

SonicProjects
Stringer

MANUAL



www.sonicprojects.ch

Introduction

Congratulations to the purchase of the sonicprojects Stringer!

The Stringer is a top notch quality sample based string machine containing a selection of six string machine sounds sampled from three classic hardware units: the Logan String Melody II, the Arp Omni 2 and the Welton Symphony. These three machines have all an unique and different tonal character. The sounds are available in two independent engines (upper and lower) that can be mixed and splitted over the keyboard.

Logan String Melody II:

Absolutely fabulous sounding string machine built in 1978 by the Italian company „Logan“. In Germany, the String Melody II was distributed by Hohner. The massive wood case and tons of built in electronics gave the device a heavy weight. The string and organ sounds of this unit are absolutely fat, warm and exciting. Unlike the ARP units every key had its own envelope. This string machine got extremely rare and looked after in the last years.

Sampled for Stringer:

- Preset 0 (Chorus Strings)
- Organ

ARP Omni II:

The successor of the famous Solina String Ensemble and the Omni I. The Solina strings were THE strings of the seventies and eighties, used on every record and on every stage. The Omni units added some enhanced features, a simple poly synth and a bass synth. Still available sometimes, but mostly in bad shape. The electronics tend to break, and yes, the devices are quite heavy too. The string sound is very clear and bright and does cut through every mix.

Sampled for Stringer:

- Strings (=Solina Strings)
- Strings without chorus (=synth like)

Welton Symphony:

Quite rare and as well as no info around about it. Built by WEBO electronics in Passatempo / Italy. This unit has several sections like cello, violin, brass, piano and harp that can be combined to rich stereo textures (left and right out available). The sound is beautiful, warm and well balanced - not as aggressive as the logan. The sounds are ideal for layering to the other to ensembles.

Sampled for Stringer:

- Brass (the lower part is darker)
- Strings (Violin)

The sampling procedure:

To copy the original character of the instruments, every single key was sampled individually, with exception of the Welson, where four keys per octave were sampled. Especially in the logan every key has a slightly different sound, so this method will bring you the real feel.

The instruments outputs went directly to an apogee rosetta converter (amongst the best available) and the keys were recorded at 24bit/44.1kHz. So there's no loss in signal quality - it's all there as it was real - you have the full signal without any coloration or bad clock treatment.

There was much time spent to set unhearable loop points in every sample; the loops are up to 10 seconds and so you won't hear them at all.

The result of this expenditure is the presence of the absolutely original sound in the virtual world as you have never experienced before - but without noise and with full sequencer and midi control.

Installation

The installation procedure consists of two steps:

1. Plugin installation - doubleclick the personal installer and follow the instructions - the plugin will be placed in a folder called „SonicProjects“
2. Stringer Data installation - doubleclick the Stringer Data installer and follow the instructions. The installer will trace its aim location automatically.

The steps have to be done in this order.

License and copyright

The plugin and the stringer data are bound to the registered user. It's not allowed to pass them on to third persons. Each ensemble contains an irreversible name printing and a hidden serial that allows to identify the original user in case of irregular distribution.

Demo version limitations

Refer to the accompanying info.

The Master Control section



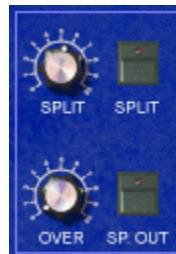
VOLUME

Master volume. Its setting is stored with the preset. Set it to a lower level if you hear clips (especially in layer mode)

TUNE

Master Tune. Adapts the instruments tuning to acoustic instruments which are not in standard tune.

The SPLIT section



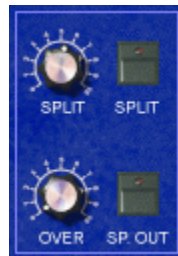
The Stringer has two sound engines - an upper (called A) and a lower one (called B). They both contain all six sounds and can be used at the same time for layering. The Stringer also allows to split the keyboard to access the B engine by the lower keyboard section and the A engine by the upper keyboard section. The two sections can also overlap each other if wished.

SPLIT Knob

Sets the split point on the keyboard. This is the border point between the B and A section in split mode. Turn in right to move the split point to a higher note, turn it left to move the split point to a lower note.

SPLIT Button

Activates keyboard splitting. The split settings are dependent on the position of the SPLIT and OVER knobs.



OVER

Split zone overlap. In standard mode (zero) the lower and upper split zone don't overlap. When the split button is raised, the lower section is extended into the upper section. In this region, the two split layers do overlap now.

SP OUT

Separate Out. When this button is activated, the upper (A) and the lower (B) section are routed to individual stereo outs for separate treatment. In your sequencers' mixer the outputs are named „Stringer A“ (upper section) and „Stringer B“ (lower section). In standard (SP OUT not active) mode, both parts are routed to the „Stringer A“ stereo output for global treatment.

The ENVELOPES section



In this section, the attack and release times for the upper and the lower section can be controlled. Long release times can cause higher cpu usage.

ATT

Attack. Sets the attack time (upper knob for the upper engine, lower knob for the lower section individually).

REL

Release. Sets the release time (upper knob for the upper engine, lower knob for the lower section individually).

The Preset Chooser Section



In this section, the preset can be chosen for both sections individually. The two sections can be used at the same time for layer sounds and splits.

The upper buttons row sets the preset for engine A (upper).
The lower buttons row sets the preset for engine B (lower).

LOGAN:

STR

Logan String. Preset 0 in the original. Every key sampled.

ORG

Logan Organ. Preset „Organ“ in the original. Every key sampled.

OMNI:

STR

Omni String. It's the famous Solina string sound. Preset „Violin“ in the original. Every key sampled.

SYN

Omni Synth. It's the Violin sound with deactivated chorus button. Every key sampled.

WELSON:

BRA

Welson Brass. Preset „Horn&Trumpet“ in the original. Four keys per octave sampled.

STR

Welson Strings. Preset „Violin“ in the original. Four keys per octave sampled.

The referring sections in the originals:

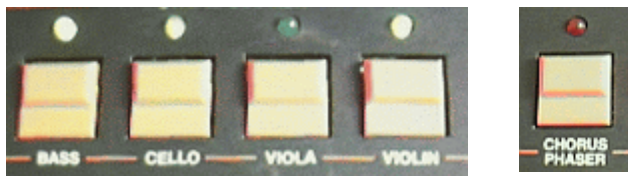
Logan String Melody II:



Sampled presets:

- 0 Strings (STR)
- ORGAN (ORG)

ARP Omni 2:



Sampled presets:

- Violin (STR)
- Violin with deactivated chorus (SYN)

Welson Symphony:



Sampled presets:

- Horn&Trumpet (BRA)
- Violin (STR)

The sections settings section:



Individual controls for the upper and the lower engine. These are especially interesting when using both section in combination for rich layer sounds.

VOL

Individual volume of the section.

ON

Activates or deactivates the section without altering the controls.

OCT

Sets the octave (foot) of the section. Standard is center. The samples are not altered, simply the keyboard is routed to a higher or lower octave in the multisample. Don't alter it while playing because already playing samples will be pitch shifted and result in a strange sound.

Purpose:

- Octave layers (e.g. upper part omni string normal and lower part omni string one octave down for the simulation of original violin-viola layer)
- Octave adaption of the lower section in split modus (to be able to access high notes with the left hand)

DET

Fine tune of the section. Standard is zero.

Purpose:

Especially interesting if the upper and the lower section is set to the same sound. A detuning of one of the sections will result in sort of a chorusing.

PAN

Sets the stereo pan of the section. Standard is center.

Purpose:

When the upper and lower sections are active, they can be spreaded away a bit from the center which results in a wide and broad sound. Also great in combination with the described detuning use in the DET section.

MIDI CC Implementation

The Stringer lets you remote control every single parameter via Midi Continuous Controller Data (Midi CC). This is mostly handled by a knobs and button equipped midi keyboard.

Some standard functions are Pro53 compatible and can be accessed immediatly using a Pro53 preset. It's recommended to set up a custom preset for useful remote access.

The full Midi CC Charts:

sorted by cc number

A = upper engine, B = lower engine

022	A Preset 1 (STR)	Pro53: PolyMod Dest Freq A
023	A Preset 2 (ORG)	Pro53: PolyMod Dest PWith A
024	A Preset 3 (STR)	Pro53: PolyMod Dest Filter
025	A Preset 4 (SYN)	Pro53: LFO Midi Sync
027	A Preset 5 (BRA)	Pro53: LFO Sawtooth
028	A Preset 6 (STR)	Pro53: LFO Triangle
029	B Preset 1 (STR)	Pro53: LFO Pulse
035	B Preset 2 (ORG)	Pro53: WheelMod Dest Freq A
036	B Preset 3 (STR)	Pro53: WheelMod Dest Freq B
037	B Preset 4 (SYN)	Pro53: WheelMod Dest PWidth A
038	B Preset 5 (BRA)	Pro53: WheelMod Dest PWidth B
039	B Preset 6 (STR)	Pro53: WheelMod Dest Filter
040	Octave A (OCT)	Pro53: Oscillator A Frequency
041	On A (ON)	Pro53: Oscillator A Saawtooth
043	Detune A (DET)	Pro53: Oscillator A PulseWidth
045	Volume A (VOL)	Pro53: Mixer Oscillator A
046	Volume B (VOL)	Pro53: Mixer Oscillator B
050	Octave B (OCT)	Pro53: Oscillator B Frequency
051	Detune B (DET)	Pro53: Oscillator B Freq Fine
052	On B (ON)	Pro53: Oscillator B Sawtooth
072	Overlap (OVER)	Pro53: Filter Envelope Amount
073	SplitPoint (SPLIT)	Pro53: Filter Keyboard Follow
075	Attack B (ATT)	Pro53: Filter Attack
078	Release B (REL)	Pro53: Filter Release
080	Attack A (ATT)	Pro53: Amplifier Attack
083	Release A (REL)	Pro53: Amplifier Release
084	SplitOn (SPLIT)	Pro53: Amplifier Hold
085	SepOut (SEP OUT)	Pro53: Release On/Off
088	Master Tune (TUNE)	Pro53: Master Tune
105	Pan A (PAN)	Pro53: Delay Effect Time
106	Pan B (PAN)	Pro53: Delay Effect Spread
118	Master Vol. (VOL)	Pro53: Delay Effect Midi Sync (not continuous)

sorted by function groups:

Master Section

118	Master Vol. (VOL)	Pro53: Delay Effect Midi Sync (not continuous)
088	Master Tune (TUNE)	Pro53: Master Tune

Split Section

073	SplitPoint (SPLIT)	Pro53: Filter Keyboard Follow
084	SplitOn (SPLIT)	Pro53: Amplifier Hold
072	Overlap (OVER)	Pro53: Filter Envelope Amount
085	SepOut (SEP OUT)	Pro53: Release On/Off

Envelopes Section

upper (A):

080	Attack A (ATT)	Pro53: Amplifier Attack
083	Release A (REL)	Pro53: Amplifier Release

lower (B):

075	Attack B (ATT)	Pro53: Filter Attack
078	Release B (REL)	Pro53: Filter Release

Preset Chooser Section

Upper (A):

022	A Preset 1 (STR)	Pro53: PolyMod Dest Freq A
023	A Preset 2 (ORG)	Pro53: PolyMod Dest PWith A
024	A Preset 3 (STR)	Pro53: PolyMod Dest Filter
025	A Preset 4 (SYN)	Pro53: LFO Midi Sync
027	A Preset 5 (BRA)	Pro53: LFO Sawtooth
028	A Preset 6 (STR)	Pro53: LFO Triangle

Lower (B):

029	B Preset 1 (STR)	Pro53: LFO Pulse
035	B Preset 2 (ORG)	Pro53: WheelMod Dest Freq A
036	B Preset 3 (STR)	Pro53: WheelMod Dest Freq B
037	B Preset 4 (SYN)	Pro53: WheelMod Dest PWidth A
038	B Preset 5 (BRA)	Pro53: WheelMod Dest PWidth B
039	B Preset 6 (STR)	Pro53: WheelMod Dest Filter

Engines Control Section

Upper (A):

045	Volume A (VOL)	Pro53: Mixer Oscillator A
041	On A (ON)	Pro53: Oscillator A Saawtooth
040	Octave A (OCT)	Pro53: Oscillator A Frequency
043	Detune A (DET)	Pro53: Oscillator A PulseWidth
105	Pan A (PAN)	Pro53: Delay Effect Time

Lower (B):

046	Volume B (VOL)	Pro53: Mixer Oscillator B
052	On B (ON)	Pro53: Oscillator B Sawtooth
050	Octave B (OCT)	Pro53: Oscillator B Frequency
051	Detune B (DET)	Pro53: Oscillator B Freq Fine
106	Pan B (PAN)	Pro53: Delay Effect Spread

Trouble shooting

Problem1:

When starting the sequencer or loading the plugin there's an error message „can't find stringer dat.sf2“

Solution1:

The Stringer Data has not yet been installed or was installed in the wrong place because of altering the standard destination path.

If the Stringer Data has not been installed yet, then install it now. If the Stringer Data has been installed to the wrong place then remove the file (stringer dat) and reinstall it. The stringer dat file must be within the „Stringer“ folder which is in the same folder as the stringer dll is located.

Problem2:

Although the lower section is active (ON) there's no sound coming out from it.

Solution2:

First check if the VOL knob on the right is not set to zero. Then check if the SP OUT button in the split section is on. If so, the lower section is sent to a separate stereo out. Check your sequencers' mixer if this out (Stringer B) is there and check the volume.

Problem3:

The CPU load gets very high occasionally.

Solution3:

The CPU load is dependent on the number of voices played. It gets higher when the upper and lower engines are used simultaneously. Also check the release time. A very long release time can make the CPU usage higher.

For questions and problems not answered here email to:
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