



V1.5 User's Guide

# **VST RACK** ELEMENTS

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# Introduction

VST Rack Elements is a plug-in host software product for Mac and Windows PCs that processes audio using a diverse range of VST plug-in effects such as delays, maximizers, reverbs and more. This software uses the widely recognized Steinberg audio engine featured in Nuendo and Cubase, offering sound engineers a stable VST plug-in environment with high audio quality.

## Manuals

- **VST Rack Elements V1.5 Installation Guide (PDF)**  
Describes how to install VST Rack Elements V1.5.
- **VST Rack Elements V1.5 User's Guide (this manual)**  
Describes all of the items that are required to configure and operate VST Rack Elements V1.5.
- **VST Rack Elements V1.5 Plug-in Reference (PDF/HTML)**  
Describes the plug-in parameters in detail.

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- The illustrations and screens as shown in this User's Guide are for instructional purposes only. Therefore, their appearance might be different from the actual specifications. The screen also includes plug-ins that are not included with VST Rack Elements V1.5.
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For information about how to make connections when using this application, refer to the manual for the device being connected.

# Basic Operations

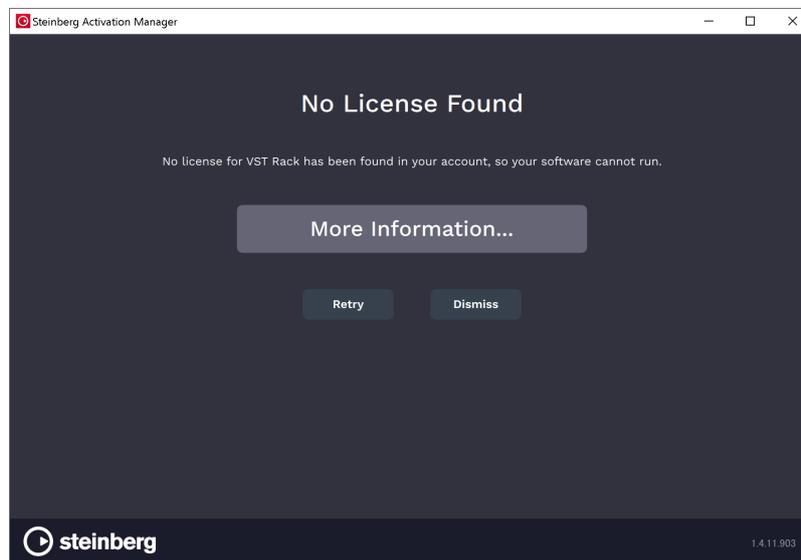
## Starting VST Rack V1.5



1. **Double-click the icon on the desktop to start VST Rack V1.5.**  
If a license is found at startup, the MAIN window is displayed.



- If a license is not found at startup, the Steinberg Activation Manager error window will be displayed and the application will close. Please activate a valid license and restart the application.
- You can also start the application by clicking (or double-clicking) a project file (with the .vstrack extension) created in VST Rack. VST Rack starts, and the file is loaded.



- When started for the first time, or when a new plug-in is added, it takes some time for the application to start up.
- When using a Mac, microphone input must be allowed in "System Preferences" > "Security & Privacy" > "Privacy". After VST Rack starts up, you might be asked to allow access to the microphone.

## Operating the Software

- Some knobs and sliders/faders in each software can be returned to their default values by holding down the [Ctrl]/[command] keys and clicking them.
- Some knobs and sliders/faders in each software can be finely adjusted by holding down the [SHIFT] key while dragging them.

## About Files

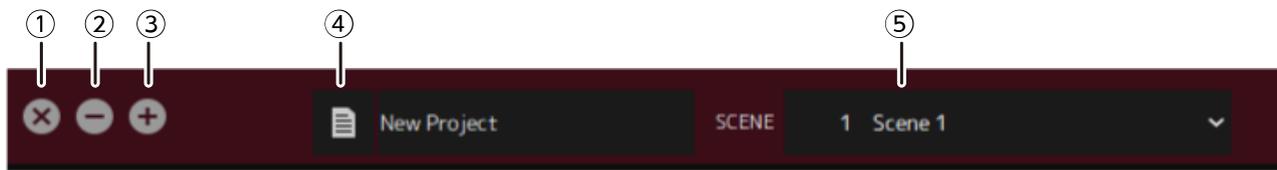
The following files are used in VST Rack.

- **Project files (.vstrack extension):** Files that contain all VST Rack settings
- **Rack presets (.rackpreset extension):** Files that contain plug-in configurations and the parameter values of each plug-in and input/output gains of rack

# Window Configuration

## Tool Area

Displays VST Rack V1.5 window switching and scene information.



### ① [X] button

Exits VST Rack.

If the content is being edited, a dialog asking if you want to save is displayed.

### ② [-] button

Minimizes the VST Rack window.

### ③ [+] button

Maximizes the VST Rack window.

### ④ File button

Opens the file menu.

## File Menu

Button	Shortcut Key	Description
<b>New:</b>	-	Creates a new project file. Select the number of racks to use (16 Racks, 32 Racks, 48 Racks, or 64 Racks) in the submenu.
<b>Open:</b>	Windows: [Ctrl] + [O] Mac: [command] + [O]	Opens a saved project file.  <b>NOTICE</b> If you open a project that contains a plug-in that is not installed on your computer, that plug-in will not be assigned to the slot. If you then overwrite and save the project, the assignment information for that plug-in will be lost. Be particularly aware of this for projects that are used across multiple computer environments.
<b>Save:</b>	[Ctrl]/[command] + [S]	Overwrites and saves the project file.
<b>Save As:</b>	[Ctrl]/[command] + [A]	Saves the project file as a separate file.
<b>About:</b>	-	Displays a window with the version information for VST Rack.
<b>Exit:</b>	[Ctrl]/[command] + [Q]	Exits VST Rack.

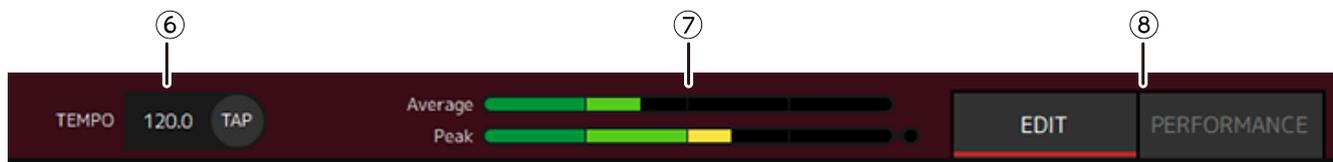
### ⑤ SCENE

Displays the current scene.

You can recall a scene from the pop-up menu that is displayed when you click here.



In **SETTINGS**, you can configure the settings so that the recall confirmation dialog is not displayed.



**⑥ TEMPO**

Double-click to enter the tempo. If you click the [Tap] button, the [Tap Tempo] dialog is displayed. Click with the mouse or use the space bar on the keyboard to enter the tempo in the [Tap Tempo] dialog.

**⑦ Performance meters**

Average (average load)	Displays green up to 25%, yellow-green up to 50%, yellow up to 75%, and orange up to 100%.
Peak (real time peak)	The red light on the right side comes on when the peak is exceeded.



The red light for peak (real time peak) will remain on until you click the performance meter.

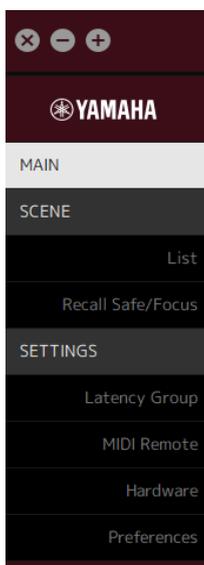
**⑧ [EDIT]/[PERFORMANCE] buttons**

Switches between EDIT mode and PERFORMANCE mode.

In EDIT mode, all parameters can be edited. While in EDIT mode, the background color is red.

In PERFORMANCE mode, any editing that would interrupt the audio is not possible.

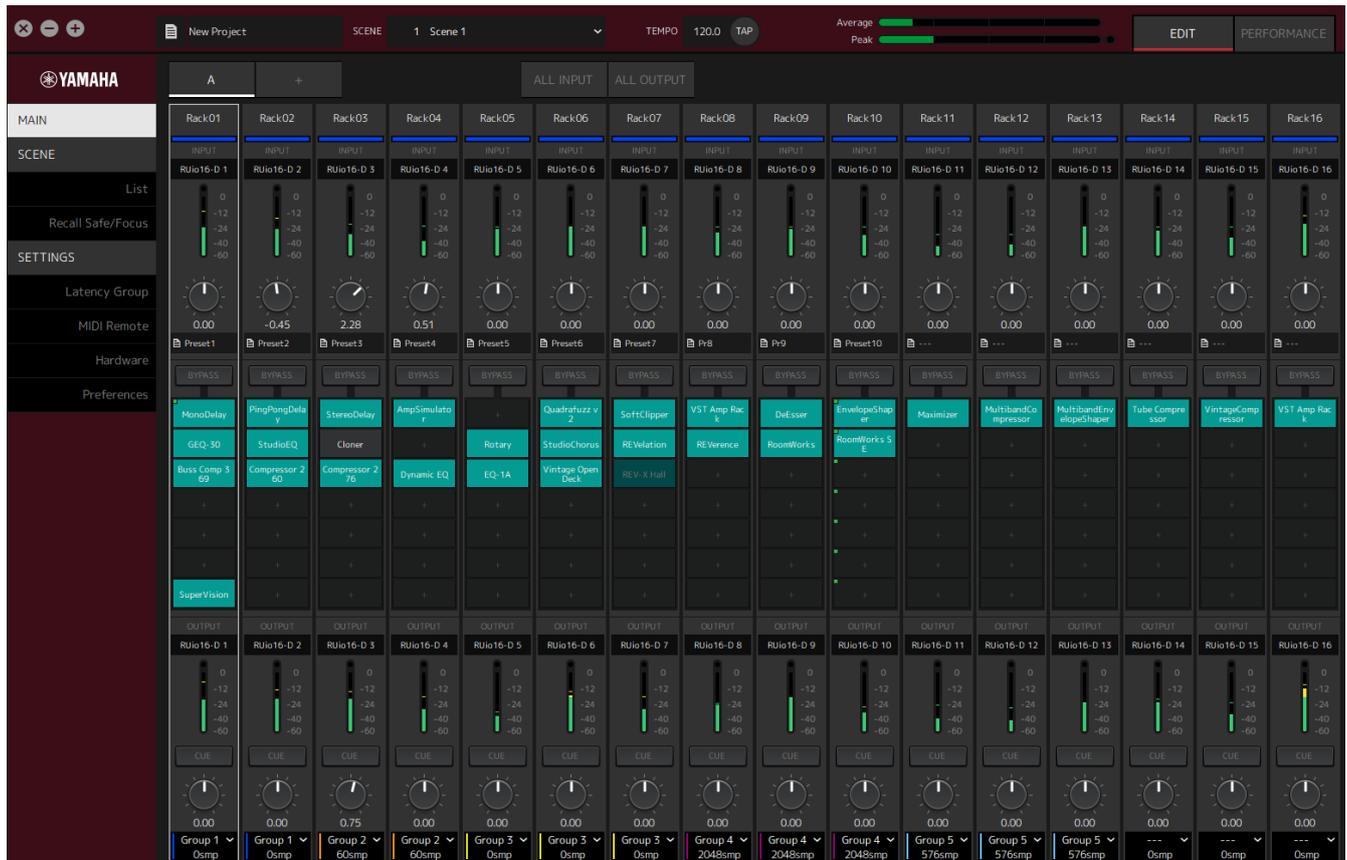
**Side Menu**



Button	Shortcut Key	Description
[MAIN] button	[Ctrl]/[command]+[1]	Switches the view to the MAIN window.
[SCENE] button	[Ctrl]/[command]+[2]	Switches the view to the SCENE window.
[SETTINGS] button	[Ctrl]/[command]+[3]	Switches the view to the SETTINGS window.

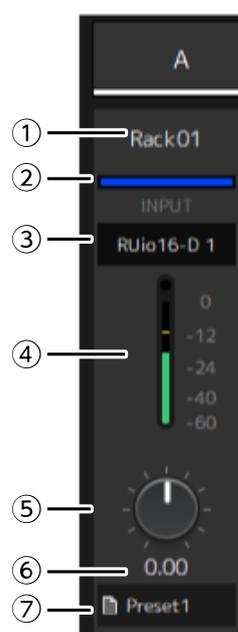
# MAIN Window

The MAIN window is equivalent to the console on a standard mixer. In the MAIN window, audio input/output is handled in units called racks.



## Rack

A rack is equivalent to a channel strip on a standard mixer. Audio signals are processed along the signal path from the top of the window to the bottom of the window.



**① Rack name**

Shows the name of the rack. Double-click to edit the name.

**② Rack color**

You can specify the color for each rack. Click to display the color palette.

**③ Input channel**

Shows the input channel that has been set for the rack.

**④ Input meter**

Shows the level of the input signal for the rack.

**⑤ Input gain knob**

Adjusts the input gain. Drag to change the gain value.

**⑥ Input gain value**

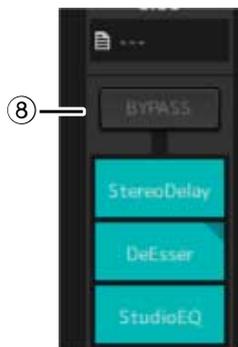
Shows the input gain value. Double-click to enter a value.

**⑦ Rack preset**

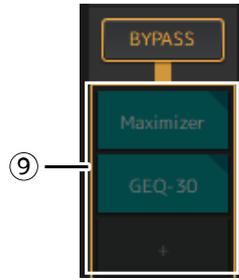
Shows the preset name, if a preset is being used in the rack. Click to display the following menu.

**Rack Preset Menu**

Setting	Description
Load Rack Preset	Loads a preset.
Save Rack Preset	Saves the current state of the rack as a preset.
Factory Preset	Loads a preset that has been prepared in advance.

**⑧ [BYPASS] button**

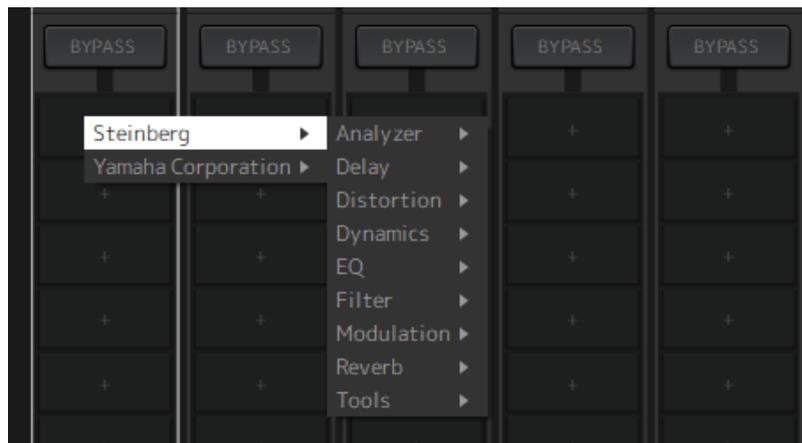
Turns bypass on/off for the entire rack. Click the button to select on/off. When bypass is on, the button is enclosed in an orange frame.



**9 Plug-in slots**

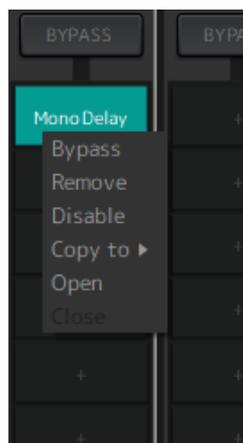
Show the names of plug-ins that are assigned to the rack. You can configure the plug-ins.

**Assigning a New Plug-in**



Left-click on an empty slot to display the list of plug-ins. Drag the mouse through the list, and click the desired plug-in name to assign that plug-in to the slot.

**Bypassing, Removing, Disabling, Copying, Opening, and Closing Plug-ins**



Right-click on a plug-in name to display the plug-in menu. Drag the mouse through the menu, and click the desired operation.

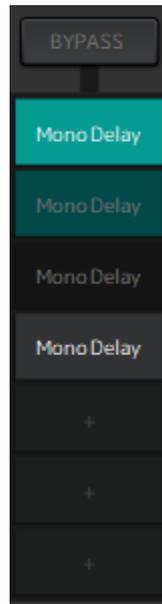
**Plug-in Menu**

Setting	Description
Bypass	Turns bypass on/off for individual plug-ins. You can perform the same operation by placing the cursor over the plug-in name, and then holding down the [Alt]/[option] key while clicking.

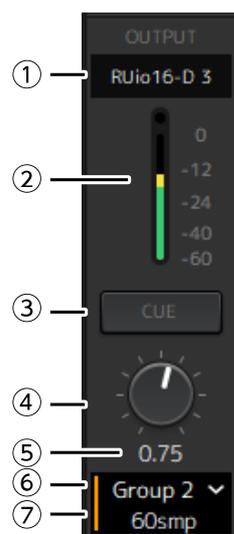
Setting	Description
Remove	Removes the plug-in from the slot.
Disable (Enable)	Enables/disables individual plug-ins.
Copy to	Copies the plug-in. The content to be copied also includes the values of the parameters that have already been manipulated. You can also copy a plug-in by holding down [Ctrl]/[option] while dragging.
Open	Opens the window for editing plug-ins (plug-in window). You can perform the same operation by double-clicking the plug-in name.
Close	Closes the plug-in window. You can also close the plug-in window by click the (x) at the top of the window.

## Plug-in Display

When Recall Safe is enabled for a plug-in, the indicator in the top left corner comes on. You can turn bypass on/off for each plug-in by holding down the [Alt]/[option] key and left-clicking. Also, you can left-click to display a list of plug-ins that can be assigned. Drag a plug-in to move it.



	Enabled with bypass off
	Enabled with bypass on
	Disabled with bypass on
	Disabled with bypass off



### ① Output channel

Shows the output channel that has been set for the rack.

### ② Output meter

Shows the amount of the audio signal that is output from the rack. The round red indicator comes on when the peak is reached.

**③ [CUE] button**

Outputs the audio signal to the channel that is set in “Settings” → “Hardware” → “Monitor”. The [CUE] button cannot be turned on for multiple racks at the same time.

**④ Output gain**

Adjusts the output gain. Drag to change the gain value.

**⑤ Output gain value**

Shows the output gain value. Double-click to enter a value.

**⑥ Latency group**

Shows the name of the latency group. Click and then select a latency group from the list that is displayed.

**⑦ Latency value**

Shows the latency for the rack.

Right-click to switch the units between samples and milliseconds.

**Context Menu**

Right-click on a rack (anywhere other than a plug-in slot) to display a context menu. Click the desired operation in the menu.

Setting	Description
Clear Rack	Removes all plug-in slot assignments.
Copy Rack to	Copies everything except the input channel settings, output channel settings, and CUE settings.
Move Rack to	Moves the rack being manipulated to the position in front of the rack that is selected in the displayed list. If [Last] is selected, it is moved to the end.
Pair (Unpair)	Switches between pairing/unpairing with the rack immediately to the right. The settings for the rack on the left side of a pair are applied to both racks.  <b>NOTICE</b> The settings for the rack on the right side of a pair are not restored if the racks are unpaired.
Reassign In/Out	Assigns the channels in order from the beginning.



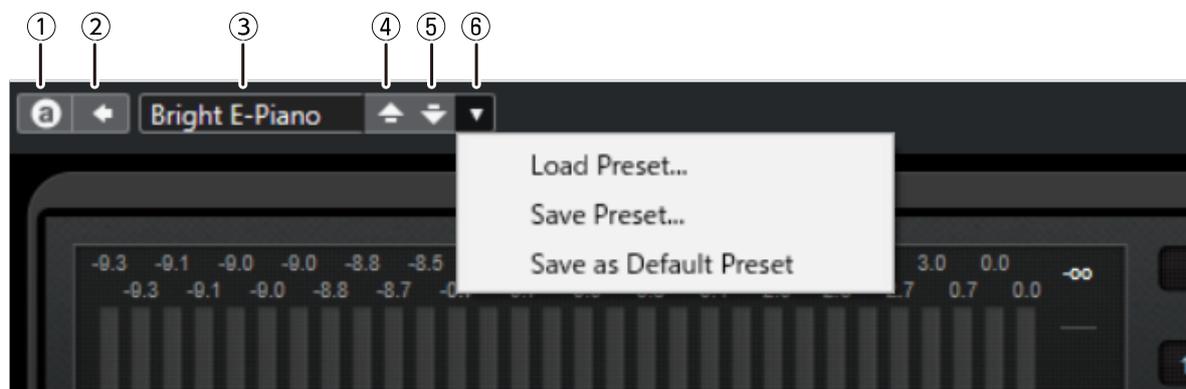
You can also move racks by dragging them left and right.

## Plug-in Window

The plug-in window is used to configure plug-ins and manipulate plug-in parameters. This section describes the tool area of the plug-in window. Refer to the VST Rack Elements V1.5 Plug-in Reference for parameters specific to each plug-in.

### Tool Area

The tool area is at the top of the plug-in window.



#### ① [Switch A/B Settings] button

Switches the parameter from the A (B) setting to the B (A) setting. This allows you to create sounds while comparing the A and B settings.

#### ② [Apply Current Settings to A and B] button

Saves the current parameters to the selected setting (A or B).

#### ③ Preset Name

Shows the preset name, if a preset is being used. Click to display the list of presets. The menu in the Results window is shown below.

### Results Window Tool Bar

Setting	Description
Back*	Moves to the folder used previously.
Forward*	Moves to the next folder.
Up*	Moves one folder up.
Include Folders and Subfolders*	Shows the content of folders and subfolders.
Set up Result Columns	Allows you to select the attributes to be displayed in the list of presets.
Reset Filters	Resets the filters.
Shuffle Results	Shuffles the list of presets.
Update Results	Updates the list of presets.
Set up Window Layout	Configures the layout of the window. If you select Location Tree, the folders to be searched for preset files are displayed. If you select Filters, the preset attributes are displayed.

\*These functions are for conveniently displaying presets that have a complicated hierarchical structure in Cubase and Nuendo. Due to the simple folder structure of VST Rack plug-ins, there might be no change in the window even when you perform these operations.

④ [Load previous Program] button

Loads the previous preset in the list of presets.

⑤ [Load next Program] button

Loads the next preset in the list of presets.

⑥ [Preset Management] button

Click to display the following menu.

**Preset Management Menu**

Setting	Description
Load Preset	Loads a preset.
Save Preset	Saves the preset. Enter a name for the preset in the dialog that is displayed.
Save as Default Preset	Saves the current parameters as the default values for when the plug-in starts.



⑦ Function button

Click to display the following menu.

**Function Menu**

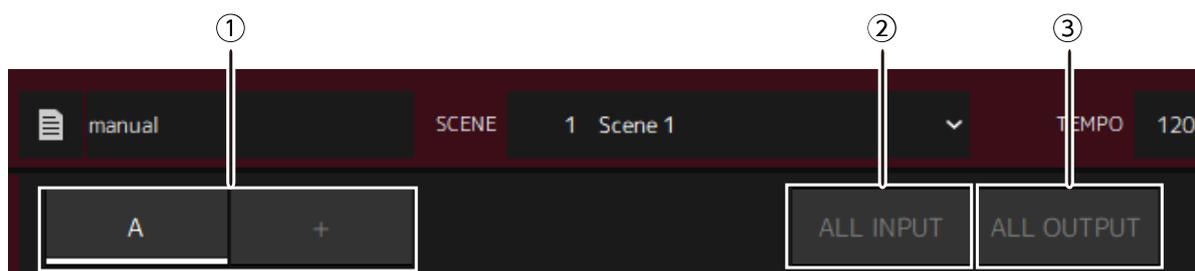
Setting	Description	
Copy Setting	Copies the current parameters.	
Paste Setting	Pastes the copied parameters.	
Load Preset	Loads a preset.	
Save Preset	Saves the preset. Enter a name for the preset in the dialog that is displayed.	
Reset to Default Preset	Save as Default Preset	Saves the current parameters as the default preset for when the plug-in starts.
	Remove Default Preset	Restores a default preset to its values at the time of installation.

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Setting	Description
Switch to A/B setting	Switches the parameter from the A (B) setting to the B (A) setting.
Apply Current Settings to A and B	Saves the current parameters to the selected setting (A or B).
About	Displays a window with the version information.

## A, B, C, D, ALL INPUT, ALL OUTPUT

In the MAIN window, you can switch the display according to the number of racks and the purpose of input/output.



### ① [A], [B], [C], [D] bank buttons

Switches the display every 16 racks. You can switch between four banks: A, B, C, and D. Use the [+] button to add a bank.

### ② [ALL INPUT] button

Switches to a display of inputs only. The items that are displayed are rack name, rack color, input channel, input meter, and BYPASS.

### ③ [ALL OUTPUT] button

Switches to a display of outputs only. The items that are displayed are rack name, rack color, output channel, output meter, and BYPASS.

## About Racks

When you click a rack, it is selected and displayed in a white frame.



You can drag racks to reorder them within a bank. When doing so, channel assignments do not change. Each bank can contain a maximum of 16 racks, whether Mono or Stereo. If the maximum number is exceeded when you bring in a rack from a different bank, the last rack in the bank (the rack in the rightmost position) moves to the next bank. The same applies if the maximum number of 16 racks is exceeded when you unpair two

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racks.

However, if there are already 16 racks assigned to the subsequent banks, the first rack in the bank moves to the previous bank.

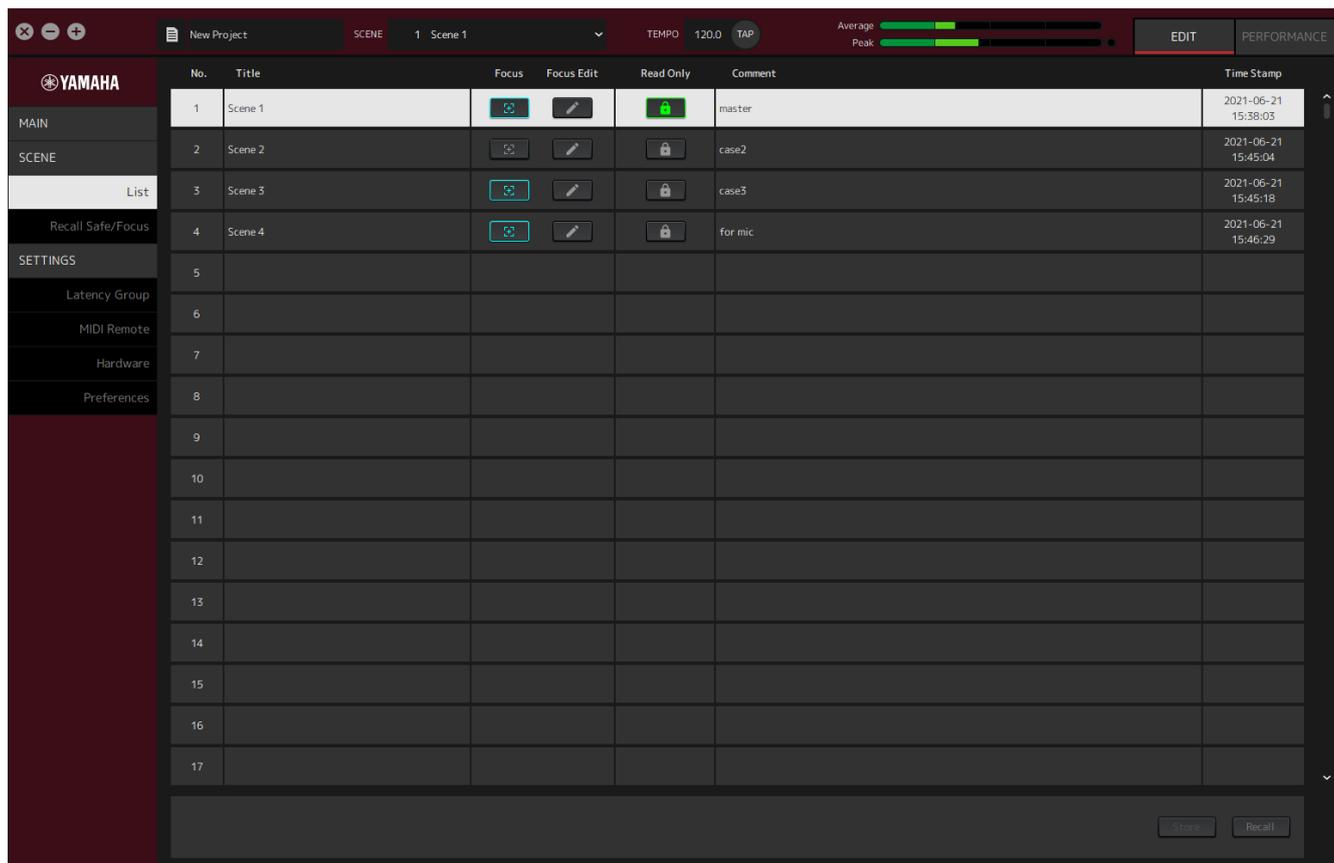
You can copy all parameters other than the input/output channel settings by holding down the [Ctrl]/[option] key while dragging a rack.



With the 64 Racks display, you can reorder racks even outside of a bank.

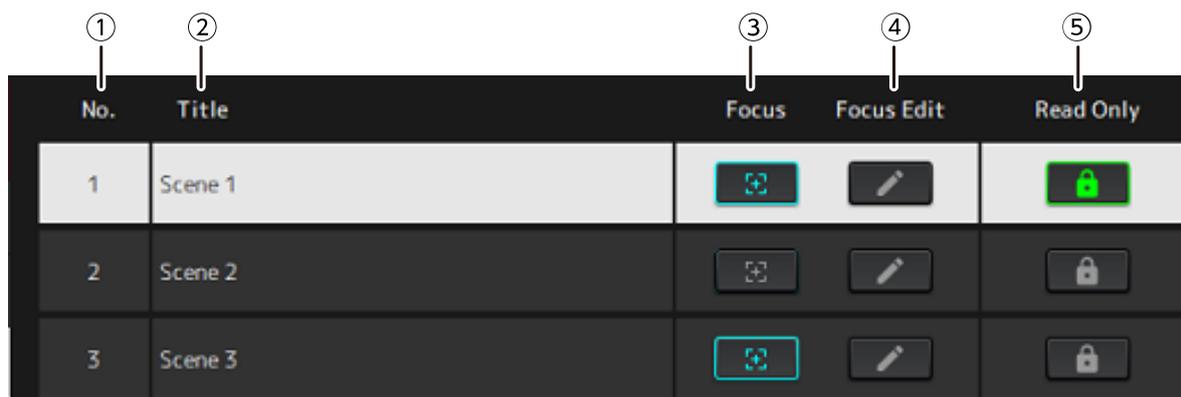
# SCENE Window

Use the SCENE window to manage the scenes in a project.



## List Window

Use the List window to edit scenes. Scenes are saved in a project.



### ① Scene No.

Shows the number of the scene.

### ② Title

Shows the title of the scene. Double-click to display a dialog window. Enter a title and a comment in the dialog window. Once the scene has been stored, it can be edited.

### ③ [Focus] button

Enables the Focus function. Click the button to select on/off.



The Focus function allows you to select which plug-ins to recall when recalling scene data.

#### ④ [Focus Edit] button

Configures the Focus settings. Click to open the Recall Safe/Focus window.

#### ⑤ Protect (Read Only) button

Prevents operations other than recalling and copying scenes (such as saving and deleting). Click the button to select on/off.

⑥ Comment	⑦ Time Stamp
master	2021-06-21 15:38:03
case2	2021-06-21 15:45:04
case3	2021-06-21 15:45:18
for mic	2021-06-21 15:46:29

#### ⑥ Comment

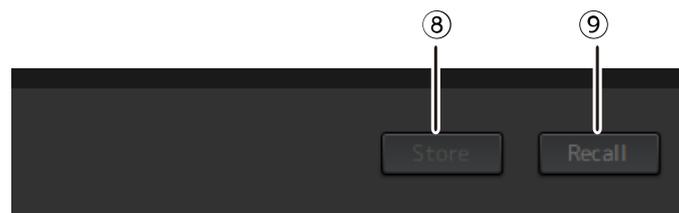
Shows the comment. Double-click to display a dialog window. Once the scene has been stored, it can be edited.



You can enter only half-width alphanumeric characters in the comment.

#### ⑦ Time Stamp

Shows the date and time.



#### ⑧ [Store] button

Stores settings with the current plug-in parameters as a scene. Click to open a dialog window. Enter a title and a comment in the dialog window. The Store operation is not possible if no plug-ins have been assigned to the rack. The Store operation is also not possible if Protect is on for the scene.

#### ⑨ [Recall] button

Recalls a scene. Click to open a dialog window. Click [OK] in the dialog window to perform the Recall operation.

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**Context Menu**

Right-click on the list to display the context menu. Click the desired operation in the menu.

Setting	Description
Copy	Copies the selected scene.
Delete	Deletes the selected scene. This operation is not possible if Protect is on for the scene.
Edit	Edits the title and comment for the selected scene. This operation is not possible if Protect is on for the scene.

## Recall Safe/Focus window

Use the Recall Safe/Focus window to configure the settings for Recall Safe and Focus. These settings can be configured by rack or by plug-in. The settings are saved in a project.

The screenshot shows the Yamaha Recall Safe/Focus window. The top bar displays 'New Project', 'SCENE 1 Scene 1', 'TEMPO 120.0 TAP', and performance meters for 'Average' and 'Peak'. The left sidebar has 'YAMAHA' and 'Recall Safe/Focus' selected. The main area is split into two sections:

- Recall Safe:** A grid of 16 racks (Rack01 to Rack16). Each rack has a 'Recall Safe' button and a list of plug-ins. Rack08 is highlighted in red and contains 'SoftClipper', 'RE:Velation', and 'REV-X Hall'. Rack11 is highlighted in green and contains 'EnvelopeShaper' and 'RoomWorks 5 E'.
- Focus:** A grid of 16 racks (Rack01 to Rack16). Each rack has a 'Focus Recall' button and a list of plug-ins. The 'Focus Recall' buttons are highlighted in blue.

## Recall Safe

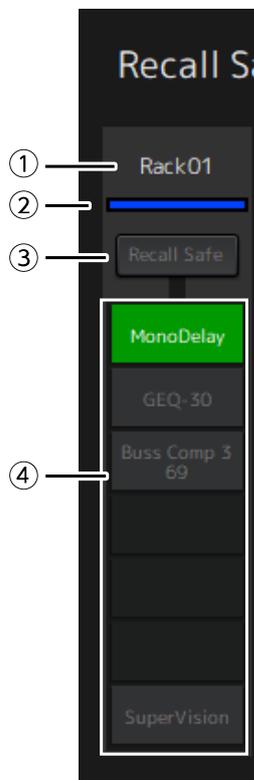
Configure the Recall Safe settings.



The Recall Safe function protects scene memory so that it is not recalled by a plug-in. Recall Safe setting information is saved independently of the scene data.



If you add a plug-in after creating a scene, it will not be recalled because the scene does not include that plug-in's settings.



① **Rack name**

Shows the name of the rack. Rack names cannot be edited in the Recall Safe/Focus window.

② **Rack color**

Shows the rack color that was selected in the MAIN window. Rack color cannot be selected in the Recall Safe/Focus window.

③ **Rack [Recall Safe] button**

Turns Recall Safe on/off for the entire rack. Click the button to select on/off.

④ **Plug-in [Recall Safe] buttons**

Turns Recall Safe on/off for each Plug-in. Click the button to select on/off.

## Focus

Configure the Focus settings.



Focus is a function that lets you set, which plug-in data will be recalled for each scene. It is saved as part of the scene data. If it is set in duplicate with Recall Safe, Recall Safe takes precedence.



**① No.**

Shows the number of the scene.

**② [-] button**

Switches the display to the scene information for the previous scene number. Click the button to switch the display.

**③ [+] button**

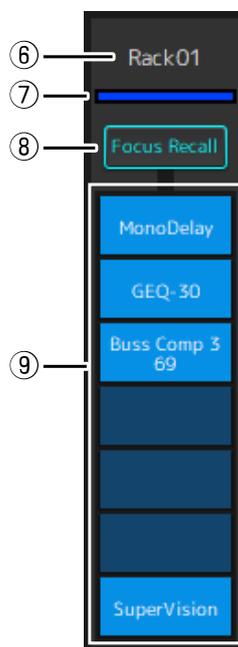
Switches the display to the scene information for the next scene number. Click the button to switch the display.

**④ Title**

Shows the title of the scene. Titles cannot be edited in the Recall Safe/Focus window.

**⑤ Comment**

Shows the comment for the scene. Comments cannot be edited in the Recall Safe/Focus window.

**⑥ Rack name**

Shows the name of the rack. Rack names cannot be edited in the Recall Safe/Focus window.

**⑦ Rack color**

Shows the rack color that was selected in the MAIN window. Rack color cannot be selected in the Recall Safe/Focus window.

**⑧ Rack [Focus Recall]**

Turns Focus Recall on/off for the entire rack. Click the button to select on/off.

**⑨ Plug-in [Focus Safe] buttons**

Turns Focus Recall on/off for each Plug-in. Click the button to select on/off.

## A, B, C, D, Overview

In the Recall Safe/Focus window, you can switch the display between banks of 16 racks, or switch to the display specialized for Recall Safe state.



### ① [A], [B], [C], [D] bank buttons

Switches the display every 16 racks. You can switch between four banks: A, B, C, and D.

### ② [Overview] button

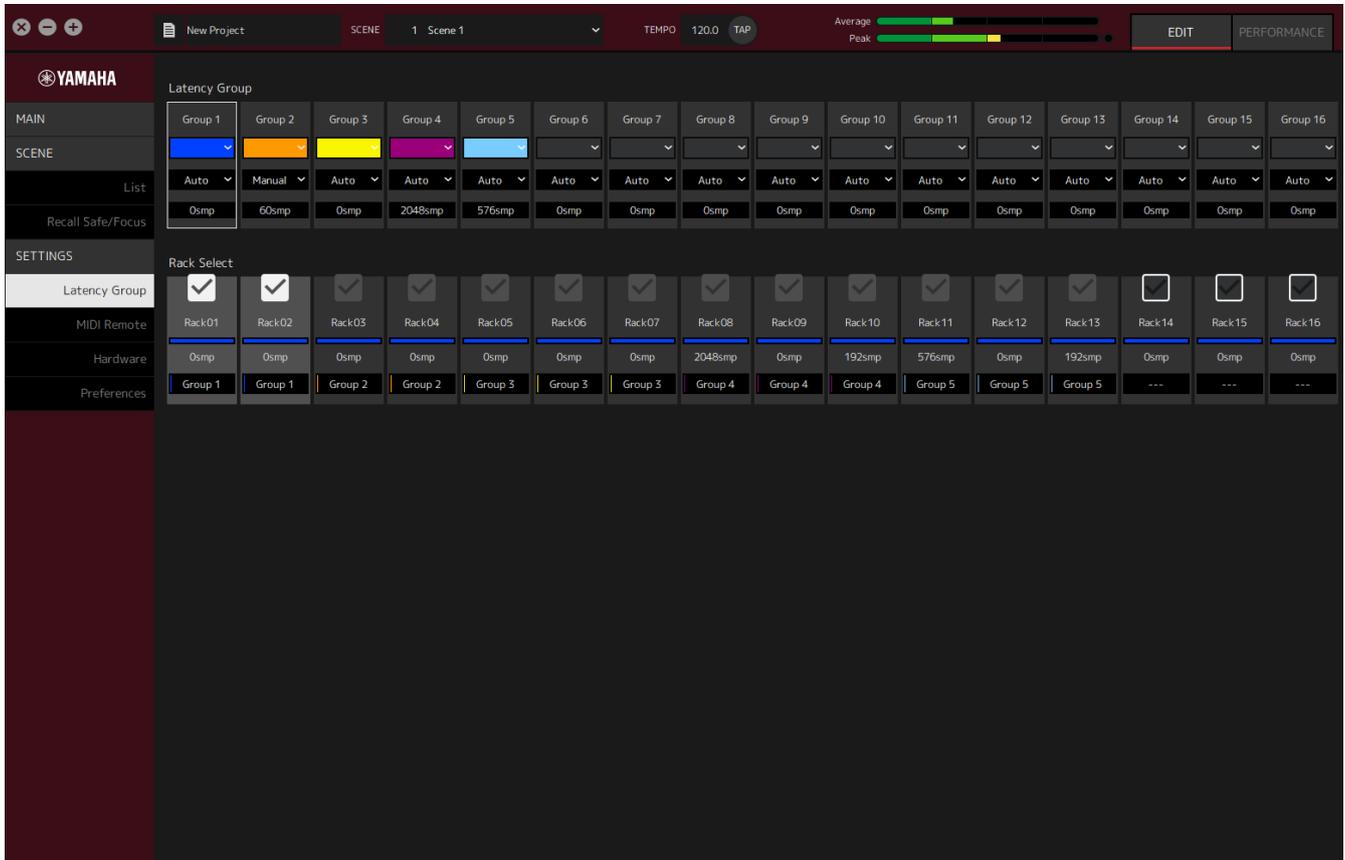
Switches to a display of the Recall Safe state only. The items that are displayed are rack name, the Recall Safe state for the entire rack, and the Recall Safe state for each plug-in.

# SETTINGS Window

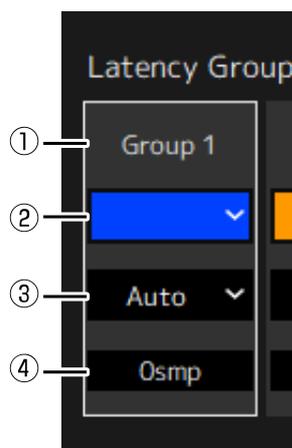
Use the SETTINGS window to configure the various settings in VST Rack.

## Latency Group window

Use this window to configure the settings for latency groups.



## Latency Group field



### ① Latency group name

Shows the name of the latency group. Double-click to edit the name.

### ② Latency group color

You can specify the color for each latency group. Click to display the color palette.

**③ Latency compensation method**

Sets the latency compensation method. Click and then select a method from the menu that is displayed.

**Latency Compensation Method Menu**

Setting	Description
Auto	Matches the latency of the entire group to the rack with the highest latency in the group.
Manual	Adjust the latency value manually.

**④ Latency**

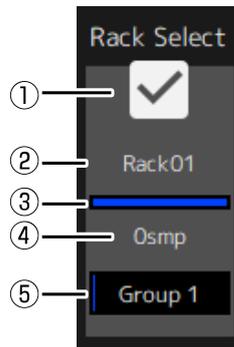
Shows the latency value. If the latency correction method is Auto, the maximum latency of the racks in the group is displayed. If the latency correction method is Manual, you can double-click to enter a value.

**Context Menu**

Right-click on the latency to display the context menu. Click the desired operation in the menu.

Setting	Description
sample	Shows the latency in samples.
msec	Shows the latency in milliseconds.

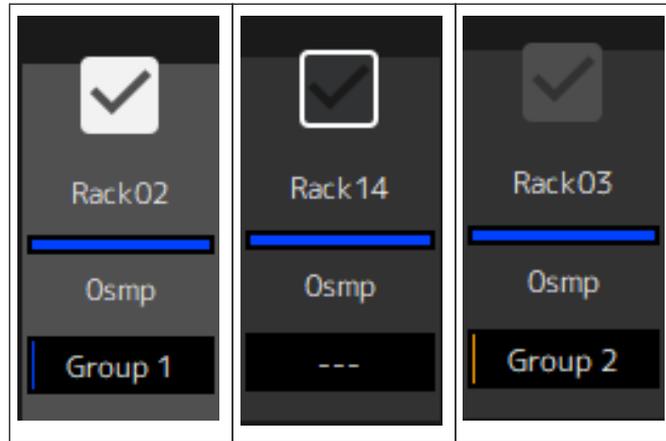
**Rack Select field**



**① Rack Select checkbox**

Select the checkboxes for racks that do not belong to the group to add them to the group. Click a highlighted rack to remove it from the group.

Assigned to Group	Not Assigned to Group	Assigned to Other Group
-------------------	-----------------------	-------------------------



② **Rack name**

Shows the name of the rack. Rack names cannot be edited in the Latency Group window.

③ **Rack color**

Shows the rack color that was selected in the MAIN window. Rack color cannot be selected in the Latency Group window.

④ **Latency**

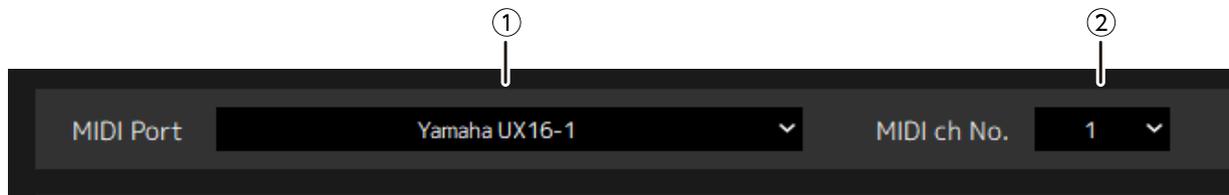
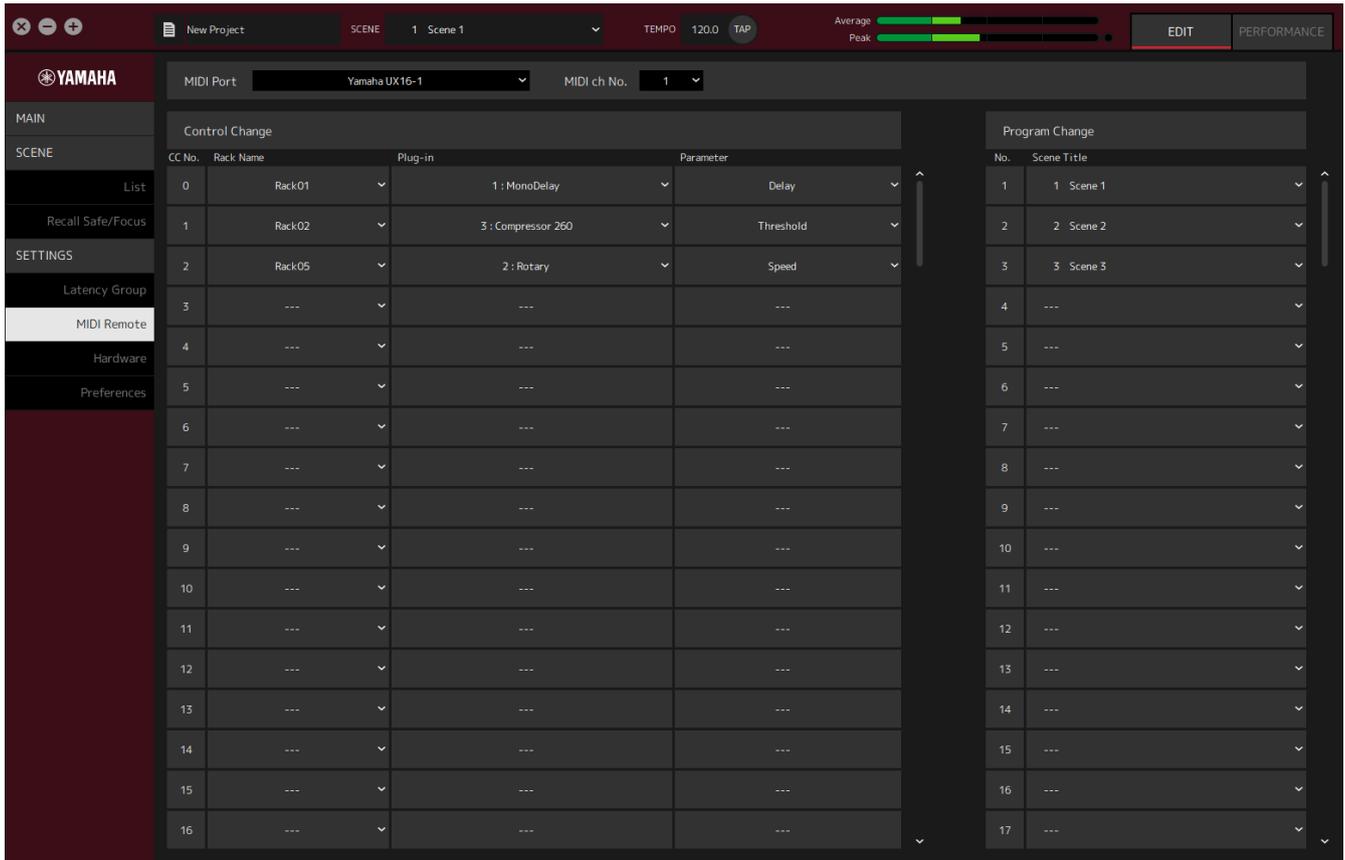
Shows the latency value for the rack.

⑤ **Latency group name**

Shows the name of the latency group to which the rack is assigned.

# MIDI Remote Window

Use this window to configure remote settings.



## ① MIDI Port name

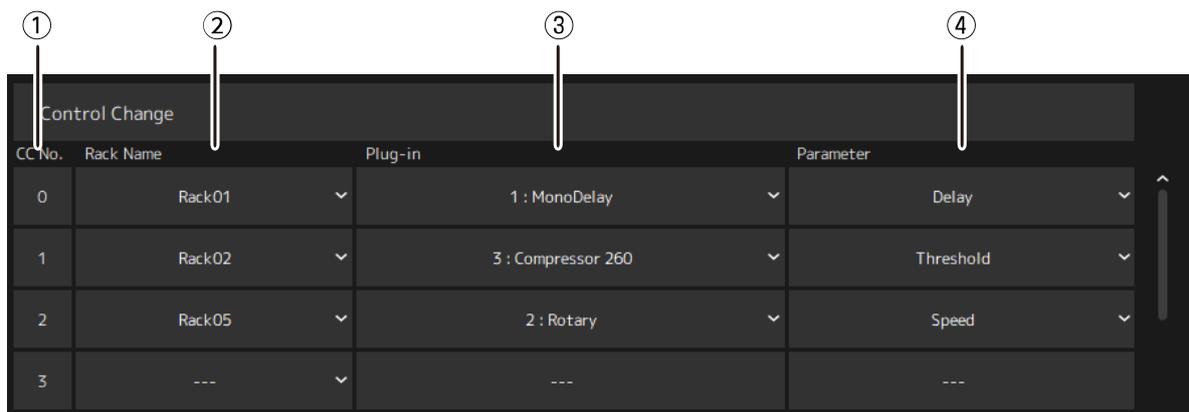
Shows the name of the MIDI Port. Click and then select a MIDI port from the menu that is displayed. This is a global setting for VST Rack.

## ② MIDI ch No.

Shows the MIDI channel number. Click and then select a number from 1 to 16 in the list that is displayed. This is a global setting for VST Rack.

## Control Change List

The corresponding parameters can be changed by control change messages from a MIDI device.



CC No.	Rack Name	Plug-in	Parameter
0	Rack01	1 : MonoDelay	Delay
1	Rack02	3 : Compressor 260	Threshold
2	Rack05	2 : Rotary	Speed
3	---	---	---

### ① CC No.

Shows the control change number.

### ② Rack Name

Shows the name of the rack. Click and then select a rack name from the menu that is displayed.

### ③ Plugin

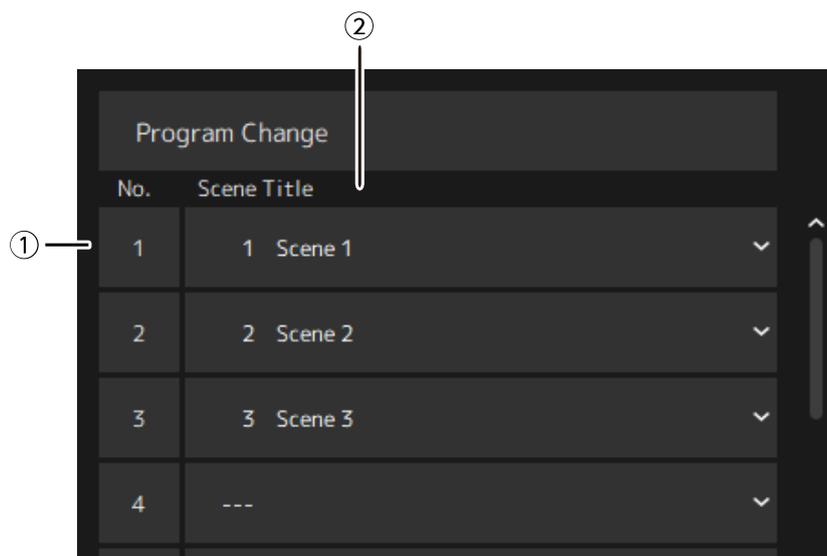
Shows the plug-in name. Click to display a list of plug-ins in the rack selected for Rack Name. Click a plug-in name to select it.

### ④ Parameter

Shows the name of the parameter. Click to display a list of parameters for the plug-in selected for Plugin. Click the name of a parameter to select it.

## Program Changes List

The corresponding scenes can be recalled by Program Change messages from a MIDI device.



### ① No.

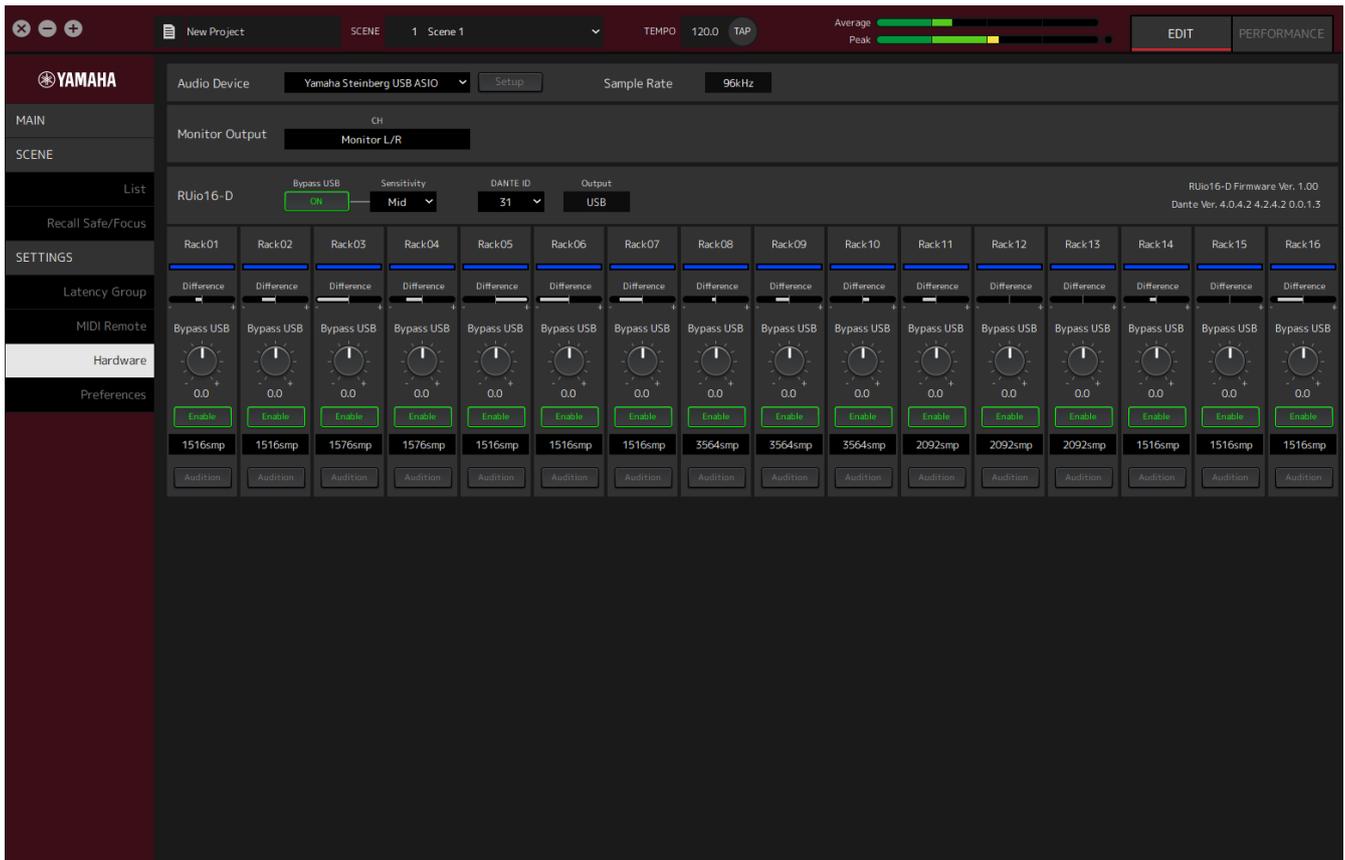
Shows the program change number.

### ② Scene Title

Shows the title of the scene that corresponds to the program change number. Click to display a list of the scenes that have been created. Click the title of a scene to select it.

# Hardware Window

Use this window to configure the audio device.



## ① Audio device

Shows the name of the audio device. Click and then select a device name from the menu that is displayed.

## ② Setup button

Click to open a dialog. Click the [Control Panel] button in the dialog to display the audio device control panel. You can change the audio driver settings on the control panel.



The buffer size can be adjusted in Control Panel.

## ③ Sample Rate

Shows the sampling frequency.



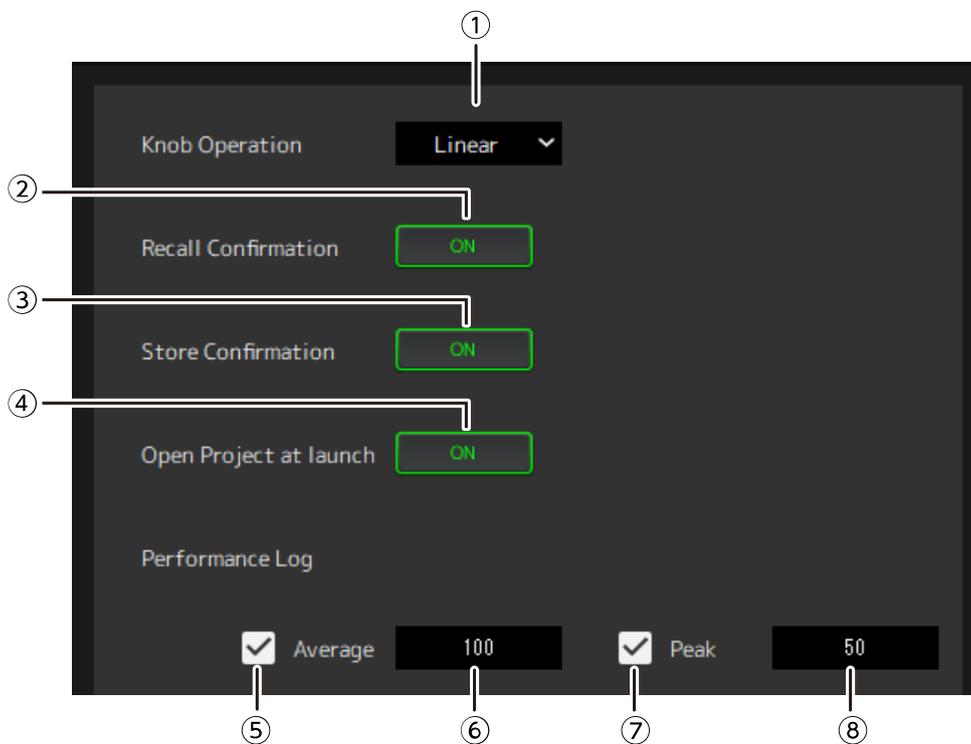
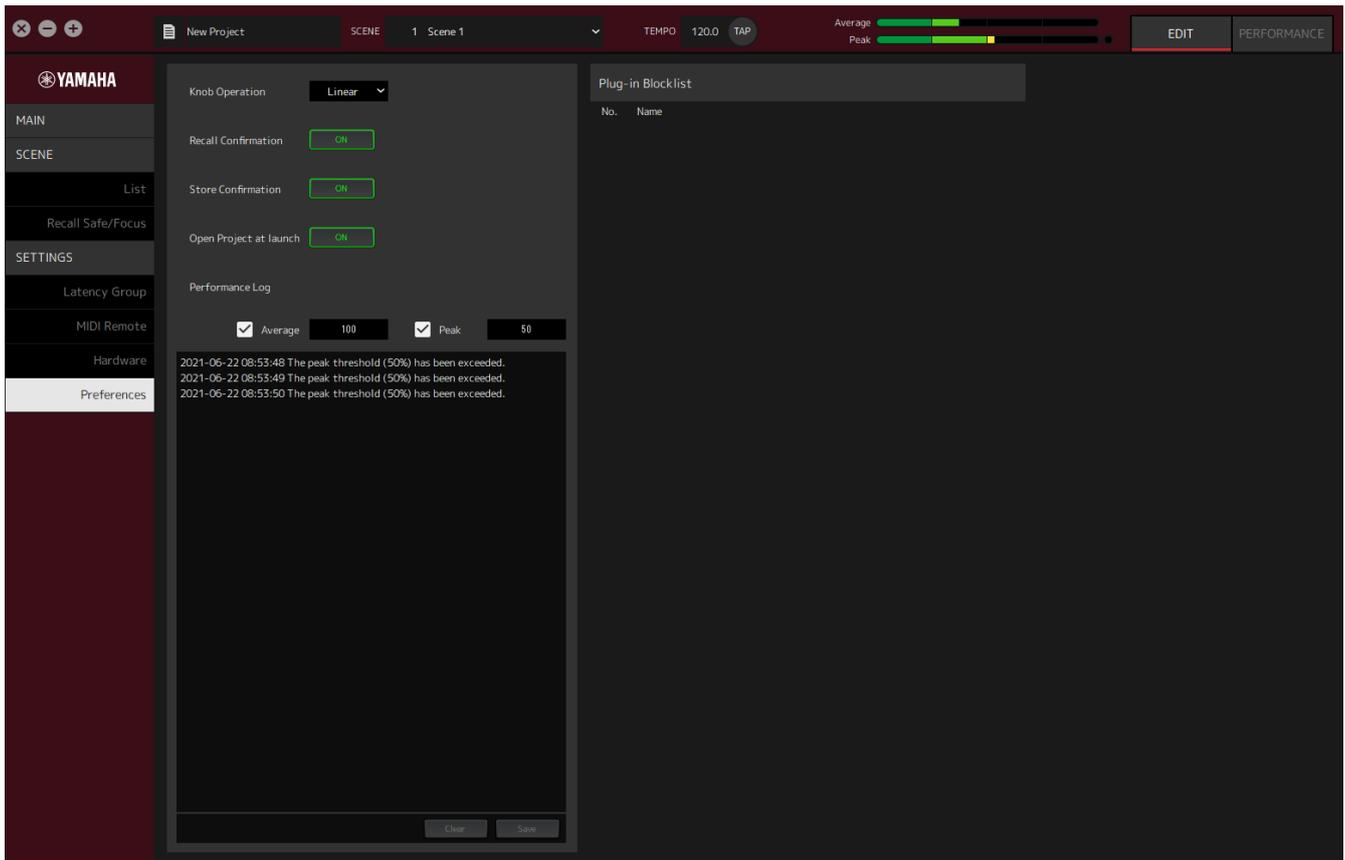
VST Rack supports only 44.1 kHz, 48 kHz, 88.2 kHz, and 96 kHz. Use Dante Controller to configure the sample rate.

#### ④ **Monitor Output**

Shows the channel that is output when the CUE button in the MAIN window is pressed. Click and then select a channel from the list that is displayed.

# Preferences

Use this window to configure the VST Rack settings.



## ① Knob Operation

Shows the method for dragging knobs. Click and then select a dragging method from the menu that is displayed.

## Knob Operation Menu

Setting	Description
Rotary	Drag as if turning the knob to change the value.
Linear	Drag up/down or left/right to change the value.

### ② [Recall Confirmation] button

Shows a confirmation message during the Recall operation. Click the button to select on/off.

### ③ [Store Confirmation] button

Shows a confirmation message during the Store operation. Click the button to select on/off.

### ④ Open Project at launch

Sets whether to load the previously opened project at startup. Click the button to select on/off.

### ⑤ [Performance Log Average] checkbox

Records a log when the Average performance meter exceeds the threshold. Click the button to select on/off. The logs are shown in ⑩ Performance log list.

### ⑥ [Performance Log Average] threshold

Shows the threshold for the Average performance meter. Click to edit the threshold.

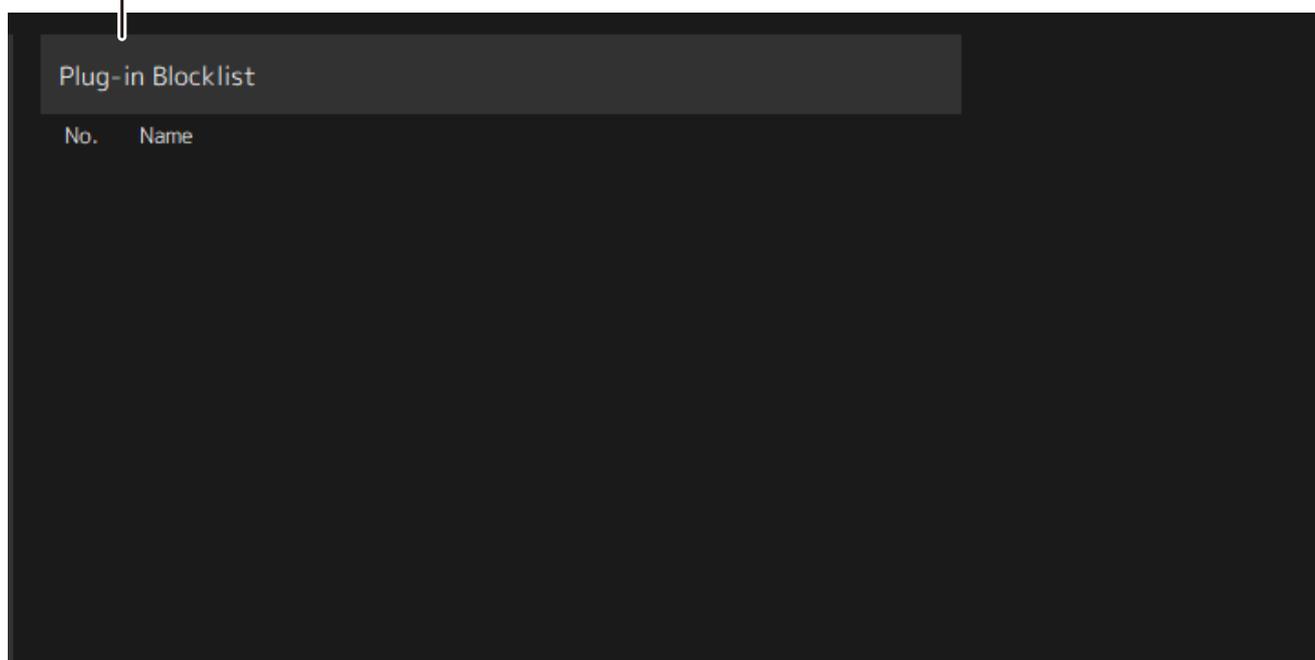
### ⑦ [Performance Log Peak] checkbox

Records a log when the Peak performance meter exceeds the threshold. Click the button to select on/off. The logs are shown in ⑩ Performance log list.

### ⑧ [Performance Log Peak] threshold

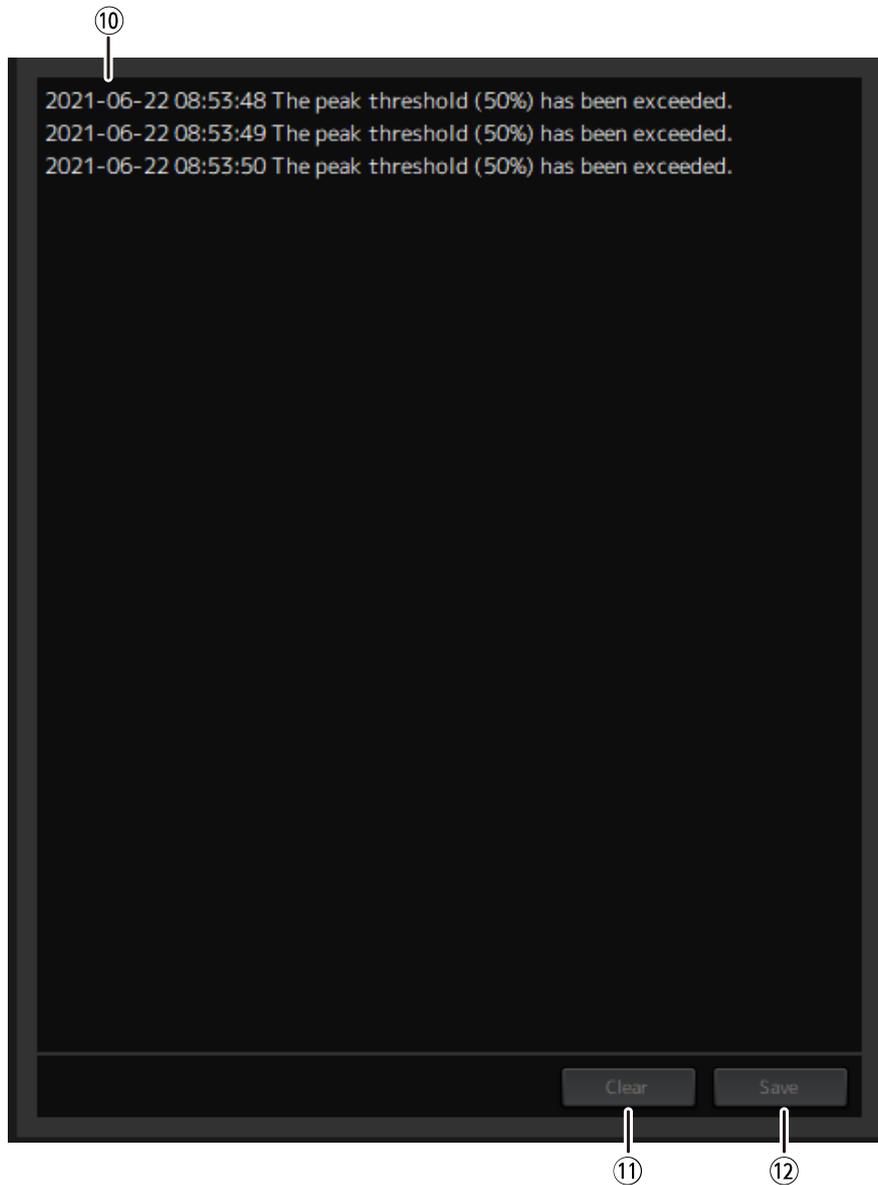
Shows the threshold for the Peak performance meter. Click to edit the threshold.

⑨



### ⑨ Plugin Blocklist

Shows a list of plug-ins that crashed before, and plug-ins that are not supported.



**⑩ Performance log list**

Shows the logs for when the set threshold was exceeded.

**⑪ [Clear] button**

Clears all logs.

**⑫ [Save] button**

Saves the log. Logs are saved in a CSV format that includes the date, time, and a message.

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