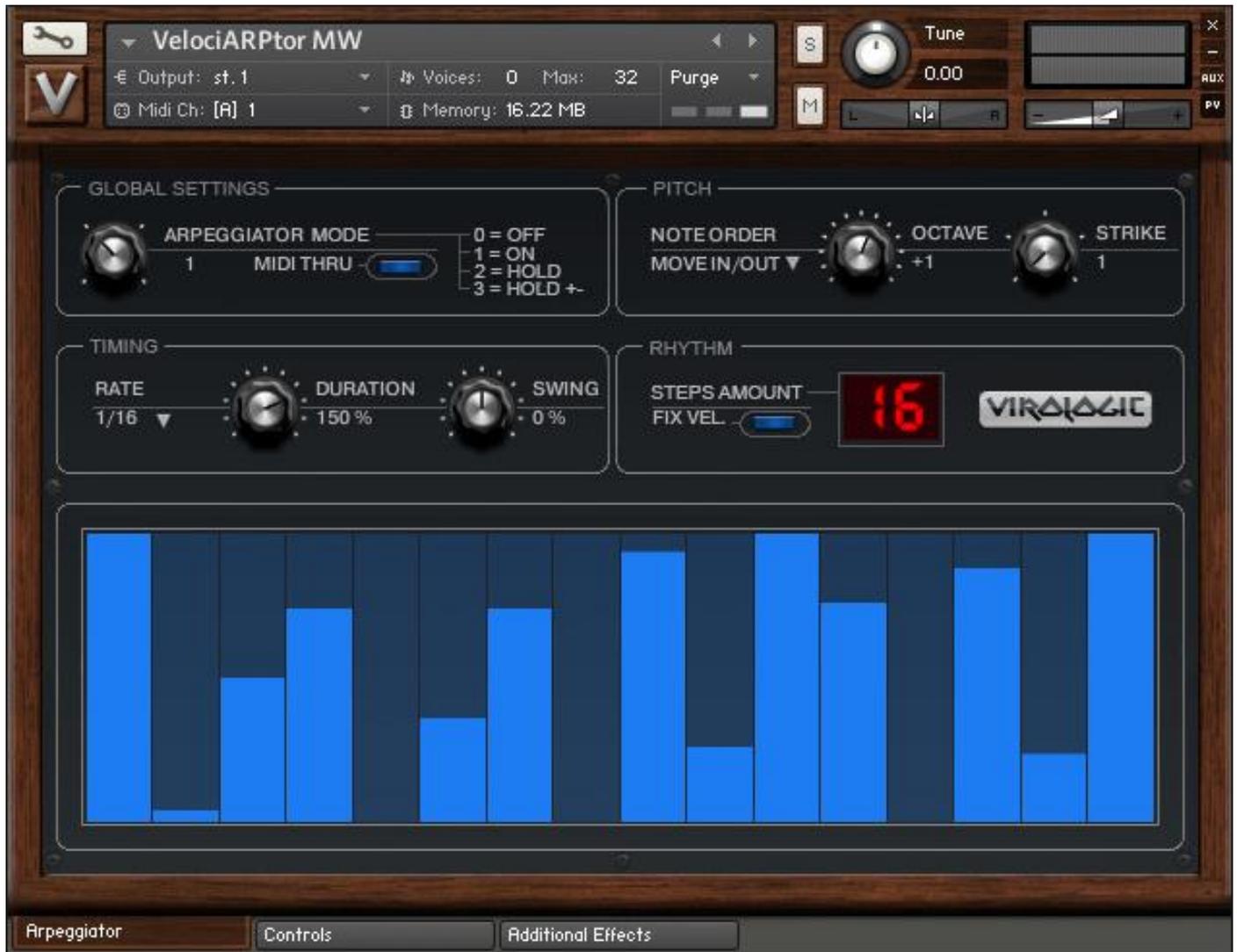


CL-PROJECTS – VIROLOGIC MANUAL



Arpeggiator Page

GLOBAL SETTINGS

ARPEGGIATOR MODE: Choose among three arpeggiator modes:

ON: Enables the normal arpeggiator mode.

HOLD: Will latch all played keys.

HOLD+-: Will latch all played keys and subsequently played keys will be added or taken away from the note buffer.

OFF: Turns the arpeggiator off.

MIDI THRU: When activated, played notes will be merged with the arpeggiated notes.

PITCH

NOTE ORDER Dropdown menu: Defines the pattern for the order in which notes are arpeggiated.

OCTAVE: Sets the octave displacement, i.e. the distribution of the arpeggio pattern in various octaves. The arpeggio pattern cycles from the played octave to the octave set upwards.

STRIKE: Sets the number of strikes of each note of the note buffer. When 'STRIKE' is set to any other value other than 1, each note of the note buffer will be repeated by the amount specified with 'STRIKE'.

TIMING

RATE Dropdown menu: Sets the rate of the arpeggiator.

DURATION: Sets the duration of the arpeggiated MIDI notes in percent. This will only change the length of the MIDI notes, not the volume envelope.

SWING: Offsets every other step by the specified amount in percent in order to create a swing feel. Positive values delay every other step, negative values push every other step forward.

RHYTHM

STEPS AMOUNT: Sets the number of steps of the rhythmic pattern.

FIX VEL: When enabled, played velocities are ignored and taken from the columns in the rhythmic grid. When deactivated, played velocities will be scaled by the columns of the rhythmic grid.

RHYTHM GRID: Sets the rhythmic pattern of the arpeggiated notes. The columns set the velocity of each note. If a column is set to 0, the step will not be played. The actual velocity depends on the 'FIX VEL' button, the length of the pattern can be set with 'STEPS'.

Controls Page



MAIN

VOLUME: Master volume control for this instrument.

PAN: Master pan control for this instrument.

TUNE: Changes the instrument's tuning in semitones, up to 12 semitones (one octave) up or down

FILTER

ATTACK: Adjusts the attack time of the filter envelope.

DECAY: Adjusts the decay time of the filter envelope.

SUSTAIN: Adjusts the sustain time of the filter envelope.

RELEASE: Adjusts the release time of the filter envelope.

AMOUNT: Adjusts the filter envelope amount.

RESO: Adjusts the resonance amount of the dynamic low pass filter. This filter is modulated by the filter envelope.

CUTOFF: Adjusts the cutoff frequency of the dynamic low pass filter. This filter is modulated by the filter envelope.

AMPLIFIER

ATTACK: Sets the attack time of the volume envelope.

DECAY: Sets the decay time of the volume envelope.

SUSTAIN: Sets the sustain time of the volume envelope.

RELEASE: Sets the release time of the volume envelope.

MONO MODE: Choose among three mono modes: 'On' will always trigger a new sample, 'Legato' does not trigger new samples, 'Offset' will trigger a new sample with a sample start offset, determined by the length of the previous held note and 'Offset' only works in sampler mode!

NOTE PRIORITY Dropdown Menu: Defines which note is played when releasing a key, while a different note is held. Only available when 'KEY-UP' button is enabled.

KEY-UP: If activated, notes are triggered upon release while other notes are being held.

PORTAMENTO

MODE: Two portamento modes. When 'Auto' is selected, only legato played notes will be played portamento.

TIME: Sets the glide time between notes when Portamento is on. With 'REL' is enabled, the glide time will increase with the note interval, otherwise the glide time will stay constant regardless of the interval.

REL: When selected, the glide time will increase with the interval.

UNISONO

VOICES: Adjusts the number of voices played when pressing a key.

DETUNE: Adjusts the detuning between voices.

SPREAD: Adjusts the panorama spreading between voices.

3-BAND EQ

FREQ: Choose the frequency at which boosting or cutting will appear.

BAND: Sets the width of the frequency band in octaves to be boosted or cut.

GAIN: Controls the amount of boost at positive values, or the amount of cut at negative values.

CHORUS

DEPTH: Sets the amount of LFO modulation applied to a signal. Higher amounts result in a stranger chorusing effect.

SPEED: Sets the speed of the LFO modulating the signal.

PHASE: Adjusts the phase difference between the two LFO's that drive the left and right stereo channels.

RETURN: Sets the effect mix going to the main output.

Additional Effects Page



CONVOLUTION REVERB

PRE-DLY: Determines the room size by setting the length of the effect. Higher values simulate larger rooms, lower values smaller rooms.

E.SIZE: Changes the length of the impulse sample up to 150% and down to 50% of it's original length.

ELP: Attenuates frequencies above the chosen cutoff frequency.

EHP: Attenuates frequencies below the chosen cutoff frequency.

L.SIZE: Changes the length of the impulse sample up to 150% and down to 50% of it's original length.

LLP: Attenuates frequencies above the chosen cutoff frequency.

LHP: Attenuates frequencies below the chosen cutoff frequency.

RETURN: Sets the effect mix going to the main output.

DELAY

TIME: Determines the interval in milliseconds between hearing the straight signal and the first delay of the delayed signal.

DAMP: Reduces the high frequencies in the delayed signal. With feedback applied, each successive echo has progressively lower high frequency response.

PAN: Setting a value higher than zero results in a panning effect where each consecutive echo alternates between the left and right channel. The higher the value, the greater the stereo spread.

FDBCK: Sends a portion of the output back into the input of the delay line, which creates repeating echoes. A value of 0 produces one echo, higher values give multiple echoes.

RETURN: Sets the effect mix going to the main output.

FLANGER

DEPTH: Determines the amount of LFO modulation. Higher values make the flanger effect stranger.

SPEED: Sets the speed of the LFO modulating the signal.

PHASE: Adjusts the phase difference between the two LFO's that drive the left and right stereo channels.

FDBACK: Routes the processed signal back to the module's input. Higher values create a sharper, more intense effect.

RETURN: Sets the effect mix going to the main output.

PHASER

DEPTH: Determines the amount of LFO modulation. Higher values make the phaser effect stranger.

SPEED: Sets the speed of the LFO modulating the signal.

PHASE: Adjusts the phase difference between the two LFO's that drive the left and right stereo channels.

FDBACK: Routes the processed signal back to the module's input. Higher values create a sharper, more intense effect.

RETRN: Sets the effect mix going to the main output.

ROTATOR

SPEED: Switches the speed of the rotating speaker. Choose between slow and fast.

BALANCE: Sets the ratio of the sound produced by the rotating speaker's high frequency horn compared to the low frequency woofer. Higher values produce more highs, lower values more bass.

DIST.: Edits the distance between the virtual microphones and the rotating speaker. Higher values increase the distance.

AC.HIGH: Adjust how quickly the rotors of the treble parts of the cabinets will react to speed changes. At the right-most position, the speaker will change it's speed instantly.

AC.LOW: Adjust how quickly the rotors of the bass parts of the cabinets will react to speed changes. At the right-most position, the speaker will change it's speed instantly.

MIX: Controls the effect's strength. Turn fully clockwise to hear the rotating speakers only.

GAIN: Sets the module's output level.

DISTORTION

DRIVE: Determines the amount of distortion applied to the sound. Higher values increase the distortion effect.

DAMP: Reduces the amount of high frequencies which have been added by the distortion algorithm. This parameter works like a lowpass filter.

GAIN: Sets the module's output level.

STEREO

SPREAD: Sets the width of the stereo field. Negative values close it in until at full counter clockwise, the signal becomes mono. Positive values push the stereo spread outward.

PAN: Adjust the panning of the stereo field.

GAIN: Sets the module's output level.