Zephyrus VSTi

Overview

ZEPHYRUS is a Hybrid Synthesizer that combines analog synthesis engine and soundfont oscillator to produce complex pads and background sounds.

Features

ı **Soundfont Oscillator**: The SFO Uses the raw samples in a soundfont file (*.SF2) as waveforms. Samples can be arranged into Banks, Patches, Key and Velocity zones.

ı **2 Digitally Controlled Oscillator - DCO -** with 3 selectable waveforms (Saw, Triangle, Pulse) have knobs to control the octave (4' 8' 16') , and interval.

ı **2 Digitally Controlled Filter - DCF** - A) with control over cutoff, contour amount, FM mod and emphasis. B) with control over ADSR envelope generator (Attack, Decay, Sustain, Release).

ı **1 Mixer**, controlling oscillators A & B, master volume, Filter mod and Tracking rate.

ı **LFO (Low Frequency Oscillator)** with 2 selectable waveforms (Triangle & Pulse)

ı **Loudness Contour** with control over ADSR (Attack, Decay, Sustain, Release).

ı **Distortion Unit (Waveshaper)**: A wave distortion effect which maps input to output values using flexible spline-based graph. Distorts the input depending on a transfer function you draw by dragging the control points with your mouse.

ı **PORTAMENTO/GLIDE** control: affects pitch transitions. A gliding effect that allows a sound to change pitch at a gradual rate, rather than abruptly, when a new key is pressed or MIDI note sent. When turned to the far left, there are no pitch transitions - new notes immediately play at their "correct" pitch. If turned to the right, the glide time increases - new notes are triggered at the pitch of the previous note, and then gradually glide to the pitch of the played note, quickly or slowly, depending on the setting of this knob.

ı **Delay Effect Built-in**: with Modulation (Varies the delay time dynamically- 0 to 10V) and Amount of Feedback controls.

ı On-screen MIDI keyboard that can be played with the mouse, or keyboard (Q is Middle-C, Z two Octaves lower) The 'T' on the left of the keyboard sets **Toggle Mode** where each key stays held until you click it a second time.

ı Includes 32 internal presets and display "preset name" (Pre-programmed sounds)

ı Possibility of turn the synth into Mono Mode and Retrigger switch.

ı Hint Property: Tool tip when the mouse is over a control. You can mouse over any of the controls anywhere in Zephyrus and this will display a short description of what that control does.

ı One-panel Graphical User Interface

ı MIDI Automation: The following 23 MIDI Continuous Controller (MIDI CC) messages are recognized and affect the described parameters:

:: MIDI Implementation Chart for Zephyrus::

```
# Decimal        /            Controller Name


CC# 01 - FILTER B - RESONANCE (Modulation Wheel)
CC# 03 - FILTER B - CUTOFF
CC# 09 - FILTER B - CONTOUR
CC# 14 - FILTER B - FM MOD


CC# 05 - GLIDE - Portamento Time -
CC# 07 - MASTER VOLUME ANALOG OSC.
CC# 20 - MASTER VOLUME SOUNDFONT OSC.

CC# 71 - LOUDNESS CONTOUR - DECAY / REL
CC# 73 - LOUDNESS CONTOUR - ATTACK
CC# 74 - LOUDNESS CONTOUR - SUSTAIN

CC# 84 - FILTER A - ATTACK
CC# 85 - FILTER A - DECAY / REL
CC# 86 - FILTER A - SUSTAIN

CC# 87 - OSCILLATOR A - Pulse Width
CC# 88 - OSCILLATOR A - Phase Mod
CC# 89 - OSCILLATOR A - PM Depth

CC# 102 - OSCILLATOR B - Pulse Width
CC# 103 - OSCILLATOR B - Phase Mod
CC# 104 - OSCILLATOR B - PM Depth

CC# 105 - LFO RATE
CC# 111 - DELAY FEEDBACK

CC# 110 - DELAY MODULATION
CC# 111 - DELAY FEEDBACK
```

System Requirements

ı Operating System : Windows® 98/ME, Windows® 2000, Windows® XP.

ı Processor: Pentium®, Celeron® or equivalent - 500 MHz or more.

ı RAM: 128 MB of memory

ı VST 2.0 Host application like: FL Studio 5.xx, 4.xx, Steinberg Cubase VST 5/32, Cubase VST 5 Score, Cubase VST 5 Standard, Cubase SL 1.xx, 2.xx, Cubase SX 1.xx, 2.xx, 3.xx, Synapse Orion Pro 4.xx, Synapse Orion Platinum 5.xx, Mackie Tracktion 2.xx, Audio Mulch 0.9xx, Steinberg Nuendo 1.xx, 2.xx, 3.xx, Samplitude 8.xx, Sonar 4.xx and more ...

ı Graphics (minimum): 16-bit 800x600

ı Work with other hosts, as a **DirectX plug-in** using the FXpansion Vst-Dx V3/4 adapter or running DirectiXer 2. Is the easiest way to gain access to the hundreds of VST plug-ins from your DirectX audio application. Compatible with the Cakewalk Audio line (v6 and higher), FASoft N-Track, Sonic

Foundry ACID, Sound Forge and Vegas (as an Aux effect only, in Vegas), Syntrillium Cool Edit Pro, SEK'D Samplitude and Samplitude 2496, and many more.

ı   Other Components: PC configured according to the specifications of the host application

ı   An ASIO soundcard is recommended for low latency real-time play.

Installation

The files must be in a directory where the VST host is looking for VST plugins. Unzip, unrar the files ".dll and .dat" into your VST Plugins folder.

Version History

ı   **v1.0:** First release.

Plug-in Credits

Design, optimization, DSP and GUI by Daniel Alberto Laiseca

Evaluation & Registration

The DEMO VERSION is full functional. You can do anything you can do with the full version, you can even save your presets. Also in the demo are some presets included to demonstrate the instruments capabilities. The only restriction:

The Demo generates a short beep in all output channels every 10 seconds.
THE REGISTERED VERSION DOES NOT HAVE THIS INTERMITTING NOISE.

The program is a SHAREWARE. You are hereby licensed to use this software for evaluation purposes without charge for a period of 30 days. If you use this software after the 30 day evaluation period a registration fee is required.

The full version is available to purchase, as downloadable software, the price is **US$32**, and you can download the full version as soon as your payment is received.

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