

SHUNJI - Pro 2011 - Cải hóng bảo

with Rainbow Modulator



shuniji (Japanese, primary rainbow) - Cải hóng bảo (Chinese, rainbow treasure) is a slightly reworked version of the original Pro 2007 version with some enhancements. This free edition is dedicated to 'Princess MiMi' [look on facebook ;-)] or 'little fox Mi'.

At the first glance quite simple but highly efficient for even complex soundcreations due to some versatile modulations and the Rainbow Modulator / Colorizer. Like within a rainbow different tonecolors can be present in one patch.

Main features:

- two PCM oscillators each with 256 waveforms (2 banks)
- Rainbow Modulator for three additional tonecolors
- one lowpassfilter (24db with resonance)
- Filter-FM with selectable oscillator
- two ADSR envelope generators
- three LFO, one Sample & Hold (S&H) and one contour generator (CG); all bpm-synced
- one LFO with complex waveforms and rate adjustable by knob
- Saturator, Hi Cut
- Reverb
- bpm-synced Delay
- 8 voices
- internal Patch select and manage (Load/Save fpx/fxb)
- 3 Lazy Button

Hints for usage:



switches like this one do respond on mouseclick



press left mouse button and move up or down to change values in areas like this.



If there is a blueish button with + or - this is to invert the modulation.

Oscillator Section



Both oscillators can be transposed in octave settings (-2 to +2) and up to 11 semitones. The Rainbow Modulator allows to create additional tonecolors that even without touching the filter some kind of multilayered sounds can be achieved. It is based on delays with rather short modulatable rate and adjustable Feedback ('Physical Modeling light'), but it is fed by a specially preprocessed signal from the oscillators. The results range from pitchshifterlike, metallic, sitarlike to resonant effects achieved at high setting of Peak 1. For a more convenient and fine adjustment of this upper range the Pk1 Fine knob has been added.

Color 2 is rather an invisible color as the changes are not that dramatic but it emphasizes the the quality of higher frequencies. Color 3 is quite like Color one but always with a certain amount of Peak. **Note:** under certain conditions you might experience feedback drones when amount of Color 3 is set to manual. In such a case simply lower Peak 3 and the color 3 knobs til the drone is no longer evolving. There could have been precautions to prohibit this behaviour but this would have meant to castrate this function.

There is also a level modulation for osc. 1 (similar to those in PP21) and a Detune knob spreading pitch of both oscs. into opposite direction.

Notes: Within the modsources is also a monophonic control from Filter EG (ADSR) selectable. This can be used e.g. for 'cutting' or 'synclike' sounds at high peak.

Filter Section

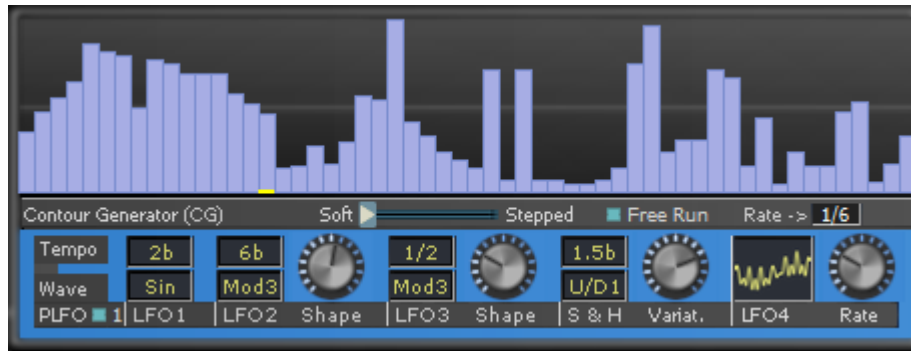


The section on the left is there to adjust the balance between the direct signal from the oscillators and the Rainbow (Rnb) section or modulate this. The output is valid for the filter section **and** Amplifier section's Direct signal input where it is balanced to the Filter output. Thus it is possible to have some interesting motions in the sound at this stage already.

The 24dB Lowpassfilter with resonance (Q) can be modulated by varios sources: ADSR-EG, selectable LFO, S&H or CG, Filter FM and keytracking. Please keep in mind for Filter FM the Q slider should be quite up while the Cut slider should be somewhere midway to achieve.

Hint: There is a good variety of modulations available but it is not advisable to have full modulation of all sources - less is often more ;-)

LFO / Modulator Section



The contour generator offers the possibility to draw curves or pattern by mouse at realtime. The horizontal slider to change the output of the CG from soft to stepped characteristics with stepped like a programmable S&H. Also you can have the CG as Free run or retriggered on 1st key pressed, the tempo can be set from 1/1 to 1/64 (bpm).

LFO 1 features sine, triangle, ramp and Saw wave

LFO 2 und 3 have more complex and even shapeable waveforms

S&H (Sample & Hold) features random and rhythmic patterns plus adjustable variations.

Hint: LFO 1 is synced to first keypress.

While the aforementioned mod sources are synced to bpm clock the Rate of LFO 4 is freely adjustable by a knob. This LFO features some more complex waveforms for modulation.

The blue button right to PLFO is there to select from LFO 1 to LFO 4 for pitch modulation by Mod Wheel. Due to the rich variety of waveforms You can have outstanding mods.

Output Section



The input can be balanced between the direct and filtered signal. The ADSR envelope generator determines the behaviour of the output level in time by Attack, Decay, Sustain and Release. Also a saturation can be added to the signal while Hi Cut allows to remove unwanted high frequencies.

The bpm synced Delay can be adjusted delay time, feedback amount level and pan position which can also be modulated (M= manual setting, 1 to 4 = resp. LFO). In addition there is a Pan knob for the direct (undelayed signal)

Stereo Reverb can be adjusted in Size, Width and Mix

The Main Vol. is quite obvious to adjust main output volume. Between the peak-LED there is a blue button switch to adjust overall level in 4 steps: -3 / 0 / 3 / 5



The Lazy buttons allow random changes of selected parameterd separate for oscillator-, filter- and all sections (All).

The SF2 buttons is used for accessing the load slots for SF2 files where banks (if present in the file) can be switched too.

There is also an internal patch selector with additional up/down arrows, an option to (re-)name a patch, and patch managing for loading / saving fpx and fxb.

More free sf2 files can be accessed via: [Free User content Sf2 files and patches](#)

:

Explicit thanks go to:

Patches were kindly provided by:

Dimitri Schkoda, Jack Solium (JS), Berfab (FAB), Timothy Moffet (tm), Antonio (AP), Stanley King (SK), Peter Tedstone (PJT)

Additional modules by:

Peter Schoffhauzer, David Haupt and Kelly D. Lynch

shuniji VSTi has been created using Synthedit by Jeff McClintock

VST is a registered trademark of Steinberg Technology

VSTi by H. G. Fortune:

More VSTi: <http://www.hgf-synthesizer.de>

H. G. Fortune

G. Hager

Almaweg 49

53347 Alfter

0228/5344207

Germany

email: fortune@flomo-art.de

www.hgf-synthesizer.de

official support forum on kvr: <http://www.kvraudio.com/forum/viewforum.php?f=149>

HGFortune Synthesizer on facebook (feel free to use I like ;-):

[HGFortuneSynthesizer](#)

Open group for users, fans, friends and supporters: [on www.facebook.com](http://www.facebook.com)

This is not a technical support forum but is for news, communication among users e.g. sharing ideas, images, videos and music.

Thanks to all who have helped and do support my work!

Appendix A: List of internal waves:

Note: in order to preserve basic patchcompability to existing banks & patches bank 0 has been left as is i.e. not really sorted well ;-)

Bank 0

001 3FatOsc	033 Farrancolin	065 Lorda	097 SawsOff
002 AlienSpectr	034 FatOnFloor	066 Lormarin	098 Shadizar
003 AnLead	035 FatQuyer	067 LowXsaw	099 ShiverBell
004 ArcaneFX	036 Fedirun	068 Metallic	100 Sixteeth
005 ArcaNostra	037 Flowater	069 MetalNse	101 SlapSaxF
006 ArcanRealms	038 FM2Slow	070 MetalSync	102 SmokeH2O
007 AsianMetal	039 FM-BellyF	071 MetAtkF	103 SpaceRide
008 AtkSyn	040 FogHorn	072 Mikardand	104 SparklyGls
009 BellInharm	041 FroAndTo	073 Mirsalon	105 SparklyWnd
010 Bella Donna	042 Fulldrive	074 ModChord	106 SpeedTube
011 BellMagic	043 FullPipes	075 MoltenBell	107 SpookBell
012 BellPad	044 FuzzDigi Z	076 MovinBell	108 Suleyka
013 BellWave	045 FX-Flash	077 Mythosfer	109 Symphonic
014 Bishtorg	046 FX-OscStorm	078 Nocturnal	110 SynAthmoL
015 BongBell	047 FX-Riser	079 NoiseChoir	111 Synphony
016 BottleVox	048 FX-Scrubber	080 NoiseChord	112 Tedalda
017 BowedStrs	049 FX-Stopper	081 NoiseOne	113 Trianna
018 Britetish	050 FX-U-F-O	082 Nothync-B	114 Trimari
019 CathOrg	051 Gemmond	083 Nothync-H	115 Trumping
020 Chord2	052 GhostBel	084 Octavian	116 TubeBell
021 Clavikhan	053 GongyFlute	085 OmziFMyth	117 TubeNse
022 ColdPolyLB	054 gOrganic	086 OrcStrings	118 Tundra
023 Corasca	055 Hard-FM-LB	087 OrganaVox	119 TunnelBel
024 Cormons	056 Huuouuh	088 OutLand-2	120 TurbleXF
025 Crunchd	057 Hyperdrive	089 OutWired	121 TurblinvF
026 DeuSixty	058 InTheWoods	090 PSynHit	122 Unstringed
027 DistSync	059 IrishPoly-LB	091 Quirib	123 VoxyNse
028 DrawbarOrg	060 JetNse	092 Rain-Crackle	124 XPulsed
029 DXEP-Base	061 Jungle	093 RealBrass	125 Yggdrasilir
030 FakeVox	062 KS-Spectral	094 Roaring60s	126 Yumna
031 FarFeesa	063 Kwaier	095 Rodikhan	127 Zephir
032 FarHorizon	064 LightningL	096 Sartena	128 Zaws

Bank 1

000 [Cpl]AlienSpectr	032 [Orc]Blasomatrix	064 [Syn]BariSync	096 [Syn]SawsWet
001 [Cpl]Aphrodisia	033 [Orc]Bowed	065 [Syn]BellPadBreath	097 [Syn]SawvPulse
002 [Cpl]ArcaNostra	034 [Orc]BowedStrs	066 [Syn]Belltronic	098 [Syn]ShredSync
003 [Cpl]AtckSphere	035 [Orc]BroadBras	067 [Syn]BigSaw	099 [Syn]Simplify
004 [Cpl]BellCave	036 [Orc]ClassicStrn	068 [Syn]BriteBras	100 [Syn]Slurper
005 [Cpl]Cinematic	037 [Orc]Ensemblon	069 [Syn]BriteFive	101 [Syn]SoftDigiBell
006 [Cpl]DarkRealms	038 [Orc]EthnicVoc	070 [Syn]Claviculi	102 [Syn]SoftyPad
007 [Cpl]DigiPad2	039 [Orc]Fanfare	071 [Syn]DigWaveX	103 [Syn]SquawSaw
008 [Cpl]DigiString	040 [Orc]FarFeesa	072 [Syn]Drawbar	104 [Syn]Stringz
009 [Cpl]EerieVox	041 [Orc]Frankenhorn	073 [Syn]FogHorn	105 [Syn]ThinSaw
010 [Cpl]Enigmatic	042 [Orc]gOrganic	074 [Syn]GoodLow	106 [Syn]TurblinHi
011 [Cpl]FemBreath	043 [Orc]Gorgue	075 [Syn]GrowlSpit	107 [Syn]TurblinLo
012 [Cpl]GlassBlojob	044 [Orc]Ham'n'Egg	076 [Syn]HiPassed	108 [Syn]Voices
013 [Cpl]GlassyZone	045 [Orc]HeavyOrgl	077 [Syn]HollowSaw	109 [Syn]WarmAnalog
014 [Cpl]Grumbling	046 [Orc]LongAhhh	078 [Syn]HvyBrite	110 [xFx]Chicadas
015 [Cpl]Guevercin	047 [Orc]LongOoouh	079 [Syn]HvySyncFZ	111 [xFx]Clocks-rev
016 [Cpl]H2O-Phone	048 [Orc]NoVocal	080 [Syn]HybridBras	112 [xFx]Demons-r
017 [Cpl]NTropic	049 [Orc]OrganaVox	081 [Syn]LiteSync	113 [xFx]FantaBars
018 [Cpl]SoftAtkPad	050 [Orc]Organox	082 [Syn]LowXsaw	114 [xFx]FantaB-rev
019 [Cpl]Unexpected	051 [Orc]OrgueStr	083 [Syn]MedSyncFZ	115 [xFx]GlissHarp
020 [Cpl]VocNoVox	052 [Orc]RealViolins	084 [Syn]ModChord	116 [xFx]HarpGliss-rv
021 [Cpl]VoxObscura	053 [Orc]SadFemale	085 [Syn]Narronics	117 [xFx]Haunted-rev
022 [Cpl]VoxPlus	054 [Orc]SmokeH2O	086 [Syn]Nasalic	118 [xFx]Realms
023 [Cpl]WideDigi	055 [Orc]Stringelized	087 [Syn]Nopia	119 [xFx]ResoBubble
024 [Orc]AaaOhhhs	056 [Orc]Superstr	088 [Syn]OmniSaw	120 [xFx]SamUnhold
025 [Orc]AirVoice	057 [Orc]Synphony	089 [Syn]OpenJaws	121 [xFx]SeaSide
026 [Orc]ArtVox	058 [Orc]UnOrganic	090 [Syn]OscarSync	122 [xFx]S'n'H-Blipps
027 [Orc]Asianic	059 [Orc]Voxodont	091 [Syn]Overhome	123 [xFx]StormWind
028 [Orc]Aspiration	060 [Orc]VStrings	092 [Syn]PepeGoes	124 [xFx]UnNatural-r
029 [Orc]Bellatrix	061 [Orc]WideStrngs	093 [Syn]ProphetSaws	125 [xFx]Voegelei
030 [Orc]BestAttack	062 [Orc]XtraOrchst	094 [Syn]PS6-FatSaw	126 [xFx]VX-Storm
031 [Orc]BigOrchStr	063 [Syn]AtkOpnBrass	095 [Syn]SawsSoftwide	127 [xFx]WaterStream

Appendix B:

Implementation of MIDI CC# (each has a valid range from 0 to 127)

01 ModWheel (pitch lfo)	20 LFO 3 Rate	69 Osc:Rnb ModSrc	85 Attack (VCA)
02 Detune	21 LFO 3 Wave	70 Osc:Rnb Balance	86 Decay
07 Volume (Main)	22 LFO 3 Shape	71 Cut	87 Sustain
09 Delay Level		72 Q	88 Release
10 Pan (direct)	23 S&H Rate	73 LFO Mod Amnt	
	24 S&H Mode	74 EG Amnt	89 Rainbow Mod C1
11 Rainbow Color1 ModSrc	25 S&H Variation	75 Attack (Filter)	90 PeakPoint C1
12 Rainbow C1 Amt ModSrc		76 Decay	91 PeakPoint Fine C1
13 Rainbow Color3 ModSrc	26 LFO 4 Wave	77 Sustain	92 Rainbow C1 Amnt
14 Rainbow C3 Amt ModSrc	27 LFO 4 Rate	78 Release	93 High Cut
		79 Filter FM	102 Dly Feedback
15 LFO 1 Rate	28 Osc 1 LvlMod Amnt	80 Keytracking	103 Pan Dly
16 LFO 1 Wave	29 Osc 1 Wave	81 LFO ModSrc	104 Rev Size
	30 Osc 2 Wave		105 Rev Witdth
17 LFO 2 Rate	31 Osc 1 Level	82 Dir:Fil ModSrc	106 Rev Mix
18 LFO 2 Wave	32 Osc 2 Level	83 Dir : Fil Balance	
19 LFO 2 Shape			107 Rainbow Col 2
		84 Saturator	108 Rainbow Pk 3
			109 Rainbow Col3 Mod
			109 Rainbow Col3 Amnt

As of this default MIDI CC assignments you might change these BUT this will have an impact on the internal Lazy System which might no longer work as intended then. Please keep this in mind.

Terms of License Agreement:

You are NOT ALLOWED to sell the program or charge for the access to it. You may use the program in personal and/or commercial music (credits are welcome).

You are allowed to run the registered version of the program on different computers as long as You are the only person having access to and using the program.

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

This program is not copy-protected but protected by national & international (copyright-) laws.

Changes & enhancements may be made without prior notice and a grant that further editions will read patches from former version cannot be given. The software is supplied as is. Use this program on Your own risk and Your own responsibility.

all rights reserved by / alle Rechte vorbehalten:

HG Fortune (G. Hager)

Almaweg 49

D-53347 Alfter

info@hgf-synthesizer.de

Ein recht seltener doppelter Regenbogen aufgenommen von mir am 22.11.2000
(a rare view of a double rainbow photographed by me on Nov. 22nd 2000)

