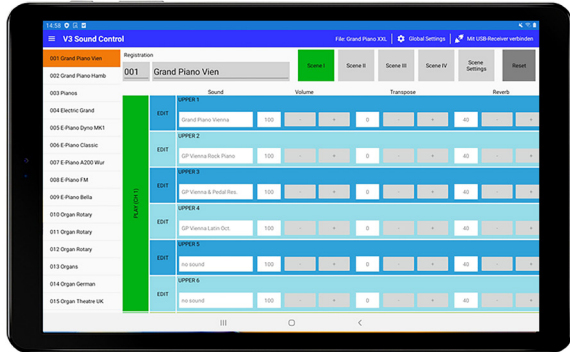


V3 Sound Control



User manual

App for the sound expander

Grand Piano XXL
Sonority XXL
Accordion Master XXL

SAFETY INSTRUCTIONS

SAFETY INSTRUCTIONS



- Read the user manual before using the device
- Do not allow liquid to come in contact with the device
- Do not place anything on top of the device
- Turn off all connected devices before you connect any new devices

Do not use or store the device where it is exposed to:

- dampness or wetness
- extreme temperature changes
- strong vibrations or jolts

CUSTOMER SERVICE

Do not carry out any repairs that may result in permanent damage to the electronics. Any guarantee claims are no longer valid in this case.



Before you plug in or out the optional V3 BLUETOOTH RECEIVER: make sure the volume is turned down on all connected audio devices that amplify sound.

OVERVIEW

Our App V3 SOUND CONTROL lets you run V3 SOUND expanders wirelessly and effortlessly, from sound selection and parameter editing to saving and loading registrations.

The software application, V3 SOUND CONTROL, is available free for Google Android and iOS tablets in your online app store.

The connection to your V3 BLUETOOTH RECEIVER is made through the V3 SOUND CONTROL app, not through your tablet's settings, which you normally use to make Bluetooth connections.

Only a connection to the optional V3 BLUETOOTH RECEIVER enables wireless data exchange between the app and the sound expander.

V3 SOUND CONTROL is compatible with these sound expander models:
Grand Piano XXL – Sonority XXL – Accordion Master XXL.

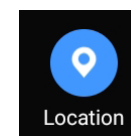
1.1 TABLET

V3 SOUND CONTROL requires a tablet with an Google Android 5 or newer operating system or Apple iOS 9.3 or higher.

This user manual only pertains to the V3 SOUND CONTROL product; please use your tablet's manual for questions regarding its functions, registration or app installation.

1.2 TABLET – LOCATION ON

Turn on Location on your tablet.
Some Android Operating System needs - Location on.



2. APP

The free V3 SOUND CONTROL app is available for download here:

Android www.google.play

Apple iOS apps.apple.com

3. CONNECT HARDWARE

Connect the V3 BLUETOOTH RECEIVER to the USB port on the back of your V3 SOUND device.



Warning:

Before you unplug the USB stick, make sure the volume on any devices that amplify audio signals is turned down and that the V3 sound expander is turned off.

4. OPEN APP

Open the V3 SOUND CONTROL app.
The app takes about 5 seconds to start.



V3 SOUND CONTROL

5. CONNECT APP AND USB RECEIVER

5.1 Click on the [plug-in symbol] to connect the app with the V3 BLUETOOTH RECEIVER.



5.2 Location Prompt

Depending on your operating system, you may get the following prompt: "Allow V3 Sound Control to access your location?"

In this case, you must [allow] it to access your location, otherwise the connection to the USB receiver will not function. V3 SOUND is not interested in your location information; the system requires it.

5.3 The pop-up menu [Connect] appears to select the V3 BLUETOOTH RECEIVER.

Select [STm-USB] to connect.

When the app and the USB receiver are connected, the plug-in symbol will appear connected.

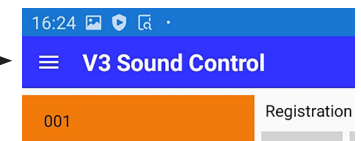


6. DEACTIVATE STAND-BY MODE

When your tablet switches to stand-by mode, the connection to the V3 BLUETOOTH RECEIVER is automatically turned off. You must then manually reconnect it.

To prevent this, you need to **deactivate automatic stand-by mode**.

6.1 Click on the menu symbol



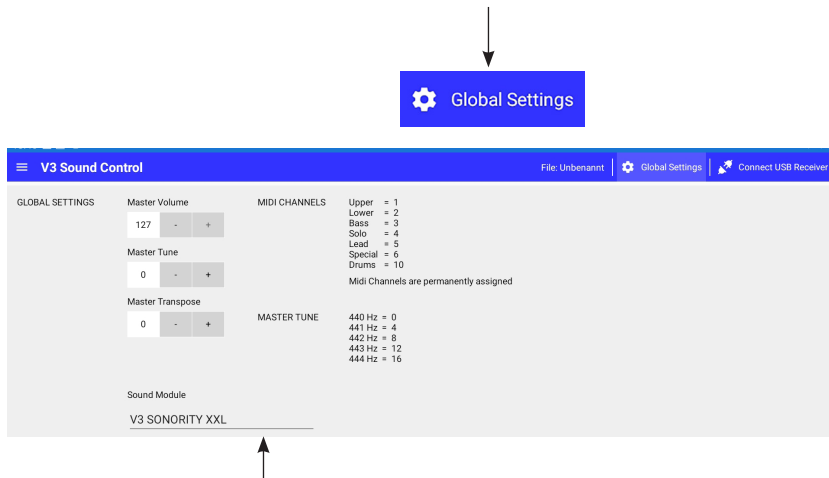
6.2 Select [Deactivate Stand-by]

Stand-by mode is deactivated when the ZZZ symbol is **not** crossed out.



7. SELECT SOUND EXPANDER MODEL

7.1 Under Global Settings, select your sound expander model.



Type in the name of your model here.

7.2 In the pop-up window titled “Select Sound Module,” choose YES.

7.3 Click on Global Settings to return to the home screen.

8. FACTORY REGISTRATIONS

After installing V3 CONTROL, you will find ready-made registration sets for V3 sound expanders.

8.1 Click on the Menu symbol [≡] →

The screenshot shows the top of the V3 Sound Control interface. A blue bar contains the menu icon (three horizontal lines), the text 'V3 Sound Control', and a status bar with '16:24' and some icons. Below the bar, there's an orange bar with '001' and 'Registration'.

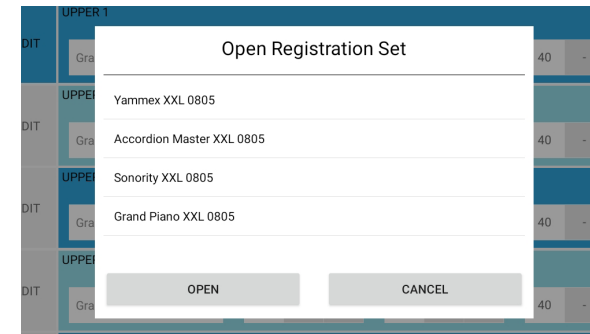
8.2 Click Open →

The screenshot shows a blue dialog box with three buttons: 'New', 'Open', and 'Save'. An arrow points from the 'Open' button to the right.

8.3 In the pop-up menu titled “Save Changes,” choose NO.

8. FACTORY REGISTRATIONS

8.4 Select the registration set for your sound expander and double-click OPEN.



9. READY TO PLAY

Your set-up is complete. You only have to select your sound expander model once. Your registrations are now automatically available each time you power up.

9.1 The factory registrations are configured to MIDI channel 1.

Check your MIDI instrument to ensure that it is set accordingly to MIDI channel 1.



9.2 Audio and MIDI connections

Your MIDI instrument must be connected properly to the V3 sound expander's MIDI IN, as described in the sound expander user manual.

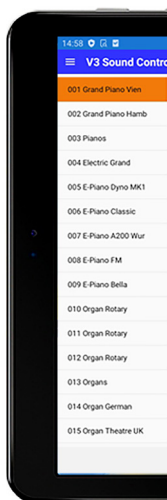
The V3 sound expander must be connected to a mixer or active speaker.



Warning:

Before you unplug the USB stick, make sure the volume on any devices that amplify audio signals is turned down and that the V3 sound expander is turned off.

10. DISPLAY OVERVIEW



On the left side of the display is a list of saved registrations. Scroll down on the left to see more.

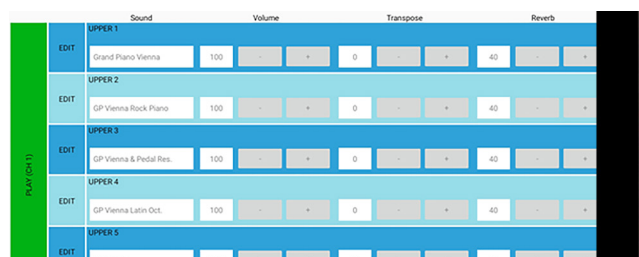
When you click on a registration, the sound settings from the USB stick are called up.

The registration will load in 1-4 seconds, depending on the number of sounds contained in that registration.



Quick sound changes while playing
Learn more on page 15 – Scene settings

On the right side of the display are the settings for the registration selected.



Swipe left to see more sound parameters.



Swipe down to scroll to LOWER, BASS, SOLO, etc.



11. MIDI CHANNELS SET TO SPECIFIC GROUPS

The app interface is set up in these groups: UPPER, LOWER, BASS, SOLO, LEAD, SPECIAL and DRUMS. You can assign a certain number of sounds to each group.

Each group is connected to a specific MIDI channel. The group names are simply for easy identification and organization. You are free to choose which sounds you want to use in each group, regardless of its name.

Six sounds are assigned to the UPPER group and play on MIDI channel 1.

Two sounds are assigned to the LOWER group and play on MIDI channel 2.

Three sounds are assigned to the BASS group and play on MIDI channel 3.

Two sounds are assigned to the SOLO group and play on MIDI channel 4.

One sound each is assigned to each of these groups and plays on the MIDI channel displayed.

PLAY (CH 1)	UPPER 1	EDIT	Grand Piano	100
	UPPER 2	EDIT	Grand Piano	100
	UPPER 3	EDIT	Grand Piano	100
	UPPER 4	EDIT	Grand Piano	100
	UPPER 5	EDIT	Grand Piano	100
	UPPER 6	EDIT	Grand Piano	100
PLAY (CH 2)	LOWER 1	EDIT	Grand Piano	100
	LOWER 2	EDIT	Grand Piano	100
PLAY (CH 3)	BASS 1	EDIT	Grand Piano	100
	BASS 2	EDIT	Grand Piano	100
	BASS 3	EDIT	Grand Piano	100
PLAY (CH 4)	SOLO 1	EDIT	Grand Piano	100
	SOLO 2	EDIT	Grand Piano	100
(CH 5)	LEAD		Grand Piano	100
(CH 6)	SPECIAL		Grand Piano	100
(CH 10)	DRUMS		Kit Standard 0	100

12. SOUND SELECTION

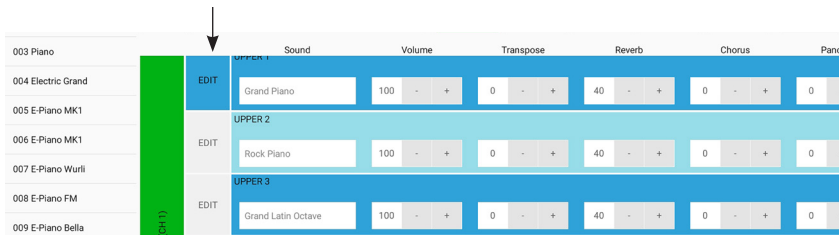
Here is an example of how to select sounds using the factory registration 001.

All pre-set registrations have 1 sound (UPPER 1) that play on MIDI channel 1.

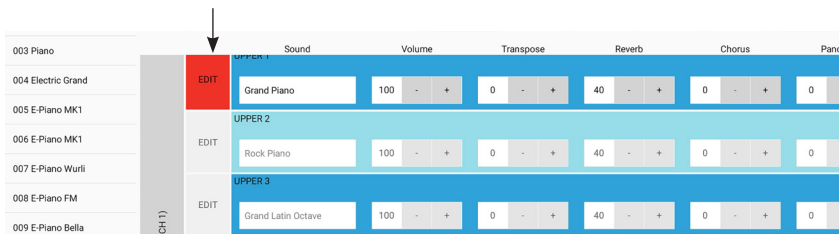
If you want to use more than one sound, learn how to activate more sounds on page 15 – Scene Settings.

12.1 Select the **factory registration 001**.

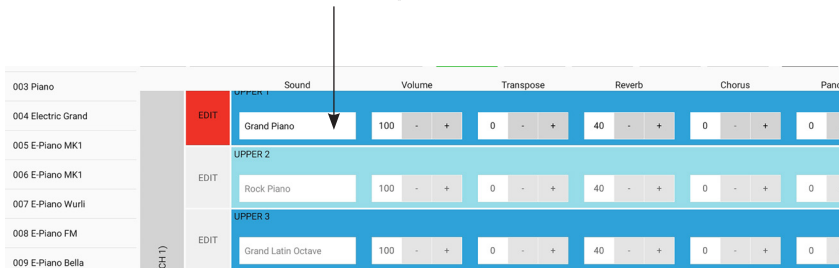
12.2 To change the sound in UPPER 1, click the blue EDIT button in the UPPER 1 row.



The EDIT button is now red.



12.3 Click on the sound name to open the sound selection menu.



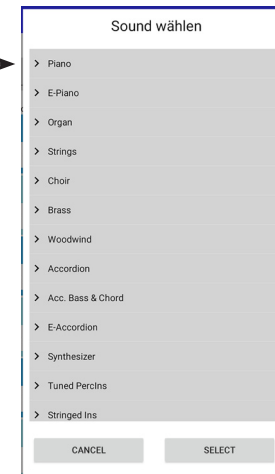
12. SOUND CATEGORY – SUB-CATEGORY – SOUND

V3 sound expanders offer many sounds. In order to make your search for a sound as easy as possible, they are organized in categories and sub-categories.

12.4 Categories

are listed on the left side of the window.

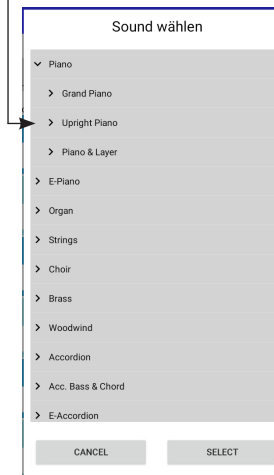
- > Piano
- > E-Piano
- > Orgel



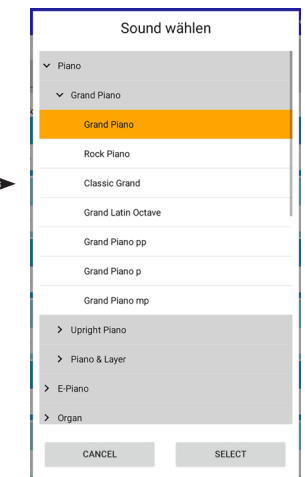
12.5 Sub-categories

open and close when you click on a category name.

- > Piano
- > Grand Piano
- > Upright Piano
- > Piano & Layer



12.6 Click on a sub-category to view and select a sound in that grouping.



Click on the sound name to change the sound (program change). This information is relayed to the sound expander and immediately playable. You can listen to all the sounds as you search.

When you find the sound you want, click [SELECT].
The pop-up window closes automatically.

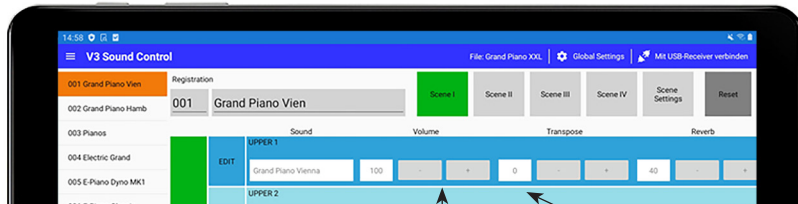


Edit field is gray

If the EDIT field is gray, this group (ex. LOWER 1) is not activated. Read more on page 15 – Scene Settings.

13. SOUND PARAMETERS

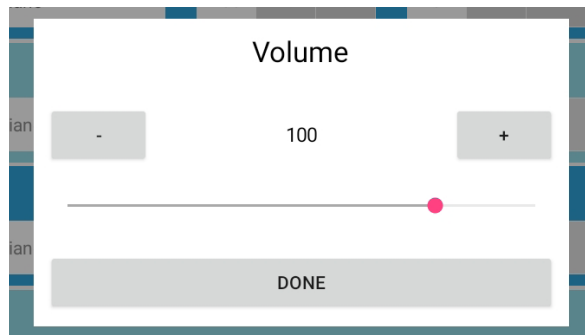
There are two ways to change sound parameters:



By clicking on the +/- buttons

or by clicking in the number field directly.

13.1 When you click in the number field, a pop-up window opens. You can use the slider or the +/- buttons to change the value. Click [DONE] to apply the change and close the window.



13.2 Graduated output

Clicking on the +/- buttons changes the MIDI values by fixed steps. If you click the + button rapidly many times, only the end value will be output.

14 VOLUME – EXPRESSION – TRANSPOSE – REVERB

The parameters for the selected sound can be adjusted in EDIT mode. Since the groups LEAD, SPECIAL and DRUMS only allow 1 sound, you can edit the values of the sound directly.

14.1 Volume The volume control allows for a “static mix” of volume, just like the volume control on a standard mixer.



14.2 Expression / Rocker switch / Bellows dynamic

V3 sound expanders encompass the MIDI expression controller (MIDI controller 11), which handles dynamic volumes (crescendo). Please read the notice on page 16 regarding the scene switch with Expression/Rocker switch/Bellows dynamic.

14.2 Transpose Changes the sound in half step intervals. Use this parameter to change the octave range. A value of +12 changes the sound by 1 octave; +24 by 2 octaves; +36 by 3 octaves, and so on.

14.3 Reverb Amount of reverberation



Reverb return rotary control on the sound module

On the V3 sound expander you will find the master volume and the master reverb control.

The reverb volume depends on this control. We recommend to keep the reverb return control always at the same level. As a basic setting, 50% would be recommended.

14.4 Chorus Chorus is a beat, especially popular with e-pianos.

14 PANORAMA – AUDIO OUTPUTS MAIN/AUX

14.5 Panorama The positioning of the sound in stereo

Tip - Mono – 1 speaker

Only modify the stereo panorama setting when you are using 2 speakers. In mono, always set the panorama value to 0.

Tip - Stereo – 2 speakers

In stereo you will get much better sound by adjusting the panorama, especially if you are playing more than one sound at the same time.

Stereo

Using stereo naturally makes all sounds better because stereo creates a three-dimensional quality. Piano, strings – everything clearly sounds better in stereo. This has nothing to do with the electronics. It's easy to prove: Sit down at a grand piano, turn to the side and plug your ear facing away from the piano while you play. This is how a grand piano sounds in mono.

14.6 Audio outputs MAIN/AUX (only for Sound UPPER 1)

In addition to stereo MAIN OUT (L + R), the V3 sound expander offers two additional audio outputs.

Example application:

An organist wants to add an external Leslie effect or volume rocker to the organ sounds, but not to the pianos, etc.



14.6 Main/Aux parameter can only be used if the V3 sound expander has been set up for it.

Please read the information in your sound expander's user manual on the main/aux setting. The sound module has to be opened and a switch set in order to activate this function.

14 ATTACK – DECAY – RELEASE – CUTOFF – FINE TUNE

14.7 Attack (Basis 64) A value larger than 64 makes the sound engage slowly. The larger the value, the slower the attack or initiation of the sound.

14.8 Decay (Basis 64) Decay determines what happens to the sound after the key is pressed. It can be compared to a light forte/piano or sforzando. The sound automatically becomes softer even though the key is still being pressed.

To do this, the value must be smaller than 64. Decay is dependent on the sound itself; the parameter cannot be used with every sound.

14.9 Release (Basis 64) The sound comes to a natural end. Values larger than 64 make the release longer; values smaller than 64 make the release shorter.

14.10 Filter Cutoff (64) The sound becomes darker or lighter. This parameter is dependent on a pre-set that V3 SOUND programmed into the sound for you.

14.11 Mono-Poly In mono mode only one note at a time will be heard. Every new key pressed will stop the note played before it. This parameter is popular for synthesizer solo sounds.

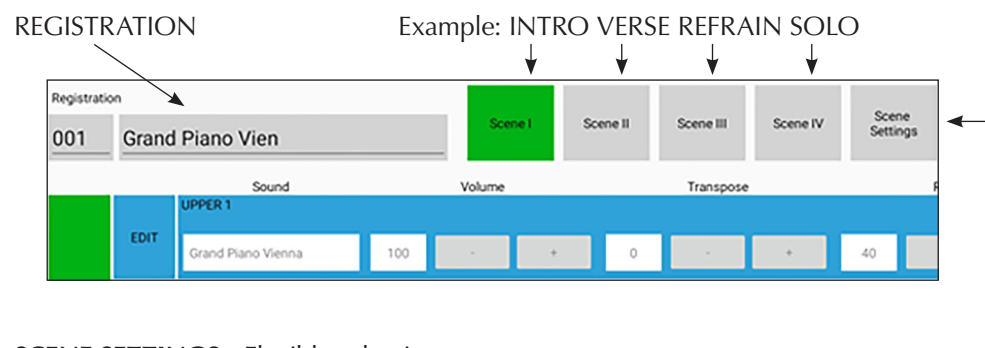
14.12 Fine Tune Adjust tuning in very small increments.

15. REGISTRATION – SCENE – OVERVIEW

A registration reflects all the settings in a song; a scene is one part of a song, such as the intro, verse, refrain or solo.

You can set up necessary sound changes inside a registration.

Click a SCENE button to select whether the sound is heard or muted for that scene. The change is made in milliseconds.



SCENE SETTINGS - Flexible selection

When you click SCENE SETTINGS, you will see an overview of all four scenes and all the sound groups. This allows you to make detailed selections for each scene.

In the window shown here, you see that only one sound is active in each SCENE.

To make another sound active in a scene, click on the corresponding square.

Sounds can be used in more than one SCENE.

Each registration can have its own scene settings.

SCENE SETTINGS	Scene I	Scene II	Scene III	Scene IV
UPPER 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
UPPER 2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
UPPER 3	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
UPPER 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
UPPER 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
UPPER 6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOWER 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOWER 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BASS 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BASS 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BASS 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOLO 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOLO 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LEAD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPECIAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DRUMS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

15. SOUND / SCENE

You can only change a sound if it is active in a scene. To see whether a sound is active in a scene, click the EDIT button.

If the EDIT button is colored, the sound is active in the scene. If the EDIT button is gray, the sound is inactive.

Only one sound per scene is active in the factory pre-sets. If you would like to use more sounds, click SCENE SETTINGS, as described on page 15, to activate more sounds.

Only UPPER 1 is active in Scene 1.

EDIT	UPPER 1
	Grand Piano
	100 - +
EDIT	UPPER 2
	Rock Piano
	100 - +
EDIT	UPPER 3
	Grand Latin Octave
	100 - +

UPPER 1, 2 and 3 are active.

EDIT	UPPER 1
	Grand Piano Vienna
	100 - +
EDIT	UPPER 2
	GP Vienna Rock Piano
	100 - +
EDIT	UPPER 3
	GP Vienna & Pedal Res.
	100 - +



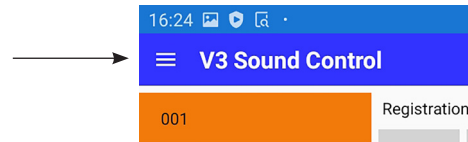
Scene / Expression / Bellows dynamic

The app's SCENE function turns groups on and off. No expression values are sent to groups. You can only switch scenes with systems that send expression values before each note.

16. MENU

Click on the menu symbol

[≡]



16.1 Create a blank registration set with 300 registrations.

New

16.2 Load a registration set.

Open

16.3 Save a registration set.

Save

16.4 Copy a registration set.

A registration inside an open set can be copied to a different number.

Copy Registration

16.5 Copy any selection of parameters to another registration (i.e. all the settings of 3 bass sounds).

Copy Registration Parameter

16.6 Import a registration from one set into the selected number of an other set.

Select the registration you are importing into first.

Import Registration

16.7 Set the registration back to the default/factory settings.

Reset Registration

16.8 See page 4 for Stand-by mode.

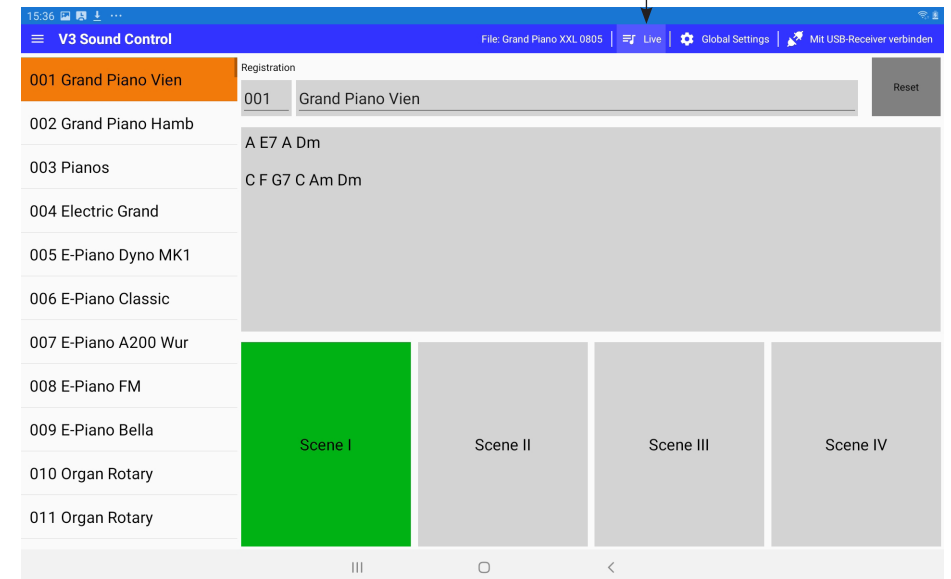
Disable Standby

17. LIVE

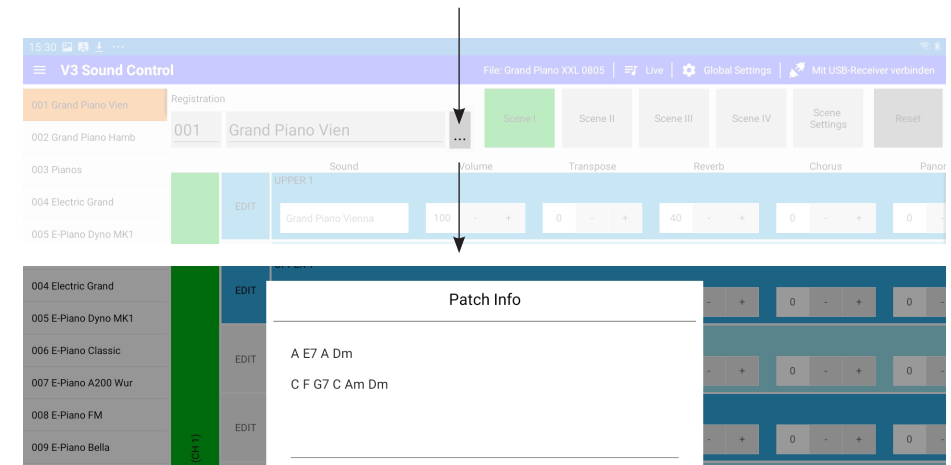
1. Call up registrations

2. Small text field for chords. (The text field does not offer a scroll option.)

3. Large scene buttons. (You can not enter anything in LIVE Page.)



The text is entered in the MAIN Page. Copy and Paste works.

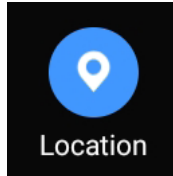


18. Troubleshooting - Android

18.1

If you want to establish a connection to the USB receiver in the V3 Control app for the first time, a location query permission may be necessary.

This only affects older Android versions.



18.2

If you want to establish a connection to the V3 BLUETOOTH RECEIVER in the V3 Control app for the first time, a location query permission may be necessary.

This only affects older Android versions.

Location Prompt

Depending on your operating system, you may get the following prompt:

“Allow Sound Control to access your location?”

In this case, you must [allow] it to access your location, otherwise the connection to the V3 BLUETOOTH RECEIVER will not function. V3 SOUND is not interested in your location information; the system requires it.

If you have already selected NOT ALLOW, you have to de-install and reinstall the app to receive the query again.

18.3

The connection to the V3 BLUETOOTH RECEIVER is made in the V3 SOUND app, not in the system of the tablets.

19. Troubleshooting - Apple iOS

19.1

If the text in the app is not legible (black writing on a black background), select on the tablet system:

Settings - Display & Brightness - Light.