

SUBCOLOURS Octave Diver

[RACK EXTENSION] v. 2.0

MANUAL

2021

PRODUCT OF
TURN2ON



SUBCOLOURS

OCTAVE DIVER

FX device by Turn2on Software



Inspired by a 50 year old legendary octave diver effect. Adds sub-octave to inputted signals resulting in warm, fat and synthesized tones.

Device includes classical ringer, powerful screamer, fuzz / distortion destruction effects as well as a limiter, widener and stabilize compressor.

SubColours Octave Diver emulates the Mu-Tron™ Octave Divider pedal. The tone is warm, fat, and a bit synth-like, as opposed to the crisper, more acoustically-accurate transpositions of modern pitch-shift pedals.

It also has a built-in LFO and an audio widening function. Fundamentally, the SubColours Octave Diver is an effect like the original octave divider classic pedal, because you can easily manipulate the sub-tone, but we added more to our device to make it much more useful. Simply add it to any sound to

generate a sub-octave signal with gain, compression, limiting and widening.

Use this fx with guitars for warm sub backgrounds. Or use it with any samples to give an added punch and sub-modulation capabilities. Use it with synths to give subtle sounds more thickness and weight. Use it with drums to expand the foundation of the basic source. Max Frequency set the maximum input frequency a sub-octave will be generated for. User can choose frequency modes (Free Hz mode or Note selection).

What about the back side of the device?

It has all CV-inputs that you need. Compressor to control sub frequencies.

Limiter to limit and Maximize dry or wet signals.

Widening to spread your output signal. Destruction to overdrive your sound.

So.... Try it today



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FRONT PANEL



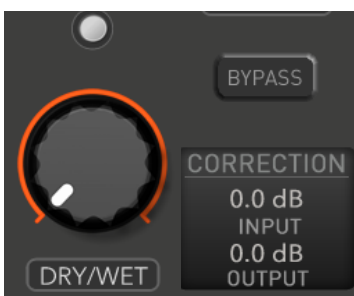
OCTAVE DIVER

OCTAVE DIVER

Inspired by a 50 year old legendary octave diver effect "Mu-Tron (TM) Octave Divider. Generate sub-octave to inputed signals resulting in warm, fat and synthesized tones.



MAX FREQ	The maximum input frequency a sub octave will be generated for is set from 35Hz up to 560Hz
TONE	Set harmonic content of the generated sub-octave from 0 up to 100%
FREQ MODE	FREE HZ: Select frequency in range 35 - 560 Hz NOTES: Select Notes (synced to the frequency)
DRY	level of the unprocessed input signal sent to the output.
WET	level of the effected signal
INPUT	correction of dry input level (unprocessed input signal) before it goes into DRY/WET control
OUTPUT	correction of output level of the effected signal after it comes out of the DRY/WET control
LAMP	detection of signal activity



GREEN RINGER



Ringer is a classic vintage effect that reproduces a second tone into the signal, based on the Green Ringer™ ring modulation pedal by Dan Armstrong. But we divide this effect: create something like a osc-ringer in synthesizers (modulate second tone to signal) and create special section with Overdrive, Scream and Fuzz Destruction effects

ACTIVE	On/Off Ringer effect
RINGER	Amount of the Ringer effect
SCALE	Scale proption of the Ringer effect (x 1/16 slower.. and x 4 faster)



DESTRUCTION FX

Triple destruction module.
Can be used as Bypass / PRE / POST / SUM / END position in chain.

ACTIVITY

- BYP:** Destruct is bypassed
- PRE:** Destruct is active before OctaveDiver
- POST:** Destruct is active after OctaveDiver
- SUM:** Destruct is active before and after OctaveDiver at same time
- END:** Destruct is active in the end of FX chain loop (after compressors, limiter)

MODE

- OVER** - classical overdrive gain effect
- SCRM** - classical green Screamer™ pedal
- FUZZ** - pioneer of destruction effects

LEVEL

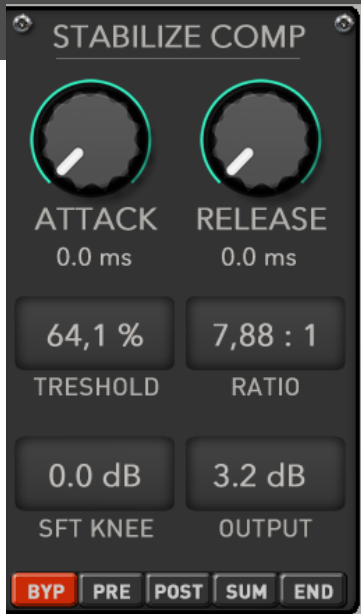
Set level of signal gain

WIDENING FX



Helps to spread and widen your sound with a 4-zone selection.

- ACTIVE** | On/Off effect
- RADIUS** | 4 zone radius locations of your signal
- WIDE** | Widening Level



STABILIZE COMPRESSOR FX

- ACTIVE** | **BYP:** Compressor is bypassed
PRE: Compressor is active before OctaveDiver
POST: Compressor is active after OctaveDiver
SUM: Compressor is active before and after OctaveDiver at same time
END: Compressor is active in the end of FX chain loop

ATTACK | time it takes for gain reduction to increase when the signal level rises

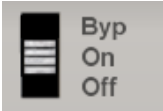
RELEASE | time it takes for gain reduction to decrease when the signal level falls

TRASHOLD | level of signal above which compression is applied

RATIO | amount of gain reduction to apply.

SOFT KNEE | gradual increase in ratio as signal level crosses threshold

Classic Compressor that can be used as Bypass / PRE / POST / SUM / END position in chain.

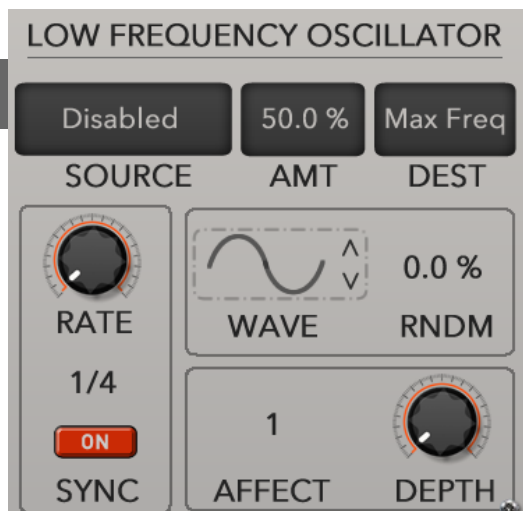


- BYPASS** - disable effect
- ON** - enable effect
- OFF** - mute incoming signal



STABILIZE COMPRESSOR FX

ACTIVE	<p>BYP: Limiter is bypassed</p> <p>PRE: Limiter is active before OctaveDiver</p> <p>POST: Limiter is active after OctaveDiver</p> <p>SUM: Limiter is active before and after OctaveDiver at same time</p> <p>END: Limiter is active in the end of FX chain loop</p>
RELEASE	Recovery time
MODE	Soft Knee / Hard knee / Hard Clipping
MAXIMIZER ACTIVITY	Maximizer On/Off
MAXIMIZER DRIVE	Maximize gain level of the limited signal



LFO

With LFO modulation, you can create various creative active-effects (such as auto-bass and more).

AMOUNT	Level of modulation from LFO or Automata CV sources
SRC	Modulation Source: Constant (Waveforms: Disable / Sine / Tri / Saw / Square / Pulse / Tangent / Rise Up / Trapez) Automata A1, A2, A3 CV Inputs
DEST	Modulation Destination: Max Freq, Tone, Dry and Wet signals.
LFO SYNC	LFO sync mode: FREE / TEMPO SYNCED
LFO RATE	Adjust the LFO rate per step.
LFO RANDOM	Scale steps by random
WAVE	8 LFO waveforms: Sine, Tri, Saw, Sq, Pulse, Tangent, RiseUp, Trapezoid
RATE AFFECT	Set how much source value affects the LFO rate (x1/16 .. x4 times)
DEPTH MOD	Set how much source value affects the LFO depth.

REAR SIDE PANEL



AUDIO INPUT AND OUTPUT - connection of Mono/Stereo audio in/out signals.



CV INPUTS

Use this CV inputs to control by external source curves:

- Max Frequency, Tone, Dry/Wet
- Ringer, Destruct Level, Widening Level



AUTOMATA - use this CV inputs as modulation sources with or without LFO. Automata include 3 CV inputs and you can switch between A1/A2/A3 from the front panel LFO matrix.

It's very useful to set the positions of the compressor, destruct and the limiter to various routing positions (PRE/POST/SUM/END).

BE CAREFUL! Wet is not better! Wet is only the processed sub-signal. If the signal is clipping, try to use the compressor, limiter and/or signal correction (Input/Output).

HOW TO USE

DO NOT TURN AT START DRY/WET = 100%! You are only affecting sub-octaves which may produce critical RMS peaks.

Dry/Wet - is crossfade function from dry signal that you send, to processing signal.

You can work in parallel (50%) and line (100%) modes.

> If Dry/Wet = 50% - you add sub octaves.
> If Dry/Wet = 100% - you hear only processed signal. And there you must be accurate, because work with sub-octaves needs your hand control (very easy to cause clipping).

> Start from DRY/WET=0
> Add some Wet position after set Max Freq to 20-30%
> Set TONE to 40-70%.
> Add more DRY/WET near to Center position.

> Add some TONE and small Max Freq.
Look at RMS meter. Make sure it does not come to red zone.
Now with Max Freq and Tone changes You must listen sub octaves.

> Input and Output values - are correction levels. Use them to fix needed results.
Input / Output correction values help you as first step to stay away from the red zone and set nice level of signal.

But also you can use Compressor and Limiter (plus Maximizer). They help you to find better changes with this effect type without clipping and overdrive.

> Start from Ringer to creative sound changes. You can additionally destruct your signal in PRE/POST/SUM/END positions with Overdrive, Screamer or Fuzz effects.

> After you find your sound, you can use Widening to spread your sound.



SUBCOLOURS

OCTAVE DIVER FX

Sub-frequency generator effect

Thanks to all beta-testers,
special thanks to: Darryl Miiler, xcott (bes rt forum), Challis (rt forum),
Kirk Markarian



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★★★★★ (22)

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