

# REALIVOX LADIES MANUAL

Congratulations on your purchase of Realivox Ladies! There are five different singers you can use by themselves, or in combination with each other. We've tried to make this instrument as easy as possible to use, so let's get started!



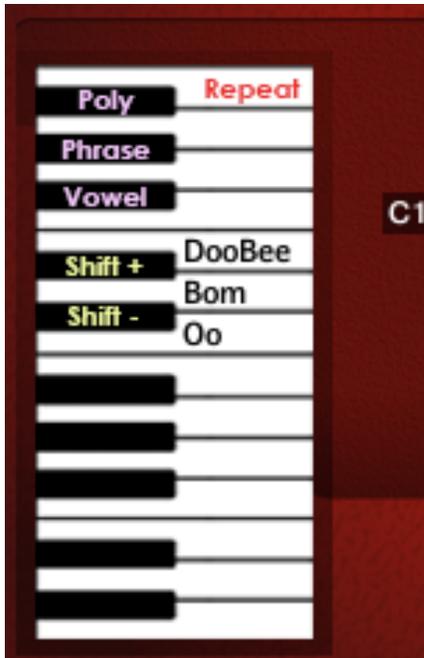
## THE MAIN PAGE

**Singer:** When you load Realivox, the screen that opens is the “Main Page.” Want to hear the different singers? Simply click the button (menu) in the middle of the GUI, under the word “Singer.” Or you can click the picture and drag your mouse up and down. Either way selects the singer.

**Articulation:** Now, to decide what “articulation” she should sing, you can either click one of the “words” on the keyboard graphic to the left, or you can click the space under the word, “Articulation” and select from that menu. You can also press one of the keyswitches on your keyboard. We’ll explain that a little later. I promise.

**Timbre:** This determines the timbre of a singer. Normal is normal. Then there are 12 progressively brighter settings, and 12 progressively darker settings. If you’re familiar with the concept of “neighbor borrowing,” that’s what this is. For instance, with “Bright 1,” the engine plays the sample a half step lower, then pitch shifts it up a half step to keep it in tune.

This is useful not only to brighten/darken a singer’s timbre (or make them sound younger/older), but it also enables us to double or triple a singer using different samples. We’ll get into more detail on that when we discuss the “Voices” buttons at the bottom, as well as the “Mixer” page.



### **KEYSWITCHES:**

**Repeat:** Let's suppose you want to play a legato phrase, but you need to play the same note twice in a row. With legato, you need to overlap, but how can you overlap on the same note? That's what this key is for. Press the B2 key and it will repeat the last note you played.

**Vowel:** This turns on Vowel legato (explained below.)

**Phrase:** This turns on Phrase (formerly called "Consonant") legato.

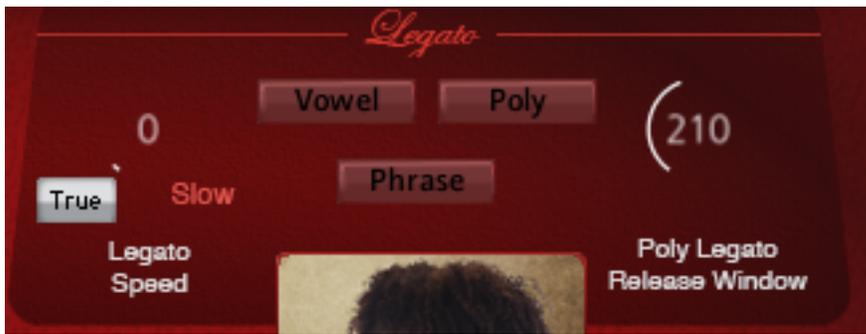
**Poly:** Selects Polyphonic legato

**Legato Off:** To disable legato with keyswitches, simply press any two of the keyswitches at the same time. This will turn off all legato modes.

**Shift +** There may be times where you prefer an alternate sample. With this switch, the adjacent lower sample is played, and pitch-shifted up a half step, giving an alternate sample. (This is often called "neighbor borrowing.")

**Shift -** Same thing, but selects a sample from above and pitches it down.

**Articulation Keyswitches** - All the other keyswitches are available for storing phrases, which you can define on the **Articulations** page. Simply press one of these keys (either on your MIDI keyboard, or by clicking this screen keyboard) and that phrase/articulation will be loaded.



### **LEGATO SECTION:**

In the upper right, you'll see three legato options:

**Vowel:** With "Vowel" legato mode on, then when you play overlapping notes, the legato staying on that vowel. For instance, if the articulation selected is "Doo," then you will hear, "Doo-oo-oo-oo-oo." (Note that in Vowel legato mode, you can't play chords. Vowel legato is a monophonic mode.)

**Phrase:** In this mode, the legato will move to the next syllable. (Or keep repeating the same syllable if the "phrase" has only one syllable.) Consonants will be heard in this mode. So in this situation, if the articulation selected is "Doo," then you will hear, "Doo-doo-doo-doo-doo." (Note that in Phrase legato mode, you can't play chords. Like Vowel legato, Phrase legato is a monophonic mode.)

**Poly:** Okay, so what if want to have legato, but still be able to play chords? Poly legato to the rescue! Our polyphonic legato works after you release a note, then play a new note soon after. (Within the time set by the "Poly Legato Release Window" knob.) For example, you play a note, you release that note, then you play a new note within 210 milliseconds (the default setting) of releasing the first note. The notes will be played with a legato connection.

Or suppose you play two notes. You release them both and within 210 ms of releasing these notes you play *four* new notes. There will be legato transitions to all four of these notes, with the software intelligently deciding which notes go to where. Cool, right?

Or suppose you play three notes, but this time only release one of those notes, playing a new note within 210 milliseconds. There will be a legato transition to this new note, as the other two notes keep sustaining. Cool, right? The software does all this automatically.

**Poly Legato Release Window:** Other polyphonic legatos make you set a whole bunch of parameters. But our polyphonic legato only requires one knob, the Poly Legato Release Window. Simple! Here's how it works:

When you play a note and then release it, we delay that release by whatever this knob says. If new notes get played within that time period, we trigger the legato samples. If no new notes get played, we end the note. (210 is short enough to be fairly unnoticeable, but enough time so you can easily play new notes before the old ones shut off.)

**Legato Speed:** We sampled true legato intervals with Realivox, but sometimes people want a slower legato. This knob gives you that option. First, disable the “True” button. Then experiment with what knob setting gives you the speed you want. Note that this knob only works with Vowel legato.

**True:** This button enables the true sampled legato samples. This will sound the most realistic.



**Expression:** We intentionally disabled velocity with Realivox. Why? Because most people don't play very evenly, so the volumes jump all over the place, making Realivox sound bad. You don't want Realivox to sound bad, do you? Me neither. So we disabled velocity so that performances will be smooth.

But what if you want some notes to be quite or louder than others? Well, that's what the Expression knob is for. Of course, you won't want to be clicking on this knob with your mouse, so you'll want to assign it to a controller, like a foot pedal or mod wheel or slider on your keyboard. Here's how you do it.

First, right-click on the Expression knob. A menu will drop down, and you will select “Learn MIDI CC# Automation.” Then jiggle the knob or footpads or whatever device you want to control Expression, and Realivox will then always accept that controller for Expression. If you change your mind later, you can disable it by right-clicking the Expression knob again and selecting, “Disable.”

One thing keep in mind: Expression is much more than just volume. As you lower the knob, it not only lowers the volume, but we also incorporated some filtering and EQ to make it sound more authentic at lower volumes. Cool, right? However, this is an artificial effect, so if you're looking for the most natural sound, you'll want to stay at 100 most of the time, and lower it when needed, as opposed to keeping it at a low setting.

**Dynamics for “B” and “D” Sounds** – We disabled velocity for most articulation, as just explained. However, for bah, bee, boh, boo, buh, dah, dee, doh, doo, duh, bom and boom, we mapped softer samples for velocities 1-50, and harder samples for velocities 51-127.

**Attack:** Turning this up to higher values will make a sample start more slowly. Note that it only applies to the first syllable of the selected articulation. For instance, if the articulation is “Shoo Bee Doo,” then the attack knob only effects “Shoo.” (To change the attacks of Bee and Doo, go to the “Settings” page.)

**Release:** Turning this up makes the sound decay more slowly after the key is released. If the last syllable of the selected articulation ends in a vowel, then all vowels will get the release setting. If the last syllable is “Mm,” the Mm will get that release setting. If the last syllable is “Bom” or “Boom,” then Bom and Boom will get that release setting. (Like with Attack, these can also be set on the “Settings” page.)

**Delay:** A knob and switch for the delay. This delay is not a “sync” delay. Instead it is more of an ambient effect. Delay time can be set on the “Settings” page.

**Reverb:** A knob and switch for the reverb. Reverb time can be set on the “Settings” page.

**Voices:** Although there is a picture of only one singer on this page, you have the option of adding more voices. You can have this singer double or triple, or quadruple herself. Or you can stack other singers to create an ensemble. These switches turn these other voices on and off. To load these other voices, you need to go to the “Mixer” page. Just click the word “Mixer” towards the bottom right . . .



## THE MIXER PAGE

There are 10 “channel strips” here, so you can have up to 10 singers at once. (Of course, you can load more tracks of Realivox to have as many voices as you want.) Lets start at the bottom:

**Load Button:** If you add a new singer, that singer’s samples might not yet be loaded. So after you select a singer (or multiple singers,) click this button to load the samples required. Note that the Load button also empties any unneeded samples, so if you disable a singer, clicking this button will free up any memory that singer may have been using.

**On/Off Switches for each voice:** This turns each voice on. Note that a singer needs to also be selected. (Otherwise you would be activating a singers voice.) Also note that Voice 1 cannot be turned off.

**Timbre:** This selects what the tone is for each voice. It’s the same as “Voice Shift” on the Main Page. Normal is normal. Then there are 12 progressively brighter settings, and 12 progressively darker settings. If you’re familiar with the concept of “neighbor borrowing,” that’s what this is. For instance, with “Bright 1,” the engine plays the sample a half step lower, then pitch shifts it up a half step to keep it in tune.

This is useful not only to brighten/darken a singer’s timbre (or make them sound younger/older), but it also enables us to double or triple a singer using different samples.

**Singer:** Click on either the name or on the pictures to choose which singer. Note that the microphone picture means no singer is selected.

**Volume:** These control how loud a voice will be. You know . . . volume.

**Pan:** These knobs control the panning from left to right.

**Offest (Delay):** When you're stacking voices together, you often don't want them to all play perfectly in time with each other, so we include the delay (offset) knobs so the timings can be more "loose." The delay times are in milliseconds.

**Tune:** You can detune each voice up to 50 cents flat or sharp. This will make ensembles sound more realistic.

**Load Button:** Yes, I know I already explained the Load button, but I'm describing it again because somebody is going to send me a tech support email asking how come they when they selected a singer, they can't hear her singing. well, the reason is that that singer's samples might not yet be loaded. So after you select a singer (or multiple singers,) click this button to load the samples required.



## THE ARTICULATIONS PAGE

This is the page where you can determine what articulations or phrases go onto each keyswitch. The process is pretty simple:

First click the “**Reset**” button. Then click on whatever articulation (syllable) you want. If you want more than one syllable in your phrase, then keep clicking until you have what you want. (A phrase can have up to 8 syllables.)

You can also select an ending consonant (f, k, m, r, s or sh.) The ending consonant ends the phrase. In other words, no new syllables can come after the ending consonant.

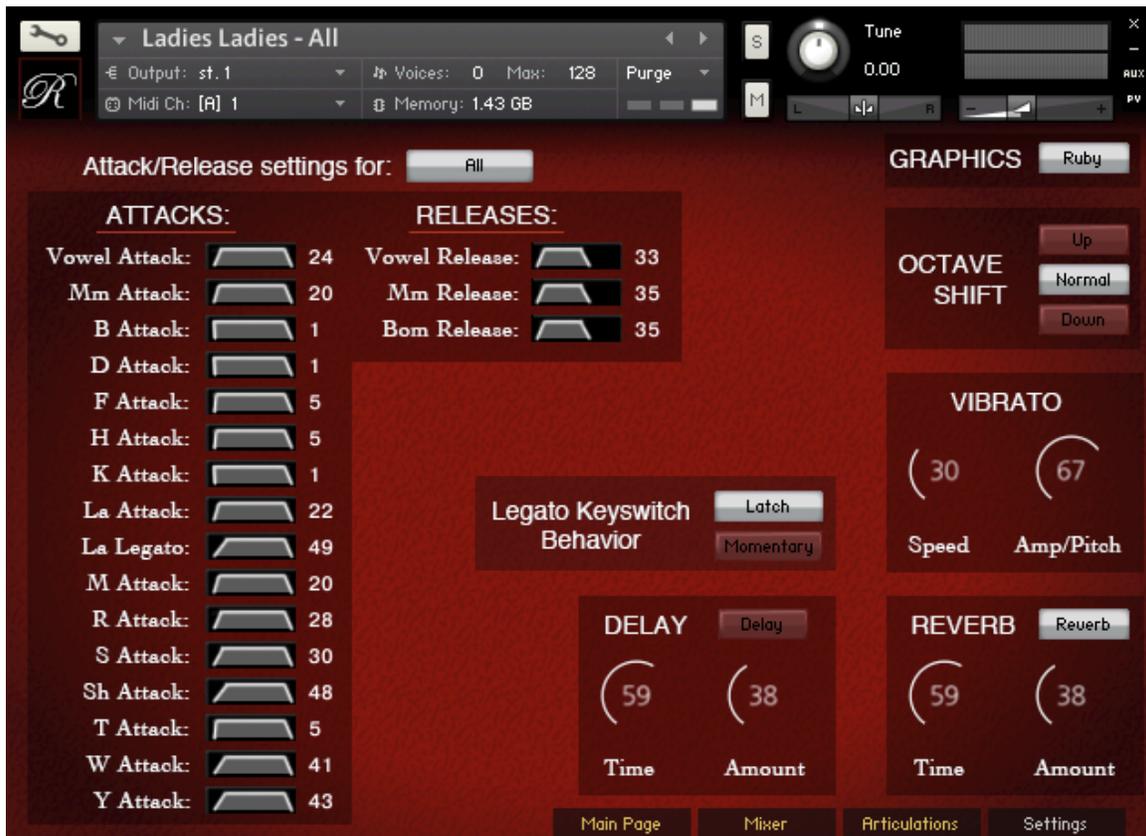
If you make a mistake, you can backspace using the “<” button. Or, of course, you can click the Reset button and start over.

When you have a syllable or phrase you like, you can save it to a keyswitch by clicking on the key you want it saved to. You will see the first few letters on the display. (Obviously, there is not enough room for a long phrase.)

To clear a keyswitch, press the little “x” symbol next to it.

**Load Button:** Depending on the status of the instrument when you start, when you select new articulations, the samples for those articulations might not be loaded. If not, then click this button to load the samples required. Note that the Load button also empties any unneeded samples.

**Purge Button:** You may want to completely empty the memory. The **Purge** button will do that. However, note that the Load button also empties all unneeded samples when it is pressed, so the Purge button will usually be unnecessary.



## THE SETTINGS PAGE

**Attacks and Releases:** With these sliders, you can adjust the attack and release settings for various consonants and vowels. For instance, you can soften the “b” (or any consonant) sounds by using a longer attack.

Note that the “vowels” are all effected at the same time. So if you create a longer attack for “ah,” that same long attack will be applied to “oo” and the other vowels as well.

You can have these attack/release changes apply to all singers, or to just one singer, by making the appropriate selection in the “**Attack/Release Settings for:**” menu.

**Legato Keyswitch Mode:** Some people prefer for the legato keyswitches to be momentary, rather than in latch mode. These buttons (**Momentary** and **Latch**) do that. Note that these only effect Vowel and Phrase legato modes. The Poly legato keyswitch is always “latch” and does not have a momentary option.

**Octave Shift:** Wish the Ladies could sing lower? Then these switches are for you.

**Vibrato Speed:** This controls how fast the vibrato will be.

**Vibrato Amp/Pitch:** Vocal vibrato contains both amplitude (volume) modulation as well as pitch modulation. This knob determines how much of each.

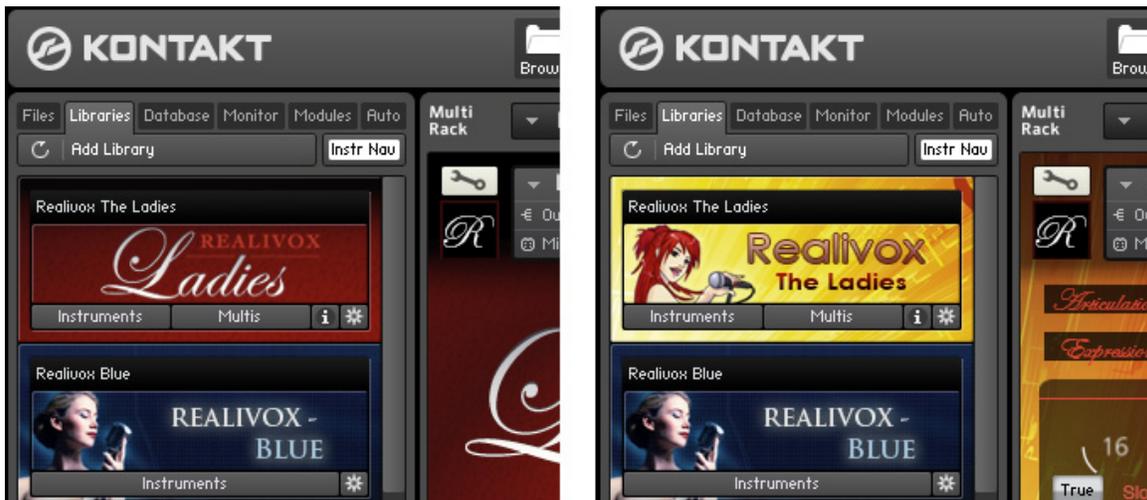
**Reverb:** Self explanatory, although it's worth mentioning that the reverb is a simple algorithmic reverb, as opposed to convolution, so it uses very little CPU resources.

**Delay:** Also pretty simple, although note that the delay is not a “sync” delay. It is designed to create a space, as opposed to sequenced effect.

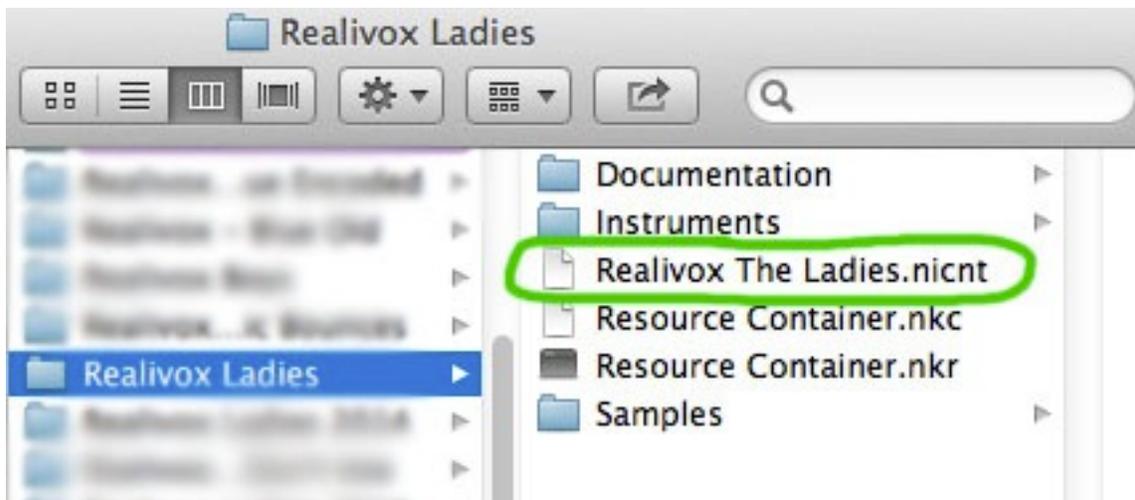
**Graphics:** In the original release of Realivox Ladies, we had an anime look to our graphics. Many people loved the look, many hated the look. So with this button (which is on the Settings Page), we give you the choice between the new graphics (which we call “Ruby”), or the original graphics:



If you have the Kontakt Player version of Realivox Ladies, then the Ladies can appear in your sidebar Libraries tab. You can also make the artwork of the Ladies' Library entry match your chosen graphics:



To change the graphics in the Library tab, simply switch the “Realivox The Ladies.nicnt” file. (If you do not have the alternate nicnt file, which is the nicnt file from before the Version 2 update, just email us and we’ll send it to you.)



No need to re-register or “Remove and Add Library.” Simply swap the nicnt file, restart Kontakt and the artwork will change. (The Realivox Ladies nicnt files are identical except for the artwork.)

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## THE VIRTUAL KEYBOARD

To make this keyboard appear (or disappear,) click the “Keyb” button at the top of the Kontakt interface.

**Yellow Keys:** (C0 to A1) These are the phrase keyswitches.

**Red Key:** B1 is the “repeat” key, which repeats whatever is the last note you played.

**Teal (greenish) Keys:** These indicate which keys are using stretched samples for whichever singer is loaded into slot 1 (the main singer.) Each singer has around a two and a half octave range, but we figure you might want to play notes outside their natural ranges, so we give you that ability. We mark keys with the teal keys, so you’ll know which ranges might sound less natural.

**Blue Keys:** The natural range of the “main” singer.



## REALIVOX BREATHS

It can be helpful to add “breaths” in a vocal performance to add to the realism. That’s what this instrument is for. There are 7 exhale breaths in the low octave, then five and a half octaves of inhale breaths. The lowest notes are long inhales, the upper notes are short inhales.

## OKAY, NOW START SINGING!

Be sure to visit us at [www.realitone.com](http://www.realitone.com) for news and updates.

Happy singing!