SUBCOLOURS Octave Diver [RACK EXTENSION] v. 1.0
MANUAL
2018

FX device by Turn2on Software

Need a Bass? May be Sub-bass octaves?

Present a sub octave generator for your signal. But its not just sub-octave genertor..

Like an octave divider pedals, the tone is warm, fat, and a bit synth-like, as opposed to the crisper, more acoustically accurate transpositions of modern pitch-shift pedals.

This effect unit contain main function section of octave divider, control of input and output levels, built-in LFO and more at rear side panel.

Use this fx with guitars for warm sub backgrounds, with any samples for punch and sub-modulation, with synths to give subtle sounds fatty weight, with drums to expand the foundation of the basic source.

What at other side?

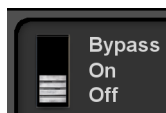Compressor to control sub frequencies.

Limiter to limit dry or wet signals.
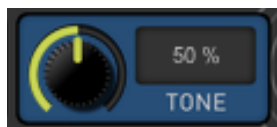
Widening to spread your output signal.

So.. Lets start use it!

BYPASS - disable effect
ON - enable effect
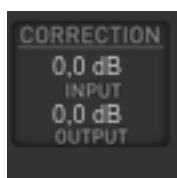**OFF -** mute incoming signals

MAIN CONTROLS	
MAX FREQ	Maximum input frequency a sub octave will be generated for. Set from 35.0Hz up to 560Hz
TONE	Adjust harmonic content of generated sub-octave. Set from 0 up to 100%

DRY/WET	
DRY	level of the unprocessed input signal sent to the output.
WET	level of the effected signal

INPUT / OUTPUT	
INPUT	correction of input level (unprocessed input signal) befor it going to DRY/WET control
OUTPUT	correction of output level of the effected signal after DRY/WET control
LAMP	detection of signal activity

MODULATION / LFO SECTION	
AMOUNT	level of modulation from LFO or other sources.
SRC	selection of modulation source:
	CONSTANT - source is only LFO section
	Automata A1 / A2 / A3 - CV-input sources of Automata* section.
DEST	destination parameter what t be modulated by effect:
	MAX FREQ / TONE / DRY signal / WET signal
LFO RATE	adjust the LFO rate per step.
LFO RANDOM	scale steps by random
WAVE	LFO waveform: **SINE / TRIANGLE / SAWTOOTH / SQUARE / PULSE / TANGENS / RISEUP / TRAPEZOID**
RATE AFFECT	set how much source value affects the LFO rate.
DEPTH MOD	set how much source value affects the LFO depth.

DESTRUCT
Overdrive you signal in effect chain loop. You can set Destruct effect as PRE/ POST / SUM / END position.

| INPUT / OUTPUT	
ACTIVITY	**BYP** - Destruct is bypassed **PRE** - Destruct is active before OctaveDiver **POST** - Destruct is active after OctaveDiver **SUM** - Destruct is active before and after OctaveDiver at same time **END** - Destruct is active in the end of FX chain loop (after compressors, limiter)
MODE	OVER - classical overdrive effect SCRM - green classical Screamer pedal FUZZ - pionner of desctruction fx
LEVEL	Set Level of Destruction FX

RINGER
Very basic old guitar effect based on Dan Armstrong Green Ringer ring modulator. Its modulation of second tone for base signal.
Ringer stay at the END of FX loop chain.
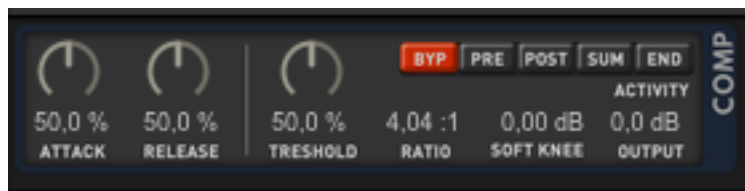
COMPRESSOR
Classical compressor. You can set as PRE/ POST / SUM / END position.

| COMPRESSOR	
ACTIVE	**BYP** - Compressor is bypassed **PRE** - Compressor is active before OctaveDiver **POST** - Compressor is active after OctaveDiver **SUM** - Compressor is active before and after OctaveDiver at same time **END** - Compressor is active in the end of FX chain loop
ATTACK	time it takes for gain reduction to increase when the signal level rises
RELEASE	time it takes for gain reduction to decrease when the signal level falls
TRASHOLD	level of signal above which compression is applied
RATIO	amount of gain reduction to apply.
SOFT KNEE	gradual increase in ratio as signal level crosses threshold
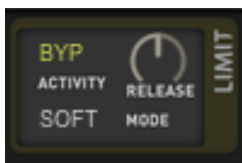
LIMITER	
ACTIVE	**BYP** - Limiter is bypassed **PRE** - Limiter is active before OctaveDiver **POST** - Limiter is active after OctaveDiver **SUM** - Limiter is active before and after OctaveDiver at same time **END** - Limiter is active in the end of FX chain loop
RELEASE	recovery time
MODE	Soft Knee / Hard knee / Hard Clipping

WIDENING - last effect in FX loop chain help you spread/widening output signal ready for mix

LIMITER	
ACTIVE	**On/Off**
RADIUS	4 zones with radius from your signal
WIDE	Widening Level

AUDIO INPUT AND OUTPUT - connection of Mono/Stereo audio in/out signals.

CV INPUTS - use this CV inputs to control by external source curves:
- Max Frequency, Tone, Dry/Wet
- Ringer, Destruct Level, Widening Level

AUTOMATA - use this CV inputs as modulation sources with or without LFO. You can select one of A1/A2/A3 CV-inputs in modulation section on front panel at time. But we special create 3 Automata inputs and you can use them all with automation of modulation source selection on front panel (just switch A1/A2/A3)

SubColours Octave Diver - is a new Rack Extension plugin for Reason Propellerhead.

Its a SUB-generator and modulator for your loops, audio channels, for your guitar, synths, drums and more - to add BIG and FAT SUB-Octave.

Effect can be used with crossfading from pre-processed (DRY) signal and processed (WET) signal.

SubColours include Compressor and Limiter to control clipping of SUB.

Also FX include Destructor - to gain and destruct your signal, Ringer (classical effect that can be useable and unusable in concrete situation). And also - Widening to finish for sound in mix.

All parameters can be automated in sequencer, used in Combinator, but you can also use CV-inputs to modulate parameters into Reason.

Also effect include built-in LFO to basic parameters for modulation (as autowah for sub/input signal and more).

HOW TO USE IT!!!

DRY/WET - NO TURN AT START TO 100%! You just going to only sub-octaves with may be RMS peaks.
Dry/Wet - is crossfade function from dry signal that you send, to processing signal.

You can work in parallel (50%) and line (100%) modes.
If Dry/Wet = 50% - you add sub octaves.
If Dry/Wet = 100% - you listen only processed signal. And there you must be accurate, because work with sub-octaves need your control (very easy touch around clipping).

- Start from DRY/WET=0
- Add some Wet position after set Max Freq to 20-30%.
- Set TONE to 40-70%.
- Add DRY/WET more to Center.
- Add some TONE and small Max Freq.

Look at RMS meter, not come to red zone.
Now with Max Freq and Tone changes You must listen sub octaves.

Input and Output knobs - is correction knobs. Use them in work to set positions that you need for your sound and MaxFreq / TONE positions.

Input / Output correction knobs help you as first step to run away from red zone and set nice level of signal.
But also you can use Compressor and Limiter. They help you find better changes with this fx type without clipping and overdrive.

You can gain you signal as PRE/POST/SUM/END postions with 3 modes (over, scream, fuzz).
After you find your sound, you can use Widening to spread your sound.

SUBCOLOURS
OCTAVE DIVER

Sub-modulation effect

https://shop.propellerheads.se/product/dyingstar-polysynth-machine/

Turn2on

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