Sugar Bytes Rack Extensions

Vocodizer Manual

The Vocodizer is more like an instrument than an effect because it can create independent melodies, rhythms and sounds patterns. If you are looking for some inspiring, unique way of transforming your sounds, you should try it out!

The **Sound** parameter adjusts the spectral-dynamic reaction to the incoming signal. Different algorithmic variables are controlled by this parameter, which results in many different sounds. The sonic result also depends heavily on the selected mode here. Here you have a selection of the classic waveforms — Saw/Square/Sine/Tri — along with other variations.

The **Note** parameter defines the pitch of the final sound. It encompasses 1 or 2 octaves, depending on the mode. There are 4 modes. They define the starting pitch (C1 for low and C2 for high) and the range (1 or 2 octaves).

The **Spread** parameter defines how many notes (1-10) are involved when creating a chord or arpeggiator pattern. In the mode menu you determine the chord harmonies and the arpeggiator movement. Along with classic major and minor chords, there are also unusual settings like "Whole", which are more related to the arpeggiator behaviour than for chords.

The **arp** parameter determines the speed of the arpeggiator pattern. When turned to 0, the arp will be off and a given chord will be played without any apreggiating movement. Remember that the **Spread** parameter will define the number of different notes played here.

There are a number of different arpeggiator algorithms available. First you have up, down, and ping-pong. There is also a duo phonic version of these: two notes will be played simultaneously. The next algorithms are the same the previous ones, but also in "Trig" mode. In this mode you don't control the speed any more — in fact, the

parameter only has 2 states in this case: 0 and 100%. The progression in the arpeggiator pattern will be triggered whenever you set the parameter to 100%. You can obtain a large range of dynamics using this mode. For example, you could connect the Matrix step sequencer to the arp CV, so that the Matrix sequence would exactly define the timing of the note progression.

An envelope follower could synchronize the progression nicely to a beat.

The **Dry/Wet** control determines the mix between the original and the processed signal.

There are three options for defining mixing behavior:

- **Linear**: The mixing happens in a linear fashion — the center position provides 50% original and 50% processed signal.
- **Wet**: The processed signal is added to the input. This option is mostly used for reverbs and delays.
- **Equal**: The signals are mixed according to the equal power law: center position will result in about 70% original and 70% processed signal.
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Note that you can save CPU if you turn down the **Dry/Wet** control to 0.

All parameters are controllable via CV.