

LaserBlade



This synthesizer was started as successor to *Swamp* and is comprising features beyond that one. Most prevailing are modulatable XTorsion, Filter FM (frequency modulation, like in the Sequential synths) and the Metalize section. Thus in most cases you will have no difficulties in getting quite 'sharp' or digital sounds as well as a variety of short percussive Seq-sounds. But this is only one side of the 'blade's face' as it can also generate really soft, bell-like and a lot more fascinating sounds. If you are looking for a synth being able to produce rather strange FX you'd check this one too.

Due to the three different types of LFO you can have a wide range of fascinating modulations, esp. as LFO 1 is featuring 42 patternlike waveforms. Those used to modulate the filter will provide a really vivid sound e.g. on Seq-types of sound too.

You may be amazed how versatile and wide the range of sounds is within LaserBlade although it shows a rather simple interface - it's the efficiency and partly unconventional interaction of inbuilt functions providing this ;-)

- two digital PCM-wave oscillators powered by 170 different waveforms
- each oscillators with Harm+ knob for enhancing the upper harmonic structure
- XTorsion with selectable modulation source
- one filter (24db Lowpass w. resonance)
- Filter-FM feedable from both oscillators separately
- two ADSR-style envelope generators
- three LFO (one bpm-synced; one with 42 patternstyle waves, one with shapeable waves)
- Metalize section for more metallic timbres incl. two modulations
- bpm-synced Stereo-Delay

In Pro version additionally:

- 8 voices instead of only 2
- switchable velocity on both ADSR EG
- Lazy? button (hidden)

You should consider to get the Pro version!

Oscillator section

The waveforms here are of single-cycle type but using more cycles. The numbering of waves is based on groups of 10 with a leading letter A onward as this can be memorized more easily than just simple numbers.

Hint: Click on the wavename to have the dropdown selection - also at LFO 1)

There are two ROM banks with 170 waveforms - note: switching banks on the fly is valid with next press on MIDI-Keyboard. Though a few waves may sound a bit similar (at a fast listen) this changes due to combination with other waves.

Knob Harm+ enhances the upper harmonic structure by adding some upper Harmonics providing a more vivid sound.

X-Torsion is similar to STS-21 but this time it is modulated as it could be done here due to being more efficient on this type of waves. Knob X-Torsion serves in two modes: *Man* to set the amount manually while using a mod source it lets you adjust the Amount of mod.

Detune serves to detune both oscillators into opposite direction which also gives a more vivid sound on request.

Filter section

This is a typical 24dB Lowpass with resonance (Q). it can be modulated by separate ADSR EG and selectable LFO-sources.

Additionally there is frequency modulation of Filter (like in Sequential synths) and there are two knobs to adjust the output of Osc1 FM & Osc 2 FM audio out separately. In order to utilize Filter FM resonance (Q) must be up so watch the Led midst above both knobs going red when Q-slider is raised this gives a hint how efficient Filter FM will work. You may wonder there is no separate modulation on this but it is not necessary as the LFO and EG mod also have effect on Filter FM. Basically all those modulations interact to a certain degree and the adjustment of knobs provides the mixture.

LFO section

There are three different LFO (plus a separate pitch LFO)

LFO 1 incorporates 42 patternlike waveforms

LFO 2 has different shapeable and some patternlike waveforms

LFO 3 is featuring standard waves Tri, Sin, Saw etc.

Note: only LFO 2 is bpm-synced while the other's rate is to be adjusted by a knob.

This section provides a great variety as modsources.

Metalize

(this is inherited from Swamp Synth Timbre function but placed at a different position saving CPU here)

Knob Metalize serves in two modes: *Man* lets you set the amount of Metalize manually while using a mod source it lets you adjust the Amount of modulation.

The Dry/Wet knob works the same way and balances between the dry and metalized signal.

Knob Thin - basically this one limits the frequency spectrum to upper harmonics

Main / Delay section

The output signal is shaped by an ADSR EG. Actually this signal is running through the metallize section or bypassed according to dry/wet level setting.

The delay is a bpm synced stereo-delay with adjustable feedback for left and right channel. Delay amount is set by the DlyLvl knob while the position in stereo is set by the DlyPan knob - this is more convenient than a separate level knob for each channel.

Just a note to Main volume resp. output level: there are conditions where the output level might be higher than 0db. At times such a distorted clipping is wanted while mostly not. Please take into consideration the level knobs to adjust this according to your needs.

Setup

There is a separate pitch LFO which amount can be adjusted by a knob or by ModWheel of a MIDI keyboard. Rate is adjustable by the specified knob and different waves can be selected.

Portamento knob set to 0 (left down) there will be no effect i.e. it is switched off.

Mono-Mode and Legato maybe used for playing a typical synth solo

Note: Portamento, Mono-Mode and Legato are memorized per patch too.

Additional notes:

Using long/high decay and release settings need a lot more CPU than with these sliders down. So in case you experience CPU going up you should have a look whether these settings can be optimized. It should be reminded that *Decay* is not needed if *Sustain* is set to max value as there is no difference in level to decay to.

Have fun

HG Fortune

www.hgf-synthesizer.de

Explicit thanks go to:

Vera Kinter for doing this overwhelming GUI (her masterpiece up to now!)

Patches were kindly provided by:

Vera Kinter (VK) - www.artvera-music.com

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Steve (SB) - www.samplebytes.com

Kelly D. Lynch (KDL) - www.rubidiumhexafluorosilicate.com

Additional modules by:

David Haupt and **Kelly D. Lynch**

Sounddemos have been created by

Dimitri Schkoda (Belgium), **Kara Music** (France)

LaserBlade VSTi has been created with Synthedit by Jeff McClintock - Thanks, Jeff!

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Implementation of MIDI CC#

01 ModWheel (pitch lfo)	20 Osc 1 Wave	70 Filter Bypass	
05 Portam.Time (0=off)	21 Osc 2 Wave	71 Cut	81 Metal
07 Volume (Main)	22 Osc 1 Level	72 Q	82 Thin
08 Delay Pan	23 Osc 2 Level	73 LFO Mod Amnt	83 Dry/Wet
09 Delay Level	24 Osc 1 Harm	74 EG Amnt	
10 Pan (Main)	25 Osc 2 Harm	75 Attack (Filter)	85 Attack (VCA)
12 Dly Feedback L	26 XTorsion	76 Decay	86 Decay
13 Dly Feedback R	27 ROM bank osc1	77 Sustain	87 Sustain
14 Pitch LFO Rate	28 ROM bank osc2	78 Release	88 Release
15 LFO 1 Rate		79 Osc 1 FM	
16 LFO 1 Wave		80 Osc 2 FM	
17 LFO 2 Wave			
18 LFO 2 Shape			
19 LFO 3 Rate			

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HGFortune synths & music machines product range

- A different experience in Sound -

Cutting through!

LaserBlade



LaserBlade - This is another stunning synthesizer by H.G. Fortune. Basically scheduled as successor to Swamp this one has turned out to be a real 'beast' in terms of sound. Although also being capable of a softer flavour, due to some very special features this one will provide brilliant, cutting leads, strange FXs and many more sounds. One LFO incorporates 42 (patternlike) waveforms ...

ProtoPlasm TS Synthesizer



ProtoPlasm TS Synthesizer - The next generation of pad & texture synth by H.G. Fortune. Using a very easy to handle modulation-system with 8 LFO/S&H-outputs plus optical control derived from even patternlike LFO-waveforms as modsources. **Now plus adopted Transition system!** So You can do quite amazing and complex modulations with only very few settings. More than 1100 patches included!

STS-21 Synthesizer



Textures.

STS-21 Synthesizer - This new STS synthesizer is featuring the eXtended Wave-Transition method with two Transition modes plus X-Torsion for oscillators and a new set of PCM-waves for absolute unique Soundscapes &

Swamp - Timbre Modulation Synthesizer (*Replaced by LaserBlade*)



Very unique sounds from clear & harsh metallic sequencer-sounds to soft & wide modulated Pads. This is achieved by modulating the Timbre on the oscillator level. Featuring 5 "Lazy"-Buttons for instant changes to new sounds.

Replaced by LaserBlade

X-WoF II (X-Wheel of Fortune II) Music System (free)



X-WoF II is an integrated, partly algorithmic VSTi music system for creating tracks based on 5 instruments-parts: Pad 1 synthesizer, Pad 2 synthesizer, Bass synthesizer, Perc1 (HiHat) and Perc2 (var. percussion instruments).