

VINTAGE STOMP PACKAGE

Owner's Manual



What Are ADD-ON EFFECTS?

ADD-ON EFFECTS are software packages that install additional high-quality effects programs on digital consoles.



What is the Vintage Stomp Package?

Vintage Stomp is one of the ADD-ON EFFECTS packages.

It simulates the characteristics of analog phasers from the 1970s.

It offers three program types that you can use to match your purposes: Max100, Vintage Phaser, and Dual Phaser.

Max100 is a model that reproduces vintage effects manufactured only during the second half of the Seventies.

Dual Phaser is a model that reproduces vintage effects manufactured only during the mid-Seventies. The Vintage Phaser does not limit itself to reproducing any particular model. Instead, it offers an extremely high level of freedom in creating the sounds expected from phasers.



What is VCM (Virtual Circuitry Modeling)?

VCM is a technology that enables you to model element levels in analog circuits (such as resistors and capacitors). This technology was developed by an engineering group led by Mr. Kunimoto, an engineer who developed the first physical modeling synthesizers, VL1 and VP1.

Vintage Stomp utilizes VCM technology.

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Installing the Vintage Stomp Package

See the “ADD-ON EFFECTS Installation Guide” for information about the installation method for Vintage Stomp Package.

Max100

Using Max100

As with other effects, you can recall and edit the Max100 program on the console or in Studio Manager. The basic operation is as follows:

- 1 Select one of the internal effects processors.
- 2 Patch the signal to and from the currently selected effects processor.
- 3 Locate the Effects Library page.
- 4 Select and recall Max100.
NOTE When you recall the program, all effects processor outputs will be muted temporarily.
- 5 Locate the Effects Edit page.
- 6 Set the parameters. (See the “Part Names and Functions” on page 3 for more information on Max100 parameters.)

The procedure for recalling and editing Max100 varies depending on the console you are using. Refer to the Owner’s Manual that came with your console for more information.

Editing Parameters in Studio Manager

In Studio Manager, editable parameters appear in both the Max100 window and the Generic Editor window. The Max100 window enables you to edit Max100 specific parameters, and the Generic Editor window enables you to edit parameters common to Max100 and other Effects. Refer to the Studio Manager Owner’s Manual for your console for more information on the Generic Editor window.

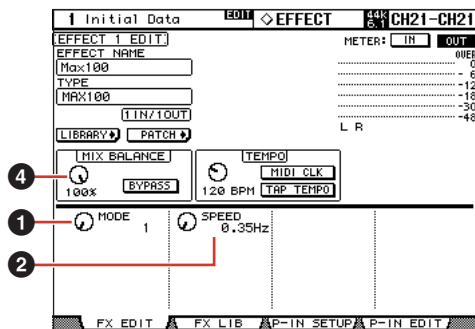


Studio Manager Generic Editor window

Part Names and Functions



Studio Manager Max100 window



Console display

1 MODE

Switches the sound quality (tone).

There are four types available, each with differences in modulation amplitude and in the amount of feedback.

2 SPEED

Adjusts the rate of modulation.

3 FOOT SW

The foot switch acts as a bypass.

It turns the effect ON or OFF.

4 MIX BALANCE

Sets the balance between the direct sound and the effect sound.

Although this parameter is shared by the various effects in the console, a setting of 100 percent is recommended when using Max100.

Dual Phaser

Using Dual Phaser

As with other effects, you can recall and edit the Dual Phaser program on the console or in Studio Manager. The basic operation is as follows:

- 1 Select one of the internal effects processors.
- 2 Patch the signal to and from the currently selected effects processor.
- 3 Locate the Effects Library page.
- 4 Select and recall Dual Phaser.
NOTE When you recall the program, all effects processor outputs will be muted temporarily.
- 5 Locate the Effects Edit page.
- 6 Set the parameters. (See the “Part Names and Functions” on page 5 for more information on Dual Phaser parameters.)

The procedure for recalling and editing Dual Phaser varies depending on the console you are using. Refer to the Owner’s Manual that came with your console for more information.

Editing Parameters in Studio Manager

In Studio Manager, editable parameters appear in both the Dual Phaser window and the Generic Editor window. The Dual Phaser window enables you to edit Dual Phaser specific parameters, and the Generic Editor window enables you to edit parameters common to Dual Phaser and other Effects.

Refer to the Studio Manager Owner’s Manual for your console for more information on the Generic Editor window.



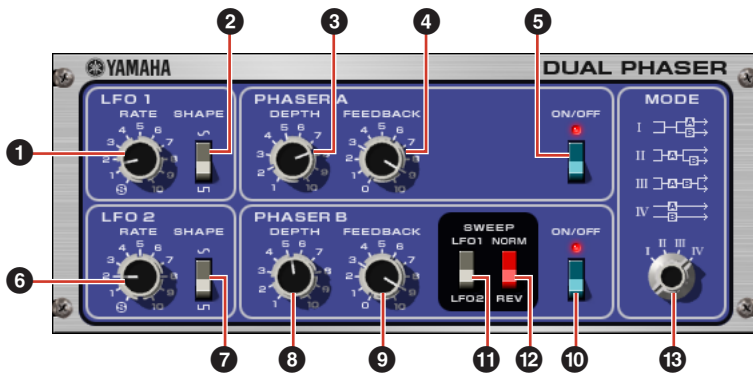
Studio Manager Generic Editor window

Part Names and Functions

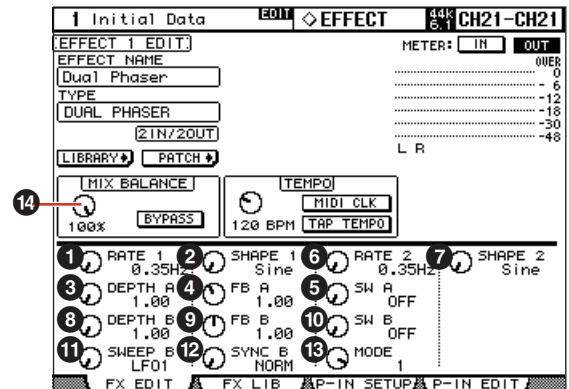
The Dual Phaser consists of two low frequency oscillators (LFOs) and two phasers.

The Phase A LFO is fixed as LFO 1, but either LFO 1 or LFO 2 can be selected as the Phaser B LFO. You can also select normal or reverse for the phase.

You can also rearrange the way the two phasers are connected.



Studio Manager Dual Phaser window



Console display

1 LFO 1 RATE

Adjusts the rate for LFO 1.

2 LFO 1 SHAPE

Changes the waveform for LFO 1.

3 PHASER A DEPTH

Adjusts the depth of modulation for Phaser A.

4 PHASER A FEEDBACK

Adjusts the amount of feedback for Phaser A.

5 PHASER A ON/OFF

Turns Phaser A ON or OFF.

6 LFO 2 RATE

Adjusts the rate for LFO 2.

7 LFO 2 SHAPE

Changes the waveform for LFO 2.

8 PHASER B DEPTH

Adjusts the depth of modulation for Phaser B.

9 PHASER B FEEDBACK

Adjusts the amount of feedback for Phaser B.

10 PHASER B ON/OFF

Turns Phaser B ON or OFF.

11 SWEEP LFO 1/LFO 2

Selects the LFO for Phaser B.

12 SWEEP NORM/REV

Selects the LFO phase for Phaser B. Selecting NORM sets normal phase. Selecting REV sets reverse phase.

13 MODE

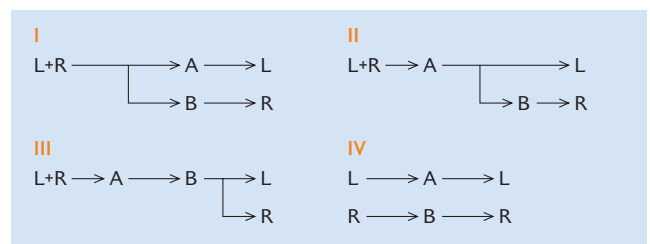
Rearranges the way the two phasers are connected.

I: The stereo input is mixed. Then the Phaser A effect is applied to the sound that is output from left channel. Phaser B applied to the sound that is output from the right channel.

II: The stereo input is mixed. Phaser A is applied to the sound that is output from the left channel. Phaser A and then Phaser B is applied to the sound being output from the right channel.

III: The stereo input is mixed. Phaser A and then Phaser B are applied to the sound, which is then output from both the left and right channels.

IV: Phaser A is applied to the input on the left channel, which is then output from the left channel. Phaser B is applied to the input on the right channel, which is then output from the right channel.



14 MIX BALANCE

Sets the balance between the direct sound and the effect sound.

Although this parameter is shared by the various effects in the console, a setting of 100 percent is recommended when using Dual Phaser.

Vintage Phaser

Using Vintage Phaser

As with other effects, you can recall and edit the Vintage Phaser program on the console or in Studio Manager. The basic operation is as follows:

- 1 Select one of the internal effects processors.
- 2 Patch the signal to and from the currently selected effects processor.
- 3 Locate the Effects Library page.
- 4 Select and recall Vintage Phaser.
NOTE When you recall the program, all effects processor outputs will be muted temporarily.
- 5 Locate the Effects Edit page.
- 6 Set the parameters. (See the “Part Names and Functions” on page 7 for more information on Vintage Phaser parameters.)

The procedure for recalling and editing Vintage Phaser varies depending on the console you are using. Refer to the Owner's Manual that came with your console for more information.

Editing Parameters in Studio Manager

In Studio Manager, editable parameters appear in both the Vintage Phaser window and the Generic Editor window. The Vintage Phaser window enables you to edit Vintage Phaser specific parameters, and the Generic Editor window enables you to edit parameters common to Vintage Phaser and other Effects. Refer to the Studio Manager Owner's Manual for your console for more information on the Generic Editor window.

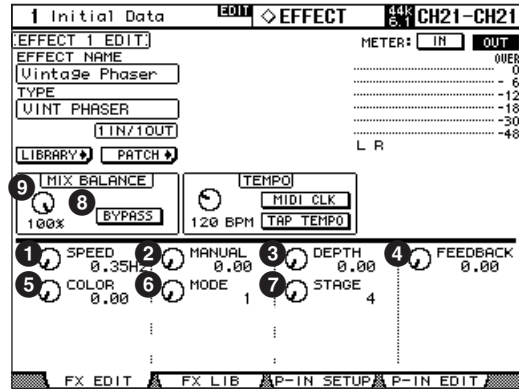


Studio Manager Generic Editor window

Part Names and Functions



Studio Manager Vintage Phaser window



Console display

1 SPEED

Adjusts the rate of modulation.

2 MANUAL

Adjusts the center frequency of modulation.

3 DEPTH

Adjusts the depth of modulation.

4 FEEDBACK

Adjusts the amount of feedback.

5 COLOR

Fine tunes the sound quality (tone).

6 MODE and 7 STAGE are valid only during the following combinations:

MODE	STAGE
I	10
II	6
II	8

6 MODE

Sets the type of circuit configuration being modeled.
Changes the sound quality (tone).

7 STAGE

Sets the scale of the circuit being modeled.
Changes the sound quality (tone).

8 FOOT SW

The foot switch acts as a bypass.
It turns the effect ON or OFF.

9 MIX BALANCE

Sets the balance between the direct sound and the effect sound.

Although this parameter is shared by the various effects in the console, a setting of 100 percent is recommended when using Vintage Phaser.