

# Alien Space Weaver Pro – NFG 2013

by HG Fortune



Alien Space Weaver is a very exceptional synth as it is especially made for spacey or dark atmospheric backgrounds and FX sounds. One oscillator contains 75 very special samples i.e. fairly long ones being created from various images providing very spacey sounds from the start already. Thus play it slowly and let the sounds evolve. It's also been called the *Eeriator* ;-). As of this you might notice there are no ADSR EG, Well, that's right! There are only A(ttack) & R(elease) VCA EG while all modulations are done by 6 LFO and one S&H with various options.

Main features (Pro version):

- 2 PCM wave oscillators with external sf2 files
- 1 24 dB resonant LP filter with ADSR EG and Modulation
- 1 12 dB resonant HP filter with ADSR EG and Modulation
- 2 Filter bypass + modulation
- 2 Bass Enhance
- 2 SpookB Fx (different from the ones used before)
- 2 Delays with manual tempo offset; Pan and modulation
- 2 Pan for undelayed signal
- 6 LFO + 1 S&H as mod sources incl. manual tempo offset from x1 to x4
- 1 Reverb
- 1 Nuthin ? special modulation
- 5 Lazy Buttons (use 'All' for limitless patch switching ;-)

NFG 2013: updated, recompiled & added: internal patch selector and patch managing plus onscreen kb fixed.

## The oscillator section



Each of the two parts has got one Oscillator:

- Osc 1 with fairly conventional FX sounds and some vocs and choir like sounds
- Osc 2 with waves generated from images being partly comparatively long in duration

Both oscillators show the same features:

Setting octaves from -2 to +2, Semitones up to 11, selecting a different bank if present in sf2 file, loading wave files up to 24 bits;

Pitchmodulation is possible to a quite big extend aprox. 2 octaves controlled by selectable source and three modes:

All = the whole cycle is used,

Pos = only the positive part of the cycle is used while during negative part is no modulation,

Neg = same as before except the negative part is used for modulation while the positive gives no modulation.

By these modes you've got a lot more variation for modulations.

There is a Mute button and level of is osc is adjustable with the option for modulation by selectable source.

At Osc 2 there is a level attenuator selector below the level knob.

## The Filter section

Each part has got one filter

Osc 1 part a selectable resonant LP/HP filter with 12dB

Osc 2 part a resonant LP filter with 24 dB



The knob for Resonance can be set to normal or Fine mode by the button below. In fine mode there is better control for high settings.

While the Mod Source buttons and the related control knob need some explanation. Basically the knob allows to adjust the amount of one modsource in relation the a fixed amount. If the upper mod source button is set to Man(ual) there is no primary mod source involved in this case only the amount of the Cutoff is adjustable. If the primary modsource set to LFO then you can balance between the amount of the primary set LFO and the fixed value. The lower button is related to a secondary mod source so you can have a modulation on the balance between primary LFO and fixed value. As this knob is bipolar with any primary LFO you can change the polarity of the primary modsource. Also the fixed amount can be changed by using the 'Nuthin ?' unit in the lower right corner. This one delivers an adjustable mix of S&H, LFO 3 and LFO 4 to vary the fixed amount.

## The SpookB FX



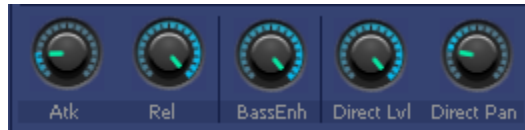
The SpookB FX is different from the ones used in VSTi before this one as it uses a different circuitry which provides a better grip in affecting the sound for some flanger like flavour but also some more spooky metallic sounding character esp. if SpookMod is used with manual mod src. There is a button for Mod x 1 and Mod x.5 for fine adjustment of Spook Mod giving a more subtle control on the Spook Fx. Color is basically helpful to cutoff some unwanted high frequencies.

### The Delay section with Pan



Though in the routing after the VCA EG it is placed on the GUI just below the Spook. Besides setting a bpm related value for the delay you have the option for an offset from x1 to x2 the delay being twice as fast then. Also the delay has got it's own pan setting with option for modulation.

### (undelayed) Output



In the undelayed Output section of each part there is a AR VCA EG with simply Attack and Release. Also there is a Bass Enhancer to provide an adjustable amount of bass punch. Also Level and Pan are adjustable.

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### Mod Sources



There are 6 LFO and one Sample & Hold modulator.

LFO 1, LFO 2 and SLFO have a quite common set of waves like Sine, Triangle, Saw and Ramp while LFO 3 and LFO4 have 9 more complex waveforms and tempo with the latter two is not related to bpm settings as with the others.

**Sample & Hold** provides a random modulation signal like pulses at varying levels in different types like Up, Down, Up&Down, and the Variation knobs allows to vary the 'patterns' of S&H to a certain extend.

Also there is a knob for a manual offset to the LFO speed from x1 to x4 (times as fast) working simultaneously on all sources.

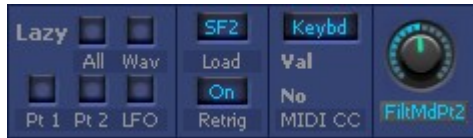
### A little Reverb



With adjustments for Room = size, Width and Mix.

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## Further features



Five Lazy buttons can supply endless switching to new patches and you only need to save the ones being useful for you ;-)

The button SF2 pops up the load slots for sf2 files. While the button Retrig serves to switch Retrigger of Keyboard On / Off - Note: This is a global switch affecting all patches to current setting.

The Keybd button pops up a minikeyboard which might be helpful in order to hold a few notes in clicking on the T of upper left corner.

The Nuthin ? Feature is described at the filter section - only affecting in Pro version!

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**Hint:** Using long release settings will increase CPU-usage - remedy: lower release at filter ADSR, lower release at ADSR in master section and raise delay MixLvl instead. So in most cases a release just below half way up of the slider will be sufficient to get a fading on the sound.

**Hint:** Switching between patches might lead to some sound artefacts by Delay when done while sound is still playing. In order to have a clean switching the sound of current patch should have faded to zero level before switching to next patch. Or, have delays set at the same Delay parameter value.

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### Credits and further info

The Alien Space Weaver Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by **Dimitri Schkoda (DS or no sign)**, **Lloyd McKay (lk)**, **Shabdahbria (SBD)**

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Lance Putnam et al.

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VSTi by H. G. Fortune:

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

H. G. Fortune

email: [hgf@hgf-synthesizer.com](mailto:hgf@hgf-synthesizer.com)

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

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List of waveforms supplied with Pro version in athmonia-a.sf2

Note some of these waveforms are quite big i.e. long in time ! Waves #75 – #127 added later

000 Stonehengemoon	032 SexyDancer	064 Ahoi friend1	096 Modetta2
001 GraveHallstatt	033 SexyD-Surreal	065 Ahoi friend2	097 Modetta3
002 Aldeb-bandpic1	034 SexyD-Light	066 JoyLin Shopping	098 Modetta4
003 Aldeb-bandpic2	035 Azn-huney	067 Rao-at Fence	099 Lillybabe
004 AustrianLake	036 Azn-huney-i	068 Rao-LoveShines	100 Flow2
005 HGF-HouseofBirth	037 Kangxi-Journey	069 Rao-PublicPhone	101 Flow3
006 Rheinkultur0767	038 Old-Irish-Gate	070 Rao-Shanghai	102 Animal_waterhole
007 Strommast01717	039 Mansion-Ruins	071 Pussyrocker	103 Condor
008 Synturion-Cover	040 Tomb-of-Horemheb	072 Rusa-Forestway	104 Gator1
009 Tiger I	041 BookofGates_Barque	073 Rusa-Forestway-i	105 Gator-2-inv
010 DiaSpace1	042 Opening_of_mouth	074 Rusa nice	106 Gator-4-inv
011 Sarah	043 Opening_of_mouth-i	075 AlienWitch	107 Fossils
012 Stonehenge#2	044 Harder-Archeopteryx	076 AlienStoned	108 Cheetah-x
013 SouthView	045 Hard-Arsinothorium	077 AlienInspiraton	109 Emerald-Pool
014 AlmaBridgeConstr	046 Harder-Dinothorium	078 AlienCoffee	110 DustPhone
015 Machines2001	047 Harder-Iguanodon	079 AlienBeauty1	111 IcePhone
016 Waldelfe	048 Harder-Mosasaurus	080 AlienBeauty2	112 Belux
017 View AF-222	049 Allosaurus	081 AlienBoard	113 Fornax
018 Machines2001i	050 Lisa-on-the-rock	082 Stormtrooper	114 Canopus
019 Machines2002	051 Rocks	083 In the Mirror	115 GrainSurgeon
020 Hol-Thingplatz	052 Jewelry	084 Siri plus3	116 DarkCave
021 HighVoltage715	053 Jewelry-i	085 HanTan	117 Lost in ASW
022 Circuitry	054 Oldsilver	086 HG-84-Nom1	118 Raiser
023 Passageway	055 Clamps	087 HG-84-Nom2	119 Far Away
024 SteelFrame	056 Cockpit	088 Aldebaran74	120 No-WaterPhon
025 Debris of War	057 ThailandTemple	089 Oseberg1	121 BorgPhone
026 Reflections	058 Heron-2-i	090 Oseberg2	122 SpaceDust
027 Spectral Darkness	059 Feather-7	091 LPM-GUI	123 EmeraldSpace
028 Spectral Ghosts	060 Feather-7-i	092 AlioNoctis-GUI	124 BoiledPhone
029 Spectral Movement	061 Feather-6-i	093 SolarOrbit-GUI	125 MorPhone
030 Angie-Surreal	062 Savannah-i	094 ASW-GUI	126 WolfWaterPhon
031 AngieSurreal-i	063 ShaveGrass	095 Modetta1	127 SpaceBugs

Waves #26 to #29 have been kindly contributed by Daniel Kemp from his Spectral Anomaly sf2 set.

more info: [www.westgatesounds.com](http://www.westgatesounds.com)

List of 128 waveforms supplied with the Pro version in athmonia-b.sf2

000 [xFx]Al Ham Bra	032 [xFx]NoiseLoop	064 [xFx]VX-Storm	096 [Cpl]India 2
001 [xFx]Aliens-r	033 [xFx]NoiseOne	065 [xFx]WaterStream	097 [Cpl]Infernal
002 [xFx]BellMaze	034 [xFx]NoizMetal1	066 [xFx]WeirdLoop	098 [Cpl]Inferno
003 [xFx]BellNoiz	035 [xFx]NoizMetal2	067 [xFx]WeirdTalk-r	099 [Cpl]LimboDrift
004 [xFx]CaveDrops	036 [xFx]NoizOne	068 [xFx]Woodland	100 [Cpl]Mirkheim
005 [xFx]ChaosOrc	037 [xFx]NoizTube	069 [xFx]Z-Bubbles	101 [Cpl]Morphomat
006 [xFx]Demons-r	038 [xFx]NoizWatery	070 [xFx]Zirkonauts	102 [Cpl]MultiMorph
007 [xFx]DoomBell	039 [xFx]OutSpace	071 [Cpl]ABreath	103 [Cpl]MysticVox
008 [xFx]Encoder	040 [xFx]RainCrackle	072 [Cpl]AbstractArc	104 [Cpl]NebulousPad
009 [xFx]Flashy	041 [xFx]Realms	073 [Cpl]AlienQuark	105 [Cpl]OuterChoirA
010 [xFx]Florida	042 [xFx]SamUnhold	074 [Cpl]Arcanasque	106 [Cpl]OuterPad
011 [xFx]Flowater	043 [xFx]Scrapyard	075 [Cpl]ArcaneLoop	107 [Cpl]SpaceAbyss
012 [xFx]FLX-PSstorm	044 [xFx]SeaSide	076 [Cpl]ArcaNostra	108 [Cpl]SynVocPad
013 [xFx]FXGameNoiz	045 [xFx]ShiftInThru	077 [Cpl]Cassiopeia	109 [Cpl]TechQuyer
014 [xFx]FX-Rattler	046 [xFx]ShipLiftOff	078 [Cpl]CaveMaze	110 [Cpl]UltraFloat
015 [xFx]GhostRide	047 [xFx]SloMind-r	079 [Cpl]Darkness	111 [Cpl]Voc2Syn
016 [xFx]Ghoulzone	048 [xFx]S'n'H-Blipps	080 [Cpl]DarkRealms	112 [Cpl]VocNoVox
017 [xFx]GlissHarp	049 [xFx]SomeWind	081 [Cpl]DeepAbyss	113 [Cpl]VoxObscura
018 [xFx]Hammering	050 [xFx]SpaceDrift	082 [Cpl]EerieVox	114 [Cpl]VoxPlus
019 [xFx]HarpGliss-rv	051 [xFx]SpcWarpX	083 [Cpl]FemBreath	115 [Orc]Aaahhha
020 [xFx]Haunted-rev	052 [xFx]SpectralDrv	084 [Cpl]FLX-Aaahh	116 [Orc]AaaOhhhs
021 [xFx]Infernal-rev	053 [xFx]Spookie!	085 [Cpl]FLX-SpkIStr	117 [Orc]ArtVox
022 [xFx]InsideTube	054 [xFx]StepFlow	086 [Cpl]FLX-Strgbrite	118 [Orc]AsiaBlown
023 [xFx]InTension	055 [xFx]StormWind	087 [Cpl]Forlorn	119 [Orc]Aspiration
024 [xFx]InvWarpoon	056 [xFx]Suspense	088 [Cpl]GhostBreath	120 [Orc]FakeQuyer
025 [xFx]JetNse	057 [xFx]TalkMaze	089 [Cpl]GhostChoir	121 [Orc]FatQuyer
026 [xFx]Labyrinth4	058 [xFx]Thundery	090 [Cpl]GhostSpectr	122 [Orc]Huuouuh
027 [xFx]LightningL	059 [xFx]Tunnellizer	091 [Cpl]GlassBlojob	123 [Orc]LongAhhh
028 [xFx]LostInSpace	060 [xFx]UnNatural	092 [Cpl]H2O-Phone	124 [Orc]LongOoouh
029 [xFx]Monkish	061 [xFx]UnNatural-r	093 [Cpl]Haunted	125 [Orc]Monks(Lo)
030 [xFx]NoiseBug	062 [xFx]Vacuumizer	094 [Cpl]HeavenlyOhh	126 [Orc]NoVocal
031 [xFx]NoiseFume	063 [xFx]Voegelei	095 [Cpl]HiGhouls	127 [Orc]SadFemale

Note: within the standard free version are present only waves from 00 to #70 and a few from the others.

# MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127)

Main Vol	= 7	Part 1:		Part2:	
Direct-Pan 1	= 8	Cut	= 70	Cut	= 90
Nuthin?	= 9	Q	= 71	Q	= 91
Direct-Pan 2	= 10	Mod Src 1	= 72	Mod Src 1	= 92
Attack 1	= 11	LFOAmt Mix	= 73	LFOAmt Mix	= 93
Release 1	= 12	Mod Src 2	= 74	ModSrc 2	= 94
Direct Lvl 1	= 13	Bypass	= 75	Bypass	= 95
BassEnh 1	= 14	ModSrcBypass	= 76	ModSrcBypass	= 102
Attack 2	= 15				
Release 2	= 16	Spook Mod	= 77	Spook Mod	= 103
Direct Lvl 2	= 17	Mod Mode	= 78	Mod Mode	= 104
BassEnh 2	= 18	Mod Src	= 79	Mod Src	= 105
		Spook Q	= 80	Spook Q	= 106
Reverb:		SpookColor	= 81	SpookColor	= 107
Room	= 19	Spook Mix	= 82	Spook Mix	= 108
Width	= 20				
Mix	= 21	DlyManOffset	= 83	DlyManOffset	= 109
		Dly Fdbk	= 84	Dly Fdbk	= 110
Oscillators:		Dly Lvl	= 85	Dly Lvl	= 111
Wav Sel 1	= 22	Mod Src Pan	= 86	Mod Src Pan	= 112
PitchMod1	= 23	Dly Pan	= 87	Dly Pan	= 113
Level 1	= 24				
ModSrc 1	= 25	n.a.	= 88	n.a.	= 114
Wav Sel 2	= 26	n.a.	= 89	n.a.	= 115
PitchMod2	= 27			n.a.	= 116
Level 2	= 28			n.a.	= 117
ModSrc 2	= 29			n.a.	= 118
				n.a.	= 119
LFO bpm Offset	= 30				
S&H Var	= 31				
n.a.	= 32				

## Notes on Loading wave files

it is possible to load wavefiles (loops supported) directly into the Vsti serving as oscillators/soundsources with up to 24 Bit waves supported.



To load a wave file first click on the Source button then click on icon appearing (as shown above as example for Osc. 1) to get the file selector. Anyway this feature is useful for testing wavefiles within the VSTi so you can do a quite easy selection of waves to be gathered into an SF2 file later as it is more convenient to switch between different waves rather than loading a wave from somewhere on your harddisk. Also this setting is stored and restored when loading that SF2 on next startup again.

**HINT:** When storing a patch the location of the wavefiles loaded is stored as well in order to reload these when switching to that preset. So You should keep in mind that deleting wavefiles used within presets will lead to an error-message! **Due to this it is more advisable to use single patches stored as .fxp rather than complete banks stored as .fxb.** Worst case might be when loading a complete bankfile (.fxb) with stored information of files now deleted will lead to a whole bunch of error-messages. Now You know about it so it is up to You to take care in advance. So SF2 files are a better solution in handling a whole bunch of samples.

The wave file playing capability is obviously not made to play drumloops, basslines or melodic loops used typically by programs like Magix Music Maker (tm).

Loading of internal sf2 file into other slot. If you want sf2 file of Osc B in slot of osc A simply copy name of that file from the loading procedure of Osc B and paste into the loading procedure Osc A or viceversa for teh other sf2 file. Please note that such file assignments are and have to be stored in a bank file (fxb)!

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