

air

Studio Strings

User Guide

English

Manual Version 1.1



Introduction

Thank you for purchasing the AIR Studio Strings plugin instrument. AIR Studio Strings is the brand-new orchestral strings instrument, bringing the rich and elegant sounds of orchestral, chamber, and solo strings inside your MPC. Create beautifully articulated masterpieces from a powerful sampled library featuring combined and individual strings, including Violin, Cello, Bass, and Viola.

This instrument includes:

- Advanced four-part, sample-based string ensemble engine.
- Orchestral, chamber, and solo sample sets.
- Unique, intelligent legato engine.
- Four built-in AIR effects: Flavor, EQ, Delay, and Reverb.

This user guide explains how to use your plugin instrument. For more information on using other parts of the MPC software or hardware, please consult the respective MPC Software User Guide and MPC hardware User Guide.

System Requirements & Product Support

For complete system requirements and compatibility information, visit airmusictech.com.

For technical support, visit support.airmusictech.com.

Installation

1. Double-click the **.exe** (Windows) or **.pkg** (macOS) file you downloaded. Follow the on-screen instructions to install the software.
2. Open the plugin application.
3. Click **Sign In** to sign into your inMusic Brands Profile using your Internet browser. If you do not have an inMusic Brands Profile yet, you will be prompted to create one.
4. Once you have signed in, click **Activate** in the plugin window to enter your serial key to unlock the plugin. You can unlock each plugin on up to three devices at a time.
5. If you do not have a serial key, you can click **Try Unlicensed** to explore the plugin with intermittent audio alerts. You can also click **10-Day Trial** to initiate a free, fully featured trial of the plugin for 10 days.

If you would like to purchase a serial key, click the link to purchase a license at profile.inmusicbrands.com.



Operation

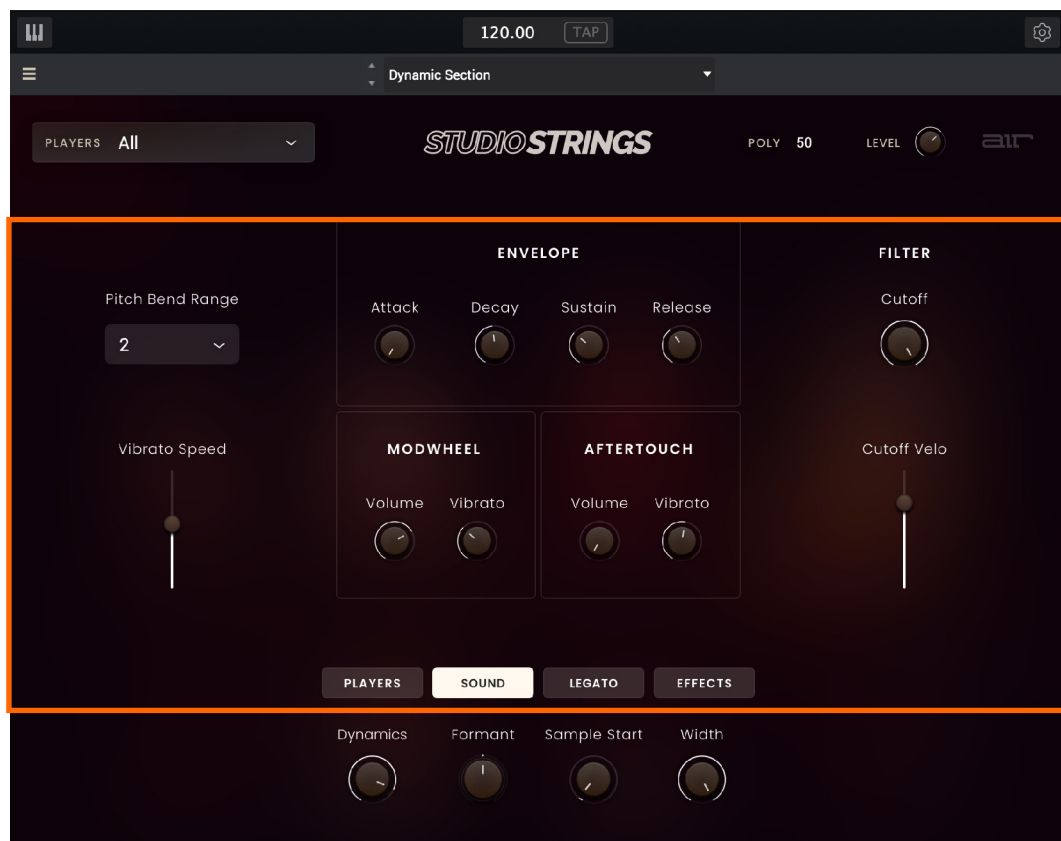
Overview

Setup Section

Global Controls, Players Controls



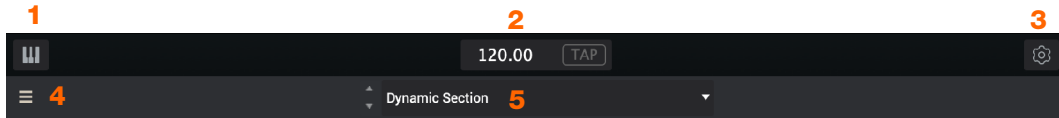
Sound Controls



Legato Controls

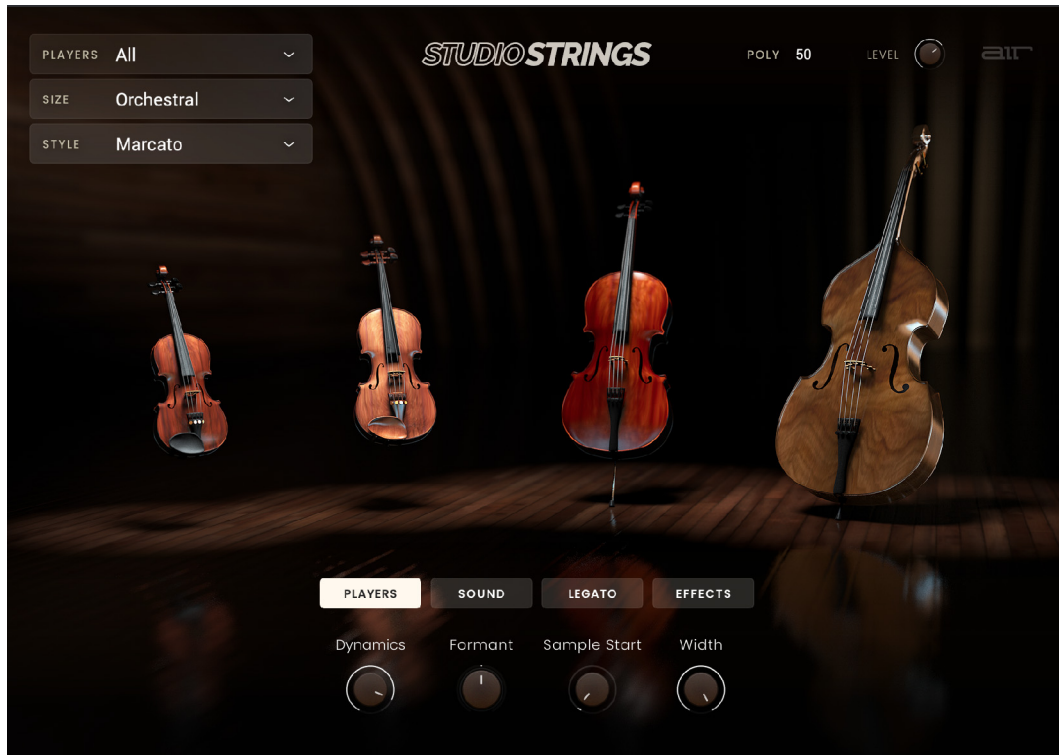
Effects Controls

Setup Section



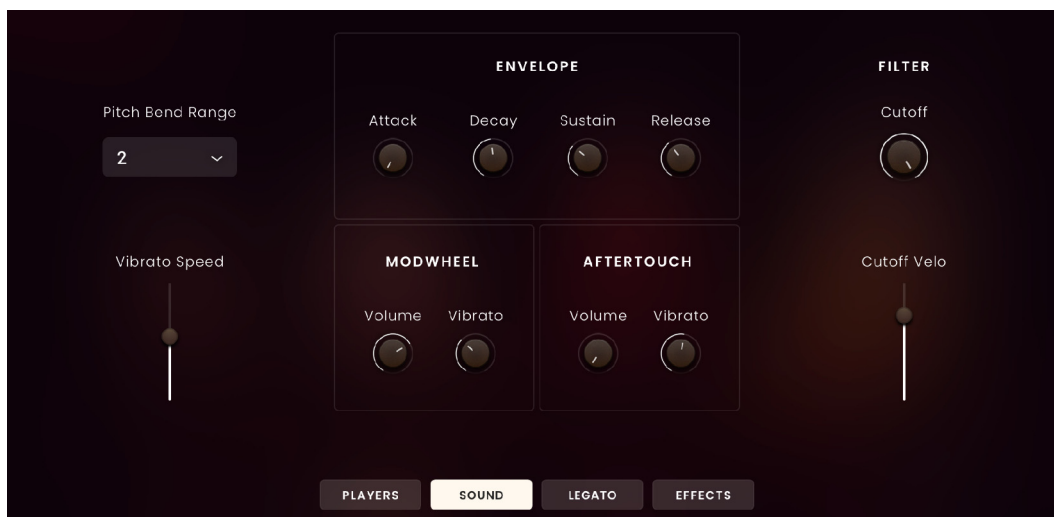
1. **Keyboard:** Click this icon to enable or disable the virtual keyboard. When enabled, you can click these keys to input notes, or view notes being played on an external MIDI device.
2. **Tempo:** Displays the current plugin tempo. To change the tempo:
 - Click the number and use your keyboard to input a new value.
 - Click and drag the tempo value up or down using your cursor.
 - Click the **Tap** button at regular intervals.
3. **Settings:** Click this icon to open the Settings window, where you can set the following parameters:
 - **Output:** Click this drop-down menu to select an audio hardware driver in your computer system. Click the **Test** button to play a test tone for checking your audio output settings. (Careful! You should lower the volume on your audio system beforehand.)
 - **Sample Rate:** Click this drop-down menu to select the desired sample rate for your project. This depends on the available sample rates of the type of MPC hardware you are using or of your audio interface (i.e., select **96000 Hz** only if your interface allows a 96 kHz sample rate).
 - **Audio Buffer Size:** Click this drop-down menu to set your audio system's latency. Lower values result in a more immediate playing response but also more CPU consumption. If you are working with larger projects, this may cause audible clicks and pops. Higher values are more CPU-friendly but can produce more delay between pressing a pad and hearing the corresponding sound. The ideal audio buffer size also depends on your computer's CPU performance. Experiment with this to find the best setting for your system.
 - **Active MIDI Inputs:** Displays available MIDI input devices. To enable a device, check the box next to its name.
 - **Bluetooth MIDI:** Click this icon to open your system's Bluetooth settings menu, where you can select a Bluetooth-enabled MIDI device to control the plugin.
4. **Menu:** Click this icon to open the menu, where you can find the following options:
 - **Scale:** Click here to select a value to scale the plugin window to a new size.
 - **Load Preset:** Click here to load a saved preset.
 - **Save Preset:** Click here to save the current preset.
 - **Open User Guide:** Click here to open this User Guide.
 - **About:** Click here to view plugin version information.
5. **Preset:** Click this drop-down menu to view the list of included plugin presets. You can also click the up and down arrows next to this field to move to the previous or next preset.

Players



All parameters in this view except **Size** and **Style** can be adjusted in any other plugin view.

Parameter	Description	Value Range
Players	Type of string instrument sound or sounds.	All, Violin, Viola, Cello, Bass
Size	Number of instruments emulated.	Orchestral, Chamber, Solo
Style	Style of string playing.	Sustain, Marcato, Staccato Down+Up, Staccato Down, Staccato Up, Pizzicato 1+2, Pizzicato 1, Pizzicato 2, Tremolo
Poly	Number of available voices.	1–50
Level	Overall volume level of the plugin.	-inf – 0.0 – +6.0 dB
Dynamics	Adjust the dynamic range between soft and loud notes. At low values, the dynamic range is reduced; at high values, the dynamic range is expanded.	0–100%
Formant	Decreases or increases resonant frequencies to adjust the timbre of the sound.	-12 – 0 – +12
Sample Start	Starting point of the sample.	0–100%
Width	Stereo width of the sound.	0–100%

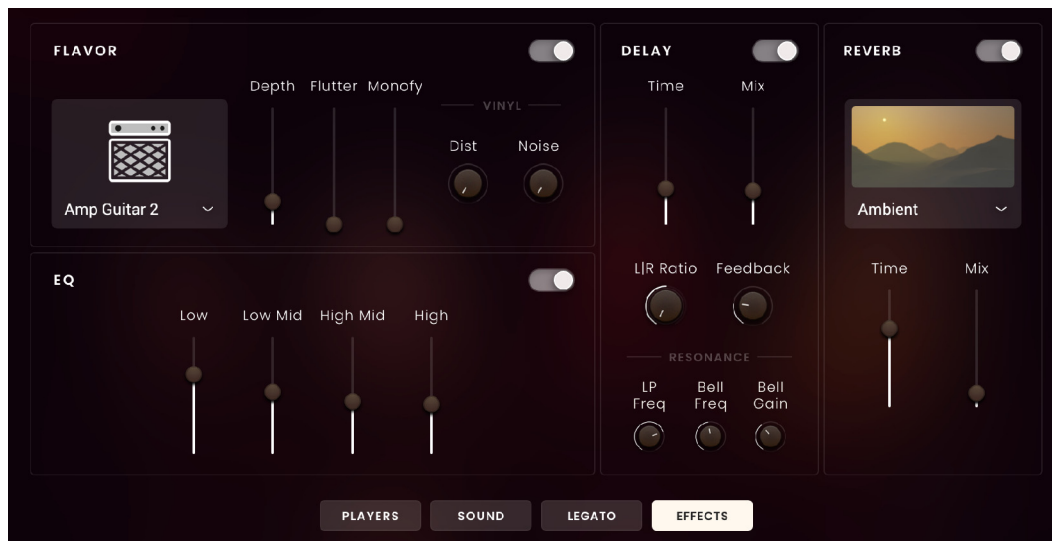


Parameter	Description		Value Range
Pitch Bend Range	Number of semitones shifted up or down when pitch bend is applied. Select 12Q to apply distinct notes up and down an octave when using the pitch wheel. Select Harm to apply distinct harmonic notes up and down when using the pitch wheel.		0–12, 12Q, Harm, 24
Vibrato Speed	Rate of vibrato modulation.		0–100%
Envelope	Attack	Length of time for the note to reach full level.	0 ms – 32.00 s
	Decay	Length of time for the note to reach sustain level.	0 ms – 32.00 s
	Sustain	Level of the sound while the note is held.	0–100%
	Release	Length of time for the note to dissipate when released.	0 ms – 32.00 s
Modwheel	Volume	Amount of influence the mod wheel has on volume control. At 0, the mod wheel has no control over volume. At 100, the volume will be all the way down at the mod wheel center and increase as you move it up or down.	0–100%
	Vibrato	Amount of vibrato applied by the mod wheel.	0–100%
Aftertouch	Volume	Amount of control aftertouch has on volume control. At 0, aftertouch has no control over volume. At 100, the volume will be all the way down when aftertouch is 0 and increase as aftertouch is increased.	0–100%
	Vibrato	Amount of vibrato applied by aftertouch.	0–100%
Filter	Cutoff	Filter cutoff frequency.	0–100%
	Cutoff Velo	Velocity level up to which the filter cutoff is applied.	0–127

Legato



Parameter		Description	Value Range
Legato		Enables or disables legato, which blends one note to the next. When enabled, the parameters below become available.	Off, On
	Slow Legato	Length of legato time between notes below the Velocity level.	0 ms – 1.00 s
	Fast Legato	Length of legato time between notes above the Velocity level.	0–200 ms
	Speed Split Velocity	Note-on velocity level at which legato/glide time is split into a slow and fast ranges. You can also adjust this by dragging the Speed slider.	0–127
	Legato Start Note	Lowest note at which legato is applied.	C-2 – G8
Portamento	Velocity	Note-on velocity level below which portamento glide is enabled. When set to Always , portamento glide is enabled for all velocities. You can also adjust this by dragging the Porta slider.	0–127, Always
	Slow Portamento	Length of pitch gliding between notes below the Speed Split Velocity level.	0 ms – 1.00 s
	Fast Portamento	Length of pitch gliding between notes above the Speed Split Velocity level.	0–360 ms
	Max Up	Maximum number of semitones above original note where portamento is enabled.	1–36
	Max Down	Maximum number of semitones below original note where portamento is enabled.	1–36
	Crossfade	Applies a fade-in-fade-out between the original note and the glide note.	Off, On



Parameter	Description	Value Range
Flavor	Use the button in the upper-left corner of this section to enable or disable the flavor effect.	Off, On
Timbre	Selects an emulation type to color the sound.	Varies
Timbre Depth	Amount of timbre emulation applied to the sound.	0–100%
Flutter	Amount of speed fluctuation of the sound playback.	0–100%
Monofy	Reduces the stereo spread of the sound to mono.	0–100%
Vinyl Distortion	Amount of vinyl distortion noise applied to the signal.	0–100%
Vinyl Noise	Amount of vinyl noise such as clicks and pops applied to the signal.	0–100%
EQ	Use the button in the upper-left corner of this section to enable or disable the EQ effect.	Off, On
Low	Amount of attenuation or boost applied to the low frequency band.	-12.0 – 0.0 – +12.0 dB
Low Mid	Amount of attenuation or boost applied to the low-mid frequency band.	-20.0 – 0.0 – +20.0 dB
High Mid	Amount of attenuation or boost applied to the high-mid frequency band.	-20.0 – 0.0 – +20.0 dB
High	Amount of attenuation or boost applied to the high frequency band.	-12.0 – 0.0 – +12.0 dB

Effects (continued)

Parameter	Description	Value Range
Delay	Use the button in the upper-left corner of this section to enable or disable delay.	Off, On
Time	Amount of time between the dry signal and the delayed signal.	1/16 – 16/4
Mix	Wet/dry amount of the delay effect.	0–100%
L R Ratio	Reduces the delay Time in either the Left or Right stereo field. This is useful for creating offset, panned delays.	50:100 – 100:100 – 100:50
Feedback	Amount of signal fed back into the delay line.	0–100%
Reso LP Freq	Low pass frequency for feedback resonance.	100 – 16000 Hz
Reso Bell Freq	Center frequency for feedback resonance.	100 – 16000 Hz
Reso Bell Gain	Amount of gain applied to the resonant frequency.	0–100%
Reverb	Use the button in the upper-left corner of this section to enable or disable the spring reverb effect.	Off, On
Mode	Type of reverb effect applied.	Soft, Bright, Studio, Chamber, Hall, Ambient
Time	Length of reverb tail.	0.3 – 60.00 s
Mix	Wet/dry amount of the reverb effect.	0–100%



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