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1 Installing Etch on Mac OSX



1

Double-click the downloaded Etch disk image ("**.dmg**" file) to mount it.

2

Double-click the **Etch Installer OSX** installer package inside the disk image.

 ×			password to allow Etch Installer ke changes.
		Name:	<your username=""></your>
		Password:	••••••
	▶ Details		
	?		Cancel OK
	DO		Etch Installer OSX

3

You may need to enter an administrator password to proceed.



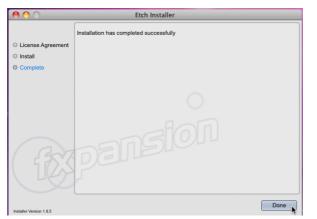
4

You must read and agree to the license conditions in order to continue.

Etch Installer License Agreement Install Complete License Agreement Install Complete Complet

5

Click **Install** to start installing the files to your system.



6

Click the **Done** button to complete the installation. You are now ready to authorize Etch. Turn to page 8 for authorization instructions.

2 Installing Etch on Windows

Note: During the installation, if you see a message asking for your Administrator password, click No, exit the installer, log in as an Administrator and restart the installation.

If you see a message asking you to confirm that you want to install the software, click $\ensuremath{\textbf{Yes}}$.

		_ — X
🚱 🔵 🗢 🚺 🕨 Tester 🕨 Do	wnloads	 47 Search Downloads
Organize 👻 📆 Open	Share with Burn New folder	i • 🔟 🔞
Favorites	Etch_1_0_0_4 Type: Application	Date modified: 28/02/2012 13:57 Size: 11.5 MB
Downloads		
Calibraries		
Music Pictures		
Etch_1_0_0_4 Date Application	modified: 28/02/2012 13:57 Date created: 01/0: Size: 11.5 MB	3/2012 14:56

The downloaded Etch package is a selfextracting archive.

Open the location to which the file was downloaded and double-click it.

Do not manually extract the file with WinRAR or any other app.

🚱 🔍 💌 🗼 🛛 Teste	er 🕨 Downloads 🗸 🗸 Search Downloads		Q
Organize 👻 📆 C	Open Share with 👻 Burn New folder		0
 ★ Favorites ■ Desktop Downloads Secent Places 	Unpack and start install? diffed SMB O you wish to unpack the Etch installer and begin installation?	: 28/02/2012 13:5	7
☐ Libraries ☐ Documents ♪ Music ■ Pictures	Yes No		
Etch_1_0_0 Application	2_4 Date modified: 28/02/2012 13:57 Date created: 01/03/2012 14:56 5ize: 11.5 MB		



Click **Yes** to continue.

The Etch installer is extracted to a temporary location and automatically launched.



3

You must read and agree to the license conditions in order to continue.

When you have ticked the 'I agree...' checkbox, click the **Next** button.



6

😻 Etch Installer	
	Please choose where to install the 32-bit VST plugin
License Agreement	
O 32-bit VST Plugin Path	
 64-bit VST Plugin Path 	C:\Program Files (x86)\VSTPlugins
O Install Options	
O Install	
O Complete	
ft s	pansion
Installer Version 1.8.5	Back Next Cancel

4

You now need to specify the location of your 32-bit VSTplugins folder.

The installer tries to detect this folder automatically. If you require a different location for the 32-bit VST plugin, click the **Browse...** button to navigate to and select another location.

Click Next to continue.

😻 Etch Installer	
	Please choose where to install the 64-bit VST plugin
O License Agreement	
32-bit VST Plugin Path	
64-bit VST Plugin Path	C:\Program Files\Common Files\Steinberg\VST2
O Install Options	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
O Install	
Complete	
F	pansion
Installer Version 1.8.5	Back Next Cancel

5

If you are installing Etch on Windows 7 64-bit, you now need to specify the location of your 64-bit VSTplugins folder.

The installer tries to detect this folder automatically. If you require a different location for the 64-bit VST plugin, click the **Browse...** button to navigate to and select another location.

Click Next to continue.



6

Specify whether to install Start Menu shortcuts for Etch. When you're ready, click **Install** to start installing the files to your system.

😻 Etch Installer	
	Installation has completed successfully
O License Agreement	
 32-bit VST Plugin Path 	
 64-bit VST Plugin Path 	
Install Options	
Install	
Complete	0
<u>E</u>	pansion
Installer Version 1.8.5	Done

7

Click the **Done** button to complete the installation. You are now ready to authorize Etch. Turn to page 8 for authorization instructions.

3 Authorizing Etch

Starting the authorization process

Etch is an effect plugin so to use it you must launch it within a host/DAW.

After installation, launch a suitable host. Some hosts will launch the plugin during scanning for new plugins, so License Manager may be launched during this process. If it is not, launch Etch as a plugin after the host has finished booting up. License Manager will be launched automatically.

Note that it does not matter which version of the plugin (VST/AU/RTAS) you launch to authorize Etch - authorizing it once results in authorization for all plugin formats.

Introduction to License Manager

The License Manager application is used to manage licenses and authorizations for Etch and other FXpansion software products.

The computer on which you want to use the product does NOT need to be on the internet.

To use our products, you need to authorize them to be run on your computer. You can authorize your products in 3 ways:

- With License Manager and an internet connection on the same computer
- With License Manager and an internet connection on a different computer
- Using a web browser and a generated Authorization Request file, on the same or a different computer

Note: Authorization files generated from an Authorization Request file are unique to a single computer. An Authorization file is only valid on the computer that created the Authorization Request file.

Enter your serial number



When License Manager runs, it may first prompt you for your product serial number. If it does so, type in your serial number, hit ENTER and then click the OK button.

Each time License Manager runs, it performs a quick scan of installed FXpansion products to check their license status. This can take a few moments so please be patient.

Running License Manager manually

When Etch launches and detects it has not yet been authorized, it automatically runs or prompts you to run License Manager. This process is necessary to register Etch within License Manager's database.

You can subsequently run License Manager manually at any time from the following locations:



Windows: Start • Programs • FXpansion • License Manager

or: C:\Program Files\FXpansion\LicenseManager

3.1 Authorization methods

0 0		License Manager	
🗨 Licens	se Manage	r (f)	xpansion
Installed Products Product Versit Etch 1.0.0 Import an existing authorization (mort an existing authorization) Authorize all products (mort an existing authorization)	on Serial number	Status Invalid auth - click to start auth	Welcome to the FXpansion License Manager Tool.
License Managementing 1.1.11			mostly useful for troubleshooting.

To begin authorizing a product, click the **Authorize and Activate** button.

At this point, you may be prompted for the product serial number. If so, type in the serial number, hit ENTER and then press the OK button.

You will be asked to choose an authorization method from the following:

Online, automatically
Via your Web browse
Via another compute

1. Online, automatically

The quickest and easiest way of getting your software authorized.

It requires that your computer be connected to the Internet directly or via a transparent (non-Proxy) firewall.

2. Via your Web browser

Uses your Web browser for authorization.

It is intended for aggressively firewalled or proxy-based internet connections – this is often the case in the workplace or at academic institutions.

3. Via another computer

Generates an Auth Request file, which can be used to obtain an Authorization file on a separate internet enabled computer.

The Authorization file is then used to authorize the original machine.

3.2 Option 1: Online automatic authorization

1. To begin authorizing online, choose **Online, automatically** as the authorization method.

00	License Manager	
🗨 License Manager	fxpansion	
Current Users If you already have an account on the FXpansion website, please enter your log-in details. Username: vour account username> Password: Log Int Log Int Log Int Cancel Cancel	New Users If you are a new FXpansion customer, please click the 'Create a new account' button to set up an account Create a new account	To authorize your software, you need to have an account on the FXpansion web site. If you have an account already, fill in your details in the Username' and Password' boxes to your left, and choose 'Log Int'. If you don't have an account, click the 'Create a new account' button. It will launch your Web browser at a page on the FXpansion web site where you can create an account. If you have an account, but you can't remember your username or password, click the 'Forgot username or password' button. It will launch your Web browser at a page which will help you retrieve your details. Creating an account is free of charge, and your details will not be passed to any third party. You can view our full privacy policy on our Web site.
License Manager version 1.1.11		Hide help 🚽

2. On the next page, you are prompted for your FXpansion web site user name & password. Enter the details, click **Log in!** and go to step 4.

3. If you don't have an account, click **Create a new account** on the right; if you've forgotten your details or you aren't sure if you have an account, click the **Retrieve Login Details** button.

Once you have your login details, return to the License Manager and log in.

4. License Manager connects to our server. If it cannot connect, it reports an error message. This is either because our server is down (please try later) or there is a firewall block or fault with your internet connection (try the **Via your Web browser** authorization method).

00	License Mar	ager	
🗯 License Ma	nager	fxpansion	
You are now logged in to your fxpansion The product you are authorizing has the Product name			Please double-check the details on this page, and then click Request and the click Request and the click Request administerior. Once you click Request administerior the License Meneger will contact our web site to confirm and activate your authorization. If the authorization If the authorization process succeeds, and
Product serial number	ETCHX-	-	you're authorizing for this computer, that's all you need to do. If you're authorizing for
FXpansion.com user name	-		another computer, the license manager will generate an auth file on your desktop which you will then need to import on your other computer.
Once you have confirmed that the above 'Request authorization' button below to n			Please note that, under the terms of license, you are only allowed to authorize this software on 3 machines - after that, you will need to contact our Support term to obtain further authorizations.
			If the authorization process fails, there are several reasons why that might be:-
Cancel		Request Authorization	- Our Web site might be down for maintenance.
Ganoa			You have exceeded the maximum number of allowed authorizations. The serial number might be registered to someone etse.
			If you have any problems, contact our Support team via email or the web.
ones Managar unrigo 1 1 11		U	Hide be

5. Once License Manager has logged in, you are given a confirmation screen detailing the product that is about to be authorized, its serial number and your user account name.

Click **Request Authorization** – the authorization process completes, and, all being well, your software is ready to use!

3.3 Option 2: Authorization via Web Browser

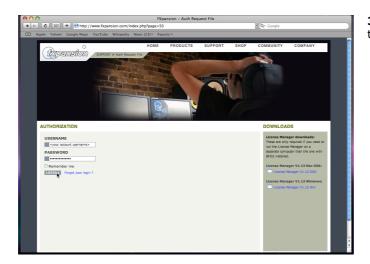
1. To authorize via your Web browser, choose **Via your Web browser** as the authorization method.

\varTheta 🔿 🔿 License Ma	lanager	
🕞 🖿 License Manager	fxpansion	
An authorization request (AuthRequest) file has been created on your desktop: /Users/tester/Desktop/Etch.AuthRequest Next, click the 'Lauch web browser' button to open your internet browser. This will open the FXpansion authorization page. When prompted in your browser, log in to the web site, and on the next page, so from your desktop using the 'Browse' button on the web page. The FXpansion website will generate an authorization file that you should down Once you've downloaded it, choose "Import an already existing authorization file this application and select the file you just downloaded. Alternatively you can also take the Auth Request file to another computer, and p http://www.fxpansion.com/authorize and follow the same steps as above.	ubmit the Auth Request file nload to your computer. le [*] , from the first page of	
Cancel	Launch Web Browser	

2. License Manager creates an Authorization Request file on your desktop – for example, "Etch. AuthRequest" – and prompts you to launch your web browser.

Note: If your browser fails to launch, you should launch it manually and point it to:

www.fxpansion.com/authorize



3. You are now prompted to log in to your user account.

AUTHORIZATION
Authorisation request file Please select the Authorization request file generated by licence manager: Choose File on file selected
SUBMIT >

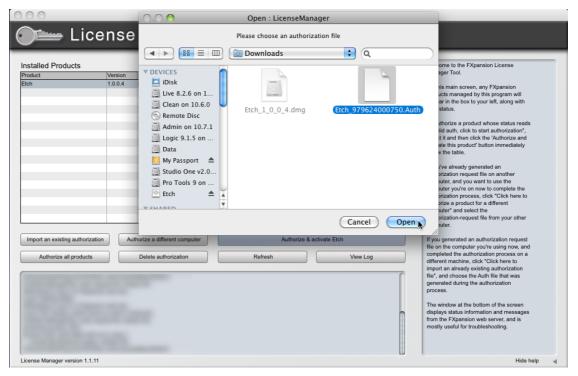
4. Once you've logged in, or created an account and then logged in, you are prompted to select the Authorization Request file. Click the **Browse...** button, and, when the file dialog pops up, navigate to and choose the Authorization Request file that was created on the desktop by License Manager earlier.

Then click the **Submit** button – the server now processes your authorization request.

If the process is successful, you are prompted to download the Authorization file – choose **Save to Disk** and save it to your desktop (if you are using Mac OSX Leopard, downloaded files go to the **Users/<user>/Downloads** folder).

Import an existing authorization

5. Close your web browser and return to the License Manager application. On the main screen, click the **Import an existing authorization** button.



6. Select the Authorization file you just downloaded, ("Etch.Auth"). License Manager imports the Authorization file, and your software is now authorized and ready to use.

Note: The file you need to import is the one you downloaded from your web browser (ending in ".Auth"), NOT the file that License Manager generated earlier on the desktop (ending in ".AuthRequest").

3.4 Option 3: Authorization via Another Computer

This method should only be used if the machine on which you need to authorize your software does not have an internet connection.

1. To authorize via another computer, choose **Via another computer** as the authorization method.

2. License Manager creates an Authorization Request file on your desktop – for example, "Etch. AuthRequest".

3. You need to take this file to an internet-connected computer (via local network, floppy disk, thumb drive, CDR, Zip disk etc.). A small USB thumb drive can be purchased for around \$10 or less at any electronics retailer and is ideal for this.

4. Once you are in front of an internet-connected computer, you have two options for generating the Authorization file:

i. Using License Manager

Download License Manager from:

www.fxpansion.com/authorize

Authorize a different computer

Install License Manager on your internet-connected computer, run it and choose **Authorize a different computer**.

You are prompted to select the Authorization Request file – choose the file on your thumb drive (or floppy, etc.), and then follow steps 2-5 on page 10.

When the process completes, an Authorization file (ending in ".Auth") is generated on your desktop. You now need to copy this file to your USB drive (or floppy, etc.), and take it back to the machine on which you installed Etch.

ii. Using a web browser

Using a web browser (Firefox, Safari, Internet Explorer etc.), open the following page:

www.fxpansion.com/authorize

Follow steps 3 and 4 in the previous section (on pages 11 and 12).

When the process completes, download the Authorization file (ending in ".Auth") from our web server directly to your USB drive (or floppy, etc.) and take it back to your non-internet-connected machine.

5. Whichever method you used above, you now need to import the generated Authorization file back into License Manager in order to complete the authorization process.

Import an existing authorization

On the main screen of License Manager, click the **Import an** existing authorization button, and point it at the file ending in ".Auth" on your USB drive (or floppy, etc.)

License Manager imports the authorization file, and your software is ready to use.

3.5 Other License Manager functions

Delete Authorization

This can be used to remove an Authorization from your computer – for example, if you are uninstalling the associated software.

Refresh

This refreshes the list of installed products and their status.

View Log

This opens a detailed log of License Manager's activity in Notepad (Windows) or TextEdit (Mac OSX). You can then copy and paste the information to an email if our Tech Support team requests it.

3.6 Possible installation problems

We issue only a certain number of authorizations per serial number, and a serial number can only belong to one user. We appreciate these restrictions can be inconvenient in some circumstances - however, preventing abuse of the license helps keep prices down, and facilitates continued development, free updates and responsive technical support.

The following problems may arise:

• Your serial number is registered to a different account.

Your serial number belongs to you - it identifies you as the legitimate owner of the software. As such, only one person can be the owner of a given serial number, and only that user account can generate authorizations based on that serial number. Occasionally, users end up with more than one account, with some serials registered in one and some in another. If this applies to you, contact our support team to resolve the situation.

• Too many authorizations have been issued for a serial number.

If you've run out of authorizations (perhaps if you've installed the software on several different computers, or if you reinstall or upgrade your computer hardware frequently), you will need to contact our technical support team, explaining your situation.

If you encounter any other problems during the installation or authorization, first consult the Etch FAQ. If your problem still cannot be resolved, contact our technical support team:

www.fxpansion.com/support

4 After Installation and Authorization

Once you have authorized Etch, you are ready to use it as a plugin within a compatible host. See page 6 of the Etch manual for some guidelines on using Etch as a plugin.

Learning how to use Etch

The Etch manual can be launched using the **Show manual** function in the Etch menu, located at the top-right of the plugin interface.



The built-in Preview application in Mac OSX can view PDF files. Windows users must install a PDF reader, such as Adobe Acrobat Reader, available from:

get.adobe.com/reader

Video introductions

Check our Youtube channel for videos about Etch.

www.youtube.com/fxpansion

Software updates

We highly recommend that you check our site for updates as soon as possible. Etch is constantly under development in order to increase its performance.

If you encounter a problem with the software, it is very likely that the issue will be fixed by simply updating to the latest version available on our website.

Technical support

If you encounter any unresolvable problems when using Etch, please follow these steps:

1. Fully read the operation manual PDF.

2. Consult the Etch FAQ, which is frequently updated with current issues. You can access this from the Etch Help menu (see above).

3. If you cannot resolve your problem with the information provided in the FAQ, please contact our technical support team, who will endeavour to get you up and running as quickly as possible.

www.fxpansion.com/support

Please note that you must register your copy of Etch before you can receive support, whether through our support ticket system, or via the forum.

It is highly recommended to use the ticket system for most technical issues, as it prompts you for the information we need in order to process your support request as efficiently as possible.

If you do not provide adequate information, your query will take much longer to resolve!