



USER MANUAL

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OVERVIEW

Cratere - Phaserama is a highly versatile stage-mixing phaser effect. It models three different phaser circuits, each with a distinct number of stages.

Unlike traditional phasers, where only the output of the final stage is used, **Cratere** combines multiple stage outputs for even more unique notch shapes and frequency profiles.

Each stage in **Cratere** adds a subtle distortion to your sound. This means that **Cratere's** behaviour changes for input signals of different levels:

- Low input signals result in deeper notches and a stable resonance.
- Loud input signals distort each stage, resulting in a saturated sound, shallower notches and a growling resonance.

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

6. LFO

7. RANDOM (RND)

8. ENVELOPE FOLLOWER (ENV)

9. MODULATION MIXER (MOD)

10. TONE

12. MAIN

13. HIDDEN PANEL



LFO

The LFO module applies a *periodic* modulation to the phaser frequency.

SPEED

Sets the frequency of the LFO, from a minimum of 0.01 Hz to a maximum of 20 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.

WIDTH

Sets the phase relation between the wave modulating the left channel and the one modulating the right channel, allowing for classic mono to stereo phaser effects.

RANDOM

The **RANDOM** module applies an *unpredictable* modulation to the phaser frequency.

SPEED

Sets the rate of the sample & hold, from a minimum of 0 Hz to a maximum of 20 Hz.

SHAPE

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

ENV TO

Continuously sets the destination of the envelope follower module, from the sample & hold's speed (CCW) to its amplitude (CW).

ENVELOPE FOLLOWER

The ENV module extracts the amplitude profile of the input signal and uses it to change the characteristics of the RND source or to directly modulate the phaser frequency for auto-phaser and envelope-filter effects.

SPEED

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

SENSITIVITY

Sets how much of the extracted amplitude profile is used.

MODULATION MIXER

The MOD module mixes the signals coming from LFO and RND sources.

LFO

Sets the amount of LFO signal modulating the phaser base frequency.

RANDOM

Sets the amount of RANDOM signal modulating the phaser base frequency.



TONE

The TONE module shapes the frequency content of the processed signal.

POLARIMIX

Sets the polarity of the processed signal and the balance between wet and dry. With a positive polarity (CW) Cratere behaves like a traditional phaser, with a wide band frequency response. A negative polarity (CCW) trades one of the notches for a band pass behaviour, focusing the response around the phaser center frequency.

POLARIMIX acts as a dry/wet mix control too, with noon corresponding to only the dry signal and the 2 dot markers (CW and CCW) corresponding to a 50-50 mix.

With the POLARITY control fully CW/CCW, only the wet signal is heard.

STAGES

Selects both the engaged modelled circuit and combination of stage outputs.

The available combinations are:

"4: 2", "6: 2", "8: 2", "6: 2 + 4", "8: 2 + 4", "4: 4", "6: 4", "8: 4", "8: 2 + 6", "8: 4 + 6", "6: 6", "8: 6", "8: 6 + 8", "8: 2 + 4 + 8", "8: 2 + 6 + 8", "8: 2 + 4 + 6 + 8", "8: 8"

where the number before the colon indicates the engaged circuit and the numbers after indicate the selected stages, eg:

"8: 2 + 4" corresponds to the 8-stages circuit combining the outputs of the 2nd and 4th stage.



MAIN

The MAIN module contains the primary controls of the phaser effect.

FREQUENCY

Selects the base frequency of the phaser engine that is modulated by the LFO and RND sources.

FEEDBACK

Selects the amount of wet signal that is fed back to the phaser input. Depending on the selected circuit, the feedback behaviour is different and a distinct number of resonant peaks is observed. The self-oscillating behaviour is limited to avoid unpleasant ringing effects.

The FEEDBACK control is bipolar, meaning that both the amount and polarity of the feedback signal can be controlled. With FEEDBACK at noon, no signal is fed back to the phaser input. With FEEDBACK fully CCW, the output signal is fed back with inverted polarity, vice versa for the control fully CW.

HIDDEN PANEL

Cratere's HIDDEN PANEL is accessed through the caret located in the MAIN module. The HIDDEN PANEL contains additional options useful to modify Cratere's behavior.

IN

Sets the input level. This parameter can be used to dial in the desired amount of distortion.

OUT

Sets the output level without affecting the distortion amount.

STRETCH

Detunes the stages of the modelled circuits, "stretching" the notches' frequencies and reducing the overall resonance.



RND WIDTH

Transforms the mono RND modulation in a stereo one, similar to what LFO WIDTH does to the LFO 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 source to the DAW transport and tempo. When the RANDOM is synced, the RANDOM SPEED control sets the tempo divider/multiplier.

RND BOUNCE

Sets an alternative 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 more the RND SHAPE, the quicker the BOUNCE and vice-versa.

ENV FLIP

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

RND WAVE

Changes the RND wave shape from unpredictable to a classic triangle wave shape, allowing for an envelope controlled periodic modulation.



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.