



UNIQUE SOUND SAMPLE LIBRARIES

Virtual Layer Remapping (VLR)

QESounds

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“So – what is VLR? – and – why is it?”

In normal library instruments, keyswitching is used to select articulation layers. In these instruments the instrument itself is fairly homogeneous – each KS representing a separate layer of articulation, but each layer basically the same instrument and each key a variation of pitch within that layer.

BC Pro (and other QES libraries to follow) are different in that there are distinct sounds for each key on a given layer – not just pitch variations of a single instrument.

You can access each sound through the standard KS-Key sequence - but with so many different variations, trying to keep the sounds straight in one’s mind becomes an enormous task.

To simplify this, VLR was created – it is part of the scripting of the instruments. What it does is allow the user to define a virtual layer by mapping keys on different layers to a key on the virtual layer (for example, map KS2-D2 to VL-C2, KS1-E4 to VL-C#2 and so on ...) This allows you to put the set of sounds in the instrument that you want to use on one “virtual layer” so that you don’t have to remember KS-Key combinations on-the-fly or rely on an external sequencer to access the sounds effectively.

How to Edit and Use Virtual Layers

To access the VLR functions, click on the “Remap_Page” button on the instrument panel.





This will bring up the VLR function panel.



VLR Controls

Remap_Edit - Opens and closes Edit mode – activation also terminates Run mode.

Remap_Enable – Activates/Deactivates the virtual layer Run mode.

Remap_Page – Returns the instrument back to the home page.

Controls active only in Edit mode

Accept – Writes the current key assignment to memory.

Remap_Clear – This button clears the entire virtual layer memory.

Target_Note – Sets VLR in learn mode to determine which note in the virtual layer is being setup. Actual note selection is via the keyboard. As long as **Target_Note** is active, you can enter any number of keys until you get the one you want – a message will be displayed telling you if the note is already assigned and what its assignment values are – or – if it not yet defined.

Source_KS – Sets VLR in learn mode to determine what the KS key is for the sound you want to remap to the virtual layer. Actual note selection is via the keyboard. As long as **Source_KS** is active, you can enter any number of keys until you get the one you want.



Source_Note – Sets VLR in learn mode to determine what the note key is for the sound you want to remap to the virtual layer. Actual note selection is via the keyboard. As long as Source_Note is active, you can enter any number of keys until you get the one you want. The actual sound at the key will be heard so selection is made easier.

Typical Edit Sequence

- 1) Select Edit mode by clicking on “Remap_Edit”
- 2) Select “Target note and choose which note in the virtual layer you want your remapped sound to correspond to.
- 3) Select “Source_KS” and choose which KS key your sound is on.
- 4) Select “Source_Note” and choose which key the sound you want is on.
- 5) Once you are satisfied with your assignment choices, click on “Accept” to write the assignment to memory.
- 6) Repeat steps 2-5 until you have your layer setup – this does not have to be done in one session.
- 7) Click on “Remap_Edit” to exit Edit mode
- 8) To Run your virtual layer, click “Remap_Enable” , click it again to exit Run mode.

To save your Remap, save the instrument to a different name using the “Patch Only” mode. In this way you can create several remaps for recall.

Note: When exiting Run mode – normal KS mode will be active – but it will be set to the last remapped KS – you will need to select your desired KS manually.