

DIGIT[▲]IZE

USER MANUAL



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1. Introduction

1.1 What is DigitAize?

The *DigitAize* Smart Violin is a dramatic new instrument with impressive features. This fully integrated solution combines the qualities of acoustic string instruments with the powerful possibilities of digital music making.

The *DigitAize* Smart Violin is the first digital violin of its kind. It features a patented haptic sensor fingerboard, which enables real-time polyphonic Pitch-to-MIDI conversion, as well as integrated 3D motion sensors, which capture movements and acceleration. A built-in HQ digital microphone also ensures a natural amplification, completely wireless.

A dedicated software environment provides a seamless integration in your workflow and ensures full compatibility with all major DAWs and music making software. The *DigitAize* mobile App also allows to connect the instrument to the smartphone to control virtual sounds and synthesizers in real-time.

1.2 Features

- Patented Sensor Fingerboard / Haptic Sensor Fingerboard
- HQ Realtime Digital Audio
- Polyphonic Pitch-to-MIDI
- 3D Motion Tracking
- Standalone Bluetooth Low Energy (LE) Connection
- Direct Radio via USB HUB connection
- 7+ hours Battery Life
- Micro-USB charging cable included
- Fully integrated Solution
- Dedicated Software Environment

1.3 Operating requirements

- Windows 10 (64 bit) or later
- Mac OSX High Sierra (10.13) or later
- USB Port
- Bluetooth 4.0 or later (required only for standalone operation)



2. Safety precautions

The possible results of incorrect use are marked by one of the two symbols - "WARNING" and "CAUTION" - depending on the imminence of the danger and the severity of the damage.



WARNING: Ignoring these warnings may cause severe injury or death as a result of incorrect operation.



CAUTION: Ignoring these cautions may cause moderate injury or property damage as a result of incorrect operation



WARNING

- If water or other foreign objects enter the inside of the device, fire or electric shock may result.
- Do not attempt to modify this product. Doing so could result in personal injury and/or product failure.



CAUTION

- Never disassemble or modify the device, as failures may result.
- Do not subject to extreme force or failures may result.
- Keep the electronic modules dry and avoid exposure to extreme temperatures and humidity.

WARNING: follow all mounting instructions in support at www.digitaize.eu/support to avoid damaging your instrument.





3. Installation

The detailed installation process can be found on the product website:

<https://www.digitaize.eu/software/download/#installation>

3.1 Windows

1. Get the installer file from www.digitaize.eu
2. After the download is finished, extract the installer file from .zip archive
3. You will need admin permissions to install the software
4. Follow the installation guide
5. After the installation succeeds you can start using your *DigitAize* product by starting the DigitizeConnect app

3.2 Mac

1. Get the installer file from www.digitaize.eu
2. After the download is finished open the downloaded file (Digitize.pkg)
3. You will need admin permissions to install the software.
4. Follow the installation guide.
5. The installer will automatically install CP210x VCP Drivers by Silicon Labs, this is mandatory for using *DigitAize* products.
6. When the pop-up “System Extension Block” appear, make sure to click on “Open Security Preferences” tab, and grant access to the CP210x extension. This step is mandatory in order to use any DigitAize product.
7. After the installation has finished you can start using *DigitAize* by starting the DigitizeConnect.app located in your Applications folder.



4. Operating modes

4.1 Switching between the modes

DigitAize can operate in 2 different modes - direct radio (default) or Bluetooth MIDI.

To switch between the modes briefly push the button on the *DigitAize* unit while in operation.

Note that after turning the unit off/on again, a default mode will be automatically set again.

4.2 LED colors explanation

| | |
|-----------------|--|
| Blinking green | The Unit is in the Direct Radio Mode, trying to establish the connection with the <i>DigitAize</i> USB Hub |
| Fading green | The Unit is in the Direct Radio Mode, successfully connected with the <i>DigitAize</i> USB Hub |
| Blinking blue | The Unit is in the Bluetooth mode, waiting for the connection |
| Fading blue | The Unit is in the Bluetooth Mode, successfully connected with the Bluetooth host |
| Constant orange | The battery is being charged. This LED will disappear as soon the battery is fully charged. |

4.3 Direct Radio vs. Bluetooth MIDI mode

| Direct Radio Mode | Bluetooth MIDI Mode |
|--|---|
| Operates through DigitAizeConnect app | Doesn't need any additional software or hardware |
| DigitAize USB-Hub required for operation | — |
| Advanced midi settings, f.e. Midi channels, controller mappings, custom modes available | A basic midi routing available |
| <i>Close to 0 ms</i> latency, excellent stability thanks to the custom radio communication | A lowest possible latency available thru the Bluetooth connection |
| Live Audio-Stream from the built-in DigitAize Microphone | — |
| 3d accelerator + 3d gyroscope | 1d accelerator + 2d gyroscope |



4.4 Midi routing chart for the Bluetooth MIDI mode

MIDI NOTE MESSAGES

1. Each string of the *DigitAize* instrument sends its midi note messages as well as pitch bend information on a separate midi channel. This allows flexibility while choosing different sounds that can be controlled on each string independently.
2. All Midi CC messages are sent on midi channel 1.
3. The additional midi modes can be set thru *DigitAize* mobile App, or thru special midi sys-ex commands described in chapter 4.5 (only for advanced users).

| Action | Midi Message | Midi Channel |
|-----------------------------------|--------------------|--------------|
| String 1 Note | Midi Note | 10 |
| String 1 Pitch Bend | Hi. Res. Pitchbend | 10 |
| String 2 Note | Midi Note | 11 |
| String 2 Pitch Bend | Hi. Res. Pitchbend | 11 |
| String 3 Note | Midi Note | 12 |
| String 3 Pitch Bend | Hi. Res. Pitchbend | 12 |
| String 4 Note | Midi Note | 13 |
| String 4 Pitch Bend | Hi. Res. Pitchbend | 13 |
| Amplitude Envelope | Midi CC 7 | 1 |
| Motion Tracking, Acceleration X | Midi CC 10 | 1 |
| Motion Tracking, Acceleration Y | Midi CC 11 | 1 |
| Motion Tracking, Gyroscope X | Midi CC 12 | 1 |
| Motion Tracking, Gyroscope Y | Midi CC 13 | 1 |
| String 1 as a slider ¹ | Midi CC 20 | 1 |
| String 2 as a slider | Midi CC 21 | 1 |
| String 3 as a slider | Midi CC 22 | 1 |
| String 4 as a slider | Midi CC 23 | 1 |

¹ All string values are also sent in normalized 0-127 range which corresponds the full length of the string on the fingerboard



4.5 Advanced Bluetooth MIDI settings

User can alter the default Bluetooth midi settings. This can be easily done thru the *DigitAize* iOS App² or by manually sending special midi sys-ex commands (only for advanced users).

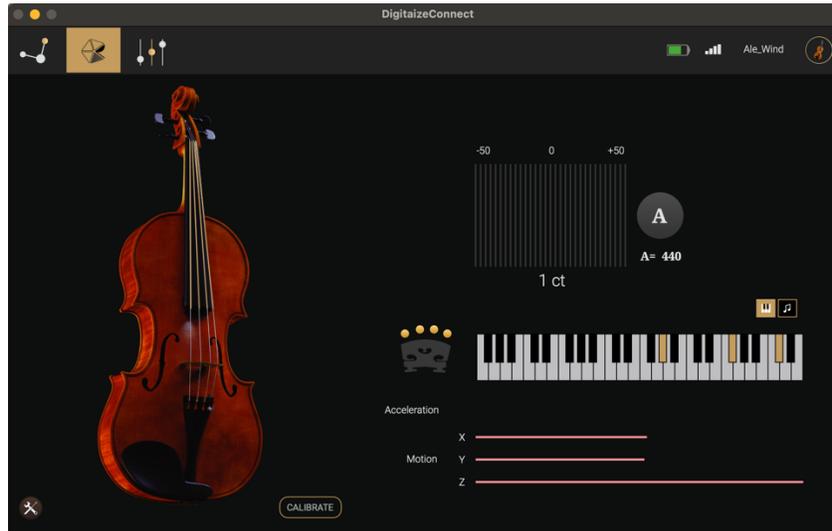
| Settings | Midi Sys-Ex code |
|---|------------------|
| Enable sending normalized strings positions thru midi cc | 240 60 1 247 |
| Disable sending normalized strings positions thru midi cc | 240 60 0 247 |
| Enable TAP ³ mode for Midi Notes | 240 61 0 247 |
| Enable BOW mode for Midi Notes | 240 61 1 247 |
| Microphone sensitivity settings (x = 0-127) | 240 62 x 247 |

² DigitAize iOS app is available thru the Apple App Store under: <https://apps.apple.com/at/app/digitaize/id1549272659?l=en>

³ The playing modes are explained in the Chapter 5.2



4. DigitAizeConnect App



The *DigitAize* Smart Violin has a fully dedicated, cross-platform and cross-device software environment, which allows an easy integration in any workflow and is conceived for maximum flexibility.

DigitAizeConnect App is the **invisible bridge** connecting *DigitAize* to any computer. It allows infinite customization of all MIDI data and controls the channel assignment. This receiver software allows to manage multiple instruments (via the *DigitAize* Cloud) and manage their MIDI parameters separately. Via the compatibility with MIDI, controlling virtual sounds and synthesizers, performing real-time notation and controlling live-parameters with the instrument are only few of the possibilities of this Smart Violin.

NOTE: To use DigitAizeConnect make sure to have your *DigitAize* USB-Hub plugged in and that the unit is turned on in the *direct radio*⁴ mode.

5.1 Connecting/registering *DigitAize* units

1. Start DigitAizeConnect app on your computer

Windows: C:/Program Files/Nimikry Music OG/DigitAizeConnect.exe

Mac: /Applications/DigitAizeConnect.app

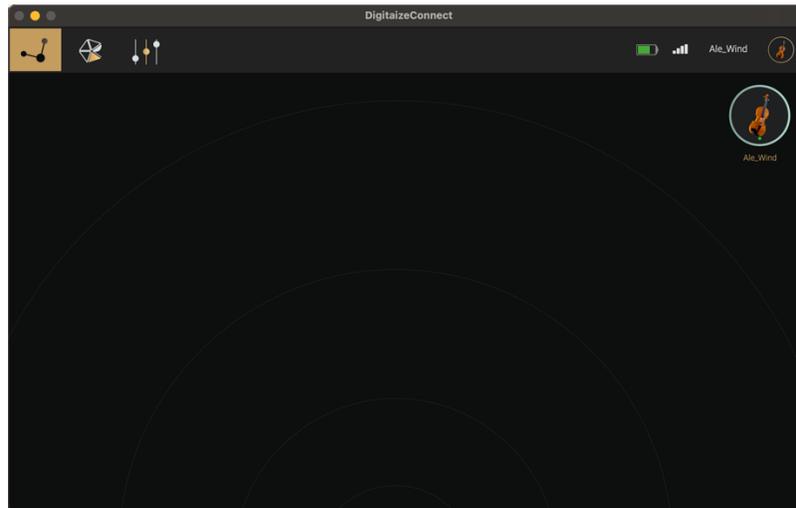
2. Connect the *DigitAize* USB-Hub into your computer
3. Turn on the *DigitAize* unit by briefly pressing the button on the instrument fingerboard

⁴ After turning the unit it switches to the radio mode per default. Read more about the modes in the chapter 4.



4. A green LED on the unit flashes shortly and once connection is established it starts fading slowly
5. A registration pop-up appears - type your preferred name⁵ and select the instrument type
6. Registration is done, you can start using the *DigitAize*
7. If you registered your *DigitAize* instrument for the first time it is strongly recommended to calibrate the instrument. For more information please read chapter → 5.5 Calibration

5.2 DigitaizeConnect Cloud



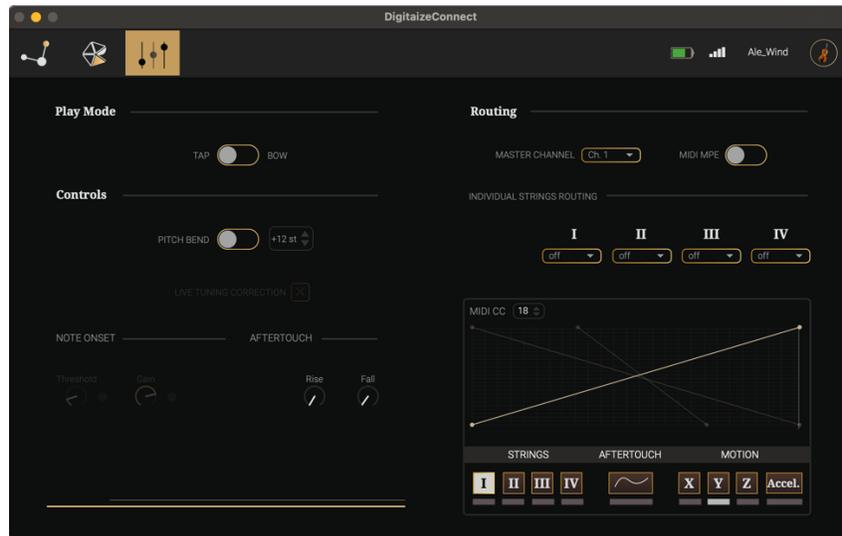
In the first tab of the DigitaizeConnect app all currently available devices will show up, once in reach. You can connect up to 64 individual *DigitAize* instruments to the same computer using one *DigitAize* USB-Hub. The changes made in the setting window will always apply to the previously selected instrument in the cloud.

NOTE: the *discovery* mode on DigitaizeConnect automatically switches off 5 seconds after the 1st instrument is recognized. If you want to use more instruments, the best practice is to turn all of them on before starting the app.

⁵ On Mac computers your typed name will become the name of the virtual midi port for sending any *DigitAize* Midi data, on windows the midi name is always set to "Digitaize MIDI Receiver"



5.3 Midi Settings



In this screen you'll find many useful settings for customizing and optimizing your experience while playing with the *DigitAize* instrument. All below settings apply to the midi messaging handling and should be always adjusted in connection with a desired virtual instrument which obtains the midi from *DigitAize*.

5.3.1 Play mode



TAP - a midi note is triggered as soon as the finger gets a contact with the fingerboard, i.e. presses a note on it; this mode is ignoring the instrument's amplitude and always sends a velocity of 127 for any note-on message. Please note that in this mode the detection of the open strings is disabled.

BOW - a midi note is triggered only if this note is physically sounding on the instrument, thus the bowing dynamic is crucial for triggering the note-on messages as well as their velocities.



5.3.2 Controls



PITCH BEND - this parameter plays a crucial role in the *DigitAize* system. Pitch bend allows a flawless change of the pitch while sliding throughout a single string without triggering a new midi note-on messages every half-tone step.

It is crucial to set the pitch bend range to the same value as the destination synthesizer/sampler in your DAW.

It is recommended to set the pitch bend range to at least 24 steps to cover the range of each string. If the pitch bend is disabled, all midi note messages are rounded to the next integer value.

NOTE: please note that in the MIDI 1.0 (default) pitch bend is treated as a global parameter, thus when routing the MIDI master track to any channel, as soon as more then 1 note is being played, the system temporarily disables sending the pitch bend to avoid false notes. In order to use pitch bend on each string *independently* you may route each string to a separate channel or switch to MIDI MPE mode which will then automatically split each voice to each separate string.

LIVE TUNING CORRECTION - If enabled, analyses the sounding pitch vs. calibrated pitch and corrects the difference in real-time. Works well in environments free from loud background noises. This option is available in connection with BOW mode.

NOTE ONSET THRESHOLD - set the velocity that has to be reached in order to trigger a new note on. Turn it up when playing in a loud environment to avoid unexpected note triggering, or if you want to get very short note attacks with quick release times. For more *legato-like* sound you might want to go down with this setting.

NOTE: this setting works independently from the Midi Onset Gain knob, which is scaling the note-on velocity "post" threshold.



NOTE ONSET GAIN - it multiplies the midi note input velocity in range of *0.5 to *4

AFTERTOUCH RISE - it smooths out the attack time of the input amplitude of the instrument.

AFTERTOUCH FALL - it smooths out the release time of the input amplitude of the instrument.

5.3.3 Routing



MIDI MODE - *DigitAize* can operate in 2 different modes: MIDI 1.0 or MIDI MPE:

- MIDI 1.0 - in this mode (default) user can decide on which master track all strings of the instrument are being sent (with common pitch-bend for all strings), as well as sending each individual string to a different channel.

Note: please make sure not to select the same midi channel for master/individual strings as this might lead to broken midi messages being sent!

- MIDI MPE - when enabled, all instrument strings are treated as separate voices, which gives a great advantage when using individual pitch-bend information within one software synthesizer.

MASTER CHANNEL - all midi data from *DigitAize* is sent on the selected channel.

Note: if you turn off this channel, the MIDI CC data will still be sent through midi channel 1. The individual midi cc controllers can be then switched off individually, if needed.

INDIVIDUAL STRINGS ROUTING - each string midi note and pitch bend data can be routed to a different midi channel, starting with the *String I* which is the highest string on a given instrument (f.e. Violin String I = E string).



MIDI CC TABLE - all sensor data available on the *DigitAize* can be sent as Midi CC as well. In the upper left side, a Midi CC controller number can be adjusted to the currently selected sensor. The function table scales the input values. To add a new point onto the table, simply click with the mouse anywhere within the display and a new point will be generated. To move the point, click and drag it. To remove a point, press the SHIFT key and while holding it, click on the desired point. To enable/disable sending individual Midi CC messages click on the gray rectangle below the sensor names (the Motion Y is enabled per default).

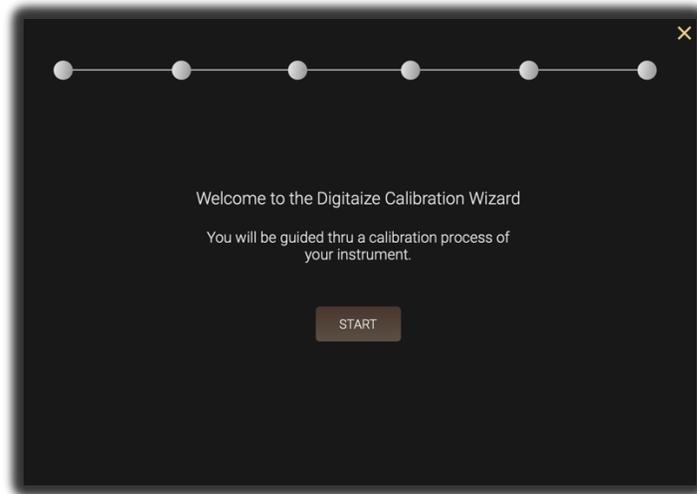
5.4 OSC Settings



DigitAize can send all its sensor data in a 'raw' form as OSC data through an UDP port. In the upper menu bar go into Utilities -> Settings. A popup window will appear. Here you can set the port on which the OSC data will be sent, as well as enable/disable sending of this data. Below you can read the individual addresses-names on which each value will be sent.



5.5 Instrument Calibration



The *DigitAize* technology relies on both finger-position on the fingerboard and the resulting, sounding pitch. Since every instrument has slightly different dimensions and the wooden body of it reacts to weather / temperature changes it is **crucial** to run the calibration process regularly. During this process, the digital fingerboard of the instrument is being mapped with the corresponding pitch.

5.5.1 Important Steps:

1. If your instrument has new strings, make sure to tune them properly and play the instrument for a couple of hours until the strings will 'settle down' and won't get out of tune from themselves anymore.
2. Make sure to precisely tune your instrument. You can use the built-in tuner available in the calibration process.
3. When calibrating, make sure to play only on one string at a time, and **press the finger against the fingerboard firmly** so that the contact between the finger and the sensor is fully maintained.
4. Make smooth slides throughout the fingerboard while observing the calibration progress. Try to keep the sliding smooth and avoid 'jumping' to other notes.

5.5.2 Bluetooth and Midi Calibration

Calibration can be performed in the Direct Radio Mode only. After calibration is done, to update it for the Bluetooth mode, open the *DigitAize* iOs app on your smartphone, connect your *DigitAize* Smart Violin to it - a popup with new calibration settings available will appear. Confirm it to proceed and the new settings will be uploaded on your module. Please be patient as this process might take up to 1 minute.



5.6 Firmware Update Tool



DigitAize is a brand new technology which is being constantly improved, based on the feedback from our customers. The *DigitAize* team is eager to bring the highest quality products to our users. It is extremely important to update the firmware of the instrument whenever the app asks for it. Please also make sure to run the newest version of the app itself, as some firmware updates require the newest version of the *DigitAize* Bundle.

5.6.1 Important Steps

1. Make sure your module has at least 50% of the battery charged
2. Make sure that only one *DigitAize* USB-HUB is plugged in, and in your range
3. Make sure that only one *DigitAize* Instrument is turn on and in your range

CAUTION! Please follow the displayed steps very carefully while updating the firmware. Interrupting the firmware update, or not following the instructions properly while processing may damage the device!

6. Working with DAW's

DigitAizeConnect app is a 'bridge' between the hardware device and a destination midi/osc receiving software. To use it (in the Direct Radio Mode) with any DAW it needs to be turned on at all times, as all the data goes through it.



6.1 Midi Learn Mode

DigitAize is continuously sending many different midi parameters when in operation. When doing an automated mapping, you want to make sure that the right parameter will be attached.

- To make sure that no midi note on message will be triggered while learning, in the *DigitAizeConnect* switch it to the BOW mode, turn the Pitch Bend off and don't play
- Make sure to enable only one Controller (the small gray rectangle at the bottom of the midi cc function table)

6.2 Using *DigitAize* with Ableton LIVE

1. Make sure *DigitAizeConnect* app is running, and your *DigitAize* instrument is connected.
2. In the Ableton Live's preferences go into "Link Tempo Midi" tab you can activate your instrument ("Track") and it's ability to take the control over the Midi Mappings ("Remote"). If you want to use *DigitAize* in MIDI MPE mode you can select it here as well. Make sure to enable MIDI MPE in the *DigitAizeConnect* as well.
3. Create a new MIDI Track
4. Select a software instrument you'd like to play with
5. Make sure the Pitch Bend Range is set to the same value as in the *DigitAizeConnect*

6.3 Using *DigitAize* with Apple's Logic Pro X

1. Make sure *DigitAizeConnect* app is running, and your *DigitAize* instrument is connected.
2. Create a new track by clicking on the "+" button in the upper left side of the screen.
3. Select "Software Instrument"
4. Make sure the Pitch Bend Range is set to the same value as in the *DigitAizeConnect*

6.4 Using *DigitAize* with Cycling'74 Max/MSP

DigitAize externals for max/msp are installed automatically into the Max's Library Folder while installing the *DigitAize* Bundle. To start using it, simply create an object [digitize4max]. To access the help file with some detailed information, right click on the object and select "Open digitize4max Help".

NOTE: To use digitize4max you must close the *DigitAizeConnect* app as it uses the same communication ports which might block each other from operating.



7. DigitAize Receive VST3/AU Plugin



One of the greatest features of *DigitAize* is its ability to send wireless microphone high quality audio with a *close to 0 latency*. To access the live stream simply create an audio track in any DAW and drag the DigitAize Receive plugin into it.

If you're expecting some latency issues, please check the buffer size of your audio card settings and make it smaller. If you're on Windows, consider using ASIO drivers (recommended: ASIO4ALL : <https://www.asio4all.org>)

HINT: To record the audio from *DigitAize*, you might need to route the output of this track to an input of another track, as most of the DAW's record the audio 'pre' any plugin attached.



8. Troubleshooting

8.1 Software installation

8.1.1 Windows

| Problem | Solution |
|--|---|
| After downloading the installer, a malware alert appears | The verification process on some Microsoft servers takes time, thus each new version of the software is initially marked as 'potentially insecure'. Since the app is digitally signed by <i>DigitAize</i> you can safely ignore this warning. |
| Admin permissions | As <i>DigitAize</i> needs to install some USB extensions as well as some background processes running, the installer needs the admin permissions to finish the setup. |
| | You must allow <i>DigitAizeConnect</i> to use the network connection as some of its data uses local host connections. |

8.1.2 MAC

| Problem | Solution |
|---|---|
| Admin permissions | As <i>DigitAize</i> needs to install some USB extensions as well as some background processes running, the installer needs the admin permissions to finish the setup. |
| I ignored the warning "System Extension Blocked" and the installer got stuck or quit. | Go into System Preferences -> Security and Privacy -> General. Click on the locker in the bottom left corner, and then in the bottom center of this window allow VCP210 drivers to be used on your mac. If needed, quit the installer and run it again. |



8.2 Connectivity

| Problem | Solution |
|--|--|
| Firewall alert upon first app start (windows only) | You must allow DigitAizeConnect to use the network connection as some of its data uses local host connections. |
| My instrument doesn't appear in the DigitAizeConnect app | <ol style="list-style-type: none">1. Make sure the <i>DigitAize</i> USB-Hub is plugged into the computer and the instrument is turned on and a green LED is slowly fading (not blinking)2. Make sure the <i>DigitAize</i> USB-HUB is near your instrument (preferably not more than 3-4 meters)3. Restart your computer4. Make sure you have the newest version of <i>DigitAize</i> bundle: in the app go to Utilities-> "Check for updates.."5. If none of the above problems helped, try updating your instrument's firmware. Go to Utility->"Firmware update tool" and follow the steps. Make sure to have a stable internet connection, as the newest firmware will be downloaded during this process. |
| My instrument keeps disconnecting | <ol style="list-style-type: none">1. Make sure the battery of the instrument is charged. Use the attached USB cable to charge your instrument for at least 30 minutes2. Make sure the <i>DigitAize</i> USB Hub is in a distance not more than 3-4 meters from the instrument, and no solid objects are covering it.3. Try restarting your computer |



8.3 MIDI / OSC

| Problem | Solution |
|---|--|
| I can't receive any MIDI data in my destination software | <ol style="list-style-type: none">1. Make sure your instrument MIDI port is activated in your destination software2. Check if the midi input of your track is set to your instrument's name(mac) or "DigitAize MIDI Receiver" (windows)3. Check the MIDI Routing in the DigitizeConnect4. Try changing the Play Mode to TAP |
| The synth i'm controlling is playing out of tune | <ol style="list-style-type: none">1. Check the Pitch Bend range and make sure that the values are the same both in DigitizeConnect and your destination software2. Check the tuning of your instrument3. Calibrate your instrument |
| In bow mode the notes are being triggered even if i don't play | Try increasing the note onset threshold |
| The latency is too big | <ol style="list-style-type: none">1. In your destination software check the buffer size of your audio card, make sure to keep it low for the best results. If you're on windows consider installing ASIO drivers (recommended: ASIO4ALL : https://www.asio4all.org)2. Restart your computer |
| When trying to assign a controller via learn mode process it keeps assigning the wrong one. | Read the Chapter 6.1 |
| I get duplicate midi notes | Check the routing in the DigitizeConnect app. Make sure that you don't route different strings or master channel to the same midi channel. |
| The range of the motion sensor is too big | Read the Chapter 5.3.3 Midi CC Table |
| I don't get any OSC data | Go into the Utility->Settings, make sure the port you selected is not used by any other application, make sure the OSC sending button is enabled. |



8.4 Microphone/Audio

| Problem | Solution |
|---|--|
| The Audio signal sounds distorted/corrupted | <ol style="list-style-type: none">1. Make sure the <i>DigitAize</i> USB Hub is in a distance not more than 3-4 meters from the instrument, and no solid objects are covering it.2. Restart your computer3. In your destination software check the buffer size of your audio card, make sure to keep it low for the best results. If you're on windows consider installing ASIO drivers (recommended: ASIO4ALL : https://www.asio4all.org) as some of the default window audio drivers cannot handle such audio streaming correctly |
| I can't record the audio onto the track where the <i>DigitAizeReceive</i> plugin is attached to | To record the audio from <i>DigitAize</i> , you might need to route the output of this track to an input of another track, as most of the DAW's record the audio 'pre' any plugin attached. |

8.5 Firmware Update Tool

| Problem | Solution |
|--|---|
| The app gets stuck while updating the firmware | <ol style="list-style-type: none">1. Make sure to have your <i>DigitAize</i> Instrument charged to at least 50%2. Make sure to follow the app's instructions <u>exactly</u> in the given order3. Check the firewall settings for possible blocked connections for <i>DigitAizeConnect</i> app4. Make sure to have only one <i>DigitAize</i> USB-HUB plugged in and no other computer in your range has another USB-HUB plugged in at the same time5. Make sure to have a working internet access6. Restart your computer |



9. Additional Resources

For additional help and other F.A.Q please visit the support page on the www.digitaize.eu
You might also contact our tech support at any time by sending an email to contact@digitaize.eu