

Enhance

Enable to **normalize** the **carrier's spectrum** and **dynamics**, creating a brighter sound

Carrier Type

Select a carrier type: **Noise** - internal noise oscillator, **External** - select a routing point as the carrier, **Modulator** - use the modulator as the carrier, **Pitch Tracking** - a monophonic oscillator track the modulator's pitch

Noise Controller

Control the character of the **noise generator**. The X axis adjusts the **sample rate** and the Y axis adjusts the **noise density**

Unvoiced Level/Sensitivity/Speed

Adjust the **unvoiced noise generator** volume. Adjust the sensitivity of the **unvoiced detection** - at 0% only the main input source is used. Choose either **Fast** or **Slow** voiced and unvoiced detection

Filter Bank

Click and drag within this area to adjust the levels of the individual **bandpass filters**

Filter Bandwidth/Precise/Retro

Control the **bandwidth** of the bandpass filters. Select a **Precise** filter - all filters have equal gain and **bandwidth**, or a **Retro** filter - bands become narrower and louder passing higher frequencies

Envelope Depth

Adjust the depth of the **modulator's amplitude envelope** applied to the **carrier's signal**

Attack Time

Control **Vocoder's** response time to volume changes in the **modulator signal**

Mono/Stereo/L/R

Select how **Vocoder** reacts to stereo material: **Mono** - both modulator and carrier are mono, **Stereo** - mono modulator and stereo carrier, **L/R** - stereo modulator and stereo carrier

Formant Shift

Set the **filterbank frequencies** higher or lower

Dry/Wet Mix

Control the output balance and the **dry** and **wet** signals

Output Level

Boost or cut the output level of **Vocoder**

Release Time

Control how long the **filter bands** hold their volume before dropping to zero

Gate Threshold

Adjust the **filterbank threshold** - any bands volume below the threshold are silent

Number of Bands

Control the number of **bandpass filters** - more filters equals more accurate analysis but more CPU usage

