

# User Manual (EN)



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# Changelog

## 01/05/2019 – ToneZ v1.2

- Fix GUI & preset issue in FL after reloading the .flp / reopening the GUI
- Add VST3 version for Windows
- Add an update checker in the “about” menu
- Add a Panic button (the ToneZ logo on top right is now a Panic button)
- Add inverting filters when envelope amount slider is set to a negative value
- Add preset pack shortcut from the “about” button
- Fix Sample Rate issue when other than 44100Hz
- Fix FL listing ToneZ as “Effect”

## 14/04/2019 – ToneZ v1.1.1

- Fix comboboxes not saving their states in some DAW (Ableton)

## 11/04/2019 – ToneZ v1.1

- Fix glitch with OSC PAN at 100%
- Fix many MIDI glitches, missed events, stopped events
- Add a EXP/LIN button on the envelope to switch between Exponential/Linear curves
- Public release of the Mac OS version (VST / AU)

## 27/03/2019 – ToneZ v1.0.1

- Fix FL glitches, ToneZ is now 100% working in FL
- Better scaling of the presets in the list box
- Use relative path for resources

## 20/03/2019 – ToneZ v1.0

- Public release of ToneZ

## 1. Behind ToneZ

**ToneZ** is a free & open source synthesizer developed and designed by the French DJ/Composer [TONITO RMX](#).

The tracks "[Lost Legacy](#)", "[After Vibes](#)" as well as the presets provided, showcase what can be done with the synth.



**ToneZ** was developed using [Cabbage](#) framework. It is based on Csound audio synthesis language.

Many thanks to Rory Walsh for the help & support, and Iain Mc Curdy for the audio plugin examples.

**Thank you for using ToneZ!**

**Have fun & share it with your friends!**



## 2. Installation & DAW compatibility

### 2.1 Installation

#### 2.1.1 Windows (64-bit VST / VST3)

➔ **Make sure to close all your DAW before installing ToneZ**

To install ToneZ 64-bit VST<sup>1</sup>, after downloading the .zip file, extract the setup (.exe) file, run it and follow the wizard, you can choose the path where ToneZ 64-bit VST will be installed (default path is C:\Program Files\Steinberg\vstplugins\ToneZ)

If chosen, the VST3 version will install in C:\Program Files\Common Files\VST3

#### 2.1.2 Mac OS (VST / AU)

➔ **Make sure to close all your DAW before installing ToneZ**

After downloading the .zip file, there are 2 choices :

- ToneZ.vst : This is the VST plugin, just drop it where your DAW expect VST plugins.
- ToneZ.component : This is the AU plugin, just drop it where your DAW expect VST plugins.

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<sup>1</sup> VST is a trademark of Steinberg Media Technologies GmbH.

## 2.2 DAW compatibility

ToneZ was tested in the following DAWs, if it works (or if you have issues) in other DAWs, let us know on [Discord](#).

### 2.2.1 Windows (VST)

- **FL Studio** : 100% working (If you used ToneZ v1.0 before, make sure to **DISABLE** “Use fixed size buffers” in the VST wrapper)
- **Ableton** : 100% working
- **Reaper** : 100% working
- **MuLab** : 100% working
- **Cubase** : 100% working
- **LMMS**

**Known Issue:** Blinking Comboboxes when clicked.

**Solution:** Don't click on the boxes, use instead the little knobs in the arrows of the boxes to change their content.

*Example of a combobox with the knob on arrow (on the right side):*



### 2.2.2 Mac OS

- **Ableton (VST/AU)** : 100% working
- **Logic Pro (AU)** : 100% working
- **Garageband (AU)** : 100% working

### 3. Oscillators

**ToneZ** provides 4 oscillators, they all work the same way and are independent from each other:



**OSC1, 2, 3, 4:** Tabs to switch between oscillators.

**Waveform selection boxes:** The box on the left defines the main waveform of the oscillator, 8 different waveforms are available:

- Saw
- Sine
- Triangle
- Square
- Pulse
- 6 special waves
- White Noise

The box on the right defines the secondary waveform.

**Morph:** Morphing level between the two waveforms. (by default, Morph is at 0%, which means only the waveform of the left box is taken into account) (Note: White noise cannot be morphed)

**Voices:** Number of voices played when the user hits a note, each oscillator can go up to 8 voices.

**Volume:** Volume of the oscillator.

**Detune:** Controls how much voices are detuned from each other.

**Width:** Controls the spreading of the voices in the stereo field.

**Octave:** Changes the octave of the oscillator

**Semi:** Changes the semitone of the oscillator

**Cent:** Changes the cents of the oscillator

**Retrig:** Retrigger of the oscillator. Makes all the voices start at the same spot of the waveform.

**Phase:** Only when retrigger if enabled. Controls the starting point of the waveform.

**Pan:** Change the panning of the oscillator

## 4. Envelopes

**Tonez** provides 4 multi-purpose ADSR envelopes. They can be used to control oscillators amplitude, pitch, morph or filter cutoff. The 4 envelopes work the same way.

### 4.1 Amplitude envelope

In any of the 4 envelopes, if the “Amp” button is selected, the envelope will act as an amplitude envelope, and will modulate the volume of the selected oscillators.



**ENV1, 2, 3, 4:** Tabs to switch between envelopes.

**Amp, Pitch, Morph, Filter:** Buttons to choose the kind of envelope desired.

**OSC1, 2, 3, 4:** Buttons to choose the oscillators modulated by the envelope.

*ie: in the screenshot above, “Amp” and “OSC1”, “OSC2”, “OSC3”, “OSC4” are enabled.*

*→ ENV1 is an amplitude envelope and will modulate OSC1, OSC2, OSC3, OSC4 volume.*

**A:** Attack time.

**D:** Decay time.

**S:** Sustain level.

**R:** Release time.

**EXP/LIN:** Defines the curves of the envelope (Exponential/Linear)

**Amt:** Controls the amount of envelope applied to the signal.



## 4.2 Pitch envelope

In any of the 4 envelopes, if the “Pitch” button is selected, the envelope will act as a pitch envelope, and will modulate the pitch of the selected oscillators.



*Note: in the screenshot above, “Pitch” and “OSC1” are enabled.*

→ ENV2 is a pitch envelope and will modulate OSC1 pitch.

## 4.3 Morph envelope

In any of the 4 envelopes, if the “Morph” button is selected, the envelope will act as an morph envelope, and will modulate the morph of the selected oscillators.



*Note: in the screenshot above, “Morph” and “OSC1” - “OSC2” are enabled.*

→ ENV2 is a morph envelope and will modulate OSC1 and OSC2 morph.

## 4.4 Filter envelope

In any of the 4 envelopes, if the “Filter” button is selected, the envelope will act as a filter cutoff envelope, and will modulate the first filter cutoff of the selected filter units.



**FILTER1, 2:** Buttons to choose the filter cutoff modulated by the envelope.

Other controls are the same as the Pitch envelope.

*Note: in the screenshot above, “Filter” and “FILTER2” are enabled*

→ ENV3 is a filter cutoff envelope and will modulate filter2 cutoff. (filter 2.1 > Cut2.1)

## 5. Filters

**ToneZ** provides 2 filter units.

Each unit provides 2 filter working in serial.



**FILTER1, 2:** Tabs to switch between filter units.

**OSC1, 2, 3, 4:** Buttons to choose which oscillator will go through the 2 filters of the unit.

→ If an “OSC” button is selected in both, FILTER1 & FILTER2 units it will go through Filter 1.1 > Filter 1.2 > Filter 2.1 > Filter 2.2

**Filter A:** Controls the types of filter, 4 types are available:

- LP3 - 3 pole low pass filter (18 dB/octave)
- LP2 - 2 pole low pass filter (12 dB/octave)
- HP - 2 pole high pass filter (12 dB/octave)
- BP - 2 pole band pass filter (12 dB/octave)

**Cut:** Controls the cutoff frequency of the filter.

*Note: When an envelope is set to control filter cutoff, only the first filter of the selected filter unit will be affected.*

**Res:** Controls the resonance of the filter

**Keytrack:** Controls the keytracking of the filter: higher notes will open the filter more than lower notes

*le: In the screenshot above “OSC1” and “OSC2” are enabled*

→ OSC1 and OSC2 will be affected by FILTER1 unit:

*First: the signal will go through “Filter 1.1” (low pass in this case)*

*Then: the output signal from the “Filter 1.1” will go through “Filter 1.2” (high pass in this case)*

## 6. LFOs

**ToneZ** provides 2 Low Frequency Oscillators (LFO).

They can be used to control oscillators amplitude, pitch, morph or filter cutoff. The 2 LFOs work the same way.



**LFO1, 2:** Tabs to switch between LFOs.

**Amp, Pitch, Morph, Filter:** Buttons to choose the kind of LFO desired:

- Amp : Amplitude, the LFO will affect the volume of the selected oscillators,
- Pitch : the LFO will affect the pitch of the selected oscillators,
- Morph : the LFO will affect the morph of the selected oscillators,
- Filter : the LFO will affect the filter cutoff of the first filter of the selected filter unit.

**OSC1, 2, 3, 4:** Buttons to choose the oscillators affected by the LFO.

*Note: When a LFO is set to control filter cutoff, only the first filter of the selected filter unit will be affected.*

**Shape:** Shape of the LFO, 6 shapes are available:

- Sine
- Triangle
- Square
- Saw Down
- Saw Up
- Random

**Gain:** Controls the level of variation of the LFO.

**Rate:** Controls the speed of the LFO.

**Amt:** Controls the amount of the LFO applied.

## 7. Effects

ToneZ provides 6 Effects: Distortion, EQ, Chorus, Delay, Reverb and a Compressor

### 7.1 Distortion



**ON/OFF:** Enable/Disable the effect.

**Power:** Distort the signal (powershape distorsion).

**Saturator:** Apply saturation to the signal (more subtle than “Power”).

**Bit Crusher:** Reduce the bit depth of the signal.

**Foldover:** Apply sampling rate foldover effect to the signal.

**Volume:** Controls the volume of the distorted signal.

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect).

### 7.2 Equalizer



**ON/OFF:** Enable/Disable the effect.

**Low:** Controls the frequency of the equalizer (Low shelf).

**Gain:** (on the left) Controls the gain of the equalizer (Low shelf).

**High:** Controls the frequency of the equalizer (High shelf).

**Gain:** (on the right) Controls the gain of the equalizer (High shelf).

**Volume:** Controls the volume of the equalized signal.

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect).

### 7.3 Chorus



**ON/OFF:** Enable/Disable the effect.

**Rate:** Controls the speed of the chorus effect.

**Depth:** Controls the intensity of the chorus effect.

**Offset:** Controls the offset between the right and left stereo channel.

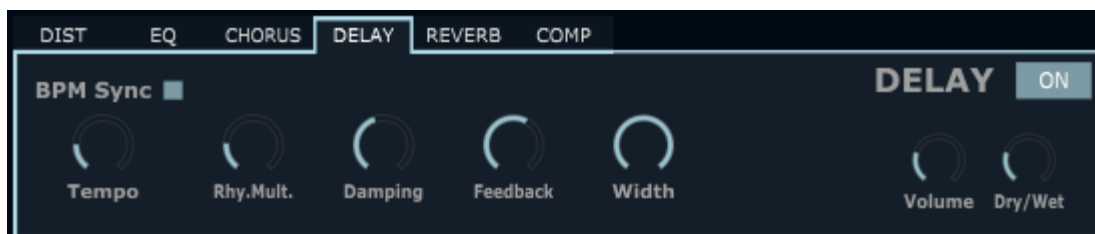
**Width:** Controls the stereo width of the chorus. Setting it to 0 will make the effect mono.

**Volume:** Controls the volume of the chorused signal.

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect).

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect)

### 7.4 Delay



**ON/OFF:** Enable/Disable the effect.

**BPM Sync:** When enabled, the tempo of the delay effect will be synced with the host tempo, otherwise it will use the “Tempo” knob.

**Tempo:** Only when “BPM Sync” is disabled, controls the tempo of the delay.

**Mult:** Tempo multiplier/divider

**Damping:** Controls the diffusion of high frequencies

**Volume:** Controls the volume of the delayed signal.

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect)

## 7.5 Reverb



**ON/OFF:** Enable/Disable the effect.

**Type:** Choose the type of reverb :

- “L” is more focused on Low frequencies
- “H” is more focused on high frequencies

**Size:** Controls the size of the reverb

**Pre-del. :** Controls the delay before the reverb

**Damping:** Controls the diffusion of high frequencies

**Pitch Mod:** Only available for “type 0”, modulate the pitch of the reverb

**LPF :** Low pass filter of the reverberated signal

**HPF :** High pass filter of the reverberated signal

**Volume:** Controls the volume of the reverberated signal.

## 7.6 Compressor



**ON/OFF:** Enable/Disable the effect.

**Threshold:** Set the threshold of the compressor

**Attack:** Controls the attack of the compressor

**Release:** Controls the release of the compressor.

**Ratio:** Ration of the compressor.

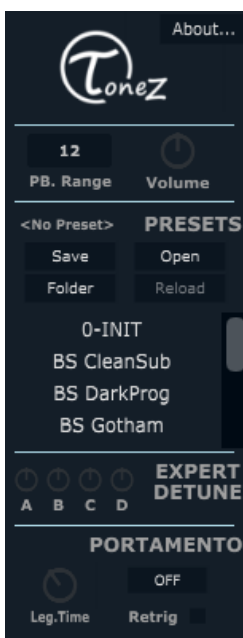
**Low Knee:** Low knee of the compressor.

**High Knee:** High knee of the compressor.

**Volume:** Controls the volume of the compressed signal.

**Dry/Wet:** Controls how much of the effect is applied to the signal (Dry, 0% means no effect – Wet, 100% means full effect).

## 8. Control section



The part on the right of the synthesizer is the control section: it groups all the buttons/parameter that will affect the whole synth.

The ToneZ logo acts like a Panic button when clicked.

**About:** Open the “About” tab, where useful links are.

**PB. Range:** Controls the range of the pitch bending (when pitch is modified by a midi-keyboard/DAW pitch parameter of the host).

**Volume:** Master volume of the synth.

**Expert Detune:** Adjust the detune of the voices of all the oscillators, 2 by 2.

Try to tweak them on 8 voices supersaws to adjust the detune, learn from the presets – try with and without, experiment!

## 8.1 Portamento

**Poly/Mono:** By default ToneZ is in Polyphony Mode (poly), there is no portamento and several notes can be played at the same time.

If turned to “Modo” mode, only one note can be played at the same time, and portamento is enabled.

**Leg.Time:** Legato time, controls the speed of the portamento.

**Retrig:** If enabled, when mono mode is enabled, envelopes will retrigger each time a new note is played. For a glissando effect, keep the option disabled.

## 8.2 Presets

ToneZ is provided with several presets, to showcase the possibilities of the synthesizer and guide new users. Double click on a preset from the preset box to load it into ToneZ.

**Save:** Save a preset into a .tzip file (share this file to share the preset with others).

**Open:** Load a preset from a .tzip file.

**Reload:** Reload a preset to its original state (available only in your current DAW session)

**Folder:** Choose the preset folder to display the presets in the preset box. (by default, the preset folder is “C:\ProgramData\TONITORMX\Tonez\presets” (or directly in the .vst, .component for Mac OS)