d16 group
AUDIO SOFTWARE

GODFAZER

ADVANCED MODULATION UNIT

User Manual

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Requirements

Software and hardware requirements of the product

Windows PC

OS version	Windows 7 or newer
CPU	3.4 GHz SSE (Multicore 4.0 GHz recommended)
RAM	8 GB (16 GB Recommended)
Software	VST2 / VST3 /AAX compatible host application (32bit or 64bit)

Apple Mac

OS version	OS X 10.13 or newer
CPU	Intel based 3.4 GHz (4.0GHz recommended), Apple M1
RAM	8 GB (16 GB Recommended)
Software	AU / VST2 / VST3 / AAX compatible host application (64bit!)

Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.

Preliminary information

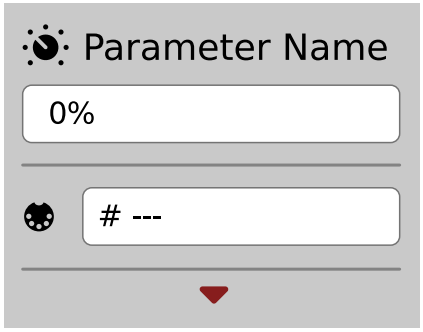
This chapter contains general advice for using the plug-in's interface.

To do a right-click on macOS with single button mice:

Either use your **mouse click** while holding the **CTRL key** on your keyboard or use **two fingers** on your **touchpad**.

Checking the value of a parameter

Right-click on any parameter to check its value in its context menu:



A parameter's context menu

Note: It's currently not possible to enter a precise value in the input box; it's just to check the value.

Fine-tuning continuous parameters

Tweak a control (knob) while holding the **CTRL key** (on **Windows**) or **Apple CMD** key (on **macOS**) - this will make the tweaking more precise while moving the mouse pointer up and down.

Double-click to reset a continuous parameter's value

Double-clicking on a parameter restores its value to the initial state, either default (right after loading the plug-in / loading it along a project file) or from the most recently loaded preset.

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

  Alternatively you can hover with mouse pointer over the display to show **Prev** / **Next** buttons for fast navigation.
- **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 **LFO**s 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 *Elka Syntex* – Preset 1
Chorus Syntex2	Chorus effect modelled on the *Elka Syntex* – Preset 2
Chorus Syntex3	Chorus effect modelled on the *Elka Syntex* – Preset 3
Ensemble ARP Classic	Double **LFO** (fast and slow), triple delay line (all controlled by the two **LFO**s) ensemble modelled on the *ARP Solina*. **Depth** and **Speed** are fixed
Ensemble ARP Thin	Double **LFO** (fast and slow), single delay line (controlled by the two **LFOs**) ensemble modelled on the ARP *Solina*. **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 *Yamaha RA-200* rotary speaker, set to *Fast*
Rotary RA200 Slow	Emulation of the classic *Yamaha RA-200* rotary speaker, set to *Slow*
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:

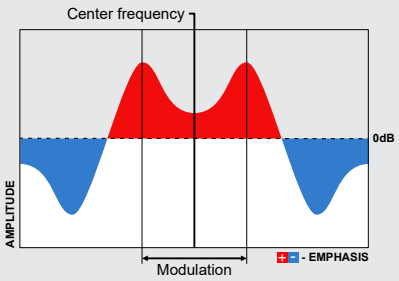
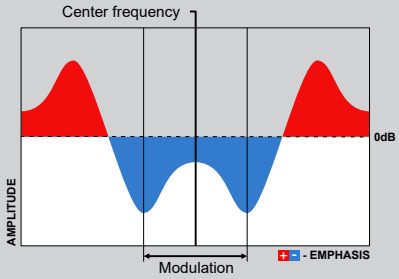
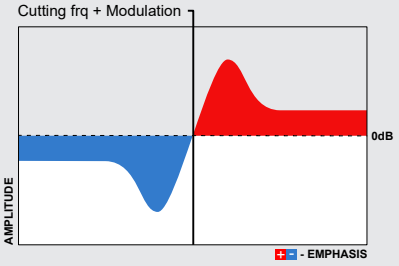
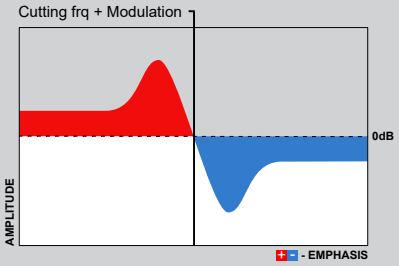
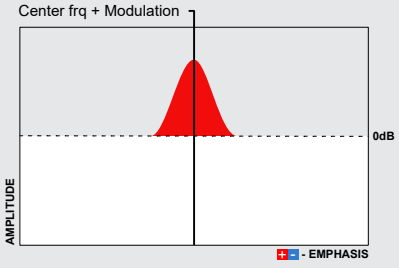
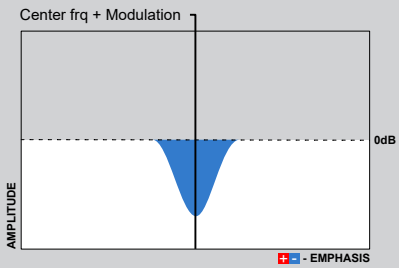
- Click the text field at the top to select a **Filter type**

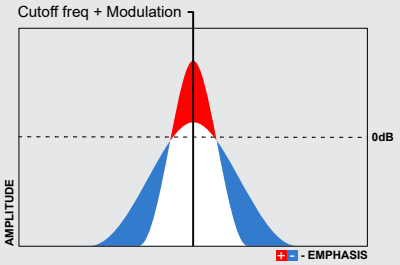
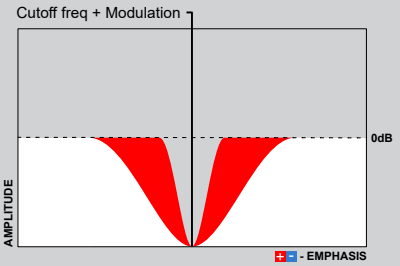
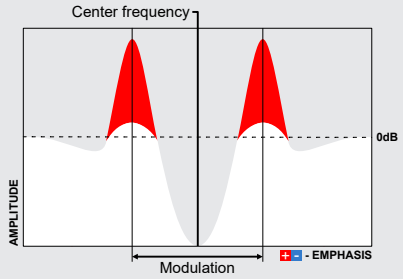
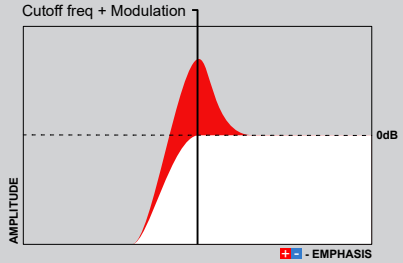
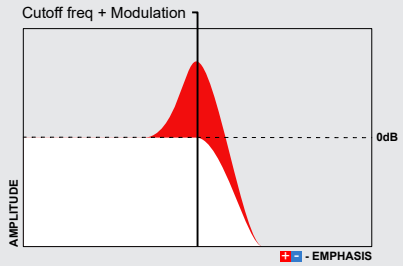
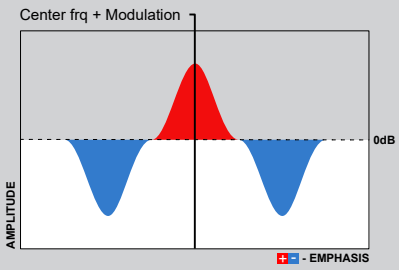
Selecting the Filter type

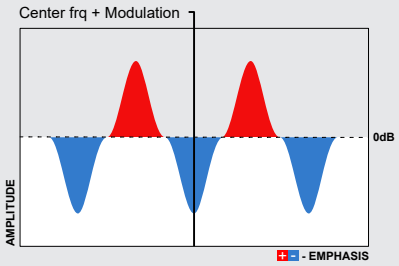
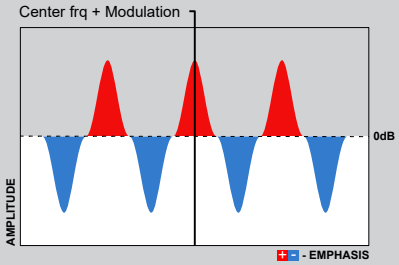
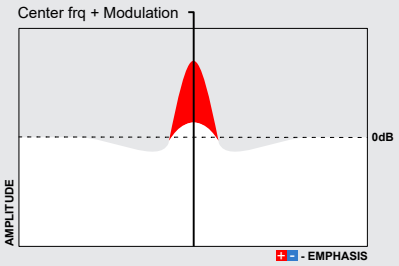
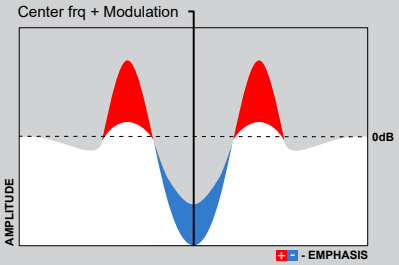
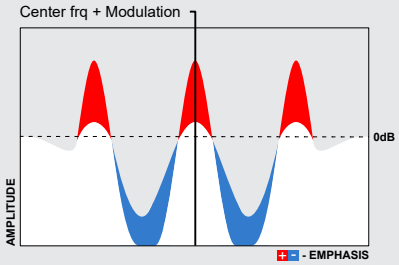
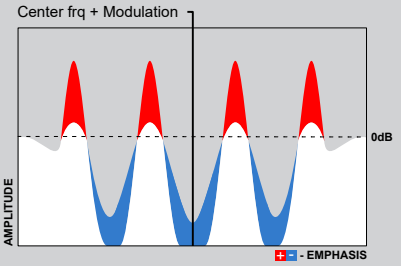
  Alternatively you can hover with mouse pointer over the display to show **Prev** / **Next** buttons for fast navigation
- **Frequency** – Controls the *cutoff* or *center frequency*, depending on the selected model.
- **Emphasis** – Adjusts the filter's *resonance/gain*, depending on selected model.
- **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 - Mod Value)*.

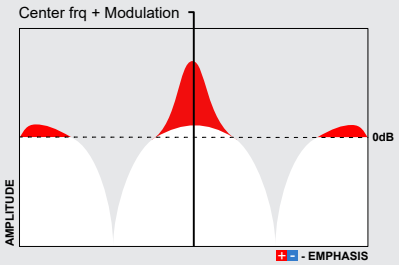
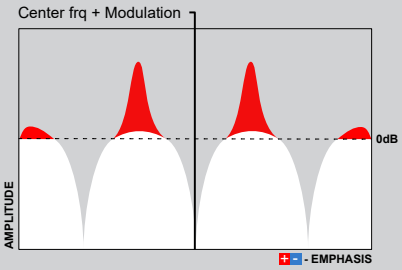
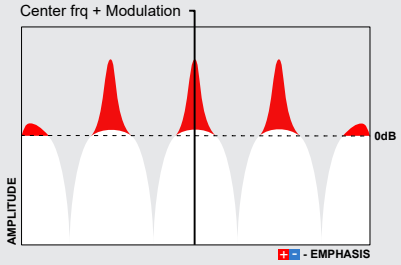
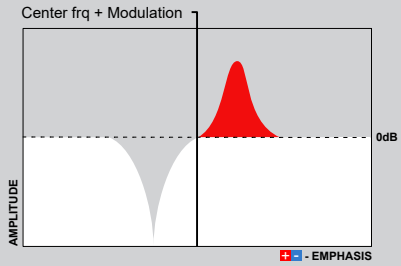
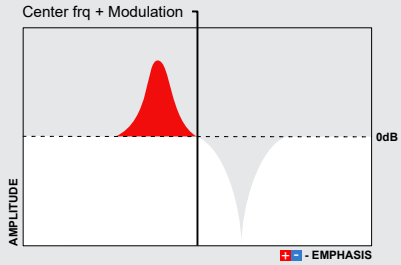
Filter models

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 *center frequency,* 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 *center frequency*, 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.	
EQ High Shelf	*High-shelf* filter with **Emphasis** applying boost above the cutoff and attenuation below. The **Frequency** and **Mod 1/2** knobs control and modulate the filter *cutoff frequency.*	
EQ Low Shelf	*Low-shelf* filter with **Emphasis** applying attenuation above the cutoff and boost below. The **Frequency** and **Mod 1/2** knobs control and modulate the filter *cutoff frequency*.	
EQ Peak +	*Peaking* EQ filter with **Emphasis** controlling boost. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency.*	
EQ Peak -	*Peaking* EQ filter with **Emphasis** controlling attenuation. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*.	

Model name	*Description*	*Frequency response*
Filter BP 24dB	*Band-pass* filter with **Emphasis** controlling bandwidth. The **Frequency** and **Mod 1**/2 knobs control and modulate the filter *cutoff frequency*.	
Filter BR 24dB	*Band-reject* filter with **Emphasis** controlling bandwidth. The **Frequency** and **Mod 1/2** knobs control and modulate the filter *cutoff frequency*.	
Filter Formant	Generic *formant* filter with **Emphasis** controlling clarity and **Mod 1/2** modulating the distance between two formants. The **Frequency** knob controls the *center frequency*.	
Filter HP 24dB	*High-pass* filter with **Emphasis** controlling resonance. The **Frequency** and **Mod 1/2** knobs control and modulate the filter *cutoff frequency*.	
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 *cutoff frequency*. Each variant has its own colorization and character.	
Phaser 3 Peaks	4-stage peak *phasing* filter. The **Frequency** and **Mod 1/2** knobs control and modulate the center *frequency*. **Emphasis** controls the *feedback* amount.	

Model name	*Description*	*Frequency response*
Phaser 5 Peaks	6-stage peak phasing filter. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*. **Emphasis** controls the *feedback* amount.	
Phaser 7 Peaks	8-stage peak phasing filter. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*. **Emphasis** controls the *feedback* amount.	
Phaser 1 Pole	1-pole phasing filter. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*. **Emphasis** controls the *feedback*.	
Phaser 2 Pole Close **Phaser 2 Pole Wide**	2-pole phasing filter. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*. **Emphasis** controls the *feedback*. 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 *center frequency*. **Emphasis** controls the *feedback*. The variants differ in the frequency spread of the poles.	
Phaser 4 Pole Close **Phaser 4 Pole Wide**	4-pole phasing filter. The **Frequency** and **Mod 1/2** knobs control and modulate the *center frequency*. **Emphasis** controls the *feedback*. The variants differ in the frequency spread of the poles.	

Model name	*Description*	*Frequency response*
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 center *frequency*. **Emphasis** controls the *feedback*. 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 *center frequency*. **Emphasis** controls the *feedback*. The variants differ in the frequency spread of the poles.	
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 *center frequency*. **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 center *frequency*. **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 *center frequency*. **Emphasis** controls the amount of boost.	

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

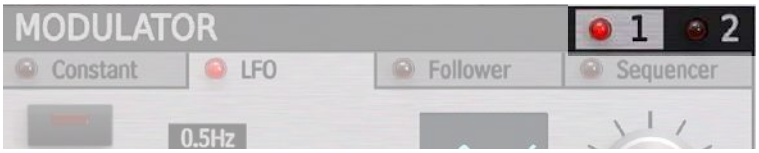
***Note** that the output volume levels (ie, the actual signal energy) of some models don't correspond strictly to their depicted frequency responses because of the normalization process that's part of the **Multi Filter** module.*

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

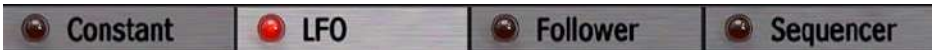
To switch between the two **Modulators** for editing, click the **1** and **2** LEDs in the title bar:



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

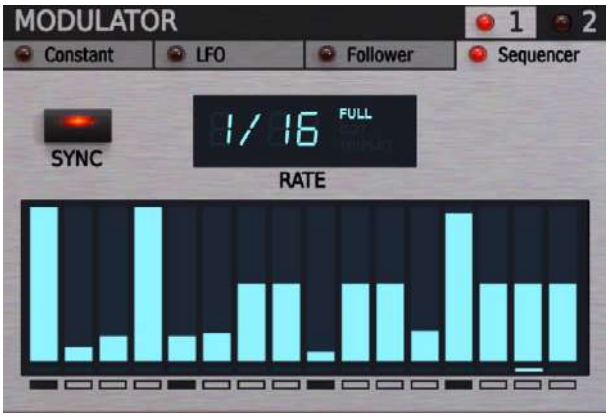
The **Envelope follower Modulator** tracks the amplitude of the input signal and uses it to generate a control signal for modulation of the **Multi Filters.**

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:

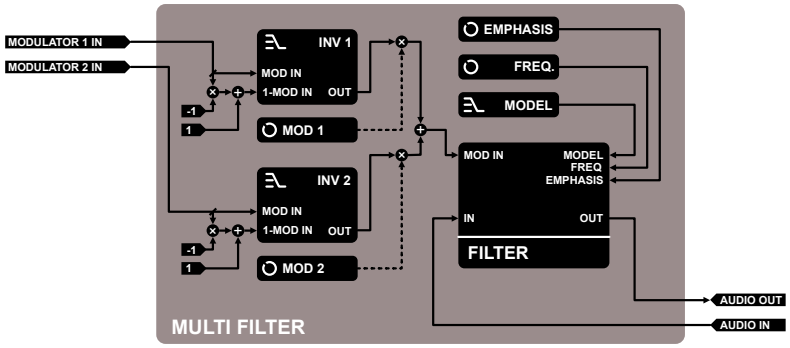
- **Full** – The effective rate is **equal** to the **Rate** note value.
- **Dotted** – The effective rate value is **one and a half times** the duration of the **Rate** note value.
- **Triplet** – The effective rate is **two** thirds the duration of the **Rate** note value.

- **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.



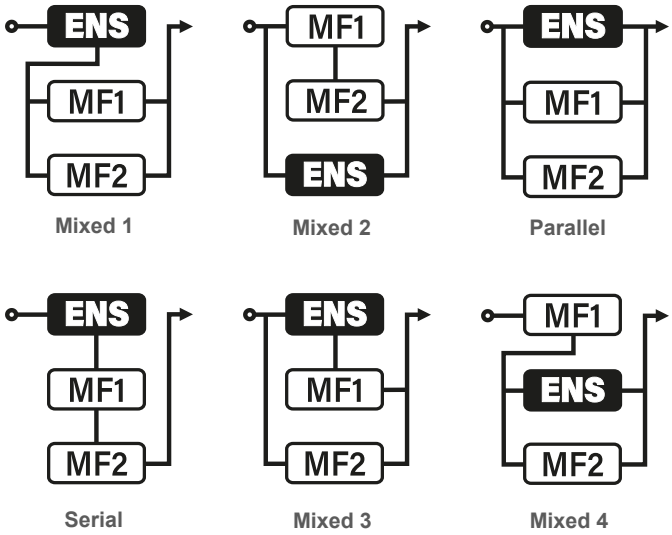
A routing schematic showing how the two Modulators control each Multi Filter

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:

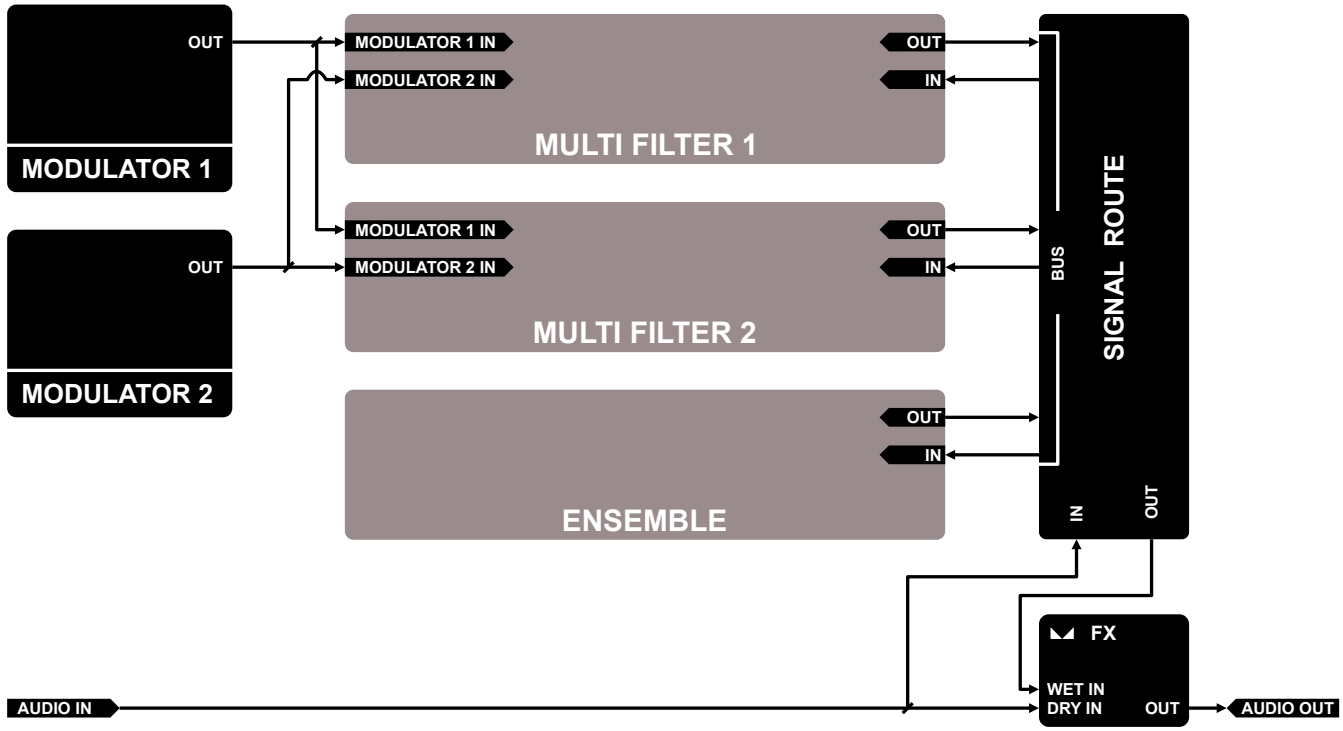


The six topologies available in Godfazer

- **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 from **Factory** content and user ones, are stored as files in proper locations on the disc. Each time a plug-in instance is loaded into a project, these locations are scanned and the presets found there are consolidated into a single linear structure (list) in the **Preset Browser.**

Browsing presets

The **Preset management section** (no matter what kind of preset it concerns) enables quick navigation and browsing of the preset structure:

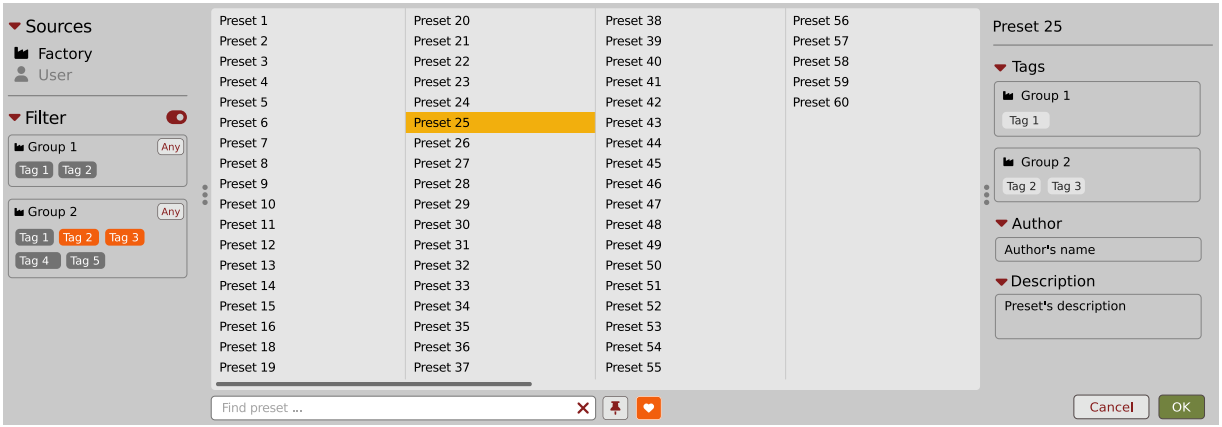
The Preset management section

- **PRESET** - Displays the name of the currently loaded preset. Clicking the display opens the **Preset Browser** panel, allowing you to browse factory / user presets.
- **Prev / Next** - Hovering over right side of the **Preset** display exposes the **Prev / Next** buttons:
  They allow for linear browsing of the presets list (depending on currently set filters - see sections below).
- **Save** ▶ - Saves current parameters as a new preset or allows for overwriting of the existing one (see sections below).

Right-clicking over the **Preset** display opens a context menu with two or three additional options:

- **Init** - Restores initial settings of plug-in parameters.
- **Reload** - Reloads the most recently loaded preset.
- **Save** ▶ – See description above.

The **Preset Browser** looks as follows:



The Preset Browser

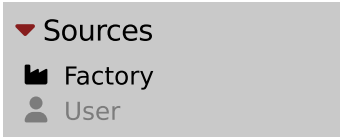
There are four main parts:

- **Sources** - Situated in the left column, filter content **Sources** for displayed presets.
- **Filter** - Below **Sources**, a preset **Filter** that uses the **Tags** system.
- **Results** - List of presets (shown in the middle column) from **Sources** that meet criteria set in the **Filter**.
- **Info pane** - The right column shows information about the currently selected preset(s), divided into several subsections.

▶ If available - For some preset types this button can be hidden and accessible from the contextual menu (accessible via right mouse-click on **Preset display**)
▶ If available

Sources

In this section, you can choose a **Source / Source(s)** that you want to browse presets from.



Preset Sources

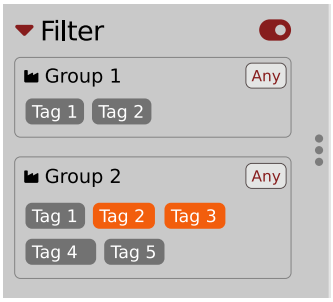
There are two resources to choose from:

- **Factory** - Delivered together with the plug-in and cannot be modified (read-only).
- **User** - Created by the user and can be freely modified or shared with other users.

Choosing any of them will cause the results to narrow to the presets from one resource.

Filter

The section below is the **Filter**, which represents a preset filtering system using **Groups** and **Tags** to browse the content.



The Filter section

Groups and tags

Each **Preset** is described by a few common **Groups**. Within each of them there may be one or more **Tags** from a particular set.

The Filter group

Presets from the **Factory** resource were assigned **Groups** and **Tags** when they were created.

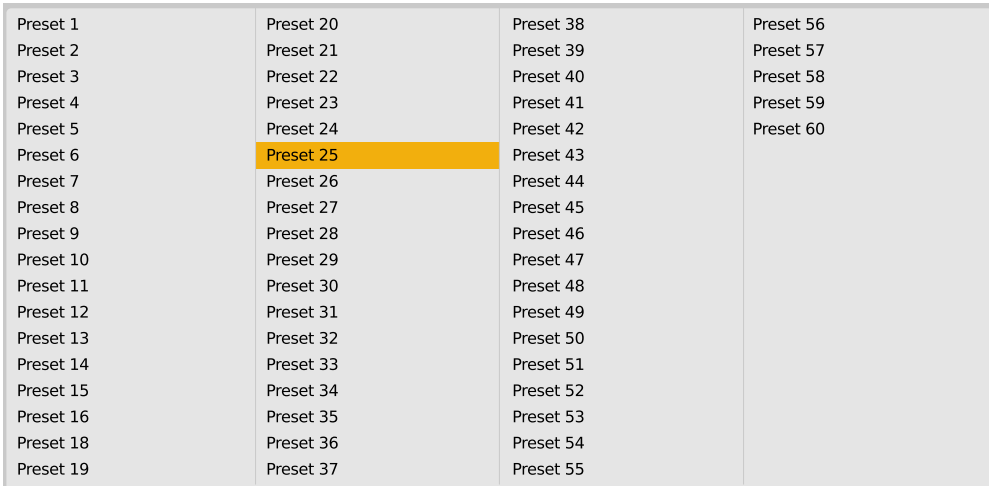
Groups and **Tags** describe the content clearly, taking into account the plug-in's purpose.

Editing of the **Groups** and **Tags** for **Factory** content is limited. User presets can be described with the same **Groups** and **Tags** as **Factory** content, or you may define additional **Tags** within factory **Groups** and even create your own **Groups** with your own **Tags** to describe your own presets.

The only limitation is that a user cannot remove factory **Groups** or **Tags** from **Factory** content.

Results

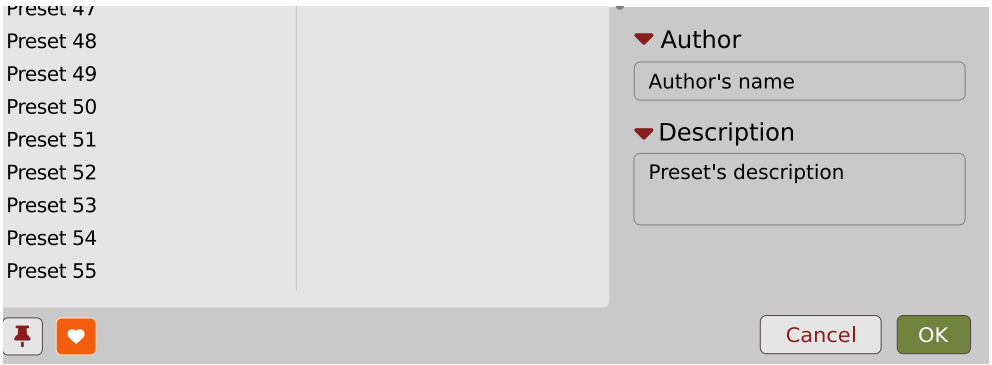
This is a list of presets from chosen **Sources** that meet the filtering criteria. The basic function of this section is to browse and load presets. It can also be used for editing, which is described later.



The Results list

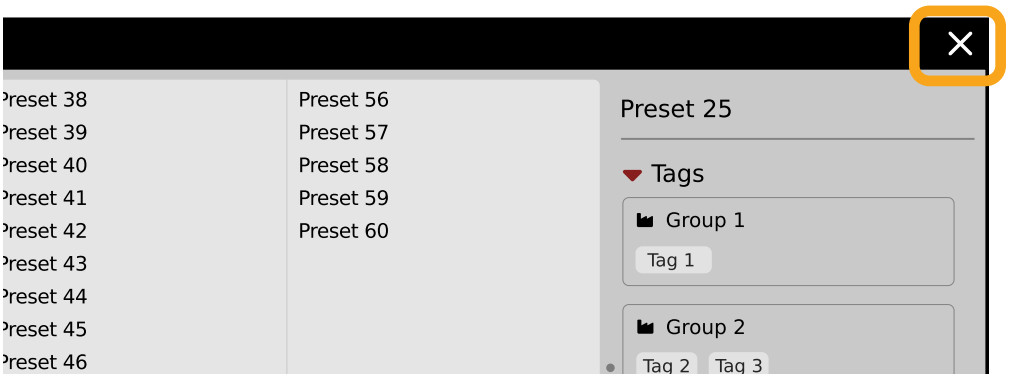
- **Click** any name to choose and load the preset.
- **Double-click** the name to choose, load the preset and close the browser.

Hitting the **OK** button confirms loading a preset and closes the browser. Using **Cancel** closes the browser but reverts all parameter changes that loading a new preset might have caused.



The OK and Cancel buttons in the browser

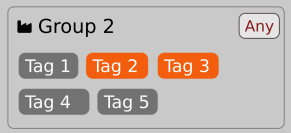
Using the **X** icon has the same effect as the **OK** button:



Close Browser window

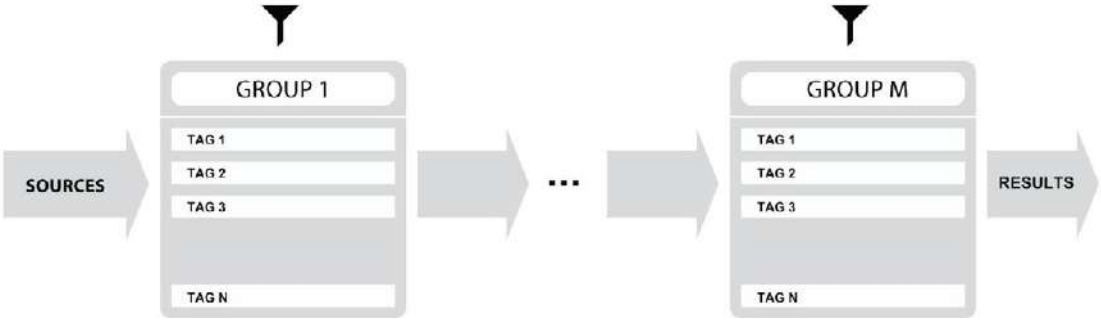
Preset filtering using Groups and Tags

The **Filter** section contains **Groups** of **Tags**. Each Group is represented by a rectangle with the **Group** name + set of **Tags** inside.



Group 2 with two tags set (Tag 2 and Tag 3)

The filtering process cascades from top to bottom. This means that all presets available in the selected **Sources** are filtered by selected **Tags** from the first **Group** (uppermost one), then the **Group** below and so on, until filtered by the last active **Group** (the bottom one).

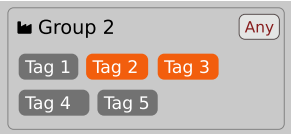


Preset Filtering with the use of Groups

The result of the cascade filtering process is listed in the middle column, the **Results** / presets list section. You can also consider the **Results** list as an intersection of preset sets, found by filtering through every individual **Group**.

Basic Actions

Tags work as toggle buttons. Click to *activate / deactivate* a **Tag**; a gray background color means that the **Tag** is inactive, and orange means that the **Tag** is *active*.



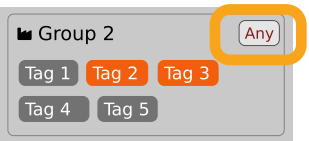
Group 2 with two tags set (Tag 2 and Tag 3)

If at least one **Tag** in a **Group** is active, then the **Group** (filter) also becomes active, otherwise the **Group** chosen doesn't affect the filtering process at all.

Group operator

When a single **Tag** is active in a **Group**, only presets having that **Tag** set are displayed in the **Results**.

If two or more **Tags** in a **Group** are active, the **Results** depend on the **Operator** chosen for the **Group**:



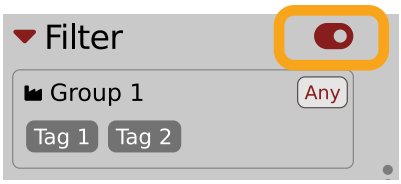
A Group operator

The **Operator** button works in toggle mode and offers a choice of two alternative **Operators** for the **Group**:

- **Any** [1] - Means that a preset is shown in the **Results** when the preset includes at least one of the active **Tags** from the **Group**.
- **All** [1] - Means that a preset is shown in the **Results** only when the preset includes all active **Tags** from the **Group**.

Filter enable / disable

You can quickly enable / disable the **Filter** using the toggle switch in the top-most section of the **Filter:**



An On/Off switch for a Group Filter

Other types of filtering

Searching by name

Alternatively, you can look for a preset by entering its name or just a piece of its name into the **Find preset** field:

The Find preset input

The **Results** are refreshed on-the-fly and they work together with the other filters.

Using the **X** icon clears the entire field:

Clearing the search field

Filtering Favorite presets

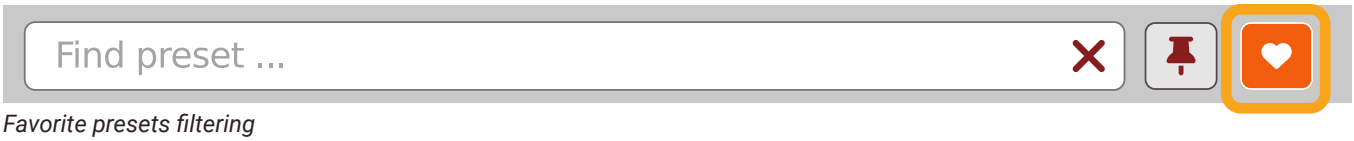
You can mark presets as a **Favorite** by clicking the **Heart** icon while hovering on preset name [2]. You can unmark presets by clicking the icon again (toggle mode):

Setting a preset as a Favorite on the list

[1] Logical OR between Tags in the Group
[2] Logical AND between Tags in the Group
[3] It's allowed for every **source** (**factory** or **user**)

The flag is stored globally, meaning that a **Favorite** preset will be accessible as such from every other instance of the plug-in ▶.

Once you have your **Favorite** presets flagged, you can quickly filter them using the toggle button with a **Heart** icon on it:

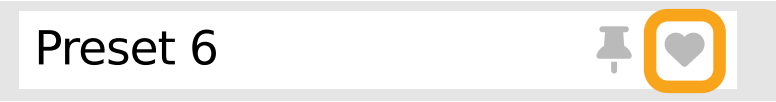


Favorite presets filtering

If the button is active, then only **Favorite** presets will be shown (considering all remaining filters).

Filtering Pinned presets

You can **Pin** one or more presets using the **Pin** icon while hovering over a preset name ▶. You can unpin a preset by clicking the icon again (toggle mode):



Pinning a preset on the list

Unlike **Favorites**, this flag works locally and it's stored with the project file (not global config), so **Pins** are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

But, similarly to **Favorites**, you can easily filter presets using the toggle button with the **Pin** symbol on it:

Pinned presets filtering

If the button is active, then only **Pinned** presets will be shown (considering all remaining filters).

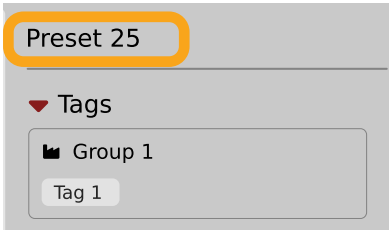
▶ Sometimes project or plug-in reload may be required
▶ It's allowed for every **source** (**factory** or **user**)

Info pane

The column to the right shows information about the selected preset or presets. It also provides access to some of the preset editing functions.

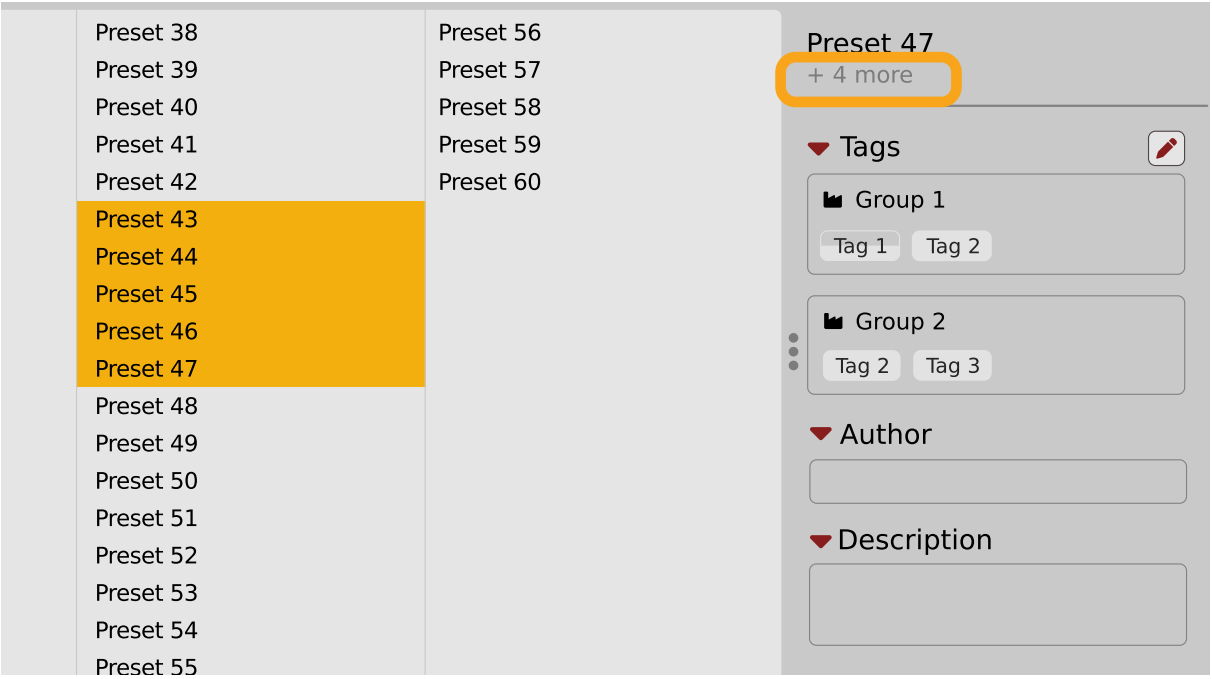
The Info pane

There's a preset name at the top.



The Preset name in the Info pane

Additionally, if you've selected more than one preset there's information about how many more have been selected:



Selecting more than one preset

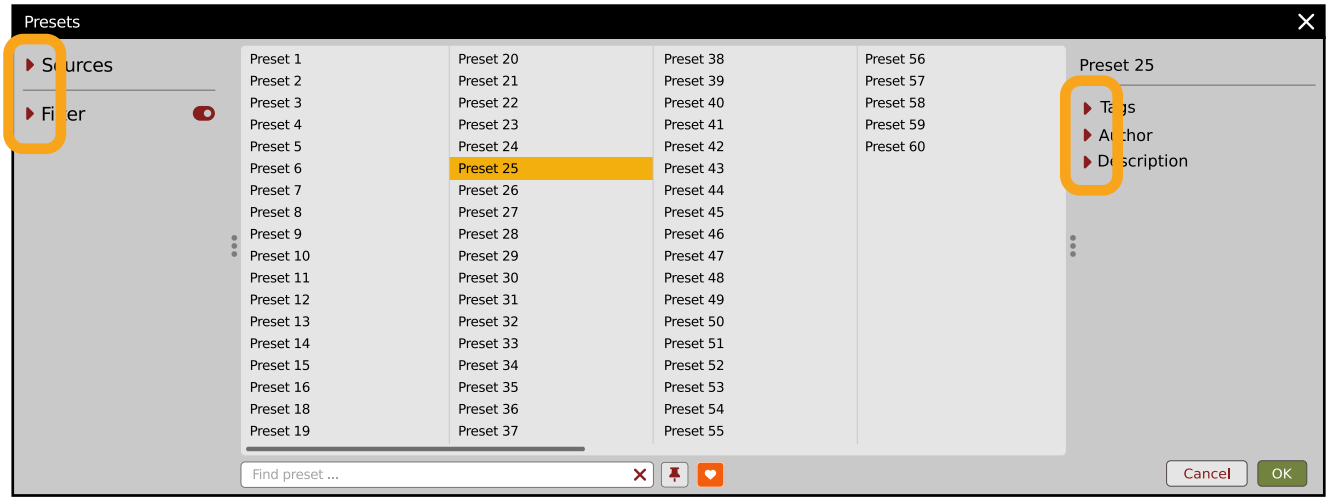
Below the preset(s) name there are few common sections describing selected presets:

- **Tags**
- **Author**
- **Description**

Browser's visual adjustments

Folding sections

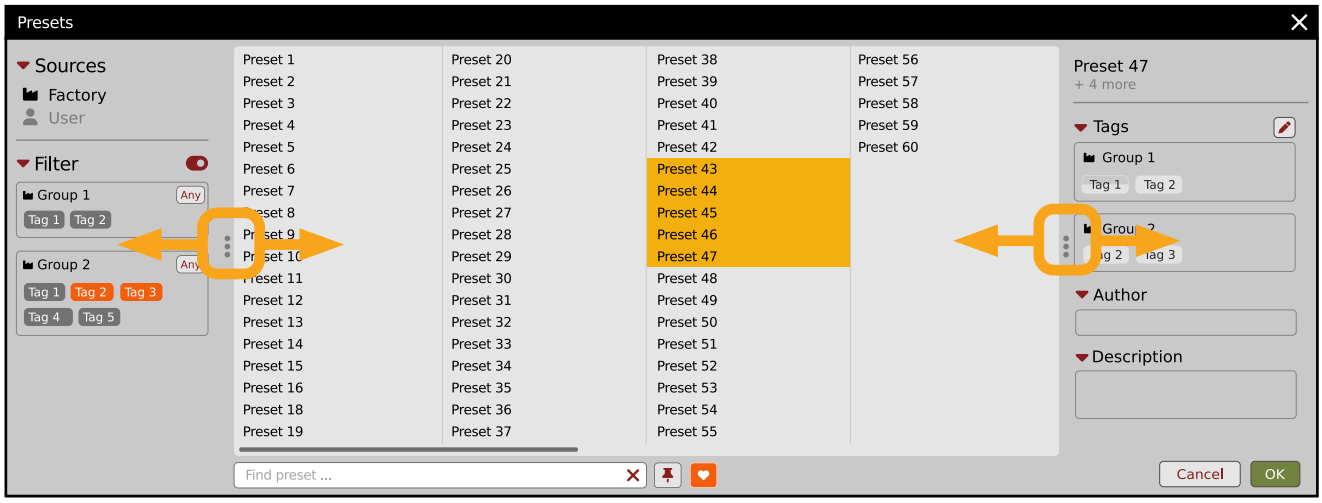
If you don't need to see the contents of every section / subsection, you can fold some of them up using the **Caret** icons:



Sections folded up

Resizing columns

You can use the three-dotted handles to change a column's width to your preference.



Resizing Browser columns

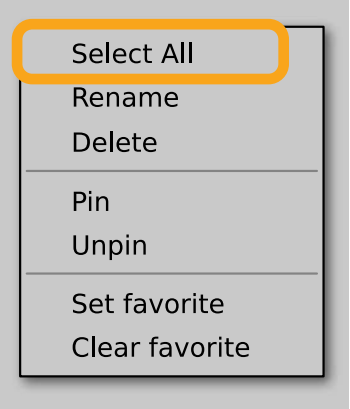
Editing presets

You can perform certain actions on presets, such as adjusting **Groups** and **Tags**, deletion, renaming the presets as well as their export or import. One should bear in mind, however, that some operations are only allowed on user presets but not on **Factory** content.

Preset selection for Edit

Some operations can be done on more than one preset, so you're allowed to select more than one preset at once; in the **Results** section, you can choose a preset or a set of presets in the following ways:

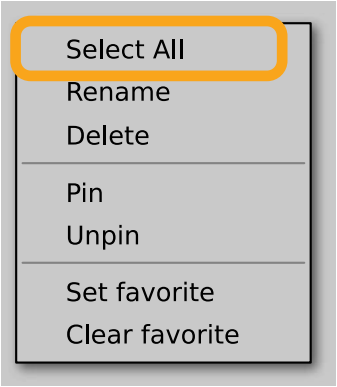
- **Click a preset** - Selects (and loads) one preset from the list.
- Win (Ctrl + **Click the preset**), Mac (Cmd ⌘ + **Click the preset**) - Adds another preset to an already chosen preset or a set of presets.
- *Shift* + **Click the preset** - Selects a range of presets from the last chosen preset to the preset clicked with the *Shift key*.
- Right-Click on any **Preset** in the **Results** section and choose the **Select All** option - this selects all presets:



Selecting all presets

Preset renaming

On a selected preset ◘, right-click to open the context menu and select the **Rename** option:

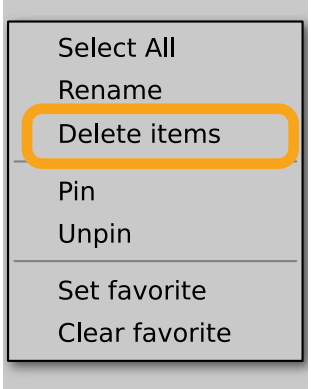


Preset renaming

◘ The option is available only for individual presets and won't work on a selection of two or more presets.

Preset deletion

Once you have selected one or more presets, right-click to open the context menu and select the **Delete items** ▶ option:



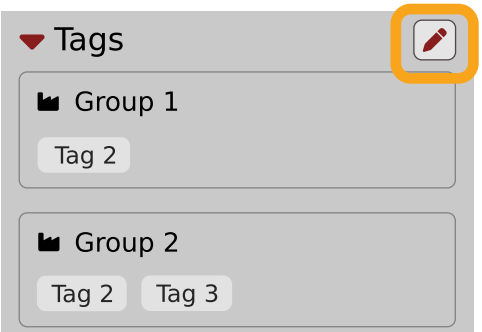
Deleting presets

Alternatively, you can use the **Trash bin** button in the **Info pane** to delete selected presets:

The Trash bin button

Tags editing

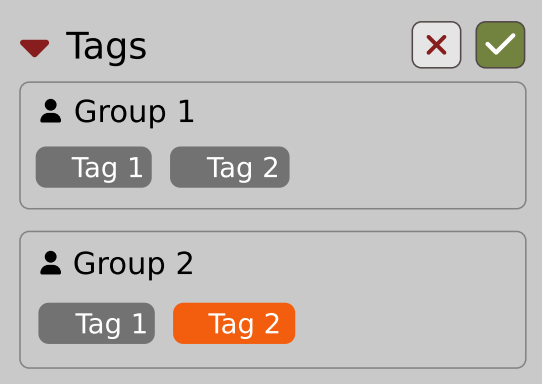
When you select a preset or presets to change their tags, click the **Pencil** button next the **Tags** section in the **Info pane** to enter **Edit mode** for the **Tags**:



Entering the Tag edit mode

▶ Or **Delete** option (depending on how many presets have been selected).

With the **Edit mode** enabled, you will see all possible **Groups** and **Tags** available for the preset(s):

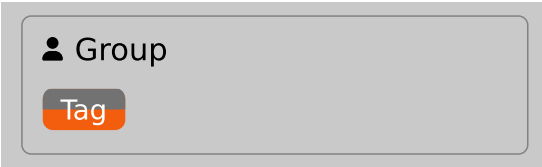


The Tag Edit mode

Tag buttons work in toggle mode, much like filtering. Clicking them either sets or erases a **Tag** for a chosen preset. If a **Tag** is set for a preset, it is indicated by an orange background color, whereas if a **Tag** is not set, it has a gray background color.

If you choose multiple presets with existing tags, **Tag** buttons will appear orange if a specific **Tag** appears in all selected presets, and gray if it appears in none.

When a specific **Tag** is set only for a few of the selected presets, it appears as half-gray and half-orange.



Tags appearing only in part of selection

Changing the **Tag** status for one or more chosen presets sets or erases this **Tag** in all these presets. A status change is signaled by an **Asterisk** to the left of a **Tag**.

A Tag with a status change

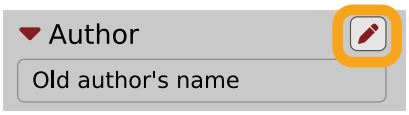
Tag buttons highlighted in half-gray and half-orange color (where **Tag** values across the highlighted presets aren't all the same) workin a three-state system when switching between states; they turn gray if you erase the **Tag** for all selected presets, orange if you set the **Tag** for all selected presets, and return to half-gray and half-orange if the selected items remain unchanged or are returned to their initial state.

Potential changes have to be confirmed using the **OK / Cancel** buttons at the top part of the **Tags** section:

Confirmation buttons in the Tags section

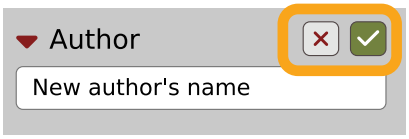
Author editing

When you select a preset or presets to change the **Author**, click the **Pencil** button next the **Author** section in the **Info pane** to enter the **Edit mode** for the **Author** field:



Editing Author

Once you've finished editing the field, confirm the operation using the **OK / Cancel** buttons:

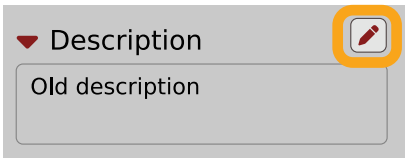


Confirming Author editing

This operation is possible for user content only.

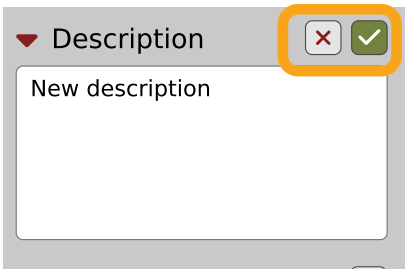
Description editing

When you select a preset or presets to change the **Description**, click the **Pencil** button next the **Description** section in the **Info pane** to enter the **Edit mode** for the **Description** field:



Editing Description

Once you've finished editing the field, confirm the operation using the **OK / Cancel** buttons:

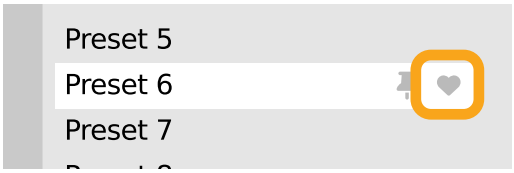


Confirming Description editing

This operation is possible for user content only.

Setting presets as Favorites

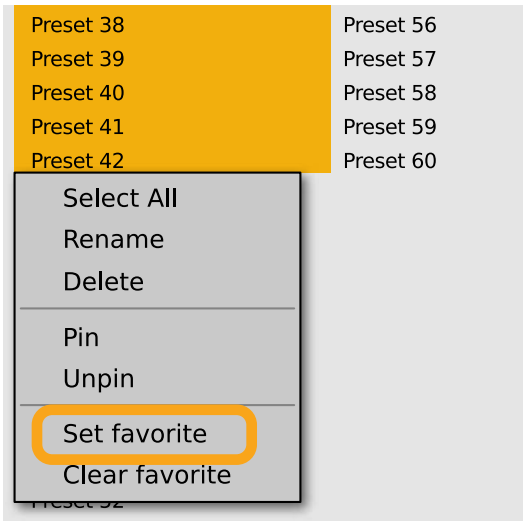
As described in the chapters above, you can mark a preset as a **Favorite** by clicking the **Heart** icon while hovering over the preset name:



Setting a preset as a Favorite

The flag is stored globally, meaning that a **Favorite** preset will be accessible as such from every other instance of the plug-in [1] .

It's also possible to perform the operation for a selection of presets. After you select the desired presets in the **Results** window, right-click on the presets to open a context menu:



Setting Favorite presets from the context menu

And select the **Set favorite** option.

To clear **Favorite** flags for the selection of presets, use the **Clear favorite** option instead.

Pinning presets

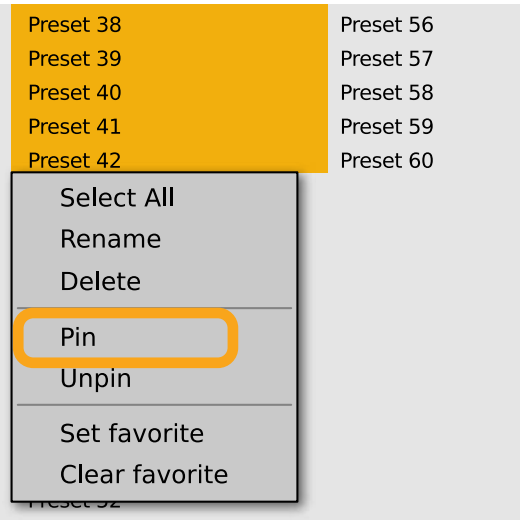
You can **Pin** one or more presets using the **Pin** icon while hovering over the preset name:

Pinning a preset

Unlike **Favorites**, this flag works locally and it's stored with the project file (not globally). This means the **Pins** are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

[1] Sometimes a project or plug-in reload may be required

It's also possible to perform the operation for a selection of presets. After selecting the desired presets in the **Results** window, right-click on the presets list to open the context menu:



Pinning presets from selection

And select the **Pin** option.

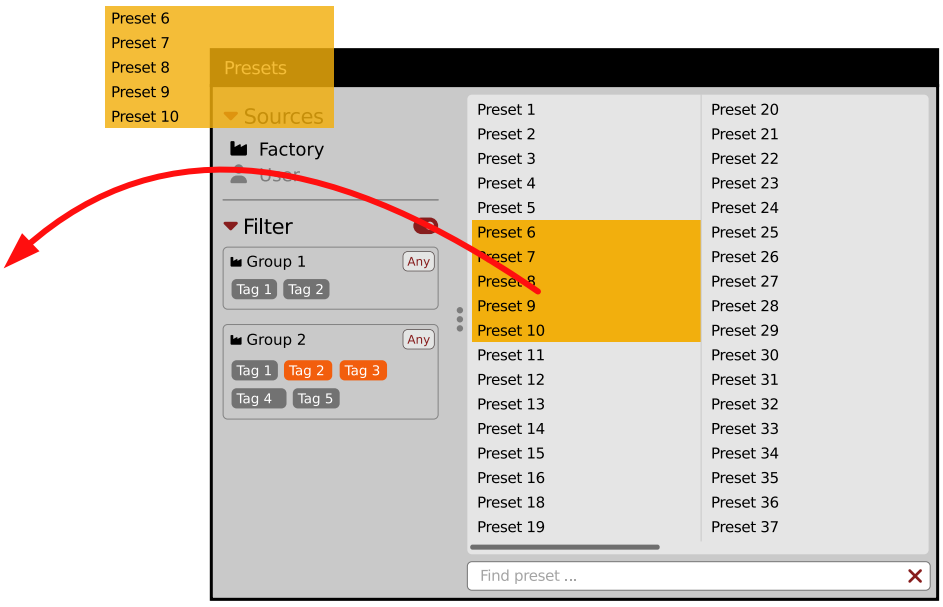
To clear the **Pin** flag for a selection of presets, use the **Unpin** option instead.

Preset exchange

If you want to make a backup, or exchange a preset with a collaborator, you can export / import selected presets.

Export

Select a preset or presets that you're going to export and drag-and-drop them outside your DAW into a location you'd like to store them:

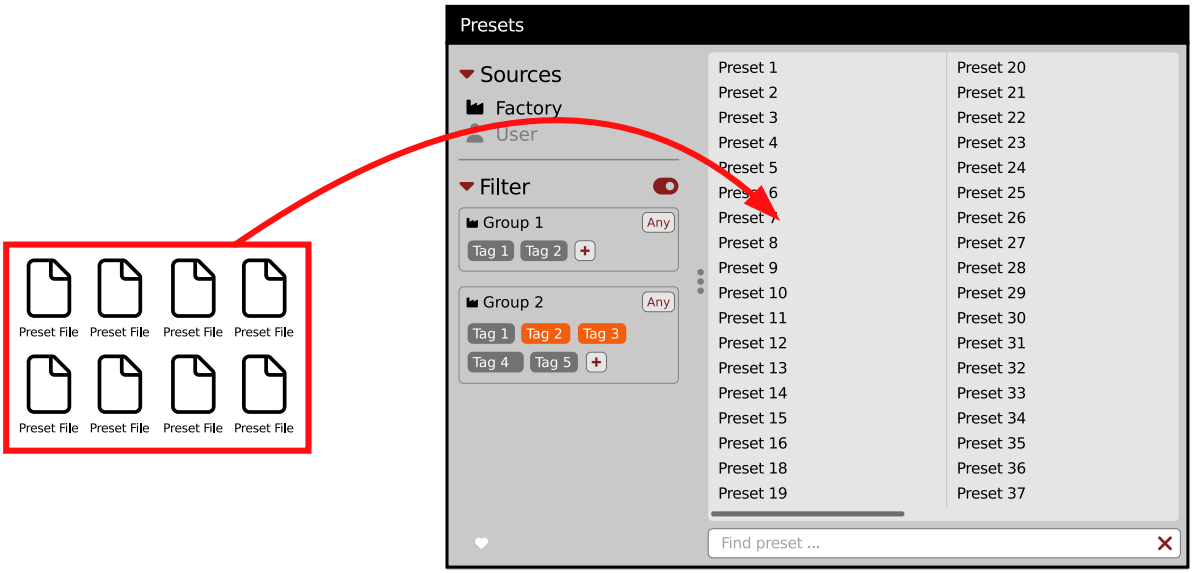


Exporting presets

The presets will be saved as individual files (one per preset) in the plug-in's native format.

Import

If you'd like to import preset files, you can drag-and-drop preset files from where they're stored, into the preset browser:



Importing presets

They will be automatically imported as user presets.

Importing Patterns

Specifically within the **Pattern browser,** it's possible to import:

- Native **Phoscyon 2** patterns.
- Banks from legacy versions of the plug-in (**Phoscyon 1.x**) - which will be accessible as alternative **Sources**, after you drag-and-drop them into the **Browser**.
- Patterns from *Audiorealism ABL 2* or *3* instruments - which will be included in **User** patterns after import.

Creating custom Tags and Groups structure

Adding custom Tags

Users are allowed to add their own custom **Tags** to both their own content and factory content. To add a new **Tag** to an existing filter **Group**, click over the **Group's** name to pull down a menu and select the **Add Tag** option ▶:

Adding a new Tag

You can do this either in the **Info Pane** (right column, while the **Tag edit** mode is enabled) or **Filter** (left column).

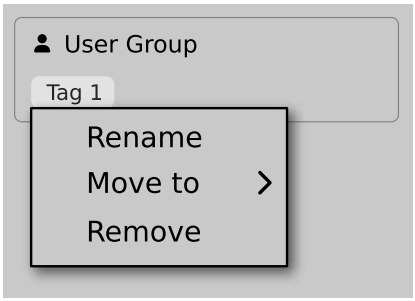
▶ This operation is allowed for a user's Groups only

Editing custom Tags

There are a few edit options available for a user to perform on their own **Tags**, which are available by right-clicking a **Tag's** name in the **Filter** section:

The Filter section

You will see a context menu with all the available options:



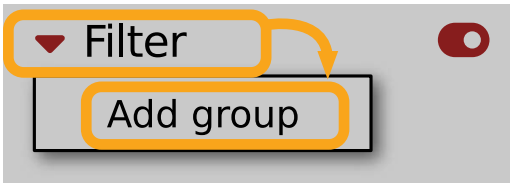
Editing options for a user Tag

- **Rename** - Changes the name of a **Tag**.
- **Move to** - Moves a **Tag** to another **Group**.
- **Remove** - Deletes a **Tag**.

The menu is accessible only for a user's own **Tags**.

Adding custom Groups

You can add a custom filter to **Groups** by clicking the **Filter** label and selecting the **Add Group** option from the pull-down menu:



Adding a user Group

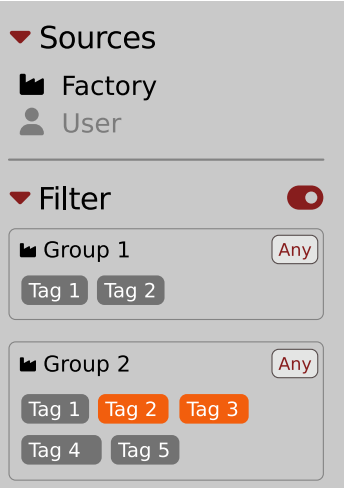
From here, you can add **Tags** to that newly created **Group** (see above), or move ◘ **Tags** from other **Groups**.

You can also add a custom filter to **Groups** in the **Info Pane** (right column) or **Filter** (left column).

◘ You can only move user Tags

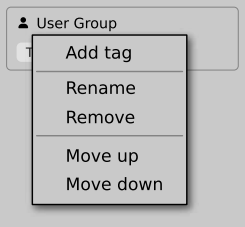
Editing custom Groups

There are a few edit options available for a user to perform on their own **Groups**. Click on a **Group's** name in the **Filter** section:



The Filter section

You will see a context menu with the following options:



Edit options for a user Group

- **Add Tag** - Adds a new tag to the **Group** (described earlier).
- **Rename** - Changes the **Group's** name.
- **Remove** - Deletes the **Group**, possible only when all **Tags** in the **Group** have also been removed.
- **Move up** - Moves a **Group** up in the **Filter**. Possible unless the **Group** is already the topmost one.
- **Move down** - Moves a **Group** down in the **Filter**. Possible unless the **Group** is the last one.

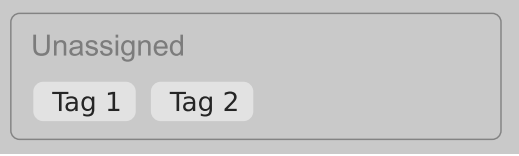
These operations are possible only on user **Groups**.

Groups in the **Filter** are ordered with **Groups** from **Factory** content first, then user groups below.

You can edit user **Groups** in either the **Info Pane** (right column, while **Edit mode** for **Tags** is enabled) or **Filter** (left column).

Unassigned Tags

When you receive content from a collaborator who uses different **Tags** and **Groups**, some Tags may show as **Unassigned**. This happens if the filter structure made by a preset's author is different.



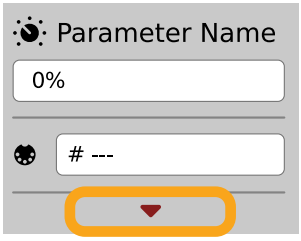
Unassigned Tags

You can move the **Tags** across your **Groups** to make them fit your scheme, or re-tag the collaborator content entirely.

Configuration

MIDI Learn

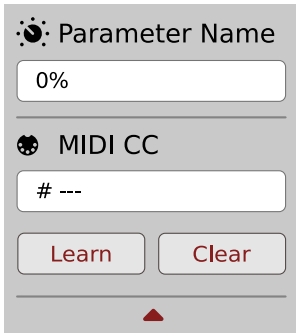
Right-click any plug-in parameter to open the context menu:



A context menu

Left-clicking outside the menu area closes it automatically.

Clicking the bottom arrow expands the menu and displays all available options:

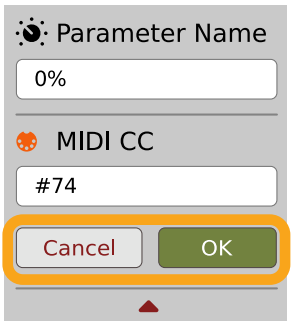


An expanded context menu

Linking a parameter to MIDI CC

The **Learn** function enables a quick assignment of physical controllers (from a MIDI controller) to plug-in parameters.

1. Click the **Learn** button to put the plug-in into a pending state before moving any MIDI CC controller.
2. Once the CC is recognized, click **OK** to save the change or click the **Cancel** button to restore the previous setting.

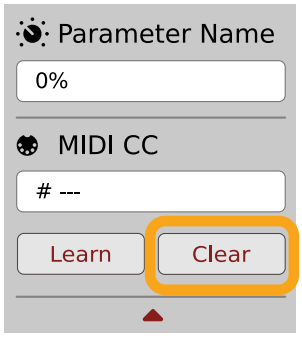


Linking a parameter to MIDI CC

Unlinking a parameter from MIDI CC

You can also delete a MIDI CC code attributed to a parameter from the context menu:

1. From the context menu, click the **Clear** button:

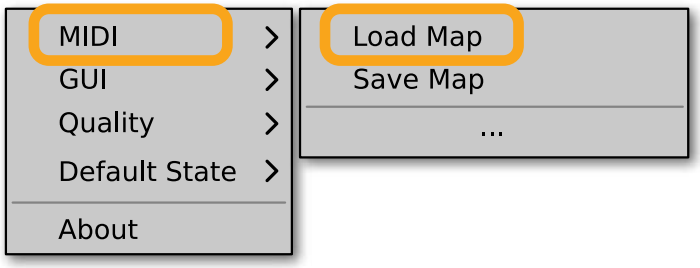


The Clear MIDI CC button

2. Then confirm using the **OK** button.

Loading / Saving a MIDI CC Map

These options are available in the **MIDI** submenu, accessible under **Cog** icon in the left-upper corner:

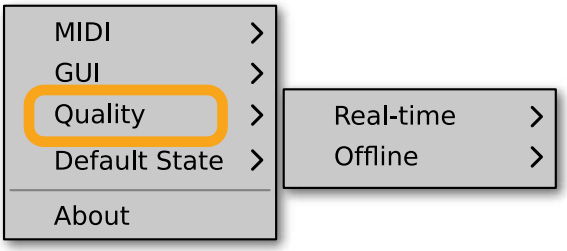


The Load Map and Save Map options

- **Save Map** - Saves the current MIDI CC map to a file.
- **Load Map** - Loads a MIDI CC map from a stored file.

Quality settings

The **Quality** submenu under **Cog** icon in upper-left corner allows to choose sound quality for **Real-time** or **Offline** modes.

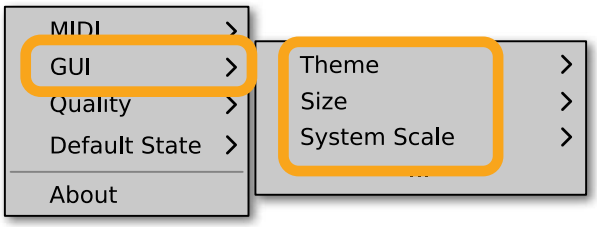


Quality settings

The higher the quality, the bigger the impact on the CPU.

GUI

The **Size**, **System Scale** and **Theme** options are accessible from **GUI** submenu under **Cog** icon in upper-left corner of the plug-in. With these, you can adjust look of the plug-in, according to the pixel density and resolution of your screen:



The GUI Size and System Scale options

Size

This option lets you choose one of several default skin sizes to best match the plugin to the resolution of your computer monitor.

System Scale

System Scale controls the rescale factor for the whole plug-in. For the best visual results, you should set it to the exact value from your system settings (screen properties).

Theme

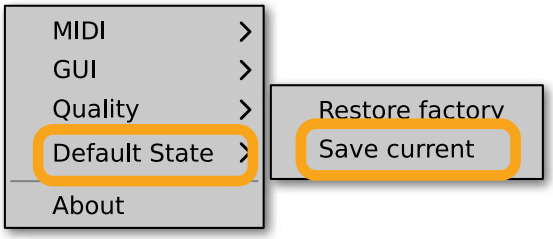
The **Theme** allows you to choose skin color variant according to your preference

Default Settings

You can save your current settings so that the plug-in will default to them for each new instance, or restore the plug-in to load with its factory settings.

Changing default settings

1. Click the **Cog** icon in the left-upper corner of the plugin.
2. Go to the **Default State** submenu and choose the **Save current** option.



Changing the default state of the plug-in

With this option, the current plug-in state will be saved as the default / initial state for when you insert a new instance of the plug-in.

The plug-in state includes: sound parameters (default preset), views, preset filters, sound quality settings, loaded / created MIDI CC map and GUI settings.

Restoring factory defaults

To return the default state for new instances to factory settings:

1. Click the **Cog** icon in the left-upper corner of the plugin.
2. Go to the **Default State** submenu and choose the **Restore factory** option.