



VST SOUND INSTRUMENT SET



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Triebwerk

The programs of the Triebwerk VST Sound Instrument Set are divided into three categories: synthesizer sounds, drum sets, and sliced loops. Two macro pages are available. One is optimized for the sliced loops and the drum sounds, and the other one for the synthesizer sounds.

Each macro page is divided into four sections. The upper half contains the **Voice**, **Filter**, and **Amp** sections. The lower half shows the **FlexPhraser** section, which is used to add arpeggios or drum patterns to the sounds, or allows you to control the play parameters for sliced loops.

Voice Section for Synthesizer Programs



Mono

Activates monophonic playback.

Polyphony

If **Mono** mode is deactivated, you can use this parameter to specify how many notes can be played simultaneously.

Pitchbend Up/Pitchbend Down

Determines the range for the modulation that is applied when you move the pitchbend wheel.

Glide

Allows you to bend the pitch between notes that follow each other. You achieve the best results in **Mono** mode.

- **Glide On/Off** activates/deactivates the **Glide** function.
- **Fingered** allows you to glide the pitch only between notes that are played legato.
- If **Sync** is activated, you can synchronize the glide time to the tempo of the host application. You can select a note value from the pop-up menu. To use triplets, activate **Triplets**.

Glide Time

Sets the glide time, that is, the time it takes to bend the pitch from one note to the next.

Voice Section for Drums and Sliced Loops



Edit

Specifies whether the parameters in the **Voice**, **Amp**, and **Filter** sections affect all drum sets or slices equally or whether they are applied to the selected drum sound or slice.

Instrument

If **Edit** is set to **Selected**, you can use this pop-up menu to specify the instrument or slice to be edited.

Octave

Allows you to adjust the pitch in octave steps.

Coarse

Allows you to adjust the pitch in semitone steps.

Fine

Allows you to fine-tune the pitch in cent steps.

Filter Section

The **Filter** section contains the filter parameters for the various filter types that are used in the programs.



Cutoff

Controls the cutoff frequency of the filter.

Resonance

Emphasizes the frequencies around the cutoff. At higher settings, the filter self-oscillates, which results in a ringing tone.

Drive

Adds distortion to the signal.

Velocity

Allows you to specify the influence of the incoming MIDI velocity on the filter envelope modulation depth.

- Set **Velocity** to positive values to reduce the intensity of the envelope for decreasing velocities.
- Set **Velocity** to negative values to reduce the intensity of the envelope for increasing velocities.

Envelope

Adjusts the cutoff modulation of the filter envelope.

Negative values invert the modulation direction of the filter envelope.

Attack

Controls the attack time of the filter envelope.

Decay

Controls the decay time of the filter envelope.

Sustain

Controls the sustain level of the filter envelope.

Release

Controls the release time of the filter envelope.

Amp Section

The **Amp** section contains the amplifier and amplifier envelope parameters.



Velocity

Allows you to specify the influence of the incoming MIDI velocity on the amp envelope modulation depth.

- Set **Velocity** to positive values to reduce the intensity of the envelope for decreasing velocities.
- Set **Velocity** to negative values to reduce the intensity of the envelope for increasing velocities.

Level

Adjusts the level of the program. If you add distortion to the filter by increasing the **Drive** parameter, you may have to adjust the level to compensate for the increase in gain.

Pan

Adjusts the panorama position of the signal. This is particularly useful for drum sets and sliced loops, where you can specify the pan position individually for each drum instrument or slice.

Attack

Controls the attack time of the amplifier envelope.

Decay

Controls the decay time of the amplifier envelope.

Sustain

Controls the sustain level of the amplifier envelope.

Release

Controls the release time of the amplifier envelope.

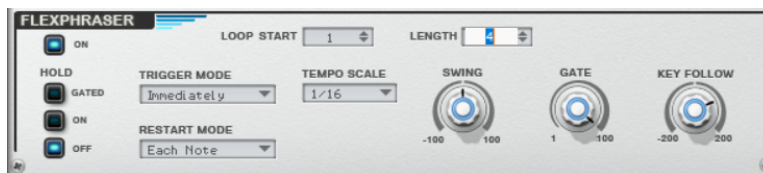
FlexPhraser Section

The FlexPhraser is a versatile phrase player and arpeggiator that allows you to play everything from basic arpeggios, instrument phrases, and rhythmic chords to drum patterns. Depending on the selected phrase, you can adapt the harmonic phrase structure by playing on your keyboard.

NOTE

Which controls are available depends on the program type: synthesizer sound, drum set, or sliced loop.

FlexPhraser Parameters for Sliced Loop Programs



FlexPhraser On/Off

Activates/Deactivates the FlexPhraser section.

Loop Start

Allows you to shift the start of the loop in steps of quarter notes. If the **Length** setting is at the maximum value, the loop is shortened accordingly.

Length

Allows you to shorten the length of the loop by shifting the end of the loop in steps of quarter notes.

NOTE

The control range of the **Loop Start** and **Length** parameters depends on the original length of the loop.

Hold

Allows you to prevent the phrase from stopping or changing when the keys are released.

- If **Off** is selected, the phrase changes as soon as you release a key. The phrase stops immediately when you release all keys.
- If **On** is selected, the phrase plays to the end, even if the keys are released. If **Loop** is activated, the phrase repeats continuously.
- If **Gated** is selected, the phrase starts to play when the first key is played. It plays silently in the background, even if the keys are released, and resumes

playback at the current position when you press any of the keys again. This way, you can gate the playback of the phrase.

Trigger Mode

Determines at which moment the arpeggiator scans for new notes that you play on the keyboard.

- If **Immediately** is selected, the arpeggiator continuously scans for new notes. The phrase changes immediately in reaction to your playing.
- If **Next Beat** is selected, the arpeggiator scans for new notes at every new beat. The phrase changes in reaction to your playing on each new beat.
- If **Next Measure** is selected, the arpeggiator scans for new notes at the start of new measures. The phrase changes in reaction to your playing on each new measure.

Restart Mode

- If this is set to **Off**, the phrase runs continuously and does not restart at chord or note changes.
- **New Chord** restarts the phrase on new chords.

NOTE

The phrase does not restart upon notes that are played legato.

- **New Note** restarts the phrase with each new note that you play.
- **Sync to Host** aligns the phrase with the beats and measures of your host application each time that you start the transport.

Tempo Scale

Defines the rate at which notes are triggered, that is, the speed at which the phrase is running.

Swing

Shifts the timing of notes on even-numbered beats. This way, the phrase gets a swing feeling. Negative values shift the timing backward and the notes are played earlier. Positive values shift the timing forward and the notes are played later.

Gate

Allows you to shorten or lengthen the notes of the phrase. At a value of 100 %, the notes play with their original gate length.

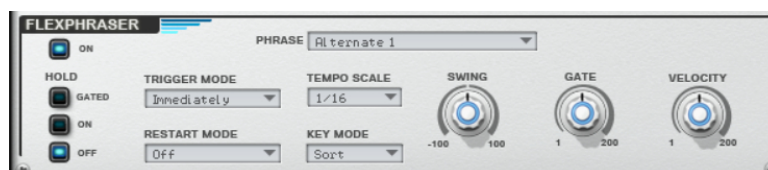
NOTE

For sliced loops, you cannot set values higher than 100 %, that means, slices can only be shortened.

Key Follow

Allows you to vary the pitch of the slices with the notes you play. Notes lower than the original pitch (C2) can either raise or lower the pitch by up to 200 % per octave.

FlexPhraser Parameters for Synth Programs and Drum Sets



FlexPhraser On/Off

Activates/Deactivates the FlexPhraser section.

Phrase

Allows you to select a phrase.

Hold

Allows you to prevent the phrase from stopping or changing when the keys are released.

- If **Off** is selected, the phrase changes as soon as you release a key. The phrase stops immediately when you release all keys.
- If **On** is selected, the phrase plays to the end, even if the keys are released. If **Loop** is activated, the phrase repeats continuously.
- If **Gated** is selected, the phrase starts to play when the first key is played. It plays silently in the background, even if the keys are released, and resumes playback at the current position when you press any of the keys again. This way, you can gate the playback of the phrase.

Trigger Mode

Determines at which moment the arpeggiator scans for new notes that you play on the keyboard.

- If **Immediately** is selected, the arpeggiator continuously scans for new notes. The phrase changes immediately in reaction to your playing.
- If **Next Beat** is selected, the arpeggiator scans for new notes at every new beat. The phrase changes in reaction to your playing on each new beat.
- If **Next Measure** is selected, the arpeggiator scans for new notes at the start of new measures. The phrase changes in reaction to your playing on each new measure.

Restart Mode

- If this is set to **Off**, the phrase runs continuously and does not restart at chord or note changes.
- **New Chord** restarts the phrase on new chords.

NOTE

The phrase does not restart upon notes that are played legato.

- **New Note** restarts the phrase with each new note that you play.
- **Sync to Host** aligns the phrase with the beats and measures of your host application each time that you start the transport.

Tempo Scale

Defines the rate at which notes are triggered, that is, the speed at which the phrase is running.

Key Mode

Defines whether the order in which the notes are played on the keyboard affects the playback of the phrase.

- If **Sort** is selected, the notes are played in the order of the selected phrase. The chronological order does not have any influence.
- If **As Played** is selected, the notes are played in the order in which you play them on the keyboard.

- If **Direct** is selected, the phrase creates controller events instead of notes. You hear the notes that you play plus any controller events of the phrase, such as pitch bend, volume, pan, etc.

NOTE

Not all phrases contain controller data.

Swing

Shifts the timing of notes on even-numbered beats. This way, the phrase gets a swing feeling. Negative values shift the timing backward and the notes are played earlier. Positive values shift the timing forward and the notes are played later.

Gate

Allows you to shorten or lengthen the notes of the phrase. At a value of 100 %, the notes play with their original gate length.

Velocity

Allows you to raise or lower the note-on velocities of the phrase. At a value of 100 %, the notes play with their original velocity.

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 **Mono** and **Poly** parameters in the **Voice** section and the **Step**, **Level**, and **Snap** parameters in the **Step Modulator** section.