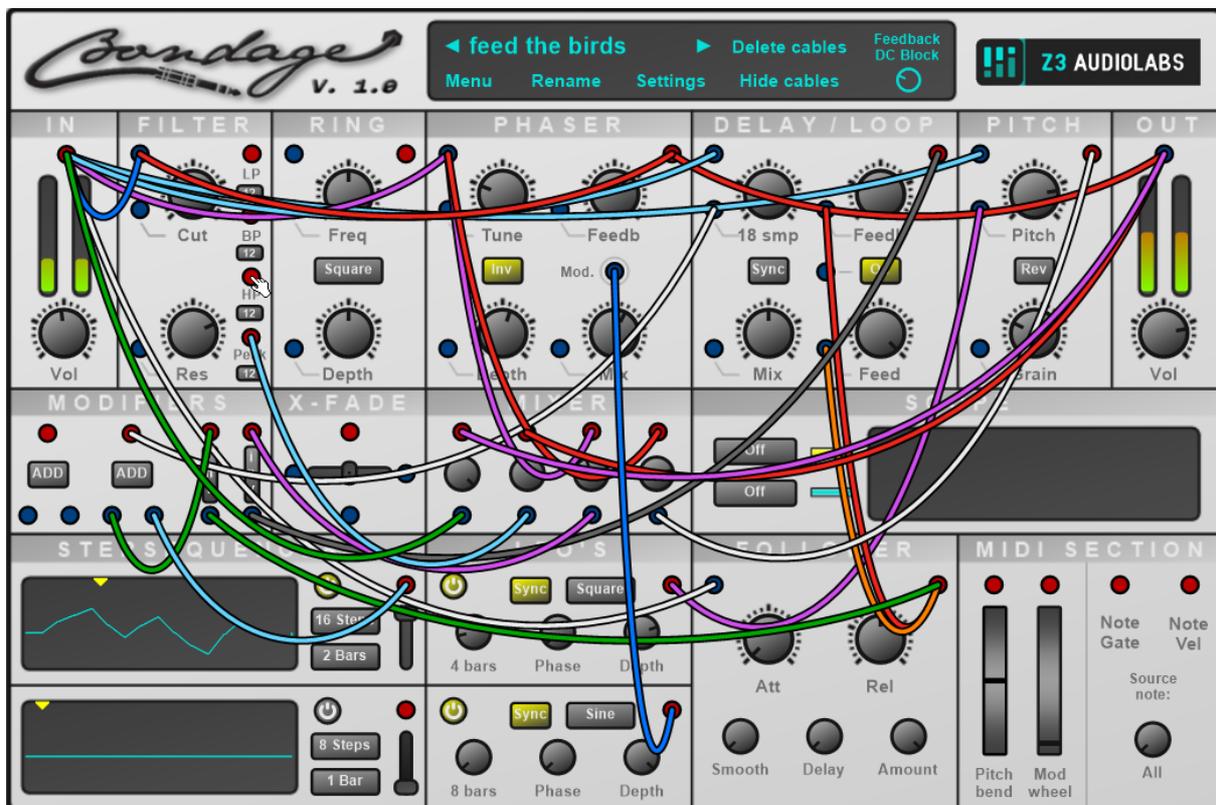




Bondage



First of all, thanks for purchasing Bondage. Note that if you are using the Bondage demo version, it will have some restrictions (watch the readme.txt) !

Purchasing the software ensures future bug fixes, updates, and improvements, and also the development of new Z3 Audiolabs audio software.

I hope you will enjoy Bondage and have lots of fun with it.

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What is Bondage?

Bondage is a fully modular multi-effect VST plugin which contains 17 modules. Beside the five effect modules it offers 5 modulation sources, a MIDI-in module, four modifiers, an X-fade module, a four-channel mixer and a scope to provide visual reference of your signals.

The fully modular structure allows you every possible routing you want to achieve.

System requirements:

Pentium 4 or higher / AMD with SSE support, 2 GHz, 1 GB RAM, Windows XP or newer, VST compatible 32 bit (64 bit with VST bridge or Jbridge) host software

Tested and known to work in many VST compatible hosts like Cubase, Live, Renoise, FL Studio, Audiomulch, ...

Install / uninstall:

Bondage is really easy to install / uninstall: after unpacking the zip file just copy / delete the .dll into / from your VST folder, that's it!

Host integration:

Cubase & Live:

Load Bondage as an insert effect into an audio track or instrument track.

To control Bondage via MIDI you need to create a MIDI track and assign Bondage as target for the MIDI track.

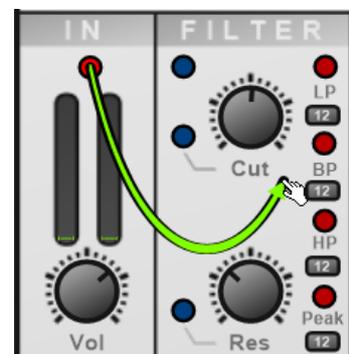
Basic usage:

Cable connections:

Bondage's structure is fully modular. This allows you to combine the modules in various ways, therefore you need a connection from the input module to the output module.

Use the right mouse button on the output connector (red connectors) of the input module and connect it with your desired effect input connector (blue connectors).

To change an existing cable connection move the mouse cursor over the desired cable, push the right mouse button and hold it while moving to another input. If you want to delete the connection just leave the mouse button aside from an input connector (only available when cables are not hidden).



You can also delete all cable connections at once using the 'delete cables' button.

Knobs and MIDI learn:

Click the right mouse button (only available when cables are hidden!):

- learn MIDI CC: connects the parameter with your hardware MIDI controller
- clear MIDI CC: deletes MIDI CC binding

Click the right mouse button inside a readout label:

- edit value via keyboard input (not available for every parameter)

Double click left mouse button:

- sets the parameter to default value

Preset manager:

Allows you to save/load programs and program lists. With 'init program' you can set all parameters to default values.

'Rename' allows you to give your program a new name and saves the program.

Settings:

In the settings menu you can choose certain global settings. You can choose to save MIDI CC bindings in the presets (saved global per default).

'Catch-up values' defines how your MIDI controller knobs/faders work. If catch-up values is set to ON, the knob/fader starts working when the last value is reached (to avoid value jumps). If set to OFF, it jumps to the actual knob/fader position.

You can also show and clear all MIDI CC bindings.

Feedback DC block:

The fully modular structure of Bondage allows direct feedback connections, which easily can result in loud noises. Be careful when doing this! This can produce unwanted DC values. To avoid these Bondage has an automatic DC blocker system. With this knob you can change the behavior of this algorithm.

To avoid unwanted loud noises I recommend using the mixer for feedback loops and slowly incrementing the amount of the signal.

Effects modules:

Filter:

The filter module provides four different filter type outputs. Each type can be set to 12 or 24db.

Parameters:

- Cut: sets the cutoff frequency of the filter
- Res: sets the resonance of the filter



Ring:

Parameters:

- Freq: sets modulation frequency
- Depth: sets the amount the freq is modulating the audio signal
- Waveform selector: choose between sine, saw, square or S&H



Phaser:

Parameters:

- Tune: sets the base frequency of the phaser
- Feedb: sets the feedback amount of the effected signal, it changes the intensity of the effect
- Mode: select between mode A and B
- Mod input connector: here you connect your modulation source
- Depth: sets the depth of the modulation input
- Mix: mixes between dry and wet signal



Delay / loop:

This module can be used as a delay and as looper, therefore it provides an extra 'feed' parameter besides the regular 'feedback' one, which sets the dry feed amount.

To use this module as a looper, set the feedback and the mix to full and the feed (dry) to zero. Now you can use the on/off button to start and stop looping.



Parameters:

- Time: sets the time of the delay or the size of the loop
- Sync: sets the time to synced values
- Feedb: this is the feedback controller
- Mix: mixes between dry and wet signal
- Feed: sets the amount of the dry signal fed into the delay

Pitch:

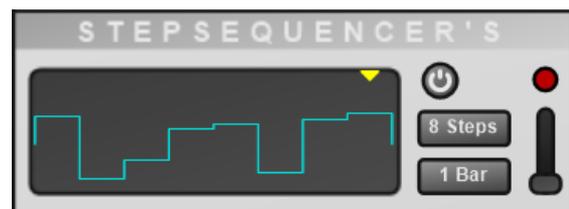
The pitch module is a granular pitch shifter and can be used for a variety of effects, not only pitch alterations.

Parameters:

- Pitch: sets the speed (pitch) of the played grains
- Rev: plays the grains reverse
- Grain: sets the size of the grains

**MODULATION / MIDI:****Step sequencer:**

The step sequencer is a very flexible modulation tool which allows you to draw modulation sequences. It is synchronized to the host program.



On the right side you can set the number of steps and the speed of the sequence in bars.

NOTE: you need to turn it ON to work. Turn it OFF if it's not in use to save CPU power.

LFOs:

The LFO Module offers a multi-mode low frequency oscillator with six different waveforms. The speed can be synced to the host. Furthermore you can set the phase and the depth (intensity) of the signal.



Envelope follower:

The envelope follower module tracks the amplitude of the input signal.

'Attack' and 'release' controls the reaction times of the envelope follower.

'Smooth' evens out the input signal.

'Delay' shifts the signal in time and 'Amount' sets the intensity of the signal (can be set to positive or negative).



MIDI section:

The MIDI section allows you to get certain MIDI data to modulate your signals.

Beside Pitchbend and Modwheel it enables you to get note on/off data via the Note Gate and Note Velocity.

The recognized notes can be set via the source note parameter.



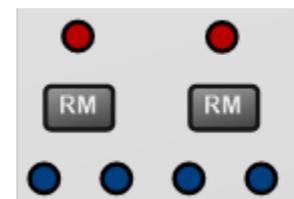
MODIFIERS:

Modifiers 1 & 2:

Modifiers 1 & 2 are merging two signals in different ways:

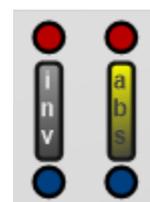
- RM: ring modulation, multiplying the two signals
- Sub: subtracts the second signal from the first signal
- S & H: sample and hold, here the first signal gets sampled when the second signal is changing its value

Two or more signals will be added together when they have the same target.



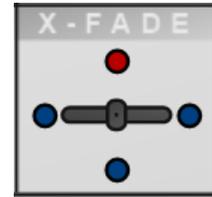
Modifiers 3 & 4:

With these modifiers you can invert a signal or create only absolute values from the source (rectify).



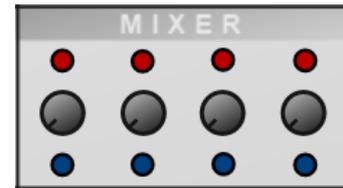
X-Fade:

The X-Fade module works like a DJ Crossfader, you can mix between 2 signals. Its range is between -1 (left signal) and +1 (right signal). 0 sets both signals to 50%.



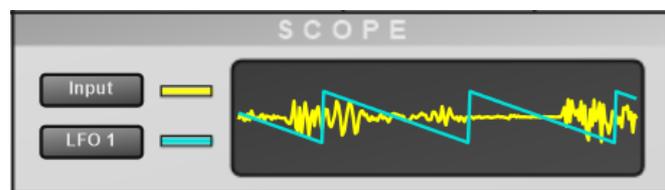
Mixer:

This module is a four-channel mixer. You can set the volume for each channel between 0 and 120%.



Scope:

The scope module gives you visual feedback of the different signal sources. It can show two signals at once, which makes it easy to compare two signal sources.



If you have any questions don't hesitate to write an e-mail to: support@z3-audiolabs.com