

UVIWORKSTATION

User Guide
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Credits



WELCOME TO THE UVI WORLD



The UVI Engine has always been a signature of excellence.

Its technology powers some of the most successful software-instruments on the market today, such as Stylus™, Atmosphere™ and Trilogy™ from Spectrasonics™, MachFive™ & Ethno™ from MOTU™, and XTreme FX™ and Plugsound Pro™ from Ultimate Sound Bank™.

Years of experience have allowed us to redesign and consolidate our best engine ever. The UVI Engine is stronger, more powerful, and now utilizes an enhanced redesigned audio engine, as well as a new graphic system for greater software compatibility.

Technology alone is nothing without the feedback from our valuable users.

We are constantly listening to our customers and their input has really helped us to improve our current software. We hope you'll see the proof of this philosophy in the UVI Workstation. Powered by the UVI Engine XT, the UVI workstation has the muscle, and we think you'll find the design to be the most easy-to-use software workstation ever produced.

UVIWORKSTATION

The first baby of our new UVI Engine XT technology, UVI Workstation, is also a first on the business side: it's free ! But free doesn't mean "cheap", not at all.

> Features:

- Manage instruments and loops in the same interface
- Universal compatibility Mac / PC
- New smart integrated browser
- New Info section with text, pictures, and website link
- Convenient mixing environment with meters, mute, solo, volume, pan ...
- Unlimited parts
- Up to 64 MIDI channels
- Disk streaming per part
- Multiple separate outputs
- MIDI learn
- Expert mode
- Cross-platform Multi's & all host compatible
- Sound Design-Shaping tools : envelopes, multimode filters, LFOs, pitch...
- Unlimited FX
- Complete professional effects arsenal, with easy editing (delay, reverb, phaser, chorus, EQ, filter, drive, distortion, compressor...)
- Excellent sounding convolution reverb
- Direct sync to host : tempo & transport
- State-of-the-art real-time time-stretch algorithm
- Real-time sync to the beat: loops are always in time
- Latch mode

- Sample/Slice Start for loops and phrases
- Drag & Drop MIDI & Audio
- Import REX files, Apple Loops, AIFF, WAV and more...
- Expandable with new UVI Soundcards & UVI SoundsSource.com soundpacks
- Direct connection to the UVI SoundSource RSS feed

Try the new UVI Workstation Smart Browser, and you will see how the workflow is dramatically improved compared to other software instruments. This is only one example of the new improved UVI Engine XT experience.

Regarding sounds, all Ultimate Sound Bank UVI Soundcards are compatible now with the UVI Workstation. In addition, the unique integration of UVI SoundsSource.com provides a new and more convenient way to buy new sounds.



New and exciting UVI project, UVI SoundsSource.com is a sound download website dedicated to the UVI community.

The UVI Workstation provides a unique option of connecting directly to the UVI SoundSource.com website via RSS news and update feeds. When connected, you will receive real-time information on the new available sounds. Just click on the news link in the UVI Workstation and you'll be directed to a detailed information page. Here you can evaluate the soundpacks with audio or video demos, and if desired, purchase and download the sounds for immediate use!

It's super easy to use with an ultra-secure payment system, convenient iLok protection, and unlimited access to the data (if sounds are lost, just download again!). We've worked hard to make exploring and acquiring new sounds as easy and convenient as possible.

> Benefits to buying digital versus physical:

- It's better for the planet. No need for useless packaging!
- It's easier on your bank account. Prices are lower than physical products.
- And most important, digital delivery will allow us to release some unique sounds that would be difficult to produce as physical products.

UVI SoundsSource is also open to any sound producer.

Please check out www.uvisoundsSource.com for news and updates.

**We wish you the best musical experience
with our new tools !
Thanks again for your support.
The UVI Team.**

INSTALLING UVI WORKSTATION



Stand Alone
Audio Units
RTAS
MAS
VST

> Minimum System Requirements

- G4/G5 or MacIntel processors
- 1 GB of RAM
- MAC OS X 10.4 or higher
- Hard Drive: when using Streaming, faster drive will allow more voices to play

> How to install

1. Double-click the file: "UVI Workstation.mpkg".
2. Agree to the terms of software license agreement.
3. Select the destination volume where to install the UVI Workstation.
4. Click the Install button.

That's all!

Note 1: The installer creates a sound library folder at "/Library/Application Support/UVISoundBanks/". All sound library must be copied or aliased to this folder so UVI Workstation can access to the contents easily.

Note 2: As PACE iLok extensions are required, the installer will automatically install the extensions to your computer.

Note 3: As a REX library is needed to read REX files, the installer will automatically install the extensions to your computer.

(!) About the Mac OS X Password:

Your OSX operating system will ask you for your OSX Admin password. This is not the UVI Workstation password.. This is the password you created when installing your Mac OS X operating system. If you don't know this password, please contact the person who administrates your computer.



Stand Alone
VST
RTAS

> Minimum System Requirements

- Pentium IV 2 GHz PC or faster
- 1 GB of RAM
- Windows XP SP2 or higher version, Windows Vista
- Hard Drive: when using Streaming, faster drive will allow more voices to play

> How to install

1. Double-click the file: "UVI Workstation.exe".
2. Agree to the terms of software license agreement.
3. Click the install button.

That's all !

Note 1: The installer creates a sound library folder at "C:/Program Files/UVISoundBanks/". All sound libraries must be copied or aliased to this folder so UVI Workstation can access to the contents easily.

Note 2: As PACE iLok extensions are required, the installer will automatically install the extensions to your computer.

Note 3: Automatically install the extensions to your computer.

Note 4: As Microsoft Visual C++ Runtime libraries are required, the installer will automatically install them to your computer.

QUICK START GUIDE: LOAD & PLAY

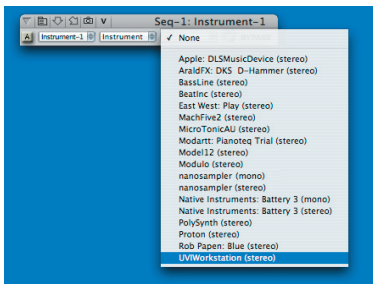
In this section we provide a few steps to help you quickly get UVI Workstation up and running. UVI Workstation can be used as a stand-alone application or as a plug-in inserted in a host sequencer. The steps below assume that your MIDI/Audio system is configured correctly and includes a MIDI device for transmitting MIDI data, and an audio monitoring option to hear the sound.

UVI Workstation application



To open the stand-alone version, go to your Applications or Program folder and double-click on “UVI Workstation”. The software interface will be displayed. Select the menu File > Audio Settings to configure your audio and MIDI settings. Once you’ve confirmed your configuration connections, you’re ready to go.

UVI Workstation plug-in



UVI Workstation can be used as a plug-in in host sequencers supporting AU, VST, MAS and RTAS formats. To add UVI Workstation to your host sequencer project, simply select UVI Workstation from the virtual instrument list in your instrument track. Please refer to your host sequencer's user manual for details on how to insert and use virtual instruments with your sequencer program.

Smart Browser

The Smart Browser provides the ability to load sounds into a part or multiple parts. In addition, part parameters such as Mute, Solo, Volume, Pan, etc. can also be edited while the Smart Browser is open.

Loops/Phrases and UVI Presets

There are two different types of objects that can be loaded into a part.

- UVI Instruments: Ready to play presets (pianos, violins, drum kits, etc.)
- Sound file: WAV/AIFF/REX and Apple Loops files.

Note: when you load a sound file, the sound is mapped across the keyboard. When it's a slice sound (like REX files), the sound will automatically play with the Smart Browser's default setting. And when it's a slice sound, the sound will automatically play with the Browser's default setting.

Load & Play

UVI Workstation includes the UVI Tutorial Set. This soundbank contains a collection of instruments and loops. Follow the steps below to load a sound.

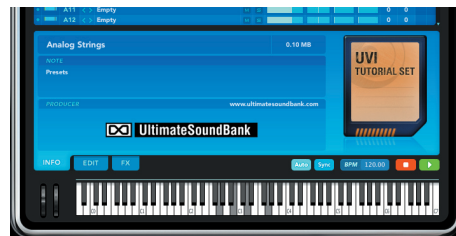
1. Double-click on a part or press the Browser icon



2. Select a sound in the “UVI Tutorial Set”
(or any other UVI soundbank located in the UVI Soundbank folder)



3. Play a note on your MIDI device to trigger the sound. Note: make sure your MIDI device is transmitting on the MIDI channel of the desired loaded part.



4. Repeat the above steps to load additional sounds.

Drag & Drop

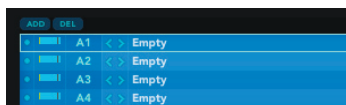
UVI Workstation also allows you to import via the Browser or by a drag & drop method. To load your own WAV/AIFF/REX and Apple Loops files via the drag & drop method, drag and drop the files from anywhere on your computer to the desired part.

QUICK START GUIDE: TUTORIAL

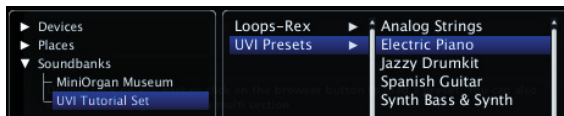
The extended tutorial in this chapter takes you through the process of creating your first MIDI sequence with UVI Workstation. It also introduces you to the process of importing sounds and performing basic sound design tasks.

1. Create your first sequence

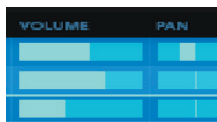
- 1.1 Open UVI Workstation as plug-in from within your host software.
- 1.2 Let's first check out the MIDI channel assignment for 3 parts. By default the parts are assigned from MIDI channel A1 to A8.



- 1.3 Let's load our first sound in part 1: double-click the word "Empty" to open UVI Workstation Browser.
- 1.4 You can now see your installed "Soundbanks". Click on "UVI Tutorial Set". Use the multi-column browser to navigate to the folder "UVI Presets"; double-click on "Electric Piano" to load the preset.



- 1.5 Set up your MIDI host application so you can play on MIDI channel A1.
- 1.6 Now when you play, you should hear the Electric Piano. If not, check the part's MIDI activity LED. If you still don't hear anything, refer to the chapter "Troubleshooting & Support"
- 1.7 Next, let's load additional presets "Synth Bass & Synth" in part 2 and the "Jazzy Drumkit" in part 3 by simply selecting the respective part and double-clicking the desired preset in the Browser.
- 1.8 The drum part might be a little loud, and maybe the Electric Piano would sound better if moved a little to the left... Use the volume and pan controls for each part to improve the mix of this tutorial.

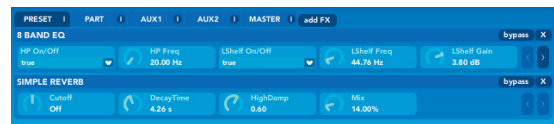


>>> You can now play and record through your host sequencer ! Let's now see how to improve the quality of your mix with effects and filters.

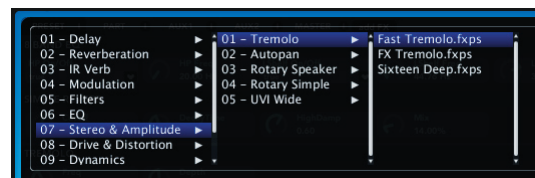
2. Effects and filters

- 2.1 First select the "Electric Piano" part, then click on the "FX" Tab. The FX page will display.

Note: In the following example, there are two effects currently inserted in the Electric Piano preset . ("8 Band EQ" and "Simple Reverb").



- 2.2 We can add more reverb to the Electric Piano by using the Mix slider.
- 2.3 Now let's apply a Tremolo effect to our Electric Piano: click on "add FX". The FX Browser will display. Use the Browser to navigate to the folder named "07- Stereo & Amplitude", than "01 - Tremolo", and double-click on "Fast Tremolo" to load it.



3. Using a loop in a sequence

- 3.1 First, let's replace our "Jazzy Drumkit" with the loop "100-Hip Hop Beat". Double-click on the part "Jazzy Drumkit" to open the Browser. Under the "UVI Tutorial Set", click "Loops-Rex" to reveal the loops.



Double-click "100-Hip Hop Beat" to load it in this part. The "Jazzy Drumkit" preset will be replaced, and you will hear the loop playing at your sequencer tempo. Click OK and then click Stop to stop playback.

- 3.2 A new Loop tab will display. Click on it to access the Loop page.



A cool feature of the UVI Workstation is the ability to drag and drop audio files from it directly into your host sequencer. Let's check it out.

- 3.4 To import this loop into your host sequencer, simply click and hold the "Drag & Drop" waveform icon, and then drag and drop the icon (loop) into a track in your sequencer.



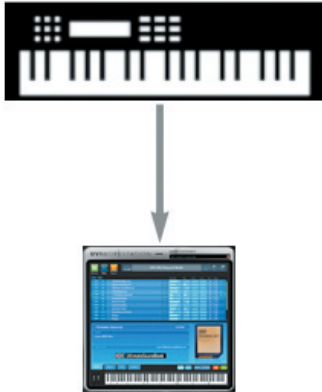
- 3.5 The loop has now been imported to your sequence. The audio you've imported can be manipulated like any other audio track in your host.

Congratulations!

You are well on your way to becoming a UVI Workstation power user. :-)

STAND ALONE APPLICATION

Stand-alone operation



UVI Workstation can operate as a stand-alone instrument application, independent of a plug-in host. This option can turn your Mac or PC into a streamlined virtual instrument powerhouse with unlimited parts, disk streaming, multiple independent audio output pairs, and playback of a virtually unlimited library of instruments, loops and phrases. Stand-alone operation also allows you to:

- Play UVI Workstation directly from an external MIDI keyboard or other MIDI controller. Great for live performance!
- Use UVI Workstation as a comprehensive multi-timbral sound source for an external MIDI sequencer or MIDI-capable music software running on another computer.
- Use the UVI Workstation as a comprehensive multi-timbral sound source for MIDI-capable music software that does not host 3rd-party instrument plug-ins, but that is running on the same computer as UVI Workstation.

Audio & MIDI Settings

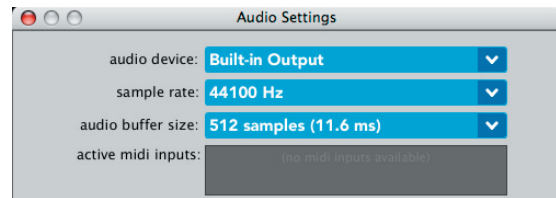
The stand-alone version of UVI Workstation has a few basic audio and MIDI settings that can be found in the File > Audio Settings menu.



The Audio Settings preferences window provides the ability to configure the settings of any available audio hardware devices.

IMPORTANT NOTE:

MIDI settings are also included in the Audio Settings window.



Audio Device

Choose the desired audio hardware from the Audio Device output menu. For example, you could choose your computer's built-in audio hardware. If you have a 3rd party audio interface installed or connected, and you do not see it in the output menu, be sure that you have correctly installed its driver and that it is otherwise functioning properly, independently of UVI Workstation.

Sample Rate

Choose the desired Sample Rate for playback. The choices in this menu are provided by your audio hardware driver, and the setting you choose here is the sample rate your hardware will be set to. 44.1 kHz is the standard rate for audio compact discs. UVI Workstation samples are provided in either 16-bit or 24-bit resolution at sample rates that range from 44.1kHz up to 192 kHz.

Note: If you choose to operate at a sample rate that is different from the actual samples (presets or loops), the samples are sample-rate converted on the fly to match the rate you've chosen.

Audio Buffer Size

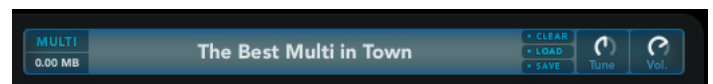
This setting is crucial for managing your computer's processing resources. In general, settings of 256, 128 or 64 samples produce better latency performance than higher buffer settings.

Note: Lower buffer settings place higher demand on your computer's processor.

Active MIDI Inputs

This setting allows you to enable or disable the active MIDI inputs of your computer. If you have a 3rd party MIDI interface installed or connected, and you do not see it in the menu, be sure that you have correctly installed its driver and that it is otherwise functioning properly, independently of UVI Workstation.

Load & Save a Multi



The UVI Workstation Multi section offers a Load and Save feature that allows you to load and save multi configurations. Please refer to the chapter "Multi and Global" for more information about UVI Workstation.

UVI WORKSTATION WINDOW : OVERVIEW



1. Parts

This is the main working space where you can load sounds, set MIDI channels, part parameters, and mix.

2. Browser

Clicking the Browser icon opens the Smart Browser where you can load sounds.
Note: You can also open the Browser by double-clicking on a part.

3. Info

This section provides information on the selected part, such as part name, notes, producer, and a Soundbank icon.

4. Keyboard

This is a virtual keyboard that lets you play (audition) the selected part by clicking the keys on the virtual keyboard.

5. Multi

In this section you can load, save, and clear an entire UVI Workstation session.

6. Global settings

In this section you can adjust global volume and tuning.

7. Transport & Sync

In the section you can play and sync sliced loops in real time.

8. Page selection

These tabs provide easy selection of the Info, Edit, FX, and Loop Pages.

9. Edit page

The Edit page provides the ability to adjust Envelopes, LFOs, Filters, and other parameters for a complete sound-design toolkit.

10. FX page

The FX page provides the ability to adjust and load FX processors for Parts, Presets, Aux inserts, and the Master section.

11. Loop page

The Loop page provides the ability to manipulate loops, real-time stretch, drag & drop, and additional parameters.

12. UVI Soundsource.com RSS news

This window provides information (updated in real time) on the latest sounds available in the UVI format via a custom rss feed.

UVI WORKSTATION WINDOW: PARTS



UVI Workstation is a multi-timbral instrument that provides unlimited Parts. Parts are where you load Presets and can be accessed by clicking individual Part list tabs (as shown below). A Part is like a channel on a mixing console (or instrument track in a DAW) and can contain its own preset and settings.

A1	< >	100-Funk Bass.rx2	M	S
A2	< >	096-DrumLoop.rx2	M	S
A3	< >	100-Hip Hop Beat.rx2	M	S
A4	< >	100-Shaker.rx2	M	S
A5	< >	110-Indian Voice.rx2	M	S
A6	< >	Analog Strings	M	S
A7	< >	Electric Piano	M	S
A8	< >	Jazzy Drumkit	M	S
A9	< >	Spanish Guitar	M	S
A10	< >	Synth Bass & Synth	M	S
A11	< >	Empty	M	S
A12	< >	Empty	M	S

1. Adding / Deleting a Part

By default, a UVI Workstation session starts with 8 parts. You can add as many parts as you want by clicking on “ADD”. The new Part will be added after the last part on the list. To delete a selected part, press “DEL”

2. MIDI activity

The MIDI activity LED lights up when a part receives MIDI data.

3. VU-Meter

Next to the MIDI LED is the VU-Meter that displays the volume of the part.

4. MIDI Assignment

UVI Workstation provides up to 64 MIDI channels, divided into four banks (A-D): A1, A2 ... A16 / B1, B2 ... B16 / C1, C2 ... C16 / D1, D2 ... D16.

You can assign any MIDI channel for any UVI Workstation part. Parts can also share any MIDI channel. To select a bank and a MIDI channel, click on the channel number of the part you want to assign, and then select a bank and a channel number.

Important note:

The four MIDI banks are available in the MAS and RTAS versions of UVI Workstation. However, the VST and Audio Unit standards do not support multiple banks of MIDI channels. If you are using the UVI Workstation in the VST or AU formats, and you need more than 16 parts, you can always open additional instances of UVI Workstation.

Tip to stack sounds:

If you assign multiple parts to the same MIDI channel you can easily create interesting and complex textures by stacking the presets: all parts that share the same MIDI channel will play exactly at the same time with the same notes.

5. Previous / Next arrows

These two arrows lets you intuitively navigate through the presets, whether loops or instruments. Click the “<” symbol to load the previous preset in the Browser list, while clicking the “>” symbol will load the next preset listed in the Browser.

6. Preset name

This caption display the name of the currently selected preset. Please refer to the Browser section (described later in this manual) to read more on how to load a preset.

7. Mute / Solo

Next to the Preset name are the Mute and Solo buttons. Pressing the “M” button will mute the part while pressing the “S” button will enter solo mode.

8. Volume/Pan

The volume and pan controls, control volume and pan just like a regular mixer.

9. Aux 1 & 2

The two Aux sliders enable you to send a desired signal amount to the UVI Workstation’s two auxiliary FX. For more info, please refer to the “FX” chapter to read more about FX Aux1 & 2.

10. MIDI Transpose : Oct / Semi

A part can be transposed using the the octave and semitones controls. The transpose range is of 4 octaves (from -2 to +2) for the “Oct” control and 48 semitones (from -24 to +24) for the “Semi” control.

11. Play / Autoplay

If a loop has been loaded into the part, the Autoplay button (Lock symbol) and the Play button (“>” symbol) will display. Activate autoplay if you need the part to play when UVI Workstation’s playback starts.

Click on the “Play” button to play or stop the part as needed.

UVI WORKSTATION WINDOW : BROWSER

The Smart Browser provides quick access to your library of sounds. Once a preset (or sample (audio file) is located, it can be loaded into a part.

- To open the Smart Browser: click on the green Browser icon
- Or double-click the current preset (or double-click the word Empty)
- The Browser window will be displayed



Device/Places/Soundbanks

When the Smart Browser opens, you will see three tabs labeled Devices, Places, and Soundbanks. Simply click a tab's disclosure triangle to view its contents.

- The "Devices" tab displays all mounted volumes in your system (hard drives, USB keys, DVD, ...). To load your own audio file from the "Devices" tab:

1. Click the volume where the file is located.
2. Navigate to the desired file.
3. Click the Smart Browser's "Ok" button (at the bottom-right portion of the window) or double-click the file to load it into a part.

> You can also import your own audio file(s) by simply drag and dropping them directly into a part. Remember that if you drag and drop from a location outside of UVI Workstation (ex. from the Desktop), the file must remain in that location or it will become missing.

- The "Places" tab displays your favorites. A favorite is a shortcut to a folder that you want quick and easy access to. This feature is really useful if your sound libraries are located deep within your system. Instead of navigating down through the "Devices" tab each time you want to import an audio file, you can create a favorite of the folder (where your files are located) for one-click access.

> To create a new favorite:

1. Browse through your "Devices" and navigate to the desired folder.
2. Drag and drop the folder directly to the "Places" tab.

> To remove a favorite:

1. Right-click the favorite in the "Places" tab.
2. Click "Delete favorite".

- The "Soundbanks" tab automatically displays any authorized UVI Sound Libraries that are located in the "UVISoundBanks" folder. "/Library/Application Support /UVISoundBanks/" on Mac OS X, or "C: /Program Files/UVISoundBanks/" on Windows. You can browse through a soundbank just like a regular volume. UVI Workstation includes a tutorial sound library named "UVI Tutorial Set" that contains several REX loops and UVI presets to get you started.

> If your authorized UVI Sound Libraries are located outside of the "UVISoundBanks" folder, they will not automatically display in the "Soundbanks" tab! To have these UVI Sound Libraries appear in the "Soundbanks" tab, simply create an alias of the UVI Sound Library and place it in the "UVISoundBanks" folder.

The Browser scroll bar

The sound categorization in UVI Workstation's Smart Browser is extensive. As you browse for sounds, you will often navigate through several columns (more than can be shown in the fixed width of the Browser). When this happens, a horizontal scroll bar is provided at the bottom of the browser columns. Drag the scroll bar left or right to show columns that are not currently visible.

> You can use the arrow keys on your computer keyboard to navigate through the Browser and select items.

Loading a preset or a sample

1. Use the Smart Browser to navigate to the desired preset (or sample).
2. Double-click the preset name.
3. Click the "Ok" button at the bottom of the Browser.

> When in the Smart Browser, you can also double-click a preset to load it into a part, or drag and drop the preset directly to a part. Use these methods if you want to continue loading sounds into parts without closing the Browser.

Loading a sliced loop (REX, Apple Loops...)

With the Smart Browser's default setting, when you click on a sliced loop, UVI Workstation will play it immediately at the desired tempo. You can cancel the selection by clicking the "Cancel" button at the bottom of the Browser. The "Cancel" button is not active if you double-click a loop, click "Ok", or select a new part.

Preview / Auto Play / Original Tempo

"Preview", "Autoplay", and "Original Tempo" boxes are located at the bottom-left portion of the Browser. "Preview" and "Autoplay" are enabled by default. When "Preview" is checked, selected loops are instantly loaded so you can preview the sound without exiting the Browser.

"Autoplay" allows you to listen to loops as you select them. If the "Sync to Host" option is enabled, and your host software is currently playing back as you are browsing, selected loops will play in tempo with your music. If you wish to listen to the currently selected loop in the Browser at its originally recorded tempo (during browsing only), check "Original Tempo". Since UVI Workstation does such a good job of time-stretching loops, this option can be useful for getting a sense of how the loop is supposed to sound and how it was originally recorded. Once you select the loop and press "Ok", it will play the loop at the current sequence tempo.

Drag & Drop from the Browser

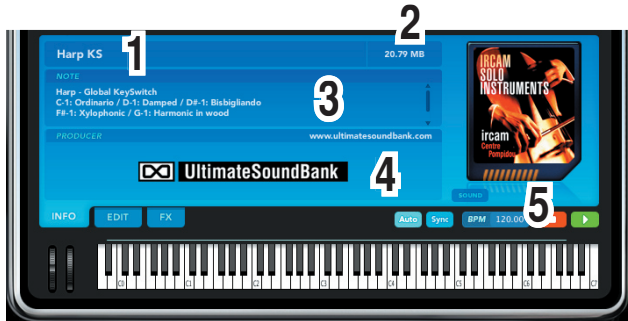
In addition to drag and dropping audio files to UVI Workstation, you can drag and drop a loop or a sound file directly from the UVI Workstation browser to any destination on your system: your host sequencer, the desktop, etc. You can even drag and drop directly to a UVI Workstation part.

UVI WORKSTATION WINDOW : INFO & KEYBOARD

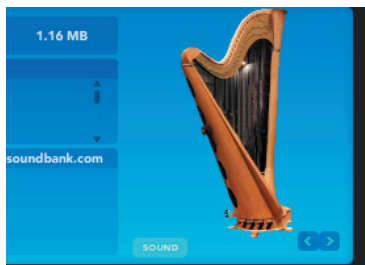
INFO

The Info tab displays information for the preset or soundfile that's loaded into the currently selected part. To open the Information page, click the Info tab.

> The information that is displayed in the Info tab will vary depending on the preset or soundfile that is selected. In the following example, the "Harp KS" preset from the UVI Soundcard "Ircam Solo Instruments" is displayed.

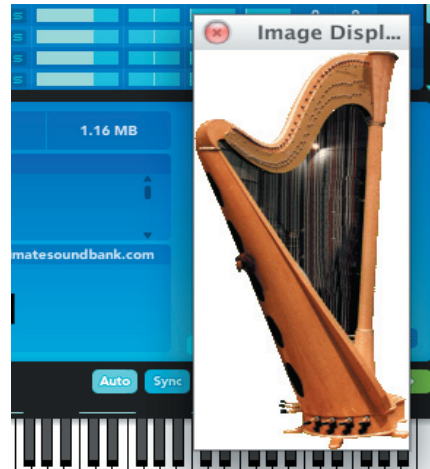


- 1. Preset or soundfile name of the selected part**
This is the name of the currently selected preset or soundfile.
- 2. RAM used by the current part**
This section displays the amount of RAM used by the current part. Its important to monitor the amount of RAM UVI Workstation is using. We recommend that you not use more RAM than is available on your computer, since insufficient RAM may lead to incorrect playback and diminished sound quality.
> You can reduce the amount of RAM the current part is using by enabling disk streaming. This feature is enabled by default and can be accessed by clicking the Expert Mode icon.
- 3. Note**
The Note section displays related text for the current part.
- 4. Producer name and website**
The name of the producer for the current part and a direct link to the producer's website.
- 5. Pictures**
If available, a picture of the soundbank for the current part is displayed. Pictures may also be associated with a preset. When pictures for a preset are available, click the "SOUND" button (located below the picture) to view them.



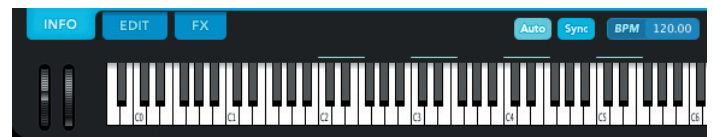
> Some presets may have multiple pictures associated with them. When multiple pictures are available, use the arrow buttons to cycle through the pictures.

To view a larger version of a picture in a separate window, simply click the picture.



Keyboard

The keyboard section displays an 88 notes playable virtual keyboard with pitch bend and modulation wheel. The note(s) triggered on the selected part will be shown as gray, depressed key(s). The pitch bend and modulation wheel will mirror any matching MIDI information received on the selected part.



Note range

When a preset is loaded into a part, its samples are mapped to related notes on the virtual keyboard. Notes that are assigned to a sample are indicated with a thin blue line (directly above the note).

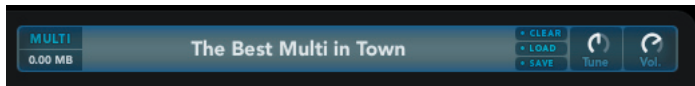
> Use the blue line(s) to see, at a glance, the range of notes the current preset occupies. If a soundfile is loaded into the current part, the blue line will extend the entire range of the virtual keyboard.

Keyswitches

When a preset contains Key Switch articulations, the active keys will appear as blue notes on the keyboard. In the following example, there are 8 keyswitches (from C1 to G1) included in the currently selected preset. Playing these notes will switch from one articulation to another.



UVI WORKSTATION WINDOW : MULTI & GLOBAL FEATURES



What is a Multi ?

A Multi is a complete “snapshot” of the UVI Workstation. A Multi saves the entire window in its current state, including: all presets and effects that are currently loaded, as well as any tempo and loop settings. Using a Multi is a powerful and convenient way to transfer your UVI Workstation settings to other projects, clients, colleagues, and even other host applications. A Multi is even cross platform compatible.

Saving a Multi

A Multi can be saved to any location on your hard drive. To save a multi:

1. Set up the UVI Workstation window the way you like.
2. Click the Save button. The Save dialog will be displayed.
3. Type in a name and choose a location on your hard drive to save the Multi.
4. Click Save.

Loading a Multi

1. Click the Load button. The Open dialog is displayed.
2. Use the standard navigation features of your computer to locate the saved Multi on your hard drive.
3. Select the Multi and click open.

> *Be aware that your existing settings will be completely replaced by the loaded Multi, so if you want to preserve the current state of the UVI Workstation, be sure to save it as a Multi before loading another.*

IMPORTANT NOTE: Load and Save Multi use the standard Open File dialog.

Clearing a Multi

The Clear Multi button quickly clears all of the currently loaded presets (sounds) from the Part list. It also clears the current reverb setting and turns off the reverb completely. This feature is meant to provide you with a convenient way to clear the window and “start from scratch” with one click.

> *There is no UNDO for the Clear Multi feature, so be careful!*

Plugsound Pro Multis

UVI Workstation is fully compatible with a Plugsound PRO Multi. Use the Load button to open a Plugsound PRO Multi .

> *Be sure to have the correct soundbanks (the soundbanks used in your Plugsound PRO Multi) installed in your UVI SoundBanks folder.*

Volume - Global

The Volume knob in the Multi section serves as an overall volume setting for the entire UVI Workstation. It is applied as a final, additional gain stage for all UVI Workstation parts and effects.

Tune - Global

The Tune knob is a global tuning stage for UVI Workstation. It is applied to the entire plug-in, in addition to any other instrument-specific tuning adjustments that have been made. You could, for example, set the overall tuning to reference “A” at 442 Hz (instead of 440 Hz).

If you’ve made changes to the global tuning of the UVI Workstation, you can double-click the Tune knob to return it to the default value of 440 Hz.

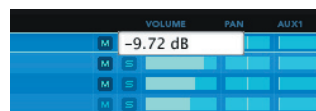
> *If you have multiple UVI Workstation plug-ins instantiated in your host application, the global tune setting will affect each plug-in separately.*

Scroll wheel support

All UVI Workstation knobs can be adjusted with the scroll wheel on your mouse.

> *We believe this is a very convenient way to work, because you can have a “physical” approach to the parameter you want to adjust: using a modwheel is almost like turning a real knob! So if you don’t have a mouse with a scroll wheel, we encourage you to buy one... it will change your life :-)*

Entering a value



When you double-click on any knob or slider, you can manually enter or type in the desired value.

Shortcuts & Key commands

Space bar: (only in Stand Alone version)	Play/Stop
Alt-click or Option-click:	Set the parameter to the default value
Right-click or Control-click:	Open the MIDI Learn dialog box
Keyboard arrows	Navigate in the Browser

UVI WORKSTATION WINDOW : TRANSPORT

The UVI Workstation transport provides global playback control over your loops. Any sliced loop (Rex, Apple Loop, etc...) that is currently loaded into a part is affected by the transport. Use the transport to:

- Play and stop all loops loaded into the UVI Workstation
- Set the current tempo of the UVI Workstation
- Sync the UVI Workstation tempo to the host application
- Sync the transport controls to the host application



Play and Stop

Click "Play" or "Stop" to start or stop all "AutoPlay" enabled loops that are currently loaded into the UVI Workstation. Only parts with their individual "AutoPlay" setting enabled will respond to UVI Workstation's Play and Stop buttons.

> By default, loops that are loaded into a part are "AutoPlay" enabled. To disable an individual part's "AutoPlay" setting, go to the Part section and click the part's "AutoPlay" icon. When a part's "AutoPlay" setting is disabled, the loop that's loaded into the part will be unaffected by the transport's Play and Stop buttons.



<< Auto-play in the part section

BPM

The "BPM" screen allows you to set the tempo of the overall UVI Workstation. To change the tempo of the UVI Workstation:

- Click and drag the BPM setting (the actual number value).
- Click directly on the BPM setting and type in a new value.

Sync (to host)

When "Sync" is enabled (highlighted), the tempo of UVI Workstation is linked to the host application tempo and the "BPM" screen displays the current tempo of the host. Use the tempo controls in the host software to control the overall tempo of both the UVI Workstation and the host application.

> "Sync" only works when using UVI Workstation as a plug-in in your host software. When working in the Stand Alone version, the "Sync" setting is inactive.

Auto (Play)

When "Auto" is enabled (highlighted), UVI Workstation follows the main transport of the host software. You can also still use the UVI Workstation "Play" and "Stop" buttons independently from the host. In other words, the UVI Workstation's play button won't start the host, but the host's play button will start the UVI Workstation.

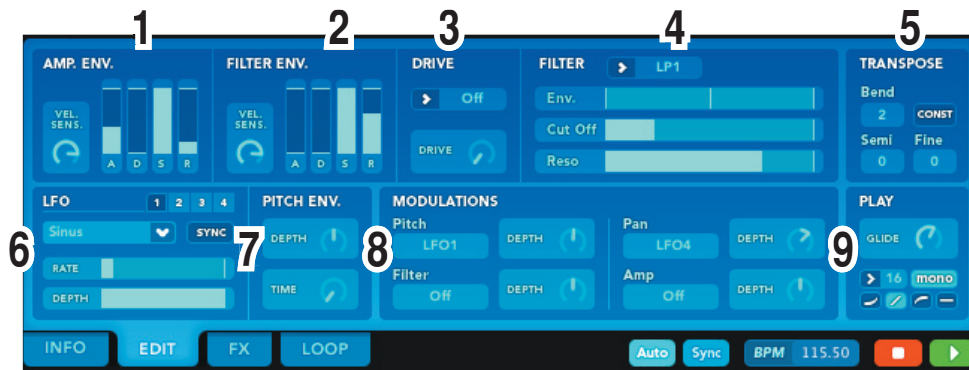
> Like the "Sync" setting, "Auto" is inactive when working in the Stand-alone version.

About matching grooves

With UVI Workstation you can easily load and play tons of loops at the same time. In some cases, you may notice that loops may not be matching with other loops. When this happens, it's not because the UVI Workstation is playing the grooves incorrectly, but because the underlying "grooves" of the loops may be different.

> The actual tempo settings of the loops and UVI Workstation's tempo-matching features are extremely sophisticated, accurate and true. In cases where loops are not matching with other loops, try using the "MAP" and "MIDI Drag'n Drop" features as shown in the "Loop" chapter of this manual.

SOUND DESIGN / PROGRAMMING : EDIT PAGE



The Edit page provides a wide range of controls (such as envelopes, multimode filters, LFOs, and pitch controls) that allow you to shape and mold the sound of the currently selected part. Click the “Edit” tab to open the Edit page.

> Edit page parameters can be automated by sending MIDI control messages to UVI Workstation. View the MIDI Learn section of this manual for information on automating UVI Workstation parameters.

1. Amplitude Envelope

The amplitude envelope lets you control the attack (A), decay (D), sustain (S) and release (R) characteristics of the instrument, loop, or phrase that’s loaded into the currently selected part.

The attack, decay, and release parameters are time-based parameters (a length of time), while the sustain parameter is a level (volume) parameter. When a note is played, the envelope generator begins to rise to its full level at the rate set by the attack parameter. Upon reaching the peak attack level, the envelope generator begins to fall at the rate set by the decay parameter, down to the volume level set by the sustain parameter. The envelope remains at the sustain level as long as the note sustains. When the note stops, the level returns to zero at the rate set by the release parameter.

The “Vel Sens” knob controls the sensitivity of the velocity to the envelope’s amplitude.

2. Filter Envelope

Working like the Amplitude Envelope, the Filter Envelope controls the filter “Cut Off” parameter (Filter section), but can modulate any other parameter if needed.

3. Drive

The Drive setting sets the type and amount of distortion (if any) that’s applied to the filter output. In addition to the default setting of “Off”, you have three different drive settings to choose from: “Analog”, “Mild”, and “Strong”. Once you set the distortion type, use the Drive knob to set the amount of distortion that is applied.

4. Filter

You can choose from several filter types for shaping the sound of the selected instrument. Several filter types are available in the Filter menu:

Filter type

Low Pass 1 / 2 / 3
High Pass
Analog Low Pass
Analog Band Pass
Analog High Pass
Res Filter Low Pass
Res Filter Band Pass
Res Filter High Pass
CombFilter Positive Feedback
CombFilter Negative Feedback

Label

LP1 / 2 / 3
HPF
Analog LP
Analog BP
Analog HP
Res LP
Res BP
Res HP
Combo+
Combo -

Env

The Envelope Depth knob is like a valve that governs the amount of envelope control signal you want to apply to the filter. Positive envelope depth values open up the filter relative to the cutoff frequency; negative values close (invert) the filter.

> A value of +1.00 applies the envelope in full, and -1.00 applies the envelope in full... but completely inverted.

Cut Off

The Cutoff parameter sets the cutoff frequency of the filter. Drag the “Cut Off” slider to set the cutoff frequency.

Reso

Resonance emphasizes the cutoff frequency of the filter. Higher resonance values can significantly boost gain, so you may need to attenuate the volume of the instrument (part) to achieve a clean sound.

5. Transpose

Bend

The Bend setting controls the range of the pitch bend for the part. The range is from 0 to 24 semitones (2 octaves).

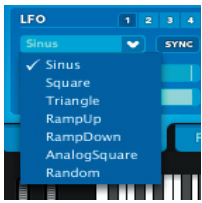
Semi-tone and Fine tune

The Semi-tone and Fine-Tune settings transpose the current part in semitones and cents, respectively. This is audio transposition, not MIDI. The Semi-tone range is from -24 to +24 (2 octaves); the Fine Tune range is from -100 to +100 cents (one semitone).

Constant pitch

Enable the Constant Pitch button if you would like to maintain the same pitch, regardless of what MIDI note is being played. Use the Semi-tone and Fine-Tune settings to adjust the pitch as desired. This setting is especially useful for loops or phrases that you do not wish to transpose.

6. LFO (1 to 4)



UVI Workstation provides 4 LFOs to shape your instruments (presets). Click buttons "1-4" to select a specific LFO. Click the LFO list (located above the Rate control) to choose a waveform for the LFO. 1 of 7 different waveforms can be assigned to an LFO, allowing for greater control in shaping the part you are working with.

Note: LFO 1 & 2 are retrigger, LFO 3 & 4 are non-retrigger.

- > **Rate:** controls the speed of the currently selected LFO.
- > **Depth:** controls the intensity of the LFO.
- > **Sync:** allows the LFO's rate to be synced to the UVI Workstation tempo.

7. Pitch ENV.

- > **Depth:** knob sets the amount of the pitch envelope.
- > **Time:** knob sets the amount of time it takes before the sound is affected (transposed) by the pitch envelope.

8. Modulations

You can modulate Pitch, Pan, Amp, and Cut Off Filter parameters to further mold the sound of your instrument (preset). Use a parameter's modulator list to set the type of modulation for that parameter, and use the Depth knob to set the amount of modulation that is applied.

The modulator list is shown below:



- > **Alternate:** will alternate between minimum and maximum value.
- > **Random:** random values are generated
- > **Organ Pan:** values are generated matching the pipes order on an organ.

9. PLAY



Mono

Click the Mono button to make the currently selected part play like a mono-phonetic synth, where only one note can play at a time. Each new note played replaces any currently sustaining note, with a degree of glide between them (see Glide below). Mono mode is ideal for solo instruments.

Glide

Portamento is used to smooth the transition between played notes. When in Mono mode, the Glide knob controls the length of the portamento transition. The portamento range is from 0.00 ms (milliseconds) to 10.00 second.

Polyphony

The Polyphony setting determines how many stereo notes the currently selected part can play simultaneously. For example, a setting of 12 lets you play 12 stereo notes at a time. The maximum setting is 256 stereo notes (per part).

> *Polyphony is a per part setting. Higher polyphony settings demand and consume more of your host computer's processing power!*

Velocity curve

Click the Velocity curve icons (the last row of icons in the Play section) to set the note-on velocity response curve for the current part.

The **flat line** option plays all struck notes at the same velocity. By default, the Flat velocity value is 127, but can be set to any value from 1-127. To edit this value, double-click the Flat velocity button and enter a new value. You can then type in a velocity from your computer keyboard, or you can play a note on your MIDI controller, and then press Enter, to confirm the value. Now when you play the part, the notes will be played at the note-on velocity that you specified.

Choose the **linear** curve for a 1-to-1 response curve (all notes are played at the velocity at which the key is struck). This is the normal response for MIDI data.

The **exponential** curve produces medium velocity values, which result in a lower volume than linear mode. This curve is well suited for soft keyboards that send high velocity MIDI values with a light touch.

The **logarithmic** curve produces higher velocity values that result in a higher volume than linear mode. This curve is good for piano-action keyboards that require harder action to send high velocity values.

SOUND DESIGN / PROGRAMMING : FX



UVI Workstation offers a wide variety of FX (effects processors) to cover your every audio processing need. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow. Click the “FX” tab to open the FX page.

Preset

FX can be inserted on presets and some presets are even pre-configured with their own FX. To view the FX that are inserted on a loaded preset, click the “Preset” tab of the FX tab.

Part

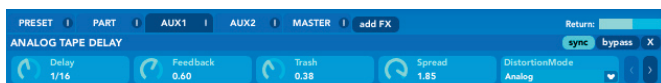
The “Part” is like the channel on a mixing console. FX inserted in the “Part” tab applied to what ever preset is loaded into that part. Part FX appear after Preset FX in the FX signal flow chain.

Aux 1 & 2

“Aux” FX work exactly like aux sends in a normal mixing console. The UVI Workstation provides two Aux FX to work with (AUX1 and AUX2). Once an FX is inserted in AUX1 or 2, it can be applied to any preset or part that’s loaded into your UVI Workstation session.

<< Each part has two dedicated aux send sliders. Use a part’s aux send sliders to apply an Aux FX to the part.

When you select an “Aux” tab, a “Return” slider will appear to the right of the FX screen. By default, the return slider is set to “0.00 db” (unity gain). Use an Aux’s return slider to set the overall amount of Aux FX that is heard in your UVI Workstation session.



Master

“Master” FX appear at the end of the overall signal flow chain of the UVI Workstation...that means any inserted Master FX will be applied globally to your entire UVI Workstation session.

Working with FX

To add an FX slot:

1. Select an FX tab. If you want to use a Preset or Part FX, be sure to also make a part selection (in the “Part” section).
2. Click “add FX”. The FX Browser is displayed.
3. Select the type of effect (FX algorithm) you want to insert. The algorithm’s FX presets are displayed.
4. Click on a preset name to preview the effect in real-time.
5. Double-click or press “OK” to insert the effect.

- The “Sync” option will appear for tempo-based effects like delays, autopan, and tremolo. When “Sync” is enabled (highlighted), the effect’s tempo related features will be locked to the host or UVI Workstation tempo.

- To bypass an individual FX:

Click the FX’s “Bypass” button to temporarily disable (bypass) the effect.

- To bypass an entire FX tab:

There is a global bypass for each FX tab (Preset, Part, Aux1 & 2, Master). Click the vertical bar next to the FX tab name to bypass all effects inserted in an FX tab.

- To delete/remove an FX slot:

Press the “X” button (located to the right of the effect’s “Bypass” button). Be careful since this action cannot be undone!

- To replace an FX:

Right-click or Control-click the name of the effect. This action opens the FX Browser, enabling you to choose a different effect.

- “Arrows” that appear to the right of an FX slot are only active if there are more than five parameter controls available for an effect. Active “Arrows” will be shaded darker. Use the “Arrows” to show or hide these additional controls.

Here is the list of the current FX algorithms included with the UVI Workstation. Each FX category contain their own presets... hundreds of FX presets in total.

Delay

Simple Delay	Stereo Delay	Fat Delay
FX Delay	Ping Pong Delay	Analog Tape Delay

Reverberation

Simple Verb	Predelay Verb	Gate Reverb
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IR Reverb

Cathedrals-Church	Concert Halls	Deluxe Reverb
Other Rooms	Temple & Co	

Modulation

Chorus	Flanger	Phaser
Cross Phaser	Analog Chorus	Analog Flanger

Filters

Analog Filters	Rez Filter	Talkbox Filter
UVI Filter	Auto Wah	

EQ

2 Band EQ	3 Band EQ	8 Band EQ	Tube Tape
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Stereo & Amplitude

Tremolo	Autopan	Rotary Speaker
Rotary Simple	UVI Wide	

Drive & Distortion

UVI Drive	Double Drive	Guitar Amps
Analog Crunch	Fuzz	Overdrive

Dynamics

Compressor	Gate & Expander	Studio Limiter
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3-Band Processors

3 Band Compressor	3 Band Limiter	UVI Master
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Miscellaneous

UVI Inyl	UVI Destructor	Ring Modulator	Robotizer
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About IR Verb

UVI Workstation is equipped with convolution (or sampled reverb). Convolution is a process where the characteristics of a real acoustic space are directly sampled, such as a church, concert hall, theater, or outdoor space. The resulting impulse response (IR) consists of an audio file that stores the actual sound decay characteristics of the acoustic space. By sophisticated signal processing, that impulse response can then be applied to any audio material, making it sound exactly as if the audio were being heard in the acoustic environment captured by the impulse response.

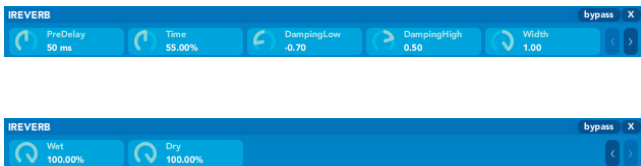
> Convolution reverb is the most realistic type of reverb ever developed because it faithfully reproduces the actual characteristics of real acoustic spaces. As a result, it requires intense computer processing. So for best performance, when you choose a convolution reverb preset, be mindful of the amount of processing demands it imposes on your computer.

Computer performance

Because of the intensive processing required to produce a convolution reverb in real time, a fast PC or Apple Mac is highly recommended when using the convolution reverbs. The processing demands of convolution reverb can be reduced by the following techniques:

- Shorter reverb times require less processing power. Choose shorter reverbs. You can also simply turn down the reverb (see “Reverb time (0-100%)” in the next section).
- Raise the buffer size of your audio device (hardware).
- If your host audio application has track freeze or bounce-to-disk features, use them to “print” CPU-intensive UVI Workstation tracks. Once the parts are rendered as audio, you can take them off line to free up resources.

Convolution Reverb settings



Here is a brief summary of the reverb settings for convolution reverbs.

Predelay

Predelay is the amount of time before you hear the very first reverb reflections. For example, if you are in a large room, it takes longer for the first reflections to return and be heard. Predelay is useful for clarifying the original sound. For example, if you apply a larger amount of predelay to an instrument, the reverb reflections won't start until after a note has been played.

> To conserve CPU bandwidth, try to keep the predelay setting at 40 msec or longer. Shorter predelay times impose a much larger hit to your computer's processor.

Reverb time

Reverb time controls the length of the reverb tail (the portion of the sound as it trails off to silence). Longer reverb times make your music sound like it is in a larger space; shorter times sound like a smaller space.

The maximum allowed reverb time varies and depends on the specific acoustic space you have chosen to use. Longer reverb times cause your computer to work harder. So you can conserve computer resources by choosing shorter reverb times.

HP damp

HP damp is a high shelf filter that reduces low frequencies of the reverb as you increase the HP damp setting. Positive values damp high frequencies, while negative values expand high frequencies.

LP damp

LP damp is a low shelf filter that reduces high frequencies of the reverb as you increase the LP damp setting. Positive values damp low frequencies, while negative values expand low frequencies.

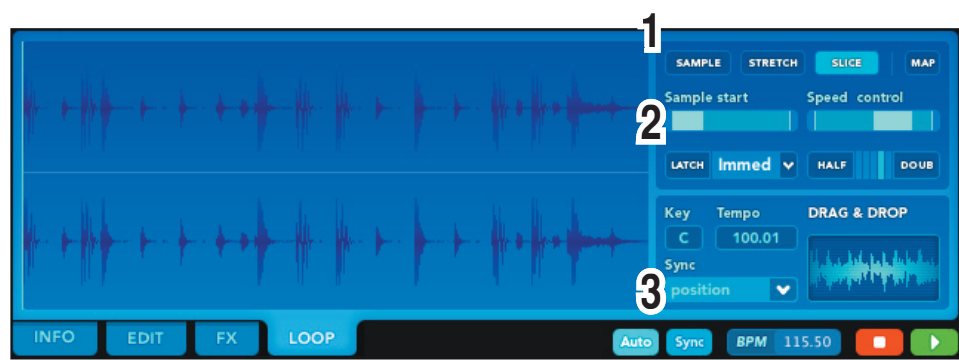
Spread

Spread controls the stereo imaging of the reverb. If you turn this control down, the reverb effect will become mono.

Wet

A signal with no reverb applied to it is commonly referred to as being “dry”. Therefore, a signal that is being processed with reverb is referred to as being “wet”. The Wet setting does what its name implies: it controls the amount (volume) of the treated (wet) signal.

> If you want more reverb, turn up the Wet setting; if you want less reverb, turn the Wet setting down. If you want to hear reverb on a part, make sure you turn up the part's reverb slider.



Name convention

To make the understanding of this chapter easier, here are two important definitions you should know:

Loop: a pre-sliced audio file (Rex, Apple Loops, UVI Loops ...)

Phrase: any other audio file (Wav, Aiff, Sound Designer II ...)

The Loop Section provides settings for the loop or phrase loaded into the currently selected part. The “Loop” tab won’t display if an instrument has been loaded to the selected part.

Note: See the “Transport” chapter of this manual for related info on the Loop section and loop playback.

1. Modes (sample - stretch - slice)

The Sample, Stretch, and Slice modes provide different playback behaviors of your loops.

SAMPLE: plays the soundfile (loop) like a regular sampler

STRETCH: the length of a sample is not pitch-dependant.

SLICE: the default mode for loops

Note: A native “sliced” soundfile can be switched to Stretch or Sample mode, but a “non-sliced” soundfile can’t be switched to Slice mode.

Sample

In Sample mode, the loop or phrase is triggered like a traditional sampler: as you play the sample with different keys up and down your MIDI controller, both the pitch and the duration of the sample will change. The higher the note, the higher the pitch of the sample and the faster it plays. The lower the note, the lower and slower the sample plays.

Stretch

In Stretch mode, the MIDI note you play to trigger the loop or phrase affects the sample’s pitch, but not the tempo. For example, if you play a three-note chord, all three triggered loops (or phrases) will play at the same speed (but at the different pitches you played). Playback speed is determined by the speed controls.

> To ensure Stretch mode produces high-quality results, UVI Workstation uses one of the best real-time time-stretch algorithms in the market.

Slice

Click the Slice button to put the loop into Slice mode. If a “non-sliced” soundfile is loaded in the currently selected part, the Slice button becomes grayed out (unavailable).

When Auto-play is deactivated on the selected part, Slice mode can work in the same fashion as described above for Stretch mode: the MIDI note you play to trigger the loop or phrase affects the part’s pitch, but not the tempo of the part. Slice mode also lets you play chords.

Slice mode differs from Stretch mode in that it can play the sound without any MIDI triggering. It’s like having a very basic loop sequence for each part. To see how a part responds to tempo sync mode, review the “Loop sync” section of this UVI Workstation manual.

Slice > Map

In Slice mode you can enable the Map button. The Map button splits up the loop into different slices, mapped chromatically to MIDI notes starting at C3. This allows you to play each individual slice by itself from a note on your MIDI controller.

By playing the notes upwards chromatically, you can recreate the original loop. But you can mix up the notes up to play the slices in any order you want. Slices open up a world of possibilities for restructuring the beats of a loop, quantizing or groove quantizing loop slices, etc.

> To trigger a sliced loop that has been mapped, make sure that the UVI Workstation part that currently holds the sliced loop is properly receiving MIDI.

Map mode also allows you to drag and drop the MIDI version of the loop, into a MIDI track in your host software. You can then manipulate the loop as MIDI data in your host. (For more info on drag and drop, review the “Loops & Phrases: Drag & Drop” section of this manual).

> Summary of modes

Loops = sliced loops (Rex, Apple Loops, UFS Loops...)

Phrases = any kind of soundfiles (wav, aif,)

Loop mode	Works with	MIDI note affects	Tempo set
Sample	Loops/Phrases	Pitch and duration	MIDI note
Stretch	Loops/Phrases	Pitch only	Speed, Tempo
Slice	Loops only	Pitch only	Speed, Tempo, Sync
Slice / Map	Loops only	Slice played	-

2. Controls

Speed control

The Speed Control slider lets you speed up or slow down the selected loop or phrase. This setting is applied relative to the other sync and tempo settings. The speed range is from 50% slower to 50% faster than the original tempo, which is represented by the center position of the slider. Double-click the slider to return to zero.

Note: The Speed controls do not work in Sample mode!

Half/Double

Half and Double buttons let you slow down the loop or phrase to one half or one quarter of the loop's current tempo, or speed the loop to twice or four times the current tempo.

Similar to the Speed Control slider, the Half/Double setting is applied relative to the other sync and tempo settings. It can be combined with the Speed Control slider, allowing you to specify any tempo within a range of 25% to 400% of the current tempo. The current tempo of UVI Workstation can be set from 1 BPM to 300 BPM. These tempo settings give you an extremely wide range of tempo control.

Note: Half/Double speed controls do not work when in Sample mode!

Sample Start

The Sample Start slider lets you specify any point in a loop or phrase as the starting time for the Sample Start setting.

In Sample mode or Stretch mode, the Sample Start slider provides a range from zero 0 to 100%, where zero is the very beginning of the loop or phrase.

In Slice mode (without mapping), the Sample Start slider provides a range from the first slice (0) to the last slice in the loop. The number of the last slice depends on the actual length of the loop and the number of slices in the loop.

> Example: if a two-bar loop is divided into 16th note slices, the loop will have a total of 36 slices. This also means that slice 18 is the downbeat of measure 2. So if you set the Sample Start slider to 18, the loop will start at the downbeat of measure 2.

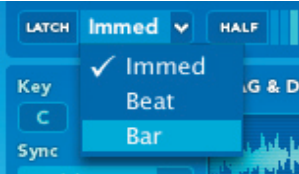
Note: Sample Start control doesn't work in Slice/Map mode!

Latch

When the Latch button is off (disabled), a loop or phrase plays for as long as you hold down its corresponding note on your MIDI keyboard (or any other controller).

When Latch is on (enabled), a loop or phrase continues to play, even if you lift your finger from the key on your controller. If the loop or phrase is in Stretch mode, or if it is a loop in Slice mode (without mapping), it will continue to repeat indefinitely. If the loop or phrase is in Sample mode, it will play once and then stop. In either case, play the same key again to make the loop or phrase stop playing.

Start menu



The menu to the right of the Latch button lets you specify when the loop or phrase begins to play after you trigger it.

> Latch is different from the Sample Start control (explained above), which determines the point (in the actual loop) where the loop will start to play.

The Latch Start menu settings determine when a loop begins to play, relative to other loops currently playing in UVI Workstation.

> Latch is also affected by UVI Workstation's global tempo setting and/or your host software tempo (if UVI Workstation is synchronized to it).

In Stretch mode, loops and phrases always begin playing at the beginning of the loop or phrase (plus any offset added by the Sample Start slider). So if you choose "Next Beat", the loop or phrase will begin playing at the next beat.

The Position sync setting keeps the loop's beats aligned with the global tempo, regardless of when the loop starts to play (either on the next beat or next bar).

> Position sync is only available for loops, not phrases.

Start menu setting	What happens
Immediate	Plays immediately, as soon as the loop or phrase is triggered.
Next Beat	Begins playing at the next beat
Next Bar	Begins playing at the downbeat of the next measure.

3. Sync

Note: In this section, the Key display shows the root key for the loop or phrase. The Key display is for informational purposes and it cannot be changed.

The Sync settings in the Loop Sync menu let you synchronize the loop or phrase to UVI Workstation's global tempo setting. If the Sync to Host option is enabled, the loop or phrase will also synchronize to the tempo of your host software.

Synchronization mode



Off	The loop or phrase does not sync to tempo.
Tempo	The loop or phrase follows tempo, but not position. Loops and phrases always start at the beginning.
Pos. (Position)	Not available for phrases. Loops follow both tempo and position (their beats and barlines always align with the tempo).

SOUND DESIGN / PROGRAMMING : LOOP SECTION

Tempo

When you choose Tempo in the Loop Sync menu, the loop or phrase will play at the tempo indicated by UVI Workstation's BPM setting (or your host software if the Sync to Host option is enabled). In Tempo mode, the loop or phrase always starts at the beginning (or at the location determined by the Sample start setting).

In addition, the loop or phrase will play at the instant it is triggered, so it is up to you to trigger the sound "on the beat".

> If you trigger the loop or phrase between beats, it will play in tempo, but offset from the beat (relative to where the loop was triggered).

Position

The Position sync setting only affects loops, but only when they are in Slice mode (without mapping). When a loop is in Slice mode with Position sync, it might be helpful to think of the loop as looping indefinitely, whether you are actually playing the loop or not.

When you play a note to "trigger" the loop, you are actually just "unmuting" it, and it begins to play at the position in the loop that currently matches the tempo and meter of your UVI Workstation session.

> For example, if the loop is two bars long, and you trigger it at the second measure of your music, then the loop plays starting at bar 2 of the loop.

Loop Sync summary

Putting a loop into Slice mode and choosing Position sync gives you the highest degree of tempo synchronization because the loop will not only play in tempo, but its beats and barlines will always match the beats and barlines prescribed by the tempo.

Here's a summary of the different loop modes and sync settings:

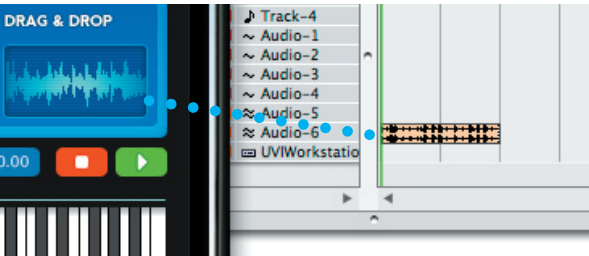
	Sync off	Tempo sync	Position sync
Sample	—	—	—
Stretch	Plays at original tempo	Follows tempo but does not automatically align beats.	—
Slice	Plays at original tempo	Follows tempo but does not automatically align beats.	Follows tempo and aligns beats.
Slice+map	—	—	—

4. Drag & Drop

Dragging audio data

When the audio data (audio waveform) icon is showing, this means that you are dragging a standard mono or stereo audio clip. You can drag and drop the audio loop (phrase) anywhere in your host software that accepts audio clips via drag & drop. For example, an audio track.

> A good rule of thumb is: if it works from your computer desktop, it should work from UVI Workstation.



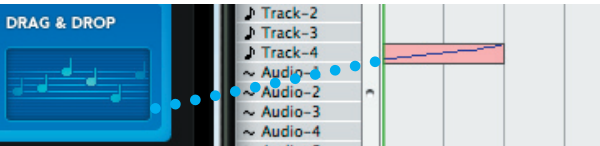
Conforming audio to the host tempo

If the Sync to Host option is enabled, when you drag and drop a loop or phrase to an audio track in your host application, the loop or phrase will snap to the host's tempo and will conform to the host's timeline.

> If your host software has the ability to "snap" the drag and drop operation to measures and/or beats in your session, you can produce rhythmically accurate results quickly.

> If Sync to Host is disabled, the loop or phrase retains its original tempo when placed in the track.

Dragging MIDI data



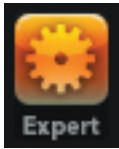
When you see the MIDI data icon (shown above), this means that you are dragging a sliced, mapped loop in the form of MIDI data. Therefore, you should find a destination in your host software that accepts MIDI data, such as a MIDI track.

> Your host application may also provide other possible destinations for mapped loops. For example, a MIDI loop can be dragged into a clipping window in DP.

Triggering UVI Workstation slices from the host

When a mapped MIDI loop is dropped into a MIDI track, it looks similar to the MIDI data shown above (in the example graphic). Each MIDI pitch triggers a different loop slice. If you play notes chromatically upwards from C3, you will recreate the original loop. If you play the notes rhythmically in a different order, you'll play the individual loop slices but the result will sound quite different from (but similar to) the original loop.

> In order to hear the dragged MIDI loop, be sure that the MIDI output of the host software MIDI track (the MIDI track where you dragged the mapped loop) is routed to the UVI Workstation part that contains the mapped loop.



The UVI Workstation Expert Mode is a powerful and very useful mode for live playing and studio productions. Click the Expert Mode button to display the Expert settings. The Expert controls can be divided into three main parts: Performance, Streaming, and Output settings.

ADD / DEL			LOWKEY	HIGHKEY	LOWVEL	HIGHVEL	KEYSWITCH	STREAMING	OUTPUT			
	A1	<> 100-Funk Bass.rx2	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A2	<> 096-DrumLoop.rx2	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A3	<> 100-Hip Hop Beat.rx2	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A4	<> 100-Shaker.rx2	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A5	<> 110-Indian Voice.rx2	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A6	<> Analog Strings	☒	C-2	C#3	☐	1	127	☐	None	☒	Main Out
	A7	<> Electric Piano	☒	D3	G8	☐	1	127	☐	None	☒	Main Out
	A8	<> Jazzy Drumkit	☐	C-2	G8	☐	1	127	☒	C2	☒	Main Out
	A9	<> Spanish Guitar	☐	C-2	G8	☐	1	65	☒	D2	☒	Main Out
	A10	<> Synth Bass & Synth	☐	C-2	G8	☒	65	127	☐	None	☒	Main Out
	A11	<> Empty	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out
	A12	<> Empty	☐	C-2	G8	☐	1	127	☐	None	☒	Main Out

1. Performance

The Keyswitch settings allow you to load multiple presets into two or more parts and then dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control over the instruments you are playing from your MIDI controller.

Setting up parts for keyswitching

Load the instruments you would like to include for use. Then assign the instruments to the transmit MIDI channel you will use to control them (from your MIDI controller). The instruments should all share the same MIDI transmit channel.

The Keyswitch settings

Individual Keyswitch settings are available for each UVI Workstation part. Configure the Key Range, Velocity Range, and/or Key Switch settings as desired for each part (instrument). You can use any combination of the three settings.

- To enable a Keyswitch setting: click the check box next to the setting, so that the check box appears filled in. An empty box means that the setting is disabled (not used).
- To change a note-on velocity number or pitch with the mouse: drag up or down.
- To change the note-on velocity number or pitch from your MIDI controller: double-click the value to make it turn red, and then play your MIDI controller to enter the desired velocity value or note pitch.

Key Range

The Key Range determines the note range over which the instrument will play.

Velocity Range

The Velocity Range determines the MIDI note-on velocity range that will trigger the instrument.

Key Switch

The Key Switch determines the MIDI note that can be played to toggle the instrument on and off. Note that multiple instruments can have key switches, allowing you to turn them on and off independently or in groups (for instant stacks).

> A good way to learn about keyswitching is to just see it in action. Keyswitching is used in some of the multis provided with UVI Workstation, so you can load them up and play them to see how keyswitching works.

2. Streaming

Disk streaming allows you to load very large presets (that consist of a large amount of audio sample data) into the UVI Workstation, even if the samples are larger than the amount of free memory (RAM) available in your computer. Rather than loading an entire sample set into RAM, UVI Workstation reads (streams) the samples from the hard drive as the preset is being played. This allows UVI Workstation to play combinations of presets that add up to a gigabyte of sample data or more.

By default, every part is set to streaming mode.

Enabling streaming

Disk streaming can be enabled for each part in UVI Workstation. For example, you could turn on streaming for Parts 1-16, but leave it turned off for parts 17-32. Streaming can be enabled on as many parts as you like.

To enable streaming for a part in the Expert mode Streaming settings: click the part's Streaming check box (located to the left of the Output column). The check box will appear filled, when disk streaming is enabled.

3. Output

The Output setting let you assign each part to one of 17 possible stereo output pairs (the main outs + 16 stereo aux outputs). Each output pair can be assigned to a pair of physical outputs on your connected audio hardware. This provides a great deal of flexibility in sub-mixing with UVI Workstation.

> The list of stereo pairs that you see in each Output menu depends on the situation in which you are running UVI Workstation. (When working in Digital Performer for example, UVI Workstation will list the MAS outputs).

Multiple outputs and Stand-alone operation

If you are running UVI Workstation as a stand-alone application, the Output menu displays a Main Out pair, plus 16 additional separate output pairs (numbered 2-17).

Multiple outputs and plug-in operation

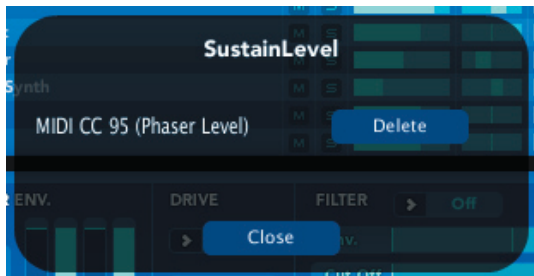
If you are running UVI Workstation as a plug-in, the Output menu displays the outputs that are made available to the plug-in by your host software.

> For example, in MOTU Digital Performer, you will see pairs of busses, as supplied by Digital Performer's current studio configuration. Use your host software to map the virtual busses to the physical outputs on your audio hardware.

MIDI Learn

Most UVI Workstation parameters can be automated via convenient “MIDI Learn”. MIDI Learn allows you to assign a MIDI controller to a parameter in UVI Workstation.

> Any FX tab parameter can use the MIDI Learn feature.



To use MIDI Learn:

1. Right-click any UVI Workstation control to assign a MIDI controller.
2. When the MIDI Learn dialog is displayed, send the desired MIDI controller data from your MIDI device. When you move the physical knob or slider on your MIDI controller, the controller data type is accepted and the window is closed.

> The MIDI controller type and the MIDI Channel assignment is then saved in the multi, or when you save your song in your host sequencer.

3. To remove a MIDI controller assignment, right-click the UVI Workstation control and press “Delete”.

Automation is assigned per part

When you assign a MIDI controller as described above, the control is connected to the currently selected part. This gives you the maximum amount of flexibility, allowing you to control multiple parts simultaneously.

Default MIDI controllers

Some MIDI controllers are pre-assigned:	cc# 7	Volume
	cc# 10	Pan
	cc# 11	Expression

Examples

MIDI automation is an ideal way to have hands-on, real-time dynamic control over the timbre of an instrument. Here are just a few examples:

- Control the rate and depth of vibrato and tremolo in real-time to quickly and easily produce incredibly realistic vibrato, especially for solo instruments.
- Control the attack parameter (in the Edit page's AMP ENV. section) to achieve dynamic control of an instrument's articulations in real-time.

ADDING NEW SOUNDS

UVI Workstation is dedicated to work with the excellent sounding UVI Libraries and you can download a complete demo Soundpack at www.uvisoundsource.com

PLUGSOUNDPRO.

Award-Winning and Massive Library

This famous library delivers 8 GB of high quality very useful sounds. It includes ALL the sounds from the award-winning Plugsound Box (with some nice enhanced presets like the pianos), a new Classical section providing a wide range of acoustic instruments, and a complete selection of loops and phrases.

Keyboard: Acoustic, Electric, Harpsichords, Clavinet, Church Organs, Mallets...

Fretted: Acoustic & Electric Guitars, Bass, Harp, Ethnic instruments...

Drums & Percs: Acoustic, Electronic, Urban, Latin Percussions...

Synth & co: Pads, Synth Bass, Leads, Bells, Flutes, Voices, Compostie...

General MIDI: A complete and efficient General MIDI set up of sounds

Orchestral: Brass, Strings, Woodwinds, Solo & Ensemble, Voices.



RETRO ORGANS - Authentic sounding organs

This gorgeous sample library concentrates on the most famous electric organ of all time, recorded with audiophile gear in one of the best studios in the world. The sound categories include presets with and without rotating speaker cabinet, vibrato and percussion. A must have for organ lovers!

SYNTHS ANTHOLOGY - 30 years of synthesis history

No mere simulations here - thanks to state-of-the-art sampling technology the character and the power of each classic synth is immediately heard. This collection covers the history of synthesis, including Classic Analog, FM & Formant, Vector Synthesis, Wavetables, Additive, PCM, Analog Modeling, Stack & Chords, Bonus Machines & Pure Waveforms.

XTREME FX - Instant sound design tool

X-Treme FX is dedicated to sound effects, foley, and atmospheric sounds. It puts 5,000 creative sound effects (over 8 GB) at your fingertips. Included categories are: Atmospheres, Scenes, Unreal, Science-Fiction, Sub & Drones, Natural, Urban, Foley and Musical. X-treme FX is also a great composition tool that will serve as a source of inspiration for new musical ideas.

MAYHEM OF LOOPS - Thousands of modern grooves

This collection is the perfect toolbox for building a modern rhythm section from a wide variety of drum, percussion, instrument and fx loops. A massive selection of over 5,000 loops covering a large variety of styles. All loops were carefully sliced, so you can use them immediately at the right tempo, or drag and drop the audio or the MIDI for deeper groove editing and remixing.

IRCAM SOLOS INSTRUMENTS - A truly unique collection

In collaboration with the famous IRCAM research department, this brand new collection presents the finest solo instruments played by some of the most talented contemporary musicians, captured in the very best conditions to ensure maximum fidelity: Violin, viola, cello, flute in C, oboe, clarinet, alto saxophone, french horn, trumpet, trombone, bass tuba, accordion, guitar, harp... In addition to the great traditional sounds, this library also include some very rare playing techniques that you will not find anywhere else: multi-phonics, Aeolian, hit-on body, buzz, and crushed to name a few. Carefully programmed with expressive key-switches, each preset can be loaded and played instantaneously.



www.ultimatesoundbank.com



UVISoundSource.com is a download website dedicated to the UVI community. If you're connected to the internet, the UVI Workstation will receive RSS news directly from the UVI SoundSource website. This will keep you informed on the latest info about the new available compatible sound libraries.

If you click on the text area, it will open your web browser and you will be directed to the current news. If you click on the RSS logo (the orange one) you will see the list of the latest news, and then be able to choose the one you want to see.



UVIsoundsource is super easy to use, and includes an ultra-secure payment system, convenient iLok protection, and unlimited access to the sound data (restore purchased sounds if lost). We want your sound surfing experience to be as convenient and enjoyable as possible.

Check out www.uvisoundsource.com for news and updates.

> iLok key needed

To be able to load sounds from the UVI Soundcards or the UVI Soundsource soundpacks, you'll need an iLok key as well as an iLok.com account.

When you purchase a sound library, your iLok will be credited with the related keys.



> How do I make UVI Workstation work in my sequencer?

UVI Workstation is an audio instrument plug-in. You will call UVI Workstation up in your sequencer on an audio track, aux track, or instrument track, depending on how your sequencer handles virtual instruments.

To get MIDI into UVI Workstation, you need a MIDI track (or instrument track). The MIDI or instrument track must be record-enabled in order to receive MIDI from an external source into UVI Workstation.

> I have my preset loaded, but I don't hear anything.

If you are playing notes from an external controller, make sure the MIDI track or instrument track in your host software is record-enabled. For other MIDI troubleshooting tips, see chapter 9.2 "MIDI trouble-shooting".

> The UVI Workstation's MIDI activity LEDs are flashing, so it's receiving MIDI data successfully, but I still don't hear any sound.

It's time to check audio. See chapter "Audio troubleshooting".

> When I play on my keyboard, there's a delay before I hear a note.

In order to get the fastest possible response, you'll need to set the sample buffer of your audio hardware driver to a low number. Experiment with this setting to get the best response and computer performance.

> How do I get UVI Workstation to send each part to a different audio output?

Not all sequencers support this feature. If your sequencer does support this feature, you'll see several choices in the audio output menu for each part. The additional choices (other than Main) let you assign the part's output to a bus, which can then be routed anywhere in the virtual mixing environment.

> When I move the cutoff frequency knob for the Filter, nothing happens.

Make sure the envelope depth in the filter section is set to a value where you can actually hear the envelope. For example, if you have set the depth to a value of 1 and the attack of the envelope is 0.00, the filter will have no effect at all.

> When I imported my drum sounds, they sound really weird. It seems like they are really high pitched.

Make sure you turn "Constant Pitch" ON. If it's not on, the UVI Workstation transposes the samples as if they were notes.

> Why is the output of UVI Workstation distorted?

It is possible for UVI Workstation to output more than unity gain. This can happen if you layer presets or in some cases, if you use resonant filters that add gain. Keep an eye on the output level of the UVI Workstation track and attenuate that signal if it gets too hot.

> How do I record the audio output of UVI Workstation?

Most sequencers have a freeze function that renders the output of the UVI Workstation as an audio file. If your sequencer doesn't have this feature, bus the output of the the UVI Workstation track to another audio track, and record the audio output of UVI Workstation onto that track.

> Everything is working fine, except that intermittently, samples don't play for no apparent reason. Why?

Check your polyphony setting for the part. If you're sure the part has more than enough voices, are you running Mac OS X? If so, how many samples have you loaded into the UVI Workstation? As a general rule of thumb, you shouldn't load more than about 70% of the total amount of RAM your computer has ($\pm 10\%$). For example, if your computer is equipped with 1 GB, don't load more than around 700 MB of samples into the UVI Workstation.

Because of Mac OS X's built-in memory management features, there is potentially an unlimited amount of "virtual RAM", but when Mac OS X runs out of real RAM, it starts caching the overflow to disk. This can wreak havoc on the UVI Workstation performance. Unfortunately, Mac OS X doesn't provide any means for applications to know — or report to the user — that it has run out of real RAM, so there is no way for UVI Workstation to alert you if Mac OS X is caching the UVI Workstation samples to disk. Therefore, if you are loading lots of sample data, you need to keep an eye on how much RAM they use up. There are third-party utilities available that can help you keep tabs on your RAM usage.

This is also true in Windows OS.

> Can I use UVI Workstation and the UVI Tutorial Set sound library on film trailers, multimedia, or game projects?

Absolutely. No specific license is needed.

TROUBLESHOOTING & SUPPORT

GENERAL

Troubleshooting is always simplest and most effective when the exact problem can be specified clearly and concisely. If you are surprised by an error message or by seemingly erratic behavior in the program, take a moment to jot down the relevant details: exactly what the error message said (including any error ID numbers), what actions were done on-screen just before the problem occurred, what kind of file you were working with, how you recovered from the problem, and any unusual conditions applying during the occurrence of the problem. This may not enable you to solve the problem at once, but will greatly aid in isolating the problem should it reoccur.

If the problem you are encountering seems inconsistent, try to determine what the necessary pattern of actions are that will cause it to occur. Genuine bugs in application software like UVI Workstation are almost always consistent in their manifestation: the same set of actions under the same conditions invariably brings about the same results. Determining the exact cause of a bug often requires experiments which replicate the problem situation with one factor changed: choosing a different (smaller) preset, opening UVI Workstation in a different host application... If the problem is truly inconsistent, then it is likely to be a hardware problem: a bad hard drive, a failing computer motherboard...

Isolate the problem...

One of the best troubleshooting techniques is to try to isolate the problem. If you can whittle down a complicated setup or scenario to a much simpler case, chances are you'll zero in on the problem more quickly. For example, you could try running UVI Workstation in a different host application to see if the problem persists. If it does, it may have to do with the actual samples, presets, and/or performances being used.

Simplify your setup...

One of the most common causes of problems is a conflict with other software in the system. Run UVI Workstation by itself, with no other plug-ins or virtual instruments, and see if the problem you are having still occurs.

If you cannot open a particular UVI Workstation project or session in your host application...

First try opening other existing files, or a new file, to be sure the UVI Workstation is working at all. If other files work fine, try temporarily removing the UVI Workstation plug-in, or disable audio in your host application. If other files also exhibit similar behavior, then you know that the problem is not specific to one file.

MIDI

The most important tool for tracking down MIDI input problems is the MIDI Activity LEDs for each part. If there is a hardware problem, or if your channel assignments are wrong, the problem should be apparent by looking at the MIDI LEDs. In order for external MIDI to get to UVI Workstation, the MIDI track or instrument track must be record-enabled. A quick test to determine whether MIDI is reaching the track is to hit record and tap a few notes on your controller. If no MIDI appears in the track, check that your controller and MIDI interface are set up properly. If MIDI data does show up in the track, and your sequencer uses a separate MIDI and audio track for virtual instruments, make sure the MIDI track output is assigned to UVI Workstation and is assigned to a part that has a preset sound ready to go.

If UVI Workstation is unable to play any MIDI data...

Does your host software receive MIDI data from your MIDI controller? Does MIDI play back successfully to other MIDI instruments? If the answer is no to either question, double-check your cable connections and MIDI controller settings. See if your controller registers in the MIDI system management software on your computer, if any (ex. Audio MIDI Setup on the Mac). If you are trying to play the UVI Workstation from your MIDI controller, make sure that the UVI Workstation MIDI track or instrument track in your host software is record-enabled. Often times, only A/B tests will reveal the source of the problem. It may be necessary to switch your MIDI cables, and if possible, to try using a different MIDI interface or synthesizer for input/output. The easiest way to test if MIDI data is actually getting to the UVI Workstation is to look at the MIDI activity LEDs in the Part list.

AUDIO

In order for audio to be heard from UVI Workstation, the output of the audio, aux, or instrument track in your host software must be sent to an output that is connected to speakers or headphones. Can you play back any pre-recorded audio? That's always a good way to check that the rest of the audio system is set up correctly. In some cases, a sequencer requires an available voice for the UVI Workstation playback.

- Make sure all outputs and voice assignments are correct in the track.

> If you still don't hear sound, check the following things:

- Make sure the volume is turned up on the part you are playing, as well as the UVI Workstation's global volume setting.
- Make sure that the appropriate faders are up in your host.
- Make sure you have cables connected to the correct plugs on the outputs of your audio hardware.

PREVENTING CATASTROPHE

Keep up-to-date backups of your UVI Workstation sounds folder, so that you always have copies of the most recent work you have done. Almost any software problem is survivable as long as you have kept backups of your work. Keep plenty of free space on your hard drives to prevent the computer from running out of disk space.

TECHNICAL SUPPORT

Registered users may contact our technical support department via email: techsupport@uvisoundsource.com

When contacting tech support please mention the following information:

- The version of UVI Workstation you are working with.
- The system software you are using to run the computer.
- The host application software you are using to run the UVI Workstation.
- A brief explanation of the problem, including the exact sequence of actions which cause it, and the contents of any error messages which appear on the screen. It is often very helpful to have brief written notes to refer to.

CREDITS

> > UVI Team 2008

UVI Engineering

Olivier Tristan
Remy Muller

UVI Sound design

Emmanuel Usai
Clément Becard
Alain Etchart

UVI Graphic design

Christophe Lecrivain

UVI Web

Walter Beschmout

UVI Documentation

Steve Albanese
Steve Thomas
Alain Etchart
Benoit Henriot

> > Special Thanks

Jankoen de Haan & Arjen @ Audio Ease - Utrecht
Tastuyah and Kai @ High Resolution - Tokyo
Mark & Jeremy @ Izotope - Cambridge
Tom Meadows @ Big Fish Audio - Los Angeles
Steve Albanese @ TutorialDepot - Boston
Jim Cooper @ MOTU - Boston
Christophe Martin de Montaigu @ Pornichet - France
Christian Braut @ Archipel Studio - Louveciennes
Carlos Brunion @ Agrume Prod - Bratislava
Andrew Kirk @ PACE - San Bernardino
Koen Tanghe @ Sample Sumo - Belgium
Bram Dejong @ Somewhere - Belgium
Rikke Lind @ Luthman - Sweeden
Eric & Lorey Persing @ Spectrasonics - Burbank
Everybody @ Time & Space - England

> > UVI Contacts :

General informations: info@uvisoundsource.com
Press/Marketing: alainjetchart@mac.com