do in your VST host is setting up two processing chains:

Stereo Input (1 & 2)   **Stereo Input** (3 & 4)

⇩   ⇩

pinkyTimbapPlugin   **pinkyTimbapPlugin**

(Preset „Left Turntable")   (Preset „Right Turntable")

⇩   ⇩
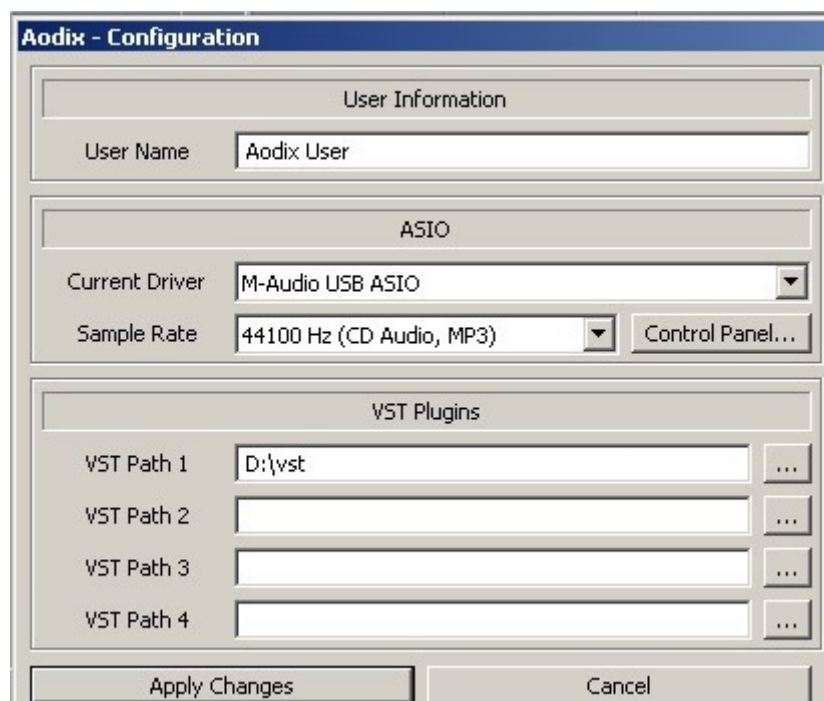
Stereo Output (1 & 2)   **Stereo Output** (3 & 4)

If you are new to VST hosts, we included a detailed step-by-step guide on how to accomplish this in FLStudio 7 and in the freeware VST host Aodix 4.2.0 on the following pages.

Step-by-step guide for Aodix 4.2.0

Step 1)   Install Aodix 4.2.0

Step 2)   Start Aodix. On startup, the configuration window pops up. As a driver, select your ASIO driver. For VST path, select the directory of timbap's audio component `<AUDIOCOMPONENT_INSTALL_DIR>\vst\<OS>` . Alternatively, you can select any other directory and copy the content of the directory `<AUDIOCOMPONENT_INSTALL_DIR>\vst\<OS>` there
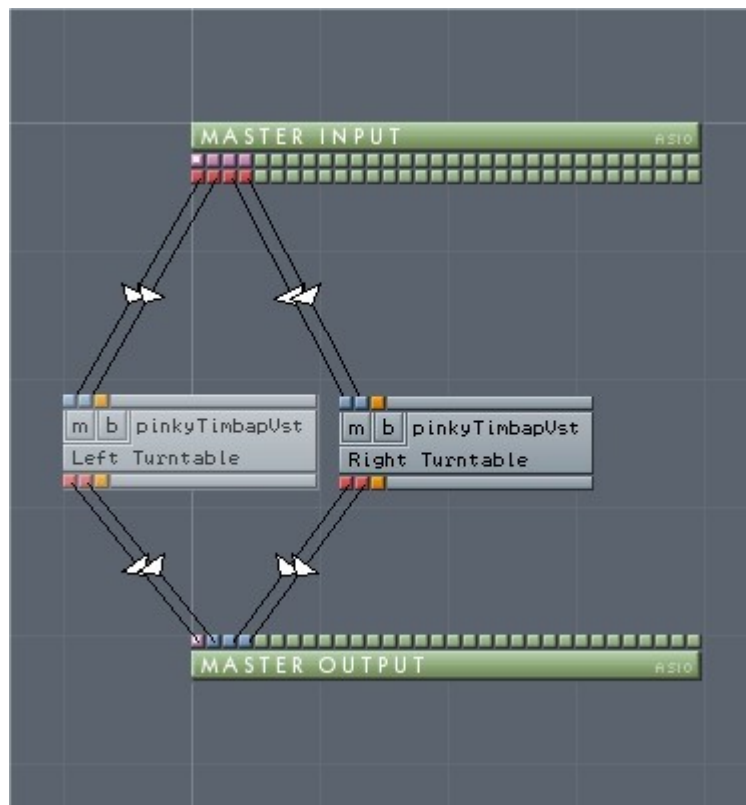

Step 3)   When you hit **Apply Changes** an ASIO stop error will occur. Ignore that and continue. Now you will set up your own Aodix project for timbap. This is really easy.

Step 4) Double-click the first VST instance slot (*00*) and select the pinkyTimbap VST plugin. Then double-click the second slot (*01*) and also select the pinkyTimbap VST plugin.

Step 5) Both instances are set to the program (=preset) „Left Turntable". To change this, click on the slot 01, then click on **program** and select „Right Turntable". If you are using Torq Vinyl, you have to select the respective „Left" and „Right" programs for Torq Vinyl of course.

Step 6) Now click on **vst routing** which is located directly under the orange button. You can now graphically set up the processing chains between your audio inputs, the two vst instances and your audio outputs. You just have to drag wires between the pins. To delete a wire, you have to double-click the white arrow. When you are finished, the routing should be similar to the one shown in the next screenshot :

Step 7) You are now finished with the audio component setup, so you can drop timecode vinyl on both turntables and start the timbap visualizer (in two-player mode) to see if it works.

If you are experiencing problems, open the configuration window of a plugin instance by double-clicking the grey box and see the troubleshooting tips at the end of this howto. If everything works, save the project file. You can simply double-click it the next time you want to use timbap and the audio component should be working..

Have fun with timbap digital Djing!

Step-by-step guide for FLStudio 7

Step 1)   Install FLStudio and select directory

`<AUDIOCOMPONENT_INSTALL_DIR>\vst\<OS>` as your vst directory.
Alternatively, you can select any other directory and copy the content of
`<AUDIOCOMPONENT_INSTALL_DIR>\vst\<OS>` there

Step 2)   Run FLStudio.

Click **File** and then **New** in the main menu to create an empty project

Step 3)   Click **Options** and then **Audio Settings** in the main menu. In the dialog
select the ASIO driver of your audio interface.

Step 4)   Now click on **File** and make sure that the directory you selected as **VST
Plugins Extra Search Folder** contains the file pinkyTimbapVst.dll. If
you followed the instructions in Step 1) this should be the case. Then you
can close the dialog again. You can now load the FLStudio project file in
`<AUDIOCOMPONENT_INSTALL_DIR>\projectfiles` and jump to step 10

or set up your own project and continue with the steps 5 to 9.

Step 5) Click **View** and then **Mixer** in the main menu to configure the audio routing. Now click on „Insert 1", go to the drop-down box next to **OUT** and select an output for your left turntable. In the drop-down box next to **IN** select the two inputs your first turntable is connected to.

Step 6) Click on „Insert 2" and also set **IN** and **OUT** here, but select the respective inputs and outputs for your second turntable.

Step 7) As we want no common master output, finally click on **Master** and select (**None**) instead of the default output in the drop-down box next to **OUT**
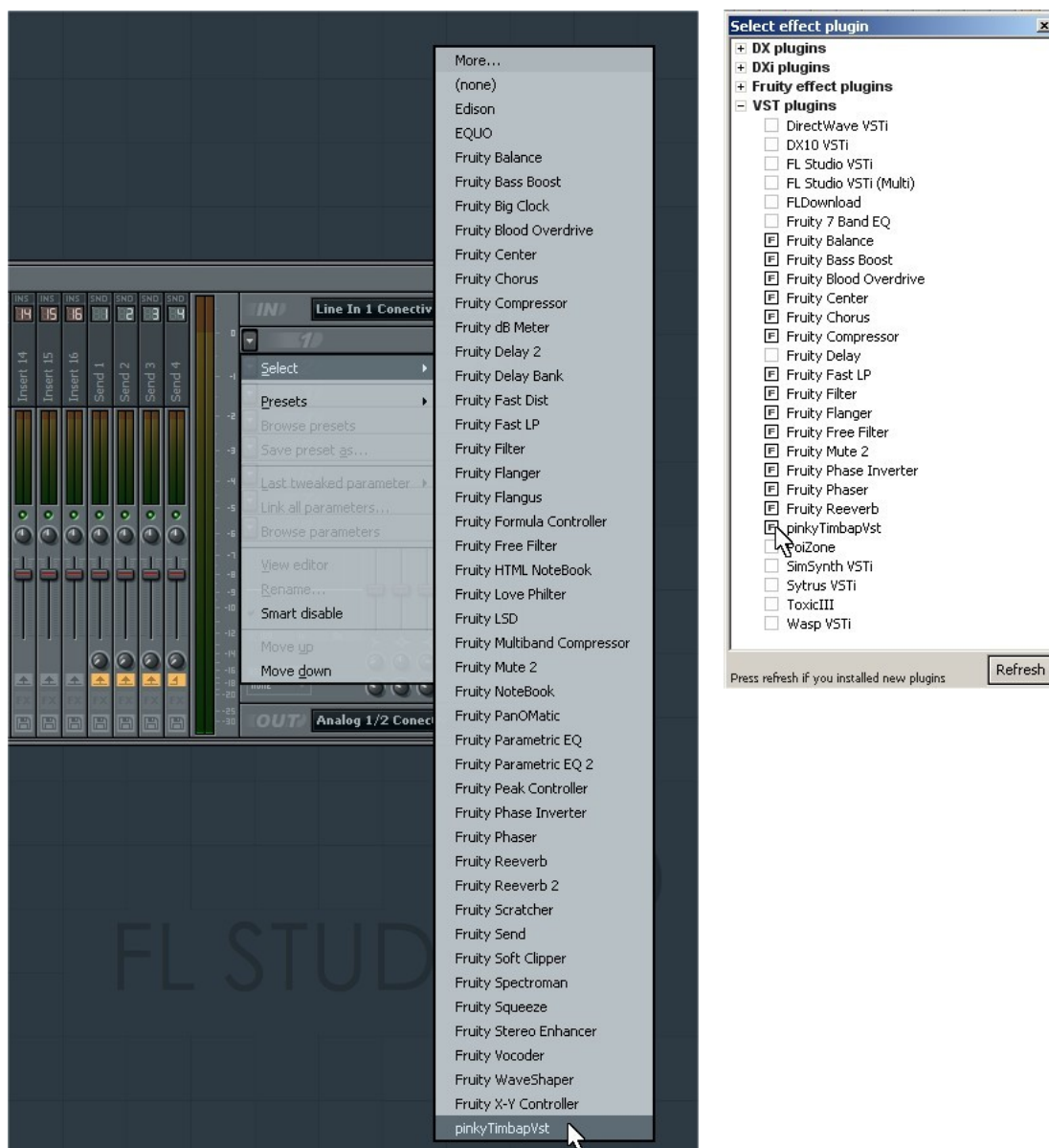
When you now play a record on your first turntable, the „Insert 1" channel should show a signal and you should hear the record on the selected output channels for „Insert 1", but not on any other output channel.

Similarly, when you play a record on your second turntable, the „Insert 2" channel should show a signal and you should hear the record on the selected output channels for „Insert 2", but not on any other output channel.
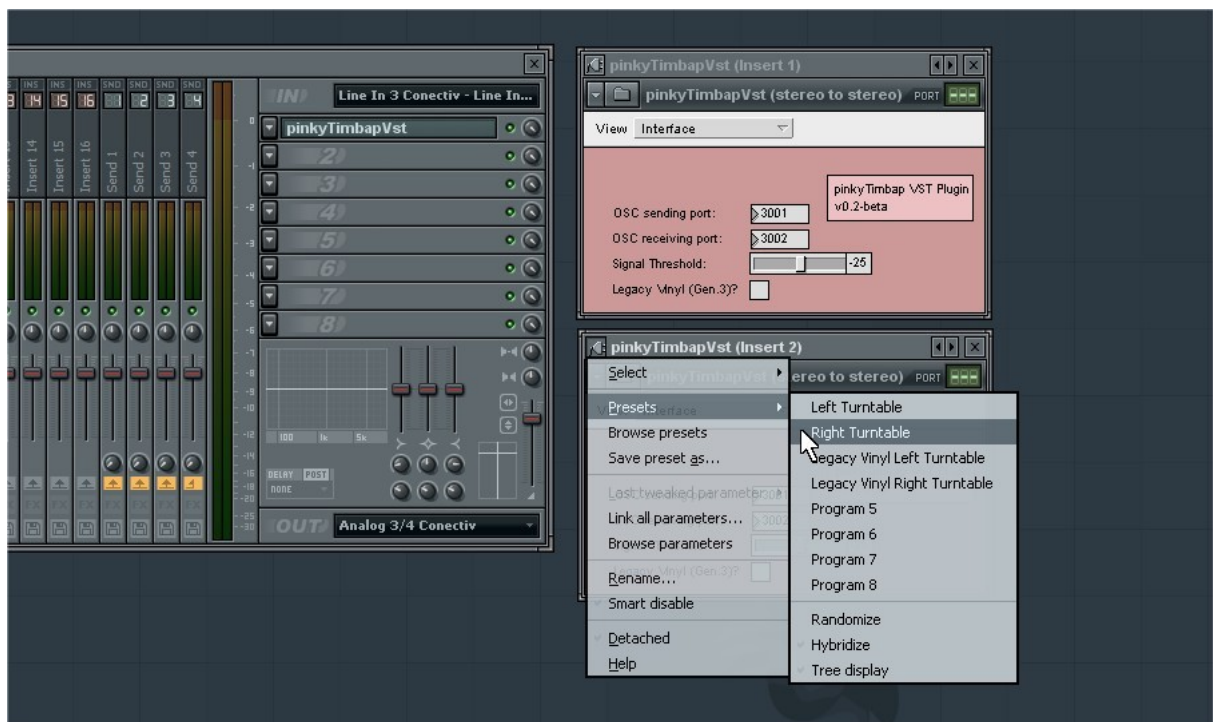
If this does not work, your audio interface might be configured improperly somewhere else, please refer to the respective product documentation.

Now we select the pinkyTimbap VST Plugin as an effect for both processing chains:

Step 8) In the first effects slot of „Insert 1" click on the drop down box. You can select a VST effect plugin here. If you cannot find „pinkyTimbapVST" in the list, you might have to activate it first. For this, click on „More …" and make sure there is an „F" in front of pinkyTimbapVST there. If you cannot find it here either, the file pinkyTimbapVST.dll is probably not in your default VST directory (see Step 4)

Step 9)   After you selected the pinkyTimbap VST plugin, the configuration window of the plugin will appear. The preset „Left Turntable" is loaded by default. Of course, you have to select the pinkyTimbap VST plugin for „Insert 2" as well, if you want to use a two-player setup. Here you have to load the preset „Right Turntable" from the menu. If you are using Torq Vinyl, you have to select the respective „Left" and „Right" programs for Torq Vinyl of course.

Step 10)   You are now finished with the audio component setup, so you can drop timecode vinyl on both turntables and start two instances of the timbap visualizer to see if it works out. If everything works, save the project file. You can simply double-click it the next time you want to use timbap and the audio component should be working..

Have fun with timbap digital Djing!