



d16 group
AUDIO SOFTWARE

GODFAZER

ADVANCED MODULATION UNIT



User Manual

Requirements

Software and hardware requirements:

Windows PC

OS version	Windows 7, Windows 8, Windows 10
CPU	3.4 Ghz with SSE (System 4.0 Ghz recommended)
RAM	8 GB (16 GB Recommended)
Software	VST / AAX compatible host application (32bit or 64bit)

Mac OS X

OS version	OS X 10.7 or newer
CPU	Intel based 3.4 Ghz (4.0 Ghz recommended)
RAM	8 GB (16 GB Recommended)
Software	AU / VST / AAX compatible host application (32bit or 64bit)

Overview

Godfazer combines multiple modulation and filter types in a single versatile plugin effect, with a choice of routing topologies.



The Godfazer interface

Godfazer's GUI comprises two main areas:

- The configuration and preset management section



Browse and select presets and tweak Godfazer's settings in the configuration section

- The signal processing control section, housing all effect controls and parameters

Sound controls

This chapter describes the various components of the plugin and all of its controls.

Basic modules

There are three main processing modules:

- The **Ensemble** module is key to producing delay and/or amplitude modulation-based effects, such as *chorus*, *ensemble*, *rotary speaker* and *tremolo*. It features emulations of vintage units as well as numerous original modes.
- The two **Multi Filter** modules offer a broad selection of **Filter types**, including *resonant filters*, *formant filters*, *phasers* (some of them modelling classic devices), *EQs* and hybrid combinations. Each **Multi Filter** can be modulated using either or both of the two **Modulators** (see below).

Ensemble

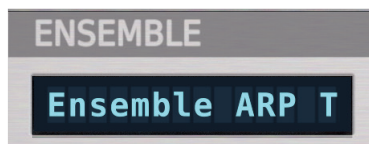
The **Ensemble** module enables delay- and/or amplitude-based modulation to be applied to the input signal, depending on the selected model/type.



The Ensemble module

The **Ensemble** module is controlled by the following parameters:

- Click the text field at the top to select an **Effect type**



Choosing the Ensemble effect type

- **Speed** – Adjusts the **Rate** of modulation (if applicable).
- **Depth** – Adjusts the **Depth** of modulation (if applicable).
- **FX** – Crossfades between the **Dry** (unprocessed) and **Wet** (processed) signals.
- **Volume** – Adjusts the level of the output signal.

Ensemble effect types

An extensive roster of models is available in the **Ensemble** module:

Type name	Description
- Bypass -	Passes the input signal unprocessed
Chorus BBDx1 Neutral	Single delay line chorus effect with one LFO
Chorus BBDx1 Wide	As above but with a wide stereo image
Chorus BBDx2 Neutral	Double delay line chorus effect with one LFO
Chorus BBDx2 Wide	As above but with a wide stereo image
Chorus BBDx3 Neutral	Triple delay line chorus effect with one LFO
Chorus BBDx3 Wide	As above but with a wide stereo image
Chorus Fat Neutral	Triple delay line chorus effect with one LFO per delay line. All LFOs are slightly detuned against each other
Chorus Fat Wide	As above but with a wide stereo image
Chorus Spacey	Single delay line chorus effect with one LFO , a widened stereo image, and a longer base delay time
Chorus Syntex1	Chorus effect modelled on the <i>Elka Syntex</i> – Preset 1
Chorus Syntex2	Chorus effect modelled on the <i>Elka Syntex</i> – Preset 2
Chorus Syntex3	Chorus effect modelled on the <i>Elka Syntex</i> – Preset 3
Ensemble ARP Classic	Double LFO (fast and slow), triple delay line (all controlled by the two LFOs) ensemble modelled on the <i>ARP Solina</i> . Depth and Speed are fixed

Type name	Description
Ensemble ARP Thin	Double LFO (fast and slow), single delay line (controlled by the two LFOs) ensemble modelled on the ARP <i>Solina</i> . Depth and Speed control only the slower LFO , and the stereo image is widened
Panner	Stereo panner
Rotary Horizontal	Emulation of a horizontal rotary speaker with adjustable Depth and Speed
Rotary RA200 Fast	Emulation of the classic <i>Yamaha RA-200</i> rotary speaker, set to <i>Fast</i>
Rotary RA200 Slow	Emulation of the classic <i>Yamaha RA-200</i> rotary speaker, set to <i>Slow</i>
Rotary Vertical	Emulation of a vertical rotary speaker
Tremolo+Chorus	Vibrato effect with tremolo and a single delay line, producing chorus when mixed with the Dry signal. Depth controls only the vibrato. Speed controls vibrato and tremolo
Trem+Chrs Fat	Double delay line chorus effect with tremolo on the wet signal. Depth controls only the vibrato. Speed controls vibrato and tremolo
Tremolo	Tremolo effect

Multi Filter

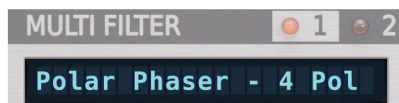
Each of **Godfazer's** two **Multi Filter** modules processes the input signal with one of dozens of available filter types.



The Multi Filter module

The **Multi Filter** is governed by the following parameters:

- Click the text field at the top to select a **Filter type**

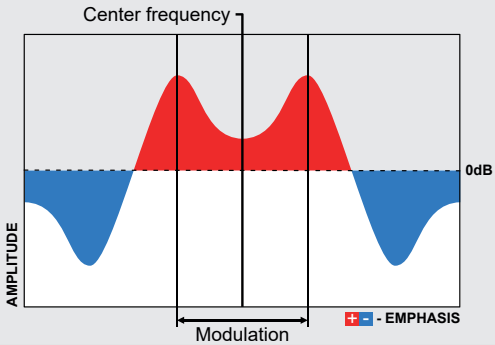
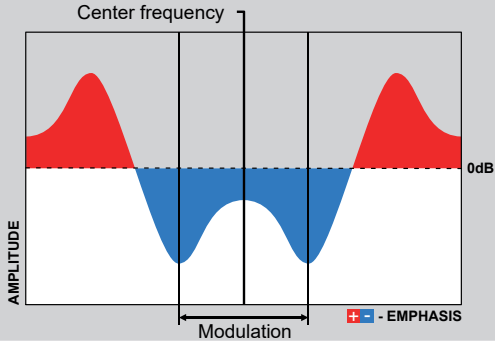


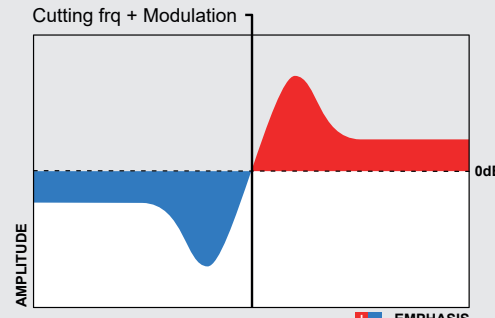
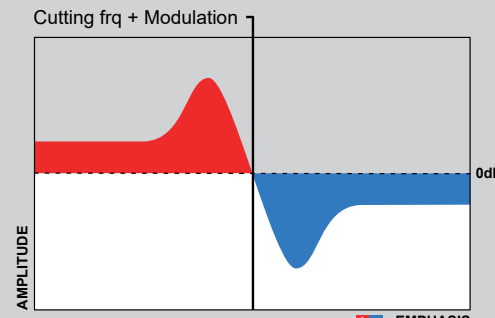
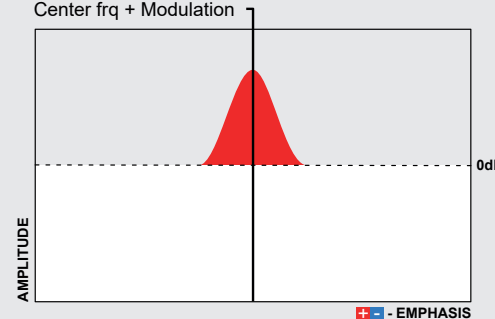
Selecting the Filter type

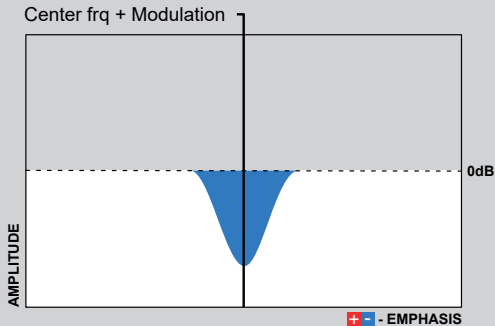
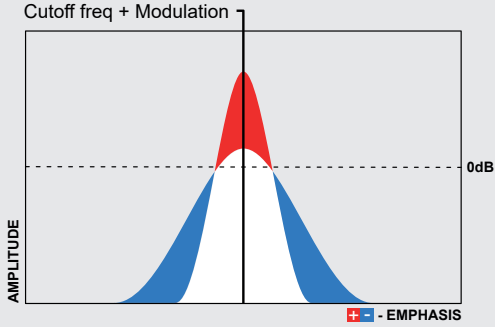
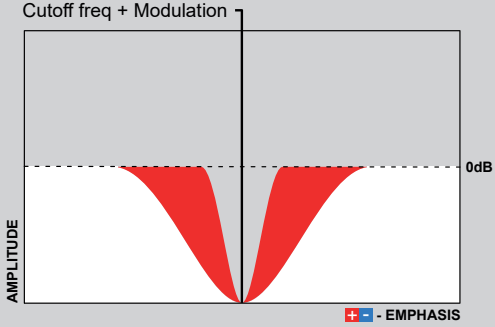
- **Frequency** – Controls the *cutoff* or *center frequency*, depending on the selected model.
- **Emphasis** – Adjusts the filter's *resonance/gain*, depending on selected model.
- **Volume** – Adjusts the level of the output signal.
- **Panning** – Sets the balance between the *left* and *right* (or *mid* and *side* if **M/S Mode** is enabled) channels in the output signal.
- **M/S Mode** – Toggles between *Left/Right* and *Mid/Side* modes for the **Panning** control.
- **Mod 1** and **Mod 2** – Controls the amount of modulation applied to the filter's *cutoff/center frequency* (or other parameters, depending on the selected model) by **Modulator 1** and/or **Modulator 2** respectively.
- **Inv** – Inverts the polarity of modulation from the associated **Modulator (Mod 1 or Mod 2)**. With **Inv disabled**, the control signal arrives from the **Modulator** unchanged. With **Inv** enabled, the amplitude of the control signal is inverted using the formula: $(1 - \text{Mod Value})$.

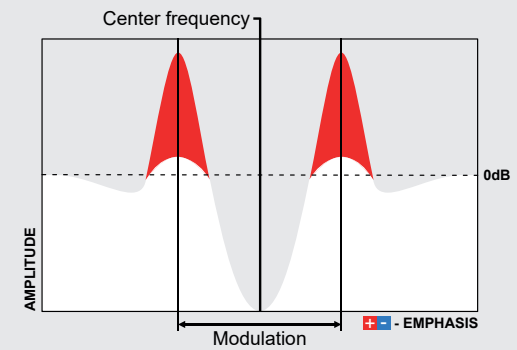
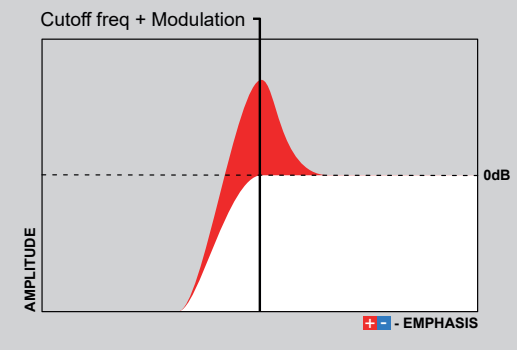
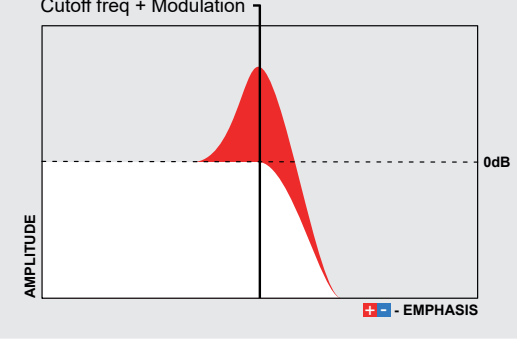
Filter models

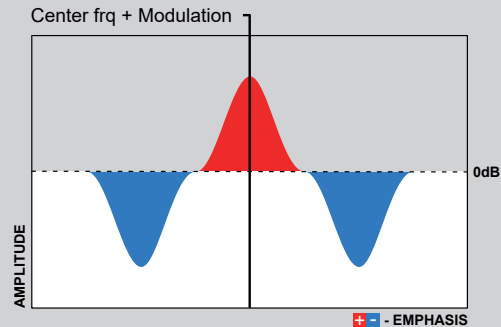
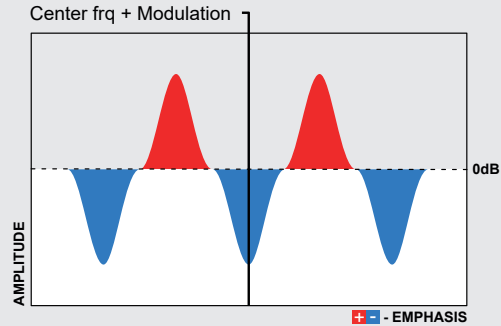
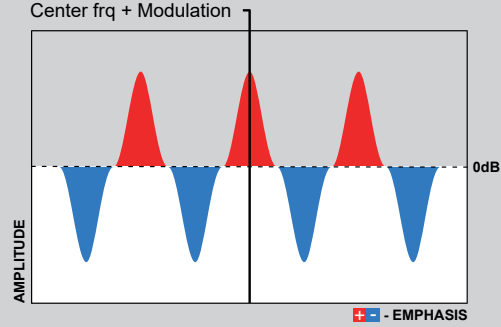
The **Multi Filters** draw on a comprehensive array of **Filter models**:

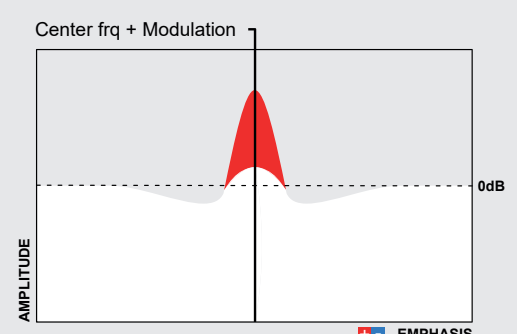
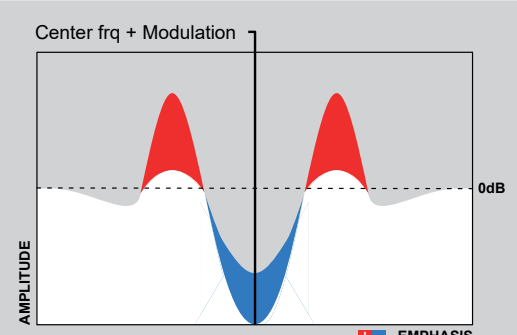
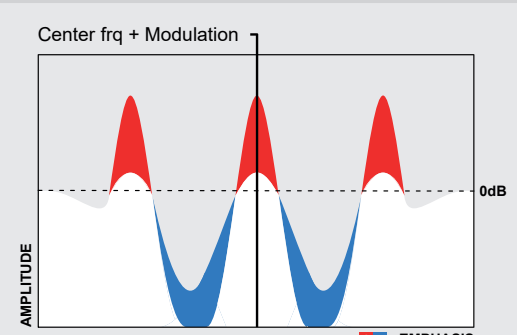
Model name	Description	Frequency response
- Bypass -	Passes the input signal unprocessed.	-
EQ Band Shelf Pass	Low-shelf and high-shelf filters arranged symmetrically in the frequency spectrum for boosts on either side of the <i>center frequency</i> , and cuts above and below. The Frequency knob controls the center frequency, while Emphasis controls the amount of boost/cut. The Modulators affect the spacing of the two filters.	
EQ Band Shelf Reject	Low-shelf and high-shelf filters arranged symmetrically in the frequency spectrum for cuts on either side of the <i>center frequency</i> , and boosts above and below. The Frequency knob controls the center frequency, while Emphasis controls the amount of cut/boost. The Modulators affect the spacing of the two filters.	

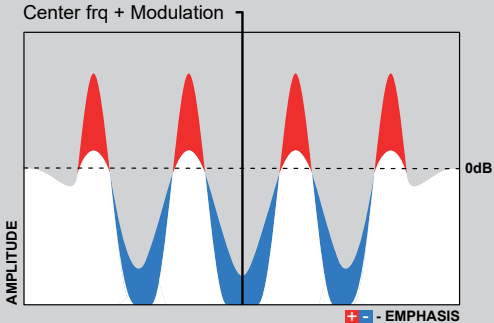
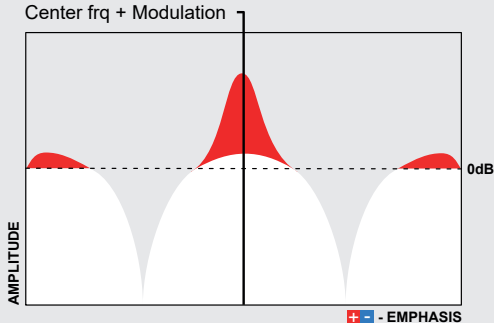
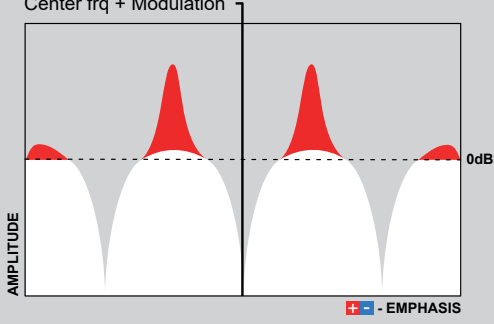
Model name	Description	Frequency response
EQ High Shelf	<i>High-shelf</i> filter with Emphasis applying boost above the cutoff and attenuation below. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> .	
EQ Low Shelf	<i>Low-shelf</i> filter with Emphasis applying attenuation above the cutoff and boost below. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> .	
EQ Peak +	<i>Peaking</i> EQ filter with Emphasis controlling boost. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> .	

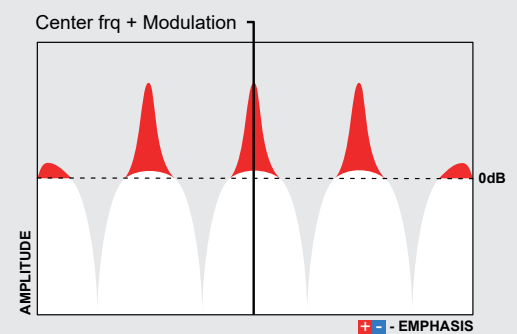
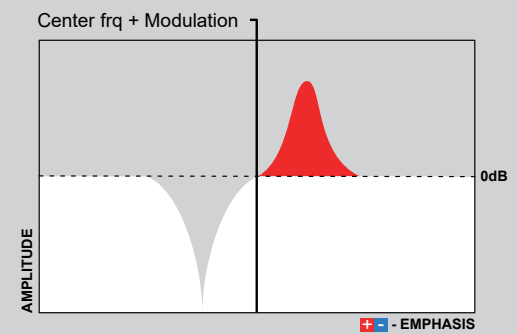
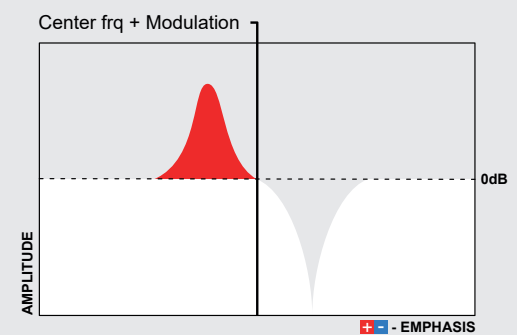
Model name	Description	Frequency response
EQ Peak -	Peaking EQ filter with Emphasis controlling attenuation. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> .	
Filter BP 24dB	Band-pass filter with Emphasis controlling bandwidth. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> .	
Filter BR 24dB	Band-reject filter with Emphasis controlling bandwidth. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> .	

Model name	Description	Frequency response
Filter Formant	Generic <i>formant</i> filter with Emphasis controlling clarity and Mod 1/2 modulating the distance between two formants. The Frequency knob controls the <i>center frequency</i> .	 The graph shows two resonance peaks. The left peak is labeled 'Center frequency'. The distance between the peaks is labeled 'Modulation'. The y-axis is 'AMPLITUDE' and the x-axis is frequency. A dashed line indicates 0dB. A legend shows a red square with a '+' and a blue square with a '-' followed by 'EMPHASIS'.
Filter HP 24dB	High-pass filter with Emphasis controlling resonance. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> .	 The graph shows a high-pass filter response with a resonance peak. The y-axis is 'AMPLITUDE' and the x-axis is frequency. A dashed line indicates 0dB. A legend shows a red square with a '+' and a blue square with a '-' followed by 'EMPHASIS'.
Filter LP 24dB Filter LP Analog Filter LP Double	Low-pass filter with Emphasis controlling resonance. The Frequency and Mod 1/2 knobs control and modulate the filter <i>cutoff frequency</i> . Each variant has its own colorization and character.	 The graph shows a low-pass filter response with a resonance peak. The y-axis is 'AMPLITUDE' and the x-axis is frequency. A dashed line indicates 0dB. A legend shows a red square with a '+' and a blue square with a '-' followed by 'EMPHASIS'.

Model name	Description	Frequency response
Phaser 3 Peaks	4-stage peak <i>phasing</i> filter. The Frequency and Mod 1/2 knobs control and modulate the center <i>frequency</i> . Emphasis controls the <i>feedback</i> amount.	
Phaser 5 Peaks	6-stage peak <i>phasing</i> filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> amount.	
Phaser 7 Peaks	8-stage peak <i>phasing</i> filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> amount.	

Model name	Description	Frequency response
Phaser 1 Pole	1-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> .	
Phaser 2 Pole Close Phaser 2 Pole Wide	2-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> . The variants differ in the frequency spread of the poles.	
Phaser 3 Pole Close Phaser 3 Pole Wide	3-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> . The variants differ in the frequency spread of the poles.	

Model name	Description	Frequency response
Phaser 4 Pole Close Phaser 4 Pole Wide	4-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> . The variants differ in the frequency spread of the poles.	
Phaser 4 Stage Medium Phaser 4 Stage Close Phaser 4 Stage Wide	4-stage phaser. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> . The variants differ in the frequency spread of the poles.	
Phaser 6 Stage Medium Phaser 6 Stage Close Phaser 6 Stage Wide	6-stage phaser. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> . The variants differ in the frequency spread of the poles.	

Model name	Description	Frequency response
Phaser 8 Stage Medium Phaser 8 Stage Close Phaser 8 Stage Wide	8-stage phaser. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the feedback. The variants differ in the frequency spread of the poles.	
Phaser Half Stage +	Half-stage phaser with a boost above the notch. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the amount of boost.	
Phaser Half Stage -	Half-stage phaser with a boost below the notch. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the amount of boost.	

Model name	Description	Frequency response
Phaser MP-1		
Phaser Phase 90		
Phaser Phasor	Vintage phaser models. The Frequency and Mod 1/2 knobs control and modulate the <i>center frequency</i> . Emphasis controls the <i>feedback</i> .	
Phaser PS-1		
Phaser SmallStone R1		
Phaser SmallStone R5		

Note that the output volume levels (ie, the actual signal energy) of some models don't correspond strictly to their depicted frequency responses because of the normalization process that's part of the **Multi Filter** module.

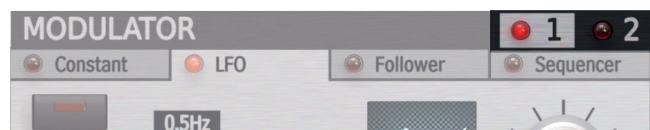
Modulators

Each of **Godfazer's** two **Modulators** can control the *cutoff/center frequencies* of either or both **Multi Filters** using one of four modulation signal generators.



The Modulator section

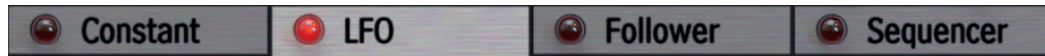
To switch between the two **Modulators** for editing, click the **1** and **2** LEDs in the title bar:



Selecting a Modulator for editing.

Modulator type

Select the desired **Modulator type** for the currently selected **Modulator** from the tabs below the title bar.



Selecting a Modulator type

There are four options to choose from:

- **Constant** – Sets independent static offset values for the Left and Right channels.
- **LFO** – A low frequency oscillator with optional tempo sync.
- **Follower** – An envelope follower.
- **Sequencer** – A looping 16-step sequencer with optional tempo sync.

Constant

The **Constant** type isn't a modulator per se. Rather, it's a modifier that enables independent offsetting of the **Multi Filter** cutoff/center frequency in the *Left* and *Right* channels



The **Constant** Modulator applies fixed values to the *Left* and *Right* channels

The **Value L** and **Value R** knobs control the amount of offset applied to the *Left* and *Right* channels, respectively. Activating the **Link** LED sees movement of either knob mirrored in the other – ie, both are always set to the same value.

LFO – Low Frequency Oscillator



The LFO Modulator outputs one of six waveforms

The **LFO Modulator** type outputs a cyclical waveform.

- **Rate** – Sets the **LFO** frequency.
- **Sync** – Engage to synchronize the **LFO** to the tempo set in the host application. When **Sync** is active, the **Rate** can be set to these note values: **4/1**, **2/1**, **1/1**, **half note (1/2)**, **quarter note (1/4)**, **eighth note (1/8)**, **16th note (1/16)** or **32nd note (1/32)**.



The Rate parameter with Sync enabled

- **Scale** – When **Sync** mode is active, three rhythmic modifiers are also made available:
 - **Full** – The effective rate is **equal** to the **Rate** note value.
 - **Dotted** – The effective rate value is **one and a half times** the duration of the **Rate** note value.
 - **Triplet** – The effective rate is **two thirds** the duration of the **Rate** note value.



The Scale parameter enables triplet and dotted timings

- **Waveform** – Selects the **LFO**'s waveform.
- **St. Phase** – Shifts the stereo phase (offset between the *Left* and *Right* channels) of the **LFO**'s oscillations.
- **Panning** – Controls the stereo balance of the generated oscillations. At the center point, the amplitude of oscillations is equal for the *Left* and *Right* channels. Turning the knob clockwise decreases the amplitude in the *Left* channel. Turning the knob counter-clockwise decreases the amplitude in the *Right* channel.

Follower

The **Envelope follower Modulator** tracks the amplitude of the input signal and uses it to generate a control signal for modulation of the **Multi Filters**.

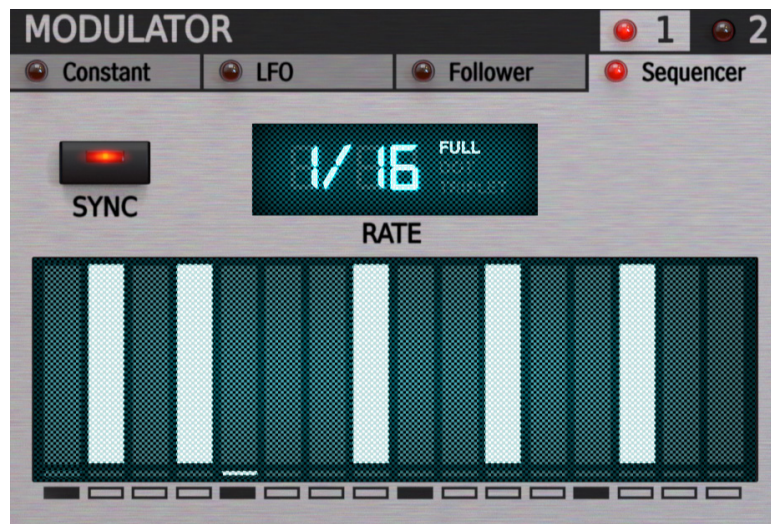


The Envelope Follower modulates the filter based on the amplitude envelope of the input signal

- **Attack** – Adjusts the speed at which the envelope rises when triggered by the input signal.
- **Release** – Adjusts the speed at which the envelope falls when the input signal drops below the trigger threshold.
- **Sensitivity** – Adjusts the amplification of the input signal in the detection circuit – ie, how loud it has to be to trigger the envelope.

Sequencer

The **Sequencer** modulator is a 16-step sequencer with adjustable **Rate** and optional tempo **Sync**.



The Sequencer Modulator outputs a sequence of 16 stepped values

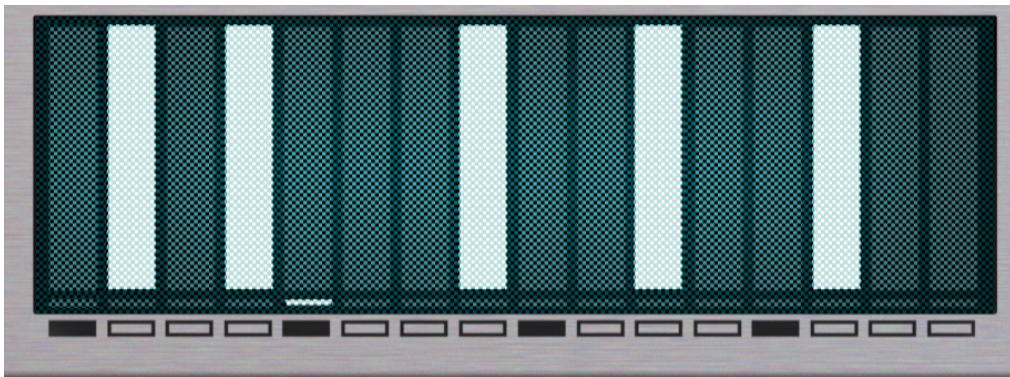
- **Rate** – The number of steps per second, expressed in Hz, from 0.01 to 20.00, and adjusted by dragging up or down on the value field.
- **Sync** – Engage to synchronize the step sequencer to the tempo set in the host application. When **Sync** is engaged, the **Rate** fixes the step duration as a note value: **4/1**, **2/1**, **1/1**, *half note* (**1/2**), *quarter note* (**1/4**), *eighth note* (**1/8**), *16th note* (**1/16**) or *32nd note* (**1/32**).



The Sequencer modulator's Rate parameter with Sync enabled

With **Sync** active, the **Rate** panel also offers three rhythmic modifiers:

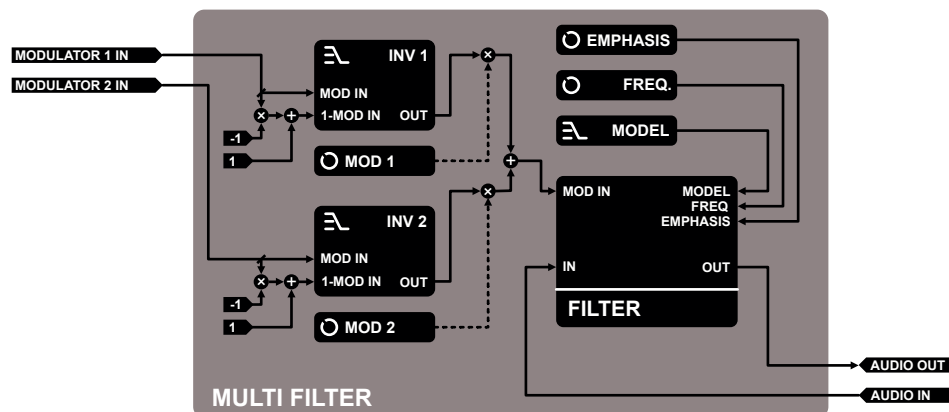
- **Full** – The effective rate is **equal** to the **Rate** note value.
- **Dotted** – The effective rate value is **one and a half times** the duration of the **Rate** note value.
- **Triplet** – The effective rate is **two thirds** the duration of the **Rate** note value.
- **Sequence editor** – The height of each bar determines the value output for that step. Raise and lower the bars by clicking or dragging with the mouse.



The Sequence editor, outputting a constant value across all 16 steps

How modulation works

The signal from each **Modulator** is routed into each **Multi Filter** using the **Mod 1/2** knobs in the **Multi Filter** section, and optionally inverted by engaging the relevant **Inv** LED. **Mod 1** adjusts the level of **Modulator 1**'s output while **Mod 2** adjusts **Modulator 2**'s output for each **Multi Filter** independently.



A routing schematic showing how the two Modulators control each Multi Filter

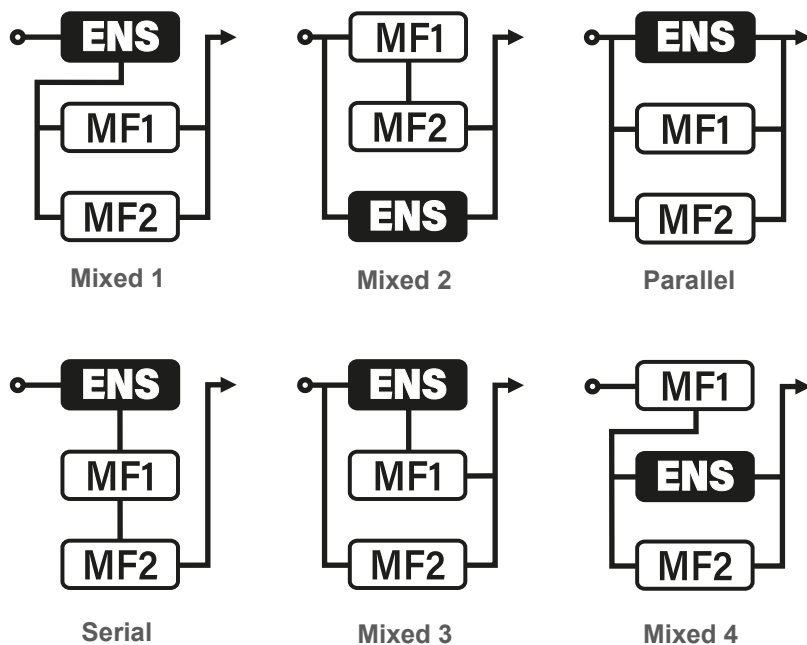
Master section

The output signal level, Dry / Wet mix balance and signal routing between the **Ensemble**, **Multi Filter 1** and **Multi Filter 2** modules are adjusted in the **Master section**.



Godfazer's Master section

- **Routing** – Click to select one of six topologies governing the signal flow through the two **Multi Filters** and the **Ensemble** module:

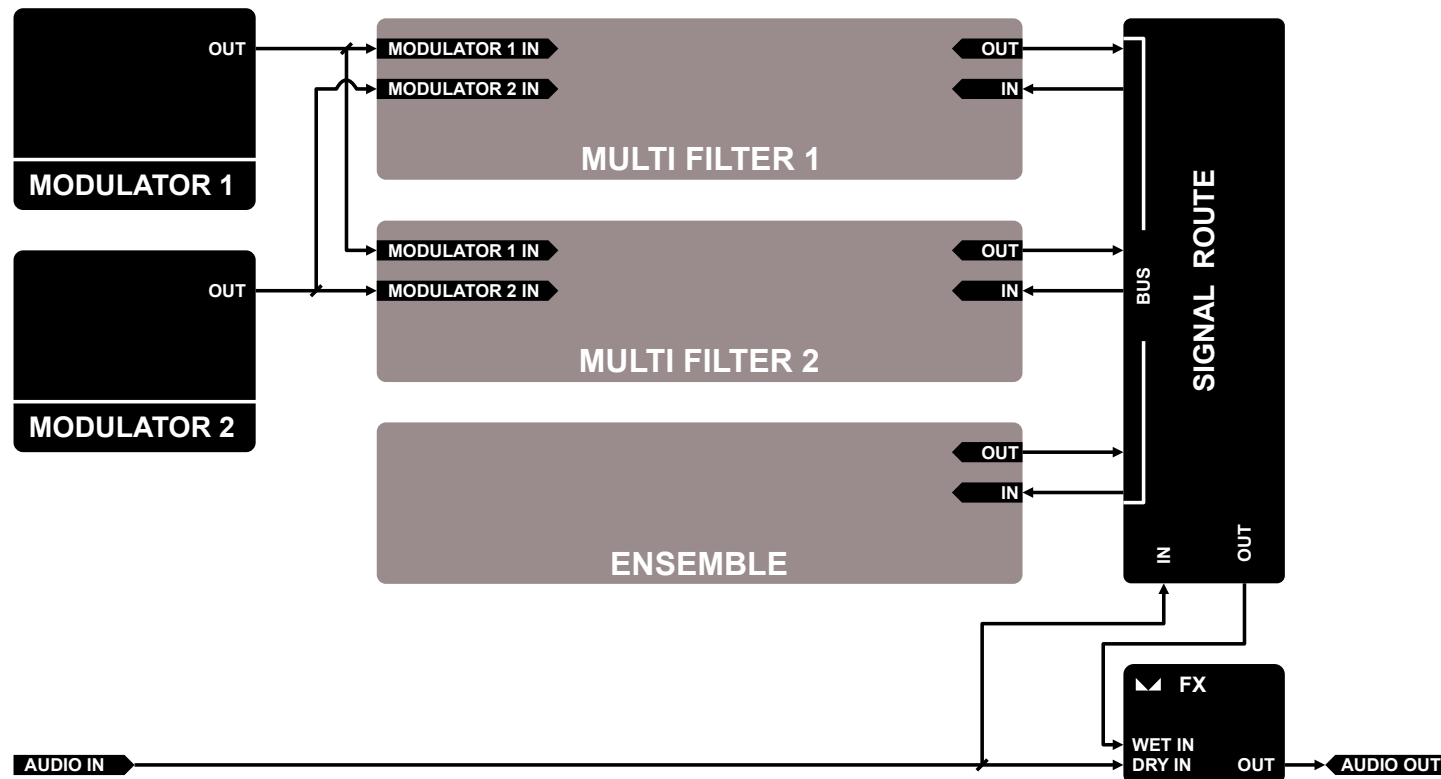


The six topologies available in Godfazer

- **FX** – Controls the balance between the *wet* (processed) and *dry* (unprocessed) signals.
- **Output Volume** – Sets the final output level.

Signal flow

The illustration below shows the signal flow through **Godfazer**:



The Signal flow within Godfazer

The input signal goes to the **Routing Bus**, which pushes it back and forth via the **Multi Filters** and **Ensemble** module in accordance with the selected topology. The processed signal then leaves the **Routing Bus** and is mixed with the dry signal at the final output.

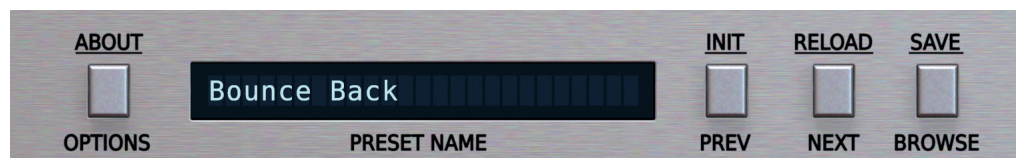
Preset Management

Preset Storage

Presets – both those in the **Factory** library and those made by the **User** – are stored as files in specific folders on your hard drive. Every time the plugin is loaded, these folders are scanned and the presets they contain are consolidated in a linear structure in the **Preset Browser**.

Browsing Presets

The **Presets configuration and management** section enables easy navigation and browsing of the preset library.



Presets Configuration and Management Section

- **PRESET NAME** – Displays the name of the currently loaded preset.
- **PREV / NEXT** – Step backwards and forwards through the preset list (depending on the currently set filters – see below).
- **INIT** – Win ( + **PREV**), Mac ( + **PREV**) – Restore all plugin parameters to their initial settings.
- **RELOAD** – Win ( + **NEXT**), Mac ( + **NEXT**) – Reload the current preset.

- **SAVE** – Win (**Ctrl** + **BROWSE**), Mac (**Cmd ⌘** + **BROWSE**) – Save the current parameters as a new preset or overwrite the existing one (see below).
- **BROWSE** – Fold the **Preset Browser** panel out from the bottom of GUI.

The **Preset Browser** looks like this:



Preset Browser

One can see three main sections:

- **Content** – The available preset resources.
- **Filters** – View only certain categories or types of presets (inactive by default).
- **Results** – The list of presets that meet the criteria set by the **Filters**.

Content

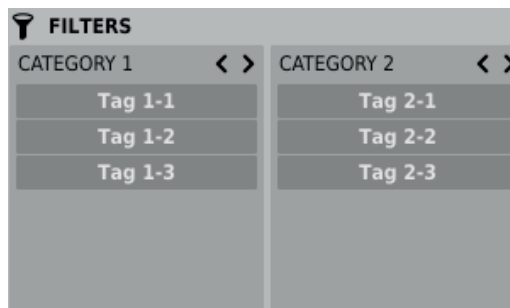
Select preset resources for browsing. There are two resources available:

- **Factory** – The presets that are included with the plugin. **Factory** presets are read-only (ie, they can't be overwritten).
- **User** – Presets created by the user. **User** presets can be freely modified, backed up as files, shared with others, etc.

Selecting a single **Content** resource narrows the filtered preset list down to presets from that resource only.

Preset Filters

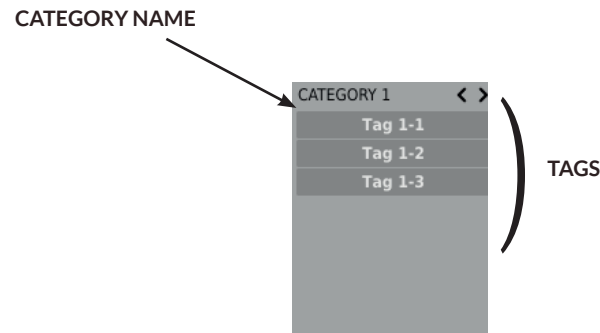
The browser enables classification of presets through the use of **Categories** and **Tags**, in order to facilitate filtering of the **Results** list.



Preset Browser Category Filters

Categories and Tags

Each preset is assigned to one or more of a few common **Categories**. Within each **Category** there may be one or more **Tags**.



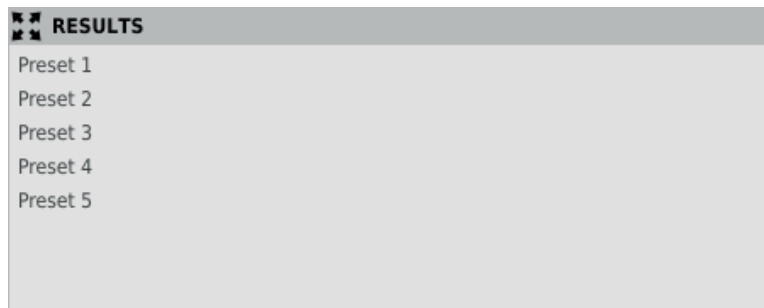
A single Category in a Filter with three Tags

The **Factory** presets come with **Categories** and **Tags** already assigned. These have been chosen to specifically describe the sounds and characteristics of those presets as representatively as possible, taking into account the remit of the plugin.

The **Categories** and **Tags** assigned to the **Factory** presets can't be edited. **User** presets, however, can be given **Categories** and **Tags** from the factory content, and you can also define your own custom **Tags**.

Results

The list of presets from the selected **Content** resources that meet the filtering criteria is displayed in the **Results** section. This is where the actual browsing and loading of presets is done (in the default **Browsing Mode**).



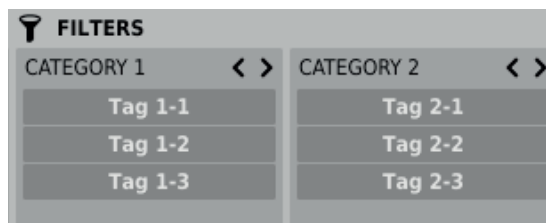
The Results section in the Preset Browser

Click the name of a preset to select and load it.

Double-click a preset to enter preset name edit mode. ▣

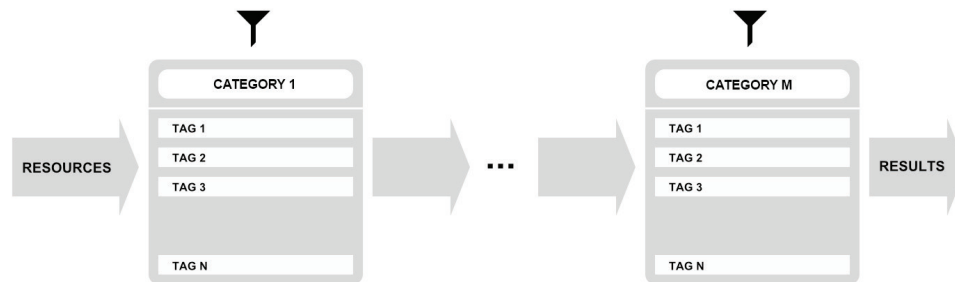
Presets Filtering

The columns in the **Filters** section represent particular **Category filters**, while the rows in each of these columns represent the **Tags** available within each **Category**.



Preset Browser Category Filters

The **Filters** cascade through the columns, from left to right: all presets in the selected Content resources are filtered according to the **Tags** in the first **Category** (the first column from the left), the remaining presets are then filtered by the **Category** represented by the second column, etc, up to the last active **Category Filter**.



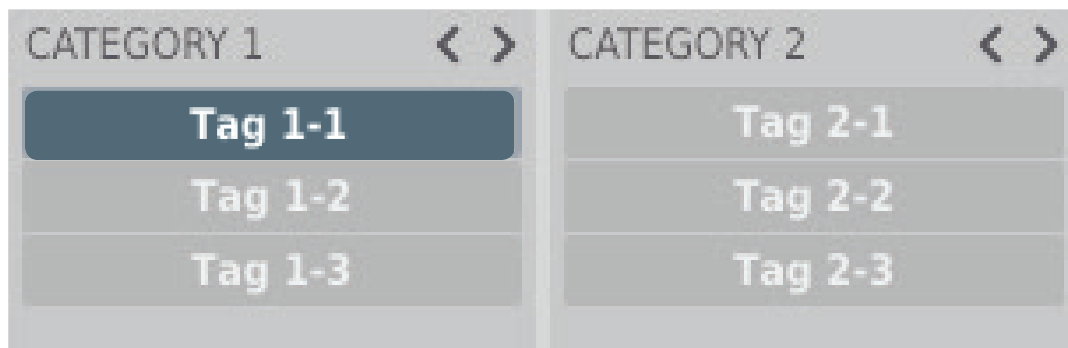
Preset Filtering with Category Tags

The result of this cascaded filtering process – ie, only the presets that meet the criteria of every active filter – is listed below, in the **Results** section.

Basic Actions on Filters

The **Tag** buttons in a **Filter** toggle between active and inactive when clicked: a grey **Tag** is inactive, and a teal blue **Tag** is active. A **Filter** is only active when at least one **Tag** in a column (**Category**) is active.

For example, if the first column in the illustration below represents the *Category 1 Category*, containing the *Tag 1-1*, *Tag 1-2* and *Tag 1-3 Tags*, clicking the *Tag 1-1 Tag* will activate the **Category Filter Category 1**, and narrow the preset list down to only the presets assigned the *Tag 1-1 Tag* in the *Category 1 Category*.



Enabling the 'Tag 1-1' Tag in the 'Category 1' Category

Clicking the *Tag 1-1 Tag* again deactivates the **Filter**, so that all presets from the selected **Content** resources are displayed again.

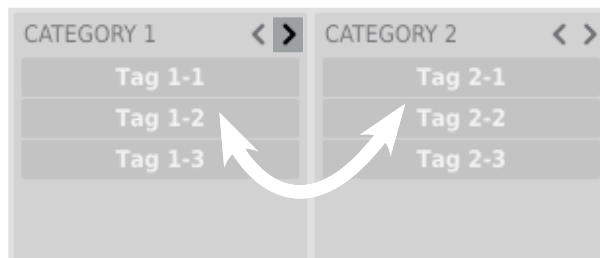
Reordering Categories

To the right of the **Category Filter** header are two arrow buttons:



Filter reordering

These move the **Category** left or right in the cascade. Clicking the right arrow swaps the current **Category** with the **Category** to the right; clicking the left arrow swaps the current **Category** with the **Category** to the left.



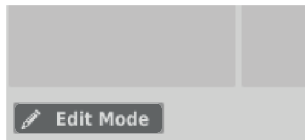
Presets Filtering with the Use of Categories Tags

Clicking the left arrow for the left-most **Category**, or the right arrow for the right-most category, does nothing, as the column has no predecessor/successor with which to swap.

Presets editing – Edit Mode

Activating **Edit Mode** in the **Preset Browser** enables the editing of preset names, **Categories** and **Tags**, as well as the deletion, export and import of presets. Note that these operations are only permitted for **User** presets, not **Factory** presets.

Enter and exit **Edit Mode** using the button in the bottom left-hand corner



The Edit Mode button

In **Edit** mode, the **Preset Browser** changes in appearance and function:



The Preset Browser in Edit Mode

1. The **Filters** section changes becomes the **Edit Tags** section, which looks almost identical but is used to change – rather than operate – the **Categories** and **Tags** of the selected presets.
2. Presets (**User** only – not **Factory**) are selected for editing in the **Results** section.
3. The **Delete**, **Export** and **Import** buttons at the bottom of the interface are used to delete or export selected **User** presets, and import a set of presets to the **User Content** resource.
4. The resource selection in the **Content** section can't be changed, as editing is only possible for user presets.

Selection of presets for editing

You can edit presets one at a time or in groups. Select one or more presets in the **Results** section using the following procedure:

- **Click a preset** – Choose the preset from the list,
- **Win ( + Click a preset), Mac ( + Click the preset)** – Add another preset to the selection.
- ** + Click a preset** – Select a contiguous series of presets from the last one selected to the one clicked.

Editing Tags

Changing the Tags assigned to the selected preset(s)

With one or more presets selected, click a **Tag** button to assign it, or unassign it if already assigned.



User	Tag 1-1	Tag 2-1
	Tag 1-2	Tag 2-2
	Tag 1-3	Tag 2-3

Filters' tags

Selecting multiple presets with **Tags** assigned enables those **Tags** to be edited. If a particular **Tag** is assigned to *all* selected presets, it's marked with an intense teal blue color.

When a particular **Tag** is only assigned to *some* of the selected presets, it's given a pale teal blue colour.

All **Tags** that don't appear in *any* of the selected presets are coloured grey.



Colouring of Tags by status for selected presets

Changing the **Tag** status for one selected preset changes it to the same status for *all* selected presets. The change of status is indicated by an asterisk (*) to the left of the **Tag** buttons.



Notification of changes to the Tag status of selected Presets

User edits don't have to be confirmed. They're indicated by asterisks next to the edited **Tag**.

Preset name editing

Double-click the name of a preset to enter name editing mode.

Deleting presets

Selecting one or more presets invokes the **Delete** button at the bottom left corner. Click this to delete the selected presets.

Preset export and import

Use the **Export** and **Import** buttons at the bottom of the **Preset Browser** to export the presets selected in the **Results** section as a package, or import a previously exported  package into the Preset library.

Saving the current settings as a preset

To save the current plugin parameter settings as a **User** preset click **BROWSE** in the **Configuration and Presets Browsing** section while holding -Win (**ctrl** + **BROWSE**), Mac (**cmd** + **BROWSE**) in **Configuration and Presets Browsing** section. The **Preset Browser** will automatically open in **Edit Mode**.



Saving the settings as a preset

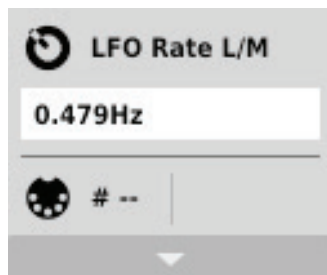
Enter a name for your newly created preset in the text field at the bottom, then confirm it by clicking **Save**, or back out of the process by clicking **Cancel**.

As the **Preset Browser** automatically enters **Edit Mode**, you can immediately categorize the preset using the **Edit tags** functions before saving it.

Configuration

Parameter settings

Right-click any plugin parameter to open its contextual menu.



Closed contextual menu

Using this, you can:

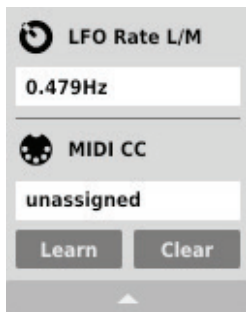
- Check the name and current value of a parameter,
- See whether or not the parameter has been assigned a MIDI CC number, and if so, which one,
- Link the parameter to a MIDI CC number.

Clicking the arrow strip at the bottom of the menu expands it to display all available options. Right-clicking the parameter again or left-clicking outside the menu area closes the contextual menu.

MIDI Learn

The **MIDI Learn** function enables quick assignment of physical MIDI controllers to plugin parameters. An assignment is made by following this procedure:

1. Right-click the parameter you want to assign to your hardware MIDI controller. The contextual menu opens.
2. Click the arrow strip at the bottom to expand the contextual menu.



Expanded contextual menu

3. Click the **Learn** button to put the plugin into a pending state, awaiting MIDI CC input from your hardware MIDI controller
4. Move the relevant knob or slider on your MIDI controller to make the assignment
5. Click **OK** to save the change or **Cancel** to restore the previous setting

MIDI Unlink

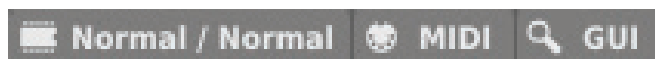
To delete the MIDI CC assignment for a plugin parameter:

6. Open the contextual menu by right-clicking the parameter in question
7. Expand the menu by clicking the arrow strip at the bottom
8. Click the **Clear** button
9. Confirm with **OK** button

Current settings

The **Current settings** are applied separately to each instance of the plugin but initialized with the **Default settings** when the plugin is loaded (see next chapter).

The **Current settings** are adjusted in the status bar at the bottom of the interface.



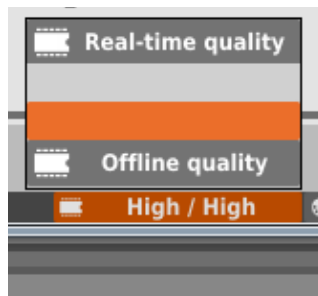
The Current settings in the status bar

From left to right, they comprise:

- The **Current processing path quality** for **Offline** and **Real-time** modes
- Saving/Loading of the **MIDI CC Map**
- A choice of two **GUI** sizes

Processing Path Quality

Set the **Current quality** of the plugin's generated output for **Real-time** and **Offline** modes.

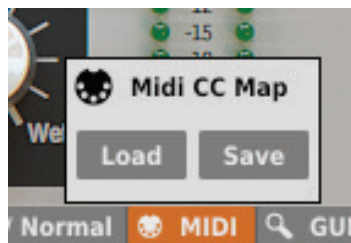


Choosing the plug-in interface size

There are few quality levels available for each mode.

MIDI CC Map

Save all current MIDI CC parameter assignments as a MIDI Map file, or load an existing MIDI Map file into the plugin.



Saving/loading the MIDI CC Map

GUI size

Switch the graphical user interface between few different sizes.



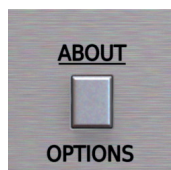
Choosing the plug-in interface size

Default settings

Change the **Default settings** of the plugin in the **Options** panel. The **Current settings** of every new instance of the plugin are initialized to the **Default settings**.

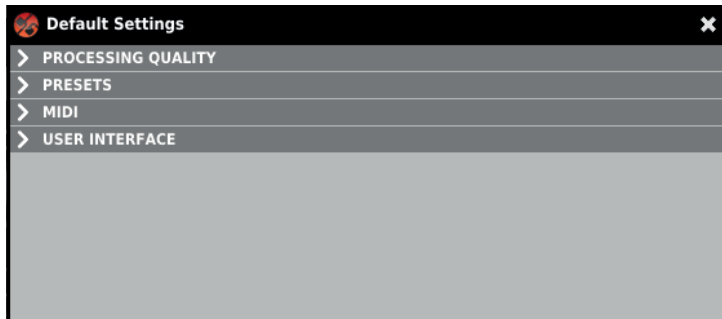
The **Default settings** are stored in a configuration file. This file is updated every time an instance of the plugin is unloaded from the host application.

Open the **Options** panel by clicking the **Options** button:



Options button

The **Options** panel is made up of four sections, only one of which can be expanded at a time.

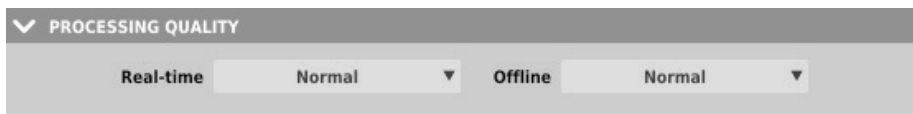


Options Panel

The four sections are:

- **Processing Quality** - The default Processing Path quality
- **Preset**s - The preset loading warning dialog status
- **MIDI** - The default MIDI CC Map
- **User Interface** - The default GUI size

Processing Quality



Processing Quality Choice Section

In this section, you can configure the default quality of the processing path for the **Real-time** mode and **Offline** modes.

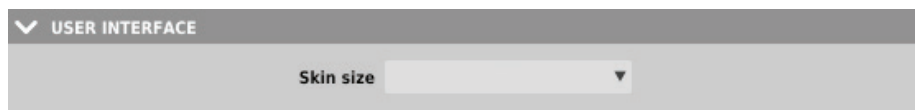
MIDI



Default MIDI Map Choice Section

Set the path to a default **MIDI Map** file. Clicking the **MIDI CC** Map checkbox 'unlocks' the **Browse** button and activates the selected MIDI Map.

User Interface



Processing Quality Choice Section

Choose one of several default GUI sizes to best match the plugin to the resolution of your computer monitor.

Presets

▼ PRESETS

☒ If parameters were changed show warning before loading Prev/Next preset

Displaying confirmation dialog option

With the box checked, clicking the **Prev** or **Next** preset button after the parameters of the current preset (or previously initialized state) have been changed pops up a confirmation dialog to prevent accidental loss of those changes.

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