

Vectron Player

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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

Sets the control panel to remain „on top“

Closes the control panel



Opens the Player's Preset List

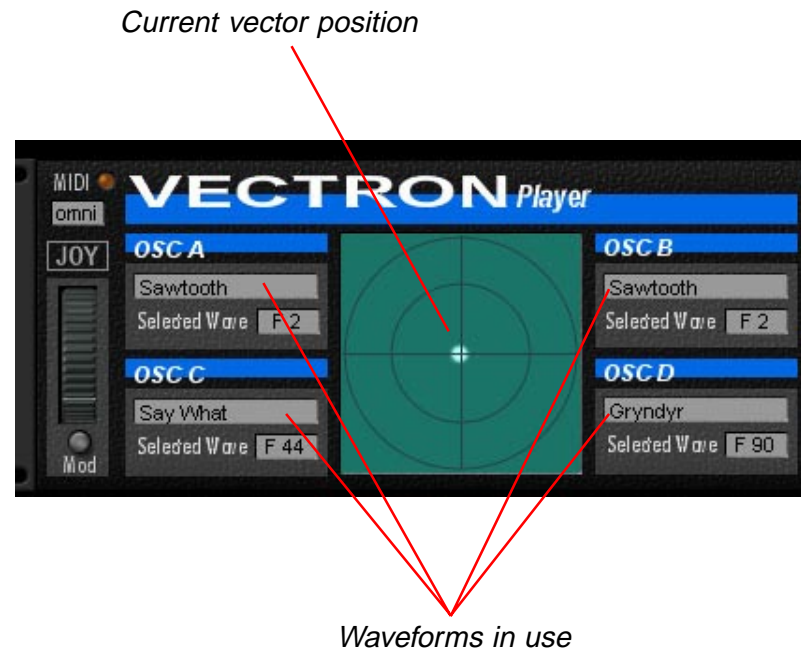
sources. A special multi-segment vector envelope creates complex movements of the vector position within the vector field, and even offers a loop function whereby the envelope becomes the functional equivalent of a complex LFO.

If you are interested in further information regarding generation of sounds in the Vectron, you'll find a detailed manual for the SFP version of the Vectron in the download area of our Web site.

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. MIDI controller 01 is assigned to this control, so that you can perform the same control using the modwheel of your controller keyboard.

You can set a new Return-To position for the ModWheel by moving it to the desired position and releasing the mouse button while holding down the <Ctrl> key.

Mod: When this button is on, the ModWheel springs back to its current Return-To position when the mouse button is released.

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 Section

Adjust the settings of the low pass filter 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.

Level

Volume: Sets the overall volume of the Vectron Player.



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.

Sets the Joystick to remain „on top“



Closes the Joystick

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. Furthermore, you can control the joystick via MIDI - for example, from an external fader box - using the two MIDI Controller messages (controller numbers 12 and 13) which are assigned to the X and Y faders.

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