

Quickguide

1. Things you need to get started:

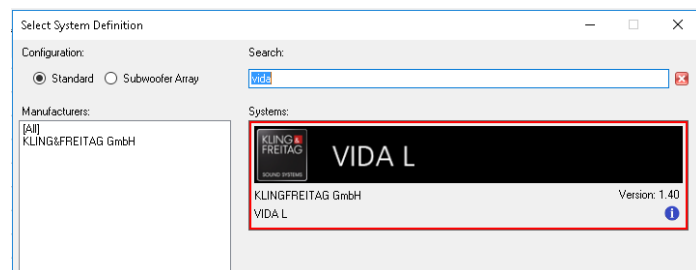
- ConSequenza+ Application (latest version - get it from www.kling-freitag.de/download)

The VIDA L System is a powerful beamsteering loudspeaker system. Its calculation algorithms are carried out by a dedicated software, the VIDA App. A new K&F-plugin, which is included in the latest version of the *ConSequenza+* software, now allows you to do acoustic simulations with VIDA L using the same parameter options as in the VIDA App.

2. Adding and configuring the VIDA in ConSequenza+

Please refer to the ConSequenza+ User Manual on how to use the software.

When adding a new sound source to your project you now have the option to choose *Vida L* (in the latest version of ConSequenza+). The *default* array, that will appear when clicking *okay*, consists of one single VIDA L module without any beam settings applied.

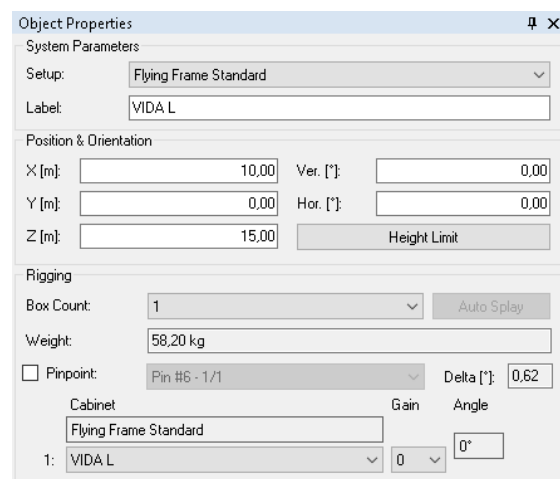


2.1. Setting Vida parameters in the *Object Properties* Window:

In the *Object Properties* window of the *Vida L* you can principally set parameters in the same way you do it with conventional loudspeakers.

The vertical orientation corresponds with the *mechanical tilt* you know from the *Vida App* (and doesn't have anything to do with the beam tilt).

It is automatically affected by the number of VIDA L (and VIDA C) modules you add to the array, by the *pinpoint* you choose and by the decision to use a *flying frame extension* in the *setup* or not.



The *Gain* of each module in the array can be adjusted but the angle between the several modules needs to stay the same. Because of that the *Auto Splay*-Function (used in *Sequenza 5* and *-10* Setups) has got no real effect when setting up a VIDA simulation.

The result of the changes you do in the *Object Properties* window are directly visualized in the *Rigging* window.

2.2. Setting Vida Parameters in the *Secondary Properties* Window

All settings concerning the electronically controlled Beam of the Vida array can be seen and changed in the *Secondary Properties* Window. There you have access to all the parameters you know from the *Beam* Window in the Vida App.

Please keep in mind that in this plugin it is necessary to push the *Apply*-Button in order to make your changes come into effect. The *Apply*-Button sets Breakpoints you can jump back to by using the undo command. As the last *applied* setting is still active even if you changed parameter values, the *Undo* will bring you back to the settings during the previous *Apply*-command. (That means, for example, that if you just have changed some values and want to get back to the settings before your changes, you should first click *Apply* and then use the *Undo*-Command.)

Corresponding to the graphical user interface of the VIDA App, you first need to activate *Split Beam*, *Optimize Beam* and / or *X-Over* to edit the respective parameters.

Of course the *Vida C* options can only be used if *Vida L + Vida C* is selected in the object properties.

