Arracis Pro Manual

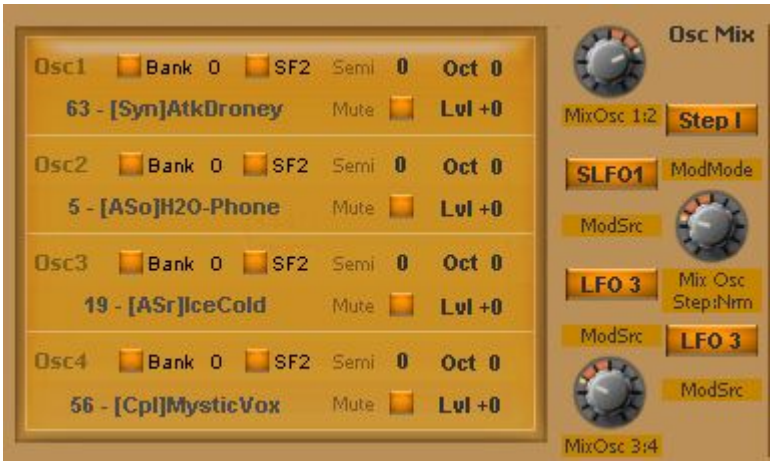


Arracis Gold VSTi Synthesizer's most significant feature is the 4 x 8 osc step sequencer with adjustable gatelength + modulation on gatelength. With this step sequencer you can have a quite rhythmical output (stepping among the oscillators in selectable sequence) plus mixing to the normal (steady) output signal for vivid Pad or Athmos. Thus it is easy to get really fascinating sounds even at the oscillator section only. In addtion the 2 inbuilt filters provide further means for tweaking. Finally at the output setion there is Spook fx and two delays in series incl. pan modulation for delay and direct out for stunning spatial movement in stereo.

Main feature (Pro version):
4 PCM wave oscillators with 256 waves in 2 banks with mixable output in groups of 2
(User wave files can be loaded into each osc slot)
4 x 8 osc step sequencer with various setting incl. gatelength, hard/soft knob etc.
Mixable output of stepped and normal (steady) osc signals incl modulation
1 24 dB resonant LP filter with ADSR EG and Modulation
1 12 dB resonant HP filter with ADSR EG and Modulation
Filter bypass + modulation
1 Bass Enhance
1 Spook Fx
2 Delays in series
3 Pan (direct, delay 1 and delay 2) incl. modulation
6 LFO + 1 S&H as mod sources
6 Lazy Buttons (use 'All' for limitless patch switching ;-)
10 voices
Key Velocity on Amp, LP & HP Cut, and Filter bypass

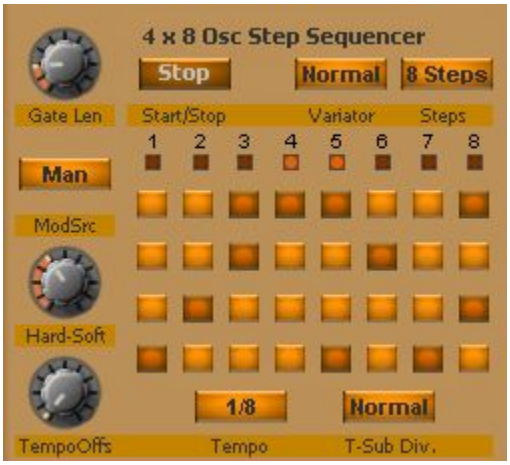
The oscillator section

As sonic heart of Arracis Gold serve four pcm wave oscillators (using sf2 files or loadable wave files). Each oscillators has options for semitone settings (0 to +11), octave (-2 to +2) a mute button for instant muting, and a level selector to lower level if required.



The output of the four oscillators is mixable in pairs of two with optional modulilatio by selectable mod source.
The major mix is done with the 3rd knob and it's related button selectors. As the oscillator section does have two major outputs - one is from the two mixable pairs for normal (continuous or steady) sound the other one is from the step controlled output of the four oscillators as here is the part where both signals are mixed and this mix can be modulated even in different modes.
The different modes use normal output of the involved LFO or only the positive or negative part with the time between both zerocrossings used as a fixed value. The options Norm and Step refer to what oscillator source is being favoured while Norm I and Step I are invertedin phase.

The 4 x 8 Oscillator Step sequencer



This is the most remarkable feature of Arracis Gold as this Step sequencer allows to step amoung the four oscillators in selctable 2 to 8 steps and different playmodes in using the variator button.
The tempo is bpm relared even with option for dotted and triplets. Also there is a knob for a manual Tempo offset which doubles tempo when knob is set to right.
As You can set Gate length you might even have quite short blips. Also Gate Length can be modulated for even more varation.
When the Seq is stopped the related Mix at the Osc Mix section is overridden and the normal signal will sound only.

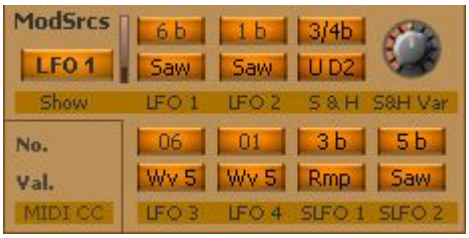
The Filter section



There are two resonant filters: one 24dB LowPass and one 12 dB HiHpass with identical control elements.
Knobs for Cutoff and Q are quite obvious as well as the sliders for the A(ttack) D(ecay) S(ustain) R(elease) envelope generators.

While the Mod Source buttons and the related control knob need some explanation. Basically the knob allows to adjust the amount of one modsource in relation the the amount of the ADSR EG. If like show in the image above the upper mod source button is set to Man(ual) there is no primary mod source involved in this case onyl the amount of the ADSR to Cutoff is adjustable. If the primary modsource were an LFO then you can balance between the amount of the primary set LFO and ADSR EG. The lower button is related to a secondary mod source so you can have a modulation on the balance between primary LFO and ADSR EG. As this knob is bipolar with any primary LFO you can change the polarity of the primary modsouce.

Mod Sources

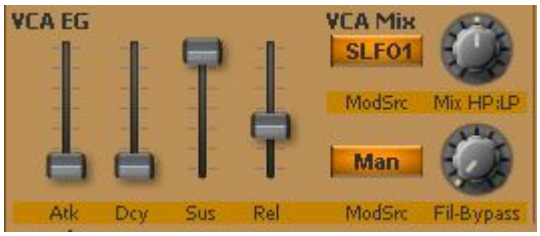


There are 6 LFO and one Sample & Hold modulator.

LFO 1, LFO 2 and SLFO have a quite common set of waves like Sine, Triangle, Saw and Ramp while LFO 3 and LFO4 have 9 more complex waveforms and tempo with the latter two is not related to bpm settings as with the others.

Sample **& H**old provides a random modulation signal like pulses at varying levels in different types like Up, Down, Up&Down, and the Variation knobs allows to vary the 'patterns' of S&H to a certain extend.

The VCA Mix section



Nothing very peculiar with the VCA Mix section as there is an AMP ADSR EG, a knob to mix output between Hipass and LoPass Filter with optiona modulation. Even the amount of Filter Bypass is adjustable anc can be modulated too.

The Spook FX



The Spook FX serves not only to provide some flanger like flavour but also some more spooky metallic sounding character esp. if SpookMod is used with manual mod src..

The Output & Delay section



In the Output section we have a Bass Enhancer to provide an adjustable amout of bass punch. Next follow three different outputs: Direct Out, Delay 1 and Delay 2 Out each with level knob dedicated Pan setting and optional modulation on Pan.
The two delay are in series, have a bpm related delay time and a feedback knob. the dark label Delay Lvl is also a switch to turn delay off if required.

Further features



Key velocity can be used on VCA (On/Off) and on Cutoff of Lo & Hi Pass filters as well as on Filter Bypass with an adjustable amount.

Six Lazy buttons can supply endless switching to new patches and you only need to save the ones being useful for you ;-) The button for the 4 x 8 seq matrix is not included with the 'All' Lazy button as it seems better to keep a good setting there while changing the whole set of actually sound related params.

Hint: Using long release settings will increase CPU-usage - remedy: lower release at filter ADSR, lower release at ADSR in master section and raise delay MixLvl instead. So in most cases a release just below half way up of the slider will be sufficient to get a fading on the sound.

Hint: Switching between patches might lead to some sound artefacts by Delay when done while sound is still playing. In order to have a clean switching the sound of current patch should have faded to zero level before switching to next patch. Or, have delays set at the same Delay parameter value.

Credits and further info
The ArracisGold Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by
Dimitri Schkoda (DS or no sign),

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer and Lance Putnam

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VSTI by H. G. Fortune:
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Thanks to all who have helped and do support my work!

List of 128 waveforms supplied with Arrcis Gold Pro & Free

000 [ASo]AbstractArc	032 [ASr]InHrmDrill 4	064 [Syn]BigClassic	096 [XFx]Encoder
001 [ASo]AlienQuark	033 [ASr]InHrmSync	065 [Syn]BigSaw	097 [Xfx]Flashy
002 [ASo]ArcaneLoop	034 [ASr]Jaws	066 [Syn]BlueSync	098 [XFx]Florida
003 [ASo]FM-BellyF	035 [ASr]Slow	067 [Syn]Brasstrin	099 [XFx]Ghoulzone
004 [ASo]H2O-Phone	036 [ASr]Square	068 [Syn]BriteBras	100 [XFx]Hammering
005 [ASo]Nothync-H	037 [ASr]Sympho	069 [Syn]Chordy	101 [XFx]Infernal-rev
006 [ASo]OutWired	038 [ASr]SyncedOsc	070 [Syn]DigWaveX	102 [XFx]InTension
007 [ASo]SharpWob	039 [ASr]SynE04	071 [Syn]Drawbar	103 [XFx]Labyrinth4
008 [ASr]BellCave	040 [ASr]SynH03	072 [Syn]GrowlSpit	104 [XFx]Monkish
009 [ASr]CaveMaze	041 [ASr]SynH20	073 [Syn]HollowSaw	105 [XFx]NoiseFume
010 [ASr]DarkRealms	042 [ASr]SynZ13	074 [Syn]Overhome	106 [XFx]NoizMetal1
011 [ASr]DeepAbyss	043 [Cpl]DigiAtck	075 [Syn]Punched	107 [XFx]NoizMetal2
012 [ASr]Digitronic	044 [Cpl]DigiPad2	076 [Syn]SawsLotsOf	108 [XFx]NoizOne
013 [ASr]DistSync	045 [Cpl]DoublePad	077 [Syn]SawsSoftwide	109 [XFx]NoizTube
014 [ASr]FM-D035	046 [Cpl]EerieVox	078 [Syn]Sawyorg	110 [XFx]NoizWatery
015 [ASr]FM-F055	047 [Cpl]FullBrite	079 [Syn]SawyPulse	111 [XFx]OutSpace
016 [ASr]FM-F057	048 [Cpl]FullPad	080 [Syn]ShredSync	112 [XFx]RadioBad
017 [ASr]Fulldrive	049 [Cpl]GhostBreath	081 [Syn]Slurper	113 [XFx]RainCrackle
018 [ASr]IceCold	050 [Cpl]GhostChoir	082 [Syn]SoftyPad	114 [XFx]RoughBras
019 [ASr]India 2	051 [Cpl]GhostSpectr	083 [Syn]Strings	115 [XFx]RoughDigi
020 [ASr]Inharm-015	052 [Cpl]Infernal	084 [Syn]StringSect	116 [XFx]Scrapyard
021 [ASr]Inharm-032	053 [Cpl]Inferno	085 [Syn]Stringz	117 [XFx]ShiftinThru
022 [ASr]Inharm-045	054 [Cpl]MultiMorph	086 [Syn]Synced	118 [XFx]SloMind-r
023 [ASr]Inharm-213	055 [Cpl]MysticVox	087 [Syn]ThinSaw	119 [XFx]S'n'H-Blipps
024 [ASr]Inharm-282	056 [Cpl]Myths 1	088 [Syn]Wahish	120 [XFx]SomeWind
025 [ASr]Inharm-IX	057 [Cpl]PepeGoes	089 [XFx]Al Ham Bra	121 [XFx]SpectralDrv
026 [ASr]Inharm-V	058 [Cpl]Sitaric	090 [XFx]Aliens-r	122 [XFx]StepFlow
027 [ASr]Inharm-VI	059 [Cpl]SpaceAbyss	091 [XFx]BellMaze	123 [XFx]Suspense
028 [ASr]Inharm-XI	060 [Cpl]SynVocPad	092 [XFx]BellNoiz	124 [XFx]SyncInto
029 [ASr]InHrmDrill 1	061 [Cpl]VocNoVox	093 [XFx]CaveDrops	125 [XFx]TalkMaze
030 [ASr]InHrmDrill 2	062 [Syn]AtkDroney	094 [XFx]Demons-r	126 [XFx]Thundery
031 [ASr]InHrmDrill 3	063 [Syn]BigBroad	095 [XFx]DistOrgan	127 [XFx]Woodland

List of 128 waveforms supplied with the Pro version in bank 2 of the SF2 file

000 [Cpl]AiryVoices	032 [Cpl]SoftAtkPad	064 [Orc]LongOoouh	096 [Syn]HvyBrite
001 [Cpl]Aphrodisia	033 [Cpl]SparkleStr	065 [Orc]MegaStrngs	097 [Syn]LiteSync
002 [Cpl]Arcanasque	034 [Cpl]SparklyGls	066 [Orc]NoVocal	098 [Syn]LowXsaw
003 [Cpl]AtkWonder	035 [Cpl]Technoidon	067 [Orc]Organox	099 [Syn]MarimInkosi
004 [Cpl]Ayesha	036 [Cpl]TechQuyer	068 [Orc]OrgueStr	100 [Syn]Metallic
005 [Cpl]BellSpaceX	037 [Cpl]UltraFloat	069 [Orc]OuterChoirB	101 [Syn]Narronics
006 [Cpl]Crystallite	038 [Cpl]Unexpected	070 [Orc]PaddyBell	102 [Syn]Nasalic
007 [Cpl]Darkness	039 [Cpl]Voc2Syn	071 [Orc]SadFemale	103 [Syn]Nopia
008 [Cpl]DeepSpaceX	040 [Cpl]VoxPlus	072 [Orc]SpaceOrgan	104 [Syn]OmniSaw
009 [Cpl]Exotica	041 [Orc]Aaahhha	073 [Orc]StarStrngs	105 [Syn]PSynHit
010 [Cpl]FatOnFloor	042 [Orc]Aaahtificial	074 [Orc]Stringelized	106 [Syn]Purity
011 [Cpl]FLX-Aaahh	043 [Orc]AaaOhhhs	075 [Orc]Stringsys	107 [Syn]RhodesIsle
012 [Cpl]FLXAtkPad	044 [Orc]Asianic	076 [Orc]Superstr	108 [Syn]Roaring60s
013 [Cpl]FLX-SpklStr	045 [Orc]Aspiration	077 [Orc]Synphony	109 [Syn]SawsOff
014 [Cpl]FLX-Strgbrite	046 [Orc]Bellatrix	078 [Orc]Tubularity	110 [Syn]Saxorguitar
015 [Cpl]FlyingPad	047 [Orc]Blasomatrix	079 [Orc]UnOrganic	111 [Syn]Sharpening
016 [Cpl]Forlorn	048 [Orc]BowedStrs	080 [Orc]Voxodont	112 [Syn]Simplify
017 [Cpl]GlassBlojob	049 [Orc]BroadBras	081 [Orc]VoxOfNoise	113 [Syn]SpitBras
018 [Cpl]GlassFlute	050 [Orc]ClassicStrn	082 [Orc]WideStrngs	114 [Syn]StabMeUp
019 [Cpl]Guevercin	051 [Orc]Ensemblon	083 [Orc]WoodPipes	115 [Syn]Twinky 4
020 [Cpl]HadesLoop	052 [Orc]EthnicVoc	084 [Ryn]BariSync	116 [Syn]XPulsed
021 [Cpl]Haunted	053 [Orc]ExotAtck	085 [Syn]Bassical	117 [Sfx]FLX-PStorm
022 [Cpl]HyperVox	054 [Orc]FakeQuyer	086 [Syn]BelInharm	118 [Sfx]FXGameNoiz
023 [Cpl]Layer-X	055 [Orc]FatQuyer	087 [Syn]BriteFive	119 [Sfx]FX-Rattler
024 [Cpl]Layer-Z	056 [Orc]FatStringy	088 [Syn]Claviculi	120 [Sfx]InsideTube
025 [Cpl]Margalit	057 [Orc]gOrgantic	089 [Syn]Digitalis	121 [Sfx]LostInSpace
026 [Cpl]MircalePad	058 [Orc]Gorgue	090 [Syn]Distorter	122 [Sfx]NoiseBug
027 [Cpl]Morphomat	059 [Orc]HeavyOrgI	091 [Syn]DuoWave	123 [Sfx]RisingHigh
028 [Cpl]NTropic	060 [Orc]HeavyOrgIIb	092 [Syn]EyyYa	124 [Sfx]SamUnhold
029 [Cpl]OuterChoirA	061 [Orc]Huuoouh	093 [Syn]GoodLow	125 [Sfx]ShipLiftOff
030 [Cpl]Shena-org	062 [Orc]KS-FatBras	094 [Syn]Growly	126 [Sfx]Tunnellizer
031 [Cpl]SmearTape	063 [Orc]LongAhhh	095 [Syn]HiPassed	127 [Sfx]UnNatural

MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127)

Main Vol	= 7	LP:			
Direct-Pan	= 8	Cut	= 70 r		
Dly 1-Pan	= 10	Q	= 71 r	Amp	
Dly 2-Pan	= 11	A	= 72	A	= 92
Direct Lvl	= 12	D	= 73	D	= 93
Dly 1 Lvl	= 13	S	= 74	S	= 94
Dly 2 Lvl	= 14	R	= 75	R	= 95
Dly 1 Fdbk	= 15	Mod Src 1	= 76 r		
Dly 2 Fdbk	= 16	EG:LFOAmt	= 77 r		
Step TempoOffs	= 17	Mod Src 2	= 78	ModSrcLp:Hp	= 102 r
Step Gate Len	= 18 r	n.a.	= 79	ModSrc Byps	= 103 r
Step Soften	= 19 r			n.a.	= 104
		HP:		n.a.	= 105
Oscillators		Cut	= 80 r	BassEnh	= 106
		Q	= 81 r		
Mix 1:2	= 20 r	A	= 82	Spook Mod	= 107 r
ModSrc	= 21 r	D	= 83	Spook Q	= 108 r
Mix 3:4	= 22 r	S	= 84	Spook Mix	= 109 r
ModSrc	= 23 r	R	= 85	Mod Src Mod	= 110 r
Mix Step:Norm	= 24 r	Mod Src 1	= 86 r	Mod Src Mix	= 111 r
ModSrc	= 25 r	EG:LFOAmt	= 87 r		
		ModSrc 2	= 88 r		
Wav Sel 1	= 26 r	n.a.	= 89	n.a.	= 112
Wav Sel 2	= 27 r			n.a.	= 113
Wav Sel 3	= 28 r	Mix LP:HP	= 90 r	n.a.	= 114
Wav Sel 4	= 29 r	Filter Bypass	= 91 r	n.a.	= 115
				n.a.	= 116
OscMix Mode	= 30 r			n.a.	= 117
S&H Var	= 31 r			Step Num	= 118
GateLenModSrc	= 32 r			Step Var	= 119

r = used for Lazy system

Notes on Loading wave files

it is possible to load wavefiles (loops supported) directly into the Vsti serving as oscillators/soundsource with up to 24 Bit waves supported.



To load a wave file first click on the Source button then click on icon appearing (as shown above as example for Osc. 1) to get the file selector:
Anyway this feature is useful for testing wavefiles within the VSTi so you can do a quite easy selection of waves to be gathered into an SF2 file later as it is more convenient to switch between different waves rather than loading a wave from somwhere on your harddisk. Also this setting is stored und restored when loading that SF2 on next sartup again.

HINT: When storing a patch the location of the wavefiles loaded is stored as well in order to reload these when switching to that preset. So You should keep in mind that deleting wavefiles used within presets will lead to an error-message! **Due to this it is more advisable to use single patches stored as .fxp rather than complete banks stored as .fxb.** Worst case might be when loading a complete bankfile (.fxb) with stored information of files now deleted will lead to a whole bunch of errormessages. Now You know about it so it is up to You to take care in advance. So SF2 files are a better solution in handling a whole bunch of samples.

The wave file playing capability **is obviously not made to play drumloops, basslines or melodic loops** used typically by programs like Magix Music Maker (tm).

Tipps and Tools on using and processing SF2 files are in a zipfile available for download:
http://www.hgfortune-vsti.web44.net/public/SF2-Tips&Tools.zip

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Changes & enhancements may be made without prior notice and a grant that further editions will read patches from former version cannot be given.

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As of accompanying SF2 (soundfont files) - with registered version only! - You may use these in other applications too even modify these for personal use, but You are in no case allowed to make these files (original or modified based on waves supplied with my VSTi) available to others.