# D-Show™ Guide

## Version 2.0

**digidesign**

# Chapter 23: Using the D-Show Standalone Software

D-Show Standalone software lets you do all of the following to preconfigure performances, wherever you can use your laptop:

- Learn the basics of the D-Show software interface in preparation for working at a full D-Show system.

- Assign hardware I/O and D-Show routing, and name channels.

- Set channel input, EQ, dynamics, pan, and other settings.

- Create and maintain a library of D-Show setups, with access to nearly all parameters available on the control surface.

- Store and recall Snapshots

- Use D-Show Filing features to transfer Shows, Shows Folders, and plug-in presets to/from a compatible USB storage device to transfer data between the standalone software and D-Show.

⚟ *Transferring D-Show data must be done to/from a compatible USB storage device such as a USB key disk or other external USB hard drive.*

## Differences Between Standalone Software and a D-Show System

The Standalone software is nearly identical to that on a full D-Show system, with the following differences:

### Audio Throughput

You cannot play audio through the Standalone software. Real-time audio requires the D-Show hardware.

### Plug-In Editing

When a Show is transferred from a complete D-Show system, all plug-ins installed on the D-Show system are visible in the Standalone software as *offline* (unavailable) plug-ins. You can assign offline plug-ins to racks, and assign plug-in rack routing in the Standalone software, and save the routing in snapshots.

⚠ *You cannot install plug-ins or adjust plug-in parameters unless you are working on the complete D-Show system.*

### Hardware Configuration

In the Standalone software, you can simulate the hardware configuration of a destination system from the Devices tab of the Options page.

## System Requirements

The following are the minimum system requirements for using the D-Show Standalone software:

- Computer running Windows XP Pro or XP Home Edition O/S (Macintosh not supported)

- Minimum 1024 x 768 screen resolution

- Minimum 16-bit color graphics, 32-bit recommended

- Minimum 256 MB RAM, 512 MB recommended

- Minimum 200 MB of available hard disk space, 512 MB recommended

- CD-ROM drive for installation (unless installing from web-download)

- Available USB 1.1 or 2.0 port and compatible USB storage device (such as a flash disk, key disk or other external hard drive) for file transfer

Installation requires Windows XP Administrator permissions. Once installed, the software can be run under Admin or User accounts.

## Installing the D-Show Standalone Software

**To install the D-Show Standalone software:**

**1** Do one of the following:

- Download the D-Show Standalone Software Installer from the Digidesign Web site (www.digidesign.com).

– or –

- Insert your D-Show Software Installer into the CD-ROM drive on your Windows XP-compatible computer.

**2** Launch the installer and follow the instructions on-screen.

The D-Show Standalone software requires no authorization.

## Removing the Standalone Software
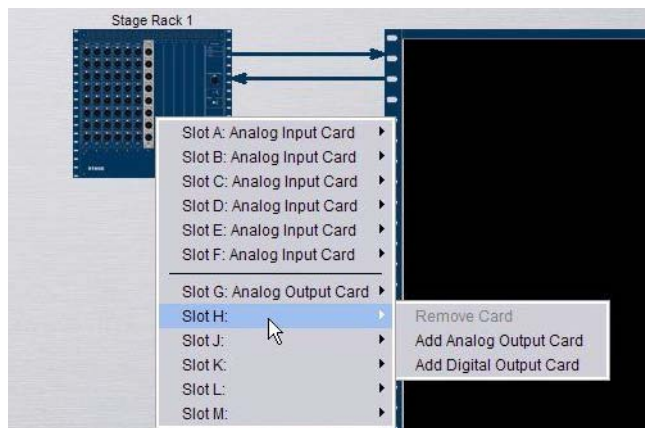
**To remove the D-Show Standalone software:**

**1** Launch the Add/Remove Programs Control Panel.

**2** Choose Digidesign D-Show, then follow the instructions on-screen.

# Simulating a D-Show Configuration

You can use the Standalone software to simulate a D-Show system with any number of input and outputs. The corresponding inputs and outputs become available in the Patchbay, allowing you to prepare a show that can transfer directly to the destination system.
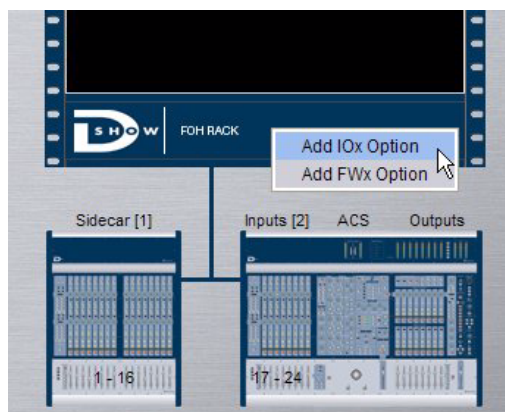
**To simulate a D-Show system:**

**1** Launch the Standalone software.

**2** Go to the Options page and click the Devices tab.

**3** Right-click the Stage Rack graphic and choose the number of Input and Output cards on the destination system.



*Adding Stage Rack inputs and outputs*

**4** Right-click the FOH Rack graphic and add an IOx Option or Pro Tools recording/playback option if they are present on the destination system.



*Adding FOH Rack inputs and outputs*

# Transfer and Filing Quick Start

The basic steps for using the Standalone software and data transfer are as follows:

• Save data to disk, then transfer it to an external USB storage device.

• Transfer data from the USB device, then load the data.

📄 *For complete instructions on transferring data, see Chapter 20, "Shows and File Management."*

## Save and Transfer Data from a D-Show System

**To save and transfer data from the complete system:**

**1** Connect a USB storage device to a D-Show USB port.

**2** Use the Save tab of the Filing page to save D-Show data to disk.

**3** Go to the Filing page and click the Transfer tab.

**4** Do one of the following to select the type of data to transfer:

• To transfer all data, click the Console icon.

• To transfer Console Settings, click the Settings icon.

• To transfer Show Folders, click the Show Folders icon.

• To transfer individual Shows, click the Shows icon.

• To transfer Preset Folders, click the Preset Folders icon.

• To transfer Presets for individual items, click the Built-In icon or the Plug-In icon and choose a processor or plug-in from the pop-up menu, or click the Scope Sets icon.

**5** In the left column, select the items you want to transfer from D-Show to the portable storage device.
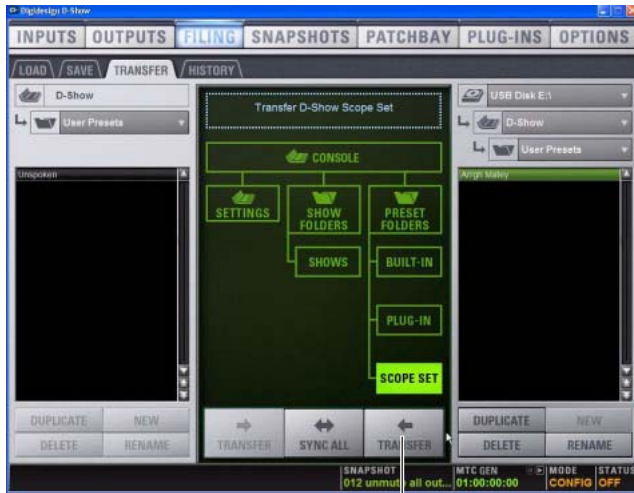


*Transferring Show files from D-Show*

**6** Click the Transfer button.

## Transfer and Load Data to the Standalone Software

**1** Connect the USB storage device to your laptop. Make sure the drive is mounted before proceeding.

**2** Launch the D-Show standalone software.

**3** Go to the Filing page and click the Transfer tab.

**4** Make sure your USB disk is available in the list at right.

**5** Click the Console, Settings, Show Folders, Shows, Preset Folders, Built-In, Plug-In or Scope Set selectors to select the type of data you want to transfer.



Click

*Transferring a Scope Set for the standalone software*

**6** Click the Transfer button. The data is transferred from the USB device to the appropriate D-Show data folders on the laptop.

**7** If you chose Console, data is automatically loaded and applied. If you chose any other data type, go to the Filing page and click the Load tab, and load the newly transferred data into the Standalone software.

## Creating and Editing Shows and Presets

Use the techniques explained throughout this guide to assign routing, rename channels, and to configure other parameters. Then do the following to save and transfer your work to a complete system.

### To save and transfer D-Show data from the standalone software to the complete system:

**1** Connect a USB storage device to an available USB port on your laptop.

**2** Using the Save tab of the Filing page, save data to disk.

**3** Go to the Filing page and click the Transfer tab, and transfer saved data to a compatible USB storage device.

**4** Connect the USB storage device to an available USB port on the complete system.

**5** Use the Transfer tab of the Filing page to transfer the D-Show data from the USB storage device.

**6** Use the Load tab of the Filing page to load the transferred data.

### CD Transfer

The D-Show FOH Rack provides a CD-ROM drive that can also be used as a source device for D-Show data transfer. (You cannot write data to the FOH Rack CD-ROM drive; it is read-only.)

### To use a CD for transfer:

**1** Using the Standalone software on a laptop or other computer, create and save a show.

**2** Locate the D-Show folder on the system drive.

**3** Copy that D-Show folder and its contents to a CD-ROM. Make sure the D-Show folder is at the root level of the CD-ROM.

**4** Burn or write the disc as a Windows-compatible CD-ROM.

**5** Insert the CD-ROM into the FOH Rack CD-ROM drive.

**6** In the Filing screen, select the CD-ROM drive as the source for file transfer.

**7** When the transfer is complete, eject the CD-ROM.

⚠ *Leaving a disc in the FOH Rack CD-ROM drive can slow down the response of some software screens, so it is recommended that you not leave any disc in the drive during a performance. This only applies to the CD-ROM drive in the FOH rack (not the laptop on which you're running the standalone software).*

## Exporting Patchbay Names to Text

With Standalone software, the contents of each Patchbay page can be exported to a text file. This can be useful for generating an input list (line list) directly from the system. For example, build and customize the Patchbay for an upcoming show, then export and print the channel names list for use during sound check.

**To export Patchbay names:**

**1** Go to the Patchbay page you want to export.

**2** Click the Export to Text button in the upper right corner of the screen.



*Export to Text button*

The Patchbay names appear in an open text file that you can modify, save and print.