INSTRUCTIONS MANUAL

**Vendaval** is an audio synthesis algorithm written in Csound with the Cabbage framework, developed by Caio M. Jiacomini.

If you have any questions after reading this, feel free to contact me at caiojmini@gmail.com. You can also access the Github repository for the source code here: https://github.com/CaioMJ/Vendaval

**Vendaval** is made by six components:

**GLOBAL:**

Controls attributes that govern the whole plugin.

It’s important to note that the values for the ADSR envelope must be set before a MIDI note on message triggers the instrument. If you change the decay, sustain, or release value after the instrument is triggered, the new values will not be applied, therefore, **you must set all your envelope values as you want them before triggering a MIDI note on message.**

**WOOING:**

Produces filtered noise to simulate the wind whistling sound. Pink noise is being filtered with a bandpass filter with its center frequency being modulated to random values at random times.

**BACKGROUND:**

Works almost identical to the wooing component, except it is limited to a larger bandwidth range and has a more limited frequency range.

**GUSTS:**

Also works similarly to the wooing and background components, the key difference being that the center frequency of the bandpass filter is also modulated by an LFO, providing a more undulating sound.

**RUMBLE:**

Produces low-pass filtered noise. Instead of adjusting the center frequency of a bandpass, there’s a parameter to adjust the cutoff frequency of the low-pass filter, which is not being randomly modulated like the other filters.

**REVERB:**

Applies reverb to all other components.

**PARAMETERS:**

**Volume:** controls the volume of the individual component

**Frequency/Cutoff:** sets the center frequency of the bandpass filter or the cutoff frequency of the low pass filter

**Range:** controls the frequency range that the bandpass filter can be modulated by both above and below the center frequency. Acts as a multiplier to a hard coded number

**Rate:** controls how fast the bandpass filter is modulated. Act as a multiplier to a hard coded range of time values

**Bandwidth:** controls the bandwidth of the bandpass filter.

**Resonance:** controls the filter resonance

**Distortion:** controls distortion on the Rumble component

**Attack, Decay, Sustain, Release:** sets the amplitude envelope for all

components

**Mix:** sets the dry/wet reverb mix

**Size:** sets the size of the reverb effect

**PRESETS**

Click the “Save” button to change the current configuration as a preset