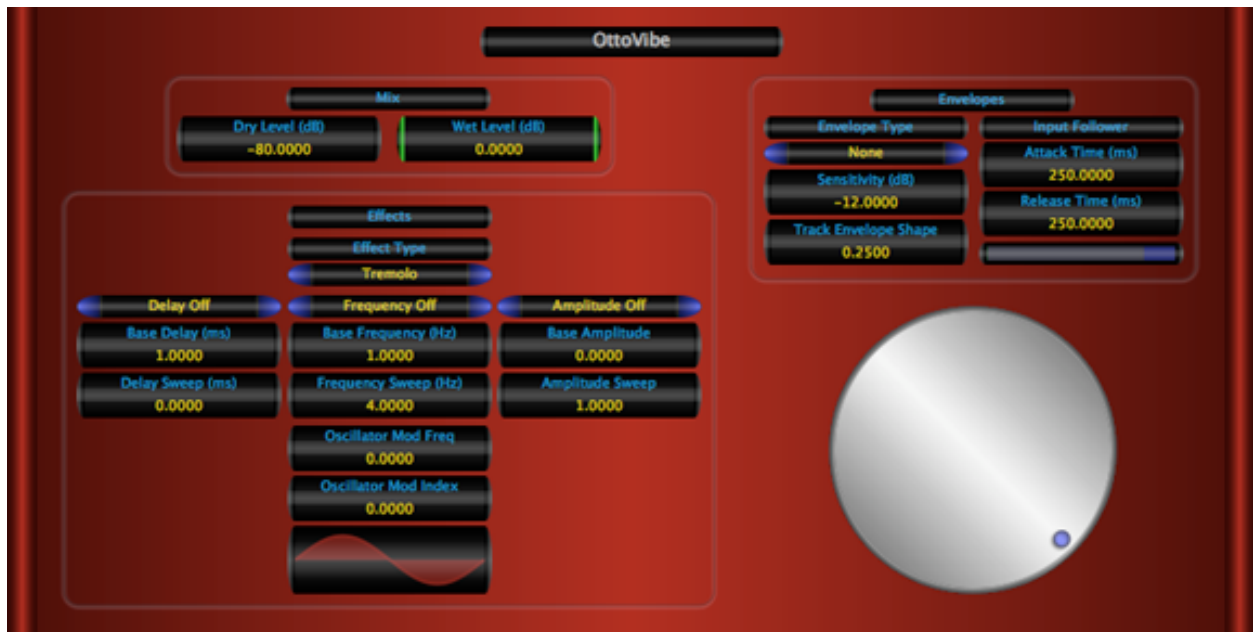


Music Unfolding OttoVibe Audio Unit User Guide



Requirements:

OS X 10.4 or higher is required. OttoVibe requires an Audio Unit (AU) capable host. A host that supports Cocoa user interfaces (UI) for AU's is needed. Please check OttoVibe's operation in your host of choice for suitability before purchasing.

Installation:

OttoVibe can be installed in any of the standard Audio Unit component locations. These are commonly /Library/Audio/Plug-Ins/Components and ~/Library/Audio/Plug-Ins/Components (where "~" stands for the user's home directory). Drag OttoVibe.component into the Components directory and relaunch your AU host software. The included presets also need to be installed into one of the standard locations (/Library/Audio/Presets/MusicUnfolding/OttoVibe and ~/Library/Audio/Presets/MusicUnfolding/OttoVibe). If you already have a MusicUnfolding directory in your "Presets" directory, then drag the OttoVibe directory into this location. If not, drag the MusicUnfolding directory that contains the OttoVibe presets directory into the "Presets" directory.

Introduction:

First, a quick introduction to the editing controls for OttoVibe. All controls are set using the same knob. Click the desired control readout to select and then move the knob to control. The active (selected) control is indicated by the green end caps. The knob works with a circular control motion. The closer to the center you are dragging the knob, the rougher the increments. Moving farther out makes the increments finer. You can even click the surface of the knob and drag out of the surface of the knob and then move in a circular motion if you want finer control. To set a parameter to an exact value, double click the parameter readout. This brings up a text box where the parameter value can be set exactly. Double-clicking the knob sets the selected parameter to its default value. The knob will act with a linear, logarithmic, or power response depending on the parameter that is selected.

The controls also support click-and-drag directly on the surface of the readout. Clicking-and-dragging in a vertical direction changes the parameter values. Dragging in a horizontal manner causes the value to change ten times slower. The control behavior (linear, log or power) is the same as it is while using the knob for parameter control. In addition, hovering the mouse over the control and using the scroll wheel also changes the control value. If you have a mouse with an horizontal scroll wheel motion, scrolling horizontally changes the parameter value with 10 times finer control.

The colors of the parameter displays can be changed in the preferences/registration panel. To bring up the panel, click on the name tag/badge for the AU. Select the colors of your choice and then to see the new colors in effect, you must close and reopen the AU. The preference is applied in all hosts for a given user. Note that these color preferences apply to all of the Twister series AU's. Setting your color preference in one will apply this preference to all of the Twister AU's.

OttoVibe is an auto/touch effect with MIDI/parameter control. The effect sweeps can be controlled by a MIDI controller such as a MIDI expression pedal using parameter mapping in an appropriate host. Direct MIDI control is no longer available in the AU specification for 64 bit AU's, so direct MIDI CC control of this parameter has been removed. This control can also be manipulated using parameter automation in appropriate AU hosts by automating the "MIDI Control" parameter on OttoVibe.

OttoVibe includes a variety of effects including tremolo, vibrato, panning, and chorus. Altogether, OttoVibe has eight different types of effects. The thing that makes OttoVibe interesting is that the effects can be dynamically manipulated using "touch" or expression peddle controls, much the same way a touch wah works. Even though OttoVibe tends to be more subtle than its siblings (OttoPhormant and OttoPhilter), it is very expressive.

The Sections:

Mix: The mix section has two settings for the Wet Level and the Dry Level. The settings are in dB. When using the chorus effects, it is usually desirable to mix in dry signal.

Envelopes: The envelope section sets the envelope for the touch wah filter setting. There are four modes "None," "Track," "Inverse Track," and "MIDI." "None" simply turns the touch envelope section off. The "Track" modes follow the input signal volume. "MIDI" sets the envelope to follow an input signal from a MIDI controller. OttoVibe will automatically connect to any MIDI controller and responds to MIDI controller 11 (The expression control). Also, OttoVibe will make itself available as a MIDI virtual destination under the name "OttoVibe Audio Unit."

Now let's tackle the hard one. The input follower. Actually, the controls are easy. But, you are going to have to set these to match your playing style. The Attack and Release times set how fast the input follower responds to the changes in the dynamics of your playing. The Sensitivity level shows up as the dark blue region on the level meter. The input follower level is in green. When the two overlap, the touch wah is triggering to a value of 1.0 when in "Track" mode and 0.0 when in "Inverse Track" mode. The "Track Envelope Shape" sets how fast the tracking moves into the upper reaches of the tracking. Setting this to 0.0 will cause a purely linear tracking to the input volume. Testing has shown that a value of 0.25 is a good starting point for this parameter. Adjust to taste from there.

Effects: There are three basic effect parameters: Delay, Frequency, and Amplitude. For each of these, there is a Base and a Sweep. The Base sets the start value for the parameter. The Sweep value sets the sweep depth for the parameter. When in "Track" mode, the parameter values will start at the base and move to the Base + Sweep. In "Inverse Track" mode it will move from Base + Sweep to Base. In MIDI mode, the value will move from Base to Base + Sweep as the MIDI controller moves from its least to its largest value. Note that the sweeping can be turned off using the "On/Off" switches. When Off, the value stays at the Base value.

Frequency always works on the rate of the effect. Delay will in general work on the pitch related part of an effect (vibrato, chorus). Amplitude will be associated with the volume portion of an effect (pan, tremolo). No matter what the setting is, the Amplitude will not actually go past a maximum of 1.0.

Tremolo: Frequency sets the Tremolo rate and Amplitude sets the depth. Delay has no effect.

Vibrato: Frequency sets the Vibrato rate and delay sets the extent of the pitch change. Vibrato is actually a Vibrato/Tremolo and a non-zero Amplitude sets the Tremolo rate. The Vibrato and Tremolo will be synced.

Pan: Pan is a straight forward auto panning effect. Frequency sets the rate and Amplitude sets the extent. An Amplitude of one causes the pan to sweep from full left to full right. Delay has no effect.

Pan Vibrato: Pan Vibrato is a combined and synced panner vibrato. Delay sets the depth of the vibrato pitch change. Frequency sets the rate of both the vibrato and the pan. Amplitude sets the pan extent.

Chorus: Delay sets the extent of the pitch variation. Frequency sets the rate. The Amplitude does have an effect. It is somewhat like a tremolo. But, since the chorus is multi-voice, it isn't as dramatic as a straight tremolo. The net effect of the Amplitude is a variation in the presence of the chorus. An interesting effect can be obtained by setting the turning the delay and frequency sweep off and just using the Amplitude sweep.

Analog Chorus: The parameters for Analog Chorus are identical to Chorus. The difference is that Analog Chorus is voiced to be closer in sound to a bucket brigade-based chorus effect. It's a darker and more mellow sound.

Pan Chorus: Pan Chorus works much the same as Chorus except that Amplitude works on the panning and there is no tremolo. This works as a nice stereo chorus.

Analog Pan Chorus: A more mellow voiced panning chorus with a sound that is more like a bucket brigade-based chorus.

Hints:

In "Track" mode, set the sensitivity so that the green level just touches the blue portion of the level meter when you play your hardest.

When in "Sweep" modes, you want to set the sensitivity so that the green level overlaps the blue region for the length of time that you want the sweep to repeat. If you set the sensitivity to just overlap when you hit the dynamic level that you want to trigger a sweep, then you can get good control over when the sweeps are triggered.

The "Track Envelope Shape" parameter is only active when you are in "Track" mode. Testing has shown that a value of 0.25 is a good starting point. Adjust to taste from here.