

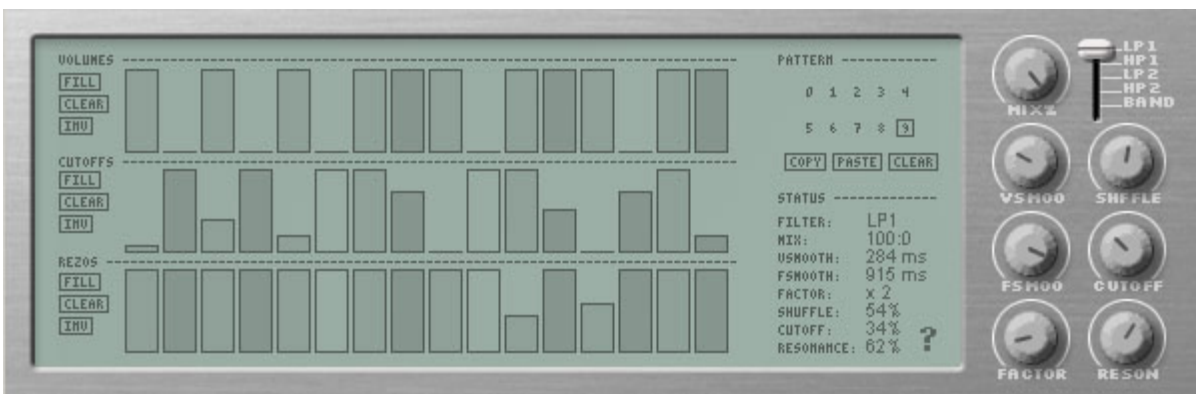
virtualcreations UltraChopper

A VST effect for Windows VST audio hosts by Jurek Raben

UltraChopper is a high end volume and filter chopper plugin. It has a 16-slider-sequencer for volume, cutoff and resonance values. Also 10 automatable patterns can be programmed per preset. UltraChopper features 5 filter, 2 lowpass, 2 highpass, one bandpass filter and also variable interpolation (fading between 2 values) of filter and volume values. The shuffle function works well at 4/4 measures as for house music. You can change the speed multiplier of patterns with the factor knob. Last but not least you have cutoff and resonance knobs for controlling overall cutoff/resonance amounts. UltraChopper syncs to all common hosts, especially to samplePos-hosts like Cubase, Orion and Logic Audio you have a perfect sync. But also on Buzz and other hosts which do not submit timing informations you can sync this effect to your song. Simply press play from a rounded pattern position (0,64,128..) to start UltraChopper synced.

Features

- Internal 32 bit float calculation
- variable filter- and volume interpolation
- a 3x16x10 slider sequencer
- 5 filter algorithms
- pattern automation
- overall cutoff and resonance
- speed multiplier
- 4/4 shuffle
- auto default bank load



The knobs

All knobs control global parameters. So these parameters cannot be stored into a pattern, only to a preset.

MIX% - Mix amount

This parameter controls the Dry-Wet factor, the mix amount of the effect. Moving it to the left-most position means the effect is disabled.

VSMOO - Volume smoother

This knob gives you control over the interpolation amount (sliding between two values) of the volume chopper pattern.

FSMOO - Filter smoother

This knob changes the amount of filter interpolation (sliding between two values) of the cutoff and resonance values of the pattern.

FACTOR - Time factor

Change the time multiplier with this knob. The higher the values the slower the speed relative to the bpm value of your song.

SHFFLE - Shuffle

Controls the shuffle amount. This is a "house" 4/4 shuffle.

CUTOFF - Overall cutoff

The overall cutoff amount is mixed with the cutoff pattern amounts.

RESON - Overall resonance

gives control about overall resonance.

The pattern editor

0 - 9 pattern selector

The pattern selector in the upper right of the pattern display selects the currently played pattern. Click on it to change the pattern. The current pattern can also be controlled by the "pattern" automation value.

Copy, paste and clear

These three buttons straight under the pattern selector give you the possibility to copy, clear and paste the current pattern values. For example select pattern 0, press on copy, then select pattern 1 and press on paste. This will copy the content of pattern 0 to pattern 1.

Volumes, Cutoffs and Resonances

These 3 x 16 sliders control the amounts of volume, cutoff and resonance at the current measure position.

Fill, clear and invert

These buttons let you manipulate the sub pattern data of the volume, cutoff or resonance column. The button "fill" will fill up the straight next pattern with the maximum value, the button "clear" will fill it with 0 and "invert" will mirror the values at the middle.

Time synchronisation

The current position is calculated through the current sample position value that most today's hosts like Cubase 5, Cubase SX or Logic transmit. On older or beta status hosts like Buzz the current position only can be calculated by current song bpm value and start/stop status. This means you have to move the play bar to a rounded value, for example 0, 64, 128 on Buzz, and then press start, to make UltraChopper playing synchronised to these hosts.

Requirements

Windows 95/98/NT/2000/XP system with installed VST 2.0 host application. A minimum of 333 Mhz Pentium class processor is recommended.

Tips & tricks

- Do not draw lines on pattern select automation, use points instead.
- Close the effect graphics interface to get more performance.
- If sound is distorted, lower the volume of the input generator. Filter algorithms 3,4 and 5 have soft clipping, these filters won't distort.

Updates, bugs, suggestions

See revision history on virtualcreations.de/docs for latest version. You will also be informed by email about available update options. The email address you gave us at registration process will be used. Please send a short message if your address changed and you still want to get update information.

If you experience a bug, problem or incompatibility, if you have any suggestions, feel free to leave a message on the following url, and also give us your system configuration:

<http://www.virtualcreations.de?contact?anliegen=bug%20in%20ultrachopper>

Revision History

Version 1.2rc2 (20-Apr-2003)

- Timing unprecision on high latencies fixed

Version 1.2 (27-Mar-2003)

- More stable, GUI speedup

Version 1.1rc3 (13-Mar-2003)

- bug in mix amount fixed

Version 1.1rc2 (28-Feb-2003)

- stupid bug in filter algorithm removed
- small denormal issues removed

Version 1.1 (26-Feb-2003)

- performance doubled, lot of speed improvements
- better stability

Version 1.0 (10-Oct-2002)

- Initial release
- Some minor bugfixes

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