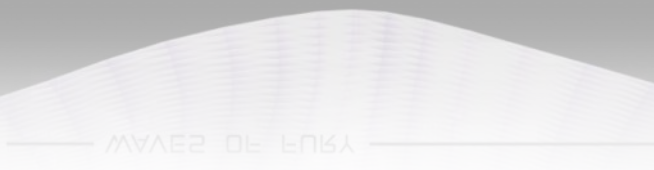




# SONIC FACTION



## Reference Manual

# Table of Contents

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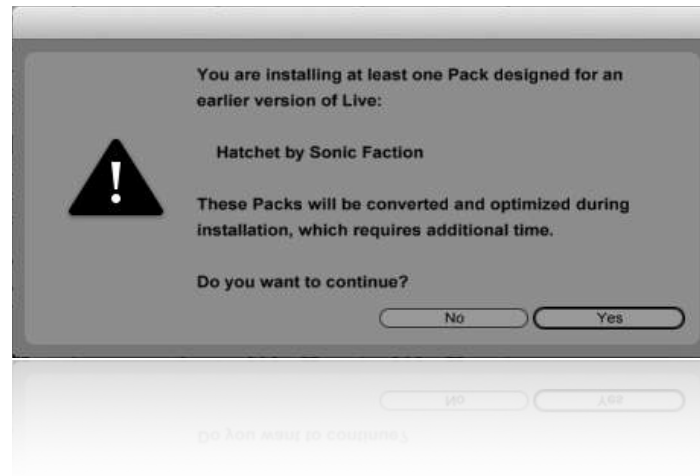
<b>Installation</b>	<b>3</b>
<b>Navigation</b>	<b>3</b>
<b>Features</b>	<b>4</b>
Global Section	5
Source Tab	6
Envelope Tab	7
LFO Tab	8
FX Tab	9
Preset Tab	10

# Installation

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YOU MUST HAVE ABLETON LIVE 9.1 AND MAX FOR LIVE 6.1 TO USE Whoosh Machine.

- 1) Locate the SonicFaction\_WhooshMachine\_v3.0.alp in your browser.
- 2) Click to Install.
- 3) When prompted with the message, “You are installing at least one Pack designed for an earlier version of Live... Do you want to continue,” click Yes.



Live will automatically install Whoosh Machine into your Live Library, once you have followed these steps.

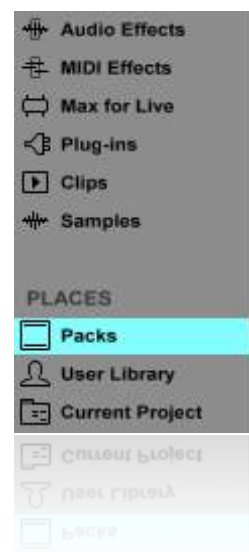
# Navigation

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Once you have installed Whoosh Machine, you can find it using Live's built in browser by following the steps below:

- 1) Simply navigate to “Packs” located in the “Places” section and find the pack, “SF - Whoosh Machine.”
- 2) Look inside the pack by hitting the disclosure triangle on the left side. From there click and drag the Whoosh Machine.adg file from the browser onto an empty midi track.

**Places > Pack > SF - Whoosh Machine**

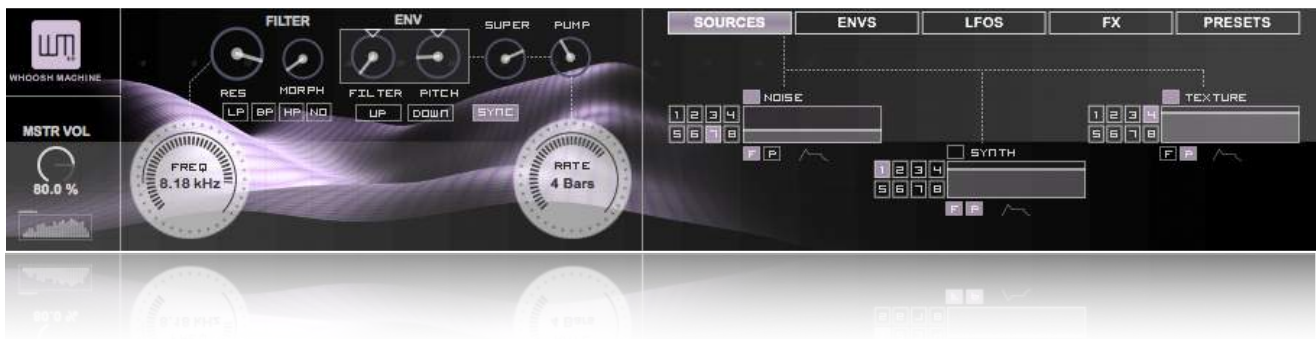


# Features

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We've included the following features in Whoosh Machine to make operation easy and intuitive.

- Source Section
- Envelope Section
- LFO Section
- FX Section
- Preset Section



## Global Section

Simple and effective, the global section makes it quick and easy to come up with amazing whooshes.



**Master Vol:** Controls the Master Volume of the entire device.

## Filter Section

**Freq:** Controls the filter's cutoff frequency; the frequency where the filter begins to attenuate signals.

**Res:** Controls the filter's resonance; places emphasis on the frequencies around the filter's cutoff frequency.

**Filter Morph:** Controls the morph of the filter, allowing you to continuously transition from Low Pass to Band Pass to High Pass to Notch to Low Pass.

- The buttons below will jump to the classic positions Low Pass, Band Pass, High Pass, and Notch

## Envelope

**Filter:** Filter envelope amount; Determines how much influence the ramp rate (filter envelope) has on the filter's cutoff frequency.

**Pitch:** Pitch envelope amount; Determines how much influence the ramp rate (pitch envelope) has on the filter's cutoff frequency.

**Up/Down:** Jumps the envelope amounts to create either an uprising effect(up) or a down rising effect(down).

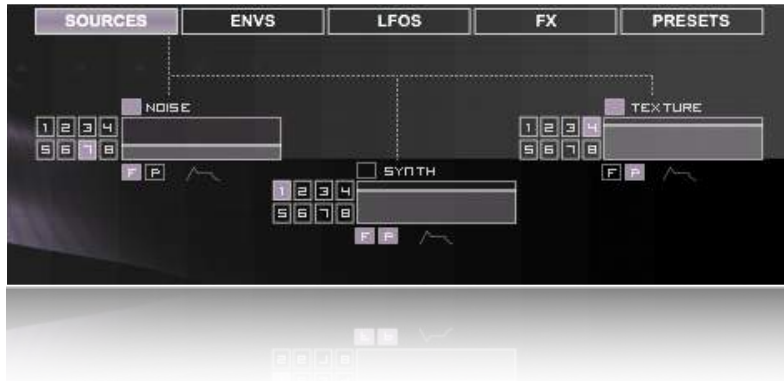
**Super:** Extends the limits of the pitch envelope.

**Pump:** Adds a quarter note pumping effect.

**Ramp Rate:** Determines the amount of time it takes for the envelopes to reach their sustain level's.

**Sync:** Determines if the ramp rate will be syncopated or not.

## Source Tab



**Source On/Off:** Buttons to the left of each source title (Noise, Synth, Texture); these activate and deactivate the individual sources.

**Source Volume:** The rectangles under the source titles; these control the source volume levels.

**Source Type:** The buttons labeled 1- 8, to the left of the source volume; these determine the different source waveforms (8 noise, 8 synth, 8 texture).

**F Button:** Determines whether that source is being effected by the filter/ filter envelope.

**P Button:** Determines whether that source is being effected by the pitch envelope.

## Envelope Tab

In this tab you have the ability to edit various settings of the amp envelope and pitch envelope.



### Amp Section

**A (Attack):** The amp envelope attack time; The time it takes for the amplitude to travel from it's initial value (-inf db) to it's peak value (0 db).

**D (Decay):** The amp envelope decay time; The time it takes for the amplitude to travel from it's peak value (0 db) to the sustain level.

**S (Sustain):** The amp envelope sustain level; the level reached at the end of the amp envelope decay period.

**R (Release):** The amp envelope release time; the time it takes the amplitude to travel to the end value (-inf db) after a note has been released.

**Amp Envelope Graph:** The graph located above the amp ADSR dials; allows you to edit the amp ADSR by grabbing and dragging the points.

### Filter Section

**A (Attack):** The filter envelope attack time; The time it takes for the cutoff to travel from it's initial value (determined by the filter's cutoff) to it's peak value (determined by the filter amount).

**D (Decay):** The filter envelope decay time; The time it takes for the cutoff to travel from it's peak value (determined by the Filter amount) to the sustain level.

**S (Sustain):** The filter envelope sustain level; the level reached at the end of the filter envelope decay period.

**R (Release):** The filter envelope release time; the time need to travel to the end value (determined by the filter's cutoff) after a note has been released.

**Filter Envelope Graph:** The graph located above the filter ADSR dials; allows you to edit the amp ADSR by grabbing and dragging the points.

### Pitch Section

**A (Attack):** The pitch envelope attack time; The time it takes for the pitch to travel from it's initial value (0%) to it's peak value (determined by the pitch amount).

**D (Decay):** The pitch envelope decay time; The time it takes for the pitch to travel from it's peak value (determined by the pitch amount) to the sustain level.

**S (Sustain):** The pitch envelope sustain level; the level reached at the end of the pitch envelope decay period.

**R (Release):** The pitch envelope release time; the time need to travel to the end value (0%) after a note has been released.

**Filter Envelope Graph:** The graph located above the pitch ADSR dials; allows you to edit the amp ADSR by grabbing and dragging the points.

**Link:** Link to filter; links the pitch envelope to the filter envelope.



## LFO Tab

In this tab are 2 low frequency oscillators, one hardwired and the other assignable to nearly every parameter within Whoosh Machine.



### LFO 1 Section

**Rate:** Controls the LFO 1 rate, in Hertz (cycles per second), or in a syncopated rate.

**LFO Rate Mode:** The button located under the rate dial; Here you can choose the LFO to run in Hz or be synced to the beat.

**Type:** Here you can choose between various LFO wave shapes.

**Attack:** Controls the time needed for the LFO to go from minimum intensity (0) to maximum intensity (determined by the Depth of modulation).

**Retrigger:** Resets the LFO to it's starting point on every new midi note.

**Amp:** Determines the depth of modulation for the global volume level.

**Filter:** Determines the depth of modulation for the filter's cutoff frequency.

**Pan:** Determines the depth of modulation for global pan position.

**Pitch:** Determines the depth of modulation for the pitch.

### LFO 2 Section

**Rate:** Controls the LFO 2 rate, in Hertz (cycles per second), or in a syncopated rate.

**LFO Rate Mode:** The button located under the rate dial; Here you can choose the LFO to run in Hz or be synced to the beat.

Note: for the sync rate to take effect, you must have ableton playing.

**Depth:** Determines the depth of modulation for whatever you have assigned.

**Assign:** This drop down menu allows you to assign LFO 2 to many different Whoosh Machine parameters.

**Type:** Here you can choose between various LFO wave shapes.

**Hold:** The button located to the right of the LFO 2 Type; will stop the modulation of LFO 2 and hold the depth wherever it was when you pushed the button.

**Phase:** Shifts the position of your oscillation in relation to it's origin.

**Jitter:** Adds a random variation offset (jitter) to the current value.

**Offset:** Allows you to determine the modulations center position.

**Smooth:** Smooths value changes over time.



## FX Tab

This tab is purely dedicated to the effects designed for Whoosh Machine.



### FM Section

**FM Graph:** Here you have the ability to change the modulator wave (x axis) and the intensity of your sample modulation (y axis).

**Modulation Level:** The box on the left side under the FM Graph; controls the intensity of your sample modulation.

**Modulation Type:** The box on the right side under the FM Graph; controls the modulator waveform.

**Modulation Tune:** The slider box located to the right of the FM Graph, and above the FM ADSR; controls the coarse tuning of the modulator wave.

**Modulation Envelope:** Sliders to the right of the FM Graph, and below the Modulation tune; controls the attack, decay, sustain, and release of the Modulation Intensity.

**A (Attack):** The modulation envelope attack time; The time it takes for the modulation intensity to travel from it's initial value (0%) to it's peak value (determined by the Modulation level).

**D (Decay):** The modulation envelope decay time; The time it takes for the modulation intensity to travel from it's peak value (determined by the Modulation Level) to the sustain level.

**S (Sustain):** The modulation envelope sustain level; the level reached at the end of the modulation envelope decay period.

**R (Release):** The pitch envelope release time; the time need to travel to the end value (0%) after a note has been released.

**FM/AM:** The tab system under the Modulation Envelope; controls whether the modulation is based on frequency or amplitude.

**Ring Mod:** Adds a ring modulating effect to the device (increases the course frequency and modulation frequency of the ring modulator).

**Redux:** Adds a bit crushing distortion by controlling the distance between samples that are passed through it. With a setting of 1, every sample will run through; with a setting of 10, only every 10th sample is passed through.

**Reverb:** Controls the effect's dry/wet mix.

**Time:** Adjusts the decay time of the reverb, The time required for the reverb's tail to drop to 1/1000th of it's initial amplitude.

**Size:** Adjusts the size of the virtual room, effects the color of the sound.

**Delay:** Controls the dry/wet of the delay.

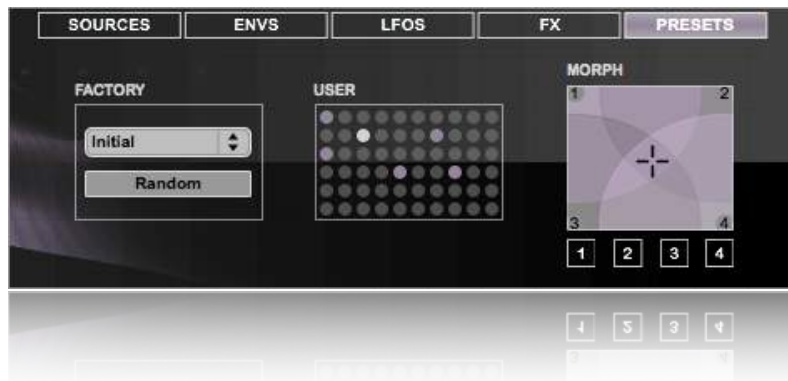
**Delay Time Mode:** Allows you to switch between a synced time (beats) and free time(ms).

**Time:** Sets the time of the delay. Can switch between timed (ms) and synced (beats).

**Feedback (FDBK):** Sets the amount of times that the output is fed back to it's input.

## Preset Tab

In this tab you have the ability to choose factory presets, create random sounds, save and recall your own presets and morph between presets.



**Factory Presets:** To load a factory preset simply click the drop down menu under the word “factory” and select a preset from the list.

**Random:** The random button allows you to come up with random presets by randomly choosing 4 presets from the factory and user preset systems and morphing between them. It’s easy to come up with something new and great by clicking this button.

**User Presets:** This section allows you to save your own presets for later use and for preset morphing.

**Saving User Presets:** Once you have a sound you like it’s easy to save a preset. Simply hold shift and click an empty slot to save your preset.

**Recalling User Presets:** To recall a user preset, simply click the preset slot you wish to load.

**Deleting User Presets:** To delete a user preset slot, just hold shift + option and select the slot you wish to delete.

Note: Your presets will only save within 1 session. If you want to save your user presets for other sessions you must re-save the device. To do this simply click the floppy disk symbol on the bottom left side of the Ableton rack.

**Morphing Presets:** To morph between presets you must assign your presets to the corners of the morph box. To do this follow the steps below:

- 1) Select a preset from the user or factory preset section.
- 2) Click one of the numbered buttons underneath the morph graph to load the preset to the corresponding node (1 to 1, 2 to 2 etc..).
- 3) Do this with again selecting a new preset and new number until you have clicked all 4 of the numbered buttons under the morph graph.
- 4) Click and drag on the morph graph to morph between presets.

