



ORANGE VOCODER IV

Quick-Start Guide v1.00

Welcome!

This is a *quick & dirty* **ORANGE VOCODER IV Quick Start Guide**, in which we'll walk you through some basic operating procedures of this powerful plug-in, to get you up and running. We'll not go into all details and functions here – please refer to the full manual and the tooltips in the plugin.

Installation & Activation

Unpack the ZIP archive you have downloaded, and run the contained installer. You can activate the plugin in a number of ways, but it is typically the easiest way to simply launch your DAW, which will cause the plug-in to be scanned - at which time it will open an activation window. Follow the on-screen instructions & you're good to go. For more info on activation and other license operations, please refer to the *Zynaptiq Software Activation Guide* PDF at:

Mac: */Applications/Zynaptiq Plug-In Support/Zynaptiq Software Activation Guide.pdf*

Windows: *C:\Program Files\Zynaptiq\ORANGE VOCODER 4\Zynaptiq Software Activation Guide.pdf*

Web: *https://zynaptiq.com/fileadmin/resources/GeneralInfo/Zynaptiq_Software_Activation_Guide.zip*

Getting the latest version

You can request the latest installers at

<https://zynaptiq.com/orangevocoder/orange-vocoder-downloads/>

at any time. There, you will also find a change log that will tell you whether you have the latest version, and what's new if there is an update.

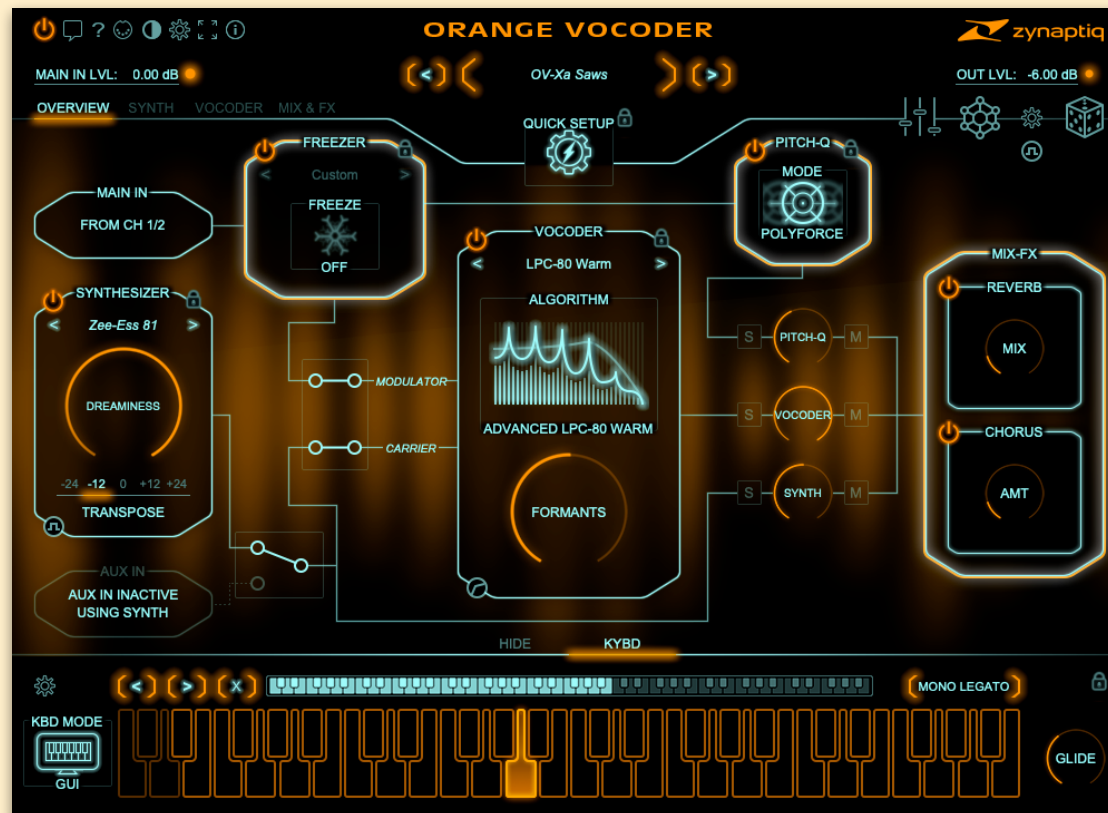
Plug-In Versions

Depending on your OS and the plugin format, there are multiple versions of the plug-in. Some of them have the suffix “SC” in their name – this stands for “Side-Chain” and means that that particular version has a dedicated side-chain input. Please refer to the full manual for more details on the different versions and formats.

For now, let's not worry about this, though.

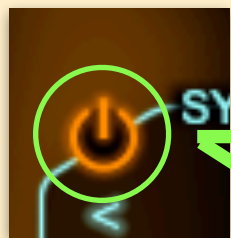
Let's go!

Launch your DAW, add a vocal to a track, and insert ORANGE VOCODER SC on that track. When you open the plugin, you will see the OVERVIEW view of the plugin:

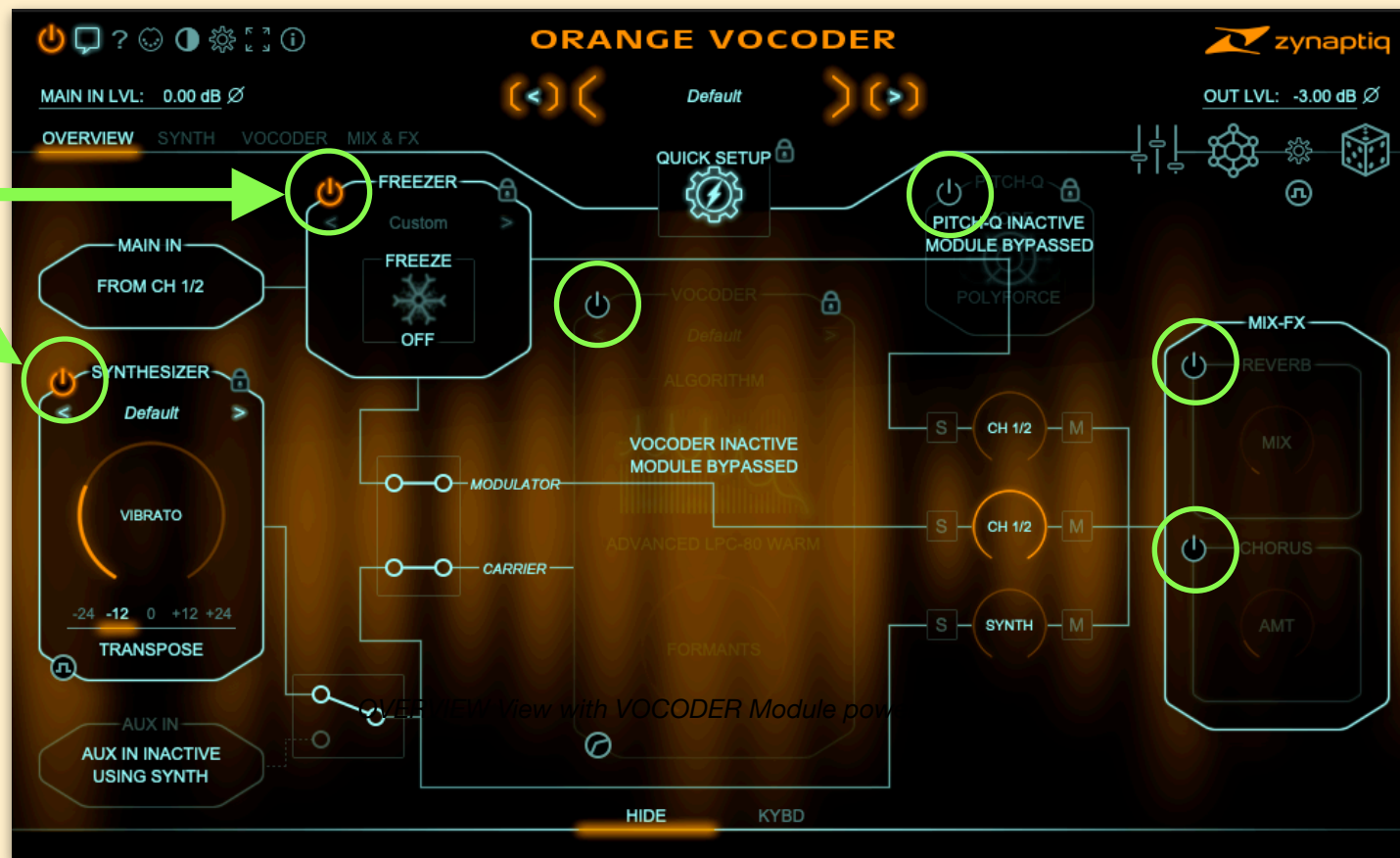


The OVERVIEW shows you the modules that the plug-in has, how they are connected, and gives you access to their most important parameters.

Each module has a POWER button on the top left, which will toggle it on or off. The UI will then update so that you always see what's happening.



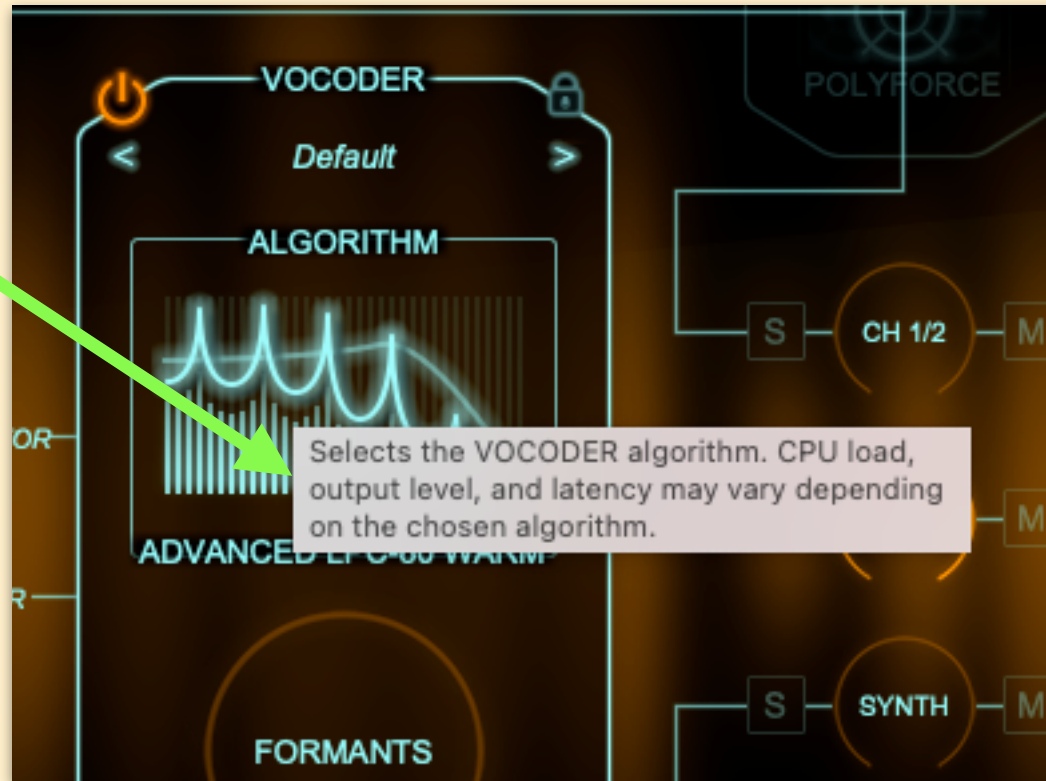
Module POWER button



In the top left, there is a “Balloon Help” icon. Clicking this will activate the mouse-over tooltips, so that hovering the mouse over a control or module will cause a short description to be displayed. We recommend switching these on while familiarising yourself with the plug-in:



Tooltip toggle button



VOCODER algorithm selector tooltip displayed

Let's get some sound going

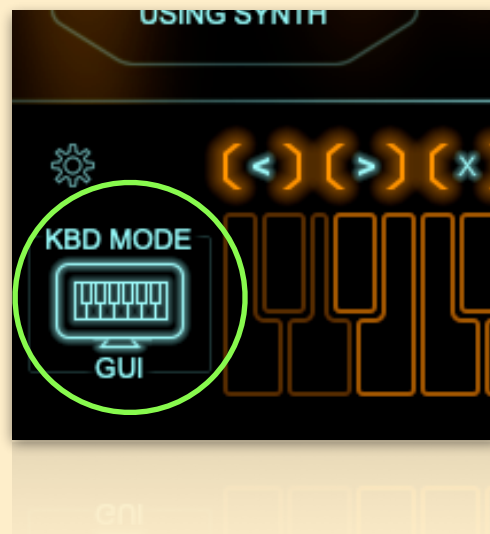
A vocoder always needs two sounds to produce its output – one so-called **modulator**, which is the sounds who's characteristics will be applied to the other sound, and the **carrier**, to which they are applied.

In this example, we'll be using the vocal on your track as the modulator, and the built in synth as carrier, to produce a talking/singing synth.

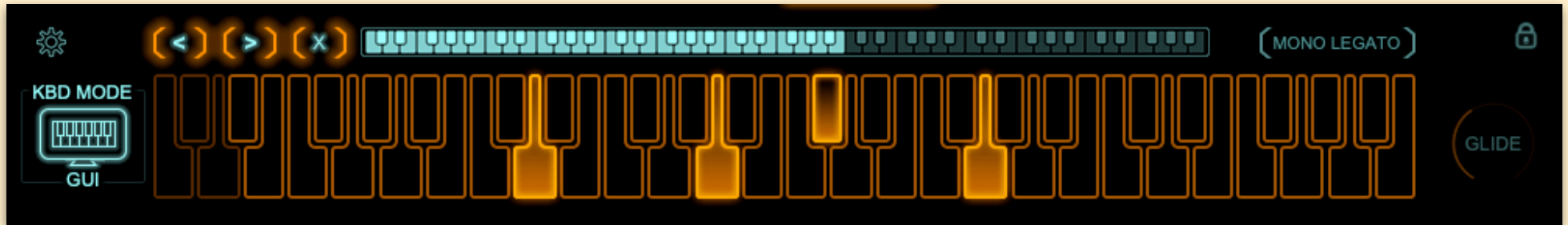
The default plugin setting has all that set up, except that we still need to tell the synth what notes to play.

You can do so using MIDI, but for this example's sake, we'll be using the UI keyboard.

So, please click the KBD MODE button in the lower left, so that it says "GUI":

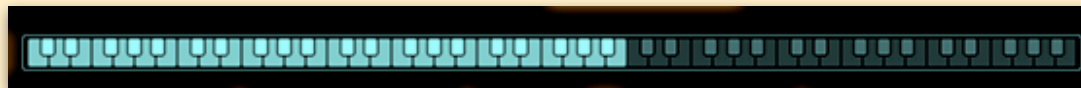


Now, enter some notes on the UI keyboard, simply by clicking on them:



Remove a note by clicking it again. Press play in your DAW, and you should now hear the synth with the vocal's character applied. You may want to loop playback.

The UI keyboard shows 4 octaves at a time, and you can scroll through all available octaves using the keyboard thumbnail:



You can move the notes up or down in semitones by clicking the left and right arrows (shift-click will move the notes in octave increments), and clear all of them using the “X” button.



Shift up, shift down, and clear all notes buttons

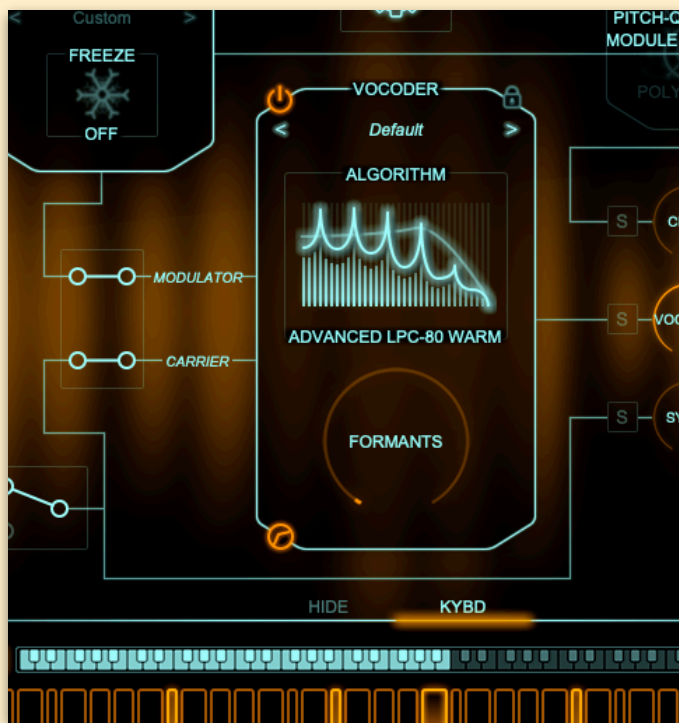
Now, switch through some different vocoder algorithms by clicking on the VOCODER module's ALGORITHM selector. A floating graphic menu will open, with icons for all the different modes:



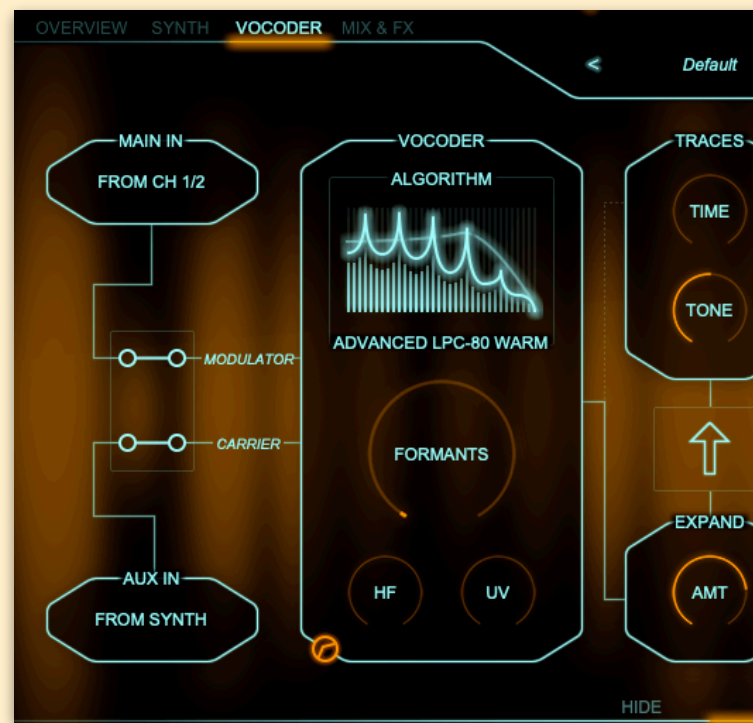
Simply move the mouse over the icons to preview what the respective mode sounds like. Click on any one to select it and close the menu. Two of the modes have zero latency. The last option is CANCEL, which will close the menu and return to the algorithm that was previously selected.

This type of graphic menu is used throughout the plugin, and always works the same way. It is a fast and fun way to find the ideal setting. We call them **hover menus**.

Note: as the different vocoder modes behave *very* differently and signal-dependently, they may have strongly different output levels when switching between them and when swapping your input audio out. To make your life easier in this regard, we have added a compressor to the vocoder, which you can activate using the compressor icon found on the lower left of the vocoder module, in both the OVERVIEW and VOCODER view:

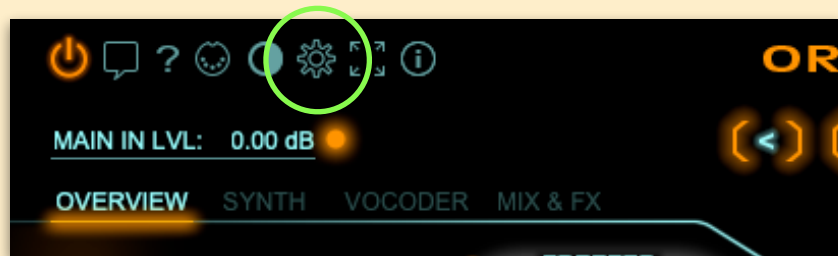


OVERVIEW view VOCODER compressor toggle



VOCODER view VOCODER compressor toggle

You can also switch it on or off in the *global settings* panel, where you can also set a compression amount:



Global settings button



The global settings panel

In this panel, you can enable/disable the compressor, set how aggressively it will compress using the V-COMP MODE hover menu, conserve CPU by switching the VOCODER to mono operation, and adjust the global reference tuning for the SYNTH and PITCH QUANTIZER modules.

The compressor does of course alter the sound somewhat – so you may want to switch it off once you've settled on a vocoder setting. Or you can choose to use it to *smash* those dynamics...it can sound really cool.

Plug-In Presets & Module Sub-Presets

In addition to the regular plugin-wide presets that live *top-and-center* of the UI and contain settings for the entire plug-in, the SYNTHESIZER, VOCODER, and FREEZER modules each have their own presets, which we call *sub-presets*:



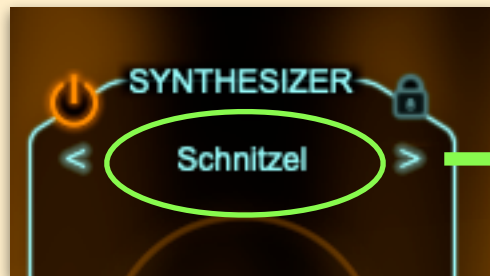
Plug-in preset selector



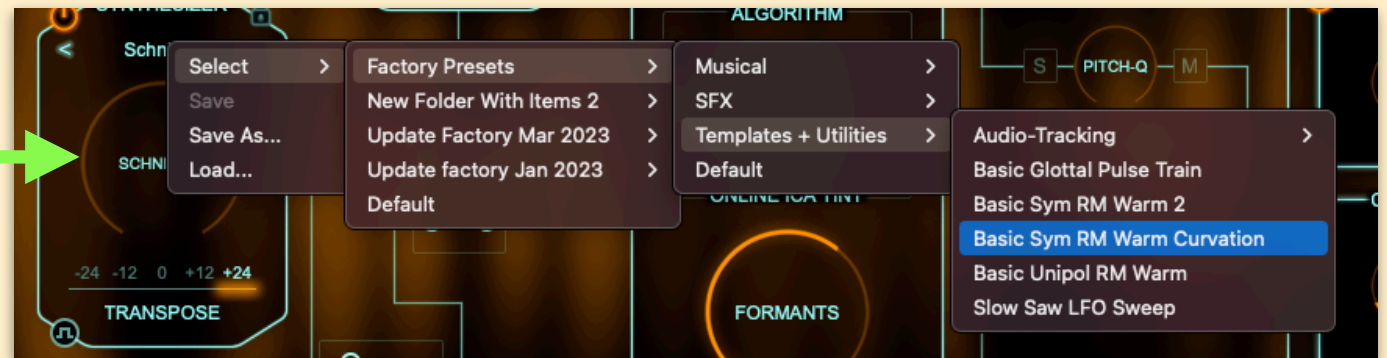
Module sub-preset selectors

You can use the sub-presets to load settings into each module separately, for example if you like the vocoder, but want to try a different synth.

To load a sub-preset, you can either click on the preset selector's text display, and select one from the pop-up menu that opens, or you can step through presets using the previous and next preset buttons:

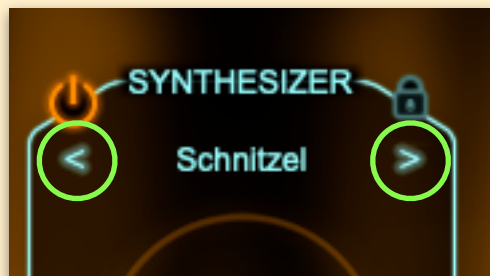


Click here...



...to open a sub-preset browser.

The same is true for the plug-in wide presets:



Previous and next sub-preset buttons



You can save your own (sub-)presets using the pop-ups, too, to build a nice library of your own.

Now, *go ahead* and try some sub-presets for the SYNTH and the VOCODER.

We'll give you some time for having fun with that and leave the rest of this page blank.

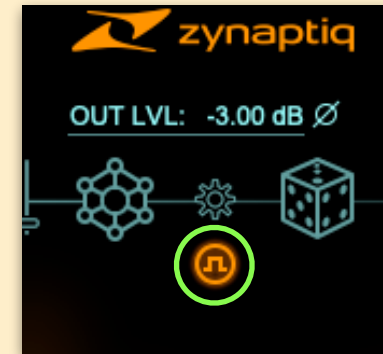
You will note that some synth presets have a decaying sound, so they will not produce a continuous output. When using MIDI input, you can of course play more notes for a nice rhythmic vocoder sound, but with the UI keyboard that obviously isn't an ideal option. For this case, we have added the GATE MODE button, available in several places FYC:



GATE MODE button in the SYNTH view



GATE MODE button in the OVERVIEW



GATE MODE button in the top right of the UI

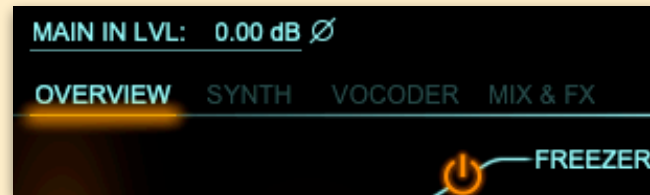
Activate this to override the synth's amp envelope, setting the envelope to shortest attack and release, with maximum sustain. As a result, you'll get a continuous output.

Adjusting the module settings

To fine-tune the SYNTHESIZER, VOCODER, or the FX modules (the FREEZER, PITCH QUANTIZER and REVERB/CHORUS), and the parameters exposed in the OVERVIEW aren't enough, you can open their respective views. You can do so either by clicking on the header of the module, or by selecting the view you want directly using the view selector in the top left :



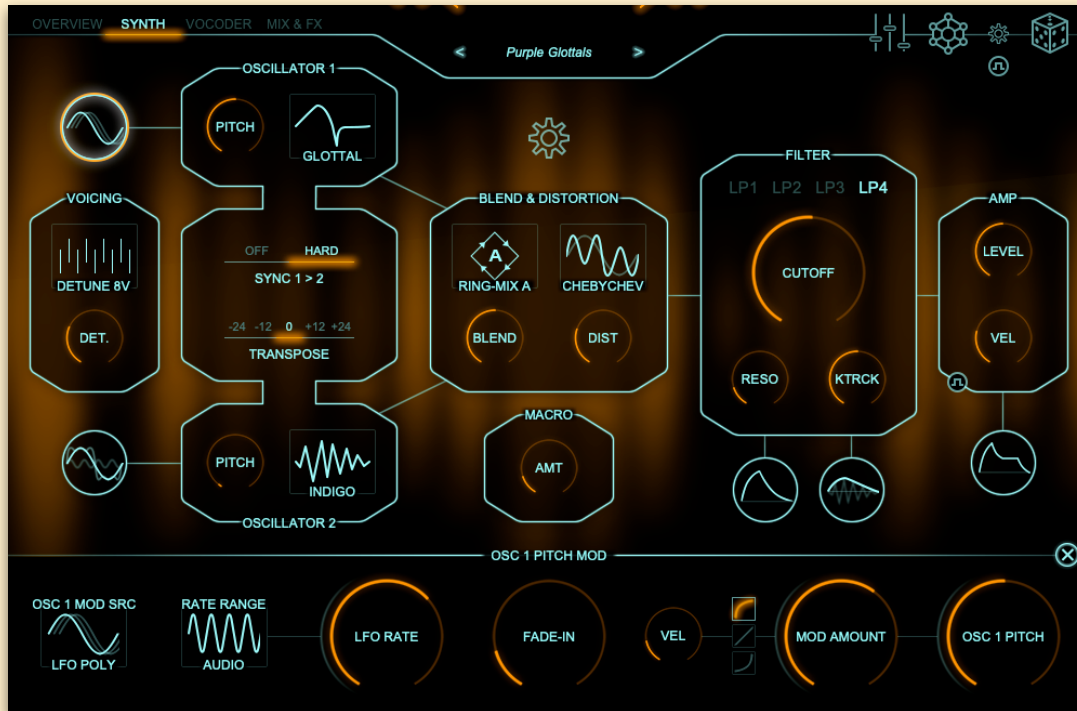
Click on a module header to go to the module's detail view...



...or navigate to the view of interest directly using the breadcrumb/tab style selector in the top left.

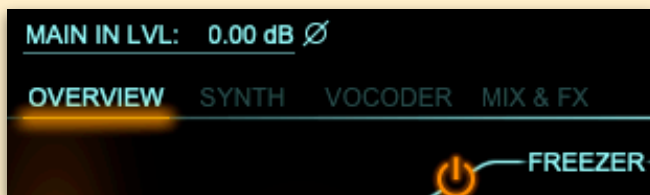
Modules that have additional parameters and can thus be clicked to “enter” them will show a glow-y orange outline when you hover your mouse over them.

For example, clicking on the synth module header, you will be presented with the synth view:



SYNTH view with oscillator 1 pitch modulation panel opened in the lower pane.

To return to the OVERVIEW, use the view selector:



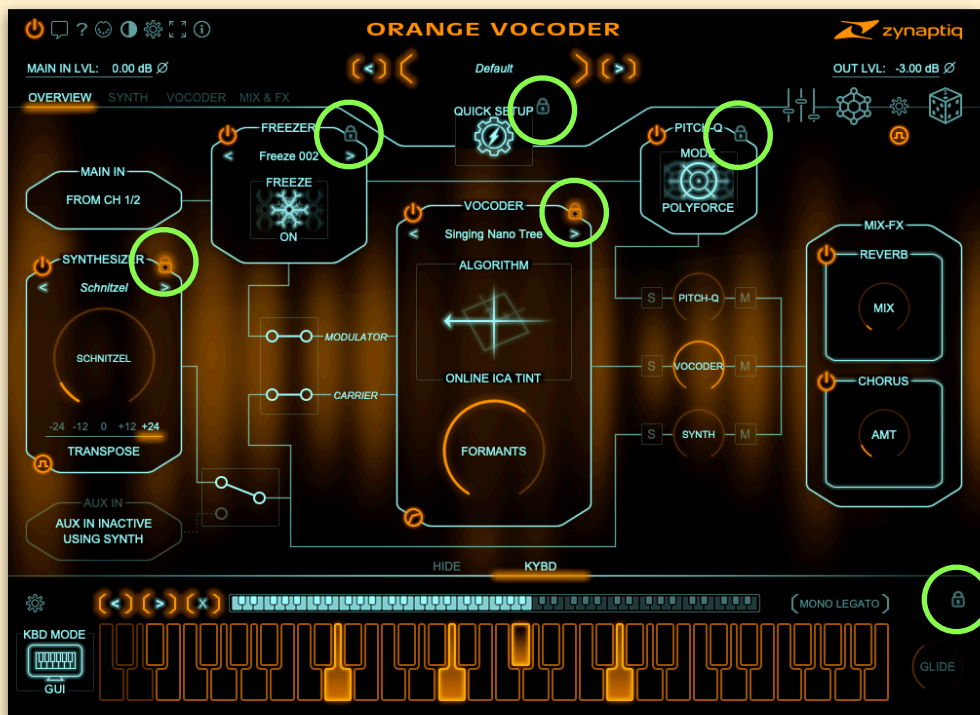
Different view, same story: the SYNTH view shows you the SYNTH's modules, how they are connected, and their most important parameters.

If a module has additional parameters, it will show the orange outline on mouse-over, and clicking on its header will open the module's panel in the lower pane, where the keyboard usually lives.

The module's panel can be closed using the "X" in its upper right corner. Explore this a little.

Module LOCK

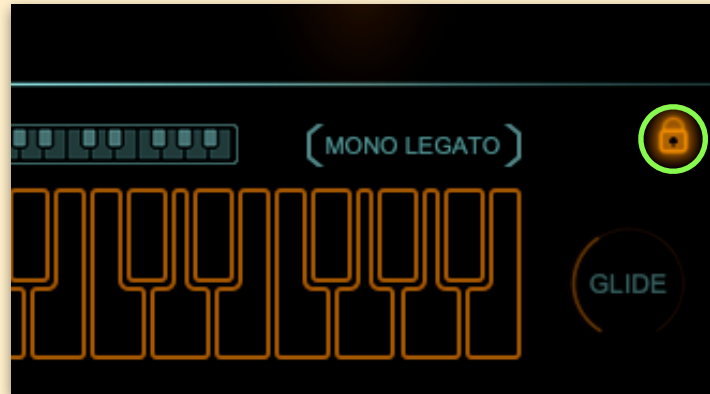
If you like what any of the modules is doing, you can click its LOCK icon, on the module's upper right. This will cause the module to retain its settings when it would otherwise be overwritten by loading a plugin preset...or using the ZYNTH or DICE (see below).



You can lock the SYNTH, VOCODER, PITCH QUANTIZER and FREEZER modules, the UI keyboard, and the parameters controlled by the QUICK SETUP wizard (see below).

The various LOCK buttons in the OVERVIEW

Now, let's keep going – if you're happy with the notes you entered into the UI keyboard, hit the LOCK button on the keyboard panel's upper right:



Let's load some plug-in presets that give you an idea of what this beast can do. Navigate to the factory preset category *GUI 1-Note Vocoders*, and load the first one, *And The Wind Cries Scary*:



Then, start stepping through some presets with the next preset button.



Again, if you like what any of the modules is doing, click its LOCK button and it will keep its settings.

Listen Up: the MIXER

The plugin has a three-way mixer, which you can access in the overview, in the MIX & FX view, and by opening a small, floating mixer panel by clicking on the little three-fader-icon in the top right (saving you a lot of switching between views):



The mixer in the OVERVIEW



The mixer in the MIX & FX view

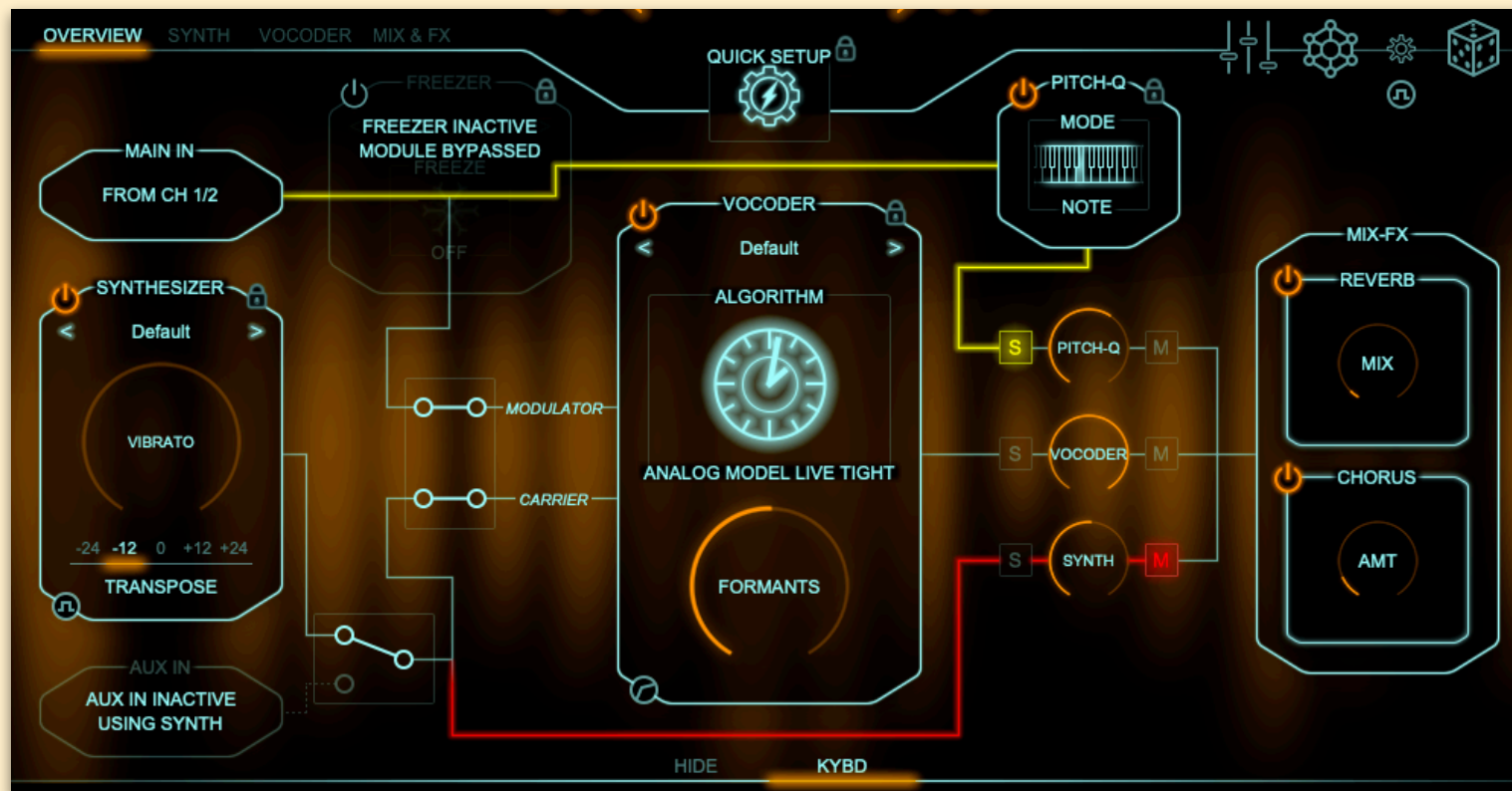


This button opens the floating mixer panel



The mixer panel – X closes it.

The MIXER allows changing the levels of three internal signal paths, the input signal (with any FREEZE or PITCH QUANTIZATION included), the VOCODER output, or the carrier channel (in this example, this channel contains the SYNTH). The UI will update to show you what you're listening to, what's muted etc. MUTE and SOLO functions are provided, too. SOLO bypasses the level control in a *PFL* style.



OVERVIEW showing muted SYNTH channel and INPUT -> PITCH QUANTIZER solo'ed on first channel.

The ZYNTH and the DICE

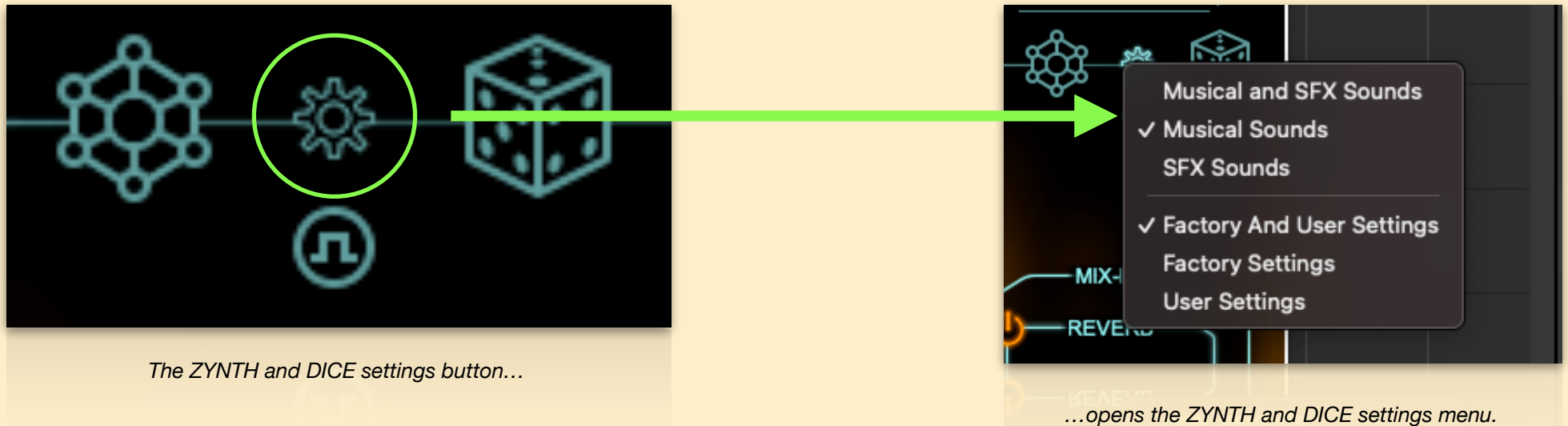
In the top right of the plugin you will find the ZYNTH and the DICE buttons:



Clicking on the ZYNTH button will use a combination of AI and scripting to generate a SYNTH setting from scratch, and using the DICE will randomly select sub-presets for the SYNTH, VOCODER and, if active, FREEZER modules - unless their LOCKs are on, of course, which is part of what makes the LOCK functions so useful.

These functions are made to inspire you and jump-start your sound design process, just like a random generator, but minus the 99% unusable stuff you typically get from such functions. In fact, these two will ALWAYS produce useful results.

You can further narrow down the results by clicking the small settings icon between the buttons:



You can select whether the ZYNTH and DICE will output musical sounds, SFX, or both, and whether the DICE will draw on the factory settings, your own settings, or, again, both.

Please note that for the DICE, the musical/SFX distinction only applies to factory settings, as they have a special flag set identifying their type.

Go ahead and play with these, they're really fun!

Shall we go a little deeper, now?

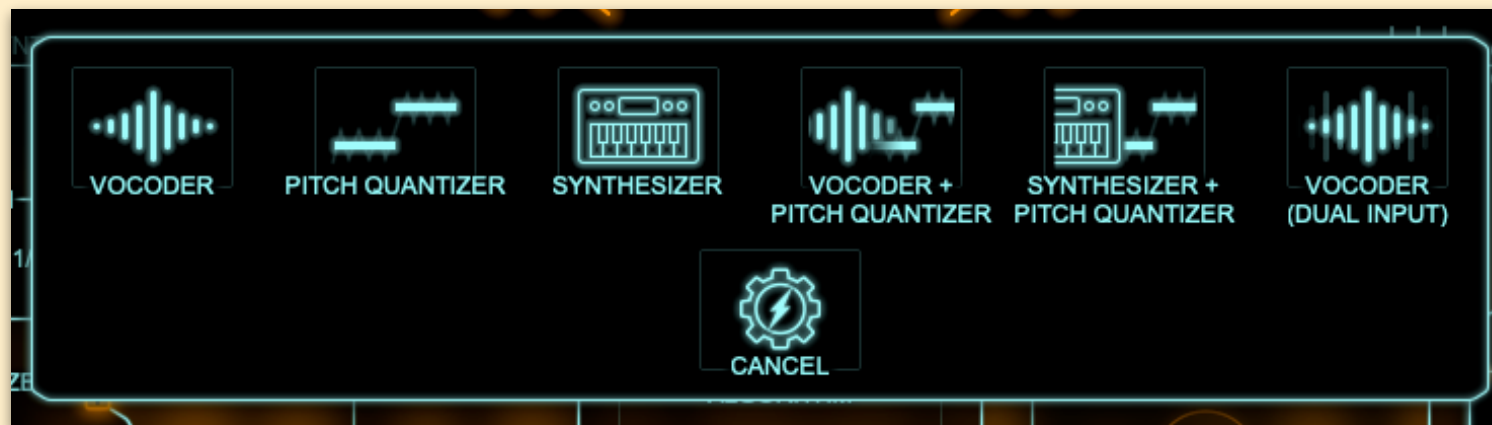
Now that we've covered some basics, we'll touch on some more advanced features - please refer to the full manual for more info.



The QUICK SETUP button

The Quick Setup “wizard”

At the top and center of the overview, you'll find the Quick Setup button. This opens a hover menu that allows configuring the routing, mixer levels, and module on/off states for various scenarios with one click. If you just want to play the synth, or layer a vocoder with a tuning effect: this is the fastest way to set everything up.



The QUICK SETUP hover menu

Using an external carrier

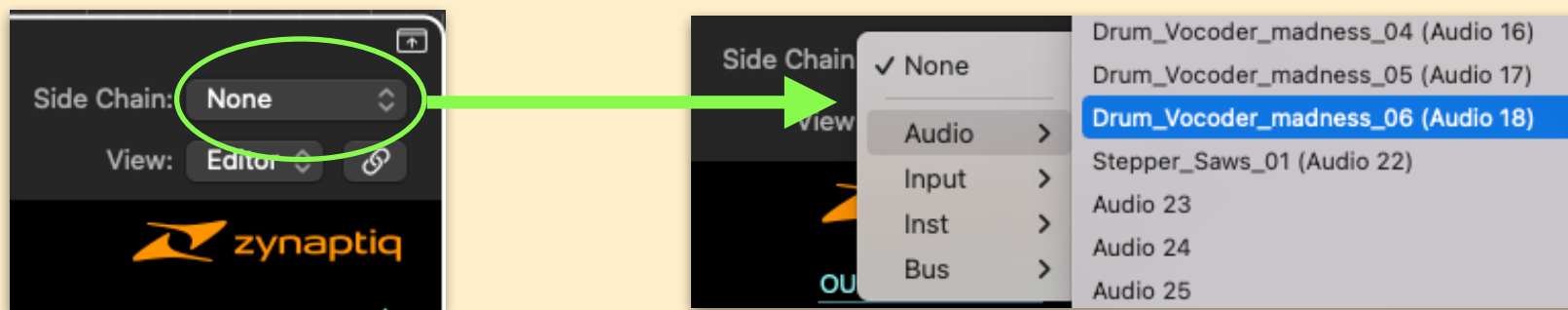
While the internal SYNTH is great for creating the carrier signal needed by the vocoder, you can also use an external signal as carrier instead, like your shiny new OB-X8, a musical sample, or a recording of the ambience at the after-party of your sister's wedding anniversary.

To do so, you need to do two things:

- Connect the second signal to the plugin (the UI will refer to this second signal as the AUX input)
- Switch the plugin to use the AUX as carrier, instead of using the SYNTH

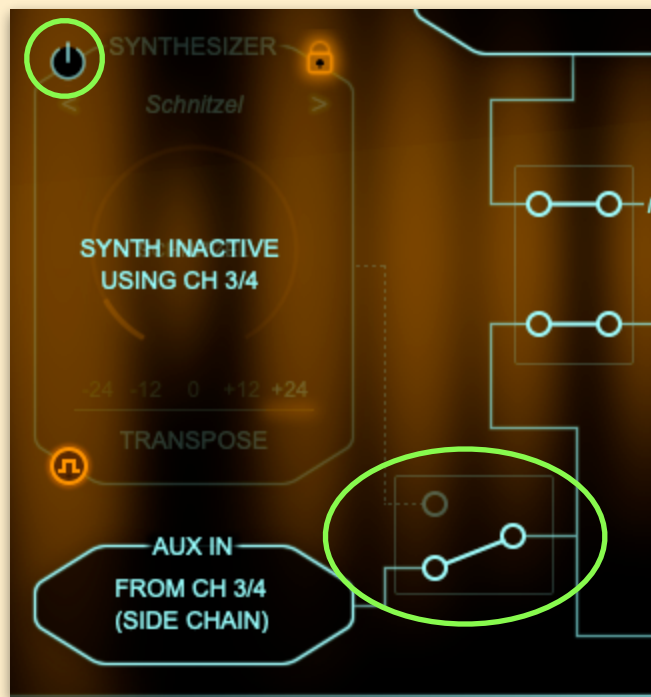
For connecting the second signal, you can either use a side-chain ("SC") version of the plugin, and use the side-chain input for the AUX signal, or with a non-SC version, you can send the modulator to the left and the carrier to the right input channel. We are working on host application specific guides on how to do this, stay tuned.

In Logic Pro, for example, use the ORANGE VOCODER SC plug-in, and select the second signal using the side-chain selector:



Logic Pro side-chain selector

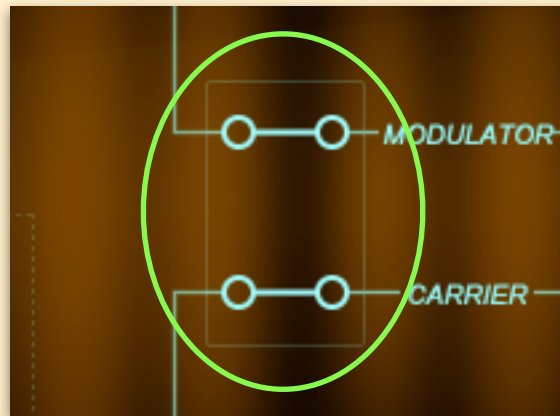
Then, simply press the SYNTH's POWER button to switch it off, which will automatically select the AUX as carrier instead, or click on the SYNTH/AUX switch right next to it:



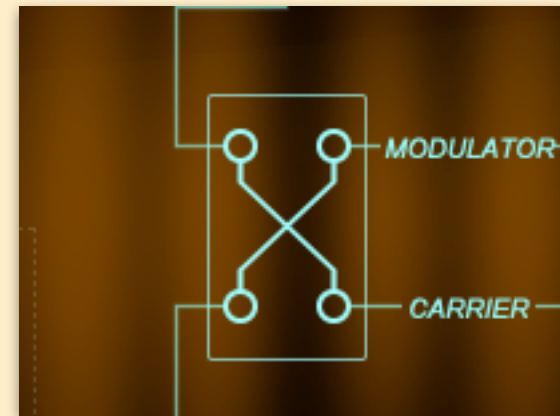
SYNTH switched off, using external signal

VOCODER Input Flip

You can swap which signal is used as modulator and which as carrier by pressing the flip button:



Flip button, Regular routing



Inputs flipped

This makes routing more flexible and can give some interesting results. That said, it generally works best if the carrier has a broader spectrum than the modulator, and if the modulator is more dynamic than the carrier.

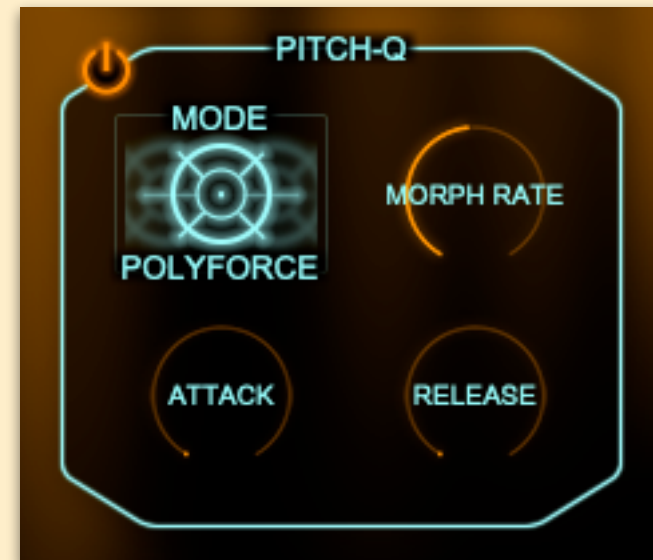
Please note: As most of the VOCODER's algorithms perform some sort of pre-processing on the carrier input to ensure that intelligibility is great in "regular" operation, results may sound different than you'd expect when you send a vocal into the carrier input.

The PITCH QUANTIZER

A *pitch quantizer* automatically tunes monophonic audio to a specified pitch or set of pitches. You *might have heard* such effects before. ORANGE VOCODER IV has one built in, we lovingly call it the *PQ*, and it can be used in parallel to the VOCODER and SYNTH. The PQ can be accessed from the overview, and from the MIX & FX page, where it exposes some additional parameters:



The PQ module in the OVERVIEW



The PQ module in the MIX & FX view

The PQ has multiple modes of operation, selected via a hover menu, each of which has its own unique properties:



The PQ module's mode selector hover menu

- QUANTIZE forces the audio onto the nearest semitone fully automatically
- SCALE will use the same MIDI or UI keyboard notes you use for controlling the SYNTH, copying them to all octaves; the audio will then be forced onto the closest of the notes thus set.
- NOTE will force the audio to the pitch you're playing, using the closest note if you press multiple keys (so unlike SCALE, it doesn't copy the played notes to all octaves).
- ENFORCE works like NOTE, in terms of what pitch the audio is forced to, but uses a novel technique similar to wavetable synthesis to create the pitched audio.
- POLYFORCE is a polyphonic version of ENFORCE, which will play ALL notes you're playing via MIDI or that are set using the UI keyboard.

QUANTIZE will always play audio, while all other modes will only pass audio if notes are played.

ENFORCE and POLYFORCE have a parameter called MORPH RATE, which determines how often a new input wave is sampled - play with this, it's a cool feature!

SCALE, NOTE, and ENFORCE will perform portamento if MONO LEGATO is on and glide time set to a none-zero value.

The FREEZER

The FREEZER module lives between the input and the VOCODER and PQ, and can be accessed from the OVERVIEW as well as the MIX & FX views. It can be used to loop a short fragment of input audio, which will then feed into the VOCODER and PQ. Thus, you can grab a texture from the input, and use that as an input to the VOCODER, or even play it in a pitched manner using the PQ.



FREEZER module in MIX & FX view

The FREEZER module has both a POWER button as well as a FREEZE ON (snowflake) button. Why? Simple: if you want to temporarily get rid of the drone playing without losing the frozen audio, you can leave the FREEZE on but power down the module.

The FREEZER also allows saving its content using the module's sub-preset system, so you can create a repository of cool textures.

This is not the end.

This concludes the quick-start guide....but we've really only scratched the surface of **ORANGE VOCODER IV**.

We recommend you check out the full manual, make use of the tooltips, experiment like crazy, and if in doubt, email us via <https://www.zynaptiq.com/support/support-form/> at any time - we love helping geeking out on audio software!

