

Fade-X! 1.1

Automated Stereo Audio Cross Fader



Features:

- Animated Cross Slider
- 15 Second Maximum Adjustable Fade Time
- A/B/Mix Snap Controls
- Auto/Manual Slide Control
- 5 Selectable Fade Contours
- Output Gain Adjustment
- External MIDI Control
- User Entry Label
- 16 User Patches

CONTROLS

X-SLIDER - May be manually operated by mouse.

AUTO FADE CONTROLS (Blue arrows)

SNAP CONTROLS - (Below blue arrows and immediately above the slider' centre position)
Clicking on any of the snap controls will immediately send the slider to that position.

LABEL - Allows user to enter a short text reminder. Click on the 'X-Fade1.1' entry to activate the text box.

TIME - Sets the duration the slider takes to travel from its current position to either end stop or centre position. Clicking on the TIME label resets the control to its default setting [4.0 seconds]

CONTOUR - Sets the fade contour shape [See below]

MODE - Selects between AUTO and MANUAL Slider control.

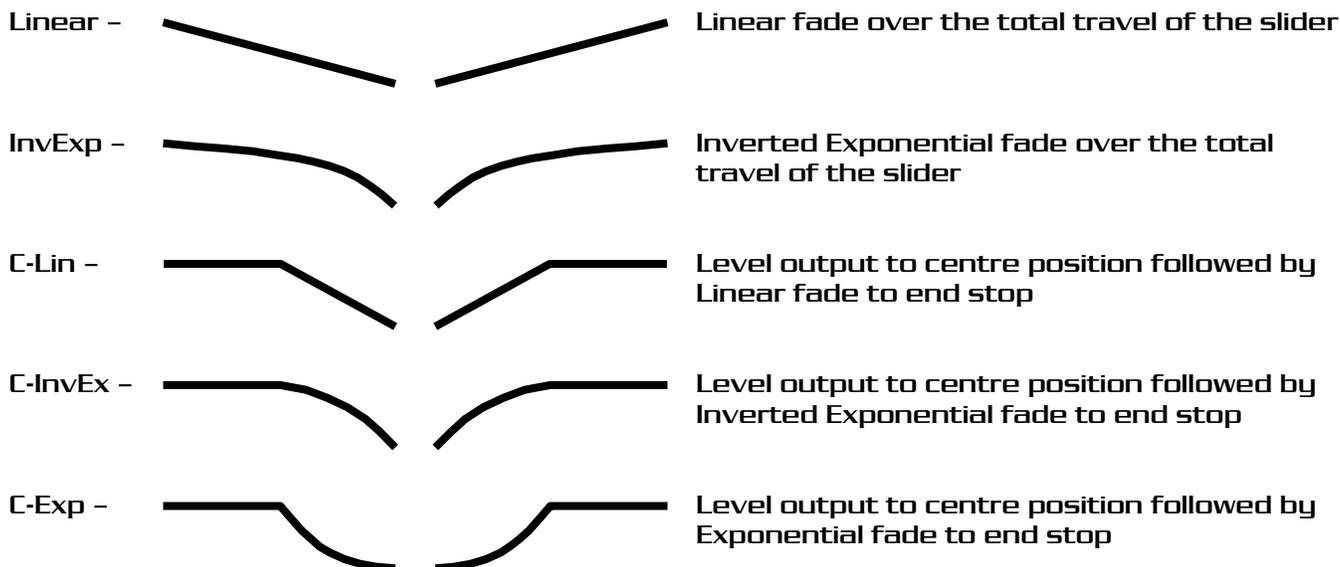
AUTO MODE - When one of the AUTO FADE controls is clicked on, the slider will automatically move from its current location to either A, B or CENTRE positions in the time indicated by the TIME readout [seconds]. If the original AUTO FADE control which started the travel, or the area within the slider's position markings are clicked on during the slider's travel, the slider will stop at its current position.

MAN MODE - Holding down an AUTO FADE control will automatically move the slider from its current location to either A, B or CENTRE positions in the time indicated by the TIME readout [seconds], or will stop at its current position if the mouse is released.

GAIN - Adjusts the output gain of the VST [-96db - +12db].
Clicking on the GAIN label resets the control to its default setting [0.0db].

OUT - Displays an arbitrary value of the current A/B mix position [A 10.0 - 0.0 - B 10.0].

FADE CONTOURS



MIDI Implementation	
Control	MIDI Controller Number
X-Fader	CC91
Fade Contour	CC76
X-Time	CC77
Gain	CC78
Mode	CC79

NOTES - SynthEdit suffers from a limitation which prevents it running more than a single instance of a VST on a dual-core processor PC.

To get round this problem. Open the folder Fade-X is installed in and make a copy of the original 'FadeX!1.1.dll' file, then rename the copy to FadeX!1.1_2.dll. You will then be able to load the copy as a separate VST.

If you need to run more than two instances of the plug-in, the above step can be repeated and any new copies can be given a different designation number.

SONIC FONT - The 'Sonic.fon' file must be installed in your Windows system font folder to display the text in the selector boxes correctly.

This is a copyright free font file originally designed for use with the Sonic Assault plug-ins, and you may use it as you see fit (although, a credit in this direction would be nice ☺).

Please note: The version dated 7/08/08 supersedes all previously released versions of the font, but is fully compatible with earlier Sonic Assault VSTs.

To install the Sonic font in Windows:

1. Open 'Fonts' in Control Panel.
2. On the 'File' menu, click 'Install New Font'.
3. In 'Drives', click the drive the required font is stored on.
4. In 'Folders', double-click the folder that contains the font you want to add.
5. Tick 'Copy fonts to Fonts folder'.
6. In 'List of fonts', click the font you want to add, and then click 'OK'.

CREDITS - Thanks to Jeff McClintock for SynthEdit - <http://www.synthedit.com/>

Special thanks to:

Chris Kerry - <http://www.chriskerry.f9.co.uk>

Dave Haupt - <http://www.dehaupt.com/SynthEdit>

Kelly Lynch - <http://www.rubidiumhexafluorosilicate.com/synthedit/>

Oli Larkin - <http://www.oli.adbe.org/>

Peter Schoffhauzer - <http://scp.web.elte.hu/synthedit/>

for their indispensable modules

And Steinberg - www.steinberg.net

All the best... Jez