

# Virtual Analog Synthetizer



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Virtual Analog Synthetizer - Poly 8 - VCOs (x2). - Multi-flavor 24dB LPF/HPF/BPF. - Fast envelope (analog slope). - LFO (x2). - Flexible modulation. - Arpeggiator (x3). - PC / VST2.4 / SSE required. - Interesting sound quality / CPU ratio. - SR : 192KHz, 24Bits max. Obscure / original / unusual / essential features description : FREE EG AUTO : re-trig EG, speed in BPM, 0 = OFF VCO1 : VCO/1A & 1B : ABFM mix between 1A & 1B, if waveform 1A=1B, FM mode is on. The orange LED switch keyboard tracking ON/OFF VCO2 : MOD : VCO1 modulation from FM or PITCH or AM or AB. BReaK : retrig VCO1, adjustable breakpoint. FiNGeR : gated pitchbend : -3/+3 octave range. SPeeD = FNGR duration. VCO1 & VCO2 common : SHaPeR : +-100 deflate/inflate waveform, +-200 add soft distorsion. RES MOD : modulation to F1 & F2 RES. NB : VCO1 = violet, VCO2 = cyan VCFs : Click on label to change parallel / serial mode VCA EG: PeaK : add a short peak when VCA start, useful for percussive sounds. NOISE x2 : K : Key tracking. SEED : Noise density. RES : Resonance. A : Level amount. TO : Destination to VCF1 or VCF2. ARP x3: SWING : +-50 BPM "varispeed" TRNSP : channel transposition +-48 semi tone. MISC : UNISON : Clone only VCO1. DRIFT : add more "analog" behavior to essential components. (N.B.: the VCOs shape change folowing the keyboard) MWR : Modulation Wheel Response\* VR : Velocity Response\* GATE : Default Note Trigger \*green : slow, yellow : normal, red : fast The Modulation Matrix : Internaly AXONS is an 1v / Octave based analog synthetizer. Each "slider" have a different range following the modulation destination. The unit value is percent. The switch color background help to show the destination module. LABEL SOURCE OFF No Source LFO1 LFO1 (or EG) output LFO2 LFO2 (or EG) output NOISE1 NOISE1 output NOISE2 NOISE2 output MWHL modulation wheel JSX JoyStick X axis output JSY JoyStick Y axis output A1G Arp1. GATE ouput A2G Arp2. GATE ouput A3G Arp2. GATE ouput LABEL DESTINATION OFF No Destination FEH Free EG Hold FEA Free EG Attack FED Free EG Decay FES Free EG Sustain FER Free EG Release Ox10 VCO1 Octave x10 Ox1 VCO1 Octave x1 OxS

VCO1 Octave /12 (semitone) OxF VCO1 Octave /12 then /100 (fine) ABFM VCO1 AB or FM rate MOD  
amount of VCO2 to VCO1 modulation Ox10 VCO2 Octave x10 Ox1 VCO2 Octave x1 OxS VCO2 Octave  
/12 (semitone) OxF VCO2 Octave /12 then /100 (fine) PHS VCO2 phase shift (known as FM) BRK "sync"  
breakpoint MIX mix between VCO1 and VCO2 SHPR Shaper rate F1DW VCF1 Dry / Wet F1C VCF1  
center frequency (known as CutOff) F1R VCF1 Resonance F2DW VCF2 Dry / Wet F2C VCF2 center  
frequency (known as CutOff) F2R VCF2 Resonance FMX VCF1 and VCF2 mix DIST Distorsion amount  
MEA Main EG Attack MED Main EG Decay MES Main EG Sustain MER Main EG Release PAN  
Panoramic VOL Volume N1S Noise 1 Seed (density) N1A Noise 1 Amount N2S Noise 2 Seed (density)  
N2A Noise 2 Amount L2S LFO 2 Speed L2P LFO 2 Phase L2R LFO 2 Retrigger Note to FL Studio users :  
Make sure the setting "Reset plugins on transport" in the audio options is disabled for optimal  
performance. How To Install It ? Drop the DLL into the VST folder. Call it from your VST host. CPU Safe  
Tip : - generally, setting knobs to min or max value saves CPU - long EG release maintains CPU higher  
Requirements : - SSE CPU - MS WINDOWS 2000, XP or VISTA (32bits) Tags: vst

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