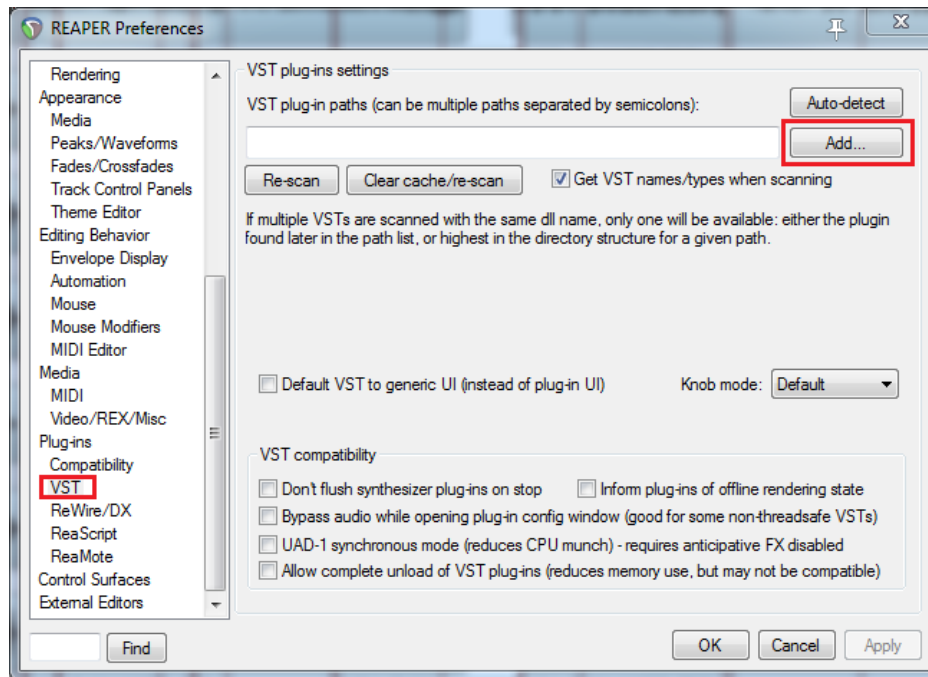


## The Immersive Audio Renderer Reaper Installation and setup Instructions

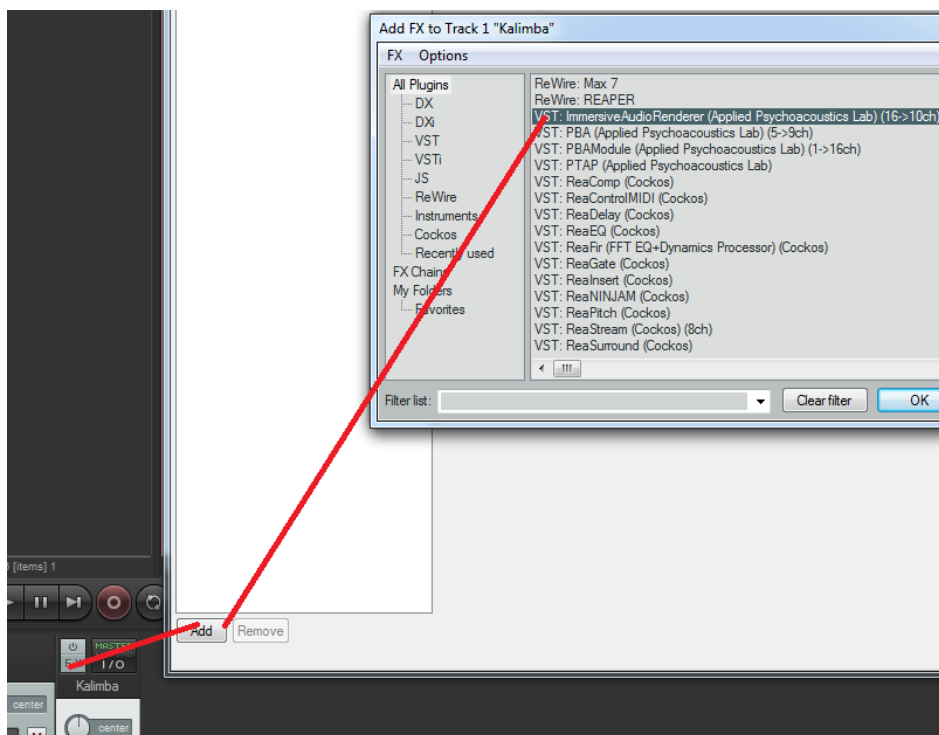
**Step 1:** Place the VST in the 'FX' folder.

- Windows: Program Files/REAPER/Plugins/FX
- Mac: Applications/ REAPER /Plugins/FX

Alternatively, you can add an additional VST search path within Reaper:  
Options→Preferences→Plug-ins →VST→Add...

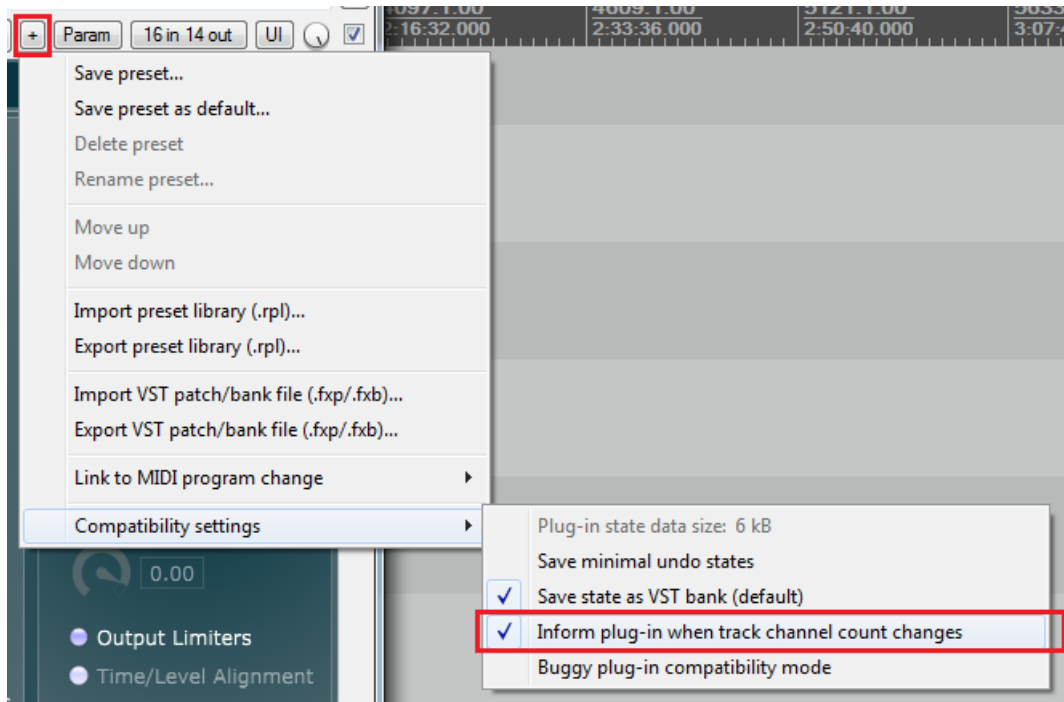


**Step 2:** Create a new track and insert "ImmersiveAudioRenderer" VST using the FX window.

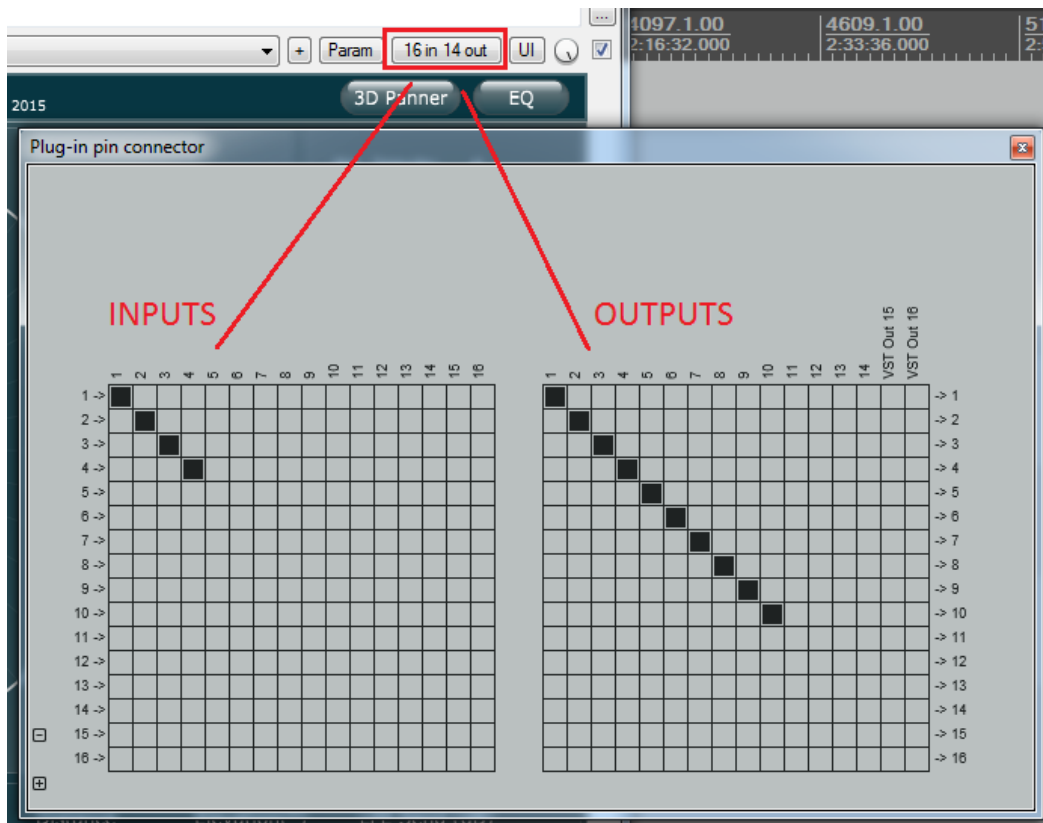


**Step 3:** Click on the '+' button, which is located on top of the VST interface, and ensure that the option "Inform plug-in when track channel count changes" is enabled.

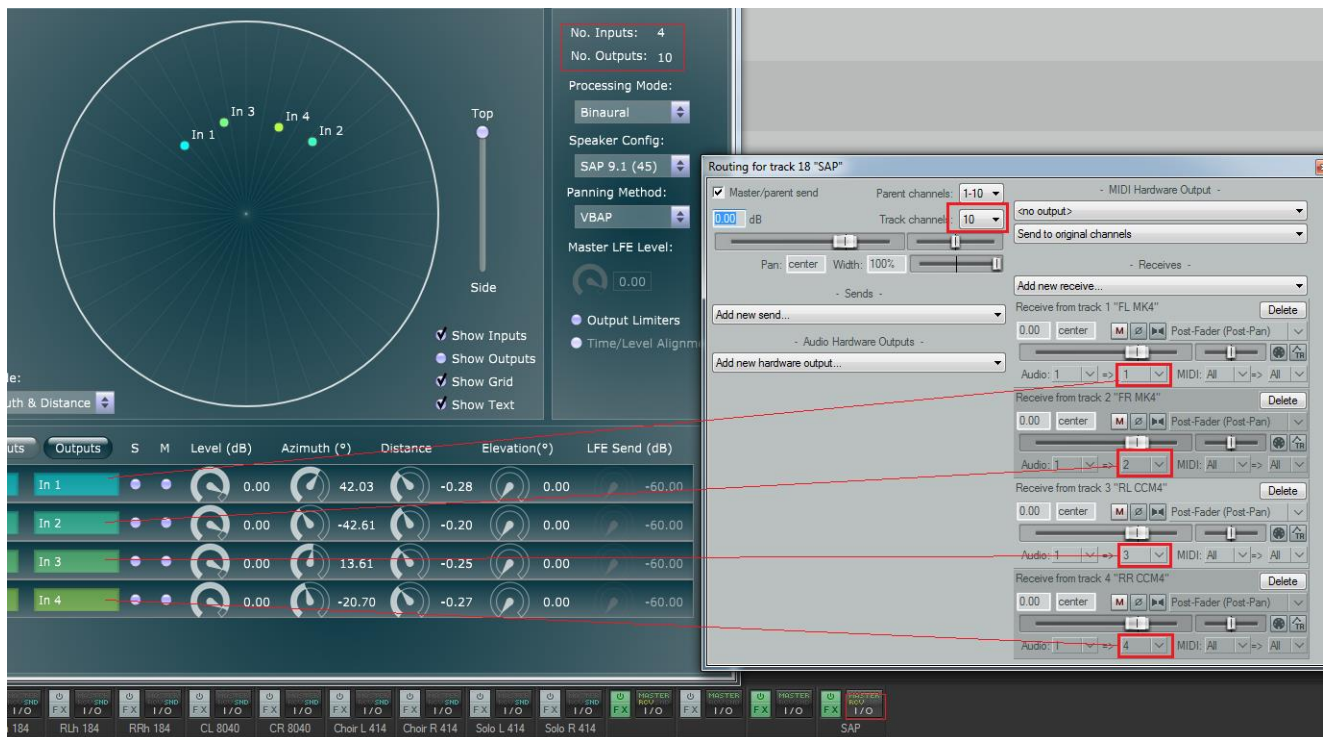
Then remove and re-add the VST plug-in (only have to do this once).



**Step 4:** Specify the required number of input and output channels. E.g. 4 mono inputs and a 9.1 loudspeaker configuration:



**Step 5:** Using the AUX's I/O, route audio tracks to the AUX and specify how many channels you require, i.e.  $\max(\text{numInputs}, \text{numOutputs})$ . E.g. 4 mono tracks and a 9.1 loudspeaker configuration:



Note that the track 'Receives' order will match the order shown in the VST interface.

**Step 6:** Finally send the MASTER output to a hardware output that has sufficient number of channels. E.g. for 9.1 loudspeaker configuration:

