

Vocaloid Demo Version

User's Manual

Welcome To Vocaloid!

This VOCALOID Demo Version will allow you to try out the basic functions of Vocaloid to discover the many advantages of using this unique piece of software.

However, there are some restrictions and limitations in the functionality of this VOCALOID Miriam Demo Version. To gain full functionality you will have to purchase the VOCALOID Regular Version in which you can create vocal tracks using any lyrics you wish, in a wide range of musical styles, using a number of voices.

First, enjoy listening to the Demo songs by selecting from the menu "File" -> "Open Demo File".

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System Requirements

Minimum System

- Windows XP or Windows 2000.
- Pentium III, 1 GHz or faster.
- 512MB of RAM or more.
- **Approx 100 Mb Hard disk space or more (For the VOCALOID Regular Version, at least 500 Mb is required).**
- CD-ROM or DVD-ROM drive.
- SVGA Display (1024x768).
- Sound Card with Microsoft DirectSound Compatible driver.

Recommended System

- Windows XP.
- Pentium 4, 1.7 GHz or faster.
- 1 GB of RAM or more.

Notes & Precautions

- ReWire™ is a product of Propellerhead™ Software. ReWire and Propellerhead are trademarks of Propellerhead Software.
- VST is a trademark of Steinberg Soft- und Hardware GmbH.
- Windows is a trademark of the Microsoft Corporation.
- Neither the Yamaha Corporation or its subsidiaries will respond to inquiries regarding this owner's manual or the operation of this software.

Getting Started

Launch the Application

After installation, double-click on the Vocaloid icon to launch the VOCALOID Demo Version.

Play the Demo

Select “Open Demo File” and double-click on one of the demo files in the “Demo” folder. Once the demo file has loaded you can start playback (see 1-2 The Buttons and Indicators -> Transport). Enjoy!

Creating and Playing a Vocal Sequence – Basic Procedure

Here are the steps of one example you might use to create a short vocal phrase:

Step 1: Create a New Sequence

A new “empty” sequence will automatically be created for you.

Step 2: Set the Initial Tempo and/or Time Signature

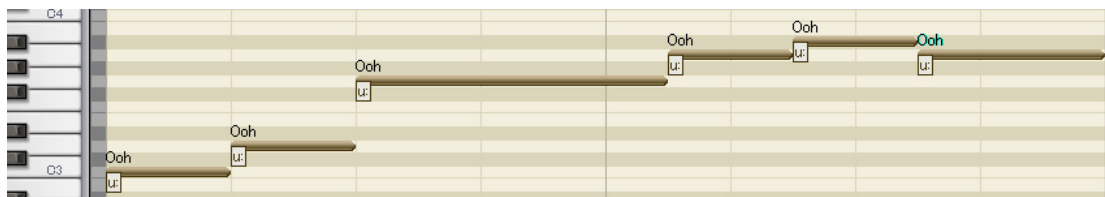
You will see the initial tempo and time signature settings at the beginning of the TEMPO and BEAT rulers above the sequence window, respectively. You can double-click on either of these numbers to change their value as required (see 1-3. Sequence Window -> Rulers).



Step 3: Enter the Notes



Click on the pencil tool button to select it (see 1-2. The Buttons & Indicators -> Tools). Start entering the notes at measure number 1 in the sequence track:

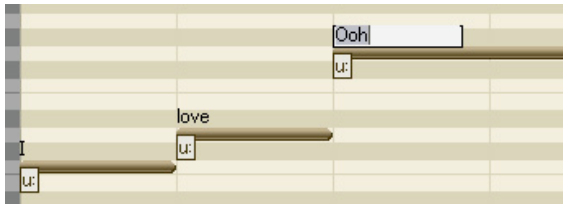


You can click and drag the notes to the required length, but it is easier to use the VOCALOID Grid and the preset note lengths. (see 2-2. [Entering & Editing Notes -> Grid vs. Length](#)).

Step 4: Enter the Lyrics



Now, let's enter the phrase "I love you my baby". Go back to the tool buttons and select the pointer tool. Double click the default lyric "ooh" above the first note to enter the lyric editing mode and enter the first word "I". Repeat this for the remaining five notes, entering one word per note (see 2-3. [Entering & Editing Lyrics](#)).



Step 5: Phoneme Transformation



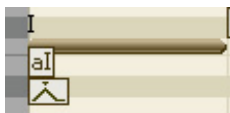
After you enter the lyrics, click the Phoneme Transformation button (see 1-2. [The Buttons & Indicators -> Phoneme Functions](#)) to convert the lyric text into data that VOCALOID can sing.

Step 6: Play – Initial Check

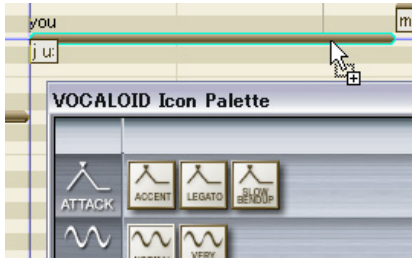
Click briefly in the MEASURE ruler at the appropriate location (see 1-3. [The Sequence Window -> Rulers](#)), and then start playback to hear how it sounds.

Step 7: Add Expression

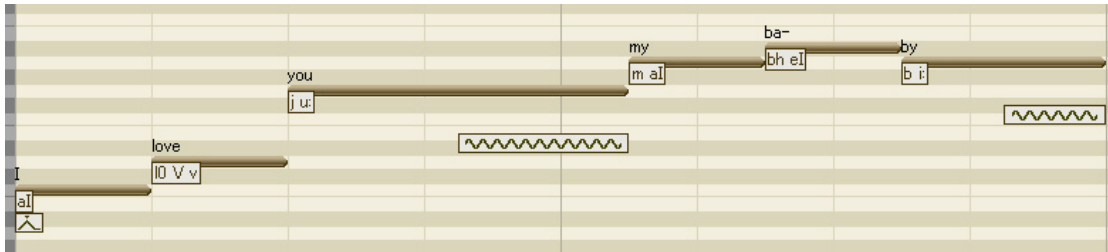
If the icon palette is not already showing, select VOCALOID Icon Palette from the View menu (see 1-1. [The Menus -> View](#)). Now you can simply drag some basic expression objects to your vocal track. Start with attack: drag the "ACCENT" attack icon to the first note – when you drop the icon on the note you should see a little attack object at the beginning of the note, like this:



Now for some vibrato: drag the NORMAL vibrato icon onto the first note and also to the last note.



The vibrato objects are automatically applied to the last half of the note on which they are placed, so you will need to grab the leading edge of the vibrato objects and stretch them to the right length with a red double-headed arrow (↔) (see 2-5. Adding Expression).



Step 8: Add Control

For the final touch to our first track – some real-time control, start by selecting “Brightness” from the control menu, click the [FREE] control entry mode button (see 1-4. The Control Track -> Control Input Mode Selectors), and use the pencil tool to draw a curve:



Next select “Gender Factor” from the control menu and draw a curve:



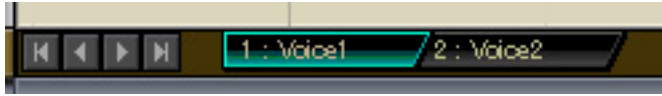
Find out more about it in 2-6. The Control Track -> Editing a Control Track.

Step 9: Play – Check the Expression

Now, play the track again and hear how it sounds.

Step 10: Add a Track

If you want to make a chorus sequence, add a new track to your sequence by selecting “Add” from the Track menu (see 1-1. The Menus -> Track). You can now select either of the two tracks for editing by clicking the track selectors at the bottom of the sequence window (see 1-3. The Sequence Window -> Sequence Track).



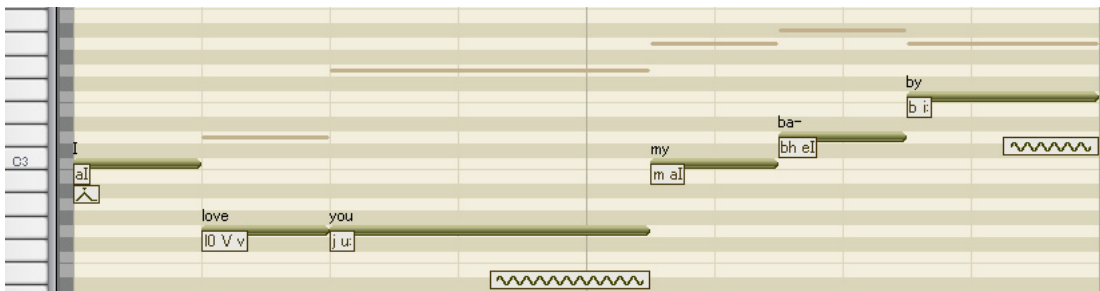
For now, delete the track you just edited by first clicking its track selector and then selecting “Delete ...” from the Track menu. Click [Yes] in the confirmation window to delete the track.

(A VOCALOID Demo Version sequence is limited to 3 separate tracks. The VOCALOID Regular Version can have as many as 16 separate tracks.)

Step 11: Copy Track 1 To Create a Chorus

Here’s a quick and easy way to create a chorus. Select track 1 (the initial “I love you my baby” track you created above), and select “Copy” from the Track menu. You will now have a new track containing the same data as your original track.

Next you can change the pitches of the notes to create harmonies by simply dragging them up or down the appropriate pitches. Here’s a harmony track that works with our original track:



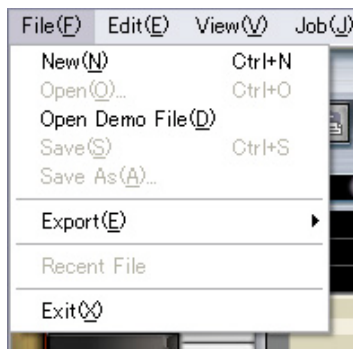
You will also probably want to adjust the second singer’s attack, vibrato, and other parameters to give her some individuality while maintaining the best possible musical blend.

Reference Section

1. The Interface

1-1. The Menus

File



New

Creates a new VOCALOID sequence file.

Open

(This function is disabled in the [VOCALOID Demo Version](#).)

Open Demo File

Opens an existing VOCALOID Demo file. You can listen to the demo and then if you wish, edit some or all of the parameters in the [VOCALOID Demo Version](#).

Save

(This function is disabled in the [VOCALOID Demo Version](#).)

Save As ...

(This function is disabled in the [VOCALOID Demo Version](#).)

Export > Wave File

This function exports the current sequence as a standard wave-format (WAV) audio file.

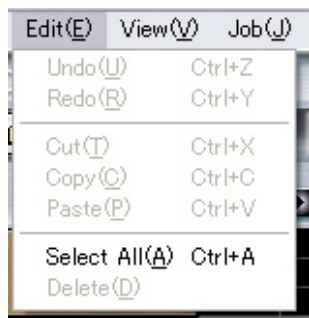
Recent File

(“Recent File” menu is not showed in the [VOCALOID Demo Version](#).)

Exit

Click “Exit” to exit from the VOCALOID Editor application.

Edit



Undo

If you make an edit and then decide you want to undo it, use the Undo function immediately after performing the editing and before performing any other operation.

Redo

This item will “redo” a previously undone edit.

Cut / Copy / Paste

Cut or copy an object, or a group of objects, that you have highlighted in the sequence track and the control track and paste the object(s) elsewhere in the track.

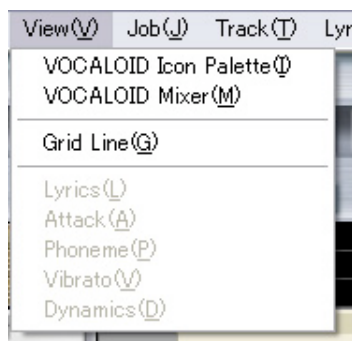
Select All

This item will select all data objects in both the sequence track and the control track.

Delete

Deletes the currently selected data object(s).

View



VOCALOID Icon Palette

Shows or hides the VOCALOID Icon palette which provides access to a variety of expression objects that can be applied to your sequence (see 2-5. Adding Expression).

VOCALOID Mixer

Shows or hides the VOCALOID mixer window that contains mix controls for each individual track within the sequence as well as a master level control.

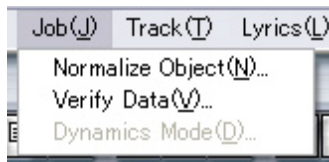
Grid Line

Shows or hides grid lines corresponding to the currently selected grid size in the sequence track. The grid lines can serve as a useful visual guide when entering or moving notes.

Lyrics / Attack / Phoneme / Vibrato / Dynamics

Shows or hides the corresponding data objects in the sequence track.

Job



Normalize Object ...

Resolves all instances of overlapping notes in the current track by shortening the first note of all overlapping pairs.

Verify Data ...

This simply searches the track, and returns the position indicator to the location in the track of the first note or dynamics object where an overlap occurs so you can fix the situation as required.

Dynamics Mode ...

(This is disabled in the *VOCALOID Demo Version*.)

Track



(In the VOCALOID Demo Version, only 3 tracks are available, but in the VOCALOID Regular Version, one sequence can have up to 16 different tracks.)

Rename

Allows a new name to be entered for the current track.

Copy

Creates a copy of the current track with the same name as the source track.

Add

Creates a new empty track with the default track name.

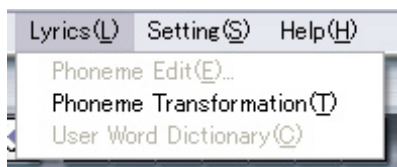
Delete ...

Deletes the current track.

Overlay

Determines whether or not to see the notes in hidden tracks in the current track window.

Lyrics



Phoneme Transformation

Transforms the text lyrics entered or edited into phonetic data that can be sung by the VOCALOID application. Phoneme Transformation must be executed whenever new

lyrics are entered or existing lyrics are edited (see 2-4. Phoneme Functions -> Phoneme Transformation).

Phoneme Edit ...

This function is disabled in the VOCALOID Demo Version, but the VOCALOID Regular Version allows you to edit the individual phonemes of any notes in your sequence.

User Word Dictionary

This function is disabled in the VOCALOID Demo Version.

Setting



VOCALOID MIDI >

Resolution ...

This function is disabled in the VOCALOID Demo Version.

Option ...

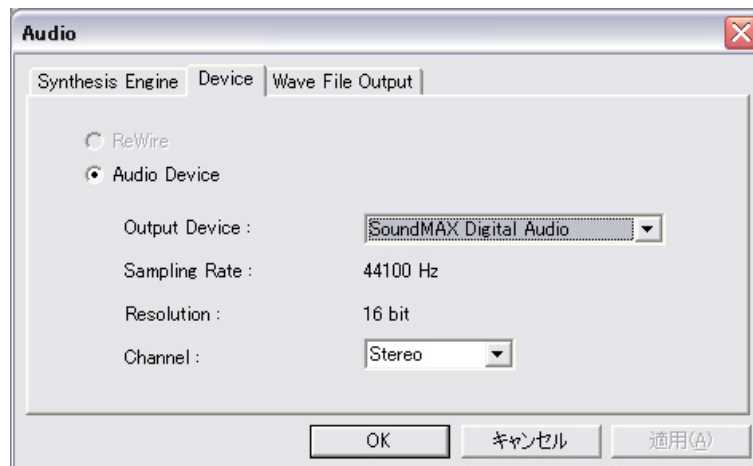
You can change the "Pre-send Time."

AUDIO >

Synthesis Engine ...

Only 44.1kHz is available as the sampling rate in the VOCALOID Demo Version, but in the VOCALOID Regular Version you can also choose 48kHz and 96kHz.

Device ...



Select the audio device to which you want to send the VOCALOID output via the “Output Device” selection menu. Select stereo or mono output from the “Channel” parameter.

Wave ...

You can specify whether only the current track is exported (“Current”), or all tracks are exported as a single WAV file (“Master”). When "Mono" is selected a mono file is exported, although the output level of each track will depend on the setting of the pan control in the mixer window ([see 1-6. The Mixer Window](#)).

Play ...

Only “Play After Synthesis” mode is available in the *VOCALOID Demo Version*, but the *VOCALOID Regular Version* has a “Play With Synthesis” function that allows the song to play immediately once the play button is pressed.

Pre-measure (f) ...

You can specify from 1 to 8 “pre measures” before measure 1 in the sequence window.

Skin >

You can change the appearance of the VOCALOID interface.

Customize ...

This is disabled in the *VOCALOID Demo Version*.

Grid >

To easily enter notes right on the beat, you can choose note “sizes” from 1/4 notes to 64th notes, plus triplet variations. (see 2-2. [Entering & Editing Notes -> Grid vs. Length](#)).

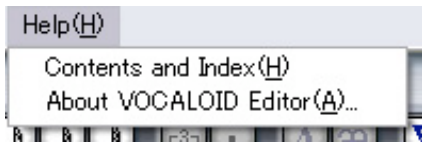
Length >

“Length” determines which beats the end of notes or expression objects will snap to when stretched. (see 2-2. [Entering & Editing Notes -> Grid vs. Length](#)).

Singer List ...

This is disabled in the *VOCALOID Demo Version*, but the *VOCALOID Regular Version* has singer choices (if you purchase more than one Vocal Font) and a range of parameters you can use to customize the singer's voice.

Help



Contents and Index

Calls up the Contents and Index listings for the VOCALOID on-line help file.

About VOCALOID Editor ...

Brings up the VOCALOID splash screen containing information about VOCALOID.

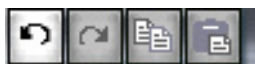
1-2. The Buttons & Indicators

File Functions



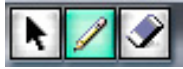
These buttons provide direct access to the file functions – New, Open, and Save. (The *VOCALOID Demo Version* only has access to the “New” function.)

Edit Functions



These buttons provide direct access to four of the edit functions – Undo, Redo, Copy, and Paste.

Tools



Pointer

The pointer tool is used to select already-entered notes and control points for editing.

Pencil

The pencil tool is used to enter new notes, tempo or beat changes, and controller data.

Eraser

As its name suggests, the eraser is used to erase any data object you click on.

Note Values



Note Length

When a note length is selected, a note of the specified length will be placed at the point at which you click using the pencil tool.

Triplet

Modifies the selected note length to produce triplets.

Dotted Note

Modifies the selected note length to produce dotted note values.

Phoneme Functions



Phoneme Transformation

Click this button after entering new lyric text in the sequence to transform the text into phoneme data (see [2-4. Phoneme Functions – Making VOCALOID sing](#)).

Phoneme Edit

(This is disabled in the VOCALOID Demo Version, but is available in the VOCALOID Regular Version. It allows you to assign a range of phonetic symbols to your lyrics.)

Show/Hide Start and End Markers



(This is disabled in the VOCALOID Demo Version, in the VOCALOID Regular Version, these buttons individually activate or deactivate the start and end markers in the MEASURE ruler.)

Transport



To Top 

Click to go directly to the beginning (top) of the track.

Fast Reverse 

Scrolls backward through the track while held, or steps backward in one-measure increments if clicked briefly.

Stop 

Stops playback.

Play 

Begins playback. Playback will stop automatically at the end of the track.

Fast Forward 

Scrolls forward through the track while held, or steps forward in one-measure increments if clicked briefly.

To End 

Click to jump directly to the end of the track.

Repeat 

(This is disabled in the [VOCALOID Demo Version](#).)

Grid



The “grid” makes it easy to enter notes right on the beat.

Size

Select the size of the notes you want to align the grid to: 1/4, 1/8, 1/16, 1/32, 1/64.

Triplet

If the triplet button is lit the currently selected note becomes the corresponding triplet size.

Grid Off

If this button is engaged notes can be positioned with maximum resolution.

Length



“Length” adjusts alignment of the size of notes and expression objects entered.

Size

Select the beats you want to align note sizes to: 1/4, 1/8, 1/16, 1/32, 1/64.

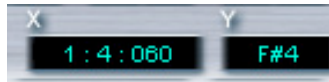
Triplet

If the triplet button is lit the currently selected note becomes the corresponding triplet size.

Length Off

When the Length OFF button is engaged no alignment occurs and the ends of notes and expression objects can be positioned with maximum clock resolution.

Coordinate Indicators



These two values tell you exactly where your cursor is located in the VOCALOID sequence track.

X

The “X” coordinate indicates the current horizontal position Measure : Beat : Clock along the sequence track (see 1-3. [The Sequence Window -> Sequence Track](#)).

Y

The “Y” coordinate indicates the current vertical position. It ranges from C-2 to G8.

Tempo Indicator



Shows the current sequence tempo.

View Selectors



These buttons let you show or hide the LYRICS, PHONEME, ATTACK, VIBRATO, or DYNAMICS data in the sequence track.

1-3. The Sequence Window

Rulers



The “rulers” across the top of the sequence track control the track’s time-based functions.

Measure

The indicator scrolls along the track during playback to indicate the current position.

Tempo

Click on the TEMPO ruler with the pencil tool to edit its value and the precise position.



Beat

Click on the BEAT ruler with the pencil tool to edit the upper and lower values.

Sequence Track

This is where you actually enter the notes and lyrics to be “sung” by VOCALOID.





Zoom Buttons

The  and  zoom buttons zoom in or out on the track horizontally.

Track Selector Tabs

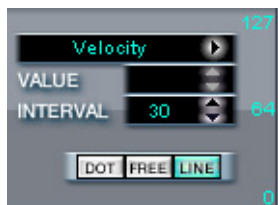
Track selector tabs for all tracks you have created in your VOCALOID sequence will appear here. Select a track for editing or viewing by clicking the corresponding tab.

Track Scroll Buttons

Use the track scroll buttons to scroll the desired track tab into view ( and ) , or to jump to the beginning or end of the track selector tabs ( or ).

1-4. The Control Track

The control track is where you view and edit all parameters that control the sound of the notes in the sequence track: note velocity, harmonics, pitchbend, and more.



Control Select

Click the arrow [▶] to select the control parameter. One control parameter can be displayed at a time, but all programmed parameter changes are active at all times.

Value

The current value of the selected control point or parameter is displayed in the VALUE bar.

Interval

This parameter determines the spacing of the control points generated by the “free” or “line” input, below. It does not affect the “dot” input mode.

Control Input Mode Selectors

Choose the input mode that most easily produces the type of control change or curve you need.

Dot

Click at the desired location in the control track to enter single control values individually.

Free

Click and drag to create virtually any control curve in order to create complex control changes.

Line

A straight line with multiple control points is created when you hold and release the mouse button.

1-5. The Icon Palette

Check the VOCALOID Icon Palette in the View menu to show a movable floating palette which provides access to expression types that can be applied to your sequence (see 2-5. [Adding Expression](#)). The Icon Palette in the *VOCALOID Demo Version* includes the following items:

- Attack: Accent, Legato, Slow Bendup
- Vibrato: Normal, Extreme
- Dynamics: Forte, Piano
- Crescendo: One linear crescendo
- Diminuendo: One linear diminuendo

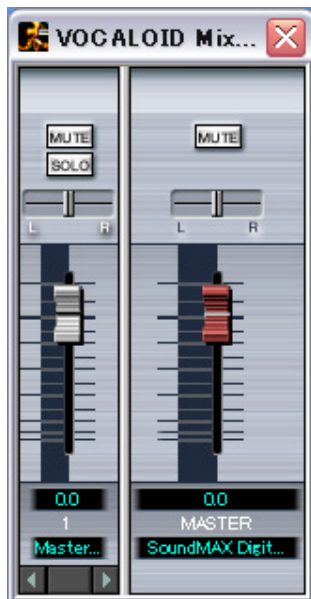


- The Icon Palette in the *VOCALOID Regular Version* includes:
- Attack: Tenuto, Accent, Extreme Accent, Legato, Fast Bendup, Slow Bendup, Trill Whole, Mordent Semi, Mordent Whole
 - Vibrato: Normal, Subtle, Slight, Deep, Very Deep, Extreme
 - Dynamics: Pianississimo, Pianissimo, Piano, Mezzo Piano, Mezzo Forte, Forte, Fortissimo, Fortessissimo
 - Crescendo: 3 different intensities for linear crescendo and 2 different intensities for swell-type crescendo.
 - Diminuendo: 3 different intensities for linear diminuendo and 2 different intensities for swell-type diminuendo.



1-6. The Mixer Window

The movable floating VOCALOID Mixer window will appear by selecting from the View menu. It provides mix controls for each track within the sequence as well as a master level control.



Track Fader

Drag the fader up or down to adjust the level of the corresponding track.

Pan Control

The pan control for each track is the horizontal “L—R” slider. Drag the slider to the left or right to pan the signal from that track to the corresponding side of the stereo output.

Mute Button

Click the [MUTE] button at the top of any module to turn the output from that track off.

Solo Button

You can simply engage the [SOLO] button for one track to mute all the others.

Output Assign

The selector at the bottom of each track module assigns the output of that track to either the master fader or ReWire™. (ReWire™ function is not available in the VOCALOID Demo Version.)

Master fader Module

The master fader in the fader module controls the overall output level of all VOCALOID tracks that are assigned to “Master.”

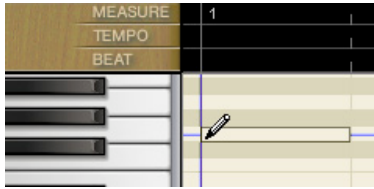
2. Operation

2-1. The Singer

You can change and customize the singer in the VOCALOID Regular Version, but this function is not available in the VOCALOID Demo Version.

2-2. Entering & Editing Notes

The first step to create any VOCALOID sequence, enter the desired notes (pitch and length) in the sequencer track (see 1-3. [The Sequence Window -> Sequence Track](#)) using the pencil tool.



If no note length is selected, click and drag the notes as required at the appropriate pitches, but if a note length is selected, a note of the specified length will be placed at the point at which you click (also subject to the current Grid setting). Keep in mind that notes in the same track cannot overlap.



Deleting Notes

You can individually delete notes either by clicking on them with the eraser tool, or single-clicking them and pressing the [Delete] key on your computer keyboard

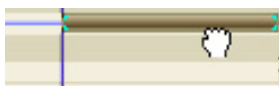
Stretching Notes

The Length setting (see 1-2. [The Buttons & Indicators -> Length](#)) determines the beats to which the note release will snap when a note is stretched. Place the pointer tool over the end of a note so that the red double-headed arrow appears (↔), and click and drag the note to resize as required.



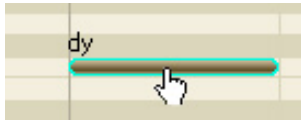
Moving Notes

Position the pointer tool over the body of a note until you see the hand pointer and click and drag the note to a different horizontal or vertical position. The Grid setting (see 1-2. [The Buttons & Indicators -> Grid](#)) will determine to which beats the moved note(s) will snap.



Copying Notes

You can copy single notes or a group of highlighted notes to a different location (time and/or pitch) by grabbing and dragging with the hand pointer while holding the [Ctrl] key.



You can also use the standard edit commands – cut, paste, and copy (see 1-1. The Menu -> Edit)
In this case the notes will be pasted to the current location of the position indicator.

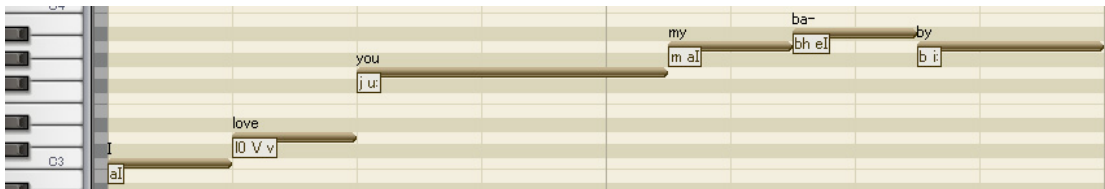
Grid vs. Length

The Grid setting affects where the beginnings of the notes or expression objects are placed, whereas the Length setting applies to the ends (releases) of notes and expression objects in the sequence track.

2-3. Entering & Editing Lyrics

The default lyric “Ooh” is automatically entered for each note. Double-click on and edit the default lyric for each note to create the desired phrase. You can press the [TAB] key to jump directly to the next note after entering the text for a note.

In some cases a single word will correspond to a single note, but in many cases words will be sung across two or even more notes, one syllable per note. In such cases simply type a hyphen following the syllable that needs to connect to a syllable on the following note.



In the above example, the first four words (“I love you my”) correspond to individual notes, while “ba-by” is sung using two notes: the “ba-“ syllable on the first and the “by” syllable on the second.

2-4. Phoneme Functions – Making VOCALOID Sing

The VOCALOID phoneme functions are the critical functions that turn typed lyric text into synthesis data that pronounces the lyric when played back.

Phoneme Transformation

Whenever you enter or edit the lyric text at any stage during the track creation, generate the proper pronunciation either by clicking the “Phoneme Transformation” item in the “Lyrics” menu, or by clicking the Phoneme Transformation button.

Phoneme Editing

This option is disabled in the VOCALOID Demo Version, but the VOCALOID Regular Version lets you change the actual phoneme transformation results for the note(s) if the normal transformation doesn't produce the pronunciation you require.

The User Word Dictionary

The VOCALOID Demo Version comes with a basic dictionary that produces appropriate pronunciations for most lyrics, but the VOCALOID Regular Version also allow you to enter any additional words in the VOCALOID User Word Dictionary to match your lyrical requirements.

2-5. Adding Expression

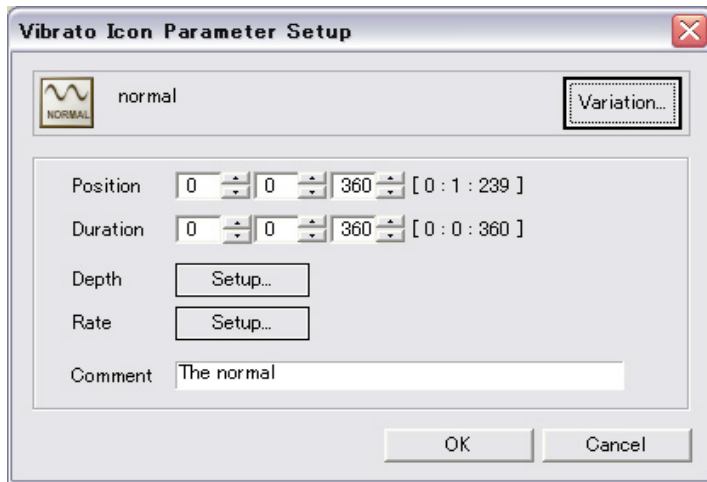
Basic expressive variations can be added to your sequence by dragging and dropping the appropriate icons from the VOCALOID Icon Palette (see 1-5. [The Icon Palette](#)). Click the VOCALOID Icon Palette item in the View menu (see 1-1. [The Menus -> View](#)) to make the icon palette visible.

Vibrato

Vibrato is added to individual notes by dragging the icon corresponding to the desired type of vibrato onto the note to which it is to be applied. Initially the vibrato will be applied to the latter half of the note, simulating the way a singer normally applies vibrato only to the last part of a note.

Editing Vibrato Objects

Double-click on any vibrato object that has been applied to the sequence to bring up its edit window.



Variation...

This button allows you to change the current vibrato object to a different vibrato type.

Position

You can numerically specify the position (measure:beat:clock) of the beginning of the vibrato object within the boundaries of the note. The maximum possible setting, dependent on the note length, is shown to the right of the position parameters.

Duration

Duration specifies the length (duration) of the vibrato. The maximum possible setting, dependent on the note length, is shown to the right of the duration parameters.

Depth

Open the graphic vibrato depth editing window by clicking the Depth [Setup...] button. The depth of vibrato can be dynamically varied over its duration. The depth range is from 0 to 127, with 64 as default. You can add control points (dot, free or line) at any locations within the white area of the window corresponding to the duration of the vibrato object.

Rate

Open the graphic vibrato rate editing window by clicking the Rate [Setup...] button. The rate (speed) of vibrato can be varied from 0 to 127 (fastest), with 64 as default.

Comment

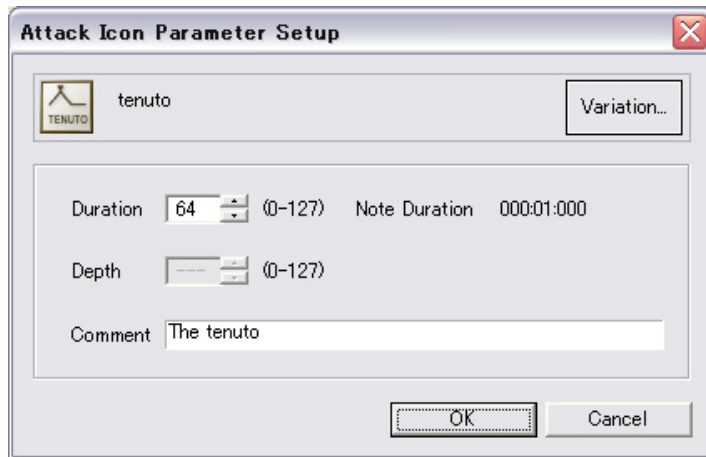
The comment space can be used to enter a text comment describing the object.

Attack

Attack objects are added to the beginning of individual notes by dragging the icon corresponding to the desired type of attack on to the note. These can be moved or copied to other notes in the same way as vibrato objects, but cannot be stretched or moved within the note.

Editing Attack Objects

Double click any attack object that has been applied to the sequence to bring up its edit window.



Variation...

This button allows you to change the current attack object to a different attack type.

Duration

Duration specifies the length of the attack. The range is from 0 to 127.

Depth

Like the Duration parameter, Depth has a range of 0 to 127, with a default setting of 64.

Comment

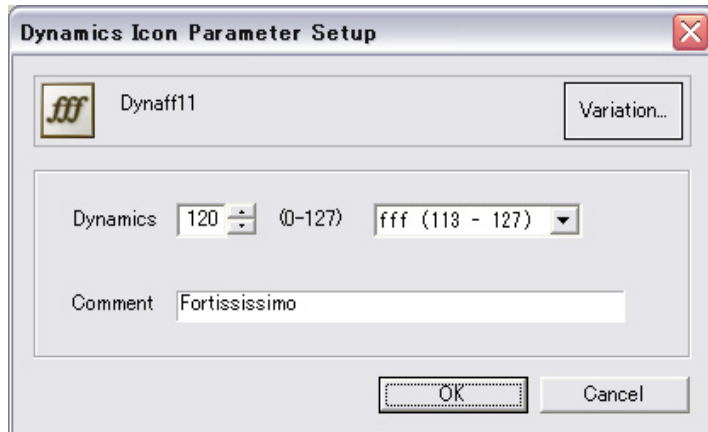
The comment space can be used to enter a text comment describing the object.

Dynamics

Dynamics objects can be placed at any point in the sequence window by dragging and dropping from the VOCALOID Icon Palette. Dynamics do not have to be dropped on specific notes however dynamics objects cannot overlap each other within the same track.

Editing Dynamics Objects

Double click any dynamics object applied to the sequence to bring up its edit window.



Variation...

This allows you to change the current dynamics object to a different dynamics type.

Dynamics

The level of each dynamics object can be adjusted via the Dynamics parameter. The available ranges are shown in the drop-down menu.

Comment

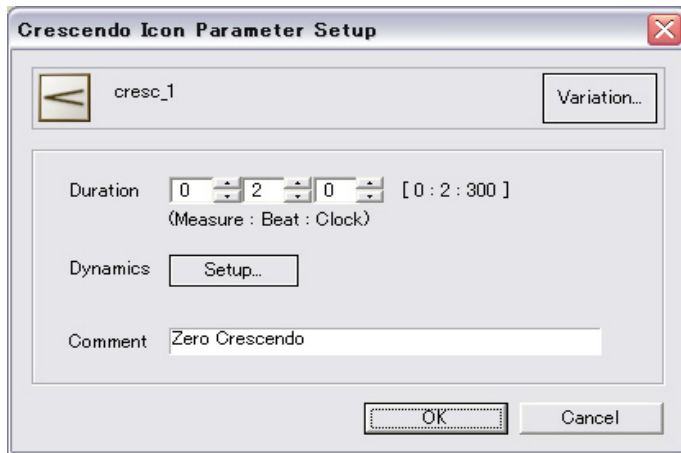
The comment space can be used to enter a text comment describing the object.

Crescendo & Diminuendo

The crescendo and diminuendo objects can be placed at any point in the sequence window by dragging and dropping from the VOCALOID Icon Palette and can span any number of notes.

Editing Crescendo & Diminuendo Objects

Double click any crescendo or diminuendo object applied to the sequence to bring up its edit window.



Variation...

This button allows you to change the current crescendo or diminuendo object to a different crescendo or diminuendo type.

Duration

Duration specifies the length of the crescendo or diminuendo object. The maximum possible setting is shown to the right of the position parameters.

Dynamics

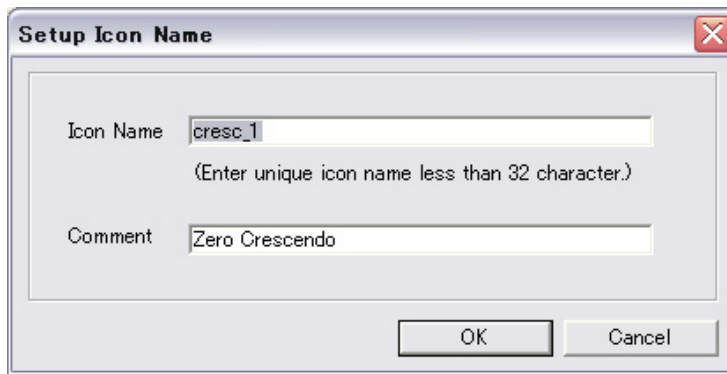
The overall shape of the level change produced by each crescendo or diminuendo object can be dynamically varied from -127 to +127 over its duration.

Comment

The comment space can be used to enter a text comment describing the object.

Creating Custom Expression Icons

Once you edit an expression object, you can add the edited object to the VOCALOID Icon Palette for convenient access later by right-clicking on the object in the sequence track and clicking “Add to Icon Palette” in the pop-up menu. This brings up the “Setup Icon name” window in which you can enter a name for your icon, and add a comment. The new icon will be added to the appropriate row in the VOCALOID Icon Palette with a “U” in the upper left corner as a “User” icon.



To delete a custom icon, single-click the icon to highlight it, then press the [Delete] key on your computer keyboard. Click [OK] in the confirmation window, and the icon will be deleted.

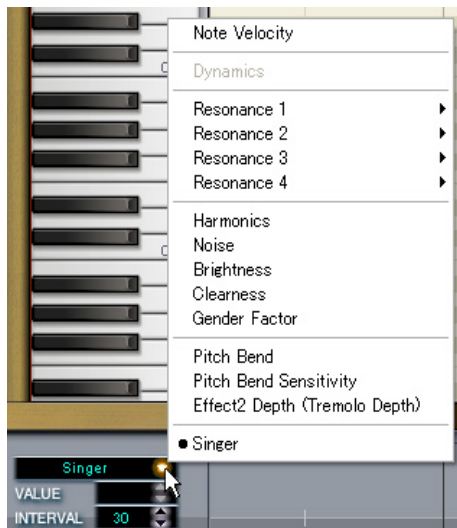
2-6. The Control Track

The control track can be used to create dynamic changes in parameters. A control change corresponds to the measure:beat:clock location and object immediately above it in the sequence track. The range for the selected parameter is displayed numerically to the left of the control track.

Editing a Control Track

Select a Control parameter To View or Edit

You can click the arrow and select one control parameter to be displayed in the control track at a time, and the name of the currently selected parameter will appear in the control select bar.



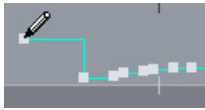
Edit Existing Control Points

Use the pointer tool to click and drag existing control points horizontally to change their measure:beat:clock location and/or vertically to change their value (note velocity control points can only be moved vertically). You can also select a control point to highlight it and then use the VALUE increment and decrement arrows to edit the point's value, or numerically edit the value by double clicking the currently displayed value and entering a new value.



Create New Control Points

You can create any number of control points for any parameter except note velocity using the pencil tool. You can enter control points using the DOT input mode or in groups conforming to a specified curve or line using the FREE or LINE input mode.



The Control Parameters

Note Velocity

A default note velocity is created automatically whenever a note is entered to determine the individual loudness of each note in the sequence. You can edit and select the note velocity control points using the pointer tool or use the pencil tool in the FREE or LINE mode to draw a curve or line through which points the included notes will snap to when the mouse button is released.

Singer Parameters

This option is disabled in the [VOCALOID Demo Version](#), but it is available in the [VOCALOID Regular Version](#).

Pitch Bend

The control range in the Pitch Bend control track is from -8192 to 8191. With the maximum Pitch Bend Sensitivity setting the overall pitch bend range allows pitch variation of ± 2 octaves.

Pitch Bend Sensitivity

Determines to what degree pitch bend value changes will affect the pitch. At the maximum setting of "24" the full value range will produce pitch variation of ± 2 octaves.

Singer

This option is disabled in the [VOCALOID Demo Version](#).

2-7. Using VOCALOID With Other Music Applications

Exporting Wave Files

To export your VOCALOID sequence as a WAV (audio) file, select "Wave File ..." from the File/Export menu. Wave file details can be specified in the Settings/AUDIO > Wave ... menu (see 1-1. The Menus -> Setting). You can specify whether only the currently selected track is exported ("Current"), or all tracks are exported as a single WAV file ("Master"). In either case the level and pan settings in the VOCALOID Mixer window (see 1-6. The Mixer Window) affect the levels and stereo position in the exported file. There is also a "Mono" option which creates a mono file to be exported - the output level of each track will depend on the setting of the level control.

ReWire™ Synchronization

This option is disabled in the [VOCALOID Demo Version](#), but the [VOCALOID Regular Version](#) can be synchronized with any sequencer compatible with the ReWire™ protocol.

The VOCALOID VST instrument

The [VOCALOID Demo Version](#) does not include the VOCALOID VST instrument, but the [VOCALOID Regular Version](#) will let you conveniently use VOCALOID as a VST instrument.

Importing MIDI (SMF) Files

This option is disabled in the [VOCALOID Demo Version](#), but the [VOCALOID Regular Version](#) will let you import SMF (Standard MIDI File) files containing up to 16 tracks.