






# VST Little PhattyEditor™ 1.1.2 Manual

-  Windows 98, ME, 2000, XP, Vista
  -  OS 9, OSX 10.4, OSX 10.5
  -  Universal Binary
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## Introduction

Thank you for choosing the Moog Music™ VST Little Phatty Editor, by reKon audio. The VST Little Phatty Editor is a realtime MIDI synth editor that allows you full control of every parameter of the sound on the Moog Little Phatty™ line of synthesizers. Now you can utilize your LP (Little Phatty) to its full potential and build lasting and meaningful patches that will bring new life to your LP, and more importantly, your music. All this and more in a matter of minutes via a slick and friendly user-interface that actually adds featured to your LP such as the ability to name your patches in a way that makes them understandable. You also maintain all your patches in the VST itself without the hassle of manual dumps. All parameters are fully automatable in your favorite VST host giving you the ability to visually program the Little Phatty to your music via the host sequencer.

### **The Moog Little Phatty™ synthesizer...**

Moog is the American classic synthesizer company offering a fine line of professional analog

synthesizers including the original Moog, MiniMoog, Voyager, and other fine synthesizers and audio gear. We believe that Moog has a sound quality and a following that is sure to last for years to come and we are proud to offer our editor and presets for this fine synth.

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## Installation

Unzip the package and place the file in your VST Plug-Ins folder:

### Windows XP, Vista

This folder is typically located under your 'Program Files/Steinberg/Vst Plugins' folder.

### Mac OSX

This folder is typically located under the 'user/Library/Audio/Plug-Ins/VST' folder.

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## Setup

### Assumptions

It is assumed that the user is familiar with the basic functionalities of the hardware synthesizer, it's operators manual and the basic concept of MIDI itself. Without this knowledge, utilizing the editor may be a bit more challenging to set up and use properly. By familiarizing yourself with the operators manual and the MIDI standards, and following the instructions in this manual, you should be able to get up and running in a short amount of time.

### STEP 1: Setting Up the Little Phatty

Make sure you have your midi ports and channels set up and matching properly and that all cables are working and connected properly.

\* Note- LP firmware v2.20 or above is required to fully utilize the VST Little Phatty Editor.

### STEP 2: Setting Up the Plugin for Your VST Host (DAW)

The setup procedure will vary from host. Each host may support VST's differently and more importantly, each host may support MIDI data from a VSTi differently, or not at all. Please refer to the 'Supported Hosts' list on the rekon audio web site at [www.rekonaudio.com](http://www.rekonaudio.com). Also, please refer to the setup instructions provided with your VST host application for setting up a VST instrument (VSTi).

### Setup Example for Cubase SX 1-3

To setup the reKon™ VST Little Phatty Editor for Cubase SX 1-3 or Cubase 4.1.3 \*\*:

1. Be sure to check your VST Instrument plugins folder to make sure the editor was installed.
2. Open Cubase SX or Cubase 4.1.3+.
3. Create a new project.
4. Open your 'VST Instruments' panel and then select the 'reKon™ VST Little Phatty Editor' VST in a VST slot.

5. Create a 'MIDI' track. Select this MIDI track. (this will be the MIDI track the VST Little Phatty Editor is on).
6. On the I/O properties panel for this MIDI track, assign the MIDI input to the 'VST Little Phatty Editor'. Assign the MIDI output to go to the MIDI port (and channel) that your Moog Little Phatty is on.
7. Create another 'MIDI track'. Select this track.
8. On the I/O properties panel for this MIDI track, assign the MIDI input to your MIDI keyboard. Assign the MIDI output to go to the MIDI port (and channel) that your Moog Little Phatty is on. (this will be the MIDI track to play and record your note/pitch/mod changes to the Moog Little Phatty).
9. Activate the little yellow 'speaker' icons for both MIDI tracks (this allows them to be played even if the track is not selected).
10. Start tweaking and playing the Moog Little Phatty via the VST Little Phatty Editor and your MIDI keyboard. Cool!

*NOTES- \*Setup for other hosts is similar. Please see the Host Support page on the reKon audio web site for more information. \*\*Note that MIDI messages were dropped from VSTi in Cubase SX 3.1.1+ and Cubase 4 versions 4.0 - 4.1.2 (a SB bug). Please refer to the Steinberg website for more details on MIDI support and versions in these hosts.*

### **STEP 3: Setting Up MIDI IN tracks**

#### **For MIDI Input into the editor:**

1. Follow Steps 1 -4 above. \* Be sure to disable any outgoing MIDI tracks from the editor to prevent a feedback loop!
2. Create a 'MIDI' track. Select this MIDI track. (this will be the MIDI track the VST Little Phatty Editor is on).
3. On the I/O properties panel for this MIDI track, assign the MIDI input to the MIDI port (and channel) that your Moog Little Phatty is on. assign the MIDI Output to the 'VST Little Phatty Editor'.
4. Turn some knobs on the Little Phatty. The editor should respond by visually showing the movement of this control in the editor.

#### **How to load a Little Phatty patch into the editor:**

Once you have completed the MIDI input steps above, you can now receive the current patch from the Little Phatty to 'recreate' the patch in the editor. Here's how:

1. Select the patch on the Little Phatty that you wish to save into the editor.
2. Press the 'GET PATCH' button in the editor.
3. The editor will update all parameters and the patch name to the values of the received patch.

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## **The Graphical User Interface**

### **Using The Graphical User Interface**

The graphical user interface of the VST Little Phatty Editor™ is designed for maximum ease of use, giving you easy access to all of the Moog Little Phatty™ controls right on one screen. You are also able to rename, modify and browse the patches right inside the editor itself. All control elements are handled via either a Knob, Combo box, Button or Text Edit Box.

## The User Interface

The following screen shot will help familiarize the controls of the VST Little Phatty Editor™ v. 1.1.2:



## Working With the VST Little Phatty Editor

### About Sound

The VST Little Phatty Editor™ is a VSTi (synth) plug-in that deals only with MIDI data. As a result it makes no sound of its own. The sound comes from the actual hardware synth itself, which is what you want (pure analog hardware generated sound, but with VST control). The VST Little Phatty Editor™ is not a VST MIDI Effect plug-in, it is a VSTi instrument without audio processing functions.

### Using the Controls

Most controls on the VST Little Phatty Editor™ are self explanatory as to their use. The VST Little Phatty Editor is designed to 'mimic' the look and feel of the actual hardware. There are two types of knobs, those that have their 'zero' or lowest value set to the far left, and the other has the 'zero' position set in the absolute middle. The display readouts will vary based on the related ranges and values for that particular control.

### Resolution of the Controls

To obtain a finer resolution control of the knobs in the VST Little Phatty Editor™, hold down the shift key while adjusting the knob. This will allow you to 'fine-adjust' the values of the knob.

### Resetting the Default Value of a Control

To reset a control to its default value, hold down the 'CONTROL' key while clicking on the control.

### Receiving MIDI Continuous Controller Data

The VST Little Phatty Editor™ can receive and interpret MIDI Continuous Controller (cc) messages. All controls respond to their correlated MIDI CC number as listed in the MIDI Continuous Controller Chart of this manual. Automation of all parameters can be achieved via these MIDI Messages or via your sequencer host.

### The MIDI LED Indicators

When the VST Little Phatty Editor™ receives or transmits MIDI data, the corresponding MIDI LED will blink to notify you. The VST Little Phatty Editor™ responds to MIDI Note On/Off, Pitchbend, Modulation, Continuous Controller MIDI messages.

### **The MIDI Channel Selector**

This selects the MIDI channel that the VST Little Phatty Editor™ receives and transmits MIDI data on. This value is independent of the preset and will not be stored with the preset. This allows you to browse presets on individual MIDI channels.

### **The MIDI SEND and RECEIVE Buttons**

These buttons determine whether or not to send/receive MIDI. When activated, MIDI messages will be sent/received between the editor and the hardware synth.

### **The PGM SEND and RECEIVE Buttons**

These buttons determine whether or not to send/receive MIDI Program changes. When activated, Program change messages will be sent/received between the editor and the hardware synth.

### **The GET PATCH Button**

This button will grab the current patch and name from the Little Phatty and set the editor to match these settings.

### **The About Screen**

To view the About screen, click on the Moog™ logo button.

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## **Working With Presets**

### **The Presets Section**

The preset section allows you to control and manage your presets or 'patches' as they are referred to in the synthesizer world. The display readout shows the current preset name and number. The arrow buttons will allow you to move up and down through the presets. The 'loader bar' indicates MIDI data being sent to your synth to set the patch dynamically.

### **Changing the Current Preset**

Use the arrow buttons to change the currently selected preset.

### **Renaming the Current Patch**

To rename your preset, simply click on the name in the display readout and type the new name of your patch, then hit the 'Enter' key. Patch names are limited to 13 characters. When you move focus from this control, it will set this patch name on the Little Phatty itself.

### **Using the Copy/Paste Button**

You can easily copy and paste presets to and from the currently selected preset. First select the preset you wish to copy by navigating to it with the preset select arrow buttons. Now, click the red 'Copy/Paste' button (you will notice the button change color). Next, navigate to the preset number you wish to paste to. Now click the 'Copy/Paste' button again (the 'Copy' button will change back to its default state). Voila! This tool is invaluable for creating variations of your favorite presets and allows you to quickly build your preset library up.

### **Default Preset Banks**

The default preset bank in the VST Little Phatty Editor is the standard factory default bank from Moog Music. If you modify the default bank and wish to restore the default bank, you can easily load the bank from the 'fxb' folder. Also included is a default blank bank that has all presets values set to zero. This results in a preset that makes no sound on the synthesizer. This is sometimes a good bank to start your projects with which you can copy patches into without worry of overwriting other patches.

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## MIDI Continuous Controller (CC) Messages

The following MIDI Continuous Controller messages are transmitted (Tx) and Received (Rx) by the editor to set the patch. \*NOTE- Not all parameters are available to all Little Phatty Models.

FUNCTION	DESC	CC
GLIDE ON/OFF	Turns Glide ON/OFF	65
OCTAVE UP / DOWN	Octave increment switch	89
LFO RATE	Adjusts the LFO frequency	3
AMOUNT	Adjusts the modulation amount	6
SOURCE	Selects the modulation source	68
DESTINATION	Selects the modulation destination	69
LFO SYNC	Select the LFO Sync Source	102
LFO SYNC CLOCK	Select the LFO Sync Clock	103
MOD SOURCE 5	Selects the modulation 5 source	104
MOD SOURCE 6	Selects the modulation 6 source	105
MOD DESTINATION 2	Selects the modulation 2 destination	106
PITCHBEND UP	Selects the pitchbend up value	107
PITCHBEND DOWN	Selects the pitchbend down value	108
OSC 1 OCTAVE	Sets the octave of oscillator 1	74
WAVE	Sets the waveform of oscillator 1	9
OSC 1 LEVEL	Adjusts the volume level of oscillator 1	15
GLIDE RATE	Sets the portamento rate time	5
1-2 SYNC	Turns oscillator sync ON/OFF	77
OCTAVE	Sets the octave of oscillator 2	75
OSC 2 FREQ	Adjusts the frequency of oscillator 2	10
WAVE	Sets the waveform of oscillator 2	11
OSC 2 LEVEL	Adjusts the volume level of oscillator 2	16
CUTOFF	Adjusts the filter cutoff frequency	19
RESONANCE	Adjusts the filter resonance parameter	21
KB AMOUNT	Adjusts amount of pitch CV affecting the cutoff	22
EG AMOUNT	Adjusts the EG amount affecting the cutoff	27
OVERLOAD	Adjusts the amount of filter overdrive	18
FILTER POLES	Adjusts the filter pole selection	109
FILTER SENSITIVITY	Adjusts the filter sensitivity	110
ATTACK	Adjusts the filter envelope attack time	23
DECAY	Adjusts the filter envelope decay time	24
SUSTAIN	Sets the filter envelope sustain level	25
RELEASE	Adjusts the filter envelope release time	26
EGR RELEASE	Adjusts the EGR release	111
GATE	Adjusts the Legato Gate	112
ATTACK	Adjusts the volume envelope attack time	28
DECAY	Adjusts the volume envelope decay time	29
SUSTAIN	Sets the volume envelope sustain level	30

RELEASE	Adjusts the volume envelope release time	31
ENABLE ON/OFF	arpeggiator ENABLE on/off	113
ARP CLOCK SOURCE	Sets the arpeggiator clock source	114
ARP CLOCK DIVISION	Sets the arpeggiator clock division	115
ARP RANGE	Sets the range of the arpeggiator	116
ARP PATTERN	Sets the arpeggiator pattern	117
ARP MODE	Sets the arpeggiator mode	118
ARP LATCH	arpeggiator LATCH ENABLE on/off	119
	arpeggiator Run/Stop	90
	arpeggiator Latch/Unlatch	91

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## MIDI Implementation Chart

The following MIDI data is transmitted (Tx) and Received (Rx) from the editor...

Message	Tx	Rx	Notes
Channel	x	o	1-16
Mode	x	x	Omni mode
Note On/Off	-	o	note numbers 0-127
Velocity	-	o	0-127
Aftertouch	-	o	0-127
Poly Pressure	-	o	0-127
Pitchbend	-	o	0-127
Modulation	-	o	0-127
Continuous Controller	o	o	0-127
Program Change	x	x	0-127
System Common	x	x	
System Realtime	x	x	
System Exclusive	x	x	

x = no  
o = yes