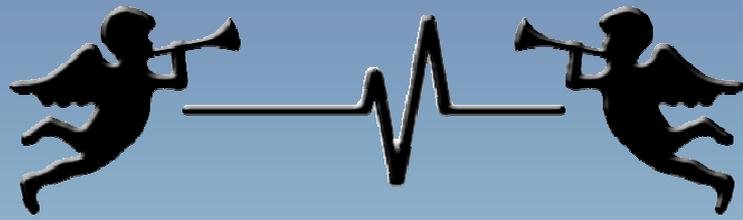
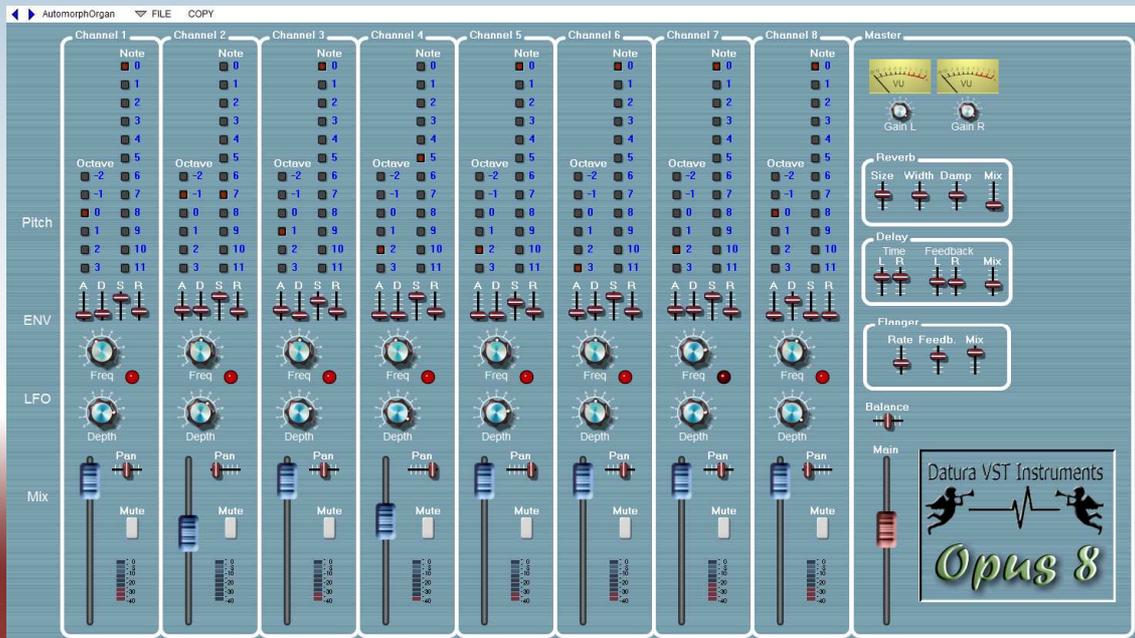


Datura VST Instruments



Opus 8



User manual

Introduction

Welcome to the world of Datura-Synthesizers and thank you for choosing Opus 8.

Opus 8 is a simple eight-channel sinusoidal additive synthesizer. Explained easy you could see it as a “drawbar-organ-synthesizer”. But Opus 8 can also generate other sounds like choir, vibraphone, flute or different noise FX. Check the factory presets to get a taste of possibilities.

Each Datura-Instrument follows a special philosophy, an idea it is dedicated to. So maybe you will miss some functions that are not included in Opus 8. Well, there are so many VST instruments available full of faders, knobs and complex controls and matrixes. This Datura-Synthesizer provides only the controls you need to program the kind of sounds for it was developed. Enjoy!

Terms of License Agreement

Opus 8 is full freeware. You don't have to register, activate or pay. Any commercial distribution of this product is not allowed. If you want to send a copy of this software to a friend, always copy the complete Opus 8 folder including this manual.

You may use Opus 8 for all kind of music and audio production (private or commercial) but anyway on your own risk and responsibility. Opus 8 can generate very extreme loudness and frequencies. Always make your experiences on a low level of volume. Be careful if you use headphones.

“Datura VST Instruments” is a private project not a company. No warranty can be given!

You are not allowed to modify, decompile or reverse-engineer the software.

Changes may be done without notice.

VST plugin technology was developed by Steinberg.

Support

If you have any problems or questions then contact via website: www.datura-instruments.de

It would be nice for me to hear some music you have created with datura synthesizers.

Check for updates and other VSTi: www.datura-instruments.de



Installation

If you are a user of some DAW-software (e.g. Sonar, Cubase...) you will know the place you have installed your VST instruments. Copy the complete Opus8 folder into your VST path and you are ready to go. If Opus8 is not found by your host, command it to scan VSTi.

You're a novice in the VSTi world? Ok. No problem. Let me explain:

VST instruments or effects don't work alone because they are constructed to plug them into music software (host). Some VST instruments from different producers can be installed with a "stand alone" option. This will be useful, if you want to play it live, without any sequencer or music production software. But most users will plug them into their production software.

Well, if you don't have any software that hosts VSTi you can download a host from the web.

For example got to: <http://www.cantabilesoftware.com/> where you can get a great freeware version of a vst host.

Check the preferences of your host software to define the path you will collect your VSTi files. Copy Opus8 folder completely into this folder. Maybe you have to activate a scan in your host. Then you are ready to go.



Opus 8 architecture

Opus 8 uses eight independent 12tone polyphonic oscillators with sinusoidal waveform.



Each oscillator is organized as a channel like a mixing console.

Pitch

There is a pitch section to choose the octave and base note of the oscillator. To create organ sounds with 5th or 7th notes you may set note-parameter to 5 or 7.

ENV

To modify the envelope of the sound you will change the ADSR-faders in the ENV section.

A – means the attack time for the tone

D – means the decay time for the tone

S – means the level of sustain (as you hold the key)

R – means the release time (after you have depressed the key)

For example: If you want to create a percussive sound, set attack to a low level, set decay to a middle level, set sustain to zero and release between your decay level or zero.

If your sound should play how long you press the key, so push sustain to maximum.

LFO

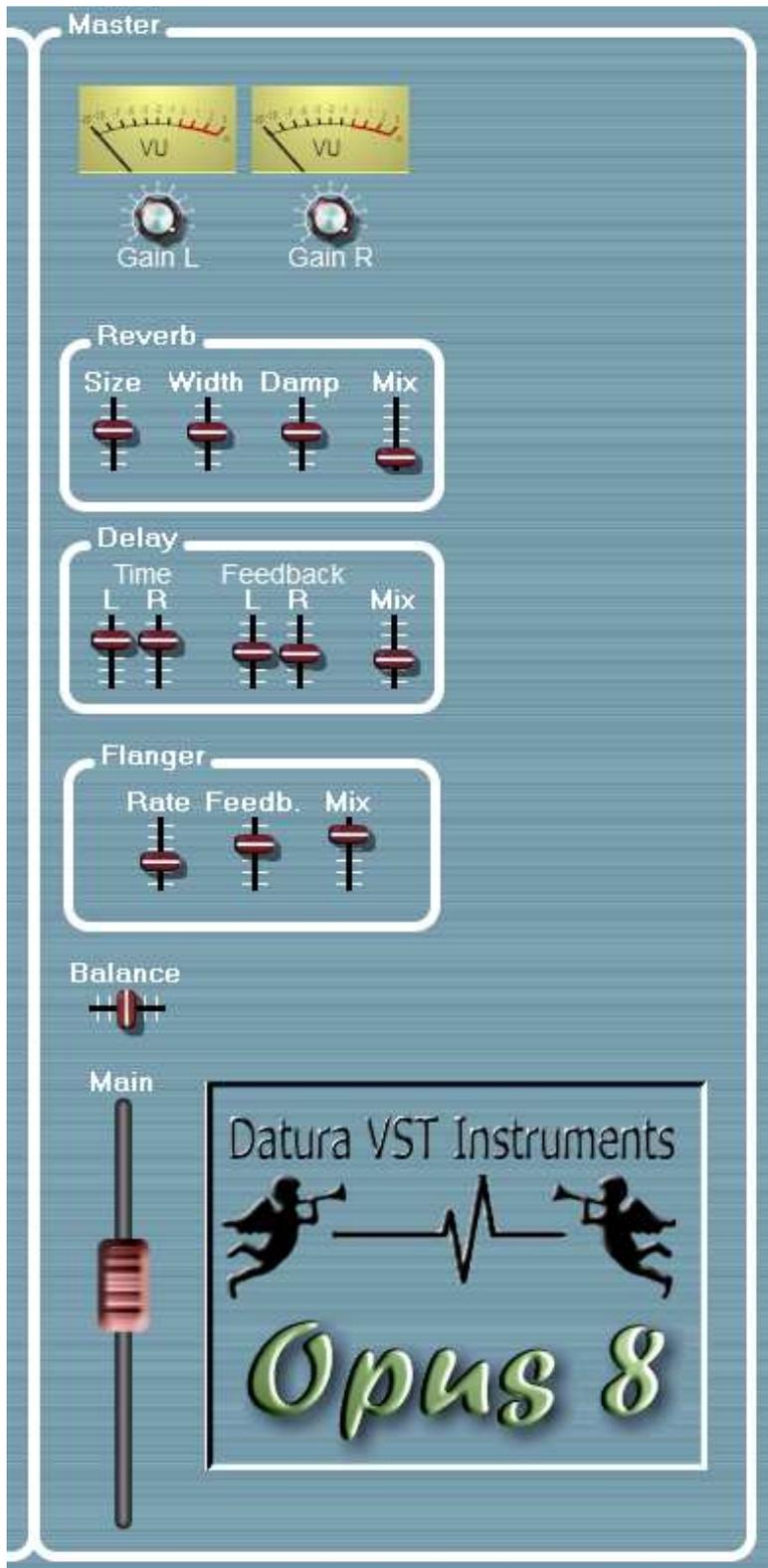
This is the clou of Opus8. In difference to a drawbar-organ each channel has a independent LFO for tremolo effect. The LFO modulates the amplitude (loudness) of the tone produced by this channel. You can change the speed (Freq) and depth of this effect.

Mix

Like at a mixing console you will change volume and stereo position (pan) or mute the channel. The LED-VU-meter may give you the control over the tone level.



Let's have a look to the main section of Datura 8:



Gain & VU-Meter

The gain knobs are used to adjust output level. If any distortion happens, try to reduce gain level.

VU-meters will give you control over the output level of Opus8.

Reverb

The reverb can be modified by room size, stereo with, damping of frequencies and mix.

MIX is removed by MIDI controller No.91 (effect level).

Delay

This simple stereo delay has independent faders to adjust time and feedback (number of echoes) for each stereo channel.

Flanger

Flanger effect could modulate your sound like a rotary-speaker. "Rate" means the speed of the effect and "Feedb." the depth. Be careful: Too high feedback will make the flanger oscillate and produce harmful distortion. MIX of the flanger is removed by MIDI controller No. 93 (chorus level).

Main mix

Main volume and stereo balance are controlled with this fader.

"Main" volume is removed by MIDI controller No.7 (volume) and "Balance" will change with MIDI controller No.8 (balance).



MIDI-controllers & remote

You can control Opus8 via MIDI controllers:

MIDI CC	No.91 (effect level)	changes reverb mix
MIDI CC	No.93 (chorus level)	changes flanger mix
MIDI CC	No.7 (volume)	changes main volume
MIDI CC	No.8 (balance)	changes main balance

Most parameters of Opus8 are defined as “public”. If your host does support, you will have access via your VSTi slot in your DAW to use automation.

Tips & tricks

If your sound is sonaring or too much metallic, try to reduce reverb or other effects level.

If any frequency does appear dominant you should identify it by cheking the channels VU-meters. Then reduce the level of this channel.

Keep in mind, that a constant single sinus-wave is not a natural sound and appears dead. Well, this is where LFO comes in. Modulation will give life to your sound.

Don't forget to backup your sound bank files! Keep a copy of the factory sounfile at a save place.



Troubleshooting

No Sound	<p>Check all faders and muteswitches. A red muteswitch means that the channel is inactive. Click on it to activate. Are the Envelopes adjusted correctly?</p> <p>Look to the peakmeters if the oscillators does produce any sound. If not, there could be a problem with your MIDI-input. Check the keyboard, cables and MIDI-settings in your host-software.</p> <p>If the VU-meters in the main section are moving so you must search the problem in your host-software.</p>
Sound is very low	<p>Check the levels that are displayed by the peakmeters and VU-meters. Set the sustain levels higher or try to change the level by turning the gain knobs.</p>
Sound is distorted	<p>Check the peakmeter of any channel, if it is on maximum. If yes, reduce volume of this channel. Then look to the VU-meters of the main section. If there is any clipping adjust this by turning the gain knobs down.</p> <p>Maybe the effect settings are too heavy. Try to reduce feedback or mix settings of FX.</p>
LFOs are not sync to MIDI clock	<p>Sorry. That option was not included.</p>

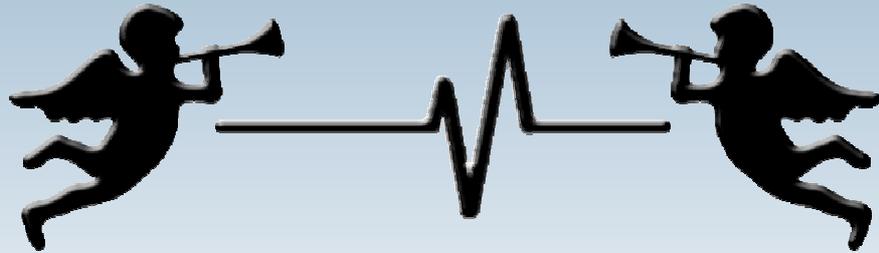
System requirements

- PC with multicore processor
- Microsoft Windows XP, Vista or Windows 7
- Professional soundcard or audio-device with ASIO-driver –technology
- 500MB RAM
- widescreen (16:9) display/ graphics adapter set to 1929x1080 pixel
- MIDI-interface and software host supporting VSTi-plugin-technology*

* for example got to: <http://www.cantabilesoftware.com/> where you can get a great freeware version of a vst host.



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