

# **VORSIS** Application Note

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## **M1 Microphone Processor “Talent Control Interface”™**

Restricting Access to Processing Controls

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## - The Vorsis M1 “Talent Control Interface” - Restricting Access to Processing Controls

There have been many requests from end users for a method to allow air talent to change presets in the M1 without giving them the full control that the standard GUI provides. To satisfy that need we've created a special GUI for the M1 Microphone Processor that does just that.

All Vorsis audio processors ship with a standard GUI interface that allows access to all processing and input/output controls. For each product there are several different standard 'skins' available that permit the cosmetic appearance of the GUI to be changed by the user if desired.

For the M1 product there are new 'skin' files available that convert the standard Vorsis GUI into a “Talent Control Interface”. This new interface displays all metering and processing activity but disallows viewing and changing the processing and input/output settings. These new interfaces also retain the ability to configure and select multiple M1's for control of preset recall operations if desired.

Please follow the instructions below to install and enable the new M1 Talent Control Interface.

1. Install the standard M1 GUI on the desired PC (such as an air studio PC).
2. Configure the GUI to connect to the desired M1 device(s).
3. Download the “M1\_TalentControlInterface.zip” file. This can be found on the Vorsis web site at <http://vorsis.com/audio-processors/m-1-digital-voice-processor.html> .
4. Copy the “M1\_TalentControlInterface.zip” file into the “Skins” folder where the M1 GUI has been installed on the host PC.
5. Unzip the contents of “M1\_TalentControlInterface.zip” into the M1's Skins folder. Three new files should be unpacked during the unzipping process:

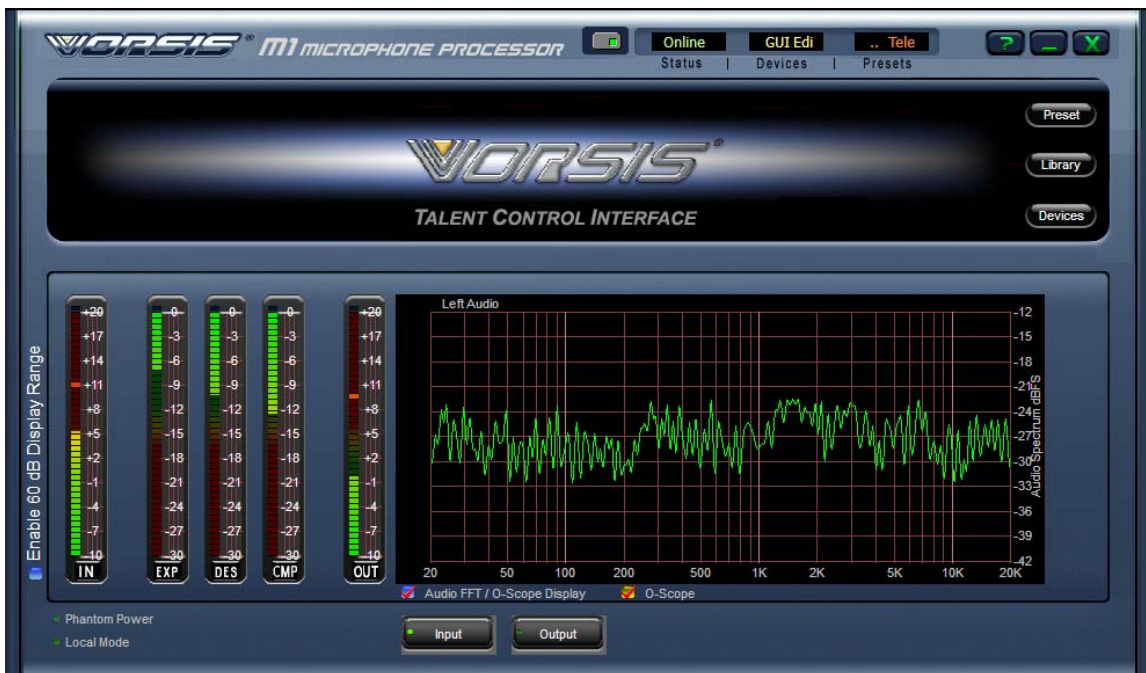
*M1\_TalentControl\_1.skin*  
*M1\_TalentControl\_2.skin*  
*M1\_TalentControl\_3.skin*

The three files are identical in function and differ only in their cosmetic appearance. This allows the end user some flexibility in choosing the particular Talent Control Interface color scheme that is most pleasing in their environment.

## Selecting a Talent Control Interface

The following steps can be used to change the appearance and functionality of the M1 user interface once the new Talent Control Skins are installed.

1. With the GUI running (you do not need to be online to the M1) a new skin file can be selected by right clicking in the controls area of the GUI and selecting the “File/Choose Skin” dialog. The three new M1\_Talent Control skins files should be among those listed.
2. Highlight one of the M1\_TalentControl skins in the list and click OK. The appearance of the M1 GUI should change completely. All processing controls should disappear and the upper window of the GUI should contain a Vorsis logo and the words “Talent Control Interface”. The M1 Talent Control Interface should appear as below:



**M1 Talent Control Interface permits preset changes only!**

## Restricting Access to Controls

Usually when one of the Talent Control skins is being utilized it means that it is desired to restrict access to the M1’s controls. In order to accomplish this, besides selecting a Talent Control skin it is also necessary to ensure that those skins are the only ones available should a curious user navigate to the Choose Skin function of the GUI and begin to explore.

To accomplish this level of security simply navigate to the installation folder of the M1 using Windows Explorer or other suitable file utility and locate the “Skins” folder. Inside this folder should be one or more of the following files:

*Default.skin*  
*M1\_Blue.skin*  
*M1\_Gray.skin*  
*M1\_Green.skin*  
*M1\_Orange.skin*

(plus the three M1\_TalentControl skins that were already copied there)

In order to restrict access to the M1’s processing controls (which could be reached again if talent simply changed back to a standard M1 GUI skin) it will be necessary to make the non-Talent Control Interface files inaccessible. One way to accomplish this is by deleting all of the files in the Skins folder except for the M1\_TalentControl skins. Once this is done only the M1\_Talent Control skins will be available to end users.

Or, rather than deleting the original M1 skin files they may also be renamed with a different file name *extension* which will make them invisible to the GUI’s Choose Skin dialog. For instance, simply appending another character such as a “1” to the file extension will render the skin files invisible to the GUI.

Example: “M1\_Blue.skin” is renamed to “M1\_Blue.skin1”

## Changing the M1’s Processing Settings Later

If it is desired to change the sound of the M1 after the M1\_Talent Control Interface skins have been installed and the other ‘full-control’ skins are inaccessible, there are three options:

1. New presets can be created on another M1 processor and then copied into the Presets folders of the M1’s with restricted GUI access. That makes those presets available for selection through the Preset and Library dialogs of those restricted GUI’s.
2. A ‘protected’ M1 can always be controlled remotely over the network from a standard M1 GUI that has not been restricted. Up to four remote GUI’s can be connected to a single M1 at the same time.
3. A standard M1 skin file (such as the M1\_Blue.skin) can be temporarily copied into the protected M1 GUI’s skins folder and then selected as the current skin (or a renamed skin put back to its original file name). This will allow the M1’s controls to be viewed and adjusted.

Once adjustments are completed the new settings can be saved as a preset, the GUI's skin changed back to one of the M1\_TalentControl skins, and the M1\_Blue.skin made inaccessible again.

## Security Tips

1. For protecting against inadvertent "upgrade". We recommend that any existing .vbn files be removed from the M1's installation folder to prevent inadvertent 'updating' of the product when it is not necessary.
2. For preventing unauthorized access to the M1's controls by someone replacing or renaming the original skin files, we recommend that if a secure GUI is desired the M1's factory default installation path of "c:\program files\vorsis\m1" **not** be used. Instead install the M1 GUI into a non-descriptive folder. Example: When the M1 GUI installer requests the installation path and displays the default location C:\Program Files\Vorsis\M1, change the path to something like C:\Temp1\Old\M1. Most idle and curious talent won't bother to navigate what they perceive is a potentially 'boring' path.
3. Protecting your device configurations. Device configurations are stored in the M1 installation folder in a subfolder call "MAPS". This folder stores individual device configuration files and they may be protected from corruption and deletion by utilizing Windows file attributes. Highlight the .cfg file to be protected, right click it, and select properties. Check the Read Only option and click Apply. Now that configuration is protected even if someone uses the M1 Device dialog to 'delete' a configuration. Simply exit the M1 GUI and restart it and the original configuration will be restored and available once again to the Devices dialog.

We'll leave other suggestions for enforcing security on the M1 GUI installation to the imagination of the reader. Just remember that the better hidden the original skin files are, the less chance there is that someone will figure out how to access and adjust the M1's controls when they shouldn't. ☺

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