



energyXT2.5

Digital Audio Workstation

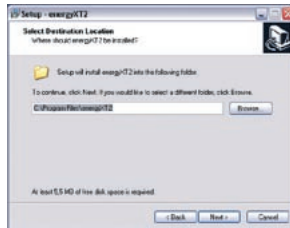
- ✓ **Installation and Activation**
- ✓ **My First Project**
- ✓ **Sequencer Overview**
- ✓ **Mixer Overview**
- ✓ **Troubleshooting**



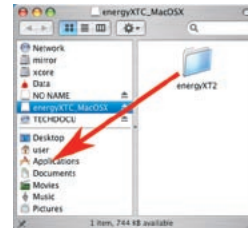
Getting started

Installing energyXT2.5

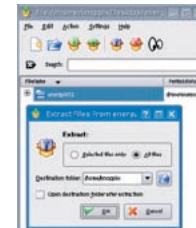
Windows



Mac

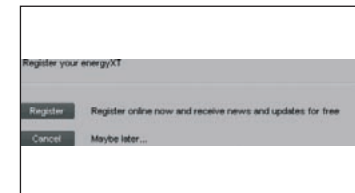
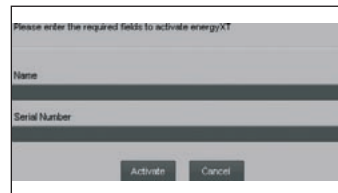


Linux



- i. Double-click the setup file and follow the on-screen instructions.
- ii. Drag the energyXT2.5 folder to your "Applications" folder / your desktop.
- i. Double-click energyXT2.5 disk image file.
- ii. Drag the energyXT2.5 folder to your "Applications" folder / your desktop.
- i. Double-click the energyXT2.5 archive file.
- ii. Drag the energyXT2.5 folder to your "Home" folder / your desktop.

Activating energyXT2.5



- i. Double-click the energyXT2.5 icon
- ii. Activate your copy by entering the requested data.
 - The serial number can be found on the CD sleeve.
- iii. Register your copy for free updates.
 - An online connection is needed for registration.

Uninstalling energyXT2.5

- i. Delete the energyXT2.5 folder (Mac/Linux) or double-click the file "unins000.exe" inside the energyXT2.5 folder (Windows).

My First Project

DEFAULT

creates a sequencer project with a single instrument track and a synthesizer. You can personalize your Default template by choosing *Set as Default project* from the File menu.

GUITAR PROJECT

creates a sequencer with an audio track and a guitar amp effect. Just connect your guitar, select an amp and play/record.

MODULAR SETUP

creates an empty project in modular view. Insert instruments and effects and route audio and MIDI in any combination for your project. Great for live keyboard/guitar setups and sound design.

EMPTY PROJECT

creates an empty sequencer project. Use the *Add track* button to add a synthesizer, drum sampler, audio or guitar setup track.

DRUM & BASS

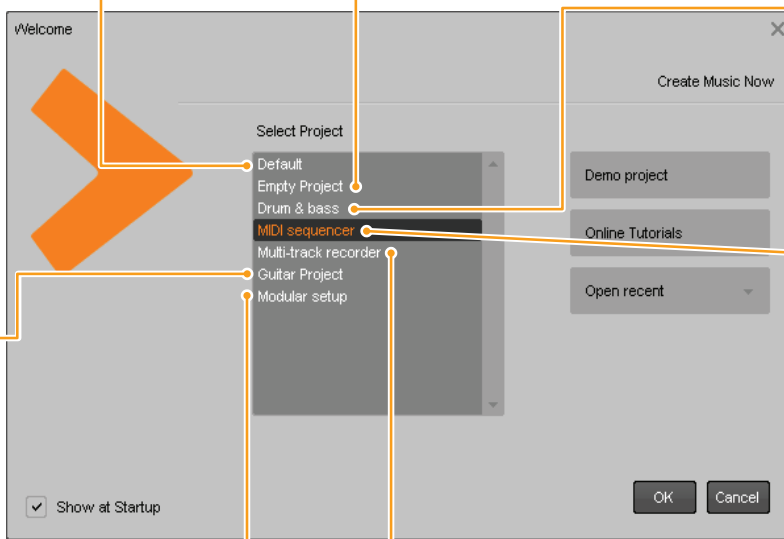
creates a sequencer project with a synthesizer and a drum sampler, ready to play.

MIDI SEQUENCER

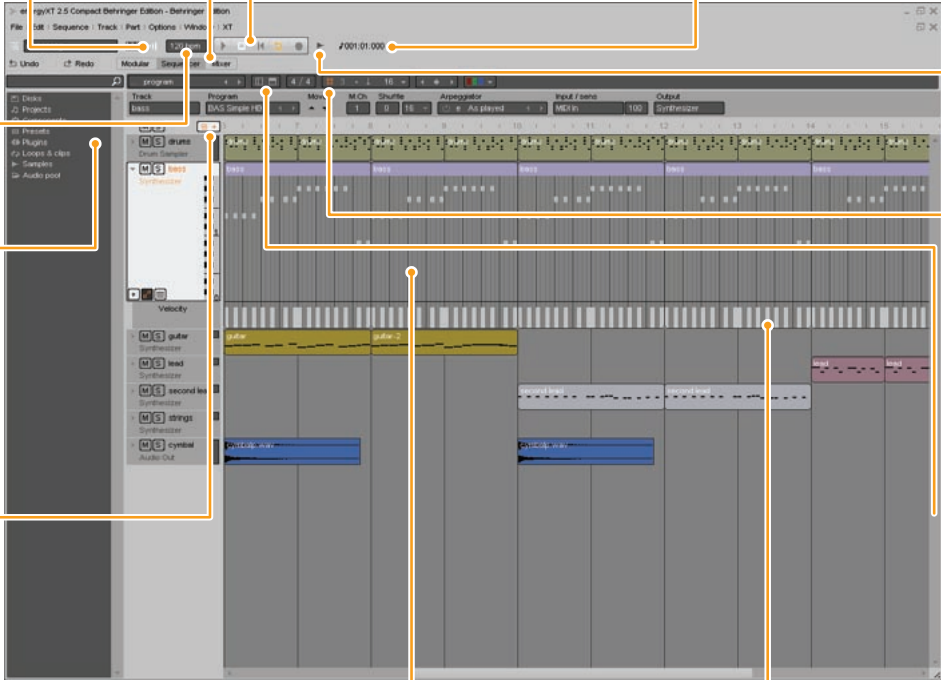
creates a sequencer project with 8 instrument tracks. Just drag & drop VST instruments from the Browser on the left into the tracks.

MULTI-TRACK RECORDER

creates 8 tracks for recording audio. Select one or more tracks and click *Record* for a "take".



Sequencer Overview



METRONOME
Right-click on the icon to activate and setup the metronome.

CHANGE VIEW
Switch between Modular, Sequencer and Mixer view.

TRANSPORT CONTROLS
Play, Stop, Rewind and Record your song.

SONG POSITION TIMER
Displays the actual position of the song position pointer. A click changes the format from bar count to time count.

EXPORT TO WAV
Click to export your Project to a sound file.

SONG TEMPO
Shows the current tempo in beats per minute (bpm).

BROWSER
Quick access to samples, instruments, effects and presets. Simply drag & drop your favorite VSTs onto a track or a mixer channel.

GRID SNAP
(De-)Activates the grid snap function, which helps to make exact selections or move notes and Parts precisely. Use the triangle to the right to set the grid value.

ADD TRACK
Click on this button and select a track template to easily add a new track to your project. Choose between Synthesizer, Drum sampler, Audio, Guitar amp and VST track.

SHOW/HIDE INFO PANELS
The horizontal panel grants access to track and Part options, the vertical to track-related mixer functions.

INSTRUMENT TRACK
Displays MIDI note events in a piano roll editor. Double-click on the track's name to switch to edit mode.

MIDI CONTROLLER DATA
Displays the controller data (e.g. Velocity) of a track. Select controllers by clicking on the + symbol and checking the type of controller from the drop-down list.

Mixer Overview

AUDIO IN/OUT
Channel inputs and outputs of your audio interface.

TRIM
For adjusting the input signal level of a channel. Use this control to prevent distortion due to high input levels.

EQ BAND
For selection between the four bands of the equalizer.

INSERT EFFECTS
Slot for channel-only effects. From the Browser window drag a VST plug-in to this area.

EQ SECTION
Each channel features a 4-band EQ with five selectable characteristics. Choose a proper configuration for your signal.

SEQUENCER
Channel outputs of Audio Tracks from the sequencer.

SYNTHESIZER
Channel outputs of VST instruments.

SEND EFFECTS
Use this control to adjust the signal portion of the channel that is sent to the global send effect.

PAN POSITION
Use this control to place the signal to any position in the stereo field from fully left to fully right.

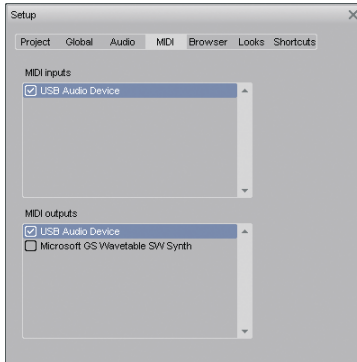
LEVEL FADER
Use this control to set the level of a channel.

MUTE/SOLO
Use these buttons to either switch a channel to solo or mute.

OUTPUT ROUTING
Select the output routing for the channel. Destinations can be Group channels, or audio interface outputs.

Troubleshooting

Setting up your MIDI hardware

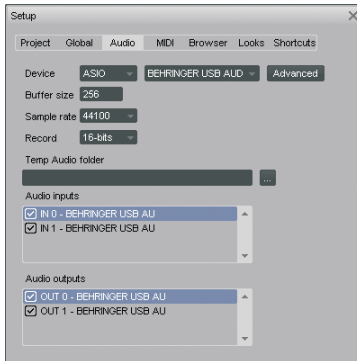


EnergyXT2.5 automatically detects your audio and MIDI hardware and selects the best driver during start-up. However, in some cases (for example, when using multiple audio interfaces) you have to set up your hardware manually:

- i. Go to *File > Setup > MIDI*.
- ii. Check your MIDI hardware under MIDI inputs and MIDI outputs.

➤ **Remember to connect and activate both inputs and outputs for devices which rely on a MIDI data loop to work properly (e.g. motorized fader remote control, keyboard with a tone generator).**

Setting up your audio interface



- i. Go to *File > Setup > Audio*.
- ii. Under *Device*, choose the appropriate driver type for your audio interface.
- iii. Identify your hardware in the subsequent field.
- iv. Under *Buffer size*, choose an adequate latency setting.

➤ **As a rule of thumb a low latency setting implies better audio performance, but the best setting for your system depends on your hardware. If you experience audio dropouts, try higher values. A reasonable entry to start with would be 1024 samples.**

- v. Under *Sample rate* and *Record*, choose the recording and playback settings.

➤ **If possible, choose 24-bits for high-quality recordings.**

- vi. Check the inputs and outputs of your audio interface you want to use under *Audio inputs* and *Audio outputs*.
- vii. Make sure that at least one pair of inputs and outputs is active.

Troubleshooting

energyXT2.5 Portability

EnergyXT2.5 is a portable application which can be launched from removable devices like USB flash drives. This lets you take your whole setup with you and make music on different computers. To launch energyXT without installation, simply copy the complete energyXT folder to a target device (such as a USB flash drive or hard disk) from which you want the application to run and execute the file "energyXT2.5."

- **Please note that high-performance music applications, for example audio streaming, demand continuous high performance throughput. Due to its technical architecture, not even USB 2.0 always meets these requirements.**

To avoid performance problems while working with energyXT2.5, please note the following:

- **It is strongly recommended to avoid direct audio streaming and the use of performance-intensive VSTs from your USB device.**
- **Copy your VST folder and all appropriate data, such as libraries and samples, to your local hard drive.**



To change the folder paths in energyXT2.5, proceed as follows:

- Go to *File > Setup > Browser*.
 - Select the entry for which you want to set the folder path (for example *Plugins*).
 - Click on *Add* to add an entry to the list.
 - In the browser window, navigate to the folder which contains the respective files and confirm by clicking on *OK*.
- **You can add multiple folder paths to each category.**
 - v. Repeat steps ii.-iv. to include all folders that contain your relevant files.

- **Please note that one USB drive may have multiple drive paths on different systems. It is recommended to add multiple folder paths for each system on which you use energyXT2.5.**

Troubleshooting

Installing MP3 Encoder/Decoder

Importing MP3 and exporting your project to MP3 format requires the Lame encoder/decoder to be installed.

- i. Download Lame (available for free on the web).
- ii. Just copy the file "lame.exe" into your energyXT folder or your system folder.
- iii. Now you are able to export MP3 directly from the File menu, and also drag & drop MP3 files into the song view.

- **EnergyXT2.5 Compact only supports MP3 import. For rendering your project directly to MP3 format, please upgrade to energyXT2.5**
- **For more help and support please go to <http://www.energy-xt.com/support>.**

Create music now!