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## MusicScope Tutorial

### » How to analyze any audio format?

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### » Introduction

There are numerous audio formats (e.g. AAC, APE, OGG, etc.) in the market and it is not always possible to integrate them natively into the MusicScope. Nevertheless, there are ways to analyze even those formats to a great extend.

Furthermore, because it is quite interesting to analyze streaming services as well we have to find ways to route their output into the MusicScope.

Finally, we have the vinyl records that can be analyzed by routing the output of the phono pre-amp into an analog to digital converter (e.g. the audio device of your computer).

For Windows User

### » Use of the MusicScope VST-Plugin Adaptor to analyze several audio formats

The VST-Plugin Adaptor creates a network bridge between a VST-Host (Audio Player or Digital Audio Workstation) and the MusicScope.

To feed the audio into the MusicScope a TCP/IP-Stream is used. This approach makes it possible to run the

MusicScope on any computer in the network, whereas your audio player, which acts as a VST-Host, runs on your usual media computer.

Currently we are aware of two wide spread Windows Audio Players supporting VST-Plugins:

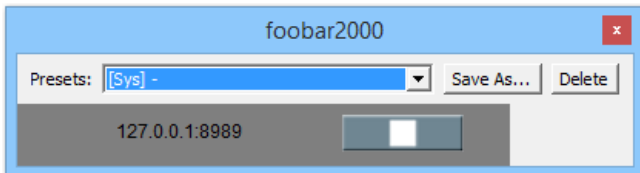
1.) Foobar2000 (Free) – <http://www.foobar2000.org/>

Additional Foobar2000 VST-Extension needed (Free) – <http://www.yohng.com/software/foobarvst.html>

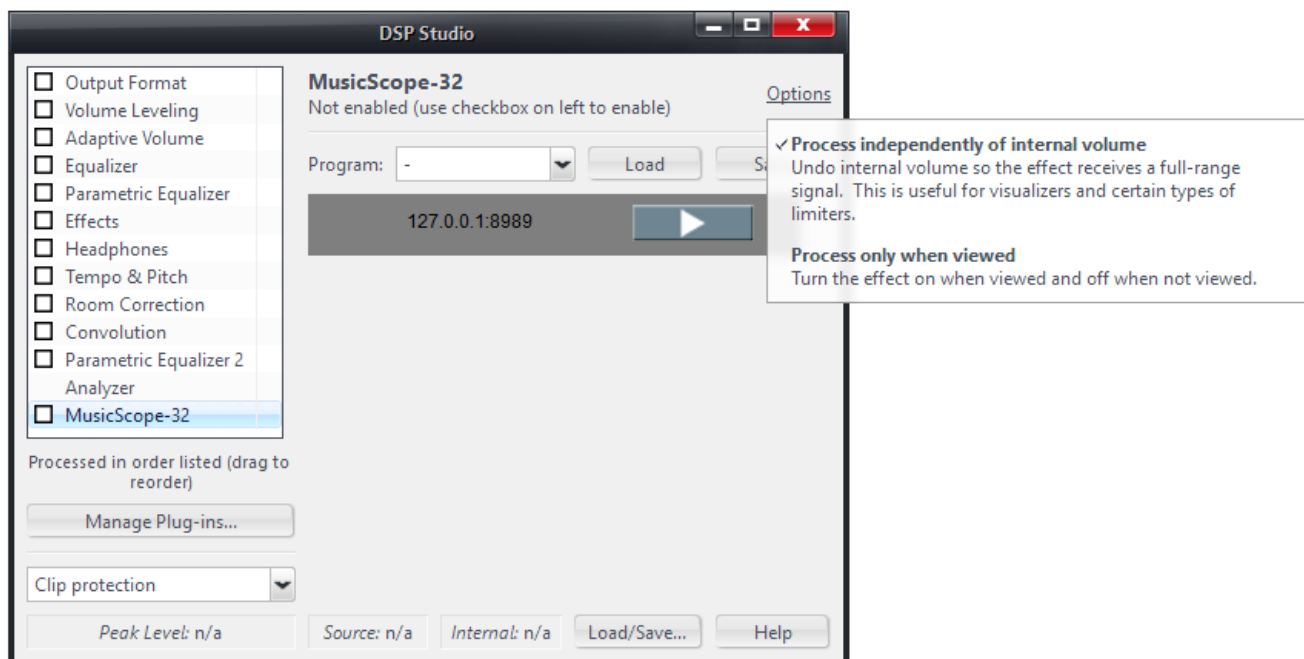
2.) JRiver Media Center (Commercial)

### **Steps to activate the VST-Plugin Adaptor:**

1.) Just load the MusicScope VST-Plugin (2.4 / 32 Bit) Adaptor in one of the audio players.

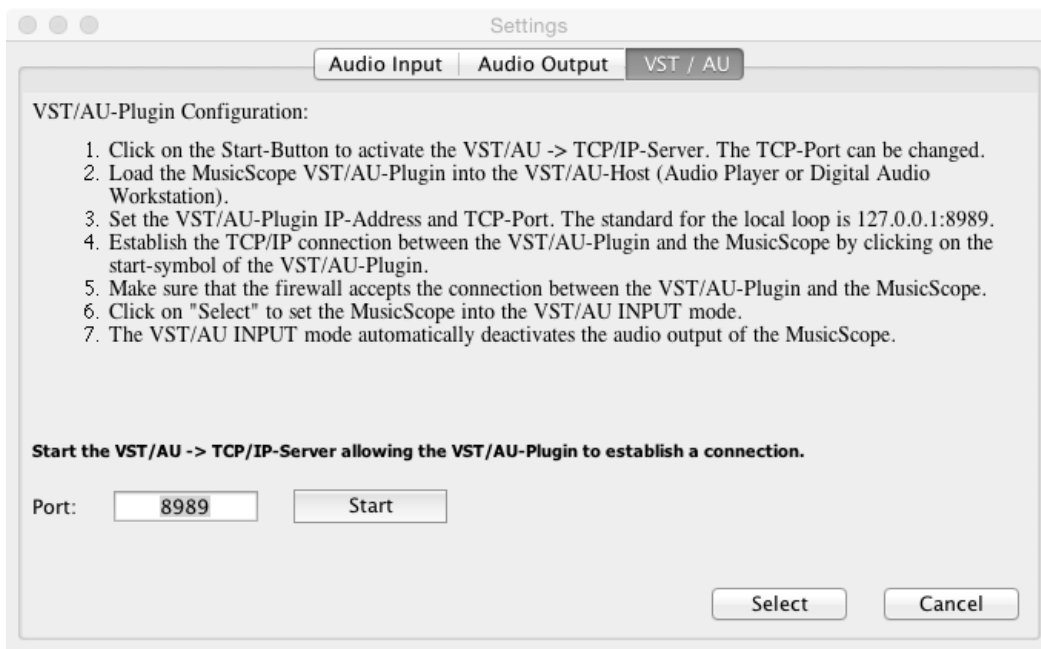


foobar2000 with MusicScope VST-Plugin (2.4 / 32 Bit) Adaptor



JRiver Media Center with MusicScope VST-Plugin (2.4 / 32 Bit) Adaptor

2.) Start the MusicScope and go to Settings -> VST/AU



MusicScope Settings -> VST/AU

3.) Just execute the following easy steps to connect the VST-Plugin Adaptor to the MusicScope:

a.) Click "Start" to initiate the TCP/IP-Server. The status changes to "The VST/AU -> TCP/IP-Server waits for a connection of the VST/AU-Plugin."

Please make sure that the Windows-Firewall accepts connections to the server.

b.) Go to the VST-Plugin and click the "Play Button". The status of the TCP/IP-Server changes to "The VST/AU-Plugin connection has been established"

c.) Now click on "Select" which closes the MusicScope Settings-Window.

d.) Finally press "Play" to start the MusicScope audio analysis.

For Windows User

## » Attaching the MusicScope Audio-Input to a Streaming Client or Audio Player

The MusicScope is able to receive audio data from any audio input. That can be a real audio device or a virtual device, called "Virtual Audio Cable".

To analyze the audio output of a streaming client or audio player it is necessary to route their audio output into the MusicScope Audio-Input.

There are actually two options:

- 1.) A real cable between the audio output and input of your computers audio device.
- 2.) Use of a Virtual Audio Cable (e.g. <http://vb-audio.pagesperso-orange.fr/Cable/> (Donationware)).
- 3.) A soundcard with internal streaming drivers/capabilities.

### Steps to connect the Streaming Client / Audio Player to the MusicScope:

1.) By using a real loop-back cable:

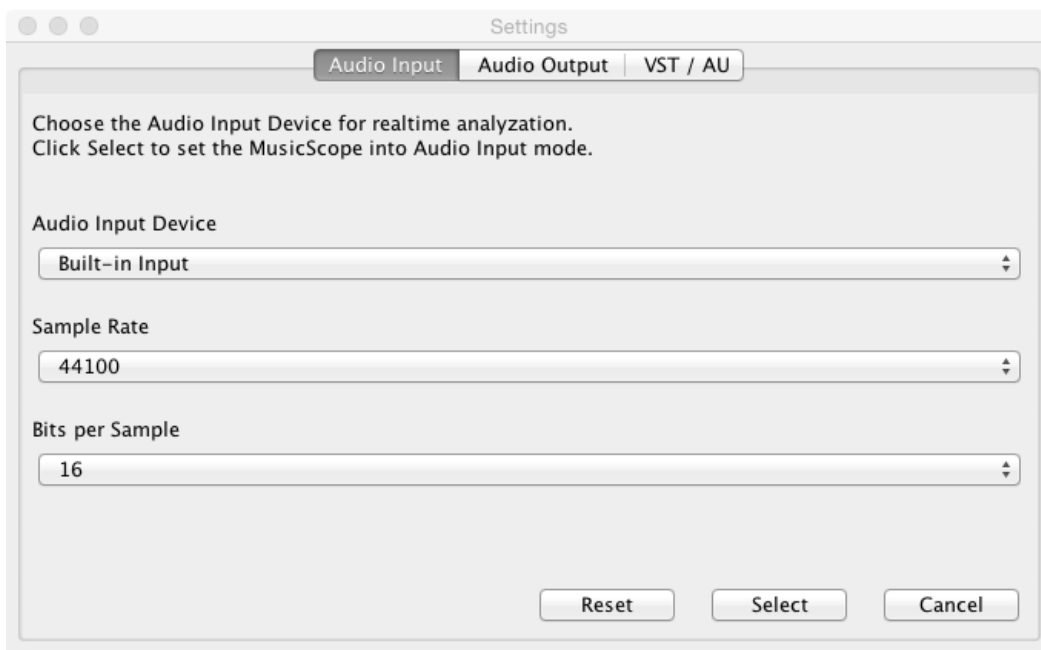
a.) Start the Streaming Client/Audio Player.

b.) Start the MusicScope.

c.) Go to the MusicScope Settings -> Audio-Output and select "No Audio Output". This is important to avoid feedback loops!



d.) Go to the MusicScope Settings -> Audio-Input and select the appropriate Audio-Input device, Sample Rate and Bits per Sample.



e.) Press "Select" to choose the Audio-Input

f.) Place the cable between your sound device output and input.

g.) Press "Play" in the MusicScope to start the Analysis

h.) Make sure that the Windows-Mixer output volume is set to maximum and that the input is not overloaded.

2.) By using a Virtual Audio Cable:

- a.) Install the Virtual Audio Cable
  - b.) Go to the Windows Audio-Mixer and choose the Virtual Audio Cable as Default Output Device.
  - c.) Start the MusicScope and go into Settings -> Audio-Output and select "No Audio Output".
- This is important to avoid feedback loops!



- d.) Go into the MusicScope Settings -> Audio-Input and select the Virtual Audio Cable as Audio-Input.
- e.) Press "Select" to choose the Audio-Input
- f.) Press "Play" in the MusicScope to start the Analysis
- g.) Now any audio output from a Streaming Client or Audio Player is routed into the MusicScope for analysis.

### 3.) A soundcard with internal streaming drivers/capabilities

Please consult your product manual or ask your soundcard manufacturer if your soundcard is able to route the stream to your input.

For Windows User

#### » Analyzing Vinyl Records

The setup to analyze Vinyl Records is similar to the setup for analyzing the audio output of Streaming Clients / Audio Players by using a real loop back cable (see above).

Instead of the loop back cable connect the phono pre-amp output into the audio input of your computer. Make sure that all electrical parameter allow such a connection.

Finally it is important to set the audio input level within the Windows Audio-Mixer appropriately to avoid any clipping.

For MacOS X User

#### » Analyzing the iTunes or any streaming client output by using the MusicScope

## Audio-Input

The MusicScope is able to receive audio data from any audio input. That can be a real audio device or a virtual device, called "Virtual Audio Cable".

To analyze the audio output of iTunes or a Streaming Client it is necessary to route their audio output into the MusicScope Audio-Input.

There are actually two options:

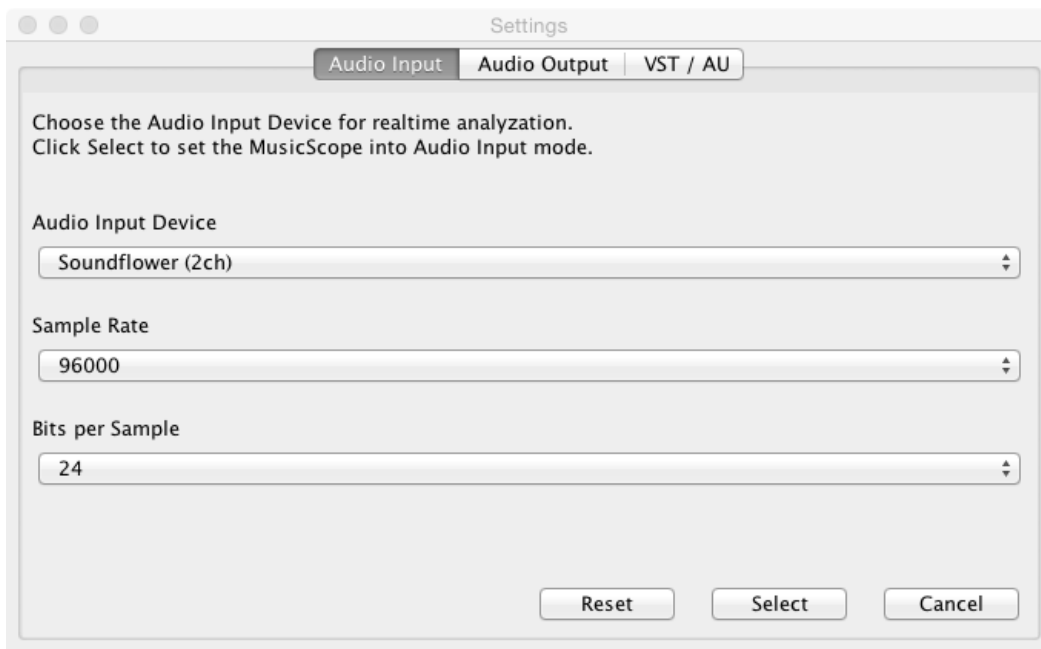
- 1.) A real cable between the audio output and input of your computers audio device.
- 2.) Use of a Virtual Audio Cable (e.g. Soundflower (Free): <http://rogueamoeba.com/freebies/soundflower/>).
- 3.) A soundcard with internal streaming drivers/capabilities.

1.) By using a real loop-back cable:

- a.) Start iTunes, the Streaming Client or any other MacOS X Audio Player.
- b.) Start the MusicScope.
- c.) Go to the MusicScope Settings -> Audio-Output and choose "No Audio Output". This is important to avoid feedback loops!



- d.) Go to the MusicScope Settings -> Audio-Input and choose the appropriate Audio-Input device, Sample Rate and Bits per Sample.

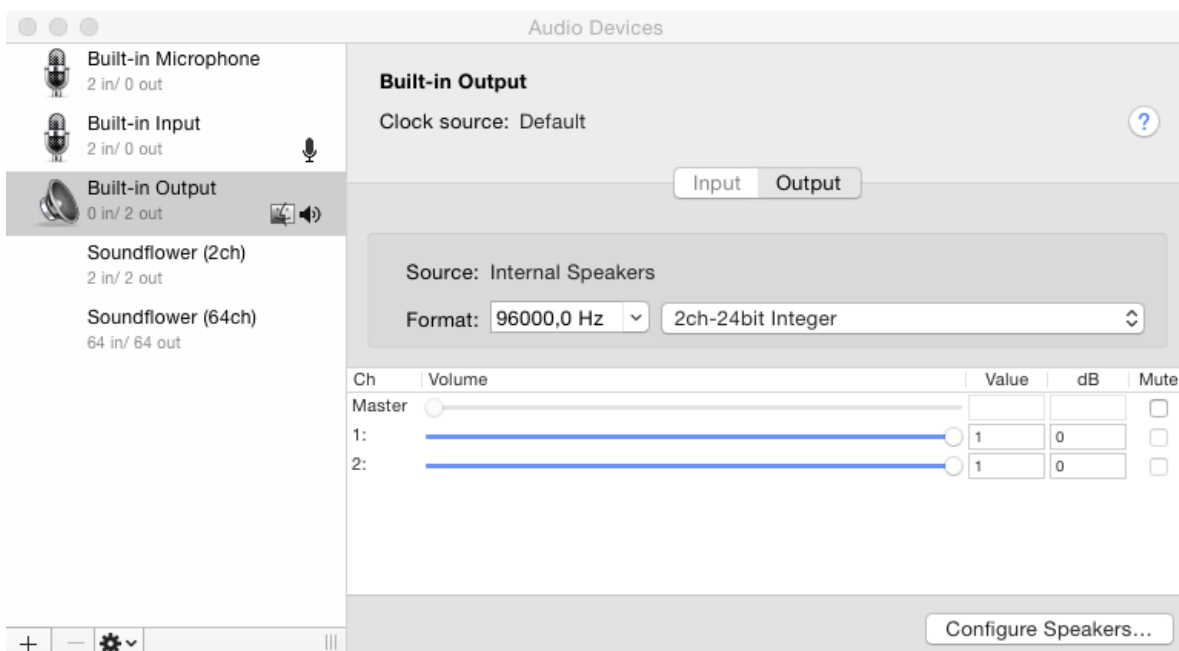


e.) Press “Select” to choose the Audio-Input

f.) Place the cable between your sound device output and input.

g.) Press “Play” in the MusicScope to start the Analysis

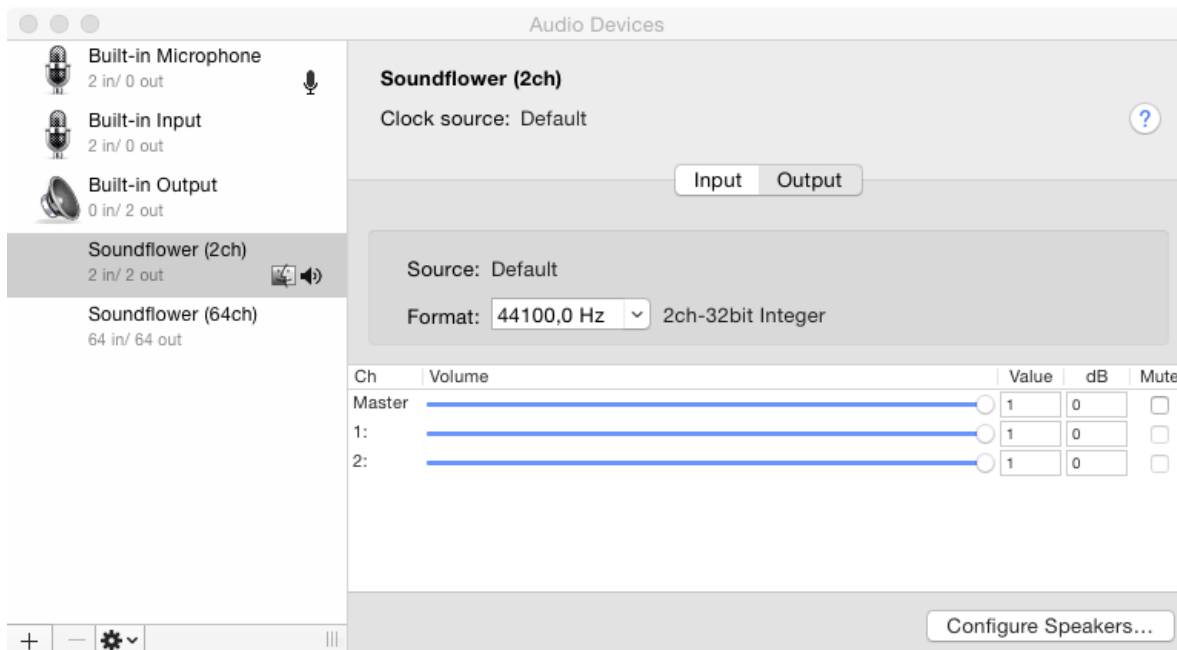
h.) Make sure that the input and output volumes are set appropriately by using the MacOS X build-in program “Audio-MIDI Setup”.



2.) By using a Virtual Audio Cable:

a.) Install the Virtual Audio Cable. We recommend Soundflower (<http://rogueamoeba.com/freebies/soundflower/>) which is free.

b.) Go to the MacOS X build-in program “Audio-MIDI Setup” and choose the Virtual Audio Cable as Default Output Device.

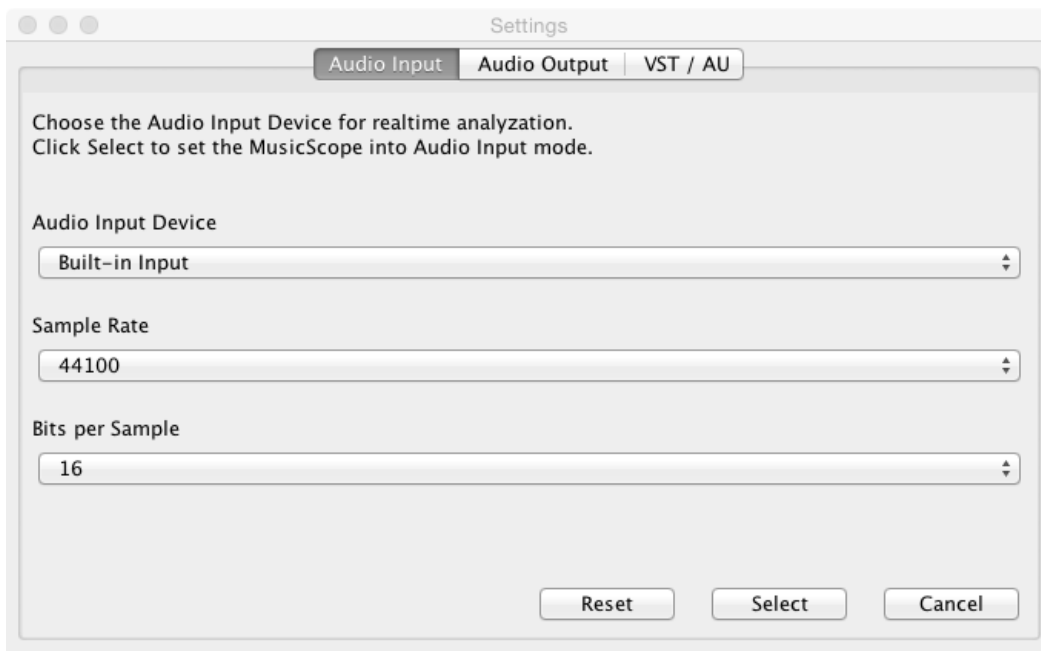


c.) Start the MusicScope and go into Settings -> Audio-Output and select “No Audio Output”. This is important to avoid feedback loops!



d.) Go into the MusicScope Settings -> Audio-Input and select the Virtual Audio Cable as Audio-Input.





e.) Press "Select" to choose the Audio-Input

f.) Press "Play" in the MusicScope to start the Analysis

g.) Now any audio output from iTunes, Streaming Clients or any other MacOS X audio players is routed into the MusicScope for analysis.

### 3.) A soundcard with internal streaming drivers/capabilities

Please consult your product manual or ask your soundcard manufacturer if your soundcard is able to route the stream to your input.

For MacOS X User

#### » Analyzing Vinyl Records

The setup to analyze Vinyl Records is similar to the setup for analyzing the audio output of Streaming Clients / Audio Players by using a real loop back cable (see above).

Instead of the loop back cable connect the phono pre-amp output into the audio input of your computer. Make sure that all electrical parameter allow such a connection.

Finally it is important to set the audio input level within the Windows Audio-Mixer appropriately to avoid any clipping.

For MacOS X User

#### » Use of the MusicScope VST/AU-Plugin Adaptor within an audio player or Digital Audio Workstation

The VST/AU-Plugin Adaptor makes it possible to connect the MusicScope to a professional Digital Audio Workstation or Audio Players that support Plugins.

The Plugin Adaptor creates a network bridge between a VST/AU-Host (Audio Player or Digital Audio Workstation) and the MusicScope.

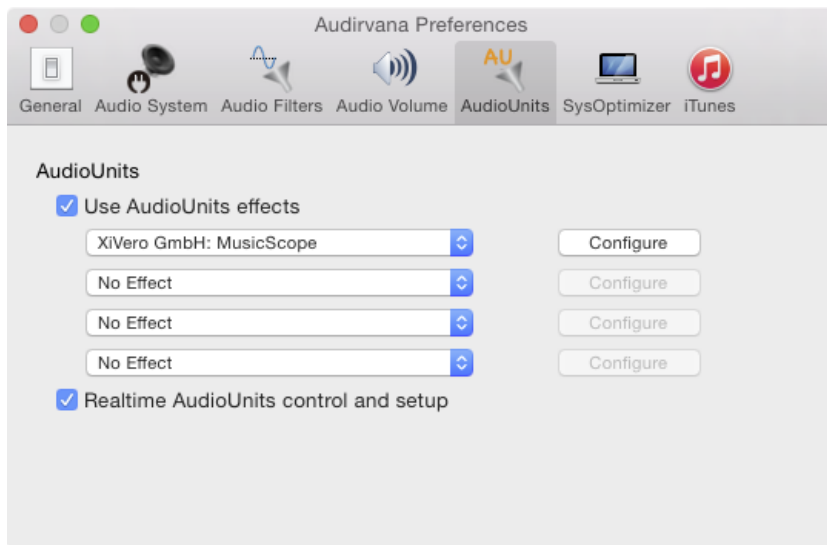
To feed the audio into the MusicScope a TCP/IP-Stream is used. This approach makes it possible to run the MusicScope on any computer in the network, whereas your audio player, which acts as a VST/AU-Host, runs on your usual media computer.

Currently we are aware of one commercial audio player that directly supports AU-Plugins (Audirvana Plus).

## Steps to activate the AU-Plugin Adaptor:

1.) Just load the MusicScope AU-Plugin Adaptor in the audio player.

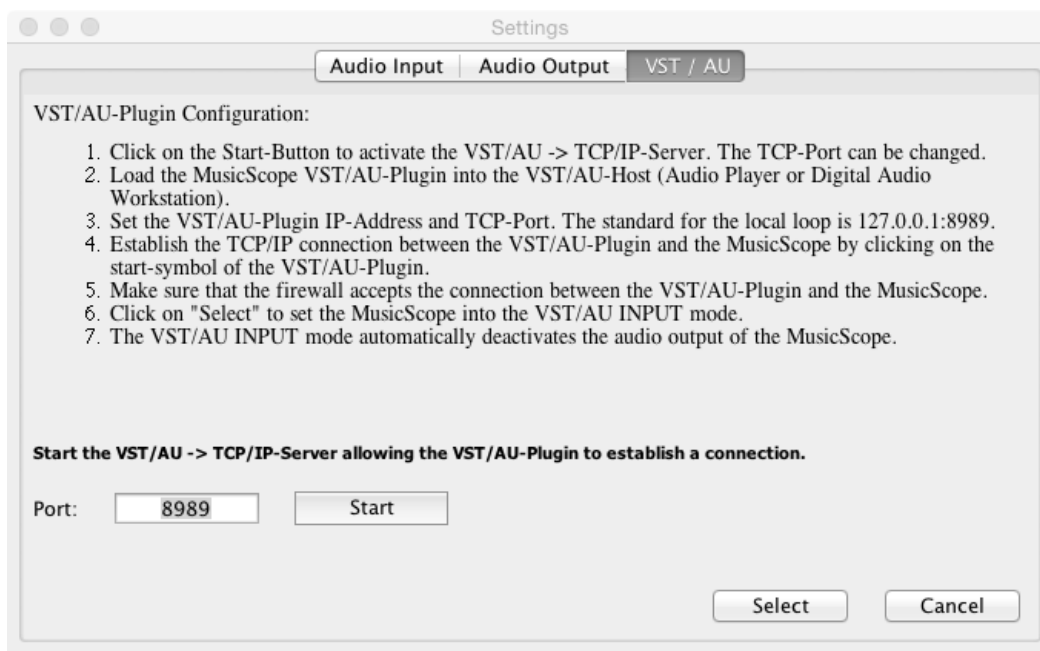
Make sure that the tick box for “Realtime AudioUnits control and setup” is activated.



2.) Start the audio player to get the AU-Plugin window



3.) Start the MusicScope and go to Settings -> VST/AU



MusicScope Settings -> VST/AU

4.) Just execute the following easy steps to connect the VST/AU-Plugin Adaptor to the MusicScope:

a.) Click “Start” to initiate the TCP/IP-Server. The status changes to “The VST/AU -> TCP/IP-Server waits for

a connection of the VST/AU-Plugin.”

Please make sure that the MacOS X Firewall accepts connections to the server.

b.) Go to the VST/AU-Plugin and click the “Play Button”. The status of the TCP/IP-Server changes to “The VST/AU-Plugin connection has been established”

c.) Now click on “Select” which closes the MusicScope Settings-Window.

d.) Finally press “Play” to start the MusicScope audio analysis.

The implementation of the AU-Host in Audirvana Plus disconnects the AU-Plugin if the user presses the Stop-Button. Please use the controls of iTunes to avoid the “Stop-State”, otherwise it is necessary to do the above steps again.

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