



# Flare

ADDITIVE SYNTHESIS OSCILLATOR  
KORG MULTI ENGINE PLUGIN

**USER MANUAL**



**Flare** is an additive synthesis oscillator plugin for KORG **prologue**, **minilogue xd** and **NTS-1**. It runs 8 sine wave partials configured as a harmonic series that can be further shaped by one of many different pitch ratio curves, which allows the plugin to produce a wide range of timbres: from organic and smooth, to metallic and dissonant. The "spectrum trim" feature makes it possible to gradually reduce the amount of additive harmonics, essentially acting like an ideal brick-wall low-pass filter – plus, it's always working progressively towards the higher frequency range, resulting in a perfectly clean output with absolutely zero aliasing. **Flare** also features a built-in multi-mode modulation generator which can be applied onto three parameters at the same time, adding dynamic sound animation.

## HIGHLIGHTS

- Additive synthesis engine with 8 sine wave partials and full aliasing suppression
- Tone shaping via multiple harmonic pitch ratio curves and variable spectrum trim
- Built-in envelope generator and LFO for modulating pitch, spectral curve and spectral trim parameters
- Built-in lag filters for noise-free, ultra-smooth parameter adjustment and modulation

## COMPATIBILITY

- KORG **prologue**
- KORG **minilogue xd**
- KORG **NTS-1**

## PACKAGE CONTENTS

- **Flare** plugin in **prologue**, **minilogue xd**, and **NTS-1** formats
- 20 example presets for **prologue**, **minilogue xd** and **NTS-1** (in the form of preset tables)
- User Manual PDF
- Multi Engine Preset Converter utility



Before you install any third-party plugins, please make sure that you have the latest **system update** installed on your KORG synthesizer, and that you also perform the **panel update** and **voice update** procedures if they are required after the update. Older system versions can have major issues with newer plugins. And you should keep the **Sound Librarian** application updated, too.

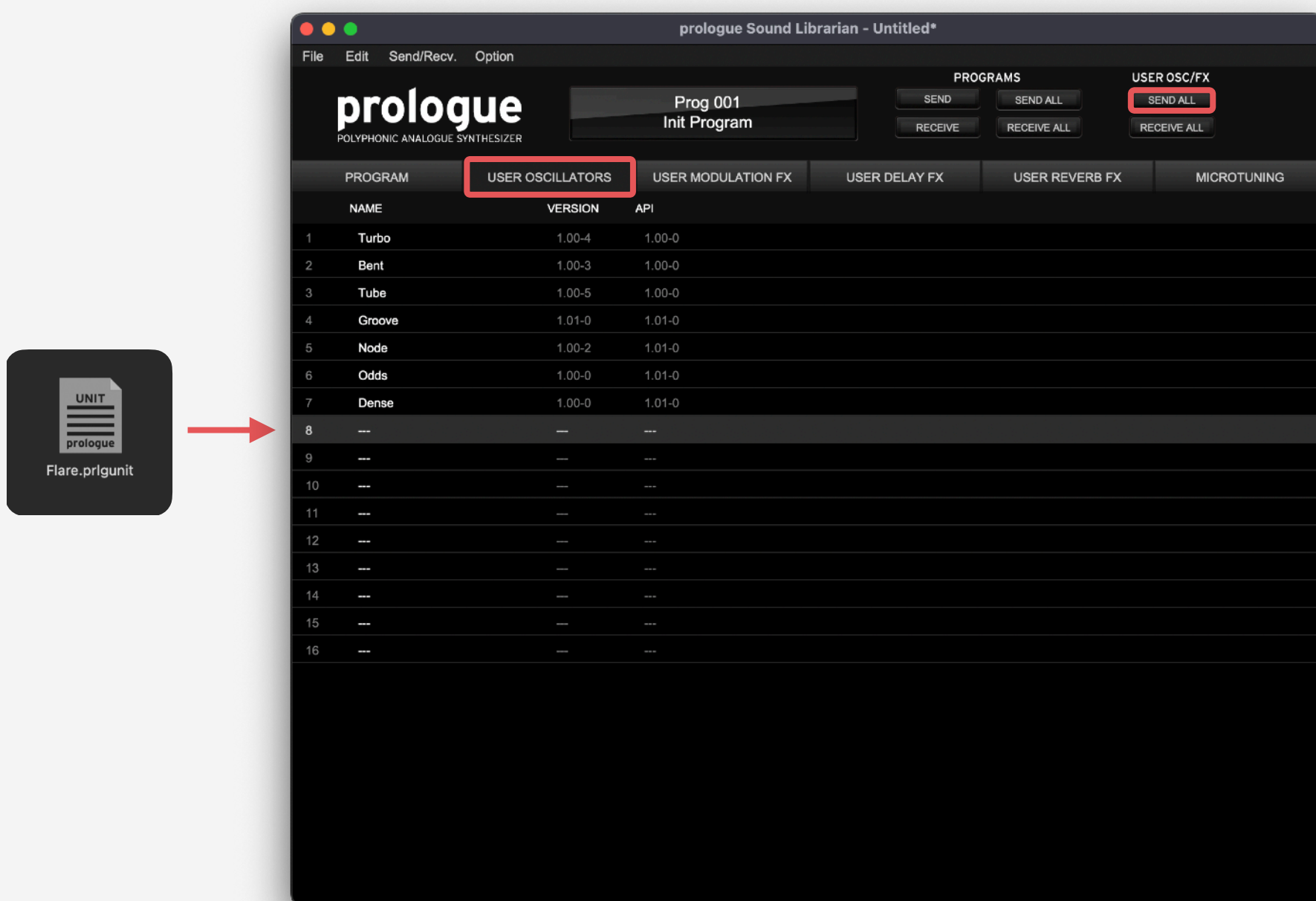
Follow the links below to check and download the latest software for your synthesizer:

- Software for KORG [prologue](#)
- Software for KORG [minilogue xd](#)
- Software for KORG [NTS-1](#)

# INSTALLING THE PLUGIN

3/7

1. Connect your synthesizer to your computer with a USB cable. Alternatively, connect them together via two MIDI cables and a USB-MIDI interface for your computer.
2. Launch the Sound Librarian application on your computer.
3. Switch to the USER OSCILLATORS tab.
4. Drag and drop the **Flare** plugin file into any available oscillator slot. Please note down the number of this slot: you will need it to correctly install the presets that come with the plugin.
5. Click the SEND ALL button in the USER OSC/FX toolbar section.



To get the latest version of **Flare**, visit the **Sinevibes** website and request your downloads:  
[www.sinevibes.com/updates](http://www.sinevibes.com/updates)

# INSTALLING THE PRESETS

4/7

1. Connect your synthesizer to your computer with a USB cable. Alternatively, connect them together via two MIDI cables and a USB-MIDI interface for your computer.
2. Launch the Sound Librarian application on your computer.
3. Switch to the PROGRAM tab.
4. Check the user oscillator slot number into which you installed the plugin. In the **Flare** package, open the Presets folder, and then open the folder that has the same number.
5. In the Sound Librarian, click to highlight the target preset location, then drag and drop the desired preset file into this location. Repeat this for all presets you'd like to install.
6. Click the SEND ALL button in the PROGRAM toolbar section.



prologue Sound Librarian - Untitled\*

File Edit Send/Recv. Option

prologue POLYPHONIC ANALOGUE SYNTHESIZER

Prog 001  
Init Program

PROGRAMS: SEND, SEND ALL, RECEIVE, RECEIVE ALL

USER OSC/FX: SEND ALL, RECEIVE ALL

PROGRAM	USER OSCILLATORS	USER MODULATION FX	USER DELAY FX	USER REVERB FX	MICROTUNING		
NAME	CATEGORY	LIKE	TIMBRE	VCO1	VCO2	MULTI	MICROTUNING
1 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
2 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
3 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
4 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
5 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
6 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
7 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
8 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
9 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
10 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
11 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
12 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
13 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
14 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
15 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
16 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered
17 Init Program	POLY SYNTH	---	LAYER	SAW	SAW	NOISE	Equal Tempered

LIVE SET A: [---] [---] [---] [---] [---] [---] [---] [---]

LIVE SET B: [---] [---] [---] [---] [---] [---] [---] [---]

LIVE SET C: [---] [---] [---] [---] [---] [---] [---] [---]

LIVE SET D: [---] [---] [---] [---] [---] [---] [---] [---]

To use **Flare** for creating your own sounds, you need to load the plugin into the MULTI ENGINE oscillator. It is best to start from an initialized preset to make sure that there are no pre-existing sound adjustments that could prevent the plugin from sounding correctly.

## prologue

- Select an initialized patch.
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to USR.
- Use the TYPE dial to scroll through plugins until you select **Flare**.

## minilogue xd

- Select an initialized patch.
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to USR.
- Use the TYPE dial to scroll through plugins until you select **Flare**.

## NTS-1

- Turn the synthesizer off and on again to initialize the current patch.
- Press the OSC button.
- Use the TYPE dial to scroll through plugins until you select **Flare**.

**NOTE:** due to the limited resources on the **NTS-1**'s single processor, and considerable resource requirements for **Flare**, it can affect the total amount of effects you can run at the same time.

Like all multi-engine plugins, **Flare** includes additional parameters that enable deep customization. Below are the instructions for accessing and editing them depending on the device model. For the detailed description of what each parameter does, please see the [PARAMETER GUIDE](#).

## prologue

- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the function key #7 repeatedly to switch between the additional plugin parameters.
- Use the PROGRAM/VALUE dial to adjust the currently selected parameter.

## minilogue xd

- On the **minilogue xd** module, make sure that the KEYBOARD switch is off.
- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the sequencer key #10 repeatedly to switch between the additional plugin parameters.
- Use the PROGRAM/VALUE dial to adjust the currently selected parameter.

## NTS-1

- Press and hold the OSC button, then rotate the TYPE dial to enter the oscillator parameter edit mode.
- Use the TYPE dial to switch between the additional plugin parameters.
- Use the B knob to adjust the currently selected parameter.

# PARAMETER GUIDE

7/7

Parameter	Range	Description
<b>SHAPE / A</b>	0 .. 100%	<b>Curve Intensity:</b> varies the intensity of a pitch ratio curve applied onto the additive engine's harmonics, omitting the fundamental (base note pitch)
<b>SHIFT+SHAPE / B</b>	0 .. 100%	<b>Spectrum Trim:</b> gradually reduces the level of the additive engine's harmonics, starting from the highest, and down to the fundamental; the synthesizer's main internal LFO is routed into this parameter
<b>Curve Type</b>	1 .. 12	Selects one of many available pitch ratio curves to be applied onto the additive engine's harmonics
<b>MG Type</b>	1 .. 7	Selects the modulation generator type and shape: <ol style="list-style-type: none"><li>1. <b>EG</b> (envelope generator) with a decay stage and sustain level of 0.0</li><li>2. <b>EG</b> with an attack stage and sustain = 1.0</li><li>3. <b>EG</b> with attack and decay stages of equal duration, sustain = 0.0</li><li>4. <b>EG</b> with attack and decay stages, attack 5x faster than decay, and sustain = 0.0</li><li>5. <b>LFO</b> (low-frequency oscillator) with a triangle waveform</li><li>6. <b>LFO</b> with a triangle waveform and inverted initial phase</li><li>7. <b>Random</b> value on each new key press</li></ol>
<b>MG Speed</b>	0 .. 100%	Modulation generator speed: mapped to 0.05 .. 20 s when in envelope mode, to 0.05 .. 20 Hz in LFO mode; the parameter is ignored in random value mode
<b>MG Pitch D.</b>	0 .. 100%	Amount of modulation applied onto oscillator pitch
<b>MG Curve D.</b>	0 .. 100%	Amount of modulation applied onto <b>Curve Intensity</b> parameter
<b>MG Trim D.</b>	0 .. 100%	Amount of modulation applied onto <b>Spectrum Trim</b> parameter





**SINEVIBES**

***DOWNLOADABLE  
SUPERPOWERS***