

X-WoF II

X-Wheel of Fortune II
Freeware by H.G. Fortune

Quickstart / Manual



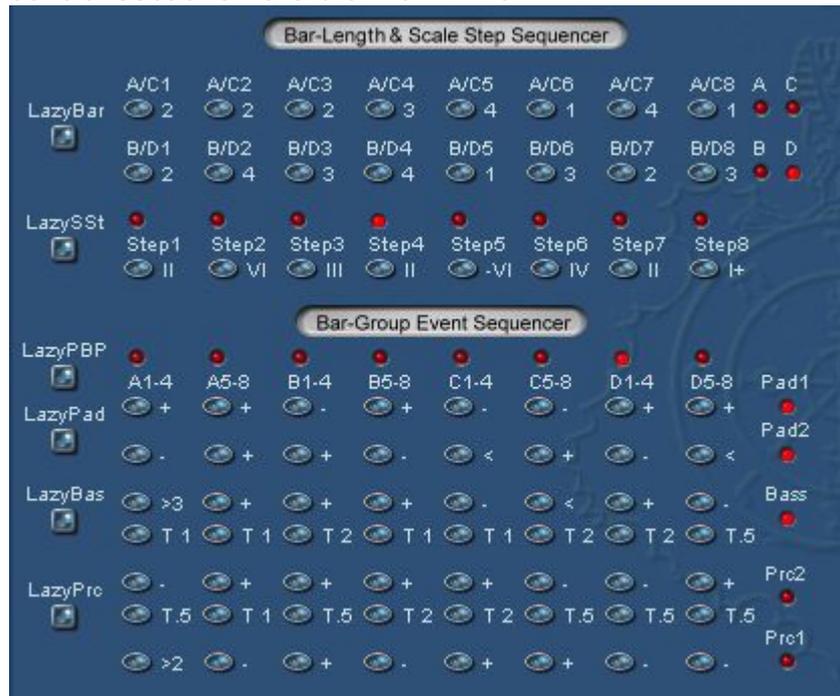
X-Wheel of Fortune II is an integrated, partly algorithmic VSTi music system for creating tracks based on 5 instruments-parts: Pad 1 synthesizer, Pad 2 synthesizer, Bass synthesizer, Perc1 (HiHat) and Perc2 (various percussion instruments). Each patch/preset is actually a complete musical track which can be arranged quite easy by means of the inbuilt sequencers, 12 different musical scales and harmonical steps within these scales. X-WoF II (for short) could also have a subtitle like 'Easy Track Creator' or so.

This music system will be useful for all types of electronic music esp. ambient or experimental and as there is a harmonical structure you can also use it to jam along even in live situations.

There are 32 editable presets/patches available which will take you more than three hours when listening from 1st to end of last one.

Quickstart: everything is easy if you know a few essentials!

The sequencer/control sections - the brain of X-Wof II:



The Bar-Length & Scale Step Sequencer:

There are two rows to set up the length of the chords for both pad parts in number of bars to be played - ranging from 1 to 4 bars. Both rows are played in succession two times A and B then C and D indicated by the four LED to the right.

The next row serves to set up the harmonical steps from the selected scale (see below) in Roman numerals (I=1, II=2, III=3, IV=4, V=5, VI=6, VII=7, I+= 1 octave up, also -VII, -VI, -V and -IV). Due to this system chords will be played in a musical harmony.

The Bar-Group Event Sequencer is giving you control what parts are playing in sections of A1 to D8 for a range of 4 barsteps each. There are five parts: 2 Pad-parts, 1 Bass-part, 1 Prc2-part for various percussion instruments and 1 Per1-part for HiHat-like sounds. Even more: for the Bass and Prc2 part you can determine a different subtempo for faster and slower periods in a track.

Explanation of signs within the Bar Group Sequencer:

- this bar group is muted
- + this bar group will play (is active)
- < start one bar before this group
- >2 start on 2nd bar (only on bar group A1-4)
- >3 start on 3rd bar (only on bar group A1-4)

T.5 is half subtempo, T 1 is normal subtempo and T 2 is double subtempo for Bass and Perc 2
Due to this system of two sequencer groups you can have quite a lot variation within a track in muting/activating certain parts

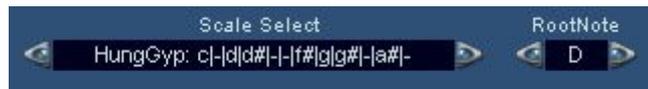
The Main-Control:



Coarse is used for coarse tempo setting while the knob is for a detailed setting. Tempo can be used from Internal or Host clock. Run/Stop is obvious. On PrgChng you can set the machine to stop playing on Program change. Mode:A-D Loop for playing the range from A to D until You stop, while Loop+ uses the Lazy-function to provide new values to the Bar-Length & Scale Step Sequencer ;-) and Stop finishes playing after D8.

Select a scale & RootNote:

As indicated above you may select one of 12 different musical scales to be used for your track and set a RootNote. Due to this setting the chords and bass-variations will be based on.



The 12 scales are (see Appendix for details):

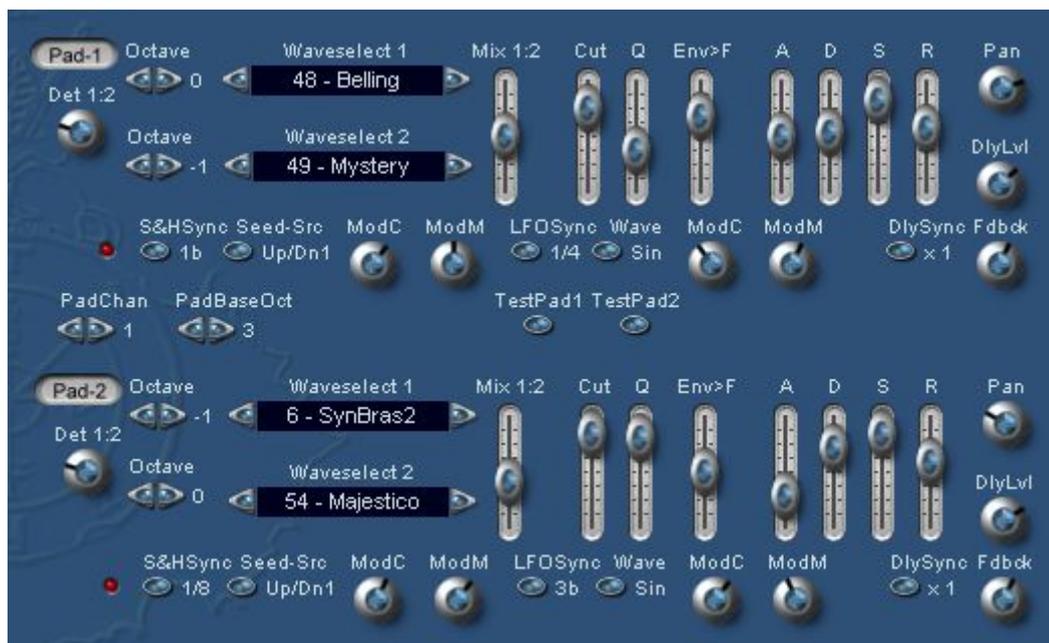
Major, Minor, HrmMinor, Blues, Ravel,,Enigmatic, Javanese, Romanian, Hung(arian)Gypsy, Arabian, Lead(ing)WholeT(one), H(a)rm(onic)Major. (Note: within X-WoF II Pro there will be a lot more scales!)

The Output Mix / Part select section:



The buttons below the labels serve to switch between the display of the corresponding sections: Pad 1 & 2 (on Startup), Bass and Perc(ussion) Prc1 and Prc2

The Instrument parts:

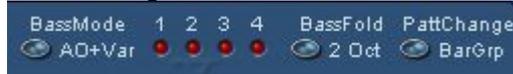


Both pad parts are the same and what is probably most important to be known here is you can edit the Pad-Parts via MIDI-KB:

use Stop-Mode, set A1-4 for Pad1 to + (this one is active then) and Pad2 to - (that's muted now!) - of course viceversa if you want to edit pad part 2; check if MIDI-Channel of KB and PadChan match (MIDI-In port of host active?) that's the only reason why this Chan selector is there. The switch for PadBaseOct allows you to select a base octave for both pad parts while each oscillator can be switched from -2,-1, 0 and 1 octave setting relative to base octave. Alternatively you can use the TestPad1 and TestPad2 buttons but there is need to switch A1-4 to + or - to activate or mute the other pad. So this offers the option to check both pads the same time. Changing RootNote needs switching on/off again to be heard.

Take a bit care when using the mod-knobs as best results are achieved by subtly interacting mod-amounts by S&H and LFO in order to have vivid pads played on a timed range up to 4 bars. Keep also in mind that lowering the Env(elope)-amount on Filter (Env>F) will give more room to mods from S&H and LFO to Filter. Also the Mod to mix between oscillators will provide nice results if carefully adjusted. Mod knobs and Env>F slider have a range from - 0 + (not 0 to max).

For the bass part there is an additional setting:



BassMode to switch between playing alternating octaves or alternating octaves with variations on 3 and 4 BassFold allows you to keep the bass with the low range as higher notes (from 1.5, 2 and 2.5 octaves up) will be transposed down by 2 octaves. You can also disable this neat little feature. By PattChange you can determine how more or less the bass-pattern will change during playback: on BarGr(ou)p, Barstep, Var1 & 2.

The Bass section:



What is important to be known here:

There is a quite unique feature to Bass (and Perc2) section as the amount of delay-level is controllable by tempo! Thus at a tempo .5 set at the bargroup sequencer you'll have more amount of delay while at multiplicator 1 and 2 there will be less 'echoes'!! Turning the T>Del knob to right decreases the amount of delay-level corresponding to tempo. While T>Dec modulates the Decay of Envelope depending on tempo.

To edit the bass section you can use the Test On button (in Stop-mode) and even select a pattern which is played while you can tweak the settings. (Give thanks to Vera for requesting this feature.)

The Percussion section



The Prc1-HiHat is based on a noise generator with modulated Filter and a separate delay.

Prc2 is based on sampled instruments within a Soundfont (SF2-file). This section is in some way simplified as of X-WoF but it is offering a more convenient way to select and edit each percussion instrument. Use the Test button to activate continuous repetition of an instrument to tweak it in pitch, Delay level, Tempo-mod on Delay level, pan and volume. DlyGrv adds a certain Groove-factor to the delay as it shifts the tempo. Also there is a pitch modulation for a more humanlike or vivid playback.

Please take into consideration the DlyLv and T>Del knobs are interacting. With T>Del you have an adjustable control on the level of the Delay amount thus in order to have no delay at all this T>Del knob has to be set to zero also (down leftside).

Use of Test-Buttons is best in Stop-Mode (Sequencer not running).

These are the essentials to be known about X-WoF II.

Explicit thanks go to:

Vera Kinter for doing the graphic design and patches,
Ralph Phraner for bugreporting and supplying additional info

This VSTi was created with SynthEdit by Jeff McClintock using two further modules by David Haupt and Lance Putnam - thank you guys ;-)

Have fun
 H.G. Fortune
www.flomo-art.de/se

More VSTi by H.G. Fortune: STS-17 Transition Synthesizer, Swamp Timbre Modulation Synthesizer, ASET-2121 Mythospheric Space Synthesizer and the X-WoF series of Magic Music Machines.

Watch out for the enhanced version X-Wheel of Fortune II Pro!

Further tracks by H.G. Fortune's algorithmic work will be made available here:
<http://www.hgf-algorithmics.net.tc/>

Appendix I:

Possible scale steps selectable within X-WoFII (example on Major scale)

Scale	f	f#	g	g#	a	a#	b	C	c#	D	d#	E	F	f#	G	g#	A	a#	B	C1	
Major	-IV	-V	-	-VI	-	-VII	I	-	II	-	III	IV	-	V	-	VI	-	VII	I+		

You can set scale steps from -IV to I+ , in this example from f to C1 covering about one and a half octave. So the notes in the Bar step sequencer can 'move' around the rootnote approx. minus a half octave and 1 octave up.

You may ask, what is the musical use these of scale steps? In any key, a typical musical cadence might start with a Supertonic chord (II), then move next to a Dominant (V), before resolving to a Tonic or Root chord of the key (I). There are many other cadence formulas, (such as IV II V I, or II VII I, or II VI V I, ... etc.) and their use is similar. They punctuate or announce the completion of a musical phrase. If you have questions, there are many sources for further study of musical harmony. (by Ralph Phraner)

12 scales are used within X-Wheel of Fortune II with corresponding scale steps (I-VII)

Scale	C	c#	D	d#	E	F	f#	G	g#	A	a#	B	C	different name(s)
Major	I	-	II	-	III	IV	-	V	-	VI	-	VII	I	Ionian (C Maj)
Minor (natural)	I	-	II	III	-	IV	-	V	VI	-	VII	-	I	Aeolian (E Maj) / Algerian
Harmonic Minor	I	-	II	III	-	IV	-	V	VI	-	-	VII	I	Mohammedan
Blues	I	-	-	II	III	IV	-	V	-	VI	VII	-	I	-
Ravel	I	II	-	III	IV	-	V	-	VI	-	VII	-	I	Super Locrian
Enigmatic	I	II	-	-	III	-	IV	-	V	-	VI	VII	I	-
Javanese	I	II	-	III	-	IV	-	V	-	VI	VII	-	I	-
Romanian	I	-	II	III	-	-	IV	V	-	VI	VII	-	I	-
Hungarian Gypsy	I	-	II	III	-	-	IV	V	VI	-	VII	-	I	-
Arabian	I	-	II	-	III	IV	V	-	VI	-	VII	-	I	Maj. Locrian
Leading Whole Tone	I	-	II	-	III	-	IV	-	V	-	VI	VII	I	-
Harmonic Major	I	-	II	-	III	IV	-	-	V	VI	-	VII	I	-

Appendix II:

You can use different Soundfonts (.SF2 files) within the Perc2 part but these have to meet a two basic rules:

1. each percussion instrument is a **melodic preset** within a soundfont
2. the range for the sample to be played should be -2 oct and +2 oct from MIDI note 60 (C3).

There is a freeware program Viena (note: only one *n* !) by Kenneth Rundt allowing you to edit Soundfonts without the need of having a special Soundblaster (tm) Soundcard installed.

Known bugs: loading a single patch program (*.fxp) to first program number (and only there) may change the waveform of the oscillators. This does not apply when loading a patchbank file (*.fxb)! This has to be fixed in the development-environment.

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