



User Guide

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For more information about this and other products, please visit the iConnectivity Knowledge Base on the [iConnectivity Support Website](#).

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AURACLE X SOFTWARE

<https://www.iconnectivity.com/playaudio1u>

Installation

Windows users, please uninstall all older iConnectivity drivers and download the newest Unified driver here at <https://www.iconnectivity.com/windows-drivers> before proceeding. You must have administrative access to complete installation.

Open a web browser and navigate to <https://www.iconnectivity.com/software/control-software>. Choose the appropriate operating system for your machine (Windows 10 or MacOS) and click the yellow Auracle X link to download, and follow the on-screen prompts to complete.

MAIN MENU

Audio



The Audio menu page for the PlayAUDIO1U in Headphones mode

The audio page is customized to the device you are configuring. These pages will contain some items that are universal and some that are specific to the audio interface you are connected to..

Current interface lineup showing the audio page include; AUDIO2+, AUDIO4+, AUDIO4c, PlayAUDIO12, PlayAUDIO1U, MIDI2+ and MIDI4+.

Audio output and routing can be manipulated in the following ways on the Audio page: Level, Mute, Stereo/Mono, Headphone Mix, Pan, and Solo.

Sample Rate

At the bottom of the Audio page (you may have to scroll down depending on the size and resolution of your screen), choose the recording sample rate of the AUDIO series interface from between 44.1, 48, 88.2*, and 96KHz*.

**Note: changing the sampling rate to 88.2 or 96KHz will render a channel change and some modes may be unavailable. After changing sample rates on the PlayAUDIO12 it will be necessary to select an output mode. While no output mode is selected no audio will output from the PlayAUDIO12*

PlayAUDIO Series Audio Menu Items

Both units of our PlayAUDIO series interfaces feature automatic and manual failover, as well as configuration menus for output mode selection, audio mixing, and more.

Scene Selection



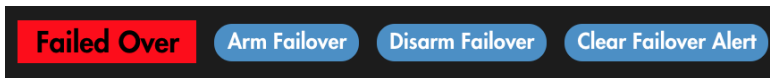
Select the scene you wish to be active. Scene Selection buttons also respond in real time to scene selection changes made on the interface, and vice versa.

Failover Arm/ Disarm selection



To be able to arm automatic failover you must select a failover signal in the Failover Settings menu item on the bottom of the Audio menu page as well as activate that failover signal. You may arm or disarm automatic failover by clicking the appropriate button above.

Tripping the Failover Alarm & Backup Scene Selector



When the Failover alarm is tripped by an interruption in the selected Trigger Mode exceeding your configured audio or MIDI timeout threshold, the Failover Arm / Disarm selection menu will be modified to include a red Failed Over visual alarm, as well as an button to clear the failover alert. Clicking the Clear Failover Alert button will remove the visual alarm but will not toggle the interface to Scene A.

Output Mode Selection



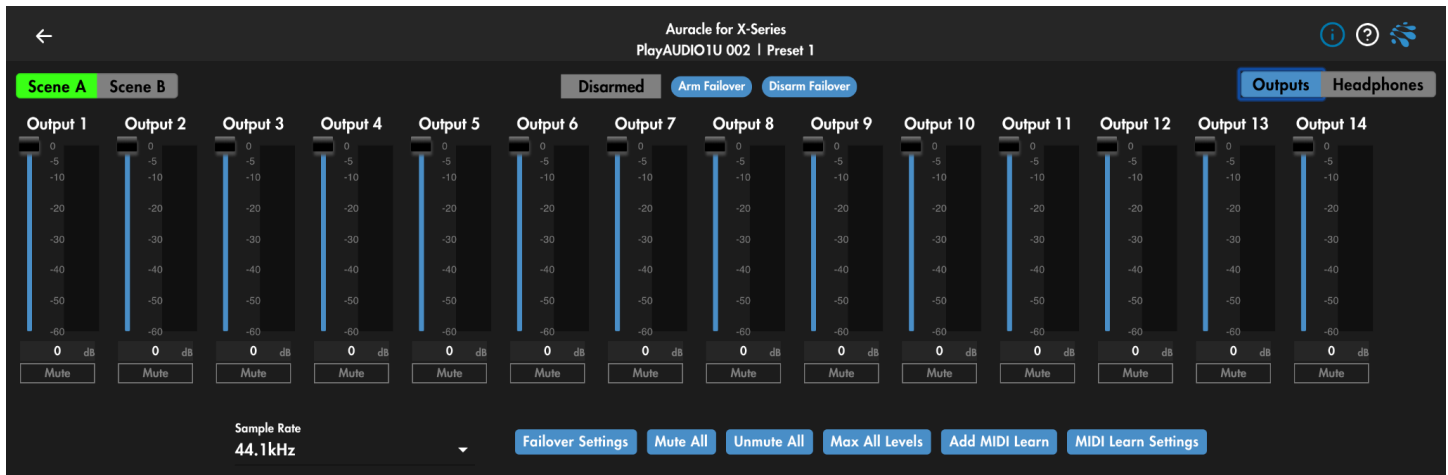
Both the PlayAUDIO12 and PlayAUDIO1U can be configured to use the ¼" TRS headphone jack as a pair of unbalanced audio outputs using a TRS to dual TS cable (not included), or as a mixable headphone output for monitoring the other outputs.

Outputs	Adds headphone outputs left and right as discrete audio outputs 11 and 12 (PlayAUDIO12) or outputs 13 and 14 (PlayAUDIO1U)
Headphones	Calls an additional mixing page allowing you to adjust the levels of each output sending to the headphone output. More info about Headphones mode can be found in the Headphones Mode section of this manual.

Outputs/Headphones Shared Settings

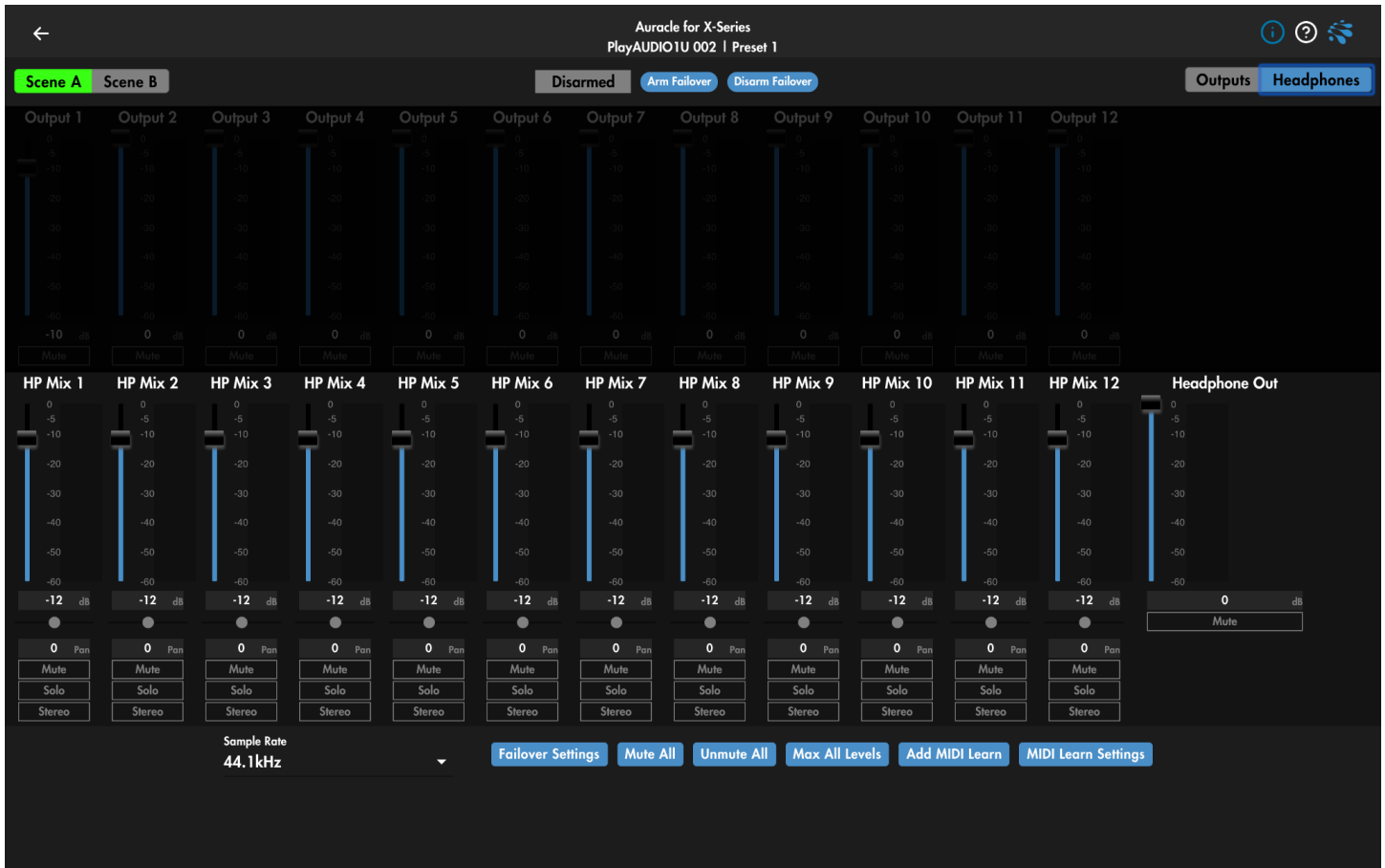
Mute All	Mutes all rear analog outputs but leave the headphones output active
Unmute All	Unmutes any and all muted rear analog outputs
Max All Levels	Changes the level of output on rear analog outputs to maximum level

Outputs Mode



Faders	Drag fader up or down, or click on the vertical fader travel path to adjust output level
dB level indicator	Change the value to adjust output level
Mute	Mutes or unmutes the signal of the selected output channel

Headphones mode



Headphones mode uses the headphone port as an independent, mixable stereo monitor output.

Faders	Changes the audio output level by dragging up or down, or clicking a location in the vertical fader path
dB indicator	Sets and displays audio output level, editable field
Mute	Mutes or unmutes the signal of the selected output channel
Solo	Solos the selected output channel in the headphones mix
Stereo	Sums sequential odd-even pairs to stereo

For more info on the specific audio page data you will see please take a look into our [videos on youtube](#) and our user guide for the [AUDIO4c](#).

Failover Settings

Failover Settings
✕

Failover Mode
Dual Master ▼

Trigger Mode
Use Audio Tone ▼

MIDI Panic on Failover

Clear Alarm on Arm

Auto Arm

Auto Switch to Scene A

Audio Trigger	Audio Channel	Audio Timeout	
Failover Signal ▼	15 ▼	2	ms

MIDI Trigger	MIDI Channel	MIDI Timeout	
MIDI Recognized ▼	1 ▼	100	ms

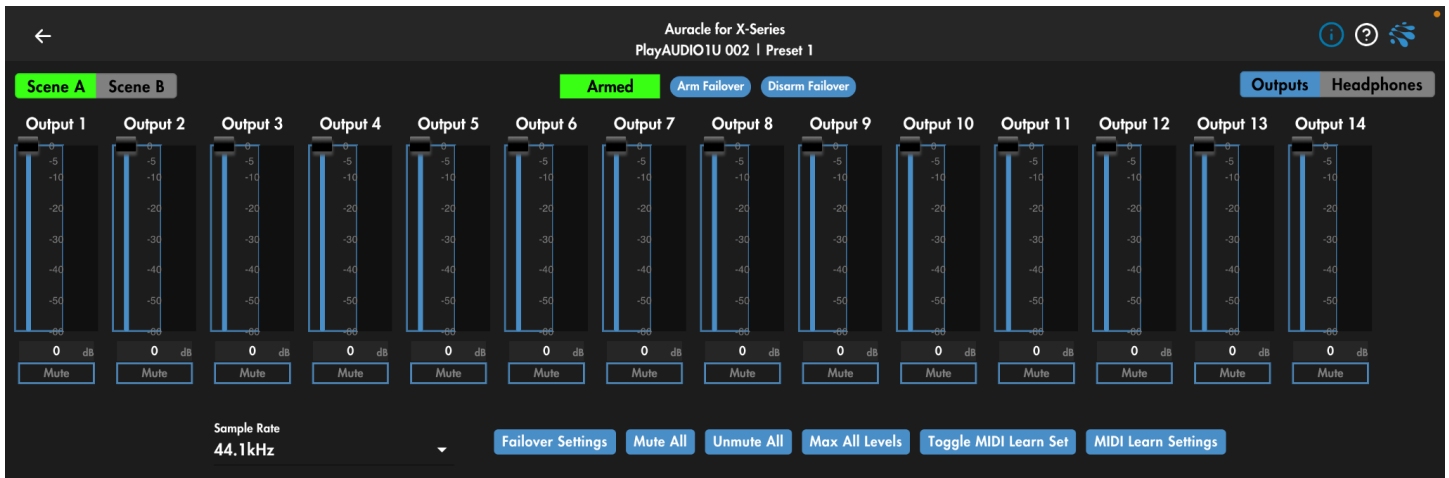
Failover settings are set to a standard default setting seen above but should be configured based on the capabilities and tolerances of your specific rig.

Failover Mode	Choose Dual Master to allow the PlayAUDIO1U to recognize an automatic failover signal on both scenes. Choose Single Master to allow automatic failover from scene A to scene B only
Trigger Mode	<p>Audio Tone: Use a tone generator like our LifeSine VST available for download to stream a constant tone to a virtual audio channel. Interruptions in the tone above the Audio Timeout threshold will trigger an automatic failover.</p> <p>MIDI Stream: Use a constant MIDI stream like sync or clock to stream a failover signal for automatic failover detection. Interruptions in the MIDI stream above the MIDI timeout threshold will trigger an automatic failover.</p> <p>Either: The PlayAUDIO1U will remain on the current armed scene as long as either an Audio Tone or MIDI Stream is present and unbroken above the respective Audio or MIDI Timeout values.</p>

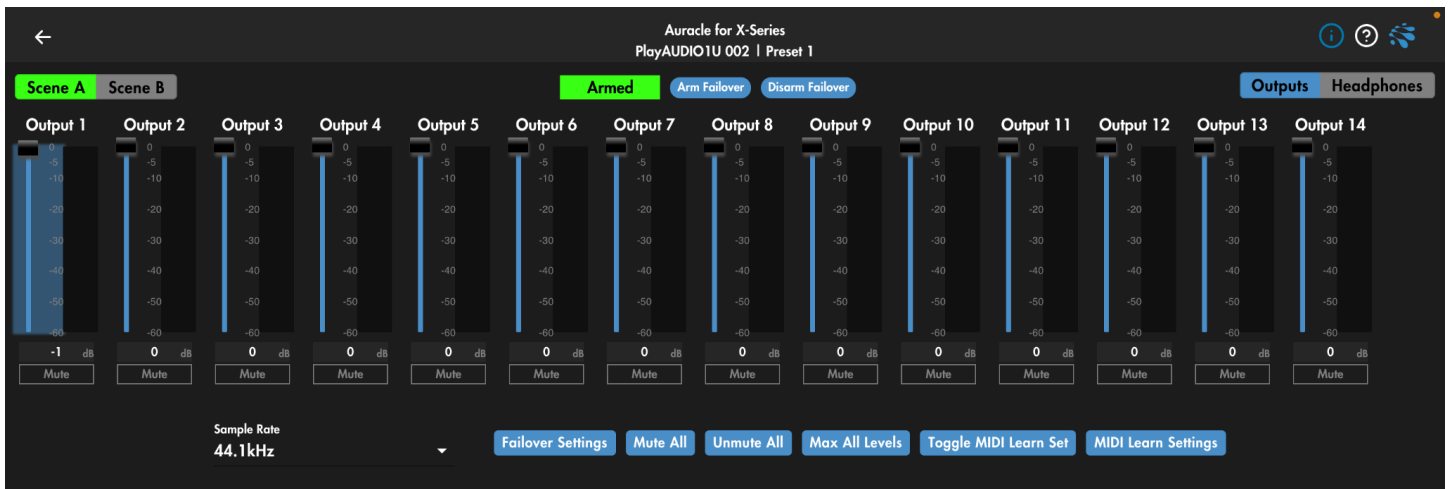
Trigger Mode (cont)	Both: The PlayAUDIO1U will remain on the current armed scene as long as both the Audio Tone and MIDI Stream remain uninterrupted above the respective Audio or MIDI Timeout values.
Audio Trigger	Host Connected: Automatic failover will be triggered when failover is armed and the Host (device connected to the USB DAW port) is unplugged from the interface. Failover Signal: Automatic failover will be triggered when failover is armed and audio signal on the audio channel selected in the Audio Channel menu is interrupted at or longer than the Audio Timeout threshold.
Audio Channel	Select the virtual audio channel for the PlayAUDIO1U to listen for failover tone
Audio Time Out	Set the tone timeout threshold for automatic failover. Spend some time here testing the minimum timeout threshold to find the value that works for your hardware configuration. Some older machines or very large sessions may require longer timeout values to accommodate computing resource limitations.
MIDI Trigger	Host Connected: Automatic failover will be triggered when the Host (device connected to the USB DAW port) is unplugged or otherwise loses connection to the interface. MIDI Recognized: You must first route a constant MIDI signal like clock or sync from a connected device to any virtual MIDI port on the USB DAW port. Automatic failover will be triggered if the current scene is armed and there is an interruption in MIDI traffic at or above the MIDI Timeout threshold. Failover Signal: You must first route a constant MIDI signal like clock or sync from a connected device to the virtual MIDI port enumerated in the MIDI port field. Automatic failover will be triggered if the current scene is armed and there is an interruption in MIDI traffic at or above the MIDI Timeout threshold on the MIDI port selected in the MIDI port field.
MIDI Port	Set the virtual MIDI port for automatic failover monitoring when using the MIDI Trigger mode Failover Signal.
MIDI Timeout	Set the MIDI timeout threshold for automatic failover

MIDI Learn (PlayAUDIO1U)

On the Audio page on the PlayAUDIO1U Auracle X menu, use the Toggle MIDI Learn Set button to turn on the MIDI Learn function in order to map CC messages to available parameters.



1. Plug in a MIDI controller capable of sending CC messages into the USB HOST port of the PlayAUDIO1U.
2. Navigate to the Audio page for the PlayAUDIO1U in Auracle X.
3. Click the Toggle MIDI Learn Set button to outline available parameters to be mapped. MIDI CC mappable fields will become outlined in blue.
4. Click the field of the object you wish to MIDI map. The object will slowly glow in blue.
5. Engage the knob or fader on your MIDI controller that you wish to map to the object field from the step above until the field of that object is steadily highlighted in blue.



6. Repeat for more MIDI mapping, or click Toggle MIDI Learn Set again to turn off the MIDI learn function and return to normal operation.

MIDI Routing

General Info

Different iConnectivity interfaces have differing numbers of MIDI port types and amounts, but they can all be configured using our Auracle X software MIDI Routing page. The number and types of MIDI port sources and destinations will depend on the interface type you are using, but every MIDI port includes its own 16 MIDI channels (1-16). These can be used to send and receive SysEx/MIDI data to and from any other port.

MIDI Ports & Channels

MIDI information in the iConnectivity ecosystem is organized according to three layers of separation: physical ports, virtual ports, and channels.

Physical MIDI ports

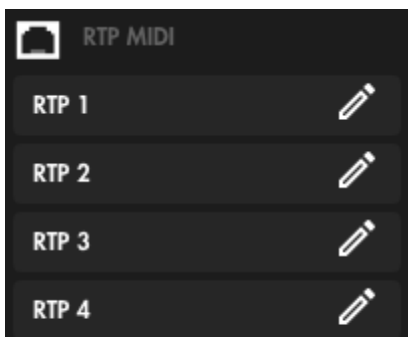
The four types of **physical** ports our devices may include are listed below:

DIN MIDI Port	The classic 5-pin MIDI DIN port
USB Host Port	USB A port used for connecting USB MIDI controllers
USB DAW Port	USB B or USB C port used for connecting USB devices eg PCs and tablets
RTP MIDI Port	RJ45 port for connecting CAT5e ethernet cables

Virtual MIDI Ports

Virtual MIDI ports are logical separations of a physical MIDI port and occur in the USB Host, USB DAW, and RTP MIDI physical ports. DIN MIDI is not a digital protocol and does not support virtual ports therefore every port label under the DIN MIDI header in the Auracle X software also refers to a physical port.

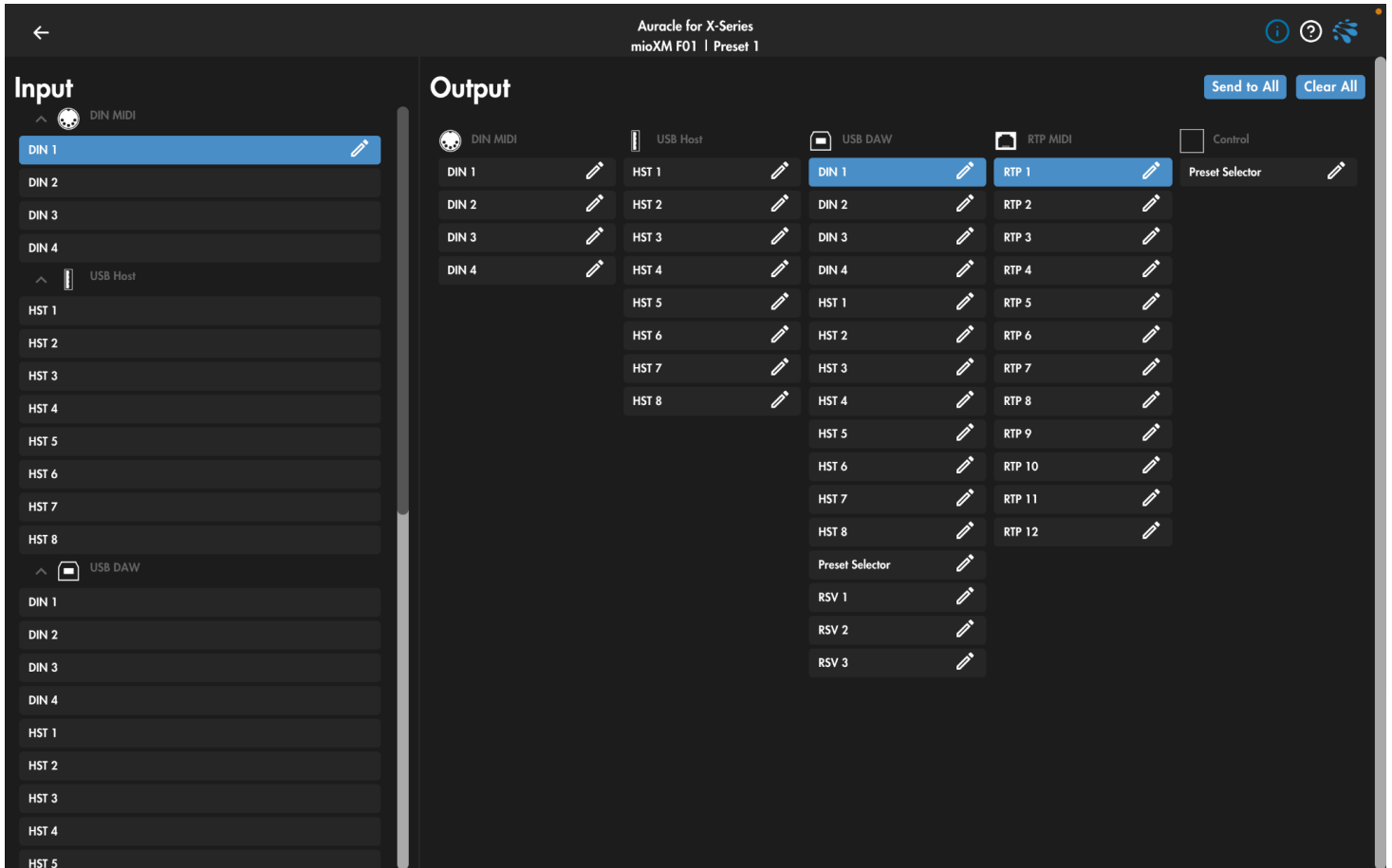
The USB Host, USB DAW, and RTP MIDI ports are single physical ports that encapsulate multiple virtual MIDI ports. The example below depicts the physical RTP MIDI port routing menu. The physical RTP port is indicated by the gray RTP MIDI header and white RJ45 icon. Under the RTP MIDI virtual RTP MIDI ports are indicated in white with a virtual port name and clickable pencil icon for customizing respective virtual port names.



Each virtual RTP port can be connected via an RTP network session to other RTP capable iConnectivity interfaces, computers, or tablets & smartphones. Special adapters may be necessary to make this connection to some PCs, tablets, and smartphones.

The physical USB Host and USB DAW ports also include multiple virtual ports per their respective physical ports.

The image below shows the mioXM MIDI routing page with sixteen virtual ports encapsulated within the physical USB DAW port, as well as eight virtual host ports on the physical USB Host port. To gain access to additional USB Host ports on our audio and MIDI interfaces you will need a powered USB hub, purchased separately.



MIDI Channels

MIDI information is further separated by MIDI channels. Separating MIDI information by MIDI channels is useful for keeping MIDI intended for separate destinations separate from each other when using the same virtual MIDI port. MIDI channel separation can either be handled by assigning MIDI channels per device through that devices' MIDI menu, or by using the MIDI Remap function detailed later in this manual.

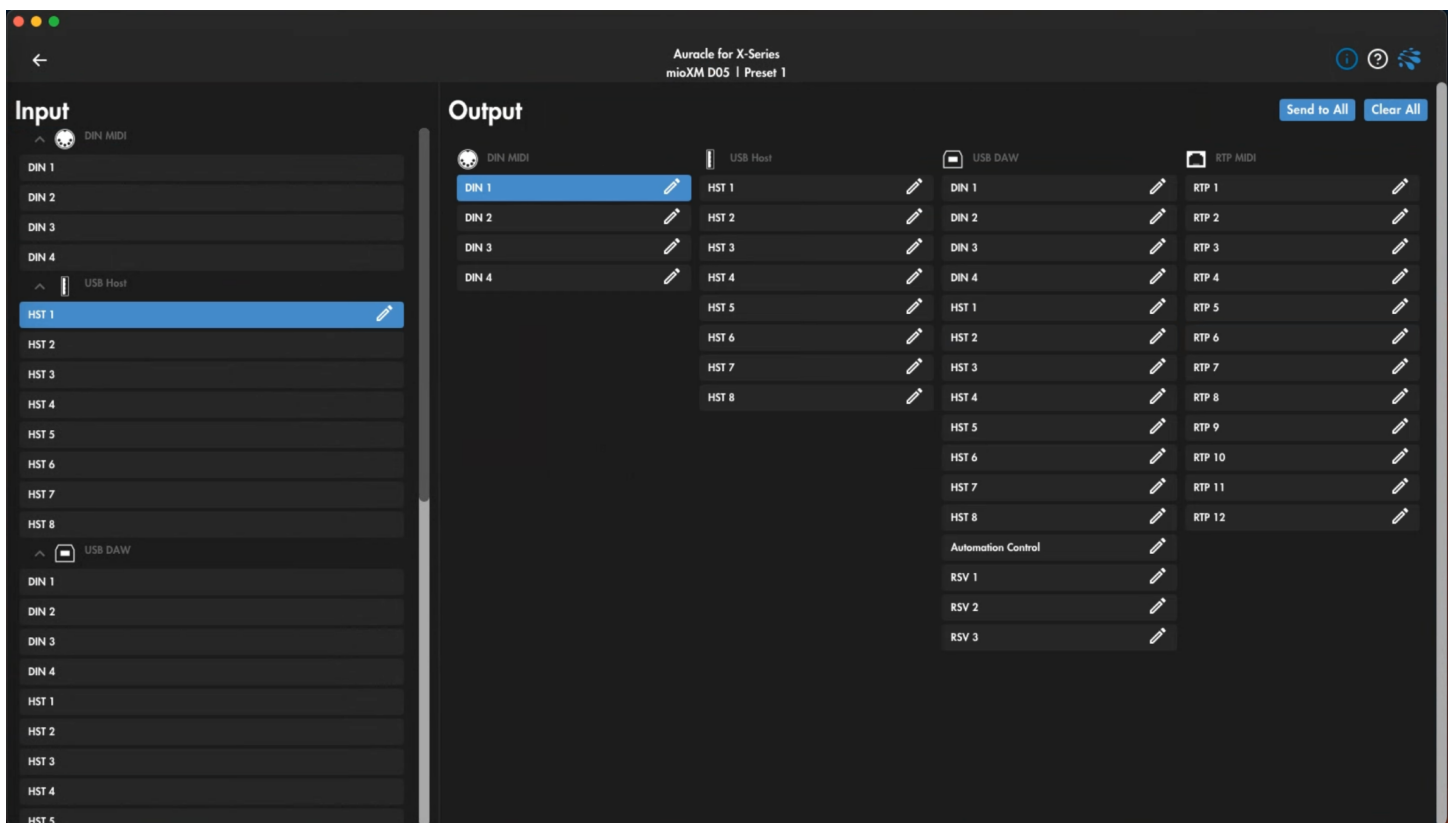
How To Route MIDI

Navigate to the MIDI Routing page. On the left side of the page in the Input column select the physical (DIN MIDI) or virtual port you wish to route. The Input port becomes highlighted in blue and the Output field to the right populates with all available routing destinations for the selected source port.

Select the Output port you wish to route your selected MIDI input to.

That's it.

Depending on the interface, most MIDI Inputs will be routed to one MIDI Output when first connected or Factory reset, representing what we think is a great starting point. Please keep in mind that you will likely need to continue routing MIDI in your DAW to complete the MIDI path between devices.

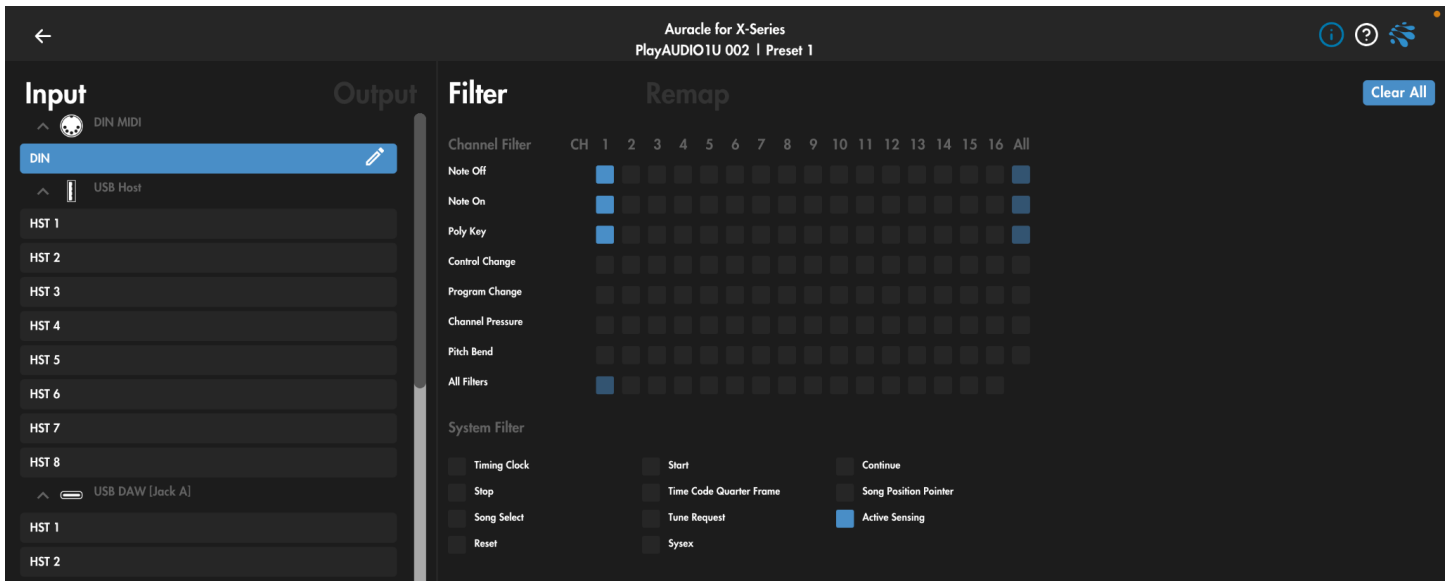


miOXM Routing from USB Host: HST 1 to DIN MIDI: DIN 1

You may also find it helpful to rename MIDI Input and/or Output ports to something more meaningful for your personal use case.

To rename MIDI ports click the pencil icon and enter your personalized port name into the name field and click save when done.

Filter & Remap



Each MIDI port can be remapped or filtered based on channel or data types (ie Note, Control Change, Pitch Bend, etc). Like the MIDI Routing page, you must first select an Input port for the Filter and Remap options to populate in the field the the left. Note that Output is also selectable to the right of input to filter or remap MIDI data at the Output port.

Feast your eyes on [this video](#) for help with the Filter & Remap section of iConnectivity devices.

Input/Output

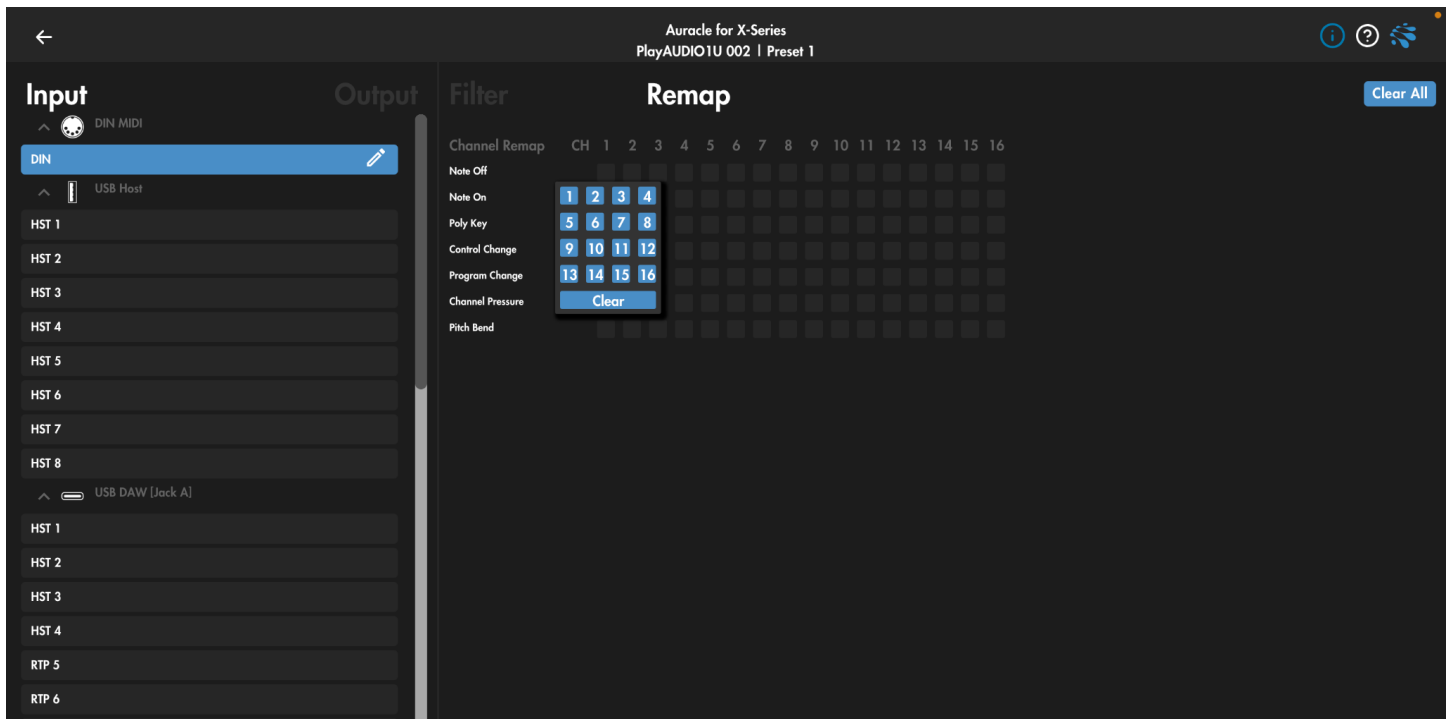
Selects whether to modify the input to the interface or the output from the interface. The terms referenced are from the interface's point of view.

Filter

Disable MIDI data type per port and channel channel by selecting the appropriate port on the left column, and by clicking the clickable square at the intersection of the desired MIDI channel (column) and data type (row).

To filter all channels of a MIDI data type (for example, all Note On/Off messages) you may select the clickable square in the column marked All to the far right of the grid of clickable squares.

Remap



Remapping allows you to change the channel path of MIDI information per port and channel by remapping incoming and outgoing MIDI messages to another MIDI channel of your choosing.

To remap MIDI information appearing at an iConnectivity interface MIDI input:

1. Select the Input menu item
2. Select the Input MIDI port to remap
3. In the Remap field, click the data type that needs to be remapped. A menu will appear allowing you to choose a MIDI channel to remap the selected MIDI data type to. You can repeat for as many MIDI data types and channels as you need to.

To remap MIDI information appearing at an iConnectivity interface MIDI output:

4. Select the Output menu item
5. Select the Output MIDI port to remap
6. In the Remap field, click the data type that needs to be remapped. A menu will appear allowing you to choose a MIDI channel to remap the selected MIDI data type to. You can repeat for as many MIDI data types and channels as you need to.

Clear All

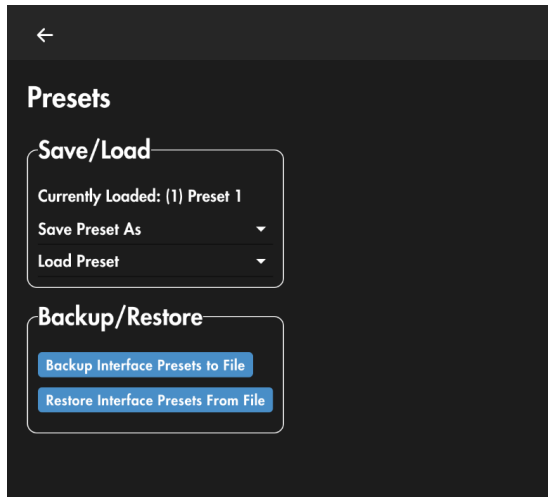
Clear the current configuration.

Back button

Select to return to the main menu.

Presets

Interfaces with multiple presets

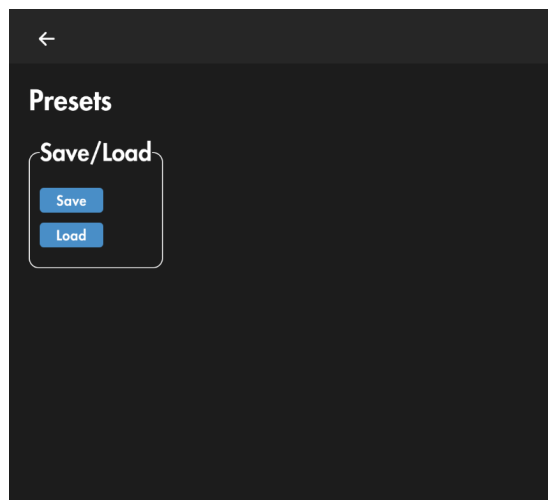


If your interface supports multiple preset save and load, you will be presented with the option to save your current settings in one of many preset slots, or to save a single setting across all presets.

Saving to a preset is as simple as clicking the Save Preset As dropdown menu and selecting the preset slot(s). You will be presented with the option to give your preset a custom name before clicking Save to commit settings to memory or Cancel to abort saving.

To Load a preset, click the Load Preset dropdown button and select the preset you wish to load.

Interfaces with single presets



If your interface supports only a single preset, the Presets page of Auracle X will present you with only two options: save the current settings to memory or load the last save settings to memory.

This page may appear different depending on the interface you are looking at. In the article below you will see the different types of memory/preset options for all our devices. Please refer to the article to understand more about how your hardware saves/loads memory.

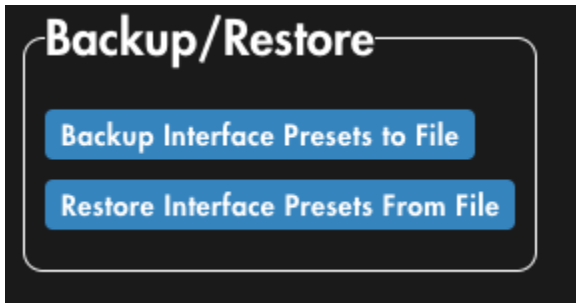
[How to Save | Hardware & Software](#)

Note on saving on the PlayAUDIO12: The only way to save a preset on the PlayAUDIO12 is to tap the rotary encoder on the front panel of the unit. All cap touch buttons will flash amber to indicate that settings at the preset level have been saved

Backup / Restore

Our Backup and Restore feature allows you to backup single or all presets to file for archiving.

Backup



1. With your interface plugged in to your computer navigate to the Presets page of the device whose presets you wish to save.
2. Click the Backup Interface Presets to File button.
3. Choose the file path and name in your system's file manager and click save.

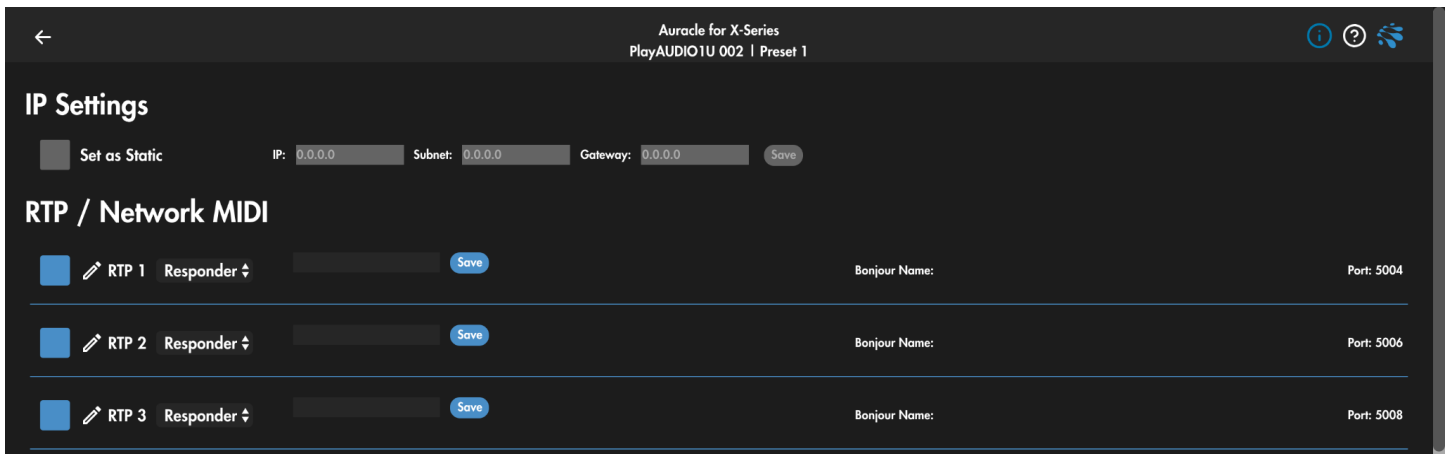
Restore

1. With your interface plugged in to your computer navigate to the Presets page of the device whose presets you wish to restore.
2. Click the Restore Interface Presets From File button.
3. Choose the preset file from your system's file manager and click Open.

Note: restoring a preset restores the saved preset from file to the preset slot it was saved from. It is necessary to then load the preset using the Load Preset option.

RTP / Network MIDI

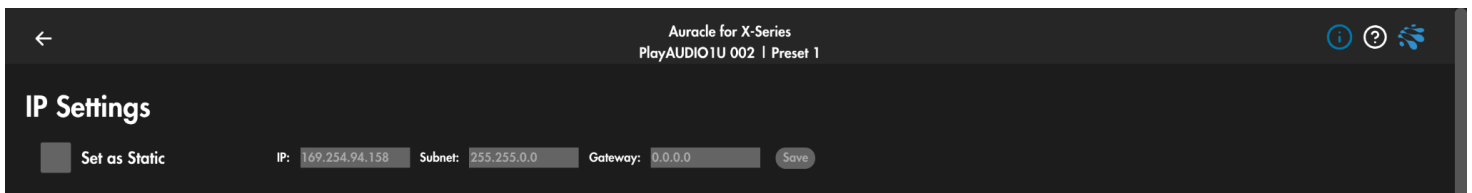
RTP / Network MIDI is a great and useful solution for applications where MIDI information needs to travel long distances between a network including RTP enabled iConnectivity MIDI interfaces and/or computers.



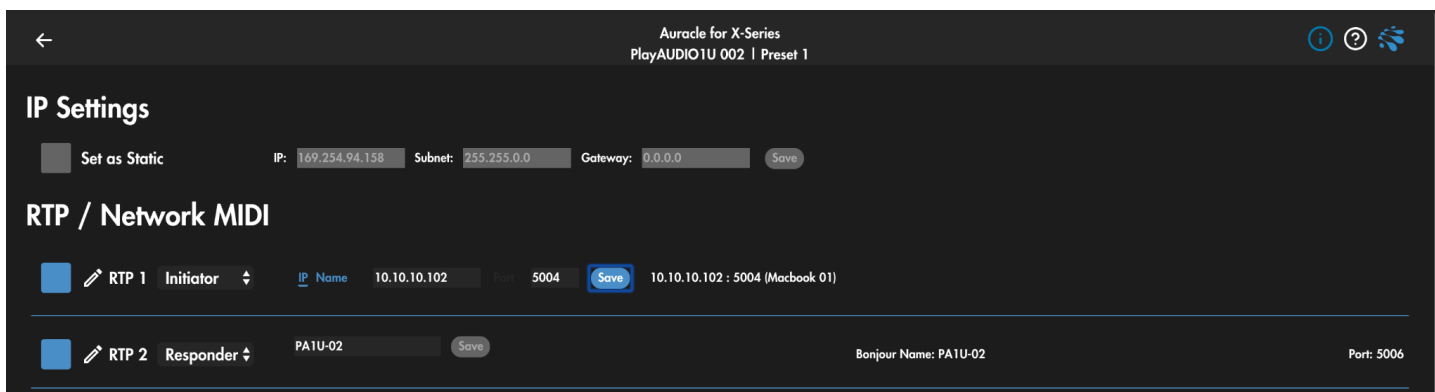
While it is helpful to have some knowledge of computer networking, it is not absolutely necessary for building and maintaining RTP MIDI networks.

For great advice on how to setup an RTP network please check out this [instructional video](#)

RTP / Network MIDI Menu



IP Settings	
Set as Static	Click to manually assign an IP address to your interface.
IP	Enter a custom IP address if Set as Static is selected, or displays the interface's IP address if Set as Static is not selected.
Subnet	Enter a custom subnet if Set as Static is selected, or displays the interface's subnet if Set as Static is not selected.
Gateway	Enter a custom gateway address if Set as Static is selected, or displays the interface's gateway if Set as Static is not selected.
Save	Click to save the current IP settings. The ethernet cable connected to the interface you are configuring needs to be removed and reinserted to apply edited values in the Set as Static, IP, Subnet, and Gateway.



RTP / Network MIDI	
Session active button	Click blue to make the session available for configuring and click gray to disable.
Pencil icon	Click to edit the name of the virtual MIDI port.
RTP virtual port label	Displays the name of the virtual RTP session.

Initiator / Responder	
Initiator	Select Initiator to allow the virtual RTP port to initiate an RTP session. RTP sessions must always have initiator and one responder.
IP	Enter the address of the Responding RTP session when connecting using IP address.
Port	Enter the port of the Responding RTP session when connecting using IP address.
Name field	Enter the bonjour name of the Responding RTP session when connecting using Name .
Responder	Select Responder to open the virtual RTP port to session Initiator requests.
Bonjour Name	Enter the Bonjour name of the RTP session in this field.

USB Host Reservation

USB Host Reservation is a useful tool to ensure that your USB MIDI controllers always populate the same virtual USB Host Port when they're plugged into your interface, especially if you use multiple USB MIDI controllers.



USB Host Reservation Menu

Pencil Icon	Click to edit the virtual host port name.
Port Name	The name of the virtual MIDI port.
Connection Status	Displays “Not Connected” unless connected to a USB Host device.
Port Reservation	Displays the currently reserved USB Host device, or “non” if no reservation has been made.

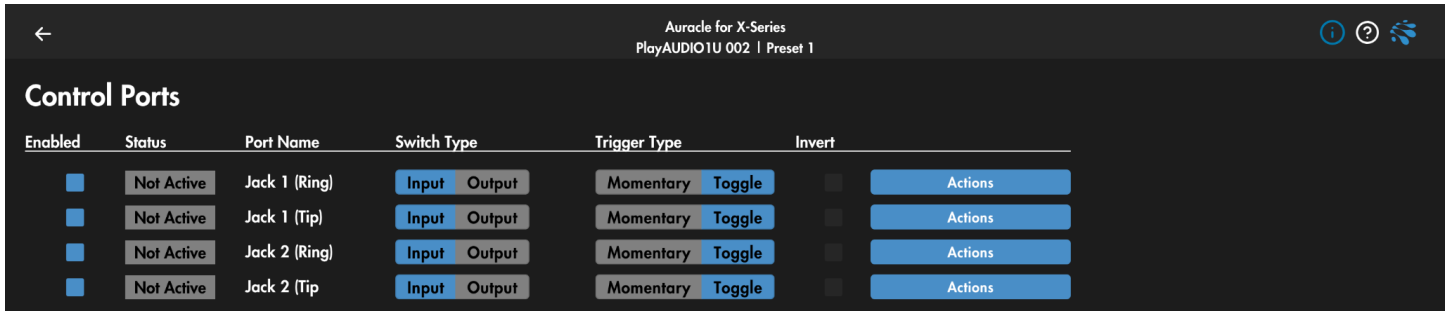
Making USB Host Reservations:

1. With your class compliant USB Host device plugged in, open the Auracle X software and navigate to the USB Host Reservation page.
2. Choose the USB Host port you wish to reserve and find the plugged in device's device ID in the dropdown menu on the same USB Host port.
3. Navigate to the Presets page and save your settings before unplugging or power cycling

Notes on USB MIDI controllers and iConnectivity Interfaces

- iConnectivity interfaces allow USB MIDI controllers to be connected via dedicated USB Host ports. The USB-A MIDI host port(s) have 2 main guidelines:
 1. USB Host devices must be USB class compliant - No drivers
 2. USB Host ports will only pass SysEx/MIDI data.
- Each iConnectivity interface that has a USB Host port(s) has limits regarding power consumption by connected USB MIDI devices as well as number of available virtual MIDI ports to populate.
- Please consult the documentation for your specific interface regarding power availability for individual as well as cumulative power available to USB Host ports
- If your device requires more power than is available according to the power specifications of your interface, you will need to power your USB MIDI device with an external power supply.
- When using multiple MIDI devices this way, use the USB Host Reservation menu to assign static host ports for your MIDI devices so they retain their host port assignment between power cycles and/or unplugging and replugging USB Host devices.
- You can connect a powered USB hub to any of our host ports to add more controllers but there will still be a limit for each interface that doesn't change.
- A maximum of eight controllers are supported for the following interfaces: PlauAUDIO1U, PlayAUDIO12, AUDIO4+, AUDIO4c, MIDI4+, mio4, mioXM
- A maximum of 10 controllers are supported for the following interfaces: mio10, mioXL.

Control Ports



The PlayAUDIO1U and PlayAUDIO12 are equipped with ¼” control ports.

On the PlayAUDIO12, the control ports are marked In and Out and can be connected with a ¼” TRS cable to daisy-chain multiple PlayAUDIO12 units together in an aggregate device to ensure simultaneous failover switching among multiple devices. There is no menu page for the control ports on the PlayAUDIO12. To activate synchronous failover between two PlayAUDIO12s, connect the primary PlayAUDIO12 Out port to the secondary PlayAUDIO12 In port using a ¼” TRS cable.

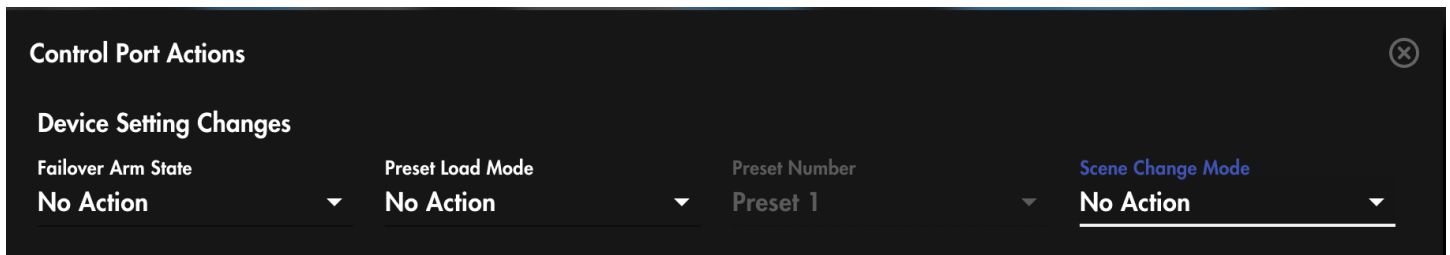
The Control In port on the PlayAUDIO12 can also be used with a footswitch such as the Boss FS-6 to toggle between scenes A and B. Use a ¼” TRS cable to connect the In control port of the PlayAUDIO12 to the “A & B” port of the Boss FS-6 to manually switch active scenes.

The control ports on the PlayAUDIO1U can be configured to send MIDI cc or program change messages, as well as perform failover functions as listed below.

PlayAUDIO 1U Control Ports Menu Items

Enabled	Enables the assigned control port.
Status	Lights up green when a connected and compatible control switch is actuated regardless of enabled status.
Port Name	Identifies the control switch by jack and number and type (Tip or Ring).
Switch Type	Select input or output; input receives the switch actuation, output sends a selected control action.
Trigger Type	Chooses between Momentary and Toggle switching.
Invert	Check to invert the polarity of the control switch.
Actions	See <i>Control Ports Actions Page</i> below.

Control Ports Action Page



Device Settings Changes

Failover Arm State dropdown menu:

No Action	No action is taken on Failover Arm State.
Arm	Arms automatic failover detection if automatic failover detection is disarmed and a MIDI or Audio signal detection condition is met.
Disarm	Disarms automatic failover detection if automatic failover detection is armed and a MIDI or Audio signal detection condition is met.
Toggle	Toggles the automatic failover detection between armed and disarmed if a MIDI or Audio signal condition is met.

Preset Load Mode

No Action	Activating the control switch takes no action on presets.
Select	The preset selected in the Preset Number dropdown menu is called.

Preset Number

Chooses between Preset 1-Preset 16 to select the preset to recall when Preset Load Mode is on Select and the control is activated

Scene Change Mode

No Action	Activating the control switch takes no action on scene selection.
Toggle	Activating the control toggles between Scene A and Scene B. Depending on the polarity of your switch, toggle action will be initiated either when the control is activated or when it is released.

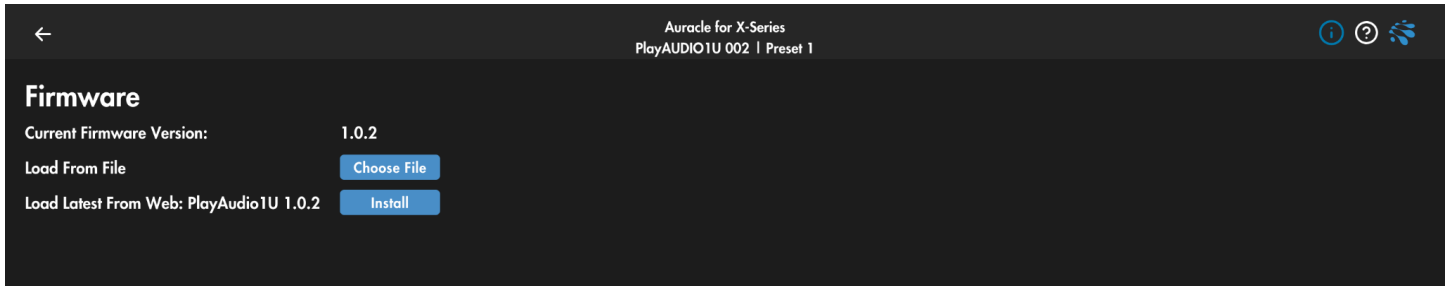
MIDI Message Actions

Midi Message Actions			
Send to	Channel	Message	CC or PC Number
[Jack A] HST 1	1	Program Change	0
No Action	1	Control Change	0
No Action	1	Control Change	0
No Action	1	Control Change	0

In addition to failover arm, preset, and scene change messages, the PlayAUDIO1U control ports can be configured to send a MIDI control change or program change number when activated.

Send to	Selects the port to send a MIDI message on control activation .
Channel	Selects a MIDI message action channel: 1-16.
Message	Selects Control Change or Program change as the type of message sent.
CC or PC Number	Select control change or program change number 0-127.

Firmware



Use the Firmware menu to inspect, update, or rollback your interface's firmware version.

Updating Firmware

1. Connect a computer with the Auracle X software to a USB DAW port on your iConnectivity interface. If you are plugged into the wrong port for firmware updates a popup will appear informing you of the correct USB DAW port to use.
2. Connect to the internet to download the latest firmware update from our website
OR
3. Click Choose File to select a firmware file from your computer's file system.

Otherwise, use a web browser to navigate to <https://iconnectivity.com/firmware> and select the interface you have to download the latest firmware to your computer. Be sure to note the location of your download (usually your Downloads folder) and return to the Auracle X Firmware menu page, select ChooseFile, navigate to the downloaded firmware file and follow the prompts to install the firmware.

APPENDIX A: MORE RESOURCES

The **iConnectivity website** and **iConnectivity Knowledge Base** contain a wealth of helpful written articles and tutorials, as well as instructional videos. For your convenience, selected hyperlinks into these systems are listed below:

The **iConnectivity Knowledge Base** main page is located at: [iConnectivity Support Website](#).

Download our latest Unified Windows Driver from the website [Windows Drivers](#) page.

Download **Auracle X** software from the website [Auracle X](#) page.

Download the latest firmware from the website [Firmware](#) page.

MIDI protocols are explained on our Knowledge Base [Intro to MIDI Connections](#) page.