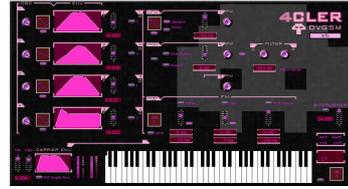


4CLER digital videogame sound machine VSTi

www.videogameorchestra.com

www.myspace.com/videogameorchestra



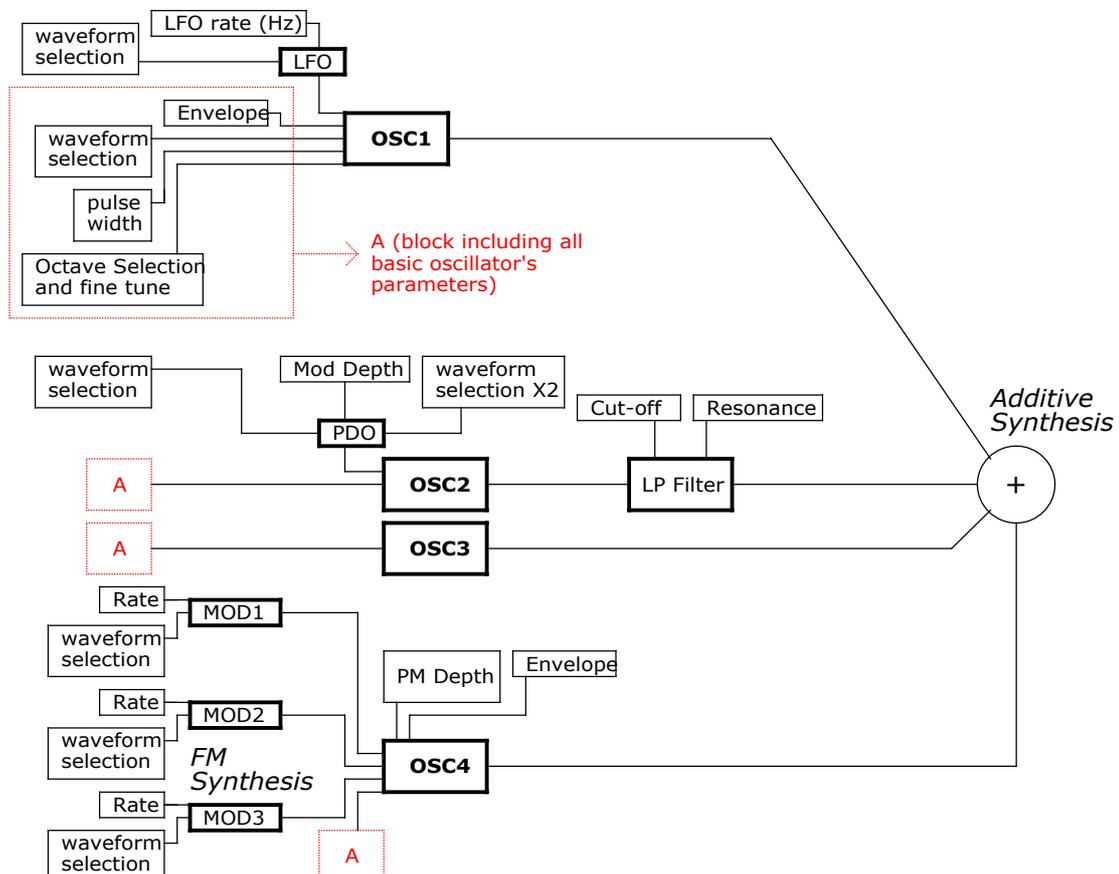
About

4cler is a synthesizer which can produce a wide range of sounds combining additive and FM synthesis. It can also produce primitive sounds in 8bit style. It runs with VSTi supporting applications. It's the first VGO vst instrument.

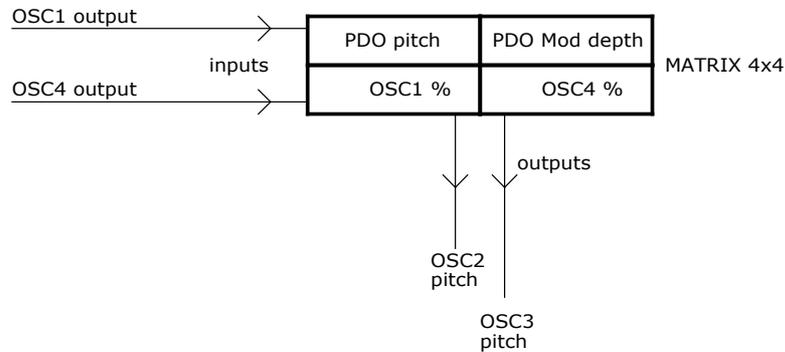
Features

- 4 oscillators [ADSR – 7 waveforms selection]
- [OSC1] – LFO – Pulse width
- [OSC2] – PDO [2 waveforms combined] – Cutoff – Resonance – Pulse width
- [OSC4] – FM Pitch/Phase – 3 Modulators – Phase Modulation ADSR
- 2x2 matrix
- Bit crusher

Design

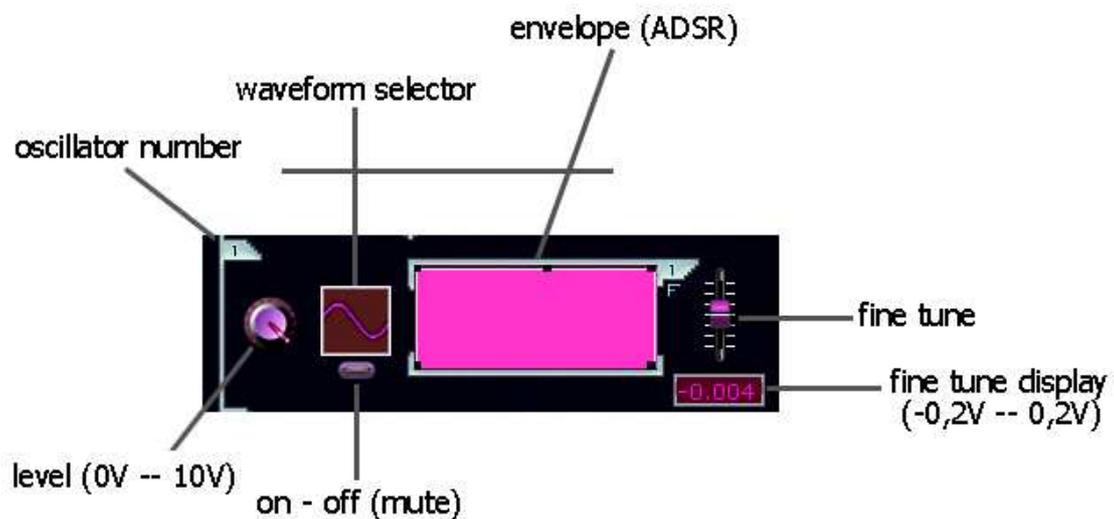


It is possible to try different combinations in order to produce even more complex sounds by changing combinations between the oscillators. The next step is to introduce a parallel connection diagram in which OSC1 and OSC4 affect PDO's pitch and Modulation Depth. In addition to this, an extra selector is used in order to control the percentage of this affection on OSC2 and OSC3. This configuration is controlled via a 2x2 matrix.



Controls

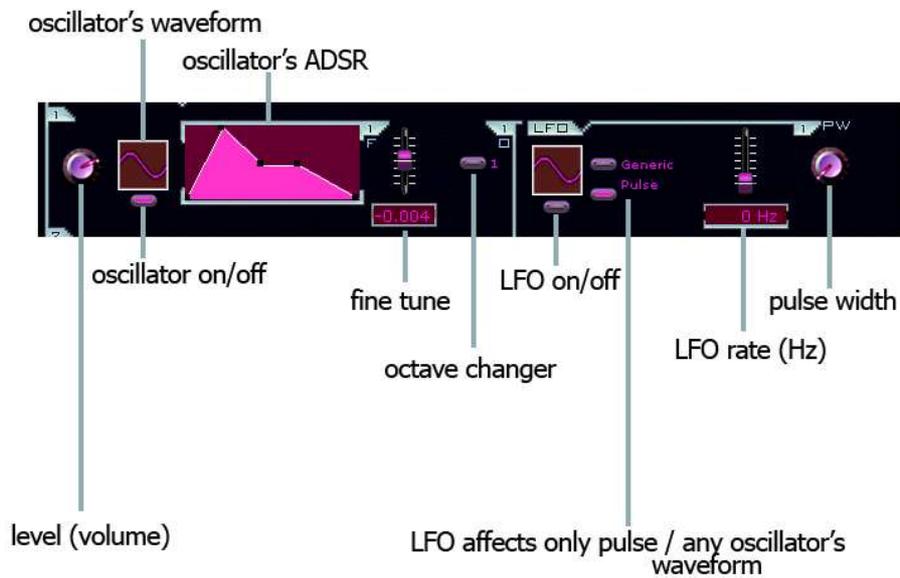
Basic Parameters



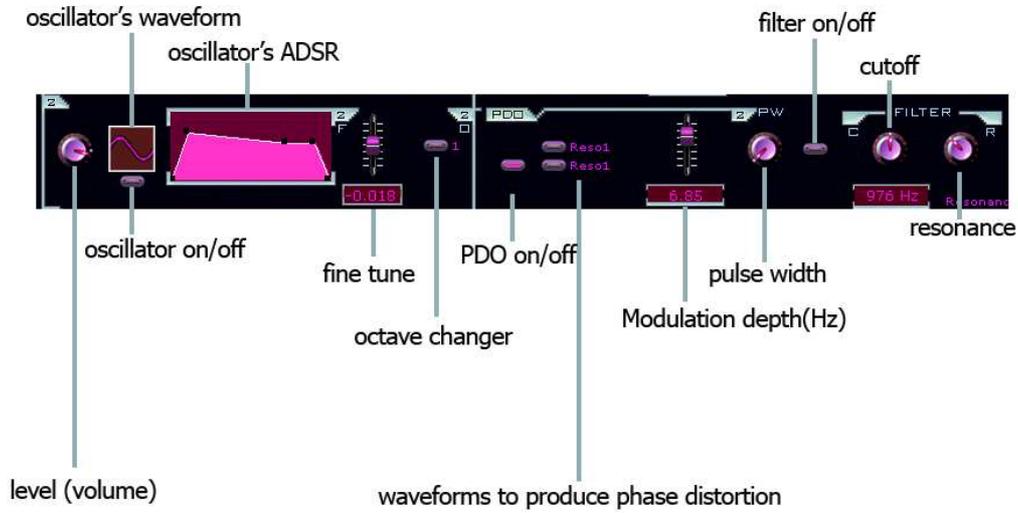
Interface

-  knob - min left / max right. hold left mouse button and move vertically
-  waveform selector - hold left mouse button and move horizontally
-  button , press on / off
-  ADSR Envelope - hold left mouse button on a breakpoint and move mouse
-  fader - hold left mouse button and move vertically.
-  matrix - hold left mouse button and move vertically (positive / negative values)

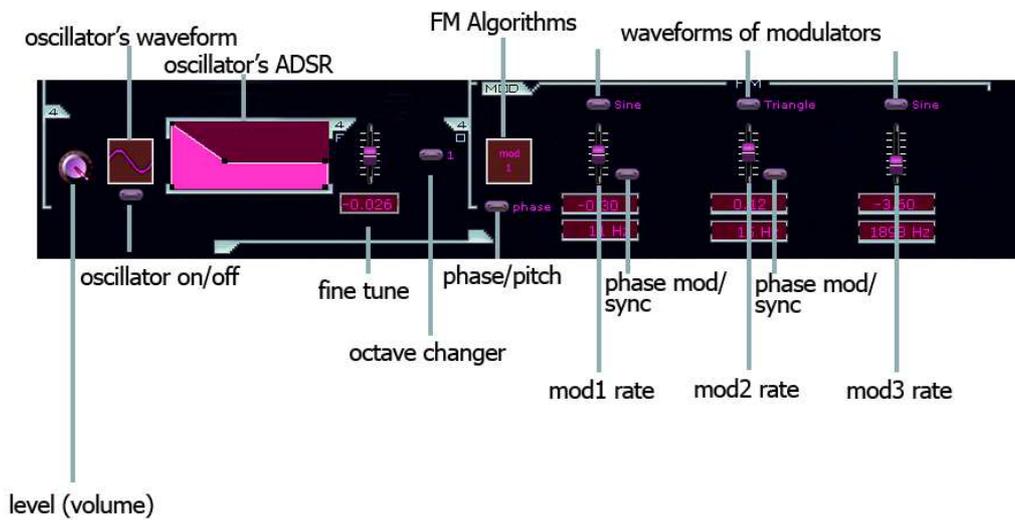
OSC 1



OSC 2



OSC4



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