



UVIWORKSTATION

Software User Manual

Version 2.6
EN 161010

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All technical specifications of UVI Products provided are intended to be estimates or approximations. Due to numerous variables no guarantees of compatibility or performance can be made. All such specifications shall be in writing. End-User is solely responsible for, prior to purchase, ensuring that End-User's devices are compatible and meet the system requirements for UVI Products, and that the applicable UVI Products meet End-User's requirements.

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Introduction

UVI Workstation

Multi-Timbral Instrument

Use as many parts as your system can handle. Our new built in browser and search functions make it painless to locate the sound or instrument you're looking for. From setups as basic as a single synth to complex orchestral arrangements, UVI Workstations sophisticated architecture can handle them with ease.

UVI Workstation offers a clear and efficient mixing interface, giving you immediate access to core functions like solo, mute, volume and pan as well as 2 aux sends and pitch control per-part. It's never been easier to explore the rich potential of layered sounds or mix complex arrangements.

The effect system in UVI Workstation is unprecedented, offering a full suite of dynamics, delays, distortions, EQs, filters, reverbs, even the new SparkVerb! UVI effects are of the highest quality, offering sounds that range from modern and transparent to warm and textured. With unlimited effects per-part, two aux channels and a master you can freely shape or mangle your sound in any way imaginable.

Crafted for efficient and intuitive operation, the interface in UVI Workstation is clear, efficient and easy on the eyes. Carefully thought out and tested for usability, controls are logically arranged and elegantly designed with a modern aesthetic.



System Requirements



Compatibility

Audio Units, VST, AAX or standalone

Tested and Certified in :

Digital Performer 8+, Pro Tools 11+, Logic 9+, Cubase 7+, Nuendo 6+, Ableton Live 8+, Studio One 2+, Garage Band 6, Maschine 1 & 2, Tracktion 4+, Vienna Ensemble 5, Reaper 4, Sonar X3, Main Stage 3, MuLab 5.5+

Minimum System Requirements

- ▶ Mac OS X 10.7 or higher (64-bit / 32-bit compatible)
- ▶ Mac Intel Processor, 4 GB RAM [8 GB+ recommended]
- ▶ Plenty of disk space for Soundbank, 7,200 rpm+ hard drive or Solid State Disk (SSD) recommended



Compatibility

VST, AAX or standalone

Tested and Certified in :

Digital Performer 8+, Pro Tools 11+, Cubase 7+, Nuendo 6+, Ableton Live 8+, Studio One 2+, Sonar X3+, Maschine 1 & 2, Tracktion 4+, Vienna Ensemble 5, Reaper 4, Sonar X3, Main Stage 3, MuLab 5.5+

Minimum System Requirements

- ▶ Windows 7 or higher (64-bit / 32-bit compatible)
- ▶ Intel Core Duo2+, 4 GB RAM [8 GB+ recommended]
- ▶ Plenty of disk space for Soundbank, 7,200 rpm+ hard drive or Solid State Disk (SSD) recommended

About iLok



UVI Workstation is completely free, however certain sound libraries utilized within UVI Workstation may require that you have an iLok account for licensing.

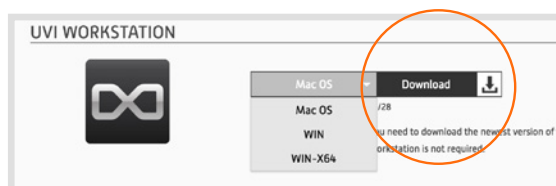
All UVI licenses allow up to 3 concurrent activations on any combination of computer hard drives or iLok USB keys, easily managed through the iLok License Manager (iLok account required).

Installing UVI Workstation

- The newest version of UVI Workstation can be downloaded free at uvi.net/my-products

1. Visit uvi.net/my-products,
Scroll to UVI Workstation
Choose your platform and hit 'Download'

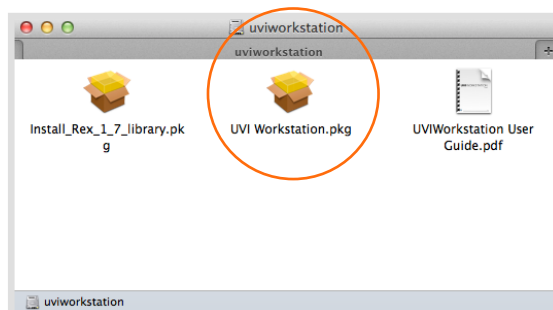
If you plan to use a 32-bit DAW on 64-bit Windows, choose UVI Workstation 32-bit



2. Once downloaded,

On Mac:
Double-click the disk image to mount it then double-click 'UVI Workstation.pkg' to launch the installer

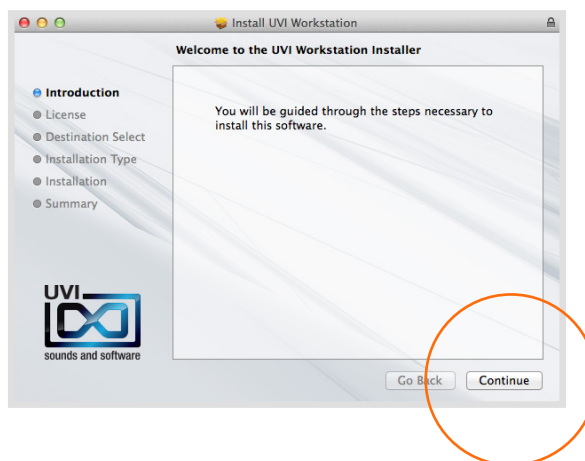
On PC:
Double-click the .exe to launch the installer



3. Follow the on-screen instructions,

Note for Windows:
Select VST Plug-ins folder for your DAW.

The default path is:
Program Files/Steinberg/VSTPlugins



Interface: Browser View



1 View Toggle

- » **Single-Part View**
Selected instrument's UI/parameters
- » **Multi-Part View**
Add and select various instrument layers
- » **Preferences View**
General, streaming, and sound bank
- » **Browser View**
View and load instruments

2 Category Column

- » **Search**
Search your collection of UVI instruments, loops and sounds
NOTE: Must index on initial use
- » **Places**
Browse saved locations (file system)
- » **Devices**
Browse available volumes (file system)
- » **Soundbanks**
Browse loaded UVI soundbanks

3 Groupings

Groupings/Folders are indicated with an arrow '>', click to view their contents in the adjacent column

4 Loadable Files

UVI Workstation can load many types of samples and instruments, compatible files will be displayed here

5 Files Details

Compatible meta-data for the selected file will be displayed here

Interface: Single-Part View (Instrument Edit)



1 ► Volume

Master output volume control

2 ► MIDI and Part Menus

- » **Input MIDI Channel and Port**
Select Omni or select a controller (A,B,C,D) as defined in the 'Audio and MIDI Settings' menu
- » **Part Selector**
Select the part page to be viewed in Single-Part View

3 ► Edit View

Edit instruments in single-part view

4 ► Effects View

Edit part effects [see page 14]

NOTE: UVI Workstation comes with 200+ built-in professional effects

5 ► Arpeggiator View

Arp edit view [see pg 15]

6 ► Part Title / Browser

- Active patch title appears here
- » Double-click this field to open the browser
- » Click the right/left arrows to navigate patches within the loaded instrument

7 ► Part Interface

Edit the part, multi or UVI Workstation config parameters, dependent on which the chosen view [3 top buttons]

8 ► Transport

- » **Tap/Tempo**
Click to manually set tempo or type-in a specific value
- » **Stop/Sync to Host/Play**
Control loops within UVI Workstation and how they interact with a host application

9 ► Controller

Operate UVI Workstation through an external controller or by using the built-in soft keyboard

Interface: Single-Part View (Loop / Phrase Edit)



UVI Instruments and sound files (WAV/AIFF/REX and Apple Loops files) may be loaded (drag & drop). Loaded sound files are mapped across the keyboard.

When the source is a sliced sound (like REX files), the sound will automatically play with the browser's default setting.

1 ► Playback Behaviors

Sliced soundfiles can be switched to Stretch or Sample, but non-Sliced soundfiles cannot be switched

» Sample

Loop/phrase plays like a regular sampler
NOTE: Half/Double speed does not work in Sample mode

» Stretch

Sample length is not pitch-dependent.
Loop/phrase starts at the beginning of the loop/phrase

» Slice

Default mode

2 ► Controls

» Key / Tempo

Key displays the root key for the loop/phrase. Tempo controls the loop's rate

» Coarse / Fine

Adjust tuning in semitones or cents

» Sync

Off: Loop/phrase does not sync to tempo
Tempo: Follow Tempo, but not position
Position: Tempo and position are followed. **NOTE:** Not available to phrases.

» Speed

Adjust speed in relation to Tempo and Sync settings. Double-click to reset.
Half/Double: Slow to 1/2 or 1/4; Speed to 2x or 4x of the assigned tempo. Fine works similarly, but with any rate value.

» Latch

The loop/phrase will play even after you release a controller key.
Stretch/Slice: it will repeat indefinitely.
Sample: it will play once, then stop.
NOTE: hit the same controller key again to silence the loop/phrase

» Trigger

Immediate: instantly triggers
Next Beat: triggers on beat
Next Bar: triggers at measure

» Slice Start

Sample/Stretch: define where the sample will begin within the soundfile.
Slice: provides a range from the first slice of the sample to the last slice.

» Drag & Drop

Quickly export your soundfile with ease

3 ► Transport

Simply click to manually set tempo or type-in a specific tempo

» Stop/Sync to Host/Play

Control loops within UVI Workstation and how they interact with a host application

Interface: Single-Part View (Effects)



1 ► Preset / Part Effects

Add, remove, change (Right-click or double-click) or manipulate effects

» Preset

Displays the effects built into the preset

NOTE: Removing or adding effects to/from this list can break the instrument!

» Part

Apply effects to the part, signal is post Preset Effects

2 ► Effect Parameters

Each effect has a unique set of parameters visible here

NOTE: Arrows at the right edge of the screen appear if an effect has more than five parameters, use these arrows to scroll through all available parameters

3 ► Sync, Byprass, Delete

Sync: sync time-based effects to host tempo

Bypass: bypass effect

Remove: delete effect

Interface: Single-Part View (Arpeggiator)



Arpeggiators can act as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

1 ► Enable, Effect Parameters

- » **Save**
Customized arpeggiator settings can be saved and used in other parts or songs
- » **Preset**
Choose a preset arpeggiator pattern

2 ► Steps

- The display is completely interactive.
- » **Enable / Disable**
Click the box below the blue bar
- » **Merge**
Shift-click box below the blue bar
- » **Velocity**
Click and drag the blue bar up or down
- » **Length**
Shift-click and drag the blue bar left or right

3 ► Parameters

- » **Trigger Mode**
Legato: first note starts at first step, pattern will restart from the first step when notes are released and next notes are triggered
Song Position: song position always determines the pattern position
- » **Repeat Button**
The bottom note is repeated
- » **Repeat Top**
The top note is repeated
- » **Hold**
Notes are held
- » **Mode**
Determines the order notes are played
- » **Resolution**
32 bar to 1/64 triplets range
- » **Octave**
Number of octaves below and above notes to be played
- » **Step Length**
Globally effects the length of all steps. For example, a step set to 50% and a knob setting of 50% will cause the step length to become 25%.
- » **Num Strike**
The number of times a note will trigger before proceeding to the next note
- » **NumSteps**
Assign from 1 - 128 steps
- » **Groove Amt**
Apply a swing by slightly altering the trigger time to the steps
- » **Arp Vel Blend**
Control the depth of the steps' velocities

Interface: Multi-Part View



1 Multi Menu

- » **Wrench**
Load, save or reset the current multi
- » **Plus**
Add a new part to your multi
- » **Minus**
Remove a part from your multi

2 MIDI Mute & Part

- » **MIDI Mute Toggle**
- » **MIDI Signal**
- » **MIDI Channel and Port**
- » **Part Name**
Double-click to open browser, use the left/right arrows to change the patch

3 Sound Control

- » **Mute**
- » **Solo**

» Volume

» Pan

» Aux 1 & Aux 2

Establish amounts of effects from Aux 1 or 2 buss effecting individual parts

4 Poly, Oct, Semi, Fine

- » **Polyphony**
- » **Octave [oct]**
- » **Semitone [semi]**
- » **Finetune [cents]**

5 Effects

» Preset Effects

These effects are mirrored in the instruments user interface
NOTE: removing preset effects can break UI functionality

» Part Effects

Part-level effects

» Aux 1 & 2 Effect Busses

Effect busses, feedable from any part»

Master Effect Buss

Fed by all parts and effect busses

» Add FX / Change FX

Click [Add FX] to instance a new effect
Right-click or Double click an effect to change it

» Sync, Bypass, Remove

Sync: sync time-based effects to host tempo

Bypass: bypass effect

Remove: delete effect

Interface: Expert View



1 ▶ LOKEY / HIKEY

Adjust the parts playable key range by setting upper and lower key limits

2 ▶ LOVEL / HVEL

Remap the incoming note velocities by setting upper and lower velocity limits

3 ▶ Key Switch

Assign a MIDI note to toggle parts on/off

4 ▶ Streaming

Rather than loading entire samples into RAM, samples are read from the hard drive as the preset is played

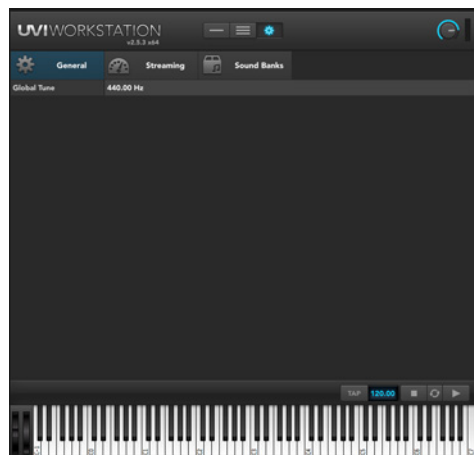
5 ▶ Output

Assign parts to the master stereo output or one of 16 additional stereo outs

» Note about Plug-In use:

If using as a plug-in, please consult your DAWs user manual for working with multi-out instruments

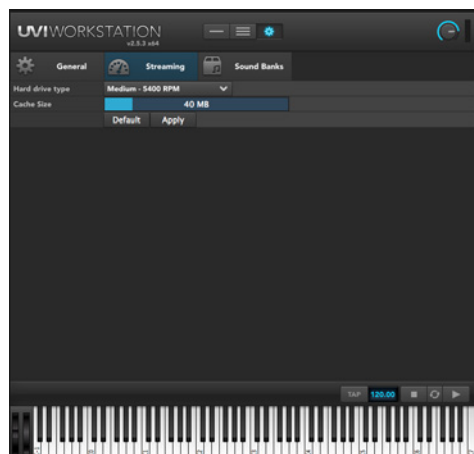
Interface: Preferences View



1 ► General

Tuning applies to UVI Workstation in addition to any other instrument-specific tuning adjustments that have been made [Global]. If you have multiple UVI Workstation plug-ins instantiated in your host application, the global tune setting will affect each plug-in separately.

NOTE: Alt-click the Tune value to return it to the default value



2 ► Streaming

In most cases the default settings will be ideal, but, rather than loading the entire sample set into RAM, the samples may be read (streamed) from the hard disk as the program is being played. To optimize your experience, please select the appropriate hard drive type and cache size for your system.

NOTE: UVI Workstation's performance is directly affected by the speed of the hard disk, so the faster the hard disk, the better.



3 ► Sound Banks

» Search Path

Identifies the locations your computer scans for sound libraries. You may add or delete paths as well. To add a search path, click the "..." button to the right of the search path. To delete a path, click on the path to be deleted and then press delete.

» Indexed

When utilizing Search within Browser View, enabled indexing determines which search paths UVI Workstation will scan.

» Recursive

Enabled recursive expands UVI Workstation to scan top-leveled files and sub-folders. This can significantly extend startup time.

» Auto-Mount

Enabled Auto-Mount will mount any sound banks in the search path

UVI Workstation: Tips + Tricks

► MIDI Learn



Most UVI Workstation parameters can be automated via a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn: 1. Right-click the parameter in UVI Workstation that you want to automate 2. After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

To remove a MIDI controller assignment: Right-click the desired parameter and press "Delete"

Remap knob range: Alt+right click parameter, choose CC, set remap range with slider

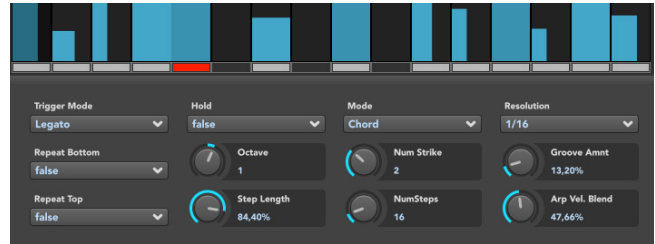
► Unlimited FX



UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the "FX" tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

► Arpeggiator



UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

► Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

► Split, Velocity & Key Switch

	LOKEY	HIKEY	LOVEL	HVEL	KEYSWITCH	STREAMING	OUTPUT
A1 <> 089-HB-Sticks 01a.aif	C-2	G8	1	127	C3		Main Out
A2 <> Analog Strings	C-2	G8	1	127	None		Main Out
A3 <> WerMa-Philli.aif	C-2	G8	1	127	None		Main Out
A4 <> Synth Bass & Synth	C-2	G8	1	127	C3		Main Out
A5 <> Jazzistic Guitar 4	C-2	G8	1	127	None		Main Out
A6 <> Lord Fulllight	C-2	G8	1	127	C3		Main Out

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

► Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse. When you double-click on any knob or slider, you can manually enter or type in the desired value.

The screenshot displays the UVI Workstation interface for the JVX-3P synthesizer. The top bar includes the 'A1 Part 1' selection, the instrument name 'A Resonant Mass', and a memory usage indicator of '7.46 MB'. The main interface is organized into six primary control sections: AMPLITUDE, FILTER, STEREO, NOISE, MODWHEEL, and EFFECTS. Each section contains multiple knobs and sliders for fine-tuning the sound. The AMPLITUDE section features knobs for Attack, Decay, Sustain, Release, and Volume, along with a 'Set + Attack' button. The FILTER section includes knobs for Attack, Decay, Sustain, Release, Cutoff, and Resonance. The STEREO section has a 'Stereo' knob and a 'Stereo' button. The NOISE section includes a 'Noise' knob and a 'Noise' button. The MODWHEEL section features a 'Modwheel' knob and a 'Modwheel' button. The EFFECTS section includes knobs for Amount, Mix, and Mix, along with a 'Mix' button. The bottom of the interface shows a piano keyboard.

The screenshot shows the UVI Workstation v2.0.3.0 interface. At the top, the title bar reads 'UVI WORKSTATION v2.0.3.0 64bit'. Below the title bar, there are several icons for file operations (load, save, etc.). The main area is titled 'Default Multi' and contains a table of sampler slots. The table has columns for 'SAMPLE', 'PRIORITY', 'LEVEL', 'PANEL', 'KEYSTATION', 'STREAMING', and 'OUTPUT'. The first slot is 'B12 Sync Sweep' with a 'Main Out' output. The second slot is 'A2 <> Empty' with a 'Main Out' output. The third slot is 'A3 <> Empty' with a 'Main Out' output. The fourth slot is 'A4 <> Empty' with a 'Main Out' output. The 'Main Out' output is circled in orange. Below the table, there are buttons for 'PRESET', 'PART', 'AUX1', 'AUX2', 'MASTER', and 'Load FX'. At the bottom, there is a piano roll and a transport bar with a 'TAP' button and a '100.00' tempo display.

UVI Workstation: Tips + Tricks

▶ UVI Workstation in a Sequencer

UVI Workstation is an audio instrument plug-in. Load UVI Workstation as an instrument plugin within your DAW, see your DAWs user manual for more information on working with virtual instruments plugins.

▶ Avoid Output Distortion

UVI Workstation allows a lot of user customizations. Check to see that your effects are not overboosting output and that multi-parts are not creating excessive gains. Remember to keep an eye on the output level of UVI Workstation.

▶ Avoid Excessive Sample Loading

As a general rule-of-thumb, avoid loading large amounts of samples that exceed 70% of your available RAM. For example, if you have 1 GB of RAM, do not load more than 700 MB into UVI Workstation.

▶ General Troubleshooting

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

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

Isolate the problem...

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

Simplify your setup...

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

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

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



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UVIWORKSTATION

Credits and Thanks

Produced by UVI

Software + Scripting

Olivier Tristan
Remy Muller

GUI

Nathaniel Reeves

Document

Nathaniel Reeves
Kai Tomita

Special Thanks

Nate Lindley



UVI.NET