

# **Multiverse Manual**

Homegrown Sounds

<http://hgsounds.com>

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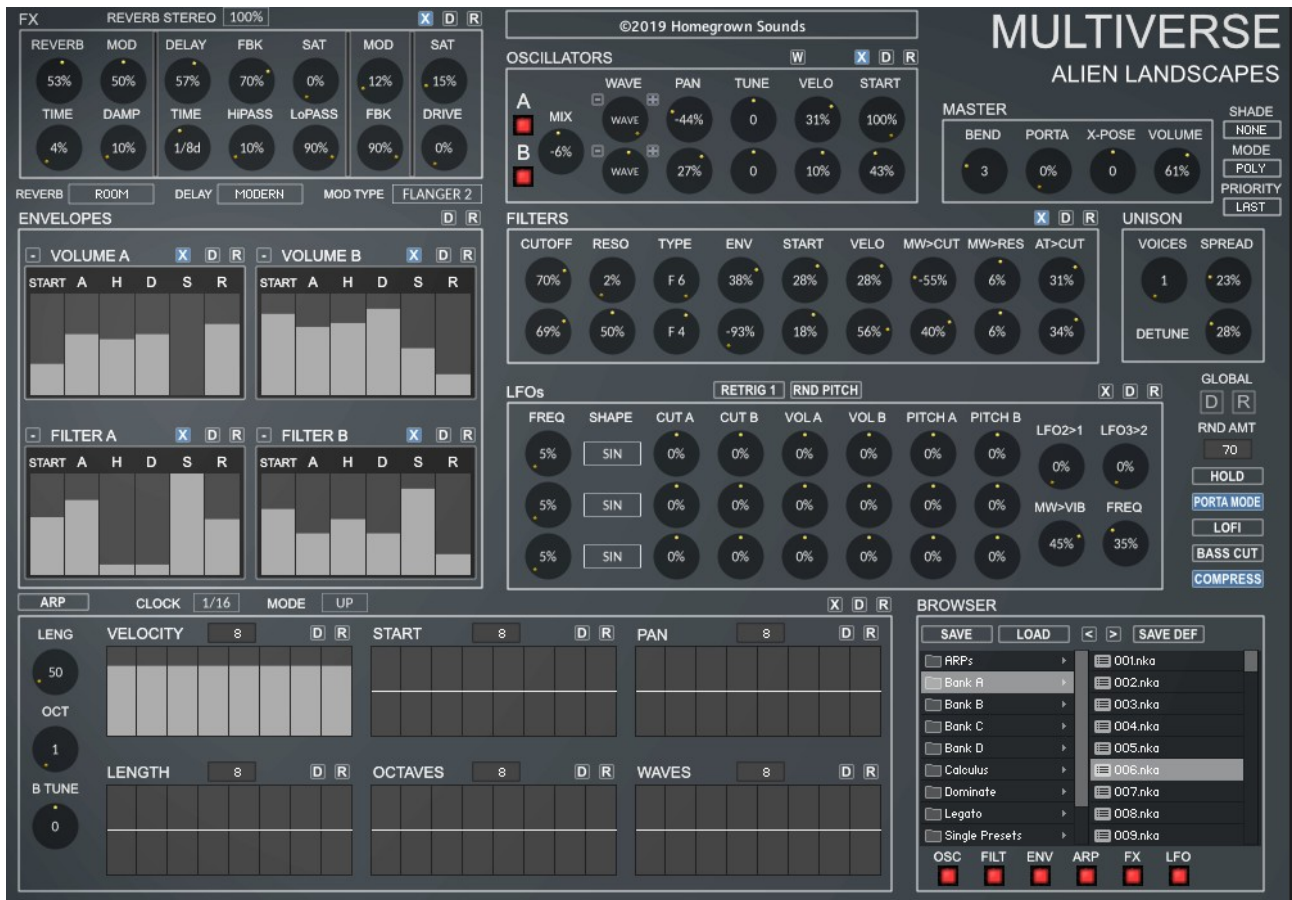
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# Changelog

V1.0

Initial Release

# Introduction



Multiverse is a scripted Synthesizer for Kontakt which is has been significantly updated in 2019. There are 2 Versions, K5 which uses the original FX, and K6 a Kontakt 6 specific Version which uses the fantastic new Reverb and Delay FX, although they do use more CPU.

Multiverse Instruments are included in Multiverse Collection and Kosmology Collection, which combines all previous releases into 2 Products.

## **Installation**

1. Decide on the location you want to install and create a folder, for example 'HGSounds'
2. Extract the rar file and select the folder you created in step 1
3. Open Kontakt and use the File browser to locate the folder from step 1 and choose the instruments sub folder which contains all of the included instruments.

## **Installing a Kosmology\Multiverse Update**

- An update generally consists of updated Resource Files, simply extract to your chosen install Folder and when asked for permission to replace files choose 'yes/ok'

## **Notes**

Because Multiverse automatically Purges and Reloads samples it is not possible to automate the Wave knobs.

## Master Section



- **PITCH BEND** – How many semitones the Pitch Bender will use.
- **PORTAMENTO** – Slides the notes from one to another by this time.
- **XPOSE** – Global transpose in semitones
- **MASTER VOLUME** – Overall Volume of the Instrument.
- **SHADE** – Selects a coloured Shade overlay, save with Project.
- **MODE** – Selects between Polyphonic and Monophonic Modes. Note that when mono modes are selected Start Offset A will be used by both synths, Start Offset B will be ignored.
- **MONO PRIORITY** – Dictates which note has precedent.

## Unison Section



- **UNISON** – Plays duplicate notes to achieve the classic Unison sound.
- **SPREAD** – Spreads out the unison notes in the stereo field.
- **DETUNE** – Detunes the Spread notes by this amount.

## Options

- **GLOBAL DEFAULT** – Uses the Default template to set the entire instrument to default.
- **GLOBAL RANDOMIZE** – Randomizes all sections which are enabled using the 'X' button.
- **RANDOM AMT** – Defines how extreme the Global randomization will be.
- **HOLD** – Enables holding active notes until more are pressed or Hold is disabled. The sustain pedal cc64 will switch this on/off.
- **RELATIVE PORTAMENTO** – whether time is relative or fixed for Portamento.
- **BASS CUT** – Reduces the Bottom End.
- **COMPRESS** – Enables Compression



# Oscillators



The Oscillator Section provides control over which Sampled Instruments will be used for each of the 2 synthesizers. It emulates a Synth oscillator so that the instruments represent a waveform.

- **ENABLE** – Enables synth Sections A and B
- **MIX** – Mixes between Synth A and B
- **WAVE** – Select which Sampled Instrument (Wave) is used for each synth section. Note that if you select the same Wave for both synths the settings for Wave B will be used for both.
- **PAN** – Enables Synth A and B to be panned independently.
- **TUNE** – For Synth A this is a fine tune +1 semitone. For synth B this tunes in semitones +1 Octave.
- **VELOCITY** – How the synth will volume will respond to keyboard velocity. Centre has no effect, to the right will be louder the harder the key is pressed, and to the left will be quieter the harder a key is pressed..
- **START** – The Start Position of each Instruments samples. Note that if Mono/Legato Mode is selected, synth B will use Synth A's Start Position.
- **W** – Randomizes just the Wave Knobs for easily changing the sound of a patch without changing any other settings.
- **X** – When enabled the section will be included in the global randomizer.
- **D** – Sets the Section to Default Values. The default values can be saved at any time using the save Def button on the Browser Panel, which saves the entire state of the instrument to be used for all the default buttons.
- **R** – Randomizes a specific set of parameters for the section.



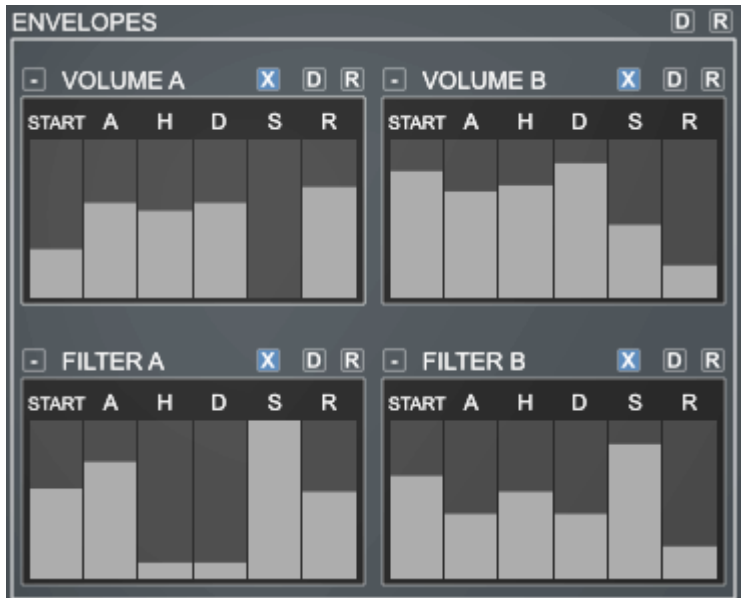
# Filters



Each of the 2 Synth sections has it's own separate Filter Sections which can be edited in this section.

- **Cutoff** – Changes the Filter Cutoff for each synth.
- **Resonance** – How Resonant the Filter is.
- **Filter Type** – Each Synth has 6 filter types:
  - *ARL4 Lowpass*
  - *SV2 Lowpass*
  - *DAFT – Hipass*
  - *Ladder Lowpass*
  - *DAFT Lowpass*
  - *ARL2 Lowpass*
- **ENV** – How much Filter Envelope is applied to the Filter for each Synth. Centre position has no effect, left has a negative effect and to the right positive. Each Synth has it's own Filter Envelope found on the ENV/FX Panel.
- **KEY** – How much the Keyboard position will affect the Filter either side of Middle C. Centre position has no effect, left has a negative effect and to the right positive.
- **LFO1/LFO2** - How much each LFO will affect the Filter Cutoff. Note these knobs are duplicated on the LFO Panel for convenience. Centre position has no effect, left has a negative effect and to the right positive.
- **VELO** – How much the note velocity will affect the Filter Cutoff. Centre position has no effect, left has a negative effect and to the right positive.
- **MW>CUT** – How much the Mod Wheel will affect the Filter Cutoff. Centre position has no effect, left has a negative effect and to the right positive.
- **MW>RES** – How much the Mod Wheel will affect the Filter Resonance. Centre position has no effect, left has a negative effect and to the right positive.
- **AT>CUT** – How much the Aftertouch will affect the Filter Cutoff. Centre position has no effect, left has a negative effect and to the right positive.
- **X** – When enabled the section will be included in the global randomizer.
- **D** – Sets the Section to Default Values. The default values can be saved at any time using the save Def button on the Browser Panel, which saves the entire state of the instrument to be used for all the default buttons.
- **R** – Randomizes a specific set of parameters for the section.

# Envelopes



Multiverse has a Volume Envelope and a Filter Cutoff Envelope for each Synth. Each Envelope has the following:

- **Preset** – The '-' key allows loading a preset from the selection available.
- **SHAPE** – Changes the curve of the envelope between Logarithmic/Linear and Exponential.
- **ATTACK** – How Long the Envelope will take to reach the Full Amount.
- **HOLD** – Once Full Level is Released, the length of time before the Decay is triggered.
- **DECAY** – How Long the Envelope will take to reach the Sustain Level.
- **SUSTAIN** – This is the level that the envelope will remain after the previous stages have run.
- **RELEASE** – This is the amount of time that the envelope will take to get from the Sustain Level to zero once the note has been released.
- **X** – When enabled the section will be included in the global randomizer.
- **D** – Sets the Section to Default Values. The default values can be saved at any time using the save Def button on the Browser Panel, which saves the entire state of the instrument to be used for all the default buttons.
- **R** – Randomizes a specific set of parameters for the section.

## FX

The FX Section is global and applied to the sum of both Synths. The FX are made up of a Delay, Convolution Reverb, a Modulation Effect which is either Flanger, Phaser or Chorus, Lo-Fi, Bass Cut and a Limiter. There are also 2 effects per voice which are Saturation and Drive. The FX are different in the K5 and K6 versions.

## K6



- **REVERB AMOUNT** – The Amount of Reverb.
- **REVERB TIME** – Changes the length of the convolution Impulse.
- **REVERB TYPE** – Selects between Room and Hall.
- **MOD** – Amount of Modulation used by the reverb.
- **DAMP** – Dampens the reverb.
- **REVERB STEREO** – How wide the Stereo Field is.
  
- **DELAY AMOUNT** – The Amount of Stereo Delay.
- **DELAY TIME** – The Clock Synced time division of the Delay Effect.
- **FEEDBACK** – How many Repeats the Delay will use.
- **HIGH PASS** – Cuts the Lower Frequencies
- **SAT** – Amount of Saturation in the feedback signal.
- **LOW PASS** – Cuts the Higher frequencies
- **DELAY TYPE** – Selects between 5 available Models; Modern, Tape, Vintage, Diffusion and Analogue.
  
- **MODULATION AMOUNT** – The Amount of the Modulation Effect.
- **MODULATION TYPE** – Selects between Flanger, Phaser and Chorus. Each type has 10 tempo synced clock speeds.
- **MODULATION FEEDBACK** – Feedback of the Chorus/Flanger/Phaser
  
- **SATURATION** – The Amount of Saturation applied to the synths.
- **DRIVE** – The Amount of Overdrive applied to the Synths.

## K5



- **REVERB AMOUNT** – The Amount of Reverb.
- **REVERB TIME** – Changes the length of the convolution Impulse.
- **HIGH PASS** – Cuts the Lower Frequencies
- **LOW PASS** – Cuts the Higher frequencies
- **REVERB IMPULSE** – Selects from a list of 50 unique impulse responses for the Reverb effect.
  
- **DELAY AMOUNT** – The Amount of Stereo Delay.
- **DELAY TIME** – The Clock Synced time division of the Delay Effect.
- **FEEDBACK** – How many Repeats the Delay will use.
- **DAMP** – Dampens the Delay Frequencies.
- **PAN** – The width of the stereo Field.
  
- **MODULATION AMOUNT** – The Amount of the Modulation Effect.
- **MODULATION TYPE** – Selects between Flanger, Phaser and Chorus. Each type has 10 tempo synced clock speeds.
- **MODULATION FEEDBACK** – Feedback of the Chorus/Flanger/Phaser
  
- **SATURATION** – The Amount of Saturation applied to the synths.
- **DRIVE** – The Amount of Overdrive applied to the Synths.

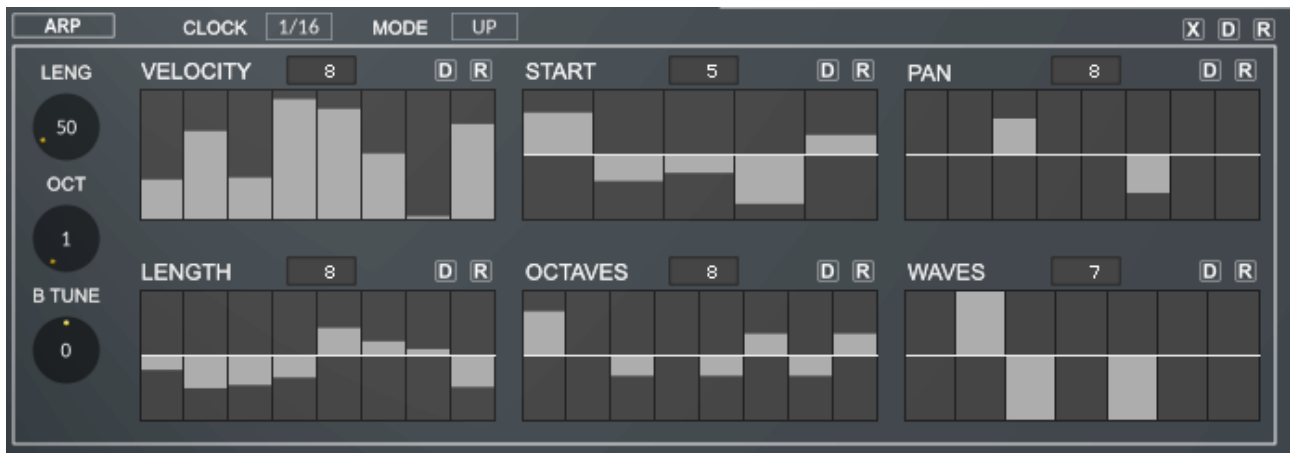
# LFOs



Multiverse has 3 LFOs and this panel allows assigning them to various parameters.

- **FREQUENCY** – The Frequency/Speed of the LFO.
- **SHAPE** – Selects the shape of the LFO between the standard shapes such as Sine, Triangle, SAW and Square, and a selection of custom more complex shapes.
- **CUTOFF A/B** - Assigns the LFO to either Cutoff A or Cutoff B.
- **VOLUME A/B** – Assigns the LFO to either Volume A or B.
- **PITCH A/B** – Assigns the LFO to either Pitch A or B.
- **RETRIG 1** – Switches LFO 1 between Retrigger with each note of Free Running.
- **RND PITCH** – Should LFOs > Pitch be Randomized with the Global Randomizer.
- **LFO2>1** – The Amount LFO2 modulates LFO1 Frequency.
- **LFO3>2** - The Amount LFO3 modulates LFO2 Frequency.
- **MW>VIB** – Amount the Mod Wheel applies Vibrato
- **FREQ** – Vibrato Frequency
- **X** – When enabled the section will be included in the global randomizer.
- **D** – Sets the Section to Default Values. The default values can be saved at any time using the save Def button on the Browser Panel, which saves the entire state of the instrument to be used for all the default buttons.
- **R** – Randomizes a specific set of parameters for the section.

# Arpeggiator



The Arpeggiator is an advanced Sequencing system which plays a series of notes based on the currently held notes. It behaves like a regular ARP, but also has 6 Sequencers for creating much more complex rhythms with ease. Each of the Sequencers has it's own independent Step Size so that lots of interesting poly-rhythmic permutations are possible.

- **CLOCK DIVISION** – Selects the Speed of the ARP in Clock Divisions of a Bar.
- **MODE** – The Mode of the Arpeggiator. Note that the mode will only affect the Velocity Sequencer, all other sequencers will play forwards.
  - **UP** – The ARP cycles UP the held keys.
  - **DOWN** - The ARP cycles DOWN the held keys.
  - **RANDOM** – The ARP plays random steps from the held keys.
  - **ALT 1,2,3,4** – Various modes which cycle Up/Down the held notes.
- **LENGTH** – The Length of each ARP Note in percentage of the Clock Division.
- **OCTAVE** – How many octaves the ARP will cycle through.
- **B TUNE** – The number of semitones Synth B is offset by. Centre has no effect.
- **X** – When enabled the section will be included in the global randomizer.
- **D** – Sets the Section to Default Values. The default values can be saved at any time using the save Def button on the Browser Panel, which saves the entire state of the instrument to be used for all the default buttons.
- **R** – Randomizes a specific set of parameters for the section.

## ***Velocity Sequencer***

The Velocity Sequencer determines the velocity of each note, a zero value step will not play.

## ***Sample Start Sequencer***

The Sample Start Offset Sequencer, the centre value uses the knob value in the oscillator section, upper values increase the Start Position and lower values decrease from the knob value.

## ***Pan Sequencer***

The Pan Sequencer pans each played note, but when in Poly mode it acts as a spread, each Synth will be panned to the opposite side by the step amount.

## ***Length Sequencer***

The Length Sequencer sequences the Note Length as an offset of the current Note Length Knob.

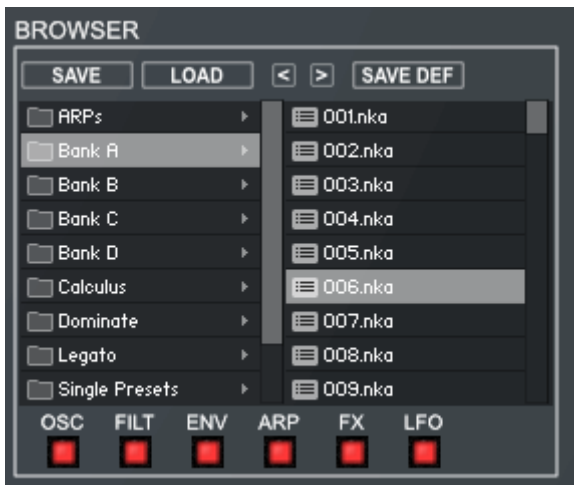
## ***Octaves Sequencer***

Octaves Sequencer allows sequencing  $\pm 3$  Octaves. This is independent of the Octave Knob and needs careful use as the range of the Samples can be exceeded resulting in artifacts.

## ***Waves Sequencer***

The Waves Sequencer allows sequencing the Synths independently to create a rhythmic pattern. Centre will play both synths with each step, High plays Synth A only, and Low plays Synth B only.

## Preset Browser



Multiverse has its own Preset System built in, you can save a Full Preset from the Master Menu at any time and place it in one of the Sub Folders or create a new one. You can use the browser to load these presets into any Multiverse by double clicking, once you have done this once you can use the < and > buttons to quickly move through the selected folder of presets.

Multiverse takes a universal approach to presets, because they can be loaded by any Multiverse instrument – but they will sound different due to the different loaded sampled instruments depending on the collection loaded. So the Presets are more like styles than traditional presets.

The Templates folder contains some useful starting points, you can make your own by saving it inside the templates folder with a unique name.

When Saving a Preset you will have to manually select the Multiverse Presets folder unfortunately as the path always opens to show the data folder. Then select or create a Sub Folder to save the Preset. It will not be available in the Browser until the next time the instrument is opened (Unfortunately there is no way to update the Kontakt File Browser once it is loaded....). But if you want to open a new file in the meantime you can use the Load Preset button to locate it.

**Save Default** – This option allows saving the complete state of the current instrument at any time to a special file. All Default buttons throughout Multiverse use this file as a reference when setting default states.

## Preset Filters

A useful feature in the browser is the ability to select only certain sections which will load when loading a preset. For example if you only highlighted Oscillators, loading presets would ignore everything except the oscillator section.



## **Automation**

You can right click on any knob and select midi learn, turn the appropriate knob on your hardware and it will then control the parameter in Kontakt.

VST Automation is supported for all Knobs and Sliders. See your DAW manual for Instructions on using VST Automation.