

# SONY®

## 360 Virtual Mixing Environment

Operating Instructions



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# Table of Contents

Features .....	3
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## Preparation

Setting the 360VME software (macOS).....	4
Setting the 360VME software (Windows).....	6

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## How to use

Screen configuration .....	9
[Profile] tab .....	11
[Input Monitor] tab .....	13
[Input Level] tab.....	15
[Settings] tab (for the standalone version only).....	16
[About 360VME] tab .....	19
“360VME Bypass” checkbox .....	20
“Output Speaker” checkbox (for the standalone version only).....	20
Output level meter .....	21
[De-reverb] tab .....	22
[Monitor EQ] tab .....	23
[Panning] tab .....	24
[A]/[B] .....	25
Copy button.....	25

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## Others

Troubleshooting .....	26
License .....	26
Trademarks .....	26

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## Features

The 360 Virtual Mixing Environment is a 3D audio technology that accurately reproduces the sound field environment of a reference studio for sound production, using headphones, and is the name of this software. (The software is referred to as either the “360VME software” or “this software” for the rest of this document.)

This software is available in two formats: a standalone version and a plugin version. You can choose the format that suits your needs and working environment.

### Standalone Version

In this format, this software can be launched and used on its own.

When used in combination with DAWs or other plugins, it enables sound production using the technologies described above.

### Plugin Version

In this format, this software is integrated as a component within DAWs that support this plugin.

When this software is invoked from the DAW, it enables sound production using the software within the DAW's workflow.

The verified DAWs, versions, and speaker layouts are as follows:

- AVID Pro Tools®
  - Version: 2025.12.0 or later
  - Speaker layout: Stereo/Quad/5.0/5.1/5.1.4/7.1/7.1.2/7.1.4/9.1.4/9.1.6
- REAPER™
  - Version: 7.61 or later
- Apple Logic Pro®
  - Version: 11.2.2 or later
  - Speaker layout: Stereo/Quadraphonic/LCRS/5.1/5.1.2/5.1.4/6.1/7.1/7.1 SDDS/7.1.2/7.1.4

The 13ch speaker layout, which is the recommended monitoring environment for 360 Reality Audio, is supported only in certain DAWs.

For details on the settings, refer to the operating instructions for your DAW.

## Preparation

### Setting the 360VME software (macOS)

#### To install the 360VME software (macOS)

Install this software on your computer (macOS).

The supported OS is macOS version 11.7.10 and later.

- 1** Download the installer for this software, provided by the studio where the 360VME Profile was measured, to your computer.
- 2** Launch the downloaded installer.
- 3** When the installation screen appears, select [Continue].
- 4** Follow the on-screen instructions to complete the installation.
- 5** Launch this software.
  - Check [End User License Agreement], and then select [Agree].
  - The plugin version is launched by adding it to the effect slot of the master track from the output settings of your DAW. The procedure for adding the plugin and creating a master track varies depending on the DAW you are using. For details, refer to the operating instructions for your DAW.

#### Note

- An online environment is required to launch this software for the first time. Launch the software while the computer is connected to the internet.
- When using the plugin version, the [End User License Agreement] dialog may appear behind this software window in certain DAW environments. If this occurs, move the software window to bring the dialog to the front.

#### To connect to DAW (macOS)

The following explains how to connect the standalone version of this software to Pro Tools (macOS version).

For plugin version settings, refer to the operating instructions for your DAW.

#### When using 360 WalkMix Creator™ (for 360 Reality Audio)

- 1** Launch Pro Tools and make the settings.
  - ① Open a session for 360 Reality Audio production created using the 360 WalkMix Creator plugin.
  - ② From the [Setup] menu, select [Playback Engine] and set any device other than "360VME Audio Driver 16ch" as "Playback Engine."
- 2** Launch 360 WalkMix Creator and make the settings.
  - ① Click the gear icon in the lower right corner of the 360 WalkMix Creator plugin screen. The settings screen opens.
  - ② In the [Devices] tab of the sidebar, make the settings as follows:
    - Output type: CoreAudio
    - Output device: 360VME Audio Driver 16ch
    - Output sample rate: 44100 Hz, 48000 Hz, or 96000 Hz
    - Output buffer size: Any size (1024 or 2048 is recommended)
  - ③ When headphone monitoring in the 360 WalkMix Creator plug-in is turned on, turn it off by clicking the headphone icon in the lower left corner of the screen.

### 3 Launch this software and open the [Profile] tab.

Load any 360VME Profile (.vme file). For details, see “[Profile] tab” (page 11).

### 4 Open the [Settings] tab of this software.

- ① Open the [Audio Settings] - [Device] tab and make the settings as follows:
  - Output: Audio driver capable of outputting to the headphones you are using\*
  - Input: 360VME Audio Driver 16ch
  - Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz
  - Audio buffer size: Any size (1024 or 2048 is recommended)

\* If using the Output Speaker function, set also an audio driver capable of outputting to the speaker. For details of the Output Speaker function, see ““Output Speaker” checkbox (for the standalone version only)” (page 20).

- ② From the output channels available on the audio driver set as “Output” in step 4-①, select the checkboxes for the channels that this software will use as output destinations.  
For each of the selected output destination channels, checkboxes will be displayed in “Headphone Output Channels” on the [Settings] tab screen.
- ③ Select the channels you want to use for headphone output from the checkboxes displayed in “Headphone Output Channels” on the [Settings] tab screen.

### 5 Play the session opened in step 1 with Pro Tools and check if the input signal is being received in this software.

You can check the input signal on the [Input Monitor] tab or the [Input Level] tab.

If the input level lamp for the set channel ([Input Monitor] tab) or the input level meter ([Input Level] tab) is lit, the connection is successful.

#### When using multi-channel tracks without an external renderer

### 1 Launch Pro Tools and make the settings.

From the [Setup] menu, select [Playback Engine] and set “360VME Audio Driver 16ch” as “Playback Engine.”

### 2 Launch this software and open the [Profile] tab.

Load any 360VME Profile (.vme file). For details, see “[Profile] tab” (page 11).

### 3 Open the [Settings] tab of this software.

- ① Open the [Audio Settings] - [Device] tab and make the settings as follows:
  - Output: Audio driver capable of outputting to the headphones you are using\*
  - Input: 360VME Audio Driver 16ch
  - Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz
  - Audio buffer size: Any size (1024 or 2048 is recommended)

\* If using the Output Speaker function, set also an audio driver capable of outputting to the speaker. For details of the Output Speaker function, see ““Output Speaker” checkbox (for the standalone version only)” (page 20).

- ② From the output channels available on the audio driver set as “Output” in step 3-①, select the checkboxes for the channels that this software will use as output destinations.  
For each of the selected output destination channels, checkboxes will be displayed in “Headphone Output Channels” on the [Settings] tab screen.
- ③ Select the channels you want to use for headphone output from the checkboxes displayed in “Headphone Output Channels” on the [Settings] tab screen.

### 4 Play the session opened in step 1 with Pro Tools and check if the input signal is being received in this software.

You can check the input signal on the [Input Monitor] tab or the [Input Level] tab.

If the input level lamp for the set channel ([Input Monitor] tab) or the input level meter ([Input Level] tab) is lit, the connection is successful.

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# Setting the 360VME software (Windows)

## To install the 360VME software (Windows)

Install this software on your computer (Windows).  
The supported OS is Windows 10 and later.

- 1** Download the installer for this software, provided by the studio where the 360VME Profile was measured, to your computer.
- 2** Launch the downloaded installer.
- 3** When the installation screen appears, select [Continue].
- 4** Follow the on-screen instructions to complete the installation.
- 5** Launch this software.
  - Check [End User License Agreement], and then select [Agree].
  - The plugin version is launched by adding it to the effect slot of the master track from the output settings of your DAW. The procedure for adding the plugin and creating a master track varies depending on the DAW you are using. For details, refer to the operating instructions for your DAW.

### Note

- An online environment is required to launch this software for the first time. Launch the software while the computer is connected to the internet.
- When using the plugin version, the [End User License Agreement] dialog may appear behind this software window in certain DAW environments. If this occurs, move the software window to bring the dialog to the front.

## To connect to DAW (Windows)

The following explains how to connect the standalone version of this software to Pro Tools (Windows version).  
For plugin version settings, refer to the operating instructions for your DAW.

### When using 360 WalkMix Creator (for 360 Reality Audio)

- 1** Launch Pro Tools and make the settings.
  - ① Open a session for 360 Reality Audio production created using the 360 WalkMix Creator plugin.
  - ② From the [Setup] menu, select [Playback Engine] and set any device other than "360VME ASIO Driver" or "360VME Audio Driver 16ch" as "Playback Engine."
- 2** Launch 360 WalkMix Creator and make the settings.
  - ① Click the gear icon in the lower right corner of the 360 WalkMix Creator plugin screen.  
The settings screen opens.
  - ② In the [Devices] tab of the sidebar, make the settings as follows:
    - When using 360VME ASIO Driver**
      - Output type: ASIO
      - Output device: 360VME ASIO Output Driver
    - When using 360VME Audio Driver**
      - Output type: Windows Audio
      - Output device: 360VME Audio Driver 16ch
      - Output sample rate: 44100 Hz, 48000 Hz, or 96000 Hz
      - Output buffer size: Any size (1024 or 2048 is recommended)

- ③ If you have selected 360VME ASIO Driver in step 2-②, click [Open device settings panel] to open the “360VME ASIO Settings” screen, and make the settings as follows:
  - Buffer Size: Any size (1024 or 2048 is recommended)
  - Sampling Rate: 44100 Hz, 48000 Hz, or 96000 Hz
  - Sample Format: Any format\*
- \* Set according to the project settings of your DAW.
- ④ When headphone monitoring in the 360 WalkMix Creator plug-in is turned on, turn it off by clicking the headphone icon in the lower left corner of the screen.

### 3 Launch this software and open the [Profile] tab.

Load any 360VME Profile (.vme file). For details, see “[Profile] tab” (page 11).

### 4 Open the [Settings] tab of this software.

- ① Open the [Audio Settings] - [Device] tab and make the settings as follows:

#### When using 360VME ASIO Driver

- Output audio device type: Any output device\*1
- Output: Audio driver capable of outputting to the headphones you are using\*2
- Output audio buffer size: Any size (1024 or 2048 is recommended)
- Input audio device type: ASIO
- Input: 360VME ASIO Input Driver
- Input audio buffer size: Buffer size set in step 2-③ (1024 or 2048 is recommended)
- Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz

#### When using 360VME Audio Driver

- Output audio device type: Any output device\*1
- Output: Audio driver capable of outputting to the headphones you are using\*2
- Output audio buffer size: Any size (1024 or 2048 is recommended)
- Input audio device type: Windows Audio
- Input: 360VME Audio Driver 16ch
- Input audio buffer size: Any size (1024 or 2048 is recommended)
- Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz

\*1 If you are using an audio output device with an ASIO driver, set “ASIO.”

\*2 If using the Output Speaker function, set also an audio driver capable of outputting to the speaker. For details of the Output Speaker function, see ““Output Speaker” checkbox (for the standalone version only)” (page 20).

- ② From the output channels available on the audio driver set as “Output” in step 4-①, select the checkboxes for the channels that this software will use as output destinations.  
For each of the selected output destination channels, checkboxes will be displayed in “Headphone Output Channels” on the [Settings] tab screen.
- ③ Select the channels you want to use for headphone output from the checkboxes displayed in “Headphone Output Channels” on the [Settings] tab screen.

### 5 Play the session opened in step 1 with Pro Tools and check if the input signal is being received in this software.

You can check the input signal on the [Input Monitor] tab or the [Input Level] tab.

If the input level lamp for the set channel ([Input Monitor] tab) or the input level meter ([Input Level] tab) is lit, the connection is successful.

## When using multi-channel tracks without an external renderer

### 1 Launch Pro Tools and make the settings.

#### When using 360VME ASIO Driver

- ① From the [Setup] menu, select [Playback Engine] and set “360VME ASIO Output Driver” as “Playback Engine.”
- ② From the [Setup] menu, select [Hardware Setup] and check that “360VME ASIO Output Driver” is displayed in “Peripherals.”
- ③ Click [Launch Setup App] to open the “360VME ASIO Settings” screen and make the settings as follows:
  - Buffer Size: Any size (1024 or 2048 is recommended)
  - Sampling Rate: 44100 Hz, 48000 Hz, or 96000 Hz
  - Sample Format: Any format\*

\* Set according to the project settings of your DAW.

#### When using 360VME Audio Driver

From the [Setup] menu, select [Playback Engine] and make the settings as follows:

- Playback Engine: Windows Audio Device
- Output Device: 360VME Audio Driver 16ch

### 2 Launch this software and open the [Profile] tab.

Load any 360VME Profile (.vme file). For details, see “[Profile] tab” (page 11).

### 3 Open the [Settings] tab of this software.

- ① Open the [Audio Settings] - [Device] tab and make the settings as follows:

#### When using 360VME ASIO Driver

- Output audio device type: Any output device\*<sup>1</sup>
- Output: Audio driver capable of outputting to the headphones you are using\*<sup>2</sup>
- Output audio buffer size: Any size (1024 or 2048 is recommended)
- Input audio device type: ASIO
- Input: 360VME ASIO Input Driver
- Input audio buffer size: Buffer size set in step 1-③ (1024 or 2048 is recommended)
- Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz

#### When using 360VME Audio Driver

- Output audio device type: Any output device\*<sup>1</sup>
- Output: Audio driver capable of outputting to the headphones you are using\*<sup>2</sup>
- Output audio buffer size: Any size (1024 or 2048 is recommended)
- Input audio device type: Windows Audio
- Input: 360VME Audio Driver 16ch
- Input audio buffer size: Any size (1024 or 2048 is recommended)
- Sample rate: 44100 Hz, 48000 Hz, or 96000 Hz

\*<sup>1</sup> If you are using an audio output device with an ASIO driver, set “ASIO.”

\*<sup>2</sup> If using the Output Speaker function, set also an audio driver capable of outputting to the speaker. For details of the Output Speaker function, see ““Output Speaker” checkbox (for the standalone version only)” (page 20).

- ② From the output channels available on the audio driver set as “Output” in step 3-①, select the checkboxes for the channels that this software will use as output destinations.  
For each of the selected output destination channels, checkboxes will be displayed in “Headphone Output Channels” on the [Settings] tab screen.
- ③ Select the channels you want to use for headphone output from the checkboxes displayed in “Headphone Output Channels” on the [Settings] tab screen.

### 4 Play the session opened in step 1 with Pro Tools and check if the input signal is being received in this software.

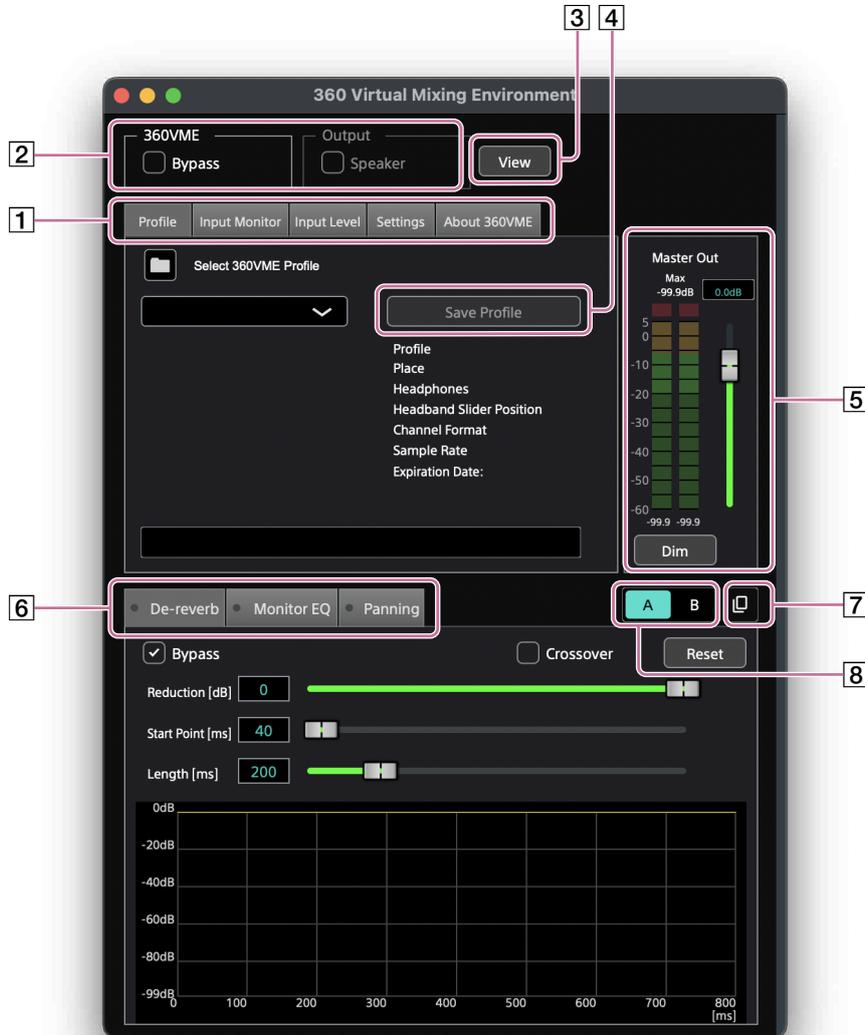
You can check the input signal on the [Input Monitor] tab or the [Input Level] tab.

If the input level lamp for the set channel ([Input Monitor] tab) or the input level meter ([Input Level] tab) is lit, the connection is successful.

# How to use

## Screen configuration

This section explains the home screen of this software.  
All screenshots use the macOS version of this software.



### 1 Settings tabs

The following tabs are available. Select the tab for the setting you want to make.

- [Profile] tab  
Load, switch, and check information about the 360VME Profile.
- [Input Monitor] tab  
Check input levels, switch channels between solo and mute, and change channel routing.
- [Input Level] tab  
Check input levels and switch each channel between solo and mute.
- [Settings] tab (for the standalone version only)  
Check and set the input/output settings for devices, drivers, channels, etc. You can also save the settings and load the saved settings.
- [About 360VME] tab  
Displays information about this software, license information, and the software license agreement.

### 2 Bypass settings\*

The following two checkboxes are displayed.

- "360VME Bypass" checkbox  
Switches the sound output to the headphones.
- "Output Speaker" checkbox (for the standalone version only)  
Switches the sound output to the speaker.  
This checkbox is not displayed by default. For details, see "Output Speaker" checkbox (for the standalone version only)" (page 20).

**3 View\* (for the standalone version only)**

Click to reduce the displayed screen size as shown below. Click again to return to the original screen size.



**4 Save Profile**

Saves the parameter settings created in each of the adjustment tabs as a new 360VME Profile.

**5 Output level meter**

Check and adjust the level of the output signal.

**6 Adjustment tabs**

The following tabs are available. Select the tab for the setting you want to make.

- [De-reverb] tab  
Adjust the spread of the output signal.
- [Monitor EQ] tab  
Make the equalizer settings.
- [Panning] tab  
Adjust the left/right volume balance.

**7 Copy button\***

Copy the parameter settings created on either the [A]/[B] side to the other side.

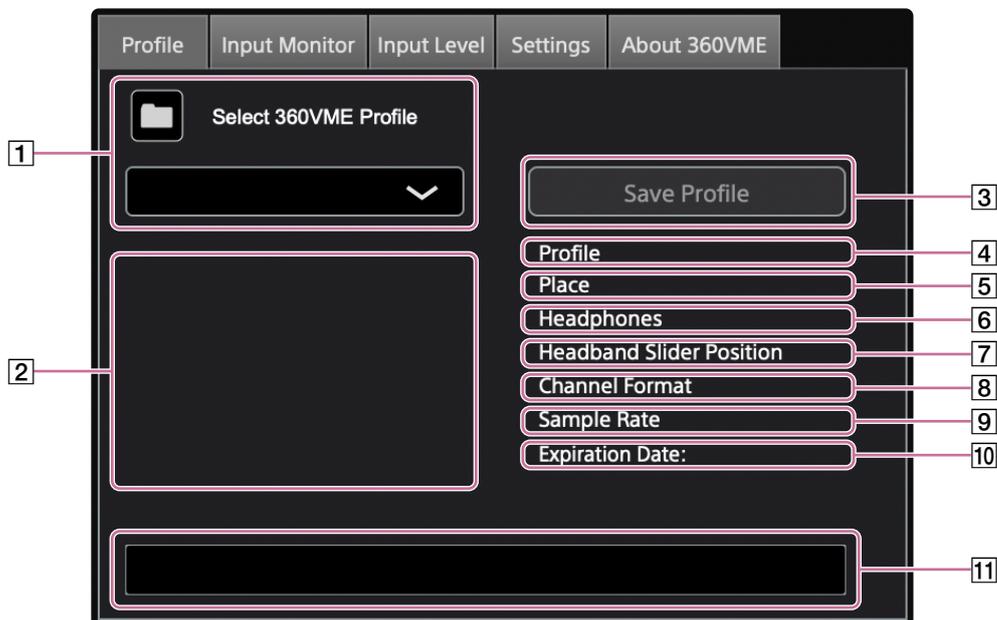
**8 A/B**

In each adjustment tab, you can create and compare two sets of parameter settings.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

## [Profile] tab

In the [Profile] tab, you can load, switch, and check information about the 360VME Profile.



### 1 Select the 360VME Profile\*

Load the 360VME Profile measured in the studio.

Click the  (folder) icon to open the "Choose a file" screen, and select the desired 360VME Profile (.vme file).

#### Hint

- If multiple 360VME Profiles are in the same folder, you can switch between the 360VME Profiles, using the pulldown menu.
- You can also drag and drop a 360VME Profile into the [Profile] tab to load it.

### 2 Thumbnail image

The thumbnail image of the studio where the 360VME Profile was measured is displayed.

### 3 Save Profile

Save the 360VME Profile with a new name. The information saved includes the parameter settings on the adjustment tabs.

### 4 Profile

The 3-digit number assigned in the studio is displayed.

### 5 Place

Information about the studio where the 360VME Profile was measured is displayed.

### 6 Headphones

The headphones used during the measurement of the 360VME Profile are displayed.

The 360VME Profile is created based on the combination of the studio and headphones used for measurement. Check that you are using the same headphones as displayed.

### 7 Headband Slider Position

The slider adjustment position of the headphones used when measuring the 360VME Profile is displayed.

### 8 Channel Format

The channel format of the 360VME Profile is displayed as one of the following:

- 13ch (360 Reality Audio): A speaker layout designed for the 360 Reality Audio Speaker System
- Channel based Audio (9.1.6ch, 9.1.4ch, 7.1.4ch, 5.1.4ch, etc.): A speaker layout for production environments with up to 9 channels on the horizontal plane, up to 6 channels on the upper layer, and up to 1 subwoofer channel
- Custom: A speaker layout for production environments that do not correspond to 13ch (360 Reality Audio) or Channel based Audio

The channel format is linked to the speaker layout displayed in the [Input Monitor] tab.

For "Custom," the operation in the [Input Monitor] tab is disabled.

For details, see "[Input Monitor] tab" (page 13).

### 9 Sample Rate

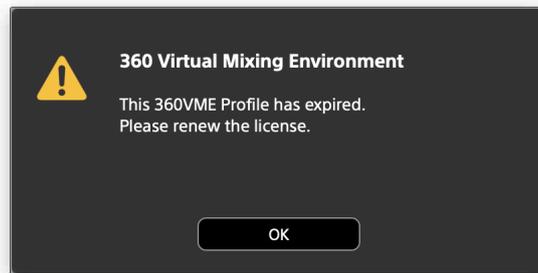
The sample rate information of the loaded 360VME Profile is displayed.

### 10 Expiration Date

The expiration date of the selected 360VME Profile is displayed.

The selected 360VME Profile is valid until 0:00 (midnight) the day after the displayed date.

If the expiration date has passed, the message shown below will be displayed. Contact your administrator for information on the renewal procedure.



### 11 Unique ID

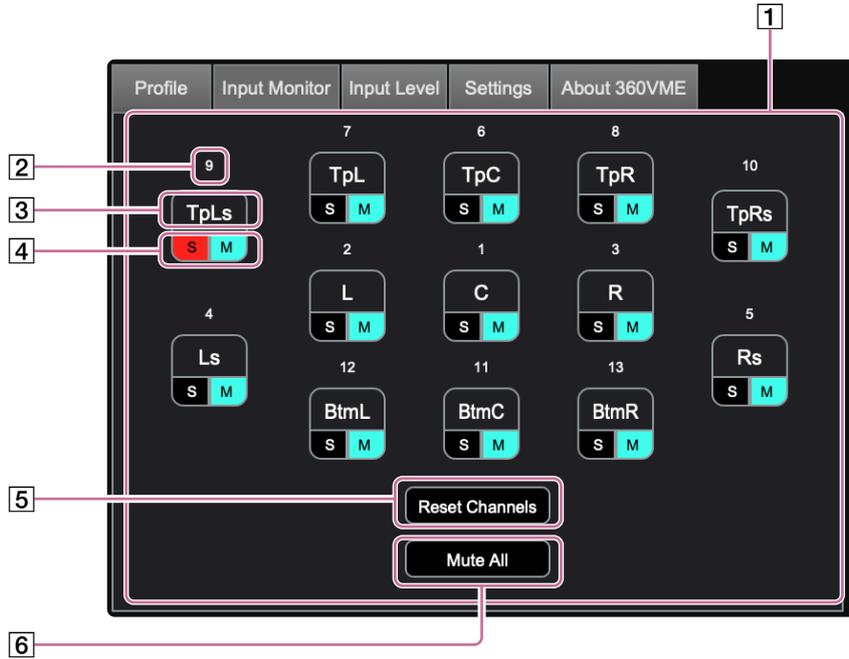
The unique ID assigned to the 360VME Profile is displayed.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

# [Input Monitor] tab

In the [Input Monitor] tab, you can check input levels, switch channels between solo and mute, and change channel routing.

If the channel format of the 360VME Profile is "Custom," the operation in the [Input Monitor] tab is disabled.

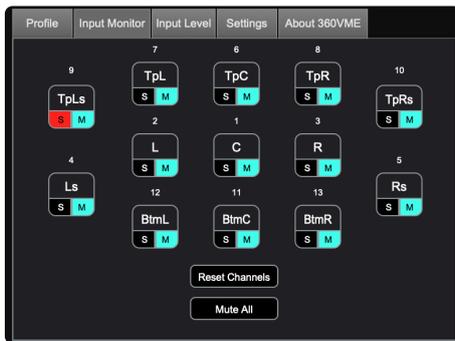


## 1 Speaker layout

Information about the channel format included in the 360VME Profile is displayed.

The data displayed in the [Input Monitor] tab changes depending on the channel format information. The following are examples of the setting screen for each format.

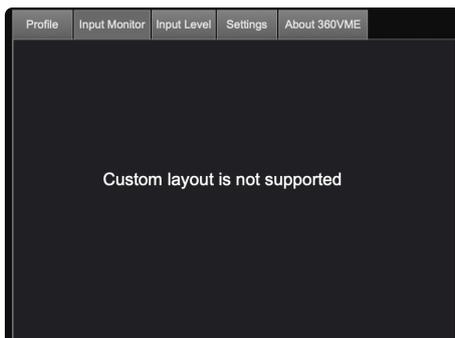
### • 13ch (360 Reality Audio)



### • Channel-based Audio (The example below is for a 9.1.6ch setup.)



### • Custom



## 2 Channel label

You can change the channel routing by editing the channel labels. The following are the default channel routings for 13ch (360 Reality Audio) and 9.1.6ch.

### • 13ch (360 Reality Audio)

ch1	ch2	ch3	ch4	ch5	ch6	ch7	ch8	ch9	ch10	ch11	ch12	ch13
C	L	R	Ls	Rs	TpC	TpL	TpR	TpLs	TpRs	BtmC	BtmL	BtmR

### • 9.1.6ch

ch1	ch2	ch3	ch4	ch5	ch6	ch7	ch8	ch9	ch10	ch11	ch12	ch13	ch14	ch15	ch16
L	R	C	LFE	Ls	Rs	Lrs	Rrs	Lw	Rw	Ltf	Rtf	Ltm	Rtm	Ltr	Rtr

## 3 Input level lamp

- Holding down the click will enable solo mode for that duration.
- The color of the lamp changes depending on the gain of the input signal.
  - Red: When it exceeds 0 dBFS
  - Yellow: When it is equal to or less than 0 dBFS but exceeds -6 dBFS
  - Yellow-green: When it is equal to or less than -6 dBFS but exceeds -20 dBFS
  - Green: When it is equal to or less than -20 dBFS

## 4 Solo/Mute button

Click [S]/[M] for each channel to switch the channel between solo and mute.

## 5 Reset Channels

Click this to reset the channel routing to its default settings.

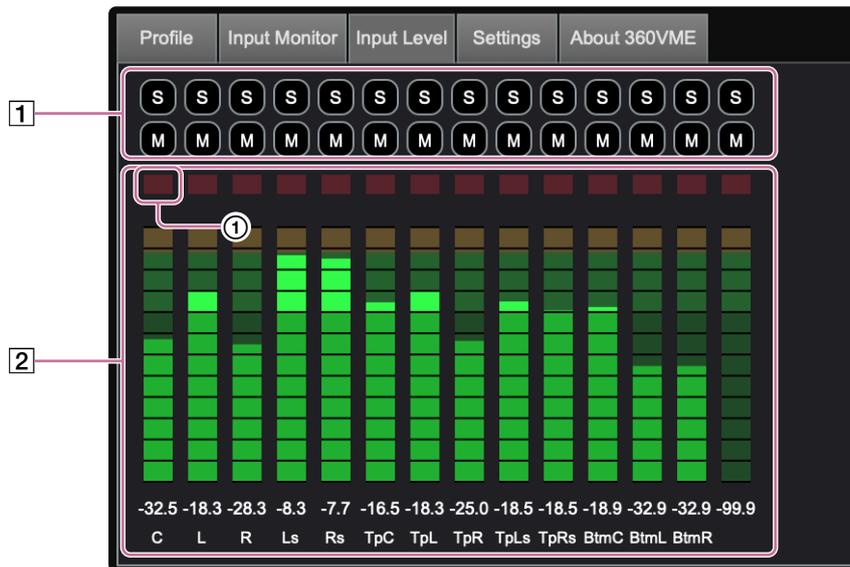
## 6 Mute All\*

Click this to mute/unmute all channels.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

## [Input Level] tab

In the [Input Level] tab, you can check input levels and switch each channel between solo and mute.



### 1 Solo/Mute button

Click [S]/[M] for each channel to switch the channel between solo and mute.

### 2 Input level meter

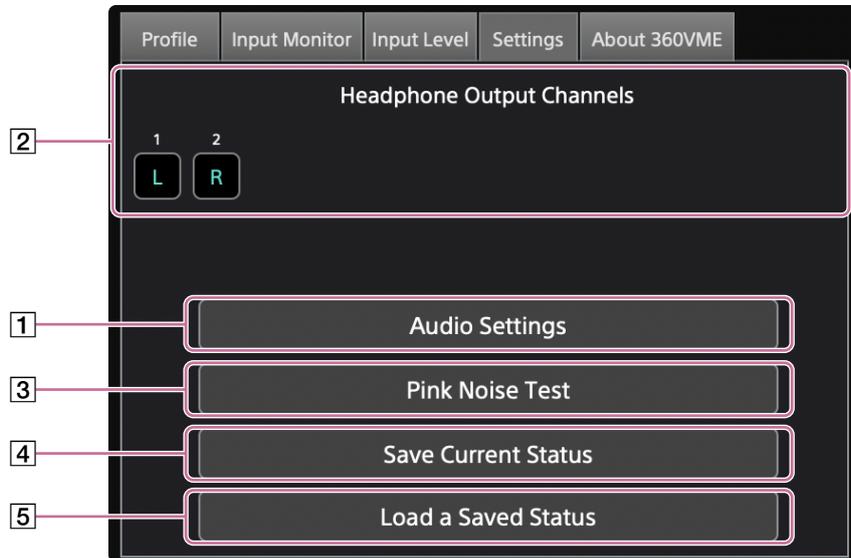
When the input signal exceeds 0 dB for a channel, the top lamp (red) (1) lights up. In this case, click on the input level meter to reset the lamp.

#### Hint

The order of the channels varies depending on the channel format of the 360VME Profile.

## [Settings] tab (for the standalone version only)

In the [Settings] tab, you can check and set the input/output settings for devices, drivers, channels, etc. You can also save the settings and load the saved settings.



### 1 Audio Settings\*

Click to display the "Audio Settings" screen. The "Audio Settings" screen is divided into the following tabs. Select the tab for the setting you want to make.

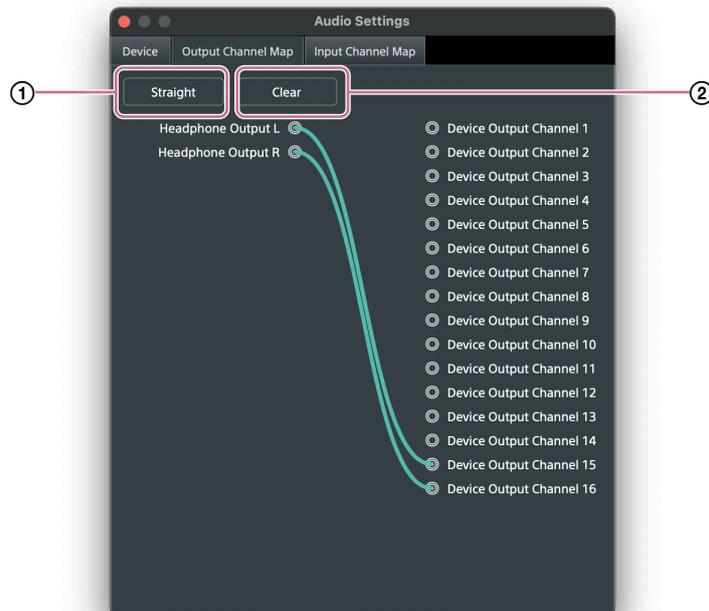
- [Device] tab

Check and set input/output devices, drivers, output channels, sample rate, and buffer size.

**Note**

If the set sample rate differs from the sample rate recorded in the 360VME Profile, an error message will appear in the upper right corner of each tab screen. In this case, change the setting to the same value as the sample rate recorded in the 360VME Profile.

- [Output Channel Map] tab



Set each output channel for the headphones.

By default, the output channels are not set to the headphones.

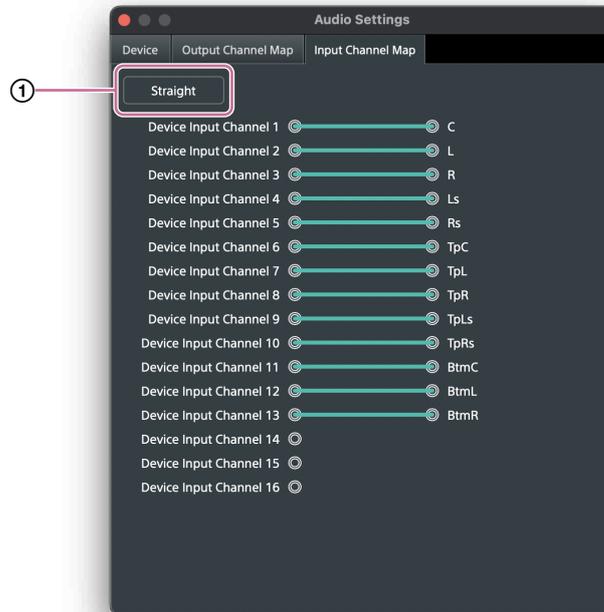
Drag the channel to set it to the desired output for the headphones.

When you set the channels, the corresponding checkboxes under "Headphone Output Channels" on the [Settings] tab screen will be automatically checked.

Click [Straight] (①) to set the first two output channels to the headphone output.

Click [Clear] (②) to clear all the settings at once.

- [Input Channel Map] tab



Set the input channels.

By default, as shown in the illustration, the input channels and speakers facing each other are set.

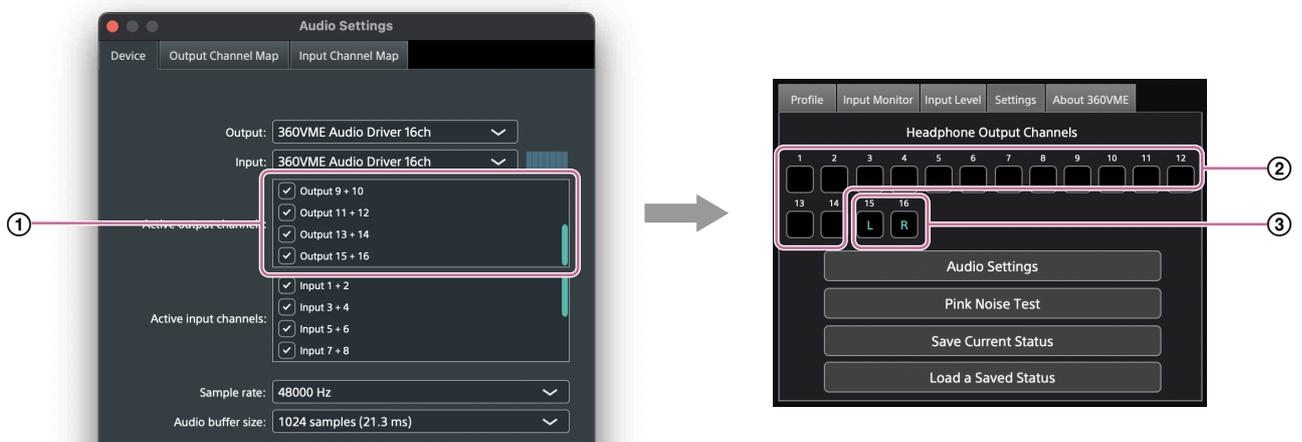
You can change the connection between the input channels and speakers by dragging.

Click [Straight] (①), after the connection has been changed, to reset the connection to the default setting.

## ② Headphone Output Channels

The output channels that can be used with this software, as set in the "Active output channels" section of the [Audio Settings] - [Device] tab, are displayed. Check the channels you want to output to your headphones. When you check a box, the setting is reflected in the headphone output channel connection settings in the [Audio Settings] - [Output Channel Map] tab. Channels that are not checked will be used for speakers.

### Output channel setting examples



①: Output channels available for use with this software

②: Speaker output channels

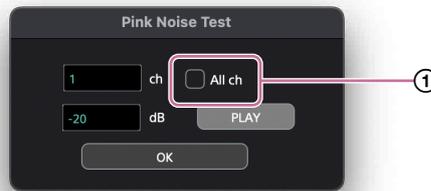
③: Headphone output channels

### Note

If no channel is selected in "Headphone Output Channels," no sound will come from the headphones.

### 3 Pink Noise Test\*

Set Pink Noise for testing. Click to display the "Pink Noise Test" screen and input the playback channel and sound pressure level. Then, click [PLAY] to start playback of Pink Noise from the channel you have set. If you check the "All ch" checkbox (①), Pink Noise will be played from all available output channels in order.



### 4 Save Current Status\*

Saves the following settings. Click to display the "Save Current Status" screen and specify the file name and the folder to save the file.

- [Master Out] volume setting
- Solo/mute setting on the [Input Monitor] and [Input Level] tabs

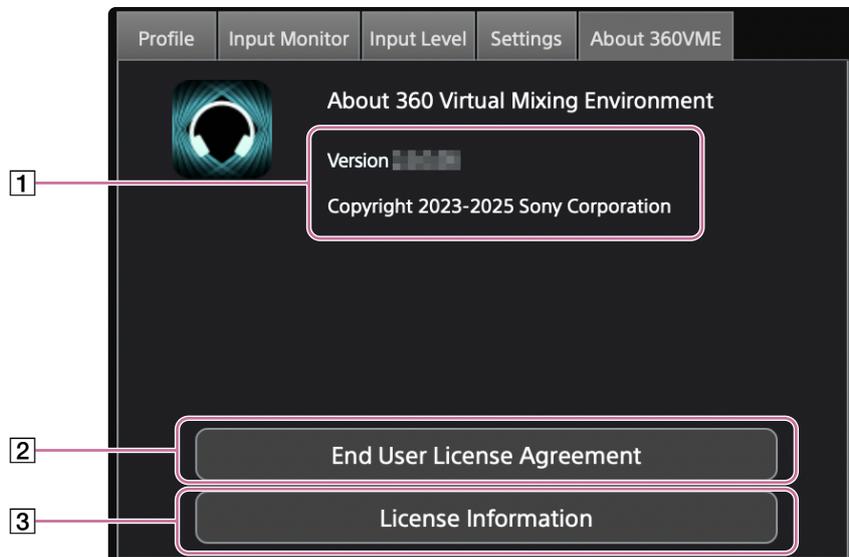
### 5 Load a Saved Status\*

Loads a saved configuration file. Click to display the "Load a Saved Status" screen and select the desired configuration file.

\* This operation can also be performed from the app menu in the Mac menu bar.

## [About 360VME] tab

In the [About 360VME] tab, you can find information about this software, license information, and the software license agreement.



### 1 Information about this software

The following information is displayed:

- Version of this software
- Copyright

### 2 End User License Agreement

Displays the software license agreement.

### 3 License Information

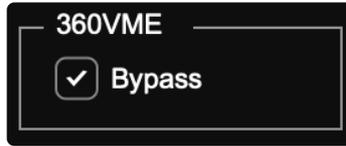
Displays the license information.

---

## “360VME Bypass” checkbox

By selecting the “360VME Bypass” checkbox\*, you can switch the sound output to the headphones. The default setting is off.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)



When the checkbox is selected, the virtualizer is turned off, and the input signal is downmixed to 2 channels and output to the headphone channels.

Normally, using the bypass function in a DAW creates a difference in sound pressure, but this bypass function can reproduce the downmixed 2-channel output with a sound pressure close to the virtualized output.

---

## “Output Speaker” checkbox (for the standalone version only)

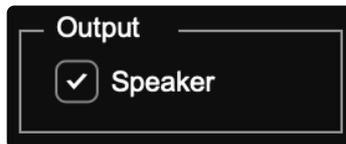
By selecting the “Output Speaker” checkbox\*, you can switch the sound output to the speakers.

This checkbox is only displayed when the number of channels checked in the “Active output channels” section exceeds the total number of channels for the channel format and headphone output.

To find “Active output channels,” click [Audio Settings] in the [Settings] tab and select the [Device] tab.

The default setting is off.

\* This operation can also be performed from the app menu in the Mac menu bar.



When the checkbox is selected, the input signal of this software passes through and is output to the speaker channels.

### Hint

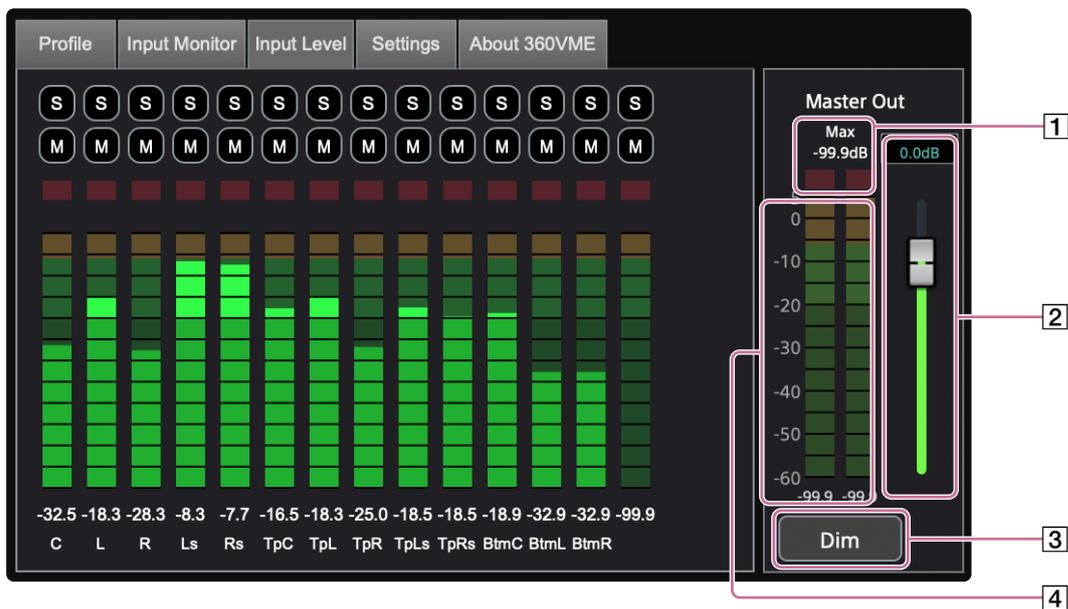
To set the channels output to the headphones, go to the [Settings] tab.

The channels not selected for headphones use will be set to the speakers.

For details, see “[Settings] tab (for the standalone version only)” (page 16).

# Output level meter

The output level meter is used to check and adjust the level of the output signal.



## 1 Maximum peak level display and lamp (red)

The "Max" value indicates the maximum peak level so far. If the signal exceeds 0 dB, the lamp (red) lights up. If the lamp (red) lights up, lower the output volume. Click on the output level meter to reset the "Max" value and lamp display.

## 2 Output volume

You can adjust the output volume. Enter a value (in dB) in the box at the top of the slider or move the slider. To disable volume adjustment while operating the slider, hold the Shift key while moving the slider.

## 3 Dim\*

Click to lower the output level by 20 dB.

## 4 Output level meter

Displays the level of the output signal.

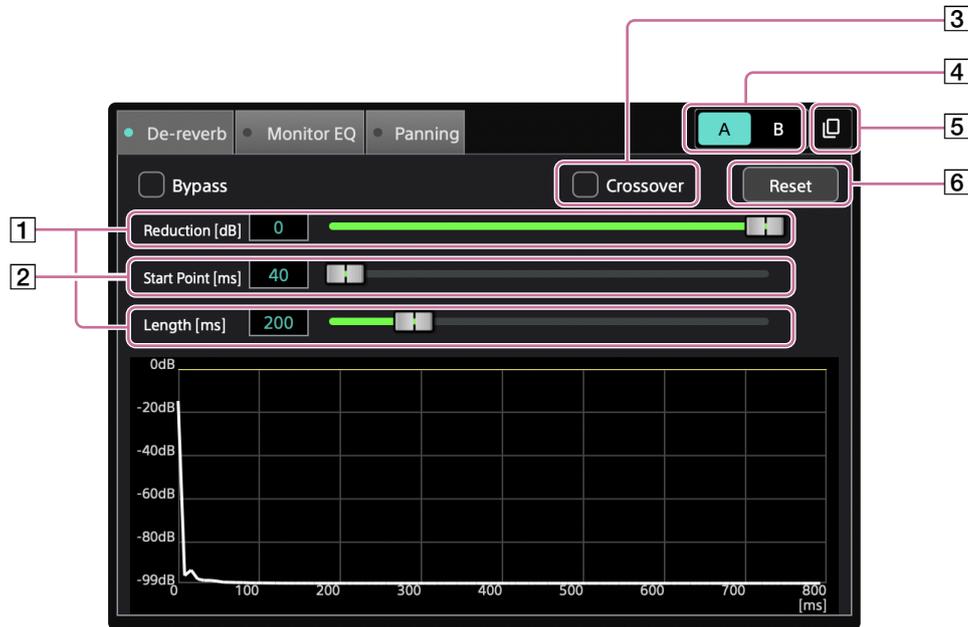
\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

## [De-reverb] tab

In the [De-reverb] tab, you can adjust the spread of the output signal.

Unchecking the “Bypass” checkbox\* in the tab will light up the tab lamp and allow you to make settings.

The settings are only effective while the tab lamp is lit.



### 1 Reduction/Length [ms]

Adjust the level of the reverberation component.

Lowering either setting value will make the slope steeper, reducing the reverberation component.

Enter a value in each box or move the slider to adjust the value.

### 2 Start Point [ms]

Set the starting value of the time at which you want to remove the reverberation.

Enter a value in the box or move the slider to adjust the value.

### 3 Crossover

By selecting the checkbox, only the reverberation in the mid and high frequencies is adjusted.

### 4 A/B

You can create two patterns of parameter settings and compare them. For details, see “[A]/[B]” (page 25).

### 5 Copy button\*

Copy the parameter settings created on either the [A]/[B] side to the other side. For details, see “Copy button” (page 25).

### 6 Reset

Reset the settings made in the [De-reverb] tab to their default values.

If you have created the parameter settings for both the [A] side and the [B] side, the settings for the selected side will be returned to the default settings.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

## [Monitor EQ] tab

In the [Monitor EQ] tab, you can make the equalizer settings.

Unchecking the "Bypass" checkbox\* in the tab will light up the tab lamp and allow you to make settings.

The settings are only effective while the tab lamp is lit.



### 1 Frequency/Gain

Set the center frequency and gain for each filter. Enter a value in each box for adjustment. You can also adjust the values by moving the graphic EQ handle (①) of each filter.

### 2 Q

Set the frequency bandwidth for each filter. Enter a value in the box for adjustment.

### 3 ON/OFF

Click the button for each filter to turn the filter effect on or off.

### 4 A/B

You can create two patterns of parameter settings and compare them. For details, see "[A]/[B]" (page 25).

### 5 Copy button\*

Copy the parameter settings created on either the [A]/[B] side to the other side. For details, see "Copy button" (page 25).

### 6 Reset

Reset the settings made in the [Monitor EQ] tab to their default values.

If you have created the parameter settings for both the [A] side and the [B] side, the settings for the selected side will be returned to the default settings.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

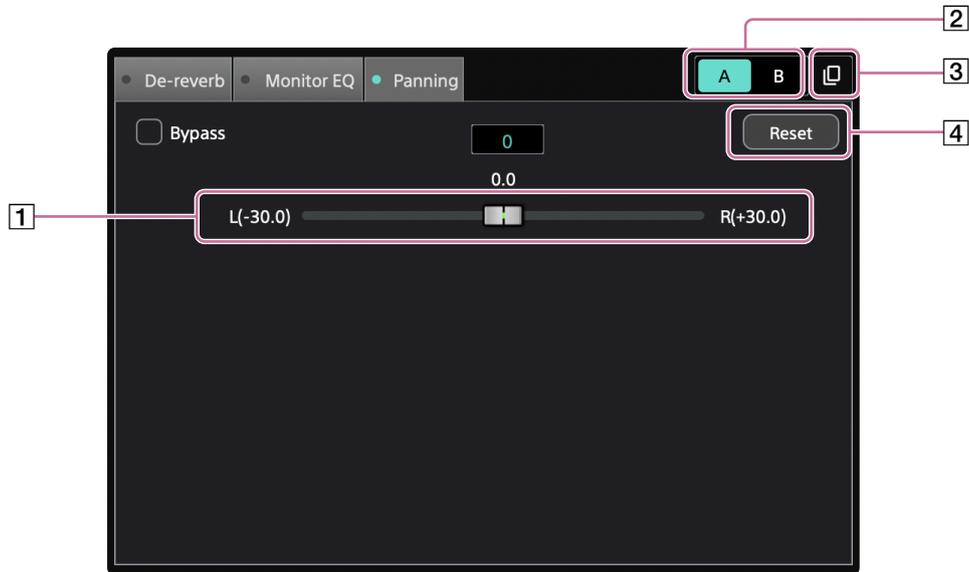
## [Panning] tab

Adjusts the left/right volume balance.

Unchecking the "Bypass" checkbox\* in the tab will light up the tab lamp and allow you to make settings. The settings are only effective while the tab lamp is lit.

### Note

If the channel format for the 360VME Profile is "Custom," the "Bypass" checkbox cannot be cleared, and the adjustments made on the [Panning] tab cannot be applied.



### 1 Panning

Move the slider to adjust the left/right volume balance.

### 2 A/B

You can create two patterns of parameter settings and compare them. For details, see "[A]/[B]" (page 25).

### 3 Copy button\*

Copy the parameter settings created on either the [A]/[B] side to the other side. For details, see "Copy button" (page 25).

### 4 Reset

Reset the settings made in the [Panning] tab to their default values.

If you have created the parameter settings for both the [A] side and the [B] side, the settings for the selected side will be returned to the default settings.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

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## [A]/[B]

In the [De-reverb] tab, the [Monitor EQ] tab, and the [Panning] tab, you can create two patterns of parameter settings and compare them.

### 1 Create the first settings in the [A] side.

When the [A] side is selected, [A] is highlighted as shown in the illustration below.



### 2 Click [B] to switch to the [B] side and create the second settings.

When the [B] side is selected, [B] is highlighted as shown in the illustration below.



### 3 Click [A]/[B] to listen to the two patterns of parameter settings.

Each time you click, the sound switches between the two patterns of parameter settings. By switching between the two patterns of parameter settings, you can compare the differences in the sound.

---

## Copy button

Copy the parameter settings created on either the [A]/[B] side to the other side.

### 1 Select the side you want to copy the settings from.

Click [A] or [B] to select the side you want.

### 2 Click the copy button.\*

A message appears to confirm the copy.

Select [OK] to copy the settings from the selected side to the other side.

\* This operation can also be performed from the app menu in the Mac menu bar. (for the standalone version only)

### Troubleshooting

Our FAQ site contains frequently asked questions and their solutions.

Visit the URL below to view them.

<https://www.sony.net/Products/create360RA/360VME/>

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### License

Read the license carefully. You can view the license details at the following URL.

<https://www.sony.net/Products/create360RA/360VME/>

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