

# ARC X

USER MANUAL

VERSION 1.0.0



IK MULTIMEDIA

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# 1 - Overview

Welcome to ARC X, IK Multimedia's next-generation room correction and monitor management software. Building on the foundation of ARC 4 and X-MONITOR, it serves as a centralized solution for room calibration, system tuning, and speaker control, supporting both IK Multimedia monitors and third-party systems via ARC Studio hardware.



ARC X introduces a refined calibration process powered by IK's latest-generation ARC algorithm and VRM™ (Volumetric Response Modeling) technology. The system is designed to deliver consistent, reliable correction results across various environments and speaker configurations.

## Key Features:

- Automated Measurement Workflow: Step-by-step guided analysis using a measurement microphone.
- Flexible Measurement Options: ARC X supports multiple measurement modes, including 1-, 3-, 7-, and 21-point scans, allowing users to choose the appropriate level of detail for their studio setup.
- Fast Mode: An optional mode reduces the number of sweep signals, significantly speeding up the measurement process. While ideal for quick setups, it offers reduced robustness in noisy environments.
- VRM™ Technology: Captures a 3D acoustic profile of the room to ensure spatially aware correction.
- Improved Correction Algorithm: Delivers enhanced consistency and natural sound with frequency and phase domain optimization.
- Phase Behavior Control: Select between Natural Phase and Linear Phase modes depending on your project or preference.
- Adjustable Correction Range: Limit low and high end correction to preserve the natural voicing of monitors.
- Hardware Compatibility: Native support for iLoud Precision MKI & MKII, iLoud Micro Monitor Pro, and iLoud MTM MKII. Third-party monitor support via ARC Studio hardware.

## 1.1 - Installation

ARC X (standalone only) is included with all supported hardware devices and provides device management and firmware updates.

To download and access ARC X software, please follow the steps below:

1. Download the free IK Product Manager: <https://www.ikmultimedia.com/products/productmanager>
2. Log in with your IK Multimedia credentials or create a new account.
3. Launch the IK Product Manager and select Register Product.
4. Enter the serial number included with the hardware unit. If your hardware unit is already registered, this step is not needed.
5. Download and install the ARC X software from the Hardware tab in the IK Product Manager.

ARC X can also be purchased separately and used as a plug-in in your DAW. In this case, follow these steps to register and download the application:

1. Download the free IK Product Manager: <https://www.ikmultimedia.com/products/productmanager>
2. Log in with your IK Multimedia credentials or create a new account.
3. Launch the IK Product Manager and select Register Product.
4. Enter the serial number included in the ARC X purchase.
5. Download and install the ARC X software from the Software tab in the IK Product Manager.

When the ARC X software is downloaded as a related download to a hardware unit and not purchased in the store, the plug-in is installed on the system; however, it will not be activated, and therefore, a noise will be added to its output.

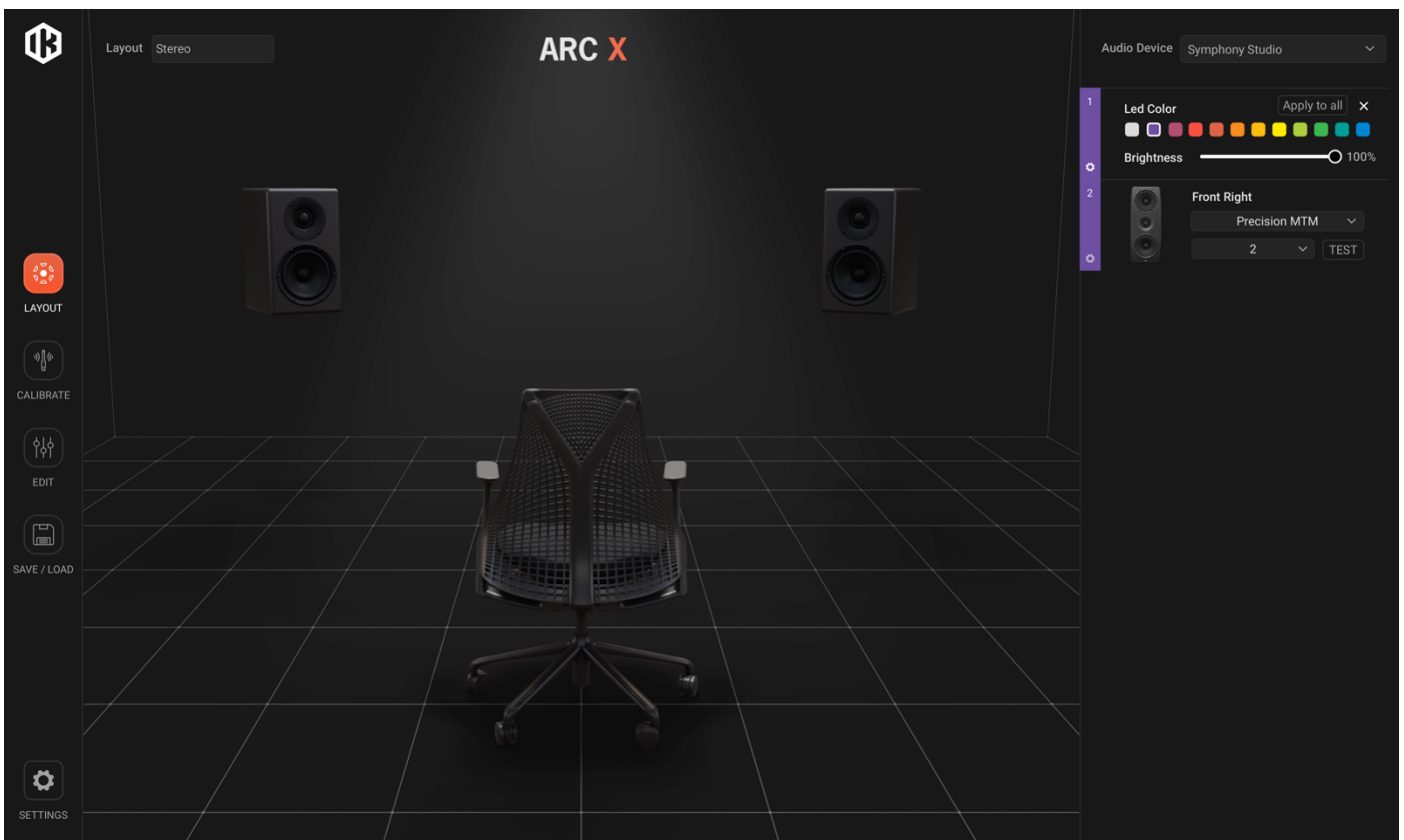
## 2 - ARC X - Standalone App

The various sections of ARC X can be accessed using the menu bar on the left side of the interface.

1. **LAYOUT** - Layout, routing and device selection are configured in this section.
2. **CALIBRATE** - Guides the user through the calibration process.
3. **EDIT** - Enables the user to control the listening trimming and the speaker configurations.
4. **SAVE / LOAD** - Allows management of ARC X sessions.
5. **SETTINGS** - Contains all the global configurations, firmware management and recovery.

### 2.1 - Layout

This section serves as the landing page when the software is run for the first time. This section consists of a single layout map that occupies the center of the interface and a device list bar on the right.



**Audio Device:** Select the audio interface connected to your speakers. This list displays all available audio unit devices that have at least two outputs and one input, which is the minimum number of channels required for this software to function.

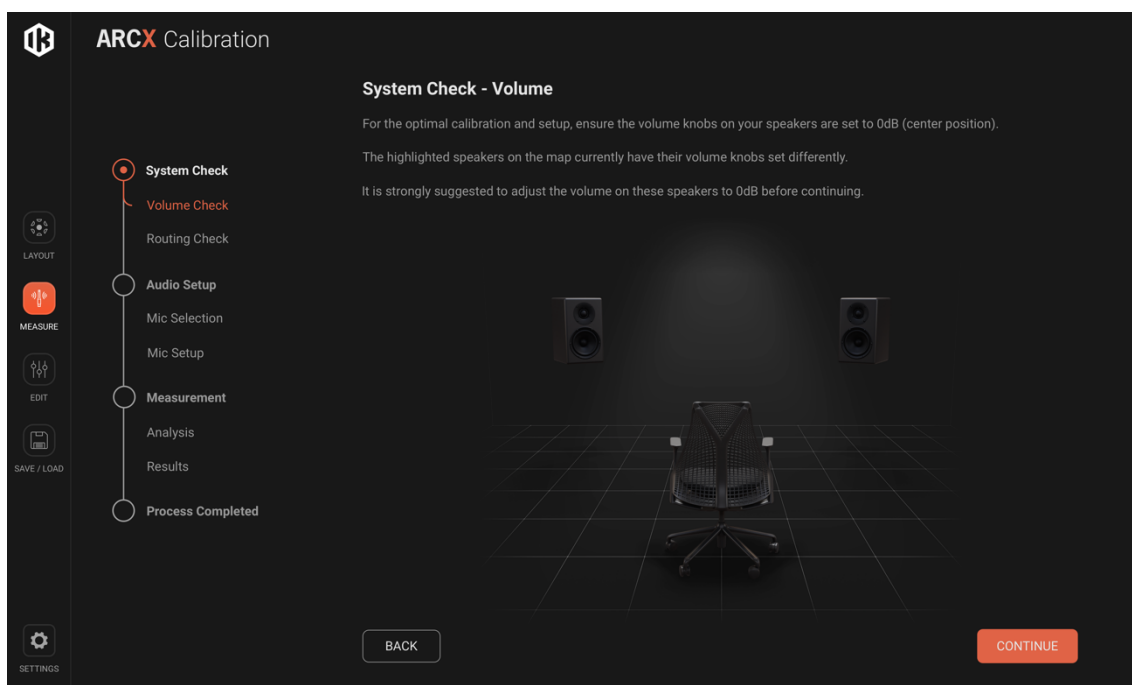
Each device in the list has the following controls:

- **Device:** Selects the IK device for the selected row. The list shows all the compatible IK devices detected on the USB bus. When a device is selected, its front LED blinks to confirm the connection.
- **LED Settings:** Clicking the gear in the bottom left of each row allows the user to configure the front LED color and brightness for each speaker.
- **Test:** When pressed, the front LED of the selected device will blink, and a test tone is sent on its assigned output channel. This button is grayed out unless both the device and output fields are assigned.

## 2.2 - Calibration

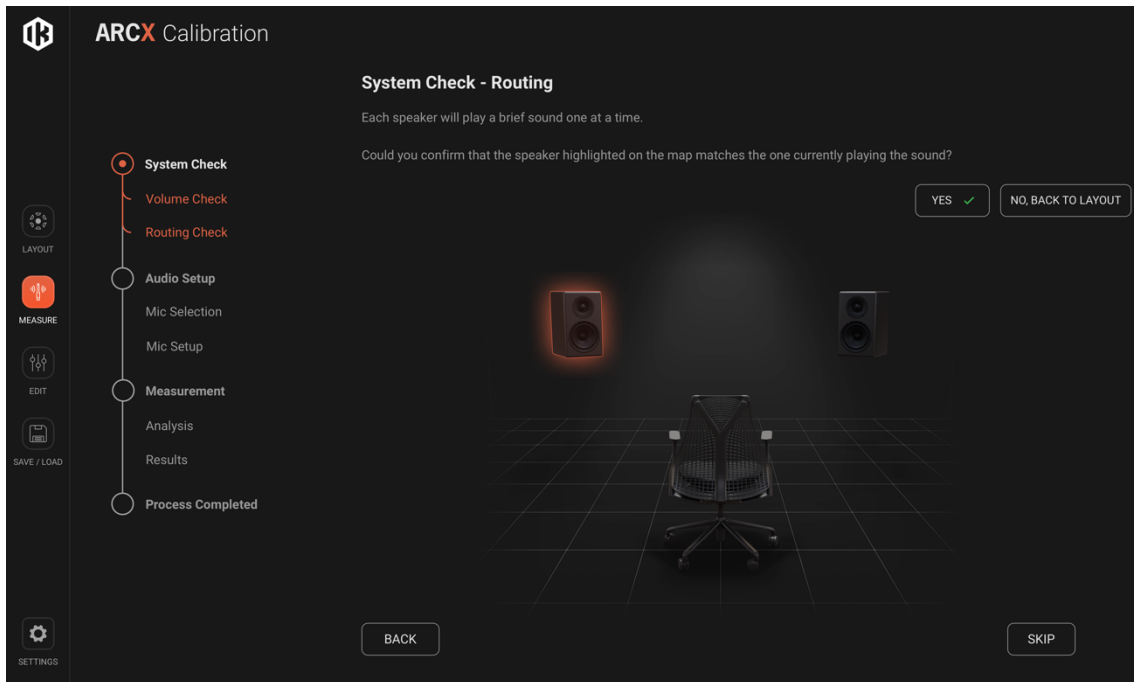
This section is accessible only when the layout section is fully configured. Entering this section will start the step-by-step calibration instructions.

- **Volume Knob Check**



This step verifies that all device volume knobs are set to 0 dB. Devices that are not correctly set are highlighted on the map. A skip button is available, but completing it is recommended for optimal audio performance.

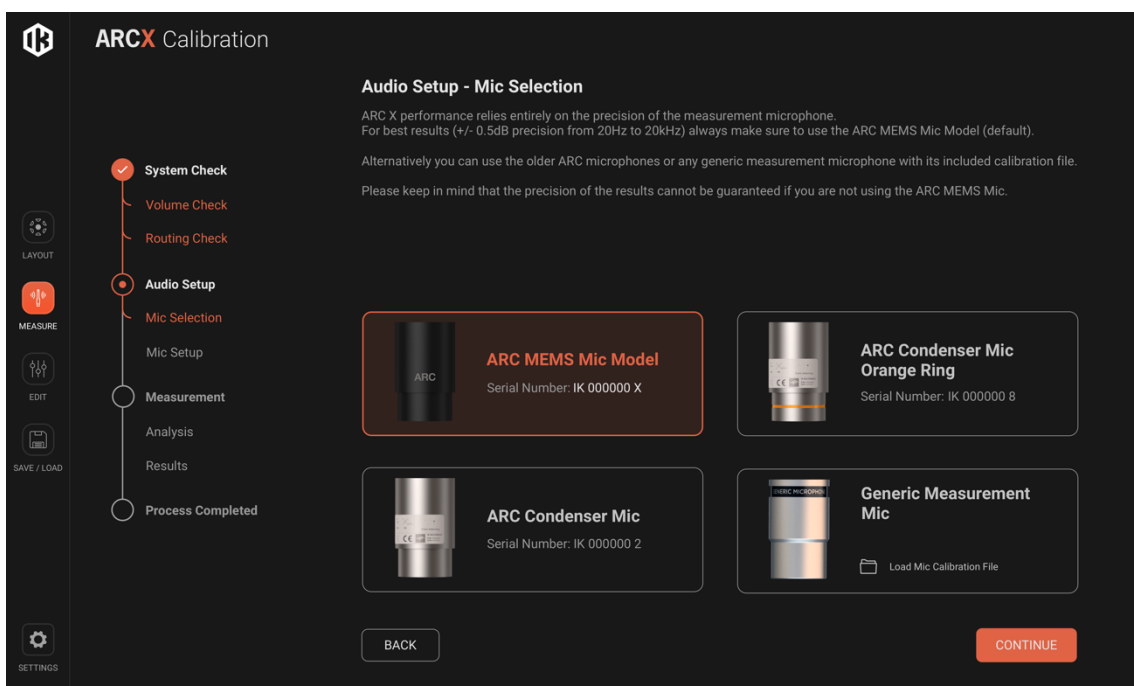
- **Routing Check**



In this step, the user is guided through a manual verification of the configured routing. The process can be skipped at any time using the Skip Routing Check button.

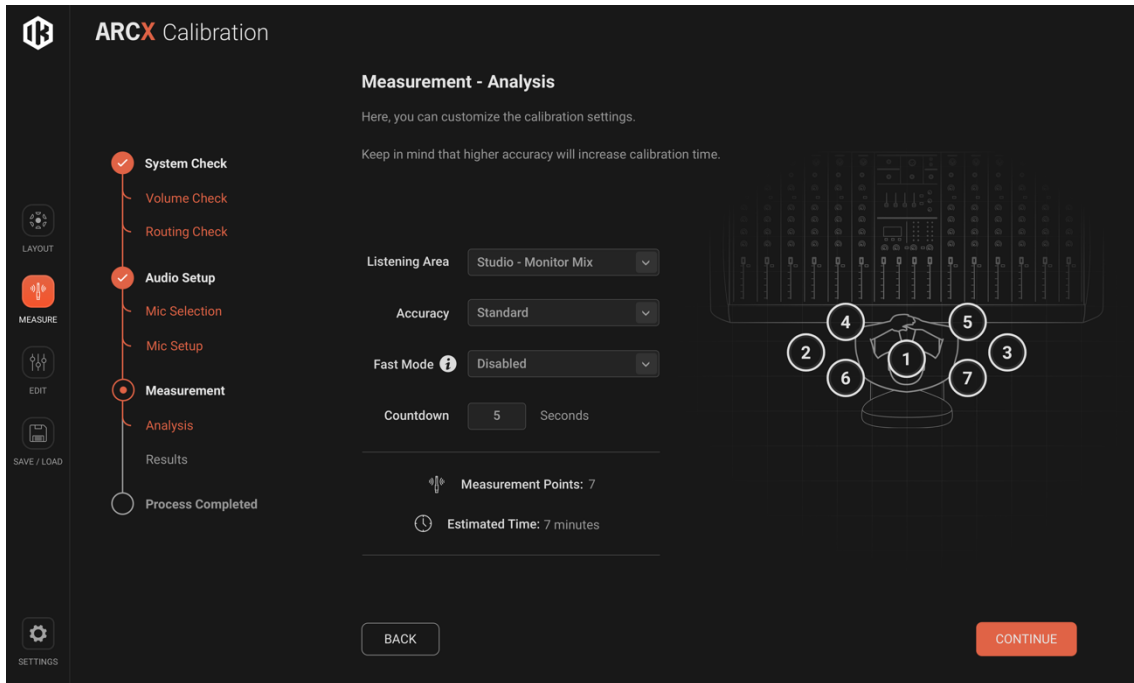
If the test is started by clicking the 'Begin Test' button, the first speaker is highlighted on the map, its front LED begins blinking, and a continuous audio tone plays. The user is asked to confirm if the routing is correct. If confirmed, the test moves on to the next speaker. If not, the test automatically stops and returns to the layout screen. After all speakers are confirmed, the software advances to the next step.

- **Microphone Selection**



In this step, the user chooses the microphone input channel and adjusts the preamp gain. The interface provides the same controls as the standard audio setup screen, except for output configuration, which has already been completed during the layout phase.

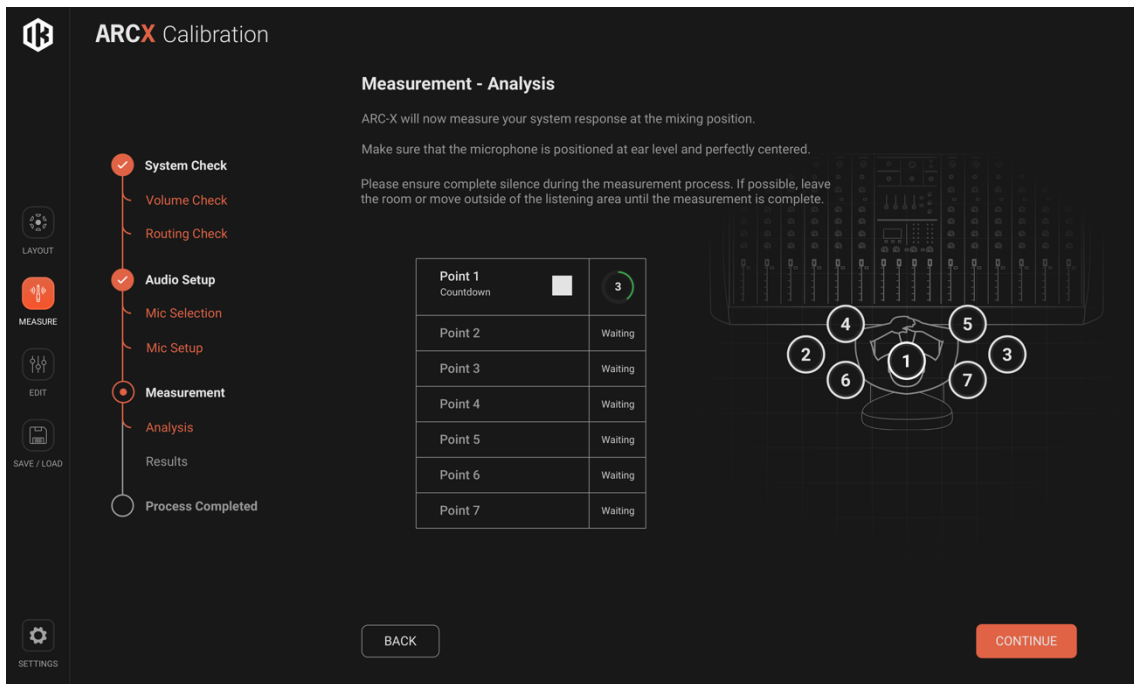
- **Analysis Setup**



This screen allows the user to set key parameters for the analysis process. Fast Mode can be enabled to shorten measurement time by using a single sweep per point instead of four. The "Countdown" field sets a delay (0–20 seconds, default 5s) before each measurement, giving time to reposition the microphone. The "Estimated Duration" field shows a real-time calculation of the total analysis time based on all selected parameters and the number of speakers. Press "Next" to continue to the next screen.

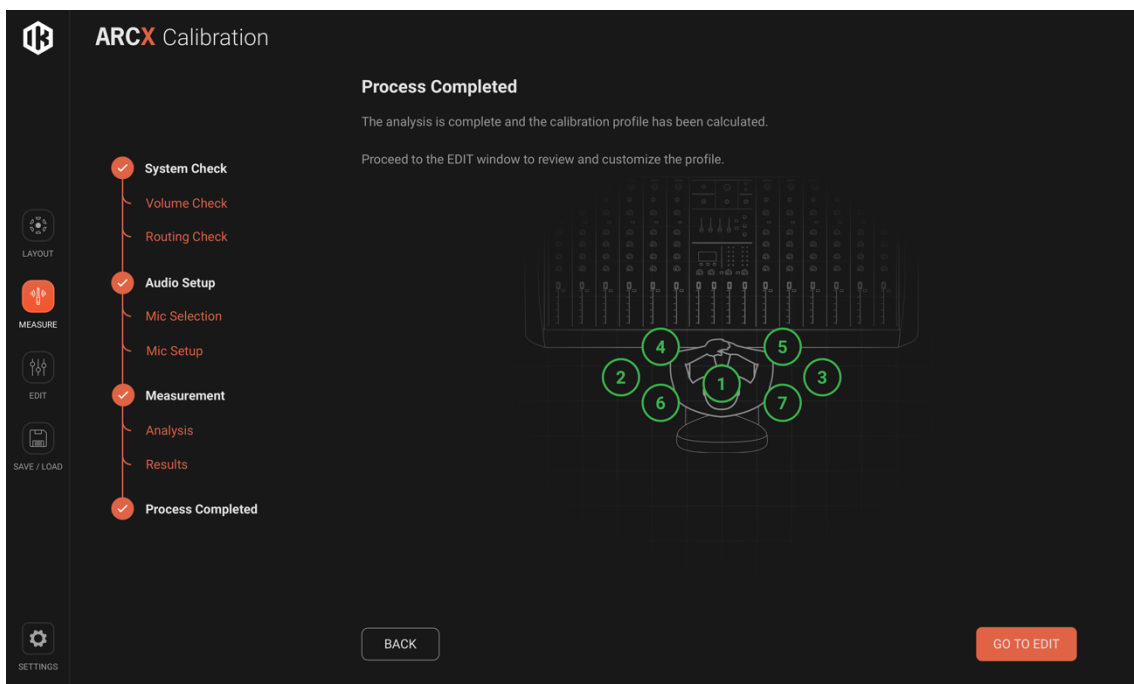


- **Analysis**



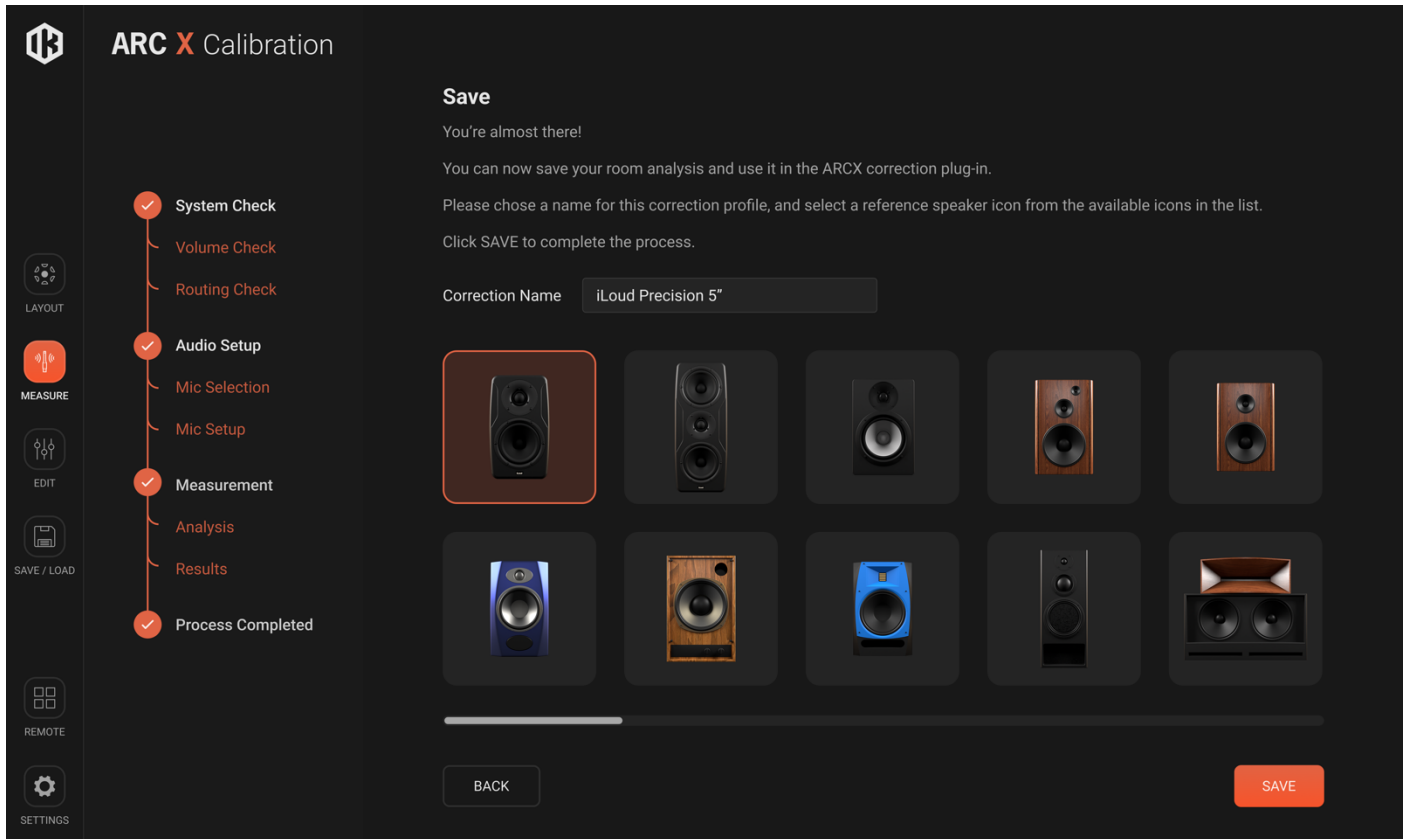
This screen appears before beginning the analysis. After each measurement, the map displays the next microphone position, and the point counter is decreases accordingly. Press Begin Measurement to start capturing data for the current point.

- **Results**



Congratulations! You have finished your Analysis! Click GO TO EDIT to move to the editing window where you can manage and further customize your system.

If the "ARC X Plug-in" layout is selected on the layout screen, a save window will appear, allowing you to choose a custom image and name for the calibration file, as shown below.

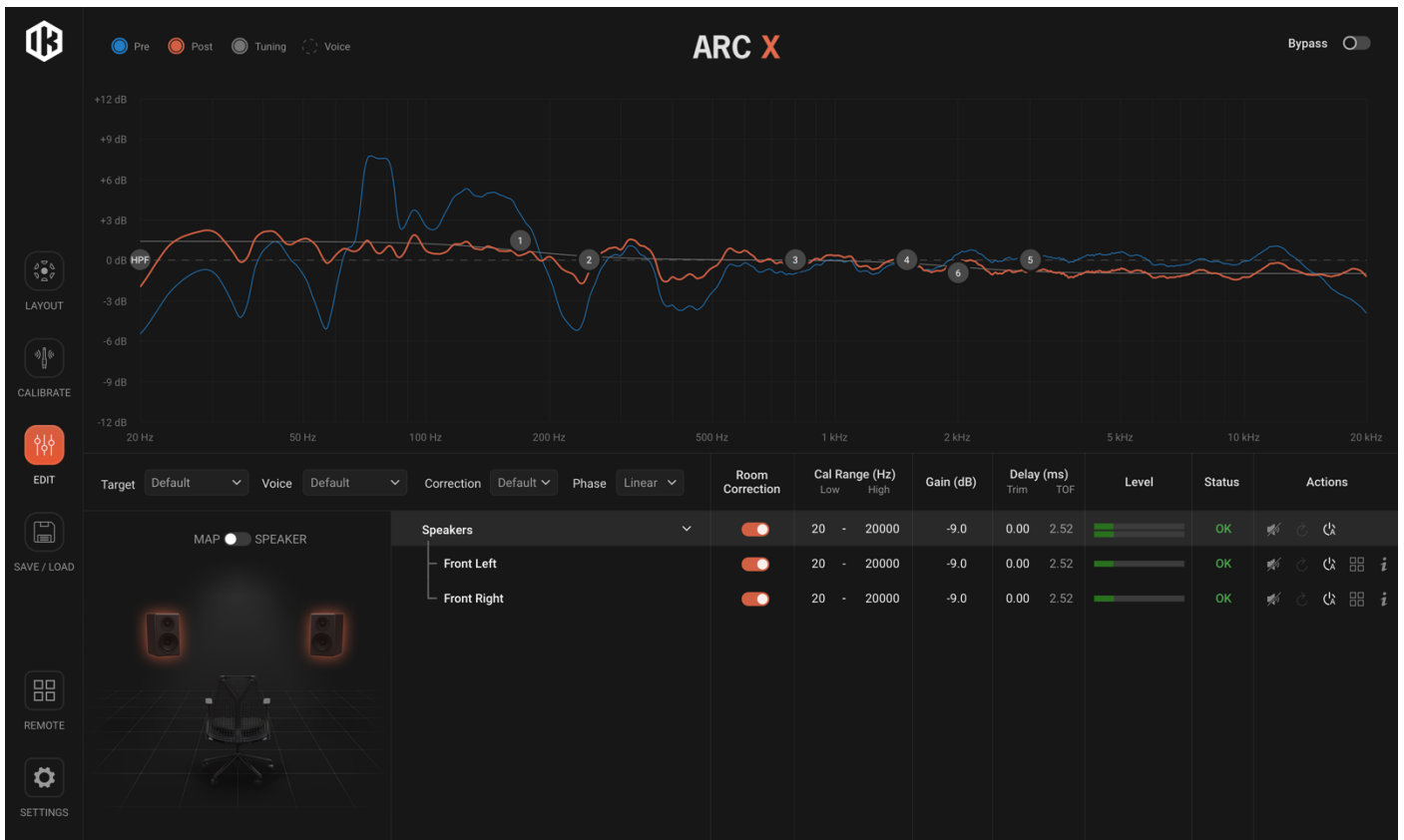


PLEASE NOTE: Each analysis file saved by the ARC X app will be accessible from macOS and Windows through the following folders:

- Windows: C://Documents/IK Multimedia/ARC X/AnalysisResults
- macOS: Macintosh HD/Documents/IK Multimedia/ARC X/AnalysisResults

**IMPORTANT NOTE: ARC X is NOT backward compatible with measurement files from earlier ARC System versions (ARC1, ARC2, ARC3, and ARC4) because of the new algorithm improvements.**

## 2.3 - Edit Section



This section is the main part of this software and opens automatically if a "last session" is available in the system.

The screen is divided into two sections: a frequency response graph at the top and a speaker configuration table at the bottom.

### 2.3.1 - Frequency Response Graph

The graph displays four curves simultaneously, arranged from top to bottom as follows:

1. **Post Curve:** Orange line. This is the calibrated response of the speaker/group.
2. **Pre-Curve:** Blue line. This represents the original measured speakers/room frequency response.
3. **Tuning Curve:** Purple line. Shows the current Tuning filters curve.
4. **Voice Curve:** Gray dashed line. Shows the current voice response.

In the top left, a legend displays the curve names and colors. Clicking the legend entries toggles the visibility of the respective curves in the graph.

When the speaker group is selected, controls appear on the tuning curve allowing the user to customize the high-pass filter and tune the speaker response.

## 2.3.2 - Device Configuration Table

The lower half of the user interface features a table listing all devices in the setup, with each device occupying its own row. Speaker groups are also shown, displayed as child rows containing all the devices within them.

In the bottom-left corner, a small layout map is visible. The map view can also be switched to a detailed speaker view, which reflects the currently connected device and changes according to the selected voice. To enable the speaker view, simply toggle the MAP/SPEAKER switch.

Clicking on a row highlights both the row and its corresponding speaker on the map, and vice versa.

### Global Settings

These settings apply globally and are independent of the selected row:

- **Target:** Select the desired target response from the dropdown menu. For more information, please refer to chapter 3.1.4 of this document.
- **Voice:** Dropdown menu to select the desired voicing for the speakers. This enables virtual monitoring through a selection of iconic studio monitors and HiFi/Consumer speakers. For more information, please refer to chapter 3.1.5 of this document.
- **Correction:** Dropdown to select correction filter type. For more information, please refer to chapter 3.1.15 of this document.
- **Phase:** Dropdown to select the correction filter phase behavior. For more information, please refer to chapter 3.1.16 of this document.

### Device Table

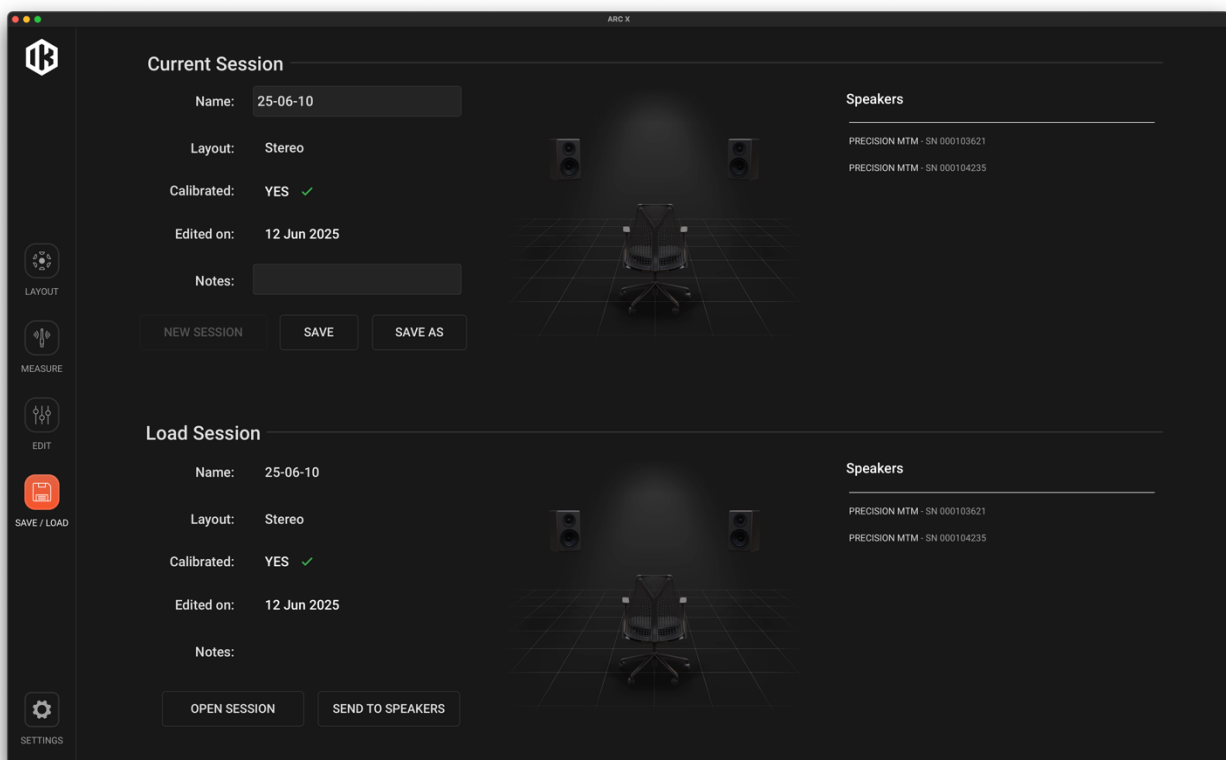
Each device row contains the following fields:

- **Room Correction:** Toggle switch to enable/disable room correction filter.
- **Cal Range (Hz) [Low]:** Selects the lower frequency limit below which correction is disabled.
- **Cal Range (Hz) [High]:** Selects the upper frequency limit above which correction is disabled.
- **Gain (dB):** Selects the output gain for the speaker.
- **Delay (ms) [Trim]:** Adds a delay to the speaker output.
- **Delay (ms) [TOF]:** This value displays the Time of Flight (TOF) of the speaker, which represents the absolute device latency from input to output, including the internal DSP of the unit.
- **Level:** Displays the input signal of the speaker.
- **Status:** Displays current device status with color-coded text or icons:
  - **OK (green):** Normal operation.
  - **CLIPPING (red):** ADC clipping detected; clears after 1 second if no further clipping.
  - **EDITED (yellow):** Device settings differ from session stored values.

- **Yellow warning icon (groups only):** At least one child device is not OK.
- **Red warning icon:** One of the devices is disconnected.
- **Actions:** Quick action buttons include:
  - **Mute:** Mutes the device.
  - **Revert:** Restores device settings to session values (available only when status is EDITED).
  - **Auto Standby:** Enables or disables the auto standby feature, if supported.
  - **Information:** Shows device details (serial number, firmware version, model).

## 2.4 - Save and Load Sessions

This section offers the ability to save the current session or load a previously saved one.



### 2.4.1 - Current Session

The top section of the Save/Load screen shows the active session. Users can change the session name and add personal notes as needed.

- **NEW SESSION:** Creates a new, empty session. This clears the current session data and resets all parameters to their default values. Use with caution if you have unsaved changes.
- **SAVE:** Updates the existing session file with the current settings.
- **SAVE AS:** Opens a dialog allowing the user to specify a new file name and storage location for the session.

## 2.4.2 - Load Session

The bottom part of the Save/Load screen is for importing saved sessions. Users can browse for a previously saved .arcXs session file and preview its contents before loading it.

- **OPEN SESSION:** Opens a file browser to select a saved session. Once selected, the session details are displayed for review without affecting the current session.
- **SEND TO SPEAKERS:** Loads the previewed session into the software and transmits the session data to the speakers. Please note that the SEND TO SPEAKERS action overwrites all the speakers' settings without options to undo the changes.

**WARNING:** Using SEND TO SPEAKERS will replace all existing speaker settings. This action cannot be reversed or undone.

## 3 - ARC X - Plug-in

### 3.1.1 - ARC X plug-in interface

The ARC X plug-in is a multiplatform audio processor that applies the correction curve measured with the ARC X application to the incoming stereo audio signal in real-time. It consists of two operation windows, each dedicated to specific tasks: Play and Edit.



## 3.1.2 - Play Window

This window shows how ARC X is performing the correction on your monitoring setup:

The ARC X plug-in applies one of the measurement sets saved from the ARC X application on your stereo master bus to match various target curves. You can switch between measurement sets to compare options and meet different sonic needs. It also displays graphical frequency responses for the left and right channels before and after correction. You can select the left or right channel by clicking on the colored tiles above the graph.

The ARC X plug-in adjusts the stereo master bus level. Therefore, a precision peak meter with multiple metering options is included to display both input and output levels (pre/post), helping you maintain control over the project's master level. Inspired by the renowned T-RackS 5 metering, this high-quality meter provides peak, RMS, Loudness (LUFS), and Dynamic Range (DR) readings for both the pre- and post-processing signals.

## 3.1.3 - Measurement menu

Click this menu to select the measurement set you saved from the ARC X application.

**IMPORTANT NOTE:** ARC X is not backward compatible with measurement files created and used with previous ARC System versions (ARC1, ARC2, ARC3, and ARC4) due to new algorithm improvements.

## 3.1.4 - Target Curve menu

ARC X offers nine factory-tailored target curves suitable for most situations. The “Default” curve provides optimal, balanced results, along with “Flat” and other specific options tailored to different needs or setups.

You will notice that the Default target curve, which is automatically generated by the system, is not flat but has a slight boost in the low frequencies and a minimal attenuation in the high frequencies. This defines the system target curve that will be optimal for most acoustic spaces and with most studio monitors, without sounding too bassy or too harsh. This is because most enclosed acoustic spaces naturally tend to boost low frequencies to some extent.

For our hearing system, some of this natural boost needs to be preserved after correction to prevent the space from sounding too thin or dry. The key point is that after the ARC optimization, the slight boost in low frequencies will be even, balanced, and musically coherent, rather than “spikey” or disorienting, as when the room is uncorrected.

Click this menu to select one of these Target Curves:

- Default
- Flat
- Standard Control Room
- Lively Room
- Lively Room 2

- Control Room Contour
- Dolby Atmos Target
- Warm Tilt
- Bright Tilt

The other Target curves are defined as follows:

**FLAT:** This setting produces a completely flat frequency response at the listening position. As mentioned, this may cause our ears to perceive it as a little dry or bass-shy in enclosed spaces, such as a typical control room, which is why this setting is not the default. However, it can easily be selected for users who prefer an instrumentally flat response.

**DEFAULT:** This one provides a slight boost in the low end and a minimal reduction in the high frequencies. It helps to “rebalance” the correction for most closed listening spaces like control rooms. This is because closed spaces tend to enhance low frequencies, and our hearing system is accustomed to that gentle tilt.

**STANDARD CONTROL ROOM:** This one accounts for the typical slight bass and mid-bass boost commonly found on nearfield monitors when placed on top of a console or just behind it on stands. It recreates this boost after correction to make the setup sound more familiar, even after calibration, while still removing unwanted and disorienting low-frequency resonances and spikes or dips.

**LIVELY ROOM 1 and 2:** These are mostly designed for reverberant rooms, such as home theaters and living rooms, or studio live rooms where the natural reverberation causes some damping of high frequencies. This should be maintained after calibration to prevent the system from sounding too harsh.

**CONTROL ROOM CONTOUR:** This is similar to STANDARD CONTROL ROOM, but it also introduces a slight attenuation of the extreme high frequencies. It’s especially suitable for control rooms with lively acoustics.

**DOLBY ATMOS TARGET:** This replicates the recommended target curve for Dolby Atmos music monitoring.

**WARM TILT:** This is a generic warm response, suitable for reverberant rooms with many reflective surfaces like large windows or reflective materials in general, where the correction might make the system sound a bit too harsh.

**BRIGHT TILT:** This is a generic bright response, useful in very damped rooms and when the speakers are very close to the listening area, where the correction could result in a slightly “dark” sound.

Eight user-definable curves are also available, mirroring the settings of their corresponding selections on the EDIT page of the plug-in.

### 3.1.5 - Voicing feature

For quick and easy testing of how your mix sounds in different “real world” situations, we’ve added a new set of more than 20 alternative speakers and device responses, listed in the VOICE menu. These extra curves show the real frequency responses of both professional and consumer devices (famous and popular



studio monitors, typical hi-fi speakers, TV sets, and smartphones), allowing you to hear how your mix translates across many different listening setups.

Since the sonic signature of those alternative systems is played through a perfectly calibrated system with ARC X, the result will be like mixing in a transparent and balanced room with different speakers.

### 3.1.6 - Frequency Response graphs

The ARC X plug-in displays two frequency response graphs, one for the left channel and one for the right channel. Each graph can be individually selected by clicking on the colored tiles above it, which reveal the three color-coded curves.

**GREEN CURVE (Before):** This represents the original measured speakers/room frequency response.

**ORANGE CURVE (After):** This represents the corrected speaker and room frequency response.

**WHITE CURVE (Target):** This represents the selected Target Curve. The target curve is set to be slightly bass-boosted by default, as explained in this manual. If other target curves are selected, their response will be shown here.

**RTA:** The ARC X plug-in provides a real-time analyzer that can be activated or deactivated by pressing the RTA button located in the top right corner of the graph. The real-time spectrum analyzer displays how your music interacts with your room before correction.

### 3.1.7 - Speaker Icons

The ARC X plug-in displays the speaker icon that was selected when the calibration was saved in the ARC X application. This helps to identify and recall measurement sets already taken and their connection to a specific speaker model. Keep in mind that the speaker icon selection is only a visual reminder and does not affect the sound of the ARC System 4 in any way.

### 3.1.8 - Meter Options

These precision meters display the INPUT level (unprocessed) or OUTPUT (processed by the ARC X correction).

On the meter, click PRE to check the unprocessed input signal level. This mode is very useful for keeping your project's actual stereo master level under control. Remember that ARC X alters the stereo master peak level, so the DAW output meters will no longer show the true level. Use the ARC X meter in PRE mode to monitor the actual project level. On the meter, click POST to check the ARC X processed signal level. Additionally, derived directly from the acclaimed T-RackS 5 metering, this high-quality metering section provides PEAK, RMS, Loudness (LUFS), and Dynamic Range (DR) readings for both the PRE and POST processing signals. Click the metering options button as shown in the figure.

### 3.1.9 - Correction ON switch and TRIM knob

To enable correction, click the CORRECTION ON switch. When it is lit, correction is active.

TRIM knob: The TRIM knob affects both the corrected and uncorrected sound, allowing you to compare the “before” and “after” monitoring at the same loudness. The system lets the Trim control detect the maximum boost level in the correction filter. So, whenever you edit parameters that influence the filter correction or select a new measurement set, the Trim will show a dynamic red band indicating the level you should not exceed. Each time the filter is recalculated, the red band updates accordingly.

The TRIM knob ranges from -30 to 0 dB, with the default position at the intersection of the grey and red bands—just before clipping risk occurs.

#### 5.2 – Edit Window

The ARC X correction plug-in offers even greater flexibility and improved sonic quality. You can use the controls in the Edit window to fine-tune the correction to your preference by adjusting Lo/Hi Range controls, resolution (or Smoothing), Linear or Natural phase options, or by dragging the six breakpoints in the graphic for subtle tone shaping while still enjoying all the benefits of ARC X correction.

Using the six breakpoints in the graphic will not change the correction ARC X has applied to your monitoring setup (as you might initially think). Instead, it provides more tonal options to match your listening preferences.

### 3.1.10 - Using the breakpoints on the graphic

Drag these breakpoints on the X and Y axes to boost or cut at the desired frequency. The maximum range is +/-6 dB. To reset the dots to 0 dB, press and hold the dots while clicking Command on macOS or Ctrl on Windows.

In addition to the factory target curves described in this manual at paragraph 5.1.3, you can dial in and store up to 8 user-defined ones.

You can use these customizable settings to adjust your personal listening preferences or to better suit different program materials. These curves will retain the chosen settings after clicking the “Save” button (see below). The corresponding frequency response will also be displayed in the “Play” window graphs.

### 3.1.11 - Save button

Once you have defined your Custom Curve, you can use this button to store it in the selected 1-8 slot permanently.

### 3.1.12 - Default button

Use this button to reset the graphic curve to its standard flat state.

### 3.1.13 - Combined L/R correction

In most cases, ARC X significantly enhances the accuracy of the stereo image, including the center ghost image, which becomes much more precise when ARC X correction is turned on.

However, in strongly asymmetrical rooms where the low-frequency response of one channel differs greatly from the other, you might notice some phase incoherence at low frequencies between the two channels when the correction is active.

This issue can be addressed by using the “Combined L/R Correction” feature. When selected, ARC X averages the correction needed for the left and right channels and applies it equally to both. Although this approach is a compromise from a theoretical perspective, it can be beneficial in certain highly asymmetrical acoustic environments.

### 3.1.14 - Low-range and Hi-range correction

The correction is applied by default across the entire frequency range, from 20 Hz to 20 kHz.

However, it is possible to limit the range where the system applies the correction on both the low and high ends of the spectrum. This can be useful to preserve the voicing of the monitors when desired, while still addressing issues caused by the room at low frequencies. It can also help prevent overboosting the low frequencies, for example, by starting the correction at a higher frequency than 20 Hz, such as 50 Hz. Adjust the Low and High Range knobs, and the corresponding lines on the graph will move accordingly.

### 3.1.15 - Correction Type (or Variable Resolution)

The default setting of ARC X works well in most cases; however, not all rooms respond uniformly to the correction process. With this control, the system allows you to adjust the resolution of the correction filters' smoothing, making the intervention either more narrow-band and selective or smoother and broader. This has a subtle effect, but sometimes details can have a significant impact on monitoring.

This feature allows users to manually fine-tune the final details of the automated process to match their personal preferences perfectly. From the drop-down menu, select Default, Sharp, or Broad, and choose your preferred setting by listening to the correction results.

### 3.1.16 - Natural/Linear Phase Options

Left and right channel phase coherence is essential for a quality monitoring system; however, speakers are sometimes installed in a less-than-ideal symmetrical arrangement in the room. This can cause severe phase misalignment, especially at low frequencies, between the left and right channels, making it impossible to mix properly (besides being a less-than-pleasant listening experience).

NATURAL mode enhances the phase coherence between the L and R channels, restoring a clearer center ghost image that may be affected by the room's influence on the sound, especially at low frequencies. This is the default and preferred mode for most applications.

LINEAR mode is a special correction mode where the original inter-channel phase response of the speakers' system remains unchanged. In some cases, this mode may be preferable for even better transparency. However, it introduces a slight latency of around 50 milliseconds.

### 3.1.17 - Settings Panel

Click on the toast icon positioned in the upper-right corner of the interface to access the Settings and Info panels.

**SETTINGS PANEL:** Here you can set the aspect of the ARC X graphical interface, between Dark or Light.

**INFORMATION (INFO):** By clicking the INFO button, the credit tab will be displayed. Here you can check the version of your ARC X plug-in. Clicking the Close button on the credit interface will close the credits and return you to the standard view.

**LOCK:** If you are running the software in demo mode and you click the LOCK button, the Authorization Manager will appear. However, if you have already registered and authorized your product, clicking the LOCK button will show you the product serial number.

**HELP:** Click the "HELP" button to open the .pdf manual.

**KEYBOARD MODIFIER:** To reset the ARC X plug-in knobs to their default values, click them while holding the Command key on macOS or Ctrl on Windows.

### 3.1.18 - Opening the ARC X Plug-in in your DAW

The ARC X plug-in is a stereo-to-stereo processor that should be inserted on the stereo master bus of your audio sequencer or digital audio workstation. It should remain inserted and active on the stereo master bus throughout the entire recording, mixing, and mastering processes. However, just before exporting the final mix to a file or external recording device, it must be turned OFF. This is because the ARC X plug-in is used to correct the monitoring/room system response and is NOT intended to process the actual mixdown of your project.

Some DAWs support a dedicated monitoring bus, allowing you to insert plug-ins. In this case, the ARC X plug-in should be inserted on the monitoring bus instead of the stereo master bus, ensuring that the ARC X does not affect the actual mixdown even if it is not turned off before printing.

Each DAW has its own criteria for managing aux tracks, monitoring buses, master tracks/faders, and routing. Therefore, these suggestions for starting ARC X in various host applications are merely a guideline. For example, if your session already has a master track, you do not need to create another—simply insert ARC X as the last plug-in.

We recommend reading the sections of your DAW manual that are explicitly related to outputs, monitoring buses, master tracks, and routing configurations. Considering that DAWs are constantly updated, refer to their User Manuals to learn how to insert ARC X as a plug-in.

The ARC X plug-in supports VST3, AAX, and Audio Units formats on both Windows and macOS platforms where applicable. See the Installation and Authorization Manual for more details.

### 3.1.19 - Using the ARC X Plug-in

Open your DAW.

Create a new session or open an existing one.

Open the DAW audio mixer and locate the stereo master bus. If you are using Pro Tools and your session does not already have a stereo master bus, create one.

Load the ARC X plug-in as the LAST processor on the stereo master bus.

From the measurement menu, select one of your saved measurement sets.

Click the Correction ON Switch. When it is lit, the correction is ON.

If you are using mastering processors (such as T-RackS), be sure to insert the ARC X plug-in AFTER all the other processors. The ARC X plug-in must always be the LAST one in the processing chain.

If your master level is hot (very close to 0dB), be sure not to overload the stereo master bus with the ARC X processing.

If clipping occurs when checking the ARC X Peak Meter in POST mode, use the TRIM knob to reduce the level. Keep the ARC X plug-in inserted on the stereo master bus throughout the entire recording, mixing, and mastering process.

**IMPORTANT:** Turn off the ARC X plug-in before bouncing the project to a disk file. Your final mix should not include the ARC X processing, as it is intended for monitoring use only.

# System requirements

## System requirements

To review system requirements, reference our website.

<https://www.ikmultimedia.com/products/arcx/index.php?p=specs>

# Support

For any questions you may have, please refer to the FAQ webpage at [ikmultimedia.com/faq](http://ikmultimedia.com/faq)

Here, you will find answers to the most asked questions.

To submit a Technical Support Form, go to: [ikmultimedia.com/support](http://ikmultimedia.com/support)

For other requests such as Product, Sales, or Web info, please go to: [ikmultimedia.com/contact-us](http://ikmultimedia.com/contact-us)

## IK Product Manager

The IK Product Manager gives you one central location to manage all the latest IK Multimedia products. It's your central command for registration, downloads, installation, authorization, checking for updates, and much more.

- Register hardware and software in one location
- Download, install, and authorize software
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- Update software, sounds and firmware
- Easily manage your entire IK collection

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# License Agreement

IMPORTANT:

BEFORE INSTALLING THE SOFTWARE, PLEASE READ CAREFULLY THE FOLLOWING END USER LICENCE AGREEMENT ('END USER LICENCE AGREEMENT' HEREINAFTER NAMED ONLY 'EULA').

USE OF THE SOFTWARE, IS CONDITIONED ON THE USER'S ACCEPTANCE OF THE TERMS AND CONDITIONS, WITHOUT EXCEPTION, OF THIS EULA.

THE SOFTWARE INSTALLATION PROGRAM REQUIRES IN ADVANCE THE USER'S ACCEPTANCE OF THE TERMS AND CONDITIONS OF THIS EULA BY SELECTING THE "I ACCEPT THE AGREEMENT" OPTION.

BY INSTALLING AND OTHERWISE USING THE SOFTWARE, YOU ACCEPT THESE LICENCE TERMS AND CONDITIONS AND HEREBY DECLARE THAT YOU WILL ABIDE BY THE CONDITIONS, OBLIGATIONS, LIMITATIONS, ALSO RELATING TO THIRD PARTIES, NONE EXCLUDED, CONTAINED IN THIS EULA.

IF YOU DO NOT ACCEPT THE TERMS AND CONDITIONS OF THIS EULA BY SELECTING THE "I DO NOT ACCEPT THE AGREEMENT" OPTION, YOU MAY NOT USE THE SOFTWARE.

NON-ACCEPTANCE IS EQUIVALENT TO EXERCISING THE RIGHT OF WITHDRAWAL UNDER THE TERMS OF THIS CONTRACT.

## END-USER LICENCE AGREEMENT - (EULA)

The present End-User License Agreement ("End-User License Agreement", hereinafter EULA) constitutes a legal agreement between the User (hereinafter Licensee) and IK Multimedia Production S.r.l. - Via dell'Industria, 46 - 41122 Modena, Italy - Phone: +39 059 285496 - Fax: +39 059 2861671 - CF/PI: IT02359550361 (hereinafter Licensor/producer), aimed at the use of the Software (hereinafter also the Product).

IK Multimedia Production S.r.l. (Licensor/producer): is the sole owner, without limitation, of the intellectual property and copyright and the consequent rights of exploitation, including economic exploitation, of the Software. All rights are reserved exclusively to the Licensor and its partners, distributors or suppliers, who have been expressly authorized to cede such rights.

The User (Licensee): is the natural person, consumer or professional or organization that uses the Product under the conditions contained in this license agreement.

The Software (Product): includes all of its contents, also of third parties of which Licensor has in turn obtained a license to use in order to be included in the Software and thus by way of example but not limited to: information, executable programs, components, data in textual or digital format, images, films, audio, CD-ROM(s), DVD(s) sources and all that Licensor has made and will make available to the User such as any updates of functionality and bug fixes (defined as updates) and provided free of charge, if available, by Licensor.

The conditions of use of the license are set out in the following articles and supersede any previous agreement with the User.

### Art. 1 - Subject matter of the license

1. IK Multimedia Production S.r.l. (or its authorized distributors and vendors) grant the User a license for use:

- Personal;
- Non-exclusive;
- Non-transferable (even in part or by sublicensing it free of charge, subject to the provisions of Article 9 below);
- Non-marketable (does not grant the user rights of economic exploitation);
- Without Territorial Restriction (Worldwide)

of the Product, resulting in the right to install and use the Software on your computer or digital electronic device (hereinafter also referred to as Devices) in accordance with the types of operating systems compatible with the Software for which you have acquired a license to use, as specifically set out in the user manual documentation included with the Software.

2. The User is informed and agrees that some content included in the Product may belong to third parties and may be protected by copyright or other intellectual property rights of third parties.

### Art. 2 - How to acquire the installation program

1. In order to be able to use the Product, the User must run an installation program on his or her Devices that copies the application and, in general, the audio content.

2. The User may acquire the installer using one of the following methods, as example but not limited to:

- a) by purchasing the Product online on the IK Multimedia website (<https://www.ikmultimedia.com/products>) or from third-party as resellers authorized by the Licensor;
- b) by purchasing a physical medium from an authorized retailer in the shop (by delivery of universal serial bus support in the form of USB);
- c) as part of a third-party Software that also includes the Product by virtue of a commercial agreement between Licensor and the company holding the copyright;
- d) downloading it free of charge from the Licensor's user area (<https://www.ikmultimedia.com/userarea>), either because it is included as a free gift with the purchase of an IK Multimedia hardware product, or because it is made available free of charge by the Licensor to partners or artists: in this case, these are NFR (Not for resale) licenses that, although they have all the features of ordinary user licenses, do not allow the accumulation of loyalty points and do not give the User discounts for the purchase of new versions (upgrades or crossgrades);
- e) made available by the Licensor (or authorized third parties) for promotional or demonstration purposes, aimed at enabling the potential purchaser/User to try out the Product: these are in this case licenses not intended for sale and not transferable DEMO (demonstration use license) for a limited period (see Art. 3 Duration).

3. Irrespective of the manner of acquisition of the installation program and type of license for use, the User accepts these EULA as a binding agreement between the parties.

4. The Licensor, for the entire duration of the license grant, reserves the right to modify, update, replace this EULA or any part thereof, without exception.

5. The User shall be obliged to verify and accept (or not accept) the new terms and conditions, considering that only the acceptance of this EULA permits the use of the Product.

### **Art. 3 - Duration of the license**

1. The duration of the utilization license depends on the type of license chosen by the User, namely:

a) 30-year license: Thirty-year license: through the purchase of the 30-year user license grant, the User, with a lump sum payment is entitled to use the Product pursuant to Article 1 above for the entire mentioned period. The same term shall apply to the Product that is licensed for NFR use.

Any further temporal extension of the utilization license shall in any case be expressly agreed upon with the licensor.

b) Periodic Subscription License: through the purchase of the periodic subscription license the User, with deferred or lump sum payment, is entitled to use the Product pursuant to Article 1, as written above, for the limited period of time as specifically selected in the subscription profile purchased by the User, which, depending on the case, may be of monthly or annual duration (or in any case referring to the different period specifically provided for in the periodic subscription plans that will be eventually updated by the Licensor).

Use of the Product with a periodic subscription license requires the computer on which it is authorized to be connected to the Internet and able to communicate with the IK Multimedia servers, in order to perform an authorization check to confirm that the subscription is still active. User may use the Product offline for up to 3 days before another authorization check is required. If the Product is unable to communicate with IK Multimedia servers for a period of more than 3 days, the functionality of the Product will be revoked or limited until communication with the server is re-established.

c) Demo License: granted free of charge for a limited trial period of ten (10) days for demonstration and promotional purposes only. After this period, the Licensor reserves the right to limit and/or revoke all or part of the use and functionality of the Product.

2. The rights of use of the license shall start on the day following the day on which the purchase is completed or the Product is made available to the User, this being understood it means the day on which Licensor or its authorized distributors have made the installation program available to the User in the manner and on the terms set out in Art. 2, regardless of the actual installation of the Software by the User (hereinafter the Effective Date).

### **Art. 4 - User profile registration and authorization**

1. Regardless of the type of license purchased or granted, with the exception of the "DEMO License", the User is informed and accepts that the operation of the Product is conditional on the completion of the registration and authorization procedure by the Licensor (or its authorized distributors and vendors).

2. The registration and authorization procedure must be carried out by the User by accessing the Licensor's website (<https://www.ikmultimedia.com/userarea/>) and is described in the Software within the documentation under User Manual.

3. The User, under his or her own civil and criminal legal responsibility, certifies that the data entered when registering the user profile (digital identity) are consistent with the User's data (real identity).



4. The User's identification data collected by the Licensor shall be used for the purpose of executing the agreement and shall be processed for the purposes and in the manner described in detail in the section "Information on the processing of personal data" available on the Licensor's website (<https://www.ikmultimedia.com/legal/index.php?R=privacy&PSEL=privacy>).

5. IK Multimedia Production S.r.l. reserves the right, at its sole discretion, to deny the activation of the user profile in the following non-exhaustive cases:

- incomplete or conflicting personal information;
- insertion of manifestly inconsistent data;
- suspicion concerning the minor age of the User;
- violations by the User, including past violations, of the Licensor's EULA.

#### **Art. 5 - Installation limits**

1. The granting of a license for use of the Product confers an individual right of use associated with the registered user profile, for the general rule can be summarized as follows: "Each User corresponds to one license for use", which corresponds to a personal serial number of the User.

2. The Product, as well as its previous versions for the same operating system, may be installed on a maximum number of three (3) Devices provided that

- the Devices are owned by or otherwise in the material and legal possession of the Licensee;
- the Product is not used simultaneously on more than one Device by different end users;
- the User, before assigning or otherwise transferring to third parties rights, for any reason whatsoever, to the Devices in which the Product is installed, must ensure that he/she has uninstalled each of its components, in order not to unlawfully assign to third parties the resulting rights of use.

3. The User is entitled to store or install a copy of the Product in a storage device such as a network server, which is only used to install and/or to activate the Product in further Devices on an internal network, however, in such cases, the User is obliged to purchase a multiple license for each end user of the Product by the shared storage device.

4. Violation of the aforementioned limitations implemented in any manner entitles the Licensor to terminate the user license agreement and, in any case, to demand payment of the amount corresponding to the effective number of end-user according to the "one User one license" rule.

#### **Art. 6 - Special conditions of the periodical subscription**

1. If the User has opted for the purchase of the license through a periodic subscription, for a limited period, the duration of which depends on the choice made by the User at the time of purchase, the User's rights to the license for use of the Product shall cease immediately and without deferment on the expiry date of the subscription period.

2. The User is specifically informed that upon expiration of the subscription period, the User does not retain any right to use the Software, including the latest version released prior to expiration and that the Licensor does not make any archiving of the content developed by the User through its use, so the User is solely responsible for saving and archiving the content on its Devices prior to the date of termination of the subscription period.

3. The periodic subscription shall be for the duration specified in the subscription profile and shall be automatically renewed on expiry of the subscription for an equal period.

4. The periodic subscription renews on the same day as the calendar date of the original purchase. If the subscription begins on a date that is not within the renewal month, the period ends on the last day of the following month, and restores the original date the next time that date occurs. For example, if a monthly subscription starts on January 30, the next renewal date will be February 28 (or February 29 on a leap year), then March 30.

5. If the User does not wish to renew the subscription, the User shall have the burden of giving express notice of termination to the Licensor through an ad hoc procedure entirely online available at the following address: <https://www.ikmultimedia.com/userarea>, respecting the notice period of 24 hours prior to the periodic renewal, depending on the duration of the subscription.

6. The User, when purchasing the periodical subscription, may choose between several secure payment methods: e.g. bank account (direct debit); credit/debit card or through dedicated third-party services.

7. Where the payment method chosen by the User provides for service and/or management and/or intermediation by third parties, the User shall abide by the terms and conditions set forth therein, excluding any liability on the part of the Licensor in concluding and managing the contractual relationship with the third parties.

8. Payment of the periodic fee will be charged to the User by the due date of the invoice issued, in the manner chosen by the User at the time of purchasing the subscription license.

9. The User undertakes, without delay, to amend and update in his User area on the Licensor's website any changes made, without exception, that alter the data and payment method declared at the time of purchase.

10. Should the User fail to pay the periodical fees on time, the Licensor shall be entitled to suspend the User's profile as a precautionary measure.

11. After three (3) days have elapsed without the User having regularized his debt position, the Licensor shall be unilaterally entitled to terminate the license agreement without further notice, without prejudice to the compulsory recovery of the debt.

#### **Art. 7 - Music Content Library (Sound Library) Special License Conditions**

1. The Product may contain a 'library of musical content', sounds or audio samples (sounds and samples) that are created by musicians and experts, or sound professionals.

2. Licensor makes the "music content library" available to the User for commercial and non-commercial purposes for music audio production, public performances, broadcasting and similar uses, as a component of the Product, by virtue of a lawful and binding agreement with the copyright holders.

3. The User is hereby informed and agrees that the redistribution of the Product and, in particular, the "music content library" and its derivatives, is strictly prohibited in any form whatsoever, including but not limited to: resampling, mixing, filtering, processing, isolating or incorporating it into any software or hardware.

4. The sounds/audio samples contained in the Product, may not be modified and resold as new audio samples within new sound libraries or "on a standalone basis" meaning "single sample not included in a library" of any kind or nature.

5. The User is informed and accepts, that the particular license conditions of the "music content library" expressed herein constitute an integral and substantial part of this EULA.

#### **Art. 8 - Express prohibitions of use addressed to the User**

1. The User is not authorized, directly or indirectly, to:

- a) sell, rent, lease, license or sublicense, distribute, market, otherwise exploit the Product or any of its components, for commercial purposes or free of charge;
- b) redesign, decompile, disassemble, adapt, reproduce the Product, in whole or in part;
- c) create, use, and/or distribute computer programs such as "crack," "keygen," or other "cheat" or "hack" programs or Software applications for this Product;
- d) remove, alter, disable or circumvent any copyright or trademark indications or other commercial information about the origin of the Product;
- e) transfer to third parties and/or export the license for any reason whatsoever (without prejudice to Section 9 below);
- f) use the program in violation of copyrights and/or intellectual property rights reserved by national and international laws and regulations for third parties;
- g) use the Program in violation of civil, criminal and administrative rules and regulations, including those of the User's place of business or residence;
- h) use the Program causing contractual or non-contractual damage to third parties;
- i) violate the license conditions of the "music content library" referred to in Article 7 above.

2. Any breach of the aforementioned prohibitions committed by the User shall entitle the Licensor to terminate the user license agreement immediately and without delay for breach, without any obligation to refund the consideration.

3. In any case the User shall be held liable and shall indemnify the Licensor against all claims, proceedings and disputes for which the Licensor is held liable as a result of negligence, omissions, violations, offences howsoever committed, which are caused by the User's willful and/or culpable act in using the Product.

#### **Art. 9 - License of use allowing transfer to third parties**

1. Given the general prohibition against transferring the license of use to third parties either for consideration or free of charge, Licensor by virtue of an express purchase option may grant Licensee the purchase of a "transferable license of use" by accessing Licensor's website directly: <https://www.ikmultimedia.com/products/index.php?R=SHOPSEARCH&Q=Credit>.

2. Each "transferable use license" purchased can be used to transfer the license of only one Product and only once.

3. In such a case, the User shall only transfer and/or make the Product available to third parties under the following conditions:

- a) the Product shall be transferred as original with all media and licenses and everything thereon;
- b) the User who transfers the license of use to another User shall not retain any copy of the Product;

- c) if the Product is part of a software set (bundle), it may not be transferred separately and/or altered in any way;
- d) if the Product is part of an IK Multimedia software and hardware package, only the hardware may be transferred and the license to use it may be termed NFR under the agreement.

4. The Licensor reserves the right, at its sole discretion, to:

- a) delete or erase the user serial number required for registration if the same has been fraudulently or illegally acquired;
- b) prohibit the transfer of the serial number required for registration before the expiry of ninety (90) days from the purchase order for the serial number referring to the "transferable user license".

#### **Art. 10 - User devices and generated content**

1. The Product is installed on Devices owned or otherwise in the availability of the User, who is the solely responsible for the functionality, update, security protection and functionality of the Devices.
2. The Product may only be installed on the operating systems for which it was designed and described in the Software within the documentation under the heading User Manual.
3. The User is solely responsible for the use, storage, preservation of content generated by him/her, particularly where the generation of content causes harm or infringes on the rights of third parties.
4. In any case, the User shall be held liable and shall hold Licensor harmless from any claim, petition, litigation for which Licensor is held liable as a result of negligence, omissions, violations, offenses however configured that are determined by the willful and/or negligent act of the User in the generation of content.

#### **Art. 11 - Warranties and limitation of the Licensor's liability**

1. Licensor warrants to the User that the digital or physical media on which the Product is recorded contain the copy of the Software purchased or made available to the User with all its components, accessories and documentation as described in the user manual as well as being free of defects and, in any case, suitable for the intended use.
2. The Licensor shall, within a period of ninety (90) days from the Effective Date as defined in Article 3.2 above, warrant the conformity of the Product with the following exclusions in the words "does not warrant":
  - a) that the operations of the Program can be carried out without interruption or that any defects can be corrected;
  - b) that the Product is considered by the User to be unsuitable for the User's personal needs in view of the fact that the Software is not developed "tailor-made" but is intended for mass use;
  - c) any defects and faults resulting from improper or deviating from normal use attributable to the User or the User's Device;
  - d) any damages resulting from the loss of content developed by the User, the storage of which the Product does not guarantee in any way;
  - e) that the Product functions on the User's Device(s) or that the functionality of the Product remains unaffected by updates made by the User to its hardware, operating system or third-party software in use by the User.

In any case, the user manual is the only legally binding document for the Licensor and, consequently, any verbal agreements, presentations, advertising material, e-mail exchanges, etc. between the User and distributors, salesmen, agents, and any other personnel who have intermediated the purchase of the Product shall be irrelevant.

3. Any verification of the efficiency of the Product shall be carried out using exclusively the control procedures prepared by the Licensor.
4. In order to make a warranty claim under the terms described above, the User is responsible for contacting IK Multimedia via the appropriate section of the website "contact us" <https://www.ikmultimedia.com/contact-us/>.
5. The Licensor and its distributors and partners within a reasonable period of time, in any case not exceeding fifteen (15) days, shall follow up the warranty claim by repairing or replacing the Product or refunding the purchase price, if incurred by the User, within a reasonable period of time based on the complexity and/or onerousness of the warranty claim.
6. With the exception of the above clauses, the Licensor assumes no other obligation and makes no other warranties beyond those set forth herein and shall in no event be liable for any damages whatsoever related to or resulting from any defects in quality, suitability, use, failure to use or usability of the Product.
7. The User shall forfeit any and all warranties if the User modifies, integrates or otherwise intervenes in the Software, or uses the Product in a manner not in accordance with the instructions or on processors other than those permitted or otherwise violates the User's obligations under this EULA.
8. The Licensor shall not be liable for any damages, direct and/or indirect, contractual or non-contractual, which may occur as a result of the use of the Product or which may be connected to it, such as, but not limited to, any loss of profit, loss, interruption of business, loss of information and/or

data, any defects and/or damages in the processor and/or the Devices on which the Product is installed and/or in the contents processed by the User, and/or defects and/or damages resulting from the use of such Devices which remain at the exclusive risk of the User.

9. In any case, any claims for damages by the User shall in no event exceed the amount of the purchase price of the license fee, insofar as incurred by the User.

#### **Art. 12 - User Support Service updates and new versions**

1. For the entire duration as defined in Article 3 above, the User may obtain technical assistance from Licensor by accessing the section of the website <https://www.ikmultimedia.com/contact-us/>.

2. The Product is provided "as it is" and "as available" on the Effective Date, without Licensor being obliged to provide "updates" and/or "new versions of the Software".

3. The User agrees to independently download such "updates" from his/her user area - if available - always using the latest version of the IK Multimedia Product.

4. The Licensor may modify the Product at its sole discretion for any reason and at any time, in particular it may add, subtract, replace functionalities, update, correct the Product either for technical reasons or to perform maintenance and/or configuration operations in order to improve and/or optimize the Product.

5. The Licensor may at its discretion release a new version of the Program "upgrade" or "crossgrade", so marked or otherwise identified by IK Multimedia (new version of the Product made available to the User at a discounted price). Such version can be used by the User only and exclusively if the User is a legitimate licensee of a previous version of the Product, except for NFR versions as indicated in the article. 2.2.

6. The Product marked or otherwise identified by Licensor as an "upgrade" or "crossgrade" replaces, swaps, increases the Product purchased or made available on the Effective Date.

7. The User may only use the Product resulting from the update and/or new versions (upgrade or crossgrade) in accordance with the terms of this EULA.

8. If the Product is an upgrade or crossgrade of a component of a software program package (bundle), it may only be used and transferred as part of the package and may not be separated by use on more than one device.

#### **Art. 13 - Unilateral withdrawal by the User**

1. Non-acceptance of this EULA shall be tantamount to exercising the User's unilateral right of withdrawal from the license agreement.

2. The User is also entitled to unilaterally terminate the license agreement if for technical reasons there are incompatibility problems with the Product, which do not permit its installation provided they

- a) are not attributable to the User;
- b) exist on the Effective Date;
- c) cannot be resolved by the Licensor's technical support.

3. The User undertakes without delay and in any event within a period of three (3) days from the Effective Date to return to the Licensor (or its distributors or otherwise authorized sellers from whom it purchased or otherwise obtained the license to use the Product) all physical media in its possession.

4. The Licensor or other authorized parties, having verified the integrity of the medium, shall cancel the user's serial number and refund the full amount paid for the purchase directly to the user within a period of 30 days from the date of return.

#### **Art. 14 - Intellectual Property of Software**

1. The Software and all consequent rights are reserved by IK Multimedia Production S.r.l.

2. The Software and its use is subject to national and international laws protecting copyright and intellectual property.

3. The User does not acquire any ownership rights to the Software except for the limited rights of use as set out in this EULA.

4. IK Multimedia Production S.r.l. reserves all actions and claims for damages against the User or third parties who infringe the Licensor's rights.

#### **Art. 15 - Validity of the EULA - Severance**

1. If a court of competent jurisdiction or a competent authority determines that any provision of this EULA is invalid, illegal, or unenforceable, such provision or part thereof shall be deemed unenforceable.

2. In such cases, all other provisions of this EULA or parts thereof not affected by invalidity shall nevertheless remain valid and enforceable between the Parties.

**Art. 16 - Applicable law**

1. Should the Product have been purchased in Italy, the interpretation, execution and settlement of disputes shall be governed by Italian law and jurisdiction shall be attributed exclusively to the Court of Modena, without prejudice to the jurisdiction of the Court of the Consumer, where the User is a natural person acting for purposes that are unrelated to the entrepreneurial, commercial, handicraft or professional activity carried out.

2. If the Software was purchased in any other country, this agreement shall be governed by the laws in force in that country.

Last updated on September 20, 2023.

**IK Multimedia Production Srl**

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USA

**[www.ikmultimedia.com](http://www.ikmultimedia.com)**

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**IK MULTIMEDIA**