

Create.Control is free software for Mac and PC which focuses on the artistic side of Soundscape mixing in a user-friendly, visually attractive interface designed for mix engineers.

It allows for abstract programming before going on-site and intuitive, flexible, and real-time scaling of object positions within any Soundscape system. And all this without any interaction of ArrayCalc or R1.

System requirements

PC:

Intel/AMD (Intel i5/3rd generation or higher recommended).
Win10 (64bit) or higher.

Mac (Intel):

Intel (i5/i7 3rd generation or higher).
macOS 12 or higher.

Mac (Apple Silicon):

macOS 12 or higher.

Ethernet connection:

1 Gbit or faster, cabled Ethernet connection. WiFi is possible but not recommended.

RAM:

8 GB (16 GB recommended).

Graphics:

(one of the following driver capabilities must be met)

- **OpenGL:** Version 3.0 or higher; Version 3.3 or higher is strongly recommended.
- **OpenGL ES:** Version 2.0 or higher; Version 3.0 or higher is strongly recommended.
- **Direct3D:** Version 11.1 or 12.
- **Vulkan:** Version 1.0 or higher.
- **Metal:** Version 1.2 or higher (applicable for macOS only).

Free disk space:

1 GB.

Screen resolution:

1280 x 800 or higher.

Project file compatibility

Any projects created or opened in and saved with Create.Control v1.2 or v1.4 will no longer open in previously released versions.

Installation hints

If your firewall application blocks "mDNSResponder.exe", please allow access to be able to connect to d&b devices using OCA (AES70).

Note:

Please make sure to update the DS100/DS100M Firmware to the latest version 3.02.01 or newer.

V1.4.52

Features:

- Multiple Soundscape processing engine support added - up to 8 devices across 4 slots.
- En-Space control linking across all 4 processor slots added.
- Support of 256 sound objects added (increased from 128 in previous versions).
- vCore support added.
- DS110 support added.
- Automatic sound object multi-color assignment added – optional setting to auto-assign distinct colors to sound objects.
- Object Stack Hierarchy – visualization and selection stacking has been aligned and is now easier to use.
- MIDI mapping indicator in Snapshots added – snapshots now show whether they have been mapped to a MIDI trigger.
- Soundscape scene rendering now consumes less compute when idle, improving overall system performance.

Bug fixes:

- Application stability on certain OS/GPU configurations. Some users experienced crashes on specific operating system and graphics card combinations. The graphics engine has been substantially reworked to resolve these issues.
- Incorrect "Offline" status during active control. Soundscape processing engines are no longer incorrectly displayed as Offline while actively being controlled.
- Incorrect "Online" status while actually offline. Soundscape processing engines are no longer incorrectly displayed as Online when they are actually offline.

Known issues/note:

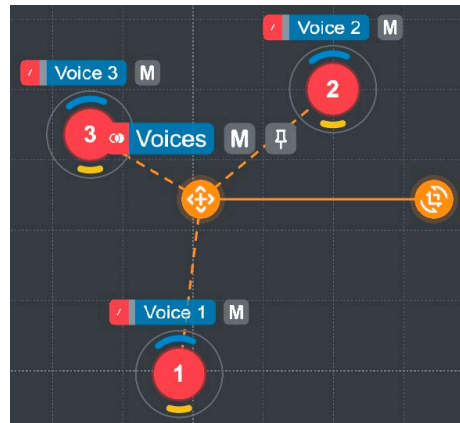
- Changing device type in an occupied slot: After an initial DSxxx device is assigned to a slot, changing the device type requires manually dragging the new device from "Available Devices" once it appears on the network – it will not be assigned automatically. *Workaround: Manually drag the replacement device from the Available Devices list after it appears*
- Multiple network interfaces on a single network: Using multiple interfaces to connect to the same network simultaneously is not recommended. If the interface currently connecting Create.Control to a device is lost, the connection will not fail over to the second interface – it will be dropped entirely. *Workaround: Use a single network interface per network connection, where possible.*

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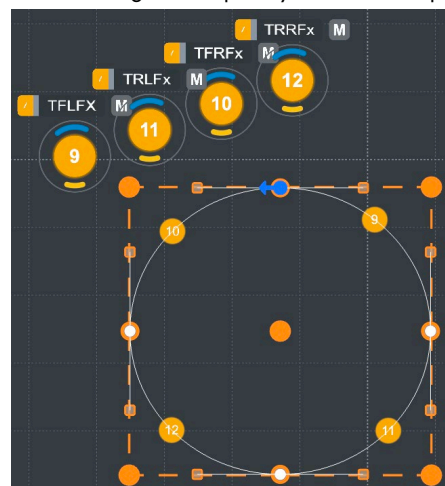
V1.2.34

Features:

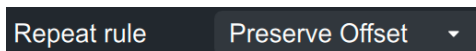
- In-app Help system added.
- Dedicated sound object group modifier on Soundscape added.



- Configurable Viewport option for highlighted object transparency added.
- Animations view updated with:
 - Offset indication for sound objects attached to animations on the configured trajectory on Soundscape.



- Sound objects toolbar buttons for 'Solo-In-Place', 'Highlight', and 'Zoom and center' sound objects.
- Trajectory Repeat rule 'Preserve Offset' vs 'Stop at end'.



- Snapshots view updated with enhanced UI and contents row as well as a column selection option for improved editing of UX.
- Project scaling page allows rotating the project.
- Device discovery and connection stability improved.
- Soundscape 2D scene presentation improved.

Bug fixes:

- Concurrency issues between running snapshots crossfade and active animations solved.

Known issues/note:

- On Windows, after updating to v1.2.x, the MTC source device might need to be re-selected on the Timecode page.
- Connecting to a single network using multiple interfaces simultaneously is not recommended. In case the automatically chosen interface connecting Create.Control to a device is lost, the connection will not be transferred to the second interface, but will be lost completely

12/2025

V1.0.28**Features:**

- Application indicates when newer versions are available.

Bug fixes:

- Application now starts on systems with non-Latin characters in the device path.
- Crash caused when duration of an animation was set to 0 fixed.
- Crash when scanning Midi device on MacOS 14 fixed.

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V1.0.25**Initial public release****Known issues:**

- Resolving conflicts between discovered devices when connected to the same LAN with multiple interfaces (e.g. Wi-Fi + Ethernet) may occasionally fail. Use one interface only to avoid this issue.

07/2025