

Magic Carpet Manual (English)



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What is Magic Carpet

Magic Carpet is a VST Plugin, that generates music by itself.

Your setting for scale, rhythm and sound are filled online with music by the artificial creativity.

Magic Carpet provides four autonomous instruments. Each of them uses one stereo channel in your host application.

Installation

Copy the plugin file "Magic Carpet.dll" or "Magic Carpet Demo.dll" from the Zip – file to the VstPlugins\ directory of your host (e.g. Cubase, Logic, AudioMulch).

After restarting the host application Magic Carpet (Demo) will be available.

The first time, the full version is started, the registration dialog is shown and delivers the LOCK number. If you want to use the full version, just pay via www.shareit.com and the informations for registration will be sent to you.

A short step by step guide for registration can be found at www.ismism.de if you click on 'buy' and then on Magic Carpet.

Quick Start

For every instrument:

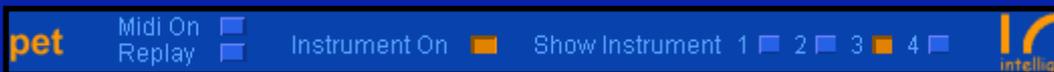
- Make the settings for sound generator and envelope and / or select sounds for the.
- Switch on the instrument (instrument 1 is on by default).
- Select rhythm (density / length).
- Configure the scale
- Set the filter parameters
- Adjust reverb and chorus
- Configure the loop parameters – and don't forget, that new settings for filter and synthesizer don't have an effect on pure loops without variation.

If there is no sound at all, the reason is in most cases one of the following:

- Magic Carpet is not switched on.
- The instrument is not switched on.
- The synthesizer's envelope is set to zero.
- The scale faders are all set to zero.
- The filter is fully switched on and the frequency is set to zero.

Reference

Common Settings:



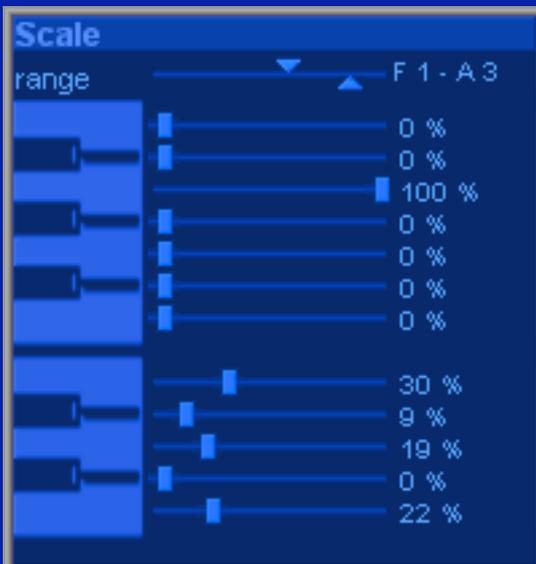
- Midi On – If this button is pressed down, Magic Carpet will only play if it gets midi information. Furthermore the midi signal sets the pitch shift, -6 to +5 half tones, for the whole plugin. C (no matter which one) does no pitch shift, E shifts 5 halftones, F shifts -6.
- Replay – This button causes a repetition of the whole material played before. So exiting moments while doing experiments won't be lost. For the repetition, the host must be set to the beginning of the track.

Midi On and Replay refer to the whole plugin.

The buttons behind Show Instrument which of the four Instruments is displayed.

Instrument On switches the displayed instrument on / off.

Scale :



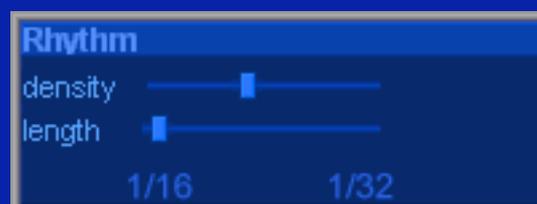
range sets the lowest and highest note that can be played.

The faders next to the keyboard adjust the referring note's frequency of appearance.

Rhythm :

density sets the mean number of played out notes.

length adjusts, how many 1/16 or 1/32 notes will appear.



In most cases it is recommended, to put the fader fully to 1/32 or 1/16.

Loop:



Magic Carpet provides six bars that can be repeated and varied.

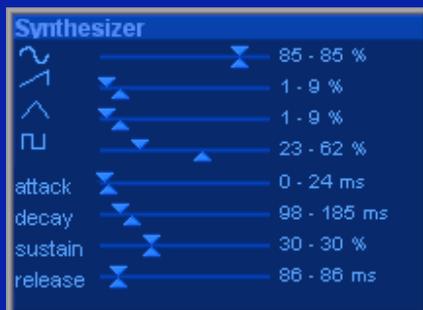
The buttons next to bar on adjust, which bars will be played. If none of the buttons is switched on, the first bar will be played. The button referring to the actually used bar is 'gleaming'.

The compose buttons let Magic Carpet recompose the referring bar. compose all causes a recomposition of all bars.

The repeat fader sets the probability of repetitions. repeat = 0% means, that the instrument runs in free composition, repeat = 100 % means, that always one of the bars is repeated.

new note sets the average frequency of notes played out with a new, different pitch, rewrite below adjusts the probability of a new pitch being stored back to the bar. new sound sets the frequency for a new sound for one note, rewrite below this sets the probability of the new sound being stored back to the bar.

Synthesizer:



The Synthesizer the waveforms sine, triangle, saw tooth and rectangle.

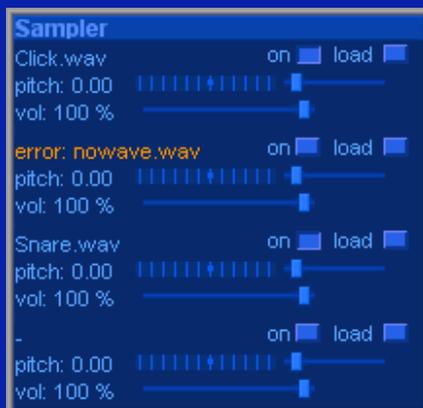
The referring double faders set bounds for the volumes.

So, for every note there will be a new mix of the generators.

Below you see the faders for the amplitude envelope. They set minimum and maximum times for attack, decay and release and the bounds for sustain level.

The sustain time is the note length.

Sampler:



The sampler can load up to four sounds. Click load to select sounds from a file selector, or just drag and drop them to one of the four areas.

For every note, one of the samples that are loaded and switched on will be selected.

If a file can't be found, or is corrupt an error message is displayed.

A sample's volume is set to a fixed value by the vol fader.

A sample's pitch shift can be set on the right of the pitch value display. Use the buttons for half tones and the slider for fine tuning.

Only wave files can be loaded.

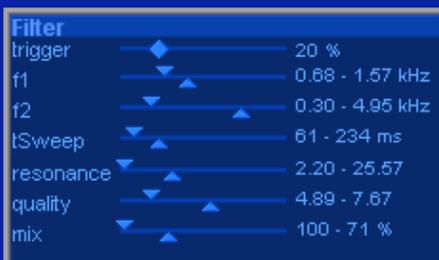
The sounds will be played in mono.

Panorama:



For every tone Magic Carpet selects a panorama position between the points, that are set here.

Filter:



The filter section provides a four pole resonant low pass filter for every single tone. Furthermore, there's a sweep function for every filter.

A start value for the resonance frequency is selected in the bounds set by f1 sliders.

f2 sliders delimit the value for the frequency sweep's end point.

tSweep faders delimit the sweep time.

trigger sets the mean frequency for the occurrence of sweeps.

If trigger is set to 20% in average every 5th note will have a sweep.

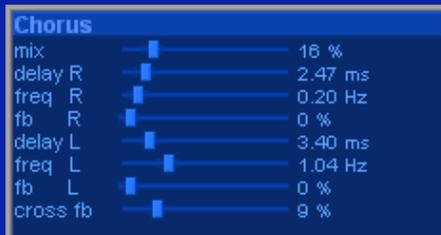
Without sweep the resonance frequency will have a constant value.

resonance delimits the resonance amplitude, quality sets bounds for the resonance width.

The settings for mix are bounds for the proportion of filtered and unfiltered signal.

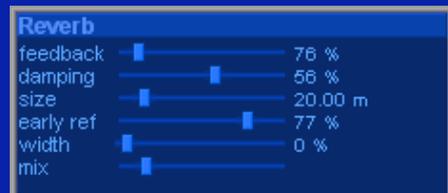
Chorus und Reverb:

These effect's parameters are not varied by the artificial creativity.



mix: proportion of original-/effect signal
delay L/R: maximum delay
freq L/R: sweep frequency
fb L/R: feedback
L and R stand for left and right stereo channel
cross fb: crosswise stereo feedback

feedback: feedback / reverb time
damping: damping of the higher frequencies
size: roomsize
early ref: direct reflection's amplitude
width: stereo width
mix: proportion of original-/effect signal



The Demo Version

The demo provides all the functions of the full version.

In addition it delivers a low crackling as soon as it is switched on and the host is in play mode.

About every 2 – 10 seconds a short rectangle signal appears.