

# Inear Display Antagone

## User Guide

### Version 1.2



# Introduction

Thank you for using Antagone! To get the most out of it please take some time to read this manual.

# Overview

Antagone is a dual delay plugin<sup>1</sup> designed to turn incoming sounds into glitchy chaos.

Geared towards sound design, Antagone packs several modulators, various mixing combinations for the delay lines, multiple saturation options for the output signal as well as a flexible randomizer section.

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<sup>1</sup> This is a complete rewrite of the now discontinued *Bucephal* plugin.

While all the audio processing has been rewritten from scratch (and a few features added such as damping filters in the delay feedback paths), Antagone tries to stay close to the original Bucephal effect.

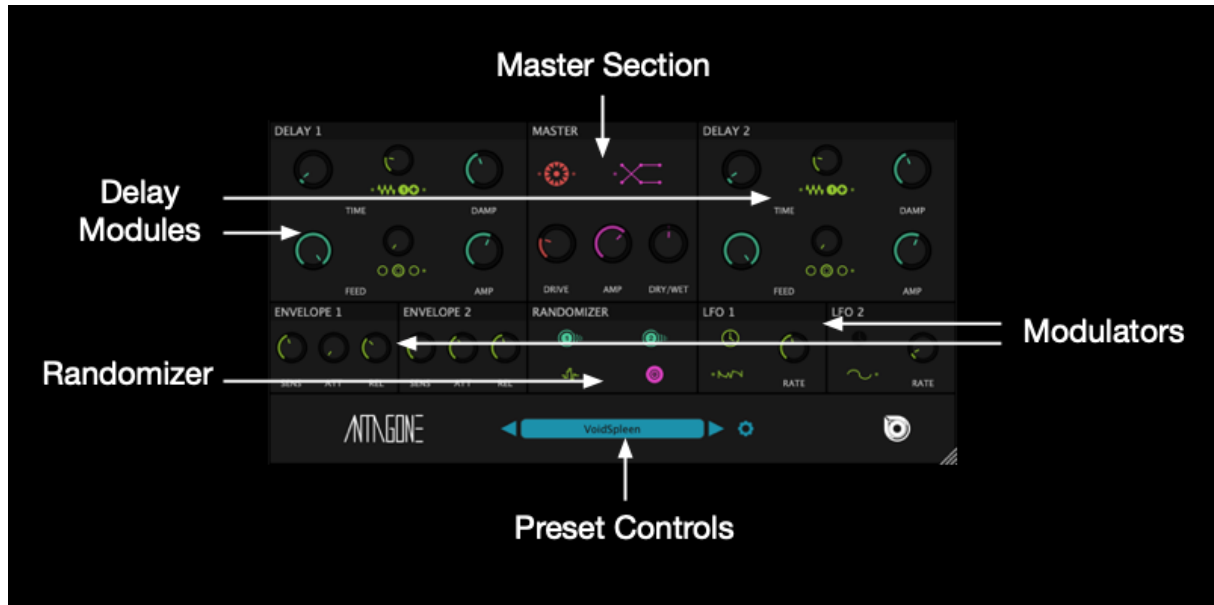
# Installation and First Launch

To use Antagone, you need a VST3 or Audio Unit host such as Ableton Live, Logic Pro, Cubase, Reaper, FL Studio, etc...

**⚠ Antagone is only available as a 64 bit plugin.**

*Once you have installed the plugin, you can open your host and you will find Antagone in the effect plugins list.*

# Interface Overview

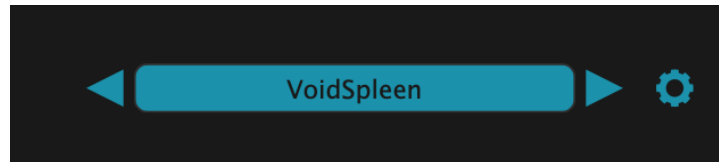


💡 You can scale the plugin window using the handle in the bottom right corner. The settings will be preserved the next time you launch the plugin.<sup>1</sup>

<sup>1</sup> If you set the window to a size that exceeds the screen proportions and cannot revert to a usable size, you can remove the following lines from the preferences file (which can be accessed via the configuration menu and can be opened with any text editor) :

```
<VALUE name="width" val="726"/>
<VALUE name="height" val="363"/>
```

# Loading and Saving Presets



The presets are separated in 2 banks :

- **FACTORY** : factory presets that are bundled with the plugin
- **USER** : user created presets that live in a dedicated folder on your hard drive

The factory presets cannot be overwritten or deleted. If you wish to save a modified version of a factory preset it will be saved as a user preset.

To load a preset, click on the blue display with the current preset name at the center of the footer section. A menu will pop up, with 2 sub-menus for the presets banks mentioned above. Click on the desired preset name to load the corresponding patch. Alternatively you can use the arrow buttons on both sides of the display to cycle through the presets<sup>1</sup>.

To save a user preset, click the **SAVE PRESET** option, located at the top of the preset menu (this function is disabled in the Demo version).<sup>2</sup>

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<sup>1</sup> The navigation arrows will cycle through the presets of the bank containing the current preset (or the factory bank if no preset has been loaded yet).

<sup>2</sup> Only preset files saved at the root of the preset directory will be detected by the plugin.

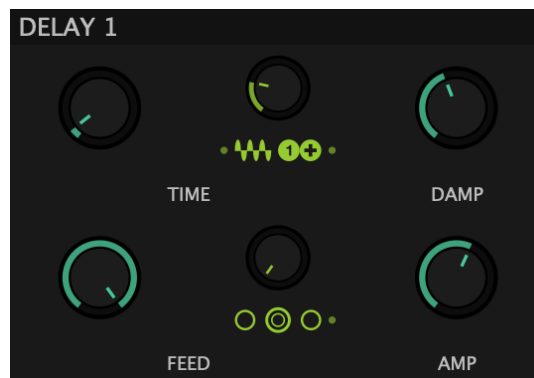
Should you need to access/manage your user presets<sup>3</sup>, you can use the **Show Presets Folder** option in the configuration menu, which will automatically open the appropriate folder on your system where the presets are located.

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<sup>3</sup> Separate banks for factory and user presets appeared in version 1.2. If you are updating from an older version of Antagone, you can remove the legacy factory presets from the user presets folder.

# Delay Modules

The two delay modules located on both sides of the upper half of the panel are the heart of Antagone's audio processing. These modules operate in an identical way but the actual impact they have on the sound depends on the signal routing parameter value (in the **MASTER** module).<sup>1</sup>



The delay modules have 4 key parameters and 2 modulation inputs<sup>2</sup>:

- **Delay Time** : adjusts the delay time from 1 millisecond up to 2 seconds.
- **Feedback** : adjusts the amount of signal which is fed back from the delay output to the delay input.
- **Feedback Damping** : controls the amount of high frequencies in the feedback signal.
- **Amplitude** : adjusts the overall output amplitude of the delay module.

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<sup>1</sup> Depending on the selected signal routing the output of one of the delay modules could be muted.

<sup>2</sup> The behavior of the modulation inputs will be detailed in the Modulations section.



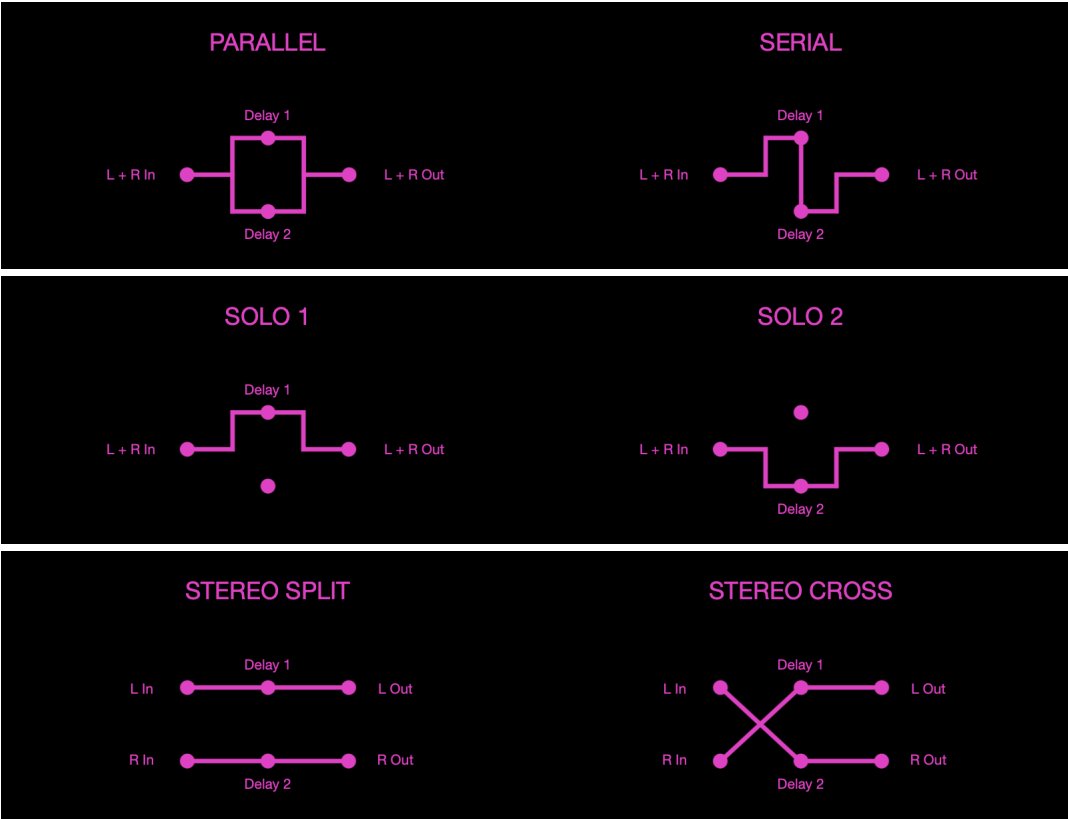
# Master Module

This module mixes the signals of the delay lines and can apply some distortion before crossfading the processed sound with the plugin input signal.



# Signal Routing

The routing control determines how the signals coming from both delay lines will be combined.



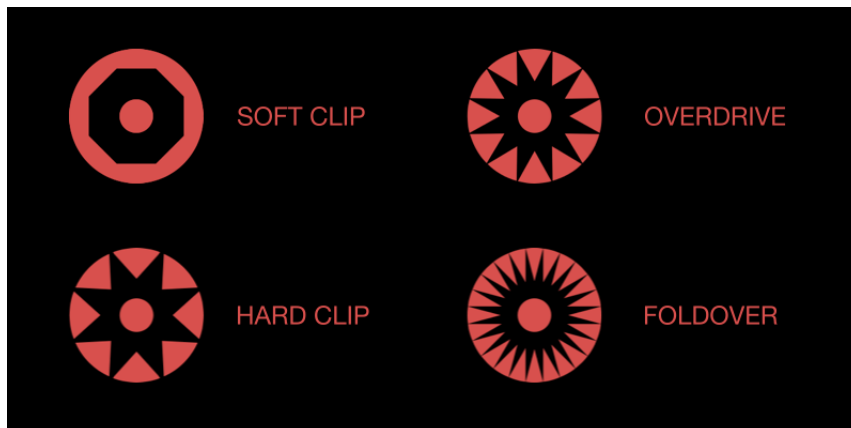
# Distortion

The distortion is applied to the output of the whole chain before reaching the dry/wet signal mixer.

The **Drive** knob controls the amount of distortion applied to the signal. *The drive control is inactive when the distortion is set to soft clip (default mode).*

The 4 possible modes are :

- **Soft Clip** : the default algorithm which applies just a subtle amount of saturation to the signal.
- **Hard Clip** : a harsh, digital sounding algorithm.
- **Overdrive** : a warmer, classical saturation.
- **Foldover** : an aggressive, digital distortion.



# Output

The final stage of the signal chain comprises two controls :

- **Amp** : this control lets you adjust the amplitude of the processed sound coming out of the distortion effect.
- **Dry/Wet** : this control allows you to crossfade between the « dry » input signal of the plugin and its processed (« wet ») signal. When turned fully counter-clockwise it will only let the unprocessed signal go through whereas turned fully clockwise you will only hear the effected signal. When at its center value it will let both signals pass at equal amplitude.

# Modulation

## Modulation Inputs

Both delay line modules have two modulation inputs for the **Time** and **Feedback** parameters. These are the green controls at the center of the module. *Each modulation input works the same way so this description applies to each input across both delay modules.*

- The **Depth** knob adjusts the amount of modulation applied to the target control.
- The **Source** ribbon control lets you select the modulation source that will be routed to the target control. The various sources are described in the illustration below :



# Modulators

As shown above, Antagone offers a selection of 4 modulators : 2 Envelope followers and 2 LFOs.

## Envelopes



The envelope follower modules track the amplitude in the plugin input signal and output a smoothed curve based on this amplitude. The resulting curve can be adjusted using the following controls :

- **Sens** : adjusts the sensitivity of the envelope by boosting/lowering the input signal amplitude.
- **Att** : adjusts the envelope attack time.
- **Rel** : adjusts the envelope release time.

# LFO

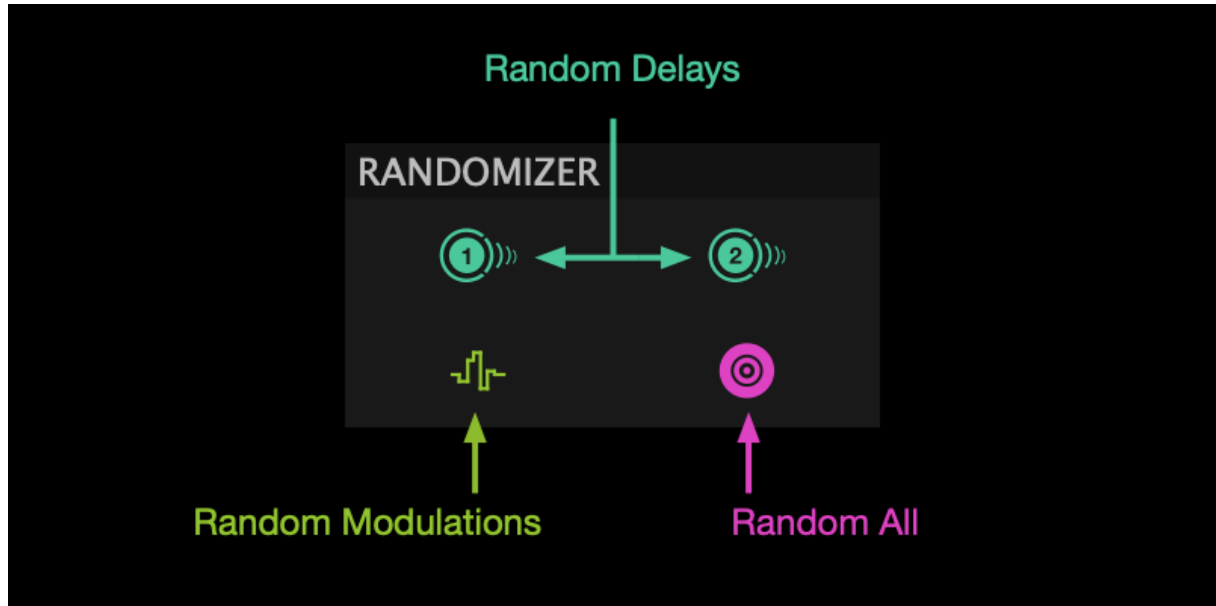


The LFO modules output a cyclical or random waveform.

- The **Clock** icon toggles host tempo synchronization on or off. When on, the Rate knob will use beat divisions as its values.
- The **wave** ribbon control lets you select the type of waveform that will be output by the LFO module.
- The **Rate** knob adjusts the frequency of the wave. When the Clock icon is toggled off, it operates in Hertz values, and when the Clock icon is toggled on, it operates on beat divisions.

# Randomizer

This module allows you to randomize various sets of parameters.





# Configuration Menu

Clicking the gear icon next to the preset navigation controls will bring up the configuration menu which lets you access several global options :

- **Reset to Default Values** : clicking this option will set all the parameters back to their initial values.
- **Show Presets Folder** : click on this option to open the Finder/Explorer at the location of the user presets folder.
- **Show Preferences File** : click on this option to open the Finder/Explorer at the location of the preferences file.
- The last line of the configuration menu displays the current version of the plugin.