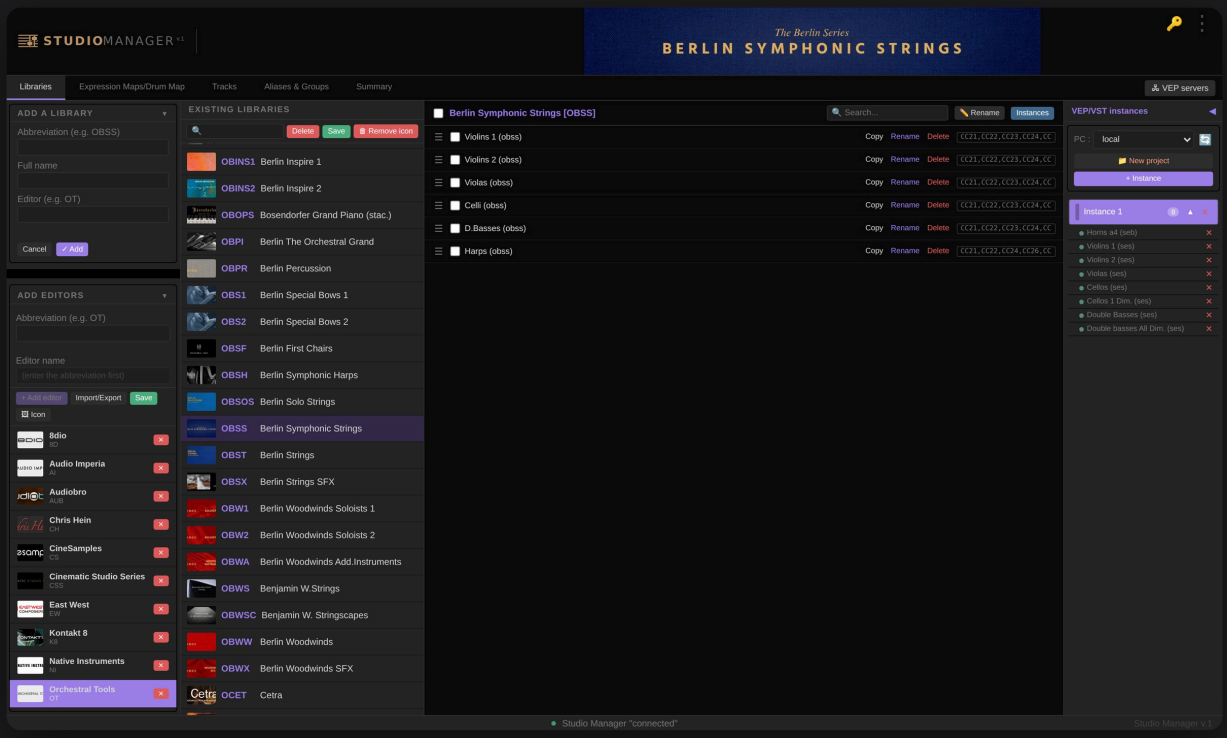
STUDIOMANAGER v.1

Operation Manual

Studio Manager — the Studio Connect workshop



Studio Connect v.1

English edition — October 2026

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CHAPTER 1

Introduction

1.1 Welcome

Studio Manager is the workshop of Studio Connect. This is where you prepare everything that the Studio Connect page and Studio Score use afterwards: your editors, your libraries, their instruments, the DAW expression maps and drum maps, the articulation aliases, and the Vienna Ensemble Pro instances.

With Studio Manager, you can:

- organize your libraries by editor, with their logo and their image;
- find an instrument across all your libraries by typing a few letters;
- create the expression maps and drum maps of several instruments in one go, from an existing map or from a blank map;
- give each articulation a short name and a color (the **aliases**);
- prepare your Vienna Ensemble Pro instances, with their output buses, then create the tracks in your DAW or in Studio Score with one click;
- share a complete library with another computer, in a single `.zip` file.

1.2 Conventions used in this manual

- The names of buttons, tabs and windows are written in **bold**, exactly as they appear on screen: ✓ **Add**, **Instances**, **VEP servers**…
- The messages displayed by Studio Manager are written in quotation marks: “Icon added”.
- Numbers in parentheses, such as (5), refer to the overview in chapter 3.
- A **toast** is the small message that appears for a few seconds at the bottom of the window, then disappears on its own.

> NOTE
> The images in this manual show an installation that is already filled in. For a new user, the lists are shorter: you fill them in yourself, as explained in chapters 5 to 7.

1.3 Where your data is stored

Everything you create in Studio Manager is stored in the Studio Connect folder, on your computer:

`Documents\Steinberg\Studio Connect v.1\`

Folder	Contents
`config\`	The settings: editors, libraries, instrument lists, aliases and groups, icons, VE Pro instances, servers.
`Expression Map\`	The expression maps created by Studio Manager, stored in one folder per library (for example `Expression Map\OBSS\`).
`Drum Map\`	The drum maps, stored the same way.
`vst_Instruments\`	The VST track templates (one file per instrument), used when you work without Vienna Ensemble Pro.
`export\`	The track file prepared for the DAW during an **Export DAW**.

CHAPTER 2

Getting started

2.1 Opening Studio Manager

Studio Manager opens from the Studio Connect page.

PROCEDURE

1. Start Studio Connect.
2. In the toolbar of the Studio Connect page, click the **STUDIO MANAGER** button.

Result: Studio Manager opens in a drawer, over the Studio Connect page, on the **Libraries** tab.



Figure 1 — The STUDIO MANAGER button on the Studio Connect page

2.2 Closing Studio Manager

To close the drawer and return to the Studio Connect page, click the **v** button (19), at the bottom left of Studio Manager.

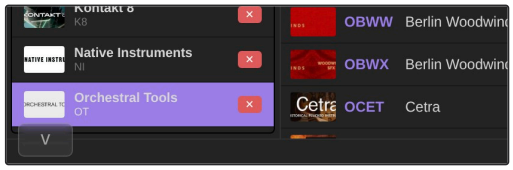


Figure 2 — The v button, at the bottom left

Closing the drawer does not quit Studio Manager: when you open it again, you find it as you left it. It only starts from scratch when Studio Connect is restarted.

2.3 The status bar

The bottom bar (18) shows whether Studio Manager is communicating with Studio Connect. It updates every 5 seconds.

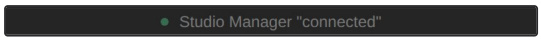


Figure 3 — The status bar

Display	Meaning
“Connecting…”	Studio Manager has just opened and is looking for Studio Connect.
Green dot + “Studio Manager "connected"”	Everything is working.
Red dot + “Studio Connect "unavailable"”	Studio Connect is not responding. The lists do not load and nothing can be saved. Quit Studio Connect, then start it again.

CHAPTER 3

Window overview

From top to bottom, the Studio Manager window consists of a **header**, a **tab bar**, the **work area** of the selected tab, and the **status bar**. The image below shows the **Libraries** tab, which is the one displayed when Studio Manager opens.

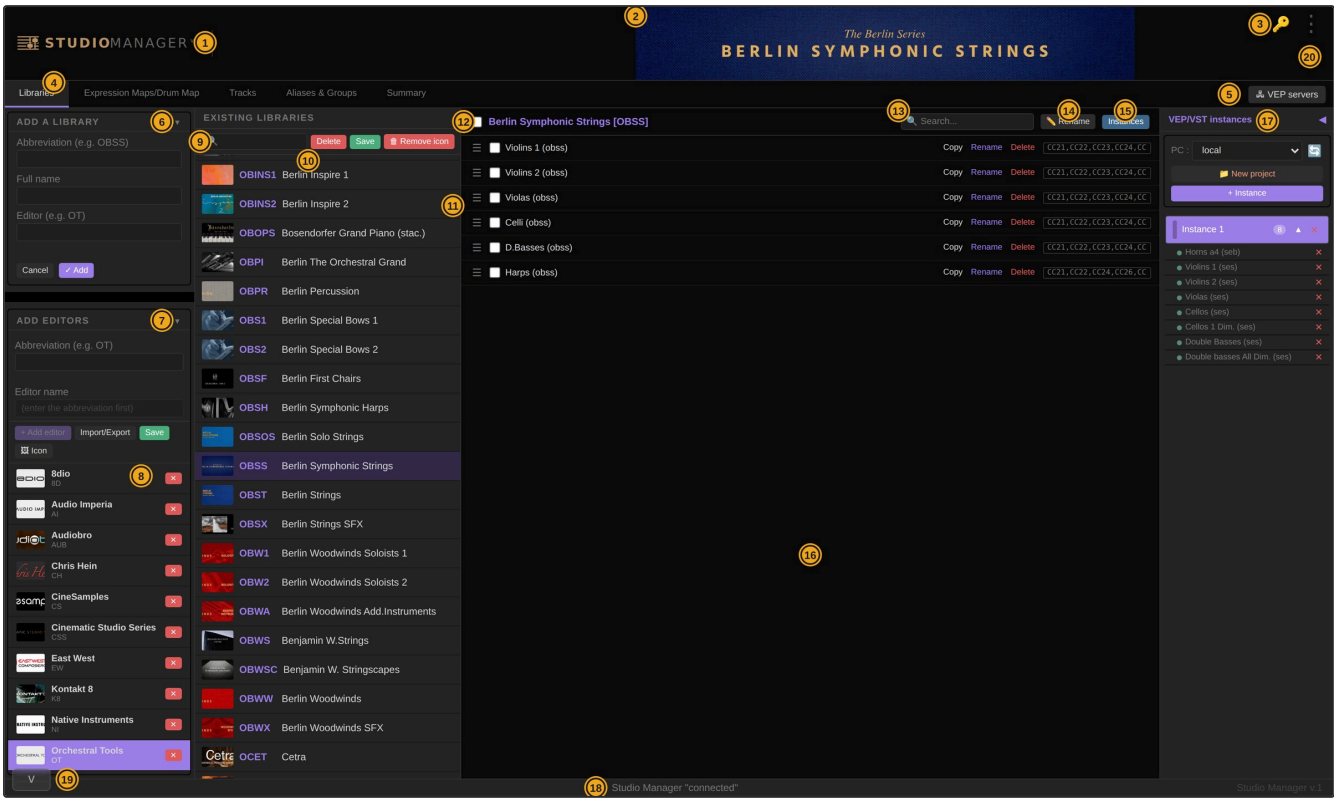


Figure 4 — The Libraries tab, with the Instances panel open

1	Studio Manager logo	2	Image of the selected library (banner)
3	License	4	Tabs
5	VEP servers button	6	ADD A LIBRARY section
7	ADD EDITORS section	8	Editor list
9	Library search	10	Library buttons (Delete, Save, Icon)
11	List of the editor's libraries	12	“Check all” box for the instruments
13	Instrument search across all libraries	14	Rename library button
15	Instances button	16	List of the library's instruments
17	VEP/VST instances panel	18	Status bar
19	v button: close Studio Manager	20	Settings (⋮): zoom, language, about

3.1 The five tabs

Tab	What it is for	Chapter
Libraries	Editors, libraries, instruments, and VE Pro / VST instances.	5 to 7, 11, 12
Expression Maps/Drum Map	Load or create the map that will be used as a template, and check its aliases.	8
Tracks	Choose the instruments, then generate their maps in one go.	9
Aliases & Groups	The short names and colors of the articulations.	10
Summary	The operations log and the connection of AI assistants.	15

The 🖧 **VEP servers** button (5), on the right of the tab bar, stays visible whichever tab is selected (chapter 13). The key icon (3) opens the **License** window (chapter 18), and the ⋮ button (20) opens the **Settings** window (chapter 17).

CHAPTER 4

The path of a library to the DAW

Studio Manager always follows the same path, from left to right across the tabs. The following chapters describe each step in detail.

1	2	3	4	5	6
Editor Add the library's editor, with its logo.	**Library** Add the library, its abbreviation and its image.	**Map** Load or create the template expression map (or drum map).	**Tracks** List the instruments, then **Generate all**.	**Instances** Place the instruments in the VE Pro instances.	**Export** Create the tracks in the DAW or in Studio Score.

4.1 The abbreviation, the key to everything

Each library has a short **abbreviation**, for example **OBSS** for *Berlin Symphonic Strings*. It appears at the end of the name of each instrument, in parentheses and in lowercase: **Violins 1 (obss)**.

This abbreviation links an instrument to its library, to its expression map folder (`Expression Map\OBSS\`), to its microphone positions and to its image. Keep it short, without spaces, and unique.

> NOTE
> An instrument whose name has no abbreviation in parentheses is stored in a **CUSTOM** folder when the maps are generated.

4.2 Complete example

You have just installed a new string library and you want to use it in your DAW, with Vienna Ensemble Pro:

1. **Libraries** tab: add the editor (section 5.2), then the library (section 6.3).
2. **Expression Maps/Drum Map** tab: load the library's expression map (section 8.1) and check that each articulation has its alias.
3. Click **Next** → **Add tracks**.
4. **Tracks** tab: type the names of the instruments (**Violins 1 (abc)**, **Violas (abc)**...), then click ✓ **Generate all** and **Save**.
5. **Libraries** tab: the instruments are in the library. Open **Instances**, create an instance and drag the instruments onto it (section 11.4).
6. Enlarge the panel, choose the instance, then 🚀 **Export DAW** → **VEP** (chapter 12).

CHAPTER 5

Editors

An **editor** is the brand that publishes libraries: Orchestral Tools, Spitfire Audio, Vienna Symphonic Library... Each editor has an abbreviation (for example **OT**), a name and a logo. The left column of the **Libraries** tab groups them together.

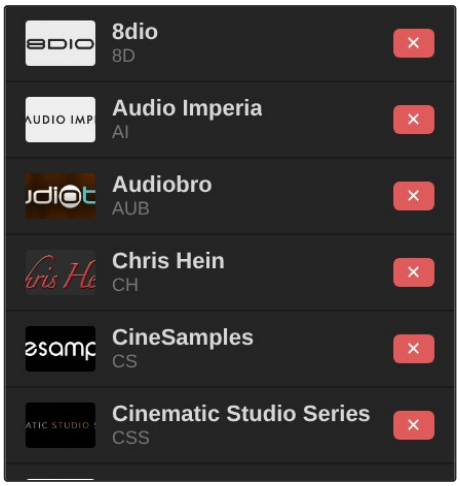


Figure 5 — The editor list

5.1 Choosing an editor

Click an editor in the list (8). It turns purple and the **EXISTING LIBRARIES** column shows its libraries. Click the same editor a second time to deselect it: the library list is cleared.

5.2 Adding an editor

The **ADD EDITORS** section (7) recognizes the abbreviation while you type it. It searches all the editors known to Studio Connect, including those you have removed from the list.

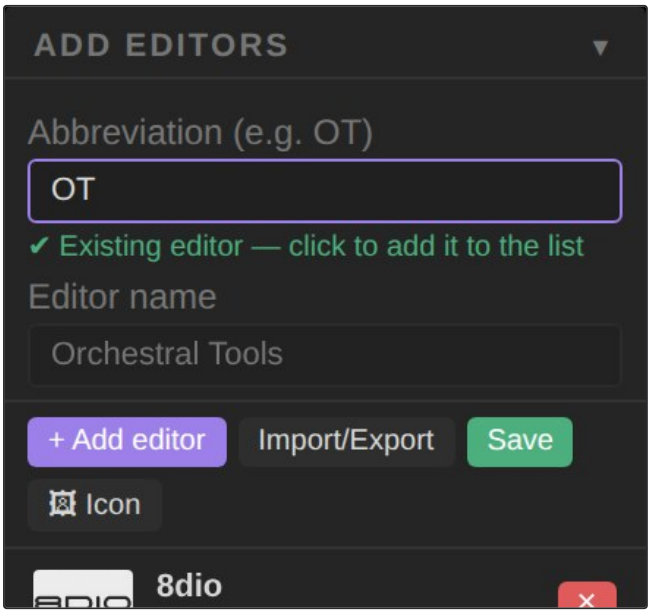


Figure 6 — Abbreviation already known

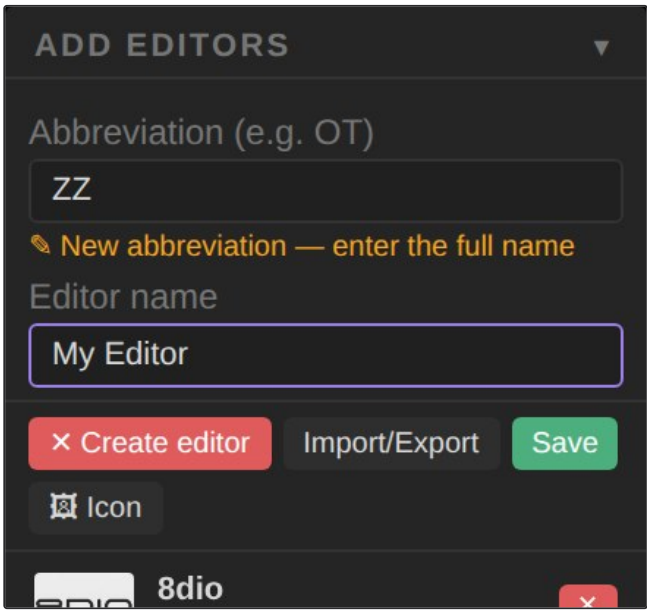


Figure 7 — New abbreviation

PROCEDURE — EDITOR ALREADY KNOWN

1. In **Abbreviation (e.g. OT)**, type the editor's abbreviation. It switches to uppercase on its own.
2. The message "✔ Existing editor — click to add it to the list" appears in green and **Editor name** is filled in automatically.
3. Click **+ Add editor**.

Result: the editor appears in the list, and the toast "✅ Editor added: [OT] Orchestral Tools" confirms it.

PROCEDURE — NEW EDITOR

1. Type an abbreviation that does not exist yet. The message "✎ New abbreviation — enter the full name" appears in orange.
2. In **Editor name**, type the full name of the editor.
3. Click the red **✕ Create editor** button. It stays grayed out as long as the name is empty.

Result: the editor is created and added to the list.

> **NOTE**
> The **Editor name** field stays grayed out as long as no abbreviation has been typed.

5.3 Editor logo

PROCEDURE

1. Click the editor in the list.
2. Click **🖼 Icon**.
3. Choose an image on your computer (5 MB maximum).

Result: the logo replaces the old one in the list, and the toast "✅ Icon OT updated" appears. The image is converted and saved in `config\icons\`.

> **CAUTION**
> Choose the editor first: the **🖼 Icon** button opens the image selection window even if no editor is selected.

5.4 Saving an editor

The green **Save** button of the editors section gathers into the editor's record all its libraries, their images, their microphones and their instrument lists. This record is what gets exported and shared (chapter 14).

PROCEDURE

1. Click the editor in the list.
2. Click **Save**.

Result: the toast "Editor saved: OT (*n* libs)" shows the number *n* of libraries saved.

If no editor is selected, the message "Click an editor." appears.

5.5 Removing an editor from the list

PROCEDURE

1. Click the red ✕ button to the right of the editor.
2. In the “Remove 8dio from the list?” window, click **Confirm**.

Result: the editor and all its libraries disappear from the Studio Manager lists.

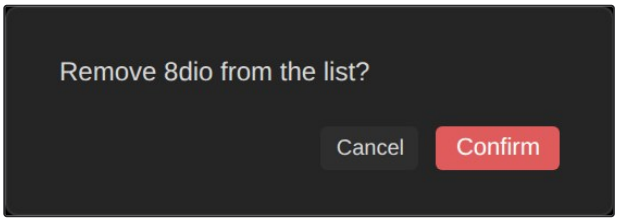


Figure 8 — Removing an editor from the list

> **NOTE**
> No file is deleted: the editor is only removed from the list. To make it reappear, use **Import/Export** then **✓ Import** (section 14.2). To really delete it from the disk, see section 14.6.

5.6 Collapsing the left sections

Click the **ADD A LIBRARY** or **ADD EDITORS** title to collapse or expand the section. A collapsed section leaves more room for the lists. When **ADD EDITORS** is collapsed, the editor list is hidden as well. Studio Manager remembers this choice for next time.

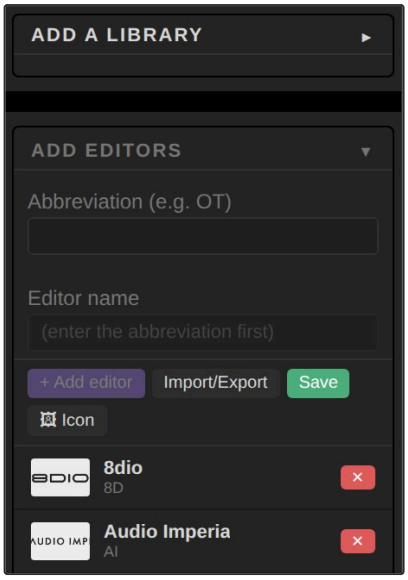


Figure 9 — The ADD A LIBRARY section collapsed

CHAPTER 6

Libraries

The **EXISTING LIBRARIES** column shows the libraries of the selected editor. Each row displays the library's thumbnail, its abbreviation in purple and its full name.

6.1 Displaying a library

Click a library (11). It is highlighted, its image appears in the header (2), and its instruments appear in the right column (16), with its name and abbreviation as the title.

6.2 Searching for a library

Type a few letters in the 🔍 field (9), above the list. The search covers the abbreviation and the name, in **all** libraries, whichever editor is selected. Clear the field to return to the editor's libraries.

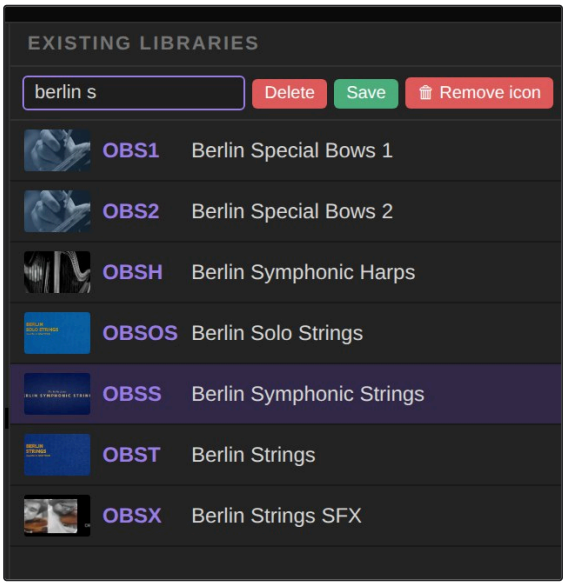


Figure 10 — Search for “berlin s”

6.3 Adding a library

The **ADD A LIBRARY** section (6) checks the abbreviation while you type it.

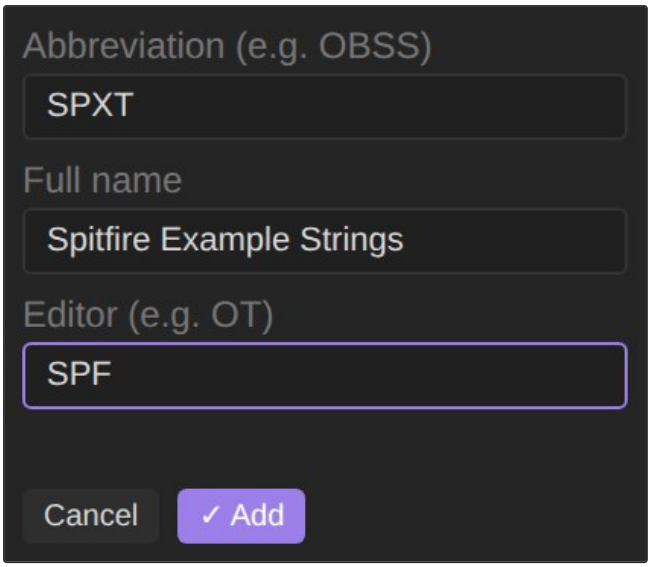


Figure 11 — Abbreviation available

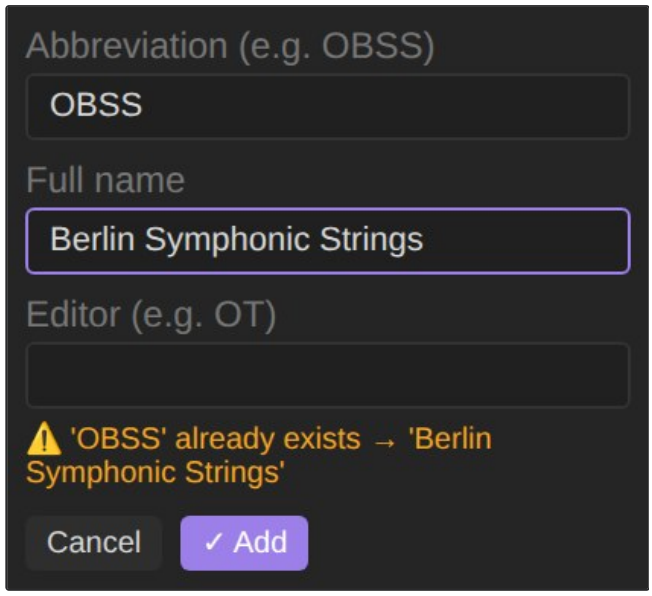


Figure 12 — Abbreviation already in use

PROCEDURE

1. In **Abbreviation (e.g. OBSS)**, type the library's abbreviation. The message "✅ Abbreviation 'SPXT' available" appears if it is free.
2. In **Full name**, type the name of the library. If a library with a very similar name already exists, Studio Manager points it out: "⚠ Similar: …".
3. In **Editor (e.g. OT)**, type the editor's abbreviation.
4. Click ✓ **Add**.

Result: the library is saved and the list is updated. The **Save** button of the libraries column flashes red: remember to save the library (section 6.5).

If the abbreviation already exists, Studio Manager asks "'OBSS' already exists. Replace?". Click **Replace** to overwrite the old record, or **Cancel**. The form's **Cancel** button clears the three fields.

> NOTE
> The editor is not required to add the library, but it is required to save it.

6.4 Library image

A library's image is used as a thumbnail in the lists and as a banner at the top of Studio Manager.

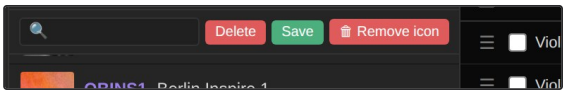


Figure 13 — The library buttons (10)

PROCEDURE — ADDING THE IMAGE

1. Click the library.
2. Click 🖼 **Icon**.
3. Choose a PNG, JPEG, WebP or BMP image (5 MB maximum).

Result: the toast "Icon added" appears, the thumbnail and the banner are updated, and the **Save** button flashes.

When the library already has an image, the button turns red and is called 🗑 **Remove icon**. Click it, then click **Delete** to remove the image: the toast “Icon deleted” confirms it.

6.5 Saving a library

The green **Save** button writes the library's complete record: name, abbreviation, image, microphones and instrument list. It flashes red as long as a change has not been saved.

PROCEDURE

1. Click the library.
2. Click **Save**.

Result: the toast “✅ [OBSS] Berlin Symphonic Strings → OT/OBSS.json (6 instruments)” appears and the flashing stops.

If the library has no editor, the message “Error saving library. Check that the lib has an associated editor.” appears: set the editor with ✏️ **Rename** (section 6.6).

6.6 Renaming a library and setting its microphones

The **Rename library** window changes the abbreviation, the name or the editor of a library, and sets its default microphone positions (**Mic Mix**).

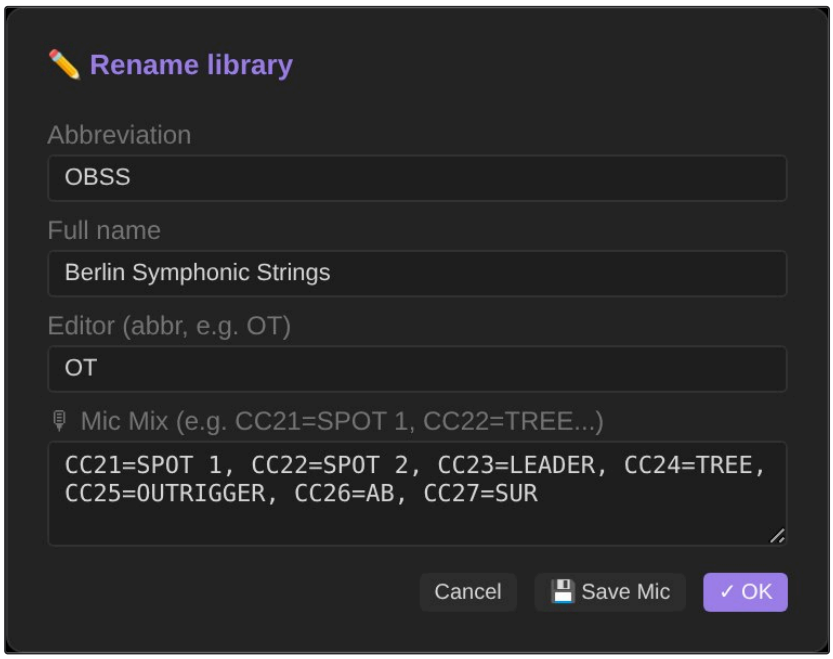


Figure 14 — The Rename library window

PROCEDURE

1. Click the library.
2. Above the instrument list, click ✏️ **Rename** (14).
3. Edit **Abbreviation**, **Full name** or **Editor (abbr, e.g. OT)**.
4. Click ✓ **OK**.

Result: the library is renamed. If the abbreviation changes, Studio Connect moves everything that belongs to it: instrument suffix, expression maps, drum maps, VST tracks, microphones, images. Nothing is overwritten.

The Mic Mix

The 🎙 **Mic Mix** field gives the name of each microphone position of the library and the MIDI controller (CC) that controls it, separated by commas:

```
CC21=SPOT 1, CC22=SPOT 2, CC23=LEADER, CC24=TREE, CC25=OUTRIGGER, CC26=AB, CC27=SUR
```

These names are displayed in the **MIC MIX** panel of the Studio Connect page. Click 💾 **Save Mic** to save them without closing the window: the toast "✅ Mic Mix saved for OBSS" appears. This button also saves the changes to the abbreviation, the name and the editor. Clearing the field deletes the default positions.

> **TIP**
> If one instrument of the library has different microphones from the others, set them for that instrument only (section 7.7).

6.7 Removing a library from the list

PROCEDURE

1. Click the library.
2. Click the red **Delete** button.
3. In the "Remove OBSS from the list?" window, click **Confirm**.

Result: the library disappears from the list.

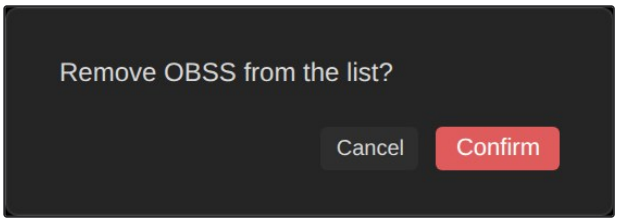


Figure 15 — Removing a library from the list

> **NOTE**
> As with editors, the library is only removed from the list: its files remain on the disk. To make it reappear, see section 14.2. To really delete it, see section 14.6.

CHAPTER 7

Instruments

The right column (16) lists the instruments of the selected library. An instrument appears there as soon as its expression map has been generated in the **Tracks** tab (chapter 9).

7.1 An instrument row



Figure 16 — The elements of an instrument row

1	Handle: drag to change the order	2	Checkbox: select the instrument
3	Instrument name (editable)	4	Copy the name
5	Rename	6	Delete
7	Microphone positions (CC)		

The “check all” box (12), to the left of the title, checks or unchecks all the instruments of the library. The checked instruments are the ones that the **Tracks** tab imports, and the ones that move together when you drag them onto an instance.

7.2 Searching for an instrument across all libraries

The 🔍 **Search...** field (13) searches for an instrument in **all** your libraries at once. During the search, “Search...” is displayed, then the list shows each instrument found with the abbreviation of its library in purple.

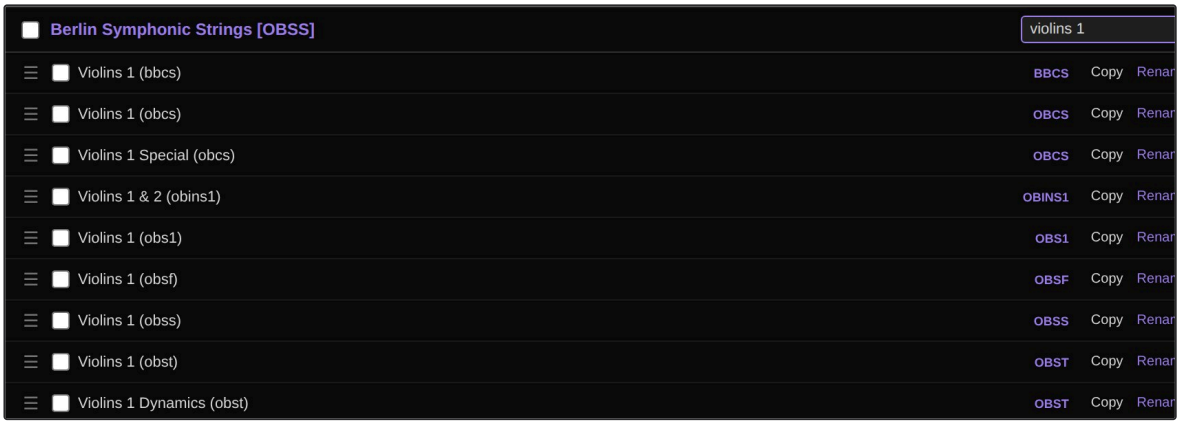


Figure 17 — Search for “violins 1” across all libraries

In this list, you can copy, rename or delete an instrument, set its microphones, and drag it onto an instance. To change the order, display its library. Clear the field to return to the selected library. If nothing is found, the message “No results for “...”” appears.

7.3 Copying an instrument name

Click **Copy**: the instrument name is copied to the clipboard, and the toast “Copied” confirms it. You can then paste it elsewhere, for example in the **Tracks** tab.

7.4 Renaming an instrument

PROCEDURE

1. Click in the instrument name and edit it directly in the row.
2. Click **Rename**, on the same row.

Result: the toast “Renamed OK” appears. Studio Connect also renames all the files linked to the instrument: expression map, drum map, VST track, microphones.

Nothing happens if the name is empty or unchanged. If the new name is already taken, the message “Error renaming instrument.” appears and nothing is changed.

TIP

Keep the library abbreviation in parentheses at the end of the name, for example **Violins 1 Sord. (obss)**.

7.5 Changing the order of the instruments

Grab an instrument by its ☰ handle and drag it onto another one: a purple line shows where it will be placed. Release: the order is saved.

7.6 Deleting an instrument

PROCEDURE

1. Click **Delete** on the instrument row.
2. In the “Delete [Violins 1 (obss)]?” window, click **Confirm**.

Result: the instrument disappears from the library.

NOTE

The instrument's expression map file is not deleted: only the instrument is removed from the library's list.

7.7 Setting the microphones of a single instrument

The gray field on the right of each row shows the controllers (CC) of the instrument's microphone positions. These are the library's controllers (section 6.6), unless you have given this instrument different ones.

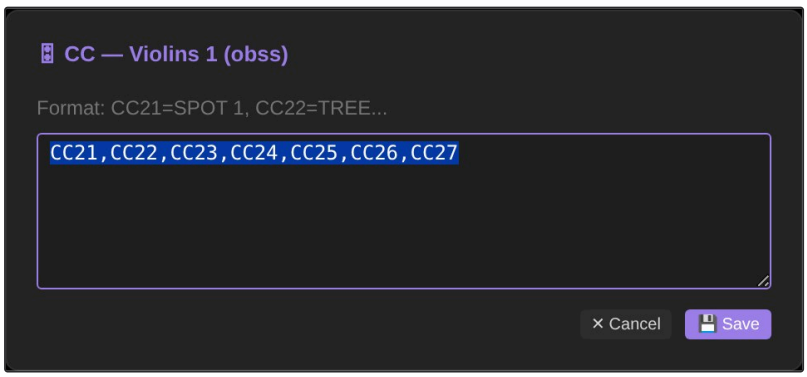


Figure 18 — The CC window of an instrument

PROCEDURE

1. Click the instrument's CC field.
2. In the **CC — Violins 1 (obss)** window, type the positions in the form `CC21=SPOT 1, CC22=TREE`.
3. Click 💾 **Save**.

Result: the toast “CC saved” appears. These microphones apply to this instrument only.

A CC written without a name, such as `CC21`, uses the name given by the library. Click ✕ **Cancel**, or outside the window, to close it without changing anything.

CHAPTER 8

Expression Maps and Drum Maps

An **expression map** is the DAW file that associates each articulation of an instrument (legato, staccato, pizzicato…) with the key or message that triggers it in the library. A **drum map** is the equivalent for drums and percussion: it gives a name to each note.

In the **Expression Maps/Drum Map** tab, you load or create the map that will be used as a **template**. The **Tracks** tab then copies it for each instrument (chapter 9).

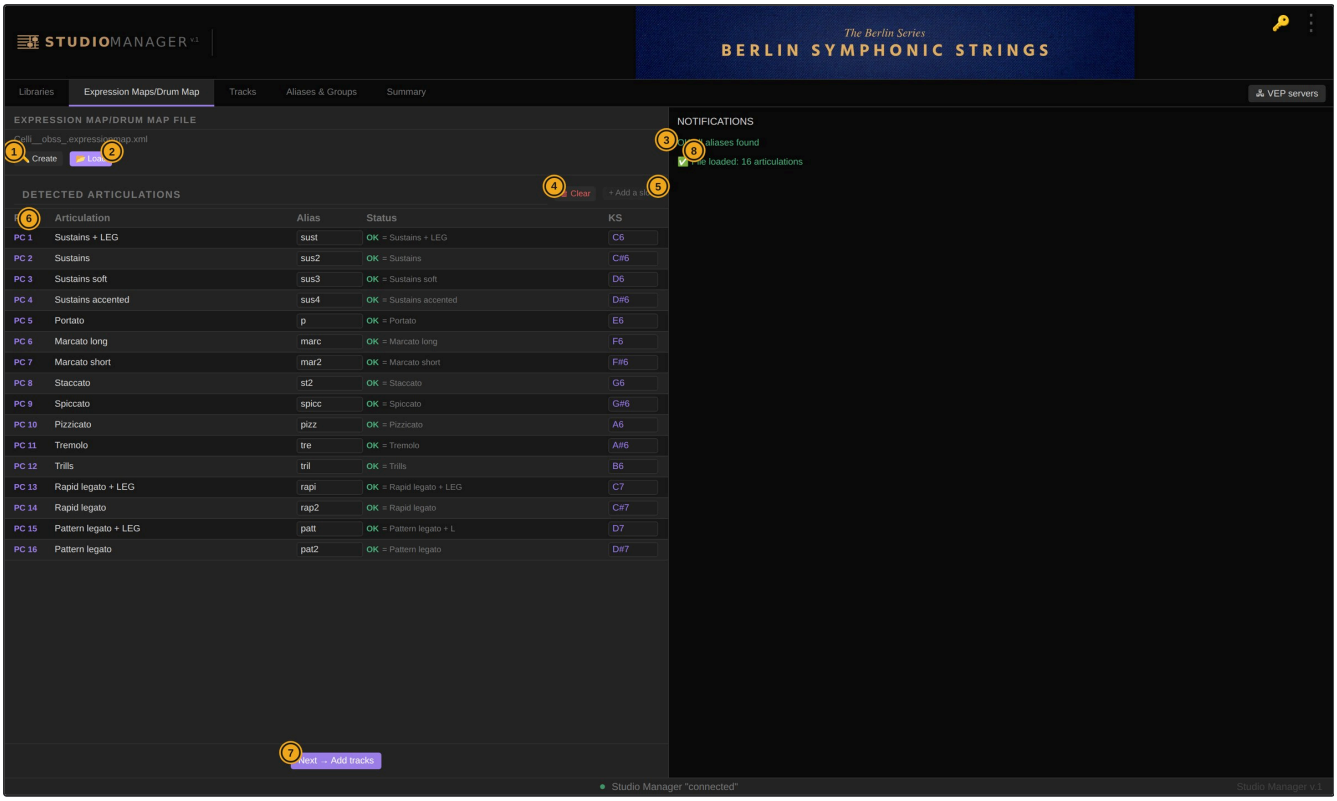


Figure 19 — The Expression Maps/Drum Map tab, with an expression map loaded

1	Create a blank map	2	Load a map
3	Name of the loaded file	4	Clear the table
5	Add a slot (blank map)	6	Articulation table
7	Next → Add tracks	8	Notifications

The **NOTIFICATIONS** column (8), on the right, keeps track of what happens: successes in green, warnings in orange, errors in red.

8.1 Loading a DAW expression map

PROCEDURE

1. Click 📂 **Load**.
2. Choose a `.expressionmap` file (10 MB maximum).

Result: the table fills with one row per articulation, and the notifications show "✅ File loaded: 16 articulations", preceded by the number of missing aliases or by "OK All aliases found".

The loaded map is kept as is. Studio Manager copies it faithfully for each instrument, changing only its name and the keys you have modified.

> **NOTE**
> The names of the articulations of a loaded map cannot be edited here. The **+ Add a slot** button is grayed out.

8.2 The articulation table

PC	Articulation	Alias	Status	KS
PC 1	Sustains + LEG	sust	OK = Sustains + LEG	C6
PC 2	Sustains	sus2	OK = Sustains	C#6
PC 3	Sustains soft	sus3	OK = Sustains soft	D6
PC 4	Sustains accented	sus4	OK = Sustains accented	D#6
PC 5	Portato	p	OK = Portato	E6
PC 6	Marcato long	marc	OK = Marcato long	F6
PC 7	Marcato short	mar2	OK = Marcato short	F#6
PC 8	Staccato	st2	OK = Staccato	G6
PC 9	Spiccato	spicc	OK = Spiccato	G#6
PC 10	Pizzicato	pizz	OK = Pizzicato	A6
PC 11	Tremolo	tre	OK = Tremolo	A#6
PC 12	Trills	tril	OK = Trills	B6

Figure 20 — The articulation table

Column	Contents
PC	The slot number: PC 1, PC 2…
Articulation	The name of the articulation in the map.
Alias	The short name of the articulation (chapter 10). When a map is opened, it is filled in automatically when an alias has exactly the same name as the articulation. You can type it or correct it.
Status	"OK = *alias name*" in green if the alias exists, "missing" in orange otherwise.
KS	The key (keyswitch) that triggers the articulation, for example **C0**. You can change it: the new key will replace the old one in the generated maps.

> **NOTE**
> Keys are named as in the DAW: middle C (note 60) is called **C3**.

8.3 Completing missing aliases

When the alias of an articulation is empty or unknown, a small line appears below the articulation:

- up to two **suggestions**, in the form "→ *code* = '*name*' (85%)": these are the aliases whose names are the most similar. Click a suggestion to choose it;
- a **+ Create** button: it opens the **Aliases & Groups** tab with the abbreviation and the name already filled in (section 10.2).

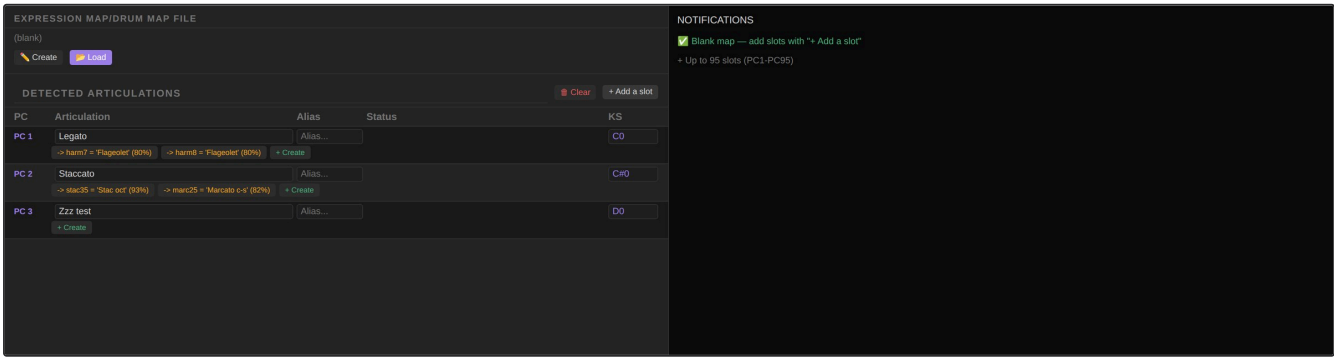


Figure 21 — Alias suggestions and the + Create button, on a blank map

8.4 Creating a blank map

When you do not have an expression map for a library, create it here, articulation by articulation.

PROCEDURE

1. Click ✏️ **Create**. The notifications show "✅ Blank map — add slots with "+ Add a slot"".
2. Click **+ Add a slot** as many times as you have articulations. Each slot receives a suggested key, a semitone higher than the previous one: C0, C#0, D0…
3. In each row, type the name of the articulation, its alias, and correct the **KS** key if needed.

Result: the map is ready to be used as a template in the **Tracks** tab.

A map can have at most 95 slots (PC 1 to PC 95). Beyond that, the message "Maximum 95 slots." appears.

8.5 Loading a drum map

PROCEDURE

1. Click 📂 **Load**.
2. Choose a DAW `.drm` file.

Result: the table shows two columns, **Note** and **Sound**, with one row per named sound, and the notification "✅ Drum map loaded: 77 sounds".

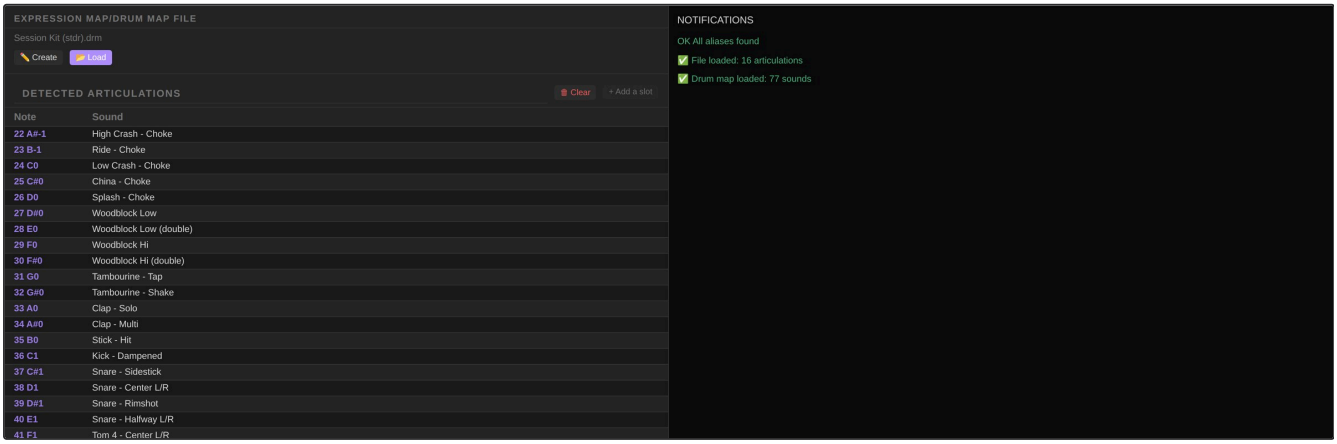


Figure 22 — A loaded drum map

Notes without a name in the drum map are not displayed. The drum map is copied as is for each instrument.

8.6 Clearing the table

- With a drum map loaded, 🗑 **Clear** removes it immediately: “Drum map removed”.
- With an expression map, click twice: on the first click the button shows “Confirm?” for 3 seconds; click again during that time to clear the table.

8.7 Moving on to the Tracks tab

Click **Next** → **Add tracks** (7). If there are still empty or unknown aliases, Studio Manager shows the number of empty aliases, lists the unknown aliases, and asks whether to continue: click **Continue** to go on anyway, or **Cancel** to complete them first.

CHAPTER 9

Tracks: generating the instruments' maps

The **Tracks** tab creates the maps of several instruments in one go, from the template chosen in the previous tab. It is also the tab that adds these instruments to their library.

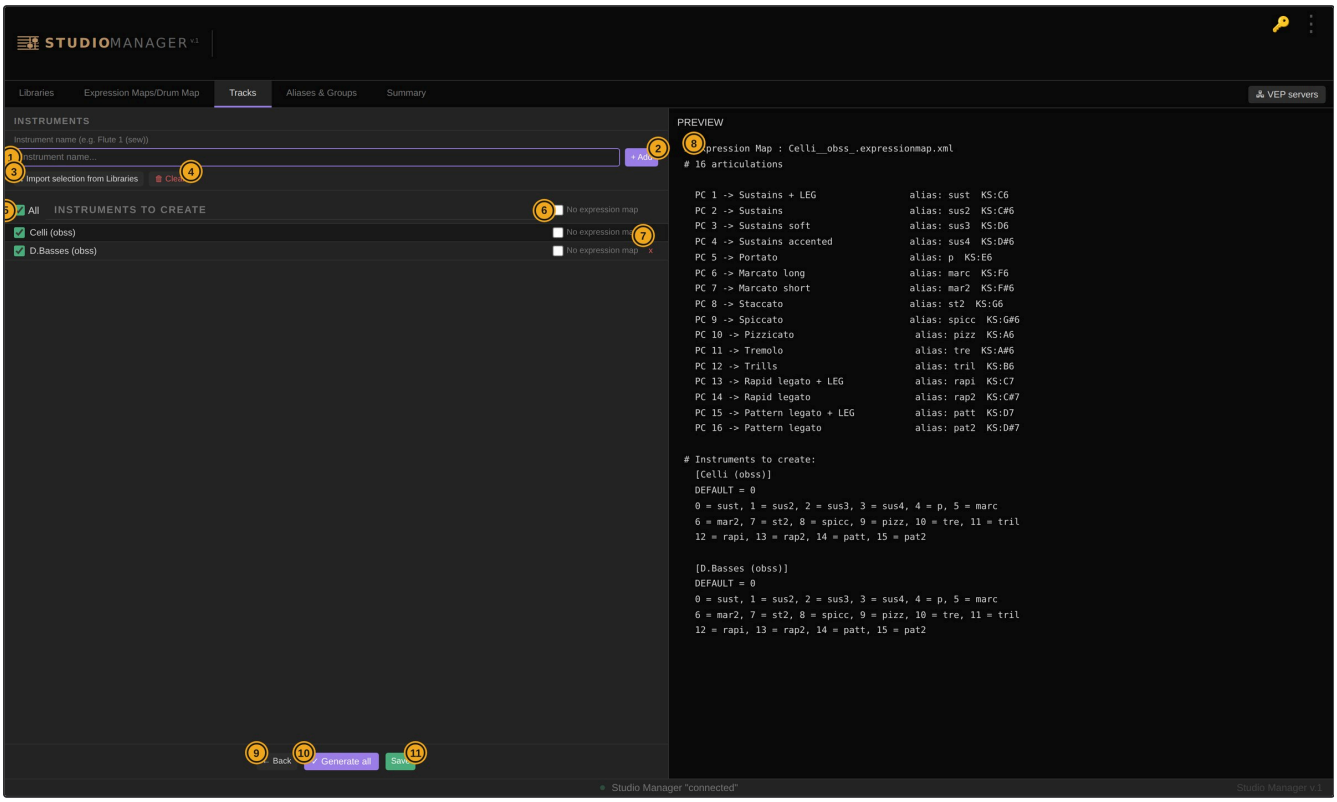


Figure 23 — The Tracks tab, with the preview

1	Instrument name	2	+ Add
3	Import the instruments checked in Libraries	4	Remove the checked instruments
5	Check all (All)	6	All without expression map
7	Instruments to create	8	Preview
9	← Back (to Expression Maps/Drum Map)	10	✓ Generate all
11	Save		

9.1 Adding instruments

There are two ways to fill the **INSTRUMENTS TO CREATE** list:

PROCEDURE — ONE BY ONE

1. In **Instrument name...**, type the full name with the library abbreviation: **Celli (obss)**.
2. Click **+ Add** or press `Enter`.

Result: the instrument is added to the list, already checked.

PROCEDURE — FROM A LIBRARY

1. In the **Libraries** tab, check the instruments you want.
2. In the **Tracks** tab, click **↓ Import selection from Libraries**.

Result: the toast "6 instrument(s) imported" appears. Instruments that are already present are not added twice.

The abbreviation in parentheses indicates the library, and therefore the folder where the map will be stored. Without an abbreviation, the map goes into the **CUSTOM** folder.

9.2 The list of instruments to create

- Only **checked** instruments are generated. The **All** box checks or unchecks the whole list.
- Check **No expression map** for an instrument that must appear in the library without having a map, and the box at the top to apply it to all.
- The **x** of a row removes the instrument from the list. 🗑 **Clear** removes all the checked instruments, without confirmation.

9.3 The preview

The **PREVIEW** column shows, live, what is going to be created: the name of the template map, its articulations with their aliases and their keys, then the list of instruments with their alias matches. For a drum map, it shows the file created for each instrument.

9.4 Generate all

PROCEDURE

1. Check the list and the preview.
2. Click **✓ Generate all**. While it works, the button shows "⏳ Generating…".

Result: the toast shows the summary, for example "✓ 2 generated", followed where applicable by the number of maps that already exist and of errors.

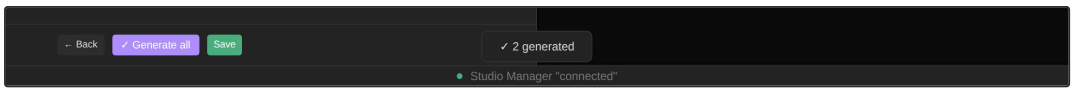


Figure 24 — The summary after Generate all

For each checked instrument, Studio Manager:

- creates its expression map in `Expression Map\ABBR\` (unless it is set to "No expression map");
- adds it to the library: it appears in the **Libraries** tab, with its aliases.

With a drum map, each instrument only receives its copy in `Drum Map\ABBR\`; the toast shows "✓ 2 drum map(s)". The instrument is not added to the library and does not appear in the **Libraries** tab.

> **NOTE**
> A blank map without any articulation cannot be generated: the instrument is counted among the errors.

9.5 Save

After generation, click **Save**. Studio Manager saves each library involved in its editor's record, like the **Save** button of the **Libraries** tab. One toast per library confirms it, for example "✅ [obss] Berlin Symphonic Strings (6 instr.)".

CHAPTER 10

Aliases & Groups

Libraries do not name their articulations in the same way: *Sustain*, *Long*, *Sus*... An **alias** gives each articulation a short, unique code (for example **sust**), a readable name and a color. Thanks to aliases, Studio Connect and Studio Score recognize the same articulation in all your libraries.

Aliases are organized in **groups** (Long, Staccato, Pizzicato, Legato...). An alias takes the color of its group, unless you give it a different one.

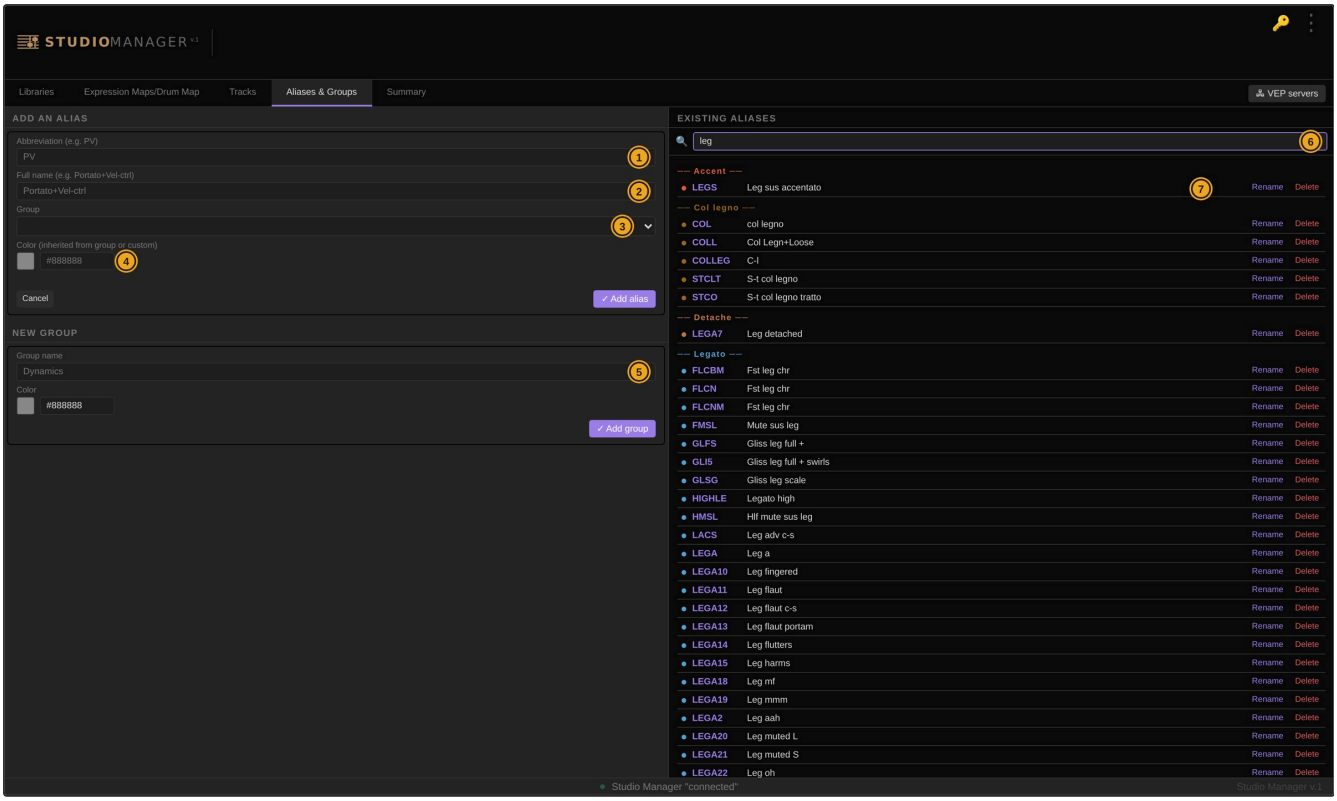


Figure 25 — The Aliases & Groups tab, search for “leg”

1	Abbreviation (alias code)	2	Full name
3	Group	4	Color
5	New group	6	Alias search
7	Results, sorted by group		

10.1 Searching for an alias

The **EXISTING ALIASES** list stays empty as long as nothing is typed. Type a few letters in the search field (6): Studio Manager searches the codes and the names, and sorts the results by group. It displays 40 results at most; if there are more, refine your search.

10.2 Adding an alias

PROCEDURE

1. In **Abbreviation (e.g. PV)**, type the alias code.
2. In **Full name (e.g. Portato+Vel-ctrl)**, type the name of the articulation.
3. Choose a **Group** from the list.
4. If you want a color other than the group's, click the color square, or type a code such as `#3E688C`.
5. Click ✓ **Add alias**.

Result: the toast “Alias added” appears. If the code already existed, the alias is replaced.

NOTE

When you get here through the **+ Create** button of the **Expression Maps/Drum Map** tab, the abbreviation and the name are already filled in. If the **Group** list is empty, click the **Aliases & Groups** tab once to load it.

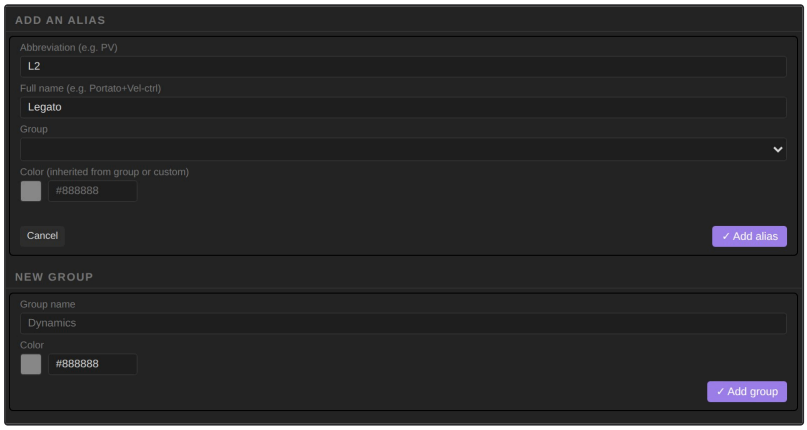


Figure 26 — The form filled in by the + Create button

10.3 Creating a group

PROCEDURE

1. In **NEW GROUP**, type the **Group name**.
2. Choose its **Color**.
3. Click ✓ **Add group**.

Result: the toast “Group added” appears and the group appears in the aliases' **Group** list.

A group name that is already in use is ignored.

10.4 Renaming or deleting an alias

Click **Rename** to the right of an alias: type the new name, then click **OK** or press `Enter`. The alias code does not change.

Click **Delete**, then **Confirm** to remove an alias: the toast “Alias deleted” appears.

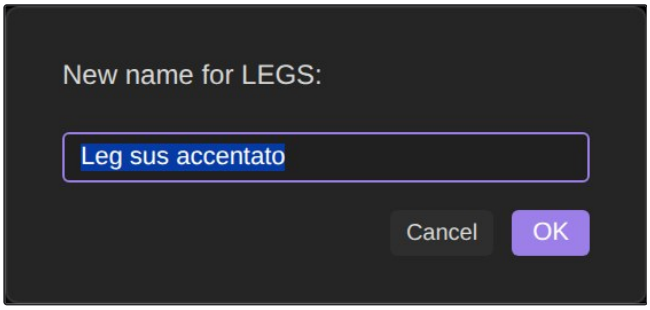


Figure 27 — Renaming an alias

> **CAUTION**
> A deleted alias is no longer recognized in the maps that use it: their articulations go back to “missing”.

CHAPTER 11

VEP/VST instances

An **instance** is a set of instruments that Vienna Ensemble Pro loads together, with its output buses. In Studio Manager, you prepare your instances in advance, then you create them with one click in VE Pro and in your DAW (chapter 12). Without VE Pro, the same instances are used to create VST tracks.

11.1 Opening the Instances panel

In the **Libraries** tab, click the blue **Instances** button (15). The **VEP/VST instances** panel opens on the right. Click **Instances** again to close it.

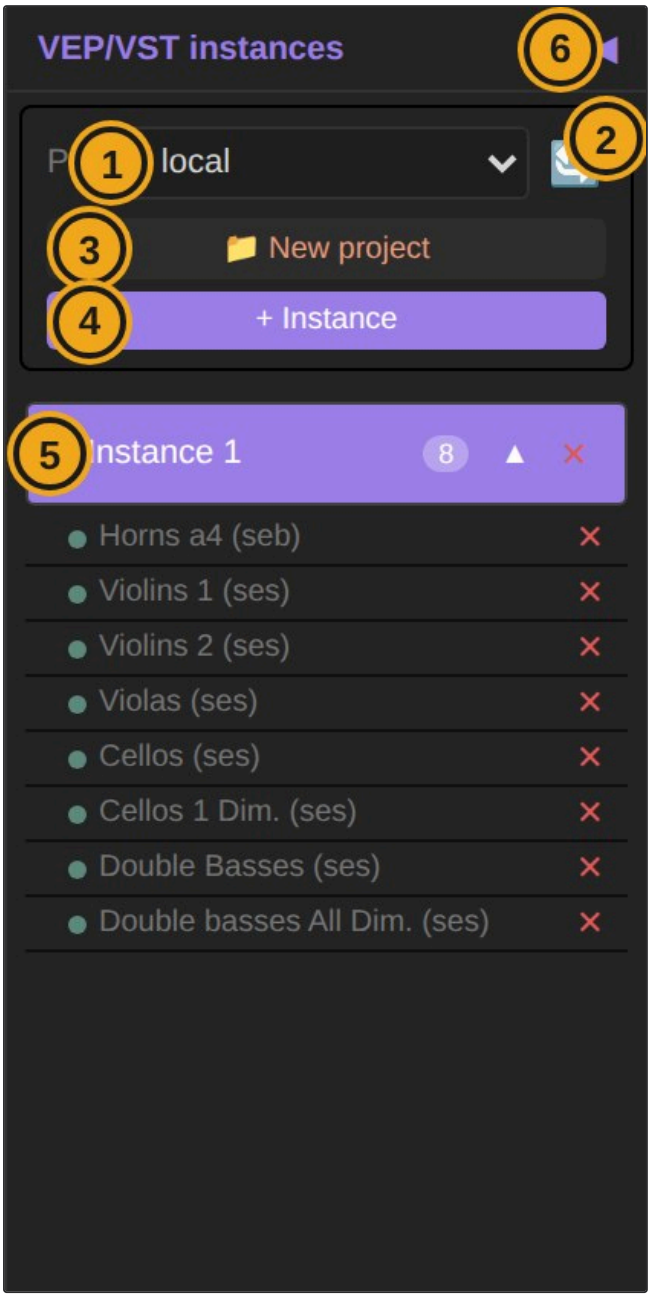


Figure 28 — The Instances panel

1	PC: the computer where VE Pro runs
2	Refresh
3	New project
4	+ Instance
5	An instance (click to open it)
6	Enlarge the panel

Each instance shows its color, its name and the number of its instruments. Click an instance to show or hide its instruments.

11.2 Choosing the computer

The **PC** list offers **local** (this computer) and each declared VE Pro server (chapter 13). Each computer has its own instances. The 🔄 button reloads the list of servers and their instances.

11.3 Creating an instance

Click **+ Instance**: an instance “Instance 2” (or the next number) is created, empty, in purple. Give it a name and a color in the enlarged view (section 11.6).

11.4 Adding instruments to an instance

PROCEDURE

1. In the **Libraries** tab, display the library, or search for the instrument across all libraries.
2. Open the **Instances** panel.
3. Drag the instrument onto the instance you want: it is outlined in purple. Release.

Result: the instrument is added at the end of the instance, and the toast “✅ Harps (obss) → Instance 1” confirms it.

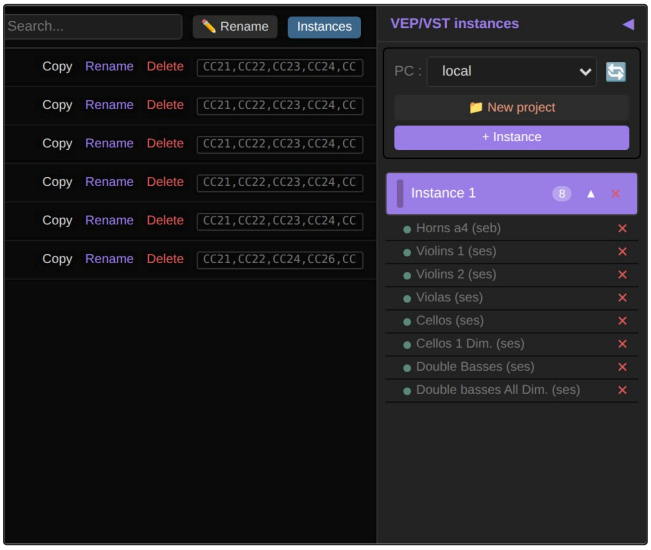


Figure 29 — Before

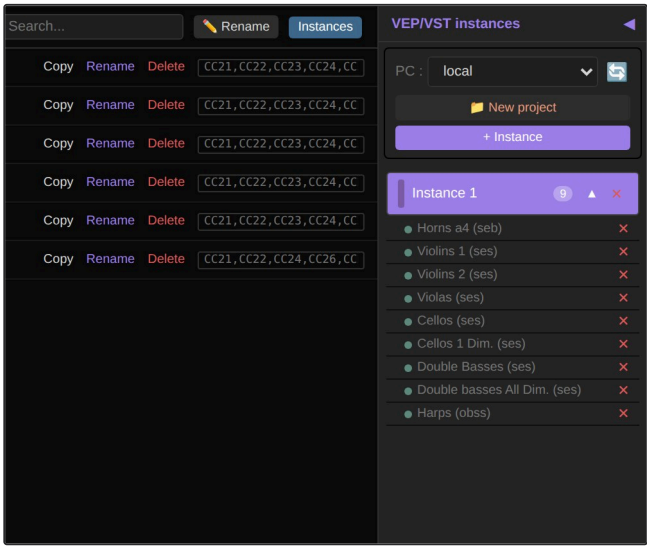


Figure 30 — After dragging Harps (obss)

TIP

Check several instruments, then drag one of them: all the checked instruments move to the instance together.

ON A TOUCH SCREEN

With your finger, **press for a quarter of a second** on the instrument without moving, then drag it: a copy of the row follows your finger to the instance. If you drag straight away without waiting, the list scrolls normally. The same gesture is used to change the order of instances and instruments.

11.5 Removing, reordering, deleting

- The red ✕ to the right of an instrument removes it from the instance, without confirmation.
- Drag an instance onto another one to change their order.
- The ✕ of an instance deletes it, after the confirmation “Delete Instance 1?”.

Each change is saved immediately.

11.6 The enlarged view

Click the ◀ triangle at the top of the panel to enlarge it to the whole window, then click an instance: its details appear on the right. The ▶ triangle (18) returns the panel to its normal size.

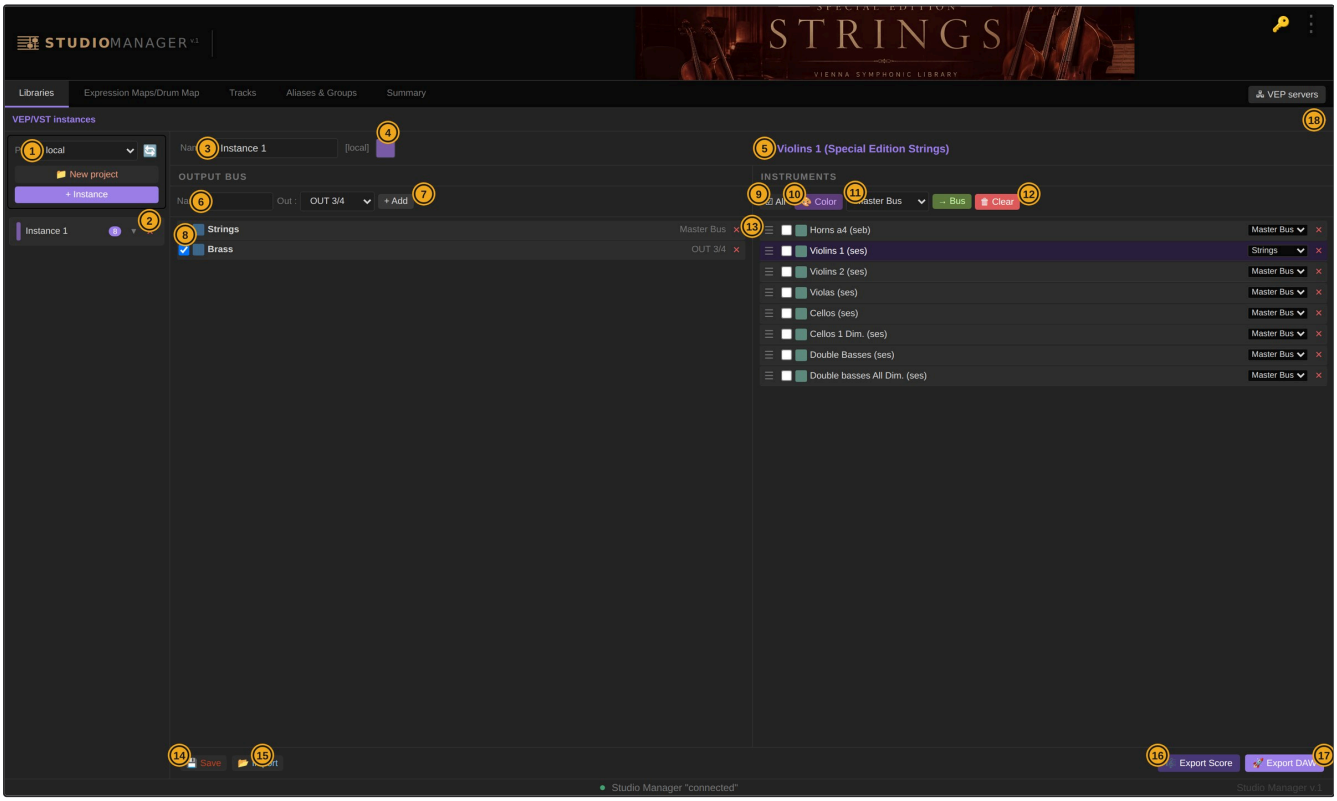


Figure 31 — The enlarged view of an instance

1	PC	2	Instance list
3	Instance name	4	Instance color
5	Selected instrument and its library	6	Name and output of a new bus
7	+ Add (bus)	8	Output buses
9	All: check all	10	🎨 Instrument color
11	Bus of the checked instruments (→ Bus)	12	🗑 Clear the instance
13	Instruments of the instance	14	💾 Save the project
15	📂 Import a project	16	🎼 Export Score
17	🚀 Export DAW	18	Reduce the panel

Instance name and color

Edit the **Name** field (3), then press `Enter` or click elsewhere: the name is saved. This is the name of the instance in VE Pro. Click the color square (4) to choose the color of the instance.

Output buses

PROCEDURE

1. In **OUTPUT BUS**, type the name of the bus, for example **Strings**.
2. Choose its output in **Out**: **Master Bus** (outputs 1/2), then OUT 3/4… up to OUT 49/50.
3. Click **+ Add**.

Result: the bus appears in the list, checked.

An unchecked bus is not created in VE Pro. The color square changes its color, and the ✕ deletes it.

Instruments of the instance

- Click an instrument to select it: its name and the name of its library are displayed at the top (5), and the library's image in the header.
- Each instrument has its checkbox, its color, and its list of output buses (**Master Bus** by default).
- ☑ **All** checks or unchecks all the instruments.
- 🎨 **Color** colors the checked instruments, or all of them if none is checked. Once the color is chosen, the instruments are **unchecked** automatically: you can check the next group.
- Choose a bus in the list, then click → **Bus** to assign it to the checked instruments, or to all of them. Afterwards, the instruments are **unchecked** automatically.
- 🗑 **Clear** removes all the instruments from the instance, after confirmation.
- Drag an instrument by its ☰ handle to change its position.

11.7 New project

📁 **New project** erases all the instances, on **all** computers, to start from scratch.

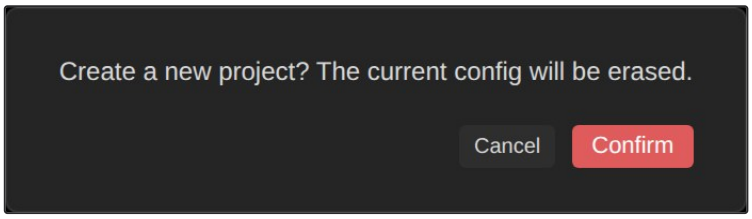


Figure 32 — The New project confirmation

CAUTION

This action cannot be undone. Save your project first (section 11.8) if you want to keep it.

11.8 Saving and importing a project (.stmg)

A Studio Manager project gathers the instances of **all** computers in a single `.stmg` file. You do not save a single instance: you save the whole project, and each instance stays filed under its computer.

In the file	What it contains
local	for example Strings and Woodwinds
Serveur-PC1	for example Brass
Serveur-PC2	for example Percussion

PROCEDURE — SAVING

1. In the enlarged view, click 💾 **Save**.
2. In the Windows dialog, choose the folder and the file name (suggested: **studio_connect_projet.stmg**).
3. Click **Save**.

Result: the toast "✅ Project saved" appears.

PROCEDURE — IMPORTING

1. Click 📂 **Import**.
2. Choose a `.stmg` file.

Result: the toast "Project imported" appears. The instances in the file **replace** all the current instances.

CAUTION

- The import **first erases everything** that is in place, on **all** computers, then restores the contents of the file.
- Each instance goes back **to the computer where it was**: an instance from **local** goes back to **local**, an instance from **Serveur-PC1** goes back to **Serveur-PC1**.
- An instance cannot be moved to another computer by the import. To put it on another server, recreate it on that server: choose the server in the **PC** list, then **+ Instance**, and drag its instruments onto it.

AFTER AN IMPORT: EXPORT DAW

- After an import, the first 🚀 **Export DAW** of an instance **always** recreates its **Vienna Ensemble Pro** track in the DAW, with its MIDI tracks. This is what you need for a new DAW project.
- Afterwards, if you add instruments to this instance and run **Export DAW** again, only the new MIDI tracks are created: the VE Pro track is already there.
- If you import the file into a DAW project that **already** contains the VE Pro track of this instance, the export creates a second one: delete the extra one in the DAW.

A file that is not a Studio Manager project is rejected: "This file is not a Studio Manager project (.stmg)".

CHAPTER 12

Creating the tracks: Export DAW and Export Score

Once the instance is ready, two buttons create the tracks, at the bottom right of the enlarged view:

- 🚀 **Export DAW** creates the tracks in your DAW;
- 🎼 **Export Score** prepares the instruments for Studio Score.

Each button then asks for **VEP** (with Vienna Ensemble Pro) or **VST** (with the plug-ins loaded directly).

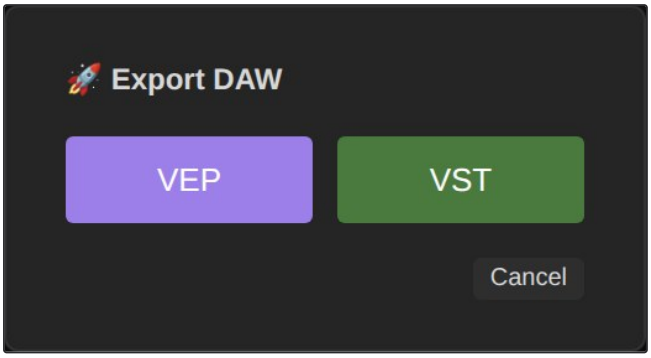


Figure 33 — The VEP / VST choice of Export DAW

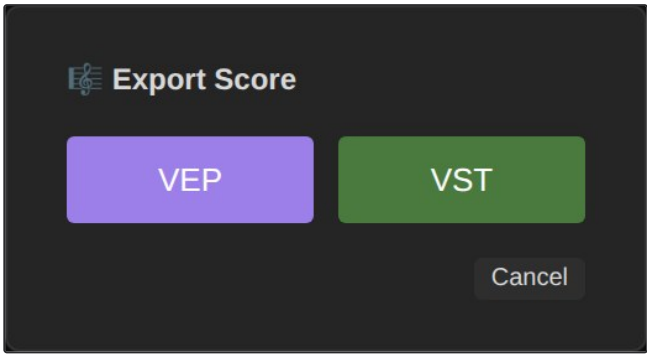


Figure 34 — The same choice for Export Score

PROCEDURE

1. In the enlarged view, click the instance.
2. Check the instruments to create. If none is checked, Studio Manager offers to create all of them.
3. Click 🚀 **Export DAW** or 🎼 **Export Score**.
4. Click **VEP** or **VST**. While it works, the button shows "⏳ Creating…".

Result: a message gives the number of tracks created. In VEP mode, each step is logged in the **Summary** tab. In VST mode, the instruments that were not created are listed in a window at the end.

12.1 The four cases

Choice	What happens	End message
Export DAW → VEP	Studio Connect creates the instance in VE Pro, on the selected computer, with its name and color, its enabled buses and, for each instrument, the VE Pro **channel set** of the same name, its color, its MIDI channel and its bus. Then it prepares the DAW MIDI tracks, with their expression maps, and starts their import into the DAW.	"✓ *n* track(s) created — import triggered in the DAW"
Export Score → VEP	Same work in VE Pro, without tracks in the DAW. Studio Score will find the instruments on import.	"✓ *n* track(s) created — open StudioScore to import them"
Export DAW → VST	Without VE Pro. For each instrument, Studio Connect takes its VST track template (`vst_Instruments` folder), renames it, colors it, assigns its expression map to it, then starts the import into the DAW.	"✓ *n* VST track(s)"
Export Score → VST	Without VE Pro or a DAW. The instruments are prepared for Studio Score with their plug-in and their expression map.	"✓ *n* VST track(s) — open StudioScore to import them"

12.2 Instruments that are not created

In VEP mode, an instrument is created only if the VE Pro **of the selected computer** (**PC** list) has a **channel set** with its name (ignoring uppercase, spaces and punctuation). The whole instance is created in that single VE Pro: Studio Manager does not look for an instrument on another computer.

Example: the "Strings" instance is on **local** with Violin 1, Viola and Cello, but Cello only exists on a server. Violin 1 and Viola are created; Cello is skipped, with no track in VE Pro or in the DAW.

At the end, an **Instruments not created** window names each skipped instrument: "Cello: not found on this PC". The same information is logged in the **Summary**: "No track for '...': no channel set with this name in VE Pro".

What to do: create the instance on the computer where the instrument is located, or save its channel set in the VE Pro of this computer.

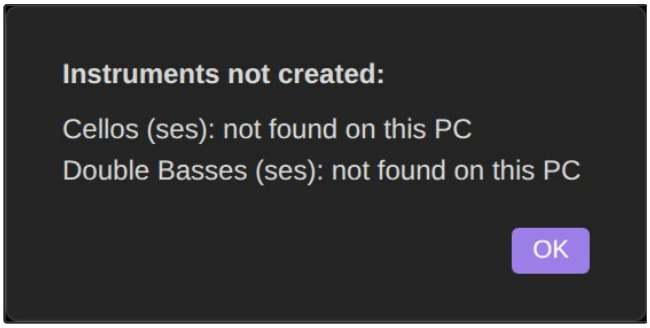


Figure 35 — The window of instruments not created

In VST mode, an instrument without a track template is reported the same way in a window: "...: no file in vst_Instruments".

> NOTE
> If the import cannot start on its own in the DAW, the message gives the path of the track file to import manually (`export\` folder).

12.3 Adding a bus to an instance already in the DAW

You have already created the "Strings" instance with 🚀 **Export DAW**, then you add a bus to it, for example **Vla** on OUT 5/6.

- **In VE Pro**: on the next Export DAW, the bus is created, and the instruments that use it send their sound to it.
- **In the DAW**: Studio Manager does not touch the VE Pro track that already exists. Only the MIDI tracks are rebuilt. The new output therefore does not appear on its own.

PROCEDURE

1. In Studio Manager, add the bus and assign it to the instruments (section 11.6).
2. Click 🚀 **Export DAW**, then **VEP**.
3. In the DAW, activate the output of the new bus (here OUT 5/6) on the instance's VE Pro track, as for any multi-output instrument.

Result: the sound of the bus arrives on its own output in the DAW.

> NOTE
> If you prefer to start from scratch, delete the instance in the DAW and in Studio Manager, then build it again: Export DAW then creates the VE Pro track with all its outputs.

12.4 Studio Score in SYNC mode

When Studio Score is in **SYNC** mode, its instruments come from your DAW project. The 🎼 **Export Score** button is then grayed out, and Studio Manager explains why: "StudioScore is in SYNC mode. Its instruments come from your DAW project, via the "TR" button. Turn off SYNC in StudioScore to create instruments from here."

CHAPTER 13

VEP servers

If Vienna Ensemble Pro also runs on other computers on the network, declare them here. They will appear in the **PC** list of the Instances panel.

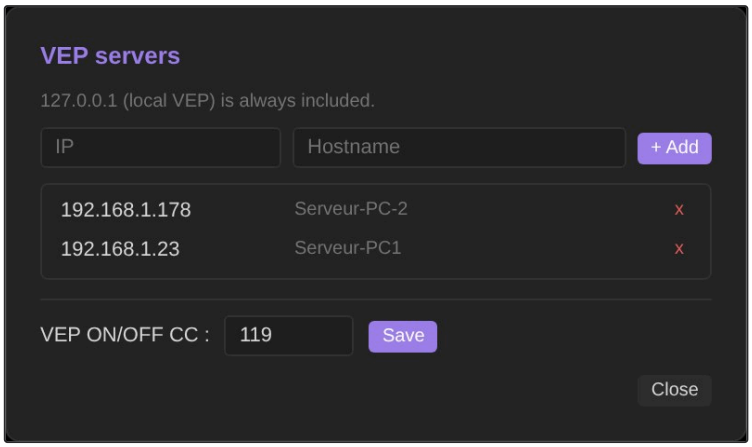


Figure 36 — The VEP servers window

13.1 Adding or removing a server

PROCEDURE

1. Click 🖧 **VEP servers**, on the right of the tab bar.
2. Type the **IP** address of the server and, if you like, its name (**Hostname**).
3. Click **+ Add**.

Result: the server appears in the list.

The red **x** removes a server, after confirmation. The local computer (127.0.0.1) is always included: there is no need to add it.

13.2 The VEP ON/OFF CC

During an Export → VEP, Studio Connect sets up VE Pro so that a MIDI controller (CC) enables or disables each instrument. Type its number in **VEP ON/OFF CC**, then click **Save**: the toast "VEP CC saved" appears. A value above 119 is brought down to 119 during the export.

Click **Close** to close the window.

CHAPTER 14

Sharing and restoring: Import/Export

The **Import/Export** window is used for four things:

- making an editor or libraries that were removed from the list reappear;
- exporting complete libraries as `.zip` files, to back them up or to give them to another computer;
- importing a library `.zip`, for example one downloaded from the Studio Connect website (section 14.5);
- permanently deleting an editor or libraries.

14.1 Opening the window

PROCEDURE

1. In the **Libraries** tab, **ADD EDITORS** section, click **Import/Export**.
2. The 📥 **Import an editor** window lists **all** editors, even those removed from the list. Click the editor you want; the 🔍 field helps you find it.
3. Click **Next** →.

Result: the window shows the libraries of this editor.

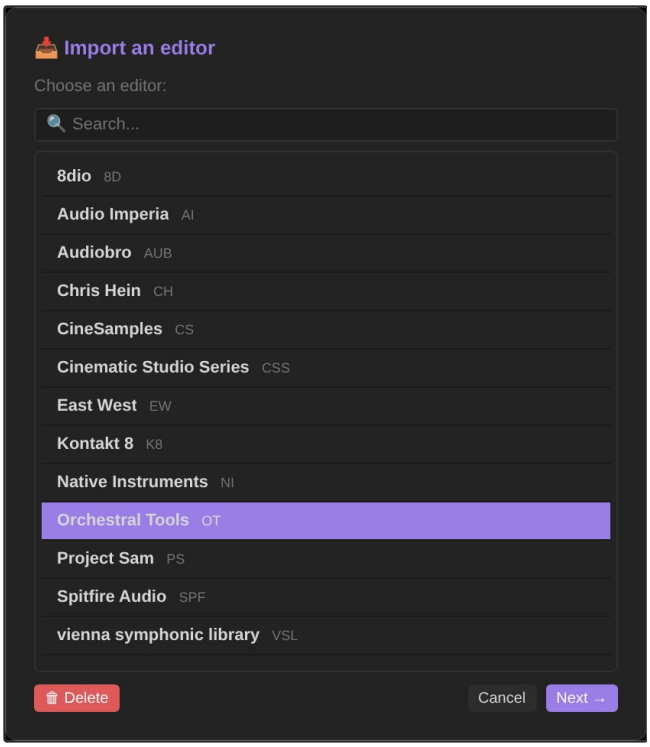


Figure 37 — Step 1: choose the editor

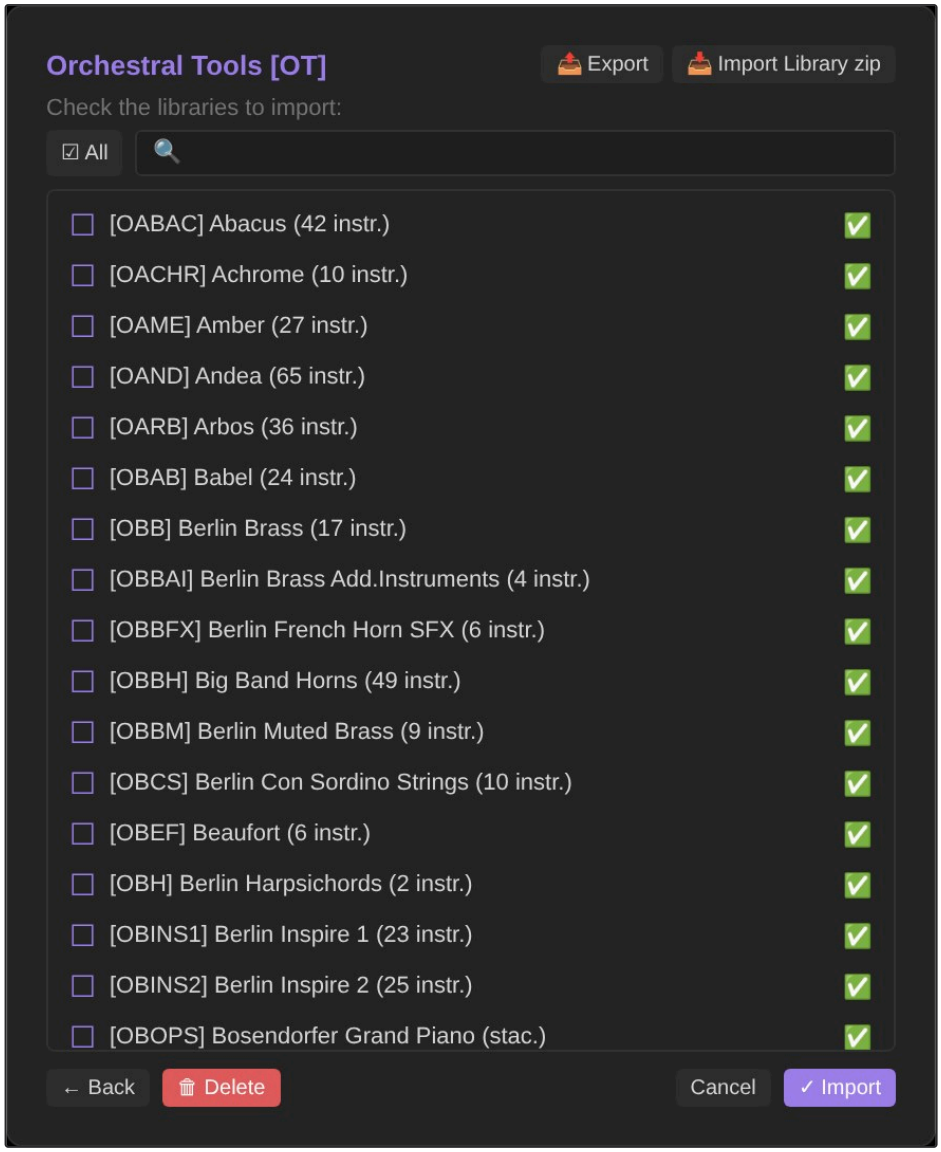


Figure 38 — Step 2: the editor's libraries

Each row shows the abbreviation, the name and the number of instruments of the library. A green check mark ✅ indicates that the library is already visible in Studio Manager. Click a row to check it, or ☑ **All** to check everything. ← **Back** returns to the choice of editor.

If the editor has no saved library, the message “No library in OT.” appears instead of this step.

14.2 Making an editor or libraries reappear

PROCEDURE

1. Open **Import/Export**, choose the editor, then **Next** →.
2. Check the libraries to show again.
3. Click ✓ **Import**.

Result: the editor and the checked libraries come back in the lists, and the toast “✅ 2 library(ies) imported” appears.

14.3 Exporting libraries as .zip files

PROCEDURE

1. In step 2, check the libraries to export.
2. Click 📤 **Export**.

Result: an **ABBR_lib.zip** file is downloaded for each library, and the toast "✅ Export of 2 library(ies)" appears.

Each `.zip` contains everything needed to restore the library elsewhere: its record, its image and its icons, its expression maps, its drum maps, its instrument list, its VST tracks, its microphones, and the aliases and groups it uses.

14.4 Importing a library (.zip)

PROCEDURE

1. Open **Import/Export**, choose an editor, then **Next** →.
2. Click 📥 **Import Library zip**, at the top right of the window.
3. Choose the `.zip` file (100 MB maximum).

Result: each file is put back in its place, the library becomes visible, and the toast "✅ *Library name* imported" appears.

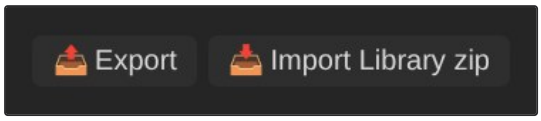


Figure 39 — The 📤 Export and 📥 Import Library zip buttons

> NOTE
> The import does not overwrite your aliases or your microphones: it only adds the ones you are missing.

14.5 Sharing with the community: Community Libraries

The Studio Connect website has a **Community Libraries** page, in the top menu. Users share their configured libraries there: record, instruments, expression maps, and the matching VE Pro **channel set**. A new user starts with no editor and no library: they create them in Studio Manager, or they get them here.

To download as well as to share, you must be **signed in** to your account on the website and have an **active license**.

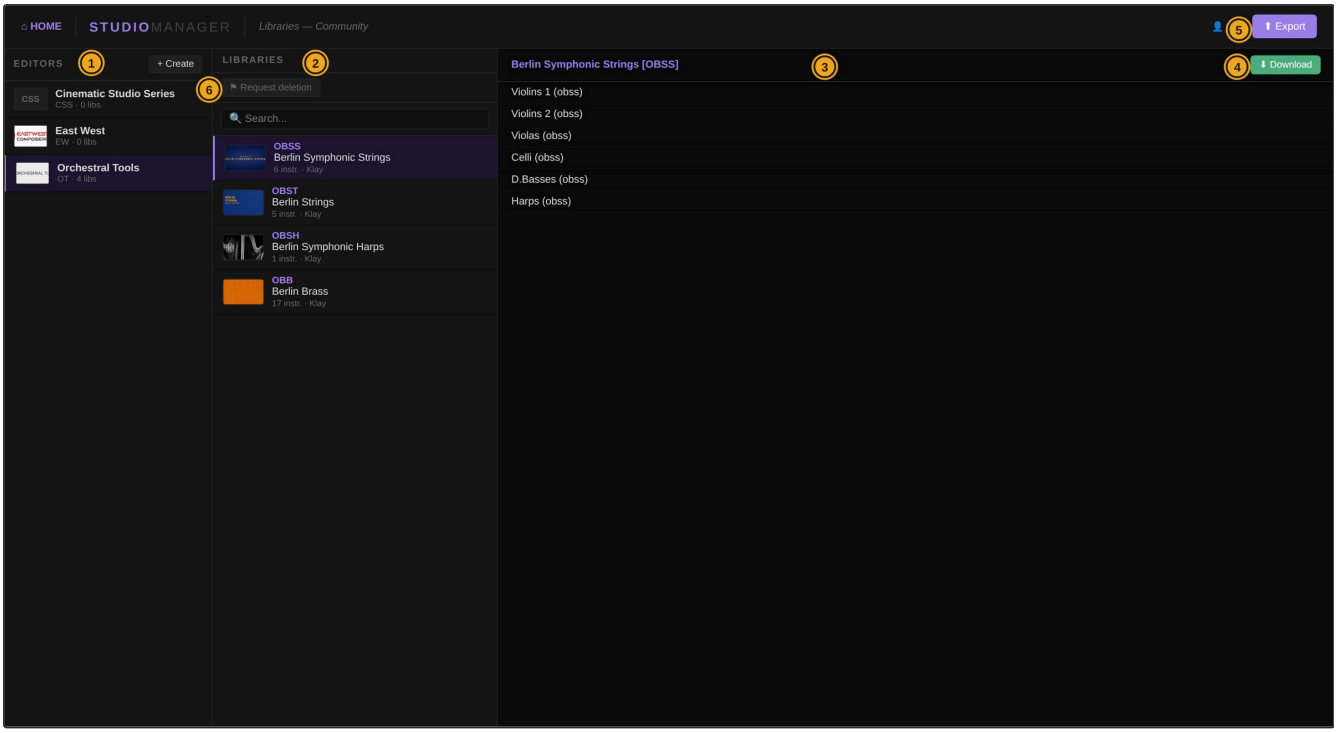


Figure 40 — The Community Libraries page

1	EDITORS: the editors (+ Create creates one)
2	LIBRARIES: the libraries of the selected editor, with their number of instruments and their author
3	The instruments of the selected library
4	⬇ Download: download the library
5	⬆ Export: share one of your libraries
6	⚑ Request deletion: request the removal of a library

Getting a library

PROCEDURE

1. On the **Community Libraries** page, click the editor, then the library. The **Search** field filters the list.
2. Check its instruments on the right, then click **⬇ Download**.
3. Two files arrive in your **Downloads** folder: **ABBR_lib.zip** and **ABBR_channel_set.zip**.
4. In Studio Manager, open **Import/Export**, choose the editor, then **Next →**, and click 📥 **Import Library zip**: choose **ABBR_lib.zip**.
5. Unzip **ABBR_channel_set.zip**, and place the resulting folder in your **VE Pro Server** folder.

Result: the library appears in Studio Manager, and VE Pro knows its channel sets: Export DAW and Export Score can create its instruments.

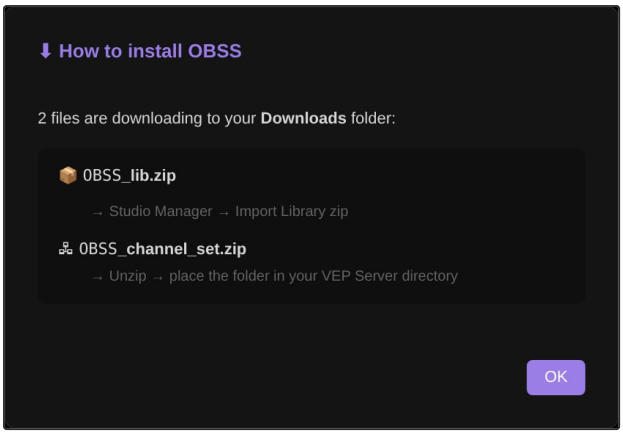


Figure 41 — The help window after ⬇ Download

> **NOTE**
> Without the channel set in VE Pro, the library is in Studio Manager, but its instruments cannot be created in VE Pro (section 12.2).

Sharing one of your libraries

PROCEDURE

1. In Studio Manager, export the library as a `.zip` file (section 14.3).
2. On the **Community Libraries** page, click **⬆ Export**, at the top right.
3. Step **1 · Editor**: click the library's editor, or **+ Create new editor** if it does not exist yet (abbreviation, full name and, if you like, its logo). Click **Next →**.
4. Step **2 · Files**: drop the `.zip` exported from Studio Manager in the first area, then click the second area and choose the library's **channel set folder** in VE Pro. The website compresses it itself.
5. If you like, enter your name (**Author**) and a short description (**Description**).
6. Click **⬆ Share**.

Result: the library appears in its editor's list, with your name.

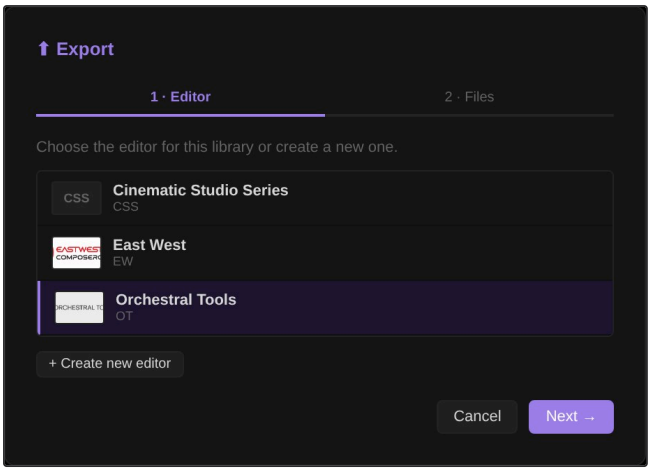


Figure 42 — Step 1: choose the editor

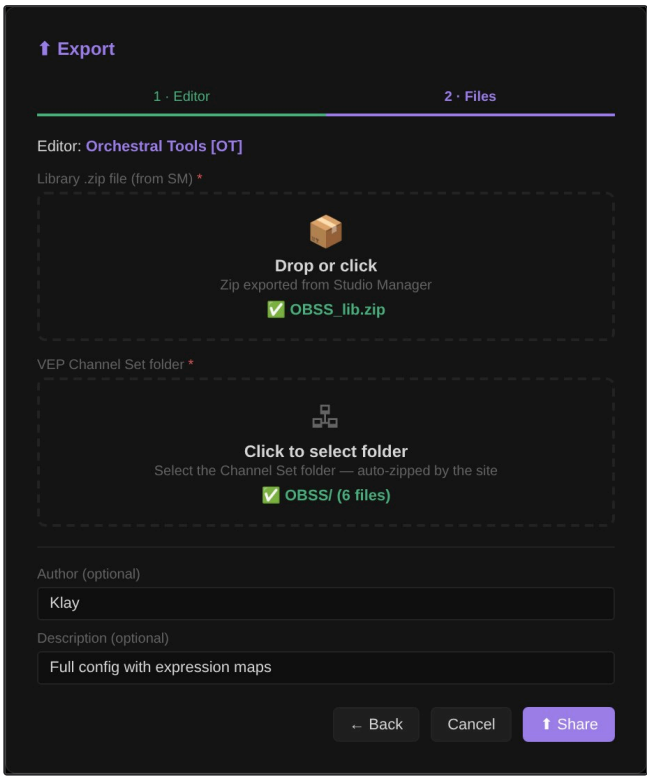


Figure 43 — Step 2: the two files

⚑ **Request deletion**, above the library list, sends the site administrator a request to remove the selected library, with the reason if you give one.

14.6 Deleting permanently

Unlike the **Delete** button of the lists, the 🗑 **Delete** buttons of this window really delete the files from the disk.

- **In step 2**: check libraries, then click 🗑 **Delete**. After confirmation, each checked library is deleted: its record, its image, its icons, its expression map folder and its instrument list.
- **In step 1**: choose an editor, then click 🗑 **Delete**. After confirmation, the editor is deleted, with all its libraries, its icons and its expressions.

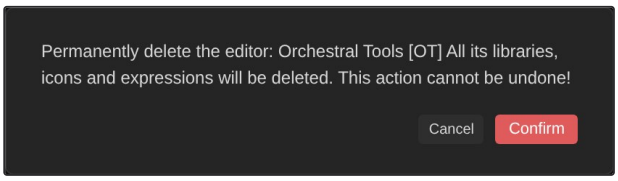


Figure 44 — The confirmation before deleting an editor

> **CAUTION**
> This deletion cannot be undone. Export the libraries as `.zip` files first if you want to be able to restore them.

CHAPTER 15

Summary

The **Summary** tab shows the Studio Connect operations log, and lets you connect Studio Connect to your AI assistant.

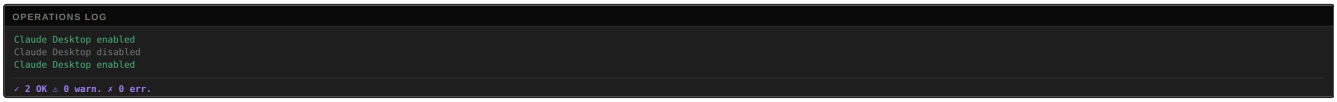


Figure 45 — The operations log

15.1 The operations log

The log keeps the steps of the operations carried out since Studio Connect was started, in particular each step of an Export → VEP: instance created, buses created, instruments loaded, MIDI channels, routing, channel sets not found… The colors follow the same rule as elsewhere: green for what succeeded, orange for a warning, red for an error. The last line gives the summary: "✓ 1 OK ⚠ 0 warn. ✗ 0 err.".

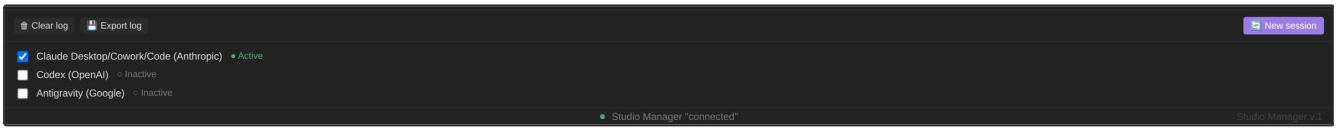


Figure 46 — The log buttons and the AI assistants

Button	Effect
🗑 **Clear log**	Clears the log, after confirmation: "Log cleared".
💾 **Export log**	Downloads the log as a text file **recap_YYYY-MM-DD.txt**: "Log exported".
🔄 **New session**	Resets Studio Manager for a new job: clears the list of the **Tracks** tab, removes the loaded map, clears the notifications, and returns to the **Libraries** tab. No file is touched.

> NOTE
> 🔄 **New session** clears the log on screen only: it reappears the next time the tab is opened. To really clear it, use 🗑 **Clear log**.

15.2 Connecting an AI assistant

The boxes at the bottom of the tab connect Studio Connect to an AI assistant. Everything is explained in chapter 16.

CHAPTER 16

AI connection

Studio Connect can be controlled by an **AI assistant**: you write what you want, in your own language, and it does it in Studio Manager, on the Studio Connect page, in Studio Score, in VE Pro and in the DAW. The link goes through the **studio_connect_mcp.exe** program, installed with Studio Connect in the `MCP v.1` folder.

16.1 Connecting an assistant

The boxes are at the bottom of the **Summary** tab, one per assistant:

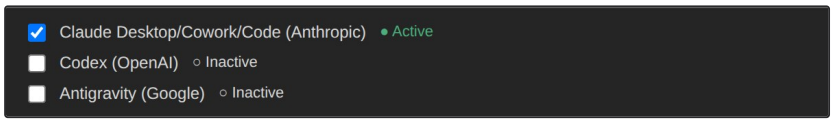


Figure 47 — The AI connection boxes, at the bottom of the Summary

PROCEDURE

1. Install the assistant on this computer, if it is not already installed.
2. In Studio Manager, **Summary** tab, check your assistant's box.
3. Quit the assistant completely, then open it again.
4. Ask it: “Welcome Studio Connect” (or “welcome”).

Result: next to the box, “● Active” appears in green, and a toast confirms it, for example “Claude Desktop enabled”. In the assistant, the Studio Connect welcome page appears: the status of Studio Connect, of Studio Score and of the VE Pro servers (● reachable, ○ unreachable), the number of tools, and example requests.

What you see	What it means
Box checked, “● Active”	Studio Connect is registered in the assistant's configuration. The assistant will see it the next time it opens.
Box empty, “○ Inactive”	The assistant is not connected. Unchecking a box removes Studio Connect from its configuration, without touching anything else.
“Error: …”	The assistant's configuration could not be written. Check that the assistant is installed, then try again.

NOTE

Studio Connect must be open while the assistant is working: it is Studio Connect that carries out the requests. The Studio Connect texts are in English for the assistant; it answers you in your language.

16.2 What the assistant can do

The assistant has access to the same functions as the buttons. Here is what it can do, part by part.

Part	What it can do
Studio Manager	Add, rename, hide or delete editors and libraries, with their logo and their image; add, rename, move or delete instruments; search for an instrument across all libraries; load, read or create expression maps and drum maps; manage aliases and their groups; set the microphones (CC); export and import libraries as `.zip` files; prepare the instances (color, buses, instruments); save or open a `.stmg` project.

Studio Connect page	Place an editor on a button, add a library to the carousel with its icon, create and set up the filters, choose the start bar and the timecode/bars display.
VE Pro	List the servers and check that they respond; create a complete instance (channel sets, MIDI channels, buses, ON/OFF CC); list and save channel sets; set the mixer; and any other VE Pro command, on the selected computer.
The DAW	Create tracks (MIDI, VE Pro or VST instruments) with their expression maps; read the track list and select a track; play, stop, record, position, metronome; tempo and time signature; mixer; Quick Controls; drum maps.
Studio Score	Report what is open (instruments, bars, tempo, key, SYNC); write, read and delete notes, as with the keyboard; clear a bar; undo and redo; read or replace the whole project; press any button; start or stop playback; import the instruments prepared in Studio Manager.

16.3 Example requests

Write simply, as you would to a studio assistant. A few examples:

- “Which VE Pro servers are on?”
- “Add the editor *My editor* with the abbreviation ME, then the library *My strings* (MCS) with its instruments: Violins 1, Violins 2, Violas, Celli, Basses.”
- “Load the original expression map of Violins 1 (mcs) and show me the articulations without an alias.”
- “Put the MCS library in the carousel of the Studio Connect page, on the next free button.”
- “Create the *Strings* instance on the local PC with all the MCS instruments, a Strings bus on OUT 3/4, then make the tracks in the DAW.”
- “Make the same instance for Studio Score, adding it to the score.”
- “In Score, write a C major scale in eighth notes for the flute, in bar 5.”
- “Set the tempo to 96 and the time signature to 3/4 in the DAW, then start playback.”

16.4 What the assistant always asks

- **Before any action that deletes or replaces** (delete, hide, new project, import, clear bars): it asks you first.
- **For an import into Studio Score**: it asks you whether to **add** the instruments, **replace** the score or put them in the **catalog**.
- **It never makes anything up**: no library, no plug-in, no articulation, no key, no music. If it cannot find something, it asks you.
- Actions that open a Windows dialog (choosing a file, saving) require you to be at the computer.
- The **license** never goes through the assistant.

CHAPTER 17

Settings

The ⋮ button (20), at the top right next to the key, opens the **Settings** window. It is the same window as the one opened by the ⋮ button of Studio Score, with the settings that are useful in Studio Manager.

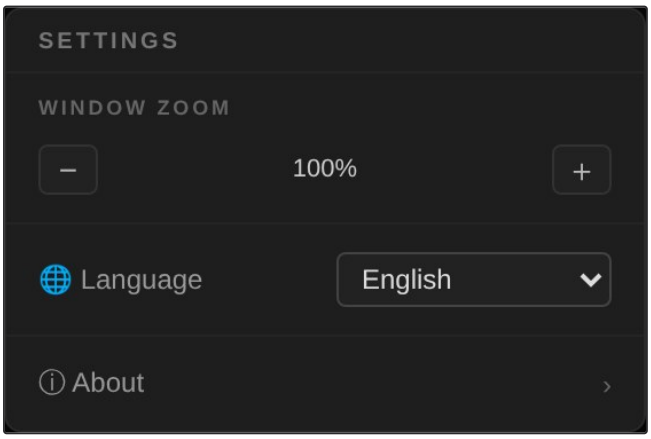


Figure 48 — The Settings window

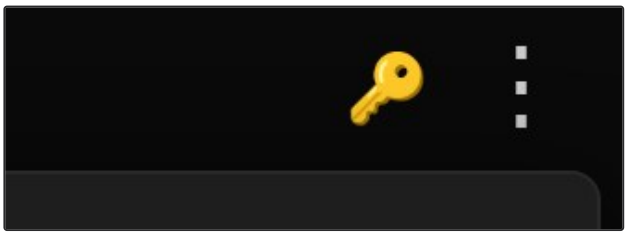


Figure 49 — The ⋮ button, to the right of the key

Click outside the window, or click ⋮ again, to close it.

> NOTE
> The zoom and the language are **shared by the whole software**: changing them here also changes them in Studio Connect and Studio Score, and in the Settings window of Score. Studio Connect keeps these settings for the next launch.

17.1 Window zoom

The **−** and **+** buttons reduce or enlarge the whole window, in steps of 10%, from 50% to 200%. Click the percentage to return to 100%.

17.2 Language

Click the **Language** menu and choose a language from the list: **Français**, **English**, **Deutsch**, **Español**, **Italiano**, **Português**, **Русский**, **中文** or **日本語**. The change is immediate, without restarting: buttons, tabs, tooltips, messages and windows change language in Studio Connect, Studio Manager and Studio Score. The selected language is kept for the next launch.

The technical terms are those used by musicians and DAWs in each language. A few words always stay in English, whatever the language: **Editor** (エディター in Japanese), the **QC**, **ARTIC** and **Instruments** buttons, and the names of the instrument families (**Woodwinds**, **Brass**, **Strings**...).

> NOTE
> Your data is not translated: the names of editors, libraries, instruments, articulations and aliases stay as you wrote them. The score itself (staff names, markings) does not change either.

17.3 About

ⓘ **About** displays the version of Studio Connect, its publisher, its contact address, and the components used with their licenses. Click the name of a component to read the full text of its license. Click beside the window, or press `Esc`, to close it.

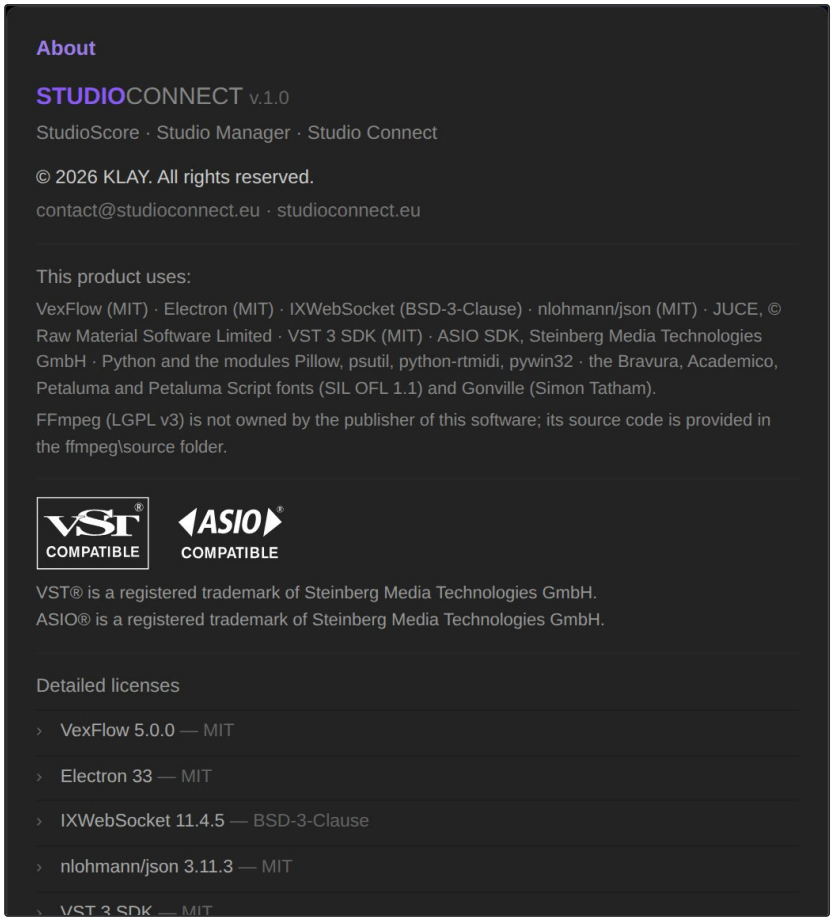


Figure 50 — The About window

CHAPTER 18

The license

Click the 🔑 key icon (3), at the top right, to open the **LICENSE** window.



Figure 51 — The License window, on a computer without a license

Display	Meaning
"✅ License active"	The license is valid. The window shows the key, masked, and the beginning of the computer identifier (**PC ID**). The e-mail address of the license is also displayed at the top of Studio Manager.
"❌ No active license"	No license is activated on this computer. Activate it from the Studio Connect page.
"SC connection error"	Studio Connect is not responding.

18.1 Deactivating the license

To use your license on another computer, first deactivate it on this one.

PROCEDURE

1. Click 🔑.
2. Click ⛔ **Deactivate**. This button only appears if the license is active.
3. Confirm: "Deactivate this license? You will need to enter your key again to reactivate."

Result: the window shows "✅ License deactivated". You will need to enter the key again to use Studio Connect on this computer.

NOTE

Deactivation goes through the Internet. Without a connection, the message "Deactivation error" appears and the license stays active.

CHAPTER 19

Messages and solutions

The most common messages, what they mean and what to do.

Message	What to do
“Studio Connect "unavailable"” (status bar)	Studio Connect is not responding. Quit Studio Connect, then start it again.
“⚠ Error: …” (followed by a technical detail, for example “Failed to fetch”)	Same cause: check the status bar, then restart Studio Connect.
“Click a library first.”	Choose a library in the list before clicking this button.
“Click an editor.”	Choose an editor in the list before clicking **Save**.
“Fill in the abbreviation and name.”	Both fields are required to add a library.
“Error saving library. Check that the lib has an associated editor.”	Give the library an editor with ✏️ **Rename** (section 6.6).
“Error renaming instrument.”	The new name is already used by another instrument: choose a different one.
“Maximum 95 slots.”	An expression map cannot have more than 95 articulations.
“? 3 missing aliases” (notifications)	Complete the aliases in the table (section 8.3).
“❌ File read error”	The file is larger than 10 MB, or Studio Connect could not read it. (A file that is not an expression map gives “✅ File loaded: 0 articulations”.)
“Empty list” (Generate all)	Add at least one instrument in the **Tracks** tab.
“No instrument checked in Libraries”	Check instruments in the **Libraries** tab before importing them.
“No instance selected”	In the enlarged view, click an instance before exporting.
“No instrument in this instance”	First drag instruments onto the instance (section 11.4).
“Error: No channel set found in VE Pro for these instruments”	In VE Pro, save a channel set with the name of each instrument.
“…: no file in vst_Instruments”	This instrument has no VST track template: it cannot be created in VST mode.
“This file is not a Studio Manager project (.stmg)”	Choose a file saved with 💾 **Save** (section 11.8).
“IP required.” / “… already in the list.”	VEP servers window: type an IP address that has not already been declared.

CHAPTER 20

Quick reference

20.1 Glossary

Term	Definition
Editor	The brand that publishes libraries (Orchestral Tools, Spitfire Audio…).
Library	A collection of sampled instruments, filed under an editor.
Abbreviation	The short, unique code of an editor (OT) or of a library (OBSS). The library's code ends the name of its instruments: Violins 1 (obss).
Expression map	The DAW file that associates each articulation with the key that triggers it.
Slot	A row of an expression map: one articulation (PC 1, PC 2…).
Keyswitch (KS)	The keyboard key that changes the articulation in the library.
Drum map	The DAW file that gives a name to each note of a drum kit or of percussion.
Alias	The shared short code, name and color of an articulation, whatever the library.
Group	A family of aliases (Long, Staccato, Legato…), with its color.
Mic Mix	The microphone positions of a library and the CCs that control them.
Instance	A set of instruments loaded together in Vienna Ensemble Pro.
Output bus	An audio output of a VE Pro instance (Master Bus, OUT 3/4…).
Channel set	An instrument saved in VE Pro, with its settings. Studio Connect finds it by its name.
.stmg project	The file that saves all your instances.

20.2 Where to find what

I want to…	Where
Add an editor or a library	Libraries → left sections (sections 5.2 and 6.3)
Change the image of a library	Libraries → 🖼 **Icon** (section 6.4)
Set the microphones	Libraries → ✏️ **Rename** or CC field (sections 6.6 and 7.7)
Find an instrument	Libraries → 🔍 **Search…** (section 7.2)
Create the maps of several instruments	Expression Maps/Drum Map, then Tracks (chapters 8 and 9)
Create an alias	Aliases & Groups (section 10.2)
Prepare a VE Pro instance	Libraries → **Instances** (chapter 11)
Create the tracks in the DAW	Enlarged view → 🚀 **Export DAW** (chapter 12)
Give a library to another computer	Import/Export → 📤 **Export** (section 14.3)
Change the language or the zoom	⋮ button → Settings (chapter 17)
See what happened during an export	Summary (chapter 15)

20.3 Keyboard

Where	Key
Tracks, **Instrument name…** field	`Enter` = **+ Add**
Rename an alias window	`Enter` = **OK**
Instance, **Name** field	`Enter` = save the name