

 **VST SOUND INSTRUMENT SET**



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# Dark Planet

The macro page for the Dark Planet VST Sound Instrument Set is divided into four sections. The top half contains, from left to right, the pre-filter distortion section, the filter section, and the post-filter distortion section. The bottom half shows the modulation effect section.



## Pre/Post-Filter Distortion Sections

The Dark Planet VST Sound Instrument Set contains two distortion effects. The first effect is placed before the morphing filter and the second effect behind the filter.

This allows you to add distortion to the unfiltered sound, as well as to distort the filtered signal. You can also use both effects at the same time, for example, to reduce the bit depth with the pre-filter distortion effect while adding overtones using the post-filter distortion effect.

For both effects, the same set of parameters is available.



### On/Off

Activates/Deactivates the corresponding distortion effect.



### Type

Specifies the distortion type.

- **Tube** offers a lot of character by adding warm, tube-like distortion. You can set the amount of tube drive with the **Distortion** control.
- **Clip** adds bright, transistor-like distortion. You can set the amount of clipping with the **Distortion** control.
- **Bit** adds digital distortion by means of quantization noise. You can adjust the bit reduction with the **Reduction** control.
- **Rate** adds digital distortion by means of aliasing. You can adjust the rate reduction with the **Reduction** control.

### Gain

Adjusts the output level of the sound.

### Distortion

This control is available when the distortion type is set to **Tube** or **Clip**. Turn the dial clockwise to increase the distortion.

### Reduction

This control is available when the distortion type is set to **Bit** or **Rate**. Turn the dial counter-clockwise to reduce the bit depth or the sample rate, respectively.

### Mix

Adjusts the balance between the dry and the distorted signal.

## Filter Section

The **Filter** section lets you mix low-pass and high-pass filter effects, allowing for creative morphings between two filters. You can specify the filter shapes independently for filter shape A and B via the corresponding pop-up menus.



### Filter Shape B

Here, you can choose between several high-pass and band-reject filter shapes.

### Filter Shape A

Here, you can select a low-pass or a band-pass filter shape.

### Morph

Adjusts the morphing between filter shapes A and B.

### Cutoff

Adjusts the cutoff frequency of the filter.

**NOTE**

You can also set the **Cutoff** and **Morph** parameters simultaneously by clicking in the display and dragging.

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**Resonance**

Emphasizes the frequencies around the cutoff frequency. For an electronic sound, increase the **Resonance** value. At higher settings, the filter self-oscillates, which creates a ringing tone.

## Modulation Effect Section

The last effect in the effect chain is the modulation effect.



**On/Off**

Activates/Deactivates the modulation effect.

**Type**

Determines which modulation effect is used. You can choose between **Flanger** and **Phaser**.

**Speed**

Specifies the frequency of the pitch modulation.

**Depth**

Determines the intensity of the modulation.

**Phase**

Widens the sound image of the effect from mono to stereo.

**Feedback**

Adds resonances, allowing you to sweep the sound. For the **Flanger**, this parameter is bipolar. For the **Phaser**, it is unipolar.

**Mix**

Sets the ratio between the dry and the wet signal.

## Usage of the HALion and HALion Sonic Edit Pages

In HALion and HALion Sonic, you can also edit program parameters on the regular **Edit** page that is available for all programs.

The **Edit** page offers more parameters than the macro page and gives you access to all available sound-relevant parameters. For detailed information about these parameters, see the corresponding documentation.

In HALion Sonic, you open the **Edit** page by deactivating **Show Macro Page**  on the toolbar.

## Parameter Automation

All parameters can be automated, except for the **Type** parameter in the pre/post-filter distortion sections, and the **Type** and **On/Off** parameters in the modulation effect section.