

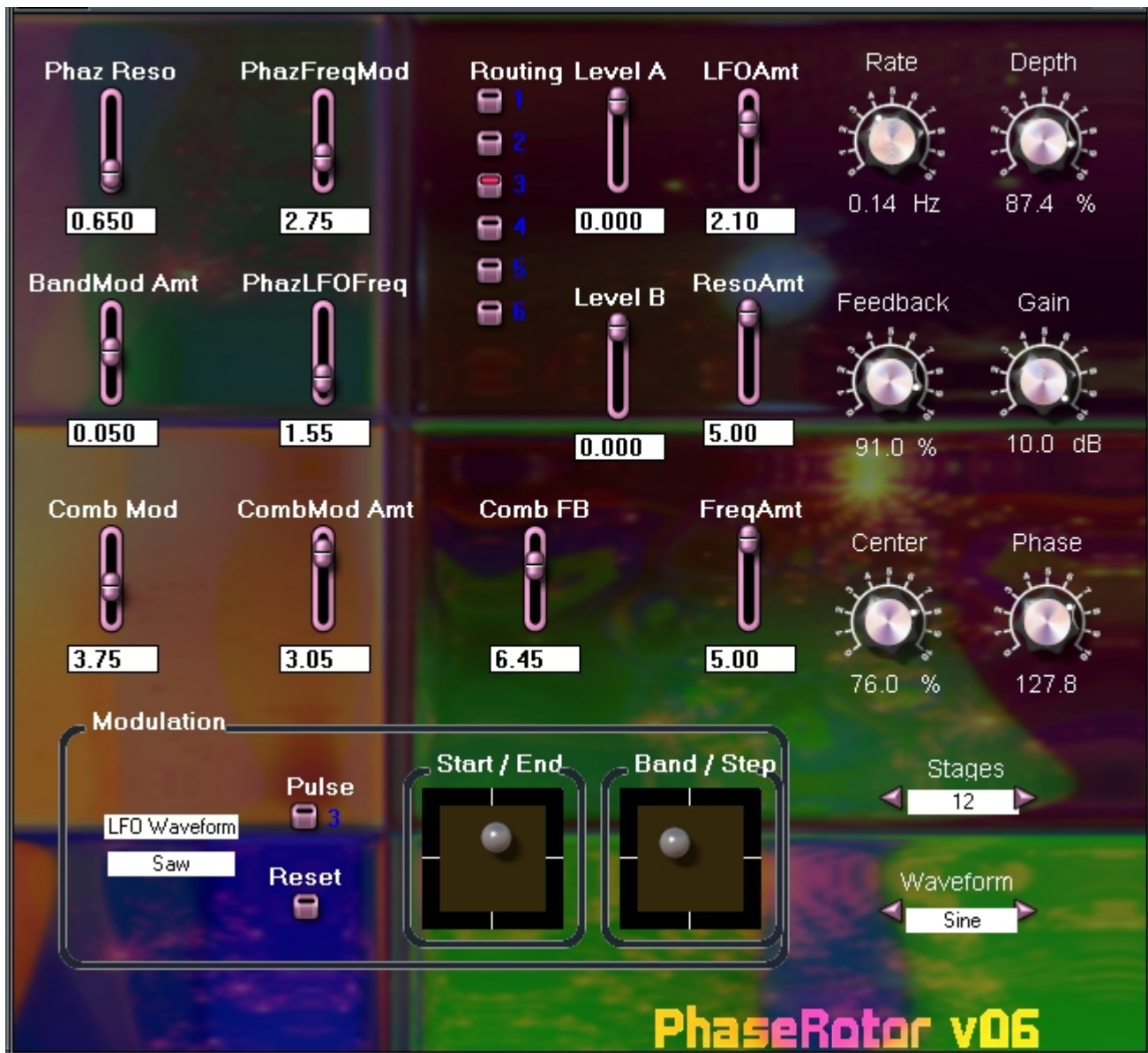
# PHASEROTOR VST v0.6

This is the user manual for **PhaseRotor version 0.6**

**This is an beta version of a project, and as such use at your own risk.**

**Proudly made in SynthEdit – This VST plug-in is Freeware**

**This effect will be changed, possibly drastically, in future versions.**



This is what substitutes for a manual for PhaseRotor v06 until the project is completed. If you tried v03 you may note drastic changes. Much of the sound of v03 is still possible with v06, but it is a very different beast.

This VST plug-in is freeware made by runagate.

It is an FSU effect plug-in based on modulated comb filters, multiband filters and a stereo phaser.

This is an alpha version of this software!  
Therefore be careful with the gain knob, and don't expect it to be especially stable.  
As such, use the provided presets.  
And be careful - it's entirely possible to create huge swaths of feedback and hurt your ears or speakers so use a limiter after PhaseRotor.  
Last time around I said in the Read Me file,  
"Real controls, a pre-loaded default bank, and a GUI may or may not be coming someday, but use the pre and you'll get some nice sounds."  
Well, this version has working controls, a pre-loaded bank, and even a GUI of sorts (mostly cobbled together from ArtVera prefabs - thanks!) and a background made in Gimp and paint.net (both excellent freeware).

Controls and signal flow  
There's 3 main "level" controls:  
Level 1, Level 2 and a Gain knob.  
The gain affects the overall level of the output  
The Level 1 controls a basically dry mix  
The level 2 controls a Schroeder Comb Filter effect which uses very different settings from what it's typically used for - a reverb - though sometimes you'll get something akin to a reverb from PhaseRotor v06.

There's also 6 "routing" controls, as there is a half-assed multiband splitter inside, and the routing chooses between any of the six possible combinations of two of them at once. Two-channel stereo is maintained throughout, however.

The silvery knobs control the multistage Phaser (choose between 2, 4, 6, 8, or 12 stages)  
The rest of the sliders control either the modulation for some part of the internal signal flow or the amount of said modulation which is allowed to affect the processes.  
The modulation is provided by a strange sequenced LFO.  
Some of the sliders increase the level of modulation the higher you raise them, a couple work in the opposite direction.

Phaz Reso - controls the Phaser's feedback modulation  
PhazFreqMod - controls the Phaser's frequency modulation  
BandMod Amt - controls the amount that the internal multiband frequency splitters' frequencies are modulated  
PhazLFOFreq - controls the frequency of the Phaser's internal LFO's phase modulation  
Comb Mod - controls the Comb Filter's internal delay time modulation  
CombMod Amt - controls the amount of modulation the Comb Filter gets from the LFO  
Comb FB - controls the amount that the Comb Filter's feedback is modulated  
LFOAmt - controls the amount of phase modulation the Phaser's LFO receives

ResoAmt - controls the amount of modulation the multibands' resonance controls get  
FreqAmt - controls the amount of modulation the multibands' frequency range receives  
The 2 joysticks control the "start" (X axis), "stop" (Y axis) and "step amount" (Y axis on the second joystick) which are parameters of the sequence-driven LFO. The fourth parameter controlled is the bandwidth modulation amount for the multiband filters inside.

Supposedly these joysticks should have a huge effect on the sound in real time. In practice for whatever reason they short out and have to be re-instantiated by pressing the "reset" button to tell the plug-in where you've set the joystick balls. This even happens when loading presets, so when you load a preset or change the joysticks you should hit the reset button to kick off the weird modulations. The "waveform" text box is just a label, and beneath it you can select which waveform the LFO is sending out to modulate the effects' parameters. This has a huge effect on the sound! Be warned. Lastly, the "pulse" is what division of a beat the modulation's frequency is operating at. Pulse waveforms and random don't work well at anything under a "3" pulse setting.

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## Donations:

This plug-in is freeware, so you are free to use it at no cost. However, there is a cost associated with hosting all the freeware plug-ins and the increased bandwidth requirements as more people download them. Any donations would help to ensure the future hosting of the plug-ins.

If you do wish to make a donation, please visit;

[www.delamancha.co.uk/donate.htm](http://www.delamancha.co.uk/donate.htm)

Or go to the Music page on my website and buy one of my \$5 mp3 albums or \$0.79 ringtones (!?) as previous donations are what allowed me to buy the high-quality CK and DH modules which make this significantly less amateurish plug-in possible. The music page links to [www.musicfreedom.com/runagate](http://www.musicfreedom.com/runagate)

## Links/Credits:

Uses modules made by Dave Haupt, Etric van Mayer, Kelly Lynch and Scoofster

SynthEdit <http://www.synthedit.com/>

Dave Haupt Modules <http://www.dehaupt.com/SynthEdit/semmodules.htm>

Chris Kelly Modules <http://www.chriskerry.f9.co.uk/>

Dave Haupt Modules <http://www.dehaupt.com/SynthEdit/semmodules.htm>

Kelly D Lynch Modules <http://www.rubyhex.com/synthedit/>

Soundfonts.it modules <http://www.soundfonts.it/?a=read&b=6>

Scoofster Audio Modules <http://scp.web.elte.hu/synthedit/modules.html>

Lance Putnam Modules <http://www.uweb.ucsb.edu/~ljputnam/synthedit.html>

Some controls elements created by Vera Kinter <http://www.phpwebscripts.com/artvera/>

Thanks to the above developers as well as bobsled, without whom this wouldn't be possible.

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## About the Developers

de la Mancha is a UK based producer of odd-skool breakbeat, downtempo glitchy beats and other assorted bleeps and noises. He also develops freeware synth, drum machine and effect plugins and still finds time to make babies and sleep. You can find his music, plug-ins and other junk at [www.delamancha.co.uk](http://www.delamancha.co.uk)

runagate is a USA-based producer of psychotic psychedelic electronic music who spends an inordinate amount of time haranguing fellow musicians about how they can now make music largely for free with software tools that would have been unimaginable at any price a scant few years ago. If you like this effect I've got a few similarly half-assed crazy freeware at [www.3amnoise.net/runagate](http://www.3amnoise.net/runagate)

Sign up for the de la Mancha newsletter if you want to be kept in touch about plug-in releases and updates:

[news-subscribe@delamancha.co.uk](mailto:news-subscribe@delamancha.co.uk)

