

USER MANUAL

_ANALOG LAB PLAY

ARTURIA

_The sound explorers

Special Thanks

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Thank you for getting Arturia Analog Lab Play!

This manual covers how to use Analog Lab Play, including a detailed look at its features and other elements of music production and performance.

Special Messages

Specifications Subject to Change:

The information contained in this manual is correct at the time of writing. However, Arturia reserves the right to change or modify any of the specifications or features without notice or obligation.

IMPORTANT:

The software, when used in combination with an amplifier, headphones, or speakers, may be able to produce sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high volume or at a level that is uncomfortable.

If you encounter any hearing loss or ringing in your ears, please consult an audiologist.

NOTICE:

Service charges incurred due to lack of knowledge relating to how a function or a feature works (when the software is operating as designed) are not covered by the manufacturer's warranty, and are therefore the owner's responsibility. Please study this manual carefully and consult your dealer before requesting additional support.

Introduction

Thank you for your interest in Analog Lab Play!

We are happy you have chosen to download Analog Lab Play, a music production and performance software crafted to give you the most intuitive and inspiring musical journey.

Excellence is placed at the heart of every Arturia product, and Analog Lab Play is no exception. Explore the preset sounds and tweak a few controls. This program is easy to understand and intuitive to use. We're confident that Analog Lab Play will be a valuable addition to your setup and that you'll enjoy creating truly original tunes with it.

Be sure to visit the www.arturia.com website for information on all our other inspiring hardware and software instruments. They have become indispensable tools for many visionary artists around the globe.

Musically yours,

The Arturia team

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1. WELCOME TO ANALOG LAB PLAY

Analog Lab Play gathers more than 100 Presets from Arturia's renowned **Analog Lab** collection of classic synth and keyboard emulations, which in turn contains over 2,000 Presets from Arturia's flagship **V Collection**.

1.1. History of the V Collection

Early in 2001, Arturia began working on an advanced method of modeling coveted synths and keyboards: TAE®, short for True Analog Emulation. It was a way of analyzing and recreating analog circuits of classic hardware instruments, not to mention the way these circuits interact with each other and the exact effects of that interaction on the sound. The goal was to provide more accurate emulations and inspiring playing experiences than even the best sample-based instruments ever could.

Less than a year later, the company's most dedicated inventors were ready to show the world their work. At the 2002 NAMM Show in California, Arturia presented an early version of what would later become Modular V, our software recreation of the groundbreaking '60s modular synthesizer. The launch was an instant success, winning awards from several leading magazines in the industry.

By gathering insights from sound design experts and avid synthesizer users, Arturia developed high-quality instruments that satisfied an ever-evolving demand for sonic innovation. Shortly after the pivotal 2002 NAMM show, the company started receiving numerous requests from musicians and producers, many of them wanting to replace their original hardware synthesizers with virtual instruments. Artists around the globe were beginning to see the advantages of software. Arturia answered this call by releasing virtual versions of the most loved synthesizers of all time.

CS-80V emulated the legendary Yamaha CS-80, considered by many as the ultimate polyphonic synthesizer. CS-80V was launched at the AES 2003 in New York.

At the Winter NAMM Show 2005, Arturia launched ARP 2600V. Memorable sounds ranging from drum 'n' bass stabs to the speech of everyone's favorite pint-sized robot were created on the 2600.

A year later, again at Winter NAMM, Arturia announced its new product: Prophet V. This powerful hybrid was two instruments in one – it combined the warmth of the legendary Prophet-5 programmable analog synth with the unique Vector Synthesis textures of the digital Prophet-VS.

At Summer NAMM 2007, Arturia launched the Jup-8V, an emulation of what has since become one of the most sought-after and expensive analog polysynths on the used market. Like the original that inspired it, Jup-8V was incredibly versatile.

After Jup-8V came Oberheim® SEM V. With SEM V, Arturia produced the unique sound of the constantly variable filter and oscillators present in the original Synthesizer Expander Module. The addition of the Eight Voice Programmer module allowed users to recreate one of most rare and expensive polysynths of the '70s, the Oberheim® Eight Voice. Following Arturia's ethos of sonic exploration, we went beyond the original product and added new sound and modulation capabilities, all while staying faithful to its signature sound.

With the release of Wurli V in 2012, Arturia made its first foray into emulating classic electric pianos. Based on a physical modeling engine, the virtual instrument recreated the signature EP sound used on so many classic recordings. Once again, Arturia took it to the next level and gave musicians access to the physical modeling parameters, allowing them to sculpt the sound freely and creatively.

In 2014, Arturia recreated the Vox Continental transistor organ. The Vox sound was a key part of the early British Invasion sound as well as the ska and the 2-Tone label sounds of the '70s and '80s. The Arturia Vox instrument went well beyond the original by adding more drawbars, percussion sections, expanding modulation, and recreating the extremely rare Jennings J70 voice engine. It was designed to 'light your fire' and push musicians to explore the endless space of creativity beyond their musical habits.

Having recreated synths, a classic electric piano and a legendary organ, the team of sonic specialists at Arturia decided to dig deep into the vintage string machines by recreating the Arp/Eminent Solina. Solina's typical expression of the lush string sounds was a staple for many bands in the 70's and 80's. To stay true to the vintage character of this legendary machine, Arturia mirrored the original circuits of Solina and included several new features to expand its expressive palette.

After Solina V's release, Arturia recreated one of the most ambitious and powerful synths ever made: the Oberheim® Matrix 12. With its numerous modulation sources and nearly unlimited routing possibilities, this powerhouse synth is still considered one of the best synthesizers in music history. Arturia's Matrix 12 V gifted the world with an affordable option to explore legendary and phenomenal soundscapes.

In 2015, Arturia added five new acclaimed instruments. First, Synclavier V, an emulation of the cost-no-object digital synth workstation that ruled the '80s and much of the '90s. The original could cost as much as \$400,000 if maxed out with options. It combined additive synthesis and FM with the unparalleled possibilities offered by the 'time slice engine'. Synclavier V was recreated using code from the hardware Synclavier in partnership with original developer Cameron Jones.

B-3 V reproduced the most emblematic tonewheel organ and its groundbreaking rotary speaker. Farfisa V is an emulation of the Farfisa Compact Deluxe and Compact Duo transistor organs.

Stage-73 V brought the sublime sound of two different versions of the iconic tine-based electric piano. Then, Piano V introduced physical modeling of acoustic grand and upright pianos, ranging from studio and stage staples to conceptual pianos made of metal and glass.

V Collection 6 (2017) saw four more important instruments: CMI V, Clavinet V, DX7 V, and Buchla Easel V; three more in V Collection 7 (2019) were Synthi V, Mellotron V, and CZ V. Arturia also launched Pigments in 2019, the company's first software synthesizer designed in-house from scratch. The release of all these innovative instruments demonstrated Arturia's continued commitment to building world-class tools for creatives.

In 2020, V Collection 8 marked the most expansive library of Arturia's virtual instruments yet, including Jun-6 V, Emulator II V, Vocoder V, and OP-Xa V, as well as major updates to instruments from the previous versions.

We are now at V Collection 9. The latest additions include Augmented Piano, Augmented Strings and Augmented Voices – three heavily expanded and developed instruments that take basic concepts to completely new levels. Korg MS-20 V and SQ80 V are welcome additions to a V Collection that is now more complete than ever!

1.2. Here and Now

Why the walk down memory lane about V Collection? Because Analog Lab Play is a useful and sweet sounding introduction to all that Analog Lab Pro can do, a virtual instrument which in turn offers an extensive and inspiring selection of sounds taken from V Collection, opening a compelling gateway to a wide spectrum of soundscapes all within a single piece of software. Analog Lab Play is a one-stop-shop for playing the best of V Collection.

The sounds of Analog Lab Play were taken from these quintessential Arturia instruments:

- ARP 2600 V3
- Augmented Strings
- Augmented Voices
- B-3 V2
- Clavinet V
- CMI V
- CS-80 V4
- CZ V
- DX7 V
- Emulator II V
- Jun-6 V
- Jup-8 V4
- Korg MS-20 V
- Mellotron V
- Mini V3
- Modular V3
- OP-Xa V
- Piano V3
- Pigments
- Prophet-5 V
- Prophet-VS V
- SQ80 V
- Stage-73 V2
- Synclavier V
- Synthi V
- Vox Continental V2
- Wurli V2

With all these classic instruments in one place, Analog Lab Play gives you access to sounds from all the powerful hardware instruments that are financially out of reach for most of us. Plus, with its simple and powerful browser and intelligent filtering, it makes finding the right sound quick and easy.

1.3. Main Views

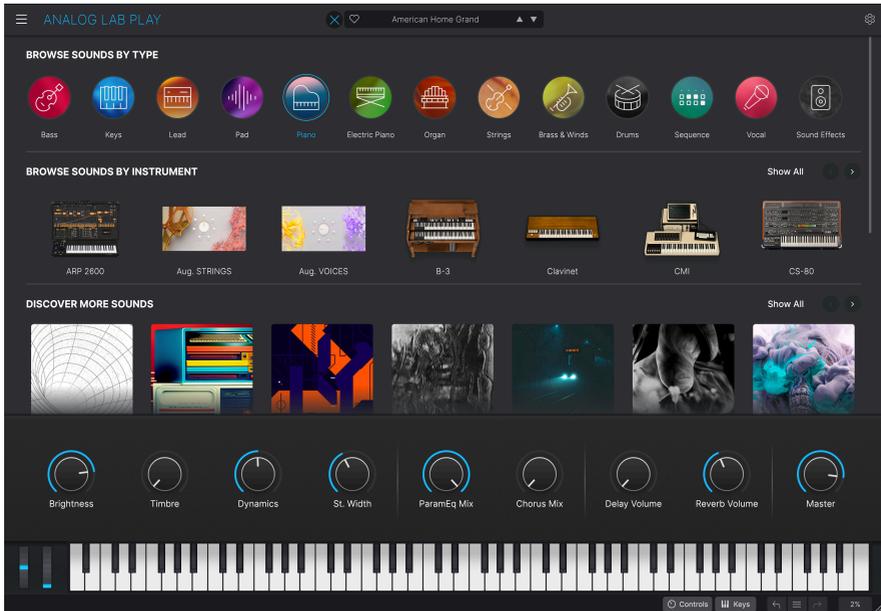
In Analog Lab Play, you will spend most of your time in either **Play View** or the **Preset Browser**. These pages have been designed to make your Analog Lab Play experience simple and inspiring.

1.3.1. Play View

When you start Analog Lab Play, you will be greeted by this welcoming screen, a beautiful addition to our software. From here you can try out some Presets and modify your sound, either directly on screen or from any Arturia controller keyboard.



1.3.2. Preset Browser



Clicking the bookshelf icon near the center of the top bar takes you to the Preset Browser. Here you can explore Presets by Type (such as Bass, Piano, Strings, and more), Instrument (e.g. Mini, B-3, ARP, etc.), and Bank. You can also access your saved Presets and Sound Banks.

Analog Lab Play is more than just a sound library of classic synths and keyboards - it's a powerful studio resource containing a 100 highly useful factory presets (with more to download) and gives you access to purchase additional Sound Banks.

With its capacity to save your favorite instruments and sounds, we believe you will want to use Analog Lab Play as an essential building block in your music creation.

Analog Lab Play also supports many of Arturia's MIDI controllers natively and, once connected, will adapt to reflect their physical controls. You can of course use generic MIDI controllers as well.

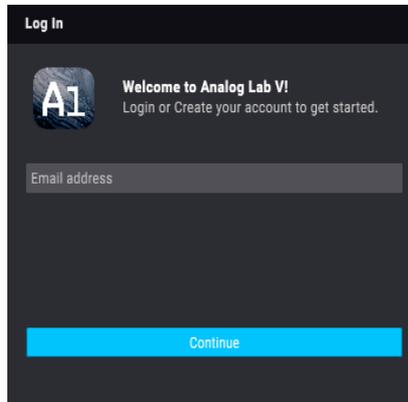
2. ACTIVATION AND SETUP

2.1. Installation and Activation

Analog Lab Play works on computers and laptops equipped with Windows 10 or later, and macOS 10.13 or later. You can work with it in standalone mode or use it as an Audio Units, AAX, VST2, or VST3 instrument in your DAW.



Once you've installed Analog Lab Play, your next step is to register the software. Start the Analog Lab Play app in standalone mode or start your DAW and instantiate Analog Lab Play on an audio track. A sign will appear, asking you to log in or create a new Arturia account. Follow the steps to activate your free Analog Lab Play license.



Analog Lab Play's login pop-up window

Analog Lab Play will now be activated and you can start working with your new plug-in.

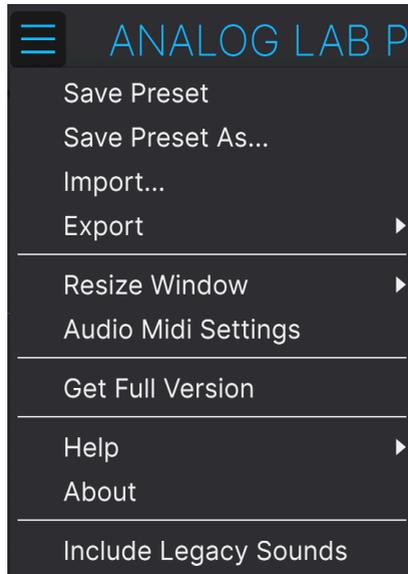
2.2. Initial setup for Stand-Alone Use

If you would like to use Analog Lab Play in standalone mode, you will need to set up the software and ensure that MIDI and audio signals are flowing through it properly. You only need to do this once unless you'd make some major changes to your computer. The setup process is largely the same on both Windows and macOS computers, but for the sake of clarity we'll cover each system separately.

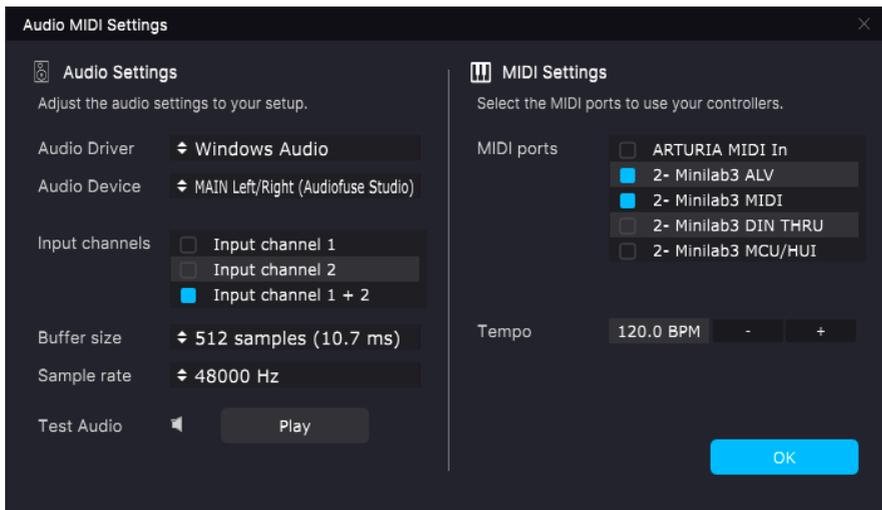
i ! This section only applies to users who plan to run Analog Lab Play in stand-alone mode. If you are only going to use the software as a plug-in within a host music software (DAW), you can jump to the end of this chapter - [Using Analog Lab Play in plugin mode \[p.10\]](#) - as your host music software will handle these things automatically.

2.2.1. Windows Users: Audio and MIDI settings

At the top left of the Analog Lab Play application, you'll find a hamburger icon that opens up a pulldown menu. This contains various setup options. Go to **Audio MIDI Settings** to setup how the audio signal behaves (the sound and MIDI flowing in and out).



This option works in the same way on both Windows and macOS X, although the names of the devices available to you will depend on the hardware you are using.



Starting from the top, you have the following options:

- **Audio Driver** selects which audio driver and device will handle the playback of Analog Lab Play. This can be your computer's internal driver, like Windows Audio or ASIO, or CoreAudio in Mac devices. Depending on your selection, the name of your hardware interface may appear in the field below.
- Using the second bar called **Audio Device** lets you select the **Output Channels**, which means choosing which of the available outputs will be used to route your audio out. If your selected device has only two outputs, then only two options will appear here. If your device has more than two outputs, you can select a specific pair of outputs. Also, if your device has several input channels, they will be displayed and selectable here.
- The **Buffer Size** gives you the option to choose the size of the audio buffer your computer uses to calculate sound.

 A larger buffer means a lower CPU load, as the computer has fewer interruptions and longer amount of time to process commands. However, this can result in longer latency (reaction time) between pressing a key and hearing the sound it's supposed to produce. This can create a considerable problem when wanting to play an instrument with accurate timing. On the contrary, a smaller buffer means lower latency between pressing a key and hearing the note but a higher strain on your CPU.

A fast, modern computer should be easily able to operate at low sample buffer sizes (128 or 64 samples) without audio glitches. However, if you do hear clicks, pops or other audio disruptions, try increasing the buffer size until you reach smooth playback without any glitches. The latency time is displayed in milliseconds on the right-hand side of this menu.

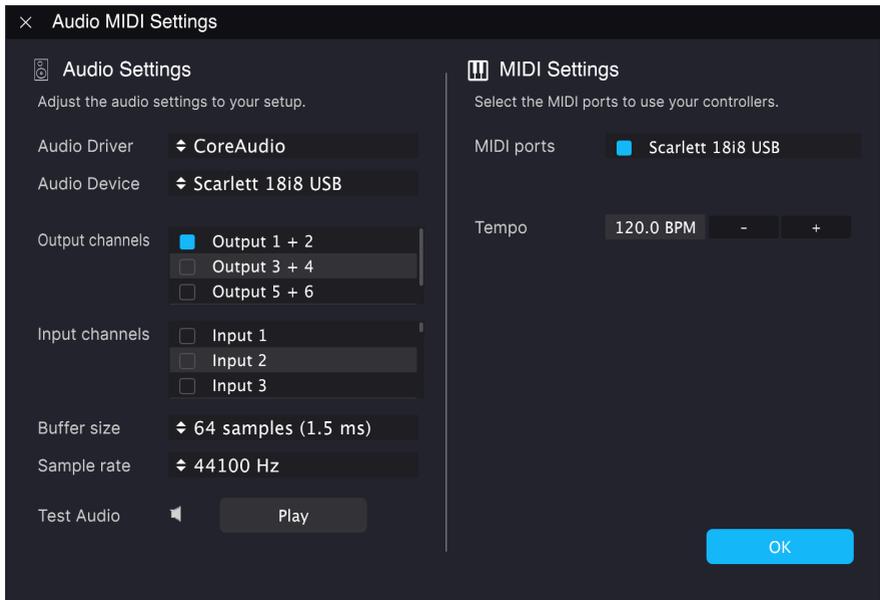
- The **Sample Rate** menu lets you set the sample rate at which audio is sent out of the instrument. The options listed here will depend on the capability of your audio interface hardware.

 Virtually all audio hardware can operate at 44.1 or 48 kHz, which is perfectly fine in most applications, including Analog Lab Play. Higher sample rates place greater loads on the CPU, so we recommend staying at 44.1 or 48 kHz unless you have a specific requirements to work at high sample rates.

- **Test Audio** plays a simple test tone to help you troubleshoot any audio issues. You can use this feature to confirm if the instrument is routed correctly through your audio interface and whether audio is playing back to where you expect to hear it (your speakers or headphones, for example).
- Your connected MIDI devices will appear in the **MIDI Settings** area. Note that this is only displayed if MIDI devices are present on your computer. Click the check box to accept MIDI data from the device you want to use to trigger the instrument. Note that you can select more than one MIDI device if you wish to play Analog Lab Play from multiple controllers.
- **Tempo** lets you set the tempo of the Analog Lab Play sequencer. When using Analog Lab Play within a host music software as a plugin, the virtual instrument gets tempo information from your host software.

2.2.2. macOS Users: Audio and MIDI settings

The process of setting up Audio and MIDI settings in a macOS system is overwhelmingly similar to setting them up in Windows (described above), and the menu is accessed in an identical way. The only difference is that macOS uses CoreAudio to handle audio routing, and within that, your audio device will be available in the *second* drop-down menu.



2.2.3. Using Analog Lab Play in Plugin Mode

Analog Lab Play comes in VST3, AU, and AAX plug-in formats for use in all major digital audio workstation (DAW) host software, such as Cubase, Logic Pro, Pro Tools, and more. You can load Analog Lab Play as a plug-in instrument and its interface and settings will work in the same way as in standalone mode, with a few small differences:

- The instrument will now sync to your DAW's host tempo.
- You can automate numerous parameters using your DAW's automation system.
- You can use more than one instance of Analog Lab Play in a DAW project (in standalone mode you can only run one instance of Analog Lab Play).
- You can route Analog Lab Play's audio outputs more creatively inside your DAW using the DAW's own audio routing system.

Now that you've set up your software, it's time to play!

3. INTERFACE OVERVIEW

3.1. Play View

Analog Lab Play contains 100 Presets carefully selected from Arturia's award-winning V Collection of classic keyboard and synthesizer emulations as well as our original soft synths Pigments, Augmented Strings, and Augmented Voices.

If you own individual virtual instruments from Arturia, the total number of Presets increases, because their Presets become available in Analog Lab Play.

This chapter covers the parts of Analog Lab Play's interface that are always present as well as how to browse and search for Presets.



When starting Analog Lab Play, you will be greeted by the Play View. Here, each Sound Type has its own graphics and you can scroll through Presets by clicking the left and right mid-screen arrows.

Below the main graphics, there is a panel consisting of nine knobs. (The number of knobs and faders depend on what MIDI Controller you are using.) These are quick controls that allow you to instantly modify the basic sound of the Preset. If you have an Arturia MIDI controller, those knobs are immediately available for remote control from said controller.

This panel is also a great representation of Analog Lab Play's main purpose in life; being an easy-to-use, preset-based instrument that covers all musical grounds.

The Keyboard in the lower part of the screen allows you to quickly get a feel for the Presets. Please note, that clicking the keys closer to the bottom of the screen will produce a louder sound (mimicking MIDI keyboard velocity).

At the very bottom of the screen you'll find Arrows that let you Undo and Redo your latest actions. The hamburger menu between the Arrows allows you to quickly jump between recently used Presets.

Finally, the percentage readout in the lower right indicates how much CPU power Analog Lab Play is currently using. If this figure gets very high, you may have to compensate by increasing the audio buffer size (upper left hamburger menu > Audio MIDI Settings > Buffer Size) or close down other programs that are currently running inside your computer.

3.2. Preset Browser

When you press the bookshelf icon at the top near the center, you'll be taken to the Preset Browser. This is where a lot of the action is.

3.2.1. Preset Browser: Main Sections



1. **Upper Toolbar:** [p.13] This toolbar contains a hamburger button (three horizontal lines) with a drop-down main menu, an X/bookshelf icon for shifting views, a Preset bar to flick through and like (Heart icon) presets, and an expandable Settings Panel (gear icon) in the top right corner.
2. **Preset Browser:** [p.6] This navigation panel lets you explore available Presets.
3. **Performance Controls:** [p.34] Adjust Macros (multiple parameters accessed by one knob) and effects sends for your presets here. Their visibility is toggled in the Lower Toolbar (the Controls button).
4. **Virtual Keyboard:** [p.35] Onscreen keyboard from which you can play Analog Lab Play without an attached controller. Visibility is toggled in the Lower Toolbar (the Keys button).
5. **Settings Panel:** [p.25] The Settings panel appears when you click the gear icon in the top right corner in the Upper Toolbar. Two tabs access Global/Presets Settings and MIDI Learn and Configuration.
6. **Lower Toolbar:** [p.36] The Lower Toolbar lets you hide and show the Knobs/Faders and the Keyboard, Undo/Redo your history of actions, and monitor CPU levels.

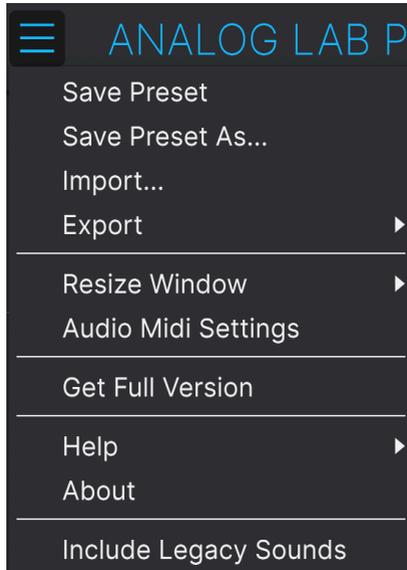
3.3. Upper Toolbar

The Upper Toolbar accesses the following features: the drop-down main menu, the Preset browsing bar, and the gear icon to access Settings.



3.3.1. Main Menu

Clicking the hamburger icon in the top left corner opens a drop-down menu and lets you access several important features. Let's look at them in detail.

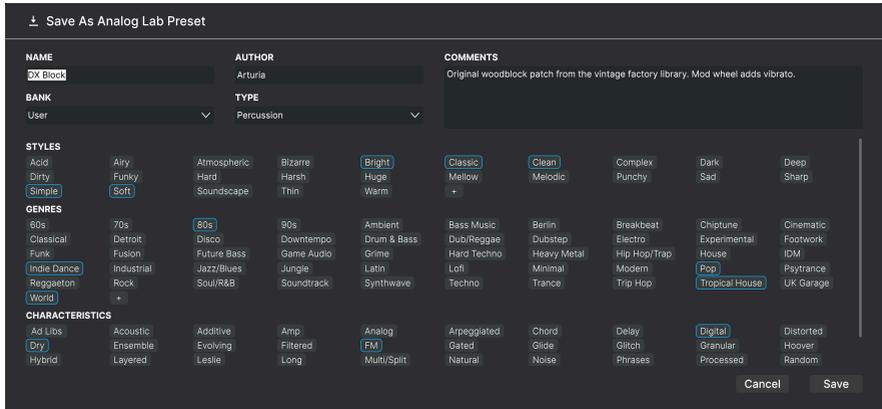


3.3.1.1. Save Preset

Overwrites the current Preset with any changes you have made. This applies only to user Presets; the option is greyed out for factory Presets.

3.3.1.2. Save Preset As

Saves the current state of Analog Lab Play under a different Preset name. Clicking this option reveals a window where you can name your Preset and enter more detailed information about it.



Arturia's powerful browsing system lets you save much more than a Preset name. You can enter the Author's name, select a Bank and Type, assign multiple tags that describe the sound, and even create your own Bank, Type, and comments. This information is read by the Preset Browser and relevant for future searches.

3.3.1.3. Import

This command lets you import a Preset file or an entire bank of Presets.

Sound Banks are purchased, activated, and installed through our website, or through the in-app store in Analog Lab. If you have installed and activated an individual instrument, the factory bank of Presets of this instrument will be available in Analog Lab as well.

3.3.1.4. Export

You can export Presets in two ways - as a single Preset, or as a Bank.

- **Export Preset:** Exporting a single Preset is handy for sharing a Preset with someone else. The default path to these files will appear in the 'Save' window, but you can create a folder in another location if you like. The saved Preset can be reloaded using the **Import** menu option.
- **Export Bank:** This option exports an entire Bank of sounds from the instrument, which is useful for backing up or sharing Presets. Saved banks can be reloaded using the **Import** menu option.

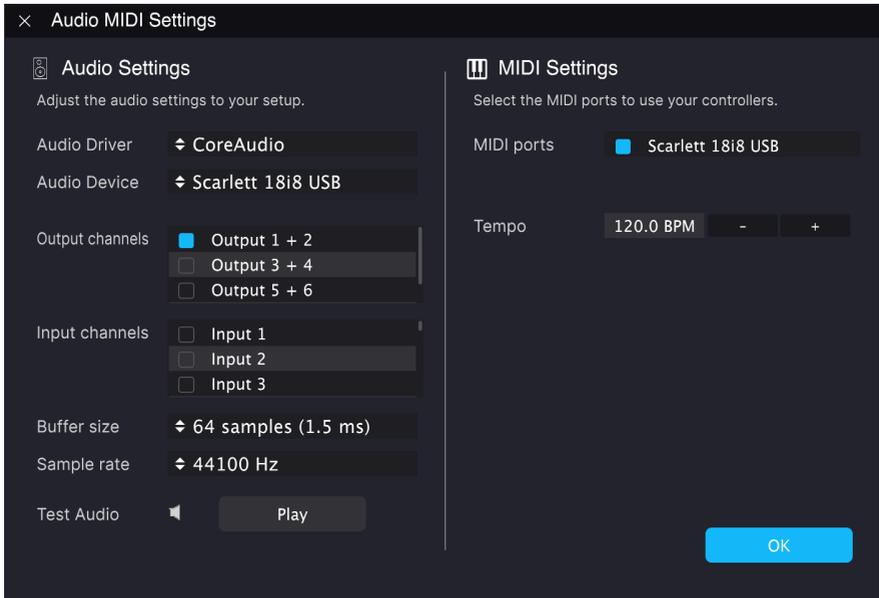
3.3.1.5. Resize Window

Analog Lab Play can be resized from 50% to 200% of its original size without any visual artifacts. On a smaller screen, such as a laptop, you may want to reduce the interface size so it doesn't dominate the display. On a larger screen or a second monitor you can increase the size to get a better view of the controls and graphics.

 There is also a Resize handle in the lower right corner of the Analog Lab Play screen. Using this handle is the most intuitive way to adjust the window size.

3.3.1.6. Audio MIDI Settings

This dialogue is only available when Analog Lab Play is used stand-alone. When used as a plug-in in a DAW (Digital Audio Workstation), similar parameters are handled in the Preferences or Project settings of your DAW.



See the chapter on [Activation and Setup \[p.7\]](#) for details on these settings.

3.3.1.7. Get Full Version

If you feel that the full version - **Analog Lab Pro** - is for you, look no further!

Just click on the Upgrade button in the pop-up window, and you'll be taken to the product page for Analog Lab Pro. You will need an internet connection to make this upgrade.

3.3.1.8. Help

Get more help by visiting links to the Analog Lab Play User Manual and Frequently Asked Questions pages on Arturia's website. You will need an internet connection to access these pages.

3.3.1.9. About

Here you can view the software version and developer credits. Click again anywhere on the screen to make this pop-up window disappear.

3.3.1.10. Include Legacy Sounds

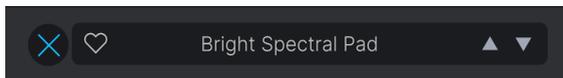
This option will appear if you have certain earlier versions of V Collection instruments. If checked, Presets from those versions will show up in the Browser.

3.3.2. X/Bookshelf Icon

The icon to the left of the Heart symbol will have a different shape depending on which page you're on. Clicking the icon takes you to and from the Play View.

3.3.3. Preset Bar and Navigation Arrows

This area at the center of the Upper Toolbar displays the name of the current Preset. The Heart icon lets you like your preset.



The Navigation Arrows lets you conveniently step through the Presets.

 The arrows can be MIDI mapped. This means you can assign buttons on your MIDI Controller to easily step through Presets without having to use the mouse at all.

3.3.4. Viewing and Sorting All Presets

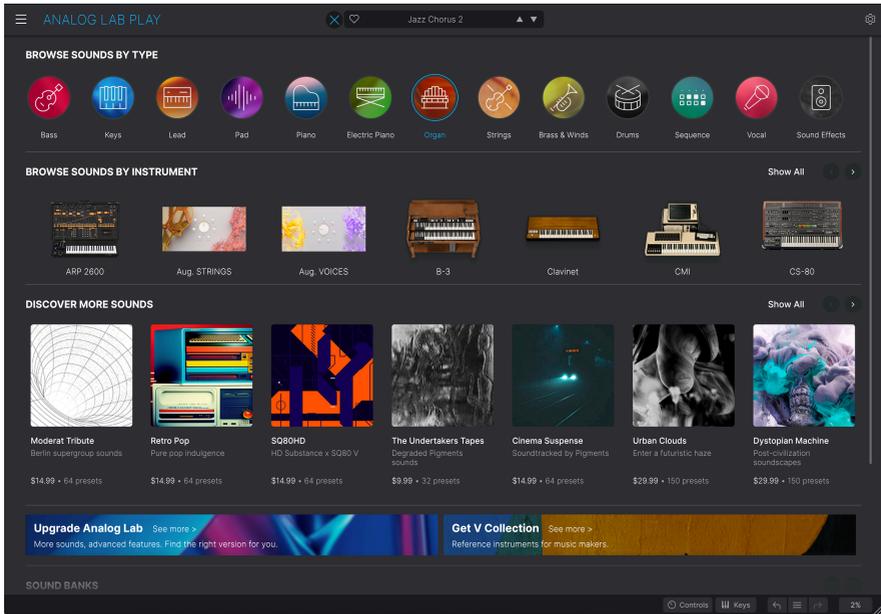
When selecting **All Presets** in the Preset Bar, a big panel will show all the Preset names. If you want to get a more detailed view and be able to sort the Presets, simply **click on any Preset name**. Now the Explore Page appears and lists every Preset in Analog Lab Play.

Now you can sort all these Presets any way you wish - by Liked, Name, Type, Designer, Type, or Instrument.

3.3.5. Gear Icon

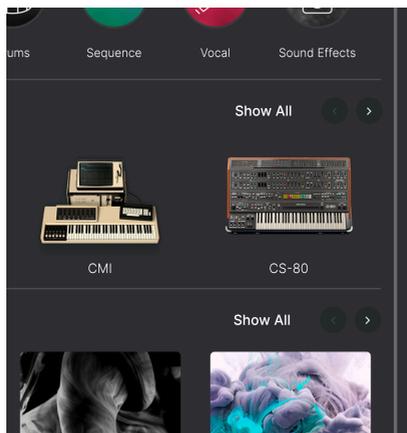
Clicking on the gear icon in the upper right corner makes the [Settings Panel \[p.25\]](#) appear/disappear.

3.3.6. Working in the Preset Browser



The Preset Browser page can be reached from the Play View by clicking the bookshelf icon at the top center of the screen.

The Preset Browser lets you discover Presets by Types or by Arturia Instruments. You can also discover, purchase, and edit Sound Banks here.



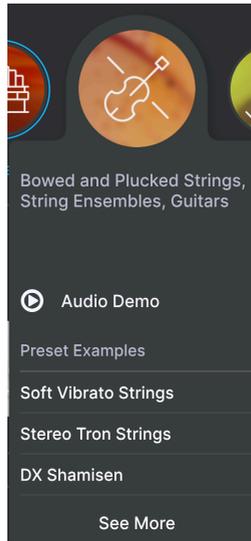
Scroll down the Preset Browser to investigate the four sections. Step through the offerings in any section using the left and right arrows, or click **Show All** on the right side to display every item in a section.

3.3.6.1. Type Previews in the Preset Browser

When browsing types in the Preset Browser, clicking one of the circular icons brings up a menu. Here you will find an Audio Demo button. Click on it to hear a short example of what an instrument in this Type can sound like.

Below the button is a short list of some of the Presets of this Type.

Pressing the See More link takes you to the **Explore** page (see below).



You can click one of the choices under **Presets Examples** to load that Preset without needing to leave the Preset Browser page.

3.3.6.2. Instrument Previews in the Preset Browser

Click any Instrument to bring up its a menu with an Audio Demo button. There is also a short list of some typical Presets using this Instrument.

Pressing the Instrument image or the See More link takes you to a page with more details.



The Clavinet V is the electric keyboard that put the funk in many '70s hits. This vintage instrument's unmistakable sound will help your music jump right out of the speakers.

 [Audio Demo](#)

[Preset Examples](#)

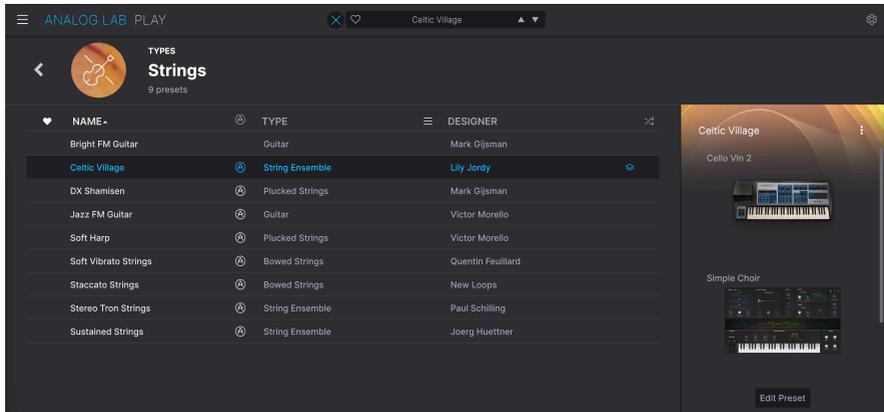
[Clean Funk Clav](#)

[SB Clean Funk Clav](#)

[See More](#)

3.3.7. Explore Page

Selecting **See More** on a **Type** or **Instrument** button takes you to the Explore page. Presets of the selected Type or Instrument are listed here.



3.3.7.1. Sorting Presets

You can sort the Presets by clicking on Name, Type, or Instrument. Instrument has a sub-menu (the hamburger menu) where you can choose from Designer, Bank or Instrument.

 Click the **Arturia logo** to the left of **TYPE** to bring **Featured Presets** to the top of the list. This allows you to quickly go through the most representative selection of sounds that Analog Lab Play has to offer.

3.3.7.2. Liking Presets

As you explore and create Presets, you can mark them as Liked by clicking the **Heart** next to their names. Later, click on the Heart icon to the left of **Name** to put all of your liked Presets at the top of the Results list.

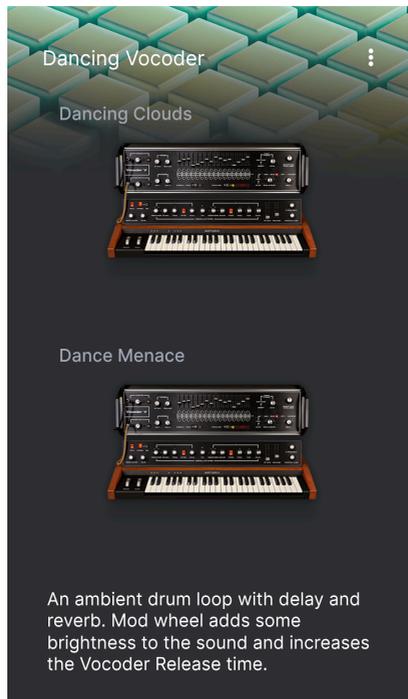
3.3.7.3. Preset Details

To the right on this page is an image of the current instrument and additional info about the Preset. Click the arrow below to bring up additional details like Designer, Type, Bank, and tags for this Preset.

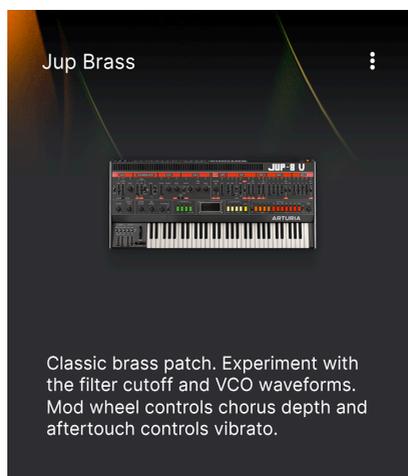
 If a Preset has previously been edited (and saved), Designer, Type, Bank, and Tag details can be edited and saved directly from this view.

3.3.7.4. Single and Multi Presets

There are two kinds of Presets: Singles and Multis, i.e. Presets consisting of either one or two instruments. Here is what the info section shows for a Multi:



Here is what it shows for a Single:



3.3.8. Upgrade to Analog Lab Pro

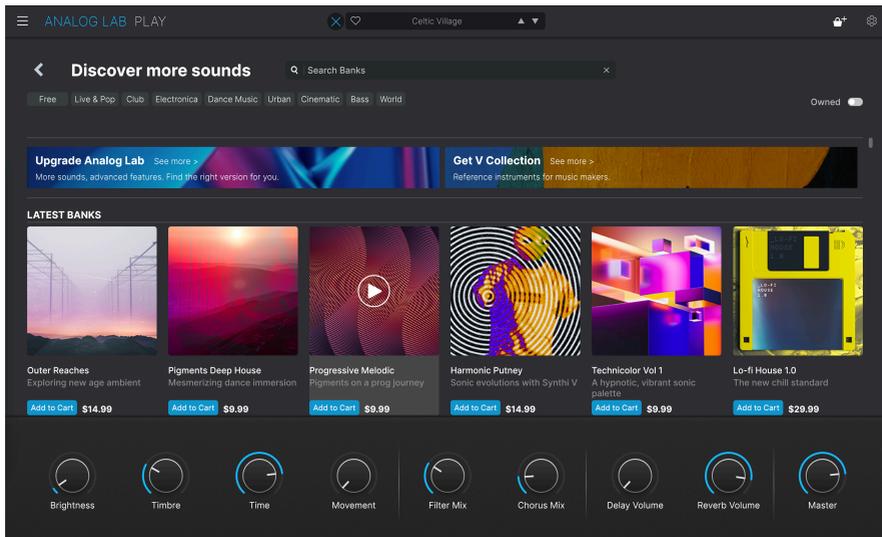
Clicking the Instrument image in this view or the Edit Preset button brings up a window with a link to the Analog Lab Pro page on Arturia's website.

3.3.9. Discover more Sounds

The third section on the Preset Browser page is where you expand your sound library by equipping your setup with many more inspiring sounds.

This section shows the latest releases. You can scroll through the releases by clicking the arrows in the upper right corner.

To see all the **Sound Banks**, click on **Show All** in the upper right corner. Click **Owned Banks** to view the packs you already own.



Clicking on a Bank takes you to a page describing the contents of that pack. Here you can audition a number of the Presets in the Bank (those not marked with a padlock). You can also sort the Presets by Name, Designer, Instrument, and Type.

Clicking on Read More shows more information about the Sound Bank, and there are comments for all the Presets on the right.

When you found a Sound Bank you like, you can purchase it by pressing the **Add To Cart** button. When doing so, a small Shopping Basket icon appears at the very top right of the Analog Lab Play window. Click on this icon to empty your basket or press the Checkout button to finalize your purchase.

3.3.10. Sound Banks

At the bottom of the Preset Browser is a section called Sound Banks. A Sound Bank is a collection of Presets. A Bank can consist of any combination of Factory Presets, User Presets and Sounds you've bought in the Store.



♪ Please note, that when you start using Analog Lab Play, there will not be any Sound Banks yet. These will only appear if you have at least one user Preset or one Sound Bank.

There are 3 kinds of Banks:

- **Factory:** The original Analog Lab Play Banks.
- **User:** Banks created by you or other users.
- **Store:** Banks bought in the Arturia Store.

When clicking on a Bank, it's content will be listed and you'll be able to sort the Presets according to Name, Type, and Bank (Designer, Bank, or Instrument).

Going back one step (by clicking the left pointing arrow), you'll be able to perform more Bank related actions.

Right click on any User Bank.

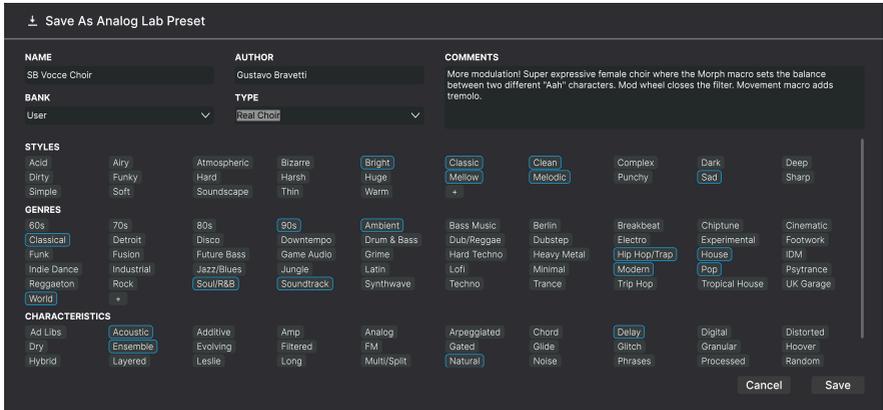
Delete Bank: This will delete the Bank and any Presets it contains. This action cannot be undone! This also works for Banks bought in the Store.

Rename Bank: Let's you rename a Bank.

Export Bank: You can store a Bank to disk for later import on another computer.

3.3.10.1. Adding Presets to a Bank

Please note: This only works for **User Presets**.



Here's how you add a Preset to a Bank.

- Select a Preset you want to enter into a Bank. Edit its parameters, if needed.
- Select **Save Preset As...** from the top left hamburger icon or icon with 3 vertical dots in the upper right corner.
- Save the Preset under its original name (this will overwrite the previous version) or rename the Preset. Consider editing the Author, Type, and Comments fields.
- In the Bank entry, choose a Bank from the pulldown menu.
- If you want, you can create a new Bank from this menu by simply typing in a new Bank name.
- Press Save.

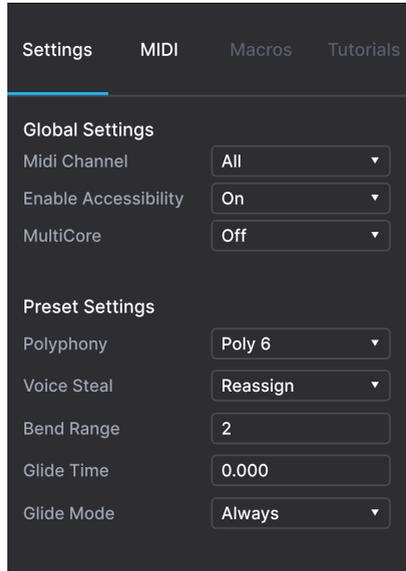
 You can add one or several User Presets to a Bank at the same time. Simply make a multiple selection and edit designer, type, bank, subtypes, and description in the preset info section.

3.4. Settings Panel

Clicking the gear icon in the top right corner will open and close the Settings Panel, where you'll find the following tabs:

- [Settings \[p.25\]](#)
- [MIDI \[p.29\]](#)

3.4.1. Settings Tab

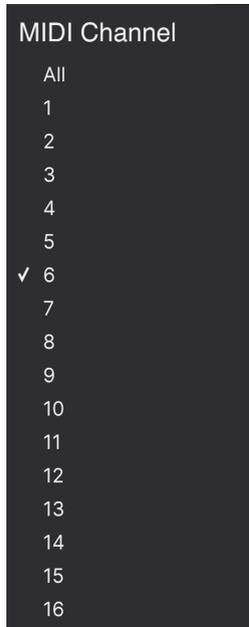


Click **Settings** to access the drop-down menus from the **Global Settings** section, where you can set the global MIDI receive channel and enable or disable Accessibility and multicore operation.

Below the **Global Settings** are **Preset settings**, that are specific for each preset.

3.4.1.1. MIDI Channel

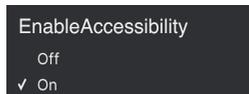
Click on 'MIDI Channel' to expand its selection to show the full range of values you can select (All, 1-16).



By default, Analog Lab Play receives on **All** 16 MIDI channels. You can change this by selecting a specific channel in this menu. Do this if, for example, you want to use an external controller to use a number of instances of Analog Lab Play.

3.4.1.2. Enable Accessibility

Developed in collaboration with multi-talent musician Jason Dasent, our all-in-one keyboard anthology now has Accessibility mode. When on, this makes Analog Lab Play more accessible to persons with visual challenges.



With a MIDI controller connected and configured, Analog Lab Play will verbally read what is displayed on the controller's screen and/or what parameter is being controlled when a knob, slider, or button is moved.

To make this work, first make sure **Enable Accessibility** is activated in Analog Lab Play. Then go to your computer's Accessibility setting and make sure it's enabled too.



To activate Accessibility on Windows: Press Ctrl + Windows + Enter. On macOS: Press Cmd + F5.

Now a voice will tell you what your mouse is hovering over and what function you're accessing from your Arturia keyboard controller. When tweaking parameters, you will also be told current values.

You may want to tweak your computer's language settings, or else parameter and Preset names will sound weird.

We cover the details of how to configure your controller for text-to-speech in the Analog Lab manual. This manual is free to download from our [Arturia Downloads & Manuals webpage](#).

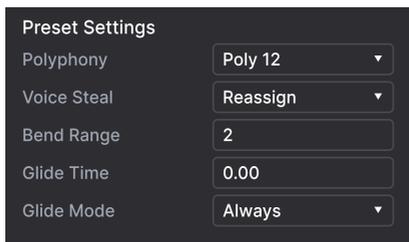
3.4.1.3. Multi-Core

When on, Analog Lab Play optimizes its operation for multi-core computer CPUs. It does so by running each instrument in a Multi (a Preset with two instruments) on a different core.

3.4.1.4. Preset Settings

Depending on what Preset is currently selected, you will find a shorter or longer list of editable play parameters next. These are performance parameters closely associated with the original instruments, like e.g. mono or poly key triggering on a Moog.

The full list of tweakable parameters looks like this:



- CZ DAC
- Engine Version
- Envelope Mode
- Envelope Reset
- Glide Mode
- Master Tune
- Matrix
- Maximum Polyphony
- Micro Tuning

- Mono/Poly
- MPE Slide (1/2)
- Multi-Core
- Noise Mode
- Note Priority
- Pitch Bend Range
- Play Mode
- Poly
- Polyphony
- Sync Polarity
- Unison
- Velocity
- Voice Allocation
- Voice Input
- Voice Steal Mode

While most of these parameters are self-explanatory, further details can be found in the documentation for each instrument.



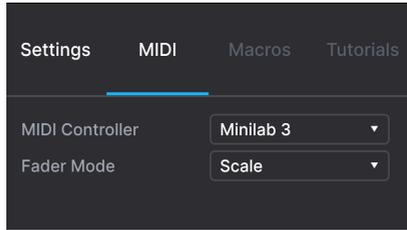
Some instruments, like the B-3 organ, also offer separate octave shift and MIDI channels for the manuals and pedal.

Preset Settings	
Tuning	440.000 Hz
Keyboard Mode	Multi ▼
Octave Shift	
Upper	0 ▼
Lower	-1 ▼
Bass	-2 ▼
MIDI Channels	
Upper	1 ▼
Lower	2 ▼
Bass	3 ▼



Multi Presets usually have a separate Part Settings list for each instrument.

3.4.2. MIDI Tab



Here you can configure Analog Lab Play to work with MIDI controllers and map its parameters to physical controls.

3.4.2.1. MIDI Controller

Select a MIDI controller to play Analog Lab Play. If you have an Arturia MIDI controller, it will be auto-detected and mapped, along with the layout of the [onscreen keyboard controls \[p.34\]](#). If you use a different brand of controller, select *Generic MIDI Controller* to create your own MIDI assignments.



More information is available on Configuring an Arturia MIDI Controller in the Analog Lab manual. This manual is free to download from our [Arturia Downloads & Manuals webpage](#).

MIDI Controller

- Generic 9 Knobs
- Generic 9 Knobs + 9 Faders
- KeyLab 25
- KeyLab 49
- KeyLab 61
- KeyLab 88
- KeyLab Essential
- KeyLab Essential 3
- KeyLab mkII
- KeyLab mkII 88
- Minilab
- Minilab MKII
- ✓ Minilab 3
- MicroLab
- Factory
- Laboratory

The Mixer and all of the effects can respond to MIDI and are MIDI-learnable. This means that if you put Analog Lab Play into MIDI learn mode, you will be able to control any of the highlighted parameters with your hardware MIDI controller.



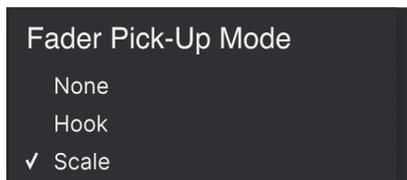
If you own an Arturia MIDI controller but still prefer to map controls manually, select 'Generic MIDI Controller' in the MIDI Controller menu.



Speaking of Arturia MIDI Controllers, please note that they come with bundled software, including Analog Lab Intro, a big sister to Analog Lab Play.

3.4.2.2. Fader Mode

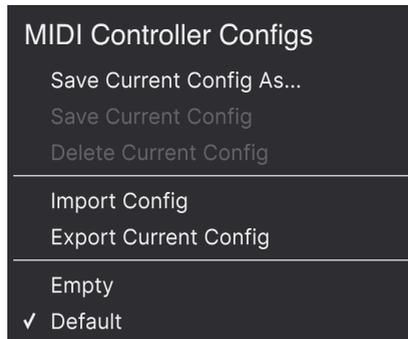
This menu determines the pick-up behavior of faders and non-endless knobs on Arturia MIDI controllers. That is, what happens when the position of a physical fader does not match the stored value of the parameter it is controlling.



- **None:** Snaps the onscreen control to the physical position of your control as soon as you move the fader. This is the simplest approach but can result in jumps in the parameter value.
- **Hook:** The physical control does not have an effect until it matches the position of the onscreen control. This avoids jumps, but the trade-off is that you sometimes won't hear the fader or knob do anything.
- **Scale:** When you move the physical control, the onscreen control gradually moves until the two are synchronized. This is the best of both approaches, because it avoids sudden jumps *and* produces an effect as soon as you move a physical control.

3.4.2.3. MIDI Config

If you have selected a Generic MIDI Controller, you will be able to manage different sets of MIDI maps for controlling Analog Lab Play. You can Save/Save As the current MIDI assignment setup or delete it, import a configuration file, or export the currently active one.



Two options in this menu are especially powerful:

- **Empty:** Removes the assignments of all controls.
- **Default:** Gives you a starting point with pre-set controller assignments.

If you have multiple controllers (a small live performance keyboard, a large studio keyboard, a pad controller, etc.), you can create a profile for each of them and then quickly load it here afterwards. This saves you from having to redo MIDI assignments from scratch each time you swap hardware.



♪ If you connect your MIDI controller to your computer *after* launching the Analog Lab Play software, you will need to quit the software and relaunch it again in order to see all the options related to your controller.

3.4.2.4. MIDI Learn

Click the **Learn** button to assign physical controls to onscreen controls. When MIDI Learn is active, any available onscreen control in any view turns purple. Controls already assigned are shown in red. Here is an example:



To use the Learn function, start by clicking the **Learn** button. Then click on a purple control, then move a physical control to assign it. The control turns red and the assignment shows up in the [list \[p.33\]](#). Click **Learn** again to disengage Learn mode when you're done with assignments.

3.4.2.5. Reserved MIDI CC numbers

Certain MIDI Continuous Controller (CC) numbers are reserved and cannot be reassigned to other controls.

- Pitch-Bend
- Modulation Wheel (CC 1)
- Expression (CC 11)
- Channel Aftertouch
- Sustain (CC 64)
- All Notes Off (CC 123)

All other MIDI CCs may be used to control any assignable parameter in Analog Lab Play.

3.4.2.6. Assignments List

This is a complete list of all MIDI assignments in the current Preset.

MIDI Config		Default		
Learn				
Ch	CC	Control	Min	Max
1	16	Control Reverb Vol	0.00	1.00
1	17	Control Master	0.00	1.00
1	18	Control Phaser Mix	0.00	1.00
1	19	Control Delay Volu	0.00	1.00
1	28	Previous Preset	0.00	1.00
1	29	Next Preset	0.00	1.00
1	72	Control Hardware	0.00	1.00
1	73	Control P1 FM Env	0.00	1.00
1	75	Control P1 FM Env	0.00	1.00
1	77	Control P1 Movem	0.00	1.00
1	79	Control P1 FM Env	0.00	1.00
1	80	Control P1 Attack	0.00	1.00
1	81	Control P1 Decay	0.00	1.00
1	82	Control P1 Release	0.00	1.00
1	83	Control P1 Portam	0.00	1.00
1	85	Control Hardware	0.00	1.00
1	93	Control Chorus Mi	0.00	1.00
1	112	Navigate through	0.00	1.00
1	113	Add/Remove selec	0.00	1.00
1	114	Navigate through f	0.00	1.00
1	115	Select Preset	0.00	1.00

Click-drag on the **Min** and **Max** values to scale parameters. For example, you may want a full physical knob twist to move an onscreen control through only half of its travel.

Right-clicking on any row in the list introduces four options. These can be different for each assignment in the list if desired.



Please note, that the Settings in this section is **specific for every Preset**. Settings may change depending on the Preset loaded.



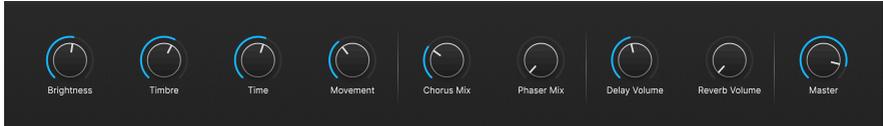
- **Absolute:** The value sent to an onscreen control simply equals the literal position value of the physical control.
- **Relative:** Moving a physical control up or down begins at the stored value for the onscreen control, then goes from there.
- **Delete:** Removes the assignment from the list. The assigned control will turn purple if in Learn mode.
- **Change Parameter:** *[Only available in Analog Lab Pro]* Lets you change the assigned control via the same menu as **Add Control**.



You can also remove an assignment by right-clicking any red control while in MIDI Learn mode.

3.5. Performance Controls

These are the main controls for real-time command over your sound during live performance. The [Controls \[p.36\]](#) button to the right in the Lower Toolbar must be selected for them to be visible, but otherwise they are available in any view or screen of Analog Lab Play.



The **Controls** and **Keys** buttons are not visible in Play View. To make them visible, click the Bookshelf icon in the top bar.

The following are the default controls for when no MIDI controller is connected or selected.

Brightness, **Timbre**, **Time**, and **Movement** affect multiple parameters.

Effect A and **Effect B** control the Dry/Wet mix of virtual effects pedals.

Delay and **Reverb** do the same for the Delay and Reverb effects.

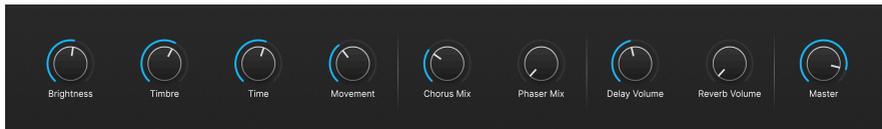
Master controls the master output volume.

3.5.1. Performance Controls and MIDI Controllers

When an Arturia controller is connected, Analog Lab Play auto-detects it and changes the Performance Controls accordingly. For example, a large KeyLab 88 MkII will show many more controls in this area than the defaults above. Further optimizations are detailed in the section on [interaction with hardware](#) [p.35]. Here is an example of the KeyLab 88 controller auto-mapped to a Preset that uses our CS-80 V instrument.



With non-Arturia controllers, the Generic [MIDI Controller](#) [p.29] options also change the onscreen controls. Here is an example of the *Generic 9 Knobs* setup with the same Preset.



The four Macros (Brightness, Timbre, Time, and Movement) will still be there regardless.

3.5.2. More on Interaction with Hardware

As well as automatically mapping hardware controls directly to [Performance Controls](#) [p.34], Arturia MIDI controllers have a number of built-in shortcuts when directly integrated with Analog Lab Play.

More information is available on Interaction with Hardware in the Analog Lab manual. This manual is free to download from our [Arturia Downloads & Manuals webpage](#).

3.6. Virtual Keyboard

When you click on the **Keys** icon to the right in the lower toolbar, an onscreen keyboard lets you play notes with the mouse.



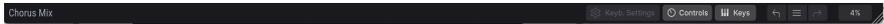
Clicking lower on a key will send higher velocity messages (on velocity-sensitive Presets). Pitch-Bend and Modulation wheels are also provided.

3.6.1. Splits and Layers

With Multis, you can drag the edges of the color bars above the keys to set the key range for each part. This will also be reflected in the Keyboard Settings. Part 1 is orange; Part 2 is green.

3.7. Lower Toolbar

The bottom strip of the Analog Lab Play window is home to a number of informative and utilitarian functions. Let's take them from left to right.



3.7.1. Parameter Name and Values

The lower left corner displays the name of any parameter you select or hover over with the mouse. Its current value is seen next to the knob or fader. This works for Analog Lab Play parameters in general as well as those within instruments' interfaces if you own full versions.

Also, when you control the Performance Controls from a MIDI Controller, parameter name and value are both shown in the lower left corner.

3.7.2. Controls

This button must be on for either the [Performance Controls \[p.34\]](#) or Keyboard Settings to be visible. Turning it off lets you look at slightly longer lists in Library View.

3.7.3. Keys

This button shows or hides the [Virtual Keyboard \[p.35\]](#). Again, you'd normally want it visible, but hiding it can extend your view of other things.

3.7.4. Undo/Redo

The hamburger icon flanked by left and right arrows keeps track of your edits and changes.

- **Undo (left arrow):** Undoes the most recent change.
- **Redo (right arrow):** Redoes the most recently undone change.
- **Undo History (hamburger icon):** Displays a list of changes. Click on a change to restore the patch to that state. If you happened to go too far in your sound design and want to revert to an earlier version, this can be useful.

3.7.5. CPU Meter and Panic Button

Displays the current CPU usage of the instrument. Clicking on the CPU meter will send a MIDI panic command, silencing all notes and effects and resetting MIDI signals in the event of stuck notes or other issues.

i ! If the CPU meter is high, you may hear audible glitches. If so, consider increasing the audio buffer size setting. This is found under [Audio MIDI Settings \[p.15\]](#) in Standalone Mode or in your DAW preferences.

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The right for support on a previous or inferior version of the software expires upon the installation of an upgrade or update.

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9. Remedies Arturia's entire liability and your exclusive remedy shall be at Arturia's option either: (a) return of the purchase price, or (b) replacement of the disk that does not meet the Limited Warranty and which is returned to Arturia with a copy of your receipt. This limited Warranty becomes void if failure of the software has resulted from an accident, abuse, modification, or misapplication. Any replacement software will be warranted for the remainder of the original warranty period or thirty (30) days, or whichever option is longer.

10. No Other Warranties The above warranties are in lieu of all other warranties, expressed or implied, including but not limited to the implied warranties of the commercial value and fitness for a particular purpose. No oral or written information or advice given by Arturia, its dealers, distributors, agents or employees shall create a warranty or in any way increase the scope of this limited warranty.

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