

# Alphatron Pro SE 2013 Manual

## Special Edition NFG 2013



While playing around with my Avatar ST Synthesizer I was thinking a companion doing bass & high sequences could be very useful. First I started to investigate for the most suited VA oscillators (not the default ones) and did not look back to some way similar synths I did in the past like Laserblade, Fortune Cookie or Solar/Lunar Orbit. Thus I got a real fresh start with some new ideas in mind which developed pretty well then.

Alphatron is not just a simple VA synthesizer instead in using a 3<sup>rd</sup> oscillator with digital waves (quite similar to an Ensoniq ESQ-1 / SQ 80 from the late 1980ies) it does offer a lot more sonic potential. Also this 3<sup>rd</sup> oscillator serves as sync master for oscillator 2 thus creating a lot more sonic flavours. Amplitude Modulation has got it's dedicated adjustable output and uses oscillator 2 as main source being modulated either by osc. 1 or 3. Oscillator 1 is a polywave oscillator with up to 5 additional waves, so you might have something like Super Saw(tm), Super Pulse, Super Ramp etc.

- 1 VA Oscillator with up to 6 poly waves for Saw, Ramp, Sine, Tri, and Pulse
- 1 VA Oscillator with single waves as above plus white and pink noise, Sync slave
- 1 Sample Oscillator with fairly typical digital waves with different hamonic content, Sync master
- 1 Amplitude Modulation with dedicated output
- 1 24 dB resonant Low Pass filter with dedicated ADSR EG, 4 mixable mod sources
- 1 VCA EG
- Both EG have 3 modes: exponential, reverse exponential, and linear; and optional control for Attack and Decay by velocity
- 1 Booster or Enciter selectable
- 1 Mystify with three selctable types (Brite, Soft, Dark)
- 1 bpm synced Delay with adjustable Offset controlley manually or by modsource, Pan
- 1 Bass Boost
- 1 Pan for undelayed signal
- 1 small Reverb for adding some nice flavour
- 1 Saturator
- 1 main Volume
- 3 x LFO, 1 x Duo LFO (with two waves and phase control for 2<sup>nd</sup> wave), 1 x S&H
- 1 Pitch LFO with option to speed up or down the LFO speed controlled by Modwheel or Aftertouch
- 3 Lazy buttons

**Demo Version:** is fully functional but has additional funny waves thrown in at varying intervals

### The Oscillator section



Osc. 1: VA Oscillator with up to 6 poly waves for Saw, Ramp, Sine, Tri, and Pulse. Pulse width modulation, octave & semitone setting, level knob, routing switch to filter otherwise bypassing filter

Osc. 2: VA Oscillator with single waves as above plus white and pink noise, Pulse width modulation, octave & semitone setting, level knob, routing switch to filter otherwise bypassing filter. Sync slave

1 Sample Oscillator with fairly typical digital waves with different in/harmonic content, Sync master

Detune knob

Sync setting for amount & pitch

Amplitude Modulation with level knob routing switch, and selectable 2<sup>nd</sup> source.

With Sync Amount you got a very simple form of resynthesis as one wave forces the slave wave to follow it's contour but sound is actually done by the wave of the slave oscillator.

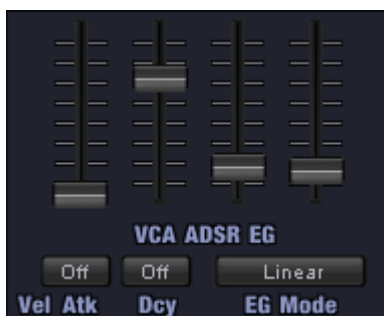
### The Filter section



24 dB resonant Lowpass Filter, ADSR EG with 3 modes: exponential, reverse exponential, and linear; and optional control for Attack and Decay by velocity. Use Rev Exponential EG mode for real snappy attacks required esp. e.g. for those short resonant blips ;-)

4 selectable modsources can be mixed to modulate Cutoff. This is a 4 channel mixer giving a simpler access than my prior system of balancing two sources against each other though that very basic technique is still at work in the back the user access is now far more simple.

### The VCA section



To control the output volume contour there is an ADSR EG with 3 modes: exponential, reverse exponential, and linear; and optional control for Attack and Decay by velocity.

Note: Using that Exponential or rev Exponential mode with Attack = 0 or very close 0 you might experience some kind of Attack clicks because this mode is that fast responsive. Remedy: raise Attack a little until those clicks disappear.

Note: Using Velocity on Attack or Decay is possible in two ways – (minus) subtracts from the current slider position while unsigned adds up to current slider position.

## The Mystifier section



The Booster is some kind of Overdrive effect with quite a nice distortion which can be quite heavy though while the Enciter is more like a presence contour enhancer.

The Mystifier is featuring three different types: Brite, Soft and Dark. Though the Mystifiers can give some good flangerlike sounds their major task is to change the sound characteristic from metal like to shining blips and even dark scapes depending on the modulations being used from manual to fairly slow settings or fairly fast settings for resonant blips. The Offset can be modulated too.

Select a type (Brite, Soft, Dark) or Bypass a Mystifier. Next is Myst Offset with the amount of selected mod source controlled by the knob. The Myst Amount can be controlled by another Mod Source. Next is the Resonance knob with a Range selector below with Fine having the full knob range for the most relevant resonant part. High Cut simply serves to eliminate some unwanted harsh or too high ringing. Finally there is the Mix knob for mixing between direct and mystified FX signal plus optional modulation.

## Delay section



Delay can be set to a bpm related setting while the Offset knob gives either manual control for setting off bpm or if using a mod source modulates time. So you can manually offset the Delay to half of the

given bpm related setting. The selector below allows to choose among Normal, dotted or triplet delay and furthermore there are some more modulations available. Feedback and Delay Level are obvious with the button next to Delay Pan providing a Bypass switch.

## Final Output incl. Bass Boost, Pan, Reverb & Saturator



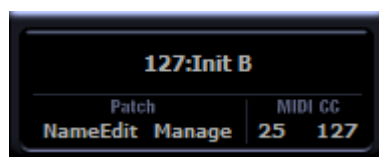
The Saturator provides more punch and presence to the signal. The Volume knob determines the main output level.

There is a small reverb with adjustable Width and Room/Size plus a Reverb Mix knob. Though this is not a high end reverb it does add a nice flavour to the sound..

Bass Boost can enhance the Bass amount quite substantially. Thus use this with care.

Direct Pan is panning for the undelayed signal.

## System Section



Here you can change patches, (re)name and manage patches by copying or saving / loading single fxb instruments or complete fxb banks. MIDI CC shows controller number and value

*Loads patches from Alphasynth with Sequencer – ignore the error message of missing parameters as these sequencer specific data are not present here.*



Setup for Voice allocation: Poly, Poly Soft, Poly Hard, Mono and Mono Retrigger with the last one enabling Glide with adjustable Time or Rate.

Key Priority in Mono mode can be set to Off, Low, High or Last key pressed.

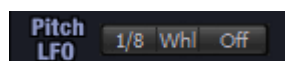
## Mod Sources

There are 3 LFO, 1 Sample & Hold and 1 Duo LFO with two waves output and phase control for 2<sup>nd</sup> wave which can be useful to shift modulation out of phase and back again..



LFO 1, LFO 2, LFO3 and DLFO have common set of waves like Sine, Triangle, Saw and Ramp. **Sample & Hold** provides a random modulation signal like pulses at varying levels in different types like Up, Down, Up&Down.

## Pitch LFO



This LFO modulates pitch of the three oscillators also with selectable modes to speed up or down the LFO. Amount can be controlled by Modwheel (Whl) or Aftertouch (AT)

Credits and further info

The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

Patches were kindly done by **Dimitri Schkoda (DS or no sign), Bob ODonnell (BM), and Heinrich of Sanguinea Project (SP)**

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Oli Larkin et al.

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official support forum on kvr: <http://www.kvraudio.com/forum/viewforum.php?f=149>

HGFortune Synthesizer on facebook (feel free to use I like ;-):

[HGFortuneSynthesizer](#)

Open group for users, fans, friends and supporters: [on www.facebook.com](https://www.facebook.com)

This is not a technical support forum but is for news, communication among users e.g. sharing ideas, images, videos and music.

Thanks to all who have helped and do support my work!

## Appendix 1

List of waveforms in oscillator 3



000 A-Clavikhan	020 A-InHrmDrill 4	040 BN-FMishSaxy	060 CC-InHrmOrg2
001 A-Corasca	021 A-InHrmSync	041 BP-FMishSoft	061 CG-OvertoneOrg2
002 A-Cormons	022 A-Lorda	042 BQ-FMishShena	062 CK-JumpinOrg
003 A-Farrancolin	023 A-Lormarin	043 BR-FMishOboe	063 CG-InharmOrg3
004 A-Fedirun	024 A-Metallic	044 BT-FMishHollow	064 CK-InharmOrg4
005 A-FM-Brite	025 A-Quirib	045 BU-FMishOrg	065 CR-InharmLite
006 A-FM-Lite	026 A-Shadizar	046 B-FX-Rattler	066 CT-Overtones
007 A-FM-Dark	027 A-Suleyka	047 B-Rhythmic	067 CB-FM-BelPiano
008 A-Inharm-015	028 A-Tedalda	048 B-SnH-Blipps	068 CC-ClaviOrg
009 A-Inharm-032	029 A-Trianna	049 B-StepFlow	069 CG-RoundClavi
010 A-Inharm-045	030 A-Trimari	050 CU-RoundOrg	070 CR-SoftClavi
011 A-Inharm-213	031 A-XPulsed	051 CS-BellOrg	071 CL-MedClavi
012 A-Inharm-282	032 BC-FMSpectral	052 CP-FMishSoftOrg	072 CF-HollowClavi
013 A-Inharm-IX	033 BC-FMMedOrg	053 CPMishLiteOrg	073 CE-BriteClavi
014 A-Inharm-V	034 BF-FMishNarrow	054 CP-RoundInharm	074 CB-NarrowClavi
015 A-Inharm-VI	035 BS-SoftNarrow	055 CS-HighOrg	075 CS-HiClavinet
016 A-Inharm-XI	036 BF-FMRhodish	056 CQ-InharmOrg	076 CU-FakeEGuit
017 A-InHrmDrill 1	037 BK-SoftOrg	057 CA-HiBellOrg	077 CT-Inharm3
018 A-InHrmDrill 2	038 BK-FMishBrite	058 CD-HollowOrg	078 CR-Wahhh
019 A-InHrmDrill 3	039 BK-BriteOrg	059 CB-OvertoneOrg1	079 CR-FMHeavy

## Appendix 2

### MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127)

MIDI CC from 33 to 63 are not assigned so you might use these for your own assignments provided your MIDI Controller Hard/Software does support these as normal controllers.

ModWheel	= 1		= 33	Filter		Shuffle	= 90
Wheel 3	= 3		= 34	Cutoff	= 70	GateLen	= 91
Main Vol	= 7		= 35	Reso	= 71		= 92
	= 8		= 36	Mod 1	= 72		= 93
Bass Boost	= 9		= 37	Mod 2	= 73		= 94
Direct Pan	= 10		= 38	Mod 3	= 74	DLfo Phase	= 95
Rev Room	= 11		= 39	Mod 4	= 75		
Rev Width	= 12		= 40	EG - A	= 76	Pattern Slots	
Rev Mix	= 13		= 41	EG - D	= 77	P1	= 102
Rev Color	= 14		= 42	EG - S	= 78	P2	= 103
Saturate	= 15		= 43	EG - R	= 79	P3	= 104
Delay Offset	= 16		= 44			P4	= 105
Dly Fdbk	= 17		= 45	VCA EG		P5	= 106
Dly Lvl	= 18		= 46	EG - A	= 80	P6	= 107
Delay Pan	= 19		= 47	EG - D	= 81	P7	= 108
			= 48	EG - S	= 82	P8	= 109
Oscillators			= 49	EG - R	= 83	G1	= 110
Detune	= 20		= 50			G2	= 111
Wav Sel Osc 1	= 21		= 51	Mystify		G3	= 112
Osc 1 Lvl	= 22		= 52	Booster	= 84	G4	= 113
Wav Sel Osc 2	= 23		= 53	Offset	= 85		= 114
Osc 2 Lvl	= 24		= 54	Myst Amnt	= 86		= 115
Wav Sel Osc 3	= 25		= 55	Resonance	= 87		= 116
Osc 3 Lvl	= 26		= 56	Mix Dry : Wet	= 88		= 117
AM Level	= 27		= 57	High Cut	= 89		= 118
PWM Osc 1	= 28		= 58				= 119
PWM Osc 2	= 29		= 59				
Sync Amount	= 30		= 60			Start/Pause	= 64
Sync Pitch	= 31		= 61			NoteSeq	= 67
	= 32		= 62			StepVar	= 69
			= 63				

You might use MIDI Learn or Edit via right click with mouse on the resp. Item (knob, button, selector etc.) to change these assignments. Note: certain elements on the GUI do not support this by intention. Save patchbank (fxb) or a single patch (fxp) with your MIDI CC assignments.

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