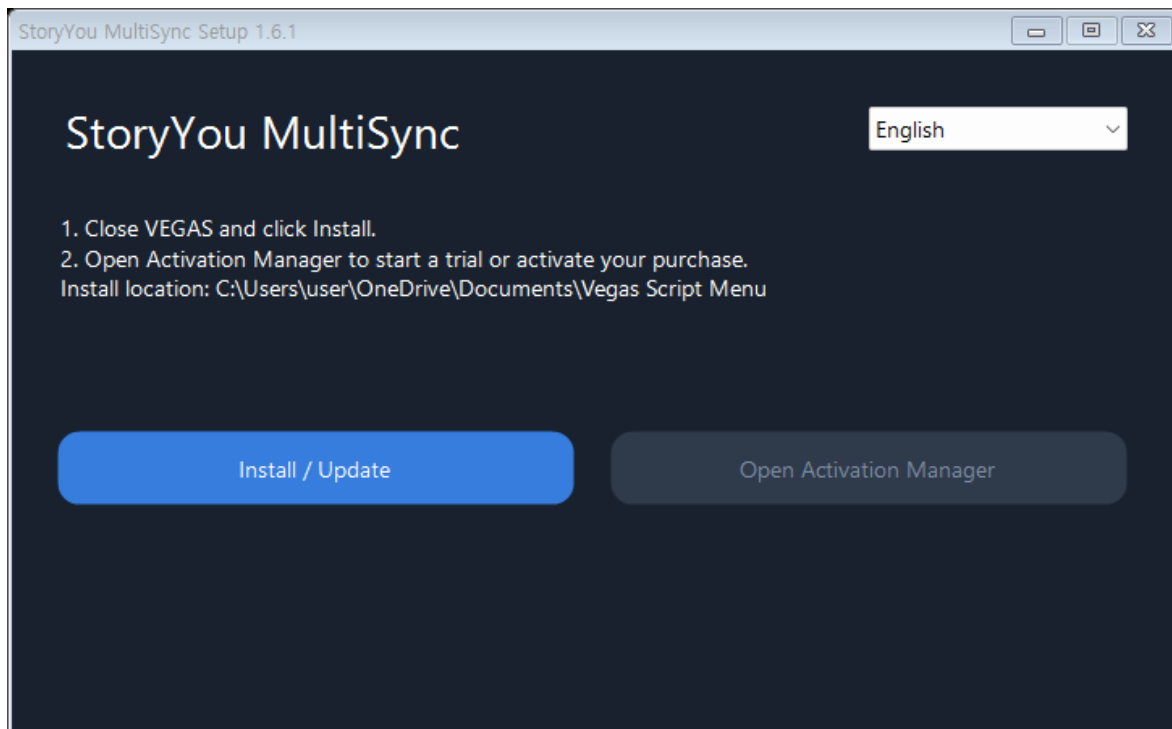


Install MultiSync



Interface example (1.6.1); layout is unchanged in 1.6.3. Paths vary by PC.

Internet required — trial and paid versions

An internet connection is required every time you use MultiSync, including after activation. Media analysis runs on your PC; video and audio files are not uploaded to the license server.

Before you start

Use a Windows PC with VEGAS Pro. This build was compiled against VEGAS Pro 2027. Save your project and close VEGAS and Activation Manager before installation.

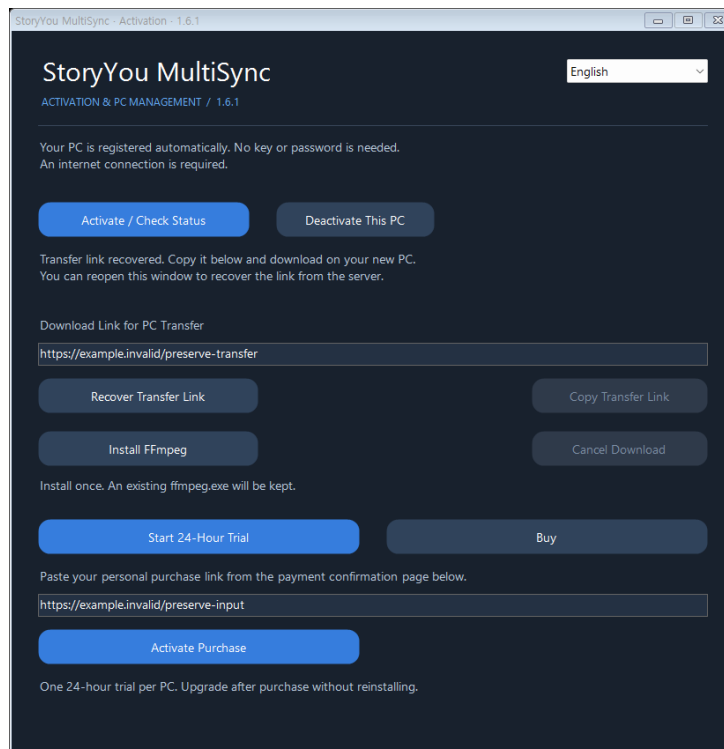
1. Extract and install

Extract the complete ZIP into a separate folder such as Downloads. Do not extract it inside Vegas Script Menu. Run StoryYou MultiSync Setup.exe and click Install / Update.

2. Open Activation Manager

After installation finishes, click Open Activation Manager. The DLL is installed in Documents / Vegas Script Menu. The manager is stored separately in Documents / StoryYou Tools / MultiSync. Existing files replaced by setup are backed up.

Activate and install FFmpeg



Interface example (1.6.1); layout is unchanged in 1.6.3. Paths vary by PC.

3. Choose your language

Choose English or 한국어 at the top right. A fresh profile starts in English. Your choice is remembered.

4. Trial or purchase

Click Start 24-Hour Trial to begin. The 24 hours run from the first start, including time when the program is closed. After expiry, an unpurchased license cannot run MultiSync. Reinstalling does not restart the trial on the same PC.

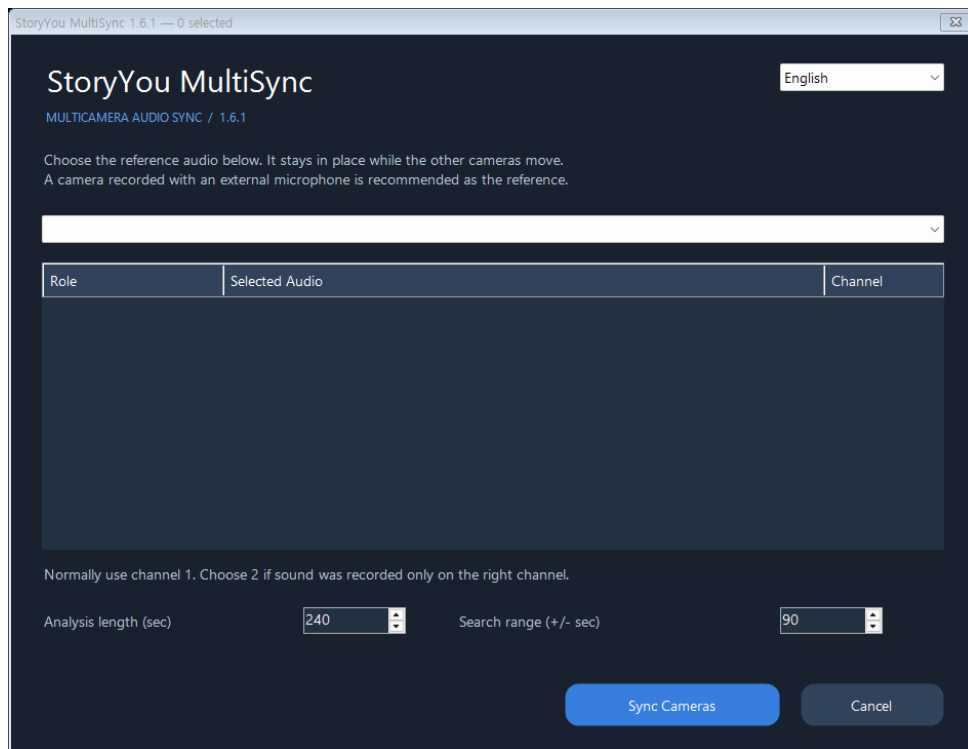
Already purchased?

Paste your personal purchase link into the purchase field and click Activate Purchase. Then use Activate / Check Status. The trial controls are hidden once a paid license is confirmed.

5. Install FFmpeg

Click Install FFmpeg and accept the download prompt. Keep the internet connected until installation finishes. An existing ffmpeg.exe is kept; you do not need to move it manually.

Run MultiSync in VEGAS



Interface example (1.6.1); layout is unchanged in 1.6.3. Paths vary by PC.

6. Open the tool

Restart VEGAS. Open a copy of your project, select at least two audio events with common recorded sound, then open Tools > Scripting > StoryYou_MultiSync_Online.

7. Select the reference

Choose the reference audio in the top dropdown. It stays fixed. Standalone audio moves individually; a matching video/audio pair moves together. Ungroup multiple audio events first. Use separate tracks and at least 20 seconds of common audio.

8. Check settings and sync

Normally use channel 1; use channel 2 for audio recorded only on the right. The initial analysis length is 180 seconds and the search range is +/-60 seconds. Click Sync Cameras, then review alignment in the project copy.

Transfer your license and get help

One PC at a time

A paid license is registered to one PC. To move to another PC, deactivate the old PC first. Do not share your personal purchase or transfer link.

Transfer steps

On the old PC, open Activation Manager and click Deactivate This PC. Copy the newly displayed transfer link. Open that link on the new PC, download the new package, install, and activate there. The previous purchase package becomes invalid after deactivation.

If the transfer link is missing

Use Recover Transfer Link on the old PC. Keep a copy of the transfer link before switching PCs.

Troubleshooting

Installation blocked: close all VEGAS and manager windows, then retry. Old interface: restart VEGAS and check the 1.6.3 title. Missing purchase information: use your personal purchase link in Activate Purchase. Connection error: check internet access; online activation is required.

Keep these files

Keep the installed DLL, FFmpeg and purchase data. You may remove the downloaded setup ZIP and extracted setup folder after confirming installation. Do not remove Documents / StoryYou Tools / MultiSync.