



wizardFX

SUITE

English language manual

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Introduction

In the early years of electronic music, synthesizers were often characterized by the fact that they could produce billions of different sounds through the combination of their numerous sound parameters. The legendary Prophet-5 synthesizer was one of the first synthesizers in the world to offer the ability to save a user's individual tone settings as presets and load them again at any time. After years of receiving these synthesizers for repair, service technicians were amazed to discover that the vast majority of them had not been changed from any of the included factory sounds. The musicians weren't interested in extensively searching for new sounds and were just satisfied with the sounds provided.

Not everyone is an audio technology specialist, some musicians would rather work in a goal-oriented manner than spend hours working on the perfect sound. If you don't have the time or desire to bother with modulation frequencies, envelope filters or delay times, then the wizardFX Suite is right for you.

Its radical approach: Provide sophisticated, state-of-the-art algorithms "under the hood", but without tons of settings, but a reasonable number of presets, carefully designed for their musical functionality.

With this in mind, we'd like to spare you virtually all the technical details in this manual, scroll through the presets using the mouse wheel, use your ears, and, if you like what you hear, concentrate on the most important thing - your music!

Installation



If you have not yet used third-party VST/AU plug-ins, please consult your host software's documentation about how to integrate plug-ins.

The plug-ins should be installed in a folder that is known to the sequencer/host software. For Windows, please make sure that a folder for this purpose is defined in the settings of your software. Mac OSX always saves VST plug-ins in the "/Library/Audio/Plug-Ins/VST" folder. AU plug-ins are in the "/Library/Audio/Plug-Ins/Components" folder.

To start the installation, please click the installation file.

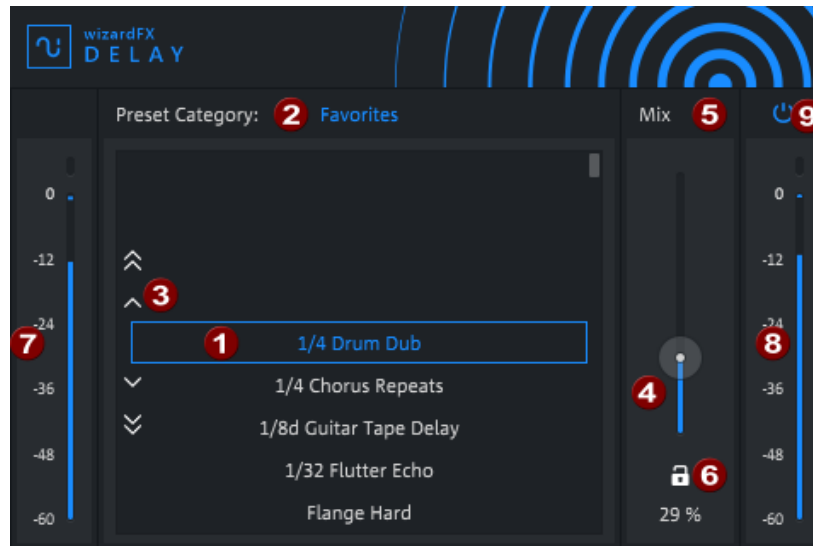
During the installation process, you will be asked to enter a path for the installation of VST plug-ins. A file path for the installation will be suggested, this should match the one defined in your host software. (Not required for MAC OS X).

Most current VST hosts can manage sub-folders within the plug-in folder to improve handling. You can therefore accept the folder recommended by the installer, create a new folder or use an already existing one. AU plug-ins on a Mac may not be installed in sub-folders.

After successful installation, you can start your host/sequencer software as usual and the wizardFX Suite can now be used.

The User Interface of the Effects

The effects have a standardized interface, so you shouldn't have to reorient yourself to each new effect, but immediately "feel at home". Some effects have small differences, which are addressed individually below.



In the center of the effect's window is the list of presets (1). Use the mouse wheel to quickly scroll through the presets list. This is sorted by category (2), according to the selected effect. For example, the Delay is sorted by musical time, the Compressor by instrument, and the Modern Reverb by room type. Using the arrow keys (3) ⬆️ ⬆️ you can change individual presets. Using the double arrows ⬆️ ⬆️, you will move to the next/previous category.



The preset's setting is a normal VST parameter and can also be automated to design creative effects.

Every effect has a slider (4) to adjust the intensity of the effect. The label above (5) is a bit different for each effect (Mix, Amount, Drive...), depending on the specific function, you can find more information in the descriptions of each effect below.

With the lock (6) 🔒 symbol, the slider can be fixed, so it won't change if you load another preset. This makes it easier to compare different presets in the context of a mix (e.g., a reverb).

On the sides, there are peak meters for the input level (7) and the output level (8).



For the effects COMPRESSOR, GATE, TUBE and TAPE the sound of the effect depends significantly on the proper input level. For adjusting the input, there is an additional controller over the input peak meter.



For optimum operation, the controller should be set so it just stays gray. If the level is too high, a warning will appear. Click on the icon to reduce the input level to the optimal value.







For the COMPRESSOR, GATE and LIMITER effects, there is an additional indicator to the left of the output peak meter showing the level reduction. This helps when estimating how much these dynamic effects are affecting the sound.





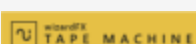


To disable the effect completely, there is the Bypass button in the top right of each effect (9)

Overview of the effects

The WIZARDFX SUITE consists of 11 effects that cover the most useful effects for everyday studio life. The following is a brief introduction to the effects.

In line with the aspirations behind these Plug-in, technical details have been largely omitted. We assume that you would prefer spending your time making music than reading instruction manuals.

Effect	Use for	The SLIDER controls
 DELAY	All echo effects, from a short, retro vocal slapback effect to endless, galactic dub echos.	Mix: Ratio of original (dry) to processed (wet) signal.
 CHORUS	"Thickens" sound or simulates several instruments using slight pitch changes or with more drastic pitch changes useful as a special effect.	Mix: Ratio of original (dry) to processed (wet) signal.
 FLANGER	The flanger creates a typical, complex comb filter sequence as an effect on guitars or drums.	Mix: Ratio of original (dry) to processed (wet) signal.
 MODERN REVERB	Reverb effect for virtual spaces ranging from a small chamber to a large cathedral.	Mix: Ratio of the original (dry) signal to the processed (wet) signal and duration of the reverb.

Effect	Use for	The SLIDER controls
 COMPRESSOR	Increases the volume through dynamic gain, can be used for individual signals or even the overall sound of a mix.	AMOUNT: Compression factor, i.e., how much the differences between loud and quiet parts are compensated.
 LIMITER	Increases overall volume and prevents clipping of level peaks, typically used at the end of the signal chain.	AMOUNT: The limiter's threshold and input level.
 GATE	Avoids undesired noise when recording instruments, input signals below a certain level are cut out.	AMOUNT: The threshold / level at which the gate opens or closes.
 VOLUME FORMER	Creates rhythmic changes in volume such as "pumping" chords and creative modulation of drum loops.	AMOUNT: The level of volume reduction.
 TAPE MACHINE	Simulates a studio tape machine for the typical sound and gentle distortion of analog tape.	DRIVE: Level of oversaturation on a tape
 TUBE	A simulated tube amplifier circuit creates distortion and analog "warmth".	Mix: Ratio of original (dry) to processed (wet) signal.
 BIT CRUSHER	Special effect which creates typical, digital "crushed" noises - i.e., artifacts that are made from reducing bit-depth and sample rate.	Mix: Ratio of original (dry) to processed (wet) signal.

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