

Vienna
Symphonic
Library

Vienna Ensemble Pro 7

Manual

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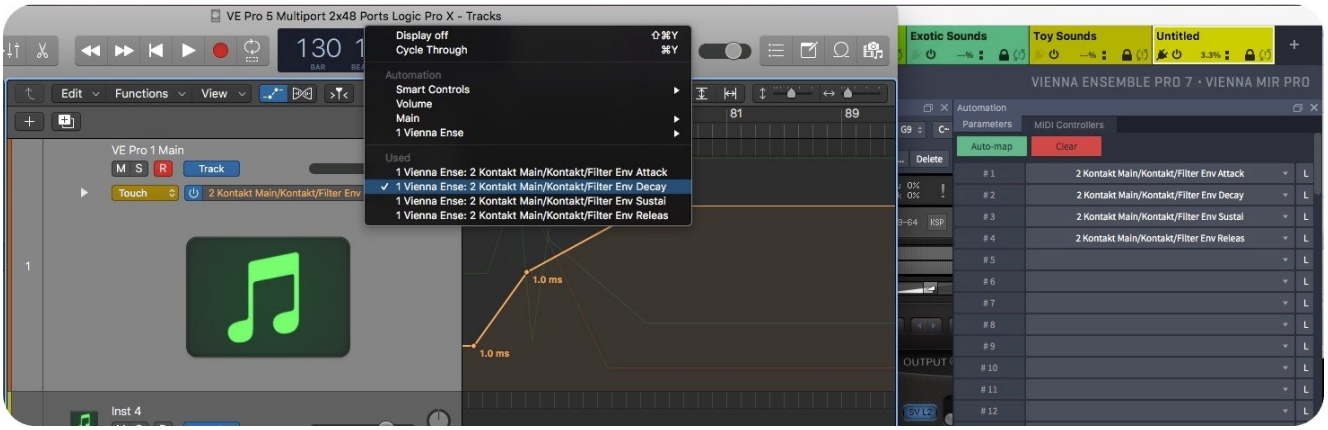
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Welcome to Vienna Ensemble Pro 7



- **Added FX Plug-ins** – A selection of 8 powerful plug-ins, based on Vienna Suite Pro, with convenient GUI displays embedded in the mixer channel view.
- **Stereo:** Compressor Pro, Equalizer Pro, Exciter Pro, Limiter Pro, Analyzer Pro.
- **Surround specific:** Matrix Mixer Pro, Surround Balance Pro, Surround Pan Pro
- **Simplified Automation** – Detailed clear names of all automatable parameters available in Vienna Ensemble Pro and all inserted plug-ins. Click "Learn" and see the corresponding parameter in your sequencer, with the correct parameter name and value.



- **VST 3** now supports program changes.
- **BETA AU3 - not fully functional yet**. – With up to 48 MIDI ports (= 768 MIDI channels) per instance, Vienna Ensemble Pro 7 is the first AU3 plug-in on the market. Check out the functionality with our additional BETA AU3 Multiport Logic Projects.

Native Apple Silicon Ready

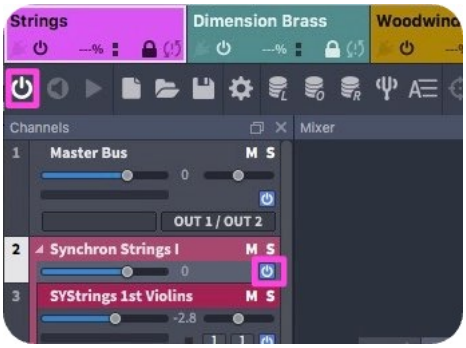
- **Silicon Mode** – If you are working on an Apple Silicon computer, the primary software architecture is Native Apple Silicon ready and automatically replaces the previous icon in your dock (so there is no change of the application name).
- You can also run a **Rosetta** version of both the Standalone and Server versions of Vienna Ensemble Pro to integrate any plug-ins that are not available as a native silicon version.

Improved GUI



- **Articulation Display** – The currently playing articulation is displayed directly in the channel (Vienna Synchron Player / Vienna Instruments / Vienna Instruments Pro)
- **Missing Patches** – Missing patches are indicated by a red frame for Vienna Synchron Player / Vienna Instruments / Vienna Instruments Pro
- **Vertical Instance List** – For a quicker overview of all available instances (in addition to the tabbed view)
- **Instance CPU usage** – Real-time read-out of the specific CPU load
- **Instance MIDI / Audio Activity** – Better overview, easy to observe and control MIDI and audio activity
- **Improved Color Selection**

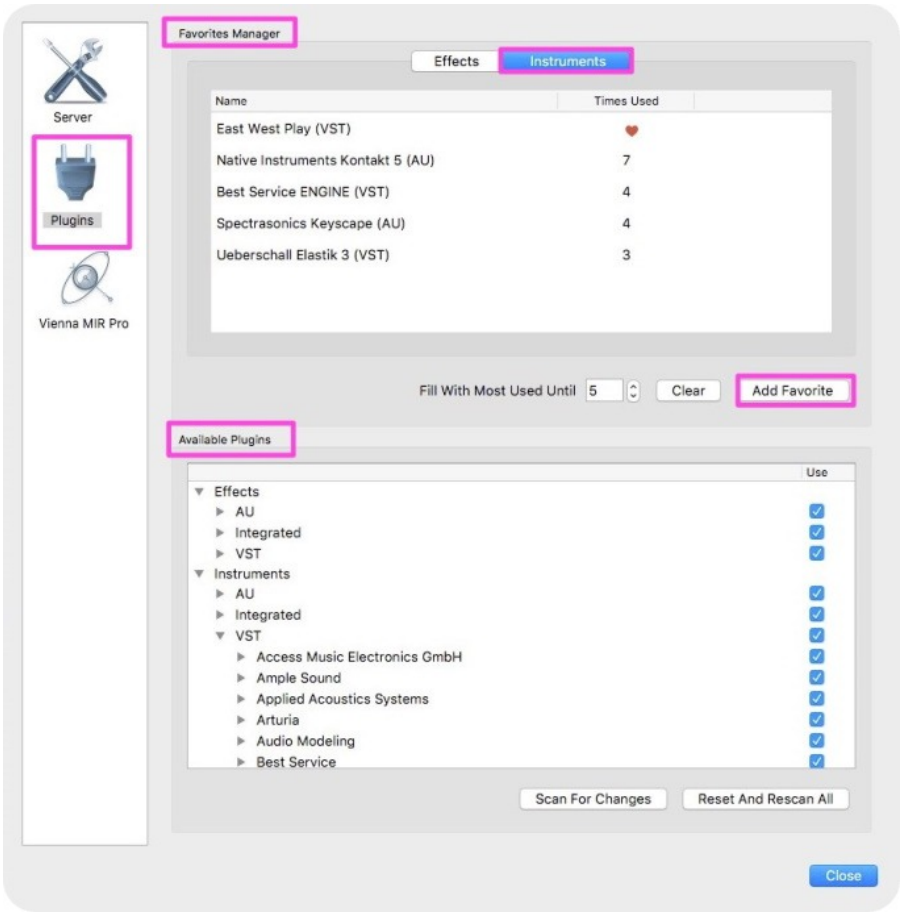
Improved Resource Management

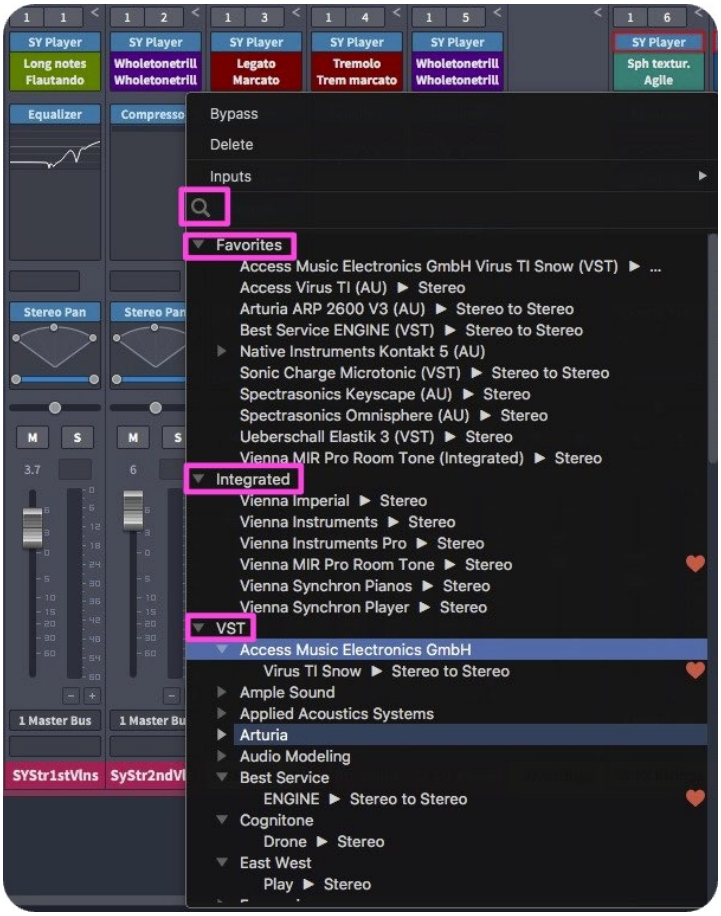


- **Instance disabling** (automatable)
- **Copy / Paste channel sets**

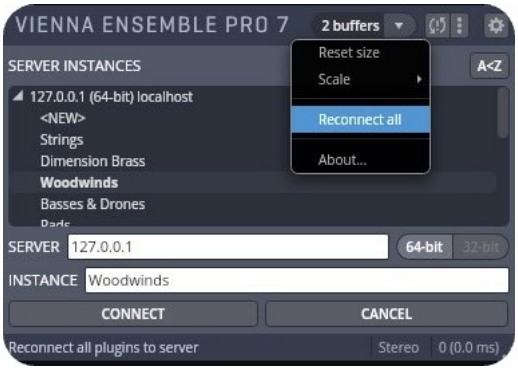
Improved Plug-in Management

- **Favorites Manager** – Create a list of your personal go-to plug-ins (FX / Instruments).
- **Favorites (auto-populated)** – Always have your most recently used plug-ins available on top of your plug-in list.
- **Deactivate Plug-ins** in the Vienna Ensemble Pro Preferences.
- **Improved Plug-in Scanning** for a smoother experience with troublesome or incompatible plug-ins installed.


Favorites Manager
Server
Plugins
Vienna MIR Pro
Effects
Instruments
Name
Times Used
East West Play (VST)
Native Instruments Kontakt 5 (AU)
7
Best Service ENGINE (VST)
4
Spectrasonics Keyscape (AU)
4
Ueberschall Elastik 3 (VST)
3
Fill With Most Used Until
5
Clear
Add Favorite
Available Plugins
Use
Effects
AU
Integrated
VST
Instruments
AU
Integrated
VST
Access Music Electronics GmbH
Ample Sound
Applied Acoustics Systems
Arturia
Audio Modeling
Best Service
Scan For Changes
Reset And Rescan All
Close


SY Player
Long notes Flautando
Wholetonetrill
Legato Marcato
Tremolo Trem marcato
Sph textur. Agile
Equalizer
Bypass
Delete
Inputs
Favorites
Access Music Electronics GmbH Virus TI Snow (VST) ▶ ...
Access Virus TI (AU) ▶ Stereo
Arturia ARP 2600 V3 (AU) ▶ Stereo to Stereo
Best Service ENGINE (VST) ▶ Stereo to Stereo
Native Instruments Kontakt 5 (AU)
Sonic Charge Microtonic (VST) ▶ Stereo to Stereo
Spectrasonics Keyscape (AU) ▶ Stereo
Spectrasonics Omnisphere (AU) ▶ Stereo
Ueberschall Elastik 3 (VST) ▶ Stereo
Vienna MIR Pro Room Tone (Integrated) ▶ Stereo
Integrated
Vienna Imperial ▶ Stereo
Vienna Instruments ▶ Stereo
Vienna Instruments Pro ▶ Stereo
Vienna MIR Pro Room Tone ▶ Stereo
Vienna Synchron Pianos ▶ Stereo
Vienna Synchron Player ▶ Stereo
VST
Access Music Electronics GmbH
Virus TI Snow ▶ Stereo to Stereo
Ample Sound
Applied Acoustics Systems
Arturia
Audio Modeling
Best Service
ENGINE ▶ Stereo to Stereo
Cognitone
Drone ▶ Stereo
East West
Play ▶ Stereo
Stereo Pan
1 Master Bus
SYStr1stVlns
SyStr2ndVl

Improved Network Connection



- **Instant Server Discovery** – Reliable server detection, also in complex situations
- **Faster connection / disconnection** from VE Pro Server / instances
- **Faster saving times** – instance data is compressed/decompressed to increase saving speed with demanding plug-ins like NI Kontakt.

> **Tip**
>
> New features in Vienna Ensemble Pro 7 will be highlighted like this.

System Requirements

- **Vienna Ensemble Pro 7** runs on PC Intel Core i3 or AMD Athlon 64 X2 machines with Windows 10 and higher, and Intel Core i3 machines with macOS 10.14 (latest update) or higher.

Epic Orchestra 2.0

Epic Orchestra consists of a hand-picked selection of instruments:



You will get a great impression of the possibilities available in virtual orchestration when working with Vienna Symphonic Library products, from our VI Series (Studio Epic Orchestra) to our new SYNCHRON Series products.

Please check out the dedicated Synchron Player Manual and our **Video Tutorials**:



Watch the video

> **Important**
>
> To use Epic Orchestra 2.0, you need to install our Synchron Player Software and the Sample Content of Epic Orchestra 2.0.

Video Tutorials

As with all our software products, you can find many video tutorials showing the different features discussed in this manual:

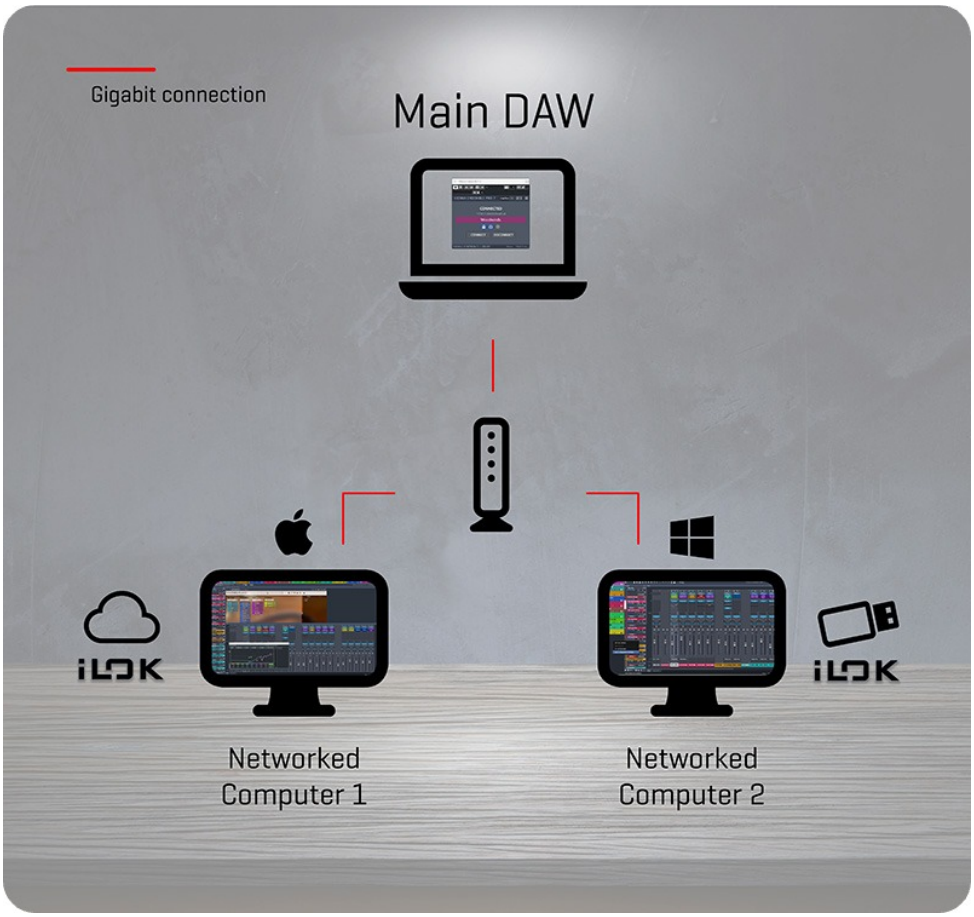


Watch the video

Setup

Multi-Computer Setup

A typical **multi-computer setup** with Vienna Ensemble Pro may look as follows:



Each **networked computer** running a Vienna Ensemble Pro Server requires a **Vienna Ensemble Pro license**. You will also need the **sample content** (e.g. *Epic Orchestra 2.0*) and **player software** (e.g. *Vienna Synchron Player*) installed on these networked machines. VSL software & sample content are all downloaded/ installed/managed via the Vienna Assistant.

Purchased VSL product licenses can be activated either in the iLok Cloud (permanent internet connection required) or on a physical iLok Key. Learn more about possible setup scenarios below:



Watch the video

Single Computer Setup

Of course, this is the easiest way to use Vienna Ensemble Pro. Simply install the software, and make sure your license is activated in the iLok License Manager – done!

Quickstart

Ensure that a Vienna Ensemble Pro 7 license is activated on your master computer. Then

1. Launch the Vienna Ensemble Pro **Server**.

2. In your sequencer, insert **Vienna Ensemble Pro** as a VST/VST3/AU/AAX/MAS instrument.

3. The **Vienna Ensemble Pro Plug-in** will open. Click Connect and choose `127.0.0.1 localhost [64] (NEW)`.

4. A new instance of Vienna Ensemble Pro appears – and you can start exploring right away.

To connect to a Vienna Ensemble Pro Server on a networked computer over LAN, activate your license in your iLok License Manager on your networked computer and start the Vienna Ensemble Pro Server (64-bit) – then proceed with step 2 from above. Provided your network connection works properly, you will see the IP address of your networked computer instead of `127.0.0.1`.

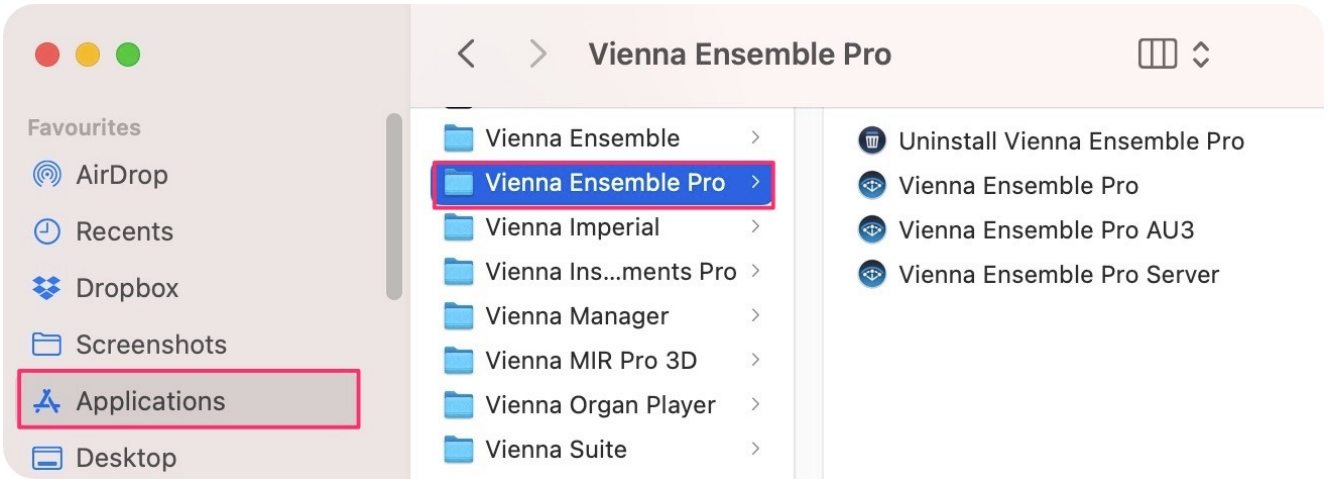
The components of this flexible software are described in detail on the following pages.

Installed Files

To use *Epic Orchestra 2.0*, you need to install not only Vienna Ensemble Pro but also the **Vienna Synchron Player Software**. Once installed, the new **Vienna Ensemble Pro** folder will appear in your programs/

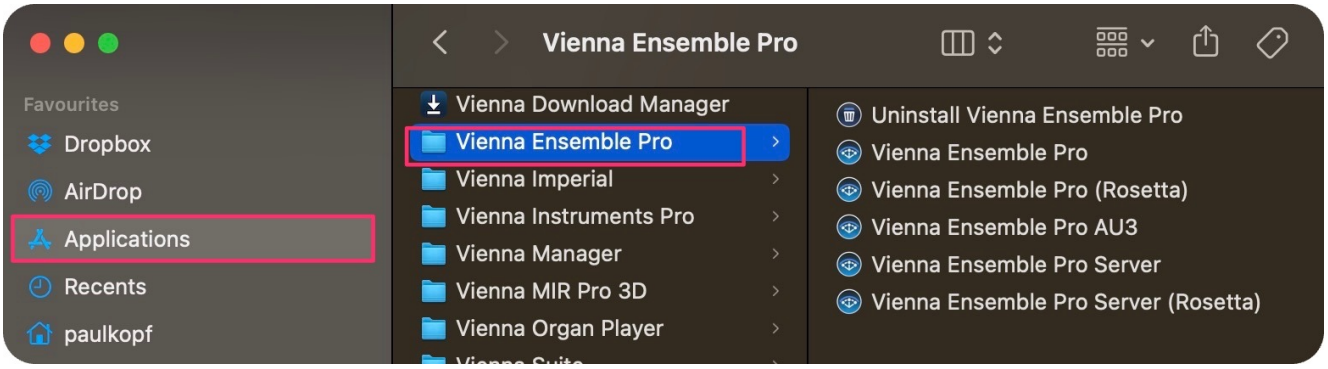
applications.

macOS Silicon:



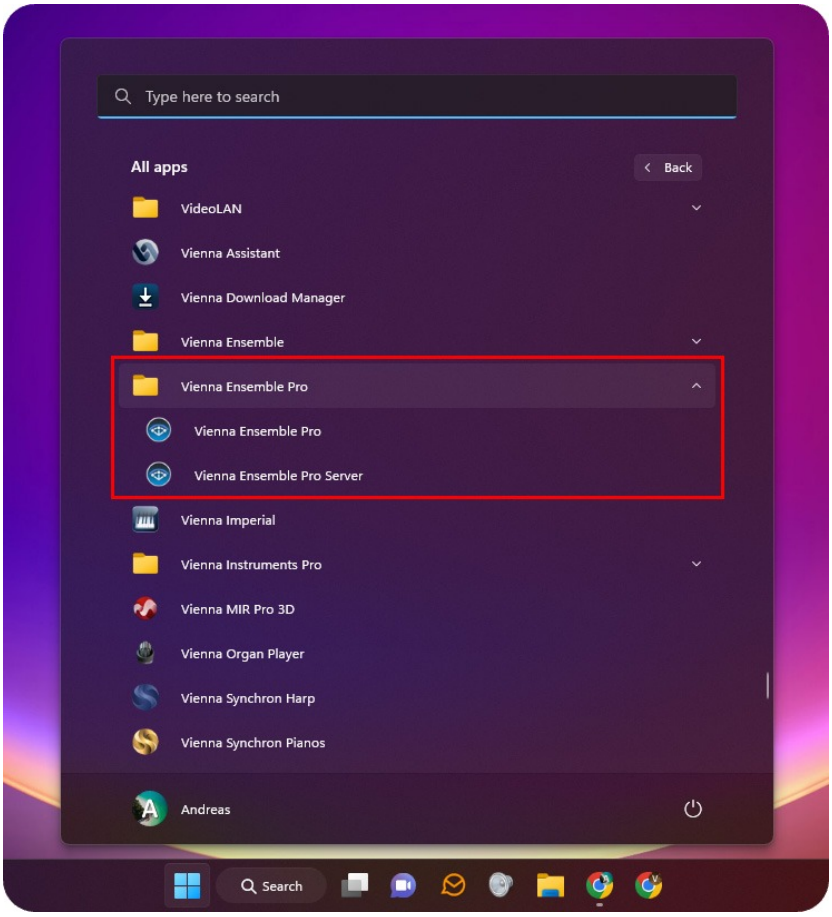
Uninstall Vienna Ensemble Pro: Helpful if you want to roll back to an earlier version, manually (macOS only). **Vienna Ensemble Pro**: Stand-alone software (64-bit) **Vienna Ensemble Pro AU3**: A background application that needs to be there for AU3 support but cannot be started actively. **Vienna Ensemble Pro Server**: Connect to this 64-bit server from within your sequencer (see next chapter). This is the key element when you are working over a network.

macOS Intel:



Uninstall Vienna Ensemble Pro: Helpful if you want to roll back to an earlier version, manually (macOS only).
Vienna Ensemble Pro: Stand-alone software (64-bit)
Vienna Ensemble Pro (Rosetta): Stand-alone software in Rosetta Mode (64-bit)
Vienna Ensemble Pro AU3: A background application that needs to be there for AU3 support but cannot be started actively.
Vienna Ensemble Pro Server: Connect to this 64-bit server from within your sequencer (see next chapter). This is the key element when you are working over a network. On Apple Silicon machines, this is the primary architecture. We have replaced the previous icon in your dock for you automatically.
Vienna Ensemble Pro Server (Rosetta): Connect to this 64-bit server in Rosetta Mode from within your sequencer (see next chapter), to integrate all plug-ins that have not been ported to Silicon yet.

Windows:



Vienna Ensemble Pro: Stand-alone 64-bit software
Vienna Ensemble Pro Server (64-bit): Connect to this 64-bit server from within your sequencer (see next chapter). This is the key element when you are working over a network.

> **Important**
>
> **VSL Sample Players** need to be installed separately via the **Vienna Assistant** to be available in Vienna Ensemble Pro 7.

Network

Vienna Ensemble Pro 7 incorporates the first all-in-one MIDI and audio LAN solution that works universally on Macs and PCs. You need a **working Gigabit connection** and at least one iLok License, and neither audio nor MIDI Interface is needed on your networked computer!



Watch the video

In a nutshell:

- 1 computer setup: iLok Cloud or iLok key.
- 2 computer setup with 2 VE Pro servers: You will need at least one iLok key.

You can easily load your previously saved Vienna Ensemble (Pro) templates, and you can even merge existing Vienna Ensemble (Pro) projects!

You should use static IP addresses, and avoid 169.x.x.x addresses (these are automatically assigned by your computer and tend to change).

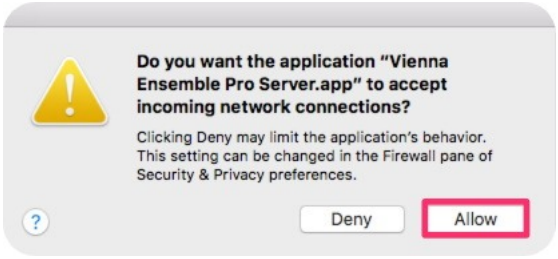
A classical stable setup may look like this: Manually assign one of these IP addresses to the computers in your setup: 192.168.0.x or 10.0.0.x, and assign a subnet-mask of 255.255.255.0. If you are working with a router, you should add the IP address of the router (e.g., 192.168.0.1).

> **Important**
>
> To use the **Vienna Ensemble Pro Server**, **Bonjour Service** must run properly. Otherwise, server discovery will stop working.

Mac Firewall

If you experience problems with the connection to VE Pro Server, please try and **deactivate the MacOS Firewall** to see whether this resolves the problem.

Unfortunately, the built-in Apple Firewall only allows exceptions on an application basis, not for individual ports. VE Pro uses multiple ports for operation, therefore the Apple Firewall will always throw this message unless it is deactivated altogether. The functionality of Vienna Ensemble Pro is not affected if you click "Allow".



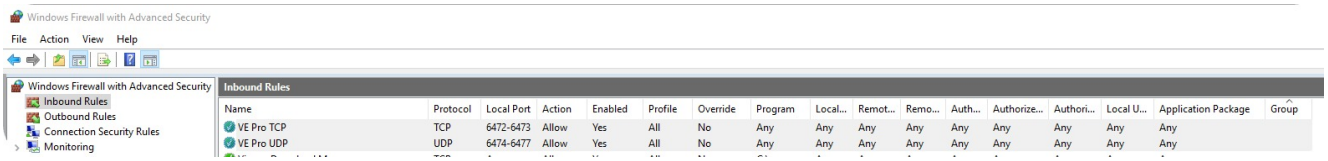
Also, network utilities such as Little Snitch, various Parental Control applications, and some Audio plug-ins (f.i. some 2cAudio plug-ins) are known to sometimes interfere with VE Pro connectivity.

Windows Firewall

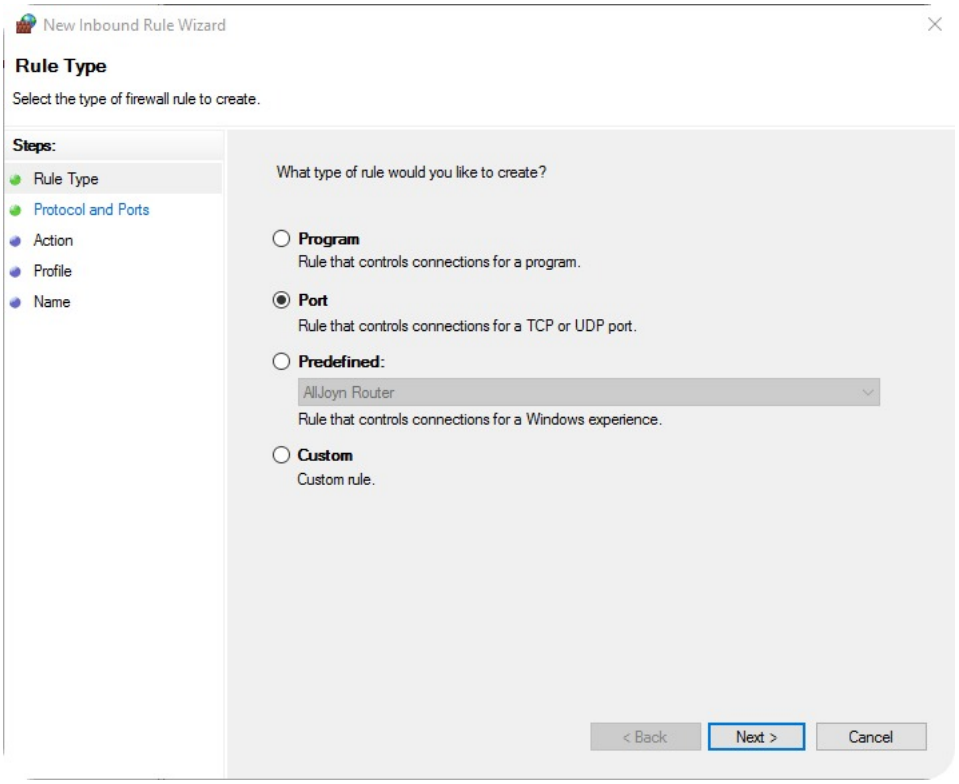
On Windows computers with activated firewalls, make sure that these ports are open:

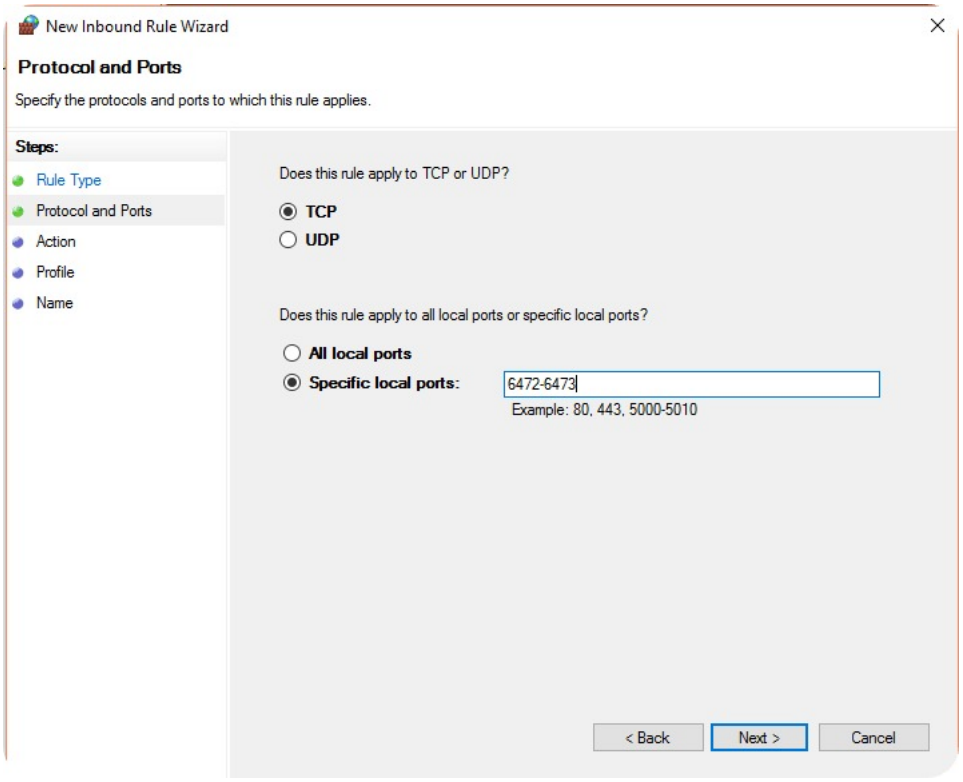
- 6472 (TCP)
- 6473 (TCP)
- 6474 (UDP)
- 6475 (UDP)
- 6476 (UDP)
- 6477 (UDP)

1. Click "Start" and type "fire" in the search window
2. choose "Firewall with Advanced Security"
3. Click "Inbound Rules" in the upper left corner of the window

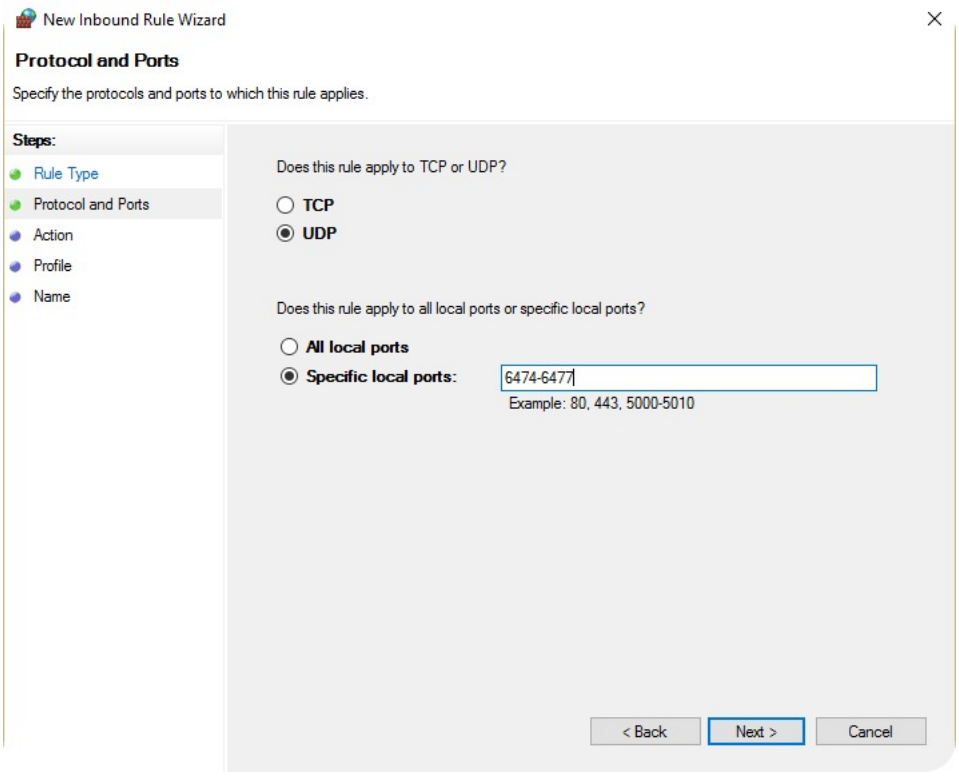


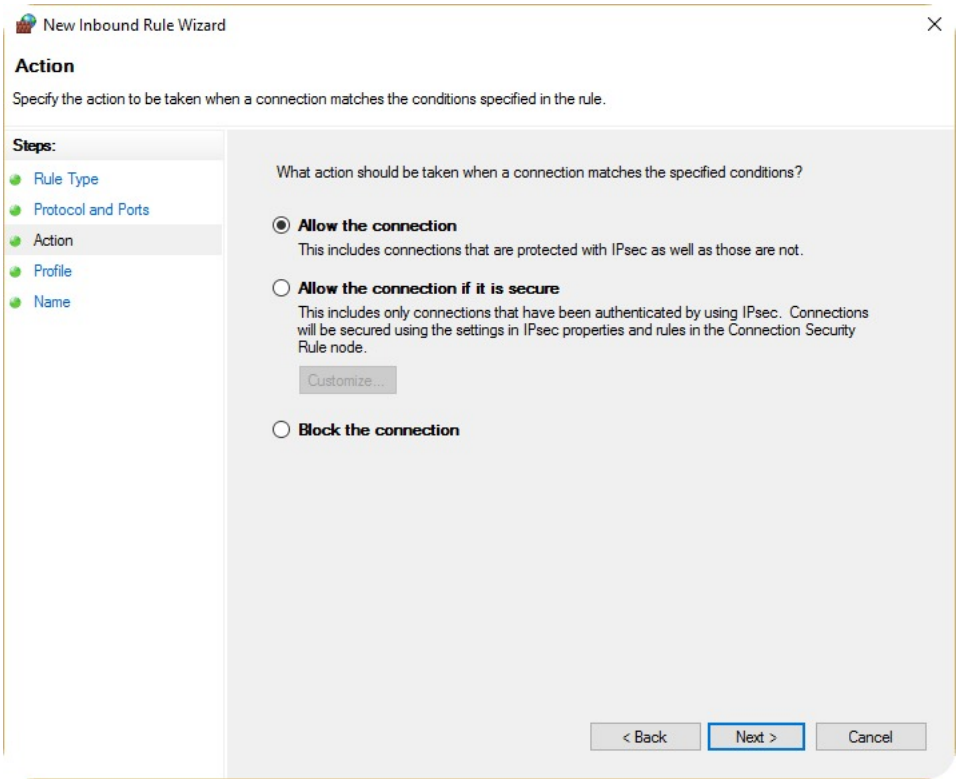
4. Click "New Rule".
5. Choose "Port", then "TCP" in the next window, and enter the ports.



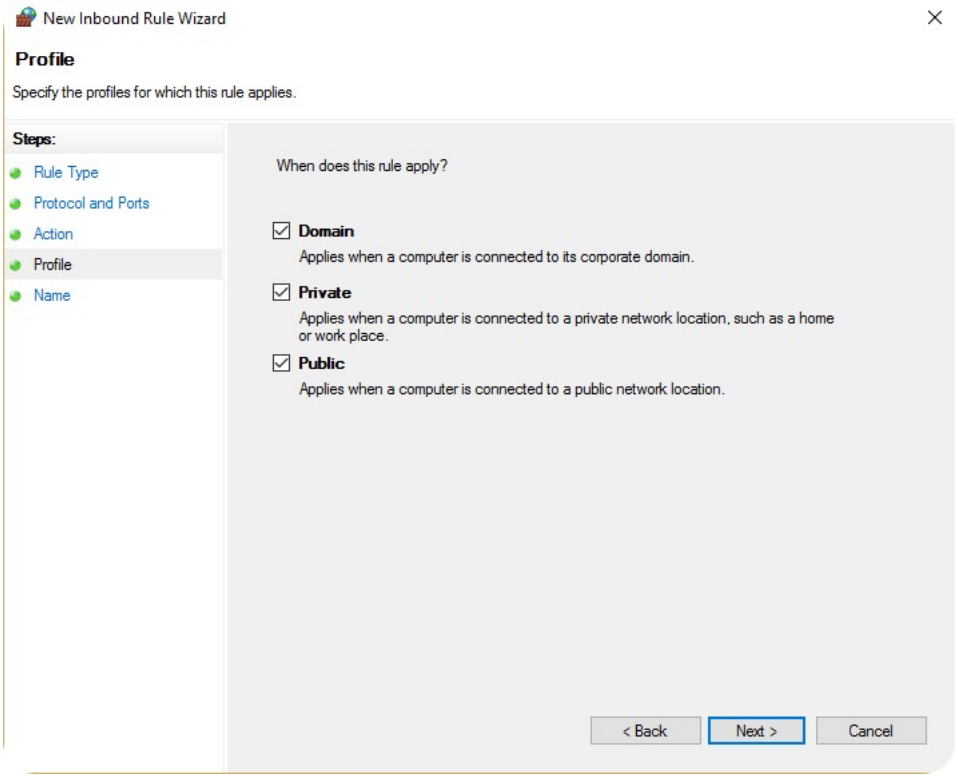


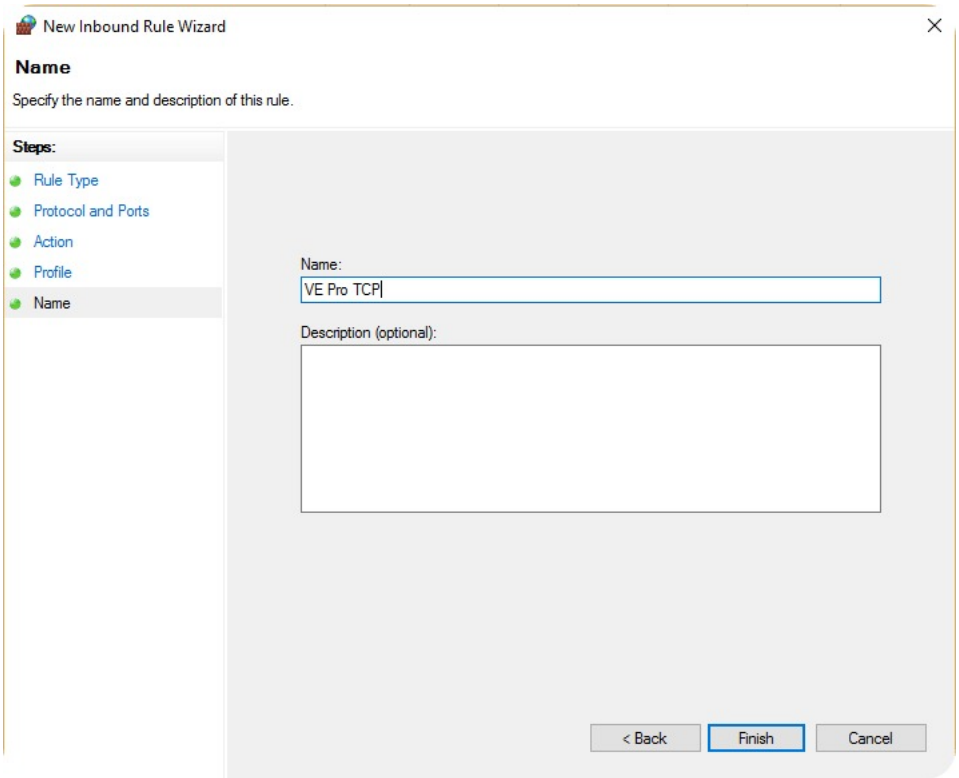
6. Do the same for the UDP ports.

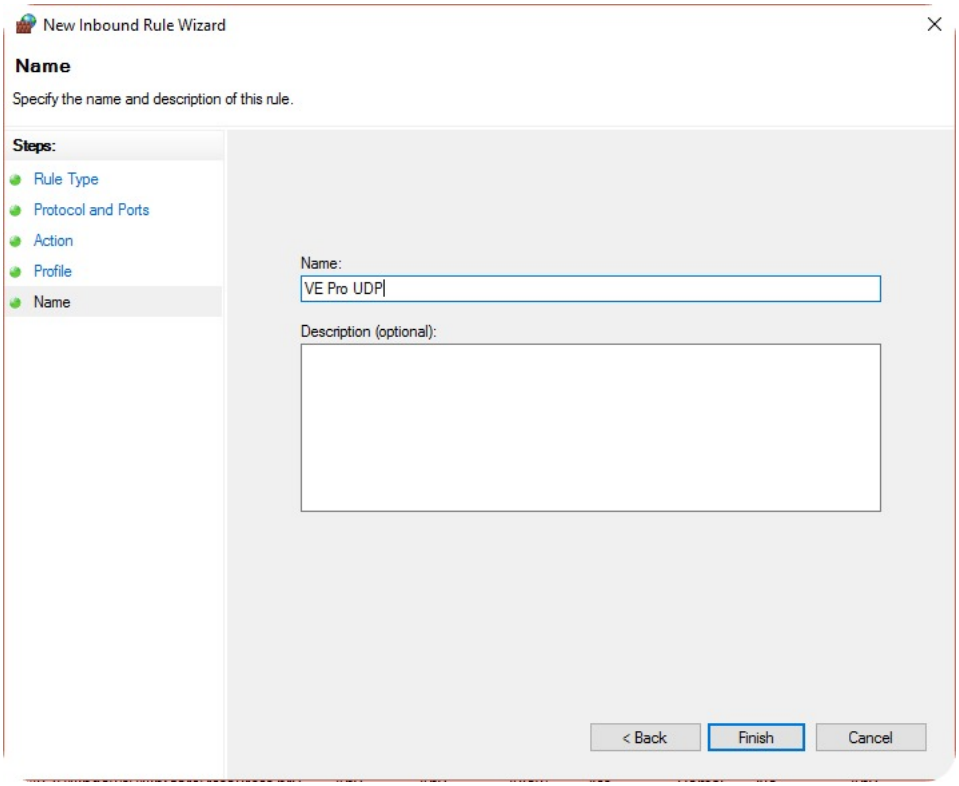




7. Save the profile and Rule Name:


New Inbound Rule Wizard
Profile
Specify the profiles for which this rule applies.
Steps:
Rule Type
Protocol and Ports
Action
Profile
Name
When does this rule apply?
Domain
Applies when a computer is connected to its corporate domain.
Private
Applies when a computer is connected to a private network location, such as a home or work place.
Public
Applies when a computer is connected to a public network location.
< Back
Next >
Cancel

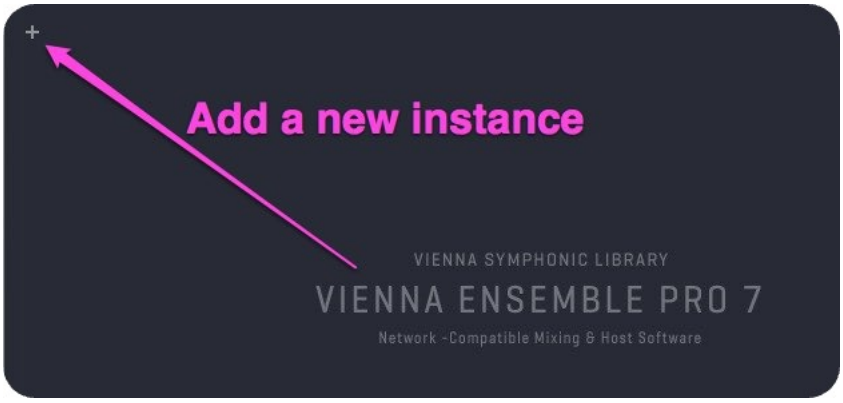

New Inbound Rule Wizard
Name
Specify the name and description of this rule.
Steps:
Rule Type
Protocol and Ports
Action
Profile
Name
Name:
VE Pro TCP
Description (optional):
< Back
Finish
Cancel

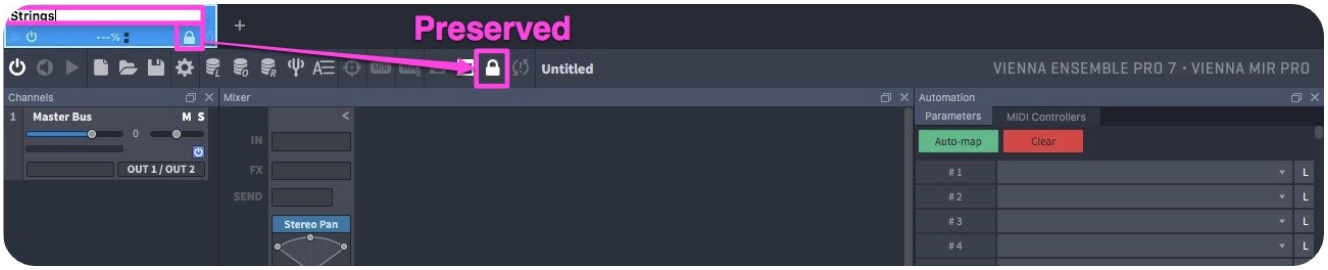


Vienna Ensemble Pro Server

Adding new instances from within Vienna Ensemble Pro

You can **ADD** a new **preserved instance** of **Vienna Ensemble Pro** with a click on the **+** Sign.



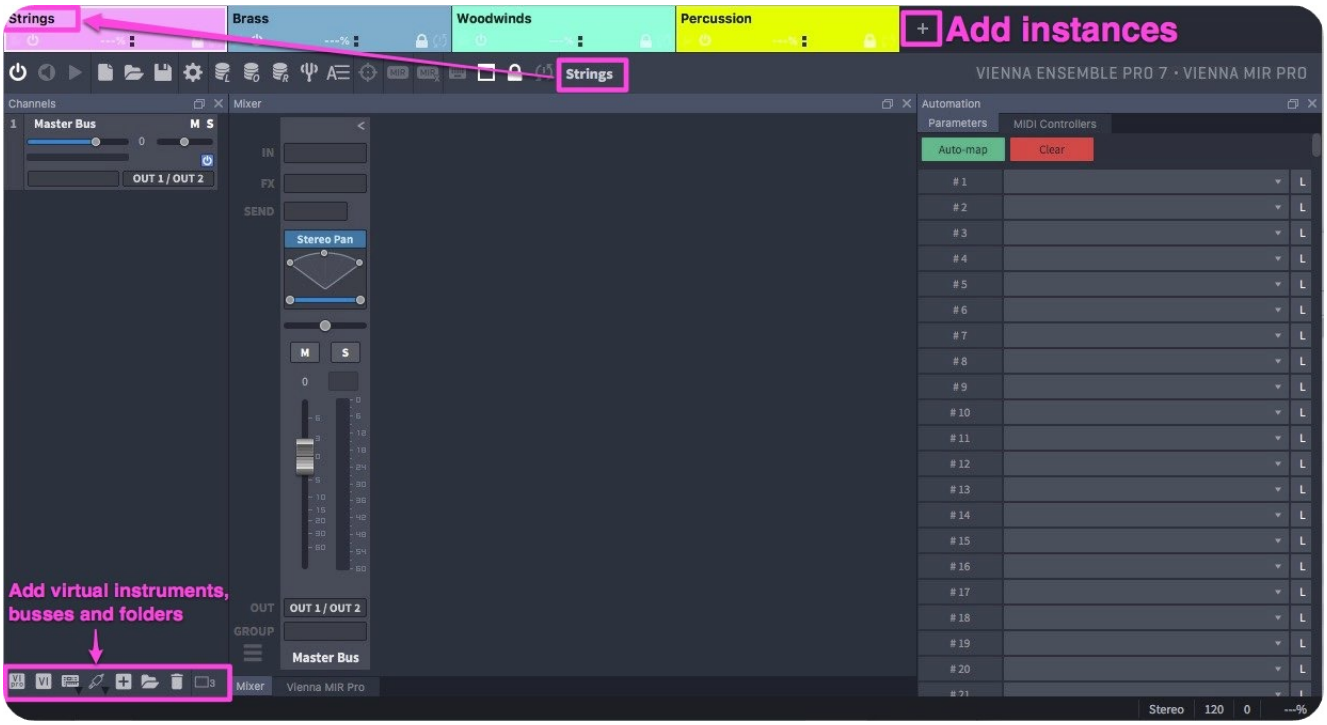


As soon as an instance is created in this way, it is automatically **preserved** (indicated by the **closed LOCK icon**), which means that the plug-ins will stay loaded irrespective of whether an instance is connected to a sequencer.

Choose a descriptive name that gives you an overview right away. Alternatively, it will be auto-named "Untitled X".

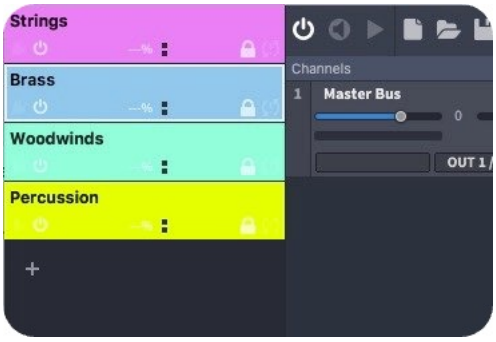
The name of each **instance** is shown in the instance tab and on the right side of the menu bar.

Now you can add more instances, load instrument plug-ins, and more, using the instrument menu in the lower left corner.

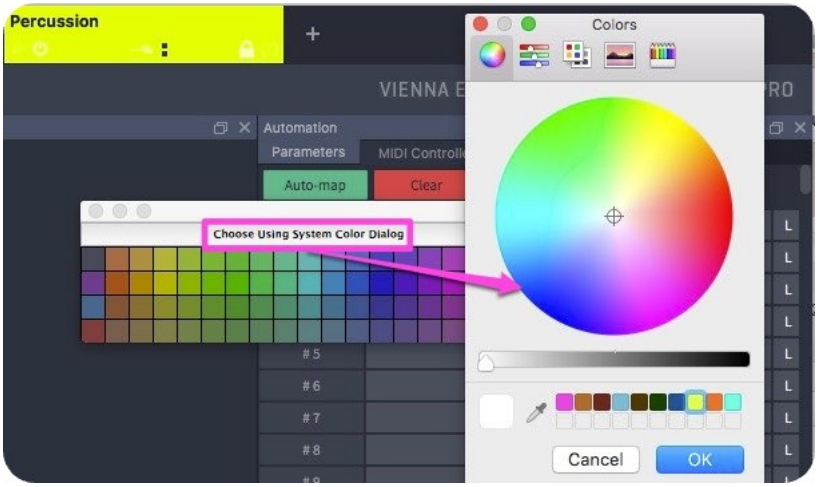


You can **create additional tabbed instances**, **change their order**, and you can **sort them alphabetically**. The order will be mirrored in the instance list you see in the Vienna Ensemble Pro plug-in in your sequencer. A **right-click on any instance tab** opens a context menu with additional options:

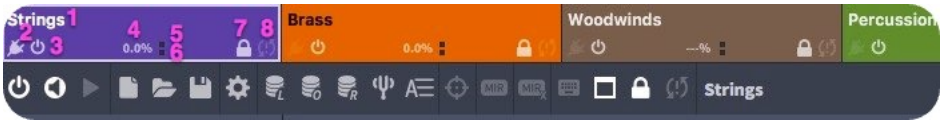




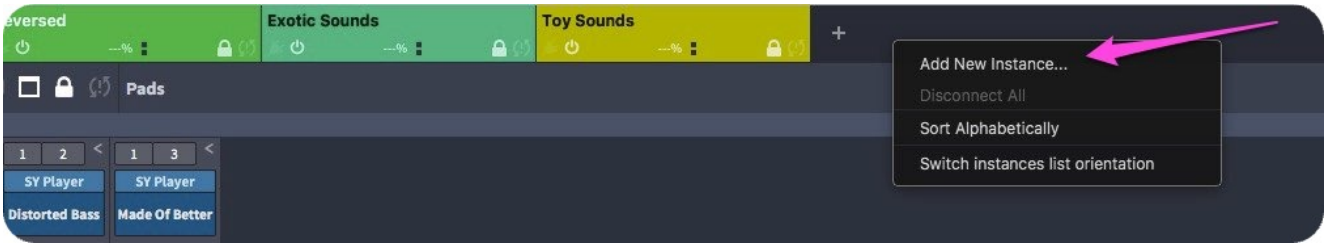
Switch instance list orientation: Changes the tabbed view from horizontal to vertical view. **System Color Dialog:** Choose from all available system colors for **channels** and **instances**.



The selected instance tab is always highlighted with a white frame.

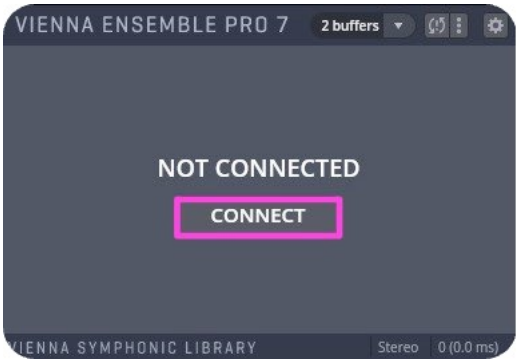


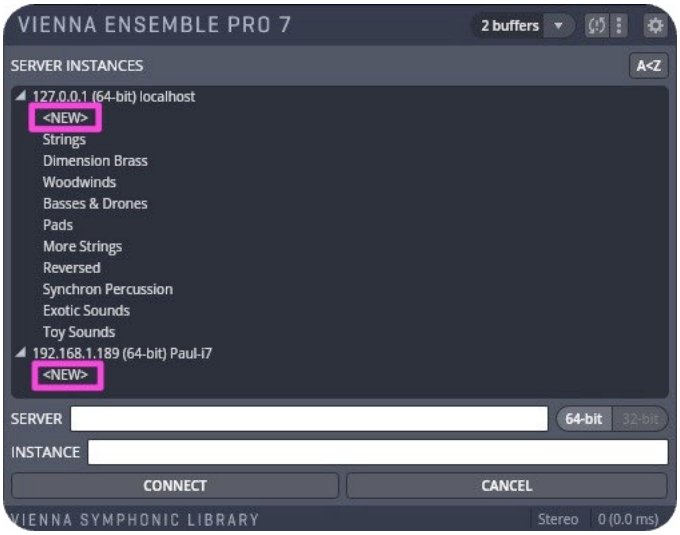
Each instance tab displays **instance name** (1), **connection status** (2, plug icon), **enabled status** (3, power icon), **real-time CPU performance** (4), **MIDI Activity** (5), **Audio Activity** (6), **preserved status** (7, lock icon) and **decouple status** (8, decouple icon). Additionally, you will get a second context menu as soon as you right-click in the space next to the **+** sign (vertical and horizontal instance view):



Adding new instances from your sequencer

As described in the QUICK START section before, you can also **ADD** a **new instance** from the **Vienna Ensemble Pro Plug-in** within your sequencer: Insert Vienna Ensemble Pro as a plug-in in your sequencer, then click **CONNECT** to see a list of all available Vienna Ensemble Pro Server Instances:





<NEW> will create a new instance in the server of your choice. If you decide to **connect to an existing instance**, you can do that here as well.

127.0.0.1 is always the server on your master computer; all other IP addresses are your networked computers.

Vienna Ensemble Pro Preferences

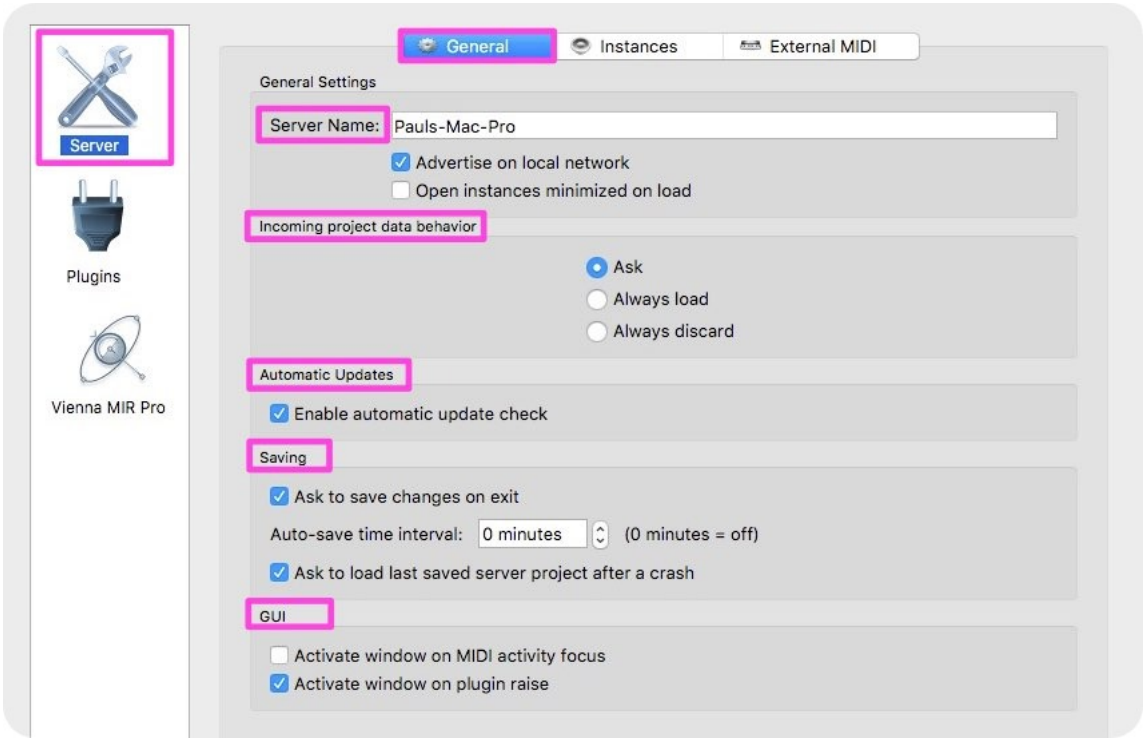
Server Preferences

Access the Preferences of the **Vienna Ensemble Pro Server** via the Preferences icon (the cogwheel) or the shortcut `Cmd/Ctrl +P`.

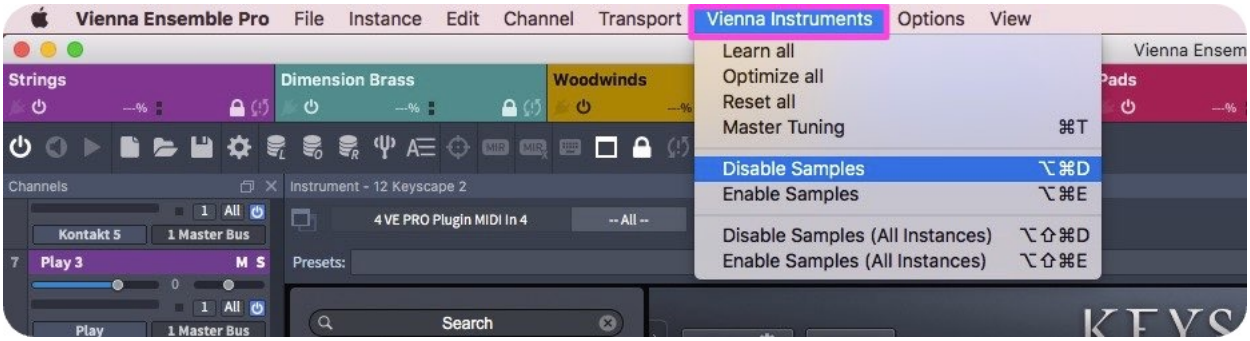


General Preferences

Server Name lets you easily identify each computer your VE Pro Server runs on. **Advertise on local network** needs to be active to make your Vienna Ensemble networked computer visible to other computers in your network. You can also choose to **open unsnapped instances minimized on load** (this only applies when loading a *.vesp file). The **Incoming project data behavior** refers to the handling of project data stored with your song (and pushed to your Vienna Ensemble Pro by your sequencer). The default setting is "Ask". You can also enable and disable the **automatic update check** in the General Preferences.

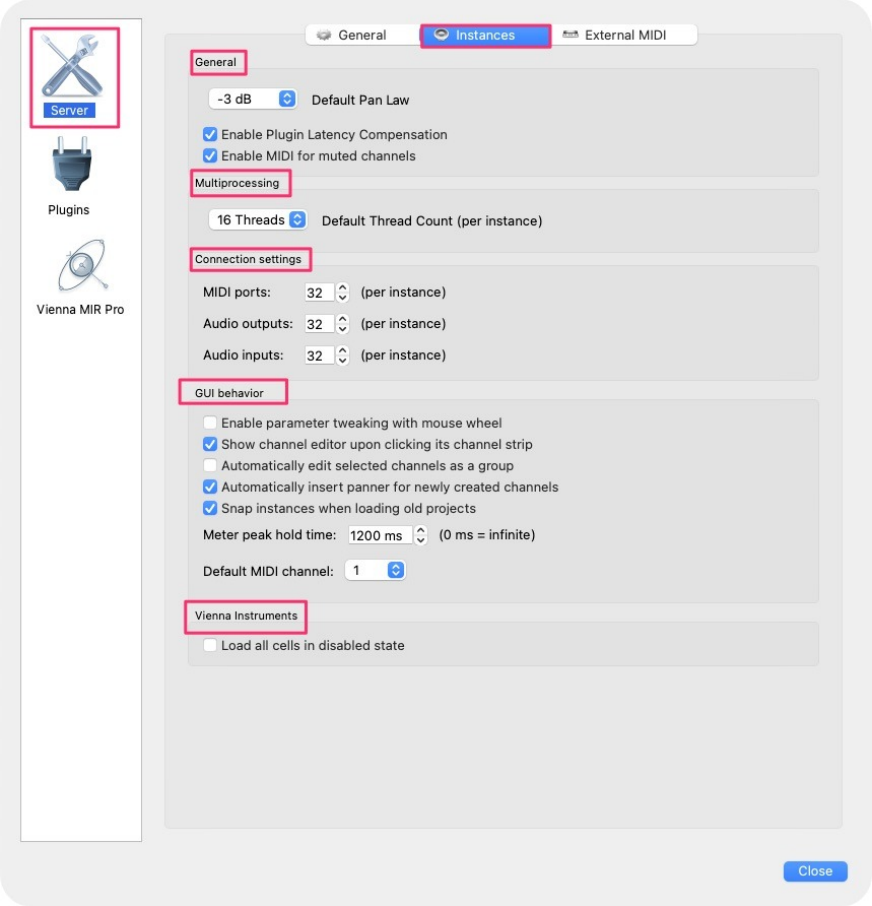


Saving lets you determine whether Vienna Ensemble Pro should ask to save changes on exit. Default: Off Additionally, you can set the time **interval for Auto-Save** , and you can choose whether to **Ask to load saved server project after crash**. Default: On. **GUI** offers the option to **Activate window on MIDI activity focus** and also whether or not you want to **Activate window in plug-in raise**.



The **Vienna Instruments** Menu of *Vienna Ensemble Pro* offers some options that affect all loaded *Vienna Instruments / Vienna Instruments Pro* instances in the selected Vienna Ensemble Pro Server: **Learn all / Optimize all / Reset all / Master Tuning**. **Disable Samples** lets you disable (unload) all samples loaded in the selected instances. **Enable Samples** lets you enable (load) all samples in the selected instances. It is also possible to apply these settings to **all instances**.

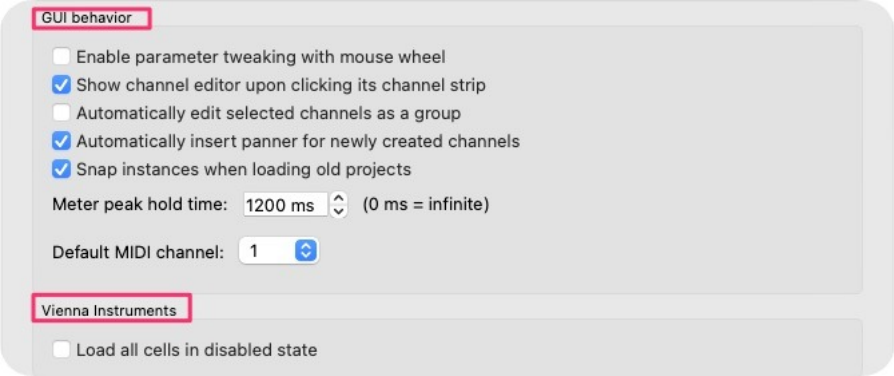
Instances Preferences



Set the **Default Pan Law** for all new instances here. You can also **enable/disable Plug-in Latency Compensation**. **Enable MIDI for muted channels** is a great help when you are running into streaming troubles, e.g., with multi-microphone 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 Pro 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. If 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.

You can change the number of used **MIDI ports** and **Audio outputs** per instance, just as your **Audio inputs**. If you want to use a multi-timbral instrument with 16 stereo voices, please make sure to set the number of audio ports to 32. **Audio Units** by design do not offer more than 1 MIDI port per instance. Please find more about the workaround for this AU/VST limitation. For Logic, there is a special workaround involving the Environment available. **AU3** is another new option to improve performance, currently in BETA stadium.



GUI Behaviour lets you optimize some basic settings for your workflow. **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 show 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.

Snap instances when loading old projects: When activated, all older VE Pro 4/5 projects will load with all instances snapped. Default: On. The **Meter Peak Hold Time** can also be adjusted here. Default value: 1200 ms **Vienna Instruments:** You will find the option to **load all cells in disabled state** for Vienna Instruments / Pro 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 Pro** 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 Pro**, 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 the utilization of several cores on the system. **Vienna Ensemble Pro Server** will generally perform best when running as *few instances as possible*. With the **VST3 / AAX / MAS Server Interface** plug-in, this is possible to achieve by increasing the number of midi ports per instance (see below). 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 (see Event Input Plug-in and Logic specific notes for workarounds). If you are running a sequencer on the same machine as **Vienna Ensemble Pro**, you could lower the number of threads for **Vienna Ensemble Pro**, to represent the estimated load of **Vienna Ensemble Pro** versus the load of your sequencer. In a system with 8 virtual cores and an estimated even load between the sequencer and **Vienna Ensemble Pro**, a good starting point would be to set **Vienna Ensemble Pro** to 4 threads (if running a single instance). When running more than one instance of **Vienna Ensemble Pro**, the number of threads per instance should be lowered accordingly. Certain plugins, such as Native Instruments **Kontakt**, also offer the possibility of multi-threading, which may complicate things further. If using **Vienna Ensemble Pro** to host such a multi-timbral plug-in exclusively in one instance, it might give better performance to turn on multi-processing in Kontakt while keeping a low thread count (1-2) for **Vienna Ensemble Pro**.

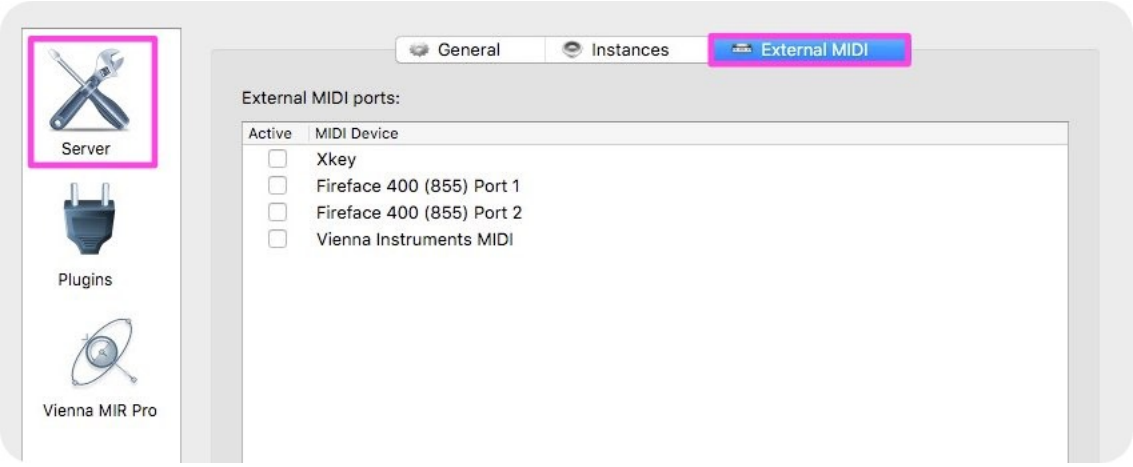
Thread settings only affect Vienna Ensemble Pro processing threads. We use this many threads to process channels.

Simplified, using one channel only will mean only one thread is used to process that channel.

Plug-ins are then free to handle their threading internally in any way they see fit.

In the case of disk-streaming plug-ins, that could be separate threads for processing, several disk-streaming threads, perhaps some convolution threads, and so on.

External MIDI Preferences



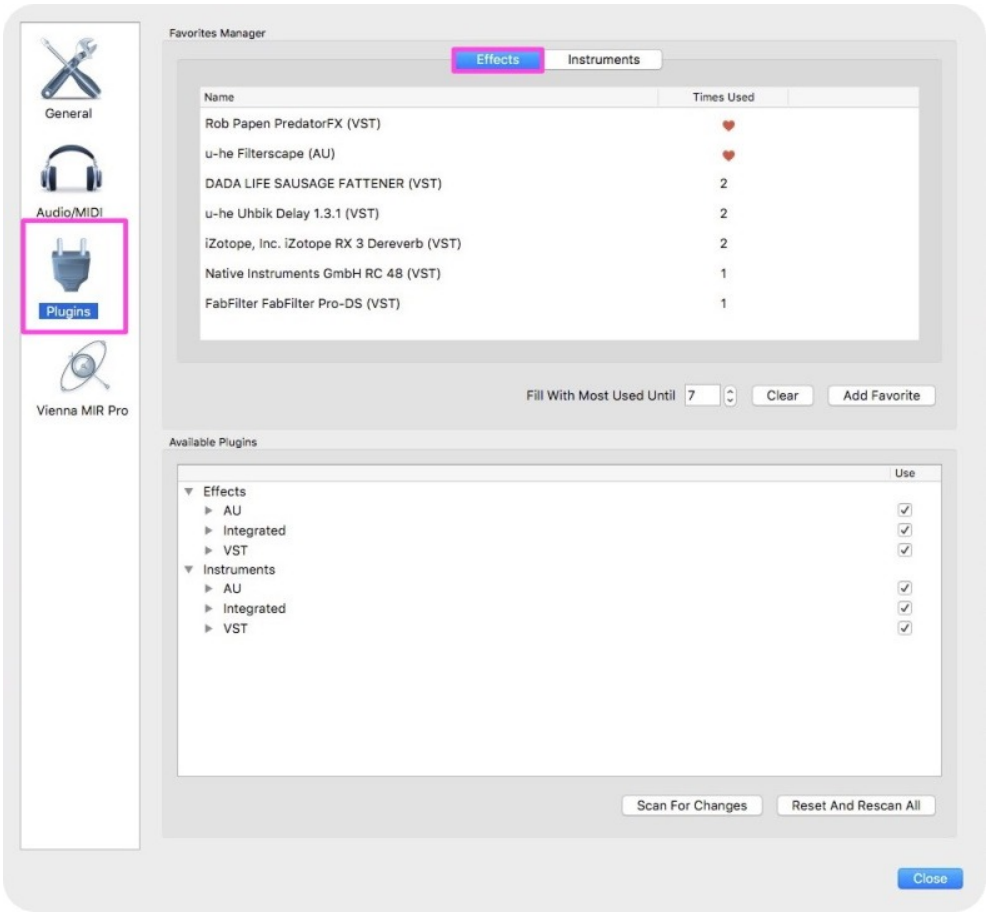
You can also administrate your **External MIDI ports** in the Server Preferences, but at this point, this is an **experimental feature**, and it is strongly suggested to use the internal MIDI channels. If you want to use Vienna Ensemble Pro on your master computer, you need to start the **Vienna Ensemble Pro Server** on the master computer. Then connect Vienna Ensemble Pro to the Vienna Ensemble Pro instance that is displayed as "localhost" in the **Vienna Ensemble Pro Plug-in** that appears after you insert Vienna Ensemble Pro as a plug-in in your sequencer. All available Plug-ins are listed in the **Plugins** Section of the Server Preferences; on **Windows** systems, you may also set your VST Settings here.

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

> **Important**
>
> It is essential to have the same Audio and MIDI preferences and the same version of Vienna Ensemble Pro on all computers in your network!

Plugin Management

In **macOS**, all installed AU and VST/VST3 plug-ins are displayed here. In **Windows**, make sure that you have assigned the correct **VST plug-in path** so that *Vienna Ensemble Pro* can find all your plug-ins!



Favorites Manager: The use of your **Effects and Instruments** is **automatically counted** and the most recently used plug-ins will be displayed. You can also **Add Favorites** manually, and you can manage your favorites in the plug-in browser directly.
Available Plugins: Lists all scanned plug-ins. You can choose which ones to USE in Vienna Ensemble Pro.
Individual Plug-in Scan: Right-clicking a selected plug-in lets you validate it separately.

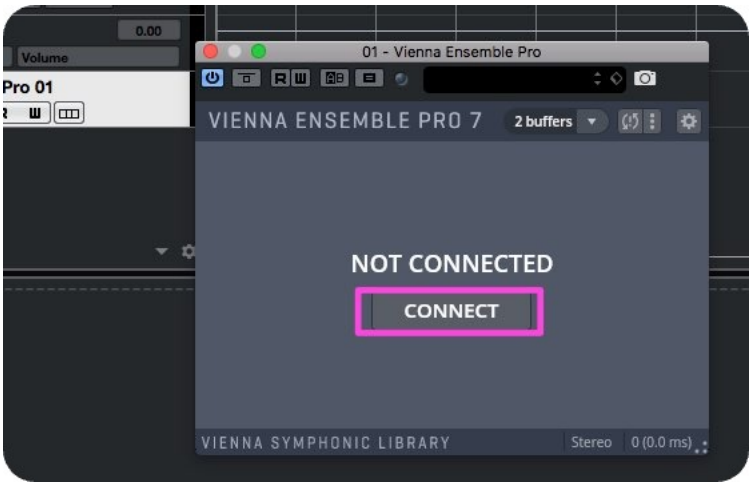
Vienna MIR Pro Settings are only available if a license for MIR Pro is available. Please consult the MIR Pro manual for more information.

Vienna Ensemble Pro Plugin

General Information (Stereo)

Vienna Ensemble Pro is a plug-in that communicates with the **Vienna Ensemble Pro Server**, be it on your master computer or on your networked computer(s).

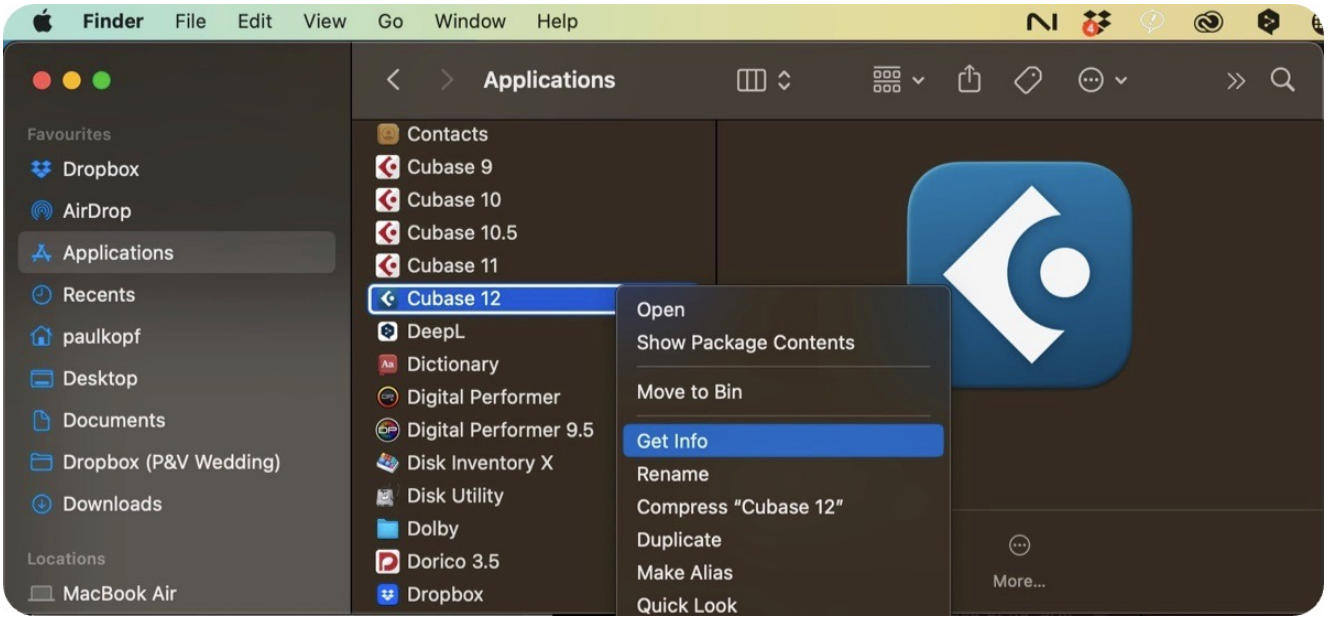
Instantiating Vienna Ensemble Pro as a plugin in your sequencer opens this interface:



Click on **Connect** to see all available networked computers – IF you have started the **Vienna Ensemble Pro Server** on the given computers!

> **Important**
>
> Each Vienna Ensemble Pro Plug-in can connect to one instance of Vienna Ensemble Pro, and of course, you can use multiple Vienna Ensemble Pro plug-ins to connect to multiple Vienna Ensemble Pro instances!

> **Tip**
>
> If you are working with an **Apple Silicon** computer, check that you are working without the Rosetta Mode. A **right-click on the application** displays additional information. You will get an improved performance in Silicon Native Mode (with Rosetta Mode NOT active).



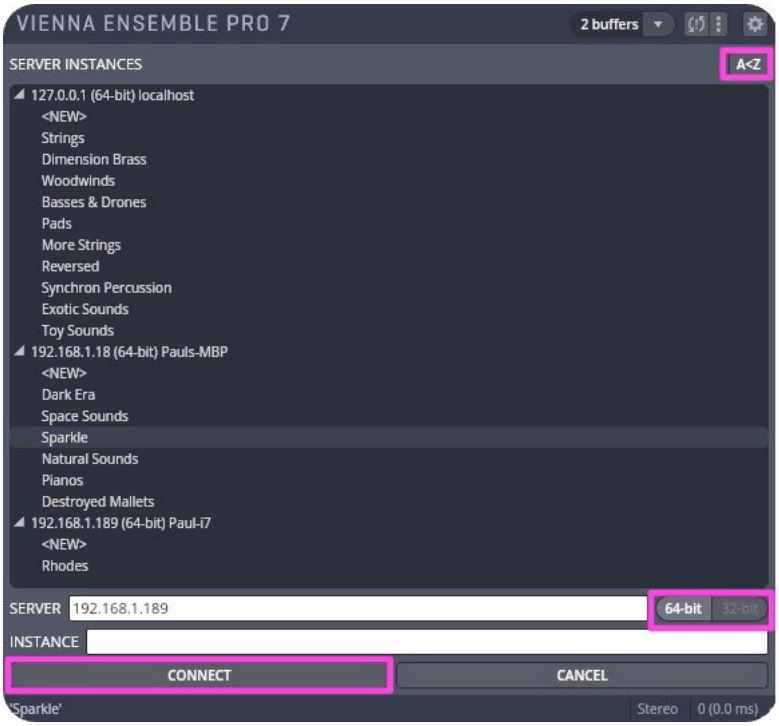


Making Connections

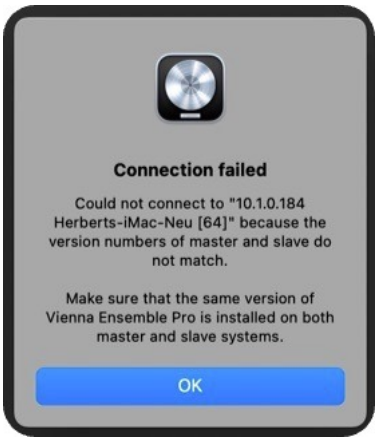
In the following example, we have launched 1 64-bit Vienna Ensemble Pro Server with 10 preserved instances (Strings) on the Master Computer (127.0.0.1, 64-bit, see below).

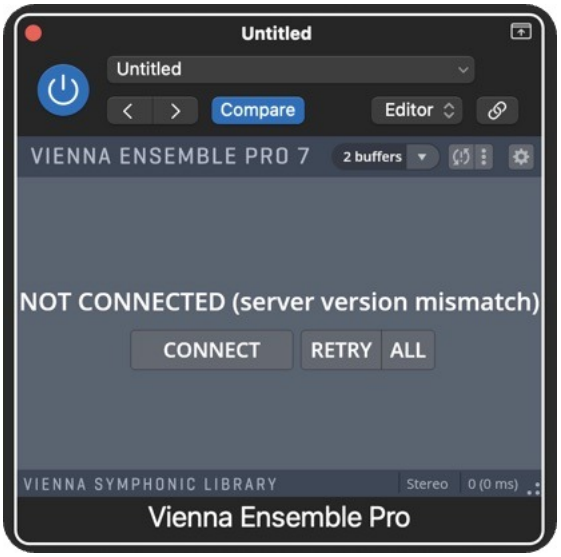
"192.168.1.18 (64 bit) Pauls-MBP" is a laptop computer. "192.168.1.189 (64 bit) Paul i7" is the networked computer with one preserved instance.

A<Z lets you order all instances in a Vienna Ensemble Pro Server alphabetically, and the **Server Architecture** buttons show whether you are connecting to an instance. Select the Server INSTANCE you would like to connect to, and SERVER will display the IP Address and the name of the selected **Instance.**



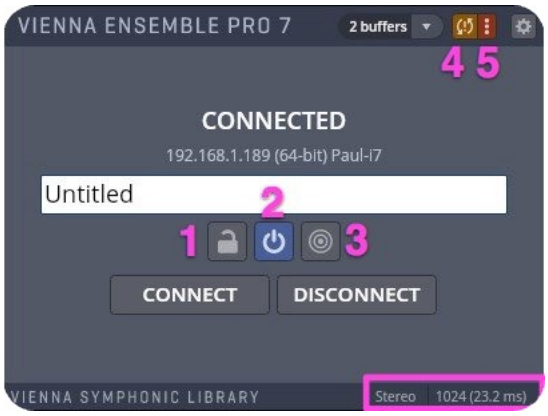
Click **Connect** or double-click the instance of your choice. The Vienna Ensemble Pro Plug-in will show which computer you are connected to. **Error Messages upon connection:** If you see one of these messages, you're trying to connect to a Vienna Ensemble Pro Server version that does not match the network version of the Vienna Ensemble Pro plug-in in your DAW. **Solution:** Make sure to have the same (ideally the latest) version of Vienna Ensemble Pro installed on all your networked computers!





Connection Options

If you click on ... **<NEW>**, a **new instance** of Vienna Ensemble Pro will be instantiated, instead of connecting to an existing preserved instance. These **NEW instances** are called " **Untitled 1,2,3...**" until you add an **instance name**.

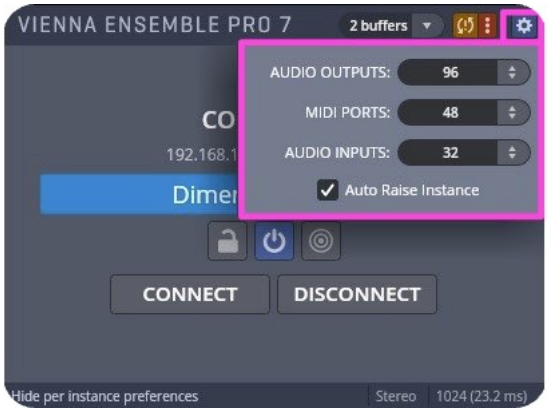


With every new instance, you can **preserve** an instance with the **LOCK icon** (1) and **enable/disable an instance** with the power button (2). **RAISE** (3) brings the connected Vienna Ensemble Pro instance's window to the front (snapped or unsnapped), and you can **name your instance** with a double-click on the instance name. Activating **Decouple** (4) prevents the saving or loading of the connected instance's project data when the master host saves or loads (the Vienna Ensemble Pro instance needs to be **preserved** first!). This can speed up the workflow a lot when using 3rd party plug-ins like Native Instruments' Kontakt. In other words: **Decoupled**, the Vienna Ensemble Pro Server Interface only saves the connection information (the networked computer it is connected to and, if applicable, the preserved instance). **Decouple All** (5) overrides the **DECOUPLE** states for all Vienna Ensemble Pro plug-ins in the master host. **Coupled**, the Vienna Ensemble Pro Server Interface saves the connection information AND the connected instance's project data. For more information, please refer to the chapter Preserve, Decouple, Connect and Disconnect – An Overview. **Round-trip latency** is displayed on the Vienna Ensemble Pro Plug-in in both samples and milliseconds, allowing for manual latency compensation for hosts that are unable to perform dynamic latency compensation for instruments (such as Digital Performer 7).

Please note that the displayed latency depends 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, Audio Inputs). Note that these Preferences are system-wide settings that will not be saved with your project. **Auto Raise Instance:** When activated, each Vienna Ensemble Pro Instance will be raised when you open the Vienna Ensemble Pro Plug-in.



Right-clicking in the menu bar provides you with another context menu, providing **scaling options** and the practical feature to **Reconnect all instances** in a project.

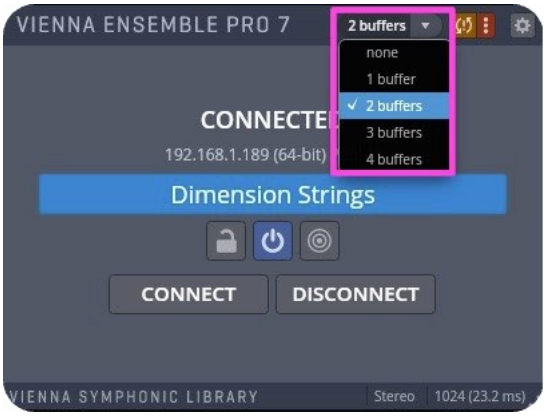


Buffers of Latency Settings

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

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

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



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

And so forth...

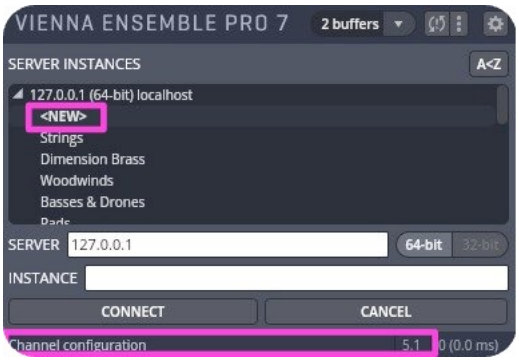
Generally speaking: The faster your CPU and the better your sound card, the more you can expect from your system!

VE Pro Server Interface and ITU Surround Support

If you'd like to take advantage of the **Full ITU Surround Support** of Vienna Ensemble Pro, you can define the channel configuration per Vienna Ensemble Pro instance.

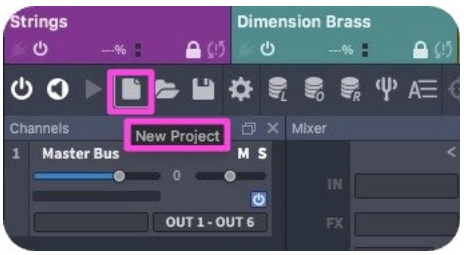
Channel configuration is chosen by either:

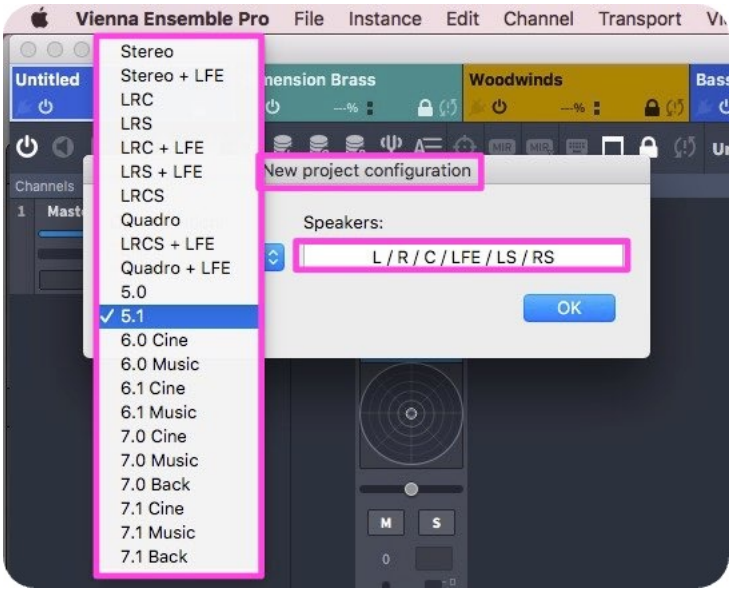
A) Creating a new instance from a **Vienna Ensemble Pro Plug-in**. The channel configuration will be adapted from the channel configuration of the plug-in – so make sure that you have **inserted a Surround Vienna Ensemble Pro plug-in in your sequencer**.



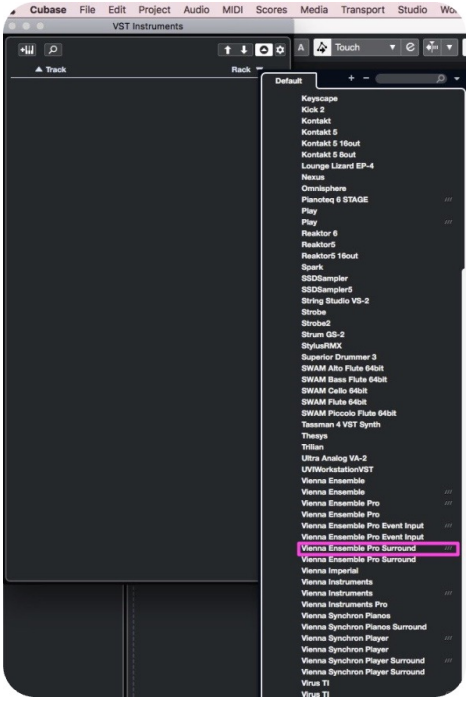


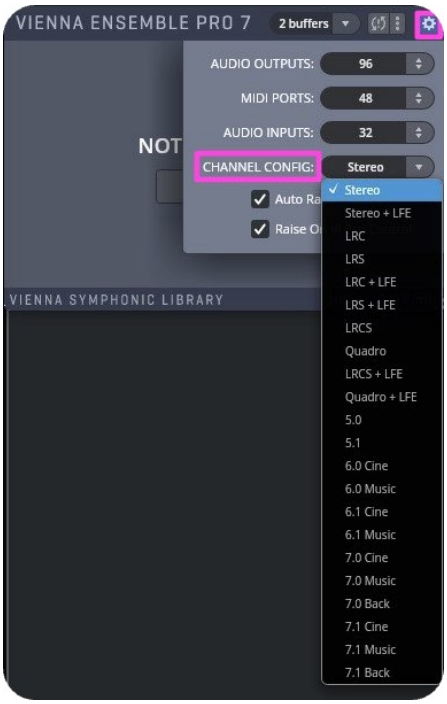
B) Starting a new project from a **disconnected preserved** instance:





A **Vienna Ensemble Pro Surround** plug-in is available in hosts that do not allow setting a plug-in's channel configuration before the instantiation of the Plug-in (e.g., **Cubase**, where you insert Vienna Ensemble Pro as surround plug-in and choose the channel configuration in the Server Interface, see below). The **Surround Configuration that the Vienna Ensemble Pro Surround plug-in should use** can be set in its **Instance Preferences**:





> **Important**
>
> It is not possible to connect a Server Interface Plug-in to a Vienna Ensemble Pro instance with a different channel configuration!

Vienna Ensemble Pro Audio Input Plugin

The Audio Input Plug-in is a stereo effect plug-in.

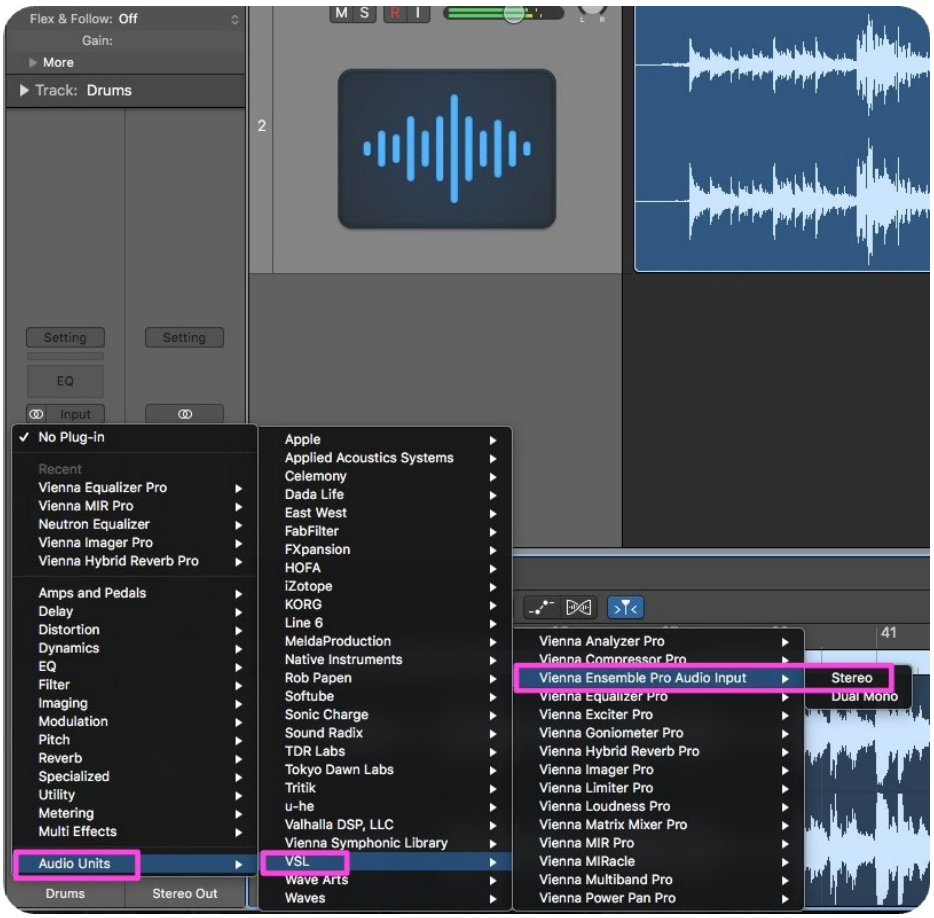
Assignable to a connected Vienna Ensemble Plug-in, it sends audio to one of the available stereo audio input buses in the connected Vienna Ensemble Pro Server instance, where the audio can be processed.

This makes *Vienna Ensemble Pro* a great **virtual FX rack** on your networked computer as well because all latency is automatically compensated!

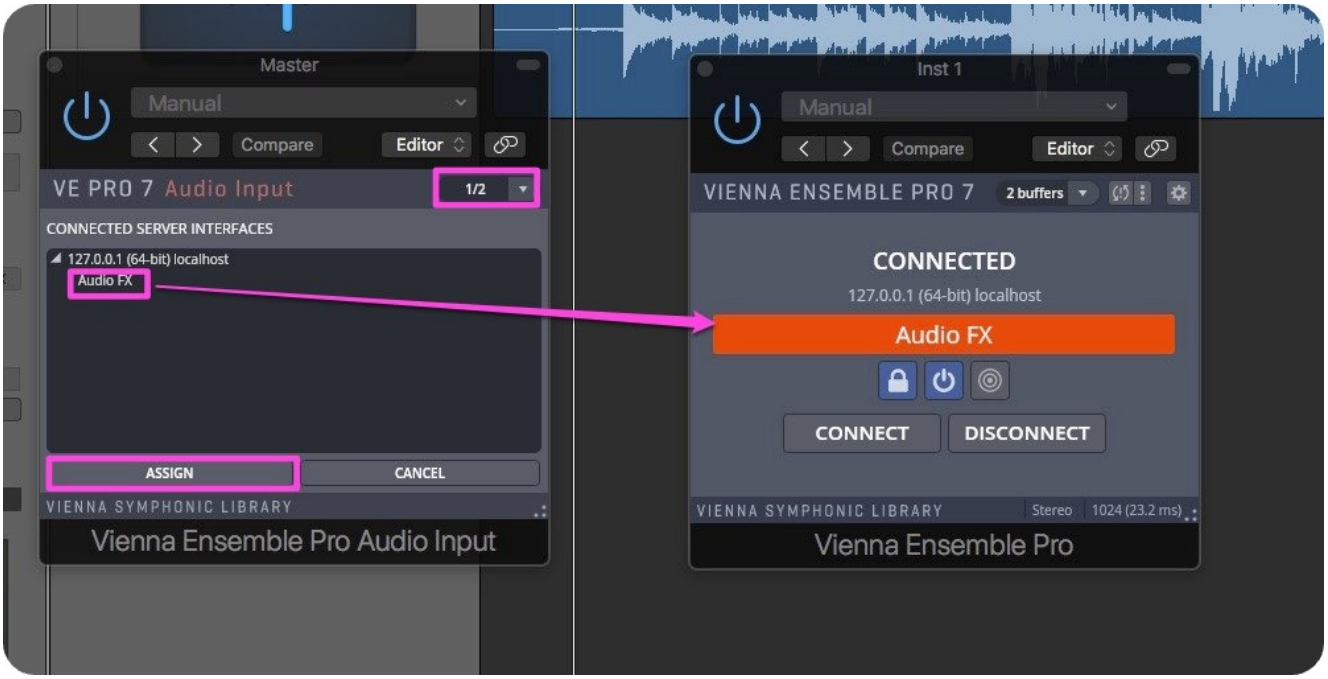
Make sure that a connection to the Vienna Ensemble Pro Server already exists in your song!

> **Important**
>
> All AU3 users: Under macOS Monterey and macOS Ventura with Logic Pro 10.7.6, the VE Pro Audio Input Plug-in will not connect. Please use the classic AU VE Pro plug-in for this purpose.

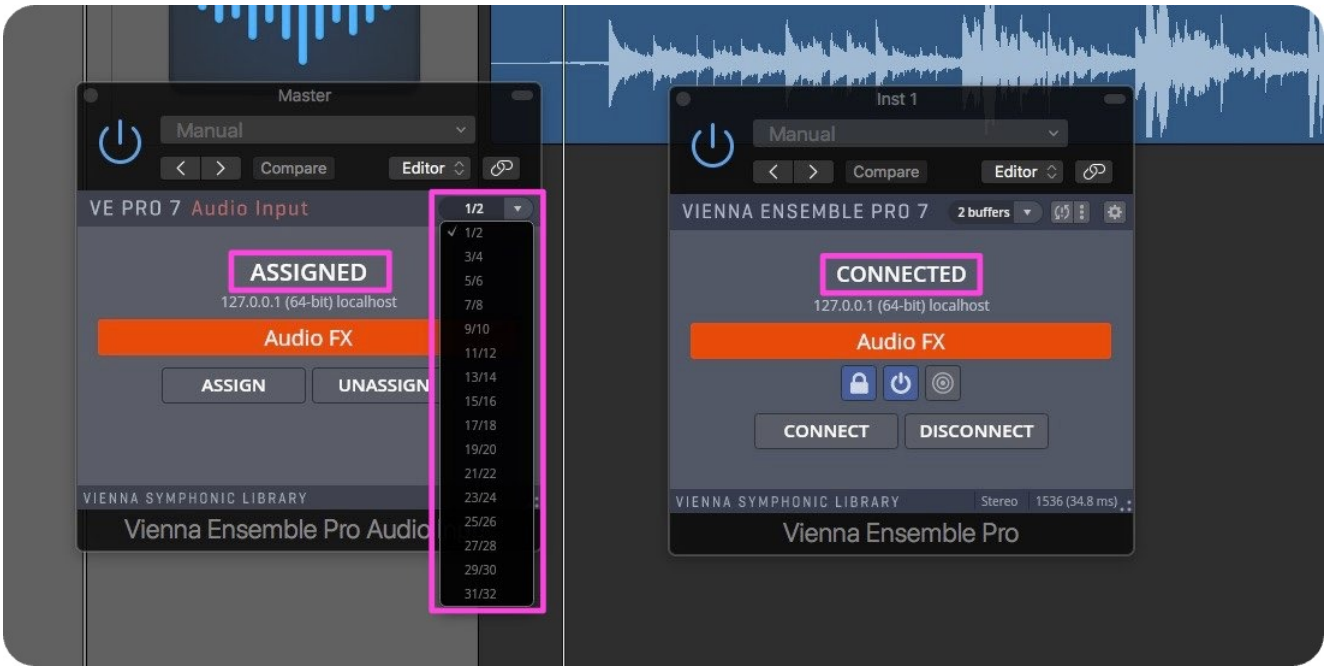
Create a **Vienna Ensemble Pro Audio Input** plug-in as an **FX plug-in** in a stereo track in your sequencer:



You will be asked to assign your **Audio Input plug-in** to an existing **Server Interface**:

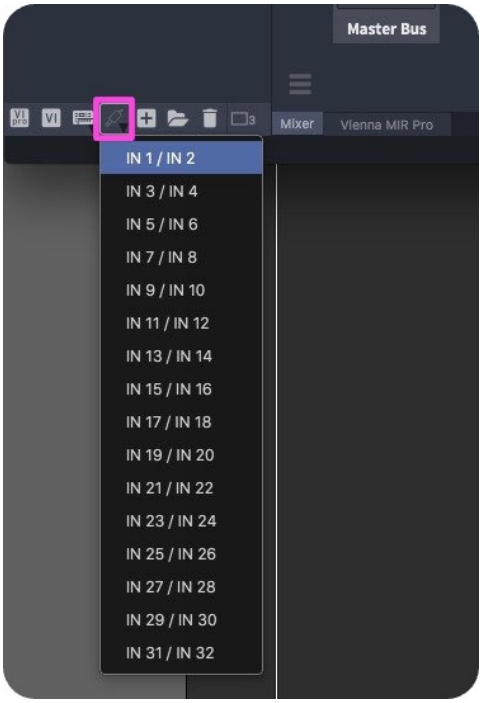


Choose the **audio channel** you want to pipe your audio signal to the Vienna Ensemble Pro Server.



> **Important**
>
> In **LOGIC**, always insert a **bypassed I/O Utility** plug-in in any channel you are using Vienna Ensemble Pro Input plug-ins AND the main Vienna Ensemble Pro Server Interface plug-in on. More information is in the Logic specific notes.

Now, create a new **input channel** in the assigned Vienna Ensemble Pro instance (lower left corner):





Assign the **corresponding input channel** in the newly created Audio Input Channel in Vienna Ensemble Pro, and Audio will be sent directly to your Input channel, where you can process it any way you like, without any latency issues. The **output routing** in Vienna Ensemble Pro is just as flexible as with any other instrument.

Vienna Ensemble Pro Event Input Plugin

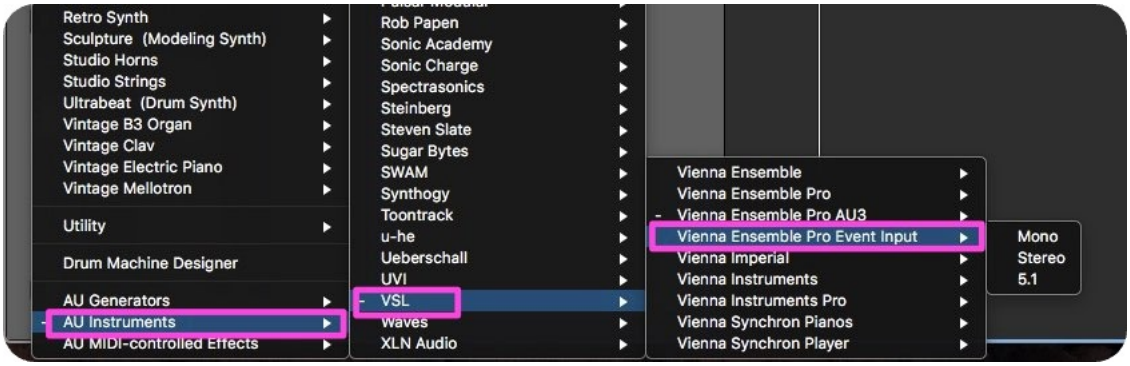
The Event Input Plug-in is inserted as a virtual instrument into your sequencer. You will most likely use it as a multi-timbral virtual instrument (with multiple MIDI channels).

This additional plug-in is only useful if you are using Vienna Ensemble Pro 7 as a VST2 or AU Plug-in. **You will not need it if you are using VST3, AAX, or MAS.**

The Event Input plug-in serves two purposes for AU / VST2 users:

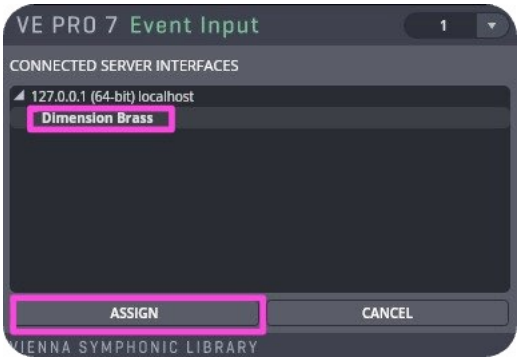
1. To add more MIDI input ports (1 Event Input plug-in adds 16 MIDI channels) Assignable to a Vienna Ensemble Pro plug-in, it sends MIDI to one of the available MIDI input ports in the connected Vienna Ensemble Pro Server instance, which circumvents the single MIDI port limitation of AU and VST.
2. In Logic: To use parameter automation when using Audio/Event Input plug-ins. More information is in the Logic-specific notes.

To create "additional MIDI ports" in, e.g., **Logic**, insert a "Vienna Ensemble Pro Event Input" plug-in in a newly created (multi-timbral) software instrument.

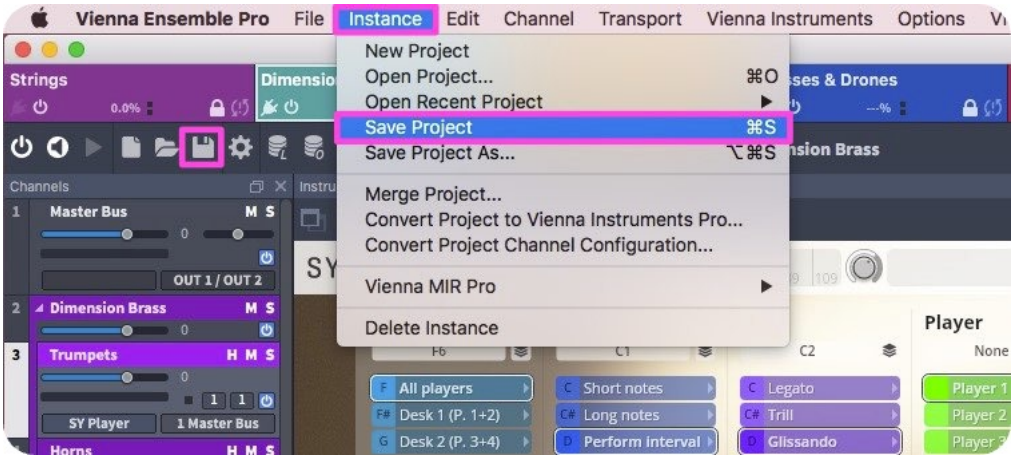


This will open the **Event Input Plug-in**.

Assign the plug-in to a VE Pro instance.



By choosing a MIDI INPUT, you open a new MIDI port with 16 MIDI channels that this MIDI Event Plug-in takes care of.



One of the available Event Input plug-ins can take care of the **automation data** you want to send/receive. You can choose which one of the available Event Input Plug-ins will do the job. In Logic, some additional steps have to be taken into account.

> **Important**
>
> Input plug-ins never produce any audio output.

> **Note**
>
> As soon as one or more Input plug-ins are assigned to a connected Server Interface plug-in, an extra buffer of latency is added to the output of the Server Interface plug-in. Due to dynamic latency compensation, this does not affect the playback latency!

Migrating from Vienna Ensemble

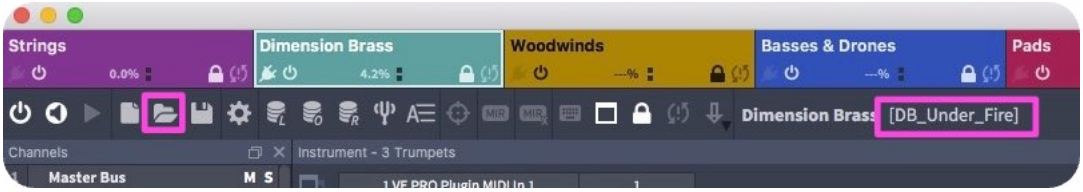
Upgrading from *Vienna Ensemble* to *Vienna Ensemble Pro* is now easier than ever! Simply save your Vienna Ensemble projects (***.viframe** files) and open them in Vienna Ensemble Pro. If you want to merge projects, use the "Merge Project" feature in the "File" menu. It is advisable to check the assignments of outputs after merging projects. To save your projects with the **new file extension *.vep64**, click "Save as".

Vienna Ensemble Pro 7 File Structure

File Formats and information display

Vienna Ensemble Project (*.vep)

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

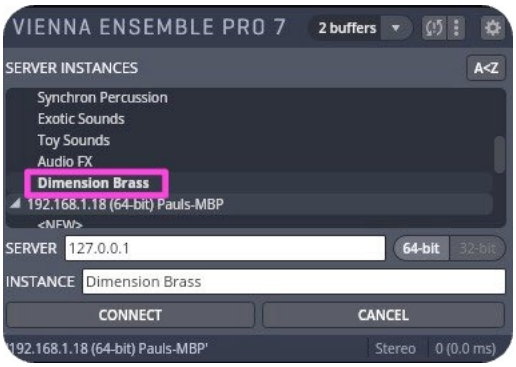


The saved files are called **projects** and are saved as ***.vep64 files**. **.vep stands for "Vienna Ensemble Project". A Vienna Ensemble Project (.vep) contains all information saved in a single Vienna Ensemble Pro instance!** When loading a project (*.vep file), the file name will be displayed in [ ] in your **Vienna Ensemble Pro Instance Window Title** (in this case: "DB_Under_Fire"):

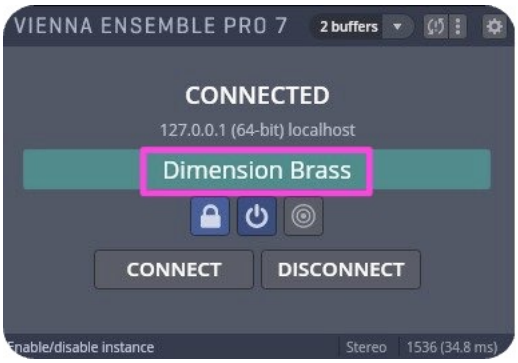


Each **Vienna Ensemble Pro Instance** is represented by one tab, and the selected instance is highlighted with a small white frame. The **Plug icon** shows the **connection state of an instance** (pale = not connected, white = connected). The **Power button** lets you **enable and disable an instance**. The **Lock icon** shows the **preserved state** (open lock = not preserved, closed lock = preserved). The **Decouple icon** shows the Decouple state (pale = coupled, white = decoupled). You can also **label an instance** without switching to the preserved status. If you **preserve** a newly created instance and name it, e.g., "Strings", this **instance name** will be displayed in 3 locations.

1. The **Vienna Ensemble Pro Server Instance Tab** and 2) the **Vienna Ensemble Pro Instance Window Title**,



2. as well as the **Vienna Ensemble Pro Server Interface plug-in** in your sequencer:



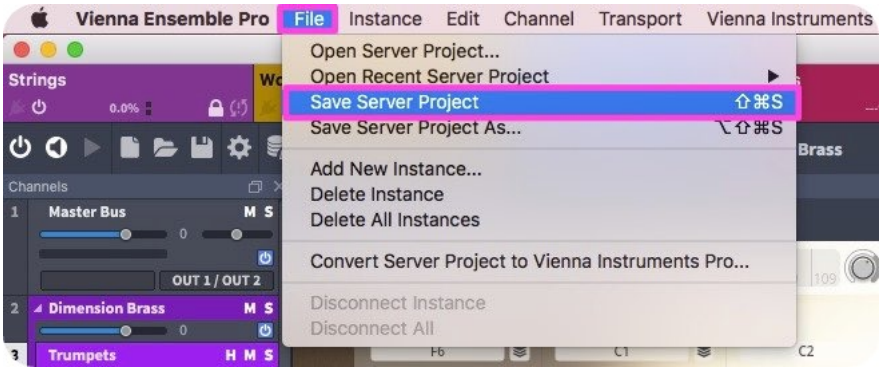
If an instance is connected, it will of course NOT appear in the list of available instances anymore.

The **Vienna Ensemble Pro Server** will always display the **connection status**, the name of the **instance**, the **name of the master computer** the *Vienna Ensemble Pro* Server is connected to (in this case it's the same computer, localhost), and the **name of the loaded project** (*.vep64).

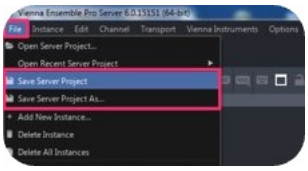
Vienna Ensemble Server Project (*.vesp)

Once you have set up your template with **more than one instance** of *Vienna Ensemble Pro*, you can save a **Vienna Ensemble Server Project**. Use the **File** menu to save a Vienna Ensemble Server Project (*.vesp). A **Vienna Ensemble Server Project** is a group of *Vienna Ensemble Pro* instances saved together. It contains the complete information of all *Vienna Ensemble Pro* instances on the given **Vienna Ensemble Pro Server**. Vienna Ensemble Server Project files will be called ***.vesp64**. The name of the loaded Vienna Ensemble Server Project will be displayed in [ ] in the **Vienna Ensemble Pro Server** Window Title.

macOS:



Windows:

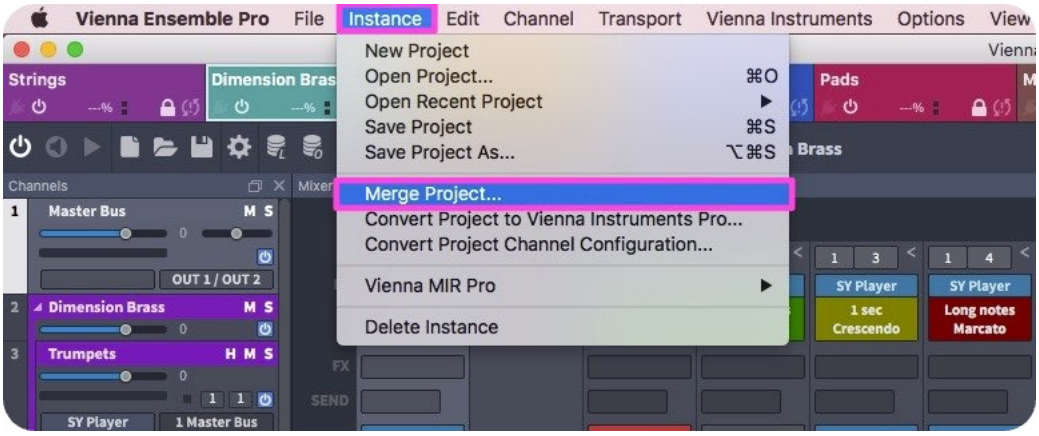


Startup / Log-in Items

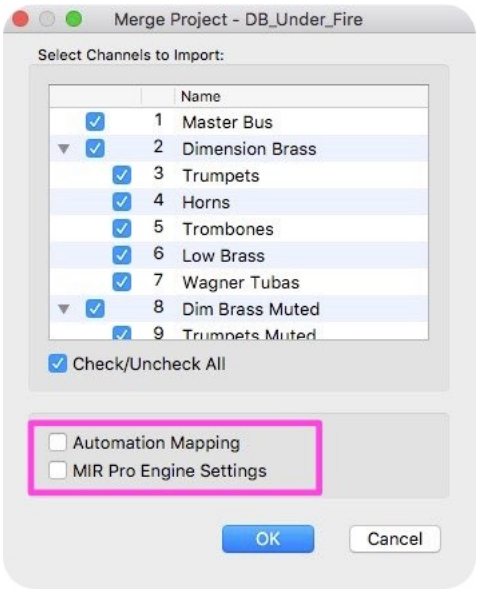
On Windows, you can place your favorite default Vienna Ensemble Server Project in your **startup** folder. On macOS, it's the **Login Items** defined in your "Accounts", so that all samples and settings will be loaded up when you come back from your morning coffee!

Merging existing VE Pro projects (*.vep files)

To accelerate the creation of your new templates with the Multiport Template for Logic Pro X and with the new MAS version for Digital Performer, you can use the MERGE function in Vienna Ensemble Pro's FILE menu.



Merge any existing project and choose from the available import options:



After you have merged your projects, please assign the appropriate MIDI ports and MIDI channels as well as the Output configuration.



Old file extensions *.viframe and *.mframe

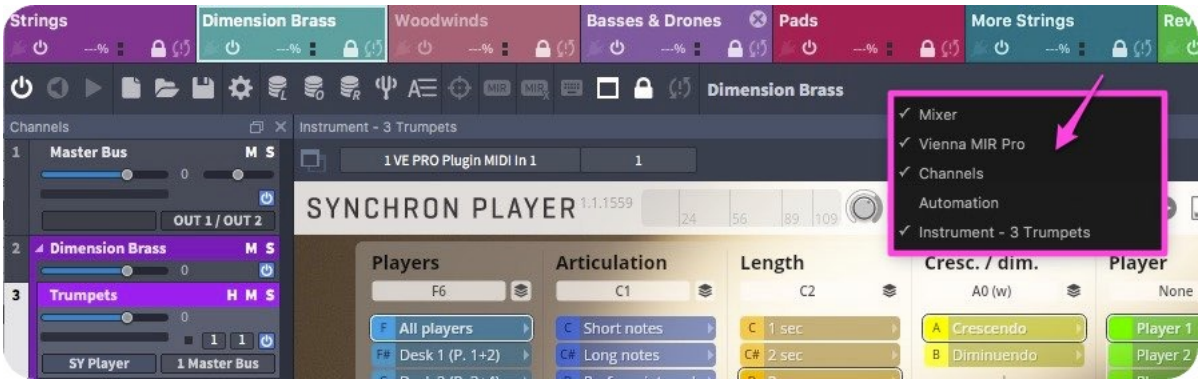
Important information for users of Vienna Ensemble Pro 4/5:

***.vep64** files will replace ***.viframe** files ***.vesp64** files will replace ***.mframe** 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

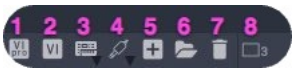
The **Vienna Ensemble Pro** GUI will open in the background of your sequencer or on your networked computer. Hover with your mouse over each icon to see a description in the lower left corner (with the corresponding shortcut, if available)!



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



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

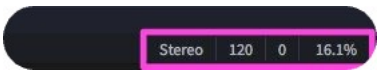


1. Enable/Disable Instance
2. Start/Stop Engine
3. Start/Stop Transport
4. **New Project**: Create a new project from scratch
5. **Open Project**: Open your saved projects: *.vep64
6. **Save Project**: Save your projects as *.vep64 files
7. Preferences
8. **Learn**
9. **Optimize**
10. **Reset** – now you can optimize ALL Vienna Instruments instances of a whole **Vienna Ensemble Pro** project at once!
11. **Master Tuning**: Changes the tuning of all inserted Vienna Instruments
12. **Show Automation Mapping**
13. **MIDI Activity Focus**: Will automatically switch to the channel that has been soloed in your sequencer,

or the only channel that is receiving MIDI signals at any given time. This convenient feature works with 1 MIDI channel only, by design.

14. **Auto-Add MIR Pro** will automatically add MIR Pro to each new channel (only visible if a MIR Pro license is available).
15. **MIRx Mode** opens the MIRx Settings
16. Enable/Disable Keyboard Shortcuts
17. Unsnap/Snap Instance
18. **Preserve** disconnects your **Vienna Ensemble Pro** instance from your sequencer, keeping all the samples loaded (more information)
19. **Decouple/Couple** Instance (more information)

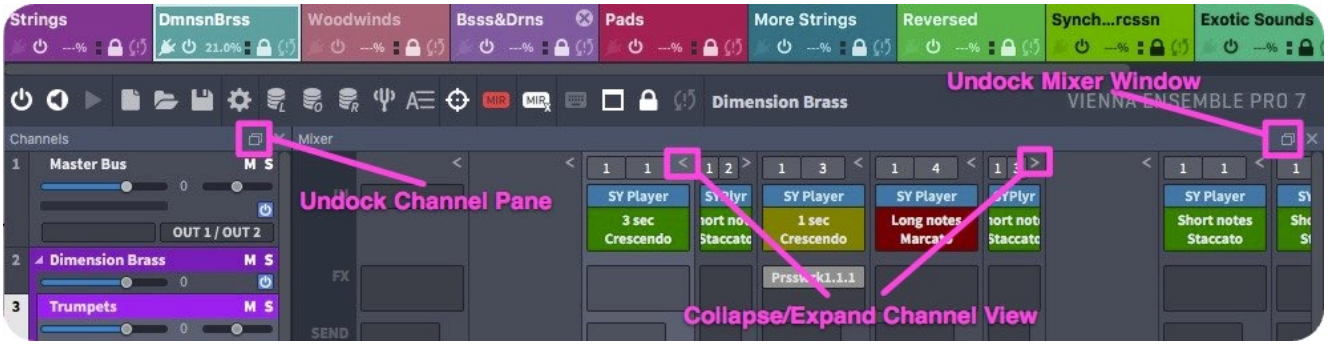
In the **lower-left corner**, you can **add Vienna Instruments Pro** (1) and **Vienna Instruments** (2) instances, **virtual instrument plug-ins** (3, AU/VST)**, Insert channels** (4), **bus channels** (5), and **folders** (6). You can **delete selected channels** (7) and **toggle the narrow channel strip view** (8) with 3 different zoom stages for the left channel pane.



In the **lower right corner**, you will find some more information available for each connected instance.

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

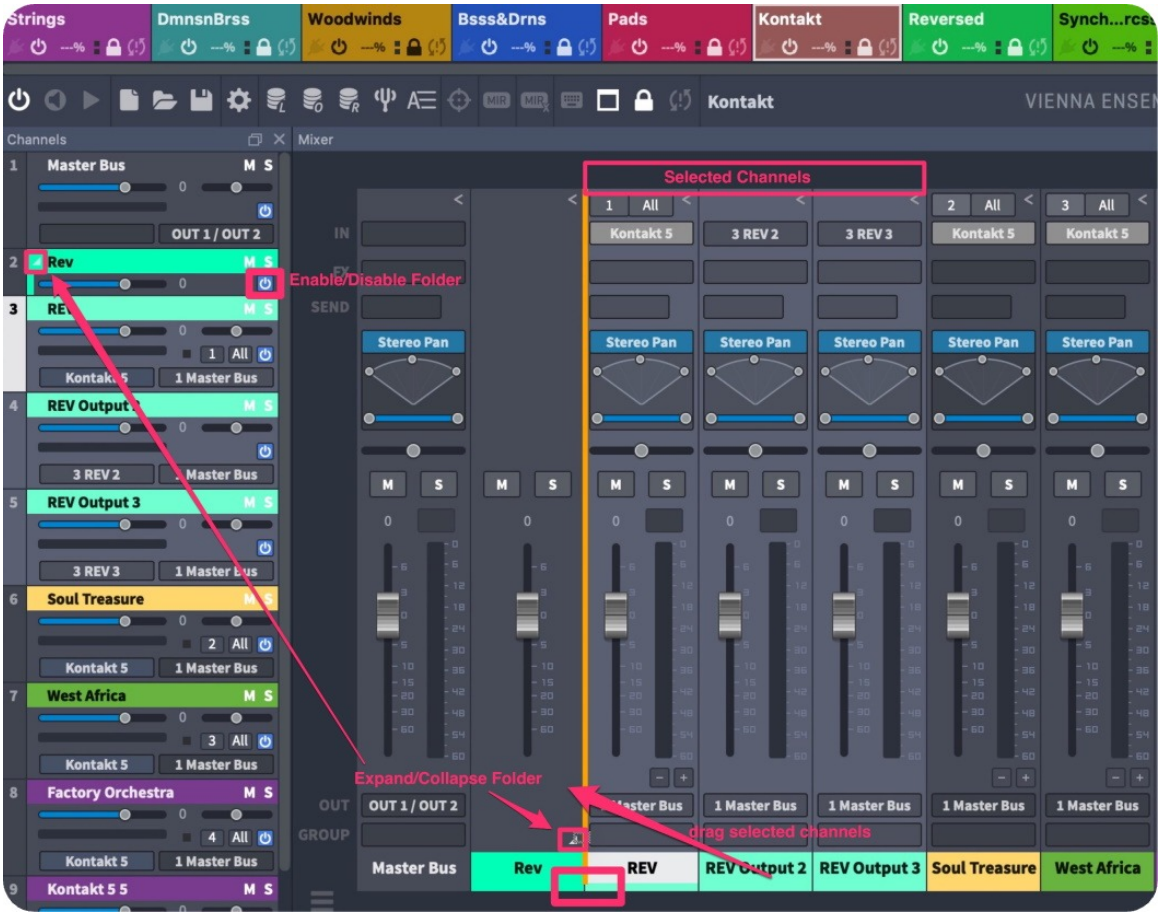
Note: Plug-in Latency Compensation can be disabled in Preferences.



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:

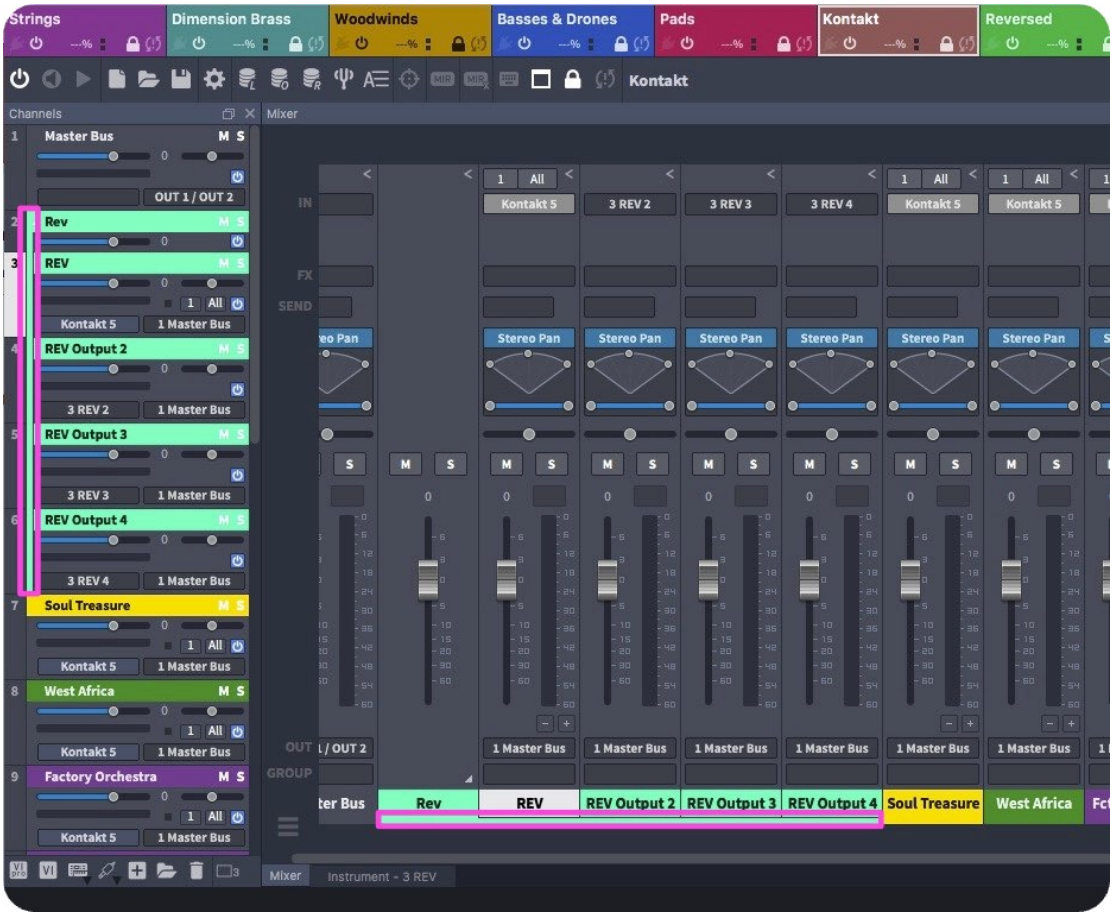


It is possible to **undock the Mixer, the Channel Pane, Automation Mapping**, the interfaces of **all virtual instruments, and MIR Pro (if available)** to use these windows in separate windows (or on a second screen). To **customize your mixer view**, choose which mixer elements should be displayed in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



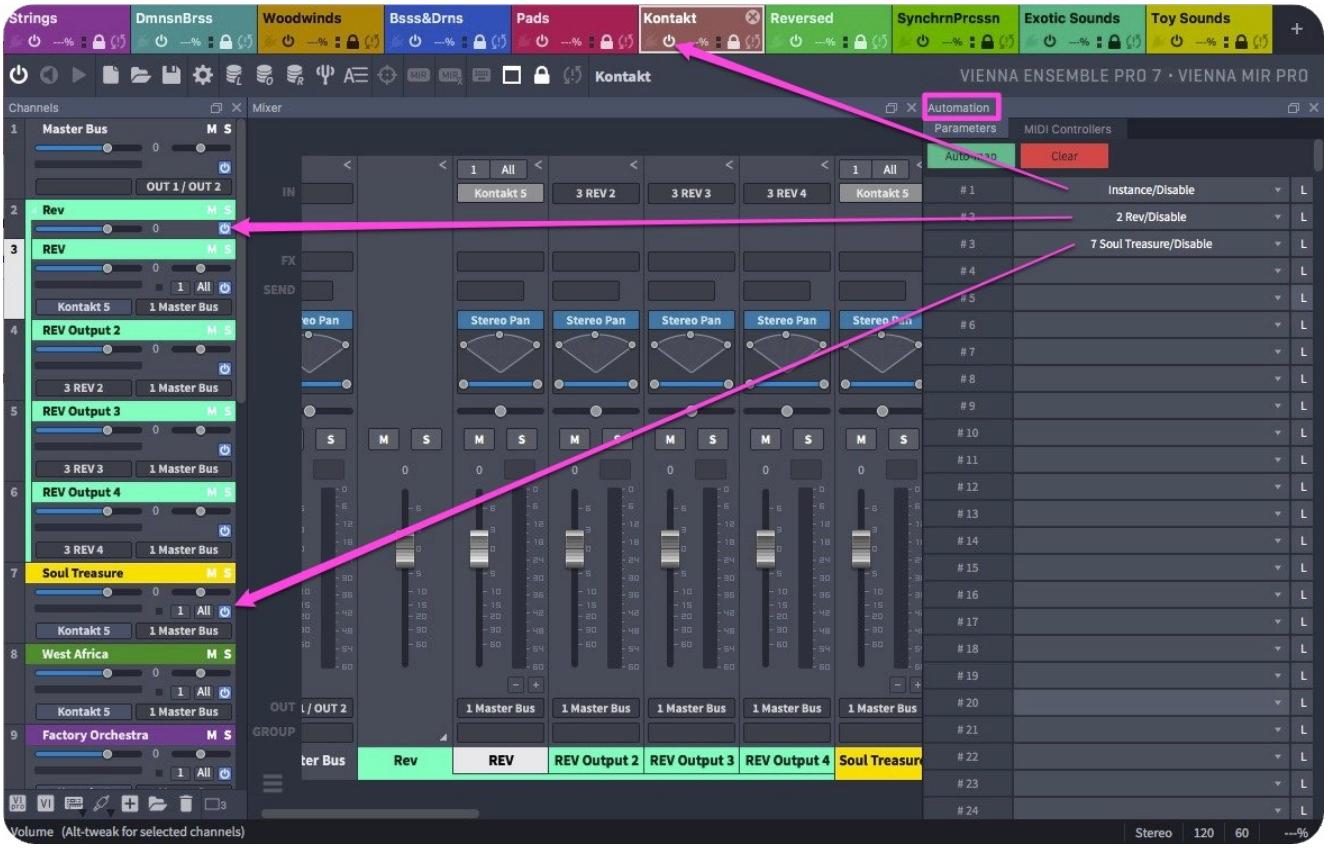
Folders

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. You can also **enable and disable folders**, and this feature is automatable, too! Each folder will create an **extra line** for orientation, which will be **displayed in the color of the folder**.

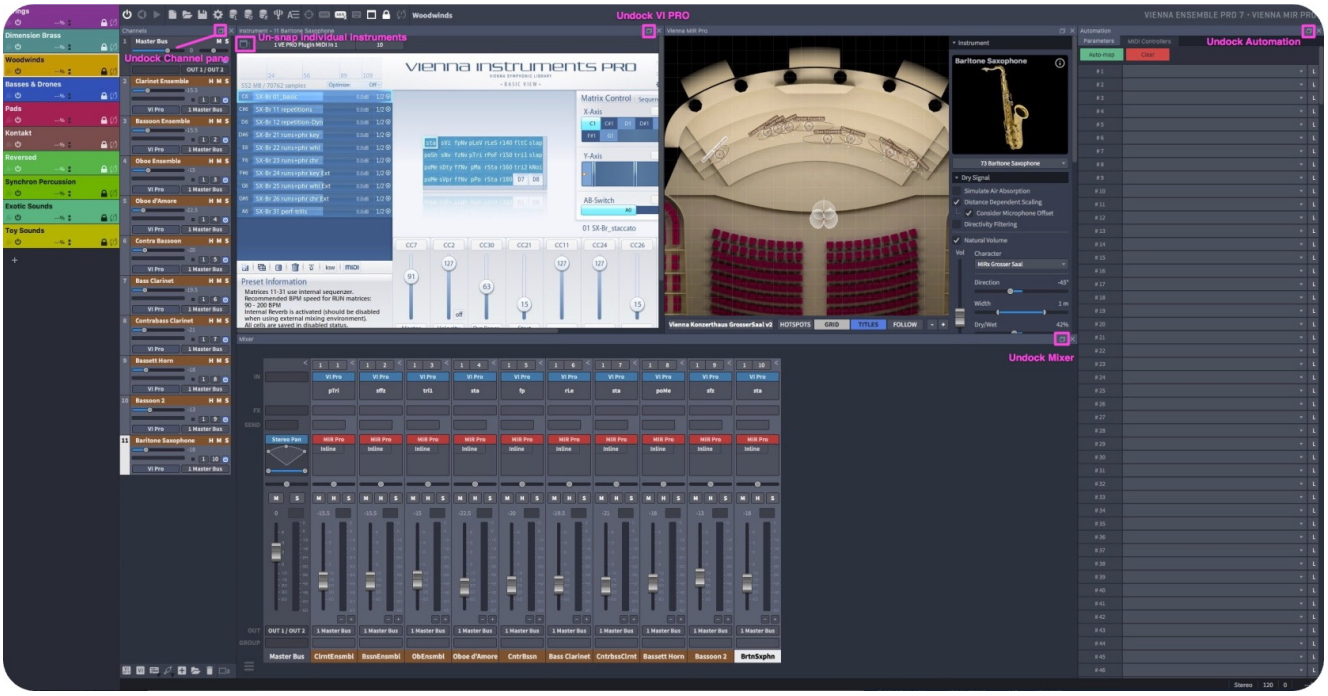
Disabling a folder by clicking on its on/off button in the channel strip does not inherit its status to its children, i.e., although effectively disabled, they keep their individual enable status. Re-enabling the folder thus returns to the same status as before.



Enable / Disable Instances, Folders and Channels

Enabling and disabling Vienna Ensemble Pro instances and folders **unloads all plug-ins and their allocated memory** from the selected channel(s) while **keeping data intact**. As with individual channels, the power button will initiate **unloading the sample content** of the contained tracks, while **keeping the sample location stored**. This way, you can free up your RAM and CPU while being able to reload all plug-ins just like you left them. You can also **automate enabling/disabling instances, folders, and channels** with Vienna Ensemble Pro's **Parameter Automation**, so you are able to load certain setups while your project is playing back.

A useful option to keep your templates small, as you can enable whole instances with just a few clicks!



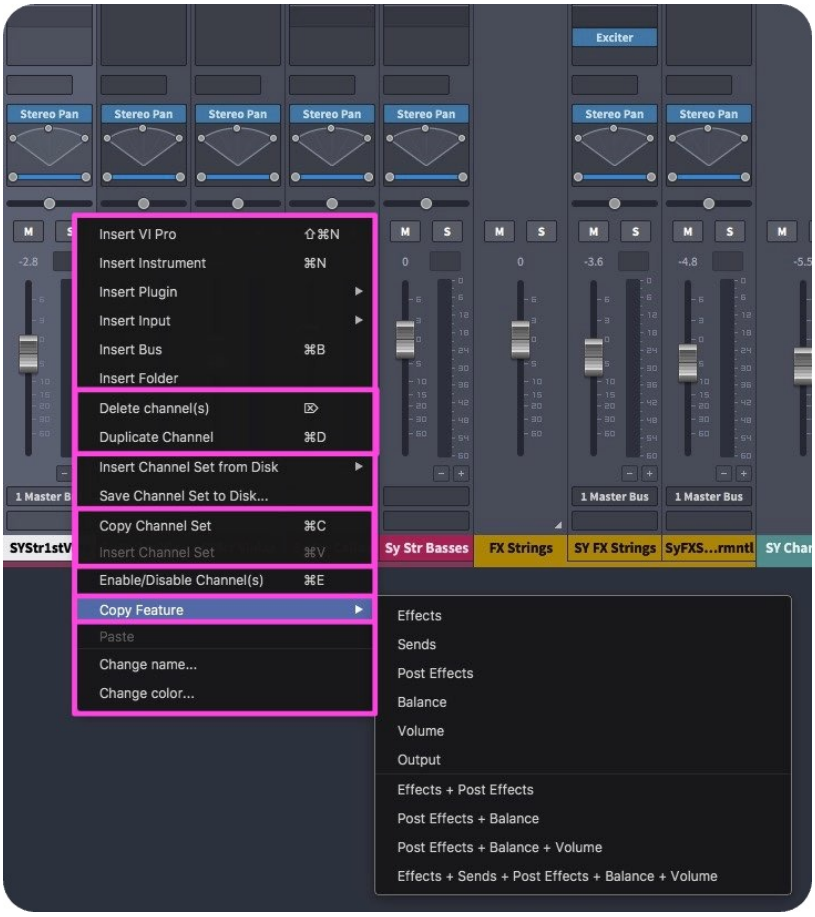
Re-arranging Windows in an instance

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** (as 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.

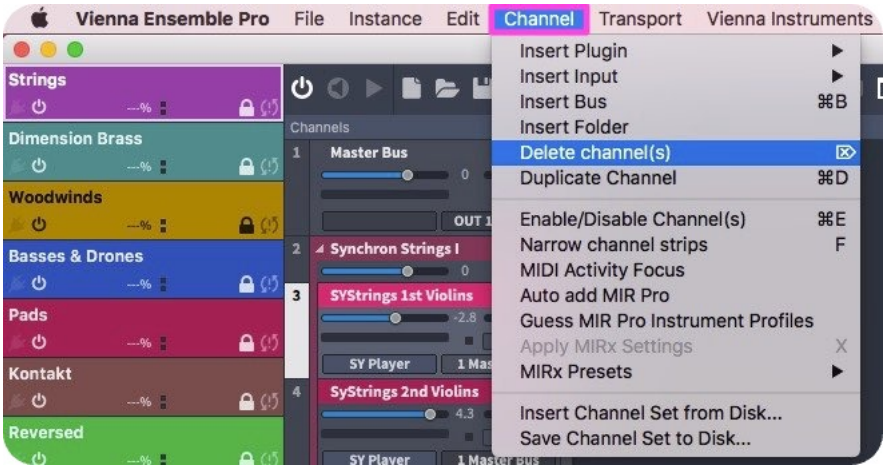


Channel Options

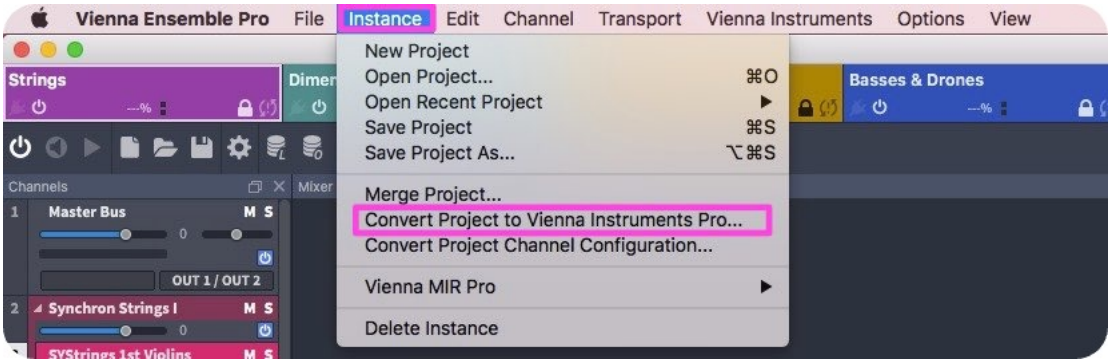
Right-click on the channel you want to change, and you will get the following **options:**

1. **Delete/ duplicate channels**
2. **Save and insert Channel Sets from Disk** (all settings and loaded samples on selected channels)
3. **Copy and Insert Channel Set to/from cache** (new in Vienna Ensemble Pro 7)
4. **Enable/disable channels**
5. **Copy/paste Feature (specific channel settings)**

You can **copy and paste specific parameters** of each channel. Additionally, you can also **define the name and color of selected channels**.

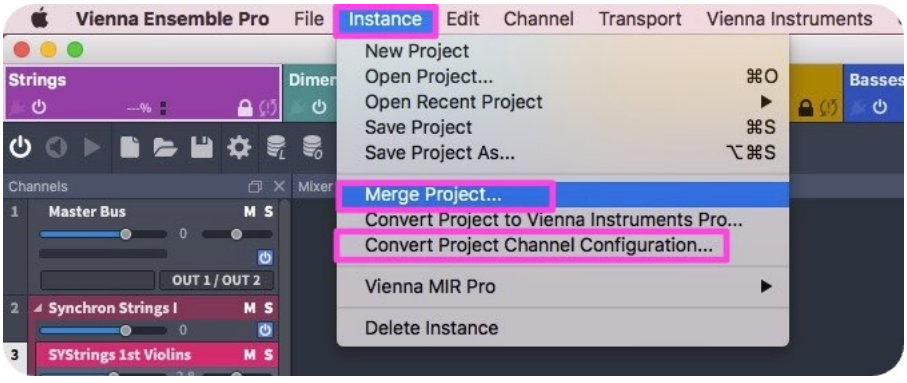


All channel context options can also be found in the **channel menu**.

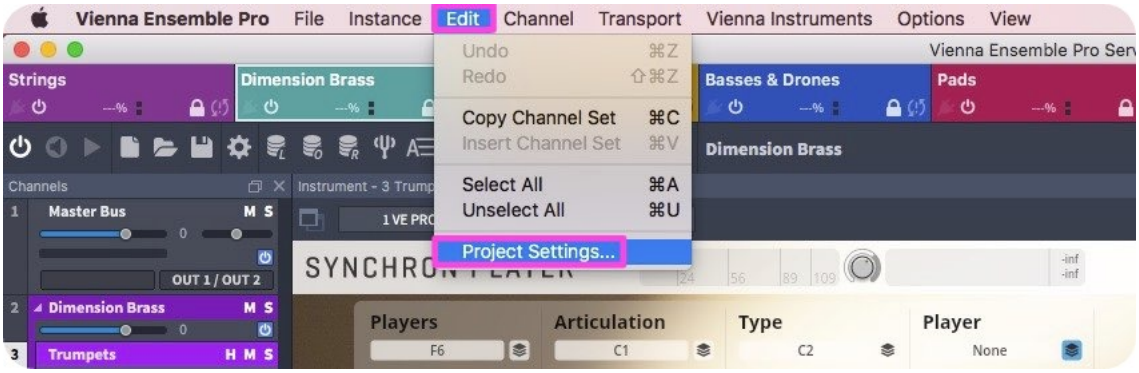


Converting / Merging Projects

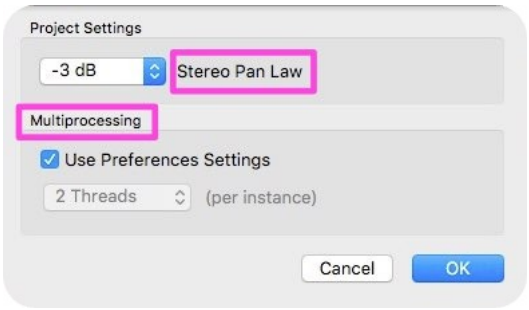
Converting a Vienna Ensemble Server Project (that contains original Vienna Instruments instances) **to Vienna Instruments Pro** is possible as well. This option is available in the "Instance" menu:

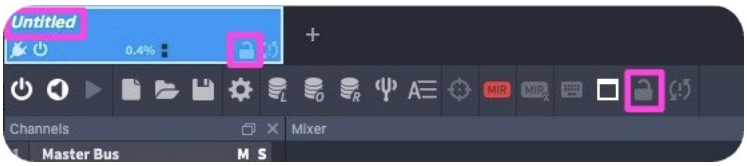


Merging existing projects (of course also from older Vienna Ensemble templates) is a possibility on the Instance Level. You can also **convert a project to a different channel configuration**. This is a very useful option to **convert a stereo project to any surround configuration**: Simply load your project using this conversion option.



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 now you can also set threads preferences per project:

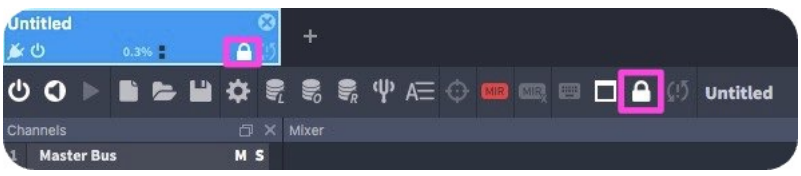


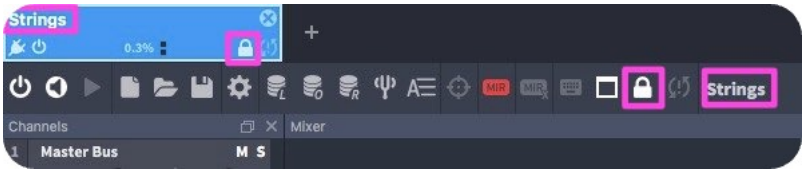


Preserve, Decouple, Connect and Disconnect – An Overview

Preserve

As soon as you connect a Vienna Ensemble Pro instance over the network or as a localhost with your sequencer, the **Preserve** feature becomes available: Clicking on the **Preserve** icon will keep all samples loaded in this Vienna Ensemble Pro instance – and you can switch to another song or even to another sequencer without having to reload your samples! For a better overview, you should label your preserved **Vienna Ensemble Pro** instances:



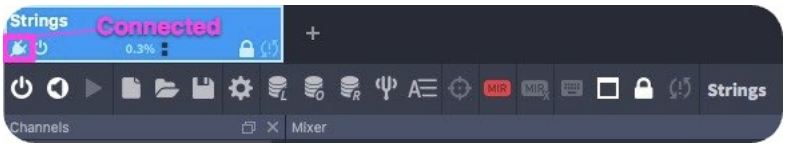




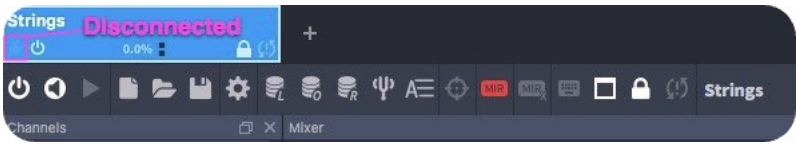
The **Preserve lock icon** will switch to **LOCKED** to indicate the preserved status.

> **Note**
>
> In short: Preserve makes your Vienna Ensemble Pro instance behave like a stand-alone software, although it is still communicating with your sequencer: All data of the given instance are saved with your sequencer project.

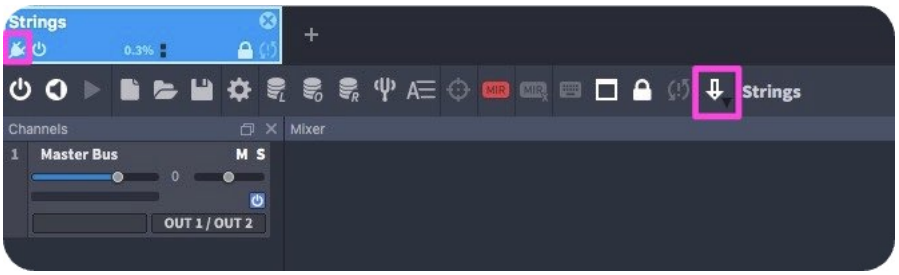
The name of the preserved Vienna Ensemble Pro instance will show up in the **Vienna Ensemble Pro Plug-in** in your sequencer and as part of the name shown in the **Vienna Ensemble Pro Server window** for as long as the Vienna Ensemble Pro instance stays preserved, so that you can easily identify it.



As you can see, the preserved instance "Strings" is still **CONNECTED** with the song in your sequencer.



As soon as you close your song or manually disconnect, the preserved instance will be **disconnected** (the plug icon in the Vienna Ensemble Pro Server window will be pale white):

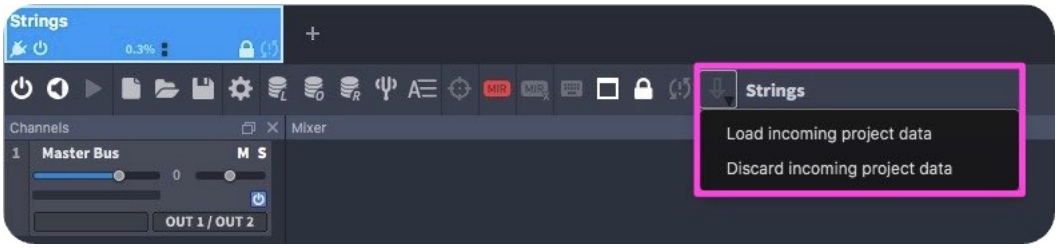


Now you can switch between songs without reloading your template and you can connect to the preserved instance (via the **Vienna Ensemble Pro Plug-in**) and start your work on a new song. **IMPORTANT:** Keep the

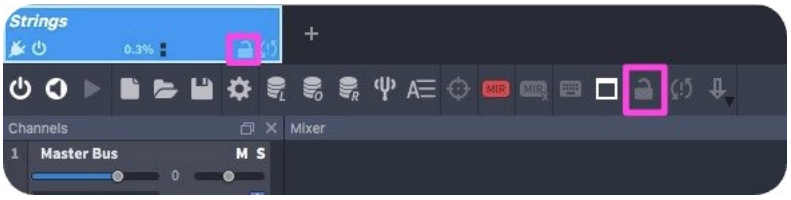
names of your preserved instances consistent – your songs will identify preserved Vienna Ensemble Pro instances by their preserved names. If Song #1 uses "Strings" and you want to connect Song #2 with the preserved "Strings" instance as well, this information will be saved with the song – IF the "Strings" instance is preserved at the time of saving the song. So you have to save the name of the preserved instance with your song in order to automatically connect to it later on.

In other words: Make sure that you save your songs with the correctly labeled preserved instances. If this information is missing, your song will automatically open a new instance containing the same settings as your already preserved instance, which might lead to confusion.

Try this example yourself: After you have preserved the "Strings" instance and saved your Song #1 and Song #2 with Preserve Instance, you can load either Song #1 or Song #2, and it will automatically connect to your preserved "Strings" instance. The name "Strings" is the only indicator that the loaded setup is correct. For safety, your sequencer has also saved all information of the loaded instance, and when connecting to another *Vienna Ensemble Pro* instance, this data can be loaded or discarded in this instance with the **load/discard plugin data** button. If you have changed any settings in your template or if you are not sure, please click **Load plugin data**. Your sequencer will "push" the data to your Vienna Ensemble Pro.



If you are sure that your preserved instance contains the settings you need, you can **Discard plugin data**. The arrow will stop blinking after a little while, but the load/discard data option will stay available. You can define a **general preference** on how Vienna Ensemble Pro handles incoming project data in the Vienna Ensemble Pro Server General Preferences.



To **un-preserve** a Vienna Ensemble Pro instance, click on the activated **Preserve** lock icon. Your *Vienna Ensemble Pro* instance will now close when you close your song.



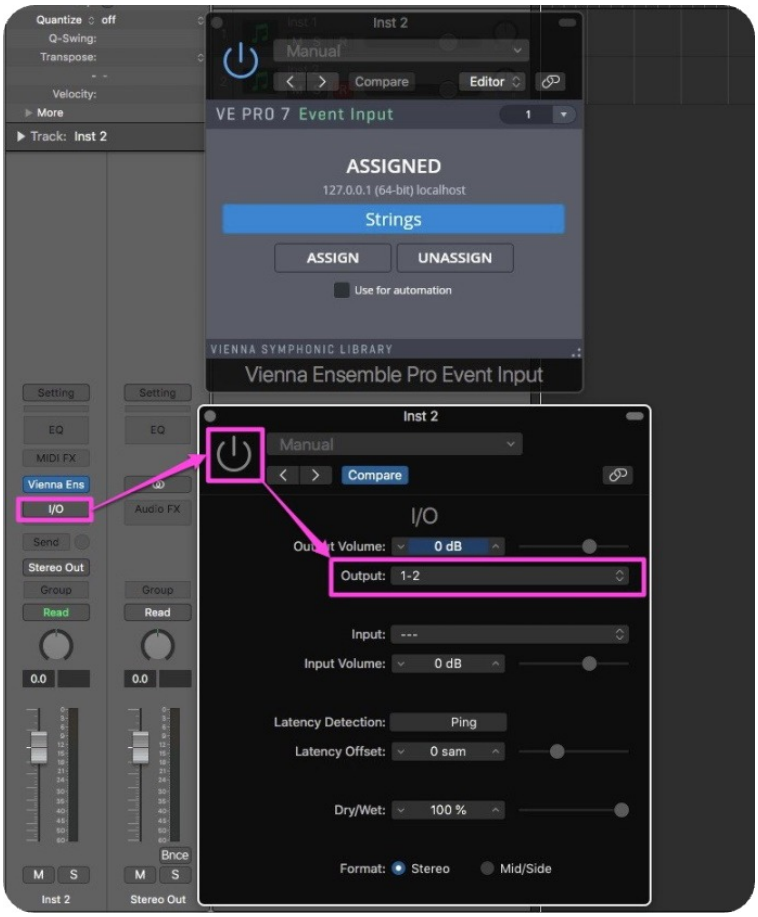
Summary:

Keep the naming convention consistent when working with preserved instances. This will avoid opening additional Vienna Ensemble Pro instances when switching between songs. Your sequencer saves all project information including the names of your **preserved Vienna Ensemble Pro instances** – if you are not sure that your preserved instance contains all the right settings for your song, choose "load plugin data" after you connect to a preserved instance. Better safe than sorry. If this is a new approach for you, give it a test run with a simple setup (Song#1, Song #2) to find out more.

Decouple

This option can be found in each **Vienna Ensemble Pro Plug-in**, so it can be applied to each Vienna Ensemble Pro instance individually. The Vienna Ensemble Pro Plug-in manages the connection between your sequencer and the given Vienna Ensemble Pro instance. **Decouple** takes your preserved Vienna Ensemble Pro instance one essential step further than Preserve: Now your sequencer does NOT save the information contained in your Vienna Ensemble Pro project anymore, which allows faster saving and loading times with some 3rd party plug-ins, especially with heavy RAM usage. Decouple **ALL** overrides the **DECOUPLE** buttons for all Vienna Ensemble Pro plug-ins in the respective Vienna Ensemble Pro Server.

If saving your song does not take long or auto-save does not block your workflow, you will not need to use DECOUPLE.



Caution

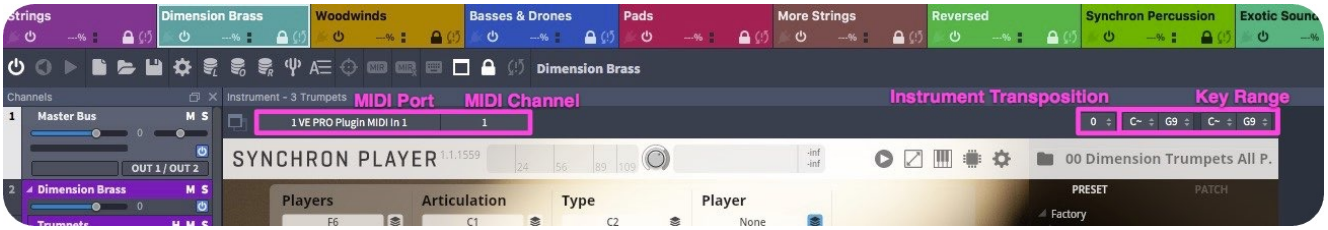
Don't forget to deactivate DECOUPLE before you save your song. This way all Vienna Ensemble Pro information is stored in your sequencer project as a backup.

Another option for the professionals (if you'd like to keep DECOUPLE activated) is to save your *Vienna Ensemble Pro* instances as **Vienna Ensemble Projects (*.vep64) or Vienna Ensemble Server Projects (*.vesp64)** before closing your song in the sequencer; otherwise, there is no way to recall the loaded instruments. This is also a good option to **back up your templates: *.vep files** contain the data of ONE Vienna Ensemble Pro instance/project (=> Instance menu). ***.vesp files** contain the data of all instances saved in a Vienna Ensemble Pro SERVER (=> File menu).

Channel Overview

MIDI Ports, MIDI Channels, Transposition and Key Ranges

Each **Vienna Ensemble Pro** 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 of each instance. The **channel selector** also allows you to choose **Omni** to receive on all 16 channels (for multi-timbral instruments such as Kontakt, Omnisphere, or Stylus), or **none** to temporarily disable MIDI input on that port. If you're running Vienna Ensemble Pro as a plug-in, a dedicated Plug-in MIDI In port will be offered for every Instrument. Used as a VST 3/AAX/MAS plugin, up to 48 ports are available within Cubase, Nuendo, Pro Tools, Sonar, and Digital Performer. You can also select **external MIDI Inputs** when using *Vienna Ensemble Pro* as a plug-in.



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. For example, 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**
>
> **Tip for all Vienna Instruments users:** 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.

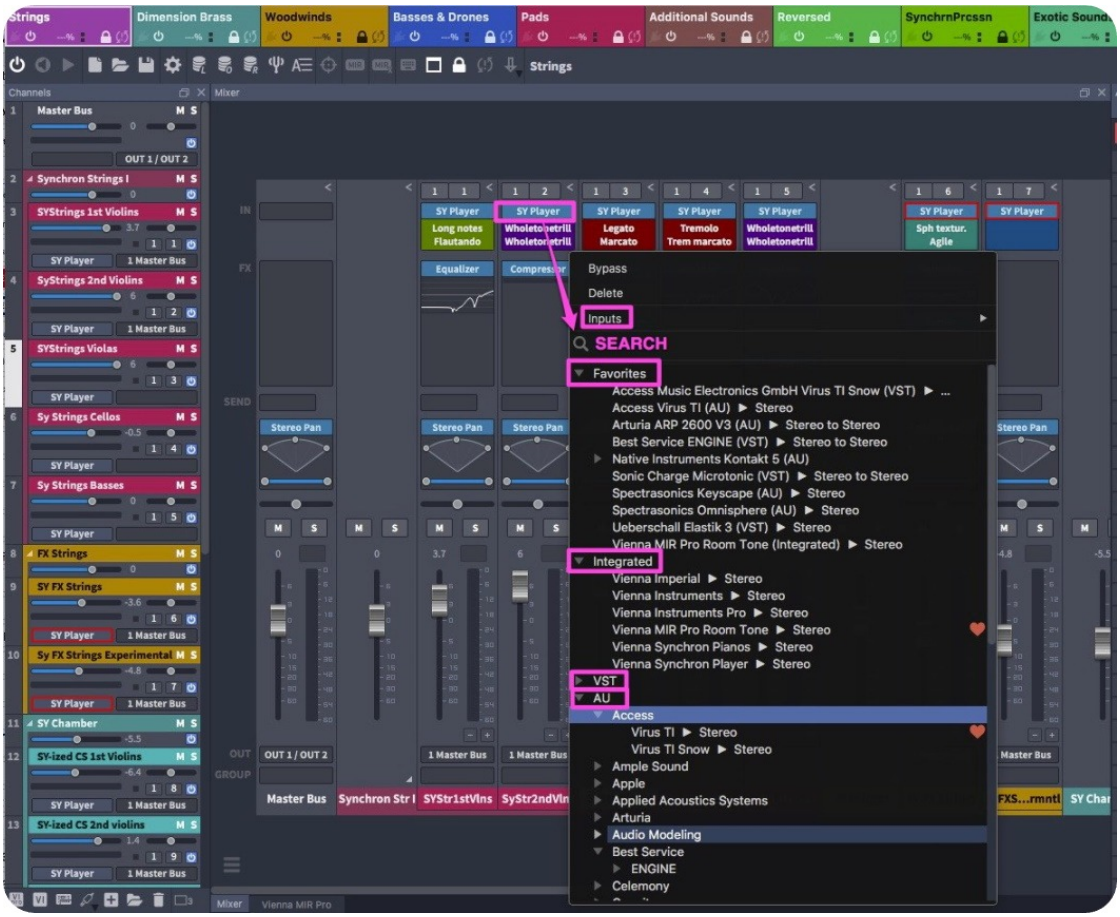
The **MIDI port** and **MIDI channel** of each instrument channel are displayed both on top of each channel in the mixer and on the Channel Pane. You can also change the settings here.



Inputs / Virtual Instruments

The new unified channel mode now also shows each plug-in on top of each channel, and you can assign any inputs as you like.

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



> **Tip**
>
> The comfortable **Search Feature** lets you find the plug-in you are looking for in a heartbeat.

> **Tip**
>
> Manage your **Favorites** from within the Plug-in Browser. The heart icons that appear when you hover over an instrument name will let you add the selected plug-in to your Favorites (and of course, you

> can also remove it with a click).

FX Plug-in 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. Our new **integrated FX** plug-ins also come with dedicated Mini-GUIs for selected FX plug-ins, visible in the FX slots.



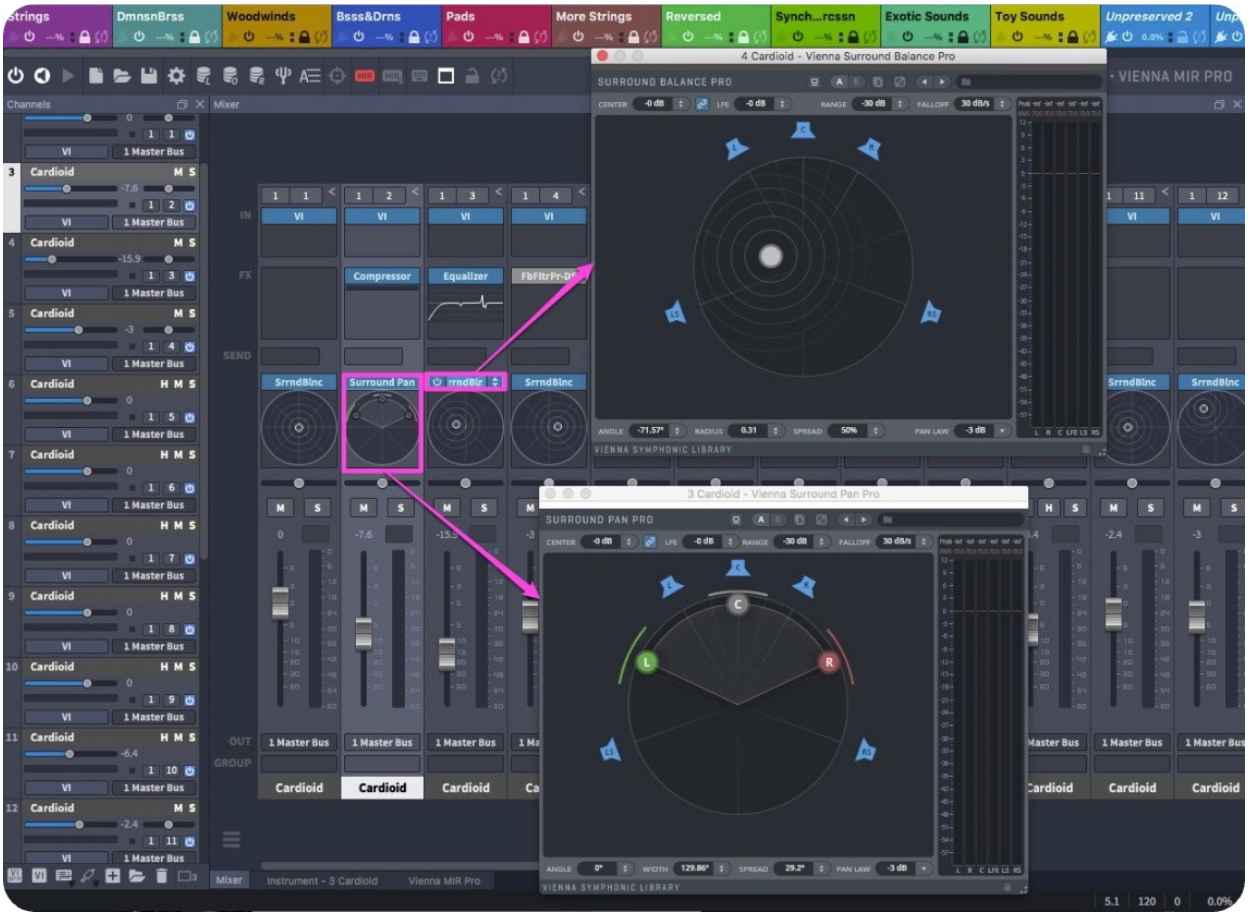
> **Tip**
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> The comfortable **Search Feature** lets you find the plug-in you are looking for in a heartbeat.

> **Tip**
>
> Manage your **Favorites** from within the Plug-in Browser. The heart icons that appear when you hover over an instrument name will let you add the selected plug-in to your Favorites (and of course, you can also remove it with a click).

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, and of course, you can make use of our surround plug-ins.



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

Stereo Power panning

Vienna Ensemble Pro 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.

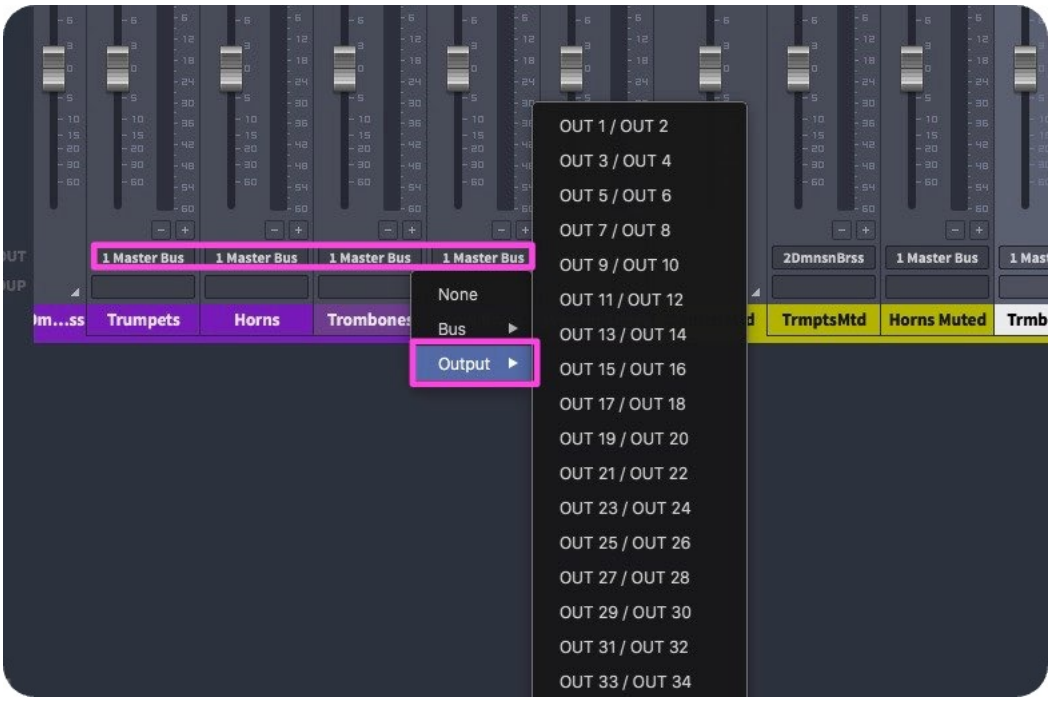


A right-click takes you to the context menu of this "Post FX Rack". This way you can choose to insert quite some features of MIR Pro (a valid license provided) or alternative FX. More about these options can be

found in the MIR Pro User Manual .

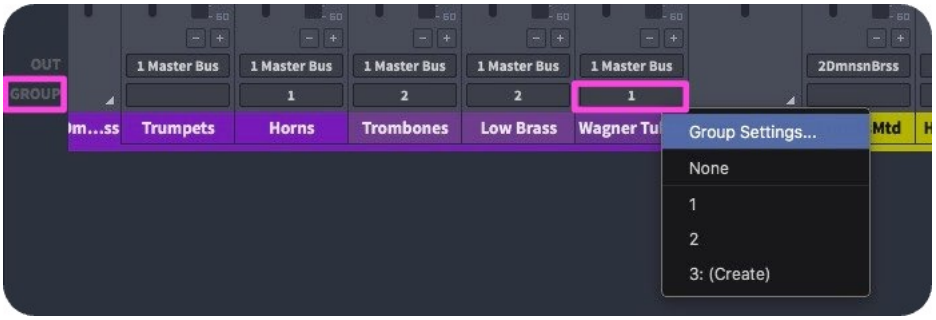
Outputs

The **output assignment** offers flexible routing possibilities including all busses – you can assign each channel either to a bus or a hardware 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.

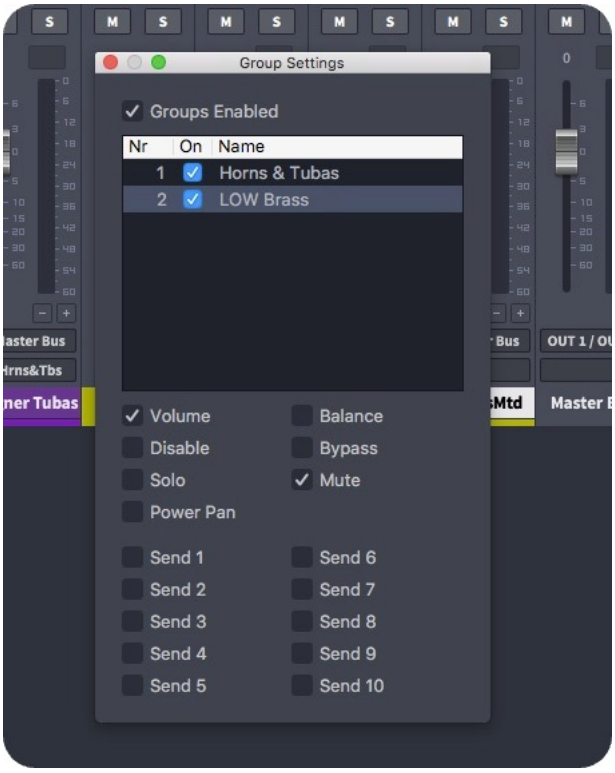


Channel Grouping

Create new groups by clicking in the GROUP field of any active channel. You can also access the Group Settings right here.



Channel Grouping allows the assignment of channels to a group, with per-group settings of channel parameters linking.

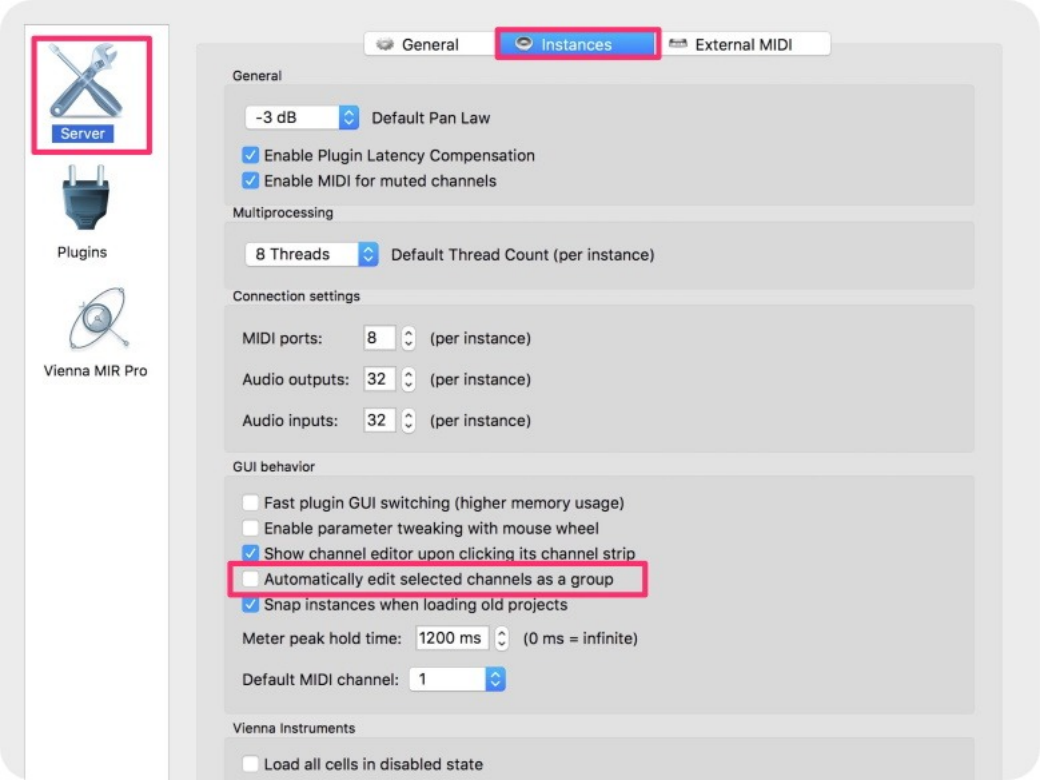


Edit Selected Channels as a Group

We have decided to replace the previous concept of Selection Groups with the more powerful and elegant Channel Grouping described before, but you still have a convenient workflow option:

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

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



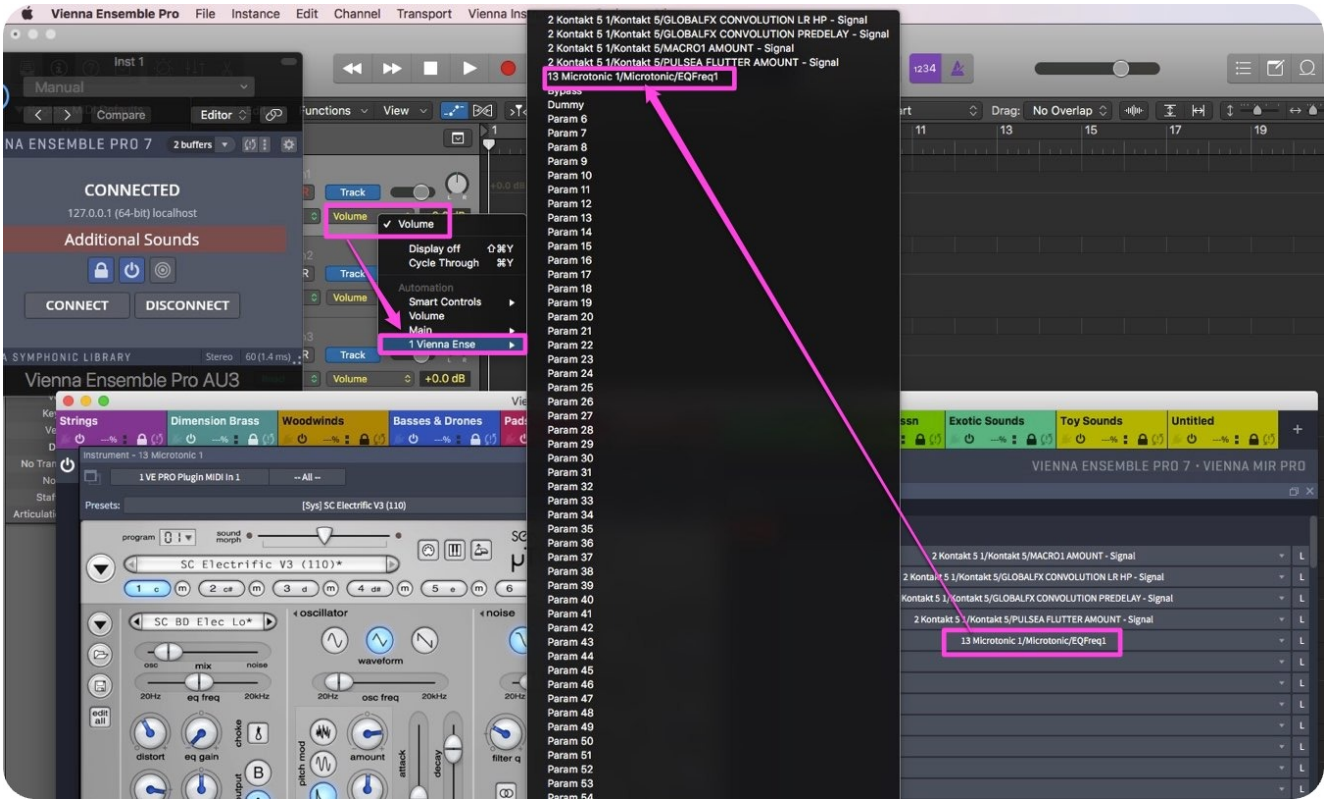
Parameter Automation

All parameters in Vienna Ensemble Pro 7 and its hosted plug-ins are automatable from the master host (512 mappable parameters available), including touch automation. MIDI CC control is also possible.

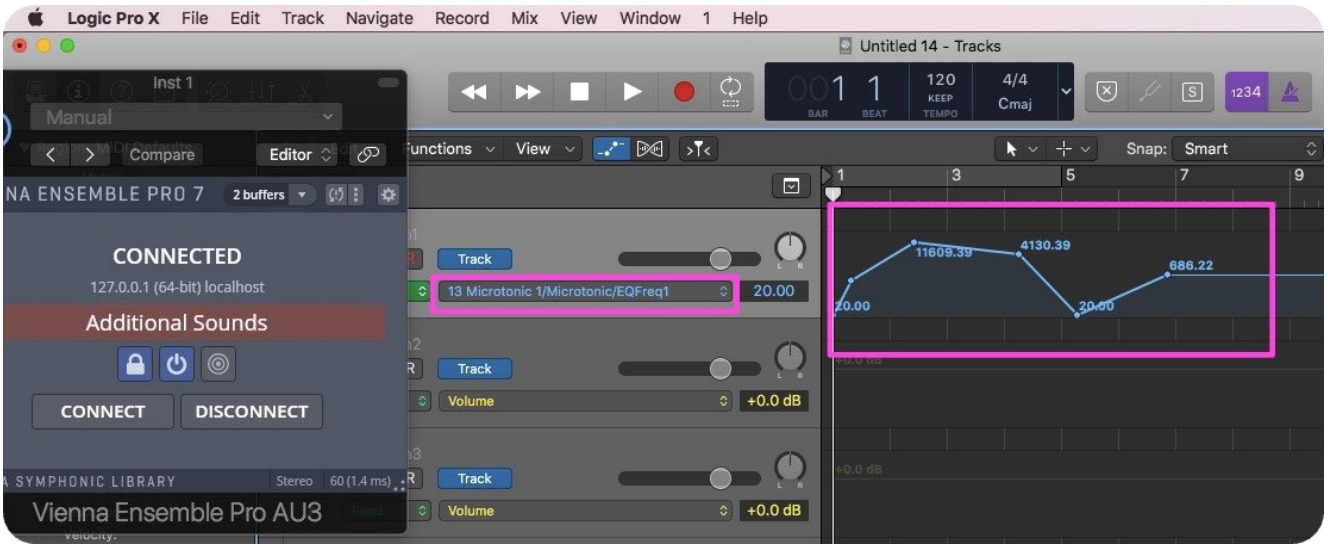
The **Automation Mapping Window** is now available as a **dockable window**, like Mixer, Instrument, Channel Pane, and MIR PRO.



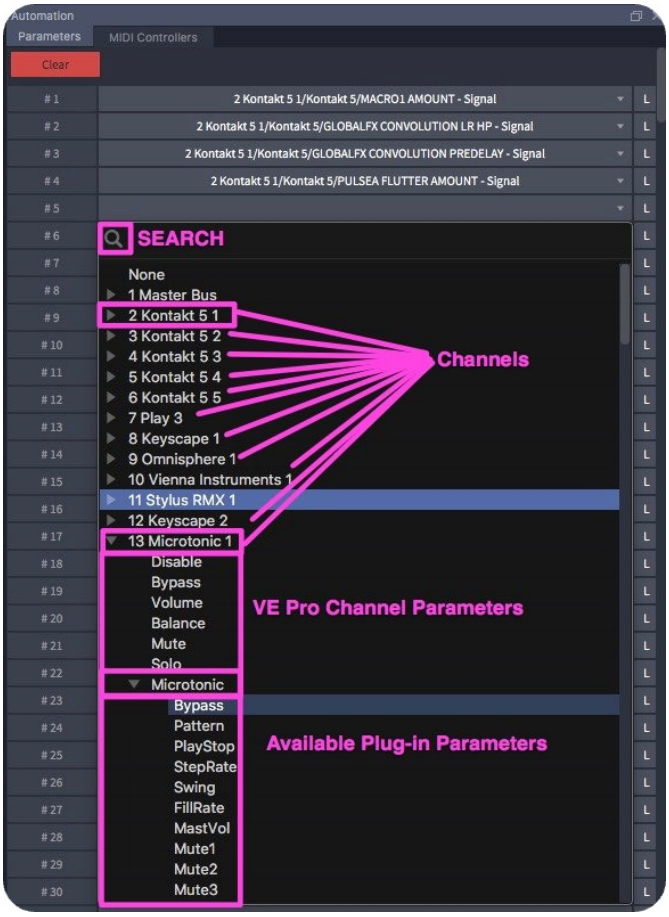
Choose the corresponding parameter in your sequencer and choose from the available automation modes (Read / Latch / Touch / Write).



> **Tip**
>
> Both **parameter names** and **values** will be shown correctly in your sequencer - if supported.



Add a new entry and choose the **automation parameter** or **automation MIDI CC**. You can **add an automation source and destination** by choosing from a list, or use the "**Learn**" **[L]** buttons to assign any controller in your plug-ins or channels. **Clear** clears all automation mapping entries.



> **Important**
>
> Some Instruments like Vienna Instruments / Pro, Vienna Synchron Player, and Spectrasonics plug-ins only respond to CC automation in general, so that no dedicated parameters can be assigned and used for this kind of automation.

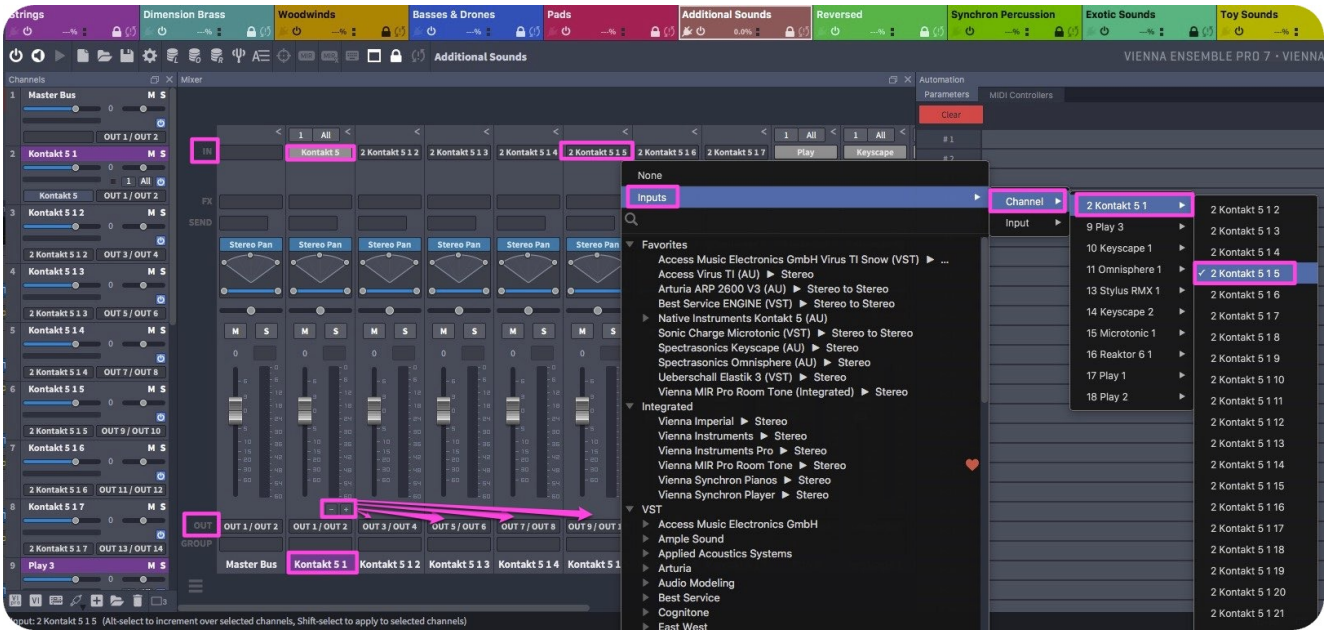
Shortcuts for MIDI Controllers Automation:

- **Hold** Alt/Option **and drag** the entry to another entry: assignment copied
- **Hold** Alt/Option + Shift **and drag** the entry to another entry: assignment copied, CC incremented
- **Hold** Alt/Option + Ctrl/Cmd **and drag** the entry to another entry: assignment copied, Channel incremented

Multi-timbral plugins in Vienna Ensemble Pro

If you are using **multi-timbral plug-ins** like Vienna Instruments Pro, Omnisphere, or Kontakt, you can conveniently add the available outputs of these plug-ins as dedicated input channels with the "+/–" Buttons below the volume fader of the instrument track.

In this way, you can send the audio signal back to your sequencer on a separate channel for additional mixing.



> **Important**
>
> Remember to assign the appropriate outputs WITHIN your multi-timbral plug-in as well.

> **Tip**
>
> Output routing of these additional Audio Input channels is as flexible as any other channel!

Integrated FX Plugins

Mouse-Over Descriptions

If you hover over an element of the plug-in suite with your mouse, you will see a short explanation and practical tips in the lower left corner, so that you can start exploring these plug-ins right away.

Full Preset Names will also be displayed here when you hover over a preset name in the Preset Browser.

Operational Features

All plug-ins share some operational features. Here's a description of these common controls:

Ctrl **+ Click** (Windows), Command **+ Click** (macOS) resets the selected control to its default value. Pressing Shift while dragging a control increases its resolution for fine-tuning adjustments. **Double-clicking** on a control allows you to enter a numerical value using the computer keyboard.

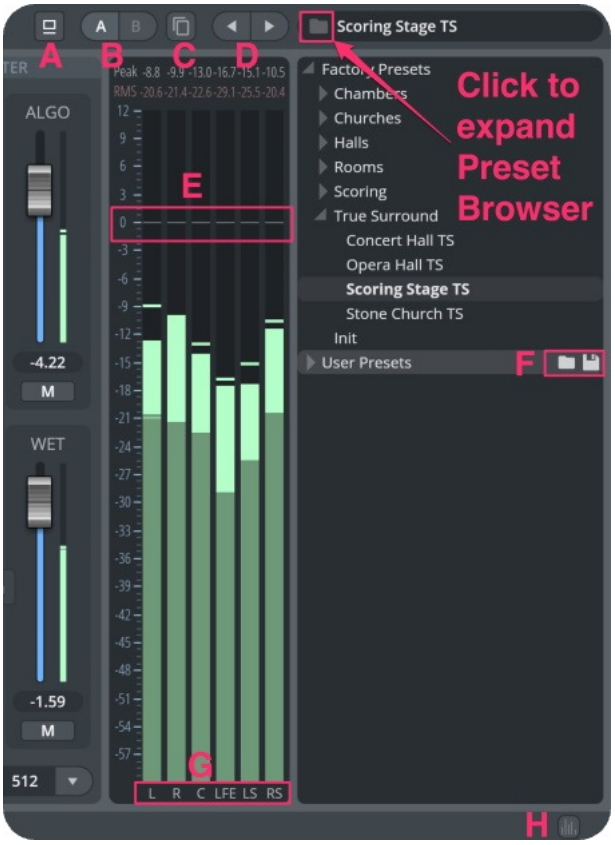
> **Important**
>
> Plug-ins are only guaranteed to work at a host sampling rate of 44,100 Hz and higher. If the rate is set to, e.g., 22,050 or 33,000 Hz, plug-ins may perform improperly or in a limited way.

Preset Management

The **Factory Presets** option lets you select one of the pre-configured settings for the plug-in, many of which are specifically adapted for Vienna Instruments (especially in *Equalizer Pro* and *Compressor Pro*). You can **Load** and **Save** your **User Presets** on your computer and exchange them with other users of Vienna Suite. Make sure to back up your custom user presets regularly – you don't want to lose them … The default path for the **Preset Folder** is:

- *Windows:* %appdata%/VSL/[PluginName]/Presets
- *macOS:* [Macintosh HD]/Users/[YourName]/Library/Application Support/VSL/[PluginName]/Presets

[Macintosh HD] is the name of the hard disk the operating system is installed on. Please note that on Macs the User Library folder is hidden by default. You may un-hide it by using the Finder menu command *View>Show View Options*, selecting the option "Show Library Folder".



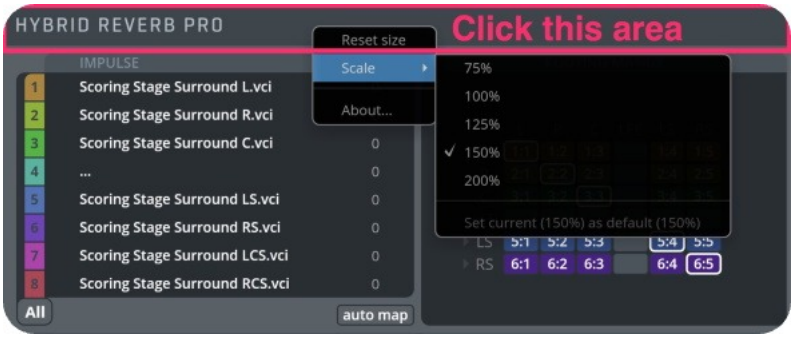
Toggle Bypass (A): Bypasses plug-in.
A/B (B): Provides quick-store of settings, to compare two different settings comfortably.
Copy State Button (C): Copies current state to the inactive A/B state.
Arrows (D): Use the arrows above the browser to step through the presets.
Folder Button: Opens the Preset Browser.
Factory Presets: Display all available Factory Presets in the browser window below.
User Presets (F): Manage your customized presets. Click the folder icon to create a new folder. The disk icon will save your preset.
Right-click presets: Lets you assign the selected preset as the default (startup) preset. With user presets you can also choose to delete or overwrite the preset.
TIP: Some of the factory preset names are longer than the Preset Browser can display. Hover over the preset name with your mouse to see the full name in the lower left corner of the plug-in interface!

Output Section

Output Meter (E): Shows the levels of all output channels. Clicking on the numerical peak displays above the meters resets the peak values.
Output Gain (E): The white level markers work as sliders and let you adjust the volume of the processed signal for each channel individually. Alt/Option **+ drag** adjusts all sliders. Ctrl/Cmd **+ click** resets the level.
Show / Hide Meters (H) switches output meter visibility to gain more space for the main processing elements. You can **SOLO** channels separately by clicking on the channel names below the meters (G). Solo channels will be displayed in red.

Scaling Options

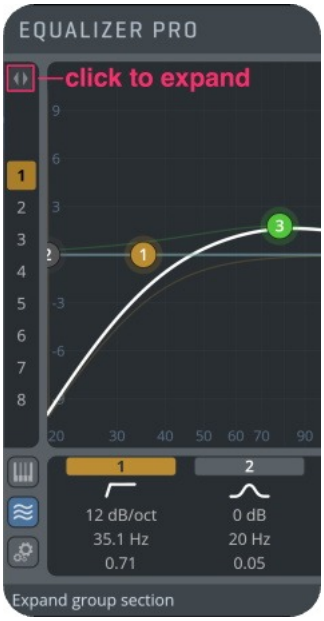
Click on the plug-in name to scale the size of each plug-in window and **set the current state as default** for the selected plug-in 25% steps from 75% to 200%. Different scale settings scale all elements of a plug-in. Additionally, you can always resize the window with the mouse by dragging the borders of a plug-in. You can also **Reset size** and access the "About" details here.

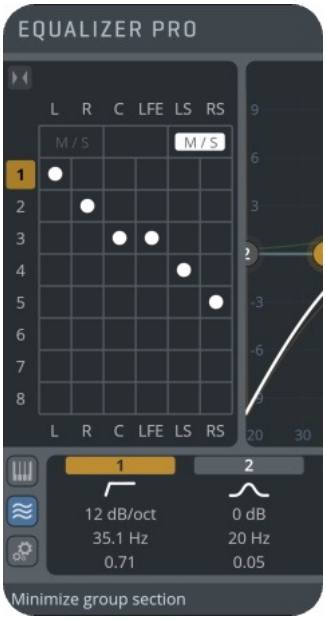


Group Section (for selected plug-ins)

Assign your available channels to different groups for separate processing options.

In *Analyzer Pro, Equalizer Pro,* and *Compressor Pro* you can process up to 8 individual channels or groups separately in one plug-in. With *Limiter Pro* and *Multiband Pro*, several channels of a multi-channel signal may be grouped for linked processing, with up to 8 possible groups!

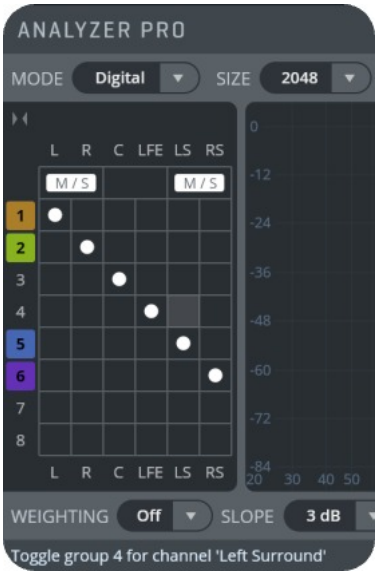




Analyzer Pro

Always convenient: This spectrum analyzer comes with a fast and accurate display that lets you zoom right into the frequency spectrum and a note display that locates the loudest-sounding frequency in your input signal. It supplies two different modes: an analog constant-q mode with 120 frequency bands, and a powerful digital FFT analyzer.

Group section



Analyzer Pro offers 8 groups. Each group represents an analyzer graph, and any of the 8 groups may be displayed at any time (also simultaneously) by clicking the colored group number to the left of the group matrix.

By default, all channels are assigned to Group 1, and only this group is displayed.

By assigning different channels to different groups, you can visualize each channel individually. Each channel pair (L/R, Ls/Rs, etc.) also offers a M/S encoding button, which allows for analysis of Mid and

Side channels.

MODE: Analog Mode



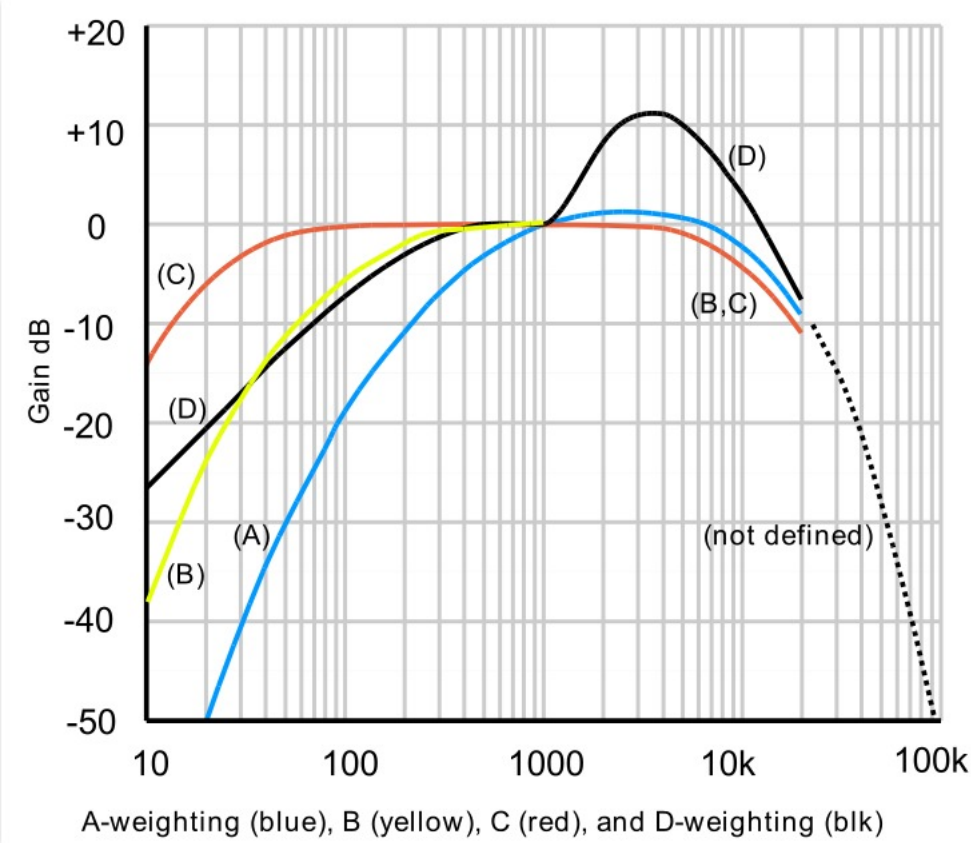
Frequency Display: Shows the frequency range. **Click-drag** to zoom in, **right-click** to reset zoom.
PRECISION: Filter Quality Factor. Sets the steepness of the analyzed filter bands. Increasing precision will yield a more accurate readout of frequencies, but also a slower response time.
REFERENCE: Analog Analyzer Reference Pitch.
STYLE: Drawing Style. Select how the frequency spectrum should be displayed; choose between Bars and Graph.
NOTE: When active, the note value of the loudest frequency is shown in the frequency display.

MODE: Digital Mode



Frequency Display: Shows the frequency range. Click-drag to zoom in, right-click to reset zoom.
SIZE: Sets the FFT window size. Larger window sizes will give more accurate readings for bass frequencies but will slow down the analyzer's update rate.

OVERLAP: Sets the FFT window overlap. A higher overlap will help to increase the update rate for larger window sizes but can increase CPU usage.
TYPE: Sets the FFT window type. The default option (Hann) is optimal for most musical analyses. Background information: https://en.wikipedia.org/wiki/Window_function



WEIGHTING: Spectral Weighting Filter. A, B, and C curves are available to simulate human hearing (see diagram to the right). The default option is OFF.
SLOPE: Spectral Slope. Settings: 0 db, 1.5 dB, 3 dB, 4.5 dB, 6 dB. The default option (3 dB) will display pink noise as flat, while the 0 dB option will display white noise as flat.
HOLD: Holds the peaks of all frequency bands.
FALLOFF: Choose between Linear and Newton (which emulates the gravity on this planet).
ATT: Sets the attack time of the analyzer (0–1000 ms).
REL: Sets the release time of the analyzer (0–1000 ms).

Compressor Pro

Compressor Pro lowers the level of the input when it exceeds the threshold. The amount of attenuation is determined by the Attenuation / Ratio and input level. When the input level goes above the threshold, attenuation is added gradually to reduce distortion.

The compressor's attack time determines how fast the compression is applied – this way you can sculpt the attack of your instruments, making them softer or more aggressive.

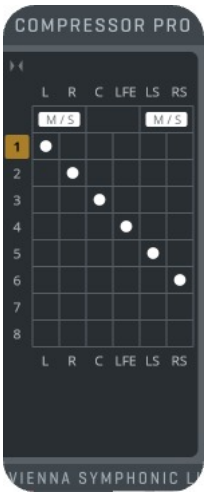
The release time determines the time it takes the compressor to decrease the applied gain reduction. Depending on the length of the release time you can minimize the "sonic body" of an instrument in

comparison to the attack sound, or you can apply extremely short release times to emphasize it.

Usually, the incoming signal is identical to the input to the gain reduction stage. *Compressor Pro* can shape the controlling signal (aka "Sidechain") to allow for even more musical compression modes. You may combine external sidechain (VST3, AU, AAX formats only) with any available input channel to form your sidechain input for a particular group. We have included **Factory Presets** for many instruments contained in the wide array of Vienna Instruments Collections, making it very comfortable to start your mixing session.

The Instrument Presets have been converted from the original Vienna Suite Instrument Presets.

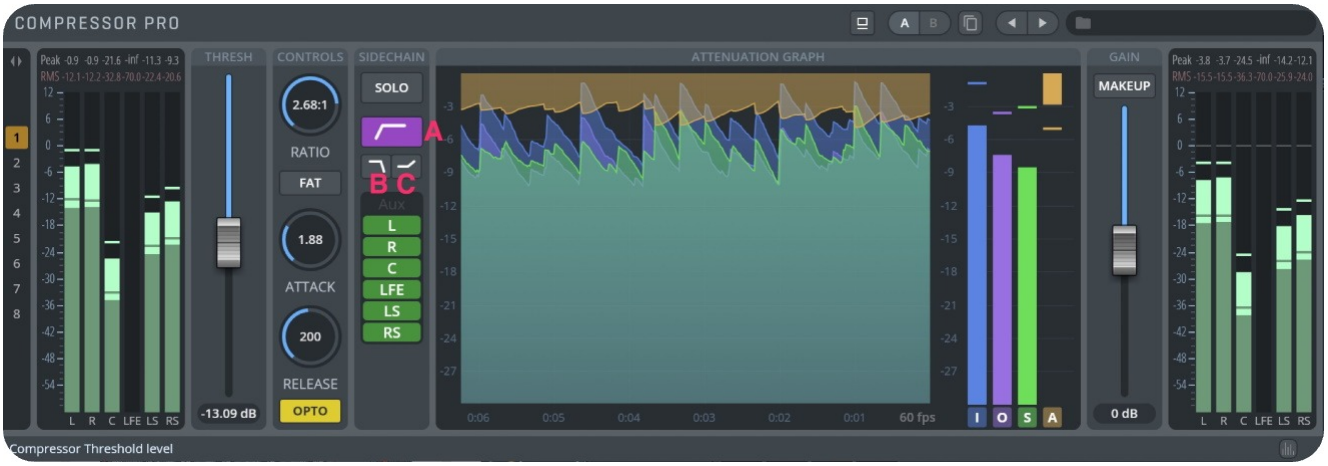
Group section



Compressor Pro offers 8 control groups. By assigning a channel to a control group, *Compressor Pro* will only use the sidechain inputs selected for that particular group when applying compression.

This way, you can create very advanced setups to shape any surround signal.

In order to set up stereo M/S processing for *Compressor Pro*, enable the [M/S] button for L/R channels, and then use a different group for each channel. Compressor settings can thus be entirely separated for M/S channels.



THRESH: The level above which the signal is reduced. A low threshold means that a larger portion of the signal will be processed.

CONTROLS Window

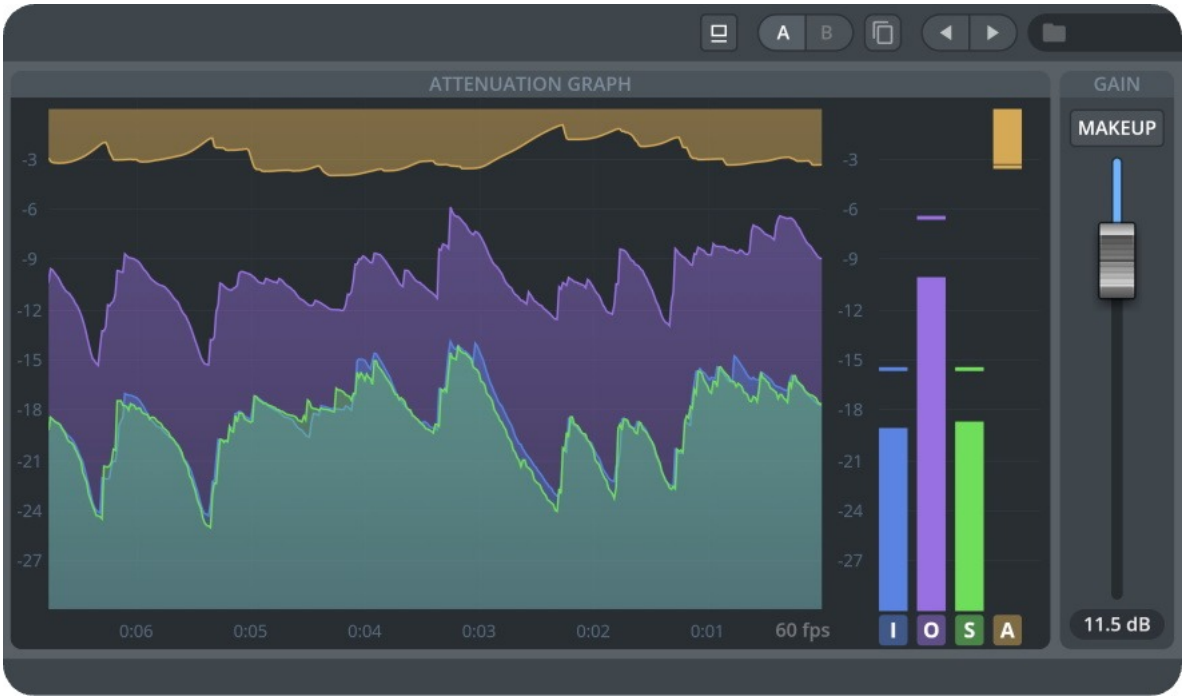
RATIO: Determines the input/output ratio for signals above the threshold. For example, a 3:1 ratio means that a signal overshooting the threshold by 3 dB will leave the compressor 1 dB above the threshold. Range: 1:1 to 20:1.
FAT: Activates a process that makes the signal sound "thicker", similar to tape compression. When FAT mode is on, the sound is hard-clipped at 0 dB. With a certain configuration (when the signal may exceed 0 dB), this may cause distortion in the attack segment. In this case, please switch off make-up gain or turn off FAT mode.
ATTACK: Sets the time the compressor needs to increase gain reduction to reach the level determined by a ratio (0.2–500 ms).
RELEASE: The 'release phase' is the period when the compressor decreases gain reduction to the level determined by threshold and ratio (or to zero, once the level has fallen below the threshold). Values: 10–5000 ms.
OPTO: Activates optical release simulation, resulting in a more "breathing" sound. Compared with the same settings without Opto Mode, a little less compression will be applied to the signal.

SIDECHAIN Window

The sidechain works exclusively with the internal sidechain filter. Sidechain settings only affect the compressor's controls, NOT the signal itself!

In other words: sidechain input is used to calculate the gain curve applied to the signal.

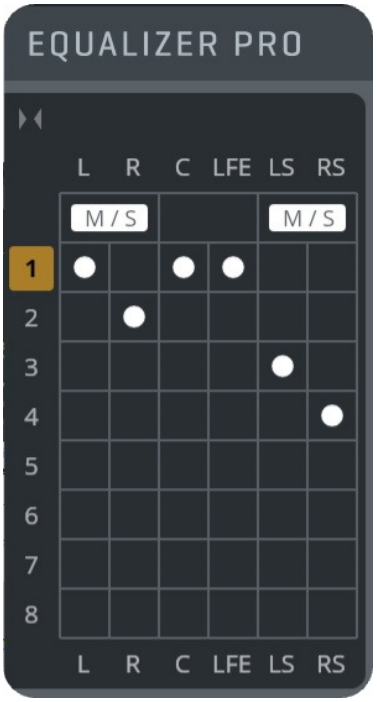
SOLO: Solos the sidechain signal.
LOW CUT FILTER (A): Use low cut (120 Hz at 12 dB/oct) when the signal starts to "pump" due to high energy in the lower frequencies.
HIGH CUT FILTER (B): Use high cut (4 kHz at 12 dB/oct) when the signal's attacks begin to sound lifeless and flat, especially when using fast attack times.
HIGH SHELF FILTER (C): Use high shelf (+6dB at 4 kHz) when you want to get rid of excessive high-frequency content, e.g., voices with strong "sss" and "shhhh" sounds.
SIDECHAIN INPUT selection: Choose the sidechain input from any available channel.



ATTENUATION GRAPH Display: Shows the input and output signals in real time.
I: Show the input graph.
O: Show output graph.
S: Show the sidechain graph.
A: Show attenuation graph.
GAIN SLIDER: Determines the signal's output volume.
MAKEUP: Automatically compensates for the gain loss in the compressed signal based on the current threshold, ratio, and attack settings.

Equalizer Pro

Equalizer Pro operates like a standard EQ filter, but it is powered by highly sophisticated 64-bit processing algorithms. The filter response display provides comprehensive control and visual feedback of the EQ curve being applied. Eight fully parametric bands of EQ are completed with an integrated 120-band spectrum analyzer.



Group section The group section inside the *Equalizer Pro* plug-in allows for powerful linking of channels. Each channel is assigned to one of the 8 groups (or none, to bypass the channel). Clicking on a group number brings up the settings for this group in the main window.

M/S processing is available for each channel pair (L/R, Ls/Rs, etc.). Activating the M/S button for a channel pair M/S-encodes the channels before processing, and M/S-decodes the channels after processing, enabling individual equalization of Mid/Side channels.

We have included **Factory Presets** for many instruments contained in the wide array of Vienna Instruments Collections, making it very comfortable to start your mixing session. These Instrument Presets were converted from the original Vienna Suite Instrument Presets.

The Factory Presets are subdivided into so-called "Resonance Menu" Presets and "Character" Presets.

- In the **Resonance Menus**, up to 5 frequencies were localized for the respective instrument/ensemble

which could be problematic in the mix. Simply activate the desired EQ filter band's preset parameters by clicking on it; now you can determine whether the disturbing resonances of this instrument get filtered out. Also, try combinations of several bands, and reduce or increase the attenuation as needed. The idea is to get a better placement of the original, pure sound of the Vienna Instruments in a complex mix without larger adjustments.

- **Character Presets** carve out an instrument's or ensemble's manifold sound possibilities. Here, the pure sound of a Vienna Instrument is deliberately altered in different directions. These Presets multiply the sounds of your Vienna Instruments Collection – a true fountain of inspiration!

Filter Response Display: Shows the response curve and frequency analysis for the current settings. The (horizontal) frequency range is from 20 Hz to 20 KHz, the (vertical) amplitude scale is in dB, adjustable between 6 and 36 dB. A **right-click** in the Filter Response Display lets you copy, paste, and reset a group from the context menu.



Show / Hide Keyboard (A):

1. **Click-drag** the keyboard to locate frequencies using a sine tone. **Drag the mouse up/down** to adjust the volume of the tone. Hold Shift to disable quantizing to keyboard frequencies.
2. **Click-drag an equalizer node** on the keyboard to play back a sine tone while simultaneously adjusting the frequency of this node. Hold Shift to disable quantizing to keyboard frequencies.
3. **Double-click a keyboard equalizer node** to pull out this frequency (creates a 6dB peak filter with Q=15 at this frequency).
4. If **HOLD** is activated for the Analyzer, the volume of the keyboard will be adapted to the hold curve's level of the current frequency.

Show / Hide Analyzer (B): Enable/disable a 120-band spectrum analyzer for the selected group. The analyzer only draws CPU cycles while the GUI is shown.
Show / Hide Analyzer Settings (C): Adjust the settings in the display.
SOURCE: Choose between Input and Output signal to be displayed (pre/post EQ).
HOLD: Holds the peaks of all frequency bands.
MIN: Real-time Analyzer minimum level (-180 dB to 20 dB)

MAX: Real-time Analyzer maximum level (-180 dB to 20 dB)
ATTACK: Sets the attack time of the analyzer (0–1000 ms).
RELEASE: Sets the release time of the analyzer (0–1000 ms).
4x OS (D): Enable 4 times oversampling mode for the equalizer process.
dB Scale (E): Lets you specify the vertical scale (dB) of the filter response display in 6 dB steps (6, 12, 18, 24, 30, 36 dB). By dragging an equalizer node outside the range of the current scale, the scale will adjust automatically.
Reference Pitch (F): Sets the A4 reference frequency for the keyboard and analyzer.



EQ Filter Bands (G): The eight bands of the EQ that can be independently enabled and programmed. The numbers and colors of the EQ Filters correspond to the numbers and colors of the filter handles in the Filter Response Display. Click the colored filter band buttons to enable/disable the corresponding filter.

Available Filter types: Peak, High Shelf, Low Shelf, High Cut, Low Cut, Notch, and Bandpass.

Gain (H): Adjusts the peak gain of the corresponding filter in a range from –36 dB to +36 dB. In place of gain, High/Low Cut, Notch, and Bandpass filters offer 6 filter slopes (6, 12, 24, 36, 48, 60 dB/oct).
Frequency (I): Sets the center frequency.
Quality(J): Adjusts the filter width of the corresponding filter band from 0.05 to 20. Use the mouse wheel to adjust the Q setting for the currently selected filter(s).
Filter handle (K): Drag this handle to graphically adjust the filter's boost/cut and/or frequency. When adjusting the filter handle, Shift increases precision, while Option / Alt locks the frequency. Cmd / Ctrl - clicking a handle resets the band to the default settings. Holding Shift or using the lasso also lets you select multiple filter handles.
Solo mode: Cmd/Ctrl**+**Option/Alt**+ drag** on a filter handle to enter solo mode, which allows you to find your problem frequencies with higher accuracy. Dragging up/down will increase the level of the soloed band.
Composite Curve: Shows the overall response curve of the current settings in the Filter Response Display. The active group's curve is displayed in white. Other groups (with active channel assignments) will be displayed in the background, in their respective colors. You can **double-click a filter curve of other groups** in the background to switch to other groups immediately.
Individual Filter Curve: Each individual filter's response curve is displayed in the filter's color when selected.

Exciter Pro

If you are looking for that "glowing" sound, *Exciter Pro* will create higher-order harmonics from the fundamental frequency signals present in the recording which do just that. Processed with 4 x oversampling and unique distortion algorithms to completely eliminate aliasing, the result can be monitored with a high-frequency FFT spectrum analyzer.



DRIVE: Sets the distortion level of the harmonics added by *Exciter Pro*.
FREQUENCY: Adjust the cutoff frequency for *Exciter Pro* to take effect. The signal part below the chosen cutoff frequency will not be altered. **COLOR:** Changes the musical coloration of the signal between even and odd harmonics. Setting the slide to 100% will only add odd harmonics, whereas 0% will only add even harmonics to your signal.
AMOUNT: Adjusts the mix between the unprocessed signal and the generated harmonics/overtones. This acts like a "send" channel: 0% equals the original signal, and 100% adds the maximum of the processed signal.

Limiter Pro

Vienna Suite Limiter Pro maximizes the apparent volume within the available dynamic range by reducing the distance between average program levels and their associated peaks. Just the right amount of maximization will make your signal seem loud without ever exceeding the available dynamic range, whereas too much limiting will make your signal sound "flat" and unnatural.

Processing at 64-bit floating point resolution, which provides the highest fidelity with no added noise, the comfort of a real-time input/output waveform display combined with an auto-mode for transparent maximization makes it very intuitive to operate.

Group Section



Limiter Pro allows for fine-grained control over the linking between audio channels. A stereo limiter usually has its channels linked, so as not to shift its panorama when peaks occur in only one of the two channels. Surround limiting has different requirements since limiting all channels in the same way as done in a stereo limiter would sound unnatural. *Limiter Pro* offers a group section, allowing you to link the attenuation of channels into groups.

To recreate the operation of a stereo compressor, one could thus set both input channels to the same group, and then adjust the GROUP value to 100% to achieve full linkage in the attenuation of both channels.

For surround purposes, it can be beneficial to link speaker pairs. In a 5.1 setup, you would set L/R and Ls/Rs each to individual groups, and then adjust the GROUP knob to achieve the desired result.

The TOTAL knob acts as an additional group into which all channels are fed. Combining GROUP linking for speaker pairs and TOTAL linking allows you to adjust limiting for any surround format.

M/S processing is available for each channel pair (L/R, Ls/Rs, etc.). Activating the M/S button for a channel pair M/S-encodes the channels before processing, and M/S-decodes them again after processing.



Input Meter: Shows the levels of all available input channels. Clicking on the numerical peak displays above the meters resets the respective peak values.
THRESH: Threshold sets the point at which the limiter starts to affect the input signal. Lowering the threshold setting has the effect of raising the output gain of the signal. The average level of the signal is increased while the limiter assures that the signal will not exceed the ceiling level.
GROUP: Group link. Controls the extent to which channel compression affects other channels within the same group. Assign and select groups in the group section window.
TOTAL: Total link. Controls the extent to which channel compression will be globally linked between all groups.
RELEASE TIME: Controls how long it takes for the limiter to recover from attenuating the signal after it has dropped below the threshold. Values: 10–5000 ms.
AUTO RELEASE: Enables/disables the manual release slider and lets the limiter control release time depending on the input signal, resulting in the most transparent limiting possible.
TRUE: Enables True Peak envelope detection – a 16x oversampled detector for more accurate limiting.
ATTENUATION GRAPH Window: Shows the current input (I) and output (O) signals, the applied attenuation (A) as well as the attenuation graph. Each signal can be switched on and off individually with the buttons to the right (I/O/A). If you need to reduce CPU load, you can reduce the update rate of the attenuation graph (1–240 frames per second).
CEILING: Sets the maximum output of *Limiter Pro*.
CLIP: Always clips the output level to 0 dBFS.

Matrix Mixer Pro

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

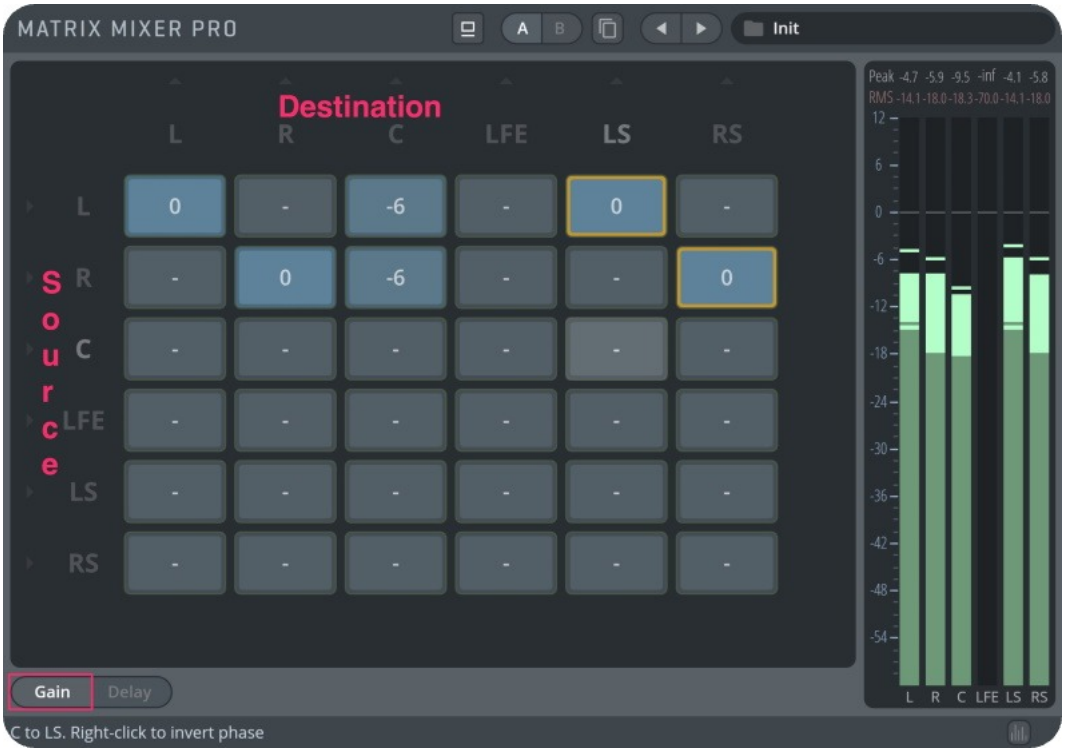
Feeding Left/Right channel into LFE channel

Phase adjustment of a single channel in a surround setup

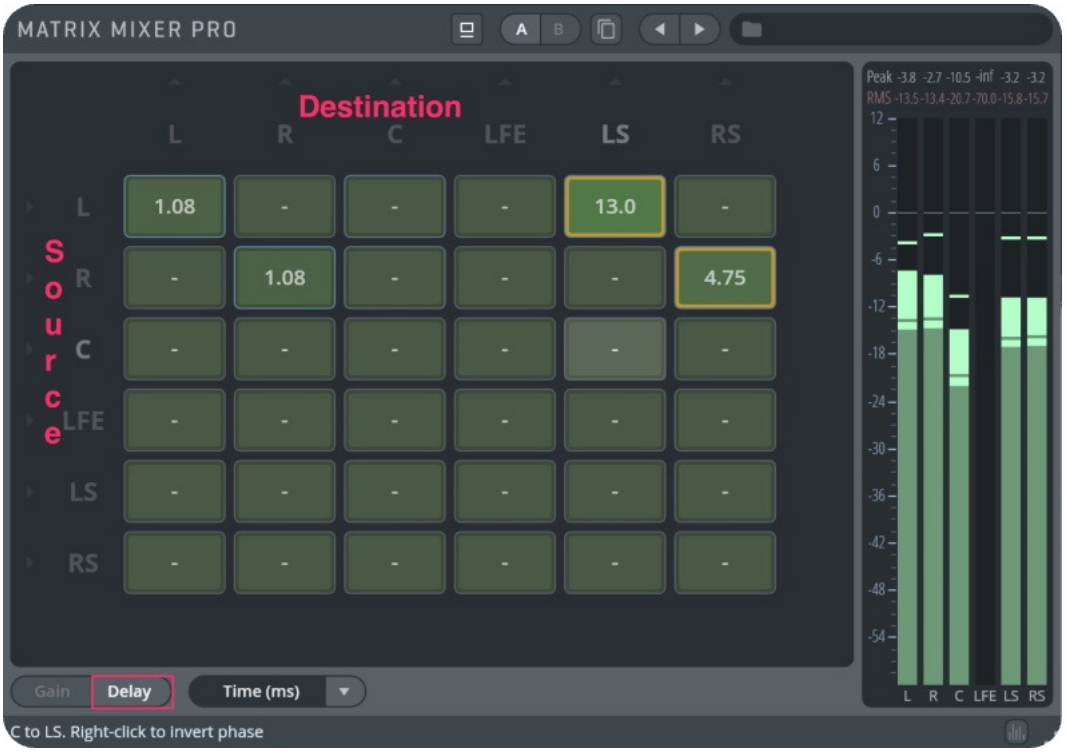
Delay individual channels in a surround setup

Solving phase problems of individual channels

In **Gain Mode**, the matrix displays gain settings for each source-destination channel feed.



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. Values: infinite to 12 dB.
Phase reverse: By **right-clicking** on a node, this node will be phase reversed. Nodes with active phase reversal are marked by an orange ring. You may, for instance, send a phase-reversed feed from the left channel to the right surround channel, and a phase-reversed feed from the right channel to the left surround channel in order 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 the 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.

Switching back to Gain mode after applying delay settings to a node will show a green frame around the affected node, signifying an active delay value.

Phase reverse: As in Gain mode, right-clicking on a node will phase-reverse it. Nodes with active phase reversal are marked by an orange ring.

Surround Balance Pro

This is a specialized plug-in for balancing your mixes within any surround format.



Drag the dot to achieve balancing/panning between the available speakers. **Hold** Shift to only alter the dot's angle. **Hold** Ctrl/Cmd to reset the dot. Additionally, each **speaker can be enabled/disabled** by clicking its icon on the circle.
CENTER: Controls the level of the Center channel (if available).
CENTER LINK ICON: When enabled, include the Center channel in balancing/panning.
LFE: Controls the level of the LFE channel (if available).
RANGE: Controls the dB range of the jellyfish level meter.
FALLOFF: Controls the falloff time of the jellyfish level meter.
ANGLE: Balance angle.
RADIUS: Balance radius.
SPREAD: Controls the spread of balancing/panning between speakers.
PAN LAW: Determines how the signal level is affected by panning. Without compensation, the combined loudness of the left and the right signals will be higher if a channel is panned to the center than if it is panned to one side. The Pan Law allows for attenuation of the signal when it is panned to the center. The optimum value of this parameter depends a lot on the input source. Adjustable from 0 to 6 dB (0 dB actually turns off constant power panning).

Surround Pan Pro

A brilliant tool for panning your sources from mono/stereo to any surround format.



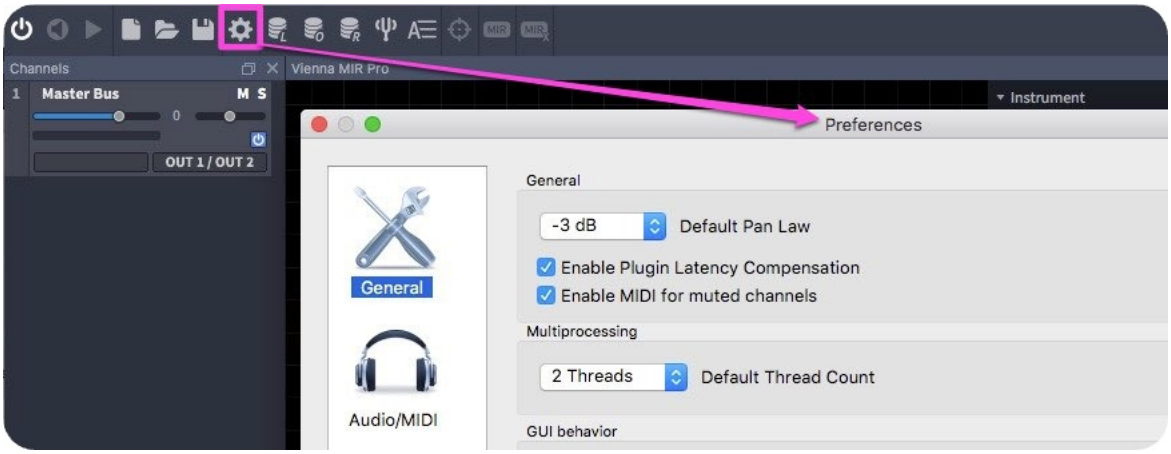
Drag the dots to achieve balancing/panning between the available speakers. **Hold** Shift to only alter a dot's angle. **Hold** Ctrl/Cmd to reset the dots. Additionally, each **speaker can be enabled/disabled** by clicking its icon on the circle.
CENTER: Controls the level of the Center channel (if available).
CENTER LINK ICON: When enabled, includes the Center channel in balancing/panning.
LFE: Controls the level of the LFE channel (if available).
RANGE: Controls the dB range of the jellyfish level meter.
FALLOFF: Controls the falloff time of the jellyfish level meter.
ANGLE: Balance angle.
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SPREAD: Controls the spread of balancing/panning between speakers.
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Standalone

Vienna Ensemble Pro can be used as a plug-in, conveniently integrated into your setup over a GigaBit LAN connection, or as a stand-alone program. To launch Vienna Ensemble Pro as stand-alone software, double-click **Vienna Ensemble Pro** or **Vienna Ensemble Pro (64-bit)** from your programs / applications.

Preferences

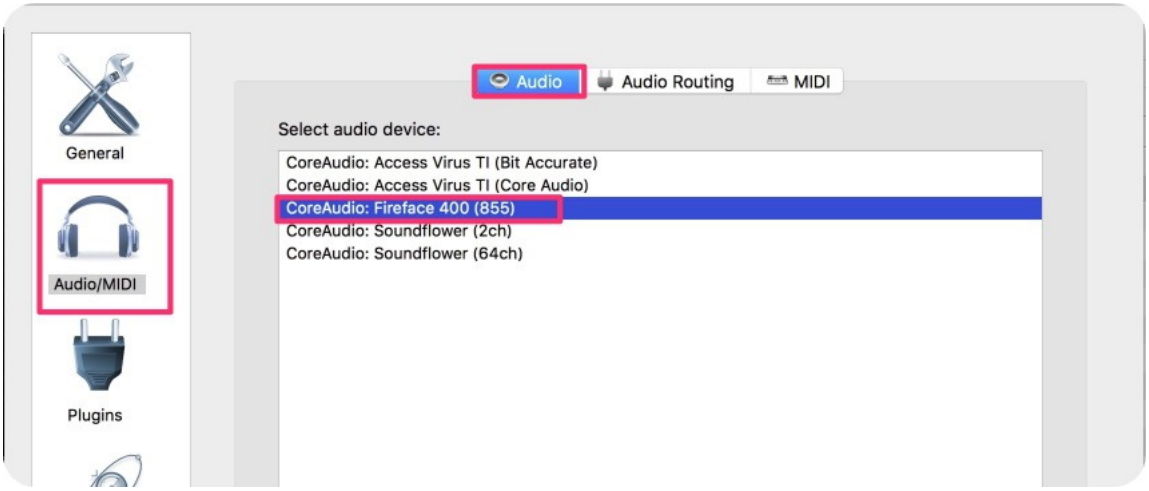
Click on the **Preferences** icon in the task bar to configure your stand-alone setup. The first start will automatically open the Preferences.



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

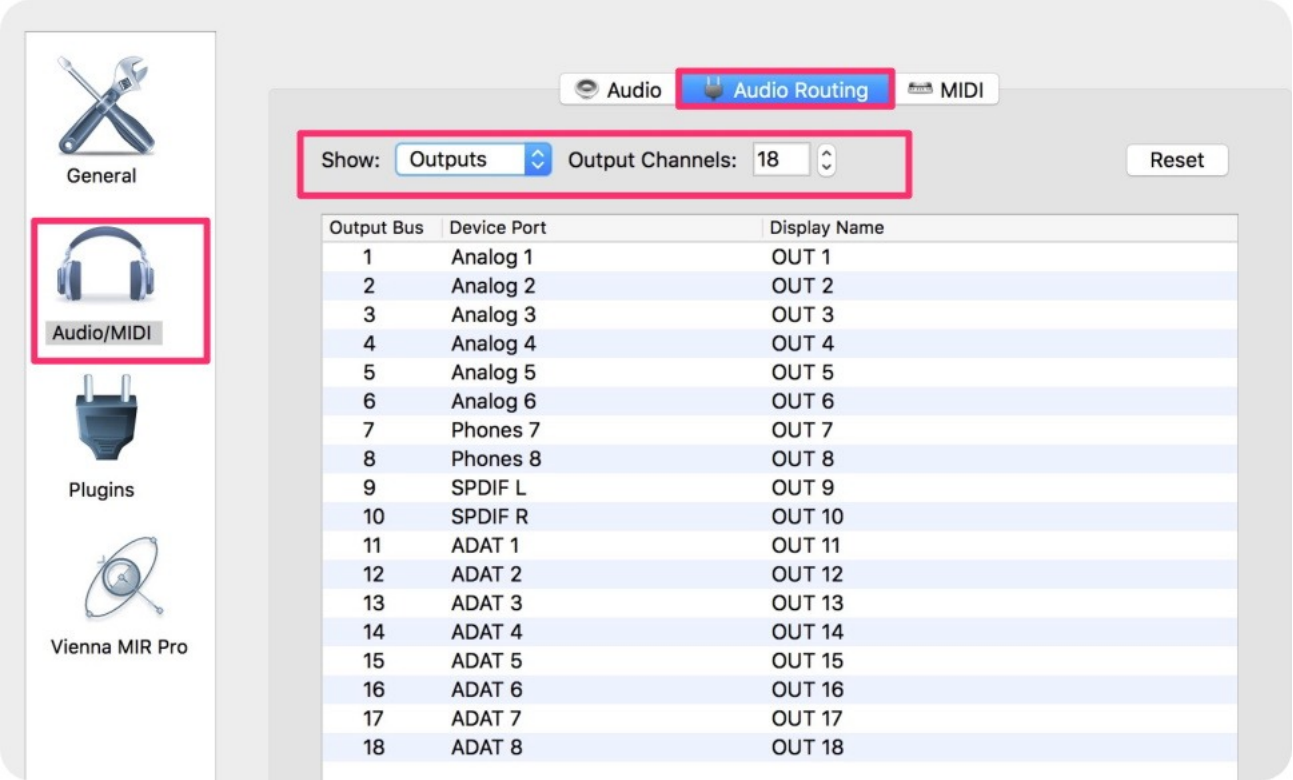
Audio

First, select your **Audio Device**:



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 for Vienna Ensemble

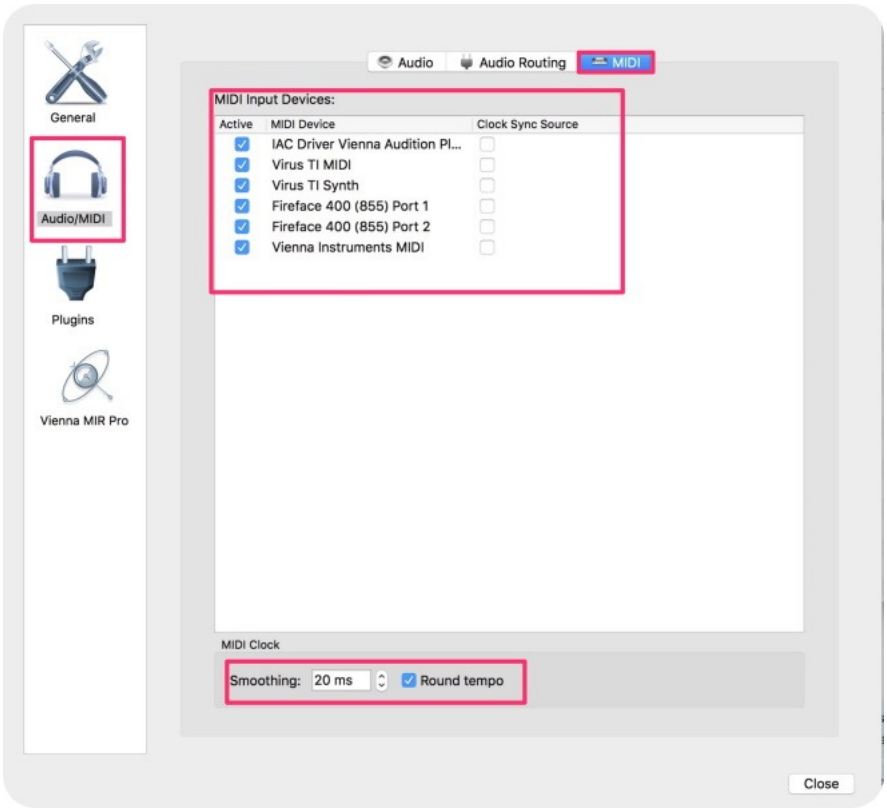
Pro's **Input Channels**.



> **Note**
>
> **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 Pro** Preferences.

MIDI

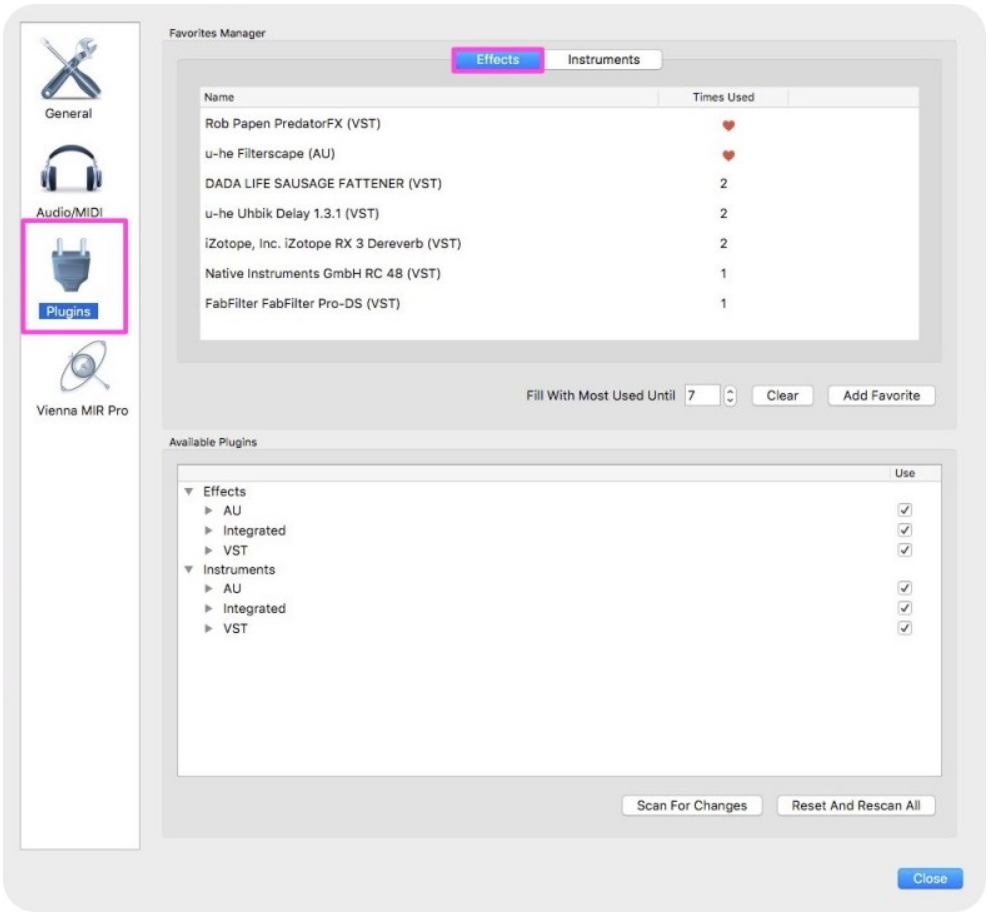
Select your MIDI Input Devices for this Vienna Ensemble Pro stand-alone instance.



Smoothing: Sets the amount of smoothing applied to the tempo when synchronized to the MIDI clock. Ranges from 0 to 40 ms. Defaults to 20 ms.
Round tempo: When enabled, rounds the tempo to integer values (so that, for instance, 120.2 becomes 120, 140.7 becomes 141, and so forth), which generally results in less tempo jitter at the expense of possible tempo drifting. Enabled by default.

Plugin Management

In **macOS**, all installed AU and VST plug-ins are displayed here. In **Windows**, make sure that you have assigned the correct **VST plug-in path** so that *Vienna Ensemble Pro* is able to find all your plug-ins!



Tip

Favorites Manager: The use of your **Effects and Instruments** is **automatically counted**, and the most recently used plug-ins are displayed. You can also **Add Favorites** manually.

Tip

Available Plugins: Lists all scanned plug-ins. You can choose which ones to USE in Vienna Ensemble Pro.

Note

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

Shortcuts/Special Features/Glossary

Windows Shortcuts

- 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 Add Vienna Instruments
- CTRL+B Add Bus Channel
- CTRL+D Duplicate Channel
- Del Delete channel(s)
- F Fold channel strips (Channel Pane)
- PgUp Previous Channel
- PgDn Next Channel

macOS Shortcuts

- Command+R Start/Stop Engine
- Command+O Open Project
- Command+S Save Project
- Command+Option+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 Bus Channel
- 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/Shift-Cmd**+Click**.
- Dragging of channels (drag on title bar).
- Right-click on a channel strip for a menu of actions.
- Hold down Alt/Option while selecting a MIDI channel and the MIDI channels of all selected channels will be automatically incremented.
- Select multiple instruments and hold down Alt/Option while changing the 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 the plug-in will apply to the same insert slot on ALL tracks.
- Holding Alt/Option when inserting/removing plug-ins will apply to the same insert slot on SELECTED tracks.
- The same applies to Bypass – Shift-Ctrl/Shift-Cmd**+Click** applies to all, Alt-Ctrl/Option-Cmd**+Click** applies to selected tracks.
- Moving a plug-in BETWEEN two insert slots will create a completely new row of insert slots.
- When a row is emptied, the view will be optimized and the row 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 the channel name to open the instrument GUI (if available).
- Ctrl-click on the channel strip fold button to fold all mixer strips (Shift: macOS).
- Right-click on the channel strip for a menu of actions (like in the Channel Pane).
- Select multiple channels, hold down Alt/Option while adjusting volume or pan, and all selected channels will be adjusted.
- Hold down Alt/Option 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 be set to the same value.

Glossary

Channel Preset: Saves all settings of a Vienna Ensemble Pro Channels (FX, Routing, Panning, Outputs…).
Channel Set: Multiple Channel Presets – a Channel Set can be saved and loaded in the Channel menu
Connect/Disconnect: These options are activated on the Vienna Ensemble Pro Server Interface. You can connect to any Vienna Ensemble Pro Server available in your network.
Decouple: This option is activated on the Vienna Ensemble Pro Server Interface. When decoupled, the *.viframe data is NOT saved or loaded with the sequencer project. This can result in a more efficient workflow.
iLok License Manager: Manages the licenses of your Vienna Symphonic Library products.
Epic Orchestra 2.0: 73 GB Orchestral Pack, comes with Vienna Ensemble Pro.
LAN Connection: Local Area Network. Connect your computers via a Gigabit Ethernet cable.
Master Computer: Hosts your sequencer, running the Vienna Ensemble Pro Server Interface and possibly Vienna Ensemble Pro Server (as localhost).
Multi-timbral virtual Instruments: All virtual instruments that offer more than 1 MIDI channel.
Preserve: Keeps all samples loaded in the preserved Vienna Ensemble Pro instance loaded. You can switch between songs without reloading your templates.
Networked Computer: Hosts Vienna Ensemble Pro Servers, connected via LAN.
Vienna Assistant: Manages all your VSL products.
Vienna Ensemble Pro Plug-in: Connects with the available Vienna Ensemble Pro Servers in a network over LAN, the Server Interface works as AU/VST/VST3/RTAS/AAX/MAS plug-in. Connect, disconnect, decouple, and show Vienna Ensemble Pro instances in the Server Interface.
Vienna Ensemble Pro Server: Available in 64-bit for macOS. The backbone of Vienna Ensemble Pro. Must be launched in order to be connected with the Vienna Ensemble Pro Plug-in.
Vienna Ensemble Pro Stand-alone: The basic form of the software, connected the old-fashioned way.
Vienna Instruments: The tailor-made sample player for Vienna Instruments Collections.

Epic Orchestra 2.0

Your Epic Orchestra 2.0 is powered by Vienna Synchron Player, our tailor-made sample player that is loaded with intriguing features! Learn more about Epic Orchestra in the dedicated manual.



Please refer to the Vienna Synchron Player Manual to find out more about the intricacies of this powerful tool.

Watch our introductory videos featuring Synchron Strings I to get a first impression:



Watch the video

> **Important**
>
> Vienna Synchron Player needs to be installed separately in order to be available in Vienna Ensemble Pro 7.

Routing VEPro to DAWs

Digital Audio Workstation

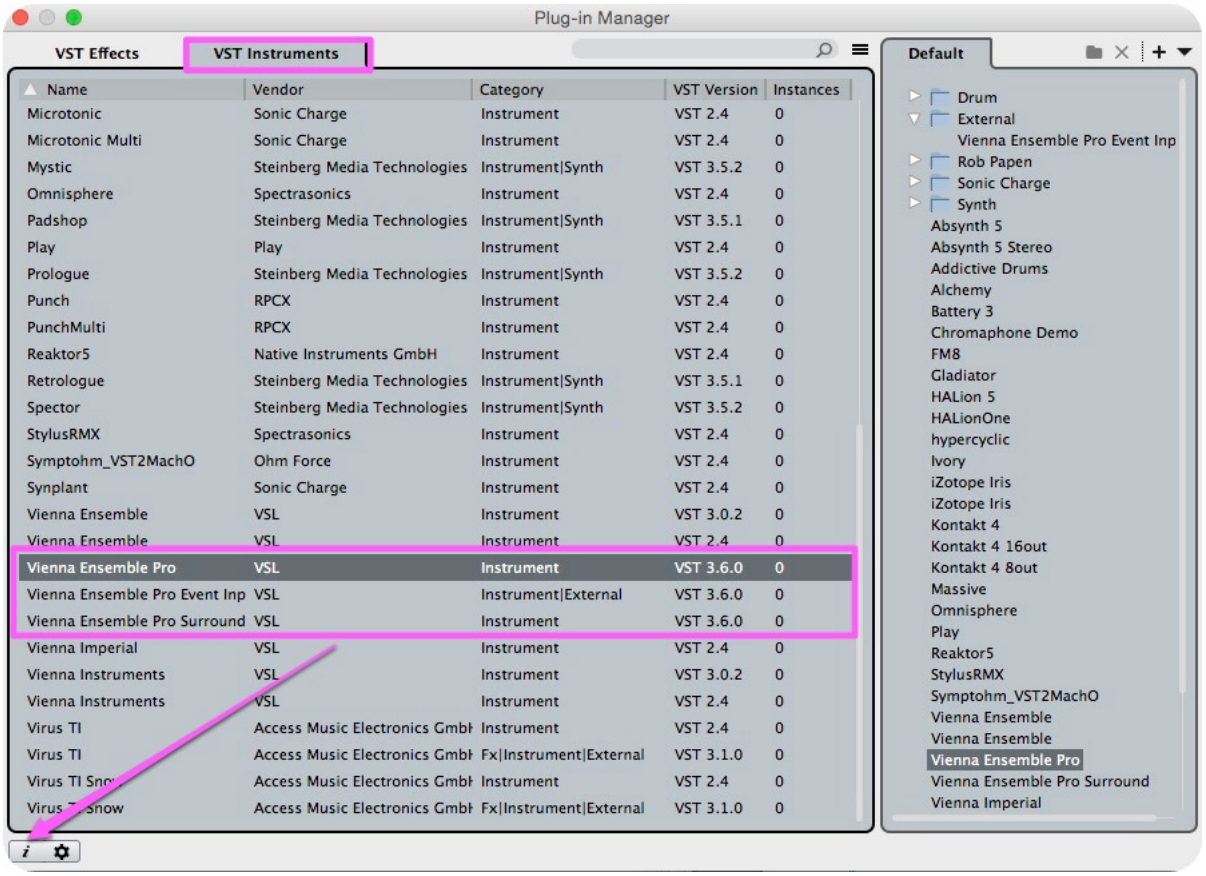
Cubase

Cubase ASIO Guard

There was quite some **change to the CUBASE threading model since Cubase 7**. This causes issues with a variety of plugins. Audio Input behaves very badly due to this change. In **Cubase 8 and higher**, you should deactivate ASIO GUARD 2 manually:

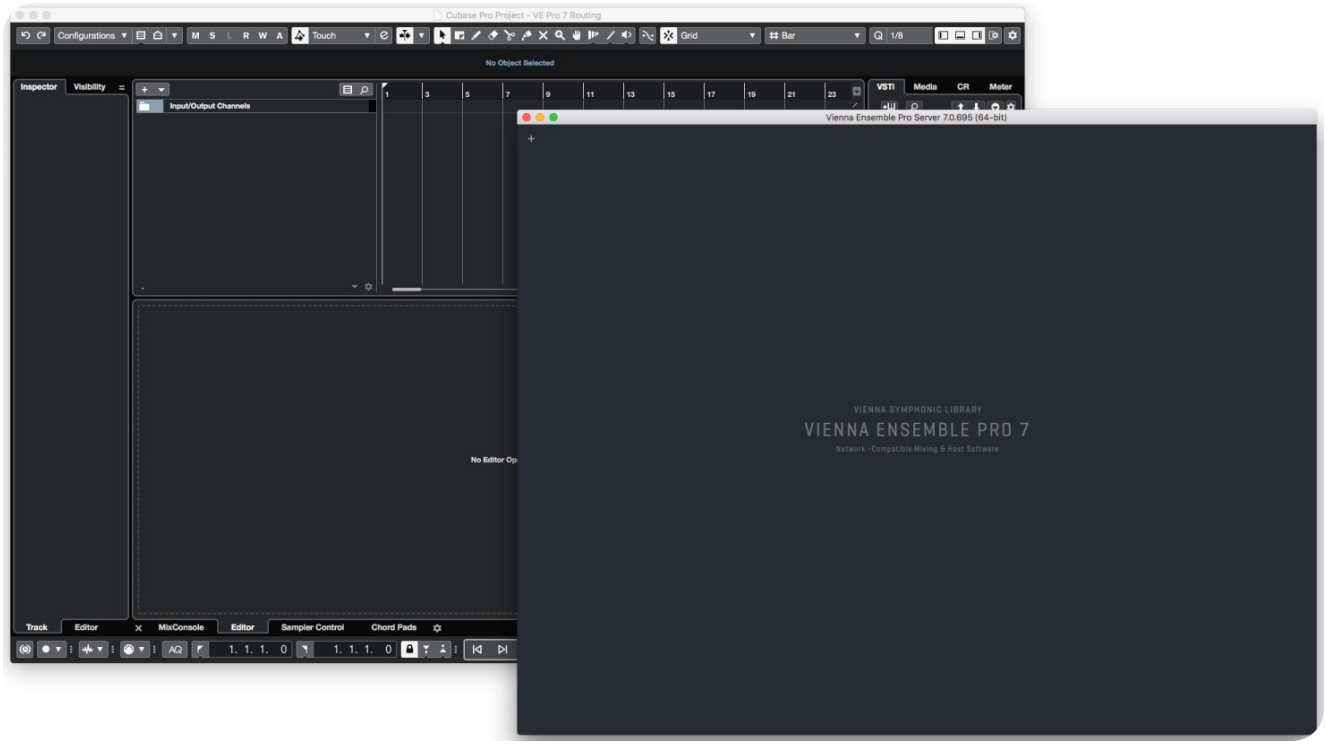
[Menu] > Devices > Plug-in Manager > VST Instruments > Vienna Ensemble Pro > Click "i" for Plug-in information > Click to set ASIO Guard to Inactive.

Please perform this operation on *ALL* VEPro Instrument and Fx plugins. Audio Input plugins will work properly thereafter.

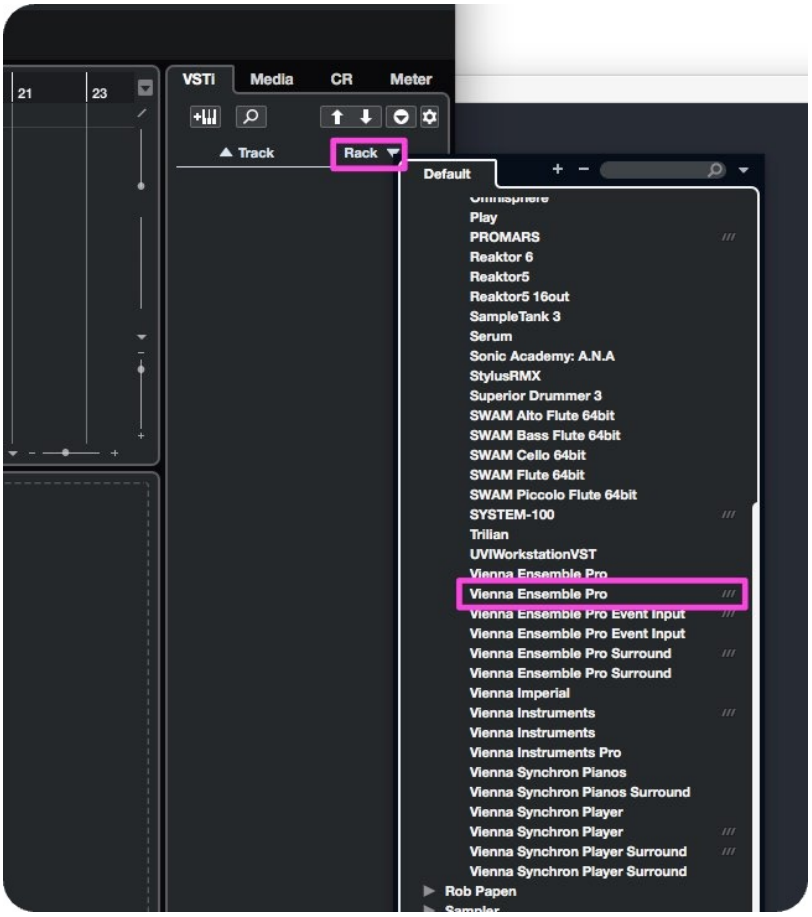


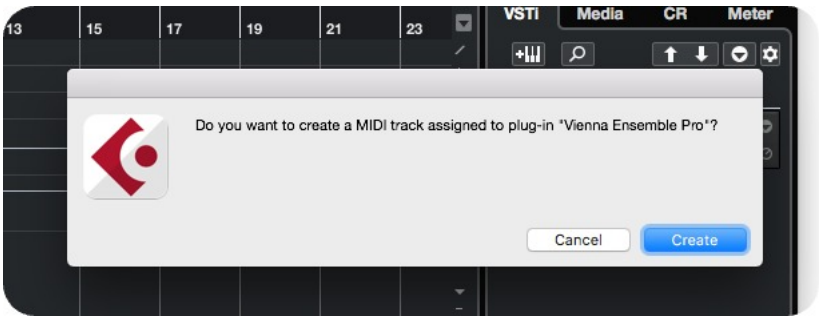
Routing in Cubase

1. Start the Vienna Ensemble Pro **SERVER**.

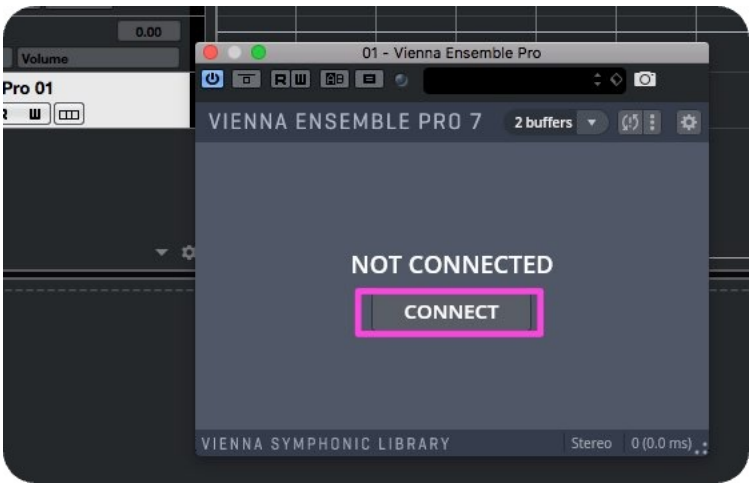


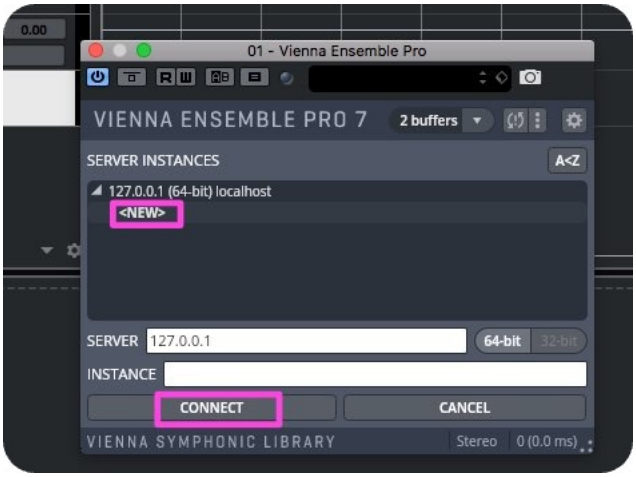
2. Instantiate **Vienna Ensemble Pro** as a VST or VST3 Instrument (///), ideally as a RACK instrument.





3. The Vienna Ensemble plug-in opens up – click "Connect" and choose the Vienna Ensemble Pro instance of your choice (remember that you have to start the Vienna Ensemble Pro **SERVER** first!).





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

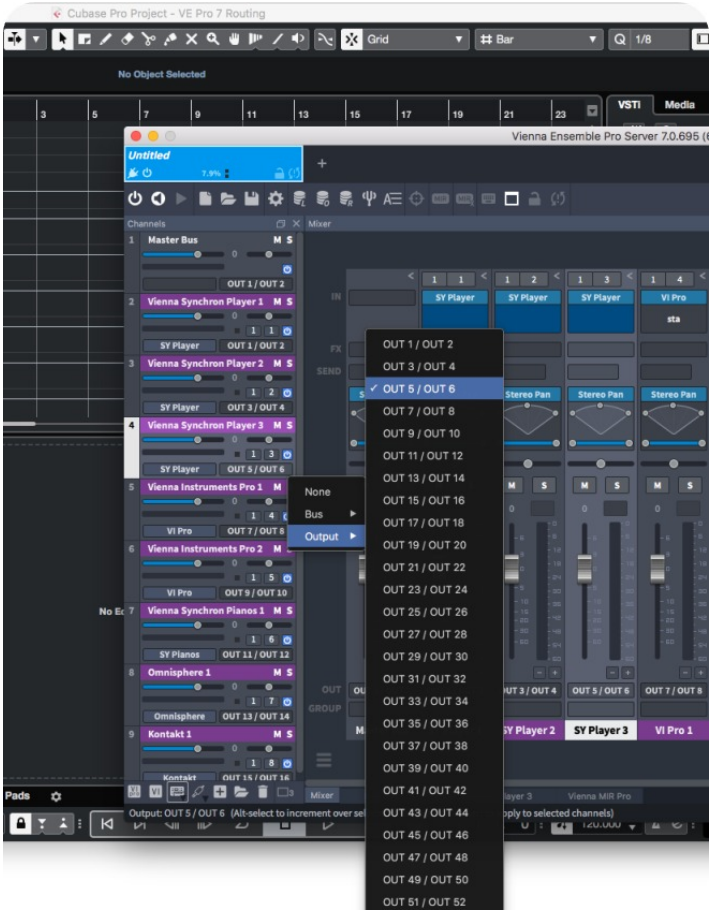




5. The corresponding stereo channels will be created automatically in your mixer.



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



Logic Pro

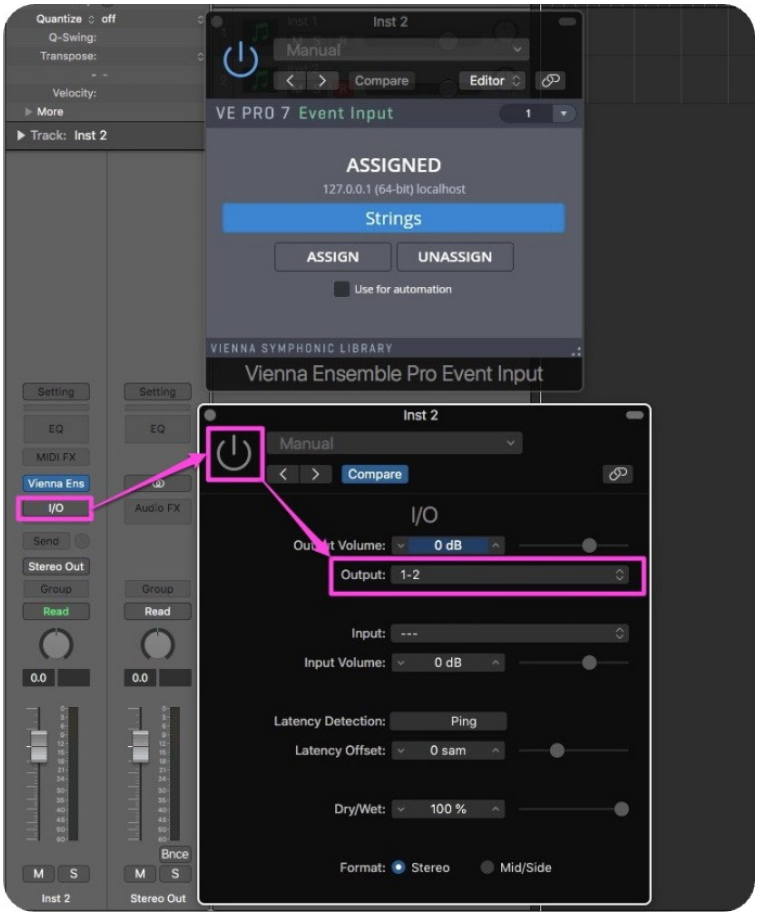
Logic's "Live" mode

> **Important**
>
> This chapter applies to LOGIC in combination with Audio/Event Input Plug-ins

For proper functionality when using the Audio/Event Input plug-ins in Logic, both the channel that has the main **Vienna Ensemble Pro Plug-in** and the channels that have an **Audio/Event Input Plug-in** must be forced into Logic's "Live" mode.

How to force a Logic stereo channel into "Live" mode:

- Add an insert effect: Utility => I/O
- Enable its output
- Bypass it



> **Note**
>
> Logic channels that are in "Live" mode as well as the channels connected to them will run their processing tasks on a single CPU core.

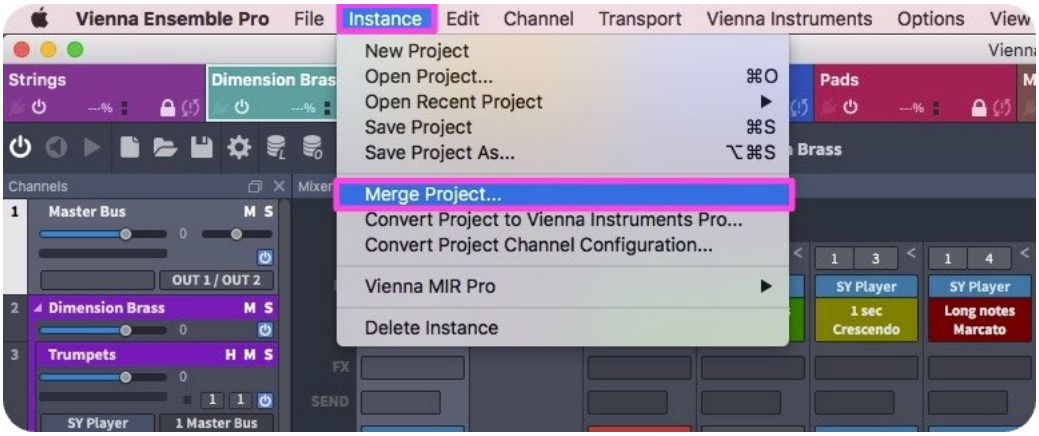
Automation in Logic

If you are using Parameter Automation in Logic: Preferences -> Audio -> General -> "Sample Accurate Automation" needs to be set to "Off" or glitches will occur:

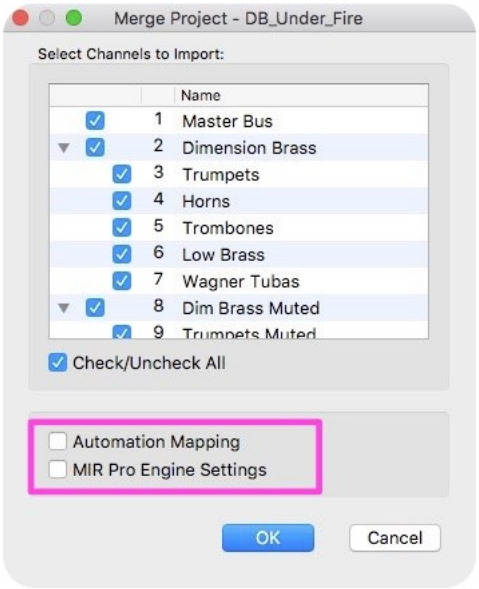


Merging existing VE Pro projects (*.vep files)

To accelerate the creation of your new templates with the Multiport Template for Logic Pro X and with the new MAS version for Digital Performer, you can use the MERGE function in Vienna Ensemble Pro's FILE menu.



Merge any existing project and choose from the available import options:



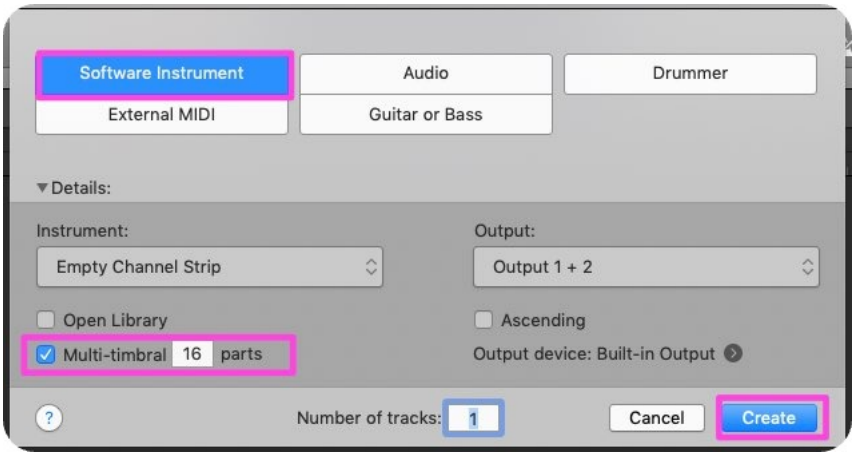
After you have merged your projects, please assign the appropriate MIDI ports and MIDI channels as well as the Output configuration.



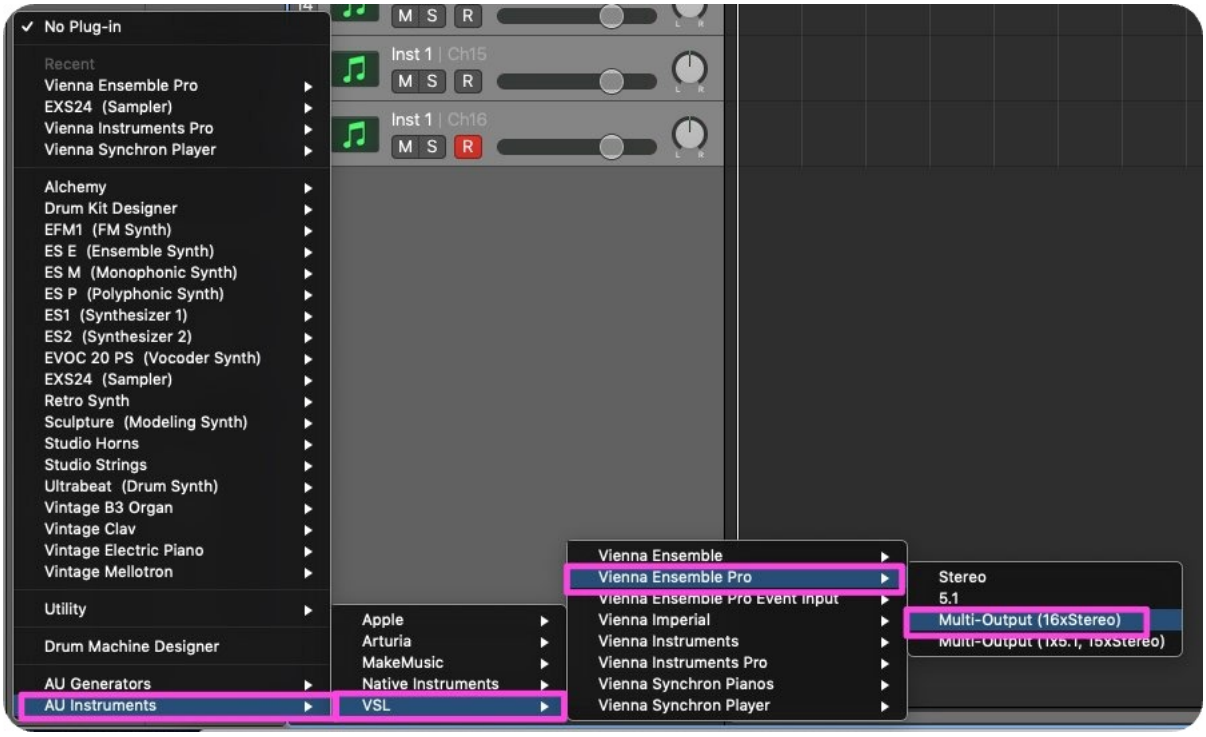
Routing in Logic Pro X

1. Start the Vienna Ensemble Pro **SERVER**.

   Then, instantiate a multi-timbral Software Instrument track:



2. Assign Vienna Ensemble Pro (Multi Output).

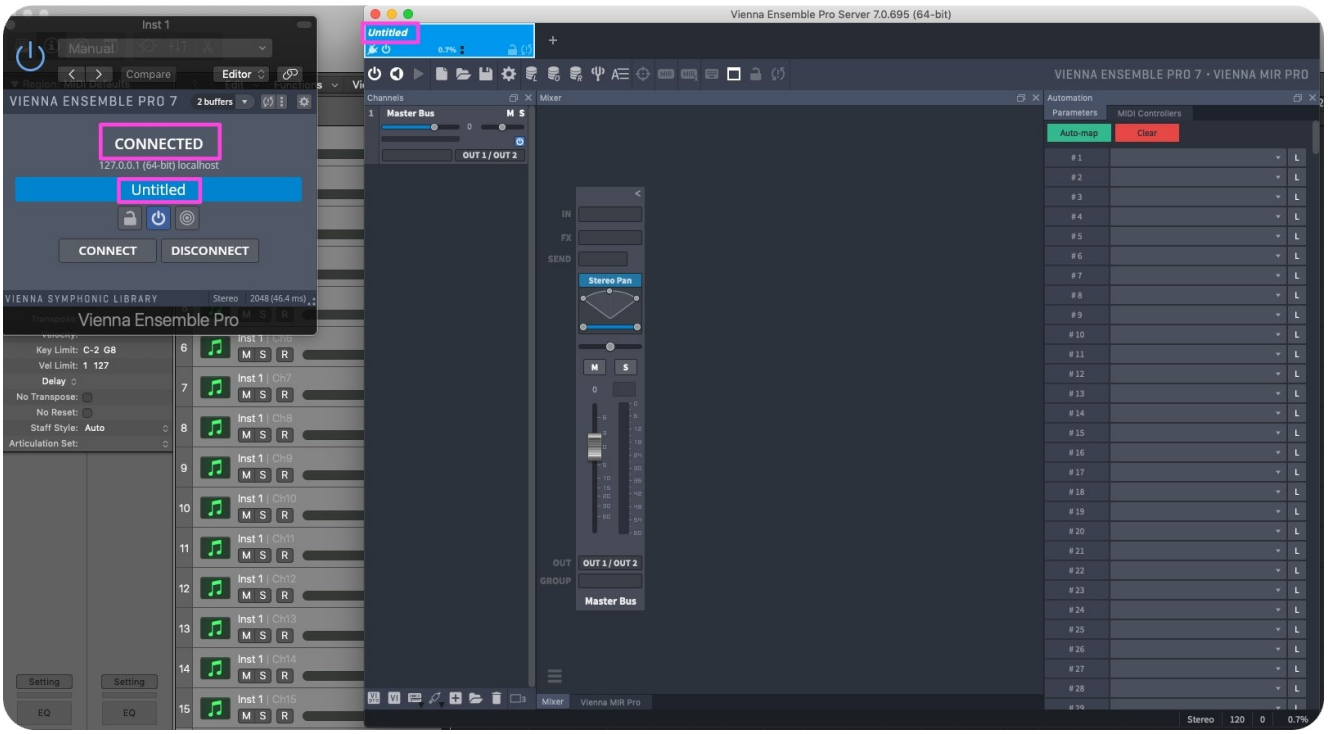


3. The Vienna Ensemble Pro Plug-in opens – click "Connect" and choose the Vienna Ensemble Pro instance of your choice..

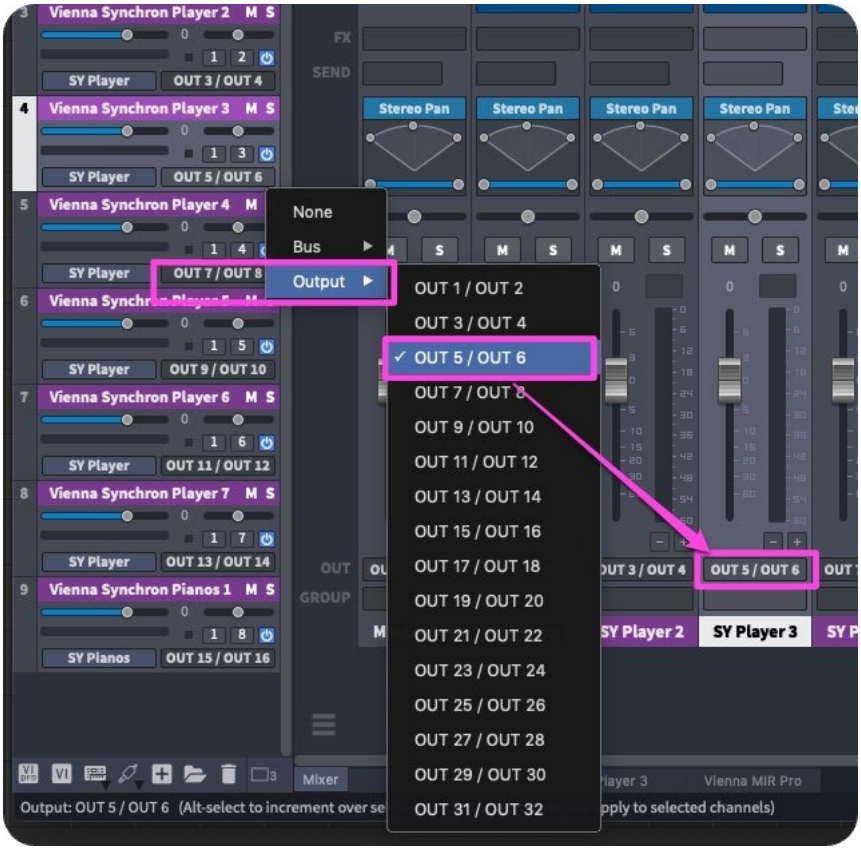




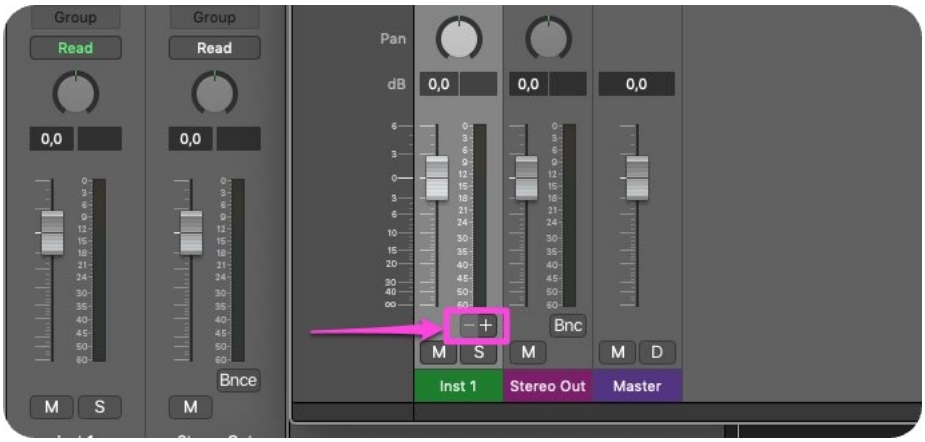
4. The windows you see now are the Vienna Ensemble Pro Plug-in and the Vienna Ensemble Pro Server.



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



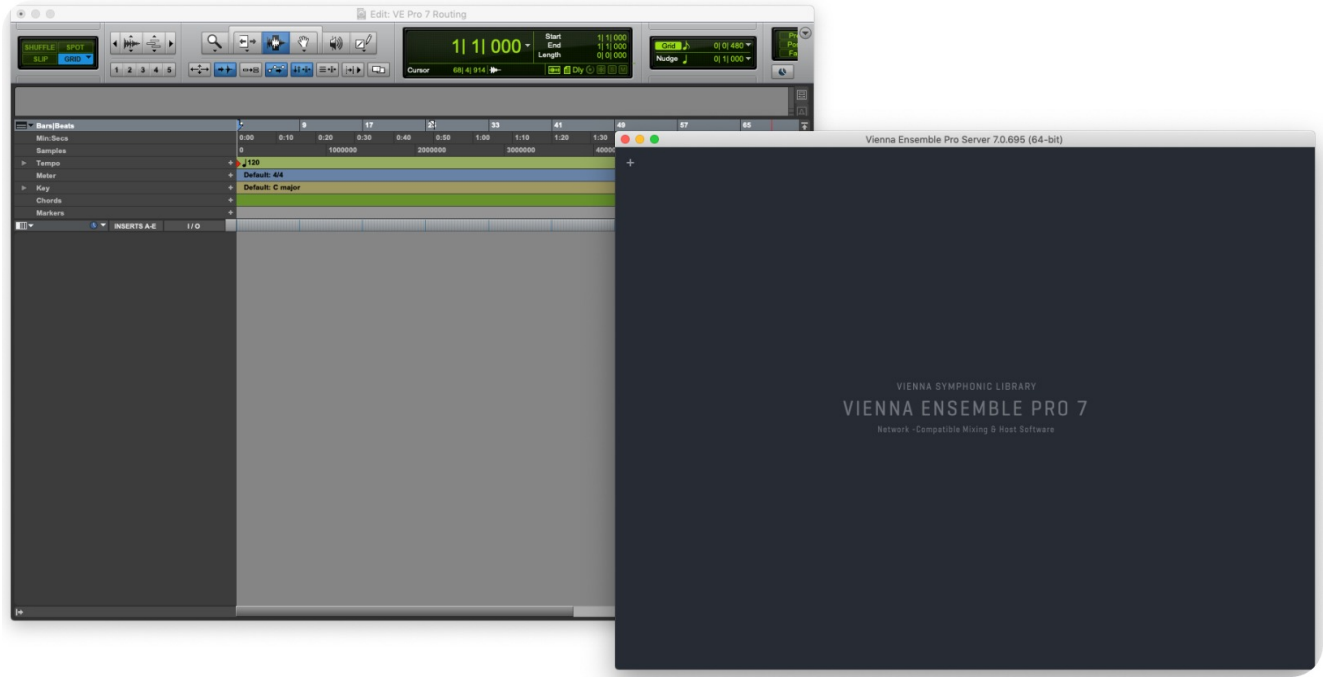
6. In Logic Pro X, open the Mixer page. Outputs 1–2 are automatically assigned in the Audio Instrument channel.



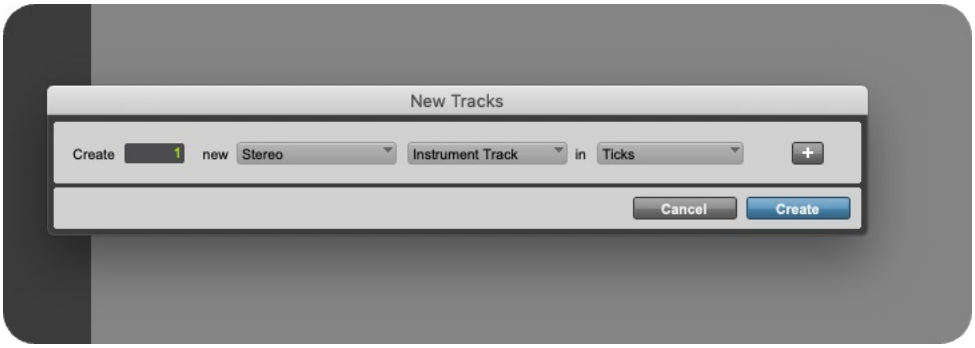
You can add more stereo channels in ascending order comfortably by simply clicking the "+" Button underneath the SOLO button in the Instrument channel.

Pro Tools

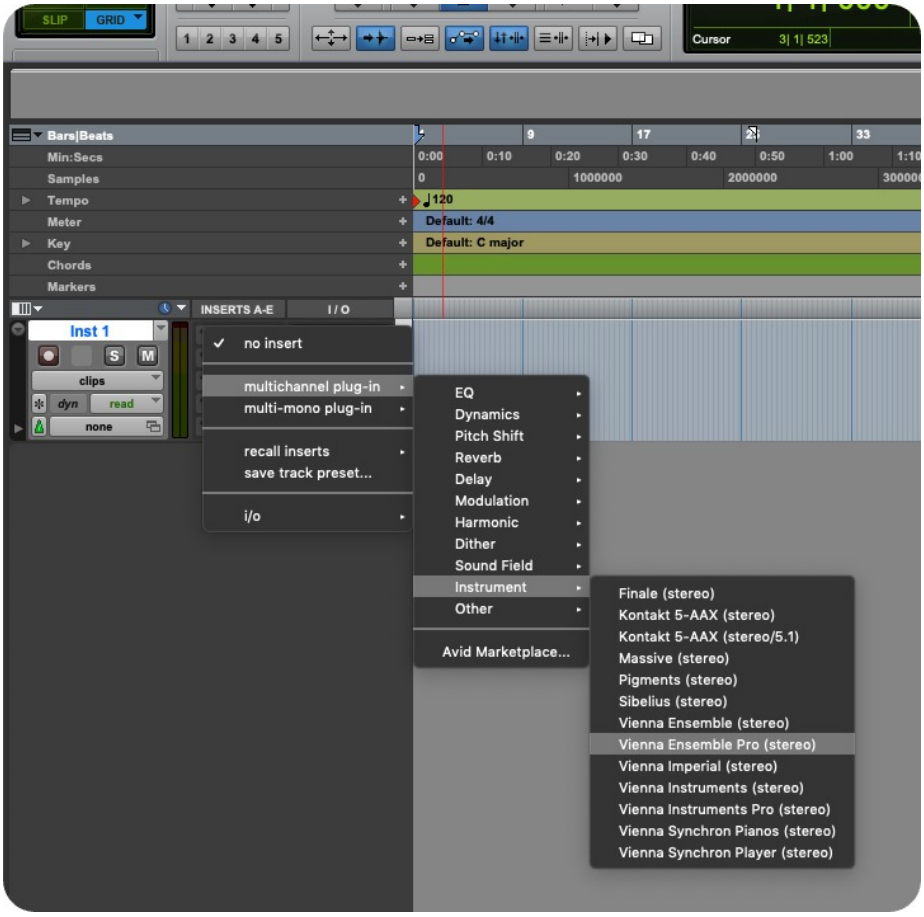
1. Start Pro Tools and the Vienna Ensemble Pro **SERVER**.



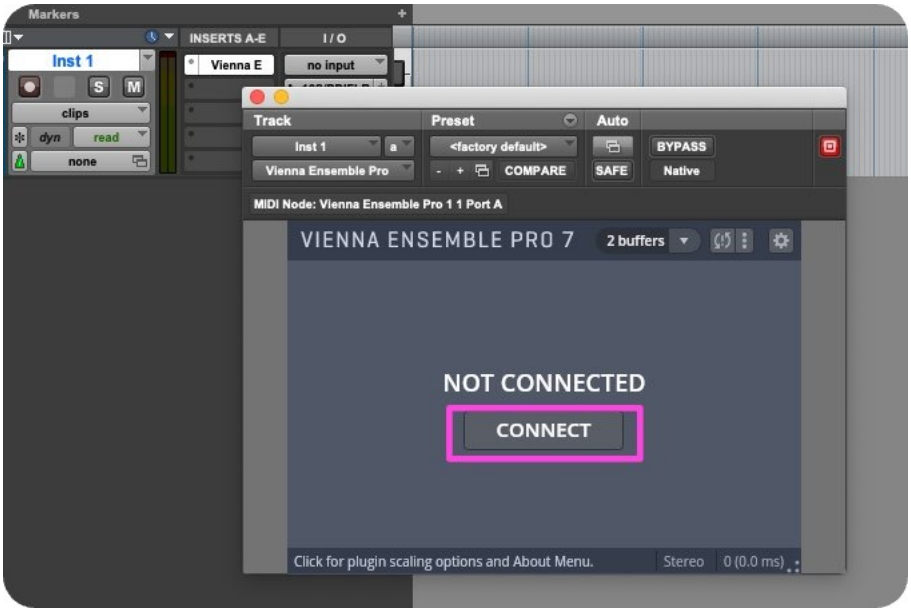
2. Then, create a Stereo Instrument track.

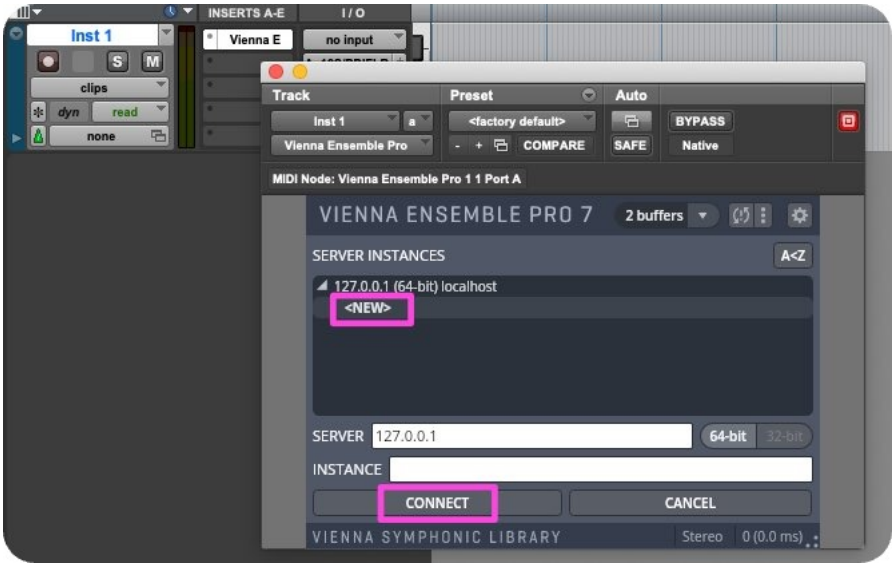


3. Assign Vienna Ensemble Pro as a multi-channel plug-in.

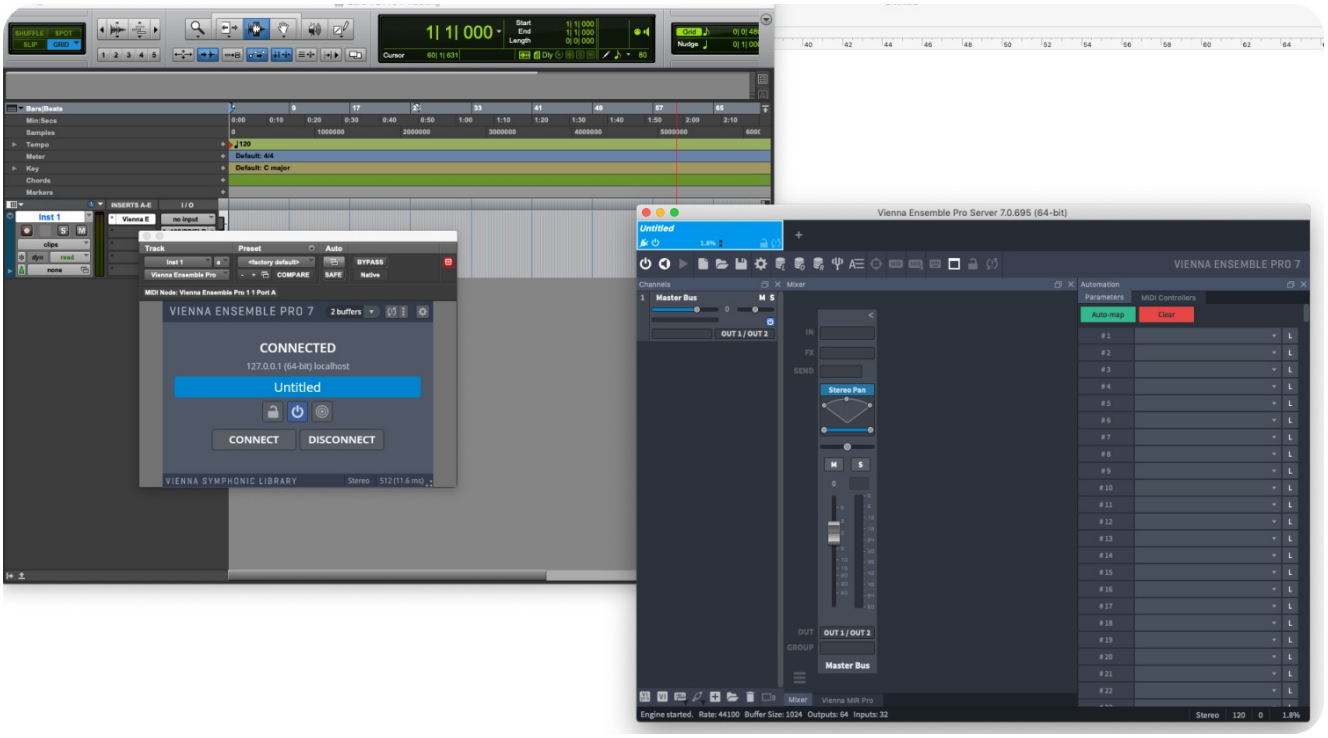


4. The Server Interface appears – click "Connect" and choose a Vienna Ensemble Pro instance.





5. Vienna Ensemble Pro will launch in the background. You see the Vienna Ensemble Pro Plug-in and the 64-bit Vienna Ensemble Pro Server.



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



7. In the mixer, assign the MIDI channels to Vienna Ensemble Pro.



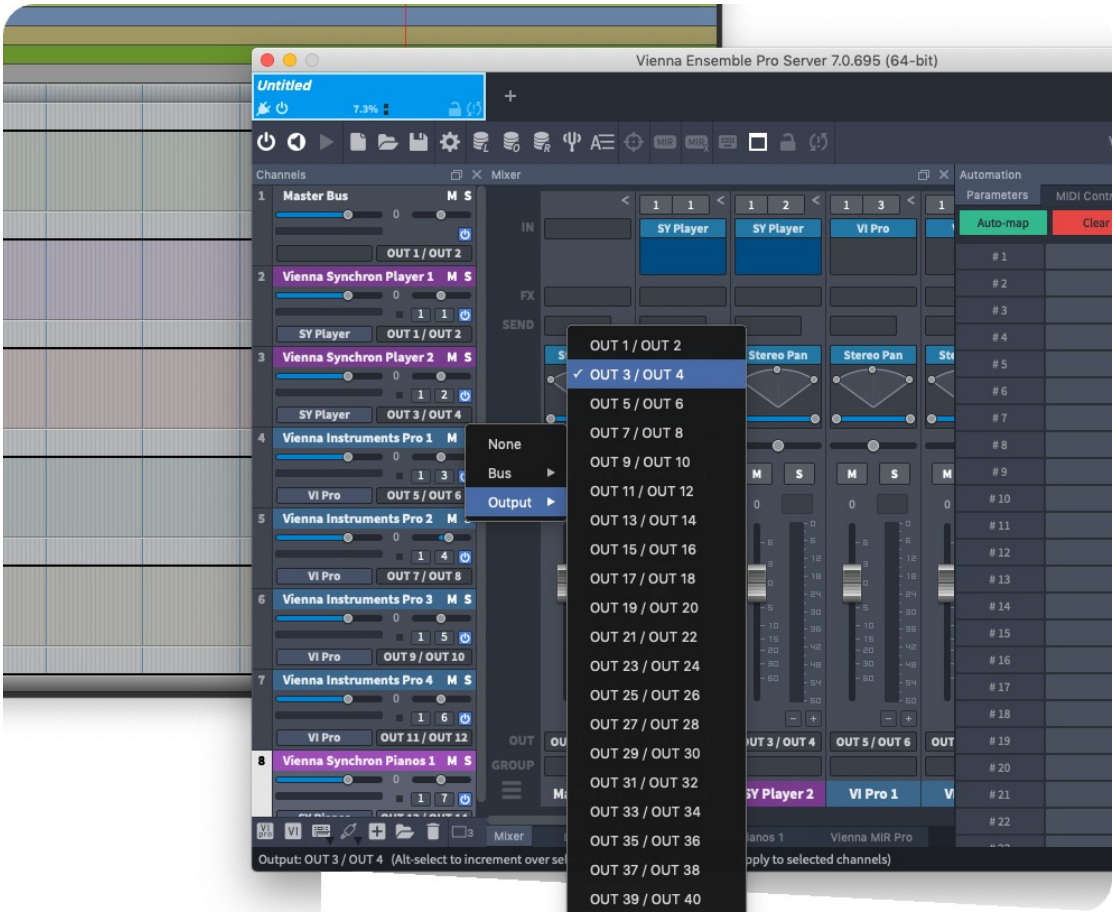
8. Now, create an Aux track and as many Stereo Aux Inputs as you will need.



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

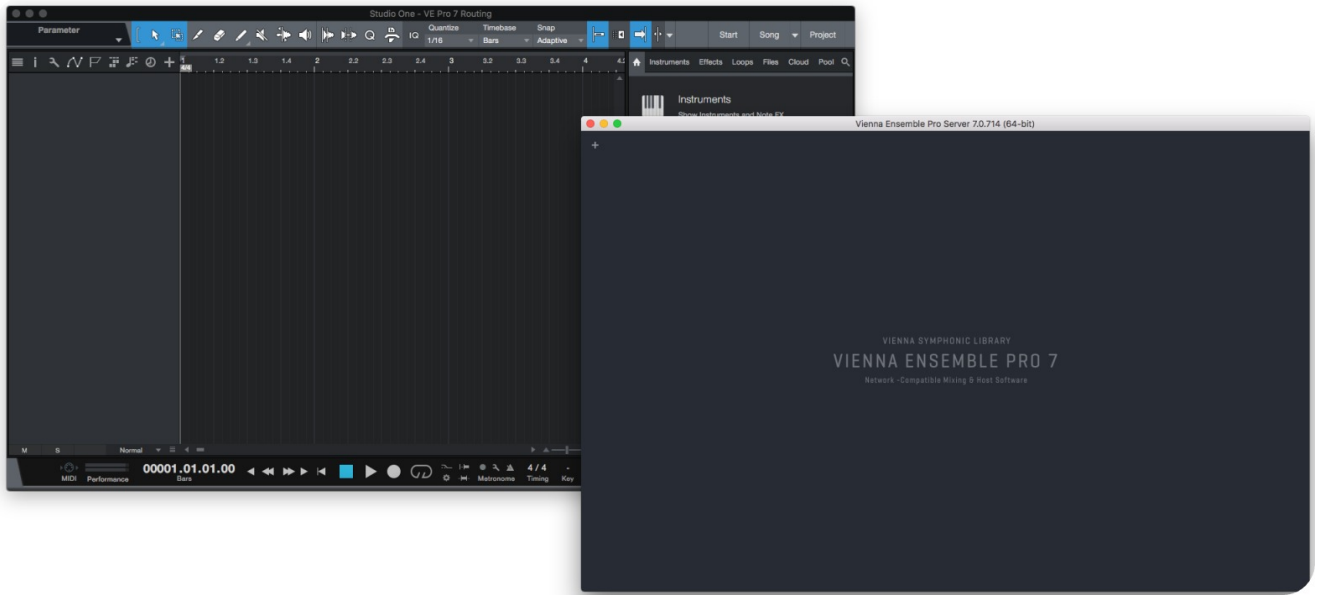


10. Assign the different outputs in Vienna Ensemble Pro. It is also possible to assign the outputs below the fader of each channel.

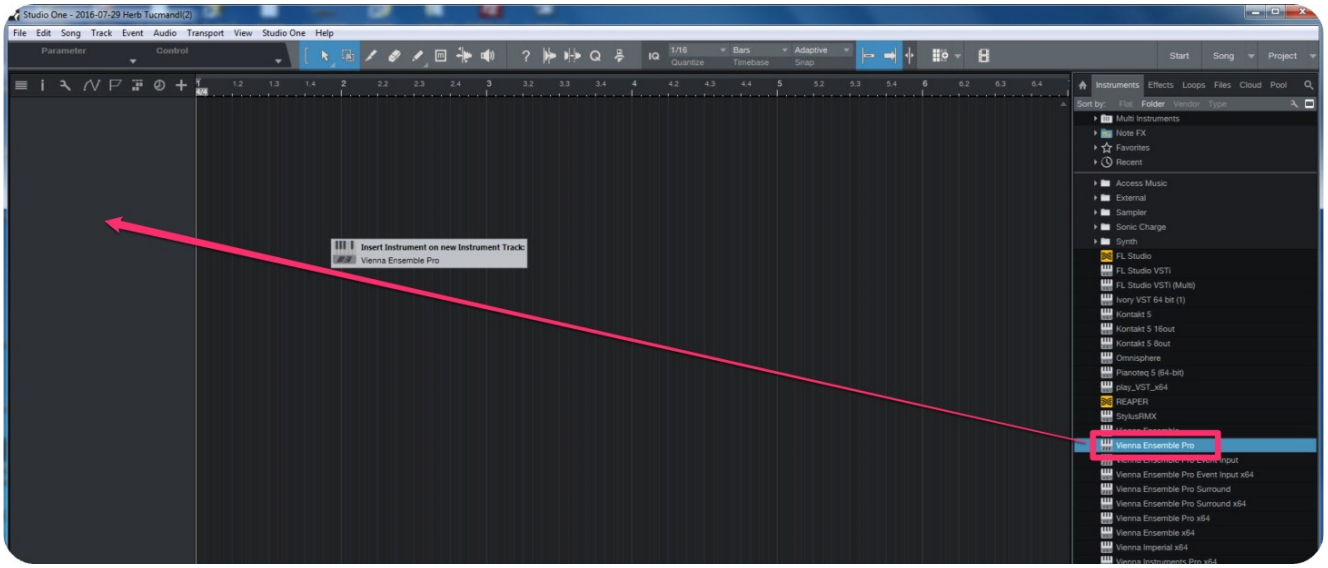


Presonus Studio One

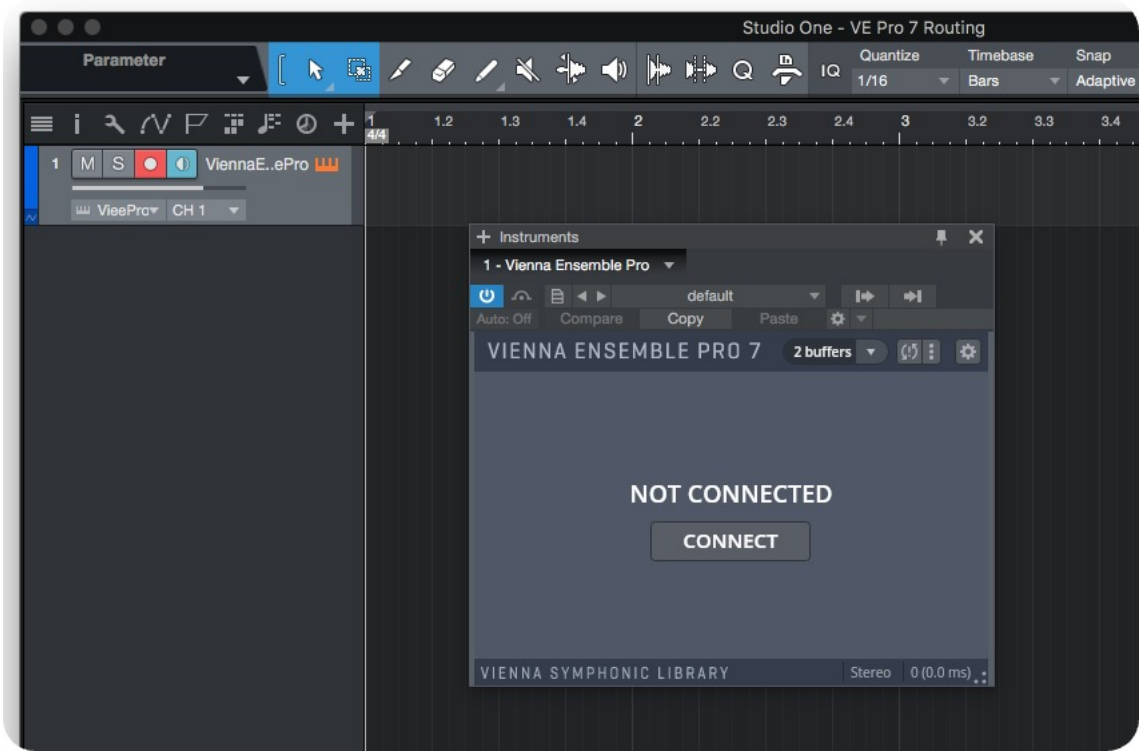
1. Launch the Vienna Ensemble Pro **SERVER** so that it is ready for you to connect to.



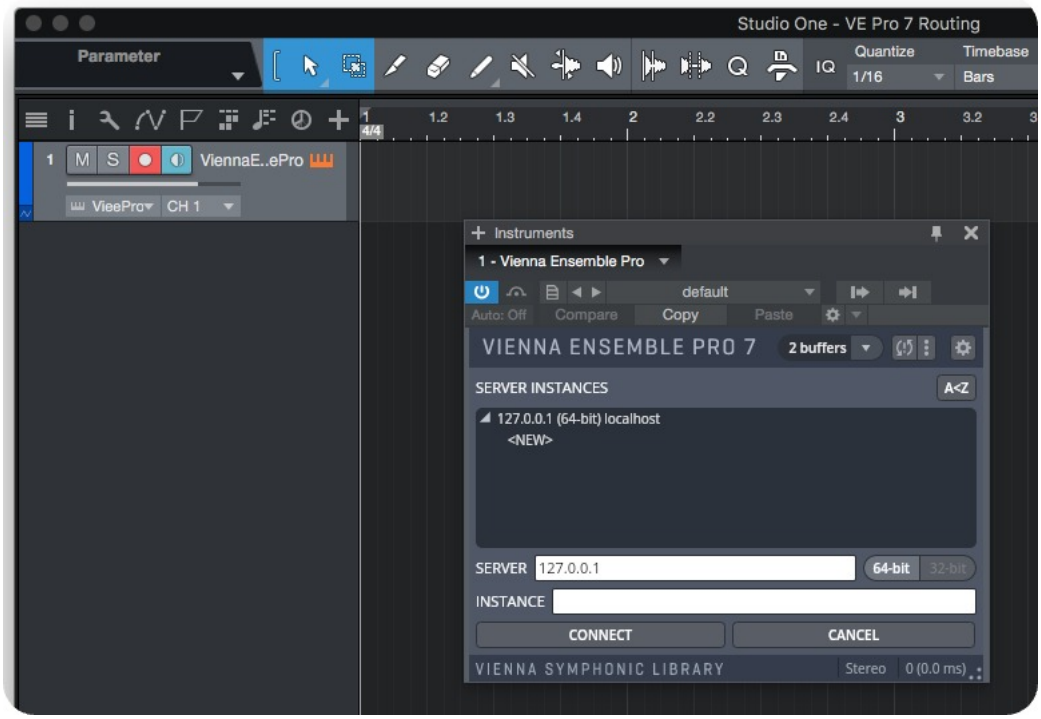
2. Create a new Vienna Ensemble Pro instance by dragging and dropping the desired instrument from the instruments menu on the right to the arrange window on the left:



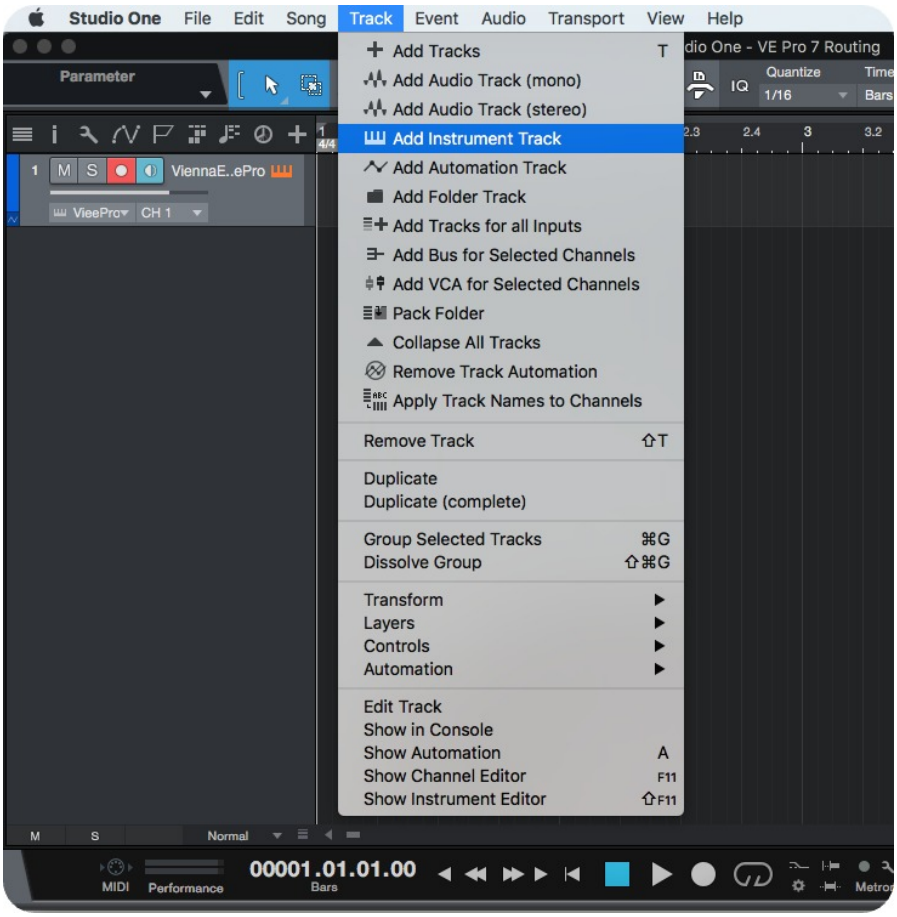
3. The Server Interface will appear – click"Connect" and choose a Vienna Ensemble Pro instance.



4. Vienna Ensemble Pro will launch in the background. You will see the Vienna Ensemble Pro Plug-in and the Vienna Ensemble Pro Server itself.

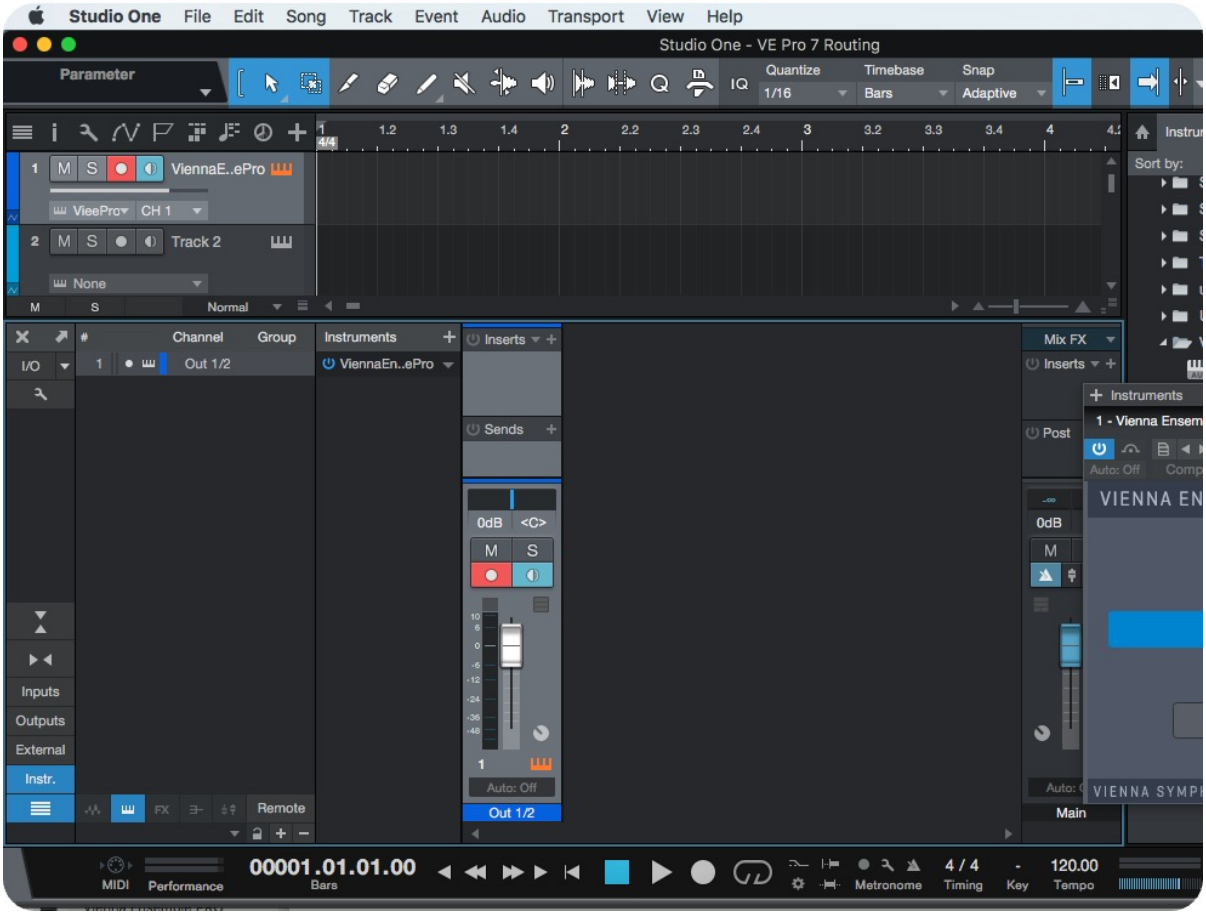


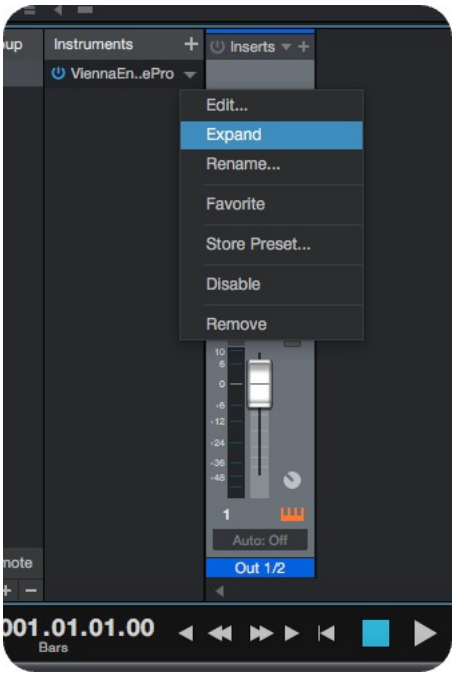
5. Create as many MIDI (instrument) tracks as you need in Studio One.



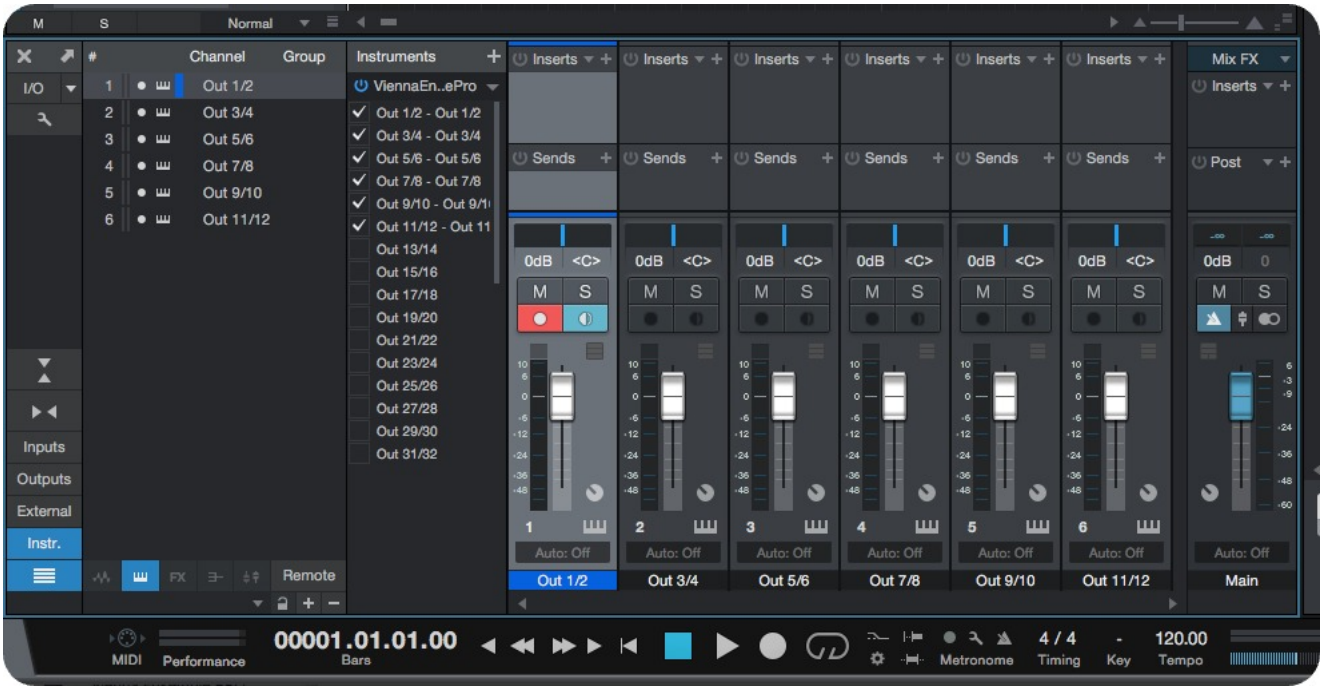
6. Open the mixer page. Outputs 1–2 are automatically assigned to your Vienna Ensemble Pro instance. You can expand these available outputs by clicking the down arrow on Vienna Ensemble and choosing "Expand". If you want to use only a single stereo channel in Studio One and mix the instruments inside

Vienna Ensemble Pro, everything should be routed to the output pair 1/2 inside Vienna Ensemble Pro. In this case, you can leave out steps 7 and 8.

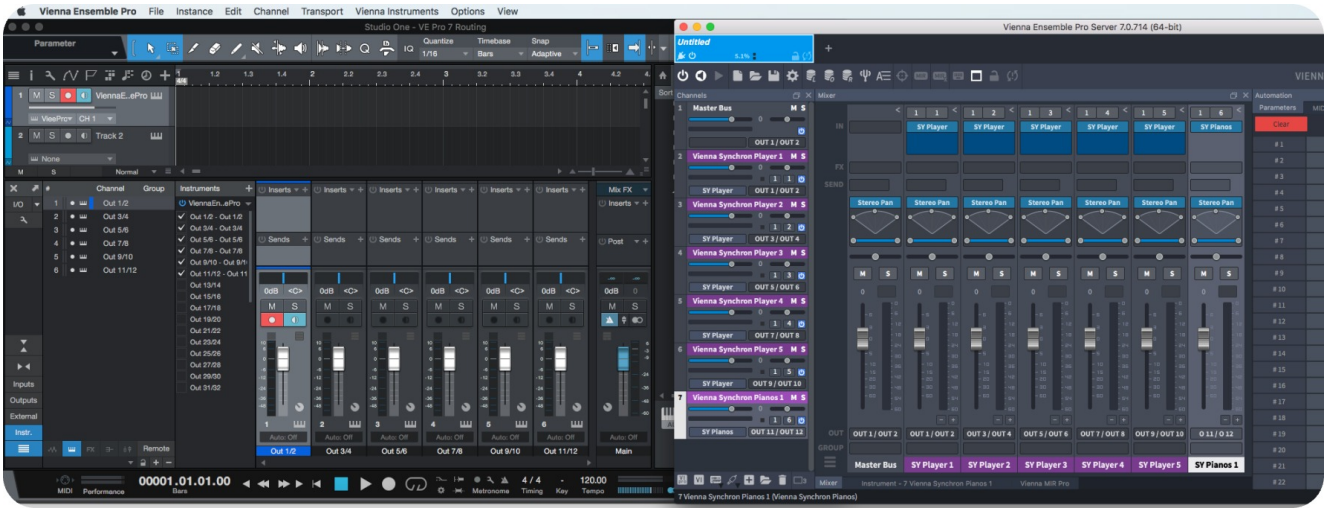




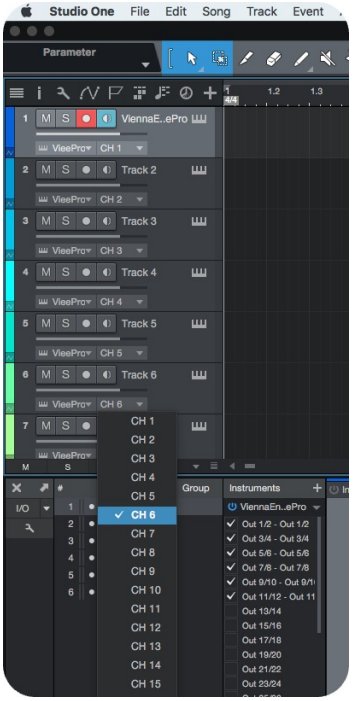
7. Now you can click on all the available 32 outputs and choose the ones you need. As you click the boxes to add outputs, channels are automatically created for you in the mixer window:



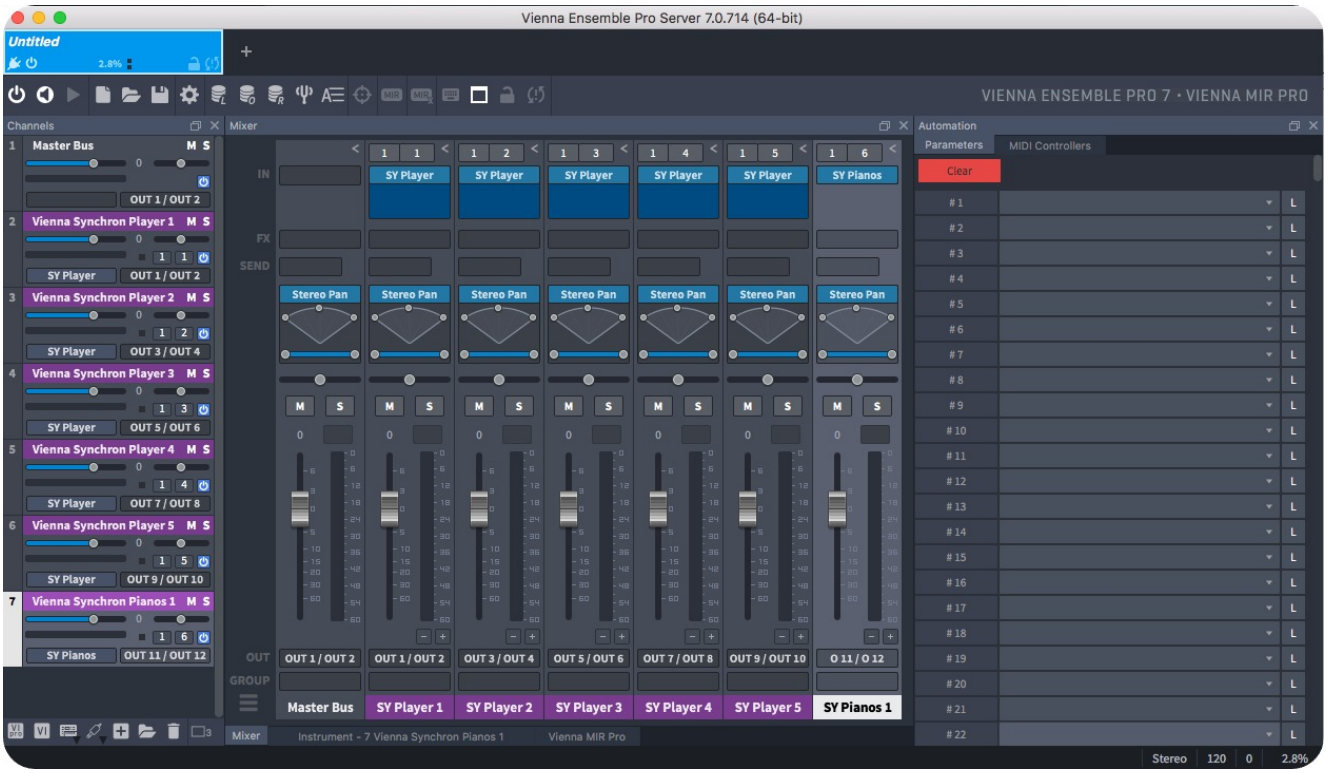
8. Now when you assign outputs in the Vienna Ensemble Pro instance, they will be routed to these channels in Studio One's Mixer:



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



10. Finally, set the same MIDI ports and channels in your Vienna Ensemble Pro instance:



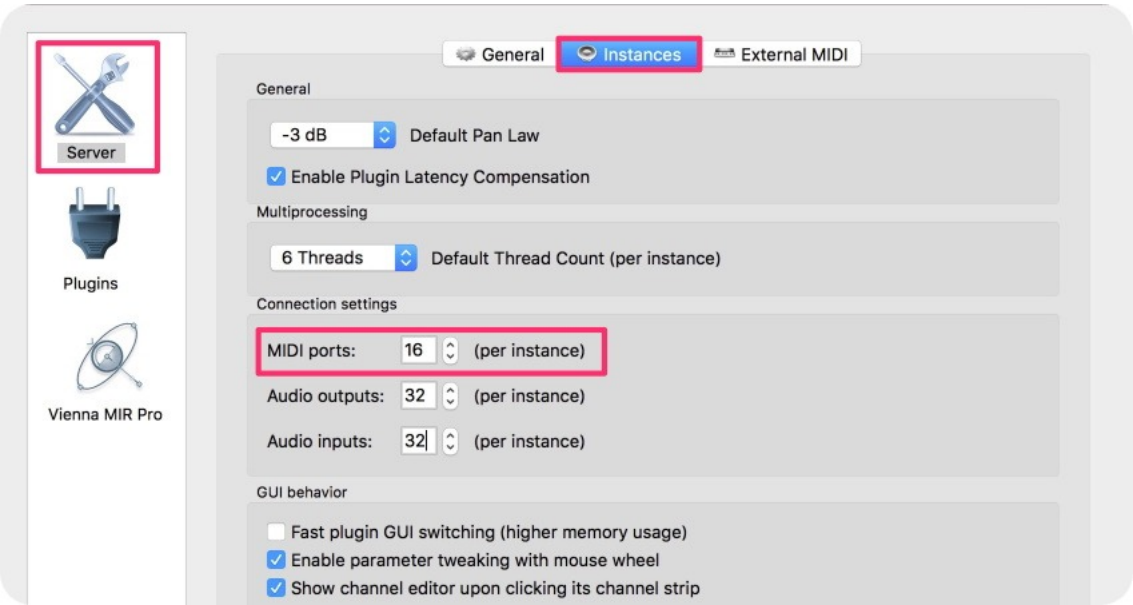
11. Your environment is ready to go! You should now have complete synchronization between Studio One and Vienna Ensemble Pro.

Digital Performer

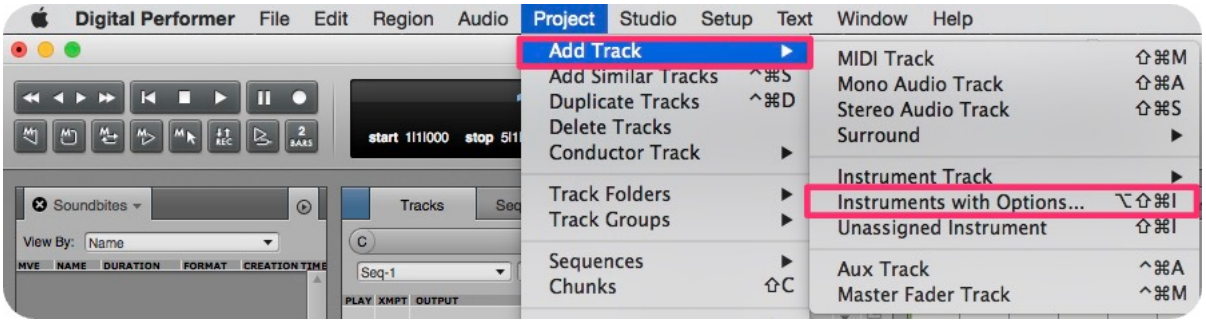
Multi MIDI ports with MAS Plug-ins

Your newly installed Vienna Ensemble Pro MAS plug-in enables you to utilize multiple MIDI ports with each instance of Vienna Ensemble Pro.

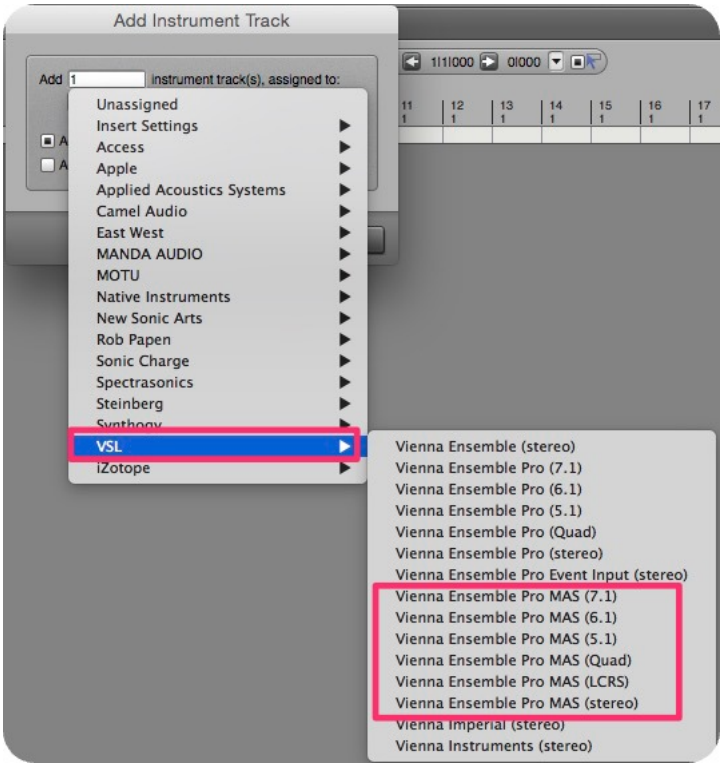
1. Assign multiple MIDI ports in the Vienna Ensemble Pro Server Preferences:



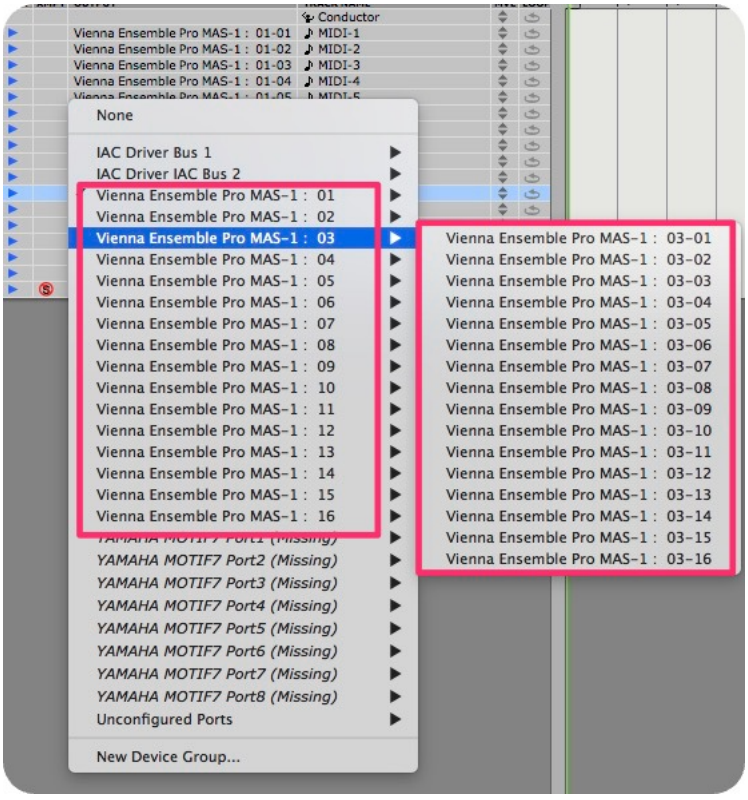
2. Choose Project > Add Track > Instrument with Options:



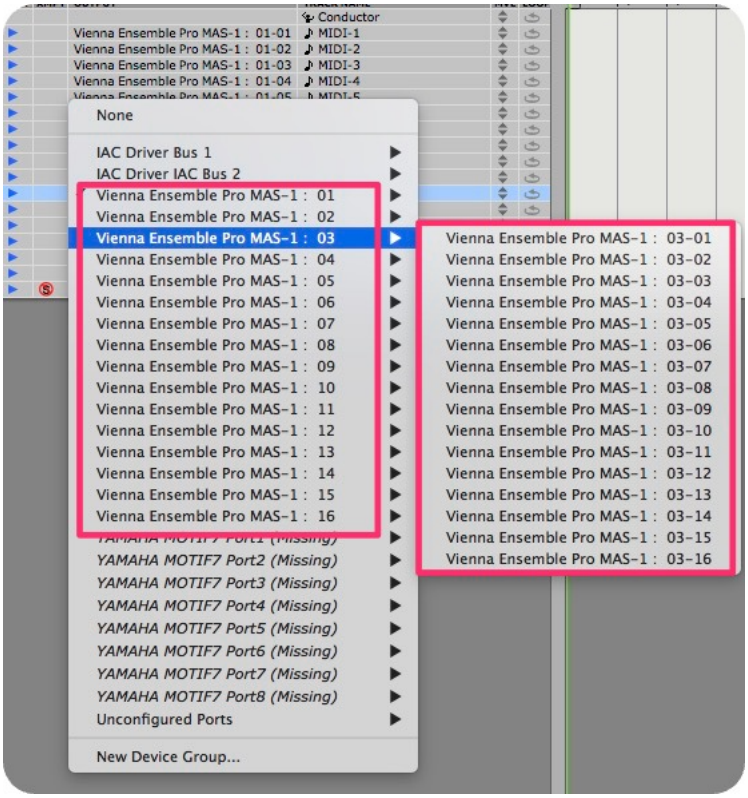
3. Choose the configuration you need from the MAS plug-in list:

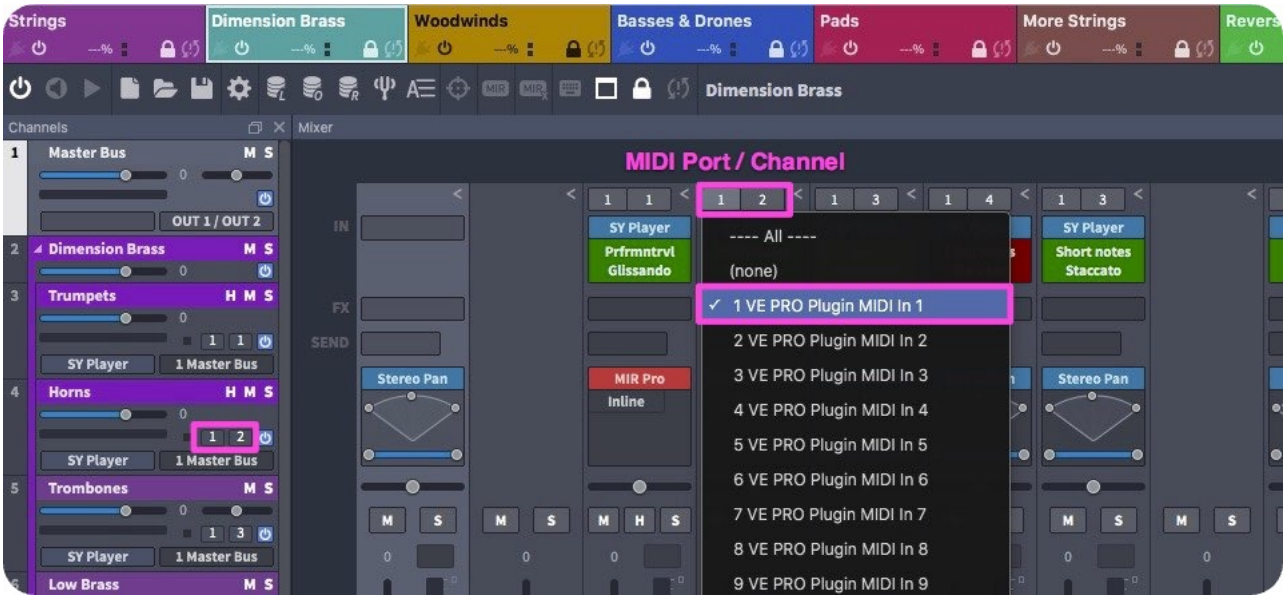


4. Connect to the VE Pro Server of your choice:



5. Add more MIDI Tracks, if you like, and assign any MIDI channel from the available Vienna Ensemble Pro MAS MIDI ports and MIDI channels. Do the same in Vienna Ensemble Pro.





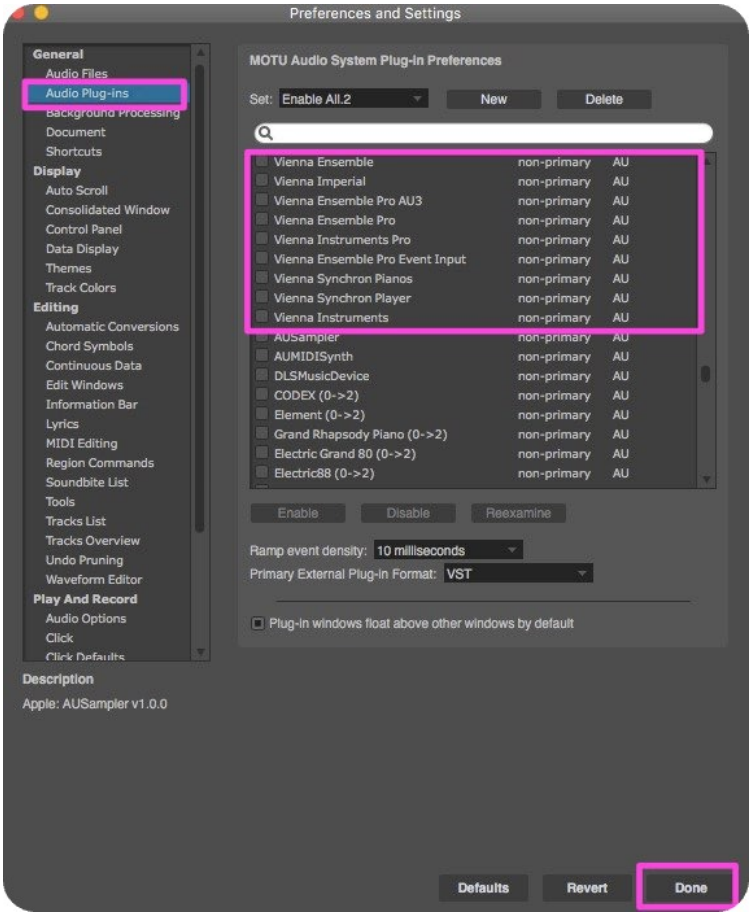
Quick Guide – Migration to MAS

To migrate from existing AU/VST Digital Performer projects to MAS projects, uncheck the AU and VST items in the plug-ins list you find in the Digital Performer **Preferences > General > Audio Plug-ins**:

- Vienna Ensemble Pro
- Vienna Ensemble Pro Audio Input
- Vienna Ensemble Pro Surround

Click **Done** and all Vienna Ensemble Pro AU/VST Server Interface plug-ins will automatically be replaced

with the MAS plug-in version.



> **Tip**
>
> To take advantage of the multiple ports available with MAS, you can now merge multiple VE Pro instances into one instance.

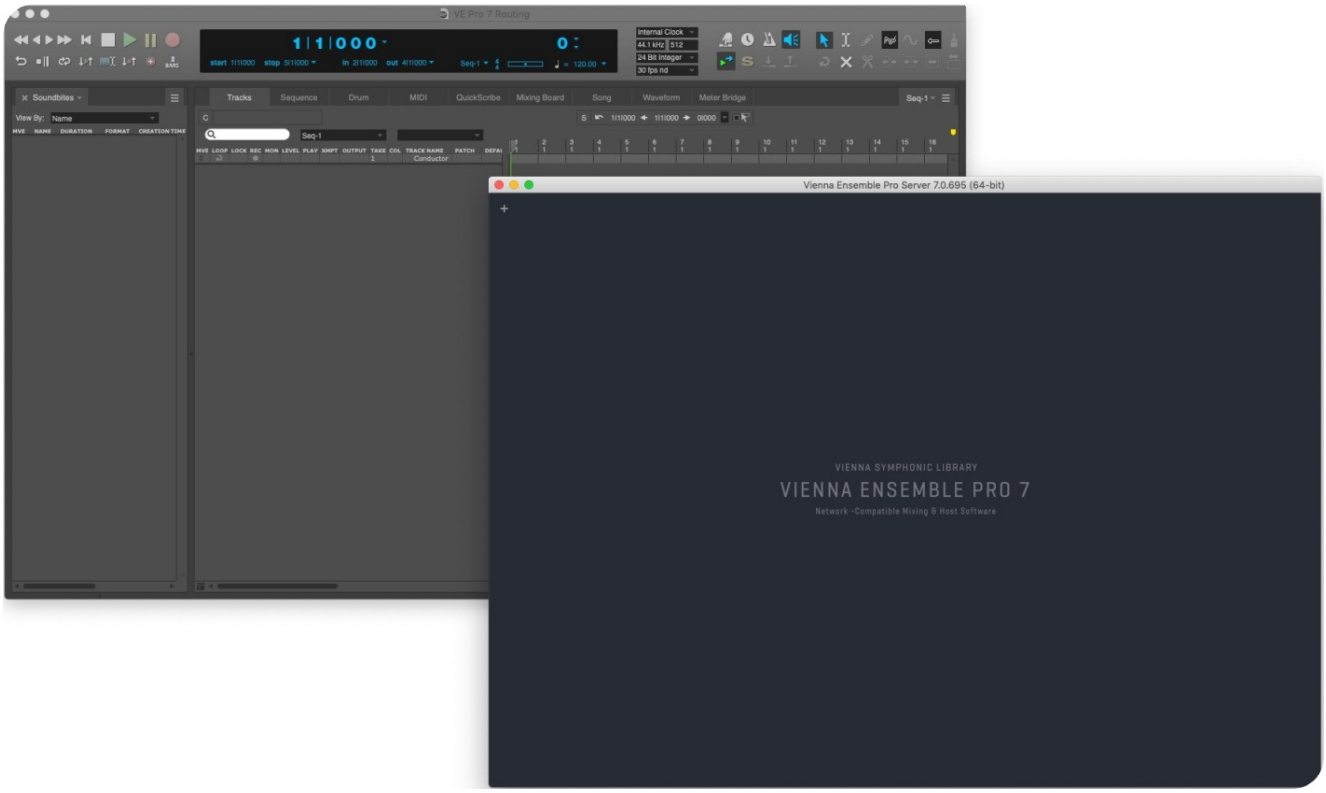
Audio Input / Event Input plug-ins

Bouncing (offline rendering) **does not work** when using Audio Unit Event Input or Audio Input plug-ins, but **Freezing** (real-time rendering) **works fine**. As a workaround for straight bouncing it is possible to freeze first and then bounce the resulting frozen tracks.

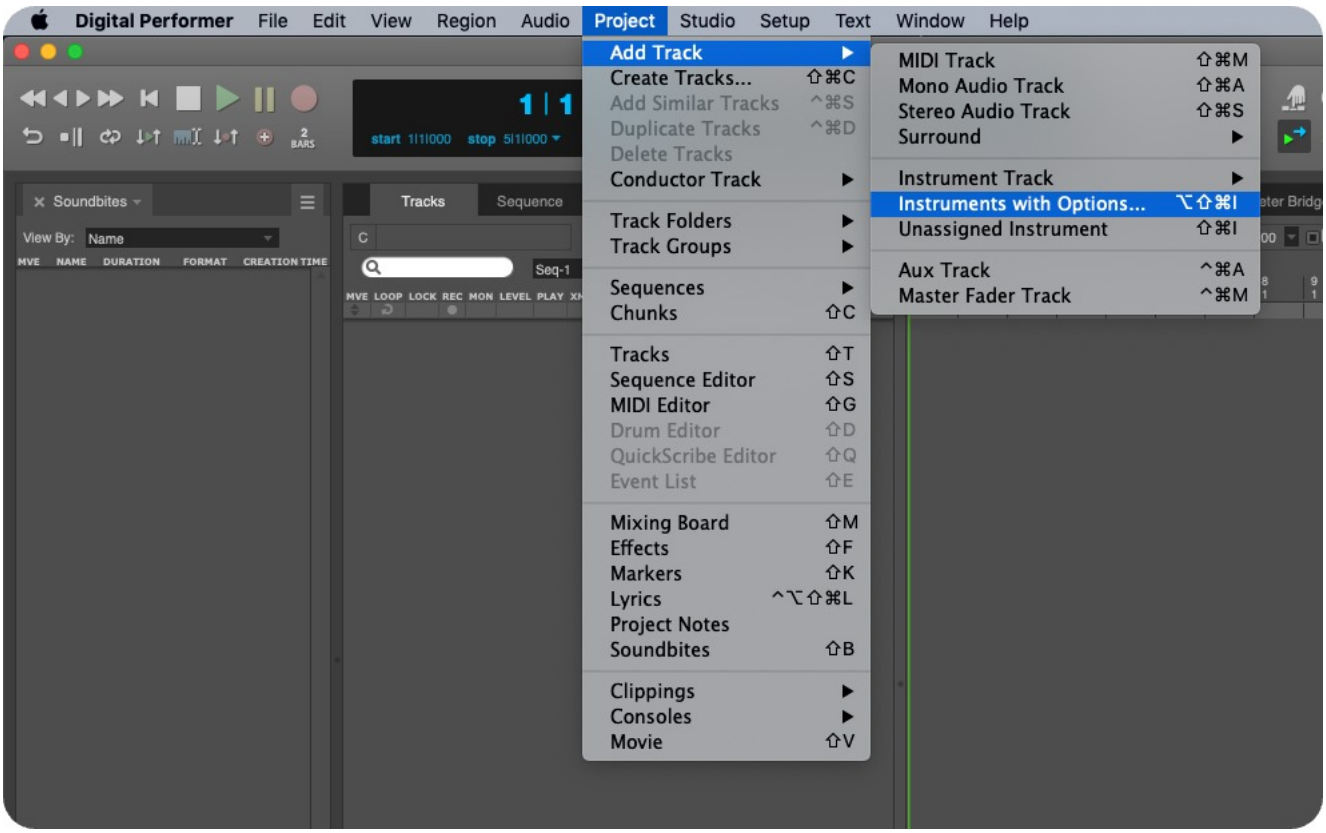
> **Important**
>
> This only applies when using the Audio/Event Input plug-ins in Digital Performer. For regular operation, Vienna Ensemble Pro 7 works as expected, especially when using it as a MAS plug-in with Digital Performer 8 or higher.

Routing in Digital Performer

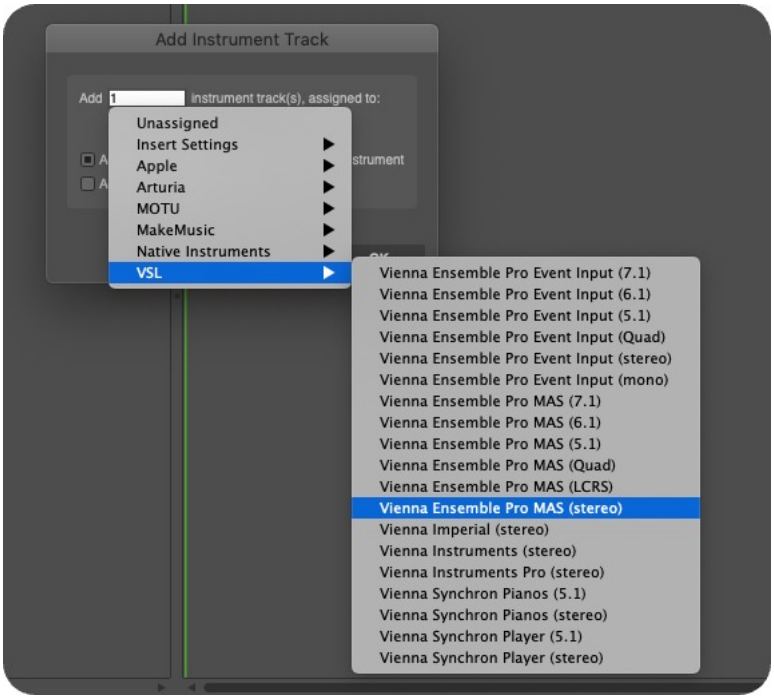
1. Launch Digital Performer and Vienna Ensemble Pro **Server**.



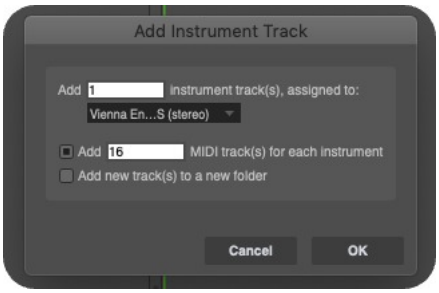
2. Add a new Instrument Track with Options.

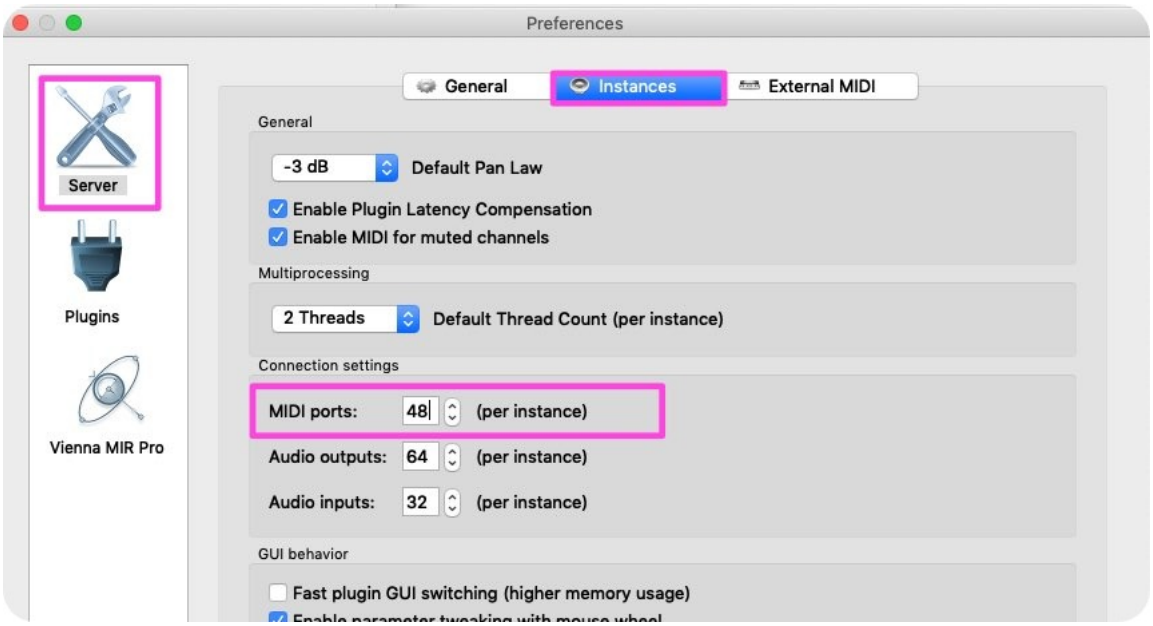


3. Assign it to Vienna Ensemble Pro (stereo)

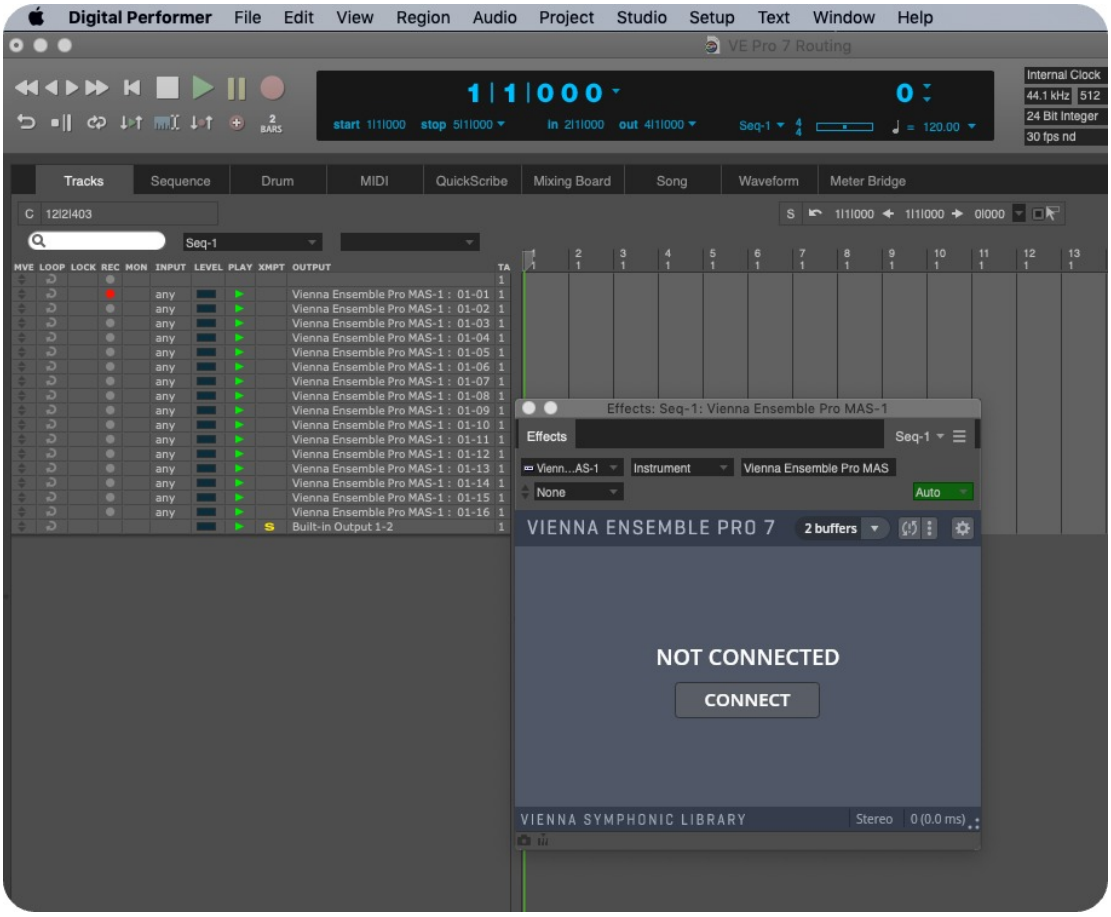


4. Add 16 MIDI tracks. If you are using VE Pro as a MAS plug-in in Digital Performer 8, you can get up to 768 (48 x 16) MIDI channels, as you can use up to 48 MIDI ports per instance, depending on your settings in the VE Pro Preferences!

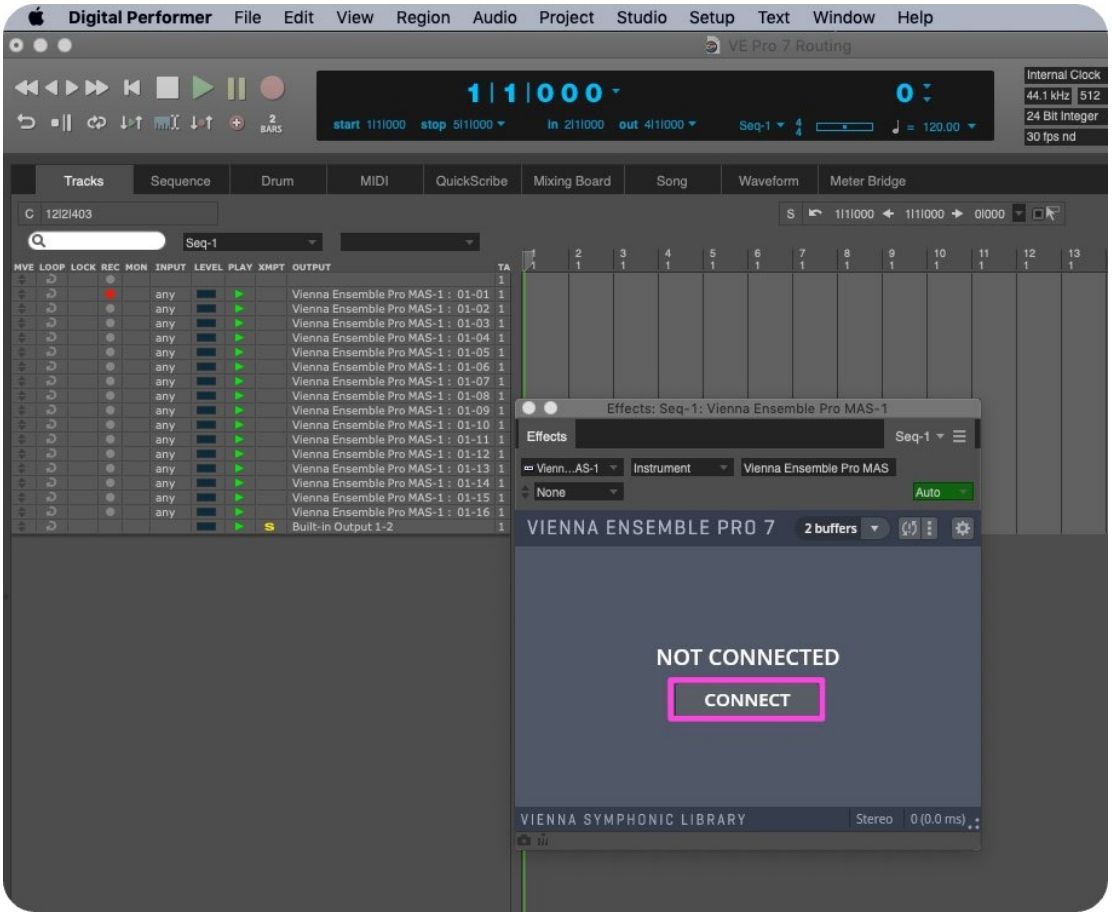


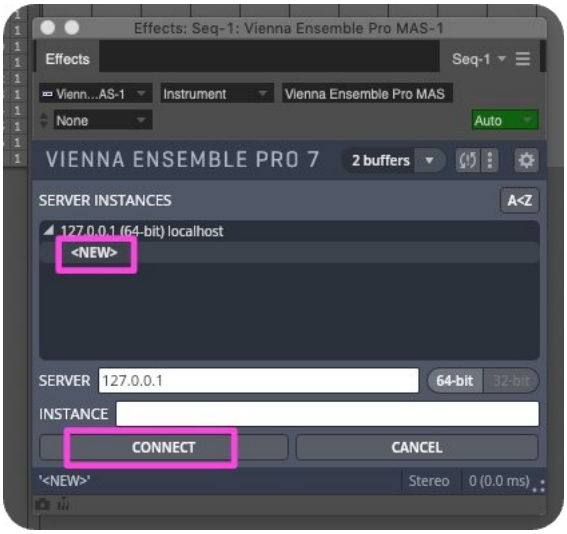


5. Click on OK – this is will bring up the Vienna Ensemble Pro Plug-in.

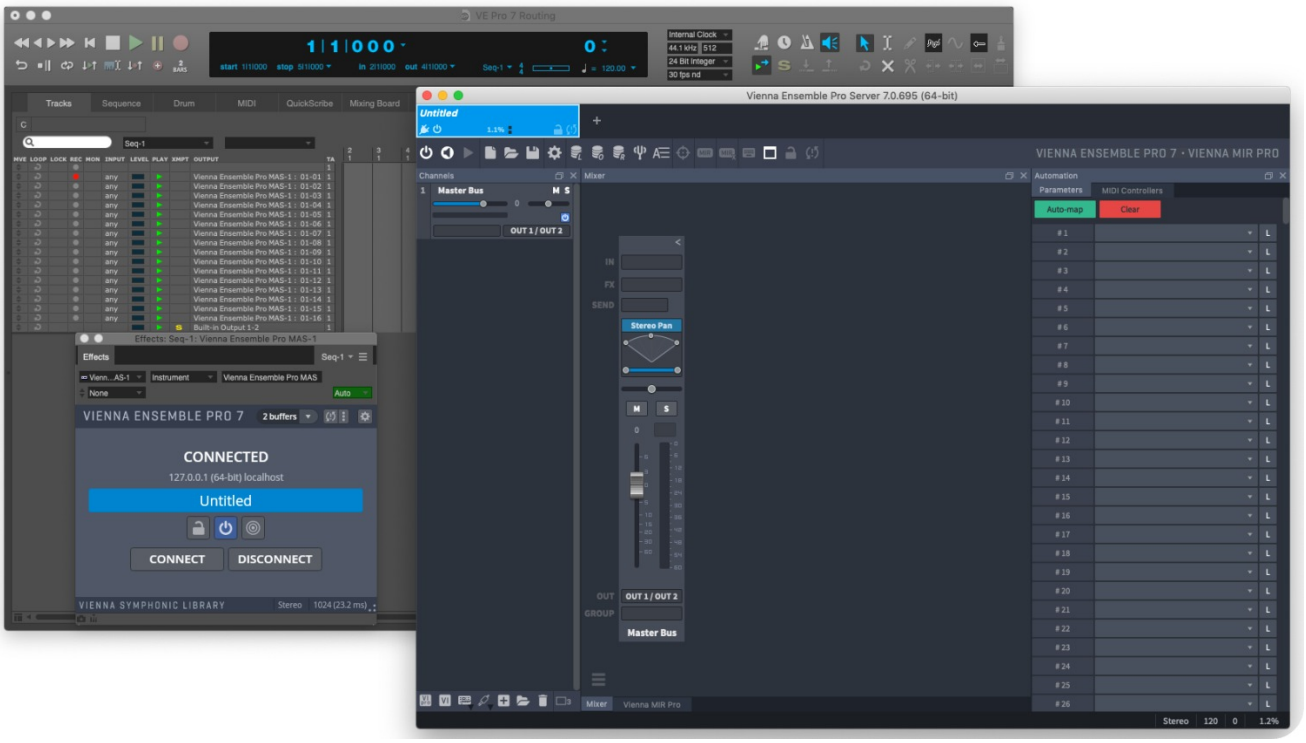


6. Click on Connect, select a Server IP from the list of available servers, and confirm the connection.

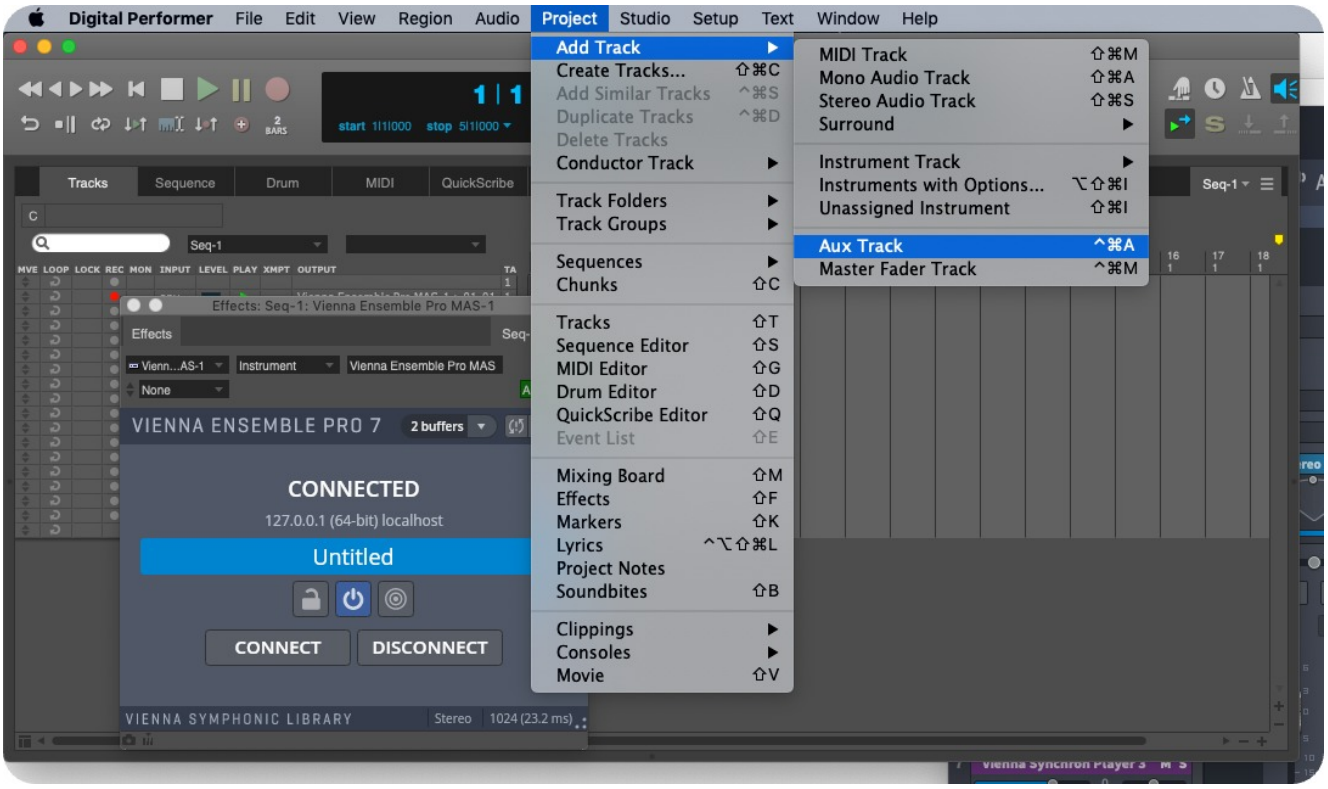




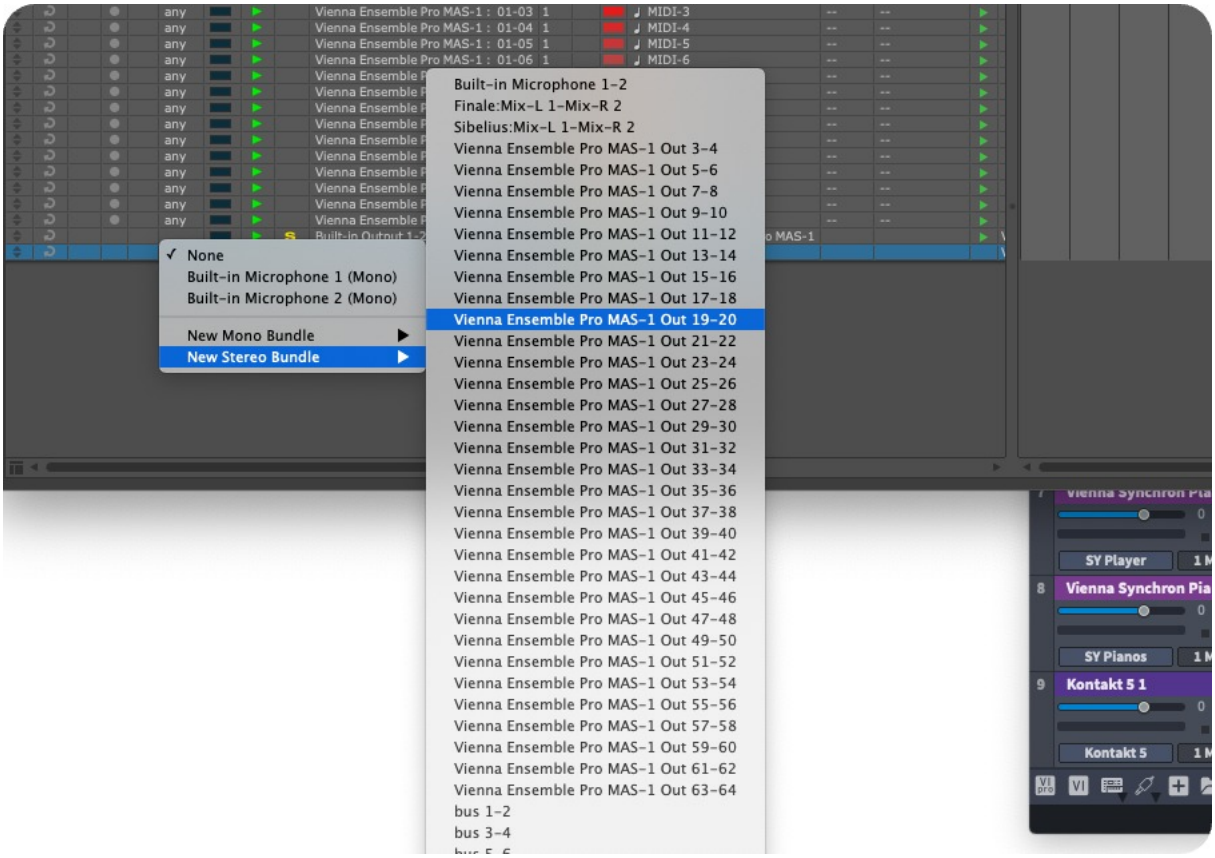
7. The windows you will see now are the Vienna Ensemble Pro Plug-in and the Vienna Ensemble Pro Server. Create Instrument Channels in Vienna Ensemble Pro and assign MIDI channels to them.



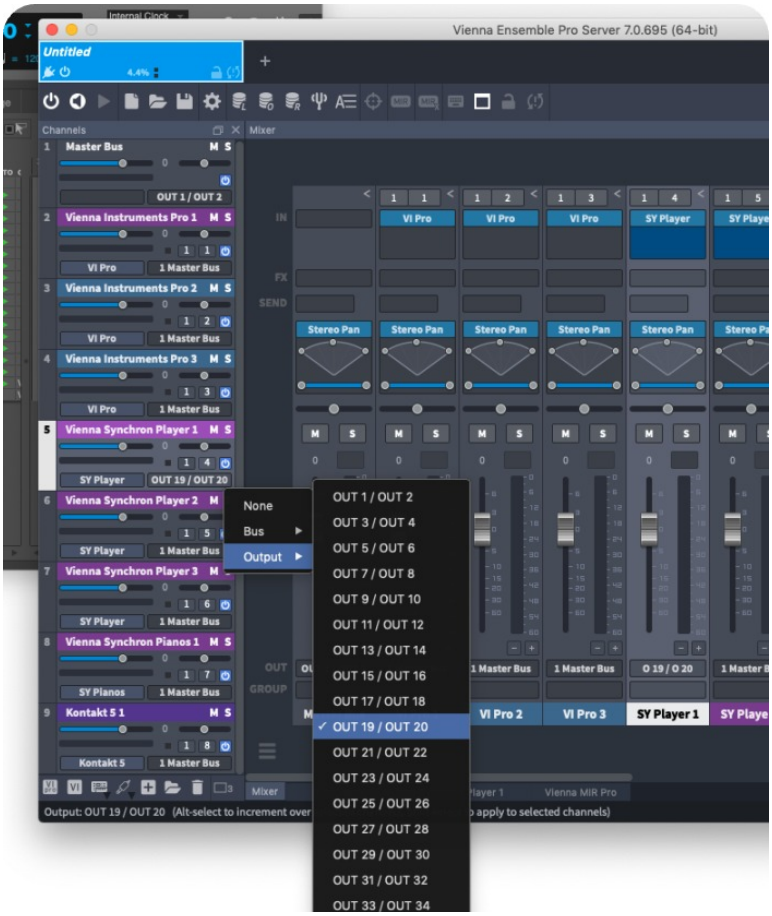
8. Add one or more auxiliary tracks to your project.



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

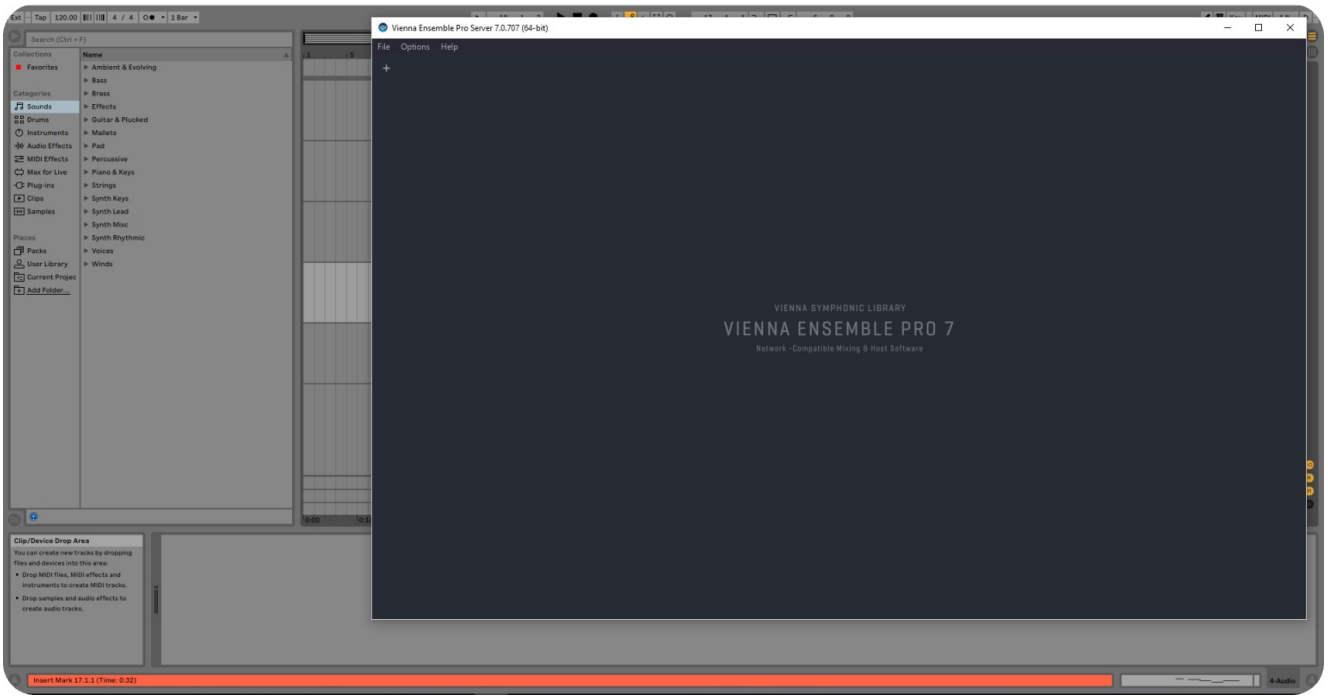


10. Assign the different outputs in Vienna Ensemble Pro. It is also possible to assign the outputs below the fader of each channel.

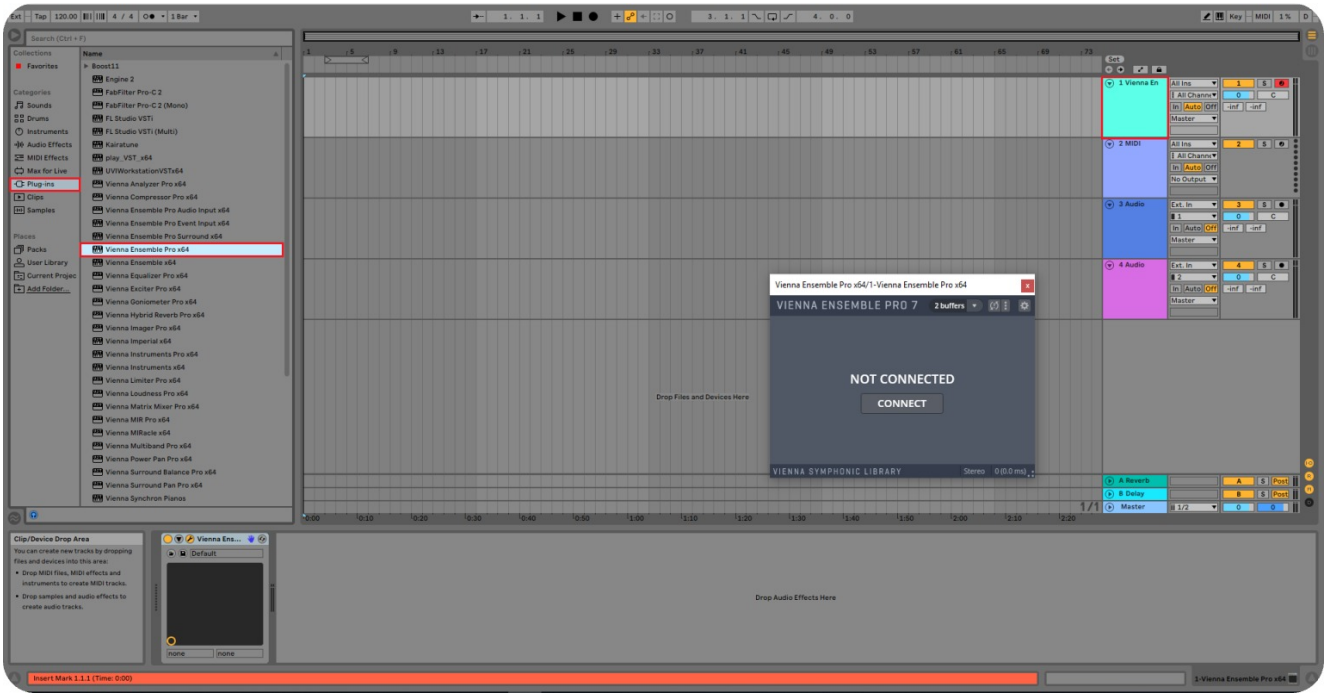


Ableton Live

1. Start Vienna Ensemble PRO **SERVER**.



2. Instantiate Vienna Ensemble PRO into an empty MIDI track.



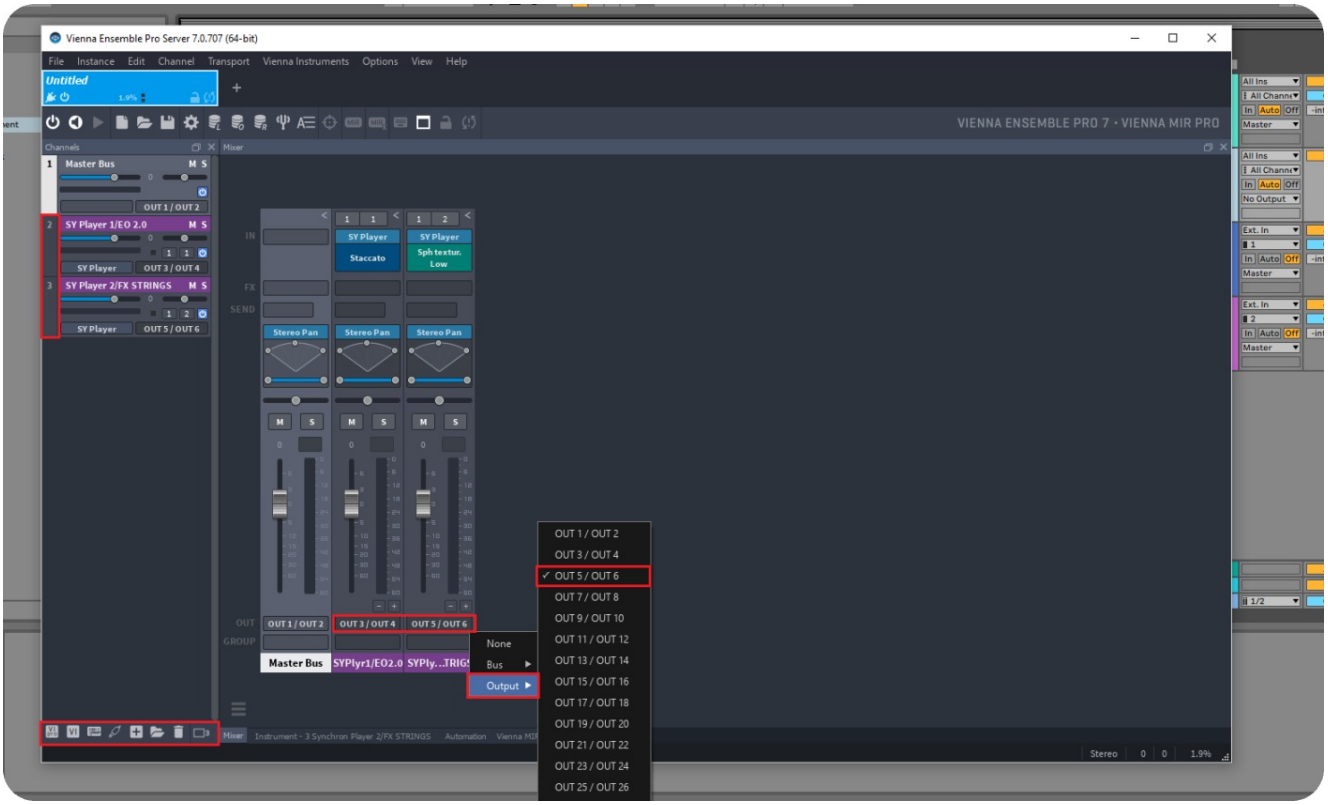
3. Vienna Ensemble Plug-in opens up – Click "Connect" …



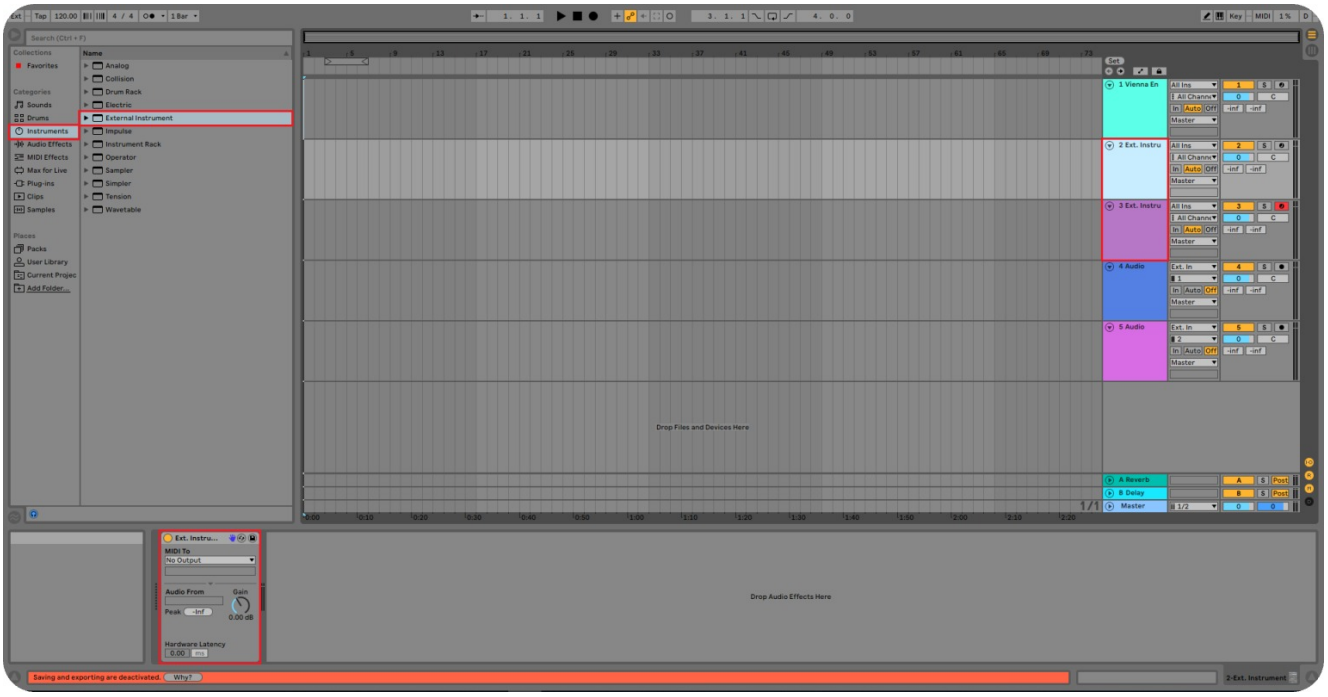
...and choose the Vienna Ensemble PRO instance of your choice. Remember that you have to start the Vienna Ensemble PRO **SERVER** first!



4. The most effective and at the same time, the easiest use of VE Pro in Ableton Live can be achieved by employing the "External Instrument" option. Create the required number of channels in VE Pro and adjust the Audio Outputs.



Thereafter, load the respective number of external instruments in Ableton Live – for example, into empty MIDI tracks or with Drag & Drop into the Mixer Drop Area.



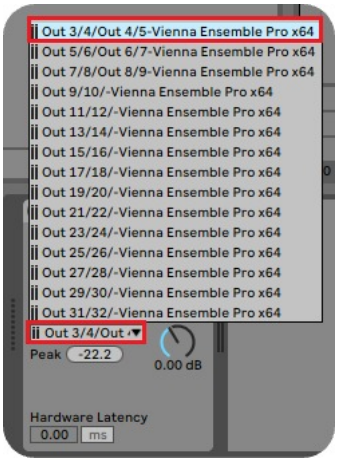
5. Now you have to adjust the routing of the External Instrument in Ableton Live: First, select the Vienna Ensemble Pro instance in the "Midi To" area in the respective External Instrument.



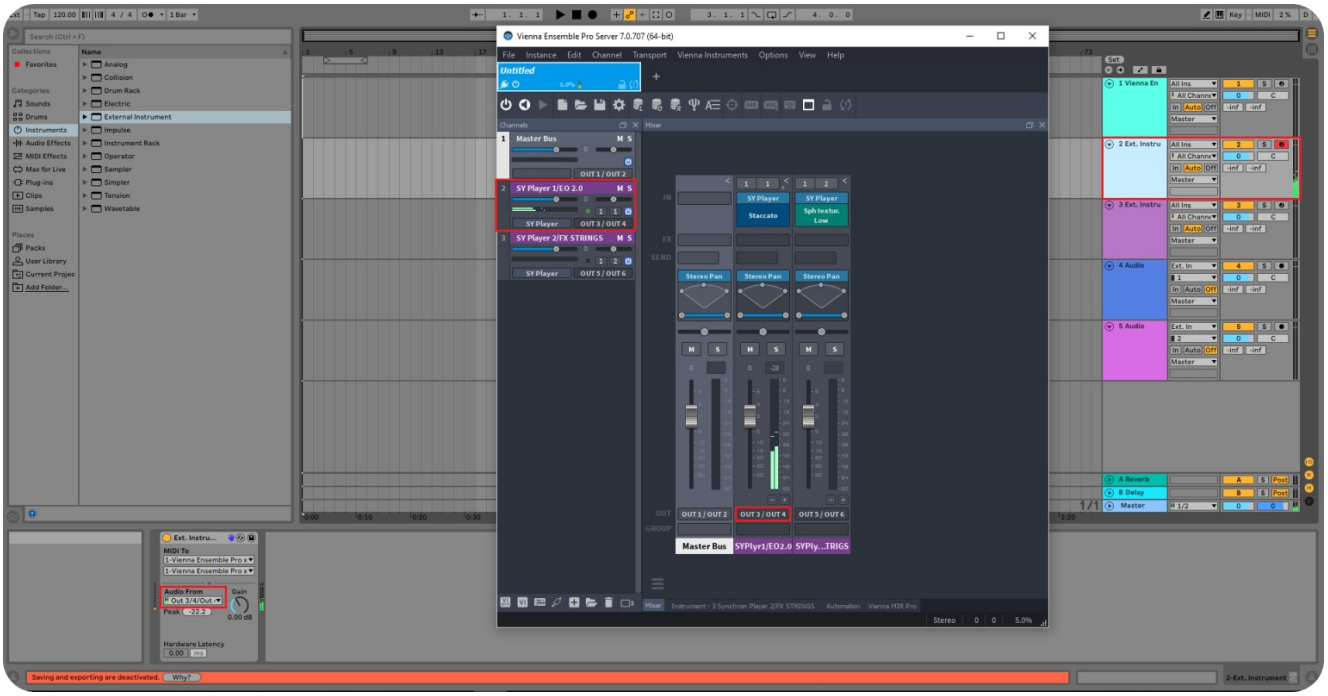
Then choose your "target channel" in the appearing field.



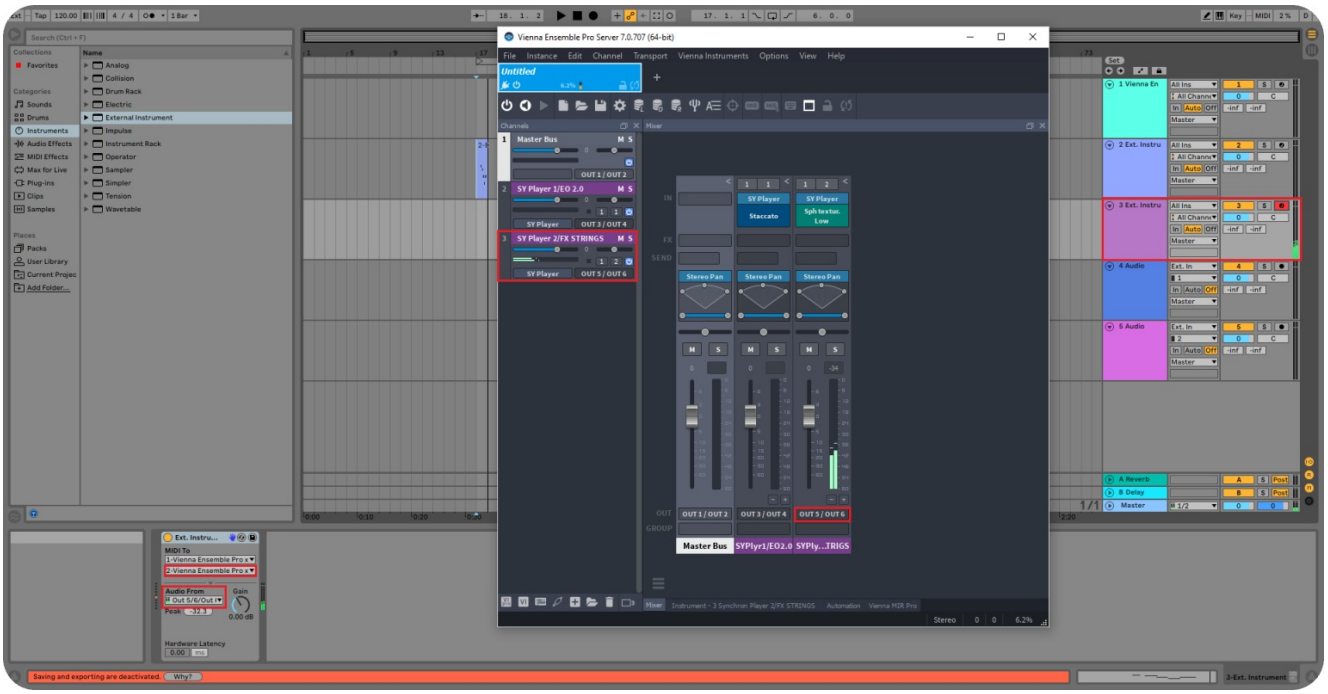
Now you can choose the desired output in the subjacent "Audio From" area.



The External Instrument allows the user to send MIDI Signals into VE Pro and receive the resulting audio signal in the same channel. Consequently, no additional audio channels are necessary to hear the signal.



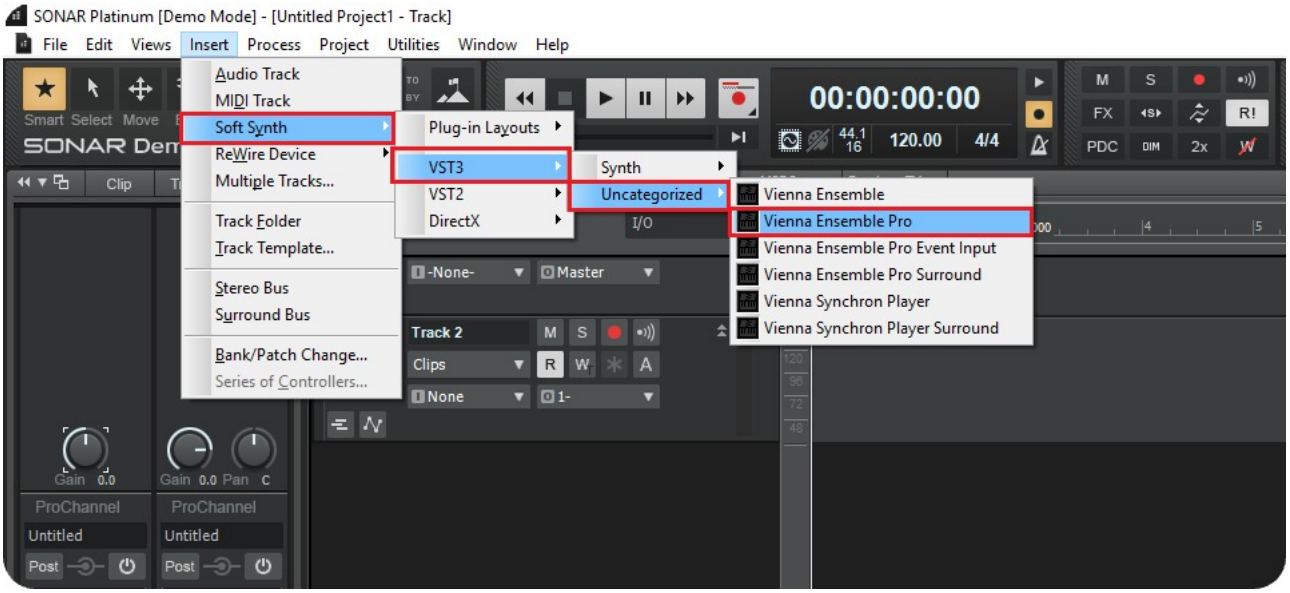
6. Repeat the same process for every additional channel, just with the desired settings for "MIDI To" and "Audio From".



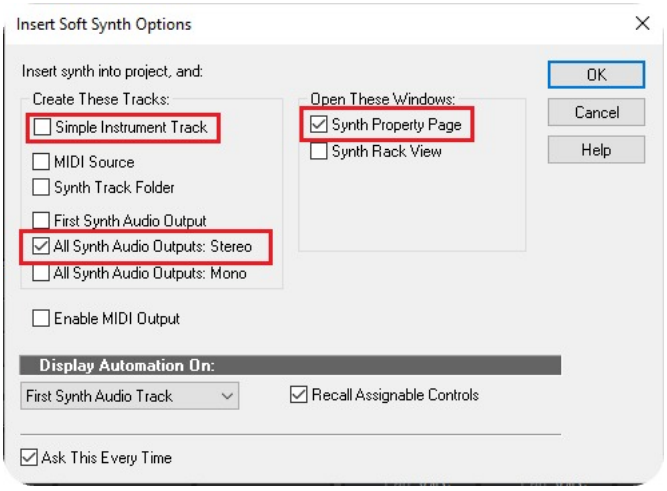
Cakewalk SONAR

1. Launch the Vienna Ensemble Pro **Server** so that it is ready for you to connect to.

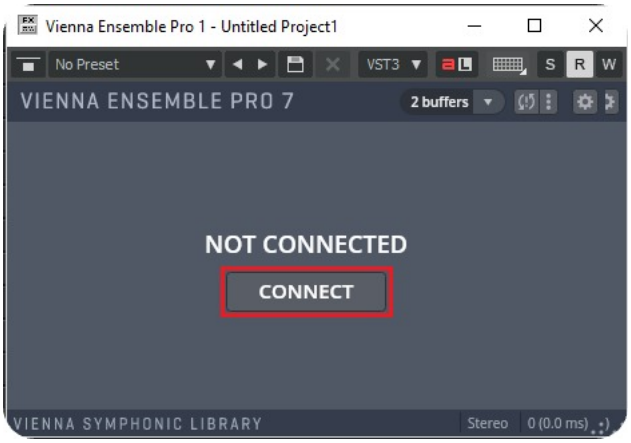
2. Create a new Vienna Ensemble Pro Instance by selecting"InsertSoft SynthVST3" in the top menu bar. Please note that the exact plugin folder name may differ depending on where Vienna Ensemble Pro is installed.

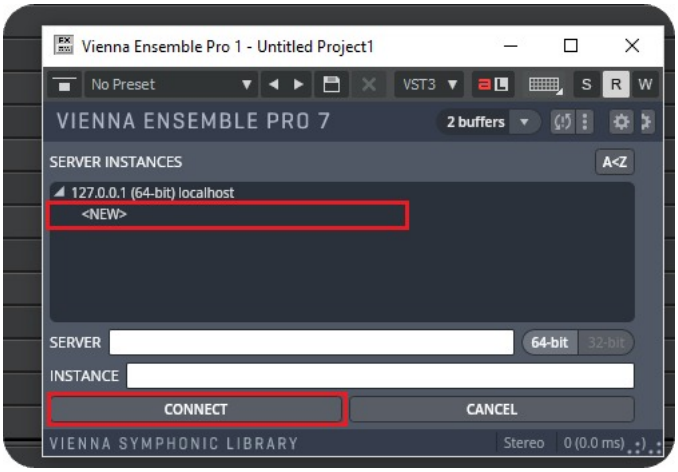


3. The following dialog will appear. Depending on whether you wish to have multiple outputs (for mixing instruments inside SONAR) or a single stereo output (for mixing instruments inside Vienna Ensemble Pro), please choose the appropriate option as well as the option to display the"Synth Property Page",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



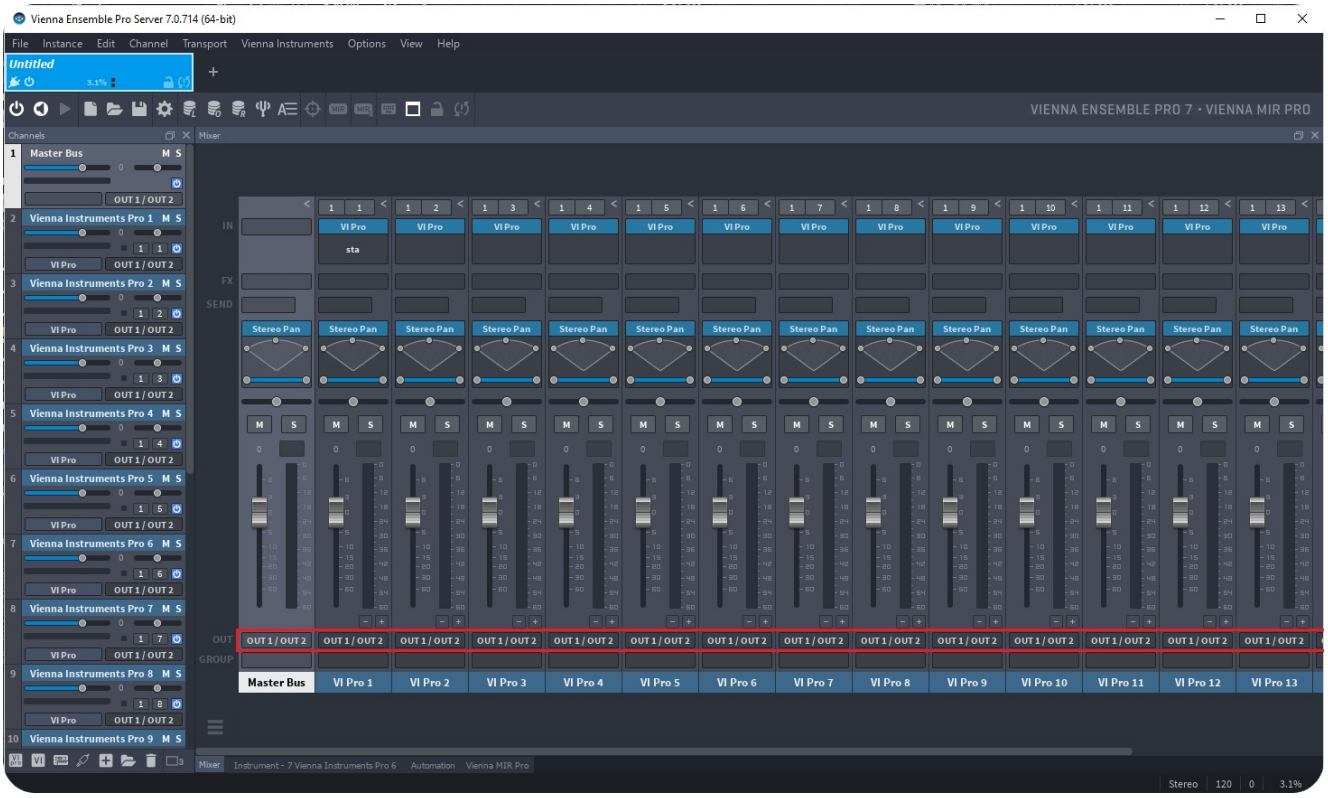
4. The Vienna Ensemble Pro Plug-in will appear – click "Connect" and choose a Vienna Ensemble Pro instance.



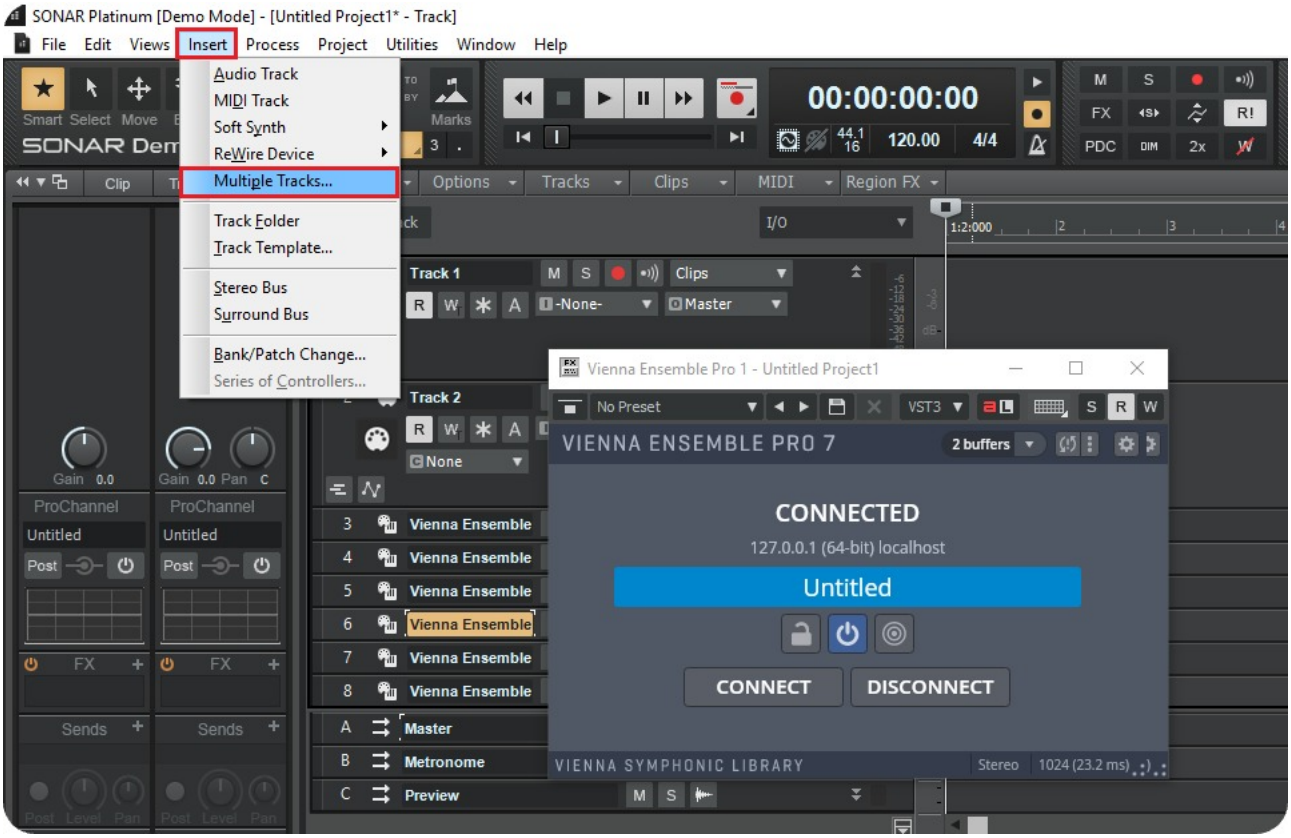


Vienna Ensemble Pro will launch in the background.

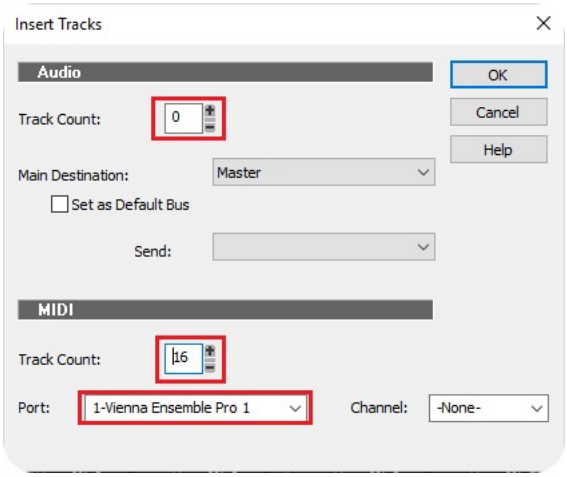
5. Now when you insert buses and instruments, and assign outputs in the Vienna Ensemble Pro instance, they will route to the previously created tracks in SONAR. For using only a single stereo track in SONAR, everything should be routed to the output pair 1/2 inside Vienna Ensemble Pro.



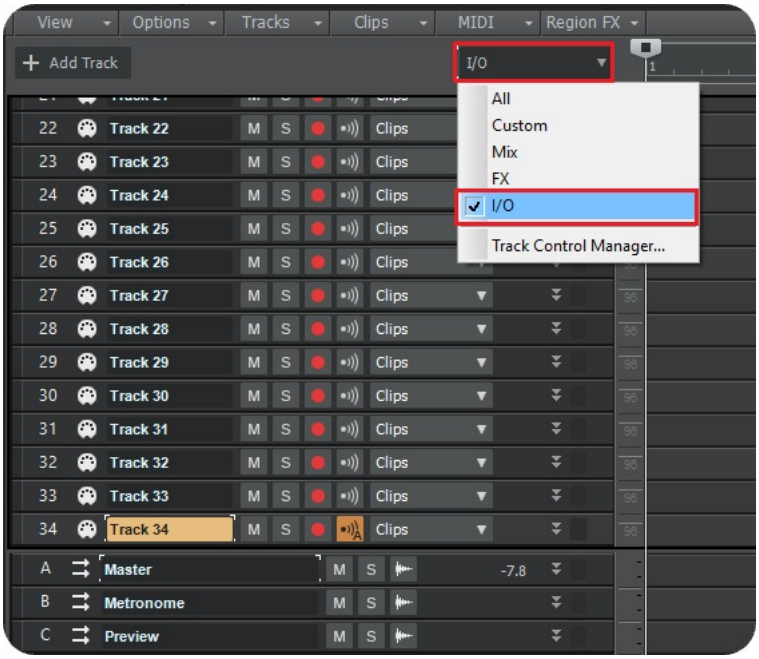
6. You will need to insert MIDI tracks (as many as you need) into the SONAR project. To do so, please select"Insert>Multiple Tracks":



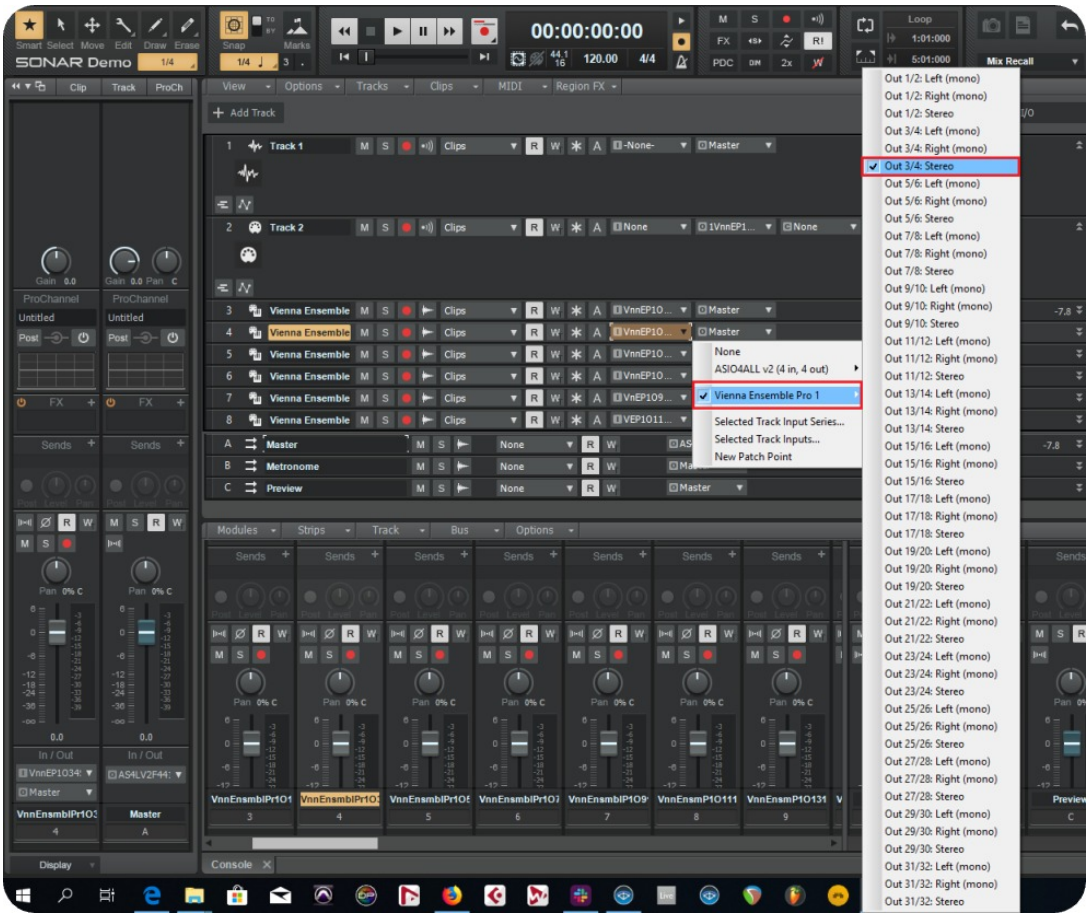
7. Please set the audio track count to 0 and the MIDI track count to as many tracks as you need to create. ‘Port’ should be set to display the previously inserted Vienna Ensemble Pro synth instance.



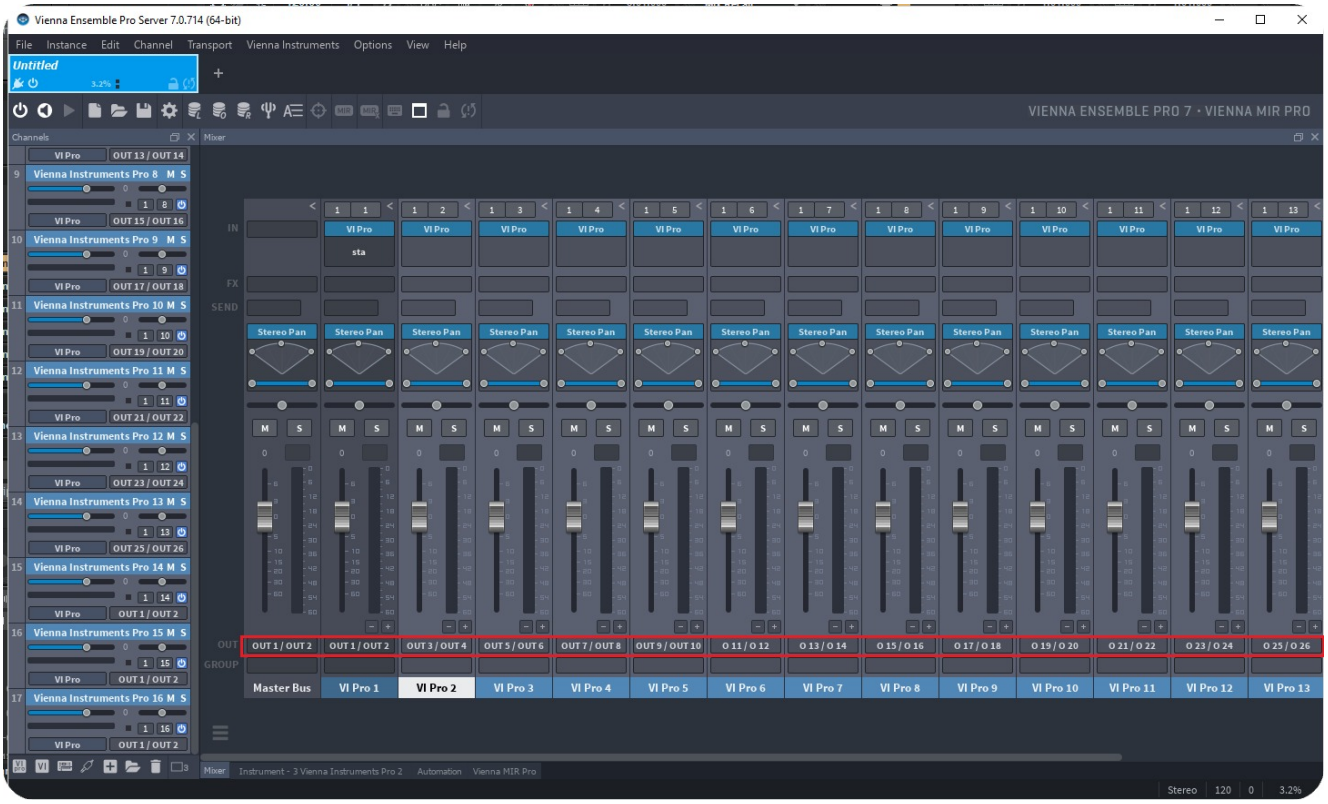
8. For the newly inserted tracks, you will need to pick MIDI channels. Please select"I/O" in the track options display first.



9. If the view is shorter than in the picture below and doesn't show MIDI channel [C] combo boxes, then please resize it horizontally to make it wider. After this, select the desired MIDI channels. Here, channels 1 …16 were selected for the MIDI tracks.



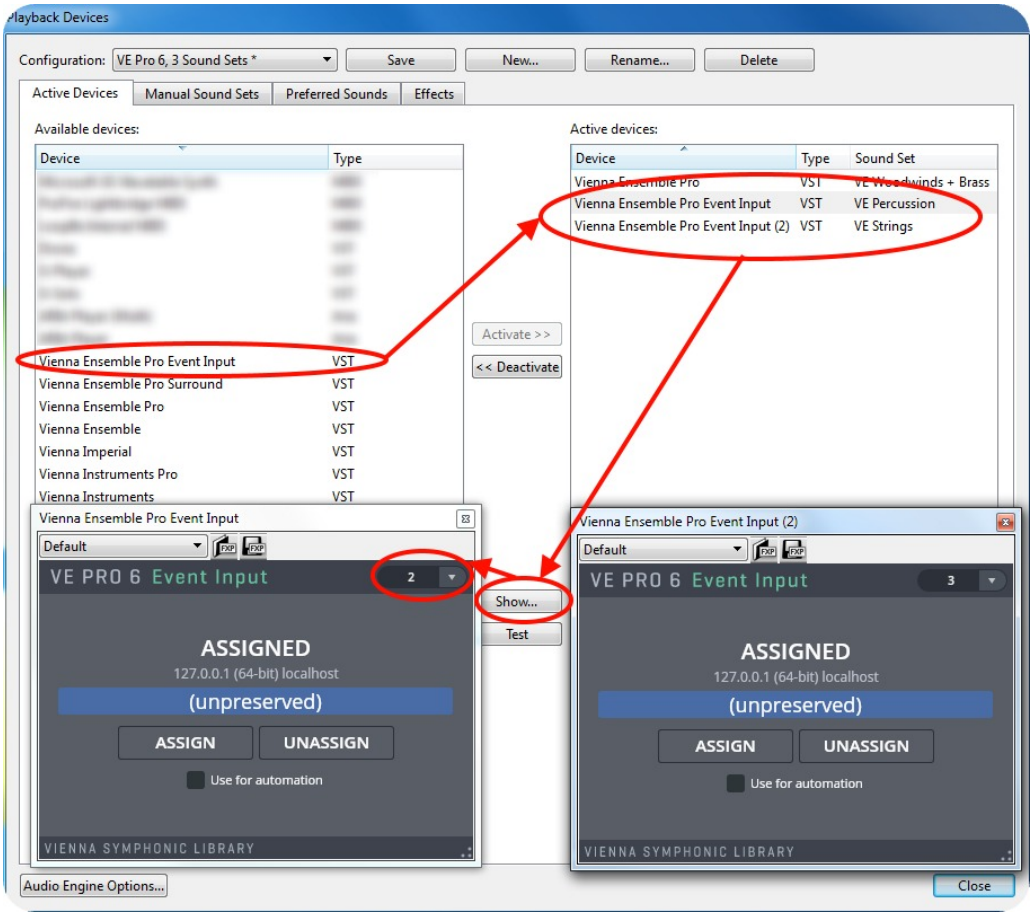
10. Finally, route the proper MIDI channel from the Vienna Ensemble Pro instance to SONAR:



11. Your environment is ready to go! You should have complete synchronization between SONAR and Vienna Ensemble Pro. 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.

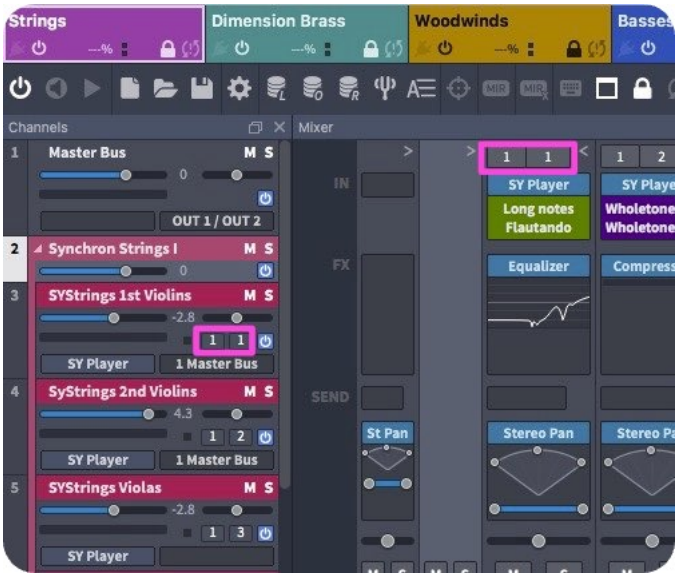
Sibelius

For Sibelius users, it is now possible to have all loaded instruments in one Vienna Ensemble Pro instance, even if more than 16 instruments and different sound sets are used in one Sibelius playback configuration.



Any additional Vienna Ensemble instances that might have been needed previously, can now be substituted with the *Vienna Ensemble Pro* Event Input Plugin, which delivers up to 31 additional MIDI ports with 16 channels each.

All instruments are routed to the same Vienna Ensemble Pro instance now. MIDI ports have to be set up in Vienna Ensemble Pro for every instrument, which was not necessary for Sibelius users previously, as there simply was only one available port. Sound sets and the settings on the Manual Sound Sets page have to be configured in the same way as before.



For further details on how to set up Sibelius and *Vienna Ensemble (Pro)*, please refer to the manual

"Optimizing Sibelius Playback", which can be downloaded from MyVSL.

Support, Questions, Videos, Forum...

We hope that this introduction to Vienna Ensemble Pro 7 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 Synchron Player** that comes for your **Epic Orchestra 2.0**, please have a look at the **Vienna Synchron Player Manual** and our **video tutorials**:



Watch the video

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 Pro 7!

Enjoy!

- Your Vienna Symphonic Library Team

Vienna Ensemble Pro 7 - Version History

Windows 10 and newer
macOS 11 and newer

v7.3.4677, December 23rd, 2025

Fixed

- When loading older VE Pro 7 projects with disabled VSL plugins, then saved and reloaded the project, the previously disabled plug-ins were gone from the project (regression only in previous version)
- Removed misguided "show first instrument on project load" feature

v7.3.4662, December 11th, 2025

Fixed

- Show correct parameter names in automation for disabled plugins after loading a project
- Channel configuration of disabled plugins wasn't preserved after a project save/load
- Mixer strip panels of disabled plugins were broken after a project load
- Ableton Live: Transport play/stop not propagating
- macOS/Intel: AU3 is now properly installed

Improved

- Showing Instrument window (F4) now opens GUI of first selected channel if nothing was open yet
- Showing Instrument window (F4) now also selects its channel
- Showing Instrument on first selected channel now happens automatically after loading a file
- macOS: applications are now universal bundles instead of having a separate Rosetta bundle

v7.3.4374 - June 3, 2025

Fixed

- Vienna Imperial Player plug-in did not validate
- Projects could no longer save & recall automation mapping data for integrated plug-ins

- VST2: Projects would open empty as no data could be pushed to the Server application.

Added

- Support for VST2 > VST3 auto-migration of the Vienna Ensemble Pro plugin in the host (e.g. Cubase)

v7.3.4328, May 14, 2025

Added

- Auto-Migration for Kontakt plug-ins for VST3 (Kontakt 6-8) and Audio Unit (Kontakt 7-8)

Improved

- Plug-in scanning is now much faster and more robust

Fixed

- Validation issues for a large number of 3rd-party plug-ins
- Crashes related to audio engine latency calculation
- Loading projects with non-existent outputs can crash the audio engine
- Copy/Pasting could lead to channel audio graph routing issues
- Undoing 'Remove channel' would insert the channel at the wrong position
- Automation saved for disabled parameters would not reload correctly
- Automation parameters for plugins in disabled channels would not load correctly
- Automation destination parameters with the same name could lead to conflicts (values were mixed/added)
- Matrix Mixer mixerstrip panel not responsive to mouse events, and not reflecting actual matrix mixer settings
- Improved channel configuration support for Vienna Ensemble Pro AU plugins
- Logic Pro: On rare occasions, not all surround channel configurations were picked up
- Pro Tools: Situational AAX plug-in crashes when loading certain projects
- Digital Performer: Output bounces were out of sync

Changed macOS

- Big Sur (11) is the new minimum system requirement

v7.3.3725 - May 14th, 2024

Fixed

- A rare crash on startup
- Color picker could appear outside of screen
- Values would sometimes display as "-0" for 0dB values
- Preference window too large on low res screens
- WIN: A rare crash when closing application

v7.3.3610 - January 30th, 2024

Fixed

- Certain operations with VST3 plug-ins would take a long time
- Signals going into the integrated Matrix Mixer plug-in were not processed
- Adjustments for the output meter of integrated plug-ins did not have any effect
- Surround Plug-in: Selection for output channel configuration was not possible
- Standalone: Engine Settings were not correctly applied after closing the preferences
- Win: Using the drop-down menu inside the Automation panel could cause mini freezes of several seconds
- Win: Closing projects with VST3 plug-ins would take a very long time

v7.3.3562 - January 23rd, 2024

Fixed

- Auto-Save files were saved with the wrong file extension
- Win: Expanding large folder structures could lead to performance issues

Added

- Enhanced crash report system

v7.3.3502 - November 23rd, 2023

Hotfix

- macOS: Legacy MIR Pro would not process wet signal

v7.3.3499 - November 22nd, 2023

Fixed

- macOS (Intel): Various third-party VST/VST3 plug-ins failed scanning

v7.3.3440 - October 27th, 2023

Fixed

- Scanning compatibility for many VST/VST3 plugins
- Certain VST3 plugins were not responsive to the Bypass button
- macOS: Seemingly random crashes while using VE Pro (API thread-related)

Added

- Additional surround formats for AAX plugin

v7.3.3388 - August 31st, 2023

Fixed

- Sluggish disabling/removal of VST3 plug-ins
- Plug-in favorites sometimes not properly recalled
- The MIR feature "Auto-guess MIR profile on patch changes" not always working properly
- Pasting text in the Synchron Player would paste twice

v7.3.3358 - August 17th, 2023

Fixed

- Slow loading of projects that contain Vienna Synchron libraries and Vienna MIR Pro (3D) plug-ins
- Legacy MIR Pro could not load impulses

Improved

- Apple Silicon: Update message when trying to insert outdated versions of (VSL) sample players
- Win: Performance with projects that contain a large number of subfolders

Removed

- Apple Silicon: Legacy MIR Pro & MIRacle plugins no longer selectable - please use "Rosetta" version of Vienna Ensemble Pro Server or consider upgrade to MIR Pro 3D

v7.3.3335 - August 2nd, 2023

Hotfix

- Apple Silicon: VST3 and AAX plug-ins were not properly installed when installing with Vienna Assistant

Fixed

- Win: Correct version name 7.3 is now displayed

v7.3.3310 - August 1st, 2023

Fixed

- Possible crash when scanning VST3 plugins
- macOS: A crash in plugin due to running out of available network ports
- Win: System clipboard could be left in an unusable state after performing certain copy/paste functions

Improved

- Loading Speed for surround sessions and sessions that contain many integrated FX plug-ins
- AAX: Added support for additional surround formats
- macOS: Native Apple Silicon support

Changed macOS

- Legacy MIR Pro (pre-3D) is not supported anymore

v7.2.1526 - May 15th, 2023

Improved

- macOS: Foundation for upcoming Apple Silicon support implementation

Fixed

- Integrated Surround Pan Pro large GUI not opening
- Uninstaller does not uninstall all plug-in components
- Missing components when performing a rollback through Vienna Assistant
- Vienna Ensemble Pro VST3 plug-in now marking all CC/PrgCh parameters as hidden, so they don't slow down the DAW automation system
- MIR: Audio ending up on the wrong channels when using the wet send output of MIR plug-ins
- macOS: Pressing "." (snap/unsnap) immediately after typing values inside of a plug-in can cause a crash. Keyboard command now changed to Cmd/Ctrl-"."
- macOS: A crash specific to macOS 10.14
- macOS: Wrong version number displayed for Vienna Ensemble Pro plug-ins
- Win: VI Pro icon missing in channel pane

Fixed (VST3 hosting)

- Opening projects with disabled VST3 channels can cause the plug-in to be marked as missing
- Disabling an instance / channel with VST3 plug-ins sometimes does not properly disable the VST3 plug-in
- When a VST3 plug-in was skipped during scanning, "reset and rescan" operation did not rescan the skipped plug-in
- Hangs and crashes when loading certain VST3 plug-ins
- Missing surround configurations for some VST3 plug-ins
- Slow scanning of VST3 plug-ins
- Win: VST3 plug-ins could show clipped views on monitors with >100% scaling settings

v7.2.1516 - February 27th, 2023

Fixed

- Servers disappearing in VE Pro plug-in when many VE Pro instances are used

v7.2.1515 - February 22nd, 2023

Fixed

- Switching between VST3 instrument channels could cause a hang
- Instance discovery on machines without internet connection

v7.2.1503 - February 13th, 2023

Fixed

- Some VST3 plug-ins stuck in a loop while validating
- Added more workarounds for VST3 plug-ins
- Some plug-ins causing a crash when using keyboard commands to switch channels in VEPro (PgUp/PgDn/Up/Down)
- A crash when system name resolution is unavailable
- Localhost server missing in certain network setups
- macOS: Attempting to install Helper Tool upon every startup

v7.2.1495 - January 30th, 2023

Fixed

- Many VST3 plugins validating but not being available for insertion
- Crashes upon enabling/disabling channels with certain VST3 instruments
- Bypass state not recalled properly for certain VST3 plugins
- Release notes not readable when OS is set to dark mode

Improved

- VST3 validation during plug-in scan in general

v7.2.1481 - January 19th, 2023

Fixed

- Possible host crash when connecting to instances with high channel count
- Parameter names would not reset to default after disconnecting an instance

- Hang when connecting more than four instances on certain hosts
- An issue causing the max number of opened files to be lower than expected
- GUI location of FX plug-ins not recalled when switching between instances or loading projects
- A localhost address (127.0.0.1) could in some situations be listed for a remote server
- Instance with non-unique names could be created in certain situations
- Automation assignment "None" not available
- Wrong color (blue) for bypass button in AU FX plug-in windows
- Bypass button in AU FX plug-in windows sometimes not properly updating its state when pressed
- MIR: "Auto add MIR Pro" button missing when only a MIR Pro (legacy) license is present
- MIR: Auto guessing of instrument profiles not working
- macOS: Channel mapping issue of 3D Audio Unit plug-ins
- macOS AUv3: Plug-in hosted out-of-process hanging upon connection
- macOS Ventura AUv3: Plug-in view cannot be reopened after being closed once (macOS Ventura only)

Improved

- Reliability of network server/instance scanning in general
- VEPro will now adapt to changes in system network configuration (previously required restart)

Added

- VST3 plug-in hosting

Changed

- macOS: Mojave (10.14) is the new minimum system requirement
- Attention Win: Windows 10 is the new minimum system requirement

v7.1.1406 - August 17th, 2022

Fixed

- Crash when selecting a percussion preset in Vienna Instruments Pro while MIR Pro 3D is inserted
- Regression: Crash when loading projects with disabled MIR Pro 3D channels

v7.1.1401 - August 16th, 2022

Fixed

- When adding MIR Pro 3D to a channel, the channel's name is not reset to "Instrument ..." and it's color not set to grey anymore
- When a channel in MIR Pro 3D changes color/title, the change is reflected in vepro's channel color/title

v7.1.1395 - July 20th, 2022

Fixed

- Regression: All channels in a folder where at least one legacy MIR Pro channel was converted were set to 0dB
- MIR Wet signal routing

v7.1.1390 - July 19th, 2022

Fixed

- A potential loading crash
- When converting legacy VE Pro/MIR Pro projects to MIR Pro 3D, the VE Pro channel volume wasn't set to unity (0dB), resulting in wrong volume levels
- When converting a legacy VE Pro/MIR Pro project that had the MIRx Settings open to MIR Pro 3D, VE Pro would crash
- Standalone: Crash when converting a legacy MIR Pro project to MIR Pro 3D project

v7.1.1384 - July 14th, 2022

Fixed

- Auto Add MIR for MIR Pro 3D didn't work
- "Import Instances from server project" didn't work reliably
- "Convert Project Channel Configuration" didn't work reliably
- "Merge Project" didn't work reliably
- macOS: A crash when inserting immersive AU plug-ins
- macOS: AU3 Plugin crashing validation

v7.1.1380 - July 12th, 2022

Fixed

- A crash when duplicating an empty folder track
- A possible crash when creating surround instances.
- MIR auto-guessing could stop working after reloading projects
- MIRacle plug-in did not load properly when converting eLicenser projects
- An issue causing Surround Balance plug-in not to be available
- Peak meter not readable when mixer channels are in narrow mode
- Too small click-area for opening plugin GUIs when mixer channel is in narrow mode
- Only 4 different types of integrated plugin GUIs could be displayed

Added

- Support for immersive channel configurations (Atmos, Auro-3D)
- Support for MIR Pro 3D
- Multiple folders now possible for MIR RoomPacks

v7.1.1329 - June 2nd, 2022

Fixed

- A crash upon inserting channels copied from another instance
- A bug causing saving of channel sets not to work
- Matrix Mixer not loading settings from pre-iLok projects
- Band 1/8 of Vienna Suite Pro Equalizer deactivating audio signal
- An issue causing connection failure after repeated connect/disconnects
- An issue which could cause a crash when switching channels using arrow keys
- A problem where duplication/copy-paste of folder channels could lose input routing settings
- A bug in loading of group data, causing pre-group values to be lost, and parameters assigned to group to be set to the same value upon loading a project
- A bug causing integrated plugins not to load again after disabling a channel
- A general issue causing “bypass all inserts” function for VST3 plugins not to work.
- Bypassing the VST3 audio input plugin did not actually bypass anything

- A bug causing color assignment of unsnapped channels not to work.
- A GUI bug with “system dialog” button in color picker
- A GUI bug in mixer, causing channels to look strange when toggling narrow/wide under certain circumstances
- A bug causing GUIs for more than 4 different integrated plugins not to show up
- An event timing bug with the MAS plugin
- A bug causing the server project name to take over the name of the import file when importing instances from other file
- MIR: MIRacle not working
- MIR: A crash when clicking on a roomtone plugin before having opened the MIR window
- MIR: Certain MIR display settings not being loaded properly (follow, hotspots, grid, camera position)
- Win: Missing MAS plug-in
- Win: Inactive icons for 32-bit applications still remaining
- macOS: An issue with file icons (.VEP, .VEPS, .VEP64, .VESP64…) not having unique icons

Added

- MIR Pro: A new preset for MIRacle plug-in (2.1s Synchron Stage Vienna Enhance)

Removed

- Deprecated option to convert project to VI Pro.

v7.1.1298 - April 14th, 2022

Fixed

- Crash when copy/pasting channel sets
- Matrix Mixer doesn't load settings from older eLicenser projects
- Surround Balance doesn't load settings from older eLicenser projects
- Missing MAS plug-ins on Windows
- Activating band 1/8 in Equalizer disables plugin/sound
- "Server connection limit" message when frequently connecting/disconnecting from the same server

Improved

- Lowered per-instance memory usage for MIR users
- MAS automation parameters now update to reflect their mapping and values in server

Added

- Channel name / plugin name info while loading projects

v7.1.1263 - April 7th, 2022

Fixed

- Loading certain older projects could cause an "Invalid project" message
- Loading of large projects with MIR plugins could cause a crash

Improved

- MIR projects load faster
- Faster creation of new instances

v7.1.1249 - April 5th, 2022

Fixed

- The "Connect" button inside of the VE Pro plug-in not working
- macOS: Installation using Vienna Assistant caused VST3 and AAX plug-in not to be installed

v7.1.1245 - March 30th, 2022

Added

- Silent install

Fixed

- macOS: Magenta colored popup menus in plug-in menus in Logic on Apple M1

Improved

- GUI performance of MIR venues

v7.1.1239 - March 23rd, 2022

Fixed

- Bundled plug-ins from old eLicenser projects not loading properly
- MIR24: Not working
- MIRx: Presets not available
- MIR: User .mirep files not being loadable
- MIR: User .mirep files not saving properly
- VSL Helper: An issue causing multiple copies of VSL Helper to start when low on disk space

March 17th, 2022

Changed

- Switch from eLicenser to iLok protection
- Attention: All newer versions are iLok only

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v7.0.1120 - November 23rd, 2021

Fixed

- Switching between instances did not retain previous view configuration
- Instance color selector could pop outside of window
- Default MIDI Channel was set to "2" instead of "1"
- Win: Missing Visual Studio runtimes on certain systems
- Win: Updater would hang VEPro upon clicking "Install"
- Win: Saving a file to a root path did not work

v7.0.1113 - November 15th, 2021

Fixed

- An issue with latency calculation of bypassed plugins
- Instance color should not be updated if loading a project into a current instance
- Crash when receiving certain malformed OSC packets
- Possible crash in AU plugins not providing a time info callback
- Mac: Plugin GUI not showing on macOS Monterey

Improved

- Rewritten automation parameter model - now a lot faster in instances with lots of plugins/parameters
- Scanning time of Synchron plugins
- General imorovements and stability updates

Added

- Feedback dialog upon application crash
- Link to online manuals in help menu

Changed

- Removed "fast plugin gui switching" option, since it was buggy with certain plugins
- Attention macOS: High Sierra (10.13) is the new minimum system requirement

v6.5.18957 - November 15th, 2021

Fixed

- Plugin GUI not showing on macOS Monterey
- Possible crash in timeinfo callback for certain AU plugins

Improved

- General imorovements and stability updates

Changed

- Attention macOS: High Sierra (10.13) is the new minimum system requirement

v6.5.18947 - July 6th, 2020

Added

- Feedback dialog upon application crash

Fixed

- macOS Catalina: Possible crash of host application when triggering keyboard commands in VE Pro

v7.0.1056 - May 25th, 2020

Fixed

- Missing VE PRO plug-in GUI in Digital Performer (VST/VST3/MAS)
- Win: Potential crash when unsnapping a VE Pro instance on a second monitor
- Win: Plugin GUI positioned wrong in Digital Performer

v6.5.18941 - May 25th, 2020

Fixed

- Missing VE PRO plugin GUI in Digital Performer (VST/VST3/MAS)
- Win: Potential crash when unsnapping an instance on a second monitor
- Win: Plugin GUI positioned wrong in Digital Performer
- Win: Possible crash when running update check

v6.5.18933 (Windows only) - May 14th, 2020

Fixed

- HotFix Win: Possible Crash during update check on some systems

v7.0.1046 - May 14, 2020

Improved

- Crash report handling
- macOS: GUI responsiveness in Cubase

Fixed

- Handling of plugin scaling in multi-monitor setups with mixed resolutions
- Copy/paste clipboard issues with plug-ins
- Buggy window resizing behavior in certain VST/VST3 hosts
- Instance titles too small
- Possible crash when opening server on a computer with several WLAN interfaces
- Mouse pointer position being off after tweaking knobs/spinboxes in plugins on monitors with display scaling enabled
- A possible crash in context menu handling in plug-ins.
- Wrong scaling of plug-ins when application is started on a non-primary display
- Folder- and file-dialogs of VE Pro plug-ins not respecting monitor scale settings
- Disabling of bus channels could disable sends of channels sending to bus
- macOS: Graphical glitch in VE Pro plug-in occuring when hosted in Cubase
- macOS Catalina: Sibelius crashing when sending key commands from VEP server window
- WIN: Bad alignment of icons in menus
- WIN: Some Vienna Imperial compatibility issues

v6.5.18932 - May 14, 2020

Improved

- Crash report handling
- macOS: GUI responsiveness in Cubase

Fixed

- Handling of plugin scaling in multi-monitor setups with mixed resolutions
- Copy/paste clipboard issues with plug-ins

- Buggy window resizing behavior in certain VST/VST3 hosts
- Mouse pointer position being off after tweaking knobs/spinboxes in plugins on monitors with display scaling enabled
- A possible crash in context menu handling in plug-ins.
- Wrong scaling of plug-ins when application is started on a non-primary display
- macOS: Graphical glitch occuring when hosted in Cubase
- WIN: Some Vienna Imperial compatibility issues
- WIN: Bad alignment of icons in menus

v6.5.18883 - March 26, 2020

Added

- Support for VI and VI Pro Retina versions
- Automated crash reporting

Fixed

- An issue causing GUI to freeze when using context-menus in Cubase

Retired

- macOS: 32-bit support

v7.0.973 - March 5, 2020

Added

- Support for VI Pro Retina

Fixed

- Missing compatibility for certain VST plug-ins (Komplete Kontrol and others)
- Multiple ports for External MIDI input not working properly
- Floating mixer/channel panes not updating when instance is not selected
- Disabled/Bypassed channels causing Aux Send origin channels to go silent

v7.0.954 - January 16, 2020

Fixed

- Possible crash in Standalone when starting automatic update
- Crash after 12.5h of playback at 48kHz (6.25h at 96kHz)
- Reverb output setting not recalled properly

VE PRO 7.0.926 (macOS only) VE PRO 6.0.18504 (macOS only) - November 12, 2019

Fixed

- macOS (AU): Plug-in window could crash host upon closing.

v7.0.922 - October 29, 2019

Fixed

- Presets of the integrated plug-ins could not be loaded.

v7.0.921 - October 28, 2019

Added

- macOS Catalina support

Improved

- Responsiveness of GUI in larger projects

Fixed

- A bug in the VST3 plugins, causing undefined behavior
- Possible crash of host when using Audio Input plugin
- Slow connections to instances with high channel counts
- MIR Wet signal broken on certain AMD CPUs
- macOS: Suppressing warning messages when validating plug-ins

VE PRO 6.0.18442

Added

- macOS Catalina (10.15) support

Fixed

- A bug in the VST3 plugins, causing undefined behavior
- Possible hang on bounce with Pro Tools
- Possible crash of host when using Audio Input plug-in

v7.0.904 - September 25, 2019

Fixed

- Possible crash when loading VEPro 6 projects
- Saving/Loading of automation parameters Raise and Disabled
- A possible issue with latency compensation of hosted plug-ins * Fixed: A possible crash with VSL plug-ins on disabled tracks Vienna Symphonic Library

v7.0.889 - August 2, 2019

Fixed

- Reenabling instance after loading project not properly updating internal audio engine.

v7.0.888 - July 30, 2019

Fixed

- Potential crash on exit

v7.0.877 - July 17, 2019

Added

- Icons and context-menus for inserting Synchron Player and Synchron Pianos
- VIEW menu entries for save/restore default windows geometry

- VM1 Helper application for Windows
- Keyless demo version (separate installer)

Updated

- VM1 Helper to v1.502

Changed

- Inserting instruments now always automatically selects their channels

Fixed

- A rare crash in server advertising
- A bug causing some Wifi interfaces not to be filtered out when having more than one Wifi interface

v7.0.851 - July 3, 2019

Added

- Synchron Player MIDI Dump functionality through VE Pro

Improved

- Disabling of folder "child" audio channels now more consistent
- Mixer GUI performance
- VM1 iPad App communication sometimes sluggish
- Convolution performance on newer CPUs

Fixed

- Disabled state sometimes not recalled properly
- AU3 crash when trying to use multi-bus plug-in while audio output setting being too low
- Crash when using "MIDI Only" configuration in Digital Performer 9
- Potential crash when viewing mixer
- Server engine is not paused while changing preferences
- Win: ` VEPro 6 data not loading in VEPro 7 on Windows 32-bit Mir Pro:
- Bass drum not matched to the correct instrument profile

v7.0.834 - May 23, 2019

Fixed

- Potential hangs/crashes when performing a bounce/mixdown
- Audio/Event Input plug-in not showing name of unpreserved instances
- Automation pane only showing up on main screen
- Mixer strip input plug-in widget not showing after a hide/show of the input section
- Certain server keyboard commands not working when instance is connected.
- macOS: VI Pro Remote App not working properly
- macOS: Substantially improved GUI performance on macOS Mojave
- macOS: A plethora of VST plugins failing scan
- Win: ` Installation bug when installing on 32-bit Windows (please don't)
- VM1 App macOS: Ensure correct channel configuration is used when creating channel effects from VM1 App
- VM1 App macOS: Instance window animation stops working when current instance is selected through VM1 App

Added

- VM1 App macOS: VM1 Helper App 1.41

Improved

- Automatable parameter value text input/output

v7.0.807 - May 10, 2019

Fixed

- Delay compensation of plug-ins that don't properly report latency changes to the host
- Plug-in delay compensation not working
- Instance staying disabled when starting a new project
- Broken behavior when dragging automation entries
- Instance color selector potentially appearing off-screen
- VST2 VE Pro plug-in not passing time info (such as tempo) to the connected instance

VE PRO 6.0.17966

Fixed

- VST2 VE Pro plug-in not passing time info (such as tempo) to the connected instance

v7.0.799 - May 7, 2019

Fixed

- Possible crash when using VM1 App
- Possible crash when editing Cubase/Nuendo automation values

Improved

- GUI CPU load

Updated

- Updated: VM1 Helper App to v1.40

Added

- Import Instances from Server
- Matrix name is added in Vienna Instruments Vienna Instruments Pro Articulation display (needs VI / VI Pro update)

v7.0.17952 - SomMay 5, 2019

Fixed

- macOS: Integrated Uninstaller did not work properly

v7.0.789 - May 4, 2019

Fixed

- Problem validating certain VST plug-ins
- Intermittent server discovery problem after connecting to first instance
- A potential crash in automating mapped parameters in VST plug-ins

- Recovery project not loading when asked
- Potential hang when closing VE Pro Server with VM1 iPad app attached
- Inserting 3rd party plug-in inserts channel before, not after current channel
- Automation parameter destination window cropped by screen borders
- Last item of automation pane cropped when scrollbar is at max position

Improved

- Automation add/clear buttons remain on top for MIDI mappings
- Selection behavior of automation parameter destination

Added

- Drag-drop of MIDI values for automation pane (Alt-drag for copy, Alt-Shift-Drag for increment CC, AltCmd-drag for increment channel)

VE PRO 6.0.17950

Fixed

- An issue causing MIR Pro dynamic processing not to work properly

v7.0.778 - May 3, 2019

Fixed

- Win: ` Possible crash when installing software for the first time.

VE PRO 6.0.17922

Fixed

- An installer error when downgrading from v7
- Problems in standalone with audio interfaces that don't support 44.1kHz sample rate
- CC parameter offset in VST3 plug-in
- Potential crash when loading channels from file
- Rare crash when loading project on startup
- Potential crash when disabling channel

- "Disable Keyboard Shortcut" setting not being saved with project
- MIR using a lot of CPU after 12 hours
- macOS: Osascript dialog popping up on startup for some users

v7.0.773 - May 2, 2019

Added

- Please check the new Vienna Ensemble Pro 7 manual for details

v6.0.17226 - November 26, 2018

Fixed

- A crash in MIR output format dialog
- Win: Vienna Ensemble VST2 GUI showing blank in Cubase 10

v6.0.17225 - November 23, 2018

Fixed

- Re-established fast loading and connection times

v6.0.17223 - November 22, 2018

Added

- Support for upcoming products

v6.0.17011 - May 7, 2018

Fixed

- Edit-boxes in VE Pro plug-ins not being clickable (appeared in VE PRO 6.0.16999)
- Crash when overwriting a VST preset
- Don't scan any Vienna plug-ins that are already implemented as toolkits (increased scanning time)
- Win: Incorrect Visual C++ redistributables included in install
- Win: Busy cursor sometimes appearing when using instrument plug-ins

- Win: Ugly styling of native dialog windows

v6.0.16999 - April 30, 2018

Added

- Support for Synchron Pianos

v6.0.16778 - January 4, 2018

Added

- Snap/Snap All instance strip context menu actions

Fixed

- Crash in Matrix Mixer when using delay in an asymmetric channel configuration
- Rare crash when closing application or deleting an instance

v6.0.16751 - December 20, 2017

Added

- Option to disable incoming MIDI events for muted channels ((in Preferences 'Enable MIDI for muted channels')
- Support for hosting the Vienna Synchron Player
- Ability to name unpreserved instances
- 'Insert input channel' and 'Insert plugin channel' are now two actions

Fixed

- Crash when closing MIRx settings dialog after choosing a preset

v6.0.16502 - October 6, 2017

Fixed

- VE PRO plug-in Settings did not open correctly
- MIR: Fixed: Possible crash when closing VE PRO after changing instrument type

v6.0.16419 - September 28, 2017

Fixed

- Plug-in compatibility with macOS High Sierra
- Auto Update check not respecting preference to disable it.
- A situation where connection to a network slave could not be established
- Automatic update download progress bar not refreshing

v6.0.16178 - August 11, 2017

Fixed

- A crash in context menu handling
- A hang when connecting computers in the network, loading very large projects
- Audio Units not validating in macOS High Sierra
- Incorrect channel parameter grouping between audio and folder channels
- Certain VE Pro 5 master host projects loading incorrectly
- Automation and MIRx dialogs not retaining their visibility and geometry in project files
- Loading a server project not clearing the existing instances
- Crash when opening the Play plugin without license
- Broken AU preset management
- Automation of 'Disable' channel parameter
- macOS: Random crashes on multimonitor systems
- MIR: Erratic VU meter on instrument icon when no audio engine is running
- MIR: Possible crash on closing context menus
- MIR: Occasional crash when closing MIRx settings

Improved

- Handling of crashing Audio Unit plug-ins

Added

- MIR: Natural horn instrument profiles (Historic Winds III)
- MIR: Auto-guess for Natural horn

VE PRO 5.4.16181

Fixed

- A hang when connecting computers in the network, loading very large projects

Added

- MIR: Natural horn instrument profiles (Historic Winds III)
- MIR: Auto-guess for Natural horn

Changed

- Attention OS X: Yosemite (10.10) is the new minimum system requirement

v6.0.16068 - June 30, 2017

Fixed

- Case sensitive sorting in plug-in selection menus
- Very loud noise coming from aux channels of disabled/bypassed instrument plug-in channels
- Crashes when closing project or server application
- Server crash when master host crashes, as well as other possible circumstances
- Hang when enabling VST plug-in by automation
- OS X: Potential crashes when showing a dialog

Improved

- Significantly reduced server disconnection times
- Replaced: "Plugin Errors" dialog with a clickable warning sign in status bar, so that it will not interrupt loading
- Changed: Splash screen to only show MIR Pro when it is actually available

MIR PRO:

- Crashes when loading specific projects

v6.0.16012 - June 11, 2017

Fixed

- OS X: Name resolution / DNS problem after system reboot

v6.0.16004 - June 9, 2017

Fixed

- Possible noise/DC on channels after enabling a disabled channel
- Unnecessary processing of disabled channels
- Possible hang when using large amount of instances
- Possible crash when loading projects with MIRx
- Crash on certain order of channel move/duplicate/insert operations
- Crash when activating keyboard shortcuts while operating "Purge" menu in Kontakt
- Intermittent crash on certain menu operations
- Potential crash in channel operations
- "Save As" dialog now defaulting to last saved filename
- OS X: Possible hang of host application when reconnecting to a VE PRO Server after a VE PRO Server crash

v6.0.15964 - May 30, 2017

Added

- Cross-platform AU/VST compatibility for Vienna Suite Pro plug-ins
- MIR: Undo/redo for character presets and MIRx settings

Fixed

- Unintentional rubberband selection of mixer strips inside a folder channel
- Potential crashes or project corruption when performing or undoing/redoing channel operations
- OS X: Rare and random crashes related to menus and dialogs
- MIR: Controls not enabling when setting a venue preset in MIRx mode

New system requirement: OS X 10.9 and newer

VE PRO 5.4.15962

Added

- Cross-platform AU/VST compatibility for Vienna Suite Pro plugins
- MIR: Update of recent instrument data.
- MIR: New instrument profiles and MIRx presets

v6.0.15864 - March 22, 2017

Fixed

- Regression causing channel inputs originating from disabled instruments to be lost when opening project.

VE PRO 6.0.15857 - March 21, 2017

Fixed

- MIR: MIRx presets in instrument context menu were not shown, if there was just one preset available

v6.0.15843 - March 15, 2017

Fixed

- DP/MAS: Tempo not transmitted properly with MAS plug-in
- DP/MAS: Latency compensation not always functional in MAS plug-in
- Ableton Live: Latency of the VE PRO plug-in not updating properly in Ableton Live
- Decouple status sometimes not displayed correctly in VE PRO Server
- Disabled channels still processing under some circumstances - Mouse wheel changing slider as well as scrolling sometimes
- Keyboard events sometimes getting lost when MIR is in focus
- Converting a project to a different channel configuration not updating the status bar label
- Incorrect editing of percentage based parameter text
- Erratic behavior when tweaking mute/solo on a folder channel
- Incorrect behavior of Merge Project dialog and handling
- Spacebar potentially triggering buttons/checkboxes on the GUI besides transport

- Potential crash when connecting to the VE PRO Server
- Folder channel getting selected when clicking in a child channel
- Win: "Convert to VI Pro" feature not working on Windows
- MIR: Unit labels not displaying properly in output format editor
- MIR: Room Tone Volume parameter out of sync with mixer channel
- MIR: Bug for conflictive behavior of room EQ bypass button and On/Off-button in output panel
- MIR: Incorrect coloring of instrument type label on instrument panel
- MIR: Instrument panels not being group-edited properly
- MIR: Erratic behavior when tweaking instrument width slider

Added

- Cubase/Nuendo: Setting for "Auto-raise on VI Pro Control" when hosted in Cubase/Nuendo
- Ability to enter locale dependent text in value edit-boxes
- Ability to drag over mute/solo/hide buttons in channel/mixer strips
- MIR: Instrument Profiles for Historic Winds I & II and Recorders and new MIRx presets
- MIR: Consider channel groups when editing a MIR instrument parameter via edit-box: holding ALT while pressing ENTER sets the value for all selected instrument icons (if "Automatically edit selected channels as a group" is not activated in Preferences, and vice versa)

v6.0.15567 - December 5, 2016

Fixed

- VE PRO blocking PT scan process on startup (regression since 6.0.15563)

VE PRO 5.4.15566

Fixed

- Crash when opening some projects created with VE PRO 6

v6.0.15563 - December 2, 2016

Fixed

- Auto-activate plug-in when receiving MIDI dump from Vienna Instruments Pro, in order to fix problems

with step-input in Cubase

- Potential audio engine crash
- Play VST plug-in blocking certain keyboard events
- MIR Room EQ bypass button state problem
- Possible issue with auto-update
- Wrong style for Merge Project dialog

Added

- Select/Unselect All checkbox for Merge Project dialog

VE PRO 5.4.15551

Fixed

- macOS Sierra: Plug-ins always re-testing on start-up.

v6.0.15500 - November 17, 2016

Fixed

- Server instance not auto-raising after connecting manually
- Crash when loading certain master host projects created with the VE Pro 4 Server Interface plug-in
- Hanging MIDI activity "LED" in server application
- Unified colors of plug-in/application

Added

- Setting to activate server window on MIDI Activity Focus (Preferences => General => GUI)
- Setting to activate server window on plug-in raise/auto-raise (Preferences => General => GUI)
- MIR: Auto-guess for Violin 2 and Cello 2

VE PRO 5.4.15500

Added

- MIR: Auto-guess for Violin 2 and Cello 2

v6.0.15415 - October 28, 2016

Fixed

- Always asking to update on startup (regression since 6.0.15401)
- Application window raising to front during project loads and auto-save
- Potential auto-save happening during load, causing corrupt recovery file

v6.0.15401 - October 21, 2016

Fixed

- Bypass state of some plugiins not being saved correctly
- OS X: Preferences action being disabled in application menu
- MIR: Regression in last version that caused MIR Pro to not output any audio in some circumstances
- MIR: Crashes when loading very old projects containing MIR Pro data

v6.0.15389 - October 18, 2016

Fixed

- "Invalid Signature" error when double-clicking an instance project with open server
- Rare crash on opening project files by double-click
- Application not always quitting during auto-update
- Don't show MIR "output format changed" message when opening VEP by doubleclicking a file
- iZotope Neutron VST plug-in hanging on scanning
- VST presets only containing parameters not loading properly
- GUI incompatibility with certain newer Native Instruments plug-ins
- OS X: Removed empty "dummy" menu
- OS X: Cocoa event loop crashes

v6.0.15376 - October 17, 2016

Fixed

- Kontakt 5.6 showing a huge, black GUI after loading a project in some cases
- Crash when switching between instances with VI (Pro) channels in them

- Channel pane GUI bug when loading unpreserved instances
- Occasional hang when checking for updates
- Automatic update time interval not being calculated properly
- Potential crashes in several VST plug-ins
- Processing crash in Audio Input plug-in
- Crashes when deleting instances from server
- Automatic update checking causing potential hangs
- Instance raise parameter not restoring automation mapping on project load
- iZotope Neutrino VST crash on scan
- Potential hangs when loading of MIR Room Tone data fails
- Crash on drag and drop when certain mixer feateres are hidden
- OS X: Global menu not updating properly depending on current instance
- OS X: VE Pro 4 projects not restoring AU plugins properly

v6.0.15318 - September 20, 2016

Added

- Workaround for running over Windows Remote Desktop

Fixed

- Open effect plug-in editors sometimes showing blank GUIs when switching between instances - Unsnapped instances loading as snapped
- 3rd-party plug-in dialogs sometimes hanging when loading
- Kontakt instruments loading with black interface after upgrading to Kontakt 5.6
- Keyboard shortcuts not working directly after launch
- Potential crash when triggering certain shortcuts
- Crash in accessibility handling
- Potential lag when starting master host transport with many connected VE Pro plug-ins
- Mixer section visibility not saved/recalled with project
- Broken automation backward compatibility
- VE Pro Plug-in not disconnecting when loading preset stored in disconnected state
- Condition which could cause hang when loading projects containing MIR PRO Room-tone plug-in

- Aux sends not resetting to 0dB
- Aux send Alt/Shift editing behavior
- Crash when scanning Output Movement VST plug-in
- Missing title on auto-added MIR PRO Room-tone channel
- Backward Compatibility with VE PRO 4 projects

v6.0.15264 - August 29, 2016

Fixed

- Potential lag when starting master host transport with many connected VE Pro plug-ins
- Possibility of preserve button on plugin not being properly synced to connected instance
- Double-click area to edit channel title being too small
- Dock widgets not restoring to their saved state

v6.0.15258 - August 24, 2016

Improved

- Slightly improved VST plug-ins scanning time
- Replaced plug-in raise parameter by a mappable parameter inside the server instance

Fixed

- Master host automation parameter mapping potentially offset by one index
- AAX plug-in crashing for surround modes
- Graphical bug in toolbar when no MIR Pro is available
- Cubase hangs when connecting to non-existent preserved instances
- Saving/loading of channel sets not working properly when folders are involved
- Matrix Mixer plug-in crashing and generally not mapping delay channels correctly
- Inability to exit VE PRO server application due to modal dialogs being present when choosing "Save".
- Crashes when merging projects
- VI Pro plug-in icon visible without VI Pro license present
- OS X: ` Slow response to Logic Pro transport play
- Win: ` 32-bit application not being installed properly

- Win: ` MAS plug-in not working
- Win: ` Only allowing install on Windows 7 or higher
- MIR: Room Tone channel not producing sound after enabling

Added

- Win: ` HiDPI preference to choose between up-scaling and proper HiDPI with un-scaled VST GUIs
- Server instance title to Automation Mapping window for clarity

v6.0.15224 - August 18, 2016

Improved

- Raise function now also restores minimized windows
- Color picker behavior
- Start/Stop playback response with Logic
- MIR: CPU usage

Fixed

- AU plug-in not loading in deprecated hosts (Logic 9, Sibelius)
- Broken AU plug-in surround support
- Crash when duplicating folders with several channels inside
- Crash when instantiating plug-in in surround with ProTools
- Audio engine crash related to thread count settings
- Tab/Window visibility keycommands not operating as intended
- Missing `ESC` shortcut for toggling instrument/mixer views
- A crash in channel pane rubberband selection
- Broken installation on Windows 32-bit versions
- Error displaying certain AU views of Native Instruments plug-ins
- Large instances (>32GB) not connecting upon project recall from host
- Crash when scanning Output "Movement" VST plug-in
- Rare crash in audio buffer handling
- MIR: Application hang when switching MIRx venues
- MIR: Only one MIR Room Tone plug-in allowed

- MIR: MIR Wet send buses sending to seemingly random places
- MIR: Crash in impulse loading
- MIR: Crash in the OpenGL Widget

v6.0.15180 - August 2, 2016

Added

- Introduction of a completely modernized version, please see manual for details