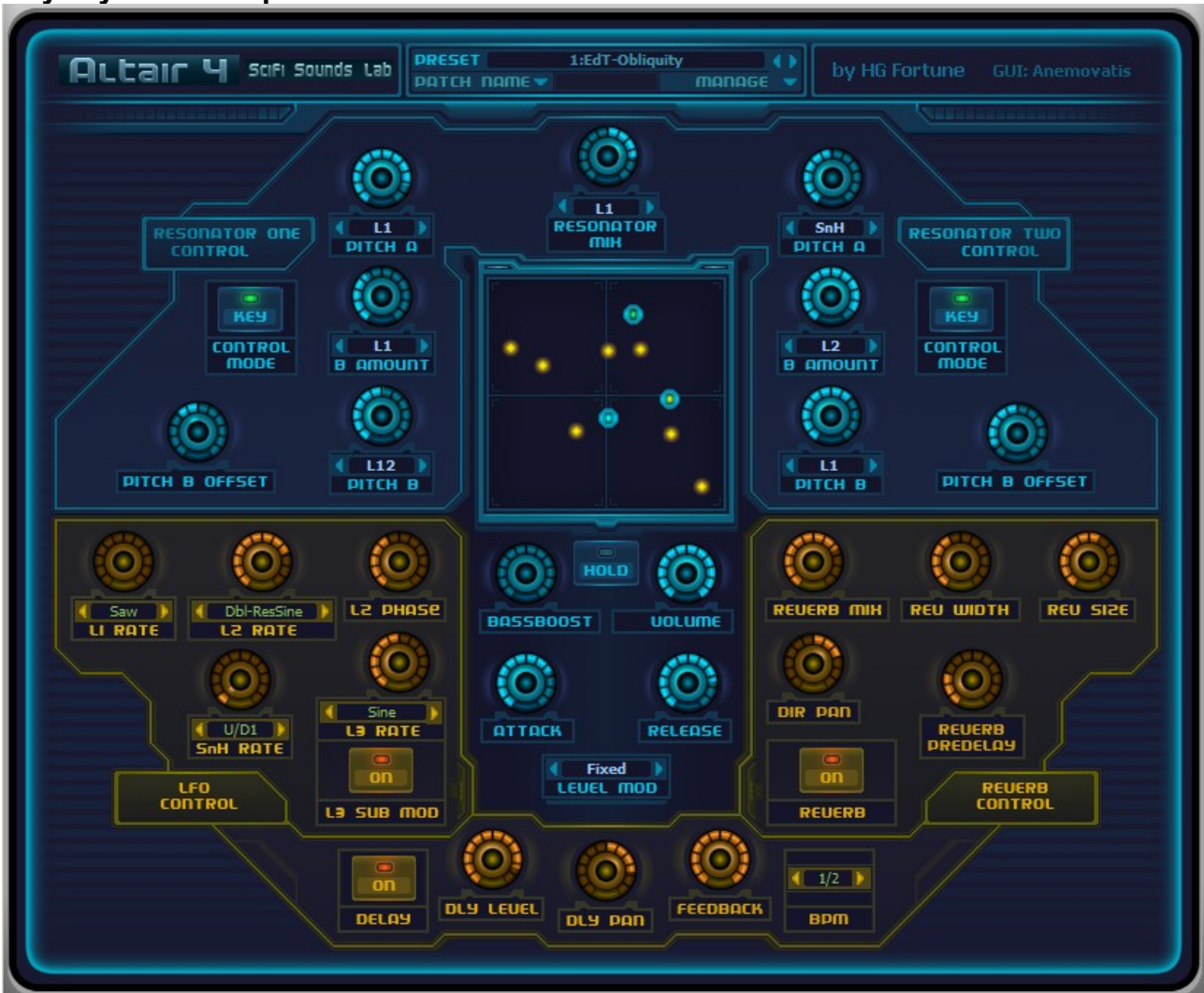


Altair 4 B – SciFi Sounds Lab Pro

The name of this plugin *Altair 4 B* as is an homage to the movie [Forbidden Planet](#) from 1956 with Altair 4 being the forbidden planet. And this is the first movie with a complete electronic soundtrack (by [Louis and Bebe Barron](#)) using sounds that could have been done with this plug.

"This instrument does do a lot of the things the Barron's did with their circuitry albeit a lot easier". "It makes SciFi sounds & noises and everybody will be reminiscent to a old soundlaboratory of the 50/60ties".

Anyway Altair 4 B puts it to a modern level.



Main features:

- 2 oscillators with two soundsources with one (B) driving the other (A) to resonate;
- 3 LFO: L1 (7 waves) with key restart on first key pressed, L2 (8 waves) and phase modulation, L3 (7 waves) with optional modulation by sub LFO;
- 2 hidden LFO: L12 = mix of L1 and L2, L13 = mix of L1 and L3;
- 1 Sample & Hold (6 modes);
- 1 VCA with AR EG (with pan for undelayed sound at Rev section);
- 1 Main Volume with level control: fixed, Velocity, Aftertouch, or Wheel;
- 1 Delay (bpm synced) and dedicated pan
- 1 Bass Boost
- 1 Reverb with predelay
- 1 Hold button to hold last played key

Pro Version: 8 voices, 384 patches (1 internal, 2 external bank)

Oscillator section



Both oscillators have the same features.

Soundsource A is controlled via Keyboard with additional pitch modulation.

Soundsource B is driving soundsource A:

Pitch B is controlled either by Keyboard or its selected modulation source

B Amount drives A to resonate.

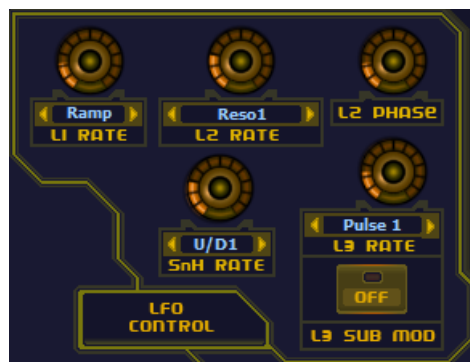
Pitch B offset allows to set a fixed pitch offset to source B in semitones for +/- 2 octaves.

Control Mode button selects control for pitch B to Keyboard or mod sources.

Resonator Mix mixes between both oscillators with selectable mod sources where mid position is always 50:50 and there is no mod. Thus in order to have modsources affecting you need to set the knob to left or right which also changes the polarity of the modulation.

On the joystick there are three 'balls' to control Pitch B and B Amount and both Pitch A

LFO Section



All LFO rates are set by knobs (no bpm syncing here)

L1 has 7 waves: Sine, Saw, Ramp Triangle, Square, Pulse 1 and Pulse 2

Note: LFO 1 is triggered on 1st key played (after all keys off) and won't retrigger as long as one key is held down. You might use this one to fade in a modulation.

L2 has 8 waves: Saw, Square, SquareSaw, DoubleResSine, Reso1, Reso2, Reso3 and Reso4

L3 has 7 waves: Sine, Saw, Ramp Triangle, Square, Pulse 1 and Pulse 2 plus a Sub LFO modulating the output by a Ramp wave.

Sample and Hold has 6 modes: Rnd 1, Rnd 2, Up (ramp), Dn (saw), Up/Dn1 (sine), and Up/Dn2 (tri)

2 'hidden' LFO:

L12 = mix of LFO 1 and LFO 2

L13 = mix of LFO 1 and LFO 3

so these hidden LFO are controlled by the settings of the resp. LFO.

The output of all LFO is visualized by the yellow dots on the Joypad with the 7th dot for Aftertouch amount.

VCA and Out Section



Knobs for Bass Boost, Attack & Release for VCA EG, and Main Volume
Selector for Level modulation: Fixed, Velocity, Aftertouch (+/-) , and Wheel with the latter two coming in handy to control output level while holding keys or Hold button set to on.
Hold button to hold last played key – press Hold while key is still played.

Delay section



Button for Delay On / Off
Knobs for Delay level, Delay Pan, and Feedback
Selector for Delay tempo related to BPM of host in fraction of note lengths.

Reverb section



Button for Reverb On / Off
Knobs for Reverb Mix, Width, Size, and PreDelay
Plus Knob for Pan of undelayed i.e. direct signal

FAQ for silly questions:
not yet come up ;-)

Credits and further info

The Synthesizer has been created by H. G. Fortune with Synthedit by Jeff McClintock.

GUI kindly done by Anemovatis at www.anemovatis.com

Patches kindly contributed by Dimitri Schkoda (none), Heinrich Horstmann (SP), Ed Ten Eyck (EdT), Schiffbauer/ Kujashi (none), Asuyuka (Asu).

This VSTi uses further modules by David Haupt, Kelly D. Lynch, Peter Schoffhauzer, Daz Diamond, Lance Putnam, Etric van Mayer, Tactile Sounds et al.

VSTi by H. G. Fortune:

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

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official support forum on: kvraudio.com

Open group for users, fans, friends and supporters: [on www.facebook.com](http://www.facebook.com)

This is not a technical support forum rather than for latest news, communication among members e.g. sharing ideas, videos and music.

Thanks to all who have helped and do support my work!

Appendix 2

MIDI-Implementation of MIDI CC for buttons, sliders & knobs (recognized data valid from 0-127)
MIDI CC from 33 to 63 are not assigned so you might use these for your own assignments provided your MIDI Controller Hard/Software does support these as normal controllers.

The inbuilt MIDI CC & value display will show changes when an assigned item is edited.

You might use MIDI Learn or Edit via right click with mouse on the resp. Item (knob, button, selector etc.) to change these assignments. Not all control elements on GUI do supports this. Be sure to save that bank in order to recall the new assignments.

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Changes & enhancements may be made without prior notice and a grant that further editions will read patches from former version cannot be given.

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One final note: After having downloaded the zipfile make a backup!