

## Parallel World (placeholder name) Manual [Ver.0.11]

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Parallel World is a VST plugin that allows you to use UTAU voicebanks inside your DAW. Changes to the .ust file are reflected in the sound output in real time.

### Installation

- Put ParallelWorld.vst3 in the VST plugin folder.

※ This is a 64 bit VST3 plugin.

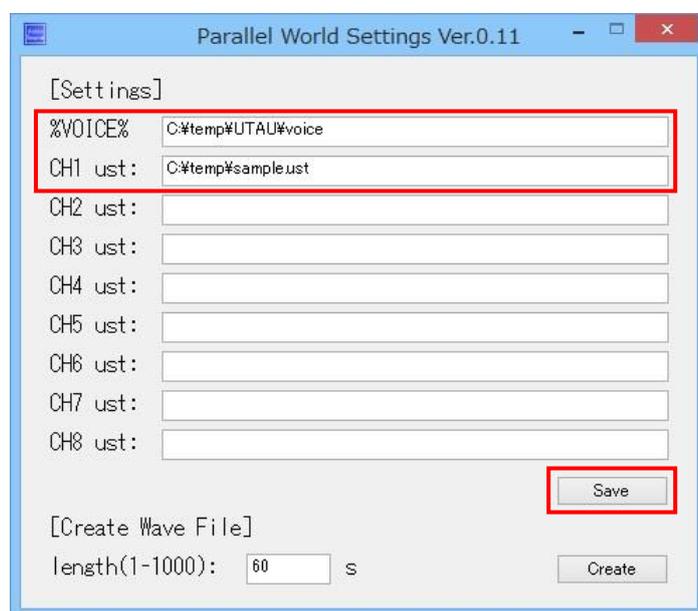
### Uninstallation

- Delete ParallelWorld.vst3 from the VST plugin folder.
- Settings are saved in %appdata%\ackiesound\ParallelWorld. It is unnecessary to delete these.
- .urt frequency files are generated in the voicebank folder. It is unnecessary to delete these.

### How to Use

1. Run pwsettings.exe, set the "voice" folder path and the UST file path, then press the Save button.

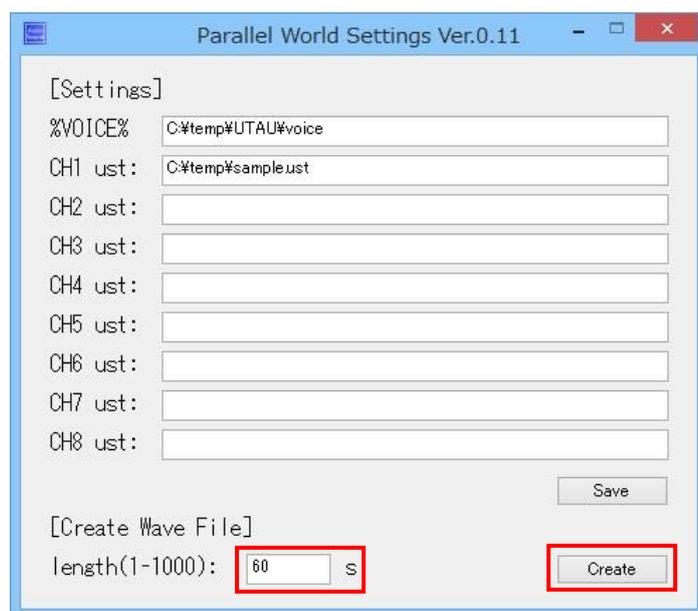
※ In the current version, the UST file path and voicebank folder path cannot use special characters.



2. Create the WAV file that will serve as input to the VST plugin. Set the length in seconds to be longer than the UST, then press the Create button to save the WAV file.

※ The WAV file includes a special noise. Parallel World reads this noise and replaces it with UTAU's vocals.

※ If the WAV file is shorter than the UST, no audio will play after the end of the WAV file. setting-create



3. In your DAW, import the WAV file created in Step 2, and add ParallelWorld.vst3 to that track. The plugin will synthesize vocals using the UST file corresponding to the channel selected in the settings window.

※ This plugin runs as a VST effect.

※ An alarm sound will play until frequency files are finished generating.

## Limitations & Other Things to Keep in Mind

- This software requires USTs created with UTAU ver 0.4.x and compatible software.
- Currently, only the BRE, g, and t flags are supported. Also supported are the non-universal flags W (growl, 0-100, default 0) and S (devoicing, 0-100, default 0).
- The plugin uses its own internal wavtool and resampler functions regardless of what is set in the UST.
- Switching between Mode1 and Mode2 can be done within UTAU's Project > Project Property > Rendering Options. To use Mode1, write M1. To use Mode2, write M2.
- The voicebanks will not function properly if stored in a folder that requires administrative permissions, such as Program Files.
- Some UTAU voicebanks terms of use prohibit use of the voicebank outside of UTAU. Please check these terms before using a bank in Parallel World.

## Troubleshooting

Problem	Cause and Solution
There's no sound.	Make sure to add the WAV file from pwsettings.exe to the track.
Sound gets cut off.	Multiple tracks cannot use the same channel. Make sure to change channels if you want to use multiple at once.
	Check the buffer size in your DAW settings.
Flags have no effect.	Only BRE, g, t, W, and S are supported.
The pitch is incorrect.	Save the UST file using UTAU ver 0.4.x or compatible software.
	You need to set the pitch mode in Project > Project Property > Rendering Options. Use M1 for Mode 1 and M2 for Mode 2.
Single beep alarm	Multiple tracks cannot use the same channel. Make sure to change channels if you want to use multiple at once.
	Still generating frequency files. Please wait for it to finish.
Double beep alarm	Check to make sure the UST file exists.
	If the UST file path or file name has special characters, remove those.
	If the UST was saved in UTF-8, resave it as the default encoding.
Triple beep alarm	Check to make sure the voicebank folder exists.
	Check pwsettings.exe and make sure the voice folder path was written correctly.
	If the voicebank is in somewhere like Program Files, move it to another folder where admin permission is not required.
	If the folder path or file name has special characters, they cannot be used.
	If the oto.ini was saved in UTF-8, it cannot be used



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Japanese to English translation by KLAD and Venkanto from [The UTAU Black Supermarket](#).