



Gig Performer Quick Start Guide

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Welcome to Gig Performer—the world’s most versatile plugin host application for live performance. Gig Performer lets you take complete control of your entire rig and provides instant access to all your instrument and effects plugins—no DAW software necessary. There’s a lot under the hood, but thanks to its intuitive user interface, you’ll be up and running in minutes. This Quick Start Guide provides everything you need to know to get started.

Before launching Gig Performer, **make sure that all audio and MIDI interfaces connected to your system are powered on.** If no audio interface is connected, Gig Performer will use your computer’s built-in input and output. If you have more than one audio interface connected, you’ll be able to choose among them after the app launches. Note that you can use different interfaces for input and output if desired.

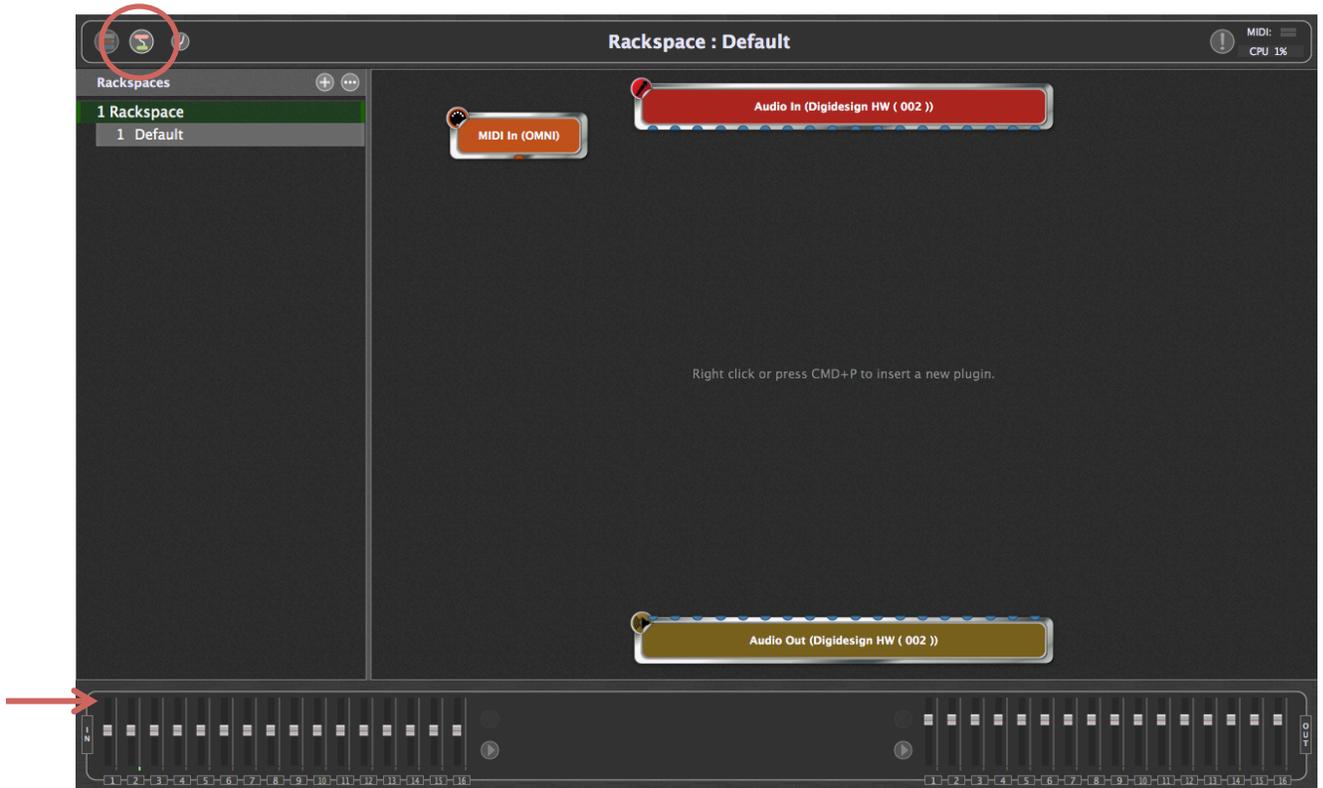
When Gig Performer is first launched, a dialog will appear allowing you to enter your activation number (if you’ve purchased a license) or run a fully operational trial version for a period of 14 days.

Gig Performer will then scan your system looking for plugins, with a dialog showing its progress. (This may take some time the first time you run the program but will be nearly instantaneous after that.) When running Gig Performer on Mac (OSX) systems it will search for both VST (Virtual Studio Technology) and Audio Unit (AU) plugins; when running on Windows systems it will search for VST plugins. **Note:** If you are a Windows user, you will have to tell Gig Performer what folders to search, since there are no default locations where all plugins are guaranteed to be installed. To do so, go to the Window menu, then select “Plugin manager...” In the resultant dialog, click on Manage, then choose the “Set VST folders for scanning...” option. We suggest you begin by having Gig Performer search in the folder C:\Program Files\VstPlugins. If you have additional plugins stored in other folder locations (as some plugin and DAW manufacturers automatically create), Plugin manager allows you to easily add other folders to scan. See the Gig Performer User Guide for more information.

Gig Performer does not include any synth or effects plugins. There are so many available plugins out there—both free and commercial—we’re sure that most users will want to use their own favorites. ([Click here](#) for a list of some of our favorite free ones.) However, it does come with a number of specialized plugins for basic MIDI and audio operations.

Getting Started

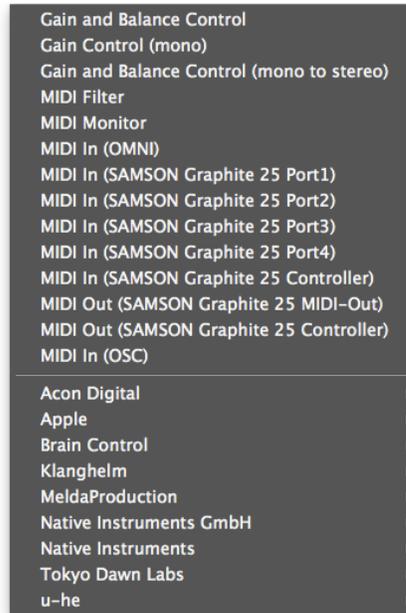
1. **Go to Connections View.** Gig Performer always launches in Performer View, where you are presented with a virtual rack (called a rackspace.) We'll be talking more about working in Performer View shortly, but begin by clicking on the icon circled in red to enter Connections View, which looks like this:



This screen allows you to insert plugins and connect them to other plugins any way you like. The orange block at top left represents the MIDI input to your system, typically from a MIDI keyboard or other MIDI controller. The red block at the top represents the input of your audio interface, typically from microphones, instruments connected via DI (such as electric guitars), and line-level sources. The brown block at the bottom represents the output of your audio interface, and the panel beneath it (indicated by the red arrow) provides metering and virtual faders for each of your audio interface's inputs and outputs; flickering in the input meters indicates presence of signal. (**Note:** Your screen may look slightly different from the one above, since the audio input and output blocks will reflect the name of your connected audio interface as well as the number of inputs and outputs it provides.)

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- Choose your plugins.** Right-click (or two-finger tap if you're using a trackpad) anywhere in the main Connect View screen to bring up the plugin selector menu, which allows you to choose the plugins you want to use—as many as you like, up to the limits of your computer's memory and CPU capacity. The built-in Gig Performer plugins (including MIDI In and MIDI Out blocks for each connected MIDI controller) appear above the line separator, while all other plugins appear under the separator, arranged alphabetically by the name of the plugin manufacturer:



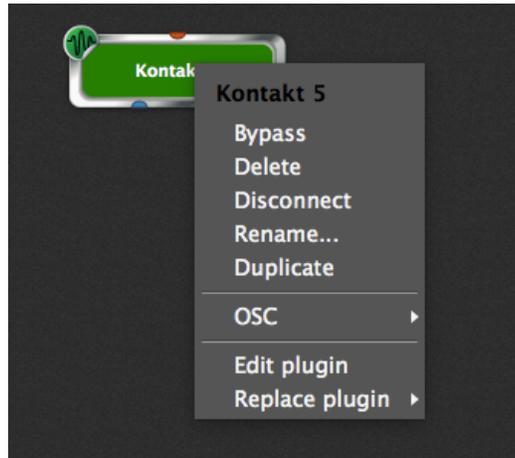
As soon as you select a plugin (or double-click on it), Gig Performer opens that plugin's editor window. As an example, the editor window for the Klanghelm MJUCjr compressor plugin looks like this:



This particular plugin is a *signal processor*; that is, it acts upon incoming audio signal that comes from sources like a microphone or guitar connected to the input of your audio interface, or from the output of a plugin emulating a synthesizer or sampler, such as the Kontakt 5 player from Native Instruments. Other plugins (like Kontakt 5) are *sound-generating*; that is, they produce a sound when they receive incoming data from a MIDI controller like a keyboard.

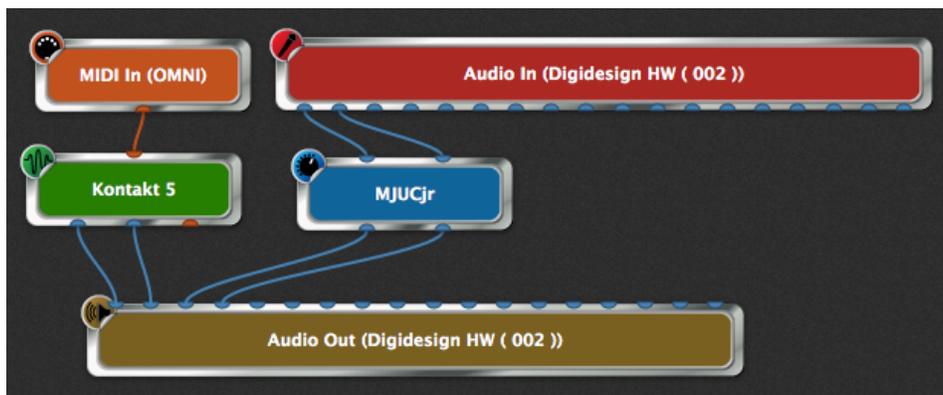
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The blocks in Connections View representing signal processing plugins like MJUCjr are colored blue, while the blocks representing sound-generating plugins like Kontakt 5 are colored green. Right-clicking on any plugin block opens a dropdown menu that allows you to bypass, delete, disconnect, rename, duplicate, and replace plugins:



This same menu also allows you to assign an OSC (Open Sound Control) name to each plugin to enable remote control from a tablet or smartphone. (See the Gig Performer User Guide for more information.)

- 3. Make the connections.** Every plugin block has several pins both above and below it. These pins are used to make interconnections—both MIDI and audio—to other plugin blocks. Orange pins are for MIDI signals and blue pins are for audio signals. Pins at the top provide input to the plugin, while pins at the bottom send output from the plugin. MIDI connections between plugins are represented by orange lines, while audio connections are represented by blue lines:

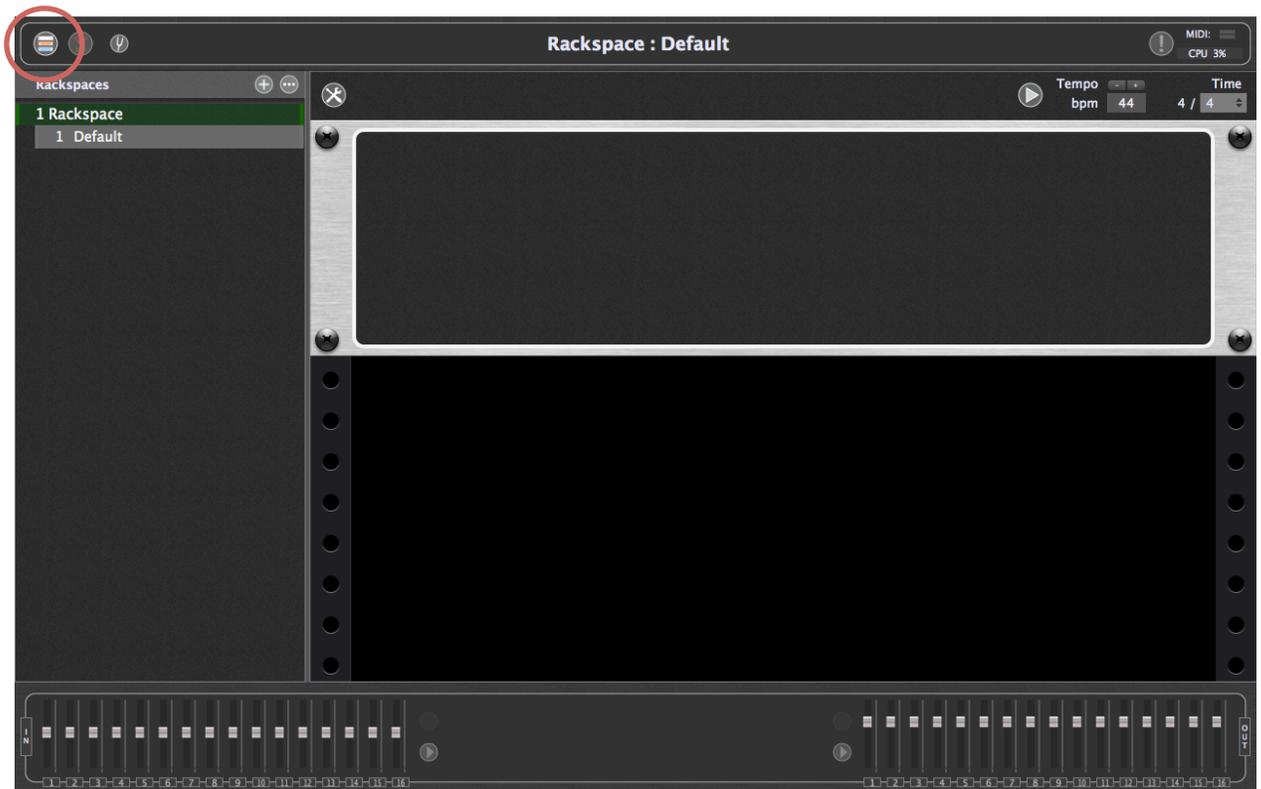


To make these connections, simply click on an output pin and, while holding down the mouse button (or keeping your finger on the trackpad), drag the cursor over the desired input pin and then release (unclick) the mouse.

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Connections and plugin blocks can be moved anywhere in the screen by clicking and dragging on them. To remove (disconnect) a connection, right-click on it and select “Remove this connection” or simply click and drag the connection until it detaches from a plugin and then let go. If you connect the outputs of multiple plugins to the input of another plugin, the signals will be mixed automatically. To remove a plugin block, right-click on it and select “Delete.” To remove all connections from a plugin block, right-click on the block and select “Disconnect.”

4. **Add widgets to control your plugins.** Click on the top left icon (circled in red) to return Gig Performer to Performer View, shown below.

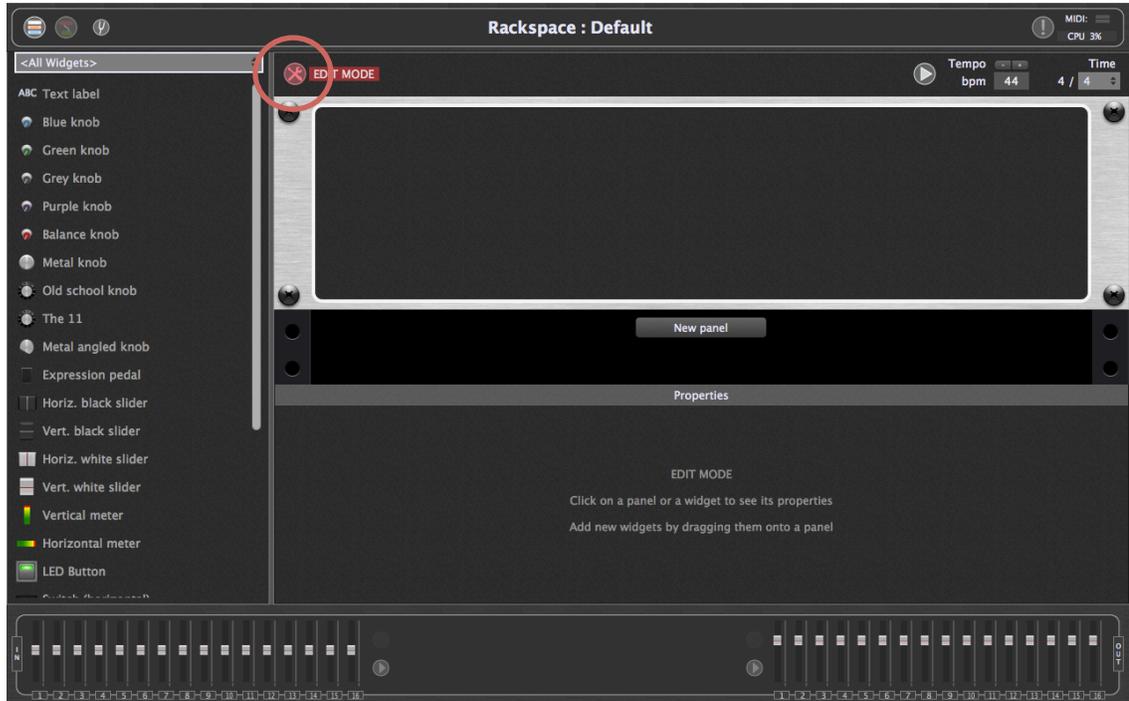


On the left is a list of rackspaces (collections of plugins and their interconnections) and variations (essentially rackspace presets with different parameter settings.) On the right is a representation of the currently selected rackspace and variation. When none have yet been created, this is shown as a single empty panel.

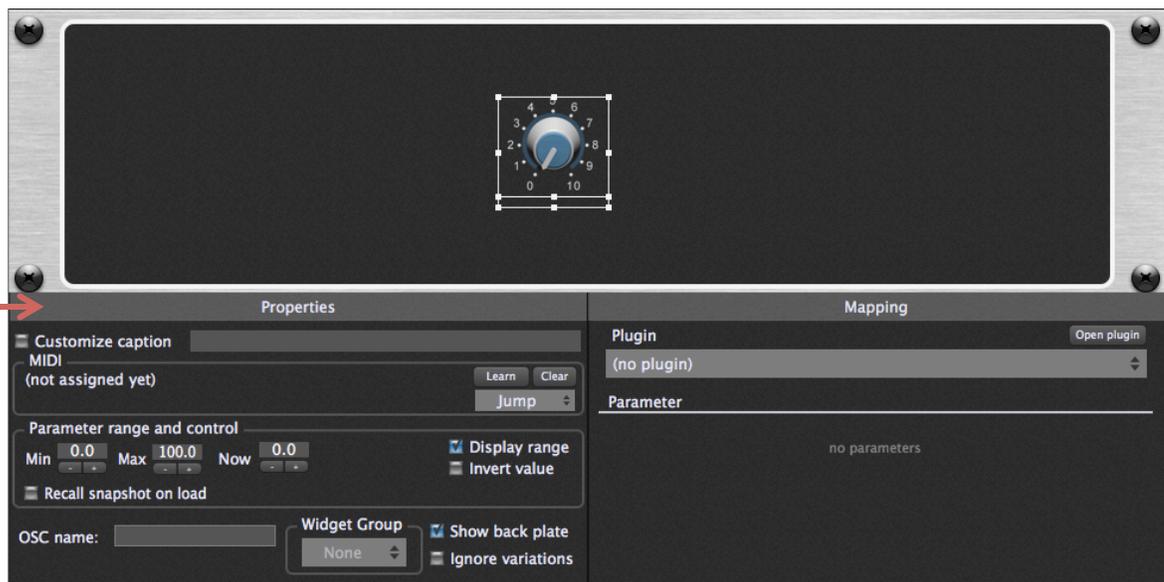
The next step is to fill that panel with widgets (virtual knobs, sliders, buttons, etc.) for real-time control over various aspects of the sound created by your plugins. These widgets can be adjusted manually from your laptop and/or via physical controls (such as real knobs, sliders, and buttons) on a connected MIDI controller. In addition, with the use of an OSC app, they can also be adjusted remotely from a tablet or smartphone. (See the Gig Performer User Guide for more information.)

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To add widgets, click on the Widget Layout Designer icon (circled in red) to enter Edit mode. In this screen, the list of rackspace on the left is replaced by a listing of Gig Performer widgets, including virtual knobs and sliders of different shapes and colors for continuous control, along with switches and buttons for on-off control.



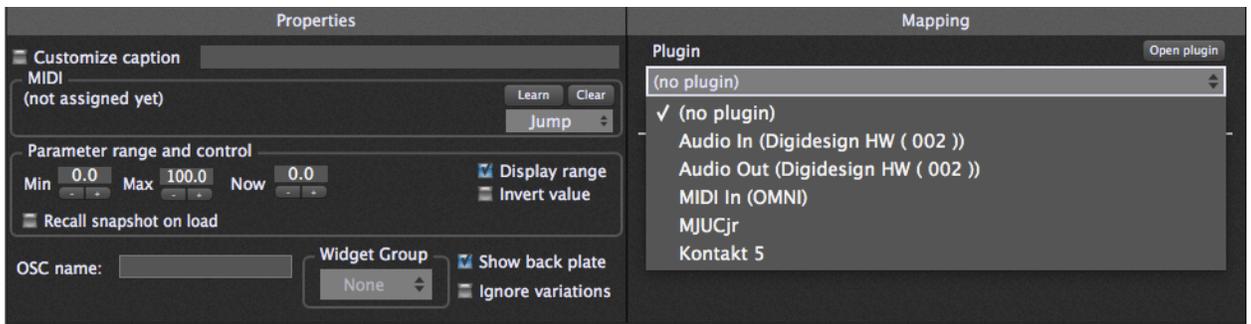
Widgets can be placed anywhere in a panel by simply dragging them to the desired location. For example, if you drag a knob from the left column into the panel, it will appear highlighted within a white rectangle that can be resized by dragging any of the corner points, as shown in the illustration below.



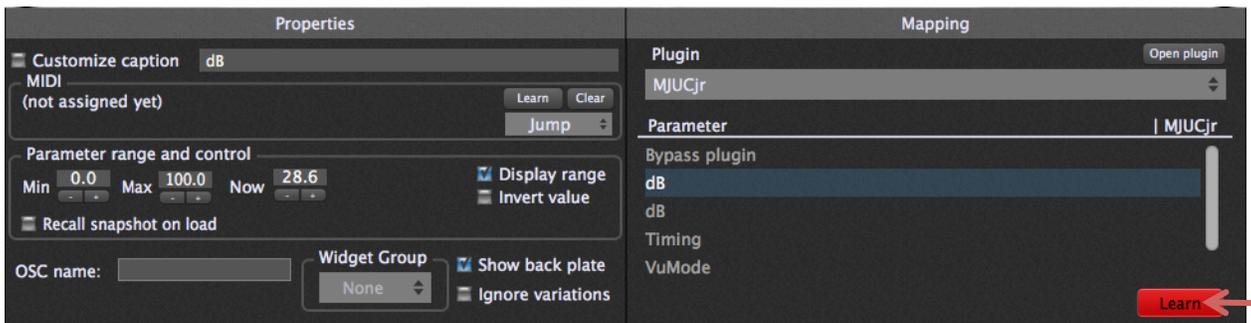
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When a widget is highlighted, an “inspector” area appears below the panel, as indicated by the red arrow in the illustration on the preceding page. The inspector is divided into two sections: Properties and Mapping. The Properties section on the left allows you to associate the widget with a physical knob, slider, pad, button, or switch on a connected MIDI controller; it also allows you to give the widget an OSC name. The Mapping section on the right allows you to assign the widget to control a particular plugin parameter. Together, this enables you to use the physical knobs, sliders, pads, button, or switches on your controller to change multiple aspects of the sound in real time.

Start by scrolling down the list of currently active plugins in the Mapping section and select the one you want the widget to affect:



Then tell Gig Performer which parameter you want to have the widget control. This is also accomplished in the Mapping section, immediately below the list of active plugins. After selecting a plugin, this area is populated with a list of available parameters that can be widget-controlled. Select the parameter you want, or click on the “Learn” button (as shown by the arrow) so that it turns red:



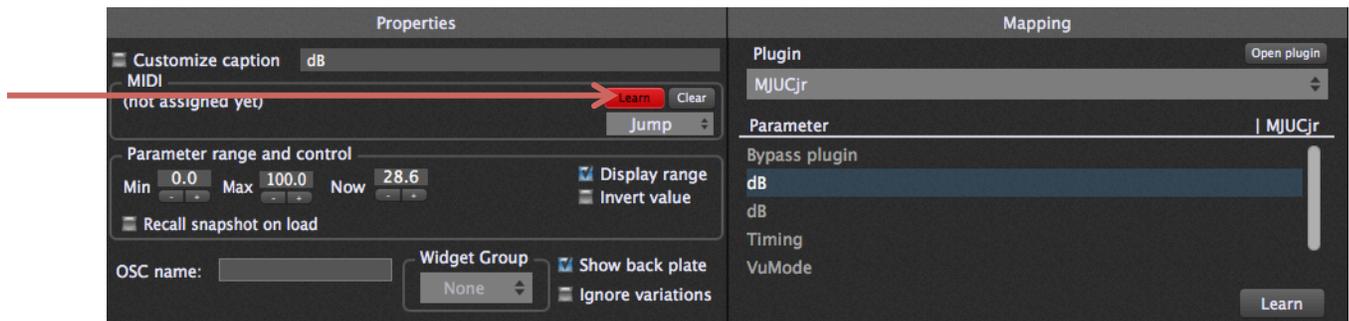
This causes the selected plugin’s editor window to open. Now all you have to do is use your mouse to move the control you want the widget to affect, and Gig Performer instantly learns the parameter. You can do this repeatedly without exiting Learn mode, allowing you to experiment until you decide on the parameter you want.

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At this point, if you exit Edit mode, you will see a panel with your knob, captioned with the parameter name. (This can easily be changed by clicking on the Customize caption button and typing in a new name.) More importantly, if you move the knob with your mouse or trackpad, it will alter the selected parameter. (Try it!) If you're not sure how a widget movement is affecting your sound, simply double-click on the widget while in Edit mode and the associated plugin editor will open. When you exit Edit mode, the plugin editor remains open. Simply move the widget and you can see the assigned parameter changing—a knob turning, a slider moving, or a switch/button turning on or off—in real time.

Finally, let's associate the widget with a physical knob, slider, pad, button, or switch on your MIDI keyboard controller or pedalboard. (You can even control widgets by playing specific notes, or by pressing down on keys harder; for more information, see the Gig Performer User Guide.)

Once again, this process is made easy by a handy Learn mode, which enables Gig Performer to instantly recognize which physical device you want to use to control the selected widget. Simply click on the “Learn” button in the left-hand Properties section of the inspector (indicated by the arrow) so that it turns red.

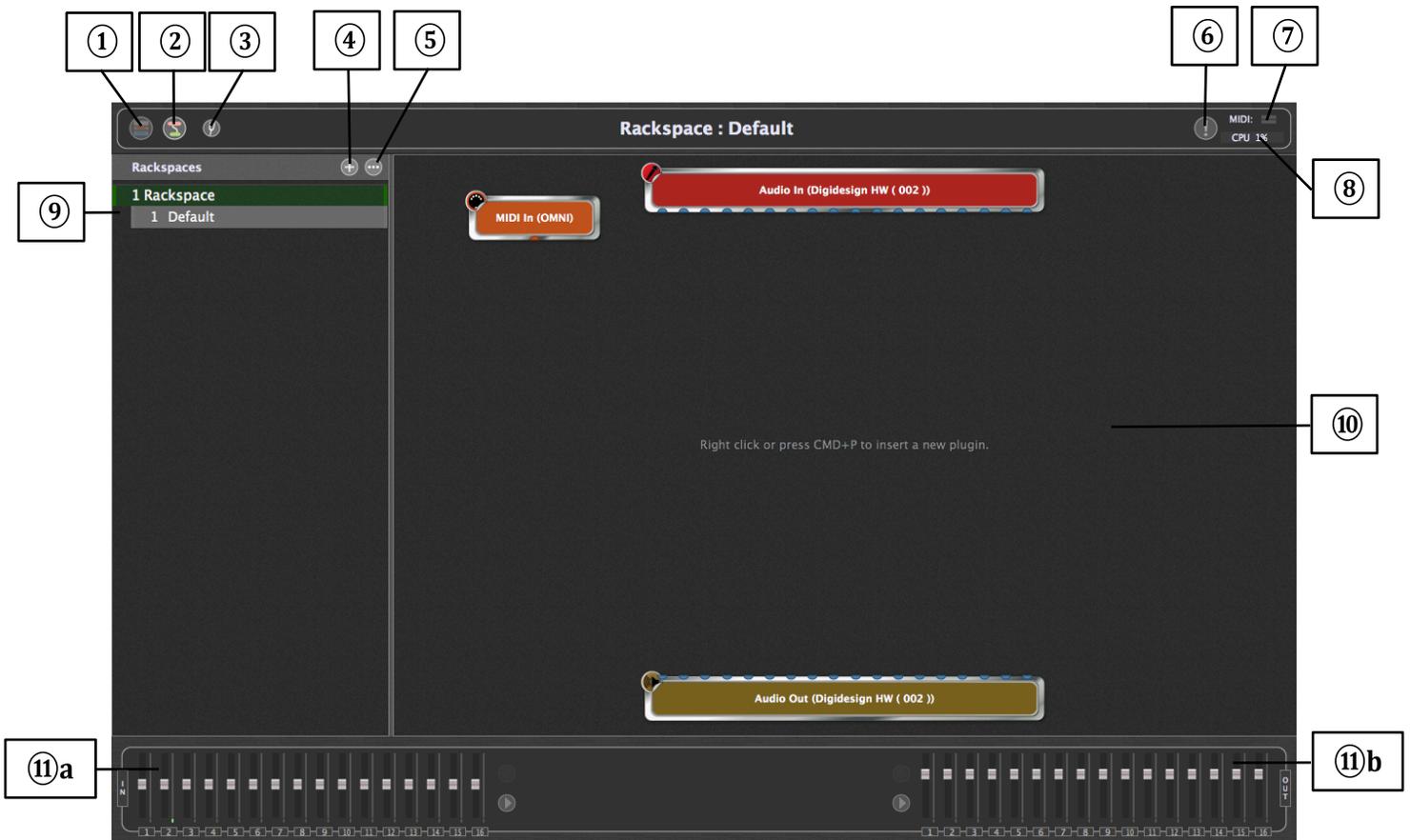


Now all you have to do is touch or move any knob, slider, pad, button, or switch on your MIDI controller. Gig Performer instantly learns the MIDI message transmitted by that device, and the widget moves at the same time.

Gig Performer allows you to create multiple rackspace and variations, and you can easily switch from one to another—glitch-free and with no interruption of sound—from your laptop or via MIDI program change messages, or UP/DOWN commands from a MIDI pedalboard controller, or remotely from your smartphone or tablet via OSC. Other advanced features include widget scaling and grouping; the use of Gain plugins for custom audio mixing and the creation of reverb sends; and full MIDI remapping, transposition, layering, and keyboard splitting. There's even a built-in fullscreen chromatic tuner! For more information, see the Gig Performer User Guide.

Gig Performer screens

Connections View



- ① **Performer View icon** – Click here to enter Performer View.
- ② **Connections View icon** – Click here to enter Connections View.
- ③ **Tuner View icon** – Click here to enter Tuner View (the icon turns red). Click again to exit Tuner View.
- ④ **Add rackspace (“+”) icon** – Click here to add a new rackspace.
- ⑤ **“Three dots” icon** – Click here to open the “More” menu.
- ⑥ **Panic icon** – Click on this to issue a “turn all notes off” message on all MIDI channels, along with a sustain OFF message and a Center PitchBend message, thus stopping stuck notes in their tracks.

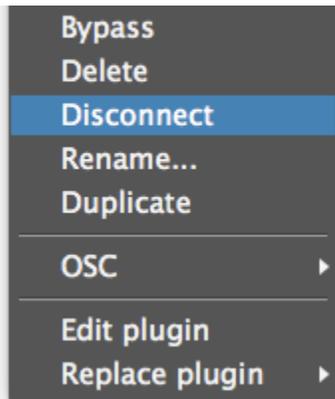
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⑦ **MIDI activity indicator** –Flickering here indicates the presence of incoming MIDI messages. Open the MIDI Monitor window if you want to see detailed information about the MIDI data being received.

⑧ **CPU usage indicator** –Shows the percentage amount of CPU overhead currently being used by Gig Performer for audio processing. (Actually, Gig Performer itself is only responsible for a very small percentage; most of the CPU overhead is taken up by the plugins currently loaded in memory.) It is normal for this value to change in real time as incoming MIDI data is received, and as widgets are moved.

⑨ **Rackspace and variations list** –A list of all rackspaces and variations that have been created. The current rackspace is outlined in green. Rackspaces can easily be reordered by dragging them up and down using your mouse or trackpad.

⑩ **Plugin connections area** –This large area of the screen is used to display your plugins and their interconnections. Plugins can be freely moved and repositioned by dragging them with your mouse or trackpad. Double-clicking on any plugin opens its plugin editor. Right-clicking on any plugin opens a popup menu that allows you to do the following:



Bypass - Places this plugin in bypass mode.

Delete – Removes the plugin.

Disconnect - Removes all connections to and from this plugin.

Rename – Changes the displayed name (useful if you are using the same plugin more than once).

Duplicate – Creates a duplicate of the plugin.

OSC – Allows you to set an OSC name.

Edit plugin – Opens the plugin’s editor.

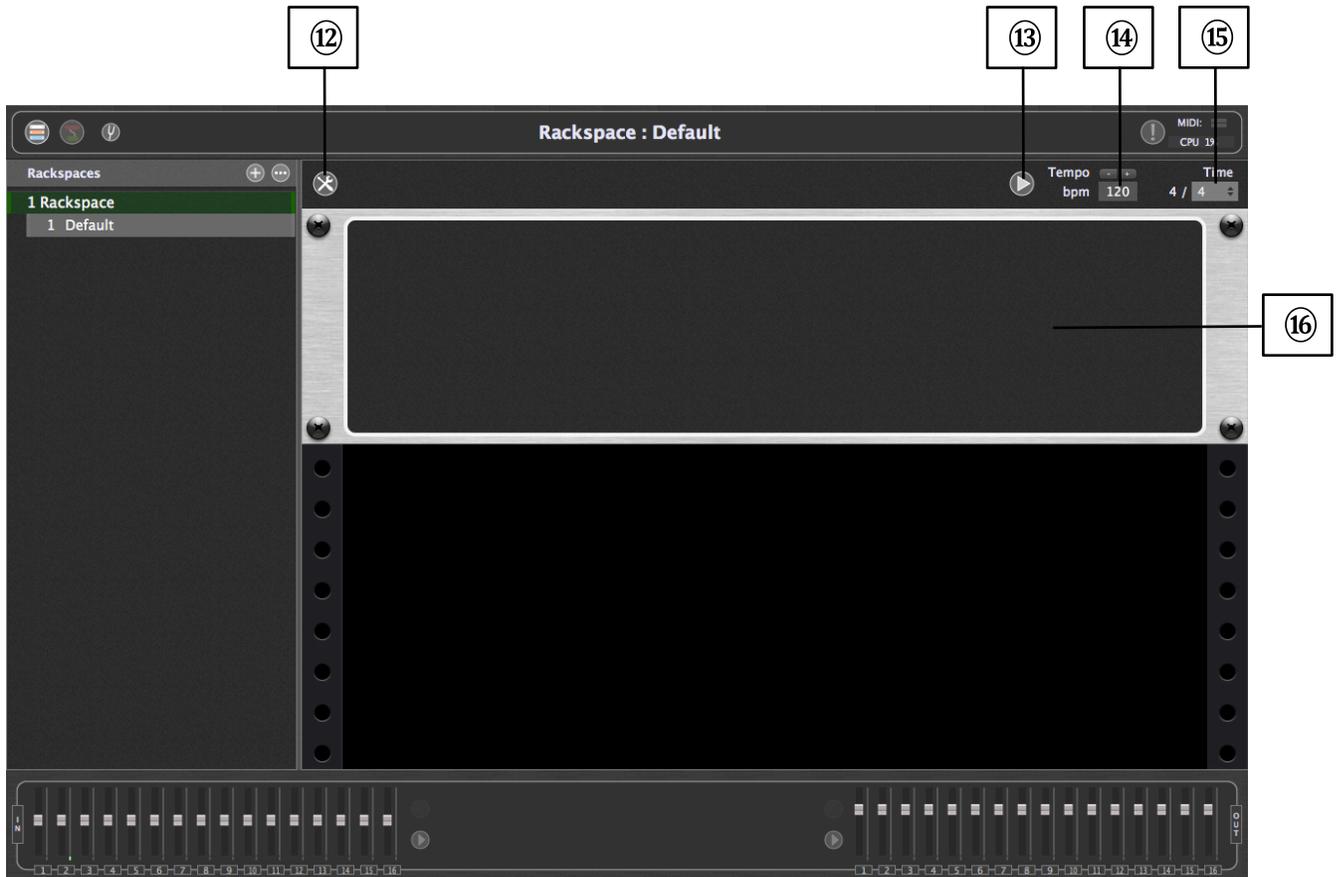
Replace plugin – Replace the plugin with a different plugin.

⑪a **Input level display** –A set of meters and sliders that allow you to view and adjust the levels of your audio interface’s various inputs. (Arrows will appear to allow scrolling if there are more than 16 inputs.) Flickering here indicates the presence of input signal. Double-click on any fader to set it to 0 dB.

⑪b **Output level display** – A set of meters and sliders that allow you to view and adjust the levels of your audio interface’s various outputs. (Arrows will appear to allow scrolling if there are more than 16 outputs.) Double-click on any fader to set it to 0 dB.

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Performer View



⑫ **Widget Layout Designer icon** – Click here to enter Edit Mode.

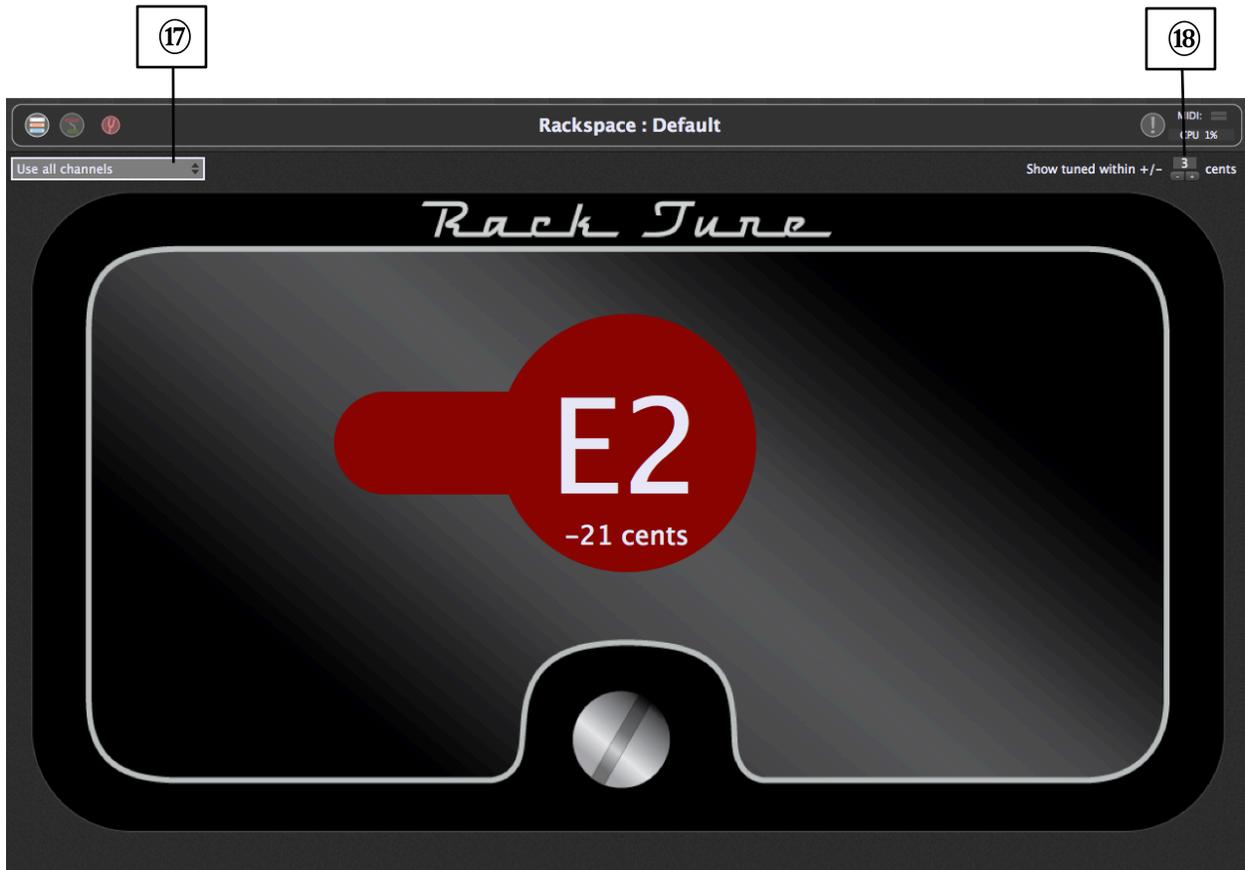
⑬ **Play/Stop button** – When engaged (“play”), all plugins that provide playback control (for example, sample, loop, or beat playback plugins) begin playing back. When disengaged (“stop”), they are all put in a stopped state.

⑭ **Tempo display** – Shows the current tempo being used by all connected plugins (for example, sample/loop/beat-playback plugins, as well as those generating echoes, delays, and reverbs). You can override this by entering a new value, or by using the increment/decrement buttons below the display.

⑮ **Time signature display** – Shows the current time signature being used by all connected plugins (for example, sample/loop/beat-playback plugins, as well as those generating echoes, delays, and reverbs). You can override this by clicking on the dropdown menu, which enables you to enter any time signature, up to 99/64.

⑯ **Rackspace** – One or more panels containing the widgets in the current rackspace and variation. (You may need to scroll down if there are many panels being used.)

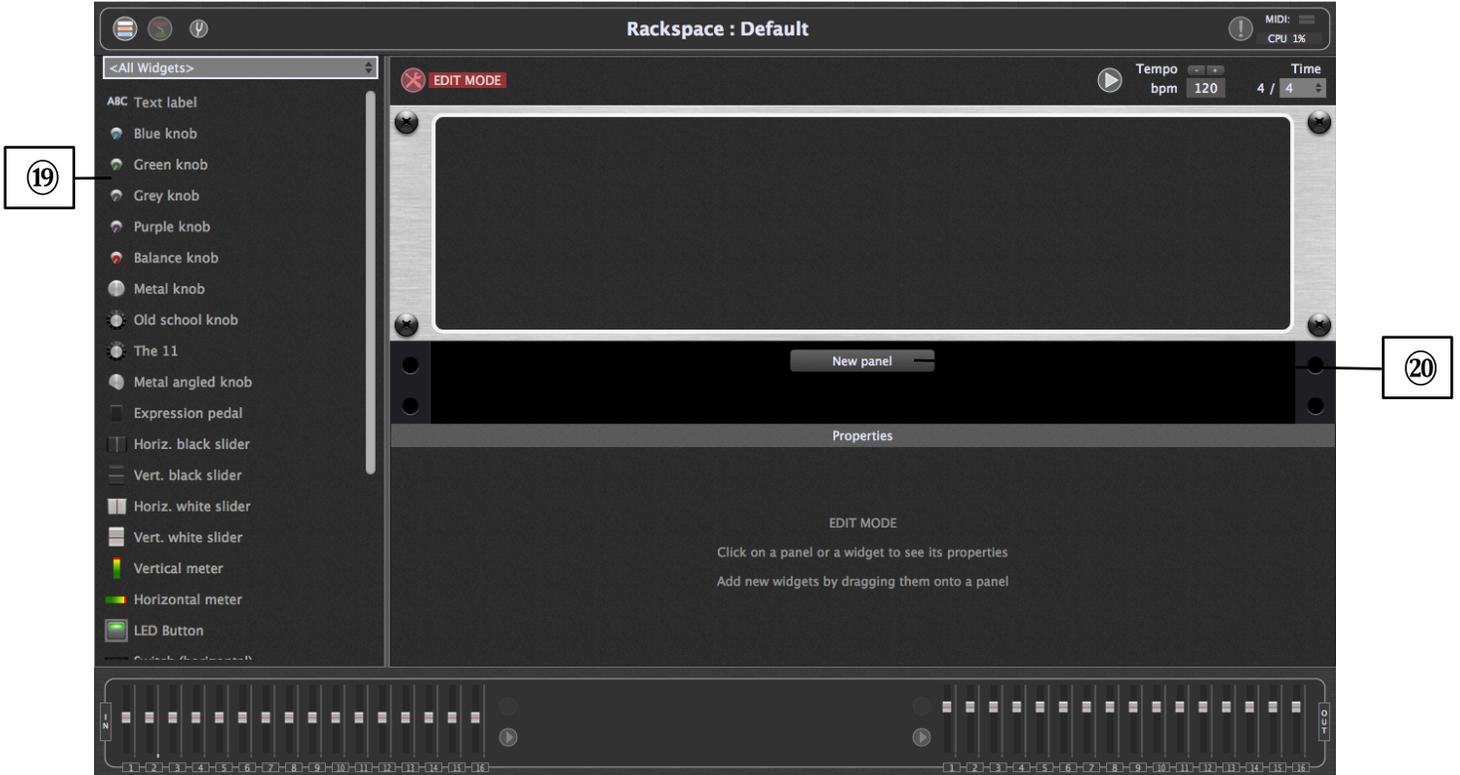
Tuner View



⑰ **Use all channels** – Click here for a dropdown menu if you want to have the Tuner “listen” to signal coming from a specific input channel of your connected audio interface. The default is to have it listen to signals coming from all channels.

⑱ **Show tuned within** – Allows you to specify a range within which the main display changes from red (out of tune) to green (in tune). Available values are +/- 1 cent to +/- 5 cents; default is +/- 3 cents.

Edit Mode screen



19 Widget list – Shows a list of widgets. A dropdown menu at the top of this list allows you to view just certain types of widgets. These include:

Labels –Inactive widgets that simply allow labeling.

Knobs of different colors and designs (including our Spinal Tap “The 11”—it goes to 11!) – Active widgets that provide continuous control.

Expression pedal – Another continuous control, visually emulating the movement of an expression pedal.

Sliders and organ drawbars of different colors and designs – Active widgets that provide continuous control.

Meters (one vertical and one horizontal) – Used to provide continuous level metering.

Buttons and switches of different colors and designs. – All of these active widgets provide simple on-off control.

20 New panel button – Click here to add a new panel to the current rackspace.