

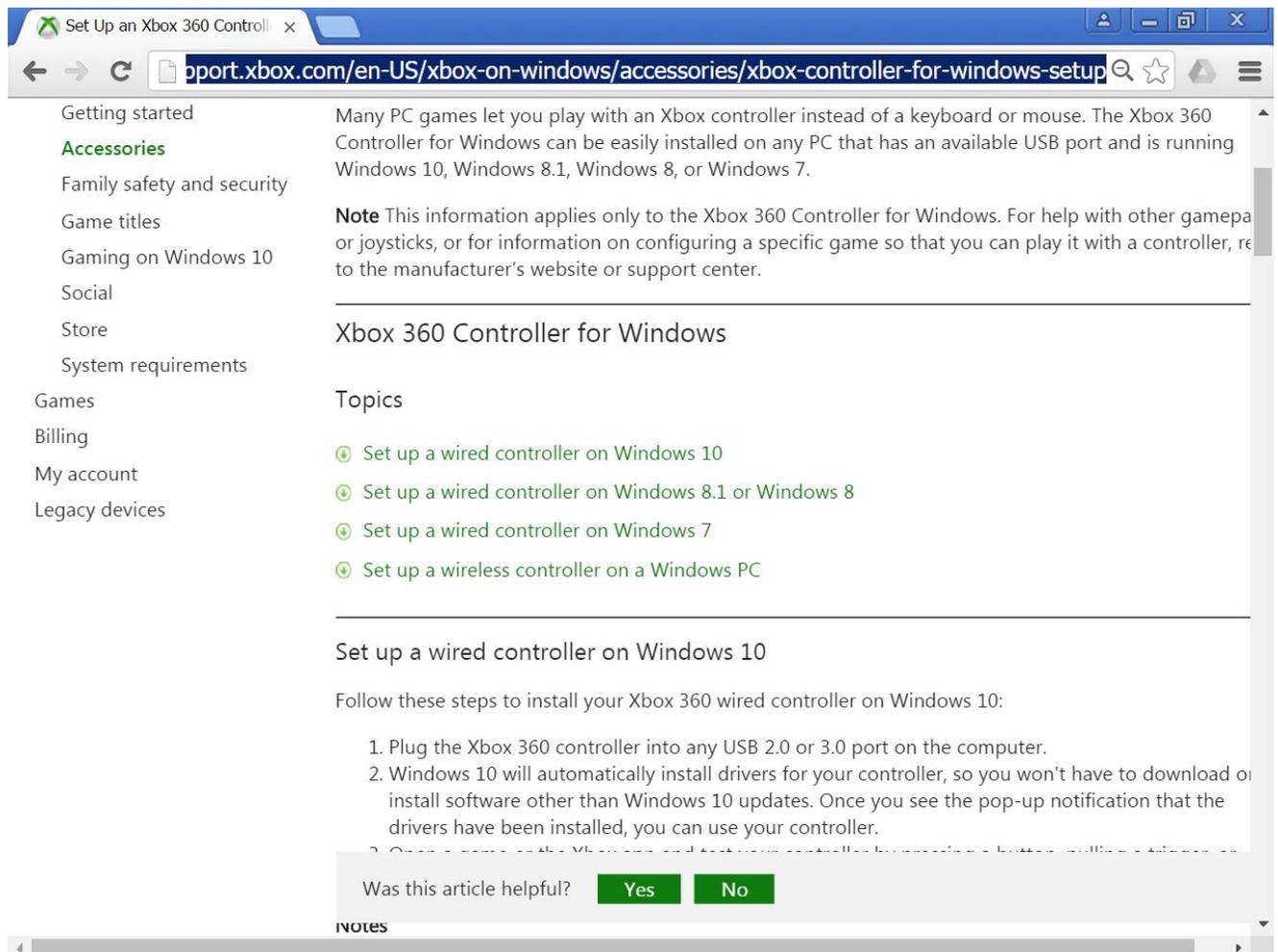
# Ocean Swift Synthesis OS Xbox360 Midi Control V1

## Setup and Operation

1. The standalone application is an executable file and does not require installation. The VSTi version is the DLL file and needs to be placed in your DAW's VST folder in order to be recognized within your DAW. The VSTi version is a 32bit plugin and must either be used within a 32bit DAW or bridged to 64bit in order to work in a 64it DAW. The standalone application allows for control over VST plugins and native plugins inside your DAW as well as external hardware. The VSTi version only allows for control over external hardware.

2. Install the Xbox360 Controller drivers on your computer. You can find the drivers via the Microsoft website. As of this writing detailed instructions from Microsoft can be found here:

<https://support.xbox.com/en-US/xbox-on-windows/accessories/xbox-controller-for-windows-setup>



The screenshot shows a web browser window with the URL <https://support.xbox.com/en-US/xbox-on-windows/accessories/xbox-controller-for-windows-setup>. The page content includes a navigation menu on the left with items like 'Getting started', 'Accessories', 'Family safety and security', 'Game titles', 'Gaming on Windows 10', 'Social', 'Store', 'System requirements', 'Games', 'Billing', 'My account', and 'Legacy devices'. The main content area has a heading 'Xbox 360 Controller for Windows' and a section 'Topics' with four links: 'Set up a wired controller on Windows 10', 'Set up a wired controller on Windows 8.1 or Windows 8', 'Set up a wired controller on Windows 7', and 'Set up a wireless controller on a Windows PC'. Below this is a section 'Set up a wired controller on Windows 10' with a list of steps: 1. Plug the Xbox 360 controller into any USB 2.0 or 3.0 port on the computer. 2. Windows 10 will automatically install drivers for your controller, so you won't have to download or install software other than Windows 10 updates. Once you see the pop-up notification that the drivers have been installed, you can use your controller. 3. Open a game on the Xbox.com and test your controller by pressing a button, pulling a trigger, or... At the bottom, there is a feedback prompt 'Was this article helpful?' with 'Yes' and 'No' buttons, and a 'Notes' section.

3. You will need two midi drivers in order to use the standalone version together with your DAW. You can set this up by using a virtual midi driver device like for example LoopBe1 from <http://nerds.de/en/loopbe1.html>

4. Turn on your physical Xbox360 controller and open either the standalone or VSTi version of the OS Xbox360 Midi Control device.

5. Press the connect button on the OS Xbox360 Midi Control. If connection is correctly established the connection LED will light on, and the device will respond to input from the controller.



6. For the stand-alone version, setup your midi routing so that midi is routed from the OS Xbox360 Midi Control to your DAW or external hardware. For the VSTi version, route the midi from the vsti channel to your hardware.



