

Mobile VOCALOID Editor User Manual

Ver.2.0

Mobile VOCALOID Editor is a software that allows you to synthesize VOCALOID voices on your iOS/iPadOS device.

Features of Mobile VOCALOID Editor

This application was created to make it easier and more functional to create VOCALOID songs on your iOS/iPadOS device. The following features are available in this application:

- The application includes the voice bank VY1_Lite and the AI voice bank asa, so you can start singing right away.
 - Adding voice banks through in-app purchasing
 - Plays up to 32 VOCALOID tracks
 - Reads music files in the PC version's VPR (V6) and VSQX (V3, V4) formats
 - Exports music files in the PC version's VPR (V6) and VSQX (V4) formats
-

Precautions & Notes

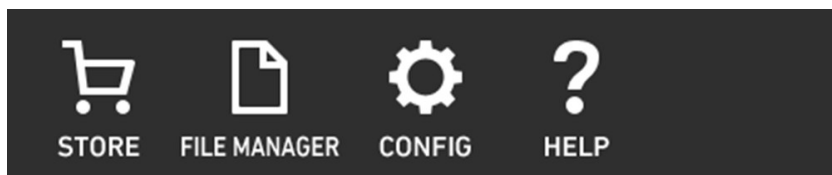
This application uses offline rendering to increase VOCALOID voices. Saving and playing back synthesized voices may delay edit reflections depending on song composition.

Note that when adding a voice bank by in-app purchase, communication fees may be applied to download the voice bank data from the server.

HOME



This is where you select songs or edit information.



- STORE

You can purchase voice banks.

- FILE MANAGER

You can operate the files inside the application's Document folder. (Import VSQX/VPR song file, Rename File, Audio Copy, Audio Paste, Delete, Convert .m4a to Wav) For VSQX song files, please create a folder with the same name as the VSQX file, put the VSQX file and the .wavparts folder in it, and zip compress the folder into a single file before importing.

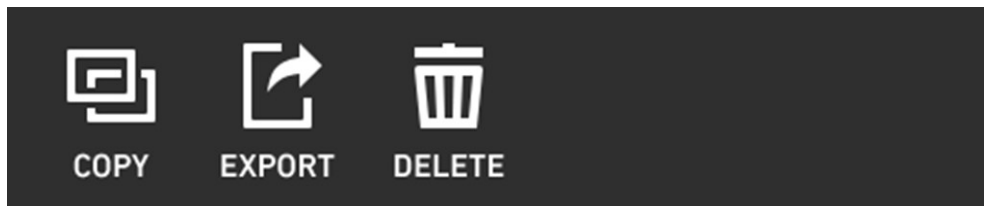
- CONFIG

You can initialize the application and change its display settings.

- **HELP**

You can view the application tutorial and version information.

You can tap "Select" on the screen to select a song and use the functions described below.



- **COPY**

You can duplicate a song.

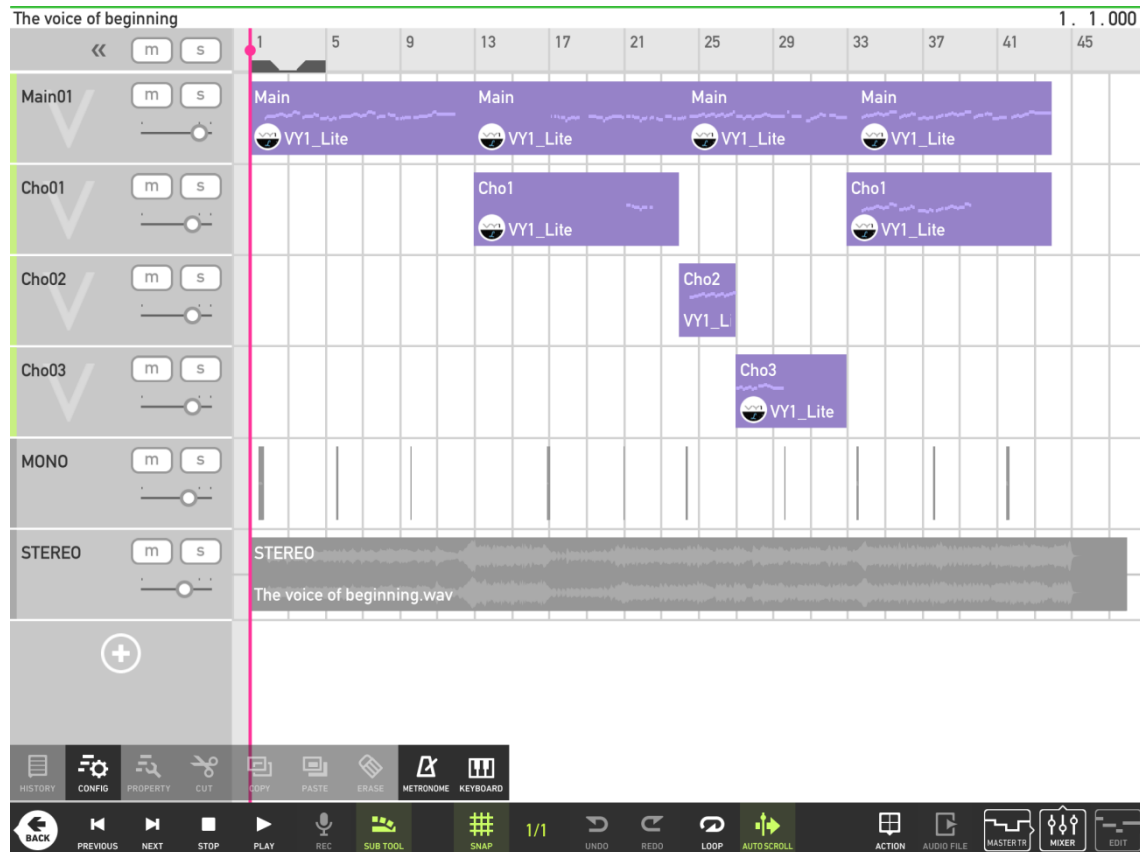
- **EXPORT**

You can export a song file to the application's Document folder. You can get your song files out using iTunes File Sharing, File Apps, etc.

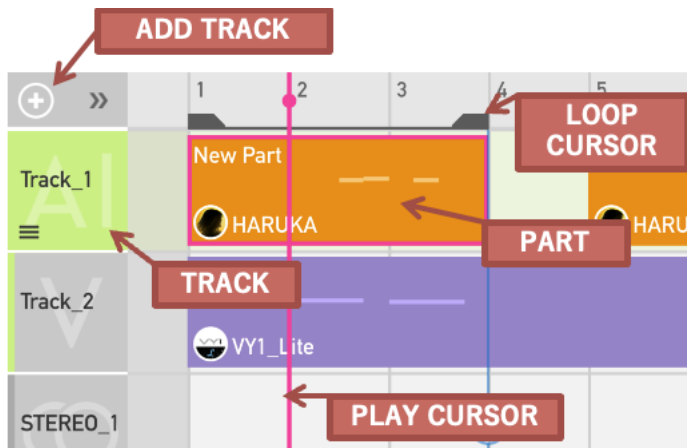
- **DELETE**

You can delete the currently selected song(s).

TRACK EDITOR



This is where you edit songs.



- **ADD TRACK**

You can specify the type of track and add a track with this button. s

- **PLAY CURSOR**

This is the play cursor. You can drag it left or right.

- **PART**

This is a VOCALOID or AUDIO part.

- **TRACK**

A row that can handle VOCALOID or AUDIO is called a track. There are four types of tracks: VOCALOID track, VOCALOID:AI track, MONO AUDIO track, and STEREO AUDIO track. The data format that can be handled by AUDIO tracks is 44.1kHz WAV data.

You can delete tracks or edit their properties from the menu that appears when you long-press inside the column where each track name is displayed. You can add tracks by pressing the + button at the top.

- **LOOP CURSOR**

Indicates a looped section. You can drag it left or right.

You can use the following tool buttons in the track editor.

*The order and location of the tool buttons in the manual may differ from that in the application. The tool buttons are explained with all buttons displayed. If you want to display the buttons, turn on the function to display all buttons in the settings screen on the HOME.



- PREVIOUS

Moves the play cursor back to a looped section or to the 0 measure.

- NEXT

Moves the play cursor forward to a looped section or to the end of the song.

- REC

Starts recording for the selected track type from the position of the play cursor.

- SUB TOOL

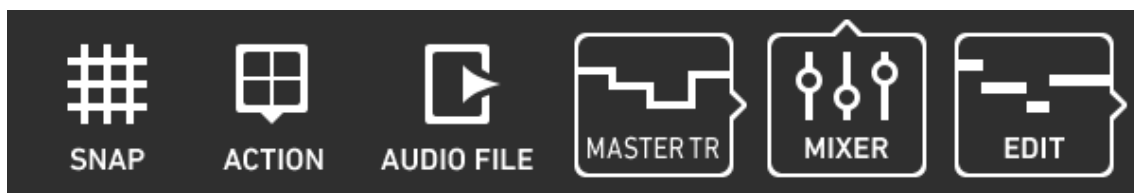
Shows/hides the menu buttons on the screen.

- LOOP

Turn on to loop the play cursor within the looped section.

- AUTO SCROLL

Scrolls the screen so that the play cursor is always displayed.



- GRID

You can set the grid width and whether to operate the play cursor and parts in accordance with the grid.

- ACTION

Displays the action panel.

- AUDIO FILE

Inserts an audio file in the song pointer location of the selected track.

- MAIN TR

Moves to the screen for editing the main track.

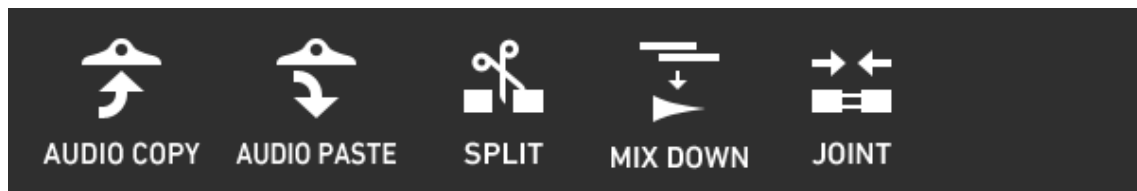
- MIXER

Moves to the mixer screen.

- EDIT

Moves to the screen for editing the selected part.

You can use the following tool buttons in the track editor's action panel.



- AUDIO COPY

Copies the selected part using the Audio Copy function.

- AUDIO PASTE

Writes the waveform that is copied using the Audio Copy function to the position of the play cursor.

- SPLIT

Splits the selected part in the position of the play cursor.

- MIXDOWN

Mixes the song down to save it as an audio file.

- JOINT

Joins the selected parts.

The following functions are used throughout the application.



- METRONOME

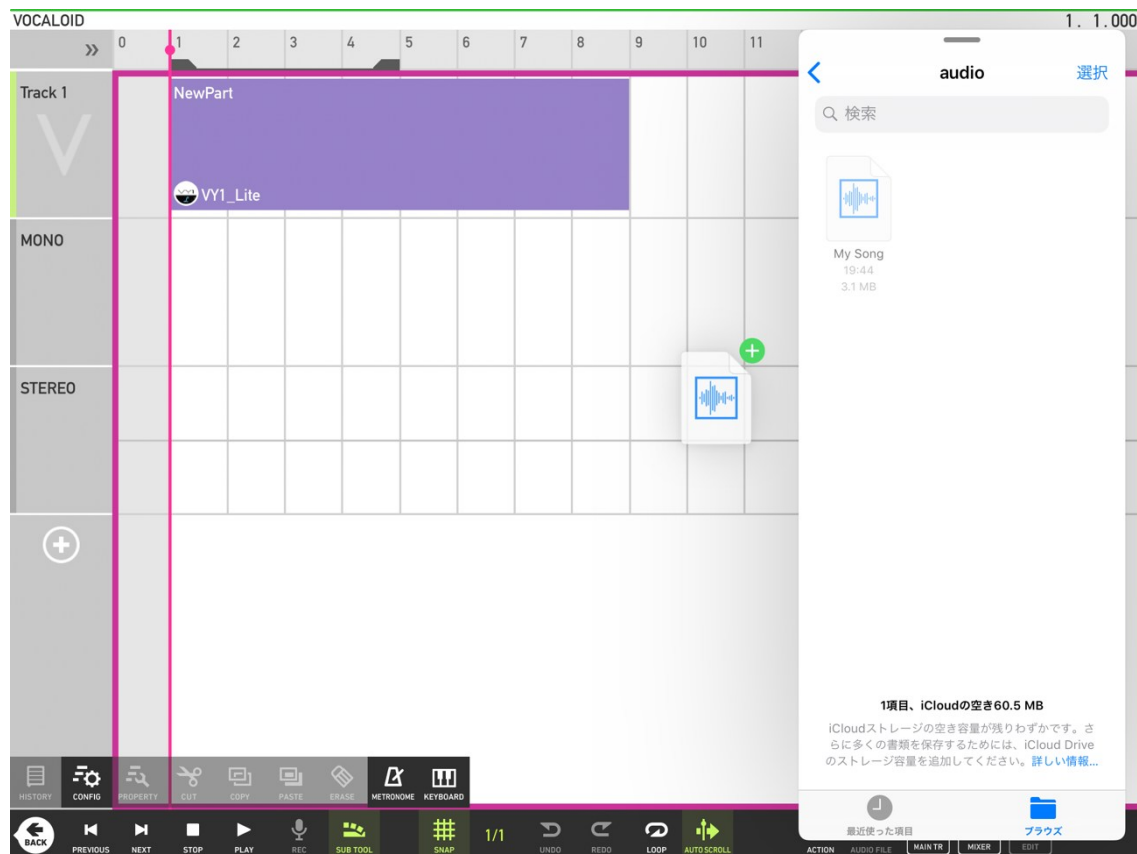
Turns the metronome sound on or off.

- KEYBOARD

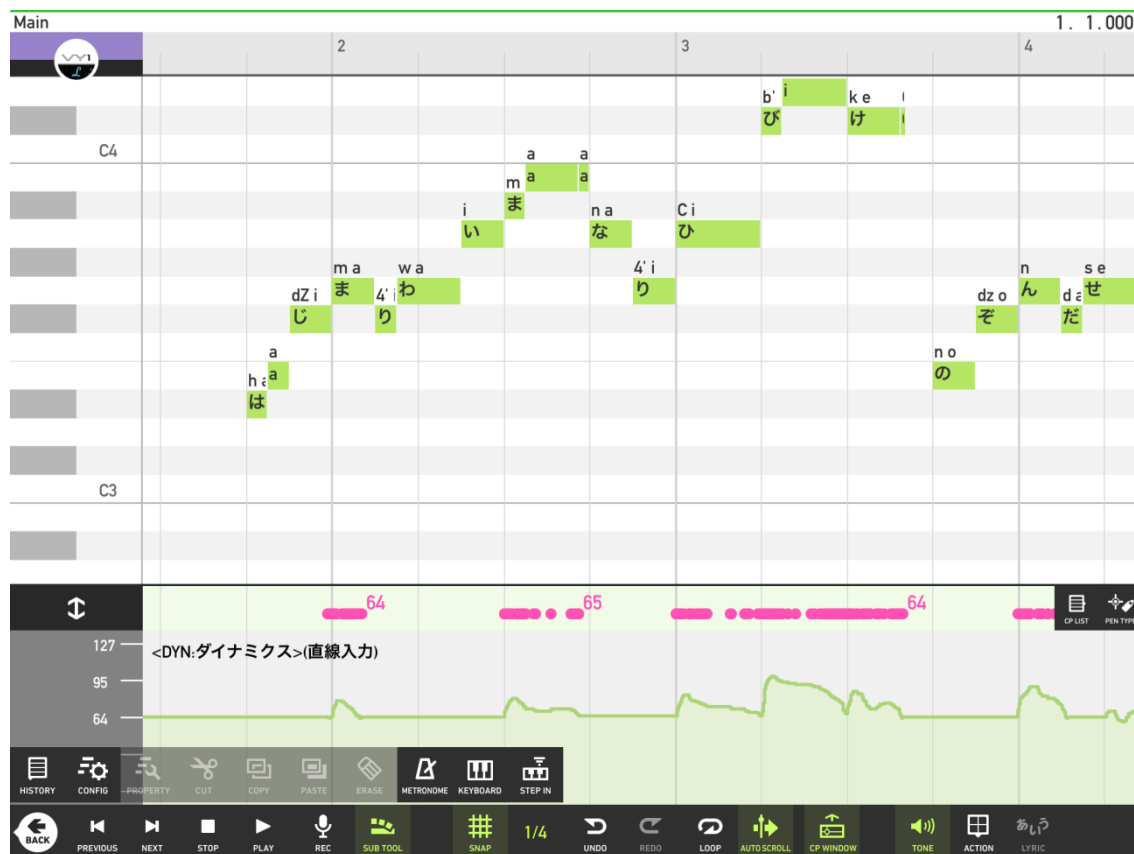
Displays/hides the keyboard. Drag the bottom section of the keyboard to scroll through the software keyboard.



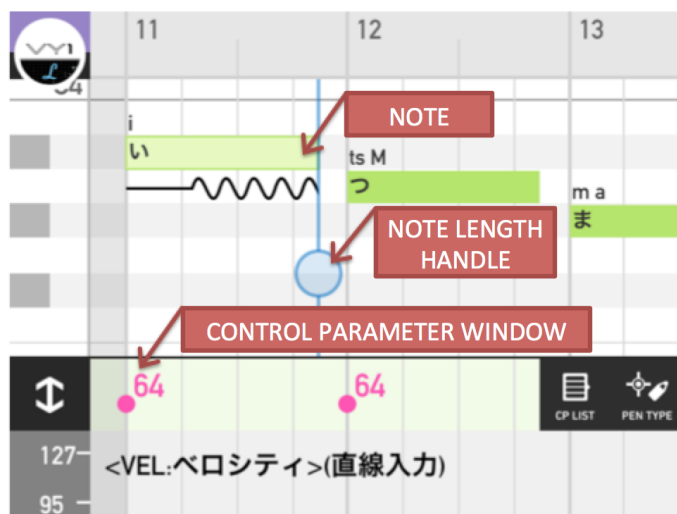
You can copy a file to "In-Song File Manager" by the drag and drop from Files application. (Requires iOS 11.0 or later. Compatible with iPad.)



MUSICAL EDITOR



This is where you edit parts.



- NOTE

This is a musical note for the VOCALOID to sing. You can set items such as lyrics, phonemes, and vibrato for a note. Double tap to open the panel for setting lyrics.

- NOTE LENGTH HANDLE

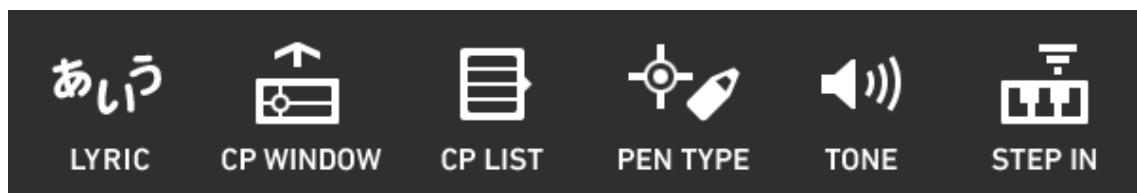
This is the handle for adjusting the length of the selected note.

- CONTROL PARAMETER AREA

This section displays the control parameters for the part.

You can use the following tool buttons in the musical editor.

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- LYRIC

Opens a panel where you can set the lyrics for the selected note. If you select multiple notes, you can insert the lyrics.

- CP AREA

Displays the control parameters for the selected part.

- CP LIST

Displays the screen for selecting control parameter.

- PEN TYPE

Opens the menu for selecting line or free-hand for editing the control parameters.

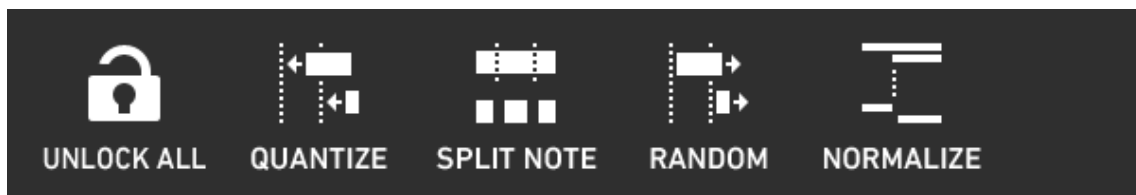
- TONE

Allows you to select whether or not to play the test tone when creating or moving a note.

- **STEP REC**

Allows you to use step recording to input notes via the software keyboard or MIDI IN according to the length of the grid note in the position of the play cursor.

You can use the following tool buttons in the musical editor's action panel.



- **UNLOCK ALL**

Releases the lock for phonemes on the selected note.

- **NORMALIZE**

Resolves overlapping notes within the part.

- **SPLIT NOTE**

Splits the selected note according to the length of the grid settings.

- **DIVIDE NOTE**

Splits the selected note in the position of the play cursor.

- **QUANTIZE**

Aligns the selected note to the grid.

- **RANDOM**

Randomly moves the start position of the selected note.



- **REVERT**

Revert the selected note and control parameters to the default values.

You can change the following settings on the musical editor setting screen.

- Default Singer Style (VOCALOID tracks only)

You can specify settings for new notes.

- Minimum Grid Split

This setting is used in the SPLIT NOTE function, which splits notes using the length of the grid setting. You can set the minimum length a note can be split into.

- Quantize

This setting is used by the QUANTIZE function which aligns the selected notes to a grid setting. You can set the percentage of alignment to the grid.

- Note Random

This setting is used in the RANDOM function, which randomly moves the start position of the selected note. You can set the maximum tick value for moving the note.

- Append CP end value

When entering control parameters, switch between using or not using the V2 compatible editing function that adds the original data to the end.

- Song Pointer Start on Stop

Return the song pointer position to the playback start point when stopped.

- Preferred Language for Suggestions (VOCALOID:AI tracks only)

Set the priority of display languages when converting lyrics into phonetic symbols.

List of Control Parameters

Parameter name	Description
VEL (Velocity) VOCALOID tracks only	Use velocity to adjust consonant length. A larger value produces shorter consonants, while a smaller value produces longer consonants.
DYN (Dynamics)	Use dynamics to adjust dynamics of the notes. A larger value produces more dramatic dynamics, while a smaller value produces subtler dynamics.
BRE (Breathiness) VOCALOID tracks only	Use breathiness to adjust the amount of breath noise in the voice. A larger value produces more breath noise in the voice.
BRI (Brightness) VOCALOID tracks only	Use brightness to adjust the brightness of the voice. A larger value produces a brighter voice, while a smaller value produces softer voices.
CLE (Clearness) VOCALOID tracks only	Use clearness to adjust the clearness of a voice. A larger value produces a clearer voice, while a smaller value produces a more muffled voice.
OPE (Opening) VOCALOID tracks only	Use opening to adjust the opening of the singer's mouth. A larger value produces a clear, open tone, while a smaller value produces a less distinct tone.
GEN (Gender Factor) VOCALOID tracks only	Use gender factor to adjust formants. A larger value produces a male voice, while a smaller value produces a female voice.
POR (Portamento Timing) VOCALOID tracks only	Use portamento timing to adjust the point at which pitch changes. A larger value produces a slower change, while a smaller value produces a faster change.
PIT (Pitch Bend)	Use pitch bend to adjust pitch. (Adjustment range: -8192 to 8191)
PBS (Pitch Bend Sensitivity)	Use pitch bend sensitivity to adjust the degree of pitch bend value changes. If this value is set to 12 (12 semitones) and PIT is set between 0 and 8191, the pitch will increase 12 semitones (1 octave).
AIR (Air) VOCALOID:AI tracks only	Adjusts the amount of breath to mix in with the pronunciation.
CHA (Character) VOCALOID:AI tracks only	Adjusts the formant of the pronunciation. A feminine pronunciation is produced by raising this value. A masculine pronunciation is produced by lowering this value.

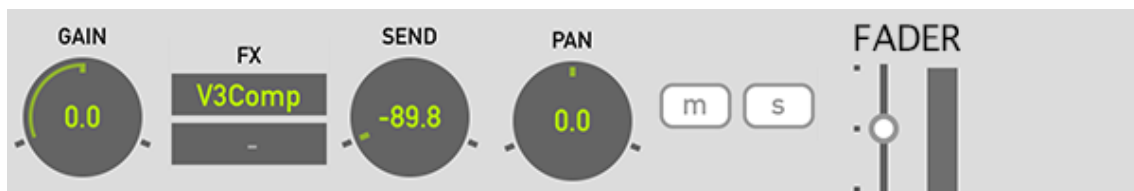
EXP (Expression) VOCALOID:AI tracks only	Sets the transition of volume changes passed to the engine for synthesis.
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MIXER



This is where you set items such as the volume and pan for each track.

Each track has the following controls.



- GAIN

Adjusts the track's input volume.

- FX

Sets effects for the track.

- SEND

Sets the amount to send to the send track. The send function is post-fader.

- PAN

Pans the track's output sound to the left and right.

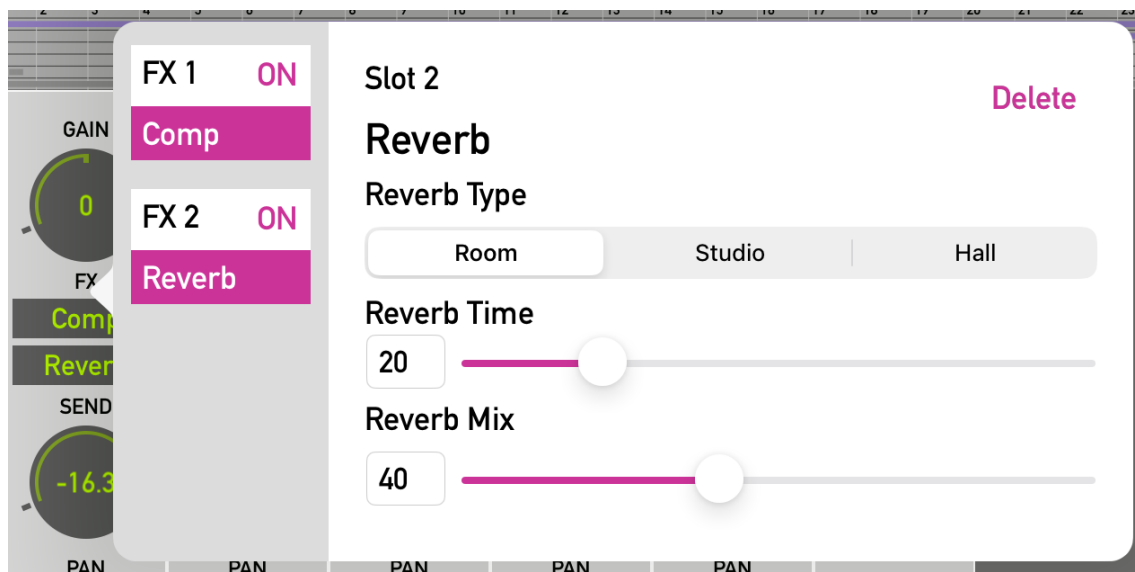
- MUTE/SOLO

Switches between mute and solo for the track's output sound.

- FADER

Adjusts the track's output volume.

On the effect setting screen, you can set the effects on tracks and their contents.



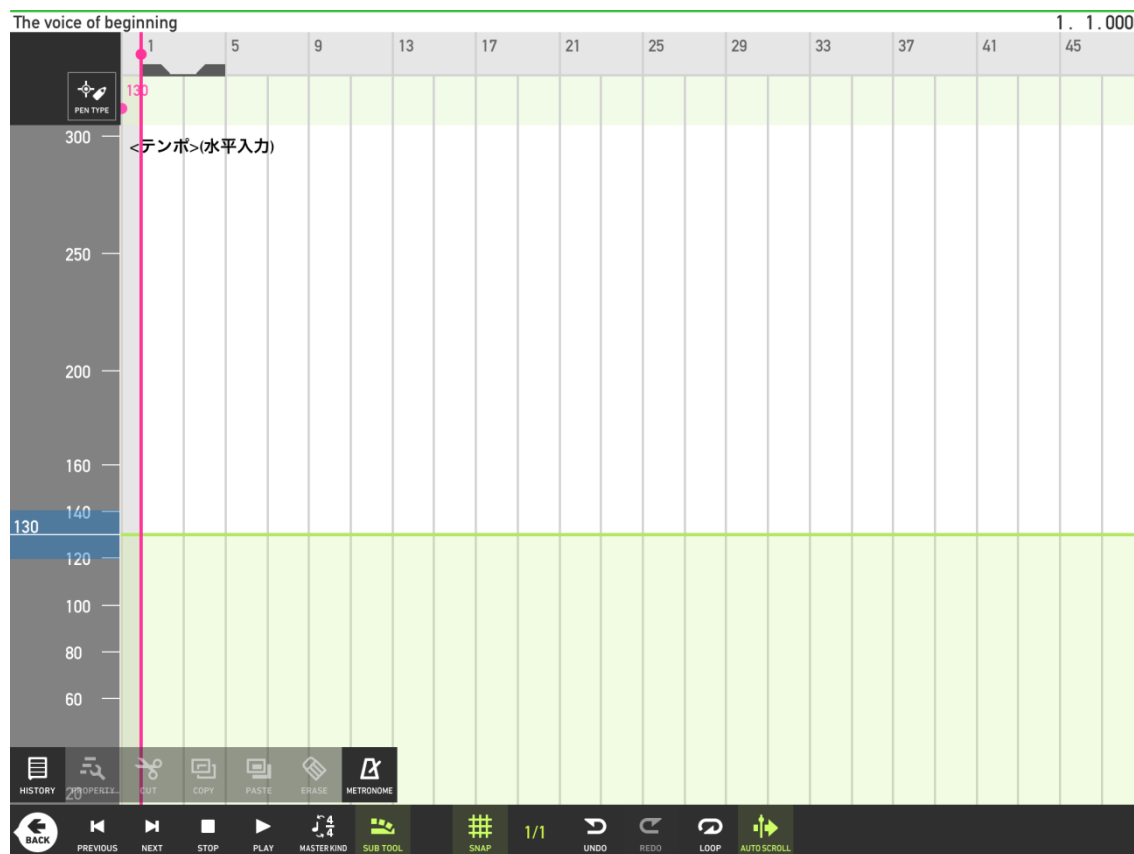
- Reverb

This is VOCALOID V3 Editor's reverb. It's for vocal use.

- Comp

This is VOCALOID V3 Editor's compressor. It's for vocal use.

MAIN TRACK EDITOR



This is where you set the song's tempo and beat.

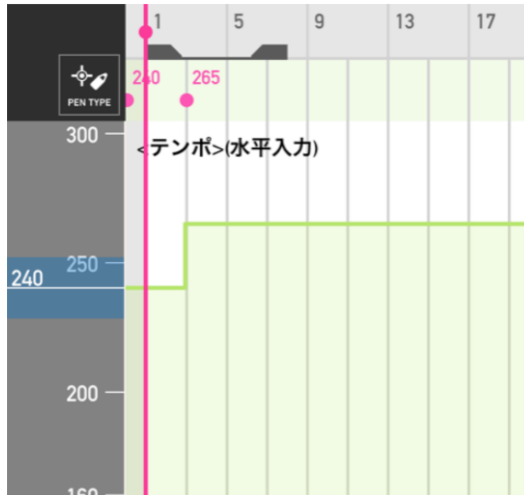


- MAIN KIND

Touching this button displays the screen for switching the main track's display.

Tempo Editing

On the tempo editing screen, you can edit the song's tempo.



- PEN TYPE

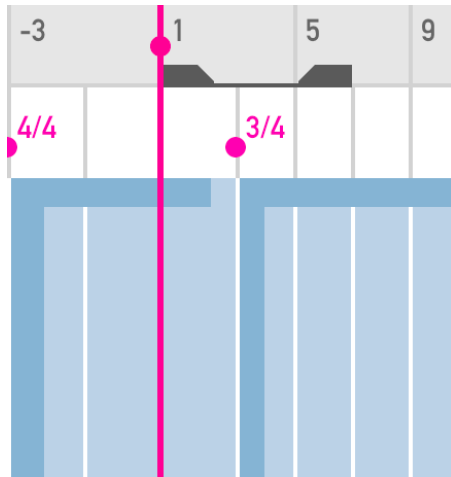
When inputting the tempo, touching this button displays the menu for switching between line and horizontal modes.

- PROPERTY

Touching this button displays the setting screen when you have selected a single tempo event.

Editing Beat

On the beat editing screen, you can edit the song's beat.



- **PROPERTY**
Touching this button displays the setting screen when you have selected a single beat event.

Bluetooth Keyboard Shortcuts

	コマンド	キー
Common	Play Start/Stop	Space
	PREVIOUS	b
	NEXT	n
	CUT	x
	COPY	c
	PASTE	v
	ERASE	Back
	UNDO	z
	REDO	y
	GRID	g
	PROPERTY	p
	EDIT	e
	MIXER	m
	BACK	ESC
Musical Editor	NOTE UP	↑
	NOTE DOWN	↓
	OCT UP	Shift + ↑
	OCT DOWN	Shift + ↓
	Previous Note	← or Shift + tab
	Next Note	→ or tab
	ALL SELECT	a
	QUANTIZE	q
	RANDOM	R
	LYRIC	i
	CP AREA	e

Format and Provisions of Open Source Licenses

Mobile VOCALOID Editor uses the following open source software.

WYPopoverController

License:MIT

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