Rocket Network
Internet Recording Studios
Users Manual Version 2.0

For Cubase with RocketPower™

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Read this First!

The information on this page is very important for the first time Rocket Network user. Please spend a moment reading it.

What is in this manual?

This manual is divided into sections by application:

> Cubase with RocketPower™
> RocketControl™
> Rocket Network Web Interface

Each section contains information about use and features important to a successful collaboration in a virtual studio. There is also a section in the beginning on the installation of all the applications you need to use Rocket Network.

What do I need?

Collaborating in a virtual studio requires the following:

> Licensed copy of Cubase VST 4.0 (Macintosh), 5.0 (Windows) or higher
> Cubase VST RocketPower™ update
> RocketControl™ 2.0
> Web Browser (IE 4.5 or Netscape 4.5 or higher)
> Registered username

How do I get it?

Register your username: http://www.cubase.net/studios.html

The following applications are available at:

> Cubase VST RocketPower™ update   http://www.cubase.net/studios.html
> RocketControl™   http://www.cubase.net/studios.html
> Microsoft Internet Explorer   http://www.microsoft.com
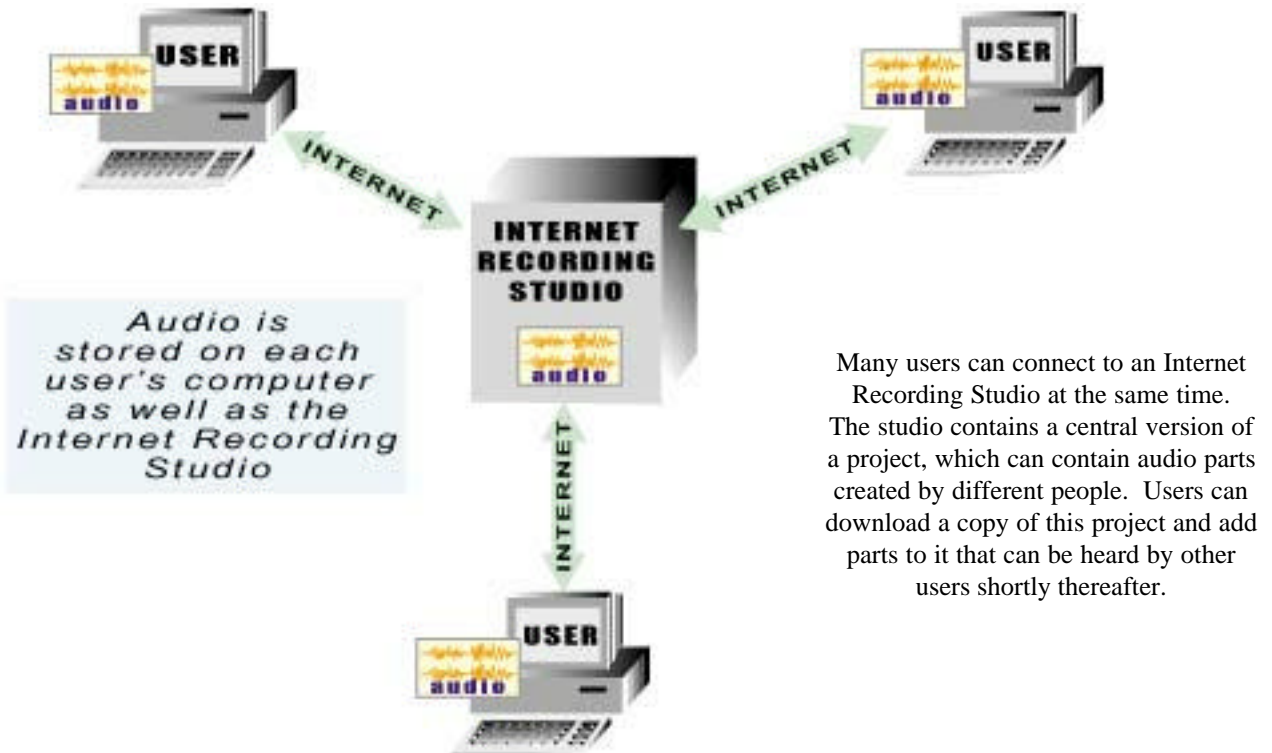> Netscape Navigator   http://www.netscape.com

How do I get help?

> Read this Manual   http://www.cubase.net/studiosupport.html
> Quick Start Guide   http://www.cubase.net/studiosupport.html
> Rocket Network Support Area   http://www.rocketnetwork.com/support/
> Cubase.net   http://www.cubase.net/studios.html

OVERVIEW

Rocket Network is the first and only network of Internet Recording Studios that allows users to meet, collaborate and produce original audio online.

The Internet Recording Studio

Audio is stored on each user's computer as well as the Internet Recording Studio

Many users can connect to an Internet Recording Studio at the same time. The studio contains a central version of a project, which can contain audio parts created by different people. Users can download a copy of this project and add parts to it that can be heard by other users shortly thereafter.

Your Computer

Only audio software products such as Cubase VST that have added RocketPower™ can connect to an Internet Recording Studio. To use an Internet Recording Studio you will need:

★ RocketPower™ Audio Software
  (Cubase VST with RocketPower™)
★ RocketControl™
★ Web Browser

Audio System
(Recording equipment)

Software

RocketControl™

Web Browser

RocketPower™ Audio Software

OVERVIEW

Software

RocketControl™ is a small downloadable client software application that serves as a floating chat window and navigation tool. Used in conjunction with your web browser, you will be able to locate and enter Internet Recording Studios.

Cubase VST with RocketPower™ will allow you to create, record and "Post" audio and MIDI tracks to everyone in the Internet Recording Studio.

RocketPower™ Audio Software

► Create and record new audio tracks

► Post and receive tracks to Internet Studio

RocketControl™

► CHAT with others

► Track status of data transfer

Web Browser

► Navigate between studios

► Configure Studios and profiles

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NETWORK

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Minimum System Requirements

The system requirements listed below are for RocketControl with inclusions for all of the necessary software components to successfully run a session online.

Minimum Requirements: **Windows**

*   200MHz Pentium processor
*   Microsoft Windows 98/NT
*   Minimum 128 MB RAM to run DAW, RocketControl & Web Browser
   Recommend 192 MB
*   Microsoft Internet Explorer 4.5 or Netscape Communicator 4.5 or better
*   Cubase VST
*   10 MB hard disk space for RocketControl
*   Screen Resolution: 800x600, 1024x768 or higher recommended
*   Access to the Internet on the digital audio machine

Minimum Requirements: **Macintosh**

*   200MHz 604e PowerPC processor
*   Mac OS 8.5.1 or higher
*   Minimum 128 MB RAM to run DAW, RocketControl & Web Browser
   Recommend 192 MB RAM
*   Cubase VST
*   Microsoft Internet Explorer 4.5 or Netscape Communicator 4.5 or better
*   10 MB hard disk space for RocketControl
*   Screen Resolution: 832x624, 1024x768 or higher recommended
*   Access to the Internet on the digital audio machine

I. Installation

1.1 Check Web Browser Version

Check the version of your web browser. If it is less than the minimum requirements install an updated version.
If you need a newer version of your webbrowser go to http://www.netscape.com or http://www.microsoft.com.

1.2 Create an account

1. Go to http://www.cubase.net/studio.html
2. Click the register your cubase.net username link
3. Fill in the Rocket Network Global Registration Form completely
4. Click Submit
5. You're registered!

1.3 Install Cubase with RocketPower™ & RocketControl™

Download Cubase with RocketPower and RocketControl at http://www.cubase.net/studios.html
You can either download as part of the username registration process or by clicking the download
link and entering your existing username/password.
You need both Cubase with RocketPower AND RocketControl to collaborate online.

Once you have downloaded the software:

1. Launch the Cubase with RocketPower installer
2. Go through the Cubase with RocketPower installation process
3. The Cubase with RocketPower installer will launch the RocketControl installer
4. Go through the RocketControl installation process
5. Restart your machine to begin using the software

II.   Cubase with RocketPower™

Cubase with RocketPower is a version update for your Cubase VST application with added functionality for online collaboration. This section covers setting up Cubase VST with RocketPower, activating RocketPower and using RocketPower Features. Start by launching Cubase VST with Rocket Power.
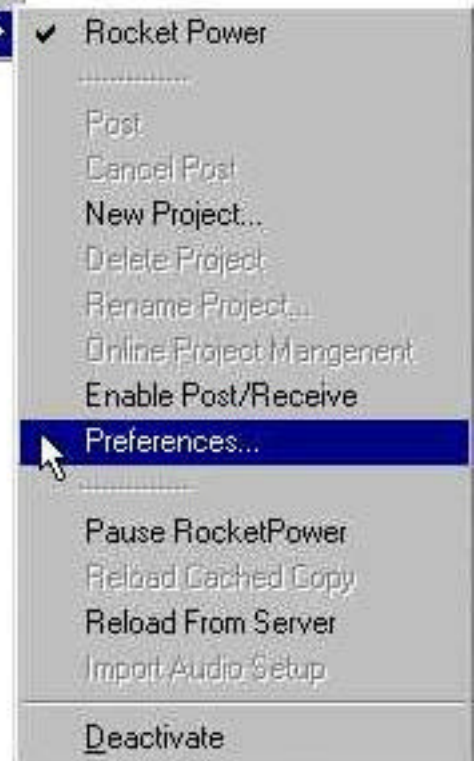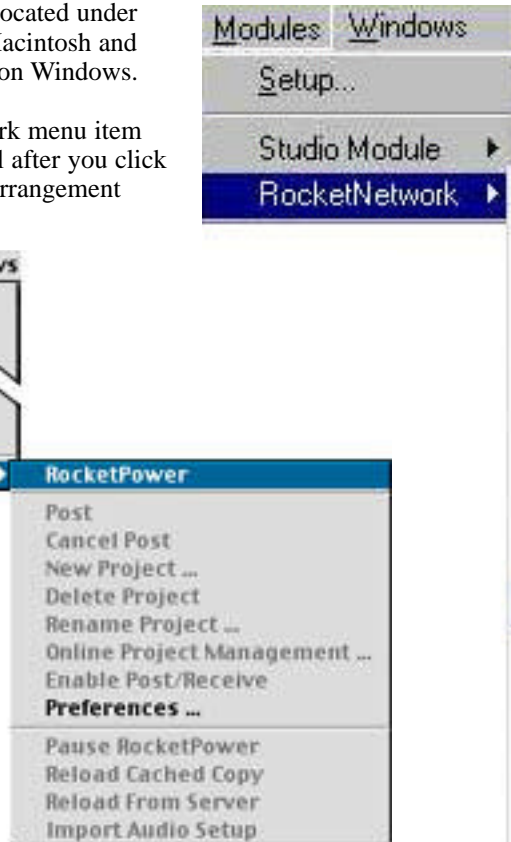
2.1   Rocket Network Menu Items

Rocket Network menu items are located under Panels>Rocket Network on the Macintosh and under Modules>Rocket Network on Windows.

You will not see theRocketNetwork menu item under Modules on Windows until after you click the RocketPower button in your arrangement window and log in.

All items in the Rocket Network menu except 'RocketPower' and 'Preferences…'will be disabled until you enter a studio.

Mac Rocket Network Menu

Windows Rocket Network Menu

RocketPower	activates RocketPower in Cubase & launches RocketControl
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Post	transfers any new data from your machine to the server
Cancel Post	cancels the Post command
New Project…	creates a new project in the current studio
Rename Project…	changes the name of the current project
Delete Project	deletes the project in the current studio
Online Project Management	brings up the studio page in your web browser
Enable Post/Receive	activates Post and Receive in Cubase
Preferences…	opens the RocketPower preferences in Cubase

Pause RocketPower	pauses Post and Receive commands
Reload Cached Copy	reloads the project from your local folder
Reload from server	reloads the project from data on the server
Import Audio Setup	changes your plugin structure to match that of the project owner

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