VAPolyMkII

Bitimbral Polyphonic Synthesizer

User Guide

Version 1.2

Table of Contents

Introduction 14

- Privacy Settings 14
- Main Features 14
- System Requirements 14
- Use as Stand Alone 15
- Use as AudioUnit Extension (AUv3) 15
- Factory Preset 15
- User Preset 15
- State Recovery 15
- About MIDI Latency 15

User Interface 16

- Tool Bar 18
- Synth and Effects 20
  - Oscillator 1 20
  - Oscillator 2 and Arpeggio 21
  - Mixer, LFO and Effect Send 22
  - Filter and Env1 23
  - Amp, Env2 and Master 24
  - Patch Bay 25
  - LFO2 and VCF 26
  - DLY (Delay) 27
  - C/F (Chorus / Flanger) 28
  - REV (Reverb) 29
  - EQ (3 Band EQ / Effect Mixer) 30
  - CMP (Compressor) 31
- Keyboard 32
- Visualizer 33
- Sequencer 35
  - Clip Editor 36

Piano Roll Editor 37
Parameter Automation Editor 38
Synthesizer 39
Block diagram 39
Block diagram (Single Voice) 39
Control Signal & MIDI Flow 40
Bitimbral (Layer / Split) 40
Oscillator 1 41
Tune 41
Shape 41
PW (Pulse Width) 41
Sync 41
Oscillator 2 42
Tune 42
Fine (Fine Tune) 42
Shape 42
PW (Pulse Width) 42
KBD (Keyboard) SW 42
LFO SW 42
MIxer 43
OSC1 (Oscillator 1 Level) 43
OSC2 (Oscillator 2 Level) 43
Ring (Ring Modulation Level) 43
Sub (Sub Oscillator Level) 43
Noise (Noise Level) 43
Noise Type 43
Low Pass Filter 44
Cutoff 44
Resonance 44
Env Mod Int (Envelope Modulation Intensity) 44

Env1/Env2 44
LFO Mod Int (LFO Modulation Intensity) 44
Key Follow 44
VCF Setting 44
High Pass filter 45
Cutoff 45
Resonance 45
Env Mod Int (Envelope Modulation Intensity) 45
Env1/Env2 45
LFO Mod Int (LFO Modulation Intensity) 45
Key Follow 45
AMP (Amplifier) 46
Level 46
LFO AM (Amplitude Modulation Intensity) 46
LFO PAN (Pan Modulation Intensity) 46
Gate/Env2 46
Mute 46
LFO1/LFO2 46
ADSR (Envelope Generator) 47
Attack 47
Decay 47
Sustain 47
Release 47
KBD Velocity 47
Delay 47
Oscillator Modulation 48
Oscillator 1 Modulation 48
FM LFO (LFO to Frequency) 48
Shape LFO (LFO to Shape) 48
PW LFO (LFO to Pulse Width) 48

Frequency Modulation Type 48
LFO1/LFO2 48
FM Env (Envelope to Frequency) 49
Shape Env (Envelope to Shape) 49
PW Env (Envelop to Pulse Width) 49
FM XMOD (XMOD to Frequency) 49
Shape XMOD (XMOD to Shape) 49
Env Source 49
Oscillator 2 Modulation 50
FM LFO (LFO to Frequency) 50
Shape LFO (LFO to Shape) 50
PW LFO (LFO to Pulse Width) 50
Frequency Modulation Type 50
LFO1/LFO2 50
LFO 51
Tune 51
Shape 51
Sync 51
Env AM (Envelope to Amplitude) 51
Key Trg (Key Re-Trigger) 51
Patch Bay 52
Control Signal Output 52
Attenuator Dial 52
Attenuator IN 52
Attenuator CV 52
Attenuator Output 52
Modulation Target Input 52
Disconnect Cables 52
EFX (Effect Send) 53
Delay Send 53

Delay Pre/Post 53
C/F Send 53
C/F Pre/Post 53
Reverb Send 53
Reverb Pre/Post 53
ARP (Arpeggio) 54
Arp Rate 54
Arp Pattern 54
Arp Switch 54
Arp Sync 54
Master 55
Master Tune 55
Detune 55
Stereo 55
Unison 55
Voices 55
Glide Time 55
Effects 56
Delay 56
Signal Flow 56
Delay Time 56
Regeneration 56
Modulation 56
Chorus / Flanger 57
Signal Flow 57
Input Signal Level 57
Effect Type 57
Modulation Speed 57
Modulation Width 57
LFO Shape 57

Stereo Width 57
Regeneration 57
Filters 58
Reverb 59
Signal Flow 59
Input Filter 59
Pre Delay 59
Modulation Speed 59
Modulation Width 59
Size and Decay 59
Damping 59
Output Filter 59
Early / Late Mix 60
Equalizer 61
Low Shelving 61
Mid Peak / Notch 61
High Shelving 61
Compressor 62
Overview 62
Threshold and Ratio 62
Attack and Release 63
Side Chain High Pass Filter 65
Makeup Gain 65
Gain Reduction Meter 65
Input Gain 65
Dry / Wet 65
Peak Limiter 66
Keyboard 67
Select Keyboard 67
Select Key Range 67

Use Modulation Wheel 67
Use Pitch Wheel 67
Set Velocity 68
Use Key Hold 68
Select Timbral 68
Show Double Keyboard 68
Sequencer 69
Clip Editor 70
Load Clip 70
Play/Stop Clip 70
Edit Piano Roll 70
Add edit button 70
Set Loop Mode 70
Piano Roll Editor 71
Select Time Range and Loop Length 71
Select Note Range 71
Add Note 71
Delete Note 71
Scale Menu 71
Edit Menu 71
Chromatic Scale 72
Heptatonic Scale 72
Root Key 72
Set Length 73
Quantize 73
Set Velocity 73
Copy 73
Paste 73
Delete 73
Velocity Editor 74

Parameter Automation Editor 75
Play Sequence 76
1. Set host sync 76
2. Set tempo 76
3. Set loop 76
4. Set swing 76
5. Set metronome switch 77
6. Play 77
Record Sequence 77
1. Set recording mode 77
2. Play sequence 77
3. Record notes 77
4. Record parameters automation 77
5. Stop recording 77
Preset 78
File Menu 78
New… 78
Open… 78
Save 78
Preset Browser 79
Load Factory Preset 79
Load User Preset 79
Delete User Preset 79
Save User Preset 79
Backup/Restore User Presets stored in the device 79
Close File Browser 79
Setting Panel 80
General 80
Full Screen 80
Open User Guide 80

Open Host Setting 80
Version 80
MIDI Global 81
MIDI Thru 81
MIDI Monitor 81
Musical Typing 81
All Notes Off 81
Map MIDI CC 81
MIDI Synth1 82
OMNI 82
Input 82
Output 82
MIDI Local 82
MIDI Send 82
MIDI Receive 82
Min 82
Max 82
MIDI Synth2 83
OMNI 83
Input 83
Output 83
MIDI Local 83
MIDI Send 83
MIDI Receive 83
Min 83
Max 83
Stand Alone Setting 84
AbletonLink 84
Ableton Link 84
In-app notification 84

Sync Start/Stop 84
Connected Apps 84
Export Audio 85
Save As 85
Location 85
Length (Bars) 85
File Type 85
Sample Rate 85
Bit Depth 85
Export 85
Cancel 85
General 86
Run in Background 86
Resume Headphone Removed 86
Hardware Latency 86
Frame Size 86
MIDI 87
Input 87
Output 87
Bluetooth (BLE) MIDI 88
Central 88
Peripheral 88
Export Audio 89
Prepare for exporting audio 89
1. Stop playback 89
2. Select the first clip to play 89
3. Turn off metronome 89
Adjust export settings 89
1. Save As 89
2. Length 89

3. Location 89
4. File Type 89
5. Sample Rate 89
6. Bit Depth 89
Export Audio File 89
Map MIDI CC 90
Use External MIDI Keyboard with Stand Alone 91
Play Synth1 and Synth2 separately 91
Undo / Redo 92
macOS 93
Menu Bar 93
Application 93
File 93
Edit 94
View 94
Export 94
Window 95
Help 95
Preference 96
Enable Help Section 96
Disable State Recovery 96
Touch Bar (MacBook Pro) 97
1. Play / Stop 97
2. Tempo 97
Use Computer Keyboard as MIDI Keyboard 98
Keyboard Shortcut 99
AUv3 on Apple Garage Band (Mac) 100
Load Plug-in 100
Activate Plug-In 102
Offline Renering 102

Known Limitations 103
AUv3 on Apple Garage Band (iOS) 104
Load Plug-in 104
Change Plug-in Window Size 105
Record Notes 106
Edit Notes 106
Save Project 107
Host Sync 107
System Interruptions (iOS) 108
Specification 109
Release Notes 113
What’s new in version 1.0 113
What’s new in version 1.0.1 113
What’s new in version 1.0.2 113
What’s new in version 1.0.3 113
What’s new in version 1.0.4 113
What’s new in version 1.0.5 113
What’s new in version 1.0.6 113
What’s new in version 1.0.7 113
What’s new in version 1.0.8 113
What’s new in version 1.0.9 114
What’s new in version 1.0.10 114
What’s new in version 1.1.0 114
What’s new in version 1.2.0 114

Introduction

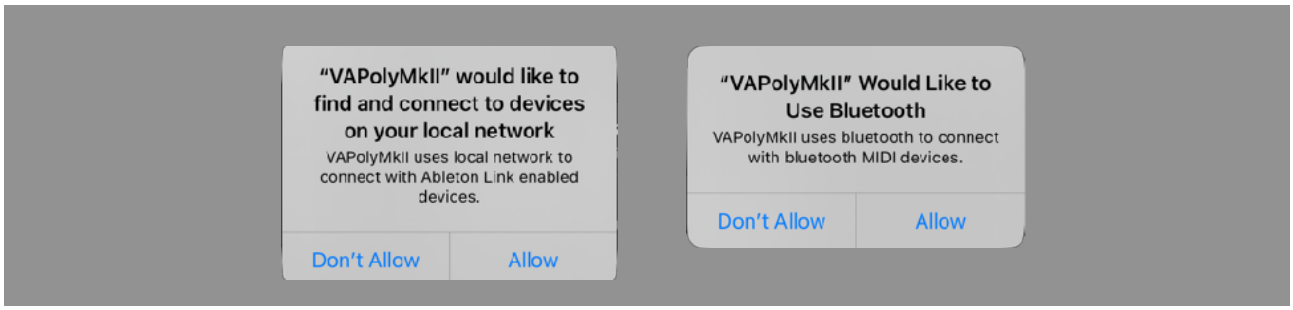
Thank you for purchasing VAPolyMkII. To help you get the most out of this product, please read this manual carefully.

VAPolyMkII is a virtual analog bitimbral polyphonic synthesizer for iPhone, iPad and Mac. It features 16 voice synthesizer, effects, sequencer and audio visualization tools. It operates as a stand alone or as an AudioUnit Extension (AUv3). Stand Alone supports Ableton Link, MIDI and audio file export.

The synthesizer consists of two 8 voice synthesizer, which features two oscillators, two ADSR envelopes, resonant high pass and low pass filter and an amplifier per voice. The oscillators features continuously variable wave shape and wide variety of modulation. The filters are modeled on the Sallen-Key filter circuit and cascaded OTA filter circuit for classic analog sound. The Effects include delay, chorus, flanger, reverb, eq and compressor. The sequencer features piano roll and parameter automation editor to program 16 bar pattern per clip. Project files can be saved in iCloud Drive, so that the project can be accessed from iPhone, iPad or Mac.

Privacy Settings

VAPolyMkII uses local area network to connect Ableton Link enable devices and it uses bluetooth to connect with bluetooth MIDI keyboard and controllers. When dialogue appears to confirm use of the local network or the bluetooth, tap OK to give a permission to use them. These settings can be edited in Privacy section of the Setting App.



Main Features

Virtual analog 16 voice bitimbral polyphonic synthesizer
Two type of Lowpass filter, cascaded OTA model and Sallen-key model.
Patch points for modulation.
Support MIDI 2.0
New User Interface built by SwiftUI[1] for improved performance and to ensure compatibility of future OS.
Built-in Sequencer. 16 bar patterns per clip. Total 8 clips. Piano Roll and Parameter automation.
Support Audio Unit Extension (AUv3)
Works on iPhone, iPad and Mac. Support iCloud Drive to share project files between the platforms.
Audio Export. Linear PCM format (AIFF, WAV and CAF) and compressed format (AAC)
Support Ableton Link, Bluetooth MIDI, MIDI In / Out.

System Requirements

iOS 17.0 or later
macOS 14.0 or later
For iOS Devices, A13 Fusion or above is recommended.

[1] SwiftUI is the latest UI Framework of Apple.

AudioUnit Extension (AUv3) requires host application which support AudioUnit Extension. AudioUnit Extension is supported by Apple Logic and Apple Garage Band on iOS and macOS. For any other DAW, it depends on the application and some of them don't support AudioUnit Extension.

Use as Stand Alone

Stand Alone mode features Audio Export, Ableton Link, MIDI input / output and bluetooth MIDI. Sequencer can be synced with Ableton Link enabled devices and softwares.

Use as AudioUnit Extension (AUv3)

VAPolyMkII supports AudioUnit Extensions. VAPolyMkII works with host applications which support AUv3 plug-ins. By enabling host sync mode, VAPolyMkII can be synced with tempo and transport state of the host application. VAPolyMkII can send and receive MIDI message to/from the host, if the host supports midi in/out of AUv3.

Factory Preset

Factory presets contains only values of parameters of the synth and the effects. It doesn't contain any sequence data. When loading the preset, it will change the value of the parameters but sequence data remains the same.

User Preset

User Preset contains values of the synth parameters and the sequence data. When loading a user preset, value of the synth parameters and the sequence data are both changed.

User Presets can be saved in iCloud Drive or in AUv3 plug-in. User Presets in iCloud Drive can be accessed from iPhone, iPad or Mac. AUv3 Plug-In Preset is stored on the device and saved preset can be accessed from any host application which support AUv3 User Preset.

State Recovery

When VAPolyMkII is used as a stand alone, it stores state of the app when the app is terminated. Stored data is recovered when it is launched at the next time. macOS version can disable this feature. The state is stored locally on the device.

About MIDI Latency

Sending or receiving MIDI notes and messages to Software Applications introduces a latency. If you have a problem of latency and DAW or host application has channel delay, adjust the delay time to compensate the latency.

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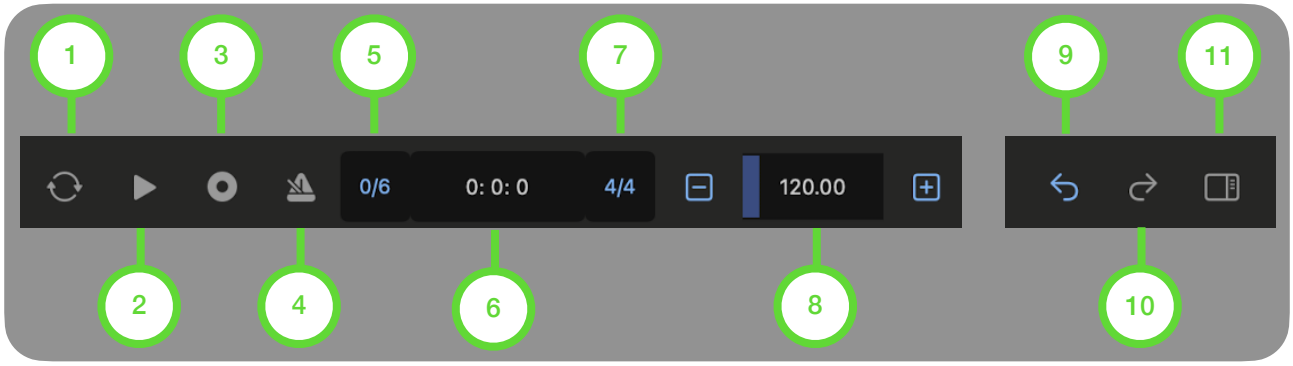
User Interface

iPhone

iPad

macOS

Tool Bar



1. Host Sync
Tap this button to enable / disable host sync. When host sync is enabled, tempo and transport is controlled by the host application.

2. Play/Stop
Tap this button to play / stop the sequencer.

3. Record
Tap this button to enable / disable recording mode.

4. Metronome
Tap this button to enable / disable metronome.

5. Swing
Tap this button to show Swing menu.

6. Beat Counter
Indicates current beat time as a format of bar, beat, and sixteenth.

7. Time Signature
Tap this button to show Time Signature menu.

8. Tempo
Adjust BPM (Beat Per Minutes).

9. Undo
10. Redo
Tap the button to undo / redo.

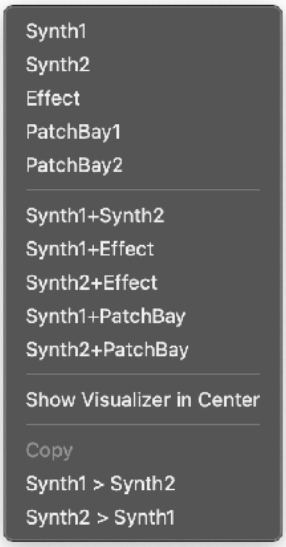
11. Setting Panel
Tap this button to open setting panel.

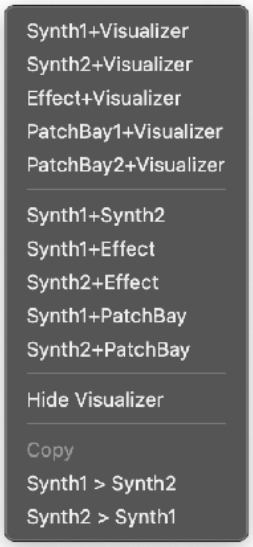
1. File
Tap this button to show file menu.

2. Preset
Indicates name of the selected preset. Tap this button to show preset browser.

3. Parameter
Indicates name and value of the selected parameter. Use plus button, minus button and slider to adjust the value. Double tap to enable menu and tap on the name to show parameter list.

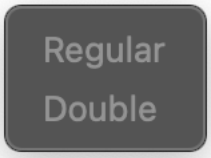
4. Synth
Tap this button to show synth menu.





* Content of the menu is dependent on the platform.

5. Keyboard
Tap this button to show keyboard. Hold this button (right click on macOS) to show keyboard menu.

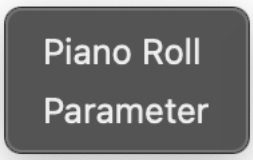


Mac, iPad

iPhone

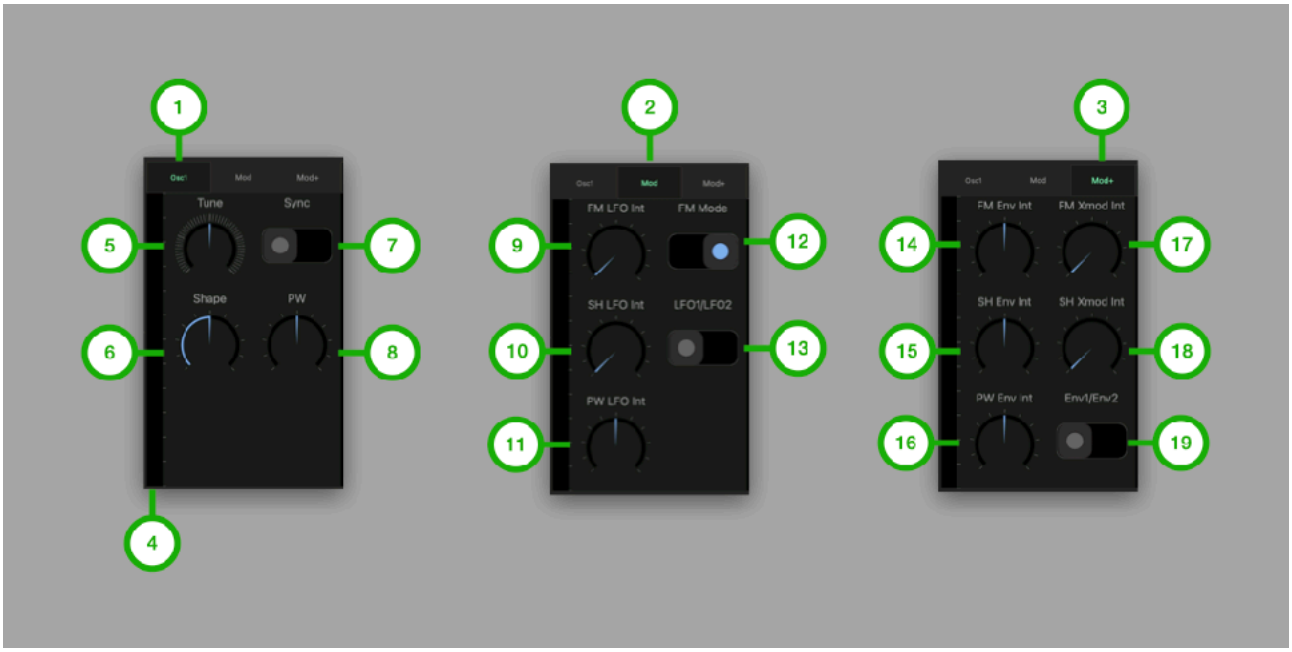
6. Visualizer
Tap this button to show audio visualization tool. Hold this button (right click on macOS) to show visualizer menu.

7. Sequencer
Tap this button to show sequencer. Hold this button (right click on macOS) to show sequencer menu.



Synth and Effects

Oscillator 1



1. OSC1 Tab
Tap to Select OSC1 Tab.

2. Mod Tab
Tap to select Mod Tab.

3. Mod+ Tab
Tap to select Mod+ Tab.

4. Level Meter
Indicate output level of oscillator 1.

5. Tune
Adjust pitch of the oscillator (+/- 24 semitones).

6. Shape
Adjust shape of the oscillator waveform.

7. OSC Sync
Turn on/off oscillator sync.

8. PW
Adjust amount of the pulse width.

9. FM LFO Int
Adjust intensity of the LFO frequency modulation.

10. Shape LFO Int
Adjust intensity of the LFO shape modulation.

11. PW LFO Int
Adjust intensity of the LFO pulse width modulation.

12. FM Mode
Select frequency modulation mode.

13. LFO1/LFO2
Select source of LFO modulation.

14. FM Env Int
Adjust intensity of the envelope frequency modulation.

15. Shape Env Int
Adjust intensity of the envelope shape modulation.

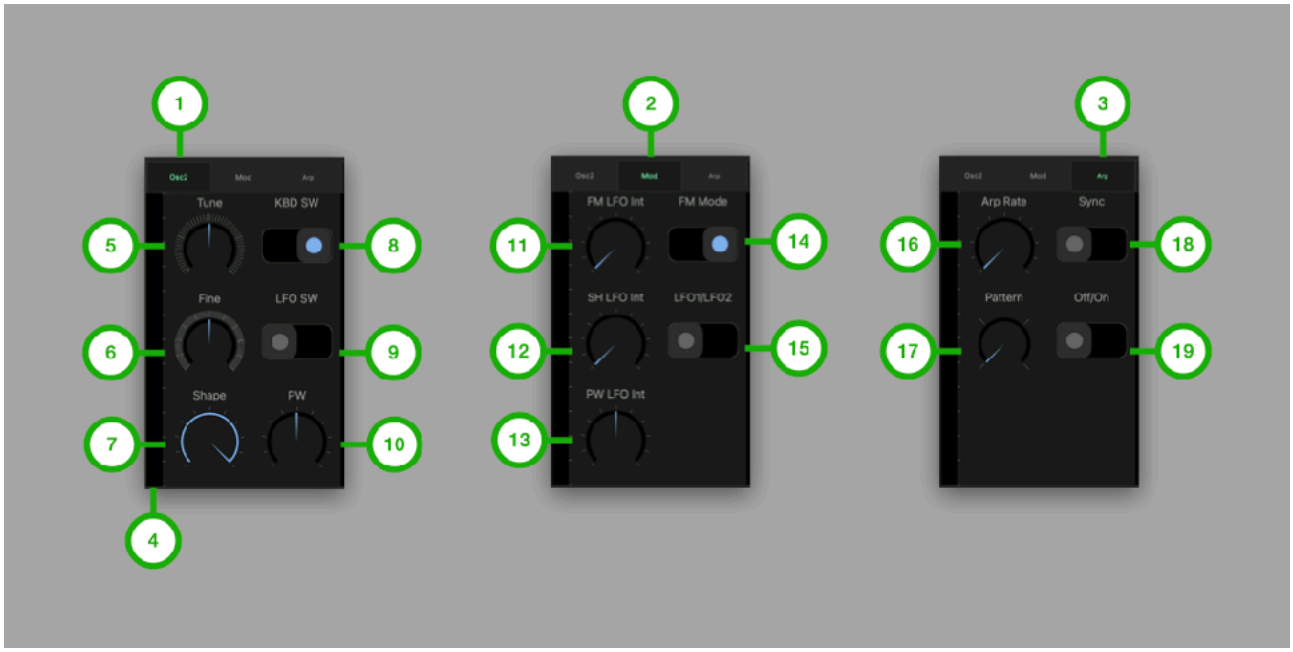
16. PW Env Int
Adjust intensity of the envelope pulse width modulation.

17. FM XMOD Int
Adjust intensity of the XMOD frequency modulation.

18. Shape XMOD Int
Adjust intensity of the XMOD shape modulation.

19. Env1/Env2
Select an source of the envelope modulation.

Oscillator 2 and Arpeggio



1. OSC2 Tab
Tap to Select OSC2 Tab.

2. Mod Tab
Tap to select Mod Tab.

3. Arp Tab
Tap to select Arp Tab.

4. Level Meter
Indicate output level of oscillator 2.

5. Tune
Adjust pitch of the oscillator (+/- 24 semitones).

6. Tune Fine
Adjust pitch of the oscillator (+/- 50 cents).

7. Shape
Adjust shape of the oscillator waveform.

8. KBD SW
Turn on/off keyboard switch.

9. LFO SW
Turn on/off low frequency switch.

10. PW
Adjust amount of the pulse width.

11. FM LFO Int
Adjust intensity of the LFO frequency modulation.

12. Shape LFO Int
Adjust intensity of the LFO shape modulation.

13. PW LFO Int
Adjust intensity of the LFO pulse width modulation.

14. FM Mode
Select frequency modulation mode.

15. LFO1/LFO2
Select source of LFO modulation.

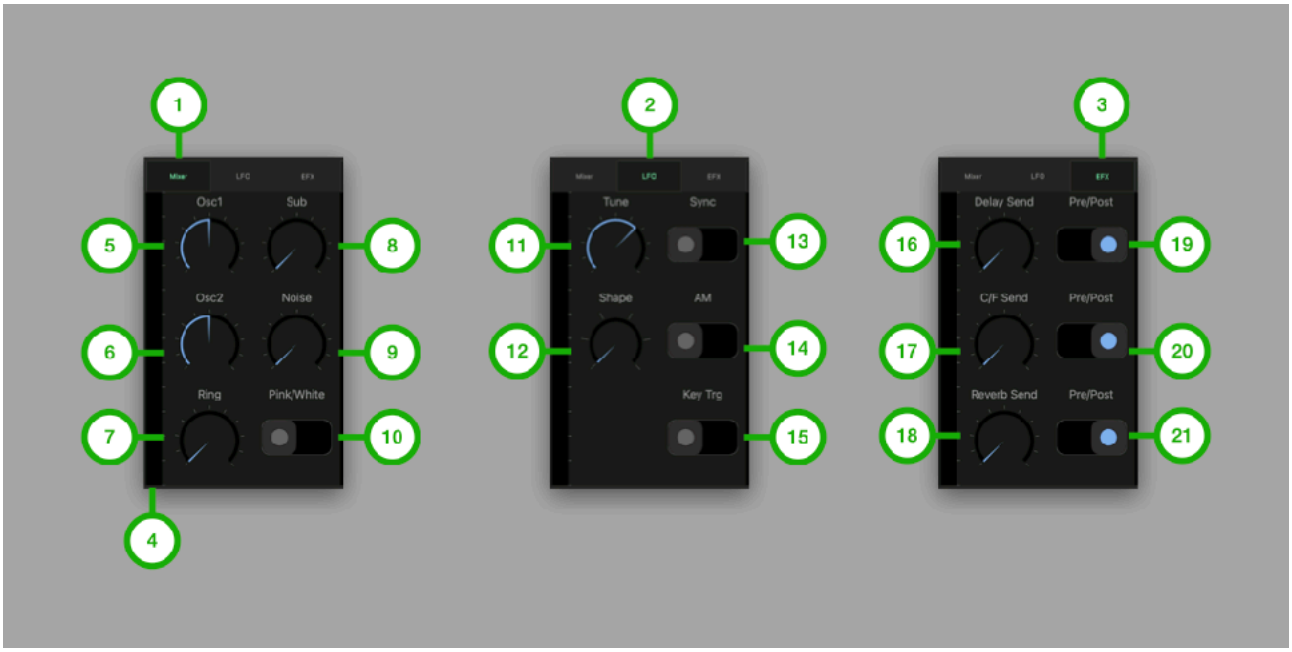
16. Arp Rate
Adjust frequency of the clock for arpeggio.

17. Arp Pattern
Select a pattern of the arpeggio. Options are up, down, up & down and random.

18. Arp Sync
Turn on/off tempo sync.

19. Arp Switch
Turn on/off arpeggio.

Mixer, LFO and Effect Send



1. Mixer Tab
Tap to Select Mixer Tab.

2. LFO Tab
Tap to select LFO Tab.

3. EFX Tab
Tap to select EFXTab.

4. Level Meter
Indicate output level of the mixer.

5. OSC1 Level
Adjust level of the OSC1.

6. OSC2 Level
Adjust level of the OSC2.

7. Ring Level
Adjust level of the ring modulation.

8. Sub Level
Adjust level of the sub oscillator.

9. Noise Level
Adjust level of the noise.

10. Noise Type
Select pink noise or white noise.

11. Tune
Adjust pitch of the low frequency oscillator.

12. Shape
Select shape of the low frequency oscillator waveform.

13. Sync
Turn on/off tempo sync switch.

14. Env AM
Turn on/off envelope amplitude modulation.

15. Key Trigger
Turn on/off Key Trigger switch.

16. Delay Send
Adjust aux1 (delay) send level.

17. C/F Send
Adjust aux2 (chorus / flanger) send level.

18. Reverb Send
Adjust aux3 (reverb) send level.

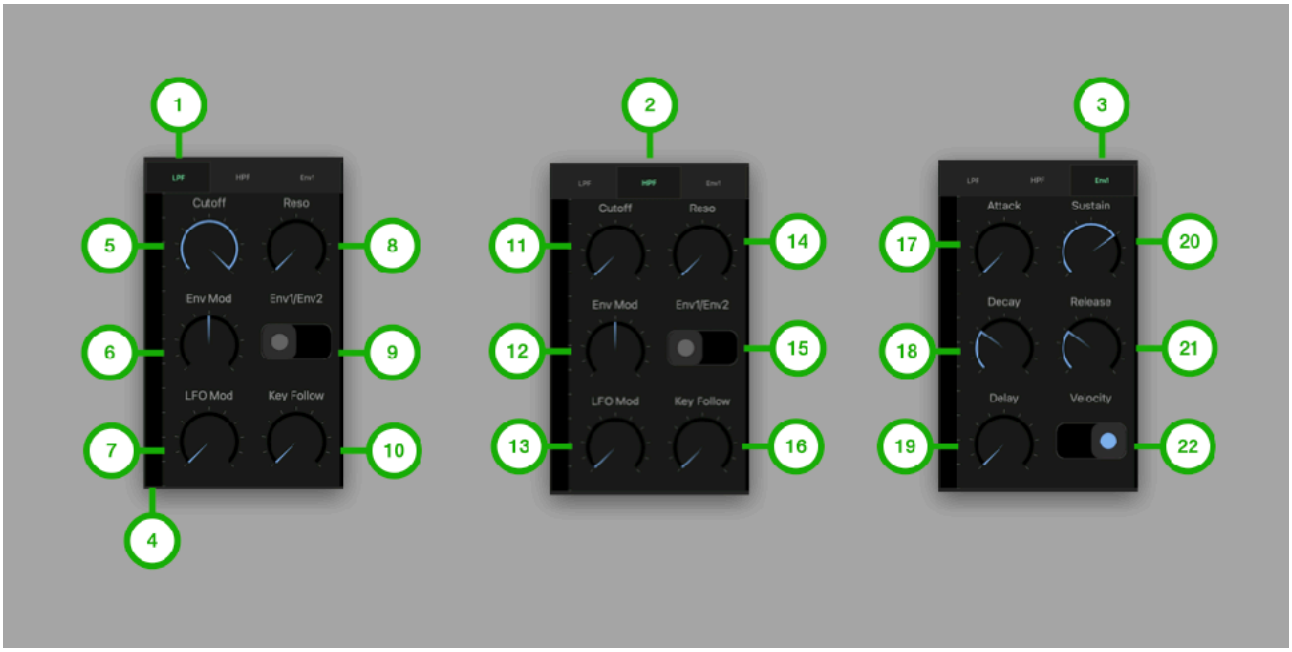
19. Delay Pre / Post
Select source signal for Delay.

20. C/F Pre / Post
Select source signal for Chorus / Flanger.

21. Reverb Pre / Post
Select source signal for Reverb.

"Pre" means pre fader. Signal is taken before volume level is applied to the signal.
"Post" means post fader. Signal is taken after volume level is applied to the signal.

Filter and Env1



1. LPF Tab
Tap to Select LPF Tab.

2. HPF Tab
Tap to select HPF Tab.

3. Env1 Tab
Tap to select Env1 Tab.

4. Level Meter
Indicate output level of the filter.

5. LPF Cutoff
Adjust cutoff of the low pass filter.

6. Env Mod Int
Adjust intensity of the envelope modulation.

7. LFO Mod Int
Adjust intensity of the LFO modulation.

8. LPF Resonance
Adjust resonance of the low pass filter.

9. Env1/Env2
Select an envelop for frequency modulation.

10. Key Follow
Adjust amount of the key follow.

11. HPF Cutoff
Adjust cutoff of the high pass filter.

12. Env Mod Int
Adjust intensity of the envelope modulation.

13. LFO Mod Int
Adjust intensity of the LFO modulation.

14. HPF Resonance
Adjust resonance of the high pass filter.

15. Env1/Env2
Select an envelop for modulate cutoff frequency.

16. Key Follow
Adjust amount of the key follow.

17. Attack
Adjust attack time of the envelope.

18. Decay
Adjust decay time of the envelope.

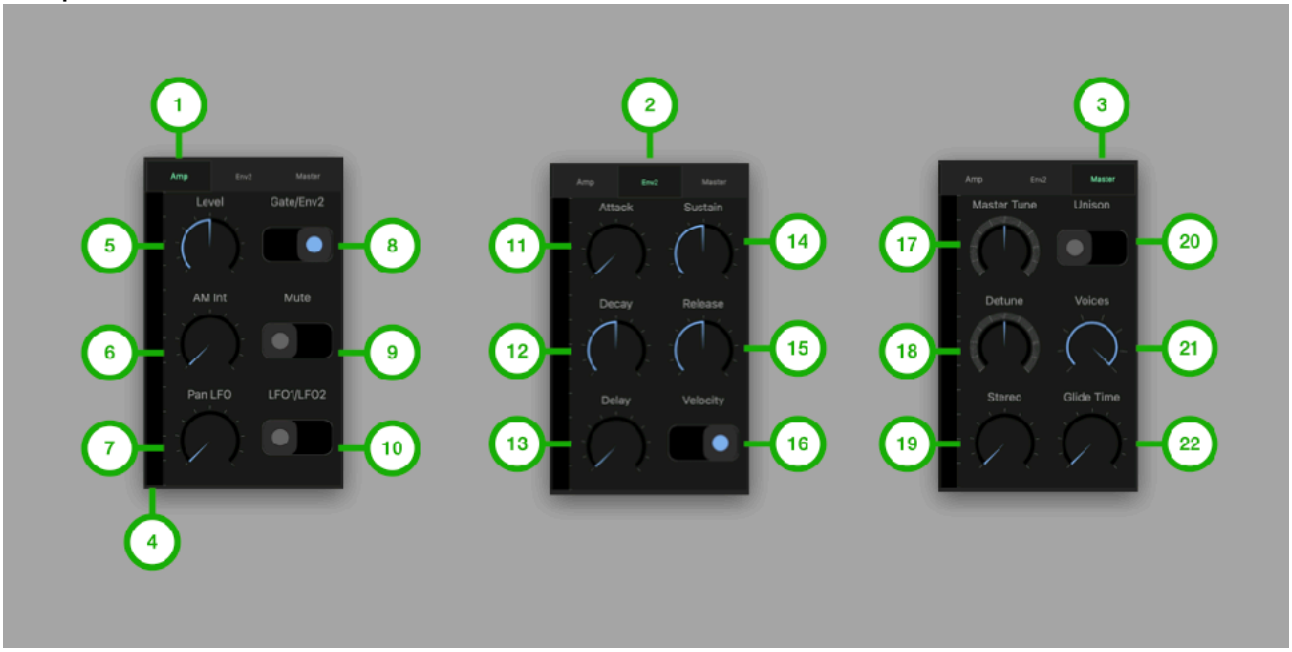
19. Delay
Adjust delay time to trigger envelope.

20. Sustain
Adjust sustain level of the envelope.

21. Release
Adjust release time of the envelope.

22. KBD Velocity
Turn on/off keyboard velocity switch.

Amp, Env2 and Master



1. Amp Tab
Tap to Select Amp Tab.

2. Env2 Tab
Tap to select Env2 Tab.

3. Master Tab
Tap to select Master Tab.

4. Level Meter
Indicate output level of the synth.

5. Volume
Adjust volume of the amplifier.

6. LFO AM Int
Adjust intensity of the LFO amplitude modulation.

7. LFO Pan Int
Adjust intensity of the LFO Pan modulation.

8. Gate/Env2
Select a volume envelope from Gate or Env2.

9. Mute
Turn it on to mute output signal.

10. LFO1/LFO2
Select source of LFO modulation.

11. Attack
Adjust attack time of the envelope.

12. Decay
Adjust decay time of the envelope.

13. Delay
Adjust delay time to trigger the envelope.

14. Sustain
Adjust sustain level of the envelope.

15. Release
Adjust release time of the envelope.

16. KBD Velocity
Turn on/off keyboard velocity switch.

17. Master Tune
Adjust pitch of the all oscillators.

18. Detune
Adjust amount of detune of the voices.

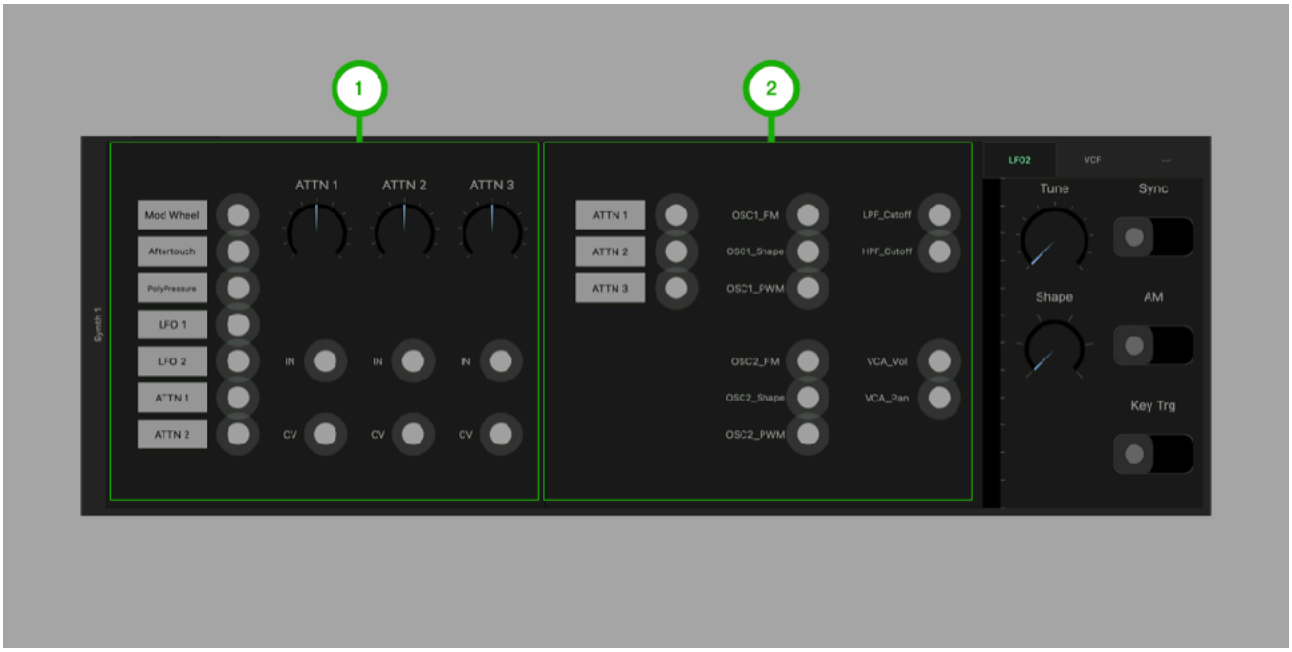
19. Stereo
Adjust amount of pan of the voices.

20. Unison
Turn on/off unison mode.

21. Voices
Select number of voices for unison.

22. Glide Time
Adjust time of the Glide.

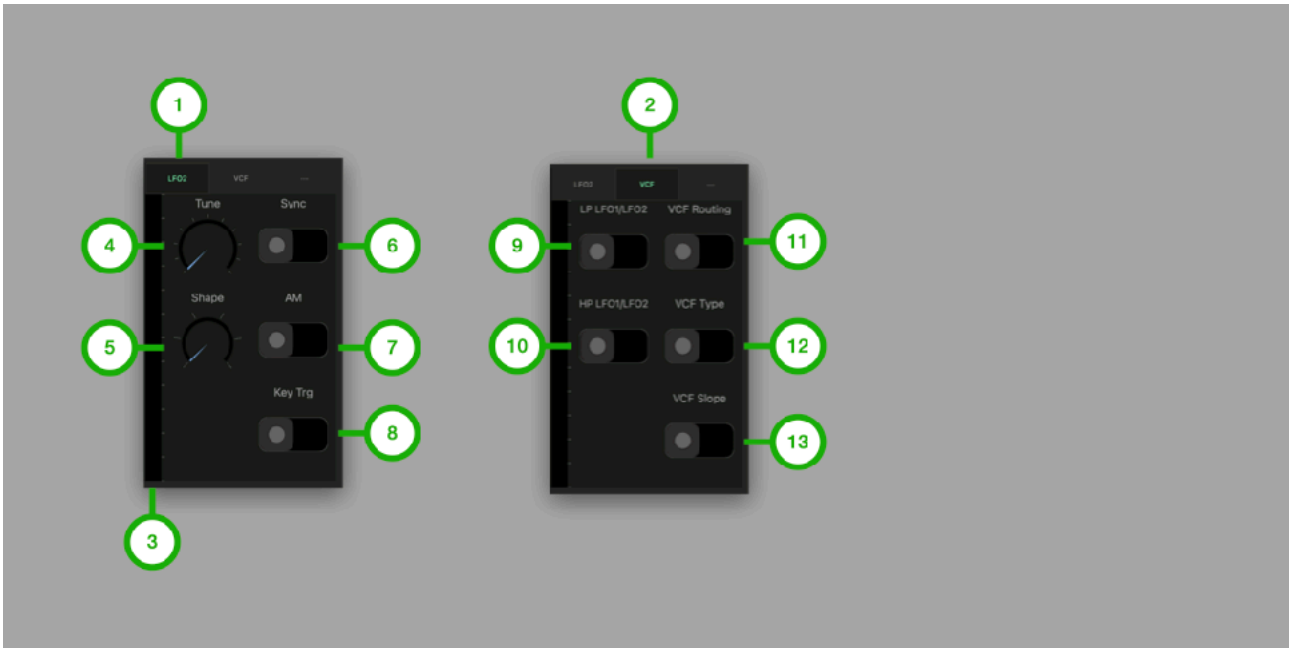
Patch Bay



1. Attenuator
Use attenuator to adjust level of control signal connected to IN point. ATTN knob set attenuation amount of the control signal from -1 to 1. Control signal connected to CV point is added to the attenuation amount specified by the knob.

2. Patch Points
Connect output of attenuators to the patch points of the modulation target.

LFO2 and VCF



1. LFO2 Tab
Tap to Select Main Tab.

2. VCF Tab
Tap to enable / disable tempo sync.

3. Level Meter
Indicate output level.

4. Tune
Adjust pitch of the low frequency oscillator.

5. Shape
Select shape of the low frequency oscillator waveform.

6. Sync
Turn on/off tempo sync switch.

7. Env AM
Turn on/off envelope amplitude modulation.

8. LPF LFO1/LFO2
Select source of LFO modulation.

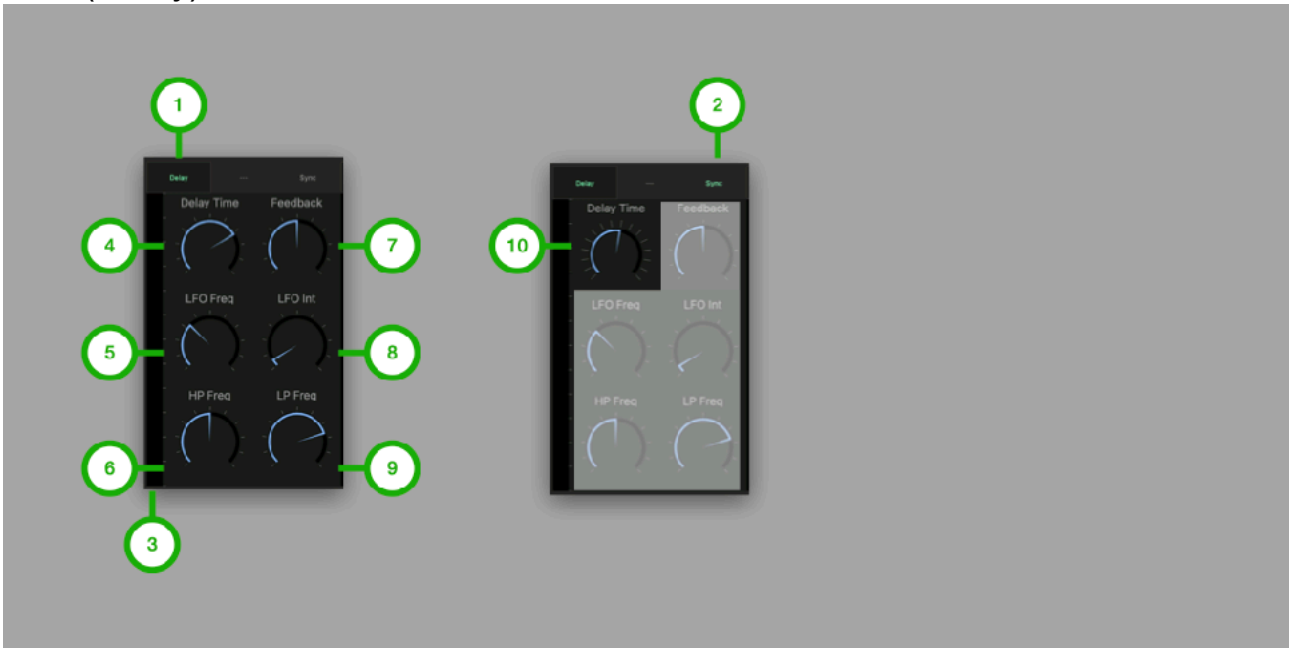
9. HPF LFO1/LFO2
Select source of LFO modulation.

10. VCF Routing
Select signal routing. Options are cascade and parallel.

11. VCF Type
Select a type of LPF. Options are cascaded OTA filter model and sallen-key filter model.

12. VCF Slope
Select a filter slope when cascaded OTA filter model is selected. Options are -12dB/Octave and -24dB/Octave.

DLY (Delay)



1. Main Tab
Tap to Select Main Tab.

2. Sync Switch
Tap to enable / disable tempo sync.

3. Level Meter
Indicate output level of the delay.

4. Delay Time
Adjust delay time.

5. LFO Frequency
Adjust frequency of LFO (low frequency oscillator).

6. HP Frequency
Adjust frequency of high pass filter for the delayed sound.

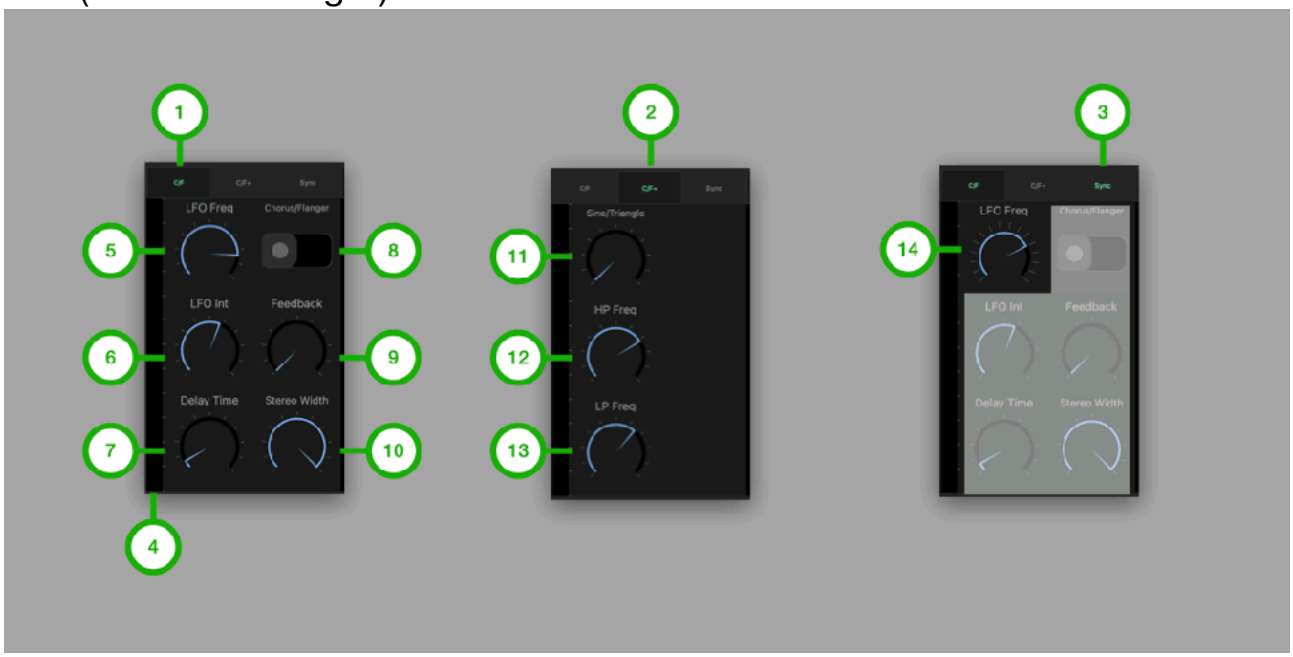
7. Feedback
Adjust amount of the feedback.

8. LFO Int
Adjust amount of LFO delay time modulation.

9. LP Frequency
Adjust frequency of low pass filter for the delayed sound.

10. Delay Time (sync)
Adjust delay time which is synced to the current tempo.

C/F (Chorus / Flanger)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Sync Switch
Tap to enable / disable tempo sync.

4. Level Meter
Indicate output level of the chorus / flanger.

5. LFO Freq
Adjust frequency of the LFO.

6. LFO Int
Adjust amount of LFO delay time modulation.

7. Delay Time
Adjust delay time.

8. Chorus/Flanger
Select Chorus or Flanger.

9. Feedback
Adjust amount of the feedback.

10. Stereo Width
Adjust stereo width.

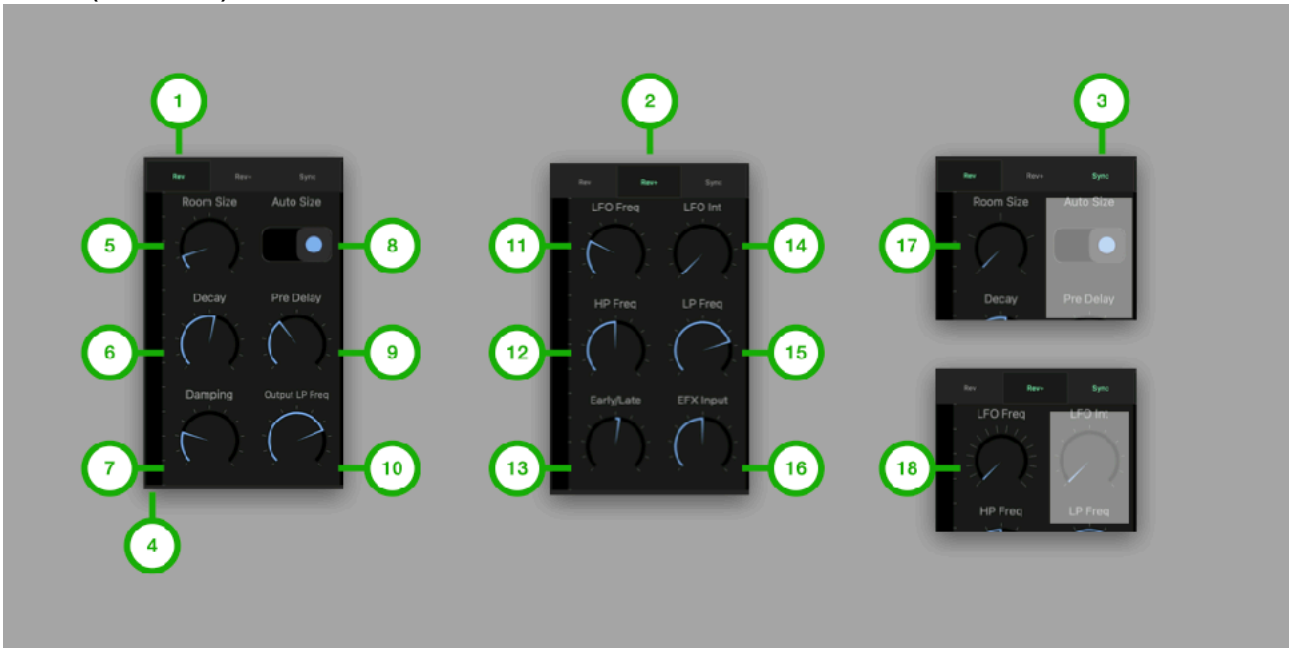
11. Sine/Triangle
Adjust shape of the LFO waveform.

12. HP Freq
Adjust frequency of high pass filter for the effected sound.

13. LP Frequency
Adjust frequency of high pass filter for the effected sound.

14. LFO Frequency (sync)
Adjust LFO frequency which is synced to the current tempo.

REV (Reverb)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Sync Switch
Tap to enable / disable tempo sync.

4. Level Meter
Indicate output level of the reverb.

5. Size
Adjust room size of the late reflection.

6. Decay
Adjust decay of the late reflection.

7. Damp
Adjust absorption of high frequency in the late reflection.

8. Auto Size
Select to enable / disable auto size mode.

9. Pre Delay
Adjust pre delay time of the early reflection.

10. LP Frequency
Adjust frequency of output low pass filter.

11. LFO Frequency
Adjust frequency of LFO (low Frequency oscillator).

12. HP Frequency
Adjust frequency of input high pass filter.

13. Early/Late
Adjust amount of the early reflection and amount of the late reflection.

14. LFO Int
Adjust amount of LFO delay time modulation.

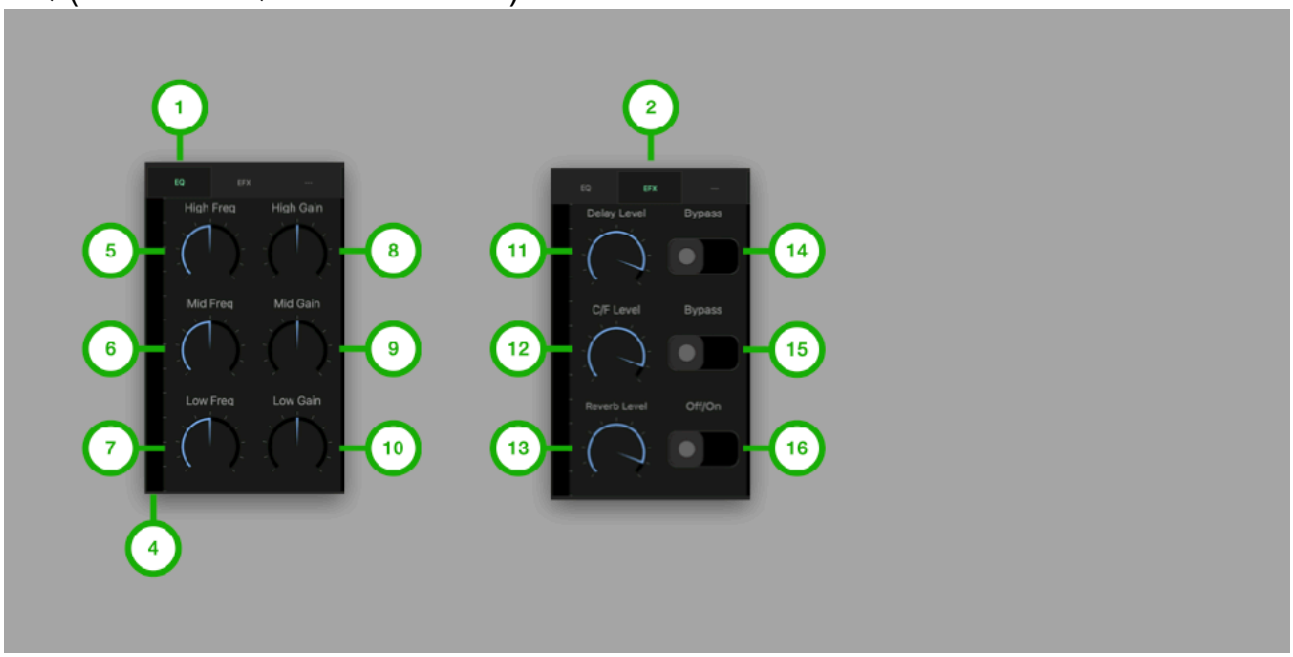
15. LP Frequency
Adjust frequency of input low pass filter.

16. EFX Input
Adjust amount of input signal from delay and chorus.

17. Size (sync)
Adjust room size which is synced to the current tempo.

18. LFO Frequency (sync)
Adjust LFO frequency which is synced to the current tempo.

EQ (3 Band EQ / Effect Mixer)



1. Main Tab
Tap to Select Main Tab.

2. EFX Tab
Tap to select EFX Tab.

3. Level Meter
Indicate output level of the EQ.

4. High Frequency
Adjust frequency of high shelving filter.

5. Mid Frequency
Adjust frequency of mid peak / notch filter.

6. Low Frequency
Adjust frequency of low shelving filter.

7. High Gain
Adjust gain of the high shelving filter.

8. Mid Gain
Adjust gain of the mid peak / notch filter.

9. Low Gain
Adjust gain of the low shelving filter.

10. Delay Level
Adjust level of delay.

11. C/F Level
Adjust level of chorus / flanger.

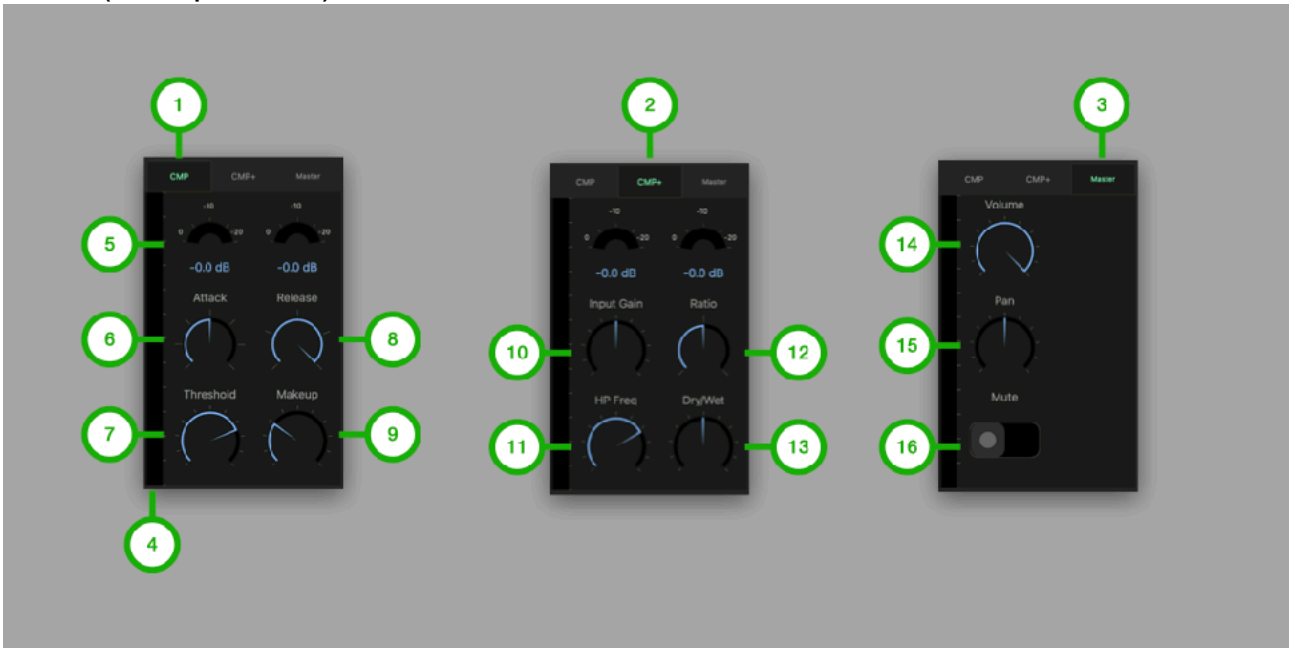
12. Reverb Level
Adjust level of reverb.

13. Delay Bypass
Turn on/off bypass delay effect.

14. C/F Bypass
Turn on/off bypass chorus / flanger effect.

15. Reverb Bypass
Turn on/off bypass reverb effect.

CMP (Compressor)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Master Tab
Tap to select Aux Tab.

4. Level Meter
Indicate level of the master output.

5. Reduction Gain Meter
Indicate amount of gain reduction.

6. Attack
Adjust time to start compression.

7. Threshold
Adjust level of threshold to begin compression.

8. Release
Adjust time to end compression.

9. Makeup
Adjust amount of makeup gain.

10. Input Gain
Adjust amount of input gain.

11. HP Frequency
Adjust frequency of high pass filter at the input of the compressor.

12. Ratio
Adjust compression ratio.

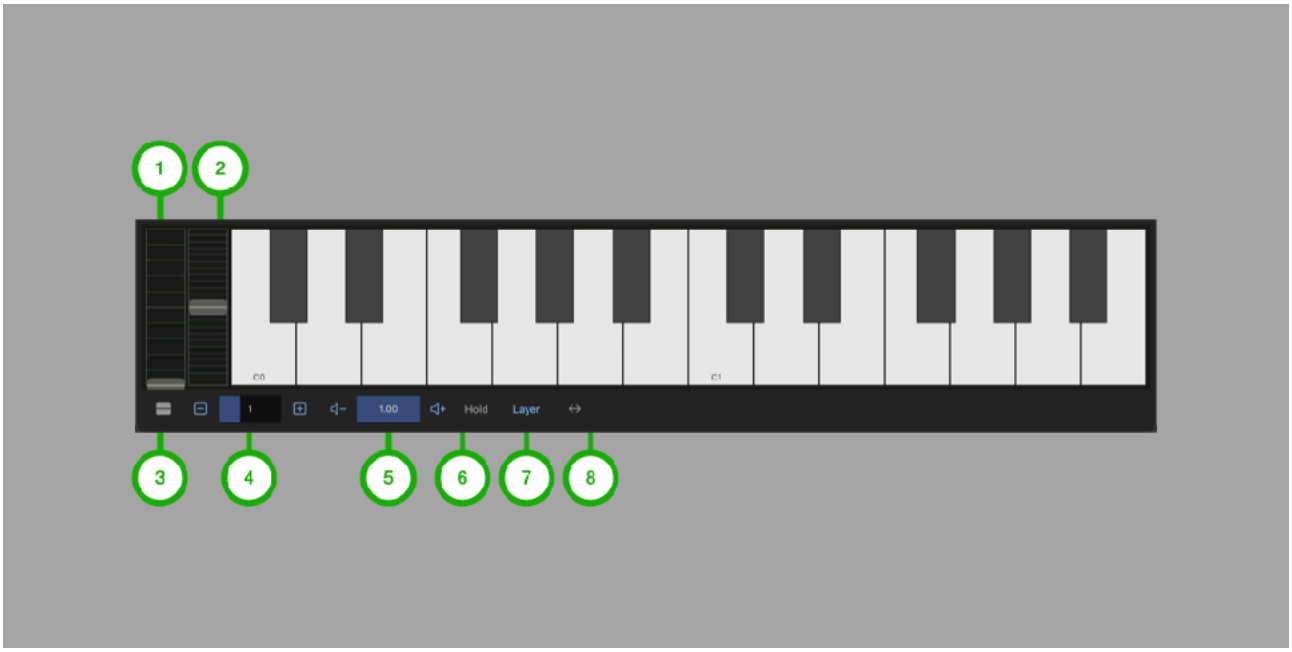
13. Dry/Wet
Adjust amount of the dry and wet signal.

14. Volume
Adjust master volume.

15. Pan
Adjust master pan.

16. Mute
Turn on/off mute.

Keyboard



1. Modulation Wheel
Adjust amount of the modulation.

2. Pitch Wheel
Adjust pitch of the oscillators. Range is plus / minus one octave.

3. Split Button
Tap this button to split keyboard.

4. Key Range
Use plus / minus buttons to adjust range of the keyboard. Indicator shows lowest note of the keyboard[2]. When “Midi Monitor” is enabled, the range is automatically set based on the incoming midi note.

5. Velocity
Use plus/minus button to adjust keyboard velocity.

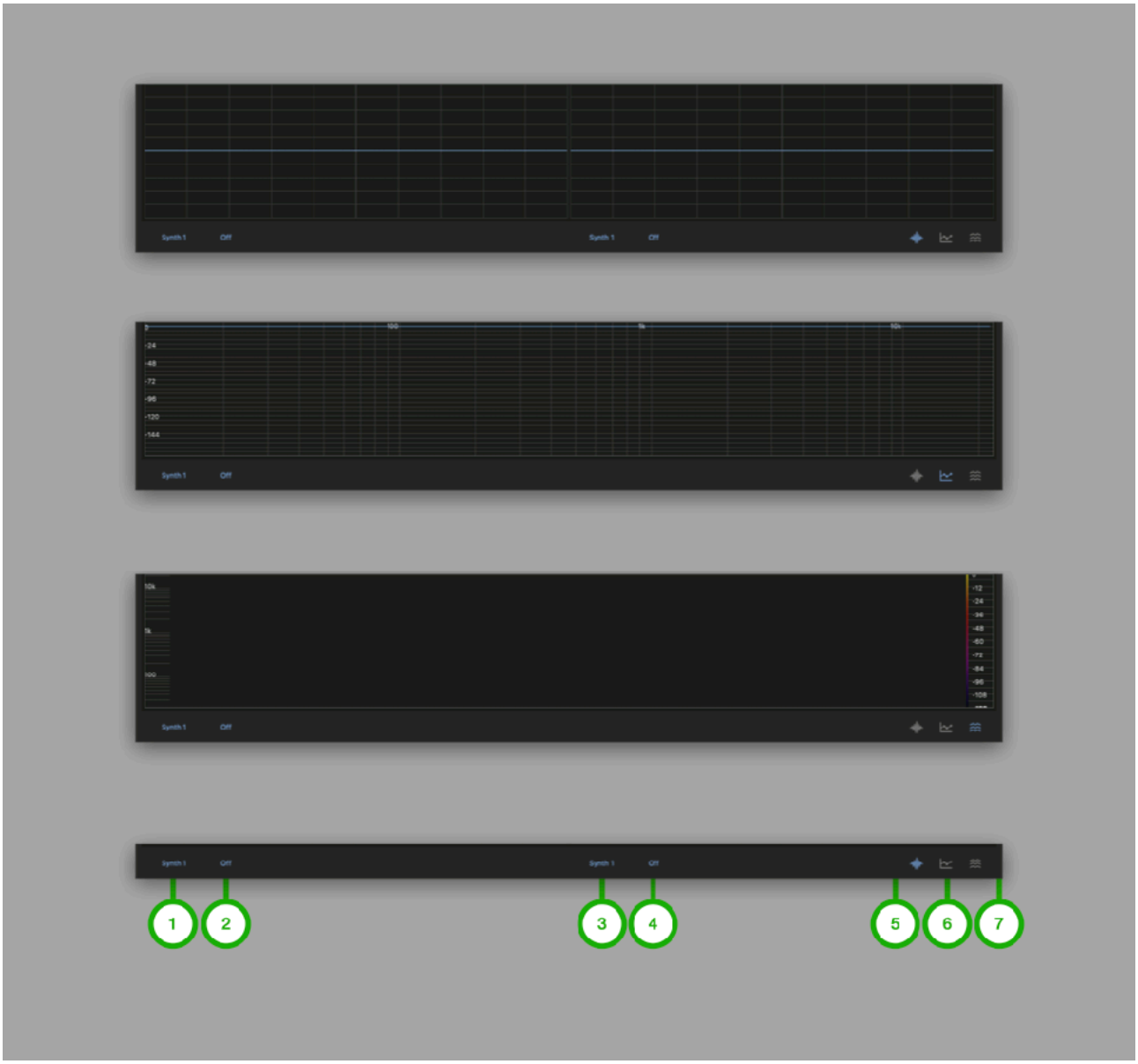
6. Hold
Tap this button to enable /disable key holding.

7. Timbral Selector
Select timbral to play. Options are Layer, Synth1 and Synth2. Select Layer to play both Synth1 and Synth2.

8. Scroll
Tap this button to enable/disable keyboard scrolling.

[2] Middle C (midi note 60) is C3.

Visualizer



1. Timbral Selector
Tap this button to show a list. Select synth for the visualization.

2. Audio Source Selector
Tap this button to show a list. Select audio source for the visualization.

3. Timbral Selector
Tap this button to show a list. Select synth for the visualization.

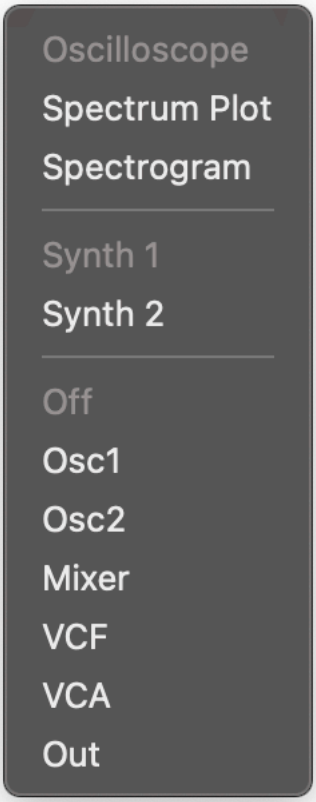
4. Audio Source Selector
Tap this button to show a list. Select audio source for the visualization.

5. Oscilloscope Button
Tap this button to select Oscilloscope.

6. Spectrum Plot Button
Tap this button to select Spectrum Plot.

7. Spectrogram Button
Tap this button to select Spectrogram.

Tap and hold (right click on macOS) to show context menu.

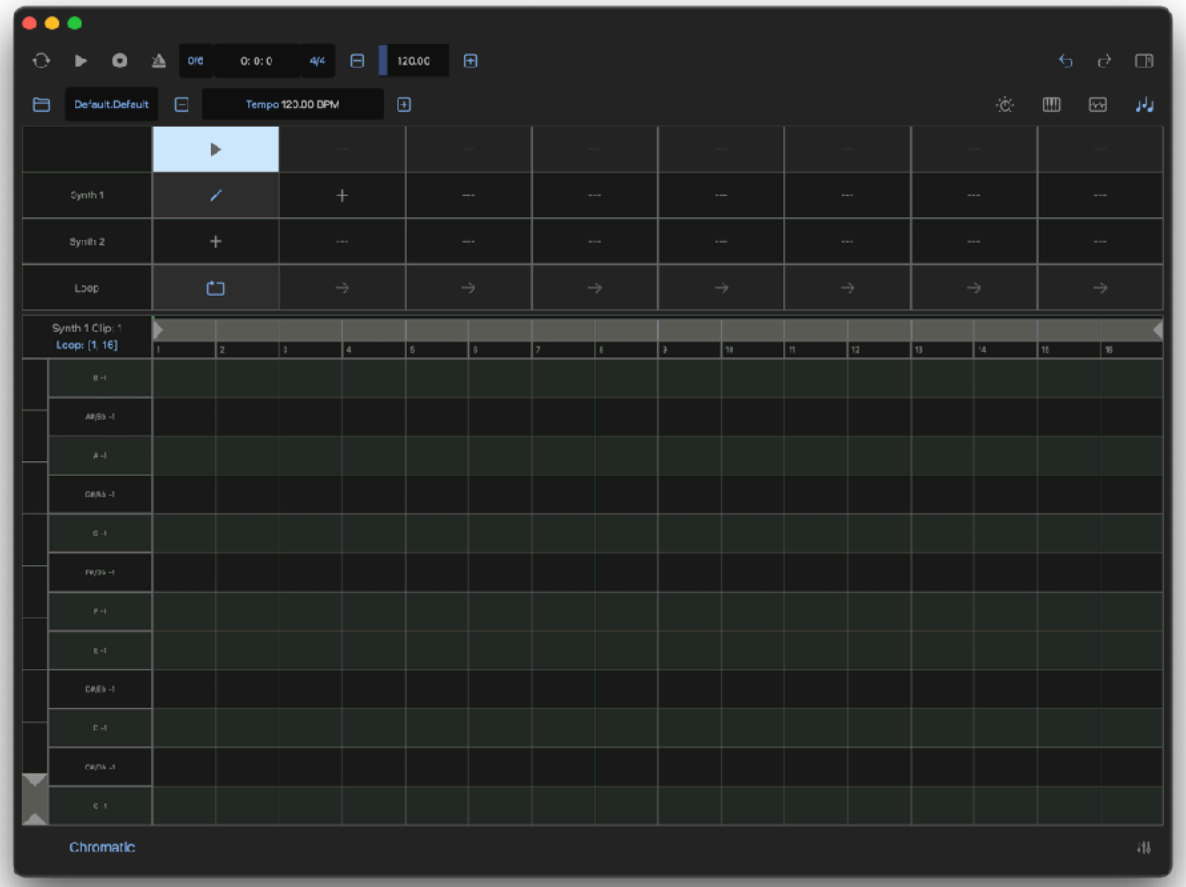


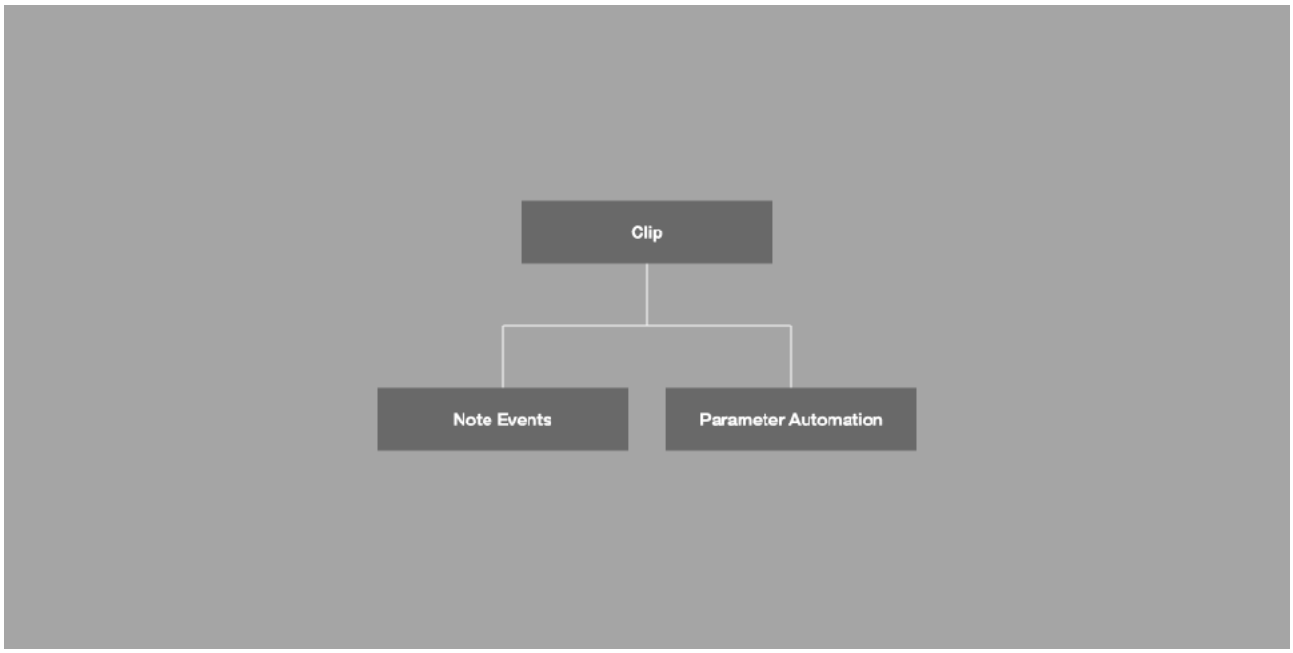
Select a tool for audio visualization. Options are Oscilloscope, Spectrum Plot and Spectrogram.

Select a synth for the visualization.

Select a source of audio for the visualization.

Sequencer





Clip contains note events and parameter automation events for each timbral. Maximum length of clip is 16 bars. Maximum number of clips are 8.

Clip Editor

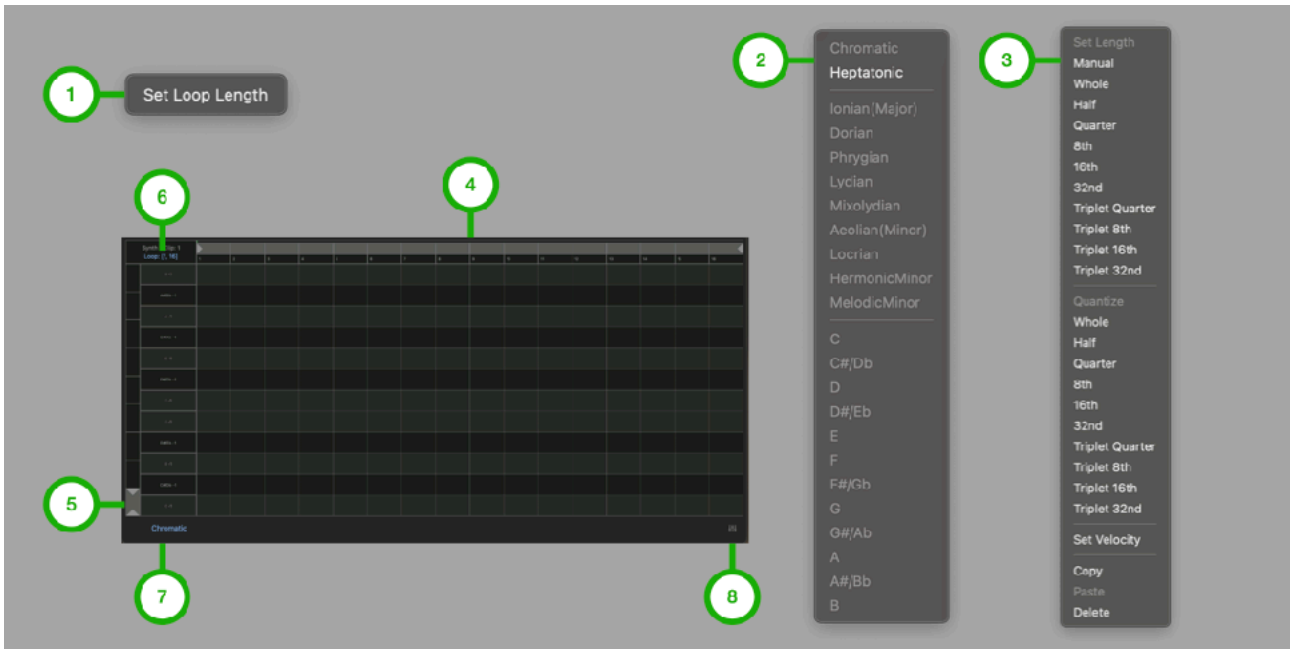
1. Launch Button
Tap this button to play/stop clip.

2. Edit Button
Tap this button to open piano roll editor.

3. Loop Selector
Select loop options.

4. Add Button
Tap this button to add edit button.

Piano Roll Editor



1. Loop Menu
Press and hold (right click on macOS) Time Range Selector to show this menu. Tap on “Set Loop Length” to set loop length to current length selected by the Time Range Selector.

2. Scale Menu
Press and hold (right click on macOS) editor to show this menu.

3. Editing Menu
Press and hold (right click on macOS) note to show this menu.

4. Time Range Selector
Select time range for editing and for loop length. On iOS, pinch gesture control zooming and drag gesture control scroll position.

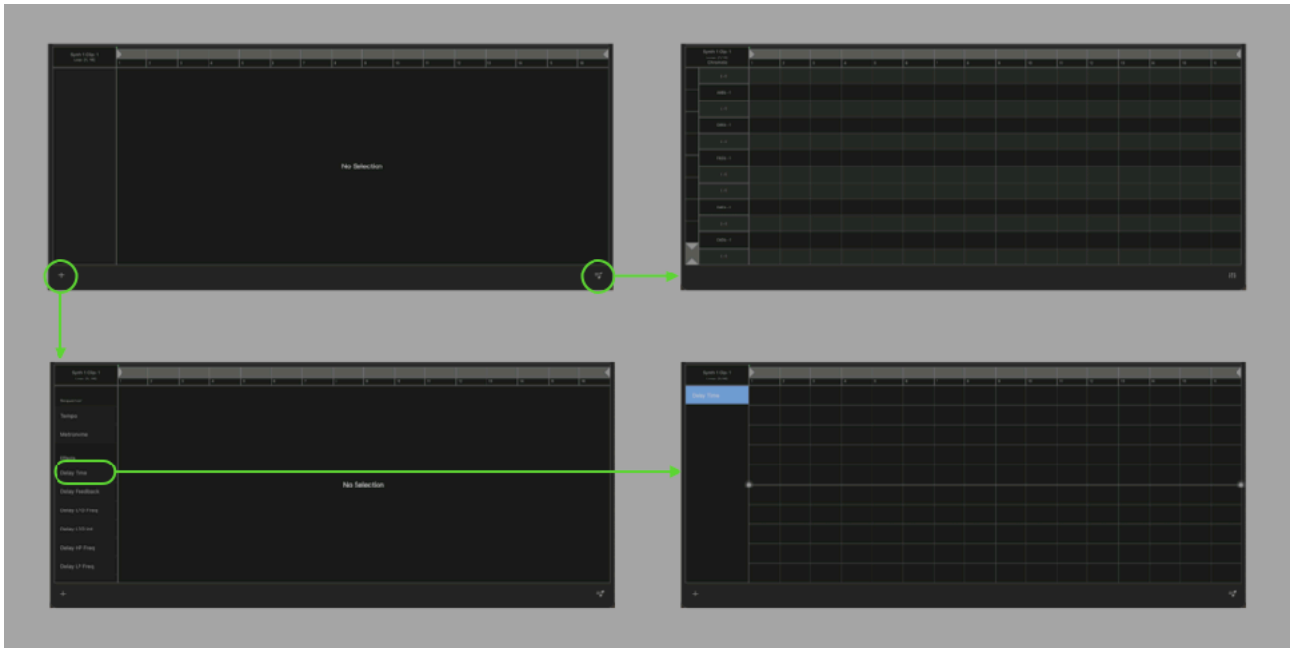
5. Note Range Selector
Select note range for editing. On iOS, pinch gesture control zooming and drag gesture control scroll position.

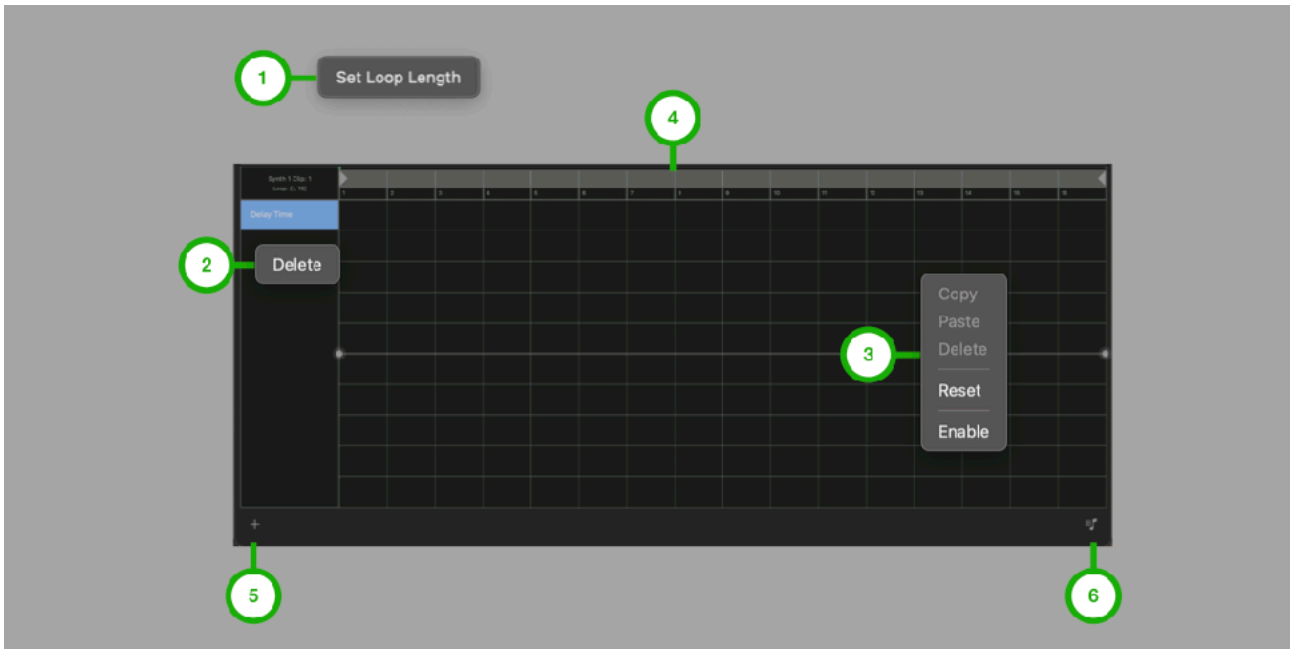
6. Loop Range
Tap this button to show Loop Menu.

7. Scale
Tap this button to show Scale Menu

8. Parameter Automation Button
Tap this button to show Parameter Automation Editor

Parameter Automation Editor





1. Loop Menu
Press and hold (right click on macOS) Time Range Selector to show this menu. Tap on “Set Loop Length” to set loop length to current length selected by the Time Range Selector.

2. List Menu
Press and hold (right click on macOS) item in parameter list to show this menu.

3. Editing Menu
Press and hold (right click on macOS) editor to show this menu.

4. Time Range Selector
Select time range for editing and for loop length.

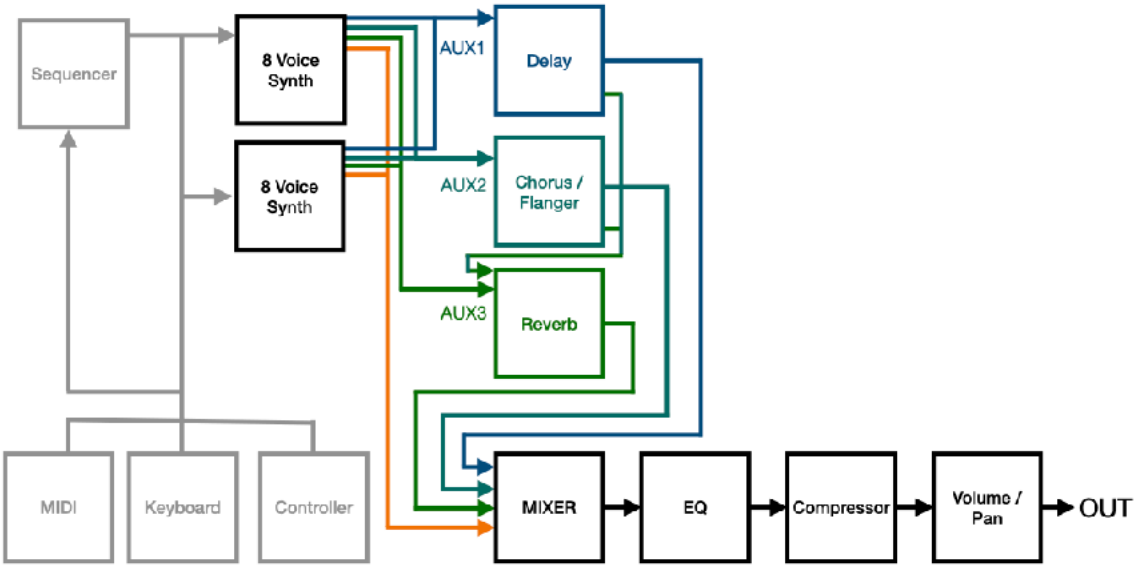
5. Add Button
Tap this button to select parameter to edit.

6. Piano Roll Button
Tap this button to show piano roll editor.

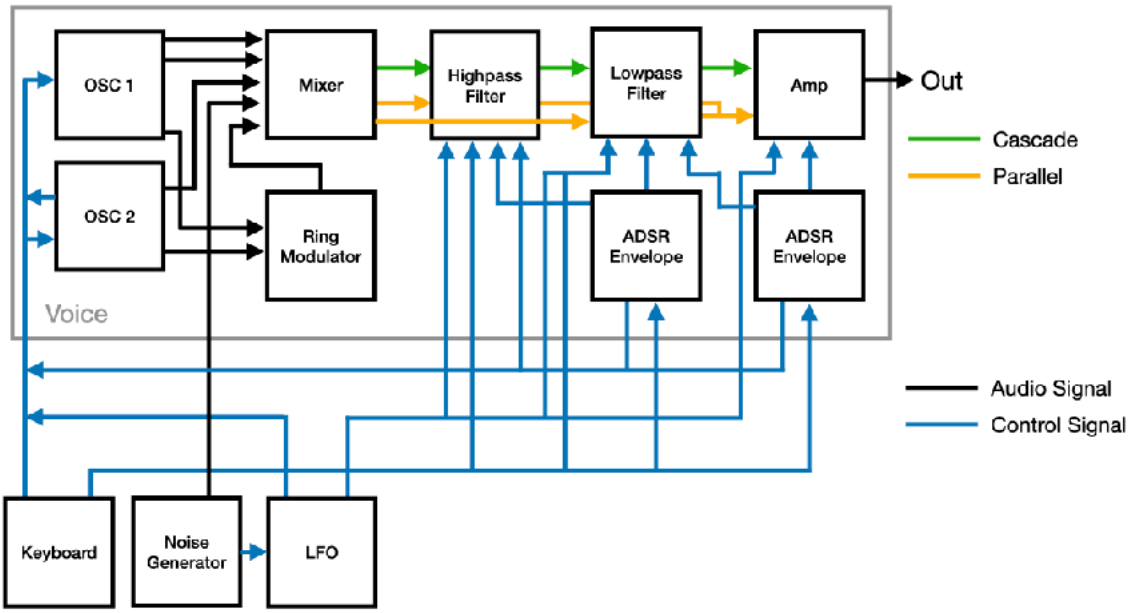
Synthesizer

VAPolyMkII features two 8 voice polyphonic synthesizer. Each voice contains oscillators, filters and amplifier to produce sound for the single note.

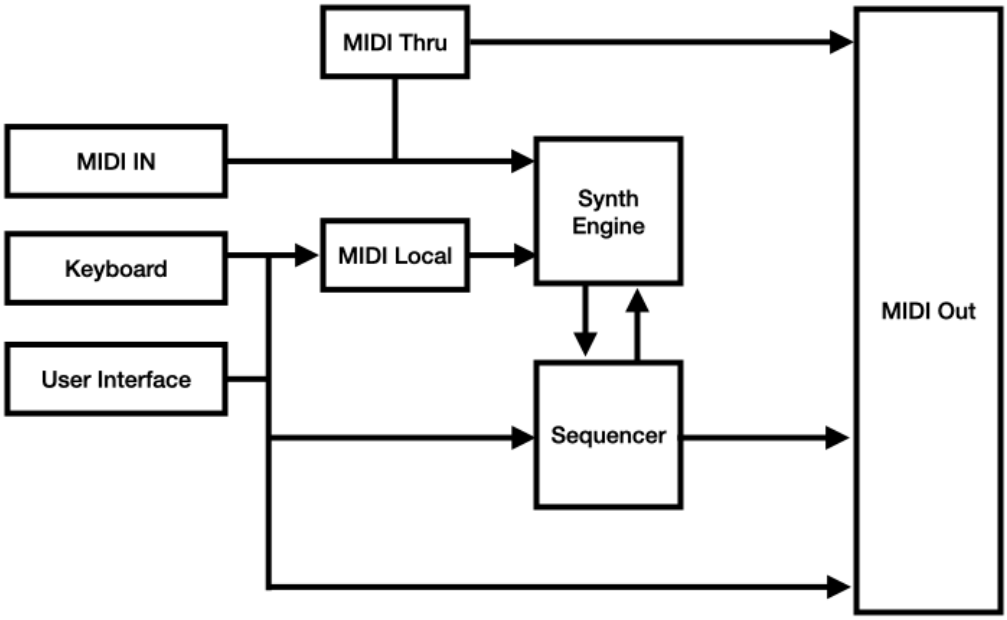
Block diagram



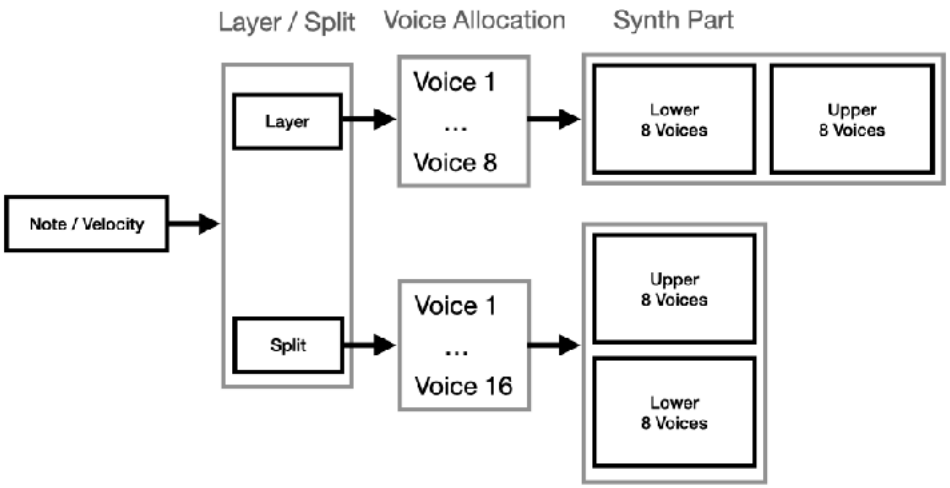
Block diagram (Single Voice)



Control Signal & MIDI Flow



Bitimbral (Layer / Split)



Oscillator 1

Oscillator 1 generates continuously variable wave shape, from triangle wave to saw wave and from the saw wave to square wave. Pulse width can be adjusted for triangle and square wave. Oscillator 1 also generate sub, which is a square wave and its frequency is one octave below of the main pitch. Oscillator 1 can be synchronized to oscillator 2. Total amount of modulation to the oscillator can be control by mod int, mod wheel, after touch or poly aftertouch. Pitch bend can be used to shift frequency of the oscillator +/- one octave.

Tune

Adjust pitch of the oscillator. (maximum +/- 24 semitones)

Shape

Adjust shape of the waveform. Fully counter clockwise position is Triangle, center is Saw, and fully clockwise position is Square.

PW (Pulse Width)

Adjust pulse width of the triangle wave and the square wave.
When Square wave is selected, pulse width of 0% and 100% produce DC signal[3] resulting no audible output.

Sync

Turn this switch on to sync OSC1 to OSC2. (OSC2 is a master.)

It forces OSC1 to follow frequency of the OSC2 in “hard” synchronization. Adjusting Tune of OSC1 produces unusual wave shapes resulting unusual timber. Typical use of Sync is modulate frequency of OSC1 by envelope. It will produce classic Sync Sound.

When OSC1 waveform is Square and Tune of OSC1 is lower than OSC2, it produces DC signal resulting no audible output.

[3] DC Signal is always positive or always negative and produce no sound.

Oscillator 2

Oscillator 2 generate continuously variable wave shape, from triangle wave to saw wave and from the saw wave to square wave. Pulse width can be adjusted for square wave. Oscillator 2 can be used for modulation source. When KBD switch is off, keyboard is disconnected from the oscillator 2, and the pitch of the oscillator 2 can be controlled by tune dial. When Low switch is on, the oscillator 2 can be used as LFO[4]. Total amount of modulation to the oscillators can be control by mod int, mod wheel aftertouch or poly aftertouch. Pitch bend can be used to shift frequency of the oscillator +/- one octave.

Tune

Adjust pitch of the oscillator (+/- 24 semitones). When KBD switch is turned off, the pitch can be adjusted by MIDI note value. When KBD switch is turned off and Low switch is turned on, the frequency can be adjusted from 0.04Hz to 42.2Hz.

Fine (Fine Tune)

Adjust pitch of the oscillator. (+/- 50 cents) Use Fine Tune to detuning OSC2 relative to OSC1.

Shape

Adjust shape of the waveform. Fully counter clockwise position is Triangle, center is Saw, and fully clockwise position is Square.

PW (Pulse Width)

Adjust pulse width of the square wave. Pulse width of 0% and 100% produce DC signal resulting no audible output.

KBD (Keyboard) SW

Turn this switch on to control pitch of the oscillator by keyboard. When this switch is turned off, OSC2 is disconnected from keyboard and pitch of the oscillator can be adjusted by Tune dial. This is useful to modulate frequency or shape of the OSC1 by XMOD[5] in audio range.

LFO SW

When this switch is turned on, OSC2 can be used as a LFO. (from 0.04Hz to 42.2Hz). This is useful to modulate frequency or shape of the OSC1 by XMOD in low frequency range.

[4] Low Frequency Oscillator

[5] Cross Modulation

MIxer

Level of oscillator 1, oscillator 2, sub, ring and noise can be adjusted in the mixer section. Ring is output of ring modulator, which ring modulate output of the oscillator 1 and output of the oscillator 2. Noise is output of the noise generator.

OSC1 (Oscillator 1 Level)

Adjust level of the oscillator 1.

OSC2 (Oscillator 2 Level)

Adjust level of the oscillator 2.

Ring (Ring Modulation Level)

Adjust level of the ring modulator. (The output is ring modulation of Oscillator 1 and Oscillator 2)

Ring Modulator produces signal which contains sums and differences of the two oscillator frequency. Adjust frequency of the oscillators to experiment with the sounds. Ring Modulator tends to produce metallic or percussive sounds such as bell, chimes or gongs.

Sub (Sub Oscillator Level)

Adjust level of the sub waveform. The sub is a square wave and generated by Oscillator 1. It is one octave lower than the waveform of the Oscillator 1.

Noise (Noise Level)

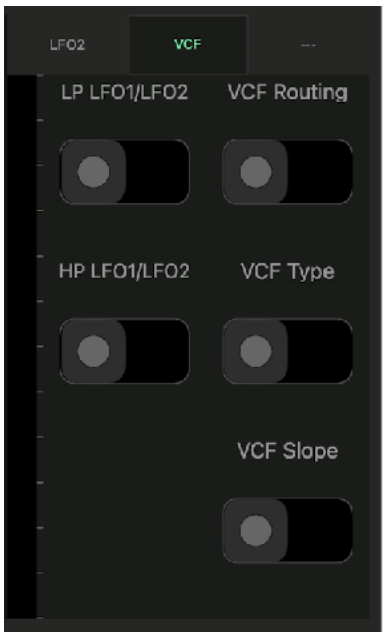
Adjust level of the noise.

Noise Type

Select pink noise or white noise. White noise consists of equal energy per frequency and pink noise consists of equal energy per octave.

Low Pass Filter

This low pass filter is modeled on the Sallen-Key -12dB per octave low pass filter circuit. The filter is capable of self oscillation when resonance is at the maximum position. Cutoff frequency of the low pass filter can be modulated by an ADSR envelope and a LFO. Also the cutoff frequency can be controlled by keyboard with the amount adjusted by key follow parameter.



Cutoff

Adjusts the cutoff frequency of the low pass filter.

Resonance

Adjusts amount of the resonance of the low pass filter.

Env Mod Int (Envelope Modulation Intensity)

Adjusts amount that the filter envelope modulates the cutoff frequency of the low pass filter.

Env1/Env2

Select envelope to modulate the cutoff frequency.

LFO Mod Int (LFO Modulation Intensity)

Adjusts amount that the LFO modulates the cutoff frequency of the low pass filter.

Key Follow

Adjust amount that the keyboard controls the cutoff frequency of the low pass filter.

VCF Setting

LP LFO1/LFO2, HP LFO1/LFO2
Select source of LFO modulation.
VCF Routing
Select Cascade or Parallel
VCF Type
Select Cascaded OTA / Sallen-Key model
VCF Slope
Select -12dB/Octave / -24 dB/Octave

High Pass filter

This high pass filter is modeled on The Sallen-Key -12dB per octave high pass filter circuit. The filter is capable of self oscillation when resonance is at the maximum position. Cutoff frequency of the high pass filter can be modulated by an ADSR envelope and a LFO. Also the cutoff frequency can be controlled by keyboard with the amount adjusted by key follow parameter.

Cutoff

Adjusts the cutoff frequency of the high pass filter.

Resonance

Adjusts amount of the resonance of the high pass filter.

Env Mod Int (Envelope Modulation Intensity)

Adjusts amount that the filter envelope modulates the cutoff frequency of the high pass filter.

Env1/Env2

Select envelope to modulate the cutoff frequency.

LFO Mod Int (LFO Modulation Intensity)

Adjusts amount that the LFO modulates the cutoff frequency of the high pass filter.

Key Follow

Adjust amount that the keyboard controls the cutoff frequency of the high pass filter.

AMP (Amplifier)

The output signal of the filter is routed to the amplifier. The signal is shaped by gate signal or ADSR envelope. The audio signal can be modulated by LFO. The output level can be adjusted by volume parameter.

Level

Adjust volume of the output signal.

LFO AM (Amplitude Modulation Intensity)

Adjust amount that LFO modulates amplitude of the output signal.

LFO PAN (Pan Modulation Intensity)

Adjust amount that LFO modulates amount of the pan of the output signal.

Gate/Env2

Select a volume envelope for the amplifier. The envelope can be chosen from gate or env2.

Mute

Turn it on to mute output signal.

LFO1/LFO2

Select source of LFO modulation.

ADSR (Envelope Generator)

ADSR is an analog style non-linear envelope generator. When velocity switch is on, amplitude of the envelope is controlled by MIDI velocity.

Attack

Adjust the attack time of the ADSR envelope (from 1 ms to 6 sec)

Decay

Adjust the decay time of the ADSR envelope (from 1 ms to 10 sec)

Sustain

Adjust sustain amount of the ADSR envelope (from 0% to 100%)

Release

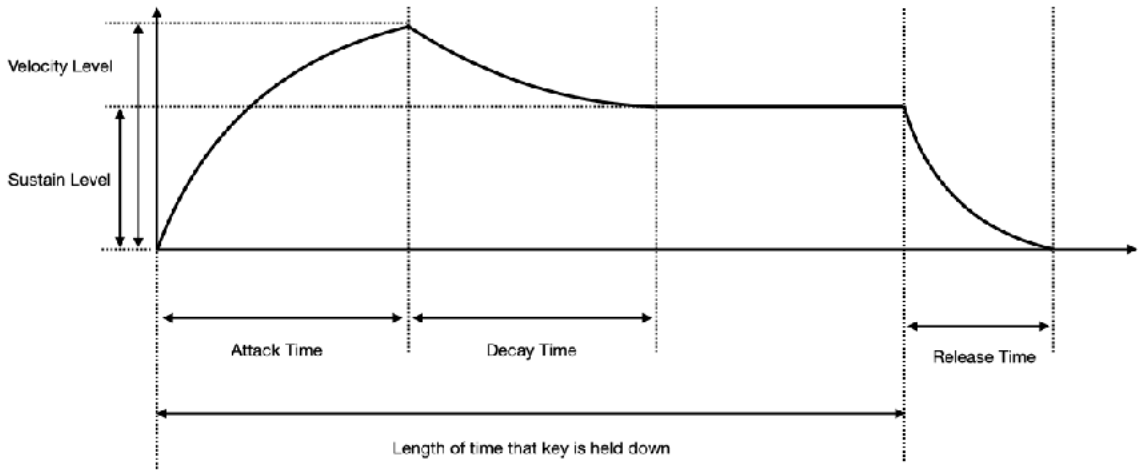
Adjust release time of the ADSR envelope (from 1 ms to 10 sec)

KBD Velocity

When velocity switch is turned on, amplitude of the envelope is controlled by MIDI velocity. When velocity is turned off, amplitude of envelope is set to maximum value. (midi velocity 127)

Delay

Adjust delay time to trigger the ADSR envelope (from 0 ms to 10 sec)



Oscillator Modulation

Amount of modulation to frequency, shape and pulse width of the oscillators can be adjusted in modulation section. There are three sources, envelope, LFO and XMOD. Targets of envelope are frequency, shape and pulse width of the oscillator 1. Targets of LFO are frequency and shape, and pulse width of the oscillator 1 and the oscillator 2. Targets of XMOD are frequency and shape of the oscillator 1. There are two mode for frequency modulation. The frequency is modulated by volts per octave basis (+/- 4 octaves) in exponential mode and the frequency is modulated by hertz per volt basis (+/- 2.25 octaves) in linear mode.

Oscillator 1 Modulation

FM LFO (LFO to Frequency)

Adjust amount that LFO modulates frequency of the oscillator.

Shape LFO (LFO to Shape)

Adjust amount that LFO modulates shape the oscillator.

PW LFO (LFO to Pulse Width)

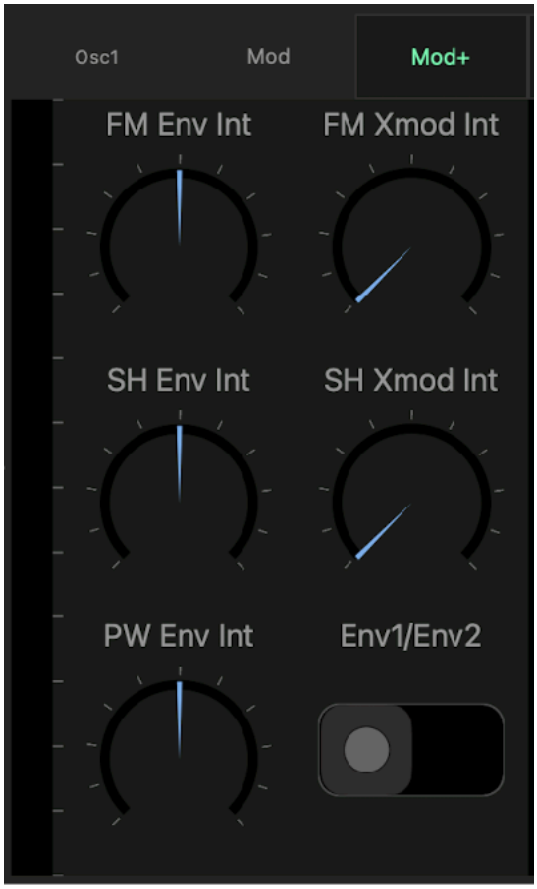
Adjust amount that LFO modulates pulse width of the oscillator.

Frequency Modulation Type

Select frequency modulation type, linear or exponential. The frequency is modulated by volts per octave basis (+/- 4 octaves) in exponential mode and the frequency is modulated by hertz per volt basis (+/- 2.25 octaves) in linear mode.

LFO1/LFO2

Select source of LFO modulation.



FM Env (Envelope to Frequency)

Adjust amount that envelope modulates frequency of the oscillator.

Shape Env (Envelope to Shape)

Adjust amount that envelope modulates shape of the oscillator.

PW Env (Envelop to Pulse Width)

Adjust amount that envelope modulates pulse width of the oscillator.

FM XMOD (XMOD to Frequency)

Adjust amount that oscillator 2 modulates frequency of the oscillator.

Shape XMOD (XMOD to Shape)

Adjust amount that oscillator 2 modulates shape of the oscillator.

Env Source

Select an envelope for the envelope modulation. Options are Env2 and Env1.

Oscillator 2 Modulation

FM LFO (LFO to Frequency)

Adjust amount that LFO modulates frequency of the oscillator.

Shape LFO (LFO to Shape)

Adjust amount that LFO modulates shape the oscillator.

PW LFO (LFO to Pulse Width)

Adjust amount that LFO modulates pulse width of the oscillator.

Frequency Modulation Type

Select frequency modulation type, linear or exponential. The frequency is modulated by volts per octave basis (+/- 4 octaves) in exponential mode and the frequency is modulated by hertz per volt basis (+/- 2.25 octaves) in linear mode.

LFO1/LFO2

Select source of LFO modulation.

LFO

LFO (Low Frequency Oscillator) can generate 6 wave shapes and the frequency of the LFO can be set by Hz or note value when LFO is synchronized to tempo. Amplitude of the LFO can be modulated by ADSR envelope.

Tune

Adjust frequency of the LFO. When sync is off, range of the frequency is from 0.04Hz to 42.2Hz. When sync is on, range of the rate is from 1/64 to 8 bars.

Shape

Select shape of the LFO waveform. Wave shapes are sine, saw, down saw, square, triangle and random.

Sync

Turn this switch on to sync the rate of the LFO with tempo.

Env AM (Envelope to Amplitude)

Turn this switch on to modulate amplitude of LFO by the amplifier envelope.

Key Trg (Key Re-Trigger)

Turn this switch on to restart the LFO cycle every time a new note is played.

Patch Bay

Use patch bay to connect control signal source to modulation target.

Control Signal Output

Drag cable from patch point of control signal output.
Cable from ATTN1 and ATTN2 can be connected ONLY to ATTN3 IN or ATTN3 CV.

Attenuator Dial

Set level of attenuation. Range is from -1.0 to 1.0.

Attenuator IN

Connect control signal for attenuation.

Attenuator CV

Connect control signal to control attenuation amount. This value is added to attenuation dial value.

Attenuator Output

Drag cable from patch point of attenuator signal output.

Modulation Target Input

Connect attenuator output for modulation.

Disconnect Cables

Drag endpoint of the cable away from patch point or select cables and tap and hold on background to show context menu. Select delete from the menu.

EFX (Effect Send)

Adjust send level and pre / post options for signal routed to delay, chorus/flanger and reverb effects.

Delay Send

Adjust level of the signal send to delay effect.

Delay Pre/Post

Select Pre (pre fader) or post (post fader) to specify source of the signal for delay.

C/F Send

Adjust level of the signal send to chorus / flanger effect.

C/F Pre/Post

Select Pre (pre fader) or post (post fader) to specify source of the signal for chorus/flanger.

Reverb Send

Adjust level of the signal send to reverb effect.

Reverb Pre/Post

Select Pre (pre fader) or post (post fader) to specify source of the signal for reverb.

Output Signals from the effects can be adjusted by effect mixer.

Delay Level
Adjust level of delay signal to EQ.

Delay Power
Turn off to bypass delay.

C/F Level
Adjust level of Chorus / Flanger signal to EQ.

C/F Power
Turn off to bypass Chorus / Flanger.

Reverb Level
Adjust level of Reverb Signal to EQ.

Reverb Power
Turn off to bypass Reverb.

ARP (Arpeggio)

Adjust parameters for Arpeggio.

Arp Rate

Adjust frequency of the clock for arpeggio. When tempo sync is off, range of the frequency is from 1 Hz to 20 Hz. When tempo sync is on, range of the rate is from 1/32 to 1 bars.

Arp Pattern

Select a pattern of the arpeggio. Options are up, down, up & down and random.

Arp Switch

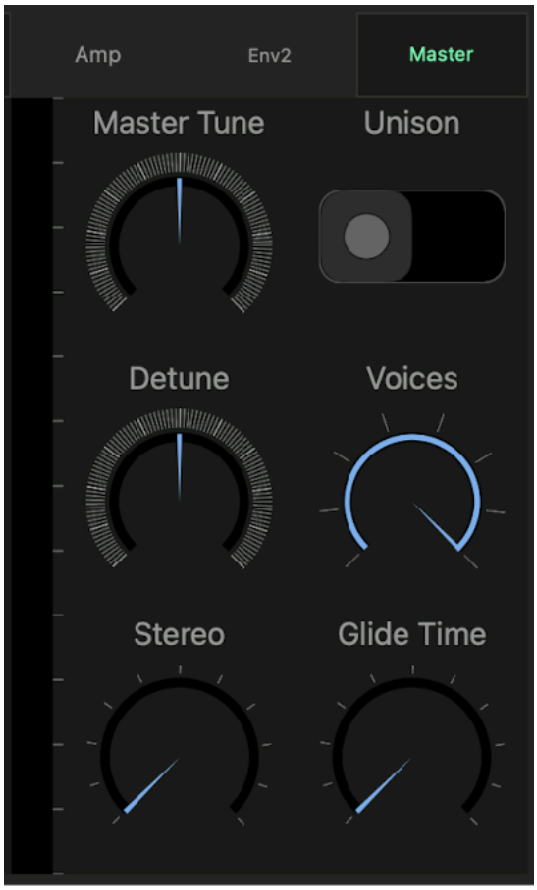
Turn this switch on to enable arpeggio.

Arp Sync

Turn this switch on to sync the rate of the clock with tempo.

Master

Adjust parameters for global options



Master Tune

Adjust pitch of the all oscillators. (+/- 50 cents)

Detune

Adjust amount of detune. Pitch of the oscillators are varied from a voice to another. (+/- 50 cents)

Stereo

Adjust amount of pan for each voices.

Unison

Turn this switch on to enable unison mode. Unison mode make 8 voices to be used for a single note.

Voices

Select number of voices for unison.

Glide Time

Adjust time of the glide from 10 ms to 10 second. Glide is applied in polyphonic and unison when notes are played in legato.

Level and Pan of the master output can be adjusted in master tab of compressor.

Volume

Adjust level of the master output.

Pan

Adjust pan of the master output.

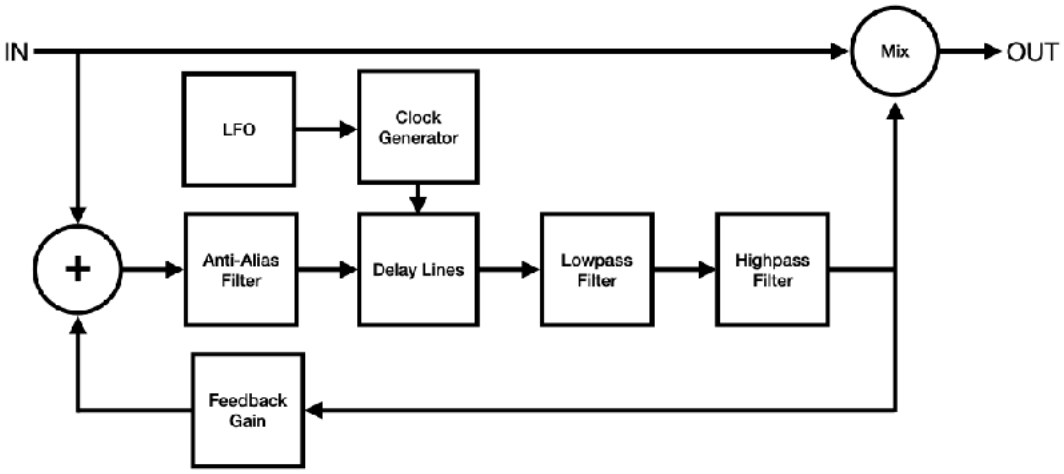
Mute

Turn on to mute master output.

Effects

Delay

Signal Flow



Delay Time

Adjust delay time from 20 ms to 1200 ms. When sync switch is turned on, delay time can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Regeneration

Adjust feedback from 0 % to 100 %. You can change sound of the feedback by adjusting frequency of the high-pass filter and the low-pass filter.

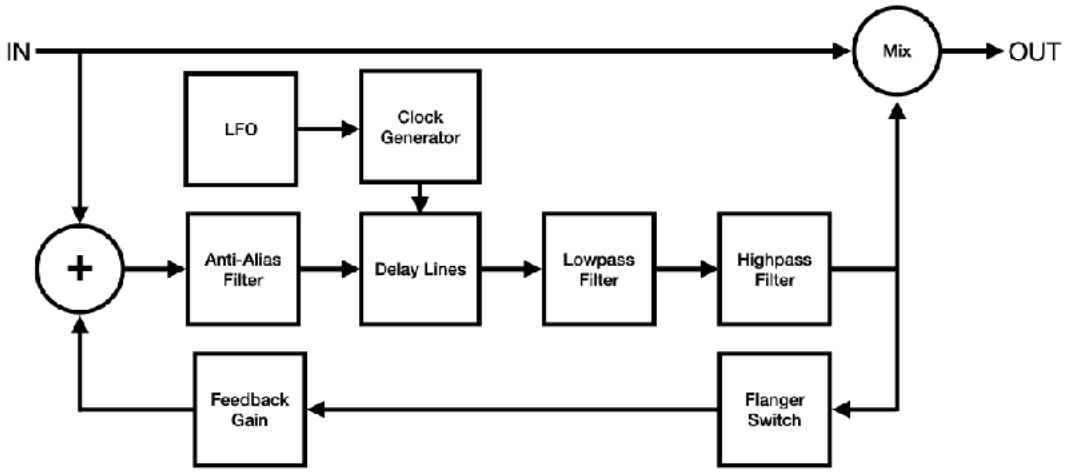
Modulation

Modulation can be applied to the delayed signal. LFO (Low Frequency Oscillator) generates sine wave for the modulation.

Adjust LFO frequency from 0.01 Hz to 10 Hz.
Adjust LFO Intensity from 0 to 1.0, which adjust modulation width from 0 ms to +/- 10 ms.

Chorus / Flanger

Signal Flow



Input Signal Level

Level of input signal should be about -6dB or less. If the input signal is too hot, it will cause distortion in output signal.

Effect Type

Select effect type from chorus or flanger. Ranges of the delay time and the LFO Intensity change based on the selected effect type.

Modulation Speed

LFO Frequency dial controls speed of the modulation. When sync switch is turned on, LFO Frequency can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Modulation Width

LFO Intensity dial controls width of the modulation and delay time dial controls center position of the modulation.

When chorus effect is selected, range of the LFO intensity is from 0 ms to 1 ms and range of the delay time is from 1 ms to 40 ms.

When flanger effect is selected, range of the LFO intensity is from 0 ms to 12 ms and range of the delay time is from 1 ms to 13 ms.

Rotate delay time dial counterclockwise to emphasize higher frequency or clockwise to emphasize lower frequency.[6]

LFO Shape

LFO shape dial controls shape of the LFO waveform. When the dial is rotated fully counterclockwise, shape of the waveform is sine wave. When the dial is rotated fully clockwise, shape of the waveform is triangle wave.

Stereo Width

Stereo Width dial controls phase offset of the LFO. When the dial is rotated fully counterclockwise, stereo width is 0%. (phase offset is 0 degree) When the dial is rotated fully clockwise, stereo width is 100%. (phase offset is 180 degree)

Regeneration

Feedback dial controls amount of regeneration from 0 % to 100 %. Turning the feedback dial clockwise enhances amount of the feedback effect.

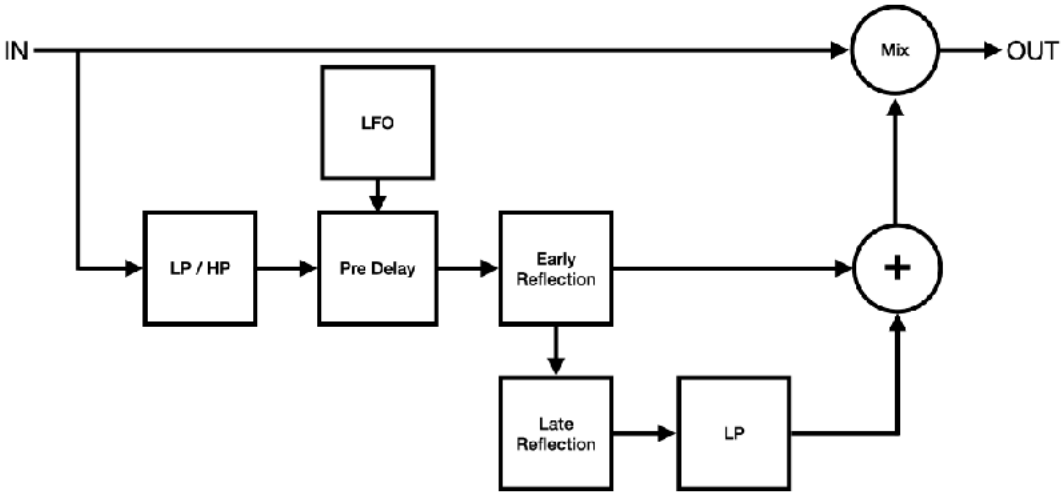
[6] If compared with manual knob of the analog flanger guitar pedal, emphasized frequency moves reverse direction.

Filters

Delayed signal is routed to high-pass filter and low-pass filter before mixed with dry signal. HP frequency controls frequency of the high-pass filter. LP frequency controls frequency of the low-pass filter.

Reverb

Signal Flow



Input Filter

Use Lowpass filter and high-pass filter to attenuate high frequency and low frequency of the input signal.

Pre Delay

Use pre delay to adjust amount of the time between the direct signal and beginning of the early reflection signal. This parameter can be used to express size of the space. Reflection takes short time to bounce back in small room and it takes long time in large room. Also this parameter can be used to separate dry signal and reverb signal in the mix.

Modulation Speed

LFO Frequency dial controls speed of the modulation. When sync switch is turned on, LFO Frequency can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Modulation Width

LFO Intensity dial controls width of the modulation and pre delay time dial controls center position of the modulation. Range of the LFO intensity is from 0 ms to +/- 10 ms.

Size and Decay

Size dial controls reverb time of late reflection and decay dial controls length of the reverb tail. Decay time can be used to express size of the space and material of the surface. Reflective materials, such as concrete or hardwood, gives longer decay time.

When auto size switch is turned on, size dial controls value of the parameters including size, pre delay, decay, damp, output LP frequency and early/late mix.

When sync switch is turned on in auto size mode, total reverb length, which can be controlled by pre delay, size and decay, is adjusted by note value which is synchronized to the tempo.

Damping

Damp dial controls amount of high frequency absorption for the late reflection signal. Low damping values produce brighter reverb sound and high damping values produces darker reverb sound.

Output Filter

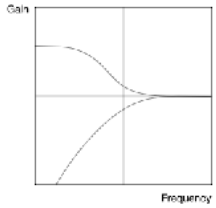
Use lowpass filter to cut high frequency of the reverb signal.

Early / Late Mix

Adjust balance of the early reflection signal and late reflection signal from 0% (early reflection) to 100% (late reflection).

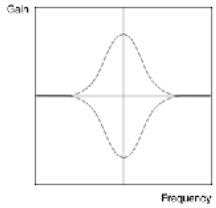
Equalizer

Low Shelving



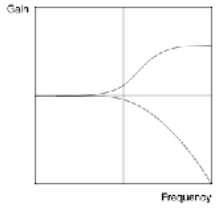
Adjust frequency of the filter from 21 Hz to 1092 Hz.
Adjust gain from minus infinity to +12 dB
When gain is turned fully anti clock wise, the filer becomes high pass filter.

Mid Peak / Notch



Adjust frequency of the filter from 151 Hz to 2389 Hz.
Adjust gain from -14 dB to +14 dB
Bandwidth is fixed to one octave.

High Shelving

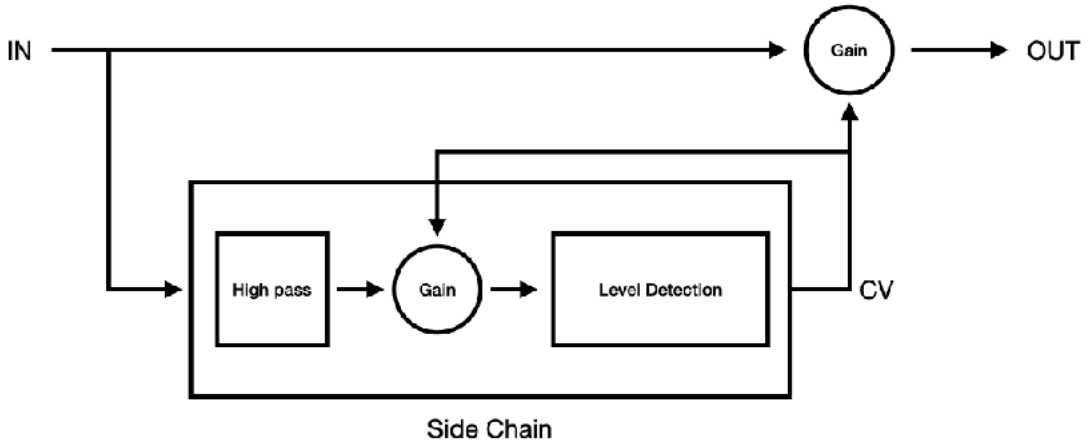


Adjust frequency of the filter from 296 Hz to 21096 Hz.
Adjust gain from minus infinity to +12 dB
When gain is turned fully anti clock wise, the filer becomes low pass filter.

Compressor

Overview

The compressor reduces dynamic range of audio signal. This is achieved by feedback topology as shown in the diagram below.

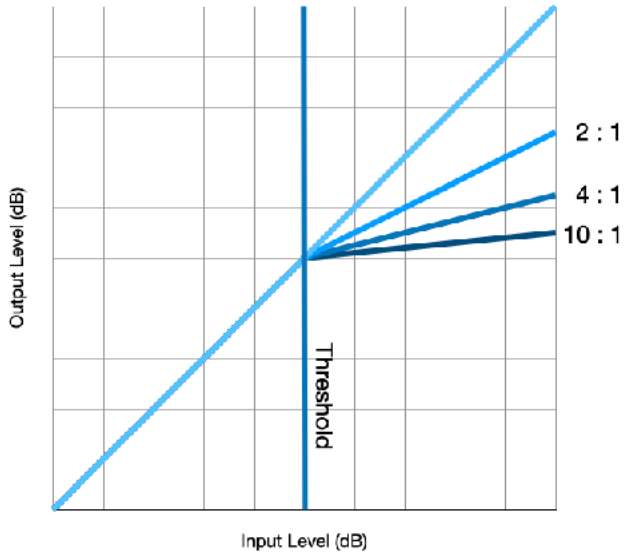


High pass filter is applied to the input of the side chain and the signal is routed to the gain stage in the side chain. The output of the gain stage is routed to the level detection. The level detector detects level of the input signal and generates control signal based on the level of the gain reduction required. The control signal is routed to the amplifier in the gain stage in the side chain to adjust level of the input signal from the high pass filter. The same control signal is also routed to the amplifier of the main gain stage to adjust level of the input signal.

The feedback topology is common in early analog compressors. Although there are several disadvantages to this topology, it is considered more musical than feed-forward design used in modern compressors. The feedback loop is implemented without unit delay to emulate behavior of the analog circuit.

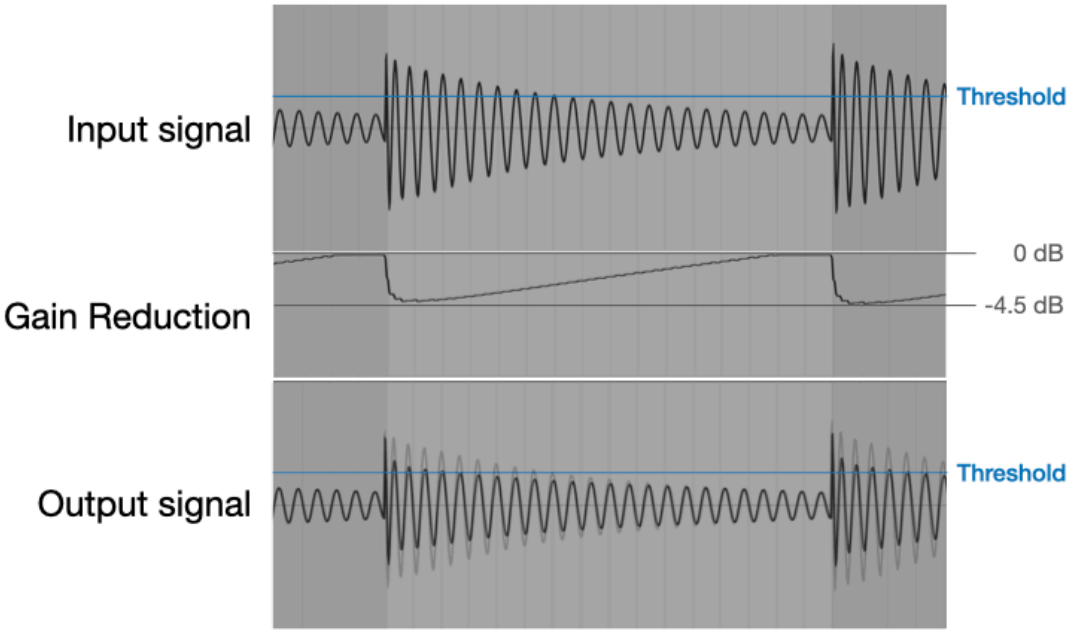
Threshold and Ratio

When level of the input signal passes above the threshold, the input signal is compressed by the ratio.

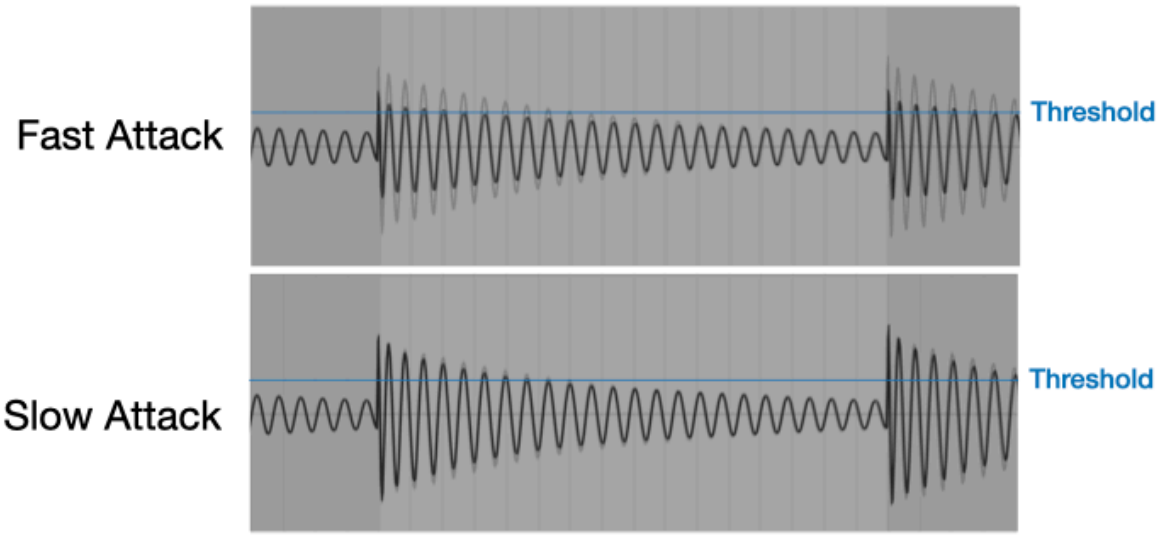


Attack and Release

Attack is the time it takes for the signal to be compressed by the given ratio. Release is the time it takes the gain reduction to return to zero.

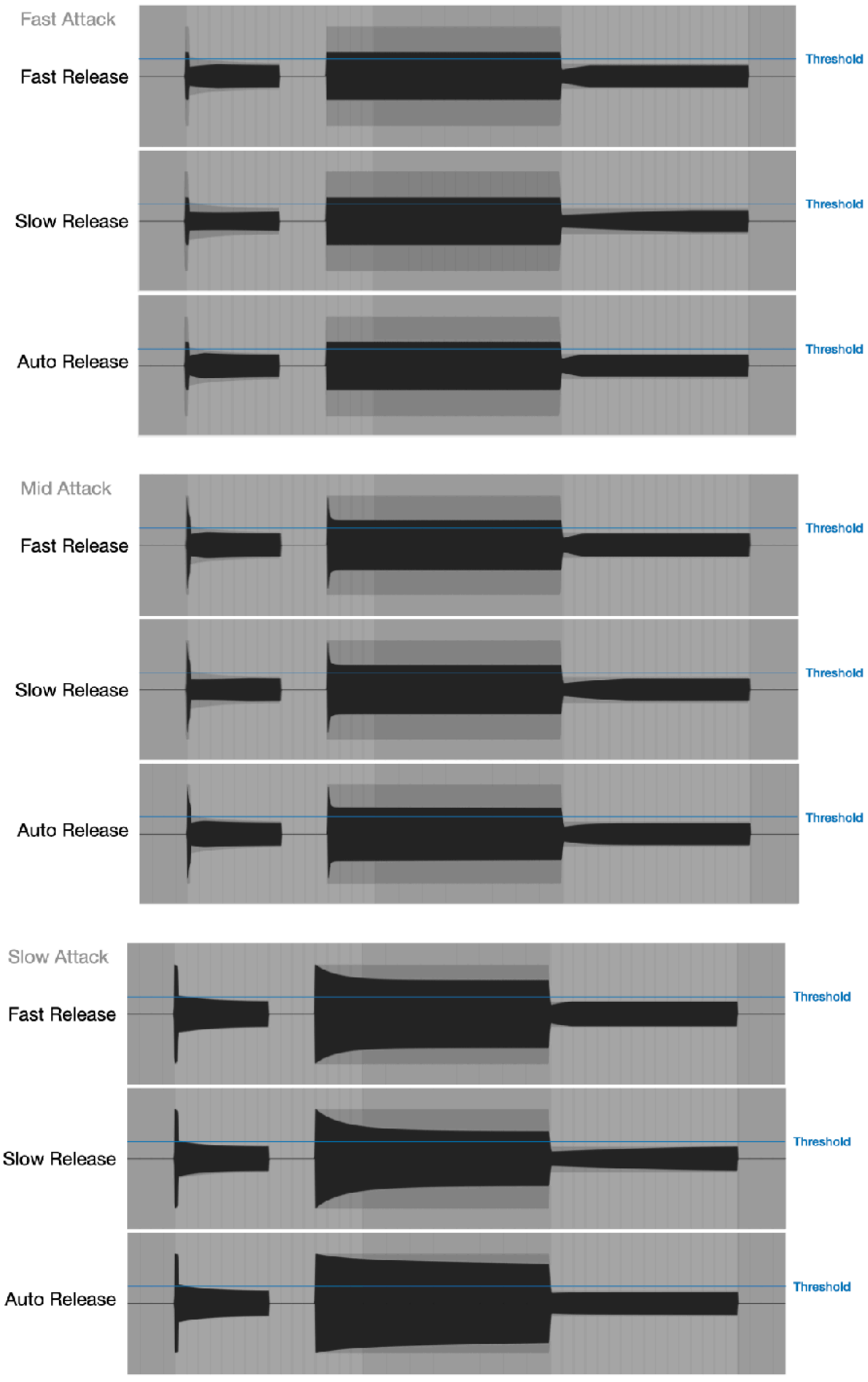


In this example, attack is 1 ms and release is 0.6 s. The initial transient pass through the compressor without gain reduction. It takes a while for the gain reduction to return to 0 dB after the input signal goes below the threshold.



Fast attack makes compressor to start gain reduction immediately after the input signal passes above the threshold. Slow attack, on the other hand, allows many of the transients to pass through compressor without gain reduction.

The figures below illustrate characteristic of the attack and the release. 1KHz Sine wave is used as an input signal (shown as transparent background images). It shows how compressor reacts with various combination of the attack and release settings.


Fast Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold
Mid Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold
Slow Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold

Auto Release uses two time constants for the peak detector. It will react differently for the short transients and the long sustained sound.

Fast attack reduces the level of the transients and make sound soft, slow attack allows transients to pass through and gives a punch to the sound.

Fast release causes pumping and breathing effects. Slow release continues to reduce level for a long period of time after compressing louder part of the sound.

Side Chain High Pass Filter

-6 dB / octave high pass filter is applied to the input signal of the side chain. Frequency range is from 20 Hz to 185 Hz. This filter removes low frequency information from the input signal for the level detector to control excessive gain reduction and pumping effect.

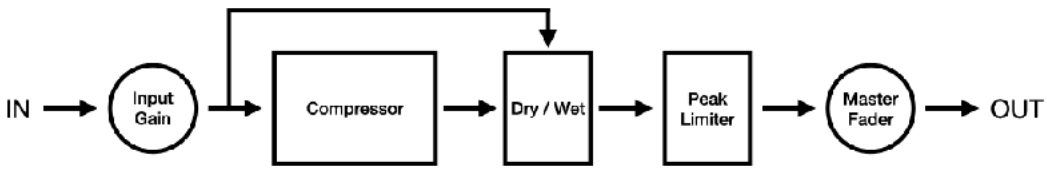
Makeup Gain

Use Makeup to compensate the gain reduced by the compressor. The range is from 0 dB to 20 dB. Gain reduction meters show the amount of the gain reduction. You can used the information to adjust level of the makeup gain.

Gain Reduction Meter

Gain reduction meters shows peak level of the gain reductions in dB.

1. Gain reduction for the left channel
2. Gain reduction for the right channel



Input Gain

Adjust gain of the input signal routed to the compressor. The range is from -20 dB to 20 dB. When level of input signal is increased, GR meters show gain reductions even if threshold is set to 0 dB.

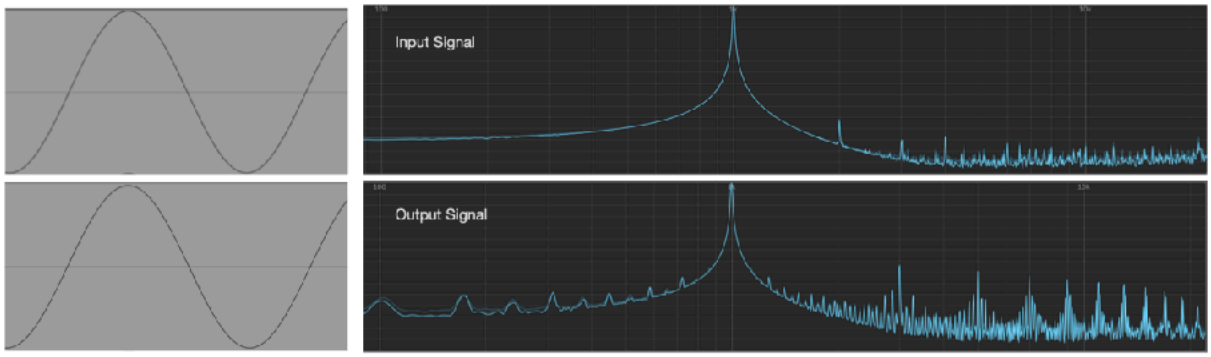
Dry / Wet

Use Dry / Wet to mix uncompressed signal (dry) and compressed signal (wet). Parallel compression technique, also known as New York compression can be achieved by adjusting amount of the wet signal mixed with the dry signal. When set to 0%, output is the dry signal. When set to 100%, output is the wet signal. When set to 50%, equal amount of the dry and the wet signal are mixed for the output.

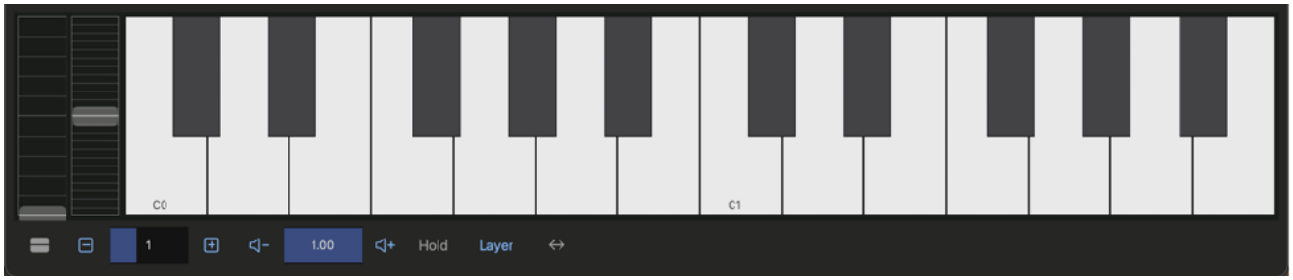
Peak Limiter

Peak Limiter is an analog style limiter and provides clean sounding output signal. This limiter is not a lookahead brick wall limiter, so that it can't offer brick wall limiting. However it does not introduced any latency to the output signal.

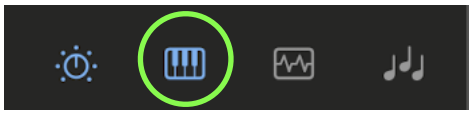
Frequency response of the peak limiter is illustrated in the figure below. Output signal shows the result of 1 dB gain reduction.



Keyboard

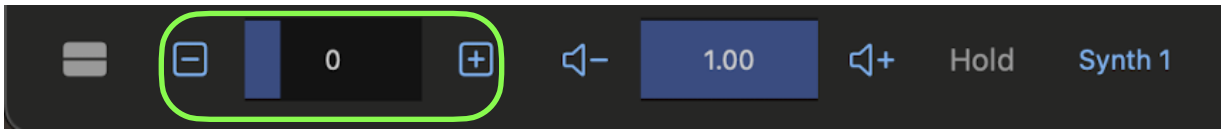


Select Keyboard



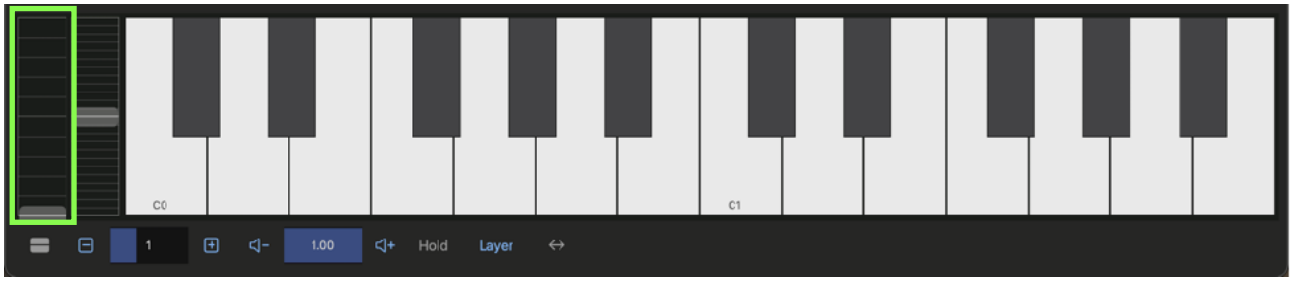
Tap keyboard button in tool bar to show keyboard.

Select Key Range



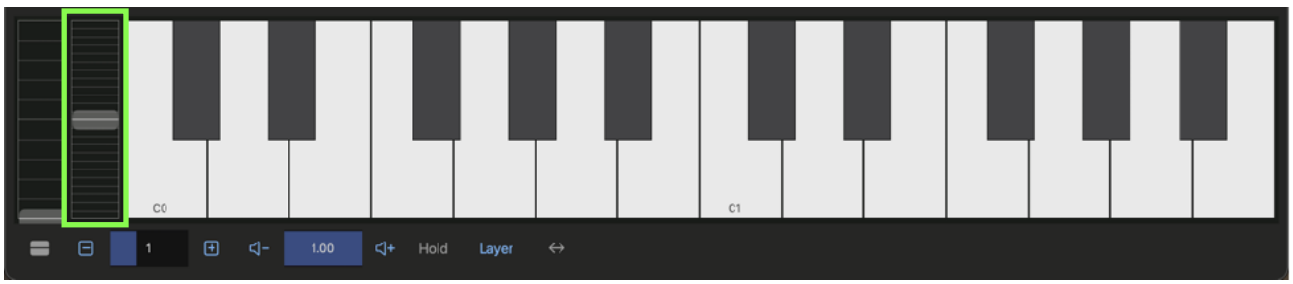
Use plus / minus buttons to adjust range of the keyboard. Indicator shows lowest note of the keyboard.

Use Modulation Wheel



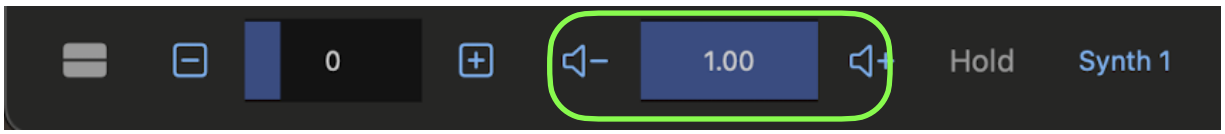
Adjust amount of the modulation when Mod Wheel is selected in modulation source.

Use Pitch Wheel



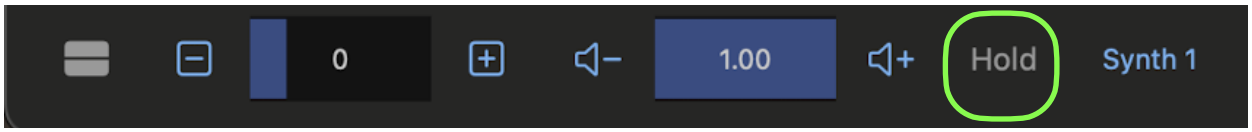
Adjust pitch of the oscillators. Range is plus / minus one octave.

Set Velocity



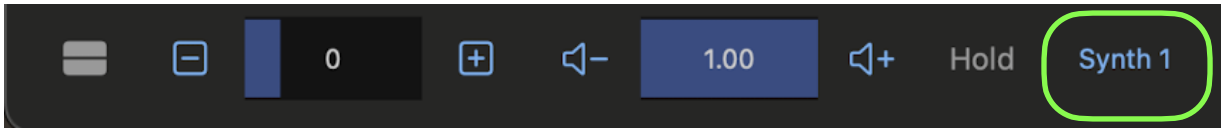
Use plus / minus buttons to adjust velocity.

Use Key Hold



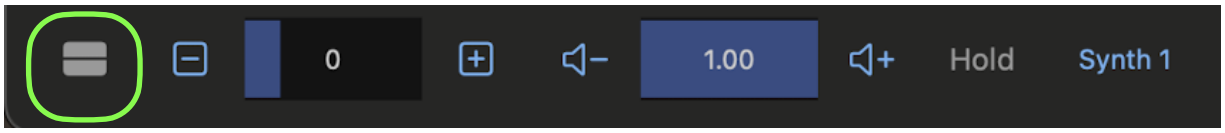
Tap to Enable/Disable Key Hold.

Select Timbral

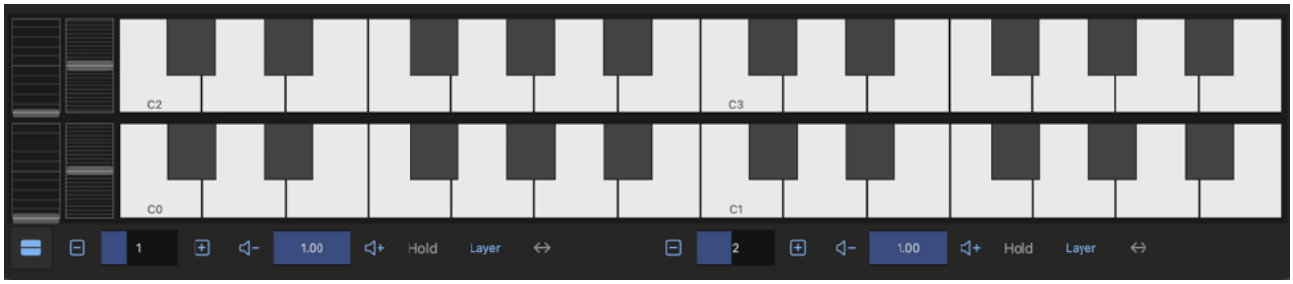


Select timbral to play. Options are Layer, Synth1 and Synth2. Set “Layer” to play both Synth1 & 2.

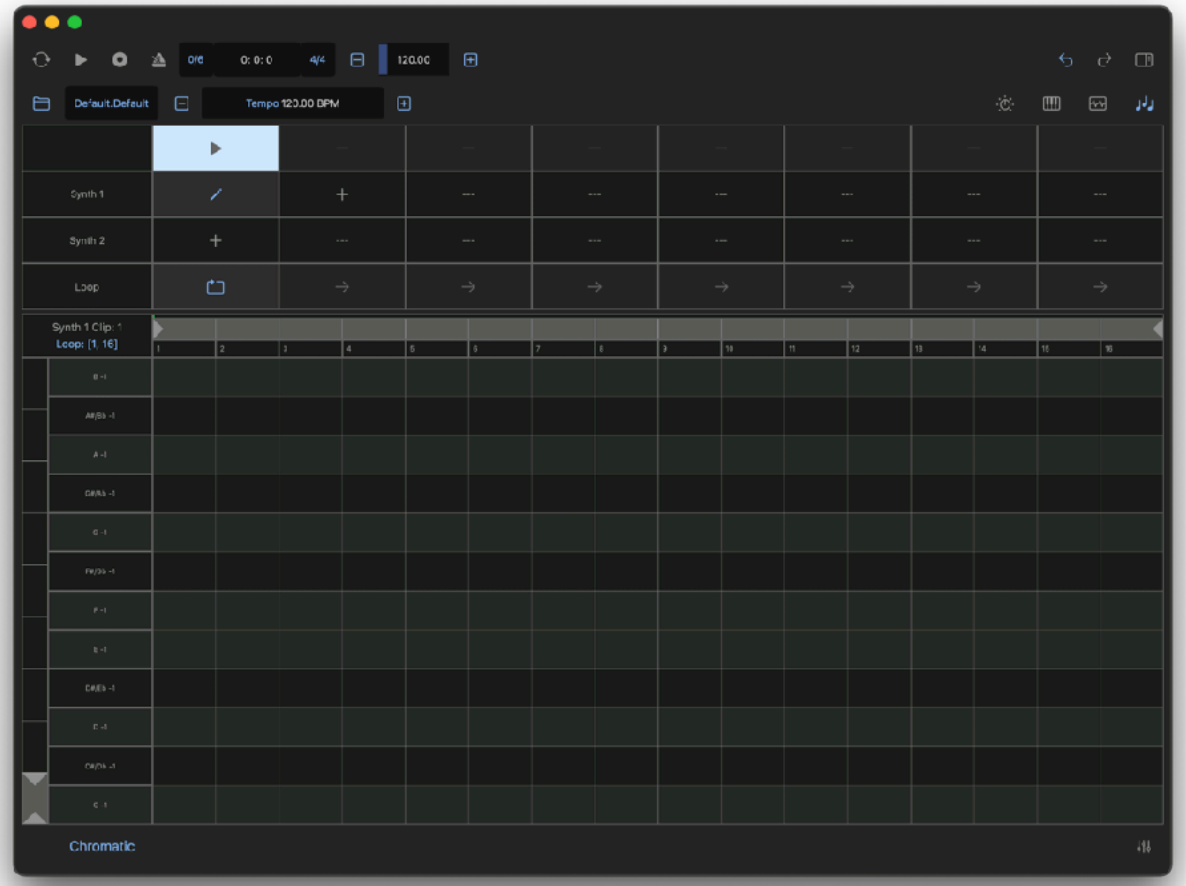
Show Double Keyboard



Tap this button to show Double Keyboard.

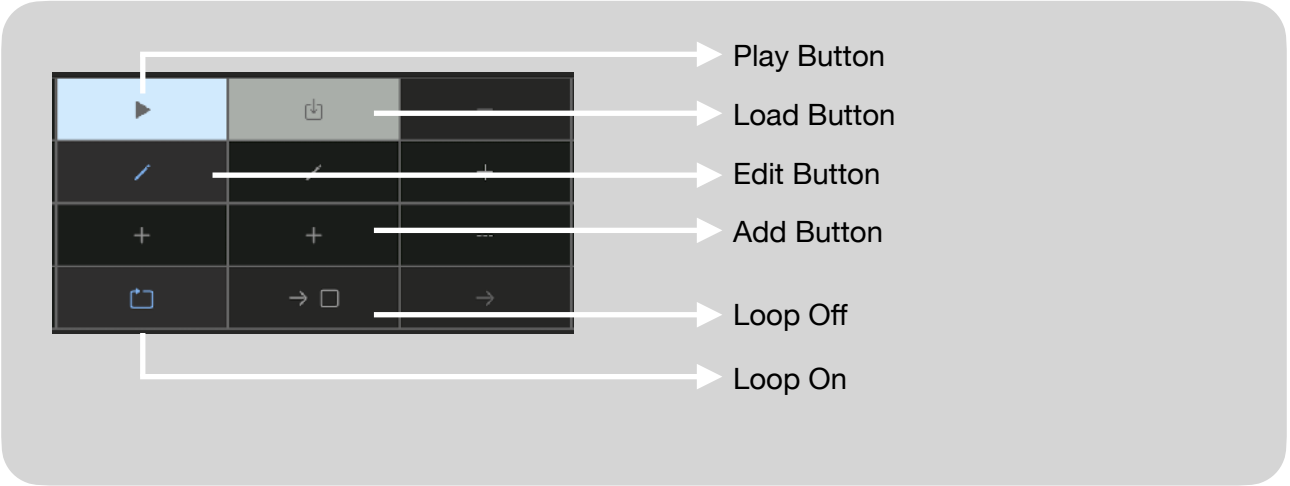


Sequencer


Default.Default
Tempo 120.00 BPM
Synth 1
Synth 2
Loop
Synth 1 Clip: 1
Loop: [1, 16]
Chromatic

Clip Editor

Each clip contains note event and parameter automation events for length of 16 bars. Maximum number of clips are 8.



Load Clip

Tap load button to load clip to make it active.

Play/Stop Clip

Tap play button to play/stop clip.

Edit Piano Roll

Tap edit button to open piano roll editor.

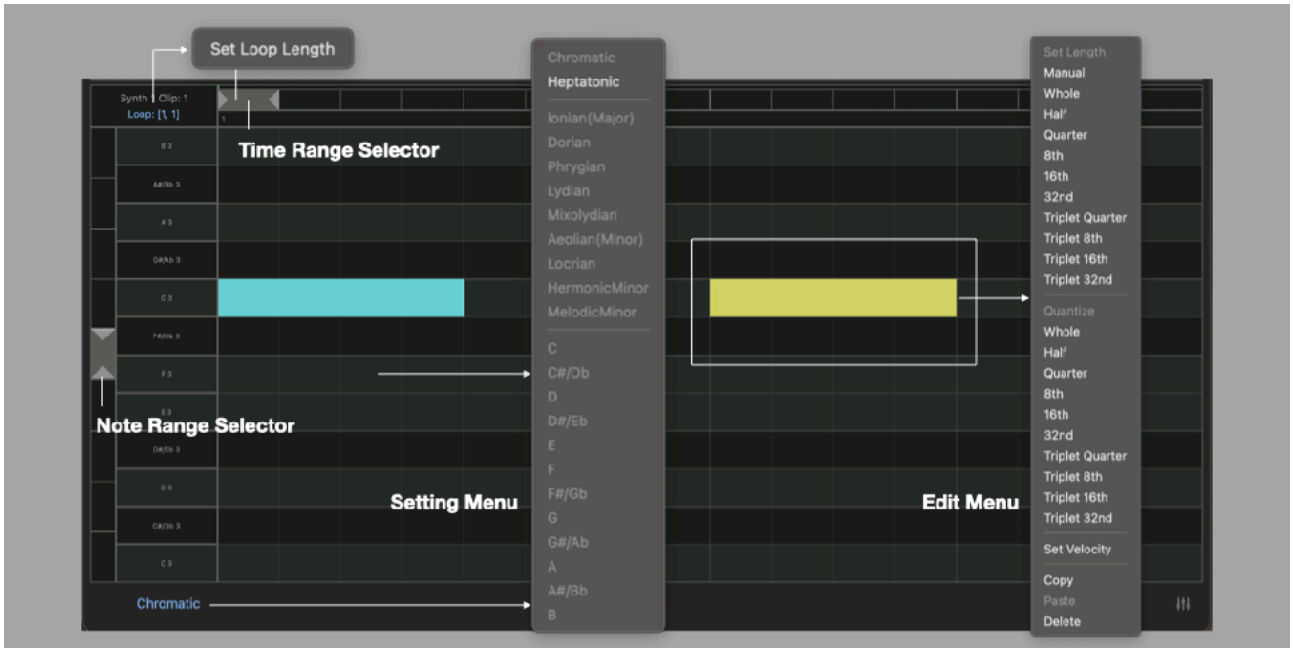
Add edit button

Tap plus button to add edit button.

Set Loop Mode

Tap this button to enable/disable loop mode. When loop is off, tap square icon to select a clip to play next.

Piano Roll Editor



Select Time Range and Loop Length

Use “Time Range Selector” to select Time Range for editing and Loop Length. On iOS, pinch gesture control zooming and drag gesture control scroll position.
To set Loop Length, tap on Loop Length button to show menu and select “Set Loop Length”. Right click on selector on Mac also show the menu.

Select Note Range

Use “Note Range Selector” to select note range for editing. On iOS, pinch gesture control zooming and drag gesture control scroll position.

Add Note

Double tap to add a note.

Delete Note

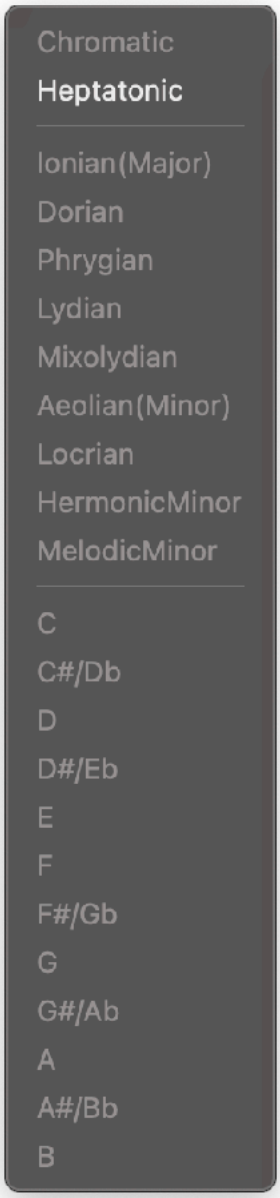
Select note and select Delete from context menu.

Scale Menu

Press and hold (right click on macOS) editor to show scale menu. Tap on scale button also shows the menu.

Edit Menu

Press and hold (right click on macOS) selected note to show edit menu.



Chromatic Scale

Select Chromatic to edit notes in Chromatic Scale (12 tones).

Heptatonic Scale

Select Heptatonic to edit notes in Diatonic Scale, Harmonic Minor Scale or Melodic Minor Scale (7 degrees).

Root Key

Select a root key, when editing note in Diatonic Scale, Harmonica Minor or Melodic Minor Scale.

Set Length

Select an option to set note length.

Quantize

Select an option to quantize note.

Set Velocity

Open velocity editor to edit note velocity.

Copy

Copy selected notes.

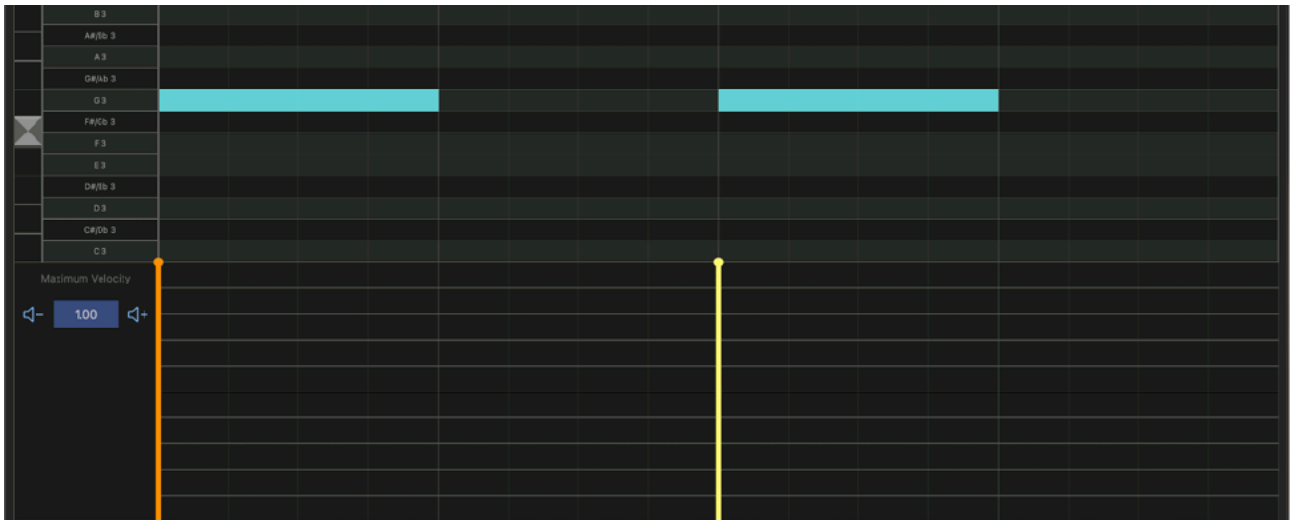
Paste

Paste notes.

Delete

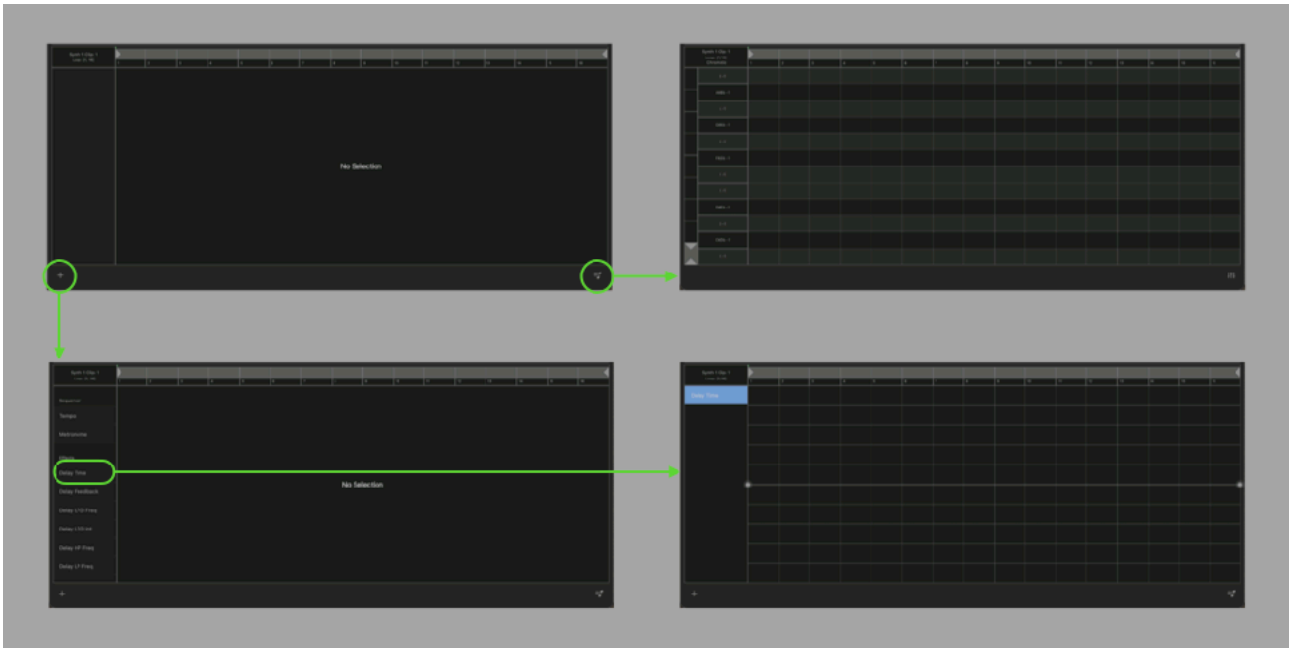
Delete selected notes.

Velocity Editor

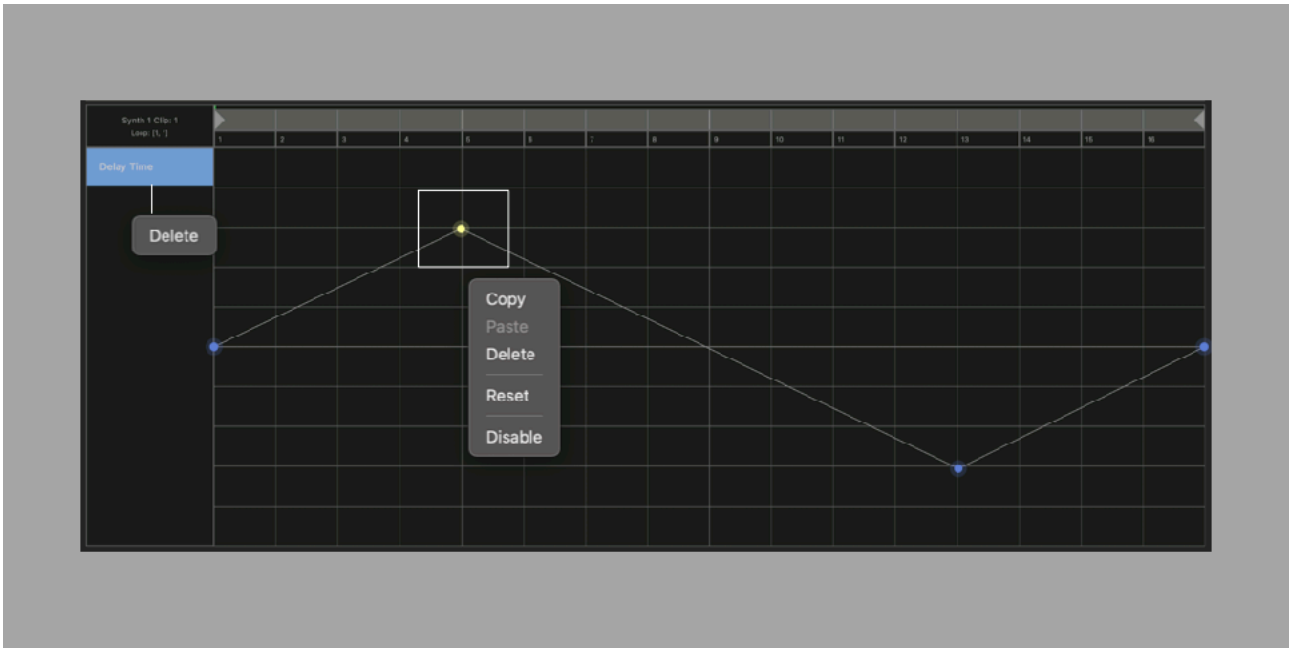


1. Select a note and open context menu.
2. Select “Set Velocity” in context menu
3. Select velocity sliders and adjust the velocity. Indicator in side bar shows maximum velocity in the selection. Maximum velocity value can be adjusted by plus and minus button and slider of the indicator.

Parameter Automation Editor



1. Tap plus button to show parameter list.
2. Select a parameter to edit.
3. Press and hold (right click on macOS) on parameter name to show context menu. Tap Delete to delete the parameter form editor.



4. Double tap to add an edit point.
5. Select edit points and press and hold (right click on macOS) on editor to show context menu.
6. Select Reset from context menu to reset the parameter.
7. Select Disable to inactivate automation.

Play Sequence

1. Set host sync

Tap sync button in transport bar to enable / disable sync mode.

When sync mode is enabled,

Stand Alone
Sequencer is synced to the clock provided by container application. The container application can use Ableton Link to synchronized with the Link enabled devices. Use buttons in transport bar to play / stop sequence and change tempo.

Plugin
Sequencer is synced to the clock provided by the host application. Use transport switches of the host application to play / stop the sequence and change tempo.

When sync mode is disabled,

Sequencer is driven by internal clock. Use buttons in transport bar to play / stop the sequence and change tempo.

2. Set tempo

Tap plus / minus button at the tempo section in the transport bar to open tempo slider. Tempo can be adjusted by the plus / minus buttons and the tempo slider. Tempo slider can adjust tempo by range of plus/minus 20 BPM. Double tap on the slider set center position to the current tempo value. Alternatively tapping on tempo indicator allows you to type in tempo value by computer keyboard.

3. Set loop

Use Time Range Selector to set loop length.

4. Set swing

Tap swing button in transport bar to show swing menu. Select an option from the menu to apply the swing.

Swing Type	Delay time	Duration (Ratio)	Note
Swing 0/6	0 (no swing)	50%	Straight
Swing 1/6	1/6 of 16th note	54%	Soft swing
Swing 2/6	2/6 of 16th note	58%	Soft swing
Swing 3/6	3/6 of 16th note	62%	Soft swing
Swing 4/6	4/6 of 16th note	66%	Triplet swing
Swing 5/6	5/6 of 16th note	70%	Hard swing
Swing 6/6	16th note	75%	Dotted hard swing

Delay time is an amount of delay applied to the third 16th note when a beat is divided by four 16th notes.

Duration (ratio) is a ratio of duration from the first 16th note to the third 16th note when a beat is divided by four 16th notes.

Amount of delay for the notes in a beat changes proportionally.

5. Set metronome switch

Tap metronome button in transport bar to enable / disable metronome.

6. Play

Tap play / stop button in transport bar or transport switches of the host application to play / stop the sequence.

Record Sequence

1. Set recording mode

Tap record button in transport bar to enable recording mode.

2. Play sequence

Play the sequence by following the steps described above. Recording will start after count-in. When tap recording button while playing, recording start without count-in. To start recording without count-in, play sequence first then tap record button.

3. Record notes

Play keypads or MIDI keyboard to record notes. Notes are automatically quantized at 16 step position.

4. Record parameters automation

Before recording parameter values, use edit command “Reset to Dial Value” to reset values of the parameter to the rest position.

Turn a dial or switch to record the parameter values. The color of the control changes to green to indicate the parameter is recorded. The control won’t move automatically until disabling the recoding mode in order to move the control freely during the recording.

If the synth or the effects is not producing sound, parameter value will not be recorded.

5. Stop recording

Tap record button in transport bar to disable recording mode or tap play button to stop playback.

Preset

User Preset contains values of the synth parameters and the sequence data. When loading a user preset, value of the synth parameters and the sequence data are both changed. User Presets can be saved in iCloud Drive or in AUv3 plug-in on the device.

To save user preset in iCloud drive, select Save in File Menu. User Presets in iCloud Drive can be accessed from iPhone, iPad or Mac.

To save user preset in plug-in, tap Add button in Preset Browser. Plug-In Preset is stored on the device and can be accessed from any host application which support AUv3 User Preset.

Factory presets contains only values of parameters of the synth and the effects. It doesn't contain any sequence data. When loading the preset, it will change the value of the parameters but sequence data remains the same.

To load factory presets, select a preset in Preset Browser.

File Menu

New…

Reset parameters and sequence data.

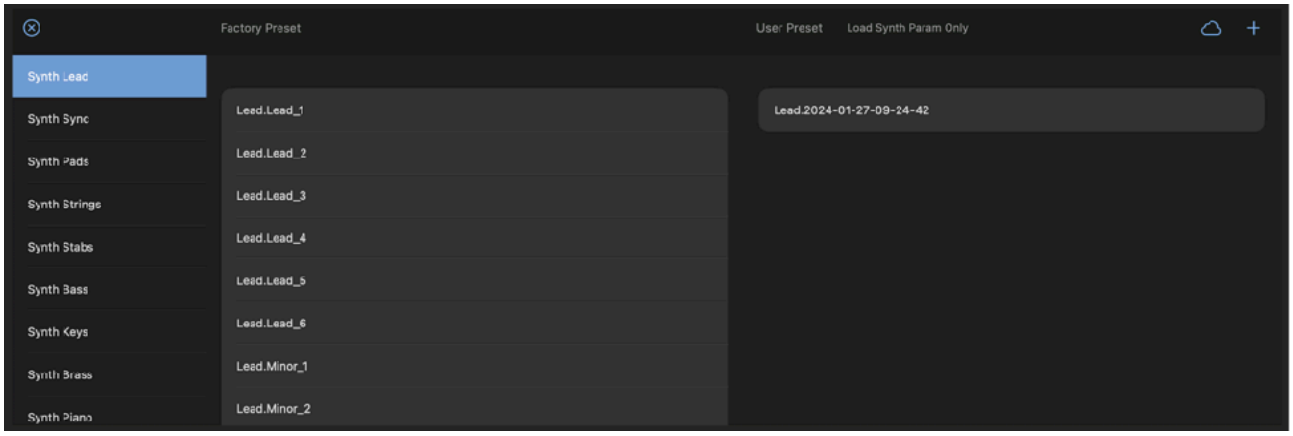
Open…

Open a preset from iCloud drive.

Save

Save a preset in iCloud drive.

Preset Browser



Load Factory Preset

Select a category from a list in the side bar. Tap on the name of the preset in Factory Preset Section to load.

Load User Preset

Select a category from a list in the side bar. Tap on the name of the preset in User Preset Section to load. If “Load Synth Param Only” is on, only synth parameters will be loaded. If the option is off, synth param and sequencer data will be loaded.

Delete User Preset

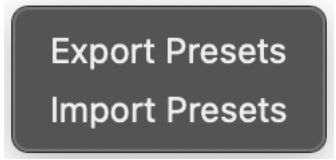
Tap and hold (right click on macOS) on the name of the preset in User Preset Section to show context menu and select Delete.

Save User Preset

Select a category from a list in the side bar. Tap on plus button to add a user preset.

Backup/Restore User Presets stored in the device

To back up or restore all user presets, tap on the iCloud icon to show export menu.



Select Export Presets to back up all of the user presets to iCloud.

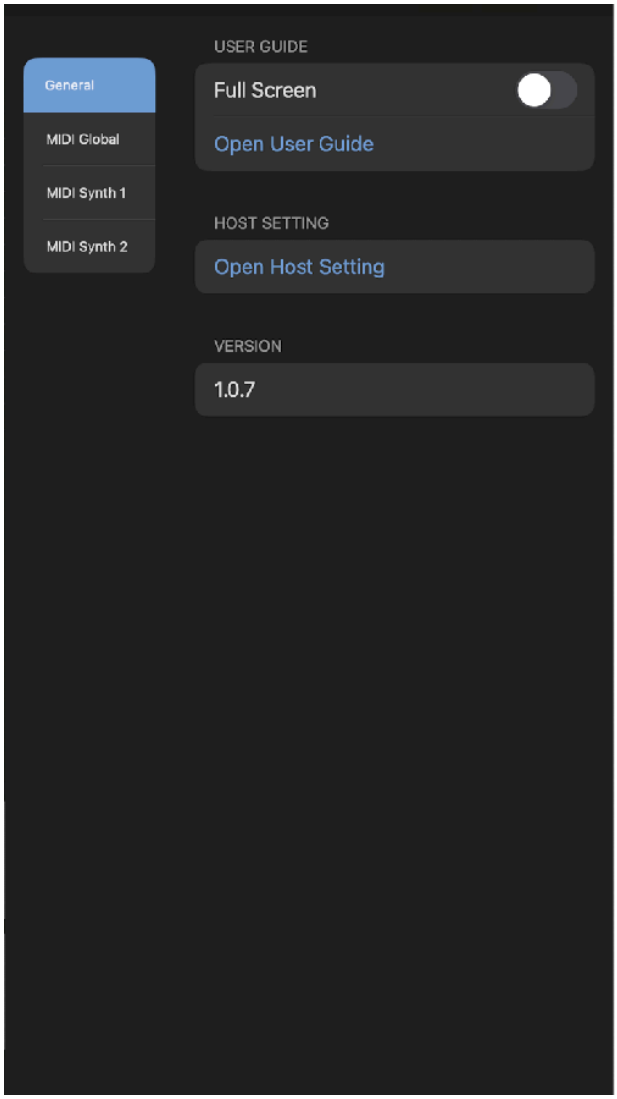
Select Import Presets to import saved presets from iCloud.

Close File Browser

Tap on X icon to close the browser.

Setting Panel

General



Full Screen

Enable this option to open User Guide in full screen (full window size on macOS).

Open User Guide

Tap this button to open User Guide

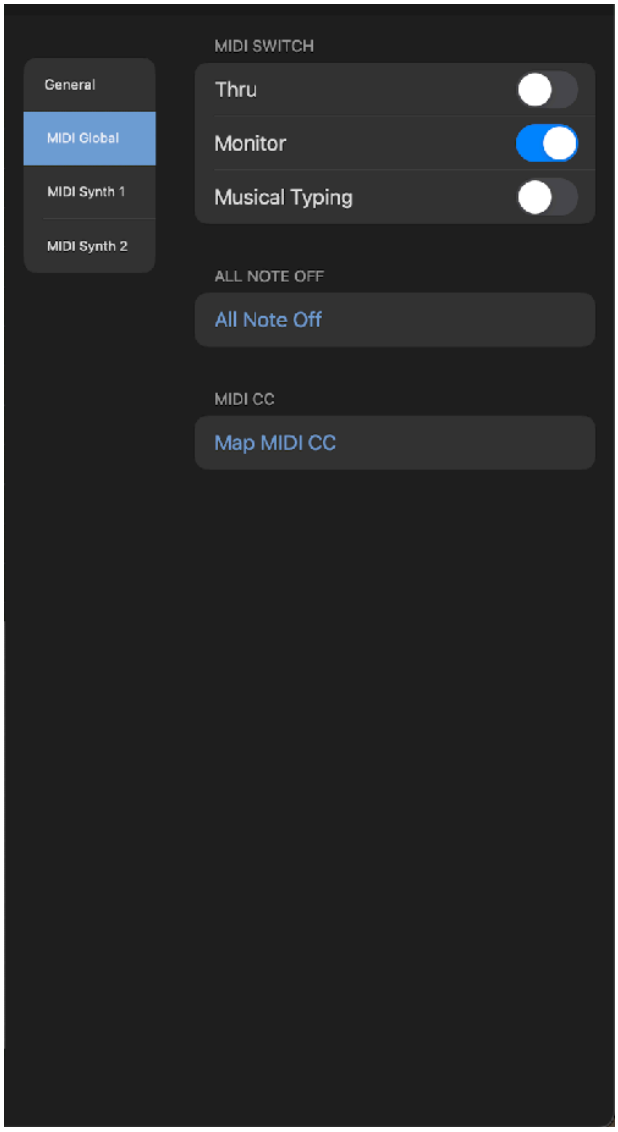
Open Host Setting

Tap this button to open Stand Alone Settings

Version

Indicate version number of the installed app.

MIDI Global



MIDI Thru

When MIDI thru is turned on, MIDI messages received in MIDI input will be send out from MIDI output. This setting is required when connected device's local switch is turned off.

MIDI Monitor

Enable / disable MIDI key input monitoring. Key Range of keyboard and sequencer is automatically adjusted based on the input note.

Musical Typing

Enable / disable computer keyboard to play MIDI notes.

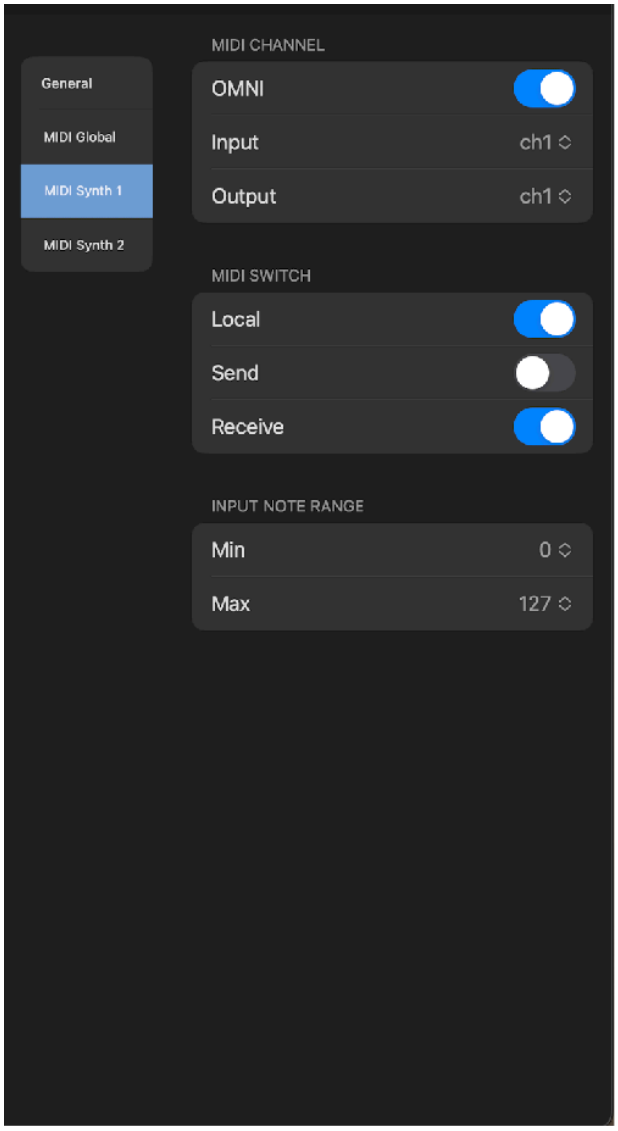
All Notes Off

Send note off message to all notes.

Map MIDI CC

Open or Close Map MIDI CC view.

MIDI Synth1



OMNI

Turn this on to connect all channel.

Input

Select input channel

Output

Select output channel

MIDI Local

When sending and receiving MIDI, connected device may send back the MIDI. This causes each notes to play twice. If this problem occurs, turn MIDI Local Switch OFF to disconnect User Interface from the audio engine.

MIDI Send

Enable / disable MIDI output.

MIDI Receive

Enable / disable MIDI input.

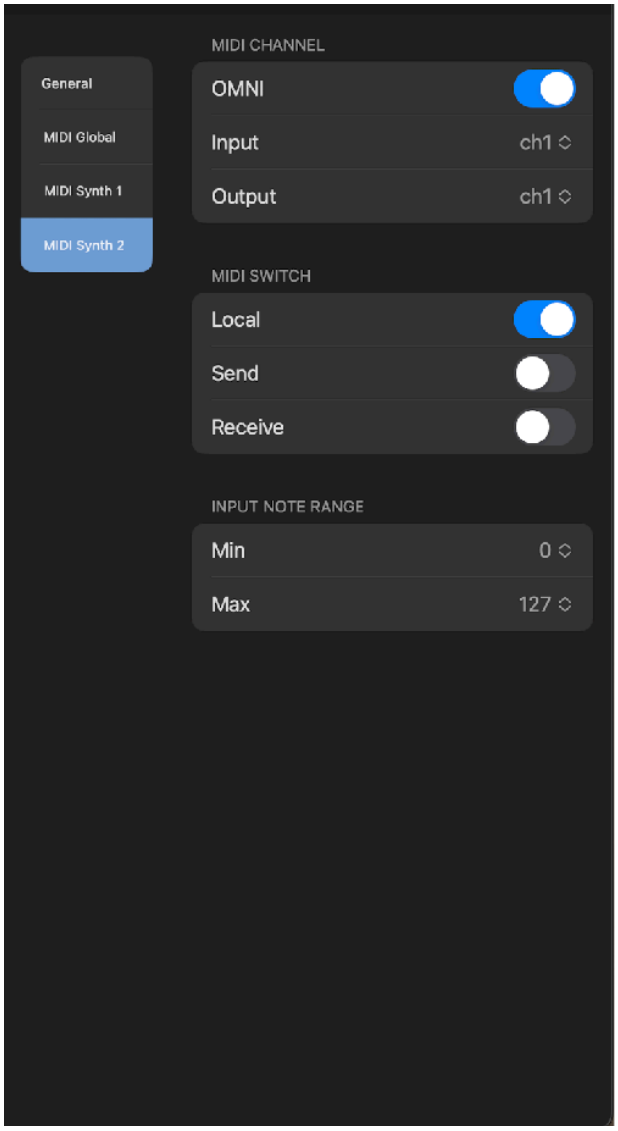
Min

Set min value of MIDI note input.

Max

Set max value of MIDI note input.

MIDI Synth2



OMNI

Turn this on to connect all channel.

Input

Select input channel

Output

Select output channel

MIDI Local

When sending and receiving MIDI, connected device may send back the MIDI. This causes each notes to play twice. If this problem occurs, turn MIDI Local Switch OFF to disconnect User Interface from the audio engine.

MIDI Send

Enable / disable MIDI output.

MIDI Receive

Enable / disable MIDI input.

Min

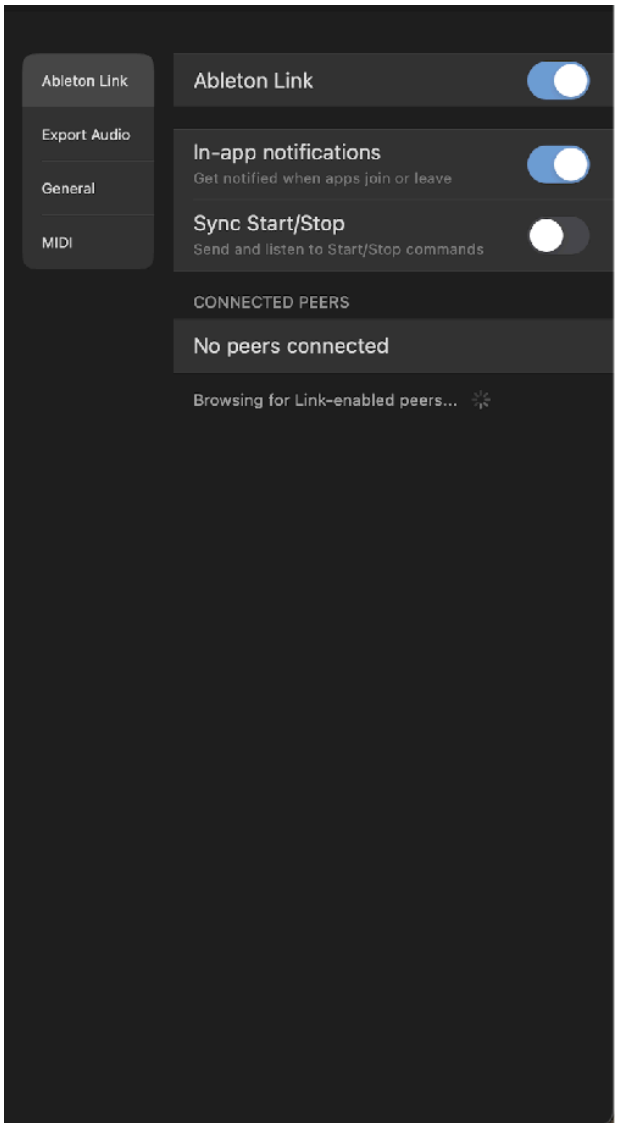
Set min value of MIDI note input.

Max

Set max value of MIDI note input.

Stand Alone Setting

AbletonLink



Ableton Link is a new technology that synchronizes beat, phase and tempo of Ableton Live and Link-enabled iOS apps over a wireless network. It lets you play devices together with the freedom of a live band. Anyone can start and stop their part while others keep playing, and anyone can adjust the tempo and the rest will follow.
You can use Link to play with several instances of Ableton Live, with Live and iOS apps, or even without Live in your setup: using Link-enabled apps on multiple devices, or multiple apps on the same device.

Ableton Link

Switch on to enable Ableton Link.

In-app notification

Switch on to displays a message when an Ableton Link enabled app is connected.

Sync Start/Stop

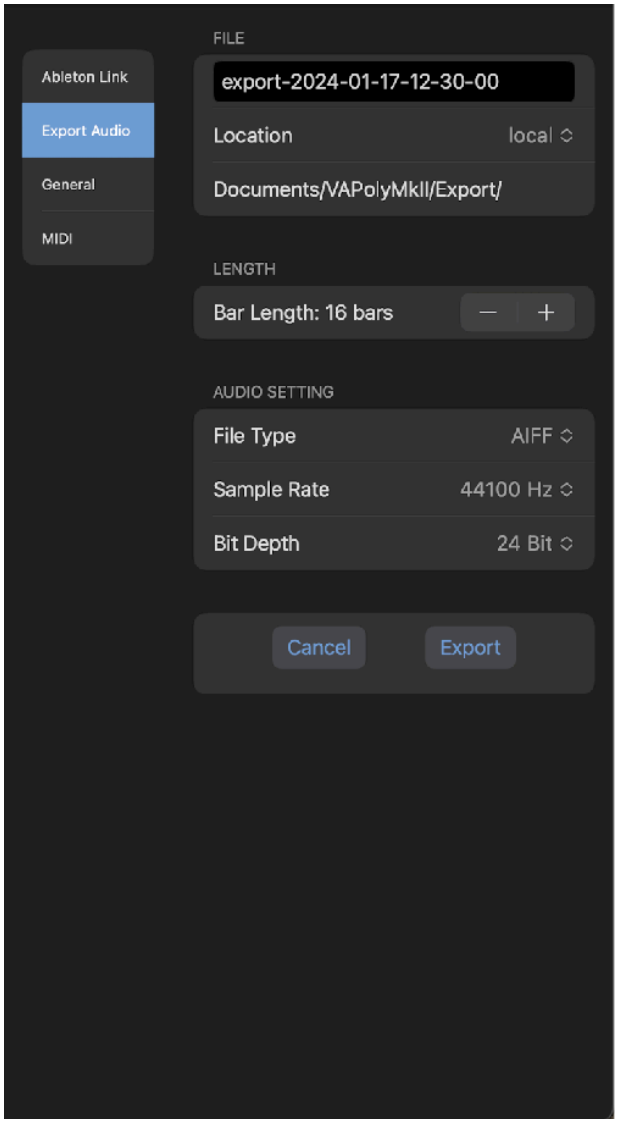
Switch on to synchronize start and stop with connected apps.

Connected Apps

Indicate number of currently connected apps.

Ableton Link requires Wireless Local Network Connections. Your device and other Link-enable devices must be connected to the same local network.

Export Audio



Save As

Specify name of the audio file to export.

Location

Select location for the audio file to be stored. Options are Local or iCloud.

Length (Bars)

Length of the audio to be recorded. Specify the length by number of bars.

File Type

Select file type of the audio file. Options are AIFF, WAV, CAF and ACC.

Sample Rate

Select a sample rate of the audio file. Options are 44.1KHz, 48KHz, 88.2KHz and 96KHz.

Bit Depth

Specify bit depth of the audio file. Options are 16 bit, 24 bit and 32 bit.

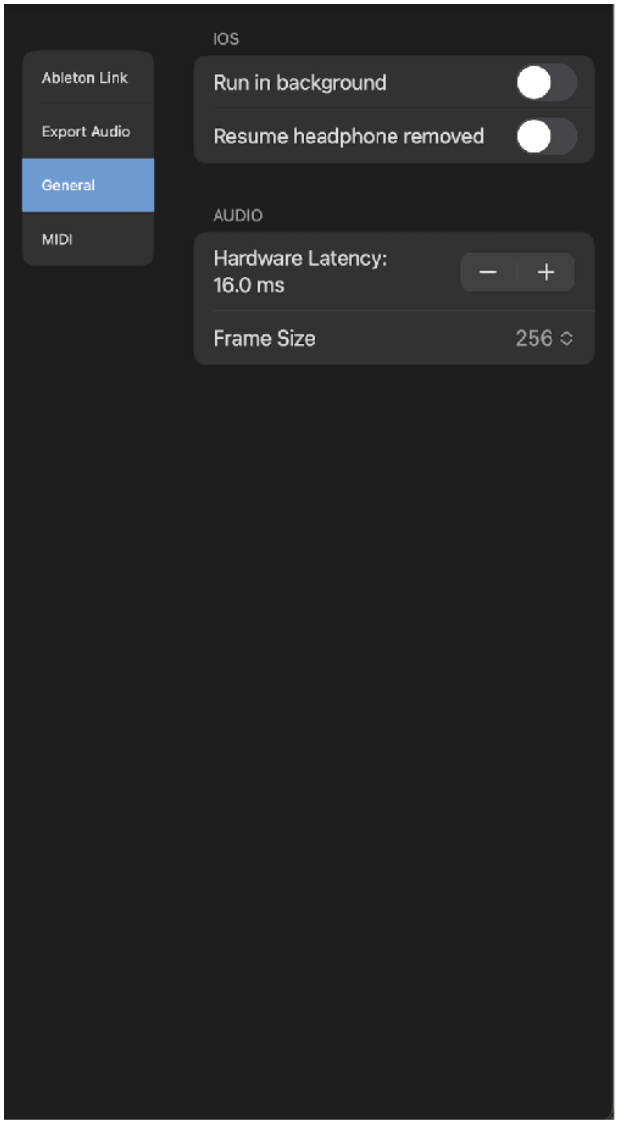
Export

Tap export to export audio file.

Cancel

Tap cancel to return to the home page of the setting panel.

General



Run in Background

Turn this switch on to allow app to play continuously when the app enters in the background.

Resume Headphone Removed

Turn this switch on to allow app to play continuously when headphone is disconnected.

Hardware Latency

When Ableton Link is enabled, playback is synchronized to the Link-enabled devices. If there is a latency, output signal may not be aligned with the beginning of the each step.

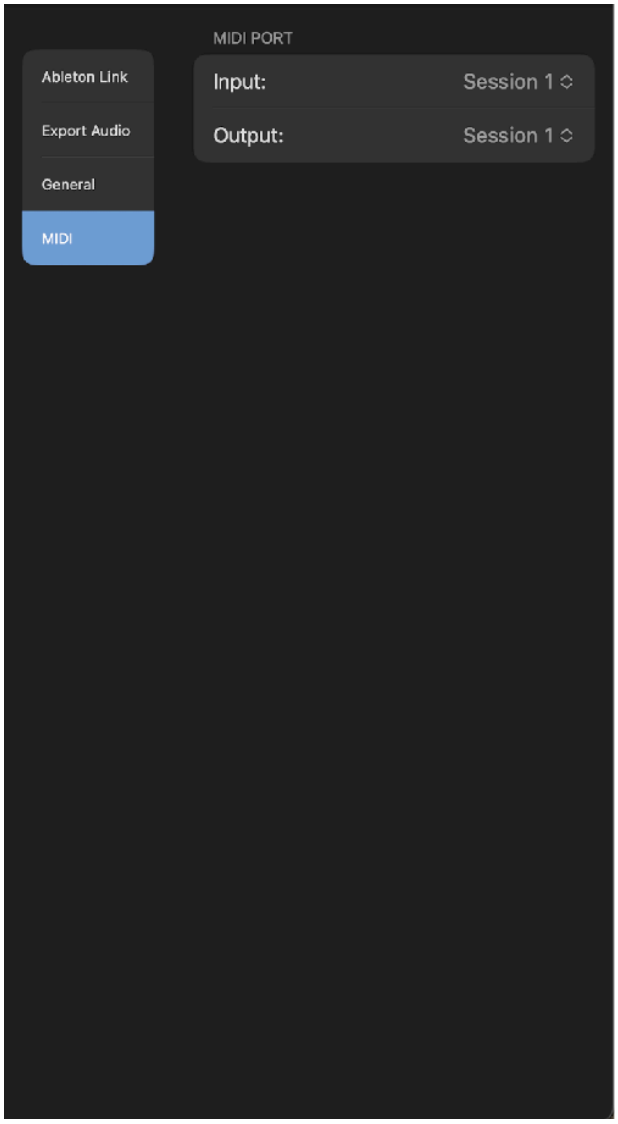
In order to adjust the latency, set time in milliseconds in Hardware Latency. This value is used to compensate the latency of the output signal.

The latency varies on audio Interface and sample rate. Default value is 12.5 millisecond (sample rate is 44.1KHz)

Frame Size

Frame Size (Buffer Size) is a number of samples contained in an audio buffer. Higher frame size increases system performance but increases latency. Lower frame size decrease latency but decreases system performance. If you experience a problem with system performance, set higher frame size to improve the performance. Default setting is 256.

MIDI



Input

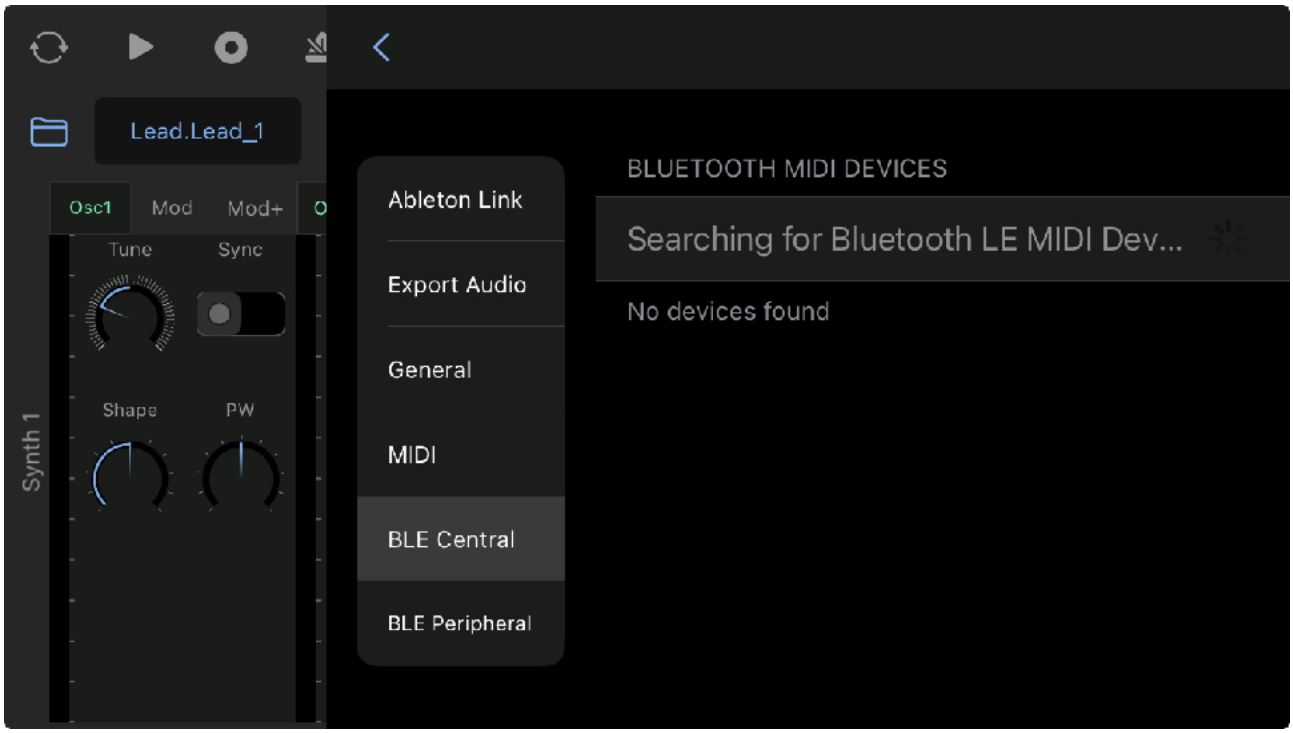
Select MIDI input port

Output

Select MIDI output port

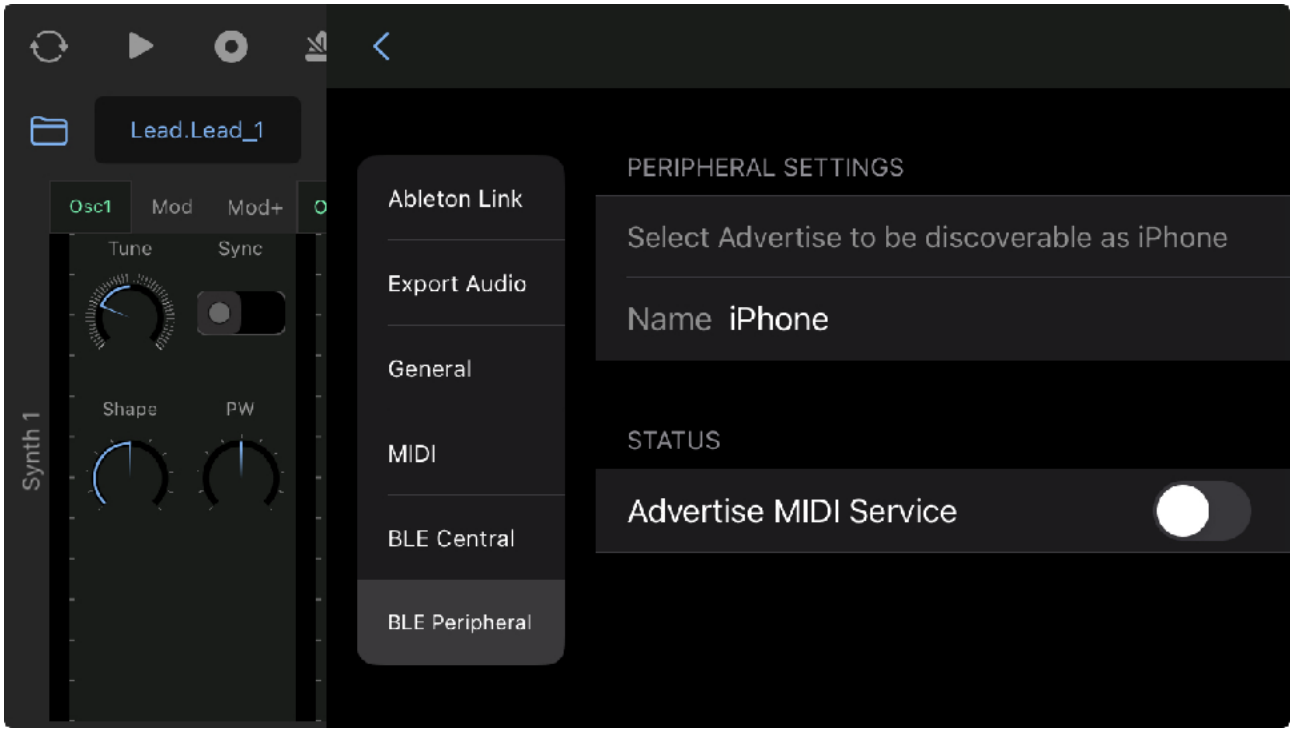
Bluetooth (BLE) MIDI

Central



Open Bluetooth MIDI Central, which list available bluetooth devices. Select a name to connect to the device.

Peripheral



Open Bluetooth MIDI Peripheral. Turn Advertise MIDI Service switch on to makes the device to be discoverable from the other Bluetooth MIDI devices.

Export Audio

Prepare for exporting audio

1. Stop playback

Make sure the playback is stopped.

2. Select the first clip to play

Open clip editor and select a clip which should be played at first.

3. Turn off metronome

Make sure that metronome is turned off.

Adjust export settings

1. Save As

Type in file name if necessary.

2. Length

Set total length of the recordings by number of bars. This length should include the length of the delay or reverb tail.

3. Location

Select location to save the file. Options are local and iCloud.

4. File Type

Select a file type. Options for linear PCM format are AIFF, WAV or CAF. For compressed audio file, choose AAC. If the exported audio file is going to be edited in a different application, it is recommended to choose linear PCM format.

5. Sample Rate

Select sample rate. Options are 44.1KHz, 48KHz, 88.2KHz and 96KHz.

6. Bit Depth

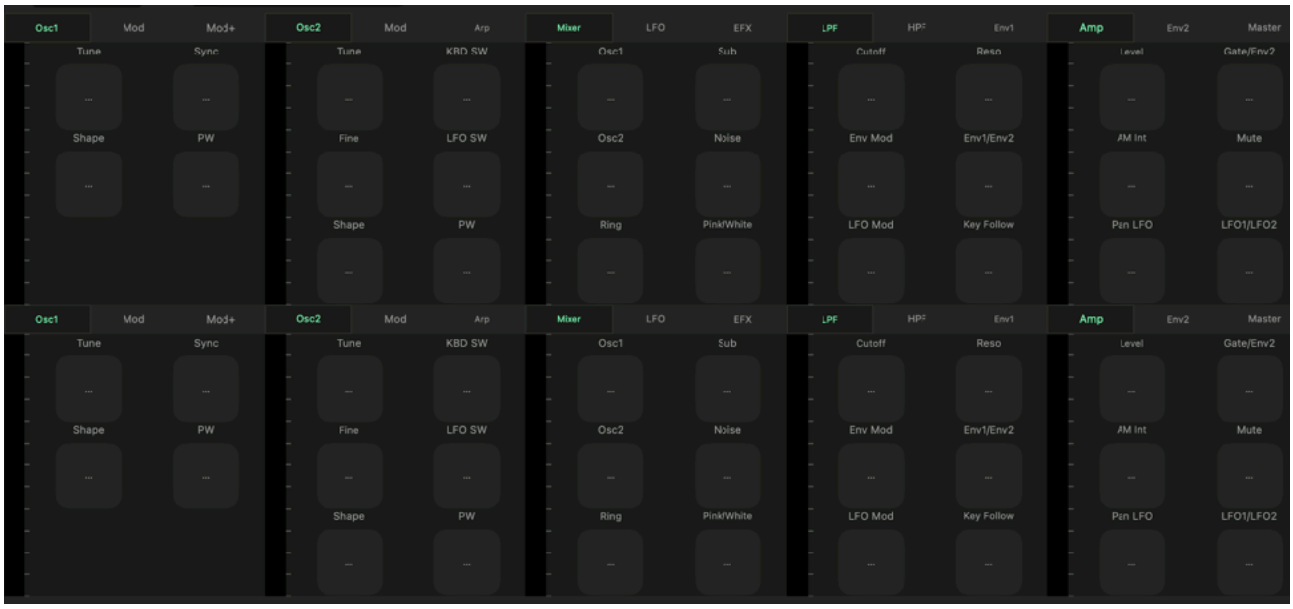
Select bit depth. Options are 16 bit, 24 bit and 32 bit. Higher number results in better quality.
If the exported file is going to be used in a different application, make sure that the which bit depth of the selected file type is supported by the application. (* 32 bit may not be supported in some applications).

Export Audio File

Tap export button to generate audio file and save the file in the specified location. When exporting the file is completed, browser can be open to audition the exported file.

Map MIDI CC

Select Map MIDI CC from setting menu to show MIDI CC Map View.
Use synth button on tool bar to select synth or effect to map MIDI CC to the parameters.
Select Map MIDI CC from setting menu to close MIDI CC Map View.



To make a MIDI CC (Continuous Controller) assignment, Tap a button then turn a knob on MIDI controller. The first MIDI CC number detected will be assigned to the parameter.

When CC is assigned, the button shows the CC number. Alternatively, double tap on a button to type in CC number.

To cancel the assignment or to remove the mapping, tap the button.

Override Automation

When a parameter is controlled by MIDI controller, it is not possible to automatically override automation. To override, turn off automation switch of the parameter or turn the dial of the parameter on screen that will stop the automation and the parameter can be controlled freely by MIDI controller.

Program Change

Program Change is received as following.

Factory: Bank (CC#0) = 0, Sub (CC#32) = [0, 1], Program = [0, 127] => preset [0, 255]
Plugin: Bank (CC#0) = 1, Sub (CC#32) = 0, Program = [0, 127] => Preset Number

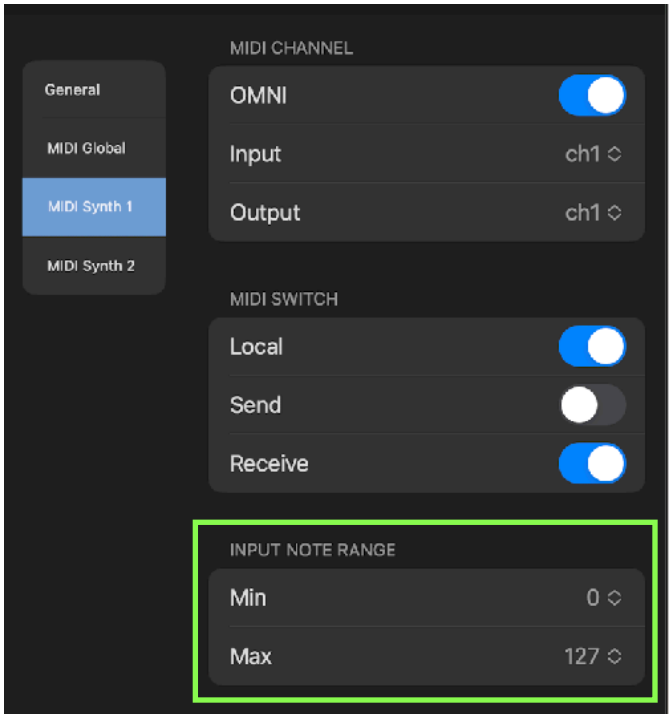
Presets stored in iCloud Drive can’t be selected by the MIDI program change.

Use External MIDI Keyboard with Stand Alone

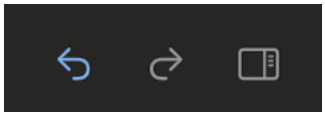
1. Open host setting
2. Select MIDI from side bar menu. Set input MIDI port and output MIDI port.
3. Close host setting
4. Select MIDI Synth1 from side bar menu. Make sure “Receive” switch is turned on. Adjust channel and note range.
5. To play synth2, select MIDI Synth2 from side bar menu. Make sure “Receive” switch is turned on. Adjust channel and note range.
6. To stop hanging note, select MIDI Global from side bar menu, Tap on “All Note Off”.

Play Synth1 and Synth2 separately

Set Note Range (Min and Max) for Synth1 and Synth2.



Undo / Redo



1. Tap Undo / Redo button. Tap Undo to undo previous operation. Tap Redo to redo previous undo operation.

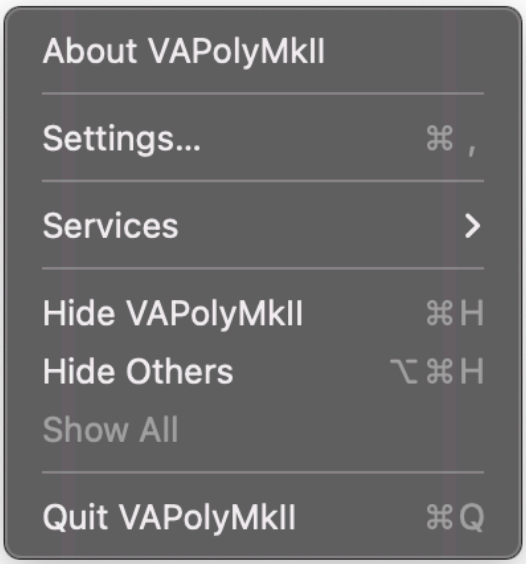
* Some operation such as play, stop or record are excluded from undo / redo operation.
* On macOS, turn on “Musical Typing” to enable keyboard shortcut, command + z for undo and shift + command + z for redo.

macOS

Stand Alone on macOS supports menu bar, keyboard shortcuts, context menu and touch bar.
AUv3 plug-in on macOS supports keyboard shortcuts and context menu.

Menu Bar

Application

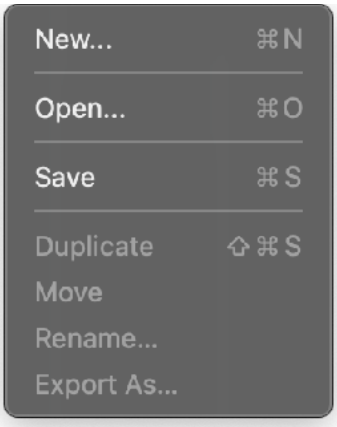


Open a window to display version information.

Open Preference window.

Quit this application.

File

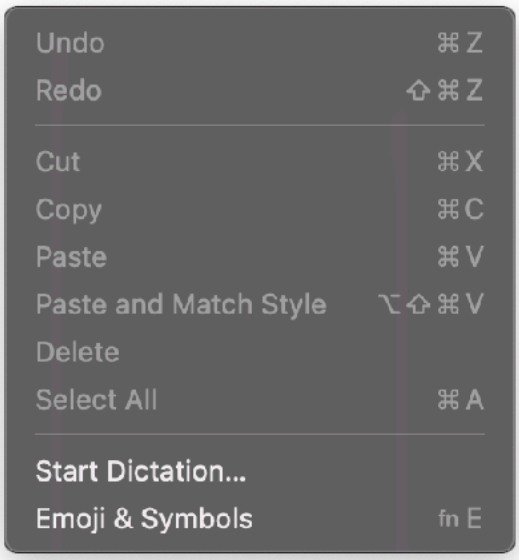


Reset all parameters and sequence data.

Open a preset from iCloud drive.

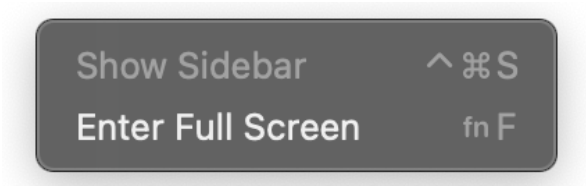
Save a preset to iCloud drive.

Edit



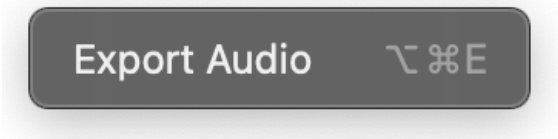
Edit Commands are enabled when typing text.

View



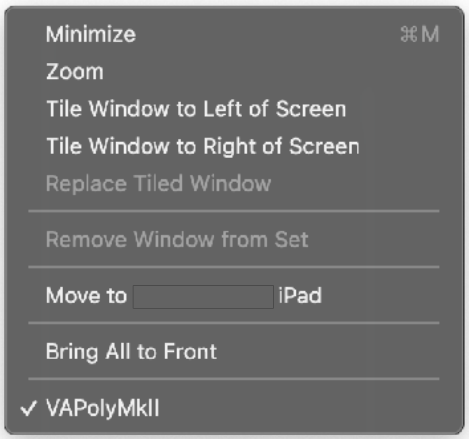
Enable/disable full screen mode.

Export



Open Export Audio Page in Setting Panel.

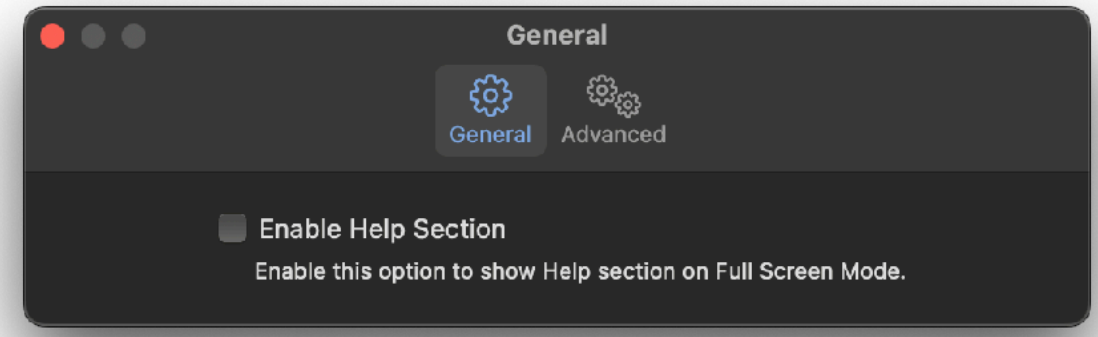
Window


Minimize ⌘M
Zoom
Tile Window to Left of Screen
Tile Window to Right of Screen
Replace Tiled Window
Remove Window from Set
Move to iPad
Bring All to Front
✓ VAPolyMkII

Help

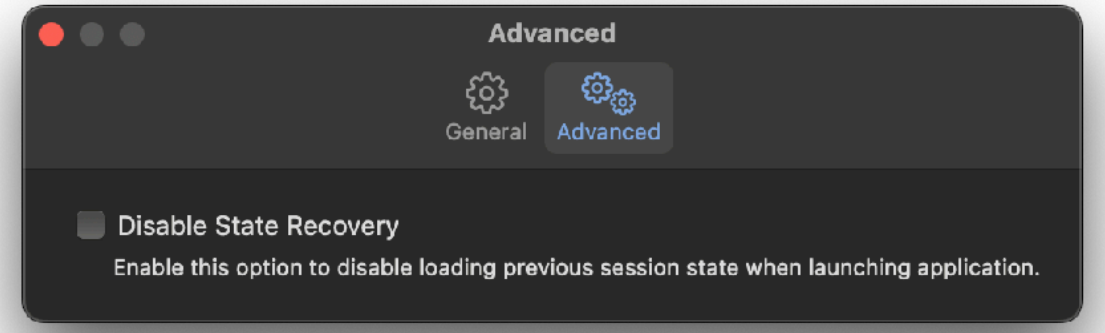
Search
VAPolyMkII Help

Preference



Enable Help Section

Enable this option to show Help Section on Full Screen Mode.



Disable State Recovery

When application is launched, state of the previous session is automatically loaded by default. Check this option to disable state recovery, so the application always start in default state.

Touch Bar (MacBook Pro)

1. Play / Stop

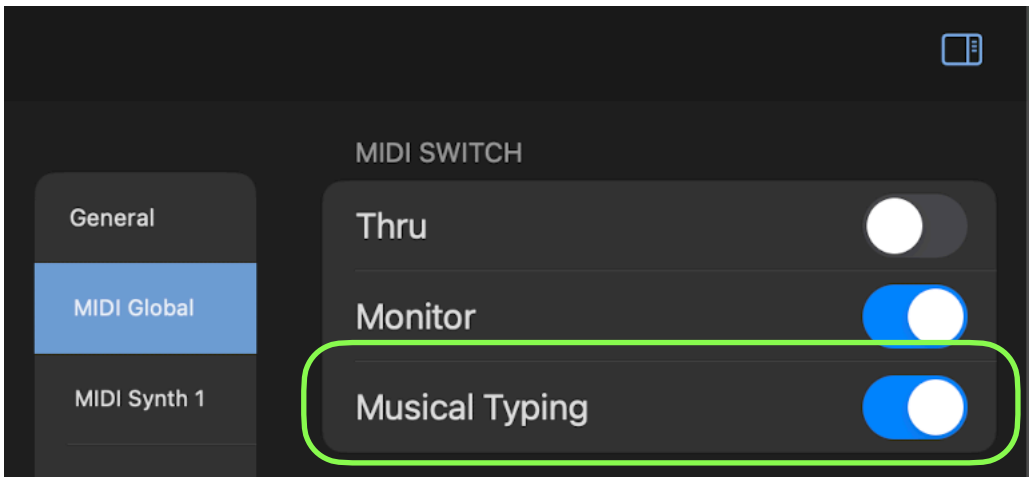
Tap to play / stop sequencer

2. Tempo

Adjust tempo. Range of the slider is from 20 BPM to 240 BPM.

Use Computer Keyboard as MIDI Keyboard

Enable Musical Typing option in setting.



Keys are mapped as shown in the figure below.

Change Octave

[O-] Press Z key to select one octave below.
[O+] Press X key to select one octave above.

Change Velocity

[V-] Press C key to decrease velocity.
[V+] Press V key to increase velocity.

Set Timbral

[T1] Press B key to select Layer.
[T2] Press N key to select Synth1.
[T3] Press M key to select Synth2.

Keyboard Shortcut

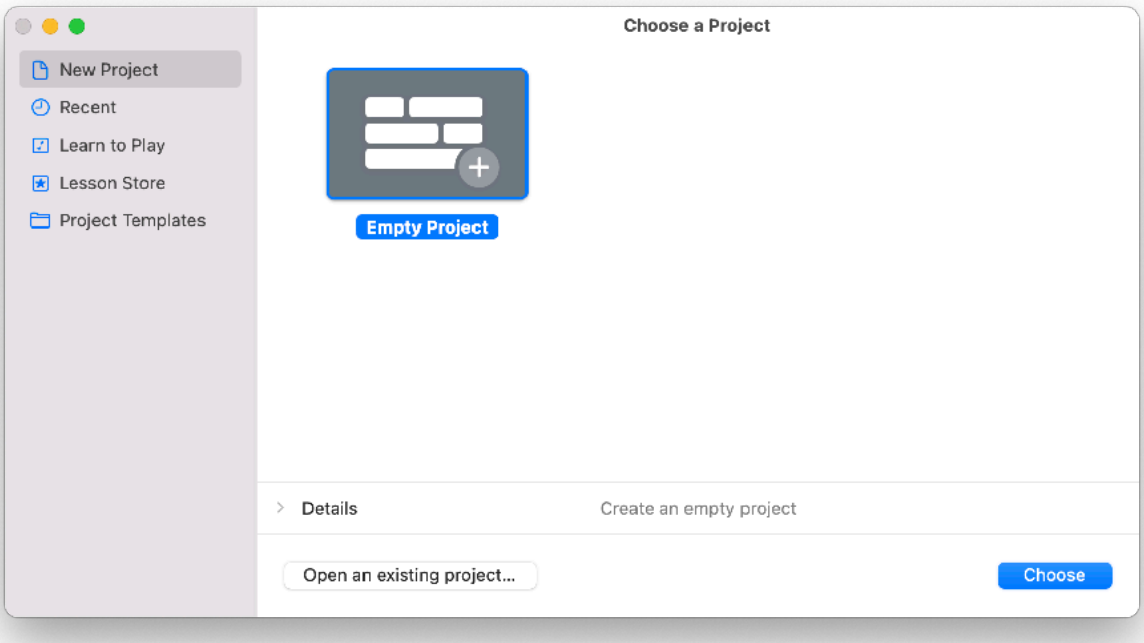
Command	Key	AUv3	Note
New	Command-N	N/A	
Open	Command-O	N/A	
Save	Command-S	N/A	
Undo	Command-Z	✓	
Redo	Shift-Command-Z	✓	
Cut	Command-X	✓	Available for Text Input
Copy	Command-C	?	
Paste	Command-V	?	
Delete	Command-Delete	?	
Select All	Command-A	?	
Enter/Exit Full Screen	fn-F	N/A	
Play/Stop	Space	?	
Change Focus	Tab	?	
List Up	Arrow-Up	?	
List Down	Arrow-Down	?	
List Select	Enter	?	

? : (AUv3) Availability is depends on the host application, which can disable these functions.
* Some of the keyboard shortcut will be available in the future version update.

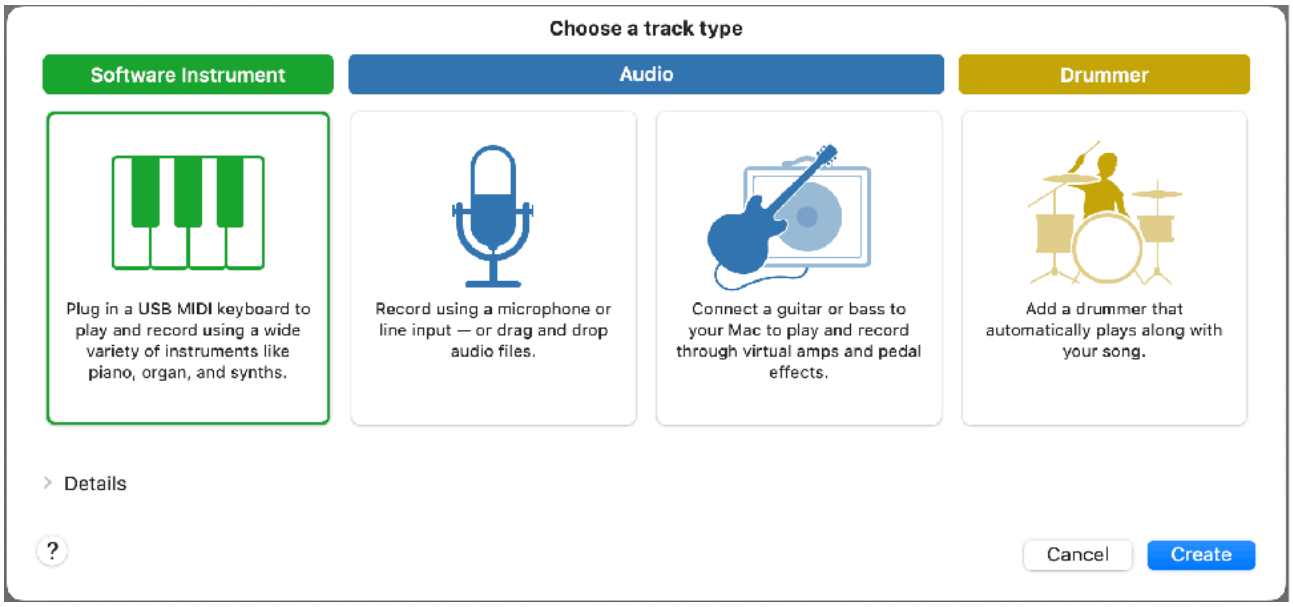
AUv3 on Apple Garage Band (Mac)

Load Plug-in

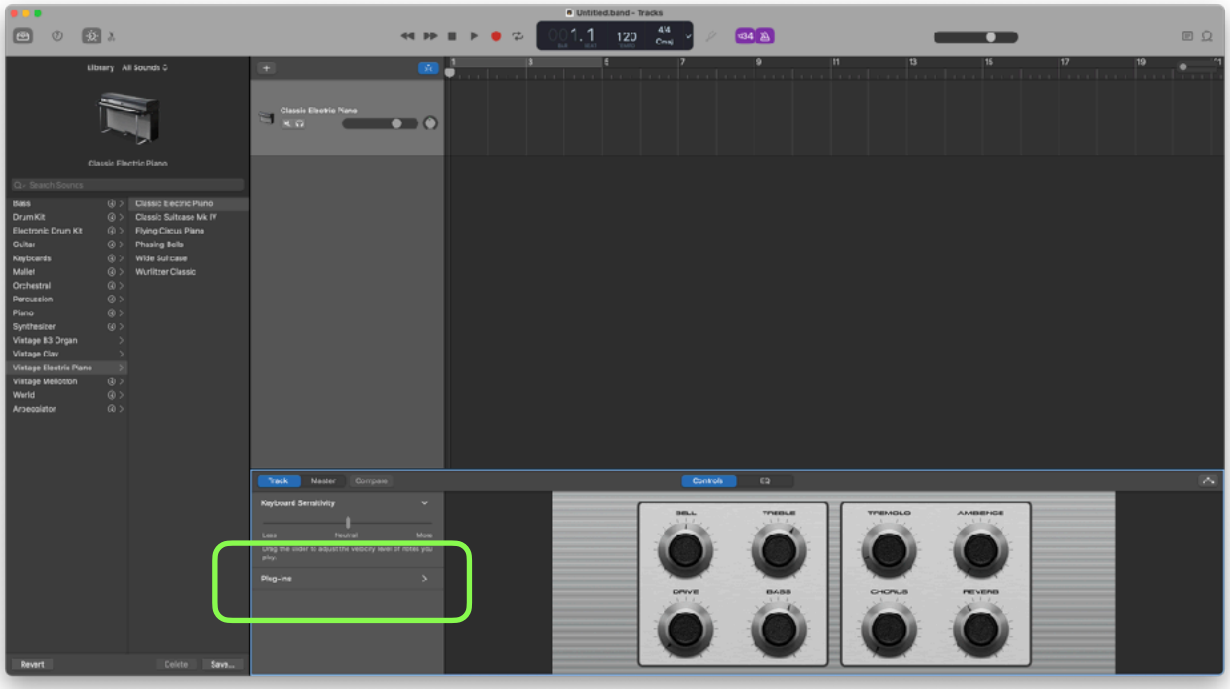
1. Launch GarageBand.
2. Choose a project dialogue window appears. Select a project and click on Choose.



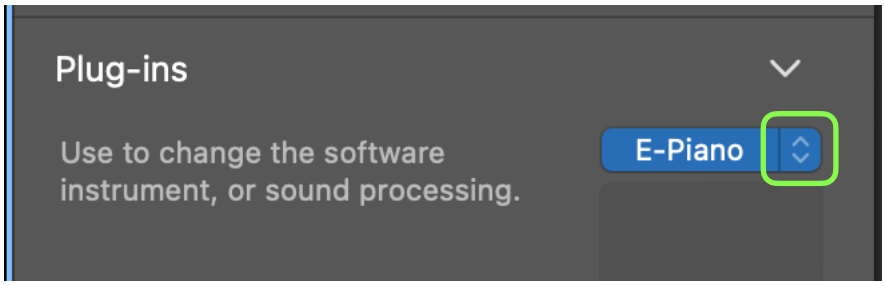
3. Choose a track type dialogue appears. Select Software Instrument and click Create.



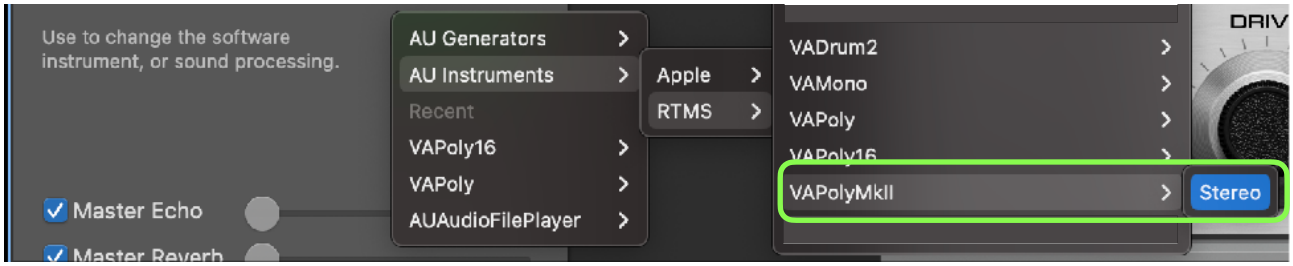
4. Click Plug-ins in Track Section.



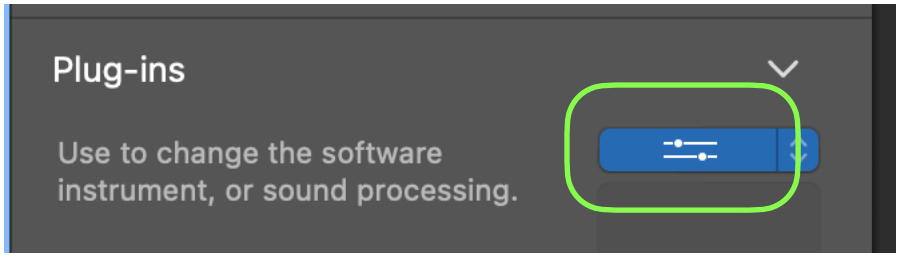
5. Click arrows at the right side of the blue button “E-Piano”.



6. Select AU Instruments > RTMS > VAPolyMkII



7. If plug-in window doesn't displayed. Tap blue button.



Activate Plug-In

After loading VAPolyMkII or opening a project file, DSP engine of VAPolyMkII may not be running.

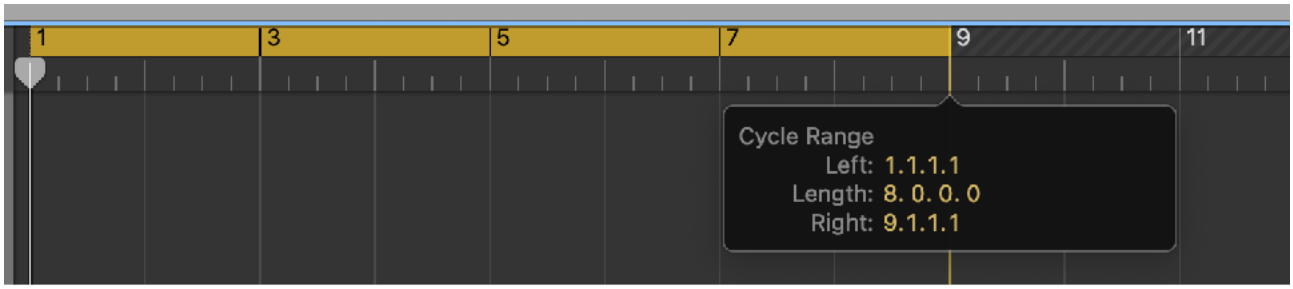
In order to start the DSP engine, please do one of the followings.

- Press Play button on GarageBand.
- Play MIDI notes from GarageBand.

To play midi note by computer keyboard, select "Window > Show Musical Typing" from menu bar of the Garage Band. While the Musical Typing window is displayed, type A for note C.

Offline Renering

To start Offline Rendering on Apple Garage Band, select Cycle Range and select "Share > Export Song to Disk" from menu bar of the Garage Band. Selected Cycle Range will be rendered.



The followings are a few tips for offline rendering on Apple Garage Band.

- Make sure to save your project before performing offline rendering.
- Audition before initiating offline rendering. In order to perform offline rendering, DSP engine of VAPolyMkII needs to be running. Please press play on GarageBand and make sure that DSP engine is running.
- If you are using clips, add an empty clip at the end and set the length to INF. Garage Band will stop rendering when audio level is dropped to inaudible level. This helps to record tail of the delay or reverb effect.

Known Limitations

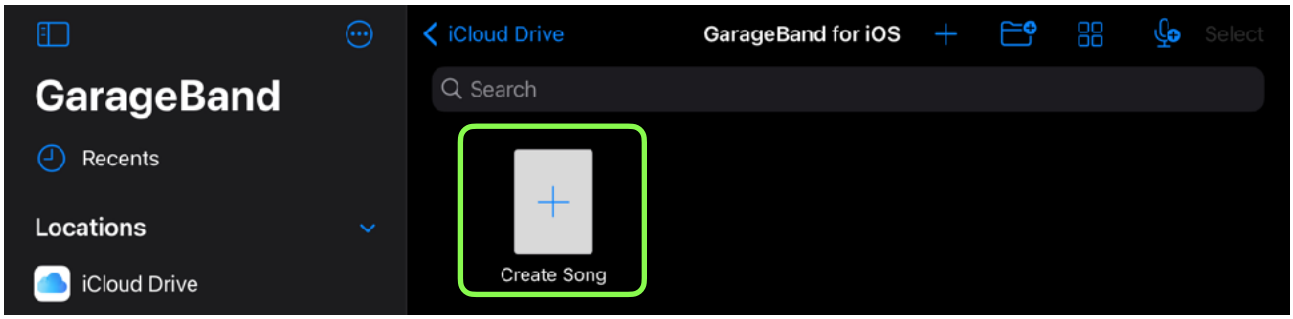
- DSP Engine doesn’t start until a user presses play button or play MIDI notes on GarageBand.
- Touch Bar shows blanc screen when showing button menu or context menu.
- GarageBand doesn’t record MIDI notes from keyboards or sequencer of the VAPolyMkII plugin.

AUv3 on Apple Garage Band (iOS)

Load Plug-in

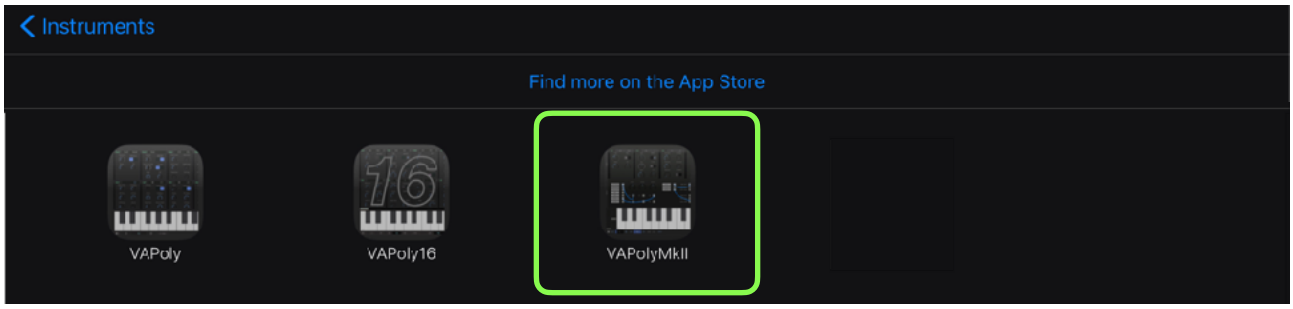
1. Launch Garage Band

2. Create a new song



3. Select External > Audio Unit Extension

4. Select VAPolyMkII



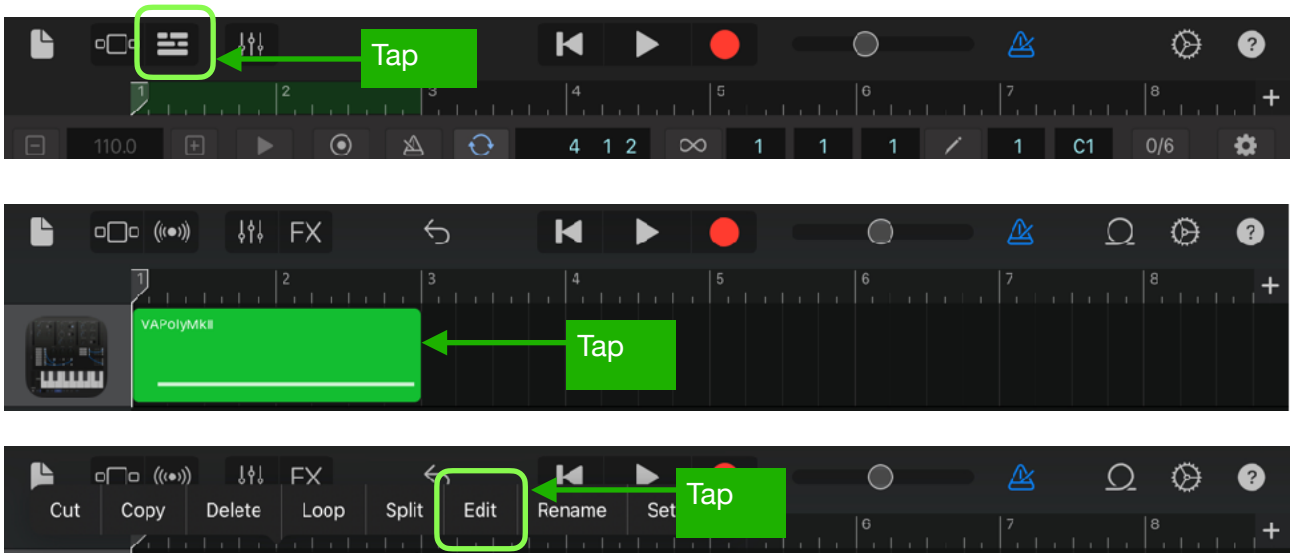
Change Plug-in Window Size

Tap arrow icon to resize the plug-in window.

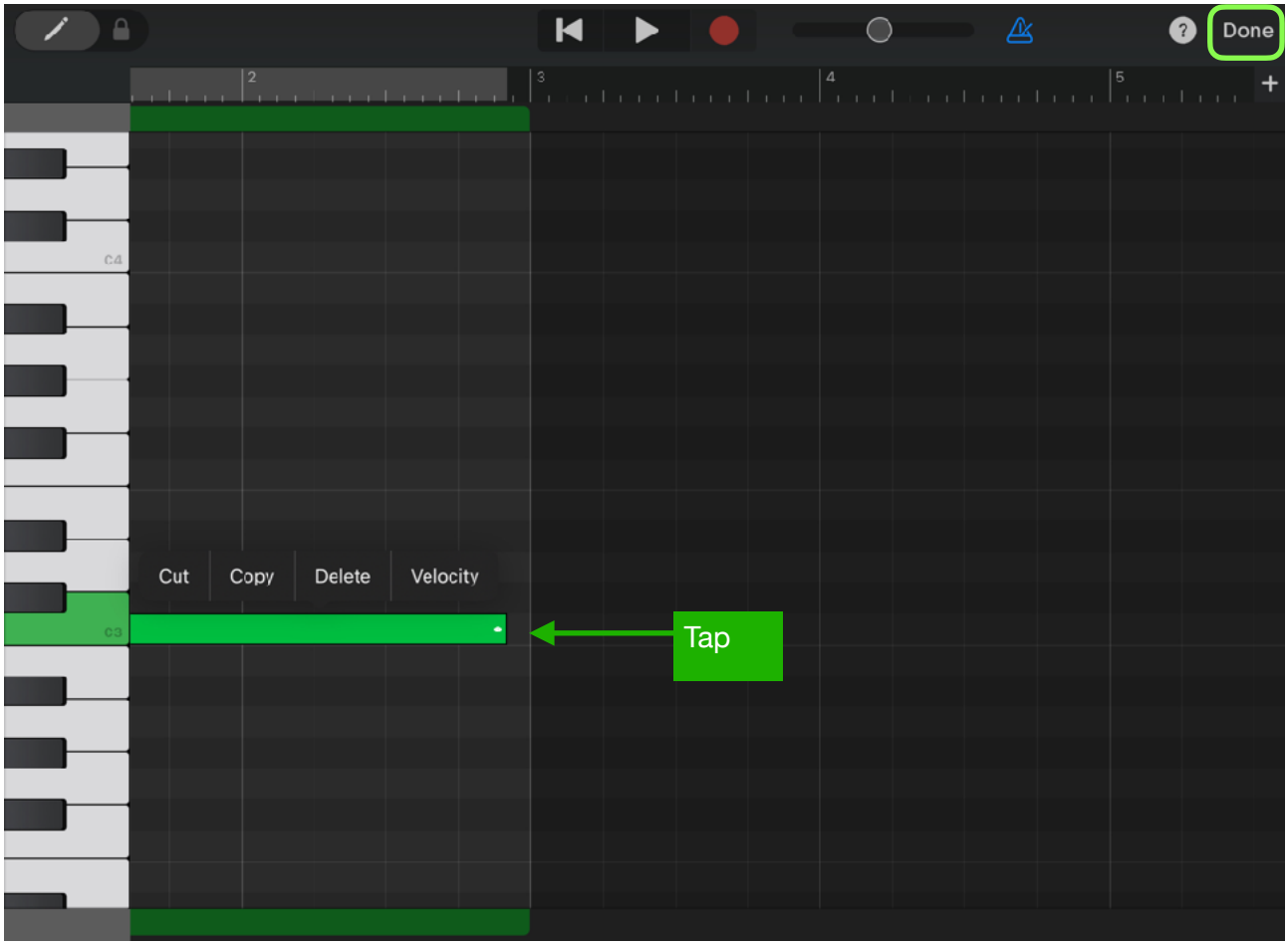
Record Notes

Tap record button and play keyboard.

Edit Notes

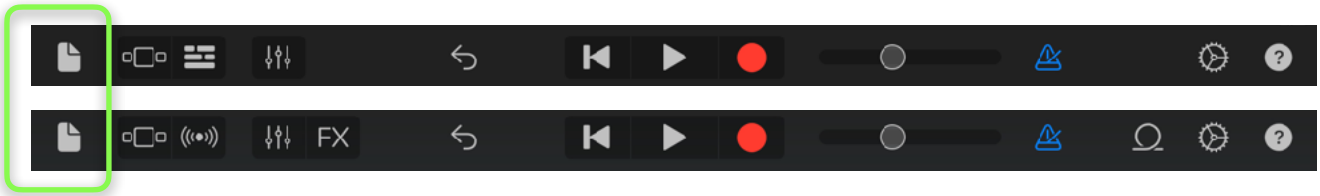


Select Edit from menu and edit notes. Tap “Done” to close the window.



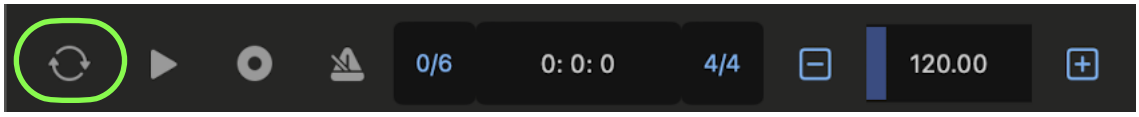
Save Project

Tap document icon to save the song.

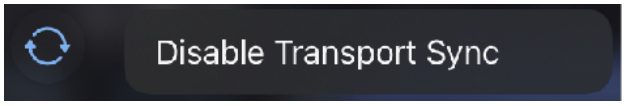


Host Sync

Tap Host Sync button to sync transport and tempo to host application.



To disable transport sync, tap and hold sync button and select “Disable Transport Sync” from menu.



System Interruptions (iOS)

It is important to aware that system may interrupt playback in the following situations. Please make sure to test and make a plan to handle the situations.

1. Incoming calls or activating Siri

When receiving an incoming call or when activating Siri, it interrupts playback and send App to background. In order to avoid it occurs, turn off the followings in the Setting App.

- Do Not Disturb > Do Not Disturb > turn on.
- Siri & Search > Listen for “Hey Siri” > turn off.
- Siri & Search > Press Home for “Siri” > turn off.

2. Connecting or disconnecting a headphone

Headphone output has own DAC[7] and own sample rate. The sample rate may be different form the sample rate of the audio engine. What will happens when connecting or disconnecting a headphone depends on the sample rates.

If the sample rates are same, playback continues when headphone is connected. When headphone is unplugged, playback will stop. You can change this behavior by turn Resume when headphone is unplugged on in Settings.

If sample rates are different, when connecting headphone or when disconnecting headphone stops playback and system will re-configure audio engine for the new sample rate.

The sample rate of the audio engine is set by an application or an audio interface.
For example, when connecting an iOS device to Mac using a cable that came with your device, Inter Device Audio and MIDI on macOS uses 44.1KHz but Quicktime player app on macOS uses 48KHz.

If you are planning to connecting or disconnecting headphone for monitoring during playback, please make sure to test and learn what will occurs.

3. Changing sample rate setting

As described above, if sample rate of the audio engine is changed for any reasons, playback stops.

4. Media Reset

Under rare circumstances, the system terminates and restarts its media services daemon. When it occurs playback stops.

5. Pressing the Home button or sending App to background

When app is sent to background by pressing home button, showing notification center or any other reasons, playback stops. You can change this behavior by turn Run in Background on in Settings.

Additional Settings

Followings are other settings in the Settings App which you may want to adjusted.

- Display & Brightness > Auto-Lock > set to Never
- Sounds > turn off all system sound
- Notifications > Show Previews > set to Never
- Home Screen & Dock > Multitasking > Gestures > turn off

If you have installed apps that may send you a notifications or may interrupt playback, make sure to adjust settings of the apps to disable the functions.

If you are using Ableton Link, make sure that Local Network in Privacy is turned on.
If you are using Bluetooth MIDI, make sure that Bluetooth in Privacy is turned on.

[7] Digital to Analog Converter

Specification

Synthesizer
16 voice virtual analog bitimbral polyphonic synthesizer

Oscillators
Continuously variable wave shape (triangle, sawtooth, square)
Sub: Square, one octave lower (oscillator 1)
Pulse width for triangle and square (oscillator 1)
Pulse width for square (oscillator 2)
Hard Sync (oscillator 1 to oscillator 2)
Keyboard on/off (oscillator 2)
Low frequency mode (oscillator 2)
Tuning +/- 24 semitones
Fine tuning +/- 50 cents (oscillator 2)

LFO
Wave shape: sine, saw, down saw, square, triangle, random
Frequency Range: From 0.04Hz to 42.2Hz
Amplitude modulation by ADSR envelope (Env2)

ADSR Envelope
Attack time: From1ms to 6 sec
Decay time: From 1ms to 10 sec
Sustain level: From 0 to 100%
Release time: From 1ms to 10 sec
Delay time: From 0ms to 10 sec

Oscillator Modulation
LFO: frequency, shape, pulse width
Env: frequency, shape, pulse width
Xmod: frequency and shape
Ring: oscillator 1 output and oscillator 2 output
Frequency modulation mode: linear / exponential

Filter
High pass filter: -12 dB per octave
Low pass filter: -12 dB per octave, -24 dB per octave
Envelope: ADSR (Env1 / Env2)
Frequency modulation by LFO
Key Follow
Routing: Cascade / Parallel

Amplifier
Envelope: ADSR (Env2) / Gate
Amplitude modulation by LFO
Pan modulation by LFO
Mute: On / Off

Controllers
Modulation Wheel, Pitch Bend Wheel

Arpeggio
Type: Up, Down, Up&Down. Random
Frequency: From 1 Hz to 20 Hz

Portamento (Glide)
Time: From 10 ms to 10 second

Sequencer

Steps: 16 steps per bar
Loop Length: from 1 bar to 16 bars
Clip: 8 clips
Tempo: from 20 BPM to 999 BPM
Host Sync: On and Off

Effects

Delay, Chorus, Flanger, Reverb, EQ and Compressor

Delay

Delay Time	Range from 20ms to 1200ms
Feedback	Range from 0% to 100%
Highpass Filter	Range from 20Hz to 500Hz
Lowpass Filter	Range from 1000Hz to 20000Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0 (from 0ms to +/- 10ms)
Effect Switch	ON or OFF
Sync Switch	ON or OFF
Frequency Range	From 0Hz to 22.05KHz (effect)

Chorus / Flanger

Delay Time	Range from 1ms to 40ms (chorus), from 1ms to 13ms / 20ms (flanger)
Feedback	Range from 0% to 100% (flanger)
Highpass Filter	Range from 20Hz to 500Hz
Lowpass Filter	Range from 1000Hz to 20000Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0 Chorus: from 0ms to +/- 1ms Flanger: from 0ms to 12ms / 19ms / 39ms
Effect Switch	ON or OFF
Sync Switch	ON or OFF
Effect Selector	Chorus or Flanger
Frequency Range	From 0Hz to 22.05KHz (effect)

Reverb

Input lowpass filter	Range from1KHz to 20KHz
Input high-pass filter	Range from 20Hz to 500Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0
Pre Delay	Range from 1ms to 100ms
Size	Range from 0% to 100%
Auto Size Mode	ON or OFF
Decay	Range from 0% to 100%
Damp	Range from 0% to 100%
Output Lowpass Filter	Range from1KHz to 20KHz
Early/Late Mix	Range from 0% to 100%
Tempo Sync	ON or OFF
Effect Switch	ON or OFF

Equalizer

Low Shelving	Frequency Range	Range from 21Hz to1092Hz
	Gain	Range from -INF to +12dB
	High Pass Filter response	12dB / Oct
Mid Peak / Notch	Frequency Range	Range from 151Hz to 2389Hz
	Gain	Range from -14dB to +14dB
	Bandwidth	1 octave
High Shelving	Frequency Range	Range from 296Hz to 21096Hz
	Gain	Range from -INF to +12dB
	Low Pass Filter response	12dB / Oct

Compressor

Input Gain	Range from -20dB to 20dB
Input High Pass Frequency	Range from 20Hz to 185Hz
Threshold	Range from -40dB to 0dB
Makeup Gain	Range from 0dB to 20dB
Ratio	2, 4, 10
Attack	0.01ms, 0.1ms, 0.3ms, 1ms, 3ms, 10ms, 30ms
Relese	0.1s, 0.3s, 0.6s, 1.2s, Auto
Dry / Wet	Range from 0% to 100%

*Appearance and specification of the product are subject to change without notice.

Release Notes

What's new in version 1.0
- Initial release

What's new in version 1.0.1
- Fixed a problem that system sample rate change is handled incorrectly.

What's new in version 1.0.2
- Added version information in global setting.
- Added undo for recording, file new and file open.
- Fixed a problem that app crash by tapping on Map MIDI CC button in setting panel when effects are displayed.
- Fixed a problem that state is not restored correctly.
- Fixed a problem that preset name is not updated when clip changed during the playback.
- Fixed a problem that value of Delay Time, LFO Freq (C/F and Reverb) and Room Size (Reverb) doesn't show sync rate when sync switch is on.
- Fixed a problem that undo doesn't work in Stand Alone Setting Panel correctly.
- Fixed a problem that user interface elements are scaled incorrectly.

What's new in version 1.0.3
- Fixed a problem that edit menu appears by three finger tap.
- Fixed a problem that preset manager behave erratic when loading plugin presets.
- Fixed a problem that MIDI settings are not updated when a user preset is loaded.

What's new in version 1.0.4
- Fixed a problem that save file dialog moves up and disappear when keyboard shows up on iPad.
- Fixed a problem that plugin preset name is displayed incorrectly when other presets are deleted.
- Fixed a problem that MIDI Pitch Bend Message is handled incorrectly.

What's new in version 1.0.5
- Fixed a problem that buttons are displayed with unexpected style on some devices.
- Fixed a problem that edit menu appears by three finger tap.

What's new in version 1.0.6
- Added an ability for list to scroll to the selection.
- Fixed a problem that buttons don't trigger when tapped on space around icon.
- Fixed a problem that scroll bar and range selector bar of piano roll editor are not worked properly.
- Fixed a problem of three finger double tap undo gesture.
- Fixed a problem that pitch changes when thumb of pitch wheel is touched down before it is moved.
- Fixed a problem that note is turned off when previously pressed key is released in unison mode.

What's new in version 1.0.7
- Added an ability for keyboard to scroll.
- Improved behavior of key holding.
- Improved scrolling behavior of sequence editor.

What's new in version 1.0.8
- Improved restoration of the keyboard scroll position.
- Improved undo and redo.
- Fixed a problem of transition animation.

What's new in version 1.0.9

- Improved behavior of undo and redo.
- Improved handling of computer keyboard input.
- Added buttons for editing menu in sequencer editors.
- Fixed a problem that app crash when adjusting note range in piano roll editor in certain condition.
- Fixed a problem that app crash when adjusting note length in piano roll editor in certain condition.

What's new in version 1.0.10

- Improved parameter value slider in top bar. Parameter menu is now enabled by double tap.
- Improved user interaction of patch bay editor.
- Fixed a problem of note label in piano roll when Heptatonic mode is selected.

What's new in version 1.1.0

- Added an option to show compact keyboard on iPhone.
- Fixed a problem that changing destination of patch cable doesn't work properly.
- Fixed a problem of state restoration.

What's new in version 1.2.0

- Added 150 factory presets.
- Fixed a problem that audio visualizer doesn't update properly when note is changed.
- Fixed a problem that patch connections are not updated when factory preset is changed.