



# MOJO2

HORN SECTION

USER MANUAL

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# Instrument Introduction

We are proud to present MOJO 2: Horn Section, our biggest and most powerful instrument to date. After the ground-breaking 2009 release of the hugely successful MOJO: Horn Section, we knew its sequel had to build upon the already advanced sampling and playability of the first volume. After years of development by an amazingly talented team, we're proud to release the premier horn section of the decade.

These beautifully recorded horns include 3 mic positions (plus a premixed option for a lighter computer footprint), 13 deeply-sampled instruments, each with 13 articulations, true legato, and four era presets which will allow you take your horn section deeper into the history of music recording.

Other features include instant ensemble size adjustments from 1 to 10 players, swell and crescendo length to match your project from 1 to 16 beats long, keynoise overlay blend for added human realism, and an FX Suite for full customization. In total, MOJO 2 includes 100GB of uncompressed sample content.

Our vision was to present our customers with a horn library that left nothing lacking when it comes to writing, programming, and recording your entire horn section, and that vision has become a reality with MOJO 2!

Check out all the available walkthrough videos and tutorials for MOJO 2 [HERE](#).

Here are all horns we've included in MOJO 2:

Alto Sax  
Baritone Sax  
Bass Trombone  
Clarinet  
Flugelhorn

French Horn  
Piccolo Trumpet  
Soprano Sax  
Tenor Sax

Trombone  
Trombone Muted  
Trumpet  
Trumpet Muted

## System Requirements

For Mac users, this library requires OS X 10.11 and above, i5 or higher, and a minimum 8GB of RAM.

For Windows users, this library requires Windows 7, 8, or 10 (latest s.p.), 32bit or 64bit compatible, Intel Core i5 or equivalent CPU.

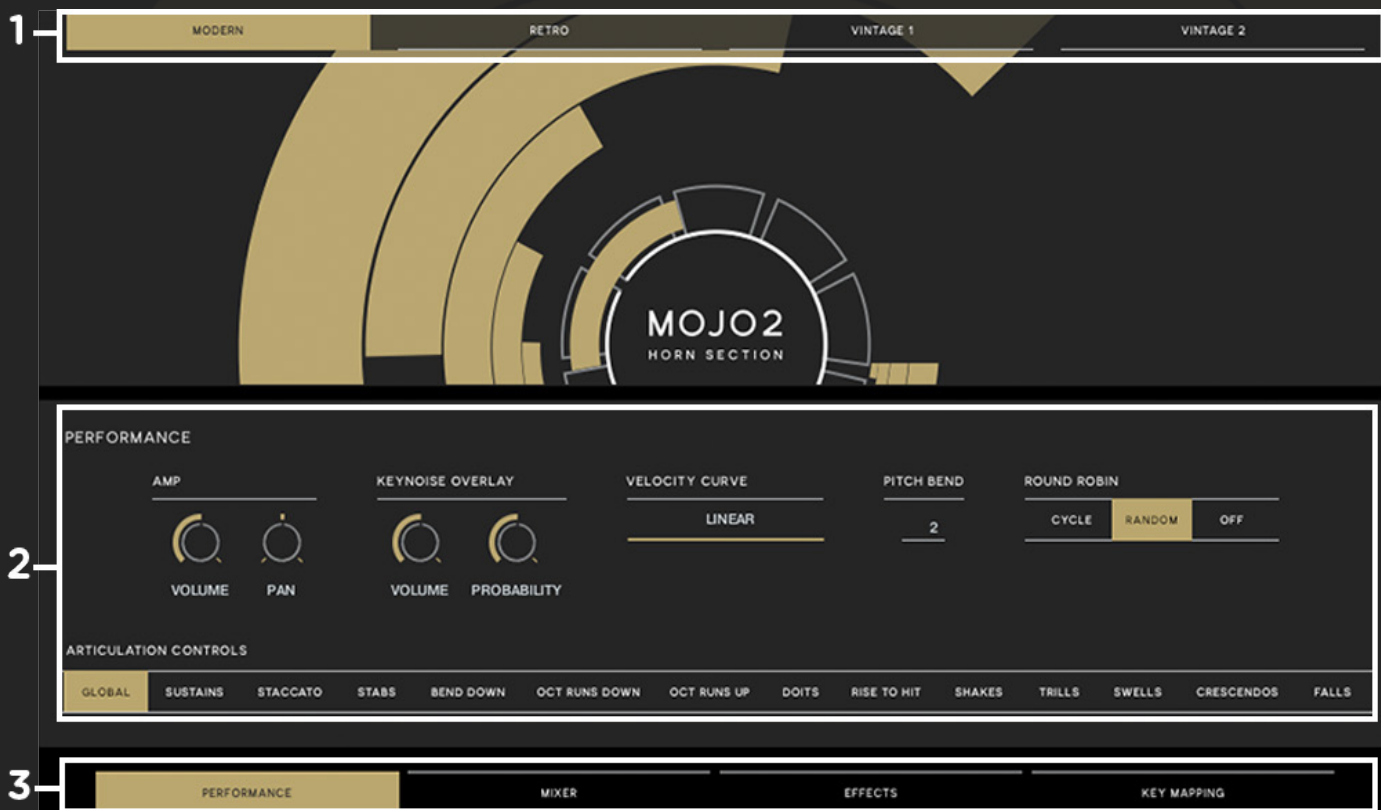
Vir2 Instruments strongly recommends more than 8GB of RAM and an 88-key controller to use this library to its fullest potential.

The library requires approximately 128GB of available disk space to install and 64GB once installed. Requires Kontakt Player 5.8.1 and higher.

# Getting Started

MOJO 2's interface was designed for intuitive use and easy workflow. Let's take a look at some of the basic controls and how the interface is laid out before diving into the nuts and bolts of the instrument.

## Instrument Layout



1 - **Eras**: There are four unique era modes which act as time machines, effortlessly transporting all thirteen included horns from one iconic era to the next. Era settings include: Modern, Retro (60's-70's), Vintage 1 (40's-50's), and Vintage 2 (20's-30's). We will take a closer look at each one of these eras in the next section.

2 - **Performance/Mixer/Effects/Key Mapping Editor Window**: The Performance window shown above is one of four main pages in MOJO 2 (shown in box #3). This editing window displays the controls and parameters for the currently selected page below.

3 - **Pages**: There are four different pages in MOJO 2: Performance, Mixer, Effects, and Key Mapping. Clicking on the desired page will display that page's controls in the editor window above.

# Eras

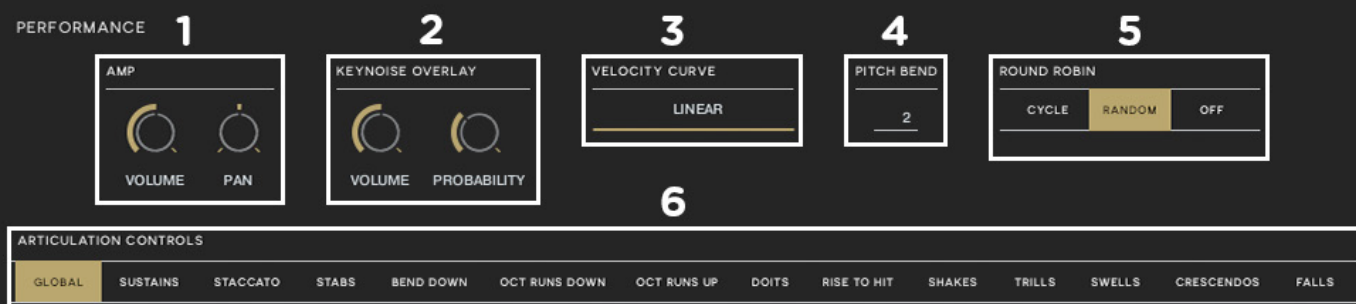
**Modern:** The Modern day era focuses on current trends in recording with a full frequency spectrum and super high fidelity sound. The horns will have full low end frequencies and bright airy top ends, yet extremely well balanced.

**Retro:** The Retro era focuses on the rich saturated analog tone of the 60's and 70's. The full extension of the low end is subtly tamed and the rich and slightly gritty harmonics add a warm and overall pleasing tone to the sound.

**Vintage 1:** The first of the two Vintage era tones focuses around the sound of the 40's and 50's. The tone of the big band era is less full than either retro or modern, with a focus around the 1K range with both the top and bottom frequency ranges significantly cut off. You'll notice less stereo image and a natural and beautiful "dirt" to the sound of these horns.

**Vintage 2:** Vintage 2 takes us all the way back to the early recording days of the 20's and 30's. The tone has some similar qualities to Vintage 1, but to a more extreme level. You'll hear a much stronger upper mid range focus and even less top and bottom end. What's left of the tone is a gritty saturated character typical of this era of recording.

# Performance



(Global Tab)

The Performance page is where you will be making the big changes to how all the instruments are played and how they sound. This page gives you access to powerful global performance settings as well as controls for each articulation. Let's look at all of the features available.

1 - **AMP:** Adjusts the global volume and pan levels for all articulations.

2 - **Keynoise Overlay:** Increasing both the volume and probability of keynoise will introduce the sound of the horn player's interaction with the instrument. Not only did we record the melodic samples for MOJO 2, but we also recorded the clicks and clacks the musicians made before and after each performance which adds to the depth of

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character for each horn.

3 - **Velocity Curve**: Choose between five different velocity curve shapes: Very Convex, Convex, Linear, Concave, Very Concave: doing so changes the way the dynamic response reacts to MIDI velocity. In simpler terms, concave weights your playing towards softer velocities and convex weights your playing towards louder ones.

4 - **Pitch Bend**: Adjust the value of pitch bend to specify exactly how high or low the mod-wheel will pitch the samples up and down. For example, if the pitch bend value is set to 2 then the mod-wheel, when fully rolled up or down, will pitch the sample +/- a whole step. If the value is set to 3 then the mod-wheel will pitch the sample +/- a step and a half.

5 - **Round Robin**: Choose between three different round robin settings: Cycle, Random, and Off. Cycle will play the round robins in sequential order from first to last and repeat in a loop as you trigger the same note repeatedly. Random will mix up the order of the round robins so that no detectable pattern can be heard in the performance. When OFF is selected the same sample will be triggered on each note repeat.

6 - **Articulation Controls**: These tabs allow you to dive into the customization of each articulation's sound. The far left Global tab contains settings that are applied to all articulations at once. The other articulation tabs will only affect the settings for the chosen articulation. Most articulation controls (for staccato, stabs, bend down, octave run down & up, doits, rise to hit, shakes and trills) only include the volume, release length, a poly/mono mode, and control dynamics which allow you to choose between controlling the dynamics of the articulation via velocity (how hard you press the keyboard) or CC (using MIDI CC). However, some articulations, such as the sustains, swells, crescendos and falls, have slightly different controls. See below for a description of each of the unique articulation controls.

**Sustains**: In addition to your Volume, Release Length, and Control Dynamics settings, you have controls for Attack Accent, Release Sample Volume, Legato Mode and Vibrato Mode:

- The **Attack Accent** gives you control over the sustain sample's starting sound; transforming it from punchy and strong to soft and mellow by adding a staccato hit to the beginning of the sustain sample. With the Attack Accent level at 0% the staccato note will not be triggered. With a value of 100% the staccato sample will trigger at full volume at the beginning of the sustain sample.
- The **Release Volume** controls the level of the sample that is triggered upon release of a sustain note. Release Samples add to the realism of an instrument by making the decay sound as natural as possible. It can be helpful to adjust the volume of the Release Sample to make the natural decay of the instrument more or less pronounced. This volume knob also controls the volume of the other release types such as doits, falls, trills, and shakes.

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- With **Legato Mode** turned on you can seamlessly play the most realistic melodies and horn lines possible. We meticulously recorded the transition period between each and every note for all of the horns going up and down the entire range of the instruments. This allows you to play horn lines that sound just like the real thing. Tweak the volume of the legato transition to get the sounds that suit your needs.

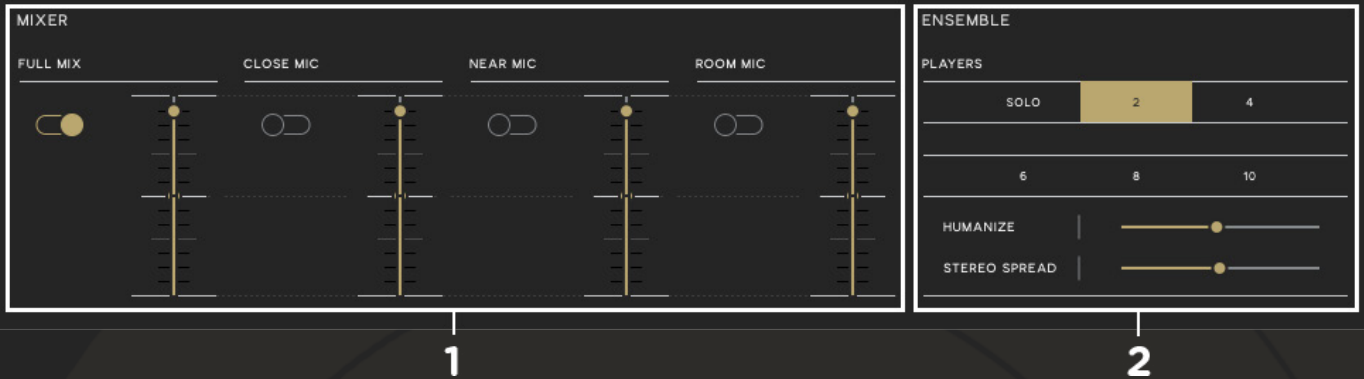
For further customization, there are three options available to you for controlling the transition length. The first is Playing Speed: when Playing Speed is selected, the legato transition speed will automatically adjust depending on the period of time it takes to go from one note to another. The longer the interval between one note to another, the longer the transition length will be and vice versa. The second option is via MIDI CC: when CC is selected the transition length is determined by MIDI CC. Lastly, you can control the length of the transition via velocity: pressing the key hard will result in a faster transition and vice versa.

- Turn on **Vibrato Mode** to engage sustained vibrato notes. You can choose between Real and Simulated vibrato. Real sustained vibrato samples were recorded so that you could have the best sound quality possible. We also included simulated vibrato which, when engaged, allows you to seamlessly add vibrato to your sustain samples via a fader or mod wheel for dynamic performances. You can adjust the speed and amount of the vibrato with the designated sliders.

**Swells/Crescendos:** In addition to the other parameters common to every articulation, both swells and crescendos have a “Length Control” section that allows you to choose the exact duration of your crescendo and swell lengths. No matter what host tempo you’re working with these, two articulations will automatically sync to that tempo and play for exactly as many beats as you set. You can also choose to set the duration of the crescendo and swell lengths in seconds.

**Falls:** The fall articulation offers three different length options: short, medium, and long. Whichever length you select in this section will be the length that is triggered as a release sample if you have fall release samples activated.

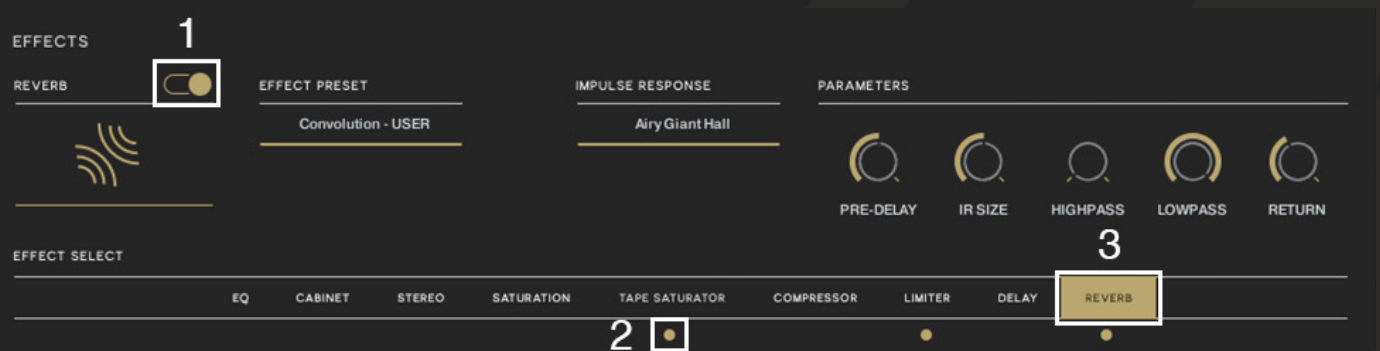
# Mixer



1 - **Mixer:** The Mixer includes three mic positions: close, near, and room, as well as a full mix (a pre-mix of all three mic positions for an easier memory load). You can turn on and off each mic position and adjust levels to get the exact sound and texture you want.

2 - **Ensemble:** Choose from 1 (solo), 2, 4, 6, 8, or 10 players to add some extra depth and power to your performance. Use the Humanize slider to increase or decrease variations to pitch, volume, and timing for a more realistic human feel. We have also included a Stereo Spread slider which controls the stereo width of the ensemble.

# Effects



All included Effects have been specifically curated for MOJO 2 to ensure you get the best possible results. All effects are global and affect all articulations simultaneously.

1 - **ON/OFF:** Click the on/off switch to engage or disengage the selected effect.

2 - **Engaged Effects:** Effects that have an indicator (as shown above) are the currently active effects. These indicators help you keep track of any effects you have turned on.

3 - **Selected Effect:** Click any one of the effect tabs to have that effect's parameters displayed above.



# Key Mapping

The screenshot shows the 'Key Mapping' window. On the left, under 'ARTICULATION MAPPING' (labeled 1), there are several rows of articulations with 'KEY' and 'VELO' buttons and a 'LEARN' button. The 'KEY' buttons are highlighted in orange. On the right, there are columns for 'DOITS', 'KEY VELO', and 'F#0' with 'LEARN' buttons. A 'MORE SETTINGS' button (labeled 2) is in the top right corner.

The Key Mapping section is for customizing the keyboard layout or changing how different articulations are triggered.

**1 - Articulation Mapping:** To choose a different key as the trigger for an articulation, click the “LEARN” button directly to the right of the desired articulation, then press the new key on your MIDI controller to which you want the articulation mapped. The keyboard will update in real time and display the new articulation trigger in orange. If multiple articulations have been mapped to the same note you will see an icon to indicate a conflict.

You can also switch from triggering articulations with specific keys to triggering them via a specific velocity range. For example, if you desire to have staccato notes always trigger when you play keys the hardest (127), then you can switch from the “KEY” button to the “VELO” button and then input the exact velocity range you want the staccato notes triggered in.

**2 - More Settings:** Click on the “More Settings” Button in the top right of the Key Mapping window to see some additional mapping settings.

## Key Mapping (More Settings)

The screenshot shows the 'Key Mapping (More Settings)' window. It has several sections: 'RELEASE SAMPLE MAPPING' (labeled 1), 'RELEASE SAMPLE MODE' (labeled 2), 'MIDI CC ASSIGNMENTS' (labeled 3), and a close button (labeled 5). The 'RELEASE SAMPLE MAPPING' section has a table with columns for articulation, key, and 'LEARN'. The 'RELEASE SAMPLE MODE' section has a 'LATCH' checkbox. The 'MIDI CC ASSIGNMENTS' section has a table with columns for parameter, value, and 'LEARN'. The 'ERA NOISE LEVEL' parameter is highlighted (labeled 4).

**1 - Release Sample Mapping:** Release samples determine what happens when you stop triggering a sustained note. For example, to have a sustained note end in a shake, trigger the shake release samples (see Keyboard Layout In the next section).

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Like the articulation mapping, the trigger locations for release samples can be customized. Click the “LEARN” button directly to the right of the release sample type you want to change then press the MIDI note you want to designate as the new trigger. You can also click the up/down arrows to the right of the note to reassign the trigger.

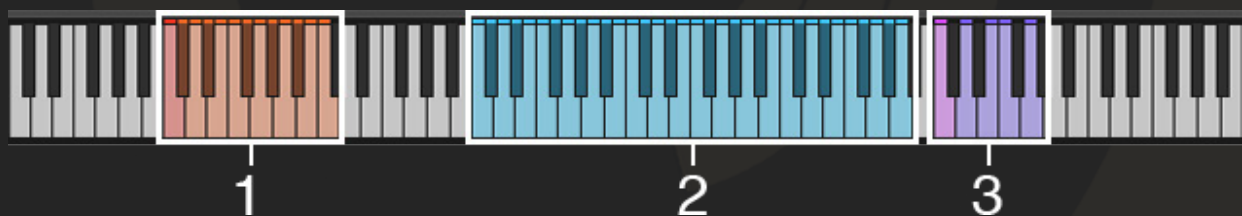
2 - **Release Sample Mode:** The “LATCH” button under Release Sample Mode will allow you to latch onto any release sample type (normal, falls, etc.) simply by pressing the trigger once. With latch turned off, the default release will be normal and the other releases may be engaged by their corresponding trigger being held down.

3 - **MIDI CC Assignments:** Here we have included several primary parameters and assigned them to specific CC channels. Customize which CC channels control which parameters to make MOJO 2 work seamlessly within your personal workflow.

4 - **Era Noise Level:** The Era Noise Level feature allows you to add that classic “hiss” noise you hear when spinning up your favorite old albums. The noise type varies from era to era to perfectly emulate those specific time periods. The noise will begin when you trigger the first note and turn off when you switch to a different era. \*NOTE: The Modern era has no noise.

5 - **Exit More Settings:** Click the “X” in the top right of the window to return to the main Key Mapping page.

## Keyboard Layout



1 - **Articulation Triggers:** The Orange key range is dedicated to articulation triggers. The default order, from left to right on the keyboard, is as follows: sustains, staccato, stabs, bend down, octave run down & up, doits, rise to hit, shakes, trills, swells, crescendos, and falls.

2 - **Articulation Samples:** The Blue keys trigger the samples of the selected articulation.

3 - **Release Sample Triggers:** The Purple keys trigger the various release types. These triggers will ONLY appear when the sustains articulation is selected because these only affect the releases of the sustains. The default order, from left to right on the keyboard, is as follows: normal, doits, falls, trills, shakes.

\*NOTE: The currently selected articulation/release type are always visible in the bottom left-hand corner of the GUI.

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# Tech Support, Etc.

## Tech Support

Vir2 Instruments stands behind its products and is committed to helping you get the most out of using them. Please check the [Support](#) area of the [Vir2](#) website if you encounter any difficulties in using the product. You may also e-mail [support@vir2.com](mailto:support@vir2.com).

Before getting in touch with Vir2 Instruments regarding problems with the product, make sure you are running the latest versions of the library, engine, and Native Access. We are continuously updating and improving the product, so it is possible that there are more recent updates available that were released after the physical manufacturing of your product copy.

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## Credits

Vir2 Instruments could not have made MOJO 2 without the tireless and incredible work of many individuals. A huge thank you to our whole team, including those who beta tested, for helping to create such an amazing instrument!

**Producer** ..... Vir2 Instruments  
**Recording Engineer** ..... Richard Mendelson  
**Sample Editing and Patching** ..... Steven Bolar and Michael Boone  
**Kontakt Scripting** ..... Toby Sherriff  
**GUI Design** ..... Frank Flitton