

Updating Waves Plugins for DiGiCo:

1. Download **V9/V8 SG Plugins installer** to internet connected computer
 - **V9 Plugins:** <http://www.waves.com/downloads/v9-win.aspx>
 - **V8 Plugins:** <http://www.waves.com/downloads/v8-win-mrsg-plugins.aspx>
2. **Copy the installer to a USB Flash Drive.**
3. **Disable ""ReadyOn""**

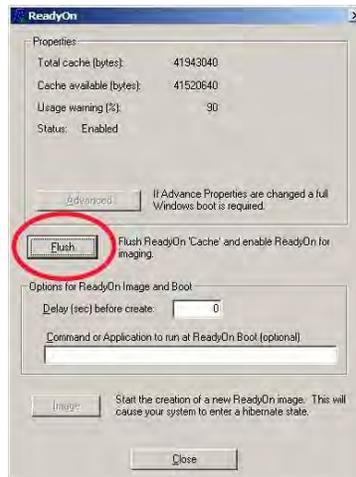
Connect a working overview monitor to the console during this procedure else it may become disabled after ready on is re-enabled. (Does not apply to SD7)

Your SD Console OS is protected by "ReadyO". Unless ""ReadyOn"" is disabled, any changes made to the OS, including Network and Display Settings, will be lost when the SD Console is switched off.

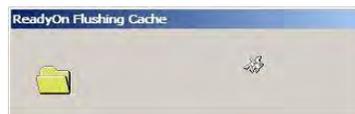
Right-Click on the **Start Menu**, and choose **"Explore"**.

Navigate to **C:\Program Files\Ardence\ReadyOn**, and then run **"ReadyOn".exe**

The following window will open.



Click on the **Flush** Button, as indicated above. The following Progress Bar will appear.



"Ready ON" is now Disabled

4. Update the Software:

Connect USB Flash Drive with the installer to your DiGiCo console.

On DiGiCo: Right-Click on the **Start Menu** button in the windows tool-bar, and choose **“Explore”**.

Navigate to your USB Flash Drive. Launch the installer and choose either specific SoundGrid Compatible Bundles to install/update or choose:

- **'All MultiRack SoundGrid-compatible plugins'**.

Follow the screen prompts to complete installation.

5. Enable “Ready On”:

If you are working on an **SD7**, please note the following:

Ensure that the two engines are connected via Ethernet and that the 2nd engine is active and running the Windows desktop while performing the "ReadyOn" process on the 1st engine.

Remove all USB keys or iLoks inserted in the console. Right-Click on the Start Menu, and choose “Explore”.

Navigate to C:\Program Files\Ardence\“ReadyOn”, and then run “ReadyOn”.exe

Close any Explorer windows that are open behind the “ReadyOn” window, so that the only window open on the screen is the “ReadyOn” window as shown below.

Press the Flush Button.

In the **“Command or Application to run at “ReadyOn” Boot”** box, type the following path:

D:\SDxx\SDxx.exe ***xx is the number of the SD console you are using (e.g. D:\SD7\SD7.exe)***



Press the **Image** Button. The screen should show the System Hibernating.

NOTE: If there is an error message at this point, **OK** the error, close the **"ReadyOn"** program and restart the console using the Windows Start button menu. The console will restart and then halt at the Windows desktop. Now repeat the above.

If you are working on an **SD7**, please note the following:
When the 1st Engine has Hibernated and is ready to power off, use the rear panel silver reset **button** to reboot the engine and wait for it to load the SD application again before starting to enable **"ReadyOn"** for the 2nd engine.

Once complete, power the console off.

You can now Power the Console back on, and proceed as normal.

- Connect your **iLok (V8)** and/or **USB Flash Drive** containing Waves **V9** licenses after the system boots back up.

This completes the software part of the upgrade process.

If you are upgrading an **SD7**, now go and repeat this process for the other engine.

Updating DiGiCo console software or offline editor after installing Waves V9

If you updating DiGiCo console software or offline editor after installing Waves V9, the update will erase necessary Waves files. No worries, no need to reinstall Waves.

On DiGiCo console:

Go to **D:\Waves\SoundGrid\SG_Digico apps** folder,

Copy the content and paste/overwrite to: **D:\Waves\SDx** folder.

DiGiCo offline editor:

Go to **C:\Program Files(x86)\Waves\SoundGrid\SG_Digico apps backup** folder,

Copy the content and paste/overwrite to: **C:\SDx** folder.