

INSTALLATION GUIDE



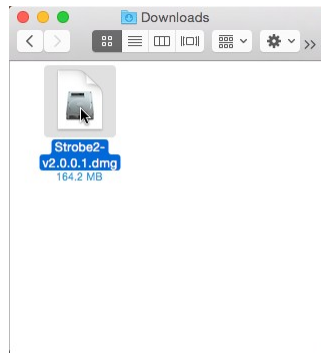
STROBE2

fxpansion

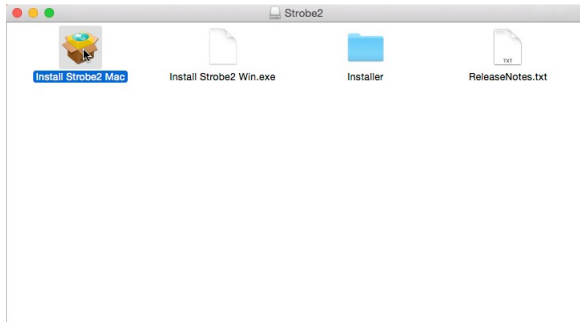
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1 Installing Strobe2 on Mac OSX

**1**

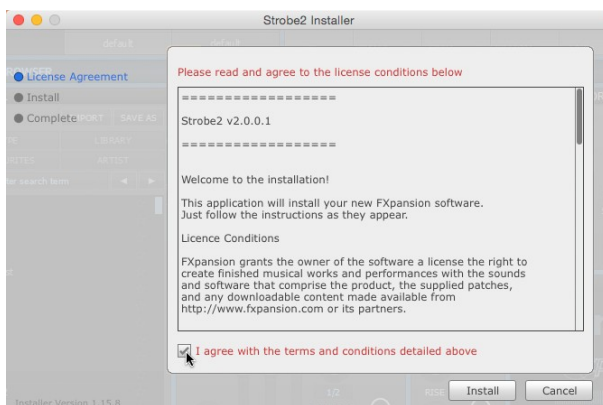
Double-click the downloaded **Strobe2-v2.x.x.x.dmg** to start the installation process.

**2**

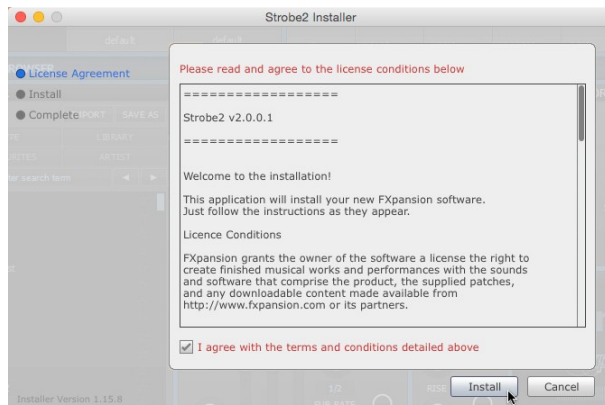
Double-click **Install Strobe2 Mac**.

**3**

You may need to enter an administrator password to proceed.

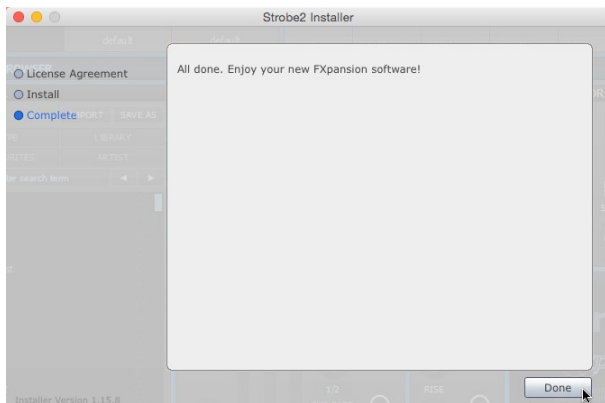
**4**

You must read and agree to the license conditions in order to continue - tick the **'I agree...'** checkbox.



5

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

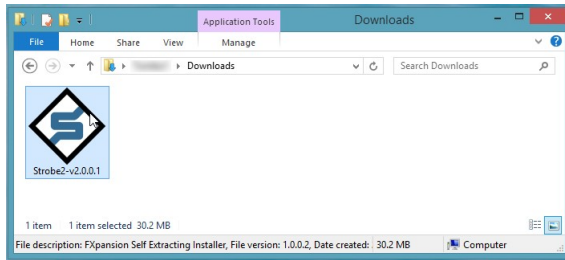


6

Click the **Done** button to complete the installation.

Strobe2 now needs to be authorized.
Turn to page 7 for authorization instructions.

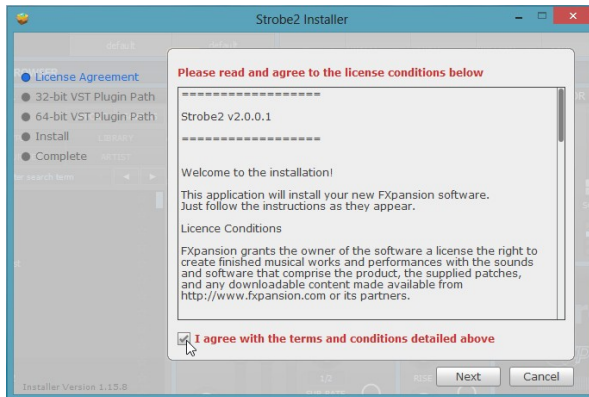
2 Installing Strobe2 on Windows



1

Double-click on the downloaded self-extracting **Strobe2-v2.x.x.x.exe** installer file.

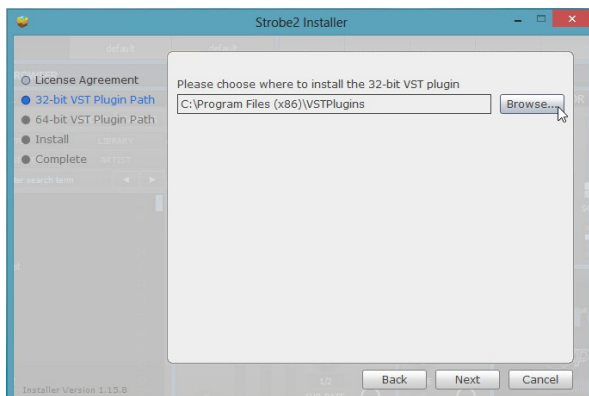
Depending on your UAC settings, you may need to enter an Administrator password or click **Yes** if you are prompted to confirm whether you want to proceed.



2

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.

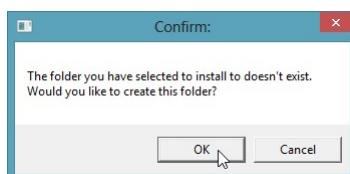


3

Specify a location for the 32-bit VST plugin.

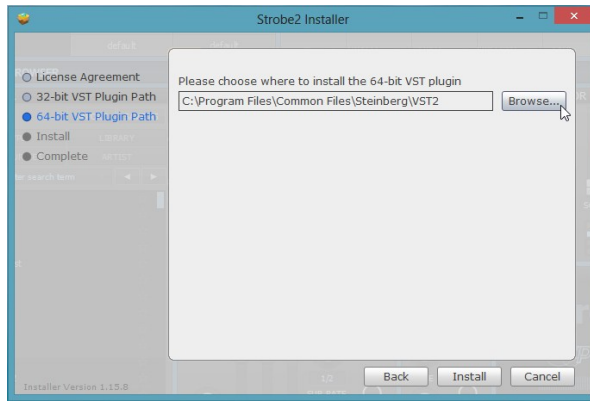
The installer tries to select a suitable location automatically. If you require a different location, click the **Browse...** button to navigate to and select another location.

Click **Next** to continue.



4

Click **OK** to confirm the creation of a new folder if necessary.

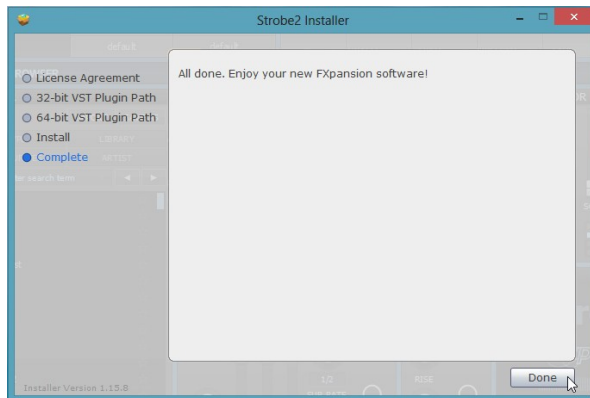


5

If you are installing Strobe2 on a 64-bit OS, specify a location for the 64-bit VST plugin.

The installer tries to select a suitable folder automatically. If you require a different location, click the **Browse...** button to navigate to and select another location, and click **OK** to confirm the creation of a new folder if necessary.

Click **Install** to proceed with the installation.



6

Click the **Done** button to complete the installation.

Strobe2 now needs to be authorized.
Turn to page 7 for authorization instructions.

3 Authorization with FX License Manager

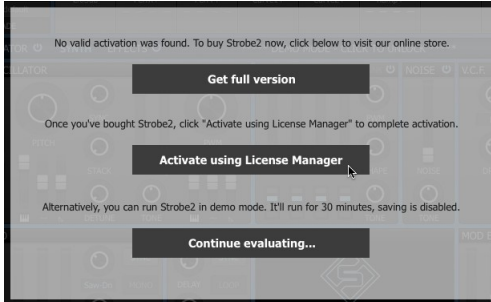
Before it can be authorized, Strobe2 must first be launched. When it is launched and detects that it has not yet been authorized, License Manager is launched automatically. Once the product has been authorized in any format - standalone application or VST/AU/RTAS/AAX plugin - it is also authorized for all other formats.

Launching the standalone application

The standalone version of Strobe2 can be launched from the following locations:

Mac OSX: Applications folder

Windows: the **Program Files/FXpansion/Strobe2** folder
or **All Programs/FXpansion/Strobe2** in the Start menu



Launching the plugin within a DAW

Launch the plugin version of Strobe2 on a suitable track after the DAW/host has been launched.

Starting License Manager

When Strobe2 is launched while unauthorized, the window to the left is shown - click the **Activate using License Manager** button to start License Manager to begin the authorization.

Introduction to License Manager

FX License Manager (also referred to in this guide as License Manager or simply LM) is an application used to manage licenses and authorizations for FXpansion software products. The computer on which you want to use the FXpansion product(s) does NOT need to be on the internet although the process is faster if it is. Products can be authorized in License Manager in either of 2 ways:

- With an internet connection on the same computer - see page 8
- With a web browser and *Authorization Request* file to generate an *Authorization* file - see page 9

An *Authorization Request* file (with a .AuthReq file extension) identifies the computer on which you want to use the FXpansion product - it is unique to the single computer on which it is generated.

An *Authorization* file (with a .Auth file extension) is generated from an Authorization Request file to authorize the FXpansion product **only** on the computer which originally created the Authorization Request file.

Login window

When License Manager is launched, the Login window is displayed after an internet connection check.

If the computer has an internet connection, fill in the **User name** and **Password** boxes with your FXpansion.com user account login details and click the **Log in** button.

To preserve your login details and log in automatically when launching LM in the future, activate the **Remember me** or **Auto login** checkboxes. If other people use the computer, you should leave these checkboxes *deactivated*.

When you log in to your user account, LM works in *Online mode* - it communicates with our online authorization system directly using your computer's internet connection. If the computer you want to authorize does not possess an internet connection, click the **Work offline** button to enter *Offline mode*, which lets you perform the authorization process from another computer which is internet-enabled.

Account problems

If you have forgotten the password for your account, click the **Reset forgotten password** button. This launches a form on our website which resets your password - it is not possible to retrieve previous passwords due to encrypted storage being used.

If you have not yet created an FXpansion.com user account, click the **Create an account** button.

In the event that you have multiple accounts or any other problem with your account, please contact our [support team](#) who will resolve the issue as soon as possible.

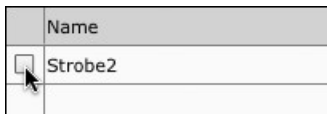
3.1 Online Authorization



1. Log in to your FXpansion.com user account as described on the previous page.

After logging in, LM performs a scan of all FXpansion products in your system.

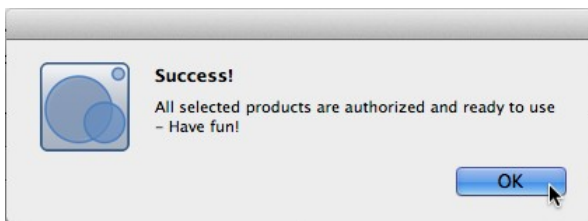
When the scan is complete, you are prompted to authorize any detected product(s) which have not yet been authorized.



2. Each detected FXpansion product that has not yet authorized is shown with a checkbox to its left - if the checkbox is activated, it will be authorized. Multiple products can be authorized simultaneously.

Deactivate the checkbox, by clicking it, for any product that you do not wish to authorize at this time. This is more applicable with multiple products installed on your system.

3. Click the **Authorize** button to complete the authorization for the specified product(s).



This message is shown after a successful authorization.

Your product is now ready to use.

3.2 Offline Authorization

If the computer on which you want to use your FXpansion product is not connected to the internet, it is possible to use a separate internet-connected computer to authorize.

1. This process requires you to use Offline mode in License Manager - when the Login dialog appears, click **Work offline** to enter Offline mode.

LM performs a scan of all FXpansion products in your system. After the scan has completed, LM prompts you to authorize any detected FXpansion product which is not yet authorized.

2. Click **Next** in order to proceed.

If authorizing multiple products, deactivate the checkbox to the left of any product in order to avoid authorizing it at this time.

3. You are now prompted to enter a serial number for each product that you wish to authorize. If you are authorizing multiple products and cannot locate the serial for any product(s) at this time, click the **Skip** button to avoid authorizing the product(s) until later. Otherwise, enter the serial and click **Next** for each product.

4. LM then informs you that it is about to create an AuthRequest file (*.AuthRequest) within a new folder. Click **Next**.

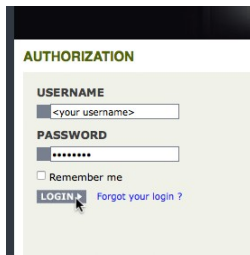
A file system dialog box prompts you for a location to which to save the file - the Desktop is the default suggested location. Click **Open**.

A single .AuthRequest file is created for all products that were not skipped in the previous step. You can either leave License Manager running at this point or quit if you need to shut down your machine until later - whichever is more convenient.

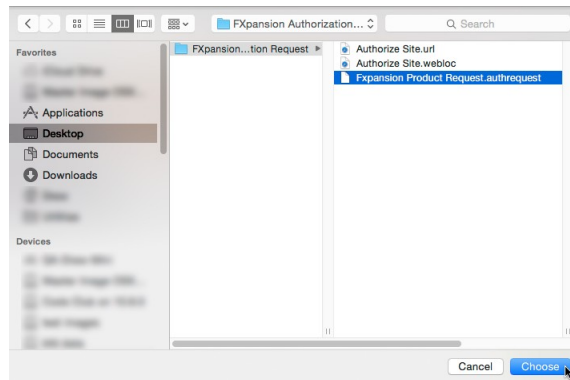
5. Copy this folder to a USB flash drive or use some other means to transfer it to a computer with an internet connection.

6. Open the copied folder on the internet-enabled computer. As well as the AuthRequest file, the folder also contains a link to the authorization page on our website - double click the **.url** or **.webloc** file - or manually point your browser to:

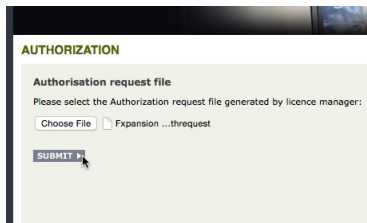
www.fxansion.com/authorize



7. On the authorization page, log in to your FXpansion.com user account with your username and password. If you cannot remember your password, click the **Forgot your login?** link and follow the instructions to reset it.



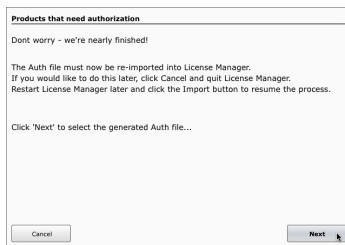
8. After logging in successfully, click the **Choose File** button. Navigate to and select the **.AuthRequest** file in the file browser that appears, then click **Open**.



9. Click the **Submit** button. The webpage processes the AuthRequest file and creates an Authorization file (*.Auth) which you are prompted to download (although some browsers download the file automatically to the computer's default download location).

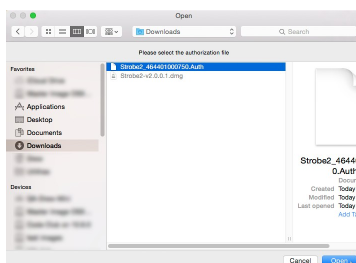
A single **.Auth** file is generated for all products that you wished to authorize.

10. Copy this **.Auth** file back to the original computer on which the **.AuthRequest** file was generated using a USB drive or other suitable method.



11. If License Manager is still running after step 4, click **Next** and skip to step 13.

12. If License Manager is not still running, launch it and click the **Work offline** button in the Login dialog - LM scans your system and prompts you to authorize detected products as before. Click the **Import** button.



13. You are now prompted for the Authorization file generated in steps 8 and 9.

Browse to the **.Auth** file that you copied over from the internet-enabled computer and select it.

The authorization is now complete and your product is ready to use.

3.3 Other License Manager operations

Deauthorizing a product

The **Products/DeAuthorize product(s)** menu function lets you deauthorize a product and remove it from License Manager. This is also synchronized with your FXpansion.com user account. The deactivated product(s) will not reappear in License Manager until it is subsequently launched again.

The Deauthorize dialog box also features an **Also uninstall software** option. If activated, the uninstaller application for the product is also launched during the process: follow the on-screen instructions to proceed.

If you are working in **Offline mode**, the deauthorization is synchronized with your FXpansion.com user account using a generated file which must be submitted to our website at www.fxexpansion.com/deauthorize. This process is very similar to that described on pages 9-10.

Updates

When LM is in *Online mode*, clicking the **Update** button initiates communication with the FXpansion.com website to check for updated versions of your installed FXpansion products. If any newer versions are found, each product is listed along with a checkbox. Deactivate the checkbox for any product(s) you do not wish to update at this time and click **Download**. The relevant updates are downloaded to your system's download folder and are shown on LM's Downloads page - click the **Downloads** button to display this page.

Note: License Manager does not launch the update installers - you must browse to your download folder and manually launch each update installer.

If you cannot use License Manager in Online mode, updates can be downloaded manually from our website after logging in to your user account.

4 Troubleshooting and Support

Troubleshooting installation problems

License Manager appearance and functionality differ

In some situations License Manager v1 may exist on your system - for example, if you subsequently install certain older versions of FXpansion products before performing the Strobe2 authorization. In such situations, please download and install the latest version of FXpansion License Manager from www.fxexpansion.com/licensemanager or reinstall Strobe2.

Undetected products

If an installed FXpansion product cannot be seen in License Manager's list of detected products, this means that you have not yet attempted to launch the product. Any product **MUST** be launched after installation in order to appear within LM.

Simply launch the product in order to solve this issue - either the standalone application (instruments only) or the plugin in a host/DAW.

Unavailable authorizations

If you are unable to authorize a product that appears within License Manager, it is likely that one of the following situations apply:

- **Too many authorizations have been issued for your 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) please contact our support team for further assistance.

- **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 person's 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.

Technical support

If you encounter any unresolvable problems when installing or using your software or expansion pack, please proceed as follows:

1. Fully read the software's operation manual.
2. Consult the product FAQ - this can be accessed from the **Help menu** on the product's graphical interface.
3. If you cannot resolve your problem with the information provided in the documentation or FAQ, please contact our technical support team:

www.fxexpansion.com/support

Please note that your product must be registered 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. Support enquiries with inadequate information simply take longer to resolve so providing accurate information saves time. Our support staff will endeavour to get you up and running as quickly as possible so you can get back to enjoying your software.