

# NEBULA 4 SETUPS



# N4 Setups

If you've never used Nebula Setups for Nebula 3, you are probably asking yourself what is this all about?

Simply put, the term "setup" represents a new plugin, which is created from the main, base N4 plugin, inheriting all of its features, but at the same time having its own custom properties, custom skin, program list, customized/tweaked parameters etc.

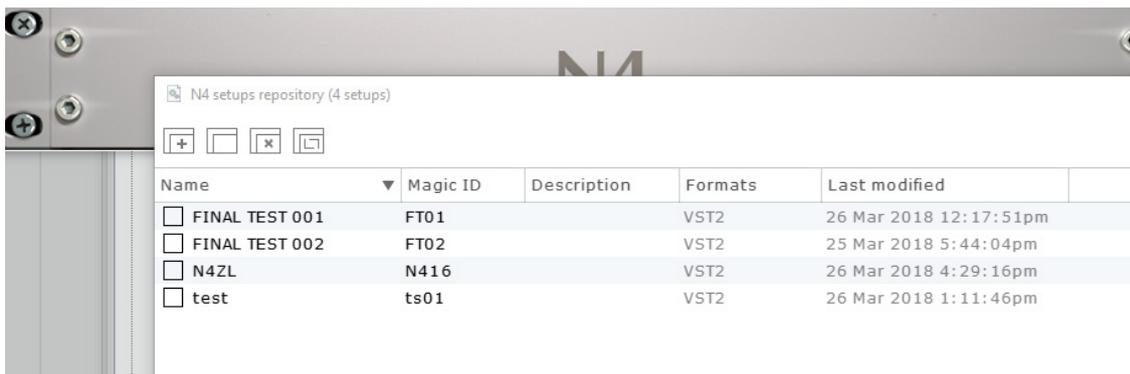
You can have, for example, one setup for equalizers, another for compressors, another for tapes, and so on. Another popular approach is to make a separate setup for each Nebula library. Working with setup plugins is also much faster compared to an all-in-one approach, especially with large repositories. Setup plugins can also have descriptive names, so using them in a busy mix is much easier than dealing with dozens of "N4"s :-)

The main difference when compared to N3 setups is, that this feature is now seamlessly integrated within the N4 plugin, an external program is no longer needed.

# How to create your first setup: Step by step procedure

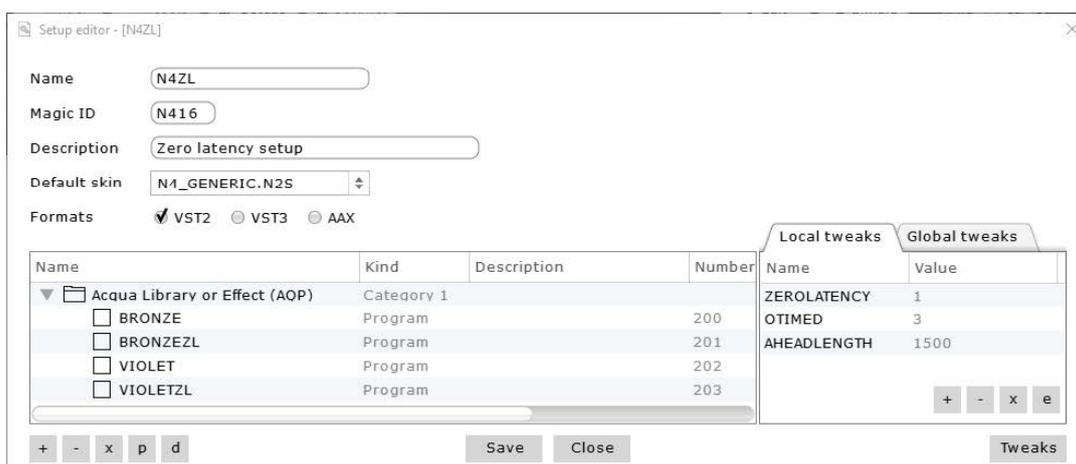
1. open your DAW and load the N4 plugin
2. make sure that your N4 setups directory paths are correct. For more details check the **Settings** chapter below.
3. make sure you have some programs or libraries installed in the Nebula repository
4. click on the **Setups** button at the top of N4 GUI 

The **Setups browser** will appear. It will be empty, because no setups have been created yet. Below is a picture of the browser with some setups already made. For more details, check the **Setups browser** chapter.



5. click on the **New setup** toolbar button 

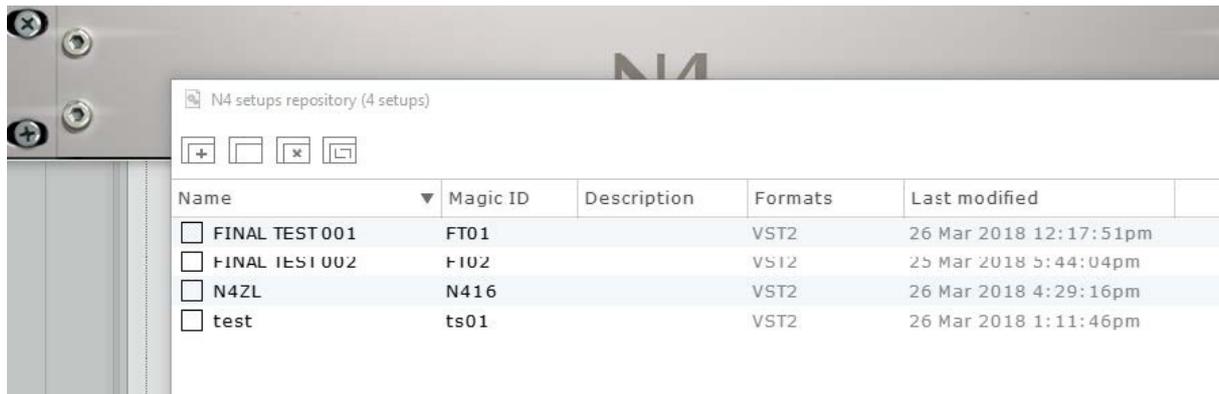
The **Setup editor** will appear. Here you can define several setup properties - name, Magic ID, description, skin, program list, tweaks and plugin format(s). Below is an example of a zero latency N4 setup, which uses parameter tweaks. For more details, check **Setup editor** chapter.



6. When everything is defined properly, click the **Save** button. Restart your DAW and it should detect your new setup plugin. Load the plugin and enjoy your first setup. For more details check the **Settings** and **Troubleshooting** chapters.

# Setups browser

The Setups browser shows a list of existing setups on your system. Name, Magic ID, description, plugin format(s) and the date/time of last modification are displayed for each setup. Columns can be reordered and the setups list can be sorted (ascending/descending) by clicking on the desired column. You can find more details about these parameters in the **Setup editor** chapter.



At the top, there are four toolbar buttons

**New setup**  opens the Setup editor with a new, empty setup.

**Open setup**  opens currently selected setup in the Setup editor.

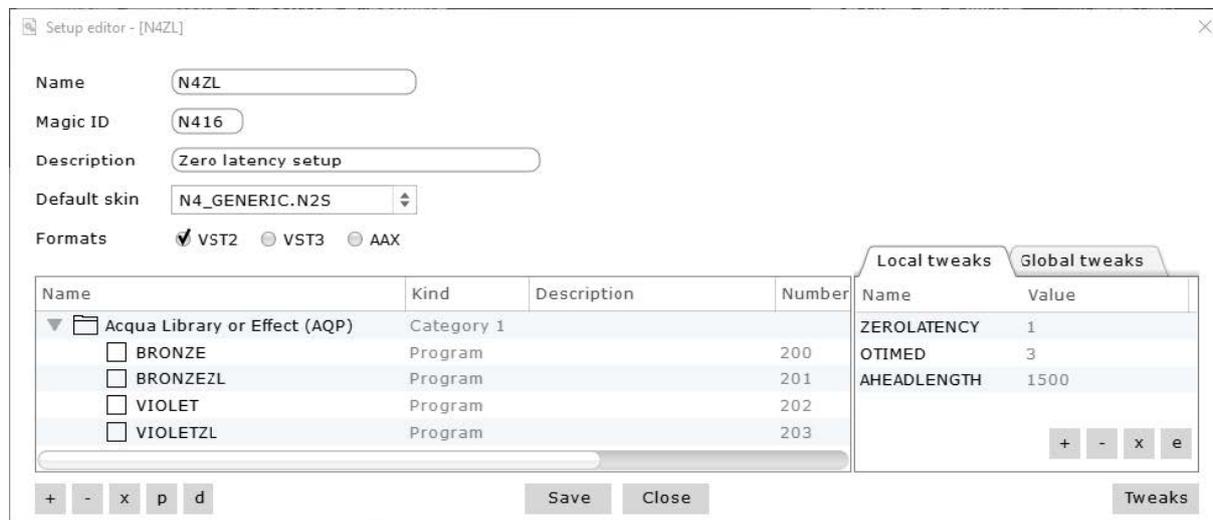
**Delete setup**  deletes currently selected setup(s). Note, that only the setup definitions are deleted, not the actual setup plugin(s).

**Rebuild setup(s)**  rebuilds/recreates currently selected setup(s) – this is useful for updating some or all of your setups with the latest N4 base plugin.

All options are also available using the context-sensitive popup menu (mouse right-click on Setup browser).

# Setup editor

Here you can create a new or edit an existing setup.



**Name** – name used for the setup plugin (required)

**Magic ID** – a unique plugin identification. It is used by your DAW for identifying setup plugins. It must be 4 characters long (required).

Note: plugins with the same Magic ID will mean nothing but trouble for your DAW. Because of this, editor helps you to avoid duplicates (required).

**Description** – write your setup description here (optional)

**Default skin** – the default skin to be used by the plugin. Note, that this skin will only be used when a program is loaded inside the plugin. You can choose between all of the N4 compatible skins installed in your Nebula repository (required).

**Formats** – the plugin format, which will be created for this setup. Available formats are: VST2, VST3, AAX and AU (Mac only) (required)

**Program list** – programs that will be available in this setup plugin. Drag and drop programs or even whole categories directly from the **Finder**.

Under the program list there is an accompanying toolbar

**+ Add selected programs from Finder**

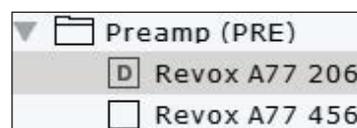
**- Delete selected programs** – deletes selected programs from the current setup

**x Delete all programs** – deletes all programs from current setup

**p Program properties** – opens properties editor for the selected program. You can also open it by double-clicking on a program in the program list. For more details, check the **Properties editor** chapter.

If you want to apply the same properties to multiple programs, just set the properties for one of them, then right-click on it and select **Copy properties**. Now select the rest of desired programs, right-click and select **Paste properties**. You can also delete properties using the **Delete properties** option.

**d Toggle default program** - if you want a particular program to be automatically loaded when a setup plugin is opened in your DAW, click on this button and you'll notice small letter **d** inside program's icon. Obviously, only one program at a time can be used as a default. The button acts as a toggle.



**Save** button saves the setup definition and creates a setup plugin(s) in all formats required. If you've changed the name of the existing setup, the setup will be saved with the new name (**Save As**).

**Cancel** will discard all changes.

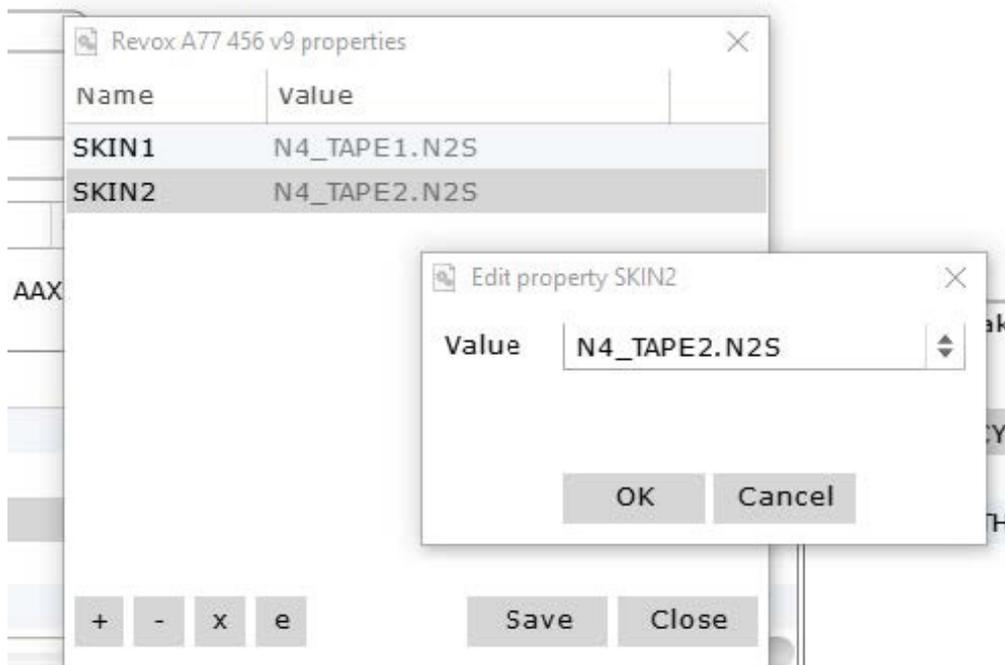
**Tweaks** button opens the tweaks editor – for more details, check the **Tweaks** editor chapter.

# Properties editor (advanced)

Here you can override the default skin of the current program. The default skin is defined on the setup level (see **Setup editor** chapter). Also, you can define a different skin for each programs edit level (the edit level is controlled by the **Edit** and **Simple** buttons in N4 GUI).



Below is the picture of properties, which defines a program's custom skins for levels 1 and 2. You can add as many levels as you want, but usually two or three will do, depending on the program. Skin number (SKIN1, SKIN2) is automatically managed by the editor when adding or deleting properties.



There is also a toolbar with four buttons



- + Add property
- Delete property
- x Delete all properties
- e Edit currently selected property

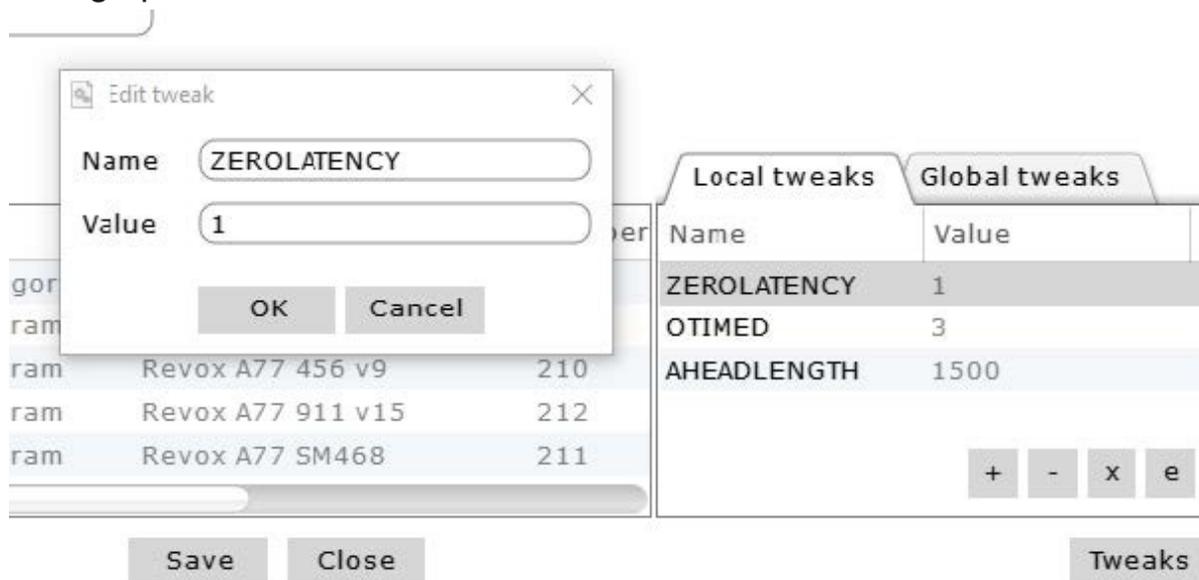
# Tweaks editor (advanced)

**WARNING: Do not use this feature if you don't know exactly what and why you are doing it!**

Using this editor, you can change the low level parameters of the Nebula engine. This is done in a primitive way by adding parameter/value pairs. When a setup is saved, these parameters are written into the plugin configuration XML file.

Values are not checked when entered, so be careful. Entering the wrong values can cause the plugin to malfunction or even crash. But in the right hands, this editor can be a very powerful tool.

As you can see below, the Tweaks editor is divided into **Local** and **Global**, each represented by a tab. When adding or editing a tweak the **Edit Tweak** dialog opens.



***The picture above shows the tweaks needed to make a zero latency version of the N4 plugin.***

Local tweaks are tweaks which are only applied to the **current setup**. Global tweaks are applied to **every setup** when you save it (they are not a part of a specific setup). When a setup is saved, global tweaks are applied first and then after that the local tweaks are applied. If no tweaks are defined, the original values from base N4 plugin are used.

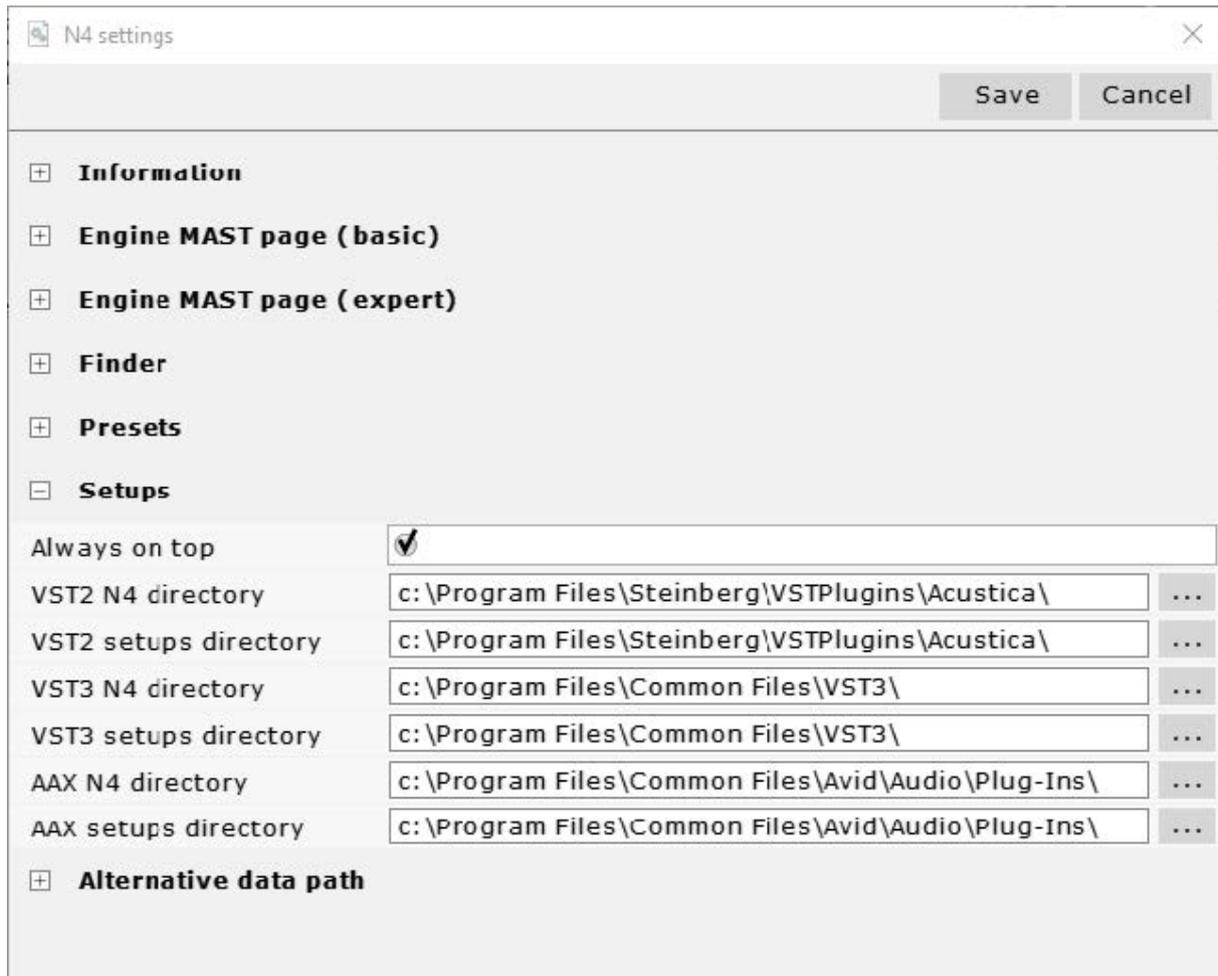
It is important to know, that new tweaks will always override previously defined tweaks if they have the same name. Global changes override original values. Local changes override both original and global values.

Example: N4 base plugin contains the parameter AHEADLENGTH. If you tweak this value in your setup, it will override/replace the original N4 base plugin value.

There is also a toolbar with four buttons 

- +** Add tweak
- Delete tweak
- x** Delete all tweaks
- e** Edit currently selected tweak

# Settings



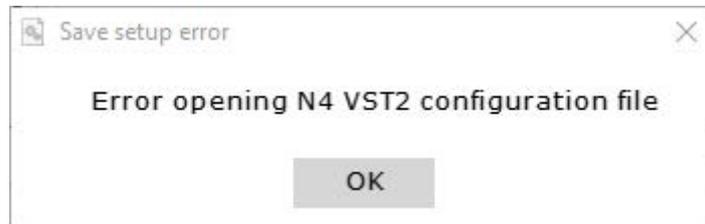
Correct settings are extremely important. Without them, a setup creation can fail on many levels.

Define the N4 and Setups directory for each plugin format you want to use. The **N4 directory** is where the base N4 plugin is located/installed. The **Setups directory** is where the new setups will be saved. In most cases both values should be the same.

Please, check the **Troubleshooting** chapter for more details about protected folders and possible issues.

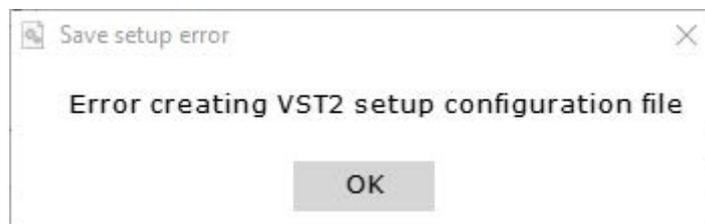
# Troubleshooting

First thing to check - you must have N4 properly installed :-). If you get messages like this...



... it means that setups can't find your base N4 plugin. Check your settings (Settings/Setups/[format] N4 directory). The N4 plugin should be found in your plugins directory.

In Windows, when using system protected folders (Settings/Setups/[format] setups directory), make sure you run your DAW as administrator or you will get messages like this ...



With some DAWs like ProTools on Windows, even running as administrator doesn't help. A workaround is to set the **AAX Setups directory** in **Settings** to another unprotected folder and save your setups there. After that, you should manually copy files to the Pro Tools plugin directory.

On a Mac, a setup is created using a privileged script, so you will have to enter your credentials each time you save a setup.