FXpansion!VST to DirectX Adapter 2.0

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1. Installation

To install VST Adapter 2.0 Basic, just run Setup.exe and choose an installation directory. No serial number is required.

To use this plug-in, you will need Microsoft DX Media Runtime v6.0 or higher installed. If you do not have this, you can get it from the following URL:
http://www.microsoft.com/directx
Note that if you have Windows 98 or Win98SE, you probably won't need this update; many DAW packages also install it or include it on their CD.

2. In Use

Using this plug-in

There are two main stages to using this plug-in:- loading the plug-in itself, from your host application's DirectX menu (consult your DAW's manual if you're unsure on how to do this), and loading a VST plug-in in to the wrapper.

To load a VST plug-in, press the orange "LOAD" button on the adapter's "front panel". A list of available VST plugs will be displayed - choose one and away you go. To modify the VST plug-in's settings, use the Show/Hide button to pop up its interface.

That's really all there is to it!

3. Known Issues

* VST Instrument plug-ins are not supported by this Adapter - you will need VST Adapter 2.0 Standard to use those.

* This plug-in always processes either mono-mono or stereo-stereo. There is no way for it to process mono->stereo, unlike some DirectX plug-ins. You can work around this by routing your mono audio track to a stereo bus and inserting the effect there, or (in offline editors), making your audio file stereo before processing.