



# MONA for Diva Documentation

- \*How to Install
- \*Learning New UI
- \*Download & Update

# Install Skin

## macOS

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1. Go to "Macintosh HD/Library/Application Support/u-he/Themes" and drop the theme folder (the one named "MONA").

△ It's the system library, not your user library!

△ It's not "/u-he/**Diva**/Themes". The "Themes" folder is right under the "u-he" folder.

2. Open Diva.
3. Click the cog icon (top-right) to open the preference.
4. Choose "MONA" as the default skin.

## Windows

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1. Find your Diva data folder. By default it is on "C:\VSTPlugins\u-he\Diva.data"
2. Move to ":Support:Themes" folder. If the folders don't exist, create them manually.
3. Drop the theme folder (the one named "MONA") there.
4. Open Diva.
5. Click the cog icon (top-right) to open the preference.
6. Choose "MONA" as the default skin.

# Install Presets

- Open Diva
- Switch to the **Preset Browser**
- Right-click on the **User** folder to show a popup menu
- Select the **open in Explorer** (Windows) / **reveal in Finder** (macOS) option.
- Drop the preset folder there.

# Install Custom Font

MONA uses **custom fonts** to create different taste than the original one. To make it work, you have to put fonts to the right folder. (Without font installation, the default font is used instead.)

## macOS

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Go to "Macintosh HD/Library/Application Support/u-he/Diva/Fonts"  
and drop the font folder (the folder named "Inter").

⚠ It's the system library, not your user library!

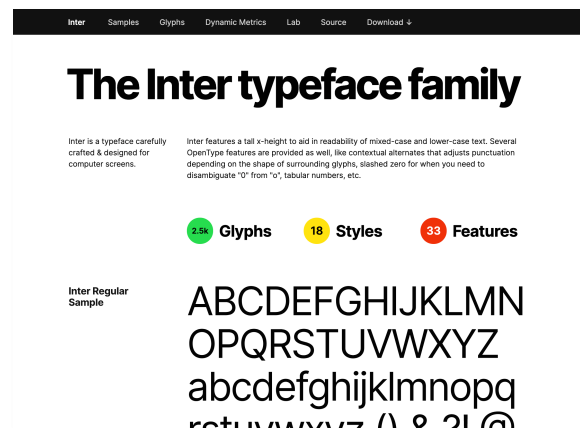
## Windows

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1. Find your Diva folder. By default it is on "C:\VSTPlugins\u-he\Diva.data"
2. Move to "Data:Fonts" and drop the font folder (the folder named "Inter").

**Inter** is a OFL font carefully crafted & designed for computer screens.

<https://rsms.me/inter/>



# Learning New UI

to get full understanding of MONA

- Structure
- Modulation System
- LFO
- OSC
- Trimmers
- Effects
- Preset Browser
- Expandable Menu Bar
- Appearance Settings
- Customize By Yourself



MONA has very much different layout and functionality from the original skin. Below are the description of what I think needs some explanation.

## Structure

MONA has huge mammoth GUI. Almost everything is put into a single big pane. The only exceptions are following:



### (1)Preset Browser

From this loupe icon you can open the preset browser.

### (2)Edit/Play View Switch

You can switch between the EDIT view (default) and the PLAY view, where wheels and keyboards are placed.

### (3)Appearance Settings Panel

Clicking this icon opens the **appearance settings panel**, where you can choose a couple of stuffs (described in the [later section](#)).

### (4)Expandable menu bar

Very minor parameters such as note priority, microtunings, transient etc are folded by default, in order to keep it uncluttered (further described in later section).

Note that All DIVA instances share a single memory as to the state of (2) and (4). Say you create 2 Diva tracks, switch to the keyboard view in one, then open the other, the other shows the keyboard view as well.

# Modulation System

MONA has *Massive Modular System*, inherited from our antecedence products such as AIKO or Neumann. The system is basically the same as them--



- Drag the box below a knob (called "*mod box*") to control mod depth.
- Right click the box to change mod sources.
- Rings around a knob show mod depths. You don't need to touch these rings!

And from this version, **an icon** is added in the left of the mod source text. By clicking this icon you can change mod sources. This is an experimental feature, but it will be good for those who don't like to use right click much.

## Mod Box or Not

Mod boxes are the only menu boxes that you use with *dragging*. It is confusing that some normal menu boxes are also related to mod sources and show mod icons in them.

To draw a good distinction between the two, the mod boxes have an **up-and-down arrow icon** in the right side of the box.



Hopefully this arrow will work as a modest indicator.

# LFO

Unlike the original skin, LFO section is put into the upper panel, lined with switchable modules.

Though it changes its appearance according to OSC model, **functionally they're 100% the same**. They're dressed in different styles purely for visual fun!



-**LFO ramps** are added at the header.

-All **waveforms** are listed as icons. You choose them by just one click. Switch waveforms by dragging is not available here.

# OSC - Triple VCO



The design of Triple VCO is like a chimera of some classic hardwares -- The "Mini", the "voyage" and the "37". The layout is very similar to its model synth so you may not get lost.

-Note that **yellow buttons** are used for the components that cannot be seen in the "Mini". So you can get a formula "YELLOW=MODERN". Say you open a preset, if no yellow lamps, then the patch will be a classical one. It's nice, isn't it?

-Around waveform knobs are the **mod depth rings** showing how they're modulated. these rings are linked with the SHAPE MOD knob in the left and the three routing switches.

-Tune knobs, on the other hand, don't have mod depth rings linked with the TUNE MOD knob. This is due to the "**8 times limitation**" of u-he GUI program. I'm sorry for that...

## OSC - Dual VCO



Dual VCO adopts vertical layout similar to the model synth. In many parts knobs instead of sliders are chosen to implement "Massive Modular" system.

-PW/Freq mod routings is shown as **flat design buttons** that come from the model synth's routing labels. PWM has only 2 options (VCO1 / both) so clicking *anywhere* around the buttons can switch the states. Freq mod has 4 options so click each button to set the state.



## OSC - DCO



DCO looks very different from the original skin.

-The upper display is a waveform selector! wa~~~~~ kawaii.

-DCO is the only section that uses **modulation depth sliders**. They are just a slider version of "ring & box" modulation system. You can set mod depth by dragging mod boxes. But as mod depth slider is placed in the right side of the sliders, you can directly drag these orange sliders as well. This is just a redundancy. Use whichever you like.

## OSC - Dual VCO Eco



The design of DVCO Eco is quite similar to the original skin. Nothing to be noted here.

## OSC - Digital

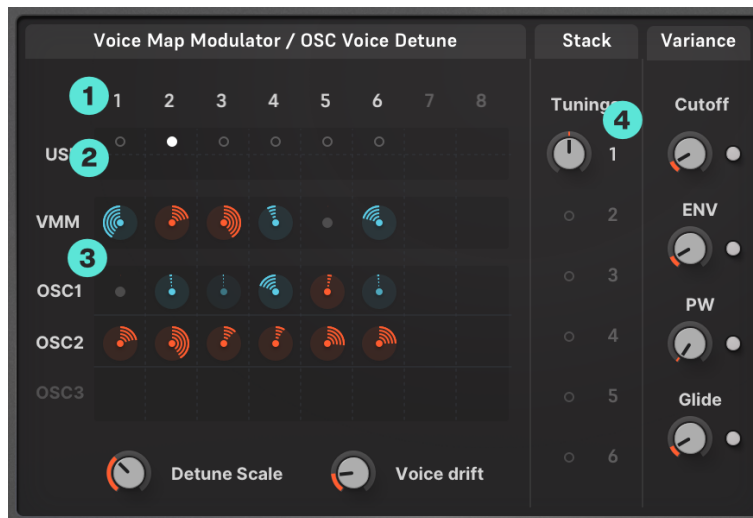


Digital OSC is the most drastically revamped section among OSCs. Basically it follows the "ring & box" modulation system, But since Digi OSC adopts "1 source - 2 targets" mod system, it looks a bit complicated.

- The arrows are the toggles for modulation routing on/off.
- The boxes in the center are the "mod boxes"--works the same as the other mod boxes (drag to set mod depth, click an icon to change mod source, etc.)
- Mod rings are shown **only when a mod is actually routed to them** so that you can visually see how modulations are working.
- The left most box is the tune mod which is hard-wired to both OSC1/2 so lock icons indicate that you cannot change this routing.

# Trimmers

Trimmers section is very much redesigned so it will need some explanation...



## (1) Number of Voices

Showing the number of voices. If fewer than 8, unused voices are grayed out. Clicking these numbers area opens the voice number menu.

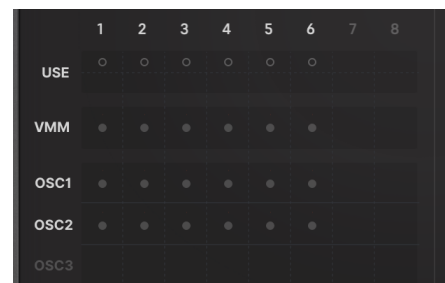
## (2) Voice Usage

Current use of voices. Used voices are indicated by white lamps. You can also set voice numbers by clicking a cell in this area.

## (3) Voice Map Modulators / OSC Voice Detune

These circles are the knobs for VMM / voice detune. **RED=positive values, BLUE=negative values.** I decided to use colors for +/- distinction, since I got sick of reading small ticks to check what happens.

You see nothing when nothing happens. Easy!  
And OSC3 row only appears when in Triple VCO mode. In the other modes, having only 2 OSCs, OSC3 row has no effects, hence hidden.



## (4) Stack Voice Tunings

Again you can set stack numbers by clicking the label 1-6. Inactive voice tuning knobs are hidden.



## Effect - Delay



Three lanes "L,C,R" represents delay time of left, center, right, respectively.

-Click and hold somewhere distant from a handle, then drag, and the values will be **quantized to integer**. It's convenient when you set common delay times such as 1/4, 3/8 etc.

-Holding handle and drag will let you control the value finely.

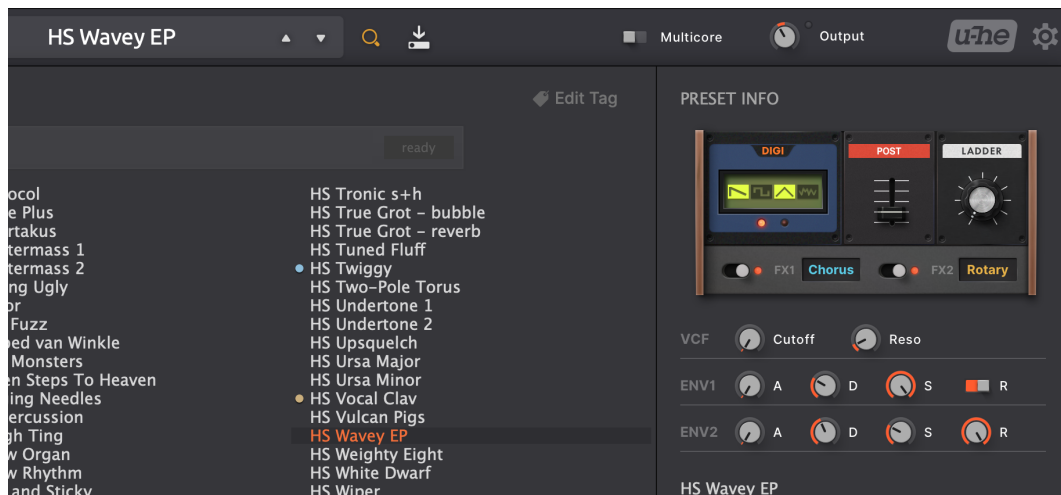
## Effect - Rotary



(1)Clicking this area can open **rotary mode** menu. The icon shows the mode visually (Normal, Sync Bass, No Bass).

(2)Drag this area vertically to adjust **stereo** value. It is two mic icons indicating stereo width.

# Preset Browser



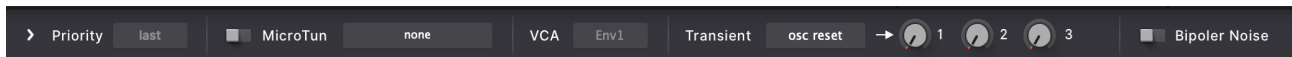
The new preset browser has the area called **Easy Access**, where you can access the most important parameters.

-Clicking module thumbnails can open module menu. Note that the thumbnails are just static images, they don't reflect any actual parameters!

-You can turn on/off effects or switch effects from here, too.

# Expandable Menu Bar

In the footer lies the *expandable menu bar*, a "cemetery" of highly minor parameters.



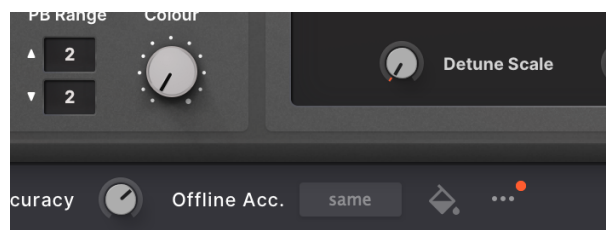
For example, you scarcely need to set note priority to other than "last". Only 42 out of 1375 factory presets have it set to "lowest" or "highest". Therefore it's kicked out from main GUI.

Note that OSC phase reset knobs appear only when transient mode is set to "osc reset", as they don't take effect in other modes.

## Notification System

You can fold these items to keep it simple. But if folded, on preset load, it is human nature that you get more and more **worried** that something is happening among these parameters and seriously affecting a preset, like microtunings. You end up opening the bar many times just to confirm nothing special happens.....

To avoid that, a "notification" system is equipped!! A **red dot appears** when parameters are in unusual states.



The "usual" states are below:

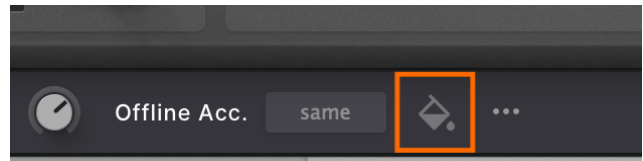
Note Priority	Last
Microtunings	Off
VCA Source	ENV1
Transient	analog
Bipolar Noise	On

If **any** of these parameters are set to the ones other than above, red dot appears. Now you are free from infinite anxiety 😊

# Appearance Settings

The default skin has a feature to customize side wood panels. MONA, utilizing this system, offers a couple of visual customization.

You can access the panel from footer.

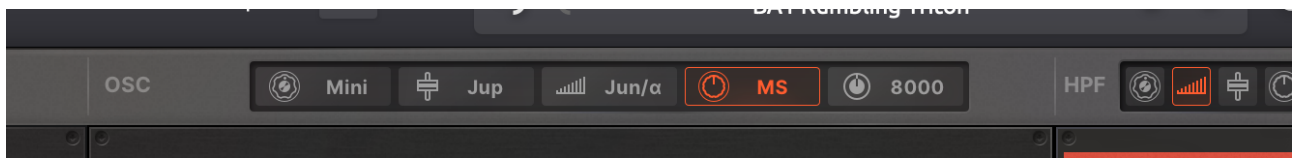


## Logo

You can choose logo colors. If set to "Variable", the logo color changes according to the "Color" knob that Diva has in default. Currently, this logo is the only element that reacts to the color knob.

## OSC Model Names

Set to "Original" and the OSC model selector shows the labels implying the model hardwares instead of the official names like "Triple", "Dual".

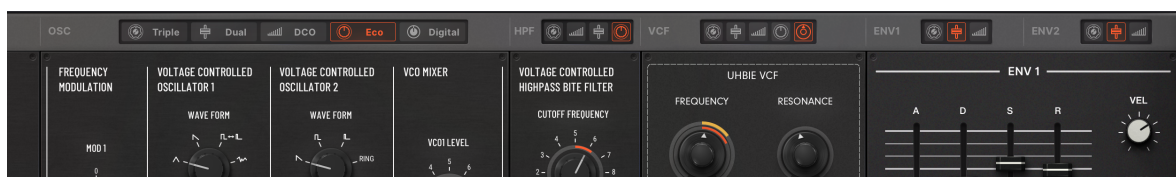


## ENV (Analog)

Envelope modules in analog mode are dressed in a manner of "Jup-8" by default. It has a bold bright orange header. But as analog ENV is the most standard model, you often combine it with modules other than DVCO/Cascade.



In such situations, the orange header might stand out too much. So you can switch it to more characterless, generic design with white header and slightly darker background that fits more to Ladder, Bite and Uhbie filters, at the sacrifice of consistency to DVCO/Cascade.

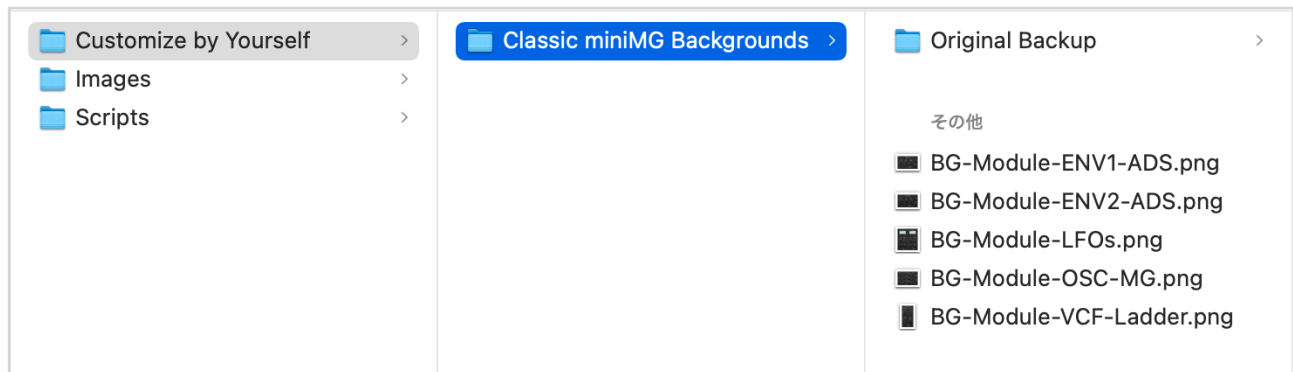


More options will be added in later updates!

# Customize By Yourself

The "Appearance Settings" panel only handles minor changes of images--It can change just 1 images per 1 selector (It is technically impossible to change multiple images by 1 button).

For more drastic customization, you need to edit resources. And there's an alternative resource set I made. Check out "Customize by Yourself" folder right under "MONA" folder.



Currently (v1.0.2), it has only one set of images, "Classic miniMG Backgrounds", with which You can change the look of TVCO/Ladder/ADS ENV to more classical ones.

Copy the png files there and paste them to "Pictures" folder (under "Images" folder). You'll be asked to overwrite files, so do it.



Now, the white rectangle labels go away and classic "mini" style is adopted.

To revert to the original look, use the files in "Original Backup" folder--Just overwrite the files again by copy&paste.

Again, more resource sets will be added in later updates!

## 8 Times Limitation

This is just a tidbit about u-he GUI script language, explaining why TVCO tune knobs don't have mod rings.

Current u-he's GUI system **cannot call a single parameter more than 8 times**.

Basically you need just 1 knob per 1 parameter, as a matter of course. However, there are many cases where you call a single parameter multiple times. Say Diva has only one VCF cutoff parameter. But It is referred **6 times** within MONA skin.



Yes, if you want to dress a knob into different looks or place one to different positions, you need to call a single parameter more than once.

### Ring & Box System, Such an Extravagance...

And Massive Modulation System, separating a single modulator into two parts namely "ring" and "box", always consumes *double* (or sometimes even *triple*) amount of parameter call.



Thus MONA skin always runs short of the parameter-calling "budget". This is why tunemod depth rings are not implemented in Triple VCO 😞

If this limitation is extended to 16 or 32 at some point, I would add tune mod rings to DVCO as well as TVCO.

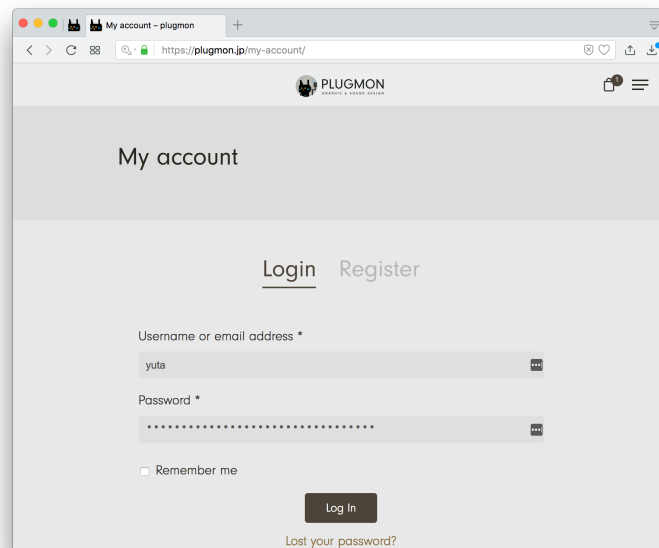
Digi OSC alone calls TuneMod1 three times.

# Download & Update

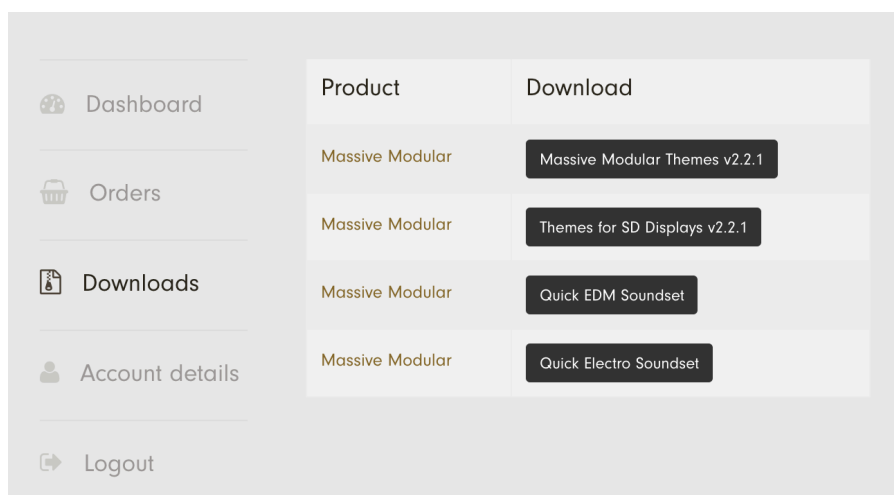
Re-download or update is provided via the website.

Your account page is : <https://plugmon.jp/my-account/>

Please login with your e-mail and password. **If you don't have account yet, you have to create one** (When creating, make sure that you enter the same address as you used on purchase).



After login, go to "**Downloads**" tab, where you can download your purchased products.



\*If you have any troubles, please [contact us](#).