



Crystals V3 - What's new.

General :

Presets

1. You can save and recall up to six Presets per Preset drop-down Menu. There are 11 Preset drop-down Menus - Layer Presets, LFO Presets, Filter Presets, EQ Presets, Chorus Presets, Flanger Presets, Phaser Presets, Rotator Presets, Delay Presets, Space Presets and Reverb Presets.
2. It's also possible to save and load all the six Presets as a Bank, in the various Preset dropdown menus, as an external/independent file to the HD.
3. With the Preset drop-down Menu, you can also reset all the settings of the relevant knobs and buttons.
4. All buttons and knobs can be MIDI controlled.

Mouse Over Help

All knobs/buttons/menus have "Mouse Over Help" that appears in the Info Pane.

The Settings Panel :

1. Player/Public Keyboard Perspective.
2. Keyboard Spread control. (How wide each key on the keyboard is spread in the stereo perspective).
3. Keyboard Velocity control. (If velocity is selected for controlling the volume on the main page).
4. A very advanced Pitch Wheel control. Here you have independent Up/Down controls (bipolar), that also can be Linked (for easy normal behavior). And on top of that, a special setting that only bend the last played note.
5. You can select the CC# that will control the Volume and LFO. (Default is - CC# 11 for Volume, and CC# 1 for LFO)
6. The Singing and Granular Crystals have a button called Pre Filter On/Off. This button turns the fixed predefined High Pass Filters on/off.
7. Freely assignable Key-Switches for all the Layer buttons.

The Instrument Panel :

On the Main Page :

1. You can adjust the Sample Start (up to 100 ms). (This is not the case on the three looped instruments - Singing, Granular and Long Bowed).
2. Volume can either be controlled by Velocity or CC# 11 (or whatever CC# is selected on the Settings Panel).
3. Each Layer can have the Volume adjusted, and be Tuned, Panned and Spread independently (on the Layer Page). Also each column - Vol/Tune/Pan/Spread can be reset independently.

LFO Page :

1. There are two LFOs - the Main LFO and the Sub LFO.
2. Each LFO has five different waves to choose from - Sine, Triangle, Square, Sawtooth and Random.
3. When Square is selected, you can also control the Pulse.
4. The LFOs can be tempo synced, and also phased 90 degrees.
5. The Main LFO can modulate four destinations - Volume, Pan, Pitch and Filter.
6. The Sub LFO can either modulate the Main LFO - Frequency and Pulse (if Square is selected in the Main LFO). Or it can work as an independent LFO, modulating - Volume, Pan and Pitch.
7. The ModWheel CC# 1 (or whatever CC# you select) can control LFOs amount in various ways.

Filter Page :

1. You can choose between three filters - Low Pass, High Pass and Band Pass - either 2 pole, 4 pole or 6 pole version.
2. You can control the Cutoff and Resonance of the filter.
3. You can add Key Tracking to the filter. The knob is bipolar and can be reset to Off by CTRL/Command + Click.
4. Also the filter can be controlled by the Envelope (either simple or advanced) and the Envelope amount can be controlled by velocity.

Performance Page :

1. Here you can control the global Width and Pan of the samples in the stereo field. And control the global volume.
2. Here you also find a special Ping Pong Pan effect. (Each played note is ping pong panned across the stereo field).
3. You can Humanize (random) Timing, Tuning and Velocity.

The Effect Panel :

EQ Page :

The EQ now has a simple/advance option. In the simple mode it's a Bass - Middle - Treble EQ.

Modulation Page :

On the Modulation Page you can choose between four different modulation FXs - Chorus, Flanger, Phaser or Rotator, and control their various parameters.

Delay Page :

Here you control the various Delay settings. The Delay can either be Time based or Sync based.

Space/Reverb Page :

On the Space/Reverb Page you can choose between two different reverberation FXs - Convolution or Reverb.

The Space/Convolution have 18 different IR's that can be loaded into the convolution plugin.



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