

Tutorial

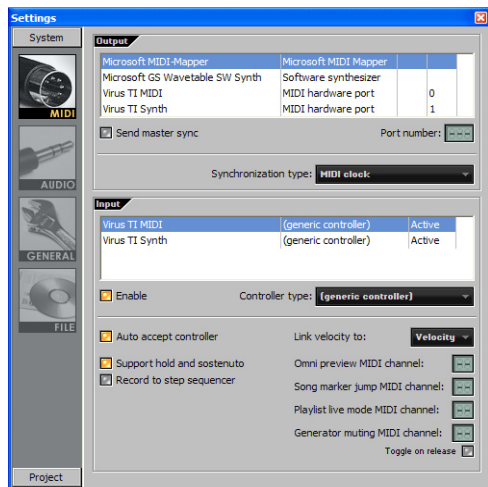
How to setup the Virus TI with Imageline FL Studio 6

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Here are a couple of tips and tricks on how best to use the Virus TI in FL Studio 6:

Configuring MIDI devices

1. Open Options->MIDI Settings

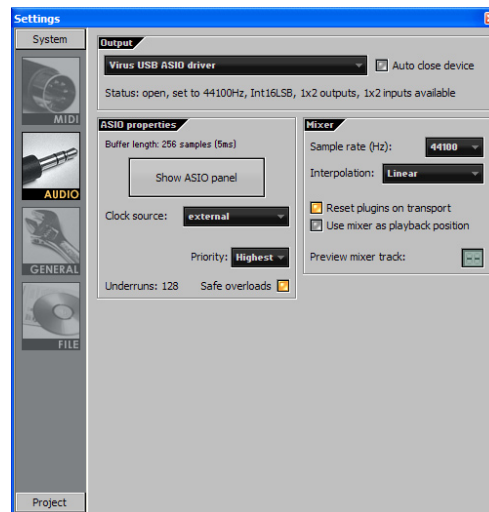


Note that the Virus TI offers 2 MIDI I/O ports. “Virus TI MIDI” refers to the external MIDI jacks, whilst “Virus TI Synth” refers to

the Virus Sound Engine (and the keyboard on TI Keyboard/Polar models).

Configuring the audio device

1. Open Options->Audio Settings
2. (Optional) Select “Virus USB ASIO driver” on Output.
3. Set clock source to “external”
4. Set priority to “Highest”



Activating the Virus Control VST Instrument

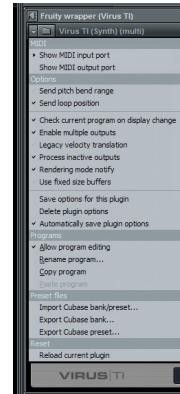
Select “Channels” > “Add new channel” -> “Virus TI”. This adds a new track into the pattern editor and opens the Virus Control window, which immediately starts to initialize the Virus hardware. The screen now looks like this:



Recommended Fruity Wrapper Settings

FL Studio runs VST Plugins through its own wrapper, called the “Fruity Wrapper”. It allows certain settings to adapt the behavior of FL Studio to the plugin. We recommend the following settings for best results:

- ☒ Check current program on display change
 - ☒ Enable multiple outputs
 - ☐ Legacy velocity translation
 - ☒ Process inactive outputs
 - ☒ Rendering mode notify
 - ☐ Use fixed size buffer
-
- ☒ Automatically save plugin options



Handling multitimbrality in FL Studio

Since the Virus TI is a 16 part multitimbral instrument, it needs some additional handling in FL Studio. By default, the inserted track only addresses MIDI Channel 1. To use the Parts 2-15 and to send MIDI data to other parts of the Virus, you need to assign a MIDI port number to the plugin. Do this by click+dragging the green “Port” gadget at the upper right corner of the plugin window until you have set it to an unassigned MIDI port number.



In our tutorial song we've set the MIDI port to 3. To address part 2 on the Virus, drag and drop a patch to part 2 in the plugin window and create an additional channel by this:

Select “Channels” > “Add one...” -> “MIDI OUT”

In the channel settings window the Port must be set to the same value as the plugins MIDI IN port, in our example, this is 3, the channel shall be set to 2. It is not recommended to use Bank/

Program to select a patch, the Browser in the plugin window is the more appropriate option.



Now, the channels sends MIDI to the Virus Control on MIDI channel 2, addressing part 2.

You can listen to the patch by using the virtual keyboard at the bottom of the Channel settings window.

Automation

The Virus TI enables you to automate pretty much every feasible parameter using VST Automation. The Fruity Wrapper translates this seamlessly to the FL Studio Automation feature.

The Plugin Menu contains various plugin-specific commands such as preset management, MIDI mapping and service functions. To access the automation feature, click on the “Plugin menu” and select “Browse parameters”:



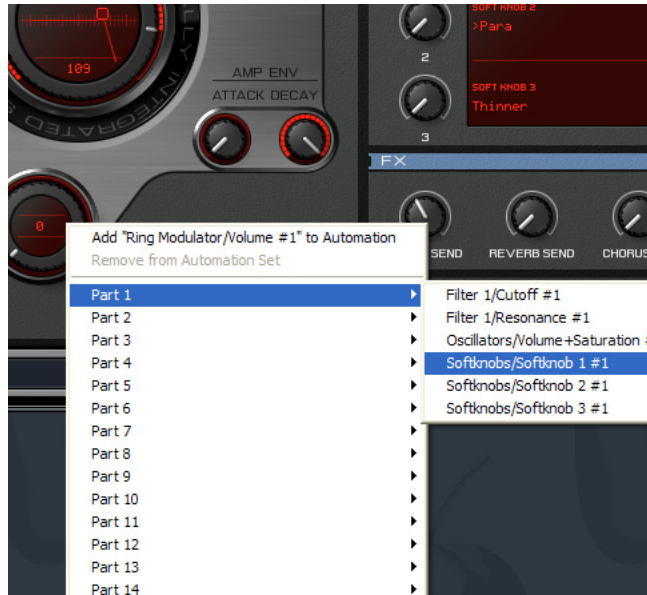
This lists all automated parameters in the browser pane:



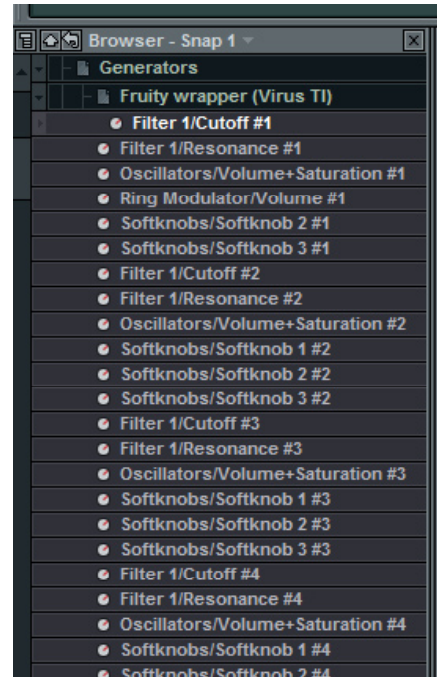
To edit or record events, right-click on the Parameter you want to automate and select “Edit Events” in the popup menu. You

can also view and record the parameters in the piano roll of the plugin.

To automate a parameter that is not in the list you need to add them to the automation list. Go to the Virus Control window and right-click on the parameter you wish to automate. In our example, we are replacing “Softknob 1” on Part 1 with the Ring-mod parameter.



In older versions of FL Studio we need to update the name change manually by clicking the “Re-read structure” button, which is the 3rd button from the left in the browser panel. The parameter “Oscillators/Volume+Saturation #1” now shows up in the list of events.



Mixing and Routing

To continue, please load the FL Studio tutorial song. You'll see 9 Tracks on different "MIDI Out" Channels. The channel "Virus TI", that holds the Virus Control Plugin, does not contain any MIDI data. Tracks 1-9 send their signals to "USB1 L+R", so the audio appears on "Insert 1" at the Mixer panel.

Next, select Part 1 on Virus Control by clicking on the button labeled "1" on the left side, then change to the Common page and set "Main Out" to "USB2 L+R".



Press play to listen. As you can now see, all audio generated by the kick drum on part 1 appears on "Insert 2" at the Mixer panel. This allows you to use 2 stereo tracks to separate outputs in Virus Control.

To assign the output of the plugin to any track on the Mixer panel, use the Channel Settings window. Change the setting FX (in the upper right corner) on the MISC page. "USB1 L+R" will be routed to this FX channel, "USB2 L+R" to the next one.



Render To Disk

FL Studio offers multiple ways to record a specific audio output to an audio file on your hard drive. However, since the Export to Wave/MP3 function can only be performed in faster-than-real-time, you will have to record the Virus' output onto a new track.

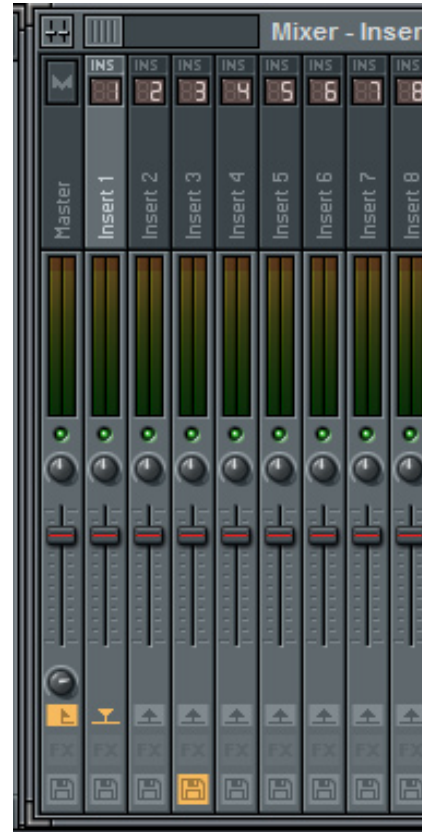
Here's how it works:

Step 1: Select the output you wish to render to disk ("Insert 1" in our example).

Step 2: Click on the little Disk symbol on a free channel to arm recording and give a name to the audio file.

Step 3: Arm the Record button on the transport and press Play to play a pattern or a song.

Step 4: Now you can add an "Audio Clip" channel and use the recorded file as a sample to play.



Note: The “Freeze/Export to Wave” function in FL Studio doesn’t work, because it can’t be set to execute in realtime. Bouncing faster than realtime will result in crackles and other unwanted artefacts.

Hint: Leave a pre-roll of two bars in Song mode to allow the system to sync all components. Also, don’t forget to wait until all reverb or release tails are done until you press stop on recording.

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