

# Atonoise

## Atonal Spooky Noise Synthesizer (& VST effect - Pro version only)



This is a VSTi synthesizer and in Pro version VST effect for fairly spooky, SciFi and others alike sounds. It's got no filter by design and you won't hardly ever hear the basic waveforms. It's working atonal i.e. with no real defined pitch therefore it is not what you might expect - instead this one is esp. for various kinds of noisy sounds.

What should be known:

Atonoise is basically not meant for full polyphonic play, rather than mono- or duophonic though 5 voices are supported simply to have some reserve at longer release settings of the ADSR. Using more than two voices even might lead to slight distortions - in such case lower the levels at the oscillators or Dry/Wet.

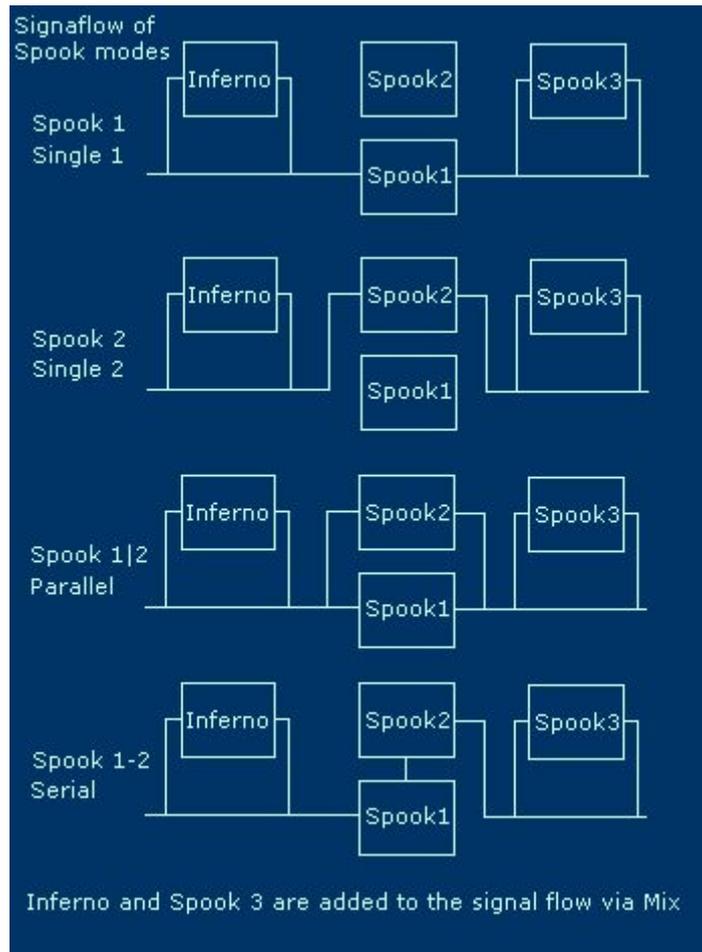
There are two oscillators each with a level adjust and both followed by one amp ADSR EG. The different waveforms simply provide different flavours to the modifiers.

There are four modifiers: Inferno and Spook 1 to Spook 3. Inferno adds via Inferno Mix some upper harmonics generated from the input very similar to the timbre feature of my Swamp VSTi. Spook 1 and Spook 2 modifiers can be used as single, in parallel 1|2 or in series 1-2 (see image **Signal flow** below). The spook amount is determined by the two spook knobs while the XY-Pad ads more or less density i.e. a fairly metallic sound in lower left corner or less density at upper right corner. This can be modulated by selectable and even invertible LFOs. Moving the 'Ghost' image like a joystick ball manually is another option to modulate density. Spook 3 adds even some kind of reverbish flavour when slider is moved to the right.

Anyway please note that using all four modifiers at the same time may soon be the overdose to the mix instead try with more subtle settings by selecting only two or three modifiers.

For usage as VST Effect (Pro version only) one can run an external audio signal through the modifiers instead of or in addition to the internal soundsources. There is an External Input Level adjust knob to control the amount of input signal while the Dry/Wet knob serves to balance between the Dry incoming and the Wet processed signal. **Note:** Using as synth this knob should be turned fully to right = wet position.

## Atonoise - Signal Flow options of Modifiers



## The Oscillators



Both oscillators can be set to octave range from -2 to +2. Next to this one is a bank selector if there are more than one bank in a soundfont (SF2) file. There are two horizontal sliders to adjust level of each oscillator. With the SF2 button below the LFO section one can popup the loading slots for SF2 files.



The ADSR EG gives contour to the output of the oscillators. Note: the unlabeled button next to Sus(tain) serves to compensate lack of volume at sustain settings via a semi automatic level compensation, so the more the sustain slider is lowered the more output level will be raised. If that is getting too loud use Main Volume to lower to appropriate amount.

## The LFO section



There are four LFO and one Sample & Hold. SLFO is a rather slow LFO for longterm modulations. LFO 2 is quite similar to SLFO while LFO 3 features more complex waves plus a shaping knob, Sample&Hold has got several modes and a variation knob, and LFO4 has a set of 21 complex waveforms with a Rate knob, so this one's tempo is manually adjustable and not synced to BPM as the others are.

The unlabeled button at S&H serves to switch between default sample osc source and LFO4 oscillator output. In the latter case the lower button of S&H (Up etc.) and Variat are not active.

**Note:** SLFO and LFO2 are synced to first keypress thus these will restart on first keypress but continue as long as at least one key is pressed.

## The Spooks / Modifier Section



Inferno adds via Inferno Mix some upper harmonics generated from the input very similar to the timbre feature of my Swamp VSTi.

Spook 1 and Spook 2 modifiers can be used as single, in parallel 1|2 or in series 1-2. The spook amount is determined by the two spook knobs while the XY-Pad adds more or less density i.e. a fairly metallic sound in lower left corner or less density at upper right corner.

Spook 3 adds even some kind of reverbish flavour when slider is moved to the right.

Moving the 'Ghost' images like a joystick ball or slider via Mouse one can modulate density while selectable LFOs can add further modulations. Modulations at the three Spooks even give the choice to invert the modulation and to have intermitting modulation that is only the upper or lower part of the LFO wave is modulating while in between the signal stays at a constant level - this is quite nice ;-)

## The Output section



The Dry/Wet knob adjusts between dry and wet signal when used as VST effect in synth usage should be turned fully to the right = Wet position.

The delay itself is synced to BPM in various fractions of note values even with three options Grv1 to Grv3 which are a bit out of note related values - this might provide a more groovy delay. The amount of delay is adjusted by the DlyLvl knob on the right.

Pan is a bit tricky though it can be used as normal Pan when set to L<-->R and ModSrc to Man. If set to <-P-> then Pan sets undelayed signal to one side while the delayed signal is panned to opposite side. This provides a very spatial sound without any complex settings needed. Also the Pan can be modulated by selectable sources for the sound to 'fly' or 'move' between left and right.

Bass Enhance simply serves to enhance Bass response.

#### More Buttons



There are two Lazy buttons the upper one to 'randomize' all related parameters while the lower one does affect the osc waveforms only.

The unlabeled button (below SF2) pops up an onscreen kbd, which is required to play notes for the inbuilt soundengine in certain hosts like WavoSaur which lack MIDI control. Click T on left of that kbd to hold a note which is required in e.g. WavoSaur when the effect is applied to a wave file and one wants to add flavours from the internal sounds. This will be great to process samples ;-)

This VSTi was created with SynthEdit by Jeff McClintock using further modules by Kelly D. Lynch, David Haupt, and Peter Schoffhauzer - thank you guys ;-)

Have fun  
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## Appendix 1:

### List of waves

000 Al Ham Bra	032 HollowVox	064 Scrubbing	096 SpaceBells
001 AlienMaze	033 India 2	065 ShiverBell	097 Sparkles
002 AnFatSync	034 IndiaMaze	066 Simple1	098 SpectralGhost
003 AuralSpook	035 Infernal	067 Simple2	099 SpookyVox
004 BellCave	036 Inferno	068 Simple3	100 StuckMaze
005 BellMaze	037 Jungle	069 Simple4	101 SwirlyDown
006 BouncingMaze	038 Labyrinth1	070 SimpleChord	102 SyncedGhost
007 BrassMaze	039 Labyrinth2	071 SimpleDigital	103 SyncedOsc
008 BritishGhouls	040 Labyrinth3	072 SimpleDrawbar	104 SynthMaze
009 CaveMaze	041 Labyrinth4	073 SimpleFatBrassy	105 TalkMaze
010 DarkRealms	042 LandingLoop	074 SimpleFatPoly	106 Tropicana
011 DeepAbyss	043 LongSync	075 SimpleFatSaw	107 TubeNse
012 Digitronic	044 MazeRealm	076 SimpleIceCold	108 Ufonics
013 DistSync	045 MazeSteps	077 SimpleJaws	109 VoxyNse
014 DoomBell	046 MazeStorm	078 SimpleOrch	110 WideOrchst
015 Dropped	047 MazeVox	079 SimpleOrg2	111 Woodland
016 Easternal	048 MetalNse	080 SimpleOrgana	112 XGhostClick-r
017 EasternSpook	049 MetalSync	081 SimpleOverdrive	113 X-Machine-r
018 EerieVox	050 MovinBell	082 SimplePoly1	114 XMumbling
019 EthnicWind	051 MysticVox	083 SimpleSawBras	115 X-Voodoo
020 FairyVox	052 Mythosfer	084 SimpleSlow	116 Y-Aliens-r
021 Ferocious	053 Myths 1	085 SimpleSquare	117 Y-Demons-r
022 FlashDrop	054 Nocturnal	086 SimpleStrings	118 Y-Ghoulzone
023 Flashy	055 NoiseChoir	087 SimpleStrs	119 Y-Groove
024 Fulldrive	056 NoiseChord	088 SimpleSympho	120 Y-SloMind-r
025 GhostBreath	057 Noisehole	089 SimpleSynE04	121 Z-CaveDrops
026 GhostChoir	058 NoiseOne	090 SimpleSynH03	122 Zedoomed
027 GhostlyVox	059 OpeningSpace	091 SimpleSynH20	123 Zombes
028 GhostString	060 PuddingGhost	092 SimpleSynZ13	124 ZombieWalk
029 GhostVox	061 RainCrackle	093 Slurper	125 ZDropSpace
030 Ghouls	062 RisingMaze	094 SoftVox	126 ZInfernal-rev
031 Hammering	063 S-BigGongL	095 SpaceAbyss	127 ZStroke-rev

## Appendix 2:

### List of implemented MIDI CC

Oscillator	Spook 1	Spook 3	Delay	LFO
Wave 1 = 20	Spook1 Amnt = 70	Spook3 Amnt = 81	DlyModSrc = 14	LFO3 Shape = 102
Wave 2 = 21	Spook1 Mod X = 71	Spook3 Mod Z = 82	ModAmount = 15	S&H Variation = 103
Osc 1Level = 22	Spook1 Mod Src = 72	Spook3 Mod Src = 83	bpm->Delay = 16	LFO4 Rate = 104
Osc 2Level = 23	Spook1 ModAmount= 73	Spook3 ModAmount= 84	Feedback = 17	
	Spook1 ModMode= 74	Spook3 ModMode = 85	DlyLvl = 19	
		Spook3Mix = 86		Ext In Level = 11
		Spook3MixModSrc = 87		Dry : Wet = 31
Amp EG	Spook 2	Inferno		Main Out:
Attack = 26	Spook2 Amnt = 75	Inferno = 88		Overall Volume = 7
Decay = 27	Spook2 Mod Y = 76	Inferno ModSrc = 89		Pan = 10
Sustain = 28	Spook2 Mod Src = 77	Inferno Mix = 90		PanMode = 12
Release = 29	Spook2 ModAmount= 78	Inferno MixSrc = 91		Pan Mod Src = 13
	Spook2 ModMode = 79			BassEnhance = 30
	Spook Mode = 80			

Known bugs: loading a single patch program (\*.fxp) to first program number (and only there) may change the waveform of the oscillators. This does not apply when loading a patchbank file (\*.fxb)! This has to be fixed in the development-environment.

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