

HALO



- MANUAL -

HALO

Halo is a Rompler / Synth / Sampler hybrid. Each preset is comprised of meticulously crafted synthesiser patches from a range of hardware and software synthesisers, fx and processing, recorded into 44.1 16 Bit .Wav files spanning 3 octaves, and then layered with a programmable sub oscillator, a dual oscillator synthesiser, or both, in order to create complex, raw, quality playable yet malleable sounds. The user interface is separated into several panels and this manual will explain each panel in turn. If you click on a panel an advanced settings screen with extra controls for that panel will open in the centre. There is a Tooltip window at the bottom of the UI that will provide information depending on your mouse position. You can navigate presets using the preset window which is also expandable.

INSTALLATION / ACTIVATION

- 1) Run the HALO 1.0.6 Installer first, this will install the au / vsts
- 2) Open the HALO SAMPLES app and click 'DOWNLOAD' to begin the sample content installation
- 3) Open HALO in your DAW.
- 4) Paste in your license key which has been emailed to you or is in your account on

dhplugins.com

- USER INTERFACE -

PRESETS

Clicking the 'PRESETS' button or the preset name will bring up the Presets Browser in the centre window. Here a preset can be selected, added or deleted. The location of the preset files on the hard drive can be located by clicking the 'more button' (top left). To Load a preset simply click on the preset name, or use the two arrow buttons below to navigate the preset banks. The presets are arranged by style or sub genre and are configured to run at 174bpm, but will suit lots of varying tempos.

TIP: Click on the arrows in the middle of the preset browser to bring up a larger browser.

FILTER PANEL

The Filter panel contains controls for a Low Pass Filter, Notch Filter and a High Pass Filter. Frequency, Q Factor and LFO amount can be controlled from here. Each filter has its own dedicated LFO, the controls for which can be found on the advanced panel. The Filters are pre-distortion.

Filter LFO Controls:

- LFO Amount - The amount by which the filter frequency is controlled by the LFO
- LFO Rate - The rate of the LFO
- Shape - The shape of the oscillator, shapes include Sine, Triangle, Saw Up, Square, Random, Saw Down
- Offset - Shift the starting point of the cycle
- Rate Mod - The amount of a separate LFO controlling the rate of the Filter LFO, this will slow the LFO rate over time.

TIP: increase LFO rate to maximum and play with the Rate Mod.

DISTORTION

A choice of three distortion modes are available. The advanced panel opens a wave shaper for the custom distortion mode, including options to save and load wave shapes.

Distortion Modes:

- WARM = Soft Saturation
- DRIVE = Hard Saturation
- CUSTOM = Draw unique Wave Shapes in the advanced panel

Click the "PRESET" button top right in the advanced panel to save a wave shape, or to load a previously saved one. The RNDM button will generate a random wave shape.

TIP: The Waveshaper is very powerful, it can completely transform the sound.

WARNING: The Gain setting in the Waveshaper should be used with caution - Protect your ears!

POST FILTER

This is a more complex filter module which comes after the distortion modules in the signal flow. Filter Frequency / Cut Off and Q Factor are controllable from the panel, and the advance panel allows the user to select from Low Pass, High Pass, Notch, Peak and Phase filter modes. Phase mode is an 'all-pass' filter. Selecting the 'Peak' filter mode will bring up a 'Gain' control with which can boost or cut the peak of the filter.

TIP: Try using a filter mode you haven't used already in the Post Filter.

FX

There are four effects to choose from, Reverb, Delay, Phaser and Chorus. The FX are engaged after the Post Filter (with the exception of the Phaser which is pre-distortion). The Delay is sync only. The advance panel brings up corresponding settings for the Reverb, Delay and Phaser only.

TIP: The 'Crush' control in the delay section mixes in a bit crusher to the delayed / processed signal only.

TIP: The 'Loop' button in the Phaser section acts like a one shot or repeating switch for the Phaser's LFO.

TIP: Try the 'FREEZE' function on the reverb to create everlasting reverbs and textures

SAMPLE

This panel controls the Rompler sample banks. Volume, Drive and Pitch are accessible from the main panel and the advanced panel lets the user switch sample bank without changing preset and processor settings. The Start Point of the samples in the bank can be altered as well as reversing them. The RDM button will randomly choose a sample bank. Clicking the 'CUSTOM->' button enables the user to drop in their own audio file into the Custom Sampler and route it through all of Halo's processing. From here the root note can be selected, and the sample can be reversed and looped. Dragging from either end of the sample window will change the start point and sample length, as well as loop points if 'LOOP' is activated. Activating the Custom Sample engine disables the Rompler engine - they cannot both be used at the same time - and will change the 'Sample' main panel into the 'Custom' main panel with the same controls.

TIP: Try hitting the random button until you find a combination you like.

SUB

The Sub panel controls the built in sine wave oscillator. Volume, Drive and Octave can be controlled from here. A dedicated Volume LFO is in the advanced panel.

TIP: Setting Drive to full will change the Sine wave into a Square wave. Using the volume LFO will add movement to your sub bass.

SYNTH

The built in synthesiser is a dual oscillator unit with basic waveforms to choose from. Volume, Unison and Pitch can all be controlled from the main panel, and Waveform, Octave, fine tuning, Low Cut, High Cut and Mix can be controlled in the advanced panel.

TIP: Detune the two Oscillators slightly to begin a 'Reese' style bass sound.

LFO 1 & 2

Clicking on the two LFO Panels brings up routable and drawable LFOs, with amount, rate and loop / envelope controls. The LFO can be routed to the frequency of the Low Pass Filter, High Pass Filter, Notch Filter, and Post Filter, and also to output Volume and Pitch. Mouse wheel controls the curve of each line in between nodes. Use the PRESET button in the advanced panels to save / load LFO shapes. Right-click to remove a node. The RNDM button will generate a random LFO shape.

TIP: Combining the custom LFOs with the Filter LFOs will make interesting patterns.

STEPPER

A 16 step Stepper is available with identical routing options to the LFO. The smooth function will shape the 'edges' of the steps.

TIP: A rate of 1/8 is good for 174bpm!

RIGHT-CLICK MODULATION SYSTEM

Right-click any control on the interface to assign it to either LFO or the Stepper. Right-clicking a control which is already assigned to the LFOs via the LFO send buttons will override the button control. All controls will feature within the Matrix for fine tuning after they have been assigned.

TONE

A Low shelf and High shelf filter are available to quickly shape the overall tone of the signal. The Tone Advanced Panel contains frequency, Q and gain controls for both EQ shelves.

TIP: Use lots of EQ to shape your new sounds.

PITCHER

A pitch envelope can be controlled from this panel, with further envelope controls in the advanced panel. Amount, Attack, Attack Curve and Hold are available on the main panel with Decay and Sustain available in the advanced panel.

TIP: A short attack will add a nice 'bump' to the beginning of a note.

WARNING: If the Pitch amount is engaged and the Volume Envelope is set to more than 50ms the pitch will revert to the 'normal' pitch.

ENVELOPE

Volume ADSHR envelope. Attack and Hold are available on main Panel, Decay, Sustain and Release are available in the Advanced Panel.

WARNING: If the Pitch amount is engaged and the Volume Envelope is set to more than 50ms the pitch will revert to the 'normal' pitch.

OUTPUT

Control volume and stereo width from the Output panel.

MASTER EQ

The EQ panel can be used to set a number of nodes. Use the mouse wheel to change the Q factor of each node.

TIP: Right click for further eq curve options and to reset the eq.

MATRIX

The MATRIX panel controls a separate modulation routing system that runs in parallel with the LFOs and Stepper. Right-click on any knob and assign it to any of the modulators or Macro X or Macro Y. Maximum and Minimum values will then be available to change in the Matrix window, as well as an invert function.

MACROS

Clicking on the MACROS button reveals the two Macros X & Y in the keyboard panel. Right-click on any knob to assign it's function to either macro. These functions will be available in the matrix window after assignment.

VOICING

The MONO and LEGATO buttons are under the keyboard. Polyphonic, Monophonic and Monophonic Glide modes are available. Legato will affect the filter re-trigger behaviour only.

PITCH BEND

The Pitch Bend can be set up to +/- 12 semitones

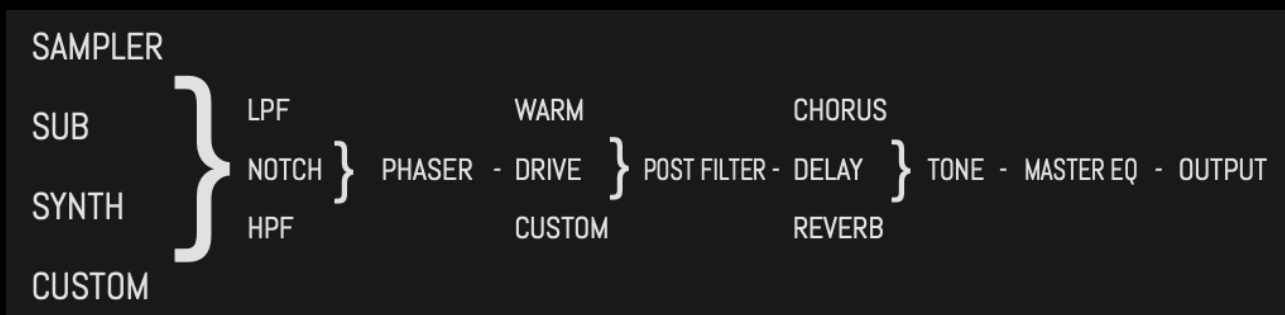
SETTINGS

Click the settings icon in the top left corner to open the Settings Panel. Within this panel the user interface can be resized, and the location of the sampler banks can be changed. If the UI is slow then it is recommended to use the 'OpenGL' setting provided here (you will be prompted to reload the UI).

MIDI CONTROLLER SETTINGS

Right-click a knob to enable control of a knob via Midi CC.

SIGNAL FLOW



EXPANSIONS

To select an Expansion click on the 'Expansions' button in the bottom panel and choose the expansion from the centre window. To flip back into the 'FACTORY' presets select 'FACTORY' from the expansions list.

EXPANSION INSTALLATION PROCESS

The HALO expansions follow the same installation system as HALO. Run the Expansion installer first . When this has finished run the Expansion SAMPLES app. When the SAMPLE app asks for a license key please refer to your purchase confirmation email or your DHPlugins user account to locate the key.

HALO INSTALLATION PROCESS

Both the Mac and Windows installers contain 2 files. Run the HALO-1.0.6 installer first . When this has finished run the HALO SAMPLES app and choose the location you wish to save the HALO sample content to. If you have previously installed the samples you may be asked whether you wish to re-install the samples. After the SAMPLE app has finished you can close it and open HALO in your DAW. When HALO asks for a license key please refer to your purchase confirmation email or your DHPlugins user account to locate the key.

TROUBLESHOOTING

The most common issue with the HALO SAMPLES app is folder permissions. The app is programmed to warn against not having sufficient 'write' permissions when trying to save the sample content, but if this doesn't happen and the percentage shown stays on 0% then you will need to check the permissions settings in the folder you are trying to save the HALO / Expansion samples to, or choose a new location.

I If you have previously installed HALO and / or the sample content you may be asked whether you wish to re-install the samples. If you do not re-install the samples and HALO still cannot find the sample content then.... re-install the samples :)

For all other issues please email info@dhplugins.com.