GORGON USER GUIDE
Version 1.0

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Thank you for using Gorgon. This basic overview should help you to get familiar with all its functions.

Gorogon is a wild distortion effect with FM ring-modulation, short delay, sample rate reduction, and a Lowpass / Highpass filter thrown in the signal path that can be modulated using a signal follower. It is especially aimed at destroying drum beats and generating circuit-bending-like noises.

The signal chain is :

Input → Metal Delay → FM Ringmod → LP/HP Filter → Samplerate Reduction → Distortion → Output

Be careful when tweaking some parameters as, depending on the input sound, it can result in very loud noises!

PARAMETERS :

Input : the input signal gain (-70 to +6 dB)

Crush : samplerate reduction factor

Driver : distortion amount

Output : the output signal gain (-70 to +6 dB)

Envelope section :

Attack : attack time of the envelope follower in milliseconds

Release : release time of the envelope follower in milliseconds

Mix : global dry-wet envelope amount

Fbk : delay feedback envelope amount

Osc : ringmod main frequency envelope amount

Mod : ringmod FM modulator frequency envelope amount

Fm : ringmod FM depth envelope amount

Cut : filter cutoff envelope amount

Destruction section :

Osc : ringmod main oscillator frequency in Hertz

Fm : ringmod FM depth in Hertz

Mod : ringmod FM modulator frequency in Hertz

Ring : ringmod mix

Time : delay time in milliseconds

Feed : delay feedback

Morph : morph between Lowpass and Highpass filter

Cut : cutoff frequency of the filter in Hertz

Res : resonance of the filter

Over : when switched on (blue light) it will activate 8x oversampling mode. Use this mode when you notice audible aliasing artifacts (on high pitched input signals) : it will reduce aliasing but will hit your CPU harder.

Global Dry/Wet : mix amount of the whole processing chain

Delay Dry/Wet : mix amount of the delay line

Filter Dry/Wet : mix amount of the filtered signal

MIDI FUNCTIONS :
  Gorgon can respond to MIDI program changes and MIDI CCs. Note that it receives MIDI messages from any channel.
  To assign a MIDI CC to a parameter, right click on the desired knob/fader/button. A menu

will pop-up : select "MIDI learn", move the control you want to attach on your MIDI interface, and that's it. The parameter will now react to the assigned CC messages. To remove MIDI mapping for a parameter, right click again on that parameter, and in the pop-up menu choose "MIDI unlearn".

Note that CC mappings will be saved with the plugin state/preset. That way, when you'll recall your project, your previous mappings will still be active.

If the effect is on an audio track, you may need to send MIDI to that track for the previous functions to work : please refer to your DAW documentation.

PRESETS :
Gorgon comes with a selection of presets from **Glitchmachines** (*http://www.glitchmachines.com*). You can switch between presets of the currently loaded bank directly from the bottom of the interface. Meanwhile, preset management (renaming/storing/importing/exporting) is currently delegated to the host using standard VST fxp and fxb format or AU preset format : please refer to your DAW documentation.

Many thanks to Barry Prendergast (http://www.brightondesigner.co.uk) who designed the plugin interface as well as Ivo Ivanov (http://www.glitchmachines.com) who crafted the factory presets.