

Collective

USER GUIDE

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1. Introduction

Thank you for purchasing our Collective Instrument.

We hope you enjoy it as much as we do, have a lot of fun with it and make great music with it.

Collective is a premium quality instrument that combines an advanced synthesis engine with a stunning array of sample sounds from acoustic and electric instruments. Built on the entirely new Acktion platform, it features the same powerful engine as our Biotek organic synthesizer.

Collective's user interface is designed to place a straightforward range of sound sculpting tools right at your fingertips.

The Parameter pages let you dive much deeper into the synthesis engine and offer lots of parameters to control nearly everything.

The deep sound creation possibilities include four sound layers with four oscillators that offers the typical analog waveforms and sample playback, extensive frequency modulation and a separate white and pink noise generator. Followed by two serial multimode filters and a drive module with several types and a four-band equalizer with shelf and bell curves.

Each sound is mixed into four effect busses, each featuring a sum overdrive, a compressor, a modulation effect like chorus, flanger, phaser or sum filter, and a space effect like delay or clocked delay, or natural, plate or non-linear reverb.



Conventions

Instrument

An Instrument is a collection of one or more Sounds including all sound data and global instrument parameters.

Sound

An Instrument can contain one or more Sound layers that can be edited separately.



Read more how to work with Sound layers in the chapter “4.3 Sound Layer Section” on page 13.

2. Installation & Authorisation

The installation including all sample and sound data requires approximately 3 GB space on your hard drive.

Collective can be installed and unlocked on up to 4 different computers with a single license.

2.1 Windows PC



Please observe the system requirements of your host application! Collective runs within 32 bit as well as 64 bit host applications.

1. Refer to the folder where the downloaded Collective zip archive is located.
2. Double click on the archive file to extract it.
3. Double click on the “Collective.exe” file. This launches a special installation program.
4. Follow the on-screen instructions.

Default installation locations on Windows:

VST 32-bit: C:\Program Files (x86)\Steinberg\VstPlugins\Collective.dll

VST 64-bit: C:\Program Files\Steinberg\VstPlugins\Collective (64-bit).dll

AAX 32-bit: C:\Program Files (x86)\Common Files\Avid\Audio\Plug-Ins\Collective.aaxplugin C:\Program Files\Common

AAX 64-bit: Files\Avid\Audio\Plug-Ins\Collective (64-bit).aaxplugin

2.2 OS X

1. Refer to the folder where the downloaded Collective zip archive is located.
2. Double click on the archive file to extract it.
3. Double click on the “Collective.pkg” file. This launches a special installation program.
4. Follow the on-screen instructions.

Default installation locations on Mac:

AU: /Library/Audio/Plug-Ins/Components/Collective.component

VST: /Library/Audio/Plug-Ins/VST/Collective.vst

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/
Collective.aaxplugin

2.3 Linux Ubuntu

1. Copy the Collective.so file into your VST plugins directory. Common locations are shown below.
2. Ensure your host is set to scan the location
3. Perform a plugin scan in your host

Common Linux VST directories:

/usr/lib/vst /

usr/local/lib/vst

~/vst

Please follow these instructions to install the Collective content

1. Create a Collective directory at "~/Tracktion/Collective/" (may already exist)
2. Copy the "Instruments" content to "~/Tracktion/Collective/Instruments"
3. Copy the "Samples" content to "~/Tracktion/Collective/Samples"
4. Restart your host and any open instances of Collective

You should end up with two folders:

"~/Tracktion/Collective/Instruments" containing ".collectiveinstrument" files

"~/Tracktion/Collective/Samples" containing ".acktionsamples" files

To authorize the plugin on Linux, you must use the offline authorization method.

2.4 Authorisation

Collective uses a software based copy protection and can only run without any restrictions with an activated license.

After installation, please load Collective as instrument plug-in within your DAW. The plug-in is currently locked and running in demo mode (a noise occurs periodically).

Click on the Unlock button in the headline of the plug-in window to open the authorisation window.

Click Unlock to start a 30 day trial, if you haven't purchased the plug-in. If you have purchased the plug-in it will become unlocked permanently.

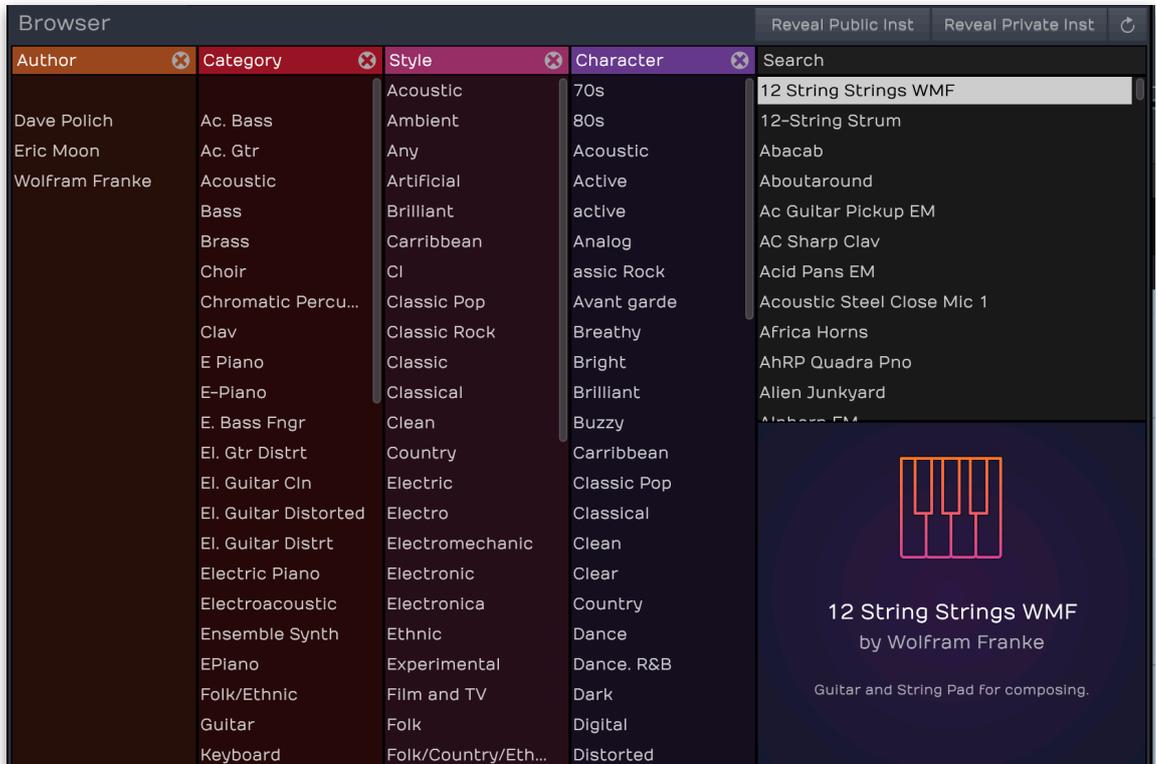
Please enter your email address and password from Tracktion Marketplace and click on "Register" to unlock Collective permanently. You need an active internet connection for this procedure.

You can alternatively click on the “Offline Unlock” button, if your computer has no internet connection. Please follow the onscreen instructions.

After a successful authorisation, you can use Collective without limitations and full featured forever.

3. Basic Operation

3.1 Loading and Saving Instruments

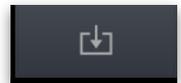


Click on the folder button in the main area to open the **Browser** section. Here you can quickly locate e.g. categories or styles of Instruments by selecting one or more tag. Standard selection is cumulative unless the “command” (Mac) or “Ctrl” (Windows) key is used in conjunction with selection – this will select individual tags.

Use the **Search** panel in the upper right corner to perform a text search of the Instrument library.

To load a selected Instrument in the instrument result list, simply double click on its name.

To save an Instrument, click on the **Save** button in the Head section. User Instruments are added to the Instrument library. A newly saved preset is appended to the end of the file browse list. When launching Collective, the files are scanned starting with your user’s instruments folder, followed by the public instruments folder (the one with the factory instruments). This results in the order that your creations come first followed by the ones from the factory sound bank.



3.2 Control Elements

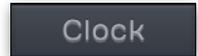
Dials

To set a value, click on the dial, hold down the mouse button and move the mouse up and down. A double click resets the parameter value to its default.



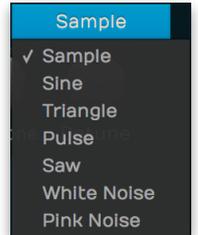
Buttons

A simple click on a button activates or deactivates its function. Buttons light up when they have been used.



Pop-up Menus

Click on the corresponding slot to open a pop up menu where you can choose the desired parameter.



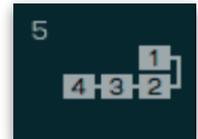
Value Selection Fields

Click in a Value Selection Fields and move the mouse up or down to easily change the parameter value. Double click in a Value Selection Field to set the parameter value to its default value.



Graphical Elements

Click on the corresponding graphic and move the mouse vertical or horizontal to change settings. This is valid for the FM algorithms of the oscillators and the envelopes.



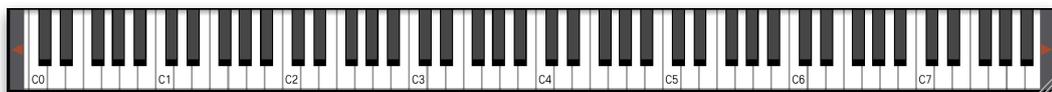
Wheels

To change the value, click on the wheel and drag it up or down. The Pitch wheel snaps automatically back into its center position as soon as you release the mouse button.



The Virtual Keyboard

Collective provides a virtual keyboard with 128 keys. Click on a key to play the corresponding note. The vertical position of the initial click of the key determines the velocity.



Fader

Click on the corresponding fader and hold it. Move your mouse to the left or the right to change the value. Some faders need to move vertically to change values.



4. The Basic User Interface

Collective is divided into different sections which are described in detail within the next chapters.



The **Header Section** includes basic functions.

The **Browser Section** lets you find and load Instruments.

The **Sound Layer Section** lets you add/remove Sound layers.

The **Arpeggiator Section** on the left offers some basic arpeggiator parameters.

The **Virtual Keyboard** provides a virtual keyboard with 128 keys

The **Macro Controls** lets you control the basic sound parameters.

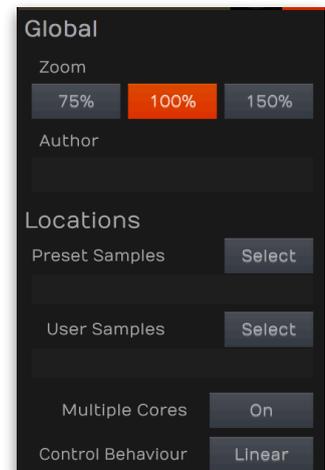
The **Sound Parameter Section** includes dedicated subpages to edit an Instrument or Sound layer in detail.

4.1 Header Section

The Header section offers global and basic settings.



- Click on the **Collective** logo to open a pop-up window with additional information about the plug-in version number as well as the development team.
- Click on the **Folder** button to open the **Browser** section. Read more in the chapter “3.1 Loading and Saving Instruments” on page 9 of this manual.
- Click on the **Parameter** button to open the **Parameter** section. Read more in the chapter “4.7 The Parameter Section in Detail” on page 16 of this manual.
- The **Instrument name field** displays the name of the actual Instrument. Double click on the name to enter a text field for renaming the Instrument.
- The **Save** button lets you save the actual Instrument. You can also change the name of the stored Instrument.
- The **Master Volume** dial allows you to adjust overall volume of Collective. The meter displays the outgoing audio signal.
- Click on the **Global** button to open a pop-up window with additional parameters. Click the **Global** button again to close the Global menu.
 - **Zoom** - click on the corresponding zoom button to change the size of the Collection plug-in user interface. The regular size is 100%. You can also drag the handle in the lower right corner of Collective to change the size of the user interface to your needs.
 - **Locations** - Click on **Preset Samples** to open the folder where the preset samples are placed. If you want to move the sample content you need to show Collective the corresponding data path. Click on **User Samples** to open the folder where the user samples are placed. If you want to move your user sample content you need to show Collective the corresponding data path.
 - **Multiple Cores** - when running multiple instances of Collective, turning off the multi core processing can improve CPU performance on certain systems – typically older computers. We strongly recommend to activate this option.
 - **Control Behaviour** - when using a mouse to adjust the rotary controls, the input movement can be selected to be linear or circular. If set to “Circular”, you change a value of a rotary control by clicking on it and moving your mouse in a circular motion around the control. You don't need to stay inside the control bounds, though, you have a wide range to fine-tune the value. If set to “Linear”, rotary controls behave like value display controls. Moving the mouse up or right increases a value, moving it left or down decreases it.



- **Question Mark** button - click on this button to open the PDF manual of Collective.
- **Panic** button: Sends and executes an “All Notes Off” command to terminate stuck notes. **Panic** immediately sets all envelopes to their release phases. Panic also stops the arpeggiator playing when running in Latch mode.

4.2 Browser Section

For more information please refer to the chapter “3.1 Loading and Saving Instruments” on page 9.

4.3 Sound Layer Section

Here you find the controls to select and edit the Sound layers. Keep in mind that some Instruments might use only one Sound layer.

- **Duplicate** Layer: Click on the **Duplicate** button to duplicate the actual Sound layer including all parameter settings.
- **Add Layer (+)**: Click “+” to add a Sound layer with initial settings.
- **Remove Layer (-)**: Click “-” to remove the actual Sound layer.
- **Select Sound Layer**: Click on the pop-up menu to select the desired Sound layer. The layer number lights up and the name of the Sound layer is displayed within the pop-up menu button. Alternatively you can directly click on the layer number to select it.
- **Sound Layer Name**: To rename a layer just click on its name and enter a new one.
- **Mute/Solo Sound Layer**: Click on the Mute button (M) to mute the desired Sound layer. Click on the Solo button (S) to solo the desired Sound layer. This mutes all other Sound layers. Click the Solo/Mute button again to deactivate the solo/mute function.
- **Sound Layer Volume**: Controls the output level of the corresponding Sound layer.
- **Sound Layer Panner**: Controls the panning of the corresponding Sound layer.



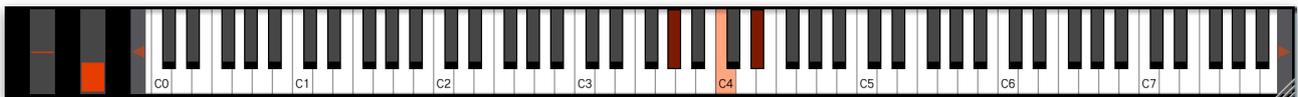
4.4 Arpeggiator Section

- **On**: Toggles the operation of the arpeggiator. The arpeggiator is used to sequence rhythmic patches, disabling it allows the user to access individual hits and elements. Hint: This button is active, when one or more Sound layers take use of the arpeggiator.
- **External**: When enabled, it synchronizes the tempo to your host application. If disabled, you can specify a tempo in BPM.



- **Latch:** Enables the arpeggiator to remember the last set of keys played on the keyboard. When enabled, the arpeggiator sequence will continue to play even after the keys have been released. Once all keys are released, the next chord to be played will clear the latch memory and only the newly played chord will be arpeggiated. To stop the arpeggiator with the latch enabled, press the “On” button.
- **Tempo:** Adjusts the tempo when External is disabled. This can be useful if you prefer a rhythmic pattern to be half or double time. By pressing the “Option” (Mac) or “Alt” (Windows) key and click on **Tempo**, it will be set to default 120 BPM.

4.5 Keyboard Section



Collective provides a virtual keyboard with 128 keys and two wheels. Click on a key to play the corresponding note. The vertical position of the initial click of the key determines the velocity.

4.6 Macro Controls Section

This section includes macro controls to edit an Instrument quickly. All controls are patch specific macro controls pre-assigned by the sound design team to numerous features.



Controls can be positive or negative in value - for example the Pitch dials on the right image offers settings for the pitch of each Instrument. Holding the “Option” (Mac) or “Alt” (Windows) key and clicking on any parameter sets the control to its default location.

The following controls are available:

Pitch

- **Octave:** Sets the basic pitch of the Instrument in steps of an octave.
- **Semitone:** Sets the pitch of the Instrument in semitone steps. The standard setting for this parameter is 0.

Filter

- **Cutoff:** Controls the cutoff (on low pass or high pass types) or center (on band pass or band stop types) frequency of the filter. If Comb is selected, the frequencies near the cutoff frequency are emphasized. If Redux is selected, the outgoing sample rate of the signal is reduced.
- **Resonance:** Controls the resonance of the filter if set to any of the 12 dB or 24 dB filter types. On 6 dB filter types, this control does nothing. On band stop types, it narrows the stop band, which is

almost inaudible. If Redux is selected, the outgoing bit rate of the signal is reduced.

- **Env:** Determines the amount of filter envelope modulation that is applied to filter cutoff.

Filter Env

Basically, an envelope offers three time stages which controls Attack, Decay and Release. Sustain is a time parameter and is defined by the length of the played note that triggers the envelope.

- **Attack:** Determines the attack rate or amount of time it takes for a signal to go from zero to maximum level.
- **Decay:** Determines the decay rate or amount of time it takes for a signal to reach the Sustain level.
- **Release:** Once the note has ended, the release phase begins. During this phase, the envelope fades to zero at the rate determined by the Release value.

Amp Env

Basically, an envelope offers three time stages which controls Attack, Decay and Release. Sustain is a time parameter and is defined by the length of the played note that triggers the envelope.

- **Attack:** Determines the attack rate or amount of time it takes for a signal to go from zero to maximum level.
- **Decay:** Determines the decay rate or amount of time it takes for a signal to reach the Sustain level.
- **Release:** Once the note has ended, the release phase begins. During this phase, the envelope fades to zero at the rate determined by the Release value.

Master

- **Effect Mix:** Controls the mixture between the dry signal output of the Sound layer and the wet effect signal output processed by the effect bus. A setting of 0% results in a completely dry signal, 50 % means that the signal is routed with equal volume into the effect unit and forwarded dry and 100 % means that no signal is sent out dry but it is routed into the Effect bus with full level.
- **Volume:** The signal generated by the various tone generator and filter modules of Collective must ultimately be formed in volume to be heard. This is the job of the Amplifier. To do so, it needs some form of modulation input to control how a sound rises and decays in volume. This is achieved by **Amp Env**, which is hardwired to **Volume**.

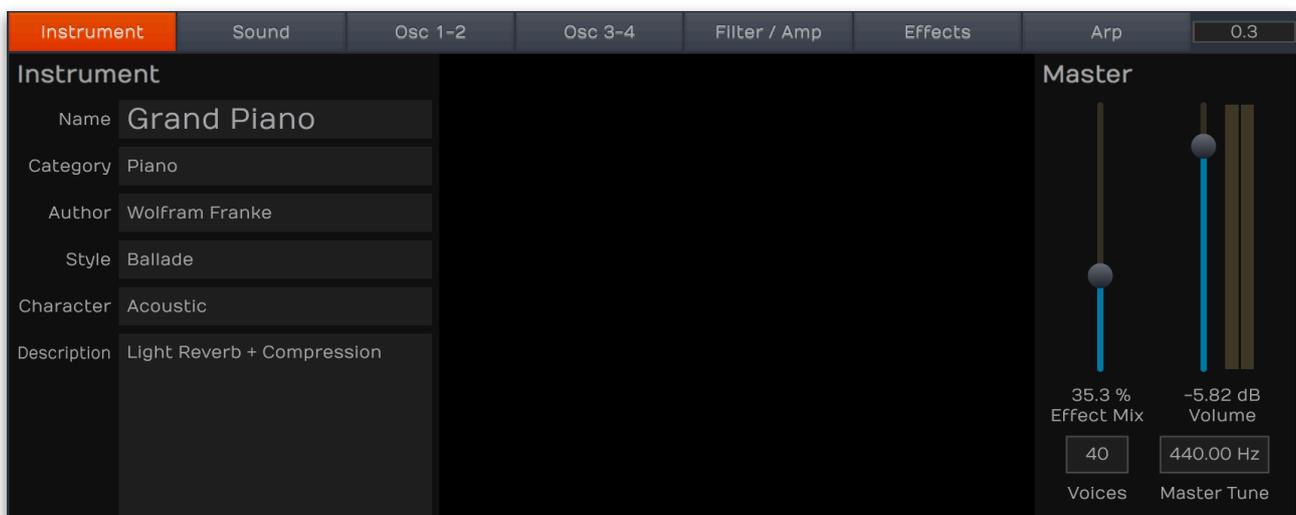
4.7 The Parameter Section in Detail

This Parameter section includes dedicated subpages to edit an Instrument or Sound layer in detail.

Click on the **Parameter** button in the Header section to open the Parameter section. The Parameter sections (Instrument, Sound, Osc 1-2, Osc 3-4, Filter / Amp, Effects and Arp and also the lower section with LFOs and Envelopes) will be described in detail within the next chapters.

4.7.1 Instrument Page

Click on the Instrument button to select the Instrument page. Here you can make some entries regarding the Instrument description. All entries will be automatically used as Tags in the Browser page to search and find an Instrument.



- **Name:** Here you can enter a name for the Instrument. This name is automatically used when saving the Instrument. It will also be displayed in the Head section.
- **Category:** Here you can enter a sound category (e.g. Pad, Bass or Lead).
- **Author:** Here you can enter the name of the sound designer.
- **Style:** Here you can enter a sound or music style (e.g. Ambient, Electro)
- **Character:** Here you enter desired sound character attributes.
- **Description:** Here you can enter a short description of the Instrument (e.g. Wide ambient fluffy space pad).

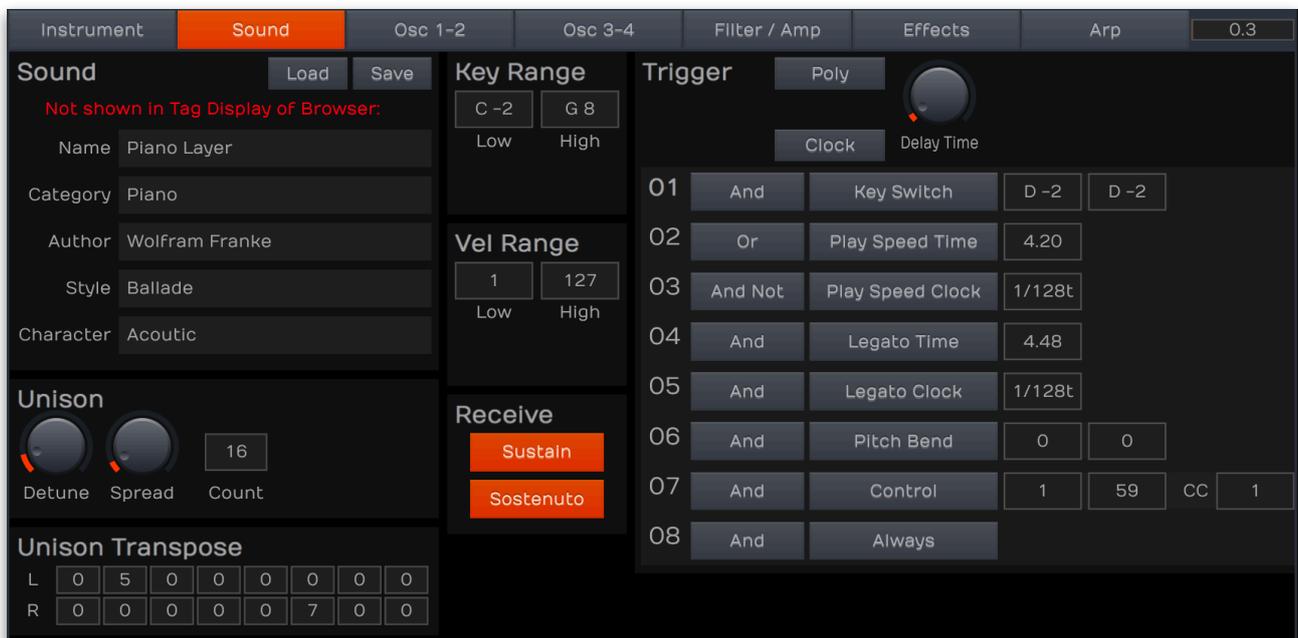
On the right area, there are some controls regarding basic settings of the actual instrument:

- **Master Effect Mix:** This is a universal effect mix to control the mix of all sound layer effects at once. This parameter is similar to Effect Mix in the Macro Control section.
- **Master Volume:** This is a universal master volume to control the level of all sound layers at once. This parameter is similar to Volume in the Macro Control section.

- **Voices:** Determines the maximum number of voices that the actual instrument produces. Decreasing the number of voices improves efficiency and therefore reduces load on CPU. If voice count is set too low, then “voice stealing” can occur with the possibility of audible artifacts.
- **Master Tune:** 440.00 Hz is widely used as concert pitch in the United Kingdom and the United States. In continental Europe, the frequency of the note A commonly varies between 440 Hz and 444 Hz. In the period instrument movement, a consensus has arisen around a modern baroque pitch of 415 Hz (Ab of A 440), baroque for some special church music (Chorton pitch) at 466 Hz (A# of A 440), and classical pitch at 430 Hz.

4.7.2 Sound Page

Click on the Sound button to select the Sound page. Here you find the basic Sound controls as Unison Mode, Key Range and Velocity Range as well as a comprehensive Trigger management.



Sound Section

Here you can make some entries regarding the Sound description. Keep in mind that these entries will not be used as Tags.

- **Name:** Here you can enter a name for the actual Sound layer.
- **Category:** Here you can enter a sound category, e.g. Piano
- **Author:** Here you can enter the name of the sound designer.
- **Style:** Here you can enter a sound or music style of the actual Sound layer.
- **Character:** Here you can enter a sound character of the actual Sound layer.
- **Load & Save** buttons: Click on the corresponding button to load or save the actual Sound layer as a sound preset file on your hard disk.

Unison

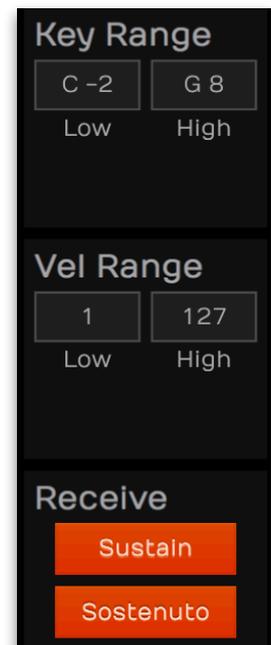
- **Detune:** Controls the detuning of the unison voices. Each voice is detuned differently.
- **Spread:** Spreads all unison voices automatically within the stereo panorama. Higher values will alternate the played voices between left and right panorama position.
- **Count:** Determines the number of played oscillators (up to 16). 1 means, that a note triggers only one voice.
- **Unison Transpose:** Here you can transpose every unison voice in semitones for the left and right panorama position (L + R) independently. The number of available transpose slots is defined with the **Count** parameter. Make sure to use corresponding **Spread** settings to clearly hear the stereo effect.



 Please keep in mind that the chosen number of unison voices will respectively add more CPU usage.

Key Range

The key range can be restricted for the Sound layer's tone generation. Set the **Low** parameter to C- 2 and the **High** parameter to G 8 if you want to use the full keyboard range. Only notes with a key number higher/lower or equal to the selected values are passed through.



Vel(ocity) Range

Low allows you to limit the velocity range in which the instrument is played. Only notes with a velocity higher or equal to the selected value are passed through. Set this parameter to 0, if you want to turn velocity switching off. **High** is the counterpart to the **Low** parameter. Only notes with a velocity lower or equal to the selected value are passed through.

Receive

- **Sustain:** Click on the Sustain button to determine, if the Sound reacts on incoming sustain controller data (MIDI CC# 64).
- **Sostenuto:** Click on the Sostenuto button to determine, if the Sound reacts on incoming sostenuto controller data (MIDI CC# 66). Similar to sustain, it holds only notes that were played when the pedal was pressed. Use it to hold chords and play melodies over the held chord.

Trigger

Collective offers a very comprehensive trigger system that allows you to control the triggering behavior for the actual Sound layer. You can use this section to create articulations or to add release sounds. The trigger table offers an overview for up to 8 logical operations that can be defined.

- **Poly** modes: **Poly** means that each voice is played normally like on a piano where you can play single melodies as well as chords. **Mono** results in only one sounding voice, no matter how many notes you play. When you play a number of notes without releasing older notes and then release the last played note,

the previous note can be heard. If you release that note, again the previous note can be heard and so on until you've released all notes. **XOR 1 ... 3** are allocation modes especially made for percussion sounds and this mode works over all sounds in all parts of the current Instrument. When a note is played, any other voice on any sound with the same XOR allocation setting is stopped and the voice of the new note sounds. This setting is used e.g. on hihat sounds where an open hihat sound cuts off the closed hihat sound in a different part and vice versa. Other typical percussion instruments might include an open and closed triangle, a slowly and quickly stroked guiro, a brushed and stroked snare or an open and muted crash cymbal. Collective offers three XOR groups so that you can have an alternating hi hat, a triangle and a guiro (or other sounds or combinations) at once in an Instrument.

- **Delay Time:** Determines the time, the trigger condition is delayed.
- **Clock:** If activated, the **Delay Time** can be set in musical values.
- **Trigger Table:** Here you can combine up to 8 conditions using logical operations. If you set up the first condition (every trigger type unequal to "Always", the second condition is shown automatically. For each of the conditions, you can make the following settings in the first column: "And" combines two conditions logically. The expression is true if both conditions become true. "Or" combines two conditions logically. The expression is true if one of the conditions becomes true. "And Not" inverts the condition. A condition that was previously true becomes false, and vice versa. In the second column, the trigger type can be selected. The following types are available: Always, Key Switch, Play Speed Time, Play Speed Clock, Legato Time, Legato Clock, Pitch Bend, Control. Based on the type settings, the third column offers specified parameters to define the trigger values of the selected type.

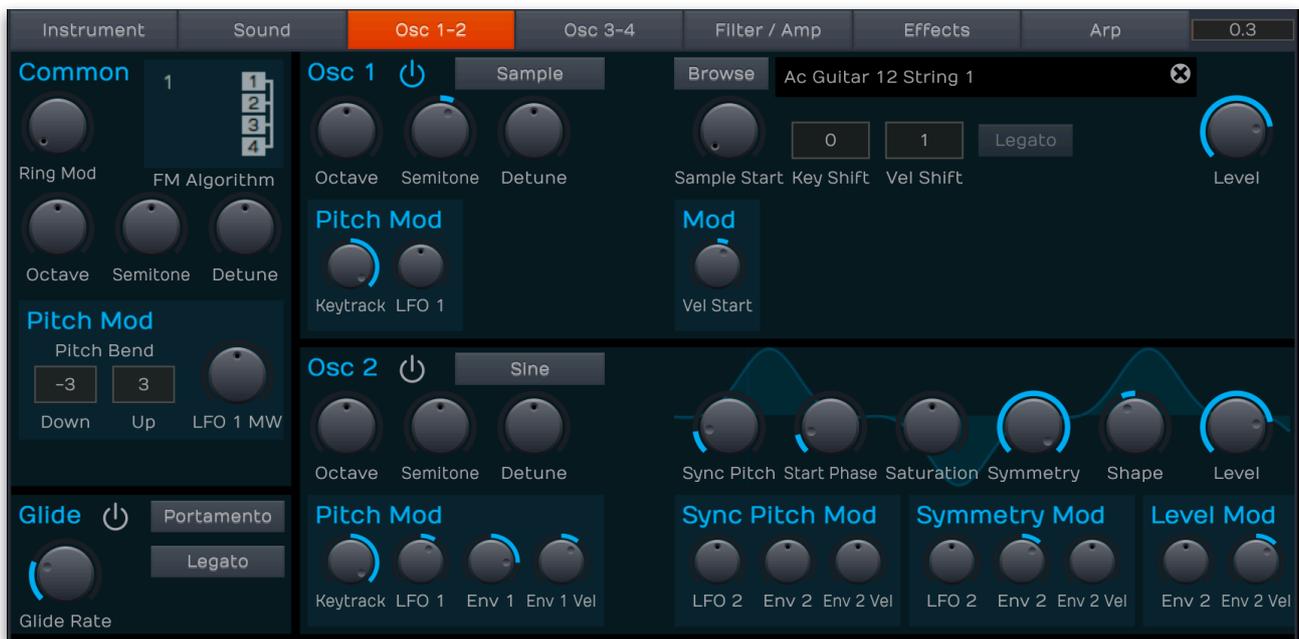
Trigger	Operation	Trigger Type	Parameter 1	Parameter 2	Parameter 3
01	And	Key Switch	D -2	D -2	
02	Or	Play Speed Time	4.20		
03	And Not	Play Speed Clock	1/128t		
04	And	Legato Time	4.48		
05	And	Legato Clock	1/128t		
06	And	Pitch Bend	0	0	
07	And	Control	1	59	CC 1
08	And	Always			

4.7.3 Osc 1-2 / Osc 3-4

 For your information: The Osc 1-2 and Osc 3-4 sections offer the same parameters.

An Oscillator is the most important module in any synthesizer. It is used to generate a waveform to produce any sound at all. This waveform, be it either repeating after each cycle (oscillating) or playing a more or less continuous stream of recorded data (sample playback) is played with a certain pitch or speed and sent to other synthesizer modules like a filter and/or amplifier performing further processing on this signal.

Collective features four Oscillators with typical analog waveforms and the ability to play back samples. The Oscillators have the same parameter with the only exception that if a waveform or a sample is selected, the parameters differ.



Common

- **Ring Mod:** Controls the depth of ring modulation between all Oscillators 1 and Oscillator 2. Although it is located in the Common section, both Oscillators generate this modulation with equal parts.

 Ring Modulation is similar in sound to Frequency Modulation, albeit with less complex harmonic content. A Ring Modulator combines two input signals in a way that it outputs all sum and all difference frequencies of all input frequencies. That means, if you have a sine wave oscillator with a frequency of 200 Hz and another one with a 300 Hz frequency, the ring modulator produces a signal consisting of a 100 Hz sine wave ($300 \text{ Hz} - 200 \text{ Hz} = 100 \text{ Hz}$) and a 500 Hz sine wave ($300 \text{ Hz} + 200 \text{ Hz} = 500 \text{ Hz}$). You can easily imagine that more complex waveforms produce far more complex output signals. Note that you shouldn't set the pitches of the two oscillators to similar or identical frequencies, since this might result in signals somewhere in the subsonic range or even 0 Hz (DC), although you can get interesting pumping effects with it.

- **FM Algorithm:** Click on the algorithm diagram and move the mouse up or down to select one of the 10 different FM algorithms.



Frequency Modulation is a technique invented by John Chowning in the late 1960's. It is basically a very fast change in frequency of one signal (typically called Carrier) performed by the amplitude of a second signal (called Modulator). Typical FM synthesizers work with two sine oscillators. Changing the amplitude of the Modulator changes the harmonic content of the Carrier. Changing the frequency ratio of the Modulator changes the structure of the harmonic content, i.e. all harmonics, all odd harmonics or any other structure including harmonics that sound „out of tune“, since they might not relate directly to the pitch of the Carrier, which is typically used on bell sounds. Collective goes a little further. It not only offers periodic FM, it also offers 10 FM algorithms as known from the Yamaha DX synthesizers.

- **Octave:** Sets the basic pitch of all oscillators in steps of an octave.
- **Semitone:** Sets the pitch of all oscillators in semitone steps. The standard setting for this parameter is 0.
- **Detune:** Fine-tunes all oscillators in steps of 1/128th of a semitone.

Oscillators

- **Waveform:** Selects the waveform (Sine, Triangle, Pulse, Saw, Sample, White Noise, Pink Noise) the Oscillator plays. Except for the type “Sample”, the waveforms are periodic, i.e. oscillating. The shape of the selected waveform is displayed for the corresponding oscillator. **Sync Pitch, Start Phase, Saturation, Symmetry** and **Shape** have a direct influence on the graphical view of the waveform shape.





Collective's **Sine** oscillator type is actually more than that: it is able to play a sine wave but it can generate a good approximation of all other typically analog waveforms as well and any waveform in-between. But let's start with the sine wave: it is the most basic waveform consisting of only the fundamental, i.e. basic pitch, with no additional overtones. This results in the most pure sound. In analog circuitry, it is quite difficult to generate a perfect sine wave; to save cost it was often created with a simple, self-oscillating filter circuitry, but this wasn't perfect and introduced some form of distortion resulting in additional overtones. To simulate this behavior, Collective offers a number of parameters that can change the waveform from sine to triangle, sawtooth or square or a waveform in-between by either modifying the phase of the oscillator or clip its signal output.



The **Triangle** waveform contains only odd harmonics and can be used for drum or percussion sounds, or to create hollow pad sounds.



The **Pulse** waveform depending on the setting of Pulse Width, which is controlled by the **Symmetry** parameter. A value of 100 % results in a pure square wave only containing odd harmonics. The more you reduce the value, the more even harmonics are added to the signal, caused by the asymmetric duty cycle. A value around 1 % results in a very sharp sounding signal resembling a sawtooth wave with emphasized high frequencies. A value of 0% results in no audible signal.



The **Sawtooth** waveform contains all harmonics in falling magnitude and can be used for all kinds of synthesizer sounds.



The **Noise** generator offers white and pink noise. If any noise is selected, only the **Level** parameter is available.

- **Octave:** Sets the basic pitch of the oscillator in steps of an octave.
- **Semitone:** Sets the pitch of the oscillator in semitone steps. The standard setting for this parameter is 0, but there are cases where different values are interesting as well.
- **Detune:** Fine-tunes the oscillator in steps of 1/128th of a semitone. The audible result of detuned oscillators is a Chorus or Flanger effect. Use a positive setting for one oscillator and an equivalent negative setting for another.
- **Level:** Controls the output level of the Oscillator.
- **Browse** (only available for Sample): Click on the Browse button to open a window, where you can select a Preset or User sample. After loading, the sample name will be displayed next to the Browse button.
- **Sample Start** (only available for Sample): When the Oscillator is set to play a sample, here you can set the sample start between 0 % and 100 %. Please note that the range covers the whole sample. A lot of samples somehow fade out to the end, especially drum or percussion samples, so a high value of **Sample Start** might only produce a very low output signal or no signal at all. Decrease **Sample Start** if this happens.
- **Key Shift** (only available for Sample): Transposes the multisample split points, but not the pitch of a sample map. Most samples are single zoned, but the drum kits and some bowls use multisample mappings.

- **Velocity Shift** (only available for Sample): Transposes the multisample velocity split points, but not the velocity of a sample map. Most samples are single zoned, but the drum kits and some bowls use multisample mappings.
- **Remove Sample** (only available for Sample): Click on the “x” button to remove the actual loaded sample.
- **Sync Pitch** (not available for Noise and Samples): Adds an synchronized slave oscillator to the selected one (Sine, Triangle, Saw or Pulse). Oscillator synchronization means, that the slave oscillator is reset with each full wave cycle of the master oscillator. It produces a rich sync-sound without using other oscillators as slave or master. The **Sync Pitch** parameter adjusts the pitch of the slave oscillator, producing the typical sync sound.
- **Start Phase** (not available for Noise and Samples): Controls the phase with which the Oscillator begins its cycle when a note is played. This parameter is shown in the waveform display as a vertical line with a rounded rectangular handle at its bottom end. A dotted line means that the start phase is random while a solid line shows the location in the waveform where the oscillator phase starts.
Oscillators in classic analog synthesizers ran freely, which means they weren't stopped after a note had ended but oscillated inaudibly until a new note using a particular oscillator was played. Whether they were audible or not was controlled by the amplifier section, which typically attenuated the oscillator signal to silence when a key was released. Typically, you set **Startphase** to “Free” if you want to simulate a typical analog synthesizer or if you want to have some life in the sound. When you set up all oscillators to play the same waveform and roughly the same pitch, you should also set **Startphase** to “Free” to prevent flanging upon note start, an effect that plagues most sample-based synthesizers even today. You should set **Startphase** to the maximum magnitude of the waveform if you want a sharp click on note start. This is an easy and fast way to get nice and punchy bass drum or percussion sounds.
You can reduce the click volume by moving **Startphase** away from this maximum magnitude until you are happy with the result. If you don't want a click upon note start, set **Startphase** to a point where the waveform crosses the center. On the **Sine** and **Triangle** waveform, you can simply move **Startphase** all the way to the right resulting in a start phase of 360° which is equal to 0° .
- **Saturation** (only available for Sine): Controls how much the waveform is driven into clipping. The clipping cuts the top and bottom of the waveform introducing sharp edges producing lots of overtones.
- **Symmetry** (only available for Sine and Pulse): Controls the asymmetry of the selected waveform. Move it to full right to get a perfectly symmetric waveform (100 %). Move it to the left to continuously introduce an asymmetry to the waveform. if the Pulse waveform is selected, **Symmetry** is used to change the pulsewidth.
- **Shape** (only available for Sine): Controls a symmetric phase modification of the waveform.

Oscillator Modulations

Use the desired dial to add a modulation amount to the corresponding parameter.



- **Pitch Mod:** Modulates the pitch of the corresponding oscillator. Pitch can be controlled either by Keytrack, by LFO 1, by Envelope 1 and Envelope 1 + Velocity. Keep in mind that Pitch Mod is a bipolar modulation destination that can be modulated.
- **Sample Mod Vel Start** (only available for Sample): Modulates the sample start phase by velocity.
- **Sync Pitch Mod** (not available for Sample and Noise): Modulates the sync pitch of the oscillator waveform by LFO2, Envelope 2 and Envelope 2 + Velocity.
- **Symmetry Mod** (only available for Sine): Modulates the symmetry of the sine oscillator waveform by LFO 2, Envelope 2 and Envelope 2 + Velocity.
- **Pulsewidth Mod** (only available for Pulse): Modulates the pulsewidth of the pulse oscillator waveform by LFO 2, Envelope 2 and Envelope 2 + Velocity.
- **Level Mod:** Modulates the level of the corresponding oscillator Envelope 2 and Envelope 2 + Velocity.

Loading Samples

To load samples into Collective, you can either click on the **Browse** button or drag & drop a samples from your operating system's file manager onto the sample name field of the respective oscillator (note that the oscillator type must be set to **Sample**). Upon dropping the sample file, it is copied into the user sample library folder.

Clicking on the **Browse** button opens a browser window where you can toggle between **Preset** samples which comes with Collective and **User** samples. The user sample list depends on the content of Collective's user sample folder on your hard disk. To locate and open this folder, click on the **Reveal** button. You can easily copy your desired samples into this folder. Make sure to click on the **Reload** button, if your user samples aren't displayed properly in the list.



Data path for the user sample folder:

Windows: C:\ProgramData\Tracktion\Collective\Samples

Mac: /Library/Audio/Presets/Tracktion/Collective/Samples

Linux: /var/Tracktion/Collective/Samples

Pitch Mod

Here you can set the modulation of all oscillators by Pitch bend (+60 or -60 semitones for Down and Up) as well as the overall Pitch modulation by a combination of LFO1 and the modulation wheel. This enables you to add a typical vibrato to your sound when moving the Mod wheel.



Glide

Enables or disables the Glide effect. “Glide” or “Portamento” describes the continuous gliding from one note to another. This effect can be created on fretless stringed instruments or some brass instruments (e.g. trombone). It is very common on synthesizers and used throughout all music styles. Please note that Glide affects the pitch of all oscillators.

- **Glide Rate:** Determines the glide time. Low values will give a short glide time in a range of milliseconds that gives a special character to the sound. High values will result in a long glide time of up to several seconds which can be useful for solo and effect sounds.
- **Portamento/Glissando:** If Portamento is activated, a continuous glide is performed on all new notes. If Glissando is activated, the Glide effect reacts in the same manner as by changing the pitch in semitones.
- **Legato:** If activated, a continuous glide is performed only when notes are played legato. Staccato played notes start on the exact pitch of their note.

4.7.4 Filter / Amp Section



Filter 1 / Filter 2

A filter is used to attenuate or emphasize certain frequency ranges of a source signal. Most filter types consist of a pass and a stop band, some have two pass or two stop bands. The pass band is the frequency range where the input signal can pass (almost) unaffected, the stop band is the frequency range that is attenuated, sometimes fully. Collective offers various Filter types abbreviated LP, BP, HP or BS, followed by a number denoting the slope in decibel per octave. Collective offers two filter stages that are arranged in serial wiring.

- Filter Type:** Click on the pop-up menu to select the desired filter type. Note that there are no Band Pass or Band Stop types for 6 dB. A 6 dB filter consists of one so-called pole, which can't be split in half. LP = A low pass filter lets low frequencies pass and attenuates high frequencies. It is the most common filter type found in all synthesizers with subtractive synthesis. BP = A band pass filter lets frequencies around its center frequency pass and attenuates frequencies further away from it. HP = A high pass filter lets high frequencies pass and attenuates low frequencies. BS = A band stop filter, also known as a band reject or notch filter, attenuates frequencies around its center frequency and lets frequencies pass that are further away from it. Comb = Differ from the other filter types greatly, because they don't actually damp any part of the signal, but instead add a delayed version of the input signal to the output. Redux = Is a decimator stage. It reduces the sample rate and bit depth of the incoming signal.
- Cutoff:** Controls the cutoff (on low pass or high pass types) or center (on band pass or band stop types) frequency of the filter. If Comb is selected, the frequencies near the cutoff frequency are emphasized. If Redux is selected, the outgoing sample rate of the signal is reduced.
- Resonance:** Controls the resonance of the filter if set to any of the 12 dB or 24 dB filter types. On 6 dB filter types, this control does nothing. On band stop types, it narrows the stop band,

which is almost inaudible. If Redux is selected, the outgoing bit rate of the signal is reduced.

- **FM** = Sets the amount of frequency modulation that is applied to the filter by the oscillator bank output. Keep in mind that FM is only available for the 12 and 24 dB filter types.

Cutoff Modulations

Use the desired dial to add a modulation amount for modulating the cutoff frequency of Filter 1 or Filter 2. The following modulation sources can be used: Keytrack, Envelope 3, LFO 3, Pitch bend, Channel Pressure, Envelope 3 + Velocity, LFO3 + Modulation wheel, Modulation wheel and Poly Pressure (if your master keyboard offers MIDI poly pressure).



Drive

The Drive stage offers an overdrive effect, also known as saturation or distortion. It is routed behind Filter 1 so it works on the filtered sum of all oscillator signals. This also means that the sound of the filter resonance is affected greatly by the Drive stage.



- **Drive Type:** Selects the **Drive Type**. Light, Medium and Hard are typical diode clipping circuitries in different strengths and symmetries. Clip is a hard clipping similar to that of a transistor distortion, Tube simulates a tube or valve overdrive and Fuzz results in a very strong distortion.
- **Drive:** Controls the amount of overdrive.

Amp

The Amplifier section controls the volume, stereo panning and Effects routing.



- **Volume:** The signal generated by the various tone generator and filter modules of Collective must ultimately be formed in volume to be heard. This is the job of the Amplifier. To do so, it needs some form of modulation input to control how a sound rises and decays in volume. This is achieved by **Envelope 4**, which is hardwired to **Volume**.
- **Pan:** Controls the placement of the Sound layer in the stereo panorama. A modulation of this parameter can have a range of up to 200 %. That means, if you place the Sound layer fully to the left and modulate it e.g. with Envelope 1 with +100 %, the Sound wanders from 100 % left to 100 % right and vice versa. Keep this in mind when you assign a bipolar modulation source like LFO 4. A depth of -100 % or +100 % would result in a signal sometimes stuck to the left or right. Reduce the depth slightly until you hear a nice continuous movement of LFO 4.
- **Effects:** Controls the mixture between the dry signal output of the Sound layer and the wet effect signal output processed by the effect busses. A setting of 0% results in a completely dry signal, 50 % means that the signal is routed with equal volume into the effect unit and forwarded dry and 100 % means that no

signal is sent out dry but it is routed into the Effect bus with full level. A setting of 100 % is recommended when you plan to use a dynamic effect such as a Compressor.

Volume Modulations

Use the desired dial to add a modulation amount for modulating the volume. The following modulation sources can be used: Velocity, LFO 4, Channel Pressure, Modulation wheel, LFO4 + Modulation wheel, Modulation wheel and Poly Pressure (if your master keyboard offers MIDI poly pressure).



Panning Modulations

Use the desired dial to add a modulation amount for modulating the panning. The following modulation sources can be used: LFO 4 and LFO4 + Modulation wheel.

Equalizer

Collective offers a four-band equalizer per voice. Please read again: per voice. Contrary to other electronic instruments, the equalizer in Collective is not placed behind the sum, it is part of the Sound layer. While this doesn't make any difference when you just set it up statically, it certainly does so when you modulate its bands. You can edit the equalizer by using either the controls or the response graphic.



- **Low/High Band Selection:** Selects the filter type of the first and last band. A **Shelf** filter type looks like a normal or an inverted “S” and it sounds and works similar to a low or high pass filter with adjustable stop band attenuation or boost. A **Bell** filter looks like a normal or inverted bell and sounds and works similar to a band pass or notch filter, again with variable boost or attenuation and also with variable width. A **Cut** filter is nearly similar to the Shelf filter but with a sharper slew rate.
- **Frequency (Freq):** Controls the cutoff (shelf) or center (bell) frequency of the band. Moving the dial to the left results in a lower frequency of the band's cutoff or center frequency, to the right increases it.
- **Quality (Q):** Controls the quality or width of the band. When using a bell type, moving the dial upwards results in a narrower band, moving it downwards widens it. With the shelf type, it emphasizes or attenuates the frequency band around the cutoff frequency.
- **Gain:** Controls the gain boost or cut of the band. Clicking and moving the dial upwards increases the gain of the band, moving it downwards decreases it.

To edit the equalizer settings within the graphic, drag the desired button and move it to the left or the right to change the frequency. Move it up or down to change the gain. The small second button is for editing the quality of the desired band.

4.7.5 Effects Section

Here you find all parameters regarding the four effect busses. For each effect bus, one of 9 different effect types can be selected.



Click on one of the corresponding buttons (**Effect 1** to **Effect 4**) to activate it. The corresponding button will light orange.

Use the pop-up menu to select the desired effect. Based on the chosen effect type, different editing parameters are available.

Distortion

This effect offers an overdrive, also known as saturation or distortion. It affects the sum of all voices routed into this effect bus, which creates a different distortion depending on the number of voices you play due to intermodulation.

- **Type:** Selects the **Drive Type**. Light, Medium and Hard are typical diode clipping circuitries in different strengths and symmetries. Clip is a hard clipping similar to that of a transistor distortion, Tube simulates a tube or valve overdrive and Fuzz results in a very strong distortion.
- **Drive:** Controls the amount of overdrive.
- **Post Gain:** Controls the output level of the distorted signal.
- **Tone:** Controls high-frequency attenuation of the drive signal.
- **Emphasis:** Controls the feedback of the **Tone** parameter.

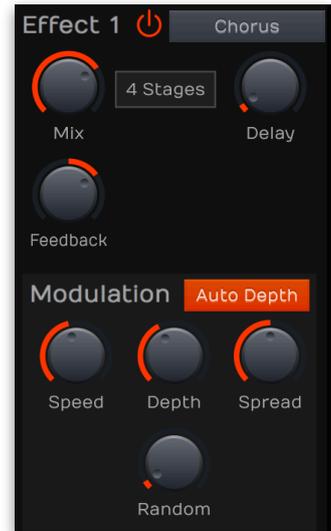


Chorus

The Chorus multiplies the signal by generating delayed copies of it and slightly modulating the speed with which these delayed signals are played back resulting in a detune effect. The signal then sounds like an ensemble or, as the name says, a chorus. **Speed** and **Depth** work hand in hand in: when you increase Speed, Collective automatically decreases

the depth in the chorus so that the detune effect stays the same. If you want to change the detune, adjust **Depth**.

- **Mix:** Adjusts the relation between the dry signal at the full left to the wet effect signal at the full right.
- **Stages:** Collective offers three chorus types with either 2, 4 or 6 independent delay lines, where half of them is routed to the left input and output and the other to the right input and output.
- **Delay:** Sets the minimum delay length. For a chorus effect, you typically increase it to around a tenth of its value range, for a flanger effect, you would set it to 0. The rest of the value range is just for your pleasure.
- **Feedback:** Controls the level of the signal that is fed back into the chorus. With a small setting of **Delay** and **Depth** and a high positive or negative setting of **Feedback** you can create a typical flanger effect, especially with 2 Stages.
- **Auto Depth:** Adjusts the strength of the modulation automatically to minimize artifacts. **Mod Depth** will be reduced all the more, the higher the settings for **Speed**.
- **Speed:** Controls the basic modulation speed. When using 4 Stage or 6 Stage, the 3rd and all following delays are modulated with a slightly higher or lower speed, depending on the setting of **Spread**.
- **Depth:** Adjusts the strength of the modulation, resulting in the detune effect. When using 4 Stage or 6 Stage, the depths of the 3rd and all following delays are slightly longer or shorter.
- **Spread:** Controls the deviation of the various delays. When **Spread** is set to full left, all modulations happen in sync albeit the 3rd and following stages are offset in phase to let the chorus still sound rich when using 4 Stage or 6 Stage. When you increase Spread, the delay deviations are increasingly stronger.
- **Random:** Adds a random movement to the **Spread** parameter. It produces linear ramps that adapt to **Speed**. This makes sure that the Chorus effect sounds not that static.



Phaser

The Phaser creates 2, 4, 6, 8, 10 or 12 phase-shifted signal copies creating equally spaced peaks and dips in the frequency spectrum. These phase-shifters are modulated in a way that a sweeping effect is created.

- **Mix:** Adjusts the relation between the dry signal at the full left to the wet effect signal at the full right.
- **Stages:** Sets the number of stages that are used for creating the phase-shifted signal copies.



- **Frequency:** Sets the center frequency of the phaser. Note that **Depth** and **Spacing** both influence the resulting frequencies of the phase shifters.
- **Spacing:** Controls the relative frequencies of the phase shifters. This spreads the peaks and dips in the frequency spectrum
- **Feedback:** Controls the level of the signal that is fed back into the phaser.
- **Modulation Speed:** Controls the modulation speed
- **Modulation Depth:** Sets the depth of the modulation.
- **Modulation Spread:** Controls the deviation between the left and right stereo side.

Compressor

The Compressor reduces signals which exceed a certain **Threshold** level in volume by an adjustable **Ratio**. The speed of this level reduction is controlled by **Attack**, when the signal starts to exceed the threshold, and **Release**, when it drops below the threshold again. When you set its parameters to extreme values, the signal might start to „pump“, so use your ears to set the values properly. This pumping effect might even be wanted, so use it to your liking. However, extremely short **Attack** or **Release** settings might create audible noise in the signal, which happens because the compressor changes its settings far in the audio range rather than creating a smooth envelope.

- **Gain:** Sets an input gain offset. Sometimes, the input signal is a little bit too low or loud, which you can change with **Gain**.
- **Threshold:** Sets the threshold above which the Compressor starts to reduce the signal level.
- **Make Up Gain:** Sets the output gain offset. A compressor reduces loud signals and **Make-up Gain** allows you to boost up this reduction back to a nice level.
- **Ratio:** Sets the compression ratio. 1:1 means that no compression takes place, while higher values result in an increasingly stronger compression.
- **Attack:** Sets the speed of the level reduction when the signal exceeds the **Threshold** level.
- **Release:** Sets the speed of the return to normal level when the signal drops below the **Threshold** level again.
- **Soft Knee:** With the setting of 0, the signals above the threshold is compressed instantly according to the set ratio (hard knee). Higher values let the onset of compression sound more gradual while producing a less drastic result.
- **Characteristic Diagram:** Displays the characteristic curve of the compression based on **Threshold** and **Ratio**.



Filter

The Filter effect filters the sum of all voices routed into this effect bus. Please refer to the chapter “Filter/Amp” for a thorough description of the various filter types.

- **Type:** Selects the filter type (LP6/12/24, HP 6/12/24, BP12/24, BS 12/24, Comb, Redux)
- **Cutoff:** Controls the cutoff (on low pass or high pass types) or center (on band pass or band stop types) frequency of the filter.
- **Resonance:** Controls the resonance of the filter if set to any of the 12 dB or 24 dB filter types. On 6 dB filter types, this control does nothing. On band stop types, it narrows the stop band, which is almost inaudible.



Delay

Collective offers a time-based and a clock-based stereo modulation delay. Stereo means that the left and the right signals are processed independently, while modulation means that the Delay can slightly or heavily detune its output periodically making the signal richer or creating special effects.

- **Mix:** Adjusts the relation between the dry signal at the full left to the wet effect signal at the full right.
- **Time:** Sets the delay time in milliseconds. This parameter is only editable when **Clock** is deactivated.
- **Clock:** Activate it, to set the delay time in clock divisions synchronized to the current tempo.
- **Feedback:** Controls the level of the signal that is fed back into the delay.
- **Spread:** Adjusts the relative time of the first repetition compared to the delay length. A value of 0 % means that the delay of both stereo sides produce their first repetition at the same time while smaller values result in the left side repeating first and larger values result in the right side repeating first. This allows you to create ping-pong delays. E.g., when setting **Clock** to 1/4 and **Spread** to -50 % you get an 1/8 ping pong delay. Other interesting **Spread** percentages are 33 % for triplets or 350 % for dotted notes, provided that **Clock** is set to a straight value. If **Clock** is set to a dotted value, you would, for example, set **Spread** to 333 % to have one of the repetitions straight. Also interesting are only slight deviations from 0 %, creating deeper delays. Sounds complicated, but offers a lot of fun.
- **Mod Speed:** Controls the modulation speed.
- **Low Cut:** Removes low frequencies before the signal enters the delay stage so that the first repetition is already filtered.
- **High Cut:** Removes high frequencies before the signal enters the delay stage so that the first repetition is already filtered.



- **Mod Depth:** Adjusts the strength of the modulation, resulting in a detune effect.
- **Low Damp:** Removes low frequencies in the feedback stage.
- **High Damp:** Removes high frequencies in the feedback stage of the delay meaning that each repetition has less and less high frequencies.

Reverb Natural / Reverb Plate / Reverb Non-Linear

Collective features high-quality reverb algorithms in different flavors. They all share common parameters.

The reverb natural algorithm simulates the reverberation that occurs in natural rooms. The names suggest the basic size of the simulated room although you can create artificially sounding rooms by changing the reverb time to unnatural values.

The Reverb Plate algorithm simulates a reverb plate. In the late 1950's, the German company EMT (Elektro-Mess-Technik) introduced huge steel plates fitted with a loudspeaker and a microphone. A signal would be sent to the loudspeaker and recorded by the microphone including the vibrations the steel plate generated resulting in a smooth but slightly artificial sounding reverb. The Plate Reverb and its digital simulation is suited well for drum and percussion sounds due to their dense initial reflections.

The non-linear reverb algorithm generates typical gated reverb effects (although it works completely differently) or inverse reverbs. Since it doesn't have an internal feedback it must produce the whole reverb in one turn to create the gate effect. This means that longer reverb times sound less dense than shorter ones. If the reverb starts to sound not dense enough, you might try to increase the Decay of the sound, maybe a snare drum, by a little to smooth it out.

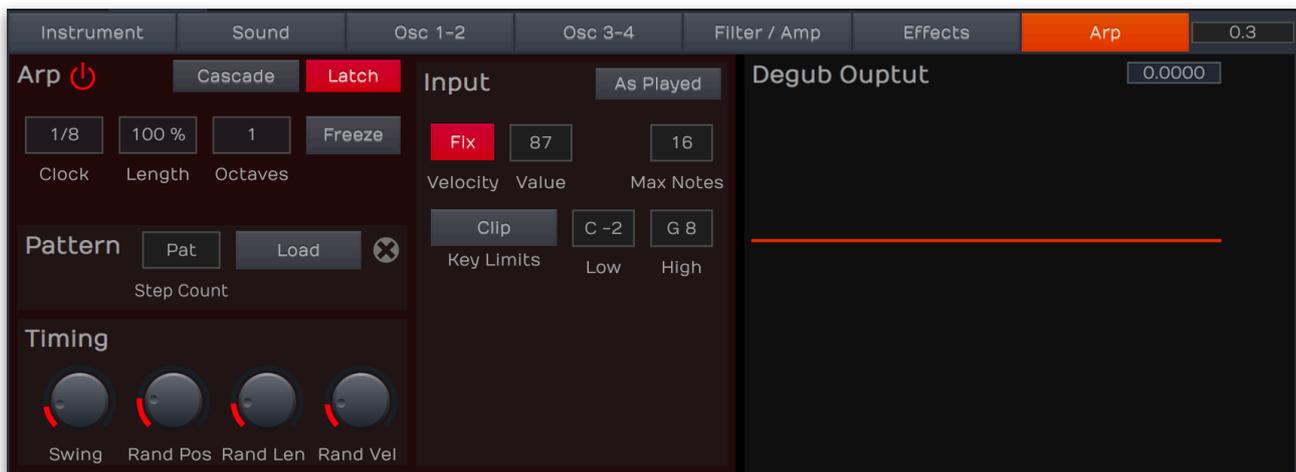
- **Mix:** Adjusts the relation between the dry signal at the full left to the wet effect signal at the full right.
- **Predelay:** Sets the delay before the signal enters the reverb stage. Typically you set it to around a hundredth to a tenth of the reverb **Decay**. **Predelay** strongly affects the perceived size of the reverb effect since it controls the time until the first reflection is generated.
- **Size:** Sets the length of the room size. Lower settings simulate a small room while higher settings simulate a big hall or church.
- **Decay:** Sets the time the reverb needs to decay.
- **Slope:** Controls the slope of the reverb. Setting it to center results in a typical gated reverb where the reverb sound stays equally loud before it is cut off abruptly. Lower values let the reverb decay slightly while higher values result in an inverse reverb which gets louder over its time.
- **Density:** Controls the initial density of the reverb. Lower values result in audible early reflections while higher values produce a dense reverb start.



- **Diffusion:** Controls the density or diffusion of the reverb the longer it sounds. Lower values result in more audible individual reflections while higher values result in a dense reverb tail. Note that even a setting of 0 will still create a reverb becoming more and more diffuse.
- **Low Cut:** Removes low frequencies before the signal enters the reverb stage so that the reverb sound is filtered.
- **High Cut:** Removes high frequencies before the signal enters the reverb stage so that the reverb sound is filtered.
- **Low Damp:** Removes low frequencies in the feedback stage of the reverb meaning that the low frequencies are dampened over time.
- **High Damp:** Removes high frequencies in the feedback stage of the reverb meaning that the high frequencies are dampened over time.

4.7.6 Arp Section

Collective offers an extensive arpeggiator. To use it, click on the activation button right to the “Arp” characters.



- **Direction:** Sets the direction that is used to play back the arpeggio. If “Up” is selected, the note list is played forward and the octaves are transposed upward. The arpeggio starts in the original octave and goes up to the highest octave (determined with **Octaves**). Then the arpeggio is repeated. If “Down” is selected, the note list is played backward and the octaves are transposed downward. The arpeggio starts in the highest octave (determined with **Octaves**) and goes down to the original octave. Then the arpeggio is repeated. If “Alt 1” is selected, the note list is first played forward and the octaves are transposed upward. After reaching the last note of the note list in the highest octave to play, the note list is played backward and the octaves are transposed downward down to the first note of the note list in the original octave. Then the arpeggio is repeated. “Alt 2” reacts nearly in the same way as Alt 1 with a slight variation. If “Random” is selected, the note list will be played randomly. If “Chord 1 Oct” is selected, the Arpeggiator plays a chord with all notes from the note list. This means that you have to play at least two notes to hear the effect. The note list is not advanced. If “Chord All Oct” is selected, the Arpeggiator plays a chord with all notes from the

note list. If **Octaves** is set to 2 or higher, all notes of the selected octaves are played simultaneously.

- **Latch:** Enables the arpeggiator to remember the last set of keys played on the keyboard. When enabled, the arpeggiator sequence will continue to play even after the keys have been released. Once all keys are released, the next chord to be played will clear the latch memory and only the newly played chord will be arpeggiated.
- **Clock:** Sets the note value for the steps of the rhythm pattern in a range from whole notes to thirty-second triplet notes. Triplets (e.g. 1/8T) and dotted notes (e.g. 1/16.) are available for every note value. Clock offers a range of useful musical values.
- **Length:** Sets the length of the generated arpeggio notes in percent based on the note values made with the **Clock** parameter.
- **Octave:** Determines the range of the single notes in octaves. When it is set to 1, the note list will be played back in the same octave as originally entered. Higher values mean that the note list is repeated in higher or lower octaves. The octave in which the arpeggio starts is determined by the **Direction** parameter.
- **Freeze:** If activated, the arpeggiator splits up all played notes and generates a continuous arpeggio even when the chord is released.
- **Pattern:** Allows you to import your own pattern sequences as a MIDI file (.mid). Click on the Load button to load a corresponding MIDI file. All tracks of this MIDI file are summed into one sequence before it is read into the arpeggiator pattern. All arpeggiator settings like Direction, Clock Division, Tempo etc. are performed in Collective. The MIDI file import only sets the steps that make up the arpeggiator pattern. The pattern starts at 0 (i.e. song start). The “neutral” time base is 16th but the sequence can contain arbitrary notes like 32th, 64th, quarter or half notes or anything else. The pattern notes are read in with the position they have in the MIDI file. So, if you would place the first note at bar 4 of the song, it would need these 4 bars upon note press until the first arpeggio note is generated. If you want to have a simple, neutral arpeggio pattern, set all notes to C3 in the MIDI file. The result is that the arpeggio generates its output notes based entirely on the played input notes, e.g. when playing a C major chord the arpeggiator generates C, E, and G notes in sequence
- **Timing Swing:** Determines how much the timing affects an arpeggio step. If set to 0%, the arpeggio is played back without any shuffled timing. Higher settings increase the shuffling of the notes and creates a typical swing.
- **Timing Random Position:** Creates random timing positions for the played notes. The higher the value, the more the timing differs from the original timing.
- **Timing Random Length:** Creates random note lengths. The higher the value, the more the note lengths differ from the original note length.
- **Timing Random Velocity:** Creates random velocities. The higher the value, the more the velocities differ from the original velocities.

- **Input Order:** Sets the order in which the note list is arranged. With this parameter, you can determine how the notes you originally play are split up for the arpeggio. If “As played” is selected, the notes are sorted in the exact order you played them. If you e.g. press E1, G1 and C1, the note list looks exactly like that. If “Ascending” is selected, the notes are sorted from the lowest note to the highest note. If you e.g. press E1, G1 and C1, the note list is sorted to C1, E1 and G1. “Descending” is the opposite of Ascending. The example would be sorted as G1, E1 and C1.
- **Input Velocity:** Click on the **Fix** button to activate it (it lights red). From now on, all incoming velocities will be ignored and the arpeggio notes are played with a static velocity which is determined with **Value**.
- **Input Maximum Notes:** Sets the maximum notes that are played within an arpeggio. We recommend to set this value to 3 or higher if you want to play regular chords.
- **Key Limits: Off** means, that the arpeggiator only plays notes that are played by keyboard. **Fix** means that the arpeggiator only uses the note that is defined for “Low”. **Clip** means, that the arpeggiator only uses notes that lay between “Low” and “High”. **Fold Octave** means that notes below “Low” and notes higher than “High” will be transposed by one octave. **Fold Range** transposes all notes by the whole range.

4.7.7 LFO 1-2 / LFO 3-4

 For your information: The LFO 1-2 and LFO 3-4 sections offer the same parameters.

Collective offers 4 LFOs. These low-frequency oscillator (LFO) are used to modulate parameters periodically. The LFO usually offers the same or similar waveforms as an audio oscillator, but it doesn't produce any sound by itself, it usually oscillates in subsonic frequencies around 1 Hz, sometimes slower, sometimes faster. It is typically used to modulate **Pitch** to create a vibrato, **Volume** to create a tremolo or **Filter Cutoff** to create an auto-wah effect.



- **Waveform:** Selects the waveform the LFO generates: Sine, Triangle, Pulse, Pulse +, Saw down, 4 and 8 Steps Up, Sample & Hold, Noise, Saw Up, 4 and 8 Steps up. The actual waveform is displayed graphically.
- **Mono:** If deactivated, each voice of a sound has its own LFO starting at the selected **Phase** and running with its rate. If activated, the sound appears to only have one LFO for all

voices. The first voice of any overlapping notes determines the startphase and each following voice synchronizes to it.

- **Clock:** Activates or deactivates the synchronization of the **LFO Rate** to the internal clock. Please note that this parameter only synchronizes the rate of the LFO, to also synchronize it to the note start, set **Phase** accordingly.
- **Rate:** Controls the LFO rate or speed in Hz when **Clock** is off. Changes are continuous and **Rate** can be modulated. If **Clock** is activated, **Rate** can be set in musical values, e.g. 1/16.
- **Level:** A setting of 100% means that the LFO fully affects the modulated signal. Lower settings reduce the strength of the LFO modulation.
- **Phase:** Controls the phase with which the LFO begins its cycle when a note is played. The start position is shown in the LFO waveform display. A setting of “Free” means, that the start phase is random.
- **Symmetry:** Controls the asymmetry of the selected LFO waveform. Change it to the lower or higher settings than 50% to continuously introduce an asymmetry to the LFO waveform.
- **Delay:** Controls the time before the LFO waveform is faded in or out. Depending on the setting of **Fade**, it either causes the LFO to start with maximum amplitude for the time set by **Delay** before it is faded out, or to start with zero amplitude before it is faded in.
- **Fade:** Controls the fade out or in of the LFO waveform. When set to center, the LFO stays at its maximum amplitude forever. When the parameter is set below center, the LFO waveform is faded out after the time set by **Delay**, when it is set above center, it is faded in after the time set by **Delay**.



The modulation amount for the corresponding LFO can be determined in the Osc and Filter / Amp sections.

4.7.8 Env 1-2 / Env 3-4



For your information: The Env 1-2 and Env 3-4 sections offer the same parameters.

Collective offers 4 multistage envelopes with up to 32 nodes. Envelopes are essential parts of any synthesizer. They are used to change the volume of a sound over time, which is essential for any sound from any acoustic or electronic instrument. They can also be used to control other aspects of the timbre over time, i.e. control **Filter Cutoff**, **Oscillator Pitch**. Collective offers up to four envelopes per Sound layer. **Envelope 4** is always assigned to **Volume**. Each of the four envelopes offer the same parameters (except **Env 4**, which contains no Release Loop).

Click on the **Env 1-2** or the **Env 3-4** buttons to call up the corresponding envelopes.

Basically, an envelope offers three time stages (nodes 1, 2 and 3) which controls Attack, Decay and Release. Sustain is a time parameter and is defined by the length of the played note that triggers the envelope.



- To add more stages, double click on the line between two numbers. A new stage number will be added automatically. To delete a stage, double click directly onto the corresponding number. Add more stages, if you need a more precise control for modulations. Keep in mind that stages can overlap, so that you cannot see them. Click and move a stage breakpoint for a better overview.
- **Breakpoint** handle: Controls the time of the respective envelope stage. These parameters can be adjusted by clicking on the corresponding breakpoint handle and moving it in the envelope display horizontally or vertically. Please note that a time of 0 s really means 0 s, which can result in a click.
- **Slope** handle: Controls the slope of the respective envelope stage. These parameters are adjusted by clicking on the rounded rectangular handles in the envelope display and move it vertically. The slope of the stage can be changed gradually between fully exponential when the handle is moved fully down, to linear when the handle is in the center between the previous and next stage up to an inverse exponential shape when the handle is moved fully up. Note that the handle isn't displayed for very short envelope stages. If you want to change the slope of a very short envelope, just increase the respective time temporarily, adjust the slope and decrease it back to the previous value.
- **Envelope Triggering**: Normally, an envelope is triggered by an incoming MIDI note. If you play more than one note, every voice contains its own envelope. This is called "Poly". You can also set an envelope to a monophonic behavior, so that the first played note ("First") or the last played note ("Last") triggers on envelope which acts for all played voices. It means that the envelopes of all voices of a Sound layer behave like a single envelope. This common envelope starts as soon as the first/last note is played. The sustain level remains until the last note is released. Afterwards the release phase is active.
- **Sustain Loop Start**: The Attack phase of an envelope can be looped by desire. Here you can determine the number of loops for this phase.
- **S(ustain) Loop / Sustain**: Click on the **S Loop** button to activate the a sustain loop (it lights orange). With the two fields above the **S Loop** button and **Sustain** you can define the sustain loop area. This area will be displayed within the envelope graphic. We recommend to make useful loop settings which means lower settings for the sustain loop start as for the sustain loop end.

- **R(elease) Loop / Release:** Click on the **R Loop** button to activate the a release loop (it lights orange). With the two fields above the **R Loop** button and **Release** you can define the release loop area. This area will be displayed within the envelope graphic. We recommend to make useful loop settings which means lower settings for the release loop start as for the release loop end. keep in mind that **ENV 4** does not offer a release loop.
- **Declick** (only for Envelope 4): This button appears, when the Attack rate is smaller than 0.5 milliseconds. Click this button to set it to 0.5 milliseconds automatically to prevent sound clicks, when using sine oscillators or other hollow oscillator or filter settings. Remember to check every sound layer when hunting for clicking.



The modulation amount for the corresponding envelope can be determined in the Osc and Filter / Amp sections.

5. Product Support

If you have any questions, please contact us by email:

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