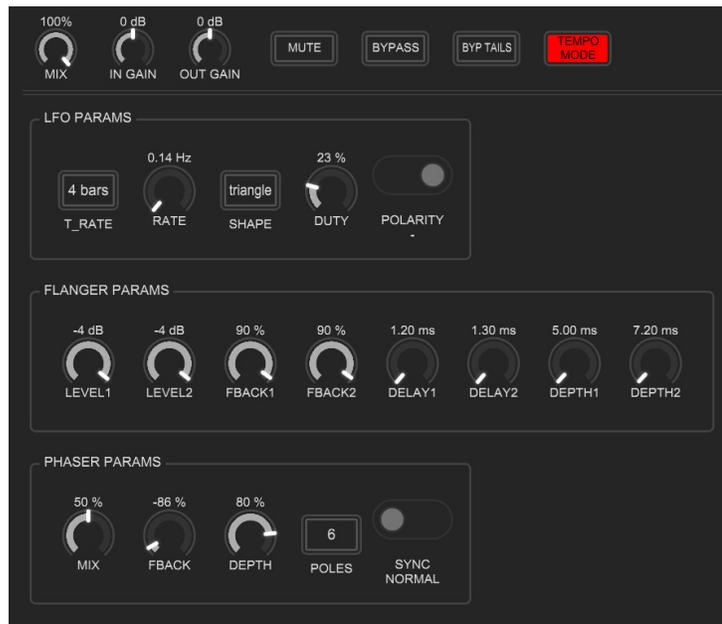




Instruction Manual

Stereo Phanger 1



Godlike Productions



Creating Art from Technology

Godlike Productions Contact

All Customers:

Godlike Productions
PO Box 1520
Midland DC, WA, 6936, AUSTRALIA

Email: info@godlike.com.au

Caution

Ensure you have backed up all algorithms and other data of your H9000 prior to use of this product. You use these algorithms, chains, presets, sessions and/or other content entirely at your own risk and to all extents allowable under the law of Western Australia, Godlike Productions is not liable for loss of damage, direct, consequential or otherwise.



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Getting Started

This manual is for a custom algorithm for the Eventide H9000 available at <https://godlike.com.au/index.php?id=420>. The Stereo Phanger 1 algorithm can be downloaded either as an algorithm that you can import from a USB drive (FAT32 formatted) onto your H9000 from the front panel, via Emote, or that can be uploaded via VSIG 3.3.3 or later.

There will also be a copy of this manual in PDF format. If you lose your copy of the files, please contact us at <https://godlike.com.au/index.php?id=contact> and we will be happy to send you another copy, or re download the algorithm from the link above. This manual will be available within the zip file.

Installation and Activation

Method 1 - Install from USB

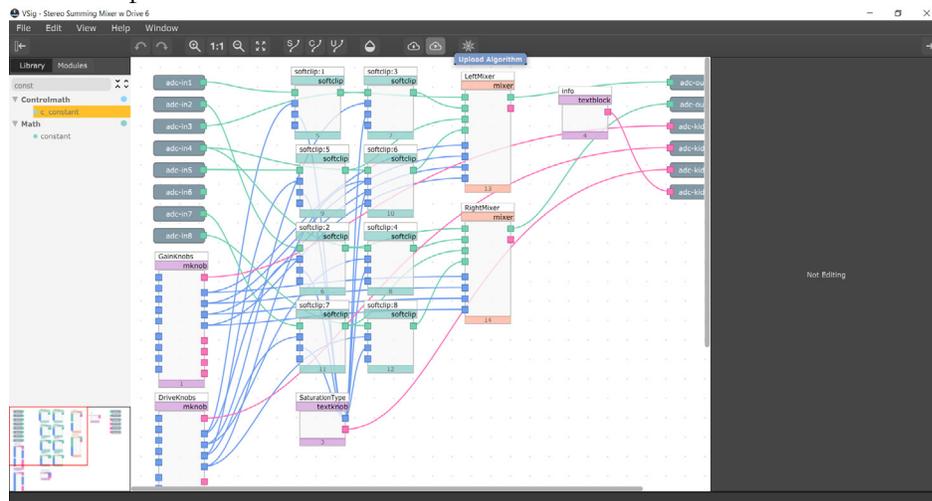
- Unzip the Algorithm and any presets. Copy Stereo Phanger 1_111468809.9ka as well as the .9kp files to your USB drive and insert into your H9000.
- Long press the front panel Save/Import button; the Load Options screen will appear.
- Use the cursor up/down buttons or the wheel to navigate to Algorithms and press the Enter Key.
- Use the cursor up/down keys or wheel to select the Stereo Summing Mixer w Drive algorithm and then press the SELECT Key.
- If you do not wish to load presets, then you can use this algorithm as is. If you wish to use the presets, you will need to repeat this procedure until this algorithm appears as algorithm 10108, or you can install it and use our H9000 Preset Tool to renumber your Presets to the location where you have installed this algorithms. If you have installed to 10108. Copies at lower numbers can be safely deleted using Emote (see below).
- After you have used the Preset Tool, open the .9kp files from your USB drive using the same procedure.

Method 2 - Install from Emote

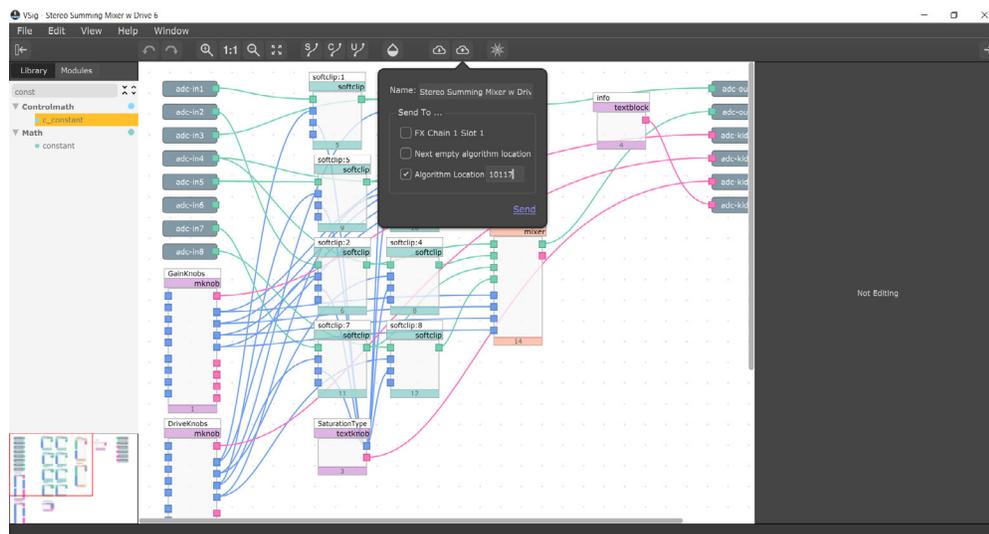
- Unzip the Algorithm and any Presets.
- In Emote, select Algorithm -> Import
- Navigate to the unzipped .9ka file and press open.
- If you do not wish to load presets, then you can use this algorithm as is. If you wish to use the presets, you will need to repeat this procedure until this algorithm appears as algorithm 10108, or install it, and then use our H9000 Preset Tool.
- You can safely delete lower numbered algorithms used to bump this to 10116 by right clicking on the lower numbered algorithm and selecting Delete. Continue doing this until the only copy of Stereo Summing Mixer w Drive 7 is the one loaded into slot 10108.
- To load the presets select Preset and then Open. Navigate to the .9kp preset files and press Open.

Method 3 - Install using VSIG

- Unzip the Stereo Phanger 1.sig2 file.
- Open this file within VSIG
- Ensure that VSIG is connected to your H9000
- Select the Upload Button



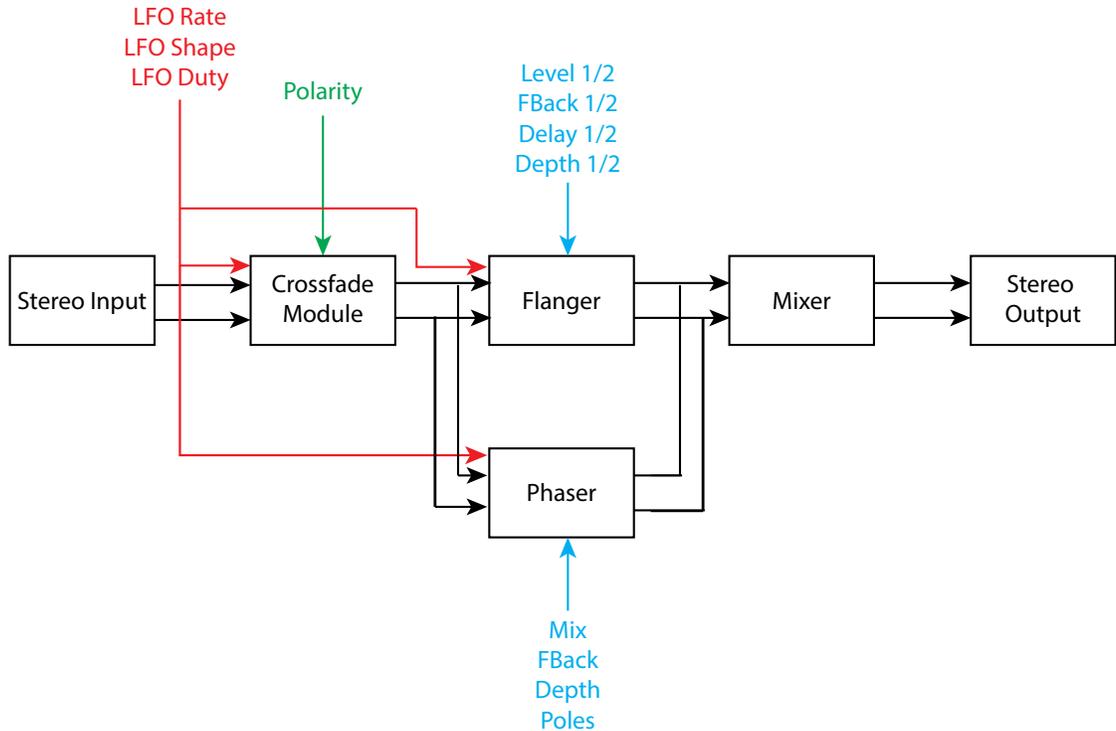
- Select Algorithm Location and type “10108” into the text box. Press Send.



- If you prefer, you can load it to any location, and take note of the location and then use our H9000 Preset Tools.
- Presets cannot be loaded via VSIG. Install these either from Emote or from the front panel via USB.

Setting Things Up

The diagram below shows the signal flow of this algorithm.



Parameters

| Parameter | Description | Range |
|-----------------------|--|---|
| <i>LFO Parameters</i> | | |
| T_Rate | In Tempo Mode, this specifies the LFO period in note/beat/bar lengths | Off, 1/64 note to 16 bars |
| Rate | Manual LFO Rate | 0-300 Hz |
| Shape | LFO Shape | Sine, Triangle, Squire, Peak, Warp Sine, Warp Tri, Half Sine, Half Peak |
| Duty | The duty/slope of the LFO. This is PWM for Square, Warp for Triangle, and can make the LFO asymetri. | 0-100% |
| Polarity | Determines whether phaser is engaged for upward slope and flanger for downward slope, or flanger for upward slope and phaser for downward slope. | +,- |

| Parameter | Description | Range |
|---------------------------|---|----------------|
| <i>Flanger Parameters</i> | | |
| Level 1/2 | Levels of the 2 delay lines | -100dB to 0dB |
| FBack 1/2 | The feedback levels of the 2 delay lines | -100% to 100% |
| Delay 1/2 | The static delay time for the 2 delay lines | 0.25ms - 660ms |
| Depth 1/2 | The amount of time that the LFO varies the delay times by for delay line 1 and 2 | 0ms - 660ms |
| <i>Phaser Parameters</i> | | |
| Mix | The amount of wet signal mixed with the dry signal. 50% generally gives the thickest phasing effect. | 0% - 100% |
| FBack | The amount of phaser feedback. | -100% to 100% |
| Depth | The amount of the frequency spectrum through which the allpass filters are swept by the LFO. | 0 to 100% |
| Poles | The number of Allpass filters employed in the phaser section. Each pole essentially generates 1 notch. | 6, 12, 18, 24 |
| Sync | When set to Invert, half of the Phaser Poles sweep in the opposite direction to the normal LFO direction. | Normal, Invert |

This algorithm sweeps a flanger in 1 direction of the LFO, and a phaser in the opposite direction. This gives a unique type of modulation that is difficult to achieve with separate units. Both the phaser and flanger use the same LFO and the crossfade between the 2 processes when the LFO changes direction, even in asymmetric LFO settings.

The feedback paths in this algorithm are isolated within the flanger and phaser sections respectively. Future algorithms will include a feedback path external to the flanger and phaser.

The flanger is implemented as 2 separated parallel delay lines, and the phaser is implemented as a series of allpass filters.

For a demo of this algorithm visit <https://youtu.be/H0ziP5M3sHE>