

# The Tiger Synth Pro Manual



The Tiger Synth is a highly versatile and flexible synth being capable of complex multilayered sounds with some specific extras from the aux oscillators, as well as groovy rhythmic sounds you would hardly expect from a synth, and if you want fairly typical synth sounds (brass, bass, PPG, DX, lead etc.).

## Features:

### Soundsources:

- 4 PCM wave Oscillators with 256 waves
- 2 Aux oscillators (monophonic) as mod and audio sources

### Modifiers

- 1 24 dB resonant Lowpass filter with ADSR EG and 4 channel mod mixer
- 1 12 dB resonant Band or Hipass filter with ADSR EG and 4 channel mod mixer
- 2 Spook modifiers with different resonant characteristics
- 1 Amplitude modulation with selectable input and mod sources by 2 Aux oscillators

### Mod sources:

- 2 RPG (Rhythmic Pattern Gators)
- 1 16 Step Modulator with three outputs
- 3 bpm synced LFO
- 1 bpm synced Sample & Hold
- 1 bpm synced double LFO with phase shifting

### Output:

- 4 channel mixer for output of LP Filter, B/HP Filter, Direct signal, and AM/Aux section
- 1 VCA ADSR EG
- 1 Gator (not just On/Off but mixable)
- 1 Pan for direct and 1 Pan delayed signal with stereo width enhance
- 1 Stereo Delay
- 1 Stereo Reverb
- 4 UCC knobs for User MIDI CC (e.g. like hardwired ribbon controller, joystick of MIDI keyboard)

## Soundsources



There are 4 PCM wave oscillators in two groups (A & B) each with 256 internal waves in 2 banks (0 & 1). Other SF2 files can be loaded into each slot separately. Each oscillator has a level slider, settings for octave (-2 to +2) and semitones (0 to 11).

With each oscillator there is a selector not only to switch it on or off but also to choose one of 11 mod sources: RPG1+, RPG1 -, RPG2+, RPG2-, Step +, Step -, StepMx, LFO 1, LFO 3, DLFO1, DLFO2

Also both oscillators in a group can be mixed manually or by selecting 1 of 8 mod sources: Atch, Wheel, DLFO1, DLFO2, LPF EG, B/HP EG, UCCx, UCCx

Finally the output signal of each group can be send to: Spook1, Spook2, LPF, B/HPF, Direct

## Spook 1 & 2



Spook 1 & 2 are virtually identical except for a different characteristic in resonance. Both can be used as an insert modifier before a filter or the signal send to direct input of VCA Mixer

Spook modulation can be driven manually or by a selected one of these mod sources: LFO 1, LFO 3, S n H, DLFO1, DLFO2, Step +, Step -, StepMx, Atch, Wheel, UCCx

Spook Depth sets an offset for the modulation and Resonance is obvious while HiCut can be used to remove unwanted high frequencies.

Mix knob balances between spook modified and unmodified (direct) signal while Level determines the output level. Also there are options for level modulation: Man, Atch, Wheel, Vel, UCCx, UCCx, Mute which are meant for realtime operation.

## Low Pass Filter



This is a 24dB resonant LowPass filter with 4 channel mod mixer, dedicated ADSR EG with three characteristics Exponential +, Exponential – and Linear.

Mod Mixer sources:

Man, Dlfo1, Dlfo2, LFO 1, LFO 3, ModW, Ktrck, Atch, UCCx

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

Vel +, Vel -, Step +, Step -, StepMx

EG +, EG -, Off

Also there is a knob to balance between the filtered and unmodified (direct) signal.

## Band/High Pass Filter



This is virtually the same as the LowPass filter except you can select between 12dB HighPass and 12dB BandPass.

## Amplitude Modulation



One source for AM: Off, Osc 1, Osc 2, Osc 3, Osc 4, Spook1, Spook2, and there are three modes for this input signal each providing a different sonic character.

The 2<sup>nd</sup> source for AM is provided by the Aux oscillators Aux 1:2 output (see below)

AM Level determines the actual amount of modulation while AM:Aux determines the balance between AM and Aux Oscs. signal. The Output level can also be modulated by Man, Atch, Wheel, or Velocity clearly indicating this is meant for realtime operation in order e.g. to blend in the signal of this section while playing.

## Aux Oscillators



Although these two oscillators are basically meant to serve as mod oscillators for AM they can also be used as monophonic audio oscillators for e.g. SciFi fx sounds or so.

Aux Osc1 is a two operator FM oscillator with OP1 as carrier while OP2 serves as modulator and is driven by keyboard. So both operators have knobs for Pitch offset while OP1's pitch can also be modulated by: Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, Step +, Step -, StepMx, UCC1, UCC3

The Mod amount of OP 2 into OP1 can be modulated by:

Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, Step +, Step -, StepMx, UCC2, UCC4

Mod1Level determines level / feedback amount of OP 1

Aux Osc 2 is a Phase Distortion Osc. with four output waves (DoubleSine, Resonance1 to 3) providing more complex waves than a simple VA osc. would do. This osc. is also driven by keyboard so there is a knob for pitch offset too plus a pitch modulation by selectable source from:

Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, Step +, Step -, StepMx, UCC1, UCC3

Also mod depth can be modulated by:

Man, LFO 1, LFO 2, LFO 3, S n H, DLFO1, DLFO2, Step +, Step -, StepMx, UCC2, UCC4

Aux 1:2 balances the output of both aux oscs and can be modulated by:

Man, Atch, Wheel, Velocity - indicating this is meant for realtime operation

## VCA Section



VCA Mixer allows to mix the outputs of both filters, Direct signal and Aux AM also with buttons to mute each part. There is a dedicated VCA ADSR EG with three modes: Exponential +, Exponential – and Linear.

The Gator can be driven by RPG 1+, RPG 1 -, RPG 2+, RPG 2-, or set to Off and also the knob allows to blend between gated and ungated signal with selectable modsource: Man, ModW, ATch, LFO 1, LFO 3, S n H, DLFO1, DLFO2.

Also you can set a Pan position for delayed and undelayed (direct) signal plus enhance stereo width for delay.



## Stereo Delay



This is a true stereo delay. Besides the Bpm settings for delay time Normal mode there are additional modes: Dotted, Triplet, Groove 1, Groove 2, Groove 3, Groove 4, Wheel, Atch, UCC4 plus a knob for manual offset. There are five ROM presets for Ping Pong delay Bpm settings for left & right channel. Each channel has its dedicated setting for Feedback, Color and Delay Level.

## 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.

Saturate and Main Volume are obvious.

## Cyclic Mod Sources



Two RPG = Rhythmic Pattern Gators (with several internal ROM Presets and 4 User presets each) provide much more variety than a simple Gator would do. Each RPG has knobs for GateLength, Attack and Release. Also each RPG provides 2 outputs normal (= +) and inverted (= -) which give quite a different result on destinations.

As a sidenote: it does not really make sense to use both RPG with the same pattern instead use different pattern on matching destinations like e.g. Osc. 1 & 2 then find step settings for each to get the best groove.

**Note: Selecting a Preset Pattern will overwrite the currently selected User Pattern!**

Step Modulator with 16 steps, four User Pattern, and three outputs normal (= +), inverted (= -), and Mix between Step + and - outputs. Use Lag knobs to get soft transitions between steps at left position.

Both RPG and Step Modulator are driven by a Bpm related divisor. Use Shuffle knob to get more groove.

Also you can activate Key Retrigger for RPG and Step Mod which is all restart on 1<sup>st</sup> key pressed. On the other hand all restart on Transport of host too.

There are 3 LFO, 1 Sample & Hold, and a double LFO with two outputs (DLFO1 and DLFO2) and a phase offset up to 90° adjustable by the Phase knob.

The LFO provide familiar waveforms: Sine, Triangle, Saw and Ramp. The tempo of the LFO is set by Bpm related divisors like e.g. 1/4, 1b (= 1 bar) etc.

### Other Mod Sources

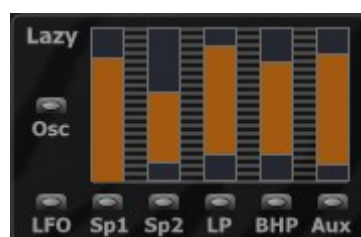


The Joypad has got six Dots (A to F) which can be used to control two parameters each:

A = Osc Mix; B = Spooks depth; C= Filter Cut; D= Aux Oscs Mod Depth; E = UCC1 & 2; F = UCC3 & 4

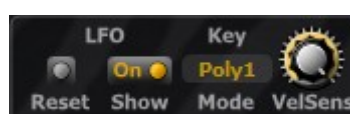
Now what are these UCC knobs for? You are using a synth or keyboard with additional but hardassigned MIDI CC like a ribbon controller or a real joystick then these UCC allow you to assign the hardwired MIDI CC to the UCC, and, voila, you can use your ribbon controller to control various destinations. Save the patchbank(s) and these assignments can be recalled instantly.

### Lazy System



This is an enhanced Lazy System which allows for five param groups to set a range in which the Lazy data can be generated. You can set a lower and an upper limit to define the range. Also moving the upper limit will instantly change all related values. So you might use this to 'shift' a whole group of parameters. There is one minor drawback to this: You can't have a MIDI CC on these :- ( Thus don't ask for it, thanx!

### Additional System settings



There is a manual button to reset all LFO, RPG and StepMod, a button to hide the moving dots on the joypad showing LFO motion. A selector for key/polyphony modes and an attenuator knob for Velocity Sensivity which allows to compensate or increase effect of incoming velocity.

*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 1<sup>st</sup> 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 2<sup>nd</sup> slot and then move one patch to 1<sup>st</sup> 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), Paule Amca, Ed Ten Eyck (EDT), David A. Smith (DAS), Florent Keller (FK), Lloyd McKay (lk), Kevin B [ <http://synthgeek.skincontact.com> ] (KB), Scott AC (AC),

Thank you, guys!

VSTi by H. G. Fortune:

More VSTi: <http://www.hgf-synthesizer.de>

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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](https://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 in bank 0

000 [Cpl]Bf-Icy Desert	032 [Syn]AtkSaws-KS	064 [Syn]FatBass-KS	096 [Syn]StringSect
001 [Cpl]Bf-SlowMotion2	033 [Syn]Bassical	065 [Syn]GoodLow	097 [Syn]StringsPad
002 [Cpl]Bf-StingingPad	034 [Syn]BF-Atck-Lead	066 [Syn]LowFogHorn	098 [Syn]StringTanga
003 [Cpl]BF-Synchrotron	035 [Syn]BF-BigMelo	067 [Syn]Metallic-KS	099 [Syn]SyncHeavy-FZ
004 [Cpl]Cinematic	036 [Syn]BF-LiteMoogish	068 [Syn]OB-anaStrings	100 [Syn]SyncMedFZ
005 [Cpl]City of Hope	037 [Syn]BF-OctBass	069 [Syn]OB-HarmoBrass	101 [Syn]Sync-Oscar
006 [Cpl]Dreamcity	038 [Syn]BF-SawHorns	070 [Syn]OB-Multiwave4	102 [Syn]Vox SadFemale
007 [Cpl]GoldenCity	039 [Syn]BF-SpaceBandp	071 [Syn]OB-Multiwave6	103 [Syn]VoxAspiration
008 [Cpl]Legend of Mu	040 [Syn]BF-Tripod	072 [Syn]OB-Stacked	104 [Syn]VoxChioresque
009 [Cpl]LowMoon	041 [Syn]Brass-CS80	073 [Syn]OB-UncleSem	105 [Syn]VoxLigetica
010 [Cpl]MagicForest	042 [Syn]BrassFat-KS	074 [Syn]ProphetFatt	106 [Syn]VoxSyn
011 [Cpl]MoonHorror	043 [Syn]Brass-FZ	075 [Syn]SawAfrican	107 [Syn]WarmAnalog
012 [Cpl]Mystery Cave	044 [Syn]BrassHybrid	076 [Syn]SawBrassBig	108 [xFx]AlienPlanet
013 [Cpl]Mystic Flow	045 [Syn]BrassMedFat	077 [Syn]SawClassic	109 [xFx]BfClashingMetl
014 [Cpl]MysticCavern	046 [Syn]BrassMedium	078 [Syn]SawFat	110 [xFx]BfClashingStl
015 [Cpl]NirwanaFlow	047 [Syn]BrassMega	079 [Syn]SawsFatt	111 [xFx]Bf-Geblubber
016 [Cpl]PPGishPad	048 [Syn]BrassSlo	080 [Syn]Saws-Hollow	112 [xFx]Bf-SnH-Slow
017 [Cpl]Romantica	049 [Syn]BriteFive	081 [Syn]SawsLowX	113 [xFx]Bf-SpaceGeese
018 [Cpl]ScapeDreaming3	050 [Syn]Chord	082 [Syn]SawsOff	114 [xFx]Bf-To the Core
019 [Cpl]ScapeSpheres	051 [Syn]Chord2	083 [Syn]SawsOpen	115 [xFx]BfWormholedrit
020 [Cpl]SpaceClangs	052 [Syn]Chordal	084 [Syn]SawSquaw	116 [xFx]DeepCave
021 [Cpl]SubtleMotions	053 [Syn]DX-BestAttack	085 [Syn]SawsReso	117 [xFx]Demon Love
022 [Cpl]Transgression	054 [Syn]DX-Clavikhan	086 [Syn]SawsResoAttack	118 [xFx]Farsighted
023 [Cpl]Trapped Below	055 [Syn]DXEP-Base	087 [Syn]SawsSoft	119 [xFx]KS-SnH-Lovely
024 [Cpl]TronCity	056 [Syn]DX-ExotAtck	088 [Syn]SawsSoftwide	120 [xFx]KS-SnH-Raid
025 [Cpl]TronHorror	057 [Syn]DX-Growly	089 [Syn]SawsWide	121 [xFx]LostWorlds
026 [Cpl]TronLight	058 [Syn]DXing	090 [Syn]SawyPulse	122 [xFx]OB-Birds
027 [Cpl]TronMars	059 [Syn]DX-Purity	091 [Syn]StraightBright	123 [xFx]ScannedMotion
028 [Cpl]TronNebula	060 [Syn]DX-RhodesIsle	092 [Syn]Stringelized	124 [xFx]SnH-Clangs
029 [Cpl]Underneath	061 [Syn]DX-Rodikhan	093 [Syn]StringFatty	125 [xFx]SomeWeirdTalkr
030 [Cpl]UnderWater	062 [Syn]DX-SlowPluck	094 [Syn]Strings Wide	126 [xFx]TronMonster
031 [Cpl]Underworld	063 [Syn]DXSoftDigiBell	095 [Syn]StringsBowed	127 [xFx]What Albraum

### List of waves in bank 1

000 [Cpl]Bellpad	032 [Syn]Brass Wide	064 [Syn]Nothync-H	096 [Syn]Vox BF-Aaahh
001 [Cpl]BellPadBreath	033 [Syn]BrassAtkOpen	065 [Syn]OB-Multiwave1	097 [Syn]Vox Breathy
002 [Cpl]BellPadsoft	034 [Syn]BrassFanfare	066 [Syn]OB-Multiwave2	098 [Syn]Vox Choiring
003 [Cpl]BigBrassSwell	035 [Syn]BrassHi	067 [Syn]OrganaVox	099 [Syn]Vox Femme
004 [Cpl]DeepSpaceX	036 [Syn]BrassySloAtk	068 [Syn]OrganSoft	100 [Syn]Vox OohWaves
005 [Cpl]DigiAtkPad	037 [Syn]ClaviBrite	069 [Syn]OrgBrite	101 [Syn]Vox Voices
006 [Cpl]DramaAtk	038 [Syn]ClaviHollow	070 [Syn]Org-Drawbar	102 [Syn]VoxChoirSyn
007 [Cpl]Enigmatic	039 [Syn]ClaviMed	071 [Syn]OrgFarFeesa	103 [Syn]VoxGrumblng
008 [Cpl]ExoticaAtk	040 [Syn]Clavinethi	072 [Syn]OrgHam'n'Egg	104 [Syn]Voxy
009 [Cpl]Fantasy	041 [Syn]ClaviRound	073 [Syn]OrgSacred	105 [Syn]VoxyAtk
010 [Cpl]FemBreath	042 [Syn]ClaviSoft	074 [Syn]OrgSmokeH2O	106 [Syn]VoxySyn
011 [Cpl]FullDramaPad	043 [Syn]Clocking	075 [Syn]Overhome	107 [Syn]VZ-Buzzy
012 [Cpl]GlassBlojob	044 [Syn]Digi-Clav	076 [Syn]PolySyn	108 [xFx]Bf-SnH-Entropy
013 [Cpl]GlassyZone	045 [Syn]DigiPad2	077 [Syn]PWMode	109 [xFx]Bf-SnH-Fields
014 [Cpl]HeavenlyOhh	046 [Syn]DigiPulsed	078 [Syn]SawLitePad	110 [xFx]CaveMaze
015 [Cpl]Helionis	047 [Syn]DigiStabAtk	079 [Syn]SawsFat-PS6	111 [xFx]Clocks-rev
016 [Cpl]HighEther	048 [Syn]DigiSyn	080 [Syn]SawsOmni	112 [xFx]DarkRealms
017 [Cpl]LeftBehind	049 [Syn]DigitronAtk	081 [Syn]SawsProphet	113 [xFx]DeepAbyss
018 [Cpl]MagiChoir	050 [Syn]DigiWave	082 [Syn]SimpleSine	114 [xFx]Ghoulzone
019 [Cpl]Mirkheim	051 [Syn]DX-Bellatrix	083 [Syn]Simplify	115 [xFx]HadesLoop
020 [Cpl]MorphoVox	052 [Syn]DX-BelPiano	084 [Syn]StringBigOrch	116 [xFx]HeavyStrok
021 [Cpl]MorphPad	053 [Syn]DX-Dark	085 [Syn]StringLegend	117 [xFx]InsideTube
022 [Cpl]Phone in Water	054 [Syn]DX-Digitalis	086 [Syn]StringsCinema	118 [xFx]InTension
023 [Cpl]SoftAtkPad	055 [Syn]DX-Inharm	087 [Syn]StringsMega	119 [xFx]MonkishAsian
024 [Cpl]SpaceBirds	056 [Syn]DX-InHarmAtk	088 [Syn]StringsSimple	120 [xFx]NoiseFume
025 [Cpl]SparkleStr	057 [Syn]DX-InHarmSoft	089 [Syn]StringsTender	121 [xFx]Not Bubbles
026 [Cpl]Sparkling	058 [Syn]DX-MetallicAtk	090 [Syn]Stringz	122 [xFx]SamUnhold
027 [Cpl]SuperStrPad	059 [Syn]DX-Nopia	091 [Syn]SyncBlue	123 [xFx]S'n'H-Blipps
028 [Cpl]Suspense	060 [Syn]DX-Oboe	092 [Syn]SyncLite	124 [xFx]Space is Cold
029 [Cpl]Sweepy	061 [Syn]DX-Spectral	093 [Syn]SyncShred	125 [xFx]Spookie!
030 [Cpl]VocNoVox	062 [Syn]Fatter-brite	094 [Syn]Tubular	126 [xFx]Tunnellizer
031 [Cpl]VoxPlus	063 [Syn]MetallicAtk	095 [Syn]TurblinLo	127 [xFx]Woodland



More free sf2 files also with some esp. done for Scapes Wizard 2 can be accessed via:  
[Free User content Sf2 files and patches](#)

## 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	AM Lvl	= 102
Bass Enhance	= 8		= 35	LPF Reso	= 71	Am:Aux Mix	= 103
Pan Delay	= 9		= 36	LPF Mod 1	= 72	Color	= 104
Pan Direct	= 10		= 37	LPF Mod 2	= 73	Level	= 105
	= 11		= 39	LPF Mod 3	= 74	Aux1 P1 Offs	= 106
UCC1	= 12	VCA Lvl LPF	= 40	LPF Mod 4	= 75	Aux1 P1 Mod	= 107
UCC2	= 13	VCA Lvl BHPF	= 41	LPF:Dir Mix	= 76	Aux1 Mod1Lv	= 108
	= 14	VCA Lvl Direct	= 42	LPF Atck	= 77	Aux1Mod2Dp	= 109
OscA1 Wave	= 15	VCALvlAmAux	= 43	LPF Dcy	= 78	Aux1 P2 Offs	= 110
OscA2 Wave	= 16	VCA Atk	= 44	LPF Sust	= 79	Aux2 P Mod	= 111
OscB1 Wave	= 17	VCA Dcy	= 45	LPF Rel	= 80	Aux2 ModDp	= 112
OscB2 Wave	= 18	VCA Sust	= 46	BHPF Cut	= 81	Aux2 P Offs	= 113
Mix A1:2	= 19	VCA Rel	= 47	BHPF Reso	= 82	Aux 1:2 Mix	= 114
Mix B1:2	= 20	Dly StereWidth	= 48	BHPF Mod 1	= 83		= 115
	= 21	Dly R Fdbk	= 49	BHPF Mod 2	= 84		= 116
Spk1 Depth	= 22	Dly R Color	= 50	BHPF Mod 3	= 85		= 117
Spk1 Mod	= 23	Dly R Lvl	= 51	BHPF Mod 4	= 86		= 118
Spk1 Reso	= 24	Dly L Fdbk	= 52	BHPF:Dir Mix	= 87		= 119
Spk1 Mix	= 25	Dly L Color	= 53	BHPF Atck	= 88		
Spk1 HiCut	= 26	Dly L Lvl	= 54	BHPF Dcy	= 89		
Spk1 Level	= 27	Rev PreDly	= 55	BHPF Sust	= 90		
Spk2 Depth	= 28	Rev Size	= 56	BHPF Rel	= 91		
Spk2 Mod	= 29	Rev Width	= 57		= 92		
Spk2 Reso	= 30	Rev Damp	= 58		= 93		
Spk2 Mix	= 31	Rev Cut	= 59		= 94		
Spk2 HiCut	= 32	Rev Reso	= 60		= 95		
Spk2 Level	= 33	Rev Mix	= 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 add 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 is so.

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