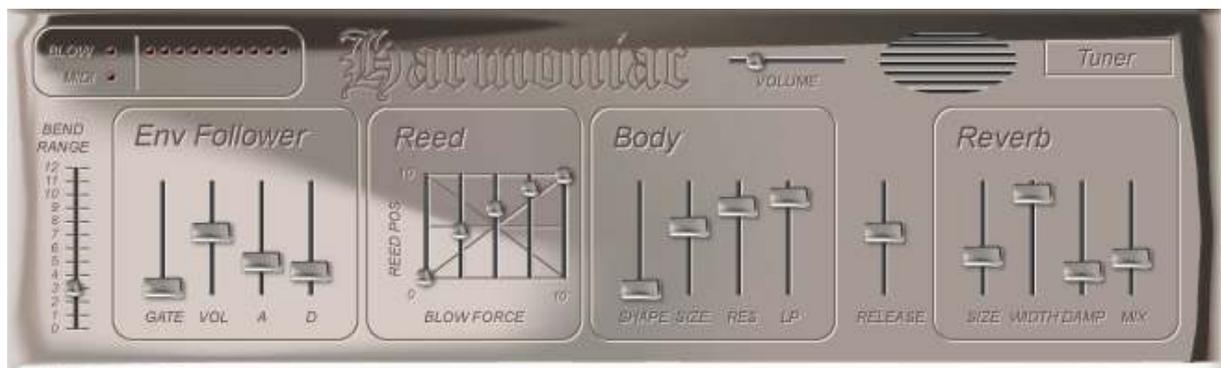
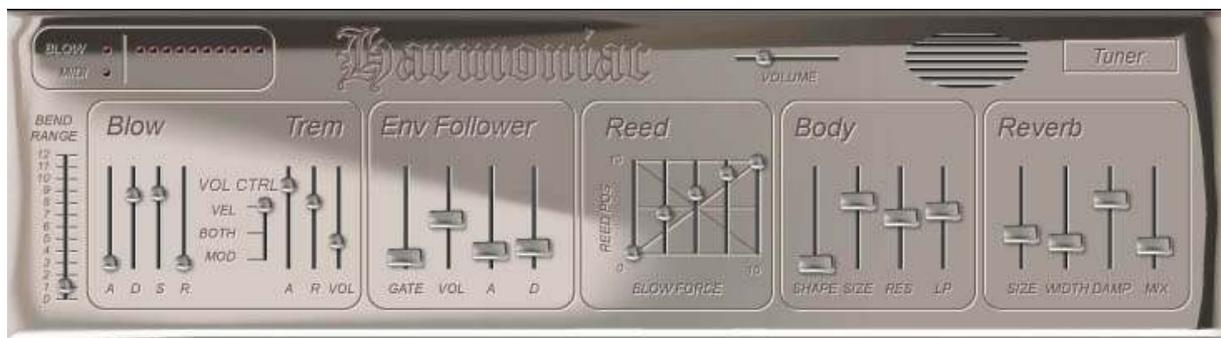


# Harmoniac

vsti – vst

## User's guide



# Introduction

**Harmoniac** is an harmonica emulation, both in VSTI and VST version.  
It's based on physical modelling.

## I – How does it works

**The VSTI version** works as a simple synth.  
You load it in your favourite sequencer and feed it with midi notes.

**The VST version** uses audio input to feed the envelope follower.  
This gives you a much more natural control over sound. But you still need to feed it with midi to play a melody.

If you blow or sing without hitting a note on your keyboard, it won't give any sound.  
If you hit keys but don't blow, it won't sound either.

You need to load it as an insert effect on an audio track, fed by an audio input (a microphone is better than a guitar, but you're free to do whatever you want).

If you choose to blow in your microphone, to feel like an harmonica player, I suggest you take your microphone in one hand and put the other hand as a cap on it, not touching it, and then blow between hand and microphone.  
This will prevent you to spit in your microphone.

Blowing and drawing won't really change the sound, as the plug works with an envelope follower, but it'll change the attack in a way that can make you hear interesting differences.

Depending on your microphone, drawing can lead you to inhale a lot of dust; so be careful.  
You can also choose to "sing" into it, instead of blowing. It'll give a louder volume, and can make sound variations at a low attack and decay settings, depending on the frequency of the sound you make.

## II – Interface overview

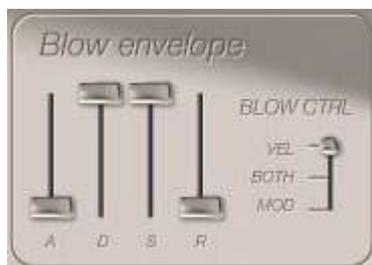


### Signal indicator

*vsti - vst*

This indicates both "blow" and midi activity.

In vst version, blow is the volume of the sound input.  
In vsti version, blow is the volume of the noise generator, triggered by keyboard.



### Blow envelope

*vsti*

A simple ADSR that controls noise envelope.

#### Blow CTRL

You can choose which signal controls noise volume.

*Vel* - noise volume is controlled by velocity.

*Mod* - noise is controlled by mod wheel (*better for more expression*).

*Both* - noise is first controlled by velocity, and secondly by mod wheel. This means that velocity gives the max level, and mod wheel is used to lower that level.

*Vsti version is the same as vst version, this noise generator replacing mic input.*



## Env follower

**vsti – vst**

The envelope follower transforms the input signal into a continuous signal. The higher you set the attack and decay, the smoother the envelope. If attack and decay are set near to 0, it'll react at an almost sound frequency. The result will be that sound input frequency will have some effect over the final sound.

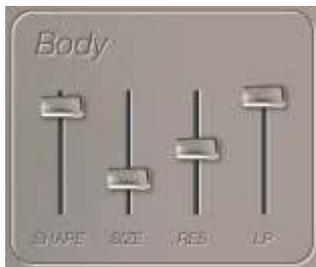


## Reed

**vsti - vst**

The reed setting is used to control reed's reactivity against blow. An exponential curve makes the reed bend very fast at beginning, and slow down at the end of it's travel.

This control has no dramatic influence over the sound, but can be used to change the tone in a subtil way.



## Body

**vsti - vst**

This is used to add some character to the sound.

### Shape

Technically, it changes reed reactivity delay.

Musically, it has an important influence on the overall tone.

### Size

Changes body size.

### Rez

Changes body resonance.

### LP

A low pass filter that changes body dampening.

*A high rez and high dampening freq makes a more metallic sound.*

*A medium rez and medium dampening makes a woden sound.*



## Release

**vst**

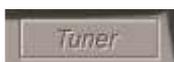
You can use this to change the fading of sound when you stop blowing.



## Volume

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Changes final output volume.



## Tuner

**vsti - vst**

This instrument is a bit strange, and won't be tuned the same depending on your system's latency. You can click this button and tune it yourself. The tuning setting is then saved to a file, and stay the same through your different sessios.