

Flame Manual

Introduction

Thank you for downloading Flame!

Flame is a matrix-based multi-effect. It does not have a set configuration, allowing you to freely route the audio between the different modules however you see fit. This flexibility allows you to create a huge range of sounds and effects.

Warning

Flame's open-ended architecture allows you to connect the audio path in ways that could cause very loud noises capable of damaging your ears or equipment. Please be careful when using Flame and use a low volume when using the plugin.

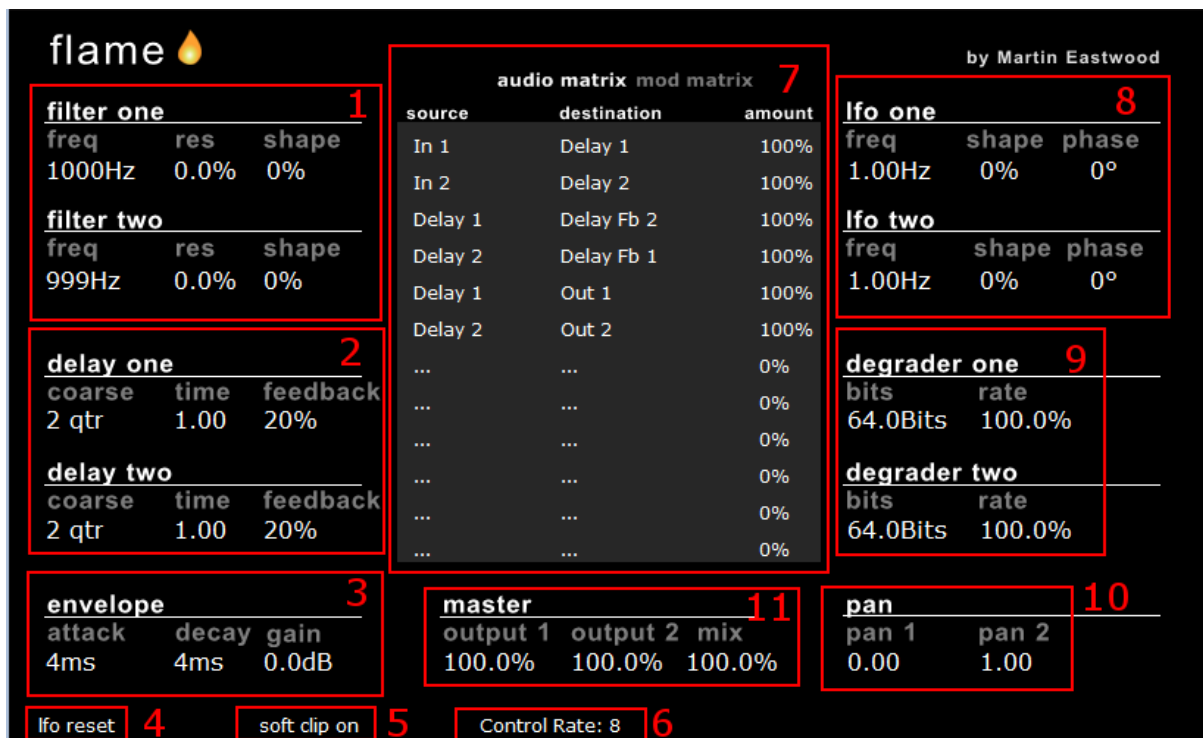
Installation

Just copy the Flame.dll file to your designated VST directory and rescan the directory using your VST host.

Note that Flame.dll is for 32-bit VST hosts and Flame64.dll is for 64-bit VST hosts. Please use the correct version otherwise you will likely crash your VST host.

Overview

Below is a screenshot of Flame's interface, followed by a brief overview of each of the numbered sections.



1. Morphable multi-mode filters
 - I. Freq – sets the cutoff of the filter
 - II. Res – sets the resonance of the filter
 - III. Shape – morphs the filter through lowpass, notch, band and highpass modes
2. Delays
 - I. Coarse – sets the base length of the delay in quarter notes
 - II. Time – scales the actual delay time from 0.5-2x the coarse setting
 - III. Feedback- controls how much of the delay's output is fed back into its input
3. Envelope that follows Flame's audio input. Note that the envelope takes a summed mono version of the input.
 - I. Attack – sets the attack time of the envelope
 - II. Decay – sets the envelope's release time
 - III. Gain – allows the envelope follower's output to be scaled

4. Lfo reset – clicking on this resets both LFOs to the start of the waveform allowing them to be resync'd if necessary
5. Soft Clip – since Flame's output can be unpredictable a soft clipper can be optionally added to the output to help tame it.
6. Control Rate – sets the internal control rate in samples. The lower the control rate the smoother the change of parameters at the cost of slightly more CPU.
7. The two matrices are the heart of Flame and control the flow of audio and control signals.
 - I. Audio matrix / Mod Matrix – switches between the audio matrix and the modulator matrix
 - II. Source – pick the audio or modulator to route
 - III. Destination – module to route the signal to
 - IV. Amount – scales the gain of the signal from -100% to 100%.
8. LFO – multi-mode LFO that can morph between wave shapes
 - I. Freq – sets the LFO's frequency
 - II. Shape – morphs between different LFO wave shapes
 - III. Phase – sets the phase offset of the LFO
9. Degradar – bit crusher / sample reduction effect
 - I. Bits – sets the bit depth of the audio
 - II. Rate – sets the samplerate of the audio
10. Pan – Pans Flame's audio output between the left and right channels
11. Master
 - I. Output 1 / 2 – Gain control affecting the wet output signal
 - II. Mix – Mixes the wet and dry signals together

FAQS

- Why can I not hear the delay?
 - The delay buffer is very long (16 quarter notes) so will not output a wet signal until this entire buffer is filled
- How do I set the delay's feedback?
 - The feedback is controlled through the audio matrix by selecting Delay Fb as the destination. This allows you to route different signals into both the delay's input and feedback pathway.
- Why is the modulation not working?
 - It is important you set the modulation amount correctly. For example applying a LFO amount of -100% to Filter Freq will module the parameter downwards from its base setting. If the Parameter is already at its lowest setting then it cannot be modulated any further so will not be affected.
- What happens if I connect the output of one module back into its own input?
 - It is recommended not to do this as the result may be very loud!
- What does changing the control rate do?
 - Control rate determines how often the modulators and parameters are updated. The lower the setting the smoother this will be at the cost of more CPU. Setting control rate to 1 will give you audio rate modulation.