

# imp OSC ar

Programmable Music Synthesiser



## Manual

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ALL TRADEMARKS ACKNOWLEDGED

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## 1 OSCar to impOSCar

In these days of affordable, and largely high-quality plug-in instruments, it's easy to forget that many years ago, in the intrepid days of hardware behemoths, things were very different. For example, in the late 1970s the highly desirable Minimoog would set you back a whopping £1500 and only play one note at a time. And even an outlying Minimoog competitor would leave you needing a skin-graft, such was the size of the hole burnt in your pocket.

During this period, and in spite of the fact that every manufacturer's mission was 'affordable monophonic synthesis for all', it was unclear how that could be achieved due to the high component costs.

The big breakthrough came in the UK in 1978 when the first truly affordable monophonic synthesiser was released to an eager but unsuspecting world. Conceived by Chris Huggett and Adrian Wagner, the EDP Wasp, at a price of £199, heralded a new era of synthesis and was undoubtedly responsible for introducing legions of young adults to electronic sound exploration. Of course, in order to bring a synth in at approximately half the price of any competitor certain compromises had to be made, the most noticeable one being a 'toy-like' touch-sensitive keyboard. In terms of sound though the Wasp was far from a toy and featured multi-mode filters, resonance, portamento and three stage envelope generators. Needless to say, it was a huge success and reportedly provided Dave Stewart and Thomas Dolby with their first synths.

After a succession of add-on devices, revised models and increased competition from US and Japanese markets, the EDP collaborators went their separate ways, but in 1983 Chris Huggett resurfaced with a new beast. The radical looking OSCar, resplendent with chunky rubber end-cheeks and front panel dividers, continued the theme started by the Wasp with some notable exceptions.

Primarily, it was certainly not a synth for beginners and it also had a real keyboard - the OSCar was a monster of a synth with a sound to match.

Although often lumped-in with rest of the analogue contingent, in truth, the only thing analogue about the OSCar (and the Wasp) was the sublime filter. Almost every other aspect of it was digital. In terms of features it was positively jam-packed, and included two oscillators containing sine, saw, square, and variable pulse width waveforms. portamento and glissando, a comprehensive arpeggiator, on-board sequencing and a cornucopia of filtering options. The OSCar even boasted a unique additive synthesis feature which allowed users to construct and save their own waveforms using 24 fundamental harmonics. It even had patch storage too! All these features, plus the unique filter separation control and amazing filter overdrive had converged to create a truly magnificent sounding instrument.

So why did the OSCar not become one of the greatest selling synths of all-time and why are they so rare today?

Firstly, in 1983 the OSCar cost £699, only marginally cheaper than Roland's polyphonic Juno 60, and at a time when affordable polyphonic synthesis had succeeded affordable monophonic synthesis as the holy grail it's easy to see why it could be passed over in favour of a chord playing rival.

Secondly, 1983 was the year of MIDI which was notably absent on the first production run of OSCars, although it was quickly added after the first few hundred had been shipped.

And thirdly, the reason for its rarity is simple – there were only around 2000 OSCars produced. However, those fortunate enough to have owned one have always remained convinced that this was one of the world's great synths and their passion has helped elevate this instrument into the realms of synth folklore.

In terms of sound potential, it's difficult to categorise the OSCar. On one hand, by utilising the additive synthesis functions, it was possible for it to sound very digital and harsh. On the other hand, by using the PWM in conjunction with the overdriven filter, screaming leads and corpulent bass sounds were without doubt the order of the day for many.

With regards to its overdriven power, sound designer and programmer Paul Wiffen, who had been a key part of the EDP and OSCar team, recalls that many synth players like Billy Currie and Jan Hammer were putting their synths through distortion pedals to create their own unique sounds, and during development he suggested to Chris Huggett that a similar effect could be achieved by applying an internal overdrive to the filter. Using this feature he came up with an emulation of the classic Ultravox lead which eventually became the OSCar default sound. This turned out to be a clever marketing move too because when he demonstrated the OSCar to Ultravox some months later, the band each bought one to take over tour duties from their now aging ARP Odysseys.

During its life, the OSCar has appeared on countless tracks, acting as the main instrument on Ultravox's Love's Great Adventure, as well as performing bass duties on Stevie Wonder's track, Skeletons, (taken from the 'Characters' album). In fact, the entire world became unwittingly aware of the OSCar sound via its bass on Band Aid's 'Do they Know it's Christmas' in 1985. Returning to slightly more hip territory though, Mark Moore of S-Express used it for the bassline on 'The Theme From S-Express', and it's also appeared on a host of Underworld tracks from 'Rez' to 'Rowla'.

GMEDIA Music has had a long term love affair with the OSCar too. Some time ago Dave Spiers was asked by Underworld to find a back-up for their instrument. This he did but was so taken by its character that he was

unwilling to sell it on – having to find another for the band!

*"After hearing it, my wife insisted that I should keep it, despite the fact that she's usually totally disinterested in synths. After that, the OSCar quickly became part of any programming project I worked on, and in early 2002 after I'd voiced my concern as to how rare and expensive they are becoming to Jon Hodgson, he offered to begin the detailed task of turning it into a virtual instrument."*

*"Of all the monosynths the OSCar has always been very interesting to me, for two main reasons," says Jon. "The first is that it's different – the double filter with separation, the different waveforms, the additive synthesis. It does things in its own slightly unique way and I like that in an instrument. The second is that it's the only one of what you might call the 'old school' of monosynths that I can actually remember seeing adverts in magazines for. I guess it must have been in its last days when I first started getting interested in synths and music, and it certainly was eye catching!"*

Over the ensuing two years the impOSCar was developed by Jon regardless of cost or effort. Capturing the sonic essence and tonal characteristics of the original instrument was absolutely paramount.

Of course, in this day and age it would have been foolhardy not to have incorporated certain new features, such as the ability to sync the tempo of both the arpeggiator and LFO to the sequencer host, as well as adding polyphonic capability, velocity sensitivity and an additional effects section.

Regarding many of the enhancements, Jon comments: *"Many of these, in particular the new filter modes, were achievable on the original OSCar with a scalpel, some wire and a soldering iron, so I don't think it goes against the spirit of the original. In fact I hope people will find that, if anything, many of the enhancements will add to the fundamental character of the original instrument. The OSCar could transmit polyphonically from the keyboard and as a result many musicians wondered what a polyphonic OSCar would sound like – now's their chance to find out."*

So that's the story behind the impOSCar. But given that the sounds and features of this eminent beast are still so highly sought after today, what happened to the team behind the original instrument who provided the inspiration for this plug-in? Well, we're glad to say that they have enjoyed (or perhaps endured) long careers within the Musical Instrument Industry. Paul Wiffen is now an Apple consultant in the UK, as well as being a highly respected industry journalist, whilst Chris Huggett went on to develop operating systems for Akai Samplers and, more recently, heads the design team for Novation.

### An Appeal – Please support developers, not pirates.

If you're reading this from the printed manual, the chances are you paid for this software and as such we'd like to say a heartfelt thanks. The money that we receive from sales of the impOScar will be channelled back into further development projects and used to create other interesting and valid musical products. However, if you did not pay for this please take the time to understand the implications of piracy for small companies such as ourselves. This product took almost two years to produce and has involved the small development team in many personal and financial sacrifices – Nonetheless we have tried to keep the cost of the instrument at a realistic level and make the copy protection as unintrusive as possible. As such we would kindly ask you not to support the pirates and not to post the impOScar on any newsgroup or P2P group. Many thanks.

#### OScar web resources.

[www.airburst.co.uk/oscar/intro.htm](http://www.airburst.co.uk/oscar/intro.htm)

[www.sospubs.co.uk/sos/sep99/articles/oscar.htm](http://www.sospubs.co.uk/sos/sep99/articles/oscar.htm)

[www.sonicstate.com/synth/osc\\_oscar.cfm](http://www.sonicstate.com/synth/osc_oscar.cfm)

#### OScar book resources.

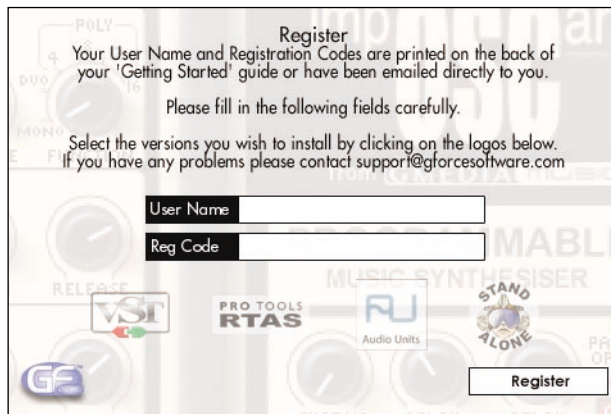
A-Z of Analogue Synthesisers (Part Two. N – Z) – Pete Forrest

Vintage Synthesisers – Mark Vail.

## 2

### Installing the impOScar

Included on the Master CD are multiple versions of the impOScar. The impOScar installer allows you to install any or all versions via a single installer; one for Mac and one for PC. Insert the impOScar Master CD into your CD ROM drive and select the impOScar installer applicable to your machine type, PC or Mac.



Mac installer shown.

During installation 14 sound banks, each containing 36 Presets, will be installed to your desktop, these can be moved to a location of your choice. Along with the sound banks an additional file, impOScar.hrm (or impOScarAU.hrm) is installed. This file holds information about the User Waves (see page 18). Upon first use the impOScar creates an additional impOScar.sup (or impOScarAU.sup) file. The impOScar.sup file contains general configuration information and works with all impOScar versions. This file is especially useful for creating and sharing various controller maps.

Full information about the impOScar.sup and impOScar.hrm files, MIDI Learn and Drag and Drop capabilities can be found in the impOScar Extras section.

#### Special note for Mac users about .fxb sound files:

During installation the impOScar sounds are installed to your desktop in a folder called "impOScar". You can load the fxb's by dragging and dropping one of the files to the impOScar GUI.

See impOScar Extras for additional sound loading information.

## 3

### Registration

Please take the time to register your impOScar on-line at [www.gforcesoftware.com](http://www.gforcesoftware.com)

Registration is required to receive free technical support.

## 4

### Loading Sounds

#### Cubase

impOScar sounds are loaded and saved as Banks. To load a Bank simply click on File>Load Bank, navigate to the impOScar folder and select the desired Bank. Once a Bank has loaded you can use the normal Cubase Patch Management system to scroll through each sound.

#### Logic (see impOScar Extras for loading AudioUnit sounds)

Use the 'Load Settings' function to import an impOScar Bank. Once this has loaded you can select a sound via the program window.

NOTE: THE STANDALONE VERSION HAS NO ABILITY TO SAVE SOUNDS AT PRESENT.

## Oscillator Controls

### OSC1 Waveform Knob

Because the Oscillators on the OSCar were digital they were referred to as OSC1 and 2 (as opposed to VCO 1 and 2). OSC1 contains the following waveforms: Triangle, Sawtooth, Square, Variable Width Pulse, Pulse Width Modulation, Full Organ, Harpsichord, Strong Lead, Double Pulse, Gritty, UserWave1 and UserWave2. The waveform selected is displayed in the blue screens above the Waveform Knobs.

*NB. When selecting either UserWave1 or UserWave2, for either OSC1 or OSC2, the waveform used will be that created and selected from within the USER WAVES section.*

### OSC2 Waveform Knob

Features exactly the same waveforms as OSC1 but, whereas with OSC1 you can simply select a waveform shape, OSC2 offers a few more options listed as follows:

#### OSC2 Oct Shift Knob (OCT SHIFT)

This allows you to change the octave position of OSC2 across a six octave range.

#### OSC2 Transpose Knob

Allows transposition of OSC2 by either - or +7 semitones.

#### OSC2 Detune Knob

This enables you to detune OSC2 against OSC1 in order to create 'thicker' or 'chorus' type sounds.

#### Pulse Width Knob (PW)

Provided either one, or both, Oscillators are using Pulse Width or Pulse Width Modulation waveforms, this knob applies an independent LFO to the waveform(s) in order to modulate them. Turned to the left, the PW Knob will have a minimal effect and will create a more 'hollow' sound. As this knob is turned further to the right it will create a 'thicker' sound as a result of the increase in modulation.

#### Octave Transpose LEDs

Clicking on the red lights will transpose both Oscillators globally. Use this in conjunction with the OSC2 transpose knobs to create relative transpositions.



## Wheels Section

### Bend Knob

This allows you to determine the effect the pitchbend wheel – on either the impOSCar interface or your master keyboard – has on the impOSCar sound. You can select any amount between 0 (off) and 24 semitones (two octaves).

### Mod – Pitch Amount Knob

Here it's possible to choose the amount of pitch modulation introduced by the modulation wheel. Both + and - pitch modulation settings are available, with a zero setting at 12 O'clock. The speed of this modulation is governed by the LFO rate.

### Mod – Filter Amount Knob

Similar to the aforementioned Pitch Mod function only this time the modulation wheel will affect the Filter Amount. Again the speed of Filter Modulation is determined by the LFO rate.



## Glide Controls

### Glide Type Knob

The impOSCar contains an exceptionally comprehensive set of Glide options. The six modes are as follows:

- 1. Normal:** A simple portamento where the time between each note is governed by the Glide Time Knob. In the first three 'unfixed' modes the Glide Time is the time taken to slide one octave, which means that the larger the interval the longer the glide time.
- 2. Auto:** The same as Normal mode except that in monophonic mode glide is activated only between notes that are held.
- 3. Gliss:** The Glissando mode is similar to Normal mode but instead of a smooth transition between each note you actually hear the semitone steps.
- 4. Normal – Fixed:** As per Normal mode with the exception that in the Normal Fixed mode the glide time is the time taken between any two notes, no matter how large the interval.
- 5. Auto – Fixed:** As per Auto mode whereby portamento is only triggered by legato notes, except that the glide time is the time between any two notes, no matter how large the interval.
- 6. Gliss – Fixed:** As per the previous Glissando mode except that in this case the glide time is the time between any two notes, no matter how large the interval.



## Mix Controls

### Osc Balance Knob

Determines the relative balance between OSC1 and OSC2.

### Noise Balance Knob

Alters the balance between the combined tones of OSC1 and OSC2 and a 'white-noise' generator.





## LFO Controls

### LFO Waveform Knob

While the original instrument had six LFO waveforms, this amount has doubled on the impOSCar. The original OSCar waveforms were:

Triangle, Sawtooth, Square, Filter Env, Random and Kbd. The latter was replaced by Guitar

(a positive only wave, so vibrato will happen only above the key pitch).

Additional new waveforms include:

Triangle 3 Step, Sawtooth 4 Step, Triangle 5 Step, Sawtooth 8 Step, Pattern1 and Pattern 2.

Selected LFO waveforms are displayed in the blue screen above the Waveform Knob.

### LFO Filter Amount Knob

Controls the depth of the LFO and, in turn, the effect the LFO has on the filter. This parameter has both negative and positive values and the resultant effect is directly related to both the LFO Waveform shape and the LFO rate.

### LFO Rate Knob

This governs the speed of the LFO. There are four LFO modes which are dependent on the position of the LFO Sync Knob. For example, with the Sync Knob set to 'Free' the speed is given in Hertz, but if the Sync Knob is set to 'MIDI' the value is displayed in Cycles Per Bar. See LFO Sync Knob (below) for more details on sync modes.

### LFO Intro Knob

This knob allows you to delay the start of the LFO after playing a note. The LFO delay or 'Intro' time, is given in seconds.

### LFO Pitch Modulation Knob

This knob determines the amount of pitch modulation or vibrato applied to a sound. As with the LFO Filter Amount Knob, this is directly related to the LFO Waveform shape and the LFO Rate. This parameter also has both positive and negative values with values of up to + or - 7 semitones.

### Env2 - Pitch Knob

With this knob it's possible to use the filter envelope (ENV2) to make changes to the pitch of your sound. Again, this has both positive and negative values giving a range of up to + or - 7 semitones.

### LFO Synchronisation Knob

Provides four sync modes under which the LFO can operate:

1. **Free:** Freerun mode providing no sync between polyphonic voices. Great for swirling chords.
2. **Lock:** Selecting this locks all polyphonic voices in sync with each other.
3. **Clock:** Synchronises the LFO to main tempo clock, which may itself by



## Filter Controls

The OSCar's filter was unique in that it consisted of two 12dB filters which could be combined in series to create 24dB filtering. The filtering modes were LPF, BPF and HPF with a 'no track' option. We have removed the 'no track' option as it possible to achieve the same using the KEYB TRACK knob. However, the impOSCar has expanded on these original modes by adding several more that were achievable on the original instrument with the careful use of a soldering iron.

**Filter Type Knob:** Selects from the following nine filter options:

1. **Low Pass 24dB:** Where the two 12dB filters are combined in 'series' and allow the low frequencies to pass through while filtering high frequencies.
2. **Band Pass 24dB:** Where the two 12dB filters are combined in 'series' and allow the selected band of frequencies to pass through while filtering out anything outside that range. *NB In this mode the two filters are arranged as one Lo Pass and one Hi Pass, not 2 Band Pass.*
3. **Hi Pass 24dB:** Again where the two 12dB filters are combined in 'series' to allow the high frequencies to pass through whilst filtering out low frequencies.
4. **Low Pass 2 Pole:** Where the two filters are arranged in 'parallel' and allow the low frequencies to pass through whilst filtering high frequencies. In this mode when the Separation is set to zero it's the same as a normal 12dB filter. However when it's set to anything other than zero you get two resonant peaks and cutoff points.
5. **Band Pass 2 Pole:** Where the two 12dB filters are combined in 'parallel' allowing the selected band of frequencies to pass through whilst filtering out anything outside that range. Again, when the Separation is set to zero it's the same as a single 12dB filter. However when it's set to anything other than zero you get two resonant peaks and cutoff points
6. **Hi Pass 2 Pole:** Where the two 12dB filters are combined in 'parallel' allowing the high frequencies to pass through whilst filtering out low frequencies. Again, when the Separation is set to zero it's the same as a single 12dB filter. However when it's set to anything other than zero you get two resonant peaks and cutoff points
7. **Lo Pass//Band Pass:** Where the Lo Pass and Band Pass filters are arranged in 'parallel'. In this mode with zero or higher Separation you get a 'notch' or 'band reject' effect.
8. **Lo Pass//Hi Pass:** Similar to the above but where the Lo Pass and Hi Pass filters are arranged in 'parallel'
9. **Band Pass//Hi Pass:** Again, similar to the previous two filter modes only this time the Band Pass and Hi Pass filters are arranged in 'parallel'.



**Q Knob Or resonance:** This boosts the harmonics around the cut-off frequency.  
**Separation Knob:** Unique to the OSCar and impOSCar. This takes the two 12dB filters and allows independent control of their cutoff frequencies. When used with either the 4 or 2 pole filter modes it's possible to separate the filters by up to 24 semitones.

*NB: In the first six filter modes zero separation takes place when the knob is turned fully to the left. In the last three multi-modes zero separation takes place when the knob is at 12 O'clock.*

**Amount Knob:** Determines the filter amount applied to the filter envelope (ENV2). This also works in positive and negative modes.

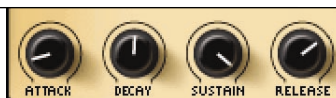
### Env 1 – Amplitude ADSR controls

**Attack Knob:** Used to alter the attack time of the amplitude envelope generator between 0.001 and 15 Secs

**Decay Knob:** Used to alter the decay time of the amplitude envelope generator between 0.001 and 30 Secs

**Sustain Knob:** Used to alter the sustain level of the amplitude envelope generator between  $-\infty$  (minus infinity) and 0 dB

**Release Knob:** Used to alter the release time of the amplitude envelope generator between 0.001 and 60 seconds.



### Env2 – Filter ADSR controls

**Attack Knob:** Used to alter the attack time of the filter envelope generator between 0.001 and 30 Secs.

**Decay Knob:** Used to alter the decay time of the filter envelope generator between 0.001 and 30 Secs.

**Sustain Knob:** Used to alter the sustain level of the filter envelope generator between 0% and 100%.

**Release Knob:** Used to alter the release time of the filter envelope generator between 0.001 and 60 seconds.

**Delay Knob:** This applies a delay of up to 2 seconds to the start of the filter envelope generator and is useful for creating those long, evolving sounds.



### Triggering Controls

**Keyboard Triggering Knob:** The impOSCar has five triggering modes as follows:

1. **Single:** Using this mode the envelopes are only retriggered once their cycle is complete. When playing legato lines, the first note triggers the envelope contour and all successive notes are heard at sustain level.
2. **Multi:** Here, the envelopes are retriggered each time a note is played without waiting for the envelope cycle to finish first. Unlike Single trigger, when playing legato lines, all notes will retrigger the envelope contour.
3. **Rpt 1:** Used in conjunction with the Tempo Knob, Rpt1 activates the retriggering of the Amplitude Envelope (Env1).
4. **Rpt 2:** Similar to the Rpt1 function, Rpt2 activates the retriggering of the Filter Envelope (Env2) in accordance with the selected tempo.
5. **Rpt 1+2:** This activates the retriggering of both the Amplitude and Filter Envelope in accordance with the Tempo Knob.

**Tempo Knob:** Controls the tempo of either the Arpeggiator or the retriggering of the envelopes as described previously. The tempo of the impOSCar can be clocked internally or synchronised to an external source (see arpeggio sync page 16). If set to Internal Clock the Tempo Rate is shown as BPM. If set to External Clock the Tempo Rate is shown as Beats Per Bar.

**Gate Time Knob:** When using any of the aforementioned Rpt triggering options this knob can be used to alter the Gate Time of either one or both envelopes. The default Gate Time setting is 50% and moving the knob to the right extends the Gate Time whereas moving the knob to the left shortens the Gate Time. For optimum Gate Time control ensure the Release Times of each envelope are not too long.

**Function Knob:** A radical departure from the original instrument, here the Function Knob selects from six polyphony modes:

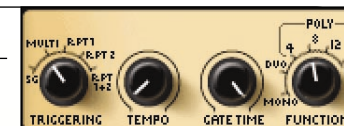
1. **Mono:** Selects monophonic mode, ideal for lead or bass lines.
2. **Duo:** A maximum of two notes can be played simultaneously with either note having the ability to play one or both oscillators depending on whether one or two notes are played (see Using Duo Mode page 20)
3. **Poly4:** A four voice polyphonic mode.
4. **Poly8:** An eight voice polyphonic mode.
5. **Poly12:** A twelve voice polyphonic mode.
6. **Poly16:** A sixteen voice polyphonic mode.

#### A word about CPU load and polyphony

When using a maximum of, say, eight voices (notes) use Poly8 mode as this can drastically reduce CPU overhead (if using 4 voices select Poly4, if 12 Poly12).

There are two reasons for using less than maximum permitted 16 voices:

1. It puts a cap on the processor use and 2. It limits the amount of voices playing when using sounds with long envelope release times.



## Keyboard Velocity Response Controls



**Keyboard Track Knob:** This allows you vary the keyboard tracking in relation to the filter cutoff. Choosing a knob position towards the left opens the filter more on the lower keys of your keyboard and decreases this effect as you play up the keyboard. Setting a knob position towards the right of centre has the opposite effect.

*NB: Setting the keyboard tracking to a value of 1, the filter cutoff frequency tracks the keyboard in the same way the original OSCar did in the first three (tracked) filter modes. Here, a one octave change on the keyboard gives approximately a one octave change in cutoff. Setting the tracking to a value of 0 means there is no tracking at all as per the no-track filter settings on the original instrument.*

**Attack/Decay Knob:** With 12 O'clock being a zero value, turning the knob to the left will shorten the envelope attack times when playing at high velocities and turning the knob to the right will lengthen the attack time when playing at high velocities.

**Release Knob:** With 12 O'clock as the zero value, turning the knob to the left will shorten the envelope release times when playing at high velocities and turning the knob to the right will lengthen the release time when playing at high velocities.

**Velocity – Filter Drive Knob:** With both positive and negative settings, the Env1 Filter Drive Knob allows you to set the degree of control note-on velocity has over the amount of filter drive.

*NB: As well as increasing amplitude dynamics, the Filter Drive also introduces 'overdrive' – if you do not want to introduce this to your sound when playing at high velocities make sure you reduce the Filter Drive level accordingly.*

**Env2 Peak Knob:** With both positive and negative settings, the Env2 Peak knob allows you to set the degree of responsiveness note-on velocity has over the Filter Envelope.

## Filter Drive and Volume Knobs



On the original instrument there was a single knob to perform both these tasks. On the impOSCar we've split these into two knobs allowing a greater range of combinations between subtle and blitzkrieg 'overdrive'. For extremely 'overdriven' sounds both high filter drive and volume settings are recommended and rolling-off the filter drive knob will produce distortion free tones.

*NB: Because there is independent control of both filter drive and volume, it's easy to achieve very high audio output levels. These can overload the output channel of your host application, therefore it's important that you take into consideration the balance between volume, filter drive and your host application mixer output when programming sounds.*

## Arpeggiator and General controls



**Arpeggiator Knob:** The impOSCar Arpeggiator contains four arpeggio modes:

1. Up
2. Down
3. Up and Down
4. Random

**Tempo/Arpeggiator Clock Button and LED:** As indicated earlier in the Tempo Knob section, the Arpeggiator can be set to 'Internal' or 'External' synchronisation via the Clock Button. If this is set to 'Internal Source' (INT) the Tempo rate is shown as BPM in the Selected Parameter Window. However, if this is set to External Source (EXT) the Tempo rate is shown as Beats Per Bar in the Selected Parameter Window.

**Keyboard Hold Button and LED:** As the name implies, when switched on, this button acts as a hold function for both normal chords and arpeggios. Using this, it's possible to play sustained chords and control arpeggiations in real-time with minimal effort.

**Edit Mode Knob:** Used to close the keyboard and to provide access to parameters besides those shown on the main impOSCar panel:

**Min:** Set to this only the main impOSCar control panel is visible.

**Kbd:** Opens the impOSCar keyboard. This mode also gives access to the Pitch-Bend and Modulation wheels.



**W1:** Opens the matrix window used to create UserWave1.

In addition to a traditional subtractive method, the impOSCar also allows the user to create and store an assortment of additive waveforms generated by mixing the fundamental and 23 harmonics. There are two UserWave locations, the settings from which can be assigned to either or both OSC1 and OSC2. The settings assigned to each UserWave location can be saved as part of a patch and as individual UserWaves for quick recall. (See the using User Waves section on page 18).

**W2:** Similar to the W1 mode but used to create the waveform for UserWave2.

**NO:** Selecting this Edit Mode reveals a window above each knob, button or controller. Here you can select the MIDI Continuous Controller (CC) you wish to control any impOSCar parameter, extremely useful when using an external control device that transmits a fixed range of MIDI CC's, such as the Phat•Boy. The impOSCar comes with a pre-defined list of controller numbers (see page 21) but these can be easily changed to suit your needs.

A MIDI CC 'learn' function is also available in this mode. This is activated in the following way: Click on the green 'L' button above any knob. Now move your external controller's knob or slider. The MIDI CC value that the external controller knob or slider has transmitted will appear in the parameter value box.

#### Mouse Control (System Default window)

By clicking on the System Default window it's also possible to determine the way the impOSCar's knobs react to mouse control. The choices are as follows:

**System Default:** Simply sets the default control method as determined by your host application.

**Circular:** Sets the mouse control method to circular movements.

**Linear:** Sets the mouse control method to horizontal and vertical movements.

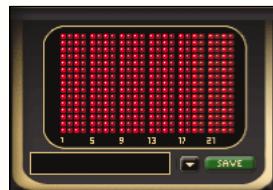
#### Panel Switches

**Compare** - switches between the panel settings you've set, and the original ones of the selected program.

**Reset** - puts parameters back to the original ones for that program.

**Store** - puts the panel settings into a temporary memory.

**Recall** - reads the temporary memory back to the panel.



## Effects Section

The impOSCar also features a chorus and delay effects section. This is revealed or closed by clicking on the Panel Open/Close text situated to the right of the Chorus Level, Delay Level and Delay Tempo knobs. To turn the effects ON or OFF click on the green Effect On/Off button. Effects settings are stored as part of an impOSCar patch.

**Chorus Depth Knob:** Sets the depth of the chorus effect.

**Chorus Rate Knob:** Sets the speed of the chorus effect.

**Chorus Level Knob:** Controls the amount of chorus applied to your impOSCar patch.

**Gate Knob:** Using the 12 O'clock position as a zero value, turning the knob to the right will produce a 'gating' effect, the percentage of which indicates the drop in delay mix when there is no input signal present. This is especially useful for rhythmic sounds where you want to make them bigger but keep the sound tight. Turning the knob to the left will produce a 'ducking' function. This will be the percentage by which the delay mix is dropped when there is signal present and is particularly useful for lead sounds where you want clarity when playing fast runs, and yet still producing a nice echo within the gaps.

**Delay Units Knob:** Sets the beat divisions between 32 and 4. Use this in conjunction with the left and right Delay Length Knobs to create interesting delay times for left and right channels respectively. For example if you want to set a delay time of 3/16 set the delay length to 3 and the units to 16.

**Delay Hi Pass (HP) Filter Knob:** Allows you to filter out the low frequency of the delay feedback or signal and lets the high frequency feedback pass through.

**Delay Lo Pass (LP) Filter Knob:** Allows you to filter out the high frequency of the delay feedback or signal and lets the low frequency feedback pass through. Used in conjunction with the HP Filter you can fine-tune the delay feedback so that your sound retains its depth without becoming too 'muddy'.

**Left and Right Delay Length Knobs:** Sets the delay time for the left and right channels between 1 and 32 units. Use these to create wide stereo delays.

**Left and Right Feedback Knobs:** Use these to set the feedback level for left and right channels respectively.

**Crossed and Uncrossed Button:** Works with the Left and Right Feedback Knobs for different delay effects. When uncrossed, the signal from the left output feeds back into the left input and the signal for the right output feeds back into the right input. When crossed the signal from the left output feeds into the right input and the signal from the right output feeds into the left input.

**Left and Right Channel Mix Knobs:** Sets the overall level of the left and right delay channels.

**Delay Level Knob:** Sets the global level of the delay effect.

**Delay Tempo Knob:** Sets the global delay tempo from between 32 and 192BPM with the option to sync to the host application tempo when switched to MIDI BPM.



## Creating and using User Waves

As explained previously, in addition to a traditional subtractive synthesis sound creation method, the impOScar also allows the creation of additive synthesis waveforms via the User Wave Matrix. To create your own User Wave make sure that you have User Wave 1 selected for OSC1. Then move the Edit Mode Knob to W1, this reveals the User Wave Matrix with each of the 24 harmonics being represented by a vertical line of LED's. The level of a particular harmonic is increased by switching more of its LED's on, conversely switching them off decreases the level of that particular harmonic. Simply select the desired harmonic by clicking on the bottom of the grid at the appropriate point and dragging upwards. You'll see the level of the harmonic indicated by the position of the red line - the taller the line the louder the harmonic. Using this method of sound creation it's easy to create your own User Waves which can be named and saved for use within a Patch.

**Storing User Waves:** To save a User Wave simply click in the box underneath the User Wave Matrix, type in your desired name, then click on the green Save button.

**Recalling User Waves:** All stored User Waves can be quickly assigned to the appropriate oscillator first by dialling-up User Wave1 or 2 via the OSC Waveform Knob, then by choosing a stored User Wave from either of the User Wave Windows on the main panel. The upper and lower windows are used to assign User Waves to oscillators 1 and 2 respectively.

*NB. When saving a Preset containing a User Wave, the Preset is stored with the actual User Wave values, not the User Wave name. This is so that changing the contents of a previously named User Wave does not change any other patches using that same User Wave. For example, let's say you have several Presets which use the same User Wave, e.g. 'Full Odds'. During the course of programming a new Preset you change the harmonics of the 'Full Odds' User Wave then store it, any Presets which were previously using 'Full Odds' do not change - they are now simply listed as '--Unnamed--', but the harmonic content of the sound remains the same.*



## Using the Arpeggiator

The impOScar arpeggiator can be used in monophonic, duophonic and polyphonic modes and although at first glance it looks fairly basic but there are a number of options that can open up a wealth of creative potential. However, we're the first to admit that some of these are not immediately obvious due to the grouping of certain knobs on the front panel.

Firstly, decide whether you want to synchronise your arpeggio to the host sequencer or set the BPM with the Tempo Knob in the Triggering section. If you choose to synchronise, click the EXT Clock button next to the Arpeggiator Knob then choose a beats per bar value from the aforementioned Tempo Knob, the value of which will be shown in the Selected Parameter Value window. Return to the Arpeggiator Knob and select any of the Up/Down and Random modes, then play a chord. Activating the KBD HOLD button will hold that arpeggio indefinitely. And free up your hands for other creative pursuits.

Several options are now available to you, including the ability to repeat either or both of the envelope generators in accordance with the synchronised tempo value. This is achieved by selecting RPT1, RPT2 or RPT1+2 from the Triggering Knob. Select RPT1+2 to retrigger both envelopes and you should immediately notice a difference in the sound of your arpeggiation. From here try changing the values of certain filter envelope generator controls (such as decay) and listen to the changes.

You can also alter the gate time of the envelopes via the Gate Time Knob but first, make sure that the release times of both envelope generators are set approximately half-way. Now turn the Gate Time Knob from right to left and you'll hear some interesting changes.

It's also possible to create patterns synchronising the LFO to the Arpeggio tempo by selecting either Clock or MIDI via the LFO Sync Knob. For a more detailed explanation of the sync options check the LFO section on page 11 of the manual but once you've chosen the most appropriate one try setting the LFO Waveform to Random before applying it via the LFO Amount Knob.

Finally, experiment with the various Mono/Duo and Poly modes - with the right sounds assigned, duophonic and polyphonic arpeggio patterns can sound amazing.



## Using Duo Mode

To get an idea of how duo mode works set OSC1 to a PWM waveform and set OSC2 to a Square wave and transpose it two octaves higher than OSC1. Play and hold a single note (middle C) - you will hear that this triggers both oscillators. Now with the original middle C held down, play additional notes below and above - you'll hear that these additional notes are only triggering OSC2 while the original sustained middle C plays the OSC1 sound.

Keeping the middle C held, add the G below. Having done this, stop playing the original middle C but continue to hold the G. Any additional notes played will now trigger the OSC1 sound while the original G will play the sound associated with OSC2.



## 5 MIDI Continuous Control Messages

Each of the impOScar's parameters responds to a standard MIDI Continuous Control message (MIDI CC's) as shown opposite. Additionally the impOScar responds to the following MIDI CC's.

CC	Pedal	Function
64	Sustain(damper)	holds all notes played when the pedal is pressed and whilst it is held
66	Sostenato	holds all notes which were playing at the moment the pedal was pressed
67	Soft	multiplies all velocities by 0.5 (changeable on a global basis in the .sup file)
68	Legato	if you're in multi-trigger mode, puts you in single, and vice versa
69	Hold2	multiplies release times by 2 (changeable on a global basis in the .sup file)
123		All Notes Off

### MIDI Guitar

The impOScar has a feature specifically designed for MIDI Guitar players. In Mono Mode the impOScar behaves as if it were 16 mono synths in parallel, with separate note and bend control response for each MIDI channel. Make sure your sequencer track is set to receive on 'all' MIDI channels and both your MIDI guitar and the impOScar are set to a pitchbend range of 12.



## 6 Logic Parameter List

Parameter Name	Short Name	Parameter Name	Short Name
1 Filter Type	Flt Typ	33 Filter Delay	Flt Dly
2 Filter Q	Flt Q	34 Arpeggio	Arp Type
3 Filter Freq	Flt Frq	35 Kbd Hold	Kbd Hld
4 Filter Sep	Flt Sep	36 Tempo Source	Clock
5 Filter Drive	Flt Drv	37 Chorus Level	Chorus
6 Kbd->Filter	Kbd Trk	38 Delay Level	Delay
7 Env->Filter	Flt Env	39 Delay Tempo	DlyTmp
8 Volume	Volume	40 Effects Active	FX On
9 Osc1 Wave	Osc Wav 1	41 Osc Mix	Osc Mx
10 Osc2 Wave	Osc Wav 2	42 Noise Miz	Nse Mx
11 Osc2 Octave	O2 Oct	43 ModWheel->Pitch	MW Ptch
12 Osc2 Transpose	O2 Trns	44 ModWheel->Filter	MW Filt
13 Osc2 Detune	O2 Detn	45 Bend Range	Bend
14 Pulse Width	PW	46 Glide Type	Gld Typ
15 Master Octave	Octave	47 Glide Time	Gld Tme
16 <none>	Empty 1	48 <none>	Empty 2
17 Triggering	Trigger	49 LFO Waveform	Lfo Wave
18 Tempo	Tempo	50 LFO Rate	Lfo Rte
19 Gate Time	Gte Tme	51 LFO Intro	Lfo Intro
20 Function	Funct	52 LFO Sync	Lfo Snc
21 Vel->Attack	Vel Atk	53 LFO->Pitch	Lfo Ptch
22 Vel->Release	Vel Rel	54 LFO->Filter	Lfo Flt
23 Vel->Drive	Vel Drv	55 FilterEnv->Pitch	Env2 Ptch
24 Vel->Env2	Vel Env 2	56 <none>	Empty 3
25 Amp Attack	Amp Atk	57 Chorus Rate	Chr Rte
26 Amp Decay	Amp Dec	58 Chorus Depth	Chr Depth
27 Amp Sustain	Amp Sus	59 Delay Left Level	DL Lvl
28 Amp Release	Amp Rel	60 Delay Right Level	DR Lvl
29 Filter Attack	Flt Atk	61 Delay Left Feedback	DL Fbk
30 Filter Decay	Flt Dec	62 Delay Right Feedback	DR Fbk
31 Filter Sustain	Flt Sus	63 Delay Left Length	DL Len
32 Filter Release	Flt Rel	64 Delay Right Length	DR Len

Parameter Name	Short Name	Parameter Name	Short Name
65 Delay Highpass Cutoff	Del HP	97 Wave1 Fundamental	W1 Hr 01
66 Delay Lowpass Cutoff	Del LP	98 Wave1 2nd Harmonic	W1 Hr 02
67 Delay Units	Del Unt	99 Wave1 3rd Harmonic	W1 Hr 03
68 Delay Gate	Del Gte	100 Wave1 4th Harmonic	W1 Hr 04
69 Delay Feedback Mode	Del Fbk	101 Wave1 5th Harmonic	W1 Hr 05
70 <none>	Empty 4	102 Wave1 6th Harmonic	W1 Hr 06
71 <none>	Empty 5	103 Wave1 7th Harmonic	W1 Hr 07
72 <none>	Empty 6	104 Wave1 8th Harmonic	W1 Hr 08
73 Wave1 Fundamental	W1 Hr 01	105 Wave1 9th Harmonic	W1 Hr 09
74 Wave1 2nd Harmonic	W1 Hr 02	106 Wave1 10th Harmonic	W1 Hr 10
75 Wave1 3rd Harmonic	W1 Hr 03	107 Wave1 11th Harmonic	W1 Hr 11
76 Wave1 4th Harmonic	W1 Hr 04	108 Wave1 12th Harmonic	W1 Hr 12
77 Wave1 5th Harmonic	W1 Hr 05	109 Wave1 13th Harmonic	W1 Hr 13
78 Wave1 6th Harmonic	W1 Hr 06	110 Wave1 14th Harmonic	W1 Hr 14
79 Wave1 7th Harmonic	W1 Hr 07	111 Wave1 15th Harmonic	W1 Hr 15
80 Wave1 8th Harmonic	W1 Hr 08	112 Wave1 16th Harmonic	W1 Hr 16
81 Wave1 9th Harmonic	W1 Hr 09	113 Wave1 17th Harmonic	W1 Hr 17
82 Wave1 10th Harmonic	W1 Hr 10	114 Wave1 18th Harmonic	W1 Hr 18
83 Wave1 11th Harmonic	W1 Hr 11	115 Wave1 19th Harmonic	W1 Hr 19
84 Wave1 12th Harmonic	W1 Hr 12	116 Wave1 20th Harmonic	W1 Hr 20
85 Wave1 13th Harmonic	W1 Hr 13	117 Wave1 21st Harmonic	W1 Hr 21
86 Wave1 14th Harmonic	W1 Hr 14	118 Wave1 22nd Harmonic	W1 Hr 22
87 Wave1 15th Harmonic	W1 Hr 15	119 Wave1 23rd Harmonic	W1 Hr 23
88 Wave1 16th Harmonic	W1 Hr 16	120 Wave1 24th Harmonic	W1 Hr 24
89 Wave1 17th Harmonic	W1 Hr 17	121 <none>	Empty 5
90 Wave1 18th Harmonic	W1 Hr 18	122 <none>	Empty 6
91 Wave1 19th Harmonic	W1 Hr 19	123 <none>	Empty 7
92 Wave1 20th Harmonic	W1 Hr 20	124 <none>	Empty 8
93 Wave1 21st Harmonic	W1 Hr 21	125 <none>	Empty 9
94 Wave1 22nd Harmonic	W1 Hr 22	126 <none>	Empty 10
95 Wave1 23rd Harmonic	W1 Hr 23	127 <none>	Empty 11
96 Wave1 24th Harmonic	W1 Hr 24	128 <none>	Empty 12



**All Program Code:** Jon Hodgson

Jon wrote his first commercial software program at the age of 14 and later, after graduating from Brunel University with a degree in Micro-Electronics Engineering, he went on to assist in the development of 3D sound for stereo equipment for EMI offshoot Sensaura. Aside from being used on several albums such as Frank Sinatra's 'Duets', this technology went on to become one of the main players in the 3D sound-for-games market including X-Box. An accomplished engineer, guitarist and keyboard player, Jon has also worked in a variety of musical instrument industry jobs including, high-end studio design and installation, synthesiser repair as well as having the dubious pleasure of working for someone who will forever be known as the 'Clockwork Chicken'.

A special thanks to Laurent de Soras at Ohm Force for his contributions to the fft code routines.

**Installers:** Ohm Force

**Artwork:** Ian Legge

**Without whom dept:**

Chris Huggett, Paul Wiffen, Laurent De Soras, Jerome Noel, Raphaël Dingé and all at Ohm Force, Angus Hewlett, Uwe Bauer, Tim Dorney, Bruce Satinover, Billy Currie, Rick Smith, Putte, Karl Hyde, Malcolm Corbett, Lee Groves., Clemens Homburg, Shane Meehan, Darren Price, Orren Merton, Matt Hooper, Andy Abernathy, Martin Hodgson, Flemming Bloch, David Motion, Paul Wishart, Nikolaus Gertis, Sascha Kujawa, Mark Moore, Risto Sampola and all on the beta testing team.

And a very special thanks to Jon Hodgson for services way beyond the call of duty and also to his mum for having him!

**Sounds by:** David Spiers, Paul Wiffen, Matt Hooper, Billy Currie, Rick Smith, Chris Macleod, Mark Moore, Tim Dorney and Lee Groves.



## 1 impOSCar AU: Loading and saving sounds

During installation of the impOSCar AudioUnit the additional sounds banks are installed to a folder, 'impOSCarAUpresets', on your desktop. From here they can be loaded via the standard method used by your host application.

If using Apple's Logic, it is our recommendation that you put the 'impOSCarAUpresets' folder containing the additional sound banks in the following folder for Logic 6+:



\\Logic 6+\\Plug-In Settings\\

and for Logic 7+:

Library/Application Support/Logic/Plug-In Settings/ImpOSCar

With the additional sounds stored in the 'Plug-In Settings' folder you will be able to access all the banks via Logic's normal patch management system.



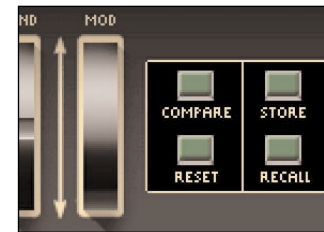
When you open an instance of the impOSCar it automatically has the DefaultImpOSCarBank loaded into it's memory.

Each of the impOSCar's sound banks contains 36 Patches. Each Patch can be accessed by clicking on the 'Selected Patch' window from where a drop down menu will appear allowing you to select the desired Patch in the usual manner.

### Saving Edited Patches

Having edited or tailored an impOSCar Patch to suit your own needs you will obviously want to

save it. The impOSCar has a group of 4 buttons that will help you with this process. **Special Note:** When using Logic's 'Save Setting' or 'Save Setting as...' options a complete bank of 36 impOSCar Patches is saved.



### Panel Switches

**Compare** - switches between the panel settings you've set, and the original ones of the selected program.

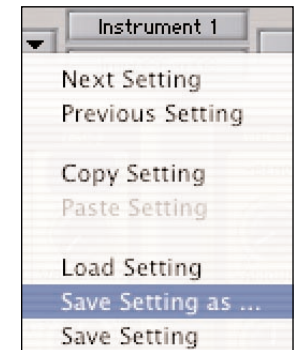
**Reset** - puts parameters back to the original ones for that program.

**Store** - puts the panel settings into temporary memory.

**Recall** - reads the temporary memory back to the panel.

To save an individual Patch and to create your own bank follow the procedure below:

1. Click on the 'Store' button, this puts your sound into temporary memory.
2. Click on Logic's patch loading icon and select and load the bank 'template' (see page 2).
3. Click on the impOSCar's 'Selected Patch' window which will reveal the drop down menu. Select the position you want to save your Patch.
4. Click on the 'Recall' button to put the temporarily saved Patch into the selected Patch slot.
5. If you wish to rename the Patch, double click on the 'Selected Patch' window and type in the new Patch name.
6. Click on Logic's patch loading icon and select 'Save Setting as...' Rename the the bank to something appropriate, such as 'My Bank', and save your sound(s). Again, remember that saving in this manner saves all 36 Patches. Using the 'Store' and 'Recall' buttons allows you to organise your Patches to suit your personal requirements.



When storing, recalling and saving an edited Patch to the currently loaded bank it's important to understand that an edited Patch will not return to it's 'saved' state when you select another Patch.

**For example.** You have loaded 'My Bank' which has 10 of your Patches stored. You decide that you would like two similar versions of a Patch stored next to one another in the Selected Patch drop down list.

1. Click on the 'Store' button, this puts your sound into temporary memory.
2. Click on the 'Reset' button to reset the Patch to it's previously saved state.
3. Click on the impOSCar's 'Selected Patch' window which will reveal the drop down menu. Select the position you want to save your Patch.
4. Click on the 'Recall' button to put the temporarily saved Patch into the selected Patch slot.
5. If you wish to rename the Patch, double click on the 'Selected Patch' window and type in the new Patch name.
6. Click on Logic's patch loading icon and select 'Save Setting' to save your Patches.

## 2 Patches and Program Change messages

The impOSCar responds to standard MIDI Program Change Messages from 1-36, with the first Patch in the drop down list responding to Program Change 1 and the last in the list to Program Change 36. If you send the impOSCar Program Change messages greater than 36 the numbers loop round. Sending Program Change 37 will select the first Patch in the list, Program Change 38 the second Patch in the list, and so on.

## 3 The impOSCar .sup file (the setup file)

Upon first use the impOSCar generates a text file with the suffix .sup. The .sup file is named and stored in the following locations according to the impOSCar version you are using.

Version	Name	Location
PC VST	impOSCar.sup	\VstPlugIns\
Mac OS9+	impOSCarOS9.sup	\VstPlugIns\
Mac OS X VST	com.gmediamusic.impOSCarVST.sup	\User\Library\Preferences
Mac OS X AU	com.gmediamusic.impOSCarAU.sup	\User\Library\Preferences

The file contains general configuration information for the impOSCar and can be edited using any standard text editor.

The .sup file works as follows. When an instance of the impOSCar is it looks for file named with the .sup suffix. The first line of the impOSCar .sup file is "ImpOSCar Configuration File" which along with the .sup extension identifies it. From here there is a common a format to the lines that follow:

<Parameter><Value> The possible parameters and values are:

**Parameter** – Knob Mode

**Values** –

System Default

Circular

Linear

**Purpose** – Sets the way the mouse controls knobs in the GUI.

**Parameter** – Edit Mode

**Values** –

Minimal

Keyboard

Wave 1

Wave 2

CC Setup

**Purpose** – Sets the default mode of the GUI when you first open it up.

**Parameter** – Effects Panel

**Values** –

closed

open

**Purpose** – Sets the default state of the effects panel when you first open the GUI

**Parameter** – Damper Scale

**Values** –

Number between 0 and 1 (e.g. 0.5)

**Purpose** – Sets the amount by which keyboard velocities are scaled when the damper pedal is depressed.

**Parameter** – Hold2 Scale

**Values** –

Number greater than zero

**Purpose** – Sets the amount by which release times are scaled when the hold2 pedal is depressed.

**Parameter** – Osc1 Wave, Glide Type, Osc2 Octv, etc. (any ImpOSCar patch parameter)

**Values** –

Number between -1 and 127

**Purpose** – Sets the CC number for that parameter, -1 being no controller.

**Using the .sup file.** If there is no default .sup file, the ImpOSCar creates a new one, with default settings. If you wish to return to a default state locate and delete the .sup file. The default .sup file is only updated when the last instance of the impOSCar is closed. The default .sup file is read when the first instance of the ImpOSCar is opened, so changing it whilst the impOSCar is running will not change settings, unless you make use of the following features.

You can drag and drop any valid .sup file onto an instance of the ImpOSCar GUI and have any parameters in it take effect. This allows you to create setup files for particular controllers.

For example, let's say you wanted to make a Phat.Boy setup to share with a friend...

1. Setup all the controls as you want them in the CC edit mode of the impOSCar.
2. Quit all instances of the ImpOSCar
3. Copy your impOSCar .sup file and rename it Phat.Boy.sup
4. You only want this file to set controllers, not the other parameters such as Edit Mode, so open it in a text editor and delete the lines not required.
5. Send the file to your friend who can then simply drag and drop them onto the ImpOSCar GUI.

#### 4

#### Drag and Drop

There are several points at which drag and drop is used:

**The .sup file.** *(see page 5 above)*

**The .hrm file.** During installation a file named impOSCar.hrm is installed. The .hrm file contains the User Wave data and as you build up the number of saved User Waves these can be loaded into any instance of the impOSCar by simply dragging the .hrm file onto the GUI of the impOSCar. Like the .sup file the .hrm file is a standard text file and it can be shared with other impOSCar users.

**Patch banks and individual Patches.** All the impOSCar sounds are provided in various formats upon the impOSCar Master CD ROM. Depending upon your host application drag and drop can be used to load Patches. When using Cubase all the impOSCar Patches are supplied as individual .fxp files. Locate these on the Master CD ROM and simply drag and drop them on to the impOSCar GUI to load. Similarly all the impOSCar Patches are saved as .pst files, which can be loaded via the impOSCar GUI using drag and drop within Logic.