



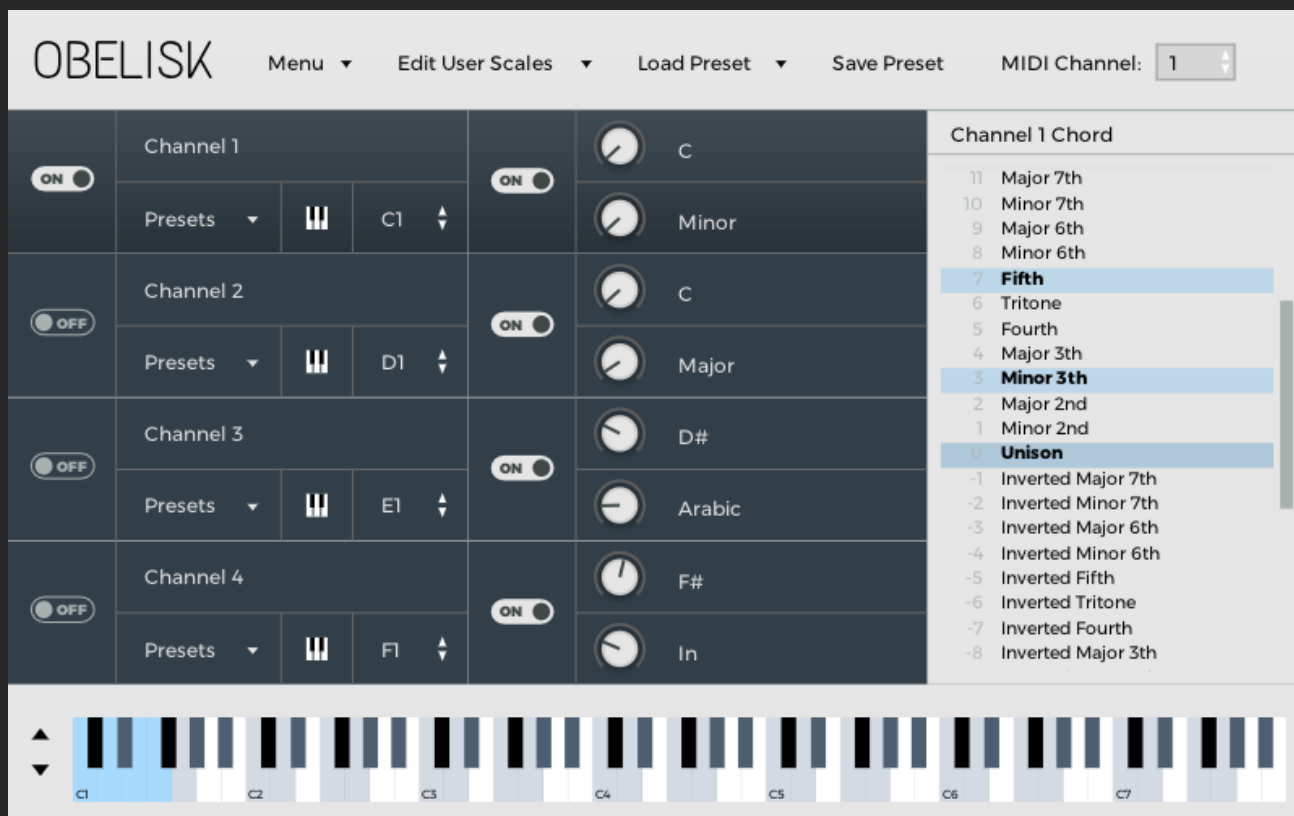
MIDI HARMONISER PLUGIN

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1 - WHAT IS OBELISK?

Obelisk is a MIDI plugin instrument. Rather than produce audio, it produces MIDI. Obelisk is used to harmonise the MIDI given to it. As well as this, Obelisk contains an algorithm for constraining the output to a given key and scale. This plugin is designed to be easy to use and can be dynamically changed as you perform, for example switching the chord or scale using key-switches.

All obelisk controls have pop-up tool tips. If hovering over the control in the same place, after a little while a tool tip appear and will explain what the control does.



2 - INSTALLING OBELISK

Obelisk is currently available as a VST2 plugin. On windows it is a .dll file and on mac it is a .vst file. On windows Obelisk is available in a 32bit version and a 64bit version, named Obelisk32 and Obelisk64. If you are not sure which version you need, there is no harm to just moving both to your install locations. You may need to restart your DAW afterwards.

- To install on Windows move Obelisk32.dll to C:\Program Files (x86)\VSTPlugins and move Obelisk64.dll to C:\Program Files\VSTPlugins.
- On Mac there is only a 64bit version available of Obelisk. To install on Mac move Obelisk64.vst to Macintosh HD/Library/Audio/Plug-Ins/VST/.

If you are familiar with your DAW you might notice that the DAW can be set to look for VSTs in other places as well as the ones above. In this case you can move them to whatever folder you like, so long as the DAW knows to look there.

3 - CONNECTING OBELISK TO A SYNTH

The way that Obelisk is connected to a synth is different for each DAW. Obelisk needs to receive MIDI input and needs to be routed to output MIDI into something else. There is an instructions page on <http://frozenplain.com/products/obelisk> showing how to set up Obelisk in some of the popular DAWs.

4 - TOP SECTION

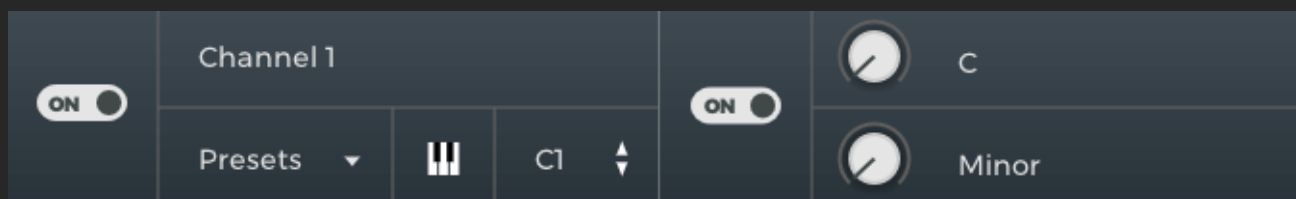
Along the top of Obelisk's GUI is a selection of settings.

- The menu button shows a selection of options. As will all controls, a tool tip will appear explaining them when hovering the cursor over each.
 - GUI size - lets you set the size of the GUI.
 - Default constrain search down - subtly changes the constraining algorithm. When shifting a note to fit into the constrained scale, the algorithm will try to match intervals of the same type. For example if the interval is a third, it will always try to keep third (either major or minor) if that is allowed. If there is no obvious way it should be shifted (for example a tritone), then this option is taken into account. When set to search down, the note will be shifted *down* to the next available interval (for example tritone to 4th), else it will be shifted *up* (tritone to 5th).
 - Repeated notes retrigger - when there is a note that is already down, that is pressed down again, should the note retrigger (send a note-off message followed by a note-on), or just sustain the notes. Sustaining usually works nicely for pad type sound, while retrigger usually works better for sharp sounds.
 - Show interval names - toggles the text on the note picker GUI.
 - Always show key and scale on keyboard GUI - Toggles whether the key and scale should be always shown, or if not whether only when constrain is on.
 - Set all keyswitches macro - a handy way of setting all the keyswitches to a range that is useful to you.
 - Third-party licences - text and licences related the third party tools used to help make Obelisk.
- Edit user scales shows a menu allowing you to pick the exact intervals of the custom scales.
- Load preset shows a menu for loading an .obelisk file from your computer.
- Save preset opens a dialog box allowing you to pick a name and location to save the current state of Obelisk to a .obelisk file.
- The midi channel selector can be dragged vertically to select which midi channel Obelisk should output to.

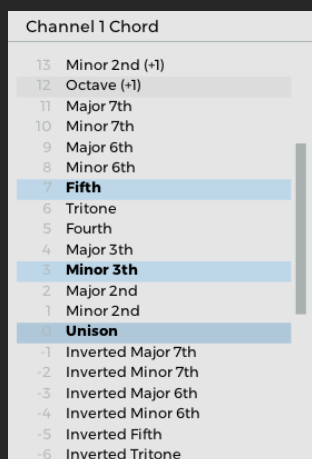
5 - THE FOUR SLOTS

Obelisk consists of 4 identical slots, only 1 channel can be active at a time. Having multiple slots allows you to easily change between chords, keys and scales as you play. The ON switch on the left of each is used to select which slot is currently active. This can also be done with keyswitches. Just right of the PRESETS button is a keyswitch icon, this can be toggled on and off. When on, when the key is pressed (set by the control just right of the button), this slot will become active.

The second ON switch will turn on the constraining algorithm. When on all output from this slot will be constrained to the key and scale set by the 2 knobs just next to it.



6 - NOTE PICKER



Each slot has its own chord picker, this is shown on the right of the GUI. The chord picker shows the chord for the current active slot. This is the interface that you use to select the intervals that you want to harmonise the input with. This is simply done by clicking on the notes that you want. Active notes are highlighted blue. If you have no notes, there will be no output from Obelisk.

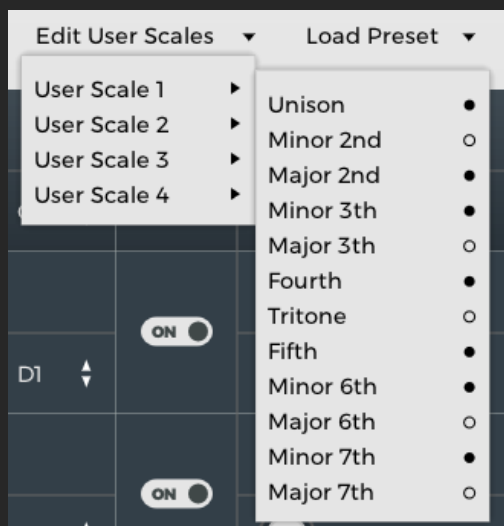
7 - KEYBOARD

The GUI keyboard shows you lots of information about the MIDI input and output of Obelisk. The range that you want to show can be chosen with the up and down arrows on the left. In the picture below the bottom 4 white notes are highlighted in a dull blue. This is to indicate that they are keyswitches. You will also note that throughout the whole keyboard some notes are slightly coloured. This shows the current key and scale that you have selected, which is C Minor in this image. Right above the keyboard is the area where the notes that you play into Obelisk are shown. You can see a small black marker above the G3 in this image. The bright blue notes show the output of Obelisk. In this image you can see that a G3 was inputted, and a G Minor chord was outputted.



8 - CUSTOM SCALES

Obelisk has the option for you to create custom scales. This is done by just selecting the intervals that you want using the buttons in the menu. These custom scales are available from all of the 4 slots. They can be found as the last 4 options of the scale knob. As well as vertically dragged, the scale sliders can be right clicked which will bring up a menu.



9 - CHORD PRESETS

For each slot you can load and save chord presets. By loading a chord preset you simply load those notes onto your current slot. After loading a preset any changes you make do not automatically apply themselves to that preset. If you want to save a particular chord, they can be saved with save preset option. This will save your current notes to one of the slots. The chord presets are global - they are shared by all of slots.

