

STAMBECCO

A stylized mountain range graphic composed of multiple parallel lines forming a jagged, zigzag pattern. The lines are black and white, creating a sense of depth and texture. The mountains are arranged in a series of peaks and valleys, with the highest peak on the right side of the image.

DYNA PEAKS



USER MANUAL

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OVERVIEW

Stambecco - Dyna Peaks is many things. Depending on how it's set, it can function as a dynamic filter, a stereo harmonic tremolo, an auto-wah, a preamp, a stutter and much more.

At **Stambecco's** core, there is a non-linear state-blendable filter. The filter's cutoff can be modulated by two different sources, **PATTERN** and **ENV**.

Stambecco is composed of 4 modules + 1 hidden panel that we'll analyze in the following pages:

5. **PATTERN**
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PATTERN

The PATTERN module is a stereo pattern generator and can be used to apply a periodic modulation to the filter cutoff or the signal level. Think of it as a super powerful stereo LFO on steroids that can create complex, ever evolving patterns with just a few simple tweaks.

PATTERN creates 2 patterns that can be mixed together or panned to the left and right channels. Mixing patterns of different lengths allows to quickly build complex and unique sequences with just a few simple tweaks.

SPEED

Sets the frequency of the PATTERN module, from a minimum of 0.1 Hz to a maximum of 20 Hz. The SPEED can also be synced to the DAW's tempo. When synced the SPEED selects the DAW tempo division.



SHAPE

Changes the wave shape of the modulating signal. The available wave shapes are: sinusoid, triangle, sawtooth, ramp, square, pulse, and random.

PATTERN 1

Selects one of the available 13 patterns for the first pattern generator.

PATTERN 2

Selects one of the available 13 patterns for the second pattern generator.

WIDTH

Continuously controls the panning of the two patterns. At minimum, both patterns affect both the left and right channels. At maximum, pattern 1 only affects the left channel, while pattern 2 only affects the right one.

ENV TO

Continuously sets the destination of the envelope follower module's output, from the PATTERN's speed (CCW) to its modulation amount (CW).

ENVELOPE FOLLOWER

The ENV module extracts the amplitude profile of the input signal.

The extracted information can be used to directly modulate the core filter's cutoff to achieve auto-wah and filter sweep effects.

The amplitude profile can also be used to reduce the repetitiveness of the PATTERN module, by modulating its SPEED or amount.

SPEED

Sets how quickly the ENV module reacts to changes in the input-signal level.

SENSITIVITY

Sets how much of the extracted amplitude profile is used to modulate the PATTERN module.



MODULATION MIXER

The MOD module mixes the signals from PATTERN and ENV that are directly mapped to the core filter's cutoff.

PATTERN

Sets the amount of PATTERN signal used by the modulation engine.

ENVELOPE

Sets the amount of ENV signal used by the modulation engine. The ENV's SENSITIVITY is bypassed, and the full envelope signal is used.

TONE

The TONE module shapes the frequency content of the processed signal and changes some of the core filter characteristics.

The algorithm models a low pass filter circuit commonly found in analog synthesizers. The model is employed in an unusual way to generate different frequency responses and slopes, and is fed with an excessively loud signal that saturates the emulated circuit.

This results in the filter being far from ideal and quite quirky, but honestly also very fun to play with. The unusual configuration gives it a unique versatility that allows it to generate anything from a warm overdrive sound to nasal and gated fuzzy tone.



COLOR

Continuously changes the core filter's response from low-pass (CCW), to a band-pass (noon) to high-pass (CW). Changing the COLOR also results in a different distortion amount and timbre.

SLOPE

Sets the sharpness of the TONE control. Changing the SLOPE also results in a different distortion amount and timbre.

MAIN

The MAIN module lets you to dial in the desired filter's cutoff frequency and resonance.

FREQUENCY

Sets the filter's cutoff.

RESONANCE

Sets the filter's feedback amount. When fully CW, the filter is able to self-oscillate. The self-oscillating behavior is limited to avoid unpleasant ringing effects.



HIDDEN PANEL

Scirocco's HIDDEN PANEL can be accessed through the caret located below the plugin's logo. The HIDDEN PANEL contains secondary options useful to modify Stambecco's behavior.

IN

Sets the input level. This parameter sets the desired volume of the signal hitting the filter, resulting in a different amount of distortion.

OUT

Sets the output level without changing the amount of distortion or frequency content.

PATTERN 2 PHASE

Sets a different initial phase for the second pattern. This can be used to slightly set out of sync the two patterns, resulting in even more pattern combinations.

DRIFT

Slightly changes the cutoff frequency for the left and right channel's filters. This can be used to achieve a stereo effect even with a mono-only modulation source, eg. the envelope of a mono signal.

PTN SYNC

Syncs the PATTERN module to the DAW transport and tempo. When PATTERN is synced, the PATTERN's SPEED control sets the DAW tempo divider or multiplier. By default, the PATTERN module syncs to the $\frac{1}{4}$ er note.

PTN 1 FLIP

Flips the first pattern, activating the pattern when before it was silent and vice versa.

PTN 2 FLIP

Flips the second pattern, activating the pattern when before it was silent and vice versa.



ENV FLIP

Flips the ENV signal. When flipped, a louder input level results in a smaller modulating signal and vice versa.

HARMONIC

Switches between the pattern controlling the filter cutoff (On) or the signal level (Off), transforming Stambecco in a classic tremolo or a harmonic tremolo.

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 [a](#) while logged in.

After downloading the files, double-click on the archive (.dmg) file and subsequently on the installer (.pkg) 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.