VX-β (Ver. 3.0.3) Quick Manual

December 17th, 2025

VX-β

Precautions and Notes 4
1. Install instructions 5
1.1. Opening the installer 5
1.1.1. Windows 5
1.1.2. macOS 7
1.2. Activation 10
1.3. Confirmation of Loading VX Beta 10
1.3.1. For Steinberg Cubase : VSTi Plug-in 11
1.3.2. For Apple Logic : AU Plug-in 12
1.3.3. For Ableton Live : VSTi Plug-in 13
1.3.4. For PreSonus Studio One : VSTi Plug-in 14
1.3.5. For FL Studio : VSTi Plug-in 14
1.4. Uninstall 15
1.4.1. Windows 15
1.4.2. macOS 16
2. Basic usage of VX-β 17
2.1. How to input a sequence using piano roll（Cubase only） 17
2.2. How to load a sequence 20
3. Manipulation procedure in VX-β 24
3.1. Voice Bank 24
3.2. Parameters 24
3.3. Automation edit 25
3.4. Pitch editing function 28
3.5. Keep Voicing、Guide Tone、Visual functions 30
3.5.1. Keep Voicing 30
3.5.2. Guide Tone 30
3.5.3. Visual 30
3.6. Other functions 31
3.6.1. Inserting and cutting a breath 31
3.6.2. Vowels cut off 31
3.6.3. Follow button 31
4. Phonetic symbols 32

4.1. Basic information on phonetic symbols 32
4.2. List of Japanese ‘kana’ phonetic symbols 32
4.3. List of English phonetic symbols 35
4.4. Special symbols List 37
FAQ 37

Precautions and Notes

- User License
  - This software can only be used by customers who have agreed to the End-User License Agreement.
  - Please be sure to read the End-User License Agreement during installation.
- Expiry date for VX-β
  - There is no limit on the usage period for VX-β. You can use it for an unlimited period if you have VOCALOID6 Editor authorized using VOCALOID Authorizer. Please note that VX-β cannot be used with the authorization of VOCALOID6 Editor Lite or with the VOCALOID Editors prior to VOCALOID5.
- Operating environment
  - The system environments that we tested and confirmed the software works properly are listed on the VX-β webpage.
  - Since VX-β is a beta product, please note that we do not “guarantee” it will work perfectly in the listed environments.
- Tutorial
  - You can find a tutorial that tells the process of installation, authorization, and making the first sound for VX-β on the VOCALOID official website.
    (Windows) https://www.vocaloid.com/en/learn/ln6108/
    (macOS) https://www.vocaloid.com/en/learn/ln6109/

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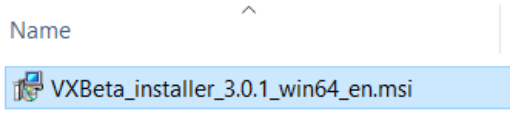
1. Install instructions

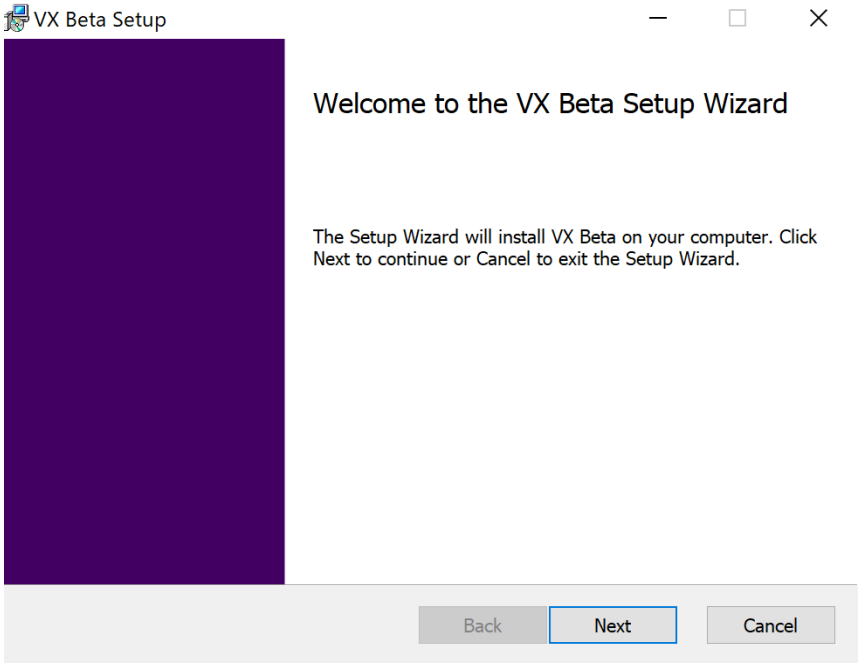
1.1. Opening the installer

1.1.1. Windows

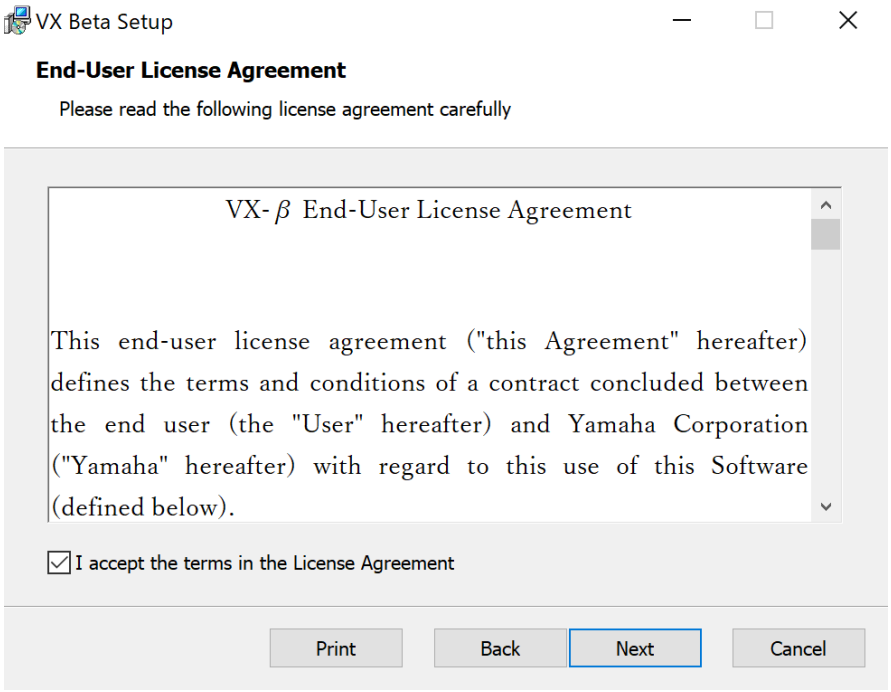
Unzip the ZIP file, double-click VXBeta_installer_(version number)_win64_en.msi to launch the installer (the image below is for Ver. 3.0.1)



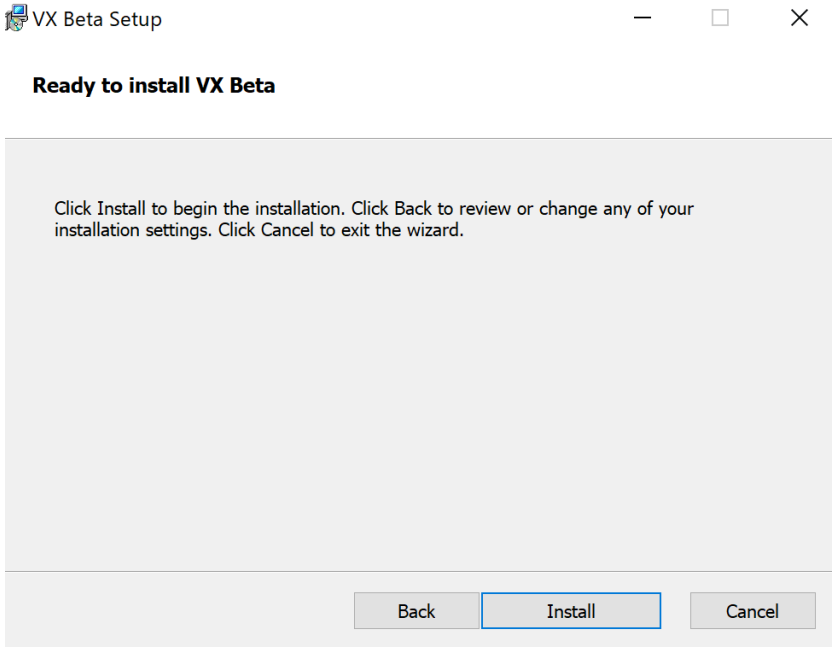
Follow the instructions on the screen to install.



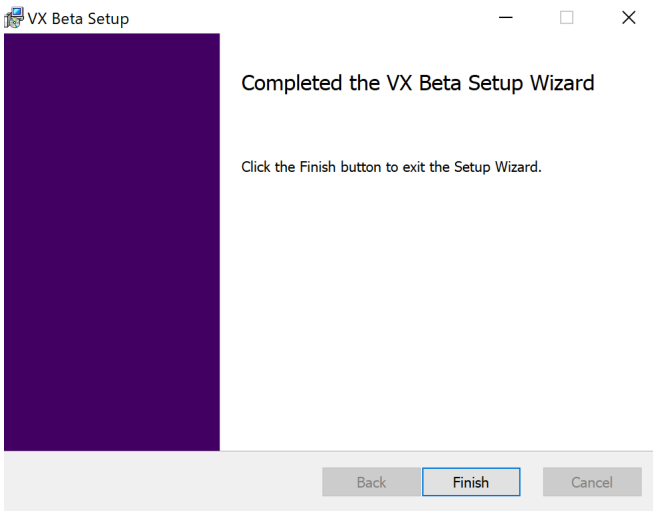
Please review the contents of the End-User License Agreement, check the box and click ‘Next’.



Click ‘Install’.

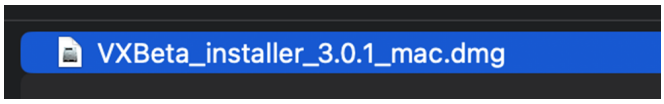


The message ‘Completed the VX Beta Setup Wizard’ will appear to tell the whole installation process completed successfully.

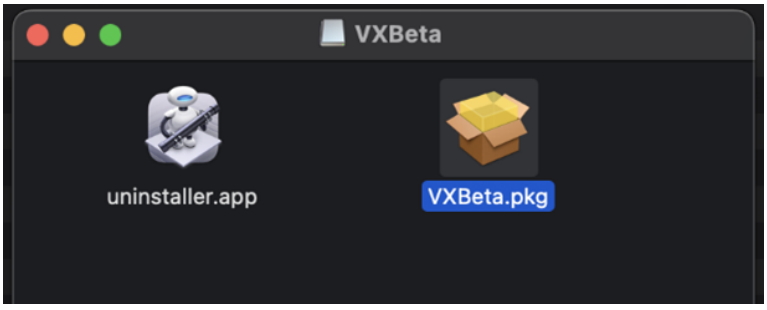


1.1.2. macOS

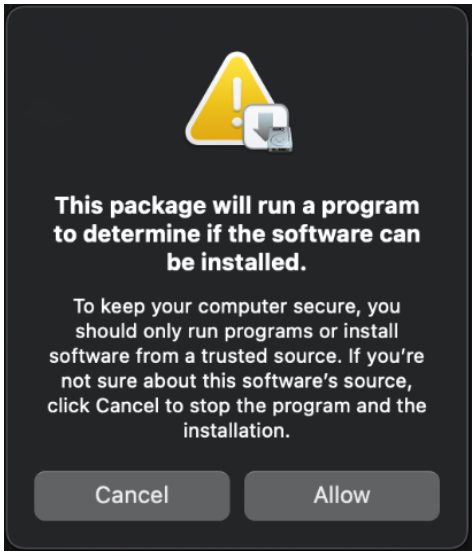
Unzip the ZIP file, double-click VXBeta_installer_(version number)_mac.dmg to launch the installer (the image below is for Ver. 3.0.1)



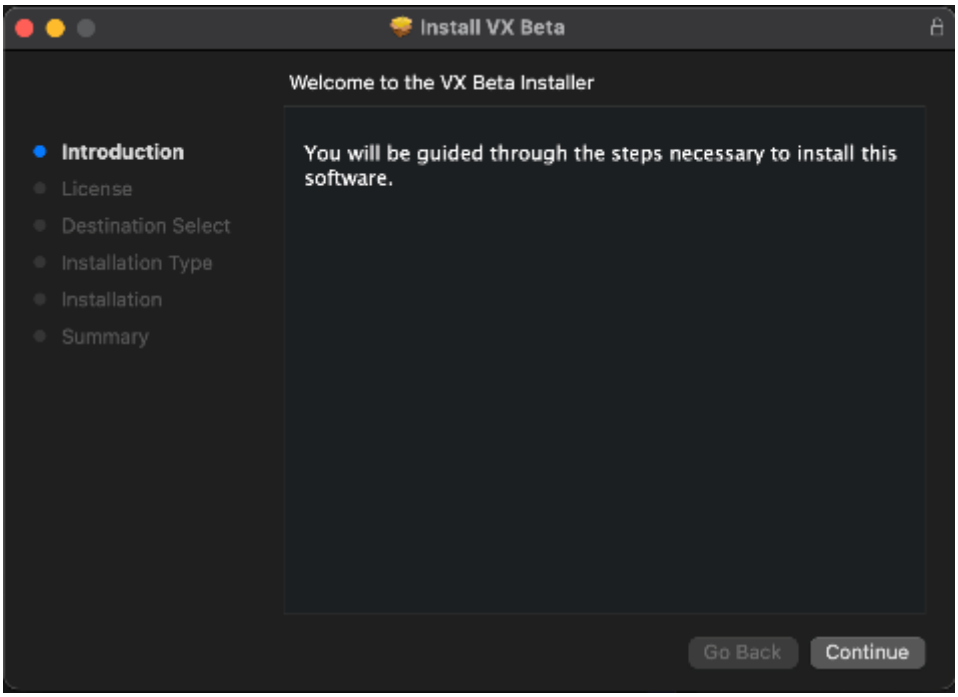
Double-click VXBeta.pkg



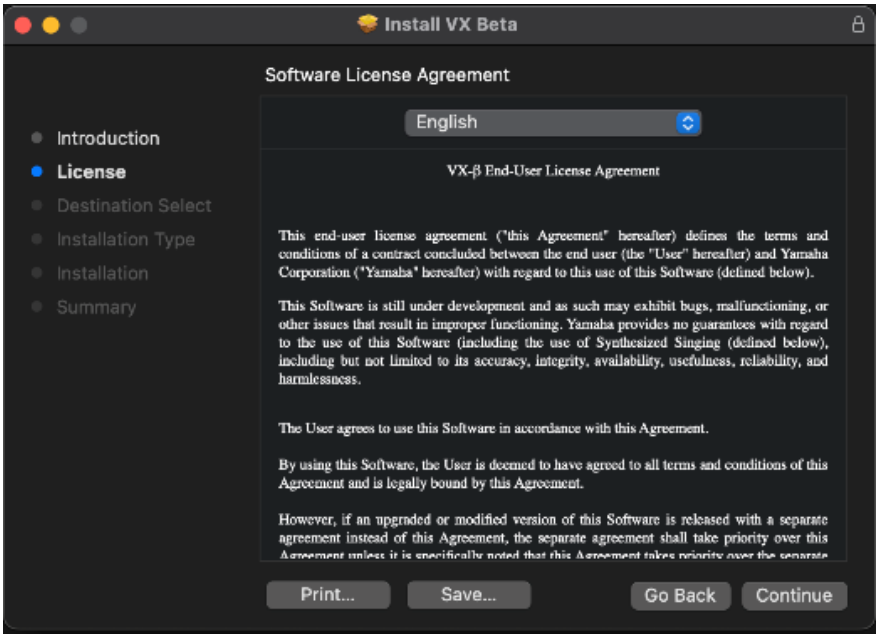
If a dialogue box “This package will run a program to determine if the software can be installed” appears, click ‘Allow’.



Follow the on-screen instructions to install.

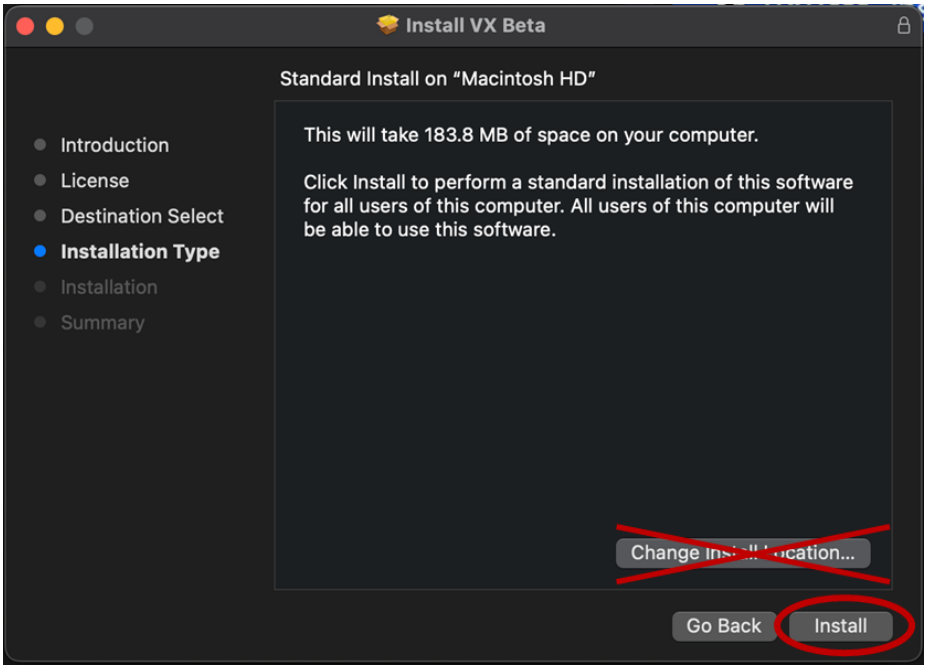


Please read the “Software License Agreement” and click ‘Continue’.



Select ‘Install’.

Note: Do not select ‘Change Install Location’ because it may cause an unexpected behavior.



1.2. Activation

To use VX-β, you will need to install and have VOCALOID6 Editor authorized in advance. Please note that you VX-β will NOT be available through the authorization of VOCALOID6 Editor Lite or the earlier versions of VOCALOID Editor.

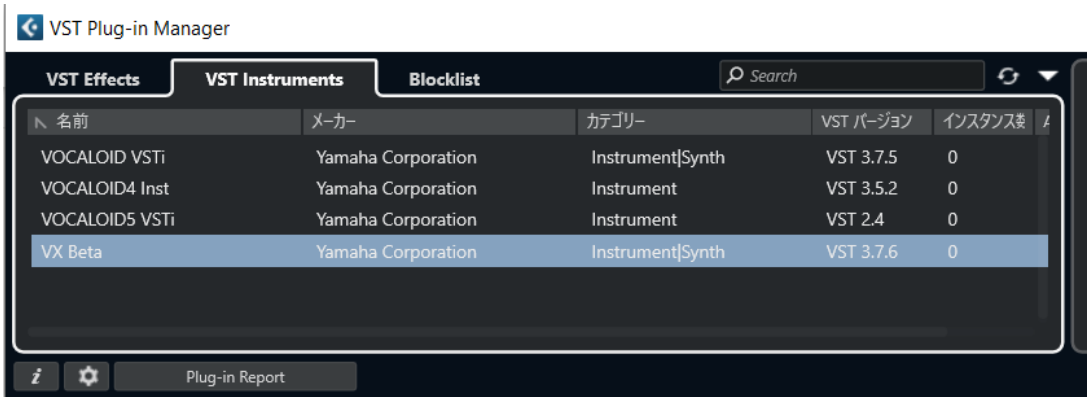
You can find the instructions for installation and authorization of VOCALOID6 on the following URLs.

（Windows） https://www.vocaloid.com/en/learn/ln6101/

（macOS） https://www.vocaloid.com/en/learn/ln6102/

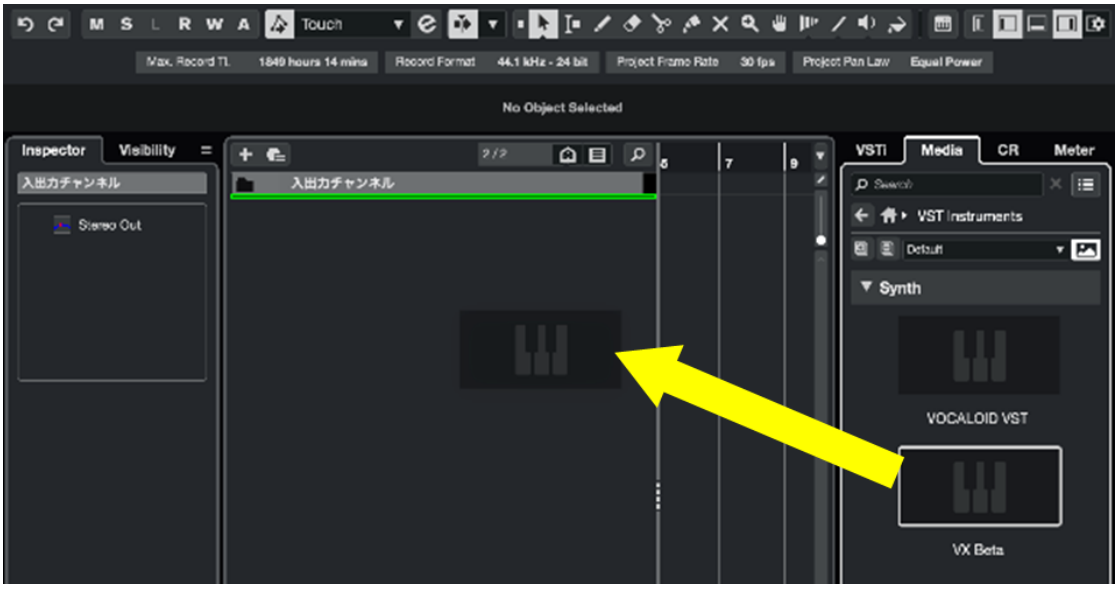
1.3. Confirmation of Loading VX Beta

After installing VX Beta, please check that it is recognized as a VSTi / AU plug-in on your DAW. In Cubase for example, you can check this in the VST Plug-in Manager.

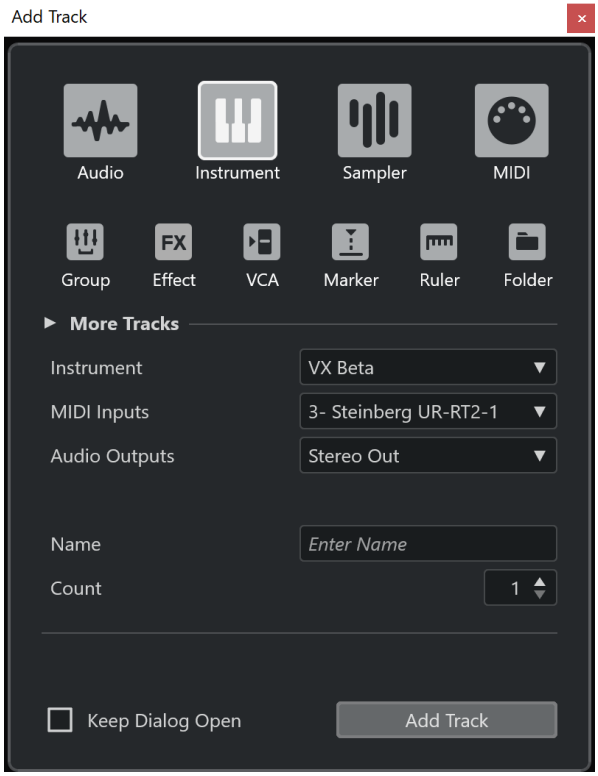


1.3.1. For Steinberg Cubase : VSTi Plug-in

From the Right zone of Cubase, select VSTi Media Rack → Synth → VX Beta, and drag it to the Track List area to create a track.

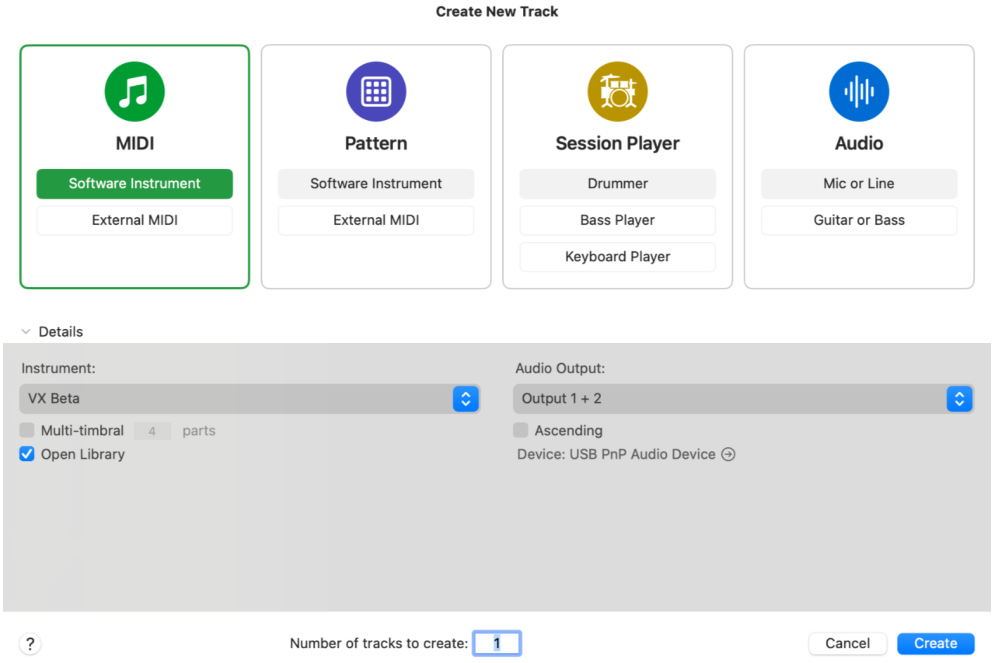


Or, 'Add Instrument Track' → Select VX Beta from the Instrument dropdown menu → Click 'Add Track', and make a VX Beta track.

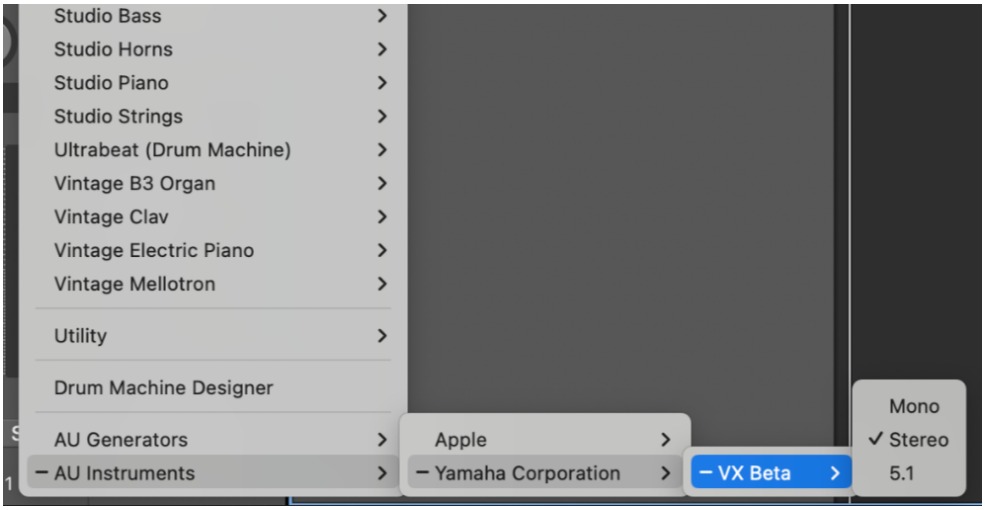


1.3.2. For Apple Logic : AU Plug-in

Select Software Instrument → Instrument → VX Beta to create a track.

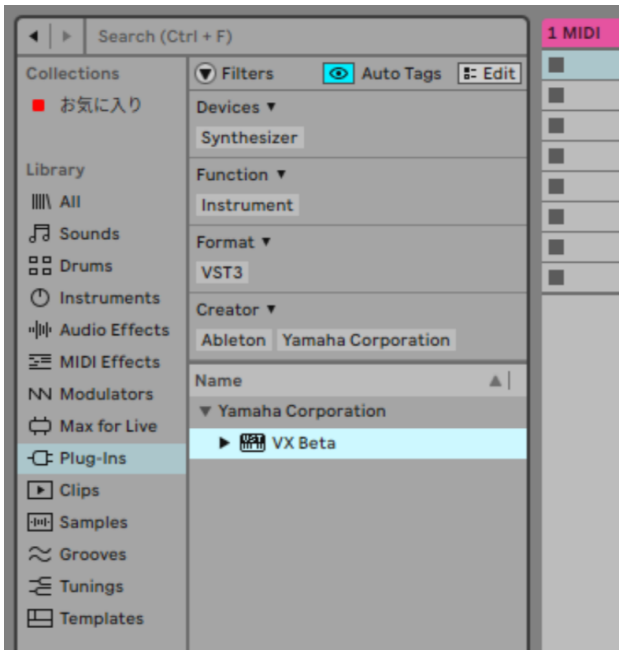


Or AU Instruments → Yamaha Corporation → VX Beta → Select mono or stereo

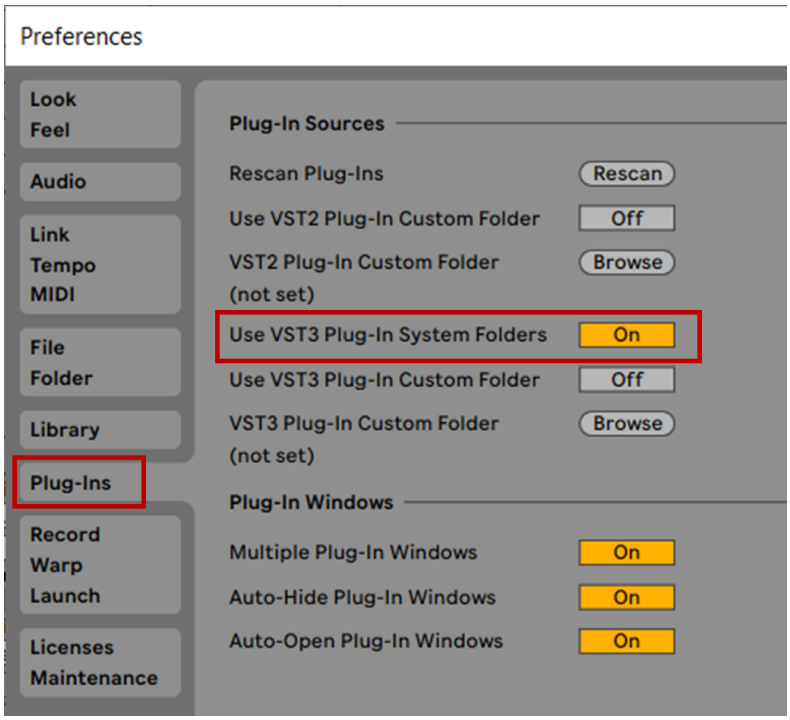


1.3.3. For Ableton Live : VSTi Plug-in

Collections → Plug-ins → Yamaha Corporation → Select VX Beta

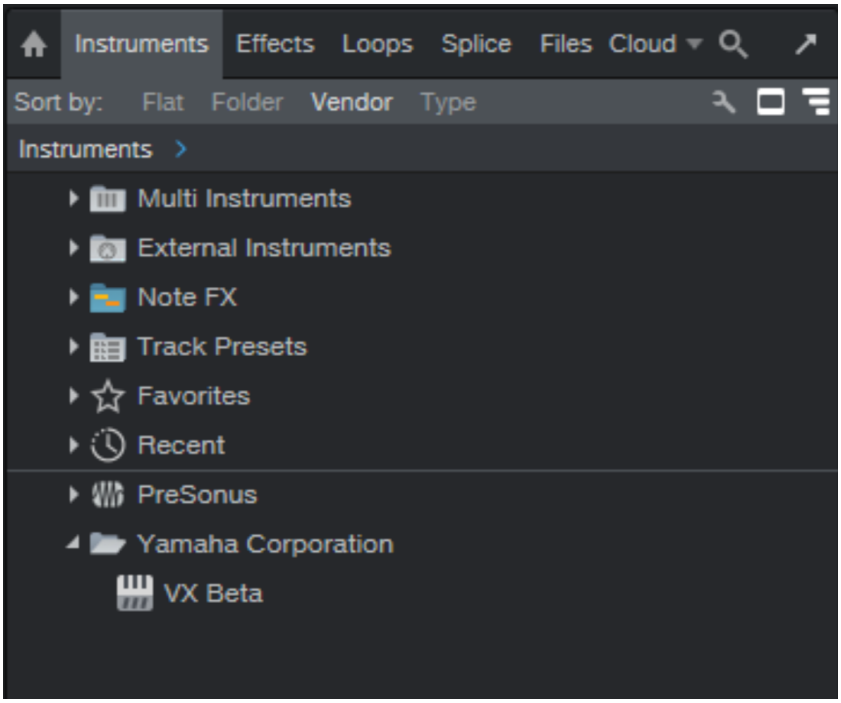


Note: If you cannot find VX Beta in the collection, please check if 'VST3 Plug-In System Folders' is turned on in the Options > Preferences > Plug-Ins tab.



1.3.4. For PreSonus Studio One : VSTi Plug-in

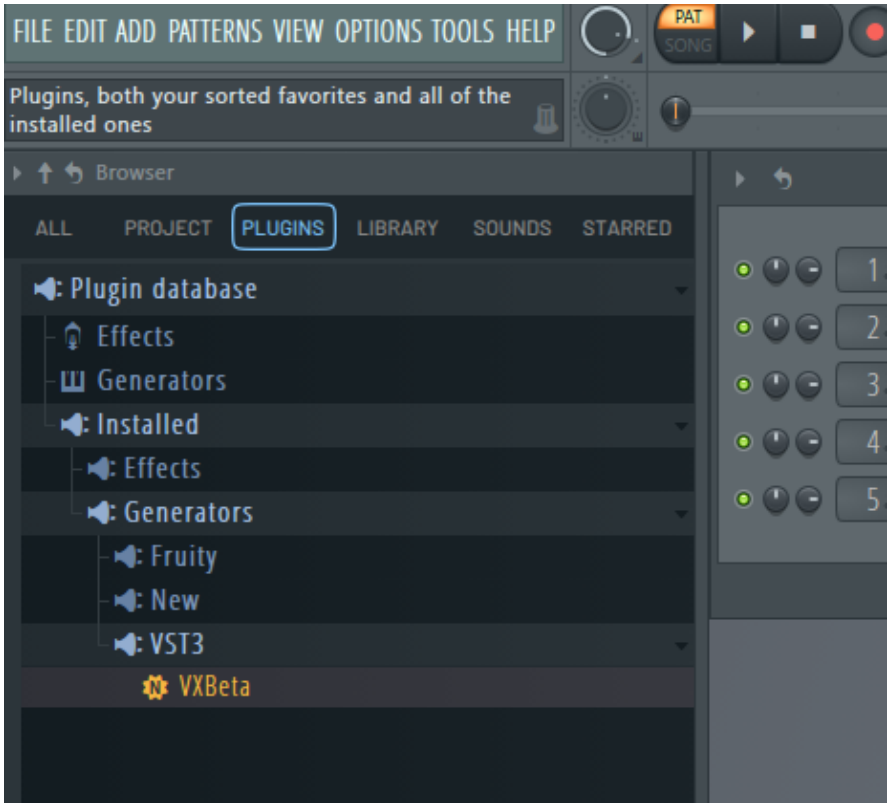
Add an Instruments → Select VX Beta from Yamaha Corporation



(You can also drag and place it in the track　Yamaha Corporation → VX Beta from the list of instruments.)

1.3.5. For FL Studio : VSTi Plug-in

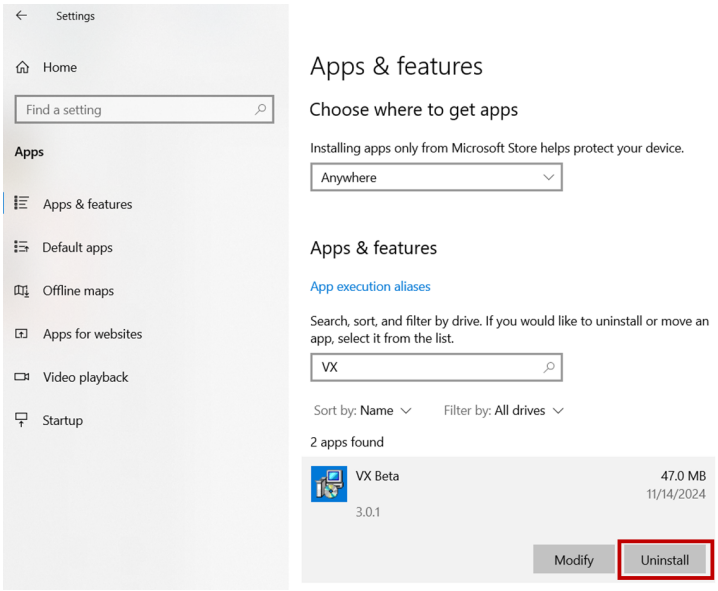
Select the PLUGINS tab on the left zone → Plugin database → Installed → Generators → VST3, and drag and drop VX Beta into the playlist.



1.4. Uninstall

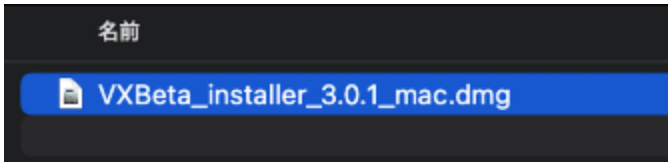
1.4.1. Windows

Click the Windows Start button → Windows System Tools → Control Panel → Programs and Functions, select VX Beta from the list and uninstall. You can also uninstall by clicking the Windows Start button → Settings → Apps → Apps and features, selecting VX Beta from the list.



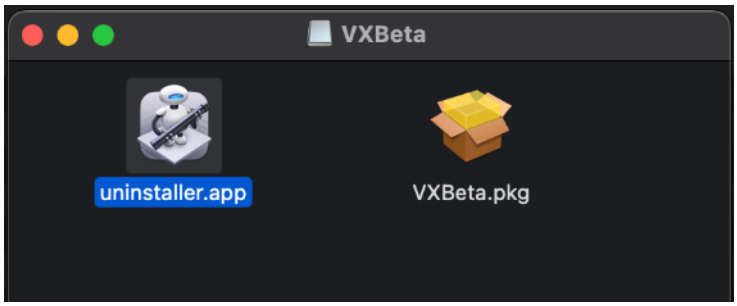
1.4.2. macOS

Double-click the installer image file (VXBeta_installer_(version number)_mac.dmg) (the image below is for Ver. 3.0.1).



Double-click the uninstaller to run it.

Note: If you are asked for a user password, enter your Mac password.



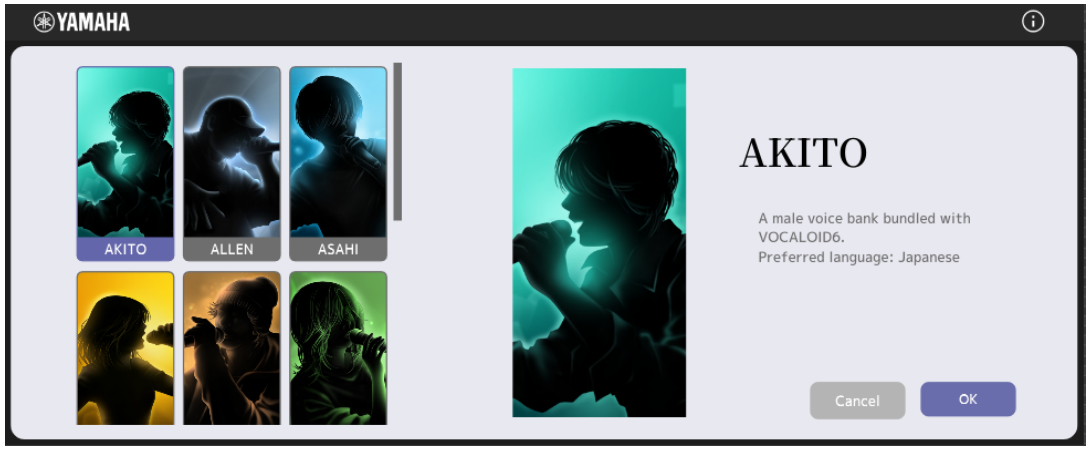
2. Basic usage of VX-β

2.1. How to input a sequence using piano roll（Cubase only)

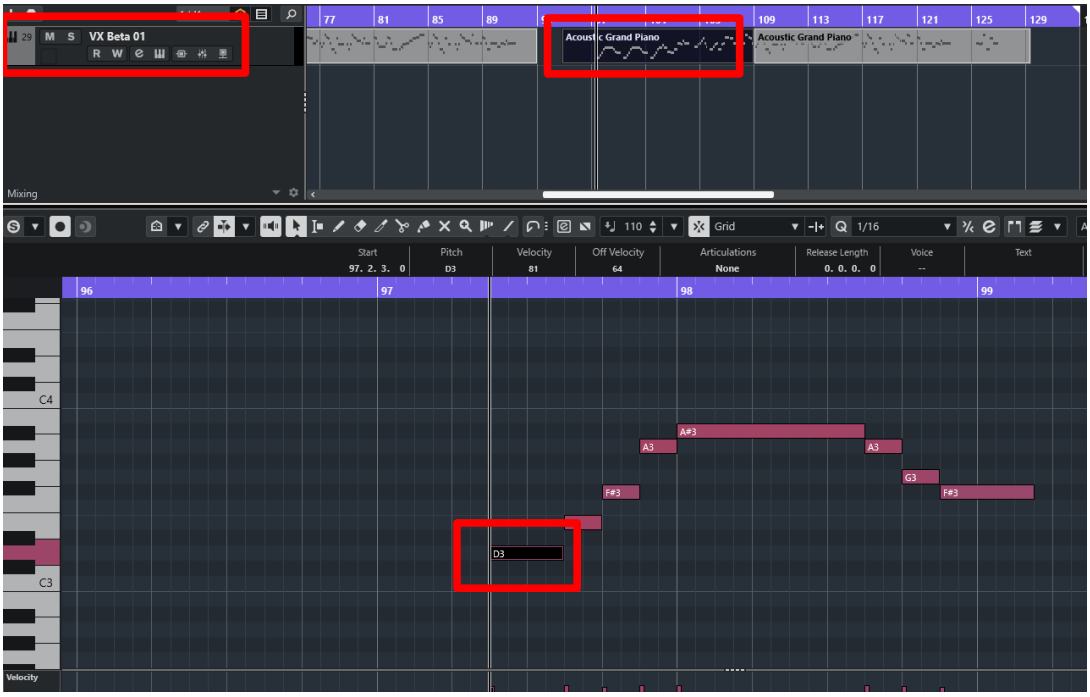
You can create a vocal track by entering notes and lyrics on the piano roll of an Instrument Track where VX Beta is inserted.

Show the screen of VX Beta plug-in and click the (1) Voice Bank selection button.

Select a voice bank from the selection field and click OK.

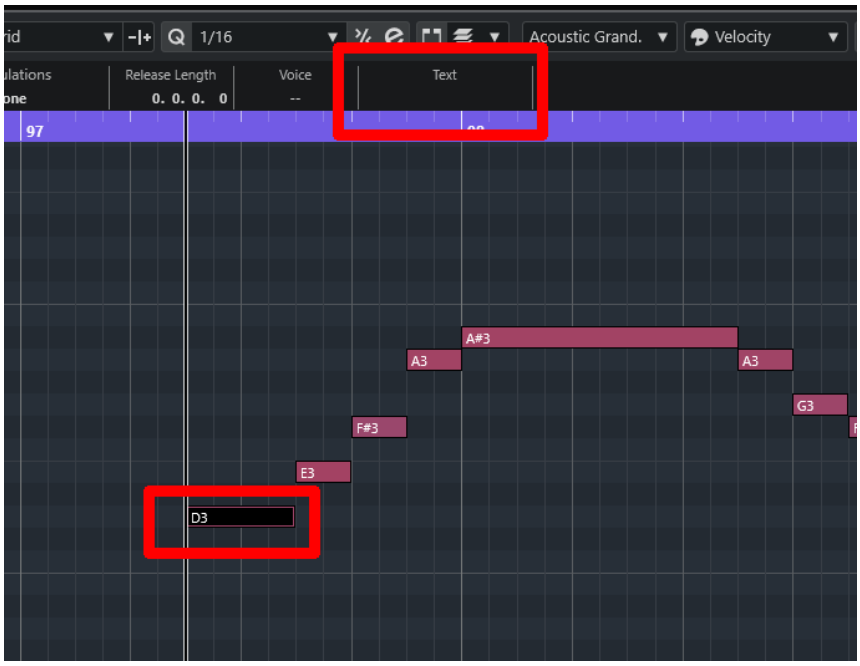


Now you can directly input melodies into the Key Editor of the Instrument Track where VX Beta is inserted.



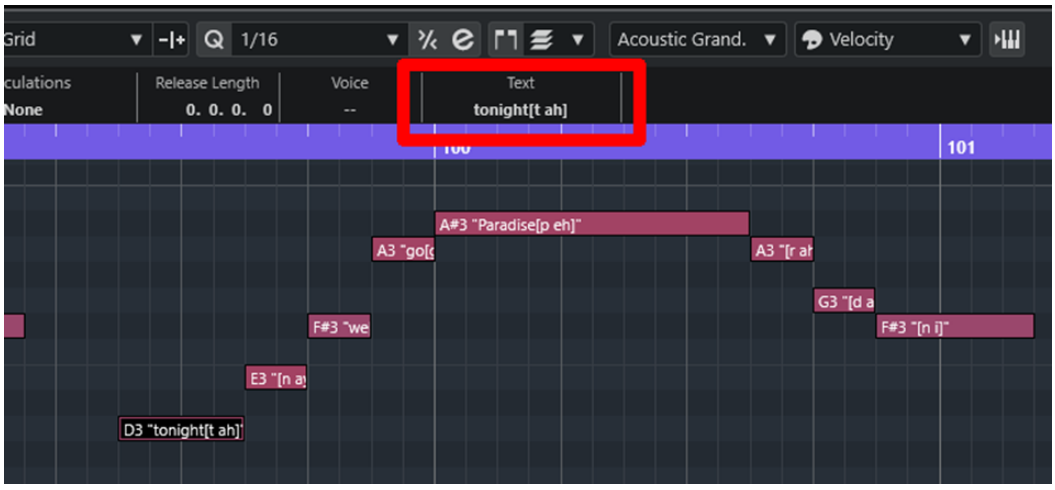
Note: When inputting notes, a guide tone will be played to help you check the pitch. Please note that the sound of a voice bank is not available for the guide sound.

Select a target note and input lyrics in the ‘Text’ field. Not only a single word but also multiple words are available to input.

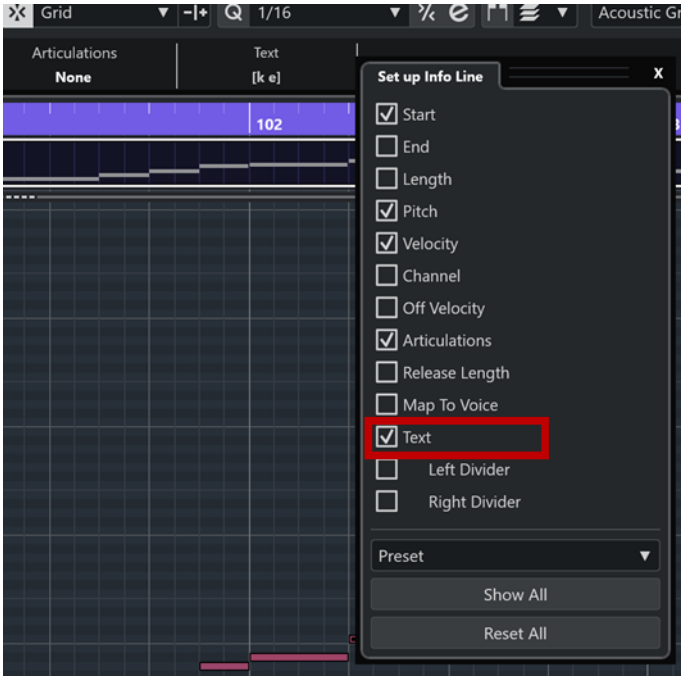


Right after pressing Enter, the written text will be automatically converted into the corresponding phonetic symbols and assigned to the notes. If you enter “What a fine day” in the text field of the first note, for example, the phonetic symbols [w ah t], [ah], [f ay n], and [d ey] will be assigned to each of the consecutive four notes.
You can also input Japanese as well. For example, if you enter ‘ありがとお’ (arigato) in the ‘Text’ field of the first note and press Enter, the phonetic symbols [a], [r i], [g a], [t o], and [o] will be assigned to each of the consecutive five notes.
You can also input lyrics mixing up Japanese and English together. For example, if you enter ‘さいこおの Music で’ (Saiko no Music de) in the ‘Text’ field of the first note and press Enter, the phonetic symbols [s a], [i], [k o], [o], [n o], [m y uw], [z ih k], and [d e] will be assigned to each of the consecutive eight notes.

It is also possible to manually edit the phonetic symbols by directly specifying the symbols inside a pair of brackets [ ]. The exact phonetic symbols available on VX-β are listed on 4.Phonetic symbols.



The ‘Text’ field might be hidden depending on Cubase settings. Please right-click and tick the ‘Text’ checkbox to show the field in that case.



2.2. How to load a sequence

VX-β is able to load an external singing voice sequence file. Please create a sequence file using singing voice synthesis software such as VOCALOID in advance.

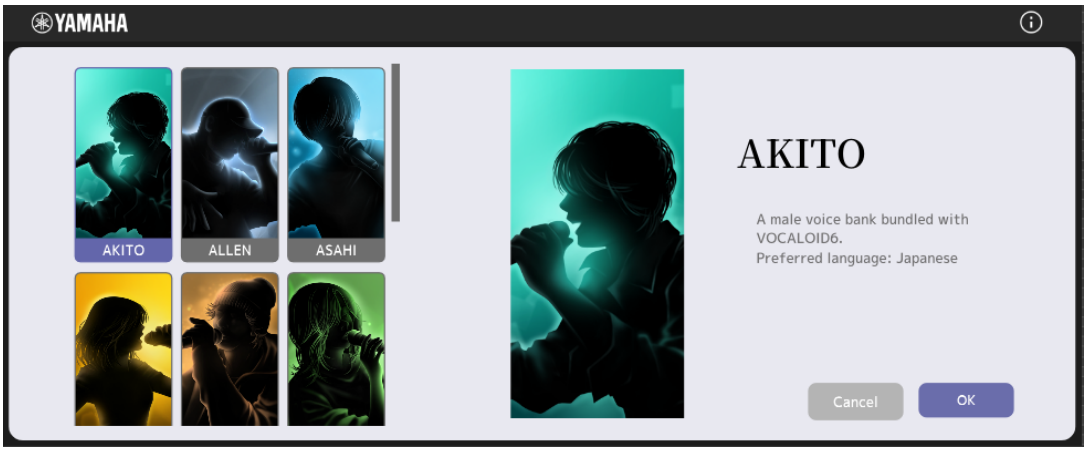
Available sequence file formats:

[.vpr, .vsqx, .ccs, .svp, .mxl, .musicxml, .ust, .ppsf, .mid, .midi, .vxf]

※.vxf is as the original file format of VX-β that can be exported from VX-β.

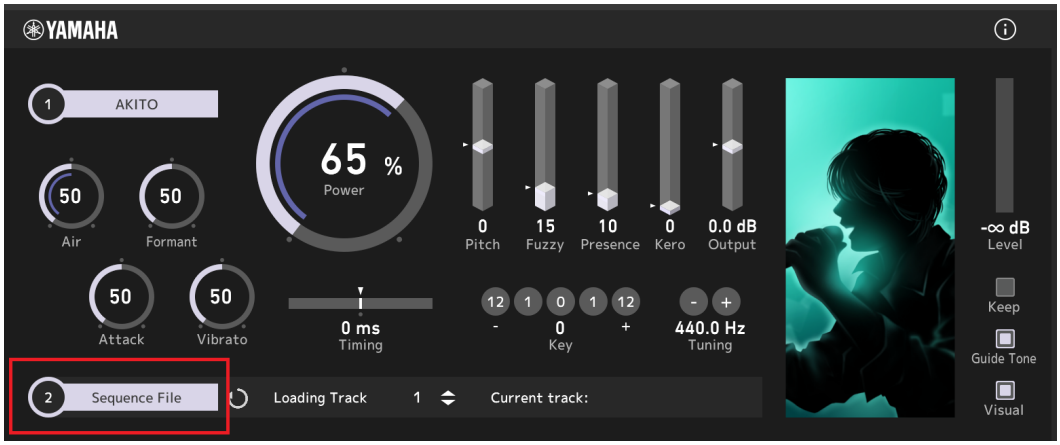
Load VX Beta and click (1) Voice Bank selection button.

Select a voice bank from the list and click OK.



Click (2) Sequence File button, then select a sequence file to load

.



If it goes successfully, the loaded file name will be displayed on the Sequence File button.

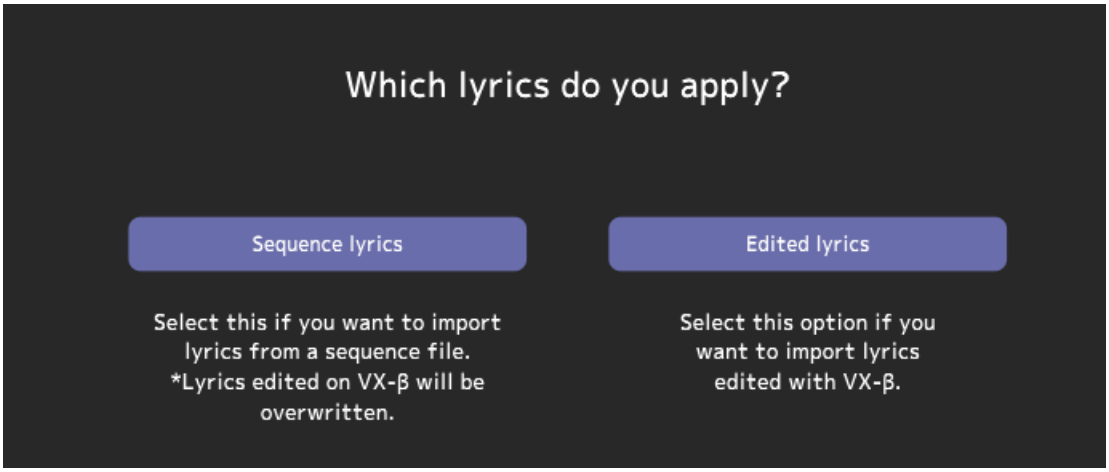
Note: If you are using Cubase, **(2) Sequence File button will be greyed-out and get unavailable** if there exists a note on the track of VX-β, because reading a sequence from Cubase track has a higher priority than reading from a sequence. In this case, follow the instructions in '2.1 How to input a sequence using piano roll (Cubase only) ' or delete all the notes (all Part boxes) from the track.

Note: If the selected file contains characters other than Japanese or English, or any unexpected characters, loading might result in a failure.

Note: If the selected sequence file contains multiple tracks, such as a main track and a chorus track, you can use the Loading Track function to specify the track you want to load or switch between tracks. In this case, specify the track number you want to load by entering it directly or clicking the ▲▼ buttons, and click the Reload button.

Lyrics Editor

After loading a sequence file, you can edit the lyrics on VX-β.
A screen asking you for a way of applying lyrics will appear when you load a sequence file.



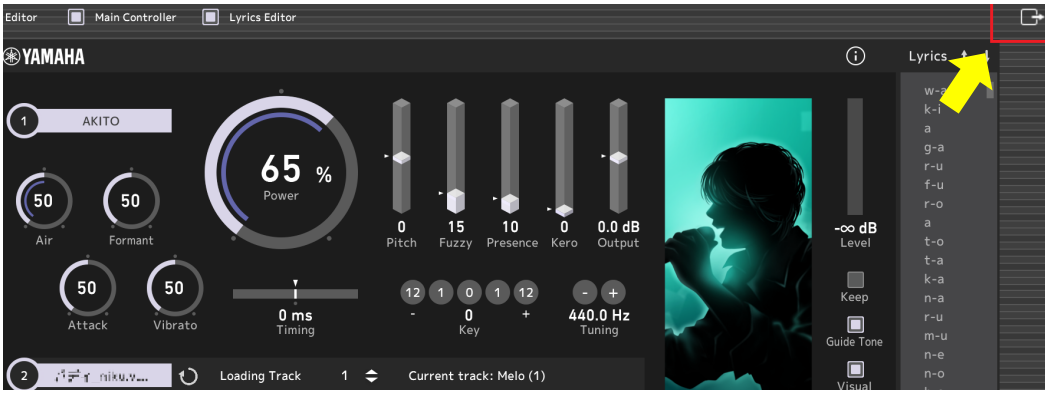
'Sequence lyrics' loads the lyrics information contained in the selected sequence file as they are. Please select this option when loading a new sequence.
'Edited lyrics' keeps the lyrics information that is being edited in VX-β unchanged. This option is useful in such a case: You may want to edit the lyrics information after loading a sequence file. Once you do it, the edited lyrics within VX-β will lose

synchronization to those in the original sequence file. If you reload the sequence file in this situation, selecting ‘Sequence lyrics’ will overwrite the lyrics information you manually edited. ‘Edited lyrics’ protects your latest edit.

You can open the Lyrics Editor window by turning on the ‘Lyrics Editor’ checkbox. Select a row you want to edit and enter lyrics. Please note that you cannot add or remove notes here.
Although phonetic symbols are displayed in the window, you are supposed to enter a usual word, phrase, or sentence here, “what a fine day” for example. The input text will be automatically converted into the phonetic symbols and assigned to the notes. This rule is compatible with the one described in p. 19.

Note: You can also directly input Phonetic symbols and Special symbols List by enclosing them in a pair of square brackets [ ].
Note: Notes without lyric information are pronounced using solfège (do re mi etc.).
Note: If you need to add or remove notes, please edit the original sequence file and reload it.

You can export the sequence in the VX-β's original format .vxf by pressing the Export button on the top right of the screen.



You can shift the lyrics by using the ↑↓ arrows in the window.

3. Manipulation procedure in VX-β

3.1. Voice Bank

The voice banks that can be used with VX-β are **VOCALOID:AI-compatible voice banks** for VOCALOID6 that have already been installed on the computer and are either within the trial period or have been authorized with VOCALOID Authorizer. Voice banks that are not VOCALOID:AI-compatible cannot be loaded.

On VX-β (Ver. 3.0.3), the VOCALOID:AI-compatible voice bank “asa”, which is bundled with VOCALOID6 Editor V6.10.0 or later, can be used permanently without authorization.

3.2. Parameters

You can enhance expressiveness of a performance by manipulating various parameters. Each parameter can be intuitively controlled in real time even during playback. In addition, you can change any parameter by dragging the mouse, enter numerical values by clicking on the displayed numeric, and return to the default value by double-clicking a knob or a slider.

List of parameters

Name	Category	Effect
Air	Knob	Amount of breath component
Formant	Knob	Formant (timbre of a voice)
Attack	Knob	The sharpness of the onset of a sound (transient)
Vibrato	Knob	Vibrato strength
Power	Knob	A comprehensive sense of dynamics that includes not only volume but also temporal behavior.
Timing	Horizontal slider	Timing
Pitch	Vertical slider	Pitch shift amount
Fuzzy	Vertical slider	Add random fluctuations to the pitch
Presence	Vertical slider	Adjust the volume and timbre so that the singing voice has a presence in the mix.
Kero	Vertical slider	Make pitch-curve mechanical
Key	+- button	Key change by semi-tone
Tuning	+- button	Standard pitch of singing voice
Output	Vertical slider	Output gain

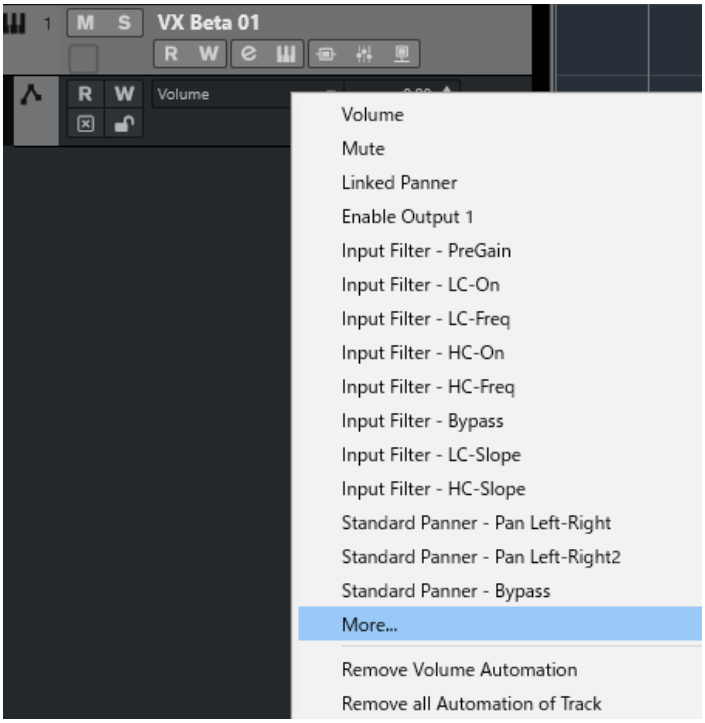
3.3. Automation edit

Each parameter can be dynamically controlled using the automation function of a

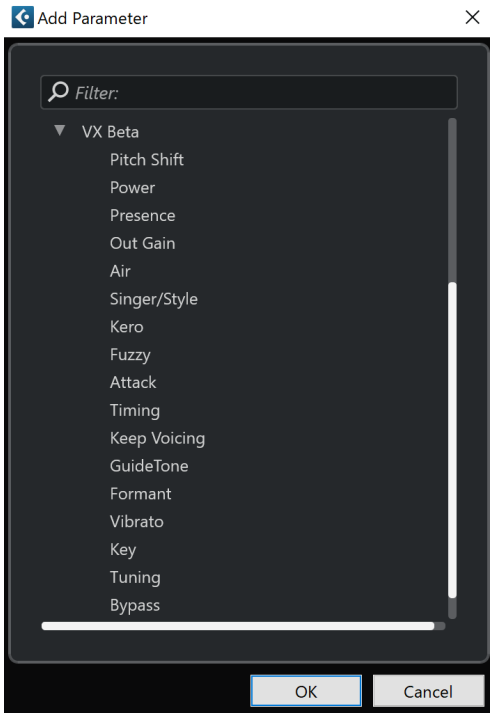
DAW.

(Example of Cubase)

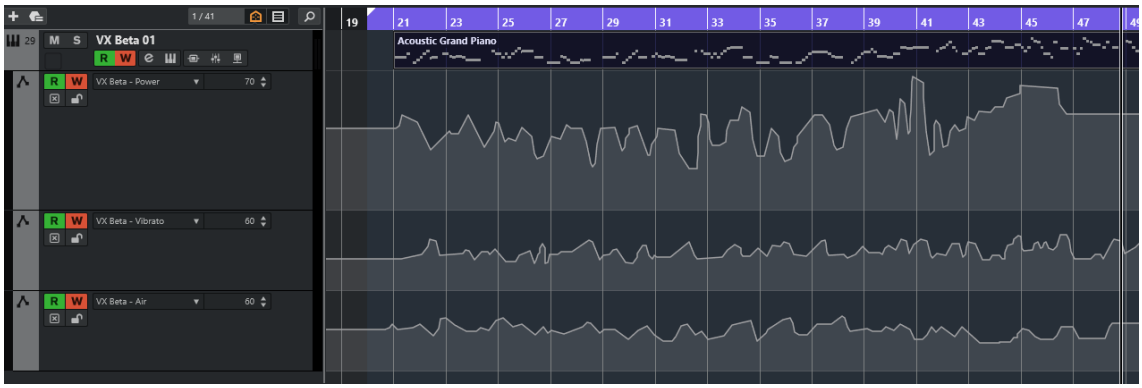
Display the Automation Track of the VX Beta track, and select More...



Select VX Beta, then select a parameter.



Parameters can be manually drawn in the Automation Track. You can also input the automation parameters by controlling a VX-β parameter while real-time recording is running.

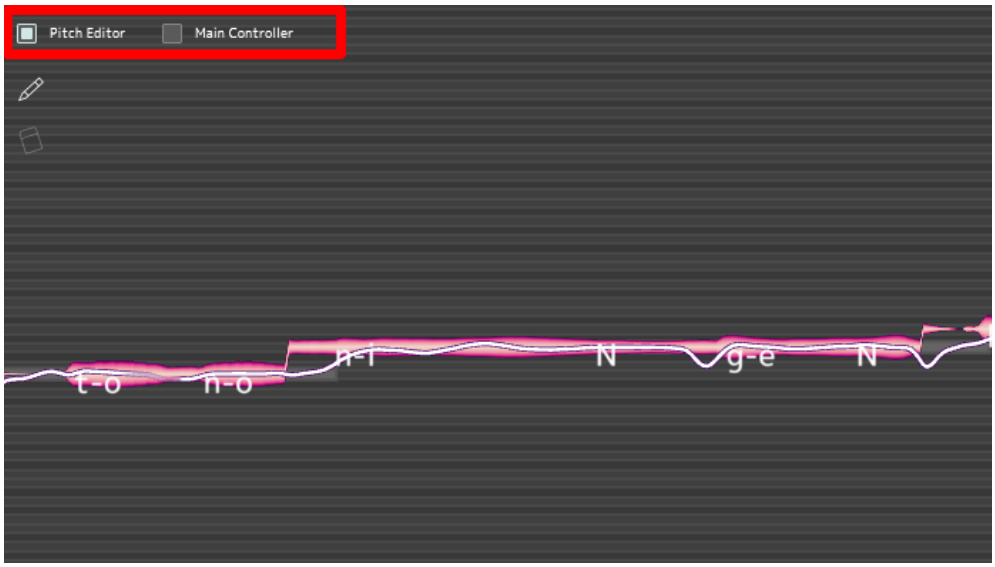


The following parameters can also be controlled using MIDI Control Change (CC). Those parameters will be summed to the corresponding plug-in parameters. The sum of CC and the original parameter will be used finally. Please note that the MIDI pitch bend sensitivity will not be reflected for pitch bend, and the range of pitch change is fixed to +-2 semitones.

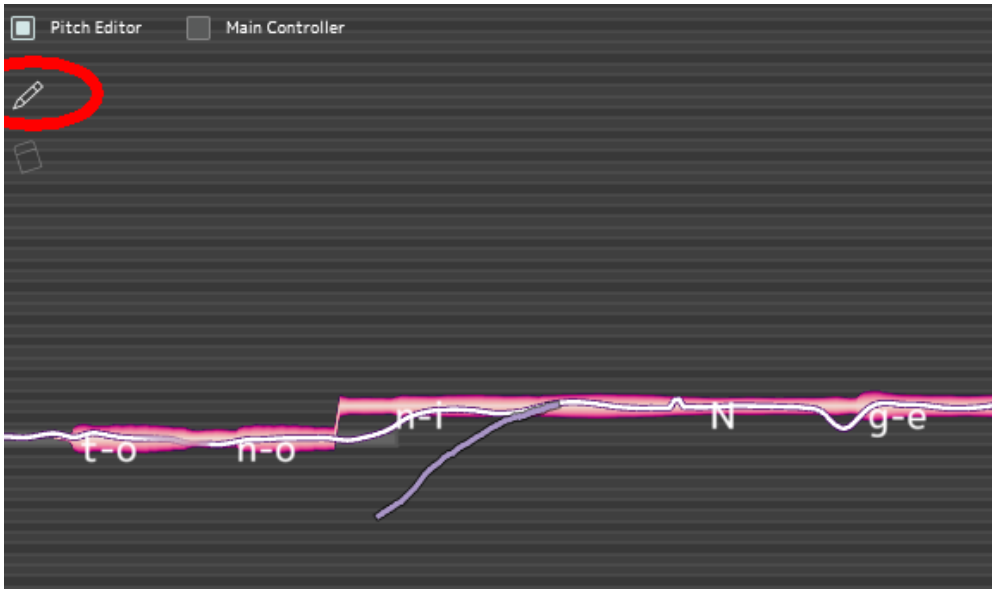
CC	Type
CC2	Air
CC7	Output
CC11	Power
Pitch bend	Pitch

3.4. Pitch editing function

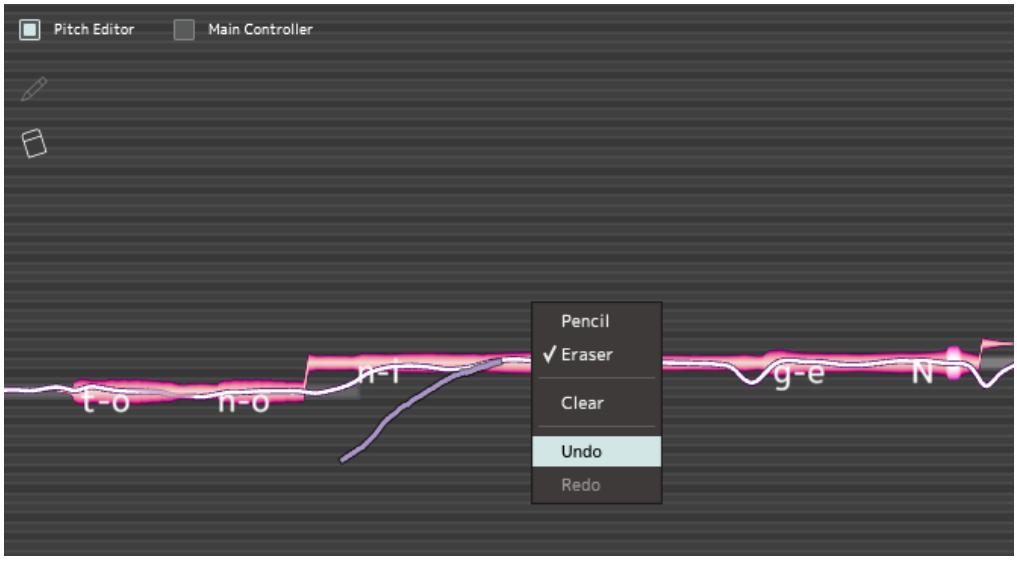
You can enter into Pitch Editing mode by checking the 'Pitch Editor' checkbox. In case you don't want the Main Controller to be displayed for seeing the pitch curve clearly, you can turn off the 'Main Controller' checkbox to hide it.



Select the pencil icon to draw the pitch curve directly.



You can remove the pitch curve you drew by selecting the eraser icon or Undo from the right-click menu. You can also redo the Undo action by selecting Redo from the right-click menu. Select Clear from the right-click menu to discard all the pitch editing you applied.



Note: The Follow function gets disabled when the Pitch Editing mode is active.

Note: The Fuzzy parameter is not applied to the edited pitch area.

Note: The edited pitch curve does not synchronize to the changes in tempo or key.

3.5. Keep Voicing、Guide Tone、Visual functions

3.5.1. Keep Voicing

If you turn on the Keep Voicing function, you can listen to the sound kept sustained at the certain song position when playback is stopped. You can check the effects of any parameters in real time at that time.

3.5.2. Guide Tone

This checkbox is for switching the guide tone on and off when entering notes.

3.5.3. Visual

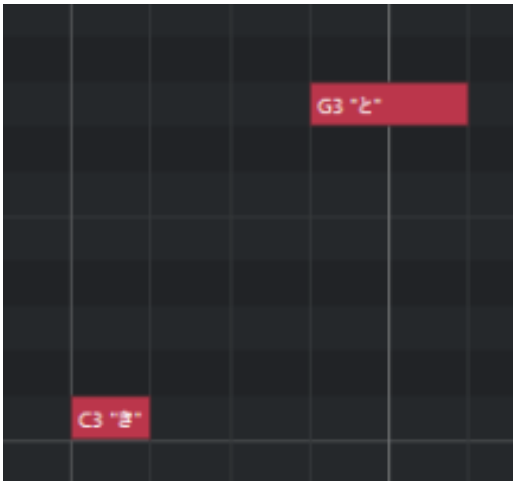
You can switch on and off displaying the synthesized waveform. You can intuitively see the behavior of the synthesized sound, including its pitch and volume, if it is turned on. By turning it off, computational load for drawing will be reduced.

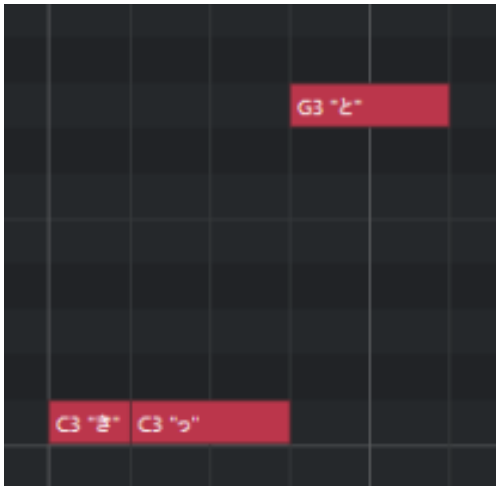
3.6. Other functions

3.6.1. Inserting and cutting a breath

If two notes are located far apart, the gap between the two notes may be considered as a rest and a breath may be inserted automatically.

In case of inputting a Japanese phrase such as “きっと” (kitto), you are supposed to input “っ” explicitly.

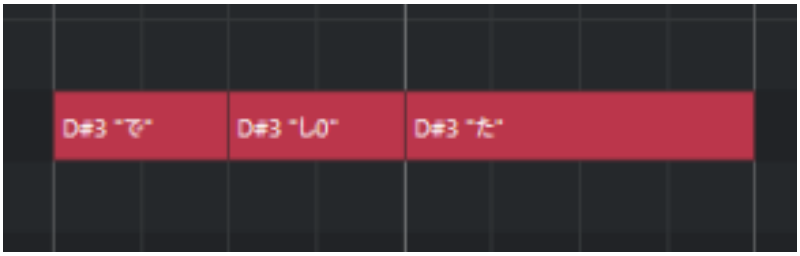




You can force a breath by entering [BR]. (See Special symbols List for more info.).

3.6.2. Vowels cut off

You can explicitly cut off a vowel phoneme by adding ‘0’ (zero) next to a Japanese character. (‘で し 0 た’ ([d-e] [sh] [t-a]) and ‘そ し 0 て’ ([s-o] [sh] [t-e]) for example.) This is useful especially when inputting a certain type of Japanese phrase.



3.6.3. Follow button

“Follow | “ : Checkbox to switch on/off the auto scroll (vertical)

“Follow <->” : Button to switch on/off the auto scroll (horizontal)

4. Phonetic symbols

4.1. Basic information on phonetic symbols

VX-β does not accept the phonetic symbols used in VOCALOID as they are. When loading a .vpr file (VOCALOID5/6 sequence), the VOCALOID’s phonetic symbols specified in the .vpr file will be automatically converted into the symbols for VX-β. If you want to directly specify the phonetic symbols for VX-β on VOCALOID Editor, you can input them into the phonetic symbol field with appending $ on the top of each symbol. For example, if you want to specify pronunciation ‘ふ(fu)’ = [f u], enter ‘$f $u’ in the phonetic symbol field of VOCALOID5/6 Editor.

4.2. List of Japanese ‘kana’ phonetic symbols

あ, ぁ	い, ぃ, ゐ	う, ぅ	え, ぇ, ゑ	お
a	i	u	e	o
か	き	く	け	こ
k a	k i	k u	k e	k o
さ	し	す	せ	そ
s a	sh i	s u	s e	s o
ざ	じ	ず	ぜ	ぞ
z a	j i	z u	z e	z o
た	ち	つ	て	と
t a	ch i	ts u	t e	t o
だ	ぢ	づ	で	ど
d a	j i	z u	d e	d o
な	に	ぬ	ね	の
n a	n i	n u	n e	n o

は	ひ	ふ	へ	ほ
h a	h i	f u	h e	h o
ば	び	ぶ	べ	ぼ
b a	b i	b u	b e	b o
ぱ	ぴ	ぷ	ぺ	ぽ
p a	p i	p u	p e	p o
ま	み	む	め	も
m a	m i	m u	m e	m o
や		ゆ		よ
y a		y u		y o
ら	り	る	れ	ろ
r a	r i	r u	r e	r o
わ				を
w a				wo

きゃ		きゅ	きぇ	きょ
ky a		ky u	ky e	ky o
ぎゃ		ぎゅ	ぎぇ	ぎょ
gy a		gy u	gy e	gy o
しゃ		しゅ	しぇ	しょ
sh a		sh u	sh e	sh o
じゃ		じゅ	じぇ	じょ
j a		j u	j e	j o
ちゃ		ちゅ	ちぇ	ちょ
ch a		ch u	ch e	ch o
ぢゃ		ぢゅ	ぢぇ	ぢょ
j a		j u	j e	j o
てゃ		てゅ	てぇ	てょ
ty a		ty u	ty e	ty o
でゃ		でゅ	でぇ	でょ
dy a		dy u	dy e	dy o
にゃ		にゅ	にぇ	にょ
ny a		ny u	ny e	ny o
ひゃ		ひゅ	ひぇ	ひょ
hy a		hy u	hy e	hy o

びゃ						びゅ			びぇ			びょ		
	by	a					by	u		by	e		by	o
ぴゃ						ぴゅ			ぴぇ			ぴょ		
	py	a					py	u		py	e		py	o
みゃ						みゅ			みぇ			みょ		
	my	a					my	u		my	e		my	o
りゃ						りゅ			りぇ			りょ		
	ry	a					ry	u		ry	e		ry	o

			うぃ						うぇ			うぉ		
				w	i					w	e		w	o
			すぃ											
				s	i									
			ずぃ											
				z	i									
			てぃ			とぅ								
				t	i		t	u						
			でぃ			どぅ								
				d	i		d	u						
つぁ			つぃ						つぇ			つぉ		
	ts	a		ts	i					ts	e		ts	o
ふぁ			ふぃ						ふぇ			ふぉ		
	f	a		f	i					f	e		f	o
ヴぁ			ヴぃ			ヴ			ヴぇ			ヴぉ		
	v	a		v	i		v	u		v	e		v	o
ふゃ						ふゅ								
f	y	a				f	y	u						
ヴゃ						ヴゅ								
v	y	a				v	y	u						
くぁ			くぃ			くぅ			くぇ			くぉ		
k	w	a	k	w	i	k	w	u	k	w	e	k	w	o
ぐぁ			ぐぃ			ぐぅ			ぐぇ			ぐぉ		
g	w	a	g	w	i	g	w	u	g	w	e	g	w	o
ぶぁ			ぶぃ						ぶぇ			ぶぉ		
b	w	a	b	w	i				b	w	e	b	w	o

ぷぁ			ぷぃ						ぷぇ			ぷぉ		
p	w	a	p	w	i				p	w	e	p	w	o

ん			っ			ー		
		N			cl			-

4.3. List of English phonetic symbols

IPA	VX-β	Examples		
a	aa	spot	heart	raw
æ	ae	smash	plan	last
ʌ	ah	but	trust	monkey
ɔ	ao	jaw	along	already
aʊ	aw	powder	mouse	count
aɪ	ay	try	fire	spike
b	b	best	ribbon	tab
tʃ	ch	check	franchise	touch
d	d	door	thunder	red
ð	dh	these	although	bathe
e	eh	fresh	blend	feather
ɚr	er	urgent	first	shower
eɪ	ey	make	space	insane
f	f	fly	coffee	tough
g	g	great	trigger	flag
h	hh	hair	alcohol	behave
ɪ	ih	it	pitch	mystery
i	iy	speed	medium	country
dʒ	jh	joke	major	lounge
k	k	keep	perfect	rock
l	l	library	shallow	ball
m	m	mind	coming	team
n	n	nice	pineapple	journey

ŋ	ng	king	Washington	running
oʊ	ow	float	homerun	follow
ɔɪ	oy	voice	moisture	Nagoya
p	p	please	sport	clap
r	r	release	hero	absorb
s	s	strike	mister	fruits
ʃ	sh	shake	machine	vanish
t	t	team	cutter	fight
θ	th	throat	bath	fifth
ʊ	uh	push	Hollywood	hooray
u	uw	spoon	statue	issue
v	v	variety	over	sleeve
w	w	way	towel	software
j	y	year	fuel	genuine
z	z	zip	hazard	squeeze
ʒ	zh	illusion	asia	usual

4.4. Special symbols List

Symbol	Case	Effect
BR (Capital letters)	Breath (sound of taking a breath)	Force to insert a breath (pitch curve is guided to this note.)
br (Lowercase letters)	Breath (sound of taking a breath)	Force to insert a breath (pitch curve is not affected by this note.)
SIL (Capital letters)	Silence	Force to insert a silence (pitch curve is guided to this note.)
sil (Lowercase letters)	A rest (automatic breath may be inserted)	A breath may be automatically inserted (pitch curve is not affected by this note.)
-	Melisma	The preceding vowel is sustained without being pronounced again
!	Glottal stop	Give a discontinuity effect on a connection part between two vowels that simulates a glottal stop. (*this does not work with consonants). e.g. [a][!u]

FAQ

For frequently asked questions about using the software, please see the VOCALOID official website Troubleshooting.

VX-β