

MISTRESS LIQUIFACTION VST v0.1

This is the user manual for Mistress Liquifaction version 0.1

This is an beta version of a project, and as such use at your own risk.

Proudly made in SynthEdit – This VST plug-in is Freeware

This effect will be changed, possibly drastically, in future versions.



Mistress Liquifaction VST is an FSU effect, and how! It is a modification of MISTER LIQUID VST created by the godfather of FSU fx, Jack Dark (see the note at the end of this manual) from his SynthEdit project. Here is a picture of the original:



Mistress Liquifaction Controls:

The first thing to know about Mistress Liquifaction is that it is a wildly modulated series of 2 stereo pairs of delays and a reverb, also modulated. The things that modulate these effects' delay time, feedback, reverb size, damping, etc. are threefold: a step sequencer, an LFO and Jack Dark's automated vector joystick.

The uppermost control is a drop-down list to select the LFO's waveform. The little arrows to the left and right of drop-down controls can also cycle through list choices.

Right below that is a horizontal slider which controls the slew rate of the modulation output from the automated vector joystick. **This control allows you to blend in the rate of vector modulation that is desired, even when it appears that it is moving quite rapidly.**

The trippy square image is the background for the automated vector joystick which I adapted from that used in Jack Dark's multifix. The joystick modulates pretty much every parameter within Mistress Liquid in a lovely blend with the other automation sources. **When the vector's automation buttons are all turned off (unlit) you can position the joystick ball manually or use your DAW's automation to control it.**

To the left of the automated vector is a selector button. When the top button is lit Mistress Liquifaction is in what you might consider "delay mode" whereas **when the bottom light is lit it's in "reverb mode" which rarely responds well to most settings** but, when stable, sounds cool. Be careful with this setting.

On the other side of the automated vector is a knob which controls the LFO's speed.

Beneath the vector are many controls to automate the joystick ball's position. One set of controls is for the vertical axis, one for the horizontal. Each has a pair of buttons which, when toggled on (and thus lit up) turn on the LFOs which control the movement in that axis, as determined by the pair of knobs each pair of buttons is grouped with. Beneath each axis's controls is a drop-down menu with which to select which LFO will automate the joystick ball along that axis.

The green square with bars in it is the step sequencer. As each step is reached the position of each slider sends out automation (3 different types, actually) to various parts within Mistress Liquifaction. The "Steps" control determines how many steps will appear to be controlled. The "Beats" determined in how many beat the set number of bars will take to cycle all the way through. **These two together determine how rapidly the step sequencer modulates internal parameters.** If there's only 2 steps but it takes 30 beats a cycle then each slider represents 15 beats each. If there's 16 steps but only 2 beats the automation will oscillate extremely rapidly. **You might wish to enter integer values for these controls by clicking in the read-out panel beneath the knobs.** Though perhaps not.

Mistress Liquifaction VST vo.1 comes with a default bank of 16 presets.

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Links:

SynthEdit <http://www.synthedit.com/>

Dave Haupt Modules <http://www.dehaupt.com/SynthEdit/semmodules.htm>

Chris Kerry Modules <http://www.chriskerry.f9.co.uk/>

SynthEdit <http://www.synthedit.com/>

Dave Haupt Modules <http://www.dehaupt.com/SynthEdit/semmodules.htm>

KD Lynch Modules <http://www.rubyhex.com/synthedit/>

Soundfonts.it modules <http://www.soundfonts.it/?a=read&b=6>

Scoofster Audio Modules <http://scp.web.elte.hu/synthedit/modules.html>

Lance Putnam Modules <http://www.uweb.ucsb.edu/~ljputnam/synthedit.html>

Some controls elements created by Vera Kinter <http://www.phpwebscripts.com/artvera/>

Thanks to the above developers as well as Jack Dark, Etric van Mayer & bobsled without whom this wouldn't be possible.

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About the Developers

de la Mancha is a UK based producer of odd-skool breakbeat, downtempo glitchy beats and other assorted bleeps and noises. He also develops freeware synth, drum machine and effect plugins and still finds time to make babies and sleep. You can find his music, plug-ins and other junk at www.delamancha.co.uk

runagate is a USA-based producer of psychotic psychedelic electronic music who spends an inordinate amount of time haranguing fellow musicians about how they can now make music largely for free with software tools that would have been unimaginable at any price a scant few years ago. If you like this effect I've got a few similarly half-assed crazy freeware plug-ins at www.3amnoise.net/runagate

Sign up for the de la Mancha newsletter if you want to be kept in touch about plug-in releases and updates:
news-subscribe@delamancha.co.uk

Here is the original message from the New Year's 2008 SynthEdit project source files release by Jack Dark:

"These SynthEdit projects were created by Jack Dark, during 2005-2007.

These projects have been released to the public for the purpose of furthering experimental SynthEdit programming and understanding among the SynthEdit community.

You can find Jack Dark here: <http://www.myspace.com/jackdarkmusic>

Jack will not provide tech support for any of these projects, he has retired from VST.

You may modify these projects as you wish, and use components of these projects in your own releases, insofar as said releases are FREeware.

You may not use any components of these projects in buyware releases.

You may not recompile these projects as they are and sell them either.

In short, enjoy the knowledge contained within, and don't be a bastard about it.

Best wishes to you all,

Jack Dark
01/01/08"

Thanks, Jack, for everything you've done - not just pioneering FSUs effects, for being an enabler to my addiction to disturbing audio transformations, but for releasing them as freeware and project source files and allowing us to peer inside your creations and unleash them on the world anew. Now go make some more music.

