

# Vyzor VoicePro, VoiceLive, VoiceWorks and VoiceOne - Installation Instructions, Product Overview and Quickstart

These instructions are intended to guide you through the first steps only. Psicraft's Vyzor editors are built on Sound Quest's Midi Quest XL technology - As such, the Midi Quest owner's manual covers Vyzor's program level (i.e. everything except the specific editor) features in great detail. A PDF of the Midi Quest manual will be copied to your installation directory for later reference. Finally, comprehensive coverage of the actual Vyzor editors is hosted at [www.psicraft.com](http://www.psicraft.com). These pages will be updated on a regular basis.

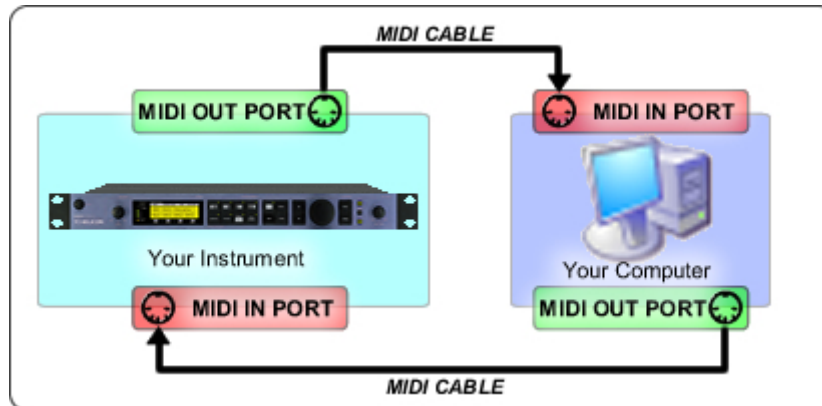
## Before Installation

### 1 Check Your Computer's MIDI Ports

Your computer requires one free MIDI In port and one free MIDI Out port to run the Vyzor software properly. Please ensure that your MIDI interface is installed correctly and that all filtering options (especially ones that affect System Exclusive) are disabled for these ports.

### 2 Connect Your MIDI Cables

Make sure your hardware instrument is connected to your computer as shown here:



Two-way (duplex) MIDI communication is essential to the software's installation & operation!

**DO NOT SKIP THIS CRITICAL STEP**

### 3 Power Up Your Hardware Instrument

Plug in your instrument and turn it on if you haven't done so already.

### 4 Grab Your Installation CD & Get Busy

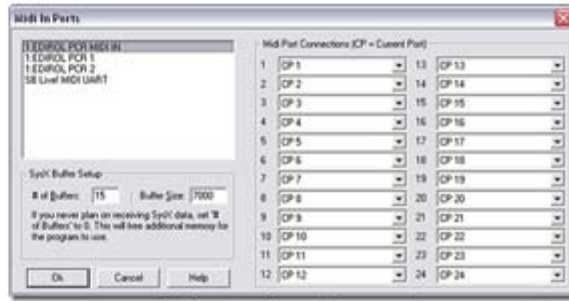
That's right - You are now free to install the software! If the software was obtained by download, a CD is obviously not required!

## QUICKSTART: The First Time You Run The Program

Now that you've followed the instructions above and installed the software from the CD, you're ready to run it for the first time.



*Just say 'Yes' to MIDI...*



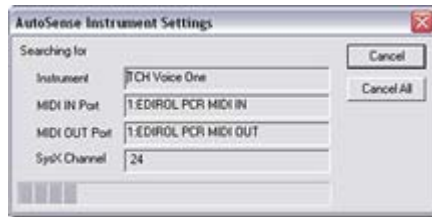
*...and then select the port you want.*

You will be prompted to select the MIDI In port(s) you want the program to use. Select the one you've connected to your hardware instrument and click Ok. You'll then select the MIDI Outs.

## AutoSensing Your Hardware Instrument

UniQuest XL now requires the System Exclusive (SysEx) channel or ID that your hardware is using. To save you the hassle of setting it manually, this setting will be AutoSensed the first time you run the software.

When AutoSensing is in progress, you will see the following dialog:



If the AutoSense procedure fails to detect your hardware (i.e. you cannot back up your hardware instrument's memory in the next step), check your MIDI connections and ensure you have selected the correct MIDI ports.

Next, click on the Fast Tips button (🔍?) for instrument specific help on retriggering the AutoSense procedure and setting the SysEx ID manually.

## Backing Up Your Hardware Instrument's Memory

Is it working? You'll find out now by uploading (getting) the Default Set from your hardware instrument. This is a good test, and is also an essential operation if you want to protect the vital sounds in your instrument from accidental mangling while you learn to use this new software.

**STEP 1**

**Choose the Default Set & Click on the mini-button.**

**STEP 2**

**...watch the MIDI bytes upload into the program...**

**STEP 3**

**Behold: The Set Window openeth!**

**STEP 4**

**Before you do any editing - SAVE THIS SET to your hard drive!**



The UniQuest toolbar is shown above. The Midi Quest & Midi Quest XL toolbars share these buttons.

- The Open, Save, Cut, Copy, Paste and Print buttons perform standard Windows operations.
- The MIDI Sequencer and MIDI Text Monitor buttons launch MIDI Utility windows.
- The Editor Send and Disk Send buttons transmit data to your hardware instrument.
- The Panic button sends an all-notes-off message on all ports and channels.
- The Help button launches the Windows Help system for the program.

## The Studio Window & Instrument Module

The Studio Window is the control center for getting, sending and saving data from your instrument - Simply select the desired component from the set list and click the appropriate mini-button.



The set list represents the memory architecture of your hardware instrument as a list of different components. There is also an entry called the Default Set, which combines all the components that constitute your instrument's programmable memory. Selecting the the default set allows you to get, send and save 'snapshots' of your instrument's memory as set files.

# The Editor, Bank, Set, Collection & Library Windows

UniQuest XL works with the specific data components from your hardware instrument by opening specialized windows tailored to their editing needs. Each of these windows saves to an associated file type so you can save your work and access your sounds in the future.



These windows contain the virtual front-panels where all sound parameter editing occurs.



All bank editing is handled in this window, which (like the other 3) can split to contain an Editor Window.



This window is like a bank of unlimited size that can be searched for specific sounds very quickly.



Sets contain structured 'snapshots' of your instrument's memory. Step between and edit each component.












Collections let you group any data you like together for editing and storage in one place.

# Editor Window Controls

Editor Windows are where you edit the parameters that make up the patches, presets, multis, performances, globals etc. specific to your hardware instrument. Although their color and bitmap skins may vary between your instruments, you will be able to recognize the following basic control types:

### Control Types

-  **Text Edit**
-  **String List**
-  **Numeric**
-  **Note Number**
-  **Toggle**
-  **Graphic Slider**
-  **Knob**
-  **Graphic Level**
-  **Envelope**

### Control Edit Methods

- Grab and Drag** editing is done by clicking on the control and dragging the mouse left or right. Knobs have an optional rotary mode (set in the preferences).
- Right-Click** editing works with numeric and string list controls - Numerics will activate a spin-box while string lists will launch a pop-up menu of possible choices.
- Direct Number** entry is used to type a precise number value into a control: This works on all controls except toggles and envelopes.
- Incremental** editing is done by clicking either of the two keys '<' and '>', which will decrement and increment the value of the selected control respectively. Hold either of these keys down to scroll through the range of possible values.

Additional information on Vyzor VoicePro, VoiceLive, VoiceWorks and VoiceOne is hosted at <http://www.psicraft.com>.