Ensembler : COFX 2004

Overview

Ensembler is a VST synthesis from ConcreteFX which is simulates a string synth unit, by using 6 detuned oscillators. More interesting stuff at out website at http://www.concretefx.com

Installing Ensembler

Unzip the Ensembler.zip and put theEnsembler.dll in your VST plugin directory. The VST host software should then automatically detect it

Using dials and sliders

For dials, using the left mouse button sets the position of the dial, moving the mouse up increases the position of the dial & moving the mouse down decreases the position of the dial Moving left / right changes the amount of the dial by a small amount .

For sliders, using the left mouse button sets the position of the slider. Clicking with the left mouse button and shift allows for fine control of the slider.

For dials and sliders, clicking with the right mouse button on sliders and dials allow you to reset them to their default value.

The midi cc for the control and the current value of that control are shown in the display at the bottom

Main

Type 1..3 , 2..4 – type of the first / last three oscillators , saw, square, exponential triangle , softsaw, softsquare, vocal and bell

Volume – main volume

Osc Mix – how much of osc 1..3 and osc 4..6 goes into sound from all osc 1..3, to equal mix to only osc 4..6

Tune 1 – 6 - tuning of osc 1 to 6

Osc 1..3 / 4..6 Attack –time taken for osc 1..3 / 4..6 to reach full volume

Osc 1..3 / 4..6 Decay– time taken for the volume of osc 1..3 / 4..6 to to decay away to sustain level

Osc 1..3 / 4.. 6 Sustain – sustain level of osc 1..3 / 4..6

Osc 1..3 / 4..6 Release – time taken for for osc 1..3 / 4..6 to to die away after note has stopped playing

Indp Env – when this is off all the oscillators use the same volume envelope , the osc 1..3 adsr .,When it is on osc 1..3 uses the osc 1..3 adsr and osc 4..6 uses the osc 4..6 adsr envelope

Vel > Vol – key velocity alters the volume

Poly – either 8 note polythonic or 16 note polythonic, the 16 note will probably use more CPU for sounds with long releases

Mode - either poly (normal mode) , legato – monophonic and note latches when you release keys to held keys or arp – this plays the notes held down

Arp Speed – speed of arp in multiples of the tempo

Unison

Here you can control the unison of the oscillator i.e. you can make the sound fatter by altering these controls

Amt - maximum amount of unison (this is same as detuning)

Speed – the rate the unison detuning changes

Spread – how much the unison of the different oscillators differ. When it's set to zero then they are all the same, at the maximum the 6th oscillator has twice the unison of 1st oscillator and the ones between have intermediate values

Phase – how much the phase of the different oscillators differ

PWM

For square waves you can alter the pulse width using the PWM controls

PWM 1..3 / 4..6 Amount - amount of pulse width modulation

PWM 1..3 / 4..6 Speed – speed of pulse width modulation

Tremolo / Vibrato /Pan

Amt – amount of tremolo / vibrato / pan

Spd - rate of tremolo / vibrato / pan

Port - amount of portamento

Stereo Widener

This widens the sound by delaying the left signal compared to the right

Amt – amount of delaying

Width – the amount this delaying can change

Speed – the speed this delaying changes

Comp - compressor limit, this make sures the sound does go to high. At zero the sound goes through unaffected

Filter

Ensembler can use 1 of 10 different filters - 12/24 low, high , bandpass and bandreject filters + ring mod and comb

Frequency – frequency of the filter

Q – for the 12/24 db filters, the resonance of the filters. For the ring modulation the amount of ring modulation & comb filter this controls the amount of feedback

Env – the amount the filter is changed by the filter envelopes

Att - filter attack time

Rel – filter release time

Mod Amt – filter mod amounts

Mod Speed – filter modulation speed

> Vel - note velocity to filter frequency amount

Effects

Ensembler uses 4 different effects , a delay, a multi-chorus, a reverb and a phaser . Right click on the effect label brings up an effect menu

Delay

Len – delay length

Feed – delay feedback

Filter – delay lowpass filter

Mix – mix of wet / dry delayed filter

Chorus

Ensembler uses a 4 part chorus

Min - minimum chorus time

Max - maximum chorus time, the 1'st chorus uses the minimum time, the 4^{th} chorus uses the maximum time and the others uses in-between values

Width – much the chorus length can change

Speed - the speed of the chorus length change

Phase - phase difference of the choruses

Feed - chorus feedback

Mix - chorus wet / dry delayed filter

Reverb

Early Mlt - early delay time multiplier

Early Vol – early delay time volume

Early –early eacho time in milliseconds

Size – size of reverb space in meters

Lo / Hi Feed– the early feedback and the main reverb feedback

High / Low Filter–low and high pass filter frequency

Phaser

Phaser adds a phaser effect to the incoming sound, it has the following properties

Freq –phaser's frequency

Stages – number of phaser stagers, higher values give thicker sounds

Feed – phaser feedback

Width – controls the how much the phaser's frequency can alter

Speed – controls how quickly the phaser's frequency changes

Sep – controls how the frequency of the phaser stages alter, large values give wider phasers

Mix – phaser wet / dry mix

Distorter

Tone – tone of distortion

Emphasis –emphasis (bandwidth) of distortion

Amount – amount of distortion

Boost – boosting of distortion

Trance Gate

Trance gate varies the volume / filter frequency over time

Tempo Mult – speed of trance gate as multiple of tempo

Length – length of trance gate, up to 16 step

Volume / Filter Amount – amount trance gate affects the Osc volume and filter frequency

Smooth - how much smoothing is applied from the on to the off (and vica versa) of the step gate

Gate controls – the first on/off switchs are the gate controls for volume, the second the gate controls for filter frequency. When the volume amount is set to maximum , when the gate is on the sound goes through unaffected when it's no sound goes through