

Structure LE Plug-in

Dear Digidesign Customer,

Welcome to the Structure LE Advanced Sample Player for Pro Tools. Structure LE is an RTAS plug-in that adds the flexibility and power of a highly professional sample player to any Pro Tools session. Using proprietary technology and a musically intuitive design, Structure LE brings the world of Structure compatible sample libraries to your Pro Tools.

All Pro Tools users creating music at home or in professional environments, including songwriters, TV/Film composers, DJs, electronic music producers, and other creative users will benefit from this unique virtual instrument.

Thanks to input from our network of thousands of professionals and people like you, we have been improving and expanding our software product family. Our aim is to supply a rich feature set, maximum flexibility, and more power. We hope this product serves you well.

Structure LE requires Pro Tools 7.0 or higher—Structure LE is compatible with all Pro Tools systems running Pro Tools 7.x software and higher.

Installation and Operation—For software installation and operating instructions, refer to the *Structure LE Plug-in Guide*. For additional information about plug-ins and their operation, refer to your *DigiRack Plug-ins Guide*. For information on Pro Tools, refer to *Pro Tools Reference Guide*.

Copy Protection—The Structure LE plug-in is copy-protected and needs to be authorized. Refer to the *Structure LE Plug-in Guide*.

On-Going Development—Naturally, on-going software development for all Digidesign products continues in high gear. We are already working on new features, so the software will be getting even better. In other words, we will be there for you down the road, with new enhancements and improvements, to further increase your range of options. At Digidesign, your ideas for future improvements and products are of vital importance to us. Please e-mail your comments or suggestions to plug-prod@digidesign.com or send a letter to the Plug-in Products Manager at our headquarters in Daly City, California.

On behalf of everyone at Digidesign, we wish you many years of creative productivity with your system, and we thank you again for choosing our products.

The third page of the Read Me documents known issues with the Digidesign Structure LE plug-in for Pro Tools software.

Optimizing Structure LE's Performance for Your Pro Tools System

Structure LE is a complex and powerful virtual instrument, yet it is efficient on CPU and highly optimized for Pro Tools. Structure LE can be set up to run flawlessly on older computers, but its performance options can also be set to make full use of high-end systems. To ensure you get optimum performance on your system, Structure LE intelligently balances its CPU demand according to your system capabilities. If you run into any of the following problems, please adapt the performance settings of your system.

- Dropouts or glitches
- Pro Tools system load peaks
- Slow response to mouse, key, or MIDI input
- Slow user interface redraws

Pro Tools Settings

When using Pro Tools 7.3 or higher, go to Setup > Playback Engine > Plug-in Streaming Buffer and adjust the following settings.

Size Adjusts the general size of the pre-load buffer, the higher this setting, the more sample content is pre-loaded to RAM. Reduce this setting on computers with small RAM.

Optimize For Streaming Content on Audio Drives (Requires More System Memory) Activate this setting, if samples are on the same disk as the audio files played back on Pro Tools audio tracks. Deactivate this setting when samples are on a different disk than audio files played back on Pro Tools audio tracks to improve the maximum voice count.



Buffer size and voice count relate to each other. Higher buffer sizes allow for higher voice counts and vice versa. Experiment to find the optimum balance between latency and voice count for your system.

Known Issues

The following sections document some of the important known issues you may encounter in using Structure LE with Pro Tools, along with workarounds if they exist.

Browser Behavior (Issue #95967)

Under some circumstances when navigating through big folders (more than 1 GB) with large numbers (thousands of) of files the browser page can show slow response and CPU usage gets up to 35 to 40%.

Structure LE Interface Unusable After Pressing Win Key (Issue #96457)

After pressing the Windows key of the keyboard the interface no longer reacts to mouse clicks. Pressing Return cures the problem.

BIG Files Not Shown in Missing File Dialog (Issue #90682)

Missing file dialog does not automatically show BIG files (Structure's monolithic file format) until you click 'All.'

Adding Patches, Parts, or Folders During Playback (Issue #93503)

Adding a sample patch, part, or folder during playback by dragging may cause playback interruption.

Cannot Enter Back Slash (Issue #87084)

Back slash cannot be entered in the path text field on Structure LE Browser page. A slash has to be used instead.

Drag and Drop Not Working in Shuffle Mode (Issue #94017)

Drag and drop of regions into Structure LE not working when Pro Tools is in shuffle mode.

Frozen Browser/Dialog (Issue #93881)

In the Browser and File dialogs, Network Drives or Folders can make the dialog appear frozen.

Cannot Delete Monolithic Patches (Issue #89983)

A monolithic patch cannot be deleted when it is in use by another patch, e.g., a patch without samples that uses samples from within the monolithic file.

Special Characters/Umlauts (Issues #95289, 95290, and 95291)

PT Audio Regions and REX files containing special characters (for example umlauts) in their names may fail to load properly in Structure LE. It is not recommended to use special characters when saving Settings, Patches, Parts, and FX Presets, because these may not load properly especially if the files are transferred to a different operating system.

Cancel Loading

Clicking Cancel while loading a patch results in a partially loaded patch in the patch list. This is indicated by a red "!" in the part list of the patch, indicating missing samples. It is recommended to manually remove the patch from the patch list.