SAMPLE BASED ROMPLER MANUAL

version 1.1.2

device by Turn2on Rack Extension Developer

http://turn2on.ru

Introduction

Turn2on Meteora is a new software sample based Rompler for Reason Propellerhead.

Meteora have quality sample-based elements (created with hardware analog and virtual analog synths). Flexibility scheme of our rompler with 14-FX section, filters, convolution reverbs help You build in minutes very warm interesting sound. Synthesizer may have warm, slim, distorted and very clean sounds.. You can take from device aggressive leads, bass, pads, drum-shots, organs and much more. Meteora - combine flexibility and fast workflow as easy to use RE instrument. All You need with Meteora - a little time to experiments with sound. Also we use 10 impulses in Convolution section, they make sound of device very interesting. Quality Impulses emulate few presets from well-known hardware fx-processors.

So, why we called our rompler "Meteora"? It take very fast results. Experiments with it open new sounds in your music Universe!

Master Panel

Pitch Bend: **This standard wheel is used for pitch notes. Range of this wheel you can set with Pitch Range knob (max to -1/+1 octave).**

Mod Wheel: **Modu;lation wheel control some functions of device as Cutoff and Tune parameters.**

Glide: **Key relative to previous key.**

Octave: **Octave shift knob for all instrument (-2/-1/0/+1/+2 octaves).**

Tune: **Tuning for the whole instrument.**

Pan: **Panoram for the whole instrument.**

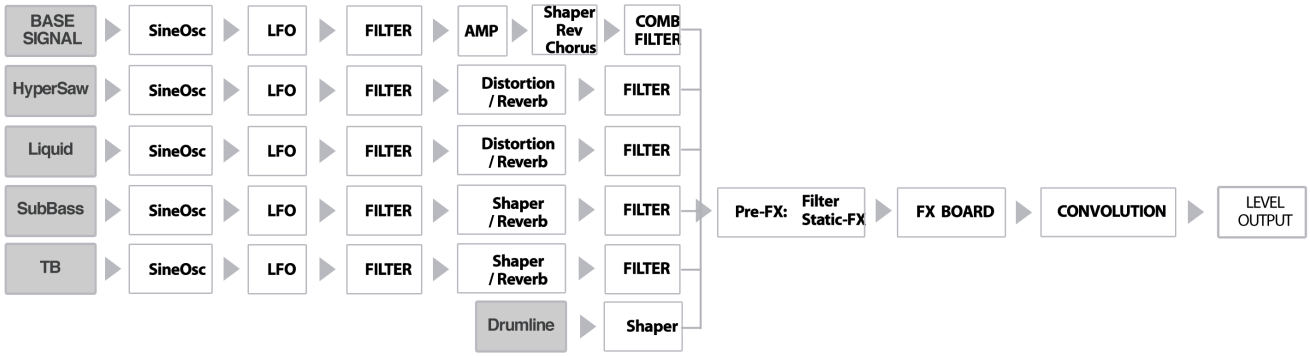
Level: **Master output level of device.**

Patch Browser

Lamp is On/Off when you press and release any Note.

In this section You can select and open patches of device, save own patches.

Device Logic Scheme



Meteora Rompler contain 6 lines (oscillators). We call every oscillator as Instrument line. All lines (OSCs) You can mix. Every line (osc) contain standart functions.

Instrument Lines (OSCs)

All lines (OSCs) has own Tune / Mix / Bypass elements.

TUNE knob - tuning sound of current instrument line (OSC). Range of Tune is -36..0..+36. Every 12 position - is one Octave shifting.

Bypass - by default line (osc) is active. If you press bypass button, You disable this line.

Instrument Line	OSC/Line Nature	Type of sources	Notes
1. Base signal	sampled lead from big analog synthesizer	Multilayered	
2. Hyper Saw	sampled HyperSaw waveform	Multilayered	
3. Liquid	sampled Pad/Lead from VA synthesizer (Q-series)	Multilayered	
4. Sub Bass	sampled Bass from old britain analog synthesizer	Multilayered	
5. TB line	sampled bass from bassline computer	Multilayered	
6. Drum line	One shot kit sets	In every Octave contained 3 BD, 2 Toms, 3 SD, 2 HT, 1 CYM.	Every octave = 1 drum kit. Total 11 kits

Sine wave OSC

Every line has own Sine wave oscillator. Can be used to reinforce the fundamental or sub-octave of a voice.

Parameter	Description
Tune	The pitch of the sine wave.
Keytrack	Pitch follows keyboard and other pitch modulation.
Mix	The volume of the sine wave, or modulation depth if RingMod is active
Rung Mod	Modulate (multiply) the audio signal by the sine wave.

LFO section

Every instrument line has own LFO.

A simple LFO with choice of waveform, rate, sync, retrigger and start phase.

Parameter	Description
Waveform	Sine, Triangle, Square, Saw (falling), Random (random steps), Drift (smooth random).
Rate	Duration of 1 cycle of the LFO waveform.
Depth	Amount of modulation
Sync	Set Rate units to Hz (cycles per second) or beats (quarternotes per cycle).
Retrigger	When Off, all voices will be modulated together in sync. When On, the LFO for each voice starts from the beginning when the note is triggered
Start Phase	This shifts the starting point in the LFO waveform. It is most useful when Retrigger is off and Sync is set to beats: then it adjusts the alignment of the LFO waveform relative to beats on the song timeline.

Filter and Amp Envelope

Every line has own Filter Envelope. Base line has Amp Envelope. This is the classic synthesizer envelope with a few extra parameters.

Filter Envelopes contain 4-pole lowpass filter (LP24) with Cutoff, Resonance and Envelope knobs.

Parameter	Description
Attack	Attack Time
Decay	Decay Time
Sustain	Sustain Release
Release	Release Time

Instrument Line FXs

All lines (OSCs) has own FXs:

instrument Line	Effects	Elements
1. Base signal	Shaper Reverb (impulse)	Mix, Bypass Mix, On/Off
2. Hyper Saw	Distortion (mono) Reverb (impulse)	Mix, On/Off Mix, On/Off
3. Liquid	Distortion (mono) Reverb (impulse)	Mix, On/Off Mix, On/Off
4. Sub Bass	Shaper Reverb (impulse)	Mix, Bypass Mix, On/Off
5. TB line	Shaper Reverb (impulse)	Mix, Bypass Mix, On/Off
6. Drum line	Shaper	Mix, Bypass

Shaper: This is a very powerful sound shaping tool with own chatacter curve setting. Drive - amount of waveshaping - technically the drive of the input signal against the curve. More Drive, more waveshaping.

Reverb FX based on convolution impulses.

FILTERS:

All lines (OSCs) has own filter (LP24) section in Envelope section and addition 2nd Filters.

- Comb Filter (2nd)

This filter (Comb) used only for Base-line osc.

Parameter	Description
Tune	Delay time, displayed as resonant frequency in Hz.
Keytrack	Tuning should track playback pitch.
Feedback	Feedback from delay output to input. At high settings the delay becomes a tuned resonator.
Damping	High cut applied to feedback to make it less harsh
Stiffness	Detunes resonant frequencies away from a harmonic series, similar to stiffness in a piano or guitar string.
Mix	Level of the delay output.

- Standard Filters

All other lines (OSCs) exclude Base-line has 2nd filters.
These are standard synthesizer filter modules, so you should already be familiar with their function and characteristics.

Filter sections contain selectable type of filter (6 types), On/Off button, Cutoff and Resonance knobs.

Type of filter	Description	Cutoff	Resonance
LP6	1-pole lowpass filter	•	
LP12	2-pole lowpass filter	•	•
LP24	4-pole lowpass filter	•	•
HP6	1-pole highpass filter	•	
HP12	2-pole highpass filter	•	•
BP6	2-pole bandpass filter	•	•

Pre-FX section

All outputs from 2nd filters and Comb-filter (base-line) routed to Pre-FX section.

Thi section contain filter with selectable 6-types, On/Off button, Cutoff and Resonance knobs.

As addition, Static FX section has static reverb impulse LongVerb with On/Off button.

After Pre Filter and Static FX, signal routed to FX Board section.

FX-Board section

This section include 14 FX. Flexible effects settings take variations for build your sounds.

Every FX can be used or disabled with knob On/Off.

Chorus

Parameter	Description
Rate	Modulation rate
Depth	Depth of delay (pitch) modulation
Voices	Number of chorus voices
Mix	Mix of Dry/Wet

Reverb

Parameter	Description
Time	Length of reverb tail
Delay	Initial delay before reverb
Damping	Progressive loss of high frequencies in reverb tail
Mix	Mix of Dry/Wet

This is an algorithmic reverb emulating a digital reverb unit

Delay

Parameter	Description
Time	
Feedback	
Damping	Progressive loss of high frequencies
Mix	Mix of Dry/Wet

Phaser

Parameter	Description
Rate	Modulation rate
Depth	Filter frequency modulation
Spread	Offset between left and right center frequencies
Mix	

Flanger

Parameter	Description
Rate	Modulation rate
Depth	Delay modulation depth
Feedback	

Lo-Fi

Parameter	Description
Sample Rate	Downsampling rate
Jitter	Random modulation of downsampling rate
Mix	

A simple module for emulating degraded audio quality (Downsample/RateCrusher).

Rotary

Parameter	Description
Speed	Stop, Slow, Fast
Crossover	Crossover frequency between Bass and Horn.
Mic Angle	The simulated microphone angle towards the simulated rotary speaker cabinet
Horn Accel	Acceleration and deceleration time of the Horn

This module simulates a rotary speaker

Overdrive

Parameter	Description
Drive	
Mode	Overdrive, Scream, Fuzz
Tone	
Presence	

A (mono) overdrive effect

Distortion

Parameter	Description
Drive	
Mode	Transistor (stereo hard clipping) or Tube (mono soft clipping with DC bias)
Low Cut	High pass filter before distortion
Hi Cut	Low pass filter after distortion

Transistor distortion or tube overdrive to create harmonic distortion

Compressor

Parameter	Description
Threshold	
Ratio	
Attack	
Release	
Output	

Limiter

Parameter	Description
Release	Recovery time
Mode	Soft knee, or hard knee with clipping to prevent overshoots

This very basic limiter is intended as a low-CPU safety limiter to keep levels in check

EQ

This is a 4-band parametric EQ. To save CPU leave gain values at exactly zero for unused bands.

Multiband compressor

End Filter

Its 6-types selectable filter with Cutoff And Resonance knob and On/Off button. Its last FX in FX-Board and you can finaly use this filter after effects.

Convolution section

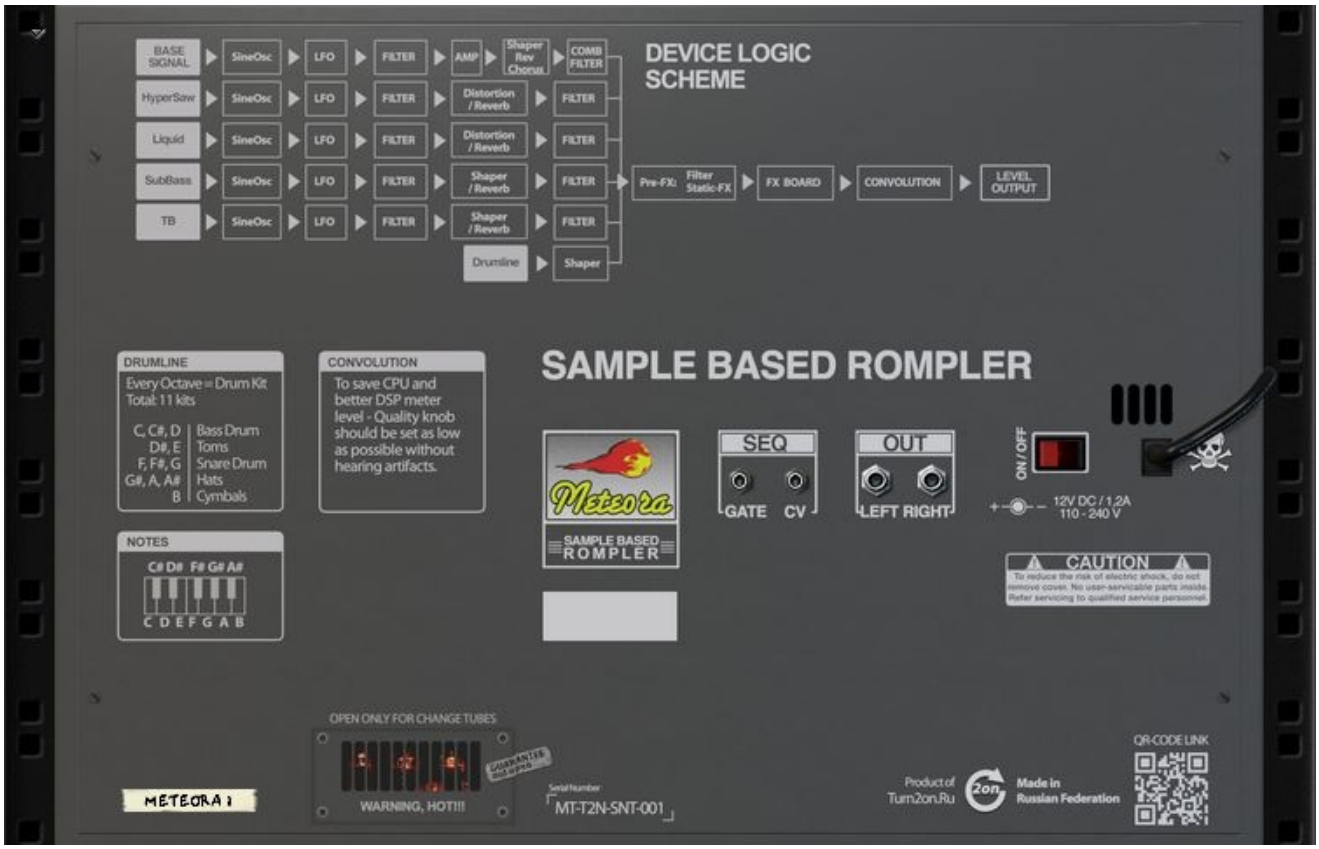
After End-Filter in FX-Board signal routed to Convolution section.

Convolution section include 10 emulated impulses from few popular hardware fx-processors.

Every convolution line have 5 knobs and On/Off button.

Parameter	Description
Quality	Reduce bandwidth to save CPU - should be set as low as possible without hearing artifacts
Input Width	Reduce to mix the left and right inputs together before convolution
Pre Delay	Initial delay before reverb
Decay	This applies a volume ramp (decreasing or increasing) to the impulse to adjust the perceived reverb time
Mix	Set Dry/Wet level signal of Impulse

Backside (rear panel)



There You can find Device Logic Scheme, Audio outputs (L/R), CV inputs (Gate, Note).

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Turn2on - software Rack Extension build company based in Russian Federation / EKB

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Whats new in 1.1.2:

- Pitch Range knob for Pitch Bend wheel (-1 / 0 / +1 Octave);
- Add for every line in SineOSCs - button Ring;
- Every line LFO section now include selectable waveform with Trig and Sync buttons;
- In every line - 2nd Filter sections (and in Pre-FX section) we include On/Off button;
- Base-signal line now contain own 2nd filter - CombFilter;
- In convolution section we include for all impulses - Decay knob for better control.