SCIROCCO

DIST O' WAVE

eftilo

USER MANUAL

TABLE OF CONTENTS

OVERVIEW

Scirocco - Dist o' Wave is a creative modulation effect with a state-blendable distorting tone control.

Scirocco can be mainly used as a versatile chorus/vibrato effect, but it can also act as tone shaper, stereo enhancer and distortion unit.

Scirocco is composed of 5 + 1 hidden *modules* that we'll analyze in the following pages:

1. LFO

2. RANDOM

3. MOD

4. ENVELOPE FOLLOWER

5. TONE

6. MAIN

7. HIDDEN PANEL

LFO

The *LFO* module can be used to apply a *periodic* modulation to the delayed signal. If correctly set, it can emulate the *wow* effect of a classic tape machine.

SPEED
Sets the frequency of the LFO, from a minimum of 0.1 Hz to a maximum of 30 Hz.

SHAPE
Continuously changes the shape of the LFO from a triangle to a square wave. At noon, the wave shape is close to a sinusoid.

PHASE
Sets the phase relation between the wave modulating the left channel and the one modulating the right channel, allowing for classic stereo chorus and stereo enhancing effects.

RANDOM

The *RANDOM* module can be used to apply a *non-periodic* modulation to the delayed signal. If correctly set, it can emulate the *flutter* effect of a classic tape machine.

SPEED
Sets the rate of the random value generator, from a minimum of 0 Hz to a maximum of 30 Hz.

SHAPE
Continuously changes the shape of the random signal from sharp edged to smooth.

ENVELOPE TO
Continuously sets the destination of the envelope follower module's output, from the random generator's speed (CCW) to its amplitude (CW).

MOD

The *MOD* module mixes the modulating signals coming from the LFO and RANDOM sources.

LFO
Sets the amount of LFO signal used by the modulation effect.

RANDOM
Sets the amount of RANDOM signal used by the modulation effect.

ENVELOPE FOLLOWER

The *ENVELOPE FOLLOWER* module can be used to extract the amplitude profile of the input signal and to use it to change the properties of the RANDOM module. The generated envelope can modulate the SPEED and MOD AMOUNT of the RANDOM signal.

When the RANDOM signal is set to 0 Hz, the input-signal amplitude profile can be used to directly modulate the chorus/vibrato engine.

SPEED
Sets how quickly the ENVELOPE FOLLOWER reacts to changes in amplitude of the input signal.

SENSITIVITY
Sets how much of the extracted amplitude profile is used.

TONE

The *TONE* module can be used to shape the frequency content of the processed signal.

The algorithm emulates a low pass filter that can be usually found in analog synthesizers, but is used in an unusual way to generate different frequency responses and slopes. This results in the filter being far from ideal and quite quirky, but, together with its characteristic distortion, it makes it fun to use and unpredictable.

COLOR
Continuously changes the signal frequency content from lower to higher. At noon, it gives a flat-ish response for the lowest slope and a notch response otherwise.

SLOPE
Sets the sharpness of the TONE control.

MAIN

The *MAIN* module allows to get anything from a vibrato to a chorus effect by dialing in the MIX and LAG parameters.

MIX
Sets the amount of dry and wet signals. When fully CCW, it gives only the dry signal while, when fully CW, only the wet signal is present. Any other in-between setting allows for different flavors of chorus.

LAG
Sets the amount of delay of the wet signal. Small values, close to fully CCW, are better for subtle vibrato effects, while bigger values result in a heavily modulated chorus.

HIDDEN PANEL

Scirocco's *HIDDEN PANEL* can be accessed through the caret located below the waves. The *HIDDEN PANEL* contains secondary parameters used to modify **Scirocco**'s behavior.

IN
Sets the input level. This parameter can be used to dial in the desired amount of distortion from the TONE control module.

OUT
Sets the output level.

TONE FREQ
Sets the central frequency of the TONE control module.

TONE Q
Sets the resonance of the TONE control module.

LFO SYNC
Syncs the LFO to the DAW transport and tempo. When the LFO is synced, the LFO SPEED control sets the tempo divider/multiplier.

RND SYNC
Syncs the RANDOM to the DAW transport and tempo. When the RANDOM is synced, the RANDOM SPEED control sets the tempo divider/multiplier.

RND BOUNCE
Sets a different behavior for the RANDOM module. When RND BOUNCE is active, the generated random signal does not snap directly to the next value, it instead bounces around it. The bouncing duration depends on the RND SHAPE parameter. The higher the RND SHAPE, the quicker the BOUNCE and vice-versa.

TONE PRE
Swaps the order of the modulation engine and TONE control, placing the filter before or after the engine.

TONE DRY
Allows the dry signal to bypass the TONE control and retain its full frequency content.

INSTALLATION

After purchasing your license, you will be able to download the archive file containing the plugin installer and its associated license file by visiting **https://eftilo.com/dashboard** while logged in.

After downloading the files, double-click on the archive (*.dmg/.zip*) file and subsequently on the installer (*.pkg/.exe*) file contained in the archive. This will activate the installation process.

Follow the provided steps until installation is complete.

ACTIVATION

After installing the plugin, open your DAW of choice and put the downloaded plugin on one of the tracks in your project. If the plugin is not active yet, a pop-up asking you to activate it will appear. Use the provided file selector to locate the license file downloaded from **https://eftilo.com/dashboard** and the plugin will take care of the rest. If the license file is not correct, the plugin won't activate and will simply bypass the incoming audio. If the license file is correct, the plugin will activate and be ready to use.

Please contact us at **info@eftilo.com** if you have an issue with the installation or activation process.