## The Immersive Audio Renderer Reaper Installation and setup Instructions

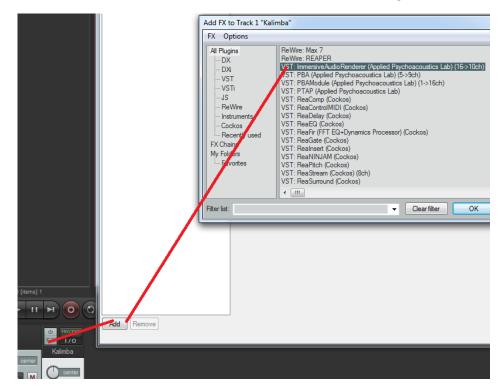
**Step 1**: Place the VST in the 'FX' folder.

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

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

REAPER Preferences		<u>ب</u> 🗵						
Rendering Appearance Media Peaks/Waveforms Fades/Crossfades Track Control Panels Theme Editor Editing Behavior Envelope Display Automation	•	VST plug-ins settings VST plug-in paths (can be multiple paths separated by semicolons): Auto-detect Add Re-scan Clear cache/re-scan I Get VST names/types when scanning If multiple VSTs are scanned with the same dll name, only one will be available: either the plugin found later in the path list, or highest in the directory structure for a given path.						
Mouse Mouse Modifiers MIDI Editor Media MIDI Video/REX/Misc Plug-ins Compatibility	ш	Default VST to generic UI (instead of plug-in UI)     Knob mode: Default     VST compatibility						
Compatibility VST ReWire/DX ReaScript ReaMote Control Surfaces External Editors		Don't flush synthesizer plug-ins on stop     Don't flush synthesizer plug-ins on stop     Don't flush synthesizer plug-in config window (good for some non-threadsafe VSTs     UAD-1 synchronous mode (reduces CPU munch) - requires anticipative FX disabled     Allow complete unload of VST plug-ins (reduces memory use, but may not be compatible						
Find		OK Cancel Apply						

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

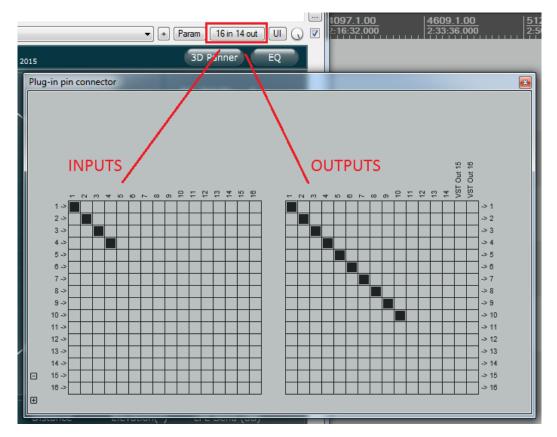


**Step 3**: Click on the '+' button, which is located on top of the VST interface, and ensure that the option "Inform plug-in when track channel count changes" is <u>enabled</u>.

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

🕂 Param 16 in 14 out 🛛 🕠 🔽	2:16:32.000	2:33:36.000	2:50:40.000	3:07:4			
Save preset							
Save preset as default							
Delete preset							
Rename preset							
Move up							
Move down							
Import preset library (.rpl)							
Export preset library (.rpl)							
Import VST patch/bank file (.fxp/.fxt	o)						
Export VST patch/bank file (.fxp/.fxb	)						
Link to MIDI program change	•						
Compatibility settings	+	Plug-in state data size: 6 kl	3				
0.00		Save minimal undo states		- 8			
	✓	Save state as VST bank (def	ault)				
Output Limiters	<ul> <li>✓</li> </ul>	Inform plug-in when track	channel count changes				
Time/Level Alignment		Buggy plug-in compatibility mode					

**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(numInputs, numOutputs). E.g. 4 mono tracks and a 9.1 loudspeaker configuration:

th & Distance       Image: Solution (and Control (Control (Contro) (Contro) (Control (Contro) (Control (Con	e:	speaker Config: SAP 9.1 (45) Panning Method: VBAP Master LFE Level: 0.00 0.0	Routing for track 18 "SAP"       Matter/parent send       Parent channels:       10       Pan:       center       Width:       1002       - Sends -       Add new send       - Audio Hardware Outputs -       Add new hardware output	- MIDI Hardware Output - cno output > Send to original channels - Receives - Add new receives. Receive from track: 1 "FL MK4" Delete 0.00 center M 20 kP Ost-Fader (Post-Pan) ~ Adds: 1 ~ s 1 ~ Adds: 1 ~ s 1 ~ Adds: 1 ~ s 1 ~ Add s
	Uts         Outputs         S         M         Level (dB)         Azimuth (°)         Distance         El           In 1         •	evation(*) LFE Send (dB)           0.00         -60.00           0.00         -60.00           0.00         -60.00           0.00         -60.00           0.00         -60.00           0.00         -60.00		Audio:         2         MIDI:         All            Receive from track 3 "RL CCM4"         Delete           0.00         certer         M (R) Post-Fader (Post-Pan)           Audio:

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:

FX MASTER		s for Master Track dB Track channels	: 10	×	5ND 70 84	U FX FRh	SND 170 184	ဖ FX RLh	I / O 184	EX I. RRh 1
MONO center	-	Pan: center Width: 100%	Ų I	-0	296L		00%L		1001%L	
1212 + 153018	Adc Han 0.0	None Mono source Stereo source	+	▼ ste	<b>0</b> A S	-	S P 6			
304230 3636 425442 inf -inf		Multichannel source (New channels on sending track)	> >	6	l chani 5 chani 8 chani	nels	+ + +			8
Mixer				1	0 char	nnels	ŀ	<ul> <li>I</li> </ul>	1-10	