

This document was extracted from MenuMagic's built in Help system and as such there may be minor formatting issues. Document may not be 100% in sync with latest MenuMagic release.  
MenuMagic v2 manual (document version v2.0.0) last updated 5/6/2018



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MenuMagic® is the plug-in management tool specially designed to work with the DAWs Cakewalk by BandLab and Sonar (Platinum down to v6.02).

Its powerful toolset enables you to analyze, fix issues and organize your plug-ins (VST, VST3, DX, 32-bit, 64-bit) into menus quickly and easily!

More information can be found on the Internet at:

[MenuMagic support forum](#)

[Latest MenuMagic release info](#)

[MenuMagic's top implemented features](#)

[MenuMagic videos](#)

Main Sections:

- MenuMagic Quick Start Guide
- MenuMagic Status tab
- Name Fixes tab
- Categorization tab
- Menu Creation tab
- Tools tab
  - The Plug-in Info Grid
  - The Dupe Fixer
  - The PIL Manager
- Settings / Options tab
- FAQ
- About

## MenuMagic Quick Start Guide

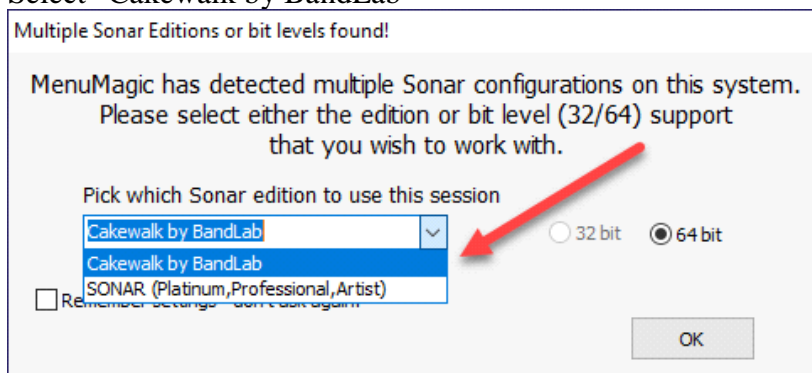
~~~~~  
If you are new to MenuMagic I know that you're tempted to just start clicking away!  
But *please* take a moment and **read this section first!**  
Following the Quick Start Guide will make your journey faster and smoother.  
**You will NOT see this screen again unless you call it up as described below.**  
~~~~~

### Migrating VST Scan folder settings from Sonar to CbB (Cakewalk by BandLab)

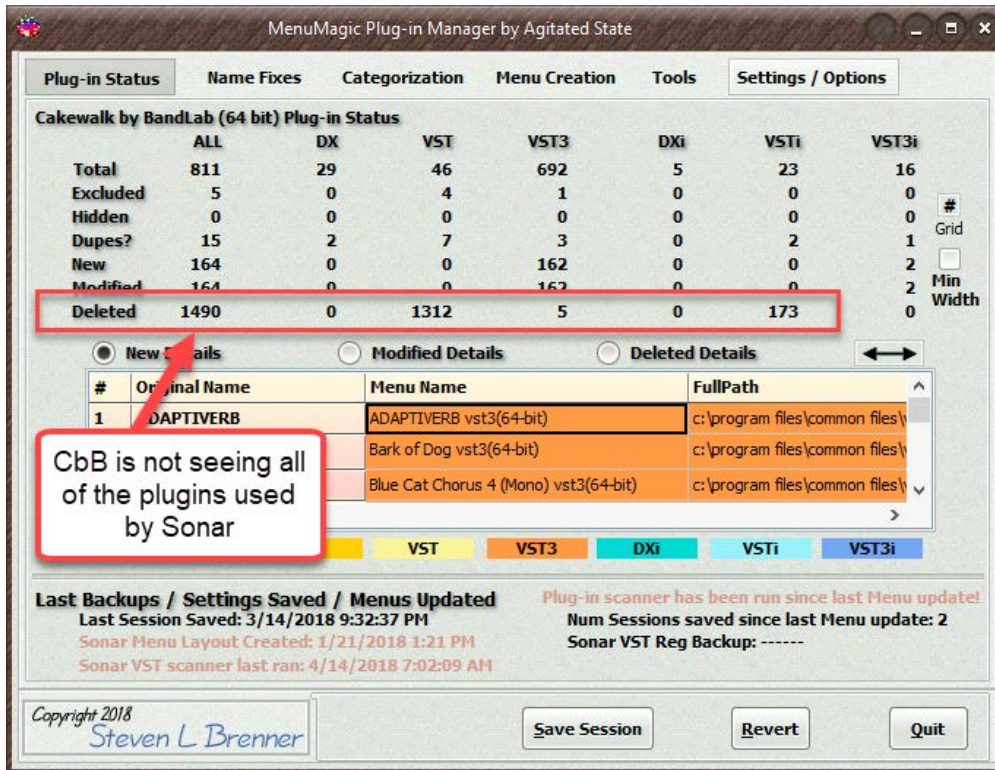
*If you have not used Sonar on this computer skip this section.*

The following assumes that you have both a version of Sonar and CbB installed.

- Start up MenuMagic
- Select "Cakewalk by BandLab"

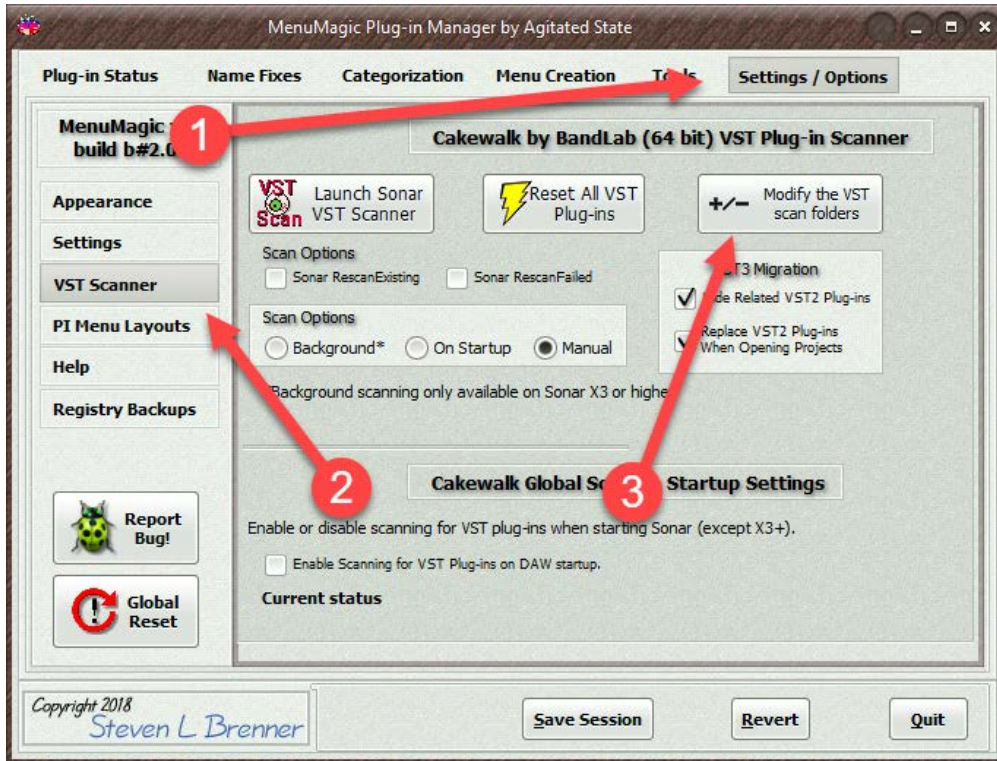


- When MenuMagic finishes loading, depending on where you store your VST plugins, you may notice that a number of them missing...

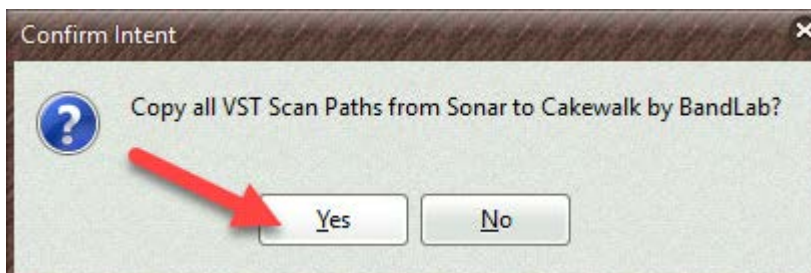
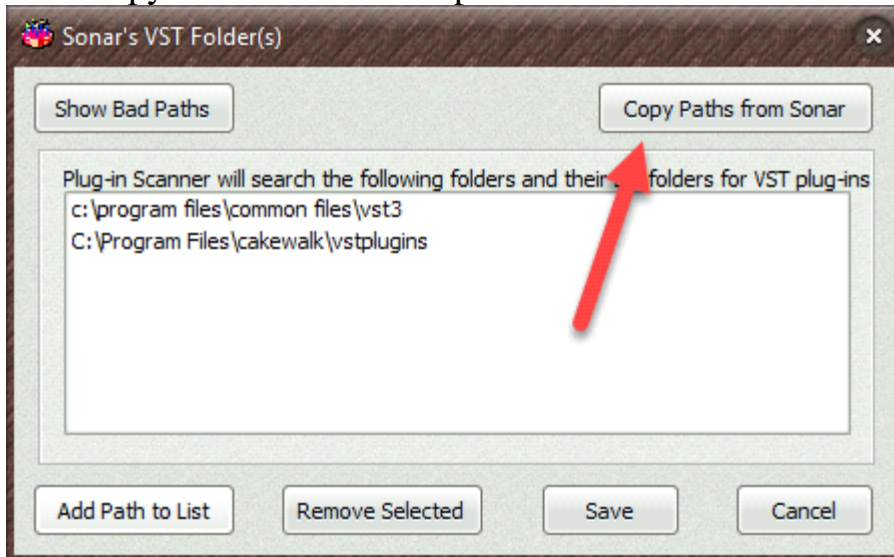


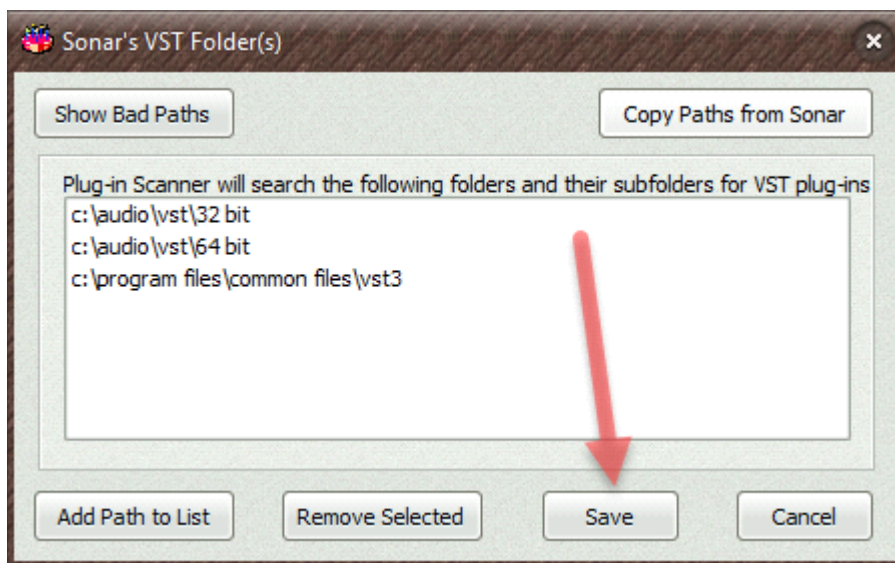
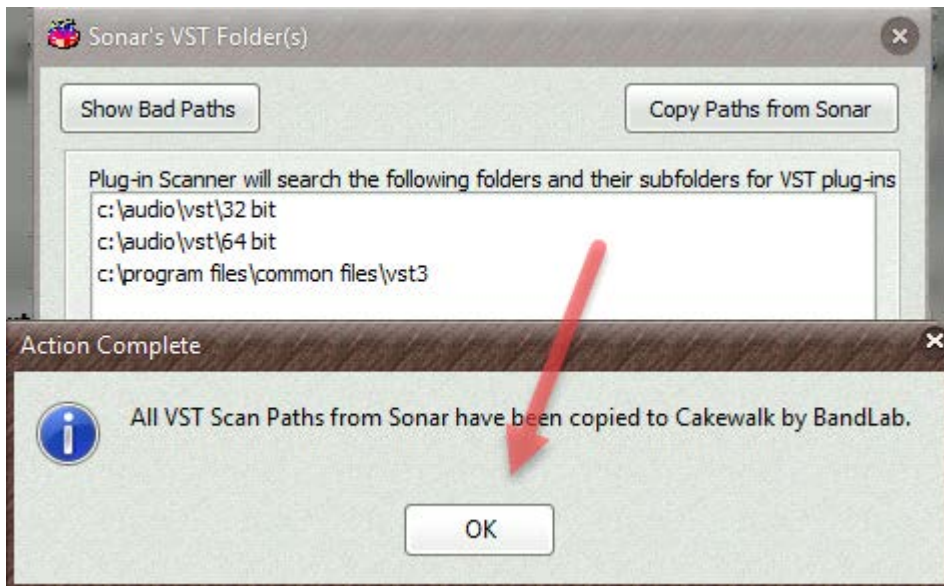
To fix this we must correct the VST scan paths.

- As shown in the image below...
  - click on the Settings / Options tab
  - click on the VST Scanner button then
  - click on the +/- Modify the VST scan folders button.

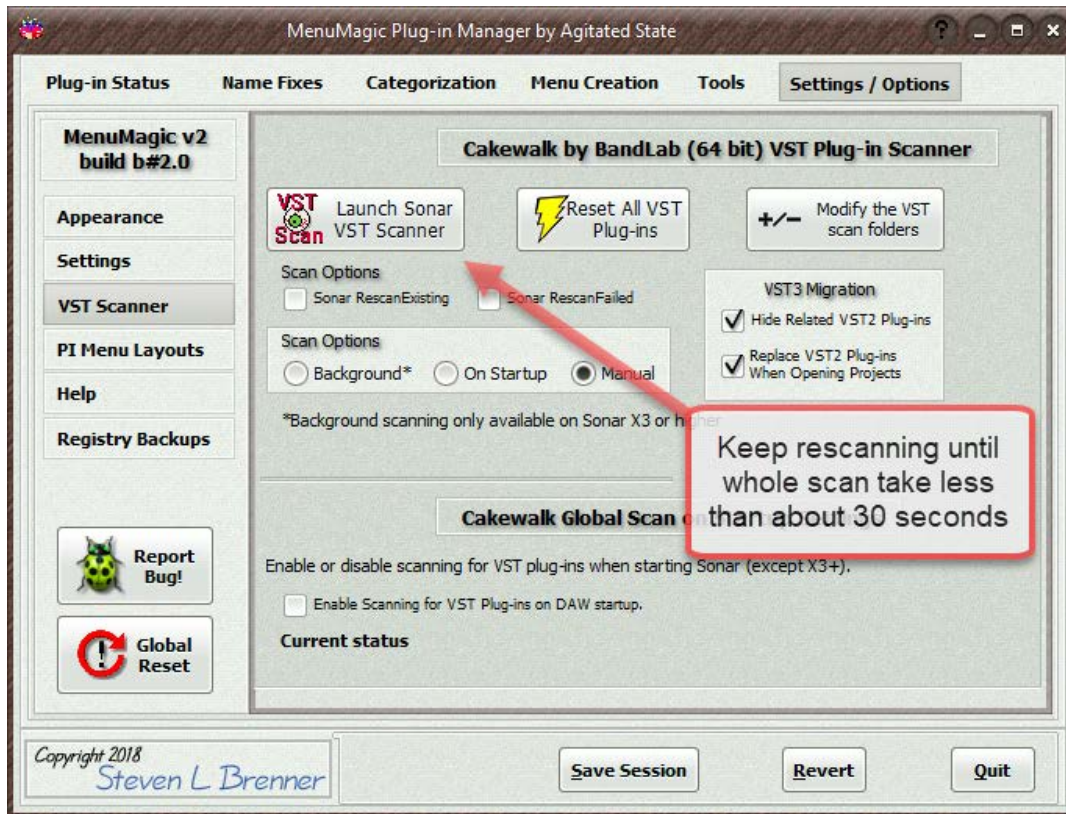


- Let's copy Sonar's VST scan paths to CbB





- Now that the VST Scan paths are correct we need to rescan for to update CbB. If you have any plugins that require iLoks or other dongles connect them 1<sup>st</sup> before scanning!

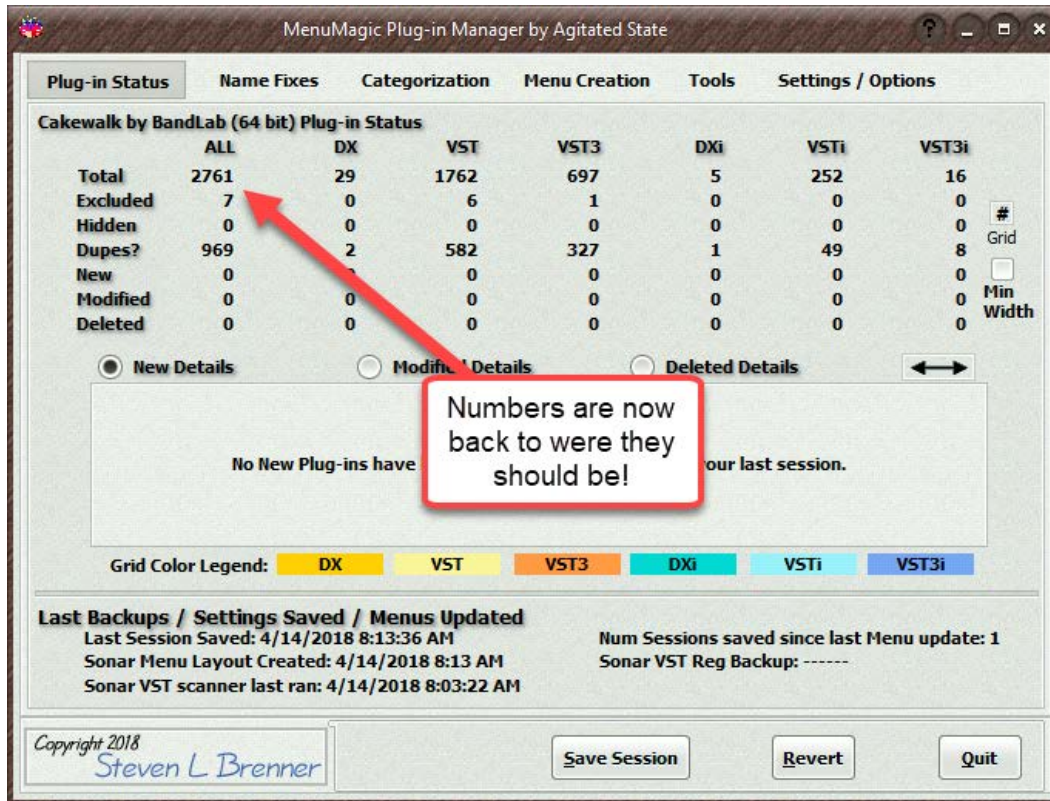


Not all plugins may be scanned on 1<sup>st</sup> pass of the VST Scanner.

Repeat scanning until all plugins have been scanned.

Then restart MenuMagic, when MenuMagic reloads be sure to Save Session so that next time MenuMagic loads quicker.

- If you previously used MenuMagic you can use your saved Categorizations to create new plugin layout menus for CbB!



## Accessing MenuMagic System Help

Quick ways to bring up MenuMagic help:

- MenuMagic Quick Start Guide**  
 Hit **Ctrl H** (hold down the Ctrl key near the bottom of the keyboard and hit the letter 'H' at the same time) or **Ctrl Q** to bring up this **MenuMagic Quick Start Guide**.
- Help on current tab (Plug-in Status, Name Fixes, etc.)**  
 Hit on the **F1** function key on your keyboard or click on the '?' question mark button on the top of the MenuMagic window for help on the currently displayed main tab.



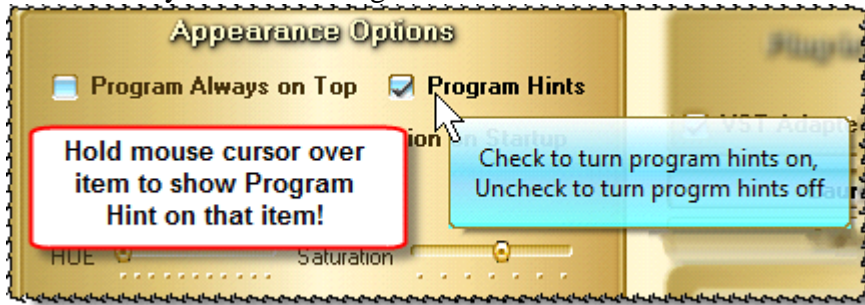
You can click on the Question Mark Icon to access Help about the currently opened main tab.

NOTE:

When running help in Internal Mode hitting on the **F1** function key on your keyboard or clicking on the '?' question mark button on the titlebar a second time will return you to the MenuMagic tab you were at previously.

## MenuMagic Item Help

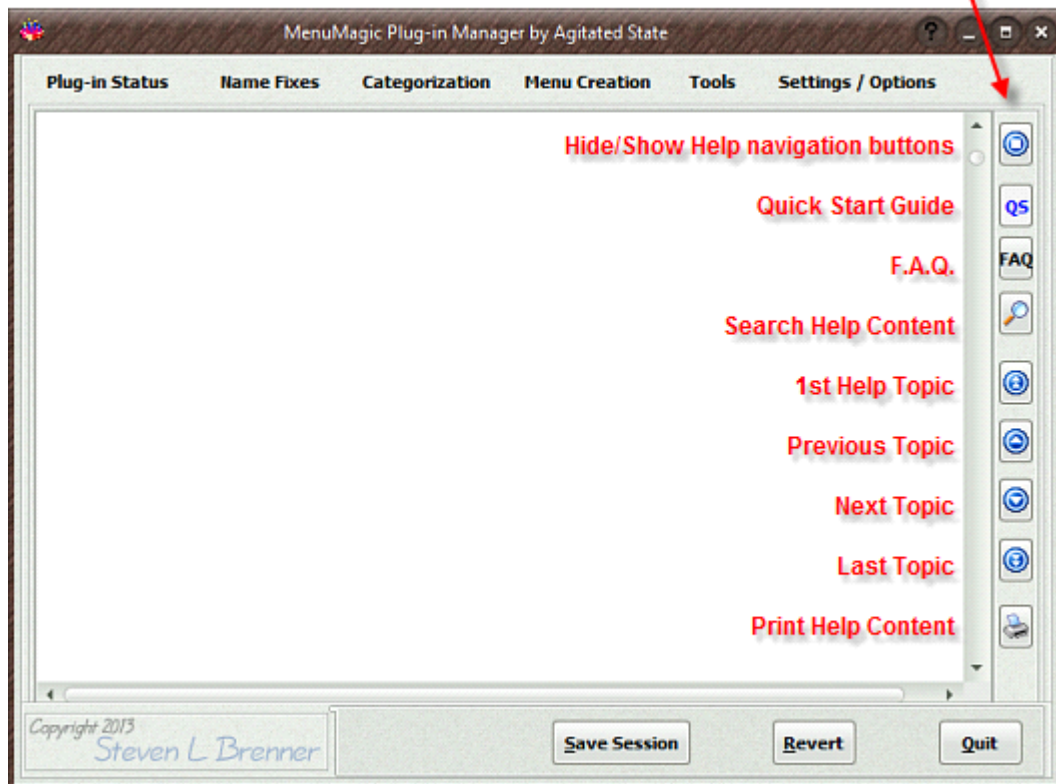
- Almost every item has a Program Hint!



Wow – here is a program hint on controlling MenuMagic Program Hints found on the Options/Setting tab.

## Help Screen Navigation

Help Screen navigation buttons

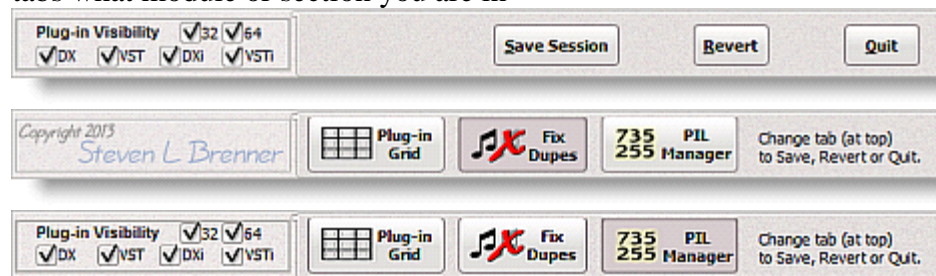


## Navigating around in MenuMagic

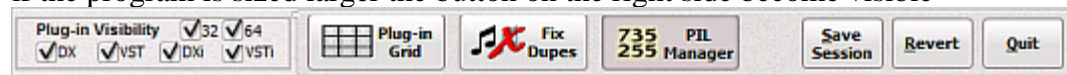




The Toolbar at the bottom of the screen will change depending what tab is open or on certain tabs what module or section you are in



if the program is sized larger the button on the right side become visible



~~~~~  
 Important tips for getting started in MenuMagic.  
 ~~~~~

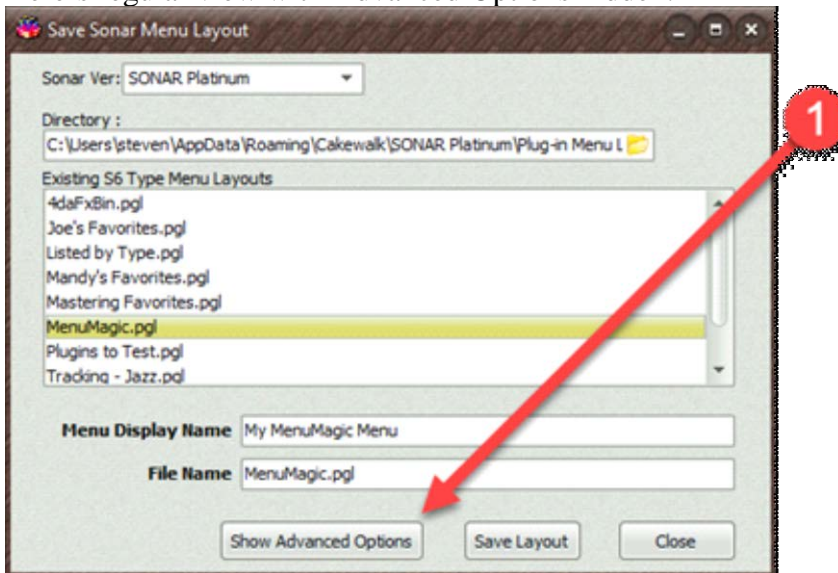
### A Quick Superficial Overview:

- This version of MenuMagic supports Cakewalk by BandLab and Cakewalk Sonar Platinum down to Sonar v6.

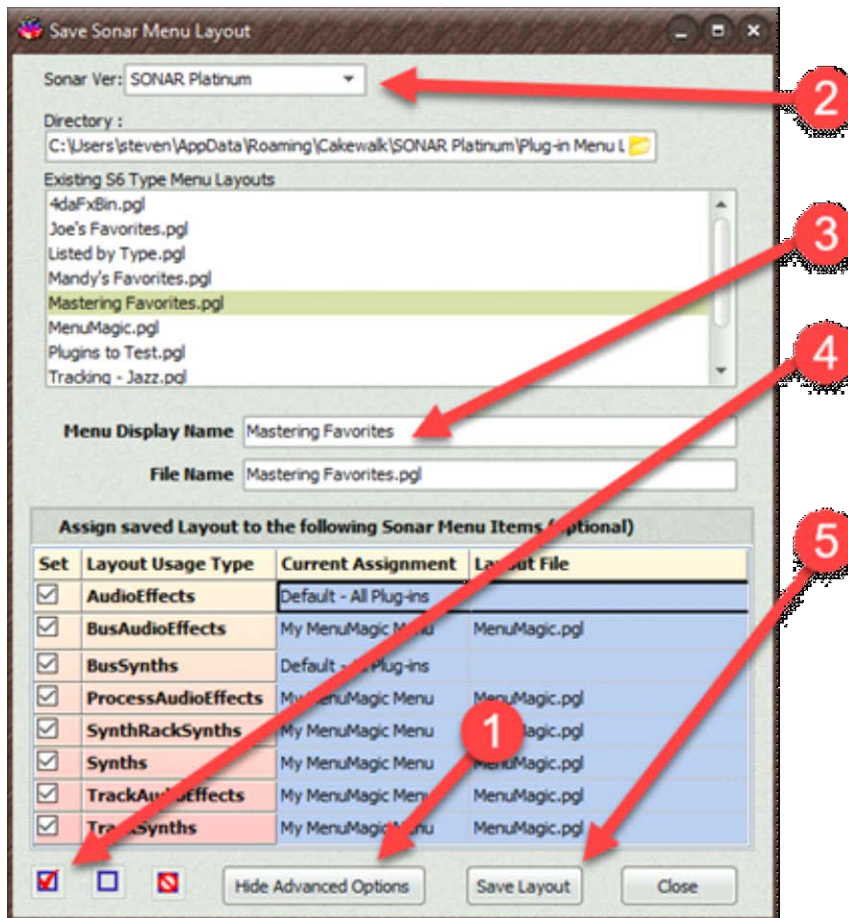
### Your First MenuMagic Session (a quick run around the block):

- If this is your first time using MenuMagic ignore the MenuMagic Status tab. Check it out later. Please don't skip ahead and do these in the order listed!
1. Click on the 'Name Fixes' tab.  
 Use Name Fixes tabs to cleanup or rename your plug-ins names the way that you would like them to appear in your Cakewalk menus.
    - Make sure that you are on the 'Edit Plug-in Names' subtab – for now ignore the 'Prefixes and Suffixes' subtab (something for you to play with later after you get the basics down).
    - For this first run through don't worry about making everything perfect – even if you totally screw everything up you can always use the Global Reset in the Options / Setting tab to undo everything later.

2. Click on the 'Categorization' tab.  
Use the Categorization tab to organize your plug-ins -
  - o Categories become menu folders - with in a menu layout for Sonar.
  - o You can rename, add, and delete the Categories as you like.  
The \*EXCLUSIONS\* is the exception – it cannot be renamed or deleted!
3. Click on the 'Menu Creation' tab.
  - o A plug-in menu layout is created.  
You can hit F2 to rename folders, reorganize folders by drag'n'dropping etc.
4. Click on the 'Save Layout' button in the upper right hand corner of MenuMagic.  
Here's regular view with Advanced Options hidden:



Here with Advance Options showing:



1. Toggles between Advanced Options Showing / Hidden.
2. If you have more than one version of Sonar installed on this PC choose the version that you wish to create the menu for.
3. Give your new plug-in menu layout a display name and a file name. The display name is what you will see listed in Sonar's menus.
4. Advanced Option mode - Click the Check All box to assign your plug-in layout menu to all of Sonar's menu areas.
5. Click on the Save button. This will save your menu and return you to the Menu Creation tab.

You can now launch Sonar and open up the Synth Rack menu or an FX Bin on one of your audio tracks – you will see the plug-in menu layout that you created!

### A few notes on Categorization

- In the Categorization tab - you can add, delete or rename any of the preset Categories except \*EXCLUSIONS\*. Exclusions *never* show up as a menu item or folder and plug-ins placed in the \*EXCLUSIONS\* become hidden to the Cakewalk DAW.
- Categories are global and are shared with all the different plug-in system layers within MenuMagic.

- With Sonar:
  - If a category is empty it will not create a folder.
  - Categories only render to a single level, but in the Menu Creation tab you can drag & drop folders, or create new ones to create whatever type of menu layout you want. See Menu Creation tab help for more information.

### **Quick Start Guide Conclusion**

That's it for the Quick Start section. There's a lot more in MenuMagic – play with the program, check out the Help. Have fun. If you got a suggestion, critique or complaint – post a blurb on the Agitated State forum: <https://www.kvraudio.com/forum/viewforum.php?f=105>

There's lot more information in the following Help content, the Agitated State website, <http://www.agitatedstate.com>, has videos demos & tutorials, and lastly you can always go to the website and ask questions on the [Agitated Forum](#).

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## MenuMagic Status tab

The MenuMagic Status tab shows you information on MenuMagic usage and group statistics on your plug-ins.



### Status Tab details

1. Tab – click on the tabs at the top of the program to access different areas within the MenuMagic program. If a tab is selected it will be highlighted, how it is highlighted is dependent on the skin being used. In the image above the MagicMenu Status tab has been selected.

There are 6 main tabs in MenuMagic:

- a. MenuMagic Status
- b. Name Fixes  
Tools for correcting and customizing the names of your plug-ins as they will appear within you Cakewalk program.
- c. Categorization  
Allows you to quickly and easily customize the arrangement of your VST & DX plug-ins into Categories that will act as sub-menus within Cakewalk or Sonar.
- d. Menu Creation  
This is where you actually create/implement/preview your new plug-in menus (based on what you've done in the Categorization and Name Fixes tabs).
- e. Tools

Contains the following tool modules:

- Plug-in Information Grid  
A spreadsheet style grid that shows you details on all of your plug-ins.  
Settings / Options
  - Dupe Fixer  
Find & handle duplicate plug-ins.
  - PIL Manager  
Plug-in Limitation Manager – help you deal with Sonar’s maximum plug-in limitations (if that a problem affecting you).
- f. Control various features on how MenuMagic operates as well as MenuMagic Reset and Registry Backup/Restore functions.

2. Current Tab Help

Click on the Question Mark button (note: question mark icon may not show on some skins) or the F1 function key to bring up help on the current selected tab. Clicking on it a 2<sup>nd</sup> time will return you to previous location.

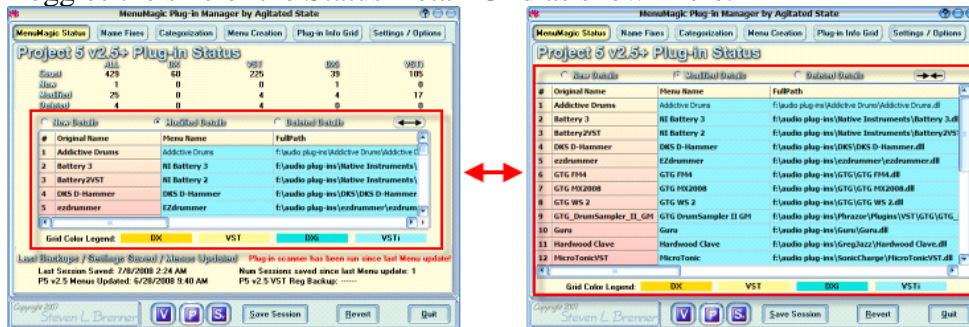
3. Plug-in Status statistics broken down by plug-in type.

4. Status Detail Grid

Click on the radio buttons to view details on Newly detected, Modified, or Deleted plug-ins.

5. Status Detail Grid – Expand/Contract button

Toggles the size of the Status Detail Grid as shown here.



Note image on button changes to indicate function or

6. Grid Color Legend – shows which colors are used in the plug-in grids to represent VST, VSTi, DX, and DXi plug-ins.

7. Status details on the currently selected plug-in system layer - last update, registry backup, etc.

8. Copyright /About button

Clicking on the MenuMagic copyright button brings up “About MenuMagic” information and access the all program help.

9. MenuMagic master controls – visible at all times regardless of selected tab.

- Save Session – saves all of your MenuMagic Program settings.

- Revert – reloads your last saved Session.
- Quit – exits MenuMagic.  
Shift-Click on Quit button restarts MenuMagic.

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## Name Fixes tab

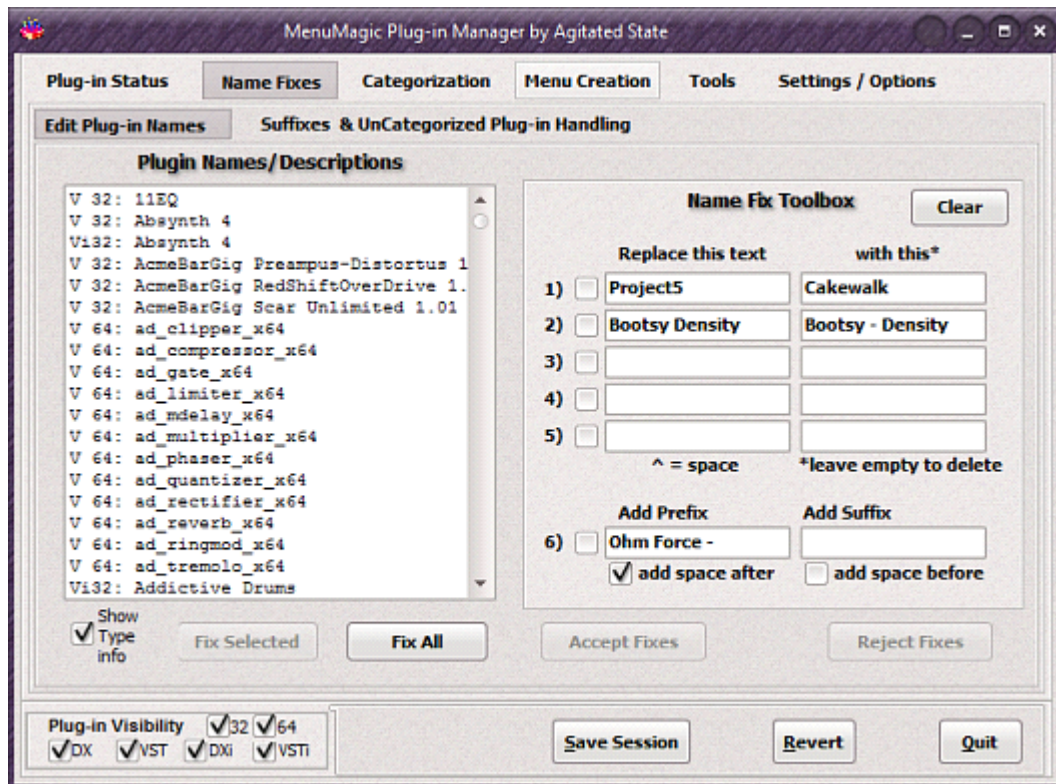
The Name Fixes tab supplies you with sophisticated plug-in name management tools.

There are two sub-tabs under Name Fixes

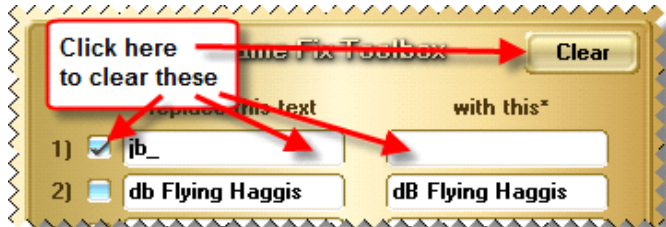
- Edit Plug-in Names and
- Prefixes and Suffixes

### Edit Plug-in Names:

Cascading find and replace options that can operate globally or on selected plug-in names.

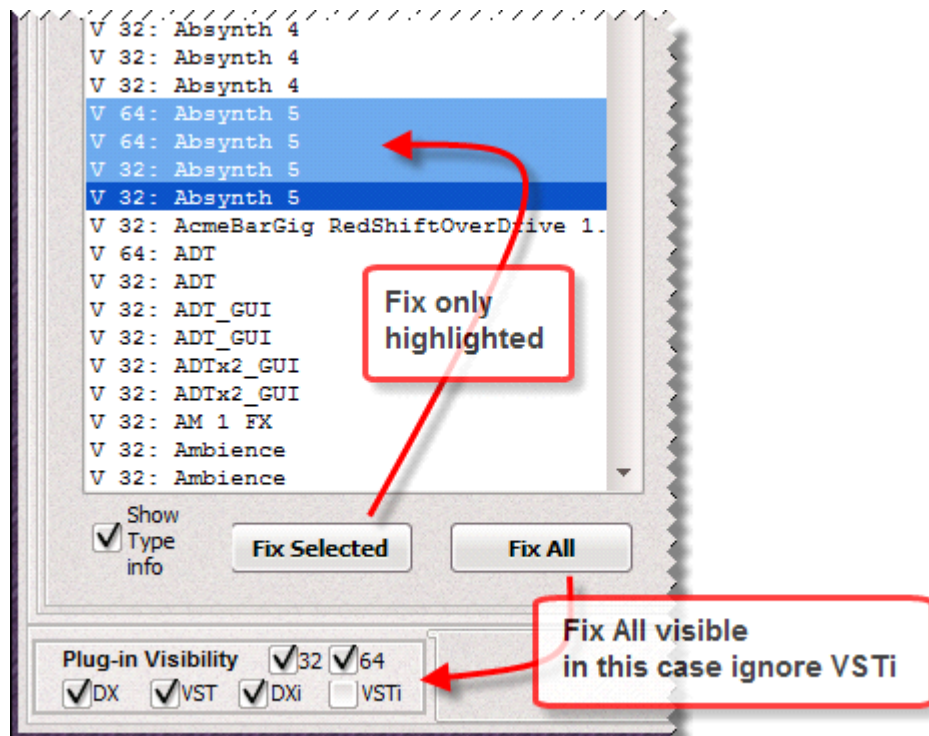


Clear button - clears all Name Fix Toolbox text boxes and checkboxes.

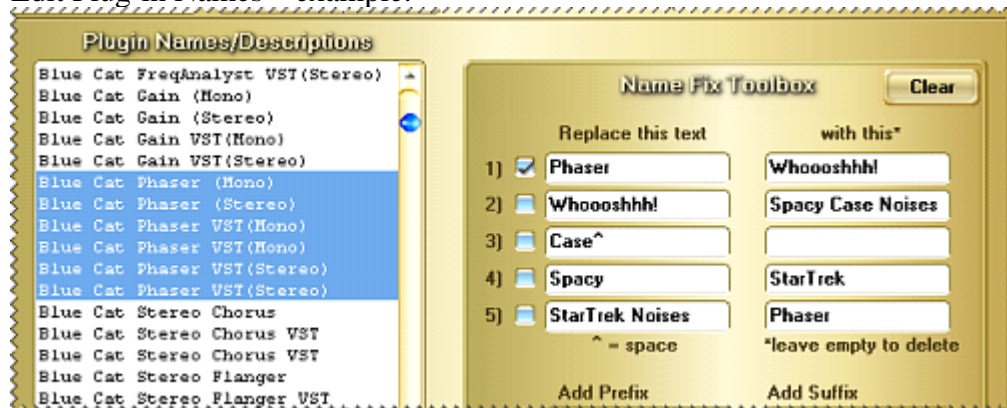


Edit Plug-in Names - workings and details:





Edit Plug-in Names – example:



Name Fix Rules:

1. Only checked items are enabled and will be used in a Fix operation.  
 It the image above only item #1 is checked and therefore enabled.  
 Clicking on Fix Selected would change the first selected item:  
 'Blue Cat Phaser (Mono)' to 'Blue Cat Whooshhhh! (Mono)'
2. Text in edit boxes 'Replace this text' and 'with this\*' is trimmed when used.  
 This means that any leading or trailing spaces are automatically removed.  
 If you wish to add or remove leading or trailing spaces use the caret sign “^” (shift 6) to represent those spaces. Spaces within strings (phrases) are OK to use, only leading and trailing spaces need to be handled this way.
3. Operations are performed in numerical order, 1 to 5.

In the image above – if all 5 items were checked and you clicked on Fix Selected, you would end up with what you started with.

For example using ‘Blue Cat Phaser (Mono)’ to illustrate:

- 1) changes name to: ‘Blue Cat Whooshhh! (Mono)’
- 2) changes name to: ‘Blue Cat Spacy Case Noises (Mono)’
- 3) changes name to: ‘Blue Cat Spacy Noises (Mono)’
- 4) changes name to: ‘Blue Cat StarTrek Noises (Mono)’
- 5) changes name to: ‘Blue Cat Phaser (Mono)’

4. Name Fixes do not alter your session’s plug-in information until *after* you click on ‘Accept Fixes’.

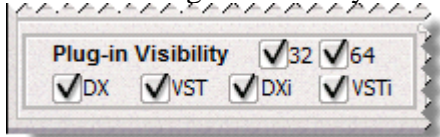


Clicking on ‘Reject Fixes’ will undo all changes made with in the current Name Fix session, unless you’ve clicked Accept Fixes – in which case data will be restored to the last time Accept Fixes was clicked.

5. Add Prefix / Add Suffix

Creates Prefix or Suffix as specified to the selected items or all visible items.

Note: The Plug-in Visibility filter controls what is visible to the “Fix All” name fix operation.

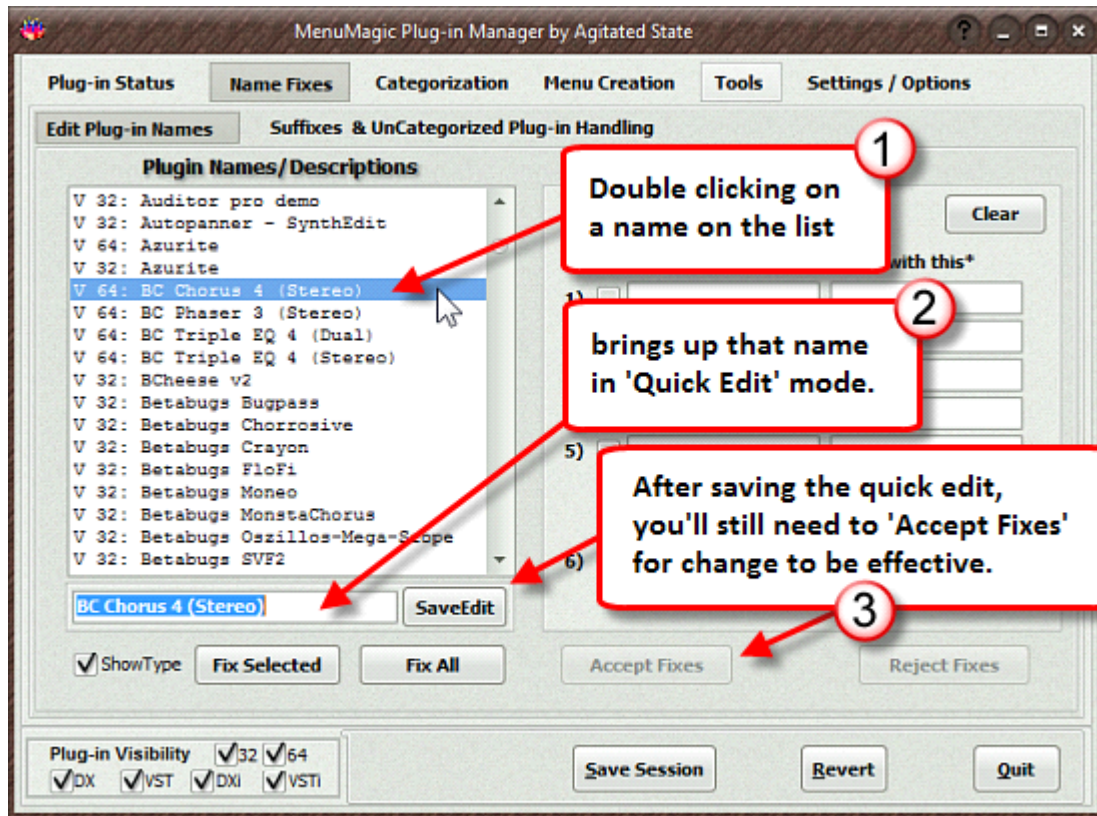


Only the currently visible plug-ins (as controlled by the filter) will be affected.

**A know issue is that changing the filter resets and discards all non-accepted changes (just like clicking on the Reject Fixes button) – fixing this is on the to-do list.**

### Quick Edit Mode:

If you just wish to edit the menu name for a single plug you can use the ‘Quick Edit’ mode by double clicking on the name you wish to change.



### Note!

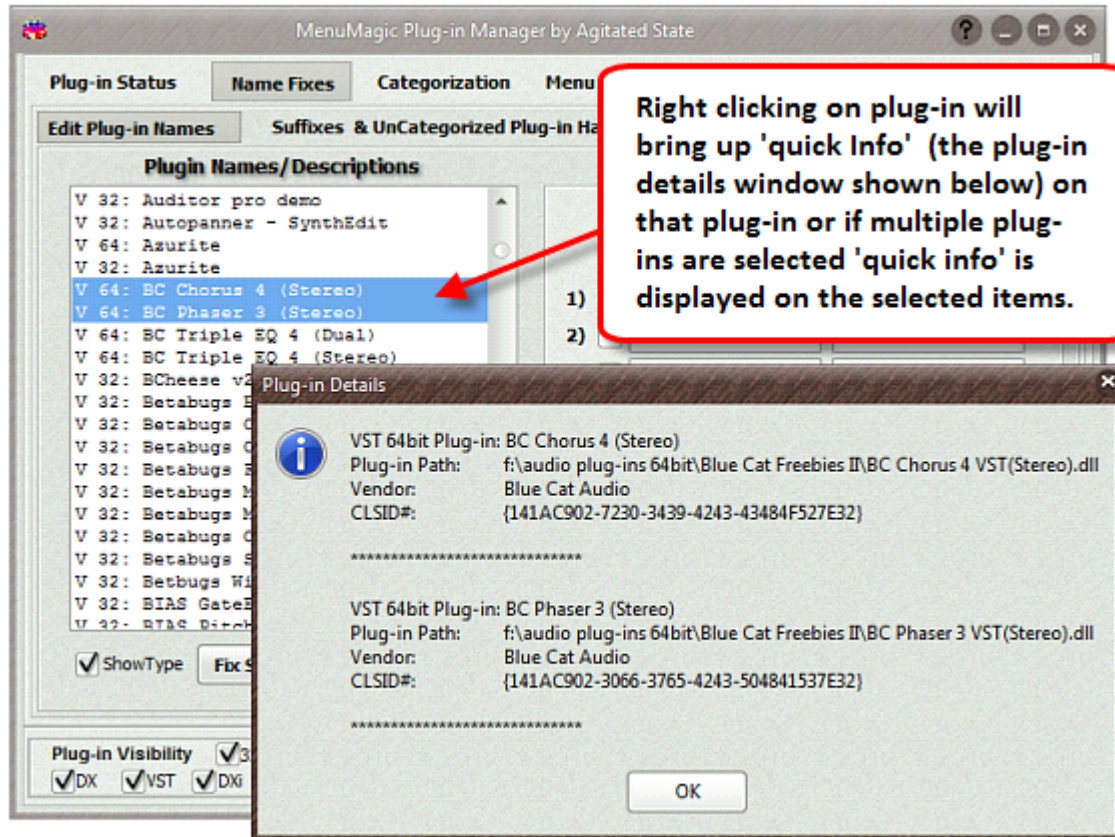
Name Fixes do not alter your session's plug-in information until *after* you click on 'Accept Fixes'.



Clicking on 'Reject Fixes' will undo all changes made with in the current Name Fix session, unless you've clicked Accept Fixes – in which case data will be restored to the last time Accept Fixes was clicked.

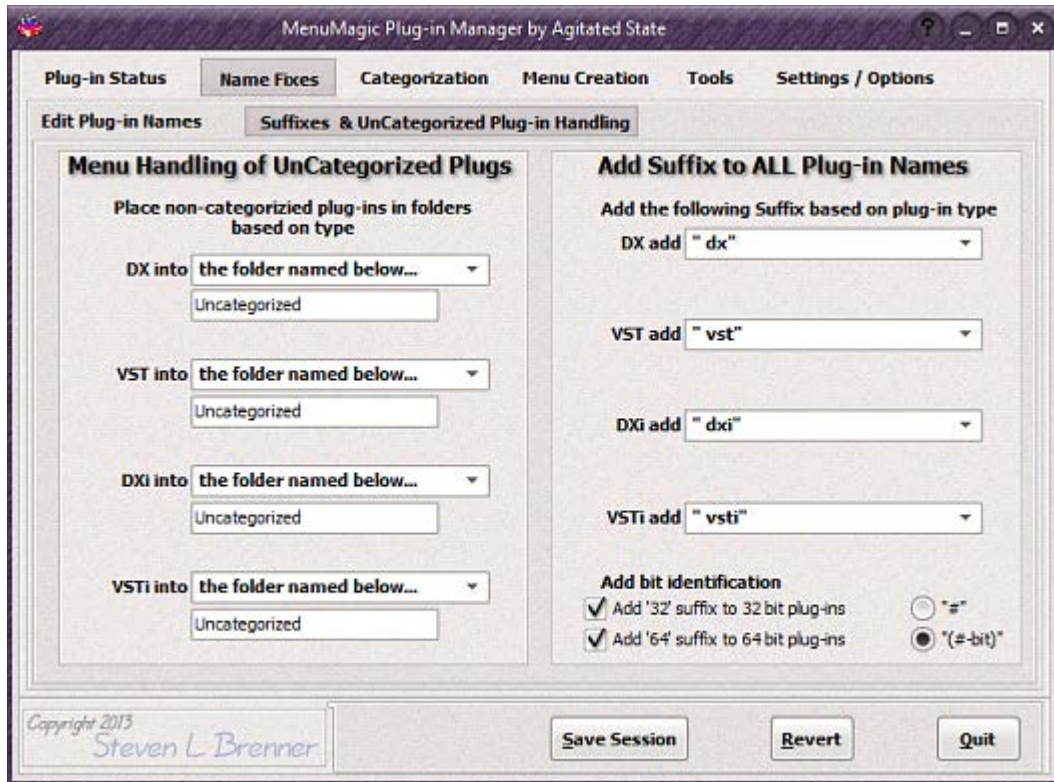
If you wish to save your name changes for future MenuMagic sessions be sure to save your session (by using the 'Save Session' button) before you exit MenuMagic.

### Quick Info:



### **Suffixes & UnCategorized Plug-in Handling:**

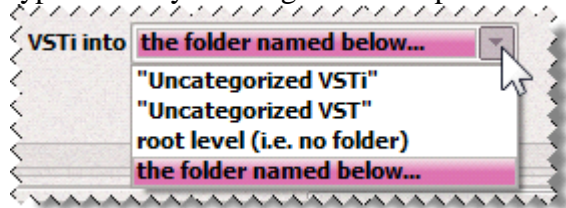
Menu Handling of UnCategorized Plug-ins or Add Suffix to ALL Plug-in Names is based on plug-in type (i.e. VST, VSTi, DX, and DXi)



### Menu Handling of UnCategorized Plug

This allows you to place UnCategorized plug-ins under a menu of your choosing. You can, if you wish, place these uncategorized plug-ins in different menus base on their plug-in type.

You can access the various option for changing how the UnCategorized handling of a plug-in type is run by clicking on the dropdown box as shown below.



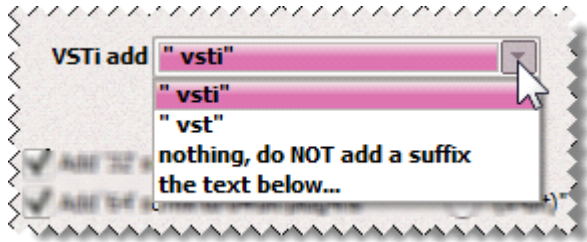
By default MenuMagic places all uncategorized into a menu folder named “Uncategorized”.

### Add Suffix to ALL Plug-in Names

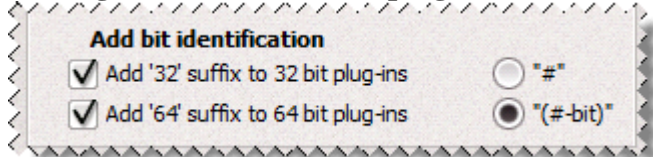
In the above example all plug-in names would have either ‘dx’, ‘dxi’, ‘vst’ or ‘vsti’ added to the end to the plug-in name.

Note: MenuMagic does context checks to try and avoid having duplicate suffixes in a plug-in name.

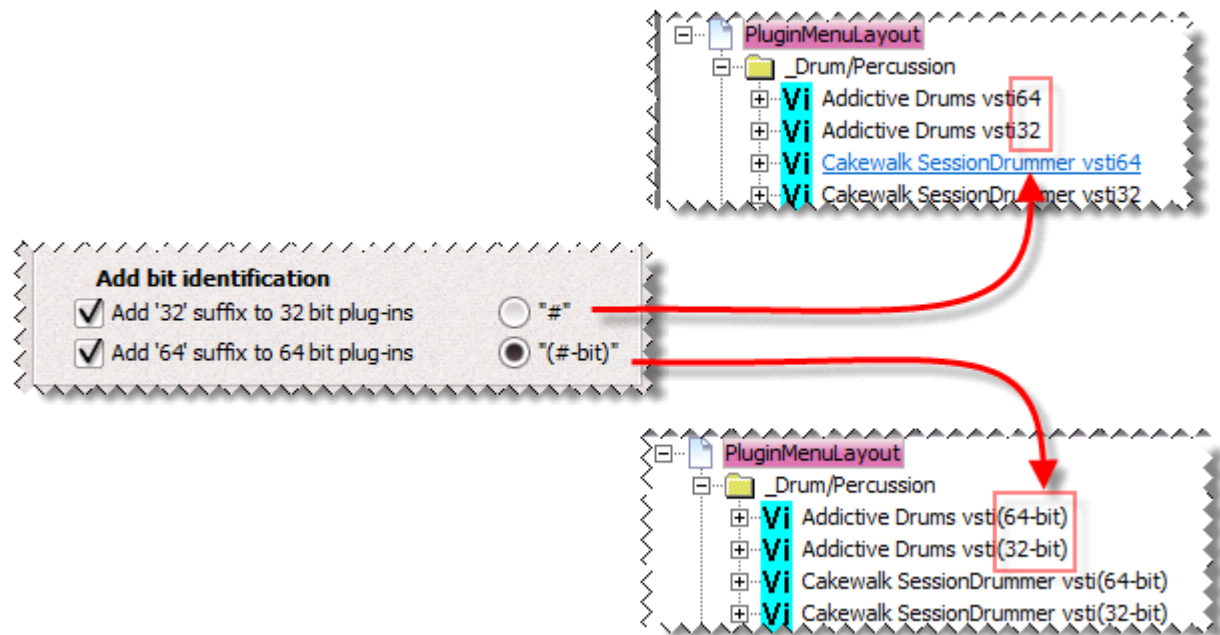
You can access the various options for changing how the Suffix handling for a plug-in type by clicking on the dropdown box as shown below.



### Adding bit identification to plug-in names:

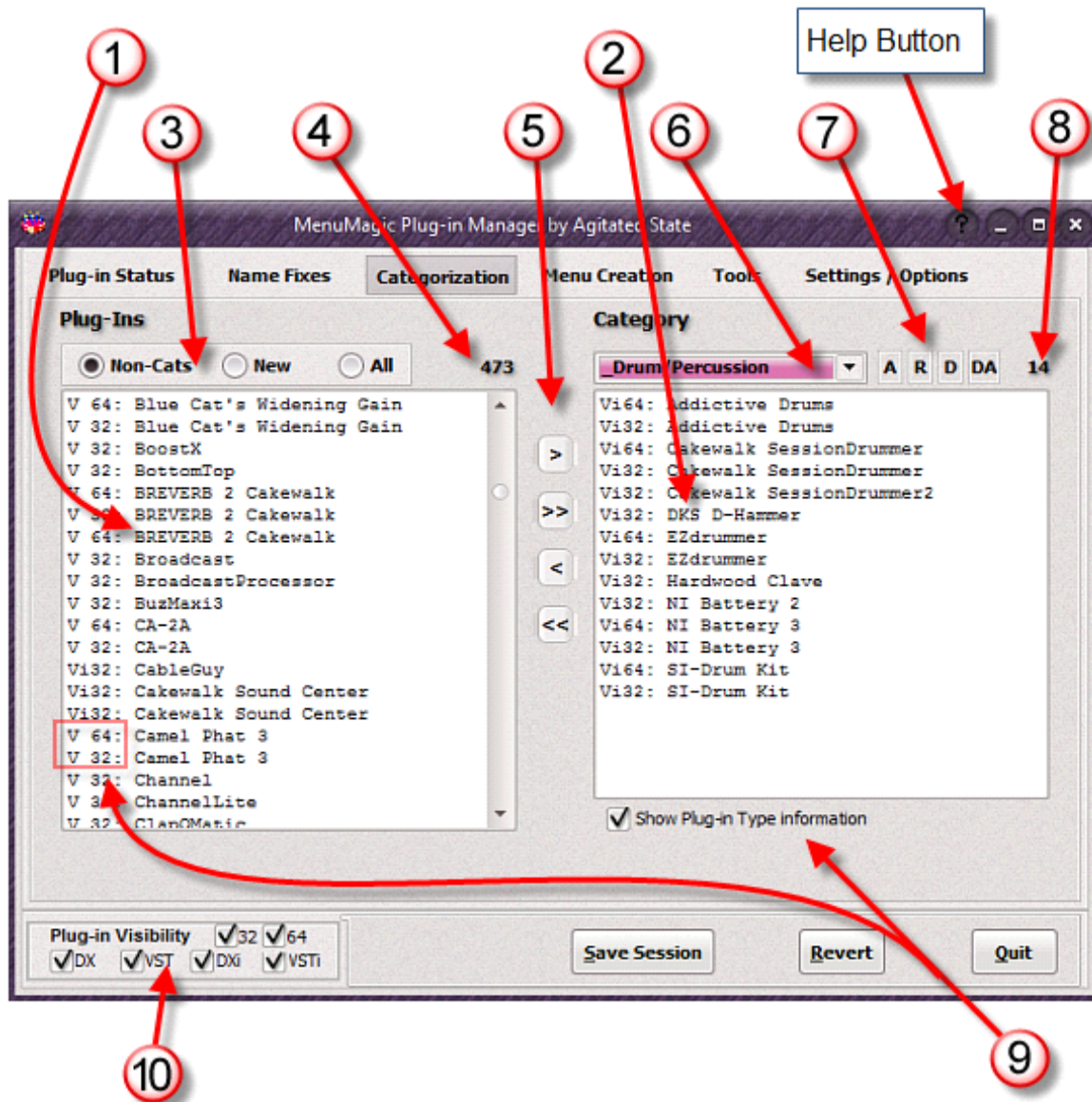


The effect of options shown in the image above - “Add ‘32’ suffix to 32 bit plug-ins” & “Add ‘64’ suffix to 64 bit plug-ins” is controlled by which of the two radio button “#” or “(#-bit)” is selected as shown below.



## Categorization tab

Use this tab to quickly and easily customize the arrangement of your VST & DX plug-ins into Categories that will act as sub-menus within Cakewalk and/or Sonar.



1. Source Plug-in Pane.
2. Destination Plug-in Pane.
3. Source Plug-in Filter.

Controls what plug-ins are shown in Source Pane.

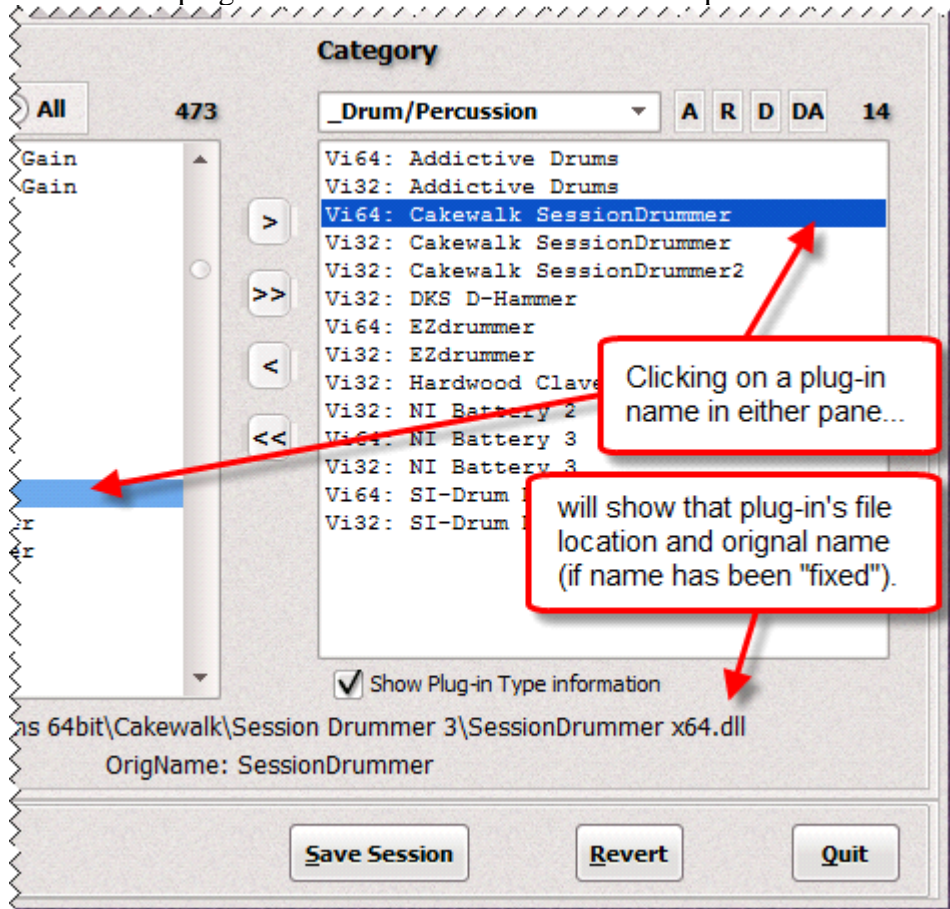
Note that the Plug-in Visibility Filter (#10) also effects what plug-ins are currently visible.

- a. **Non-Cats** – show all plug-ins not current assigned to a Category
- b. **New** – shows all new plug-ins, plug-ins that have been added since the last session was saved.

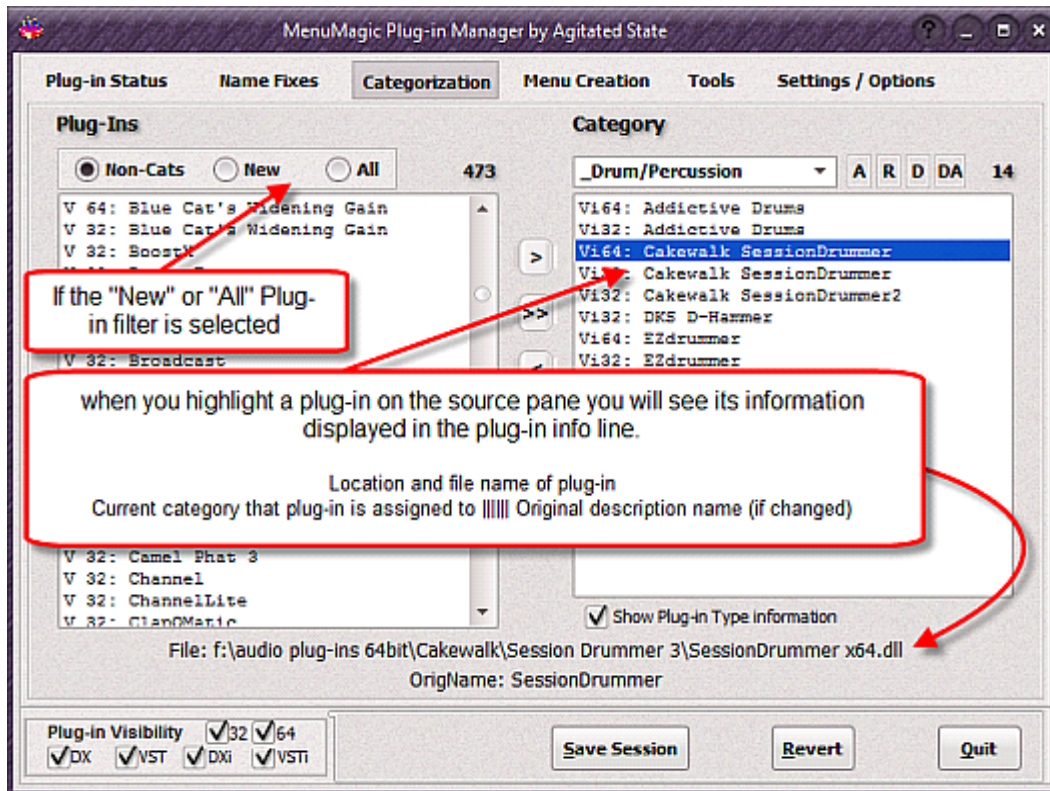
- c. **All** – show all plug-ins
- 4. Plug-in count for items currently visible in the Source Pane.  
In this case only non-categorized plug-in will show in Source Pane.
- 5. Move selected plug-ins, or all, from one pane to another.
- 6. Dropdown list of available categories.
- 7. Menu Customization controls  
  - A** - add new Category
  - R** – rename currently selected Category
  - D** – delete current Category
  - DA** – delete ALL Categories
- 8. Plug-in count for items currently visible in the Destination Pane.
- 9. Show/Hide Plug-in Type Information
- 10. Plug-in Visibility Filter – Show or Hide plug-ins based on type.

Detail shots:

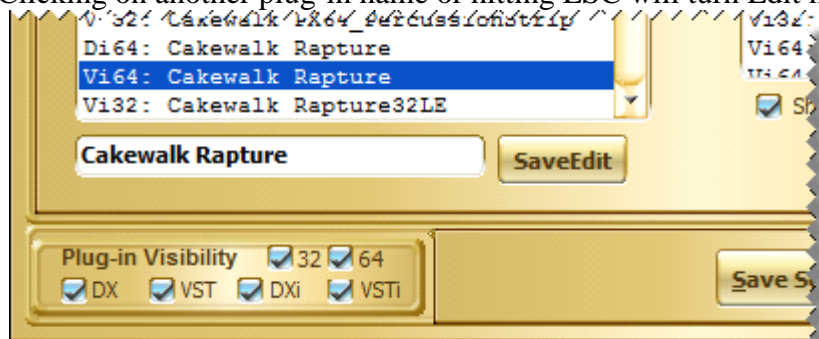
- Single clicking on a plug-in name in either pane causes plug-in location and original name of that plug-in to show in the center below both panes.



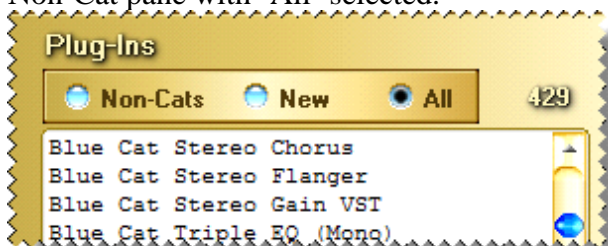




- Double clicking on a plug-in name in either pane turns the plug-in name edit mode on i.e. causes an edit field and 'SaveEdit' button to appear below the Non-Cat pane (left pane). Clicking on another plug-in name or hitting ESC will turn Edit mode off.



- Non-Cat pane with 'All' selected.



- Categorization dropdown menu.  
Shown below are the default Categorizations. The first 4 categories, names with leading

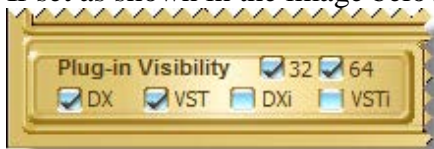
underscores so they sort to the top, are instruments types.



Use **\*EXCLUSIONS\*** to hide plug-ins from appearing within your DAW or unhide them - quick, easy & NON-PERMANENT!

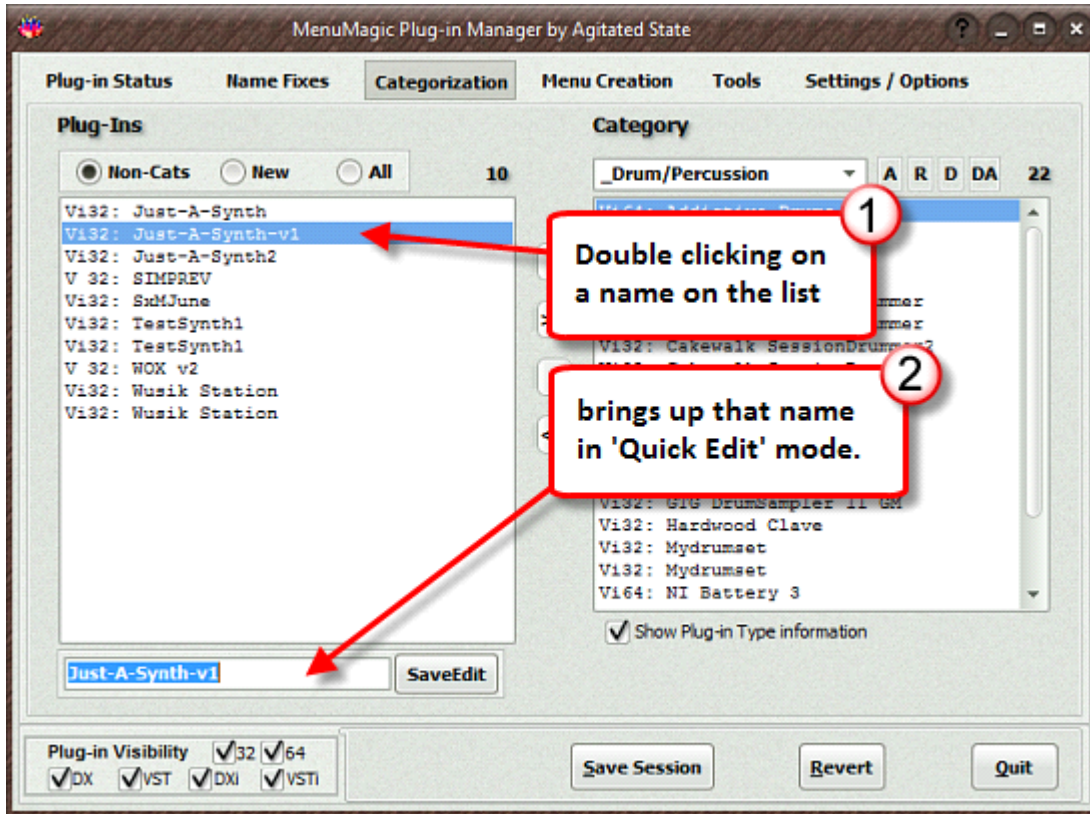
- Plug-in Visibility Filter

If set as shown in the image below both DXi and VSTi plug-ins would be hidden.



### Quick Edit Mode:

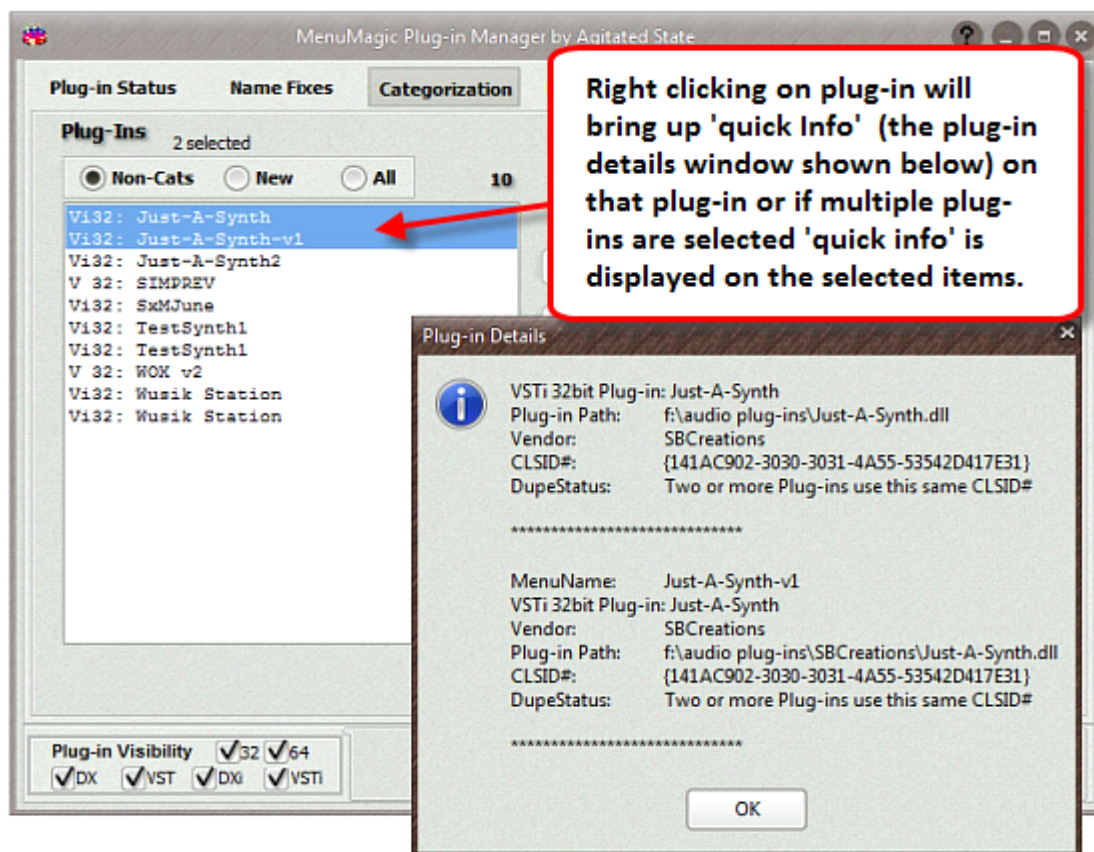
If you just wish to edit the menu name for a single plug you can use the 'Quick Edit' mode by double clicking on the name you wish to edit.



### Note!

If you wish to save your name changes for future MenuMagic sessions be sure to save your session (by using the 'Save Session' button) before you exit MenuMagic.

### Quick Info:

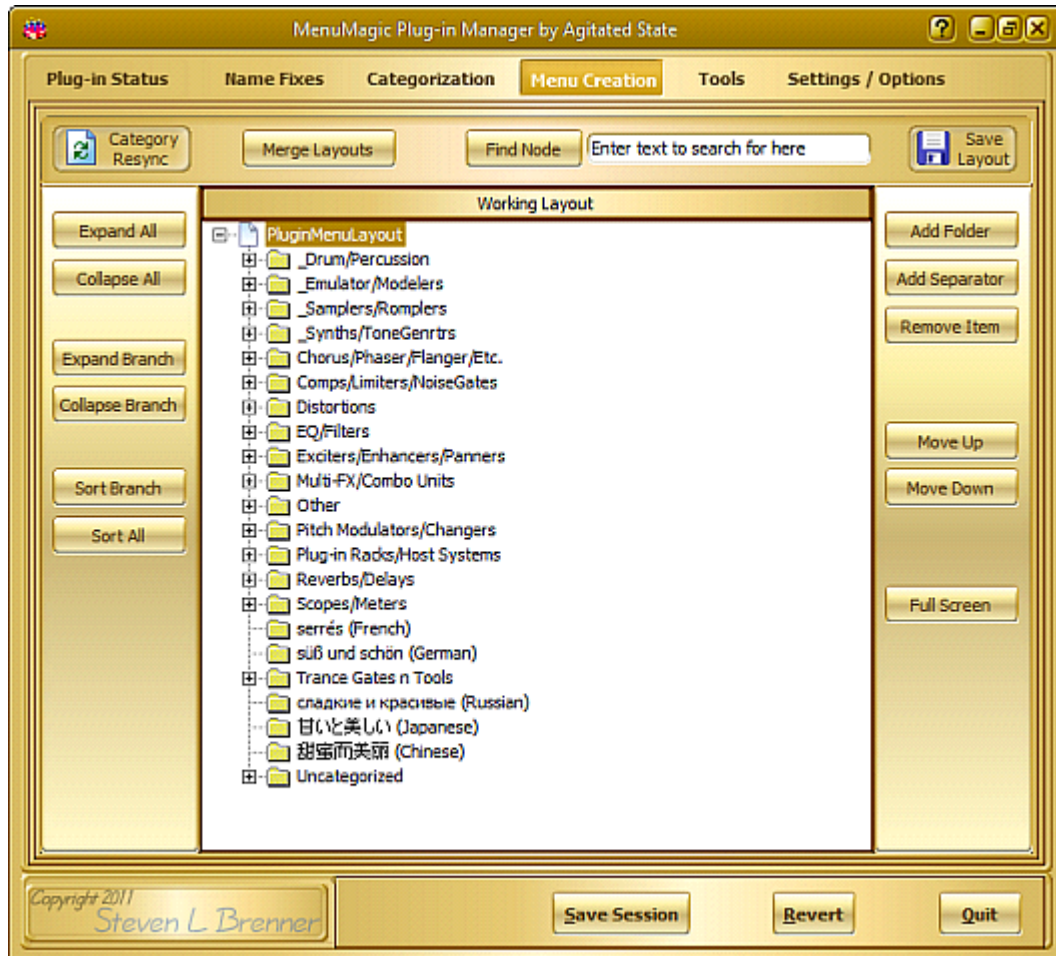


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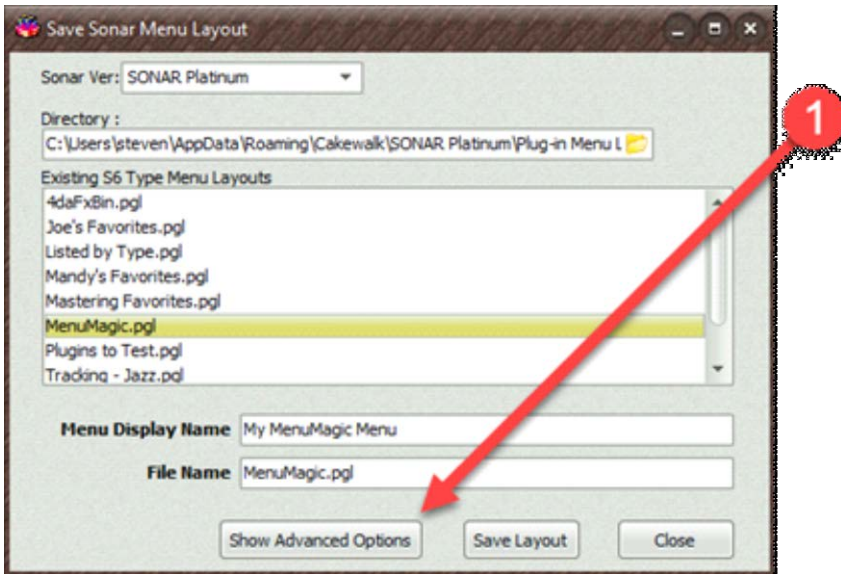
## Menu Creation tab

The Menu Creation tab is where you actually create/implement/preview your customized plug-in menus (based on what you've done in the Categorization and Name Fixes tabs).

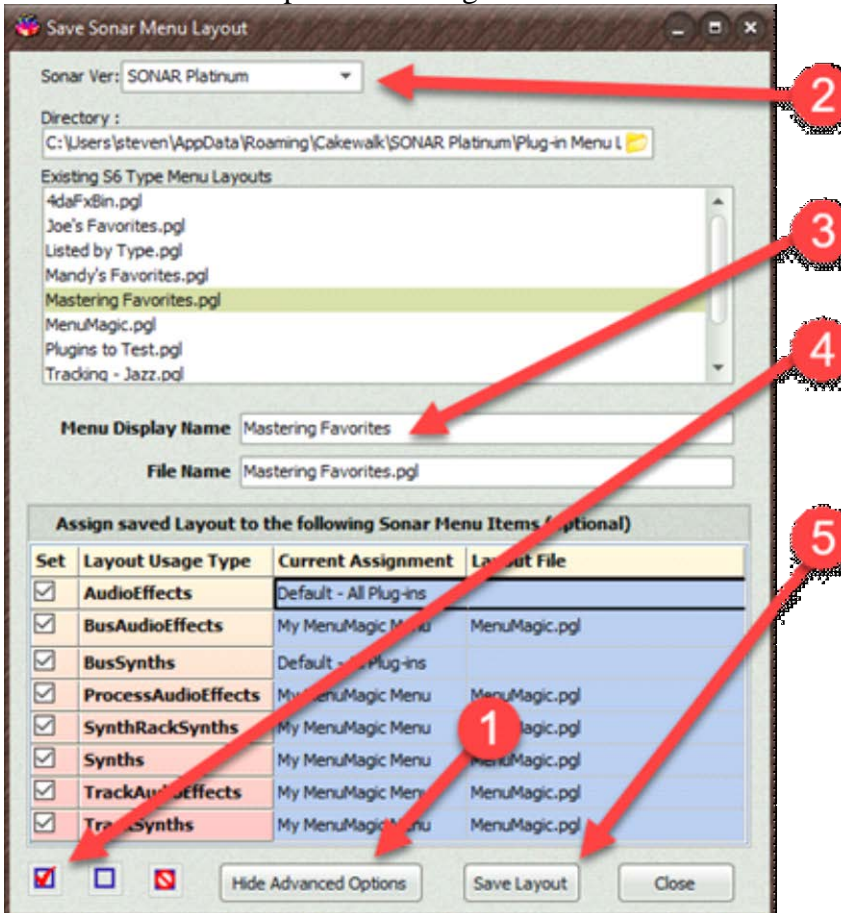
Below is how things appear in the Menu Creation tab.



To save your layout menu click on the 'Save Layout' button in the upper right hand corner of the Menu Creation tab. This will bring up the 'Save Sonar6 Menu Layout' window (shown below) where you will set the Display name, the File name and you can assign your layout to any or all of Sonar's clip menus, processing menus, etc.



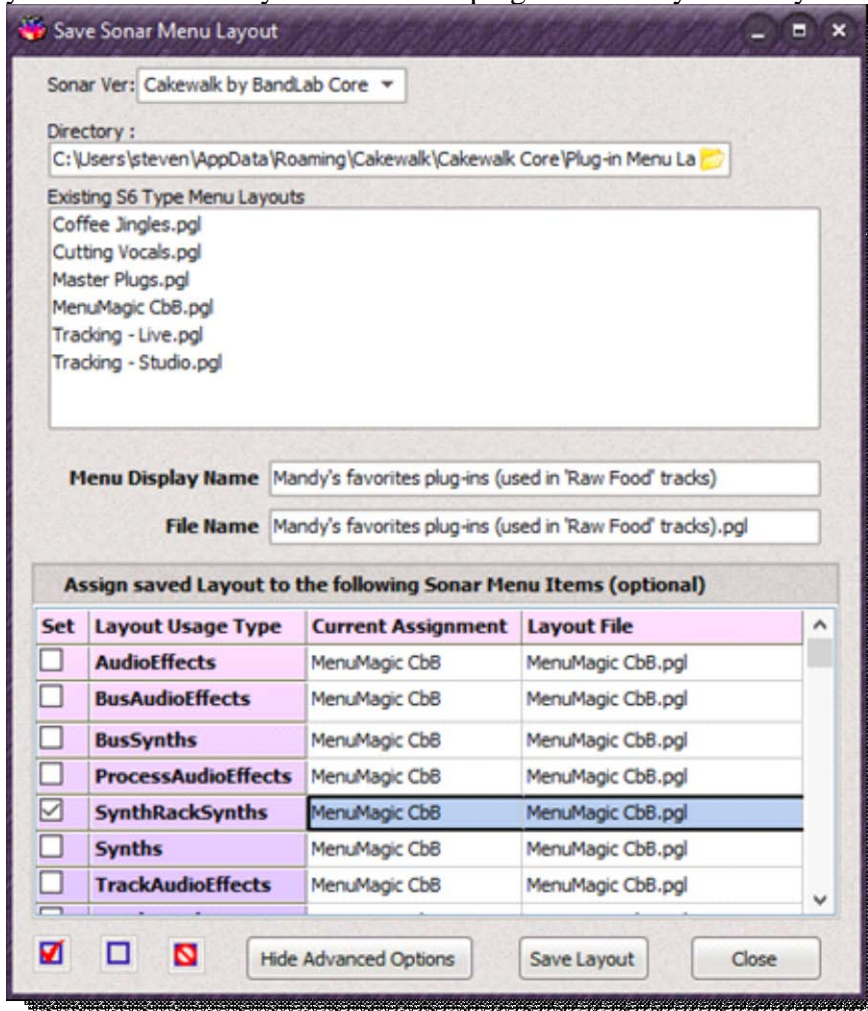
Here with Advance Options showing:



1. Toggles between Advanced Options Showing / Hidden.
2. If you have more than one version of Sonar installed on this PC choose the version that you wish to create the menu for.

3. Give your new plug-in menu layout a display name and a file name.  
The display name is what you will see listed in Sonar's menus.
4. Advanced Option mode - Click the Check All box to assign your plug-in layout menu to all of Sonar's menu areas.
5. Click on the Save button. This will save your menu and return you to the Menu Creation tab.

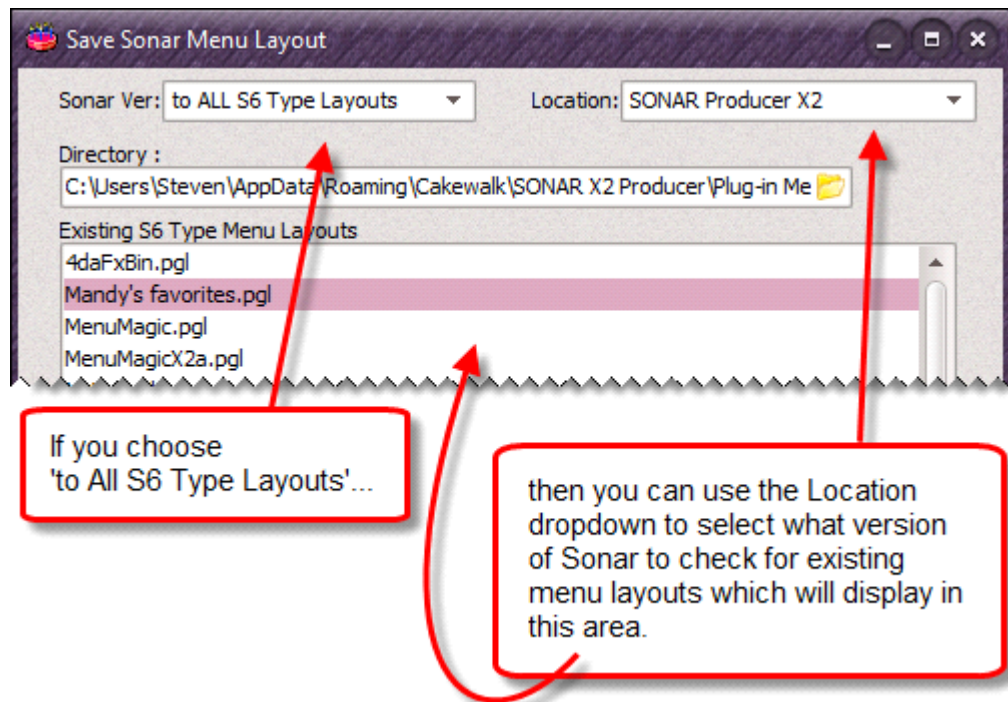
You can now launch CbB / Sonar and open up the Synth Rack menu or an FX Bin on one of your audio tracks – you will see the plug-in menu layout that you created!



In the image above you can see that I've named my menu layout and given it the Display Name of '**Mandy's favorites plug-ins (used in 'Raw Food' tracks)**' and that I'm going to save it as a Menu Layout for CbB.

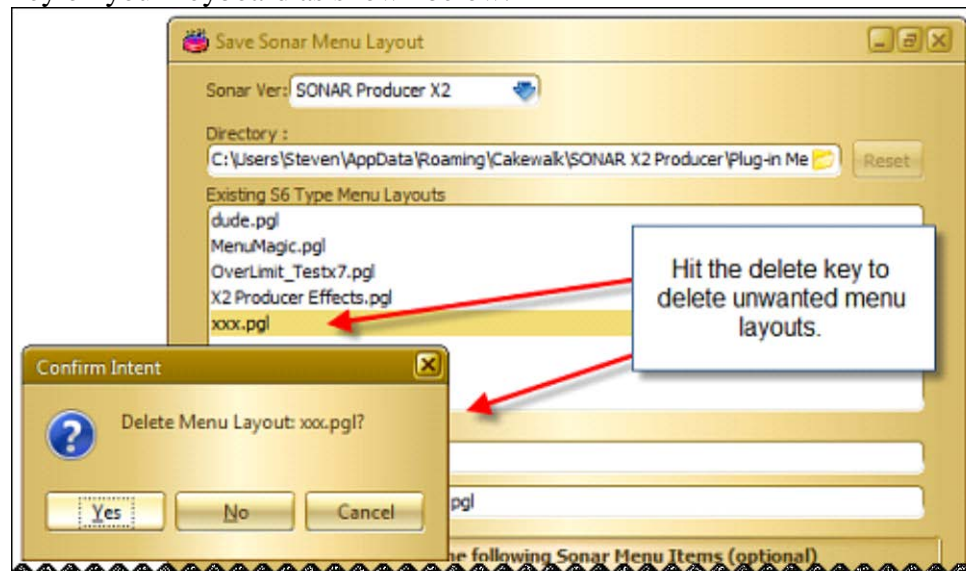
In the bottom half of the screen I have assigned my new layout to be associated with the 'SynthRackSynths'.

If you're using MenuMagic to support Sonar you can save your menu to All Sonar versions as shown below.



Copies of the menu layout file will be saved to all Sonar Plug-in Menu Layout folders of all Sonar versions.

You can also delete old menu layouts by highlighting existing menu name and hitting the delete key on your keyboard as shown below.



### HOT TIP!

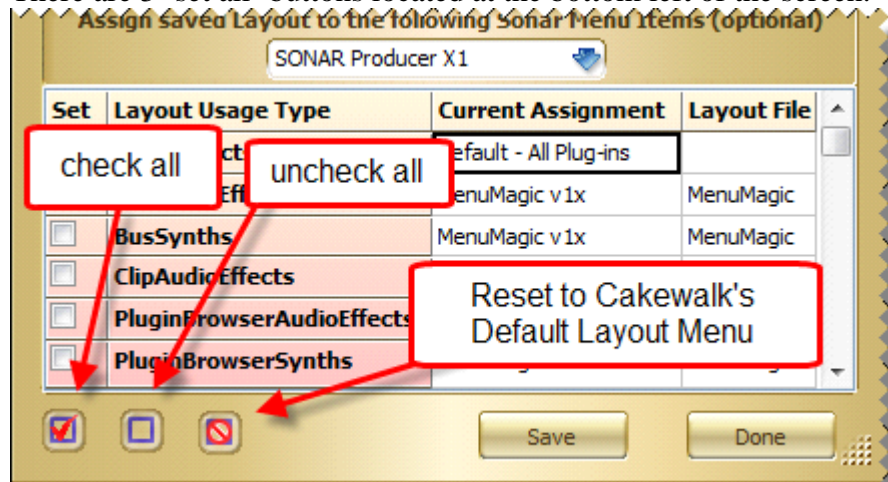
Use Sonar Assignment section on the bottom of the Advanced screen to load your menu in Sonar!

The check boxes have 3 states - Checked, Unchecked and Default (slashed circle).

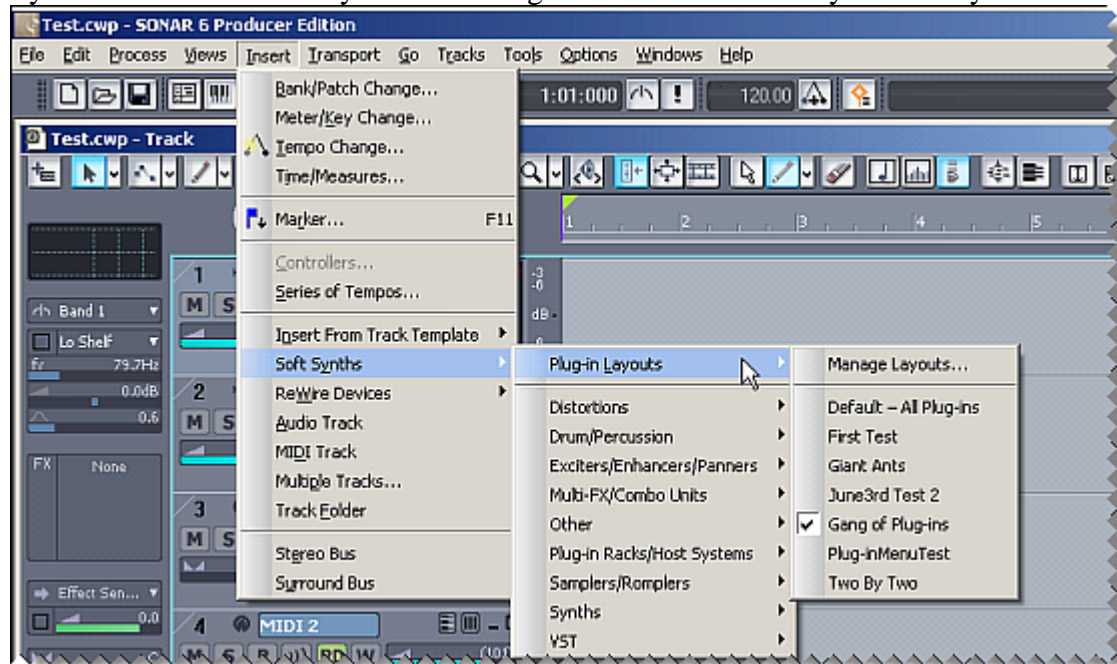


- Checked - assign this menu to the menu location
- Unchecked – do not change the current menu assignment
- Default – set menu location to use Sonar’s built-in default menu.

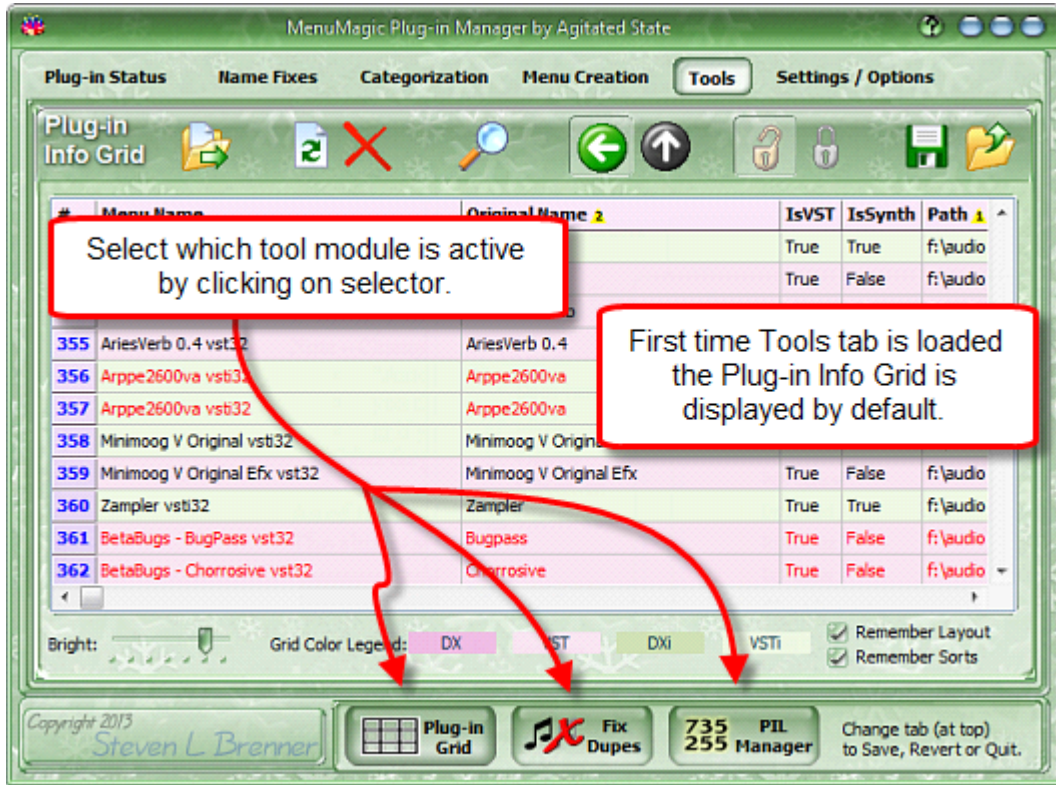
There are 3 ‘set all’ buttons located at the bottom left of the screen.



In the example below I chose “Gang of Plug-ins” for my menu name, assigned my new menu to Synth Rack and then clicked on Save. After I load Sonar – when I go to load a synth in the Synth Rack – I see that my menu is being used as the selected SynthRackSynth menu!



## Tools Tab



The Tools tab contains the following tools.

- Plug-in Info Grid  
A flexible grid that shows you details on all of your plug-ins.
- Dupe Fixer  
Shows duplicate plug-ins and tools to manage them.
- Sonar PIL (maximum Plug-in Limit) manager  
If you've hit the max plug-in ceiling in sonar - this give you the tools to control what plug-ins are effected.

The Toolbar at the bottom of the screen will change depending what tab is open and the size of MenuMagic.



## Plug-in Info Grid

The **Plug-in Info Grid** is a flexible grid that shows you details on all of your plug-ins.

Each icon, button & checkbox has a tooltip that explains its functionality.

Item which have been modified since the last Saved Session are shown in red.

Activate search mode by clicking on the Search Grid button or hit Ctrl-F\* to bring up the search bar. \*If search bar does not come up when hitting Ctrl-F on keyboard click on grid and try again.

Blue # means item is new, I.E. not present when last session was saved.

Blue# + black text = new plug-in is uncategorized.  
 Blue# + red text = new plug-in and you assigned it a new category or it was autocategorized.

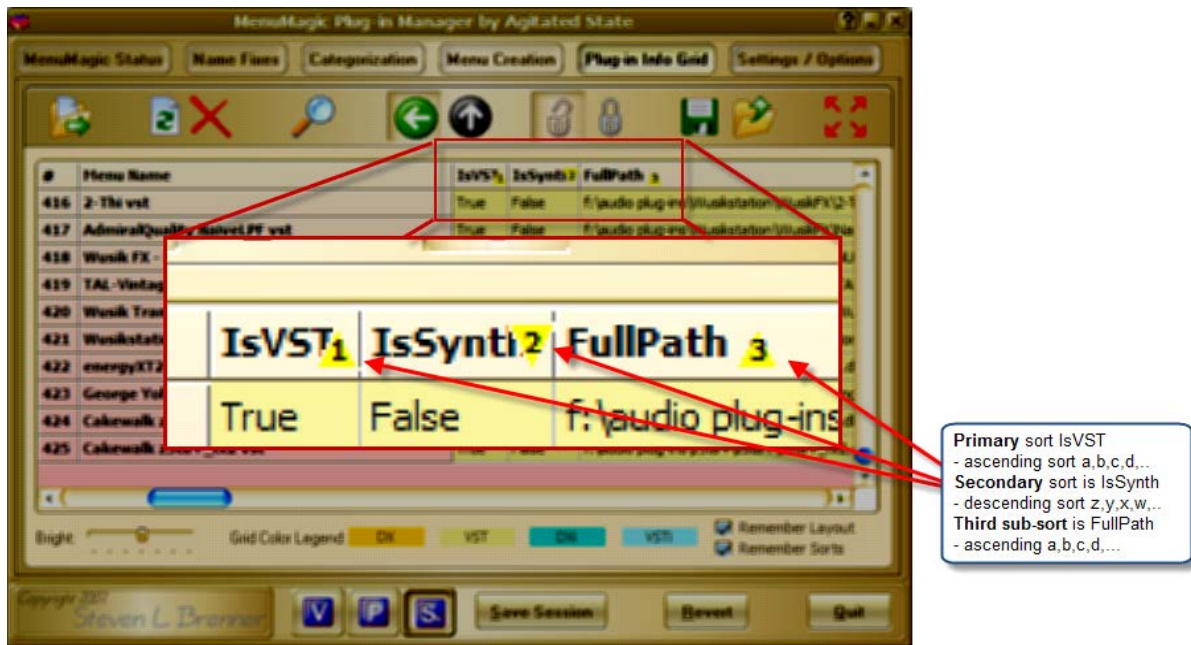
You can customize the grid in a number of ways.

The grid is sortable...

- Left-click on any column header to sort the grid based on the data that column contains.
- Sub-sort by shift-clicking on additional column headers.
- Reverse an existing sort by shift-clicking again on the same column.

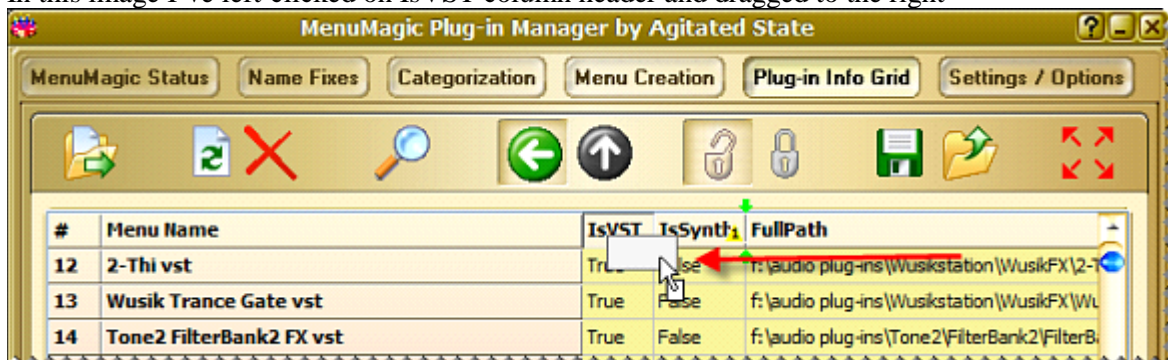
In the example below I've sorted my grid based on 3 different columns.

Notice the little yellow triangles that indicate if sort is primary, secondary, ascending, or descending...

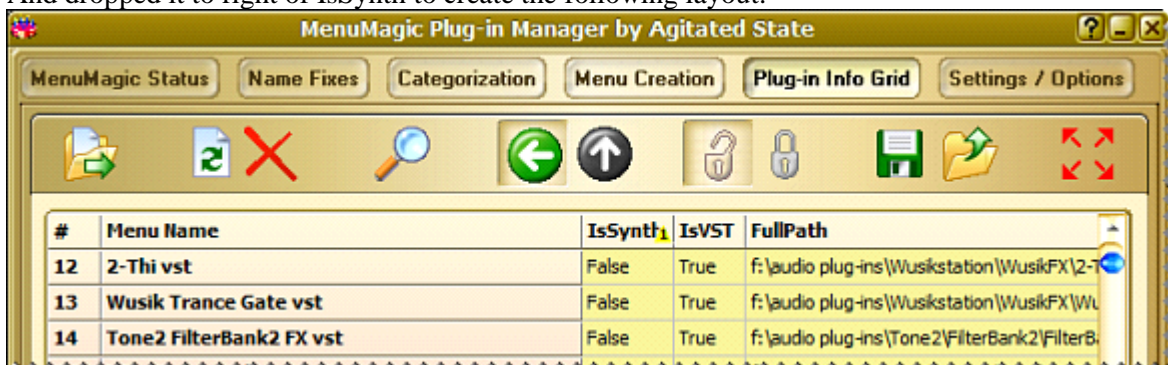


Columns can be arranged (moved) by left-clicking and dragging the column left or right.

In this image I've left-clicked on IsVST column header and dragged to the right



And dropped it to right of IsSynth to create the following layout.



Tip: Arrange columns first, then do your sorts.

## Grid controls



Create an HTML version of the Plug-in Info Grid.



Restore all columns in grid to their default sizes and make all hidden columns visible.

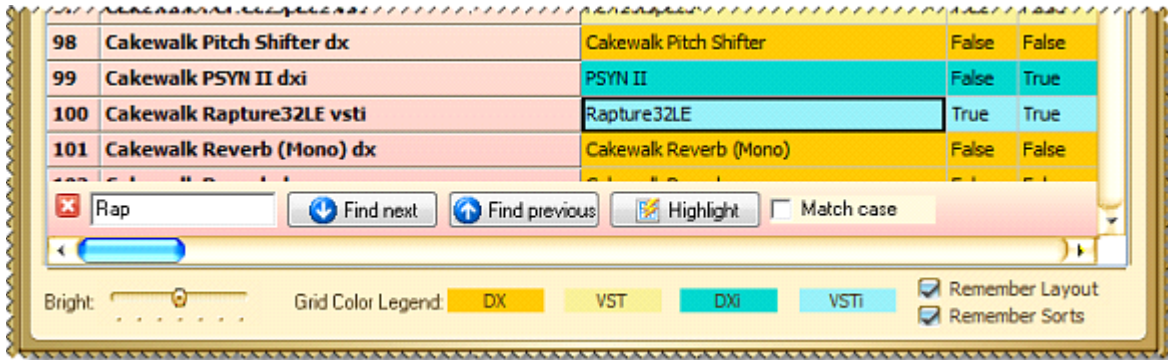


Hides the current column of the grid.



Search the grid

Clicking on this button or hitting Ctrl-F on the keyboard brings up the search bar shown here.



When sorting keeps the grid row on the current plug-in



When sorting keep the grid on current row *number*.

For example - if you were on the topmost row of the grid and sorted the grid, you would still be on the topmost row.



Unlock/Lock grid columns.

When locked - prevent column size or positions from being altered



Save Grid Layout to a file that can be reloaded latter.



Load a previously saved grid layout.

## The Plug-in Dupe Fixer

- Shows duplicates and potential duplicate plug-ins in all of your plug-in system layers at the same time.
- Shows the plug-ins file and VST information to help you determine which plug-in are the one you wish to keep or eliminate.
- Easily disable or re-enable a plug-in.  
Great for testing & verifying that the plug-in that you have disable isn't being used or can be replaced without affecting your projects.  
Sometimes your projects may not be using the plug-in version you thought they were.
- Let's you directly open the folder containing the plug-in in windows Explorer so you examine things, make changes, delete files etc..

#	L	R	Menu Name	Original Name	DupeType	Status	FullIP
2	<input type="checkbox"/>	<input type="checkbox"/>	Addictive Drums vst(64-bit)	Addictive Drums	DUPE!	Active	f:\aax
3	<input type="checkbox"/>	<input type="checkbox"/>	ADT vst (32-bit)	ADT	DUPE!	Disarmed!	f:\aax
4	<input type="checkbox"/>	<input type="checkbox"/>	ADT vst(32-bit)	ADT	DUPE!	Active	f:\aax
5	<input type="checkbox"/>	<input type="checkbox"/>	ADT vst(64-bit)	ADT	DUPE!	Active	f:\aax
6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	ADTx2_GUI.vst(32-bit)	ADTx2_GUI	DUPE!	Active	f:\aax
7	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ADTx2_GUI vst(32-bit)	ADTx2_GUI	DUPE!	Active	f:\aax
8	<input type="checkbox"/>	<input checked="" type="checkbox"/>	ADT_GUI vst(32-bit)	ADT_GUI	DUPE!	Active	f:\aax

Denotes a disabled plug-in.

Placing a check in the "L" column and the plug-in associated with that row is now selected. The "Selected Plug-in Detail" pane will then show its information.

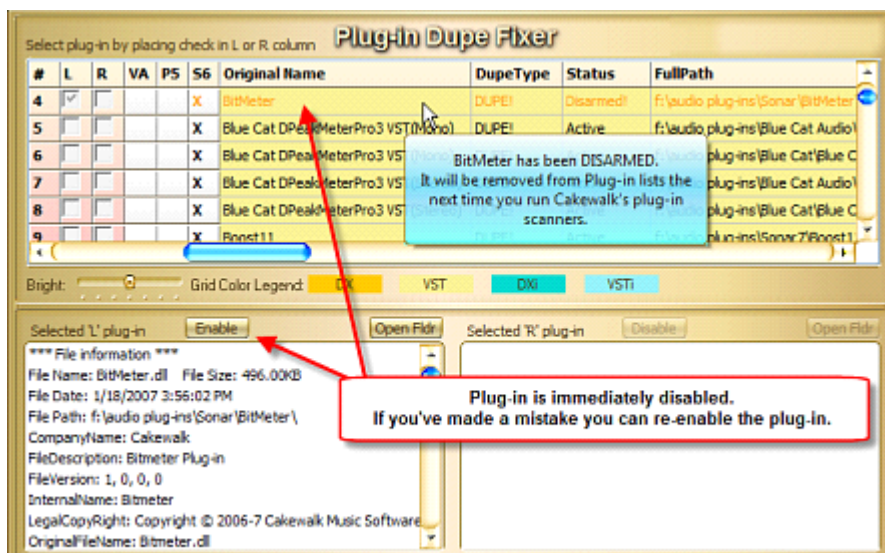
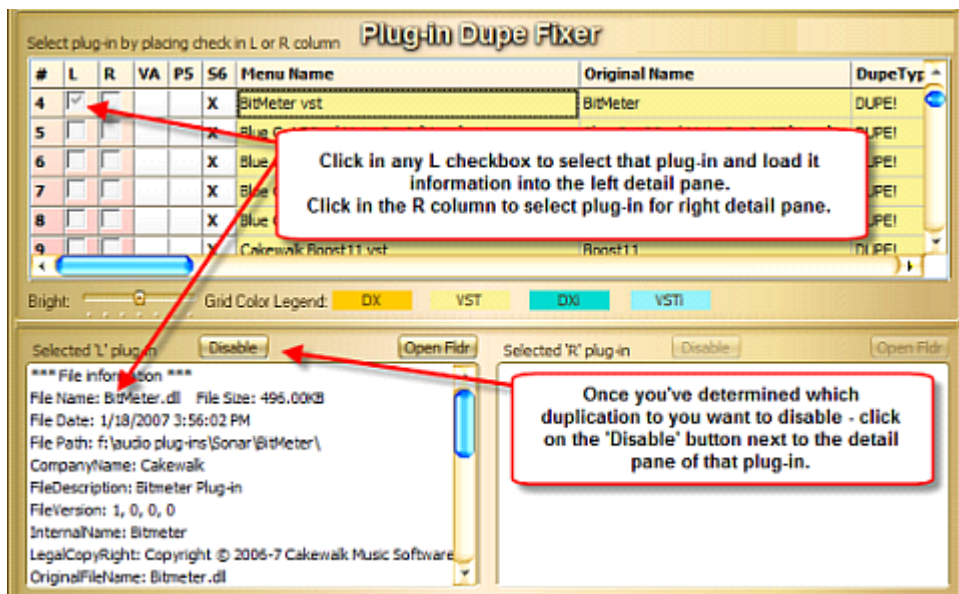
The "R" column works in a similar fashion.

Disable/Enable the currently selected plug-pin.

Opens an Explorer Window at the plug-in's location on your system.

Add VST plug-in into to the plug-in detail pane.

Splitter bar. Click on it and drag it up or down to show more or less grid compared to detail.



- Disabled plug-ins will still appear in your DAW menus until you
- Run the Plug-in Scanners for each of the various system layers. E.G. If you have both Project5 and Sonar7 installed and they both use the same VST folder(s) then you will need to rescan both systems.
- and
- Update your menus or plug-in layout menus.

### Some background information on dupe problem.

Plug-ins that are (or appear to be) duplicates can cause a variety of problems.

- If the plug-ins are different versions only one of them will be used and you have no control of which one that is.
- If two or more plug-ins share the same CLSID number then your Cakewalk DAW will only actual use one of them.
- You may have problems renaming, categorizing or excluding them.

You can easily spot possible duplicate PIs by going to the "Plug-in Info Grid" tab and either finding the 'Has Dupe?' column in the Info Grid or by launching the Dupe Plug-in Fixer module.

#	Menu Name	Cur Category	Prev Category	Has Dupe?
222	Kjaerhus Classic Auto-Filter	EQ/Filters		HasDupe
223	Kjaerhus Classic Auto-Filter	EQ/Filters		HasDupe
224	Kjaerhus Classic Chorus	Chorus/Phaser/Flanger/Etc.		HasDupe
225	Kjaerhus Classic Chorus	Chorus/Phaser/Flanger/Etc.		HasDupe

#	Menu Name	CLsidPlug	uniqueId
222	Kjaerhus Classic Auto-Filter	{141AC902-6671-3738-434C-415353497E31}	66713738
223	Kjaerhus Classic Auto-Filter	{141AC902-6671-3738-434C-415353497E31}	66713738
224	Kjaerhus Classic Chorus	{141AC902-3432-3333-434C-415353497E32}	34323333

The CLSID number is used by your computer to uniquely identify plug-ins. If you have 2 plug-ins with the same CLSID number they will show up as only one item with your Cakewalk software and only one is actually being used.

**Note: You cannot exclude one dupe without excluding ALL matching dupes!**

The Plug-in Exclusion system used by the Cakewalk works solely on CLSID information – so when you exclude a plug-in ALL plug-ins that is using that same CLSID number (dupes) will get excluded as well.

#### DX Plug-ins

DX plug-ins do not have duplicate CLSID issues. They are registered with Windows upon installation and the registration process makes it so that only one plug-in will be called when that plug-in is loaded. If you see a DX plug-in reported as having dupes please contact MenuMagic support because it may mean that MenuMagic is misanalysing the plug-in.

#### VST plug-ins

VST plug-ins contain an internal ID number, but this number may not be unique. Some plug-in writers use the same number for all their plug-ins. Often the same number is used for all versions of a specific named plug-in.

Because of this applications that use VSTs must use some other method to uniquely ID a VST plug-in. Various VST wrappers, the VST adapter and the newer Cakewalk plug-in scanners used with Project 5 2.5 and Sonar 6.2 or higher address this issue by creating a



CLSID number and writing DX type information in the Windows registry or other files for each VST plug-in.

If the Plug-in scanner assigns the same CLSID number for different plug-ins then you have problem, because only one of those plug-ins will actually be used.

### **The PIL (Plug-in Limitation) Manager**

You would use this module if the number of plug-ins you have exceeds the maximum number that Sonar can handle.

As of Sonar X2a (and going back at least as far as 8.5) the maximum number of plug-ins that Sonar can support is:

- 735 audio plug-ins
- 255 synths plug-ins and
- 31 rewire devices

The 1<sup>st</sup> part of this information on the PIL Manager is about usage the 2<sup>nd</sup> part will cover the background on the PIL problem.

There are 3 things you are having problems because your plug-in count is exceeding the Sonar's maximum plug-in limitation.

A) Remove unused plug-ins from your system.

B) Clean out your dupes.

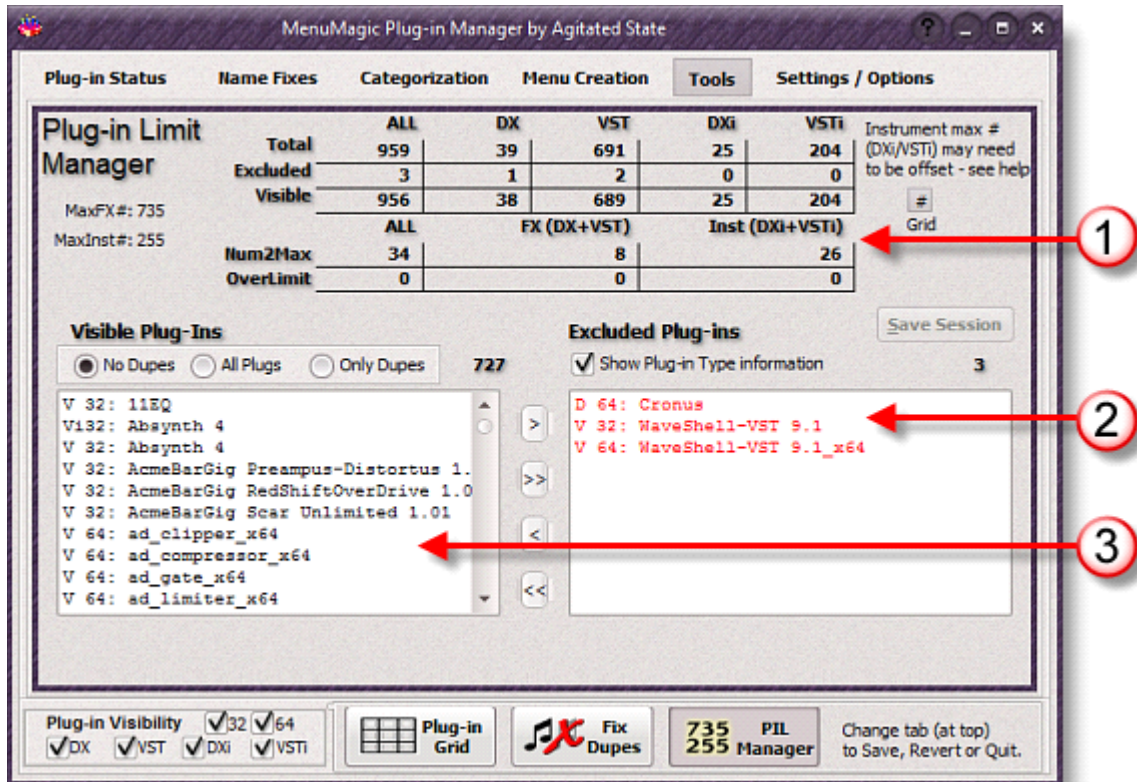
Do you really need to keep multiple versions of your plug-ins?

With the Dupe Fixer module you can identify dupe plug-ins on your system and even test if removing on is going to effects your Sonar projects by disabling it (hiding it from Sonar as opposed to deleting it).

C) Exclude plug-ins.

Excluded plug-ins are not loaded into Sonar's memory and thus do not affect the maximum limit plug-in count. This is how MenuMagic's PIL Manager works – by letting you easily move plug-ins in & out of the Excluded state.

PIL Manager screen – and its main sections



1) Statistics on your plug-ins and how close you are to hitting the plug-in limitation ceiling or how much you might have gone past it.\*

2) Excluded Plug-ins

Excluding plug-ins is how you lower your viable plug-in count *without* have to delete or uninstall plug-ins.

3) Visible Plug-ins

This is the list of all the plug-ins that will be visible, I.E appear with Sonar, if you haven't gone over the limit.

\* Note: if Sonar is telling you that you've exceeded the limit or if you are experiencing dead links in menus, where you try to load a plug-in and nothing happens, you may be over the limit even though the stats say that you still have headroom.

This is caused by the *phantom plug-in* issue - what is it and how to deal with it is explained further down.

Screen Details:

**Plug-in Limit Manager**

MaxFX#: 735  
MaxInst#: 255

	ALL	DX	VST	DXi	VSTi
Total	959	39	691	25	204
Excluded	3	1	2	0	0
Visible	956	38	689	25	204
	ALL	FX (DX+VST)		Inst (DXi+VSTi)	
Num2Max	34	8		26	
OverLimit	0	0		0	

Instrument max # (DXi/VSTi) may need to be offset - see help

Grid

Current Ceiling Maximum as controlled under "Settings" in the Settings/Options' tab.

**FX plug-in status.**  
All FX plug-ins (DX + VST) contribute to the maximum count.

**Instrument plug-in status.**  
All Inst plug-ins (DXi + VSTi) contribute to the maximum count.

**Num2Max** indicates how many plug-in you can still add to system before you hit the limitation.  
**OverLimit** is the number of plug-in that you have exceeded the max limit by.

Altering the PIL as seen by MenuMagic...

Within the "Settings" module in the Settings/Options tab there is a section titled "Offset Sonar Plug-in Limits" where you can change the warning thresholds of when MenuMagic judges that the PIL has been hit.

**Offset Sonar Plug-in Limits** settings for MM Plug-in Limit Manager.

**Inst** Actual usable max number may lower than stated max of 255. Sonar may have instrument plug-ins that do not show in the menus but effect the maximum number of instruments plug-ins.  
205 255 is max value used by Cakewalk

**FX** 400 735 is max value used by Cakewalk

Altering these numbers in Settings/Options

affect these numbers in the PIL Manager.

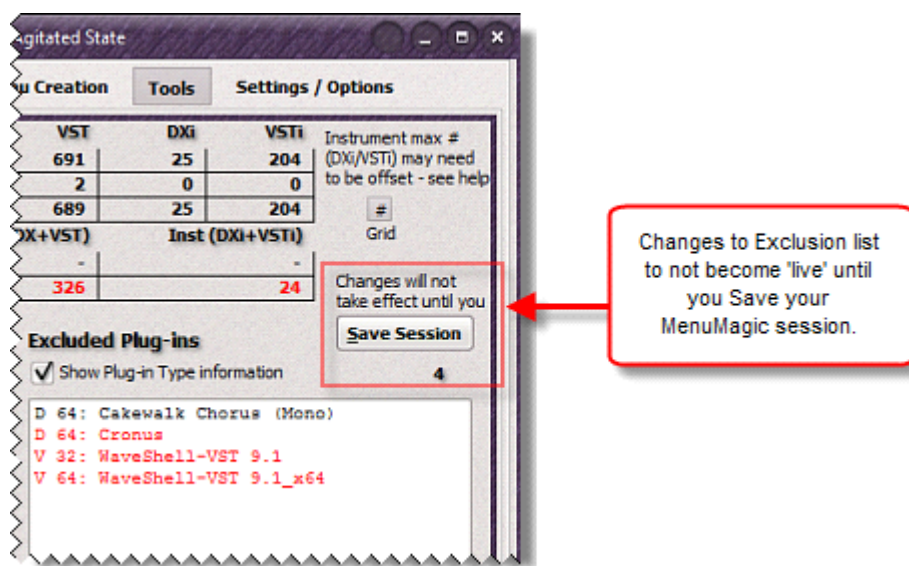
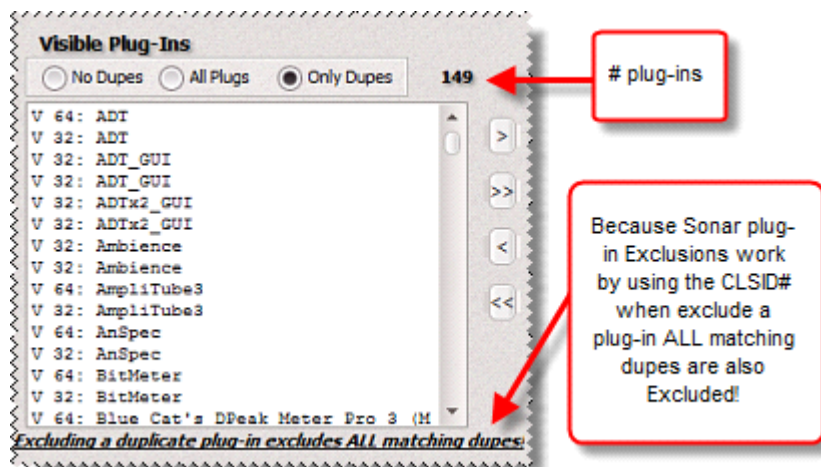
**Plug-in Limit Manager**

MaxFX#: 400  
MaxInst#: 205

	ALL	DX	VST	DXi	VSTi
Total	959	39	691	25	204
Excluded	3	1	2	0	0
Visible	956	38	689	25	204
	ALL	FX (DX+VST)		Inst (DXi+VSTi)	
Num2Max	-	-		-	
OverLimit	351	327		24	

Instrument max # (DXi/VSTi) may need to be offset - see help

Grid



\*\*\*\*\*

## Background

\*\*\*\*\*

Unfortunately this issue is not entirely straight forward.

As of Sonar X2a (and going back at least as far as 8.5) the maximum number of plug-ins that Sonar can handle is:

- 735 audio plug-ins
- 255 synths plug-ins and
- 31 rewire devices

While these limits have been attributed to be a 'menu' issue they are not; they are a design limitation of Sonar's memory data structures. Instead of being dynamic (changeable based on actual number of plug-ins) these data structures are hard coded so there is a set fixed amount of plug-in data that they can hold.

When Sonar loads - it reads the physical plug-in database

- \* If there is room in the data structure for a plug-in of that type it adds the plug-in info into the data structure.
- \* Otherwise it skips entering that plug-in into the data structure - i.e. no data is entered.

So for example if the 256th synth read from the database is "Joe's V.A. V.A. Voom" that plug-in's information is not added to the data structure.

\*\*\*\*\*

### **So what does this mean?**

\*\*\*\*\*

Sonar is using the data structure as the source of 'all' plug-in information when it runs. Any plug-in layout menu, be it the "Default All Plug-ins" or a custom menu layout, can only load an item (a plug-in) if the reference to it exists in the data structure. If you are using a custom menu layout any plug-in that is not in the data structure will still be listed in the menu - but the menu item will be a dead link (i.e. nothing happens if it's selected because there is no data associated with that menu item).

\*\*\*\*\*

### **Other complications**

\*\*\*\*\*

Unfortunately there's another issue that can muck things up when dealing with this issue. I call it *Phantom Plug-ins* because it somewhat accurately describes the problem. During my testing of this issue I discovered that the maximum plug-in count on my 64 bit Sonar was 12 less synths than the stated maximum. This didn't make sense until I figured out how to ID them which I explain below.

### **How to find & count your phantom plug-ins**

1. Delete or alter your VST plug-in paths so that the VST Plug-in Scanner finds zero VST plug-ins.
2. EXCLUDE ALL of your DX plug-ins.
3. Ran the plug-in scanner  
While this should theoretically zero the count of plug-ins detected by Sonar and its VST Scanner in most cases it didn't.
4. Load Sonar
5. Create a new empty test project and check the "Default All Plug-ins" plug-in menus.  
For example by:
  - (a) Add an Audio track
  - (b) Go to the FX Bin, make sure your looking at the "Default All Plug-ins" menus, Any FX or Instrument plug-in you find is a phantom – you can't to load them, they're just taking up space.

On my system after finishing step 5 - lo and behold, I had 12 dead plug-ins listed under the "Default All Plug-ins" menu.

- 32 bit DX plug-ins – shouldn't even be possible in Sonar 64 bit.  
Now from what I remember some of the 32 bit DX plugs were valid 32 bit plug-ins. But I'm not going to nuke them because I still have a 32 bit DAWs (Project5, 32bit

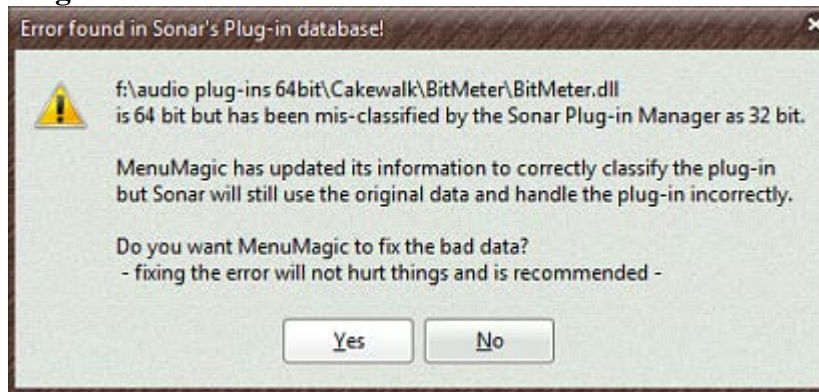
version of Sonar 8.5) installed on my system.

- A couple of VST references (none of them valid)

In short junk – 4.7% of my available instrument plug-in space is locked out. Now if the *only* DAW I ran on my system was the 64 bit version of Sonar – then I'd hunt down the invalid references on my system and possibly be able to clear them up. But other than a registry cleanup and possibly uninstalling a couple of 32bit DX plugs my max Instrument plug-in number had been taken down 12 pegs.

## MenuMagic FAQ / Miscellaneous / Unorganized Closet of Information

### When I startup MenuMagic I get one or more messages about “Error found in Sonar’s Plug-in database”



MenuMagic now verifies the bit level of your plug-ins – checks to see if you 64 bit plug-ins are actually 64 bit, the 32 bits are actually 32 bits, etc..

In doing so, if it finds that Sonar has misclassified the bit level of a plug-in (i.e. 32 bit identified as 64 bit and vice versa) MenuMagic will now (as of v2 build 1.8.7.0) offer to fix the problem.

This problem occurs when plug-in is changed AFTER the initial time it was scanned by the Cakewalk’s VST scanner.

For example you accidentally install a 32 bit plug-in in your 64 bit plug-in folder and catch the problem AFTER you have run Cakewalk’s VST Plug-in Scanner. Cakewalk’s Scanner will NOT update the plug-in type information unless you check the ‘Rescan Existing Plug-ins’ option – which can be a major pain.

When MenuMagic is run and scans your system it catches these errors and now offers to painlessly correct them.

There is no downside to fixing the problem, but still it’s your choice.

### Fix for DX effects only showing up in the instrument menus

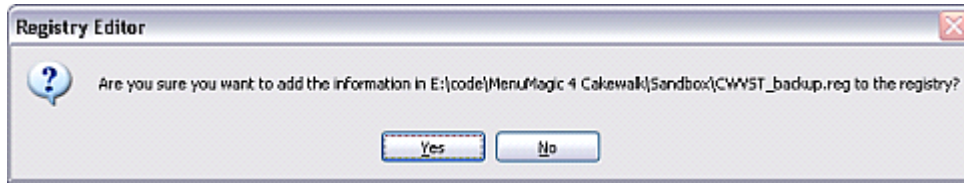
- If a DX plug-in can respond to MIDI control it is classified by Cakewalk DAWs as a DXi or an instrument plug-in (as in soft synth) and will only show in the Instrument Menus.
- MenuMagic has built-in support for Blue Cats "[DXi Manager](#)" and upon loading will detect if [DXi Manager](#) has been run.

Using [DXi Manager](#) will remove the ability of the selected DXi plug-in(s) to respond to MIDI controller data and your system will thereafter treat the plug-in as a DX.

Not recommended if you need to control parameters such as filter sweeps via automation.

### Currently Known Issues and Limitations

- When you restore a VST Adapter Registry Backup the last message box that asks “Are you sure you wish to add the information” (shown below) is not skinned because it is a Windows message, not MenuMagic’s.



If you find any other messages that are not skinned - please submit a bug report.

### Other Cakewalk DAW support

- This version of MenuMagic works for the current releases of CbB and last release of Sonar (starting with version 6.02 up to the last release).

If you are working with older versions of Sonar or any DAW using Cakewalk's VST Adapter then please checkout the v1 version of MenuMagic.

### Plug-in Info & MenuMagic Status Grids

- Grids currently are only updated when program starts.

### Name Fixes possible issues

- Lacks a GF\* check.  
Currently it is possible (with a bit of effort) to rename the descriptions of all your plug-ins so that they are all identical. So if you wish to rename all your plug-ins "George" - you can.  
\*George Foremanification
- It is currently possible to create empty plug-in names.

### Categorization quirks

- **Instruments and Effects and be placed under the same Category.**
  - The can sometimes cause some minor weirdness when you mix (DX / VST) and (DXi / VSTi) plug-ins in same category.  
Because Cakewalk handles instruments and filters(FXs) differently you might see only part of a Category under instruments and the other under FXs.

### Plug-ins not showing up within MenuMagic

- **DMO and MFX (DirectX Media Objects & MIDI Effect Filters) are not currently supported by MenuMagic.**  
No immediate plans to support these formats, if they are important to you, let us know.
- **I just added new VSTs to my computer and MenuMagic does not see them!**  
Normally new VSTs will not show up in MenuMagic until you run the CakewalkVST Plug-in Scanner. This is not a bug – if your Cakewalk DAW can't see it then MenuMagic can't either. DX plug-ins by their nature appear immediately upon installation (the next time you run Sonar).



## **Additional Notes**

### Splash Screen

- You can close the splash screen by double clicking on it. Closing the Splash screen does not affect program loading or quicken program load time.

You can only have one instance of MenuMagic Plug-In Manager for Cakewalk® running at one time. If you try to launch a 2<sup>nd</sup> instance it will bring up the first.

## **Notes on Program Errors**

- In the event of a critical program error a message box will popup announcing the error and asking what you were doing when the error occurred. Once you click OK you have the option of having the program send Agitated State the program diagnostics by email. If you have firewalls please permit the message to be sent, this information makes it possible to quickly resolve program bugs or other problems.

About MenuMagic ...

<http://www.agitatedstate.com>

## MenuMagic Plug-In Manager®

### Cakewalk DAWs version

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\*Special thanks to Christian Budde for help with Plug-in properties code.

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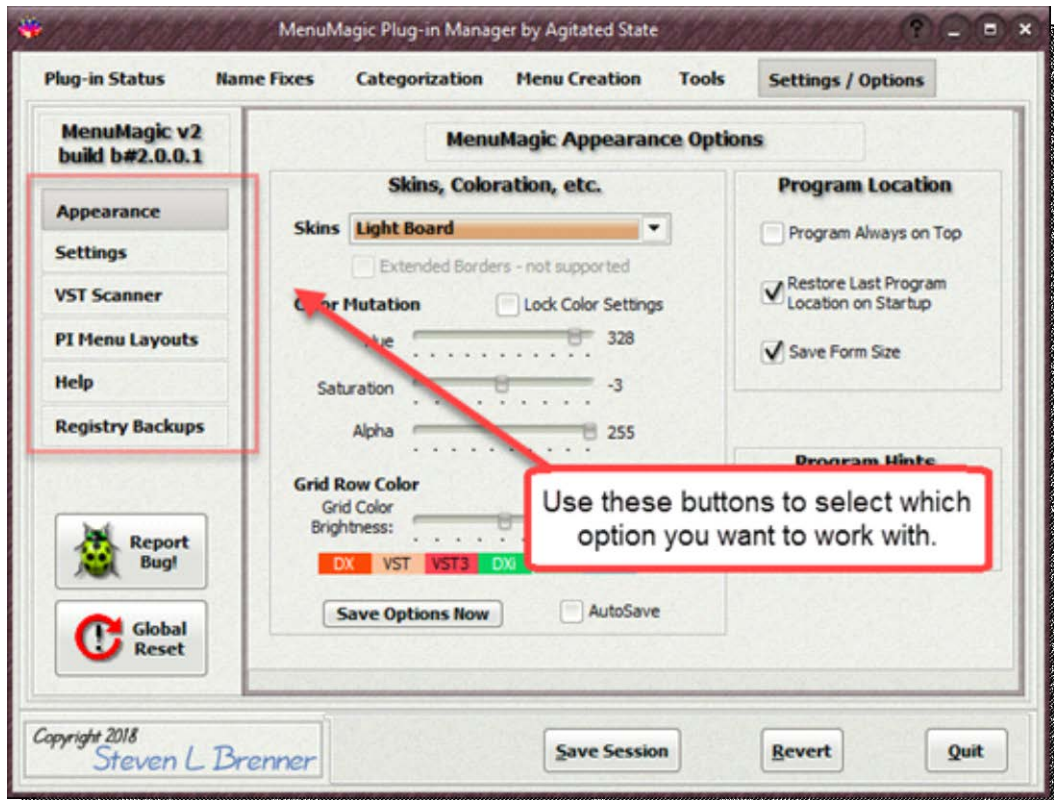
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## Settings / Options tab



This is where you can control

- various features on how MenuMagic operates
- how it interacts with your Cakewalk (CbB and Sonar) DAW(s)
- Cakewalk DAW plug-in related settings

Also located on this tab are the MenuMagic Global Reset and Bug Report tools.

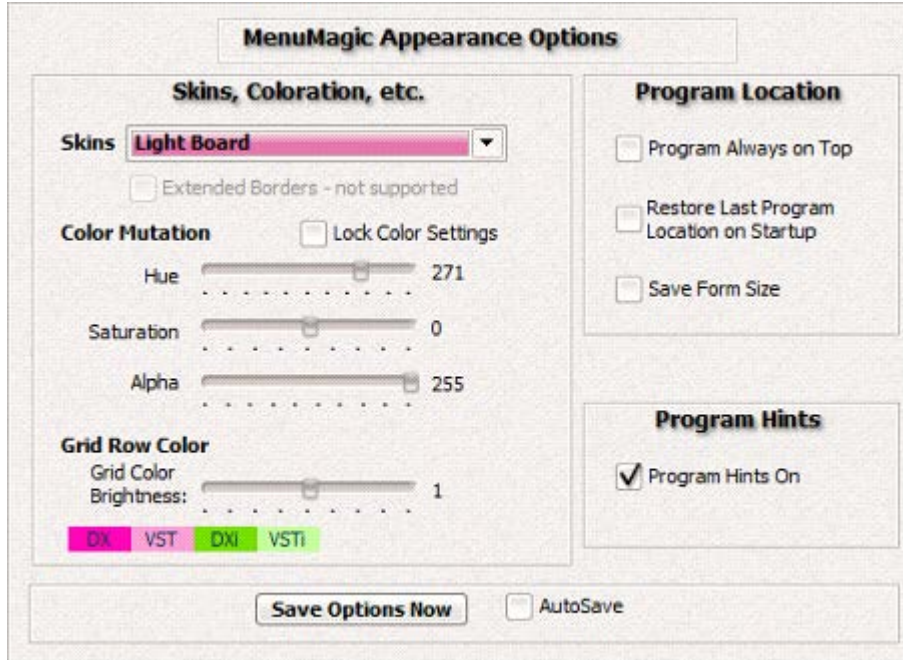
### Installed MenuMagic version#:

- The version # show in the top left corner of the Settings/Options tab above the option select buttons.



Note: the build # and version #'s may or may not be in sync, that is not an issue.

## Appearance Options:



### \* Skins, Coloration, etc. \*

Note – Changes made in the Skins section are lost when MenuMagic close unless:

- “AutoSave “ is checked
- you click on “Save Options Now” after you make changes
- or if you save your MenuMagic settings.

Other they will revert to the last saved settings the next time you run MenuMagic.

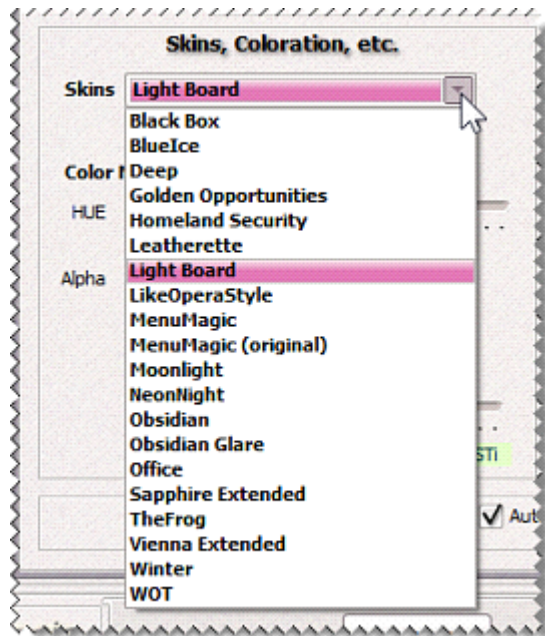
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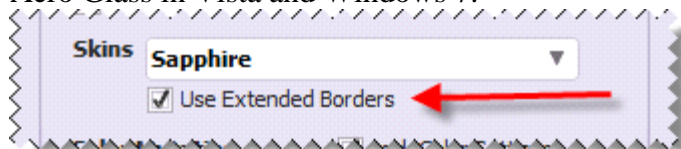
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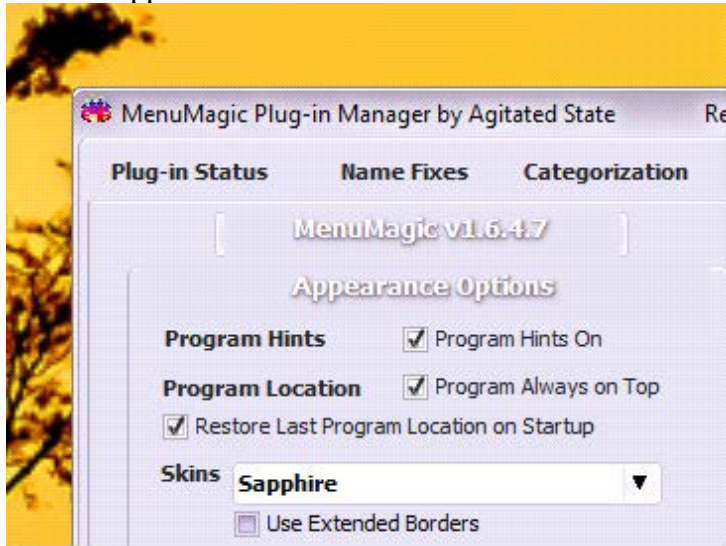
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Currently only two of the skins, Sapphire and Vienna, have these extended borders. The extended borders effect is only turned on for those skins that support the feature when the extended borders checkbox is checked.

Below Sapphire skin with Extended Borders on.



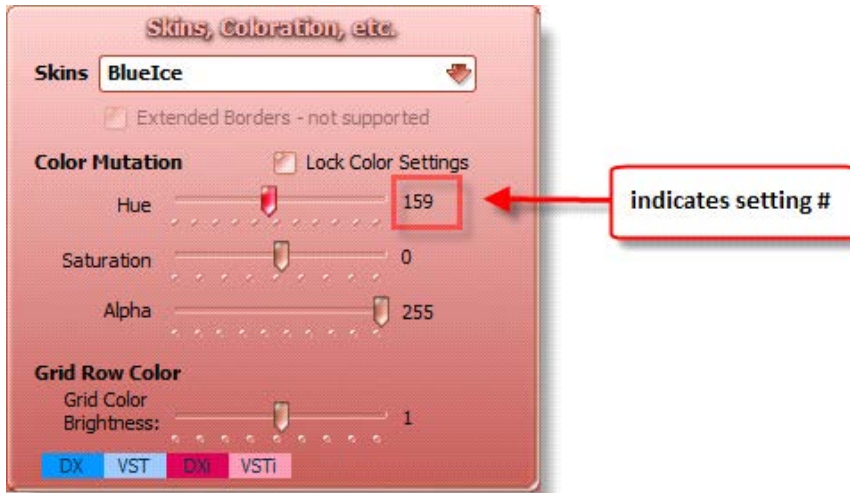
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You can customize your skin and grid colors by using the controls under the **Color Mutation** section of the panel. In the example below we have decided to alter the color of the BlueIce skin to a more raspberry tone.



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The Alpha slider affects the transparency of the program.



**Tip:**

Hold the Ctrl key and click on any slider to have it reset and return its default position.

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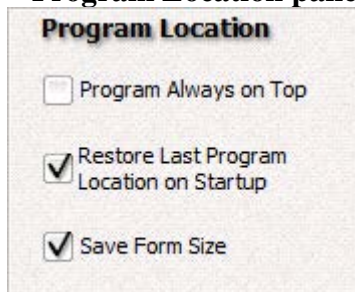
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Save Options Now – saves all settings in the Appearance Option panel.

AutoSave – automatically saves settings in the Appearance Option panel when you quit MenuMagic, with the exception of the Color Mutation settings if the ‘Lock Color Settings’ checkbox is marked.

**\* Program Location panel\***



**Program Always on Top**

– when checked keeps MenuMagic on top of other running Windows applications. Takes effect immediately.



### **Restore Last Program Location on Startup**

– very handy if you always want MenuMagic to load in certain location on your screen or on a specific monitor - if you have multiple monitors.

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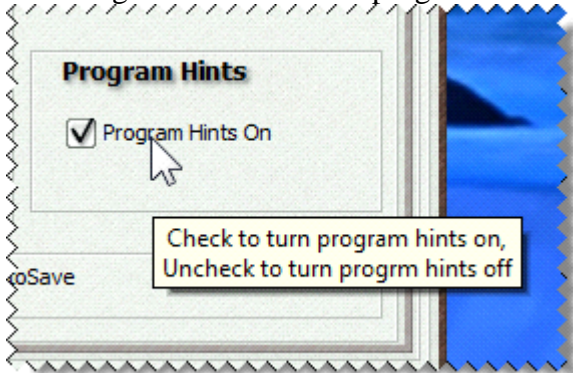
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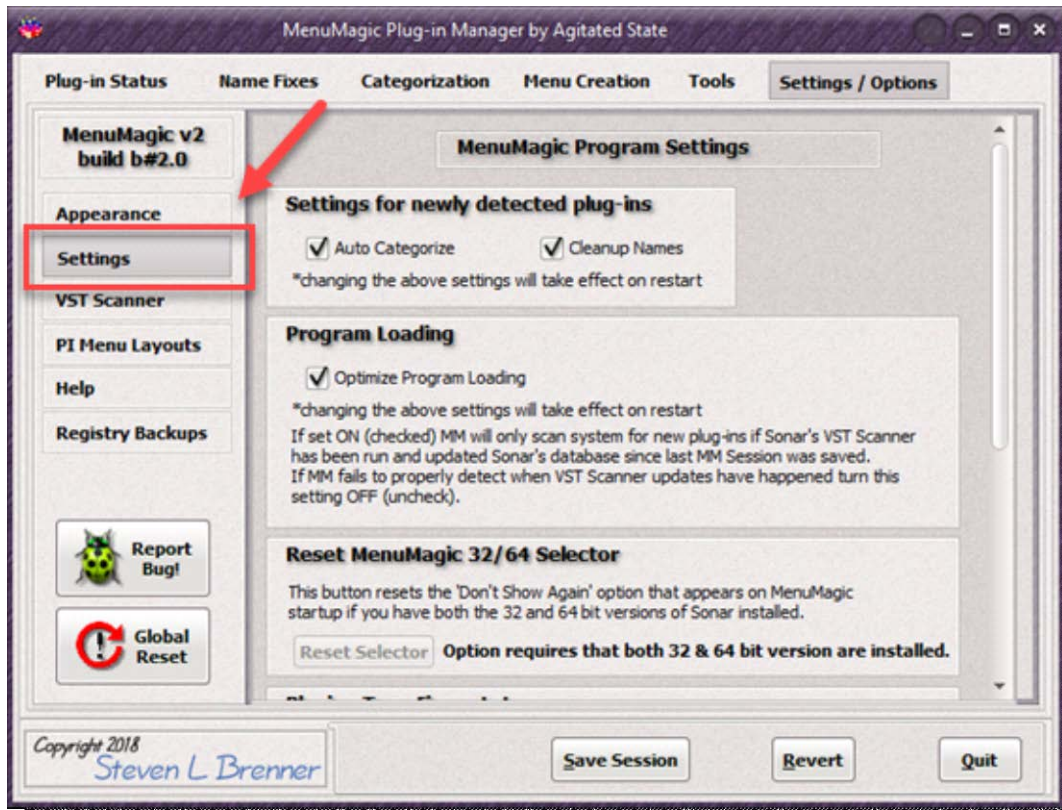
– turns the mouse over program hints on or off.

When on – if you hold your mouse cursor over an object in the program for about 2 seconds a tip is displayed regarding that object.

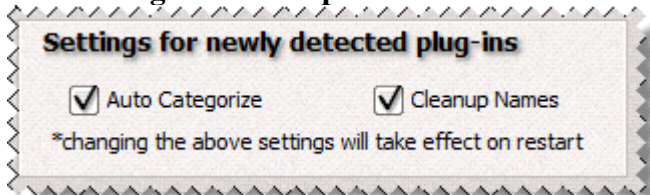
The image below shows the program hint for the Program Hints checkbox.



## Settings options:



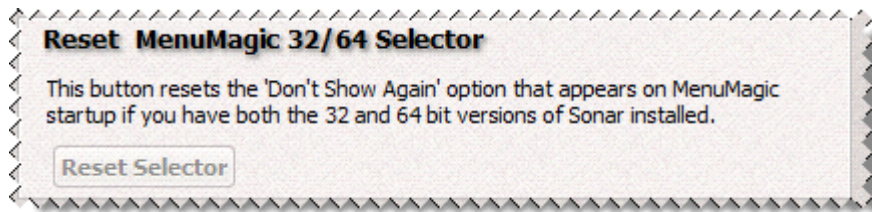
- **Auto-Categorization Options**



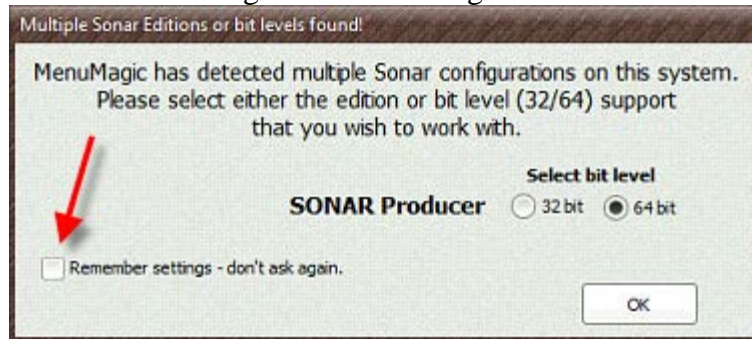
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**Cleanup Names** - MenuMagic tries to clean up the plug-in names it recognizes into menu friendly descriptions. Uncheck this option to turn off this feature.

- **Sonar Edition Selector Reset Button**



This button is only enabled if you have more than one type of Sonar Edition installed on your computer (i.e. Producer Edition, Studio Edition, Essential, etc.) and if when the Sonar Edition Selector dialog window appeared (shown below) that you checked the 'Remember Settings' before clicking OK.



### Offset Sonar Plug-in Limits

This section works with the MenuMagic's PIL (Plug-in Limitation) Manager located under the Tools tab. Unless you are getting close to Sonar's maximum plug-in limit of

- o 735 audio plug-ins
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then you can ignore this panel.

**Offset Sonar Plug-in Limits** settings for MM Plug-in Limit Manager.

**Inst** Actual usable max number may lower than stated max of 255. Sonar may have Instrument plug-ins that do not show in the menus but effect the maximum number of Instruments plug-ins.  
 255 is max value used by Cakewalk

**FX**  735 is max value used by Cakewalk

Altering these numbers in Settings/Options

affect these numbers in the PIL Manager.

**Plug-in Limit Manager**

	ALL	DX	VST	DXi	VSTi	Instrument max # (DXi/VSTi) may need to be offset - see help
Total	959	39	691	25	204	
Excluded	3	1	2	0	0	
Visible	956	38	689	25	204	
	ALL	FX (DX+VST)		Inst (DXi+VSTi)		
Num2Max	-	-		-		
OverLimit	351	327		24		

MaxFX#: 400  
MaxInst#: 205

Grid

### MenuMagic Help settings:

MenuMagic Plug-in Manager by Agitated State

Plug-in Status Name Fixes Categorization Menu Creation Tools **Settings / Options**

**MenuMagic v2 build b#1.8.8.0**

Appearance

Settings

**Help**

CW Plug-in Scanner

PI Menu Layouts

Registry Backups

Report Bug!

Global Reset

**MenuMagic Help Settings**

Hit the F1 function key bring up Help about the current major tab

**Set Help System to launch...**

in Separate Window (External Mode)

within MenuMagic (Internal Mode)

Click to change how MenuMagic's Help opens.

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Save Session Revert Quit

### Accessing MenuMagic System Help

Quick ways to bring up MenuMagic help:

- MenuMagic Quick Start Guide

Hit **Ctrl H** (hold down the Ctrl key near the bottom of the keyboard and hit the letter 'H' at the same time) or **Ctrl Q** to bring up this **MenuMagic Quick Start Guide**.

- **Help on current tab (Plug-in Status, Name Fixes, etc.)**

Hit on the **F1** function key on your keyboard or click on the '?' question mark button on the top of the MenuMagic window for help on the currently displayed main tab.



You can click on the Question Mark Icon to access Help about the currently opened main tab.

#### NOTE:

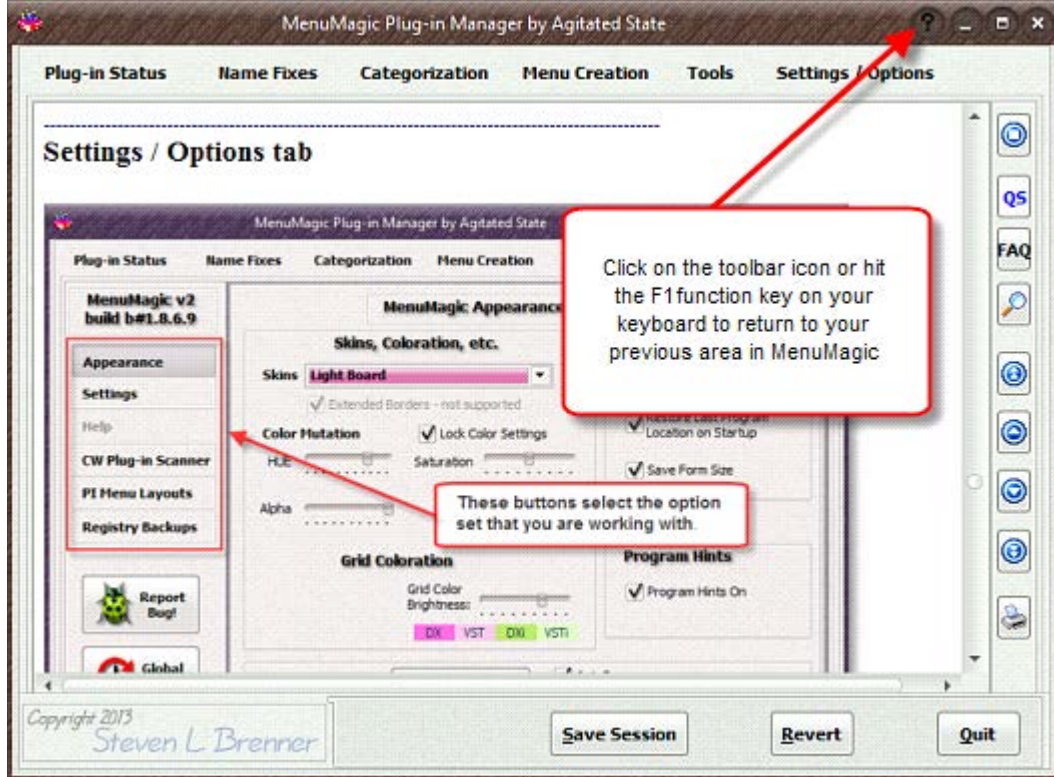
When running help in Internal Mode hitting on the **F1** function key on your keyboard or clicking on the '?' question mark button on the titlebar a second time will return you to the MenuMagic tab you were at previously.

#### Help modes

- **Internal Mode**

When Help is shown it is viewed *inside* MenuMagic as show below.

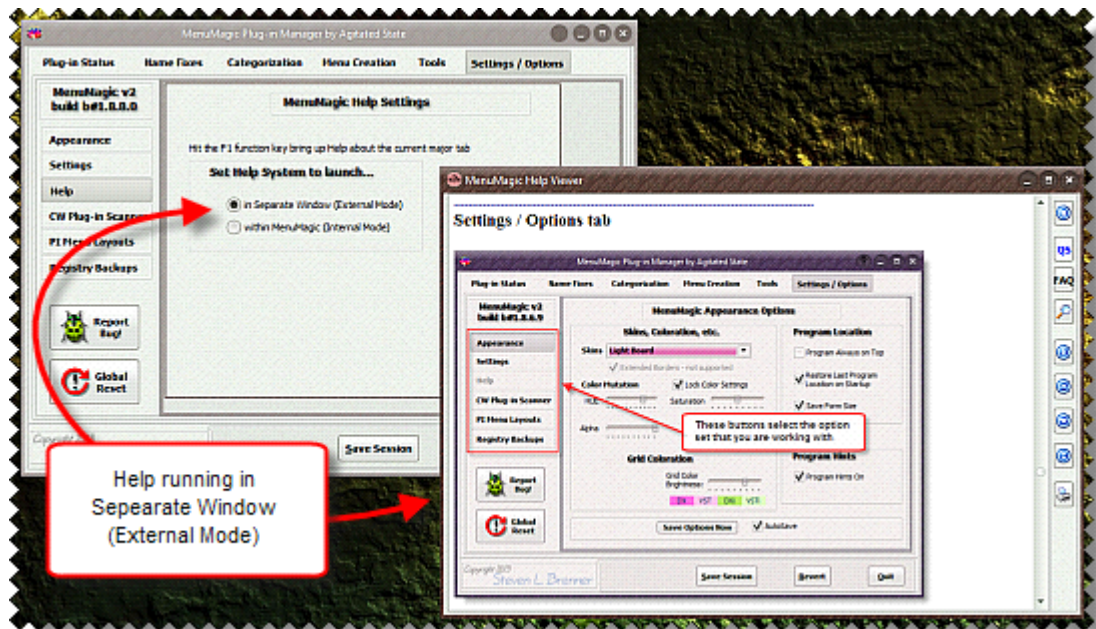
Hit the F1 function key to either bring up Help or close it.



- **External Mode**

When Help is shown it comes up in a 2<sup>nd</sup> window as shown below.  
This window can be resized, minimized or closed.

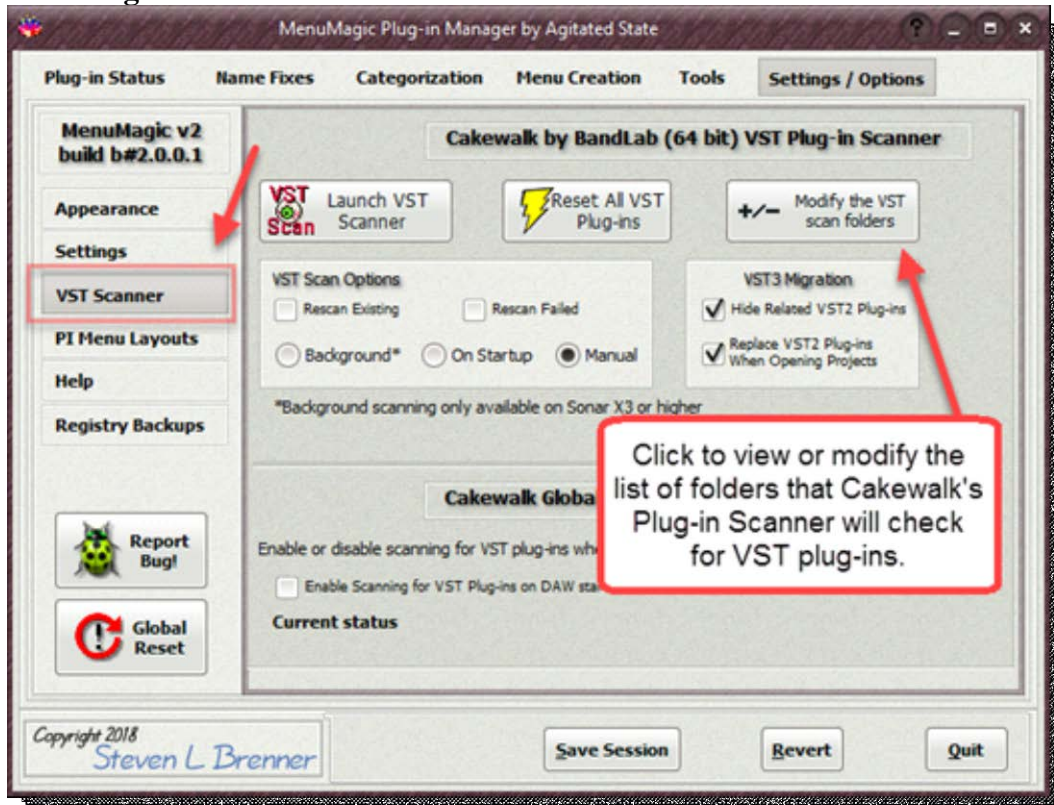
- Hitting the F1 function key will bring up the window to the current help information on the current major tab that you are in, in MenuMagic.
- If you close MenuMagic the External Help window will close as well.  
If you wish to run Help separately of MenuMagic use the MenuMagic standalone Help Viewer (separate application).



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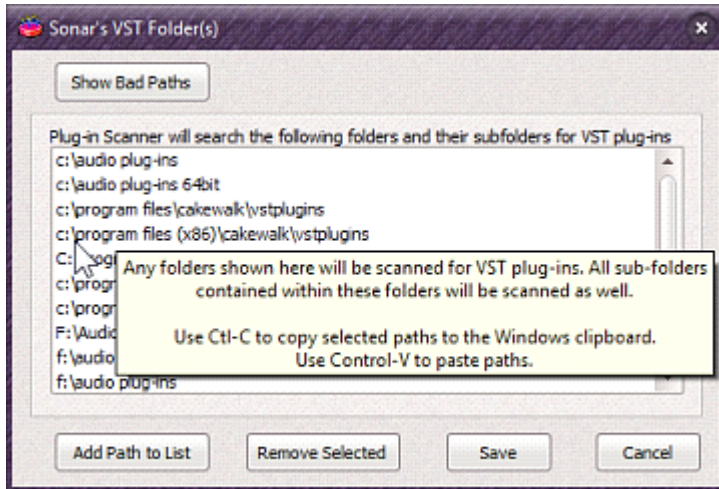
## VST Plug-in Scanner:



### Launch VST Plug-in Scanner

This does exactly what it says it launches the Cakewalk or Sonar VST plug-in scanner – when it is done scanning you will need to restart MenuMagic before it can detect any changes that the scanner may have made.

You can flash MenuMagic (have it do an instant restart) by holding down the Shift key when clicking on the Quit button. Be sure to save your settings first if you have changed MenuMagic settings, used Name Fixes or Categorization. MenuMagic will warn you before restarting just in case.

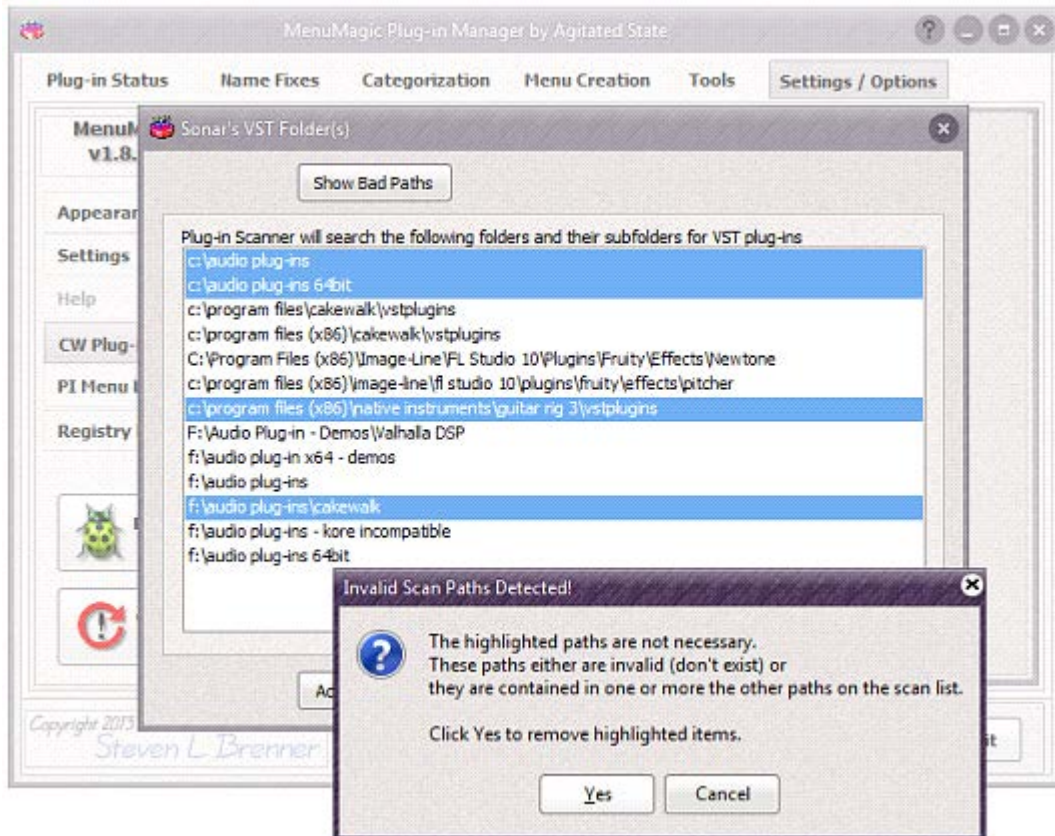


If you click on one of the Add/Remove buttons a window like this one shown here for the Sonar 6.2x type plug-in system layer will appear. As of v1.1.0.3 you can copy and paste scan folder paths from different plug-in layers, as mentioned in the tool tip shown above.

To do this:

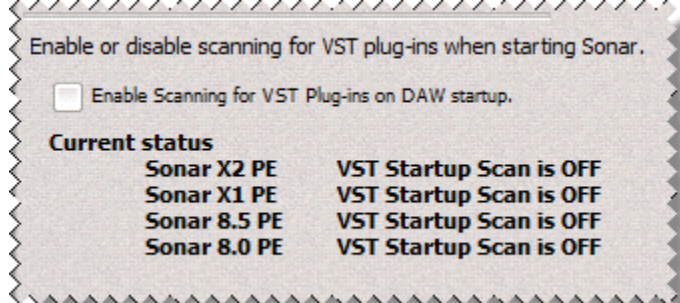
1. Click on the Add/Remove button for the plug-in layer whose paths you wish to copy.
2. Highlight the paths you wish to copy and hit Ctrl-C to copy.
3. Exit the scan folder list to get back to the Settings/Options tab.
4. Click on the Add/Remove button for the plug-in layer whose paths you wish to add to.
5. Hit Ctrl-V to paste in and add the paths you copied to the currently opened VST Folder Scan list.





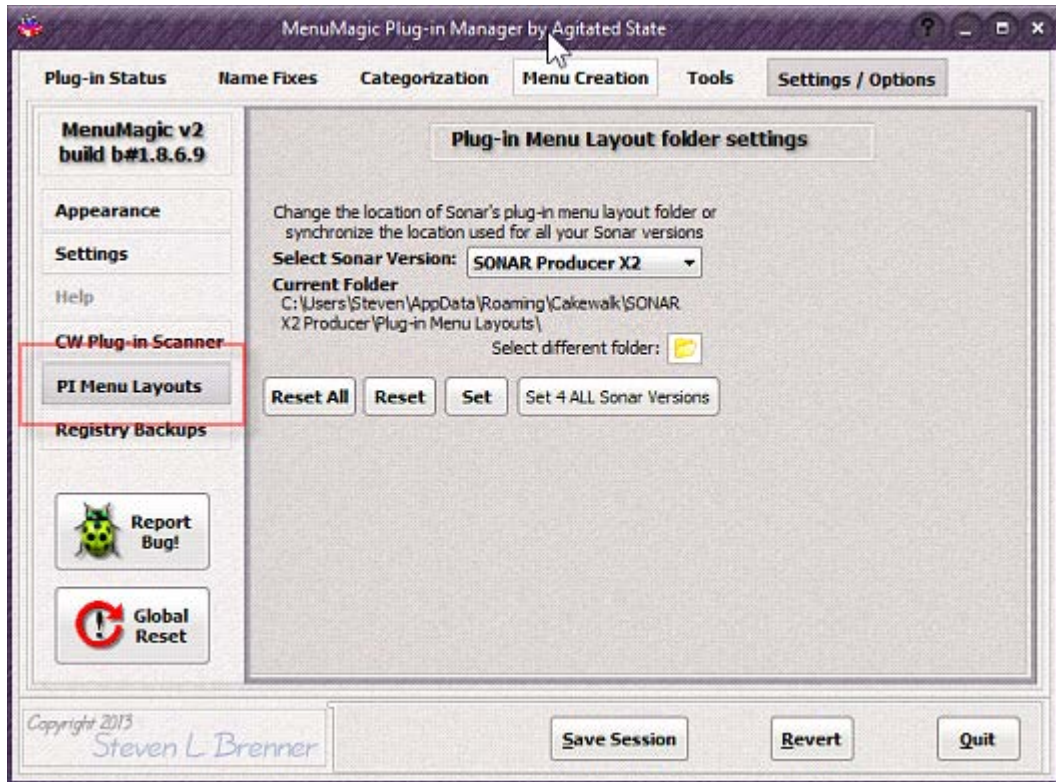
When you save your list of VST Scan Folders MenuMagic will analyze the list for problems. In the example shown above MenuMagic has detected redundant paths and offers to optimize the list when saving.

### Control whether Sonar will scan for VST Plug-ins on startup.



If checkbox has a check – this will enable scanning on startup.  
 If unchecked – startup VST scanning is disabled.  
 Panel shows current startup status of all Sonar versions.

### Plug-in Menu Layouts:

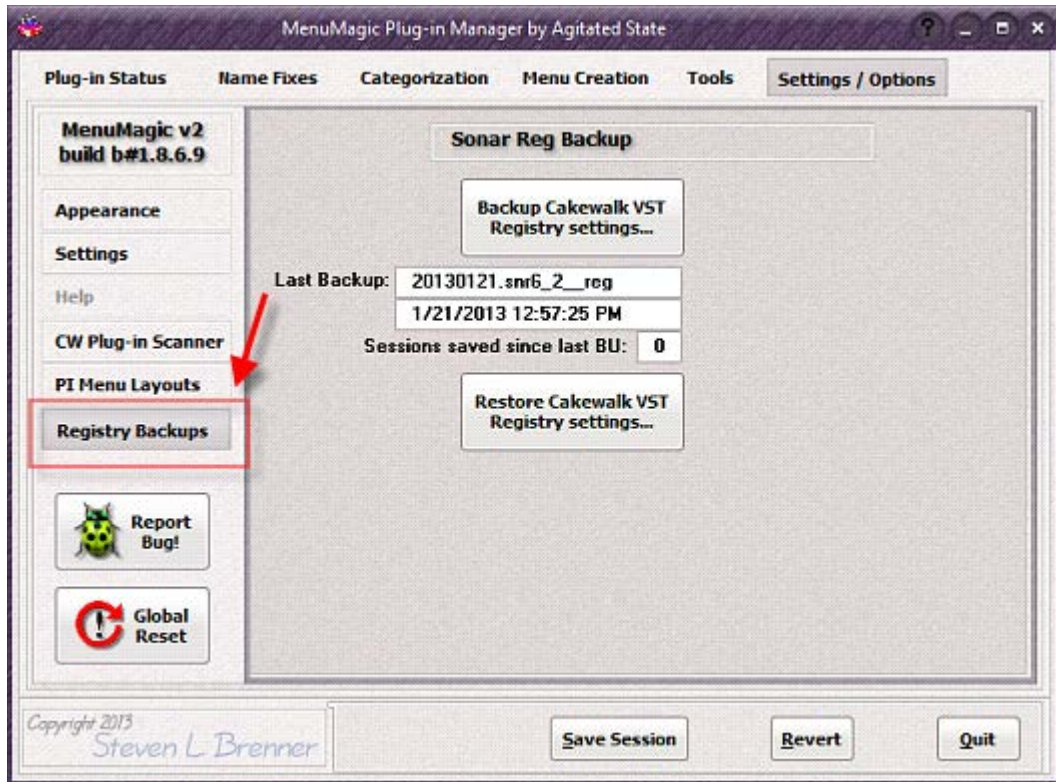


By default different Sonar versions will look for and save plug-in menu layout folders in different locations.

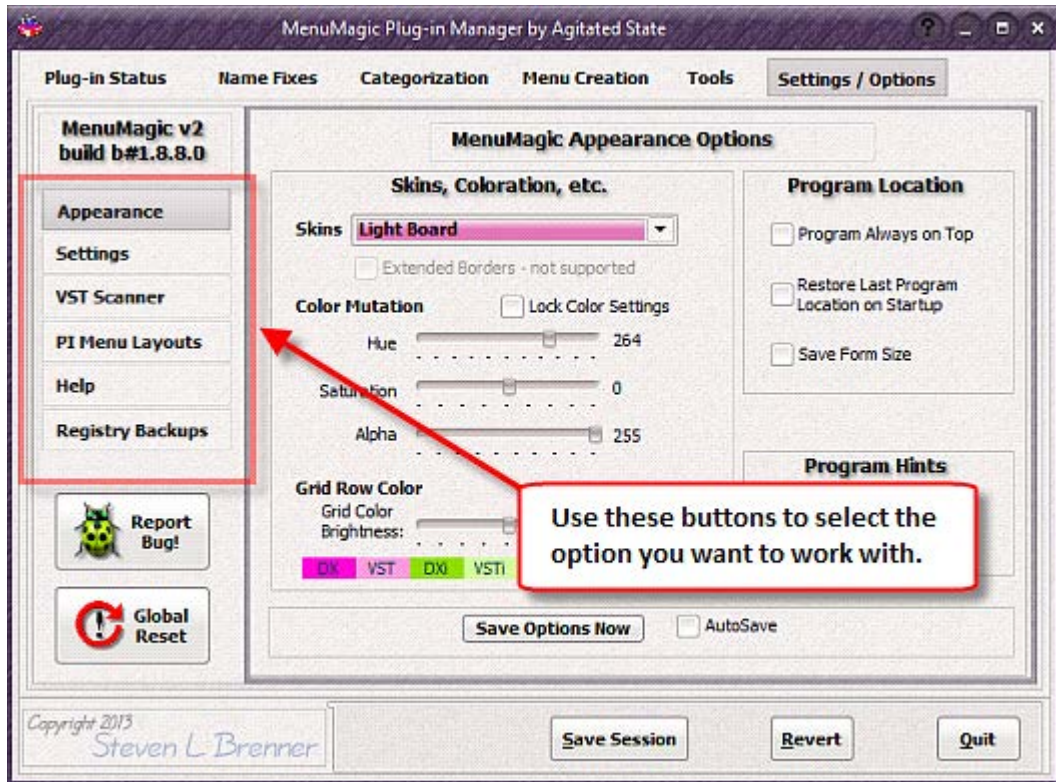
In this area you can set where MenuMagic will save the plug-in menus it creates and, if you desire, set the plug-in menu folder for Sonar as well.

An easy way to sync your plug-in menu folders for Sonar X1, 8.5, etc. and MenuMagic!

### Registry Backups:



**Settings / Options tab**



This is where you can control

- various features on how MenuMagic operates
- how it interacts with your Cakewalk DAW(s)
- Cakewalk DAW plug-in related settings

Also located on this tab are the MenuMagic Global Reset and Bug Report tools.

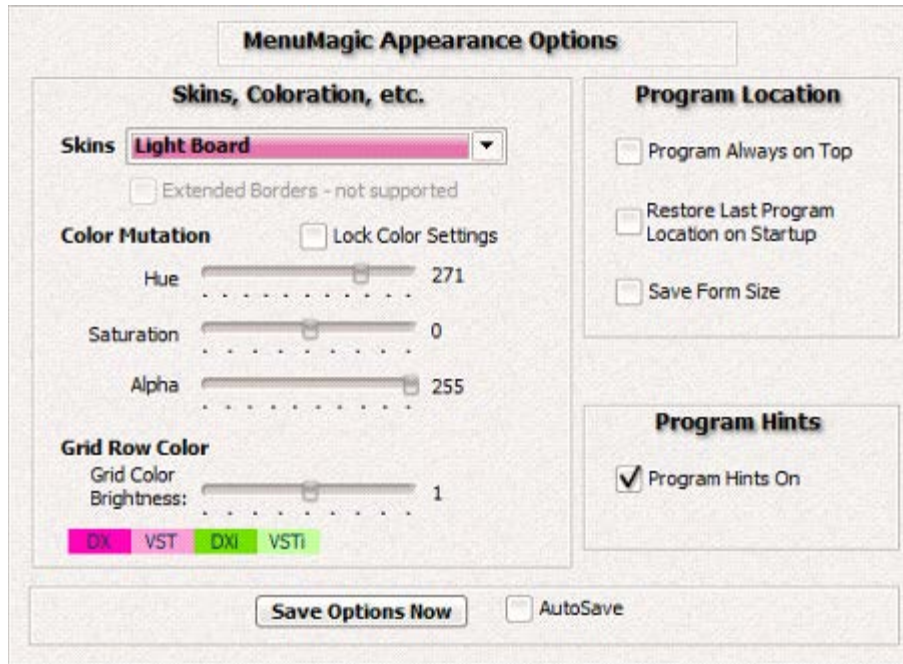
#### Installed MenuMagic version#:

- The version # show in the top left corner of the Settings/Options tab above the option select buttons.



Note: the build # and version #'s may or may not be in sync, that is not an issue.

- **Appearance Options:**



**\* Skins, Coloration, etc. \***

Note – Changes made in the Skins section are lost when MenuMagic close unless:

- “AutoSave “ is checked
- you click on “Save Options Now” after you make changes
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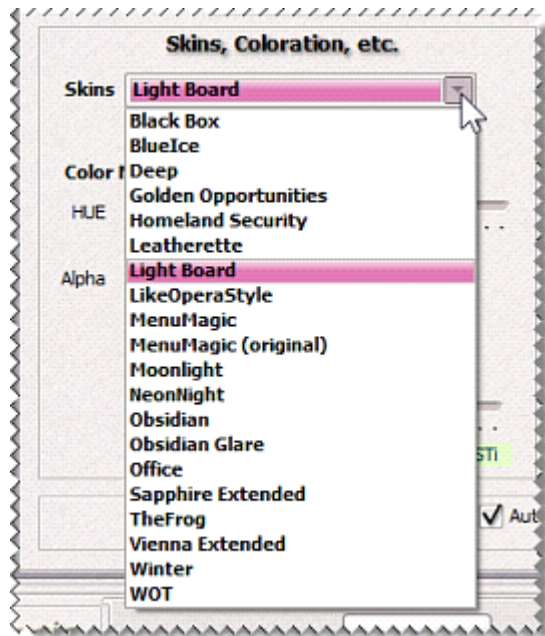
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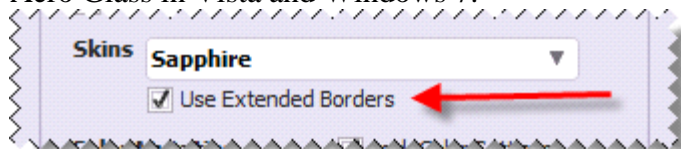
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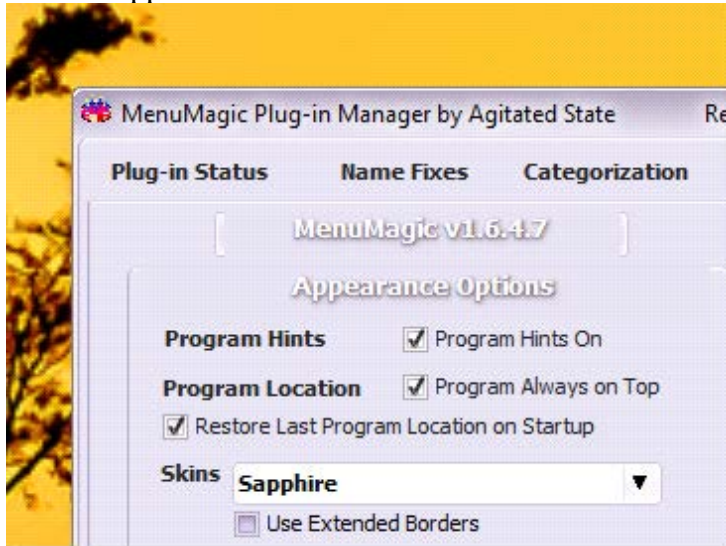
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Below Sapphire skin with Extended Borders on.



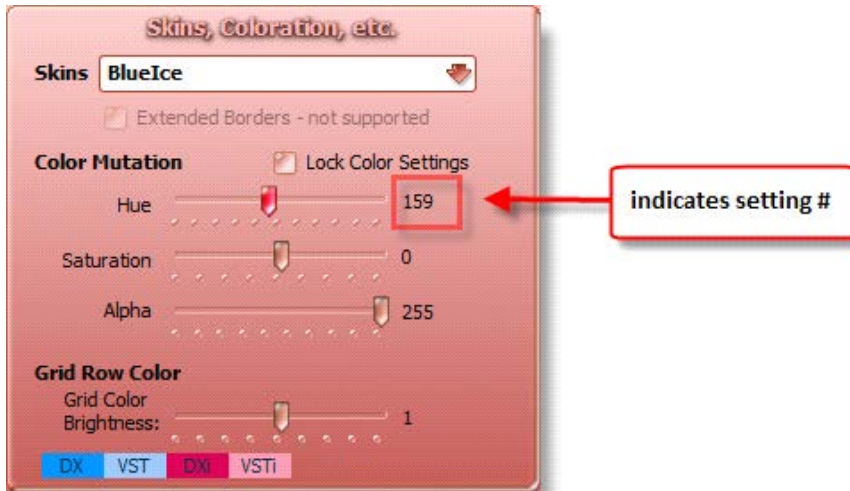
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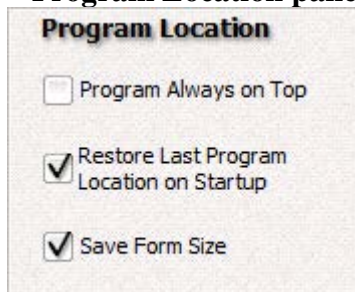
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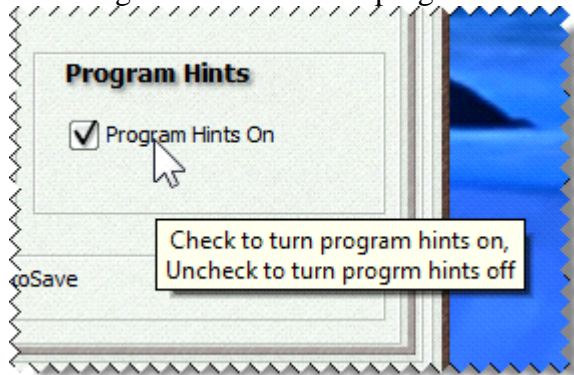
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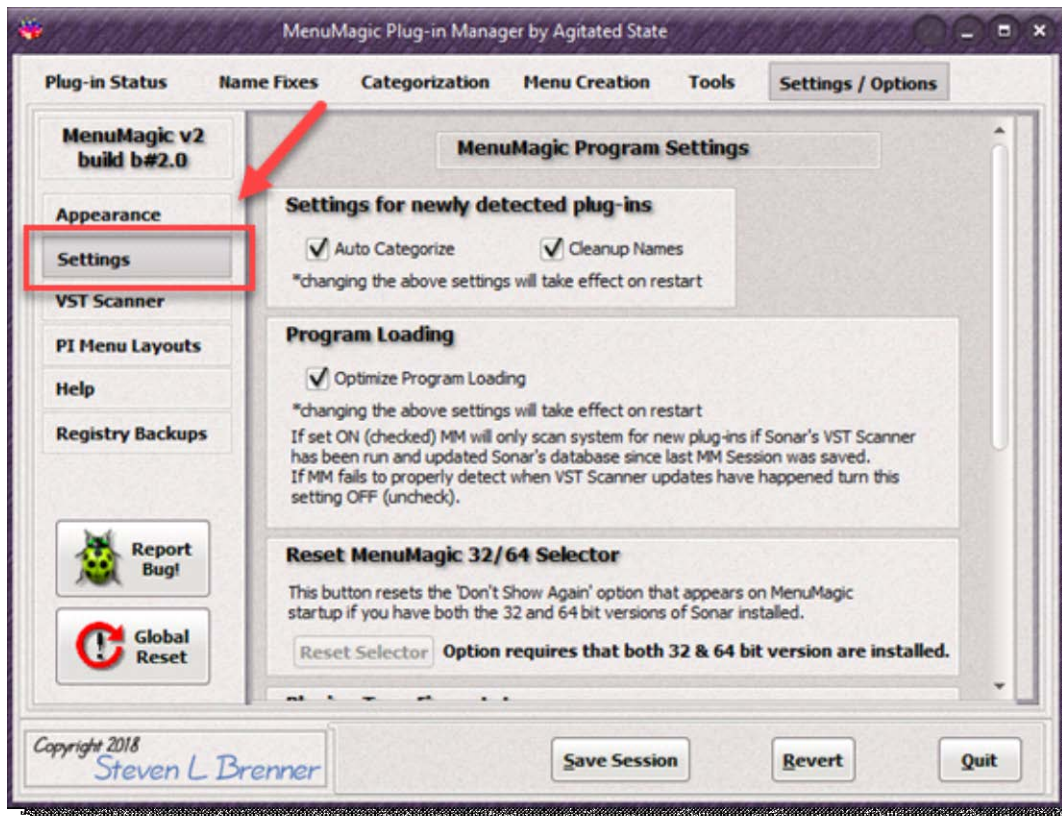
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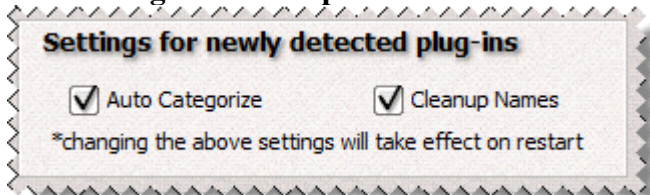
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**Settings options:**



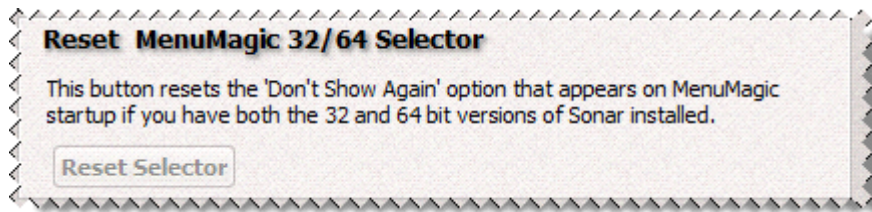
- **Auto-Categorization Options**



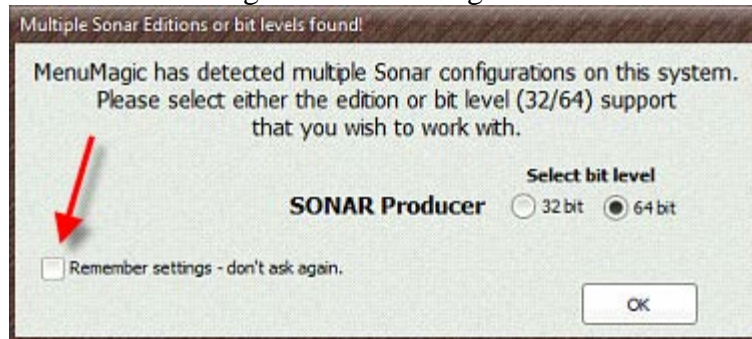
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- o 735 audio plug-ins
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 255 is max value used by Cakewalk

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Altering these numbers in Settings/Options

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**Plug-in Limit Manager**

	ALL	DX	VST	DXi	VSTi
Total	959	39	691	25	204
Excluded	3	1	2	0	0
Visible	956	38	689	25	204
	ALL	FX (DX+VST)		Inst (DXi+VSTi)	
Num2Max	-	-		-	
OverLimit	351	327		24	

MaxFX#: 400  
MaxInst#: 205

Instrument max # (DXi/VSTi) may need to be offset - see help

Grid

### MenuMagic Help settings:

MenuMagic Plug-in Manager by Agitated State

Plug-in Status Name Fixes Categorization Menu Creation Tools **Settings / Options**

**MenuMagic v2 build b#1.8.8.0**

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**Help**

CW Plug-in Scanner

PI Menu Layouts

Registry Backups

Report Bug!

Global Reset

**MenuMagic Help Settings**

Hit the F1 function key bring up Help about the current major tab

**Set Help System to launch...**

in Separate Window (External Mode)

within MenuMagic (Internal Mode)

Click to change how MenuMagic's Help opens.

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Save Session Revert Quit

### Accessing MenuMagic System Help

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- MenuMagic Quick Start Guide

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#### NOTE:

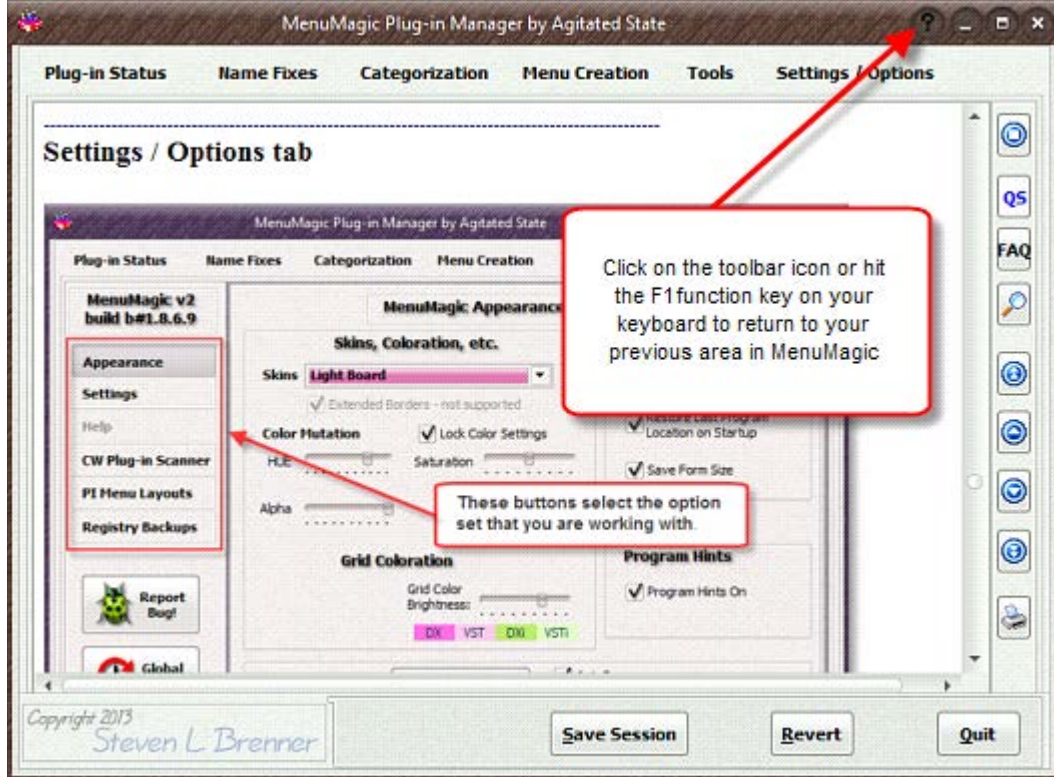
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#### Help modes

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When Help is shown it is viewed *inside* MenuMagic as show below.

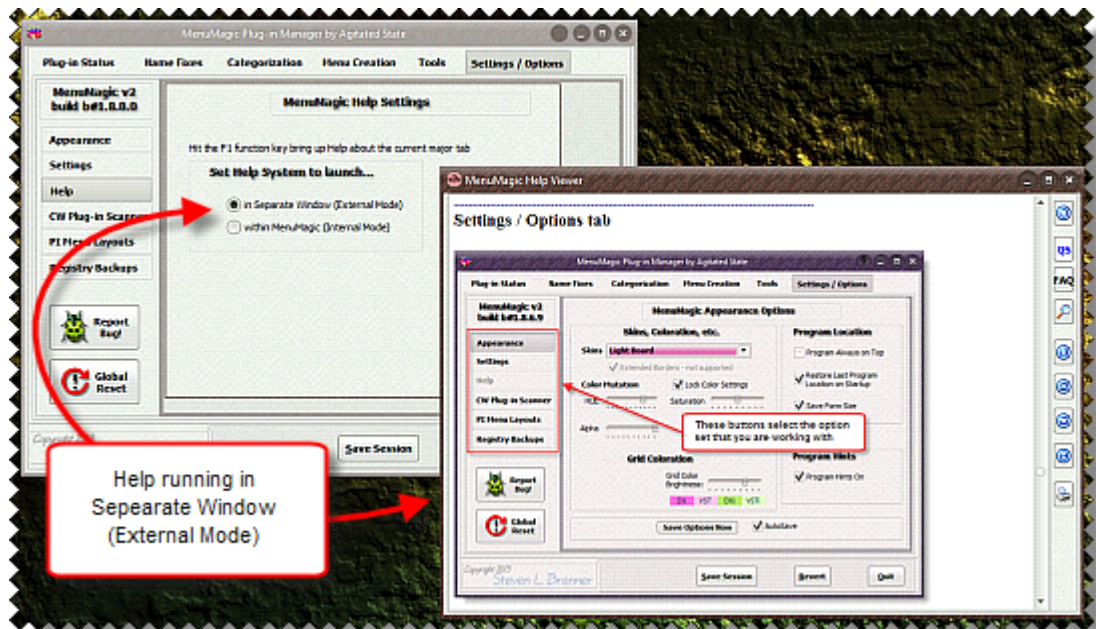
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When Help is shown it comes up in a 2<sup>nd</sup> window as shown below.  
This window can be resized, minimized or closed.

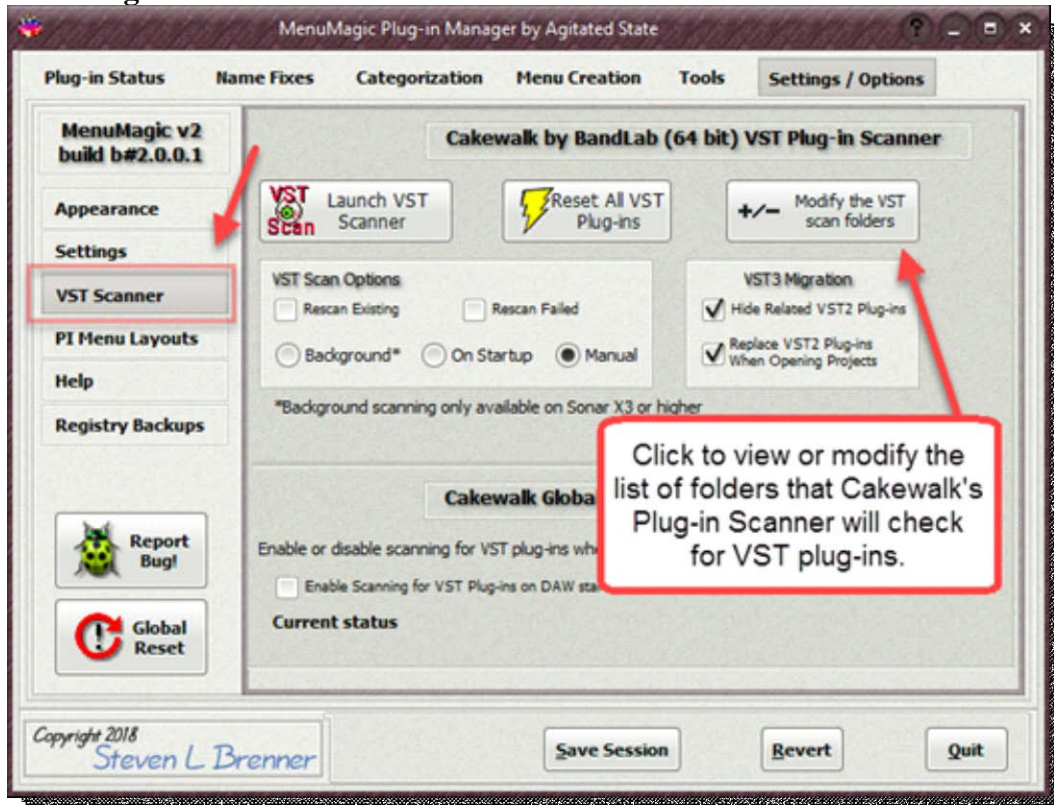
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## VST Plug-in Scanner:

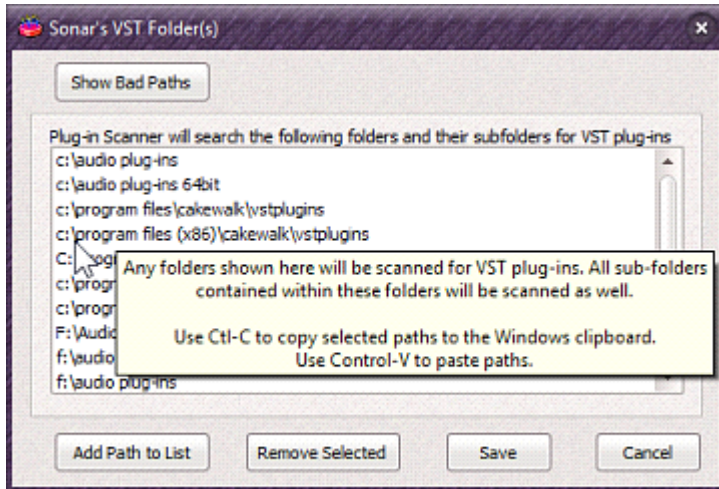


### Launch VST Plug-in Scanner

This does exactly what it says it launches the Cakewalk or Sonar VST plug-in scanner – when it is done scanning you will need to restart MenuMagic before it can detect any changes that the scanner may have made.

You can flash MenuMagic (have it do an instant restart) by holding down the Shift key when clicking on the Quit button. Be sure to save your settings first if you have changed MenuMagic settings, used Name Fixes or Categorization. MenuMagic will warn you before restarting just in case.

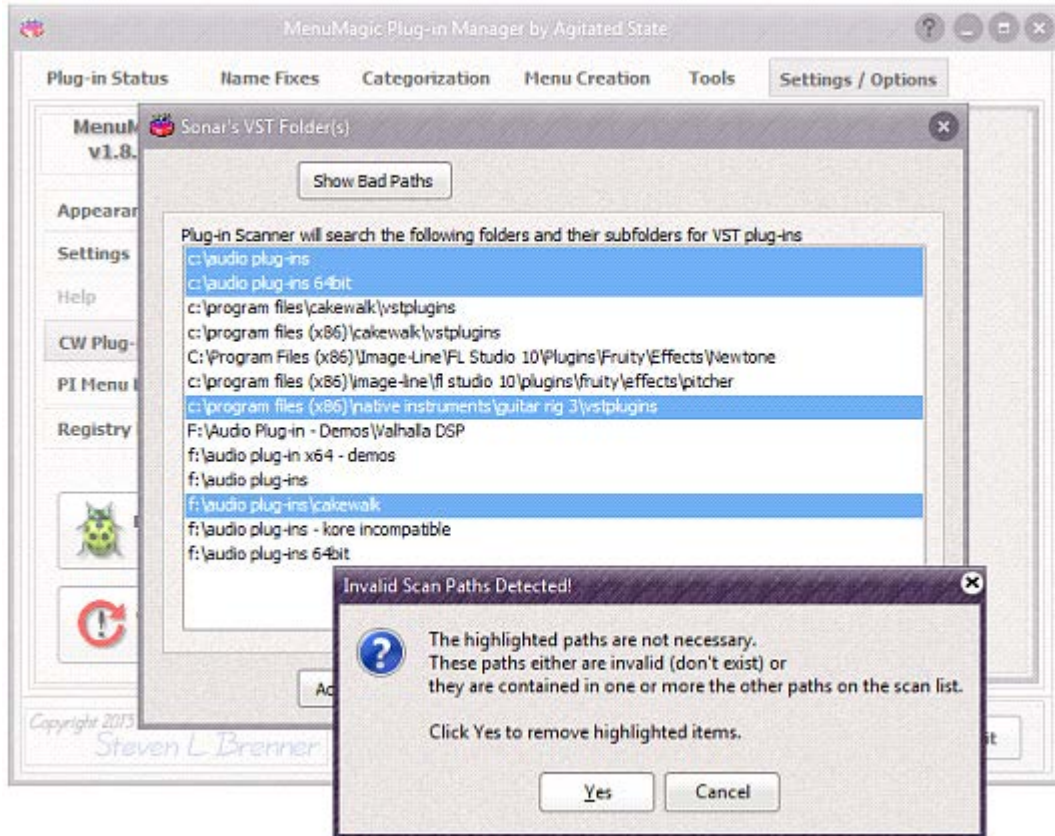




If you click on one of the Add/Remove buttons a window like this one shown here for the Sonar 6.2x type plug-in system layer will appear. As of v1.1.0.3 you can copy and paste scan folder paths from different plug-in layers, as mentioned in the tool tip shown above.

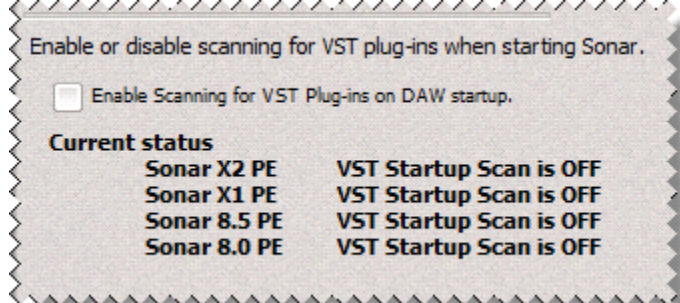
To do this:

1. Click on the Add/Remove button for the plug-in layer whose paths you wish to copy.
2. Highlight the paths you wish to copy and hit Ctrl-C to copy.
3. Exit the scan folder list to get back to the Settings/Options tab.
4. Click on the Add/Remove button for the plug-in layer whose paths you wish to add to.
5. Hit Ctrl-V to paste in and add the paths you copied to the currently opened VST Folder Scan list.



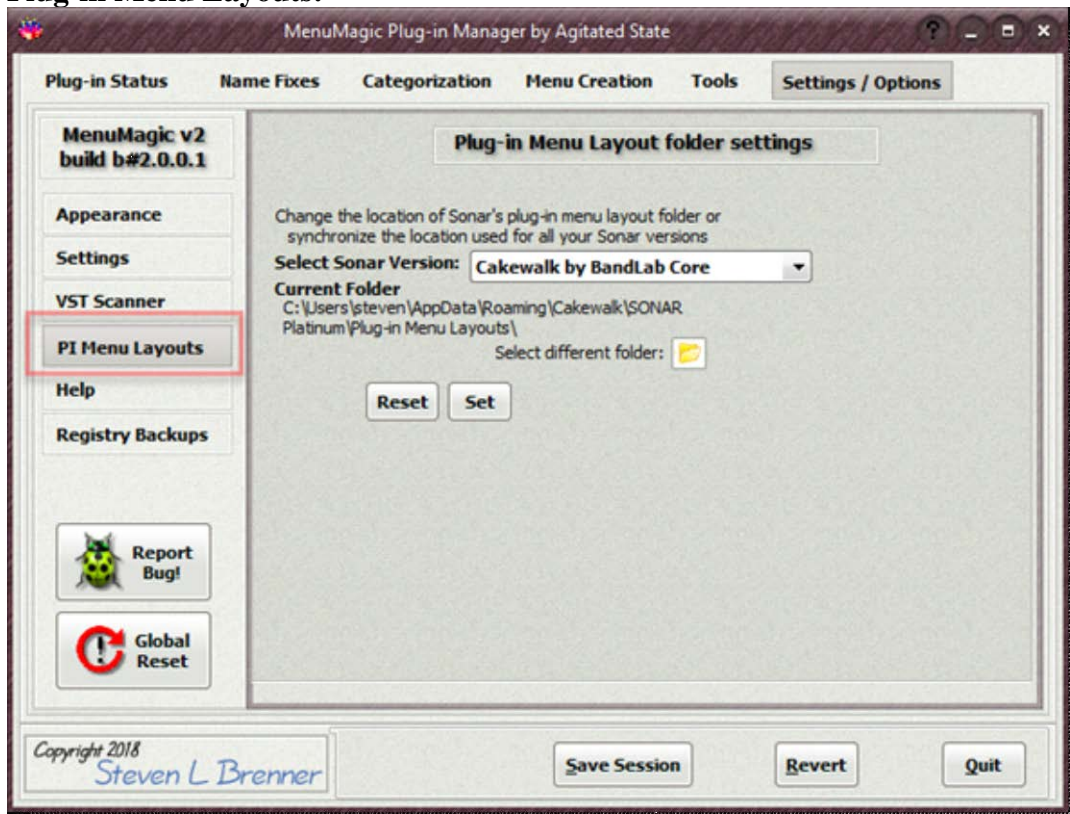
When you save your list of VST Scan Folders MenuMagic will analyze the list for problems. In the example shown above MenuMagic has detected redundant paths and offers to optimize the list when saving.

### Control whether Sonar will scan for VST Plug-ins on startup.



If checkbox has a check – this will enable scanning on startup.  
 If unchecked – startup VST scanning is disabled.  
 Panel shows current startup status of all Sonar versions.

## Plug-in Menu Layouts:

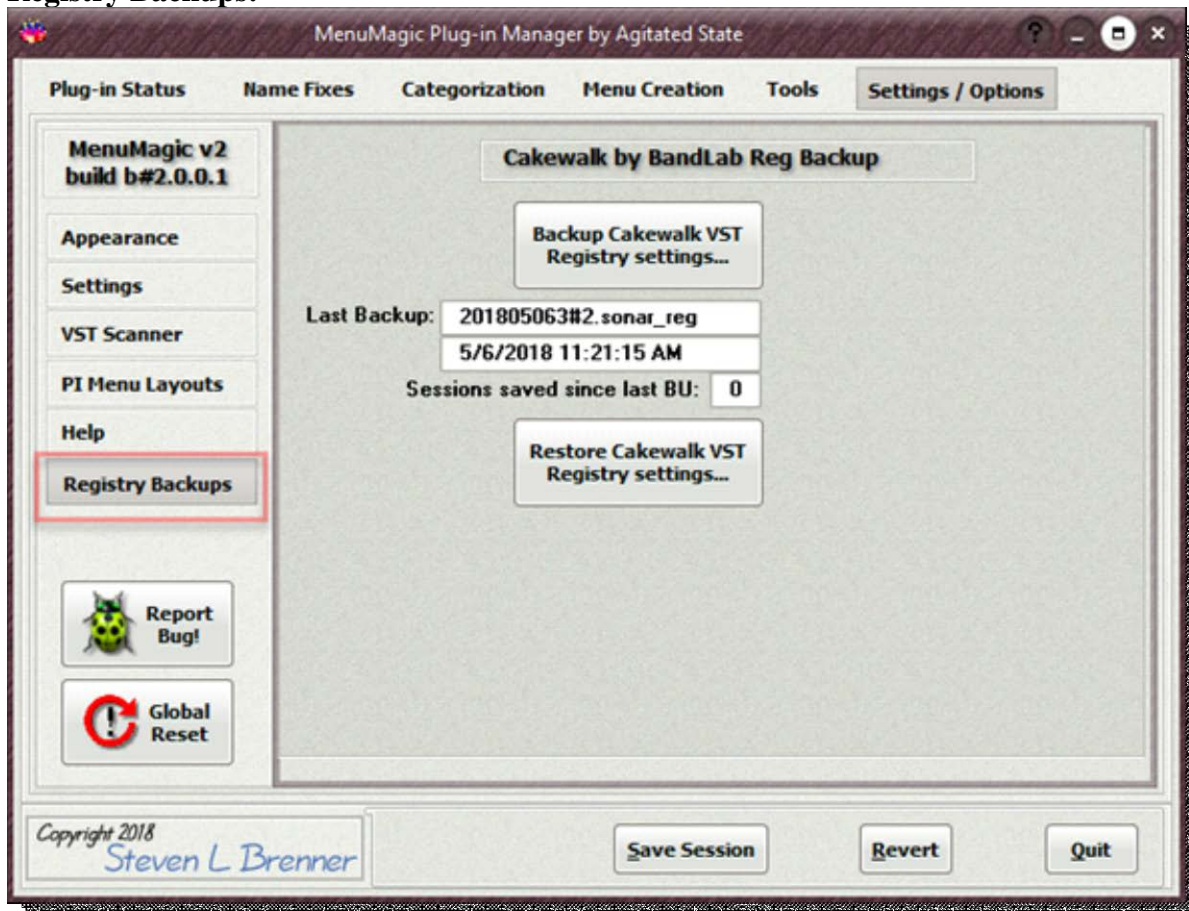


By default different Sonar versions will look for and save plug-in menu layout folders in different locations.

In this area you can set where MenuMagic will save the plug-in menus it creates and, if you desire, set the plug-in menu folder for Sonar as well.

An easy way to sync your plug-in menu folders for Cakewalk, Sonar X1, 8.5, etc. and MenuMagic!

## Registry Backups:



Make backups of your Cakewalk/Sonar registry settings!

## Report Bug & Global Reset



- **Report Bug**  
Found a bug or got a program suggestion? Bug Report button allows you to easily submit your problem or request directly to Agitated State to be reviewed by our programmers.
- **Global Reset**  
Resets MenuMagic back to factory defaults.

