

INSTRUCTION MANUAL

Convulera is a simple audio convolution plugin developed by Caio M. Jiacomini.

If there are any doubts about its workings after reading this, feel free to contact me by email (caiojmini@gmail.com).

The plugin was developed using the Csound language and the Cabbage Audio framework. The Github repository with the source code can be found here (<https://github.com/CaioMJ/Convulera>)

Convulera is made by five parameters:

Internal Buffer:

Determines the size of the internal plugin buffer in samples. Larger values have more latency but uses less processing power, and lower values have less latency but use more processing power.

Buffer size value must be defined before loading an audio file.

Load Impulse:

Click in the “Open File” button and select an audio file to use to convolve the signal present in the desired channel.

Any audio file can be chosen (either mono or stereo) as long as its format can be read by Csound (most common file formats are fine).

The larger the file used, the larger your internal buffer size should be.

As it is possible to load any audio file, results can be unpredictable. **Exercise caution after loading an audio file by lowering your monitoring volume and/or removing your headphones before playing back your DAW**

In Gain:

Defines the input gain in decibels. Lower it if signal is distorting in the input stage.

Dry/Wet:

Determines the balance between affected and unaffected signal.

A value of 1 will only output the affected signal while a value of 0 will only output the unaffected signal.

Out Gain:

Defines the output gain in decibels. Lower it if signal is distorting in the output stage.