WHAT IS FRONT ROW VIOLINS?

•FRONT ROW VIOLINS packs an amazingly playable solo violin along with any section size of violinists you choose ranging from the single soloist to 16 players. And these additional players are are not culled from the same samples as the soloist, so you get a true ensemble.

•FRONT ROW VIOLINS is designed to give you full vibrato control with amount, speed and fade-in control so that you can have your soloist perform all kinds of styles.

•FRONT ROW VIOLINS uses true divisi technology where chords are intuitively divided up among the available players in your ensemble.

•FRONT ROW VIOLINS is FUN to play!

HOW IS FRONT ROW VIOLINS DIFFERENT FROM OTHER DEVELOPER STRING LIBRARIES?

KEY FEATURES:

•FRONT ROW VIOLINS is the FIRST sample library providing a full section of 16 players scalable down to a single soloist in ONE instrument.

•Auto-Divisi. No matter how many notes you play in a chord, your chosen number of players will divide themselves among the chord notes.

•Staccato created from any existing articulation. But unlike other staccato articulations or samples, this feature creates a hard "bow stop" at the end of note which is VERY often used in the classical and baroque styles.

•Auto Re-Bow. FRONT ROW VIOLINS detects the way you play and will automatically "connect" repeated notes for a realistic sound. Inversely, FRONT ROW VIOLINS will detect if you play in a "crisp or "sharp" way, and separate the repeated notes. So there is no need to choose these different playing styles. FRONT ROW VIOLINS does the work FOR you.

•Automatic "immediate" legato based on how you play.

•Not only can you control vibrato amount and speed, but we have added a new vibrato "auto fade-in" parameter which is equally important in string playing.

•Selectable immediate vibrato, (VERY important for solo) temporarily overriding any programmed fade-in vibrato on a note-by-note basis. Being able to select immediate vibrato on some notes is very common in string playing and gives a very realistic effect.

•Control vibrato with velocity, a designated slider or any CC. Additionally, even if you choose velocity or slider to control the vibrato, you can add a CC to "take over". In this way you can very effectively decrease or increase the vibrato amount and speed after the note has already triggered a certain amount of vibrato.

•Intuitive Playability. FRONT ROW VIOLINS senses your playing style and delivers an amazingly realistic result. It will quite literally "follow" you through bow changes, bow connections, rebow, dynamics, vibrato, and attacks. This drastically reduces the need for keyswitching and MIDI automation.

ARTICULATIONS AND BOWING STYLE CONCEPT:
Bowing styles such as "marcato", "smooth", "detache", etc. are no longer listed as articulations. Instead, all listed articulations (such as arco, tremolo, trills, etc.) can be modified by what is now called "attack style" (or bowing style). Therefore, if you choose, for example, the "arco" articulation, you can modify it by the 5 available attack styles:
Smooth
Mezzo Detache
Detache
Marcato
Velocity-Marcato
These 5 attack styles are available to all articulations. (NOTE-Even articulations that don't normally use definitive attack styles such as "marcato" still can be modified accordingly. For example, pizzicato using the "marcato" attack style will be more aggressive than the "smooth" attack style.

Smooth (slowest attack)	Mezzo Detache (slight attack)	Detache (medium attack)	Marcato (firm attack)	Velocity-Marcato (velocity-controlled attack)
Arco	Arco	Arco	Arco	Arco
Tremolo	Tremolo	Tremolo	Tremolo	Tremolo
Half Step Trills	Half Step Trills	Half Step Trills	Half Step Trills	Half Step Trills
Whole Step Trills	Whole Step Trills	Whole Step Trills	Whole Step Trills	Whole Step Trills
Spiccato	Spiccato	Spiccato	Spiccato	Spiccato
Pizzicato	Pizzicato	Pizzicato	Pizzicato	Pizzicato
Harmonics	Harmonics	Harmonics	Harmonics	Harmonics
Arco-Slur	Arco-Slur	Arco-Slur	Arco-Slur	Arco-Slur

A closer look - GLOBAL:

1 - SECTIONS:
Flexible Number Of Players - A string section that can be scaled with regard to how many players are in the section itself. FRONT ROW VIOLINS does not force a "static" change such as 4 players, 6 players, 12 players and a solo set for example. FRONT ROW VIOLINS enables you to select how many players are in your section one-by-one from a soloist all the way up to 16. Further, from the compliment of 16 players, you can pick and choose which players are active, along with their individual volume and pan.
True Sectional Performance - should an ensemble of any size be

sampled, then you would be "stuck" with how the players performed on that sample every time you trigger it. The note entrances, vibrato, dynamics are always the same even if you "massage" the sample by way of altering its attack or tone, etc. But it's still the same sample. However, every time you play a note with FRONT ROW VIOLINS, slight randomization to each player's performance occurs. This includes note entrances, vibrato, dynamics and more. You literally have your hands on an entire section of independent players.

True Divisi – FRONT ROW VIOLINS's sections play like real sections especially when chords are played. That means having a true divisi on the fly. If all 16 players played all of the notes in a chord, the sound would get quite "bloated'. This is especially true in smaller ensembles. FRONT ROW VIOLINS fixes this by intuitively dividing up the section when a chord is played. Whatever section size you choose, a natural divisi will occur whenever you play a chord. For example, if you play a 4–note chord, and have chosen to activate only 4 players in the section, then you'll get a single player on each note. This sounds very realistic and intimate.   Of course, FRONT ROW VIOLINS allows you to turn off the divisi should you prefer.

2 – SOLO STRINGS:

FRONT ROW VIOLINS contains an extremely useful solo. You can easily toggle from the soloist to any custom size section you want. Live playing has never been more fun.

FRONT ROW VIOLINS is especially impressive when playing very fast–bowed or slurred passages. No "fluttery" overly–amped up "legato" transitions.

3 – INTELLIGENT INTERPRETATION (Playability):

While full keyswitching and MIDI automation is certainly available, FRONT ROW VIOLINS uses advanced scripting so as to avoid their constant use. By simply playing the instrument you can get smooth bow changes, auto–rebow or crisp staccato; lightly elegant or richly lush vibrato; slow and smooth or wildly aggressive attacks; legato that connects slow moving phrases or permits super fast passages without getting mushy. **Please note that this feature works best if Legato and Divisi are on.**

3 – VIBRATO:

FRONT ROW VIOLINS gives you many options for vibrato with regard to amount, speed and even the fade–in time of the vibrato. This includes

velocity, MIDI CC, or a slider on the interface. Or, just let the default settings interpret your playing style. Additionally, you are not limited to just one controller for vibrato amount. For example, if you choose to use velocity to control vibrato amount, you can also choose to have MIDI CC smoothly "take over". It's very convenient to have the vibrato "follow" your playing style without having to use a controller, and then additionally nice to be able to modify it further.

4 – FREE-UP VELOCITY:
    It seems that the current popular convention necessitates using velocity to choose between "bowed", "slurred" and "portamento" transitions. This destroys the use of velocity if you want to use it to control volume and expression, not to mention that it forces you to be extraordinarily careful in live-playing. FRONT ROW VIOLINS adopts the philosophy that you, the user, should be able to choose velocity to control your dynamics, and still have control over the features above.
    Attacks – FRONT ROW VIOLINS does not force you to use velocity to control the aggressiveness for the attacks. While you certainly can do this, you can also simply choose from 4 attack styles. And each of these attack styles is "tweakable" and selectable via keyswitch, controller or the interface. That makes it super easy to instantly change the relative style in your performance. Additionally, the "longs" or sustains have attack control in the same way. No need to use the "shorts" to get an aggressive attack.

PAGES ON THE INTERFACE

FRONT ROW VIOLINS gives you 2 pages.
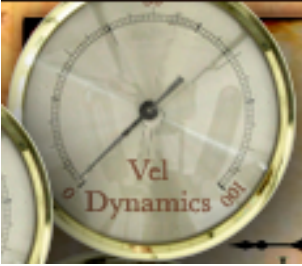
Front End Page

Please note: The musical notes along with any other musical symbols won't be shown until you play a note.

User Interface Elements:

Vibrato Meter – This will monitor the amount of vibrato as each note is played. Please see "VIBRATO" below.

Velocity Dynamics Meter – This will monitor the amount of the effect that velocity has on dynamics as each note is played.
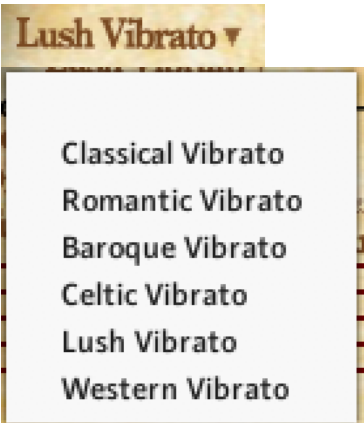

CC Dynamics Meter – This will monitor the amount of the effect that MIDI CC has on dynamics as each note is played.

Player Selection Menu – Drop-down menu to select number of players. The range is from a single soloist all the way up to 16 players.

Vibrato Syle Menu – Use this menu to choose from 6 different vibrato styles; Classical, Romantic, Baroque, Celtic, Lush and Western.

Solo VibratoLive – A switch that provides a special vibrato that lets you control the soloist's vibrato manually via a "Hot" key. The rest of the ensemble retains the last-chosen vibrato style.

Legato

Legato – A switch that engages or disengages Legato mode.

Divisi

Divisi – A switch that engages or disengages Divisi. If this feature is on, then during chords, a true divisi will apply.
•"On" In Legato Mode – If Divisi is on, then you can still play a chord, but any subsequent notes played, even if holding the original chord, will "take over" and turn off the chord.
•"Off" in Legato Mode – If Divisi is off, then you can play and hold a chord while playing an additional moving part over (or under) that chord, and the Legato will still work on the line you're adding to the original chord.
•"On" with Legato Mode Off – The section will still divide automatically no matter how many notes you play in a line or in a chord.
•"Off" with Legato Mode Off – This gives you the "biggest" sound because the chords are not divided.
Note – If Divisi is on, the sustain pedal will not behave as expected since the Divisi engine needs to take control of each voice's sustain relative to the amount of notes played.
Note – You cannot turn Divisi off if you are using only the soloist. You must have at least 2 players to turn divisi off. This is because the engine generally responds better in divisi mode especially for the soloist. Obviously, even if divisi is on, no divisi will occur using the soloist.

Tutti

Tutti – A switch that toggles between a user-defined "Tutti" section and the soloist. Please see "Setting Section Sizes" below.

Articulation:
Arco ▾

Arco
Tremolo
Half Trill
Whole Trill
Spiccato
Pizzicato
Harmonics
Tremolo Ponticello
Arco Slur
   (Settings Page shows keyswitch assignments.)

Articulation Menu – Drop-down menu to choose the articulation; Arco, Tremolo, Half Step Trill, Whole Step Trill, Spiccato, Pizzicato, Harmonics, Tremolo Ponticello. Please note that Tremolo Ponticello is referred to as "Sul Pont" on the **Settings** page and is designated in the "Playing Features" section, not "Articulations".

Bowing Style:
Touch Marcato ▾

   Smooth
   Mezzo Detache
   Detache
   Marcato
   Touch Marcato
   (Settings Page shows keyswitch assignments.)

Attack Style Menu – Drop-down menu to choose the attack style; Smooth, Mezzo Detaché, Detaché, Marcato and Touch Marcato (Touch Marcato is the same as "Vel Marcato" on the Settings Page). Each attack style is progressively more aggressive with the exception of "Touch Marcato" where the attack is controlled via velocity.
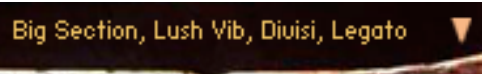
Sul IV

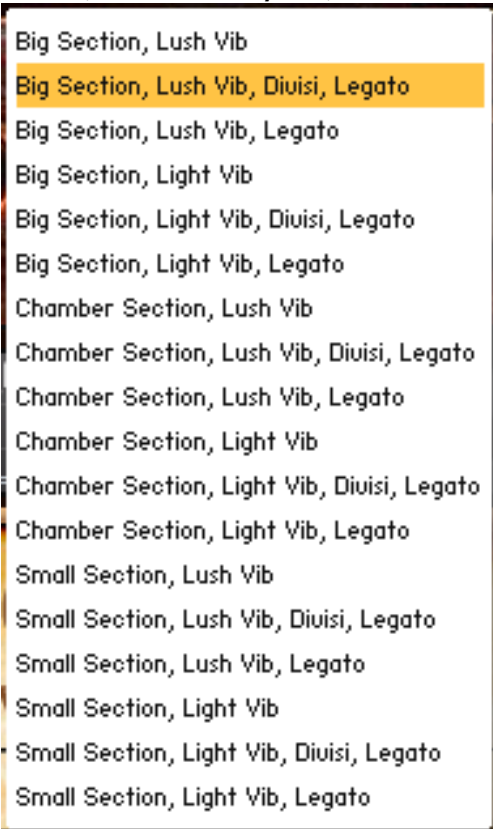**Sul IV** – A switch that emulates the sound of playing only on the lowest string.

Sul Tasto

Sul Tasto – A switch that emulates the sound of when the bow is played much closer to or over the fingerboard.

Sordino

Sordino – A switch that emulates the sound of using mutes (sordini).

Big Section, Lush Vib, Divisi, Legato ▼

Snapshot Presets – Choose from a wide range of factory-programmed presets. These will quickly enable you to choose from various section sizes, vibrato styles, divisi and legato settings.

Big Section, Lush Vib
Big Section, Lush Vib, Divisi, Legato
Big Section, Lush Vib, Legato
Big Section, Light Vib
Big Section, Light Vib, Divisi, Legato
Big Section, Light Vib, Legato
Chamber Section, Lush Vib
Chamber Section, Lush Vib, Divisi, Legato
Chamber Section, Lush Vib, Legato
Chamber Section, Light Vib
Chamber Section, Light Vib, Divisi, Legato
Chamber Section, Light Vib, Legato
Small Section, Lush Vib
Small Section, Lush Vib, Divisi, Legato
Small Section, Lush Vib, Legato
Small Section, Light Vib
Small Section, Light Vib, Divisi, Legato
Small Section, Light Vib, Legato

Reverb

Reverb – A knob that allows you to adjust the reverb amount. Upon clicking this knob, a display will pop up revealing your selection:
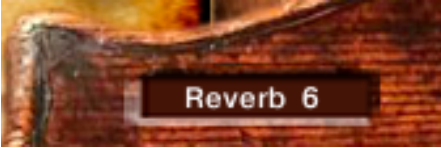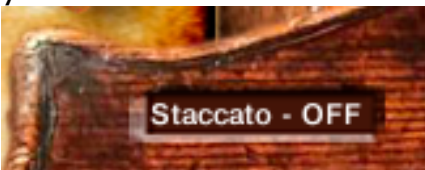
Room Size – A knob that allows you to adjust the reverb's room size. Upon clicking this knob, a display will pop up revealing your selection:
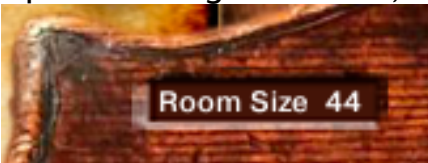
Staccato – A knob and an associated switch (lower-right of the knob) that allows you to create a "staccato" from any currently-selected articulation. Clicking the small switch, a display will pop up revealing your selection:

Using the larger knob, you can control the length of the staccato. A display will pop up revealing the length of the staccato:
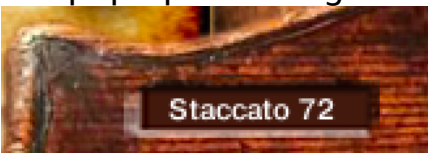
Note - Please see "**Staccato**" in the Settings Page section below for more detail.

Advanced Settings – A switch that will take you to the advanced **Settings** page.

Settings Page

Below are the various features of the **Settings** page described briefly. For more detail, see "**IN MORE DETAIL**" below.
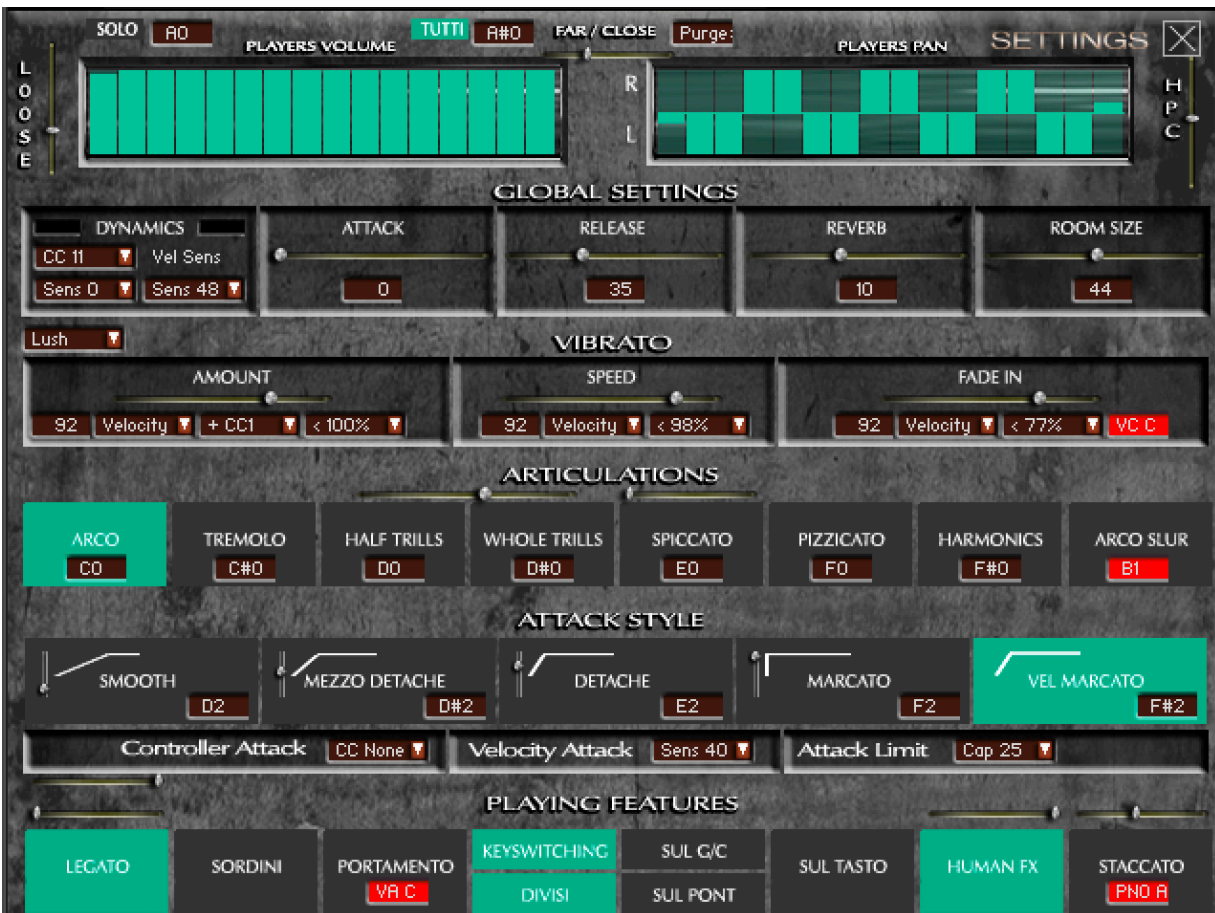
The Settings Page has 6 main parts:

    Stage Settings where you choose how many and which players are active along with their panning.

    Global settings such as dynamics control, reverb, room size, attack and release.

**Vibrato** settings such as amount, speed, fade-in and how it is controlled.

Articulations, such as spiccato, pizzicato, arco, etc.

Attack Style, such as smooth, marcato, velocity-marcato, etc.

Playing Features, such as legato, sordini, portamento, staccato, human effect, and more.

To move back to the **Front End** page, click the just to the right of the "SETTINGS" page title at the upper-right of the interface.

Stage Settings
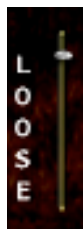
Loose – A vertical slider that controls the time of each player's entrance relative to each other. If you have more than one player selected, raise the slider for a more "loose" entrance per player, or lower it for tighter entrances. When you alter this feature, a display will pop up revealing your selection, in this case "Loosen 9":

Solo – A switch that instantly selects the soloist for the next note. You can choose a keyswitch for this feature. In this case, "A0" is set by default. Please see "**Setting Section Sizes**" below for more details.
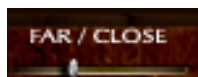
Far/Close – A slider that emulates microphone distance. Slide left to create distance, and right to bring closer. Generally speaking, the FRONT ROW VIOLINS library puts you closer than most other libraries.
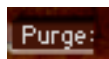
Purge – This enables you to purge unused players. Using the **Solo** or **Tutti** switches will not purge/load players.

If you have deactivated any players, then you can purge them with this menu. Please note that if you reactivate the players in the "Player Volume" table below, you will need to reload from this menu. Players are NOT reloaded from the "Player Volume" table.


Tutti – A switch that instantly selects your custom ensemble for the next note. You can choose a keyswitch for this feature. In this case, "A#0" is set by default. Please see "Setting Section Sizes" below for more details.

Player Volume – A table where you can choose which players are active and their volumes. Each player is represented by the vertical yellow bars; the leftmost being the soloist. Please see "**Setting Section Sizes**" below for more details.

Player Pan – A table where you can move each player anywhere in the stereo field. Each player is represented by the vertical yellow bars; the leftmost being the soloist. To pan right, move the bar up. To pan left, move the bar down. The 1st bar represents the soloist.
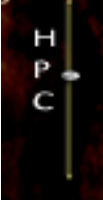
HPC – A vertical slider where you can choose how much "Human Pitch Correction" is used on each note's entrance – a necessary element in string sections to achieve a more realistic sound. Raise the slider to have

each player's note entrance (only a very small part of the beginning of each note) more slightly out of tune. Lower the slider if you want more perfect intonation at the very beginning of each note. If a note is different than the previous note, then a bit of HPC gets applied. However, on repeated notes, this does not occur. In reality, when players move to different notes, there will be a bit of pitch correction ("HPC") for each note. However, if a player repeats the same note, then there will be no HPC.
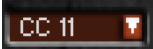
When you alter this feature, a display will pop up revealing your selection, in this case "HPC 77":
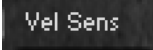

Global Settings

Dynamics – Here, we have 3 settings:

 With this menu, choose which CC, if any, will control dynamics. Here, it is shown set to CC11.

 With this menu, choose the sensitivity of the chosen CC for dynamics.

 With this menu, choose the sensitivity of velocity on dynamics.

 There are 2 LED indicators on either side of the "DYNAMICS" text. The one of the left displays dynamics relative to velocity. The one on the right displays dynamics relative to CC (in this case, CC11). Here we have set the CC sensitivity to a value of 50 so that the LED on the right will intensify as that CC's value is raised. Both of these LED displays will change in real time as you play the instrument.

Attack – Nudge the over all attack. Sliding to the right will "soften" the attack.

Release – Nudge the over all release time. Sliding to the right will lengthen the release.

Vibrato Settings (From the Settings Page)

FRONT ROW VIOLINS uses a very detailed scripted vibrato to give you ultimate control. The vibrato is "humanized". Therefore, the oscillations are not perfect, as you would expect with normal "LFO" style vibrato, rather, they are slightly randomized with regard to the amount, speed and fade-in time. The amount and speed randomization occur in real time. So as you hold a note, the speed and amount will slightly fluctuate as would happen with real vibrato. Also, the tone, pitch direction and other key features of a human vibrato have been re-created in FRONT ROW VIOLINS's vibrato.
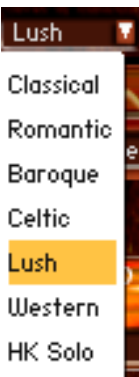
Vibrato Presets – Use this menu on the **Settings Page** to choose from 6 vibrato styles (Classical, Romantic, Baroque, Celtic, Lush and Western) and a special vibrato called HK Solo that lets you control the soloist's vibrato manually via a "Hot" key.

HK Solo (Hot Key Solo) is a special preset for JUST the solo. If you select "HK Solo", then the soloist will use this feature. But should you switch

back to the ensemble, the previously-selected vibrato preset will resume. For example, if you've selected more than 1 player (an ensemble) and you choose "Lush", both the ensemble and the soloist will use the Lush preset. If you should then choose "HK Solo", then the soloist will use the HK Solo preset, and the ensemble will use the Lush preset and the HK Solo hot key will appear:

Displayed when choosing "Lush":

Then, displayed when choosing "HK Solo":

Using the HK Solo Preset
Select "HK Solo" from the **Vibrato Presets** menu. (see above) Select the soloist (1player). A large vibrato display field will appear: (It will appear as a flat line until you start using vibrato.)

If you play and hold a note, and then repeatedly hit and release the "hot key" (in this case, C#2) while still holding the played note, you will manually create the soloist's vibrato. The amount of the vibrato is controlled by how hard you hit the hot key. The speed and fade-in is obviously dependent on the way you play the "hot key". The vibrato amount is animated in the field (see above). To change vibrato settings, choose the ensemble again (more than 1 player). (We have seen this feature used in other libraries, but we feel that it does not sound natural due to the fact that the result sounds "sharp". Since real string vibrato vibrates mostly below the fundamental pitch, we have programmed this feature to emulate this as closely as possible.)

Tip:

If you are using more than 1 player and see the HK Solo hot key, (in this case, C#2 in the graphic above), that will alert you that when you choose the solo, you'll engage the HK Solo preset. So in the graphic above, the ensemble will use the Lush preset, and the soloist will use the HK Solo preset.

Vibrato Amount – A vibrato amount slider. Slide right to increase the amount. This slider has a value display and 3 associated menus:

 Displays the amount of vibrato as you play in real time.

 Choose how you want the vibrato amount to be controlled. Choose velocity, the slider above, or MIDI CC.

 If you have selected "Velocity" or "Slider" in the above menu, then you can add additional MIDI CC control over vibrato amount. For the soloist only, and if you have selected to control vibrato speed with velocity, it will also add additional vibrato speed whether you select controlling vibrato AMOUNT with velocity, the slider or CC. For example – If you use Velocity to control the vibrato amount and want to further alter the vibrato amount via CC, then choose a CC in this field. In this case, CC1 (modwheel) is chosen. When you play a note now, you will get some vibrato depending on the velocity. If you wish to add more vibrato while you're holding the note, then just raise the value of the CC (modwheel in the case). However, nothing will happen until the value of the modwheel matches the value of the velocity. At that point, vibrato will be added. This threshold will be indicated by a green LED:

Conveniently, once you cross this this threshold, you can also reduce the vibrato amount. But once you play another note, the velocity will take over.

 This sets a limit of the vibrato amount. This is especially useful if you choose "Velocity" to control the vibrato amount.

Vibrato Speed – A vibrato speed slider. Slide right to increase the speed. This slider has a value display and 2 associated menus:

 Displays the vibrato speed as you play in real time.

 Choose how you want the vibrato speed to be controlled. Choose velocity, the slider above, or MIDI CC.

 This sets a limit of the vibrato speed. This is especially useful if you choose "Velocity" to control the vibrato speed.

Vibrato Fade-In Time – A vibrato fade-in time slider. Slide right to decrease the length of the fade-in time. This slider has a value display and 2 associated menus and a selectable "Hot" keyswitch:

 Displays the vibrato fade-in as you play in real time. Lower values mean more fade-in time, higher values mean shorter fade-in time.

 Choose how you want the vibrato fade-in time to be controlled. Choose velocity, the slider above, or MIDI CC.

 This sets a limit of the vibrato fade-in time. This is especially useful if you choose "Velocity" to control the vibrato fade-in time.

 This "Hot" keyswitch (shown as red) will bypass any fade-in time so that you can get immediate vibrato on each note as long as you hold down the "Hot" keyswitch. This is a very important feature for the solo, and improves realism. This feature only works if you have selected the "Arco" articulation, and are not in "slur" mode. See "Arco" and "Arco Slur" below.

This ability to have "instant" vibrato on/off greatly increases realism. String players very often will play a series of quick, non-vibrato notes, but then emphasize certain notes of that passage with immediate vibrato.
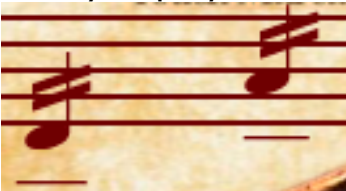
Articulations Settings

Arco – Selected by switch or keyswitch shown here as it appears on the **Settings Page**. Here, it shows as "on". Sometimes referred to as "Sustain", this is when the bow is moved normally across the strings, and the left hand does not embellish the note(s) other than with vibrato.
On the **Front End** page, this will be represented by 2 quarter notes each time you play:

Tremolo – Selected by switch or keyswitch shown here as it appears on the **Settings Page**. Here, it shows as "off".
On the **Front End** page, this will be represented by 2 quarter notes each time you play:


Half Trills – Selected by switch or keyswitch shown here as it appears on the **Settings Page**. Here, it shows as "off". Each note will "trill" up one half step. Trills will play slightly faster the harder you play.
On the **Front End** page, this will be represented by 2 quarter notes each time you play:

Whole Trills – Selected by switch or keyswitch shown here as it appears on the **Settings Page**. Here, it shows as "off". Each note will "trill" up one whole step. Trills will play slightly faster the harder you play.

On the **Front End** page, this will be represented by 2 quarter notes each time you play:
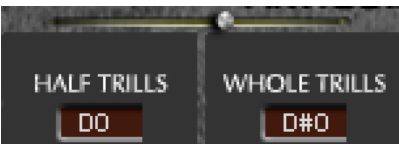
Trills Fade-In Slider shown here as it appears on the **Settings Page** – Above the 2 trill articulation switches, you will find a slider that controls the amount of time it takes for the trills to start. Sliding left will increase the time it takes for the trill to start. When you alter this feature, a display will pop up revealing your selection, in this case "Trill Fade 68":

Spiccato shown here as it appears on the **Settings Page** – Selected by switch or keyswitch. Here, it shows as "off". The bow is bounced off the strings. This articulation has an additional slider control (just above its switch) where you can control the length of the spiccato. When you alter this slider, a display will pop up revealing your selection, in this case "Spiccato 40":


Note – If you have the "Legato" mode turned off (see "Legato" in the "**Playing Features**" section below) it will automatically engage if you select this articulation. However, "Legato" will be turned back off if you go back to another articulation where you had if off.

PIzzicato shown here as it appears on the **Settings Page** – Selected by switch or keyswitch. Here, it shows as "off".
Note – If you have the "Legato" mode turned off (see "Legato" in the "Playing Features" section below) it will automatically engage if you select this articulation. However, "Legato" will be turned back off if you go back to another articulation where you had if off.
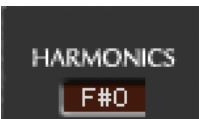
Harmonics shown here as it appears on the **Settings Page** – If available, selected by switch or keyswitch. Here, it shows as "off".

Arco Slur shown here as it appears on the **Settings Page** – Selected by switch or "Hot" keyswitch. Here, it shows as "off". This articulation effectively creates a slur when you play overlapping notes if you have selected the "Arco" articulation.
Arco Slur Performance – Click the "Arco Slur" switch on. The 1st note (not overlapping any previous note) will be "Arco" alone. Then if you play the next note while still holding the 1st note for even a small amount of time, the 2nd note will be "slurred". This nicely takes away the need to switch back and forth from "Arco" to "Arco Slur". If you select "Arco Slur" using the "Hot" keyswitch, then the slur will perform exactly the same way as described WHILE you hold down the "Hot" keyswitch. However, once you release the "Hot" keyswitch, the articulation will nicely revert to "Arco" alone. (If you choose to use the "Hot" keyswitch, the "ARCO SLUR" button will not light up until you play a note.)
In essence, selecting this articulation **with its switch**, puts you in "slur mode" as long as you have selected "Arco" as your articulation. Using the "Hot" keyswitch toggles you from "slur mode" to "Arco" alone. "Slur mode" will be armed whilst holding down the "Hot" keyswitch, and then disarmed and reverting to "Arco" alone when releasing the "Hot" keyswitch.

Attack Style Settings (From the Settings Page)

Smooth – Selected by switch or keyswitch. Here, it shows as "off". The least aggressive of the bowing attacks. You can further adjust the aggressiveness of this attack style by using its small vertical slider.

When you alter this slider, a display will pop up revealing your selection, in this case "Smooth 0":

Mezzo Detache – Selected by switch or keyswitch. Here, it shows as "off". This is a little more aggressive than "Smooth" above. You can further adjust the aggressiveness of this attack style by using its small vertical slider.
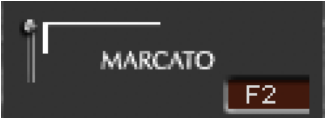

When you alter this slider, a display will pop up revealing your selection, in this case "Mezzo Det 54":

Detache – Selected by switch or keyswitch. Here, it shows as "off". This is a little more aggressive than "Mezzo Detache" above. You can further adjust the aggressiveness of this attack style by using its small vertical slider.

When you alter this slider, a display will pop up revealing your selection, in this case "Detache 99":

Marcato – Selected by switch or keyswitch. Here, it shows as "off". This is a little more aggressive than "Detache" above. You can further adjust the aggressiveness of this attack style by using its small vertical slider.


When you alter this slider, a display will pop up revealing your selection, in this case "Marcato 127":

Vel Marcato – Selected by switch or keyswitch. Here, it shows as "on". This attack style uses velocity to control the aggressiveness of the attack. Therefore, no additional controls for this attack style are needed.
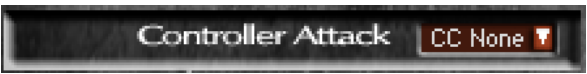
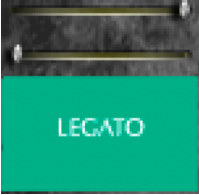**Controller Attack** – Select a controller for controlling the attack styles.
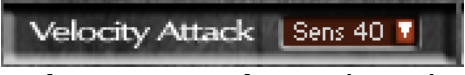
Velocity Attack – Select the sensitivity of velocity control for the attack styles.

Attack Limit – Select the limit or "cap" for the aggressiveness of the attack styles. This applies to ALL 5 attack styles.

Playing Features (From the Settings Page)

Legato – Switch the "Legato" mode on or off. Here, it shows as "on". This feature also has 2 associated sliders:

 The upper slider controls the volume of the note transitions during Legato mode. Please note that this value is SUBTRACTIVE to the default setting. So db0 is the "loudest" it will be. The lower slider adjusts the amount of crossfade for the transitions. When you alter either of these sliders, a display will pop up revealing your selection:

For the upper slider:

For the lower slider:

Note 1 – Legato automatically turns on if you select either the Spiccato or Pizzicato articulation, and turns off is a solo is selected and a chord is played. FRONT ROW VIOLINS's internal engine requires this for best results. However, your previously-selected Legato (whether on or off) will resume once you move to another articulation.

Sordini – Creates a sordini effect. Here, it shows as "off".

Portamento – Switches on a portamento between notes. Here, it shows as "off". This playing style has a "Hot" keyswitch associated. Using the "Hot" keyswitch, the portamento will be created WHILE you hold down the "Hot" keyswitch. Please see PORTAMENTO below for more detailed information.

Keyswitching – Toggles between keyswitching "on" or "off". Here, it shows as "on". When off, all designated keyswitches will become inactive, but will resume activeness if you turn keyswitching back on.

DIVISI

Divisi – Toggles between divisi "on" or "off". Here, it shows as "on".
•"On" In Legato Mode – If Divisi is on, then you can still play a chord, but any subsequent notes played, even if holding the original chord, will "take over" and turn off the chord.
•"Off" in Legato Mode – If Divisi is off, then you can play and hold a chord while playing an additional moving part over (or under) that chord, and the Legato will still work on the line you're adding to the original chord.
•"On" with Legato Mode Off – The section will still divide automatically no matter how many notes you play in a line or in a chord.
•"Off" with Legato Mode Off – This gives you the "biggest" sound because the chords are not divided.
Note – If Divisi is on, the sustain pedal will not behave as expected since the Divisi engine needs to take control of each voice's sustain relative to the amount of notes played.
Note – You cannot turn Divisi off if you are using only the soloist. You must have at least 2 players to turn divisi off. This is because the engine generally responds better in divisi mode especially for the soloist. Obviously, even if divisi is on, no divisi will occur using the soloist.

SUL G/C

Sul G/C – This is called "Sul IV" on the **Front End** page. Here, it shows as "off". A switch that emulates the sound of playing only on the lowest string.

SUL PONT

Sul Pont – This is called "Sul IV" on the **Front End** page. Here, it shows as "off". Switches to the "Tremolo Ponticelli" samples. Please note that this is referred to as "Tremolo Pont" on the **Front End** page and is accessed using the Articulations slider.

SUL TASTO

Sul Tasto – A switch that emulates the sound of when the bow is played much closer to or over the fingerboard. Here, it shows as "off".
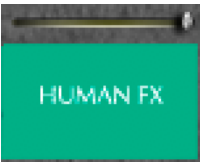
Human FX – A switch that adds a bow-change sound to some articulations and the sound of left hand fingers "hammering" on the fingerboard during slurs. Here, it shows as "on". This feature also has an associated slider above it:

When you alter this slider, a display will pop up revealing your selection:

Note that this slider's values range from –100 to 0. This is because the volume for this effect is designed to be reduced from the default setting.

Staccato – A switch effectively creates a "staccato" from any currently-selected articulation. Here, it shows as "off". A feature we have never seen in a string library! This is very useful for creating abrupt "bow-stop" articulations rather than relying on simply releasing the note. Very effective for baroque style staccato playing. This feature also has an associated "Hot" keyswitch and an associated slider above it. The slider lengthens the time of the staccato. When you alter this slider, a display will pop up revealing your selection:

The "Hot" keyswitch will do the same thing as turning on the switch, but will disengage the feature when you release the "Hot" keyswitch. This is great for creating instant "staccatos" without having to click the feature on and off constantly.

Tips:
"Staccato" works best in Legato mode.

IN MORE DETAIL

Setting Section Sizes

FRONT ROW VIOLINS provides you with section sizes ranging from a single soloist to up to 16 players per instrument. To view the current compliment of players, go to the **Settings** page and see the **"Player Volume"** table at the upper-left of the interface.

"Player Volume" table

These 16 vertical yellow bars represent both the volume and the activity of each player. You will notice that by default, all 16 players are active. The soloist is the left-most bar. If you reduce a player's volume all the way down, it renders that player inactive, and its voice will not play. It will NOT, however, purge the player.

To choose the section size:

From the Front End page
"Player Select" menu

You will notice that by default, all 16 players are active. Let's choose 9 players from here. Use this drop-down menu and select "9 Players":

You will now see "9 Violins" displayed. ("Violins" will appear as "Violas", "Cellos", or "Basses" depending on which instrument you have loaded.)

To make more detailed changes to the section, you need to go to the **Settings** page. You will see that we now have 9 active players at full volume.

Continuing with our 9 players, let's assume we want to increase the section size to 14 players. So in the **"Player Volume"** table, raise bar 10 through 14:

Now you have a section of 14 players. If you want to change the volume of various players, just change the level of each player's bar. For example:

Now, each player is mixed according to this selection. When you make adjustments in the **"Player Volume"** table here on the Settings Page, you are creating a custom "Tutti" section. Therefore, should you want to toggle quickly between the soloist and the "Tutti" section you just created, you can click the "SOLO" button (or hit its designated keyswitch)
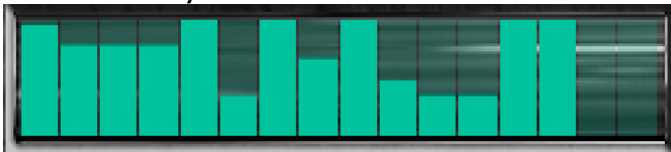

which will turn all players off except the soloist.
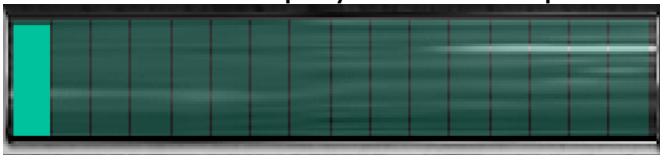
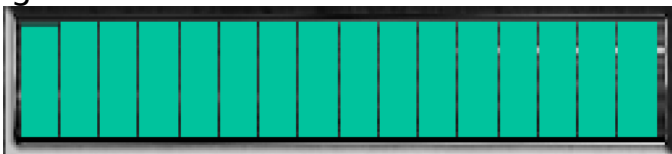Or click the "TUTTI" button (or hit its designated keyswitch)

to return to your custom "Tutti" section.


From the **Front End** page, if you change the amount of players using the **"Player Select"** menu, (let's go up to 16 players for example.)

  you will see all 16 players active at full volume back on the **Settings** page:

You can still engage "TUTTI" (whether via keyswitch or using the buttons on the **Settings Page**)
and you'll get your original "Tutti" section back. Here it is shown on the **Settings** page:
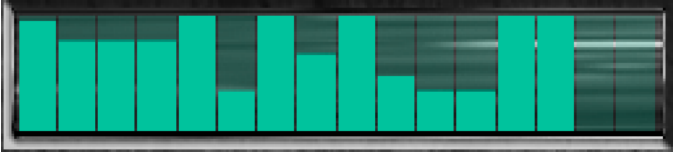
Rules:

- •Volumes range from 0 to 63 shown in the **"Player Volume"** table on the **Settings** page.
- •You cannot turn off the soloist. However, the soloist's volume does reduce automatically when playing with an ensemble.
- •If you want only 4 players, you cannot use players 5 through 16.
- •If you want more than 4 players, the 1st 4 player's volume will be set to a minimum of 48.
- •If you want more players than just the soloist, the soloist's minimum volume will be set to 36.
- These rules are created so as to prevent strange or unnatural results.

Tips:

•If you want a really big, fat lush sound, try taking the instrument out of "Legato" mode, and also out of "Divisi" mode. You'll be able to play huge lush rich chords.

•You can create a situation where you can play a soloist over a "tutti" note live. Make sure you're using more than 1 player. Then, hold a note or chord down. While you hold these notes, select "SOLO" continuing to hold your original notes down. You can now play a solo line over the held notes as long as you hold them down.

•If you want a polyphonic legato, turn off Divisi, turn on Legato, and play a chord. Then, play a lead line while holding the chord. You'll get legato whether playing single notes or playing chords.
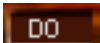
Just remember that ANY time you make changes using the **"Player Volume"** table on the **Settings** page, you are creating a new "Tutti" section that can be accessed both on the **Front End** page and the **Settings** page. Changes made on the **Front End** page will NEVER alter your "Tutti" section whatsoever.

Dynamics

You can set dynamics to respond to velocity, MIDI CC or both. However, MIDI CC limits the max volume over velocity. For example, if you set MIDI CC1 to control volume AND velocity to control volume and set both of their sensitivity levels all the way up to 50 (the max), then you'll have to raise MIDI CC1 to hear anything even if you play at very high velocity. So let's say you raise MIDI CC1 all the way up and leave it there. In that case, you'll hear the dynamics change relative to your velocity. Then, lowering MIDI CC1 will lower the dynamics additionally. However, if you play a note with CC1 all the way down and hold that note, raising MIDI CC1 while you hold the note will crescendo that note.

Keyswitching

NORMAL KEYSWITCHES OR "HOT" KEYSWITCHES
"Normal" keyswitches are active constantly once you hit them. They are shown using "black" menus. "Hot" keyswitches only activate their features WHILE you hold the designated keyswitch down. They are shown using "red" menus. If you want the feature to be constant, go to the **Settings** page, and click the feature's button. It will now stay active until you either click the button again, or hit the "Hot" key.

KEYSWITCH NOTE NUMBERS AND NAMES
We call Middle C "C3". So the lowest note on a typical 88–key MIDI controller would be "A –1". We call that particular note "PNO A" referring to the lowest note on a PIANO. Additionally, you'll see "VC C" which refers to the lowest note of a cello, and "VA C" as the lowest note on a viola. These names are used for your convenience.

Rebow (Connected Bowing) on Fast Repeated Notes

FRONT ROW VIOLINS detects whether you have played repeated notes. This is very important, especially in string playing passages. You don't want there to be too much separation between bow changes if you should play the same note. Therefore, FRONT ROW VIOLINS adjusts this according to your playing style and speed. Should you want to create separations between the bow strokes that are on the same note and are very fast, you needn't do a thing. FRONT ROW VIOLINS will interpret the

"crispness" of your playing and create a nice short staccato. (Normally, the faster a string player plays, the more "separation" you would hear between bow strokes.)

Auto Double-Stops and Chords For Soloist

If you have selected the soloist (1 player only), FRONT ROW VIOLINS will detect if a chord is played and allow you to play double stops and chords without losing the "legato" or "divisi" features.

Legato

You do not need to select anything to adjust the legato transitions. This is done automatically based on your playing style. So when you play fast, FRONT ROW VIOLINS will "follow" your playing and adjust the transitions for you accordingly. This means that when you play very slowly, the instrument will "sense" this and perform a smoother transition. Inversely, when you play fast, the transitions will be much more crisp without latency.

TIP:

If you have turned Legato off, and experience strange sounds between your note transitions, then it is suggested to turn on Legato. This will dramatically smooth out those transitions.

Portamento

If you engage portamento with its switch, (on the **Settings** page) then "portamento mode" will create portamentos on every note played based on the distance and direction between those notes. A more convenient way to engage portamento is by use of the designated "Hot" keyswitch. Play a note. Then press and HOLD the designated Portamento "Hot" keyswitch. While you hold down that "Hot" key, all following notes will slide either up or down from any previously-played note. The speed of the portamento is based on how hard you hit the "Hot" keyswitch, NOT the note you're sliding to. The harder you hit it, the faster the portamento. Inversely, the softer you hit it, the slower the portamento. Many other libraries require you to use low velocity to trigger the portamento. Most libraries require you to use low velocities to trigger the Portamento. But we feel that this destroys your ability to use velocity for other important things such as volume.

TIPS:

•When using large sections, try to "hit" the "Hot" keyswitch for portamento less aggressively for a more dramatic effect.

•For more "gentle" slides, "hit" the "Hot" keyswitch for portamento more gently, especially upward portamento.

•If you are using the soloist and want the sound of a left hand shift rather than a full-on portamento, then hit the Portamento "Hot" keyswitch really hard. This will speed up the portamento so fast, that it more closely sounds like a shift.

Pitch Wheel

Do not use the pitch wheel. It either has very strange results or none. It is needed as an internal controller for some of the Solo articulations, and therefore, its use should be avoided.

Controllers

DO NOT use CC 22–40 or the Pitch Wheel. They are used internally. You will get strange results if you try to automate using any of these controllers.

Kontakt Engine Settings

Even though many suggest disabling multi core support, our tests show that enabling as many as possible, whether in standalone or as a plug-in, yields the best results. In the graphic below, you can see 8 cores are enabled.