

Uglyplugins (uglyplugins.defekt.ch) presents

BANG! V. o.6

The Manual

Hello and thanks for fiddling with BANG! BANG is a VST KickDrum/Percussionssynth with many possibilities and ugly graphics. It was build with tha latest vintage technology and incorporates the breakthru “Tachyon Colored Energy Subbass Motor”-Engine for the extra awesomeness on whatever you like.



1. Installation:

CAUTION:

YOU ARE USING BANG AT YOUR OWN RISK! THIS PLUGIN MAY EAT YOUR CAT, DESTROY YOUR COMPUTER, CORRUPT ALL YOUR DATA, TRIGGER SYKNET, ANNOY YOUR GIRL/BOYFRIEND/NEIGHBOR, KILL YOUR EARS, MAKE A No1 HIT, DRIVE YOU INSANE, EXPLAIN 42, BLOW EVERYTHING UP...

but most likely It will generate some fat Kicks and other Noises or simply crash....

BANG comes as VST2.4 64Bit Plugin for Windows and OSX...

Windows:

Unzip the Archive and move the Bang.dll to your VST-Plugin Directory (probably something like [c:\Program Files\VSTPlugIns](#))

Upon the first run a Bang Directory will be created in your AppData\Local Dir.

Preset Files and the Bang.cfg configuration File will reside there.

OSX:

must be >= 10.9

Unzip the Archive and move the Bang.vst -Bundle to your VST-Plugin Directory (something like /Library/Audio/Plugins/VST)

Upon the first run a Bang Directory will be created in your Music Dir.

Preset Files (*.pbang) and the Bang.cfg configuration File will reside there.

Then BANG should show up in your DAW. If not annoy the DAW-Support / Computer-Manufacturer and switch back to playing acoustic Guitar unplugged :-).

If that don't help drop me a mail uglyplugins@defekt.ch with: OS Version / DAW Version / Errorlog (Console on OSX), but it can take time for a response.

2. BANG

Structure:

Bang has three Parts, the upper two (Part A & B) has an Oscillator with a Pitch-Envelope (Green), a Filter with a Freq-Envelope (Blue) and the Amp with Envelope (Red).

The third Part (Part C) does play Samples instead of having an Oscillator.

The "MRF" Multipurpose Routable Filter (I love pointless acronyms...) can be routed to either as serial second Filter for Part A/B/C or on the FM-Out of Part A or on Sum Out of the Bang Voice.

Insert some fancy Graphics here....

Usage in General →

Knobs:

- Click-drag Up/Down to change Value, shift Click-drag Up/Down for fine change.
- Doubleclick on Knob, Reset to Default Value
- Click on Number, enter Value via Keyboard

Textfields:

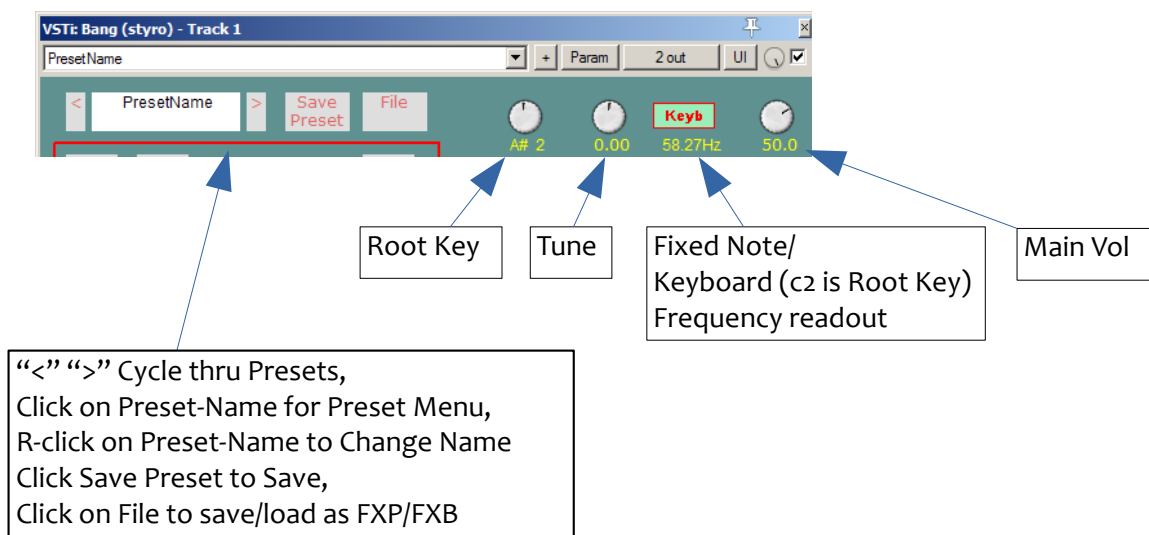
- Rightclick on Name to change Text.

Envelopes:

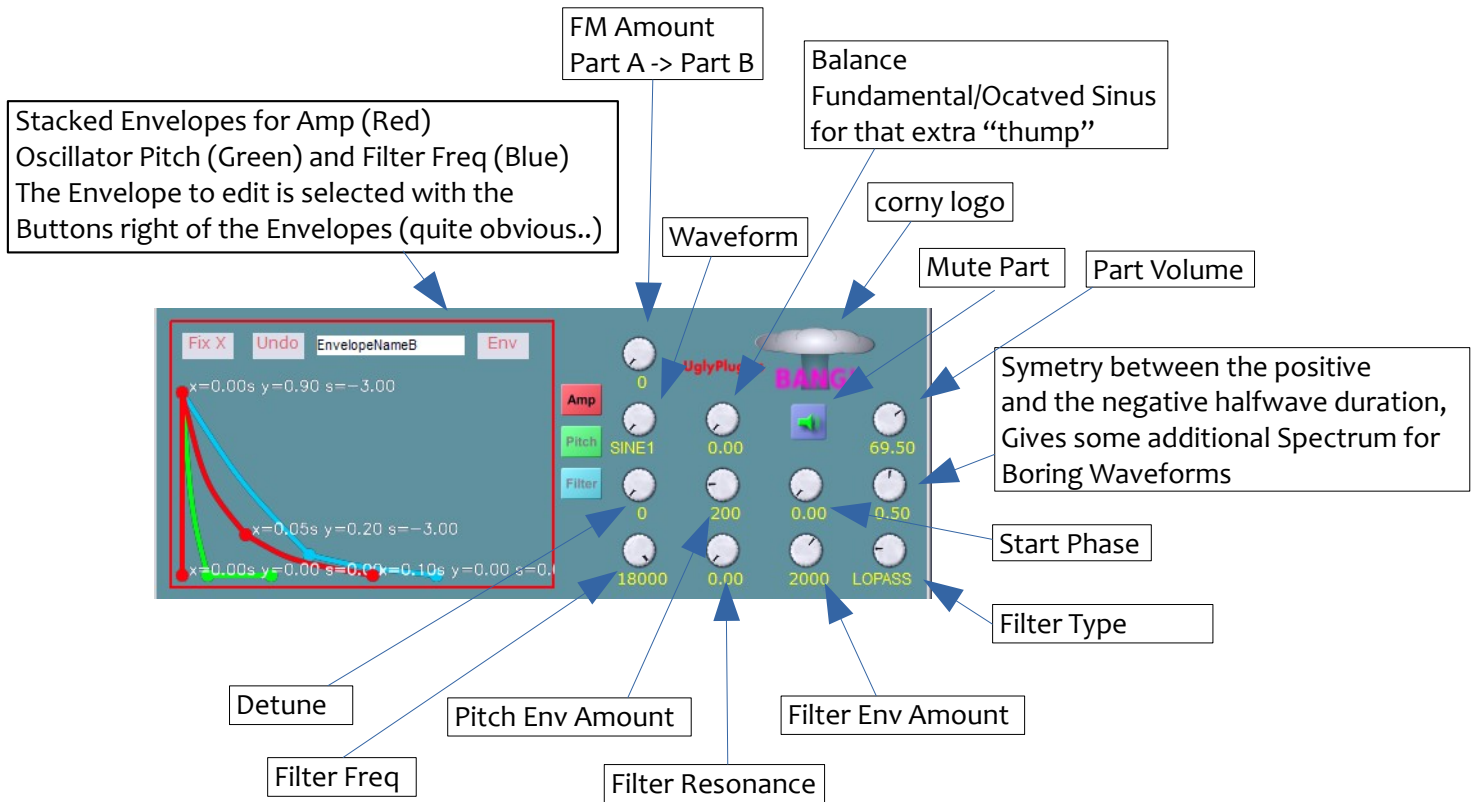
- Click on Point and Drag to change Value/Time
- Click on Line and Drag Up/Down to change Slope
- Doubleclick on Line to add/delete Point
- Rightclick on Point to set/reset as Sustain (from the third Point on)
- Click elsewhere and drag Left/Right to change Viewport
- Mousewheel for X-Axis Zoom
- Rightclick elsewhere to reset Viewport and Zoom
- “Fix X” Button to only drag one Point, the rest of the Env is Fixed
- “Undo” Button for Undo Env Editing
- “Env” Button for Save/Load/Export/Import-Envelope-Presets-Menu

There are lots of debugmessages and stuff, just dont pay attention to them...

The Top of BANG:

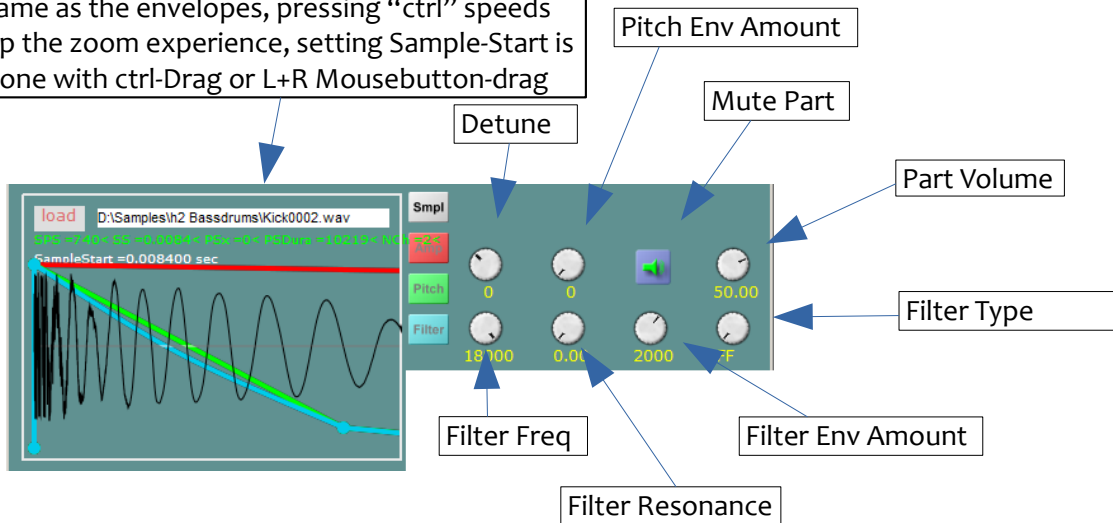


Synthparts A + B:



Samplepart C:

Besides of the Envelopes, with clicking the “Smp1”-Button the Sample-window is activ. Load opens the Filebrowser, or enter the path directly in the Textfield. Zoom and Viewport is same as the envelopes, pressing “ctrl” speeds up the zoom experience, setting Sample-Start is done with ctrl-Drag or L+R Mousebutton-drag



SampleFileBowser:

File List, DoubleClick on Dirs to go further, Click on File to Select, DoubleClick on File to prelisten. DoubleClicking in void below sets the Dir to / or C:\

Path

Prelisten Volume

Prelisten on/off

Add current Directory to Favorites

Get selected File and close window

Close window

MRF :

Routing, as extra Filter for Part A,B or C or the FM output of Part A, or on the Voice output

Shelf Boost/Cut

Filter Freq

Filter Resonance

Filter Type

Bang was written in C++ with the great wdl_ol Framework <https://github.com/olilarkin/wdl-ol> with much help from the nice People at the cockos-wdl forum <http://forum.cockos.com/forumdisplay.php?f=32> (big Kudos to Youlean, Tale and many more) and Martin Finkes wonderful Tutorial http://www.martin-finke.de/blog/tags/making_audio_plugins.html.

Code was borrowed from <https://obxd.wordpress.com> (amazing synth!) and FredAntonCorvests implementation of Andy crytomics Filter <https://github.com/FredAntonCorvest/Common-DSP>, many thanks!

Hope you have fun, and all the best

styro

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