

User Guide for Presonus Studio One

Configuration guide for Windows and macOS to use with our Editor & Librarians



Intro

Configuration guide for Windows and macOS users to setup Presonus Studio One for our Editor & Librarian.

This is universal tutorial for all our plug-ins. There are little differences between our plug-ins, but overall procedure is the same: Configure DAW MIDI ports, insert our plug-in, insert MIDI and Audio track(s) (if needed) and how to Automate the plug-in parameters.

We are using our Roland JP-80x0 Editor in this guide, so adapt the settings to your Editor as we go along.

Note #1: We are not Presonus Studio One experts. Read the Studio One user manual to fully understand your DAW.

IMPORTANT:

Make a full backup of your hardware before proceeding. Check your hardware user manual for instructions.

Disclaimer

Our company & product has nothing to do with Presonus.
If there is an issue with our product, open a support ticket in your account page.
You can find support details at the end of this document.
Support and updates are free for life to anyone who has bought the license from our store

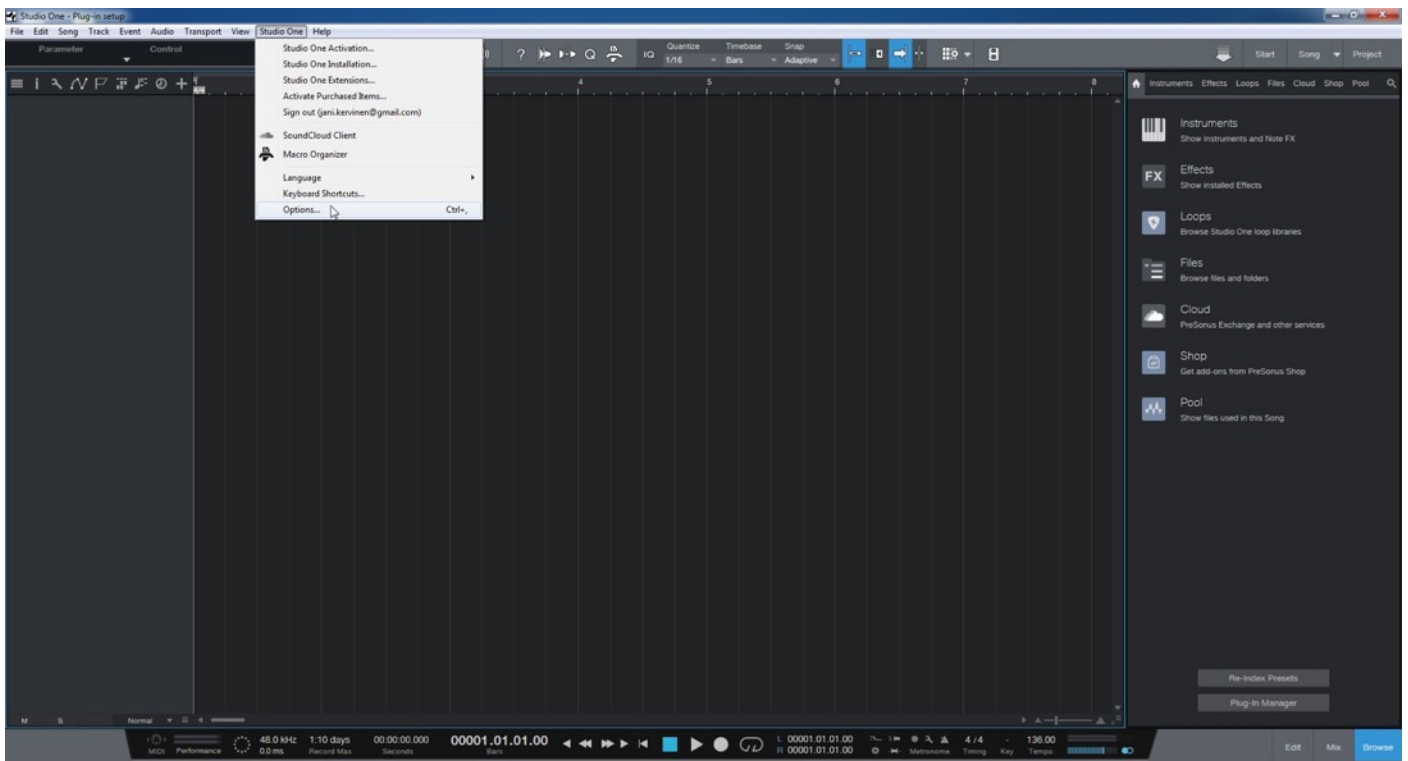
PRESONUS STUDIO ONE

Preferences

Open your DAW and enter Preferences. Make sure that MIDI ports are disabled for those ports, where your synthesizer is connected at. This will ensure that our Editor is able to establish connection with the synthesizer.

This will also prevent getting double data in to the DAW processing loop.

Studio One -> Options...



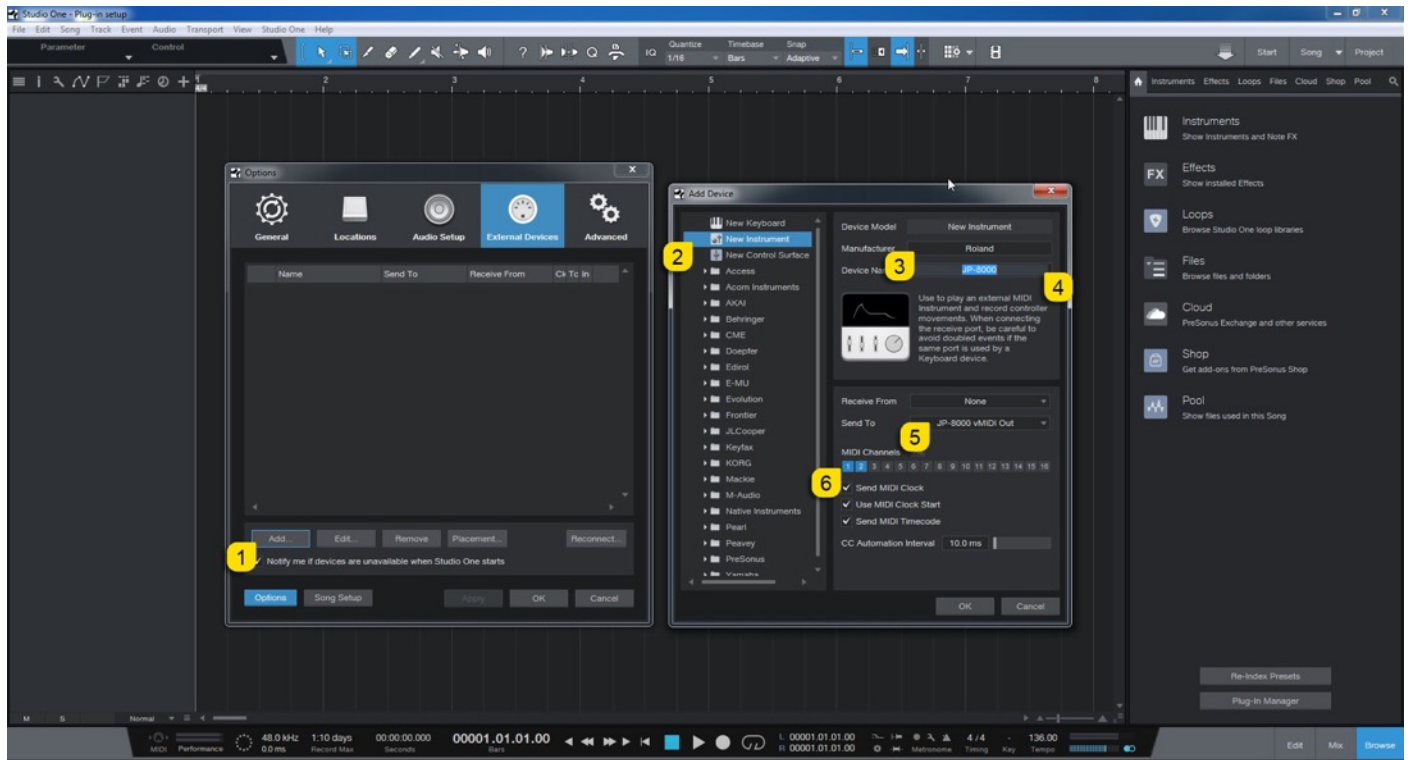
MIDI Port Setup

Navigate to “External Devices” tab and click Add... [1] to open Add Device dialog. Next we are going to select New Instrument [2], input the Manufacturer [3] and Device Name [4].

Windows: Set the MIDI Out to JP-8000 vMIDI Out [5].

macOS: Set the MIDI Out to physical MIDI device [5] where the synthesizer is connected.

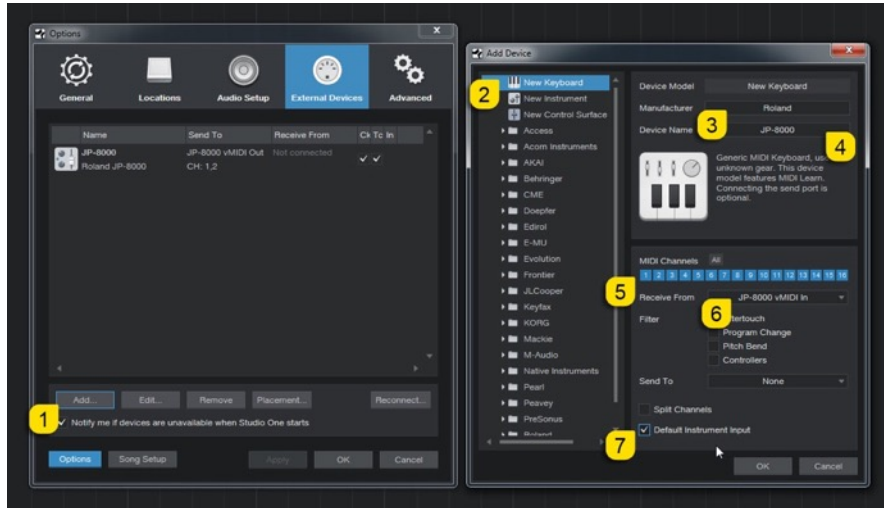
Make sure channels 1 & 2 are enabled [6].



Now we will do almost the same for the Master Keyboard:
Add... [1] – New Keyboard [2] – Manufacturer [3] – Device Name [4] – MIDI Channels enabled [5].

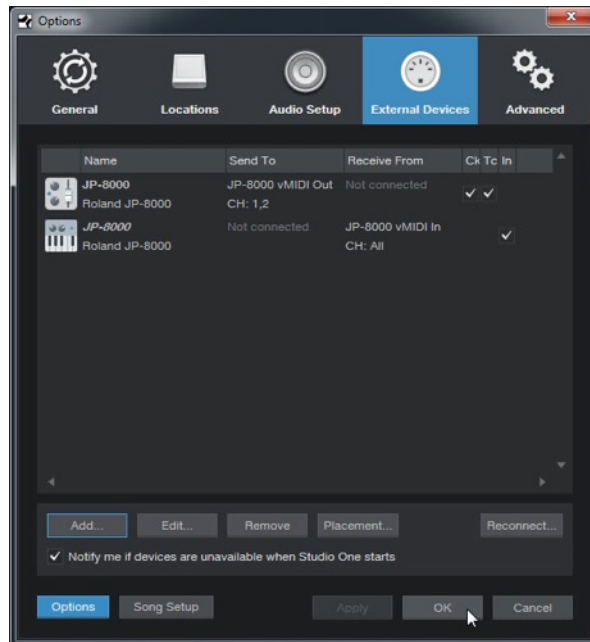
Windows: Choose the JP-8000 vMIDI In [6] to route the cloned MIDI data to DAW.
macOS: Choose the physical MIDI Device [6] where synthesizer is connected.

If you want to set it as default input, check Default Instrument Input [7].



Note #1: If you have more than one master keyboard in your setup, you can do the same procedure for each of the keyboard.

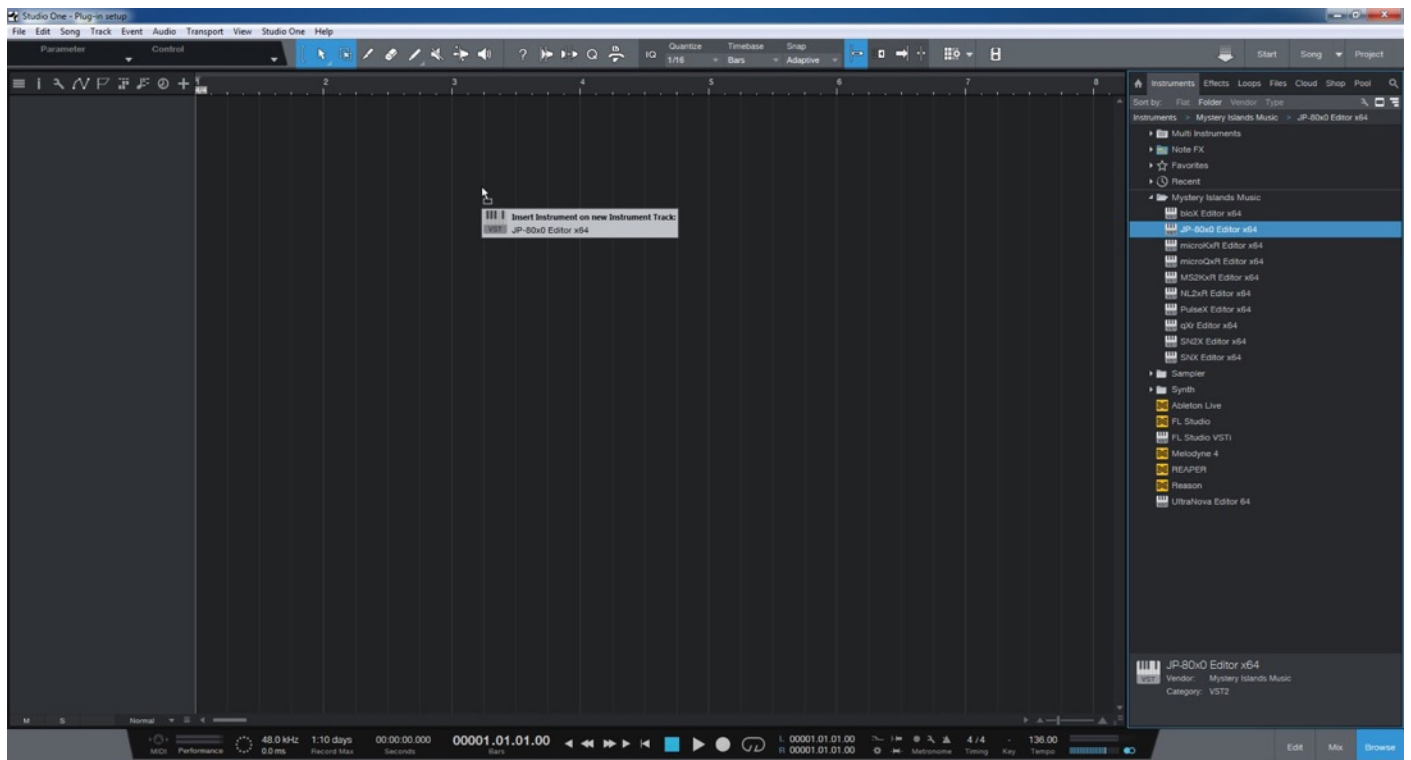
From the image below, you can see how my setup looks. Click OK to finish.



NOTE #1: You can check our support site for additional guides like Setting MIDI Devices to learn how we added JP-8000 vMIDI In and JP-8000 vMIDI Out ports in the DAW.

INSERT THE PLUG-IN

Drag and drop the plug-in from the Instruments pool to the arrangement. See image below.



Plug-in window will now appear.



Select your Hardware model

Some plug-ins have ability to control multiple models from the same hardware-range. Choose your hardware model before moving forward. There are differences between models which makes the incoming data unique.

If model is not set properly, it might cause timed out messages and data is not properly handled in the hardware.

MIDI IN / MIDI OUT

Now we can select the Physical MIDI input port which receives MIDI data from your synthesizer.



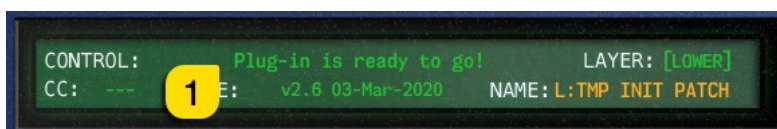
And then we choose the Physical MIDI Out port which sends data to the synthesizer MIDI input.



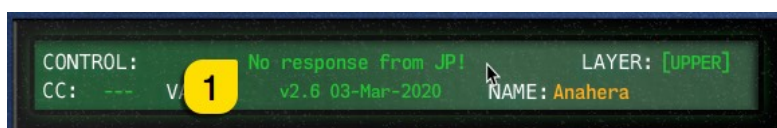
Plug-in will now attempt to establish connection with the synthesizer, so it might take some time if your settings are not right or if you chose a wrong MIDI port by mistake. You should see plug-in saying “**PROCESSING...**” somewhere in the plug-in interface and also **ABORT PROCESS** button will appear.



If all the settings are correct, you will see **Plug-in is ready to go! [1]** message in the plug-in display.



If something is wrong with your settings, plug-in will say **No response from JP! [1]** and that indicates something is wrong with your synth settings, MIDI device or Cubase Preferences.



Once the connection is established, you should sync the data with your hardware. This function can be executed from the patch librarian tab / page of the plug-in & **Sync Data From HW** button. Check the Editor User Manual to learn more.

We can now close the plug-in window and move on.

NOTE #1: Check troubleshooting from the editor, DAW or synthesizer manual if you cannot establish connection. You can also seek help from our support site if you can't find out what is causing error in your setup.

Automating Editor Parameters

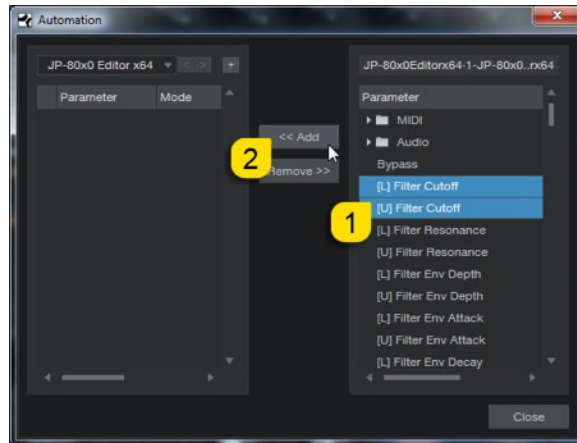
Click "Show Automation" – See image below.



Click "Display: Off" menu to reveal more options. Choose "Add / Remove ..."



Choose parameters [1] from the list which you need to automate and click << Add [2] to move the in the plug-in list.



Once you have added the necessary parameters, click Close to finish parameter configuration.



Pick a parameter you want to automate and start drawing in OR move the knobs in the plug-in while recording to make automation! Before you start to pursue with MIDI blocks, read the next chapter!



Note #1: You can configure as many parameters as you wish. Some System Exclusive (SysEx) parameters and system buttons cannot be automated.

Note #2: If automation cannot be drawn by moving knobs from the hardware, you can automate parameters by moving the parameter from the plug-in user interface.

Start drawing in OR move the knobs in the plug-in while recording to make automation!

Assign MIDI tracks to Studio One

In order to send MIDI notes to the synthesizer, we need to have MIDI tracks in the DAW.

Click the + -sign to add new tracks. See image below.

macOS users can point the MIDI out to physical MIDI port where the synthesizer is connected.



Input the name of your tracks and the number of tracks you need. In this case I am calling the tracks JP-8000 MIDI, there are two tracks I am creating, and they are now being pointed to the Instrument we defined earlier in this manual. Ascending mode is on, so it will create tracks for channel 1 & 2 once we click OK. See image below.



Note #1: If your synthesizer can do multitimbral setup, which most can do, then add more MIDI tracks and point them to respected MIDI channels.

Note #2: You can route MIDI output from MIDI tracks to the Instrument channel as well to experiment with DAW sync.

FINISHING IT UP!

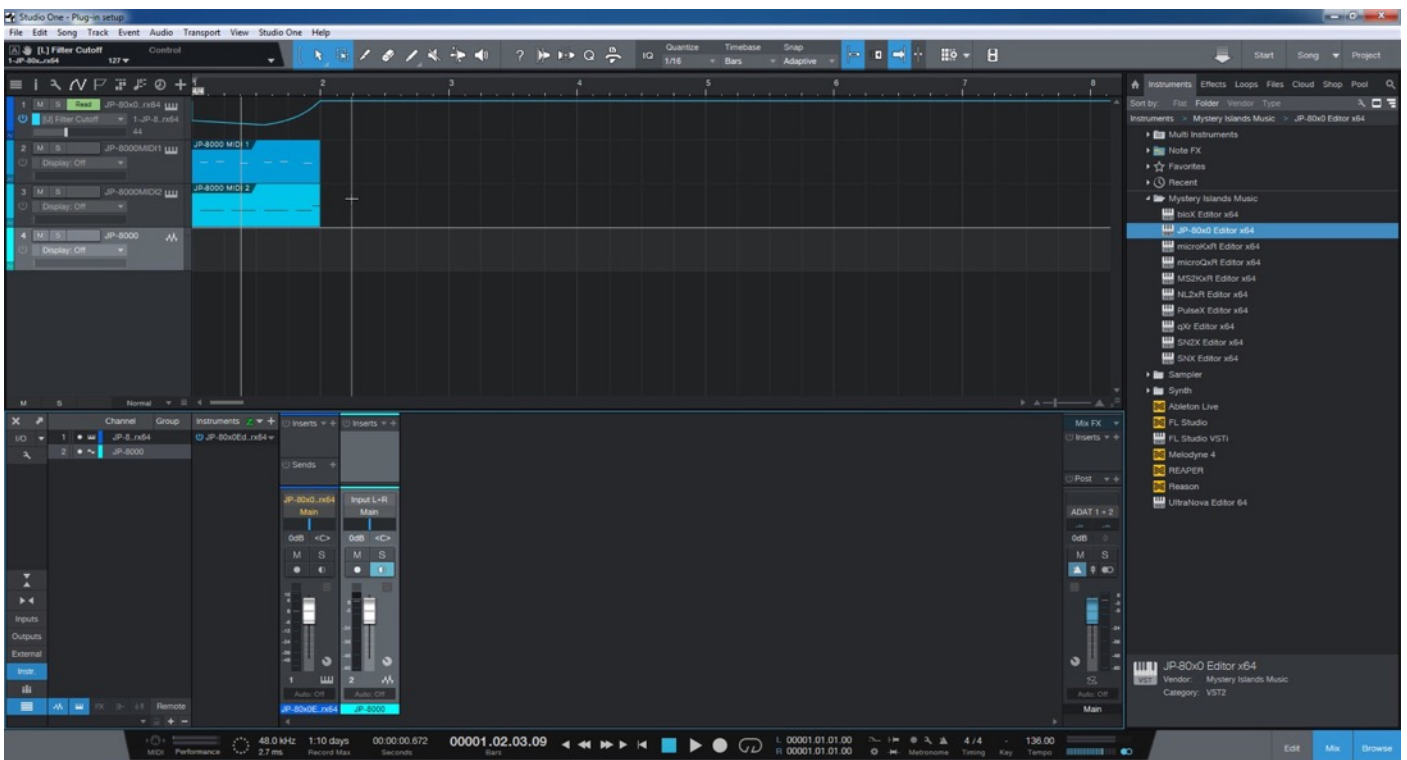
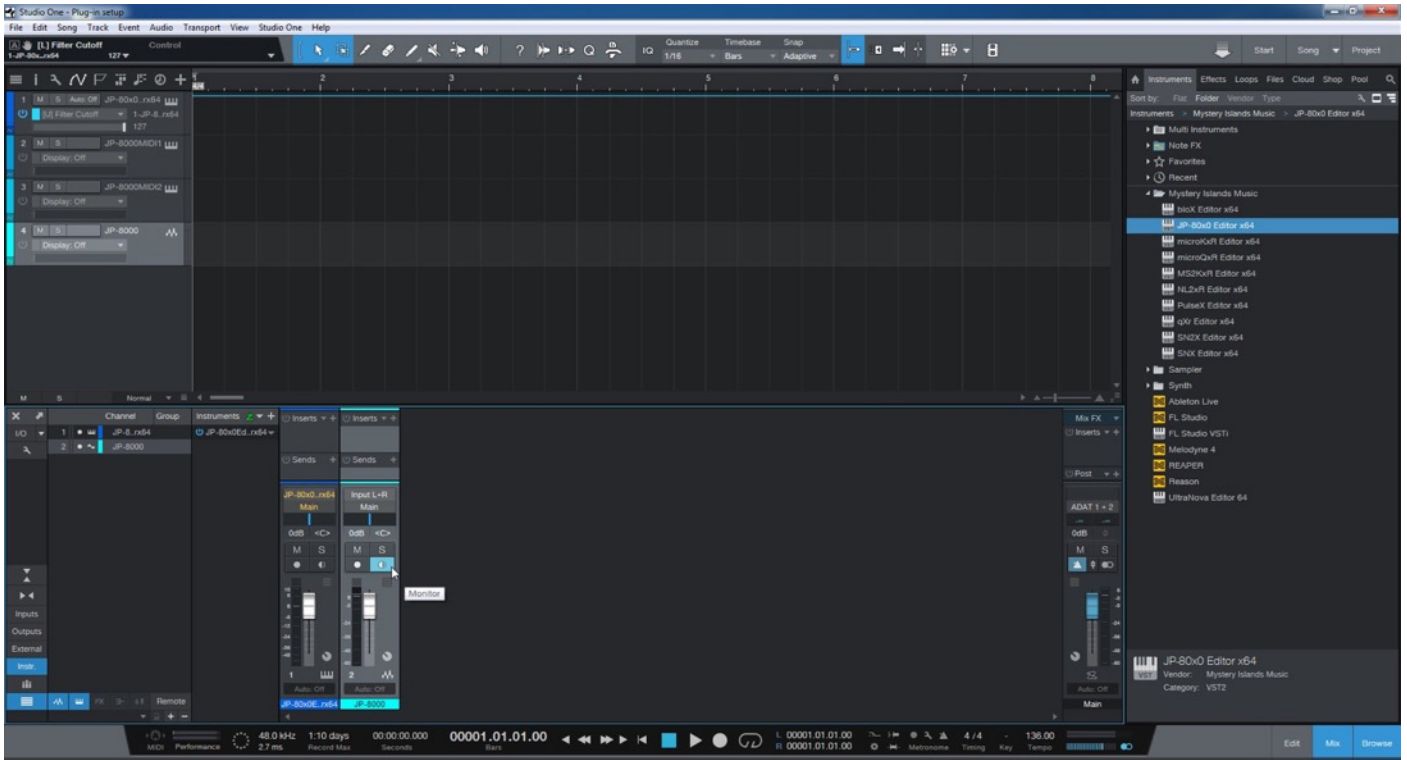
Final step is to add Audio track, so we can hear the synthesizer in action. In this case we will add new Audio Track by clicking the + -sign. See image below.



Now input the name of the track, set type to Audio, select if it is Mono or Stereo from Format menu and choose the Input where the synthesizer Audio Jacks are connected to. Click OK.



Once the Audio track appears in arrange, toggle on mixer by clicking “Mix” in the bottom right corner. Toggle on monitoring for the Audio track we just created. Now the setup is ready, and you should hear the synth while making some MIDI blocks and you have some sort of automation (if needed).



Note #1: You might have routed your Audio Output from the synth itself to external mixing desk or speakers, so make sure you power those units on. Otherwise, there won't be any sound because our plug-in does not transmit any audio data to the DAW.

That's it for the Presonus Studio One user guide. We hope you find this useful.

ADDITIONAL SOURCES

loopMIDI and MIDI-OX are both shipping their own user manuals, so please refer to their documentary to learn more about how they work.

If you have any questions about the product, you can reach us online from our website at <https://auraplugins.com> – or Join our amazing [Discord](#) community!

We are open for new feature requests, roses and surely, we would love to know if we've done something wrong as well!

If you would like to contribute and help our development work, head to our Ko-fi page and support us there – That would be super helpful and keep the business alive.

<https://ko-fi.com/auraplugins>

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