EASTWEST / QUANTUM LEAP

PRODUCED BY DOUG ROGERS AND NICK PHOENIX

Voices of Soul

FEATURING C.C. WHITE



USER MANUAL

1.0.2

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In Memoriam

In Loving Memory of Rhys Moody

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END USER LICENSE AGREEMENT



Ch. 1: Welcome

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Welcome to Voices of Soul

EastWest/Quantum Leap proudly presents the latest addition to their vocal instruments line: Voices of Soul. A powerhouse vocal product of soulful perfection that will be your new secret weapon, perfect for any music requiring solo vocals or vocal harmonies using chords.

EastWest recorded Voices of Soul with C.C. White, who has sung with many of the greatest and most iconic names in the music industry. Her voice is a thrilling blend of Funk, Soul, Reggae, Southern Blues, Gospel, R&B, Jazz, with a bit of Latin flair. From soft and angelic to powerful and earth shattering, her voice effortlessly captivates and enthralls audiences.

Voices of Soul includes a collection of expressive, soulful multi-sampled vocal instruments with hundreds of expressive phrases in every key and highly realistic true legato transitions. Use Combo instruments to switch between multiple articulations on the fly, or Mod Xfade Chords instruments to create vocal harmonies.



Voices of Soul releases with Play 6, the latest version of EastWest's advanced sample engine that includes new features, including:

- Instrument Database: search instruments directly with key words, or by selecting attribute tags to narrow search results across a variety of categories
- Redesigned User Inteface (UI): Getting around Play 6 is now easier than ever.
- Instruments Sidebar: access instruments and their advanced instrument properties

About the Producers

Voices of Soul was produced by Doug Rogers and Nick Phoenix, the most awarded producers in the sounds industry.

Doug Rogers With over 35 years experience in the audio industry, founder and producer Doug Rogers and his company EastWest is the recipient of over 100 industry awards, more than any other sound developer. His uncompromising approach to quality and innovative ideas have enabled EastWest to lead the sound-ware business for nearly 30 years. "The Art of Digital Music" named him one of "56 Visionary Artists & Insiders" in the book of the same name.



For over 20 years he has partnered with producer/composer Nick Phoenix and set up the Quantum Leap imprint, a subsidiary of EastWest, to produce high-quality, no-compromise virtual instruments. EastWest/Quantum Leap virtual instruments are considered the best available and are in daily use by the who's who of the film, games, tv, and music industries.

Nick Phoenix Since he began scoring film trailers in 1994, and since founding "Two Steps From Hell" with Thomas Bergersen in 2006, Nick has scored or licensed music for the ad campaigns of over 1000 major motion pictures to date. A few recent works include: "Godzilla", "Ender's Game", "Skyfall", "World War Z", "Rush", "The Hobbit", "Avengers", "Star Trek 2", "Inception", and "Harry Potter and the Deathly Hallows".



The journey as a composer has inspired Nick to record and program his own sounds and samples. For over 20 years, a partnership with Doug Rogers and EastWest has yielded award winning software titles such as the Hollywood Series, Stormdrum 1, 2 and 3, Symphonic Orchestra, Symphonic Choirs, Silk, RA, Voices Of Passion, Ministry Of Rock 2, Gypsy, Quantum Leap Pianos, Goliath, and many others.

What's Included

Voices of Soul includes:

- A collection of 76 multi-sampled solo vocal instruments featuring C.C. White, including expressive phrases in every key, and realistic legato instruments
- Approximately 13 GB of 24-bit, 44.1 kHz samples, with 3 Microphone Mixes
- EastWest's Play 6 System (earlier versions of Play do not support this library)
- A license that identifies the product you bought
- Voices of Soul and Play 6 User Manuals (PDFs)
- An Installation Center application to set up the library, software, and documentation

Please Note! An iLok account is required for a machine-based (electronic) license to be placed on your computer. You may also place the license on an optional iLok key. An internet connection is required for a one-time product activation.

Voices of Soul is now fully NKS-ready, including the ability to browse instruments, preview sounds, and immediately access pre-mapped instrument parameters with Native Instruments' Komplete Kontrol and Maschine hardware and software.

See Voices of Soul Is NKS-Ready for more information.

System Requirements

Below are the minimum and recommended hardware requirements for using Voices of Soul on your computer. Please see the Play 6 User Manual for a complete list of the Hardware and Software Requirements for installing and running any Play Library.

Minimum specification:

- Intel dual-core i5 (or equivalent) processor, running at 2.7 GHz (or above)
- 8 GB of RAM or more
- Mac OSX 10.7 (or later); Windows 7 (or later) with ASIO sound drivers
- 7200 RPM or faster (non energy saving) hard drive for sample streaming

Optimum specification:

- Intel Xeon E5 (or equivalent) running at a minimum of 2.7 GHz (or above)
- 16 GB of RAM or more
- Mac OSX 10.7 (or later); Windows 7 (or later) with ASIO sound drivers
- a 64-bit operating system; and a 64-bit host when running Play as a plug-in.
- SSD (Solid State Drive) for sample streaming

Please Note! Beginning with Play 5 and all subsequent versions, 32-bit operating systems and DAWs are no longer supported (32-bit versions of the Play stand-alone and plug-in no longer exist).

Sequencer Compatibility

The chart below outlines the MacOS and Windows 64-bit operating systems and sequencers that are officially supported (fully tested) with the latest version of Play 6. Please contact support for questions related to compatibility with earlier versions of Play, and please note that while 64-bit sequencers (DAWs) that use VST, VST3, AU and AAX plug-in formats may work fine, only those listed in the chart below are officially supported.

Please note! 32-bit Sequencers and Operating Systems are only supported by Play 4, the last version of Play that was released with a 32-bit installer. Play Libraries released on Play 6 are not compatible with older versions of Play. Please contact support for more information.

DAWs (64-bit)		Operating Systems (64-bit)	
Sequecer Software	**version**	**MacOS**[1] (10.8 - 10.14)	**Windows**[2] (7, 8 and 10)
EW Play 6 Stand-Alone	6.0 +	√	√
Ableton Live	9.0 +	√	√
Apple Logic Pro	9.0 +	√	-
Apple Garageband	3.0 +	√	-
Avid Pro Tools	11.0 +	√ [3]	√
Bitwig Studio	2.5 +	√	√
Cakewalk Sonar	6.2 +	-	√
Cockos Reaper	4.0 +	√	√
Image-Line FL Studio	12 +	√	√
Motu Digital Performer	8.0 +	√	√
Steinberg Cubase	7.5 +	√	√
Steinberg Nuendo	6.0 +	√	√
Presonus Studio One	3.0 +	√	√
VSL Vienna Ensemble Pro	5.0 +	√	√
Notation Software	**version**		
Avid Sibelius	7.0 +	√ [4]	√ [4]
MakeMusic Finale	25.0 +	√ [4]	√ [4]
Steinberg Dorico	2.2 +	√ [4]	√ [4]

[1] **MacOS 64-bit Operating Systems** 10.8 through 10.14 are officially supported. Please follow this link for the latest compatibility information regarding MacOS 10.15 (Catalina).

[2] **Windows 7** support is officially being ended by Microsoft on January 14th, 2020.

[3] **Pro Tools 10** users require Play version 4 (32-bit). Please contact support for details.

[4] **Sibelius / Finale / Dorico** notation programs work with Play 6, but do not support the full feature set of some Play Libraries, such as those that use WordBuilder. Please contact support for details.

Support and Documentation

All documentation for Play and individual Play Libraries is provided as a collection of PDFs that can be viewed on electronic devices or printed to paper.

An advantage of reading this PDF on an electronic device is the ability to jump directly to a referenced page using links, which are available in the contents section, on each chapter title page, and within chapters to expand and/or connect certain topics.

The Bookmarks pane along the left edge of the PDF allows you to jump to a particular chapter or specific section by clicking on the links. You can also use Page Thumbnails to quickly scan the contents of the PDF and jump to the desired page with a click.

Types of Documentation

- **Play 6 User Manual** describes how to use the Play 6 sample engine, and aspects that are common to all Play Libraries.
- **Play Library User Manuals** describe aspects that are specific to each Play Library, including instruments and unique features of each user interface.
- **Master Navigation Document (MND)** is a one-page PDF that allows easy navigation between the Play 6 User Manual and the Play Library Manuals using links. Links to the MND can be found at the bottom of each chapter in both the Play 6 User Manual and Play Library Manuals.
- **Quick Reference Guides** contain only the most essential information, intended to get you started quickly.
- **EW Spaces II User Manual:** describes how to use the Space II plugin, and provides a glossary of impulse presets.

User Manuals are available on the EastWest Manuals section of the Support Center, and are installed to your computer in the directory below. User Manuals for Individual Play Libraries are additionally installed into the main library folder of each Play Library.

- (MAC) Mac HD / Applications / East West / Documentation
- (WIN) C:// Program Files / East West / Documentation

EastWest Support Center

Visit the EastWest online Support Center to:

- submit a support ticket
- read FAQs on a variety of commonly asked questions
- view video tutorials, quick start guides, user manuals and more

EastWest Soundsonline Forums

Visit the EastWest Soundsonline Forums to:

- read comments and questions from other users of EastWest products
- find helpful information on both technical and musical aspects of the software
- receive support by posting to the Support section of the forum



Ch. 2: Getting Started

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How To Install Voices of Soul

This section guides you through the process of registering an account with EastWest, and how to use the Installation Center to download, install, and activate Voices of Soul.

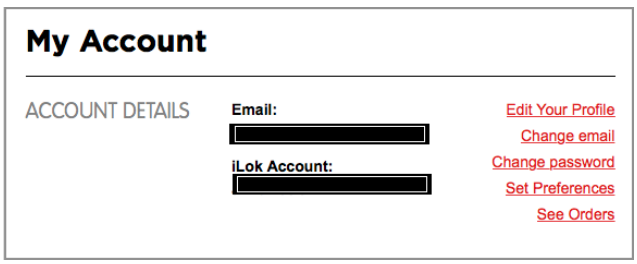
Step 1: Register with EastWest

To purchase a product through Soundsonline.com you must fill out a New Customer Registration form or log in to your existing EastWest account.

EastWest uses the iLok security system, and requires an iLok account in order to complete the registration process.

Licenses for purchased products are deposited directly into the iLok account associated with your EastWest account.

Existing iLok users can enter their iLok account name during registration. Those new to iLok can leave that field blank during registration, and an iLok account name will be created for you based on your EastWest account name.



If you're unsure whether or not an iLok account is already associated with your EastWest account, log in with your EastWest account name at Soundsonline.com and check the 'My Account' section to view your 'Account Details'.

Once you sucessfully create an account and place an order, a confirmation email will be sent with steps on how to procede. These instructions are also contained below.

Step 2: Download and Install the Installation Center

The Installation Center can be downloaded from the 'Software & Product Updates' section of the EastWest Support Center. After downloading and installing the package, the Installation Center will open automatically. It is found here:



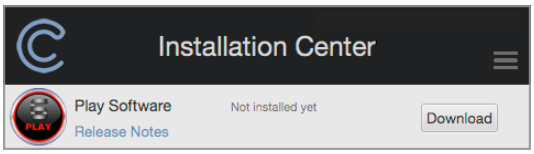
- (MAC): Mac HD / Applications / EastWest / EW Installation Center
- (WIN): C:// Program Files / EastWest / EW Installation Center

When the Installation Center opens, enter the EastWest account name and password created during registration and allow a moment while it gathers data from your account.

If the Installation Center is already installed, log in and download the latest version by clicking the 'Download' button on the the update panel located near the top the Installation Center. The installer will launch automatically, allowing you to procede through the prompts to update your software.

Step 3: Download and Install Play 6

Click the 'Download' button in the Play Software panel that appears near the top of the Installation Center. Once the download is complete, the installer will launch automatically, allowing you to procede through the dialog windows to install Play 6, the sample engine that powers Voices of Soul.

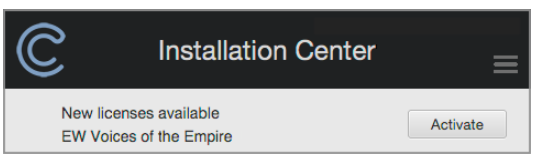


Please note that this installer includes all the neccessary software components to run all Play Libraries, but you will only have access to those you have a license for.

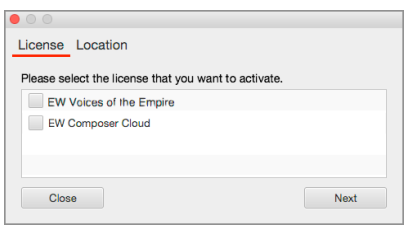
Windows users: The default installation path for the Play VST plugin (Play_VST_x64.dll) is: C://ProgramFiles/VSTPlugins. Do not change this unless you have a custom VST location.

Step 4: Activate Voices of Soul

Click the "Activate" button near the top of the Installation Center to open the Activation Assistant window, which will lead you through the activation process.

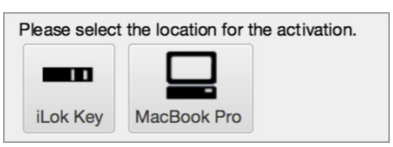


Click 'Next' to proceed past the Introduction tab, then select the license(s) you want to activate in the License tab and click 'Next'.



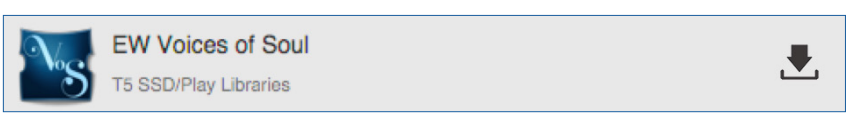
Please note: If you have an iLok account but you have not connected it to your EastWest account, the Activation Assistant will help you link the two accounts. This only needs to be done once time.

The Location window will give you the option to activate your license on your computer (called a machine-based license) or to a registered iLok security key. Make sure your iLok security key is plugged in if that's your preferred option.

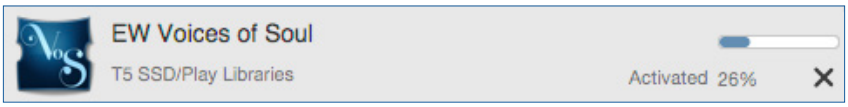


Step 5: Download Voices of Soul

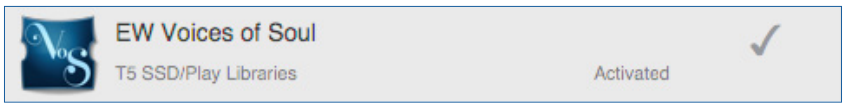
Before you begin downloading the library content for Voices of Soul, create a new folder called 'Play Libraries' in the location you wish to store the library. Once created, click the download icon (below) within the product panel to open a browser window where you can navigate to the 'Play Libraries' folder you just created.



The download process will now begin, with a blue bar displaying its progress. Click the “X” button to pause the download process, and click “Resume” to continue the download where it was left off.

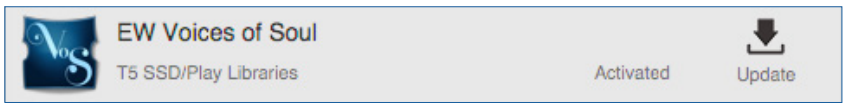


When a product is installed and ready to use, a check-mark is displayed.



Step 6: Update Voices of Soul

When an update becomes available for the Voices of Soul, it will appear in the Installation Center with the downward arrow icon above the word ‘Update’. Simply click the ‘Update’ icon to download and install the latest Voices of Soul update.



An Overview of the User Interface

Voices of Soul is powered by Play 6, the latest version of EastWest's advanced sample engine that powers all of EastWest's Play Libraries.

Use the **Navigation Bar** located at the top to access all main areas (from left to right):



- **Main Menu** enables the opening and saving of instruments and more.
- **Settings Menu** includes access audio/midi setup, streaming settings, and more
- **Browser** search and browse for instruments in the Libraries and Database areas
- **Mixer** features channel strips, FX Racks and Sub-Mixers for loaded instruments
- **Player** displays custom controls and a unique user interface for each Play Library
- **Instrument Selector** select between loaded instruments
- **Instruments Sidebar** access instruments and their Advanced Instrument Properties



See Ch. 4: Voices of Soul User Interface to learn more.

An Overview of the Instruments

Voices of Soul joins EastWest's vast virtual instrument collection with 76 brand new multi-sampled vocal instruments, divided across 8 categories described briefly below.

With over 12 gb of new content, Voices of Soul joins an ever growing collection of sound libraries that are the winner of over 100 industry awards, making EastWest the industry leader in highly detailed sampled instruments that encompass a wide cross section of musical styles, from ethnic and orchestral, to rock and electronic, and beyond.



- **Sustain** contains a variety of single syllable vocal instrument types, including Ah, Doo, Ee, Eh, Ha, Hm, Ho, Ho Expressive, Hoo, La, Mm, Oh, Oh Expressive, Oo, So Expressive, Wo, Wo Expressive. Most contain multiple velocity-sensitive dynamic layers, and a few contain additional "expressive" versions
- **Legato** contains instruments that playback true legato intervals when playing notes in a connected fashion (legato) for every interval up to an octave in either direction, and sustain layers that playback when playing disconnected.
- **Combo MOD** contains instruments that combine multiple articulations and use the Mod Wheel (MOD) or Velocity Sensitivity (VS) to determine which playback.
- **Combo RR** contains instruments that combine multiple articulations by using Round Robin programming to cycle through articulations.
- **MOD Xfade Chords** ccontains polyphonic, single syllable vocal instruments that use the Mod Wheel (CC1) to crossfade between dynamic layers.
- **Phrases** contains over 600 phrases and adlibs sung in a soulful style, spread out across 12 instruments, one for each of the 12 root note positions.
- **Keyswitch** contains instruments that combine multiple articulations into a single instrument, and use keyswitches to activate the desired articulation.
- **Phrases KS FX Presets** contains the Phrases KS instruments with a variety of FX Rack presets, which includes the SSL Channel Strip and Bus Compressor, OhmForce Ohmicide, and EastWest EP-1 Delay, ADT, Amp Sim and Convolution Reverb.

See Ch. 3: Voices of Soul Instruments to learn more

Initial Setup in Stand Alone Mode

The steps below outline how to setup Voices of Soul in stand-alone mode. While it's easy to get started, familiarity with the Play 6 User Interface and understanding how the instruments in Voices of Soul are programmed will help achieve best results.

Step 1: Launch Play in Stand-Alone Mode

Launch Play in stand-alone mode, found in one of the following directories:

- **(Mac)** Mac HD / Applications / East West / Play
- **(Win)** C:// Program Files / East West / Play

Step 2: Load an instrument from the Browser View

Click on the Browser button in the top-left area of the Navigation Bar, then find 'EW Voices of Soul' in the left column of the Libraries area.

Now click on 1 of the 8 instrument sub-folders to view the instruments within each category in the column to the right. Double-click on any instrument to load it, or to replace the currently selected instrument (if one is already loaded). Holding [shift] while double-clicking will add an instrument.

The loaded instrument will appear in the Instrument Selector and in the Instruments sidebar panel, which also contains the Advanced Instrument Properties for the selected instrument.

See The Browser View to learn more.



Step 3: Play Your Keyboard To Hear Voices of Soul

The playable range of the loaded instrument will appear highlighted on the virtual keyboard. If a keyswitch (KS) instrument is loaded, blue keys will also appear. Click in the playable range to playback the instrument.

- **Audio Settings:** If you do not hear sound, make sure your audio output is setup correctly by clicking on the Settings Menu in the Navigation Bar, then click on the Audio Settings tab and select an Output Device.
- **MIDI Settings:** To setup a MIDI controller to play the instrument, click on the Settings Menu in the Navigation Bar, then click on the MIDI Settings tab and select a MIDI Device.

See The Settings Menu to learn more.



Step 4: Add Effects in the Mixer View

Click on the Mixer button in the top-left area of the Navigation Bar to add effects like the SSL Channel Strip, EP-1 Delay, and ADT (Automatic Double Tracking).

See The Mixer View to learn more.

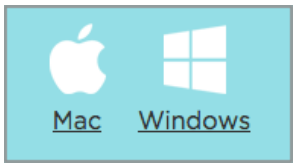
Voices of Soul Is NKS-Ready

EastWest's award-winning collection of virtual instruments are now fully compatible with NKS, including the ability to browse instruments, preview sounds, and immediately access pre-mapped instrument parameters all within Native Instruments' Komplete Kontrol and Maschine hardware and software. Follow the steps below to make all installed Play Libraries NKS-ready, including Voices of Soul.

See Native Instruments - This is NKS to learn more.

Step 1: Download the NKS Support Installer

To visit the Software & Product Updates page of the EastWest Support Center, please click the following link: http://www.soundsonline.com/Support

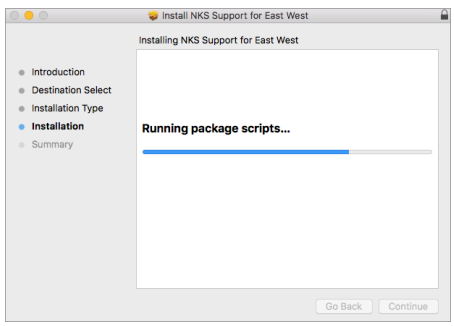


Scroll down to find the 'NKS Support Installer' section, then click on either the Mac or Windows icons to download the installer per your operating system. The download size is approximately 790 mb.

Step 2: Run the NKS Support Installer

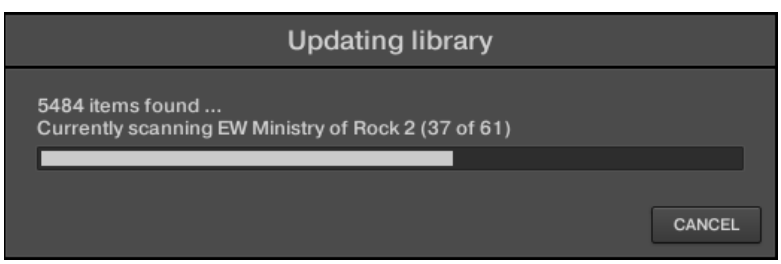
Once the NKS Support installer has downloaded, close all programs, then double-click on the installer to launch it and proceed through the prompts to complete the installation.

Please note! The NKS Support Installer can be run anytime after installing additional EastWest Play Libraries to make them NKS-Ready.



Step 3: Launch Native Instruments Software to Update Libraries

Now launch either the Komplete Kontrol or Maschine software to begin the 'Updating Library' scan of all installed Play Libraries, making them NKS-ready for use with Native Instruments Komplete Kontrol and Maschine software and hardware.



How To Optimize Playback and Performance

The Sample Cache settings optimize the streaming settings based on your computer specifications. The right settings can improve the streaming performance of Play 6.

Adjusting the Streaming Cache

To access the Streaming Cache, click on the Settings Menu button (the gear icon located in the top-left corner) in the Navigation Bar, then click the Streaming tab.

Please Note! As a general rule, find the lowest setting that also results in smooth playback. If dropped voices or CPU spikes occur, simply raise the 'Cache Level'.

The lowest recommended 'Cache Level' setting depends on:

- the speed of the computer's processor (CPU)
- the amount of installed memory (RAM)
- the drive type and connection
- the demands of a project

Adjusting the 'Cache Level' affects the following:

- the loading time of your project
- the amount of memory usage
- the playback performance

Outlined below are recommended 'Cache Level' settings based on your computer specifications, but please be aware that the demands of a given project are also a factor in determining the best 'Cache Level' setting. For example, with the same computer specifications, a large Hollywood Orchestra template will require a higher setting than a project with a few small instruments from Fab Four. That's because raising the 'Cache Level' results in more of each sample being loaded into memory (RAM), reducing the reliance on disk streaming, which allows larger and/or more instruments to playback smoothly at a given time.

In the 'Settings' menu under the 'Streaming' tab is a list of available drives that appear under 'Disk Volume' with their respective 'Cache Level' settings to the right. Use the up and down arrows to adjust this level for each drive.

- **A 'Cache Level' between 0 - 1**: results in the fastest load times and smallest memory (RAM) usage, but requires a fast, multi-core processor (CPU) and Solid State Drives (SSD) with a fast connection type to achieve smooth playback

- **A 'Cache Level' between 2 - 3**: results in less demands on the processor (CPU) but requires more memory (RAM) usage. These settings are best for a computer with an average CPU, but still plenty or RAM and SSDs with a fast connection type

- **A 'Cache Level' between 4 - 5**: results in the most memory (RAM) usage, but makes less demands on the processor (CPU) and hard drive. These settings are recommended for computers with an aging CPU and/or traditional 3.5" HDD.

Hard Drive Specifications

There are several factors that determine what kind of performance you can expect when streaming large sample libraries from a hard drive. Those outlined below include details on the speed of the drive itself, the speed of the connection type, and other options for increasing data transfer speed.

- **Solid State Drive (SSD)** is the best drive option, giving you seek and retrieval times that are nearly instantaneous, allowing for smooth performance at low latencies even when working with larger projects. To take full advantage of the speed offered by SSDs, they must be installed internally to a SATA III connection, or externally via a USB 3.0 or Thunderbolt port. Connection types like SATA II, USB 2.0 and Firewire 400 / 800 do not offer speeds that take full advantage of SSDs.
- **Hard Disk Drive (HDD)** running at 7200 rpm (non-energy saving) is the minimum hard drive specification that will achieve adequate performance. It's best to install this internally to either a SATA II or SATA III connection, or externally via eSATA or USB 3.0. Slower connection types like USB 2.0 or Firewire 400 / 800 will offer less performance, and may not be fast enough for instruments with heavy sample loads that playback many simultaneous voices.
- **Raid 0 Configuration** is an option for professional users to achieve high performance when using streaming drives. There are many resources available online that provide instructions, or you can consult a computer specialist.
- **Mac Pro Retrofit** is a way to optimize older Mac Pro towers that have previous generation ports like USB 2.0, and the internal hard drive bays use SATA II connections. Neither take full advantage of the speed offered by SSDs. A way around this is to install an expansion card into a PCI-e slot (x2 or larger). The biggest boost in performance is provided by SATA III interface cards that connects up to two 2.5" SSDs. When used in a RAID 0 setup, speeds of up to 800 mb/s can be achieved. This is much greater than the 300 mb/s offered by SATA 2 interface.

Hard Drive Considerations

Some less obvious considerations include only filling your drive up to 70% capacity, spreading libraries across multiple drives, and dedicating drives only to stream libraries.

- **Dedicated Streaming Drives** can achieve better performance because they are dedicated to streaming and do not share the connection's throughput with other tasks like running an operating system or loading projects files.
- **Managing Drive Space (HDD only)** is important to maintain the speed at which data can be read from a drive. Try to keep around 30% of each streaming drive empty to avoid reduced performance, which can drop by half when the drive is up to or greater than 90% filled.
- **Using Multiple Streaming Drives** is recommended when using large sample libraries like the Diamond edition of Hollywood Orchestra. For instance, because Hollywood Strings and Hollywood Brass are both large libraries, putting them on separate drives will help avoid performance issues when playing back large projects that have high voice counts.

Library Considerations

Another way to improve performance when streaming large libraries is to use libraries that have smaller CPU footprint, like the Gold edition libraries that use 16-bit samples as opposed to 24-bit samples, or 'Lite' instrument versions designed with fewer samples.

- **'Lite' Instrument (LT)** are available for many Play Libraries that are programmed with few samples, lowering voice counts. This can help relieve computer resources that are being taxed as the instrument count rises.
- **Using Smaller Library Editions** require less computer resources by using a lower bit depth (16-bit versus the standard 24-bit) and fewer microphone positions. This enables those with less capable systems access to the same basic soundset. Below is a table showing the differences between the different editions.

COMPARISON OF EDITIONS

	Silver	Gold	Gold X	Platinum	Diamond
Instruments	Selection	All	All	All	All
Bit Depth	16-bit	16-bit	16-bit	24-bit	24-bit
Mic Positions	1	1	2	3	5

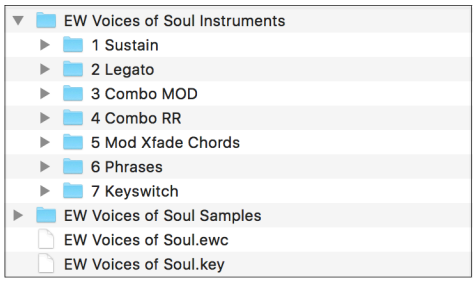


Ch. 3: Voices of Soul Instruments

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Inside the Main Library Folder

EW Voices of Soul is the name of the main library folder of Voices of Soul. Inside this folder is the EW Voices of Soul Instruments folder that contains a numbered set of 8 instrument categories, including: 1 Sustain, 2 Legato, 3 Combo MOD, 4 Combo RR, 5 Mod Xfde Chords, 6 Phrases, 7 Keyswitch, 8 Phrases KS FX Presets. In each of these folders are a set of instruments matching the description on their given category.



The Voices of Soul Instruments folder is linked to the Libraries Browser in Play, where Instruments can be viewed in their original file structure. When choosing an instrument, Play will load the associated samples from the EW Voices of Soul Samples folder, which contains encrypted content that is only accessible in Play with the respective product license and activation. Samples cannot be loaded or accessed directly. Also contained in the main library folder is the [.ewui] and [.ewus] files that allow the EW Installation Center to track the version of the Instruments and Samples and notify you when instrument and/or sample updates become available.

See Step 6: Update Voices of Soul to learn more.

Instrument Descriptions

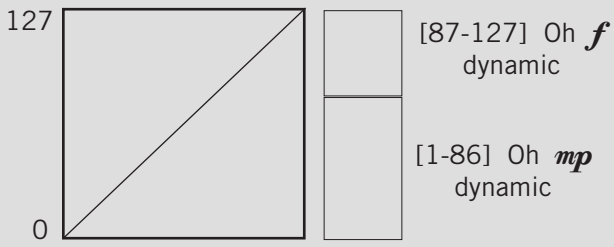
This section contains descriptions of the instruments included in Voices of Soul, including how the instrument is designed, abbreviations and any other relevant information.

- **Sustain** contains a variety of single syllable vocal instrument types, most with multiple velocity-sensitive dynamic layers, and a few "expressive" versions.
- **Legato** contains instruments that playback true legato intervals when playing notes in a connected fashion (legato) for every interval up to an octave in either direction, and sustain layers that playback when playing disconnected.
- **Combo MOD** contains instruments that combine multiple articulations and use the Mod Wheel (MOD) or Velocity Sensitivity (VS) to determine which playback.
- **Combo RR** contains instruments that combine multiple articulations by using Round Robin programming to cycle through articulations.
- **MOD Xfade Chords** contains polyphonic, single syllable vocal instruments that use the Mod Wheel (CC1) to crossfade between dynamic layers.
- **Phrases** contains over 600 phrases and adlibs sung in a soulful style, spread out across 12 instruments, one for each of the 12 root note positions.
- **Keyswitch** contains instruments that combine multiple articulations into a single instrument, and use keyswitches to activate the desired articulation.
- **Phrases KS FX Presets** contains the Phrases KS instruments with a variety of FX Rack presets, which includes the SSL Channel Strip and Bus Compressor, OhmForce Ohmicide, and EastWest EP-1 Delay, ADT, Amp Sim and Convolution Reverb.

Sustain

This category contains a variety of single syllable vocal instrument types, most of which contain multiple dynamic layers triggered by MIDI velocity-sensitivity, and a few of which contain additional "expressive" versions.

MIDI VELOCITY SENSITIVITY: Dynamic Levels



MIDI Velocity Sensitivity enabled to control volume and dynamics based on how hard or soft you play. The *mp* (medium soft) dynamic responds to velocities between 1 and 86, and the *f* (loud) dynamic responds to velocities between 87 and 127.



Articulation Pane displays the instrument with a single articulation containing multiple dynamic levels.

Performance scripts can be enabled on Sustain instruments to force monophonic voicing and create legato or portamento playback.

See Performance Scripts to learn more.

Instruments		Key Features
VOS Ah	VOS La	• **MIDI Velocity** enabled to control overall volume and dynamics. • **Performance Scripts** available for monophonic legato and portamento playback styles. • **Expression** (CC11) controls overall loudness. • **Mod Wheel** (CC 1) is not used. • **Expressive** instruments include 'Exp' in their naming.
VOS Doo	VOS Mm	
VOS Ee	VOS Oh Exp	
VOS Eh	VOS Oh	
VOS Ha	VOS Oo	
VOS Hm	VOS So Exp	
VOS Ho Exp	VOS Wo Exp	
VOS Ho	VOS Wo	
VOS Hoo		

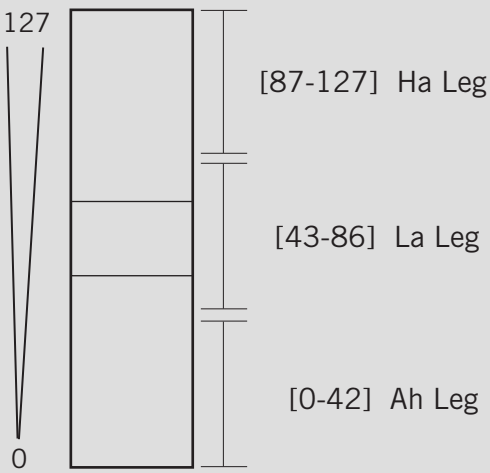
Legato

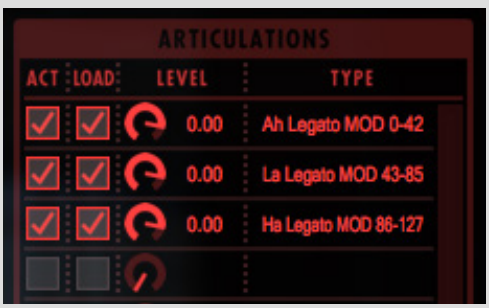
This category contains instruments that playback true legato transitions up to an octave in either direction when playing in a legato style (connected notes), and a sustain sample layer with two dynamics (*mp* and *f*) when playing non-legato (separation between notes).

Legato instruments that contain multiple articulations (see 'MOD') use the Mod Wheel position (with a value between 0-127) to switch between these articulations.

MOD WHEEL (CC 1): Articulation Switching

Mod Wheel (CC 1) controls articulation switching on 'MOD' instruments that playback the different legato types displayed in the Articulation Pane depending on the Mod Wheel position (a value between 0 and 127).





Articulation Pane displays the available legato articulations, followed by a range of Mod Wheel values that switch playback to the corresponding legato type.

The Other (True Legato) performance script is enabled on Legato instruments by default to handle the different playback styles based on how you play.

See Other to learn more.

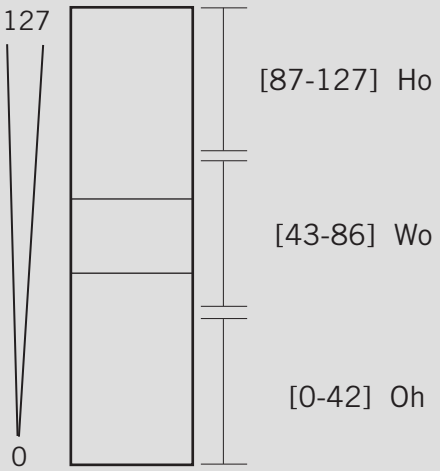
Instruments	Key Features
VOS Ah Legato	• **Mod Wheel** (CC 1) controls articulation switching for **'MOD'** instruments. • **Expression** (CC 11) controls overall loudness. • **Other (True Legato) Script** enabled by default to handle playback between legato and sustain layers based on whether notes are played connected (legato) or disconnected (separate between notes).
VOS Ah_La_Ha Legato MOD	
VOS Oh Legato	
VOS Oh_Ah Legato MOD	
VOS Oh_Ho_So_Wo Legato MOD	

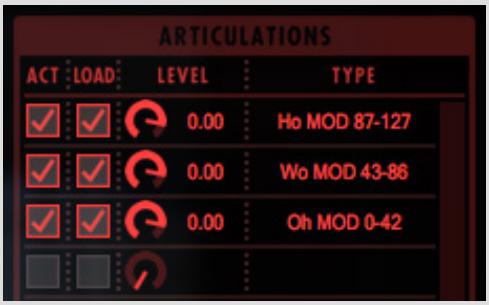
Combo MOD

Instruments in this category combine multiple articulations into a single instrument and use the Mod Wheel (MOD) or Velocity Sensitivity (VS) to control which articulation will playback. Articulations in this case are single syllable vowels.

MOD WHEEL (CC 1): Articulation Switching

Mod Wheel (CC 1) controls articulation switching on 'MOD' instruments that playback the different articulations displayed in the Articulation Pane depending on the Mod Wheel position (a value between 0 and 127).





Articulation Pane displays the available articulations, followed by a range of Mod Wheel values that switch playback to the corresponding articulation.

Performance scripts can be enabled on Combo MOD instruments to force monophonic voicing and create legato or portamento playback.

See Performance Scripts to learn more.

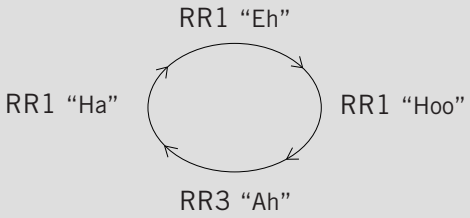
Instruments	Key Features
VOS Ah_La_Ha Vowel MOD	**'MOD' instruments:** • **Mod Wheel** (CC 1) controls articulation switching. • **Expression** (CC 11) controls overall loudness. **'LIVE VS' instruments:** • **MIDI Velocity Sensitivity** enabled on 'LIVE VS' instruments to playback the different articulations displayed in the Articulation Pane depending on how hard you play. • **Expression** (CC 11) and **Mod Wheel** (CC 1) are not used.
VOS Mm_Hm LIVE VS 1	
VOS Oh_Ho_Wo Exp Vowel MOD	
VOS Oh_Ho_Wo Vowel MOD	
VOS Oh_Wo_Ho Vowel MOD	
VOS Oh_Wo_Ho_So Exp Vowel MOD	
VOS Oo_Hoo_Doo Vowel MOD	
VOS Oo_Oh_Ah Vowel MOD	
VOS Oo_Oh_Eh_Ah Vowel MOD	

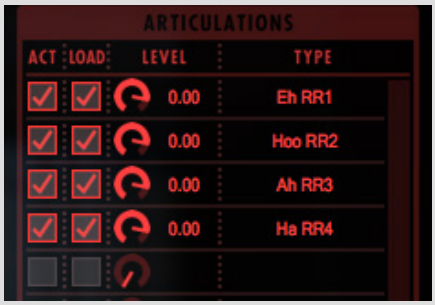
Combo RR

Instruments in this category use Round Robin programming to cycle through multiple articulations with each new MIDI 'Note On' message received.

ROUND ROBIN: Cycle through Articulations

Round Robin enabled to cycle through multiple articulations with each new MIDI 'Note On' message received.





Articulation Pane displays the available articulations in the order in which they fall within the Round Robin cycle (RR1, RR2, RR3, etc).

Use the Round Robin Reset control to reset the cycle back to the beginning (RR1). This avoids a limitation of Round Robin programming that doesn't account for the fact that you may have restarted your sequencer in the middle of a Round Robin cycle, leading to the piece not playing back as originally intended.

See Round Robin Reset to learn more.

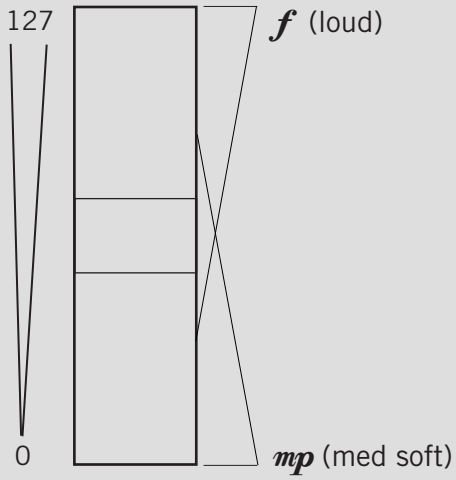
Instruments	Key Features
VOS Ah_Ha RR	• **MIDI Velocity Sensitivity** enabled to playback either and *mp* (medium soft) or *f* (loud) dynamic level depending on how hard or soft you play. • **Expression** (CC 11) controls overall loudness. • **Mod Wheel** (CC 1) is not used.
VOS Doo_Hoo RR	
VOS Ee_Eh RR	
VOS Eh_Hoo_Ah_Ha RRx4	
VOS Mm_Hm RR	
VOS Oh_Ho RR	
VOS Oh_La_Hoo_Wo RRx4	
VOS Oh_La_Mm_Hm RRx4	
VOS Oh_Wo RR	
VOS Oh_Wo_So_Ho Exp RRx4	
VOS Oo_Hoo RR	

MOD Xfade Chords

Instruments in this category are polyphonic, allowing you to play multiple voices together to form chords (vocal harmonies). Use the Mod Wheel (CC 1) to crossfade between two dynamic levels: *mp* (medium-soft) and *f* (loud).

MOD WHEEL (CC 1): Dynamic Crossfade ('Xfade')

Mod Wheel (CC 1) controls a crossfade between two dynamic levels; *mp* (medium-soft) and *f* (loud).





Articulation Pane displays a single articulation in the Mod Xfade Chords instruments, which contains two dynamic levels that can be cross-faded between the Mod Wheel (CC 1).

Instruments	Key Features
VOS Ah MOD Xfde	• **Mod Wheel** (CC 1) controls a crossfade between two dynamic levels; *mp* (medium-soft) and *f* (loud). • **Expression** (CC 11) controls overall loudness. • **Polyphonic** enabled to play chords and create vocal harmonies.
VOS Doo MOD Xfde	
VOS Ee MOD Xfde	
VOS Eh MOD Xfde	
VOS Ha MOD Xfde	
VOS Hoo MOD Xfde	
VOS La MOD Xfde	
VOS Oh MOD Xfde	
VOS Oo MOD Xfde	

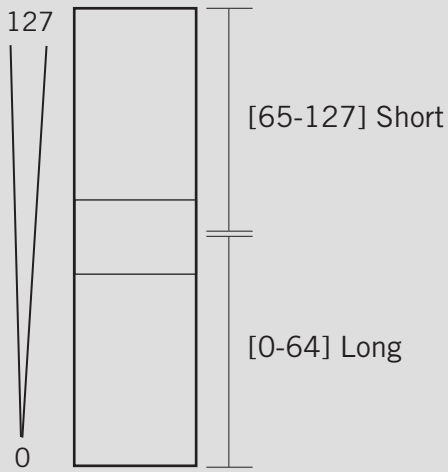
Phrases

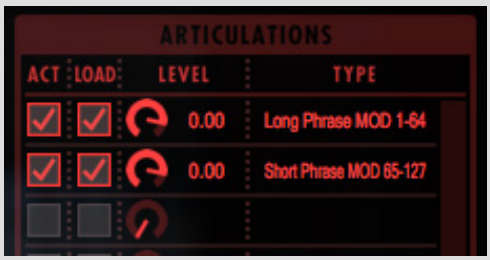
This category contains over 600 phrases and adlibs sung in a soulful Rnb style, spread out across 12 instruments covering each of the root note positions (A, Bb, B, C, C#, D, Eb, E, F, F#, G, and G#). Please note that because these phrases were performed in an improvised manner over drones, they don't adhere to a specific mode or scale.

Instruments feature an equal number of long and short phrases mapped to white keys beginning on MIDI Note Number 36 (C1). Use the Mod Wheel to determine whether a long or short phrase will playback.

MOD WHEEL (CC 1): Phrase Length

The Mod Wheel (CC 1) controls whether a long or short phrase will playback. Mod Wheel values between 0 and 64 will playback a long phrase, and values between 65 and 127 will playback a short phrase.





Articulation Pane displays the long and short phrases, followed by a range of Mod Wheel values that switch playback to the corresponding long or short phrases (articulation).

Instruments		Key Features
VOS Phrases 01 - A	VOS Phrases 07 - Eb	• **Mod Wheel** (CC 1) controls a articulation switching between long and short vocal phrases. • **Expression** (CC 11) controls overall loudness.
VOS Phrases 02 - Bb	VOS Phrases 08 - E	
VOS Phrases 03 - B	VOS Phrases 09 - F	
VOS Phrases 04 - C	VOS Phrases 10 - F#	
VOS Phrases 05 - C#	VOS Phrases 11 - G	
VOS Phrases 06 - D	VOS Phrases 12 - G#	

Keyswitches

This category contains instruments that combine multiple articulations into a single instrument and use blue colored keyswitches (highlighted below) to switch between the desired articulations in real-time as you play or sequence. Keyswitch instruments are available for Legato, Sustain, and Phrases categories.

Voices of Soul - Using Keyswitches to Change Articulations



Use the Blue Keyswitches highlighted on the Virtrual Keyboard (above) to switch between articulations listed in the Articulation Pane (center). Each articulation responds to its corresponding MIDI Note (starting at note C0).

The Articulation Pane displays the articulation name and MIDI note mapping of the corresponding blue keyswitches. It also contains the ability to change the 'Active' and 'Load' states of the articulations, and the volume level of individual articulations.

See Articulation Pane to learn more.

Instrument Name	Key Features
VOS Legato KS C0_E0 • C0 - Ah Legato • C#0 - Ha Legato • D0 - Ho Legato • Eb0 - La Legato • E0 - Oh Legato • F0 - So Legato • F#0 - Wo Legato	• **Keyswitches** (KS) control which of the 7 legato types will playback. • **Mod Wheel** (CC 1) controls articulation switching for 'MOD' instruments • **Expression** (CC 11) controls overall loudness • **Other (True Legato) Script** enabled by default to handle playback between legato and sustain layers based on whether notes are played connected (legato) or disconnected (separate between notes).
VOS Sus KS C0_E1 • C0 - Ah • C#0 - Doo • D0 - Ee • Eb0 - Eh • E0 - Ha • F0 - Hm • F#0 - Ho • G0 - Ho Exp • G#0 - Hoo • A0 - La • Bb0 - Mm • B0 - Oh • C1 - Oh Exp • C#1 - Oo • D1 - So Exp • Eb1 - Wo • E1 - Wo Exp	• **Keyswitches** (KS) control which of the 16 single-syllable sustain articulations playback. • **Mod Wheel** (CC 1) is not used. • **Expression** (CC11) controls overall loudness. • **MIDI Velocity Sensitivity** enabled to control overall volume and dynamics based on how hard or soft you play. Playing softer will playback the *mp* dynamic, while playing harder will playback the *f* dynamic. • **Performance Scripts** available for monophonic legato and portamento playback styles. • **Expressive** instruments include 'Exp' in their naming.
VOS Phrases KS C0_B0 • C0 - Phrases C • C#0 - Phrases C# • D0 - Phrases D • Eb0 - Phrases Eb • E0 - Phrases E • F0 - Phrases F • F#0 - Phrases F# • G0 - Phrases G • G#0 - Phrases G# • A0 - Phrases A • Bb0 - Phrases Bb • B0 - Phrases B	• **Keyswitches** (KS) control which of the 12 keys the phrases playback in (C, C#, D, Eb, E, F, F#, G, G#, A, Bb, B). • **Mod Wheel** (CC 1) controls articulation switching between long and short vocal phrases. Values between 0 and 64 will playback a long phrase, and values between 65 and 127 will playback a short phrase. • **Expression** (CC 11) controls overall loudness.

Phrases KS FX Presets

This category contains the Phrases KS instruments with a variety of FX Rack presets, which includes the SSL Channel Strip and Bus Compressor, OhmForce Ohmicide, and EastWest EP-1 Delay, ADT, Amp Sim and Convolution Reverb..

Instruments	Key Features
VOS Phrases KS Beatle Juice	• **Custom Presets** designed by Mark "Spike" Stent • **Mod Wheel** (CC 1) controls a articulation switching between long and short vocal phrases. • **Expression** (CC 11) controls overall loudness.
VOS Phrases KS Drunken Love	
VOS Phrases KS Fruit Pastel	
VOS Phrases KS Piping Hot	
VOS Phrases KS Rock What	
VOS Phrases KS Silky Spring	
VOS Phrases KS Splashy Room	
VOS Phrases KS Trippy Dirt	
VOS Phrases KS Vocal Dirt	
VOS Phrases KS Warm Chamber	

The effects used in a each preset can be viewed and modified in the FX Rack window of the Mixer view. You can also create and save your own FX Rack presets and apply them to any instrument.

See The Mixer View to learn more.



Ch. 4: Voices of Soul User Interface

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49 The Mixer View
52 The Main Menu
53 The Settings Menu

The Main Navigation Bar

The Navigation Bar is located at the top of Play 6 and includes (from left to right): Main Menu, Settings Menu, the Browser, Mixer and Player buttons, an Instrument Selector, and the Instruments Sidebar panel.



The Player View

When an instrument from Voices of Soul is loaded into Play 6, the Player view will display the Voices of Soul user interface and the loaded instrument will appear in the Instrument Selector.

See How To Load Instruments to learn more.



The Virtual Keyboard

The virtual keyboard at the bottom of the Play user interface is color coded: White keys represent the playble range of an instrument, Tan keys indicate no samples are loaded, and Blue keys are keyswitches that enable the ability to switch between different articulations within an instrument.

The Master Instrument Channel

The Master Channel is a strip along the right side of the Voices of Soul UI that affects the master output for the selected instrument.



Channel Source

Click in the Channel Source field to reveal a drop-down list with options to configure the output.

- **Stereo** outputs the original stereo channels as they were recorded.
- **Mono** sums the left and right channels into a dual mono channel.
- **Mono From Left** outputs the left channel to a dual mono output, discarding the right channel.
- **Mono From Right** outputs the right channel to a dual mono output, discarding the left channel.
- **Swap Left and Right** outputs a reverse stereo image of the original audio (swapping the left and right channels).



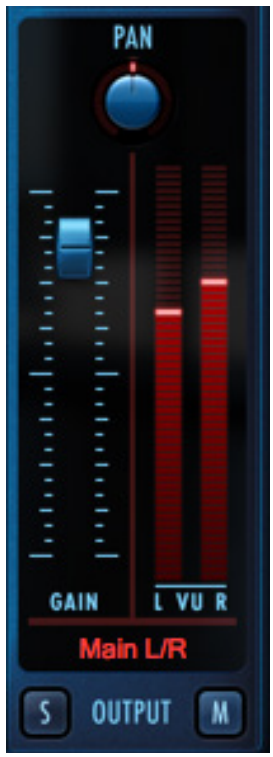
Tuning



The Tune control includes coarse and fine tuning modes. Coarse tuning adjusts the pitch up or down in semitone increments, while fine tuning moves the pitch up or down in increments of 1/100th of a semitone (called “cents”).

Change the tuning value by clicking on the arrows inside the spinboxes above the coarse and fine tuning buttons, or use the Tune knob with a selected tuning mode. The spinboxes display the tuning values for both the coarse and fine tuning modes.

Pannning



The Pan knob adjusts the volume of the left and right audio signal to change the perceived position of the sound source, while perserving the relative panning of the individual microphones in each of the 3 Microphone Mixes. Use the Pan knob to define the position in the stereo image, or for special effect.

Master Fader

The Master Fader adjusts the volume of the instrument’s master output, without affecting relative mix of the microphone submixer channels. Two audio meters display the signal of the stereo output in real-time.

Stereo Outputs

By default the ‘Main L/R’ option in the Output Channel dialog is selected. To assign an instrument to a stereo output other than the default, click in the field and select 1 of 9 stereo outputs.

This option allows you to send the stereo outputs of each loaded instrument to separate audio tracks in your system’s sound card (in stand alone mode) or in your host sequencer (as a plug-in).

Mute and Solo

When enabled, the Mute button silences the audio output for the selected instrument. When enabled, the Solo button silences the audio outputs for all instruments that are not currently soloed.

Mixes

The Mixes section is located to the left of the Master Channel, and to the right of the Articulation Pane on the Voices of Soul UI. Here, the volume, pan, on/off state, and the mute/solo state of the 3 Microphone Mixes can be modified.



Click on the light below each sub-mix to toggle its on/off state, effectively loading or unloading the samples from memory.



- **Close:** this microphone mix is a made up of a Josephson 257 and Neuman U47.
- **Rear:** this microphone mix includes a pair of vintage Coles 40-38's.
- **Room:** this microphone position is a vintage AKG C24.

The Mute (M) and Solo (S) buttons function the same as in the Master Channel. That is, when enabled, the Mute button silences the audio output for the selected instrument.

When enabled, the Solo button silences the audio outputs for all instruments that are not currently soloed.

Reverb

Play uses a special type of reverb called Convolution that uses short impulses to excite a space, like a studio or cathedral, and capture the resulting "impulse response" (IR). That IR contains the characteristics of that space, which can then be applied, or convolved, with the input signal to simulate that sound playing in that given space.

Please Note! A default reverb setting is applied to all instruments, but can be modified, changed, or disabled for a more dry sound.





- **On Button:** Click the 'On' button to toggle the on/off state of the Reverb. When enabled, the Reverb 'On' button becomes illuminated.
- **Preset List:** Click in the field containing the name of the currently selected IR to reveal a drop-down list of all available IRs, with a check-mark indicating the current selection. Click on the desired IR to select it.
- **Pre-Delay:** Adjust this value to change the onset time (in milliseconds) of the convolved audio output.
- **Volume Knob:** Adjust this value to specify the amount of reverb to apply to the signal.
- **Master Button:** Click on this button to toggle the on/off state of the Master Reverb control. When enabled the Reverb 'On' button becomes illuminated and reverb is applied to all instruments within a given instance of Play. The Master Reverb control saves CPU resources by applying the selected IR to all loaded instruments within a single instance of Play, including Play Libraries that do not include a Master Reverb button themselves.

Stereo Double

The Stereo Double controls allow you to set the width of the stereo spread. This only works when 'Stereo' is selected in the the Channel Source of the Master Channel (which is the default setting).



Select between the Left (L) and Right (R) signal with the buttons on either side of the On button, then use the 'Amount' knob to dial in the desired depth.

Turning the 'Amount' knob all the way to the left results in no effect, the equivalent of disabling the effect entirely. Turning the 'Amount' knob all the way to the right results in the maximum stereo spread.



Articulation Pane

The Articulation Pane is located in the center of the Voices of Soul UI. It contains all the individual articulations available for the selected instrument.

Depending on what instrument is loaded, there may be many articulations present, or just one. Instruments containing multiple articulations are programmed to respond to various commands for real-time control over articulation switching, including the use of keyswitches, the mod wheel (CC1) or MIDI velocity sensitivity.

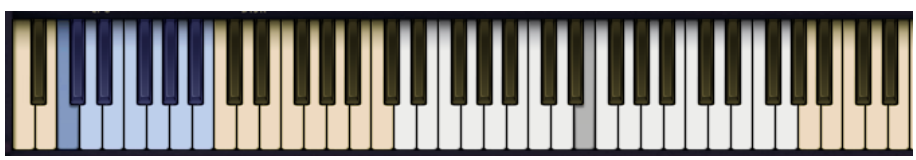
See Ch. 3: Voices of Soul Instruments to learn more





Each articulation in the Articulation Pane contains the following:

- **Active:** check this box to make an articulation active.
- **Loaded:** check this box to load the corresponding articulation into memory.
- **Level:** adjust the volume of an articulation by moving the Level knob of the corresponding articulation.
- **Type:** displays the articulation type, and in the case of keyswitch instruments, the MIDI note number the keyswitch is programmed on. Note that the blue keyswitch selected (highlighted) below corresponds to the 'C0 - Phrases C' in the Articulation Pane above.



Envelope

The Envelope controls the volume of a sound over time across 5 stages. Each knobs controls the length or loudness of one or more stages of the envelope. All Play Library instruments are programmed with default Envelope values to achieve a natural sound. Changing this may result in less than natural results.



Stages of an Envelope

The Attack, Hold, and Decay stages of the envelope determine how long it takes for the sound to go from the initial attack to the beginning of the the sustain stage. Typically, a sound begins to drop in volume immediately after reaching its loudest point, but using the Hold value maintains the volume at its loudest point until reaching the decay stage.



- **Attack**: measured in milliseconds (ms), this stage starts at the beginning of the note until it reaches its highest volume.
- **Hold**: this stage maintains the loudest volume of the attack for the number of milliseconds (ms) specified.
- **Decay**: the time in milliseconds (ms) it takes to drop from the highest point of the attack or hold stage, to the sustain stage that follows.
- **Sustain:** specifies the loudness of the sound in decibels (db) after the intial attack, and until the note is released.
- **Release:** determines how long the sound remains audible, in milliseconds (ms) after a note is released.

Performance Scripts

A performance script changes the sample playback of an instrument, and can be automated using MIDI Continuous Controllers (CCs). Voices of Soul contains 4 performance scripts that are described below.





Automatation: Performance scripts can be automated by sending MIDI Continuous Controller (CC) values to the specified controller lane.

In order to automate a performance script to turn on or off over the course of a sequence, use the MIDI CC number that is assigned to the script (see table below) you wish to change and send a value between 0 and 63 to disable it and a value between 64 and 127 to enable it. If no MIDI CC value is present, the script retains it's default setting.

CC	Portamento	Legato	Other (True-Legato)
5	Time	Time	
22			Poly / Mono
65	On/Off		
68		On/Off	

Round Robin Reset

Round Robin (RR) is a sampling technique of recording multiple takes of the same note (played in a similar manner), to capture the inherent variation from one to the next. When playing an instrument that includes RR samples, Play will alternate between these samples to avoid the unnatural sound of the same note (and identical sample) playing repeatedly. Any articulation with "RR" in its name uses round robin technology. Those with an "x3," "x4," etc, use 3, 4, or more sample variations per note.



The Round Robin Reset control solves the one potential problem with this sampling technique. For example, because Play remembers which sample should be played the next time a note sounds, if a round-robin patch contains two samples, A and B, and a piece uses that note 7 times over the whole piece, the playback will be A B A B A B A. If the piece is played again from the beginning, the engine will play starting with B, because that's next in order. The second rendition will be subtly different. Being able to reset all round-robin articulations to the beginning of the cycle allows for consistent playback.

Automation: You can use the Round Robin button to reset all round robin articulations on demand, or assign either a MIDI note or MIDI Continuous Controller (CC) to reset them directly from a MIDI controller or from the controller lane in your DAW.

These options are found in the 'Other' tab of the Setting menu. The numeric value in the spin box specifies which note number (C3 = 60) or which MIDI Continuous Controller (CC) will be interpreted as a reset. Once set, all the round robin instruments in any given MIDI channel will be reset when that note or CC value is received.



Portamento

This script emulates portamento playing by applying a short, anticipatory movement between the pitches of two adjacent notes in a phrase. You can make the portamento effect more pronounced by sending higher values on a scale between 0 and 127 on MIDI Continuous Controller 5 (CC5).



Legato

This script emulates legato playing by forcing monophonic behavior and adjusting note timing. You can make the legato effect more pronounced by sending higher values on a scale between 0 and 127 on MIDI Continuos Controller 5 (CC5). The legato script also disables release trails and turns on reverb to ensure smooth playback of a melodic line.



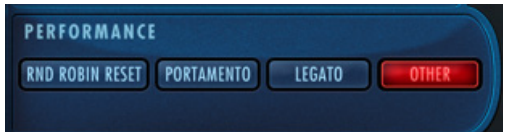
Please note that the legato script is only an effect being applied to an instrument and not the same as the true-legato instrumentsthat have actual sampled legato intervals and use the 'Other' script described below.

Other

The 'Other' (True Legato) script is forces monophonic behavior and uses MIDI Velocity sensitivity to adjust the timing of the legato transition's playback.

By playing softly (around a velocity range of 50-60) a longer legato transition time will playback, allowing slow music to breathe more. By playing more forcefully (within a velocity range of 110-127), a shorter legato transition time will playback, tightening up the timing between notes.

When MIDI Velocity is being used to control Legato Speed, it does not affect loudness.



The forced monophonic behavior in the 'Other' script can be turned on and off by sending a values on MIDI CC 22. Send values between 0 and 63 to enable polyphony, and values between 64 and 127 to enable monophonic behavior.

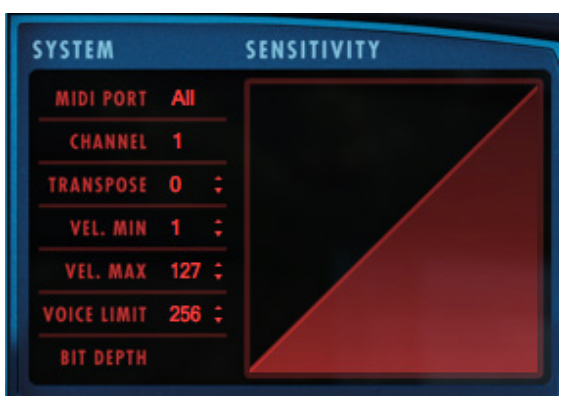
MIDI Velocity sensitivity will continue to affect legato transition time unless the 'Other' button is turned off from the Player view. Please be aware that disabling monophonic behavior runs the risk of inadvertently playing back unwanted legato transitions when there is more than one melodic line being played.

System and Sensitivity

This area contains several settings, some of which can also be found in the Advanced Instrument Properties within The Instruments Sidebar.



- **MIDI Port** defines which available MIDI devices are enabled (stand-alone only).
- **Channel** Omni mode receives MIDI data on all channels, while 1 through 16 indicates a specific channel for receiving the MIDI data.
- **Transpose** raises or lowers the incoming MIDI note by increments of +/- 1 semitone.
- **Velocity Min / Max** specifies the minumum velocity and maximum velocity range for a given instrument. Values below the minimum or above the maximum velocity are respectively remapped to the lowest and highest values.
- **Voice Limit** specifies the maximum number of voices that an instrument can playback. If an instrument receives more voices than the voice limit value, it will cut off voices that began playing first. Keep in mind that there are instruments that play more than one sample when sounding a note (such as instruments that use cross-fading, have release trails and/or multiple microphone positions).



- **Sensitivity** determines what part of the dynamic range the instrument is most sensitive to, ranging in values between -100 and +100. The Sensitivity Curve graph included in Voices of the Empire will reflect changes made here.

Status Bar

The Status Bar tracks system usage for CPU, Disk, Voices, and RAM usage. Monitor the usage and if neccessary adjust the 'Sample Cache' settings located in the Settings Menu under Streaming tab to improve performance.



- **CPU** the percentage of the total processor capacity Play is consuming.
- **Disk** the number of megabytes per second (MB/s) data is being streamed from disk
- **Memory** the number of megabytes (MB) of RAM being used by loaded samples.
- **Voices** the number of samples, not just notes, currently being played.

See How To Optimize Playback and Performance to learn more.

The Browser View

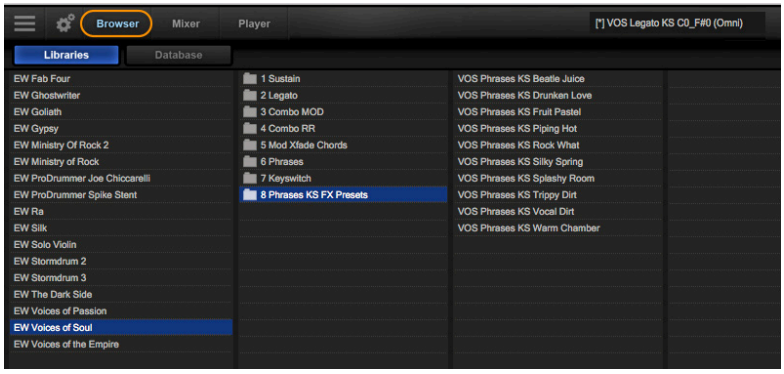
2 different modes are available in the Browser view that enable you to find the instrument you're looking for.

- **Libraries** allows you to browse for instruments within their original Play Library file structure. Existing Play users will be familiar with this one.
- **Database** allows you to conduct a direct search with key words, or narrow down search results by selecting attribute tags across a variety of categories.

Libraries Browser

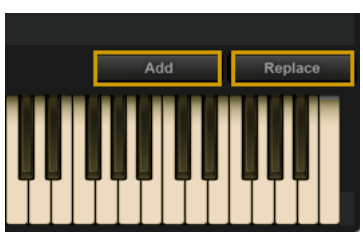
The left column of the Libraries browser is where all installed Play Libraries populate. Click on EW Voices of Soul in this column and browse through the 8 sub-categories that includes Sustain, Legato, Combo, Phrases and Keyswitch. to find and load an instrument

See Ch. 3: Voices of Soul Instruments to learn more



How To Load Instruments

To load an instrument, select it from the right column, and click either the 'Add' button or the 'Replace' button.



Click the 'Replace' button, or simply double-click, to replace the currently selected instrument with a new one.

Click the 'Add' button, or double-click while holding [shift], to add the instrument to the existing loaded instruments.

If more than 1 instrument is loaded when you click the 'Replace' button, a prompt will give you the option to replace the current selected instrument, or replace all loaded instruments.

How To Use The Instrument Selector

When multiple instruments are loaded, click the Instrument Selector field to reveal a drop-down menu showing all loaded instruments and their respective MIDI channel assignments.



A check-mark indicates the current instrument selection, and clicking on a loaded instrument will make it the current selection.

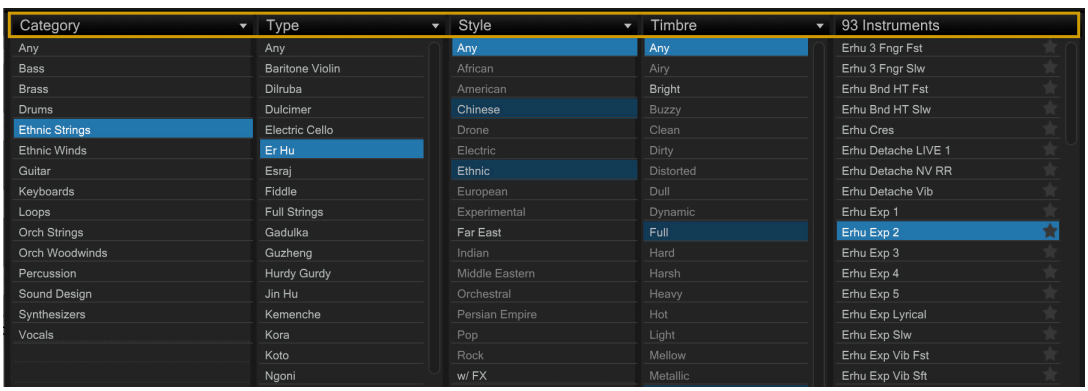
The Player view follows the current instrument selection as well, displaying the appropriate user interface.

Database Browser

The Database browser allows you to search for instruments by selecting attribute tags from a a variety of categories, as well as query search words directly in the Search Field.

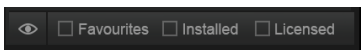


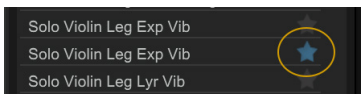
By default, the left column contains the main Category, and the 3 middle columns contain Type, Style and Timbre.



The right column contains a Results List that populates with instruments that match the selected criteria. At the top of that column is an Instrument Count that provides the number of resulting instruments.

At the bottom of the column are a set of Filters that allow you to further narrow the current selection of instruments to only show those tagged as Favorites, or Installed and/or Licensed to your computer.

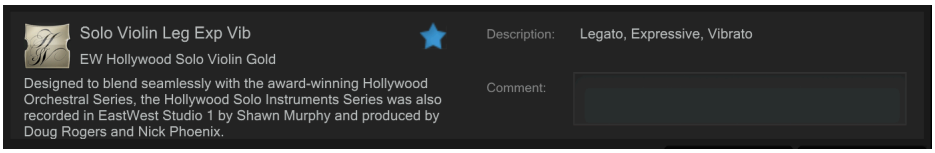




To tag an instrument as a Favorite, click on the star icon to the right of the instrument name in the results list. The star icon will light up to indicate it has been tagged.

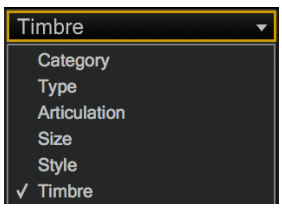
The Instrument Panel is located in the lower center area, and contains information for the instrument selected in the results list. This information includes the instrument

name, the Play Library or Collection it's from, a blurb about the library, a description of the instrument and comments box that can be freely edited.



Access Additional Attribute Categories

To access additional attribute categories that include Articulation, Library and Size, click on any category name to reveal a drop-down menu, then click on the desired category. A check-mark indicates the current selection.



Quick Tip! If using Play Libraries with a lot of articulations, like the Hollywood Series, swap Timbre for the Articulation category for better results.

Database Hierarchy

The Category column has the highest level of hierarchy in the database. It contains broad attribute tags such as instrument groups like 'Ethnic Strings' and special categories like 'Loops & Kits'. Selecting a tag in this column will affect all other columns, narrowing down the visible results in each.

The Type column has the second highest level of hierarchy in the database. It contains attribute tags that are a subset of Category, including instrument types like 'Dulcimer' and special category types like 'Drum Loops'. Selecting a tag in this column will affect all other columns (except Category) by graying out the visible results in each. This behavior allows you to always see the narrowed results in all other columns based on the main Category selection, even as you further define the search in the Type category.

The remaining categories represent the third tier of hierarchy in the database. Style tags pertain to musical style (genre) and production style (w/FX), Timbre tags describe the quality or tone of a sound, Articulation tags define the performance technique(s) used, and Size tags are related to the loading size of an instrument: small, medium, large and x-large. Libraries tags can be used in conjunction with other search categories to find "all the guitars in Fab Four", for example. This differs from the search function in the Libraries area, where instruments are located by searching for instruments within the individual Play Libraries' folder structure.

Tag Selection Rules

The Category and Type categories enable one tag to be selected at a given time, while all other categories enable multiple tag selections by holding down 'command' (macOS) or 'alt' (Win) keys while selecting tags.

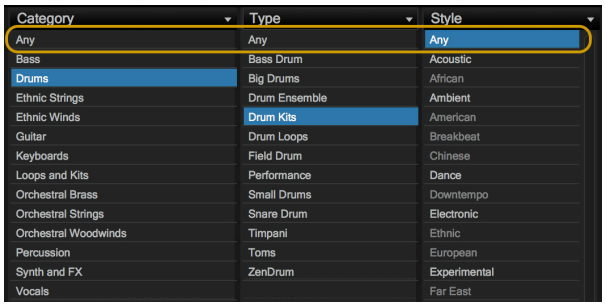
When selecting multiple tags in the Style, Timbre, Articulation, Library and Size categories, please note that only instruments containing all selected attributes will appear in

the results list, not just one or the other. This allows you to find, for example, drums that are both fat and punchy.

How To Reset Tag Selections

Clicking the 'Any' tag at the top of the Category column will reset existing tag selections across all categories.

Clicking the 'Any' tag at the top of every other category will reset the tag selections in only that given category.



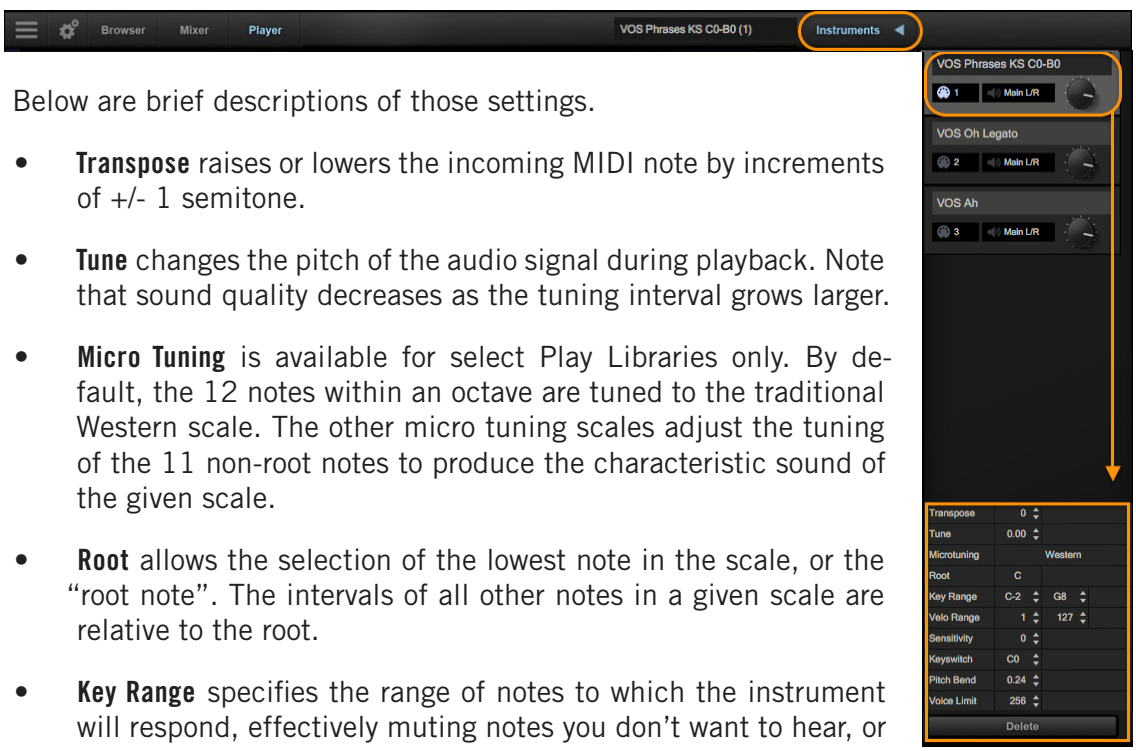
The Instruments Sidebar

Click the Instruments Sidebar button on the right side of the Navigation Bar to open a panel that displays all loaded instruments and their MIDI channel, audio output and volume controls.

Advanced Instrument Properties

The settings of the currently selected instrument appear in the Advanced Instrument Properties window located at the bottom of the Instruments Sidebar panel.

To make an instrument the current selection, click on it from the Instruments Sidebar, the Instrument Selector, or Mixer areas, then change the settings as desired.



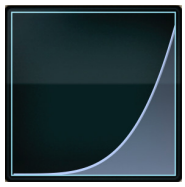
Below are brief descriptions of those settings.

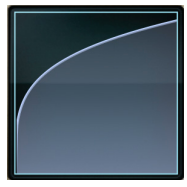
- **Transpose** raises or lowers the incoming MIDI note by increments of +/- 1 semitone.
- **Tune** changes the pitch of the audio signal during playback. Note that sound quality decreases as the tuning interval grows larger.
- **Micro Tuning** is available for select Play Libraries only. By default, the 12 notes within an octave are tuned to the traditional Western scale. The other micro tuning scales adjust the tuning of the 11 non-root notes to produce the characteristic sound of the given scale.
- **Root** allows the selection of the lowest note in the scale, or the "root note". The intervals of all other notes in a given scale are relative to the root.
- **Key Range** specifies the range of notes to which the instrument will respond, effectively muting notes you don't want to hear, or

giving you the ability to split the keyboard between multiple instruments on a single MIDI channel.

- **Velocity Range** specifies the minumum velocity and maximum velocity range for a given instrument. Values below the minimum or above the maximum velocity are respectively remapped to the lowest and highest values.

- **Sensitivity** determines what part of the dynamic range the instrument is most sensitive to, ranging in values between -100 (left) and +100 (right). The Sensitivity Curve Graph included in the Player view of some Play Libraries will reflect changes made here.





- **Keyswitch** sets the selected instrument's default keyswitch note, which specifies the articulation in the keyswitch file that plays when no keyswitch note has been played in its MIDI channel in the current session. Please note, the instrument must be saved to the file system with an [.ewi] extension and reopened from that [.ewi] file for the new default value to take effect.

- **Pitch Bend** specifies the range of the Pitch Bend Wheel in semitones. The value can be set between -12 semitones and +12 semitones. Negative values reverse the direction of the Pitch Bend Wheel, so pushing it up lowers the pitch.

- **Voice Limit** specifies the maximum number of voices that an instrument can playback, up to a limit of 999. If an instrument receives more voices than the voice limit value, it will cut off voices that began playing first.

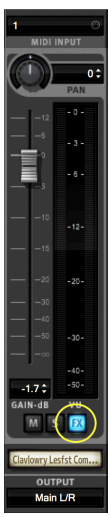
The Mixer View

The Mixer view displays a channel strip for each loaded instrument with controls for volume, panning, mute and solo. It also contains buttons that open the FX Rack and Sub-Mixer channels (see below) for instruments with multiple microphone positions.



How To Access The FX Rack

The FX Rack contains the EastWest Amp Simulator, EP-1 Delay, ADT (Automatic Double Tracking) Effect and Convolution Reverb, as well as the Ohm Force Ohmicide distortion plugin, and an suite of SSL audio processing tools that includes a Filter, EQ, Compressor, Gate/Expander, Transient Shaper and Stereo Buss Compressor.





How To Save Your Own FX Rack Presets

If you wish to save the settings in the FX Rack section as a preset file for later recall, click inside the 'Preset' field then click 'Save Preset' from the drop-down menu to bring up a dialog box where you can 'Enter New Preset Name'.

Once saved, presets can be loaded from the 'User-Defined Presets' location, which populates just above the 'Save Preset' option in the drop-down menu of the 'Preset' field.





Using the EP-1 Delay and ADT Effects

In addition to the standard suite of effects available to all Play users, Voices of Soul includes two additional effects: the EP-1 Delay and ADT Effect.

EP-1 Delay models the Echoplex Delay designed in 1959, which uses magnetic tape to create it's highly prized vacuum tube delay sound.



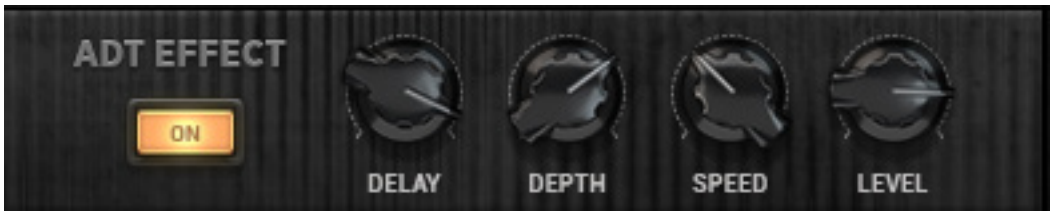
- **Echo** controls the amount of the time between echoes. The time values span between 20 m/s (milliseconds) and 2.0 seconds when the Sync button is disabled.

  When the Sync button is enabled (lit up blue) the Play plug-in will sync to the DAW's host tempo, and use time (note) values spanning between a 1/32nd note and and 2 bars. Triplet and Dotted note values are abbreviated 'T' and 'D'. See table below.

Echo Sub-Divisions	
1/32	1/8 D
1/16 T	1/4
1/32 D	1/2 T
1/16	1/4 D
1/8 T	1/2
1/16 D	1/2 D
1/8	1 bar
1/4 T	2 bars

- **Drive** controls the intensity of harmonic distortion added to the delay line, with a range of values between 0 (none) and 10 (maximum).
- **Flutter** emulates the pitch wobble created by variations in tape speed in the original Echoplex Delay. The knob controls the intensity of flutter, which with a range of values between 0 (none) and 10 (maximum).
- **Repeats** controls the decay time of the delay line between a range of 0% and 100%. The lower the percentage, the more quickly the repeats decay.
- **Level** controls the overall loudness of the repeats (between -60 db and +6 db) relative to loudness of the original signal. A value of 0 db means the audio signals are of equal loudness levels.
- **On** will glow blue when enabled, and becomes grayed out when disabled. Click the button to enable and disable the EP-1 Delay effect.

ADT (Automatic Double Tracking) emulates the technique made famous by the Beatles when recording at Abbey Road Studios, which was achieved by combining an audio signal on one tape machine, with an identical, delayed copy of that same audio signal on another tape machine.



- **On** will glow yellow/orange when enabled, and becomes grayed out when disabled. Click the button to enable and disable the ADT effect.
- **Delay** controls the delay time between the original audio signal and the secondary audio signal between a range of 0.1 milliseconds and 50 milliseconds. A delay time of 40 ms is a good place to start.
- **Depth** controls the amount of modulation affecting the delay time.
- **Speed** controls the rate at which the modulation affects the delay time between a range of 0 and 1 hertz.
- **Level** controls the loudness of the secondary audio signal (between -60 db and +6 db) relative to the original audio signal. At a setting of 0 db the effect is most prominant, while higher and lower decibel values favor one signal over the other.

How To Access Sub-Mixer Channels

For Instruments that contain multiple microphone positions, a Sub-Mixer button will appear to the right of the mute, solo and FX buttons. Single microphone instrument do <u>not</u> display this button.



Click on the Sub-Mixer button to reveal a channel strip for each available microphone position.

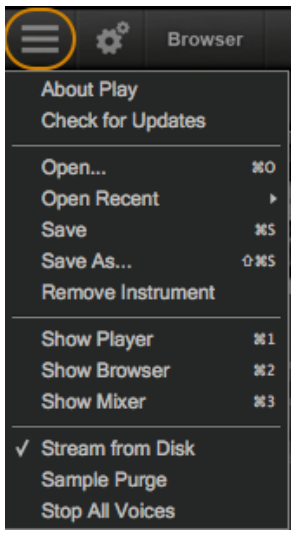
Loaded microphones are illuminated in white, while unloaded instruments are gray.

Click on the microphone name to load and unload an instrument.

The Main Menu

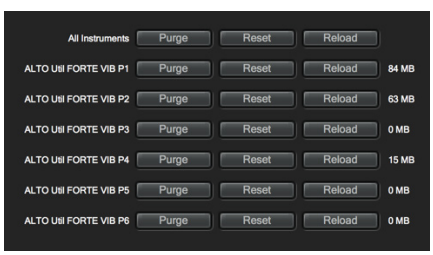
The Main Menu appears as three horizontal bars located in the top-left corner of the Play interface. Click on it for quick access to the options detailed below.

- **About Play:** Displays pertinent information about the product, including version number, copyright, and information about the Play Library the currently selected instrument comes from.
- **Check for Updates:** Use an internet connection to check for a new version of the Play software (if available).
- **Open:** Load an instrument file with the extension [.ewi] from it's current location.
- **Open Recent:** The last 9 previously opened instruments appear in this list. Click on an instrument's file name to reopen it.
- **Save:** Any changes you made with controls in the Player view can be saved to an existing instrument [.ewi] and reopened.
- **Save As:** Performs the same operation as the Save option (above), except that the instrument name and save location can can be changed, without overwriting the original instrument [.ewi]



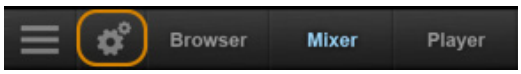
- **Remove Instrument:** Removes the currently selected instrument from this instance of Play.
- **Show Player, Browser, Mixer:** Use these shortcuts as an alternative to switching between the 3 main views in the Navigation Bar at the top of the Play user interface.
- **Refresh Browser:** Use this option if changes to Play Libraries file system were made while Play is open. This option will force Play to rescan and update the file directory.
- **Stream From Disk:** This option is enabled by default upon loading an instrument. It loads the beginning portion of each sample into RAM and streams the rest from the hard drive.When the item is not checked, the entire instrument is loaded into RAM. This setting only applies to the currently selected instrument.
- **Sample Purge:** contains a set of options that allow you to free up system resources in large projects by removing unused samples from memory. This can be done across all instruments, or on a per-instrument basis.

  To begin, click the 'Reset' button to clear the memory of previous playback information. Next, playback the sequence in your DAW. Any notes not played since the last reset will be removed by clicking the 'Purge' button. To bring back purged samples, click the 'Reload' button.

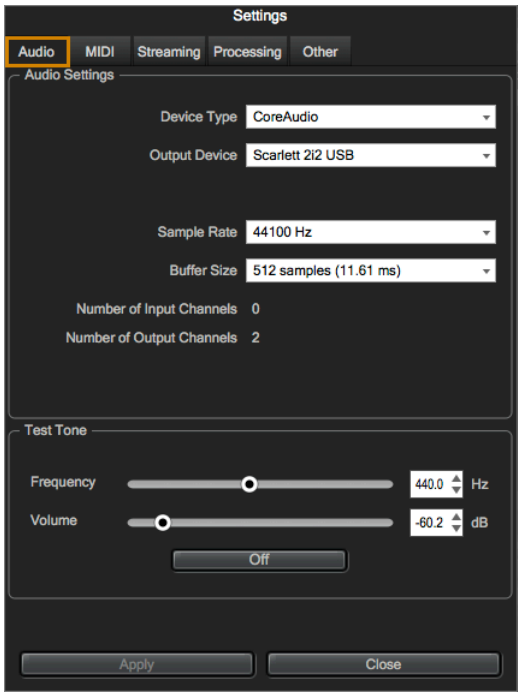


The Settings Menu

The Settings Menu appears as a gear icon located in the top-left corner of the Play interface, to the right of the Main Menu. Click on it for quick access to the 5 categories of options detailed below.



Audio Settings

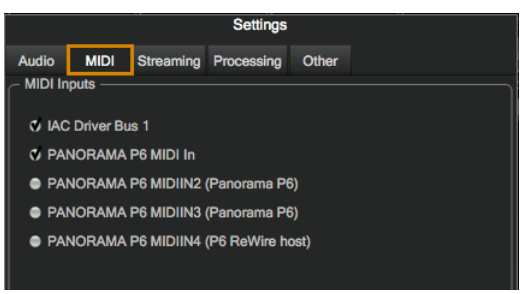


The Audio Settings tab enables you to configure a audio connections when running Play in stand alone. When running as a plug-in, the DAW will handle the audio connections and Play's Audio Settings tab will be disabled.

- **Device Type:** Select an audio driver from the drop-down menu to handle the audio input and output.
- **Output Device:** Select an audio interface from the drop-down menu, or choose built-in audio if you do not have an audio interface
- **Sample Rate:** Select a sample rate from the drop-down menu. The options that appear here will depend on the supported sample rates of your audio interface
- **Buffer Size:** Select from a range of buffer sizes available from your audio interface. Lower buffer settings result in less latency (delay), but require more computer resources.
- **Input / Output Channels:** These readouts gives the number of audio channel inputs and outputs available on your audio interface.
- **ASIO Settings:** A shortcut is available to Windows users that allows you to open the ASIO audio driver to set Sample Rate and Audio Buffer Size.
- **Test Tone:** Use these controls to verify that audio being generated by Play is correctly routed to your speakers, headphones, or any other destination. Use the two sliders to set the frequency and volume, then click on the button to start or stop the tone.

MIDI Settings

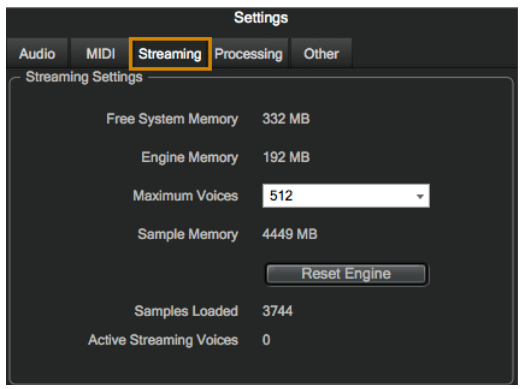
The MIDI Settings tab allows you to specify which MIDI devices can send MIDI data to Play. The types of devices that will be listed here include MIDI keyboards, control surfaces, and the MIDI I/O from an audio interface. Click to leave a check-mark next to the MIDI device to enable it, and click again to remove the check-mark and disable it.



Streaming Settings

Disk streaming technology involves storing a small portion of the beginning of each sample into RAM (called "pre-buffer") and streaming the rest from a drive in real-time. This combination allows for immediate playback without using vast amounts of RAM.

- **Free System Memory:** reports the amount of memory (RAM) the computer has available after the operating system and programs have taken their cut.
- **Engine Memory:** reports the amount of memory (RAM) being used by Play to pre-buffer samples. This value is affected by the Maximum Voices selection.
- **Maximum Voices:** the number of maximum voices that can be played back simultaneously within a project (all Play instances).
- **Reset Engine:** can be used to kill all notes being played and to return the audio engine to its initial state. Use this button when experiencing a so-called "stuck note", which is a note that continues to play beyond its indicated length.

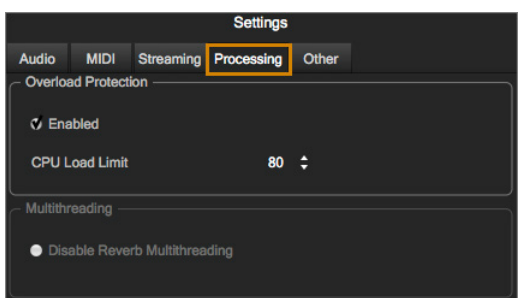


- **Samples Loaded:** reports the number of samples currently pre-buffered in memory (RAM). Use this value to determine whether enough RAM is allocated for playback. If this number is too large, use the Purge feature described in the Main Menu section.
- **Active Streaming Voices:** reports the total number of voices being played back in all instances of Play. This is different than the Voices value reported in the Player view, which only applies to that particular instance of Play.
- **Sample Cache** is the most important feature in this menu. As a general rule, find the lowest setting that also results in smooth playback. If dropped voices or CPU spikes occur, simply raise the 'Cache Level'.

See How To Optimize Playback and Performance to learn more.

Processing Settings

The Processing tab allows you to specify how much of your computer's processing power is available to Play. Check the 'Enabled' box to turn Overload Protection on and use the spin control to specify the percentage of the computer's processor that Play will use.



Other Settings

The Other tab contains a variety of options and settings for Play.

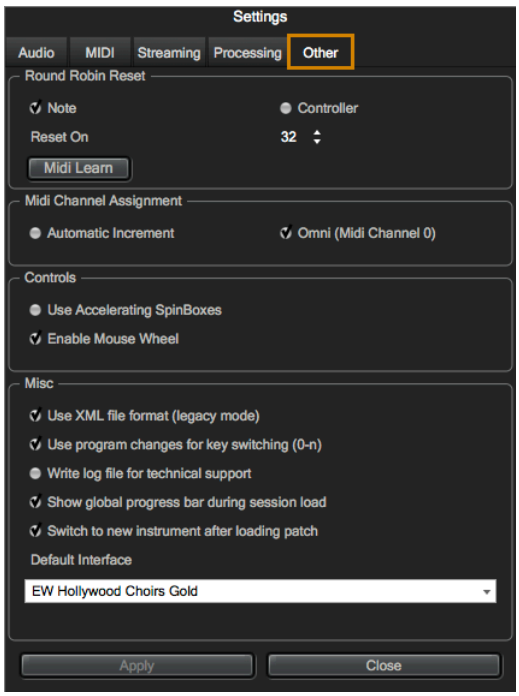
- **Round Robin Reset:** this technique cycles through two or more samples of the same note, each with inherent variation.It provides a realistic performance, avoiding what's called the "machine gun effect". To ensure this cycle repeats in the same order each time, use a Round Robin Reset to reset the cycle back to the beginning, allowing for consistent playback each time

  Select either a MIDI note or a MIDI Continuous Controller (CC) as the source, then specify which MIDI note (Middle C=Note 60) or MIDI CC will trigger the reset by inputting a numeric value in the spin box.

- **MIDI Channel Assignment:** these options determine the MIDI channel assignment when loading a new instrument in Play:

  Automatic Increment: assigns each new instrument to the next available MIDI channel (1, 2, 3, etc) in the order they are loaded.

  Omni: assigns each new instrument to MIDI channel 0, which receives MIDI on all channels (1–16).



- **Controls:** provides options to modify the behavior of controls.

  Accelerating Spin Boxes: allows you to change values faster the longer you hold down the mouse on an up or down arrow.

  Enable Mouse Wheel: to make value changes in Spin Boxes with the scroll wheel of your mouse.

- **Miscellaneous:** contains a variety of options.

  Use XML File Format: this enables you to work with projects using older versions of Play.

  Use program changes for key-switching: this allows Play to accept MIDI Program Change messages to change keyswitches. Program 0 is the first keyswitch, Program 1 is the second keyswitch, etc.

  Write log file for technical support: this option will create a log file to help technical support address technical issues. The log file is written to the following locations:

  (Mac) Mac HD / Library / Application Support / East West / Log

  (Win) C:// Program Data / East West / Log

  Show global progress bar during session load: this option allows you to enable or disable the global progress bar that appears when loading a project. This allows users to work on other tasks while projects are loading, without the progress bar in the foreground.

Show product interface after loading a patch: this option will change the Play interface based on the instrument you just loaded. If left unchecked, Play will continue to use the existing interface until a new instrument is explicitly selected.

Default Interface: this option displays a list of all the currently installed Play Libraries. Select the Play Library whose custom interface you want to display when opening Play. Once you open any specific instrument, the custom interface will appear regardless of the default interface.

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