d16 group Godfazer Advanced Modulation Unit User Manual

Contents

d16 group Godfazer Advanced Modulation Unit

Product Information

Specifications

- **Supported Operating Systems:**
  - Windows 7 or newer
  - OS X 10.13 or newer (Intel based or Apple M1)
- **Windows PC Requirements:**
  - **CPU:** 3.4 GHz SSE (4.0 GHz recommended)
  - **RAM:** 8 GB (16 GB recommended)
  - **Software:** VST2 / VST3 / AAX compatible host application (32-bit or 64-bit)
- **Apple Mac Requirements:**
  - **CPU:** 3.4 GHz (4.0 GHz recommended) or Apple M1
  - **RAM:** 8 GB (16 GB recommended)
  - **Software:** AU / VST2 / VST3 / AAX compatible host application (64-bit)

Product Usage Instructions

- **Signal Flow**
  The Godfazer plugin effect combines multiple modulation and filter types in a single versatile plugin effect. It offers a choice of routing topologies for signal processing.

Preset Management

Preset Storage
To store presets:

1. Select the desired preset.
2. Click on the “Store” button.

Browsing Presets
To browse presets:

1. Use the preset navigation buttons to scroll through the available presets.
2. Select a preset by clicking on it.

Sources
The Godfazer plugin offers various sources for modulation and filtering:

- Source A
- Source B
- Source C

Filter
The plugin provides different filter types for shaping the sound:

- Filter Type 1
- Filter Type 2
- Filter Type 3

Groups and Tags
The Godfazer plugin allows grouping and tagging of presets for easy organization. You can create custom groups and tags to categorize presets based on your preferences.

Results
The results section displays the output of the applied modulation and filtering effects.

Preset Filtering using Groups and Tags
To filter presets using groups and tags:

1. Select the desired group or tag from the filter options.
2. The plugin will display only the presets belonging to the selected group or tag.

Export
The export feature allows you to save presets or patterns for later use or sharing with others.

Import
You can import presets or patterns into the Godfazer plugin for expanding your library of effects.

Importing Patterns
To import patterns:

1. Select the pattern file you want to import.
2. Click on the “Import” button.

Creating Custom Tags and Groups Structure
To create custom tags and groups structure:

1. Access the settings menu.
2. Select the “Customize Tags and Groups” option.
3. Add, edit, or delete tags and groups as desired.

FAQ

1. **Q: What are the system requirements for the Godfazer plugin?**
   A: The plugin is compatible with Windows 7 or newer (32-bit or 64-bit) and OS X 10.13 or newer (64-bit). It requires a CPU with a minimum of 3.4 GHz (4.0 GHz recommended for Windows) and 8 GB of RAM (16 GB recommended).
2. **Q: How can I check the value of a parameter?**
   A: Right-click on the parameter you want to check, and its value will be displayed in the context menu.

Requirements

Software and hardware requirements of the product

 **Windows PC**

- OS version
  - Windows 7 or newer
- CPU
  - 3.4 GHz SSE (Multicore 4.0 GHz recommended)
- RAM
  - 8 GB (16 GB Recommended)
- Software
  - VST2 / VST3 /AAX compatible host application (32bit or 64bit

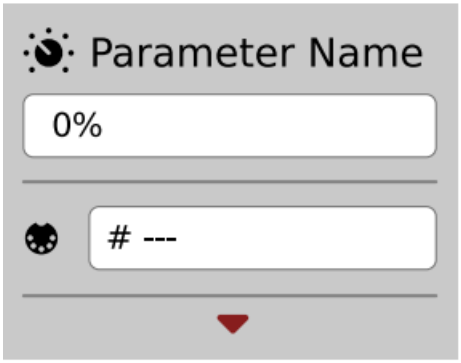
 **Apple Mac**

- OS version
  - OS X 10.13 or newer
- CPU
  - Intel based 3.4 GHz (4.0GHz recommended), Apple M1
- RAM
  - 8 GB (16 GB Recommended)
- Software
  - AU / VST2 / VST3 / AAX compatible host application (64bit!)

Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group
HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try

Preliminary information

- This chapter contains general advice for using the plug-in's interface.
- To do a right-click on macOS with single button mice:
- Either use your mouse click while holding the CTRL key on your keyboard or use two fingers on your touchpad.
- Checking the value of a parameter
- Right-click on any parameter to check its value in its context menu:



A parameter's context menu
Note: It's currently not possible to enter a precise value in the input box; it's just to check the value.
Fine-tuning continuous parameters

- Tweak a control (knob) while holding the CTRL key (on Windows) or Apple CMD key (on macOS) – this will make the tweaking more precise while moving the mouse pointer up and down.
- Double-click to reset a continuous parameter's value
- Double-clicking on a parameter restores its value to the initial state, either default (right after loading the plug-in / loading it along a project file) or from the most recently loaded preset.

Overview

Godfazer combines multiple modulation and filter types in a single versatile plugin effect, with a choice of routing topologies.

The Godfazer interface
Godfazer's GUI comprises two main areas:

- The configuration and preset management section

- Browse and select presets and tweak Godfazer's settings in the configuration section
- The signal processing control section, housing all effect controls and parameters

Sound controls

This chapter describes the various components of the plugin and all of its controls.

Basic modules

There are three main processing modules:

- The Ensemble module is key to producing delay and/or amplitude modulation-based effects, such as chorus, ensemble, rotary speaker and tremolo. It features emulations of vintage units as well as numerous original modes.
- The two Multi Filter modules offer a broad selection of Filter types, including resonant filters, formant filters, phasers (some of them modelling classic devices), EQs and hybrid combinations. Each Multi Filter can be modulated using either or both of the two Modulators (see below).

Ensemble
The Ensemble module enables delay- and/or amplitude-based modulation to be applied to the input signal, depending on the selected model/type.

The Ensemble module
The Ensemble module is controlled by the following parameters:

- Click the text field at the top to select an Effect type

- Choosing the Ensemble effect type

Alternatively you can hover with mouse pointer over the display to show Prev / Next buttons for fast navigation.

- Speed – Adjusts the Rate of modulation (if applicable).
- Depth – Adjusts the Depth of modulation (if applicable).

- FX – Crossfades between the Dry (unprocessed) and Wet (processed) signals.
- Volume – Adjusts the level of the output signal.

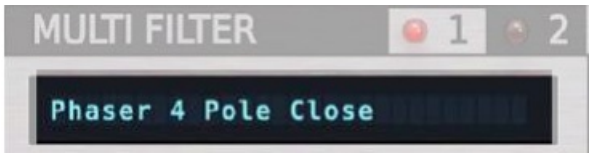
Ensemble effect types
An extensive roster of models is available in the Ensemble module:
Type name Description

– Bypass –	Passes the input signal unprocessed
Chorus BBDx1 neutral	Single delay line chorus effect with one **LFO**
Chorus BBDx1 Wide	As above but with a wide stereo image
Chorus BBDx2 neutral	Double delay line chorus effect with one **LFO**
Chorus BBDx2 Wide	As above but with a wide stereo image
Chorus BBDx3 neutral	Triple delay line chorus effect with one **LFO**
Chorus BBDx3 Wide	As above but with a wide stereo image
Chorus Fat neutral	Triple delay line chorus effect with one **LFO** per delay line. All **LFO**s are slightly detuned against each other
Chorus Fat Wide	As above but with a wide stereo image
Chorus Spacey	Single delay line chorus effect with one **LFO**, a widened stereo image, and a longer base delay time
Chorus Syntex1	Chorus effect modelled on the Elka Syntex – Preset 1
Chorus Syntex2	Chorus effect modelled on the Elka Syntex – Preset 2
Chorus Syntex3	Chorus effect modelled on the Elka Syntex – Preset 3
ensemble ARP Classic	Double LFO (fast and slow), triple delay line (all controlled by the two LFOs) ensemble modelled on the ARP Solina. Depth and Speed are fixed
ensemble ARP thin	Double LFO (fast and slow), single delay line (controlled by the two LFOs) ensemble modelled on the ARP Solina. Depth and Speed control only the slower LFO, and the stereo image is widened
Panner	Stereo penner
Rotary Horizontal	Emulation of a horizontal rotary speaker with adjustable Depth and Speed
Rotary RA200 Fast	Emulation of the classic Yamaha RA-200 rotary speaker, set to Fast
Rotary RA200 Slow	Emulation of the classic Yamaha RA-200 rotary speaker, set to Slow
Rotary vertical	Emulation of a vertical rotary speaker
tremolo + Chorus	Vibrato effect with tremolo and a single delay line, producing chorus when mixed with the Dry signal. Depth controls only the vibrato. Speed controls vibrato and tremolo
trem + Chrs Fat	Double delay line chorus effect with tremolo on the wet signal. Depth controls only the vibrato. Speed controls vibrato and tremolo
tremolo	Tremolo effect

Multi Filter
Each of Godfazer's two Multi Filter modules processes the input signal with one of dozens of available filter types

The Mult Filter module
The Multi Filter is governed by the following parameters:

- Click the text field at the top to select a Filter type



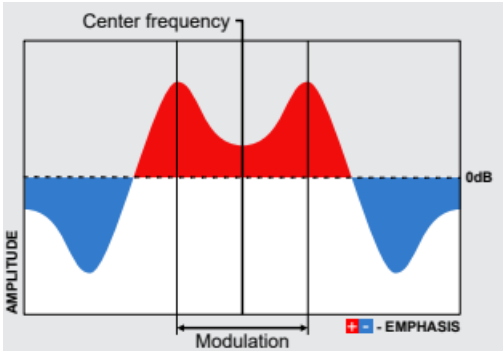
Selecting the Filter type

- Alternatively you can hover with mouse pointer over the display to show Prep / Next buttons for fast navigation
- Frequency – Controls the cutoff or center frequency, depending on the selected model.
- Emphasis – Adjusts the filter's resonance/gain, depending on selected model.
- Volume – Adjusts the level of the output signal.
- Panning – Sets the balance between the left and right (or mid and side if M/S Mode is enabled) channels in the output signal.
- M/S Mode – Toggles between Left/Right and Mid/Side modes for the Panning control.
- Mod 1 and Mod 2 – Controls the amount of modulation applied to the filter's cutoff/center frequency (or other parameters, depending on the selected model) by Modulator 1 and/or Modulator 2 respectively.
- Inf – Inverts the polarity of modulation from the associated Modulator (Mod 1 or Mod 2). With Inv disabled, the control signal arrives from the Modulator unchanged. With Inv enabled, the amplitude of the control signal is inverted using the formula: (1 – Mod Value).

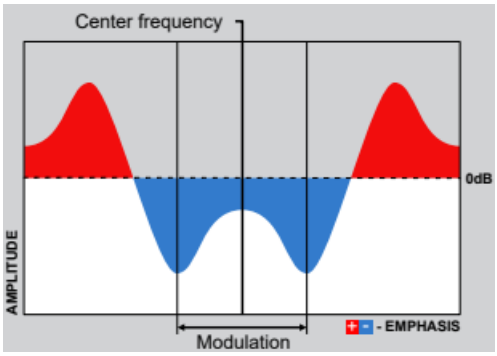
Filter models
The Multi Filters draw on a comprehensive array of Filter models

Model name Description Frequency response

- **Bypass**
  - Passes the input signal unprocessed.
- **EQ Band Shelf Pass**
  Low-shelf and high-shelf filters arranged symmetrically in the frequency spectrum for boosts on either side of the center frequency, and cuts above and below. The Frequency knob controls the center frequency, while Emphasis controls the amount of boost/cut. The Modulators affect the spacing of the two filters.

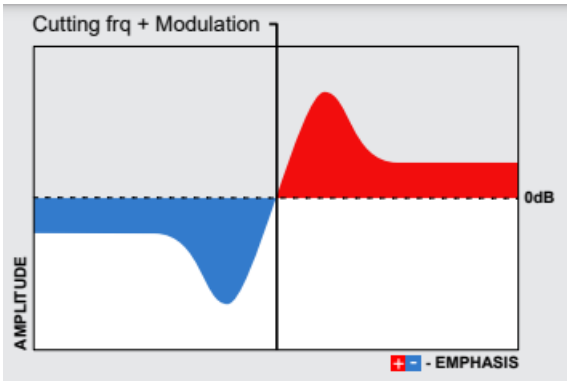


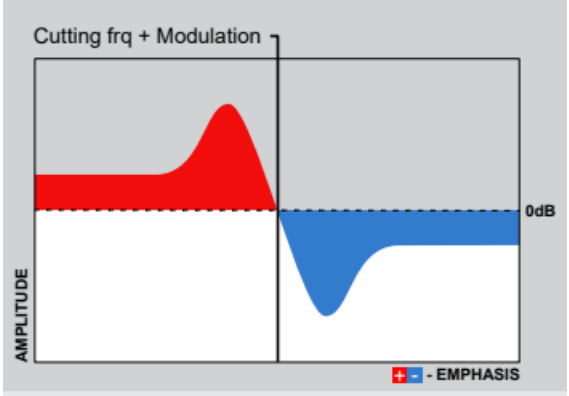
- **EQ Band Shelf Reject**
  - Low-shelf and high-shelf filters arranged symmetrically in the frequency spectrum for cuts on either side of the center frequency, and boosts above and below. The Frequency knob controls the center frequency, while Emphasis controls the amount of cut/boost. The Modulators affect the spacing of the two filters.



- **EQ High Shelf**
  - High-shelf filter with Emphasis applying boost above the cutoff and attenuation below. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency.
- **EQ Low Shelf**

  Low-shelf filter with Emphasis applying attenuation above the cutoff and boost below. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency.

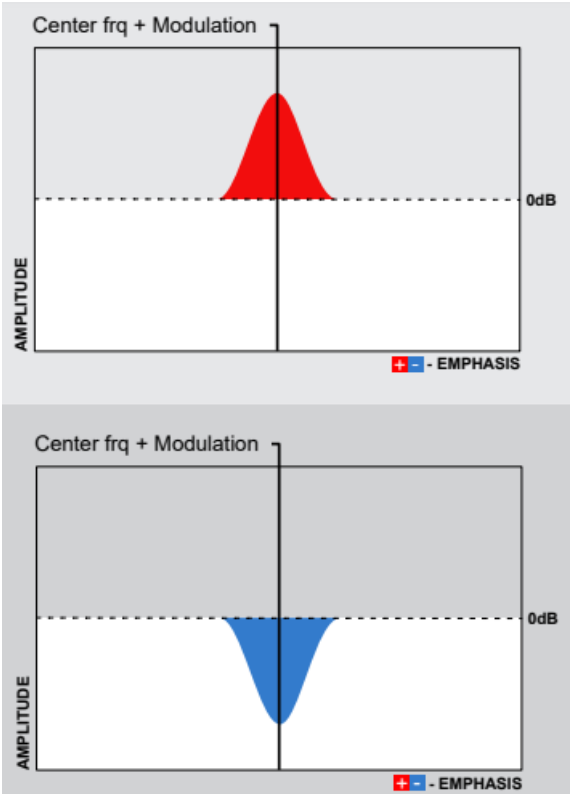




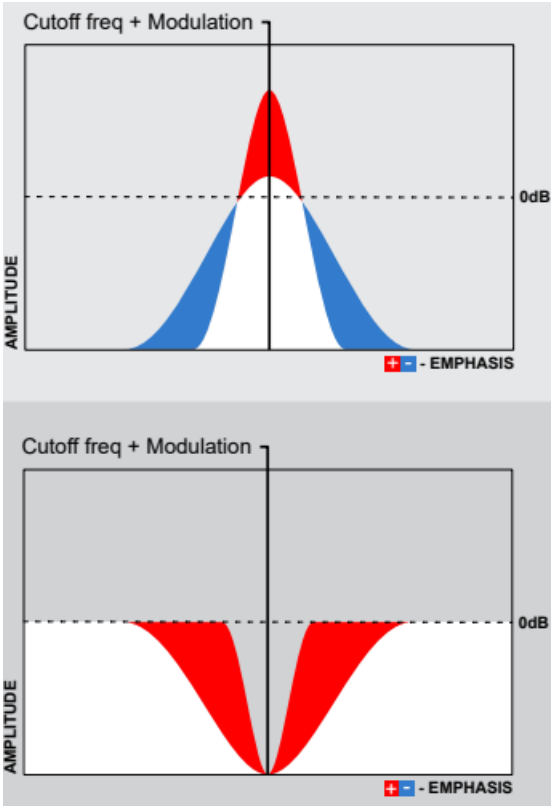
- **EQ Peak +**

- Peaking EQ filter with Emphasis controlling boost. The Frequency and Mod 1/2 knobs control and modulate the center frequency.

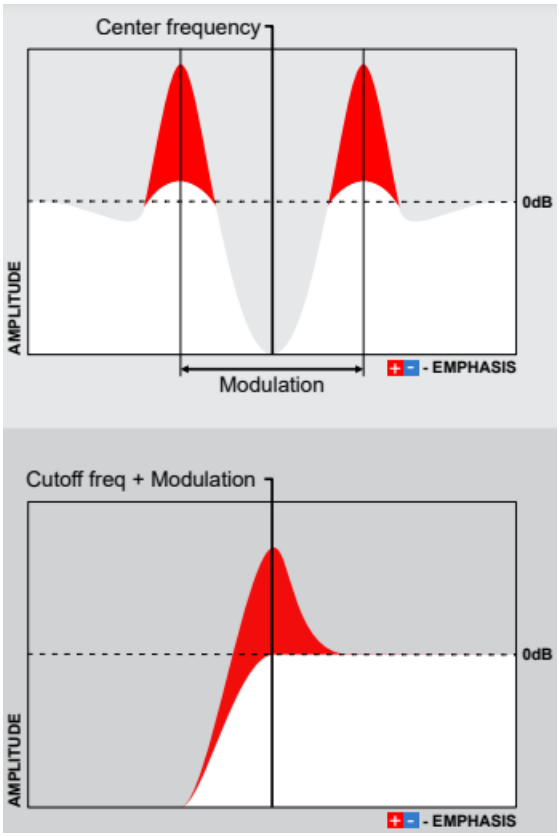
- **EQ Peak –**
  - Peaking EQ filter with Emphasis controlling attenuation. The Frequency and Mod 1/2 knobs control and modulate the center frequency.



- **Filter BP 24dB**
  - Band-pass filter with Emphasis controlling bandwidth. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency.
- **Filter BR 24dB**
  - Band-reject filter with Emphasis controlling bandwidth. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency.

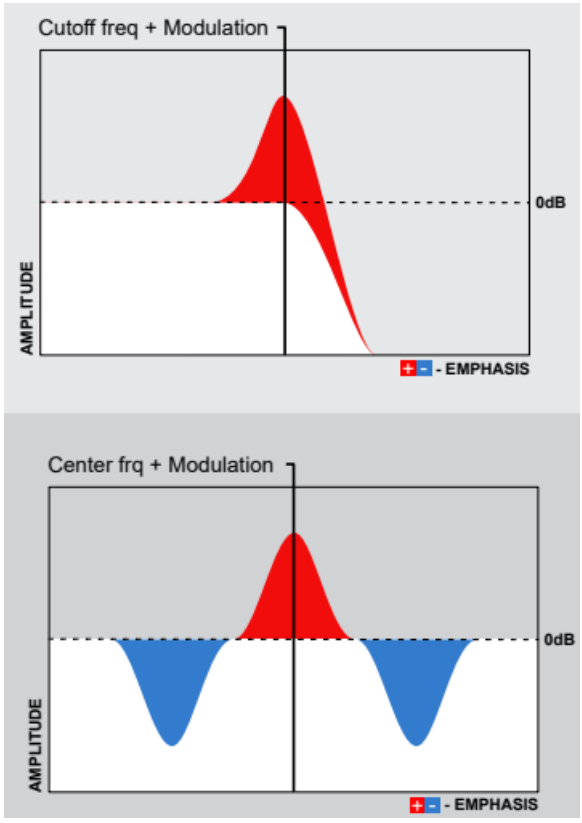


- **Filter Formant**
  - Generic formant filter with Emphasis controlling clarity and Mod 1/2 modulating the distance between two formants. The Frequency knob controls the center frequency.
- **Filter HP 24dB**
  - High-pass filter with Emphasis controlling resonance. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency.

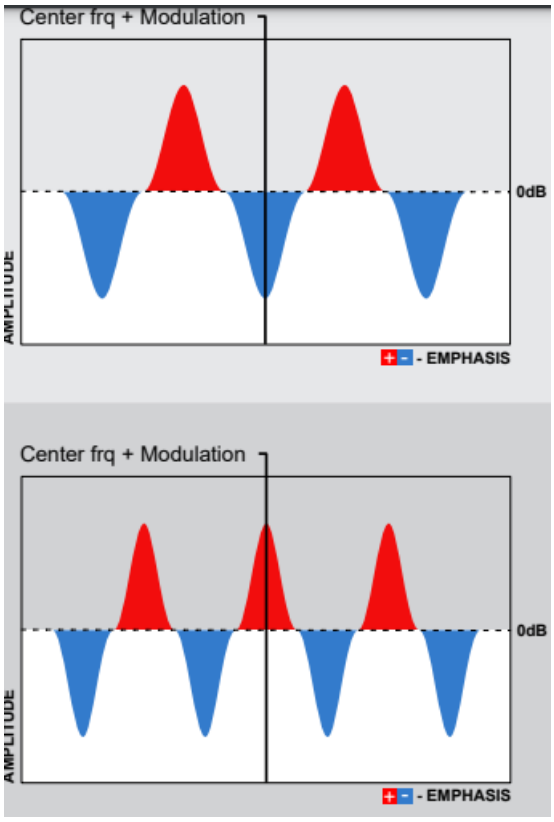


- Filter LP 24dB Filter LP Analog Filter LP Double
  - Low-pass filter with Emphasis controlling resonance. The Frequency and Mod 1/2 knobs control and modulate the filter cutoff frequency. Each variant has its own colorization and character.

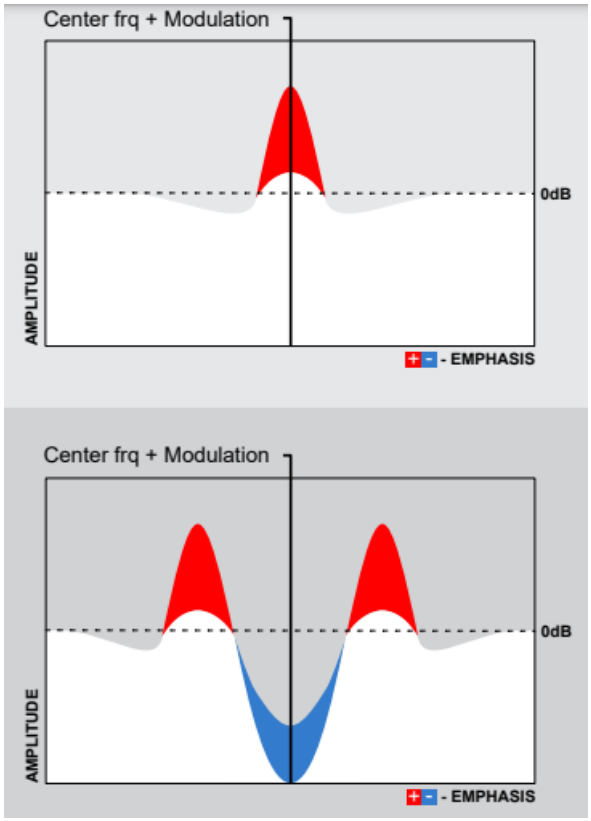
- **Phaser 3 Peaks**
  - 4-stage peak phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback amount.



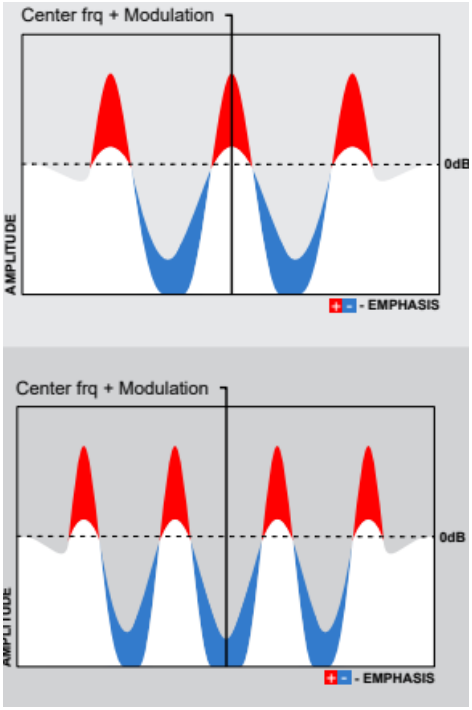
- **Phaser 5 Peaks**
  - 6-stage peak phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback amount.
- **Phaser 7 Peaks**
  - 8 stage peak phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback amount.



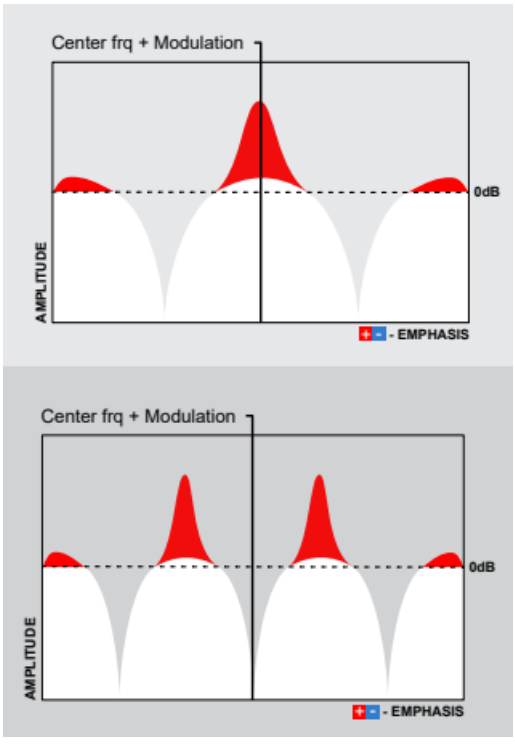
- **Phaser 1 Pole**
  - 1-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback.
- **Phaser 2 Pole Close**
  - 2-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency.
- **Phaser 2 Pole Wide**
  - Emphasis controls the feedback. The variants differ in the frequency spread of the poles



- **Phaser 3 Pole Close**
  - 3-pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency
- **Phaser 3 Pole Wide**
  - Emphasis controls the feedback. The variants differ in the frequency spread of the poles
- **Phaser 4 Pole Close**
  - 4 pole phasing filter. The Frequency and Mod 1/2 knobs control and modulate the center frequency.
- **Phaser 4 Pole Wide**
  - Emphasis controls the feedback. The variants differ in the frequency spread of the poles.

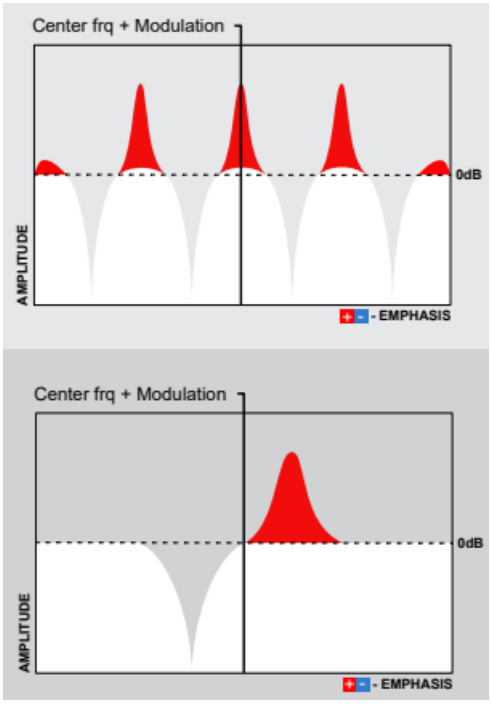


- **Phaser 4 Stage Medium**
  - 4 stage phaser. The Frequency and Mod 1/2 knobs control and modulate the center frequency.
- **Phaser 4 Stage Close**
  - Emphasis controls the feedback. The variants
- **Phaser 4 Stage Wide**
  - differ in the frequency spread of the poles.
- **Phaser 6 Stage Medium**
- **Phaser 6 Stage Close**
- **Phaser 6 Stage Wide**
  - 6 stage phaser. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback. The variants differ in the frequency spread of the poles.

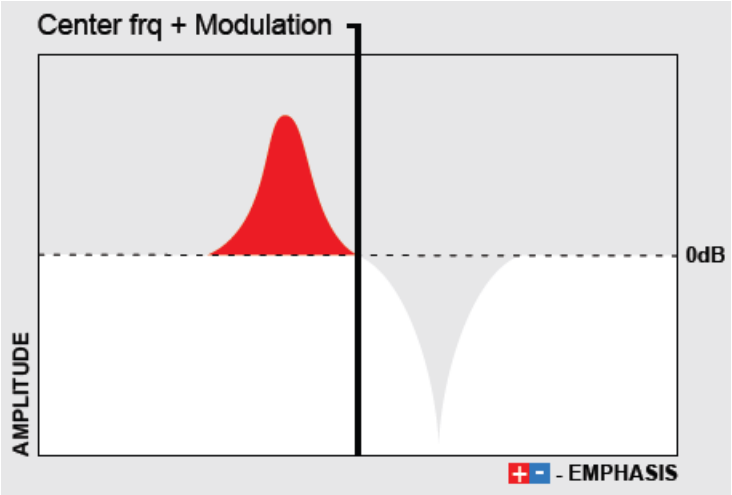


- **Phaser 8 Stage Medium**
- **Phaser 8 Stage Close**

- **Phaser 8 Stage Wide**
  - 8 stage phaser. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback. The variants differ in the frequency spread of the poles.
- **Phaser Half Stage +**
  - Half-stage phaser with a boost above the notch. The Frequency an Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the amount of boost.



- **Phaser Half Stage –**
  - Half-stage phaser with a boost below the notch. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the amount of boost.



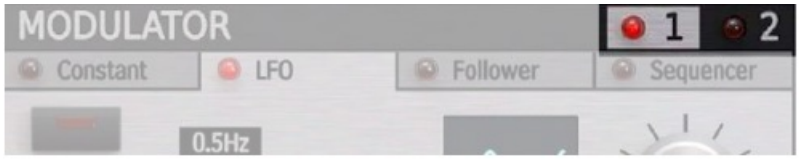
- Phaser MP-1 Phaser Phase 90 Phaser Phasor Phaser PS-1 Phaser SmallStone R1 Phaser SmallStone R5
  - Vintage phaser models. The Frequency and Mod 1/2 knobs control and modulate the center frequency. Emphasis controls the feedback.

Note that the output volume levels (ie, the actual signal energy) of some models don't correspond strictly to their depicted frequency responses because of the normalization process that's part of the Multi Filter module.

Modulators

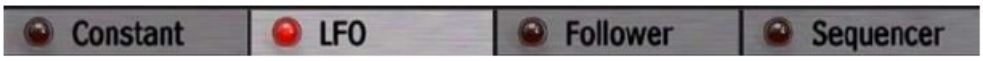
Each of Godfazer's two Modulators can control the cutoff/center frequencies of either or both Multi Filters using one of four modulation signal generators.

The Modulator section
To switch between the two Modulators for editing, click the 1 and 2 LEDs in the title bar:



Selecting a Modulator for editing.

Modulator type
Select the desired Modulator type for the currently selected Modulator from the tabs below the title bar.



Selecting a Modulator type
There are four options to choose from:

- Constant – Sets independent static offset values for the Left and Right channels.
- LFO – A low frequency oscillator with optional tempo sync.
- Follower – An envelope follower.
- Sequencer – A looping 16-step sequencer with optional tempo sync.

Constant
The Constant type isn't a modulator per se. Rather, it's a modifier that enables independent offsetting of the Multi Filter cutoff/center frequency in the Left and Right channels

- The Constant Modulator applies fixed values to the Left and Right channels
- The Value L and Value R knobs control the amount of offset applied to the Left and Right channels,

respectively. Activating the Link LED sees movement of either knob mirrored in the other – ie, both are always set to the same value.

LFO – Low Frequency Oscillator

The LFO Modulator outputs one of six waveforms

The LFO Modulator type outputs a cyclical waveform.

- Rate – Sets the LFO frequency.
- Sync – Engage to synchronize the LFO to the tempo set in the host application. When Sync is active, the Rate can be set to these note values: 4/1, 2/1, 1/1, half note (1/2), quarter note (1/4), eighth note (1/8), 16th note (1/16) or 32nd note (1/32).

The Rate parameter with Sync enabled

- Scale – When Sync mode is active, three rhythmic modifiers are also made available:
  - Full – The effective rate is equal to the Rate note value.
  - Dotted – The effective rate value is one and a half times the duration of the Rate note value.
  - Triplet – The effective rate is two thirds the duration of the Rate note value.

The Scale parameter enables triplet and dotted timings

- Waveform – Selects the LFO's waveform.
- St. Phase – Shifts the stereo phase (offset between the Left and Right channels) of the LFO's oscillations.
- Panning – Controls the stereo balance of the generated oscillations. At the center point, the amplitude of oscillations is equal for the Left and Right channels. Turning the knob clockwise decreases the amplitude in the Left channel. Turning the knob counter-clockwise decreases the amplitude in the Right channel.

Follower

The Envelope follower Modulator tracks the amplitude of the input signal and uses it to generate a control signal for modulation of the Multi Filters.

The Envelope Follower modulates the filter based on the amplitude envelope of the input signal

- Attack – Adjusts the speed at which the envelope rises when triggered by the input signal.
- Release – Adjusts the speed at which the envelope falls when the input signal drops below the trigger threshold.
- Sensitivity – Adjusts the amplification of the input signal in the detection circuit – ie, how loud it has to be to trigger the envelope.

Sequencer

The Sequencer modulator is a 16-step sequencer with adjustable Rate and optional tempo Sync.

The Sequencer Modulator outputs a sequence of 16 stepped values

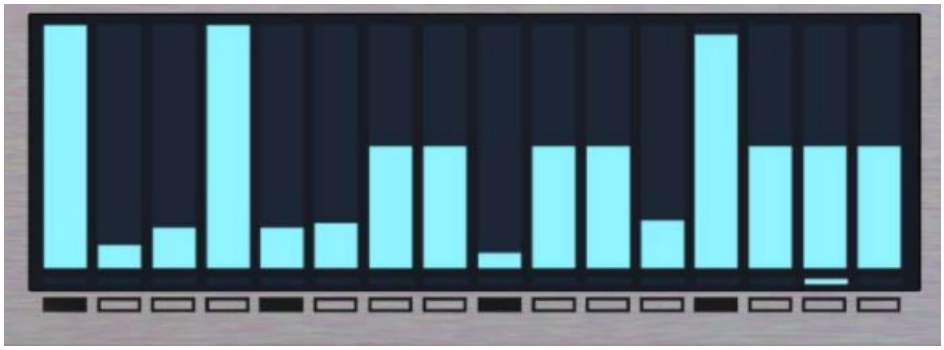
- Rate – The number of steps per second, expressed in Hz, from 0.01 to 20.00, and adjusted by dragging up or down on the value field.
- Sync – Engage to synchronize the step sequencer to the tempo set in the host application. When Sync is engaged, the Rate fixes the step duration as a note value: 4/1, 2/1, 1/1, half note (1/2), quarter note (1/4),

eighth note (1/8), 16th note (1/16) or 32nd note (1/32).

The Sequencer modulator's Rate parameter with Sync enabled
With Sync active, the Rate panel also offers three rhythmic modifiers:

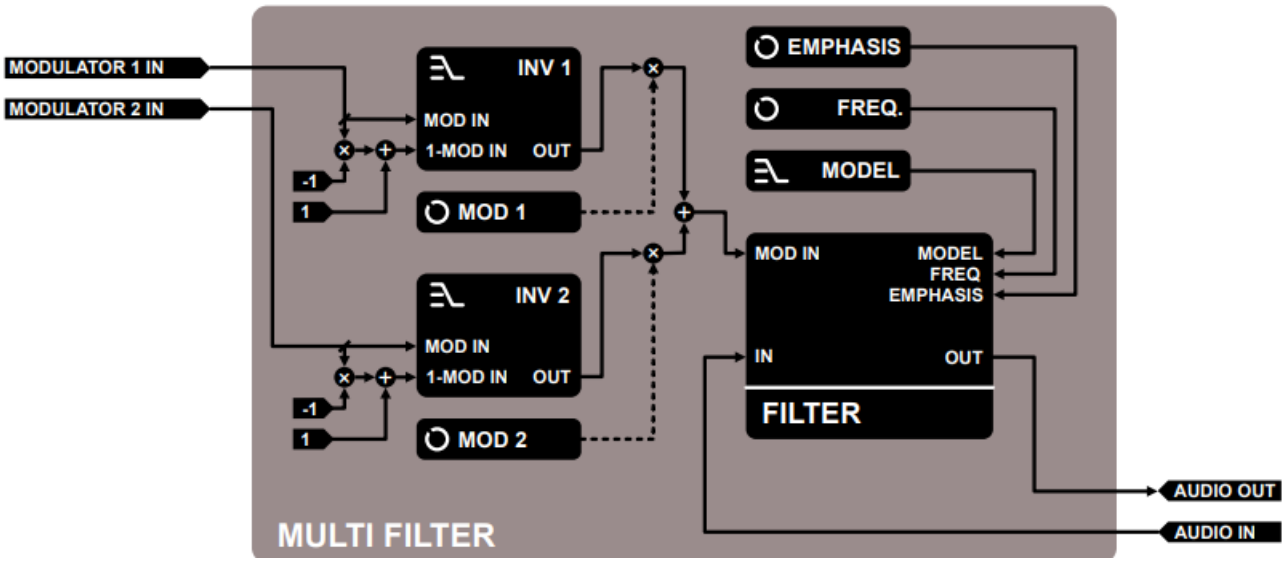
- Full – The effective rate is equal to the Rate note value.
- Dotted – The effective rate value is one and a half times the duration of the Rate note value.
- Triplet – The effective rate is two thirds the duration of the Rate note value.

Sequence editor – The height of each bar determines the value output for that step. Raise and lower the bars by clicking or dragging with the mouse.



The Sequence editor, outputting a constant value across all 16 steps

How modulation works
The signal from each Modulator is routed into each Multi Filter using the Mod 1/2 knobs in the Multi Filter section, and optionally inverted by engaging the relevant Inv LED. Mod 1 adjusts the level of Modulator 1's output while Mod 2 adjusts Modulator 2's output for each Multi Filter independently.

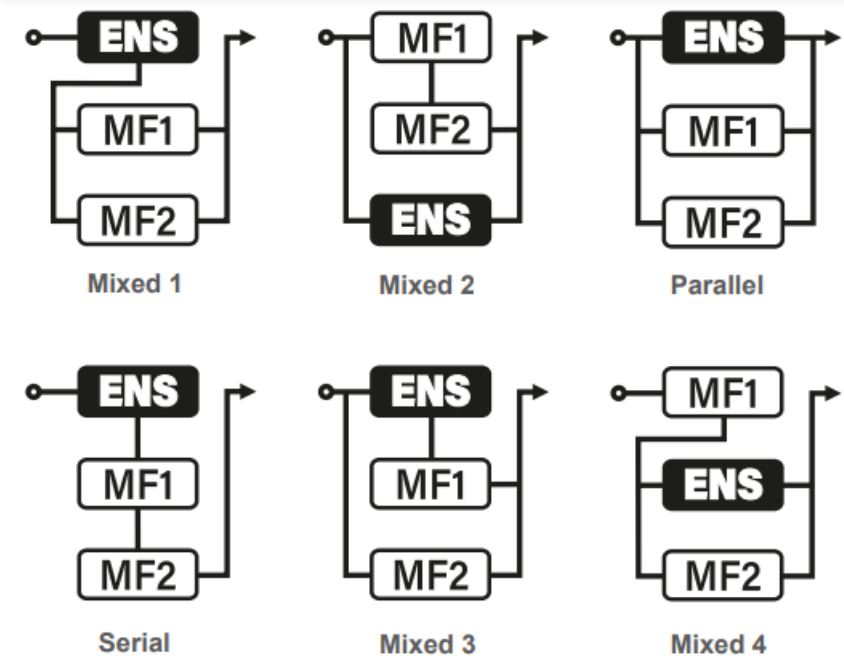


A routing schematic showing how the two Modulators control each Multi Filter
Master section

The output signal level, Dry / Wet mix balance and signal routing between the Ensemble, Multi Filter 1 and Multi Filter 2 modules are adjusted in the Master section

Godfazer's Master section

- Routing – Click to select one of six topologies governing the signal flow through the two Multi Filters and the Ensemble module:

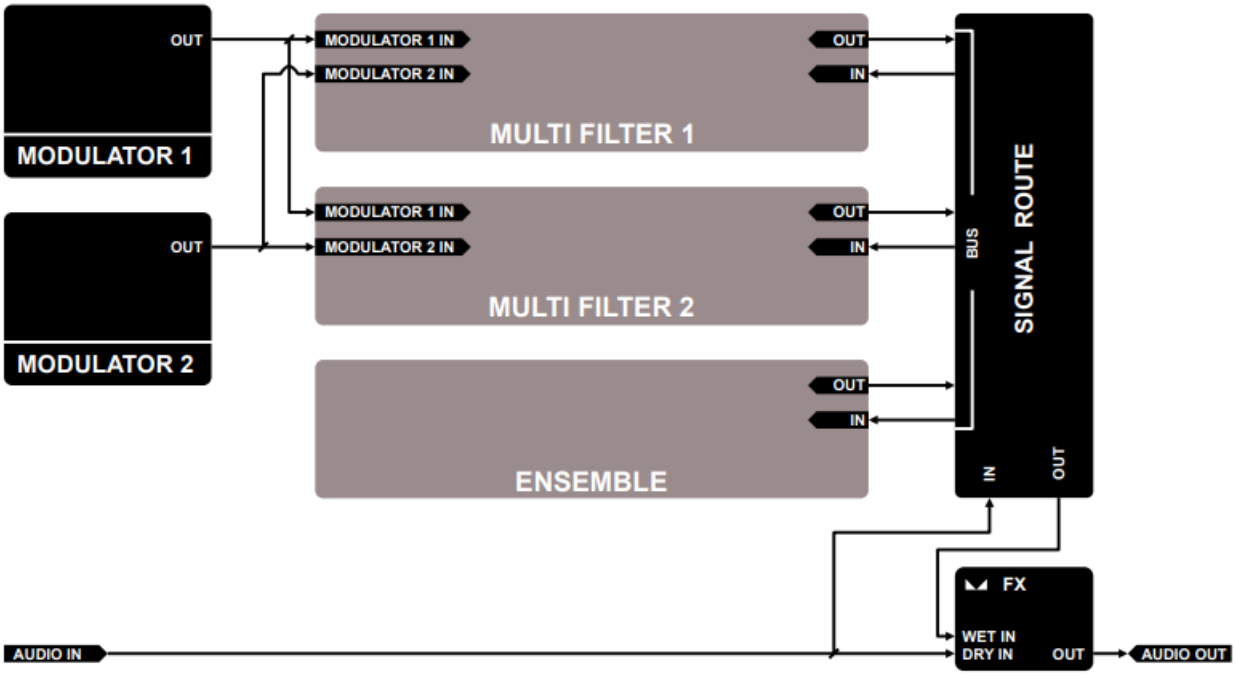


The six topologies available in Godfazer

- FX – Controls the balance between the wet (processed) and dry (unprocessed) signals.
- Output Volume – Sets the final output level.

Signal flow

The illustration below shows the signal flow through Godfazer:



The Signal flow within Godfazer
The input signal goes to the Routing Bus, which pushes it back and forth via the Multi Filters and Ensemble module in accordance with the selected topology. The processed signal then leaves the Routing Bus and is mixed with the dry signal at the final output.

Preset Management

Preset storage
Presets, both from Factory content and user ones, are stored as files in proper locations on the disc. Each time a plug-in instance is loaded into a project, these locations are scanned and the presets found there are consolidated into a single linear structure (list) in the Preset Browser.

Browsing presets
The Preset management section (no matter what kind of preset it concerns) enables quick navigation and browsing of the preset structure:

The Preset management section

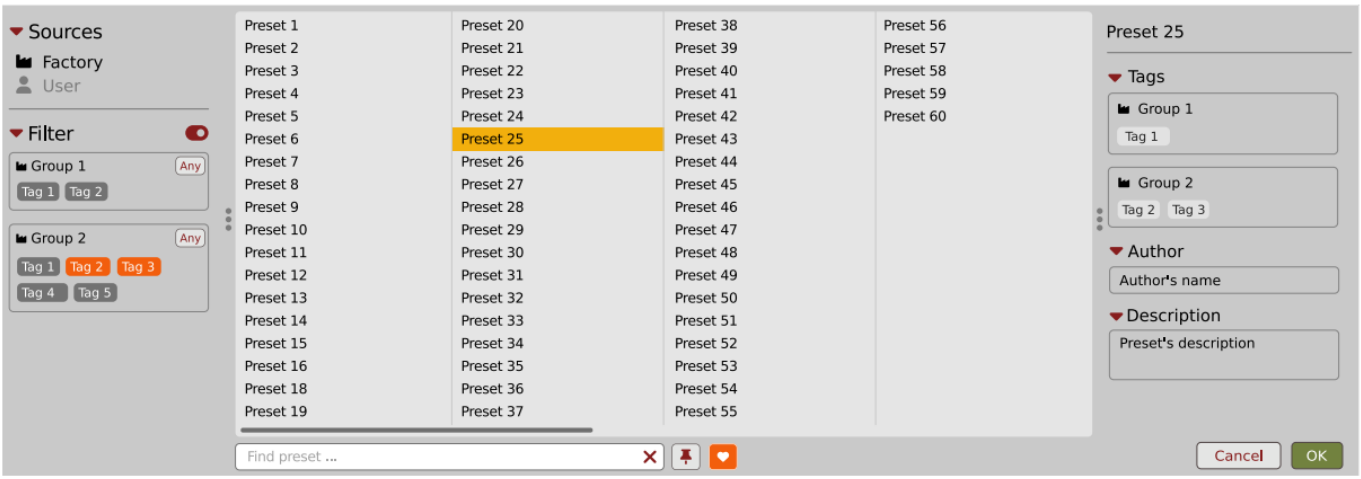
- PRESET – Displays the name of the currently loaded preset. Clicking the display opens the Preset Browser panel, allowing you to browse factory / user presets.
- Prev / Next – Hovering over right side of the Preset display exposes the Prev / Next buttons:
  They allow for linear browsing of the presets list (depending on currently set filters – see sections below).
- Saves  current parameters as a new preset or allows for overwriting of the existing one (see sections below).

Right-clicking over the Preset display opens a context menu with two or three additional options:

- Init – Restores initial settings of plug-in parameters.

- Reload – Reloads the most recently loaded preset.
- SAVE  See description above.

The Preset Browser looks as follows:



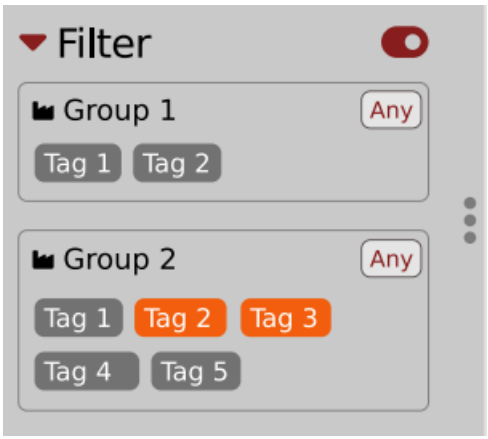
The Preset Browser There are four main parts:

- Sources – Situated in the left column, filter content Sources for displayed presets.
- Filter – Below Sources, a preset Filter that uses the Tags system.
- Results – List of presets (shown in the middle column) from Sources that meet criteria set in the Filter.
- Info pane – The right column shows information about the currently selected preset(s), divided into several subsections
- If available – For some preset types this button can be hidden and accessible from the contextual menu (accessible via right mouse-click on Preset display)
- If available

Sources
In this section, you can choose a Source / Source(s) that you want to browse presets from.

Preset Sources
There are two resources to choose from:

- Factory – Delivered together with the plug-in and cannot be modified (read-only).
- User – Created by the user and can be freely modified or shared with other users. Choosing any of them will cause the results to narrow to the presets from one resource. Filter
- The section below is the Filter, which represents a preset filtering system using Groups and Tags to browse the content



The Filter section

Groups and tags

Each Preset is described by a few common Groups. Within each of them there may be one or more Tags from a particular set.

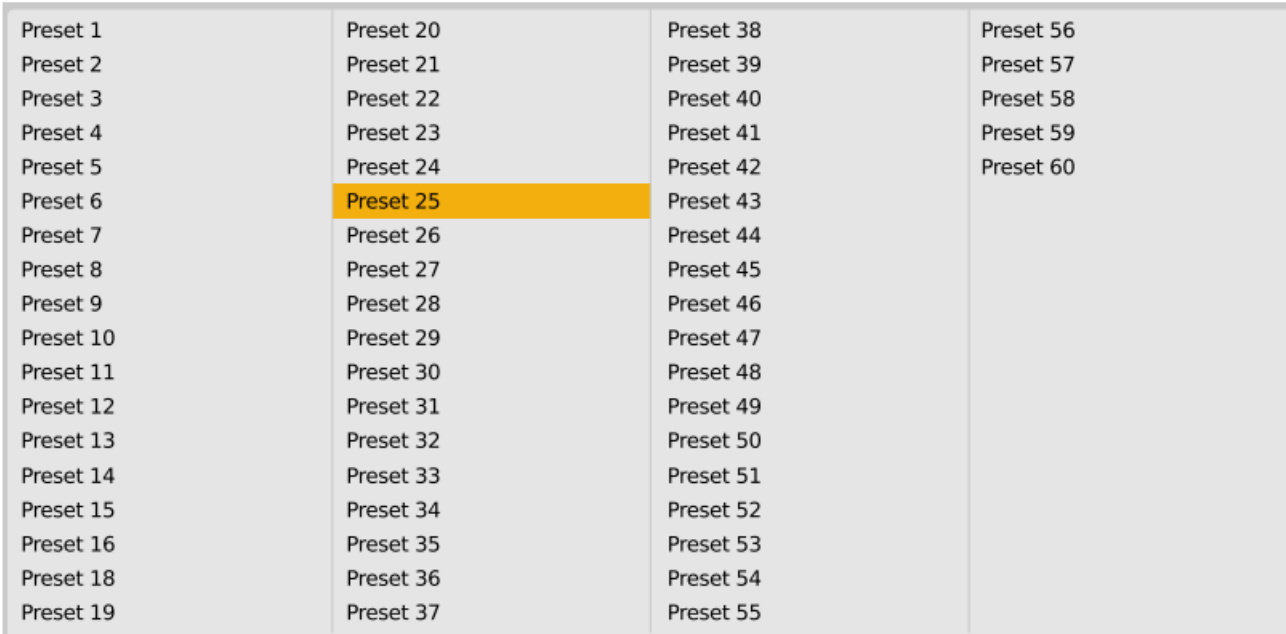
The Filter group

- Presets from the Factory resource were assigned Groups and Tags when they were created.
- Groups and Tags describe the content clearly, taking into account the plug-in's purpose.
- Editing of the Groups and Tags for Factory content is limited. User presets can be described with the same Groups and Tags as Factory content, or you may define additional Tags within factory Groups and even create your own
- Groups with your own Tags to describe your own presets.

  The only limitation is that a user cannot remove factory Groups or Tags from Factory content

Results

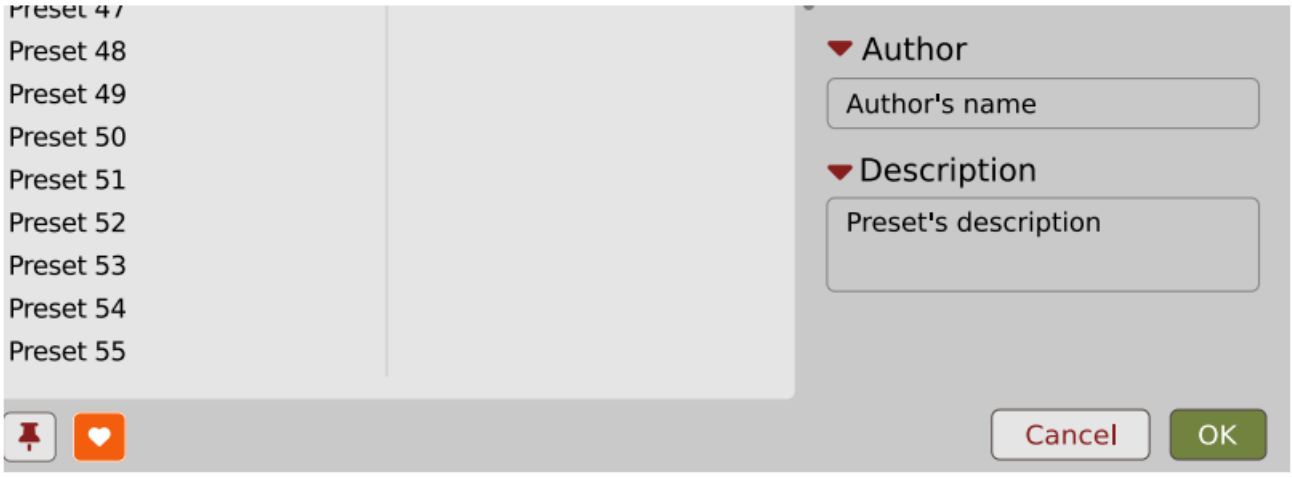
This is a list of presets from chosen Sources that meet the filtering criteria. The basic function of this section is to browse and load presets. It can also be used for editing, which is described later.



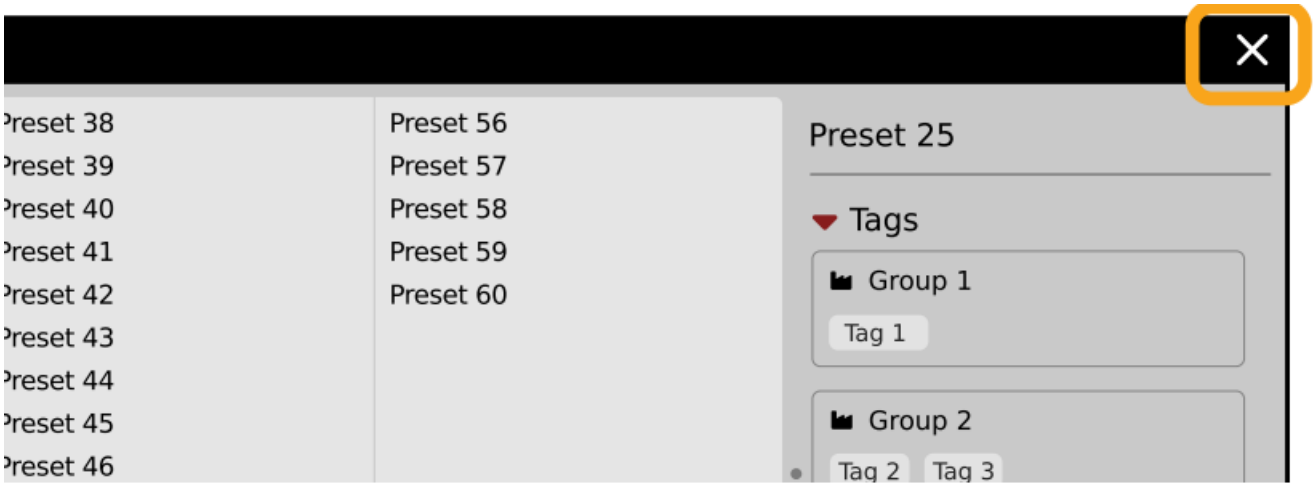
The Results list

- Click any name to choose and load the preset.
- Double-click the name to choose, load the preset and close the browser.

  Hitting the OK button confirms loading a preset and closes the browser. Using Cancel closes the browser but reverts all parameter changes that loading a new preset might have caused.



The OK and Cancel buttons in the browser Using the X icon has the same effect as the OK button:

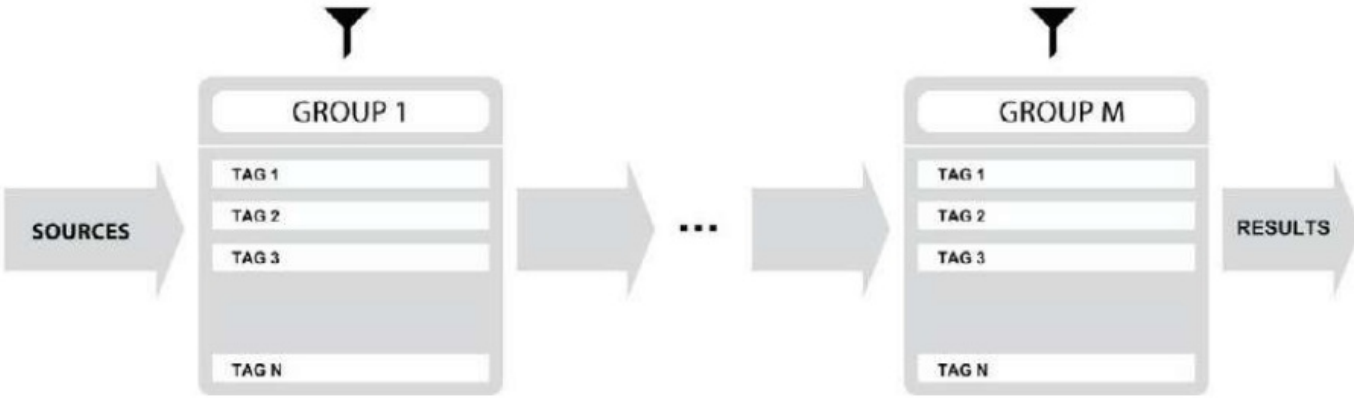


Preset filtering using Groups and Tags

The Filter section contains Groups of Tags. Each Group is represented by a rectangle with the Group name + set of
Tags inside

Group 2 with two tags set (Tag 2 and Tag 3)

The filtering process cascades from top to bottom. This means that all presets available in the selected Sources are filtered by selected Tags from the first Group (uppermost one), then the Group below and so on, until filtered by the last active Group (the bottom one).



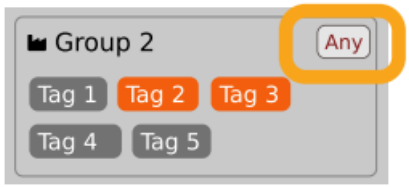
Preset Filtering with the use of Groups
The result of the cascade filtering process is listed in the middle column, the Results / presets list section. You can also consider the Results list as an intersection of preset sets, found by filtering through every individual Group.

Basic Actions
Tags work as toggle buttons. Click to activate / deactivate a Tag; a gray background color means that the Tag is inactive, and orange means that the Tag is active

Group 2 with two tags set (Tag 2 and Tag 3)
If at least one Tag in a Group is active, then the Group (filter) also becomes active, otherwise the Group chosen doesn't affect the filtering process at all.

Group operator

- When a single Tag is active in a Group, only presets having that Tag set are displayed in the Results.
- If two or more Tags in a Group are active, the Results depend on the Operator chosen for the Group:

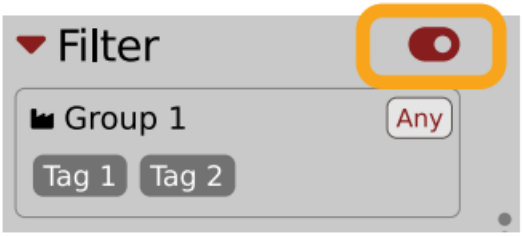


- A Group operator

The Operator button works in toggle mode and offers a choice of two alternative Operators for the Group:

- Any – Means that a preset is shown in the Results when the preset includes at least one of the active Tags from the Group.
- All – Means that a preset is shown in the Results only when the preset includes all active Tags from the Group.

Filter enable / disable
You can quickly enable / disable the Filter using the toggle switch in the top-most section of the Filter



An On/Off switch for a Group Filter

Other types of filtering

Searching by name

Alternatively, you can look for a preset by entering its name or just a piece of its name into the Find preset field:

The Find preset input

The Results are refreshed on-the-fly and they work together with the other filters. Using the X icon clears the entire field:

Clearing the search field

Filtering Favorite presets

You can mark presets as a Favorite by clicking the Heart icon while hovering on preset name . You can unmark presets by clicking the icon again (toggle mode):

Setting a preset as a Favorite on the list

- Logical OR between Tags in the Group
- Logical AND between Tags in the Group
- It's allowed for every source (factory or user)

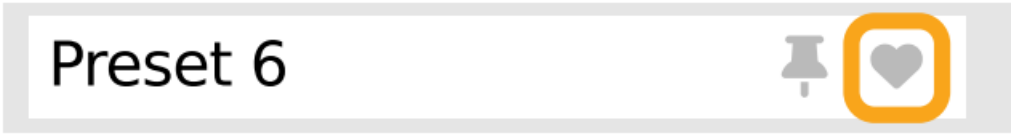
The flag is stored globally, meaning that a Favorite preset will be accessible as such from every other instance of the plug-in

Once you have your Favorite presets flagged, you can quickly filter them using the toggle button with a Heart icon on it:

Favorite presets filtering
If the button is active, then only Favorite presets will be shown (considering all remaining filters).

Filtering Pinned presets

You can Pin one or more presets using the Pin icon while hovering over a preset name . You can unpin a preset by clicking the icon again (toggle mode):



Pinning a preset on the list

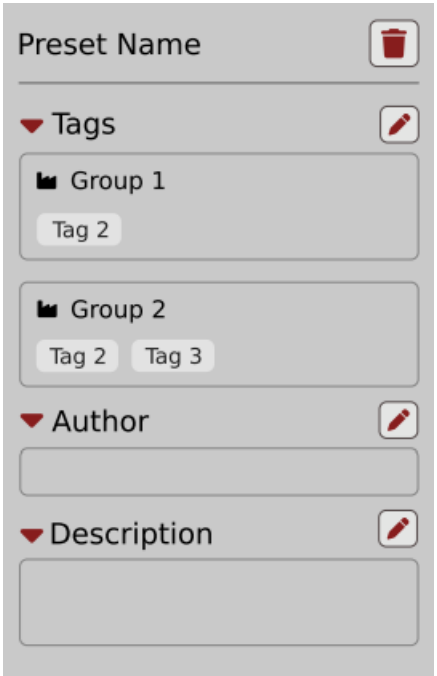
- Unlike Favorites, this flag works locally and it's stored with the project file (not global config), so Pins are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).
- But, similarly to Favorites, you can easily filter presets using the toggle button with the Pin symbol on it:

Pinned presets filtering
If the button is active, then only Pinned presets will be shown (considering all remaining filters).

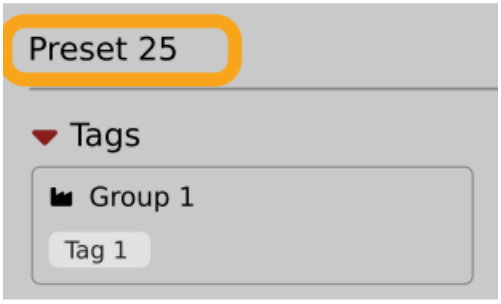
- Sometimes project or plug-in reload may be required
- It's allowed for every source (factory or user)

Info pane

The column to the right shows information about the selected preset or presets. It also provides access to some of the preset editing functions

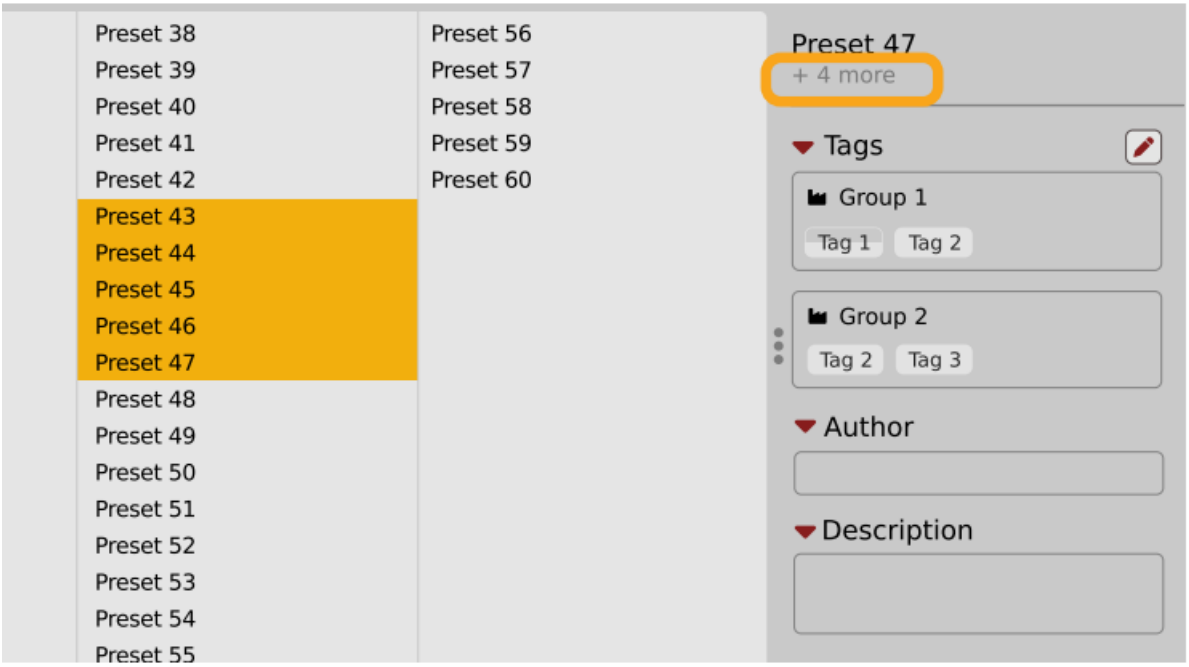


The Info pane
There's a preset name at the top.



The Preset name in the Info pane

Additionally, if you've selected more than one preset there's information about how many more have been selected:



Selecting more than one preset

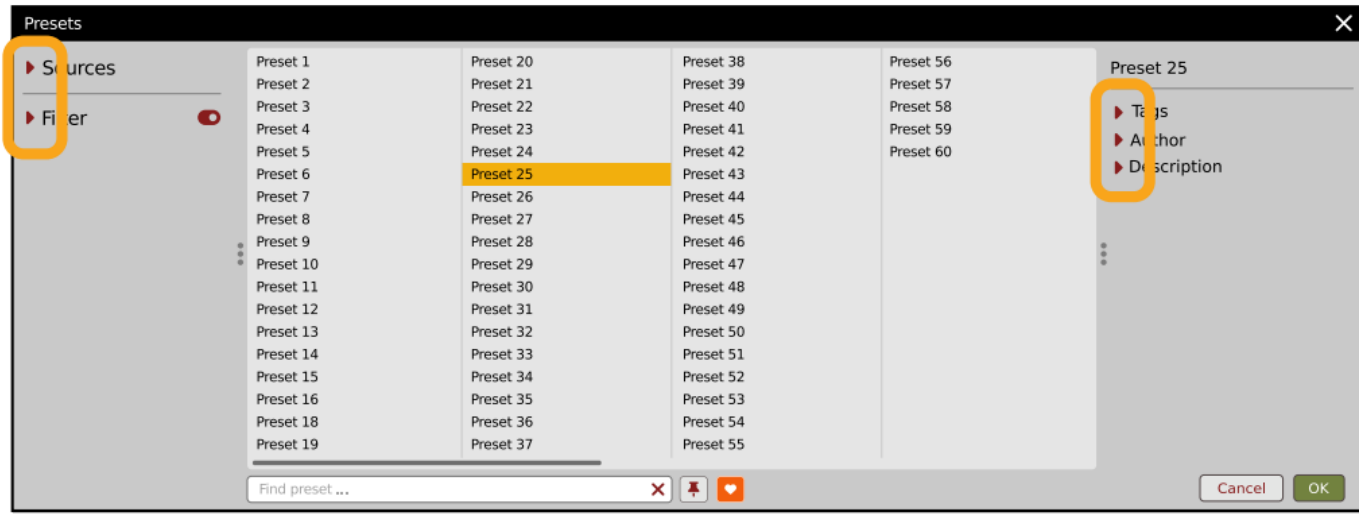
Below the preset(s) name there are few common sections describing selected presets:

- Tags
- Author
- Description

Browser's visual adjustments

Folding sections

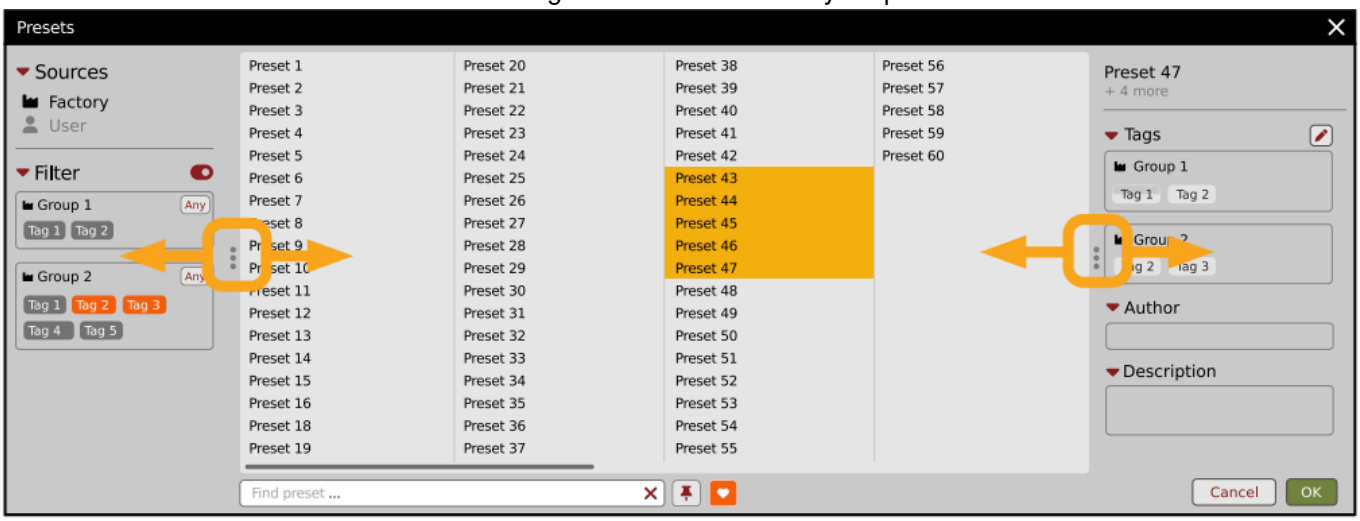
If you don't need to see the contents of every section / subsection, you can fold some of them up using the Caret icons:



Sections folded up

Resizing columns

You can use the three-dotted handles to change a column's width to your preference



Resizing Browser columns

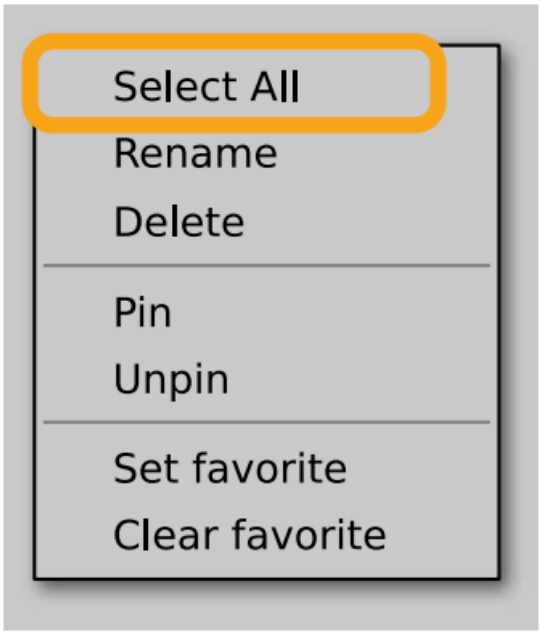
Editing presets

You can perform certain actions on presets, such as adjusting Groups and Tags, deletion, renaming the presets as well as their export or import. One should bear in mind, however, that some operations are only allowed on user presets but not on Factory content.

Preset selection for Edit

Some operations can be done on more than one preset, so you're allowed to select more than one preset at once; in the Results section, you can choose a preset or a set of presets in the following ways:

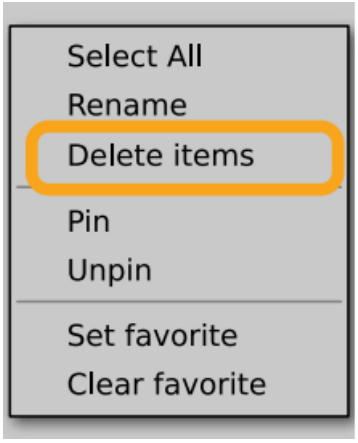
- Click a preset – Selects (and loads) one preset from the list.
- Win (**(Ctrl + Click the preset), (Cmd ⌘ + Click the preset)** Adds another preset to an already chosen preset or a set of presets.
- Shift + Click the preset – Selects a range of presets from the last chosen preset to the preset clicked with the Shift key.
- Right-Click on any Preset in the Results section and choose the Select All option – this selects all presets



Selecting all presets

Selecting all presets

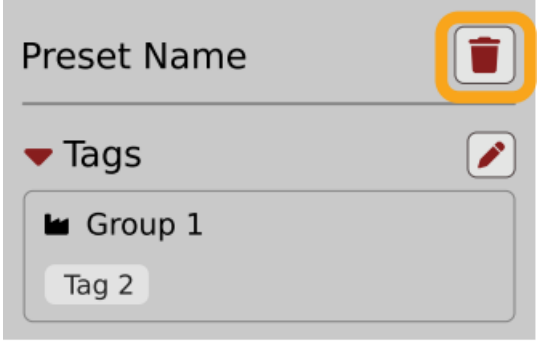
Preset renaming
On a selected preset , right-click to open the context menu and select the Rename option:



Preset renaming

The option is available only for individual presets and won't work on a selection of two or more presets

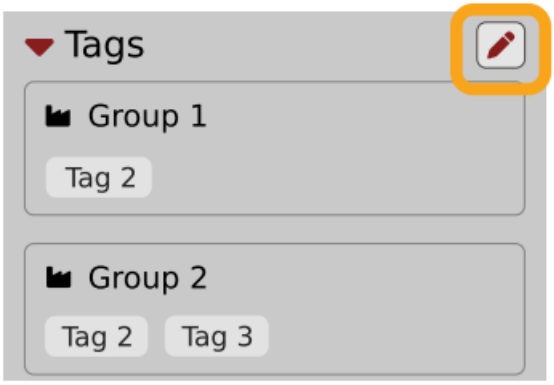
Preset deletion
Once you have selected one or more presets, right-click to open the context menu and select the Delete items option:



The Trash bin button

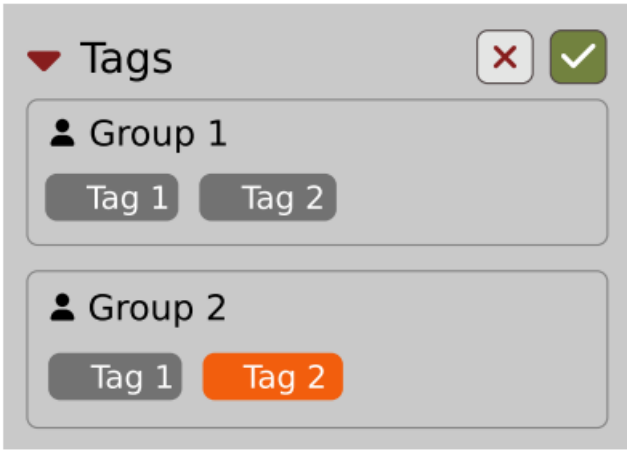
Tags editing

When you select a preset or presets to change their tags, click the Pencil button next the Tags section in the Info pane to enter Edit mode for the Tags:



Entering the Tag edit mode

With the Edit mode enabled, you will see all possible Groups and Tags available for the preset(s):



The Tag Edit mode

- Tag buttons work in toggle mode, much like filtering. Clicking them either sets or erases a Tag for a chosen preset. If a Tag is set for a preset, it is indicated by an orange background color, whereas if a Tag is not set, it has a gray background color. If you choose multiple presets with existing tags,
- Tag buttons will appear orange if a specific Tag appears in all selected presets, and gray if it appears in none.
- When a specific Tag is set only for a few of the selected presets, it appears as half-gray and half-orange.

Tags appearing only in part of selection

Changing the Tag status for one or more chosen presets sets or erases this Tag in all these presets. A status change
is signaled by an Asterisk to the left of a Tag.

A Tag with a status change

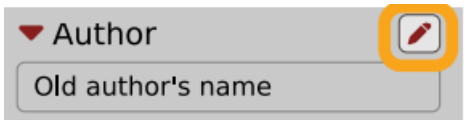
- Tag buttons highlighted in half-gray and half-orange color (where Tag values across the highlighted presets

aren't all the same) workin a three-state system when switching between states; they turn gray if you erase the Tag for all selected presets, orange if you set the Tag for all selected presets, and return to half-gray and half-orange if the selected items remain unchanged or are returned to their initial state.

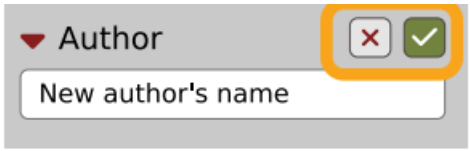
- Potential changes have to be confirmed using the OK / Cancel buttons at the top part of the Tags section

Confirmation buttons in the Tags section

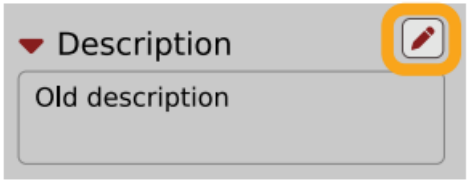
Author editing
When you select a preset or presets to change the Author, click the Pencil button next the Author section in the Info pane to enter the Edit mode for the Author field:



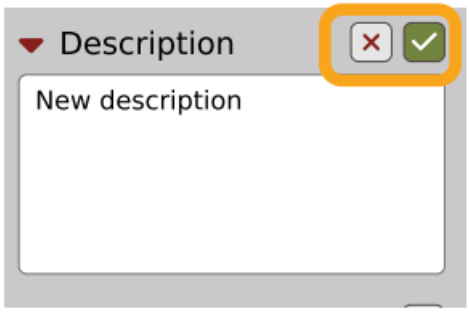
Editing Author
Once you've finished editing the field, confirm the operation using the OK / Cancel buttons:



Confirming Author editing
This operation is possible for user content only.
Description editing
When you select a preset or presets to change the Description, click the Pencil button next the Description section in the Info pane to enter the Edit mode for the Description field:



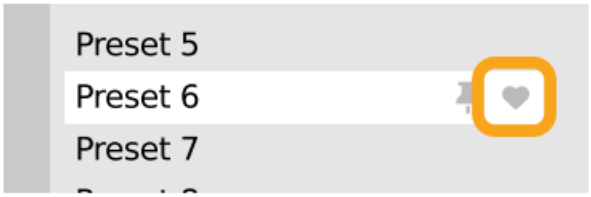
Editing Description
Once you've finished editing the field, confirm the operation using the OK / Cancel buttons:



Confirming Description editing
This operation is possible for user content only.

Setting presets as Favorites

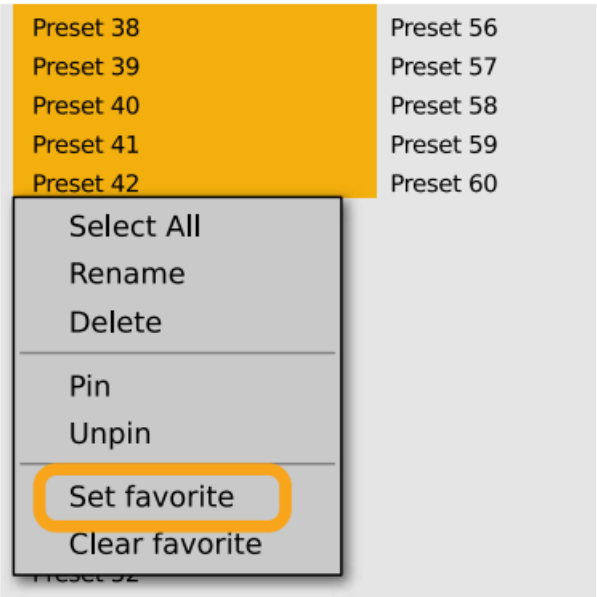
As described in the chapters above, you can mark a preset as a Favorite by clicking the Heart icon while hovering over the preset name:



Setting a preset as a Favorite

The flag is stored globally, meaning that a Favorite preset will be accessible as such from every other instance of the plug-in .

It's also possible to perform the operation for a selection of presets. After you select the desired presets in the Results window, right-click on the presets to open a context menu :



Setting Favorite presets from the context menu

- And select the Set favorite option.
- To clear Favorite flags for the selection of presets, use the Clear favorite option instead.

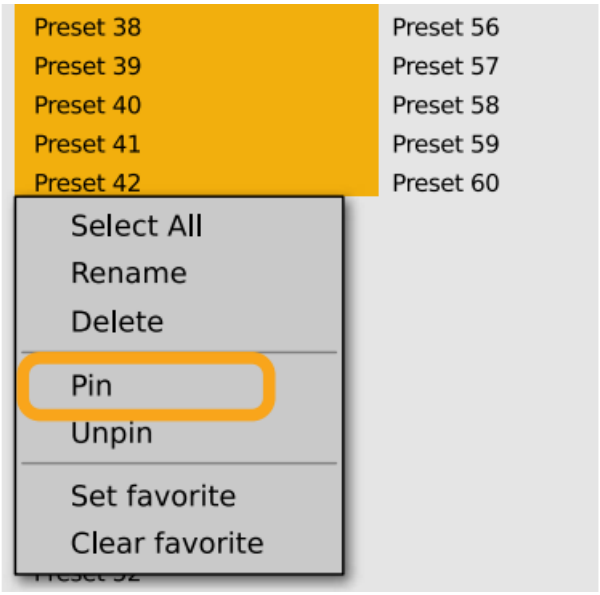
Pinning presets

You can Pin one or more presets using the Pin icon while hovering over the preset name

Pinning a preset

Unlike Favorites, this flag works locally and it's stored with the project file (not globally). This means the Pins are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

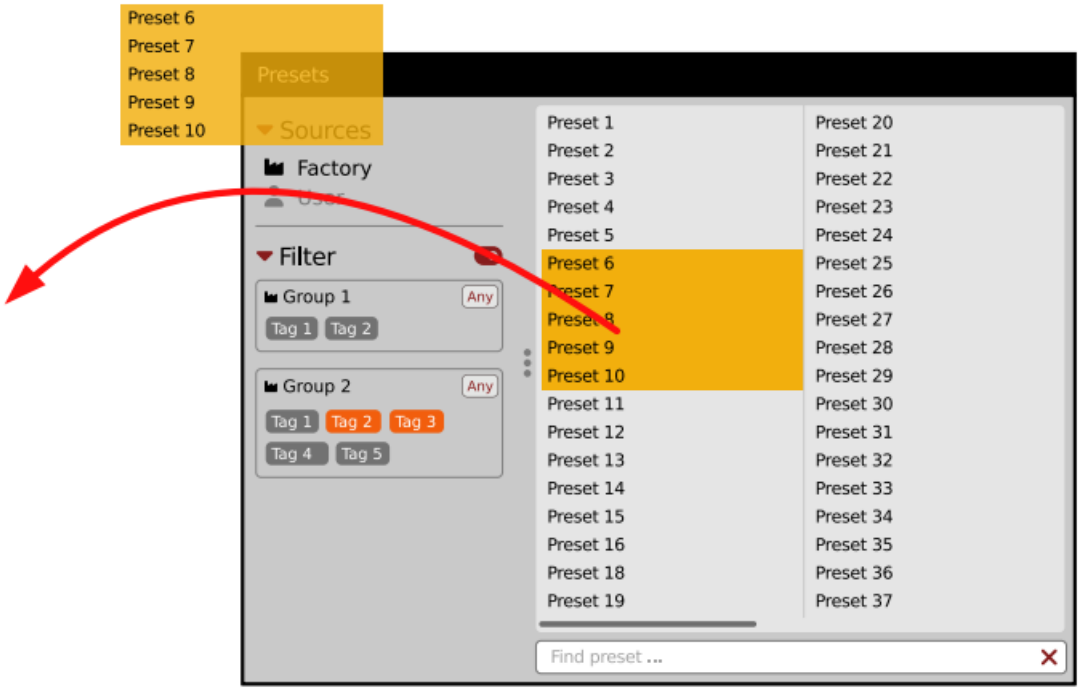
It's also possible to perform the operation for a selection of presets. After selecting the desired presets in the Results window, right-click on the presets list to open the context menu:



Pinning presets from selection
And select the Pin option.
To clear the Pin flag for a selection of presets, use the Unpin option instead

Preset exchange
If you want to make a backup, or exchange a preset with a collaborator, you can export / import selected presets.

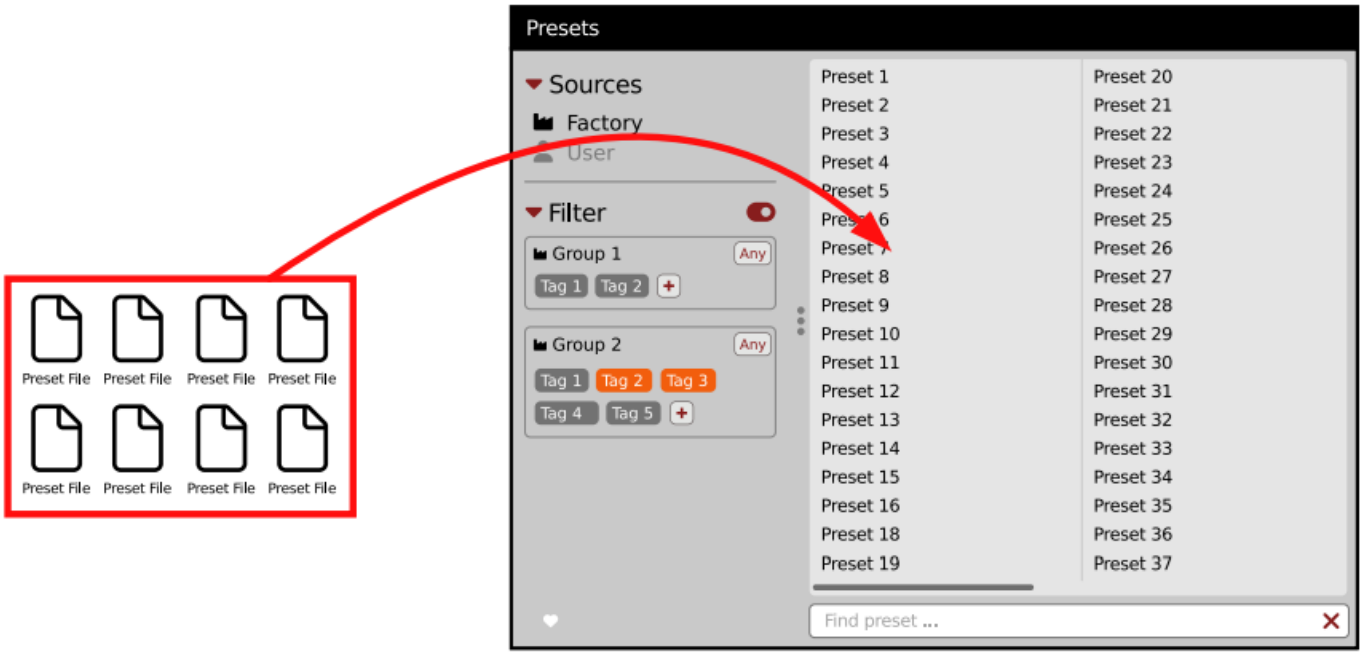
Export
Select a preset or presets that you're going to export and drag-and-drop them outside your DAW into a location you'd like to store them:



Exporting presets

Exporting presets
The presets will be saved as individual files (one per preset) in the plug-in's native format.

Import
If you'd like to import preset files, you can drag-and-drop preset files from where they're stored, into the preset browser:



Importing presets

Importing presets
They will be automatically imported as user presets

Importing Patterns
Specifically within the Pattern browser, it's possible to import:

- Native Phoscyon 2 patterns.
- Banks from legacy versions of the plug-in (Phoscyon 1.x) – which will be accessible as alternative Sources, after you drag-and-drop them into the Browser.
- Patterns from Audio realism ABL 2 or 3 instruments – which will be included in User patterns after import.

Creating custom Tags and Groups structure

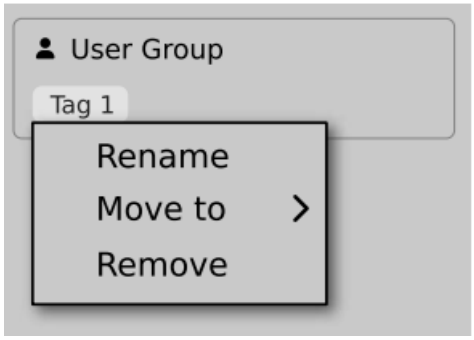
Adding custom Tags
Users are allowed to add their own custom Tags to both their own content and factory content. To add a new Tag to an existing filter Group, click over the Group's name to pull down a menu and select the Add Tag option :

Adding a new Tag
You can do this either in the Info Pane (right column, while the Tag edit mode is enabled) or Filter (left column).

Editing custom Tags

There are a few edit options available for a user to perform on their own Tags, which are available by right-clicking a Tag's name in the Filter section

The Filter section
You will see a context menu with all the available options:

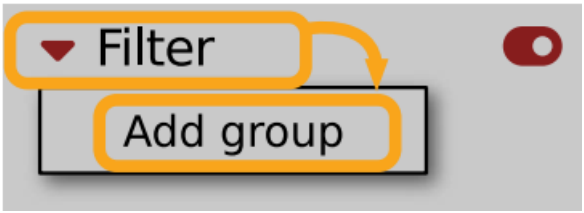


Editing options for a user Tag

- Rename – Changes the name of a Tag.
- Move to – Moves a Tag to another Group.
- Remove – Deletes a Tag.

  The menu is accessible only for a user's own Tags.

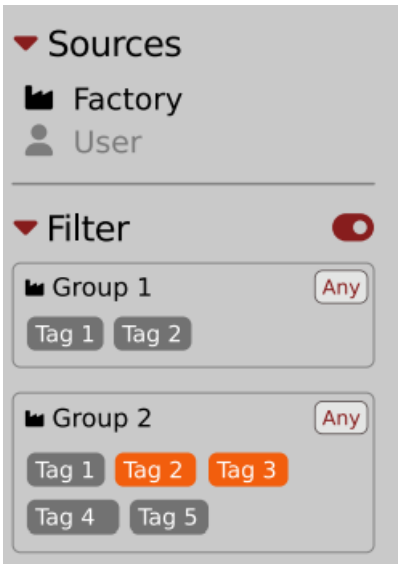
Adding custom Groups
You can add a custom filter to Groups by clicking the Filter label and selecting the Add Group option from the pull-down menu:



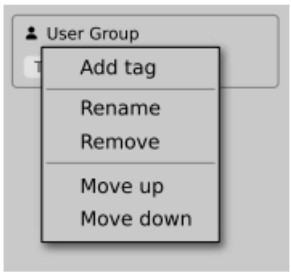
Adding a user Group

- From here, you can add Tags to that newly created Group (see above), or move Tags from other Groups.
- You can also add a custom filter to Groups in the Info Pane (right column) or Filter (left column).

Editing custom Groups
There are a few edit options available for a user to perform on their own Groups. Click on a Group's name in the Filter section:



The Filter section
You will see a context menu with the following options:



Edit options for a user Group

- Add Tag – Adds a new tag to the Group (described earlier).
- Rename – Changes the Group's name.
- Remove – Deletes the Group, possible only when all Tags in the Group have also been removed.
- Move up – Moves a Group up in the Filter. Possible unless the Group is already the topmost one.
- Move down – Moves a Group down in the Filter. Possible unless the Group is the last one.

  These operations are possible only on user Groups.

Groups in the Filter are ordered with Groups from Factory content first, then user groups below.
You can edit user Groups in either the Info Pane (right column, while Edit mode for Tags is enabled) or Filter (left column).

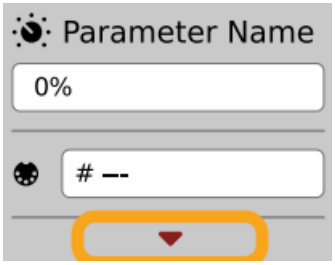
Unassigned Tags
When you receive content from a collaborator who uses different Tags and Groups, some Tags may show as Unassigned. This happens if the filter structure made by a preset's author is different.

Unassigned Tags
You can move the Tags across your Groups to make them fit your scheme, or re-tag the collaborator content entirely.

Configuration

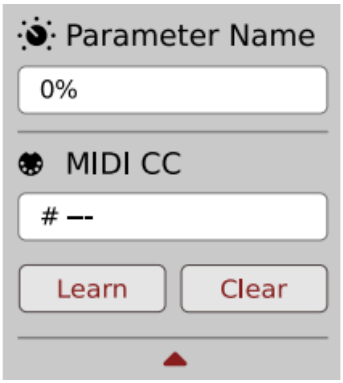
MIDI Learn

Right-click any plug-in parameter to open the context menu



A context menu

- Left-clicking outside the menu area closes it automatically.
- Clicking the bottom arrow expands the menu and displays all available options

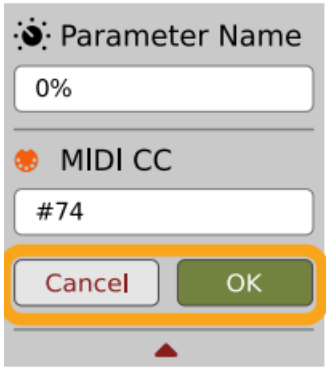


An expanded context menu

Linking a parameter to MIDI CC

The Learn function enables a quick assignment of physical controllers (from a MIDI controller) to plug-in parameters.

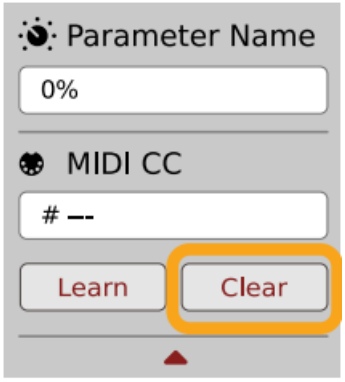
1. Click the Learn button to put the plug-in into a pending state before moving any MIDI CC controller.
2. Once the CC is recognized, click OK to save the change or click the Cancel button to restore the previous setting



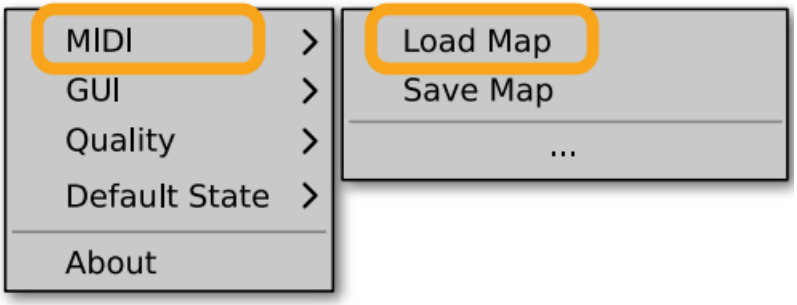
Unlinking a parameter from MIDI CC

You can also delete a MIDI CC code attributed to a parameter from the context menu:

1. From the context menu, click the Clear button:



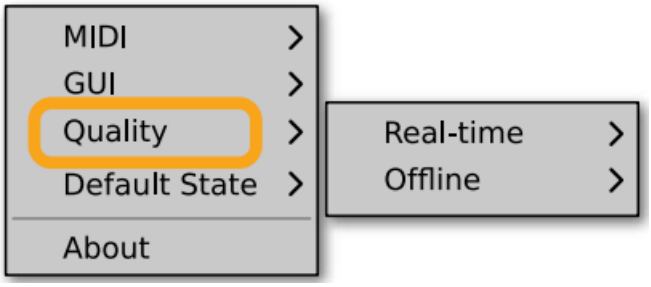
The Clear MIDI CC button
Then confirm using the OK button.
Loading / Saving a MIDI CC Map
These options are available in the MIDI submenu, accessible under Cog icon in the left-upper corner



The Load Map and Save Map options

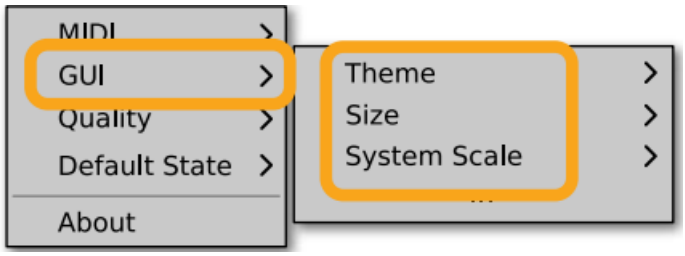
- Save Map – Saves the current MIDI CC map to a file.
- Load Map – Loads a MIDI CC map from a stored file.

Quality settings
The Quality submenu under Cog icon in upper-left corner allows to choose sound quality for Real-time or Offline modes.



Quality settings
The higher the quality, the bigger the impact on the CPU

GUI
The Size, System Scale and Theme options are accessible from GUI submenu under Cog icon in upper-left corner of the plug-in. With these, you can adjust look of the plug-in, according to the pixel density and resolution of your screen



The GUI Size and System Scale options

Size

This option lets you choose one of several default skin sizes to best match the plugin to the resolution of your computer monitor.

System Scale

System Scale controls the rescale factor for the whole plug-in. For the best visual results, you should set it to the exact value from your system settings (screen properties).

Theme

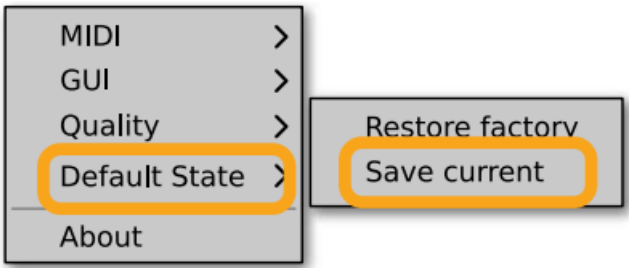
The Theme allows you to choose skin color variant according to your preference

Default Settings

You can save your current settings so that the plug-in will default to them for each new instance, or restore the plug-in to load with its factory settings.

Changing default settings

1. Click the Cog icon in the left-upper corner of the plugin.
2. Go to the Default State submenu and choose the Save current option



Changing the default state of the plug-in

- With this option, the current plug-in state will be saved as the default / initial state for when you insert a new instance of the plug-in.
- The plug-in state includes: sound parameters (default preset), views, preset filters, sound quality settings, loaded / created MIDI CC map and GUI settings.

Restoring factory defaults

To return the default state for new instances to factory settings:

1. Click the Cog icon in the left-upper corner of the plugin.
2. Go to the Default State submenu and choose the Restore factory option

Documents / Resources

	d16 group Godfazer Advanced Modulation Unit [pdf] User Manual Godfazer Advanced Modulation Unit, Godfazer, Advanced Modulation Unit, Modulation Unit

References

- User Manual