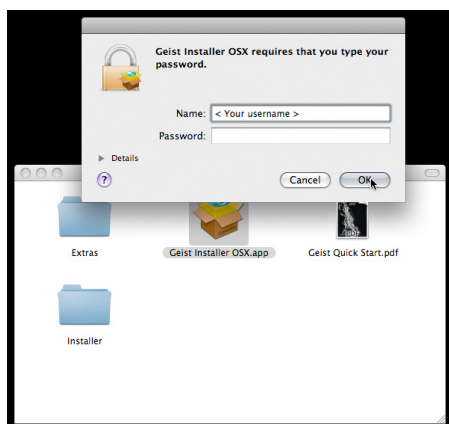# geist

Installing Geist

Mac OSX 10.5 or above

1. The downloaded OSX Geist disk image is in 3 parts, with .dmg and .dmgpart extensions. Double-click on the .dmg file to mount it.

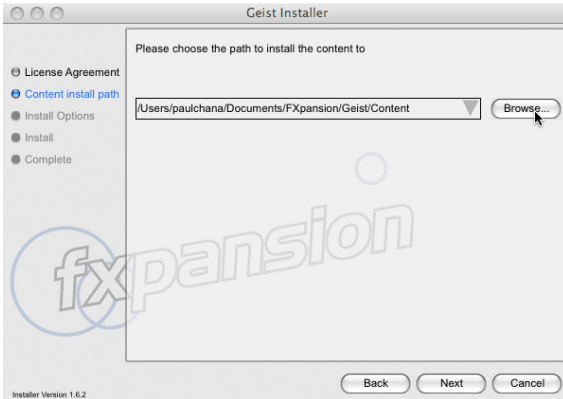2. Double-click on the *Geist Installer OSX* package.

3. You may need to enter an administrator password to proceed.

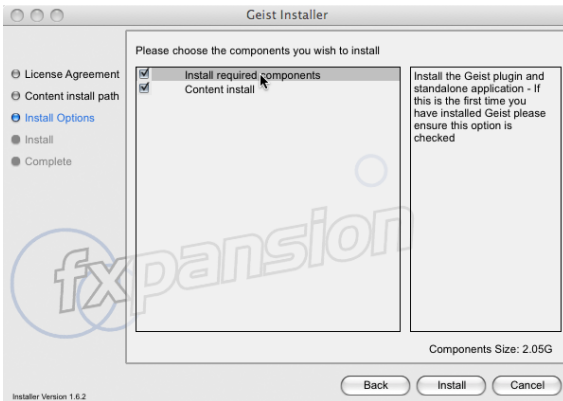4. You must read and agree to the license conditions in order to continue.

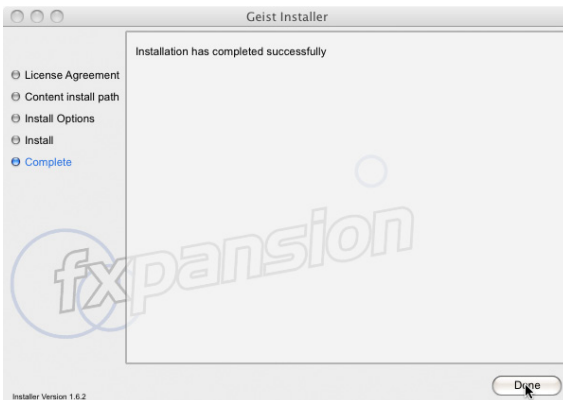   When you have ticked the 'I agree...' checkbox, click the Next button.

5. Specify a location for the included Geist content.

The default is already shown – click Browse... to navigate to and select a different location.

6. Specify the components to install. If you're reinstalling and have already installed the content, un-check the Content install item.

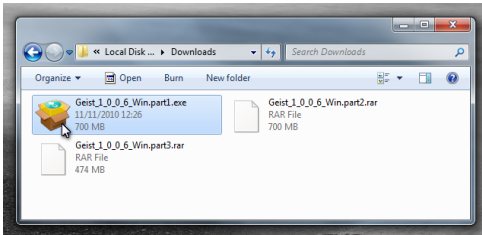**When you're ready, click Install to start installing the files to your system.**

7. Click the Done button to complete the installation.

You are now ready to authorize Geist.

3

Installing Geist

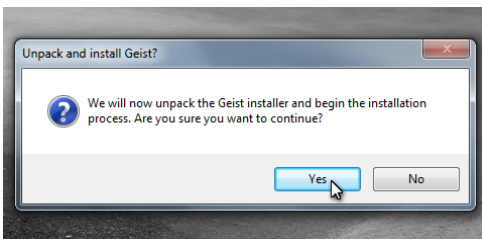## Windows XP or later

1. **The downloaded Geist package is in 3 parts, and is a self-extracting archive. Open the location to which the files were downloaded.**

2. **Double-click on the executable file amongst the 3 downloaded files – *Geist...Win.part1.exe.***

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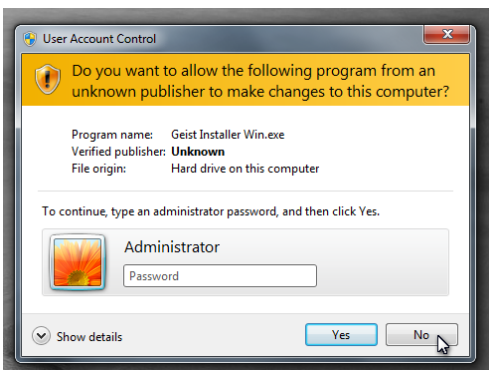

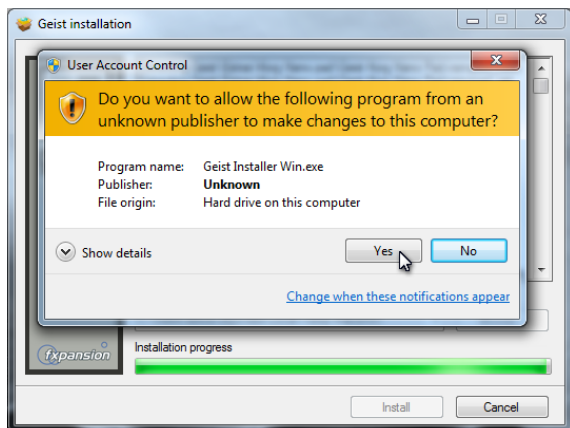3. **Click Yes to continue.**

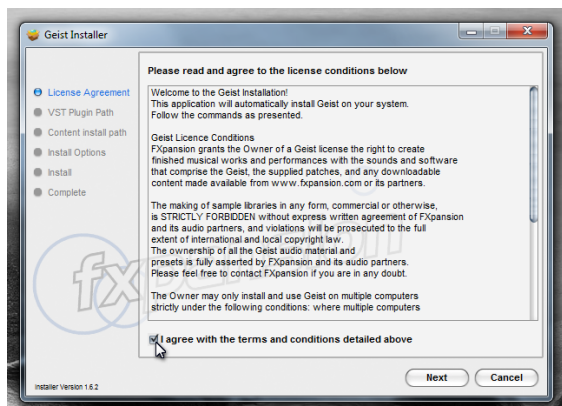4. **If you see this message, you are trying to install Geist from a non-Admin account.**

   You must click No, log in as an Administrator, and start the installation again.

   Do not click Yes – if you do so, the installation may fail.

5. You may see the following message – click Yes to continue.

6. 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.
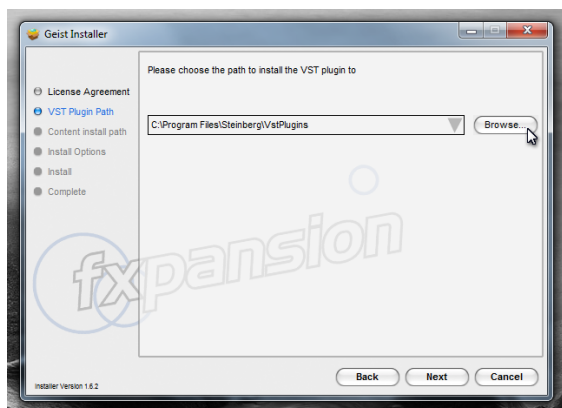
7. You now need to specify the location of your VSTplugins folder.

The installer tries to detect your VST folder automatically. If you require a different location for the VST plugin components, click the Browse button to navigate to and select another location.
Click Next to continue.
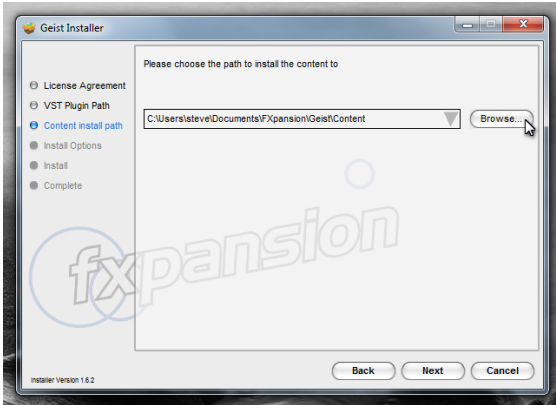
8. Specify a location for the included Geist content.

The default is already shown – click Browse... to navigate to and select a different location.
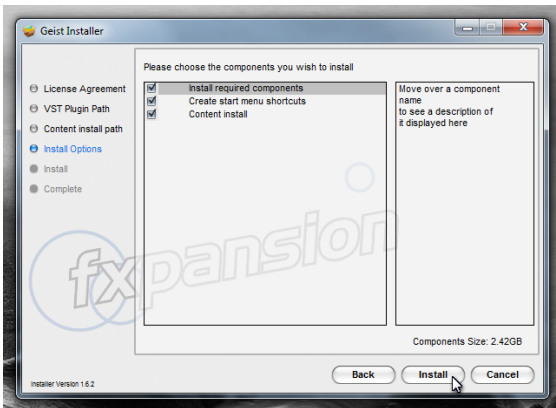
9. Specify the components to install. If you're reinstalling and have already installed the content, un-check the Content install item.

When you're ready, click Install to start installing the files to your system.
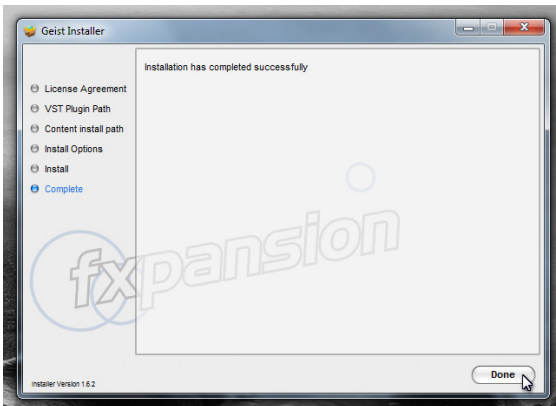
10. Click the Done button to complete the installation.

You are now ready to authorize Geist.

Authorizing Geist

Starting the authorization

The best way to authorize Geist is using the supplied standalone applications. These are found in your **Applications** folder (Mac) or in **C:\Program Files\FXpansion\Geist** (Windows).

Run the Geist standalone application – when the instrument detects it is not yet authorized, it runs License Manager automatically.

Introduction to License Manager

The License Manager application is used to manage licenses and authorizations for Geist 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

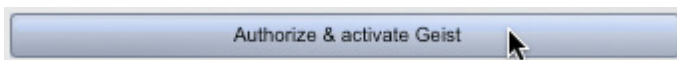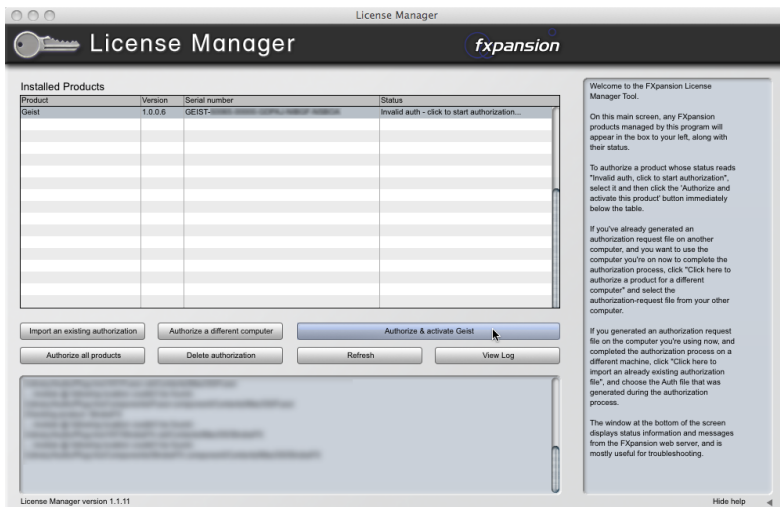When Geist launches and detects it has not yet been authorized, it automatically runs or prompts you to run License Manager.

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

Mac OS X: **Applications/FX License Manager**

Windows: **Start • Programs • FXpansion • License Manager**
          or: **C:\Program Files\FXpansion\LicenseManager**

Authorizing a product

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:

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.
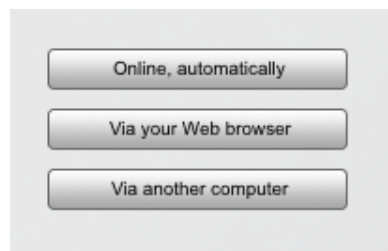
Option 1. Online authorization

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

2. On the next page, you are prompted for your FXpansion web site user name & password. Enter the details 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 link at the bottom.

The **Create a new account** button opens your Web browser to a short form on our Web site. Once you've created an account, return to the License Manager and log in with your new details.

4. The 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).

5. Once the 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!

Option 2. Authorization via your Web browser

1. To authorize via your Web browser, choose **Via your Web browser** as the authorization method.
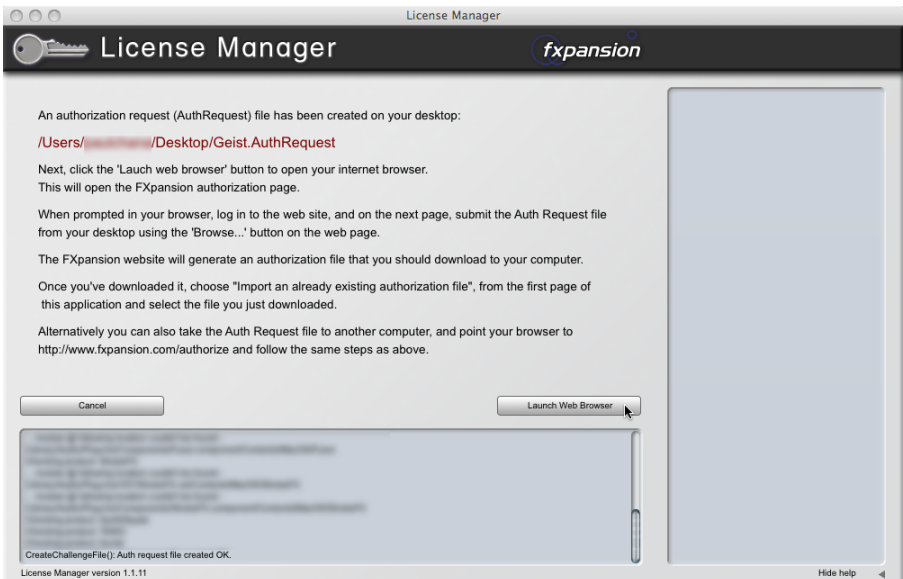
2. License Manager creates an Authorization Request file on your desktop – for example, "DCAM Synth Squad.AuthRequest" – and prompts you to launch your Web browser.

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

www.fxpansion.com/authorize
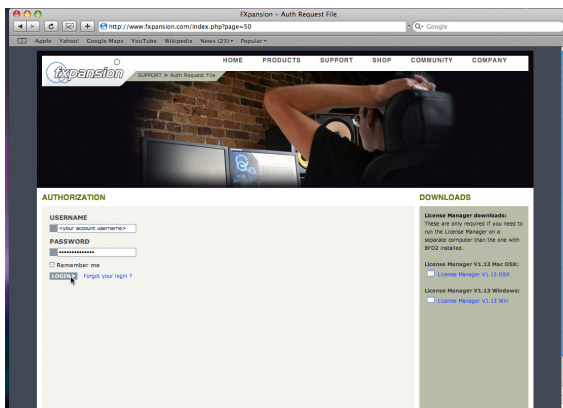
3. You are now be prompted to log in to your user account or create a new account if you don't have one yet.

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).
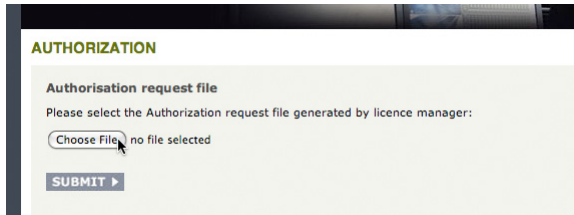
5. Close your web browser and return to the License Manager application. On the main screen, click **Import an existing authorization file**.
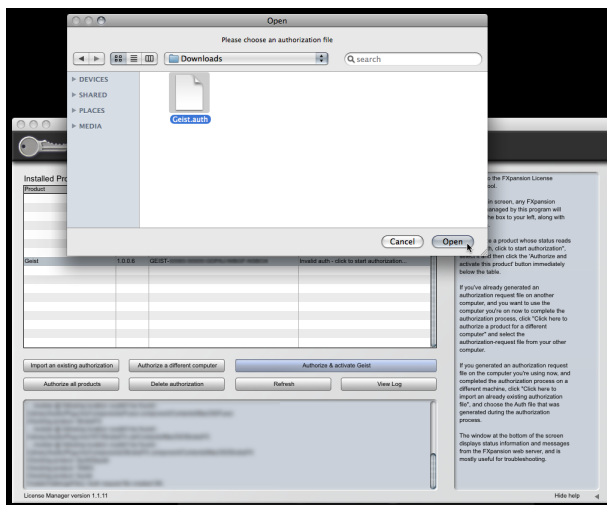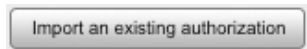
6. Select the Authorization file you just downloaded, (it ends in ".Auth"). The License Manager imports the Authorization file, and your software is now authorized and ready to use.

   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").

Option 3. Authorizing 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, "DCAM: Synth Squad.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 at any electronics retailer and is ideal for this.

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

   • **Using License Manager**

   Download License Manager from:

   ### www.fxpansion.com/authorize

   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 11.

   When the process completes, an Authorization file is generated on your desktop. You now need to copy this file to your thumb drive (or floppy, etc.), and take it back to your non-internet-connected machine.

   • **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 on pages 12 and 13.

   When the authorization process completes, download the Authorization file from our web server directly to your thumb 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.

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

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

Other functions in the License Manager application

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 OS X). You can then copy and paste the information to an email if our Tech Support team requests it.

Possible problems during authorization

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 Geist FAQ. If your problem still cannot be resolved, contact our technical support team:

www.fxpansion.com/support

After installation and authorization

Once you have authorized Geist, you are ready to use it as a standalone application, or as a plugin within a compatible host.

Learning how to use DCAM: Synth Squad

The Geist manual can be launched from the Geist menu, using the **Show manual** function.

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 Geist.

www.youtube.com/fxpansion

Software updates

We highly recommend that you check our site for updates as soon as possible. Geist 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 Geist, please follow these steps:

1. Fully read the operation manual PDF.
2. Consult the Geist FAQ, which is frequently updated with current issues:

www.fxpansion.com/geistfaq

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 Geist 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!