

Access Virus Editor User Manual

English



INTRO

Thank *you* for your interest towards our Editor & Librarian software.

We built Access Virus Editor to control ANY Access Virus model over MIDI or USB. Modern synths come up with an integration tool to hook your synth into DAW and we wanted to give this same opportunity to you as well. Connect MIDI input & output, Audio jack cables to mixing console / sound card and fire up your DAW to get started!

Virus Editor User Manual contains instructions to get the Editor installed and configured properly.

PATCH LIBRARIAN usage and functions has a dedicated manual.

Disclaimer

Our company & product has nothing to do with Access Music GmbH.
If there is an issue with our product, open a support ticket in your account page.
You can find support details at the end of this document.
Support and updates are free for life to anyone who has bought the license from our store.

Specifications

WHAT THIS EDITOR CAN DO?

- Control your Access Virus directly from your DAW.
- Connect your Virus to your DAW with MIDI or USB.
- Connect your Virus TI with USB to the latest macOS environments. (MIDI and Audio).
- Load Native AAX, Audio Unit, VST2 or VST3 plug-in to your favorite Host. (64-bit only).
- Select your Virus model from the Editor interface to see what you can and cannot edit.
- Select your desired skin scheme from the Editor to match your hardware.
- Edit almost every parameter of your synthesizer from a single plug-in instance or standalone application.
- All 16 parts of the synthesizer are available in a single instance for quick and painless editing.
- All multi parameters are available to edit as well.
- Automate almost every parameter from your DAW.
- No more sticky notes for MIDI CC numbers.
- Layer multiple parts to create unique sounds.
- Copy and paste single patch data between layers.
- Changes made in the hardware are reflected in the software and vice versa.
- Editor display shows which parameter is changing with hardware values, i.e., EQ frequencies are shown in Hz.
- Randomize patch values. Use section locks to lock certain areas, i.e., Oscillators from being randomized.
- Adjust Randomizer "strength" and target.
- Save and Load data from the User Interface for later use.
- Learn MIDI CC from your external controller and save the MIDI CC mapping file in your HDD.
- Play hardware sounds with the computer keyboard when Keyboard view is toggled on.
- Solo or Mute parts individually right from the Editor.
- Freely resize the Editor window size from the lower right corner to your needs.
- Advanced MIDI Settings allows you to filter unwanted messages.
- Total Recall function will send the data saved in the project to your hardware once the project is opened. No longer mandatory to store hardware data in the actual unit.
- Browse 1000's of banks from the Librarian view. (we included Virus factory banks to get you started – download / purchase more yourself).
- Send single patches from the Librarian to active hardware parts with double click or by using keyboard arrow keys.
- Send patches or multis to hardware from upper or lower list view.
- Store single patch banks or multi data from Librarian to hardware or HDD.
- Request single patch or multi bank data from hardware to Librarian, one at the time or whole bank at once.
- Save banks to HDD in Standard MIDI format, VHC format or Virus PowerCore compatible Standard MIDI format.
- Import banks to librarian in Standard MIDI format, System Exclusive or VHC format.
- Rename patches or multis in Librarian window.
- Reorganize patches or multis in Librarian view with drag and drop or with copy and paste.
- Search patches by name or by category.
- Use lower bank view to display search results.
- Use lower bank view to display category filtered results.
- If total recall fails but the data is in the User Interface, reconnect the MIDI ports and click "Push Data to HW" to send the current values in hardware.
- Our product can check for updates automatically if your computer is connected to internet.
- Save settings as defaults on new instances / projects.

WHAT THIS EDITOR CANNOT DO?

- Generate any audio. This product is an Editor for Access Virus Synthesizers.

SYNTHESIZER REQUIREMENTS

- Access Virus synthesizer (all models supported with latest Virus OS / TIOS).
 - Access Virus A Desktop
 - Access Virus B Desktop, Access Virus KB, Access Virus Indigo
 - Access Virus Rack
 - Access Virus C Desktop, Access Virus KC, Access Virus Indigo II
 - Access Virus Rack XL
 - Access Virus TI Desktop, Access Virus TI Keyboard, Access Virus TI Pølar (mk1 and 2)
 - Access Virus TI Snow
- MIDI Interface that can handle System Exclusive messages. Cheap USB-MIDI cables do not work.
ESI MIDIMATE EX is known to work on macOS and Windows platforms. Virus TI users can use USB instead.

COMPUTER REQUIREMENTS

- **macOS** 10.12 or greater with 64-bit AAX, Audio Unit, VST2 or VST3 host application.
Standalone Application works without DAW as a host application.
 - Intel or Apple Silicon processor.
- **Windows** XP or greater with 64-bit AAX, VST2 or VST3 host application.
Standalone Application works without DAW as a host application.
- At least FULL HD resolution on your display.

COMPATIBILITY

Supported plug-in formats

	AAX (native)	Audio Unit	VST2	VST3	Application
macOS (64-bit)	✓	✓	✓	✓	✓
Windows (64-bit)	✓	✗	✓	✓	✓

Supported host applications

- Ableton Live
 - Apple Logic
 - AVID Pro Tools
 - Bitwig Studio
- Cockos Reaper
 - Image Line Fruity Loops
 - MOTU Digital Performer
 - PreSonus Studio One
- Reason Studio Reason
 - Renoise
 - Steinberg Cubase
 - Universal Audio Luna

We haven't tested other hosts, but if your host can load the plug-in formats above, they should not have any issue loading our plug-in.

If there is an error with the plug-in on your host, let us know and we will make it work.

All hosts above were tested in Windows and macOS.

DEMO Limitations

When you want to try the software before committing to it, here is what you need to know:

- Parameters cannot be automated from your DAW.
- Parameter MIDI CC Mapping is disabled.
- Parts 2-15 are disabled.
- Total Recall is disabled.
- UI Data cannot be saved or loaded.
- MIDI CC Mapping Data cannot be saved or loaded.
- Librarian Bank Edits cannot be saved.
- Librarian "Store Data to Hardware" is disabled.
- Demo cannot be registered.

If you make the decision to purchase the Editor license, you don't need to remove the previous install, just run the full installer to overwrite the demo files.

PURCHASE FULL LICENSE

If you want to use the Editor without any limitations and support our continuous development, you can purchase the full Editor license from <https://auraplugins.com/product/access-virus-editor/>

License and full downloads will appear at the Product downloads page. See details below.

Download & Install

Anyone can download the DEMO version of our product and test it out, but only registered customers are entitled to download the updater for their purchase. If you have purchased our product through another website and you have issues regarding to your account, contact us and our staff will attempt to reply within few business days.

If you have overwritten any of the included Editor sound banks with a previous version of the Editor, it is worth renaming those sound banks to prevent data overwrites once Editor updater is executed.

Downloads: <https://auraplugins.com/downloads/access-virus-editor/>

Download and run the installer. After you have installed the Editor, open your DAW and let your host do the plug-in scan – If the scan fails, try again. If it simply won't pass, send us the crash report.

Here is how we can quickly check what happened and why:

- Copy the error message / crash report content to a new text file and send it to us.
 - macOS users can find crash reports from "Console.App" -> crash reports.
- Tell us how we can reproduce the issue on our end so we can fix it.

You can send the error report with instructions to us via our [tickets](#) page.

Once the Editor is installed and launched, user interface will show your product status in the upper right corner:

- DEMO version will indicate **** DEMO VERSION ****.
- Unregistered FULL version will indicate **RELOAD LICENSE**.
- Registered FULL version will indicate **REGISTERED**.

You can find instructions for Editor registration further below.

Note #1: Always keep back-up of the downloaded installer at your own HDD. We are not storing old installers in our servers! This is important if something goes wrong with the update, you have an installer in your personal storage to rescue your project if it really screws something up!

IMPORTANT NOTE PRIOR TO INSTALL:

Please make sure you make a proper backup of your Virus RAM before you run the installer. We will not take any responsibility for your synthesizer, and you must agree to this when you install the software.

You can back up your Virus easily with these simple steps:

- Open your DAW and insert empty MIDI track.
- Make sure MIDI messages are allowed to come through from Virus.
- Hit record from your DAW.
- From Virus:
 - Since all Virus model generations are different, we cannot provide the information here. Instead:

You can read more about the SysEx dump from the Access Virus user manual.

DOCUMENTS LOCATION

We wrote Guides for all the major DAWs, guides how to setup MIDI devices and how to configure Virus TI for macOS platform.

Most of the manuals can be accessed from the **Utilities** [1] menu under **Manuals** [2]. You can find online documentation and more manuals from our Knowledge Base site at <https://docs.auraplugins.com>



Editor **User Guides** can be found from:

[macOS] /Library/Application Support/AURA Plugins/User Guides/
[Windows] \ProgramData\AURA Plugins\User Guides

DATA AND PATCHES LOCATION

Editor **data / license** folder is:

[macOS] ~/Music/AURA Plugins/Access Virus Editor/
[Windows] ~\Music\AURA Plugins\Access Virus Editor

Data folder can be opened from **Patch Librarian** -> **Bank Edit** menu -> **Other Helpful Things...** -> **Open Data Folder**. Any custom banks you have, should be placed in the Patches folder. You can use subfolders too to keep it tidy.

Getting Started

PREPARE YOUR SYNTHESIZER FOR THE EDITOR

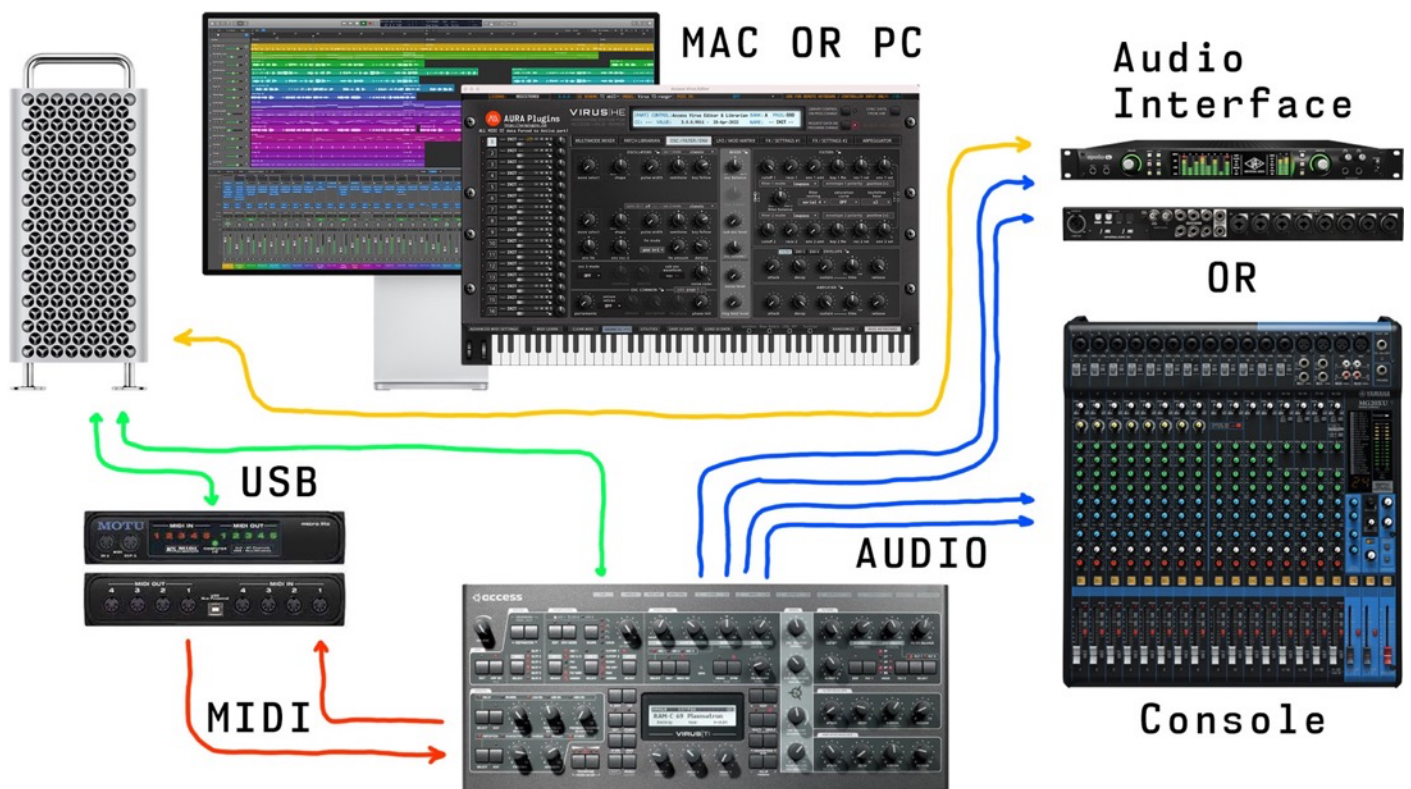
Connect the MIDI cables from your synthesizer to the MIDI interface and Audio Jacks to your console / sound card. MIDI out from synth to MIDI interface IN and vice versa. MIDI thru connections will not work.

- MIDI Out from MIDI interface to Virus MIDI In port.
- MIDI Out from Virus to MIDI interface MIDI In port.
 - double check your cables!
- Audio from Virus Out 1-2 to console or sound card inputs.
 - Add more audio cables from Virus output ports if needed.

Note for Virus TI Users: If you plan to use MIDI cables instead of USB connection, **DISCONNECT** the USB cable from your Virus or the Editor won't be able to establish the connection.

NOTE #2: When USB is plugged in, Virus TI MIDI terminals will act as a MIDI interface for your host computer.

Wiring diagram example



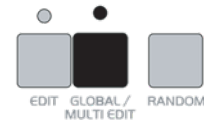
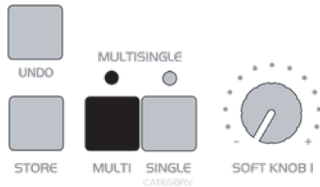
Power up your Virus. Our Editor is designed to work "out of the box" and control almost all parameters from a single Editor instance.

Note: Our Editor is designed to work only in multisingle / sequencer-mode. Single-mode is not supported and we are not going to change that. There is zero benefit of using the Virus in single mode.

Configure Virus A, B, C, Rack and Rack XL series

After Virus is powered up, enter Global settings, and apply following settings.

Note: Menu and Button examples from Access Virus C user manual.



1 - Choose MULTISINGLE-mode from Virus by clicking MULTI and SINGLE buttons at the same time

2 - Click "GLOBAL / MULTI EDIT" to enter settings menu



3 - Use **PARAMETER** buttons to navigate and **VALUE** buttons to set values

If parameter is not mentioned, you can skip it and navigate forward.

- MIDI DUMP RX = **Enable**.
- Panel = **Int+Midi**.
- SoftThru = **Off**.
- ProgChange = **Ena**.
- DeviceId = **1**. (VERY IMPORTANT).
- MIDI Control **LoPage** = **Contr**.
- MIDI Control **HiPage** = **SysEx**.
- System MemProtect = **Off**.

Configure Virus TI and Virus TI Snow series

After Virus is powered up, enter System settings, and apply following settings.

Note: Menu and Button examples from Access Virus TI user manual.



1 - Choose SEQ-mode from Virus by clicking MULTI and SINGLE buttons at the same time

2 - Click "CONFIG" to enter settings menu

Use **PARAMETER** buttons to find and **VALUE** buttons adjust following parameters

If parameter is not mentioned, you can skip it and navigate forward.

- Knob Behavior -> **Target = Internal+MIDI.**
- System 4 / 5 -> **Mem Protect = Disabled.**
- MIDI 1 / 3 -> **Soft Thru = Off.**
- MIDI 1 / 3 -> **MIDI Device ID = 1.** (VERY IMPORTANT).
- MIDI 3 / 3 -> **Program Change = Enabled.**
- Receive MIDI Dump -> **Receive Dump = Enable.**
- MIDI Control -> **Page A = Controller Data.**
- MIDI Control -> **Page B = SysEx.**

All set! We are now ready to open our Editor in DAW or Standalone Application!

To get more information about how to adjust your synth, read the Access Virus User Manual.

PREPARE YOUR DAW FOR THE PLUG-IN

Check configuration guide for your system from the Editor **utilities** menu. Start from the “Setting MIDI Devices” guide and then check your DAW guide.

Disable physical MIDI ports from your DAW

One of the most important things, especially on Windows platform is that you must **disable** your physical MIDI ports from your DAW settings which are used to connected to synthesizer. And make sure that those ports are **not** used within your DAW at all.

If the port is used inside your DAW and you try to assign MIDI input / MIDI output in the plug-in, it might crash and you could potentially lose your work!

For example, Ableton Live has an option to enable track and/or sync for all ports individually, which need to be turned off for MIDI input and output ports intended to use with the editor.

Using Virus as Master Keyboard?

No problem, on Windows you can install two applications: MIDI-OX and loopMIDI to make a virtual connection and route that back into your DAW for note events. On macOS, MIDI ports can be open in two “applications” at the same time. More details in “Setting MIDI Devices” manual.

Insert the plug-in into your project

After the configuration guide of **Setting MIDI Devices** and the configuration guide for your DAW are done, you can safely open your DAW and start the plug-in scanning process.

If the plug-in scan fails, please try to validate it again. If the plug-in won't validate, send the error log for our inspection – details given at Downloads section above.

Once your DAW is ready, insert our Editor plug-in to instrument track and read next part about registration if you purchased the full license from our store. If not, you can head down to “Make the connection, again” part.

REGISTER EDITOR WITH LICENSE

If you made the decision to purchase the license for our Editor, you are the best! Just wanted to thank YOU. License owners can enjoy the full advantages of the Editor, like:

- Plug-in parameters can be automated directly from your DAW.
- Librarian is fully functional and allows full editing possibilities.
- You can save your UI Data (full arrangement) to HDD.
- You can save your MIDI CC maps to HDD.
- Total Recall: Once you open your project after your last session, all the data used in your previous session will be automatically sent to your synthesizer.
- Get tech support and updates with lifetime license or while subscription is active!

If you purchased Editor license from our store, download the license and the full installer from <https://auraplugins.com/downloads/access-virus-editor/> after you login.

Unzip the full installer and run it from your computer. If installer fails, try again as follows: Right click the installer and choose "open". You can safely ignore all warnings.

Manually placing the license file

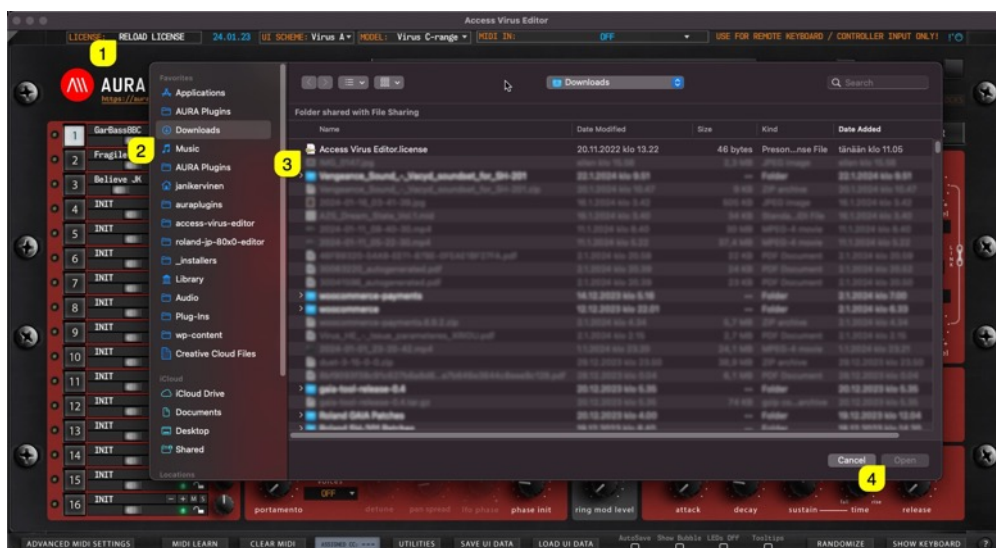
If you have plug-in inserted to your project, now it is time to delete the track / plug-in instance from your DAW.

Rename license.key to "**Access Virus Editor.license**" manually and copy it to the Editor **data** folder (see location mentioned earlier). Before you continue, check and make sure the license is called "editor name.license" ! If all is good, you can now re-insert your plug-in to your DAW.

Register product from User Interface

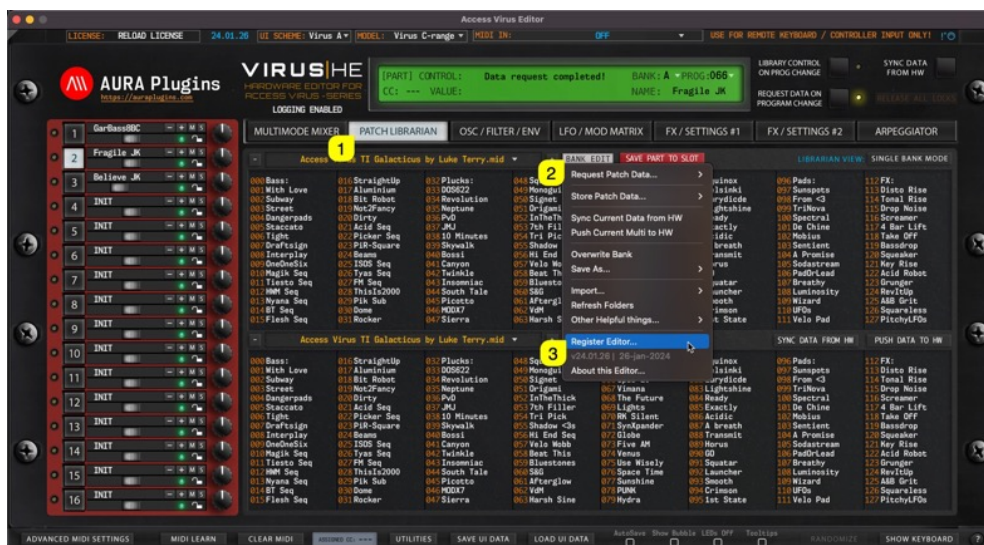
Method #1:

Click the top left corner of the user interface where the Editor says, "**RELOAD LICENSE [1]**". New window will open to prompt for license [2]. Locate the license [3] and click Open [4] to register.



Method #2:

Once you've installed the FULL version and you have your Editor user interface opened, enter **Patch Librarian** [1], click **Bank Edit** [2] and choose **Register Plugin...** [3]. A file prompt dialog will pop up just like in the image above.



After you have chosen the license file, remove the plug-in instance from your DAW and insert it again. Editor display should now indicate "REGISTERED" in the top left corner.

IF the Editor shows "** DEMO VERSION **" you haven't installed the FULL version yet or you might have the plug-in installed in several locations! Check solution from Troubleshooting section.

Make the connection, again

SET YOUR VIRUS DEVICE ID

First, set the **Device ID** [1] from the Editor interface. Device ID value can be modified from the **MULTIMODE MIXER** [2] view.

Device ID should be set to 1, but if you have multiple Viruses, it is a good practice to have them all on different ID. This will protect the other units from accidental data overwrite and value changes.



SET YOUR VIRUS MODEL

Select appropriate **Virus model** [1] so that the communication works as expected. If you have wrong model selected, you will get unexpected time-outs and data is not transmitted to the hardware as expected.



- Virus A users should select **Virus A-range**.
- Virus Rack users should select **Virus Rack**.
- Virus B, KB, Indigo and Classic users should select **Virus B-range**.
- Virus C, KC and Indigo 2 users should select **Virus C-range**.
- Virus Rack XL users should select **Virus Rack XL**.
- Virus TI (1/2) and TI Pølar users should select **Virus TI-range**.
- Virus TI Snow users should select **Virus TI Snow**.

Parameter differences between models

Select your Virus **Model** [1] from the “top bar” of the user interface to access parameters which are available for your hardware model. Some parameters are grayed out based on the selection made. I.e., reverb parameters on Effect 2 tab are available for Virus TI and Virus TI Snow users only. More about model change further below.



SET MIDI PORTS

Select ports with Plug-in

Select **MIDI IN** [1], where your Virus MIDI Out is connected in at.
Select **MIDI OUT** [2] port which will send data to your Virus MIDI Input.

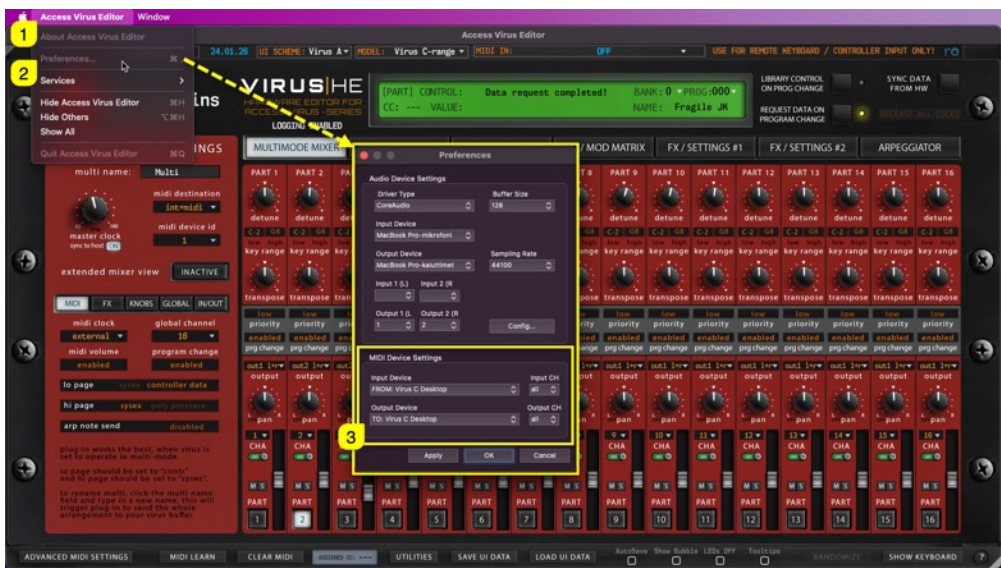


NOTE: If you use Virus TI with USB connection, then on macOS choose “Virus TI USB Plugin I/O” and on Windows choose “Virus TI Synth” for MIDI In and MIDI Out. MIDI and USB cannot be used at the same time!

Select ports with Standalone Application

If you use the Standalone Application, click “**Access Virus Editor** [1]” from top bar and choose **Preferences** [1]. This will open Preferences dialog where you can set **MIDI IN** [3] and **MIDI OUT** [3].

On Windows machines, the same dialog can be opened from File menu.



Remote Keyboard Input port

If you have an external MIDI controller you want to use with the Editor to trigger notes and tweak knobs with, you can select **MIDI IN** [1] from the Editor top bar. This port won't work with the synth itself and is only used for triggering MIDI events.



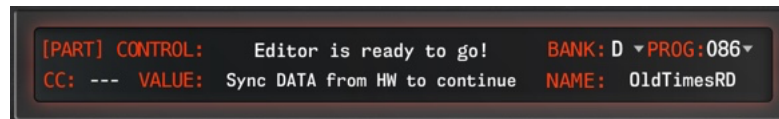
This port is only visible with Standalone Application.

HARDWARE CHECK / PING

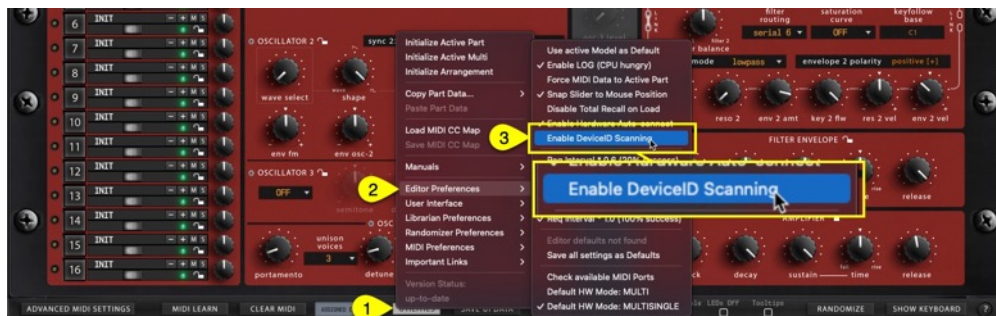
After setting MIDI OUT, our Editor will start scanning for the hardware. If there is no immediate response, the Editor will attempt 3 more times. If there is no response, you might get a **"Connection Timed Out"** message. If so, double check your hardware settings and make sure your cables are good!

NOTE: MIDI ports for plug-in are set from the main window while Standalone Application MIDI ports are set from the Editor Preferences.

Editor **Control Display** will say **"Editor is ready to go!"** when response is received from the Virus.



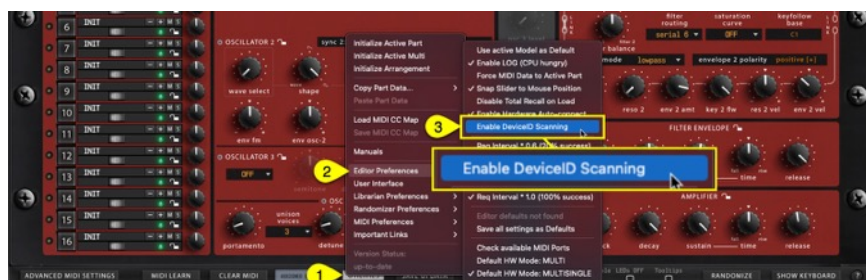
You can optionally enable Device ID probing function, which will check for the Device ID for you. This is good IF you have only one Virus model in your setup. Function can be enabled from **Utilities [1]** menu -> **Editor Preferences [2]** -> **Enable DeviceID Scanning [3]**.



NOTE: If you have Device ID set to 1 on the Virus and 1 on the Editor, our Editor will find your Virus if everything else is configured properly.

HARDWARE AUTO-CONNECT

Editor will automatically request MULTI / SEQ data from the hardware to the Editor user interface, when Utilities [1] menu -> Editor Preferences [2] has option **Enable Hardware Auto-connect [3]** enabled.



SYNC DATA FROM HW

This is the final step before you can start making your own adjustments IF “Enable Hardware Auto-connect” is disabled from Utilities menu as explained in previous section! Click **Sync Data From HW [1]** button to synchronize active SEQ / MULTISINGLE data from your Virus to the Editor user interface. This needs to be done only when new instance is loaded so that Editor and you know what was set in the hardware already.



After the “Sync data from HW” process is completed, you should check the MULTIMODE MIXER [1] view. Verify part MIDI **CHA [2]** is what you expect it to be, part **output [3]** is routed where you want and that your part **key range [4]** values are not out of range.

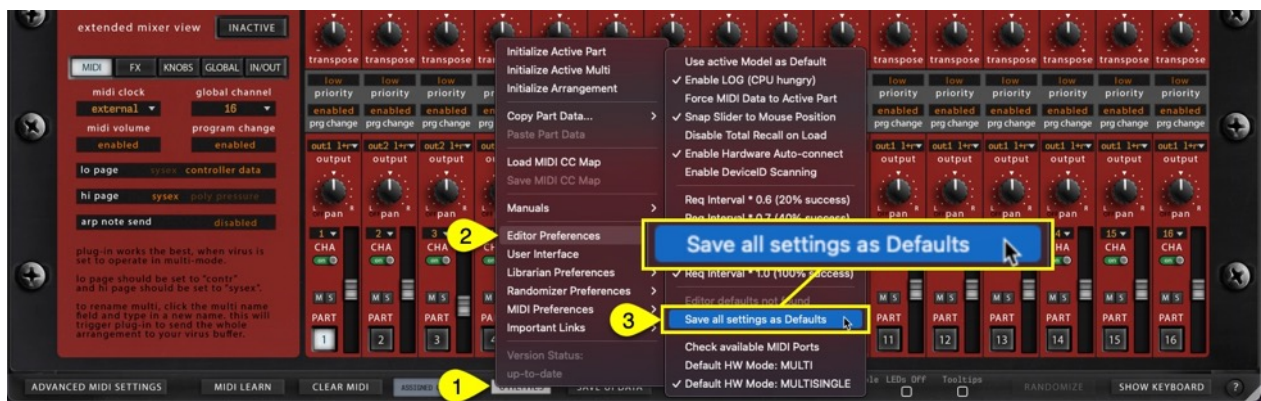


You can now pursue with your own editing tasks, patch manipulations and experiments as you wish!

NOTE: All parts should ideally have individual MIDI channels to avoid control change conflicts. You can stack sounds together by setting the MIDI channel to same value, just keep in mind that control changes affect both layers!

STORE DEFAULTS IN FILE

You have the option to store your Editor defaults from the Utilities menu if you don't have more than one Virus in your setup. This is good when you insert a new instance of our Editor in a new project – Everything is setup the way you wanted.

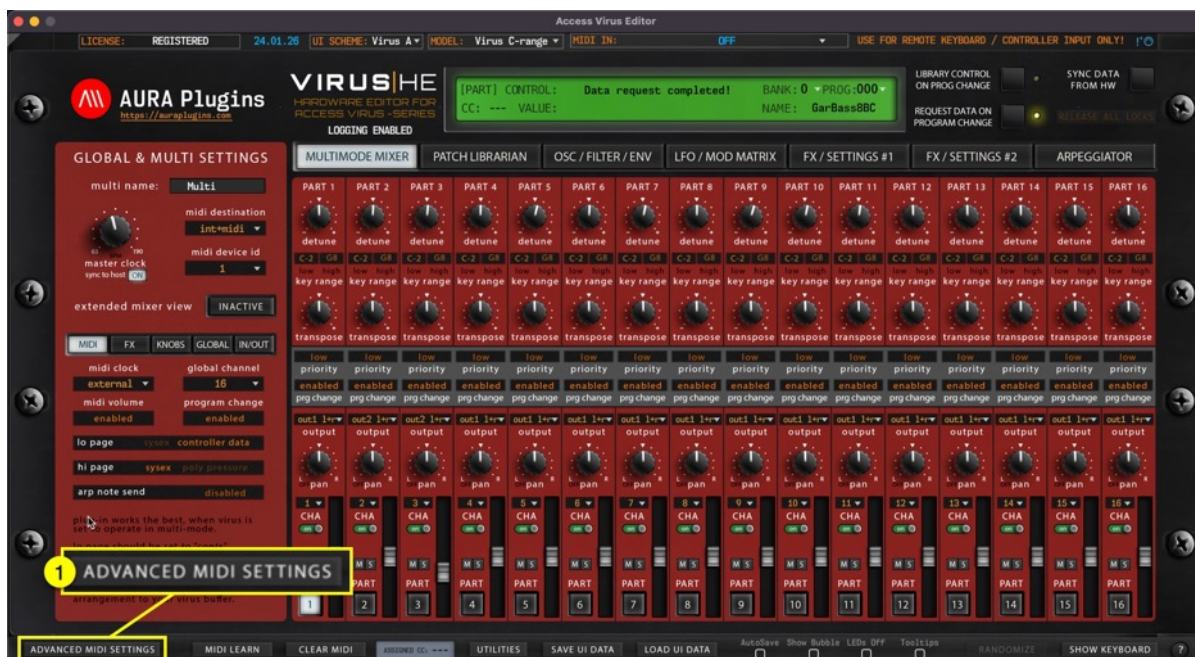


Click **Utilities** [1] menu, select **Editor Preferences** [2] and click **Save all settings as Defaults** [3]. After doing so, every time the Editor is loaded, your preferred settings are already applied. You can remove the defaults option by revisiting the same menu and select “**Clear Editor Defaults**”.

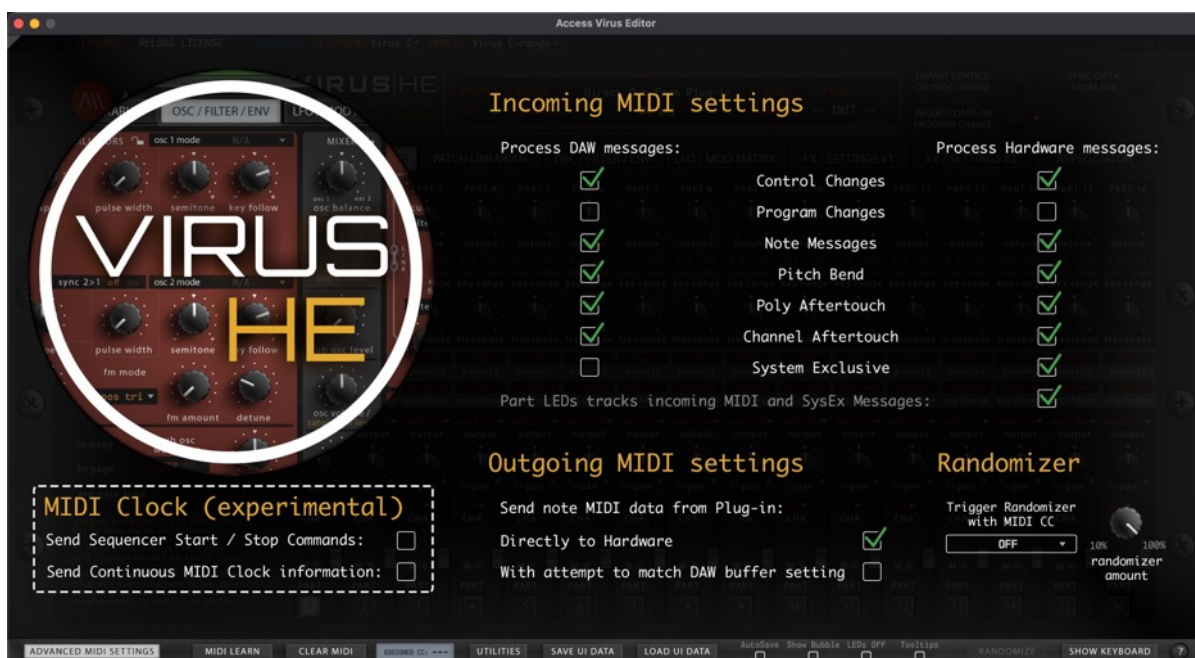
If you ever encounter any issues with defaults loading wrong data or editor crashes while loading defaults, you can disable this function from “data location”/Access Virus Editor PREFS.txt by changing line `loadcustomdata:true` to `loadcustomdata:false` – save and exit and load your session again!

ADVANCED MIDI SETTINGS

You can control which messages gets processed and which do not. Open Advanced MIDI Settings window by clicking **ADVANCED MIDI SETTINGS [1]** button in the plug-in user interface.



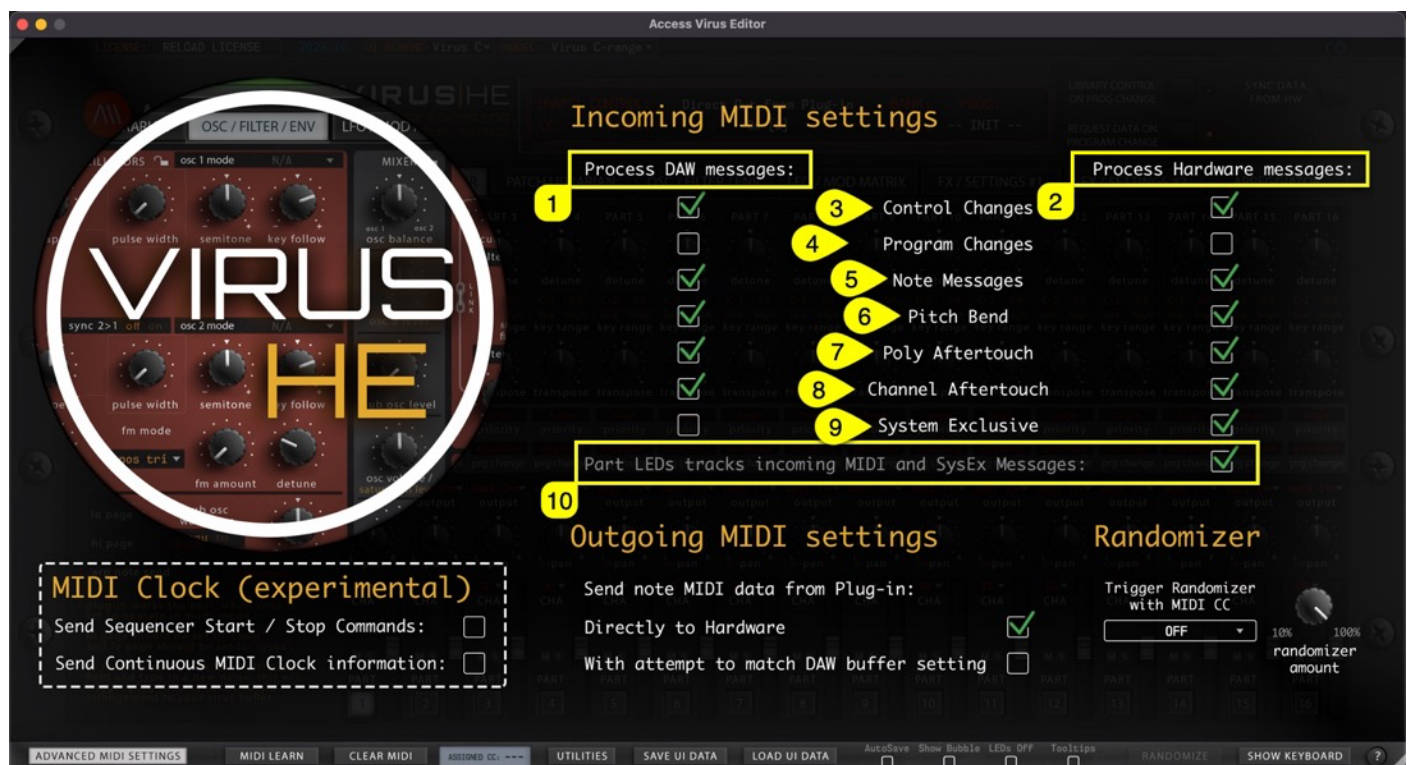
You can block messages being processed from DAW or from the Synthesizer itself. Settings seen in the image below are default values.



Advanced Incoming MIDI settings

Allow certain MIDI messages to pass into plug-in / application processor within Incoming MIDI setting section. Green check mark means it will be processed and when there is no check mark, it will be bypassed. **Process DAW messages** [1] and **Process Hardware messages** [2] has their own set of data “filters” [3-9] available as follows:

- [3] Control Changes
- [4] Program Changes
- [5] Note Messages
- [6] Pitch Bend
- [7] Poly Aftertouch
- [8] Channel Aftertouch
- [9] System Exclusive
- [10] Part LEDs tracks incoming MIDI and SysEx messages
When green check mark is on, incoming data from DAW and Hardware ports is monitored and LED indicator will flash when data is coming in. When check mark is off, outgoing data is being monitored. Check LEDs Off function to disable.



Note #1: If you disable Control Changes and System Exclusive messages from Hardware port, your Editor might stop responding to hardware knob movements completely.

Note #2: In Standalone Application use, Remote Keyboard MIDI Input data is handled in Process DAW messages section.

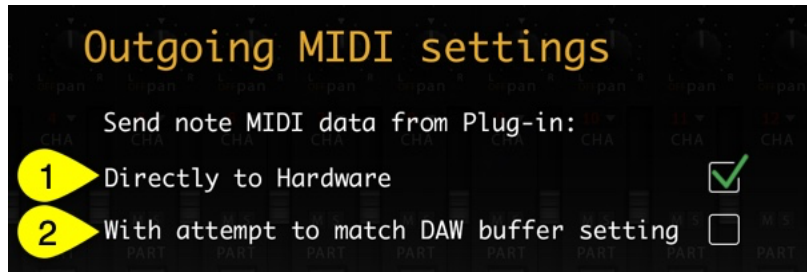
Personal Notes:

Advanced Outgoing MIDI settings

In Outgoing MIDI settings section, you can adjust few options to fine tune the Editor behavior.

Send note MIDI data from Plug-in:

- **Directly to Hardware [1]** = Send all MIDI related command directly to hardware from the MIDI output port.
- **With attempt to match DAW buffer setting [2]** = experimental attempt to sync with DAW time.



NOTE: If you Editor MIDI note handling is out of time, we would advise NOT to adjust these settings at all. Check your DAW user guide to figure out how to delay or advance your MIDI note timing / delay compensation.

Randomizer Trigger, target and amount functions are handled later in the manual.

MIDI Clock (experimental)

We are experimenting to add general MIDI clock to the Editor by standard feature. This might crash on some systems on a specific setup, so be cautious when experimenting with it.

Check **Send Sequencer Start / Stop Commands [1]** if you want to send MTC start and stop commands.

Check **Send Continuous MIDI Clock information [2]** if you want to sync MIDI clocked Effects and Arpeggiator to plug-in / application tempo information.



Note #1: The clock with the Editor might be inaccurate, so if you have another solution to sync clock information from your DAW to the hardware, use that instead.

Custom Added Functions

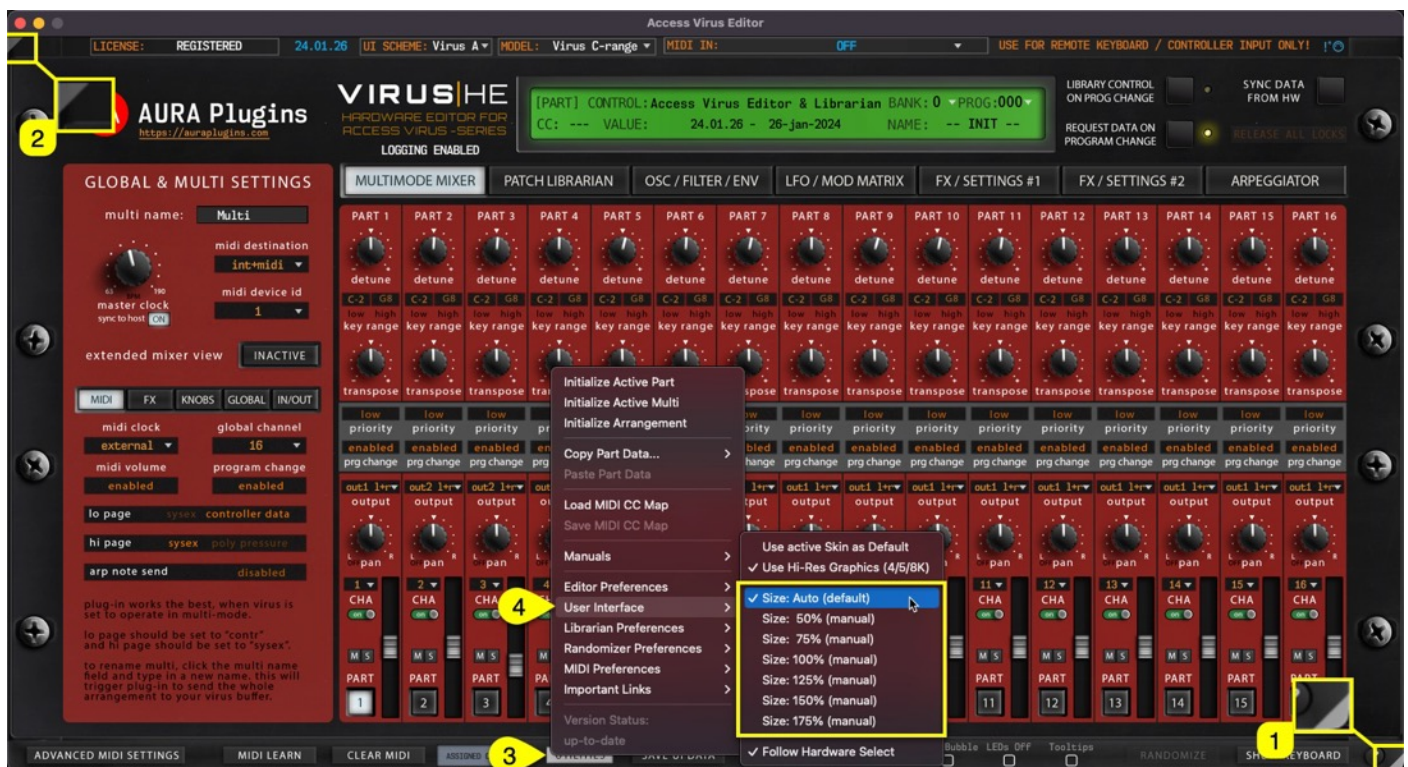
Our Editor includes a lot of custom added functions as requested by our users. In this part we will walk you through each of the functions and how they can improve your workflow.

USER INTERFACE SIZE

You can resize the Editor user interface in real time by clicking and dragging the **white triangle** [1] in the bottom right corner. Double click will revert the scaling level back to 100%. This setting is saved with DAW project data, but Standalone Application always reverts to “zero” resize stage when Application is launched again.

If the user interface is too big for your screen for some reason, single clicking **gray triangle** [2] in the top left corner resizes the user interface to 50% of its size. Double click sets the view back to 100%.

You can also set “default” scaling level by opening **Utilities** [3] menu -> **User Interface** [4] and selecting the size from there.

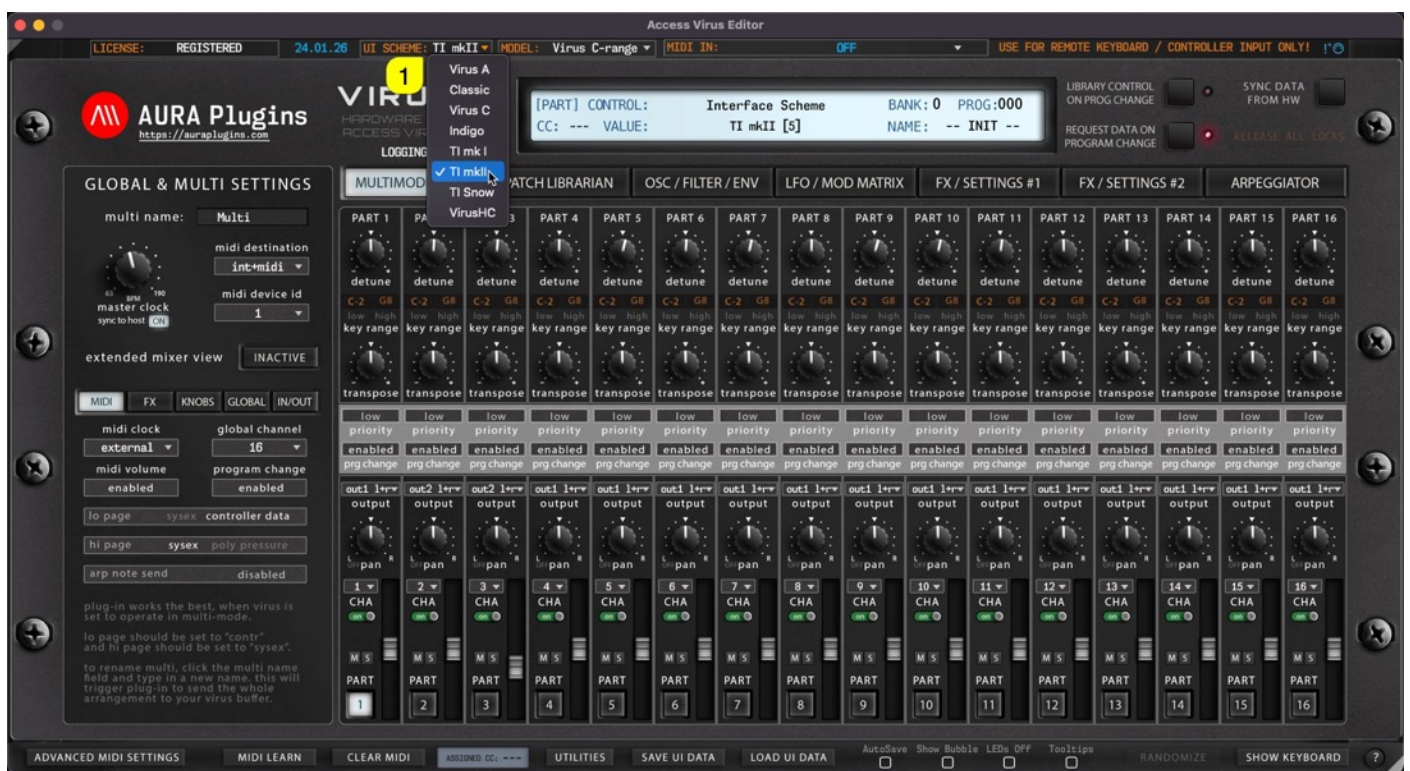


NOTE: If your display cannot handle HD graphics and / or you have not enabled use of hi-res graphics, scaling results might look unpleasant. Adjust settings to your likings. Loading hi-res graphics takes longer for the Editor view to open.

UI SCHEME

You can choose from a different user interface schemes that suit your setup / workflow. This setting is saved with DAW project data, but Standalone Application always reverts to default “skin” when Application is launched again, unless defaults are saved. UI Scheme can be changed in real time.

- Virus A – Replicates the Virus A color scheme.
- Virus Classic – Virus Classic RED.
- Virus C – Replicates the Virus C color scheme.
- Indigo – Replicates the Virus Indigo color scheme.
- TI mk I – Replicates the 1st generation TI color scheme.
- TI mk II – Replicates the 2nd generation TI color scheme.
- TI Snow – Replicates the Virus TI Whiteout color scheme.
- VirusHC – Our original color scheme.



See section “Utilities Menu” to learn how you can set default User Interface Skin for new Editor instances.

UI Schemes available



Virus A scheme



Virus Classic scheme



Virus C scheme



Virus Indigo scheme



Virus TI mk1 scheme



Virus TI mk2 scheme



Virus TI Snow scheme



Legacy VirusHC scheme

MIDI PANIC BUTTON

If you get stuck notes or if you need to initiate full MIDI reset, click the **MIDI Panic [1]** button. This function will send all notes off MIDI message to the Virus.



TOTAL RECALL

This is one of the best features we can think about our plug-in, total recall. It does what it says: recalls your saved session data from the plug-in user interface to your synthesizer, without the need of doing it manually! It is all automated, if you have the same MIDI device hooked into your setup as it was when saving the project.

If there are any trouble with the total recall, please check below for further instructions how to Push Data to HW manually. Possible reasons for failure of total recall are:

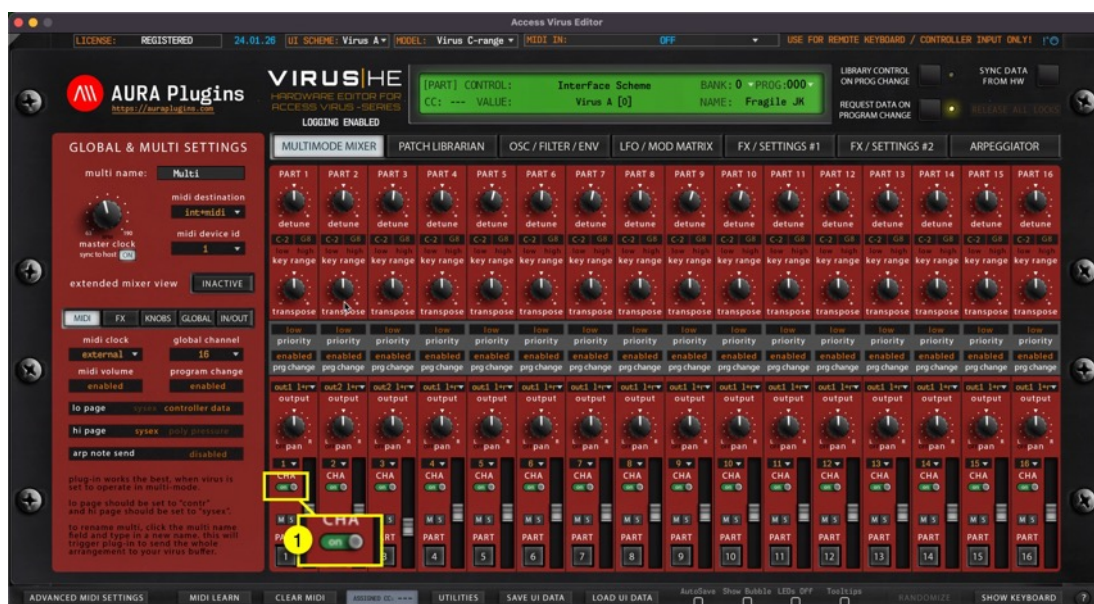
1. Your MIDI interface is no longer in the system, or it is hooked into a different USB port.
2. Plug-in update does not fully support the previous version data package. There is a work-around for that as well, so be sure to check out our knowledge base for more details about that.

If you don't need Total Recall function, click **Utilities [1]** menu -> **Editor Preferences [2]** and check **Disable Total Recall on Load [3]**.



DISABLE UNUSED EDITOR PARTS

To make the Editor work a lot faster during session recall and when synchronizing parts data from hardware, you have option to disable unused parts. Each part in MULTIMODE MIXER view has **ON / OFF [1]** switch to Enable or Disable set part.



When Part is enabled, you get visual indicator outside the MULTIMODE MIXER view with green LED lit [1] up when part is enabled. If you click on part which is disabled, you get notified that the part is disabled. You can then choose to cancel the operation or click YES to enable part.



SYNC DATA FROM VIRUS TO EDITOR

Multi data and individual parts

Method #1

If **MULTIMODE MIXER [1]** view is toggled on, **Sync Data from HW [2]** button will request **multi data [3]** and individual parts which are enabled, to the user interface like discussed earlier. This will take some time depending on the selected Virus model. Virus TI requests take a bit longer due to difference in the data package.



NOTE: As seen in image above, part 4 is the last one enabled [4], therefore parts 5-16 will NOT be requested. This saves time in many use cases! Part Enable / Disable function was discussed above.

Method #2

If **PATCH LIBRARIAN [1]** view is toggled on, **Sync Data from HW [2]** button will request all multi data and individual parts [3] to the user interface just like the previous method.



Individual Parts

You can also make a quick request for individual parts when **Main View** tab [1] is set to any of the highlighted value. **Sync Data from HW** [2] will request active data to **selected part** [3] instead of complete data request.



TIP #1: Be patient and do not disturb the data flow with any knob movements or so. This will ensure the data packages are being sent and received as expected and you are not going to receive any SysEx error messages!

If you feel like your MIDI device can do faster requests than what we have set, you can try to play around with the Request Interval multiplier. Open **Utilities** [1] menu, select **Editor Preferences** [2] and select first value from the **options** [3] available. Editor will automatically increase the value if it experiences drop-outs during request process.

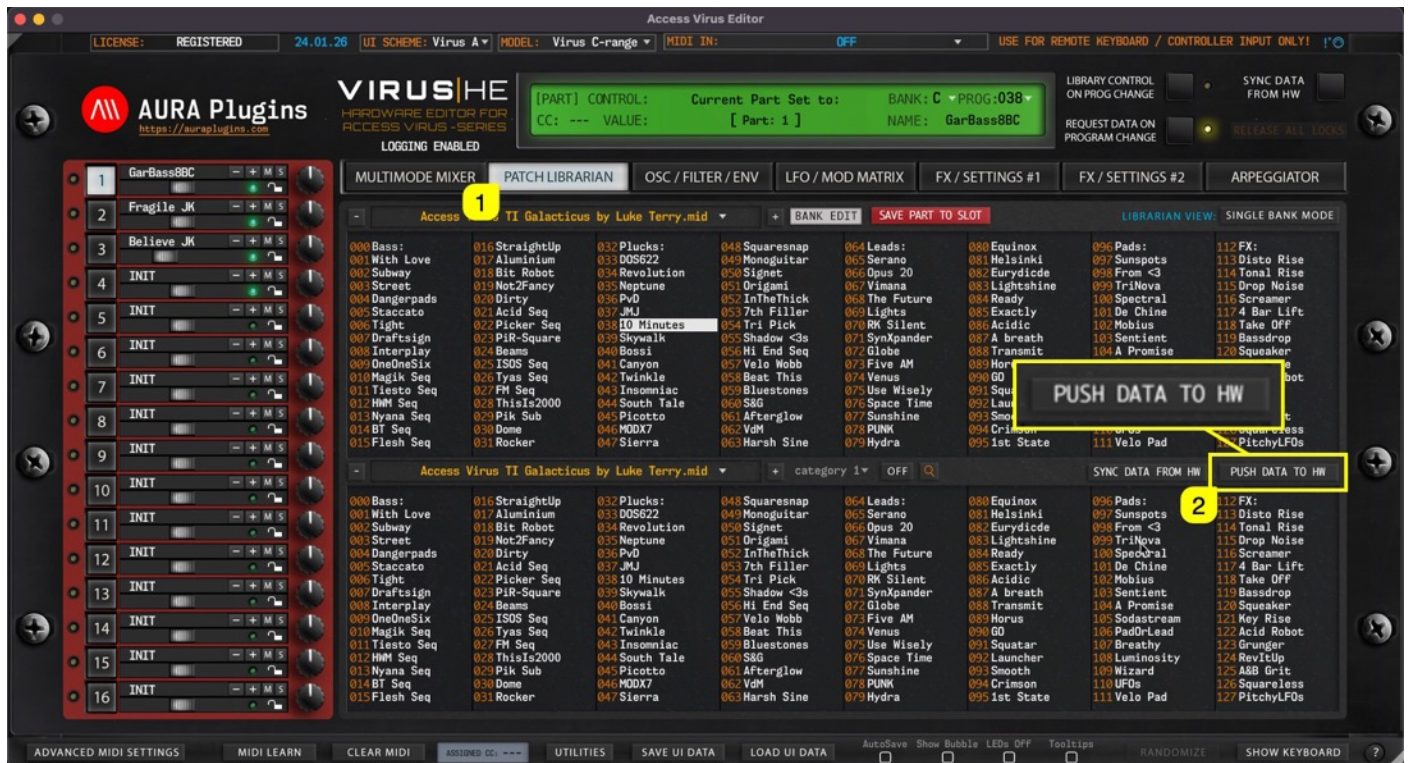


PUSH EDITOR DATA TO VIRUS

Another great feature we added is the ability to force data being sent to your synthesizer if needed. This could happen for couple of reasons:

1. MIDI interface ports are no longer available, and you have assigned new MIDI ports manually.
2. You open your session in a studio, where the studio Virus is connected to a different port.
3. Failure of Total Recall function.

Open **Patch Librarian** [1] view and click **PUSH DATA TO HW** [2]. This will send current MULTISINGLE or SEQUENCE data and each individual part data to your Virus.

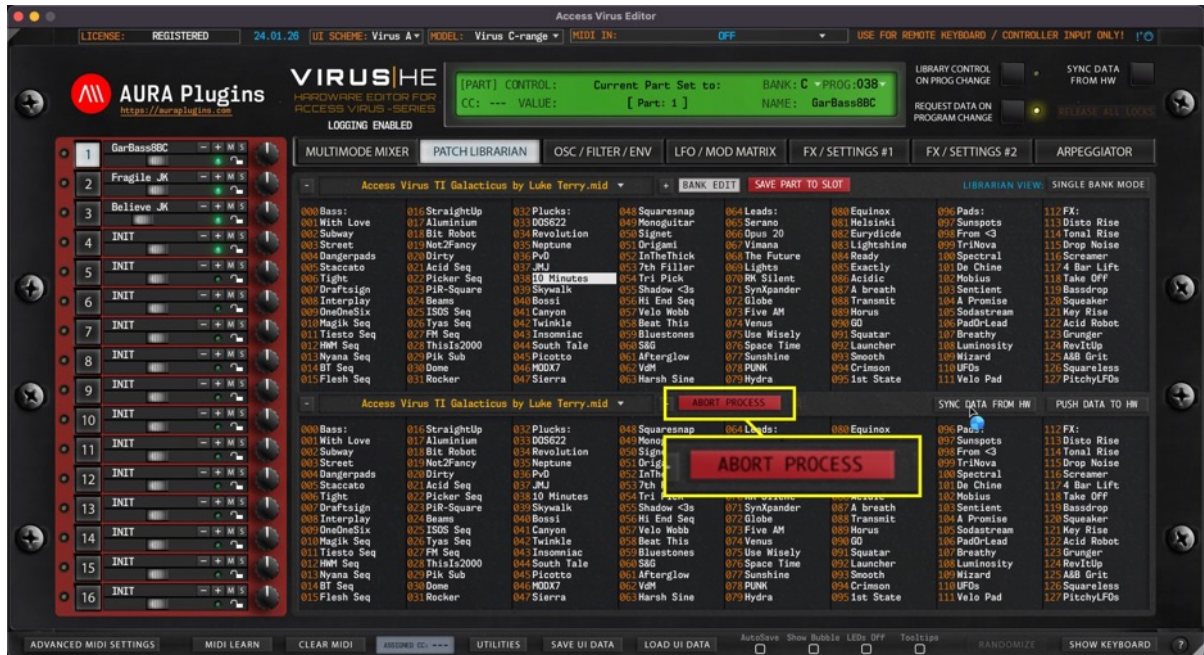


NOTE: Data sending takes time depending which model you have in question. Let the Editor do its thing and don't tweak any parameters during this time. It could potentially disturb the SysEx data sending process and you need to start again.

NOTE: Editor will only push Enabled parts to hardware!

ABORT PROCESS

Cancel current request / writing task by clicking **ABORT PROCESS** button, if process is taking too long, or if you get constant Device ID checks while any data request is active.



This same button appears next to the Editor control display when Patch Librarian tab is not open.



Abort Process button will disappear after Editor has scanned Device IDs and/or if the request process has timed out.

REQUEST DATA ON PROGRAM CHANGE

REQUEST DATA ON PROGRAM CHANGE means that if the Editor receives program and/or bank change message from MIDI input, our Editor will initiate Patch request from the Virus to the Editor user interface.

Inputs valid for this function:

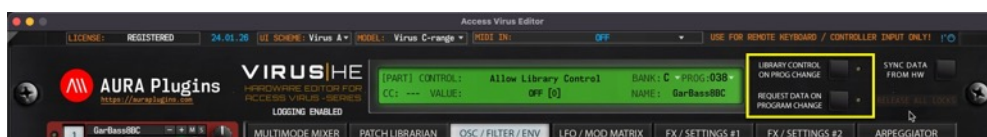
- MIDI In port (Plug-in).
- DAW gateway (Plug-in).
- Remote Keyboard MIDI In port (Standalone Application) (*1).
- Plug-in / Application Program Change buttons (per part) (*2).
- Plug-in / Application Program Number display (per part) (*3).
- Plug-in / Application Bank Number display (per part) (*4).



If this switch is toggled off, Editor will only send the program change messages to the hardware but won't be requesting any data back. This is good in some cases where you might want to quick browse hardware patches.

- (*1 See page 14 for Remote Keyboard MIDI Input).
- (*2 See page 32 for Program Change Buttons).
- (*3 See page 32 for Program Number Display).
- (*4 See page 34 for Bank Number Display).

TIP: Turn off **Request Data On Program Change** and **Library Control On Prog Change** to quickly browse through the hardware presets. Once you hit a sound you want to work on, click **Sync Data from HW** button to request the data to the Editor user interface and work it from there!



LIBRARY CONTROL ON PROG CHANGE

Library Control On Prog Change switch allows you to take control of your library patches with incoming program changes via MIDI or with the plug-in user interface DEC / INC buttons and Bank Number Display / Program Number Display menus.



If the Library Control On Prog Change switch is toggled on and you send a program change message from your master keyboard / controller to the Editor, our Editor will send the corresponding program from the librarian to the hardware – isn't that just neat?!

You can also quickly view the banks located in your Patches folder and programs contained in the current bank with the Bank / Program Control Displays. See below for instructions.

Note #1: Patches are sent to the hardware on currently selected part when menu is used to change programs.

Note #2: If the program change message is received from MIDI channel 4 and none of your parts are set to channel 4, no action will be taken.

Note #3: If the program change message is received from MIDI channel 1 and two or more parts are set to channel 1, no action will be taken. Change the MIDI channel temporarily to different channel.

PROGRAM CHANGE BUTTONS (*2)

- [1] button will change to previous program.
- + [2] button will change to next program.

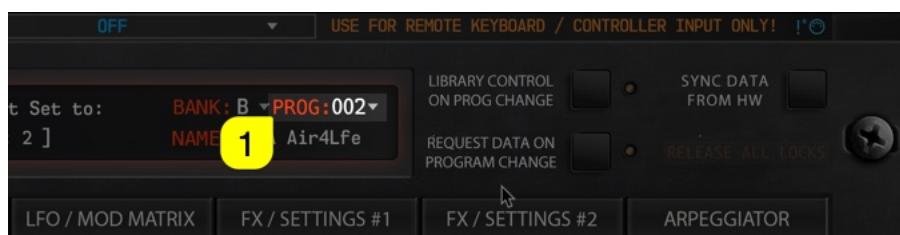
This will trigger MIDI Out message with appropriate program number based on the Program Number Display (*3) value. Each part has its own set of Program Change buttons.

See above how it will behave when **Request Data on Program Change** is toggled on / off.



PROGRAM NUMBER DISPLAY / SELECTION MENU (*3)

Program Number Display [1] acts as a menu as well as a display to show the current Part Patch program number depending on the currently set mode. You can quickly navigate to different banks of programs without having to click Program Change buttons like crazy.



In default status (**REQUEST DATA ON PROGRAM CHANGE**), this popup menu will display program numbers in different banks of programs. See image below.



But things get exciting when you toggle on **LIBRARY CONTROL ON PROG CHANGE** [1] switch: You can now view currently active Librarian Bank patches on the menu and browse them directly from the main user interface!

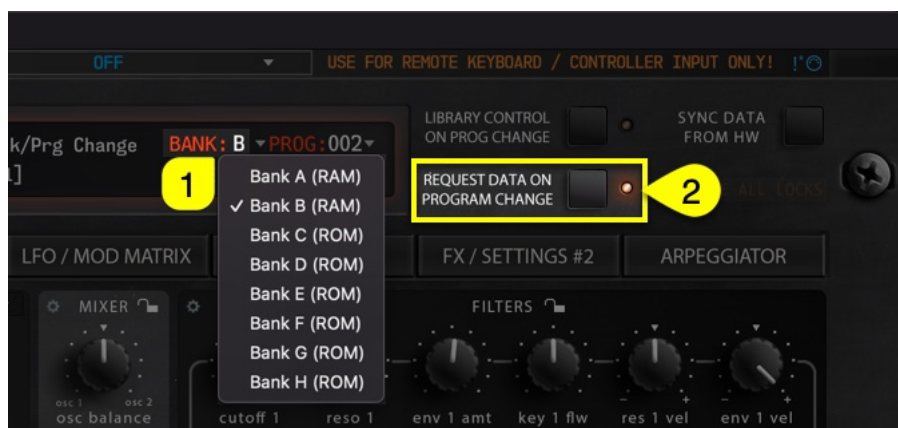


Check above for further details about the Library Control function.

BANK NUMBER DISPLAY / SELECTION MENU (*4)

Bank Number Display [1] acts as a menu as well as a display to show the active Part Patch bank number. You can navigate to different banks based on your selected Virus model.

If your model is set to Virus A, Rack, C or Rack XL, bank menu does not have as many options as when Virus TI-range or TI Snow is set as a current model. This is because Virus TI-range has a lot bigger memory capacity than Legacy models. When **REQUEST DATA ON PROGRAM CHANGE [2]** is toggle on, this popup menu will display bank numbers available to browse. See image below.



Like with Program Number Display, **Bank Number Display [1]** will behave completely different when **LIBRARY CONTROL ON PROG CHANGE [2]** is toggled on. You can now view all available Patch Banks located in Patches folder.



MIDI LEARN

MIDI LEARN [1] allows you to map incoming MIDI CC control message to certain controls of the Editor.

To activate MIDI LEARN, toggle on the button and follow instructions given in the Editor display.

- Move knob, slider or button on the Editor user interface.
- Move your remote controller slider, knob or button to assign CC.
- Toggle off **MIDI LEARN [1]** once completed.

Editor has an **Assigned CC [2]** display in the bottom bar to help you see what controller has been assigned to a selected parameter.

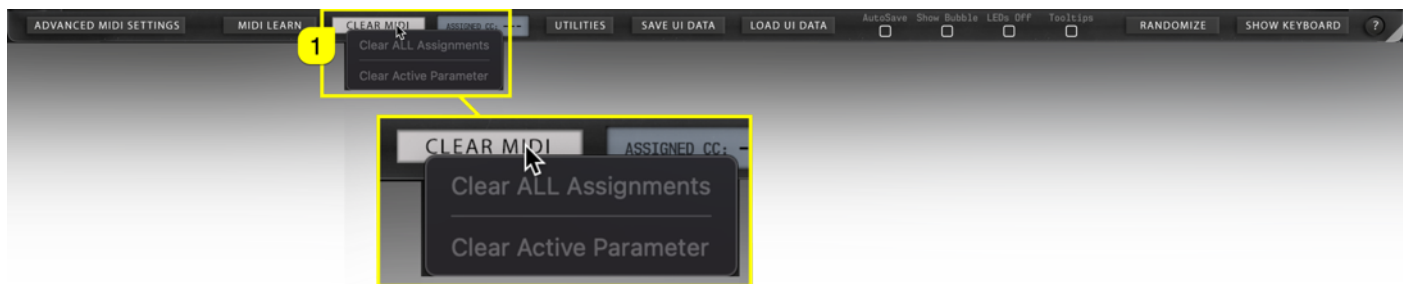


When MIDI LEARN is toggled on in the Plug-in, incoming MIDI CC commands from the DAW bridge are registered.

When MIDI LEARN is toggled on in Standalone Application, incoming MIDI CC commands from the Remote Keyboard Input port are registered.

CLEAR MIDI (mappings)

CLEAR MIDI [1] opens a popup menu, where you can choose to **Clear All Assignments** at once, or **Clear Active Parameter** to remove assignment for set parameter. Active parameter is the knob / button / menu you have last clicked from the Editor user interface.



Both options are greyed out in the sample, because there are no assignments for set parameter.

UTILITIES MENU

UTILITIES [1] menu can be found from the bottom bar of the Editor. Once you click the UTILITIES button, a popup menu will appear giving you a lot of different utilities. We will go through these one by one.



Utilities menu items

- **Initialize Active Part**
Initializes currently active SINGLE part data from the Editor to "initial" state.
- **Initialize Active Multi**
Initializes currently active MULTI data from the Editor to "initial" state. This does not initialize individual parts.
- **Initialize Arrangement**
Initializes MULTI data and ALL SINGLE parts data from the Editor to "initial" state.
- **Copy Part Data...** (see menu items below)
- **Paste Part Data**
Paste copied data from the Editor clipboard to active Editor part.
- **Load MIDI CC Map**
Loads custom MIDI CC Mapping data to the Editor.
- **Save MIDI CC Map**
Save custom MIDI CC Mapping data to HDD.
- **Manuals** (see menu items below)
- **Editor Preferences** (see menu items below)
- **User Interface** (see menu items below)
- **Librarian Preferences** (see menu items below)
- **Randomizer Preferences** (see menu items below)
- **MIDI Preferences** (see menu items below)
- **Important Links** (see menu items below)
- **Version Status**
If new update is available, "Update Available" will be shown to user. This will open recent changes dialog in the plug-in / application and option to download updater.

Copy Part Data... menu items

- **Currently Selected Patch**
Copies currently active Editor part data to Editor clipboard.
- **Patch + Multi Part Data**
Copies currently active Editor part data and associated multi part settings to Editor clipboard.



Manuals menu items

- **Setting MIDI Devices [1]**
Open user guide how to setup MIDI Devices in Windows and macOS.
- **Hardware Config Guide [2]**
Open Hardware Configuration Guide to get your hardware settings input properly.
- **Editor User Manual [3]**
Opens this User Manual.
- **Librarian User Manual [4]**
Open Librarian User Manual. Content copied from this User Manual to keep it focused on Librarian only.
- **View DAW Guides [5]**
Open folder containing all the manuals relevant to our products.



Editor Preferences menu items

- **Use active Model as Default**

If you have only one Virus in your setup and you want the Editor to load a specific model during launch, select your model first and then check this option.

- **Enable LOG (CPU hungry)**

Enable LOG only if our staff asks to do so. We will give you detailed instructions to LOG data from the Editor to the text file. This feature is going to slow down your computer and cause clicks & cracks.

- **Force MIDI Data to Active Part**

When this option is enabled, all incoming MIDI data from DAW bridge is assigned to currently active part. This only applies when DAW playback is not running so you can audition part patches without changing your MIDI channels.

- **Snap Slider to Mouse Position**

When this option is enabled, sliders will snap to clicked mouse position.

- **Disable Total Recall on Load**

When this option is enabled, Total Recall function is bypassed. This means that the data from the Editor is not sent to your Virus.

- **Enable Hardware Auto-connect**

This function attempts to connect with your Virus once the MIDI ports are assigned and request currently active Arrangement data to the user interface. This only works if Editor defaults are not saved.

- **Enable DeviceID Scanning**

Enabling this option will allow the Editor to scan through different Device IDs if Virus is not replying to initial requests.

- **Req Interval * 0.6 -> * 1.0**

If you feel that the Editor is making request too slow, you can experiment with setting a Request Interval multiplier manually. If you start with *0.6 and Editor does not get reply from hardware in time, Editor will automatically adjust the request interval to higher value and attempt again.

- **Save all settings as Defaults**

When this option is selected, all current settings from the Editor interface are stored as defaults for new instances.

- **Check available MIDI Ports**

This option will trigger MIDI port probing to check if there are any changes in the MIDI ports available. Sometimes if new devices are added to the setup, MIDI ports change their order. Click this to keep your hardware connected if ports are changed.

- **Default HW Mode: MULTI**

When Editor is loaded, Virus is set to MULTI mode.

- **Default HW Mode: MULTISINGLE**

When Editor is loaded, Virus is set to MULTISINGLE mode which basically changes the display content compared to using MULTI mode.



User Interface menu items

- **Use active Skin as Default**
Loads currently selected User Interface scheme as default when new instance of the Editor is loaded. Select skin scheme first, then check this option. If Editor defaults is used, then this option is not needed.
- **Use Hi-Res Graphics (4/5/8K)**
Loads high resolution graphics on Editor load. This consumes a lot more RAM but the user interface looks better.
- **Size: Auto (default)**
Loads user interface with standard settings.
- **Size: 50% - 175%**
Loads user interface with manual size definition. Useful if your display resolution can't quite handle the Editor default size.
- **Follow Hardware Select**
When this option is toggled on, Editor user interface will follow if you click Hardware Select buttons, like Effects, Oscillators, Filters or LFOs.



Librarian Preferences menu items

- **Limit Search to Active Bank**
When this option is selected, search will only be performed on the currently active bank. This is great if you get a lot of unwanted results from various banks.
- **Search results Containing...**
When this option is enabled, search is checking the patch names containing the search term, instead of starting the search from 1st character. Again, when this option is enabled, you get a lot more results.
- **Limit Categories to Active Bank**
When this option is enabled, Category filter is limited to currently active bank.



Randomizer Preferences menu items

- **Focus on Active TAB content**
When this option is enabled, only active TAB content is targeted for Randomizer process. Say you are viewing tab "LFO / Mod Matrix", then Randomizer only affects this layer.
- **Exclude Osc Pitch**
When this option is enabled, Randomizer is ignoring Oscillator 1, 2 and 3 Semitone settings, Oscillator 1 and 2 Keyfollow settings and Portamento setting.
- **Exclude LFO Assign Slots**
When this option is enabled, Randomizer is ignoring LFO 1, 2 and 3 Assign slots.
- **Exclude Mod Matrix Sources**
When this option is enabled, Randomizer is ignoring all Mod Matrix Sources from randomization process.
- **Exclude Mod Matrix Destinations**
When this option is enabled, Randomizer is ignoring all Mod Matrix Destination Slots from randomization process.



MIDI Preferences menu items

- **Enable KBD Local by Default**
Determines if a message is sent to Virus for disabling local keyboard while using the Editor.
- **Enable CC from DAW by Default**
This will allow DAW MIDI CC to enter Editor MIDI Processor for control changes.



Important Links menu items

- **Open Request / Bug Report**
This will open your Browser and direct you to our official GitHub issues page. If you found a bug or if you want to request a new feature, this is the place!
- **View Working board Status**
See where we are at handling ongoing issues and / or feature requests.
- **Join our User Community**
Join our amazing Discord community, hang out and ask help or share your tips with other community folks.
- **View Change Log**
Check what we've done to make this product better. Contains important information about previous version compatibility issues, if any.
- **Virus Editor Downloads**
Download updater or license if you are logged in.
- **Appreciate our work**
This will open your Browser and redirect you to our official ko-fi.com page where you can support our work with a cup of coffee, or more if you feel we deserved it!



SAVE & LOAD UI DATA

Save and Load UI Data as you go. This is the best option to back up and recall your favorite settings per project and it gives you portability to share your settings with someone else.



Save UI Data saves all the Editor settings in single file, including global, multi and individual part settings. Great for saving all settings in one file and sharing it someone else!

Load UI Data will load all the Editor settings from a single file back to the user interface. Once UI DATA file is loaded, data will be sent to the hardware on MIDI Output port, just like with Total Recall.

AUTOSAVE

When **AutoSave** is toggled on, any changes made in the librarian upper bank view will be automatically saved. This is a dangerous function, but as per request, we included this feature.



Be aware that there is **no** UNDO function, so you cannot revert to the previous state if you make a mistake. Defaults to off state. We would advise to make a copy of the original bank (if needed) before making changes to the bank with autosave on.

SHOW BUBBLE

Show Bubble [1] does what it says, when parameter is adjusted with mouse, a bubble [2] will pop up above the parameter displaying the parameter value as you change it. You can also see the parameter name and value in the Editor control display [3].



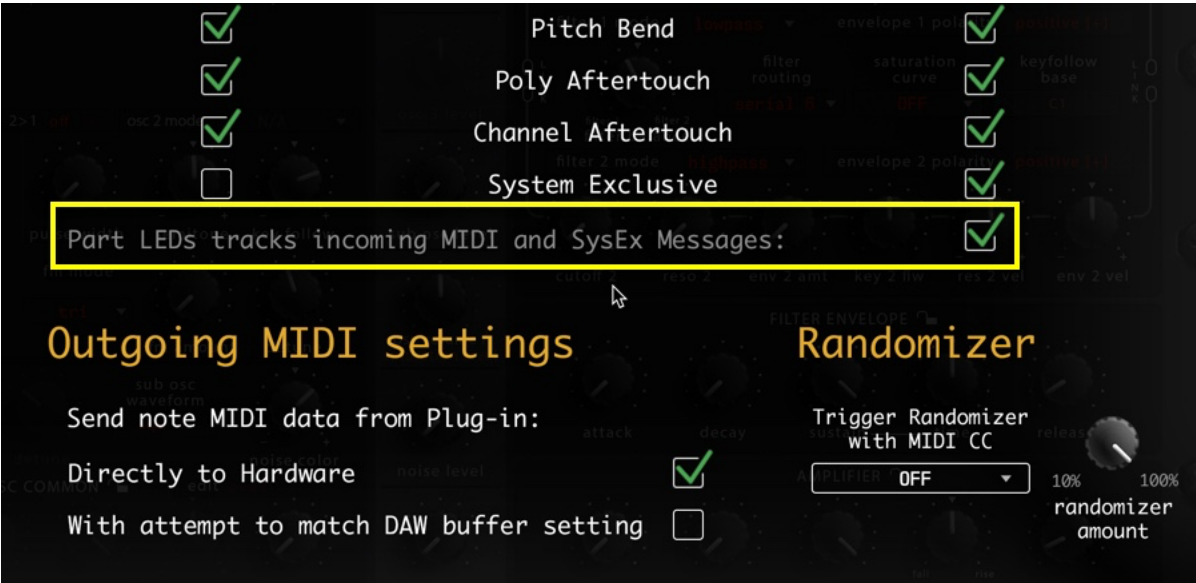
LEDS OFF

If you don't like or need to see the LEDs [2] blinking, you can toggle LEDs Off [1] with once click.



Note: When you have a lot of active parts, this could potentially start taxing your CPU.

TIP: Open ADVANCED MIDI SETTINGS page you can define if LEDs will blink when MIDI is being received or when it is being transmitted. Default value is set to follow incoming MIDI data.



TOOLTIPS

When **Tooltips** [1] is toggled on, **tooltip text** [2] will appear if you hold your mouse cursor steadily over the parameter. You also get parameter info displayed in the Editor **control display** [3] while hovering over parameters, like CC number assigned by default, parameter name and the current value.

Tooltips are courtesy of Access Music and more details can be found from Virus User Manual.



RANDOMIZE PATCH

With **RANDOMIZE [1]** button, you can trigger randomization on currently active part. Different **Sections [2]** can be locked individually to prevent changes during randomize / patch change process. More about Section Locks further below.



Randomize Button is disabled when MULTIMODE MIXER or PATCH LIBRARIAN is activated.

By default, Randomize will take effect on active edit tab. If you want to randomize the whole patch at once, open **Utilities [1]** menu -> **Radomizer Preferences [2]** and uncheck **Focus on Active TAB content**. You can further fine-tune your randomization process by unchecking excluded options below that or then check them if they are off.



Open **Advanced MIDI Settings [1]** view to further adjust Randomizer settings. You can set **MIDI CC [2]** from the menu which will be used trigger the randomization, and the **randomizer amount [3]** in percentages to get more subtle randomization or turn it all the way for maximum effect.

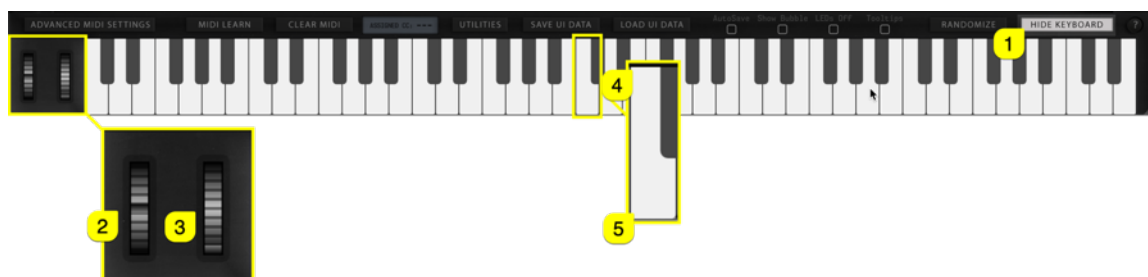


SHOW KEYBOARD

Toggle on **SHOW KEYBOARD** [1] to display “on-screen” keyboard, **Pitch Wheel** [2] and **Modulation wheel** [3]. You can play individual keys with mouse click or you can use your computer “QWERTY”-keyboard, in other words: normal typing keyboard to play in notes.

Keyboard also features velocity sensitivity when played with mouse.

- If you click closer to the “root” [4] of the key, the lower velocity input is given.
- If you click closer to the “end” [5] of the key, the higher velocity input is given.



Use keys A, W, S, E, F, T, G, Y, H, U, J, K, O, L to play the keyboard.
Use keys Z and X to adjust the octave range.

SHOW KEYBOARD & PART FOCUS

When **SHOW KEYBOARD** [1] is toggled on, Editor will focus all incoming MIDI data to currently selected Part. Now when Part 4 is selected you see a **DIN indicator** [2] in set part warning that all MIDI is routed to part 4. You can also see a text entry [3] indicating that part focus is on!



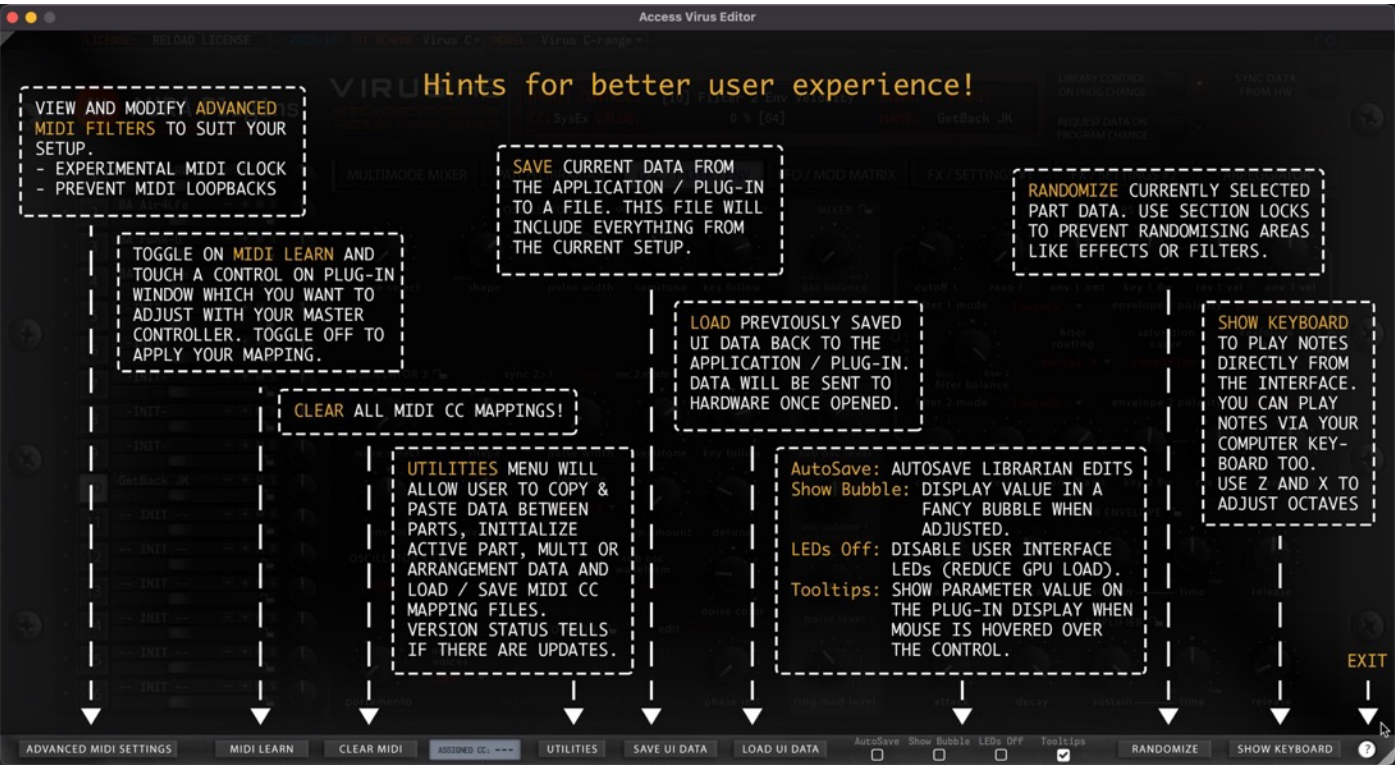
NOTE: If DAW playback is on, then MIDI data is treated normally per part.

HELP

Get quick tips of the bottom bar functions when you click the ? [1] mark in the bottom bar.



Use the same button to close the quick tips view.



SECTION LOCKS

We added Section Lock function to lock certain sections of the Editor to prevent changes up on part program changes or when randomizer is triggered. This is great when you find a perfectly adjusted filter or LFO modulation: lock the section to keep those settings locked in.

You can lock any of the sections which has the **LOCK [1]** symbol in it – There are more locks available in the other tabs too!

When **LOCK [1]** is toggled on at any section, **RELEASE ALL LOCKS [2]** button will allow you to release all locks with one click. This is ideal if you have overlooked your layers and data is being transmitted back and forth even if you don't want that.

LOCK [3] on the "MINI MIXER" view locks or unlocks the entire part at once. There are individual locks for each part right below the MUTE and SOLO buttons.



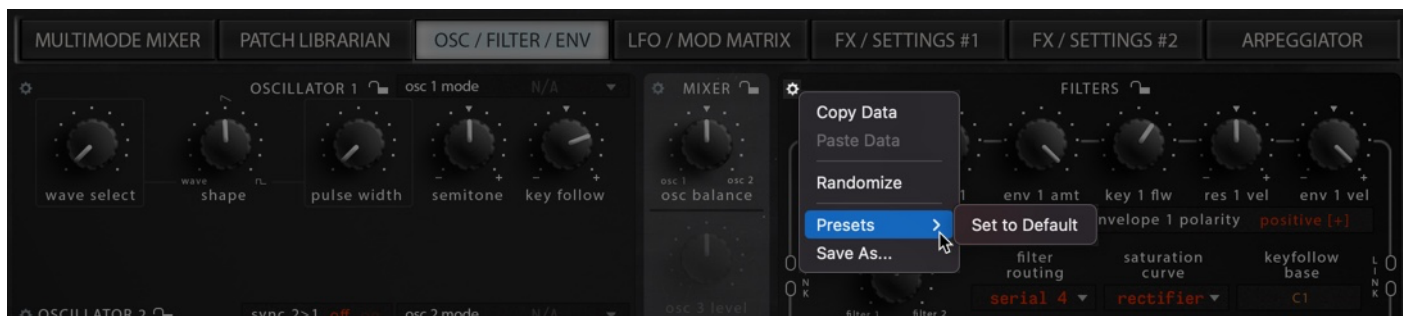
Note: When you have sections locked, there will double the amount of SysEx traffic in the MIDI stream due to the fact that the Editor has to send the "locked" info back to the hardware after the patch is changed. If you scroll patches from librarian, then the data stream is normal.

SECTION MENUS

We added Section Menu function to aid with creating sounds, recalling favorite section setting or saving your own as you go. You can even Randomize single section to create exciting new textures! **Section Menu** opens when you click any of the “gears” [1] icon in the user interface. There are menus in all 5 edit tabs, including Arp!



Section Menu items



- **Copy Data**
Copy Section Data to clipboard.
- **Paste Data**
Paste Section Data from clipboard.
- **Randomize**
Randomize Section Data with Randomizer settings applied from Utilities Menu & Advance MIDI Settings page.
- **Presets**
Load a preset saved for set Section. First item on the list is always “**Set to Default**” which loads Section default settings.
- **Save As...**
You have a great Filter setup you want to use in later sound design? No problem, just save your Filter or any other section data to HDD for later use.
Data is stored in /Music/AURA Plugins/Access Virus Editor/UI DATA/Section Presets/(section name)

PART SELECT

Part Select [1] is standard feature of the Virus, which will change the current MULTI Part of the synthesizer. Data from the Editor user interface will be sent to currently selected part. i.e., if you move Filter Cutoff 1 from the UI while Part 1 is selected, then Filter Cutoff in the Part 1 of the synth will change.

Now, as we have mentioned earlier, single mode is not supported with the Editor and the reason is: with MULTI-mode you can have 16 individual parts playing from the Virus. In other words: you get 16 SINGLE-mode Viruses.

Each part has its own set of **Parameters [3]** – These parameters are spread across five different tabs [3]. Also, Patch Librarian can handle each part individually meaning, you have full access to all patches per part.



ACTIVE PART QUICK ACTIONS MENU

With right mouse click, you can open Part Quick actions menu for active part [1]. Most of these are utilities menu items but they are faster to reach right after selecting part.



PATCH NAME DISPLAY

Patch Name [1] is individual per part. Rename part by clicking the patch name.



Note #1: Renaming single patch from the “Mini Mixer” does not change the name in the librarian. If you want to rename librarian items, check further down the manual for librarian functions.

MULTI NAME DISPLAY

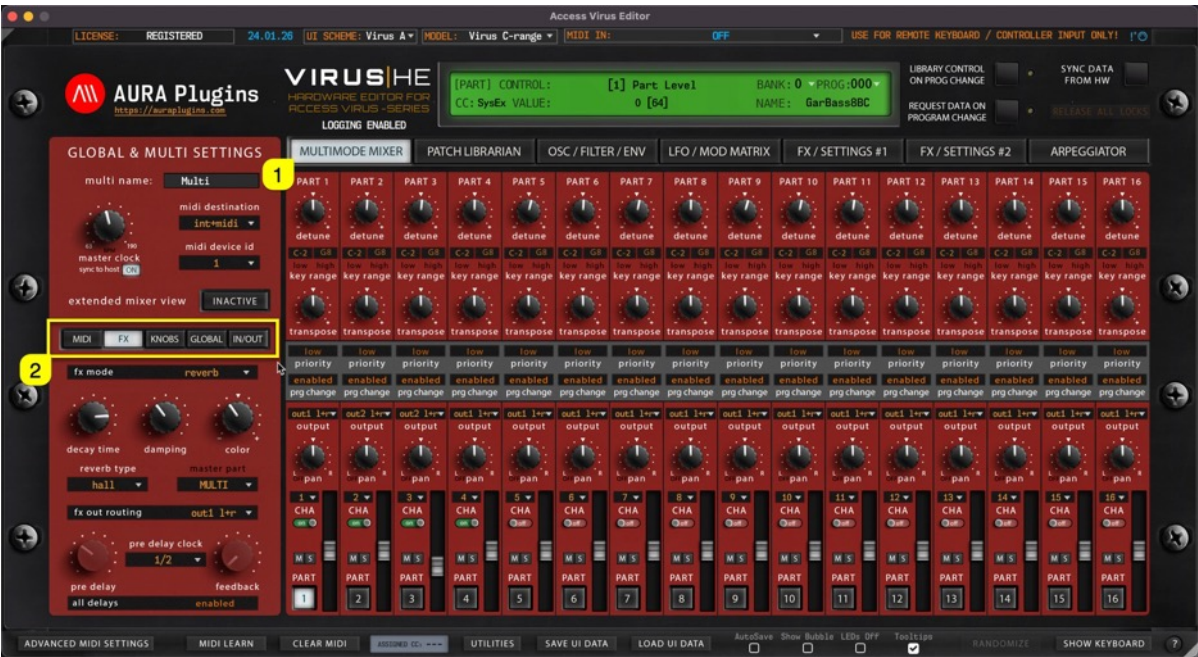
Multi Name [2] can be viewed and changed when Multimode Mixer [1] view is toggled on.



Note #1: Renaming multi from the “Global & Multi Settings” window does not change the name in the librarian. If you want to rename librarian items, check further down the manual for librarian functions.

GLOBAL SETTINGS / MULTI SETTINGS

When **MULTIMODE MIXER [1]** tab is open, you can view Global / Multi Settings from this view. You can view additional Global Settings when clicking through the **horizontal buttons [2]**. Settings within tabs vary based on the selected model!



EXTENDED MIXER VIEW

When **extended mixer view [1]** is activated, you get to control some extra parameters for each part from this view. View changes if selected model is set to "Virus TI-range" or "Virus TI Snow".



ADDITIONAL TI MENUS, BUTTONS AND FUNCTIONS

When you have Virus TI or Virus TI Snow synth in use, there are extra menus, buttons and features shown in the user interface. Select **Virus TI-range [1]** OR Virus TI Snow as your model and **new items [2-4]** will be drawn to the user interface. More features are shown to the user on LFO / Mod Matrix, FX / Settings #1, #2 and Arpeggiator tabs.



Loading patches between different models?

You can load legacy patches to Virus TI-family synthesizer as you wish. They work just like they've designed in the previous model.

We made a little function to our Editor which allows user to load TI-formatted patches to legacy model.

Keep in mind that TI-enabled functions like

- oscillator 1 & 2 modes are disabled.
- extra envelopes are disabled.
- extra modulation destinations are disabled.
- new character, new distortion, new chorus and new delay modes are disabled.
- individual reverb per part is disabled.
- filter bank modes are disabled.
- arpeggiator pattern editor is disabled.

This is it – You've got it all from the Editor perspective.

If you have any questions about the product, you can reach us online from our website at <https://auraplugins.com> – or Join our amazing [Discord](#) community!

We are open for new feature requests, roses and surely, we would love to know if we've done something wrong as well!

If you would like to contribute and help our development work, head to our Ko-fi page and support us there – That would be super helpful and keep the business alive.

<https://ko-fi.com/auraplugins>

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