

# VSCO

Versilian Studios Chamber Orchestra

## Virtual Instrument Product Manual Versilian Studios – 2014

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**Maize Engine/Sampler** by Xiang Cao/Maizesoft

## Introduction

When I first began writing music, I started off with a handful of free sound-fonts and the most basic DAW I could find. Suffice it to say, looking back I wish there were more resources for me when I started off composing. Many of the free instruments available are of poor quality or very old. So, I set out to create something I really would have loved when I first started off: a nice core set of instruments that sounded good and felt good to play. VSCO is the final realization of that in its initial form. I hope to release updated and more powerful versions in the future that contain more instruments and better samples, again for free.

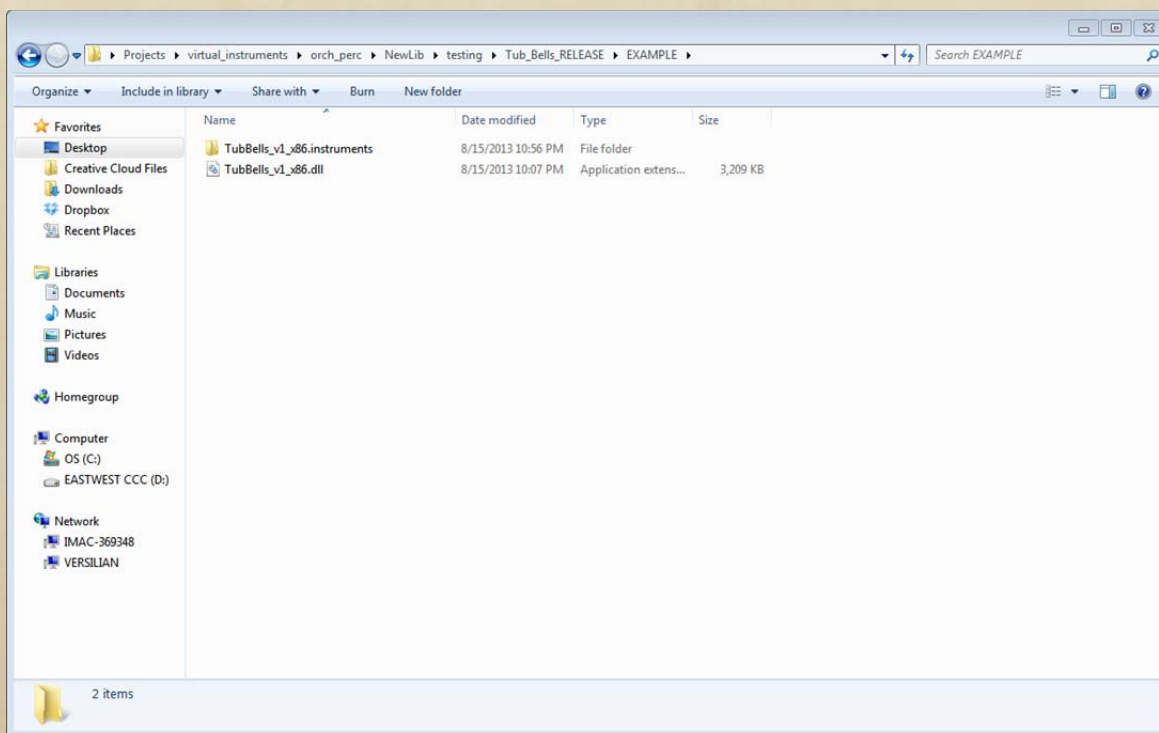
This manual will walk you through the installation and usage of this virtual instrument plugin.



# VERSILIAN STUDIOS

## Installation Instructions (VSTi/AU)

After downloading the .rar/.zip file, unpack it using winrar, 7zip, or any other utility. There will be a folder with a file (or just a file for Audio Unit) which will look something like this, but with different names:



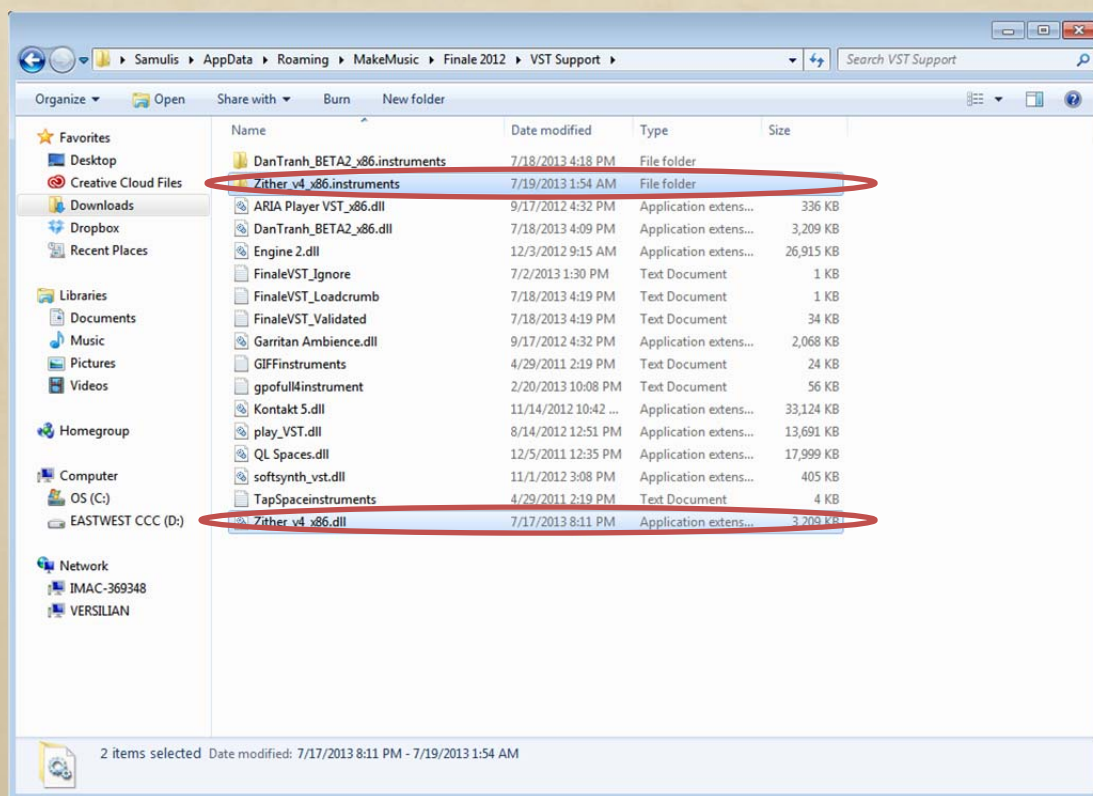
If you are using a 32-bit host, select both the x86 **.dll file** and the x86 **.instrument folder** and copy these to your clipboard (or press ctrl-c on your keyboard if you are a windows user). If you are using a 64-bit host, instead select the x64 **.dll file** and x64 **.instrument folder** and copy the files (or press ctrl-c). Select the **.component** file if you are using Audio Units.



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Now, navigate to your VST directory for your host. In this example, this is where you would put the files if you were using Finale 2012. Most DAWs have a common VST folder somewhere on your desktop. You can generally find that by visiting your host's preferences window.

Paste the **file and folder** in this directory (you can use ctrl-v to do this).



Congratulations, you're all set! Just start up your host now and it should recognize the files as a VST/AU plugin instrument. If you are having trouble getting it to work, visit the troubleshooting section of the manual. Be sure to enter your registration key when you first run the plugin.



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## Interface

The VSCO interface can be confusing at a first glance. This section will explain how the interface works.



Each instrument is listed in its own column with its own pan and volume. There is also one panel that has the main controls for the plugin; each other panel features one or more sections of the orchestra. The MIDI channel the instrument uses is labeled at the bottom in brown.





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## What do the controls mean?

**Vol.:** Volume of each instrument relative to the other instruments.

**Pan:** Controls the panning of the instrument.

**Reverb:** Basic reverb. We recommend using your own for best results.

**Velocity Curve:** This can change how the orchestra responds to velocity input, controlling the overall dynamic range of the orchestra in a piece

## Troubleshooting

Below are some possible issues and steps you can take to try to resolve them. If you cannot fix the issue following these steps, need additional assistance, or your issue is not below, feel free to send us an e-mail at [Contact@versilstudios.net](mailto:Contact@versilstudios.net) or use our support page [here](#). We will reply as soon as possible to your request and help you through the fix. Follow each step below sequentially. If it is fixed before the end of the steps provided, do not continue with the steps.

### Issue: My Host/DAW is not finding the plugin.

1. Make sure the plugin was the right version (64-bit/32-bit).
2. Ensure that the place where you put the plugin is a place where your host looks for plugins.
  - a. If you use a program that has separate areas for effects and instruments, make sure it is in the right place.
3. Try scanning for the plugin in the host or manually adding it if such a function exists.



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**Issue: I am getting a “Cannot find any instruments.” Error.**

1. Make sure you copied the .instruments **folder** into your directory. It **must** be in the same directory as the .dll file.
2. Make sure the .instruments folder is the same version as the .dll file (64/32-bit).
3. Check to make sure there is a .mse file inside the .instruments folder and that it is the same version as the .dll file.

**Issue: The knobs aren't turning as I move my controller knobs!**

Unfortunately this is an issue with the engine itself and we have already requested that this functionality be added. Sorry!

**Issue: I don't hear anything!**

1. Make sure your speakers are on and your system's sound is functioning (try playing a song in Media Player/iTunes).
2. Make sure your host has access to your sound system (try using another plugin or the 'test' function in your hosts' settings).
3. Make sure the gain is up a bit.
4. Try changing modes. Note that some modes don't cover all the keyboard so you may not hear any sounds if you press certain keys.





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## Issue: These samples suck!

Sorry. We didn't promise you \$1,000 worth of samples recorded on state-of-the-art microphones in state-of-the-art facilities. We are common musicians with an interest in interesting instruments and we want to share that with the world.

Once again, for all other issues, feel free to contact us at [contact@versilstudios.net](mailto:contact@versilstudios.net) or use our support page [here](#).