

String Machine



INFORMATION

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1. GETTING STARTED

Welcome to String Machine, powered by our advanced sample engine software Opus.

1.1 STRING MACHINE

String Machine brings the past into the future, paying homage to the great vintage synthesizers of the 60s, 70s, and 80s, with high-quality sampling and authentic ensemble chorus effects.

1.2 ABOUT THE TEAM

Brought to you by sound titan Doug Rogers, and Two Steps from Hell producer Nick Phoenix.

1.3 SUPPORT

Visit our Support Center to Live Chat with a Support Agent, or watch videos on installation and setup, product trailers, walkthroughs, and more.

1.1 STRING MACHINE

Paying homage to the great vintage synthesizers of the 60s, 70s, and 80s, String Machine brings the past into the future. With high-quality sampling of vintage hardware units and authentic ensemble chorus emulations, String Machine is the perfect companion to recreate the classic sounds of vintage string machine synthesizers.



Whether you need a synthy string pad heavy with retro nostalgia, or a rich backdrop for a pop track, String Machine gives you the instruments and controls that empower you to deliver, and it comes with all the features that come with EastWest’s powerful Opus sample engine software.



1.1.1 WELCOME

Produced by sound titans Doug Rogers and Nick Phoenix, String Machine samples from some of the greats – the Arp Solina, Oberheim OBX, Roland RS-505, and the Roland Jupiter 6 – and allows you to instantly combine them with modern strings, brass, woodwinds, and vocals to create unique vintage vibes perfect for your next pop, rock, or hip-hop masterpiece, or genres heavy on retro nostalgia, like synthwave.

EASTWEST SOUNDS VIDEO: [STRING MACHINE WALKTHROUGH](#)



MAIN FEATURES

String Machine’s user interface takes inspiration from the design of vintage string machine synthesizers. From the chunky instrument switches adorned along the front panel, to the glide of envelope sliders, and the click of push buttons, String Machine’s form and function is informed by the original hardware units.

String Machine comes with 38 instrument presets that demonstrate the type of sounds possible with String Machine, but we encourage you to use String Machine as it was intended -- creating your own presets!

- **4 COLOR-CODED INSTRUMENT SECTIONS** each feature a number of individual sources, giving you different instruments and alternatives that offer countless ways to combine them into a diverse range of timbres. The ease of mixing the individual instrument sections together allows for the creation of rich, multi-layered pads that feature string machines and pads (red), section strings (green), solo woodwinds and brass (teal), and choirs and soloist (orange).
- **ENSEMBLE CHORUS** effects were a big part of the string machine sound, and the one included in String Machine features 3 modes, each with distinct characteristics. With effect emulations modeled from the Arp Solina, and Roland VP-330 hardware units, along with a 'Modern' mode, our Ensemble Chorus effect delivers everything from vintage warmth and thickness, to modern transparency and dimension.
- **AN ARRAY OF CONTROLS AND EFFECTS** allow you deep sound shaping possibilities and the ability to deliver a rich sonic palette. Each instrument section features a similar set of controls, including volume knobs to balance against the other sections, envelopes to shape their volumes over time, buttons to engage effects, and instrument and alternative switches to combine instrument timbres in unique ways. Global controls that apply across all instrument sections include volume, pan, stereo field, filter, and reverb sends.

POWERED BY THE REVOLUTIONARY OPUS SOFTWARE

Opus is the revolutionary software engine that powers all EastWest virtual instruments. It is faster, more powerful, more flexible, and better looking than the previous generation software engine, and it comes with some incredible new features.

EASTWEST SOUNDS VIDEO: [OPUS SOFTWARE WALKTHROUGH](#)

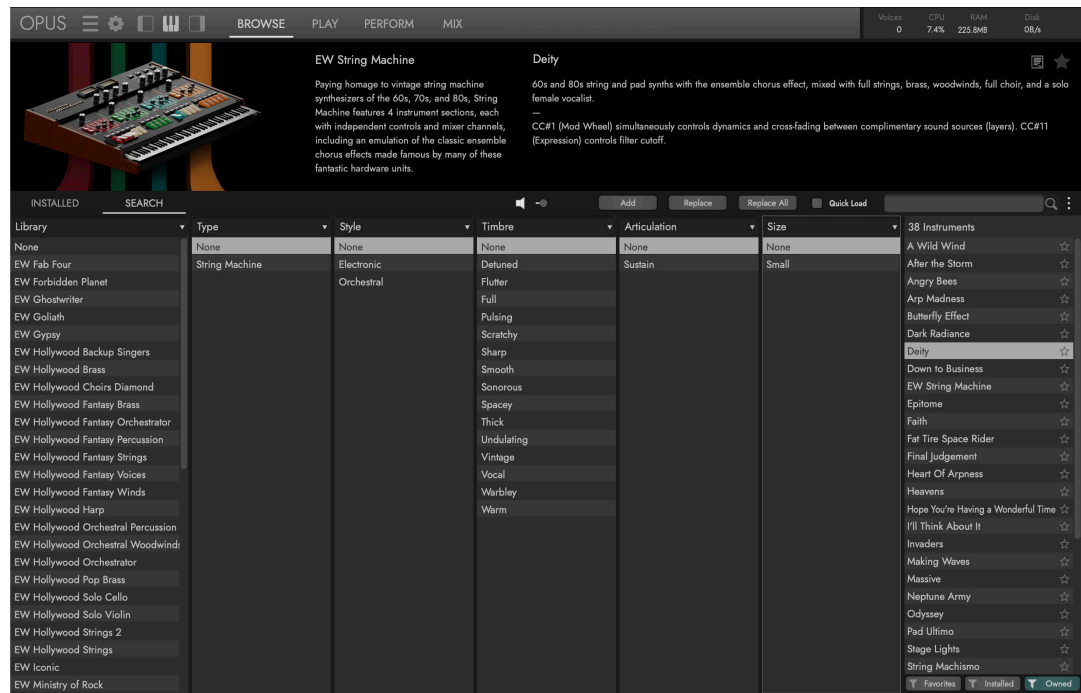


Below is a brief list of some of the main features of the Opus software engine. Refer to the Opus Software Manual for more in-depth coverage of all the powerful controls and features available in Opus.

- **FAST AND EFFICIENT PERFORMANCE** was a top priority as Opus was being developed from the ground up. With an emphasis on achieving the most efficient use of computer resources possible, it is the fastest sample engine on the market. Opus runs natively on Apple’s new M1 processors, and Intel-based Macs, and is compatible with the latest Mac and Windows operating systems.
- **HIGH RESOLUTION USER INTERFACE** are now available for all EastWest product’s in Opus. The high resolution (retina) user interfaces are also scalable to any size, providing ultimate flexibility when used with high-resolution computer monitors.
- **A POWERFUL SCRIPTING LANGUAGE** is an essential part of overall instrument design. It is used to model instrument behavior, implement sonic features not

possible to achieve otherwise, and define user interaction. Opus features a brand new, powerful script language called OpusScript developed by Wolfgang Schneider, the creator of Kontakt. It empowers sound designers to express their ideas, and deploy actual functionality and behavior beyond what the underlying software contains.

- **INSTRUMENT DOWNLOADS** mean you no longer have to wait hours for large libraries to download. Instruments can now be downloaded individually at the speed of your internet connection. With Audio Previews you can audition a sound, download it, and be playing in minutes!



- **CUSTOM KEYSWITCHES** allow users to build their own keyswitch instruments, and the ability to create multi-articulation instruments with a variety of options to switch between articulations on the fly. MIDI Trigger options include Keyswitches, Continuous Controllers (CCs), Velocity, Program Changes, and more.
- **ADVANCED AUTOMATION** options come pre-configured on a per-instrument basis, with custom settings tailored to that instrument or library's unique features. Users are also free to configure their own automation settings by adding automation parameters and macro parameters, the latter of which controls multiple targets with a single macro. Existing MIDI Controller Mapping assignments can also be re-mapped to any freely available MIDI CC assignment you like.
- **MULTI-INSTRUMENT SETUPS** are easier than ever to manage thanks to a dedicated area of the user interface that handles these 'Performances'. Use an array of controls and options that allow you to customize how multiple instrument interact with each other, including defining octaves, key ranges, trigger actions, and more.

1.1.2 WALKTHROUGH

This section is for new users of the Opus software, the sample engine that powers String Machine and all other EastWest Libraries.



This section covers the initial steps of setting up Opus, loading your first instrument, using the controls to alter the sound, building various multi-instrument setups, and polishing off the sound with mixing and effects.

- **INITIAL SETUP** involves a few steps to optimize settings, setup audio and midi devices, and run the latest automatic updates.
- **USER INTERFACE** An overview of navigating the Opus software’s user interface.
- **LOADING AN INSTRUMENT** is easy using the features found in the Browse page, where you can search for instrument, audition sounds, and load instrument(s).
- **PLAYING AN INSTRUMENT** is intuitive as ever by using a libraries custom user interface and set of controls available in the Play page and its series of sub-pages: Player (default), MIDI Tools, Automation, and Articulations.
- **BUILDING A PERFORMANCE** Create multi-instrument setups (splits, stacks, key-switches) in moments by modifying instrument properties using controls like key range, octave, and trigger actions to shape and control them in a variety of ways.
- **MIXING AND EFFECTS** can be applied to an instrument (or its individual microphone positions) using a suite of effects covering every category, adding extra polish to the final output with eq, compression, chorus, reverb, delay, and more.

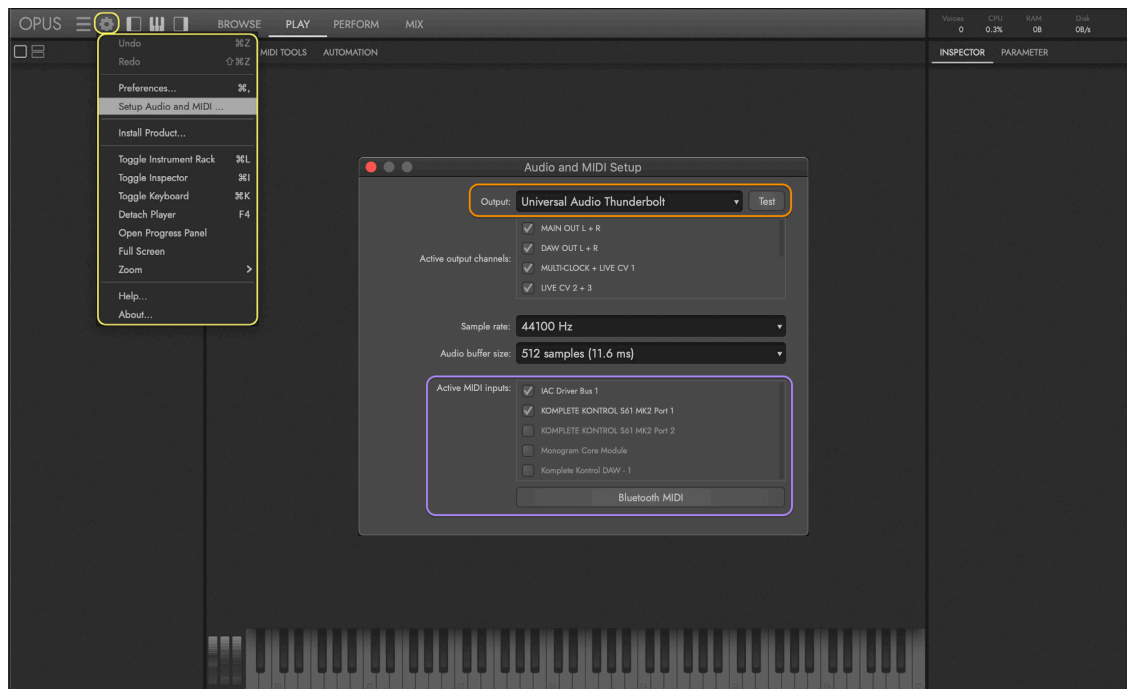
INITIAL SETUP

Before diving in, a few steps are required to optimize and setup Opus for use.

1. **THE SETUP WIZARD** dialog appears the very first time Opus is launched. Follow the series of prompts to help optimize the CPU and disk performance of Opus based on your workflow and computer’s specifications. This can be changed at any time in Preferences.
2. **RUN THE AUTO UPDATE** upon launching Opus if the ‘Updates Available’ prompt appears. It should only take a few seconds to complete.
3. **AUDIO AND MIDI DEVICES** can be selected in the **SETTINGS MENU** by selecting the **SETUP AUDIO AND MIDI OPTION** from the list.

(A) Select an audio device from the **OUTPUT MENU**, and test the connection by clicking the **TEST BUTTON** to send a test tone.

(B) In the **ACTIVE MIDI INPUTS AREA** check the box next to any available MIDI device(s) you wish to enable.



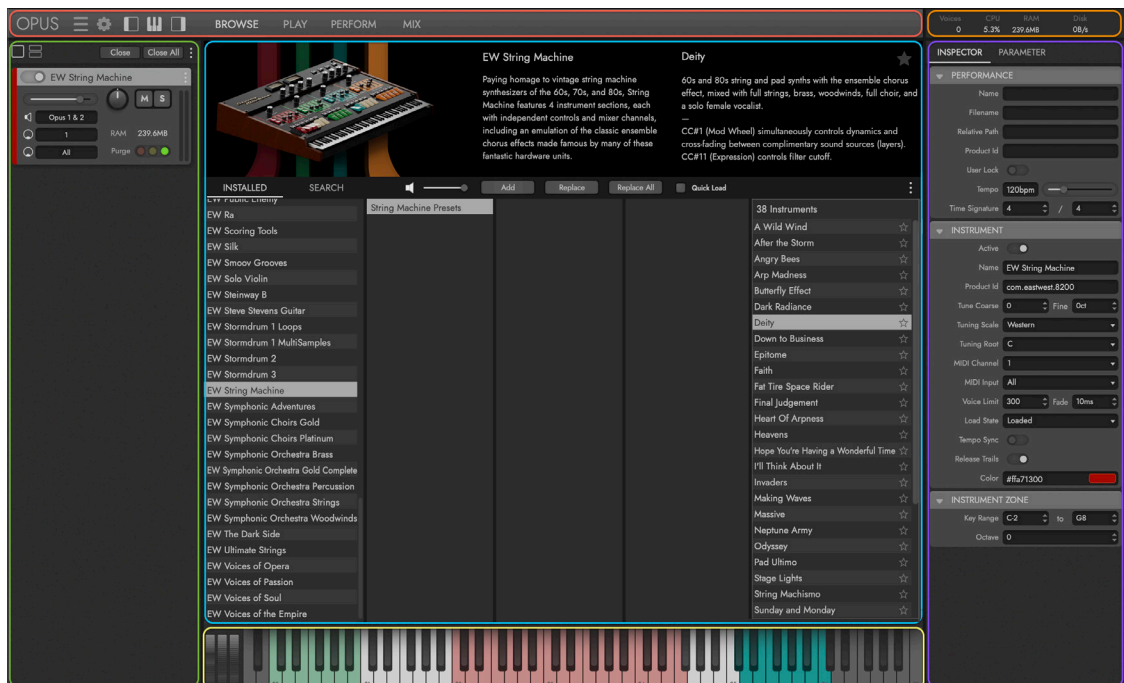
OPUS SOFTWARE MANUAL | SECTION 1.1.3 PREFERENCES contains more information about the settings available in the preferences window.

USER INTERFACE

The Opus user interface is divided into 6 main areas (some initially hidden from view).

At the top is the **NAVIGATION BAR AREA** that contains important menus and buttons to access all the main areas of the Opus user interface. From left to right that includes:

- The **OPUS BUTTON** prompts an ‘About’ window to appear with software information.
- The **MAIN MENU OPTIONS** (horizontal lines) are related to saving and opening instruments and performances, and the **SETTINGS MENU OPTIONS** (gear icon) contain preferences for audio and MIDI, and more.
- The **INTERFACE TOGGLES** show and hide parts of the Opus user interface: the Instrument Rack (left), the Virtual Keyboard (middle), and the Inspector (right).
- The **PAGE SELECTORS** switch the **MAIN DISPLAY AREA** between the Browse (shown), Play, Perform, and Mix pages.



The **INSTRUMENT RACK AREA** populates with loaded instruments, and includes basic controls for volume, pan, solo / mute, and more. Further details are contained in the section below.

The **VIRTUAL KEYBOARD AREA** shows the selected instrument’s sampled key range, pitch wheel, modulation wheel (CC 1), and expression wheel (CC 11).

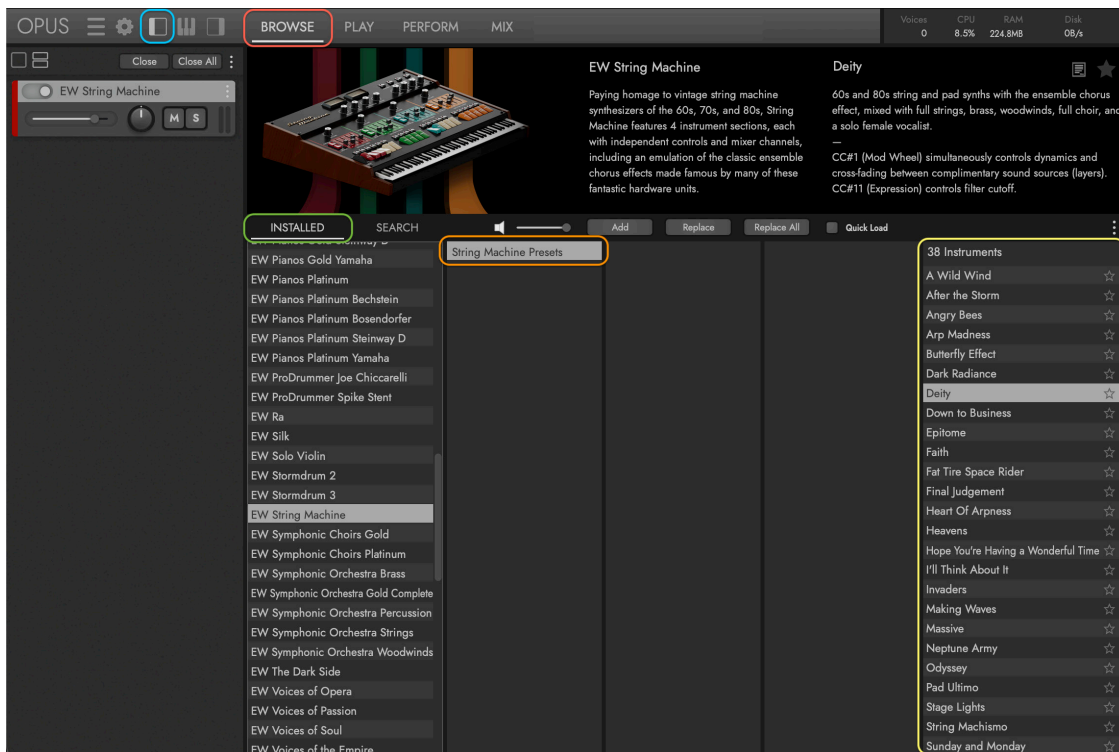
The **SYSTEM USAGE AREA** area provides real-time stats related to the number of simultaneous voices, CPU usage, RAM usage and disk usage.

The **INSPECTOR AREA** shows information pertaining to the current selection, whether it’s an instrument selected in the Browse page, or a channel selected in the Mix page. Please see the Opus software manual for more information.

LOADING AN INSTRUMENT

The Browse page is where instruments can be searched for, auditioned and loaded.

1. Click the **BROWSE PAGE SELECTOR** in the **NAVIGATION BAR** to enter the Browse page.
2. Click the **INSTRUMENT RACK BUTTON** in the **NAVIGATION BAR** to see the Instrument Rack, where loaded instruments populate with controls like volume, pan, and more.
3. Click the **INSTALLED MODE BUTTON**, then click on 'EW String Machine' in the list of installed libraries that appear in the left column.
4. A single 'EW String Machine' instrument will appear in the **RESULTS LIST COLUMN**. Double-click to load this initialized patch ideal for creating your own instrument.
5. To access a selection of presets, click on the **STRING MACHINE PRESETS** category to populate the Results List column, then double-click an instrument to load it. Continue to double-click to replace the loaded instrument with a new one, or hold the [option/alt] key while you double-click to add an instrument instead of replacing the existing one.

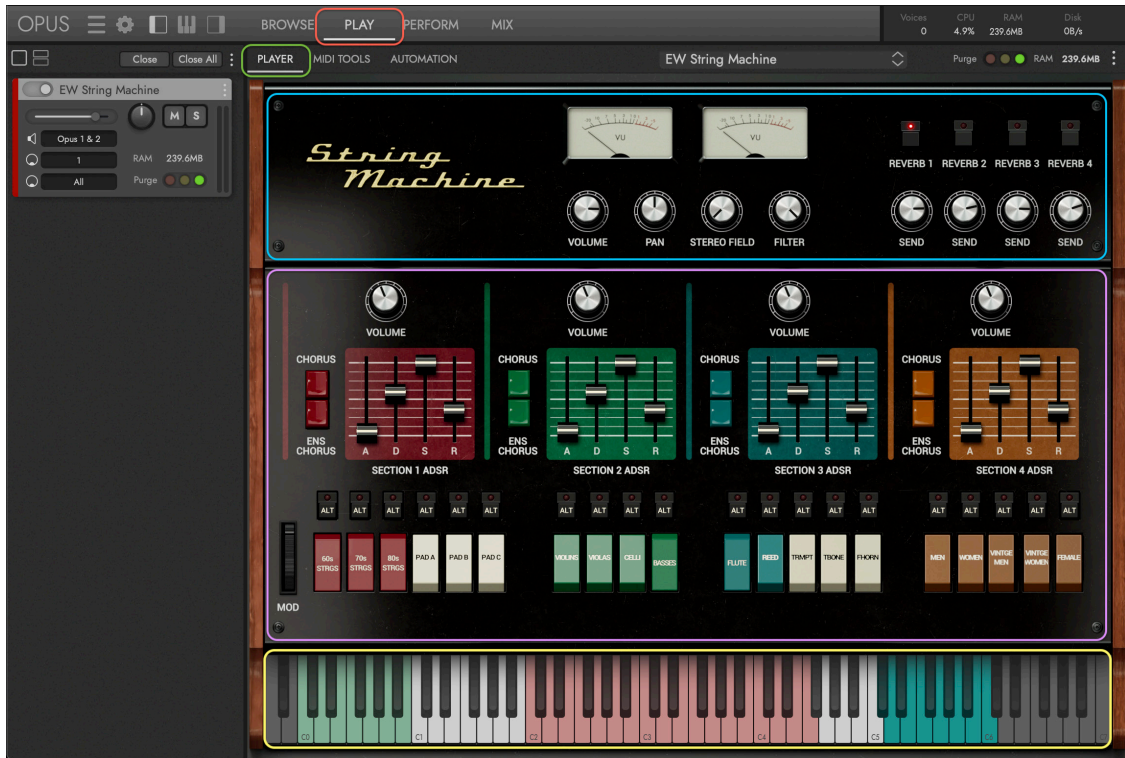


CONTINUE READING | SECTION 2.1 STRING MACHINE INSTRUMENTS for a full breakdown of available instruments and articulations.

PLAYING AN INSTRUMENT

Each product has a unique set of controls and features, accessible in the Play page and its series of sub-pages: Player (default), MIDI Tools, Automation, and Articulation.

1. Click the **PLAY PAGE SELECTOR** in the **NAVIGATION BAR** to enter the Play page.
2. Click the **PLAYER SUB-PAGE SELECTOR** in the **PALETTE MENU** to see the custom user interface for the loaded and currently selected instrument.



3. Adjust parameters in the **GLOBAL CONTROLS AREA** to finalize the master stereo output of an instrument by using volume, pan, stereo field, filter, and reverb controls.
4. The **INSTRUMENT CONTROLS AREA** contains 4 sets of controls, one set for each of the instrument sections: string machines and pads (red), section strings (green), solo woodwinds and brass (teal), and choir and soloist (orange). Each instrument section contains the same controls, including a volume knob and envelope, instrument and alternative switches, and Chorus and Ensemble Chorus effects buttons.
5. The **VIRTUAL KEYBOARD AREA** is located in the lower area of the interface, and displays the note range of each instrument section according to its respective color-code. Overlapping note ranges are color-coded white.

CONTINUE READING | SECTION 2.2 STRING MACHINE CONTROLS for a deep dive into all the controls available to shape an instrument’s sound.

BUILDING A PERFORMANCE

Create your own multi-instrument (performance) by defining a variety of parameters that control how the individual instruments interact with each other.

1. Click on the **PERFORM PAGE SELECTOR** in the **NAVIGATION BAR** to enter the Perform page after loading multiple, individual instruments (or a single performance).
2. The **ZONES SUB-PAGE SELECTOR** is the default selection in the **PALETTE MENU**, and displays the instrument properties for all instruments, enabling you to quickly build multi-instrument setups, called performances.



3. Use the **INSTRUMENT PROPERTIES SETTINGS** to create multi-timbral instruments with keyboard splits and stacks by using key range, octave, and more.
4. Use the **MIDI TRIGGER OPTIONS** to create multi-articulation instruments that use various MIDI Triggers (like keyswitches and controllers) to switch between them.

PLEASE NOTE: Several EastWest libraries feature custom sub-pages that are available in the Perform page after loading a special performance file. For example, Hollywood Orchestra Opus Edition features the Orchestrator, our innovative scoring engine.

OPUS SOFTWARE MANUAL | SECTION 2.3 THE PERFORM PAGE for more about the sub-pages and controls available to manage multi-instrument performances.

MIXING AND EFFECTS

Craft the final sound of an instrument’s output using mix controls and a suite of powerful effects processors.

1. Click the **MIX PAGE SELECTOR** in the **NAVIGATION BAR** to enter the Mix page to change the selected instrument’s mix and effect settings
2. The **EFFECTS AREA** occupies the top half of the Mix page, and displays the insert effects loaded on the selected channel (by default, the Master channel).



3. The **MIXER AREA** is located in the bottom-half of the Mix page, and populates with a standard mixer channel setup for String Machine: a Master channel, 4 Sub Mixer channels that provide independent outputs for Instrument Sections 1-4 (enabling unique effects settings for each), and a 4 FX Bus channels.

PLEASE NOTE: We recommend using the Send knobs in the Global controls section of String Machine’s user interface to change send levels across all 4 instrument sections simultaneously for a more cohesive sound.

OPUS SOFTWARE MANUAL | SECTION 2.4 THE MIX PAGE for further details on how to mix, add effects, and otherwise finalize an instrument’s output.

WHERE TO LEARN MORE

To learn more about the Opus Software, beyond that specifically related to String Machine, please refer to the Opus Software Manual. It covers all aspects of the Opus software’s feature set, controls, and options.

Access the Opus Software Manual within the Opus software itself by clicking on the **SETTINGS MENU BUTTON** in the top-left corner of the Navigation Bar, and selecting the **HELP OPTION** that appears at the bottom of the menu.



This String Machine user manual contains references to sections within the Opus Software Manual (example shown below), where topics beyond the scope of this product are explored.

OPUS SOFTWARE MANUAL | SECTION 1.1.3 PREFERENCES contains more information about the settings available in the preferences window.

1.1.3 WHAT'S INCLUDED

String Machine includes:

- A collection of 1 instrument and 38 presets
- A collection of 24-bit, 44.1k samples: approximately 13 GB
- The Opus software
- License(s) for the product you bought
- The String Machine User Manual (PDF)
- The Opus Software Manual (PDF)
- The EW Installation Center software for managing your products

A NOTE ABOUT ILOK

An iLok account is required for a machine-based (electronic) license to be placed on your computer. You may also place the license on an optional iLok 2 or 3 key. The iLok 1 key is no longer supported.

PLEASE NOTE: Due to the age and release date of this hardware, the iLok 1 key is no longer supported by the latest iLok License Manager, Opus software, and Installation Center software. It will result in very slow loading speeds, or the programs not locating the libraries. Please move your licenses either to your computer as a Machine License or to an iLok 2 or 3 key. Simply having the iLok 1 key plugged in to your computer is known to also exhibit this limiting behavior.

REQUIRED INTERNET CONNECTION

An Internet connection is required for several things:

- The first time download of the EW Installation Center and Opus software
- The first time activation of perpetual licenses
- To use the 'Auto Update' feature in Opus
- The renewed activation of subscription licenses (ComposerCloud)
- The download of EastWest Libraries (see below for other options)

Once everything is setup, you will only need a connection once per month so that the license remains active. If you're not active and the sync doesn't happen automatically, you will need to deactivate, then reactivate the license using the iLok License Manager.

1.1.4 SYSTEM REQUIREMENTS

The minimum and recommended hardware and software specifications for running Opus (version 1.5 and above) on Windows and macOS systems are stated below.

The Opus software must be installed on an operating system drive, and that drive must be formatted in an operating system's native file format to prevent installation issues and largely inflated file sizes. Use NTFS format for Windows drives, Mac OS Extended (Journaled) for macOS 12 and below, and APFS for macOS 13 and above.

MINIMUM SPECIFICATIONS

- CPU: Quad-core (four cores), running at 2.7 GHz (or above)
- RAM: 16 GB
- OS: macOS 10.15 (Catalina) and above; Windows 10 and above (with ASIO sound drivers)
- Drive: HDD (7200 rpm, non-energy saving)

RECOMMENDED SPECIFICATIONS

- CPU: Octa-core (eight cores), running at 2.7 GHz (or above)
- RAM: 32 GB or more
- OS: macOS 10.15 (Catalina) and above; Windows 10 and above (with ASIO sound drivers)
- Drive: SSD (SATA or PCIe)

PLEASE NOTE: Opus runs natively on Apple silicon ARM CPUs (M1, M2, M3, etc.), and Intel-based Macs.

1.2 ABOUT THE TEAM

String Machine was produced by sound titan Doug Rogers and Two Steps from Hell producer Nick Phoenix.

1.2.1 DOUG ROGERS

With over three decades of experience in the audio industry, founder and producer Doug Rogers is the recipient of many industry awards including “Recording Engineer of the Year”. “The Art of Digital Music” named him one of “56 Visionary Artists & Insiders” in the book of the same name.



In 1988 he founded EastWest, the most critically acclaimed virtual (software) instrument developer in the world. Since then, EastWest has been the recipient of over 120 international industry awards. Rogers uncompromising approach to quality, and innovative ideas has enabled EastWest to lead the industry for over 30 years.

After forming EastWest, he produced the very first commercial drum samples collection, followed with a sequel co-produced with Bob Clearmountain, which was so successful a new industry was born. Rogers and Clearmountain produced subsequent releases that won many awards. In 1991, Rogers released the first collection to include MIDI driven drum loops, which enabled users to adjust each loop tempo in their sequencer without adjusting pitch or decreasing quality.

With sampling technology improving, Rogers released the Ultimate Piano Collection in 1995, the first multi-velocity sampled piano collection, which received many industry awards. In 1997 Rogers partnered with Nemesys to create the GigaSampler software and instrument collections, which pioneered the use of “streaming from hard drive technology”, a technical breakthrough without which, the high quality virtual instruments of today would not be possible.

In 2003 he co-produced with Nick Phoenix the first surround sound virtual orchestra, Symphonic Orchestra, engineered by 11-time Grammy nominated classical recording engineer Keith Johnson, and recorded in a ‘state of the art’ concert hall (awarded Keyboard Magazine “Key Buy Award,” EQ Magazine “Exceptional Quality Award,” Computer Music Magazine “Performance Award,” and G.A.N.G. [Game Audio Network Guild] “Best Sound Library Award”); and followed that release with Symphonic Choirs (awarded Electronic Musician “2006 Editor’s Choice Award,” G.A.N.G. “Best Sound Library Award,” and Keyboard Magazine “Key Buy Award”). Symphonic Choirs and it’s predecessor Voices of the Apocalypse were the first music software products to enable users to type in words for the choirs to sing in any key with a computer. This was followed in 2007 with EastWest/Quantum Leap Pianos, the most detailed virtual piano collection ever produced, also in surround sound.

In 2005 Rogers established a software development division for EastWest, and released the first 64-bit virtual instruments that became the new standard. Rogers

most recent productions include Iconic; Hollywood Strings 2, Hollywood Fantasy Orchestra, Forbidden Planet, co-produced with Nick Phoenix; Hollywood Orchestra Opus Edition, co-produced with Nick Phoenix; Hollywood Orchestrator, co-produced with Sonuscore; Hollywood Backup Singers, co-produced with Nick Phoenix; Voices Of Opera featuring Larisa Martinez (Andrea Bocelli's soprano) and Carlton Moe (Phantom of the Opera tenor), co-produced with Nick Phoenix; Voices Of Soul featuring C.C. White, co-produced with Nick Phoenix; Hollywood Choirs, co-produced with Nick Phoenix; Spaces II Reverb, co-produced with Nick Phoenix; Voices Of The Empire featuring Uyanga Bold, co-produced with Nick Phoenix; EastWest MIDI Guitar Series, co-produced with Nick Phoenix; ProDrummer 1, co-produced with Mark "Spike" Stent; ProDrummer 2, co-produced with Joe Chiccarelli; Ghostwriter, co-produced with Steven Wilson; Hollywood Solo Violin, Hollywood Solo Cello, and Hollywood Harp, co-produced with Nick Phoenix; Hollywood Strings, Hollywood Brass, Hollywood Orchestral Woodwinds, and Hollywood Orchestral Percussion, co-produced with Nick Phoenix and Thomas Bergersen. The Dark Side, co-produced with David Fridmann; and Fab Four with Beatle's engineer Ken Scott, inspired by the sounds of the Beatles. Both Fab Four and The Dark Side won M.I.P.A Awards, judged by over 100 international music magazines. EastWest has won 3 out of the last 5 NAMM TEC Awards for Best Musical Instrument Software.

1.2.2 NICK PHOENIX

Nick Phoenix joined Doug Rogers in the early days of sampling and together they have produced dozens of the most popular virtual instruments available today.

Phoenix's career has been driven by new ideas and innovation. He pioneered concepts like creating choirs that can sing the words you type on the keyboard and reverse engineered musical performances to create virtual instruments capable of flowing and expressive performances. Virtual instruments like Silk captured the "complete" sound of unusual world instruments using an innovative multi-mic, phase aligned technique. Phoenix co-produced the EastWest Quantum Leap Symphonic Orchestra and Hollywood Orchestra, the two most popular complete orchestral virtual instruments ever released. These collections were the result of many talents, with Phoenix directing the performance, attitude and articulation of the orchestra. Cutting edge reverb to accompany these orchestral sounds became an obsession for Phoenix. After many years of struggling with available reverbs, Phoenix created a method of capturing instrument specific and stage location specific convolution reverb and created Spaces and Spaces 2.



Phoenix's career as a composer has always been a huge part of what he does as a virtual instrument producer. He was involved in the birth of trailer music in the early 90s. Epic collections like Stormdrum and Voices Of The Apocalypse were created to allow him to compose huge soundscapes on a very tight schedule for blockbuster trailers. In the early 2000s, Phoenix scored over 1000 film trailers and TV ads.

Phoenix partnered with Thomas Bergersen in 2006 and started Two Steps From Hell. Two Steps From Hell is credited as starting a whole new genre of music called “Epic Music.” Two Steps is currently the #1 streaming film music artist worldwide with 1.6 million YouTube subscribers. Their albums “Invincible” and “Battlecry” both went gold. They are touring Europe in 2023.

For more information, please visit: www.twostepsfromhell.com

Phoenix and Rogers have never been interested in rehashing old ideas. Every product has been an attempt to bring something new to the table. Stormdrum 3 with Mickey Hart captured unique instruments way outside the spectrum. Hollywood Pop Brass is the first pop brass collection that sounds like a hit record out of the box. Hollywood Choirs has taken the word building concept to new levels and has won numerous awards. The latest release “Forbidden Planet” is the result a 20 year journey with analogue synthesizers. It is unlike any synth plug-in ever created.

Phoenix also started a solo rock career in 2021. The band has members from John Mayer’s band and Death Cab. Phoenix has described it as modern rock with classic rock undertones. It is his current passion. Phoenix has a unique website that allows you to create your own mixes of his music, among other things.

For more information, please visit: www.nickphoenix.com

1.3 SUPPORT

This section provides links to a variety of help resources where you can go to get help if you encounter trouble installing your product, want to know more about a product’s features, or are interested in composing tips.

1.3.1 ONLINE RESOURCES

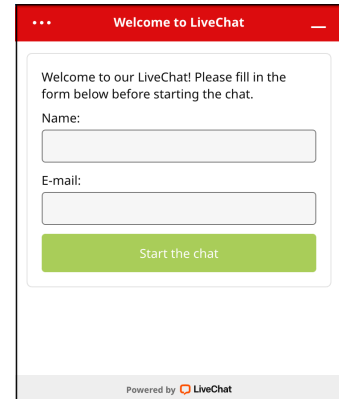
The [EastWest Support Center](#) allows you to:

- Live Chat with a Support Agent
- Download Software and Product Updates
- View and download manuals, guides, and FAQs

LIVE CHAT WITH A SUPPORT REP

EastWest’s Support Center offers Live Chat, the fastest way to reach a Support Team Member to help resolve any technical issues you may be having.

Click on the red “Chat Now” box that appears in the lower-right corner. Fill in your name and email address, then click “Start the Chat”, or if an agent is not available click “Leave a Message” by explaining your issue, and a Support Agent will respond as soon as they’re available.



INSTALLATION GUIDES

Click a link below to view the Getting Started guides to help you install your product.

- [ComposerCloud+ Getting Started](#) (for subscription-based users)
- [Eastwest Libraries Getting Started](#) (for perpetual license users).

1.3.2 WATCH OUR VIDEOS

Visit [EastWest Sounds on YouTube](#) for the latest:

- Installation and setup tutorials
- Product trailers and walkthroughs
- Software walkthroughs
- Composing tips and more!

1.3.3 COMMUNITY


Visit [EastWest on Facebook](#) to get the latest announcements, and to join the discussion with other community members!

1.3.4 MANUALS

In addition to being available at the [EastWest Support Center](#), the latest User Manuals for each product, and the Opus Software Manual are accessible directly inside the Opus Software itself.

STRING MACHINE USER MANUAL

This String Machine User Manual is accessible by clicking on the **USER MANUAL BUTTON** located in the top-right corner of the Description Box, found in the Browse page. It focuses on topics that are specific to String Machine.



EW String Machine

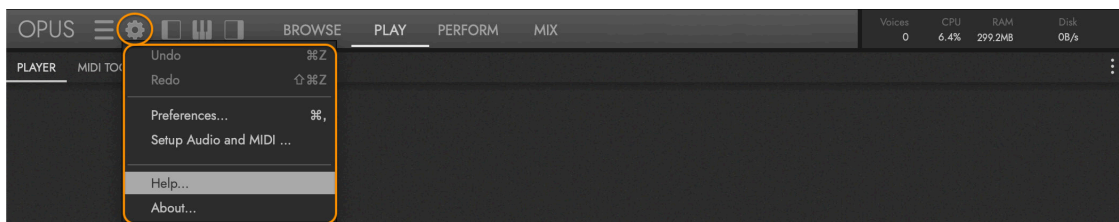
Paying homage to vintage string machine synthesizers of the 60s, 70s, and 80s, String Machine features 4 instrument sections, each with independent controls and mixer channels, including an emulation of the classic ensemble chorus effects made famous by many of these fantastic hardware units.

Tokyo String Machine

60s and 80s string synths mixed with full strings.
 — CC#1 (Mod Wheel) simultaneously controls dynamics and cross-fading between complimentary sound sources (layers).
 CC#11 (Expression) controls filter cutoff.

OPUS SOFTWARE MANUAL

The Opus Software Manual is accessible by clicking on the **SETTINGS MENU BUTTON** in the Navigation Bar, and selecting the **HELP OPTION** at the bottom of the menu. It provides a comprehensive dive into all the features and controls available in Opus more broadly, beyond those specific to String Machine.



MANUAL REFERENCES

Throughout this manual there are references to sections in the Opus Software Manual that expand upon the current topic in greater detail. For example:

OPUS SOFTWARE MANUAL | SECTION 1.1.3 PREFERENCES contains more about the settings available in the preferences window.

Interrelated topics in this manual are referenced in a similar manner, shown below.

CONTINUE READING | SECTION 2.1 STRING MACHINE INSTRUMENTS for more information about the instruments available in this collection.

The numbering system identifies the chapter, section, and sub-section to identify the referenced section. For instance, this section is numbered 1.4.4, meaning it's from chapter 1, section 4, sub-section 4.

Use either the included chapter links that are a standard in PDF formatted documents, or use the link in the top-left area of the header on each page to reach the Contents (< CONTENTS) of the manual.

2. DIVING DEEPER

A look at the instruments included in String Machine, and a breakdown of the parameters available to control the sound.

2.1 STRING MACHINE INSTRUMENTS

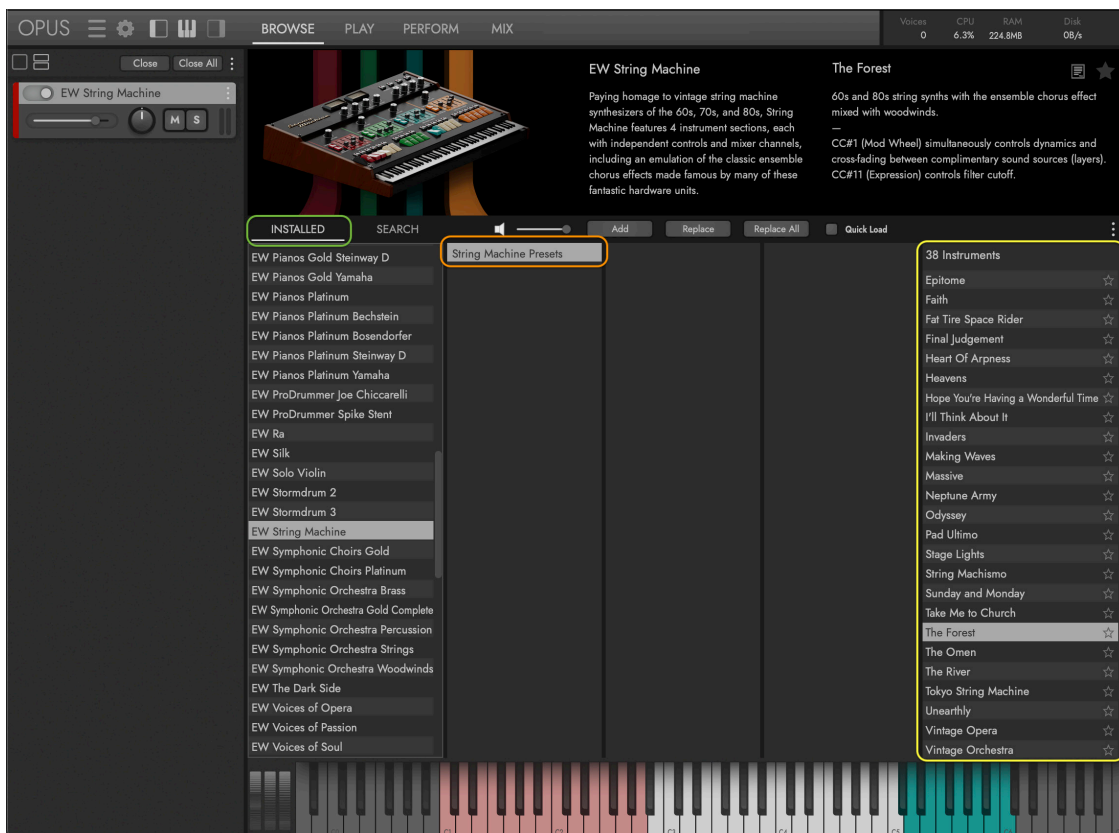
String Machine samples from some of the great string machine synthesizers of the past and combines them with modern orchestral samples for a rich, hybrid sound.

2.2 STRING MACHINE CONTROLS

A custom user interface puts an array of controls at your fingertips, giving you the power to shape important aspects of an instrument's sound.

2.1 STRING MACHINE INSTRUMENTS

String Machine comes with 38 presets that demonstrate the type of sounds possible with String Machine, but we encourage you to use String Machine as it was intended -- building presets of your own!



INSTRUMENT TYPES AND CATEGORIES

Click on the entry for String Machine in the list of installed EastWest Libraries that populate the **INSTALLED MODE** column in alphabetical order.

- EW String Machine

To load the default, initialized instrument where you can use the 4 instrument sections (described below) to build your own preset, load the instrument that appears in the **RESULTS LIST COLUMN** column on the right.

- EW String Machine (default, initialized instrument)

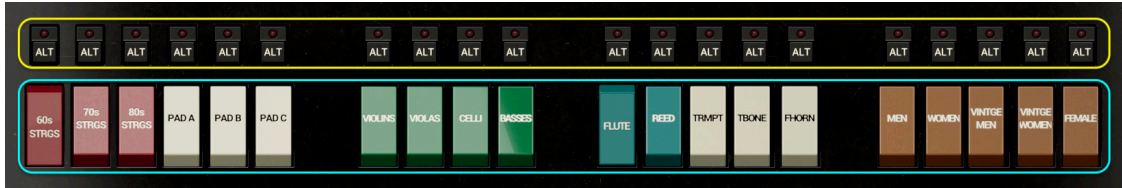
To access the 38 instrument presets, a perfect way to audition the possible sonic capabilities of String Machine, click on the **STRING MACHINE PRESETS** category to reveal the presets in the Results List column, and double-click to load one.

- String Machine Presets

INSTRUMENT SECTIONS

We encourage you to load the default 'EW String Machine' instrument that loads an initialized patch where you can use the controls on the String Machine interface to build your own presets using the 4 instrument sections described below.

Each instrument section contains a number of individual instruments that can be turned on and off to create unique timbres by combining sounds in different ways.



Click on the **INSTRUMENT SWITCHES** that run along bottom of the user interface to turn them on and off, and use the **ALTERNATIVE (ALT) SWITCHES** that appear above them to swap the main instrument out for an alternative (ALT) one.

SECTION 1 (RED): STRING MACHINES AND PADS: This instrument section contains 6 instruments in total. 3 are vintage string machines, and 3 are vintage analogue pads. Each instrument also has an alternative (ALT), for a total of 12 possible instrument timbres, and countless combinations. Use the Mod Wheel (CC 01) to cross-fade between complimentary sound layers.

- 60s Strings
- 70s Strings
- 80s Strings
- Pad A
- Pad B
- Pad C

SECTION 2 (GREEN): STRING SECTIONS: This instrument section contains the 4 instruments that make up a string section. The main instruments are played with vibrato, while the alternatives (ALT) are played without vibrato. Use the Mod Wheel (CC 01) to cross-fade between 2 dynamic layers.

- Violins
- Violas
- Celli
- Basses

SECTION 3 (TEAL): SOLO WOODWINDS AND BRASS: This instrument section contains 5 solo woodwind and brass instruments. The main instruments are played with vibrato, while the alternatives (ALT) are played without vibrato. Use the Mod Wheel (CC 01) to cross-fade between 2 dynamic layers.

- Flute

- Reed
- Trumpet
- Trombone
- French Horn

SECTION 4 (ORANGE): CHOIR AND SOLOIST: This instrument section contains 5 instruments including 2 types of men’s and women’s choirs, and a solo female vocalist. The main instruments for the 2 choirs feature a sustained ‘oh’ vowel, while the alternatives (ALT) feature a sustained ‘ah’ vowel. Use the Mod Wheel (CC 01) to cross-fade between the 2 dynamics layers.

- Men’s Choir
- Women’s Choir
- Men’s Vintage Choir
- Women’s Vintage Choir

The main instrument for the solo female vocalist features an ‘oh’ vowel without vibrato that cross-fades into a ‘ah-oo’ vowel with expressive vibrato by using the Mod Wheel (CC 01). The alternative (ALT) instrument features a solo female vocalist with an ‘oo’ vowel without vibrato that cross-fades into an ‘oh’ vowel without vibrato by using the Mod Wheel (CC 01).

- Solo Female Vocalist

CONTINUE READING | SECTION 2.2 STRING MACHINE CONTROLS for details on all the controls available in String Machine that allow you to build your own presets.

SAVING YOUR OWN PRESETS

String Machine was designed to enable you to quickly build your own presets in the spirit of the string machine synthesizers of the past. However, unlike many of the original hardware units, String Machine settings can be saved for later recall.

Once you have applied settings that you wish to save, click in the **SNAPSHOT MENU** in Opus to reveal a menu of options related to storing, resetting, and restoring presets.



Click the **STORE SNAPSHOT OPTION** to open the 'Store Snapshot' dialog window. Enter a name in the text field, then click the 'Store' button to save the preset.

Use the **RESET INSTRUMENT OPTION** to return the instrument to its original settings.

To recall a saved snapshot (preset), navigate to the **RESTORE SNAPSHOT OPTION** to reveal a sub-menu that populates with all the previously saved snapshots. Click on one of them to open the saved snapshot (preset).

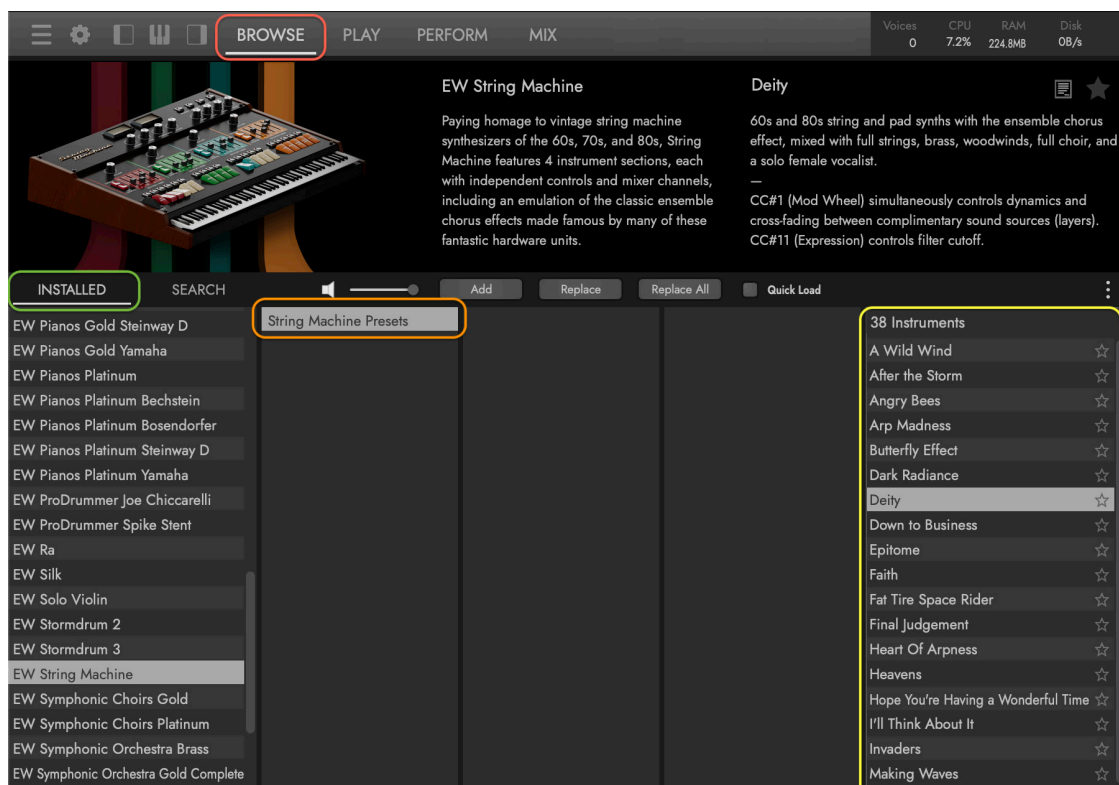
2.1.1 INSTRUMENT BROWSER

There are several ways to find instruments in the **BROWSE PAGE** (shown below). This includes browsing the library folders of a given product in the Installed mode, or by using a database to narrow down instrument selections by selecting attribute tags in the Search mode. Key words can also be entered directly into a search field to query specific results.

INSTALLED LIBRARIES

Click on the **INSTALLED MODE** button to browse for instruments based on the product's instrument folder structure. Click on 'EW String Machine' in the list of installed EastWest Libraries that alphabetically populates in the left column.

To load the default, initialized instrument to build your own preset from scratch, load the 'EW String Machine' instrument that appears in the **RESULTS LIST COLUMN** column on the right.

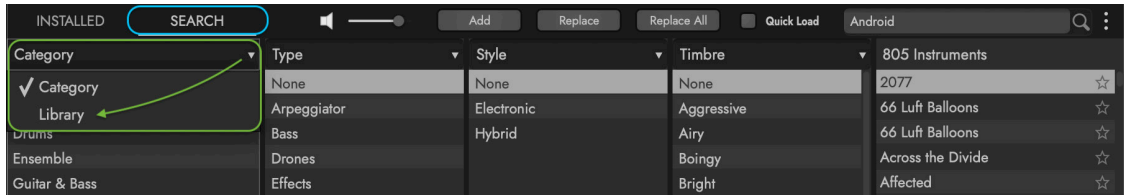


To access the 38 instrument presets, click on the **STRING MACHINE PRESETS** category to reveal its presets in the Results List column. This is a perfect way to audition the possible sonic capabilities of String Machine.

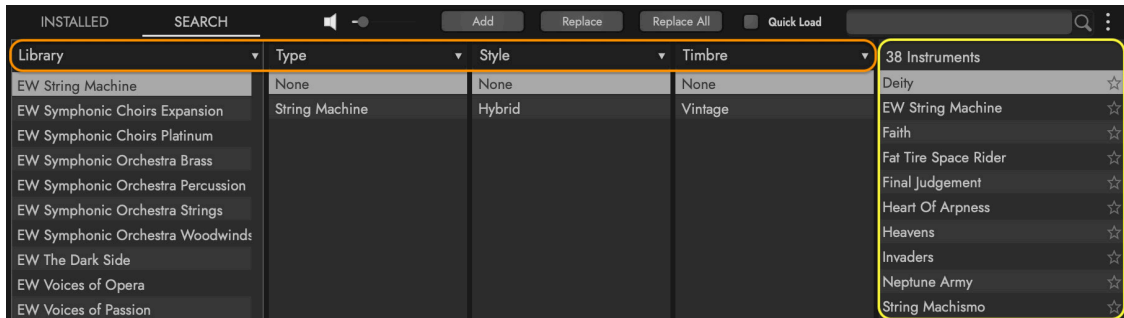
Double-click on an instrument to load it, which will also overwrite any previously loaded instrument. To add an instrument to the current selection instead of replacing it, hold the Option key (macOS) or Alt key (Windows) and double-click.

SEARCH CATEGORIES

Click on the **SEARCH MODE** button to quickly narrow down the instruments by selecting attribute tags across a range of categories like Type, Style, Articulations, and more.



Click in the leftmost **COLUMN HEADER** to reveal a drop-down menu where you can select 'Library' (from the default 'Category' selection). This allows you to use attribute tags to narrow the search to instruments within a specific library.



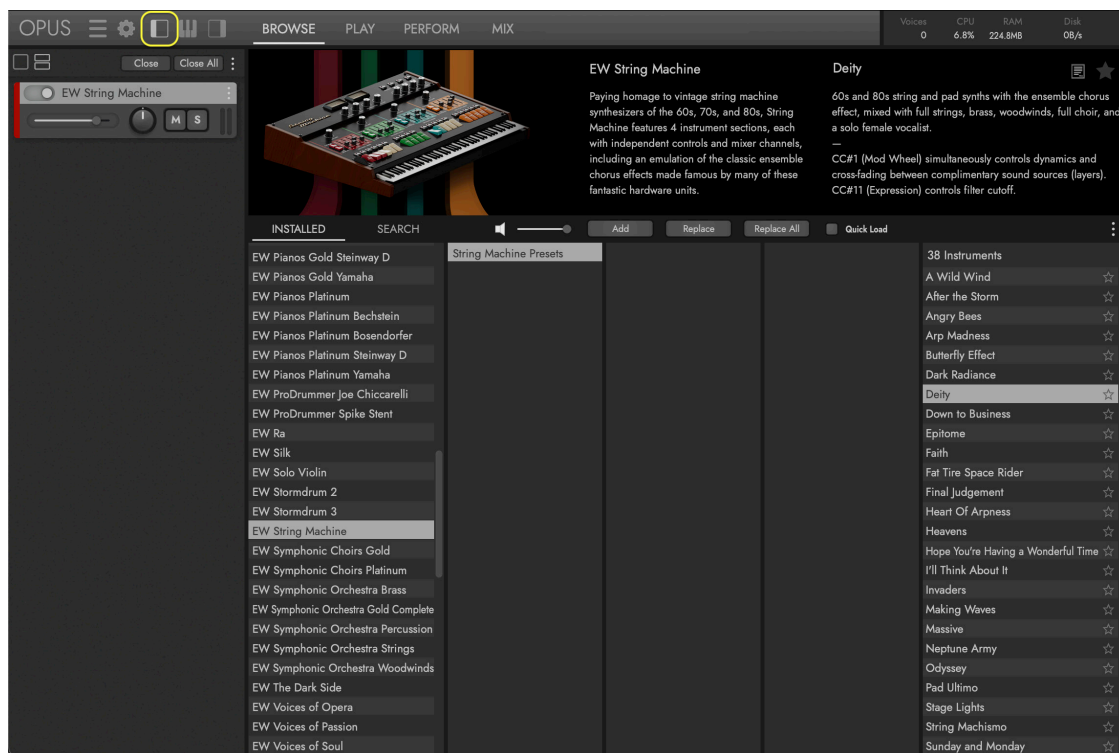
- Use the **LIBRARY COLUMN** to filter instrument results based on library, for example, 'EW String Machine'.
- Use the **TYPE COLUMN** to further filter instrument results based on different instrument types.
- Use the **ARTICULATION COLUMN** to filter instrument results based on different articulations.
- Use the **TIMBRE COLUMN** to filter instrument results based on their different tones and timbres.
- Use the **STYLE COLUMN** to filter instrument results based on different musical styles or regions.

Instruments will populate the **RESULTS LIST COLUMN** based on the attribute tags selected. Double-click on an instrument to load it, which will also overwrite any previously loaded instrument.

OPUS SOFTWARE MANUAL | SECTION 2.1 THE BROWSE PAGE contains more details on all the ways to find, preview, and load instruments.

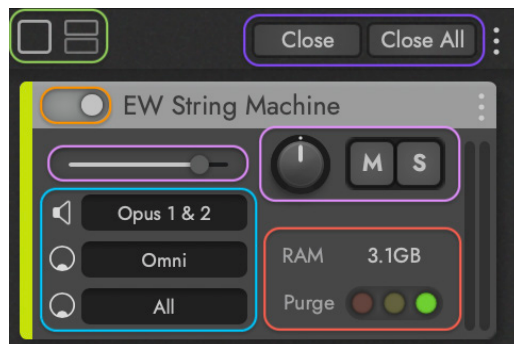
2.1.2 INSTRUMENT RACK

To open and close the Instrument Rack that appears on the left side of the Opus user interface, click the **INSTRUMENT RACK TOGGLE** in the **NAVIGATION BAR**.



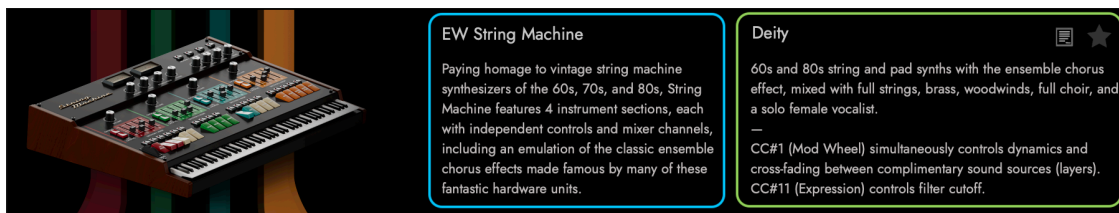
The Instrument Rack contains a few options at the top, and each loaded instrument appears in its own rack space with its Instrument Name and **ACTIVATION SWITCH** running along the top, and a variety of controls contained within.

- Use the **RACK SIZE SELECTORS** located in the top-left corner to view instruments in a full-rack view (default) with all available controls, or a half-rack view that only contains **ESSENTIAL CONTROLS** that includes volume, pan, mute and solo.
- Click the **CLOSE BUTTON** or the **CLOSE ALL BUTTON** to remove the currently selected instrument, or to remove all currently loaded instruments, respectively.
- Use the **INPUT / OUTPUT MENUS** to select (from the top) an instrument's audio output, MIDI channel assignment, and MIDI input port.
- Use the **PURGE CONTROL** to change an instrument's memory footprint. To remove it from memory, click the red button. The yellow light indicates notes are being loaded into memory as you play. Click the green button to load an instrument fully into memory.



2.1.3 DESCRIPTION BOX

The Description Box populates with information on the currently selected library and instrument. It's divided into 3 main sections: the **LIBRARY ARTWORK** is located on the left, the **LIBRARY DESCRIPTION** is in the center, and the **INSTRUMENT DESCRIPTION** appears on the right.



PLEASE NOTE: Depending on how the Opus software window is sized, you may have to scroll down past the ‘Instrument Background’ section to see the entire ‘Instrument Programming’ section.

LIBRARY AND INSTRUMENT DESCRIPTIONS

The library description for String Machine is transcribed below. Please refer to the Description Box itself to read the Instrument Descriptions for each of the instrument presets in String Machine. They describe the type of sound sources an instrument is made up of, and the MIDI CCs (Continuous Controllers) used to shape the sound.

STRING MACHINE: Paying homage to vintage string machine synthesizers of the 60s, 70s, and 80s, String Machine features 4 instrument sections, each with independent controls and mixers channels, including an emulation of the classic ensemble chorus effects made famous by many of these fantastic hardware units.

INSTRUMENT PROGRAMMING

Instruments in String Machine are all programmed to use the Mod Wheel (CC 1) and Expression (CC 11) controllers.

- **MOD WHEEL (CC 1)** controls the cross-fade between instrument layers, enabling the blending between layers, or the transformation of one to another.
- **EXPRESSION (CC 11)** controls the cutoff frequency of the global low pass filter.

CONTINUE READING | SECTION 2.2 STRING MACHINE CONTROLS for more details on all the ways to control the instruments in String Machine.

2.2 STRING MACHINE CONTROLS

An array of controls populate String Machine user interface (shown below), which is found by clicking on the **PLAY PAGE SELECTOR** in the **NAVIGATION BAR** to enter the Play page, where the **PLAYER SUB-PAGE** is selected by default.



In addition to the main Player sub-page (default), there are additional sub-pages within the Play page that feature their own array of controls. They are described briefly later in this section, and thoroughly in the Opus software manual.

- **MIDI TOOLS SUB-PAGE** (p. 42) features a suite of MIDI Tools that offer a range of MIDI processing options, like transposition, MIDI compressor, and more.
- **AUTOMATION SUB-PAGE** (p. 43) populates with controls that allow you to add movement to an instrument by automating their parameters in a DAW, or program your MIDI controller to control and record them into a DAW in real-time.

2.2.1 PLAYER SUB-PAGE

The Player sub-page contains all of String Machine's main controls, like Instrument Switches, Volume Envelopes, Effect Sends, and more.



The String Machine user interface is divided into 3 main areas:

- **GLOBAL CONTROLS AREA** are located at the top of the user interface, and include controls that change the master stereo output like volume, pan, and effects sends.
- **INSTRUMENT CONTROLS AREA** are located in the middle of the user interface, and include controls that are independent to each of the 4 instrument sections.
- **VIRTUAL KEYBOARD AREA** is located in the lower area of the user interface, and displays the note range of each of the 4 instrument sections according to its respective color-code. Overlapping note ranges between instrument sections are color-coded white.

GLOBAL CONTROLS

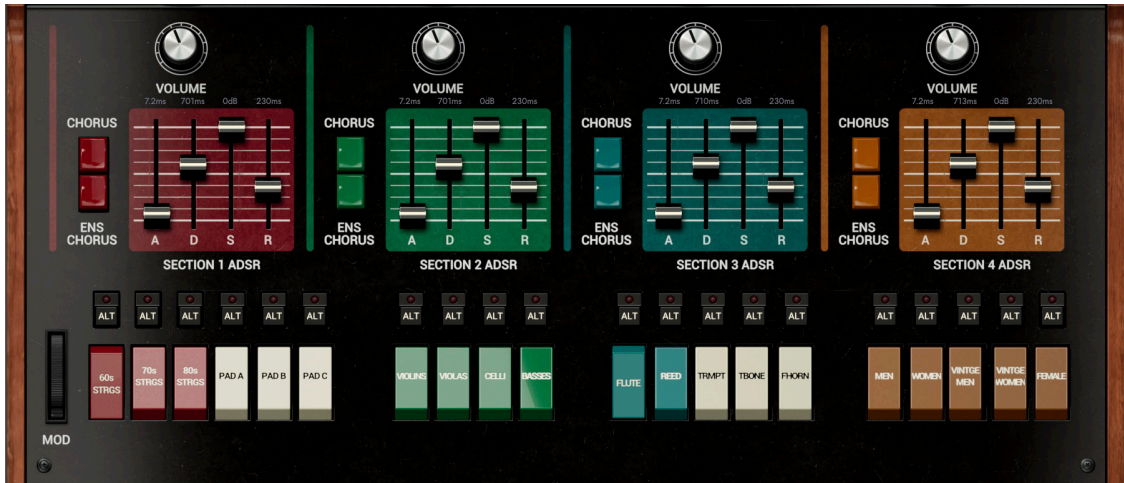
The top area of String Machine's user interface is populated with global controls that affect an instrument's master stereo output.



- **VOLUME** controls an instrument's master volume.
- **PAN** controls an instrument's pan position in the stereo field.
- **STEREO FIELD** controls the perceived width of the stereo image by adjusting how far apart the stereo channels are positioned.
- **FILTER** controls the cutoff frequency of the low-pass filter, removing the frequencies above the cutoff point.
- **REVERB 1 - 4** buttons turn the reverb send effects on and off, allowing different reverb effect settings to be auditioned, and combined in different ways.
- **SEND 1 - 4** knobs change the send level to a given effect bus across all 4 instrument sections simultaneously.

INSTRUMENT CONTROLS

The middle area of the String Machine user interface is populated with 4 sets of controls, one for each of the 4 instrument sections. They include: string machines and pads (red), section strings (green), solo woodwinds and brass (teal), and choir and soloist. (orange).



Each instrument section contains the same set of controls, which include:

- **VOLUME KNOBS** control the volume of each instrument section, allowing you to blend multi-layered sounds together with ease.
- **VOLUME ENVELOPES** control the volume of each instrument section over time with a 4-stage envelope (attack, decay, sustain, and release).
- **INSTRUMENT SWITCHES** populate each instrument section, allowing you to combine instruments in various ways using the switches to turn them on/off.
- **ALTERNATIVE (ALT) SWITCHES** are available for each Instrument Switch, and will swap the main instrument out for an alternative (ALT) one.
- **EFFECTS BUTTONS** turn the Chorus and Ensemble Chorus effects on and off. The effect presets provide default settings that work in most situations. If you wish to change the effect settings, please visit the Mix page.

MIDI CONTROLS

String Machine uses 2 MIDI CCs (Continuous Controllers) to control primary functions: the Mod Wheel (CC 1) and Expression (CC 11).

- Use the **MOD WHEEL CONTROL** (MIDI CC 1) to cross-fade between instrument layers, or transform from one layer to another.
- The **FILTER CONTROL** (MIDI CC 11) controls the filter cutoff on the Auto Filter effect inserted on each of the 4 instrument section's mixer channels.



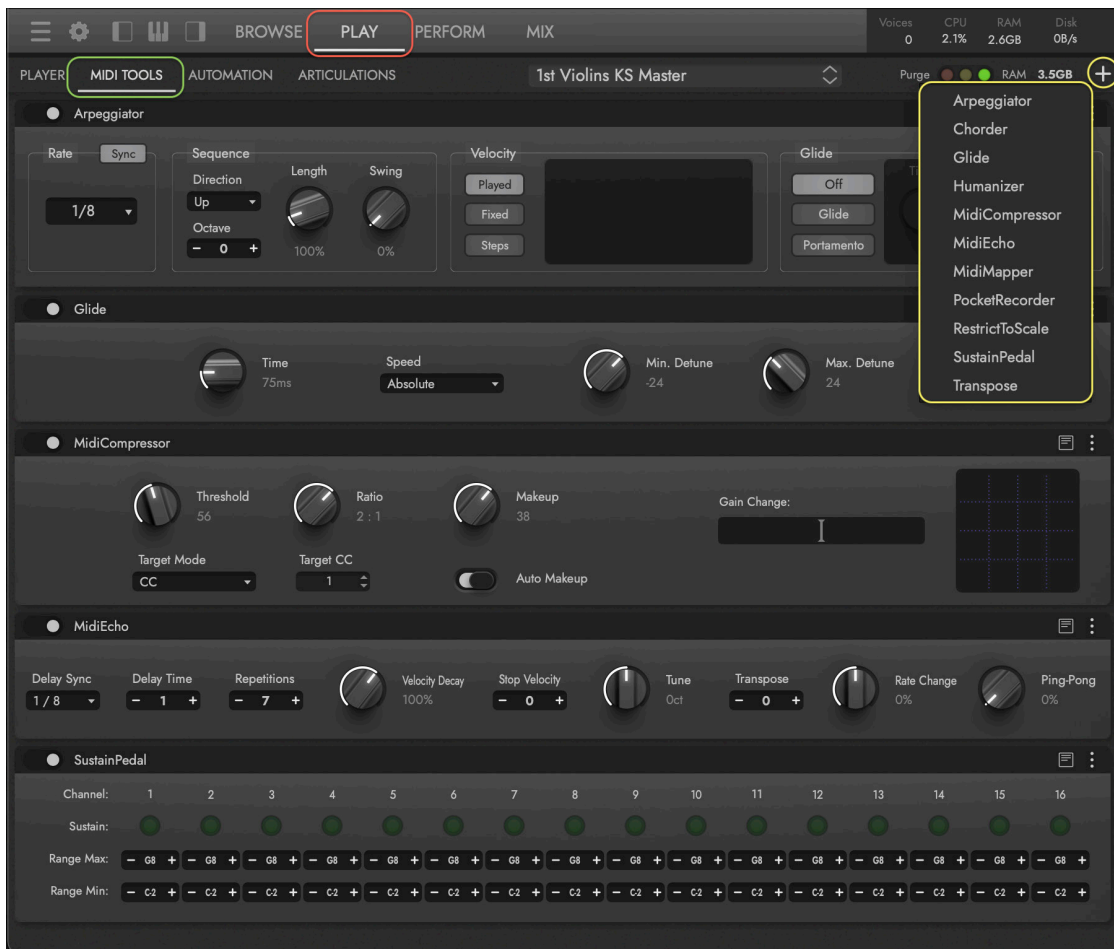
CONTINUE READING | SECTION 2.2.3 AUTOMATION SUB-PAGE for more details on all the ways to control instruments with MIDI CCs.

2.2.2 MIDI TOOLS SUB-PAGE

A suite of MIDI Tools are available that offer a range of MIDI processing options.

Click on the **PLAY PAGE SELECTOR** in the **NAVIGATION BAR**, then click on the **MIDI TOOLS SUB-PAGE SELECTOR** in the **PALETTE MENU** to enter the MIDI Tools sub-page.

Click in the **MIDI TOOL MENU** in the secondary **PALETTE MENU** to open a menu with a list of available MIDI Tools, then click on one to load it.

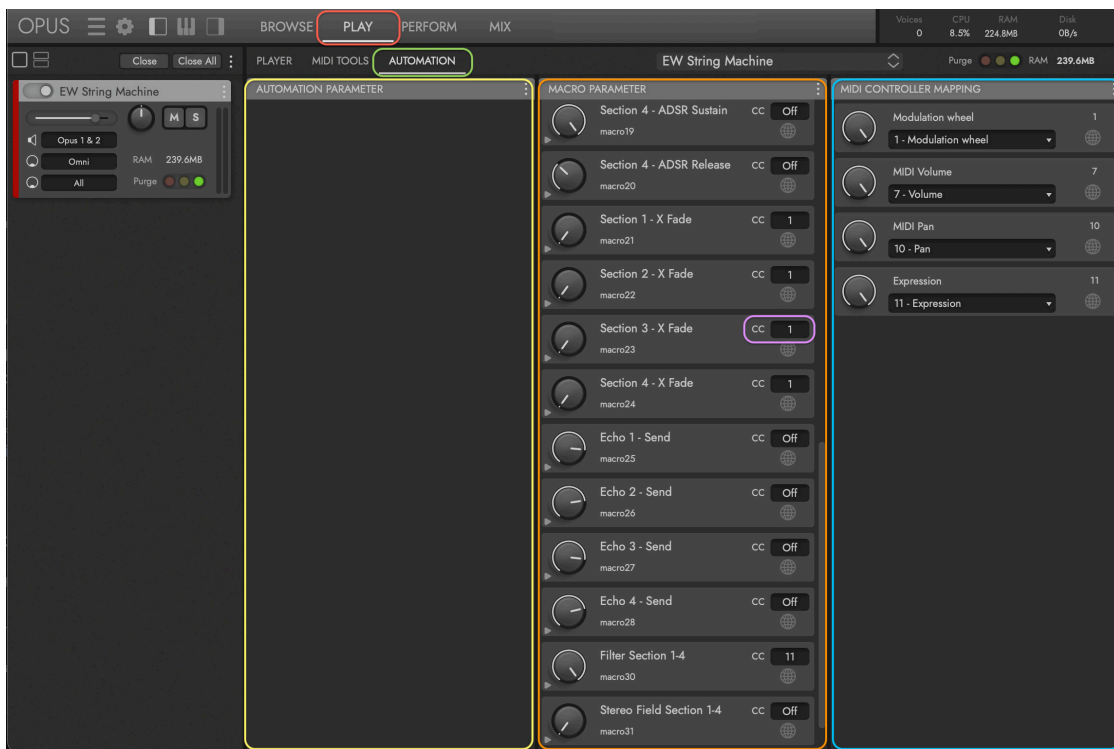


OPUS SOFTWARE MANUAL | SECTION 2.2.2 MIDI TOOLS SUB-PAGE contains more information about each MIDI Tool and all the options available in this sub-page.

2.2.3 AUTOMATION SUB-PAGE

Add movement to an instrument by automating their parameters in a DAW, or program your MIDI controller to control and record them into a DAW in real-time.

Click on the **PLAY PAGE SELECTOR** in the **NAVIGATION BAR**, then click on the **AUTOMATION SUB-PAGE SELECTOR** in the **PALETTE MENU** to enter the Automation sub-page.



The **AUTOMATION PARAMETERS COLUMN** populates with controls that appear in the plug-in automation lane of your DAW. They can be added by clicking in the ellipsis menu at the top-right of the column, or by right-clicking on a control in the Player sub-page and selecting 'Add Automation' from the pop-up menu.

The **MACRO PARAMETERS COLUMN** populates with controls that appear in the MIDI controller lane of your DAW. In String Machine parameters are setup for you (CC1 and CC 11), but many are provided to allow for customization. To assign a Macro Parameter to a MIDI CC, click inside the **MIDI CC ASSIGNMENT FIELD**, enter the MIDI CC number you wish to control the parameter, then hit 'Enter' or the return key.

The **MIDI CONTROLLER MAPPING COLUMN** automatically populates with MIDI CCs that are available for the selected instrument, and allows you to re-map them to a different MIDI Continuous Controller (CC) assignment, to macros, and more.

OPUS SOFTWARE MANUAL | SECTION 2.2.3 AUTOMATION SUB-PAGE contains more information about all the features available in the Automation sub-page.

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