V7.0.0

Reference Manual



VOCALOID™ 7

Editor

Table of Contents

Precautions and Notes 11
Names and Functions 11
Common 11
Default Input Value of Parameter 11
Copy Event (note, part, breakpoint) 12
Select Multiple Events 12
Select Range of Events 12
Home Window 13
OPEN DEMO SONG 13
NEW PROJECT 13
OPEN 13
NEWS 13
Menu Bar 14
File 14
New 14
Open 14
Open Recent 14
Close 14
Save 14
Save As 15
Revert 15
Import File 15
Export MIDI 15
Audio Mixdown 15
Project Settings 16
Closing the VOCALOID7 Editor 16
Edit 17
Undo 17
Redo 17
Cut 17
Copy 17
Paste 17
Delete 17
Duplicate 17
Select All 17
Add Track 18

Add VOCALOID Track 18
Add Audio Track 18
Duplicate Track 18
Insert Silence 18
Delete Time 18
Join Events 18
Mute Events 18
Unmute Events 18
Job 19
Export to Audio File 19
Normalize Audio Wave 19
Insert Lyrics 19
Convert Phonemes to Match Language 19
Lyric Input Mode 19
Acoustic Feedback 19
Transport 19
Play 19
Stop 19
Record 20
Start Mode 20
Repeat 20
Set Repeat to Selection Range 20
Set Start Marker to Song Position 20
Set End Marker to Song Position 20
Auto Scroll 20
Metronome 20
Metronome Settings 20
View 21
TimeSig Track 21
Tempo Track 21
Main Track 21
Editor 21
Mixer 21
Browser 21
Inspector 21
Contextual Help 21

Show or Hide Lower Zone 21
Show or Hide Control Parameters Area 21
Zoom 21
Enter Full Screen 22
Window (Mac) 23
Minimize 23
Zoom 23
Preferences 24
General 24
Audio*3 25
Details 25
Keyboard Shortcuts 26
Help 27
Search (Mac) 27
About VOCALOID7 Editor 27
Reference Manual 27
Tutorial 27
Check for Updates 27
News 27
vocaloid.com 27
Voice Bank Version 27
Track Editor 28
Track Editor Tools 28
 Arrow Tool 28
 Pencil Tool  Line Tool 28
 Scissors Tool 28
 Mute Tool 28

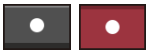

Grid Tool 28
Track Editor Controls 29
 Repeat 29

 Auto-Scroll 29

 Metronome 29

 Stop/Go to Zero 29

 Play 29

 Record 29



Time Display 29

 Editor 30

 Mixer 30

 Inspector 30

 Context Help 30

 Browser 30

 Add Track 30

 TimeSig Track 30

 Tempo Track 30

 Main Track 30

 Mute 30

 Solo 30



Ruler 30

Set Repeat to Selection Range 30
Set Start or End Marker to Song Position 31


TimeSig Track 31


Tempo Track 31


Main Track 31
Track View Header 32


Track Color 32


Track Name 32


Voice Bank Setting 32


Effect 32


Mute 32


Solo 32


Recording 32


Volume Fader 32


Panpot Slider 32
Track View 32

Zoom in/out 32
Audio part time stretch 33
Context Menu 34
VOCALOID:AI and VOCALOID Parts 36
Audio Part 36
Volume/Panpot Automation 37
Musical Editor 38

Acoustic Feedback 38
Musical Editor Tools 38

Arrow Tool 38

Pencil Tool Line Tool 38
Scissors Tool 38
Mute Tool 38
Musical Editor Controls 38
Pitch Tool Pitch Pencil Tool Pitch Eraser Tool .. 38
Vibrato Tool 39
Expression Tool 39
Timing Tool 39
Emotion Tool 40
Action Action 42
GRID 1/4 Grid 42
Pitch Curve Display 43
Waveform Display 43
Voice Bank Image Display. 44
Ruler 43
Set Start or End Marker to Song Position 43
Changing the Part Length 43
Piano Roll Header 44
Confirmation Sound 44
Piano Roll 44
Zoom in/out 44
Pitch Curve 44
Context Menu 44
Entering Lyrics and Phonetic Symbols*1 47

Display Phonetic Symbol Choices 48
Melisma Symbol 48
Extend a Part by Entering a Note in a Position Outside the Range of the Part 48
Select the Next Note 48
Select the Previous Note 48
Expand the Note Selection Range by One to the Right 48
Expand the Note Selection Range by One to the Left 48
Raise Note by Half a Tone 48
Lower Note by Half a Tone 48
Raise Note by 1 Octave 48
Lower Note by 1 Octave 48
Input Lyrics of Next Note 48
Input Lyrics of Previous Note 49
Control Parameter 50
Showing or Hiding the Control Parameters Area 50
Entering Control Parameters[*1] 50
Description of Each Control Parameter 50
Inspector 52
Track Inspector 52


TRACK NAME 52
VOICE 53
VOICE TYPE 54
STYLE 54
Note Inspector 57
Edit Lyrics 57
ATTACK EFFECT/RELEASE EFFECT 58
How to Apply/Cancel an Effect 58
Adjust Effect 58
Category of Effect 58
Attack Release Effects Designed for Specific Voice Banks 58
PARAMETER 59
Audio Effects Window 60
How to Add an Audio Effect 60
How to Delete an Audio Effect 60
Bypass Method 60
Change Routing 60
Preset of Each Audio Effect 60

GAIN 61
DE-ESSER 61
COMPRESSOR 62
EQUALIZER 62
DISTORTION 63
CHORUS 63
PHASER 64
TREMOLO 64
AUTO PAN 65
DELAY 65
REVERB 66
Wave Editor 67


Change Pitch 67
Time Stretch 67
Browser 68
Voice Bank Browser 68
Web Browser 68
Mixer 69




Track Audio Effect Button 69


Audio Output Routing Setting 69


Panpot Slider 69

Volume Fader 70


Mute 70


Solo 70


Recording 70
About the VST/AU Edition 71
Save Sequence in DAW Project File 71
Performing Operations from the VOCALOID7 VST/AU Version 71
ARA Compatibility 71
Tempo Synchronization 71
Cubase Integration 73
About VOCALOID7 Editor Lite 75
Differences from VOCALOID7 Editor 75
Authorization of VOCALOID7 Editor Lite 76
Auto Vibrato 76

Appendix ... 76
Phoneme ... 76
VOCALOID7 Phonetic Symbol Table (English) ... 76
VOCALOID7 Phonetic Symbol Table (Japanese) ... 79
VOCALOID7 Phonetic Symbol Table (Korean) ... 81
VOCALOID7 Phonetic Symbol Table (Spanish) ... 83
VOCALOID7 Phonetic Symbol Table (Chinese) ... 85
VOCALOID7 Phonetic Symbol Table (Chinese) (Bopomofo) ... 87
Shortcut Keys ... 90
File ... 90
Edit ... 90
Job ... 91
Transport ... 91
View ... 91
Window/Setting/Help ... 92
Track Editor Tools ... 92
Track Editor Controls ... 92
Track View ... 92
Musical Editor Tools ... 93
Piano Roll ... 94
Control Parameters ... 94
Common ... 94
Troubleshooting ... 95

Precautions and Notes

- User Licensing
  - This product can only be used by customers who have agreed to the End User License Agreement.
  - Please be sure to read and agree to the License Agreement before installing this product.
- Operating Environment
  - The operating environment for this product is described on the official website of the product, so be sure to review it before use.
  - Please note that we cannot guarantee proper operation if used in any other operating environment. Additionally, even when used in the operating environment described, it may not be possible to use it due to design specifications and/or usage environments peculiar to various other software and hardware in the environment.
  - Not all operations are guaranteed to work, even in an environment that meets the described conditions.
  - Please note and understand that we cannot accept any returns due to issues arising from the environment and other factors beyond our control.
- Support
  - Direct inquiries about this product to our dedicated support center.
  - Yamaha's VOCALOID Products Customer Center (https://www.vocaloid.com/en/support/)
- Manual
  - This manual provides a guide on how to use VOCALOID7.

*) Images used in this manual are based on macOS 26 and Windows 11.

VOCALOID is a trademark of Yamaha Corporation.
VST and ASIO are software and registered trademarks of Steinberg Media Technologies GmbH.
ARA is a trademark of Celemony Software GmbH.
Windows is a registered trademark or trademark of Microsoft Corporation in the US and other countries.
Macintosh, macOS, and Audio Units are registered trademarks of Apple Inc.
All other product names and company names indicated are registered trademarks and trademarks of their respective companies.

Names and Functions

Common

Default Input Value of Parameter

To reset a fader or knob to its default value, click it while holding down Command (Mac) or Ctrl (Windows).

Copy Event (note, part, breakpoint)

Select “Copy” from the context menu opened by right-clicking.

Select Multiple Events

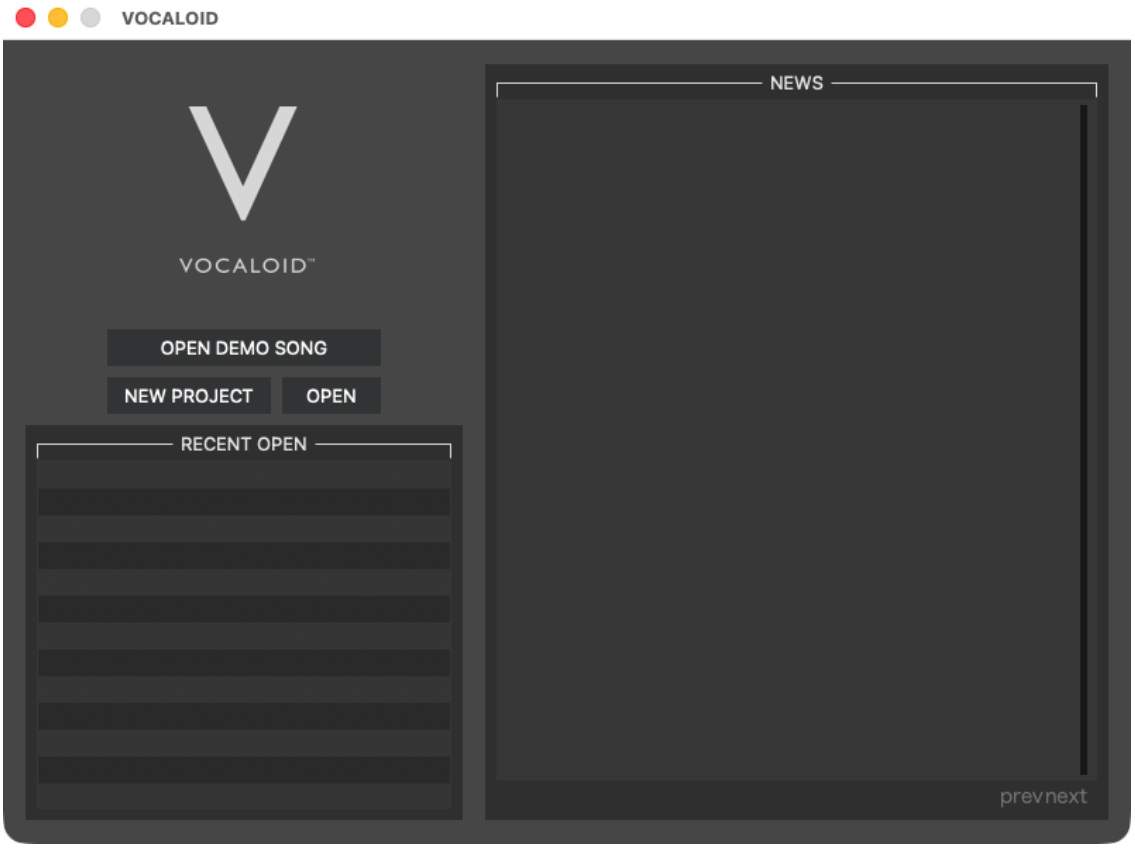
Multiple events can be selected by clicking them while holding down the Command (Mac) or Ctrl (Windows) key.

Select Range of Events

A range of events can be selected by selecting the rectangle. To select a range of events, drag the pointer to create a selection rectangle around the events.

Home Window

The Home Window appears first when you start VOCALOID7 Editor.



OPEN DEMO SONG

Copies the demo song project installed on the system to the user's Documents folder.

The copied demo song project is loaded and the main window opens.

NEW PROJECT

Creates a new VOCALOID7 project file and opens the main window.

The Add Track dialog box appears after the main window is opened.

OPEN

Loads previously created files or files created by other sequencer software.NEWS

Displays the latest information on VOCALOID. You can navigate through the content displayed using the Prev/Next buttons.

Menu Bar

Menus that can be operated with the VOCALOID7 Editor are divided into different items.

File

Opens the menu for basic operations to manipulate VOCALOID7 files (files handled by the VOCALOID7 Editor).

New

Creates a new VOCALOID7 project.

Open

Opens previously created files and files created with other sequencer software in the VOCALOID7 Editor.

The following files can be opened in VOCALOID7 Editor:

- VOCALOID7 project file (.vprx)
- VOCALOID6 project file (.vpr) *1
- VOCALOID5 project file (.vpr) *1
- VOCALOID4 sequence file (.vsqx) *1,2
- VOCALOID3 sequence file (.vsqx) *1,2
- Piapro Studio (Standard Version, NT) song file (.ppsf) *3
- Sequence files created with other software
  (.svp , .ust , .ccs , .tssln , .musicxml , .mxl) *4

*1: Voice Bank settings are applied at the track level.

*2: Only VOCALOID tracks can be read. Audio tracks will not be read.

*3: Only time signature, tempo, notes, lyrics, and phonetic symbols are supported.

*4: Only time signature, tempo, notes, and lyrics are supported. Depending on the version of the other software used, some data may not be imported correctly.

Open Recent

Displays the file name used (opened) most recently.

The file can be opened by clicking the displayed file name.

Close

Closes the open VOCALOID7 project file.

Save

Saves the open VOCALOID7 project file.

Save As

Saves the file under a new name.

Specify the storage location and name of the file in the dialog box that appears and click “Save”.

Revert

Return to the last saved version and discard all subsequent changes.

Import File

Imports and integrates another file’s data into the currently open VOCALOID7 project file.

- Importable files
  - VPRX file (VOCALOID7 project)
  - VPR file (VOCALOID5/6 project)
  - VSQX file (VOCALOID3/4 sequence)
  - PPSF file (Piapro Studio song file)
  - Sequence files created with other software
  - MIDI file
  - WAVE file
  - MP3 file
  - Tempo and time signature (imports only tempo and time signature from MIDI file)
- Imports all tracks and parts in VPR/VSQX/MIDI files.
- For VPR/VSQX/MIDI files, you can set whether to read the tempo and time signature and set the character encoding of lyrics.
- For MIDI files, you can select the type of tracks to import from either VOCALOID:AI or VOCALOID.
- For PPSF files, time signature, tempo, notes, lyrics, and phonetic symbols are imported.
- For other software sequence files, time signature, tempo, notes, and lyrics are imported.

Export MIDI

Saves the currently open VOCALOID7 project file as a standard MIDI file (SMF).

You can also select the character encoding of lyrics.

Audio Mixdown

Exports the open VOCALOID7 project file as an audio file in the standard WAV format (.wav).

Track Selection

- If “Main Track” is selected, the track is exported with all the volume and pan automation settings, main volume automation settings, track effect settings, and main effect settings specified for the respective tracks applied.
- If “Multi Track” is selected, check the track to be exported first. The file name of each track will be [Title]_[Track No.]_[Track Name]. Although the part and track effects will be applied, the track is exported with the main effects bypassed. In addition, although volume and pan automation settings specified for each track will be applied, the main volume automation settings will not be applied.

Audio Engine Output

- Channel: When "Multi Track" is selected under “Track Selection”, you can choose either stereo or mono.
- All effects can be bypassed and exported by selecting “Bypass Effect Plug-ins.”
- Select “Open folder after mixdown” to open the folder where the mixed-down audio file is saved after export.
- If "WAVE" is selected, the file is exported in PCM format.
  - Sampling Rate: You can select the sampling rate of the output audio file from 44.1 kHz, 48.0 kHz, 96.0 kHz, 192.0 kHz.
  - Bit Depth: You can select the bit depth of the output audio file from 16 bit or 24 bit.
- If "MP3" is selected, the file is exported in MP3 format.
  - Bit Rate: Select the bit rate for the output MP3 file from 128 kbps, 256 kbps, or 320 kbps.

Project Settings

Configure the opened VOCALOID7 project.

Tuning

Tune the synthesized sounds of the VOCALOID tracks within the project in Hertz.

Measure Offset

Sets the starting bar number.

Closing the VOCALOID7 Editor

Terminates the VOCALOID7 Editor.

If the open sequence file was edited, a confirmation dialog box with the message “Do you want to save this sequence?” appears.

Edit

Opens the Edit menu.

- There are also menus that can be opened by right clicking inside the respective areas and some functions that can be operated from shortcut keys.

Undo

Returns the last edit to the previous state. There is no limit on the number of times that “Undo” can be used.

Redo

Returns the state carried out with “Undo” to the previous state.
After “Undo” is executed once, executing “Redo” will return the state to the previous state before “Undo” was used.
Like the “Undo” function, there is also no limit on the number of times that “Redo” can be used.

Cut

Cuts the selected track, part, note, or parameter.

Copy

Copies the selected track, part, note, or parameter.

Paste

Pastes the track, part, note, or parameter selected using “Cut” or “Copy.”

Delete

Deletes the currently selected track, part, note, or parameter.

Duplicate

The currently selected parts or notes will be duplicated immediately following the corresponding original event. Any selected track automation and control parameters will be duplicated at the same time. The duplication position is determined based on the event length.

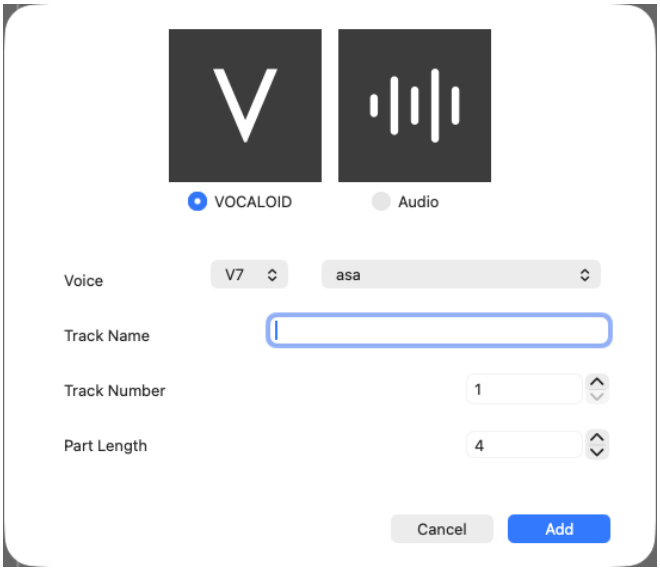
Select All

Selects the data of all the notes and control parameters currently being edited in the Musical Editor window.

Add Track

Creates a new track.

The following dialog box appears enabling you to specify track type, track name, track number, part length, and voice settings.



Add VOCALOID Track

Creates a new VOCALOID track under the selected track.

Add Audio Track

Creates a new audio track under the selected track.

Duplicate Track

Creates a copy of the selected track.

Insert Silence

Inserts silence within the range specified by the start and end marker for all tracks.

Delete Time

Removes events within the range specified by the start and end markers on all tracks, then moves subsequent events to the left to close the gap.

Join Events

Joins together the currently selected VOCALOID:AI or VOCALOID parts into a single part, or selected notes into a single note.

Mute Events

Mutes the selected parts or notes.

Unmute Events

Unmutes the selected parts or notes.

Job

Export to Audio File

Exports a VOCALOID:AI or VOCALOID part as an audio file.

Normalize Audio Wave

Normalizes the highest level of an audio part to 0dB FS. Multiple audio parts can be selected.

Insert Lyrics

Inserts lyrics into multiple notes together. The lyrics will be inserted using the selected note as a starting point.

Convert Phonemes to Match Language

Use “Import” in the “File” menu to convert the lyrics from an imported MIDI file into data that can be vocalized by the VOCALOID7 Editor.
For example, even if the voice language is changed, the phonetic symbol of each note will not be converted automatically. Use this function to convert the phonetic symbol.

Lyric Input Mode

Switches between the following two modes:

Letter Mode
Double-click the lyrics under a note and enter the lyrics.

Phonetic Symbols Mode
Double-click the lyrics under a note to directly edit the phonetic symbol in a text box.

Acoustic Feedback

Toggles feedback sounds for note input, note clicks, and piano roll clicks on and off.

Transport

Play

Starts playback.

Stop

Stops playback.
Clicking **Stop** when playback is already stopped resets the song position to the beginning.

Record

Records incoming MIDI data.Start Mode

You can select the playback start position when stopped during loop playback from the following submenu.

- Start from Song Position
- Start from Repeat Start

Repeat

Repeats the section between the start and end markers within the track.

Set Repeat to Selection Range

Sets the part range selected with the Track Editor or the part being edited in Musical Editor as the repeated range.

Set Start Marker to Song Position

Sets the repeat start marker to the current song position.

Set End Marker to Song Position

Sets the repeat end marker to the current song position.

Auto Scroll

Turns auto-scrolling on or off.

Metronome

Turn the metronome on or off.

Metronome Settings

Set up the metronome.

View

TimeSig Track

Displays the time signature track in the ruler at the top of the Track Editor.

Tempo Track

Displays the tempo track in the Track Editor.

Main Track

Displays the main track in the Track Editor.

Editor

Displays the Musical Editor or Wave Editor at the bottom of the main window.

Mixer

Displays the mixer at the bottom of the main window.

Browser

Displays the Browser on the right side of the main window.

Inspector

Displays the Inspector panel on the left side of the main window.

Contextual Help

Displays help below the Inspector on the left side of the main window.

Show or Hide Lower Zone

Shows or hides the lower zone of the main window.

If the lower zone is hidden, the following lower zone that appeared previously is displayed:

- Musical Editor
- Wave Editor
- Mixer

Show or Hide Control Parameters Area

Shows or hides the control parameters area.

Zoom

Enlarges or reduces the Track Editor, Musical Editor, or Wave Editor.

Zoom In Horizontally
Zoom Out Horizontally
Zoom In Vertically
Zoom Out Vertically

Enlarges or reduces the active Editor horizontally or vertically.

Zoom Full

Adjusts the Track Editor horizontal zoom rate so that all parts are displayed.

Enter Full Screen

Displays the window in full screen.

Window (Mac)

Minimize

Minimizes open windows to the dock. Click the VOCALOID Editor's window icon in the dock to return it to its original size.

Zoom

Maximizes the open windows or returns them to their original size.

Preferences

Opens the Preferences dialog.

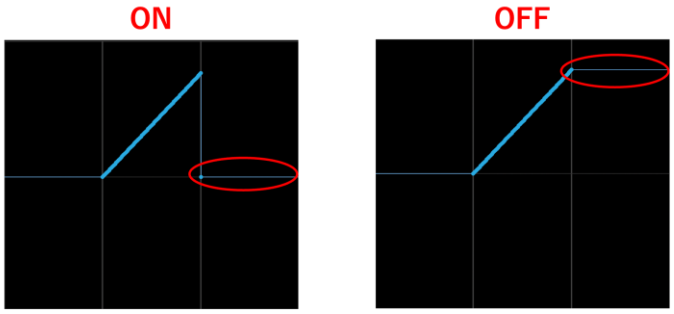
In the Mac version, this is found under “VOCALOID7 Editor” on the menu bar.

In the Windows version, it is found under “Setting” on the menu bar.

The Preference has three tabs (General, Audio, and Advanced), on which the corresponding settings can be set.

General

- VOCALOID Default Voice: Selects the voice for newly created VOCALOID parts.
- Replace Style on Changing Voice: Configure how the style is handled when changing voices. When "Replace if Default Style, Ask Otherwise" is selected, the style will automatically switch to the new voice’s default if the current style is the default. Otherwise, a dialog will appear asking whether to keep the current style or switch to the new voice’s default style. If "Don't Replace" is selected, the current style will remain applied even after the voice is changed.
- Song Position ARA[*1]: When this option is enabled, stopping playback on the VOCALOID VSTi returns the song position to the playback start position, taking priority over the DAW’s transport settings.
- Return to start position on stop[*2]: When this option is enabled, the song position returns to the position at which the song starts playing when playback is stopped.
- Pre-roll play (0.5 seconds)[*2] : Starts playback from 0.5 seconds before the song position.
- Control Parameters: Choose how the values of the control parameter are set after the edited range. If the check box is checked, the values after the edited range will revert to the value before the edited section. If unchecked, the values after the edited range will retain the value at the end of the edited section.



- Update: When this option is enabled, a message appears at startup whenever new updates for VOCALOID7 Editor or Voice Banks are available.

- Timeout Wait Time: Checks via the internet whether new update data has been released when starting VOCALOID7 Editor. Set the maximum wait time. (Initial setting: 3 seconds)
- Reverse mouse wheel direction: When using the Track Editor or Musical Editor or Wave Editor, reverses the direction of scrolling relative to the mouse wheel rotation when rotating the mouse wheel while holding the shift key down to scroll the screen horizontally.
- Auto Backup Enable[*2] : Enable automatic backup for the project being edited. The backup is executed every 15 minutes if the project is edited after opening the project file or saving the project. Newly created project is not automatically backed up until it is saved to a file at least once. The backup is deleted if the project is saved to a file or the editor is closed successfully. When opening the project file, if a backup exists, a restoration confirmation message is displayed, allowing you to choose whether to open from the backup.

  *1: This function is available when allowing ARA connection to the VOCALOID Bridge plugin.
  *2: This function is not available in the VST/AU version.

Audio[*3]

- Audio Device: Selects the audio device.
- Stereo Out L: Selects the output destination for the left channel.
- Stereo Out R: Selects the output destination for the right channel.
- Buffer Size: Selects the buffer size.
- Sampling Rate: Selects how often samples are acquired.
- MIDI Device: Displays the MIDI device.
  *3: This function is not available in the VST/AU version.

Details

- Track Color: Selects from 16 colors for VOCALOID tracks and audio tracks.
- Lyrics
  - Default Lyric: Selects the default lyrics assigned to newly created notes for each language. This function does not select a default language. Default languages are determined for each Voice Bank.
  - Preferred Languages: When lyrics that can be converted to multiple languages are entered, they are converted into phonetic symbols based on the language preferences set in this field.
- Cache Capacity: Selects the amount of cache memory to use.
  - Press the cache clear button to delete the cache data.
- Permit transmission of software use conditions: Selecting this check box allows the software usage status to be sent.

- Allow connection with VOCALOID Bridge plug-in[*4]: Allows ARA connection to the VOCALOID Bridge plugin. The VOCALOID VSTi/AU plugin must be reloaded to apply this setting.
  *4: This function is only included in VST/AU versions.

Keyboard Shortcuts

You can add, change, or delete any shortcut to a specific function or operation in VOCALOID7 Editor.

You can also save keyboard shortcut settings as presets and instantly switch between shortcut settings by selecting different presets.

By entering a keyword in the search box, you can filter the commands to show only those that include the keyword.

In the Mac version, this function is found under “VOCALOID7 Editor” on the menu bar.

In the Windows version, this function is found under “Setting” on the menu bar.

Help

Opens the Help menu.

Search (Mac)

Search descriptions concerning keywords input from Mac Help. Enter the keywords to search for and then click the results listed in the menu items.

About VOCALOID7 Editor

A window containing a description of the system version of VOCALOID7 Editor opens.

In the Mac version, this is found under “VOCALOID7 Editor” on the menu bar.

In the Windows version, it is found under “Help” on the menu bar.

Reference Manual

Opens the reference manual for VOCALOID7 Editor in a Web Browser.

Tutorial

Opens a tutorial for VOCALOID7 Editor in a Web Browser.

Check for Updates

Checks whether updated data of the new version has been released.

You need to be connected to the internet to check for updates.

News

Displays the latest information regarding VOCALOID.

vocaloid.com

Opens the VOCALOID™ official website in a Web Browser.

Voice Bank Version

Displays a list of the information of the Voice Banks (name, version, supported languages) installed on your computer and their versions.

Track Editor

Track Editor Tools

 Arrow Tool

This is used mainly for selecting and editing operations.
Multiple selection is also possible by clicking the mouse button while pressing the [Command] key (Mac) or [Ctrl] key (Windows) on the computer keyboard.

 Pencil Tool

 Line Tool

This is used mainly to input a new part or volume/panpot automation and to edit the tempo or time signature.

- The pencil tool automatically changes to the arrow tool whenever the tool is moved to the ruler, menu bar, or toolbar.
- Click again with the pencil tool selected or click and hold the pencil to open a selection menu and choose either the pencil tool or the line tool.
- While a tool other than the pencil tool is selected, holding down the temporary pencil switch key temporarily switches to the pencil tool.
- In the VOCALOID7 Editor shortcut preset, the temporary pencil switch key is assigned to the [Option] key on Mac and the [Alt] key on Windows.

 Scissors Tool

Divides a part.

 Mute Tool

Toggles mute on or off for the selected part. Muted parts will not be played back.



Grid Tool

Automatically corrects the timing of the input position to the value (except OFF) selected from the pull-down display list. The beginning of the part, tempo, and marker entered and moved becomes the line position of the setting value.

- The grid can be turned OFF temporarily by operating the mouse while pressing the [Command] key (Mac) or [Ctrl] key (Windows).
- Grid value shows the resolution of 1 measure. If “1/4” is selected, start and end timing of the input element (part, tempo, marker) is corrected to quarter measures. "T" indicates the timing of the triplet. If “1/2T” is selected, the input element is corrected to the position where 1 measure is divided to 3.

Track Editor Controls

Repeat

If  (on) is selected, plays the section between the start marker  and end marker  inside the track repeatedly.

Auto-Scroll

Turns the auto-scroll on and off.

- When auto-scroll is on:
  - The playback position can be checked constantly as the editors will follow the song position.
- When auto-scroll is off:
  - The editor does not follow the song position moving to the right during playback. The movement of the song position in front disappears from the edge of the view.

Metronome

When turned on, the metronome sound plays during playback and recording. Pressing the triangle button on the right will open the settings window.

Stop/Go to Zero

Stops playback.

If the button is clicked while playback is stopped, the song position returns to the beginning.

Play

Starts playback.

Record

Records the input MIDI events. It is necessary to turn on the Recording button  on the Track View Header of the track you want to record. A new part is always created when recording commences.
In addition, a piano sound is output instead of a VOCALOID sound when recording.

- Recording starts when this is pressed during playback. Recording ends when this is pressed again, returning to playback mode.



Time Display

Displays the current song position, the corresponding tempo and time signature, and the computer load status.



Editor

Opens the Musical Editor or Wave Editor.



Mixer

Opens the Mixer.



Inspector

After selecting a track or note, press this button to open the Inspector on the left side of the main window.



Context Help

Displays the Context Help window at the bottom of the Inspector.



Browser

Opens the Browser.



Add Track

Creates a new track. In the dialog box that appears, set the information for the track you want to create and click “Add”.



TimeSig Track

Displays the time signature track in the ruler at the top of the Track Editor.



Tempo Track

Displays the tempo track in the Track Editor.



Main Track

Displays the main track in the Track Editor.



Mute

This illuminates if “Mute” is specified for any track.
Pressing the button will unmute all tracks.



Solo

This illuminates if “Solo” is specified for any track.
Pressing the button unlocks the solo status of all tracks.



Ruler

Set Repeat to Selection Range

Sets the range from the beginning to end of the selected part as the repeat range.

Set Start or End Marker to Song Position

The range to be played back repeatedly can be set by setting the start marker  at the start position and the end marker  at the end position.
The respective markers displayed on the ruler can be freely repositioned along the time axis (for the interval set using Quantize) by dragging them.
The start marker is always placed in front of the end marker.
The repeat mode turns on automatically and the repeat range bar changes color whenever a start or end marker is repositioned.

You can use shortcut keys to place the Start Marker or End Marker at the clicked position.

Mac
[Option] + Click: Places the Start Marker at the clicked position.
[Command] + Click: Places the End Marker at the clicked position.

Windows
[Ctrl] + Click: Places the Start Marker at the clicked position.
[Alt] + Click: Places the End Marker at the clicked position.



TimeSig Track

The time signatures currently specified are displayed.
Double-click to edit the time signature, or click with the pencil tool on the TimeSig Track or select “Create Time Signature on Song Position” on the context menu to add a new time signature.



Tempo Track

Displays the tempo information. The tempo information can be entered using the pencil tool or line tool and edited with the arrow tool.



Main Track

Displays the main volume information. The volume information can be entered using the pencil tool or line tool and edited with the arrow tool.



Effect

Displays the Audio Effect screen for the main track.

Track View Header

 Track Color

Right-click to open the color palette and choose from one of 16 track colors. Track header and the parts are displayed in the track color. For VOCALOID:AI or VOCALOID parts, notes are also displayed in this color.

 Track Name

Displays and sets the track name.

 Voice Bank Setting

Select a Voice Bank. The selected Voice Bank name is displayed.

 Effect

Displays the Audio Effect screen for the specified track.

 Mute

Mutes the output from specified track.

 Solo

Outputs only the desired track. Press and hold the button to enable Solo Defeat mode. When enabled, the track will not be muted even if another track is soloed.

 Recording

Records the track. This function records either VOCALOID:AI or VOCALOID tracks. In the standalone edition, if there is a track with the Recording button turned on, a piano sound will be output when a MIDI signal is received.

 Volume Fader

Changes the output level of the track.

 Panpot Slider

Moves the pan position of the track.

Track View

 Zoom in/out

Horizontal zoom in (+)
Expands the horizontal width of the displayed track.

Horizontal zoom out (-)
Shrinks the horizontal width of the displayed track.

Horizontal zoom in/out wheel
Adjusts the horizontal width of the displayed track.

Vertical zoom in (+)
Expands the vertical height of the displayed track.

Vertical zoom out (-)
Shrinks the vertical height of the displayed track.

Vertical zoom in/out wheel
Adjusts the vertical height of the displayed track.

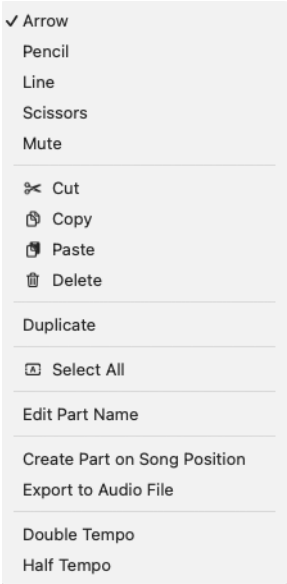
Audio part time stretch

Time stretch is possible by dragging the right end of the audio part while holding down the [Option] (Mac) key or [Alt] (Windows) key.

Context Menu

A tool can be changed, copied, or pasted.
The functions differ for each target.

The following shows the menu displayed for VOCALOID:AI and VOCALOID parts.

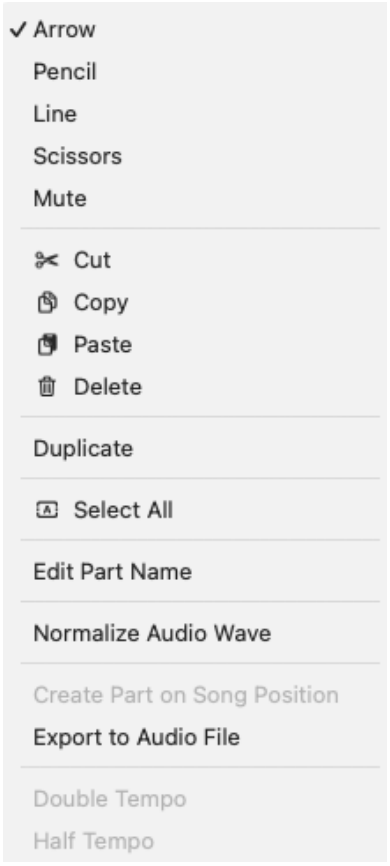


Create Part on Song Position
Creates a new part at the current position.

Double Tempo
This halves the current length of the selected VOCALOID:AI or VOCALOID part. An effect that seems to double the tempo can be obtained.

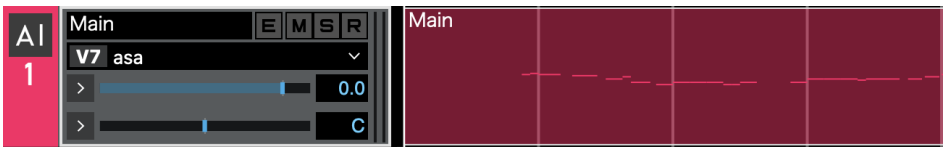
Half Tempo
This doubles the current length of the selected VOCALOID:AI or VOCALOID part. An effect that seems to halve the tempo can be obtained.

The following shows the menu displayed for audio parts.



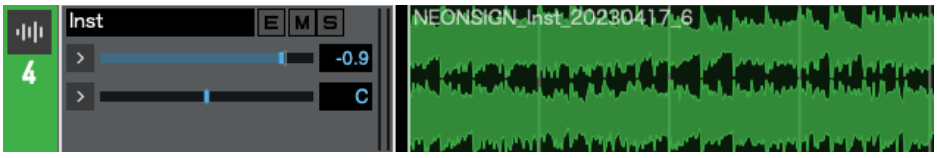
VOCALOID:AI and VOCALOID Parts

This part is for entering the MIDI data to compose the synthesized vocal. Parts assigned Voice Banks from VOCALOID3 to VOCALOID5 are referred to as "VOCALOID parts," while parts assigned Voice Banks from VOCALOID6 onward are referred to as "VOCALOID:AI parts."
Parts are highlighted from left to right during the synthesis process enabling you to listen to the highlighted, synthesized parts. (Parts longer than ten minutes in length are successively highlighted from bottom to top and cannot be heard synthesized with other parts until the parts are fully highlighted. Since synthesis is executed in whole part units, we recommend splitting parts to create smaller parts, reducing synthesis time by avoiding unnecessary synthesis.)



Audio Part

Displays the audio part. A thumbnail of the audio file and the part name are displayed within the part.



See below for the available file formats.

Supported Files

- WAV

  Number of bits: Fixed decimal point（8-bit, 16-bit, 24-bit）/

  Floating point（32-bit）

  Sampling rates: 44.1 kHz, 48 kHz, 96 kHz, 192 kHz

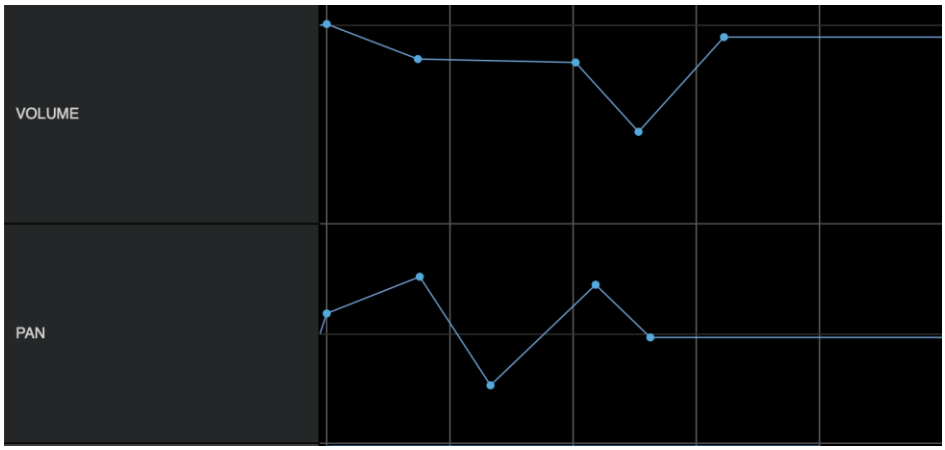
- MP3

  Sampling rates: 44.1 kHz, 48 kHz, 96 kHz, 192 kHz
  Bitrate: 128 kbps, 256 kbps, 320 kbps

A file can be pasted by dragging it from Finder (macOS) or Explorer (Windows).
The pasted audio file is converted to the 44.1 kHz/16-bit format in accordance with the internal operating specifications of VOCALOID.

Volume/Panpot Automation

Automation of the volume and panpot position can be written. Click the arrow (>) to the left of each volume and panpot slider to open an automation track.



Musical Editor

Acoustic Feedback

You can toggle the feedback sound ON/OFF at the note input, note clicks, and piano roll clicks.

Musical Editor Tools

Arrow Tool

This is used when selecting or moving an event such as a note or the breakpoint of a control parameter.

Pencil Tool

Line Tool

This is used when entering a note or a control parameter. Click again with the pencil tool selected or click and hold the pencil to open a selection menu and choose either the pencil tool or the line tool.

Scissors Tool

A note can be divided.

If pronunciation symbol protect was applied on the note before the division, the note after division will no longer be protected.

If quantize is turned on, the division position will follow GRID.

Mute Tool

Toggles mute on or off for the selected note. Muted notes will not be played back.

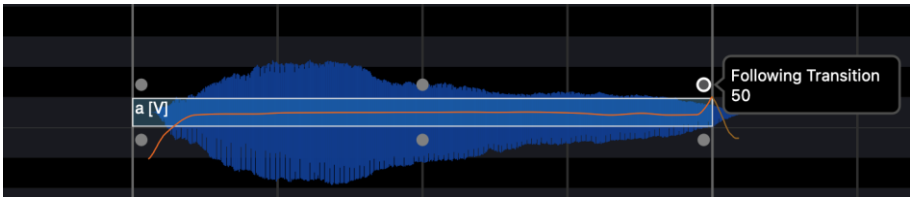
Musical Editor Controls

Pitch Tool

Pitch Pencil Tool

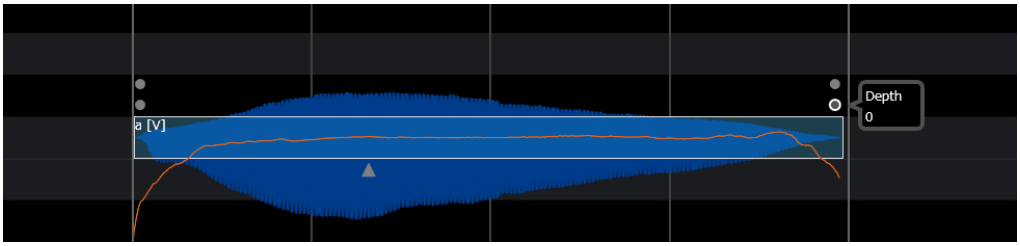
Pitch Eraser Tool

Enables the adjustment of note pitch. Pitch Tool is the function only for VOCALOID:AI parts. You can draw the pitch curve directly using Pitch Pencil Tool and erase it with Pitch Eraser Tool on the VOCALOID:AI and VOCALOID parts.



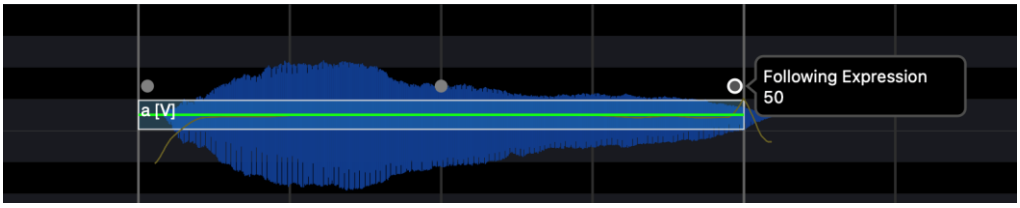
Vibrato Tool

Enables the adjustment of note vibrato. This function is for VOCALOID:AI parts.



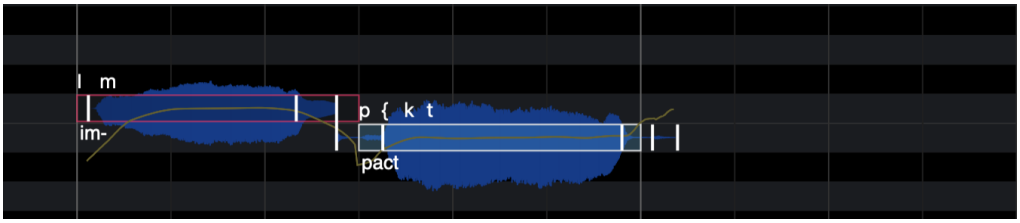
Expression Tool

Enables note expression adjustment. This function is for VOCALOID:AI parts.



Timing Tool

Enables the adjustment of note phoneme timing. This function is for VOCALOID:AI parts.

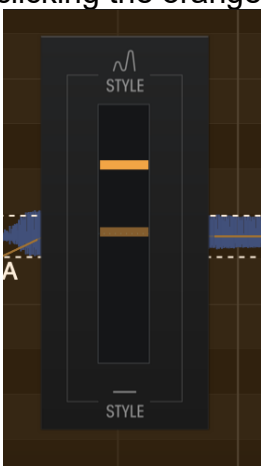


Emotion Tool

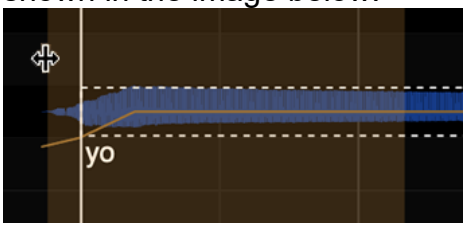
Press this button to display the emotion tool. This function is for VOCALOID parts.

Adjusts the “Accent” on how each note is sung.

- If Singing Skill is applied and the Attack Release Effect is not applied to the note, you can display the slider below to adjust the “Accent” by clicking the orange belt section.

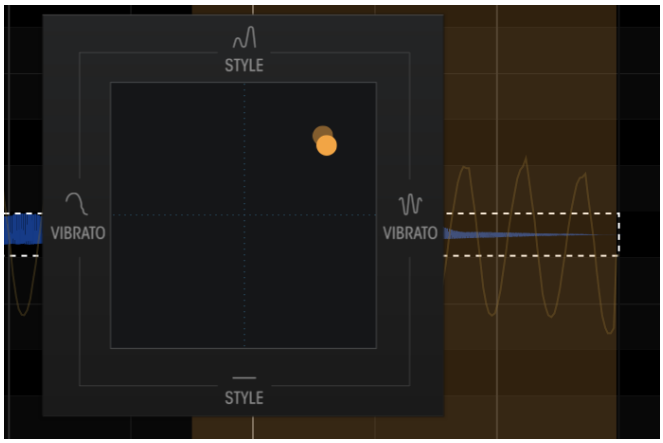


In addition, if the lyrics start from a consonant, the velocity control parameter[*1] can be adjusted by dragging the left end horizontally as shown in the image below.

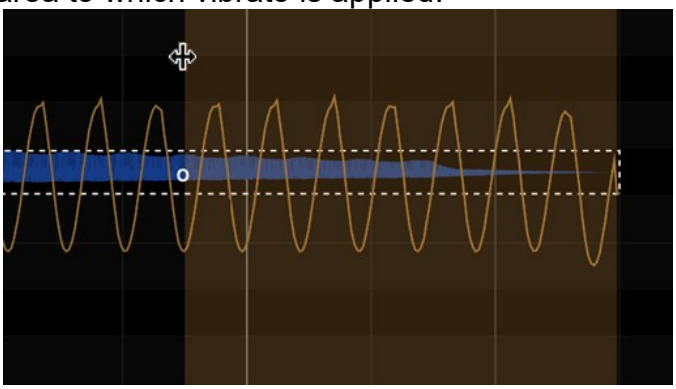


*1 Adjusts the length of the consonant. Adjustment is not possible if the lyrics start with a vowel.

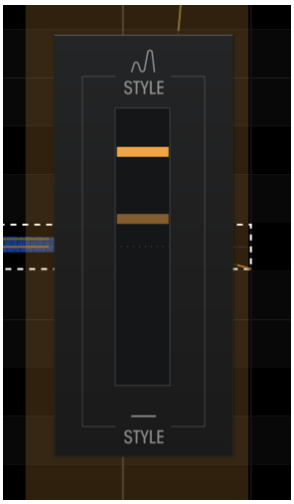
- If the Attack Release Effect Vibrato is applied to the note in the Note Inspector, you can display the pad below to adjust the period and amplitude of the vibrato by clicking the orange belt section.



Drag the left end of the orange belt section horizontally to adjust the area to which vibrato is applied.



- If an effect other than the Attack Release Effect Vibrato is applied to the note in the Note Inspector, you can display the slider below to adjust the “Accent” by clicking the orange belt section.





Action

When editing in the Musical Editor, there are several useful editing commands available. These commands are grouped into a menu within the Musical Editor toolbar for quick access.
Click the [Action] button to display a drop-down menu, from which you can perform various editing operations on the notes selected in the Musical Editor.

- Convert to Breath
  Converts the note’s lyrics and phonetic symbols to breath.

- Convert to Silence
  Converts the note’s lyrics and phonetic symbols to silence.



Grid

Quantizes the input note position or control parameter relative to the position, and sets Quantize for the note length. The selectable Grid values are the same as those in the Track Editor.

- Quantize can be turned off temporarily by clicking the mouse button while pressing the [Command] key (Mac) or [Ctrl] key (Windows).
- Right-click on a note and select "Quantize" or "Quantize 50%" from the context menu to quantize it.

Pitch Curve Display

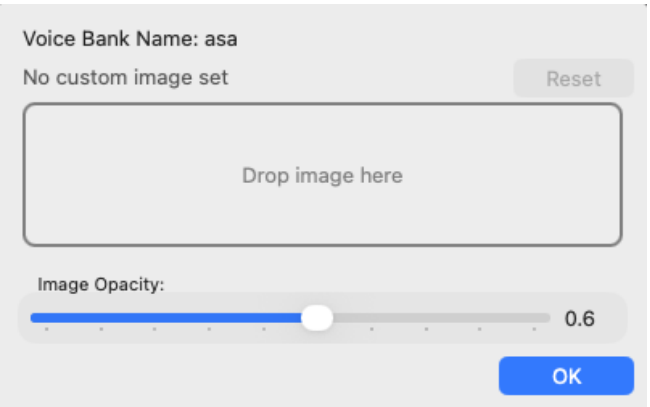
Toggle the pitch curve display to the Musical Editor on or off.

Waveform Display

Toggle the display of waveform image in Musical Editor ON/OFF.

Voice Bank Image Display

Toggle the display of Voice Bank image in Musical Editor ON/OFF.
Pressing the triangle button on the right will open the settings window.



Voice Bank images can be set by the user. Drag and drop a PNG image into the designated drag-and-drop area in the settings dialog. The maximum image size is 1024 × 1024 pixels.



Ruler

Displays the bar or time signature.

Set Start or End Marker to Song Position

The range to be played back repeatedly can be set by setting the start marker to the position you would like the repeated playback to commence and the end marker to the position that it will finish.
The respective markers displayed on the ruler can be freely repositioned along the time axis (for the interval set using Quantize) by dragging them.
The start marker is always placed in front of the end marker.
Repeat mode turns on automatically and the repeat range bar changes color whenever a start or end marker is repositioned.

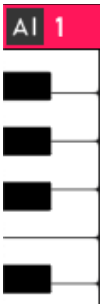
Changing the Part Length

Lengthen or shorten the track color band on the track to edit part length.

Piano Roll Header

Confirmation Sound

Pressing the key to the left of the piano roll plays a sample sound of the part voice if the Acoustic Feedback button is ON. The track type and number are shown at the top of the piano roll.



Piano Roll

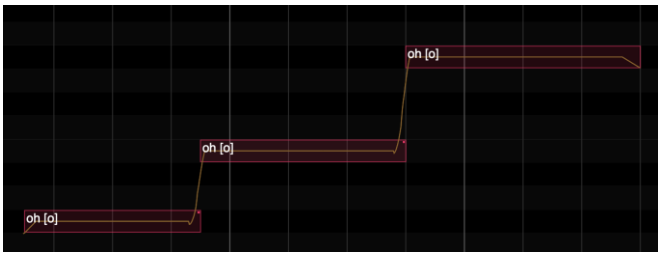


Zoom in/out

You can zoom in (+) or zoom out (-) vertically and horizontally.

Pitch Curve

The orange line displayed together on top of the note refers to the pitch curve of the synthesized sound.



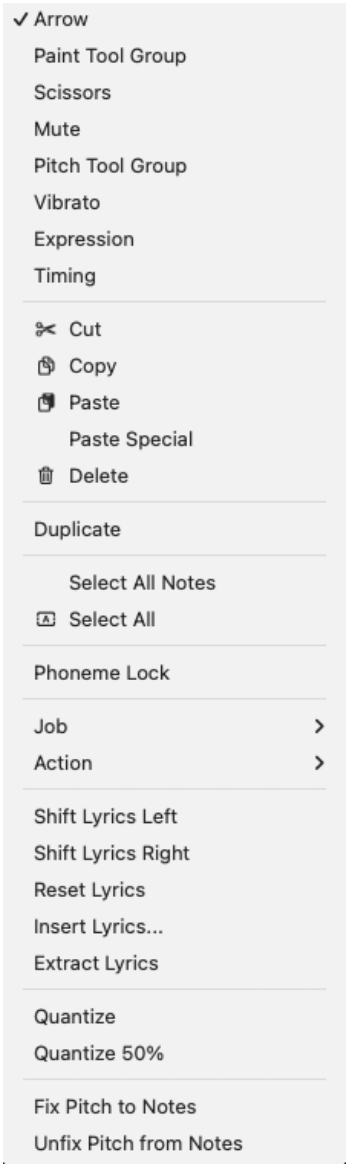
Context Menu

You can change tools and perform operations such as copying and pasting.

The functions differ for each target.

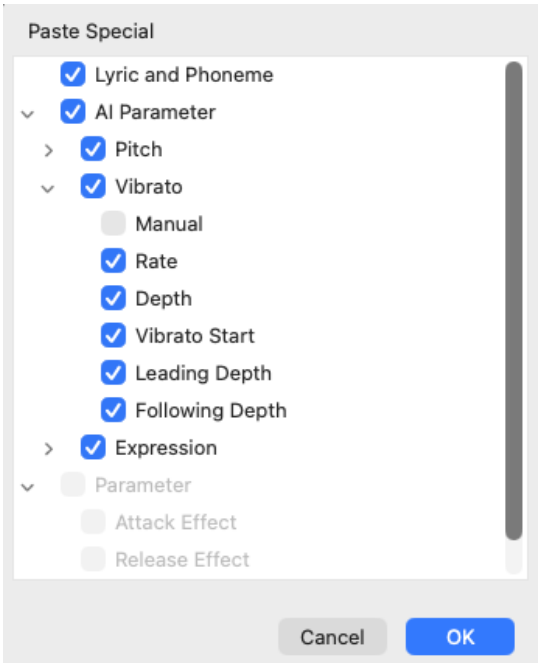
If the context menu is opened due to an event such as a note or breakpoint, the event will be selected. However, note that the selected status of the previously selected event will be removed.

The following screen is for piano roll.



Paste Special
Pastes only items selected from the dialog that appears.

Paste special dialog for the VOCALOID part



Job sub menu

The following processing is performed on the selected notes. If no note is selected, processing is performed on all notes in the part.

- Staccato: Apply staccato of a specified strength to the note.
- Divide Note Equally: Divide the note into equal lengths.
- Split Note: Split the note into specified lengths at a designated position.
- Join Notes: Join selected notes into one note.
- Resolve Overlaps: Resolve note overlapping.
- Insert Rest: Insert a rest of a specified length in ticks at the song position.
- Transpose: Transpose the note by the specified number of semitones.

Phoneme Lock

Protects or unprotects the phonetic symbols of notes. Protected phonetic symbols are excluded from automatic conversion by the system.

Quantize / Quantize 50%

Aligns the start position of notes to the grid. Quantize 50% moves notes 50% closer to the target grid position.

Fix Pitch to Notes / Unfix Pitch from Notes

Fixes or unfixes the analyzed or user-defined pitch on a per-note basis. When unfixed, the pitch is reset and recalculated by the system.

Entering Lyrics and Phonetic Symbols[*1]

Either lyrics or phonetic symbols can be edited depending on the selection of the two modes of “Lyrics Input Mode” in the Job menu, selected by either pressing the [Enter] key with the note selected or by double-clicking inside the note field.

For multilingual voices, lyrics with a mixture of languages can be entered.

*1 This function does not work if multiple notes are selected or if a note and control parameter are selected at the same time.

Display Phonetic Symbol Choices

If there are multiple phonetic symbol choices for input lyrics, the choices are displayed in a pull-down menu under the text field. The type of language to be converted is displayed on the right of the phonetic symbol suggestions.

If multiple terms demarcated by single-byte spaces are input, the phonetic symbol choices will not appear.

Melisma Symbol

The vowel of the previous note can be extended to produce the sound by entering a hyphen [-].

Extend a Part by Entering a Note in a Position Outside the Range of the Part

The part nearest to the note on the position of the created note or the pasted note can be extended.

Select the Next Note

The next note can be selected by pressing the [Right] key.

Select the Previous Note

The previous note can be selected by pressing the [Left] key.

Expand the Note Selection Range by One to the Right

The selection range of the note can be expanded by one to the right by pressing the [Shift] + [Right] keys.

Expand the Note Selection Range by One to the Left

The selection range of the note can be expanded by one to the left by pressing the [Shift] + [Left] keys.

Raise Note by Half a Tone

A note can be raised by half a tone by pressing the [Up] key.

Lower Note by Half a Tone

A note can be lowered by half a tone by pressing the [Down] key.

Raise Note by 1 Octave

A note can be raised by one octave by pressing the [Shift] + [Up] keys.

Lower Note by 1 Octave

A note can be lowered by one octave by pressing the [Shift] + [Down] keys.

Input Lyrics of Next Note

When entering the lyrics, press the [Tab] key in the text field displayed to shift to the lyrics input state for the next note.

Input Lyrics of Previous Note

When entering the lyrics, press the [Shift] + [Tab] keys in the text field displayed to shift to the lyrics input state for the previous note.

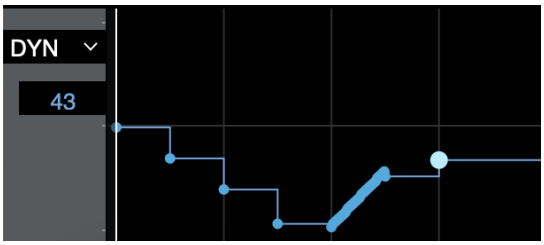
Control Parameter

Showing or Hiding the Control Parameters Area

When the Musical Editor is open, it is also possible to show/hide the Control Parameters area by clicking the  buttons in the bottom left area of the editor.

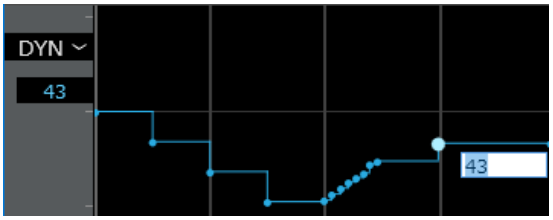
Entering Control Parameters*1

You can enter control parameters using the Musical Editor tool. The value of the selected control parameter will be displayed in a text box as shown below. You can edit the selected control parameter by changing the value in the text box.



When multiple control parameters are selected, the text box displays the value of the first selected parameter. Entering a value applies it to all selected control parameters.

If you select the arrow tool and double click the dot, a text box will appear at the bottom right where you can enter a value for that position.



*1 You can enable the text box to be edited by pressing the [Enter] key with a control parameter selected but this does not work if a note has been selected at the same time.

Description of Each Control Parameter

If a VOCALOID:AI part is displayed, only “Dynamics,” “Pitch Bend,” “Pitch Bend Sensitivity,” “Air,” “Character,” “Expression,” and “Attack” parameters can be edited. Note that “Expression” and “Attack” cannot be edited in a VOCALOID part.

Velocity

Adjusts the length of the consonant.

When this value is increased, the consonant becomes shorter and when it is decreased, the consonant becomes longer.

Dynamics
Adjusts the volume of the synthesized voice.

Pitch Bend
Adjusts the pitch of the pronunciation. The range of values is -8192 to +8191.

Pitch Bend Sensitivity
Adjusts the sensitivity of the pitch bend.

If the value is set to 12 half-tones, and the pitch bend is set to a value from 0 to +8191, the pitch is raised by 12 half-tones = 1 octave.

Exciter
Adjusts the tone of the voice.

Growl
Adjusts the extent of the growl.

Cross Synthesis
Adjusts the amount of blending with the cross synthesis.

Breathiness
Adjusts the amount of breath to mix in with the pronunciation and the tone of the vowel.

Air
Adjusts the amount of breath to mix in with the pronunciation.

Mouth
Adjusts the distinctness (mouth opening) of the pronunciation.

Character
Adjusts the formant of the pronunciation.

A feminine pronunciation is produced by raising this value.

A masculine pronunciation is produced by lowering this value.

Brightness
Adjusts the brightness of the pronunciation.

Clearness
Adjusts the clearness of the pronunciation.

Portamento Timing
Adjusts the position where the pitch of the pronunciation changes.

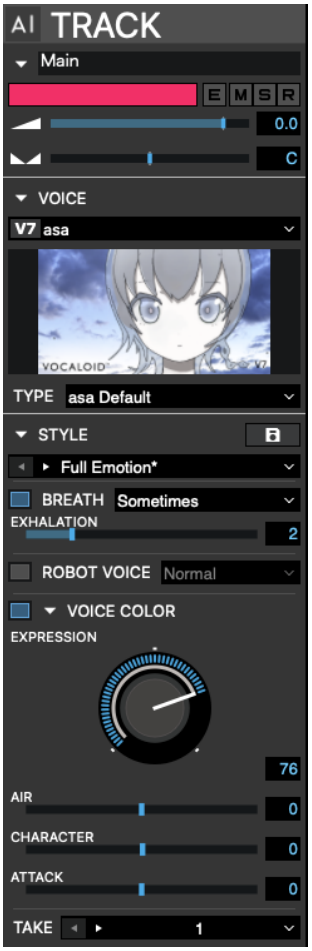
Expression
Sets the transition of volume changes passed to the engine for synthesis.

Attack
Adjusts the clarity of the pronunciation.

Inspector

Track Inspector

After selecting a track or part in the Track Editor, clicking the “Inspector” button of the main window displays the Track Inspector panel on the left side of the main window. Track Inspector can display information and change settings for the selected track.





TRACK NAME

Enters the track name.

VOICE

Selects a voice for each VOCALOID track.

VOICE TYPE

Selects the type of the selected voice. Some voices do not provide multiple voice types. In such cases, this option is not displayed.

STYLE

A style setting can be set for each VOCALOID track.
Even if the style is changed, control parameters such as “Pitch Bend” and “Dynamics” entered manually in the part will not disappear.
Created style presets can be saved or edited. However, pre-installed styles cannot be edited.



Save Style Preset

Styles can be saved by clicking the button to the right.

ROBOT VOICE

Changes the voice to a robot voice.

3 modes, HARD/NORMAL/SOFT, can be selected.

BREATH

This function analyzes a sequence and automatically inserts a breath at the appropriate location. You can also set the breath insertion frequency.

- EXHALATION: Sets the volume of the breath to insert.

SINGING SKILL

This is a MIDI effect that automatically applies a suitable pitch bend and dynamics according to the sequence. This function is only available for VOCALOID parts.

- SKILL: Adjusts the singing skill level.
- AMOUNT: Adjusts the inflection level.

VOICE COLOR

Determines the voice color.

- Applies an offset to the corresponding control parameters.EXCITER: Adjusts the tone of the voice.
  Settings range from muffled (-64) to bright (+63).
  Available only on VOCALOID tracks with VOCALOID parts.
- GROWL: Adjusts the level of growl.
  Settings range from clear (0) to hard (127).
  Available only on VOCALOID tracks with VOCALOID parts.
- BREATHINESS: Adjusts the amount of breath mixed into pronunciation and the tone of vowels.
  Settings range from clear (0) to bright (127).
  Available only on VOCALOID tracks with VOCALOID parts.
- AIR: Adjusts the amount of breath mixed into pronunciation.
  Settings range from clear (-100) to airy (+100) for VOCALOID:AI parts and from clear (0) to airy (127) for VOCALOID parts.
- MOUTH: Adjusts the diction (mouth opening level) of the pronunciation.
  Settings range from closed (-127) to open (0).
  Available only on VOCALOID tracks with VOCALOID parts.
- CHARACTER: Adjusts the formant of pronunciation. A feminine pronunciation is produced by raising this value. A masculine pronunciation is produced by lowering this value.
  Settings range from cool (-64) to cute (+63).
- EXPRESSION: Sets the transition of volume changes passed to the engine for synthesis.
  Settings range from soft (0) to powerful (100).
  Available only on VOCALOID tracks with VOCALOID:AI parts.
- ATTACK: Adjusts the clarity of the pronunciation.
  Settings range from SLOW (-100) to FAST (100).
  Available only on VOCALOID tracks with VOCALOID7 Voice Banks assigned.
-

Take

Changes the timing for pronouncing notes within parts. Available only on VOCALOID tracks with VOCALOID parts.

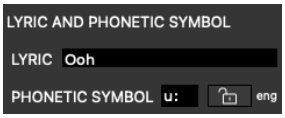
Note Inspector

After a note is selected in the Musical Editor, clicking the “Inspector” button in the upper left area of the main window screen displays the Note Inspector panel on the left side of the main window. Note Inspector can display information and change settings for the selected note.



Edit Lyrics

Both lyrics and phonetic symbols can be edited. Clicking the  button enables the phonetic symbols to be protected.



ATTACK EFFECT/RELEASE EFFECT

Enables you to apply effect settings for attack and release portions of notes. This function is for VOCALOID parts.

How to Apply/Cancel an Effect

A note can be applied on an effect having an Attack Release attribute.

To apply an effect, click the icon.

To cancel an effect, click the icon again.





Adjust Effect

Enables the intensity of each effect to be adjusted.

Settings range from SOFT (0.0) to HARD (1.0).



Category of Effect

There are several Attack Effects and Release Effects available, which are grouped into four respective categories:

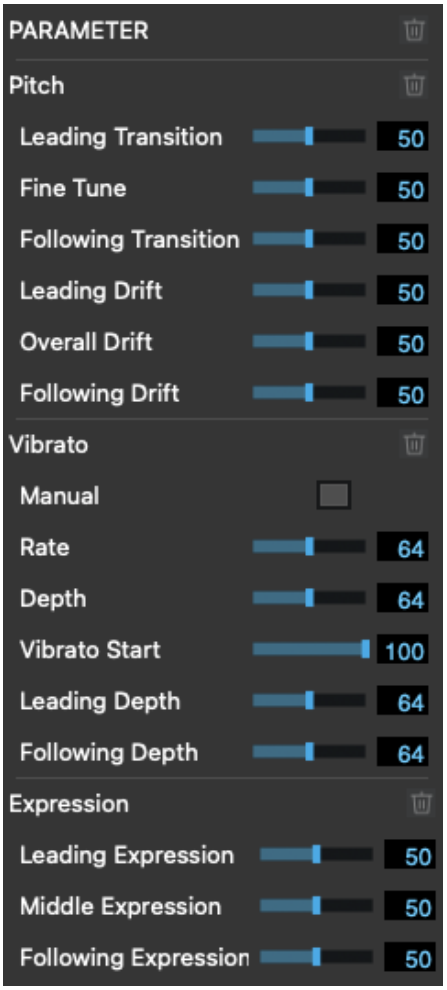
- Pitch
- Dynamics
- Tone
- Ornamentation

Attack Release Effects Designed for Specific Voice Banks

If there are special attack release effects designed for the selected Voice Bank, they are displayed at the top of each tab.

PARAMETER

Enables you to configure pitch, vibrato, and expression settings for notes. This function is compatible with the respective Musical Editor pitch, vibrato, and expression tools, and is for VOCALOID:AI parts.



Audio Effects Window

Clicking the E button in the Track Editor, Track Inspector, or the EFFECT button in the Mixer displays an Audio Effects Window relevant to the selected track or part.



How to Add an Audio Effect

In the Effect List on the right side of the Audio Effects Window, click the desired effect to be added.

How to Delete an Audio Effect

In the Effect List on the right side of the Audio Effects screen, click the effect to be deleted or right-click on the effect to be deleted and select “Delete Audio Effect.”

Bypass Method

Press the button at the top left of each effect to turn it off and bypass the effect.

Press the on the right side of the effect list to turn it off and bypass all effects.

Change Routing

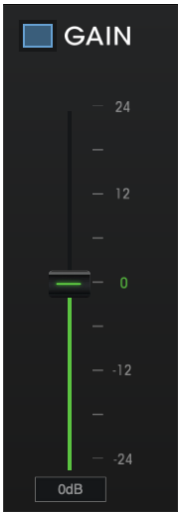
Drag and drop the effect to the position you want it in the Audio Effect Window to change the routing.

Preset of Each Audio Effect

A preset can be imported from the list at the top right of each effect.

GAIN

This effect adjusts the level.



DE-ESSER

This effect reduces excessive sibilance, primarily for vocal recordings. It is a special type of compressor that is tuned to be sensitive to the frequencies produced by the s-sound.

Press the MONITOR button to monitor signals that are filtered and cut during playback.



COMPRESSOR

A compressor is an effect used to narrow the dynamic range (the difference in volume between loud and soft) by compressing the sound.



EQUALIZER

A standard 4Band parametric equalizer equipped with a low-cut filter. Low and High are the shelving type.



DISTORTION

A standard distortion effect has four filter types. Distortion adds crunch to your tracks.



CHORUS

A standard chorus effect in which three filters including the flanger type can be selected. It works by doubling the audio that is sent into it with a slightly detuned version.



PHASER

Phaser is an effect to create the well-known swooshing phasing effect. A stereo enhancement function has been added.



TREMOLO

Tremolo is an amplitude modulation effect.



AUTO PAN

Auto Pan moves the sound to the left and right.



DELAY

This is a stereo delay effect that alternates each delay repeat between the left and right channels. The effect can either be tempo-based or use freely specified delay time settings.

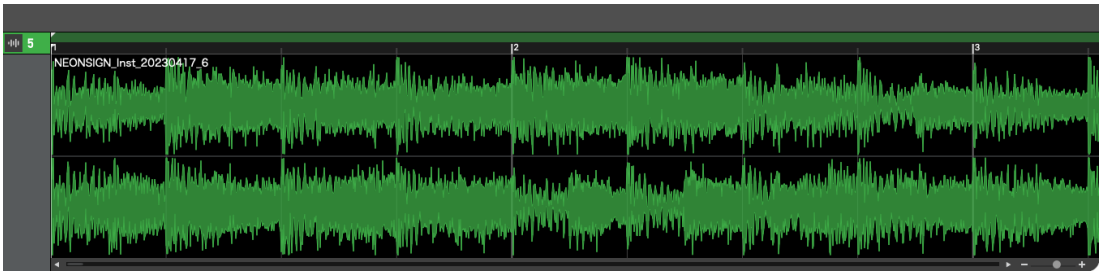


REVERB

This is a standard reverberation effect that has three types.



Wave Editor



CHANGE PITCH − + 0 Change Pitch

Raises or lowers the pitch of the audio from -12 (-1200 cent) to 12 (+1200 cent).

The value can also be changed by entering the value in the text field.

Time Stretch

Time can be stretched by pressing the [Option] key (Mac) or [Alt] key (Windows) while dragging the end of the audio part on the ruler in the Wave Editor, or pressing the [Option] key + dragging (Mac) or [Alt] key + dragging (Windows) the end of the audio part in the Track Editor.

The time stretch range is from 0.5 times to 4 times.

Browser

Pressing the Browser button of the main window displays the Browser on the right side of the window.

Voice Bank Browser

A window that displays Voice Banks. Installed Voice Banks are shown in a catalog format.



Web Browser

This is the window that displays the web page. You can see a link to the FAQ and a page to download the trial version.

Mixer

Pressing the Mixer button at the top right of the main window opens the Mixer.



EFFECT EFFECT Track Audio Effect Button

Displays the Audio Effect window for the track.

OUTPUT Main Audio Output Routing Setting

Sets the output destination of the track.

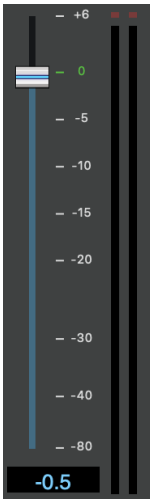
- For the standalone edition: The name of the audio device appears on the main track, and "Main" appears on all other tracks.
- For the VST/AU edition: The output destination path can be selected from the pull-down menu.

C Panpot Slider

Moves the pan position of the track.

Volume Fader

Operates the output level of the track.



Mute

Mutes the output from the track turned on.

Solo

Outputs only from a track turned on.

Recording

Select as a track for recording if turned on. This function is available only on VOCALOID tracks.

About the VST/AU Edition

Save Sequence in DAW Project File

When save is executed on the DAW side, sequence data of the VOCALOID7 VST/AU edition can be saved in a DAW project file.

The VOCALOID7 project (vprx) can be imported in the VOCALOID7 VST/AU edition.

Performing Operations from the VOCALOID7 VST/AU Version

Enables play and stop operations.

ARA Compatibility

With ARA-compatible sequencers and music software, the VOCALOID7 ARA extension functionality can be used to perform the following host application operations from the VOCALOID7 plugin.

- Change song position
- Specify repeat settings (set marker positions and enable/disable the repeat function)

For VOCALOID7 VST/AU editions, ARA extension functionality can be used by enabling the ARA plugin “VOCALOID7 Bridge” within the host project.

The method for enabling the ARA plugin differs depending on the host application, so refer to the corresponding application manual or other documentation for more details.

Note: If the VOCALOID7 plugin is not running with the same DAW project, a message appears indicating that the ARA plugin is not connected.

Tempo Synchronization

In VOCALOID7 VST/AU editions, playback can be synchronized with DAW tempo events. The synchronization mode can be switched on or off by clicking the button on the tempo track header.

- Local Tempo Mode
  The button is illuminated in this mode. Enables tempo track editing. On the VOCALOID side, tracks are played based on the VOCALOID tempo event setting. The song position on the VOCALOID side is synchronized with the DAW operation but the song position on the DAW side is not synchronized with VOCALOID operation. If a different tempo to the DAW side is specified, the song position will not match the vocal playback position.

- Global, Locked, and Synchronized Tempo Modes
  The button is not illuminated in this mode. The VOCALOID tempo track cannot be edited.
  The function behaves differently depending on the VOCALOID7 Bridge plugin connection status and whether the “Allow connection with VOCALOID Bridge plug-in” check box is selected in the [Preferences] - [Details] settings.

Mode	Allow Connection Selected	VOCALOID7 Bridge connection status	Action
Global tempo mode	No	Not connected	Uses the DAW tempo event setting. The audio playback position and song position will be unsynchronized if a DAW tempo change occurs during playback.
Locked tempo mode	Yes	Not connected	Uses the VOCALOID tempo event setting. The song position behaves the same as in Global tempo mode.
Synchronized tempo mode	Yes	Connected	The VOCALOID tempo events are synchronized with DAW tempo events. The song position remains synchronized with the DAW unit during playback.

Cubase Integration

VOCALOID7 can be used in conjunction with Cubase to create music.

This function is available only with Cubase.

To use this function, disable the ARA setting in the VOCALOID7 preferences.

Once the VOCALOID7 VSTi is set in a Cubase project and synchronization is detected, the function becomes active.

If the “VOCALOID7Extension” folder track does not exist in Cubase, it will be created automatically.

Only MIDI tracks within the “VOCALOID7Extension” folder track are synchronized.

Do not change the track name of the “VOCALOID7Extension” folder track, as renaming it may unintentionally affect the state of Cubase Integration.



The following information is synchronized between VOCALOID7 and Cubase:

- VOCALOID tracks (track name, mute, solo, Solo Defeat, track order)
- Part information (start position, end position, part name, and mute status)
- Tempo and time signature
- Play, stop, loop range, and loop enable/disable status
- Note information (start position, end position, pitch)
- Text assigned to notes (treated as lyrics in VOCALOID)
- Control parameters
- Pitch bend

When Cubase Integration is enabled, selecting a synchronized MIDI track in Cubase lets you change the voice and certain Voice Color parameters of the corresponding VOCALOID track in the VST Instruments window.



When Cubase Integration is enabled, control parameters can be entered from the control lane of the region of the MIDI track being synchronized in Cubase.

MIDI CCs correspond to control parameters as shown in the table below.

Control Parameters	MIDI CC (VOCALOID Part)	MIDI CC (VOCALOID:AI Part)
VEL (Velocity)	Velocity	-
DYN (Dynamics)	CC11	CC11
PB (PitchBend)	Pitch Bend	Pitch Bend
PBS (Pitch Bend Sensitivity)	CC6	CC6
PBS *1	CC38	CC38
PBS *1	CC101	CC101
PBS *1	CC100	CC100
EXT (Exciter)	CC20	-
GRW (Growl)	CC82	-
XSY (Cross Synthesis)	CC81	-
BRE (Breathiness)	CC17	-
AIR (Air)	CC21	CC85
CHA (Character)	CC22	CC86
BRI (Brightness)	CC74	-
CLR (Clearness)	CC18	-
POR (Portamento Timing)	CC5	-
EXP (Expression)	-	CC83
ATK (Attack) *2	-	CC87

*1: CC101 and CC100 are MIDI RPN MSB/LSB. To select Pitch Bend Sensitivity, always enter 0 for both values. VOCALOID7 does not support entering Pitch Bend Sensitivity in cents using CC38.

*2: Available only on VOCALOID tracks with VOCALOID7 Voice Banks assigned.

Note:

- VOCALOID7 audio tracks are not subject to Cubase Integration.
- MIDI CC values entered in the regions of synchronized MIDI tracks are converted to the value range on the VOCALOID side.
- MIDI CC events and tempo events entered in Cubase are all treated as step events in VOCALOID7.
- VOCALOID-specific parameters cannot be edited from the Cubase side.
- Due to implementation limitations of the Cubase Integration feature, changes to VOCALOID parameters made from the Cubase side may not always be restored to their previous state by Undo/Redo for some parameters after operations such as track or note deletion.

About VOCALOID7 Editor Lite

VOCALOID7 Editor Lite is a free editor included with Voice Bank products that enables you to enjoy creating songs using Voice Banks without having to purchase VOCALOID7 Editor.

Differences from VOCALOID7 Editor

VOCALOID7 Editor Lite is a free version of VOCALOID7 Editor and has the same features, but with some limitations, which are listed as follows:

- Only one VOCALOID track can be used in the same project.
- Only one audio track can be used in the same project.
- When a project file saved with the paid version of VOCALOID7 Editor is loaded, any tracks that exceed the track count limit are not loaded. *1

*1: When opening a project file in which multiple VOCALOID tracks are saved, the track with the lowest track number is loaded. Similarly, when opening a project in which multiple audio tracks are saved, the audio track with the lowest track number is loaded. If you save the project, the unloaded tracks are deleted.

- Functions such as VST and AU that are used together with a DAW are not available. *2

*2: VOCALOID7 Editor Lite is installed as a DAW plug-in, but when a project file with a track in which the plug-in is embedded is loaded into a DAW, the editor screen does not open.

Authorization of VOCALOID7 Editor Lite

Unlike the VOCALOID7 Editor trial version, there is no time limit on the use of VOCALOID7 Editor Lite and hence you can use it indefinitely. However, to use it indefinitely, you need to have at least one purchased Voice Bank authenticated. (For details on how to authorize VOCALOID7 products, see the installation manual "VOCALOID_Install_Manual_ENG.pdf".)

If you purchase VOCALOID7 Editor, by simply re-authorizing VOCALOID7 Editor Lite with the VOCALOID7 Editor serial code, you can now use the software as the paid version of VOCALOID7 Editor without having to reinstall the program. In this case, VOCALOID7 Editor will revert to VOCALOID7 Editor Lite when it is deauthorized.

Auto Vibrato

VOCALOID7 Editor features an "Auto Vibrato" feature that automatically applies vibrato to notes in VOCALOID:AI tracks.

For notes where the Note Inspector's [Vibrato] > [Manual] are disabled, vibrato will be automatically set according to the phrase during the following operations.

- When entering notes
- When changing the length of the notes
- When loading the sequence
- When you duplicate notes

Appendix

Phoneme

VOCALOID7 Phonetic Symbol Table (English)

Symbol	Sample	Comments
V	Strut	
e	Them	
I	Kit	
i:	Beef	
{	Trap	
O:	Taught	
Q	Lot	
U	Put	

Symbol	Sample	Comments
u:	Boot	
@r	Maker	
eI	Pay	
aI	Buy	
OI	Boy	
@U	Oat	
aU	Loud	
I@	Beer	
e@	Bear	
U@	Poor	
O@	Pour	
Q@	Star	
w	Way	
j	Yellow	
b	Cab	
d	Bad	
g	Bag	
bh	Big	beginning of syllable, with aspiration
dh	Dog	beginning of syllable, with aspiration
gh	God	beginning of syllable, with aspiration
dZ	Jeans	
v	Vote	
D	Their	
z	Resort	
Z	Asia	
m	Mind	
n	Night	
N	Long	
r	Red	
l	Feel	
l0	List	beginning of syllable
p	Dip	
t	Sit	
k	Rock	
ph	Peace	beginning of syllable, with aspiration
th	Top	beginning of syllable, with aspiration
kh	Kiss	beginning of syllable, with aspiration
tS	Touch	
f	Feel	

Symbol	Sample	Comments
T	Think	
s	Sea	
S	Share	
h	Hat	
@	-	schwa (reduced vowel sound)

VOCALOID7 Phonetic Symbol Table (Japanese)

Symbol	Sample (in roman letters)	Comments
a	a i	
i	i ma	
M	u ta	
e	e ga o	
o	o mo i	
k	ko ko ro	
k'	ki bo u	/i/が後ろに続く
g	ge n ki	
g'	gi ri	/i/が後ろに続く
N	o n ga ku	/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
N'	ka gi	/i/に続く、/g/を鼻音化 発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
s	sa da me	
S	shi a wa se	
z	ki zu	発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
Z	i ji	発音記号を直接入力する場合にのみ使用できます。（VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
dz	zu bo shi	単語の始め
dZ	ji bu n	単語の始め
t	ta i do	
t'	ba ra e ti	/i/が後ろに続く
ts	tsu ki	

Symbol	Sample (in roman letters)	Comments
tS	i no chi	
d	da i chi	
d'	me ro di	/i/が後ろに続く
n	na mi da	
J	ni o i	/i/が後ろに続く
h	ha na	
h\	ma ho u	単語の途中 発音記号を直接入力する場合にのみ使用できます。 （VOCALOID パートでのみ有効、VOCALOID:AI パートでは発音されません。）
C	hi na gi ku	/i/が後ろに続く
p\	fu shi gi	
p\'	fi a n se	
b	bo ku	
b'	bi ji n	/i/が後ろに続く
p	po su to	
p'	pi a no	/i/が後ろに続く
m	ma na ko	
m'	mi ra i	/i/が後ろに続く
j	yu me	
4	so ra	
4'	ri ku tsu	/i/が後ろに続く
w	wa ta shi	
N\	ji ka N\	

VOCALOID7 Phonetic Symbol Table (Korean)

Symbol	Main Symbol	Complementary Symbol	Sound Classification	Comments
ㅏ	[a]		모음	
ㅑ	[ja]			
ㅓ	[7]			
ㅕ	[j7]			
ㅗ	[o]			
ㅛ	[jo]			
ㅜ	[u]			
ㅠ	[ju]			
ㅡ	[M]			
ㅣ	[i]			
ㅐ, ㅔ	[e]			[ㅐ]와 [ㅔ]를 구별하지 않고, [ㅐ]를 대표음으로 발음
ㅒ, ㅖ	[je]			[ㅒ]와 [ㅖ]를 구별하지 않고, [ㅒ]를 대표음으로 발음
ㅘ	[oa]			
ㅝ	[u7]			
ㅙ, ㅚ, ㅞ	[ue]			[ㅙ],[ㅚ],[ㅞ]는 구별하지 않고, [ㅙ]를 대표음으로 발음
ㅟ	[ui]			
ㅢ	[Mi]			
ㄱ	[g]	[gp]	유성파열음	[gp]는 받침소리
ㄴ	[n]	[np]	비음	[np]는 받침소리
ㄷ	[d]	[dp]	유성파열음	[dp]는 받침소리

ㄹ	[r]	[l], [rp]	유음	[rp]는 받침소리, [l]은 [rp] 뒤의 [r] 발음(영어의 [l] 발음에 해당)
ㅁ	[m]	[mp]	비음	[mp]는 받침소리
ㅂ	[b]	[bp]	유성파열음	[bp]는 받침소리
ㅅ	[s]	[sh]	무성마찰음	[sh]는 [s]가
				모음[ja],[j7],[jo], [ju],[i],[je],[ui]와 결합할 때의 발음
ㅇ	[N]	[Np]	비음	[Np]는 받침소리
ㅈ	[c]		유성파찰음	
ㅊ	[ch]		무성파찰음	
ㅋ	[k]			
ㅌ	[t]			
ㅍ	[p]		무성파열음	
ㅎ	[h]		무성마찰음	
ㄲ	[g']		유성파열음	
ㄸ	[d']			
ㅃ	[b']			
ㅆ	[s']	[sh']	무성마찰음	[sh']는 [s']가 모음[ja],[j7],[jo], [ju],[i],[je],[ui]와 결합할 때의 발음
ㅉ	[c']		유성파찰음	

VOCALOID7 Phonetic Symbol Table (Spanish)

Symbol	Sample	Comments
a	Padre	
e	Enero	
i	Finca	
o	Foco	
u	unidos	
I	Aire rey hoy muy	forms diphthong [a I] forms diphthong [e I] forms diphthong [o I] forms diphthong [u I]
U	Pausa neutro bou	forms diphthong [a U] forms diphthong [e U] forms diphthong [o U]
j	Hacia tierra piojo viuda	palatal approximant forms diphthong [j a] forms diphthong [j e] forms diphthong [j o] forms diphthong [j u]
w	cuadro fuego cuota fuimos	forms diphthong [w a] forms diphthong [w e] forms diphthong [w o] forms diphthong [w i]
p	Perro	
t	Tuyo	
k	Carro	
b	Vino	occlusive
d	Donde	occlusive
g	Gata	occlusive
B	Cabra	approximant
D	Nada	approximant
G	Luego	approximant
tS	Chico	
f	Fácil	
T	Pez	
s	Sala	
x	Jamón	
m	madre	
n	Nada	
J	Caña	
l	hablar	
r	Pero	sometimes written as [4]
rr	Perro	sometimes written as [r]

Symbol	Sample	Comments
L	Mi<u>ll</u>ón	palatal lateral approximant, in some accents pronounced [j\] (see: yeísmo)
j\	Sa<u>y</u>o	voiced palatal fricative, sometimes pronounced [j]

VOCALOID7 Phonetic Symbol Table (Chinese)

Symbol	Sample (pinyin)	Comments
a	Ba	
o	Po	
7	Ke	
i	ji , yi	
u	fu , wu	
y	ju , qu , xu , nv , lv , yu	following /j/ , /q/ , /x/ (pinyin : u) following /n/ , /l/ (pinyin : v)
@`	Er	
i\	zi , ci , si	following /z/ , /c/ , /s/ (pinyin : i)
i`	zhi , chi , shi , ri	following /zh/ , /ch/ , /sh/ , /r/ (pinyin : i)
aI	Sai	
ei	Fei	
AU	Hao	
@U	Hou	
ia	xia , ya	
iE_r	jie, ye	
ua	kua , wa	
uo	huo , wo	
yE_r	jue , que , xue , nve , lve , yue	following /j/ , /q/ , /x/ (pinyin : ue) following /n/ , /l/ (pinyin : ve)
iAU	xiao , yao	
i@U	jiu , you	
uaI	kuai , wai	
uei	gui , wei	
a_n	Fan	
@_n	Fen	
i_n	xin , yin	
iE_n	qian , yan	
ua_n	duan , wan	
u@_n	dun , wen	
y_n	xun , yun	
y{_n	xuan , yuan	
AN	Pang	

Symbol	Sample (pinyin)	Comments
@N	Beng	
iN	xing , ying	
iAN	xiang , yang	
uAN	chuang , wang	
u@N	Weng	
UN	Dong	
iUN	xiong , yong	
p	Bo	
p_h	Po	
m	Mo	
f	Fo	
t	De	
t_h	Te	
n	Ne	
l	Le	
k	Ge	
k_h	Ke	
x	He	
ts\	Ji	
ts_h	Qi	
s\	Xi	
ts`	Zhi	
ts`_h	Chi	
s`	Shi	
z`	Ri	
ts	Zi	
ts_h	Ci	
s	Si	

VOCALOID7 Phonetic Symbol Table (Chinese) (Bopomofo)

Symbol	Sample (bopomofo)	Comments
a	ㄅㄚ	
o	ㄆㄛ	
7	ㄇㄜ	
i	ㄐㄧ, ㄧ	
u	ㄈㄨ, ㄨ	
y	ㄐㄩ, ㄑㄩ, ㄒㄩ, ㄍㄩ, ㄌㄩ, ㄩ	
@`	ㄦ er	
i\	ㄕ, ㄔ, ㄙ	vowel part
i`	ㄓ, ㄔ, ㄕ, ㄖ	vowel part
aI	ㄙㄞ	
ei	ㄈㄟ	
AU	ㄏㄠ	
@U	ㄏㄡ	
ia	ㄒㄧㄚ, ㄧㄚ	
iE_r	ㄐㄧㄝ, ㄧㄝ	
ua	ㄎㄨㄚ, ㄨㄚ	
uo	ㄏㄨㄛ, ㄨㄛ	
yE_r	ㄐㄩㄝ, ㄑㄩㄝ, ㄒㄩㄝ, ㄍㄩㄝ, ㄌㄩㄝ, ㄩㄝ	
iAU	ㄒㄧㄠ, ㄧㄠ	
i@U	ㄐㄧㄡ, ㄧㄡ	
ual	ㄎㄨㄞ, ㄨㄞ	
uei	ㄍㄨㄟ, ㄨㄟ	
a_n	ㄈㄢ	
@_n	ㄈㄣ	
i_n	ㄒㄧㄣ, ㄧㄣ	
iE_n	ㄑㄧㄢ, ㄧㄢ	

Symbol	Sample (bopomofo)	Comments
ua_n	ㄉㄨㄢ, ㄨㄢ	
u@_n	ㄉㄨㄣ, ㄨㄣ	
y_n	ㄒㄩㄣ, ㄩㄣ	
y{_n	ㄒㄩㄢ, ㄩㄢ	
AN	ㄆㄤ	
@N	ㄣㄥ	
iN	ㄒㄧㄥ, ㄧㄥ	
iAN	ㄒㄧㄤ, ㄧㄤ	
uAN	ㄔㄨㄤ, ㄨㄤ	
u@N	ㄨㄥ	
UN	ㄉㄨㄥ	
iUN	ㄒㄩㄥ, ㄩㄥ	
p	ㄅㄛ	
p_h	ㄆㄛ	
m	ㄇㄛ	
f	ㄈㄛ	
t	ㄉㄜ	
t_h	ㄊㄜ	
n	ㄋㄜ	
l	ㄌㄜ	
k	ㄍㄜ	
k_h	ㄎㄜ	
x	ㄏㄜ	
ts\	ㄐㄧ	
ts_h	ㄑㄧ	
s\	ㄒㄧ	
ts`	ㄓ	consonant part
ts`_h	ㄔ	consonant part
s`	ㄕ	consonant part
z`	ㄖ	consonant part
ts	ㄗ	consonant part
ts_h	ㄘ	consonant part

Symbol	Sample (bopomofo)	Comments
s	ㄙ	consonant part

Shortcut Keys

The following tables show the functions assigned to shortcut keys in the default shortcut preset (VOCALOID7).

You can edit shortcut key assignments in the keyboard shortcuts settings.

File

Function	Mac	Windows
New	[Command]+[N]	[Ctrl]+[N]
Open	[Command]+[O]	[Ctrl]+[O]
Close	[Command]+[W]	
Save	[Command]+[S]	[Ctrl]+[S]
Save As	[Command]+[Shift]+[S]	[Ctrl]+[Shift]+[S]
Audio Mixdown	[Command]+ [E]	[Ctrl]+ [E]
Quit	[Command]+[Q], [Option]+[F4]	[Ctrl]+[Q], [Alt]+[F4]

Edit

Function	Mac	Windows
Undo	[Command]+[Z]	[Ctrl]+[Z]
Redo	[Command]+[Y] [Command]+[Shift]+[Z]	[Ctrl]+[Y] [Ctrl]+[Shift]+[Z]
Cut	[Command]+[X]	[Ctrl]+[X]
Copy	[Command]+[C]	[Ctrl]+[C]
Paste	[Command]+[V]	[Ctrl]+[V]
Delete	[Delete], [Backspace]	[Delete], [Backspace]
Duplicate	[D]	[D]
Select All	[Command]+[A]	[Ctrl]+[A]
Add Track	[T]	[T]
Insert Silence	[Command]+[Shift]+[E]	[Ctrl]+[Shift]+[E]
Delete Time	[Option]+[Delete]	[Alt]+[Delete]
Join Events	[J]	[J]

Job

Function	Mac	Windows
Normalize Audio Wave	[Option]+[N]	[Alt]+[N]
Insert Lyrics	[Command]+[I]	[Ctrl]+[I]
Lyric Input Mode	[Command]+[R]	[Ctrl]+[R]

Transport

Function	Mac	Windows
Stop	[0], [Num 0]	[0], [Num 0]
Record	[Num *]	[Num *]
Repeat	[C]	[C]
Set Repeat to Selection Range	[P]	[P]
Set Start Marker to Song Position	[Command]+[Num 1]	[Ctrl]+[Num 1]
Set End Marker to Song Position	[Command]+[Num 2]	[Ctrl]+[Num 2]
Auto Scroll	[F]	[F]
Solo	[S]	[S]
Mute	[M]	[M]
Global Solo	[Command]+[Option]+[Shift]+[S]	[Ctrl]+[Alt]+[Shift]+[S]
Global Mute	[Command]+[Option]+[Shift]+[M]	[Ctrl]+[Alt]+[Shift]+[M]
Rewind by Grid	[Option]+[Num -]	[Alt]+[Num -]
Forward by Grid	[Option]+[Num +]	[Alt]+[Num +]
Rewind by Bar	[Num -]	[Num -]
Forward by Bar	[Num +]	[Num +]
Fast Rewind by Bar	[Shift]+[Num -]	[Shift]+[Num -]
Fast Forward by Bar	[Shift]+[Num +]	[Shift]+[Num +]

View

Function	Mac	Windows
Editor	[F2]	[F2]
Mixer	[F3]	[F3]
Inspector	[F5], [Option]+[I]	[F5], +[Alt]+[I]
Show or Hide Lower Zone	[Command]+[Option]+[B]	[Ctrl]+[Alt]+[B]
Show or Hide Control Parameters Area	[Command]+[P]	[Ctrl]+[P]
Zoom In Horizontally	[H], [Command]+ Trackpad horizontal scrolling	[H]
Zoom Out Horizontally	[G], [Command]+ Trackpad horizontal scrolling	[G]
Horizontal Zoom In/Out Wheel	[Command]+[Shift]+Wheel	[Ctrl]+[Shift]+Wheel
Zoom In Vertically	[Shift]+[H],	[Shift]+[H]

	[Command]+ Trackpad vertical scrolling	
Zoom Out Vertically	[Shift]+[G], [Command]+ Trackpad vertical scrolling	[Shift]+[G]
Vertical Zoom In/Out Wheel	[Command]+Wheel	[Ctrl]+Wheel
Zoom Full	[Shift]+[F]	[Shift]+[F]
Zoom to Selected Parts	[Z]	[Z]

Window/Setting/Help

Function	Mac	Windows
Minimize	[Command]+[M]	
Preferences	[Command]+[,]	[Ctrl]+[,]
Reference Manual	[F1]	[F1]

Track Editor Tools

Function	Mac	Windows
Arrow	[1]	[1]
Paint Tool Group	[2]	[2]
Temporary Switching of Pencil	[Option]	[Alt]
Scissors	[3]	[3]
Temporary Quantize OFF	[Command]	[Ctrl]

Track Editor Controls

Function	Mac	Windows
Play/Stop	[Space]	[Space]
Time Display	[/], [Num /]	[/], [Num /]

Track View

Function	Mac	Windows
Audio part time stretch	[Option]+Drag	[Alt]+Drag
Part - Paste Special	[Command]+ [Option]+[Shift]+[V]	[Ctrl]+[Alt]+[Shift]+[V]

Musical Editor Tools

Function	Mac	Windows
Arrow	[1]	[1]
Paint Tool Group	[2]	[2]
Temporary Switching of Pencil	[Shift]	[Shift]
Scissors	[3]	[3]
Pitch	[4]	[4]
Vibrato	[5]	[5]
Expression	[6]	[6]
Timing	[7]	[7]
Emotion	[E]	[E]
Temporary Grid OFF	[Command]	[Ctrl]

Piano Roll

Function	Mac	Windows
Entering the Lyrics and Phonetic Symbols	[Enter]	[Enter]
Select the Next Note	[Right]	[Right]
Select the Previous Note	[Left]	[Left]
Expand the Note Selection Range by One to the Right	[Shift]+[Right]	[Shift]+[Right]
Expand the Note Selection Range by One to the Left	[Shift]+[Left]	[Shift]+[Left]
Raise Note by Half a Tone	[Up]	[Up]
Lower Note by Half a Tone	[Down]	[Down]
Raise Note by One Octave	[Shift]+[Up]	[Shift]+[Up]
Lower Note by One Octave	[Shift]+[Down]	[Shift]+[Down]
Input Lyrics of Next Note	[Tab]	[Tab]
Input Lyrics of Previous Note	[Shift]+[Tab]	[Shift]+[Tab]
Shift Lyrics Left	[Shift]+[A]	[Shift]+[A]
Shift Lyrics Right	[Shift]+[Z]	[Shift]+[Z]
Quantize	[Q]	[Q]
Quantize 50%	[Shift]+[Q]	[Shift]+[Q]
Note - Paste Special	[Command]+[Option]+[V]	[Ctrl]+[Alt]+[V]
Split Note	[Option]+[X]	[Alt]+[X]
Divide Note Equally	[Option]+[Shift]+[X]	[Alt]+ [Shift]+[X]
Resolve Overlaps	[Command]+[Option]+[N]	[Ctrl]+[Alt]+[N]
Transpose	[Command]+[Shift]+[T]	[Ctrl]+[Shift]+[T]
Staccato	[Option]+[Shift]+[S]	[Alt]+[Shift]+[S]
Insert Rest	[Option]+[Shift]+[I]	[Alt]+[Shift]+[I]
Extract Lyrics	[Option]+[Shift]+[L]	[Alt]+[Shift]+[L]

Control Parameters

Function	Mac	Windows
Entering the Control Parameter	[Enter]	[Enter]

Common

Function	Mac	Windows
Default Value Input of Parameter	[Command]+Click	[Ctrl]+Click
Select Multiple Events	[Command]+Click	[Ctrl]+Click

Troubleshooting

For answers to frequently asked questions, see the following website:
https://www.vocaloid.com/en/support/faq