

Phobia StationTM

Reference Guide



Global Settings and Waveshaping Functions

Play Modes



Retrig causes Phobia Station™ to use the envelope generators each time a key is pressed, regardless of whether or not you're 'gliding' the notes. The **Glide** dial adjusts the length of the pitch bend when you hold one key while play another. (portamento) In its leftmost position Glide is deactivated.

Fatness



by increasing the **Volume** knob's volume level and/or using the **Boost** control. **Warning: Always turn the Volume knob to an extra low setting when editing or creating sounds – this will help protect your audio playback hardware.**

Fatness does just what it says it does: It makes your sound extra fat. It can be adjusted from no effect in its leftmost position to maximum fatness in its rightmost position. **Note:** The signal's strength decreases as you increase the strength of the fatness effect. You may need to compensate

Waveshapers



Buzz Mode and Distort both have the same goal: To mangle your sounds. They achieve this by clipping the signal, quantizing the signal, and/or running the signal through a waveshaper.

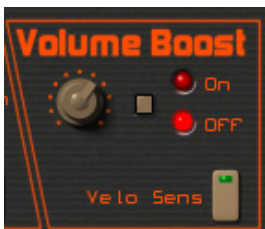
The effects of Buzz Mode and Distort are applied right before the signal is output; that is, they are applied after the Filter envelope, EQ, and Amp envelopes.

Clipper functions are controlled by the Hi, Lo, and Lvl sliders. This effect is based on the 'voltage' of the incoming signal. The Hi and Lo sliders control the high and low tones of the clipped signal respectively. The overall level of the effect is controlled by the Lvl slider. Use the Lvl slider to boost the signal when doing extreme clipping. The button to the right of the sliders is a bypass button – the effect is only active when the green LED is lit.

Quantizer is located under the clipper controls, sliding it to the right increases the amount of the effect which often referred to as a "Bit Crusher." To the right of the Quantizer control is a bypass button – the effect is only active when the green LED is lit.

Distort is just your average distortion/overdrive effect with gain and level controls. This effect also includes a Bypass button.

Volume Controls

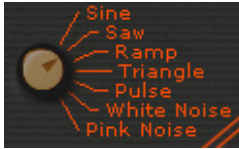


Phobia Station™ includes the standard volume and velocity controls as well as a volume boost button which can be used in conjunction with Buzz Mode, when you're doing extreme EQing, or any other time you need to increase the overall level.

Warning: The Boost control can create extremely loud sounds. Use it with caution. (We suggest turning the volume knob to its leftmost position before activating the boost control to prevent damage to your audio playback hardware.)

Waveform and Pitch Controls

Waveform



All the standard waveforms are available in Phobia Station™.

Available Waveforms:

Sine
Saw
Ramp
Triangle
Pulse
White Noise
Pink Noise

Hasher



The **Hasher** slider reshapes the waveform before it hits the Filter, EQ, Amp, and/or Buzz and Distort functions.

The Hasher has no effect in its leftmost position.

Use the Hasher to create Square waves as well as other waveforms that defy an accurate description.

Pitch Control



Phobia's pitch controls consist of an **Octave** selector and **Detune** controls for both Waves A and B.

Detune comes in handy for creating what is often referred to as a 'beating' or the "out of phase" sound when you combine multiple waveforms and then detune one or both of the oscillators.

EQ Filter and Amp Envelopes

Filter



The filter banks provide complete control over Phobia's low pass filters. Phobia uses a 4 pole low pass filter.

Envelope:

Flt: This is the "starting point" of the filter.

Rez: Filter Resonance

Atk: Attack speed – the time it takes for the envelope to reach it's peak from the 'Flt' setting.

Dec: Decay – the time it takes for the envelope to reach the 'Sus' level from the 'Atk' level.

Sus: Sustain – the final level of the envelope.

Rel: Release – this is the amount of time it takes for the envelope to reach zero once the key has been released.

Lvl: Envelope level – this is the "strength" of the filter.

Amp



The Amp section provides the same kind of envelope controls as the filter section but applies them to the sound's amplitude.

The Amp section also has a 3 band EQ which can be turned on or off.

EQ:

EQ Button: turns the EQ on or off.

Lo, Mid, Hi: The top knobs control the frequency range and the bottom knobs control the gain.

Envelope:

Atk: Attack speed – the time it takes for the envelope to reach its peak from a level of zero.

Dec: Decay – the time it takes for the envelope to reach the 'Sus' level from the 'Atk' level.

Sus: Sustain – the final level of the envelope.

Rel: Release – this is the amount of time it takes for the envelope to reach zero once the key has been released.

Mix: Envelope level – this allows you to adjust the overall volume of each channel.

Modulation

Modulation Wheel



The **Mod Wheel** control allows you to select the destination routing for your keyboard's modulation wheel. Almost every control parameter in Phobia can be accessed with the modulation wheel. (See table below.)

The **Range** knob allows you to set the maximum amount of modulation applied to the destination. This is important, as modulating some parameters too far can produce undesirable results. Of course, you may want to produce a bad sound if you're one of those rivet-head types.

LFO



Phobia Station™ has a dual LFO system that features the ability to set LFO 2 to modulate LFO 1.

Both LFO's have extensive modulation routing possibilities. The LFO's have numerous source shapes and destinations.

<u>LFO Modulation Sources:</u>	<u>LFO Destinations:</u>	<u>Mod Wheel Destinations:</u>
Sine	Pulse Width A	Hasher A
Saw	Pulse Width B	Hasher B
Ramp	Amp A+B	Hasher A+B
Triangle	Hasher A	Distort Gain
Pulse	Hasher B	Quantize
White Noise	Hasher A+B	LFO 1 Depth
Pink Noise	Pitch A	LFO 1 Speed
	Pitch B	LFO 2 Depth
	Pitch A+B	LFO 2 Speed
	Distort Gain	LFO 1+2 Depth
	Quantize	LFO 1+2 Speed
	LFO 1 Depth (LFO 2 only)	Filter A
	LFO 1 Speed (LFO 2 only)	Filter B
	Filter A	Filter A+B
	Filter B	Filter A Lvl
	Filter A+B	Filter B Lvl
	Filter A Lvl	Filter A+B Lvl
	Filter B Lvl	Res A
	Filter A+B Lvl	Res B
	Res A	Res A+B
	Res B	Clip Hi
	Res A+B	Clip Lo
	Clip Hi	Clip Hi+Lo
	Clip Lo	Off
	Clip Hi+Lo	

Midi Controller Codes

007 – Volume	102 - Rez A
020 - Fatness	103 - Rez B
021 - Buzz Hi	104 - EQ A Lo Freq
022 - Buzz Lo	105 - EQ A Med Freq
023 - Buzz Lvl	106 - EQ A Hi Freq
024 - Quantize	107 - EQ A Lo Gain
025 - Distort Gain	108 - EQ A Med Gain
026 - Distort Level	109 - EQ A Hi Gain
027 - Wave A	110 - EQ B Lo
028 - Wave B	111 - EQ B Med
029 - Octave A	112 - EQ B Hi
030 - Octave B	113 - EQ B Lo Gain
084 - Detune A	114 - EQ B Med Gain
085 - Detune B	115 - EQ B Hi Gain
086 - Hasher A	116 - LFO 1 Source
087 - Hasher B	117 - LFO 1 Destination
088 - Filter A	118 - LFO 2 Source
089 - Filter B	119 - LFO 2 Destination

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