

Vienna
Symphonic
Library

# Vienna Ensemble 6

Manual

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# Welcome To Vienna Ensemble 6

## About Vienna Ensemble

Vienna Ensemble is **automatically installed with the Vienna Instruments Software** and can host multiple instances of *our sample players*!

It allows you to configure audio busses as well as insert and send effects ( AU/VST inOS X and VST/WIN) for each loaded instrument. You can save your custom Projects for complete orchestral setups, making it much easier to configure your virtual orchestra.

## New features of Vienna Ensemble 6

- *Retina** (HiDPI) graphics support on both Mac and PCs
- **Tabbed instances** – Improved organization with one common window for all instances, with detachable instances, re-ordering of instances, and tab-coloring for better identification
- **VCA folders** let you organize your channels conveniently with folders and subfolders that are easy to color-code
- **VST hosting** on the **Mac**, allowing for full compatibility with Windows
- New code base for about **70% less CPU** usage for all internal *Vienna Ensemble* calculations
- Rewritten user interface code resulting in **80% less CPU usage for graphics**
- **Improved multi-threading performance** for increased plug-in hosting capacity
- Faster connection/disconnection times when switching between projects
- **Unified channel model** – Every channel now has the capability to be a bus, *Vienna Instruments , Vienna Instruments Pro or Vienna Imperial* channel
- In combination with **Vienna MIR Pro:** Impulse response files loading up to 5 times faster, improved graphical performance (especially under OS X).
- **Mixer Interface Customization** allows turning on or off sections in the mixer to suit your needs
- **Transmission of all keys to host** – Shortcuts not in use by *Vienna Ensemble* will be transferred to a connected DAW
- **Miniature view** – Channel strips can now be further collapsed
- Faster plug-in scanning

> **Tip**
>
> New features in Vienna Ensemble 6 will be highlighted like this.

## Existing features

- Full **Backward Compatibility** with Vienna Ensemble 4 and 5
- **Full Plug-in Latency Compensation**
- **Transport Play/Stop button** , which is transmitted to the master host as well (Space key)
- Utilize Vienna Ensemble as 32-bit and 64-bit application simultaneously
- Full **Time Information** and **Synchronization** from the master host (SMTP, cycling, time signature, PPQ)
- **Re-arrange and docking/undocking of all windows**
- Ability to **move mixer strips** by dragging (was previously only possible with channel strips)
- Ability to **drag multiple channel or mixer strips** at the same time
- Ability to **undo/redo virtually everything** (including 3rd party plugin parameter changes)
- **Vienna Ensemble interface element can be (un)docked** and tabbed freely now
- **Ready for Vienna MIR PRO and MIR PRO 24!**

## Vienna Ensemble PRO, Vienna Instruments PRO

**Vienna Ensemble PRO** incorporates the first all-in-one MIDI and audio LAN solution that works universally on Macs and PCs. All you need to integrate a slave computer over LAN is a working *Gigabit connection*, no soundcard or MIDI Interface is needed on your Vienna Ensemble Slave Computer! **Vienna Instruments PRO** opens up new dimensions for the art of virtual orchestration! With innovations like Humanize, Enveloped Time Stretching and our APP Sequencer you are entering a new level of virtual reality, with all the little details that make music what it is.

And we have even more in store for you!

Get a free Demo version of new Vienna Software.

## System Requirements

**Vienna Ensemble 6** runs on PC Intel Core 2 Duo/AMD Athlon 64 X2 machines with Windows 7/10, 32 and 64-bit versions, and Intel Core2Duo machines with Mac OS X 10.10(latest update) or higher. Best of all, you can run the 32-bit version and the 64-bit version of Vienna Ensemble simultaneously, so that you can make use of all your FX plug-ins!

## Video Tutorials

As with all our software products, you can find many video tutorials showing the different features discussed in this manual – watch them in the Software Area!

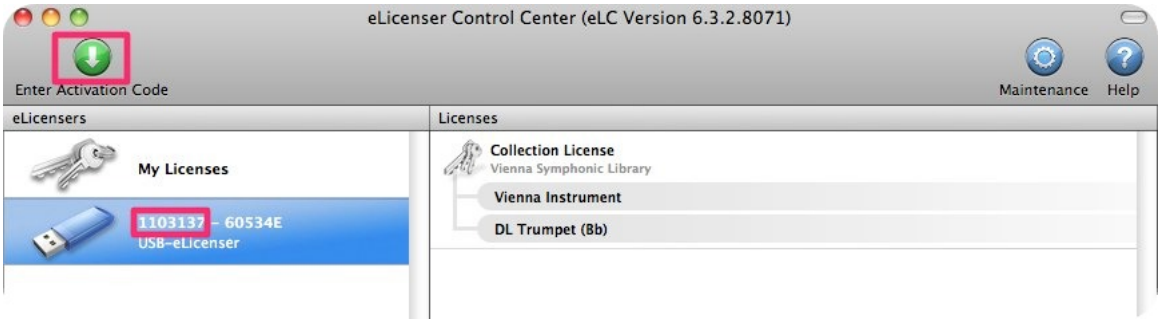
## Upgrading from Vienna Ensemble 4/5

As **Vienna Ensemble 6** is fully backward-compatible with version 4and 5, you can load your existing projects and keep working on your music right after installation.

## eLicenser Control Center

The eLicenser Control Center manages your licenses. Please make sure that you are using the latest version, available at www.elicenser.net. Remember that you need a **ViennaKey** (or a Steinberg or Arturia eLicenser) to store your licenses on. You can **register your key** with us, so that you are safe in case of damage (the first 6 or 7 digits of the key are important, as shown on the screenshot). **Downloading your license** is simple: Make sure your ViennaKey is inserted, launch eLicenser Control Center, click on **Enter Activation Code** and paste your Activation Code into the respective field. You will be guided through the rest of the procedure.

An Internet connection has to be available for this process. You can of course download your license on any Internet computer, in case your music computer is not connected to the Internet.




If your license download was interrupted for any reason, please click **Maintenance** (in the upper right corner) – this will complete your license download automatically!

# Setup - LEGACY eLicenser Only

Your DAW needs to have a **ViennaKey** containing the licenses for the given **Vienna Instruments Collections** connected. You will also need the content of your **Vienna Instruments Collections** available and assigned in your **Directory Manager** (described in your Vienna Instruments Manual)!

On a Mac, unzip the **Vienna Instruments Software OS X installer** and run the installation. After accepting the license agreement, you will be asked for a destination folder. On PC, run the **Vienna Instruments Software WIN installer**. You will also be asked for the location of your sequencer's **VST plug-in folder**. You can specify another directory for the plug-in, but it should remain within the sequencer's plug-in path. Find all VSL Software at MyVSL !

## Quickstart

Ensure that a **ViennaKey** with a VSL product license is connected to your computer, then:

1. In your sequencer, insert **Vienna Ensemble** as a VST/VST3/AU/AAX instrument
2. The **Vienna Ensemble Plug-in** will open, and **Vienna Ensemble SERVICE** will open in the background.
3. Anew instance of Vienna Ensemble appears – and you can start exploring right away.

The components of this flexible software are described in detail on the following pages.

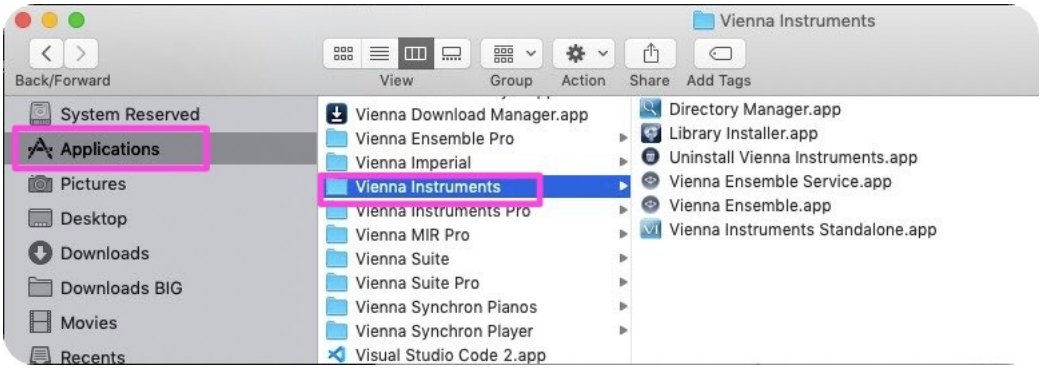
# Vienna Instruments Installed Files

The latest version of *Vienna Instruments Software (Vienna Instruments & Vienna Ensemble)* is available in MyVSL.

## Applications / Programs

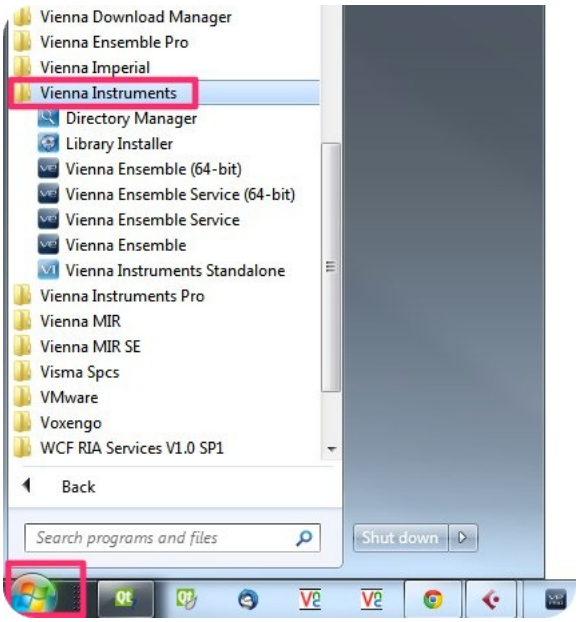
Once installed, the new **Vienna Instruments** folder will appear in your programs/applications.

## MacOS




Additionally, the **plug-ins** for **VST/AU AAX** will be installed in /Library/Audio/Plug-ins.

### Windows




This folder contains the following programs:

**Directory Manager:** Manages the Sample Content of your Vienna Instruments Collections. **Library Installer:** For the installation of your sample content without the Vienna Download Manager. **Uninstall Vienna Instruments** (OS X only): Helpful if you want to roll back to an earlier version. **Vienna Ensemble**: Stand-alone 32-bit software. **Windows only**. **Vienna Ensemble (64-bit)**: Stand-alone 64-bit software **Vienna Ensemble Service**: 32-bit Service that launches when inserting Vienna Ensemble as a plug-in in your sequencer. **Windows only**. **Vienna Ensemble Service (64-bit)**: 64-bit Service version. **Vienna Instruments Standalone**: Stand-alone version of Vienna Instruments.

## Installed Plug-ins

The ViennaInstruments Installer also installs the following plug-ins (formats and paths selectable in the Installer):

**Vienna Instruments**: The standard Sample Player for all Vienna Instruments Collections. **Vienna Ensemble**: The plug-in that connects your sequencer with the **Vienna Ensemble Service**.

# Vienna Ensemble Service

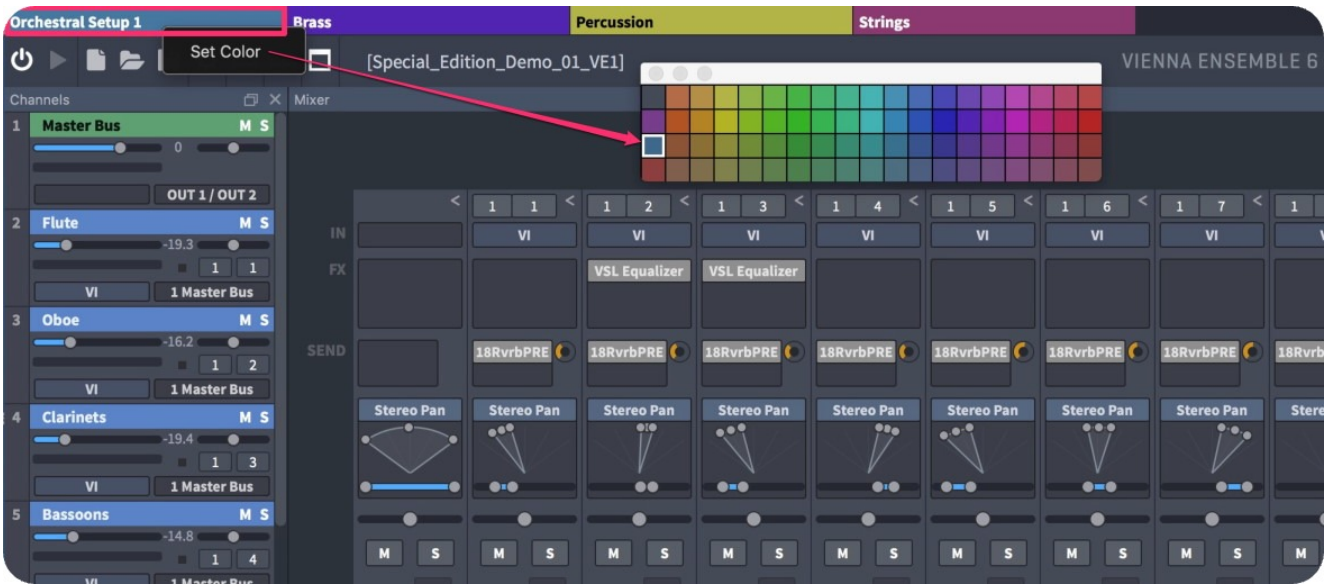
The **Vienna Ensemble Service** is a separate application that runs in the background alongside your sequencer on your computer.

It launches automatically when you insert the first Vienna Ensemble plug-in in your sequencer.

New in VE 6: New instances will be added as TABS in your Vienna Ensemble Service. This will make it much easier to keep the overview and organize yourVienna Instruments!

1. Insert Vienna Ensemble as a plug-in in your sequencer
2. Vienna Ensemble Service will open
3. Insert more Vienna Ensemble plug-ins in your sequencer to add more instances(and tabs)
4. For a better overview:

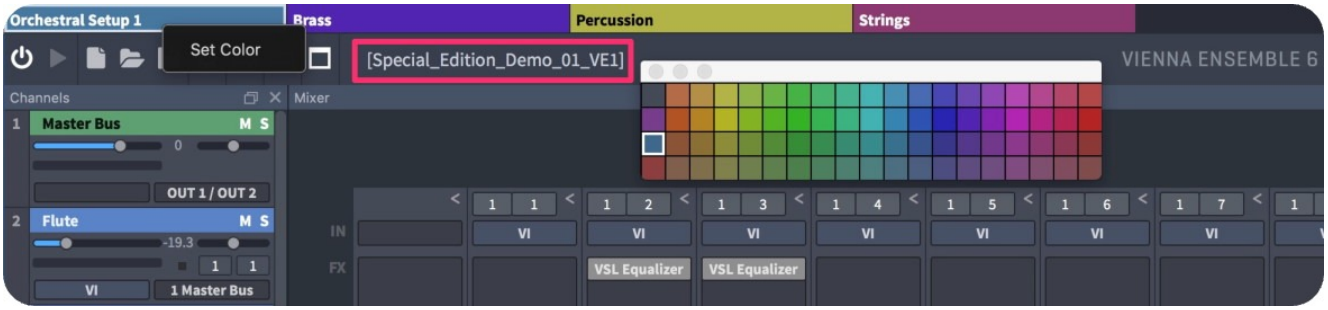
- Rename instances(Double-click current name)
- Color instances(right click the tab)



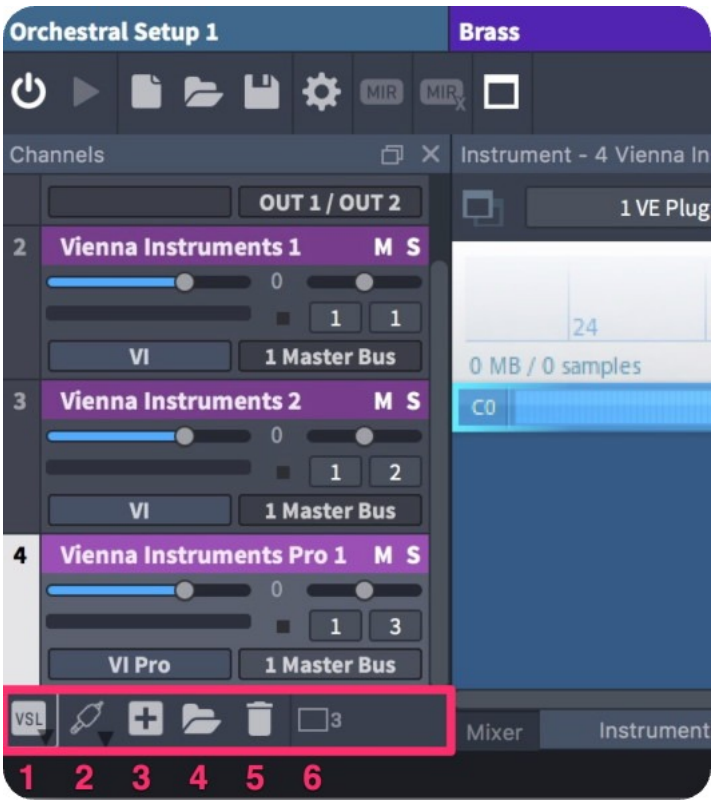

If you are loading an existing project, the project name will be displayed next to the menu bar of the selected instance.

The difference between the **instance name** and the **project name** is that

- an instance name is used to establish connection with your sequencer and it is dynamic (changes will take place while you are mixing),
- while a **Vienna Ensemble Project** is always a snapshot of certain settings that can be loaded into an instance.



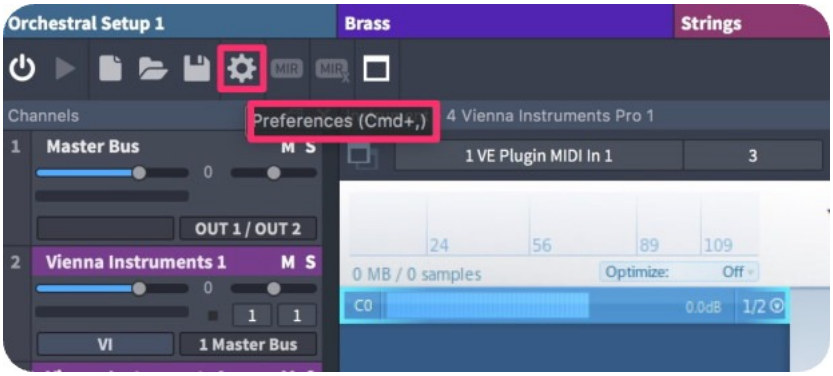

In the lower left corner, you can **add Vienna Sample Players** (1), **Input Channels** (2) for Vienna Instruments PRO, **bus channels** (3) and **folders** (4) You can **delete selected channels** (5)and **toggle the narrow channel strip view** (6)with 3 different zoom stages for the left channel pane.




**Folders** are a great help for a better overview!

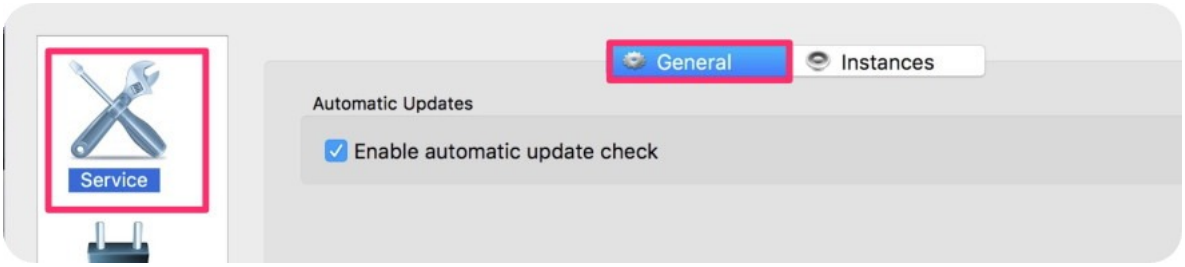
## Service Preferences

Access the Preferences of the **Vienna Ensemble Service** via the Preferences icon or the shortcut `Command/Ctrl + ,`.

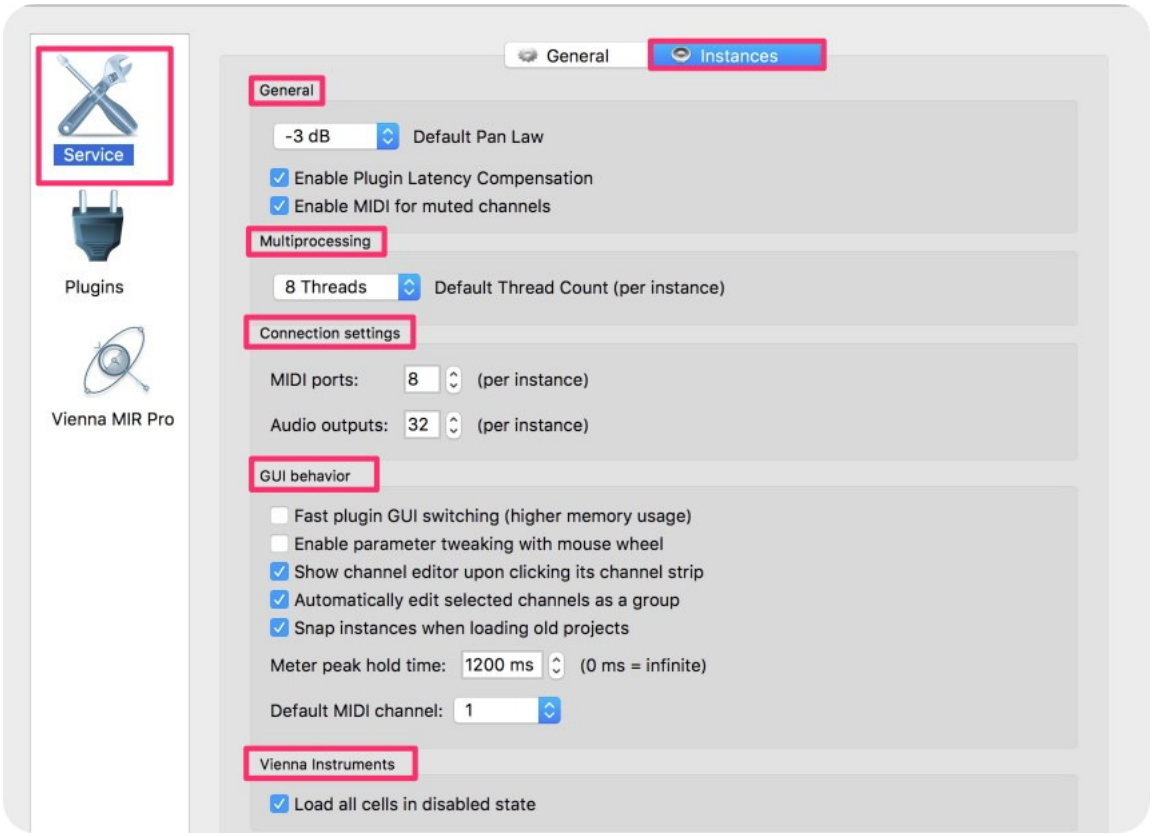



## General Preferences

You can enable and disable the **automatic update check** in the General Preferences.




## Instances Preferences




Set the **Default Pan Law** for all new instances here. You can also **enable/disable Plug-in Latency Compensation**.

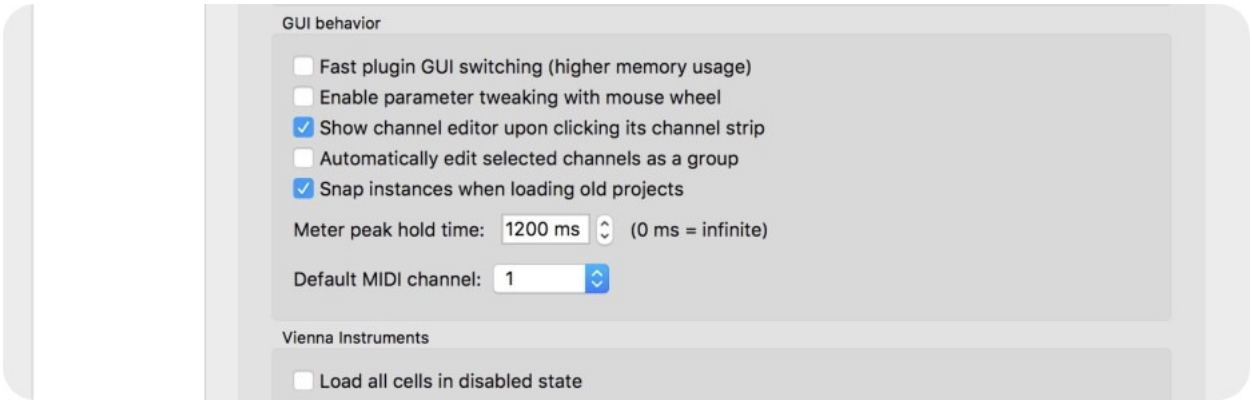
> **Tip**
>
> **Enable MIDI for muted channels** is a great help when you are running into streaming troubles, e.g., with multi-mircophone setups, while composing. When deactivated, the channel will NOT receive MIDI information, therefore no samples will be streamed.

You may change the number of used threads in the **Multiprocessing** drop-down menu in real-time, and each Vienna Ensemble instance will use the specified number of process threads. So 1 instance on an 8-core computer should use 8 threads, 2 instances should use 4 threads, and so forth. Ideally, you should have as few threads as possible while still using all your cores. As you're also running your host sequencer on the same system as the running instances, it might be wise to reserve a core for it.

To keep it simple, set the amount of threads to your amount of cores.

If you run into performance issues, lower the amount of threads.

In Connection Settings, you can change the number of used **MIDI Ports** and **Audio outputs** per instance. **GUI Behaviour** lets you optimize some basic settings for your workflow.




- Fast plugin GUI Switching **will need some higher memory usage , but will increase the display speed of your virtual instruments. Default:** Off.
- **Enable parameter tweaking with mouse wheel:** Disabling this feature will avoid changing any settings when using the mouse wheel to scroll through the GUI.
- **Show channel editor when clicking its channel strip** : When disabled, the channel strips behave like mixer strips in terms of showing the editor. So rather than having the instrument editor automatically showing when clicking a channel strip, you need a **double-click** on the colored label explicitly to show the editor.
- **Automatically edit selected channels as a group:** When activated, all selected channels will respond to changes like volume changes as a selection group.

  Use "Alt" to edit a single track while all other tracks stay selected. Normal behavior can be achieved by holding Alt, so it effectively reverses the functionality of the Alt modifier for grouping.

> **Important**
>
> **Snap instances when loading old projects** : When activated, all older VE4/5 projects will load with all instances snapped. Default: On.

- The **Meter Peak Hold Time** can also be adjusted here. Default Value = 1200 ms
- **Default MIDI Channel** :Switch between a certain MIDI Channel /ALL MIDI Channels to be inserted with the first instrument in you setup.
- You will also find the option to **load all cells in disabled state** very useful with bigger templates, especially in combination with **Enable Cells on MIDI Activity** , a feature that can be activated in the General Settings of Vienna Instruments / PRO.

## A Note on Multiprocessing

There are some general guidelines to follow when using **Vienna Ensemble** on a system with multiple cores. The general rule to follow is that the optimal number of threads on a system should be equal to the number of virtual cores present. **Vienna Ensemble**, like most other hosts today, offers multi-threading. This means that it runs instruments and plug-ins in parallel using several different threads, which allows to utilize several cores on the system. **Vienna Ensemble Service** will generally perform best when running as *few instances as possible*. With the **VST3 / AAX Service Interface** plug-in, this is possible to achieve by increasing the number of midi ports per instance.

Using the AU or VST2 plugins, you might be required to run several instances to work around the 16-MIDI-channel limitation of these standards.

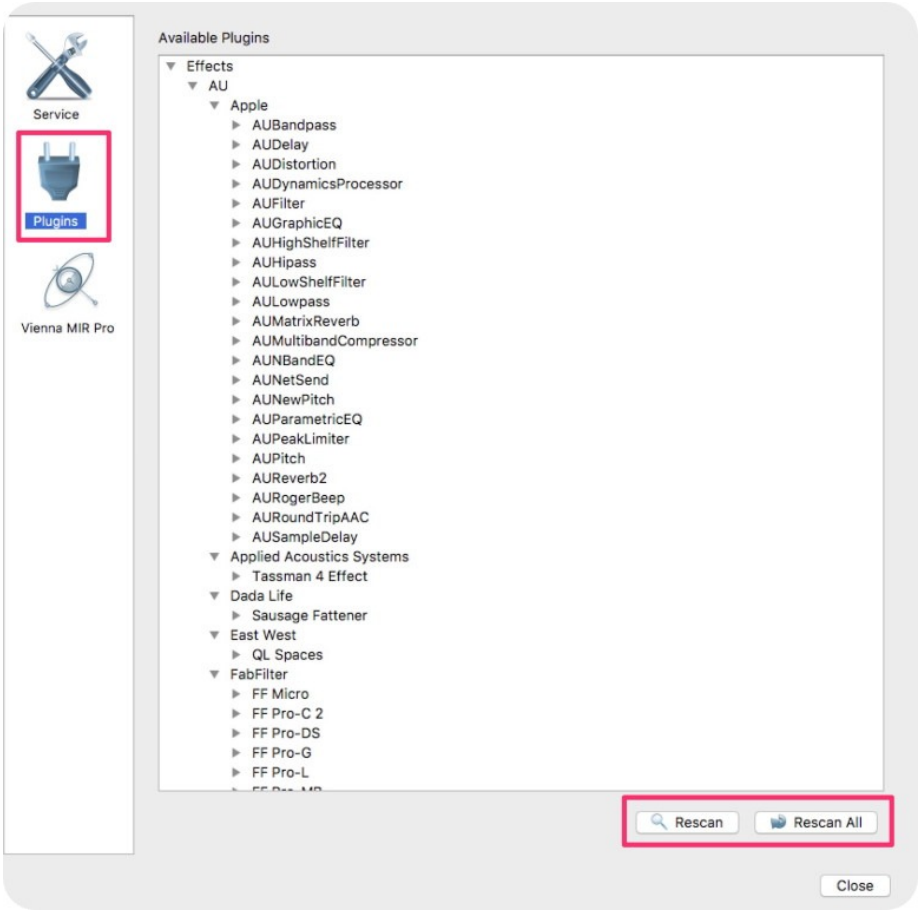
As you are running your sequencer on the same machine as **Vienna Ensemble**, you could lower the number of threads for **Vienna Ensemble**, to represent the estimated load of **Vienna Ensemble** versus the load of your sequencer. In a system with 8 virtual cores and an estimated even load between sequencer and **Vienna Ensemble**, a good starting point would be to set **Vienna Ensemble** to 4 threads (if running a single instance). When running more than one instance of **Vienna Ensemble**, the number of threads per instance should be lowered accordingly.

Thread settings only affect Vienna Ensemble processing threads. We use this many threads to process channels. Simplified, using one channel only, will mean only one thread is used to process that channel.

## Plugins Preferences

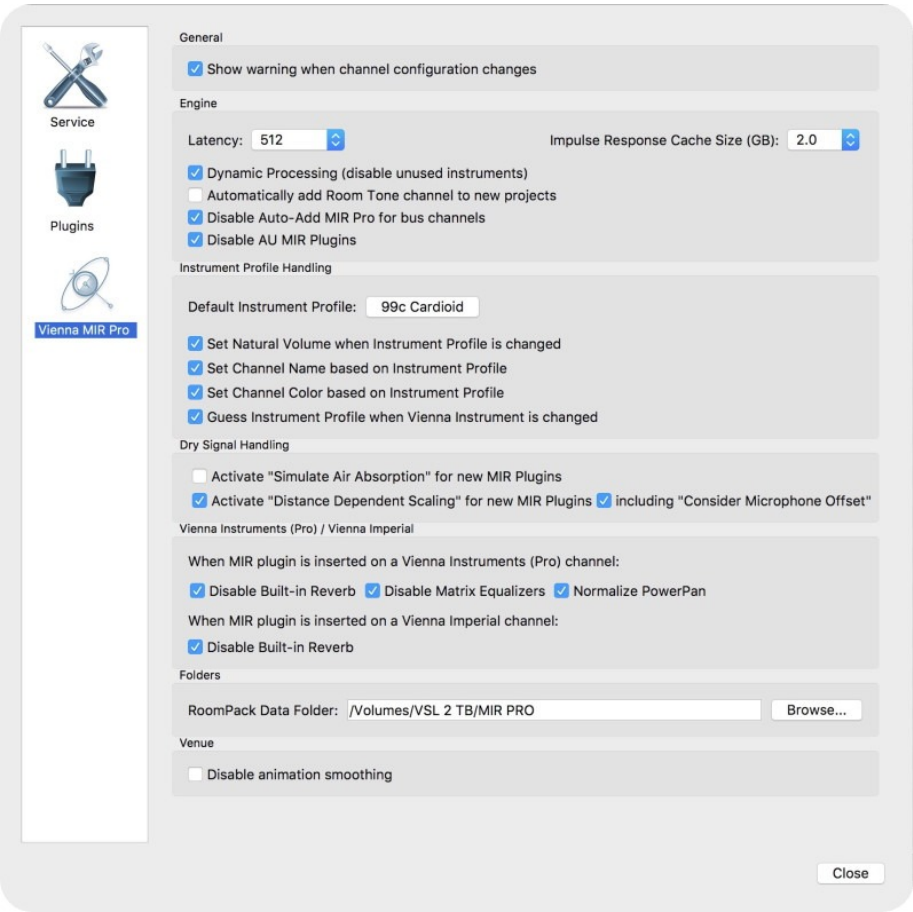
All available Plug-ins are listed in the **Plugins** Section of the ServicePreferences. On **Windows** systems, you may also set your VST Settings here, to show all available FX plug-ins.

Some plug-in hosts may require a rescan/revalidation of the Vienna Ensemble plug-in to apply anyMIDI/ audio port changes.




## Vienna MIR PRO Preferences

These are only visible/available if a license for MIR PRO, our multi-impulse-response reverberation engine, is available. Please check your Vienna MIR PRO manual for details!

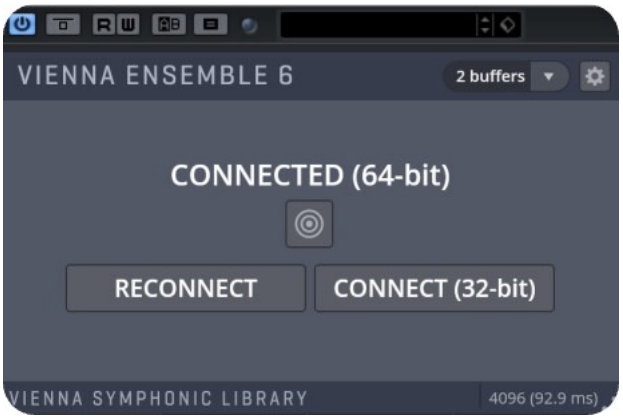



# Vienna Ensemble Plugin

## General Information (Stereo)

**Vienna Ensemble** is a plug-in that communicates with the **Vienna Ensemble Service**.

Instantiate in Vienna Ensemble as a plug-in in your sequencer opens this interface:




Click on **Connect (32-bit)** to connect to a 32-bit version of Vienna Ensemble.

The RAISE button raises your ViennaEnsemble Service, for quick visibility.

> *EachVienna EnsemblePlug-incan connect to one instance of Vienna Ensemble, and you can use multiple Vienna EnsemblePlug-ins to connect to multiple Vienna Ensemble instances!These will show up as TABS*

*in your Vienna Ensemble Service.*

**Round-trip latency** is displayed on theVienna EnsemblePlug-in in both samples and milliseconds, allowing for manual latency compensation for hosts that are unable to perform dynamic latency compensation for instruments.

**Note that the displayed latency can depend on multiple factors and is not just a reflection of the latency buffers setting.**

Additionally, you can set the **Preferences per instance** (Audio Outputs, MIDI Inputs).

Note that these Preferences are system wide settings that will not be saved with your project.

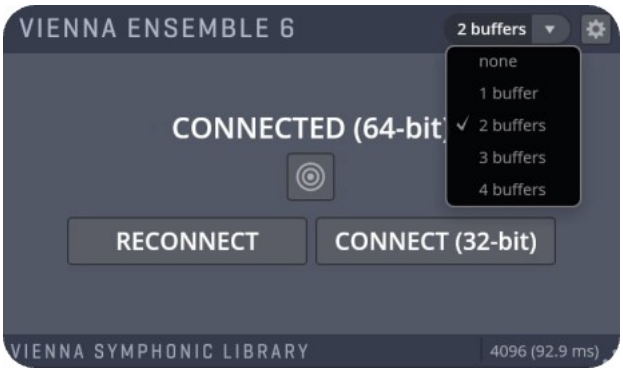



## Buffers of Latency Settings

In the **Vienna Ensemble Plug-in** you will also find the **Latency** settings. This value ONLY affects the latency added when you are playing live.

**The Vienna Ensemble Plug-in automatically compensates the latency in playback – even if you have set the Latency to different settings for different instances of Vienna Ensemble.**

We have applied dynamic latency compensation to Vienna Ensemble. This means that your sequencer will automatically adapt to the chosen buffer settings of your Vienna Ensemble Plug-in.




Setting the **Latency** to "**none**" will synchronize Vienna Ensemble with your soundcard, so that no latency is added – while very good for recording percussive sounds, this also adds a lot of strain to the CPU. Setting the **Latency** to "**1 buffer**" will add one buffer to your soundcard latency. If your soundcard latency is, e.g., 256 Samples, your latency when playing live will be 512 samples. Setting the **Latency** to "**2 buffers**" will add 2 buffers to your soundcard latency. If your soundcard latency is, e.g., 256 Samples, your latency when playing live will be 768 samples.

And so forth...

Generally speaking: The faster your CPU and the better your soundcard, the more you can expect from your system!

# Vienna Ensemble 6 Overview (eLicenser only)

## 64-bit and 32-bit support

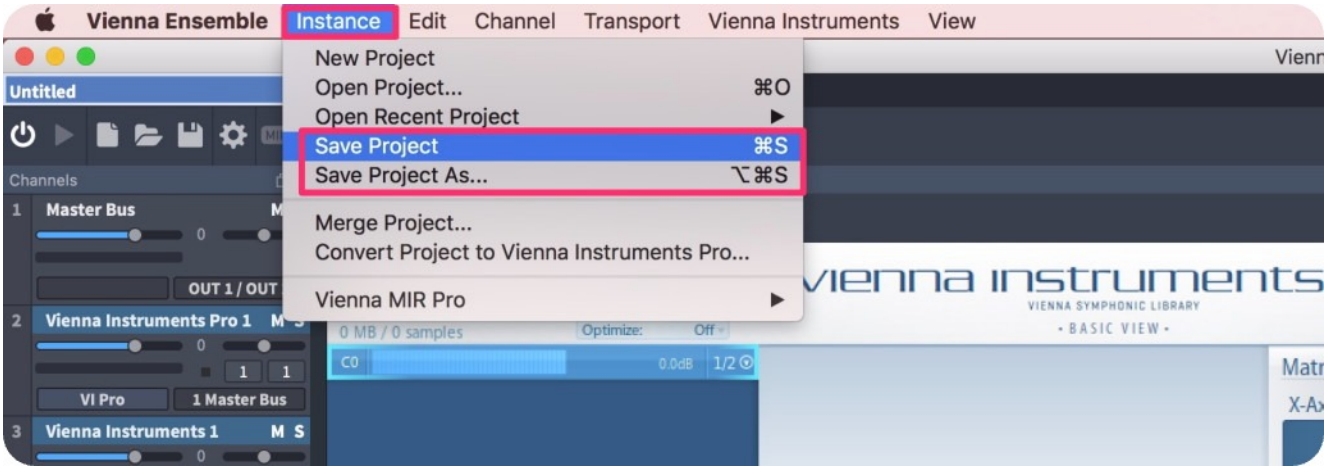
Vienna Ensemble supports hosting of **32-bit VSTi/AU FX plug-ins in a 32-bit service** (Windows only) and hosting of **64-bit VSTi/AU plug-ins in a 64-bit service**. If you do not see your plug-ins, you should check if you are running the right version of Vienna Ensemble. **Windows only**: You may run Vienna Ensemble 32-bit and 64-bit instances (as a stand-alone or as services) side by side. This way you can host old "legacy" 32-bit FX plug-ins in a 32-bit Vienna Ensemble Service, while hosting any other 64-bit capable VST/AU effects in your 64-bit Vienna Ensemble Service.

The most obvious advantage of 64-bit plug-ins when it comes to RAM-intensive applications is of course that you can utilize as much RAM as available in your 64-bit OS.

## File Formats and information display

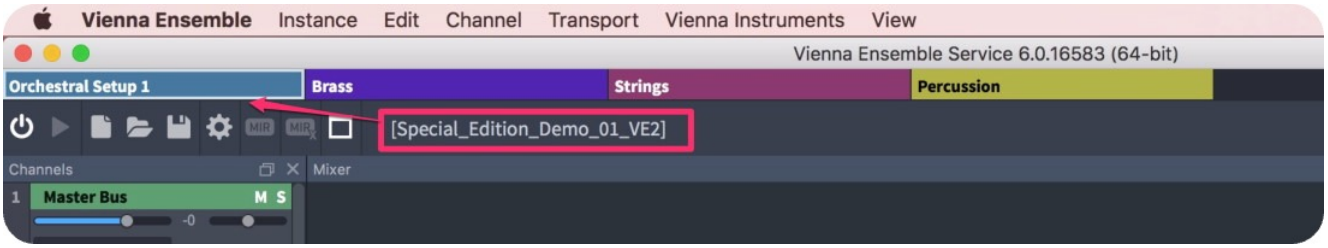
### Vienna Ensemble Project *.vep

You can save and open separate **Vienna Ensemble Projects** using the icons in the task bar or by using the **Instance** menu in Vienna Ensemble.



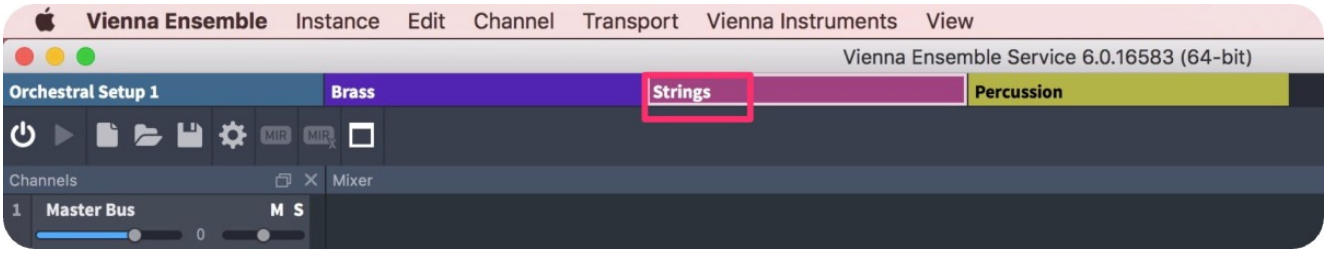

> **Note**
>
> The saved files are called **projects** and are saved as . vep 32and .vep 64 files , depending on the version (32/64bit) of Vienna Ensemble..**vep stands for "Vienna Ensemble Project". AVienna Ensemble Project (.vep) contains all information saved in a single Vienna Ensemble instance It can also be loaded in Vienna Ensemble PRO.**

When loading a project (*.vepfile), the file name will be displayed in [ ]in your **Vienna Ensemble Instance Window Title** (in this case: "Special_Edition_Demo_01_VE 2"):

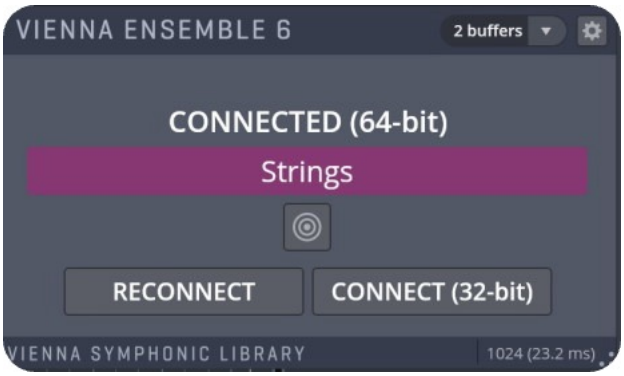



Each **Vienna Ensemble Instance** is represented by one tab, and the selected instance is highlighted with a small white frame. If you **label** a newly created instance tab and name it, e.g., "Strings", this name will be displayed in 2locations.

1. The **Vienna Ensemble Service Instance Tab** :




2. And the **Vienna EnsembleService Pug-in** in your sequencer:




## Old file extension *.viframe

> **Important information for users of Vienna Ensemble 4/5:**
> *.vep32/64 files will replace *.viframe files

Important information for users of Vienna Ensemble 4/5:

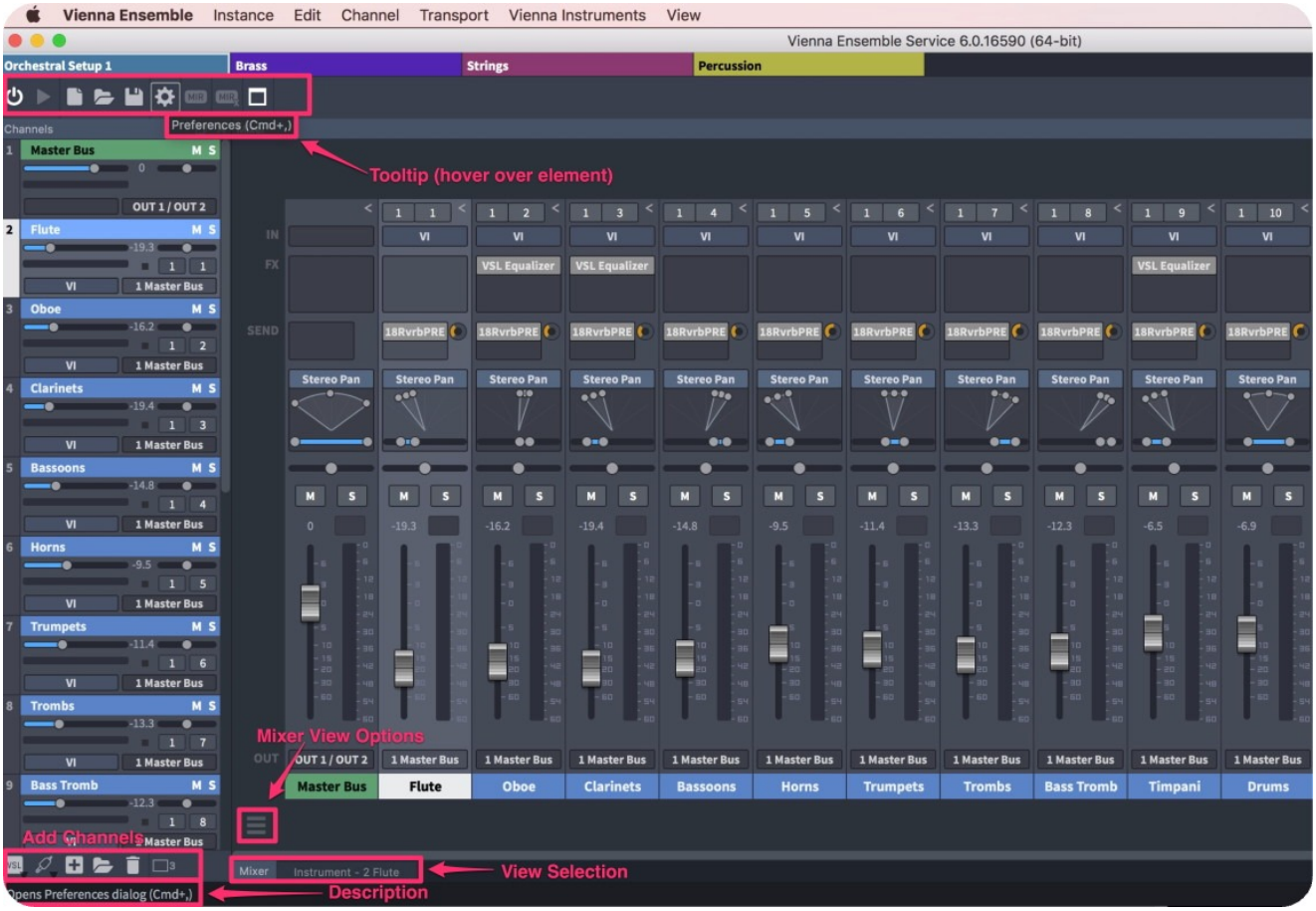
*.vep32/64 files will replace *.viframe files

Of course you will be able to load your old files, and if you'd like to save them with the new file extensions, simply click "Save as" to get the new extensions.

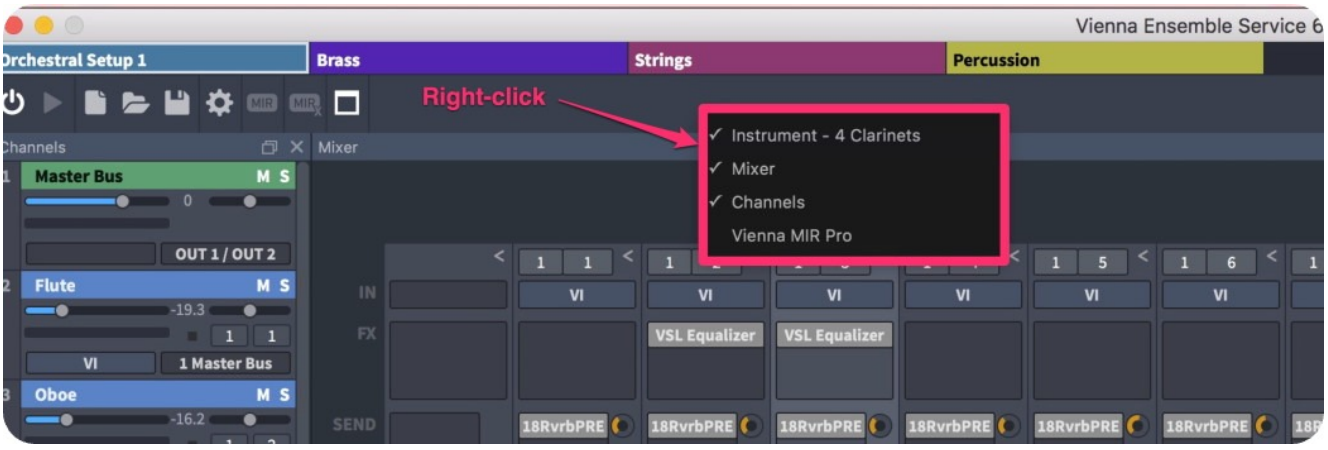
# Navigation / The Mixer

The **Vienna Ensemble** GUI will open in the background of your sequencer.

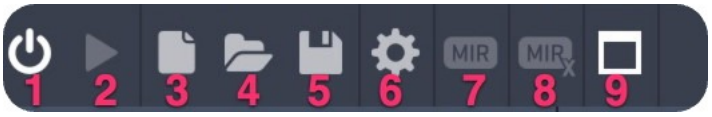
Hover with your mouse over each icon and you will see a description in the lower left corner(with the corresponding shortcut, if available)!




The **Context Menu** you get by right-clicking in the area to the right if the InstanceMenu Bar lets you **activate/deactivate the main visual elements** of each instance:

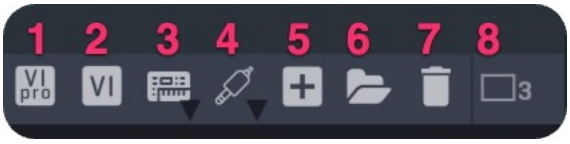



The taskbar in the upper left corner contains the following icons:




1. Start/Stop Engine
2. Start/Stop Transport
3. **New Project** : Create a new project from scratch
4. **Open Project** : Open your saved projects: *.vep32 or *.vep64
5. **Save Project** : Save your projects as *vep32 or *.vep64 files
6. Preferences
7. **Auto-Add MIR PRO** will automatically add MIR PRO to each new channel (only visible if a MIR PRO license is available).
8. **MIRx Mode** opens MIRx Settings
9. **Snap/Unsnap** the selected Vienna Ensemble Instance

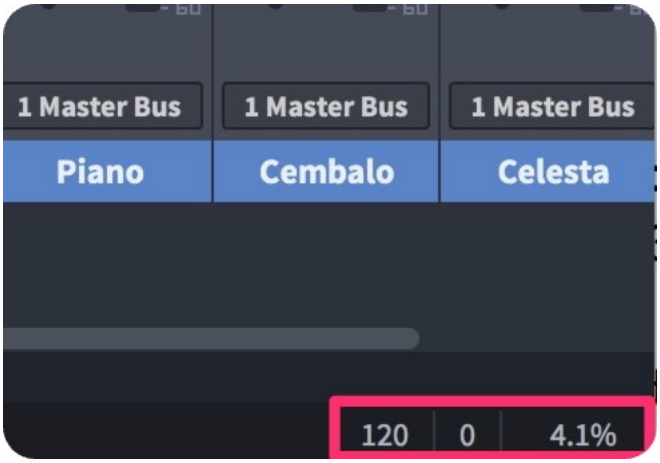
In the lower left corner, you can **add Virtual Instruments PRO** (1) and **Vienna Instruments** (2), more **Vienna Sample Players** (3), **Input Channels** for VI PRO (4), **Bus Channels** (5) and **Folders** (6). You can **delete selected channels** (7) and **toggle the narrow channel strip view** (7) with 3 different zoom stagesfor the left channel pane.



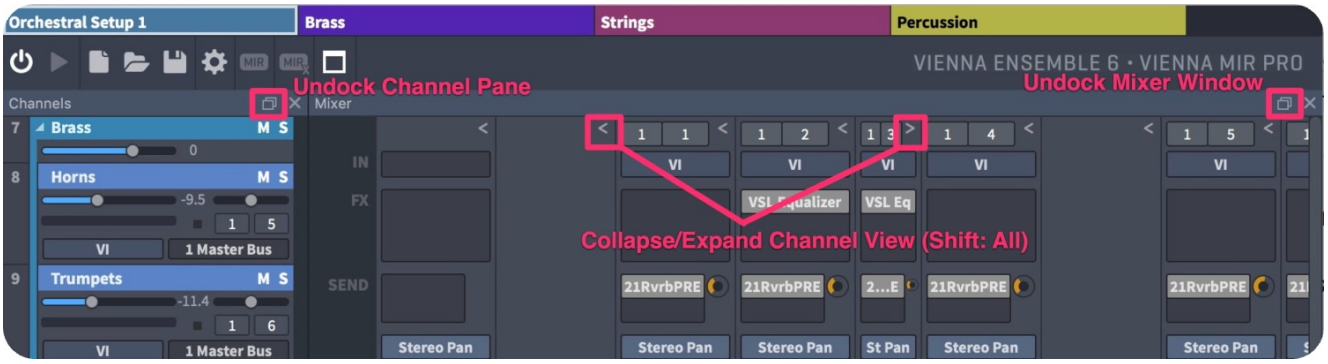

In the lower right corner, you will find some more information available all the time.

Tempo (BPM), Plug-in Latency Compensation (in samples), CPU Meter.

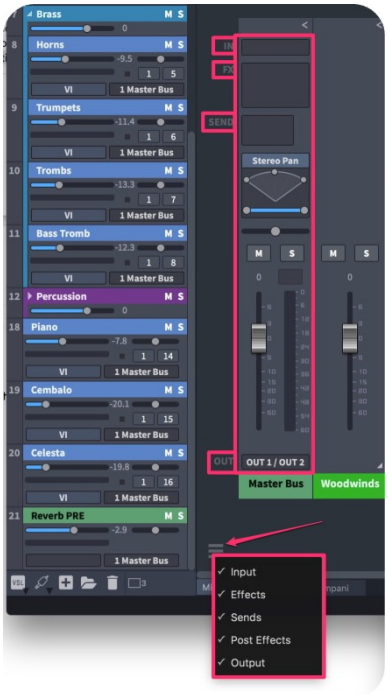
**Note:** Plug-in Latency Compensation can be disabled in Preferences.




**Move channels** in the Channel Pane or Mixer according to your preferences. You can **collapse single channels** (in the mixer) and expand and collapse all channels by holding down SHIFT:



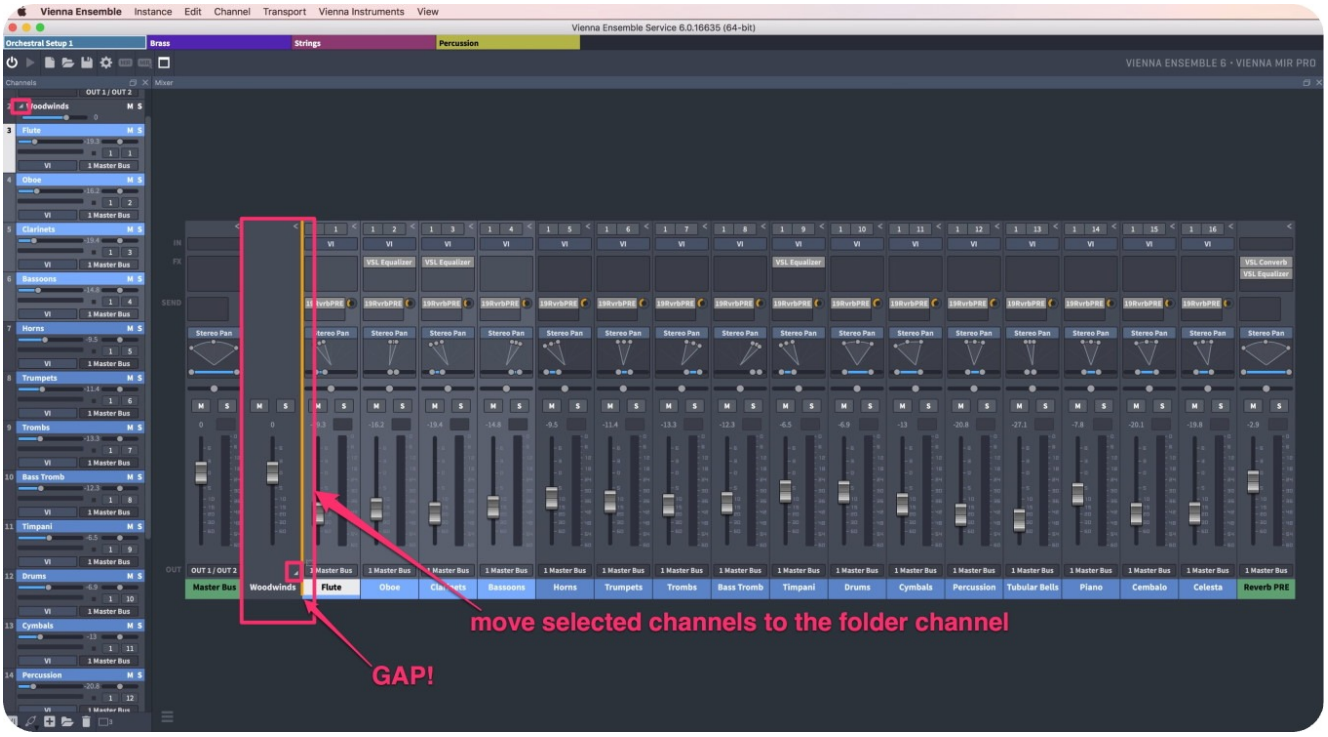

It is possible to **undock the Mixer, the Channel Pane,** the interfaces of **all instruments and MIR PRO (if available)** to use these windows in separate windows(or on a second screen). To **customize your mixer view**, choose which mixer elements should be displayed in the lower left corner of the mixer:




## Folders

Organize your template by **creating folders and subfolders**.

To drag channels into a folder, select the channels you want to move and drag them into the upper part of the folder, until you see a small gap at the end of the orange line that shows up, then drop the channels.




You can **expand and minimize each folder** by clicking the small arrow in the folder channel. Each folder will create an **extra line** for orientation, which will be **displayed in the colour of the folder** .

## Re-arranging Windows in an instance

To **undock a window** within an instance, double-click its title bar or click the small undock button in the upper right corner. To **dock an undocked window again** , double-click its title bar. To **re-arrange a docked window** (like shown below), simply click and drag its title bar over the main window.

Indicators will be displayed when you’re placing the window over a valid location on the main window.

The Instrument window offers the option to unsnap individual instruments.

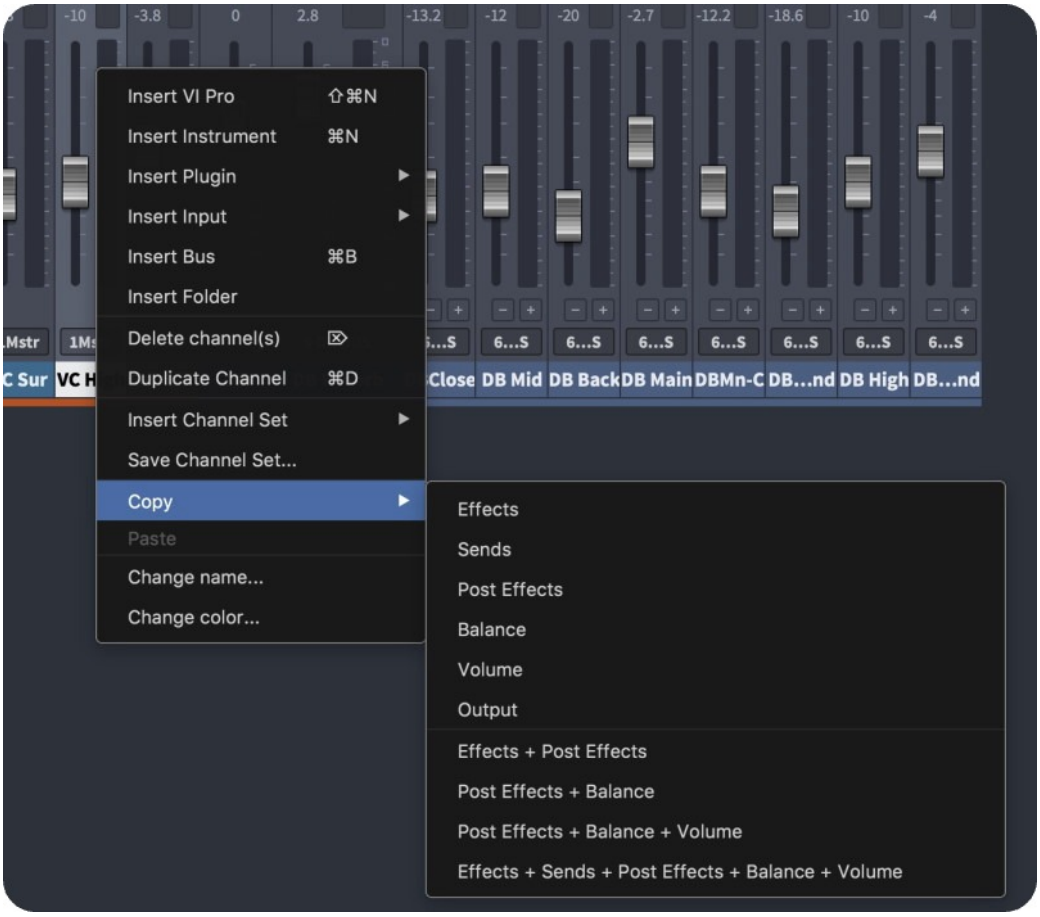
The big "**unsnap**" button in that window lifts that particular instrument's User Interface out of the shared area and makes it a **free floating window**.




## Channel Options

Right-click on the channel you want to change and you have the following options:

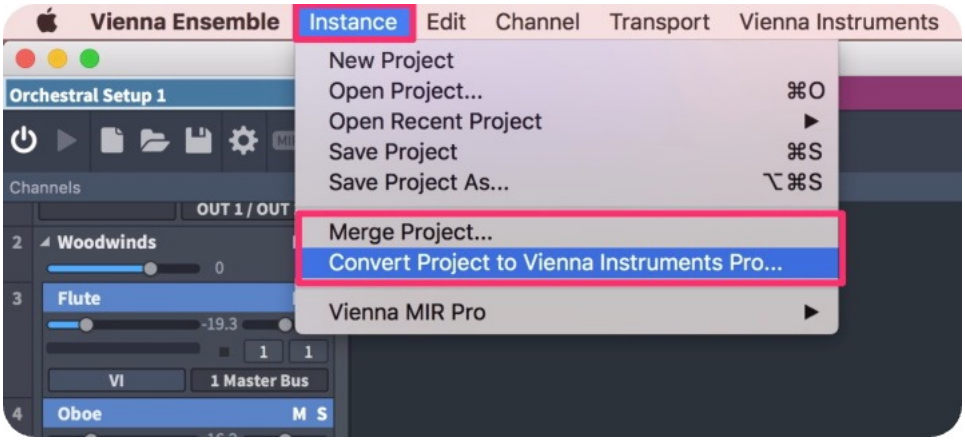
- delete/duplicate channels
- copy/paste specific channel settings
- change the name and color of selected channels
- save and insert Channel Sets (all settings and loaded samples on selected channels)
- copy/paste specific channel settings



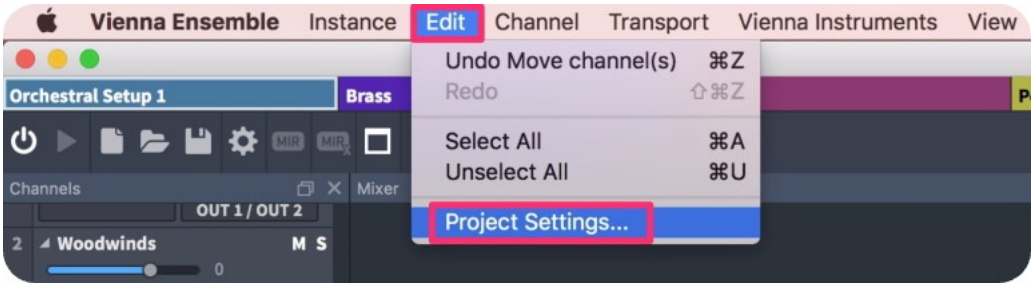

All channel context options can also be found in the **channel menu**.

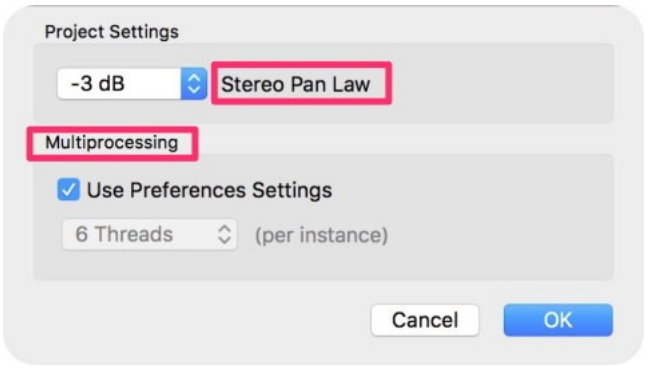
## Converting / Merging Projects

**Converting a Vienna Ensemble Project** (that contains original Vienna Instruments instances) **to Vienna Instruments PRO** is possible as well. This option is available in the "Instance" menu:




**Merging existing projects**, of course also from older Vienna Ensemble templates,is another possibility. We have also added the option to **set a pan law** (both a default setting and a per project setting), which applies to all included panning plug-ins.And you can also set the **threads preference per project** now:




# Channel Overview

## MIDI Ports, MIDI Channels, Transposition and Key Ranges

Each **Vienna Ensemble** instance offers up to 48 MIDI ports with 16 MIDI channels each (= 768 MIDI channels) and a virtually unlimited number of audio ports. You can set the number of ports in the **Server Preferences**. The **channel selector** also allows you to choose **All** to receive on all 16 channels or **none** to temporarily disable MIDI input on that port.You can set the default MIDI Channel in the Vienna Ensemble Preferences (Default = 1).

If you're running Vienna Ensemble as a plug-in, a dedicated Plug-in MIDI In port will be offered for every Instrument. Used as a VST 3/AAX plugin, up to 48ports are available within Cubase, Nuendo,Pro Tools and Sonar.




Assign **2 key ranges** for each virtual instrument, which allows you to create, e.g, full string sections with your desired articulations (even Performance Legatos) – simply assign the same MIDI Channel to all of them and "stack" their keyboard ranges. E.g., you could let the double basses play from B0 to B1, cellos from C2 to B2, violas from C3 to B3, and the violins from C4 to their highest note – just try out what you can do and what makes sense … You can also let the ranges overlap.

> **Tip**
>
> Define the second key range for all layered instruments in the same keyboard area. Then set the keyswitches for all instruments to the same keyswitches within this second key range. This way you can use the same keyswitches to switch between different articulations for all layered instruments.

**MIDI Port** and **MIDI channel** of each instrument channel are displayed both on top of each channel in the mixer and on the Channel Pane.You can also change the settings here.



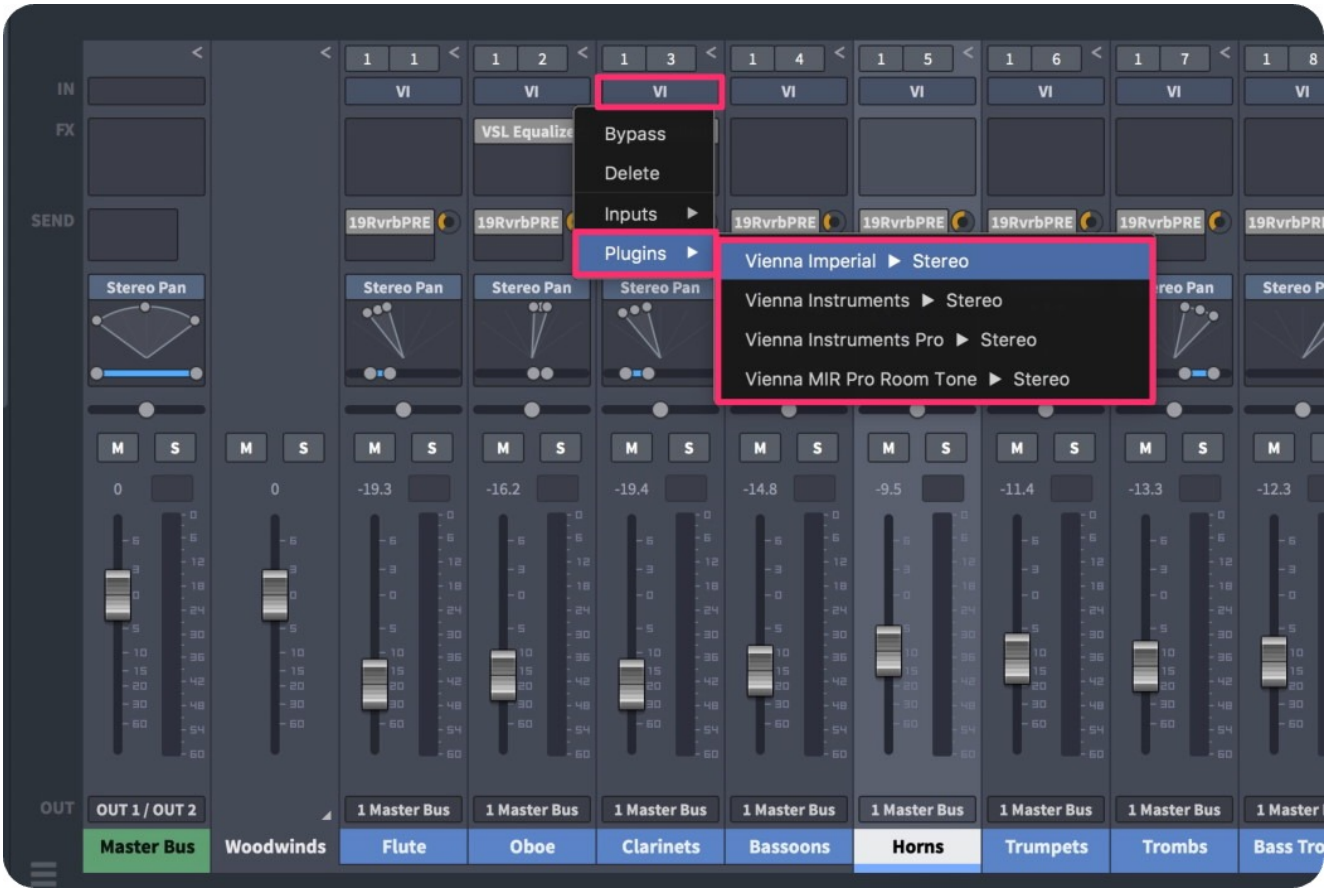

## Input Channels

The new unified channel mode now also shows each plug-in on top of each channel, and you can exchange the plug-ins as you like.

Possible Plug-ins: Vienna Instruments, Vienna Instruments PRO, Vienna Imperial.

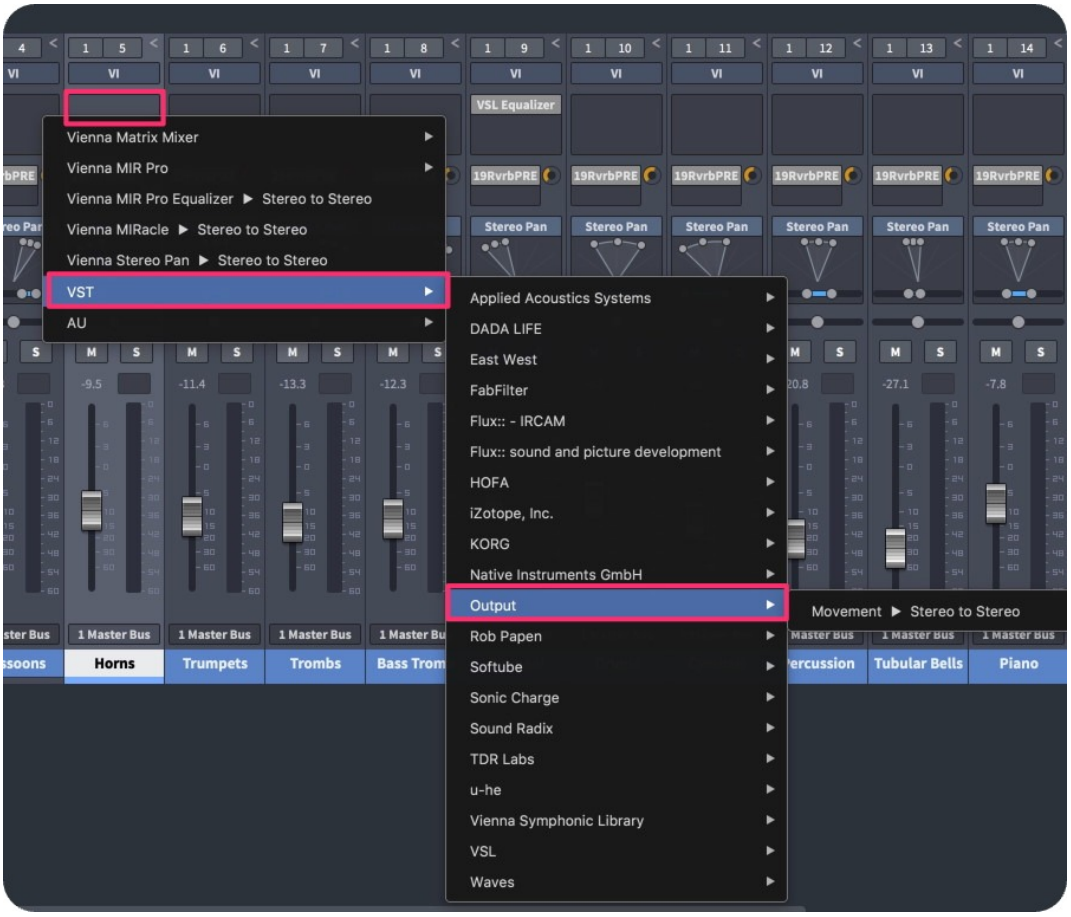
You can now also drag or copy inputs from one channel to another.

And you can **bypass the plug-in** with the power button that appears when you click on the slot.




## FX Plugin and Sends

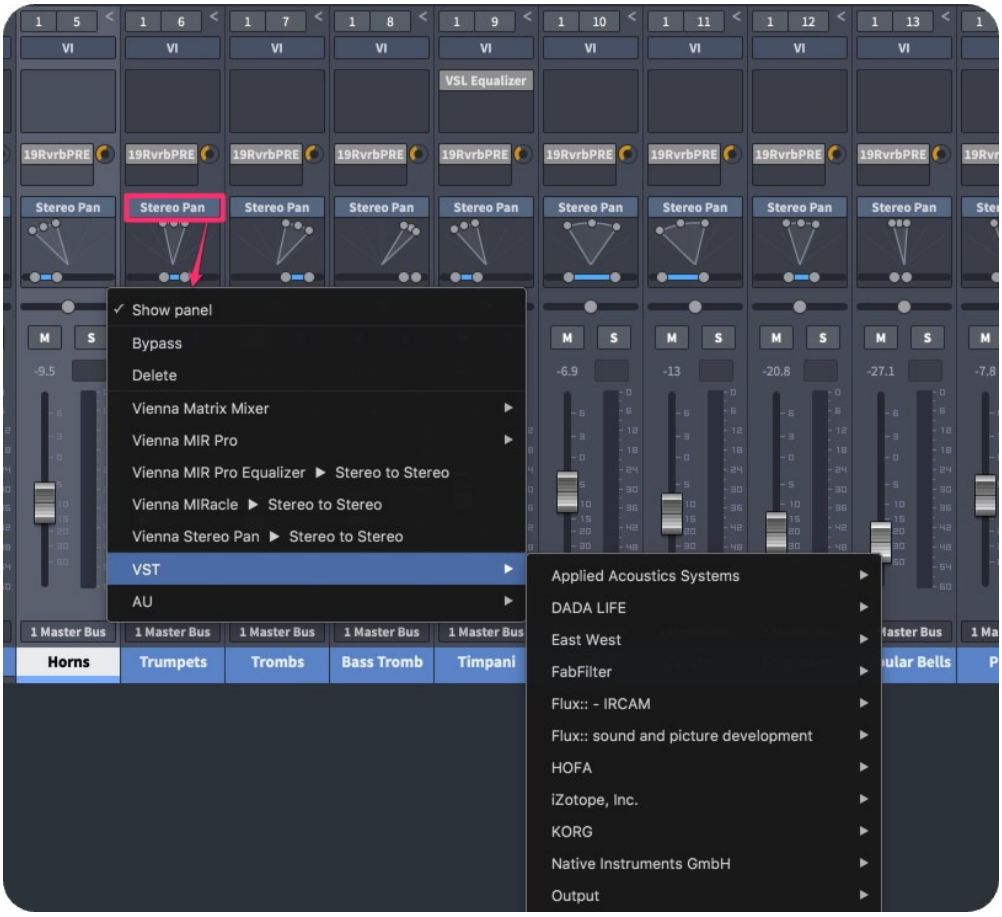
You can assign FX plug-ins to every channel, and you have flexible routing possibilities with assignable Sends. Simply click in the **FX** and **Send Rows** in the mixer.




## Post Inserts

The default stereo power-pan has been transformed into a "post insert" plug-in rack.

All plug-ins in this post insert rack are processed after the pre-fader sends.




**Right-click the slot** to replace the inserted plug-in (see above). **Double-click the slot** to open the Plug-in GUI for more exact placement. You can also **drag additional plug-ins** into this effect rack. And you can **bypass the plug-in** with the power button that appears when you click on the slot.

## Vienna Ensemble Matrix Mixer

The Matrix Mixer features a gain, delay and phase network which allows you to solve a variety of problems, for example:

- Feeding Left/Right channel into LFE channel
- Phase adjustment of a single channel in a surround setup
- Delay individual channels in a surround setup
- Solving phase problems of individual channels

The Matrix Mixer offers two different modes of adjustment, *Gain* and *Delay* . In the **Gain Mode** , the matrix displays gain settings for each source - destination channel feed.

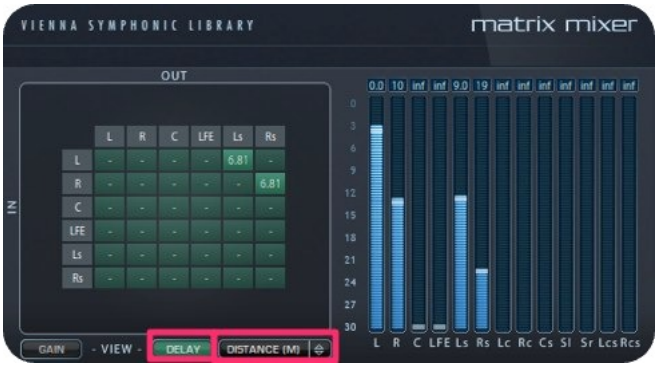
The left column represents inputs, and the top row represents outputs.




**Gain adjustment**: Adjust gain for each feed by click-dragging on the node. Double-click on a node to enter a value from the keyboard. **Phase reverse**: By right-clicking on a node, this node will be phase reversed. A node with active phase-reversal is marked with an orange ring. You may for instance send a phase-reversed feed of the left channel to the right surround channel, and a phase-reversed feed from the right channel to the left surround channel, to create certain effects, or "pseudo-surround".



In **Delay Mode** , each node displays a delay for the individual feed. The delay mode allows you to set an individual delay for each matrix node, enabling very complex mixing.




**Delay adjustment**: Adjust delay time for each feed by click-dragging on the node. Double-click on a node to enter a value from the keyboard.



**Delay mode**: Choose to display delay values by Time(ms), Distance(m) or Samples.

Having applied delay settings to a node and switching back to the Gain mode, will yield a green triangle on the affected node, signifying an active delay value.

## Stereo Power panning

**Vienna Ensemble** offers two different pan modes: Normal balance, where the volume of the "weaker"

channel is lowered correspondingly, and power panning, where you don't lose any stereo information but can narrow or even collapse a channel's stereo signal as desired by dragging the left and right handles.

Clicking in the space between the handles or dragging the center dot in the graphic view allows you to move the channel's stereo center.

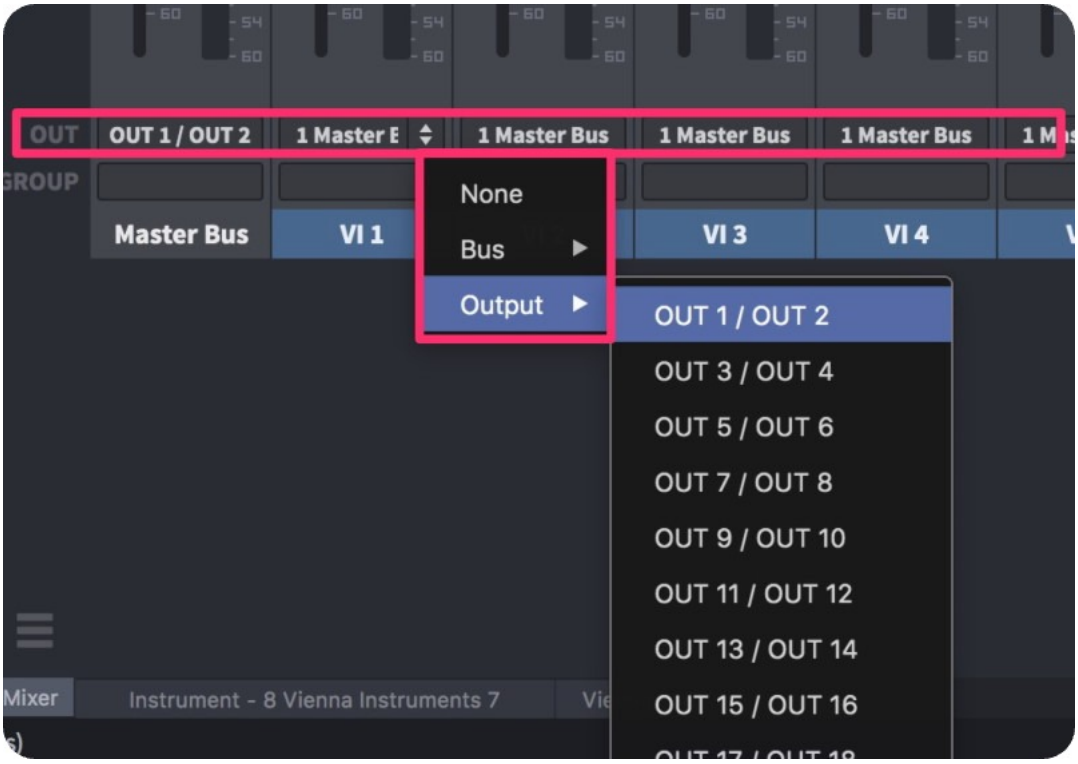



A right-click takes you to the context menu of this "Post FX Rack". This way you can choose to insert quite some features of MIR PRO (if you have a license available) or alternative FX. More about these options can be found in the MIR PRO User Manual.

## Outputs

The **output assignment** offers flexible routing possibilities including all busses – you can assign each channel either to a bus or output, so that you can set up your mixing console to fit your needs; e.g., you could assign all string instruments to Bus #1, all drums to Bus #2, etc.

Of course, changes made in a Bus channel will affect all channels attached to it.

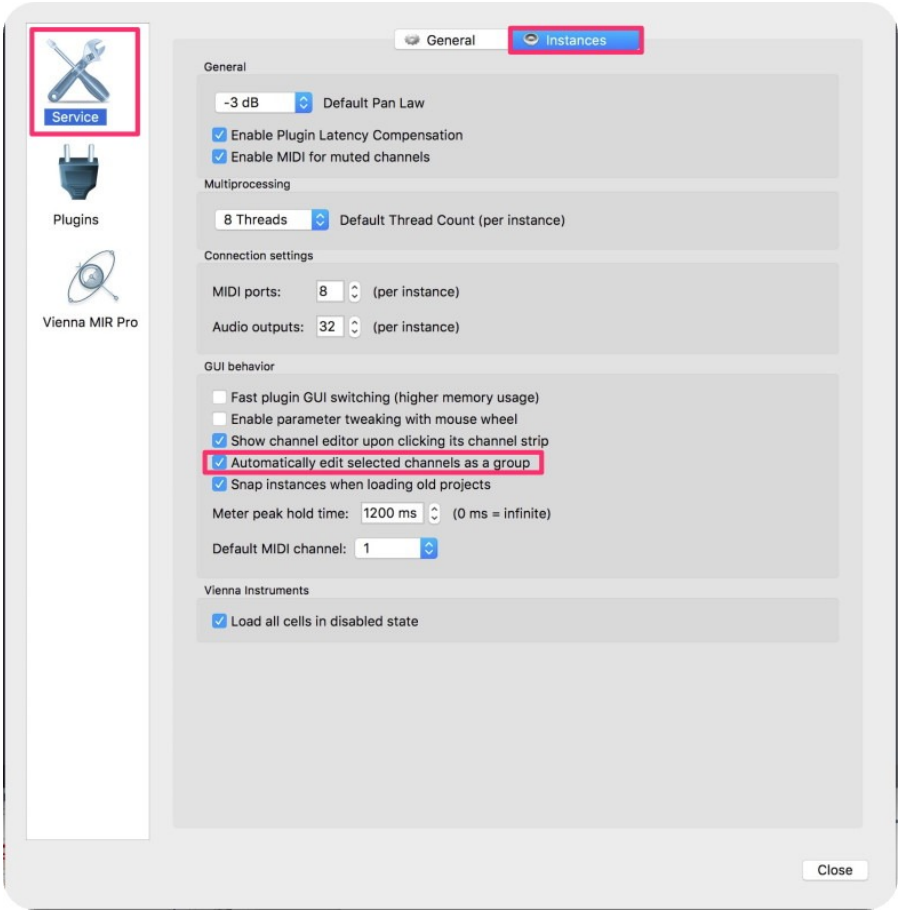



## Edit Selected Channel as a group

To edit multiple tracks at once, there's a convenient workflow option available:

Activate the option to **Automatically edit selected channels as a selection group** in the **Vienna Ensemble SERVICE Preferences (see above):** When activated, selected channels and MIR PRO plug-ins will behave like groups, without the need to hold "Alt".

Use "Alt" to edit a single track while all other tracks stay selected. Normal behavior can be achieved by holding Alt, so it effectively reverses the functionality of the Alt modifier for grouping.

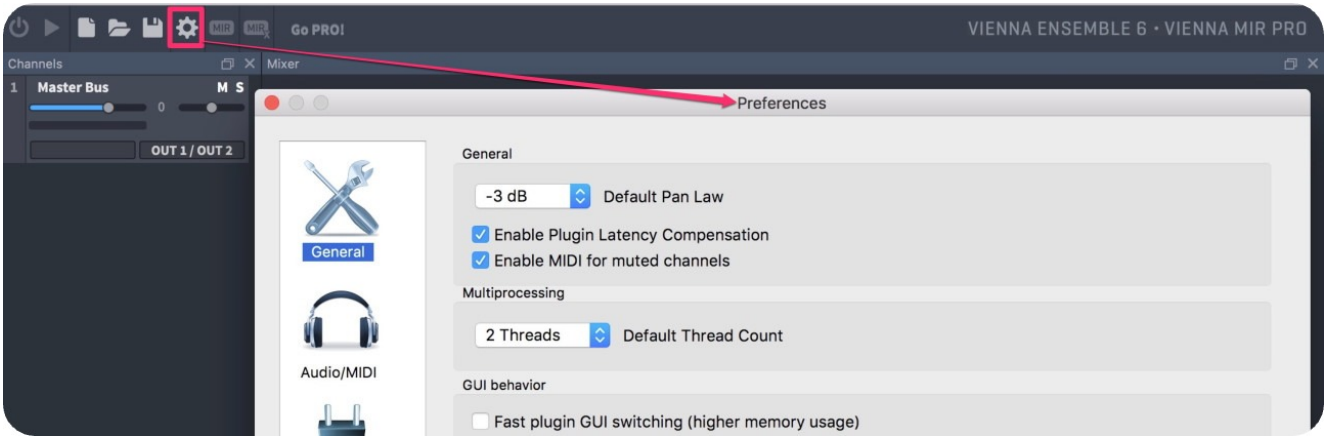



# Standalone

Vienna Ensemble can be used as a plug-in, conveniently integrated with your sequencer, or as a stand-alone software(e.g., for live playing). To launch Vienna Ensemble as stand-alone software, double-click **Vienna Ensemble** (Windows only) or **Vienna Ensemble (64-bit)** from your programs/applications.

## Preferences

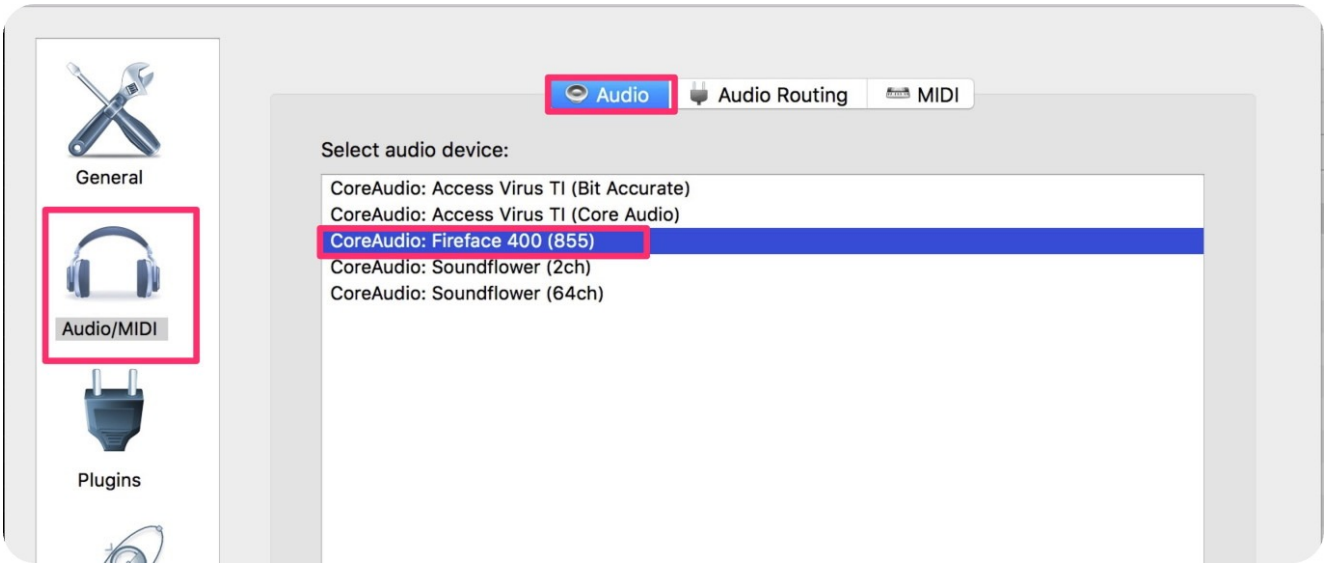
Click on the **Preferences** icon in the task bar to configure your stand-alone setup.The first start will automatically open the Preferences.



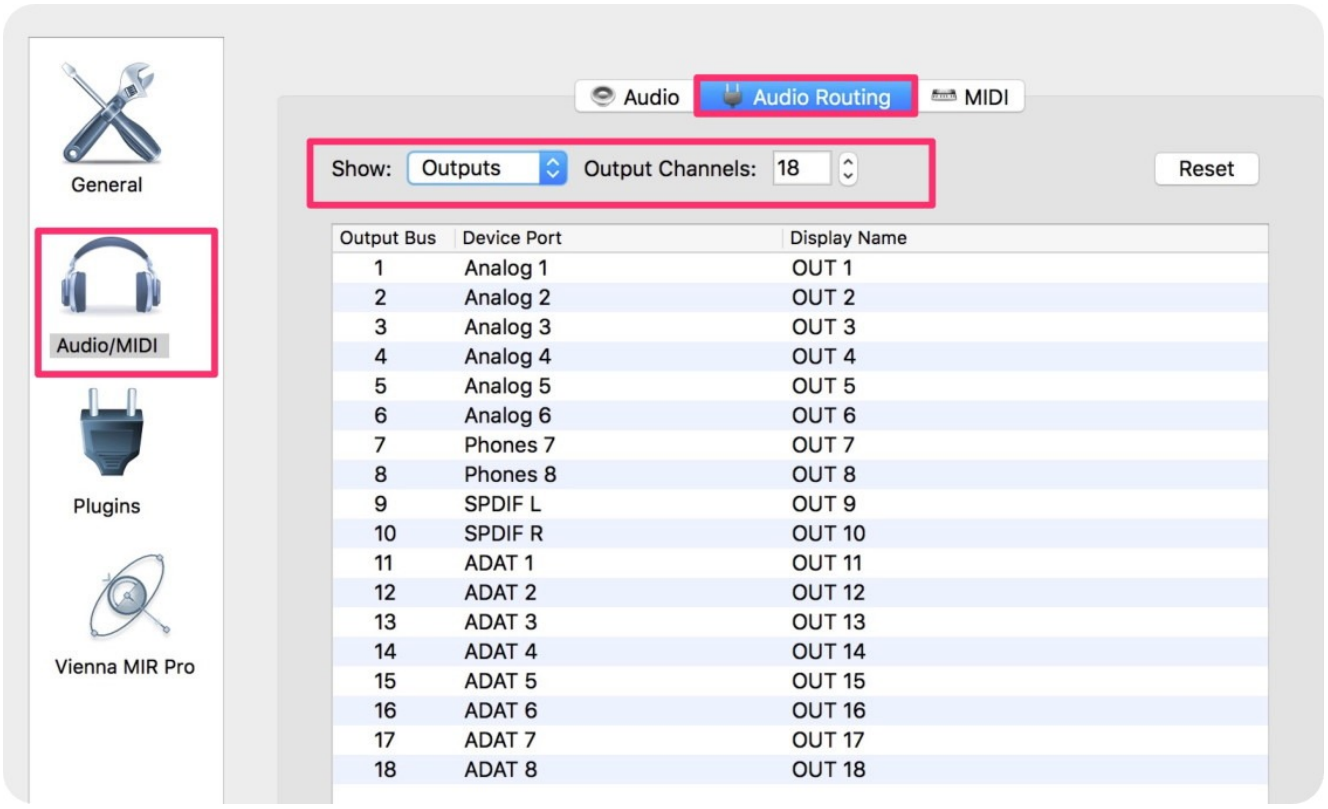
The **General Preferences** for your stand-alone Vienna Ensemble differ just a little from the Preferences described in the Vienna Ensemble Service Preferences (Instances).

## Audio

Select your **Audio Device**:




The **Audio and MIDI Routing** can be configured, you can add and deactivate outputs/inputs and **assign names** for a better overview. The **activated inputs of your soundcard** will also be available in the **Input Channels** within Vienna Ensemble.

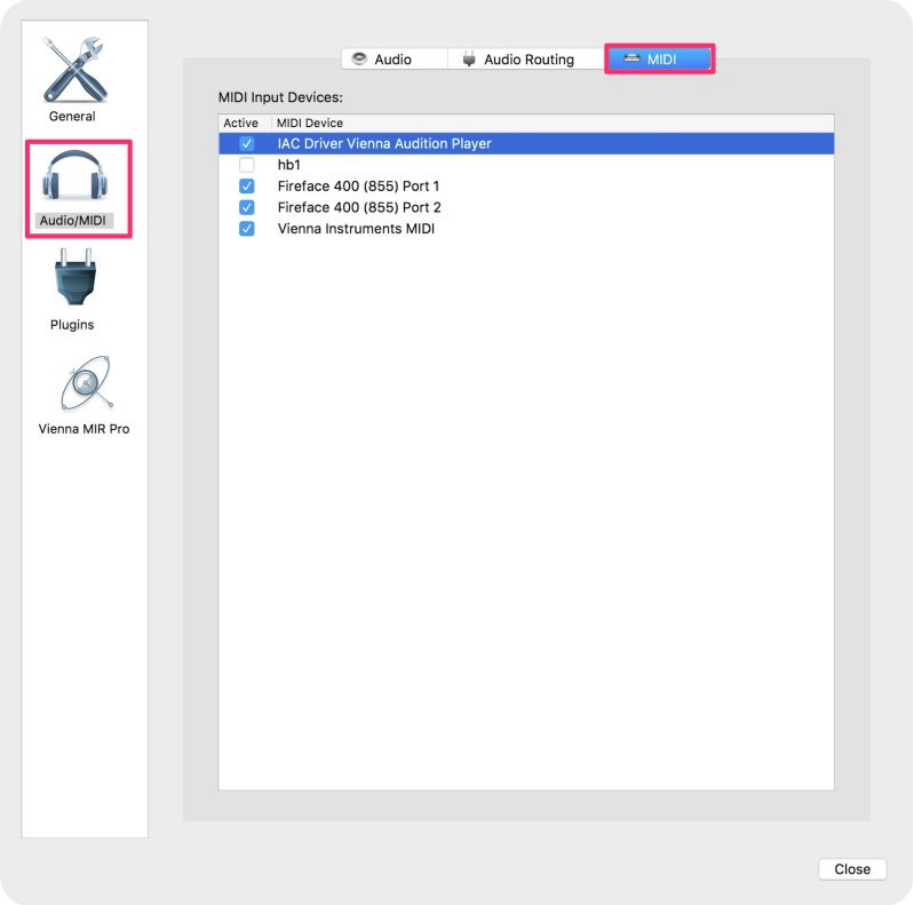



> **Tip**

**WINDOWS**: Select active channels of an audio device to improve communication with other audio applications. Audio channels of the same audio device can be used by another audio application when deactivated in the **Vienna Ensemble** Preferences.

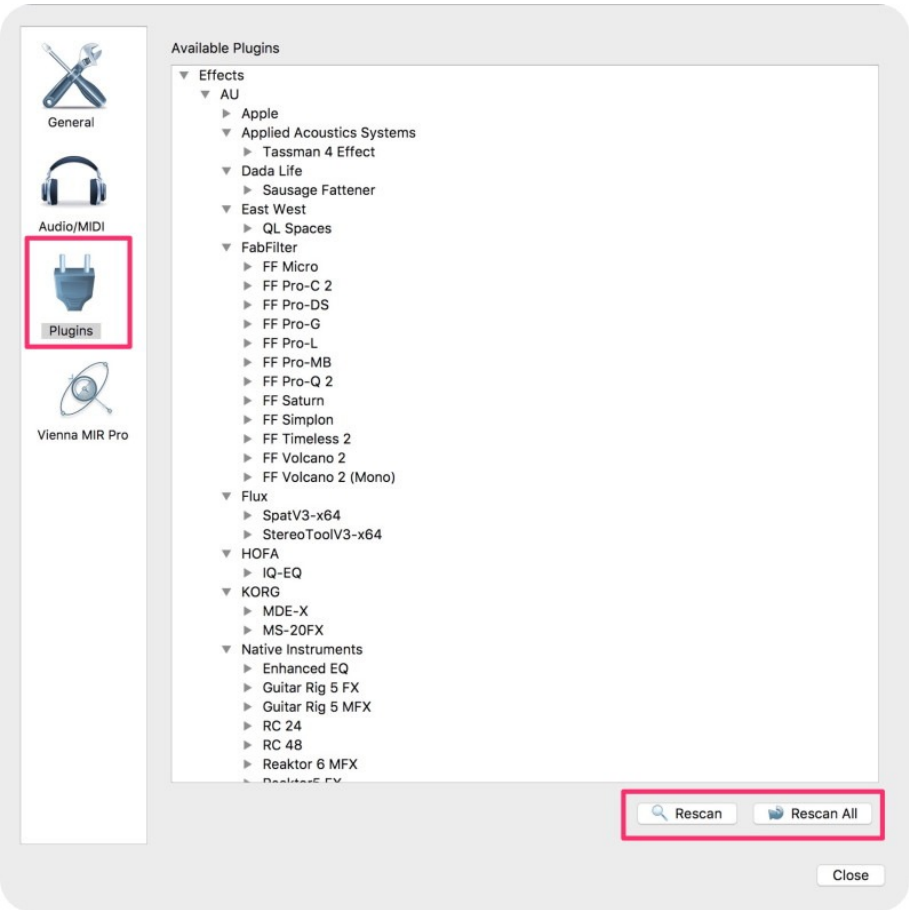
## MIDI

**Select your MIDI Input Devices for this Vienna Ensemble standalone instance.**




## Plugins

In **OS X**, all installed AU plug-ins are displayed here. In **Windows**, make sure that you have assigned the correct **VST plug-in path**, so that *Vienna Ensemble* can find all your plug-ins!




The Vienna MIR Pro Settings are only available if a license for MIR PRO is available. Please consult the MIR PRO manual for more information.

# Shortcuts and Special Features

## Shortcut List for Windows

- CTRL+R Start/Stop Engine
- CTRL+O Open Project
- CTRL+S Save Project
- CTRL+Alt+S Save Project as…
- CTRL+P Preferences – does not work in server mode
- ESC Toggle Mixer View
- CTRL+Q Quit
- CTRL+Z Undo
- CTRL+Y Redo

- CTRL+N AddViennaInstruments
- CTRL+B Add BusChannel
- CTRL+D Duplicate Channel
- Del Delete channel(s)
- F Fold channel strips (Channel Pane)
- PgUp Previous Channel
- PgDn Next Channel

## Shortcut List for OS X

- Command+R Start/Stop Engine
- Command+O Open Project
- Command+S Save Project
- Command+Alt+S Save Project as
- Command+, Preferences
- ESC Toggle Mixer View
- Command+Q Quit
- Command+Z Undo
- Command+Y Redo
- Command+N Add Vienna Instruments
- Command+B Add BusChannel
- Command+D Duplicate Channel
- <- Delete channel(s)
- F Fold channel strips (Channel Pane)
- PgUp Previous Channel
- PgDn Next Channel

## Special Features Channel Pane

- Rubber-band Selection of channels
- Browsing channels with Pgup / PgDn and Arrow up / Arrow down
- Selection of multiple channels with Shift/Ctrl+Click

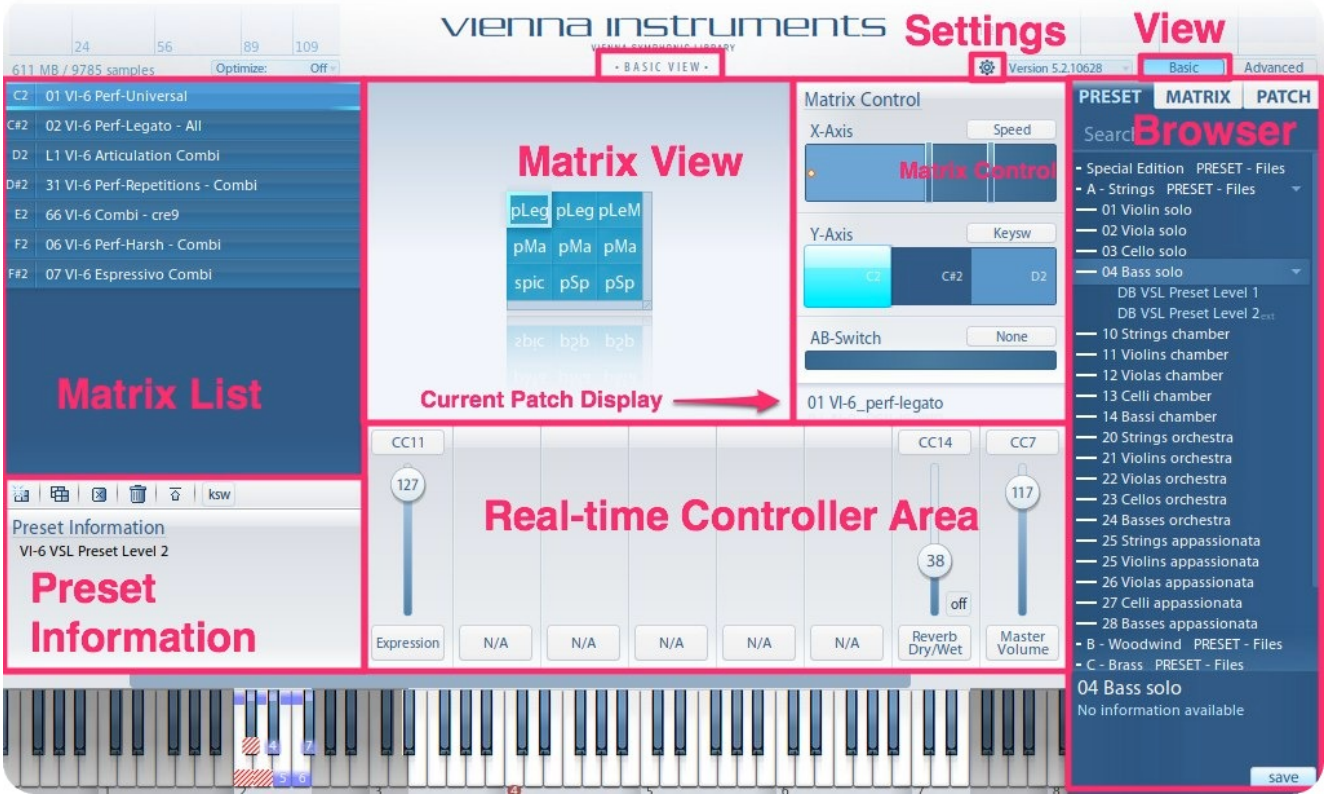
- Dragging of channels (drag on titlebar)
- Right click on a channel strip for a menu of actions
- Hold down Alt while selecting a MIDI channel and the MIDI channels of all selected channels will be automatically incremented.
- Select multiple instruments and hold down Alt while changing MIDI port or channel – this value will propagate to all selected channels
- Hold down Shift while selecting a MIDI Channel and all selected channels will get the same value
- Holding SHIFT when inserting/removing plugin will apply to the same insert slot on ALL tracks.
- Holding ALT when inserting/ removing plugin will apply to the same insert slot on SELECTED tracks.
- The same applies to Bypass. (Shift-Ctrl-Click applies to all, Alt-Ctrl-Click applies to selected tracks).
- Moving a plug-in BETWEEN two insert slots will create a complete new row of insert slots.
- When a row gets empty, the view will be optimized (the row will be removed).

## Special Features Mixer

- Shift-drag any control for fine adjustment
- Shift-mouse-wheel any control for fine adjustment
- Selection of channels with Shift/Ctrl/Command-click
- Rubber-band selection of channels
- Dragging of channels (drag on channel name)
- Double-click channel name to open instrument GUI (if available)
- Ctrl-click on the channel strip fold button to fold all mixer-strips(Shift: OS X)
- Right-click on the channel strip for a menu of actions (like in the Channel Pane)
- Select multiple channels, hold down Alt while adjusting volume or pan, and all selected channels will be adjusted
- Hold down Alt while selecting a MIDI channel and the MIDI channels of all selected channels will be automatically incremented
- Hold down Shift while selecting a MIDI channel and all selected MIDI channels will get the same value

# Vienna Instruments (PRO)

Our Vienna Instruments Collections are powered by **Vienna Instruments** (and **Vienna Instruments PRO** ), our tailor-made sample player that is loaded with features!




Please refer to the Vienna Instruments Manual to find out more about the intricacies of this powerful tool. Additionally, we have provided Video Tutorials that will give you a quick start with simple examples that cover all the features of Vienna Instruments.

> **Important**
>
> Vienna Instruments PRO needs to be installed separately to be available in Vienna Ensemble.

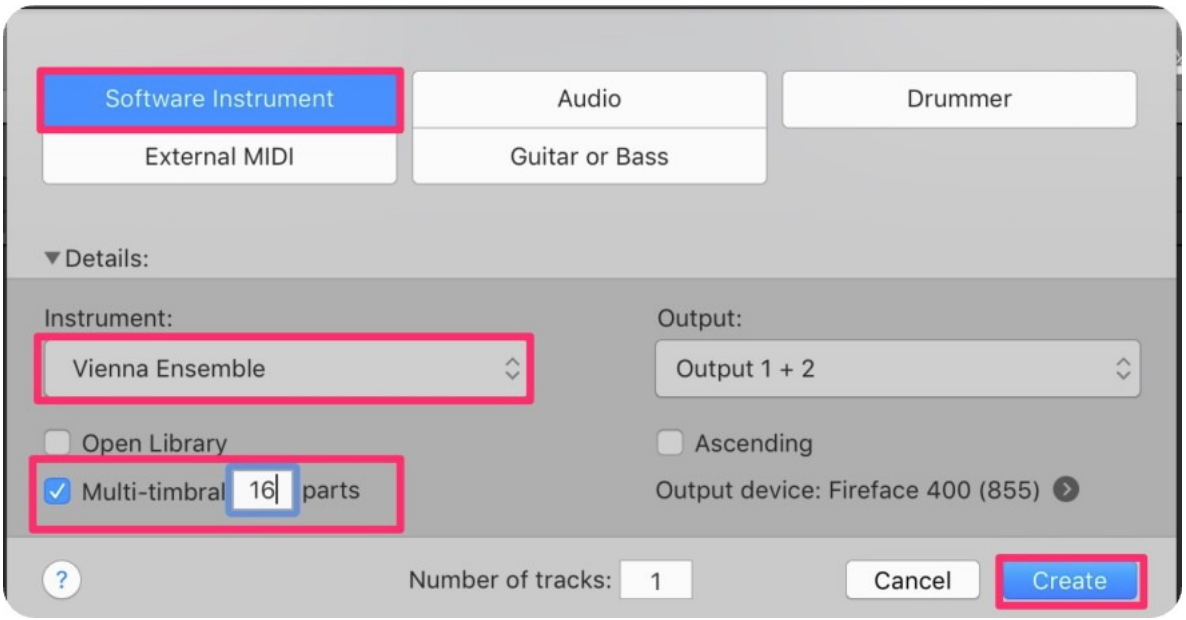
> **Tip**
>
> Vienna Instruments PRO provides you with even more options when it comes to manipulation of virtual instruments (integrated APP Sequencer, enveloped time-stretching...).

# Routing

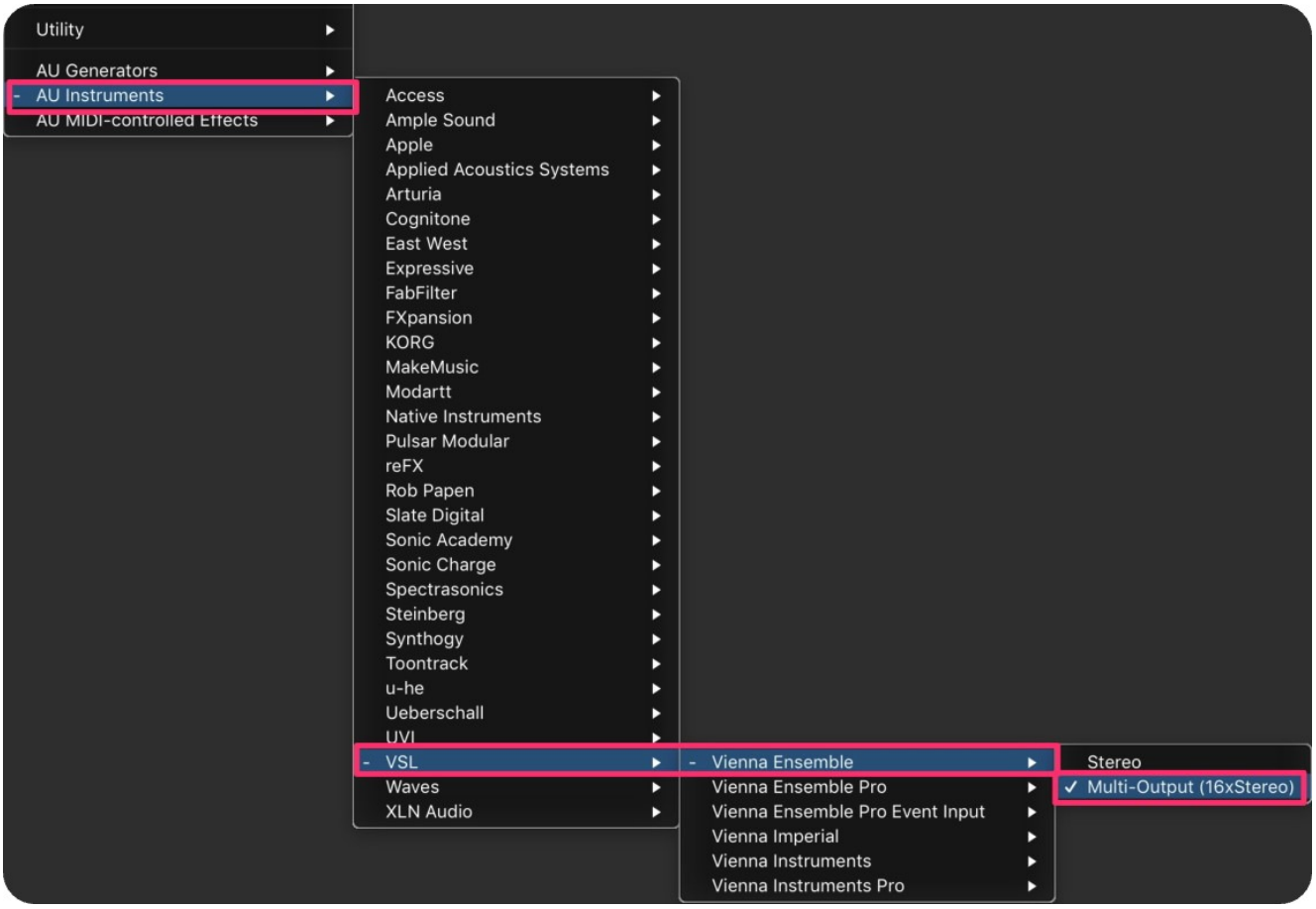
This chapter will show you how to route multiple stereo outputs from Vienna Ensemble PRO into your sequencer.

## Logic Pro X

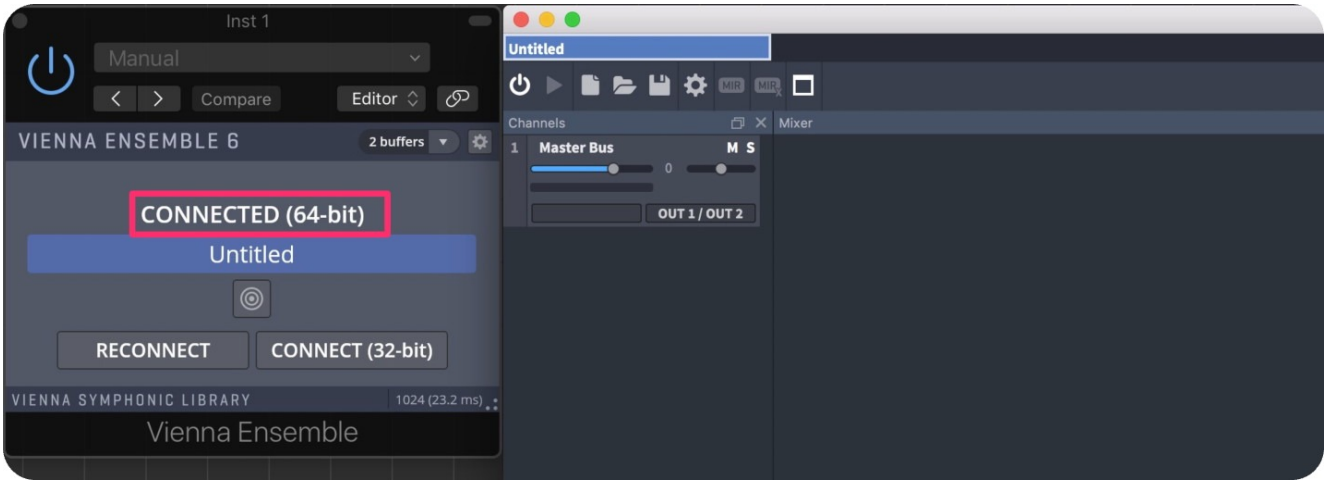
Instantiate Vienna Ensemble as a multi-timbral Software Instrument track (Multi Output):



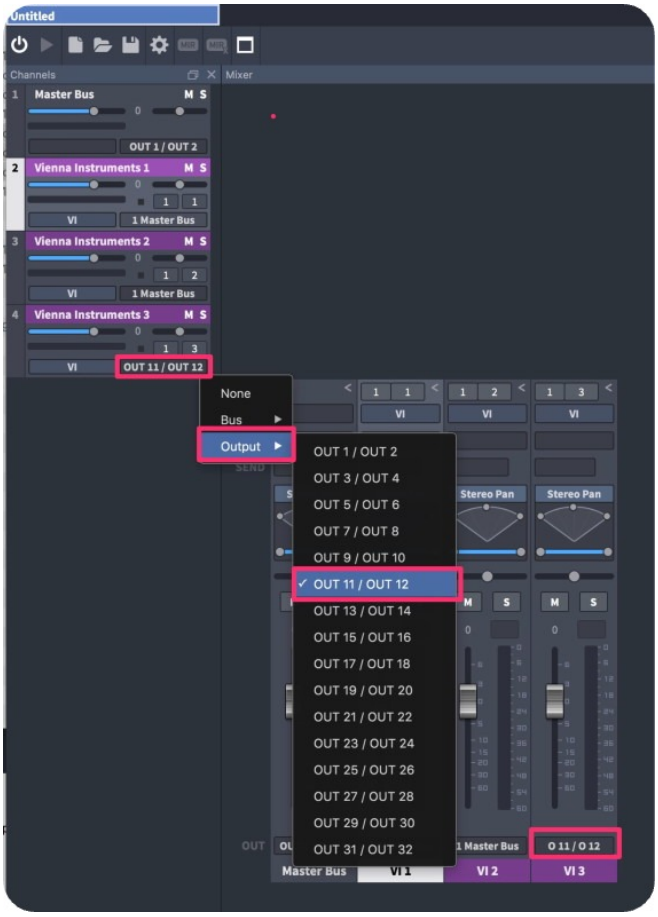

Assign Vienna Ensemble (Multi Output).



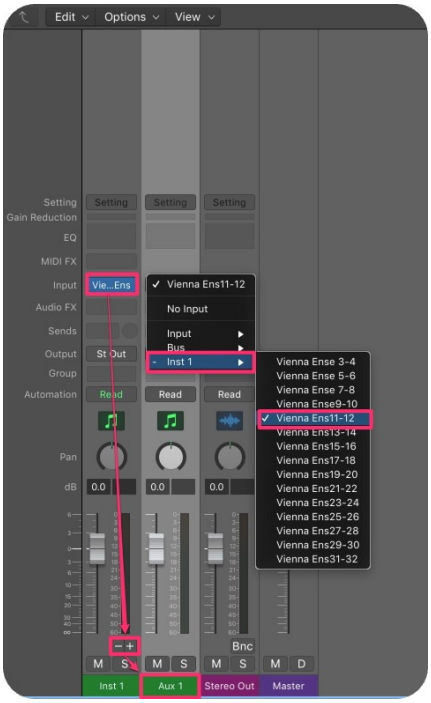

The Vienna Ensemble Plug-in opens and connects to the Vienna Ensemble Service.




Now you can assign different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



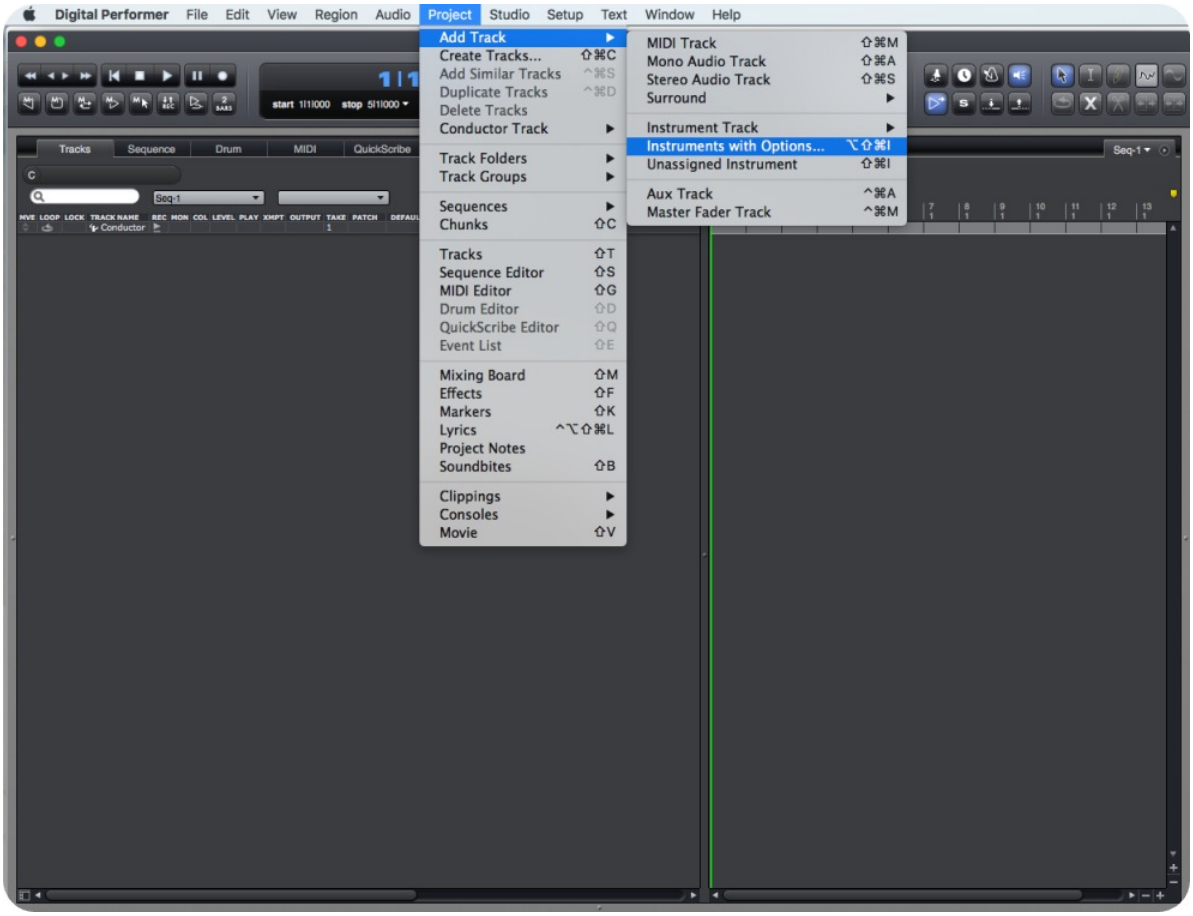

Open the Mixer page. Outputs 1–2 are automatically assigned in the Audio Instrument channel.



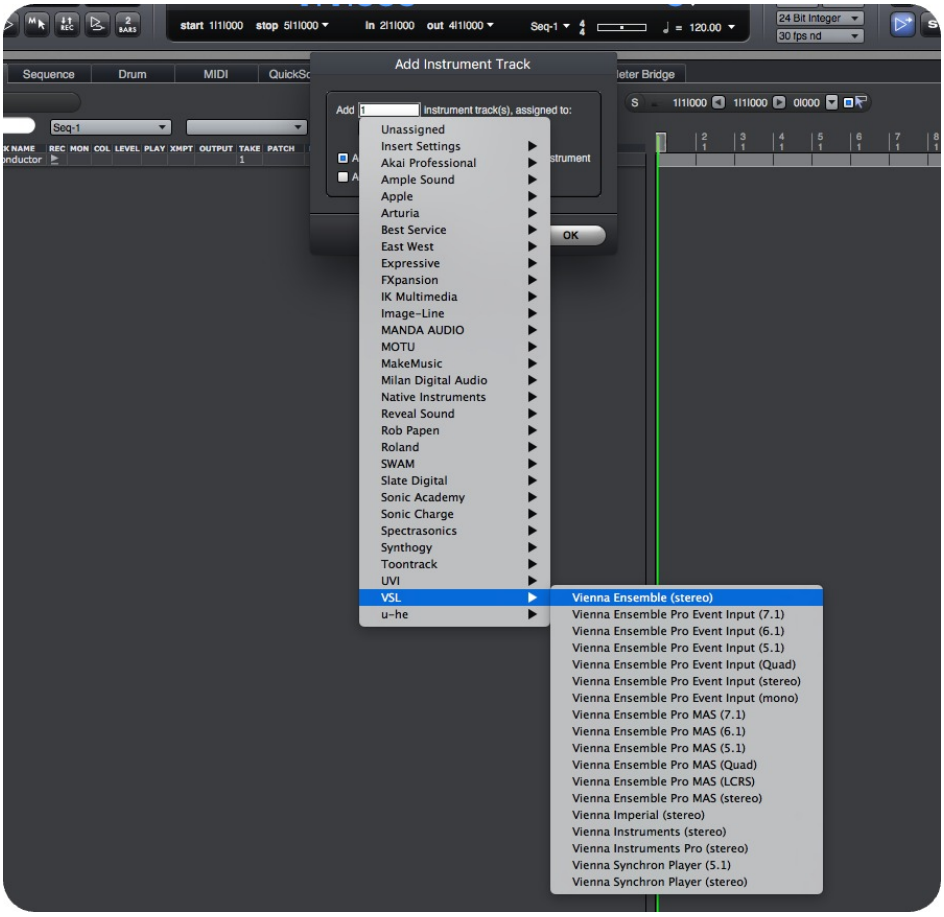

You can add more stereo channels in ascending order comfortably by simply clicking the "+" Button underneath the SOLO button in the Instrument channel.

# Digital Performer

1. Launch Digital Performer and insert an Instrument with Options.




2.Assign it to Vienna Ensemble.

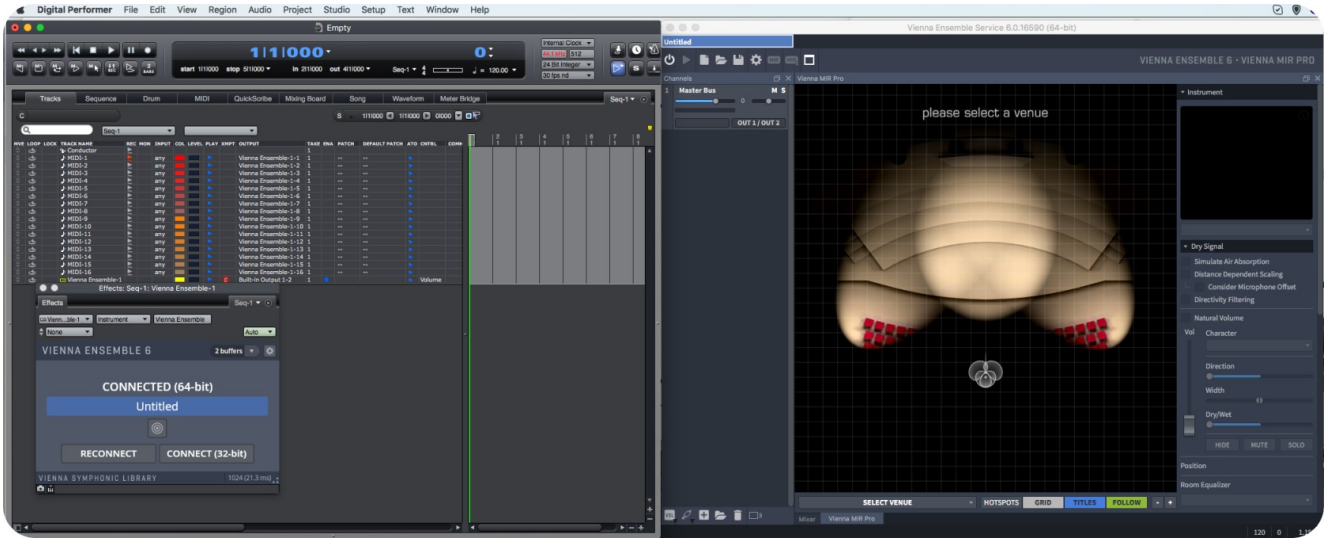



3. Add 16 MIDI tracks.




4. The windows you will see now are the Vienna Ensemble Plug-in and the Vienna Ensemble Service.

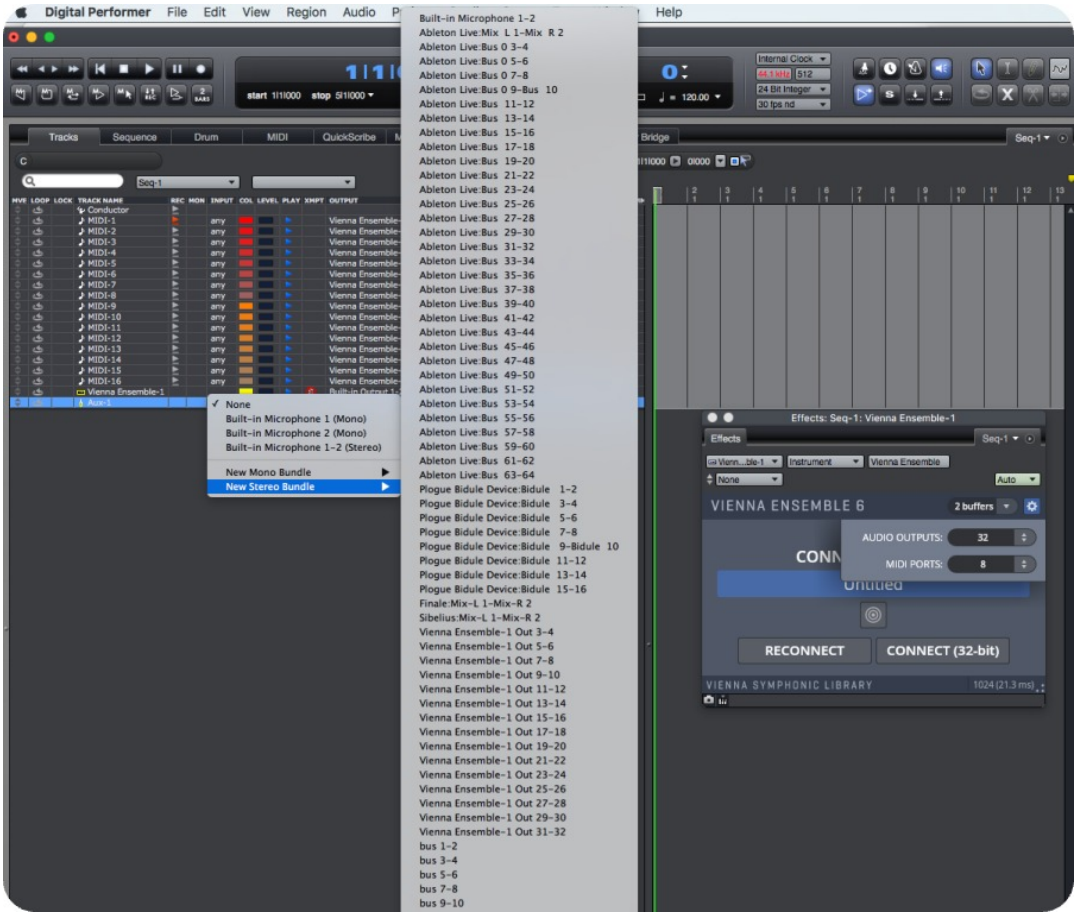
Create Instrument Channels in Vienna Ensemble and assign MIDI channels to them.



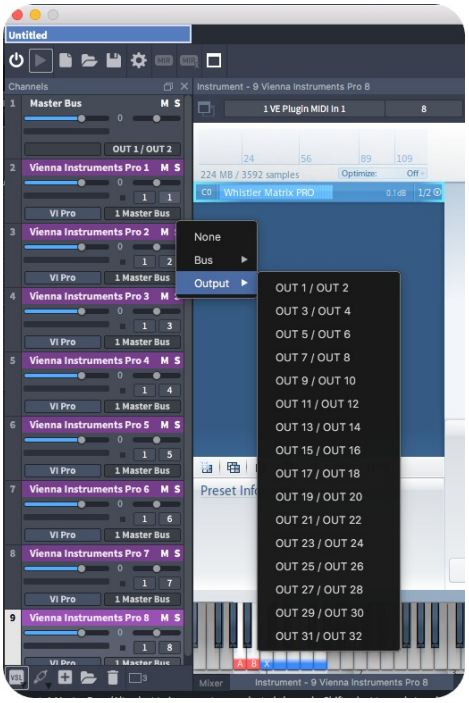

5. Add one or more auxiliary tracks to your project




6. You can now check the available Stereo Outputs of Vienna Ensemble PRO in the inputs of your Aux Track.

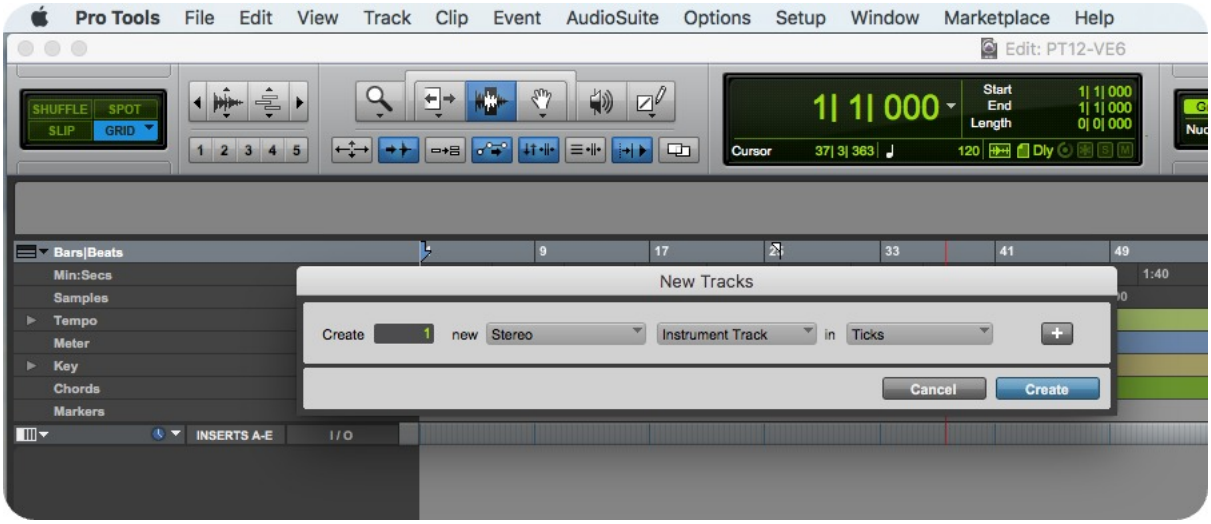



7. Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.

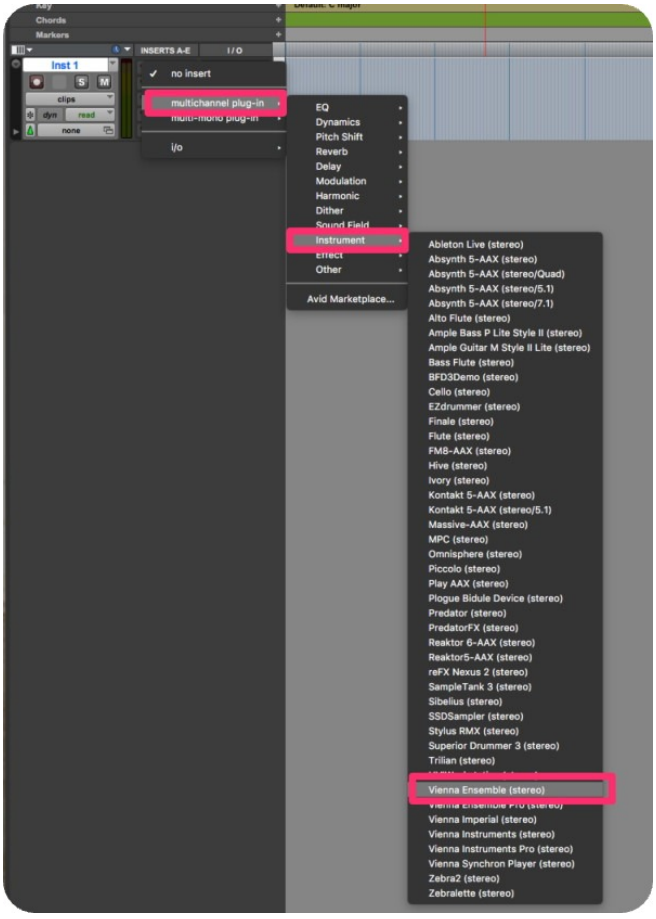


# Pro Tools

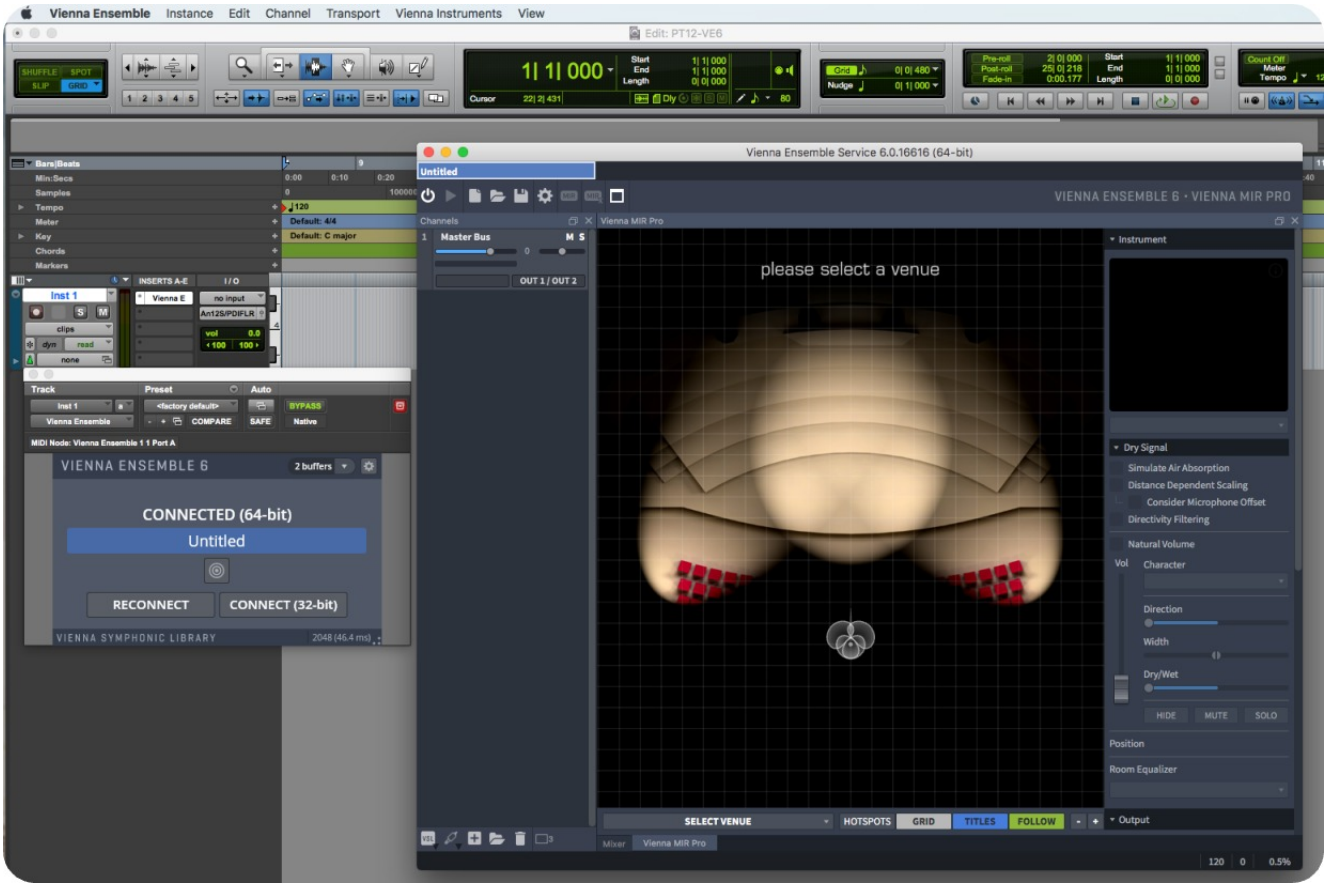
1. Create a Stereo Instrument track.



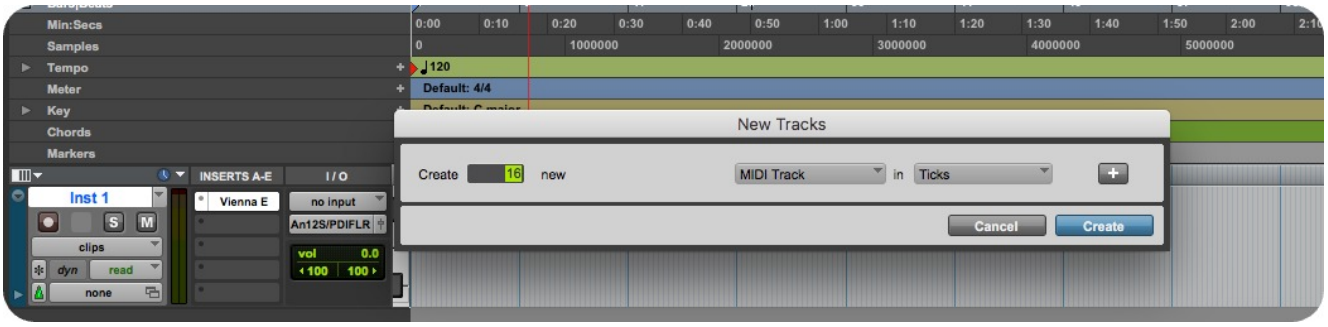

2. Assign Vienna Ensemble as a multi-channel plug-in.




3. Vienna Ensemble will launch in the background. You see the Vienna Ensemble Plug-in and the 64-bit Vienna Ensemble Service.



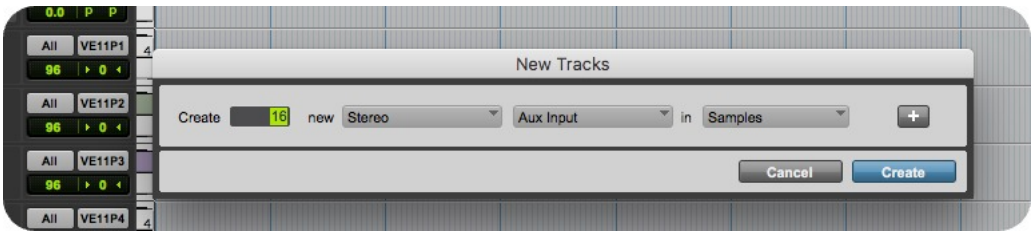

4. Create new MIDI tracks as needed. With AAX, the amount of MIDI ports can be set in the **Vienna Ensemble Service Preferences**.



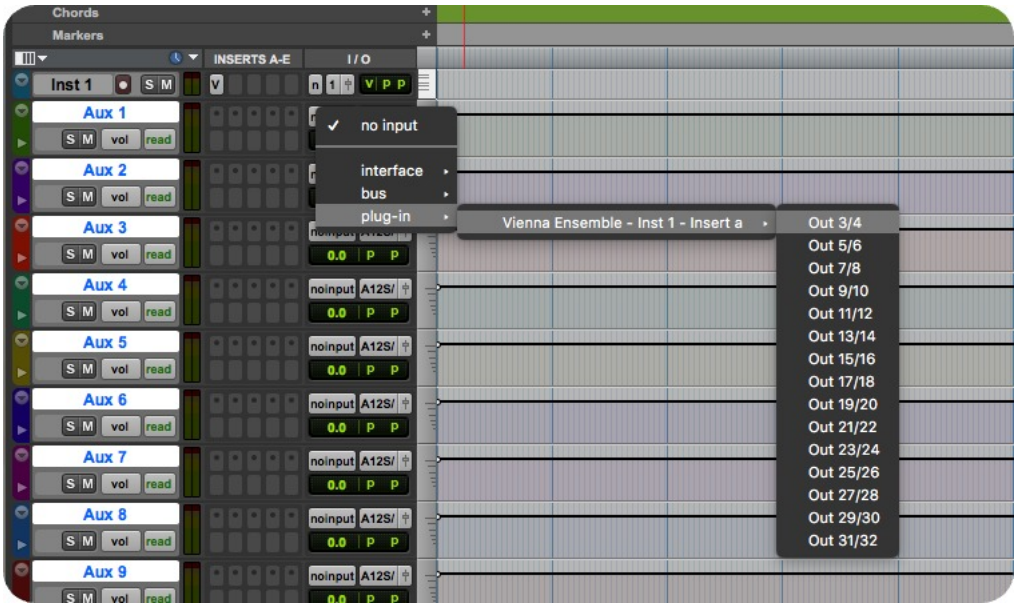

5. In the mixer, assign the MIDI channels to Vienna Ensemble.




6. Now, create an Aux track and as many Stereo Aux Inputs as you will need.




7. Assign the Vienna Ensemble outputs to the inputs of your Aux track.

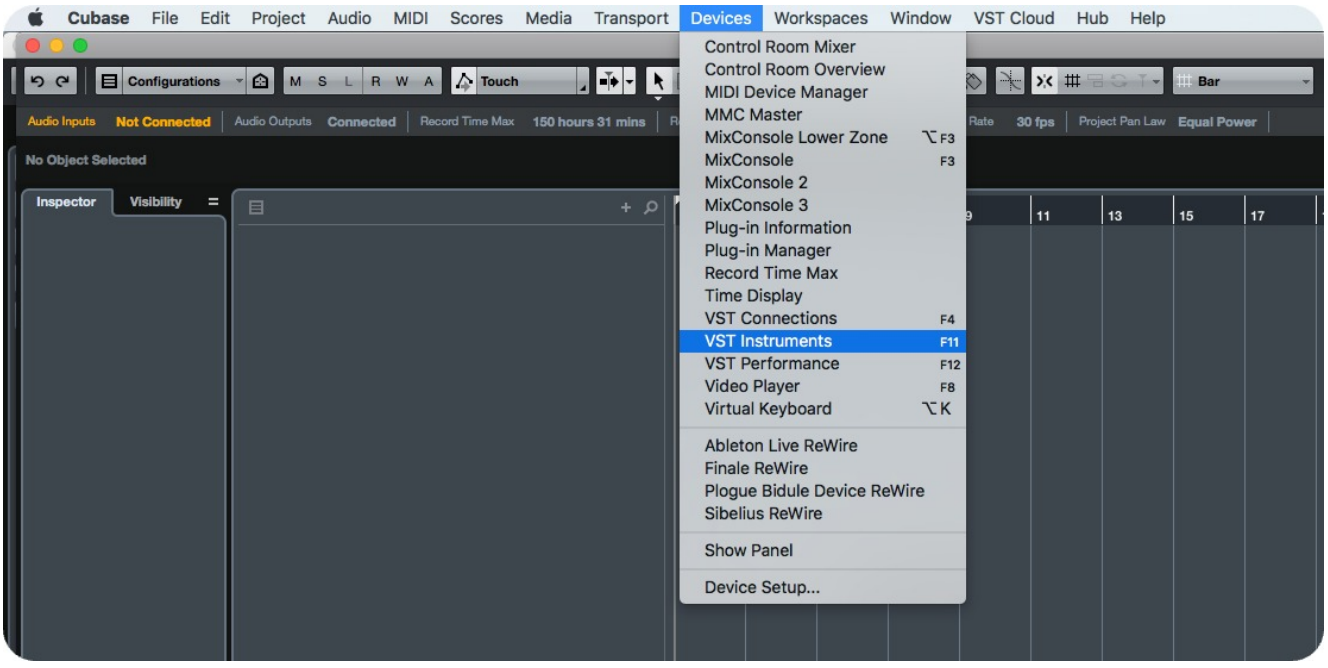


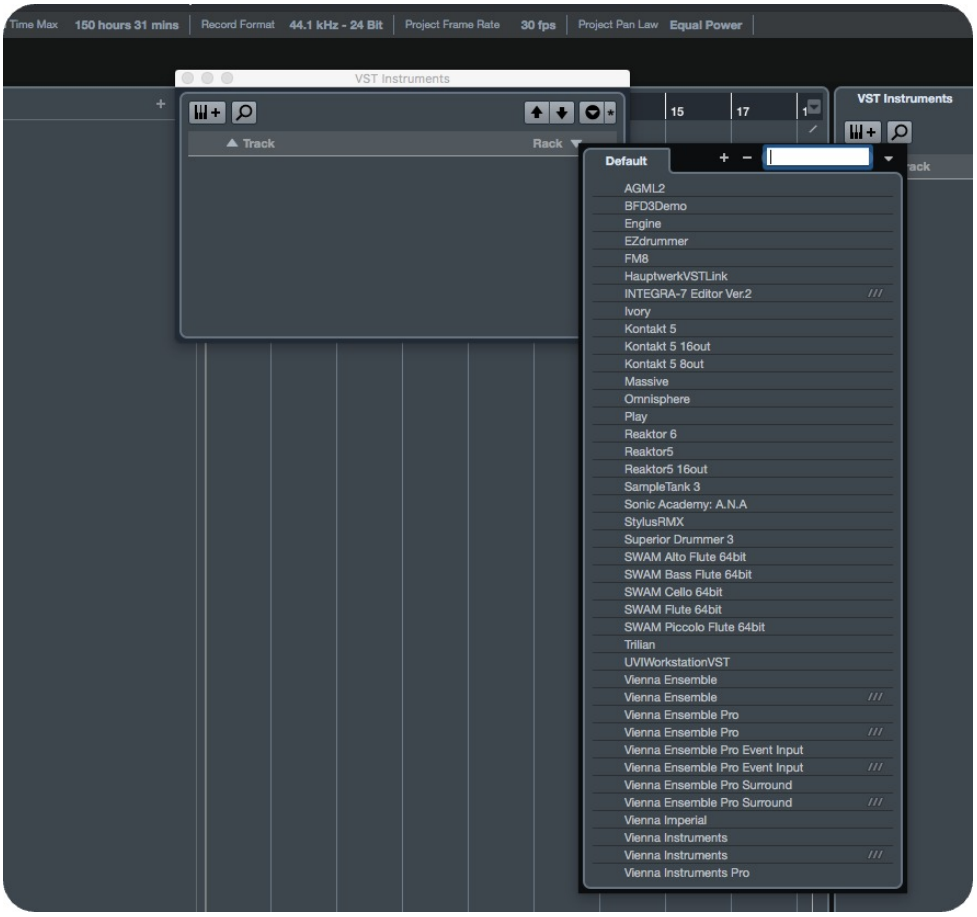

8. Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.

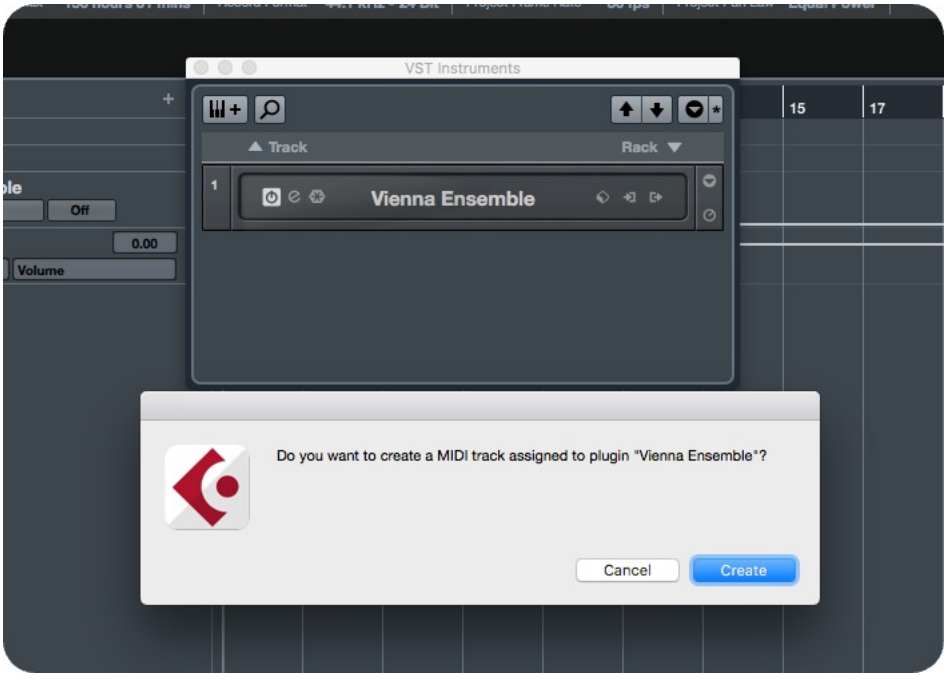



## Cubase

1. Instantiate **Vienna Ensemble** as a VST or VST3 Instrument(///), ideally as a RACK instrument.





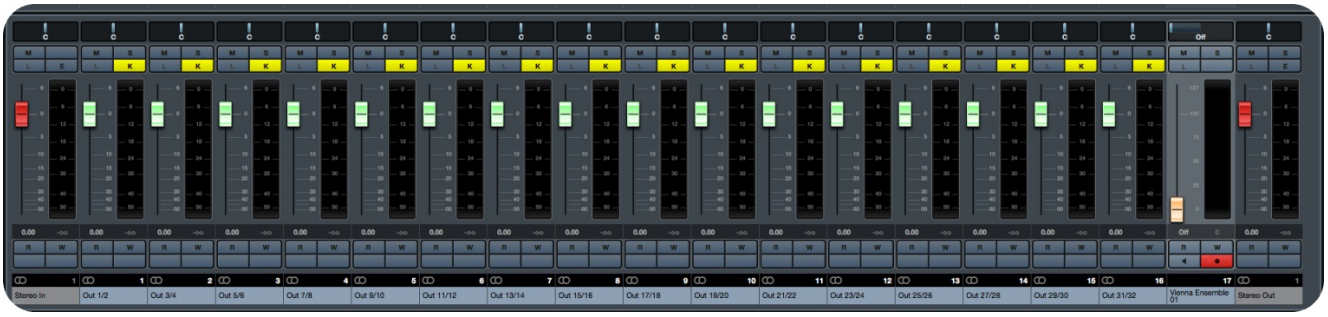

2. Click on the sign to the far right of "Vienna Ensemble" to activate the available Vienna Ensemble outputs. You can activate them separately or one by one, depending on how many you need.







3. The corresponding stereo channels will be created automatically in your mixer.

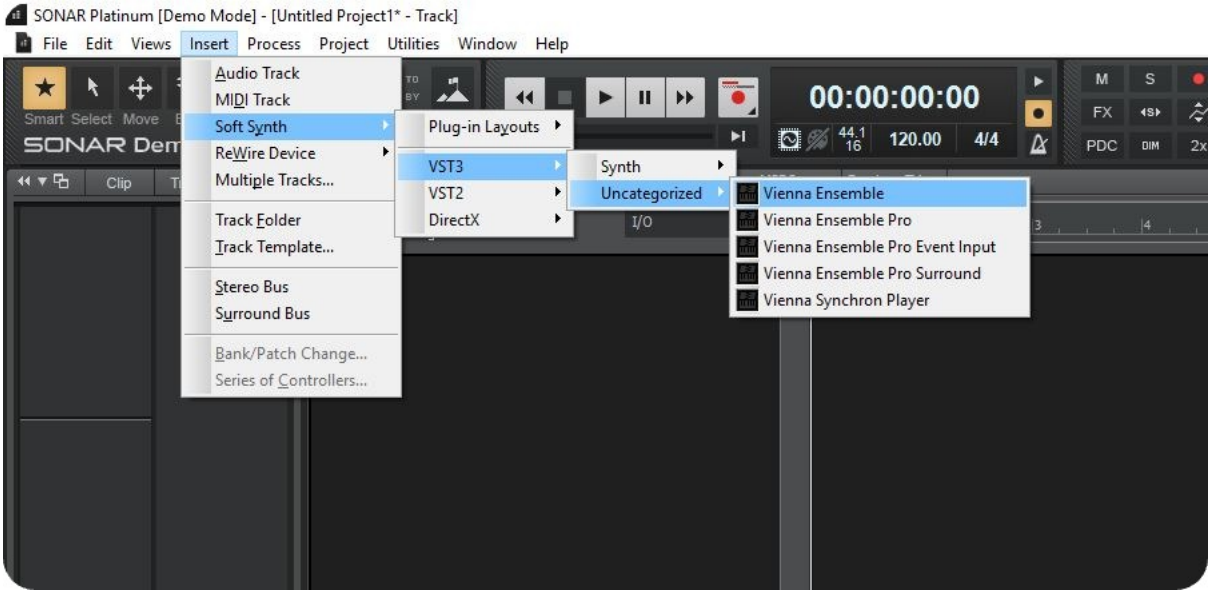


4. Assign the different outputs in Vienna Ensemble. It is also possible to assign the outputs below the fader of each channel.



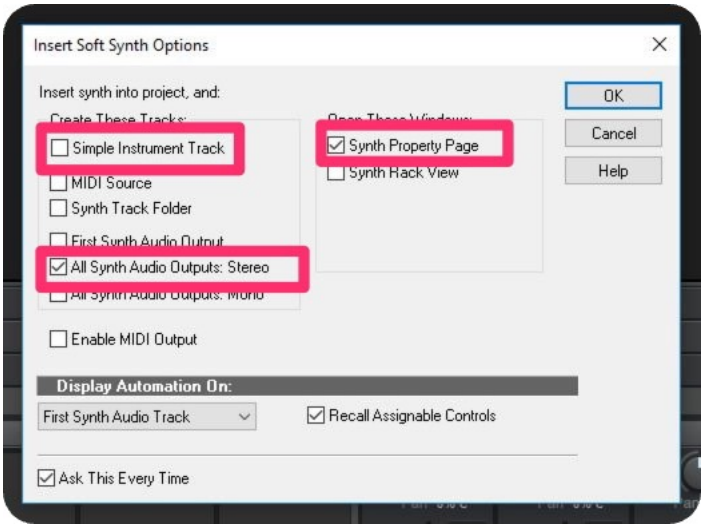

## Cakewalk SONAR

1. Create a new Vienna EnsembleInstance by selecting "InsertSoft Synth"VST3in the top menu bar. Please note that the exact plugin folder name may differ depending on where Vienna Ensemble is installed.

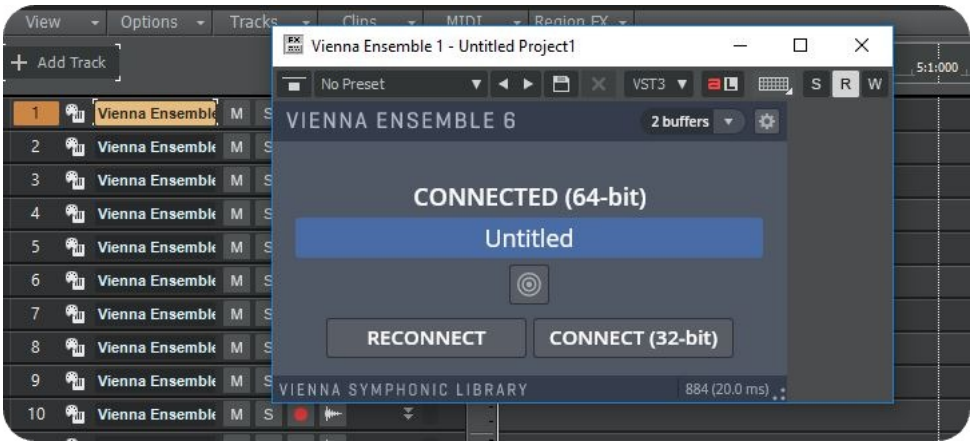



2. The following dialog will appear. Depending on whether you wish to have multiple outputs (for mixing instruments inside SONAR) or a single stereo output (for mixing instruments inside Vienna Ensemble), please choose the appropriate option as well as the option to display the "Synth Property Page", and

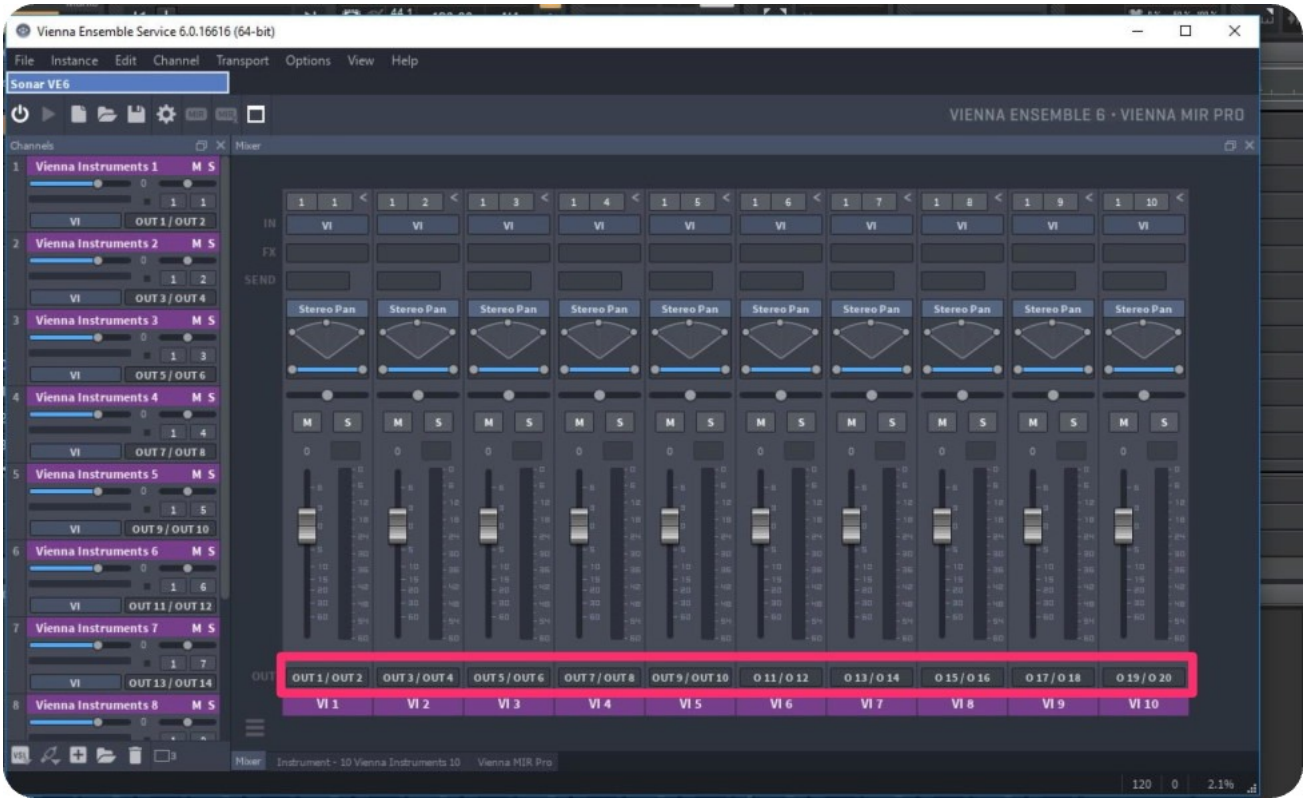
click OK.



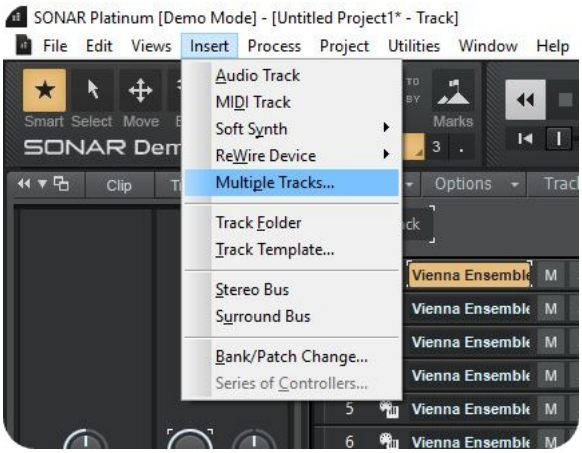

Vienna Ensemble will launch in the background.



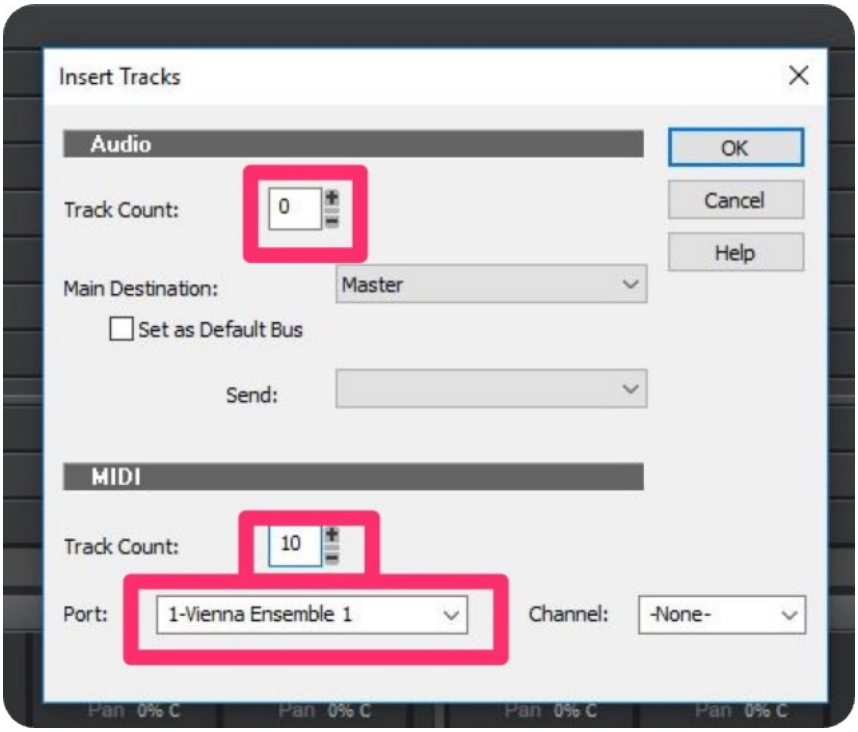

3. Now when you insert buses and instruments and assign outputs in the Vienna EnsembleInstance, they will route to the previously created tracks in SONAR. For using only a single stereo track in SONAR, everything should be routed to the output pair 1/2 inside Vienna Ensemble.




4. You will need to insert MIDI tracks (as many as you need) into the SONAR project. To do so, please select "InsertMultiple Tracks":



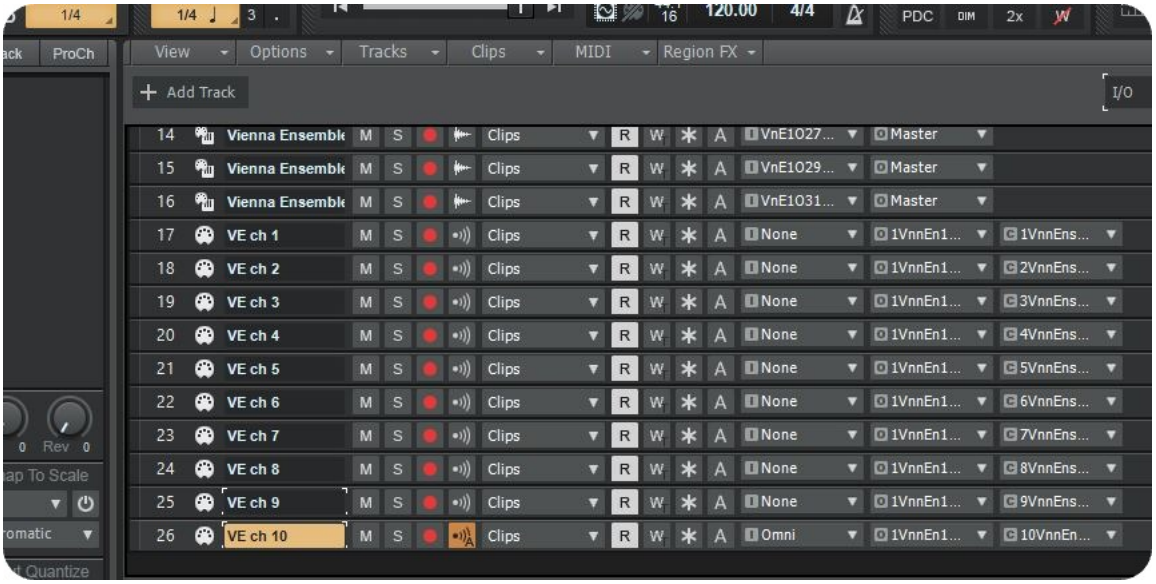

5. Please set the audio track count to 0 and the MIDI track count to as many tracks as there are necessary to create. The ‘Port’ should be set to display the previously inserted Vienna Ensemble synth instance.




6. For the newly inserted tracks you will need to pick MIDI channels. Please select "I/O" in the track options display first.

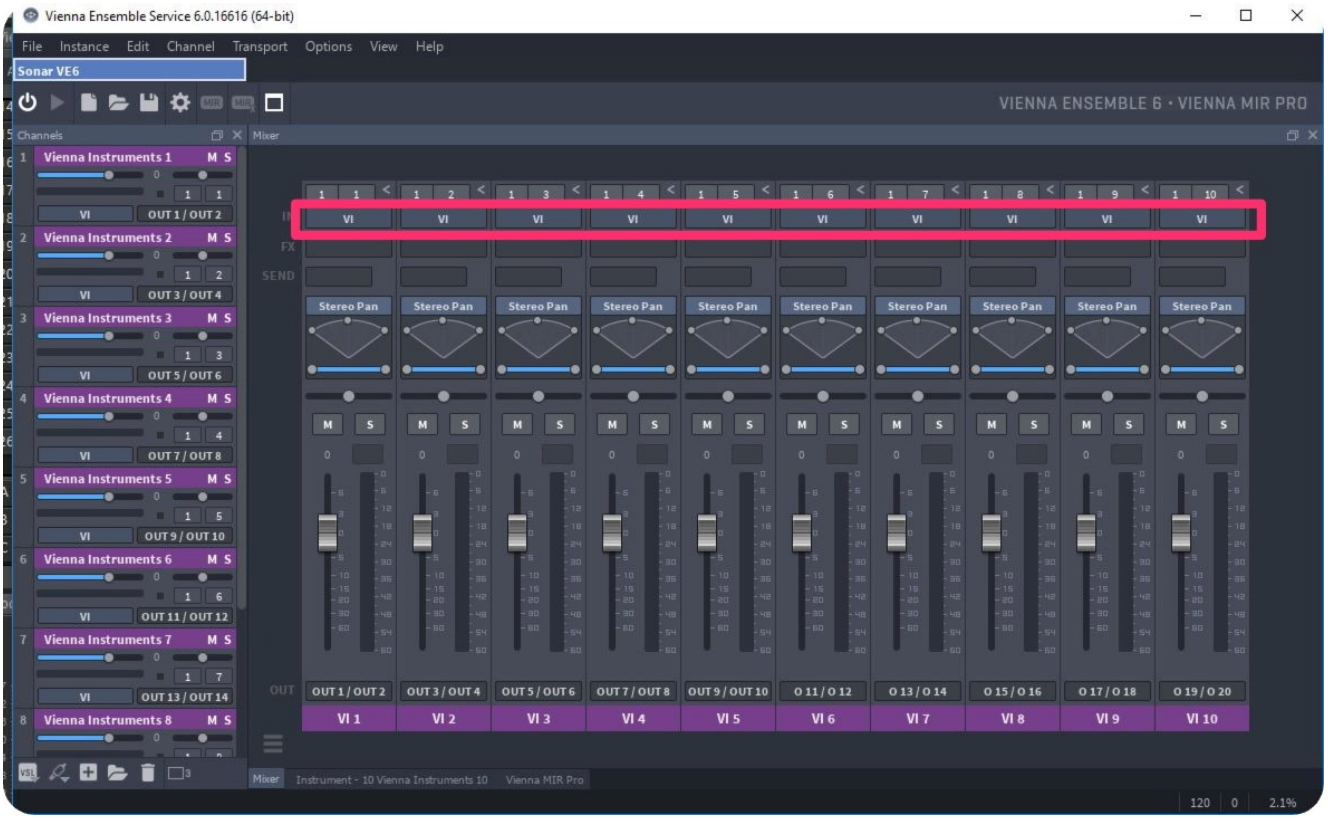



7. If the view is shorter than on the picture below and doesn't show MIDI channel [C] combo boxes, then please resize it horizontally to be wider. After this, select the desired MIDI channels.




I have chosen channels 1…10for the MIDI tracks.

8. Finally, route the proper MIDI channel from the Vienna Ensemble instance to SONAR:

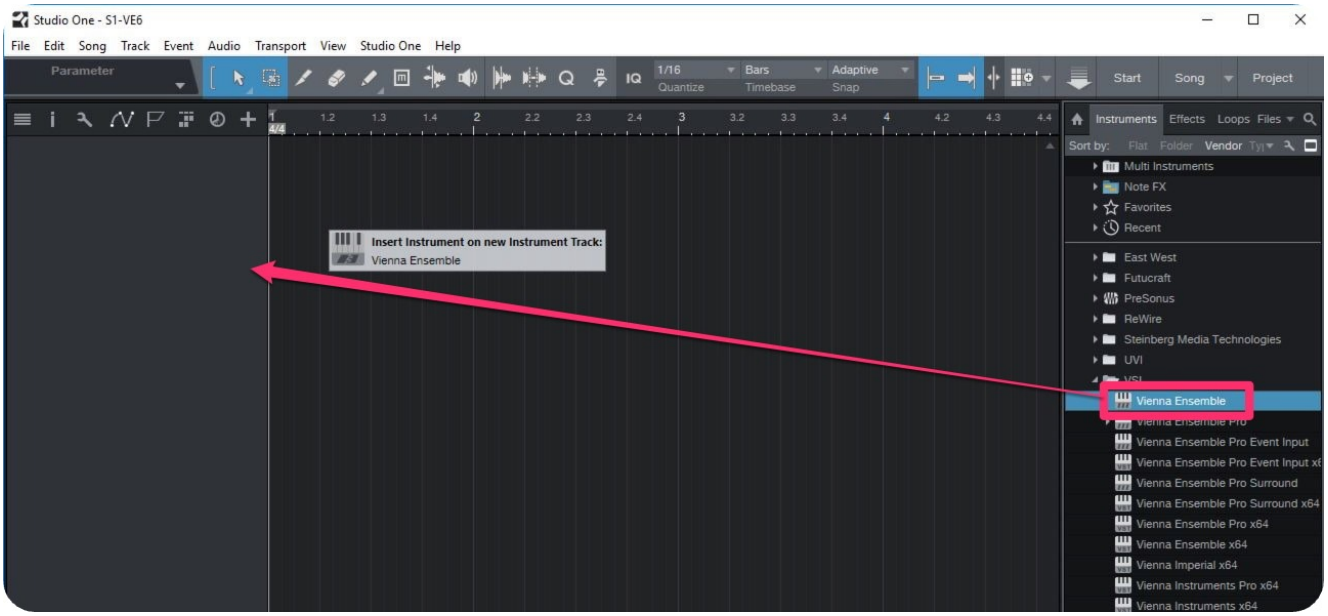



9. Your environment is ready to go! You should have complete synchronization between SONAR and Vienna Ensemble. If you need to repeat these steps too often, we recommend saving the above setup as a starting point and using it as a project template.

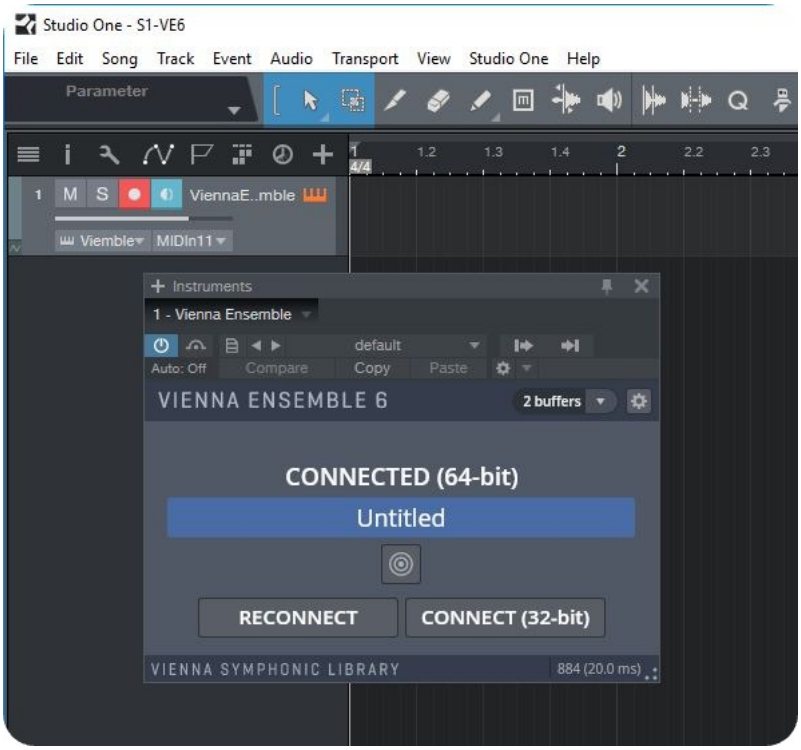
## Presonus Studio One

1. Create a new Vienna EnsembleInstance by dragging and dropping the desired instrument from the

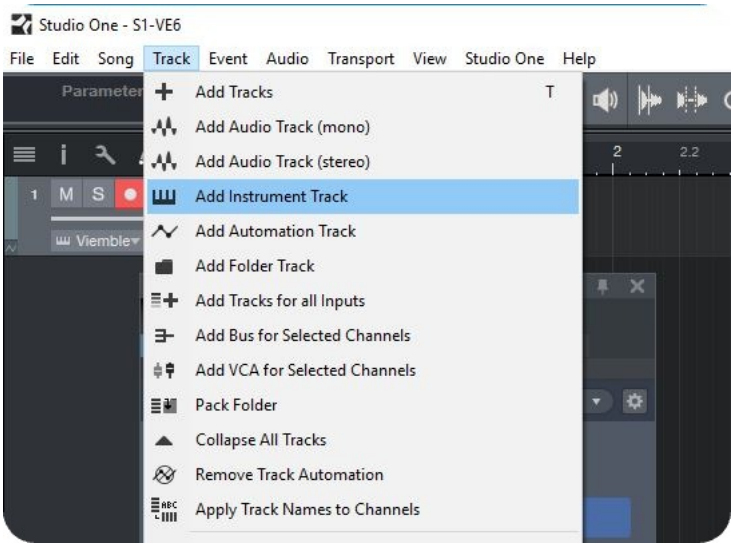
instruments menu on the right to the arrange window on the left:




2. Vienna Ensemble will launch in the background. You will see theVienna EnsemblePlug-in and the Vienna Ensemble Service itself.



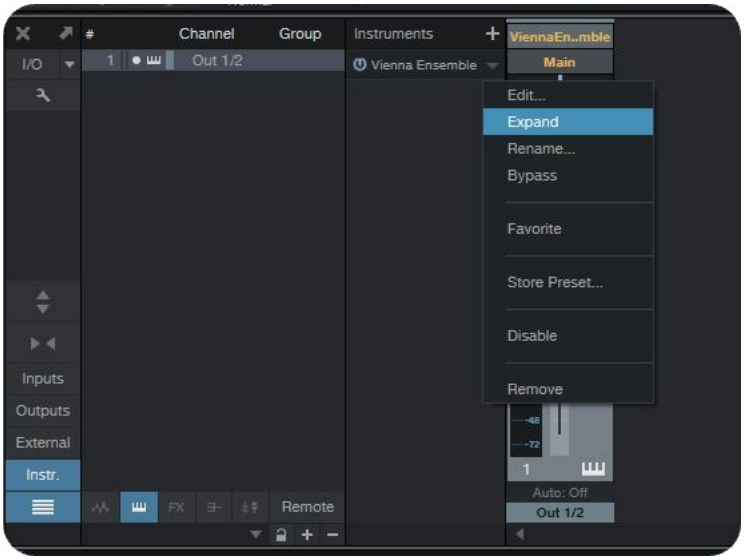

3. Create as many MIDI (instrument) tracks as you need in Studio One.




4. Open the mixer page. Outputs 1–2 are automatically assigned to your Vienna Ensemble instance. You can expand these available outputs by clicking the down arrow on Vienna Ensemble and choosing "Expand".

If you want to use only a single stereo channel in Studio One and mix the instruments inside Vienna Ensemble, everything should be routed to the output pair 1/2 inside Vienna Ensemble. In this case you can leave out steps 7 and 8.

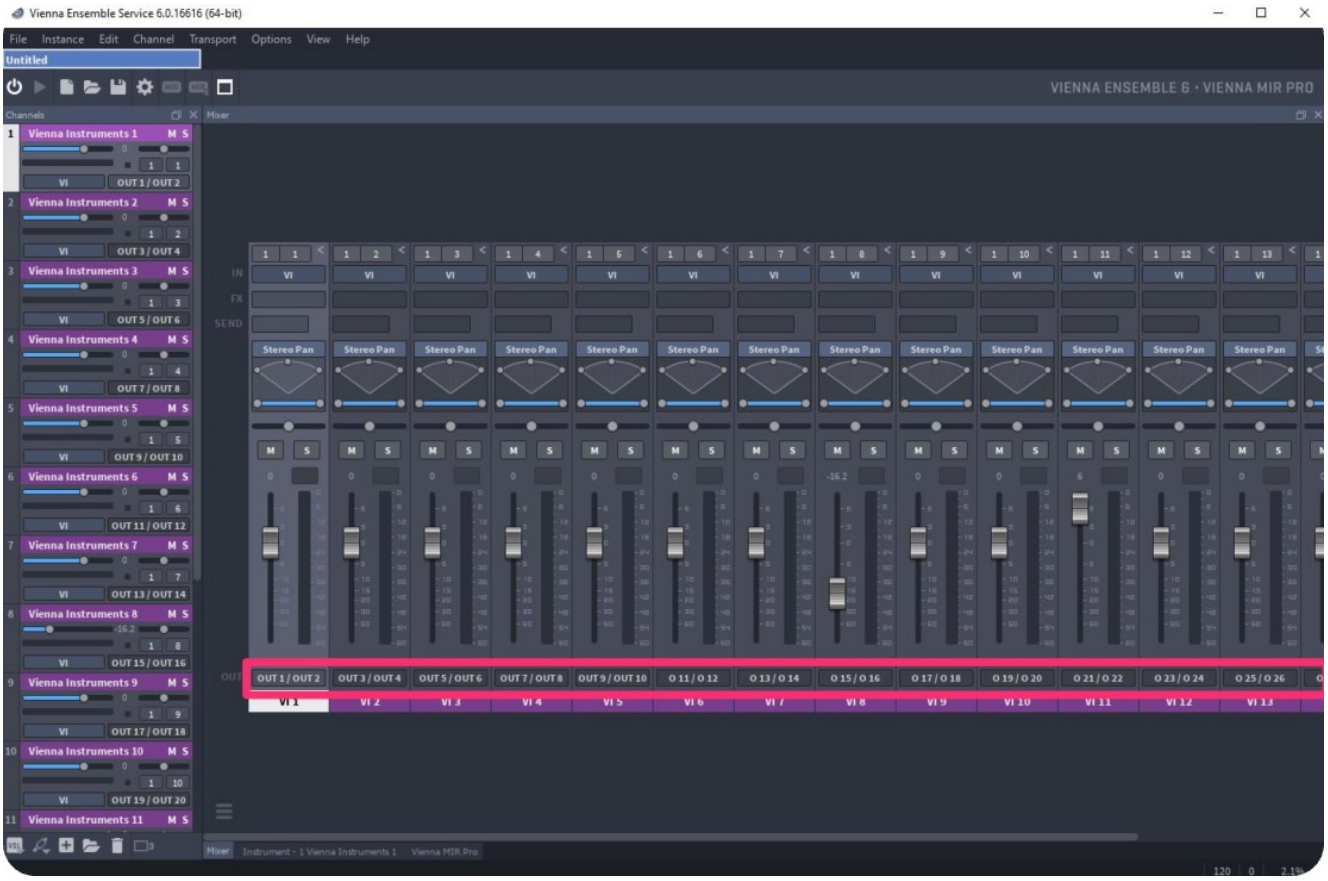


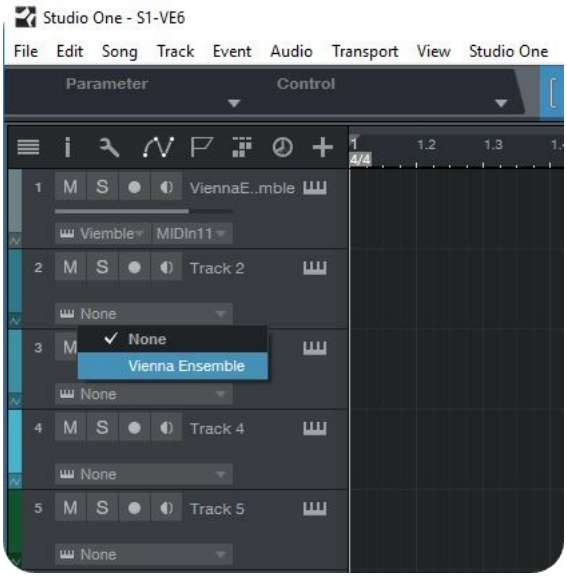



5. Now you can click on all the available 32 outputs and choose the ones you need. As you click the boxes to add outputs, channels are automatically created for you in the mixer window:

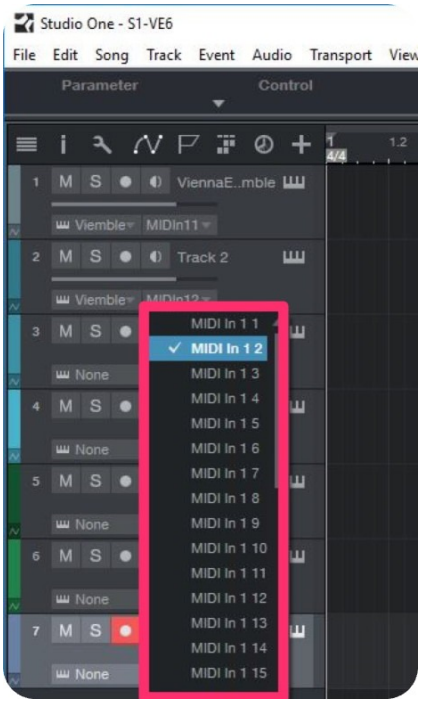



6. Now when you assign outputs in the Vienna Ensemble Instance, they will be routed to these channels in Studio One's Mixer:

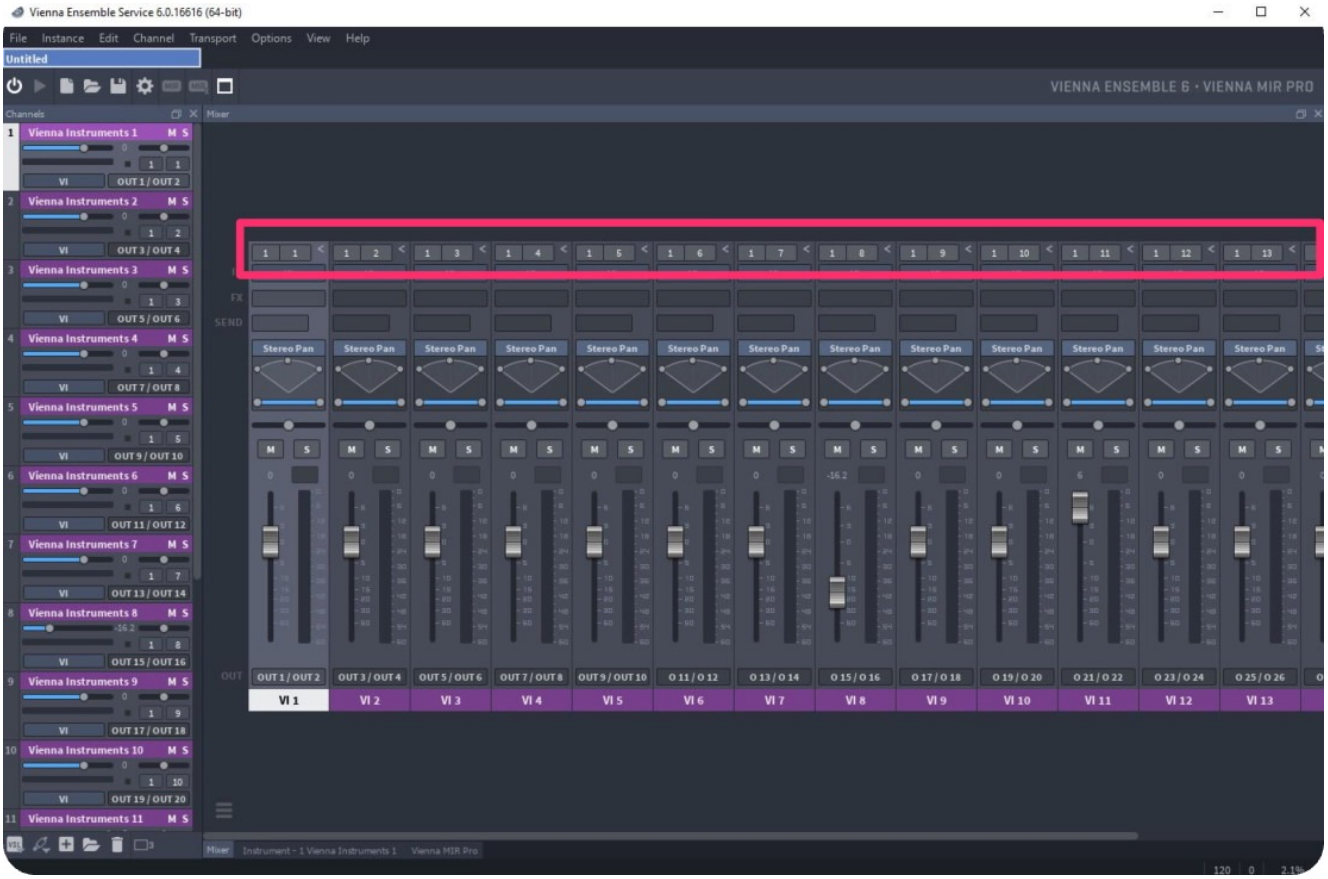



7. Now you need to assign MIDI outputs, ports and channels to the tracks in your arrangement.




8. Finally,set the same MIDI Ports and channels in your Vienna Ensemble instance:




9. Your environment is ready to go! You should now have complete synchronization between Studio One and Vienna Ensemble.

# Glossary

**Connect/Re connect**: These options are activated on the Vienna Ensemble ServiceInterface. You can reconnect to a 32 bit Vienna Ensemble Service anytime. **Directory Manager**: Shows the Sample Content of your Vienna Instruments Collections and connects it with your software. Installed alongside Vienna Instruments and Vienna Instruments PRO. **eLicenser Control Center**: Manages the licenses of your Vienna Symphonic Library products. **Vienna Ensemble Plug-in**: Connects with the available Vienna Ensemble Services on your computer.

The ServiceInterface works as AU/VST/VST3/AAX plug-in.

**Vienna Ensemble Service**: Available in 32-bit (Win only) and 64-bit. The backbone of Vienna Ensemble.Launches automatically with the Vienna Ensemble Plug-in. **Vienna Ensemble Stand-alone**: The basic form of the software, connected the old-fashioned way. **Vienna Instruments**: The tailor-made sample player for Vienna Instruments Collections. **ViennaKey**: Contains the licenses of your Vienna Symphonic Library products.

# Support, Questions, Videos, Forum

We hope that this introduction to Vienna Ensemble was a helpful companion during your first steps with our new mixing and host software and wish you many joyful hours of composing and inspiration!

If you're not familiar with the Vienna Instruments included in Vienna Ensemble, or just want to make sure, please have a look at the **Vienna Instruments Manual** and the **video tutorials** on our website! And if they don't provide the information you need, please feel free to post your questions in our Forum, or send an e-mail to our support team .

We wish you a great time with Vienna Ensemble!

*- Your Vienna Symphonic Library Team*