

imp OSC ar

Programmable Music Synthesiser



impOSCar Extras - 1/12/2003

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1 impOSCar AU: Loading and saving sounds

During installation of the impOSCar AudioUnit the additional sounds banks are installed to a folder, 'impOSCar', on your desktop. From here they can be loaded via the standard method used by your host application.

When using Emagic's Logic it is our recommendation that you put the 'impOSCar' folder containing the additional sound banks in the following folder:



\\Logic 6 (or other) Series\Plug-In Settings\



Click here

With the additional sounds stored in the 'Plug-In Settings' folder you will be able to access all the banks via Logic's normal patch management system.



When you open an instance of the impOSCar it automatically has the DefaultImpOSCarBank loaded into it's memory.

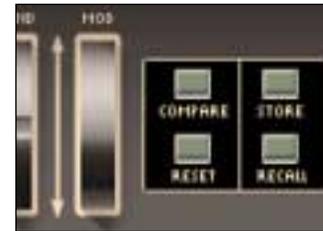
Each of the impOSCar's sound banks contains 36 Patches. Each Patch can be accessed by clicking on the 'Selected Patch' window from where a drop down menu will appear allowing you to select the desired Patch in the usual manner.

Saving Edited Patches

Having edited or tailored an impOSCar Patch to suit your own needs you will obviously want to save it. The impOSCar has a group of 4 buttons

that will help you with this process. (see next page)

Special Note: When using Logic's 'Save Setting' or 'Save Setting as...' options a complete bank of 36 impOSCar Patches is saved.



Panel Switches

Compare - switches between the panel settings you've set, and the original ones of the selected program.

Reset - puts parameters back to the original ones for that program.

Store - puts the panel settings into temporary memory.

Recall - reads the temporary memory back to the panel.

To save an individual Patch and to create your own bank follow the procedure below:

1. Click on the 'Store' button, this puts your sound into temporary memory.
2. Click on Logic's patch loading icon and select and load the bank 'template' (see page 2).
3. Click on the impOSCar's 'Selected Patch' window which will reveal the drop down menu. Select the position you want to save your Patch.
4. Click on the 'Recall' button to put the temporarily saved Patch into the selected Patch slot.
5. If you wish to rename the Patch, double click on the 'Selected Patch' window and type in the new Patch name.
6. Click on Logic's patch loading icon and select 'Save Setting as...' Rename the the bank to something appropriate, such as 'My Bank', and save your sound(s). Again, remember that saving in this manner saves all 36 Patches. Using the 'Store' and 'Recall' buttons allows you to organise your Patches to suit your personal requirements.



When storing, recalling and saving an edited Patch to the currently loaded bank it's important to understand that an edited Patch will not return to it's 'saved' state when you select another Patch.

For example. You have loaded 'My Bank' which has 10 of your Patches stored. You decide that you would like two similar versions of a Patch stored next to one another in the Selected Patch drop down list.

1. Click on the 'Store' button, this puts your sound into temporary memory.
2. Click on the 'Reset' button to reset the Patch to it's previously saved state.
3. Click on the impOSCar's 'Selected Patch' window which will reveal the drop down menu. Select the position you want to save your Patch.
4. Click on the 'Recall' button to put the temporarily saved Patch into the selected Patch slot.
5. If you wish to rename the Patch, double click on the 'Selected Patch' window and type in the new Patch name.
6. Click on Logic's patch loading icon and select 'Save Setting' to save your Patches.

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2 Patches and Program Change messages

The impOSCar responds to standard MIDI Program Change Messages from 1-36, with the first Patch in the drop down list responding to Program Change 1 and the last in the list to Program Change 36. If you send the impOSCar Program Change messages greater than 36 the numbers loop round. Sending Program Change 37 will select the first Patch in the list, Program Change 38 the second Patch in the list, and so on.

3 The impOSCar .sup file (the setup file)

Upon first use the impOSCar generates a text file with the suffix .sup. The .sup file is named and stored in the following locations according to the impOSCar version you are using.

Version	Name	Location
PC VST	impOSCar.sup	\\VstPlugIns\
Mac OS9+	impOSCarOS9.sup	\\VstPlugIns\
Mac OS X VST	com.gmediamusic.impOSCarVST.sup	\\User\Library\Preferences
Mac OS X AU	com.gmediamusic.impOSCarAU.sup	\\User\Library\Preferences

The file contains general configuration information for the impOSCar and can be edited using any standard text editor.

The .sup file works as follows. When an instance of the impOSCar is loaded it looks for a file named with the .sup suffix. The first line of the impOSCar .sup file is "ImpOSCar Configuration File" which along with the .sup extension identifies it. From here there is a common a format to the lines that follow:

<Parameter><Value> The possible parameters and values are:

Parameter - Knob Mode

Values -

System Default

Circular

Linear

Purpose - Sets the way the mouse controls knobs in the GUI.

Parameter - Edit Mode

Values -

Minimal

Keyboard

Wave 1

Wave 2

CC Setup

Purpose - Sets the default mode of the GUI when you first open it up.

Parameter - Effects Panel

Values -

closed

open

Purpose - Sets the default state of the effects panel when you first open the GUI

Parameter - Damper Scale

Values -

Number between 0 and 1 (e.g. 0.5)

Purpose - Sets the amount by which keyboard velocities are scaled when the damper pedal is depressed.

Parameter - Hold2 Scale

Values -

Number greater than zero

Purpose - Sets the amount by which release times are scaled when the hold2 pedal is depressed.

Parameter - Osc1 Wave, Glide Type, Osc2 Octv, etc. (any ImpOSCar patch parameter)

Values-

Number between -1 and 127

Purpose - Sets the CC number for that parameter, -1 being no controller.

Using the .sup file. If there is no default .sup file, the ImpOSCar creates a new one, with default settings. If you wish to return to a default state locate and delete the .sup file. The default .sup file is only updated when the last instance of the impOSCar is closed. The default .sup file is read when the first instance of the ImpOSCar is opened, so changing it whilst the impOSCar is running will not change settings, unless you make use of the following features.

You can drag and drop any valid .sup file onto an instance of the ImpOSCar GUI and have any parameters in it take effect. This allows you to create setup files for particular controllers.

For example, let's say you wanted to make a Phat.Boy setup to share with a friend..

1. Setup all the controls as you want them in the CC edit mode of the impOSCar.
2. Quit all instances of the ImpOSCar
3. Copy your impOSCar .sup file and rename it Phat.Boy.sup
4. You only want this file to set controllers, not the other parameters such as Edit Mode, so open it in a text editor and delete the lines not required.
5. Send the file to your friend who can then simply drag and drop the file onto the ImpOSCar GUI.

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4 Drag and Drop

There are several points at which drag and drop is used:

The .sup file. (see page 5 above)

The .hrm file. During installation a file named impOSCar.hrm is installed. The .hrm file contains the User Wave data and as you build up the number of saved User Waves these can be loaded into any instance of the impOSCar by simply dragging the .hrm file onto the GUI of the impOSCar. Like the .sup file the .hrm file is a standard text file and it can be shared with other impOSCar users.

Patch banks and individual Patches. All the impOSCar sounds are provided in various formats upon the impOSCar Master CD ROM. Depending upon your host application drag and drop can be used to load Patches. When using Cubase all the impOSCar Patches are supplied as individual .fxp files. Locate these on the Master CD ROM and simply drag and drop them on to the impOSCar GUI to load. Similarly all the impOSCar Patches are saved as .pst files, which can be loaded via the impOSCar GUI using drag and drop within Logic.

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