Rocket Network

Quickstart Guide

For Cubasis - Inwire

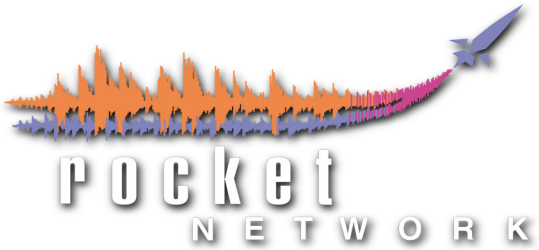


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Overview

This document provides a quick introduction to your Studio Center's functionality with your audio application. This technology allows global collaboration over the internet. The following sections of this document guide you through these core functions:

- § Getting started
- § Registration
- § Set-up and Installation
- § Working with Projects and Sessions
- § Support & Trouble shooting

What You Need

Collaborating in Rocket Network Internet Recording Studios requires three independent applications.

1. Cubasis 3.707 or higher.
2. Rocket Control 2.5.
3. A compatible web browser such as Internet Explorer or Netscape Navigator.

You also need a registered username. The steps below walk you through getting started. If you have difficulties with any of the following steps, check the troubleshooting section at the end of this document and the support website at

- · http://www.rocketnetwork.com/support/

Minimum System Requirements

The system requirements listed below are for RocketControl™, Cubasis and a web browser; all necessary software components to successfully collaborate in a session online.

Windows:

200MHz Pentium processor, or compatible
Microsoft Windows 98 ME / 2000128 MB RAM [Recommend 192 MB RAM]
Internet Explorer 5 or Netscape Communicator 4.7 or higher *****
10 MB hard disk space
Screen Resolution: 800x600, 1024x768 or higher recommended
Access to the Internet on the digital audio machine

***** Netscape 6 Not yet supported

Register your username

1. Go to http://www.rocketnetwork.com.
2. Click the Get Rocket Power link.
3. Choose a Studio Center and click the corresponding logo to register.
4. Fill in the Rocket Network Global Registration Form completely.
5. Select an account.
6. Once you are registered you should download the required software.
7. If you already have a username you will also find a link to login and download.

Note: Registration of a username with Rocket Network is free. However, to enter private studios and take advantage of other Rocket Network features, you need to upgrade to a **Professional User** Account.

Download Software

At the end of the registration process you can download a free copy of Cubasis and RocketControl.

1. Select the link below:
   http://www.rocketnetwork.com/html/studio_centers/choose_studio.html
2. Click the studio center logo you registered with.
3. At the top of the registration page, enter your login name and password.
4. Click the link to download Cubasis for Windows.
5. Download to your hard drive.
6. Next select the link to download Windows version of Rocket Control.
7. Download to your hard drive.

Note: If you are a registered user and still require the software necessary, you can skip the registration process going directly to the download page.

Installation

Windows:

1. Launch the Cubasis installer by double clicking it.
2. Go through the Cubasis installation process.
3. Upon completion launch the SetupRocketControl2.5 installer file.
4. Go through the 2.5 Rocket Client installation process.
5. The Cubasis installer will prompt you to select your default web browser.
6. The Cubasis installer may also prompt you to select other compatible applications to become Rocket enabled.
7. Restart your machine and begin using the software.

Note: If you have other audio applications that are compatible with RocketControl on you computer, the installer will prompt you to choose which of these applications you wish to Rocket power. You can do this by placing a check mark in the box next to the other compatible applications during the installation process.

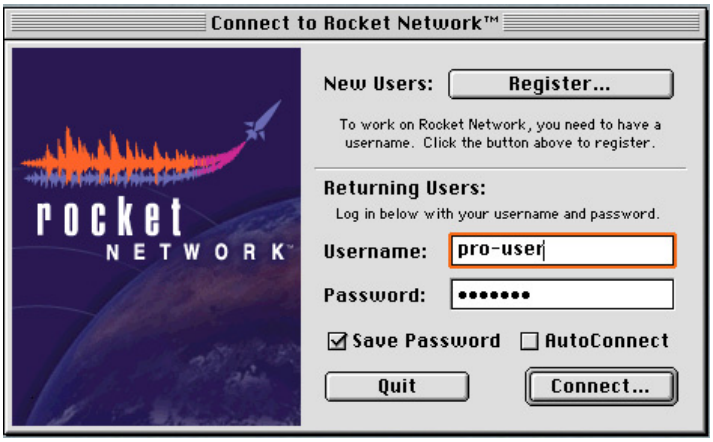
Using Cubasis Online

Launch Cubasis and Activate RocketPower™

With your internet connection active you can now launch Cubasis and activate RocketPower.

Logging In

1. Launch Cubasis.
2. From the arrange window, click on the **RocketPower** button, which will automatically launch Rocket Control 2.5.
3. Enter your user name and password.
4. Click **Connect**.



You are now connected to Rocket Network. However, you will need to load a Session from a Project in order to begin collaborating.

> **Note:** If you are having trouble connecting to the server you may need to reconfigure networks port settings to open in order to bypass your network firewall.

Configure Cubasis

For the purposes of getting started, RocketControl preferences are pre-configured. Advanced users may wish to re-evaluate and/or change these settings. See the Rocket Network Users' Guide for more details. You will find this at the following address.

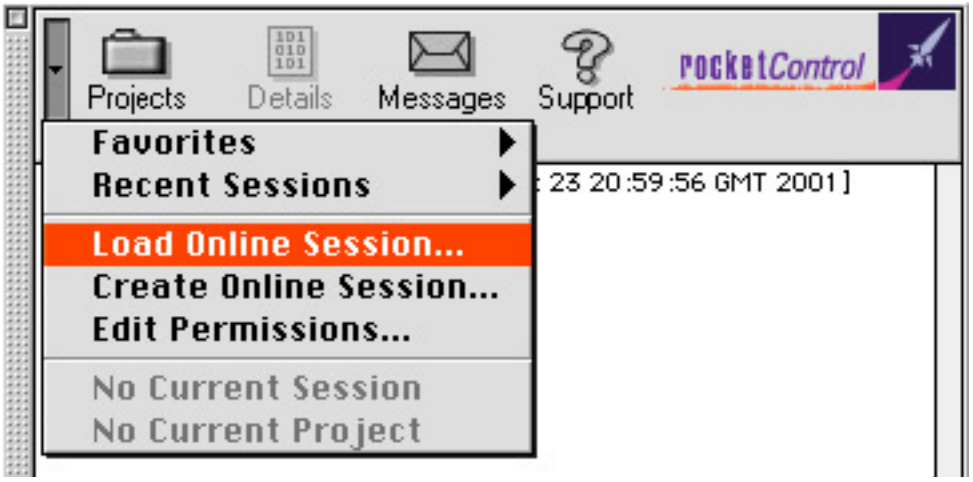
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Loading a Session

There are two ways to load a session. One is through the web interface, and the other is through RocketControl.

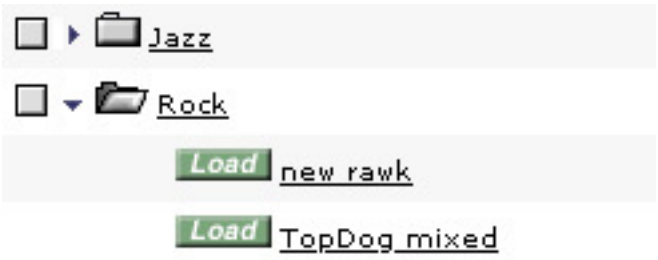
Loading a session through RocketControl

Open your audio application and click on the **RocketPower** button in order to open RocketControl. Click on the easy access menu located in the upper left corner of RocketControl. Select **Load Online Session** and you will receive a list of sessions available to you.



Loading a session from the Web

1. Click the **Projects** button in RocketControl.
2. Click on one of the Project Folders in the web interface
3. Click the **Load** button next to one of the sessions in the Project Folder



Receiving a session

In Cubasis, once you have clicked the **Load** button (From the web interface or RocketControl), you will automatically be asked if you want to receive this session. Choose yes to continue the loading process.

When you load a Session it will begin to download to your computer. The time it will take to download a session will depend on your internet connection speed and the size of the session. You can view download progress above the chat window in RocketControl.

There are also two types of Project folders and online Sessions, Public and Private. Public Project folders are always listed below private project folders.

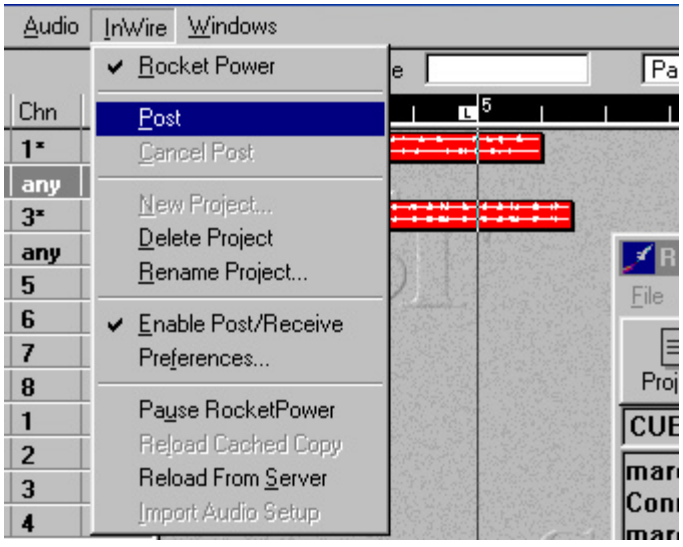
> **Note:** You must select a public Project folder and Session when following the instructions below.

Contributing to a session

Once you have loaded the session, you can add your own content.

- Record or import some audio onto a new track. If no tracks are available you may have to create a new one.

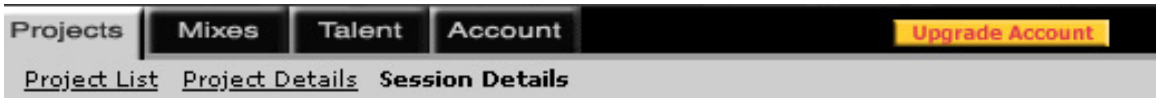
- Next, go to Inwire menu and select **Post**.



Your data will now be posted to the Rocket Network servers. If there are other users in the Session with you, they will begin to receive your changes as soon as you have finished posting from your computer. The time it will take to post your data will depend on your Internet connection speed and the size file you are posting. You can view posting progress above the chat window in RocketControl.

Creating your own online Sessions and Project Folders

To create your own Project folders and Sessions you will need to have purchased a pro or private account. To upgrade, simply click the **Upgrade Account** button in the web interface.



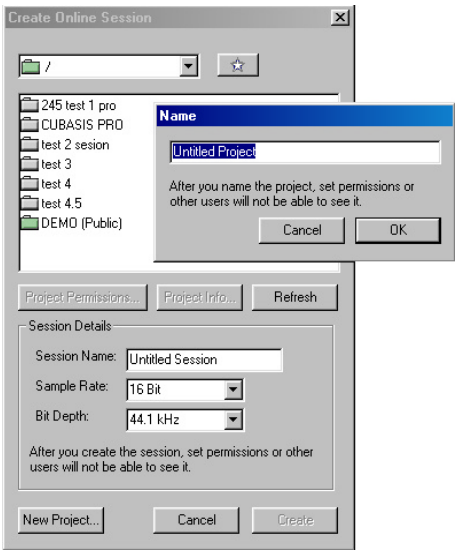
Once you have an account you will be able to create Public Sessions and Private Project folders and Sessions. However, there are a few restrictions to Public Project folders and Sessions.

- Public Project folders are created and maintained by the administrator.
- There are limits to the number of Public Sessions that can be created.
- Public Sessions will expire and be deleted after a period of time.

If you wish to create and store your own Private Sessions you will need to upgrade to a Private Account. You can also purchase a Pro User, which does not allow you to create Private Sessions, but does allow you to contribute to Private Sessions and create Public Sessions.

Creating a Project Folder through RocketControl

Go to the File menu in Rocket Control and Select the **Create Session** option. Once the Create Session dialog is open you will see the **Create Project** button located at the lower left corner.



Posting a Session

Since a Session cannot exist without a Project Folder, it is implied that you either post your session into an existing project or create a new one.

1. Create the Session through the web interface or RocketControl and then post from your audio application.

2. Open or create a song in your audio application.

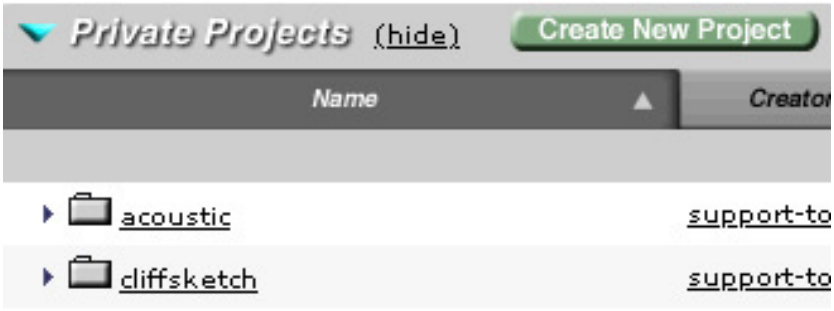
3. In Cubasis, go to Inwire / Rocket Network / Post Current Song.

At this point your Session will begin posting to the Central Server file system. The time it will take to post your Session will depend on your internet connection speed and the size of the Session. You can view posting progress above the chat window in RocketControl.

Creating a Project Folder in the Web Interface

How to setup a Project Folder using the web interface?

1. Click the **Projects** button in RocketControl.
2. In the Project List page, click the **Create New Project** button
3. In the Create Project window that pops up, enter a name for your Project folder and click the **Create** button.



If you would like to add permissions for your Project folder, you can enter them in the Add Permissions window at this point. If you have no users to add, you can click the **Cancel** button in this window. Next click the **Close** button in the View Permissions window.

At this point the Project Details page for your new project will be displayed in your main browser window.

> **Note:** For more information on permissions see the Using Permissions section of this document.

Using Permissions

If you have a Private Account you can add and manage user permissions in your Session files and Project Folders. Permissions can be managed either via the web interface or through the Quick Access menu on the Rocket Control interface.

Here is a description of the permissions you can assign to your Project folders and Sessions.

· Read Only / Listen Only

  This permission allows users to load your Sessions without the ability to post or change any data in your Session.

· Collaborate / Read – Write

  This permission allows users to load your Sessions and add their own data to them.

· Create / Read – Write – Create

  This permission allows users to load your Sessions and add their own them. In addition, if this permission is applied to a Project folder the user will be able to create new Sessions in your Project Folder.

· Delete / Read – Write – Create – Delete

  This permission allows users to load your sessions and add their own data to them. In addition, if this permission is applied to a Project folder the user will be able to create and delete Sessions in your Project Folder.

When working with permissions it is useful to note this behavior:

§ When creating a Session, all Project folder permissions are copied to the session.

§ When adding a user to Session permissions, they are automatically given read permissions to the Project Folder.

Adding permissions with the web interface

Permissions can be managed at the Project folder or Session level. You can either add users, or add groups of users to the permissions. The process for adding groups is much the same as for adding users.

To add permissions to a Session or a Project Folder:

1. Load the Session or Project Details page by clicking on the name of the Session or Project
2. Click the **Permissions** button, Session Permissions or Project Permissions
3. Enter the name you wish to add and Click the **Add Users** button
4. Select the permission level for the user and click the **Submit** button.



Upgrading Your Account

You can upgrade your account anytime you are logged in by clicking the **Upgrade Account** button under the Studio Center banner in your web browser.

Troubleshooting

Server connection timed out.

You consistently receive an error message when connecting that says, "Server connection timed out". This means…

Network Port Settings

If you have trouble connecting and are connecting through a firewall you may need to open specific ports on you firewall to enable data transmission bi directionally. These ports are logical connection places, using the Internet's protocol, that connect your computer to our server. If you are unsure of what to change you should contact you network administrator for advice and configuration. The ports that need to be open in your firewall are as follows.

- Ports to be opened: 80, 8190-921

Windows 95 won't launch RocketControl

You need the Windows Socket 2 update. It is available for download at:

http://www.microsoft.com/windows95/downloads/contents/WUAdminTools/S_WUNetworkingTools/W95Sockets2/Default.asp

1. Remove Rocket Control using the Add/Remove Programs control panel
2. Run the Socket 2 update
3. Re-install Rocket Control

Where to go for more information

- For technical support via email, contact techsupport@rocketnetwork.com.

- For live online support, click on the **?** button either in Rocket Control or in the web interface.