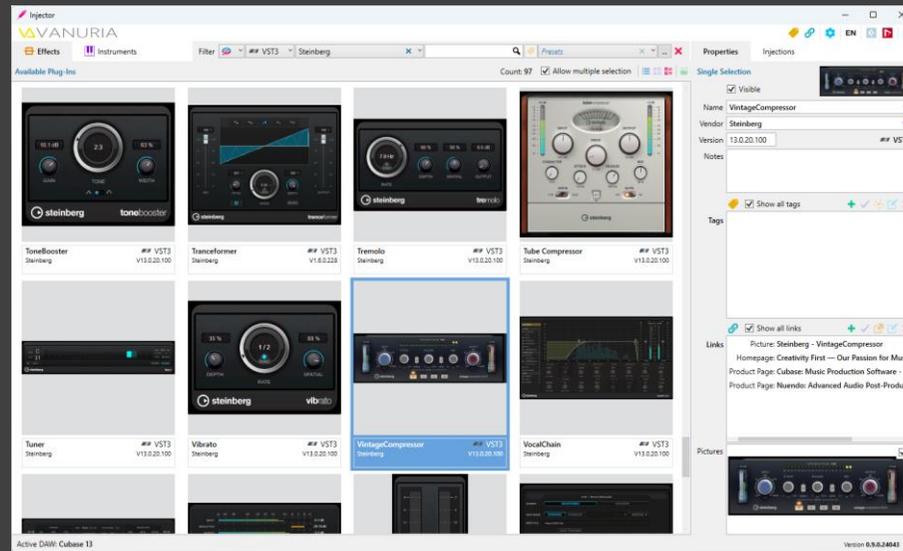


VANURIA



Injector User Manual

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www.vanuria.com

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Introduction

Congratulations on your purchase of Vanuria Injector!

Designed to speed up your workflow throughout all phases of music production, this unique program allows you to organize your effect and instrument plug-ins within Cubase and Nuendo in an amazingly easy way.

Injector offers you a range of functions to manage your plug-ins. If you have hundreds or even thousands of plug-ins, it's easy to lose track of your plug-ins in your DAW. To counteract this, we have developed Injector.

Cubase and Nuendo only support you in a rudimentary way with the Plug-In Manager to organize your plug-ins according to your workflow. By creating your own collections and manually moving the plug-ins into them, you can create your own tree structures. These are displayed accordingly in the plug-in selection list. However, this process can be very time-consuming with a large number of different plug-ins, which can ultimately be a test of patience. In most cases, you will first decide on general criteria according to which you want to organize your plug-ins. When you have finally managed to create a plug-in tree hours later, you will be glad you did. At the same time, however, you may be reluctant to create further trees with other criteria.

To save you from spending countless hours organizing your plug-ins, Injector comes into play. Injector lists all plug-ins that are installed on your computer and recognized by Cubase or Nuendo. You have the option of tagging all plug-ins, describing them by category, type, functionality, purpose, etc. A total of 16 levels are available for tagging, giving you plenty of options for labeling your plug-ins. So that you don't have to carry out this one-off process yourself, Injector comes with descriptions for countless plug-ins. As we do not have all the plug-ins available on the market that you may own, these plug-ins have not yet been assigned tags. Simply add them by selecting the appropriate tags from a prepared pool and assigning them to your plug-ins. After this preparation, which is done in a very short time, you can now automatically create any number of plug-in trees based on these tags, which you can define according to your own criteria. You can then

transfer these definitions, known as injections, to Cubase and/or Nuendo. The next time you start Cubase or Nuendo, these plug-in trees will be displayed in the plug-in selection list.

With the convenient search function, you can also use Injector as a catalog for your plug-ins. For example, if you want to use an 1176 compressor, you can search for it and Injector will show you all your 1176s. This gives you an additional way to quickly find specific plug-ins that you can then select in your DAW.

Overall, our own experience has shown that Injector is a valuable aid during the entire music production process, saving you the long search for plug-ins. You can now concentrate fully on your actual work without being constantly interrupted by long searches.

Vanuria is very proud to provide you with Injector, a tool to optimize and speed up your music production workflow. We are convinced that you will be able to organize your plug-ins optimally and access them within Cubase or Nuendo without having to search for them.

With productive greetings

Your Vanuria team

Installation

Injector is delivered exclusively via the Internet by file download for Windows. If you have not yet downloaded the setup file, you can download it from the Vanuria website www.vanuria.com. To do this, click on the corresponding link on the download page and then enter a suitable location of your choice on your computer. It is recommended that you first make a backup copy of the setup file after the download.

After you have downloaded the setup file to your computer, the installation of Injector is very easy with the help of the installation program.

Perform installation

Injector is installed in just a few steps.

Please first download the software from the Vanuria website <http://www.vanuria.com> or directly via the following link:

<https://www.vanuria.com/download/injector1.zip>

For security reasons, it is recommended that you download the software directly from one of these links or from a location you trust.

After you have downloaded the zip file, please copy the contents of the zip file into a folder of your choice. This folder contains the setup.exe file, which you can run to install Injector.

Before installation, please make sure that your computer meets the requirements (page 55) for the correct use of Injector.

Click on "Install" in the window that opens to start the installation process. Please follow the instructions of the installation program to complete the installation. A program icon will be created both in the start menu and on the desktop, which you can use to start Injector.

First program start

When you start Injector for the first time, the following two steps are required.

Activation

After successful installation, Injector is ready to use. The first time you start the program, you will be asked to activate Injector on your computer. Please follow the instructions of the program. Activation can be carried out online (recommended) or offline on up to 3 computers.

A valid activation code is required for activation. You received this when you purchased your Injector license. If you do not yet have an activation code, you can purchase a license for Injector on the Vanuria website www.vanuria.com or from a contractual partner.

If you do not want to activate Injector yet, you can test it for free during the demo period.

Automatic configuration

Injector is set up automatically the first time you start the program. During this process, Cubase and/or Nuendo versions already installed on your computer are searched for and the configuration is set up according to the latest versions.

If your Cubase or Nuendo installation differs from the default settings, it is possible that Injector cannot find these installations. In this case, you must make the appropriate settings manually. Page 51 describes how to do this.

Program updates

Injector allows you to be informed about new program versions. In the program, click on "Check for software update..." in the Tools menu to search for a new setup file on the Vanuria website. If a new program version is available, this will be displayed accordingly. You can now download the new setup file to your computer by clicking on "Download". Save the downloaded file to a location of your choice and proceed as for the initial installation.

Uninstall

If you want to remove Injector from your computer, you can do this with the corresponding uninstall program. Click on "Uninstall a program" under "Programs" in the Windows Control Panel and select "Injector" from the list. Then click on "Uninstall" and follow the further instructions. Files that were saved while using the software will remain on your hard disk after uninstallation. Delete them manually if necessary.

Plug-ins

The plug-ins that have been recognized by Cubase or Nuendo (depending on which DAW is currently set as active) are displayed in the left-hand area of the main window, which is also the largest by default. The active DAW is displayed on the left in the status bar, which is located at the bottom of the main window. How to set the active DAW is described on page 51.

Determine plug-ins

Injector requires the information of the plug-ins that you have installed on your computer.

How are your plug-ins recognized?

Injector obtains the information for displaying your plug-ins from cache files that are created by Cubase and Nuendo when the plug-ins are scanned. The DAWs create two files each, separately for VST2 and VST3 plug-ins, which contain all the information for display in Injector. With one exception regarding the plug-in vendor, these files contain the necessary data for all plug-ins that can be found by the DAWs based on the configuration of the respective plug-in manager. These are files that are located on your computer in your roaming directory and can therefore be read by your use of Injector.

Injector supports all Cubase versions from 9 to the current 13 and all Nuendo versions from 10 to the current 13. Future DAW versions will be tested in a timely manner and, if necessary, an updated Injector version will be released to ensure compatibility. With the support of different DAW versions, the cache files of the DAW defined as active are read out. This means that a different number of plug-ins can be displayed for the different DAW versions. These correspond to the respective status when you last started the Cubase or Nuendo version in question.

For incomprehensible or possibly copyright reasons, the information of the Waves plug-ins is missing in the cache files read out. Injector therefore retrieves this information directly from the Waveshell using the same method as Cubase and Nuendo. If there are Waveshells of different versions on your computer, all those that can be found in the standard directory for VST3 plug-ins will be read. The Waveshell output contains the information of all licensed Waves plug-ins on your computer. The information content obtained in this way is ultimately the same as if it had been read from the cache files of the DAWs. Compared to reading out the cache files, this method unfortunately takes a little longer to execute.

When are your plug-ins determined?

By default, your plug-ins are read by Injector every time the program is started. The plug-in view is then updated.

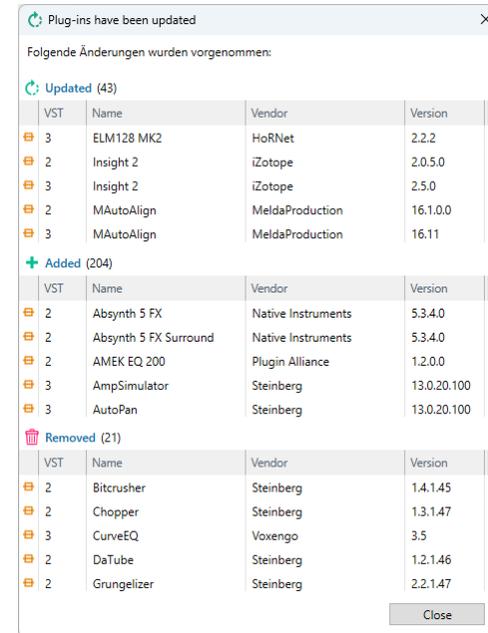
Once this process is complete, a window may open in which the changes compared to the last scan are displayed:

Updated

This section displays the plug-ins for which you have installed an update since the last time you started Injector. Differences that have arisen due to the change of the active DAW compared to another Cubase or Nuendo version are also displayed.

Added

All plug-ins that you have installed since the last time you started Injector are displayed here. If you have switched the active DAW in the meantime, plug-ins that have been added since another Cubase or Nuendo version are also displayed.



Plug-ins have been updated

Folgende Änderungen wurden vorgenommen:

 Updated (43)

VST	Name	Vendor	Version
3	ELM128 MK2	HoRNet	2.2.2
2	Insight 2	iZotope	2.0.5.0
3	Insight 2	iZotope	2.5.0
2	MAutoAlign	MeldaProduction	16.1.0.0
3	MAutoAlign	MeldaProduction	16.11

 Added (204)

VST	Name	Vendor	Version
2	Absynth 5 FX	Native Instruments	5.3.4.0
2	Absynth 5 FX Surround	Native Instruments	5.3.4.0
2	AMEK EQ 200	Plugin Alliance	1.2.0.0
3	AmpSimulator	Steinberg	13.0.20.100
3	AutoPan	Steinberg	13.0.20.100

 Removed (21)

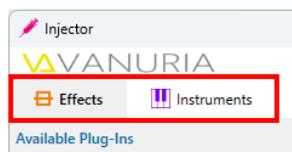
VST	Name	Vendor	Version
2	Bitcrusher	Steinberg	1.4.1.45
2	Chopper	Steinberg	1.3.1.47
3	CurveEQ	Voxengo	3.5
2	DaTube	Steinberg	1.2.1.46
2	Grungelizer	Steinberg	2.2.1.47

Close

Removed

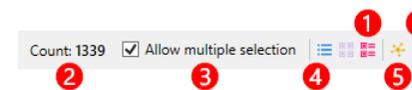
If you have uninstalled plug-ins, they will be displayed in this list. After changing the active DAW, the plug-ins that have been removed in comparison to another Cubase or Nuendo version are also displayed.

Views



Plug-ins are displayed in different views, which are initially divided into effects and instruments. The desired plug-in type is displayed by clicking on the corresponding tab in the top right-hand area of the main window.

Both the effects and the instruments can also be displayed in three different views.



1 You can change the way the plug-ins are displayed by using the three view toggle buttons:

 The **table view** shows all information about the plug-ins in several columns. By clicking on any column header, you can sort the plug-ins in ascending order. This is indicated by a green downward arrow  in the respective column. Clicking again in the same column reverses the sort order, which is indicated by a red up arrow . If you now click on additional column headers while holding down the Shift key, the sorting is refined by these columns. For example, you can sort the plug-ins first by vendor and then by name. If you click in a column and hold down the mouse button, you can rearrange the relevant column by moving it to a different position.

 The **tile view** shows the plug-ins in tiles. In contrast to the table view, fewer text details of the plug-ins are visible here. Instead, an image assigned to the plug-in, which is defined as the thumbnail, is displayed. How you can link plug-ins with images is described on page 17.

-  The information content of the details view corresponds to that of the tile view. The tags assigned to the plug-ins are displayed as well. It is also possible to open the links assigned to the plug-ins directly. To do this, move the mouse over the  symbol and then click on the desired link symbol in the bar that appears. Pages 16 and 17 explain how you can assign tags and links to plug-ins.
- 2** Here you can see how many plug-ins are currently displayed. Depending on the selected search filter (page 20), the number may differ from the total number of available plug-ins.
- 3** By default, only one plug-in can be selected at a time. If you activate the "Allow multiple selection" option, more than one plug-in can be selected. By allowing the multiple selection of plug-ins, all changes in the "Properties" area (see next section) affect all selected plug-ins. This makes it very easy to set the properties of several plug-ins at the same time. However, you should be careful with this, as it can lead to adjustments that may affect all selected plug-ins unintentionally.
- 4** You can use the  button to reset a previously defined column sorting and the default column arrangement in the table view.
- 5** You can use this button to add missing dependency tags to the selected plug-ins. Further information can be found on pages 17 and 40.
- 6** Plug-ins that are displayed in the tile and detail views without an image have not yet been assigned a thumbnail. Select the relevant plug-ins and click on the  button to set the first assigned image link as their thumbnail. On page 17 you will find a description of how to assign images and other links to plug-ins.

Properties

On the right-hand side of the main window, the properties of the plug-in(s) selected in the left-hand area are displayed by activating the corresponding tab. Here you can make some adjustments to the properties of the selected plug-ins to adapt them to your needs.

Depending on the number of selected plug-ins, the heading changes from "No Selection" to "Single Selection" to "Multiple Selection". In the latter case, the number of plug-ins affected is also displayed. This gives you an indication of whether you are currently editing a single plug-in or multiple plug-ins at the same time.

If you have made a multiple selection, the fields of the properties are displayed with the respective content, if it is identical for all selected plug-ins. If the respective content differs between the plug-ins, the relevant field is displayed empty. However, this does not mean that the relevant property of the plug-ins has no content. Regardless of whether the fields are empty or display text, your text entries are always transferred to all selected plug-ins. This allows you to make changes to several plug-ins at the same time in one step.

The "Properties" window section can be divided into five areas. The following descriptions refer to both the single and multiple selection of plug-ins (see also illustration on next page):

- 1 The thumbnail is displayed at the top right if one or more image links have been assigned to the plug-ins and one of them has been set as the thumbnail. You can open the image by double-clicking on it.
- 2 The general properties of the plug-ins are displayed in this area. You can make changes in the input fields for the name and vendor, regardless of whether one or more plug-ins are selected. The fields in the "Version" line are for information purposes and cannot be edited. The input field for any notes on a plug-in is only enabled for input if a single plug-in is selected.
- 3 The third section displays the tags that have been assigned to the selected plug-in(s).

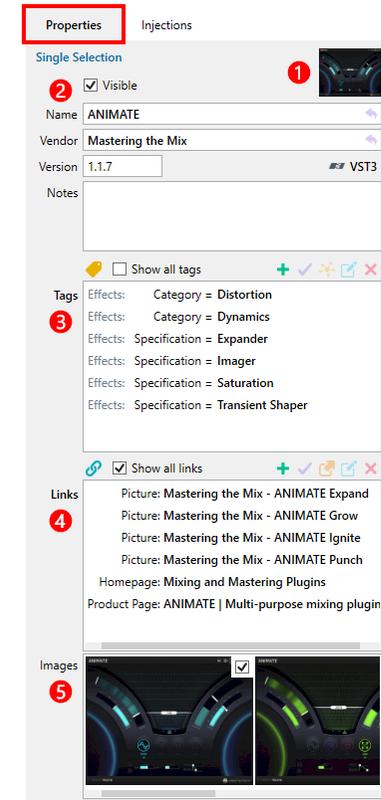
In the case of a multiple selection, tags that have not been assigned to all selected plug-ins are hidden by default. By activating the "Show all tags" option, you can unhide the non-matching tags, which will then be displayed in gray and italics.

The buttons above the list are explained in the "Tag assignments" section below.

- 4 The next area shows the links that are assigned to the selected plug-in(s). As with the tags, only the links that have been assigned to all selected plug-ins are displayed here by default. The "Show all links" option also displays the links that have not been assigned to all selected plug-ins. These are then shown in gray and italics.

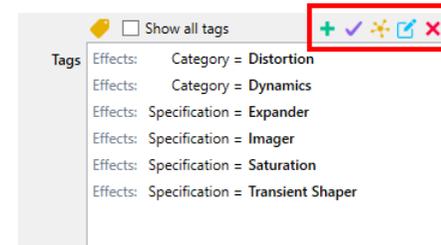
The buttons above the list are described below in the "Link assignments" section.

- 5 If you have assigned links of type "Image" to the plug-ins, the associated images are displayed in the bottom section. Each image has a checkbox at the top right. Here you can define an image as the thumbnail, which is then displayed both in the window area at the top right **1** and in the tile and detail views of the plug-ins. A maximum of one image can be defined as the thumbnail. Activating these checkboxes is therefore mutually exclusive. If you double-click on one of the displayed images, it will be opened.



Tag assignments

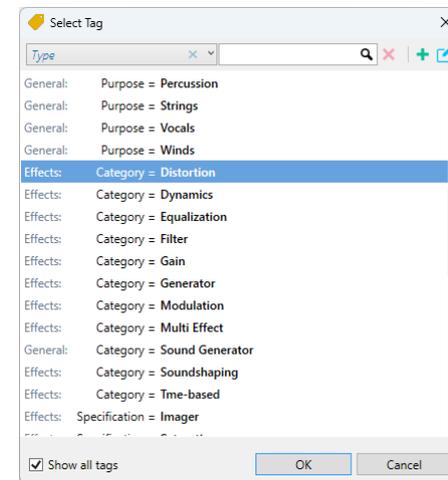
The buttons above the tags list are used to edit the tag assignments to the plug-ins. The more precisely you assign suitable tags to the plug-ins, the more specifically you can then search for them. The assigned tags also form one of the fundamentals for creating injections (see page 24). Further information on tags and their global management can be found from page 36 onwards.



- + Clicking on this button opens the tag selection dialog, in which you can define a tag that will be assigned to the currently selected plug-ins. Use the search filter to quickly find the desired tag.

You can use the + and ✎ buttons to create new tags or edit the selected tag.

The "Show all tags" option affects the display of the tags already assigned to the plug-ins. If the option is checked, all generally applicable and, depending on the current plug-in view, all effect or instrument tags are displayed. Otherwise, only tags that have not yet been assigned and that may match higher-level tags that have already been assigned are visible.



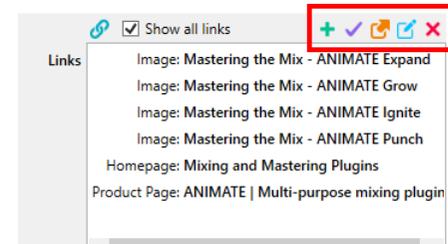
- ✓ As already explained above in the "Properties " section, you can use the "Show all tags" option to show or hide the tags that are not assigned to all selected plug-ins in a multiple selection. If all tags are displayed, you can select tags listed in gray and assign them to all selected plug-ins using this button. They are then displayed in normal font, as they are now assigned to all selected plug-ins.

- ☀️ Tags can be dependent on other tags (see page 40). You may see tags that have such dependencies in the list, but the parent tags have not yet been assigned or you have defined further dependencies in the meantime that affect the selected plug-ins. In this case, you can select the relevant tags and click on this button. This will additionally assign all tags on which the selected tags are directly or indirectly dependent.
- ✍️ The assigned tags can be edited directly by clicking on this button. A dialog box opens in which you can make the desired changes. Please note that this does not change the assignment, but the underlying tag. Double-clicking on a tag also opens the dialog box for editing.
- ✖️ You can remove existing tag assignments with this button.

Link assignments

You can use the buttons above the links list to edit the link assignments to the plug-ins. These are used to link images, user manuals, product pages and other sources of information to the plug-ins.

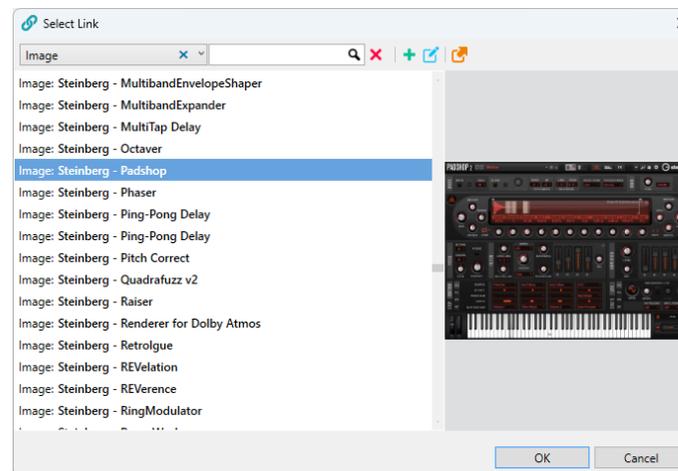
Further information on the links and their global management can be found from page 42 onwards.



- + This button opens the link selection dialog, in which you can select a link to be assigned to the currently selected plug-ins. Let the search filter help you find the desired link quickly.

You can use the + and  buttons to create new links or edit the selected link. The  button opens the selected link.

For some link types, a preview is displayed in the right-hand window area.



- ✓ It was mentioned above in the "Properties" section that you can use the "Show all links" option to show or hide the links that are not assigned to all selected plug-ins in a multiple selection. If all links are displayed, you can select links listed in gray to assign them to all selected plug-ins using this button. The links in question are then displayed in normal font, as they are now assigned to all selected plug-ins.
-  You can use this button to open the selected link. Depending on the type of link, an image is displayed, a website or a document is opened, etc. You can also do the same by double-clicking on a link.
-  Assigned links can be edited directly by clicking on this button. A dialog box opens in which you can make the desired changes. Please note that this does not change the assignment, but the underlying link.
- ✗ Existing link assignments can be removed by clicking this button.

Insert links by drag and drop

In addition to assigning existing links to the currently selected plug-ins (see last section), there is another option for creating new links in one step and assigning them directly to the plug-ins. Select one or more files in Windows Explorer, drag them over an area in Injector that accepts files and drop them there. This will create matching links for all included files and assign them to the selected plug-ins.

Areas that support dropping are outlined in green as soon as you move the mouse over them. The following areas accept the dropping of files:

- | | |
|----------|---|
| Links | Files of any type, such as images, documents, etc., can be dropped in the list of assigned links in the "Properties" window area. When you release the mouse button, Injector automatically recognizes which file types are involved. Suitable links are then created for all dropped files that correspond to the respective file types and saved in the global repository. Finally, these links are assigned to all selected plug-ins, whereupon they appear in the links list. |
| Images | The images assigned to the selected plug-ins are displayed at the bottom of the "Properties" window area. You can only place images here. Other file types are not accepted. The links are created and assigned in the same way as described above. |
| Plug-ins | The third option for inserting files via drag and drop is to place them in the plug-in view. All file types such as images, documents etc. are accepted. A distinction is made as to whether you drop files onto a selected plug-in or one that is not selected. |

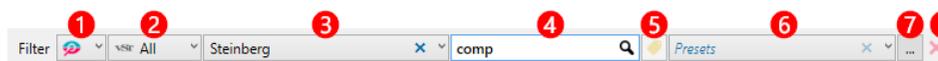
If you drop files on selected plug-ins, this selection remains, whereby the drag and drop process then refers to this plug-in. It does not matter whether one or more plug-ins are selected and on which of these plug-ins you drop the files. The newly created links are always assigned to all selected plug-ins.

However, if you place files on a plug-in that is not selected, it will be selected. If other plug-ins were previously selected, their selection is removed. New links are then created and assigned to the plug-in on which you have dropped the files.

Search and find plug-ins

Injector comes with a search filter that allows you to quickly find plug-ins according to various criteria.

The plug-in search filter is located above the plug-in view.



All controls are explained one after the other below:

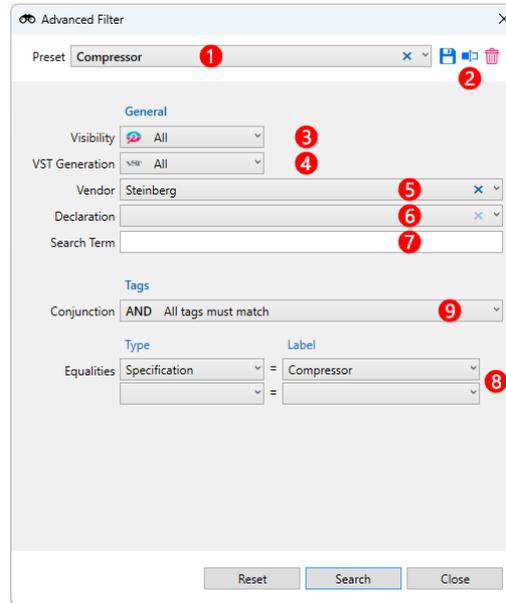
- 1 Here you can specify whether all , only the visible  or only the hidden  plug-ins are displayed.
- 2 You can further restrict the display by selecting either all , only VST2  or only VST3  plug-ins.
- 3 You can use this drop-down list to reduce the display to plug-ins from a specific vendor.
- 4 Enter a search text to perform a full text search. All plug-ins that contain the entered text in any field will then be displayed. No distinction is made between upper and lower case when comparing text.
- 5 The advanced filter described in the next section on page 22 allows you to search plug-in using tags. The tags defined there are displayed when you move the mouse over the  symbol. If you click on it, the advanced filter opens.
- 6 In this dropdown list, you can recall a previously saved search filter, which is applied immediately.

- 7 Opens the advanced filter, in which you can define further search criteria and save your own search queries as presets. You can find a more detailed description in the next section on page 22.
- 8 You can completely reset the current search filter by clicking on the **×** button.

The settings made in the search filter form an intersection that specifies the plug-ins displayed. For example, if you restrict the display so that only VST3 plug-ins are shown and then enter a search text, only VST3 plug-ins that match the search text will appear.

The search filter can be defined separately for effects and instruments. All settings are retained for both plug-in types when you exit Injector. They will be reloaded the next time you start the program.

Advanced filter



You can use the advanced filter to define additional search criteria to find your plug-ins even more specifically.

It is also possible to save defined search filters for later use.

The sections in this dialog box are explained below:

- 1 You can select previously saved presets in this selection list. The corresponding settings are displayed in the input fields below.
- 2 Filter settings can be saved using the  button. These are then displayed in the preset selection list in the main window for instant selection. Existing search filters can be renamed using the  button or deleted by clicking on .
- 3 Here you can specify whether all , only the visible  or only the hidden  plug-ins are displayed.
- 4 You can further refine the display by selecting either all , only VST2  or only VST3  plug-ins.

- 5 Use this drop-down list to reduce the display to plug-ins from a specific vendor.
- 6 The VST interfaces allow plug-in vendors to define rudimentary information about the function of plug-ins. In this selection list, you can search the plug-ins for these short terms. All terms found in the available plug-ins are listed in the selection list.
- 7 Enter a search text to perform a full text search. All plug-ins that contain the entered text in any field will then be displayed. No distinction is made between upper and lower case when comparing text.
- 8 Plug-ins can be searched based on the tags assigned to them. First define the type of the tag you want to search for. All matching terms that are assigned to the plug-ins with the chosen type will then appear in the "Label" drop-down list. As soon as you have completely defined a tag filter, a new line with the same dropdown lists appears below it. Here you can again define a choice for another tag. You can expand this list as often as you like until you have found the desired configuration for the tag filter. If you move the mouse over an item, an **✖** icon will appear on the right-hand side. Click on it to delete this item.
- 9 If you define several tag filters, they require a logical conjunction, which you can define here. There are two options available:
 - AND All tag filters defined here must match the tags that have been assigned to the plug-ins. This corresponds to a logical AND link.
 - OR At least one of the filters set here must match the tags that have been assigned to the plug-ins. This corresponds to a logical OR link.

All filter settings complement each other and reduce the display result with every restriction you make. In this way, you can create specific filters that you can apply directly after saving.

Injections

Injections are the bridge between Injector and Cubase or Nuendo and represent the core function of Injector.

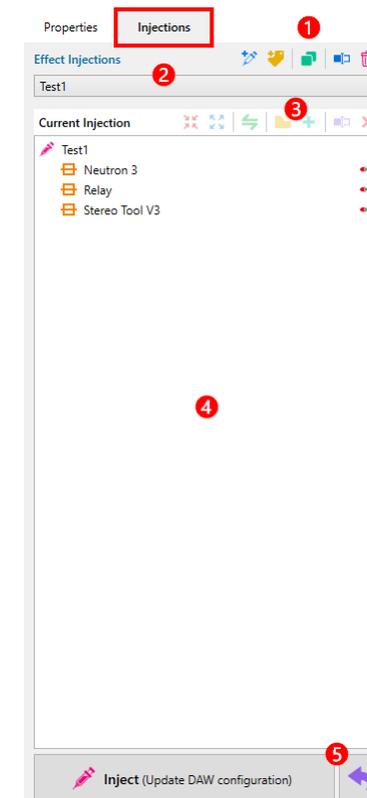
In the plug-in manager of your DAW, you can organize your plug-ins in one or more collections. An injection is the equivalent of such a collection. In contrast to the collections that you have to create manually in Cubase or Nuendo, Injector allows you to generate any number of injections automatically in no time at all. You can then submit (inject) these to your DAW to make them available there as ready-made collections.

This automation saves you an enormous amount of time when organizing your plug-ins. You can create as many plug-in trees as you like, each with a different focus. For example, fill one collection with mixing plug-ins, one with mastering plug-ins and another with plug-ins that you prefer to use for recording, etc. There are no limits to your imagination when organizing the plug-ins. Injector helps you to do all this in just a few seconds.

The tags (page 36) that you can assign to your plug-ins are a prerequisite for the automatic creation of injections. The more precisely you assign suitable tags to your plug-ins, the more accurately Injector can arrange your plug-ins in a tree structure. To keep this one-off effort to a minimum, Injector is delivered with a set of tags that are already assigned to a large number of plug-ins.

Click on the "Injections" tab on the right-hand side of the main window to switch to the view in which you can manage the injections. The areas in this view are described below. You will then find detailed descriptions of all functions in the following sections.

- 1 The buttons at the top of the view allow you to manage injections. Here you can create new injections and duplicate, rename and delete existing ones.
- 2 Below this is the drop-down list, which shows all the injections you have created. Select the desired injections here to edit them using the other functions.
- 3 There are more buttons below the drop-down list which are used to edit the tree structure of injections.
- 4 The tree structure of the currently selected injection takes up the most space in the view. The plug-ins are displayed here in the order you specify, similar to the plug-in drop-down list in Cubase and Nuendo.
- 5 You can use the buttons in the lower area to transfer (inject) the injections you have created to your DAW and to undo an injection you have made.



Manage injections

To organize your plug-ins according to different criteria and make them available in different arrangements in Cubase and/or Nuendo for later selection, you can create as many injections as you like. The following functions can be called up using the buttons in area 1 of the last illustration:

-  You can use this button to insert empty injections for manual editing. The dropdown list **2** changes to an input field in which you can give a name to the new injections.

Mixing ✓ ✕

After entering the name, click on the check symbol ✓ to accept the new injection. You can cancel the process prematurely by clicking on ✕.

-  Opens the dialog box described in the next section to automatically create a new injection based on the tags assigned to the plug-ins and other criteria.
-  Existing injections can be duplicated with this button. First select the desired injection in the dropdown list to create a copy. Here too, you can first give the new injection a name or cancel the process.
-  Existing injections can be renamed by first selecting the desired injection and then clicking on this button.
-  You can delete injections that are no longer required by clicking this button. A safety prompt appears first, which you must confirm.

Generate injections automatically

The dialog box for editing the logic according to which an injection is automatically created opens by clicking on the  button. Here you can use various settings to specify the plug-ins to be included in your injection. You can also define how the plug-ins are arranged in the tree structure.

- 1** The settings described below can be saved as templates for later use . Injector comes with a number of ready-made templates that you can use or can help you as examples for your own definitions.

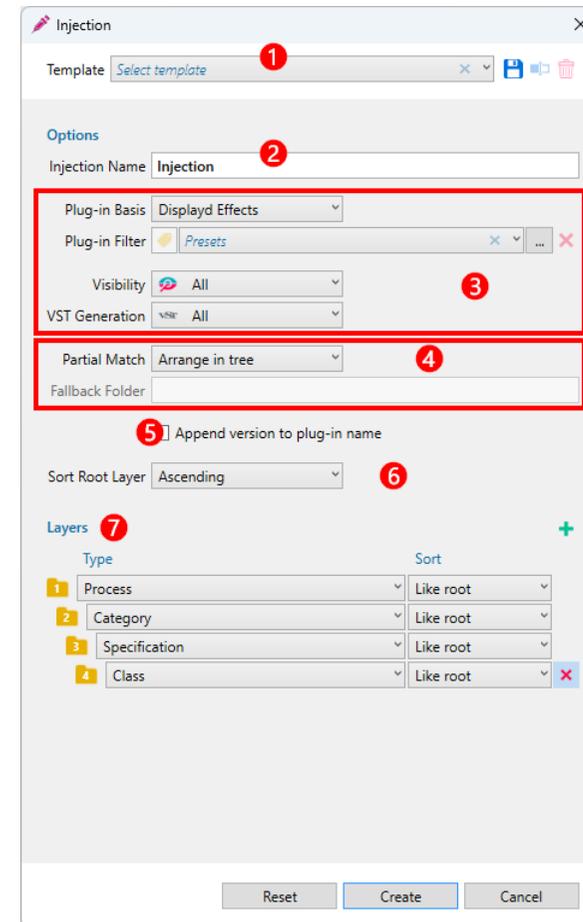
You can rename  or delete  existing templates if you no longer need them.

- 2** Give the injections to be created a name that is unique to you.

- 3 Use these input fields to filter the selection of plug-ins to be included in the injection.

The **plug-in basis** refers to the effects or instruments displayed in the plug-in view of the main window. The following selection is available:

All effects	All effects and instruments are used as a basis.
All instruments	
Displayed effects	Only currently displayed plug-ins are included in the injection.
Displayed instruments	
Selected effects	Select this option if you only want to include the currently selected plug-ins.
Selected instruments	



You can use the plug-in filter to define the plug-ins to be included in the injection according to various criteria. The explanation of the "Advanced filter" dialog box can be found on page 22.

You can also refine the selection by choosing only visible  or only hidden  plug-ins and only VST2  or VST3  plug-ins.

You can use the **plug-in filter** to define the plug-ins to be included in the injection using various criteria. The description of the "Advanced filter" dialog box can be found on page 22.

You can also refine the selection by choosing only visible or only hidden plug-ins and only VST2 or VST3 plug-ins.

- 4 Depending on the definition of the levels (see 7 below), some plug-ins may not be clearly or only partially categorized in the specified tree structure due to the tags assigned to them. In this case, you can define how to proceed with these plug-ins. Choose one of the following options:

Ignore	Plug-ins that cannot be clearly assigned to the tree structure are ignored. They are therefore not included in the injections.
Assign to root	The plug-ins are assigned to the top level of the tree structure.
Arrange in tree	An attempt is made to embed the plug-ins as deeply as possible in the tree structure based on the tags assigned to them.
Place in fallback folder	A fallback folder is created in the tree structure and all plug-ins that cannot be uniquely assigned are placed in it.

If you have selected the last option "Place in fallback folder", you must enter a name for the fallback folder.

- 5 This option allows you to specify whether the plug-in version is added to the name. This only applies to the display within the generated tree structure. The original names of the plug-ins are not changed.
- 6 Define here the order in which the plug-ins are sorted at the root level of the plug-in tree.
- 7 By creating the levels for the tree structure, you can determine how the plug-ins are arranged.

Initially, a first level is visible, which defines the primary view. At this point, you can specify whether your plug-ins should be organized by provider, by purpose or by another criterion. A total of 19 selection options are available, consisting of plug-in properties and all tag types.

If you now click on the **+** button, an additional layer is inserted. Here you can again specify the type for this layer. Continue inserting deeper layers until you have achieved the desired tree structure.

You can specify the sort order separately for all levels or specify that the sort order is the same as the root level.

To give you a better understanding of how to create tree structures by defining the individual levels, here is an example:

In our example, let us assume that a collection for selecting effects within Cubase or Nuendo should have a structure that organizes your effect plug-ins primarily by their category (e.g. dynamics, sound shaping, special effect, etc.). Select the "Category" type for the first level. There should also be a further subdivision within the categories that specifies the effects in more detail (e.g. compressor, limiter, etc.). To do this, you can define the "Specification" type on the second level. Now you may want to add another level to divide the effects in the case of emulated hardware devices according to their device designation (e.g. 1176, LA-2A, dbx 160 etc.). You can specify this on a third level with the "Model" type.

This definition leads to the creation of an injection with a tree structure that has roughly the following structure: The first level contains folders such as "Dynamics", "Modulation", "Multieffect", etc. There are layers below this, which contain further folders such as "Gate", "Compressor" and "Limiter" below the "Dynamics" folder, for example. If you have plug-ins that emulate hardware devices, to stick with dynamic effects, you will find further folders such as "1176", "LA-2A", "dbx 160" etc. under the "Compressor" folder, which contain the corresponding plug-ins. Plug-ins that do not emulate a hardware device are inserted one level higher, provided you have selected the corresponding standard option for partial matches (see page 28).

Once you have made all the desired definitions, you can generate the injection by clicking on the "Create" button. The injection is then displayed as a tree structure in the "Injections" view on the right-hand side of the main window.

Edit injections

The buttons in the area  in the illustration on page 25 are for editing the currently selected injection. You can use the following functions:

-  This button reduces all open folders in the tree structure.
-  If you want to expand all the folders in the tree structure, you can click on this button.
-  Select a plug-in in the tree structure and click on this button. This selects the relevant plug-in in the current plug-in view of the main window and scrolls it into the visible area if necessary. This synchronizes the views.
-  You can manually add additional folders within the current injection. First select the folder to which you would like to add another layer. You can then click on the "Add new folder" button and enter a name for the folder.
-  You can use this button to add plug-ins to the current injection. First select one or more plug-ins in the plug-in view of the main window. Then navigate in the tree structure of the injection to the folder to which you want to add the plug-ins. Now click on this button to place the plug-ins in the selected target folder.

The button is deactivated if all selected plug-ins are already contained in the currently selected folder of the injection. However, it is possible to assign the same plug-ins to different folders.

-  Shows an input field on the currently selected node within the tree structure in which you can rename a folder or a plug-in. Renaming plug-ins only applies to the injection and does not affect the plug-ins directly. When injections are created automatically or plug-ins are added manually, their names are adopted. To save you having to rename plug-ins repeatedly at this point, it is recommended that you do this once in the properties view of the plug-ins (page 14).

- ✘ You can remove both plug-ins and folders from the current injection. First select the desired node and then click on this button. When removing a folder, the entire content is no longer available.

Transferring injections to DAW (injecting)

Once you have created one or more injections according to your requirements, you can inject them into your DAW. To do this, click on the "Inject" button (see area 5 in the image on page 25). This will overwrite the "PluginManager.xml" configuration file of your DAW.

First, a dialog box opens in which you can define how the file should be overwritten with a few settings.

- 1 First select the basic options. You can normally accept the default settings as they are.

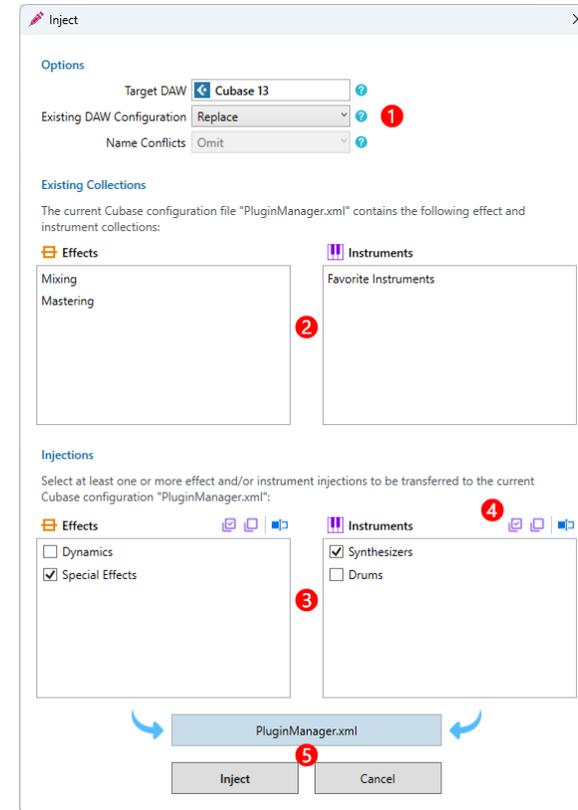
The **target DAW** corresponds to the currently active DAW. The injection is performed for this DAW. You can define the active DAW in the settings as described on page 51.

First, specify whether the existing **DAW configuration** should be completely overwritten or extended with additional collections when injecting.

You may have given your injections names that are the same as the names of existing collections. To resolve these **naming conflicts**, you can specify how they are to be handled:

Omit	This results in the injection in question being left out.
Overwrite	Overwriting replaces the collections with identical names with the matching injections.

- 2 When the dialog box opens, the "PluginManager.xml" configuration file of the active DAW is read in and the collections found in it are displayed here. On the left-hand side, you can see the existing effect collections , while the right-hand side shows the instrument collections . These collections are also displayed identically in the Plug-In Manager of Cubase and Nuendo. If the injections you want to inject cause name conflicts with existing collections, the affected collections are displayed in red.



- 3 Your effect injections  are displayed here on the left-hand side. The right-hand side shows the instrument injections . Click on the selection boxes in both lists to select the desired injections for injection. As a reminder, injections are identical to collections in the Cubase or Nuendo Plug-Ins Manager. If there are any name conflicts, this is indicated by a warning symbol .
- 4 The  button allows you to select all injections and  clears the entire selection. If there are name conflicts and you want to remove them, you can rename the injections using . This button is only active if a single injection has been selected.
- 5 Once you have completed the desired settings and selected the injections for the injection, you can start the process using the "Inject" button. A confirmation prompt is displayed first, informing you that the existing configuration file "PluginManager.xml" of the active DAW will be overwritten. Confirm this to finally start the injection. Please note that Cubase or Nuendo must not be running during the injection. Injector checks this and only releases the process when your DAW is no longer running.

If the "PluginManager.xml" file already exists, a backup copy is created before the injection and stored in the Injector archive. The file is then regenerated and overwritten by Injector. The backup gives you the safety of knowing that the process can be undone at any time if an error occurs. If the file did not exist, which is the case if you have never customized or created a collection in Cubase or Nuendo, the file is created by Injector in the same way and stored in the configuration directory of your DAW.

Technically interested users can click on the "PluginManager.xml" button to display the affected configuration file of the active DAW.

After the injection, you can start your DAW. If you now want to select plug-ins in Cubase or Nuendo, you can access the collections that were inserted by the injection.

Undoing injection

Injections that have already been performed can be undone.

When you perform an injection, a backup copy of the existing configuration file "PluginManager.xml" of the active DAW is always created. A distinction is made between the DAW (Cubase or Nuendo) for which you have performed an injection. If you have installed several program versions of your DAW in parallel, these are also separated.

The backup copies are saved according to their origin and can only be copied back to the source. For example, if you inject into Cubase 13, a backup copy of the "PluginManager.xml" file from Cubase 13 is created. This can then only be used again for Cubase 13. On the one hand, this prevents compatibility problems arising due to existing format differences in this file in the supported DAW versions. On the other hand, it cannot be assumed that you have configured the Plug-In Manager of all your DAW versions identically, which could lead to other problems.

By undoing injections, you can restore the original state of your DAW's plug-in manager at any time. In the settings (see page 52), you can specify the maximum number of backup copies to be created.



If you click on the "Undo" button (see section 5 in the illustration on page 25), the dialog box described and illustrated below opens (see illustration on next page).

- 1 First select the destination for the restore.

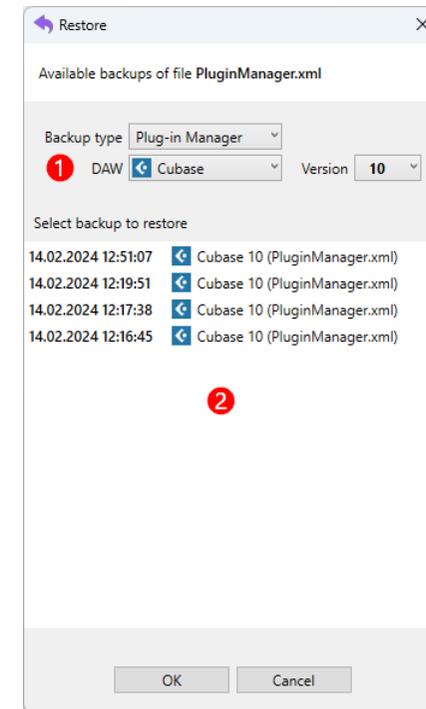
You can accept the **backup type** as it is by default. Currently, only the plug-in manager of your DAW can be selected here.

The default setting of the **DAW** and its **version** is taken from the currently active DAW. Page 51 describes how you can set the active DAW. If you want to undo an injection you have just performed, you can leave this selection as it is. However, if you want to restore the plug-in manager of another DAW or version, you can make the desired choice here.

Only the DAWs and their versions for which you have already performed injections are listed in the drop-down lists.

- 2 All available backup copies of the DAW selected above are listed here. You can select which state of the Plug-In Manager of the selected DAW you want to restore based on the time.

The entries are sorted in reverse chronological order. This means that you can undo the most recent injection by selecting the top entry.



Before finally executing the restore, a safety prompt is displayed, which you must first confirm. You will be informed that the existing configuration file "PluginManager.xml" of the active DAW will be affected.

Please note that Cubase or Nuendo must not be running during the restore process. Injector checks this and only releases the process when your DAW is no longer running.

After restoring, you can start your DAW. If you now want to select plug-ins in Cubase or Nuendo, the collections that were available before the undone injection will be accessible again.

Tags

Tags are used to mark plug-ins with suitable attributes. This forms the basis for automatically organizing the plug-ins. By assigning tags to your plug-ins, they can then be found immediately using the search filter. In addition, tags that have been assigned to your plug-ins are used for the automated creation of injections. This is one of the core functions of Injector. Page 26 describes how you can generate your own plug-in trees.

Injector comes with a number of predefined tags that you can assign to your plug-ins. You can also add your own tags to the existing tags.

As effects and instruments can have different attributes, a distinction is made between tags that can only be assigned to effects and those that can only be assigned to instruments. However, overlaps are still possible, which is why tags can also be defined that can be used for both types of plug-in.

An important distinction between the tags is the respective type:

Type	Description
Label	You can use tags of this type to specify a general description for your plug-ins. Examples of effects can be: Static EQ, Dynamic EQ, Multiband Compressor etc. Instruments can be described as Vintage Synthesizer, Orchestra Library etc.
Process	Describes the process of music production in which a plug-in is primarily used, e.g. recording, mixing, mastering, restoration, etc.
Purpose	Describes the purpose intended by the plug-in vendor, such as vocal processing, bass, pads, percussion, etc.

Preference	You may prefer to use certain plug-ins for specific purposes, which you can specify with this type. Examples of effects are low-end processing, vocal compression etc. or for instruments strings, brass etc.
Category	This type can be used to define the basic category of the plug-ins, e.g. dynamics, sound shaping, special effect, etc.
Specification	In addition to the general categories, plug-ins can be specified exactly as EQ, compressor, channel strip, synthesizer, sampler, drums, etc., which can be defined with this type.
Functionality	Describes the mode of operation, e.g. multiband, single band, granular, wavetable, subtractive, FM, etc.
Class	This type can be used to classify plug-ins according to digital, emulation, analog modeling, virtual analog, etc., for example.
Technology	Describes the technology of emulated hardware, e.g. tube, FET, optical, acoustic, digital, etc.
Brand	For plug-ins that emulate a hardware model, tags of this type can be used to specify the manufacturer of the respective device.
Model	Tags of type Model can be used to specify the name of a hardware device that is emulated by plug-ins.
Channels	Plug-ins can support different inputs and outputs or the processing of a specific channel constellation. With this type, you can specify whether it is a mono, stereo, surround, 5.1, etc. plug-in.
AI	Plug-ins are increasingly equipped with artificial intelligence, which can be realized in different forms and to different extents. Some plug-ins have AI assistants, while

others analyze the signal using AI, etc. You can use tags of the type "AI" to specify the way in which a plug-in works with AI functions.

Feature	Plug-ins can have special features that you may want to emphasize. These can be marked with this.
Character	Plug-ins can have a certain character, e.g. warm, aggressive, punchy, etc., which can be indicated with this type.
Annotation	Defines a supplementary description.

Based on these definitions, you can define any number of tags per type. Multiple tags of the same type can be assigned to the plug-ins. For example, a plug-in can be tagged as being suitable for both mastering and mixing. A compressor can also be a limiter, which can be defined by assigning multiple tags of the "Specification" type. This allows the plug-ins to be described very precisely so that they can be identified in the respective context and optimally integrated into the tree structure of injections.

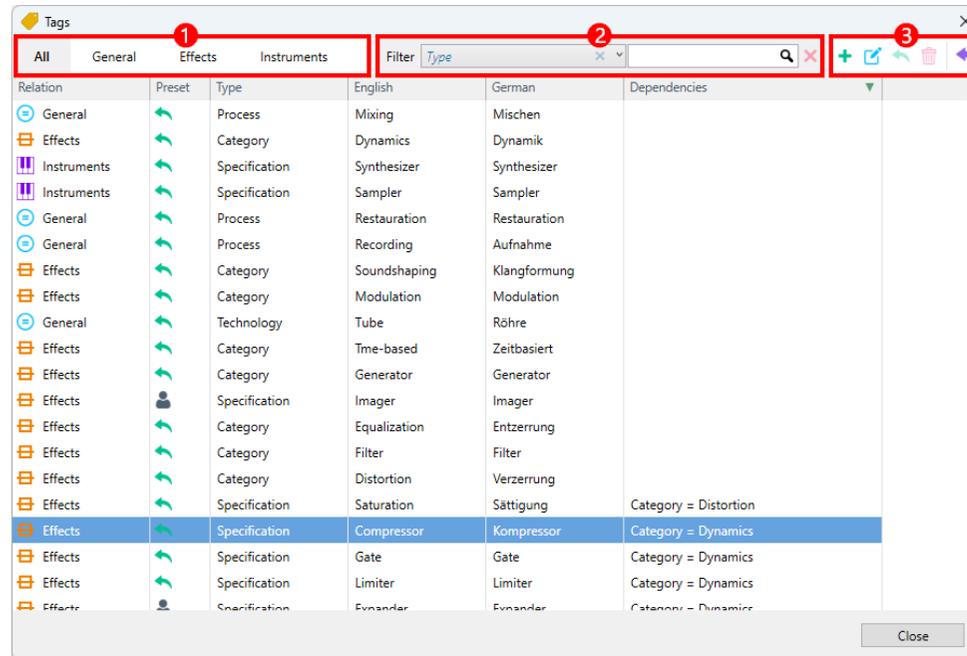
Manage tags



Clicking on the "Tags" button at the top right of the main window opens the dialog box for managing the tags.

Tips

- 1 Reduce the visible tags by using the tabs to make the desired selection.
- 2 Use the search filter to find the desired tags.



Buttons 3

The buttons at the top right of the window have the following functions:

- + Click on this button to insert a new tag. The dialog box described in the next section opens in which you can define the tag.
- ✍ Opens the dialog box described in the next section for editing the currently selected tag.
- ↩ Tags that are included with Injector are marked with a green arrow symbol ↩. If you make changes to such tags, this symbol changes to a red pen 🖋. You can use the "Reset to preset" button to undo the changes or reset them to the presets.

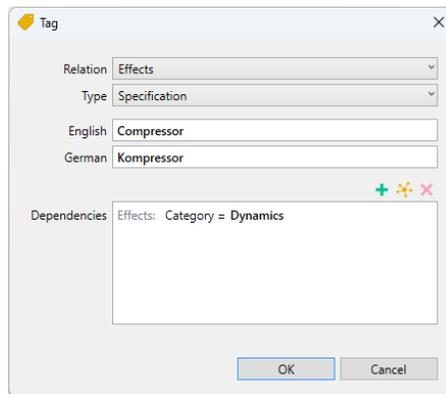


Permanently deletes the currently selected tags. However, you can only delete self-created tags that are marked with a user icon . This deletion process also removes all plug-in assignments to these tags.



Resets the column sorting of the tags list.

Tag dialog box



The tag dialog box opens when you add new tags or edit existing tags.

First select the assignment: General, only applicable to effects or only applicable to instruments.

Then specify the tag type described on page 36.

Now enter an English and/or German name for the tag. It is necessary to fill in at least one of these fields

Dependencies

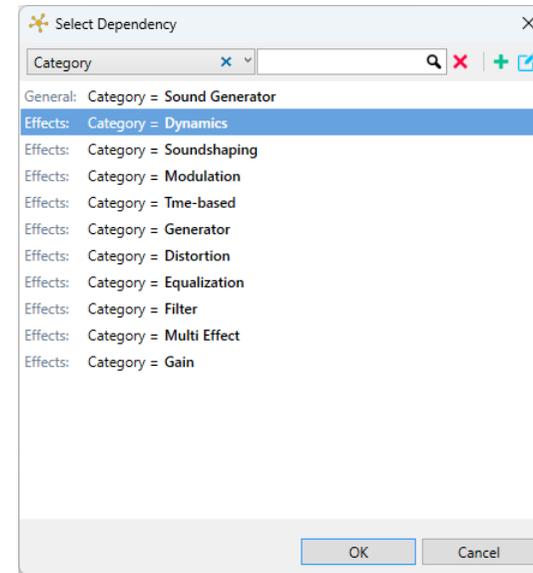
Tags can be dependent on other tags. For example, the tags for specifying the dynamic effects compressor, limiter, gate etc. are assigned to the "Dynamics" category by default and are therefore dependent on the corresponding tag.

Click on the  button to create such relationships. If not all possible dependencies have been assigned, they can be added automatically using the  button. You can use the  button to remove existing dependencies.

When adding dependencies, a selection window opens in which you can choose a parent tag for the dependency. Tags that have already been assigned are not shown in the list.

Use the search filter to quickly find the desired tag.

Tags can be dependent on multiple parent tags. Repeat the process as often as required to define further dependency tags by clicking on the + button in the tag dialog box again.



Links

A link is a reference to an image, a document or another file of any kind. A link can also refer to an Internet address such as a website or an e-mail address.

You can use links to add additional information to your plug-ins. This gives you the option of assigning images to plug-ins in order to better identify them visually in the plug-in view. You may be familiar with the situation where you want to use a certain plug-in, but you no longer know what it is called, but still have its appearance in your head. In this case, the images will help you in your search. On the other hand, you can store user manuals, product descriptions, support or community information, websites and much more so that you can access them directly without having to search for them.

Injector is delivered with links already prepared for a number of plug-ins, which you can change as required and add further links.

To enable you to manage the links optimally, there are different types available that you can assign to the links. You are completely free to choose the type that you assign to a link. However, to best describe the kind of a link, you should choose a type that best suits the file or Internet address you want to link to. Therefore, choose one of the following types when creating links:

Type	Description
General	Assign this type to your links if you cannot assign them to any of the following types.
Image	Mark links to image files with the type "Image". They then appear in the "Properties" window area (see page 14) and can be selected as thumbnails for plug-ins.

Audio	If you want to link audio files, mark them accordingly with the type "Audio".
Video	You can mark films that are linked to plug-ins with the type "Video".
Document	Documents of any kind are marked with this type.
Homepage	If you want to link to the website of a plug-in manufacturer, you can mark it as a homepage.
Product Page	Most plug-in providers present their plug-ins on their own product pages, which you can link to this type.
User Manual	If you want to link your plug-ins to the user manuals for immediate access, select this type to recognize them as such.
Tutorial	On the Internet, whether on YouTube, in various forums, from the plug-in manufacturers themselves, etc., there are countless tutorials on how to use plug-ins. You can connect these with links of the "Tutorial" type.
Review	Online magazines regularly present plug-ins in test reviews that you can link to this type. You may have subscribed to magazines and therefore have access to reviews that you can download. You can also create links with the "Review" type for these downloaded files.
Community	If Internet communities talk about plug-ins that you have installed, you can mark links to such pages with this type.
Social Media	You can mark pages on social media that talk about your plug-ins with this type.
Support	For quick access to the support of the plug-in manufacturer, you can create links with the support e-mail address or to support forms and mark them with this type.

E-Mail

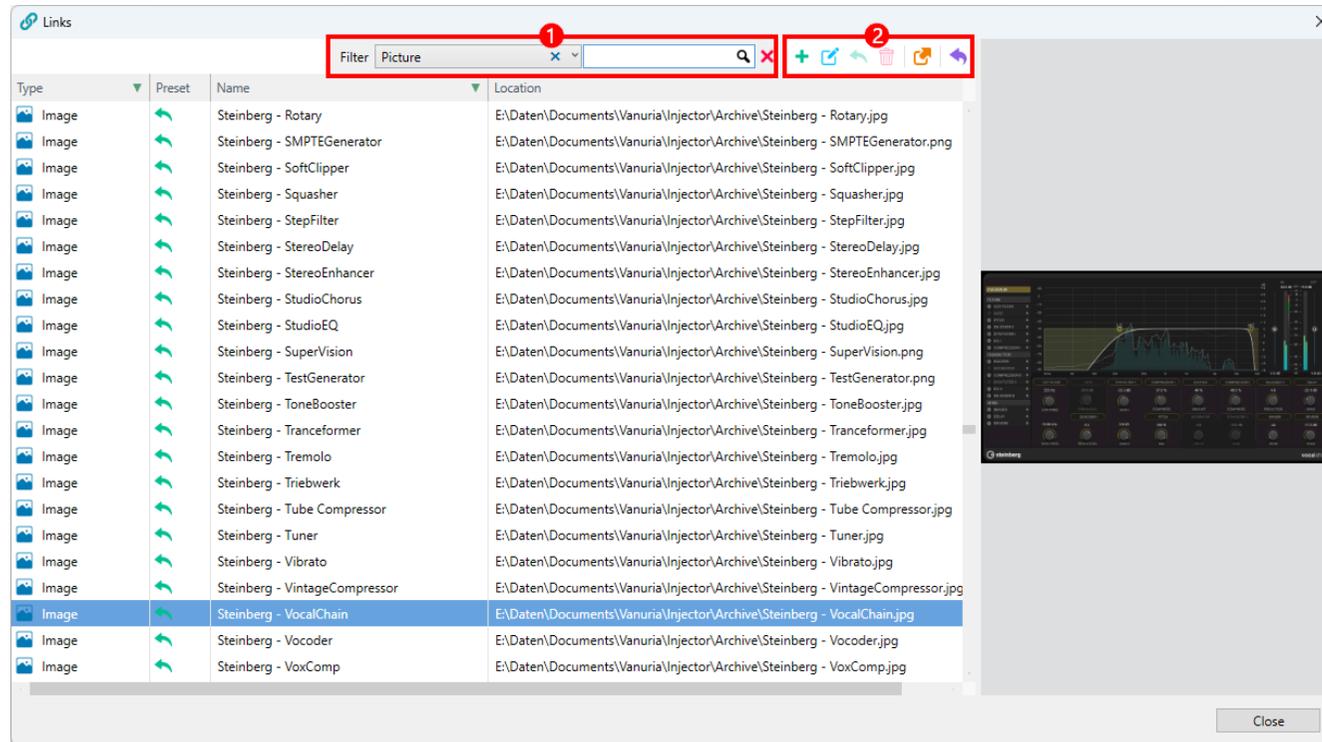
You can assign other e-mail addresses to your plug-ins with links of this type.

Based on these definitions, any number of links can be created per type. You can assign multiple links of the same type to the plug-ins. Add as much information as possible to your plug-ins via links. This allows you to build up a knowledge base for your plug-ins.

Manage links



If you click on the "Links" button at the top right of the main window, the dialog box for managing the links opens.



1 Use the search filter to find your way through the list of links.

Buttons 2

Use the buttons above the link list to call up the following functions:

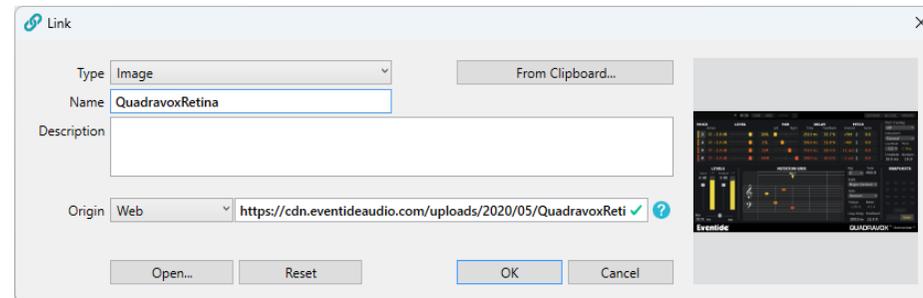
- + You can insert a new link by clicking on this button. The dialog box described in the next section opens in which you can define the link.
- ✎ Opens the dialog box described in the next section for editing the currently selected link.

-  Links that are included in the delivery of Injector are marked with a green arrow symbol . If you make changes to such links, this symbol changes to a red pen . You can undo your changes using the "Reset to preset" button.
-  Permanently deletes the currently selected links. However, you can only delete self-created links that are marked with a user icon . When deleting links, all plug-in assignments to these links are also removed.
-  Click on this button to open the currently selected link.
-  Resets the column sorting of the link list.

Link dialog box

The link dialog box opens when you insert new links or edit existing links.

You can either create a link manually or paste it directly from the clipboard.



First define the type for your link. The description of the selectable link types can be found on page 42. Now enter a name and an optional description.

Finally, you must specify the source for the link. This can be a file on your computer, a resource on the Internet or an e-mail address. Depending on the selection you make here, you can then enter a suitable address. In the case of files, a button with three dots  appears to the right of the input field. If you click on it, you can browse your computer for the desired file. As soon as you have entered a valid address, this is indicated by a

green tick ✓ in the source input field. For some file types, a preview is displayed on the right-hand side of the window.

For files, the source is used to specify the origin. If this is an Internet address, the file is downloaded and stored in the data archive. Files located on your computer are also copied to the data archive.

Instead of defining a link manually, you can use the clipboard. For example, copy an Internet address from your browser, a file on your hard disk, a text or an image from a document, etc. and paste it as link information by clicking on the "From Clipboard" button. A selection window opens first, in which the compatible clipboard contents are displayed. Select the appropriate entry here. Normally, the first suggestion contains the most detailed information. By pasting links in this way, the input fields are automatically filled in as far as this is possible based on the copied information. Please check all fields to ensure that they have been filled in correctly. You will often have to adjust the type particularly, as this can only rarely be determined from such information.

Before accepting by clicking on the "OK" button, you can first test the link using the "Open" button.

Other functions

Injector provides additional functions, which are explained below.

Settings



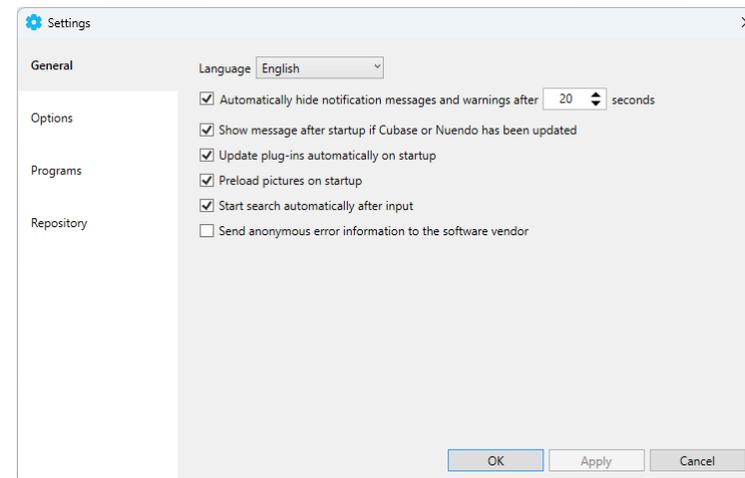
Clicking on the gearwheel button  opens a dialog box in which you can adjust the program settings. The button to the right labeled "EN" or "DE" (depending on the current setting) switches the language of the user interface.

The settings can be made on various pages within this dialog box.

General

You can select English or German for the user interface language.

After executing some functions, information or warning messages are displayed in the status bar of the main window. You can specify here whether these should be hidden automatically after a certain time.



After you have installed a new Cubase or Nuendo version, this will be recognized by Injector. You can specify here whether a notification should be displayed. This allows you to let the program make the necessary adjustments to the affected settings automatically.

By default, Injector searches through all your plug-ins when you start the program, which you can optionally deactivate. However, after installing new plug-ins or updating existing ones, it is no longer guaranteed that the plug-ins displayed in Injector correspond to those known to your DAW. It is therefore recommended that you only deactivate this option in exceptional cases. If you deactivate it, you can let your plug-ins be searched manually afterwards (see page 53).

Loading images that are linked to plug-ins via links may take a significant amount of time. This may be noticeable when scrolling in the tile and details view of the plug-ins. To counteract this, you can postpone the loading process until the program starts.

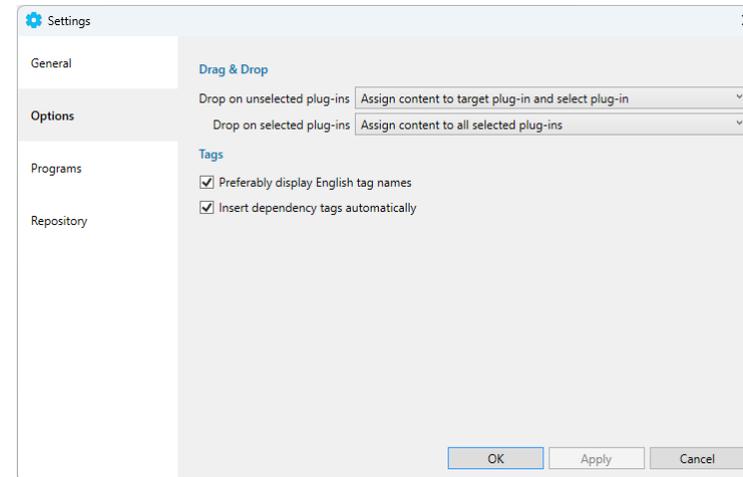
By default, after entering text in search fields, you must press the Enter key or click on the magnifying glass icon  to start the search process. Optionally, the search can be started automatically as soon as you have finished entering text.

You can help us with the quality assurance of the software if you allow Injector to send anonymous information about any program errors to Vanuria Support. Only technical information on the current program process (stack trace) is sent via the Internet. This may be helpful for error analysis. It contains neither personal information nor information about your computer.

Options

Page 19 describes how Injector behaves when you drag and drop files onto plug-ins for automatic link creation. This corresponds to the default behavior, which you can change.

You can define the following behavior for dropping on unselected plug-ins:



- One or more links are created that are assigned to the plug-in, but the plug-in remains unselected.
- The created links are assigned to the plug-in and then the plug-in is selected.

Dropping on already selected plug-ins can have the following behaviors:

- Created links are only assigned to the plug-in over which you release the mouse button.
- Created links are assigned to all selected plug-ins, regardless of which selected plug-in you release the mouse button on.

The names of tags are displayed in English or German by default, depending on the language setting, provided the respective name is available. If a language is not available, the other language is used. In music production, however, English terms have become more common. You therefore have the option "Preferably show English tag names" to display the tag names in English, even if German-language names are available and the current language of the user interface is set to German.

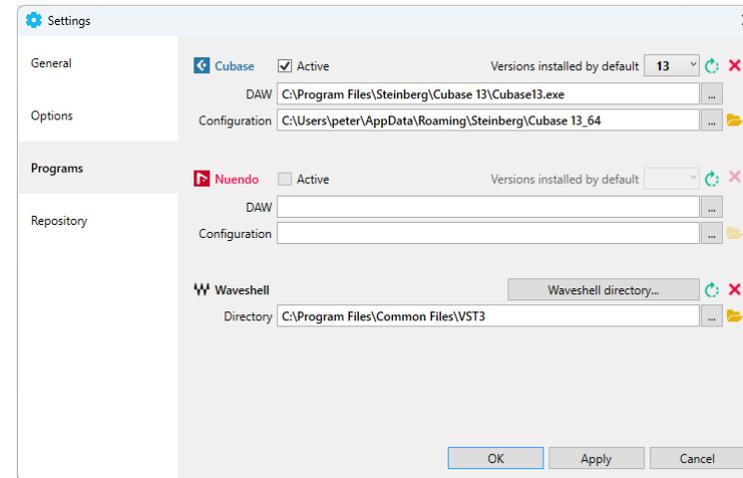
When assigning tags to plug-ins (see page 16), all tags on which the assigned tag is directly or indirectly dependent are also assigned by default. To change this behavior, you can deactivate the option "Assign

dependency tags automatically". You will then first be asked whether you also want to assign the dependency tags.

Programs

Injector accesses information from Cubase and/or Nuendo both for determining the plug-ins and for overwriting the configuration (see page 56).

You can define the program paths and the directory of the Cubase and Nuendo configuration files separately for the two DAWs on this page.



If you have installed your DAW with the default settings as suggested by the Steinberg installation program, both Cubase and Nuendo will be found automatically by Injector. The relevant input fields for the DAW and the configuration are then already filled in correctly. Otherwise, you may have to enter the directories you have selected manually. The path details for at least one DAW are required for the correct functionality of Injector. However, it does not matter whether you have Cubase, Nuendo or both DAWs.

If you have multiple versions of your DAW installed by default, all of them will be recognized. In this case, you can set a specific version as the current version via the "Versions installed by default" dropdown list. If you have both DAWs installed, you can also mark either Cubase or Nuendo as active. This combination determines which plug-in information is read by Injector from Cubase or Nuendo. If you make adjustments here, all plug-in information of the active DAW will be read in again when you apply these changes.

As explained from page 10 in the section "How are your plug-ins recognized?", the Waves plug-ins are an exception when browsing the plug-in information. If you have Waves plug-ins, it is therefore necessary for Injector to obtain this information directly from the Waveshell. To make this possible, it is therefore also necessary to specify the directory in which these are located. Again, with a standard installation, Injector can automatically determine all Waveshell versions and fill in the directory accordingly. Otherwise, you would have to enter the directory in which the Waveshell is located manually.

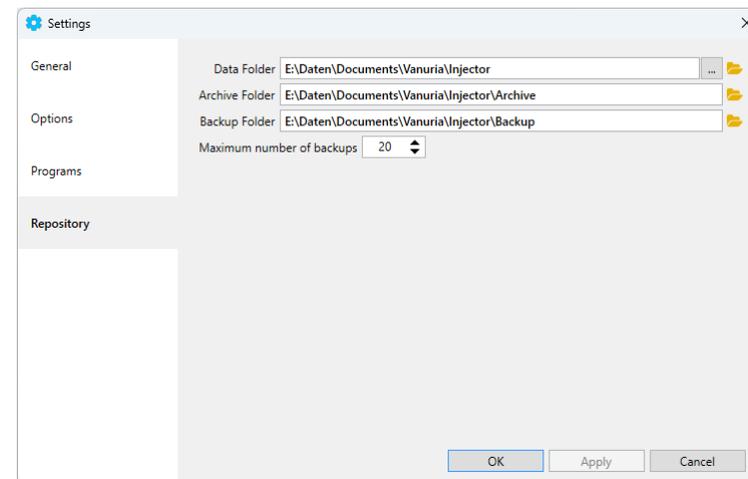
Repository

Injector maintains two basic directories in which files are stored.

During installation, a subdirectory was created within your personal "Documents" folder for storing automatically generated data.

If you wish, you can move this folder to another location on your computer. To do this, select an existing directory for the data folder. The paths for the subfolders will be adjusted accordingly and all the files they contain will be moved to the new folder.

With "Maximum number of backups", you can specify the maximum number of backup copies to be saved for each DAW version when injecting (see page 31). If this number is reached or exceeded, older backups are automatically deleted.



Data that you create yourself, such as customizations to the plug-ins, tags, links, injections, etc., are stored within the roaming directory of your personal Windows account. A subfolder is also created there: %appdata%\Vanuria\Injector. You cannot change this folder and you should never delete the files it contains.

Launching DAWs



You can start your DAW(s) directly from Injector by clicking on "Launch Cubase"  or "Launch Nuendo" .

Extras



If you click on the "Hamburger" button, a menu opens in which you can call up the following functions:

 Update Plug-Ins

If you have deactivated the automatic updating of plug-ins, you can perform this function manually here. All plug-in information will be reloaded according to the active DAW (see page 51). How you can turn automatic plug-in updates on or off is described on page 49.

 User Manual

You can use this menu item to open this user manual in the respective language of the user interface.

 Licensing

Opens a dialog box in which you can activate Injector online or offline. Please follow the instructions in the dialog box.

 Check for software update

Injector is constantly being developed and updated at irregular intervals. Find out here whether a new version is available.

Info about Injector

Displays general program information about Injector.

Supplementary information

System requirements

Injector can be run on any PC with Windows 7 to 11 and Cubase 9 to 13 or Nuendo 10 to 13 installed. The system requirements of your DAW are far higher than those required by Injector. Your PC therefore always fulfills all the requirements of Injector if your DAW can also be run without any problems.

Please note that at least one of the DAWs Steinberg Cubase or Steinberg Nuendo with a valid license must be installed and running on your computer. Otherwise the functionality of Injector will be restricted and only partially possible.

If your computer conforms to these requirements, the system requirements for the correct use of Injector are guaranteed. Please note that deviations from these specifications can lead to unforeseeable inconsistencies in the execution of the software.

Compatibility

Cubase 8.5 and older or Nuendo 8 and older are not supported. This is due to the fact that these versions do not have the Plug-In Manager and therefore do not provide the information read by Injector.

For future Cubase and Nuendo versions, it cannot be assumed that the data structure of the read and overwritten files will remain unchanged before they are released. When new major versions of Cubase and Nuendo become available, the compatibility of Injector with Cubase and Nuendo will therefore be checked promptly. If necessary, adjustments will be made and an updated version will be made available as soon as possible. If no adjustments are necessary, this will be announced as soon as possible.

We strongly advise against using Injector together with unknown Cubase or Nuendo versions prior to any adjustments or the official release of the current Injector version. No liability can be accepted for any loss of data that may occur as a result.

Technical information

Injector accesses both read and write configuration files from Cubase and/or Nuendo. To list the plug-ins installed on your PC, information is obtained from cache files that are created by your DAW when the plug-ins are scanned. Injector thus shows you all plug-ins that have been recognized by Cubase or Nuendo. Before injecting, i.e. transferring plug-in trees to your DAW, the "PluginManager.xml" file is first read in order to list the current collections. When the injection is performed, this file is overwritten according to the settings made. In the case that a problem should occur during the writing process, be it a power failure, a defective hard disk or another error that the software cannot control, a backup copy of the DAW configuration file to be overwritten is always created beforehand. This allows you to undo an injection at any time.

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The entire Vanuria team wishes you lots of fun and time savings with Injector. We are always happy to receive sincere feedback and suggestions for improvements and enhancements.