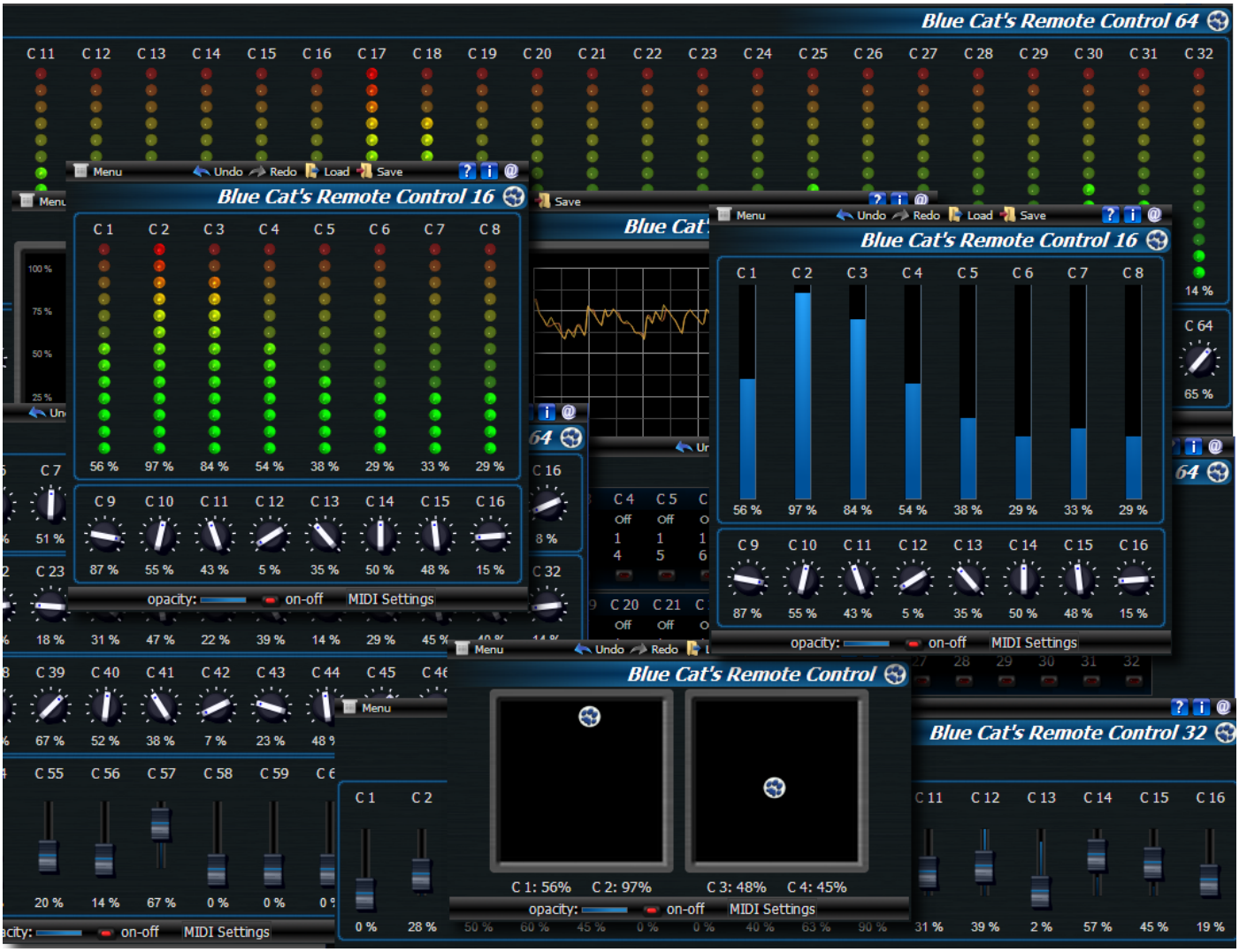
Blue Cat's Remote Control User Manual



"The Virtual Control Surface for your Virtual Studio"

BLUE CAT AUDIO

Table Of Content

Note: *An html version of this user manual is available online here.*

Introduction

Description

Blue Cat's Remote Control is a set of plug- ins which let you control and monitor in real time several MIDI controllable plug- ins or devices from a single customizable user interface: the user interface of your favorite DirectX or VST plugin does not satisfy you? Your favorite hardware device is too complicated to control? Your project contains hundreds of plug- ins and you would like to control them all from a single user interface? You want undo/ redo for all your modifications? This product was designed for you!

The package includes 3 plug- ins: Remote Control 16, 32 and 64, which have the ability to manage up to 16, 32 or 64 parameters. You can assign a MIDI channel and CC number to each controller, customize its response curve. You can as well choose a skin that suits your needs for every instance of the remote control (several skins are included in the package, see the screenshots), or create your own (see the Skins section): this is the best way to create your own user interface to control your entire Digital Audio Workstation (DAW) the way *you* have chosen. If you have a very specific project and you do not have time to spend on our Skinning Language, Blue Cat Audio can also create custom skins for you: see our Services page for more information.

Another way to use the product is for MIDI control remapping and transform: assign an input parameter a given MIDI CC, and assign the associated output parameter to another MIDI CC with different response curve parameters: the plug- in will remap the controller to the new CC and channel with a new response curve.

Read our Remote Control Tutorials and see this product in action!

Typical applications: *MIDI remote control, MIDI CC mapping, MIDI CC values monitoring, transform automation to MIDI and MIDI to automation, custom user interface.*

Main Features

- Virtual MIDI control surface and monitoring tool.
- Control or monitor in real time any MIDI- controllable plug- in or external MIDI device.
- Customize the controls response curve with advanced settings.
- Create your own Digital Workstation controller thanks to Blue Cat's Skinning Language.
- MIDI learn.
- Full automation support.
- DirectX and VST formats.
- Undo/ Redo.
- Load and Save presets in a host independent format.

System Requirements

PC

- Microsoft Windows XP, Vista or Windows 7.
- Any DirectX / VST / RTAS compatible host software - 32 or 64 bit.

Mac

- An Intel or PowerPC processor.
- Mac OS X Leopard (10.5) or Snow Leopard (10.6).
- Any VST / Audio Unit (32/64- bit) / RTAS compatible application.

For more information about supported platforms, see our FAQ.

Installation

Blue Cat Audio plugins cannot be run standalone, they require a host application (see the System Requirements chapter for more information). Depending on which host application you use, you might need to install the plugins in different locations.

Windows

Install

Both DirectX and VST versions provide an install program. Follow the steps of the wizard to install the plugin on your machine. During the installation you will be asked where you want the plugin(s) to be installed. For the VST version you should install the

plugin inside the VST plugins folder used by your host application(s). The default path set in the installer should work for most applications, but you should check your host software documentation to know where it looks for VST plugins.

Some applications will not automatically rescan the new plugins, so you might have to force a refresh of the plugins list.

Upgrade

When a new version of the plugin is released, just launch the new installer: it will update the current installation.

Mac

Install

On Mac the plugins are available as drive images. After download, double click on the file to open it. You can then drag and drop the plugin file(s) to the shortcut that is provided within the image. It will install the plugin(s) for all users on the machine.

In case you do not have admin rights on your Mac or if you want to install the plugin(s) to another directory, just copy the files to the appropriate location. If required, more information is available in the README.txt file that is included in the package.

Upgrade

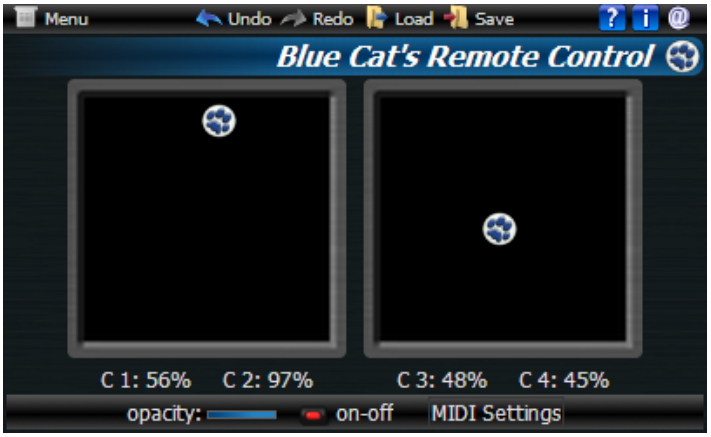
When a new version of the plugin is released, open the new image and copy the files over the previous ones. The new version will replace the older one.

The User Interface

Skins

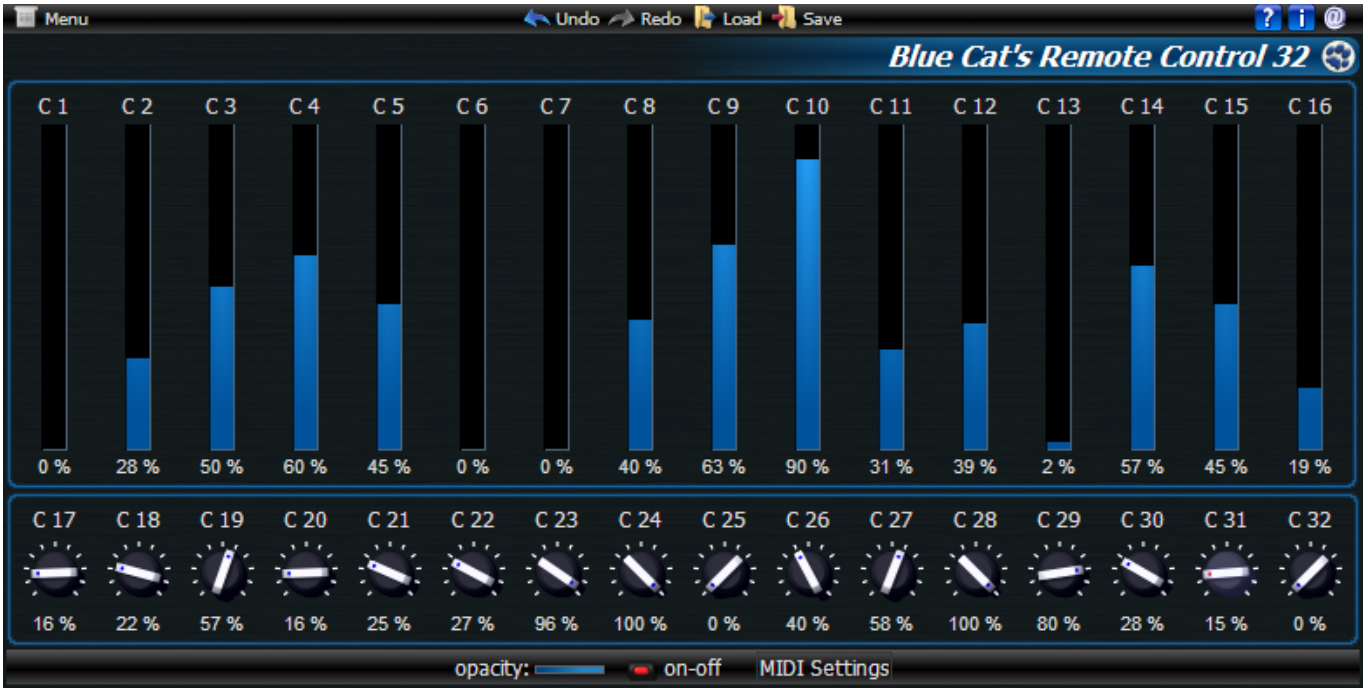
For each plug- in you can choose between several skins. Some let you control the values of the parameters with knobs and sliders:

It enables you to generate MIDI CC messages or automation curves corresponding to the movements of the knobs, just like a real control surface. A variant of such controls is the “joystick” skin available for the Remote Control 16:

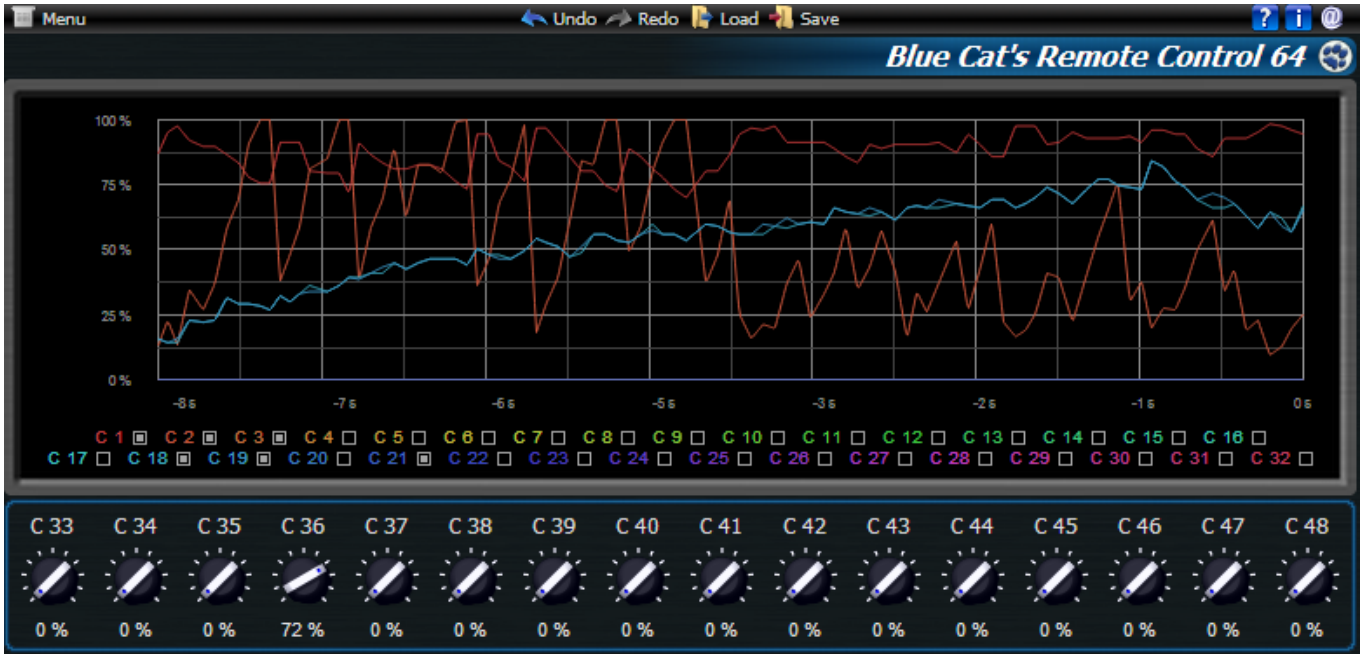


This skin lets you controls two parameters at a time with the mouse and proposes two controls.

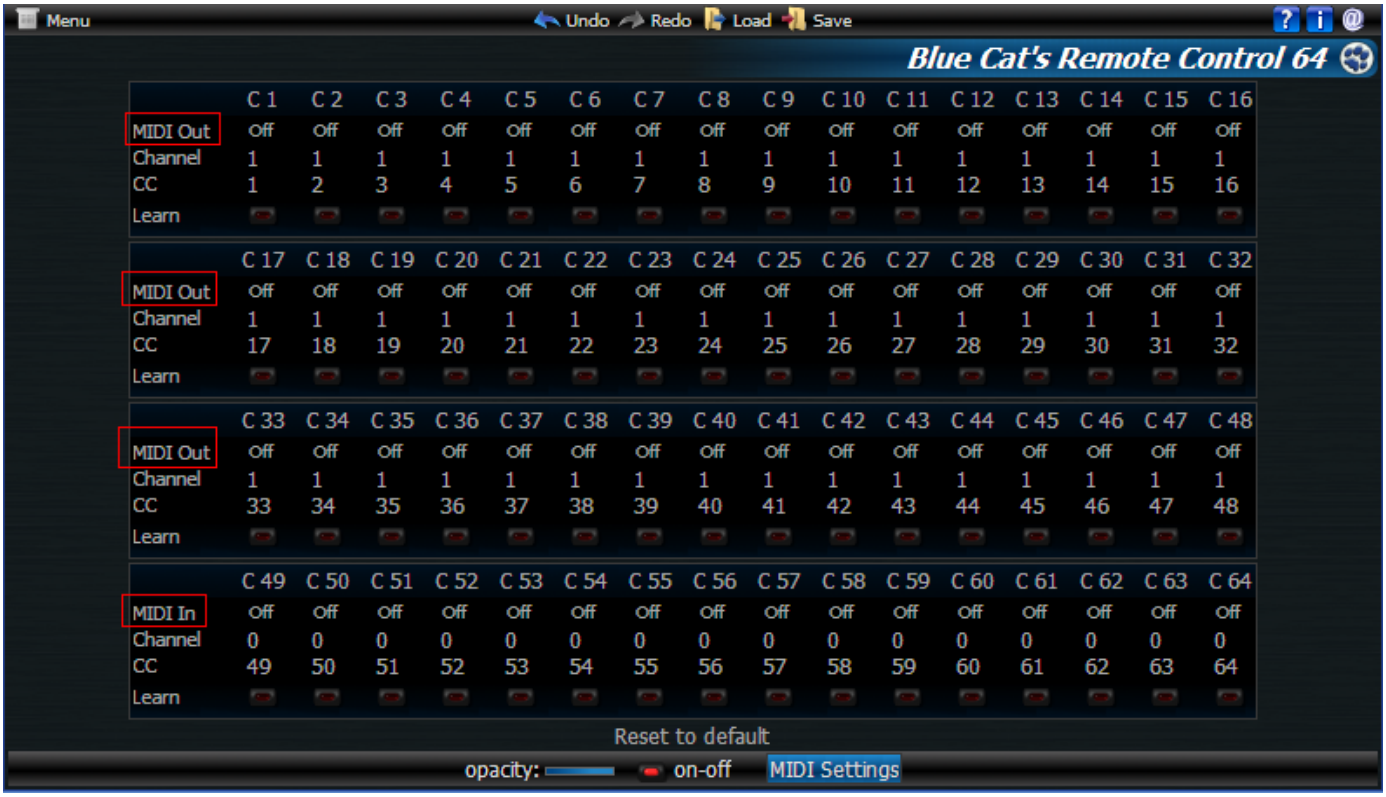
Some other skins let you also monitor the values of parameters (when used with our analysis tools, you can display the value of the output parameters of the analysis plug- ins in the remote control):



And some other skins let you monitor the evolution of parameters over time thanks to several graphs:



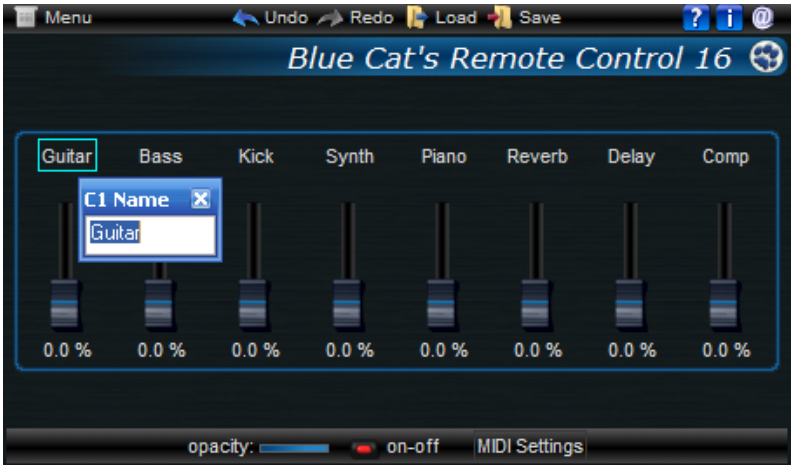
All skins include a MIDI Settings pane that let you modify the basic MIDI settings for the current instance. For more MIDI settings (such as response curve), check the current preset settings in the main menu:



The settings you have access to depend on the skin you have chosen: it will let you choose MIDI output properties for controls like knobs and sliders, and the MIDI input properties for meters and curves. The knobs can also be MIDI controlled, and to set this up, check the current preset settings pane available from the main menu.

Renaming Controls

Once you have chosen the right skin for your purposes, you can also rename the controls on the skin: click on the control name (by default C 1, C 2 etc.). A popup window appears and lets you enter a new name for the control.



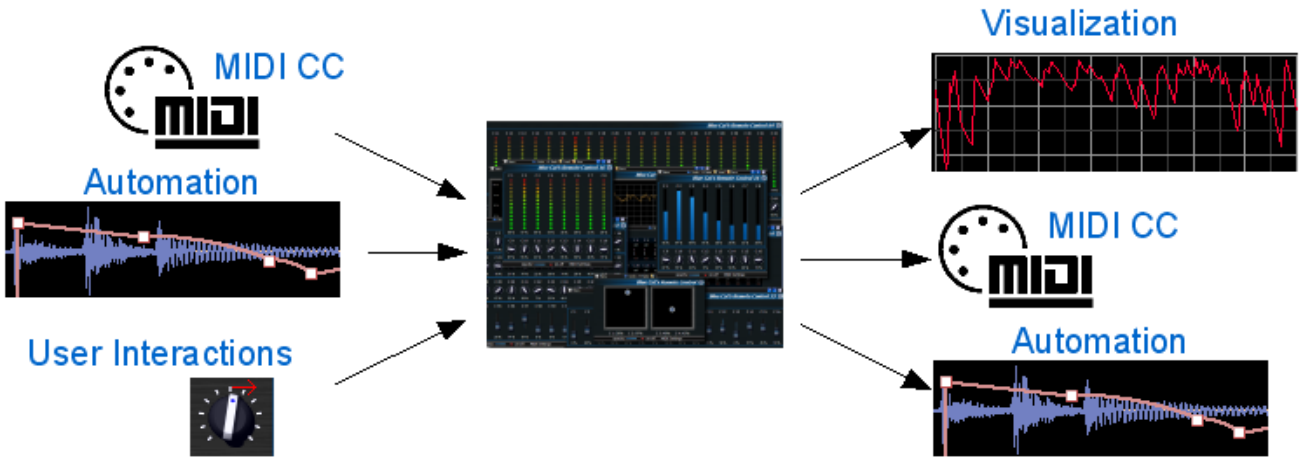
Your Remote Control is now completely customized for your needs!

The various elements of the user interface (knobs, sliders, button...) are simple and intuitive to operate, but more information about how to interact with them is available in the "Plugins Basics" chapter of this manual.

Operation

Principle

The Remote Control plugin is able to receive and emit MIDI CC (Control Change) messages as well as automation messages (if your host application supports it):



You can thus either interact with the plugin's user interface or with an external MIDI controller to move the knobs and meters offered by the various skins. This leads to 3 typical applications:

- Monitor MIDI or automation events.
- Control MIDI devices or plugins with the custom user interface of the Remote Control.
- Use the plugin as a MIDI or automation mapper.

These scenarios are detailed in the next chapter.

Applications

Monitor MIDI or automation events

In order to monitor MIDI CC values with the Blue Cat's Remote Control plugin, you should first choose a skin that offers meters rather than controls. Follow these steps to setup the plugin to receive MIDI CC events and display the control values:

1. Insert the plugin on an audio track.
2. Connect the plugin MIDI input (usually with an additional MIDI track).
3. Setup the Input MIDI CC channel and number (manually or with MIDI learn) for each control you want to monitor, either in the plugin user interface or in the preset settings panel. Note that you can choose to monitor a value on all channels using 0 as channel value.

You should now be able to see the control values directly on the Remote control user interface!

Control MIDI devices or plugins with the custom user interface of the Remote Control

In order to send MIDI CC messages with the Blue Cat's Remote Control plugin, you should first choose a skin that offers controls rather than meters. Follow these steps to setup the plugin to send MIDI CC events:

1. Insert the plugin on an audio track.
2. Connect the plugin MIDI output (usually with an additional MIDI track).
3. Setup the Output MIDI CC channel and number (manually or with MIDI learn) for each control you want to use, either in the plugin user interface or in the preset settings panel. Every time you move a control on the user interface of the plugin, a MIDI CC message will be sent according to the channel and CC number you have chosen.

Use the plugin as a MIDI or automation mapper

The idea here is to use the plugin to convert MIDI CC messages received as input to the output. The plugin lets you change the following properties of the MIDI CC events:

- MIDI Channel.
- MIDI CC Number.
- Values range.
- Response curve.

For example it is possible to transform MIDI CC messages coming on channel 3 number 64 to messages on channel 1 number 5 with a smaller range and a logarithmic response curve. Another possibility is to transform an input automation curve into MIDI CC messages.

Follow these steps to setup the plugin (the details of the scenario may vary depending on your host application):

1. Insert the plugin on an audio track.

2. Connect the plugin MIDI input and output (usually with an additional MIDI track).
3. Setup the Input and Output MIDI CC channels and numbers (manually or with MIDI learn) for each control you want to use, either in the plugin user interface or in the preset settings panel.
4. Adjust advanced settings (range and response curve) in the settings panel.

The plugin should now perform the mapping and transformation of incoming events.

Tutorials

Several tutorials for this product are available on our website to learn how to use these virtual control surfaces within your favorite host application:
Blue Cat's Remote Control Tutorials

Blue Cat Audio Plugins Basics

This chapter describes the basic features that are common to all our plugins. If you are already familiar with our products, you can skip this part.

User Interface Basics

About Skins

Like all Blue Cat Audio plugins, Blue Cat's Remote Control uses a skinnable user interface. It means that the appearance and behavior of the user interface can be entirely customized.

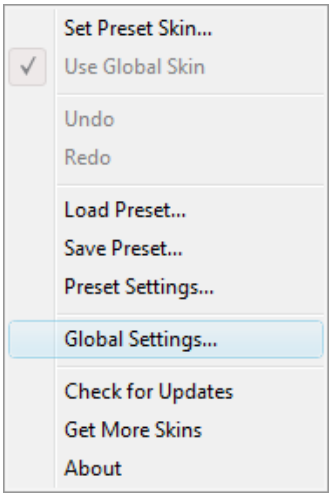
Especially with third party skins, the experience may be very different from the one offered by the default skins that we provide and which are described later in this manual. Our plugins and our skinning engine however have several standard features that will be available whatever your favorite skin. This is what this chapter will describe.

More information about custom skins can be found in the skins section.

Main Toolbar and Menu

Menu

If you right click on the background of the plug- in, the following pop- up menu appears:



The description of the commands associated to each menu item are available below.

Toolbar

In some skins, an optional toolbar gives you access to the some of the functionalities of the main menu.

Icon	Name	Function
	Menu	Open the main menu
	Undo	Undo
	Redo	Redo
	Load	Load Preset
	Save	Save Preset
	Manual	User Manual
	About	About
	Website	Opens our website

Commands

The Commands available from the main menu or the toolbar are:

- **Set Preset Skin**: change the skin for the current preset.

- **Use Global Skin:** use the skin defined in the global settings for the current preset. This item is enabled only if a skin has been defined for the current preset.
- **Undo/ Redo:** undo or redo the latest modifications. This includes all changes made to the current preset settings.
- **Load Preset:** load preset from file.
- **Save Preset:** save current preset to file.
- **Presets Settings:** open the presets settings window. It enables you to change the skin and MIDI settings for the current preset.
- **Global Settings:** open the global settings window. It enables you to change the skin and MIDI settings that are used by default in all instances of the plugin.
- **User Manual:** open this user manual.
- **Check Updates:** check the updates for this software on our website.
- **Get More Skins:** get more skins for this software.
- **About:** displays the “about” dialog box.

MIDI control

Blue Cat's Remote Control can also be remotely controlled via MIDI using MIDI CC ("Control Change") messages if your host application supports it. It is possible to customize the channel, control numbers and range used for each parameter in the MIDI settings panel available from the main menu (see the Plugin Settings chapter for more details).

Controls

Examples

Here are a few examples of typical controls you will encounter in the user interface of our plugins:

slider	slider	knob	button	Text control
				

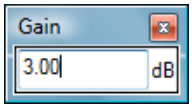
Interacting with Controls

You can interact with the controls of the plug- in interface either with the mouse or the keyboard.

Setting the keyboard focus on a control (so that it reponds to key strokes) may be automatic (when you pass the mouse over it it gets focus) or manual (you have to click on the control to set the focus on it). Note that all host applications behave differently regarding keyboard handling. In some applications you may not be able to use all keys described later in this manual to interact with our plugins. It is usually made obvious to you to know the active surfaces of the skin (the places where you can click with the mouse): the mouse cursor usually changes when you can do something on a control. In the default skins delivered with the plug-in, the cursor changes to a small hand or an arrow to tell you when your mouse is over an active control.

Mouse

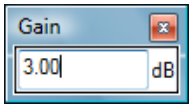
Various mouse movements will let you interact with the controls:

Mouse Interaction	Action
Left Click	Acquire focus and start dragging or push (button)
Left Click + Alt Key	Set the value to default
Left Double Click	Acquire focus and launch the “fine tuning” edit box (except button): 
Right Click	Set the value to default
Mouse Wheel	Increment or decrement the position (focus required)
Mouse Drag	Change the control position depending on mouse movement (except button)

Keyboard

All control widgets support the following keys (note that some of them are caught by the host and thus never forwarded to the control. For example in Steinberg Cubase SX you cannot use the arrow keys to control the plugin):

Keys Common to All Controls

Key	Action
Up Arrow	Small increment of the position (up or right)
Down Arrow	Small increment of the position (down or left)
Left Arrow	Same as Down Arrow
Right Arrow	Same as Up Arrow
Page Up	Large increment of the position (up or right)
Page Down	Large decrement of the position (down or left)
+	Small increment of the value of the control
-	Small decrement of the value of the control
d	Set to default value (same as mouse right click)
e	Opens the 'fine tuning' window to precisely set the parameter: 
SHIFT	When the key is down, the fine tuning mode is on, and you can modify the value with better precision when moving the mouse, the mouse wheel or using the keyboard. Just release the key to get back to the normal mode.

Keys Specific to Buttons

Key	Action
Enter	Pushes the button

More

Check our online tutorial for more screenshots and more examples of our plugins user interfaces.

Blue Cat's Remote Control Parameters

All parameters described below can be automated and controlled via MIDI if your host application supports it. You can precisely define this behavior in the settings panels described later in this manual.

Input

The input parameters for the Remote Control 16 version are:

Param id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect (On/ Off functionality)
dsp.input1	C 1	%	Control 1.
(...)			
dsp.input16	C 16	%	Control 16.

The input parameters for the Remote Control 32 version are:

Param id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect (On/ Off functionality)
dsp.input1	C 1	%	Control 1.
(...)			
dsp.input32	C 32	%	Control 32.

The input parameters for the Remote Control 64 version are:

Param id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect (On/ Off functionality)
dsp.input1	C 1	%	Control 1.
(...)			
dsp.input64	C 64	%	Control 64.

Output

The output parameters for the Remote Control 16 version are:

Param id	Name	Unit	Description
dsp.output0	C 1	%	Control 1.
(...)			
dsp.output15	C 16	%	Control 16.

The output parameters for the Remote Control 32 version are:

Param id	Name	Unit	Description
dsp.output0	C 1	%	Control 1.
(...)			
dsp.output31	C 32	%	Control 32.

The output parameters for the Remote Control 64 version are:

Param id	Name	Unit	Description
dsp.output0	C 1	%	Control 1.
(...)			
dsp.output63	C 64	%	Control 64.

Note: the param id field is used when designing a new skin. See the skins section of this manual for more information.

Plugin Settings

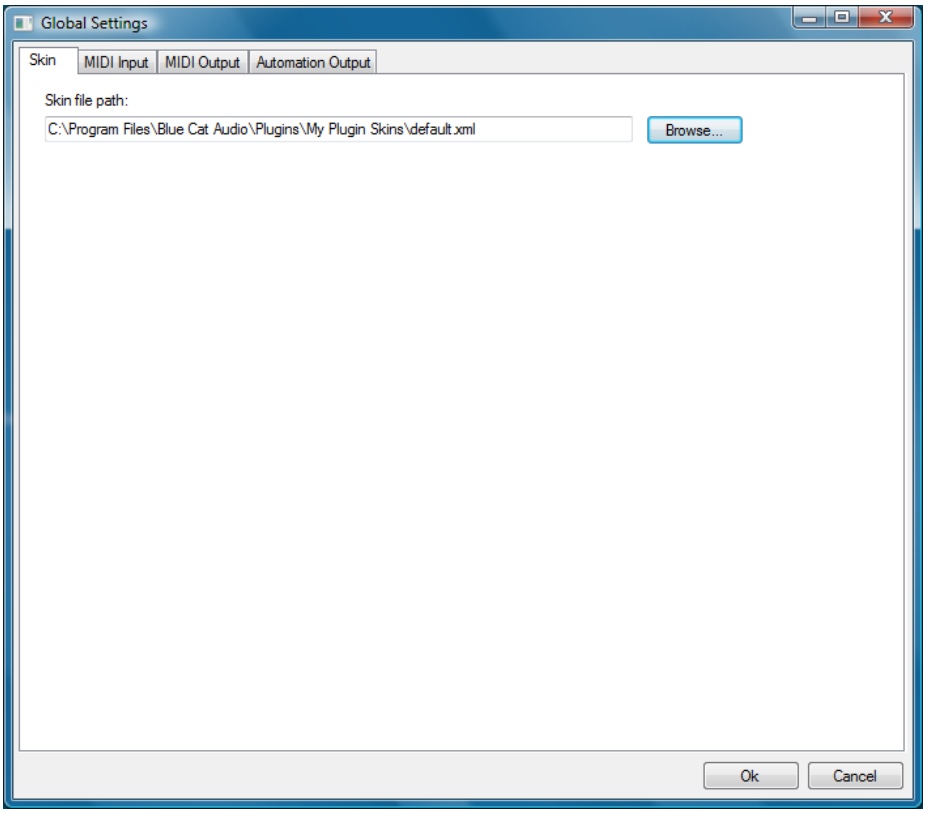
In addition to the controls offered in the main user interface, Blue Cat's Remote Control has various settings that let you fine tune the behavior of the plugin. You can choose to change these settings either for the current preset or globally for all instances of the plugin.

The Global Settings Window

The settings available in this window apply to all instances of the plug- in, for all presets. Consider these settings as “default” settings.

Global Skin

You can change the default skin for all instances of the plug- in: write the skin file path in the text edit box or click on the button to open a file chooser dialog. If you have several instances of the plug- in opened in your session, you will have to re- open the user interfaces of these plug- ins to see the skin change.

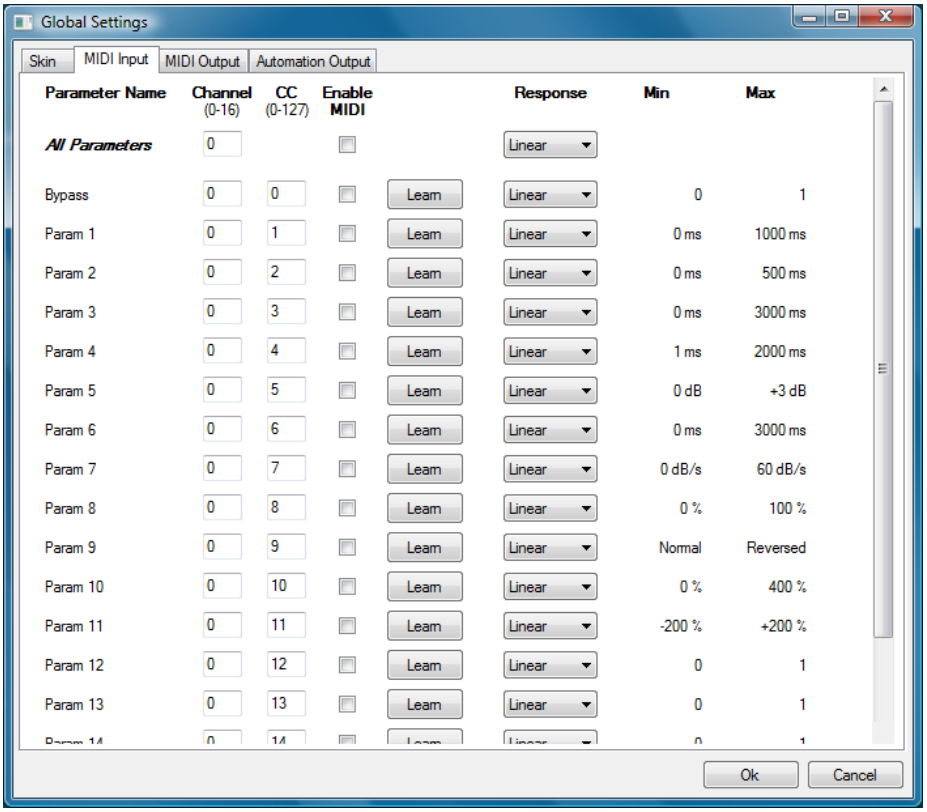


Global MIDI Input Settings

For each parameter you can define a default MIDI channel and CC number. You can then control the plug- in with an external MIDI controller or one of our plug- ins that generate MIDI messages.

The following settings are available for each plug- in parameter:

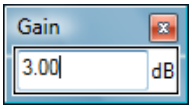
- Channel: MIDI Channel for the parameter control. If set to 0, the plug- ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- CC: Control Change Number.
- Learn: click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug- in will automatically set the MIDI Channel and CC Number.
- Enable MIDI: enable/ disable the MIDI control of the parameter.
- Response: response curve of the MIDI control: from very fast to slow control.
- Min: minimal value of the parameter when MIDI controlled.
- Max: Maximum value of the parameter when MIDI controlled.



(generic screen shot, does not correspond to the actual plug- in parameters)

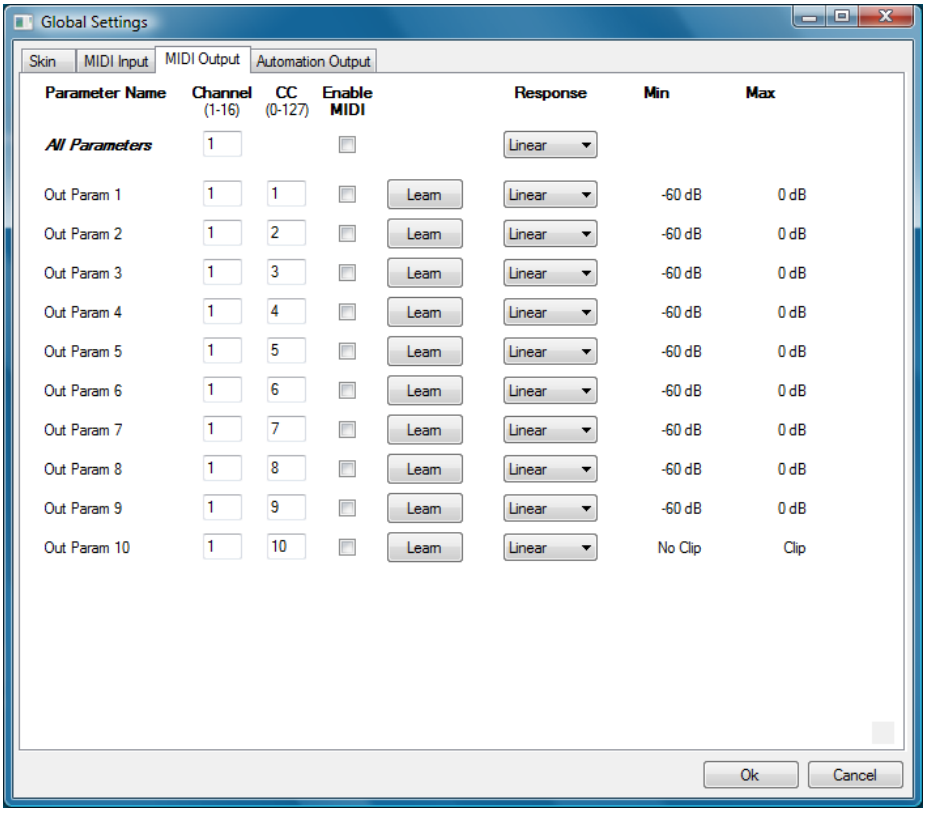
Note:if the Min value is higher than the Max value, the response curve will be reversed: increasing the MIDI controller value will decrease the parameter value.

Note:if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:



Global MIDI Output Settings

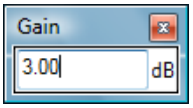
You can set the same properties for the output parameters: they may trigger MIDI CC messages when modified. Since it's output, you cannot set the channel to MIDI Omni, you must choose a channel:



(generic screen shot, does not correspond to the actual plug- in parameters)

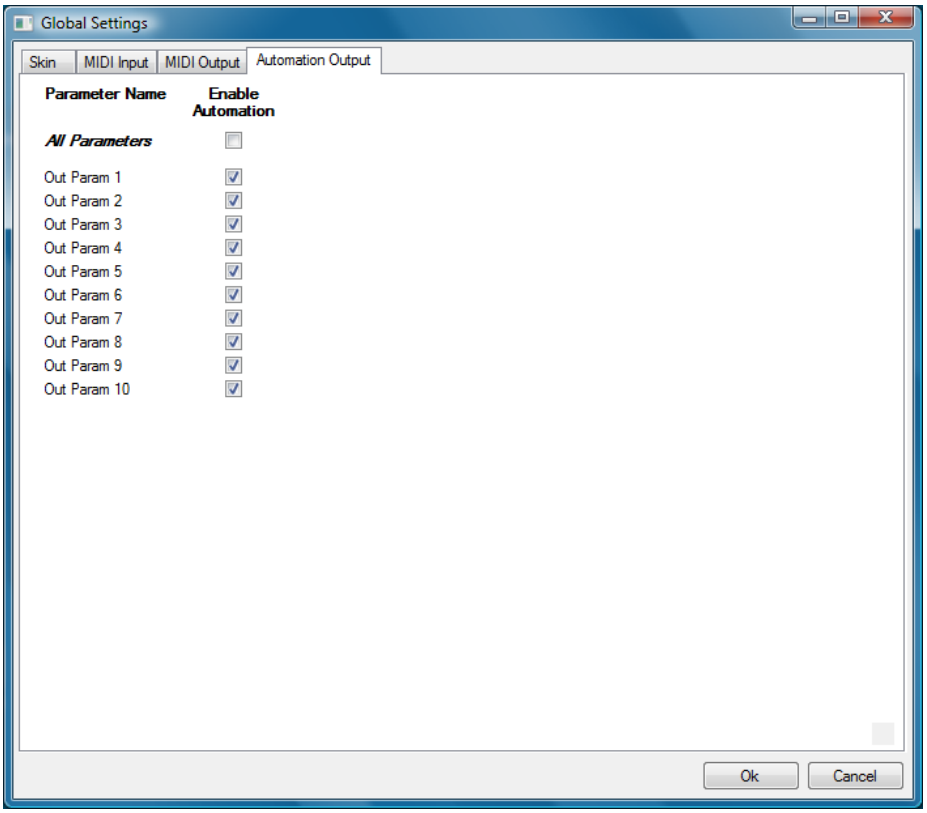
Note:if the Min value is higher than the Max value, the response curve will be reversed: increasing the MIDI controller value will decrease the parameter value.

Note:if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:



Global Automation Output Settings

If your host application does not let you choose which parameters to record as automation curves, you may need to choose the automation enabled parameters in the plugin itself. In this pane you can decide which output parameters of the plugin will record automation, for all instances of the plugin:



(generic screen shot, does not correspond to the actual plug- in parameters)

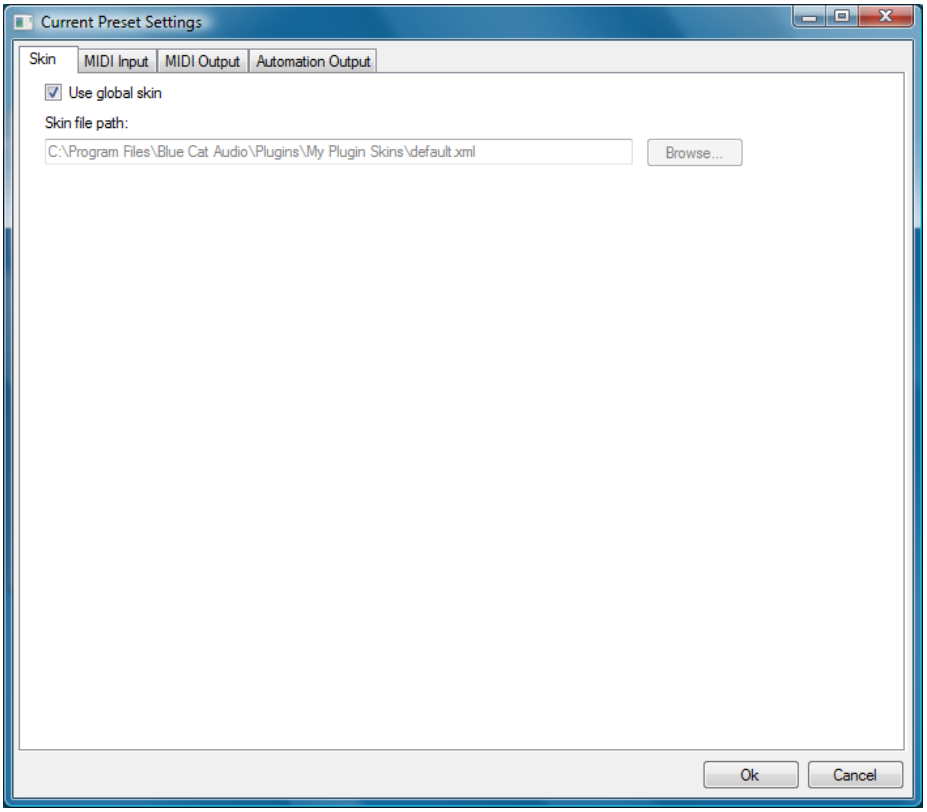
All parameters are disabled by default. Click on the check box to enable/ disable automation for a parameter.

The Current Preset Settings Window

This window lets you change the settings for the current preset of the current plug- in only.

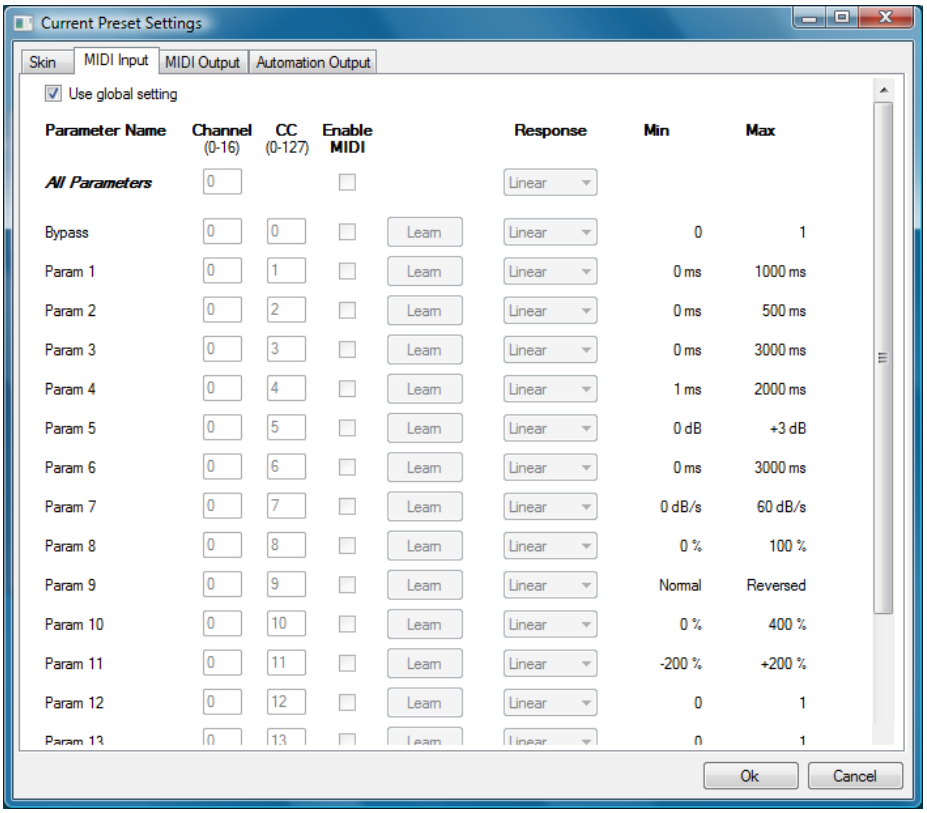
Preset Skin

You can choose to use the global skin setting or to change the skin for the current preset. This way you can have different skins for different instances of the plug- in in the same session in order to differentiate them.



Preset MIDI Input Settings

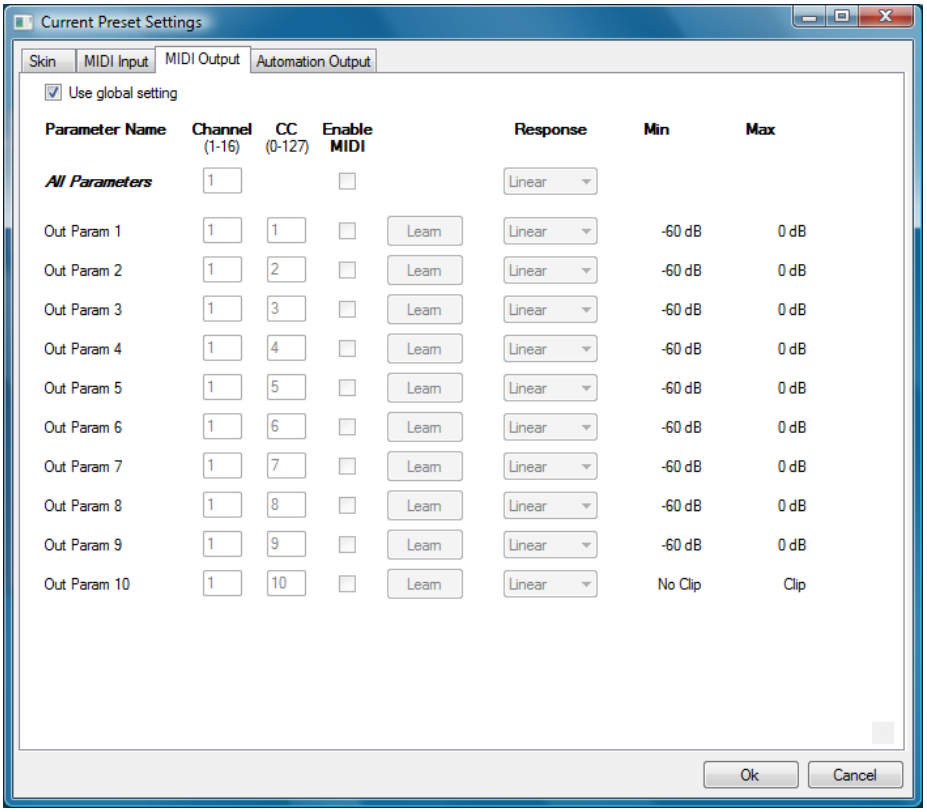
Use the global settings or override them for the current preset. The parameters are the same as for the global MIDI input settings.



(generic screen shot, does not correspond to the actual plug- in parameters)

Preset MIDI Output Settings

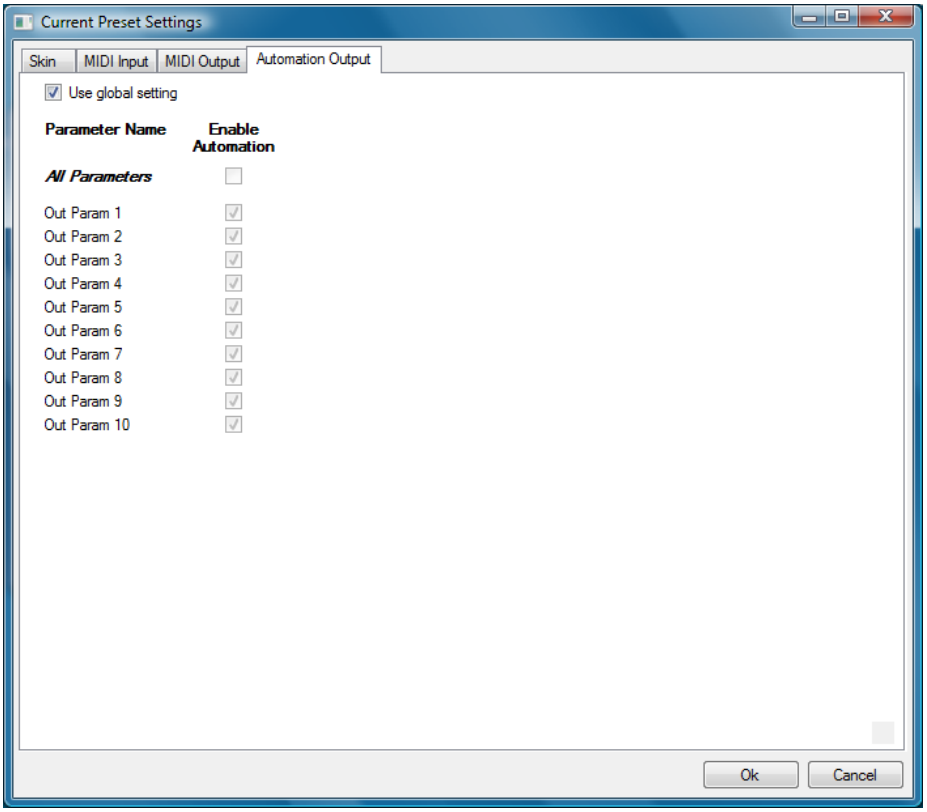
Use the global settings or override them for the current preset. The parameters are the same as for the global MIDI output settings.



(generic screen shot, does not correspond to the actual plug- in parameters)

Preset Automation Output Settings

Use the global settings or override them for the current preset. The parameters are the same as for the global automation output settings:



(generic screen shot, does not correspond to the actual plug- in parameters)

About Skins

Blue Cat's Remote Control integrates Blue Cat's skinning engine that allows you to customize the user interface. You can download new skins for your plug- in at the following address:

http:// www.bluecataudio.com/ Skins/ Product_ RemoteControl

If you don't find a skin that fits your need or if you want a really custom one, you can choose to create your own skin.

Changing the Skin

You have two ways to change the skin of your plug- in: you can change the default (or 'global') skin in the global settings, or change the skin for the current preset only (either in the preset settings page or from the main menu). The global skin applies to all plug- in instances, whereas the current preset skin only applies to the current preset of the current plug- in instance.

See the main menu for more information abour how to access these options.

On some hosts the plug- in window won't resize automatically when you choose a skin with a different size. In this case, just close the window and re- open it: it will be displayed with the right size.

Create a Custom Skin

You can create custom skins for your plug- in in order to adapt it to your exact needs. You can change its look and feel and make it completely integrated in your virtual studio!

Just read the Blue Cat's Skinning Language manual and download the samples for the tutorial on http:// www.bluecataudio.com/ Skins. You can get ready to create your own skins in a few minutes.

You can then share your skins on our website.

Automation Output

When I use the plugin, my host application is slowed down and I get audio drop- outs. How can I solve this problem?

If your host application does not let you select the parameters for which you want to record automation, it might be doing some extra work for handling the output parameters generated by the plugin. A solution is to disable the output parameters you do not use in the Preset or Global settings/ Automation Output pane.

When I use the plugin, my host application draws many automation curves on the current track and yet I have not touched any control on the plugin. How can I avoid that?

If your host application does not let you select the parameters for which you want to record automation, it will record automation for all the output parameters generated by the plugin. You can disable the output parameters you do not use in the Preset or Global settings/ Automation Output pane.

I am trying to record automation curves as shown in the tutorials but it does not work. What do I have to do?

If your host application lets you select the parameters for which you want to record automation, check that the parameters you want to record are enabled. You also need to check that the plugin automation output is enabled for these parameters. Check the Preset or Global settings/ Automation Output pane and select the parameters you want to record.

When I use the plugin in a project, every time I save the project, my application shows it as unsaved right away. How can I solve this issue?

This plugin produces automation output, and some host applications consier that any change to one of the output parameters is a change for the project. In order to solve this problem, and if you do not use the automation output capability of this plugin, you can disable automation output from the plugin settings panel (Global or Preset Settings/ Automation Output pane: uncheck all parameters).

MIDI Output

How can I enable the MIDI output of the plugin?

If your host application supports it, you can choose to send MIDI CC messages based on the output parameters computed by the plugin. The feature is not enabled by default, so you need to go to the current preset settings (of the global settings if you want to enbale this for all instances - not recommended) and open the "MIDI output" pane. For each parameter you are interested in, enable MIDI output and select the appropriate channel and CC number. The plugin will then send MIDI messages to the host application. Check our tutorials for a detailed explanation of MIDI output routing in your favorite host.

Plug- ins Formats

What are DirectX (DX), Audio Unit (AU), RTAS and VST plugins?

VST, Audio Unit, RTAS and DirectX plugins are software components than can be used in "Host" Software (such as Cakewalk Sonar, Steinberg Cubase or Wavelab, Sony Vegas, Logic Pro, Garage Band, Ableton Live, Pro Tools...) in order to perform some MIDI and/ Or Audio real- time Processing tasks. To be more precise what we usually call directX plugins is actually a "DirectShow Filter". VST is owned by Steinberg, DirectX by Microsoft while Audio Units is the property of Apple Computers and RTAS is owned by Digidesign.

How can I use your plugins?

Download and install a host software, then download and install the plugins from our page. They will appear in the host "effects" menu. If you are using a DirectX host with our MIDI controllable plugins and they do not show up in you host list, you might need to use our freeware DXi Manager. Note that our plug- ins are sometimes shown in the "MIDI controllable audio effects" or "soft synths" sections in some host applications.

Where can I find a host?

There are many commercial or freeware hosts that will suit your needs. You can find a long list of applications here. You can also use demos of Cubase, Wavelab, Ableton Live, Tracktion, or Sonar software, which are usually available on the companies websites. On the Mac, Garage Band is part of the system and can be also used to host our Audio Unit plugins.

What are the main differences between DX, VST, RTAS and Audio Units?

VST is a protocol that works on several platforms (Mainly Windows, MacOS, BeOS, and some Linux platforms use it as well) whereas DirectX is Microsoft Windows only, and Audio Units are available only on the Mac. RTAS is available on Mac and PC,

but only for Pro Tools products (Digidesign). VST, RTAS and Audio Units are dedicated to Audio processing whereas DirectX (DirectShow) enables you to manage any kind of streamed media (audio video, compressed data...).

What is the difference between DXi and DX effects?

DXi effects are MIDI controllable DirectX plugins. It's the same as DX effects plus MIDI control.

Which version (VST, Audio Unit, RTAS or DX) should I use in my host application?

Here is a list of host software and the version we recommend you to use. Many other applications are supported, check your application user manual to choose the best version (AU stands for "Audio Unit" and DX for "DirectX"):

Host Application	Plug- in Version
Cakewalk Products (Sonar, Project5...)	DX
Sony Products (Vegas, ACID, Soundforge)	DX for old versions, VST for new
Steinberg Products (Cubase, Nuendo, Wavelab)	VST (Mac or PC)
Ableton Live	VST (Mac or PC)
Adobe Audition	any
EnergyXT	VST
Magix Samplitude	VST
Digidesign Pro Tools	RTAS if available, any otherwise (RTAS adapter required)
Apple applications (Logic Pro, Logic Express, Garage Band...)	AU
...	

In general, we recommend using VST over Audio Unit on Mac (when both are supported), particularly for the plugins that can output automation or MIDI CC messages.

Where can I find more information about this topic?

- www.steinberg.net
- www.microsoft.com
- www.kvraudio.com
- www.apple.com
- www.digidesign.com

Installation

I have installed my software and it is not listed as an application. Why? What can I do? How can I launch it?

Most software you can purchase on this website is plugins for host applications. It means you need another application to use it. See the "Plug- ins Formats" section in this FAQ for more information.

I have installed my plug- in and it does not show up in my host application. What can I do?

First check that you application supports DirectX, Audio Unit or VST plug- ins.

If you are using the DirectX version, check that your host application supports DXi plug- ins (MIDI enabled DirectX plug- ins). If it does not, it may remove it from the DirectX plug- ins list (some applications such as Sony Vegas 5 and Cool Edit Pro are known to do this). In this case, use our DXi Manager free utility and disable the MIDI capabilities of the plug- in. You may need to reinstall the software again before it shows up into your host application. For more information about this topic please read our DXi in Sony Vegas tutorial (it is applicable to other applications than Sony Vegas).

If you are using the Direct X version and your host application supports DXi, check that the plug- in does not appear in the 'virtual synth' or 'synthesizers' category. If you wish not to use the MIDI capabilities of the plug- in and use it as a regular Direct X plug- in, you can download the freeware DXi Manager and disable the MIDI capabilities of the plug- in.

Why are there two plug- ins called xxxx(Mono) and xxxx(Stereo) installed ?

"Mono effects" (which are effects that do not make any difference between left and right channels) are bundled this way for performance reasons. Some developers just deliver a stereo Version which also processes (twice) mono streams. The "(Mono)" plug- in is to be used with mono streams, and the (Stereo) one with stereo streams. The effect itself is the same in both cases but the number of processed channels is different: this may drastically improve performance for CPU intensive plug- ins.

How do I uninstall my plug- ins?

Open the Windows configuration panel/ Add Remove Programs, and choose 'Remove' on the corresponding plug- in. If you have installed the VST plug- in zip file version, just delete the corresponding dlls.

Why do your plugins need an installer on Windows? Do they modify the registry or system settings? Why not providing just a dll?

Our plugins require several additional files for default settings, skins and miscalleanous data. We provide an installer for our customers convinience. Our installers do not modify the system settings settings or the Windows registry, except for the DirectX versions registration. Our installers won't harm your system.

Software Version

How do I know the version of the plug- in I am using?

You can see the version information in the about box: right click on the background of the plug- in user interface and select "About". The product version is also available in the Windows Add/ Remove Programs Window.

Why do newer versions of a plug- in override older ones (they have exact same name and IDs)?

Because newer versions improve previous ones. When a new version is released, older versions are not supported anymore. In some cases the new versions may be installed as new products (compatibility reasons, major changes...), but it is explicitly documented on the product page.

A new minor version of a product I purchased some time ago is available. Where can I download the update?

The new version can be downloaded from the same place where you downloaded the original version. All information is contained in the email you received when you purchased the product. Your registration number has not changed either.

Upgrade

A new minor version of my plugin has been released. Where can I download it?

When you purchased the plugin, an email containing the information to download and register your software has been sent to you. You can download the new version from the exact same location as the first time.

I have downloaded a new version, do I need to uninstall the previous version?

No, you don't, except if it's specified on the product page, in the "history" section. Just run the installer and it will upgrade your software.

Automation

What is "Parameters Automation"?

The parameters of an effect can be automated in most host software. It means that you can record the changes you do during playback or recording so that it's replayed when playing back again. It's a way of sequencing parameters changes the same way you do with Audio or MIDI data.

What is "Smooth Update"?

When changing parameter values in real time or replaying a song where parameters have been automated, our plugins compute intermediate values between parameter changes in order to avoid "clics" and "pops" that may occur otherwise. It results in a non audible smooth parameters update and lets you freely use automation or MIDI control to change the effects in a song.

Do your plug- ins support MIDI Control?

Yes they do. They offer precise control over the mapping of MIDI Control Change (CC) messages to parameter values: you can adjust both the channel and CC number as well as the response curve of the control. Since some of our plug- ins are also capable of creating MIDI CC from the audio signal, they can all be connected for real time signal- dependent audio effects. See our MIDI Control in Sonar tutorial for an example.

More...

This manual only covers the basics of Blue Cat's Remote Control. Our website offers many additional resources for your Blue Cat's Remote Control plugin and is constantly updated, so keep an eye on it! You will find below a few examples of available resources.

Extra Skins

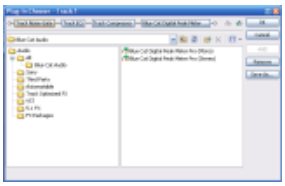
We encourage our customers to propose their own skins for our products and we often propose alternative skins to let you choose the one that best suits your needs. You can check Blue Cat's Remote Control skins page to get the latest skins.

There were no extra skins for Blue Cat's Remote Control when initially released, please check the skins page to see if new skins are now available.

Tutorials

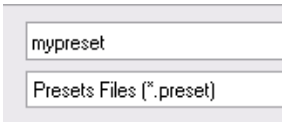
Many Tutorials are available on our website. They cover a wide range of topics and host applications. You will find below a list of tutorials that are related to the Blue Cat's Remote Control plugin. An updated list is also available online.

Tutorial - Using DXi plug- ins in Sony Vegas



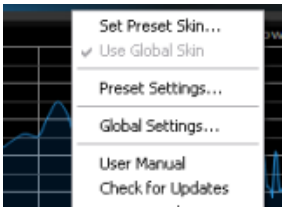
This tutorial will teach you how to use any DXi plug- in in Sony Vegas: Sony Vegas does not support MIDI automation, so if your plug- in supports the MIDI Dxi protocol, it is removed from the plug- ins l...[Read More...]

Tutorial - Export Plugin Presets to Share them with the Community



This tutorial shows you how to export your presets in order to share them with the community on the Blue Cat Audio website. This tutorial uses Blue Cat's Stereo Triple EQ for the demonstration bu...[Read More...]

Tutorial - Getting Started with Plugins User Interface



Get used to the user interface features of Blue Cat Audio products! They have been designed for an optimal workflow, so here are the tips and tricks to save time. All these functionalities are explain...[Read More...]

Tutorial - Using MIDI Control in Sonar

This tutorial will help you understand how to use parameters MIDI control in Cakewalk Sonar. It is applicable to any DXi plug- in (MIDI enabled DirectX plug- in)....[Read More...]

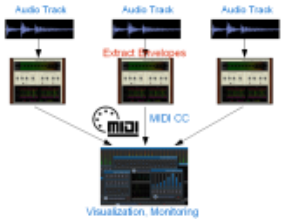
Tutorial - Using MIDI Connectivity in a Modular Host (Plogue Bidule)

This tutorial shows you how to use the MIDI connectivity of our plugins in a modular host such as Plogue Bidule. We are using the Mac version of Bidule in this tutorial. The scenario here is very sim...[Read More...]

Tutorial - Real Time MIDI CC Mapping with Blue Cat's Remote Control

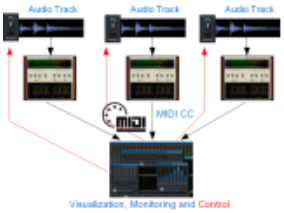
This tutorial shows how to use the Remote Control plugin to map a given MIDI controller on a given channel to a different one, and change its response curve at the same time. The principle is to us...[Read More...]

Tutorial - Level Monitoring with Blue Cat's Remote Control



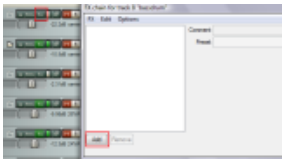
This tutorial shows how to use the Remote Control MIDI control surface and Blue Cat's Peak Meter Pro analysis plugin (DPMP) to monitor several tracks in a same screen, on graphs or meters you can cust...[Read More...]

Tutorial - Remote Monitoring and Control with Blue Cat's Remote Control



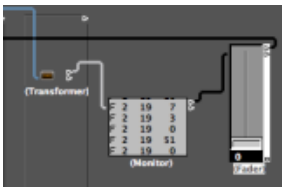
This tutorial shows how to use the Remote Control MIDI control surface and Peak Meter Pro audio analysis plugin (DPMP) to monitor and control several tracks in a same screen. Before you read this tuto...[Read More...]

Tutorial - Using Blue Cat Audio plugins connectivity in Reaper



This tutorial shows how to use our plugins MIDI connectivity within Reaper. We use Blue Cat's Dynamics plugin as an example, but you can use any other audio plugin which provides output parameters, su...[Read More...]

Tutorial - Connecting plug- ins together in Logic for advanced side chain effects

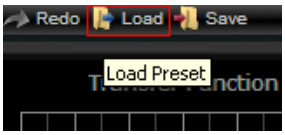


This tutorial shows how to use the connectivity capabilities of our plugins within Logic. We use Blue Cat's Peak Meter Pro plugin (DPMP) as an example, but you can use any other audio plugin which pro...[Read More...]

Tutorial - Using Blue Cat Audio plugins connectivity in Pro Tools

This tutorial shows how to use the MIDI connectivity of our plugins within Pro Tools. We use Blue Cat's Peak Meter Pro plugin as an example, but you can use any other audio plugin which provides outpu...[Read More...]

Tutorial - How to Use the Free Presets Available on this Website



This tutorial shows you how to get and load free presets for your favorite Blue Cat Audio plugin. This tutorial uses Blue Cat's Dynamics for the demonstration but is applicable to all our plugins... [Read More...]

Updates

As you can see in the history log below, we care about constantly updating our products in order to provide you with the latest technology available. Please visit often our website to check if Blue Cat's Remote Control has been updated, or subscribe to our Newsletter to keep you informed with the latest news about our products.

Versions History

2010/06/02 **V2.3**

- RTAS plugin format support for Pro Tools (Mac and Windows).
- 64- bit applications support for Windows DX and VST under Windows x64.
- Mac AU 64- bit format support (compatible with 64- bit Logic 9.1 on Snow Leopard)
- Space bar does not trigger plug- in buttons anymore (avoids conflict with transport control in most applications).
- Demo version now displays a nag screen only once per session, and only when opening the user interface of the plug- in.
- Fixed MIDI learn issues.
- Performance inprovements (processing and user interface).
- Mac: fixed user interface crashes in some hosts under Snow Leopard.
- Mac: fixed keyboard/ mouse focus issues in some hosts.
- Mac: fixed multiple screens issue.
- Mac- AU: fixed user interface resizing issue when changing skin in some hosts (Logic).
- Mac- AU: fixed settings lost issue when doing offline rendering in some applications.
- Mac AU: output parameters routing now works for more than one instance in Logic Pro's Environment.
- Mac AU: fixed output parameters that could exceed defined range and not record properly as automation curves.

2009/09/30 **V2.2**

- Controls names can now be customized from the user interface (no need to change the skins).
- Output automation is now disabled by default.
- Bug fix (PC): Cubase freezes when loading a preset using a different skin while the plugin window is open.
- Blue Cat's Skinning Language 1.6.1 support for enhanced user interface customization.

2009/05/05 **V2.11**

Mac VST update: fixed incompatibility issues with Cubase 5 on Mac.

2009/04/01 **V2.1**

- Mac Audio Unit support.
- Mac VST Support.
- Automation output can now be disabled for hosts that do not propose automated parameters choice.
- New Windows installer (you should uninstall any previous version before installing this new one).
- New documentation.
- Minor user interfaces changes.

2008/02/07 **V2.0**

- New user interface design.
- New joystick skin with XY controls.
- Undo/ Redo support.
- Window Opacity Management: make the plugin window transparent and see behind.
- Load/ Save presets in a host- independent format: you can now share presets between the directX and VST versions.
- New toolbar to access main functionalities.
- MIDI settings are now available from the plugin user interface.
- Improved Skins loading performance.
- Curves are now anti- aliased.
- Improved the display of parameters values in the MIDI settings panel and the host application.
- Improved graphs refresh rate.
- Reduced memory consumption when using several instances.
- Default values for MIDI controllers have been changed to be more convenient.
- Blue Cat's Skinning Language 1.4.1 support.

2006/12/16 **V1.0**

First version.

Thanks again for choosing our solutions!

See you soon on www.bluecataudio.com!