

ProtoPlasm Synthesizer V.1h

The Next Generation Pad & Texture Synthesizer by H.G. Fortune



One of the special features of this synthesizer is a very easy to handle modulation-system with 8 LFO/S&H-outputs plus optical control derived from even patternlike LFO-waveforms as modsources. So You can do quite amazing and complex modulations with only very few settings. Basically this synthesizer is best suited for highly vivid pads and textures but you can also do bass, leads etc. More than 500 patches included: see Appendix.

The basic features are:

- three digital PCM-wave oscillators powered by **50 different waveforms** of enhanced quality
- each oscillator's level can be modulated by different sources
- one LP filter (24db Lowpass) with adjustable Boost and ADSR EG
- one HP filter (12db Hipass) with adjustable Boost and ADSR EG
- two shapeable LFO with patternlike waveforms (bpm-synced)
- one shapeable standard LFO (bpm-synced)
- one shapeable Sample & Hold with pattern (bpm-synced)
- each LFO and S&H provide an additional Mix-out for mixed LFO-shapes
- 'magic eyes' as visual control for LFO & S&H in motion
- one ADSR EG for VCA
- adjustable level for direct, LP and HP output with separate pan each
- stereo-delay for PingPong effects (bpm-synced)

Within the registered version there is also the option of using a wavefile instead of the inbuilt internal waveforms at each oscillator. Wavefiles can be up to 24Bit!

Bugs fixed in Ver 1.0h:

- Bug fixed for Ableton Live leading to fill the Undo buffer with unused data
- Position of Semi(tone) buttons corrected

The features in detail

The sound-sources



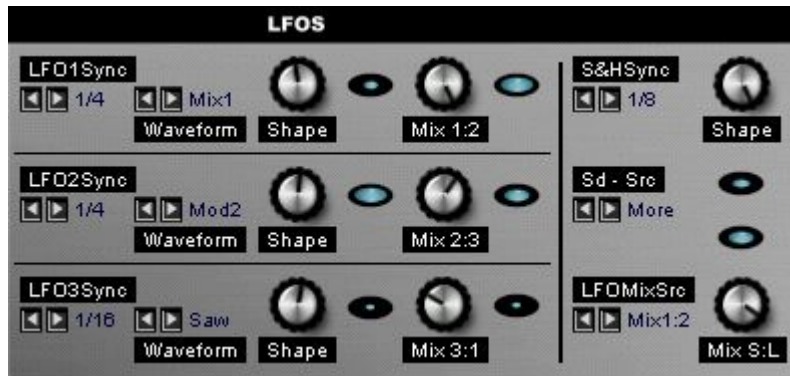
There are three oscillators with octave range adjustable -2 to +2 **[Oct]**aves, **[semi]**tones for osc. 2 & 3 and fine detuning **[Det2<1>3]** so osc.2 is tuned a bit downward while osc.3 is tuned a bit upward for a more vivid sound. There is also an unlabeled **[Mute]** button for each oscillator between waveselect and the level knob. The button left of waveselect (registered version only!) switches between internal soundsources and wavefile, loops are supported within wavefiles. The **[Level]** knobs determine the basic output level of each oscillator. Next to this there is a selector **[LvlMod]** for a source to modulate the output level of each oscillator followed by a knob to adjust level for modulation **[ModAmt]**.

The Filter section



There are two independent filters one 24dB lowpass filter with resonance **[Q]** and a 12dB hipass filter with resonance. Each filter can be modulated by an ADSR-EG and/or a selectable modsource from the LFO-section. The **[ModBal]** determines the amount of modulation between ADSR EG and LFO-source. The **[Boost]** knob provides an adjustable enhancement of the current filter frequency.

The LFO section



The LFO section offers three shapeable LFO's and one shapeable Sample and Hold, all bpm-synced (by divisors 1/16note to 8 bars) plus outputs for mixed waveshapes. In addition osc. 1 and 2 also provide patternlike (Mod1-3) waveforms for far more flexible modulations. All in all this provides a very comfortable way in getting really complex and vivid modulations and due to the concept this is easier to be handled than e.g. an 8stage envelope. Also there are 'magic eyes' to see the motion of each output!

The Mix and VCA section



The output section provides an [A] [D] [S] [R] envelope generator for shaping the overall signal with **A**ttack, **D**ecay, **S**ustain and **R**elease. Also You can mix the amount of level from outputs of direct(unfiltered signal), Lowpass and HiPass filter. In addition to this there is an independant pan-setting for each output.

There are four [**Lazy?!**] buttons to randomize certain sets of parameters for All, Oscillator, Filter and LFO sections. This is a really easy way to generate new ideas for new patches ;-)

Delay and Main Out section



This stereo delay is synced to host clock at selectable division-settings by **[Dly-Ping-L]** and **[Dly-Pong-R]**. Use the **[Dly-Lvl]** knob to adjust the amount of delayed signal to the normal signal while the two **[Fdbck]** knobs determine the amount of repetitions of each delay. This is useful to get more delay repetitions at shorter delay times while the other delay has a longer delay time setting. So you can compensate the repetitions on the shorter delay vanishing too early. If you want to have a continuous delay when switching from one patch to the next it is advisable to have the divisional settings at the same divisor then no clicks should occur.

[Main-Vol] controls the overall output of the synthesizer.

General hints: 1. When moving a knob or slider you can also press <Ctrl> on the PC-keyboard for fine adjustments. 2. Long release settings at the ADSR EGs use more CPU.

Credits, thanks and further info

The ProtoPlasm Synthesizer has been created with Synthedit by Jeff McClintock with only two further modules by David Haupt.

The stunning GUI has been done by **Vera Kinter** (Brno, Czech Republic) - very big thanks!

Preset patches were kindly done by:

Timothy Conrardy (TC); Vera Kinter (VK); Dimitri Schkoda (DS); Derek Kay (DK); Stephan Müsch/rsmus7 (SM); Rene Ebenhan (R); Steve Blenkinsopp (Waveform); Miguel Matas (MTZ) and vurt (v)

A big thanks also goes to all who have helped, betasted and taken part elsewhere within this project also those at KvR esp.: vurt, Jack Dark, Bruce Satinover and some others. Not to forget www.pluginindex.de for providing a direct download for Prototypx which has become ProtoPlasm now.

H. G. Fortune

near Bonn (Germany) August, 29th 2005

The eight voice version of ProtoPlasm is available via Paypal or ShareIt for 27,00 Euro
Please visit www.flomo-art.de/se or www.hgfortune-vsti.net.tc for further details.
If You like to get a special bundle of my Synthesizers please ask for a special price!

There is a also **Free Version of ProtoPlasm** - limited to 2 voices instead of 8 and no wavefile option.

Other VSTI by H. G. Fortune are:
Swamp Synthesizer
STS-17 Space Transition Synthesizer
ASET-2121 Mythosperic Space Synthesizer
X-Wheel of Fortune II Pro
X-Wheel of Fortune II (Freeware)
Wheel of Fortune (Freeware)
X-Wheel of Fortune Pro

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Appendix

List of internal waves

001.Interstellar	013.HauntedPia	025.KS-EthnoBlo	037.SawPad
002.Overdrive	014.DropDown	026.KS-HumOhh	038.SynSquarA
003.Fat-CS-080	015.ShiverBell	027.KS-Nebulous	039.BellMagic
004.SyncedOsc	016.MetalBell	028.KS-FatBras	040.SynBas1
005.MajesticBrass	017.Bella_Donna	029.KS-Spectral	041.SynBas2
006.Orchestra	018.SpaceBells	030.KS-Syncer	042.SynBas3
007.FogString	019.InsideTube	031.KS-Pudding	043.BullSynBas
008.MysticVox	020.AlienSpectr	032.ModChord	044.FullPoly
009.FaintVox	021.Nocturnal	033.Chord2	045.FM2Slow
010.ChoirString	022.6T-FilterFM	034.ArcaneRealms	046.LongSync
011.FogChoir	023.6T-Ferox	035.PPG-OrgVox	047.DistSync
012.Bassical	024.6T-Basics	036.PPGVox	048.Fulldrive
			049.NoiseChoir
			050.VA-Vox

More than 550 patches in 5 banks (1 internal bank and 4 external .fxb-files):

ProtoPlasmBank1-TC-VK-DK-SM-HGF.fxb = 128 patches by Tim Conrardy, Vera Kinter, Derek Kay, Stephan Müsch, HGF
ProtoPlasmBank2-DS1.fxb = 128 patches by Dimitri Schkoda
ProtoPlasmBank3-DS2a.fxb = 128 patches by Dimitri Schkoda
ProtoPlasmBank4-DS2b-WvF-R-v-M.fxb = 45 patches by Dimitri Schkoda, Waveform, Rene Ebenhan, vurt, Miguel Matas

(The 'curious' long names of banks might be helpful when searching for patches by a certain contributor)

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