

# X-WoF II

*X-Wheel of Fortune II*  
Freeware by H.G. Fortune

## Quickstart / Manual



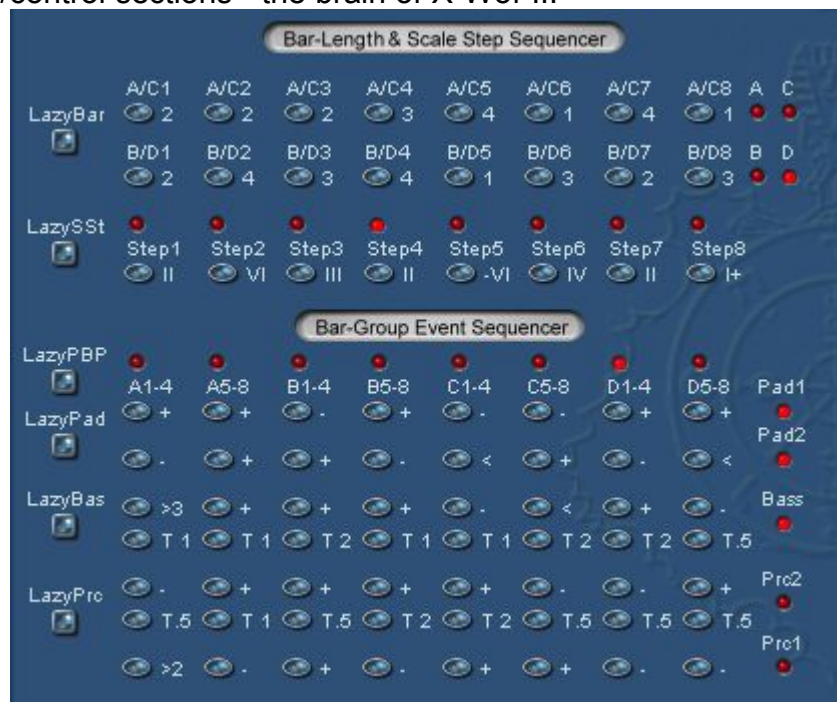
X-Wheel of Fortune II is an integrated, partly algorithmic VSTi music system for creating tracks based on 5 instruments-parts: Pad 1 synthesizer, Pad 2 synthesizer, Bass synthesizer, Perc1 (HiHat) and Perc2 (various percussion instruments). Each patch/preset is actually a complete musical track which can be arranged quite easy by means of the inbuilt sequencers, 12 different musical scales and harmonical steps within these scales. X-WoF II (for short) could also have a subtitle like 'Easy Track Creator' or so.

This music system will be useful for all types of electronic music esp. ambient or experimental and as there is a harmonical structure you can also use it to jam along even in live situations.

There are 32 editable presets/patches available which will take you more than three hours when listening from 1st to end of last one.

## Quickstart: everything is easy if you know a few essentials!

The sequencer/control sections - the brain of X-Wof II:



The Bar-Length & Scale Step Sequencer:

There are two rows to set up the length of the chords for both pad parts in number of bars to be played - ranging from 1 to 4 bars. Both rows are played in succession two times A and B then C and D indicated by the four LED to the right.

The next row serves to set up the harmonical steps from the selected scale (see below) in Roman numerals (I=1, II=2, III=3, IV=4, V=5, VI=6, VII=7, I+= 1 octave up, also -VII, -VI, -V and -IV). Due to this system chords will be played in a musical harmony.

The Bar-Group Event Sequencer is giving you control what parts are playing in sections of A1 to D8 for a range of 4 barsteps each. There are five parts: 2 Pad-parts, 1 Bass-part, 1 Prc2-part for various percussion instruments and 1 Per1-part for HiHat-like sounds. Even more: for the Bass and Prc2 part you can determine a different subtempo for faster and slower periods in a track.

Explanation of signs within the Bar Group Sequencer:

- this bar group is muted
- + this bar group will play (is active)
- < start one bar before this group
- >2 start on 2nd bar (only on bar group A1-4)
- >3 start on 3rd bar (only on bar group A1-4)

T.5 is half subtempo, T 1 is normal subtempo and T 2 is double subtempo for Bass and Perc 2  
Due to this system of two sequencer groups you can have quite a lot variation within a track in muting/activating certain parts

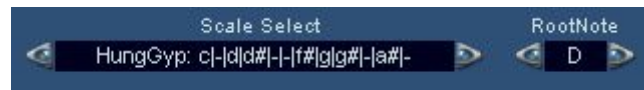
The Main-Control:



Coarse is used for coarse tempo setting while the knob is for a detailed setting. Tempo can be used from Internal or Host clock. Run/Stop is obvious. On PrgChng you can set the machine to stop playing on Program change. Mode:A-D Loop for playing the range from A to D until You stop, while Loop+ uses the Lazy-function to provide new values to the Bar-Length & Scale Step Sequencer ;- ) and Stop finishes playing after D8.

Select a scale & RootNote:

As indicated above you may select one of 12 different musical scales to be used for your track and set a RootNote. Due to this setting the chords and bass-variations will be based on.



The 12 scales are (see Appendix for details):

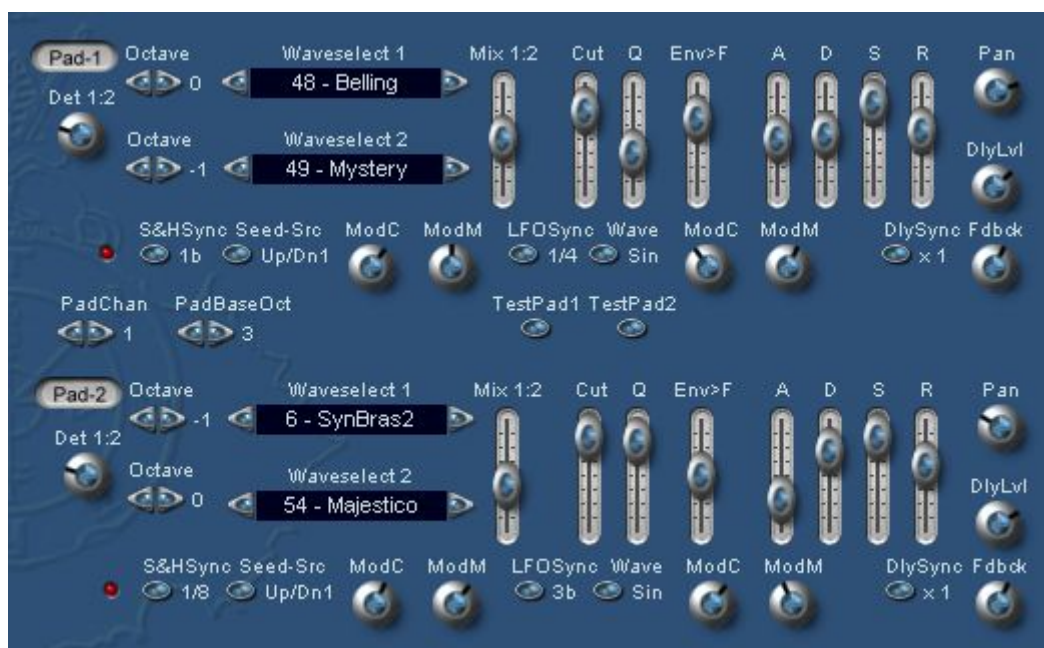
Major, Minor, HrmMinor, Blues, Ravel,,Enigmatic, Javanese, Romanian, Hung(arian)Gypsy, Arabian, Lead(ing)WholeT(one), H(a)rm(onic)Major. (Note: within X-WoF II Pro there will be a lot more scales!)

The Output Mix / Part select section:



The buttons below the labels serve to switch between the display of the corresponding sections: Pad 1 & 2 (on Startup), Bass and Perc(ussion) Prc1 and Prc2

The Instrument parts:



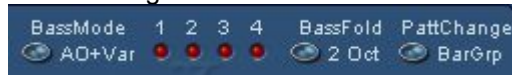
Both pad parts are the same and what is probably most important to be known here is you can edit the Pad-Parts via MIDI-KB:

use Stop-Mode, set A1-4 for Pad1 to + (this one is active then) and Pad2 to - (that's muted now!) - of course viceversa if you want to edit pad part 2; check if MIDI-Channel of KB and PadChan match (MIDI-In port of host active?) that's the only reason why this Chan selector is there. The switch for PadBaseOct allows you to select a base octave for both pad parts while each oscillator can be switched from -2,-1, 0 and 1 octave setting relative to base octave. Alternatively you can use the TestPad1 and TestPad2 buttons but there is need to switch A1-4 to + or - to activate or mute the other pad. So this offers the option to check both pads the same time. Changing RootNote needs switching on/off again to be heard.

Take a bit care when using the mod-knobs as best results are achieved by subtly interacting mod-amounts by S&H and LFO in order to have vivid pads played on a timed range up to 4 bars. Keep also in mind that lowering the Env(elope)-amount on Filter (Env>F) will give more room to mods from S&H and LFO to Filter. Also the Mod to mix between oscillators will provide nice results if carefully adjusted. Mod knobs and Env>F slider have a range from - 0 + (not 0 to max).



For the bass part there is an additional setting:



BassMode to switch between playing alternating octaves or alternating octaves with variations on 3 and 4  
 BassFold allows you to keep the bass with the low range as higher notes (from 1.5, 2 and 2.5 octaves up) will be transposed down by 2 octaves. You can also disable this neat little feature. By PattChange you can determine how more or less the bass-pattern will change during playback: on BarGr(ou)p, Barstep, Var1 & 2.

The Bass section:



What is important to be known here:

There is a quite unique feature to Bass (and Perc2) section as the amount of delay-level is controllable by tempo! Thus at a tempo .5 set at the bargroup sequencer you'll have more amount of delay while at multiplicator 1 and 2 there will be less 'echoes'!! Turning the T>Del knob to right decreases the amount of delay-level corresponding to tempo. While T>Dec modulates the Decay of Envelope depending on tempo.

To edit the bass section you can use the Test On button (in Stop-mode) and even select a pattern which is played while you can tweak the settings. (Give thanks to Vera for requesting this feature.)

The Percussion section



The Prc1-HiHat is based on a noise generator with modulated Filter and a separate delay.

Prc2 is based on sampled instruments within a Soundfont (SF2-file). This section is in some way simplified as of X-WoF but it is offering a more convenient way to select and edit each percussion instrument. Use the Test button to activate continuous repetition of an instrument to tweak it in pitch, Delay level, Tempo-mod on Delay level, pan and volume. DlyGrv adds a certain Groove-factor to the delay as it shifts the tempo. Also there is a pitch modulation for a more humanlike or vivid playback.

Please take into consideration the DlyLv and T>Del knobs are interacting. With T>Del you have an adjustable control on the level of the Delay amount thus in order to have no delay at all this T>Del knob has to be set to zero also (down leftside).

Use of Test-Buttons is best in Stop-Mode (Sequencer not running).

These are the essentials to be known about X-WoF II.

Explicit thanks go to:

**Vera Kinter** for doing the graphic design and patches,

**Ralph Phraner** for bugreporting and supplying additional info

This VSTi was created with SynthEdit by Jeff McClintock using two further modules by David Haupt and Lance Putnam - thank you guys ;-)

Have fun

H.G. Fortune

[www.flomo-art.de/se](http://www.flomo-art.de/se)

More VSTi by H.G. Fortune: STS-17 Transition Synthesizer, Swamp Timbre Modulation Synthesizer, ASET-2121 Mythospheric Space Synthesizer and the X-WoF series of Magic Music Machines.

## Watch out for the enhanced version X-Wheel of Fortune II Pro!

Further tracks by H.G. Fortune's algorithmic work will be made available here:

<http://www.hgf-algorithmics.net/tc/>

### Appendix I:

Possible scale steps selectable within X-WoFII (example on Major scale)

Possible scale steps selectable within X-VI or II (example on major scale)																				
Scale	f	f#	g	g#	a	a#	b	C	c#	D	d#	E	F	f#	G	g#	A	a#	B	C1
Major	-IV	-V	-	-VI	-	-VII	I	-	II	-	III	IV	-	V	-	VI	-	VII	I+	

You can set scale steps from -IV to I+ , in this example from f to C1 covering about one and a half octave. So the notes in the Bar step sequencer can 'move' around the rootnote approx. minus a half octave and 1 octave up.

You may ask, what is the musical use these of scale steps? In any key, a typical musical cadence might start with a Supertonic chord (II), then move next to a Dominant (V), before resolving to a Tonic or Root chord of the key (I). There are many other cadence formulas, (such as IV II V I, or II VII I, or II VI V I, ... etc.) and their use is similar. They punctuate or announce the completion of a musical phrase. If you have questions, there are many sources for further study of musical harmony. (by Ralph Phraner)

12 scales are used within X-Wheel of Fortune II with corresponding scale steps (I-VII)

Scale	C	c#	D	d#	E	F	f#	G	g#	A	a#	B	C	different name(s)
Major	I	-	II	-	III	IV	-	V	-	VI	-	VII	I	Ionian (C Maj)
Minor (natural)	I	-	II	III	-	IV	-	V	VI	-	VII	-	I	Aeolian (E Maj) / Algerian
Harmonic Minor	I	-	II	III	-	IV	-	V	VI	-	-	VII	I	Mohammedan
Blues	I	-	-	II	III	IV	-	V	-	VI	VII	-	I	-
Ravel	I	II	-	III	IV	-	V	-	VI	-	VII	-	I	Super Locrian
Enigmatic	I	II	-	-	III	-	IV	-	V	-	VI	VII	I	-
Javanese	I	II	-	III	-	IV	-	V	-	VI	VII	-	I	-
Romanian	I	-	II	III	-	-	IV	V	-	VI	VII	-	I	-
Hungarian Gypsy	I	-	II	III	-	-	IV	V	VI	-	VII	-	I	-
Arabian	I	-	II	-	III	IV	V	-	VI	-	VII	-	I	Maj. Locrian
Leading Whole Tone	I	-	II	-	III	-	IV	-	V	-	VI	VII	I	-
Harmonic Major	I	-	II	-	III	IV	-	-	V	VI	-	VII	I	-

### Appendix II:

You can use different Soundfonts (.SF2 files) within the Perc2 part but these have to meet a two basic rules:

1. each percussion instrument is a **melodic preset** within a soundfont
2. the range for the sample to be played should be -2 oct and +2 oct from MIDI note 60 (C3).

There is a freeware program Viena (note: only one *n* !) by Kenneth Rundt allowing you to edit Soundfonts without the need of having a special Soundblaster (tm) Soundcard installed.

Known bugs: loading a single patch program (\*.fxp) to first program number (and only there) may change the waveform of the oscillators. This does not apply when loading a patchbank file (\*.fxb)! This has to be fixed in the development-environment.

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