

Astral Dreamer Pro VSTi Synthesizer Plugin – Manual –



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There are dedicated routing options starting right at the oscillators which can be routed to one of the two filters, a flanger, or direct to the VCA. So you can have a dedicated soundmodifier for each oscillator allowing a wide variety of multicoloured sounds within a single patch very much like multilayered sounds. Each oscillator has got an Additional Harmonics Shaper (AHS) to enrich sound in generating shapeable upper harmonics from the selected wave. The character of this additional sound ranges from rich choruslike to metallic sounds and can be mixed - also via modulation - to the original wave. The new waveset coming with Astral Dreamer does contain carefully processed waves to provide a wide variety of soundsources: Synth waves from real analog, virtual analog and digital synths, complex waveforms, soundscapes (mostly image generated sounds), plus some XFx sounds. Besides the routing possibilities there are a lot of modulation options to shape the sound into some intricate motion. And the straightforward GUI provides instant access to all controls for quick editing and tweaking to shape your sound.

Features:

Soundsources:

3 PCM wave Oscillators each with 128 waves plus Additional Harmonics Shaper

Filters:

1 24 dB resonant Lowpass filter with ADSR EG and 4 channel mod mixer

1 12 dB resonant Lo, Hi or Bandpass filter with ADSR EG and 4 channel mod mixer

Filter Routing: parallel or serial possible

1 Flanger

Mod sources:
2 Aux ADSR EG (3 & 4)
3 bpm synced LFO
1 bpm synced Sample & Hold
1 bpm synced double LFO with phase shifting

Output:
1 VCA ADSR EG

1 Pan for direct signal
1 Pan for delay signal
1 Delay
1 Stereo Reverb
1 Saturate/LoBoost (4 modes)

other:
Lazy System with 8 buttons
Velocity Sensivity slider
visual display of LFO motion (can be hidden)
12 voices, 4 patchbanks (512 patches)
MIDI Learn/CC Edit for most control elements
inbuilt MIDI CC display

Free version: 4 voices, 1 Lazy button, 128 patches, SF2 load only for Osc 3

Soundsources



There are 3 PCM wave oscillators in two groups (A & B) each with 128 internal waves. Other SF2 files can be loaded into each slot separately. Each oscillator has a level knob, Mute button, settings for octave (-1 to +2) and semitones (0 to 11).

Each oscillator has got an **Additional Harmonics Shaper** to enrich sound in generating shapeable upper harmonics from the selected wave. The character of this additional sound ranges from rich choruslike to metallic sounds. Button On/Off allows to switch AHS off. (See also Appendix 3)

Balance between the harmonics and the original sound is adjustable and can be modulated by various selectable sources: Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, ModWhl, Atouch, LF EG+, LF EG-, MF EG+, MF EG-, EG3+, EG3-, EG4+, EG4-

You can route the signal of each oscillator to Low Pass (LPF), MultiMode filter (MMF), Falnger or Direct to VCA!

There is a Detune knob for a small pitch offset (+ to Osc 2 and – to osc 3) for a more “vivid” sound.

Low Pass Filter



This is a 24dB resonant LowPass filter with 4 channel mod mixer, dedicated ADSR EG.

Mod Mixer sources:

Man, LFO 1, LFO 2, LFO 3, S n H+, S n H-, ModW

Man, DLFO1, DLFO2, LFO 1, LFO 3, ModW, ATch

Vel +, Vel -, EG3+, EG3-, EG4+, EG4-, Off

EG +, EG -, Off

MultiMode Filter



This is virtually the same as the LowPass filter except you can select among 12dB Low Pass, 12dB HighPass and 12dB BandPass.

Mix & VCA Section



There are two knobs for adjusting balance between Filtered and unfiltered (direct) signal of each filter:
LPF : Dir(ect) and MMF : Dir(ect)

Also you can set mode for filter routing: Parallel or Serial. Note: In Serial mode output is on MM filter only!

The mixed signal of LP:MM can be send to Flanger (ToFlngr) or Bypass Flanger (ByPsFlg)

Note: As you can send a selected oscillator's signal to Flanger (thus bypassing filters) this gives some more options for differen(tia)ted sounddesign.

Knob LP : MM sets balance between output of the knobs above and this one can be modulated by:

Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, Atouch, ModWhl, EG3+, EG3-, EG4+, EG4-

There is a dedicated VCA ADSR EG.

Also you can set Pan position for delayed and undelayed (direct) signal separately by the resp. knobs.

Flanger / Delay



This is a mono Flanger like the filters as a soundmodifier as output of each oscillator and/or MM/LP filter mix can be routed to it. This gives more variety for shaping sounds.

Sources for Flanger Modulation are: Man(ual setting), LFO 3, DLFO 1, DLFO 2, Knobs for Depth and Feedback plus Mix between Flanger and bypass signal can be modulated by DLFO 1, DLFO 2, Wodwheel, Aftertouch

Button for On/Off switches between Flanger and Bypass

Delay

Besides the Bpm settings for delay time, Feedback and Delay Level there are modes: Normal, Dotted, Triplet, Groove 1, Groove 2, Groove 3, Groove 4, Wheel, Atch, plus a knob for manual offset doubling current Bpm setting speed.

Button for On/Off switches between Delay and Bypass

Stereo Reverb and Main Volume



The Stereo Reverb offers various modes incl. Gated Rev and Freeze Mode. ReverbPreDelay gives an option to delay the signal for reverb, while Size, Width and Damp are obvious there is also a resonant multimode filter (Low, High, and Band Pass) to change the color characteristics of the reverb quite extensively.

Button for On/Off switches between Reverb and Bypass
Saturate 1, 2 & LoBoost 1, 2 and Main Volume are obvious.

Mod Sources - LFO



all LFO with selectable wave and various Bpm settings and optional Reset on keypress.

3 bpm synced LFO 1, LFO 2, LFO 3

1 bpm synced Sample & Hold S & H

1 bpm synced double LFO (D-LFO) with phase shifting adjustable by Phase knob

Pitch LFO (Sine wave) with selectable BPM setting and control source (Modwheel and Aftertouch)



Mod Sources – Aux EG 3 & 4



Two ADSR Aux EG (3 & 4)

Also in this section a Velocity Sensitivity slider to adjust the amount of velocity as mod source.

Lazy System – there are 8 buttons for:
Osc waves, Osc AHS, LPF, MMF
Osc mod sources/routings, Aux EG, LFO, All
in Free version 3 buttons for
Oscs waves & AHS, LPF & MMF, AuxEG & LFO

Keyboard



There is an option for octave transpose (-1 / 0 / +1)

Poly 1 - prior voices continue to sound along with new ones. Envelopes are retriggered i.e. restart from zero.

Poly 2 - Each new note is allocated a fresh unused voice. Envelopes always start from zero. The older voice is faded-out to prevent the old note's release tail from sounding 'under' the new note.

Mono (Legato) - Envelopes do not retrigger but continue from current level. Overlapping (legato) notes blend over to the next one played. To retrigger all keys must be off before playing again.

Mono (Retrigger) - Overlapping notes cause Envelopes to retrigger i.e restart from zero.

There are a lot of options for using modulations and this is fairly tempting to go wild with modulations which may lead to some interesting atmos and soundscapes but for a more precise sound (like some bass, lead or even certain pads) less is always more!

A probably very useful hint:

In order to make your tracks even more unique it might be advisable to use a mix of SF2 files in the different slots. There is already a lot of stuff available (see above) and it might be a good idea to gather / organize waves (in terms of sf2 files = presets) in one's own collections. You might use [Kenneth Rundt's Viena](#) as a preset manager to copy sf2 presets to a new sf2 file. This is really a quite simple task but in the end you will benefit from it as your tracks will get a more unique flavour.

What might go unexpected:

1 - Loading an fxp file to 1st patch slot _may_ not work properly – this does not apply when loading an fxb bank file. Therefore it is advisable to load fxp starting from 2nd slot and then move one patch to 1st slot.

Credits and further info

The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock. This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Oli Larkin et al.

Patches were kindly done by:

Dimitri Schkoda (DS) – n.a.

Kujashi (KJ) – n.a.

Junebug (JB) - www.electronisounds.com

Robert O'Donnell (BM) - [on Reverbnation](#)

Dave Smith (DAS) - [on Soundcloud](#)

MetaDronos (MD) - [on Soundcloud](#)

Diego Callegari (DC) - diegocallegari.blogspot.com

Simon Robinson (SR) – n.a.

Geir Opdal (GO) - geiropdal.com

PlasmaForce (PF) - [on facebook](#)

Thank you, guys!

VSTi plugins by H. G. Fortune:

<http://www.hgf-synthesizer.com>

H. G. Fortune

official support forum on kvr: <http://www.kvraudio.com/forum/viewforum.php?f=149>

HGFortune Synthesizer on facebook (feel free to use I like ;-):

[HGFortuneSynthesizer](#)

Open group for users, fans, friends and supporters: [on www.facebook.com](http://www.facebook.com)

This is not a technical support forum but is for news, communication among users e.g. sharing ideas, images, videos and music.

Thanks to all who have helped and do support my work!

Appendix 1

List of waves

000 SynA AClassicCurtis	032 SynV Chordial	064 Cpl Morphic	096 Scp SpaceHangar
001 SynA BouncyMatrix	033 SynV DX-Pulse	065 Cpl Orchestral	097 Scp Sparklings
002 SynA Burnhous	034 SynV EchoLot-Lp	066 Cpl Phase 5	098 Scp StormHell
003 SynA Destroy	035 SynV FatSyn	067 Cpl Spacey	099 Scp Synthiedoodle
004 SynA Dungeon	036 SynV FMBriteBell	068 Cpl SunbathStrngs	100 Scp YetiMusic
005 SynA French Horn	037 SynV Fusion	069 Cpl SuperChoir	101 Scp Abrasive
006 SynA Goliath	038 SynV Goblin	070 Cpl TubularPad	102 Scp AlienAmbient
007 SynA Hollow Lead	039 SynV Harpish	071 Cpl Vowely	103 Scp AlienHazard
008 SynA HornyAnasutl	040 SynV HollowLite	072 Cpl Vox-Uuh-Ahh	104 Scp Aliens
009 SynA Inharmonic	041 SynV Horn	073 Cpl Vulturine	105 Scp ClangSmith
010 SynA OB Coeur	042 SynV Maverick	074 Cpl WashyPad	106 Scp Ignition
011 SynA PhaseCollider	043 SynV MinineMug	075 Cpl WideNoisy	107 Scp SciFiMovie2
012 SynA PhaseMod1	044 SynV MPulseOct	076 Scp BigRift	108 Scp SciFiMovie3
013 SynA Squarelead	045 SynV NastyInharm	077 Scp CosmicDrift	109 Scp SpaceVoyage
014 SynA Taurean	046 SynV NastyOscs	078 Scp DarkWorlds	110 Scp SpiralGalaxy
015 SynA WSaws Alt84	047 SynV OberHorn	079 Scp Doomed	111 Scp Unstable
016 SynA-TensionStrs	048 SynV Rough	080 Scp Flitsch-Low	112 XFx Clangings
017 SynD Choirish	049 SynV SawPoly-I	081 Scp FX-Scape	113 XFx SpaceDebris
018 SynD ChoOoohhh	050 SynV SawyStrings	082 Scp GlassRealm	114 XFx AlienComm
019 SynD ItShines	051 SynV SnoringTroll	083 Scp IceBugs	115 XFx Ambush
020 SynD LowGrowly	052 SynV SyncScream	084 Scp Labyrinth	116 XFx CracklesVinyl
021 SynD SoftChoir	053 SynV TunedNoise	085 Scp Limboscape	117 XFx Parasites
022 SynD WideTrancy	054 SynV VintSync	086 Scp LowEverywhere	118 XFx Trashy
023 SynV AlienKeys	055 SynV BrightPlus	087 Scp Mem Drifts	119 XFx Der Schwarm
024 SynV Asia-Bell	056 Cpl AthmoChaotic	088 Scp Mistycon	120 XFx Disturbing
025 SynV BeautyBell	057 Cpl Digiworm	089 Scp NirwanaScape	121 XFx Metallic
026 SynV Bell-Loop	058 Cpl EnsembleStr	090 Scp OminousWind	122 XFx RainyDays
027 SynV BellsDark	059 Cpl FMishPPG	091 Scp PipeDreams	123 XFx SnH-SinePlay
028 SynV BigBell	060 Cpl Ligetique2001	092 Scp Ramabell	124 XFx SnH-Sparkly
029 SynV BigVAPig	061 Cpl LushStrings	093 Scp Ramocorns	125 XFx SpaceyNoiz
030 SynV Brassy	062 Cpl Marabel	094 Scp SecretPaths	126 XFx Stoneage
031 SynV ChoirU	063 Cpl MemoryStrings	095 Scp ShriekSpace	127 XFx Underwater

SynA = from real analog sources like Oberheim Matrix, DSI Mopho

SynD = from digital synths like Waldorf Blofeld

SynV = from VA Synths like Yamaha An1x, Nord Modular, Novation KS

Cpl = more complex waves

Scp = soundscapes (mostly image generated sounds)

XFx = FX sounds

Appendix 2

MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127 so for switches Off / On 0-63 = off, 64-127 = on; three stage switches resp. 0-42, 43-83, 84-127; etc.)

Main Vol	= 7		= 34	LPF Cut	= 70	EG 3 Atck	= 102
Saturate	= 8	LPF:Dir Mix	= 35	LPF Reso	= 71	EG 3 Dcy	= 103
Pan Delay	= 9	MMF:Dir Mix	= 36	LPF Mod 1	= 72	EG 3 Sust	= 104
Pan Direct	= 10	LPF:MMF Mix	= 37	LPF Mod 2	= 73	EG 3 Rel	= 105
	= 11		= 39	LPF Mod 3	= 74	EG 4 Atck	= 106
	= 12	VCA Atk	= 40	LPF Mod 4	= 75	EG 4 Dcy	= 107
	= 13	VCA Dcy	= 41	LPF Atck	= 76	EG 4 Sust	= 108
	= 14	VCA Sust	= 42	LPF Dcy	= 77	EG 4 Rel	= 109
Osc1 Wave	= 15	VCA Rel	= 43	LPF Sust	= 78		= 110
Osc1 Level	= 16	Flg Depth	= 44	LPF Rel	= 79		= 111
Osc1 Harm.	= 17	Flg Feedback	= 45	MMF Cut	= 80		= 112
Osc1 Peak	= 18	Flg Mix	= 46	MMF Reso	= 81		= 113
Osc1 Cut	= 19	DlyOffset	= 47	MMF Mod 1	= 82		= 114
Osc1 Mix	= 20	Dly Fdbk	= 48	MMF Mod 2	= 83		= 115
Osc2 Wave	= 21	Dly Lvl	= 49	MMF Mod 3	= 84		= 116
Osc2 Level	= 22	Rev PreDly	= 50	MMF Mod 4	= 85		= 117
Osc2 Harm.	= 23	Rev Size	= 51	MMF Atck	= 86		= 118
Osc2 Peak	= 24	Rev Width	= 52	MMF Dcy	= 87		= 119
Osc2 Cut	= 25	Rev Mix	= 53	MMF Sust	= 88		
Osc2 Mix	= 26	Rev Cut	= 54	MMF Rel	= 89		
Osc3 Wave	= 27	Rev Reso	= 55		= 90		
Osc3 Level	= 28		= 56		= 91		
Osc3 Harm.	= 29		= 57		= 92		
Osc3 Peak	= 30		= 58		= 93		
Osc3 Cut	= 31		= 59		= 94		
Osc3 Mix	= 32		= 60		= 95		
Osc Detune	= 33		= 61				
			= 62				
			= 63				
		n.a./avoid *	38, 64-69				

You might use MIDI Learn or Edit via right click with mouse on most of control items (knob, button, selector etc.) to change these assignments. Some CC are left unassigned in order to allow user settings without the need for swapping.

*** n.a./avoid refers to CC# 38, 64 to 69, 96 to 101 as these are often used for system related MIDI messages by MIDI keyboards/devices**

Note: In order to Restore the factory CC assignment this there is a single patch:

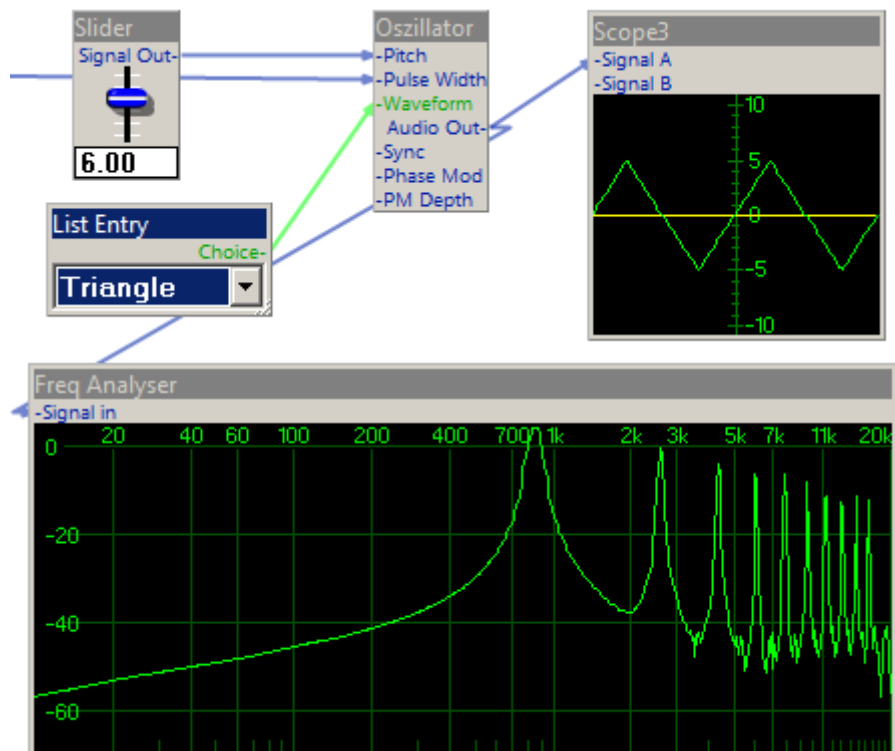
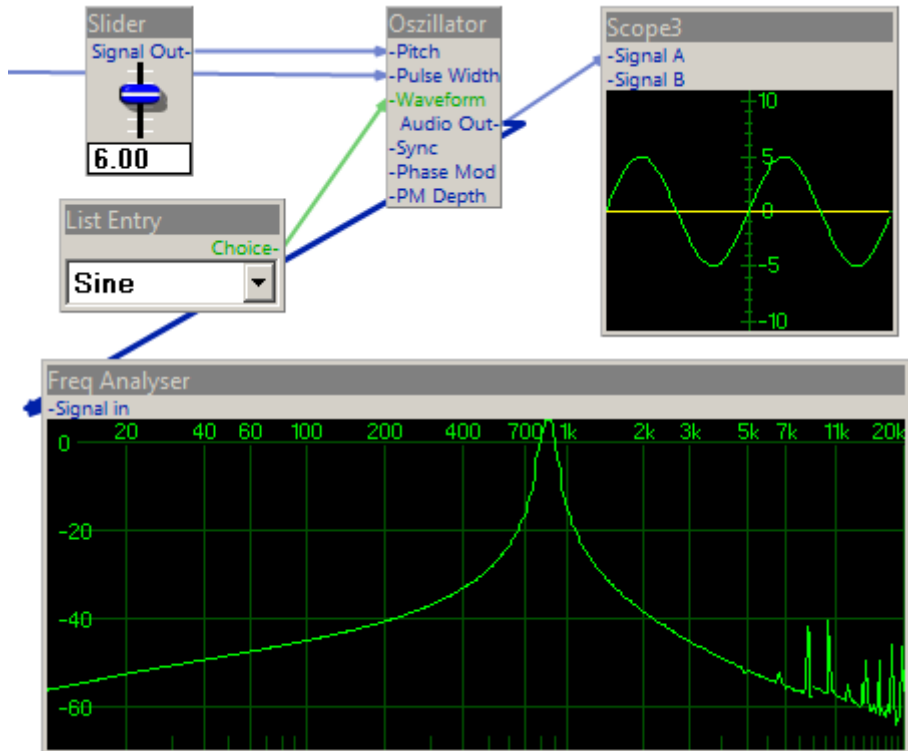
Loading this last into a bank before saving will reinstall the factory MIDI CC assignment. But it is crucial that patch is loaded directly into the bank and not via a preset manager's 2nd window like in MINiHost as this won't transfer these CC assignments in all cases! I don't know why but it did happen.

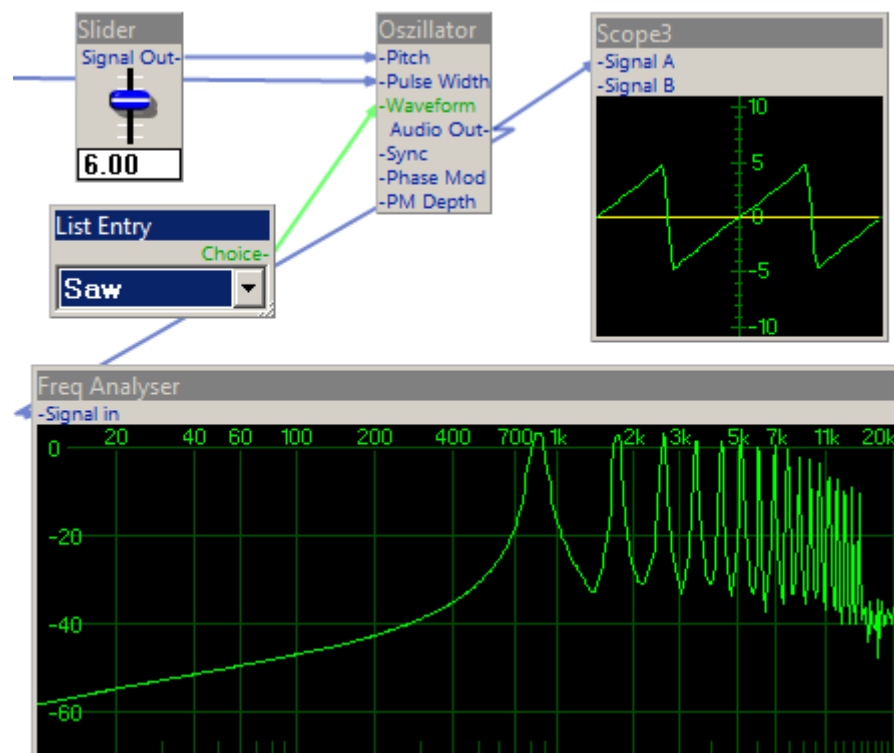
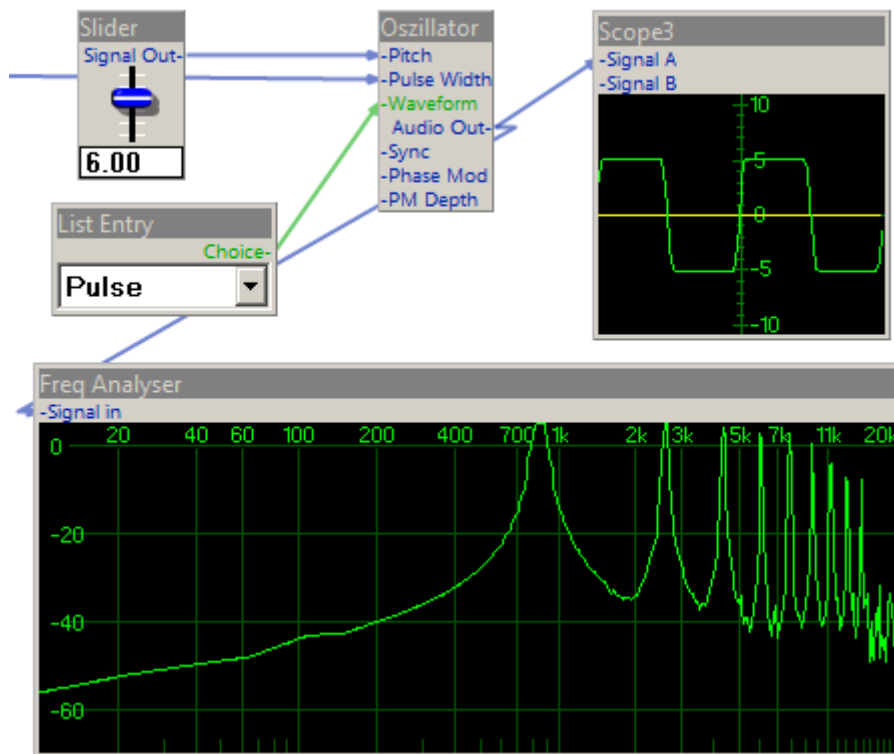
Appendix 3 - Additional Harmonics Shaper (AHS)

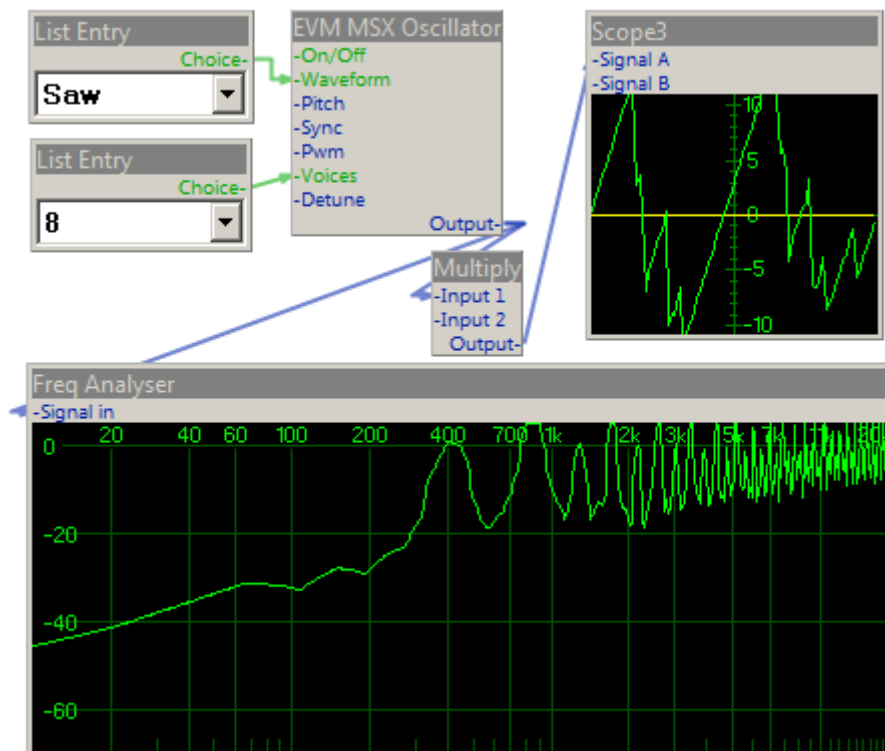
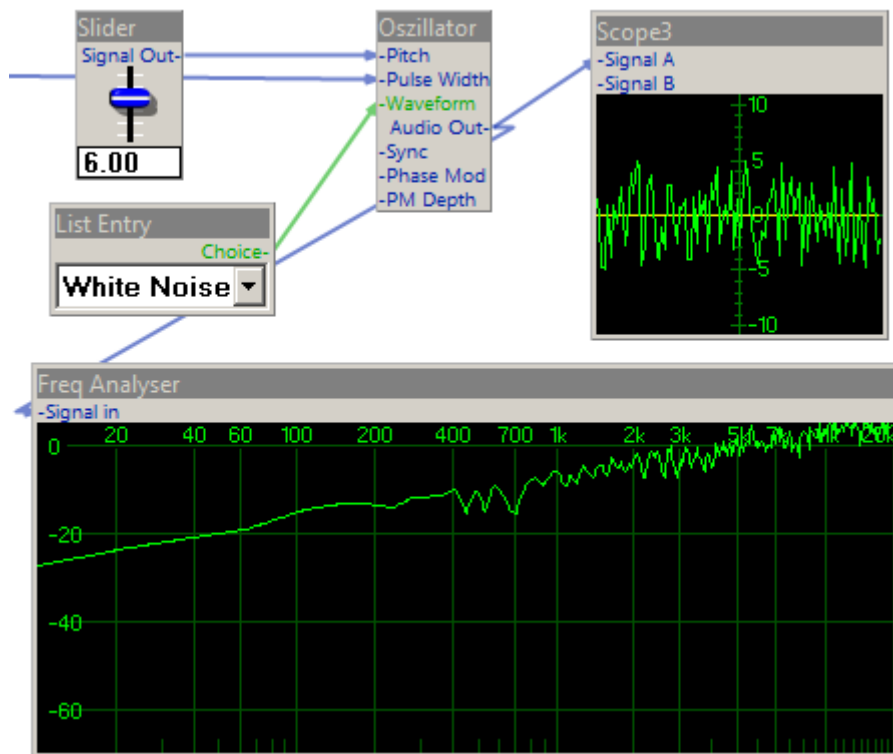
This works pretty much like an additional Up Oscillator (in contrary to a sub osc.) as it generates an additional wave derived from the oscillator wave with means to shape the harmonics content.

So if the input wave to the AHS is somewhat like a coloured noise (like some breathy choir or even a very bright multi saw) the effect will be less noticable as there are already a lot of harmonics in the original wave so the additional harmonics tend to go beyond audible frequency range. In such cases you might try a setting with Harm knob to left and Peak knob to right to get a more metallic somewhat tuned noise sound.

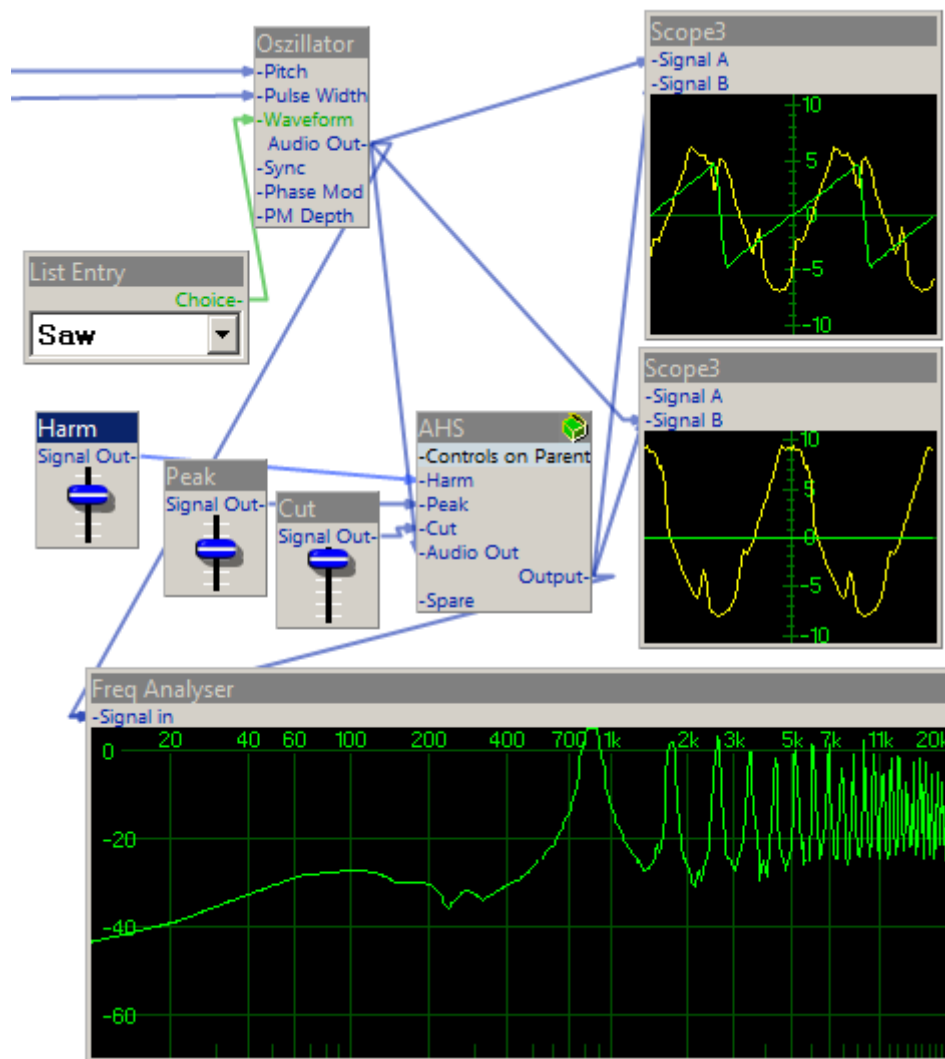
A few images show the relation between waveform and their basic harmonics







The sine wave has the least harmonics and these are increasing from triangle to pulse and saw and the basic harmonics of a Multisaw are getting close to those of coloured noise. So if there is already a high amount of harmonics in a wave adding more harmonics is getting less noticeable as these tend to reach beyond audible range. It's just as simple as that.



Here an example showing the effect of AHS on a Saw wave with the upper oscilloscope image showing saw wave and the generated AHS wave and the lower showing mix (50:50) of both waves. Also compare the image of the Freq. Analyser here with that of the saw wave above. As you can see AHS is enriching a 'simple' input wave to quite some extend with more upper harmonics. Under some very rare and exceptional circumstances one may experience phase eliminations resulting on a certain key playing sound at a very reduced volume. Moving the Harm knob just a little will solve this.

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One final note: After having downloaded the zipfile make a backup!