Alien Space Weaver Pro

by HG Fortune

Alien Space Weaver is a very exceptional synth as it is especially made for spacey or dark athmospheric backgrounds and FX sounds. One oscillator contains 64 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 ;-)

The oscillator section
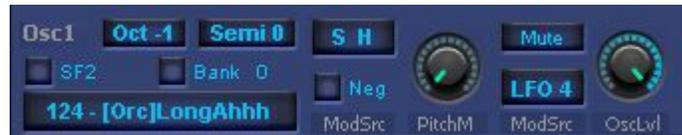
Each of the two parts has got one Oscillator:
- Osc 1 with fairly conventional FX sounds and some vocs and choir like sounds
- Osc 2 with waves generated from images being partly comparatively long in duration
Both oscillators show the same features:
Setting octaves from -2 to +2, Semitones up to 11, 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 attentuator 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 modsouce. 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 dealy 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 amout of bass punch. Also Level and Pan are adjustable.

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 **& H**old 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.

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!

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.

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), Shabdahbriah (SBD)**

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

VSTI by H. G. Fortune:
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Thanks to all who have helped and do support my work!

List of waveforms supplied with Pro version in athmonia-a.sf2
Note some of these waveforms are quite big i.e. long in time ! Some of the images used are depicted further down. (Sounds with **-i** are using inverted i.e. negative mode to create the waveform)

000 Stonehengemoon	025 Debris of War	050 Lisa-on-the-rock	
001 GraveHallstatt	026 Reflections	051 Rocks	
002 Aldeb-bandpic1	027 Spectral Darkness	052 Jewelry	
003 Aldeb-bandpic2	028 Spectral Ghosts	053 Jewelry-i	
004 AustrianLake	029 Spectral Movement	054 Oldsilver	
005 HGF-HouseofBirth	030 Angie-Surreal	055 Clamps	
006 Rheinkultur0767	031 AngieSurreal-i	056 Cockpit	
007 Strommast01717	032 SexyDancer	057 ThailandTemple	
008 Synturion-Cover	033 SexyD-Surreal	058 Heron-2-i	
009 Tiger I	034 SexyD-Light	059 Feather-7	
010 DiaSpace1	035 Azn-huney	060 Feather-7-i	
011 Sarah	036 Azn-huney-i	061 Feather-6-i	
012 Stonehenge#2	037 Kangxi-Journey	062 Savannah-i	
013 SouthView	038 Old-Irish-Gate	063 ShaveGrass	
014 AlmaBridgeConstr	039 Mansion-Ruins	064 Ahoi friend1	
015 Machines2001	040 Tomb-of-Horemheb	065 Ahoi friend2	
016 Waldelfe	041 BookofGates_Barque	066 JoyLin Shopping	
017 View AF-222	042 Opening_of_mouth	067 Rao-at Fence	
018 Machines2001i	043 Opening_of_mouth-i	068 Rao-LoveShines	
019 Machines2002	044 Harder-Archeopteryx	069 Rao-PublicPhone	
020 Hol-Thingplatz	045 Hard-Arsinotherium	070 Rao-Shanghai	
021 HighVoltage715	046 Harder-Dinotherium	071 Pussyrocker	
022 Circuitry	047 Harder-Iguanodon	072 Rusa-Forestway	
023 Passageway	048 Harder-Mosasaurus	073 Rusa-Forestway-i	
024 SteelFrame	049 Allosaurus	074 Rusa nice	

Waves #26 to #29 have been kindly contributed by Daniel Kemp from his Spectral Anomaly sf2 set.
more info: 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-PStorm	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-SpklStr	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]Huuoouh
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)

		Part 1:		Part2:	
Main Vol	= 7	Cut	= 70	Cut	= 90
Direct-Pan 1	= 8	Q	= 71	Q	= 91
Nuthin?	= 9	Mod Src 1	= 72	Mod Src 1	= 92
Direct-Pan 2	= 10	LFOAmt Mix	= 73	LFOAmt Mix	= 93
Attack 1	= 11	Mod Src 2	= 74	ModSrc 2	= 94
Release 1	= 12	Bypass	= 75	Bypass	= 95
Direct Lvl 1	= 13	ModSrcBypass	= 76	ModSrcBypass	= 102
BassEnh 1	= 14				
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/soundsource 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 somwhere on your harddisk. Also this setting is stored und restored when loading that SF2 on next sartup 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 errormessages. 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).

Tipps and Tools on using and processing SF2 files are in a zipfile available for download:
http://www.hgfortune-vsti.web44.net/public/SF2-Tips&Tools.zip

**Appendix: Some pics used for creating waveforms in Osc 2 athmonia-a.sf2 (so you might get an idea ;-)
Starting with numbers related to waveforms in sf2 file.**

000 Stonehengemoon

001 GraveHallstatt

002 Aldeb-bandpic1

003 Aldeb-bandpic2

004 AustrianLake

005 HGF-HouseofBirth

006 Rheinkultur0767

007 Strommast01717

008 Synturion-Cover

010 DiaSpace1

012 Stonehenge#2

013 SouthView

014 AlmaBridgeConstr

015 / 018 Machines2002
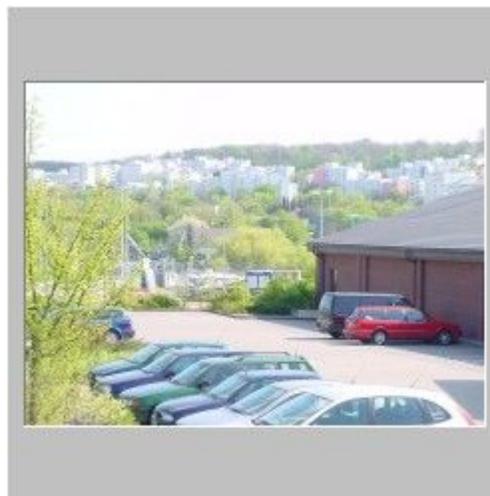
017 View AF-222

019 Machines2001i
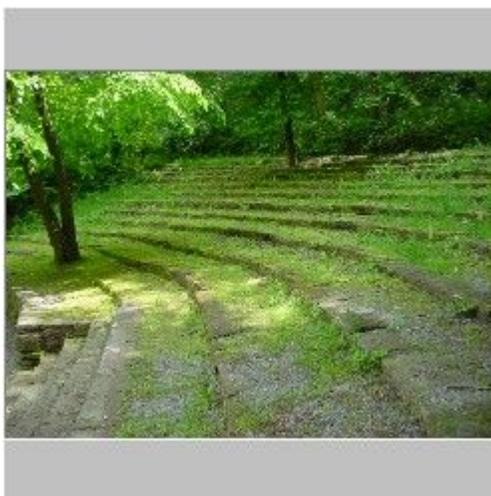
020 Hol-Thingplatz

021 HighVoltage715
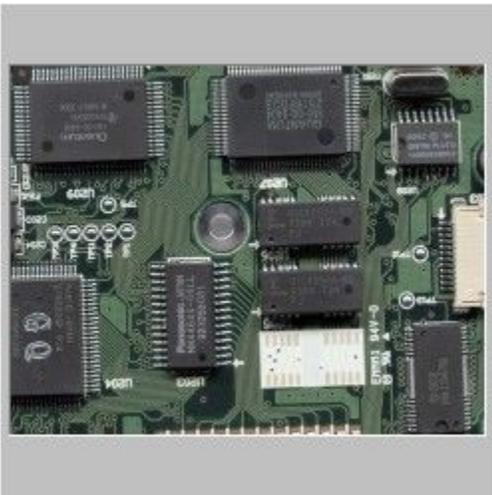
022 Circuitry

023 Passageway
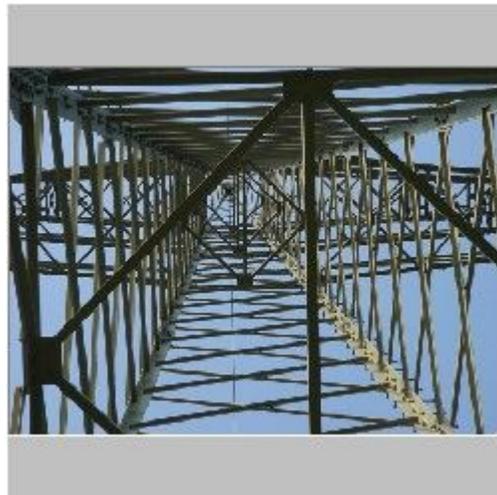
024 SteelFrame
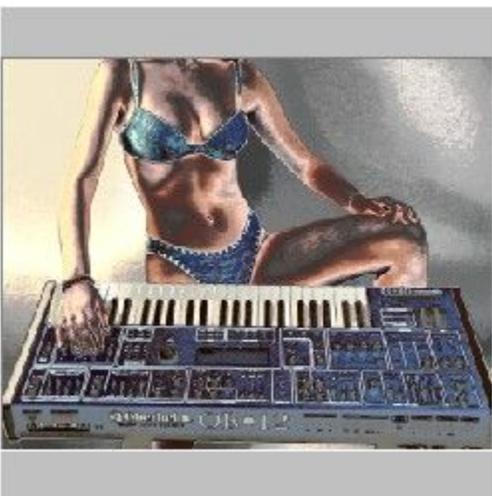
030 / 031 Angie-Surreal
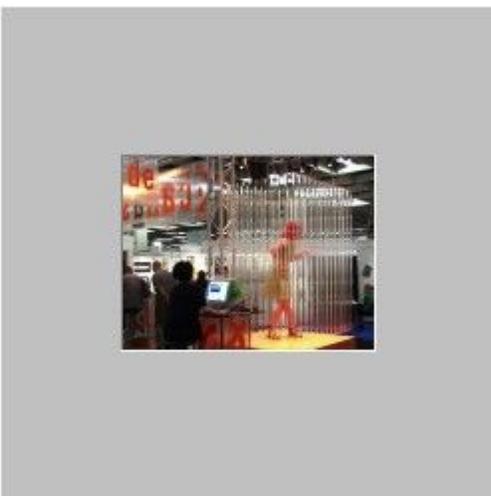
032 SexyDancer

033 SexyD-Surreal
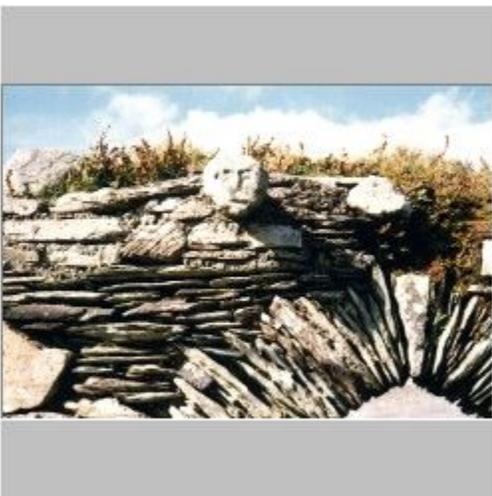
038 Old-Irish-Gate
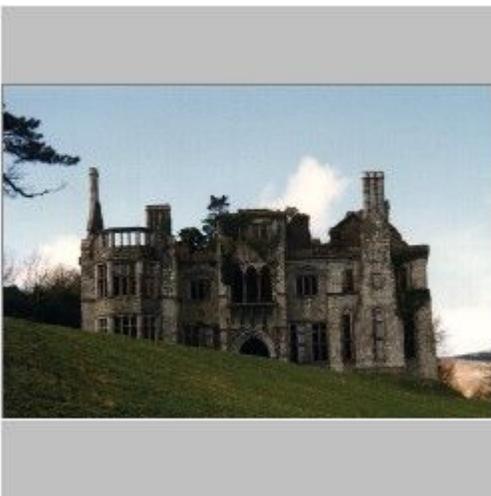
039 Mansion-Ruins
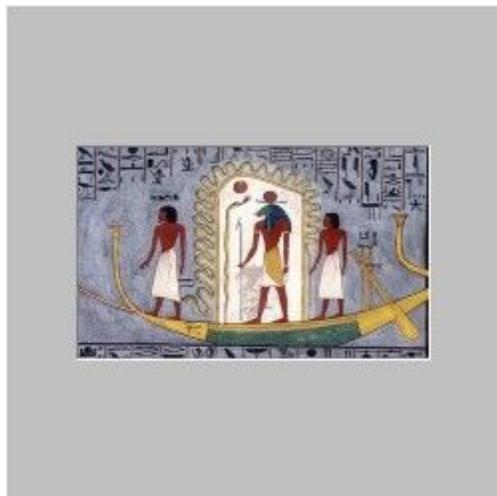
041-Egypt-Book_of_Gates_Barque_of_Ra
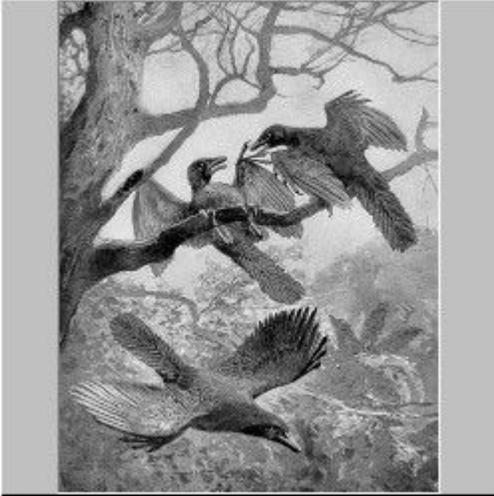
044-Harder-Archeopteryx
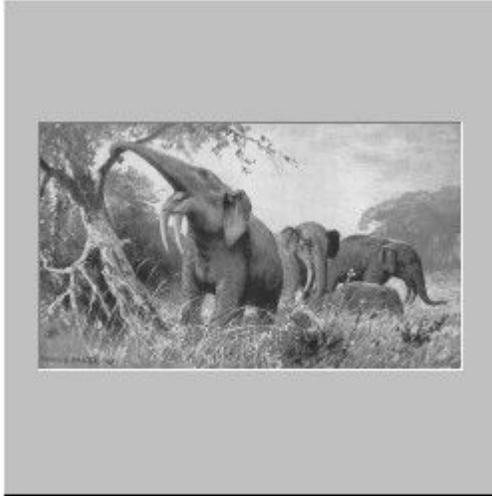
046-Harder-1907_Dinotherium

048-Harder-Mosasaurus_Ichthyosaurus
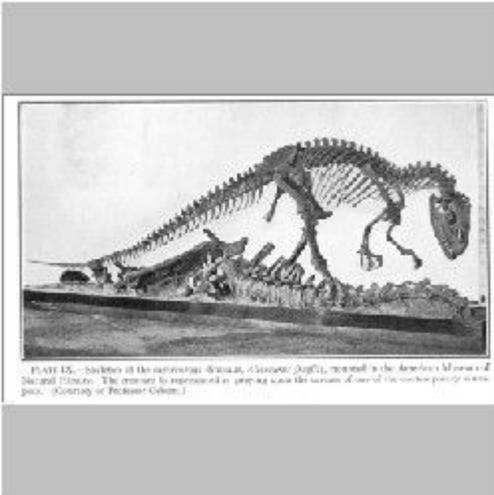
049-Allosaurus

057 Thailand Temple
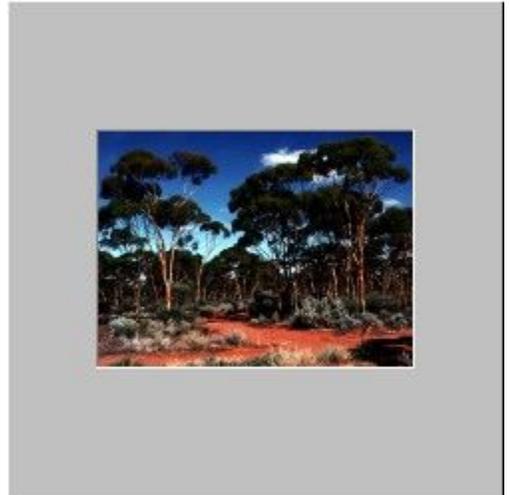
062 Savannah

As you can see the images are quite different so one might think that any pic can be used to create waveforms. Basically that's right but many pics give results which are not that pleasant or good sounding as one would like to have it. After gaining some experience I could select pics for probably useful sounding results with about one out of three then. When started this it had been 1 out of 20 or 25 by try and error!

Some info about some of the pics: Aldeb Band pics are pics from a band called Aldebaran I've been playing with in the mid 70ies (the guy on the left in #2 is me). Austria Lake and Grave Hallstatt (from an excavation site) are photos taken by me around 1980 on an archeological excursion to Austria. this kind Strommast is not far away from where I live and another photo of that series has been used for the cover of my solo project Synturion CD Musik aus Strom und Sand i.e. music made out of electric power and sand (silicon). Dia is actually a 5x5cm slide (made of glas plates) with colors heated by a lamp - did a lot of this psychedelic stuff in the early 70ies. Stonehengemoon is a composed pic by me one in the mid 90ies.

The house I was born in - photo taken by me in 2002. Machines are various setups around 2001 and 2002. High voltage and Steelframe are other views of the power lines nearby. View from South shows the place I'm currently living. The view AF-222 is also nearby as well as Alma Bridge (Alma Brücke in Alfter) construction a new bridge seen south from my window. Hol Thingplatz (photo taken by me in 2002) is depicting a place I used to play in my childhood quite often.
Mansion in Ruins and Old Irish Gate are photos from a short trip to Ireland in early 1998. Angie Surreal is from a photosession I did in 2000 with Agnieszka while Sexy Dancer photos have been taken by me during Popkomm 2000 in Cologne.

Other pics are from free or public domain sources like Wikipedia or in specific:
Heinrich Harder Paleontology Artist and Paintings: http://www.copyrightexpired.com/Heinrich_Harder/index.html
Antique Pictures from Books and Magazines: http://www.copyrightexpired.com/earlyimage/index.html

To some waveforms the pics are not available for display here as permission for doing so did not reach in time of finishing this manual. I'm so sorry for that as having some more beauties displayed here would have been really nice. Maybe until an update this will hopefully change as there is some fame to be gathered within this project.

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You are NOT ALLOWED to sell the program or charge for the access to the free version.
You are allowed to distribute the free version of this program (online or on magazine CD's) <u>as long as You do not charge for this program</u>! Anyway You are requested to send an info about such a distribution.

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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.

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As of accompanying SF2 (soundfont files) - with registered version only! - You may use these in other applications too even modify these for personal use, but You are in no case allowed to make these files (original or modified based on waves supplied with my VSTi) available to others.