



## X-WSG Quick Setup Guide

### Registration

You must register your X-WSG card to obtain the software, the drivers, and any licenses needed.

To register your device, log into your Waves account at [www.waves.com](http://www.waves.com).

### Software Download

Go to Waves.com > Downloads > [Latest Version](#) and Download **Waves Central** for Mac or PC, as needed. Run the installer and follow the onscreen instructions when finished.

Launch **Waves Central**.

Click on **Easy Install & Activate**. Any products that are not currently activated will appear on the list. make sure that your **X-WSG driver** is checked, and click on the **Install & Activate** button.

Restart your computer.

### Connections

Insert the X-WSG to your compatible Behringer /Midas console.

Connect the X-WSG card to your computer.

Connect the X-WSG card directly to your computer's Gigabit Ethernet port using the supplied cable.

If you are using multiple SoundGrid interfaces, computers, etc., connect them all to a SoundGrid-compatible switch and connect the switch to your computer's Ethernet port. See <http://www.waves.com/support/network-switches-for-soundgrid-systems> for a list of approved switches.

## Recording/Playback

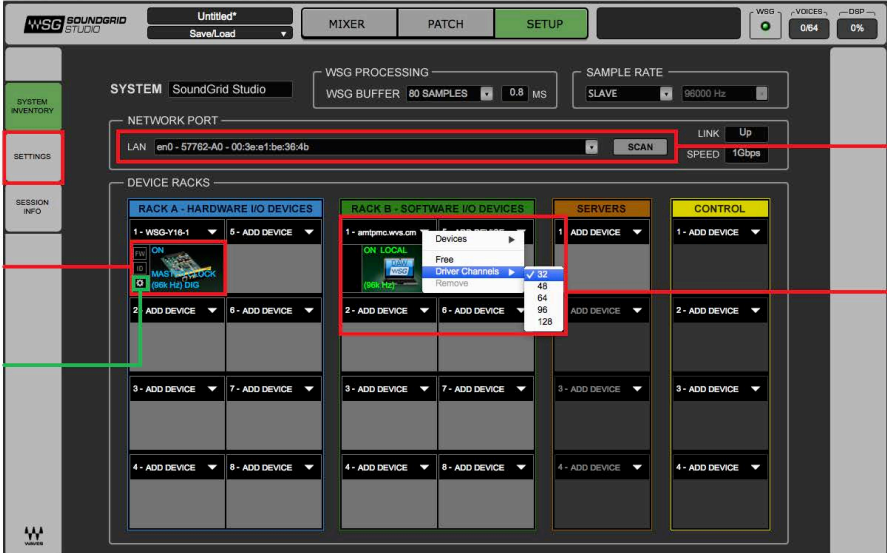
Your Waves SoundGrid application (SoundGrid Studio or MultiRack SoundGrid) must be open at all times to configure the driver.

After installation, the Waves SoundGrid driver will appear as available in your DAW even before you launch the Waves SoundGrid application.

### 1. Recording/Playback with the SoundGrid Studio Application

If you choose to use the SoundGrid Studio Application as your setup application, refer to the following images for configuration.

The first time you run and configure your X-WSG card, you may be prompted to update the firmware of your device. Follow the onscreen instructions.



The screenshot shows the Waves SoundGrid Studio application interface. The interface is divided into several sections: SYSTEM, NETWORK PORT, and DEVICE RACKS. The SYSTEM section includes settings for WSG PROCESSING (WSG BUFFER: 80 SAMPLES, 0.8 MS) and SAMPLE RATE (SLAVE, 96000 Hz). The NETWORK PORT section shows the LAN interface (em0 - 57782-A0 - 00:3e:e1:ba:36:4b) with a SCAN button and LINK Up status. The DEVICE RACKS section is divided into RACK A - HARDWARE I/O DEVICES, RACK B - SOFTWARE I/O DEVICES, SERVERS, and CONTROL. RACK A shows a connected Y-16 device (WSG-Y16-1) with a gear icon for its control panel. RACK B shows a software device (ampmc.wsg.com) with a context menu open, highlighting the 'Driver Channels' option. The interface also includes a left sidebar with SYSTEM INVENTORY and SESSION INFO, and a top bar with MIXER, PATCH, and SETUP buttons.

Access buffer settings

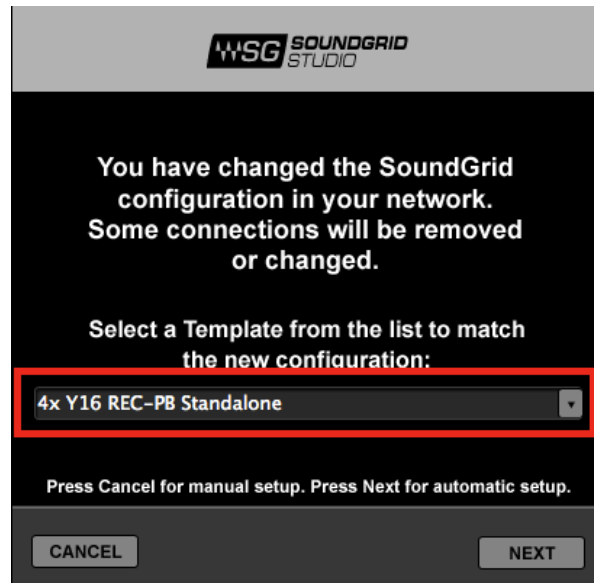
Connected Y-16 Devices appear in Rack A

Click the gear symbol to access the Y-16 control panel

Select your computer Ethernet Port

Select the number of driver channels for your DAW

There are also built-in templates to assist you with configuration. Select the template that best meets your setup. For recording and playback, select **4x Y16 REC-PB Standalone**.



Finally, check in the PATCH tab that your X-WSG card is patched to the driver. If you've selected one of the preset templates, this should be all done. If you've adjusted the number of driver channels, you may need to patch additional channels.

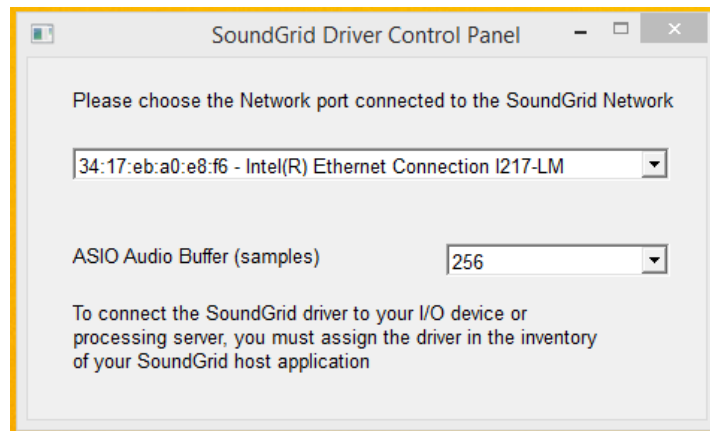
## 2. Recording/Playback with MultiRack SoundGrid

(a) Open the SoundGrid Driver control panel here:

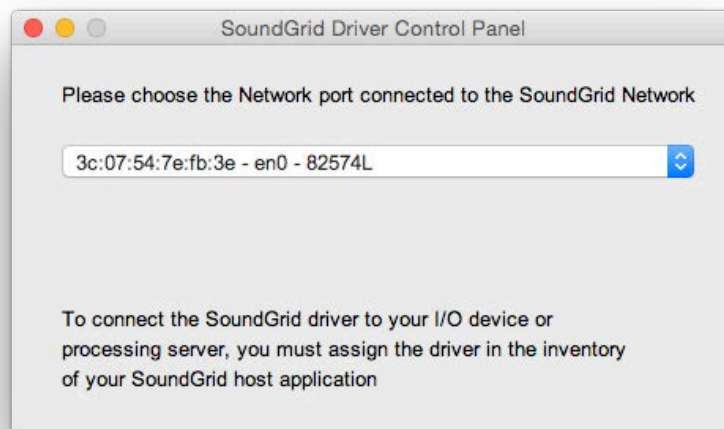
Mac: System HD /Applications /Waves /SoundGrid  
Windows: C:\Program Files\WavesSoundGridDriver

(b) Select the computer network port that is connected to the SoundGrid network.

Windows users – this is also where you can change the ASIO buffer size.



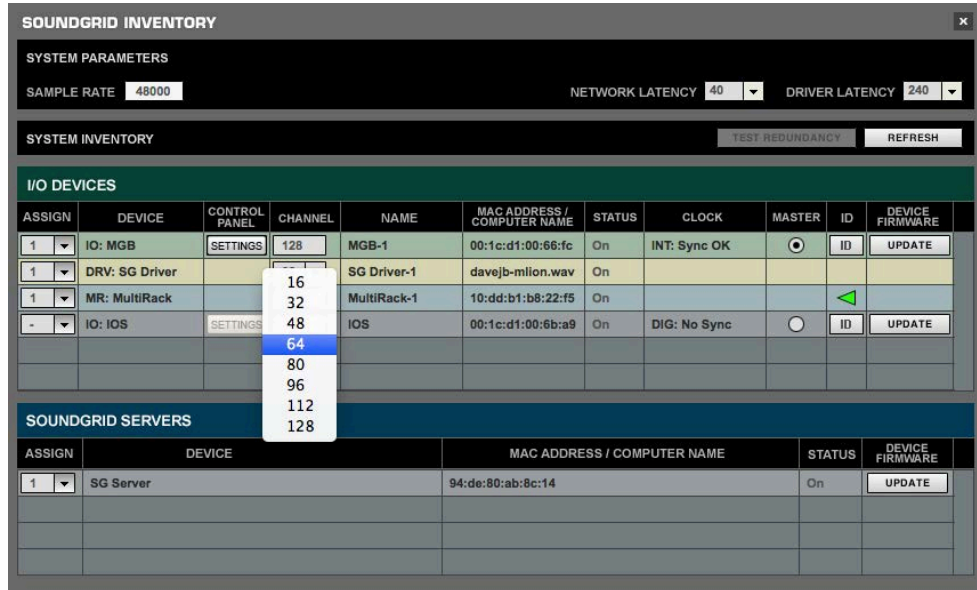
Windows – SoundGrid ASIO Driver Control Panel



Mac – SoundGrid Core Audio Driver Control Panel

(c) Launch MultiRack SoundGrid.

(d) Open the SOUNDGRID INVENTORY window (press F2 or open from the Audio > SoundGrid Inventory menu).



(e) Launch your DAW and set audio device to Waves SoundGrid Driver.

