UNO Synth PRO X
EDITOR

IK MULTIMEDIA. MUSICIANS FIRST.

UNO Synth PRO X Editor

Table of Contents

License Agreement

End-User License Agreement for IK Multimedia Computer Related Software

Please read this document carefully before installing the IK Multimedia Production Srl (hereafter: IK Multimedia) software on your computer.

This agreement licenses the enclosed software to you (hereafter: Licensee) and contains warranty and liability disclaimers. By installing the IK Multimedia software on your computer, you are confirming to have taken notice of terms and conditions of this agreement and you acknowledge your acceptance of the software as well as your acceptance of the terms of this agreement.

If you do not wish to do so, do not install the software. Instead, provided you purchased a boxed product, promptly return the entire package, to the dealer from whom you have obtained it, for a full refund. If you purchased a product from the IK Multimedia Online Shop, please contact IK Multimedia at www.ikmultimedia.com/contact-us.

1) DEFINITIONS

"End-User License Agreement" (hereafter: "EULA"), means the contractual conditions between you and IK Multimedia for the use of the "IK Multimedia Product" and means the right to use this non-exclusive license agreement.

"IK Multimedia Product" (hereafter: "Product") means the software program, the related documentation, models, multimedia content (such as animation, sound and graphics) and all related updates supplied by IK Multimedia.

"Not For Resale" (hereafter: "NFR") means a version of the Product, so identified, intended for review and evaluation purposes only.

"Intellectual Property Rights" means worldwide common law and statutory rights associated with (i) patents and patent applications; (ii) works of authorship, including copyrights, copyright applications, copyright registrations and "moral" rights; (iii) the protection of trade and industrial secrets and confidential information; (iv) other proprietary rights relating to intangible intellectual property (specifically excluding trademarks, trade names and service marks); (v) analogous rights to those set forth above; and (vi) divisions, continuations, renewals, reissuances and extensions of the foregoing (as applicable) now existing or hereafter filed, issued or acquired.

2) LICENSE

The Product is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Product is licensed only. The intellectual property of the Product remains at IK Multimedia.

This EULA grants you the non-exclusive right to use the Product for a maximum period of 30 (thirty) years. All other actions and means of usage are reserved to the written permission of the right holder IK Multimedia.

The Product is only for your personal (individual) use.

You may install and use the Product, or any prior version thereof for the same operating system, on up to three (3) computers, provided that (a) each computer is owned by (or leased to) and under the exclusive control of the Licensee; (b) the Product shall NOT be used simultaneously on more than one machine, and (c) any computer(s) with the Product installed shall not be sold, rented, leased, loaned or otherwise be removed from the Licensee's possession without first removing (uninstalling) the Product, except as provided in Paragraph 4.5 (below) pertaining to "Software Transfer".

You may also store or install a copy of the Product on a storage device, such as a network server, used only to install or run the Product on your other computers over an internal network; however, you must acquire and dedicate a distinct license for each user of the Product from the storage device.

Any given license for the Product may not be shared or used concurrently or otherwise on different computers or by different users in a given organization.

3) AUTHORIZATION

The Product only functions upon completing the registration and authorization procedure described in the accompanying user documentation.

The registration and authorization procedure requires to create a user account on the IK Multimedia website and to provide the requested information about yourself, in accordance with IK Multimedia privacy policy (www. ikmultimedia.com/privacy).

If you provide any information that is not correct or incomplete, or IK Multimedia has reasonable grounds to suspect that such information is not correct or incomplete, IK Multimedia has the right to suspend or to revoke the license.

The termination of the license shall be without prejudice to any other rights, whatsoever, of IK Multimedia.

Once the Product is registered it is associated with your user account and it can not be returned or transferred to any third party without obtaining the prior written consent of IK Multimedia.

4) DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS

4.1 Limitations on Reverse Engineering, Decompilation, and Disassembly

The Product is licensed as a single product. Its component parts may not be separated for use on more than one computer.

You may not reverse engineer, decompile, or disassemble the Product, except and only to the extent that such activity is expressly permitted by applicable law.

4.2 Sound License Agreement

In case a sound library is part of the Product, it is subject to the following terms in addition to the EULA:

All sounds and samples in the Product are licensed to you for commercial and non-commercial use in music and audio production, public performance, broadcast or similar use.

Re-distribution of this Product, its sounds or their derivatives, through any means, including but not limited to, re-sampling, mixing, filtering, processing, isolating, or embedding into software or hardware of any kind, is strictly prohibited.

Furthermore all these sound and samples may not be repackaged in whole or in part as audio samples, sound libraries, sound effects or on a stand alone basis.

4.3 Not For Resale

If the Product is labeled "NFR" or "Evaluation Copy", then, notwithstanding other sections of this EULA, you may not sell, or otherwise transfer the Product.

4.4 Rental

You may not rent, lease, or lend the Product to any party.

4.5 Software Transfer

You may transfer your rights as Licensee of the software or any IK Multimedia product, as licensed to you under this agreement only with purchasing a license transfer on IK Multimedia official website. The above-mentioned transfer license can be combined with a single "IK Multimedia Product", and just only once.

IK Multimedia reserves the rights to:

I) delete or cancel, at its sole discretion, the necessary serial number for the registration, if purchased fraudulently or, in any case, against the law.

II) forbid, at its sole discretion, any transfer of the necessary serial number for the registration, before the term of 90 days starting from the serial number or license transfer purchasing order.

The Product may be transferred or otherwise made available to any third party only with the prior written consent of IK Multimedia and provided that (a) the original media and license(s) accompany the Product and (b) the party transferring the Product does not retain a copy of the Product.

In addition the following may apply:

a) If the Product is part of a bundle of software, the whole bundle must be resold / transferred as a whole. Any individual Product in a software-only bundle cannot be resold / transferred separately.

b) If the Product is part of a bundle of IK Multimedia software and hardware, only the hardware can be resold / transferred. Any bundled software Product is considered NFR.

4.6 Third Party Rights

Some content included in the Product may belong to third parties and could be protected by copyright or other intellectual property laws.

5) UPGRADES

If the Product is labeled or otherwise identified by IK Multimedia as an "upgrade" or "crossgrade", you must be properly licensed to use a product identified by IK Multimedia as being eligible for the upgrade or crossgrade in order to use the Product.

A Product labeled or otherwise identified by IK Multimedia as an upgrade replaces and/or supplements the product that formed the basis for your eligibility for such upgrade. You may use the resulting upgraded Product only in accordance with the terms of this EULA.

If the Product is an upgrade of a component of a bundle of software programs, it may be used and transferred only as part of the bundle and may not be separated for use on more than one computer.

6) DUAL-MEDIA SOFTWARE

You may receive the Product in more than one medium. You may not loan, rent, lease, or otherwise transfer the other medium to another user, except as part of the permanent transfer (as provided above) of the Product.

7) LIMITED WARRANTY

IK Multimedia warrants to the original purchaser of the Product, for a period of ninety (90) days following the

date of original purchase, that under normal use, the software program and the user documentation are free from defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

In any case the concerning law is reserved, if applicable.

8) WARRANTY CLAIMS

To make a warranty claim under the above limited warranty, please contact IK Multimedia at the address www.ikmultimedia.com/contact-us.

IK Multimedia or its authorized dealer will use reasonable commercial efforts to repair or replace the product and return it to you or issue to you a credit equal to the purchase price, at its option

IK Multimedia or its authorized dealer will use reasonable commercial efforts to repair or replace the product and return it to you or issue to you a credit equal to the purchase price, at its option.

9) LIMITATIONS ON WARRANTY

IK Multimedia warrants only that the Product will perform as described in the user documentation. No other advertising, description or representation, whether made by an IK Multimedia dealer, distributor, agent or employee, shall be binding upon IK Multimedia or shall change the terms of this warranty.

EXCEPT AS STATED ABOVE, IK MULTIMEDIA MAKES NO OTHER WARRANTY, EXPRESSED OR IMPLIED, REGARDING THIS PRODUCT. IK MULTIMEDIA DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO A NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. IK MULTIMEDIA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF IK MULTIMEDIA IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. THIS MEANS THAT IK MULTIMEDIA SHALL NOT BE RESPONSIBLE OR LIABLE FOR THE LOSS OF PROFITS OR REVENUES, OR FOR DAMAGES OR COSTS AS A RESULT OF LOSS OF TIME, DATA OR USE OF THE SOFTWARE, OR FROM ANY OTHER CAUSE EXCEPT THE ACTUAL COST OF THE PRODUCT. IN NO EVENT SHALL IK MULTIMEDIA LIABILITY EXCEED THE PURCHASE PRICE OF THIS PRODUCT.

10) GOVERNING LAW, DISPUTES RESOLUTION

This Agreement shall be governed by and construed and interpreted in accordance with the laws of Italy. Any dispute, controversy or claim arising under, out of, or relating to this EULA, including, without limitation, its formation, content, validity, binding effect, interpretation, performance, breach or termination, as well as non-contractual claims, shall be subject to the Court of Milano (Italy), having the complete and exclusive jurisdiction.

11) GENERAL

This Agreement contains the complete agreement between the parties with respect to the subject matter hereof, and supersedes all prior or contemporaneous agreements or understandings, whether oral or written.

If any stipulations of this EULA become invalid, completely or in part, this not affect the validity of the remaining stipulations.

All questions concerning this Agreement shall be directed to:

IK Multimedia Production Srl

Via dell'Industria 46

41122 Modena

Italy

Last update September 22nd, 2020

1 – INTRODUCTION AND SETTINGS

1.1 – Foreword

The UNO Synth PRO X Editor is a software utility to help you edit and manage the presets of your hardware synthesizer. It works both standalone and as a plug-in for use within a DAW, so you can edit and even automate your UNO Synth PRO X just like a software synthesizer, but with all of the sonic mojo of a real analog hardware synth.

Note that the UNO Synth PRO X Editor does not generate any sound of its own. It is an editor utility that simply exchanges MIDI data with an UNO Synth PRO X hardware synthesizer.

UNO Synth PRO X Editor

1.2 – System Requirements

Operating Systems:

- MacOS 10.11 and up
- Windows 8 and up

Architecture:

- 64 bits only

Host Compatibility:

- Standalone VST 2
- VST 3
- AU
- AAX

1.3 – Installation

After registering your unit, proceed with the installation package corresponding to your platform.

You can download the package from the IK Product Manager or from your User Area: https://www.ikmultimedia.com/en/userarea/

1.4 - Overview

The UNO Synth PRO X Editor provides a visual representation of all of the hardware synthesizer controls. This allows you to edit your synthesizer sounds much faster and more efficiently while working in your DAW. The GUI is resizable, so just grab the window by any corner and drag it out or in to change the viewing size.

1.5 – Global Settings

Open by Global Settings by clicking the toaster icon at the top right of the window. This is where you set the MIDI behavior of the ports, the mode for the how knobs edit data, the global pitch bend range and the master tuning of the instrument.

MIDI Options:

1. **MIDI In/Out:** Sets the MIDI In / Out Interface.
2. **MIDI Controller:** Selects which controller uses the editor.
3. **MIDI Channels:** Sets the MIDI Input and Output channels.
4. **MIDI Soft Thru On / Off:** The MIDI Soft Thru functionality allows messages from the MIDI IN DIN of the unit to be passed through to the MIDI OUT DIN. When disabled, MIDI IN data is not passed to the MIDI OUT. MIDI Soft Thru is enabled by default.

5. **Send and Receive Program Changes:** This determines whether the synthesizer transmits and responds to MIDI Program Change messages.

6. **MIDI Interface Mode:** When the MIDI Interface Mode is enabled, MIDI messages coming in via the USB port are sent to the MIDI OUT DIN connector of the unit. Similarly, MIDI messages coming into the MIDI IN DIN connector are passed to the USB connection.

7. **SEND Sync:** Selects between sending, not sending, or sending only via SYNC OUT the MIDI Clock. Note that when SYNC is selected, the CV OUT 1 port will be used for it.

8. **RECEIVE Sync:** Selects between receiving, not receiving, or receive only via SYNC IN the MIDI Clock. Note that when SYNC is selected, the CV IN 1 port will be used for it.

9. **Knob Behavior:** Choose between 3 modes: Absolute, Relative and Pass-Through. Absolute mode means that the value will jump to match the current position of the knob when you move it. Relative mode is the way classic microprocessor-controlled analog synthesizers work: Regardless of the knob position, moving a knob will increase or decrease the value from its current value. Pass-Through mode will not change the value until the knob passes the physical position of the value, then it controls the value from there the same as in Absolute mode.

10. **Pitch Bend Range:** Selects the pitch bend range in semitones between +/- 1 octave.

11. **Master Tuning:** Adjusts the master tuning of the machine between +/- 50 cents.
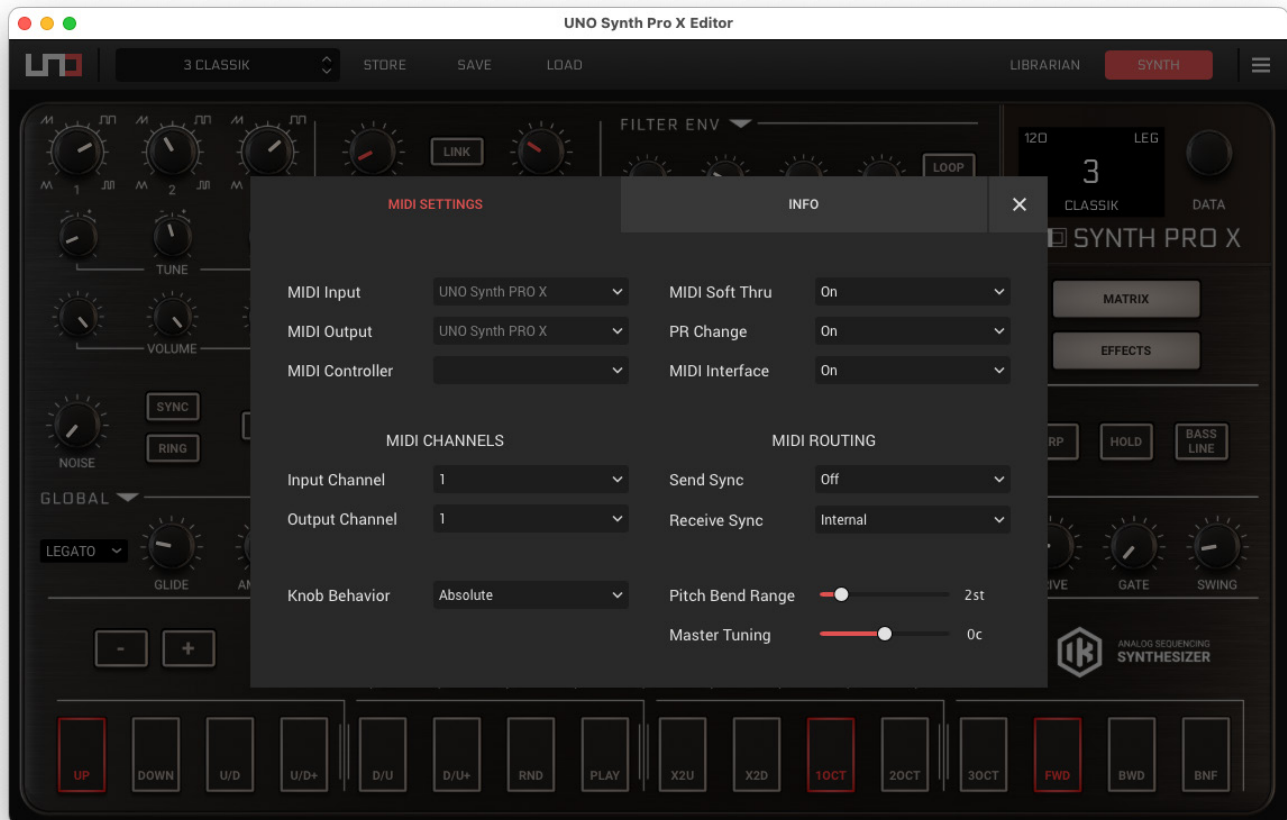
2 – THE TOP BAR

The Top Bar lets you choose between the 2 main panels of the application: Synth and Presets.

The current preset is displayed in the center of the bar, and you can view and select between all of the presets loaded in the synthesizer by clicking and scrolling up and down on the preset name field. You can also Load and Save banks of presets and also Store the current preset that you are editing.

1. **Presets:** The Presets Panel lets you manage banks of presets and transmit them to and from the UNO Synth PRO X hardware.
2. **Store:** click the Store button to store the edit of the current preset in UNO Synth PRO X hardware.
3. **Save:** Click to Save the current preset into your computer preset folder.
4. **Load:** Click to Load a preset from your computer preset folder into the UNO Synth PRO X.
5. **Librarian:** The Librarian panel allows the management of the presets both in the hardware synth and the computer. Transfers between computer and hardware is available.
6. **Synth:** The Synth panel displays all the parameters of the loaded preset including its effects. This is the default view. The Synth panel has 3 tabs: Engine, Matrix and Effects. Engine is where you will find all of the traditional synthesizer blocks such as oscillators, filters, envelopes and LFOs. Matrix lets you program the 16-part Modulation Matrix where you assign a source to modulate and destination by a set amount. The Effects tab lets you edit the 3 digital effects in the UNO Synth PRO X: Modulation, Delay and Reverb.

3 - THE SYNTH PANEL: ENGINE

The Synth panel shows you all of the synthesis parameters of the UNO Synth PRO X along with the effects parameters. The hardware synthesizer responds to parameter changes from the Editor in real-time. Similarly, the Editor tracks changes made on the UNO Synth PRO X hardware itself as well. You can put one hand on the UNO Synth PRO X and the other hand on the Editor to work with them simultaneously if you prefer. Click the Engine tab at the lower left to access the traditional synthesizer parameters of the UNO Synth PRO X including the oscillators, mixer, filters, LFO and envelopes.

UNO Synth PRO X Editor

3.1 – The Oscillator Section

Here you control the shape, tuning and volume of the 3 analog oscillators.

Controls:

- **Oscillator Shape:** The shape knobs change the waveform of each oscillator continuously from Triangle to Saw to Pulse and then change the duty cycle of the pulse width from 50 to 98 percent. There is a waveform display next to each oscillator's shape control for visual feedback.
- **Tune:** The tune knobs change the tuning of each oscillator. The tuning range goes from 0-99 cents, then to 1-12 semitones in each direction.
- **Ring:** The Ring button applies a ring modulation effect to Oscillator 2.
- **Sync 2:** The Sync 2 button sets oscillator 2 to hard sync to Oscillator 1.
- **Sync 3:** The Sync 3 button sets oscillator 3 to hard sync to Oscillator 1.
- **Noise knob:** This sets the volume of the noise generator going into the Filter section.

3.2 – The Filter Section

The UNO Synth PRO X has 2 filters, and each one has different modes available. The filters can also be configured in series or in parallel, and in or out of phase.

Controls:

- **Cutoff 1 and 2:** These knobs set the cutoff frequency of Filter 1 and Filter 2.
- **Res 1 and 2:** These knobs set the Resonance level of Filter 1 and Filter 2.
- **Env Am 1 and 2:** These knobs set the amount that the Filter Envelope will modulate the cutoff frequency of Filter 1 and Filter 2.
- **Filter 1 and 2 Tracking:** Keyboard Tracking (Tracking) uses the note being played to modify the Filter Cutoff Frequency. It means that the Cutoff Frequency is increased or decreased as you move up the keyboard. Tracking Off means that the Filter Cutoff is constant for all notes and is not modulated by the note played.
- **Link buttons:** These buttons allow you link the cutoff frequency of both Filter 1 and Filter 2 or link the resonance of Filter 1 and Filter 2.
- **Filter 1 Mode and Phase:** This controls sets the mode of the Filter 1 along with its phase relationship to Filter 2. By default the mode is set to LP (Low Pass), activating HP will change the mode to High-pass filter. By default, Filter 1 is set to be in phase with Filter 2: activating PHASE will invert the phase of Filter 1 in relation to Filter 2.
- **Filter 2 Slope and Routing:** This control sets the slope of the Filter 2 and its routing relationship to Filter 1. Filter 2 is always in low-pass mode, but you can change the slope between 2-pole and 4-pole enabling or disabling the 4POLE button.

You can also set whether the input of Filter 2 comes from the Filter 1 (series) or straight from the Mixer (parallel) by enabling or disabling the PARALLEL button. Parallel routings – in or out of phase – can produce interesting comb filtering and odd phase relationships resulting in more unconventional filter sounds.

3.3 – The Envelope Section

The UNO Synth PRO X has three 4-stage envelopes. The Envelopes can also be set to modulate other destinations in the Modulation Matrix.

Controls:

- **Filter Envelope:** Set the Attack time, Decay time, Sustain level and Release time to create a shape that modulates the Filters or any other destination available in the Modulation Matrix. You can use the Env Am knobs in the Filter section to set how much the Filter Envelope will modulate each Filter.
- **Amplitude Envelope:** Set the Attack time, Decay time, Sustain level and Release time to create a shape that modulates the amplitude of the synth or any other destination available in the Modulation Matrix.
- **Envelope 3:** Set the Attack time, Decay time, Sustain level and Release time to create a shape that modulates the any destination available in the Modulation Matrix.
- **Loop buttons:** Each envelope has a Loop button that will cause the envelope to loop continuously between attack and decay while a key is depressed. This allows the envelopes to work like complex LFO as you change the envelope shape.
- **Retrig buttons:** Each envelope can be set to retrigger every time a new note is played or wait to retrigger until all notes are released and then a new note is played (legato envelope behavior).

3.4 – LFO Section

The UNO Synth PRO X has 2 low-frequency oscillators, "LFOs," that can modulate multiple destinations in the synth such as pitch, filter cutoff, resonance level or amplitude. Assign the destination for each LFO in the Modulation Matrix.

Controls:

- **LFO Shape 1 and 2 knobs:** Set the shape for each LFO between sine, triangle, up saw, down saw, square, random, sample-and-hold and noise.
- **LFO Sync 1 and 2 buttons:** Set whether each LFO will sync to the master tempo with its rate represented as note values or using its own internal oscillator rate.
- **LFO Retrig 1 and 2 buttons:** Set whether each LFO will run continuously or reset with every new note played.
- **LFO Rate 1 and 2 knobs:** Set the speed for each LFO. If LFO Sync is on, the value will be represented as a musical note value.
- **LFO Fade In 1 and 2 knobs:** Set the amount of time from when a note is played that the amplitude of each LFO will fade up to maximum.
- **LFO Fade Curve button:** Sets the curve for the fade in of each LFO between Linear, Exponential and Logarithmic.

3.5 – Global Section

The Global Section is where you set rate of glide (portamento), the voice mode and the AMP amount

Controls:

- **Glide:** Sets the amount of portamento transition between notes.
- **Voice Mode:** Sets the voice allocation and envelope trigger behavior for incoming notes. Mono mode responds to one at time with all 3 oscillators and retriggers the envelopes with every note played.
  Legato mode also plays one note at a time for all 3 oscillators, but waits to retrigger the envelopes until all notes are released and a new note is played.
  Paraphonic mode lets each note played control each individual oscillator.
  Since there are 3 oscillators in the UNO Synth PRO X, you can play 3-note chords using Paraphonic mode. Note that the oscillators all still go through a single monophonic filter section, and the envelopes are also monophonic so that every new note played will retrigger the envelopes.
- **AMP Amount:** Sets the amount of modulation given by the AMP Envelope to the VCA. When it is completely off, the VCA will be completely open and no modulation will be active.

4 - THE SYNTH PANEL: MATRIX

The UNO Synth PRO X has a 16-part Modulation Matrix where you can assign a Source to modulate a Destination by a fixed amount. Click the Matrix tab to view and edit the 16 available modulation routes.

Controls:

- **The Source field:** Click in the Source field to open a drop-down menu of all the available modulation sources.
- **The Destination field:** Click in the Destination field to open a drop-down menu of all the available modulation destinations.
- **The Amount knob:** This sets the amount that the source will modulate the destination for each route.

5 - THE SYNTH PANEL: EFFECTS

The UNO Synth PRO X has 3 digital effects blocks with settings that are saved per preset.

Controls:

- **Modulation section:** Here you can choose the type of modulation effect between Chorus and UNI-V.
  For the Chorus, there are 3 different modules to further choose from: Synth 1, Synth 2 and Strings.
  For the UNI -V, there are 2 different modules, Vibrato and Chorus.
- **Delay section:** Here you can choose between 5 digital delay algorithms: Mono, Stereo, Doubler, Ping Pong and LCR.

Depending on the model chosen, the knobs below will represent the available parameters.

There is a Sync button that will synchronize the delays to the master tempo. When Sync is on, the Time parameter will be displayed as a musical note value. At the bottom of the Delay section, there is also a large knob for the Amount (volume) of the Delay Effect.

- **Reverb section:** Here you can choose between 3 reverb types: Hall, Plate and Shimmer. Depending on the reverb type selected, the knobs below will represent the available parameters. At the bottom of the Reverb section, there is also a large knob for the Amount (volume) of the Reverb Effect.

There is also what can be considered the only analog effect of the instrument, always available:

- **Drive knob:** This sets the amount of post filter overdrive.

6 – THE LIBRARIAN PANEL
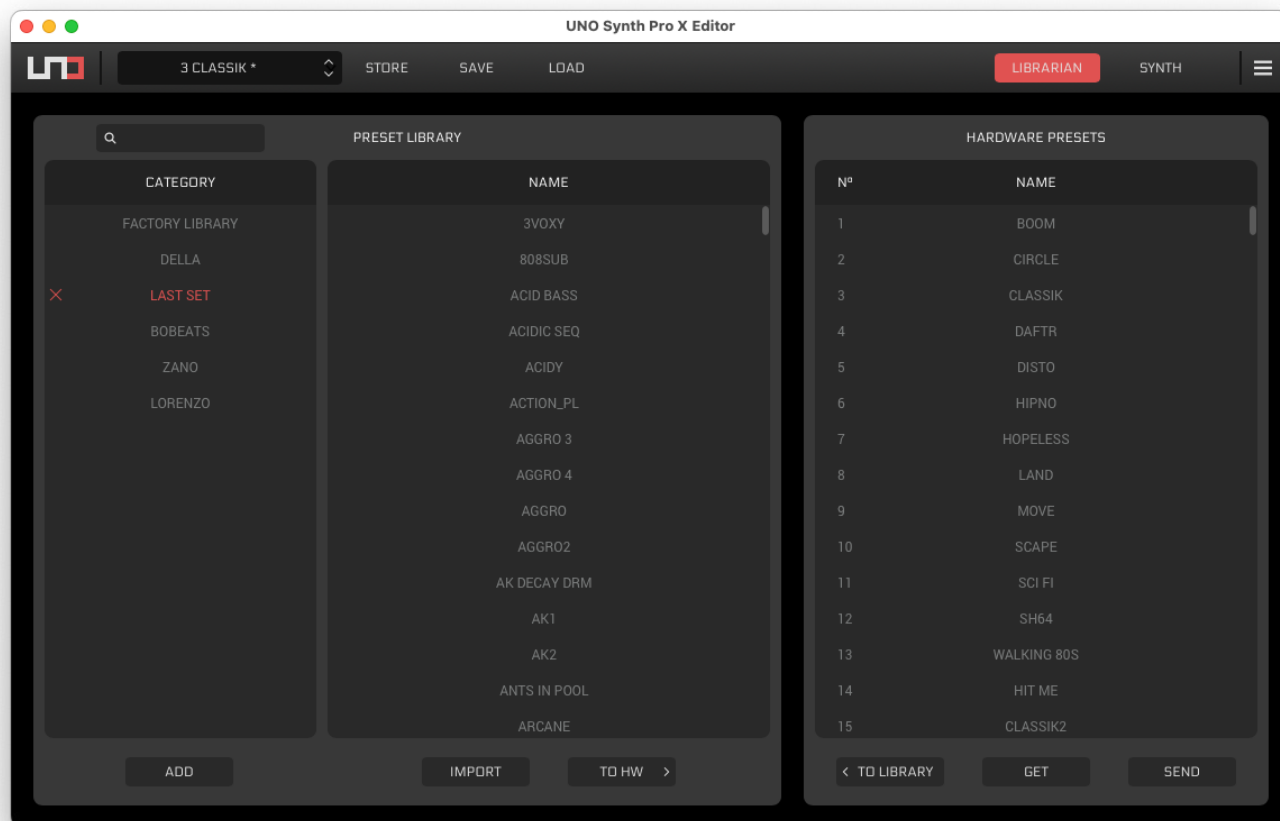
Pressing the LIBRARIAN button will open the librarian section.

The librarian is divided in 2 main parts: the Preset Library and the Hardware Presets.
The Preset Library shows the Category list, or folders, and the presets Names inside the selected folder.

In the Hardware Presets the list of the presets stored on the hardware is shown.

6.1 — Preset Library: Category

The folders where the presets are saved in the computer are called Category.

A folder can be dragged in the column to became a category, in that way if you have already saved your own presets somewhere, you can just drag and drop it there. Please note that it is not possible to read sub-folders.

Double click on the name to edit it, click the "X" to delete, press "ADD" to add a new folder.

6.2 — Preset Library: Name

Here the list of presets of the selected category is shown.

To add a preset from the computer, you can drag and drop it on the field or press import. To delete a preset, select and press X.

To send a selected preset or presets to the HW, select the slot on the HW list where you want to save it and press "TO HW >".

6.3 — Hardware Presets

The list shows what is currently on the Synth. If you want to force the search of the list press GET.

If you want to send a one or more selected presets, select also the destination category and press "< TO LIB".

If you have made any changes to the HW presets, like adding another preset from the computer, press "SEND" to send the list to the Synth.

7 - THE CONTROL SECTION

The control section provides a virtual keyboard and controls for the arpeggiators and sequencer. These send note and controller messages to the synth and also reflect note and controller messages sent from the UNO Synth PRO X hardware or external controller keyboard.

Controls:

- **Keyboard:** The virtual one octave keyboard mimics the settings of the Hardware. Click on the notes to send note information to the synth. The keyboard will also light to indicate notes played from the UNO Synth PRO X's own hardware keyboard or from an external MIDI controller. Use the OCTAVE UP and DOWN buttons (+ and -) to move between the 5-octave range.
- **Arpeggiator ON/OFF:** Turns the arpeggiator on and off.
- **Arpeggiator Settings:** Sets the parameters for the UNO Synth PRO X's onboard arpeggiator. Choose the direction of the arpeggiation and set the range of the arpeggiation in octaves.
- **HOLD:** Holds the arpeggio played by the arpeggiator or a single note played by the keyboard.
- **SWING:** Sets the amount of swing for the arpeggiator and the sequencer.
- **GATE:** Sets the length of the notes played by the arpeggiator.
- **Sequencer Play mode:** Sets the playing direction of the sequencer between Forward, Backward and Back'n'Forth.

8 – DAW INTEGRATION

Launch your favorite DAW and open an instance of the UNO Synth Pro X Editor on an instrument track or MIDI track (depending on the DAW).

From the Editor's Global Settings panel, select the MIDI IN and OUT interface and channels (the editor will recall the settings made on the standalone version by default).

The UNO Synth PRO X Editor DAW-integrated plug-in is routed by default to receive MIDI from any MIDI device (including the USB UNO Synth PRO X device) and to send MIDI events to the Editor.

Automation, control change messages and system exclusive (SysEx) information for the UNO Synth PRO X Editor, can be fully recalled and recorded within a track. This allows for in-depth parameter manipulation that would be impossible to perform using simply two hands.

CCs are recorded as MIDI events by the DAW and sent by the Editor to the synth, but they do NOT control the associated parameter in the editor because parameters in the Editor respond only to CCs received from the MIDI input.

Some DAWs allow the Editor and MIDI data to exist on the same track, others require them to be on separate tracks. Please refer to your DAW's manual for more information.

These bidirectional MIDI streams allow you to avoid having parameters receiving the same changes both from the DAW and the MIDI with different timing.

NOTE: MIDI out events are not sent by the DAW to the synth, but to the Editor.

Support

For any questions you may have, please refer to the FAQ webpage at:
www.ikmultimedia.com/faq

Here you will find answers to the most commonly asked questions.

To submit a Technical Support Form, go to:
www.ikmultimedia.com/support

For warranty information, please visit: www.ikmultimedia.com/warranty

For other requests such as Product, Sales, or Web info, please go to:
www.ikmultimedia.com/contact-us

User Area

The User Area is a special section of our website specifically designed for our users.

Here you can easily edit your personal data, manage your product authorizations and licenses, and download the latest IK products updates.

Access your User Area to:

- Edit your Personal data.
- View and download the latest product updates, free content, and Sound Libraries.
- Access any current Promotions.
- View exclusive offers and pricing.
- Manage your earned JamPoints.
- View your Orders.
- Download firmware and hardware drivers.
- Access the IK Forum and more.

To access the User Area go to:
www.ikmultimedia.com/userarea

To access your User Area, please login with your User Name and Password created upon registration and emailed to your registered email address. If you need to update your Password, you may do so at the User Area login.

IK Multimedia Production Srl
Via dell'Industria, 46,
41122 Modena
Italy

IK Multimedia US, LLC
590 Sawgrass Corporate Pkwy.
Sunrise, FL 33325
USA

IK Multimedia Asia
TB Tamachi Bldg. 1F, MBE #709
4-11-1 Shiba
Minato-ku, Tokyo 108-0014
Japan

www.ikmultimedia.com

Document Version: 1.0
Latest Update: 2023/05/24

IK MULTIMEDIA. MUSICIANS FIRST.