

ART VISTA™

Orchestra Intonation System

with

Automatic Real-Time Performance Intonation (ARPI™)

© 2023 Hans Adamson. All rights reserved. Art Vista™, INTONATOR™, and ARPI™ are trademarks of Art Vista Productions. The ARPI™ technology is protected by US Patent: US 7,807,908 B1. No part of the Licensed Material (as this term is hereinafter defined) may be reproduced or transmitted in any form or by any means for any purpose except as described in the End User License Agreement. VST is a trademark of Steinberg Media Technologies GmbH, registered in Europe and other countries.



Created by Hans Adamson.

Special thanks to Amanda Seward, Bernard Schmidt, and Rickard Gustafsson for their support in the development of the Art Vista Orchestra Intonation System.

Index

End User License Agreement	3
User Manual	5
Art Vista™ Orchestra Intonation System	5
The Art Vista INTONATOR™ VST3 Plugin	5
The Art Vista RECEIVER™	5
How It Works	6
Specifications	6
Requirements	6
Installation	7
Activation	7
INTONATOR™ Controls	10
RECEIVER™ Controls	18
The Pre-Script	20
Pre-Recorded Phrases	20
Optimizing Performance	21
Important Notes	21
Compatibility	21
Getting Started	22
16-Track DAW Project Templates	22
CUBASE	22
REAPER	26
STUDIO ONE	30

END USER LICENSE AGREEMENT

The following information represents the contractual conditions for the use by you, the final user (hereinafter, sometimes referred to as the "**Licensee**") of the Art Vista Productions Licensed Material.

By installing the Licensed Material on your computer, or by registration, or by downloading the Licensed Material, you are declaring yourself to be in agreement with the contractual conditions, so please read the following text carefully. If you are not in agreement with these conditions, you must not install or download the Licensed Material.

1. **Object of the Contract.** The object of the contract consists of the original programming utilized in the product, and photographs, graphics, and other images and editorial material, (including, but not limited to, the relevant usage instructions). These are described hereinafter as "**Licensed Material**," whether consisting of software programming, custom scripting, visual artwork, or editorial material, or any other material subject to copyright or patent protection.

2. **Scope of Use.** The Licensed Material is licensed, not sold. Subject to the Licensee's continuous compliance with this Agreement, Art Vista Productions grants the Licensee, for the duration of this contract, the nonexclusive, nontransferable license to use the Licensed Material for music production. Licensee may be required to activate or reactivate the Licensed Material or validate Licensee's membership. Licensee may use the Licensed Material to create musical compositions and recordings on a commercial and non-commercial basis without paying an additional license fee or providing source attribution to Art Vista Productions. Notwithstanding the above grant of rights, this license expressly forbids: resale, lease or lending or other re-distribution of the Licensed Material, or any protected elements thereof, either as it exists currently or within any modifications thereof; any re-distribution method of the Licensed Material, or any part thereof, through any means, including but not limited to, embedding into software or hardware of any kind, as part of any kind of musical instrument, synthesizer, virtual instrument, sample library, or sample base playback system or device; or any decompiling of the Licensed Material, and you agree not to reverse engineer or have reverse engineered the Licensed Material or any parts thereof. You may not place the Licensed Material in a computer/sampler network to be accessed by multiple users unless you have acquired a license for each separate computer having access to the Licensed Material. This license permits only your personal use of the Licensed Material; you may install a second copy on a second computer for your exclusive use, provided that the second copy is not used at the same time as the Licensed Material is used on the primary computer. Licensee must take all reasonable steps necessary to protect the Licensed Material from distribution to third parties in violation of copyright laws, patent and other laws protecting intellectual property.

3. **Art Vista Productions' Rights over the Licensed Material.** Art Vista retains all rights, title, and interest in the Licensed Material. The Licensed Material is protected by copyright laws and international copyright treaties, U.S. patent laws, as well as other intellectual property laws and treaties. The original software programming, photographs, graphics, and other images and editorial material comprising the Licensed Material and the copyright and all other intellectual property rights thereto remain the property of Hans Adamson and Art Vista Productions. We put a lot of time and effort in our products and strive to keep the prices low. In order to continue making products and servicing you, we must be able to get a fair return on our efforts and must therefore enforce our copyright, patent and other rights against any form of piracy or other violation of our rights.

4. **Return Policy.** Please understand that all download sales are final and no refunds will be issued once a download transaction has begun.

5. **Limited Warranty/Limitation of Liability.**

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, ART VISTA PRODUCTIONS DISCLAIMS ALL WARRANTIES AND CONDITIONS, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, WARRANTIES OF SATISFACTORY QUALITY, TITLE, AND NON-INFRINGEMENT, WITH REGARD TO THE LICENSED MATERIAL. TO THE MAXIMUM EXTENT PERMITTED BY LAW, NEITHER ART VISTA PRODUCTIONS, ITS SUPPLIERS, DEALERS,

DISTRIBUTORS, NOR THE AGENTS OR EMPLOYEES OF THE FOREGOING WILL BE LIABLE FOR ANY INDIRECT, CONSEQUENTIAL, SPECIAL OR INCIDENTAL DAMAGES OF ANY SORT, (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOST PROFITS, BUSINESS INTERRUPTION OR LOSS OF DATA ARISING OUT OF THE USE OF THE LICENSED MATERIAL) WHETHER OR NOT SAME HAVE BEEN NOTIFIED OF THE POSSIBILITY OF SUCH DAMAGES, OR OF ANY CLAIM BY ANY OTHER PARTY.

6. General Terms.

(a) All rights not expressly granted to Licensee hereunder are reserved by Art Vista Productions.

(b) This license is effective for the period that you are permitted to use the Licensed Material, and is specified in the applicable license documentation (e.g. purchase receipt, sales order, or other purchase confirmation), Failure to comply with any provisions of this license will result in automatic termination of this license and may result in legal action. Upon termination, Licensee agrees to destroy all copies of the Licensed Material in Licensee's possession. In the event of termination, the following sections of this license will survive: 3, 5, and 6.

(c) This license shall be governed by California law applicable to contracts fully negotiated, executed and performed therein. Only the California courts (state and federal) shall have jurisdiction over controversies regarding this license; any proceeding involving such a controversy shall be brought in those courts, in Los Angeles County, and not elsewhere.

(d) You agree that this license contains the complete agreement between the parties hereto, and supersedes all other communication, relating to the subject matter of the license. Art Vista may modify this Agreement at any time, for example, to reflect changes to the law or changes to our Licensed Material. We will post notice of modifications to this Agreement. By continuing to use the Licensed Material after the revisions are in effect, you agree to be bound by the revised terms of the updated Agreement.

(e) You acknowledge that you have read this license and understand it and agree to be bound by its terms and conditions.

User Manual

Art Vista™ Orchestra Intonation System - Introduction

The Art Vista Orchestra Intonation System is a 16-channel MIDI intonation system for Kontakt. It consists of the “Art Vista INTONATOR™” VST3 plugin, the “Art Vista RECEIVER™” in Kontakt script format, and project templates for Cubase, Reaper, and Studio One. The system utilizes patented ARPI™ technology (Automatic Real-Time Performance Intonation,) emulating the intonation by live musicians playing variable-intonation instruments. It adds a realistic and emotional dimension to otherwise equal-tempered orchestral performances created with sample libraries. The system works in the background analyzing the music as you play, automatically intonating the music in real-time. An optional stretch function is also provided to mimic intonation stretch resulting, for example, from inharmonicity in stringed instruments.

The ARPI technology is protected by US Patent: US 7,807,908 B1.

The Art Vista INTONATOR™ VST3 Plugin

The INTONATOR VST3 plugin works in two modes: the “melodic” mode and the “harmonic” mode. The melodic mode enhances directionality in melodies and in harmonic progressions while providing consonance to perfect intervals. In the harmonic mode chord consonance is always prioritized over melodic intonation. When the “Auto” function is selected, the plugin will automatically switch between melodic and harmonic modes in real-time. An optional stretch function in five selectable steps is also available.



The Art Vista RECEIVER™

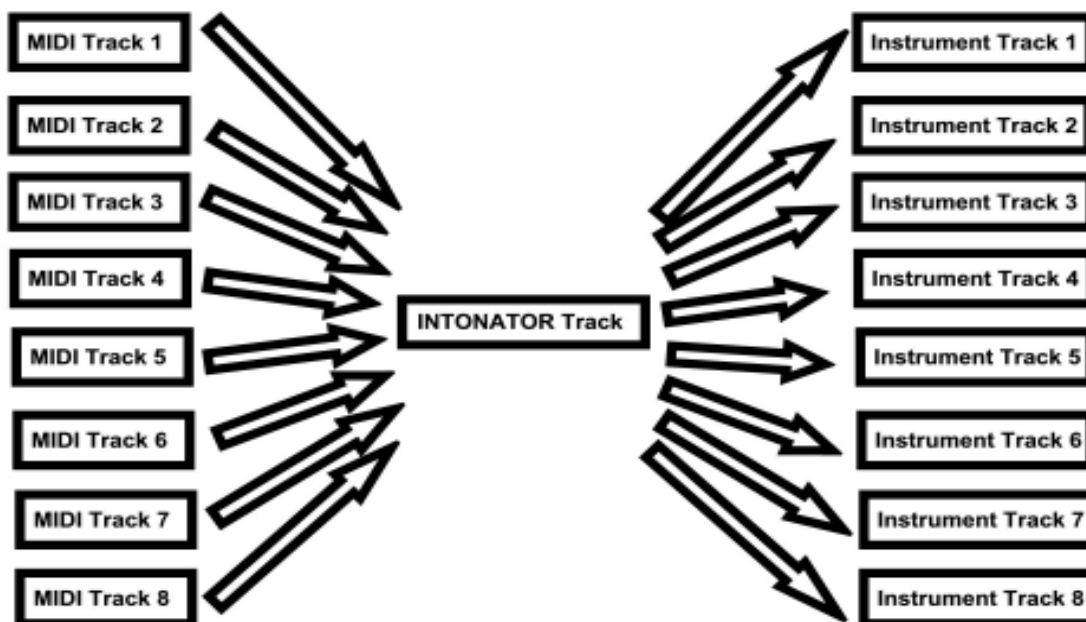
The Art Vista RECEIVER is loaded in the last script slot on each tonal Kontakt instrument. When it is switched on, it receives the intonation data from the INTONATOR and performs the intonation in relation to instruments on other tracks. In some cases where the main instrument script interferes with the transmitter note, a “pre-script” must be inserted in the first script slot. (See p.20)



How it works

The Art Vista INTONATOR VST3 is loaded on a separate track in the DAW, and receives MIDI note information from one or multiple MIDI tracks - or from one or multiple MIDI controllers. All incoming MIDI data is analyzed, and intonation data is sent embedded in a user selected “transmitter note” on 16 MIDI channels to each RECEIVER loaded in Kontakt instances on the sixteen, or more, instrument tracks. The intonation is set at the start of each note.

The process is comparable to that of a real orchestra where individual instrumentalists listen to each other and intonate their instruments to resonate in consonance and to add an emotional quality by applying melodic intonation to leading tones. Below a schematic drawing of an eight channel setup:



Specifications

Description: Multi-channel intonation system.

Type of processing: MIDI.

Formats: VST3, Native Instruments KSP.

Number of channels: 16.

Continuous Controller: Available through host automation.

NRPN: 16321

Requirements

PC with 64-bit Windows 7 or higher.

Native Instruments Kontakt 5 or later

Access to one or two free script slots in each Kontakt instrument.

Supported DAWs: Cubase, Reaper, Studio One.

One MIDI note reserved for INTONATOR use in all channels.

Installation

1. Save the file "Art Vista Intonator.vst3" in your VST3 directory. The default location is:
C:\Program Files\Common Files\VST3
2. Save the files "ARPI Receiver.nkp" and "ARPI Receiver - Old Style" in Kontakt's script folder. The default location is:
C:\Users\"User Name"\Documents\Native Instruments\Kontakt\presets\Scripts (Kontakt 6 and 7)
C:\Users\"User Name"\Documents\Native Instruments\Kontakt 5\presets\Scripts (Kontakt 5)
3. Save the "Resources" folder to the root folder of each instrument that you want to use with the intonation system. You should also save the "pictures" folder that is inside the "Resources" folder to:
C:\Users\"User Name"\Documents\Native Instruments\Kontakt\ (Kontakt 6 and 7)
C:\Users\"User Name"\Documents\Native Instruments\Kontakt 5\ (Kontakt 5)
4. Save the Cubase, Reaper, and Studio One project templates to their respective project folders.

Activation

The very first time a template is opened, the INTONATOR will display an activation/registration screen. You have the option of activating the software online or offline.



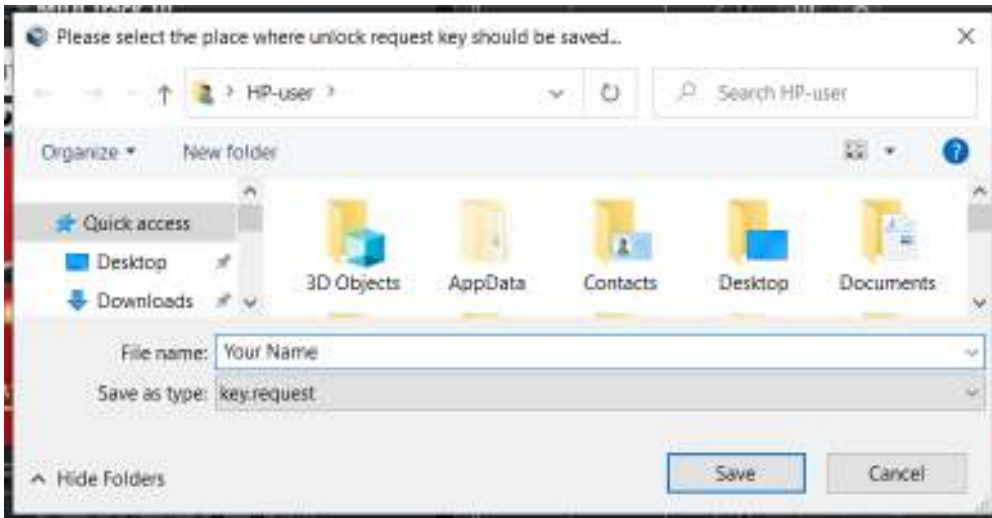
Fill in your name and email **exactly** as when you ordered the software, and click "Unlock Online."



If you do not have Internet on your DAW computer, you can generate an offline activation request file.



Name the key request file with your name and save to your hard drive. Send the key request file with your name to: info@artvista.net. You will receive an unlock file in the email.



When you have received the unlock file, select "I have a key file."



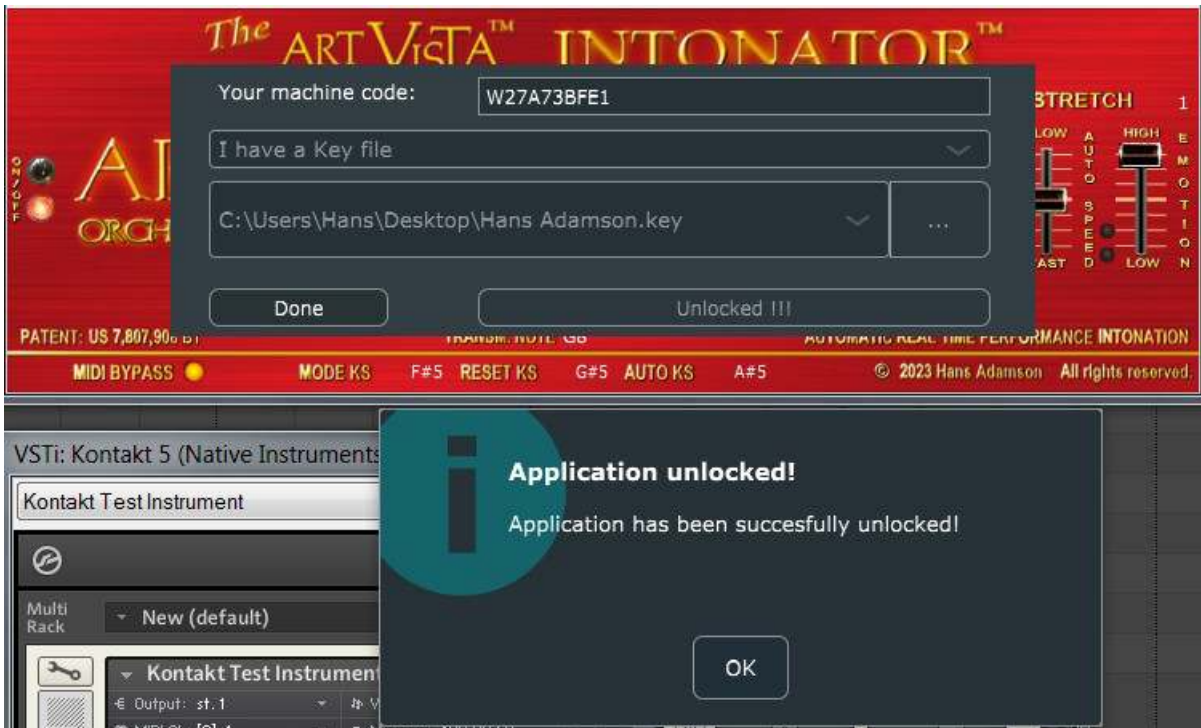
Select your key file by clicking the three dots, or drag and drop it into the window.



When the key file is selected, click “Apply Key” to unlock the software.



When the VST3 plugin is unlocked, a message will show that the operation was successful.



The Art Vista INTONATOR™ Controls

1. **ON/OFF** turns INTONATOR on or off for all channels.



2. **Transmitter Note** – the user selected “Transmitter Note” carries the intonation data between the Intonator VST3 and the Receiver loaded on each instrument.



3. **Transmitter Note Selector** – sets the “Transmitter Note” which carries all intonation data between the Intonator VST3 and the Receiver on each instrument. This setting must also be set to the same note on the Receiver and on the “Pre-Script” - if used. (See page 20.)



4. **MIDI Channel Selectors** activate intonation on individual MIDI channels. Please disable channels used for non-tuned percussion and any other instruments that are not mapped tonally. **Note: All active channels must have a Kontakt Instrument with a loaded RECEIVER - if not, the DAW could crash.**



5. **Active Key Range** sets the active key range for the instrument on a MIDI channel, so that notes outside the tonal range, used for keyswitches, won't affect the intonation process. Middle C = C3, C-2 = Midi note 0, G8 = MIDI note 127.



6. **Active Key Range Selectors** sets the active key range. Click on the left note name to select the lowest note in each instrument.



7. **Active Key Range Selectors** sets the active key range. Click on the right note name to select the highest note in each instrument.



8. **Orchestral Mode** references the orchestra's open string tunings instead of the corresponding equal tempered tunings. When Orchestral Mode is OFF, equal tempered tuning is referenced for all notes.



9. **Auto Mode** enables INTONATOR to distinguish between melodic and harmonic content and automatically switches between the Melodic and Harmonic Mode in real-time.



10. **Melodic Mode** emphasizes the directional quality of leading tones, while perfect intervals are kept consonant.



11. **Harmonic Mode** prioritizes overall consonance over leading tone intonation.



12. **Auto Speed** sets the necessary note speed to trigger the Harmonic Mode when Auto Mode is enabled. If a slow speed is set, arpeggiated chords may be played and still trigger the harmonic mode. Using a "faster" setting arpeggiated chords will trigger the melodic mode.



13. **Emotion Strength** sets the intonation strength for leading tones in Melodic Mode. When the green lamp is on, the intonation is within a minimal “safe” range with less emotional impact. Increasing the Emotion Strength will exaggerate the leading quality of these notes and add emotion and intensity to the melody. At the lowest setting, no leading tone intonation is performed. By default, the "Emotion Strength" parameter is set to be controlled by MIDI CC1, but it may be changed to any other MIDI CC# in your DAW. Please see p.25 (Cubase), p.29 (Reaper), p.33 (Studio One.)



14. **Reset Speed** sets the amount (0.0 – 1.0 sec) of silence between notes to trigger a reset of previous intonation data. At a very short setting, intonation data for individual notes are purged when there is a short gap between phrases. At a longer setting, intonations from a previous phrase remain longer in memory and impact the intonation of new notes.



15. **Mode KS** enables keyswitch for the Melodic/Harmonic mode.



16. **Mode KS Note** selects the note number for the harmonic/melodic mode keyswitch.



17. **Reset KS** enables keyswitch for the Reset. When the Reset keyswitch note is played, the intonation data for previous notes is reset.



18. **Reset KS Note** selects the note for the Reset keyswitch.



19. **Auto KS** enables keyswitch ON/OFF for Auto Mode. When the Auto keyswitch note is played, the automatic switch between Melodic/Harmonic modes is turned ON/OFF.



20. **Auto KS Note** selects the note for the Auto keyswitch.



21. **Stretch ON/OFF** controls the stretch function. It activates stretch on all track RECEIVERS where stretch has been enabled. Turning off "STRETCH" on INTONATOR turns off all stretch in the system, including individual track "instrument stretch".



22. **Stretch factor selector** selects the system-wide stretch strength (1-5), where “1” is the weakest and “5” is the strongest stretch.



23. **MIDI Bypass** should be used **only** when using the **REAPER** DAW. Because of DAW specific routing, the MIDI Bypass must here be enabled to prevent double triggering of MIDI notes.



The Art Vista RECEIVER™ Controls

1. **On/Off switch** turns the RECEIVER ON/OFF.



2. **Mode KS** button activates RECEIVER ON/OFF keyswitching. This enables the use of a keyswitch to temporarily disable the intonation correction for a specific track on the fly. This is useful if there is content on a MIDI track that should remain equal-tempered.



3. **Key selector** selects keyswitch key for Mode KS. When Mode KS is activated, a track instrument's intonation can be turned ON/OFF on the fly with the selected keyswitch key.



4. **Indicator lamp** - lights up when intonation data is received by the instrument. This makes it easy to verify that your setup is working and the instrument is being intonated in relation to the other instruments.



5. **Orchestra stretch** activates system stretch on individual tracks. Orchestra stretch may be turned off centrally for all tracks from the INTONATOR interface. When first activated, all RECEIVERS default to “Orch Stretch” ON. This setting can then be disabled individually on selected tracks. **Note: When changing Orchestra Stretch ON/OFF on the INTONATOR interface the RECEIVER will be updated as soon as a note is played.**



6. **Instrument stretch** activates a track stretch independent of system stretch. When instrument stretch is activated, a stretch factor (1-5) for individual instrument stretch can be selected. Instrument stretch can be activated on individual tracks independently of INTONATOR’s system settings for stretch factor.



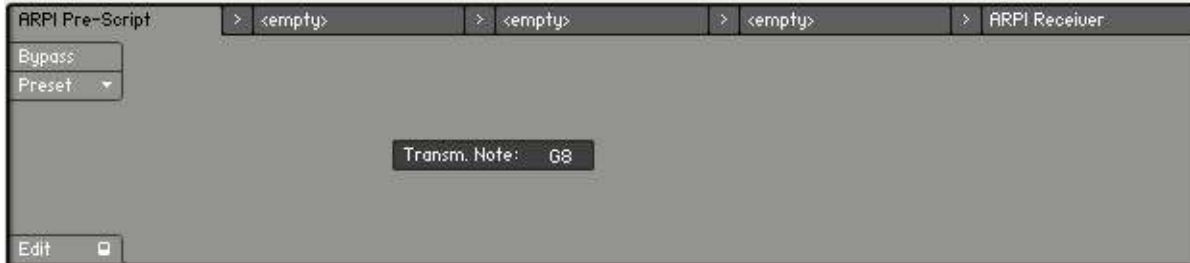
7. **The Transmitter Note** must be set to the same note throughout the system - on the Receiver, on the Intonator, and on the Pre-Script.



Note: Each instrument on a MIDI channel enabled on the INTONATOR must have the Receiver loaded.

The Pre-Script

Pre-Script - if the main instrument scripts interfere with the “Transmitter Note” intonation data sent by the Intonator VST3 plugin, a “Pre-Script” must be used in the very first Kontakt script slot. On the Pre-script interface the “Transmitter Note” must be set to the same note as on the Intonator and on the Receiver. The Pre-Script translates the received intonation data into internal NRPN data, which passes through other scripts without interference. The Pre-Script code may easily be included in the main instrument by a developer to eliminate the need for an extra script slot. All instruments compatible with the Art Vista Orchestra Intonation System may display the “ARPI” compatibility logo. (See page 21.)



Pre-Recorded Phrases

Pre-recorded phrases and runs should generally not receive intonation in order to preserve their internal recorded intonation. If the MIDI notes triggering the phrases, or runs, reside on the same track as single MIDI notes, the track’s RECEIVER™ may temporarily be turned OFF with a keyswitch. The keyswitch mode is enabled when the “Mode KS” is activated on the RECEIVER interface. The keyswitch key is user selectable.



If the pre-recorded phrases reside on their own track, the track’s RECEIVER can simply be turned off. The stretch function will also be disabled.

Note: A MIDI channel with pre-recorded phrases should always be enabled on INTONATOR’s main interface. This will allow the pre-recorded phrases’ note data to be included in the calculation of intonation for other tracks.



Optimizing Performance

The Art Vista Orchestra Intonation System may be used as a “set-and-forget” application, but the performance can be optimized through user control and awareness of how the system works. You could compare it to a “driverless car,” where human input will guarantee optimum performance. Two things affect performance: 1. The MIDI protocol is serial. 2. INTONATOR can only make intonation calculations based on the information it has already received.

The serial nature of the MIDI protocol means that each note that comes down the line in the MIDI stream will be processed individually in the order it arrives. For example, a triad where three notes are played simultaneously is processed as three sequential notes – one after the other. Playing a Third after the Root and the Fifth of the triad will always ensure a correct intonation of the Third. This is only necessary in cases where insufficient data is available for INTONATOR to make an accurate determination otherwise. Moving the Third of a chord a MIDI tick forward may allow the other chord notes to be included in the calculation. Similarly, the practice of allowing the lowest note to register first will generally help the intonation algorithms.

Another way to actively influence the intonation process is to insert a reset (by keyswitch). This will erase the intonation data for previous notes stored in memory. Turning off the INTONATOR or a MIDI channel will reset both the previous intonations and the previous note information data. The INTONATOR may also be temporarily bypassed on individual tracks using a track RECEIVER’s keyswitch ON/OFF mode.

Important Notes:

1. All MIDI channels enabled on the INTONATOR interface must have a Kontakt Instrument loaded with a RECEIVER - if not, the DAW could crash. If you want to include a non-Kontakt instrument, or a non-tuned Kontakt instrument on the same MIDI port, its MIDI channel must be disabled on the INTONATOR interface.
2. For Kontakt Player instruments, please use: "ARPI Receiver - Old Style", and for non-player instruments, use: "ARPI Receiver". "ARPI Receiver - Old Style" is a version of the Receiver without custom images, as Kontakt Player instruments are only able to access images already included with the Player library.
3. When using Reaper, go to Preferences\Automation and disable (uncheck) the top option "Automatically add envelopes...".
4. The Transmitter Note must be set to the same note on the Intonator VST3, the Receiver, and the Pre-Script.

Compatibility

DAWs and plugin instruments that are compatible may display the “ARPI” (Automatic Real-time Performance Intonation) logo on their product page. All Kontakt instruments are compatible if they have two (2) free, accessible, script slots. All Kontakt instruments that have a single free accessible script slot, and where the instrument script does not interfere with the transmitter note’s intonation data are compatible. Art Vista also offers the necessary code to all developers to make their instruments compatible by including the Pre-Script and the Receiver in their instrument script.



Getting started

16-Track DAW Project Templates

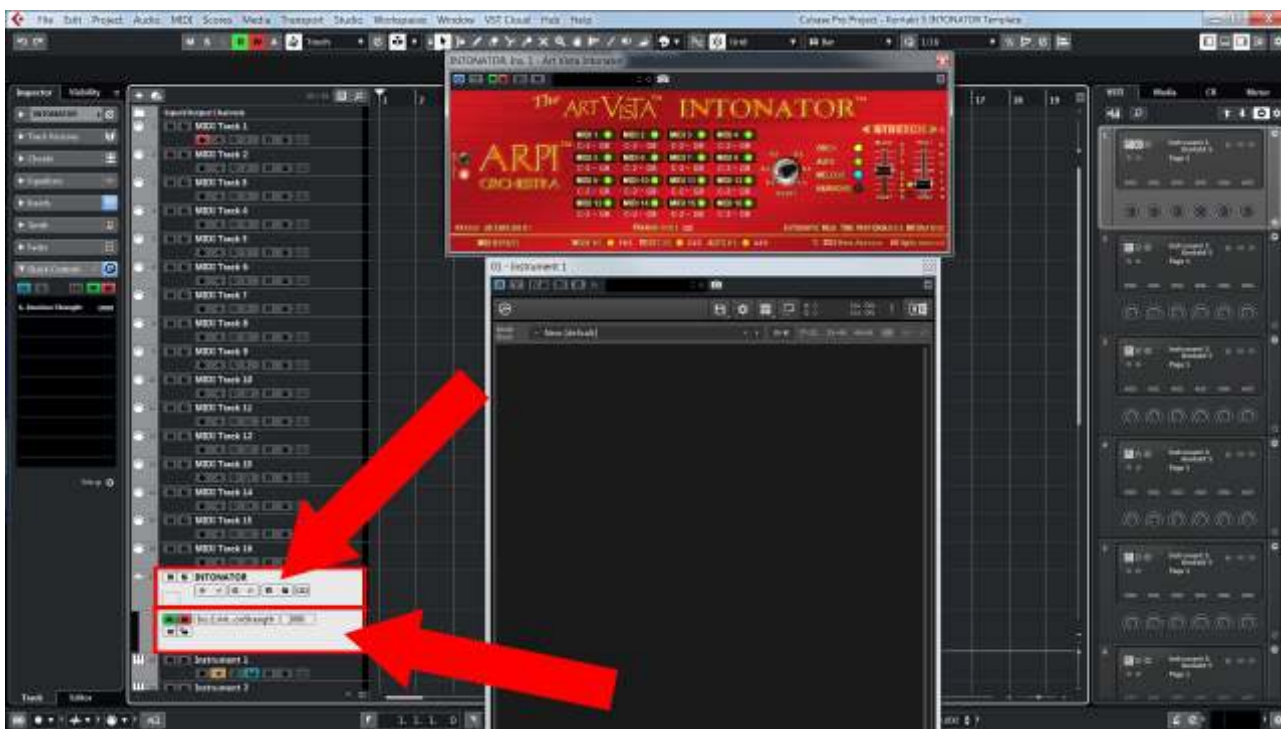
The Art Vista Orchestra Intonation System includes 16-track project templates for Reaper, Cubase and Studio One. Load the template, insert an instrument on each Instrument track, set the instrument MIDI channels, and load the RECEIVER onto an empty KONTAKT script slot in each instrument. Set the transmitter note on the Intonator, on each Receiver, and on the Pre-Script (if used). MIDI channels with non-tuned instruments should be disabled on INTONATOR's interface. A separate MIDI port may be used for non-tuned instruments to free up channels for tuned instruments in the main MIDI port.

CUBASE

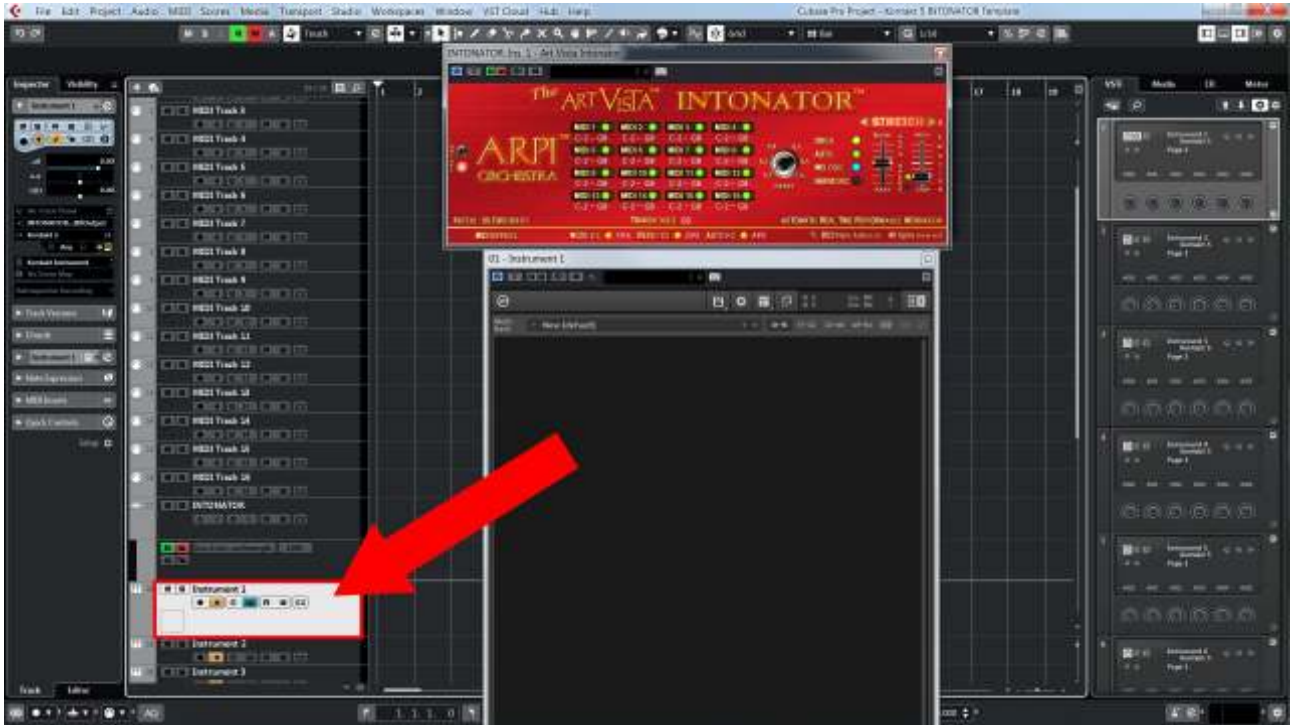
Arm MIDI Track 1 for recording without monitoring the MIDI tracks. The first 16 tracks are MIDI tracks. Track 17 is the INTONATOR track. Tracks 18-33 are instrument tracks loaded with an empty instance of Kontakt.



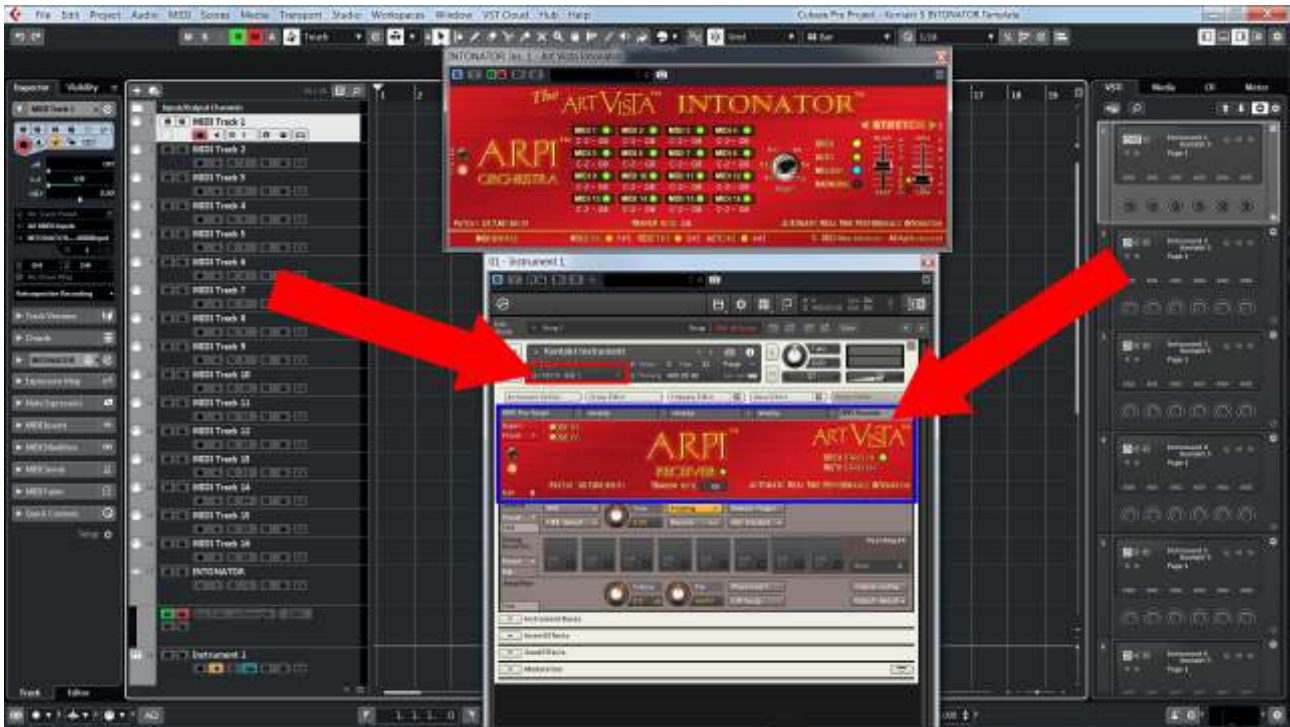
Track 17 is the INTONATOR track, and right below is the INTONATOR “emotion” automation lane.



The 16 instrument tracks with Kontakt starts at track 18.



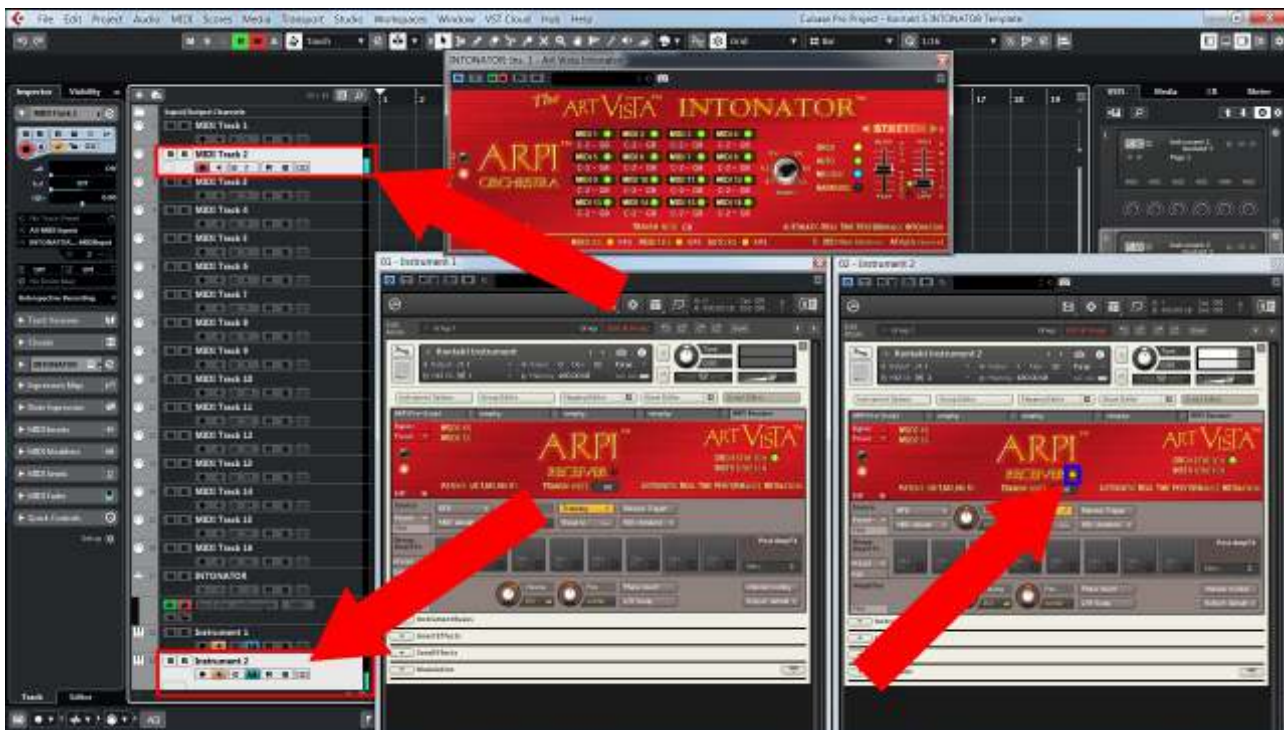
Load the first instrument to track 18 and insert the RECEIVER to an empty script slot. Set the instrument's MIDI channel to "1". For Kontakt Player instruments use: "ARPI Receiver - Old Style", and for non-player instruments, use: "ARPI Receiver". Set the transmitter note to match the INTONATOR setting.



Load the next instrument onto track 19 and insert the RECEIVER. Set the MIDI channel to "2". For each new tuned instrument that is loaded on the following tracks, insert the RECEIVER and set the MIDI channel to consecutive numbers 3, 4, 5...etc. Set the RECEIVER and Pre-Script transmitter note to match the INTONATOR setting.



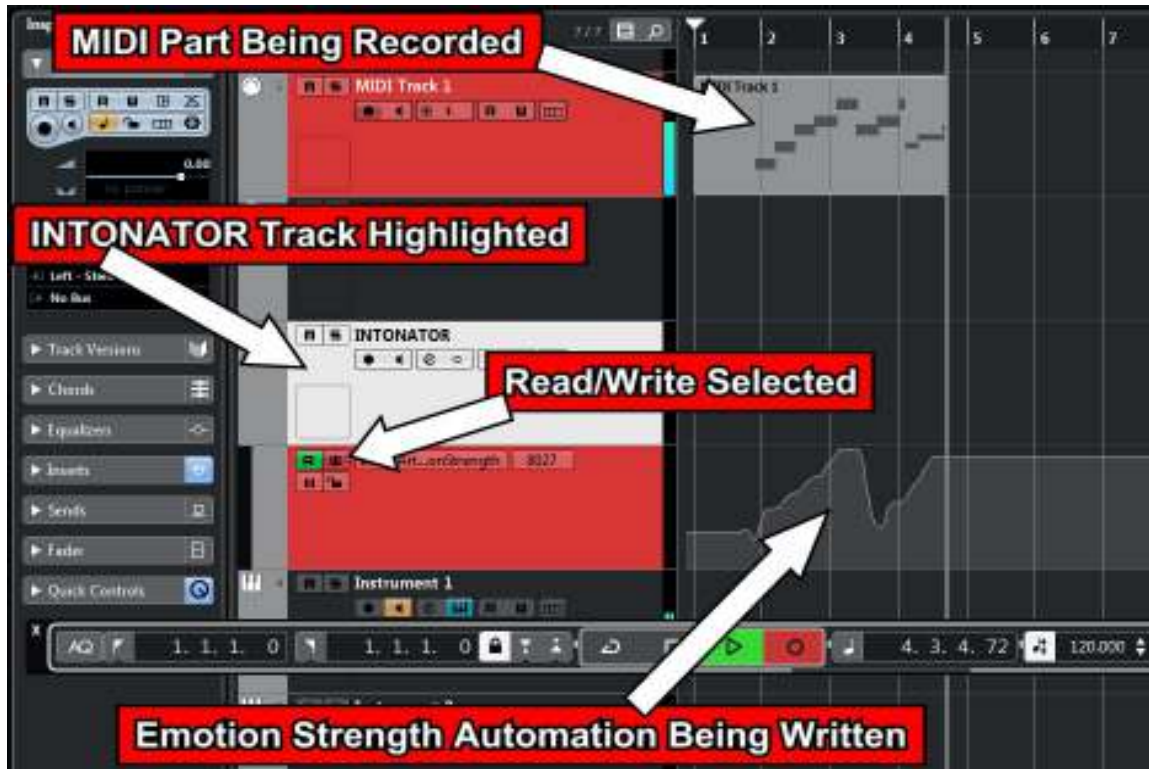
You can test the setup by arming different tracks individually and checking that the track instrument's RECEIVER's green indicator lamp lights up intermittently when playing.



To use MIDI CC to control "Emotion strength", the INTONATOR track must be selected.



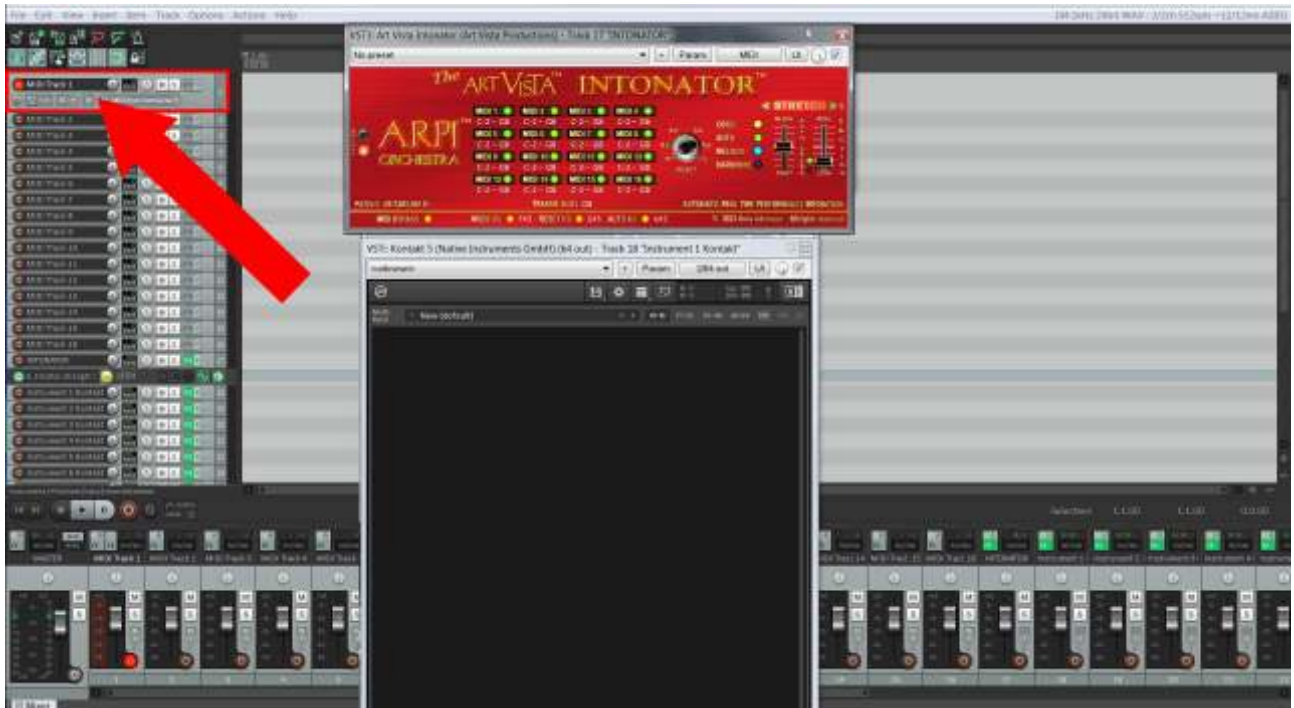
Recording MIDI parts and Emotion Strength Automation Simultaneously.



Note: By default, the "Emotion Strength" parameter is assigned to MIDI CC1, but it may be changed to any other MIDI CC#. To change the "Emotion Strength" MIDI CC from CC1 to a different MIDI CC#, please go to menu "Studio"\Studio Setup\Track Quick Controls. There you can change the MIDI CC # for the "Emotion Strength" parameter from CC1 to any other CC#. This will free up MIDI CC1 for other use.

REAPER

The first 16 tracks are MIDI tracks. Track 17 is the INTONATOR track. Tracks 18-33 are instrument tracks loaded with an empty instance of Kontakt.



Track 17 is the INTONATOR track, and right below is the INTONATOR “emotion” automation lane.



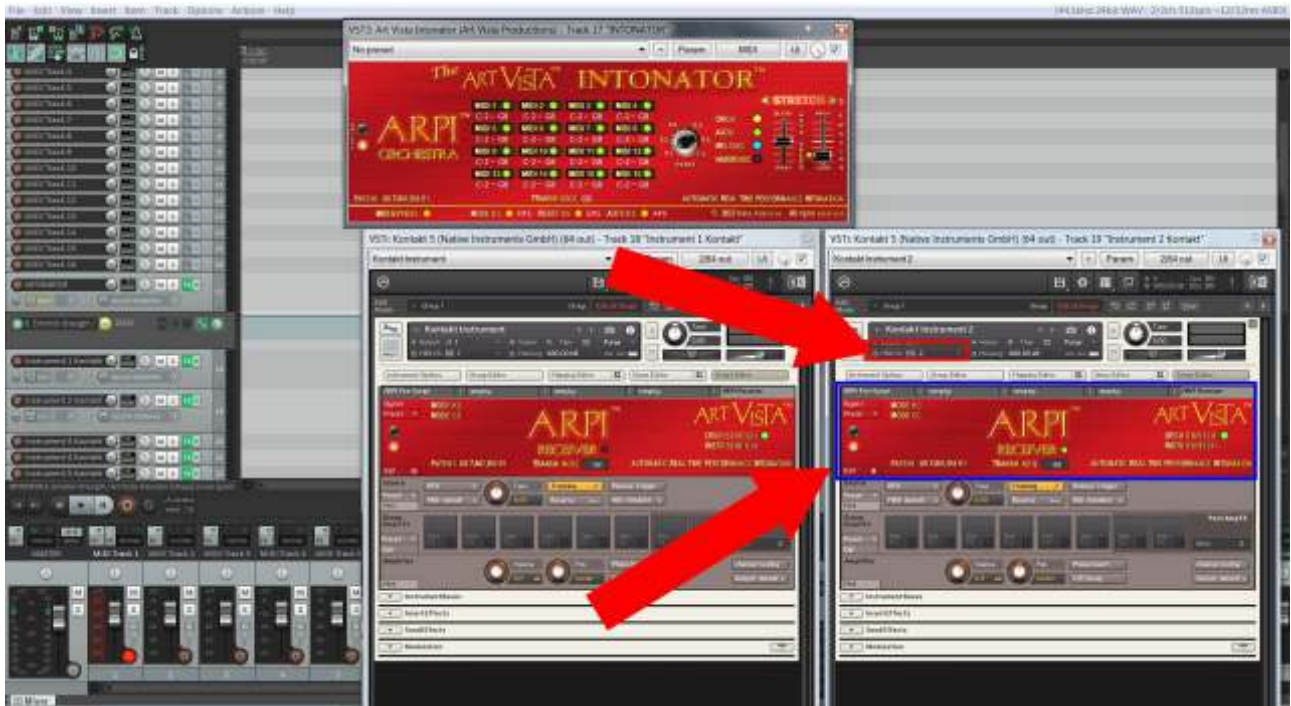
The 16 instrument tracks with Kontakt starts at track 18.



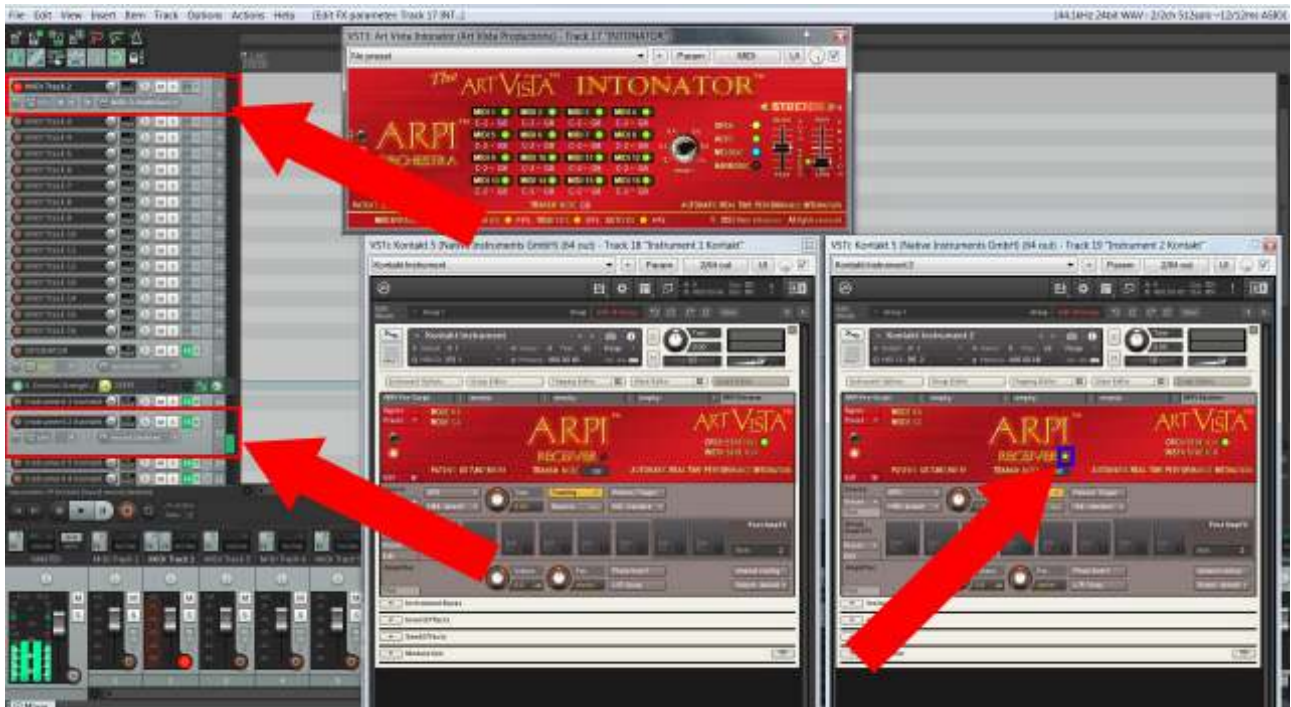
Load the first instrument to track 18 and insert the RECEIVER to an empty script slot. Set the instrument's MIDI channel to "1". For Kontakt Player instruments use: "ARPI Receiver - Old Style", and for non-player instruments, use: "ARPI Receiver". Set the transmitter note to match the INTONATOR and the Pre-Script settings.



Load the next instrument to track 19 and insert the RECEIVER. Set the MIDI channel to "2". For each new tuned instrument that is loaded on the following tracks, insert the RECEIVER and set the MIDI channel to consecutive numbers 3, 4, 5...etc. Set the RECEIVER transmitter note to match the INTONATOR and the Pre-Script setting.



You can test the setup by arming different tracks individually and checking that the track instrument's RECEIVER's green indicator lamp lights up intermittently when playing.



Note: By default, the "Emotion Strength" parameter is assigned to MIDI CC1, but it may be changed to any other MIDI CC#. To change the "Emotion Strength" MIDI CC from CC1 to a different MIDI CC#, please follow the instructions below:

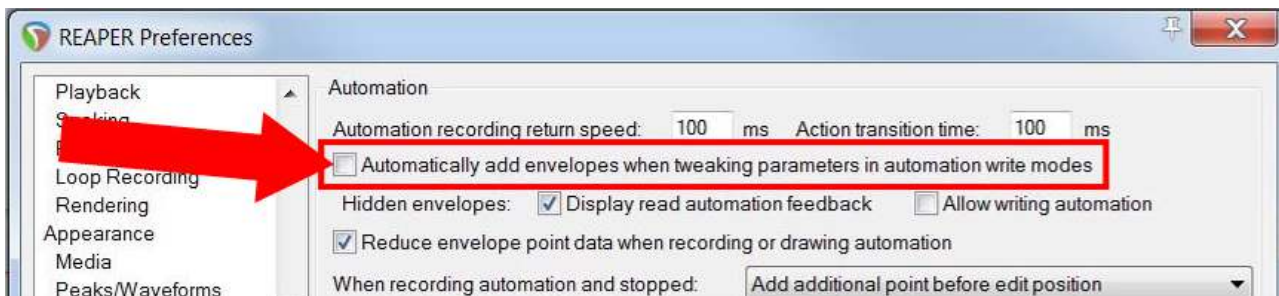
Open the MIDI Learn dialog.



Assign a new MIDI CC # by touching the MIDI controller you want to assign to Emotion Strength. Click OK.

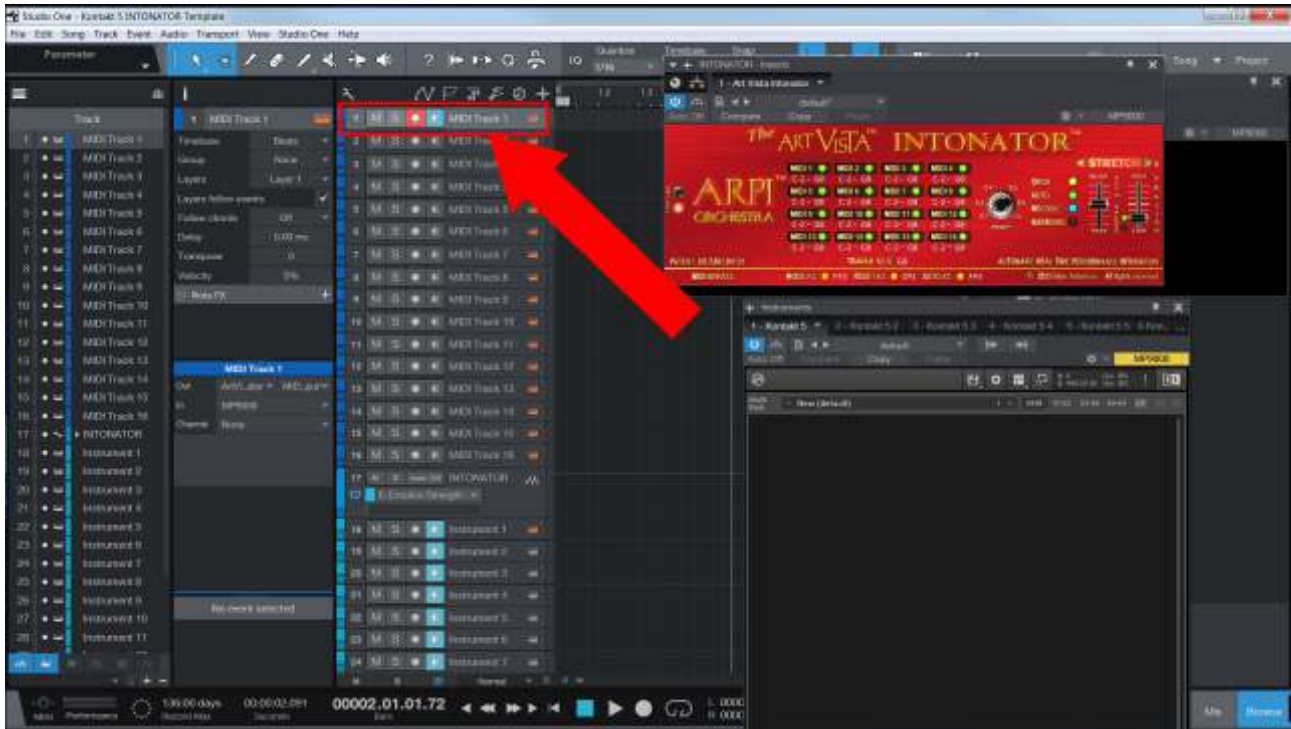


Go to Preferences\Automation and disable (uncheck) the top option "Automatically add envelopes..." and click on "OK".

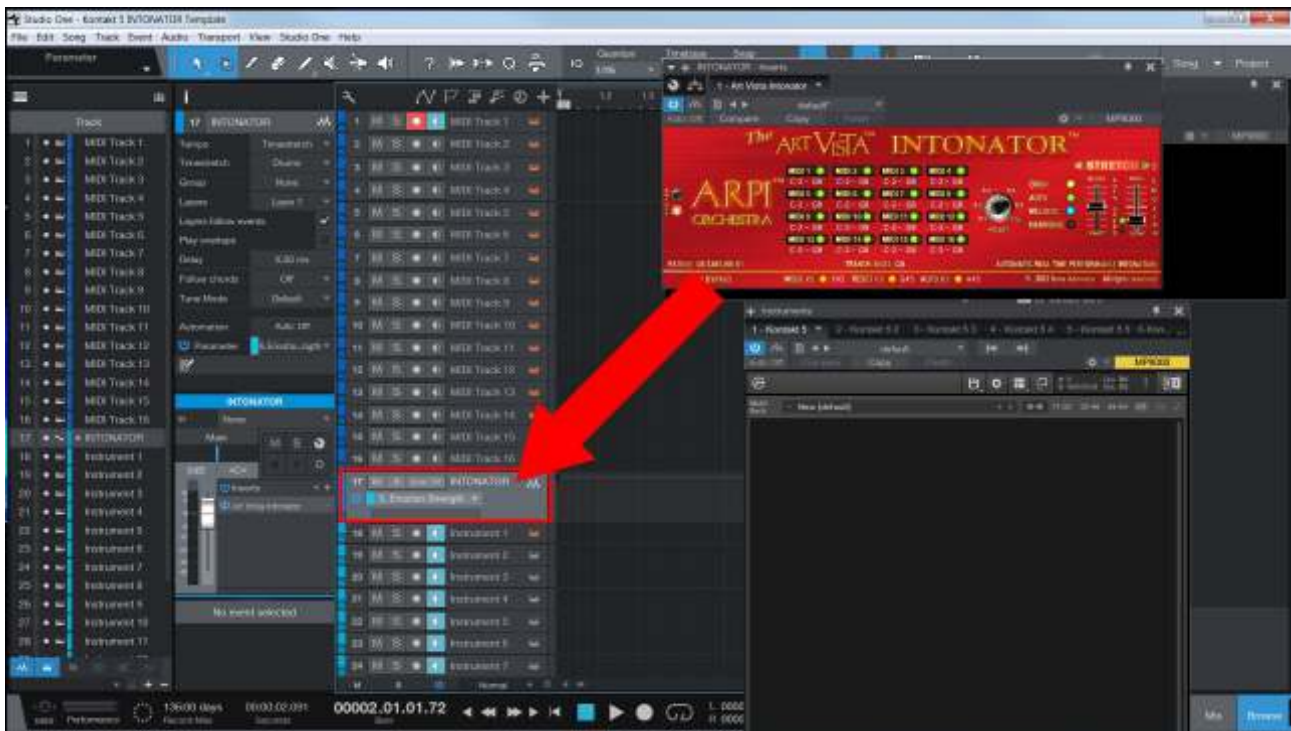


STUDIO ONE

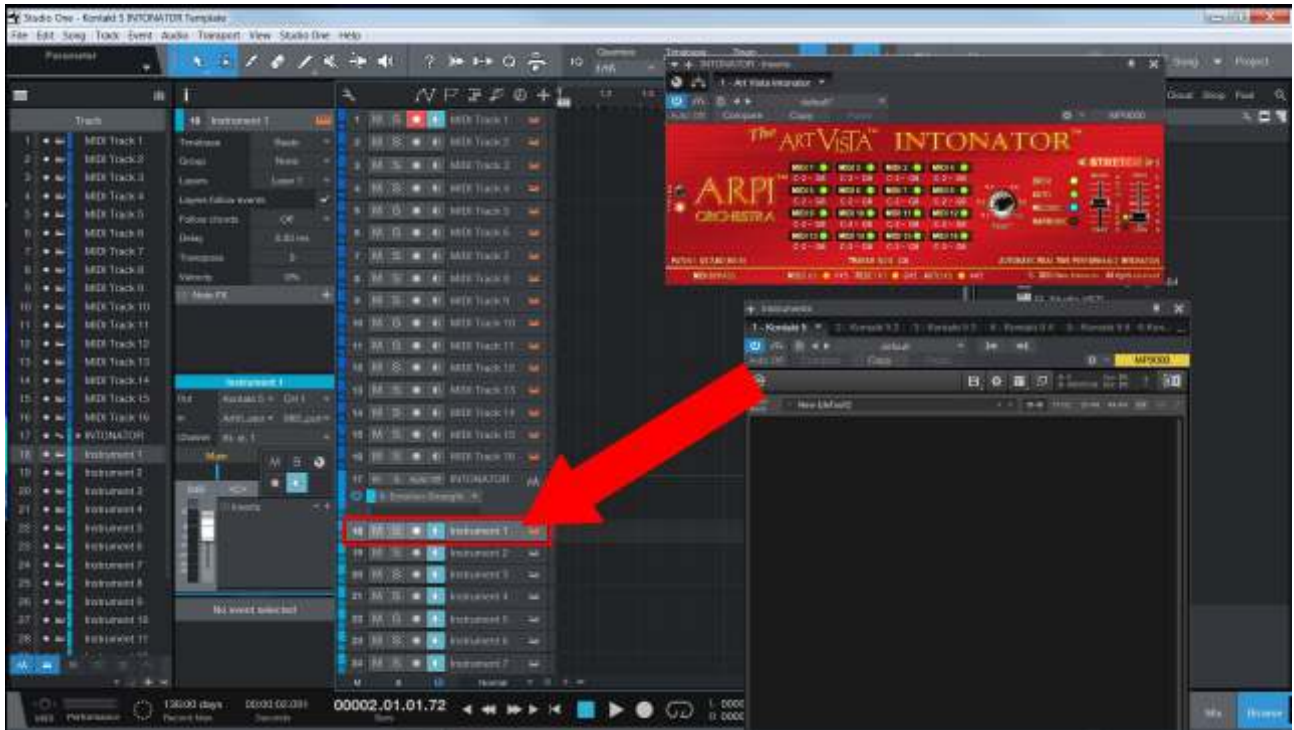
The first 16 tracks are MIDI tracks. Track 17 is the INTONATOR track. Tracks 18-33 are instrument tracks loaded with an empty instance of Kontakt.



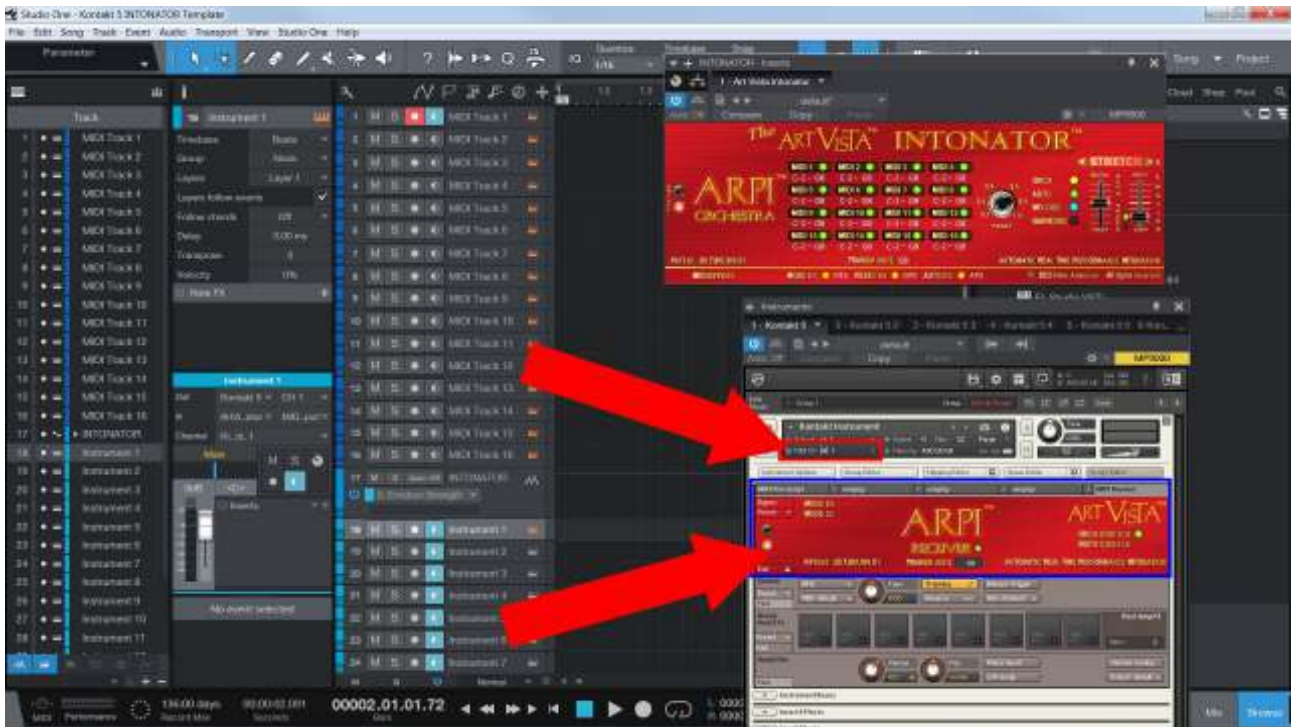
Track 17 is the INTONATOR track with the INTONATOR “emotion” automation lane.



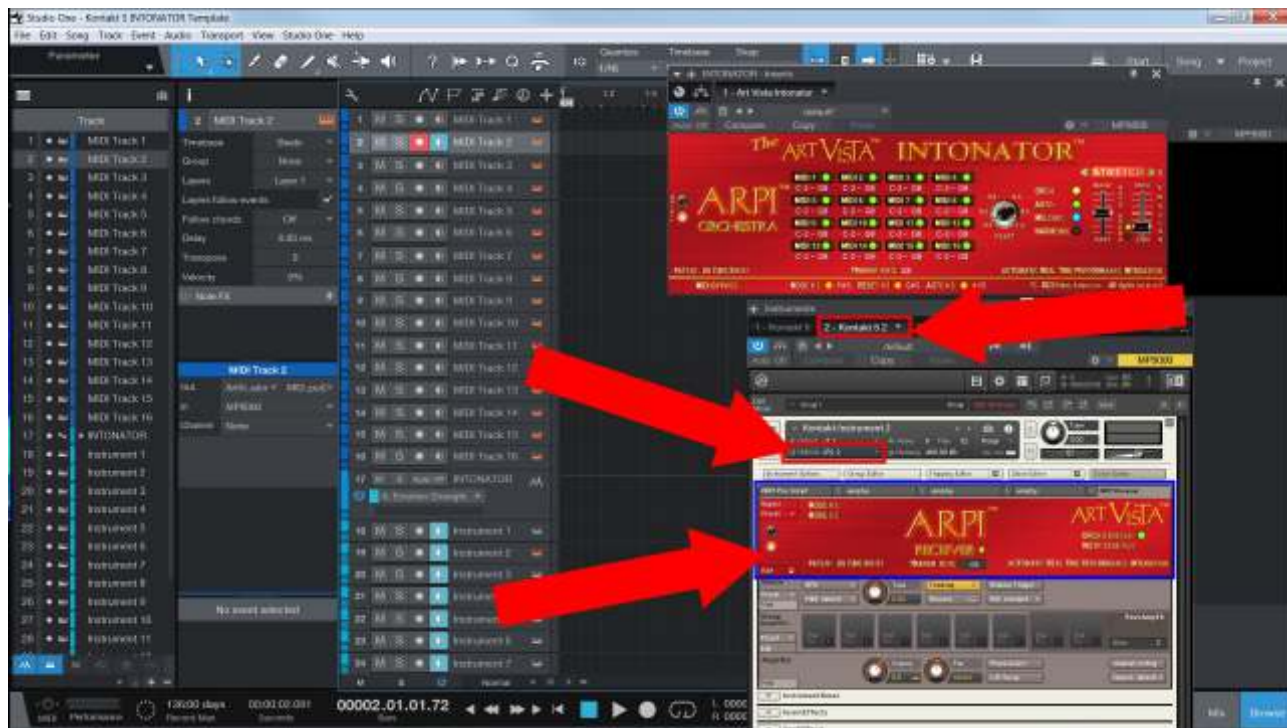
The 16 instrument tracks with Kontakt starts at track 18.



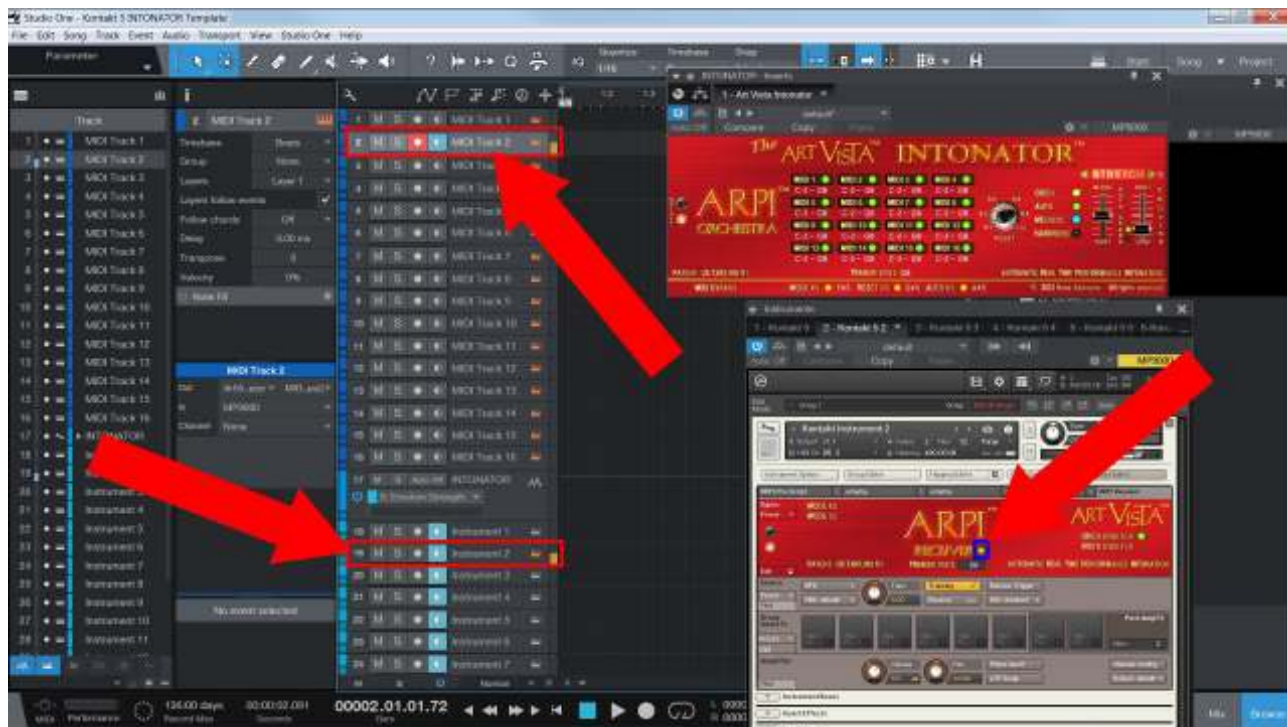
Load the first instrument to track 18 and insert the RECEIVER to an empty script slot. Set the instrument's MIDI channel to "1". For Kontakt Player instruments use: "ARPI Receiver - Old Style", and for non-player instruments, use: "ARPI Receiver". Set the transmitter note to match the INTONATOR and the Pre-Script setting.



Load next instrument onto track 19 and insert the RECEIVER. Set the MIDI channel to "2". For each new tuned instrument that is loaded on the following tracks, insert the RECEIVER and set the MIDI channel to consecutive numbers 3, 4, 5...etc. Set the RECEIVER and Pre-Script transmitter note to match the INTONATOR setting.

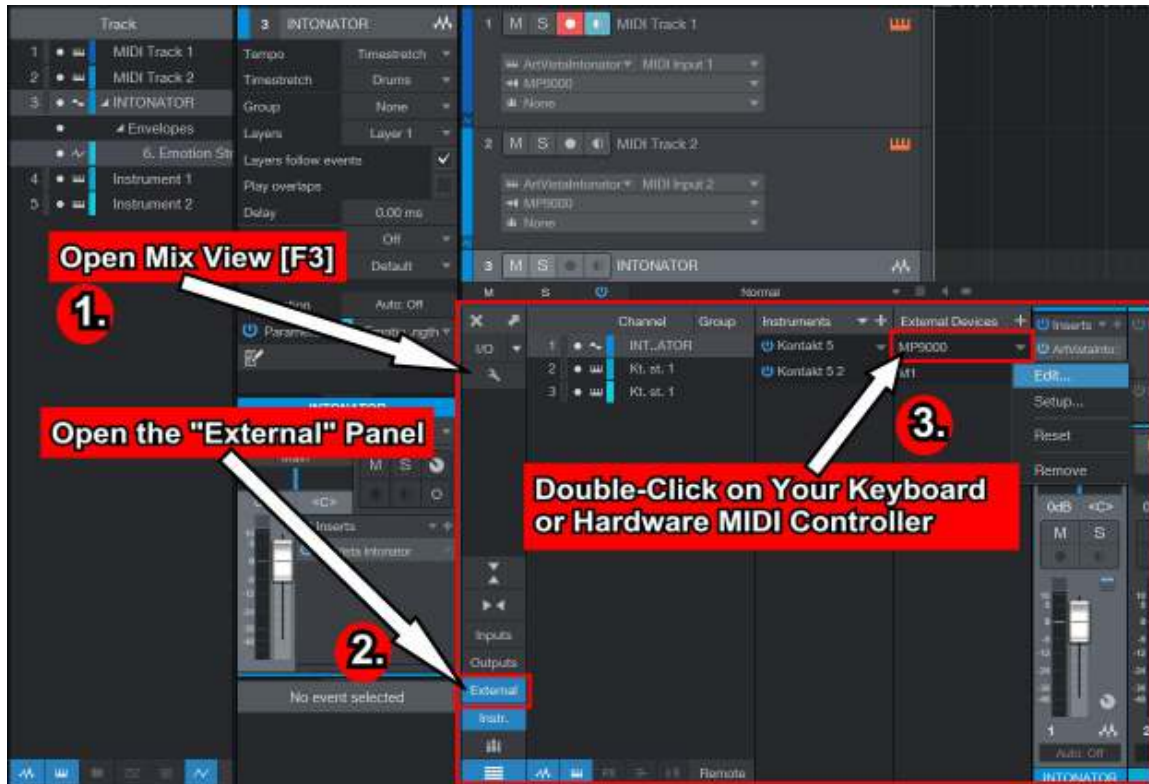


You can test the setup by arming different tracks individually and checking that the track instrument's RECEIVER's green indicator lamp lights up intermittently when playing.

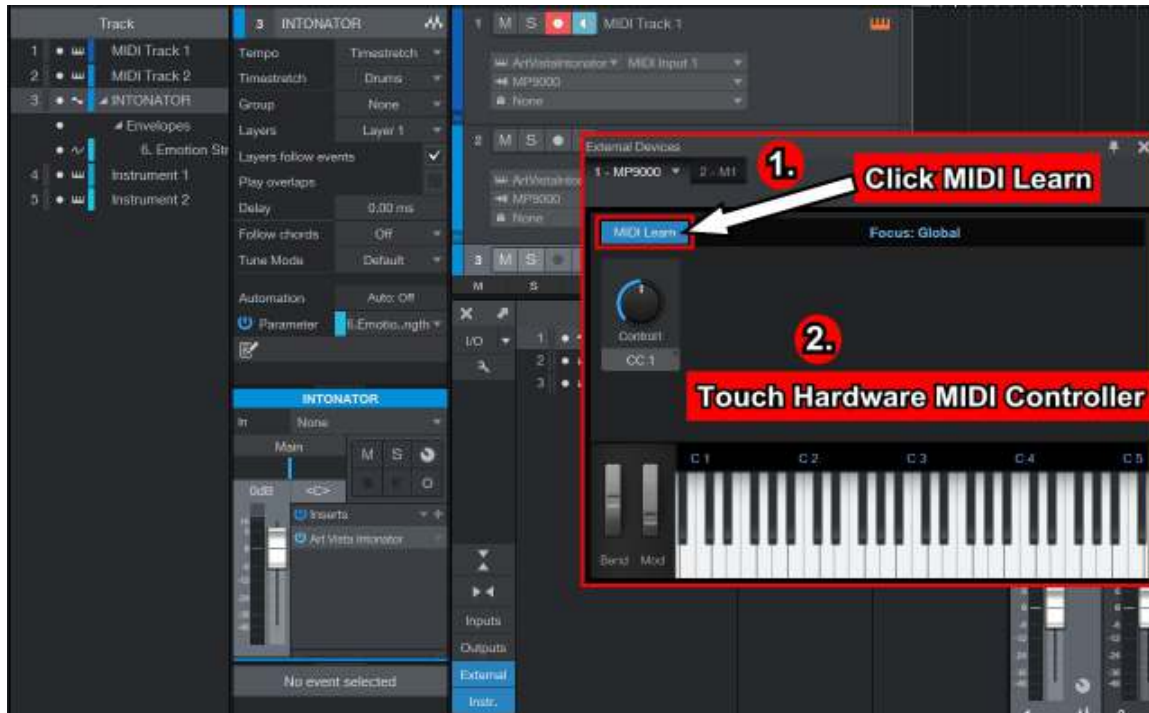


“Emotion Strength” may be assigned to any MIDI CC #. To do this, follow the steps below:

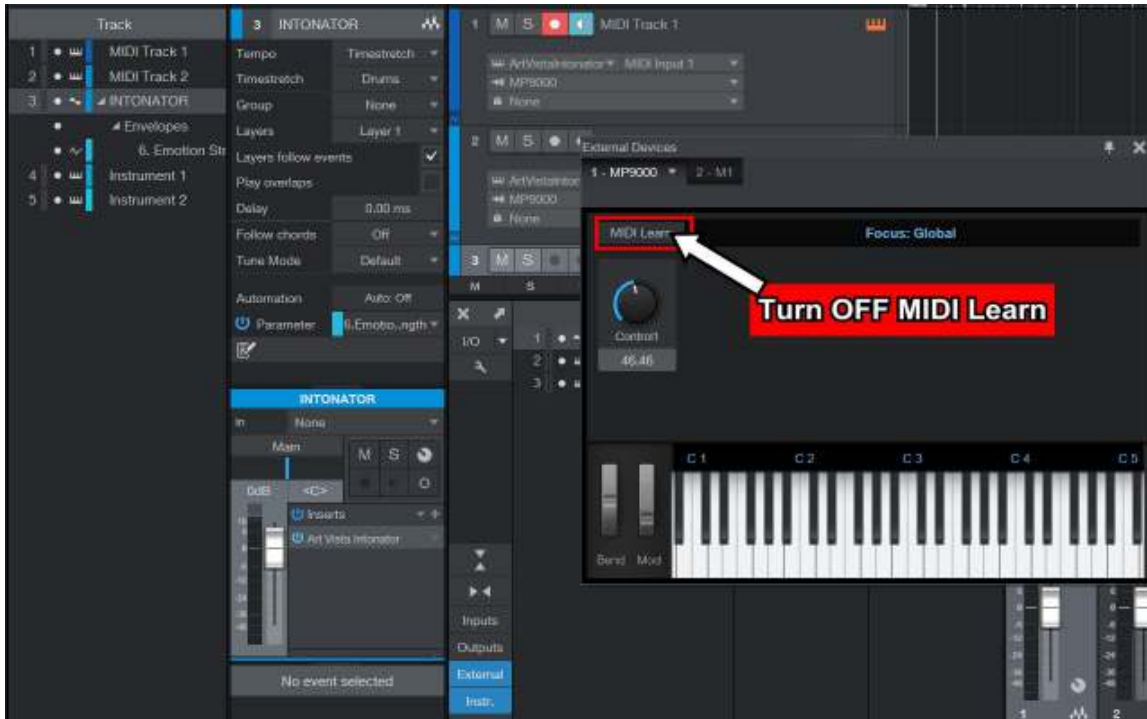
1. Use F3 to open your “Keyboard Settings”.



2. Click “MIDI Learn” and touch the hardware MIDI controller you want to use for Emotion Strength.



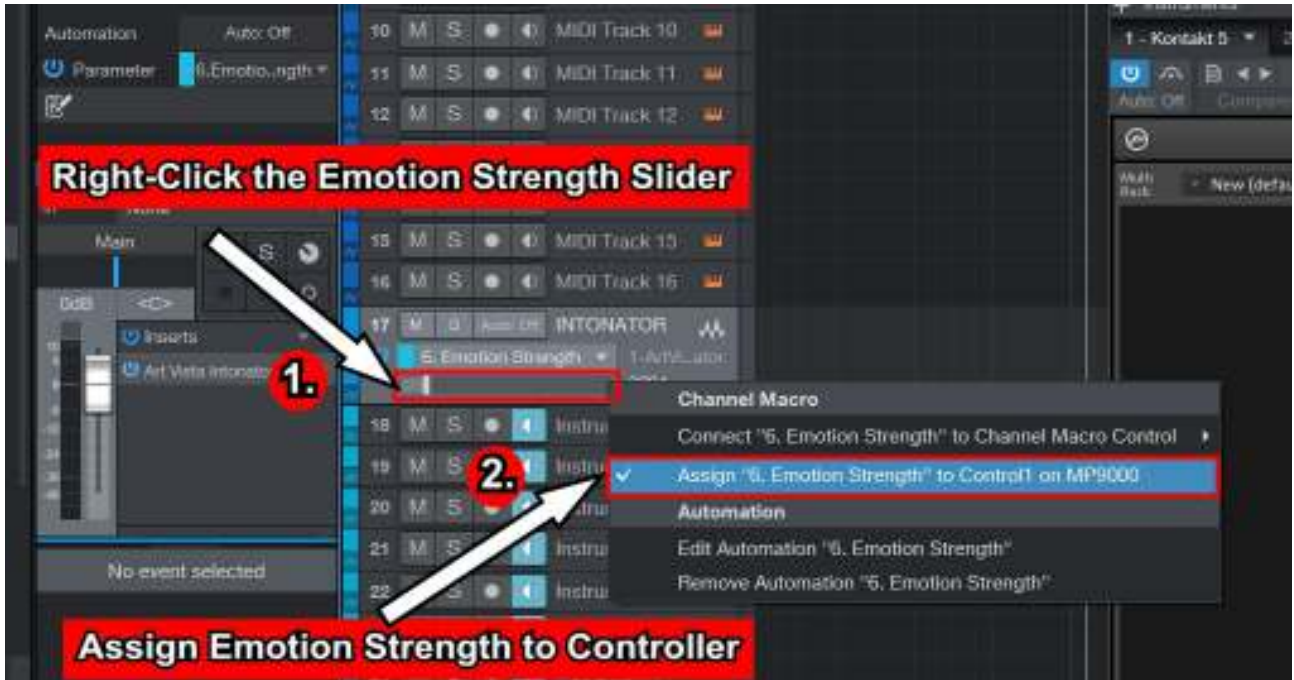
3. Turn OFF "MIDI Learn".



4. Close the Keyboard and Mix View windows.



5. Right-click on the “Emotion Strength” slider and assign the parameter to a new MIDI CC # and controller.



The Art Vista Orchestra Intonation System is subject to change without notice.