VS-2 Versa Synth

User Manual | Version 1.0.2

Contents

1.	Overview
2.	System Requirements & Installation
3.	AI Sound Generation
4.	Screen Layout
5.	The Engines
6.	Working with Multiple Parts
7.	FX
8.	Presets
9.	Working with Your DAW
10.	Troubleshooting
Appendix.	Notices

1. Overview

VS-2 is a synthesizer you can program with words.

- **AI sound generation**: ask for something like "warm pad" and VS-2 creates the sound (GENERATE). You can also change the current sound with words (REFINE).
- **7 engines** (Subtractive / FM / KarplusStrong / Granular / Additive / Modal / Wavetable), selectable per part (section 5).
- **16-part multitimbral** (section 6). Each part has an **FX chain with 8 slots** (section 7).

2. System Requirements & Installation

Item	Details
OS	Windows 11 (64-bit) / macOS 13 (Ventura) or later (Apple Silicon and Intel)
Format	VST3 (Windows / macOS) / Audio Unit (macOS only). Instrument only

Installing

1. Install VS-2 from the MuseHub app.
2. Restart your DAW (rescan plug-ins if needed) and load VS-2.

3. AI Sound Generation

3.1 What the AI accepts and declines

The AI **only creates and adjusts sounds**. You can write your request in any language.

Type	Examples
Accepted	Words for instruments, genres and textures ("80s lead", "warm pad"), and changes to the current sound ("darker", "add delay")

Type	Examples
Declined	Requests that **do not describe a sound**, such as questions, chat, or writing code or text. Requests to reveal the instructions given to the AI. Sexual, discriminatory or violent content that cannot be read as a description of a sound

A declined request does not count toward your weekly limit. The screen shows "Couldn't generate a sound for that prompt" with examples of how to rephrase it. You can also click Random to try a sample request.

3.2 Agreeing to AI use

AI sound generation works without an account. The first time you press GENERATE, REFINE or Random, a window titled "AI Sound Generation" asks for your agreement. It explains that:

- your text prompt and the current sound settings are sent to the AIDE AUDIO server, which uses a third-party AI service outside Japan to process them;
- no account or personal information is sent;
- your computer is identified by an anonymous ID so that the free weekly limit can be applied.

Click **Agree** and VS-2 goes ahead with the button you pressed. Your agreement is saved on this computer, so you are not asked again. Click **Cancel** (or press Esc) to close the window without sending or saving anything. The window then appears again the next time you press one of those buttons.

3.3 Weekly limit

AI sound generation has a **weekly limit** for each computer. The limit is set on the AIDE AUDIO server, so this manual does not give a number.

- **Usage ring**: the ring at the top right of the screen (7 in chapter 4) shows how much of this week's limit you have used. Hold the pointer over it to see "AI weekly usage" and the percentage. The ring stays empty until an AI response arrives and updates with each one.
- **When the limit is used up**: GENERATE / REFINE do not run, and a bar shows "Weekly AI limit reached. Resets in 4d 5h." The time is what remains until the limit resets, shown as `4d 5h`, `2h 14m`, `42m` or "less than a minute". If the time is not known, the bar shows only "Weekly AI limit reached."
- **Everything else keeps working.**

3.4 GENERATE and REFINE

- **Prompt field**: type your request (up to 2000 characters). Clicking a chip (GENRE, INSTRUMENT, etc.) inserts that word into the prompt.
- **GENERATE**: creates a new sound that **replaces** the current one.
- **REFINE**: **keeps** the current sound and changes only what you ask for, such as "darker".
- **Random**: creates a new sound from a sample request.
- The new sound is loaded into the selected part. Use Undo to return to the previous sound.

A red bar reports a failure (connection or server trouble, limit reached), and an amber bar means the request is outside what the AI can handle. An error bar may include a "Send Log" button. Clicking it sends the error details, the VS-2 version, the OS, the DAW name and your last request to AIDE AUDIO. Sending is optional.

4. Screen Layout



The whole screen (SYNTH tab, Subtractive)

No.	Name	Description
1	?	Opens the feedback window (the logo opens it too)
2	< >	Switches to the previous / next preset
3	Tabs	AI / SYNTH / FX / MOD (LFOs, mod matrix, arpeggiator) / MIX
4	Undo / Redo	Undoes / redoes an operation
5	MENU	Save, load and settings (9.4)
6	MASTER	Overall volume
7	AI usage	Ring showing this week's AI usage (3.3). Not a button
8	Channel rack	The list of 16 parts
9	Keyboard	C2 to C7. Plays the selected part

Right-click a knob for a menu with `Enter value...` (continuous values only), `Learn MIDI CC` (9.3) and `Assign to Quick Control` (sound parameters only, 9.2). Knobs that have no effect with the current settings are dimmed (for example FILTER 2 when ROUTE is Off).

Each row of the channel rack is one part. Click its number to edit that part. An empty part shows `(empty)`. Right-click a row to choose `Load Preset...` or `Set to Empty`.

5. The Engines

Use ENGINE on the SYNTH tab to choose each part's sound source. **Sections that do not apply to the selected engine are hidden.** The filters, envelopes, VOICE and DRIVE / OUT are shared by all engines (5.8).

5.1 Subtractive



Subtractive

- **WAVE**: when set to Wavetable, the oscillator plays the table chosen in the OSC 1 WAVETABLE / OSC 2 WAVETABLE section.
- **UNISON**: SPREAD sets the detune amount, and UNI WIDTH sets the stereo width.
- **SYNC** (in the OSC 2 section; hard-syncs OSC 2 to OSC 1) and **RING** (in the SUB / NOISE section; multiplies the two oscillators) are available only with the Subtractive engine.
- FOLD and DRIFT are in the shared sections (DRIVE / OUT and PITCH respectively).

5.2 FM



FM

- **FM ALGO**: the diagram shows which operator modulates which.
- RATIO sets each operator's frequency relative to the played note. Click the RATIO label to switch it to FIXED HZ, which sounds at a fixed frequency regardless of the note played. Click again to switch back.

5.3 KarplusStrong



KarplusStrong

- **EXCITATION**: set TYPE to Noise (a bright attack), Pluck (with body resonance) or Bow (sustained bowing).
- **STRING BODY**: moving TENSION away from neutral changes the pitch and makes the overtones drift from exact whole-number multiples.

5.4 Granular



Granular

The output is mono.

- **GRAIN CLOUD**: TEXTURE adjusts grain length and density in opposite directions. When SIZE times DENSITY is low, gaps appear between grains.

5.5 Additive



Additive

- **HARMONICS**: INHARM sets how far the harmonics drift from whole-number ratios. SHIMMER adds slow movement to the upper harmonics.

5.6 Modal



Modal

- **BODY**: the Metal and Glass MATERIAL settings have long decays. For EXCITE, Strike and Pluck excite the body once, while Bow and Blow excite it continuously.
- **RESONANCE**: POS is the strike position. Striking at a node of a vibration mode silences that partial.

5.7 Wavetable



Wavetable

The output is mono.

- **LAYER A / LAYER B**: LAYER B starts with its LEVEL at 0, so at first only LAYER A sounds.
- **UNISON**: SPREAD is a phase offset, not a stereo spread.
- **SHAPE**: FORMANT shifts the timbre without changing the pitch, and WARP distorts the read position within each cycle.

5.8 Shared sections

- **FILTER**: Steiner, Diode and Ladder add their own saturation character. You can also drag the points in the graph to change the cutoff and ENV.
- **FILTER 2**: choose ROUTE from Off / Series / Parallel.
- **VOICE**: STEAL selects which voice is stolen when all voices are in use (Oldest / LowestVel / HighestNote).
- **DRIVE / OUT**: TRIM is the patch's output gain, and it is saved in presets.
- **PITCH**: PHASE RST restarts the phase on every note.

6. Working with Multiple Parts

6.1 Multitimbral

- **Part N receives MIDI channel N only** (this cannot be changed). To play different parts, set each DAW track to send on a different MIDI channel.
- **An empty part (`(empty)`) makes no sound.**
- When **MPE** is turned on in MENU, part 1 receives all channels (multitimbral operation is disabled). MIDI messages without a channel are also received by part 1.
- **The on-screen keyboard plays the selected part.** When MPE is on, it always plays part 1.
- Supported performance controls: pitch bend (range set with BEND), mod wheel (CC 1; LFO 1 depth by default), CC 64 (sustain), CC 67 (soft pedal), aftertouch (available as a MOD source).

6.2 MIX tab



MIX tab

- **Controls**: opens the Quick Control window for that part (9.2).
- **OUT**: selects the part's output (6.4).

6.3 The three gain stages

Name	Location	Range	Presets
TRIM (`outputGain`)	DRIVE / OUT on SYNTH	-24 to +24 dB	Saved (factory presets use it to match their levels)
Level	Channel rack / MIX	-36 to +12 dB	Not saved
MASTER	Header	-60 to +12 dB	Not saved (the AI does not change it either)

6.4 Separate outputs per part

Besides the main stereo output, each part has its own stereo output (named `Part 1` to `Part 16` in the DAW). **The extra outputs are disabled by default.**

1. Enable the outputs you want in your DAW.
2. Select the part's output with OUT on MIX (`OUT Main` / `OUT P1` to `OUT P16`).

- A part sent to a separate output **does not reach the main output**. Parts sent to the same output are mixed together.
- If that output is disabled in the DAW, the sound falls back to the main output.

7. FX



FX tab

Each part has an FX chain with **8 slots**, processed from left to right. The effect types are Modulation / Delay / Reverb / Distortion / Compressor / Auto-Wah / EQ / Filter.

- **Drag** a card to change the order.
- **The order matters.** Put Distortion before Reverb or Delay and the distorted sound gets reverb or echoes; put it after and the reverb and echoes are distorted too. The AI normally places distortion before reverb.
- Delay syncs to the host tempo.
- When Distortion's TYPE is Bitcrusher, Drive and Tone control bit-depth reduction and sample-rate reduction; when TYPE is Exciter, they control the amount and the low edge of the affected band.

8. Presets

There are 116 factory presets, sorted into categories (bass / lead / keys / pad / pluck / arp / bell / perc / texture / brass / ensemble / drone / fx).

- **Load**: click `Load` in MENU to open the list. FACTORY / USER labels appear only when a factory preset and one of your own have the same name. Rows of your own presets show an x; click it and choose Delete to delete the preset (this cannot be undone). Factory presets cannot be deleted.
- **Save**: click `Save` in MENU. Only **the sound of the selected part** is saved. Sounds made by the AI can be saved the same way.
- **Location**: `%APPDATA%\AIDE AUDIO\VS-2\Presets\User` on Windows, `~/Library/AIDE AUDIO/VS-2/Presets/User` on macOS. Factory presets are in the `Factory` folder next to `User`.
- **Export / import**: **right-click** Load / Save in MENU to open the Import / Export window. The file extension is `.vs2preset`.
- Max Voices, Quality, MIDI Learn assignments and mixer settings are saved in the DAW project, not in presets.

9. Working with Your DAW

9.1 Automation

The DAW's automation list shows the following parameters. **Sound parameters are not listed.**

- Per part: Level / Pan / Mute / Solo / Output and **Quick Control** (`P1` `QC1` onward)

- Global: Master Volume, Oversampling (Quality in MENU), Bypass, Transpose, MPE Enabled

9.2 Quick Control

Each part has 8 assignable knobs. Once assigned, any sound parameter can be controlled from the DAW.

- Right-click a knob and choose a QC number from `Assign to Quick Control`. To review or clear assignments, use the window opened with `Controls` on MIX.
- In some hosts, the automation list shows the part number and target ID instead, such as `P1 filterCutoff`.

> **Warning**: **While the DAW is playing back Quick Control automation, the automation value takes priority.** During that time, changes from loading a preset, turning a knob or sending a MIDI CC may snap back to the automated value. To adjust it by hand, set the track's automation mode to Off (or Touch / Latch), or clear the assignment.

9.3 MIDI Learn

Right-click a knob, choose `Learn MIDI CC`, and move a knob on your controller. To remove it, choose `Clear MIDI CC n`.

9.4 MENU settings

- **Max Voices**: the limit on simultaneous voices across all parts (default 32). When it is exceeded, the oldest voices in the part using the most voices are stolen first.
- **Quality** (Oversampling): Off (1x) / 2x / 4x. Higher settings use more CPU.
- **Multicore**: on by default. This setting applies to this computer only and is not saved with the project.
- **Keyboard**: sets how the on-screen keyboard is shown.
- **Size**: changes the window size (you can also drag the bottom-right corner).

10. Troubleshooting

Symptom	What to check
VS-2 does not appear in the DAW	Restart the DAW and rescan VST3 plug-ins. On Windows, is it installed inside the DAW's VST3 folder? On macOS, check which format you installed (VST3, AU or both).
No sound	Is the part `(empty)`? / Does the part's MIDI channel match the DAW's send channel (part N is ch N)? / Check Mute (M) and Solo (S) / Check Level and MASTER / Check the OUT destination (if that output is disabled in the DAW, the sound falls back to the main output).
Some parts are silent or notes cut off	Max Voices may be too low. Raise Max Voices or lower VOICES.
High CPU load	Lower Quality / lower Max Voices / use fewer VOICES or FX / turn Multicore on.
AI generation does not run	If a window asks for your agreement, click Agree (3.2). If a bar says "Weekly AI limit reached", wait for the time it shows (3.3). For connection or server trouble, use Retry or Send Log on the red bar (3.4).
Reporting a problem	Click ? to open Feedback and send your report.

Appendix. Notices

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