



unstable was developed by **de la Mancha**
It is a VST effect plugin for Microsoft Windows.



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Introduction

unstable likes to mess around with your audio pitch, with 3 subtle pitch modulation modes to simulate the unpredictable but lovable pitch instability of an old tape machine or an analogue synth. It doesn't only do subtle though, you can also put it in 'insane' mode if you'd rather just f**k things up.

Features

- 3 modes of pitch modulation, all with continuously random amplitude
 - buzz – rapid, fuzzy modulation
 - wobble – medium, jerky modulation
 - drift – slow, gentle modulation
- adjustable frequency and level for each modulation mode to change
- master level mode to adjust overall subtlety of effect
- wet / dry mix level control
- insane mode – removes all subtlety and smacks your pitch up
- all controls mapped to midi CC values

Installation

To install unstable, you should copy the *unstable.dll* file into your VST directory and install in your host as you would any other VST effect.

To uninstall, simply delete the *unstable.dll* file and update your host VST database

Controls

Master

This is the overall depth of pitch instability, use it to increase or decrease the overall impact of the effect. The range of the knob will keep the pitch variation within subtle limits, unless insane mode is selected

Insane

Select this mode to multiply the pitch variation by a factor of 10. It will no longer model the subtle pitch variation of an analogue circuit, but will give FSU style pitch lunacy

Mix

This adjusts the wet/dry mix level of the effect. Turn the knob fully right to get 100% wet. Reduce this value to increase the level of dry signal in the mix.

NOTE: This is likely to induce some phasing sound, which may or may not be desirable. If you want to avoid this, you may get better results using a send channel in your host

buzz / wobble / drift

These are the 3 pitch variation modes, with adjustable frequency and levels to get the type of sound you want. Each mode has a random amplitude, that changes every half cycle, so the pitch modulation is unpredictable. Move the sliders up to increase the frequency of modulation;

buzz - pitch oscillates with random amplitude at a freq of 5 to 20 Hz (5-20 times per second) to get a fuzzy, buzzy noise into your signal path

wobble - pitch suddenly jumps randomly to a new level at a freq of 0.5 to 2 Hz, (once every 2 seconds to twice per second) to give you the effect of sudden changes at regular intervals

drift - pitch drifts smoothly and randomly up and down at a freq of 0.05 to 0.2 Hz (on a 20 second to 5 second cycle) to give a wandering, meandering pitch level

level

The maximum amplitude of the pitch modulation, each of the 3 modes can be set independently to customise the amount of instability you wish

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Credits

Thanks to my friend and beta-ninja WhiskeyPriest for testing and bug hunting.

Thanks also to Jeff McClintock for creating SynthEdit and to the 3rd party SE module developers, without which this plug-in wouldn't exist.

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Links

SynthEdit	http://www.synthedit.com/
Dave Haupt Modules	http://www.dehaupt.com/SynthEdit/semmodules.htm
Chris Kelly Modules	http://www.chriskerry.f9.co.uk/
Scoofster Audio Modules	http://scp.web.elte.hu/synthedit/modules.html

About the Developer

de la Mancha is a UK based producer of odd-skool breakbeat, downtempo glitchy beats and other assorted bleeps and noises. He also develops VST synth, drum machine and effect plugins and still finds time to make babies and sleep. You can find his music, plug-ins and other junk at www.delamancha.co.uk

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