

Violin One uses a physical modeling sound synth system which combines Attack Sound, Sustain Sound and release sound

Violin One allows you to use MIDI controllers to control the sound. Thus, in total, you can assign 4 controllers to control different parts of the sound. We named these controllers Left Hand, Right Hand, AUX1 and AUX2. As their names suggest, the first 2 controllers should also be able to play real time on a MIDI device.

## **Real Time Playing Techniques**

**Staccato:** Play the note shortly on your keyboard. By using the control method set in Attack Type, you can switch between Staccato, Short Spiccato, Spiccato and Marcato

**Sustain:** Play and hold a note on your keyboard

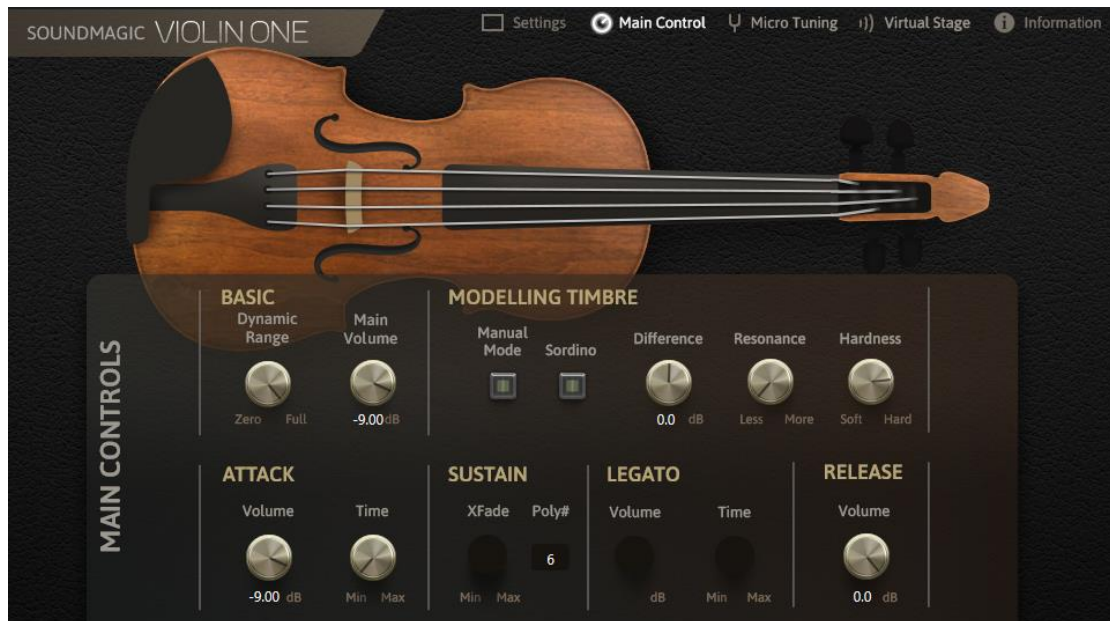
**Vibrato:** Play and hold the note, while pushing CC#1 or other ways set under Vibrato Type above value 26

**Legato:** Just play legato on your keyboard

**Pizzicato:** Set Attack Mode to Pizz or Bartok Pizz to activate this, then play the notes on your keyboard

**Tremolo:** Play the note rapidly on your keyboard, for best result, please use Staccato.

## **Main Controls**



## Attack Sound

You can select attack type here by assign controllers or performance key switch.

When using controllers, from 0 to 127, there will be Staccato, Short Spiccato, Spiccato and Marcato.

Also, there are modes for attack sound, where Pizzicatos are there. If you are playing fast passage with very short notes, please use Run mode. Also you can adjust Attack Volume and attack time here.

## Sustain Sound

You can choose the way to control Vibrato type, also the controller (Default assigned to Left Hand CC#1) to progressively fade the vibrato into the sustain sound

There is no volume control sustain part of sound, but you can use the Main

Volume knob to control the volume instead. Also, there is an XFade knob, which controls the Depth of Vibrato. Also, there a polyphony numbers where you can set up polyphony numbers.

### **Legato Sound**

You can set up Legato Time here

### **Release Sound**

You can choose the way to control Release type, you can choose Velocity, Left/right hand, AUX1/2, Performance Key Switch or even aftertouch. Also, you can adjust Release Volume here.

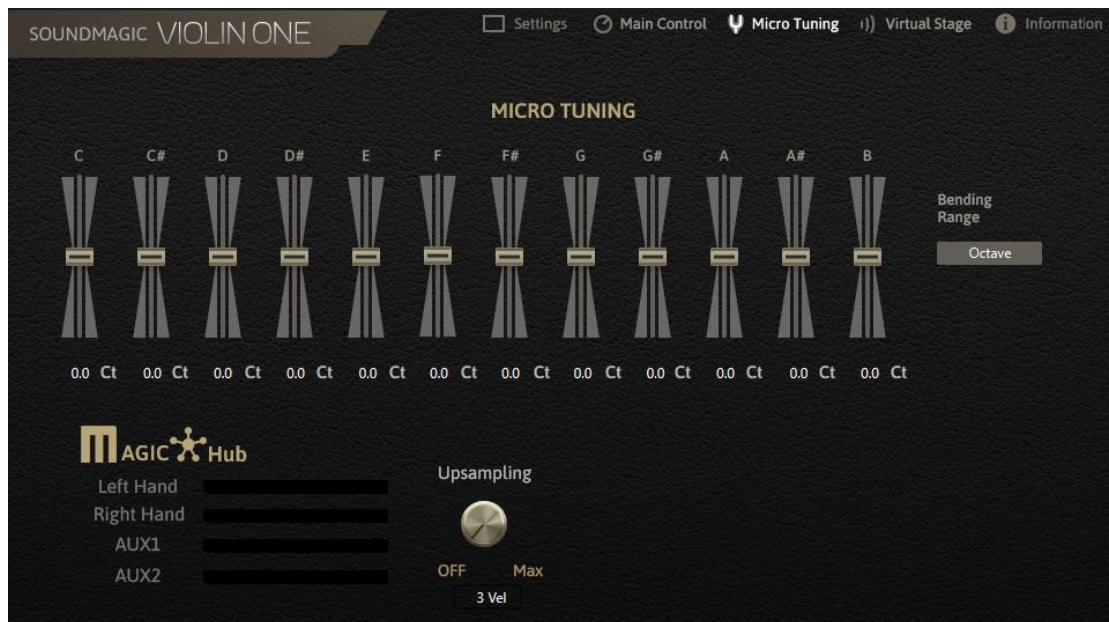
### **Basic**

You can assign left/right hand, AUX1/2 controllers here, also you can assign Performance Key Switch keys and the way to control Dynamic (Dynamic CC) here. Also, there is an AI driver setting which lets you control how you will smooth the incoming controller signal. Also, Dynamic Range can be set up here.

### **Modelling Timbre**

You can select Auto or Manual Mode here, if you select Auto, you can use controller to shift different strings for the same note, in this way, you can have a different timbre. Manual Mode lets you select the right string for the sound. Also, Sordino mode is here.

## Micro Tuning



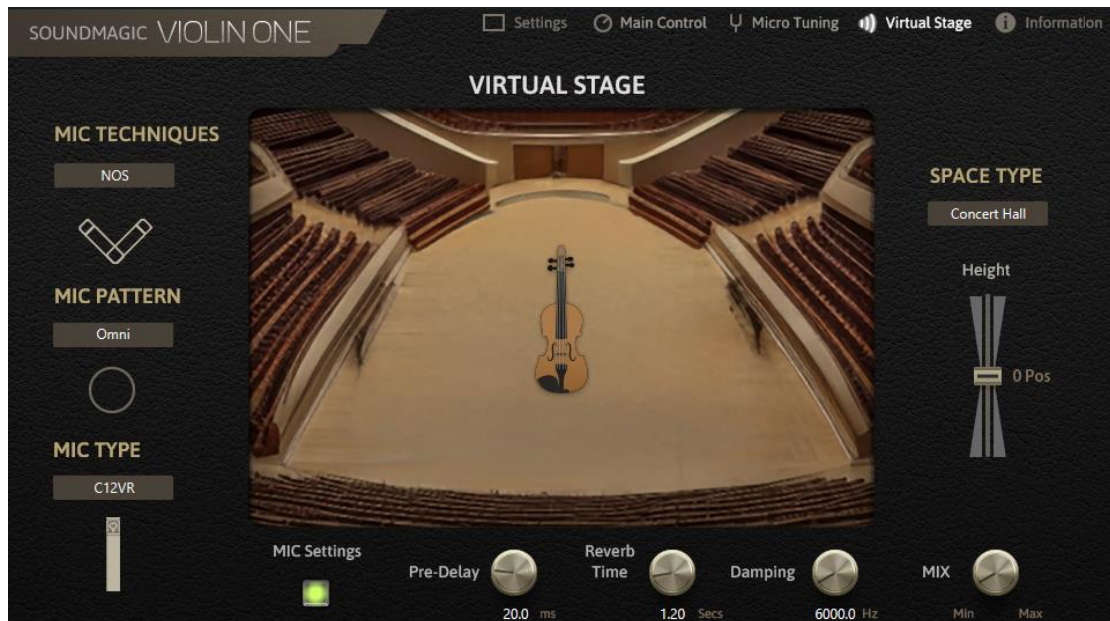
Here you can fine-tune each note by +/- 100 cents in pitch

**Bending Range:** Here you can set the range/limit of the bender

A key feature of the Violin One is its extensive capability to handle and utilize the latest MIDI 2.0 and MPE devices. The Magic Hub acts as a bridge between these latest devices and users, performing complex tasks behind the scenes while presenting user-friendly settings. This allows users to fully maximize the potential of the latest MIDI devices. Additionally, the Magic Hub offers upsampling feature that can convert old 7-bit MIDI 1.0 signals to the new high-resolution MIDI 2.0 format, giving older devices a new lease on life. On the left side, there are 4 indicators which will show the 4 controllers, Left Hand, Right hand, AUX1 and AUX2, you can test whether these 4 controllers can go into the plugin from your MIDI device..

**Upsampling:** the upsampling amount of the MIDI message. You can choose the amount here, the max amount is limited by range settings, the range is measure by the velocities.

## Virtual Stage



Virtual MDIR Stage panel lets you move the sound around in a virtual space, and our technology works its magic to apply the perfect 3D sounds to the final output. This feature is a game-changer, especially in crowded mixes or projects with multiple instruments, making your workflow a whole lot smoother.

**Mic Techniques:** The stereo mic techniques, you can choose from NOS, AB, XY and M/S, and if select OFF, this one will be bypassed.

**MIC Settings:** When on, it will show additional controls, when off, microphone module will be bypassed.

**MIC Pattern:** Choose the microphone patterns here, you can choose Omni, Cardioid, 8 and Hyper Cardioid.

**MIC Type:** Choose the model of the microphones.

**Height:** This slider controls the height of the sound source on the stage, which provides 3D effect for the sound.

**Space Type:** You can select Concert Hall, Hall, Studio and Small Room as space types. But please note different types has different limits on some parametrics.

**Mix:** Set the mix amount of the reverb, Left is 0 reverb, right is 100% Reverb sound.

**Predelay:** Set the Predelay for the reverb, ranging from 0ms to 100ms

**Reverb Time:** Set the RT60 time for the reverb, ranging from 0.1 seconds to 10 seconds

**Damping:** Set the damping frequency here, ranging from 6000Hz to 16000Hz



**Panning** the sound source on the stage, you can freely move the icon above to pan the sound source. But please note this will change a lot of parametric at the same time.