

Solid State Logic

O X F O R D • E N G L A N D

Live

SOLSA Installation Instructions

Document Revision History

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Introduction

This document describes the software installation procedure required to update your PC to this latest release of SOLSA software.

Prerequisites

Please ensure that you have the following items before attempting any part of the upgrade:

SOLSA Installation Instructions (This Document)
SSL_TempestLive_PC_v4.5.7.31002.exe (available as a free download from the SSL website)
A SolidStateLogic.com account (visit the SSL website to create one for free)
An active internet connection during installation
Appropriate privileges to install software on your PC

Transfer user Showfiles and Presets to a USB stick to ensure they are properly backed-up. If the instructions in this document are followed correctly, all user files will be left intact.

SOLSA Overview

The SSL Off/On-Line Setup Application, or SOLSA, allows creation and editing of Live console Showfiles on your laptop, desktop or tablet PC. Almost anything that can be done on a console can be manipulated and configured 'offline' when access to a console is not possible. SOLSA also includes the ability to remotely control a console, giving real time access to all audio processing parameters. Connection is via Ethernet or, with the addition of a wireless router or access point, via Wi-Fi. Connection instructions are described below and also in the Help system included in the SOLSA software.

Features include console architecture configuration and setup of Fader Tile Layers and Banks. Stageboxes and I/O routing can also be assigned along with the creation of scenes and other automation editing. SOLSA also allows you to add effects, manipulate channel processing settings, bus routing and VCA assignments.

SOLSA also includes the SSL Live Help Files, the user manual for SSL Live consoles.

Installation

System Requirements

SOLSA is a high performance piece of software and requires a powerful computer to achieve the best possible performance. The following are a list of minimum requirements for SOLSA to run correctly on your computer.

Supported Operating Systems

Windows 7 64-bit, Windows 8 64-bit, Windows 8.1 64-bit or Windows 10 64-bit operating system.

Important note: Installations of the Windows operating systems listed above may be run on Intel-based Apple Mac computers using a multi-boot utility such as Boot Camp or virtual environments such as Parallels or VMWare Fusion.

The hardware requirements listed below still apply to these environments. In particular, please ensure that the Windows virtual machine is assigned at least 8 GB of RAM.

Hardware

- Recommended minimum of 8 GB RAM
 - 16 GB RAM recommended if running under a virtual machine on Mac
- 2.6 GHz Dual core CPU or higher
- 200 MB hard disk space
- Minimum screen resolution of 1280 x 1024 recommended

Download

To download SOLSA visit the SSL website (www2.solidstatellogic.com/live/L500/solsa). Once the download is complete locate the Live+V4.5.7+SOLSA.zip file on your hard drive and unzip the file. Open and read these Installation Instructions carefully before attempting to run the installation.



SSL Live. L500 Plus

Absolute Power and Ultimate Flexibility.

[Overview](#) | [Control Surface](#) | [Workflow](#) | [Architecture](#) | [Audio](#) | [L500 Vs L100](#) | [SOLSA](#) | [Tablet Control](#) | [Local I/O](#) | [Remote I/O](#)
[Remote Expander](#) | [Road Ready](#) | [Product Gallery](#) | [Live User Gallery](#) | [FAQ](#) | [Product Videos](#) | [User Videos](#)

Remote Control & Offline Setup Software

The SSL SOLSA Application allows creation and editing of Live console Showfiles on your laptop or desktop PC. Almost anything that can be done on a console can be manipulated and configured using SOLSA. This includes console architecture configuration and setup of Fader Tile Layers and Banks, Stageboxes and I/O routing can also be assigned along with the creation of scenes and other automation editing. SOLSA also allows you to add effects, manipulate channel processing settings, bus routing and VCA assignments. SOLSA includes a copy of the Live console Help System, providing a user guide with tutorials and reference sections. The SOLSA PC application can be connected to a console using a wired or wireless connection* for real time control of the console from a laptop or tablet PC. SOLSA can also be used 'offline' when access to a console is not possible for preparation of show files. It is possible to load an L300 Showfile on to an L500 console and vice versa. If a Showfile contains more processing than the console is able to provide, it is possible to choose which paths and effects are disabled. This allows the most important channels and mixes to remain active regardless of the console configuration structure.

*Wireless access point required.



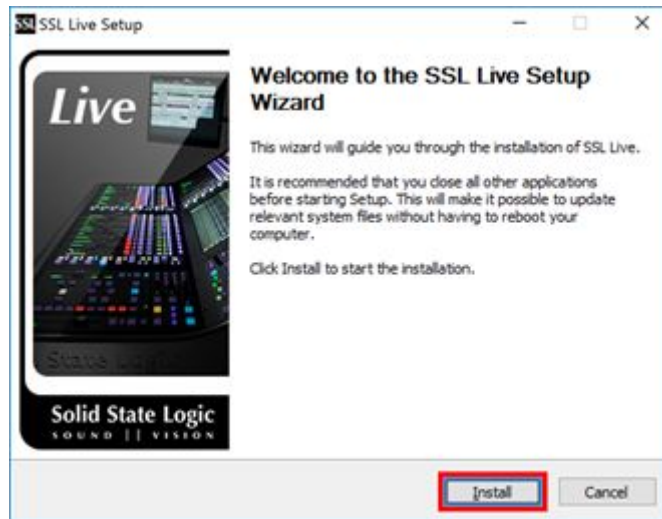
Installing SOLSA

Right click on the .zip file and click Extract All, then find the extracted folder and open it.

Double-click on the .exe file to start the installation.

If prompted, click **Yes** to allow the program to make changes to your PC.

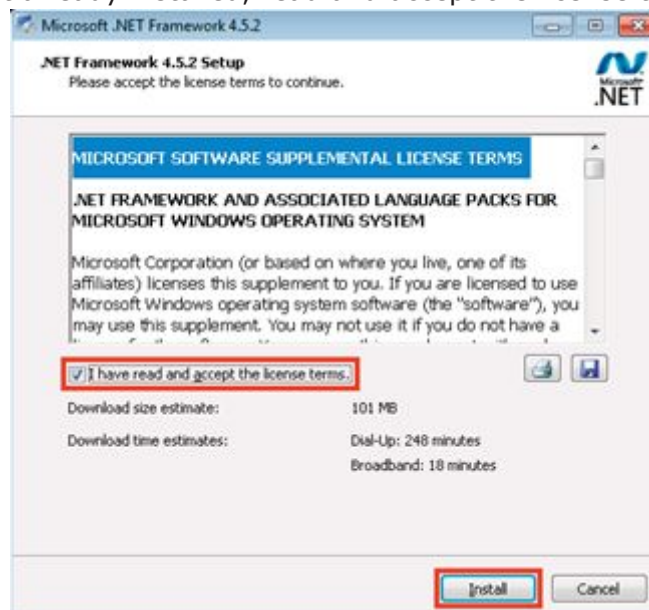
Read and follow the on-screen instructions carefully. When you are ready to start the installation, click on the **Install** button:



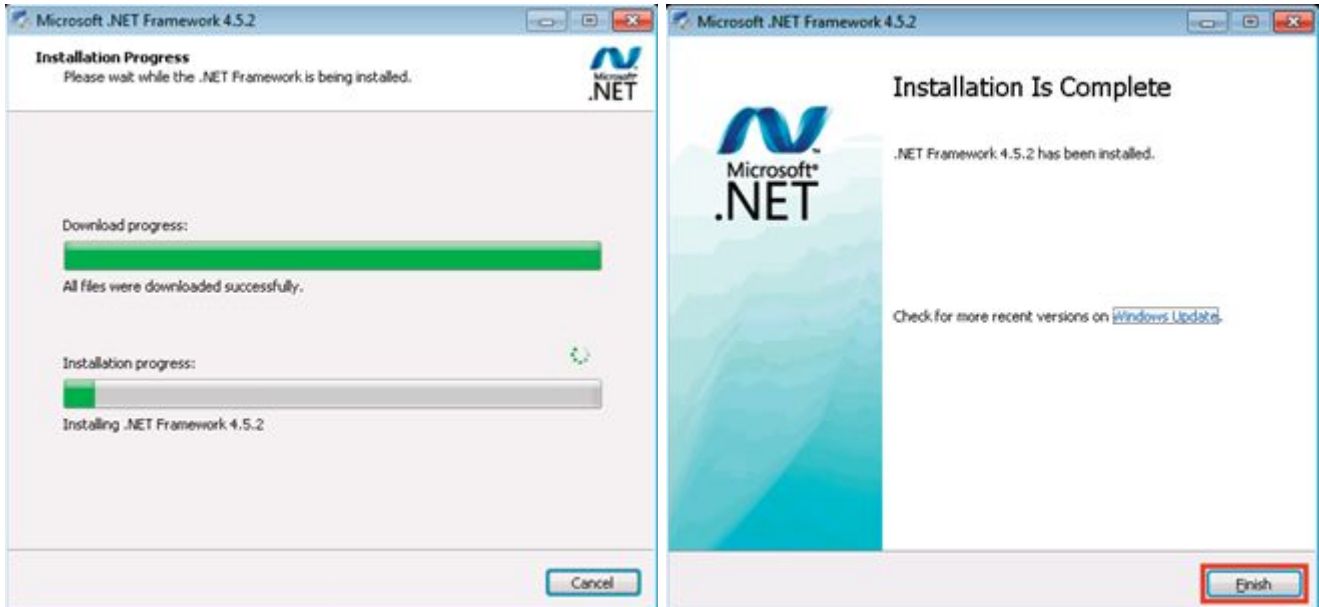
You may be prompted to install Microsoft .NET Framework 4.5.2.

If .NET is already installed on your computer, a notification will appear informing this. Click **Close** and proceed to the next section: "[Completing the Installation](#)".

If .NET Framework is not already installed, read and accept the license terms and click **Install**:

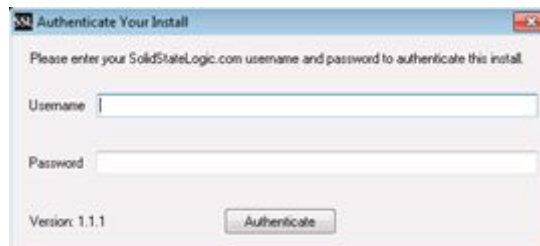


Ensure you have an Internet connection to download the required files. It can take some time to download and complete the installation.



Click **Finish** once the installation is complete.

If this is the first time SOLSA has been installed on your PC, you will now be asked to provide your solidstatelogic.com username and password to authenticate the install. Updates to SOLSA do not require this step.



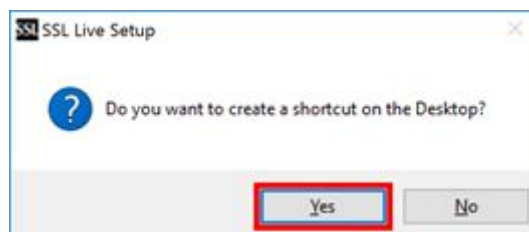
Note: If you do not already have a solidstatelogic.com account, please visit www.solidstatelogic.com and click on the person symbol the top-right corner of the home page and click Profile. Follow the on-screen instructions to create your free account and, once completed, enter the same details into the installer's authentication pop-up.

Click the **Authenticate** button when finished to proceed with the installation.

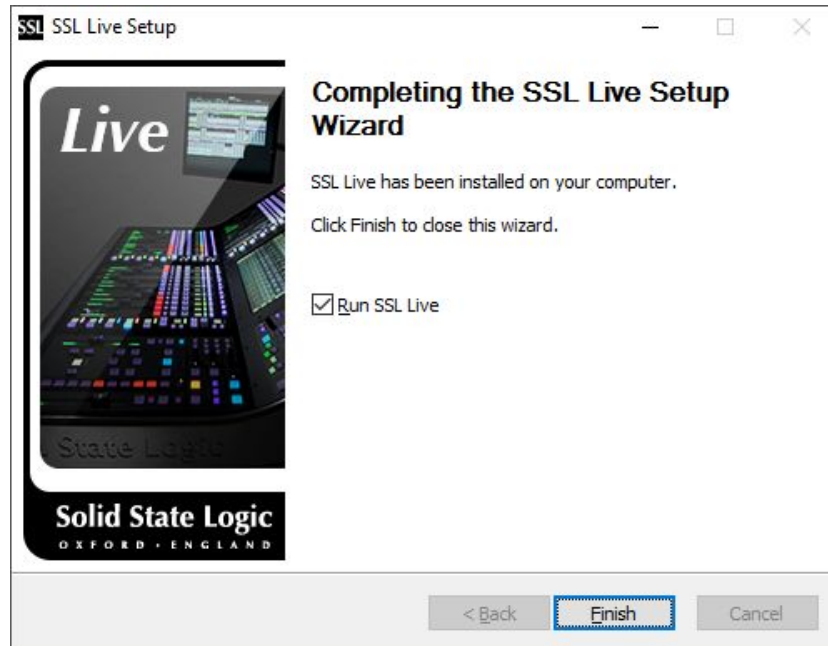
Important Note: You must have an active Internet connection to complete this process.

Completing The Installation

You will be asked if you wish to create a shortcut to the SOLSA software on your desktop, click **Yes** if you wish to do so.



Check the "Run SSL Live" box if you wish to run SOLSA now.
Now click **Finish**.

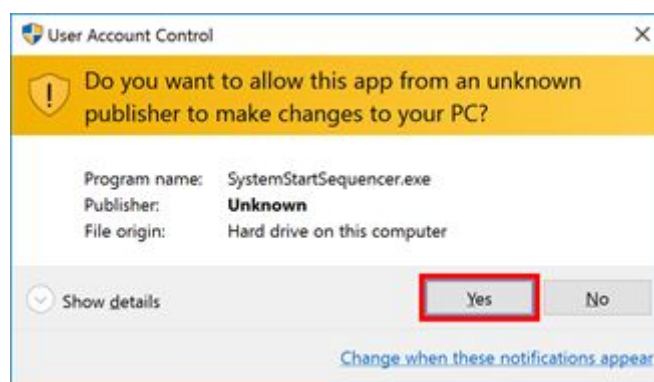


Starting The Application For The First Time

If during installation you selected to add a shortcut to the desktop, you may start the software from this shortcut (named "SSL Live SOLSA").

Alternatively, the software can be accessed from the **Start Menu > All Programs > Solid State Logic > Tempest Live > Tempest Live v4.5.7.31002** or searching programs and files for "SSL Live".

If presented with a Windows User Account Control prompt, click **Yes** to proceed:



SOLSA will now launch and a Solid State Logic splash screen and progress bar will appear. The initial launch of the software can take some time.

Help

The SSL Live Help link can be accessed from the Start Menu. The exact location will vary by Windows version installed but can usually be located in **All Programs > Solid State Logic > SSL Live Help**.

The Help system will open in your default web browser. Use the links on the left of the screen to view information on different topics.

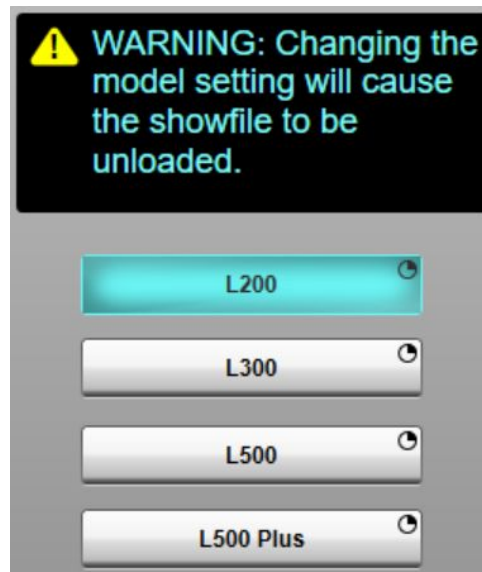
Please note: Accessing the SSL Live Help system in this way requires an active internet connection.

The SSL Live Help can also be downloaded as an app from the Apple App Store and Google Play Store. Please visit solidstatelogic.com/livehelp for links to these apps. Once downloaded, these apps can be used offline.

Live Showfile Basics

L200/L300/L500 Showfile interoperability

SOLSA supports editing of L200, L300, L500 and L500 Plus Showfiles. Showfiles are compatible between console models, however SOLSA should be set to the correct module type to ensure the correct resources are available for the console you will be operating, otherwise you may need to disable some processing when loading the showfile onto the console. To switch between console models in SOLSA, navigate to **Menu > Setup > Options > System Tab**, then press & hold the desired model button.



Important note: Changing the model setting will cause the current Showfile to be unloaded, so save any changes before switching models.

Getting Started with Showfiles

The Help system contains detailed information concerning working with Showfiles and starting to use the Live console software within its Tutorial section. This system is designed to guide you step by step, but here are some basic instructions on working with Showfiles:

The first time you open the SOLSA application it will load a blank template. This will have two Talkback Channels and three Solo Channels, but no other paths will have been created. You can edit this template and create your own configuration or load an alternative template.

There are a number of SSL Templates available, go to **MENU > Setup > Showfiles** and then click the **System Templates** button. Click on the template in the list to view an explanation of the configuration in the notes window at the bottom of the screen.

To use the selected template press and hold **LOAD**.

Important note: SSL does not recommend saving or loading Showfiles directly to/from a USB drive as once it is removed, the system will no longer be able to find the Showfile. Save to the internal drive first (HD) then copy to the USB drive. When importing a Showfile, copy to the internal drive first then load from the HD, not from the USB drive.



Load/Save Destinations

If you have not connected any USB drives the internal hard drive of your PC will be shown as **HD** (see screen shot below). When you connect a USB drive it will appear as **USB1** and additional USB drives will appear as USB2, 3 etc.

Click on the drive buttons to select them.



Saving Options

The **Save** button is a press and hold button (designated by the clock in the top right of the button). This will save over the currently active Showfile.

The **Save As** button can be used to create a new version of the active Showfile. This is done by clicking on Save As and entering the new name. If the Showfile you are working on was created from an SSL template then you will need to save the file under a new name using this function.

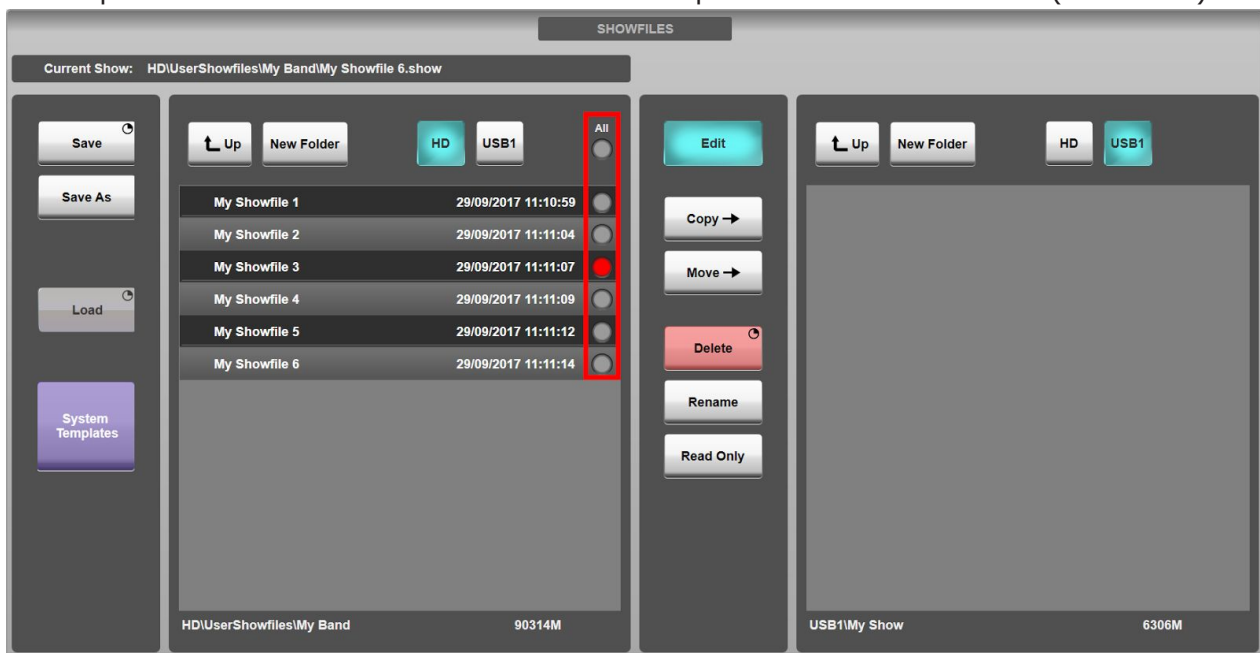


Exporting Showfiles

Showfiles created or edited with SOLSA can be exported to a USB drive and then imported into a Live console. All the required operations are identical on both the Live console and SOLSA.

If you have not already, connect a USB drive to your PC. In the Showfiles menu select **HD** and click on **Edit**. This will open a window on the right which allows you to select your destination drive. Click on the USB drive you wish to use as your destination (USB1 etc).

Click in the edit column (red box) of the Showfile list on the left, so they turn red. These are the files you are selecting for export. Then click **Copy** in the centre column and the selected Showfiles will be copied to the USB drive. These can then be imported into a Live console (see below).



Importing Showfiles

The process for importing a Showfile from a USB drive into SOLSA is a similar process to Exporting (see above).

Connect the USB drive that contains the file to your PC and go to the Showfiles menu (**MENU > Setup > Showfiles**). Select the USB drive on the left and then click on **Edit** in the centre column. In the right-hand window click **HD**, this selects the internal drive as the destination. Click in the edit column of the file (or files) you wish to import. Then click on **Copy** and the selected files will be imported to your PC's internal drive.

Automation Scenes

If you are working with multiple scenes within the Automation system it is important that you update changes to your scenes using the Store function. This can be found by accessing **MENU > Automation** then clicking on **Store** in the right hand column. The **Store** button will be purple if there are changes to the current scene that have not been updated.

Connecting SOLSA as a Remote Surface for SSL Live consoles

Options for remote control of the console can be found in **MENU > Setup > Options**. Select the **REMOTE** tab.

Up to two other remote console control surfaces or computers running SOLSA may be connected to the main console control surface over an Ethernet network to share its audio processing capabilities. This feature increases the number of control surfaces able to control the audio processing; it does not increase the amount of audio processing available.

Please note: An L200 console cannot be remote controlled by another console. An L200 console also cannot be used as a controller for another console. L200 can be remote controlled by SOLSA.

Connecting SOLSA via Wired Connection

- On the console go to **MENU > Setup > Options > REMOTE** tab.
- Ensure the console is set to Main Surface mode in the "Surface Settings" section. If not, press and hold the **Main Surface** button.



- Choose a console name and password and enter these in the **Name** and **Password** fields. The default name is "LIVE" followed by a 4 character unique identifier.
- Connect your PC to the console via one of the Network ports on the rear of the console.
- On the console go to **MENU > Setup > Options > NETWORK** tab. Choose **DHCP** or a **Fixed** IP address and Netmask.

Tip: If not using Dante and SOLSA simultaneously, choose **DHCP** in "Connectivity Network" and press and hold **Apply**. Set Dante Primary to **Fixed** and enter IP address of 1.1.1.1 and Netmask of 255.255.0.0 and Dante Secondary to **Fixed** and enter IP address of 2.2.2.2 and Netmask of 255.255.0.0. Press and hold **Apply**. If using SOLSA/TaCo and Dante simultaneously, please consult the livehelp.solidstatellogic.com/Help/SetupDanteConfig.html page of the SSL Live Help system.

- On your PC go to **Control Panel > Network and Sharing Centre**. Click **Change adapter settings**. Right click on the ethernet port/adapter in use and click **Properties**. Double click on **Internet Protocol Version 4 (TCP/IPv4)** in the list. Choose **Obtain IP address automatically** if **DHCP** was selected on the console. Or choose **Use the following IP address** if **Fixed** was selected on the console and enter an IP address in the same subnet as the console, and a subnet mask to match the Netmask on the console.
- Start the SOLSA application and navigate to **MENU > Setup > Options > NETWORK** tab. Select the correct method of connection to the console. Press **Select Adapter** and choose the correct Ethernet Slot on your PC. (Only ethernet slots with cables plugged in will be visible).
- In SOLSA, press and hold the **Remote Surface** button.



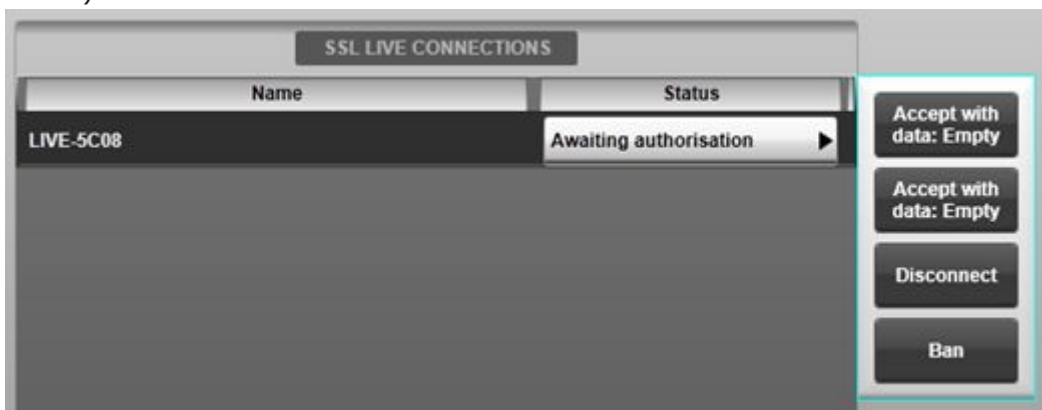
- Still in SOLSA, the **SSL Live Connections** area lists all consoles visible on the network. Locate the console you wish to connect to. Its name will be the console model (e.g. "L500Plus"), followed by the name you entered earlier.
- The **Status** column lists the connection status of each console in the network. Tap the **Discovered** button and select **Connect** from the drop down list.



- Enter the password you chose on the console into the **Password** field that appears and press OK



- The **Status** button in will now display **Waiting for server response**.
- On the Main console, navigate to **MENU > Setup > Options > REMOTE** tab and locate the device in the **SSL Live Connections** area that is awaiting authorisation. Press the **Awaiting authorisation** button and select one of the **Accept with** buttons. (Up to two remote surfaces can be connected; configuration data is stored independently in the showfile.)



- Both console and SOLSA **SSL Live Connections** areas should now show the other device as **Connected OK**.
- To disconnect, press the **Connected OK** button and select **Disconnect**.

Connecting SOLSA Wirelessly (Wireless Access Point required)

- On the console go to **MENU > Setup > Options > REMOTE** tab.
- Ensure the console is set to Main Surface mode in the "Surface Settings" section. If not, press and hold the **Main Surface** button.



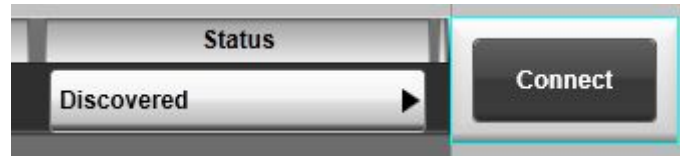
- Choose a console name and password and enter these in the **Name** and **Password** fields. The default name is "LIVE" followed by a 4 character unique identifier.
- Connect your Wireless Access Point to the console via the network ports on the rear of the console.
- Connect your PC to the Wireless Access Point's Wi-Fi network.
- On the console go to **MENU > Setup > Options > NETWORK** tab. In the "Connectivity Network" section, choose **DHCP** or a **Fixed** IP address and Netmask. Press and hold **Apply**.

Tip: If not using Dante and SOLSA simultaneously, choose **DHCP** in "Connectivity Network" and press and hold **Apply**. Set Dante Primary to **Fixed** and enter IP address of 1.1.1.1 and Netmask of 255.255.0.0 and Dante Secondary to **Fixed** and enter IP address of 2.2.2.2 and Netmask of 255.255.0.0. Press and hold **Apply**. If using SOLSA/TaCo and Dante simultaneously, please consult the livehelp.solidstatelogic.com/Help/SetupDanteConfig.html page of the SSL Live Help system.

- On your PC go to **Control Panel > Network and Sharing Centre**. Click **Change adapter settings**. Right click on the ethernet port/adaptor in use and click **Properties**. Double click on **Internet Protocol Version 4 (TCP/IPv4)** in the list. Choose **Obtain IP address automatically** if **DHCP** was selected on the console. Or choose **Use the following IP address** if **Fixed** was selected on the console and enter an IP address in the same subnet as the console, and a subnet mask to match the Netmask on the console.
- Start the SOLSA application and navigate to **MENU > Setup > Options > NETWORK** tab. Select the correct method of connection to the console. Press **Select Adapter** and choose **Wi-Fi**.
- In SOLSA, press and hold the **Remote Surface** button.



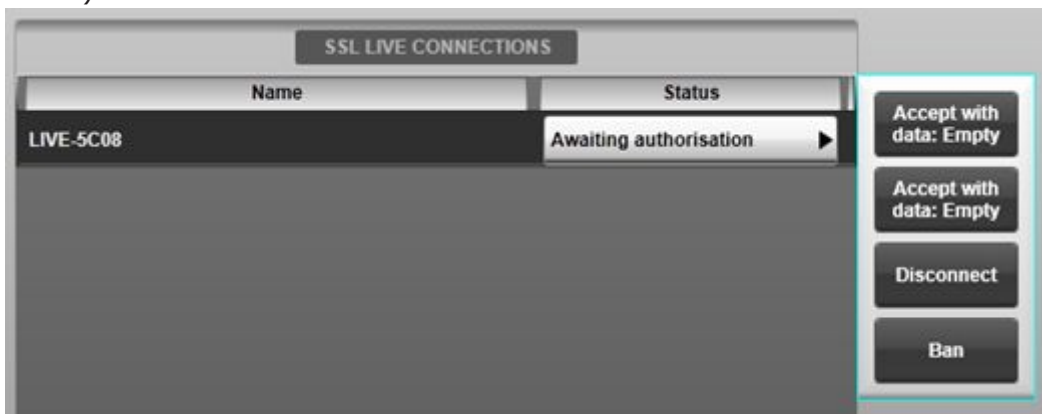
- Still in SOLSA, the **SSL Live Connections** area lists all consoles visible on the network. Locate the console you wish to connect to. Its name will be the console model (e.g. "L500Plus"), followed by the name you entered earlier.
- The **Status** column lists the connection status of each console in the network. Tap the **Discovered** button and select **Connect** from the drop down list.



- Enter your chosen password into the **Password** field that appears and press OK



- The **Status** button in will now display **Waiting for server response**.
- On the Main console, navigate to **MENU > Setup > Options > REMOTE** tab and locate the device in the **SSL Live Connections** area that is awaiting authorisation. Press the **Awaiting authorisation** button and select one of the **Accept with** buttons. (Up to two remote surfaces can be connected; configuration data is stored independently in the showfile.)



- Both console and SOLSA **SSL Live Connections** areas should now show the other device as **Connected OK**.
- To disconnect, press the **Connected OK** button and select **Disconnect**.

Troubleshooting

Help system does not display correctly in my web browser

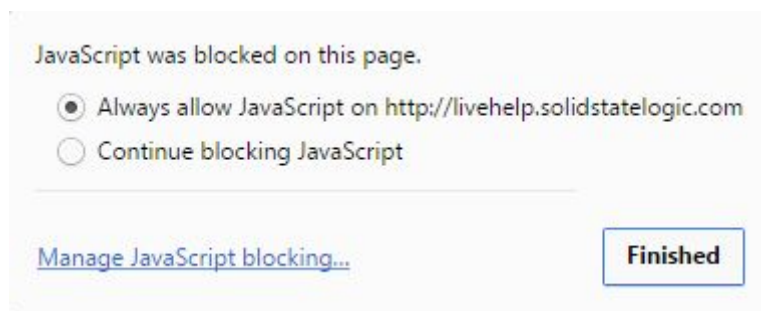
JavaScript must be enabled to view the Help system correctly.


Chrome

Click on the Help link to open the page in your Chrome browser. Click on the icon to the right of the address bar:



Select "Always allow JavaScript on file..." and click **Done**:



Refresh the page by pressing **F5** on your keyboard or clicking on the  icon to the left of the address bar.

Important Note: This will only enable JavaScript for the SSL Live Help. JavaScript settings for all other sites remain unchanged. To change JavaScript settings for all sites, please visit <http://enable-javascript.com/#chrome>

Internet Explorer

Click on the Help link to open the page in your Internet Explorer browser. Click on 'Allow blocked content' at the bottom of the page:



Important Note: This setting is not stored in Internet Explorer. You will need to allow this content each time you open the Help system. To enable JavaScript permanently for all sites (per-site settings in Internet Explorer are not available at time of writing), please visit <http://enable-javascript.com/#ie>

Other Web Browsers

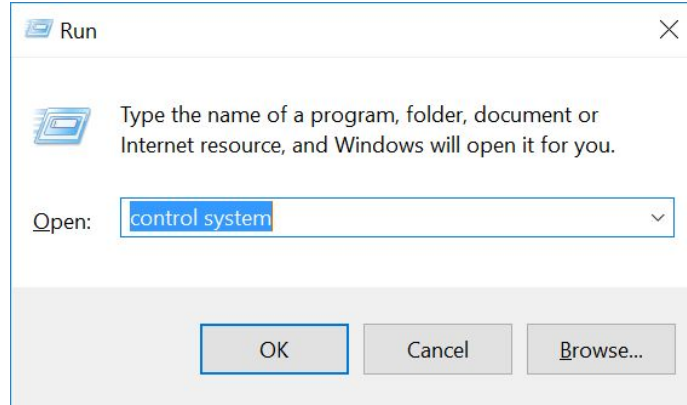
Please visit <http://enable-javascript.com/>

SOLSA slow to start or does not start at all

Ensure you have met the minimum system requirements listed at the beginning of this document. A 64-bit version of Windows and 8GB RAM is required to run SOLSA. If you are running SOLSA under a Windows virtual machine (e.g. Parallels or VMware Fusion) please ensure you have allocated sufficient resources to the virtual machine.

Check Your Windows System Specifications

In Windows, open the Run dialog (Windows key + R), type "control system" (or right-click on the Windows start icon and select "System" if running Windows 10) and click OK.



This will open the System window, in which information about your computer can be found. Ensure that your system information meets the minimum recommended requirements for SOLSA. Below is an example of what you should see on a Windows 10 installation:



Set RAM Allocation In Parallels

- Shut down the Windows virtual machine
- From within Parallels, choose Virtual Machine > Configure > General
- Move the Memory slider to 8GB
- Restart Windows

Set RAM Allocation In VMware Fusion

- In VMware Fusion, select Window > Virtual Machine Library from the menu bar
- Select the Windows virtual machine and click Settings
- Navigate to System Settings > Processors & Memory
- Use the slider to allocate a minimum of 8GB RAM

If you are still unable to start SOLSA, please contact support@solidstatelogic.com

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