PoiZone V2

Overview

PoiZone is a subtractive software synthesizer designed to bring you professional quality results, without a learning curve that hinders your creativity. The concept behind PoiZone was to design a synthesizer that had a great sound derived from the smallest number of controls, without sacrificing flexibility and features. Non-essential controls were ruthlessly removed so what remains is a user interface where every knob counts. Once you have spent some time auditioning the preset patches we are sure you will agree that PoiZone packs a lot of punch in what appears to be a simple package, enjoy!

Features

PoiZone has the following key features -

Voicing

2 main oscillators for subtractive synthesis: SAW and PULSE shapes, pulse width adjustable.

1 NOISE Oscillator.

Variable polyphony (1 to 32 voices).

Modulation

SYNC modulation.

RING modulation.

PULSE WIDTH Modulation.

2 ADSR envelope generators (one user-assignable to modulation parameters).

3 FILTER modes - low pass, band pass and high pass. PoiZone features a warm, analog-modelled filter with self oscillation. The PoiZone filter can sound bright and clean passing high-frequencies transparently or or 'gritty and grungy' with the addition of resonance (including carefully crafted distortion) for that 'exciting' sound. Special attention has been given to precise KEYTRK filter tuning so that the PoiZone filter can track keyboard frequency precisely, allowing the filter to be used as an oscillator.

Keyboard and Velocity tracking for the filter.

Effects

DELAY effect, with tempo-synced click-free stereo delays and delay time modulation. Lo-cut and hi-cut for trancers!

CHORUS provides a fat and warm sound with excellent unison emulation.

4 voice UNISON with user-adjustable stereo panning and 'Octaver'. The Octaver expands the harmonic range and flexibility of the unison sound. Additionally it allows to support the creation of realistic 'vox-like' effects.

Performance

256 Patches created by industry professionals.

Muti-mode Arpeggiator.

Noise Gate with an adjustable 16 step pattern. The gate features smoothness control and the ability to import/export patterns to .fxp files.

MIDI learn feature with the ability to save/load MIDI setups to/from a patch.

LFO and MOD WHEEL modulation. Can be assigned to a wide range of performance parameters in PoiZone.

Mothers everywhere will be saying "What's that NOISE!"

Plugin Credits:

PoiZone was created by Maxx Claster exclusively for -

Image Line Software BVBA

PoiZone - Master Controls

Master Controls

The Master Controls section provides a range of global controls as described below:

Master Display

The Display: There are three sub-displays -

Program Name - To **browse the preset** list click on this part of the display. To **step through the list** click on the < > arrows immediately to the right.

Last tweaked parameter. Displaying last tweaked parameter. Name - value - label [CC number assigned]. [N/A] means no CC is assigned. When PoiZone is opened for the first time, there will be no values (--- ---- ---), meaning that no CC has been touched. As soon as you tweak something the value updates. CC (Continuous Controller) data is MIDI data used to communicate between hardware/software controllers and Poizone. 128 different continuous controllers can transmit values between 0-127. CCs are commonly used for things like MIDI controlling volume (#7), pan (#10), data slider position (#6), mod wheel (#1) or other user-assigned parameters.

Last CC number and value - Shows the last CC number to be received and the value.

OPTIONS: The options are -

Import CC Map: Imports all CC links from saved FXP. This is used to load Midi Learn settings from FXP saved from your host.

Import gate pattern: Import a saved FXP containing Gate Pattern data.

Save Bank (.FXB): Save all patches to a bank file .FXB format.

Save Program (.FXP): Save current patch to a file .FXP format.

Load Program/Bank from HD: Opens a load-file dialog so that you can load either .FXB or .FXP files. **Note:** Loading banks (.FXB) will overwrite all the 256 programs in the current bank.

Clear All CC Links: Unlinks all parameters from all CC's.

Initialize Program: Resets PoiZone to a default starting condition, useful for patch authors.

LINK: Link the last tweaked MIDI parameter to the selected target in PoiZone.

UNLINK: Unlink the displayed link-relationship.

MIDI learning features in PoiZone - When you send a CC to PoiZone, it updates number and value of that CC. Tweak any parameter (second display updates), send any CC (third display updates), push LINK button and last sent CC is linked to last tweaked parameter. Or push UNLINK is you want last tweaked parameter to be not linked to any CC (then it will display [N/A]).

Voice Controls

UNISON: Set the number of unison voices from 1 to 4. 1 = No unison. Unison is similar to chorus in that multiple copies of the final output sound are detuned and panned to create a thicker audio texture.

POLY: Number of voices that will play with the current patch. 1 to 32 voices are available. Select lower

values to emulate monophonic analog synths with voice-stealing.

UNISON DETUNE: The relative detuning of the unison voices. Higher levels creates a more discordant sound.

UNISON PAN: The relative stereo panning of the unison voices. Higher levels create a wider stereo field.

OCT: Even numbered UNISON voices are shifted up one octave. It's useful to create 'human voice-like' patches if a narrow bandpass filter is applied to the patch and UNISON is set to 2 with OCT on.

MONO: Monophonic playback mode.

HELD: OFF: All notes will glide. ON: Only held (overlapping) notes will glide.

STATIC: ON: All notes will glide at a variable rate so that glide-time is independent of the jump size.

GLIDE TIME: Controls the slide-rate between notes.

TRANSP: Controls the global pitch in semitones.

MICRO TUNE: Controls the global pitch in cents. The range is -100 to +100 cents with 0 in the middle position (vertical knob).

GAIN: Overall, final output level from PoiZone.

PoiZone - MIDI

MIDI

The MIDI section provides the ability to route a MIDI controller to a range of targets in PoiZone, as described below. **NOTE:** In order to link your controller to specific MICI CC values you will need to do this via your hosts plugin wrapper.

Controls

MW DEST: Mod Wheel Destination, selects the target control for the mod wheel MIDI CC parameter -

CUTOFF: Cutoff of the filter frequency (pitch) of oscillator A.

LFO: LFO amplitude. Note that this is not LFO amount, it is the amplitude of the LFO. For example, if your Mod Wheel is linked to LFO amplitude, and set your Mod Wheel to minimum, LFO will have zero amplitude and won't do anything. If you turn Mod Wheel to maximum the LFO will now have max amplitude.

FREQ A: Frequency of OSC A.

PW A: Pulse-width of OSC A.

PW AB: Pulse-Width of OSCs A and B.

MW AMNT: The amount of modulation that the MOD Wheel will apply.

PB RANGE: Pitch Bend Range.

PoiZone - LFO

LFO

LFO is a 'Low Frequency Oscillator' that is an Oscillator that creates an output changes at a rate less than 30 Hz. This generator is used to control parameters inside PoiZone to add motion or variability to sounds in order to make them more interesting or a 'human' feeling.

LFO Controls

LFO DEST: LFO Destination, select from -

- **CUTOFF:** Cutoff of the filter frequency (pitch) of oscillator A.
- **FREQ A:** Frequency of OSC A.
- **FREQ AB:** Frequency of OSC A and B.
- **PW A:** Pulse Width for OSC A.
- **PW AB:** Pulse Width for OSC A and B.
- **PAN:** Stereo Panning.

AMOUNT: Amount multiplier, 0% bottom 100% top.

RATE: Determines the frequency of the LFO, faster is up.

SHAPE: Select the LFO waveform shape (SAW, PULSE, TRIANGLE, SINE, RANDOM).

RETRIG: Retrigger, when selected restarts the LFO cycle at the start of each note.

TMP SYNC: Tempo Sync, synchronizes the LFO speed to the host tempo. Left click to show a drop-down menu of options from 1/16th to 32/16th. When the display shows 'no sync' there is no tempo sync and rate of LFO is defined by the 'RATE' knob.

PoiZone - Envelope Generator

Envelope Generator

The Envelope Generator is a user assignable Envelope that is used to control parameters inside PoiZone to add motion or variability to sounds. The envelope is triggered on a per-note basis at the start of each note.

Envelope Generator Controls

EG DEST: Envelope destination, select from -

CUTOFF: Cutoff frequency of the filter.

FREQ A: Frequency of OSC A.

FREQ AB: Frequency of OSC A and B.

PW A: Pulse Width for OSC A.

PW AB: Pulse Width for OSC A and B.

AMOUNT: Amount can be -100 to +100%. The middle value of the slider is zero.

A, D, S, R: **A**ttack (ramp up speed), **D**ecay (ramp down speed), **S**ustain (sustain level), **R**elease (release rate) of the envelope.

PoiZone - ADSR

Master Level ADSR (Amplifier)

Master ADSR (Amplifier) Envelope adds an envelope to the final output sound of PoiZone. The envelope is triggered on a per-note basis at the start of each note.

Amplifier Controls

A, D, S, R: Attack (ramp up speed), **D**ecay (ramp down speed), **S**ustain (sustain level), **R**elease (release rate) of the envelope.

PoiZone - Oscillators

Oscillators

Oscillators are the basic sound sources of a synthesizer, Poizone has 2 Oscillators (A and B) and one 'Noise' source. Oscillators A and B generate SAW or PULSE shapes that can be futher modified. All Oscillator modulations are applied to OSC A, so that OSC A is a carrier and OSC B is a modulator for RM and SYNC operations (as described below). OSC B always generates an unmodulated sound - for example, this is why OSC B has controls for pitch while OSC A does not. These features together with 'Unison' in the Master Controls section and the Effects Section allow Poizone to quickly and easily create thick, lush textures or cutting leads.

BALANCE

The knobs in the 'BALANCE' section are used to mix between Oscillator A, B and the Noise source.

OSC: Controls the balance between Oscillator A and Oscillator B, turn fully left to hear OSC A and fully right to hear OSC B, the 12 O'clock position is a 50% mix of OSC A and OSC B.

NOISE: The output of the OSC knob is then sent to the NOISE mixer, fully left is 100% Oscillators and 0% NOISE, fully right is 100% NOISE and 12 O'clock is a 50% mix of the Oscillators and the Noise source.

OSCILLATOR A

PW (Pulse Width): Controls the 'width' of the Oscillator waveform when the PULSE button is enabled and Oscillator is in PULSE mode. When fully left and the original waveform will be a narrow 'spike' shape, when fully right the waveform will be equal to the original PULSE waveform (100% width).

PULSE: Pulse switches between Saw and Pulse shapes of the Oscillator.

RING (Ring Modulation): Ring modulation multiplies the output of OSC A and OSC B. The result is passed to OSC A (e.g. A = A * B) while OSC B remains unchanged (has its original sound). Ring can be used to produce extra harmonics that are characteristic of struck metal.

SYNC: When selected synchronizes the phase of OSC A to B. In other words, every time OSC B completes it's cycle OSC A is forced to reset and start it's cycle from the beginning.

OSCILLATOR B

PW (Pulse Width): Controls the 'width' of the Oscillator waveform when the PULSE button is enabled and Oscillator is in PULSE mode. When fully left and the original waveform will be a narrow 'spike' shape, when fully right the waveform will be equal to the original PULSE waveform (100% width).

PULSE: Pulse switches between Saw and Pulse shapes of the Oscillator.

PITCH: Changes the pitch of OSC B by +/- 24 Semitones.

DETUNE: Changes the pitch of OSC B by 0 to + 50 Cents.

PoiZone - Filter

Filter Section

The PoiZone filter can be used to shape the output from the Oscillators transforming the sound into something completely new. The PoiZone Filter operates in LowPass, HighPass and Band Pass modes as described below.

Controls

CUTOFF: Determines the cutoff frequency of the filter. Try automating this filter knob for interesting sound variations.

RESO: Determines the Resonance (Or Bandwidth) of the filter.

KEYTRK: This knob controls how closely the filter cutoff frequency will be tied to the MIDI key number pressed by the user. Lower keys will result in lower cutoffs, while higher keys will have the opposite affect.

VELTRK: Determines how much velocity will effect the filter cutoff frequency.

MODE: Toggles the filter between -

LP - Low-Pass, frequencies below the cutoff are allowed to pass, those above are filtered out.

BP - Band-Pass, a band of frequencies are allowed to pass, those above or below are filtered out. Cutoff controls the centre position of this band.

HP - High-Pass, frequencies above the cutoff are allowed to pass, those below are filtered out.

PoiZone - Arpeggiator

PoiZone Arpeggiator

The PoiZone Arpeggiator can sync the playback of various patterns to the host tempo allowing you to create complex melodies while holding down notes or chords, instant gratification is yours!

Controls

MODE: Select from one of 5 modes -

OFF: The arpeggiator is turned off.

UP: Notes are played back from the lowest to the highest held and then the arpeggiator loops back to the start (e.g. 1,2,3,4 - 1,2,3,4 etc).

DOWN: Notes are played back from the highest to the lowest held and then the arpeggiator loops back to the start (4,3,2,1 - 4,3,2,1 etc).

UP/DOWN: The note sequence runs up and down those held (e.g. 1,2,3,4,3,2,1 - 1,2,3,4,3,2,1 etc).

RANDOM: Notes are played back in random order from among those held.

RANGE: Select the number of octaves the pattern will be played over. Select from 1 to 4 octaves.

TMP SYNC: Tempo Sync, this determines how quickly and in what time signature the Arpeggiator will play relative to the host tempo. 1/32 (32nd notes) is the fastest setting while 4/4 (whole notes) is the slowest.

PoiZone - Effects

Effects

The effects are important to add 'polish' to your sounds. PoiZone offers a **DELAY** and **CHORUS** effect bank, To activate the effect, click on the 'ON' button (it will light-up red).

Values for controls may be seen in the top left display of PoiZone.

DELAY

Delay is an echo-based effect. Very short values of the delay time controls can produce a 'reverb' like sound.

ON: Turn the effect ON/OFF.

LEFT: Delay time for the left channel. Changes in 1/16th note tempo-synced units.

RIGHT: Delay time for the right channel. Changes in 1/16th note tempo-synced units.

FDBK: Feedback, the level of the delay feedback. Greater levels produce more echoes.

MDPTH: Delay Time Modulation Depth. The delay has an internal LFO that can control the delay time.

LO-CUT: Low Cut, determines a high-pass filter amount applied to the delay feedback loop. That is, the longer the tail of echoes, the less low frequencies they will contain.

HI-CUT: High Cut, determines a low-pass filter amount applied to the delay feedback loop. That is, the longer the tail of echoes, the less high frequencies they will contain.

WET: The amount of wet (effect) added to the dry sound (i.e. Full-Left is 100% Dry + 0% Wet, Full-Right is 100% Dry + 100% Wet).

CHORUS

The Chorus effect results from the interaction of several copies of the original sound that are detuned by a very small and constantly variable amount. It is called 'Chorus' because it can make a single voice sound like that of a chorus of singers (all slightly out of tune relative to each other) to create a thick and lush texture. The Chorus in PoiZone does not have delay time control, rather delay time is modulated with the main LFO, so it varies from zero to "depth" in range. With rate at which the pitch variations occur is controlled by "rate" knob.

ON: Turn the effect ON/OFF.

DEPTH: Depth of the chorus effect.

RATE: The speed at which the chorus voices change pitch (in Hz).

WET: The amount of wet (effect) added to the dry sound (i.e. Full-Left is 100% Dry + 0% Wet, Full-Right is 100% Dry + 100% Wet).

PoiZone - Trance Gate

Trance Gate

The PoiZone Trance Gate chops the final output sound from the effects section according to the selected pattern. The gate has a 16 step pattern that is synced to host tempo.

Controls

TMP SYNC: Tempo Sync, this determines how quickly and in what time signature the Trance Gate will gate (chop) relative to the host tempo. 1/32 (32nd notes) is the fastest setting while 4/4 (whole notes) is the slowest.

WET: The balance between the wet (gated) and dry sound. Right is 100% gating, left is 0%.

SMOOTH: This controls the aggressiveness of the gate attack, similar to the attack of an envelope. Left is a faster gate while right is slower gate.

GATE PATTERN: Each step in the row of 16 squares represents 1 unit of the TMP SYNC selection. Selected steps (black) is gate OFF, deselected steps (orange) is gate ON. Left click with your mouse to select/deselect steps.

Credits & Information

Credits:

PoiZone was created & developed by Maxx Claster.

Manual: Scott Fisher. No one reads the manual!

Distributed by:

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Professional Audio Applications

FL Studio

More Information

FL Studio is a fully featured, open-architecture music creation and production environment for PC with a complete set of instrument and studio tools. FL Studio functions as both a pattern and track-based sequencer. With its industry leading Piano roll and powerful 64-tracks mixer, FL Studio lets you work in your most creative way!

Deckadance

More Information

Deckadance is a DJ mixing application that works either as a standalone program OR as a VSTi plugin inside your favorite host. Deckadance itself can also host any VST compliant softsynth or effect can be controlled using most existing midi controllers & time coded vinyl.

Edison

More Information

Edison , the wave recorder/editor, will change forever the way you think about working with audio. It's a fully host-integrated audio editing and recording tool that loads into any VST compatible effects location and will then record or play audio from that position.

Plugin Effects (VST)

Juice Pack (A collection of FL Studio plugins as VSTs)

More Information

The **Juice Pack** contains a collection of the most popular effects from FL Studio covering Delays, Equalization (Parametric & Graphic), Flanging, Filtering, Compression & Limiting, Stereo Enhancing, Vocoding, Spectral analysis and Wave Shaping.

Maximus

More Information

Maximus is a pristine quality Mastering Maximizer, Compressor, Limiter, Noise Gate, Expander, Ducker and De-esser. Maximus excels equally well as a final mastering plugin or as a per-track effect. Heavy weaponry for the loudness war, lock and load!

Plugin Instruments (VSTi)

Sytrus

More Information

Sytrus = diversity. In the world of hybrid synthesis, nothing compares to the flexibility and diversity of **Sytrus** . VSTi and FL Studio ready, this softsynth delivers that fat sound you were missing.

Morphine

More Information

Morphine is a powerful Additive Synthesizer with a logical, flexible architecture that allows you to create any sound. You can do this directly by adjusting harmonics manually or by taking any input sample and resynthesizing it into one of 4 independent voices.

Toxic Biohazard

More Information

Toxic Biohazard features a hybrid synthesis engine, combining the best of FM and Subtractive synthesis. With the addition of a warm, analog-modeled filter and set of built-in effects, the Toxic concept remains one of convenience, simplicity, and superb sound quality.

Poizone

More Information

PoiZone is a subtractive software synthesizer designed to bring you professional quality results, without a learning curve that hinders your creativity. The concept behind PoiZone was to design a synthesizer that had the smallest number of controls while providing the maximum flexibility and features.

DirectWave Sampler

More Information

DirectWave is one of the most complete VSTi samplers currently available. It loads and edits most of the existing sound formats out there (WAV (any), SF2 (Soundfont), AKP (Akai), Propellerheads Recycle, Native Instruments Battery, Kontakt *(nki), GIGA *(gig) & eMagic EXS24, ...) and it can even sample your existing VSTi instruments.

Samples, Sounds & Content

More Information

SampleFusion represents over a decade of sample content created exclusively for Image-Line.