

Vectron Player

Overview

Vector Synthesis

The Oscillator Section

Real Time Control

The Filter/Effect Section

Filter

Chorus

Delay

The Joystick

The Null Point

Faders



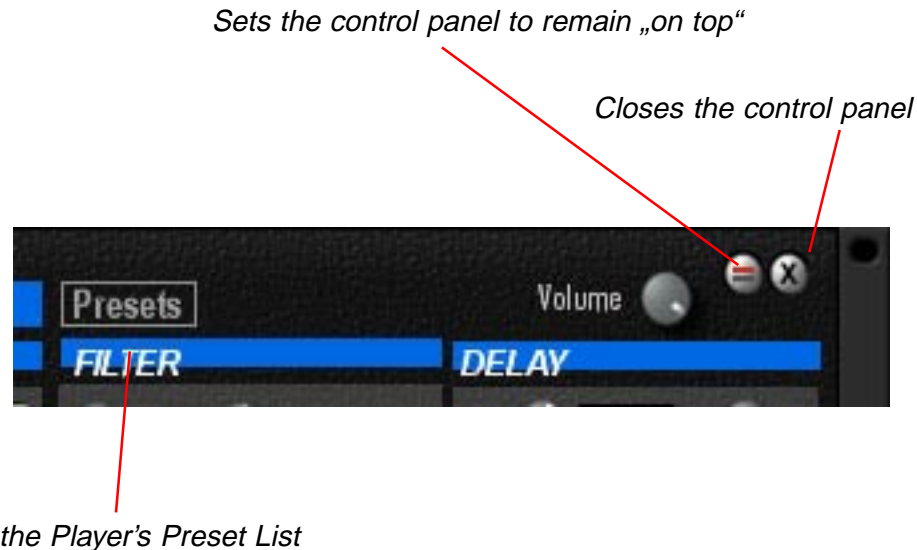
Overview

With the Vectron Player you can play any of the presets available for the optional Vectron synthesizer. This puts yet another tone generation technique—vector synthesis—at your disposal. After loading a Vectron preset you can change a (limited) number of parameters. The Player's preset manager then lets you save these changes as a new preset.

Vector Synthesis

The synthesis technique employed in the Vectron is based on a configuration of four oscillators with special *vector control*, a low pass filter, and a complex modulation matrix. This arrangement can produce extremely lifelike spectral progressions. Conceptually, each oscillator occupies one of the four corners of a square *vector field*. The volume of each oscillator is modulated by marking a point within the vector field (the vector position). This point can be positioned statically, or modulated

dynamically by various modulation sources. A special multi-segment vector envelope creates complex movements of the vector position within the vector field, and even offers a loop function whereby the envelope becomes the functional equivalent of a complex LFO. For additional information, refer to the Vectron manual.



The Oscillator Section

The oscillator section of the Vectron Player indicates the current oscillator waveforms and displays the vector field in which you can view the modulation of the vector position. In the Player it is not possible to control or adjust the oscillators directly here.

MIDI: Sets the MIDI channel the Vectron Player uses to read incoming MIDI data.

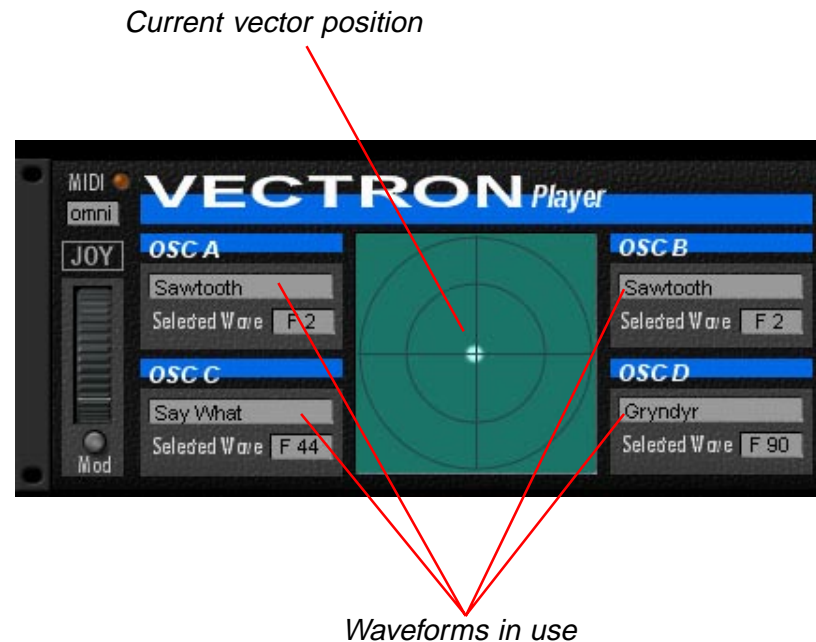
Real Time Control

Modulation Wheel: Many Vectron presets use the modulation wheel to control pitch modulation. Set the wheel to MIDI controller 01 on your master keyboard to use it for pitch modulation with the Vectron Player.

Mod: The modulation wheel is effective only when enabled by this button.

JOY: Enables the joystick control. When enabled you can adjust the vector position directly.

If, in the current preset, the vector position is already modulated by the vector envelope or the LFO, the joystick modulation will have only a limited additional effect.



The Filter/Effect Section

Adjust the settings of the low pass filter and the chorus and delay effects in this section. The following adjustments are available:



Filter

Cutoff: Adjusts the frequency at which the low pass filter begins to attenuate the higher frequencies. The slope of the Vectron filter is fixed at 24db/octave.

Res: Controls the filter's resonance. Frequencies around the cutoff frequency are reinforced as this value increases.

Chorus

On: Enables the chorus effect. When this is off, the effect is not loaded onto the DSPs, thereby conserving computational resources.

Speed: Controls the modulation rate of the chorus LFO.

Depth: Controls the intensity (depth) of the modulation.

Feedback: Controls the proportion of the effect output signal fed back into the input. At higher values this creates a flanger-like effect.

Level: Adjusts the level of the effect signal to be mixed into the original (dry) signal.

Delay

On: Enables the delay effect. When this is off, the effect is not loaded onto the DSPs, thereby conserving computational resources.

MIDI: When MIDI is enabled, the delay time is calculated with respect to the MIDI clock of the incoming MIDI data stream. In this case you specify the delay time as a note value rather than as a fixed value in milliseconds. The delay time will then adapt itself to the tempo of the MIDI performance.

Del L: Sets the delay time for the left channel (to a maximum of 5640 ms).

Del R: Sets the delay time for the right channel (to a maximum of 5640 ms).



Feedback: Controls the proportion of the effect output signal fed back into the input. Higher values produce more regeneration.

Cross: Enable this option if you want the left and right channels to be exchanged during feedback. These results in the signal delay time alternating between the first and second delay time values.

Hdamp: Inserts a low pass filter into the feedback path so that the high frequencies of the signal are attenuated with each subsequent cycle. The signal will sound duller, or less bright as it repeats.

Level: Adjusts the level of the effect signal to be mixed into the original (dry) signal.

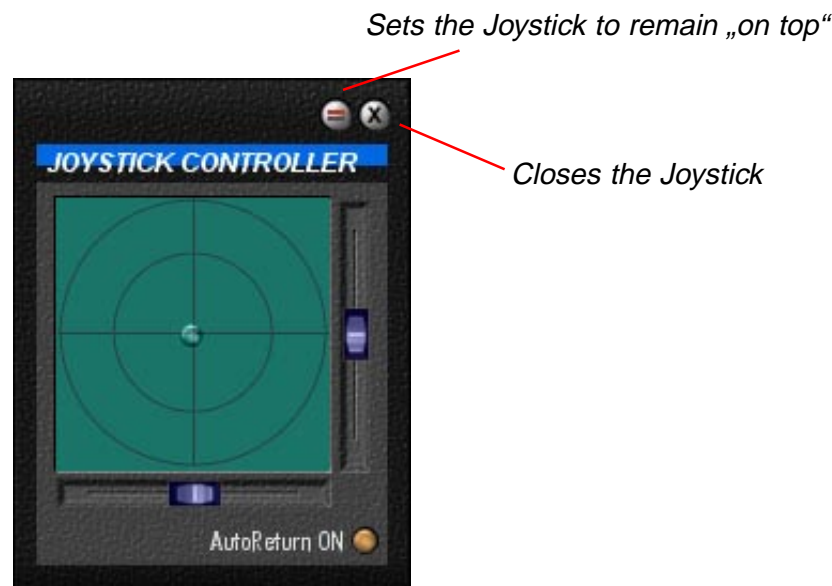
The Joystick

With the Joystick you can modulate the relative volumes of the individual oscillators in real time. You can also choose whether the joystick output value returns to a central null position or to another pre-determined position after it is released.

The Null Point

The joystick control features a variable null position. This is important if you want to use the AutoReturn function, but you do not necessarily want the vector position to return back to the center.

To change the null return point, use the joystick to move the point to the desired position while holding down the Ctrl key. The position will now return to this point when the joystick is released and AutoReturn is enabled. To reset the null position to the center, double click on the point while pressing the Ctrl key. (Apple - Mac)



AutoReturn: Disable AutoReturn if you do not want the position to return to the null point when you release the joystick.

Faders

Use the faders to move the vector position only in one dimension (horizontal or vertical). You can also use the faders to implement MIDI control. This allows you to control the joystick using two MIDI controllers as from an external fader box.

Index

- A**
 - AutoReturn 6
 - AutoReturn function 6
- C**
 - Chorus 4
 - Cross 5
 - Cutoff 4
- D**
 - Del L 5
 - Del R 5
 - Delay 5
 - Depth 4
 - depth 4
- E**
 - Effect 4
- F**
 - Faders 6
 - Feedback 4, 5
 - Filter 4
- H**
 - Hdamp 5
- I**
 - intensity 4
- J**
 - JOY :-) 3
 - Joystick 6
- L**
 - Level 4, 5
- M**
 - MIDI 3, 5
 - MIDI clock 5
 - MIDI controllers 6
 - MIDI data stream 5
 - Mod 3
 - modulation matrix 2
 - modulation rate 4
 - Modulation Wheel 3
 - multi-segment vector envelope 2
- N**
 - Null Point 6
- O**
 - On 4, 5
 - Oscillator Section 3
 - Overview 2
- R**
 - Real Time Control 3
 - Res 4
- S**
 - slope 4
 - Speed 4
 - Synthesis 2
- V**
 - vector control 2
 - vector envelope 2
 - vector field 2
 - vector position 2, 6
 - Vector Synthesis 2