

Cortex

Virtual guitar amplifier

Information:

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Installation

Well, this is very easy. Just copy all .dll-files to your vst plugin directory or one of its subdirectorys.

When you (re-)start your host it should be avilable.

New in this Version:

- 64 Bit processing
- Small internal changes
- Vowler
- Notcher
- Simpler speaker controls
- Bug fix in Crazyator

What is this plugin?

Cortex is a virtual guitar amp. Unlike most other amp simulations Cortex doesn't try to emulate popular guitar amps, but creates it's own unique sound instead.

It doesn't contain any stomp box emulations. So you can use all stomp box emulations or even real stomp boxes in combination with Cortex. It doesn't contain any post effects, either. Normally you've other reverbs, eqs and the like, that are really good, which probably run on a DSP-card and consume less CPU than any effects that could be part of Cortex. This way you gain much more flexibility.

Cortex comes with a small expander. Because a guitar amplifier boosts the level a lot, noise can get really loud even with high quality equipment. Using an expander you can avoid unwanted sounds.

The expander is a separate plugin. So you can place it before other effects (e.g. virtual stompboxes). You can even use it without Cortex for other tasks. An expander is similar to a gate but with a soft transition from open to close. (The difference is the same as between a limiter and a soft-knee compressor).

As a bonus you get three further plugins. Crazyator is a flanger that can get a bit crazy. Notcher is a phaser-like effect. Vowler is something like a Wah-Wah, but instead of a single resonating Bandpass-Filter a Formant-Filter is used to create Vowel-like sounds.

Cortex itself consists of two plugins the amplifier and the cabinet simulation.

Controls (Cortex)

Preamp:

Here you can choose between four different preamps.

Gain:

Determines the amount of gain applied by the preamplifier stage.

Tube/SS:

You can smoothly fade between a tube and a transistor preamplifier. A tube-amplifier normally gives a warmer sound, while a transistor-amplifier gives a more aggressive sound.

Low, Mid, Mid Freq, High, Presence:

It behaves like you'd expect it from any guitar amplifier EQ. Mid Freq controls the center frequency of the middle band.

EQ:

Here you can choose between two different EQ-models.

Boost:

You can choose between no boost at all, a *bottom* boost, which gives you a fuller bottom, a *high* boost, which gives you a brighter, more aggressive sound or *full* which is a combination of both.

Volume:

Guess ;-)

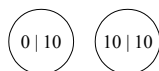
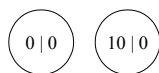
Quality:

In low-quality-mode Cortex consumes less power, but therefore it creates aliases in high-gain modes.

Controls (OldCab)

...:

The speaker system of Cortex is a bit more complex than that of other amps. You have four speakers. You can control each speaker's volume. The result is a mix of these four speakers. The volume is controlled by *Mix X* and *Mix Y*.



Additionally you can choose between one of 17 different speaker-types per speaker.

Quality:

In low-quality-mode OldCa consumes less power.

Controls (Expander)

Attack:

Determines how fast the expander opens. (It controls the compressor as well.)

Release:

Determines how fast the expander reduces the volume. (It controls the compressor as well.)

Compression:

This controls the amount of compression. This will be removed in future versions as it's a very bad and unflexible compressor.

Low, Medium, High:

Low reduces noise with a very small amplitude. Medium can reduce louder noises, but might affect the signal as well. If you have to use the high-parameter you should think about new equipment.

Controls (Crazyator)

Depth:

Determines the depth of the modulation.

MinDelay:

Controls the basic sound of the flanger.

Rate:

Determines the speed of the modulation.

Feedback:

Determines the feedback amount.

Filter:

Using this filter you can change the flanger's character.

Stereo:

Other than normal flangery you know this one uses two LFOs, one for the left and one for the right. In stereo-mode the right flanger runs at an higher speed than the left one.

Dry-Wet:

Mixes the unaffected and the modulated signal.

Gain:

At the output there is a small gain stage with a range of -6 to +6dB.

Controls (Vowler)

Vowel 1, Gender 1, Vowel 2, Gender 2:

Here you can choose the Vowels to be used and the gender of the Wah-Wah. E.g. you can 'wah' between a male "oo" and a female "ah".

BandWidth:

This changes the character of the formant-filter.

Attack, Release:

This determines the speed of how fast Vowler reacts to what you play.

MinThresh, MaxThresh:

Below the min-threshold the first vowel is used, above the max-threshold the second vowel is used.

Mix:

Here you can mix the affected signal with the original signal.