

Owner's manual



EMBER

Hello and Thank you!

Thanks a lot for buying a plug-in from Yum Audio!

We hope that you will have **a lot of creative ideas and as much fun using it as we do.**

Our mission is to create indispensable tools that stand out from the crowd through **quality of sound, performance, and design.**

We strongly believe that audio software should inspire you and help to fuel creative endeavors, not complicate them. Most importantly, our plugins should allow you to effortlessly focus on enjoying creating music and sound, so have fun and keep being creative!

This manual will guide you through the plugin and help you integrate it into your audio production arsenal.

If there are things unclear, you can always read our FAQ online and get in touch on

www.yumaudio.com/support

We're happy to hear from you and see what you created with our software. Share it on your social media, tag your post with **#yumaudio**, and we might just share your work!

Now let's get started - have fun and create some tasty productions!

MANUAL & SYSTEM REQUIREMENTS

System Requirements:

AAX, VST3, AU versions included

64-bit only (Mac / PC)

Mac OS X 10.11 or higher

Windows 10

At least 4GB of RAM, 16GB is recommended

At least 200MB of free drive space (OS drive)

This Product is supported by the following DAWs:

Ableton Live 10.1+ (Mac & PC: AU, VST3)

Bitwig 2+ (Mac & PC: AU, VST3)

Cubase 8+ (Mac & PC: VST3)

Digital Performer 10+ (Mac & PC: AU, VST3)

FL Studio 12+ (Mac & PC: VST3) Garageband 10+ (AU)

Logic Pro 9+ (AU)

Pro Tools 11+ (Mac & PC: AAX)

Presonus Studio One 4+ (Mac & PC: AU, VST3)

Reaper 5+ (Mac & PC: VST3)

Cakewalk by BandLab (PC: VST3)

TABLE OF CONTENTS

1. INSTALLATION & ACTIVATION
2. GLOBAL CONTROLS
3. PLUGIN FEATURES & CONTROLS

1. INSTALLATION

Windows & Mac

We provide distinct installers for Mac and PC. Choose the one for your operating system and open it.

The Yum Audio installer will guide you through the installation process and install all relevant plugins on your system.

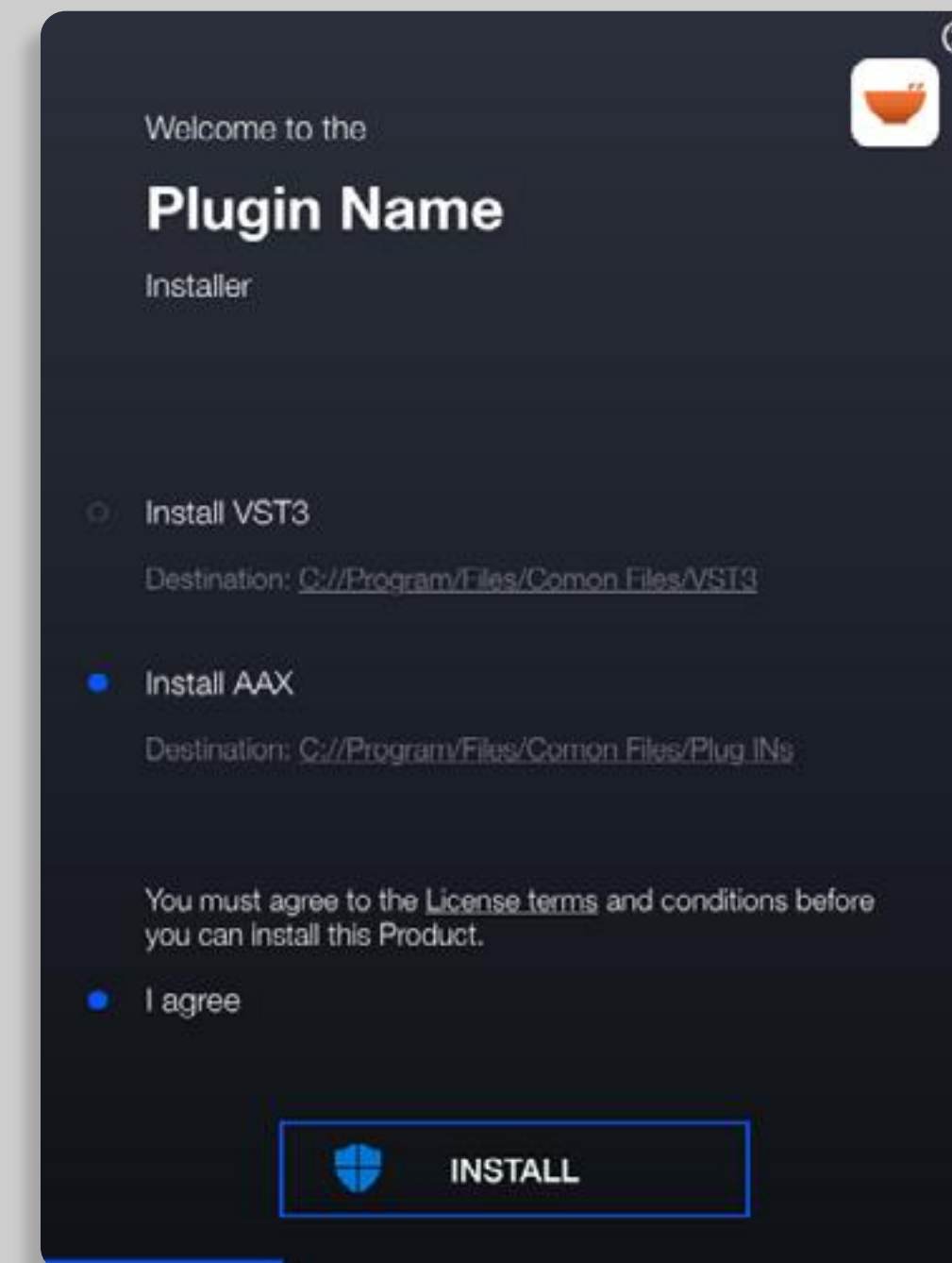
The following plugin types are available for Windows and Mac.

Windows:

VST3 (64bit) and AAX

Mac:

VST3 (64bit), AAX and AU



Plugins are installed to the following locations **on Windows:**

VST3 Plugin:

C:\Program Files\Common Files\VST3

AAX Plugin:

C:\Program Files\Common Files\Avid\Audio\Plug-Ins (AAX)

1. INSTALLATION

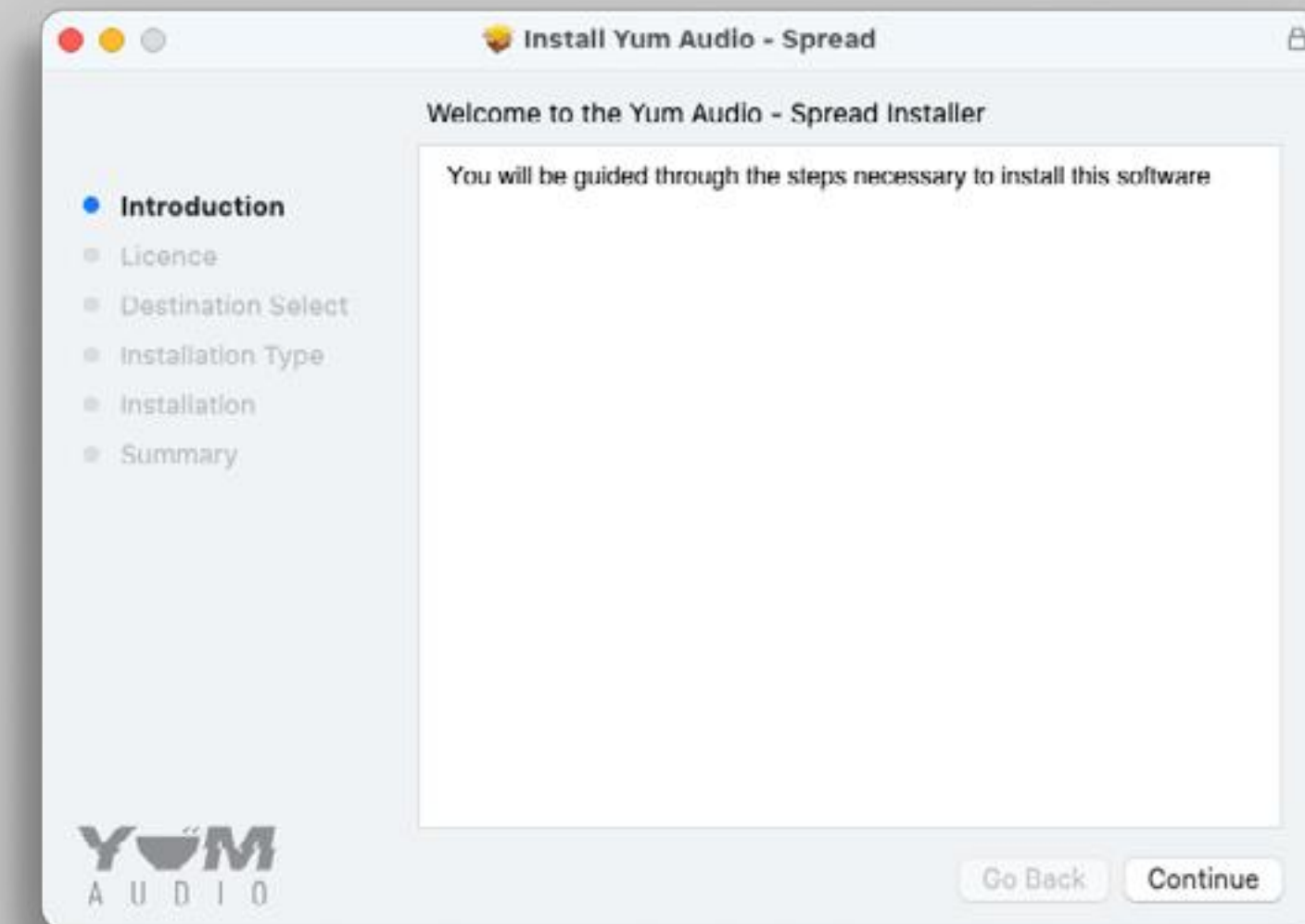
Apple Mac

The Mac installer will automatically install every plugin to the relevant path on your system.

To start the installation on Mac launch the corresponding .pkg file of the plugin installation you [downloaded](#).

This will automatically launch the Yum Audio installer and [guide you through the installation](#).

Select the plugin types you require and click [Continue](#) to start the installation.



Plugins are installed to the following locations [on Mac](#):

AU Plugin:

/Library/Audio/Plug-Ins/Components

VST3 Plugin:

/Library/Audio/Plug-Ins/VST3

AAX Plugin:

/Library/Application Support/Avid/Audio/Plug-Ins

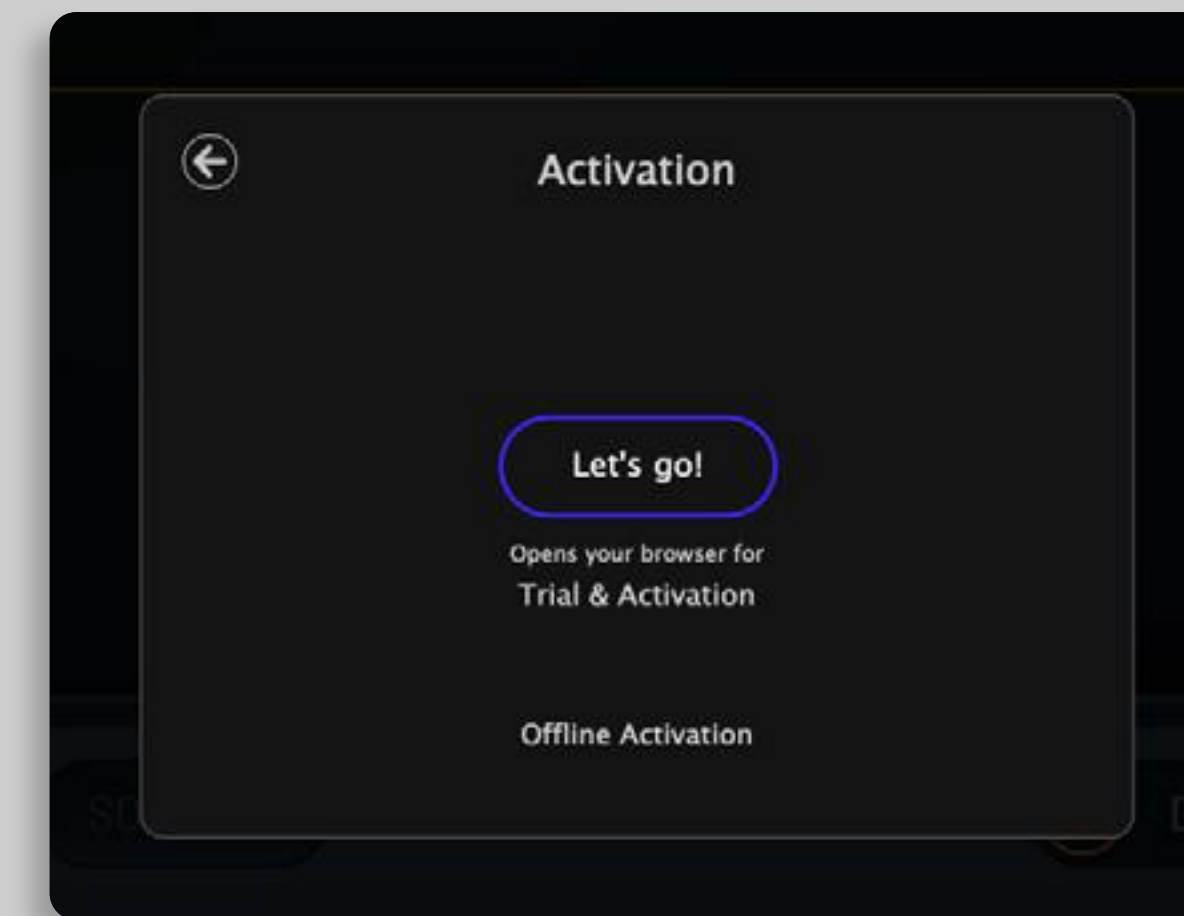
1.2 LICENSE ACTIVATION

Online & Offline

Yum Audio plugins offer online and offline license activation methods as well as license deactivation.

With every purchase [you get 3 activations](#), which allows you to install a plugin on [two of your workstations at a time. No dongles required!](#)

On a new installation of a plugin you will be prompted with the login and activation screen. While in trial mode this screen can always be accessed by [clicking on the Yum Audio logo](#) in the plugins menu .



1.2 LICENSE ACTIVATION

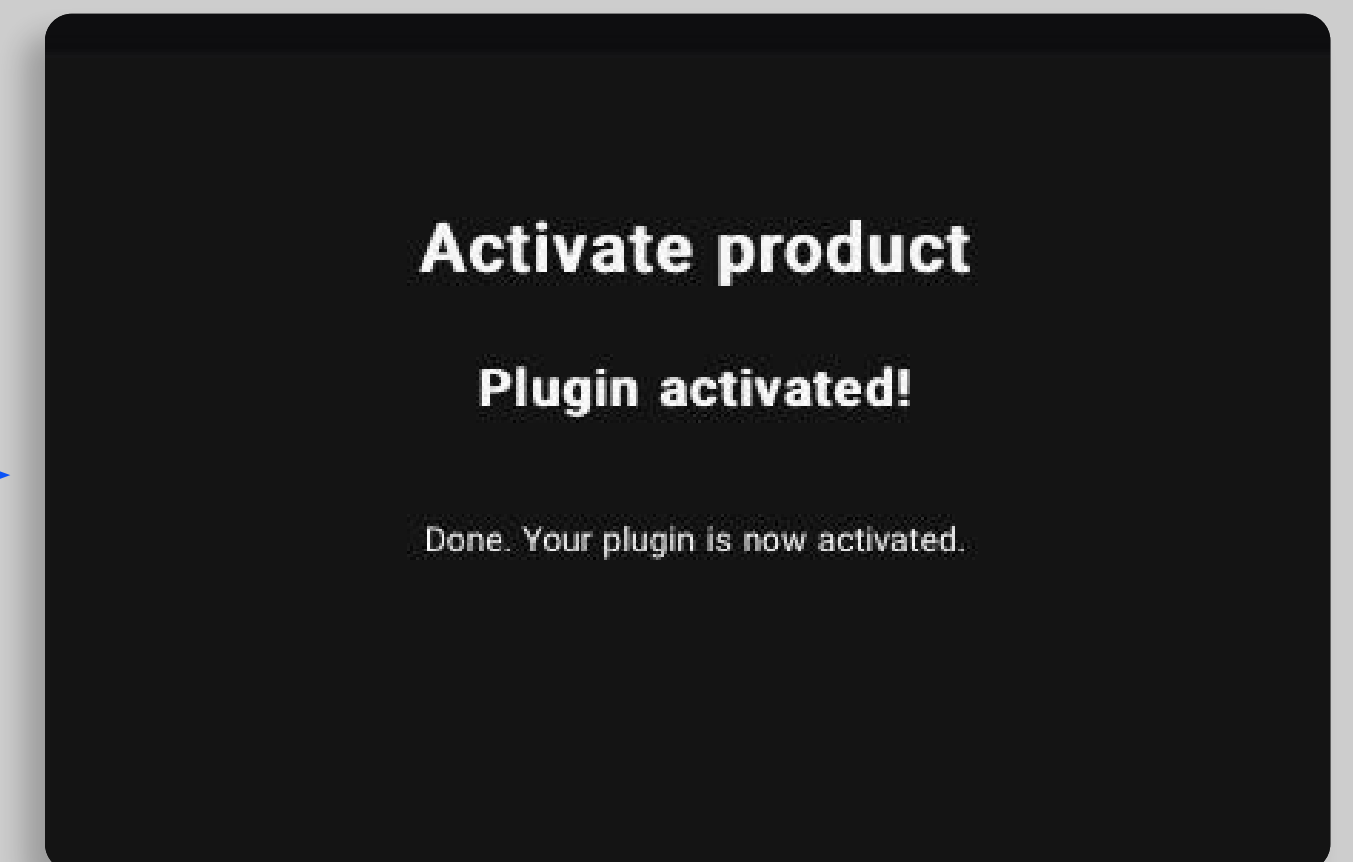
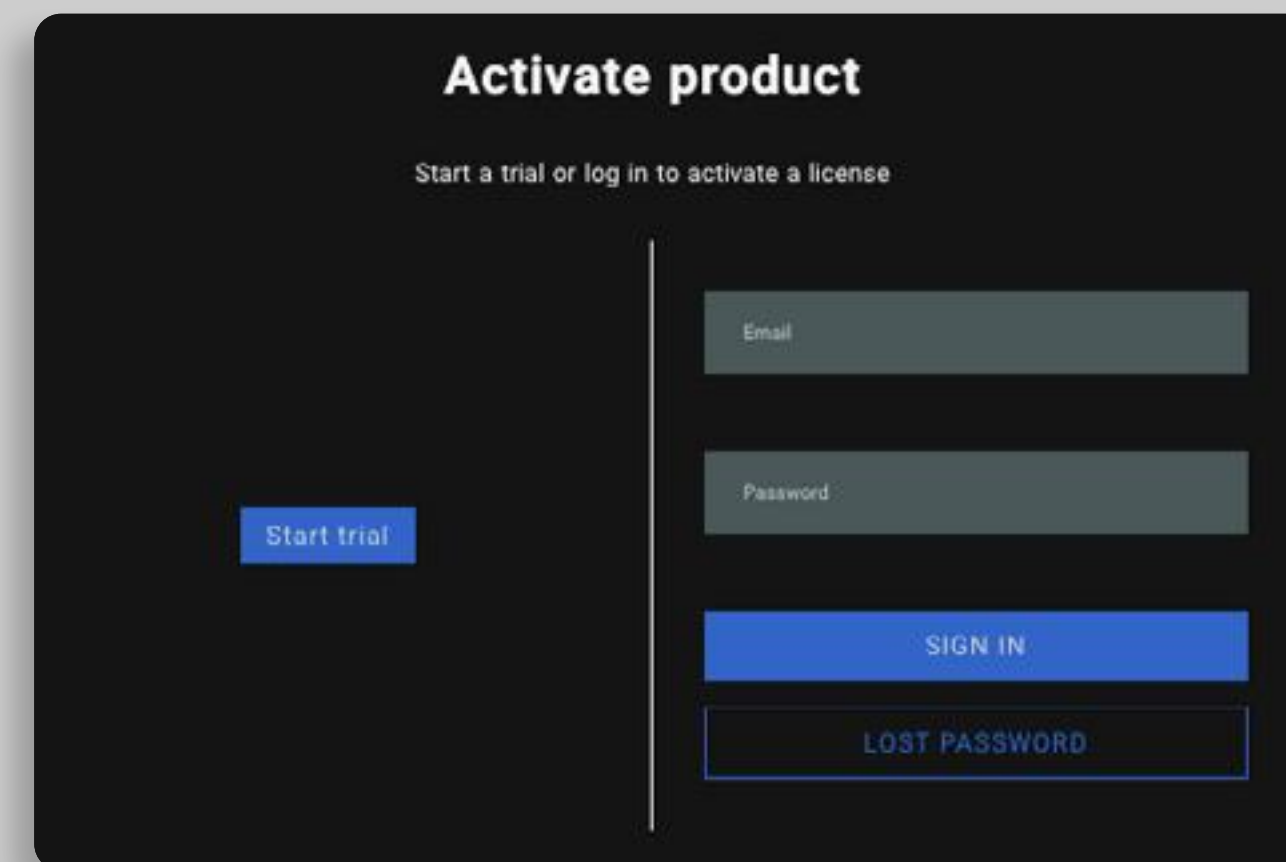
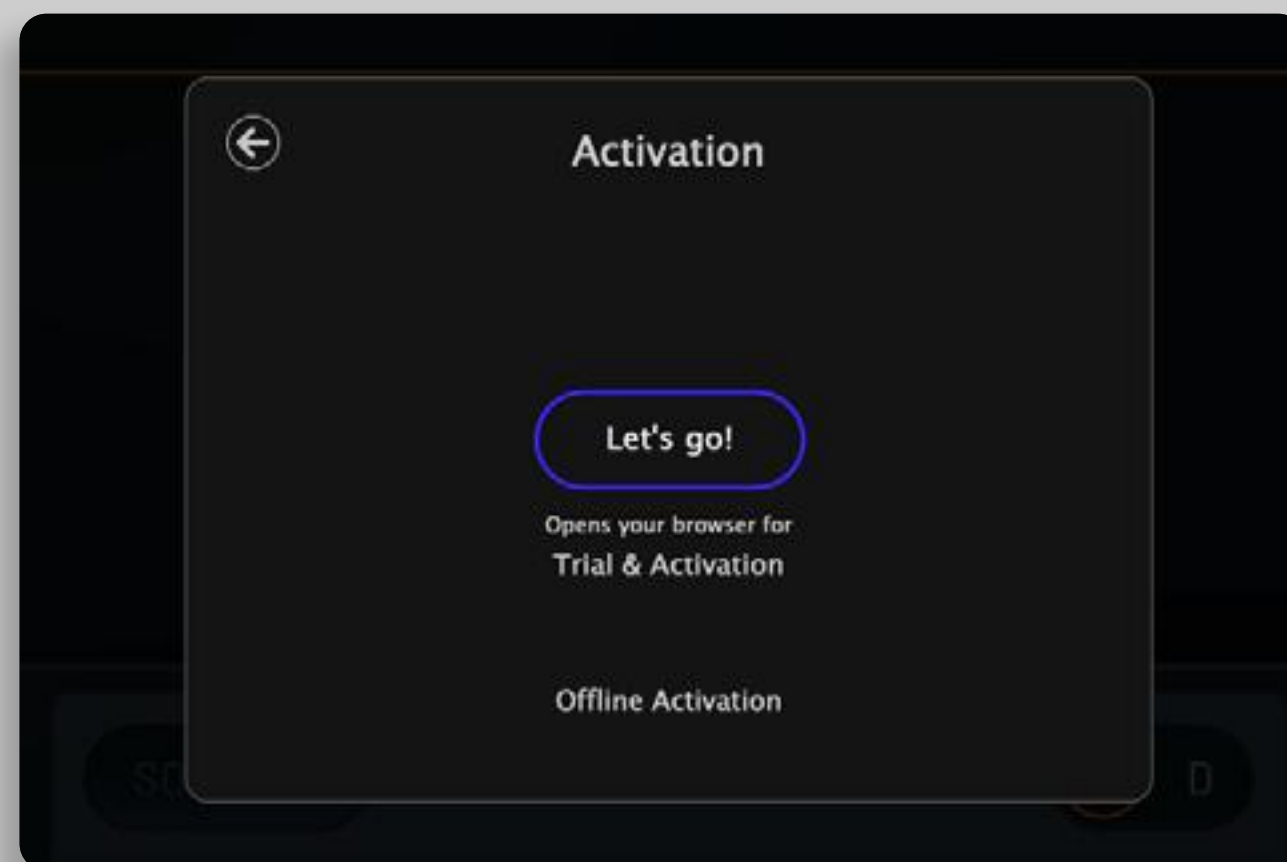
Online

To start the automatic activation click the **Let's go!** button in the top middle of your activation screen.

This will open your **browser** and direct you to the Yum Audio activate license webpage.

Afterwards the plugin will **activate automatically** and you can return to your DAW and start creating!

If you are not already logged in on the Yum Audio webpage you will have to **enter your Yum Audio login** credentials on the page.



1.2 LICENSE ACTIVATION

Offline



If you have a machine without access to the internet that you would like to activate, choose Offline Activation by clicking on the option below the login button.

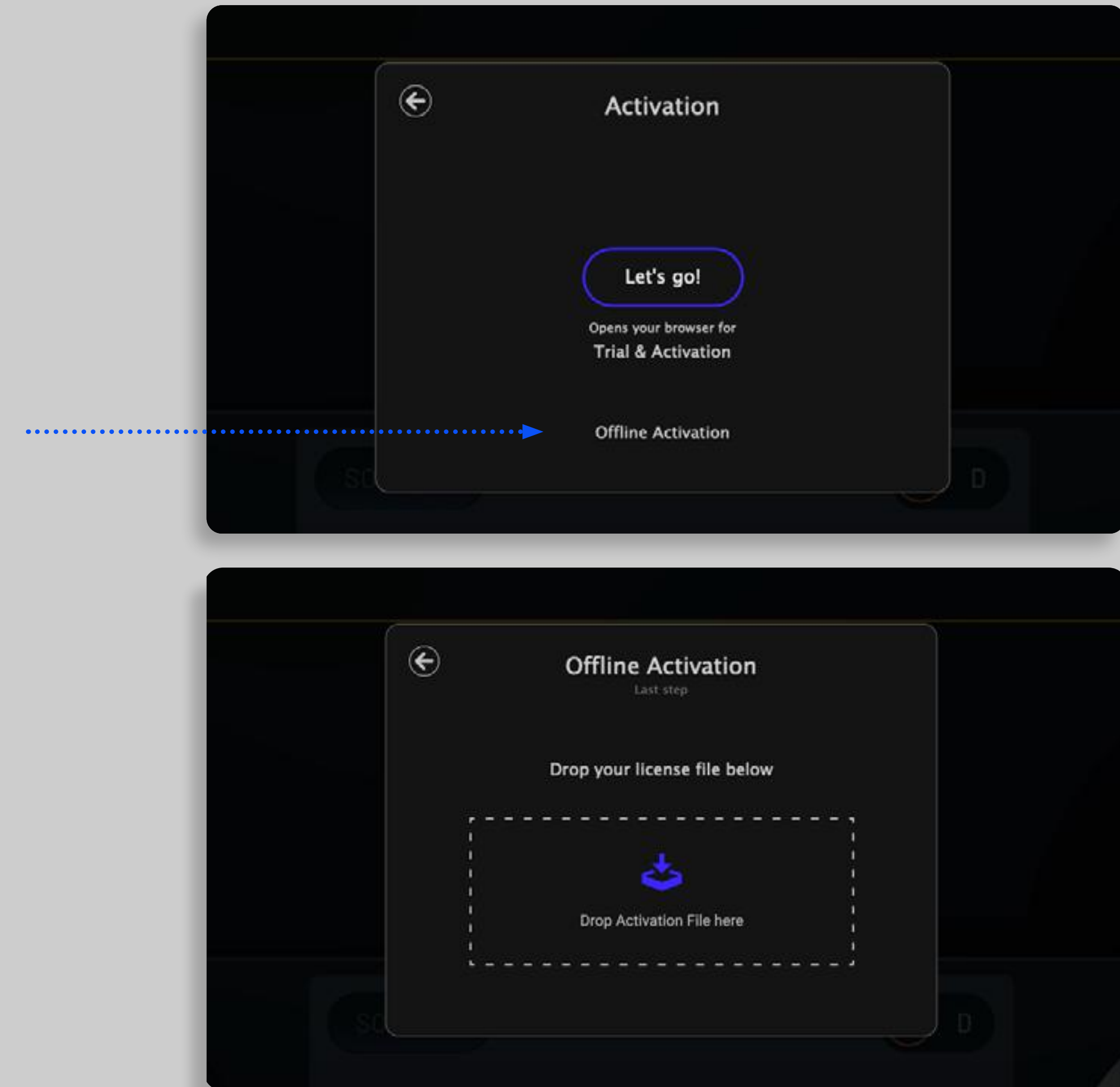
For the activation process generate a file that contains your machine ID by clicking on the [Generate License File](#) button.

Copy this file to a machine with access to the Internet and go to www.yumaudio.com/activate to create a license.

You will receive a license file from the webstore that you can select on your offline machine by either [dropping it directly](#) onto the button with the little arrow or clicking the button and [selecting the file manually](#).

This will activate your offline machine with a valid Yum Audio license, and you're ready to use the plugin.

Note that offline activations are **NOT REVOKABLE** and permanently bound to your machine.



1.2 LICENSE DEACTIVATION

Offline & Online

On an activated plugin clicking the Yum Audio logo will show your licence info and an option to deactivate.

You can deactivate a license in any of our plugins with an active Internet connection by clicking the [Deactivate License button](#).

Deactivating a license activated online will [free up one activation](#) on your Yum Audio account and you can [activate the plugin again on another machine right away](#).

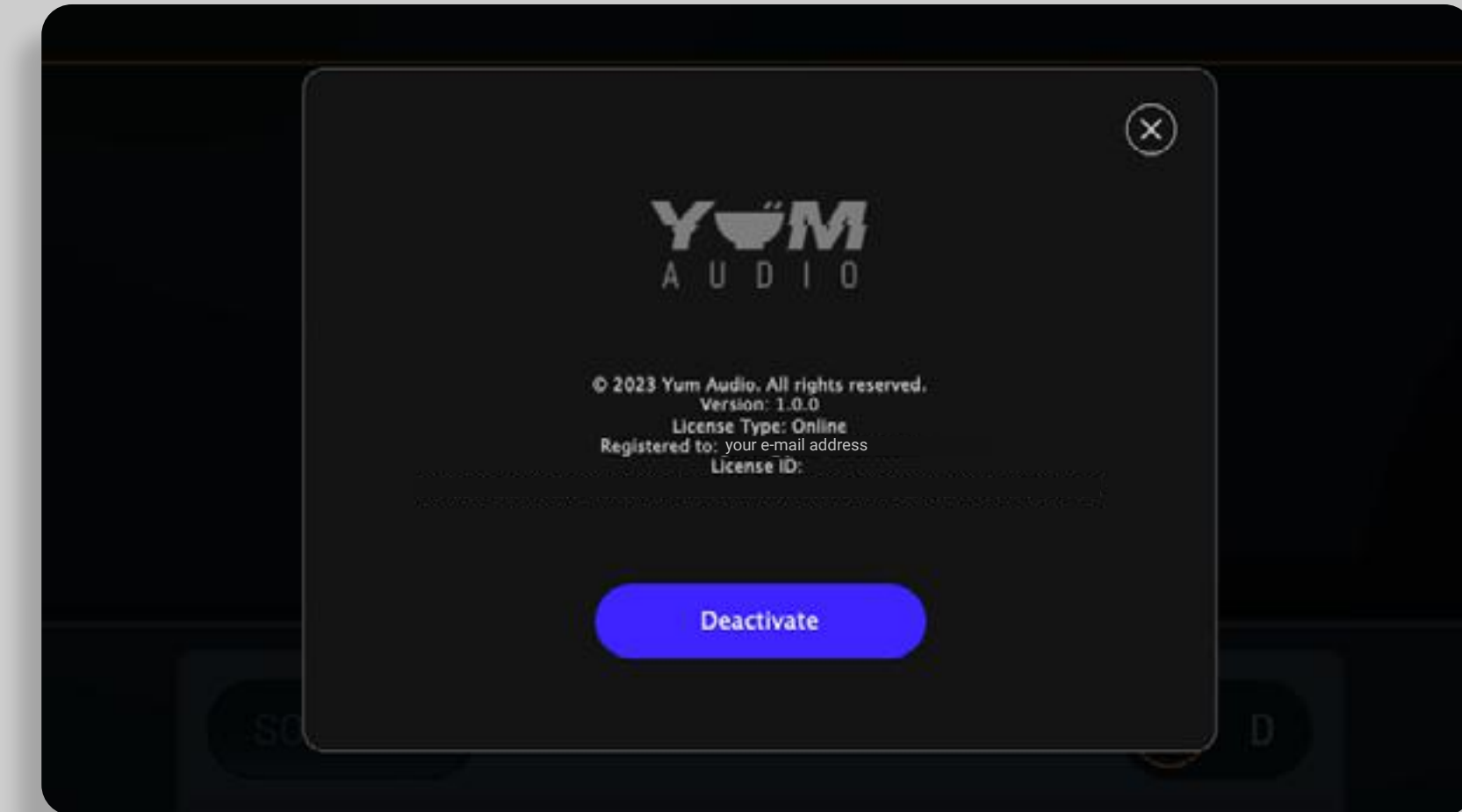
Important: no deactivation is allowed for machines activated offline - [every offline activation](#) will [permanently remove one of the activations from your account](#).

Get more activations for a purchased plugin

Every purchase of a plugin comes with [two activations](#) of the plugin license in your Yum Audio account. Due to the option of deactivation of the online licenses this should have you covered for all of your devices in the future.

If you are a larger studio or academic institution, or if you want to increase your personal license count, this can be done [simply by buying another issue](#) of the plugin from the Yum Audio store.

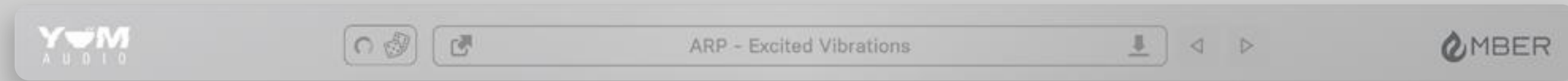
[Every purchase will grant 2 licenses](#) in your account. This way you can easily manage larger studio setups with many machines from a single Yum Audio user account.



2. THE MENU BAR

Menu Bar

The Yum Audio menu bar is shared across all Yum Audio plugins.



The menu bar offers access to [global functions](#) of each of our plugins:

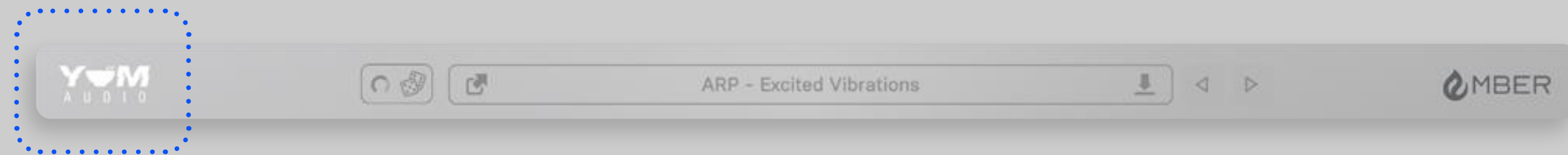
Plugin info & license status

Preset browser, loading, saving and selecting presets

2. THE MENU BAR

Plugin info & license status

You can open the plugin info & license status by clicking on the [Yum Audio logo](#) in the top left corner of the plugin.



This will open the plugin info window where you can see the version number and the license status of your activation or trial.



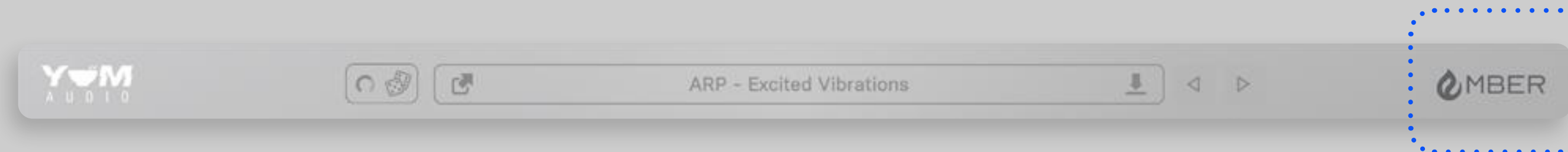
Each of our plugins has its own logo as part of the interface on the right side of the menu bar.

Clicking on the [logo will open the respective manual for each plugin.](#)

2. THE MENU BAR

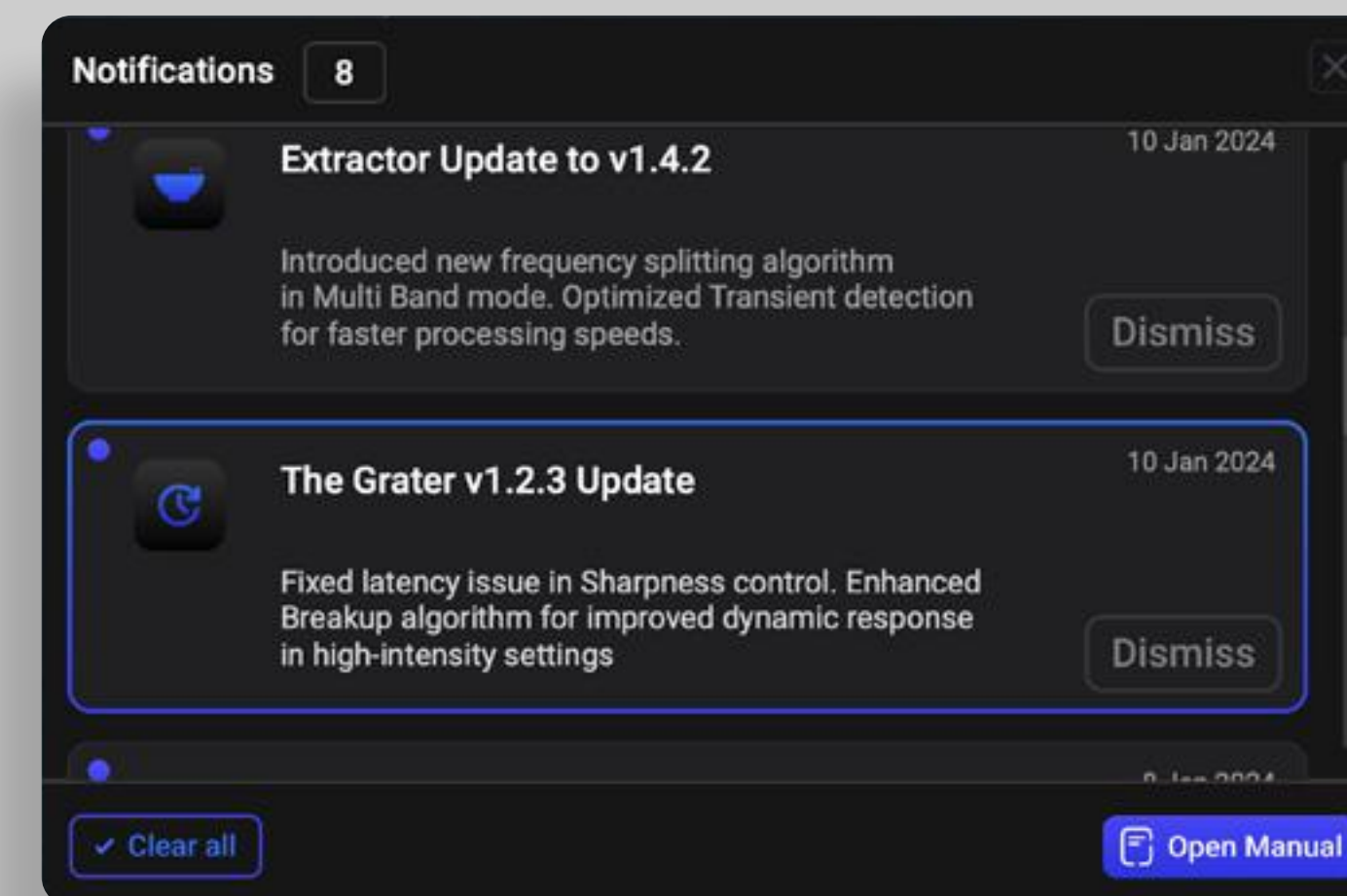
Notification Center and Manual

To access the Notification Center, simply click on the plugin logo.



This is where you'll find all the [latest news and updates about your plugin](#), along with the manual for easy reference. The Notification Center has been designed with subtlety in mind, ensuring that it doesn't disrupt your workflow. When there's new information, you'll see a brief, one-time popup.

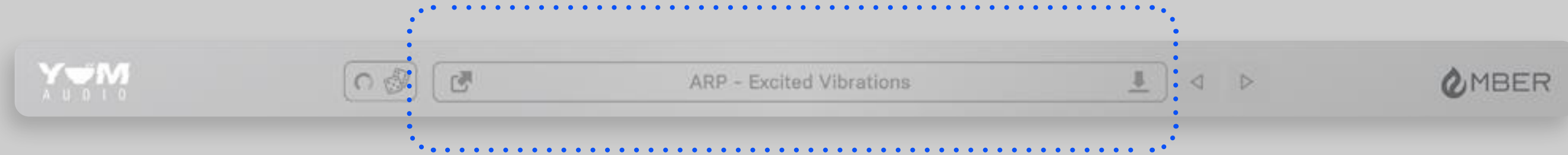
Additionally, the plugin logo will intermittently light up to signal new updates. By clicking on the illuminated logo, you can view these updates and choose to dismiss them. If you prefer not to engage, these notifications will also fade away on their own after some time, giving you full control over how you interact with the latest news and features of your plugin.



2. THE MENU BAR

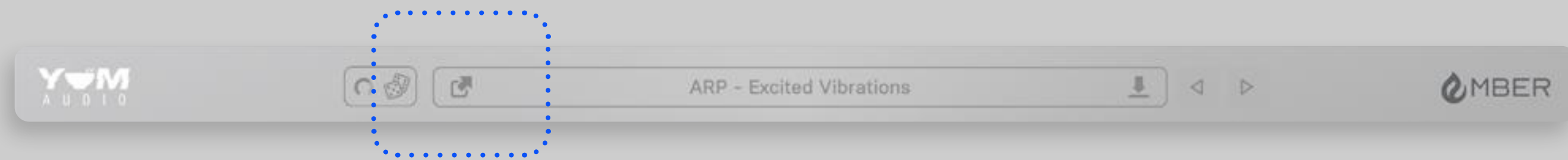
The preset tab

All functions that you need to save, load, and maintain your presets are located in the preset tab.



2. THE MENU BAR

Locate preset folder

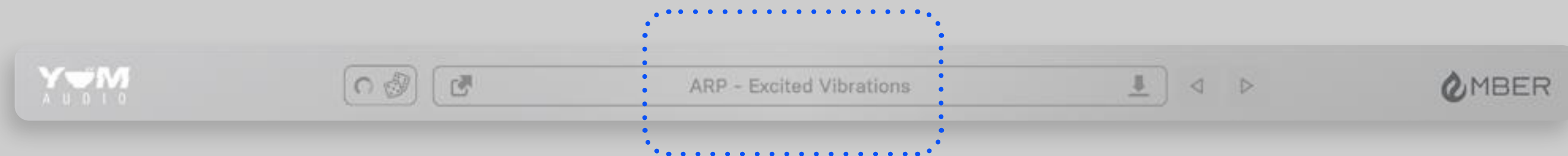


The locate preset folder button to the left of the preset tab allows you to [access presets on your PC or Mac file system](#). This will open the Finder if you are on a Mac, or File Explorer if you are on Windows.

You can reorganize, rename, or sort presets to separate folders.

The [plugin will automatically update all the changes](#) you make.

Preset name

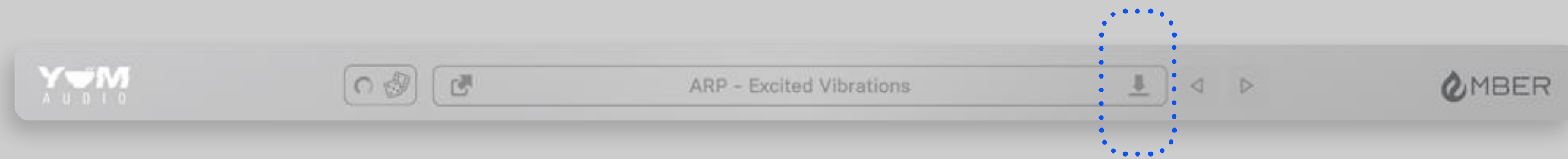


The preset tab shows the name of the currently loaded preset. By clicking anywhere in the tab the Yum Audio preset browser will open.

2. THE MENU BAR

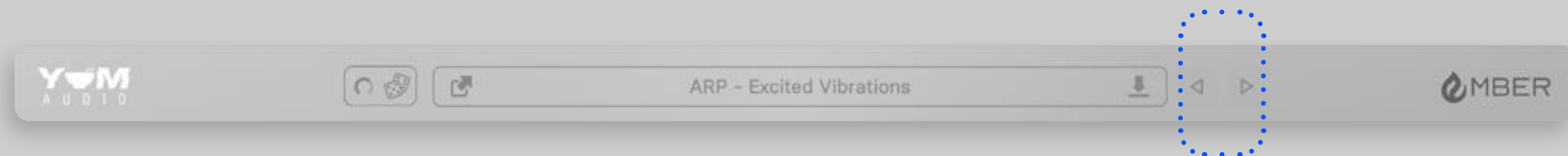
Save presets

Click on this button to save a new preset of the current plugin state so that you can use it later.



Preset selectors

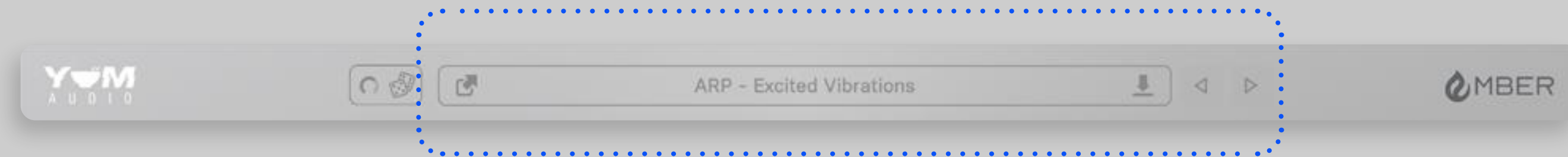
These two arrows will allow you to instantly switch to the previous or next preset in alphabetical order.



2. THE MENU BAR

The preset browser

The preset browser is at the heart of every Yum Audio plugin and allows instant access to all your Yum Audio presets.



You can open the preset browser by [clicking on the preset tab](#) in the menu bar.

In the preset browser you will see [all factory and user presets](#) of the loaded plugin.

The preset browser can be closed by clicking on the close button in the upper right corner, the preset tab in the menu bar or [any empty space in the menu bar](#).

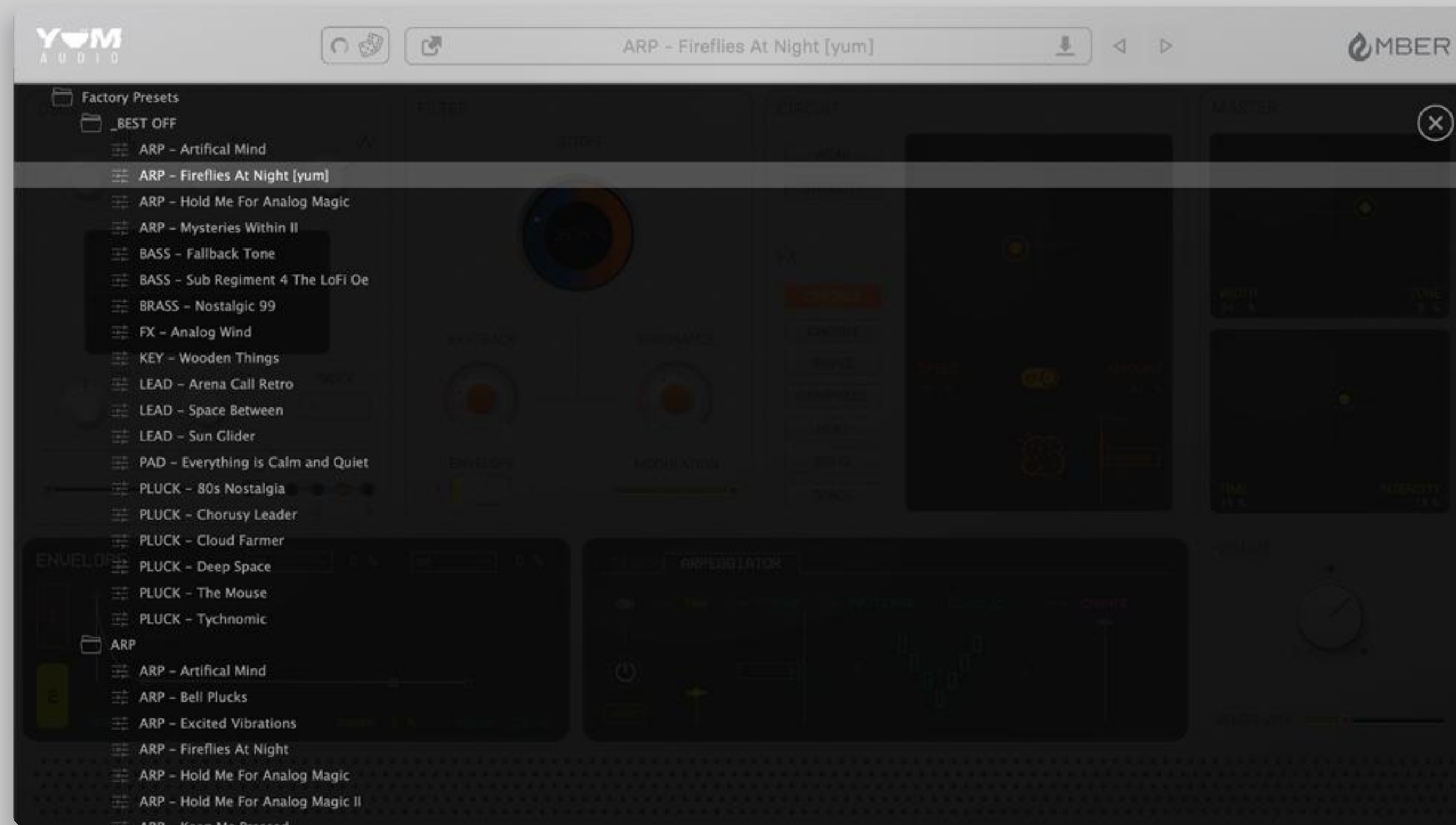
2. THE MENU BAR

Previewing and selecting presets

To load a preset **single-click** on any entry.

You can also load a preset and immediately close the preset browser by

double-clicking on an entry.

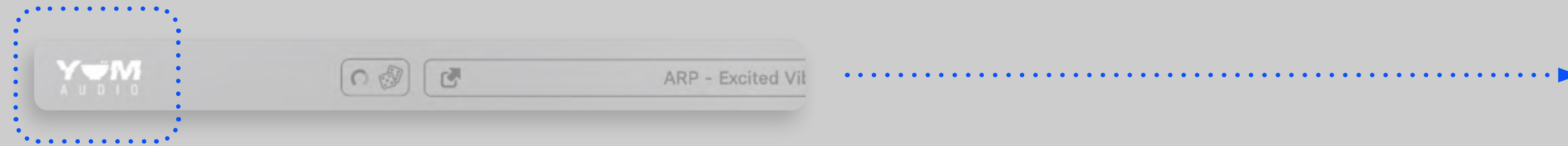


To organise presets or access them on your PC or Mac click the **Locate Preset Folder** icon to the left of the preset tab.

This way you can organize and rename presets or sort them to separate folders. The plugin will automatically pick up all the changes you make.

2. THE MENU BAR

Window Size of the plugin



By clicking on the Yum Logo and navigating to the Licensing Screen, you can view and modify the window size of the plugin.

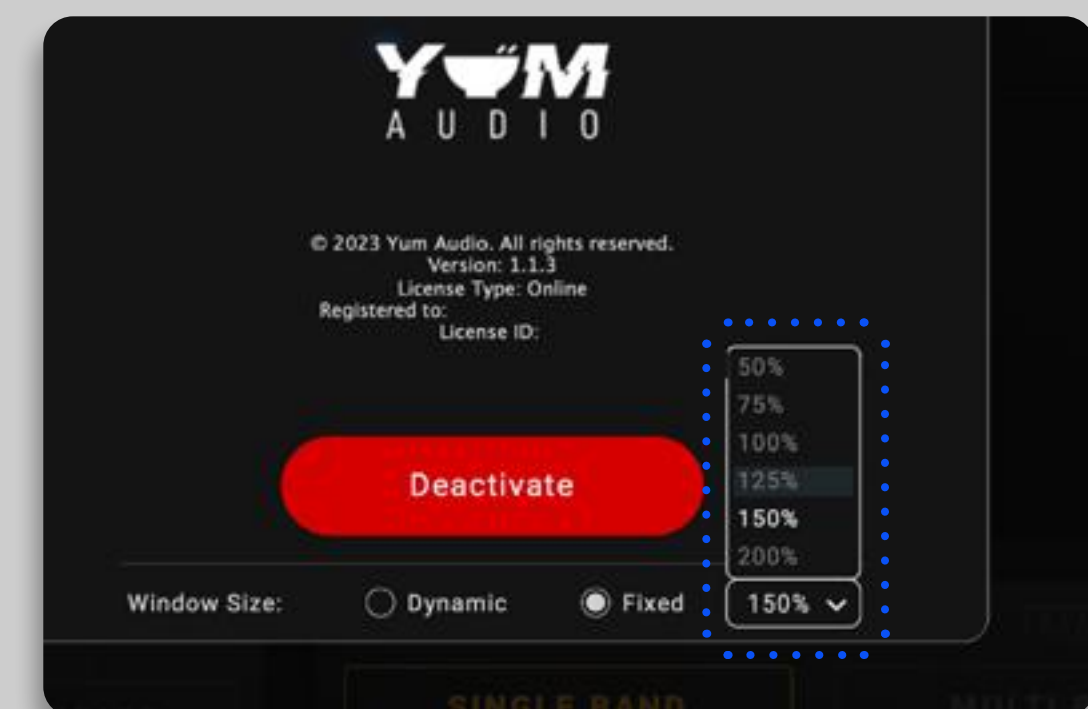
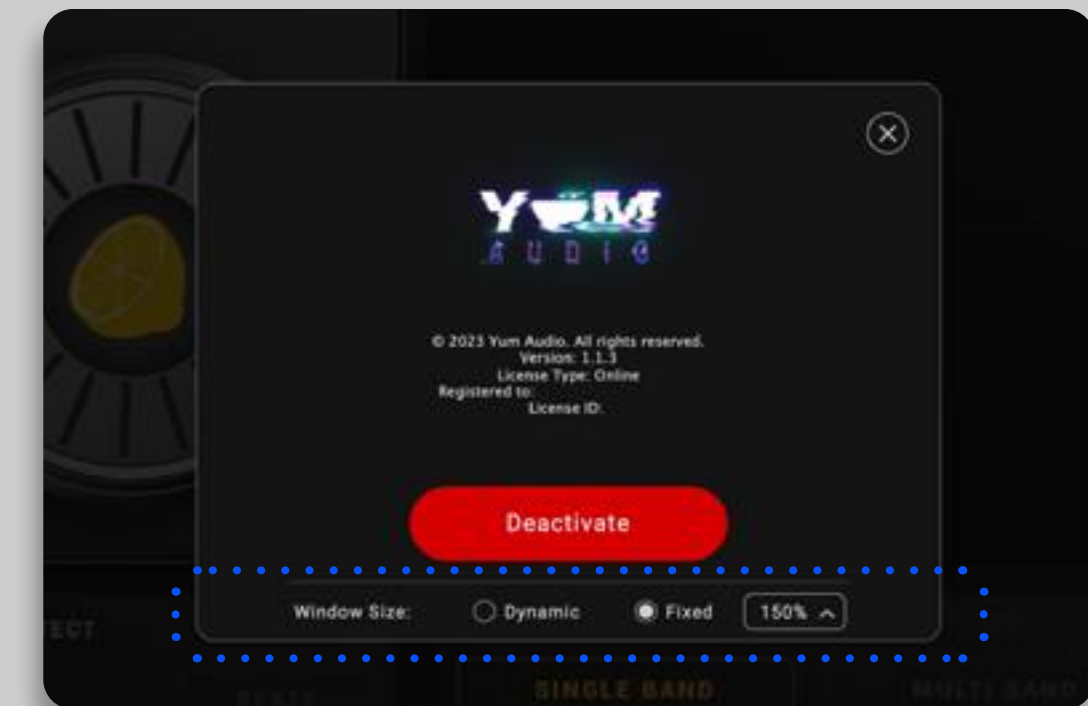
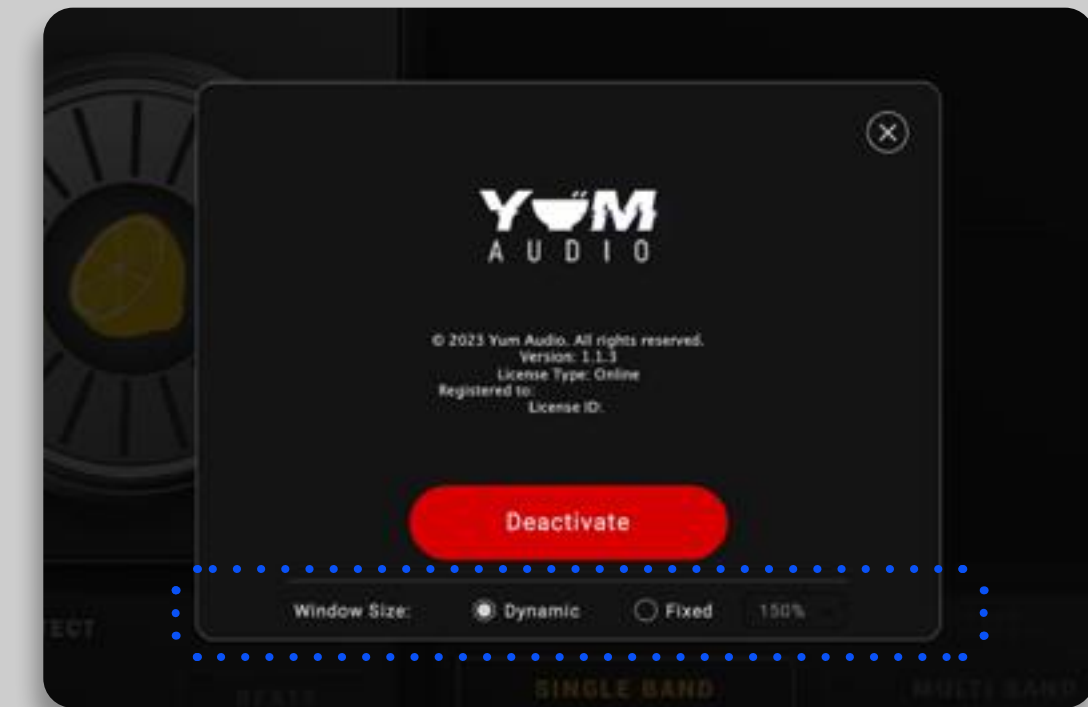
There are two modes to choose from: [Dynamic](#) and [Fixed](#).

In [Dynamic Mode](#), the plugin window [opens at the size you previously set](#). You can adjust the size by dragging the handle at the lower right corner. The [plugin will remember your preferred size](#), ensuring it retains the same dimensions the next time you open or load it.

In [Fixed Mode](#), you can [establish a fixed window size for the plugin](#). Various percentage values are available in the dropdown for the window size, with 100% being the default.

You can either type a value directly into the dropdown, select one of the sizing presets, or rely on the value updated from your Dynamic Mode resizing. For the latter, [first set the window size](#) with Dynamic Mode selected, and [then click Fixed Mode to lock](#) in that size. Even though you can adjust the window size by dragging the handle at the lower right corner, in [Fixed Mode the plugin will always revert to the size you've statically defined upon reopening](#).

This mode is ideal for users who [prefer a consistent window size during their sessions](#).



3. PLUGIN FEATURES & CONTROLS

Overview

Welcome to [Ember](#), a cutting-edge analog-style synthesizer designed for musicians and sound designers who seek a vibrant, living sound. Ember is designed in a way that allows it to be as [clean or analog and vibrant as you want](#) it to be by combining familiar synthesizer elements with unique circuit and effect controls.

Behind its modern interface lies a sound that feels alive, filled with warmth, vibrancy, and nostalgia. You can [dial in delicate, modern sounds or gritty, timeworn tones](#) - Ember is built to breathe life into every note. Its intuitive interface and master controls make it easy to shape sounds, allowing you to change the timing, timbre, or intensity of the entire synth with a single movement.

This manual will guide you through the various controls, showing you how to harness Ember's creative potential to create sounds that pulse with emotion and energy.



3. PLUGIN FEATURES & CONTROLS

OSC (Oscillators Section)

The Oscillator section in Ember forms the backbone of your sound. It offers a [variety of waveforms](#), each capable of producing distinctive tonal qualities ranging from classic analog tones to more modern, edgy sounds. The oscillator section also includes a built-in saturation circuit, so combining oscillators at different levels will affect how they sum together, [adding harmonics and warmth to the overall sound](#).

Square Oscillator

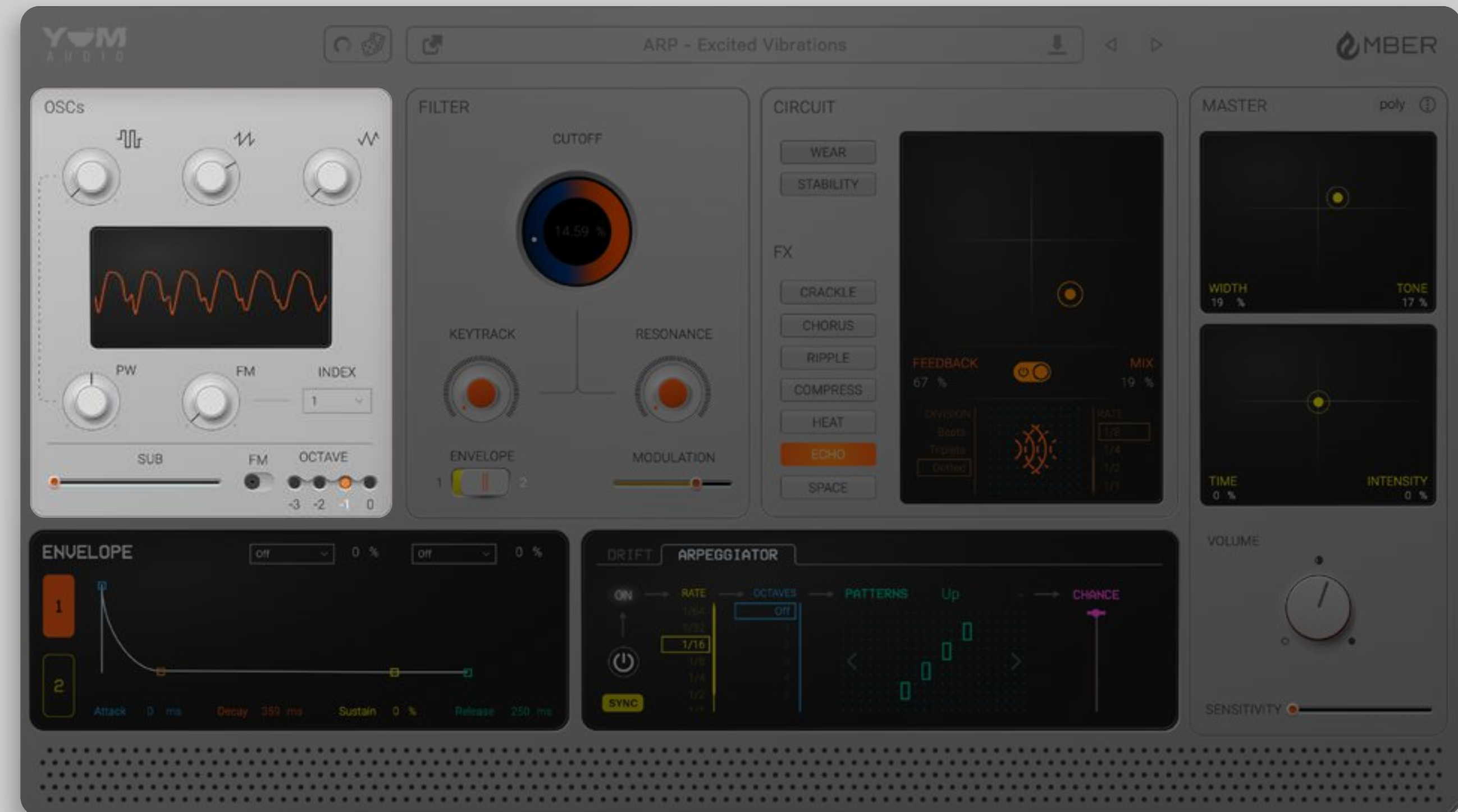
The Square waveform has a hollow, almost vocal-like quality due to its strong fundamental frequency and fewer overtones compared to the sawtooth. It is highly versatile, suitable for creating both basses and leads. Adjusting the pulse width of the square wave can introduce further harmonic variation.

Sawtooth Oscillator

The Sawtooth oscillator is rich in harmonic content, making it ideal for creating bright and aggressive sounds. Its characteristic ramp shape results in a sound that is full of overtones, perfect for leads, basslines, and rich textures that cut through the mix.

Triangle Oscillator

The Triangle waveform has a much softer harmonic profile compared to the saw and square waveforms. It produces a mellow, rounded tone with only the odd harmonics present, making it perfect for creating smooth pads, sub-bass, or delicate lead sounds where subtlety is key.



3. PLUGIN FEATURES & CONTROLS

OSC (Oscillators Section)

Pulse Width (PW)

This parameter adjusts the width of the pulse waveform, impacting the sound's harmonic richness. Narrower pulses create a sharper tone, while wider pulses sound fuller. This control affects the square wave, introducing variation in tonality.

FM (Frequency Modulation)

Modulates the oscillator's frequency using an internal modulation source. Increasing this control adds complexity and harmonic movement to the sound, ideal for metallic or evolving textures.

FM Index

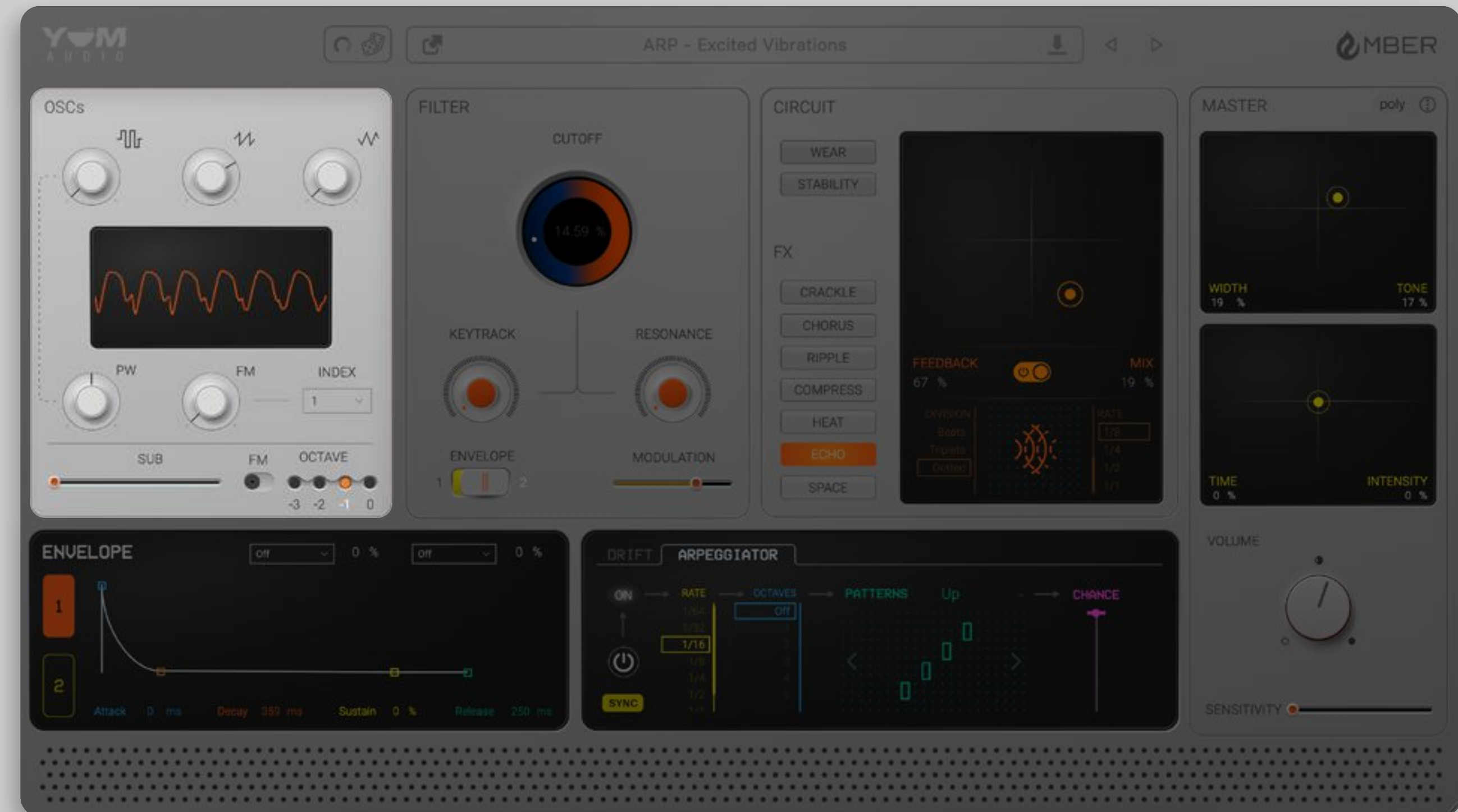
Determines the depth of the frequency modulation effect. Higher values result in more intense modulations, leading to more pronounced tonal shifts and harmonics.

Sub Oscillator

Adds a lower octave beneath the main oscillator, enriching the bass frequency content. This is perfect for creating thick, foundational sounds, especially useful in bass patches. The slider adjusts the volume of the sub oscillator.

Octave Control

Shifts the pitch of the sub oscillator up or down by octaves. The available range spans from -3 to 0 octaves. At 0 octaves, the pitch is the same as the other oscillators, allowing the sub-oscillator to function as a sine wave. This is useful for adding depth or reinforcing the main tone, while the lower octave settings (-1 to -3) are ideal for generating deep bass sounds.



3. PLUGIN FEATURES & CONTROLS

Filter Section

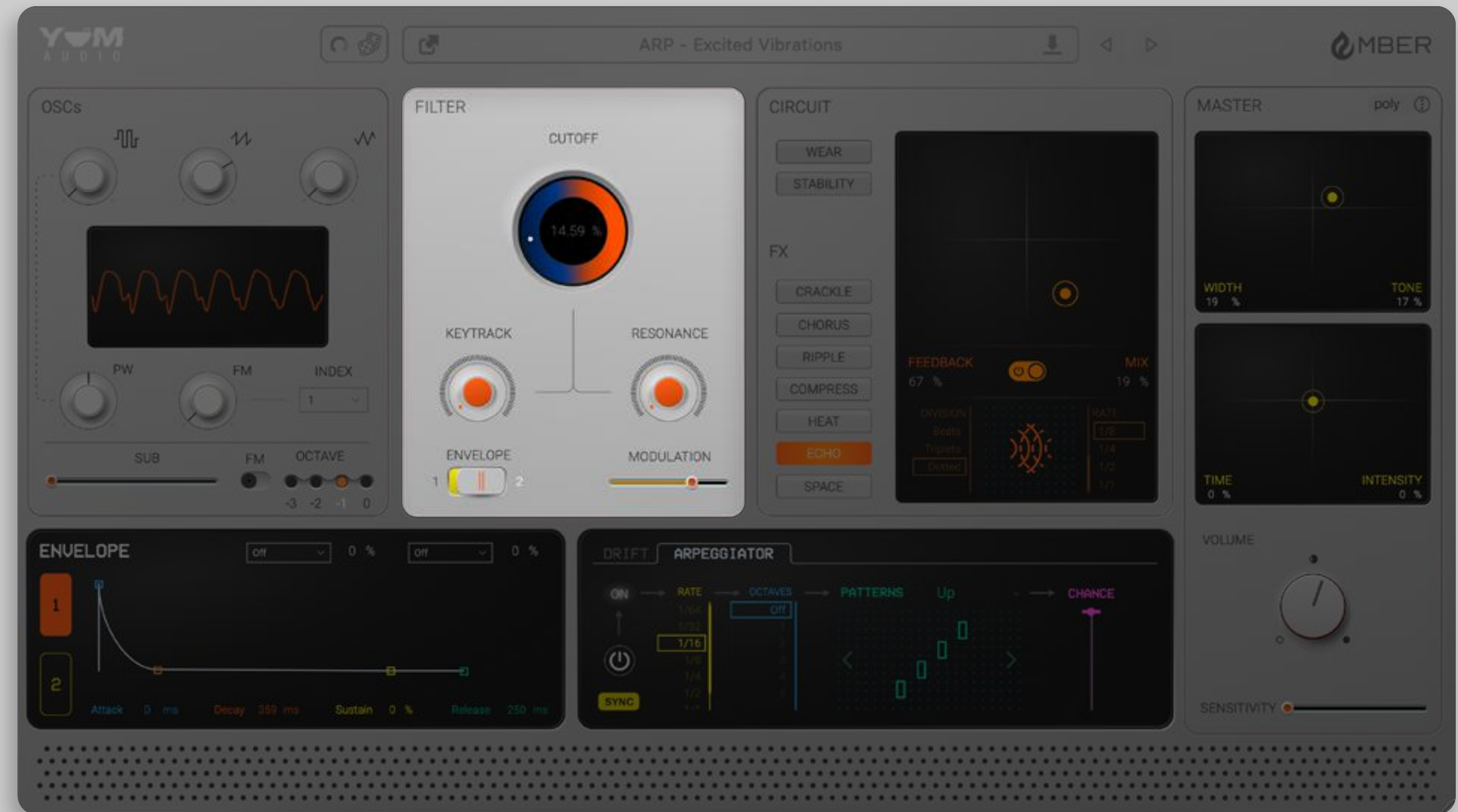
The Filter section offers a resonant analog style low-pass filter for [sculpting your sound's harmonic content](#). It allows you to control how much of the higher frequencies are present, offering both subtle and drastic tonal shaping.

Cutoff

Sets the frequency point where high frequencies are reduced. Lowering this value makes your sound darker and more subdued, while raising it allows more high frequencies through, brightening the sound.

Resonance

Enhances the frequencies around the cutoff point, creating a peak that accentuates the harmonic content. This is essential for creating squelchy, acid-like effects or emphasizing certain frequencies in a subtle manner.



3. PLUGIN FEATURES & CONTROLS

Filter Section

Keytrack

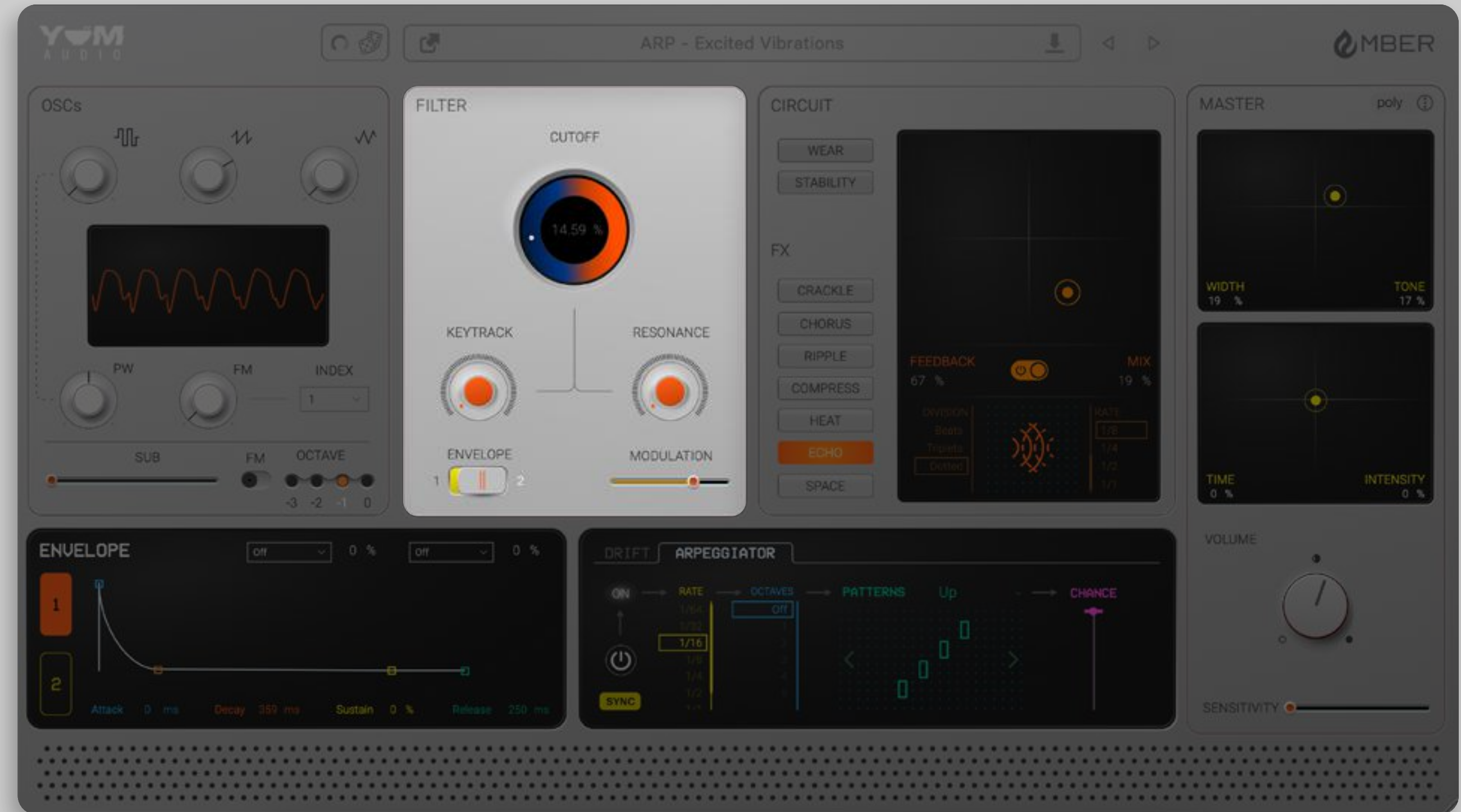
Adjusts how the cutoff frequency follows the pitch of the notes being played. A higher key-track value results in the filter opening more as higher notes are played, which can create a more balanced tonal effect across the keyboard.

Envelope Selector

Switch between Envelope 1 or Envelope 2 to determine how the filter cutoff responds dynamically over time. Each envelope has independent controls for attack, decay, sustain, and release.

Modulation Amount

Controls the depth of modulation applied to the filter's cutoff frequency. This modulation is driven by either Envelope 1 or Envelope 2, depending on the selected envelope. Increasing the Modulation Amount will result in more pronounced changes to the filter cutoff over time, allowing for anything from subtle tonal shifts to dramatic filter sweeps based on the envelope's shape.



3. PLUGIN FEATURES & CONTROLS

Circuit Section

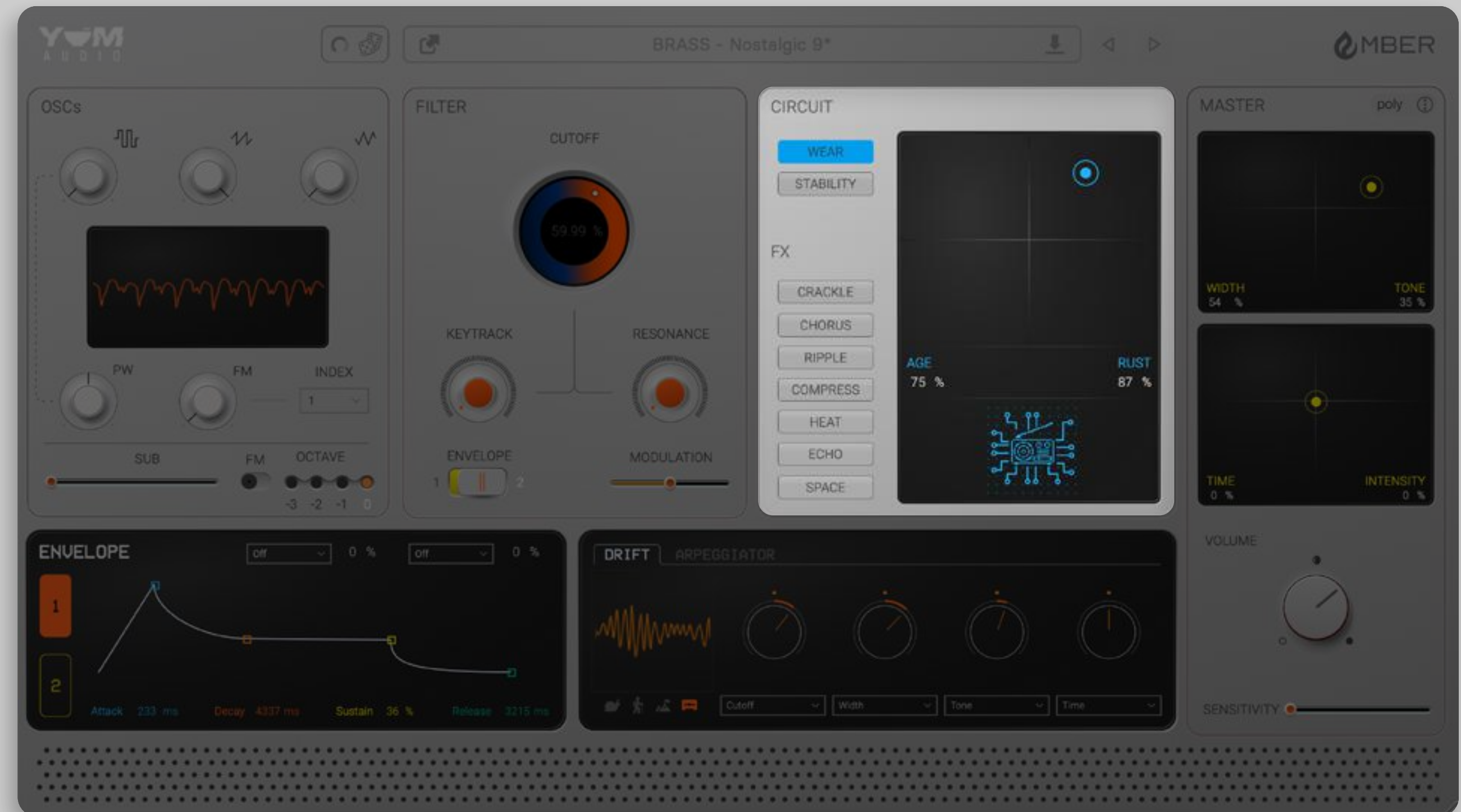
The Circuit section in Ember offers a selection of **analog-inspired characteristics that fundamentally alter the sound**, allowing you to seamlessly transform Ember from a modern, precise instrument into one with extreme character and analog warmth. These settings introduce imperfections and subtle (or not so subtle) nuances that can make your sound feel organic, unpredictable, and rusted with vintage charm. Whether you're aiming for crisp clarity or a gritty, worn-out texture, the Circuit section is where Ember's true sonic transformation takes place.

Wear (XY Pad: Age & Rust)

The Wear XY pad controls two key parameters: Age and Rust. These work together to emulate the degradation of aging analog equipment, transforming the sound from precise and modern to fuzzy, lo-fi, and full of character.

- **Age** introduces overall instability to the oscillators, causing them to behave more unpredictably. This results in subtle pitch drift, slight detuning, and a general softening of the sound, giving it a warm, degraded, and nostalgic feel. As you increase the Age parameter, the sound becomes progressively more unstable, taking on a fuzzy, vintage character.

- **Rust** adds grainy textures and noise artifacts, perfect for achieving a lo-fi, worn-out quality. This can range from subtle background noise to more extreme distortion, making your sound feel like it's been played on old, rusted-out hardware. Use this control to push the sound into truly broken, lo-fi territory.



3. PLUGIN FEATURES & CONTROLS

Circuit Section

Stability (XY Pad: Instability & Detune)

The Stability XY pad introduces a layer of unpredictability to the synthesizer's circuits. It consists of two parameters: Instability and Detune, both of which alter the behavior of the sound in organic, unpredictable ways.

- **Instability** affects all circuits within the synth, making every note vary in terms of volume, pitch, timing, and other characteristics. This parameter makes the sound more erratic, as if the components are malfunctioning, resulting in a lively, organic quality where no two notes are the same.
- **Detune** introduces slight pitch variation to each note, simulating the effect of a detuned instrument. As you increase the Detune parameter, the notes will become progressively more out of tune, creating an intentionally unstable, retro feel. This is especially effective for achieving that old, out-of-tune analog sound.



3. PLUGIN FEATURES & CONTROLS

FX Section

Ember's FX section offers a carefully curated [suite of creative effects](#), each fine-tuned to complement the synth's core sound. These effects are designed to seamlessly integrate with Ember's analog-style engine, enhancing the depth, warmth, and character of your patches. Whether you're looking to [add subtle texture or completely transform your sound](#), each effect contributes to the vintage, analog feel that makes Ember come alive.

Crackle

The Crackle effect adds a layer of vintage noise to your sound, simulating the crackling of worn-out records. The main XY parameters control the Amount and Speed, allowing you to adjust both the intensity and playback speed of the crackling. Speed also affects the pitch of the crackles, creating a more dynamic texture. In the lower section below the XY pad, the Crackle Type parameter lets you choose from different styles of crackle sounds, allowing for further customization, from subtle pops to heavy, textured noise.



3. PLUGIN FEATURES & CONTROLS

FX Section

Chorus

The Chorus effect provides a stereo doubling effect, thickening and widening your sound. It is particularly useful for adding depth and dimension to pads, leads, and other instruments, making them more immersive. The XY pad controls the two main parameters: Amount and Rate. Amount adjusts the intensity of the chorus effect, while Rate controls the speed of the modulation applied to the detuned layers, creating a range of effects from subtle shimmer to more pronounced, swirling modulation.

Ripple

The Ripple effect introduces rhythmic volume jitter, mimicking the subtle fluctuations found in old cassette tapes and analog recordings. This effect adds a sense of instability and movement, perfect for creating nostalgic, worn-out textures in your sound. The XY pad controls the Amount and Speed of the jitter. Amount adjusts the intensity of the volume fluctuations, while Speed controls how fast these irregularities occur, allowing you to dial in anything from subtle, tape-like warble to more noticeable, erratic volume jumps.

Compress

The Compress effect provides dynamic control that smooths out the peaks of your sound, adding punch and consistency. It helps to glue the sound together, making it more polished and balanced in the mix. The XY pad offers two key parameters: Amount and Snap. Amount controls the overall compression intensity, while Snap adjusts how snappy or squashed the compression is. Increasing Snap will create a more aggressive, tight response, making the sound feel more controlled and defined.



3. PLUGIN FEATURES & CONTROLS

FX Section

Heat

The Heat effect simulates analog warmth and saturation, enhancing the harmonic richness of your sound. Turning up Heat introduces pleasant distortion, adding edge and presence to your patches. The XY pad controls Amount and Tone. Amount increases the drive of the saturation, determining how intense the effect is, while Tone adjusts the frequency balance, shaping the overall character of the saturation from warm and dark to bright and aggressive.

Echo

The Echo effect introduces a delay that repeats your sound over time, adding depth and spatial width. The XY pad controls Mix and Feedback. Mix adjusts the balance between the dry and delayed signal, while Feedback determines how many times the echo repeats, from subtle reflections to long, evolving tails. Below the XY pad, there are additional Division and Rate parameters that allow you to define precise timing for the echoes.

Space

The Reverb effect simulates natural reflections from different environments, adding a sense of space and depth to your sound. The XY pad controls Mix and Length. Mix adjusts the blend between the dry signal and the reverb, while Length determines the decay time, from short, tight reflections to long, expansive tails. Below the XY pad, the Space Size parameter allows you to choose between four distinct reverb sizes: Box, Room, Hall, and Space, letting you place your sound in anything from intimate, small spaces to vast, open environments.



3. PLUGIN FEATURES & CONTROLS

Master Section

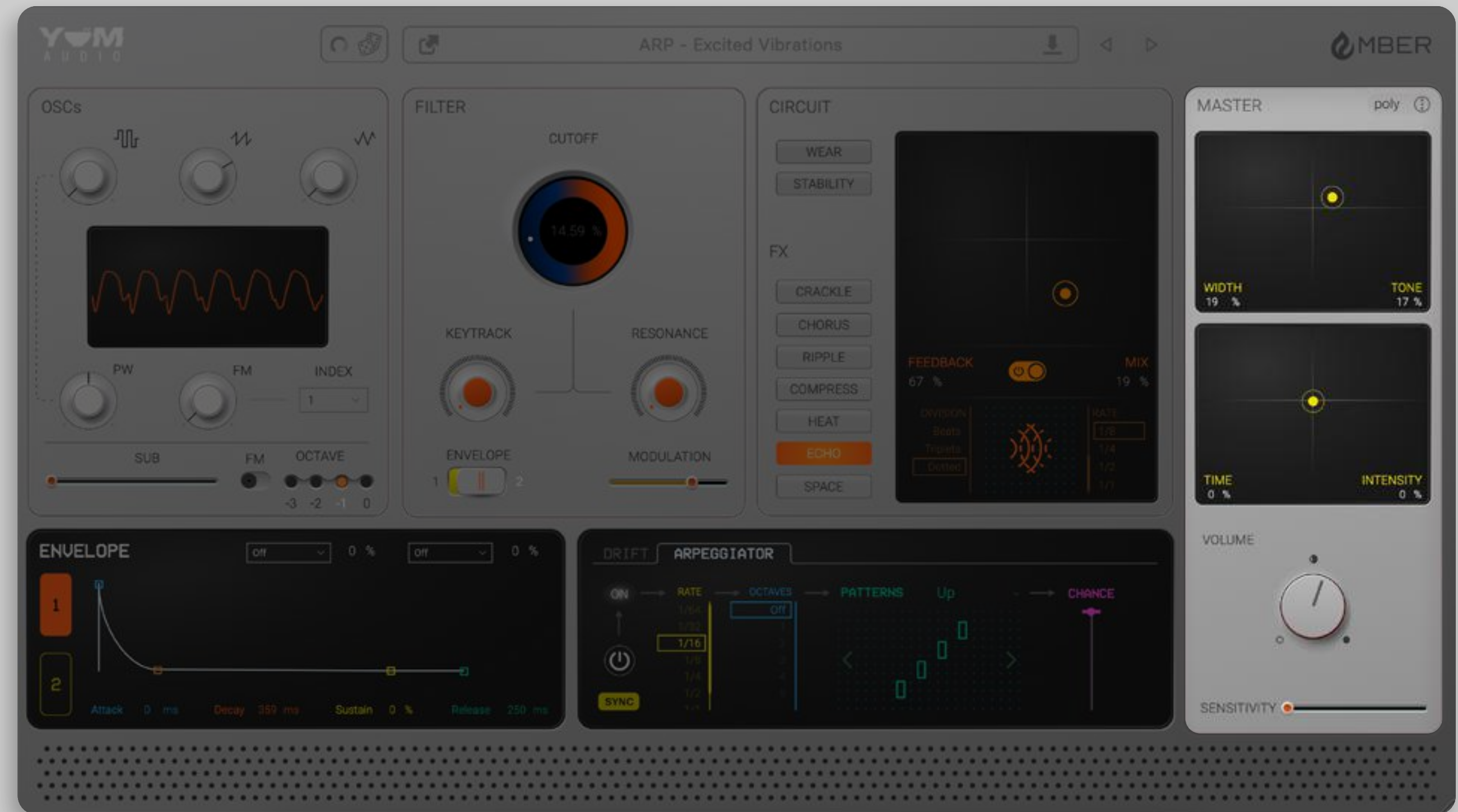
The Master section is an incredibly powerful tool that allows you to **make broad adjustments to the overall behavior of the synthesizer with just a few sliders**. Each of these controls affects all aspects of Ember, making it easy to tailor the synth's sound to your needs. All of the master controls range from -100 to 100, giving you fine control over their respective parameters.

Mono / Poly

The Mono/Poly toggle lets you switch between Monophonic and Polyphonic modes.

Monophonic Mode limits Ember to a single voice, ideal for focused leads or basses, giving a more defined, singular sound.

In **Polyphonic Mode**, Ember can support up to 32 voices playing at the same time, allowing for rich, layered chords and more complex textures.



3. PLUGIN FEATURES & CONTROLS

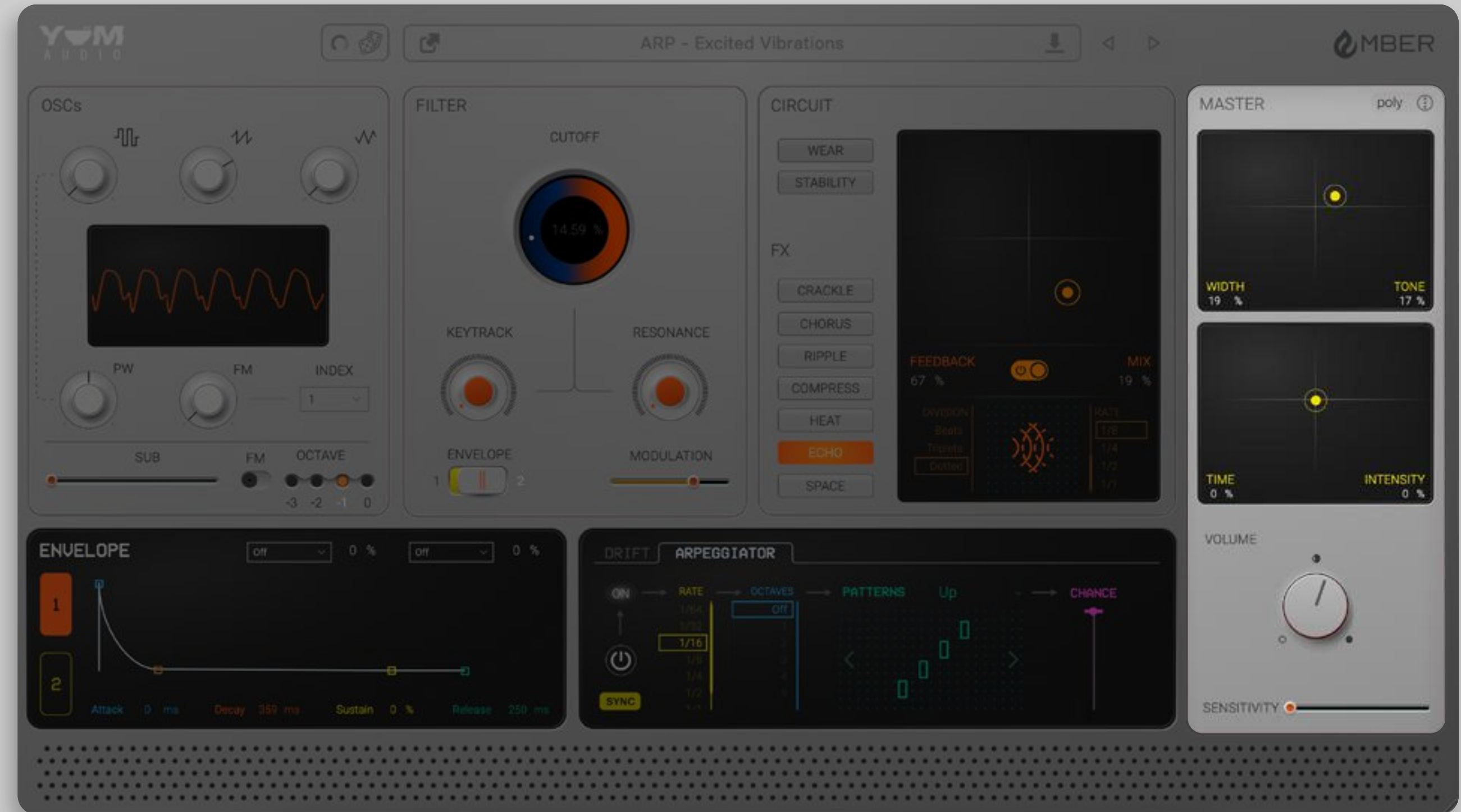
Master Section

Width

This control adjusts the stereo spread of your sound. At lower settings, the sound is focused and more centered in the stereo field. As you increase Width towards 100%, the stereo spread becomes wider and more immersive, with alternate panning applied to the voices to enhance the stereo effect. This is perfect for creating a broader, more expansive soundstage.

Tone

Tone controls the overall tonality of the synthesizer. Moving this control to the right will brighten the sound, making it sharper and more cutting, while moving it to the left will darken the sound, adding warmth and roundness. It affects all tonal elements across the synth, making it a powerful tool for shaping the character of your patches.



3. PLUGIN FEATURES & CONTROLS

Master Section

Time

This parameter affects all time-based aspects of the synthesizer, including envelopes, reverb, and echo. Adjusting Time will simultaneously shorten or lengthen the duration of these effects, allowing you to quickly shift the overall timing and behavior of your sound. When Echo is active, it also syncs to your DAW's tempo, providing rhythmic precision for delay effects.

Intensity

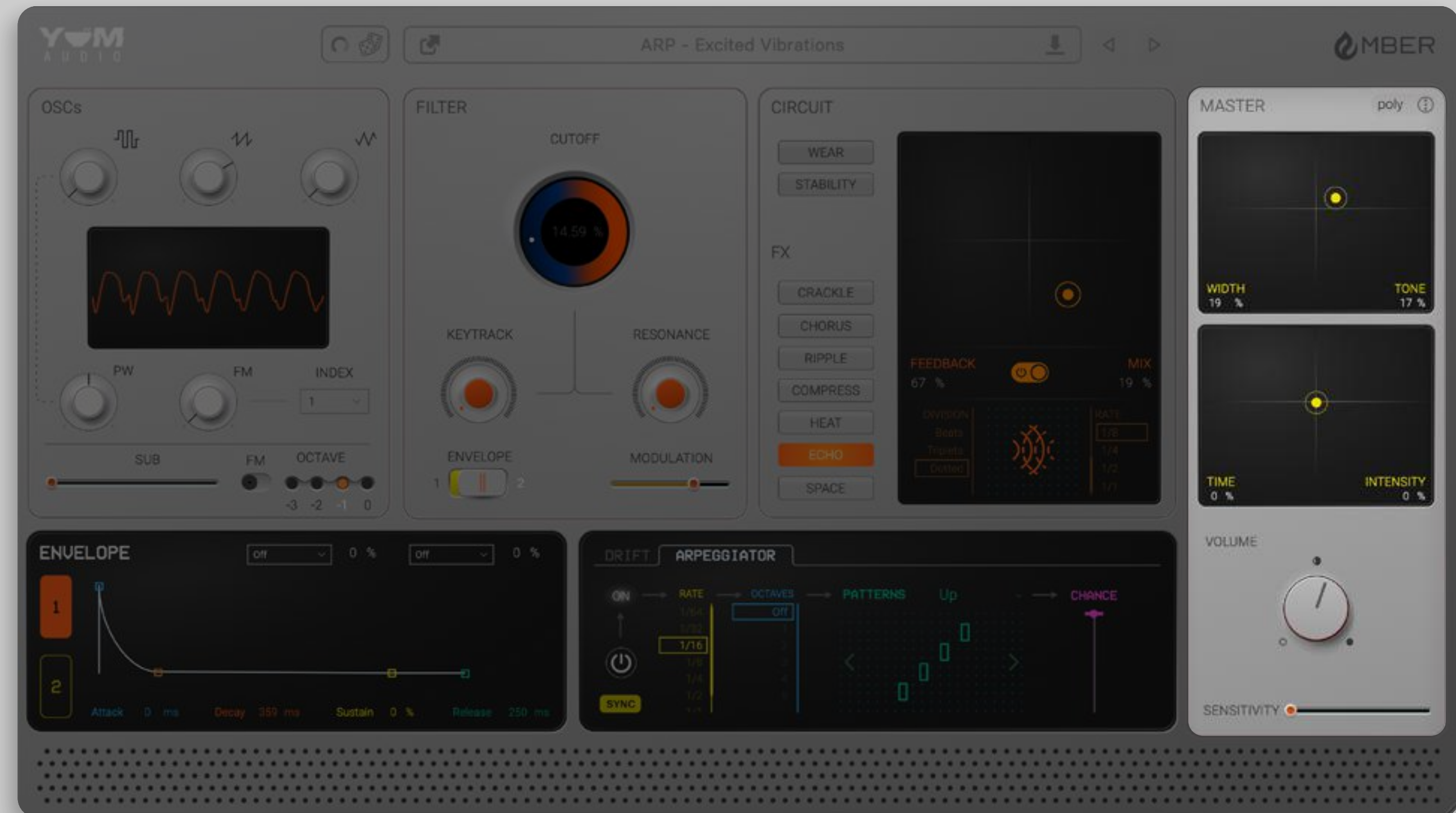
Intensity controls the strength of both the effects and circuit modulation. Lowering Intensity reduces the overall impact of effects like reverb, chorus, and echo, as well as the analog-style circuit characteristics. Increasing it will make these elements more pronounced, giving the sound a greater sense of energy and depth.

Volume

Adjusts the output volume of the synthesizer.

Sensitivity

Controls how the synthesizer responds to your playing dynamics. Increase this parameter to make the synth more responsive to velocity changes, allowing for more expressive performances.



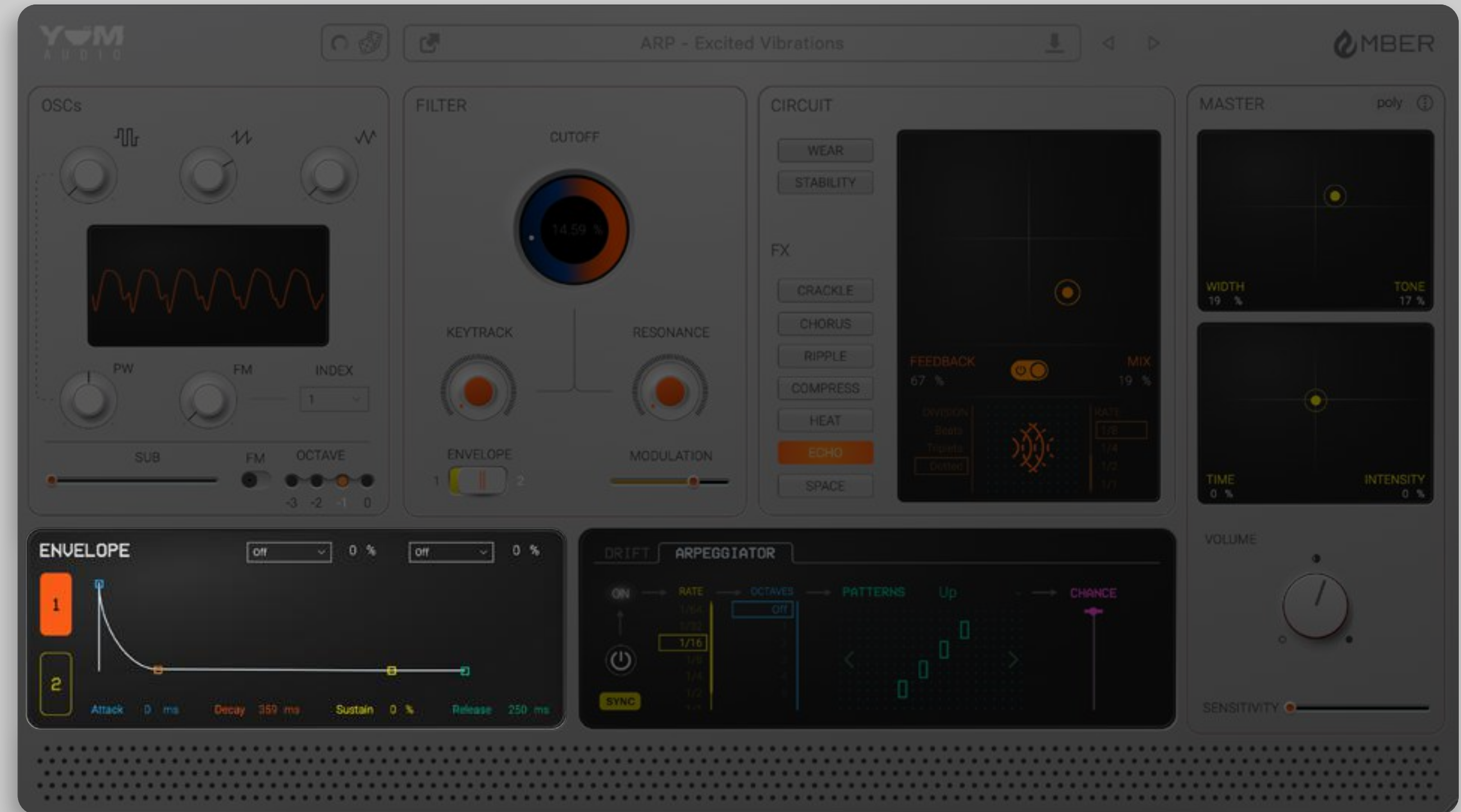
3. PLUGIN FEATURES & CONTROLS

Envelope Section

Ember includes two independent analog-style envelope generators, which can be applied to various parameters like amplitude, filter cutoff, or modulation. The envelopes [shape the dynamics of your sound over time](#), giving you precise control over how the sound evolves from the moment you press a key to when the sound fades away.

Envelope Selector

Use the Envelope Selector to switch between Envelope 1 and Envelope 2. Each envelope has its own set of parameters and can be independently assigned to different modulation targets. Envelope 1 is always mapped to control the volume.



3. PLUGIN FEATURES & CONTROLS

Envelope Section

Attack

Controls how quickly the sound reaches its peak after a note is pressed. A short attack gives a sharp, percussive feel, while a longer attack creates a softer, pad-like onset.

Decay

Adjusts how quickly the sound transitions from the peak level to the sustain level.

Sustain

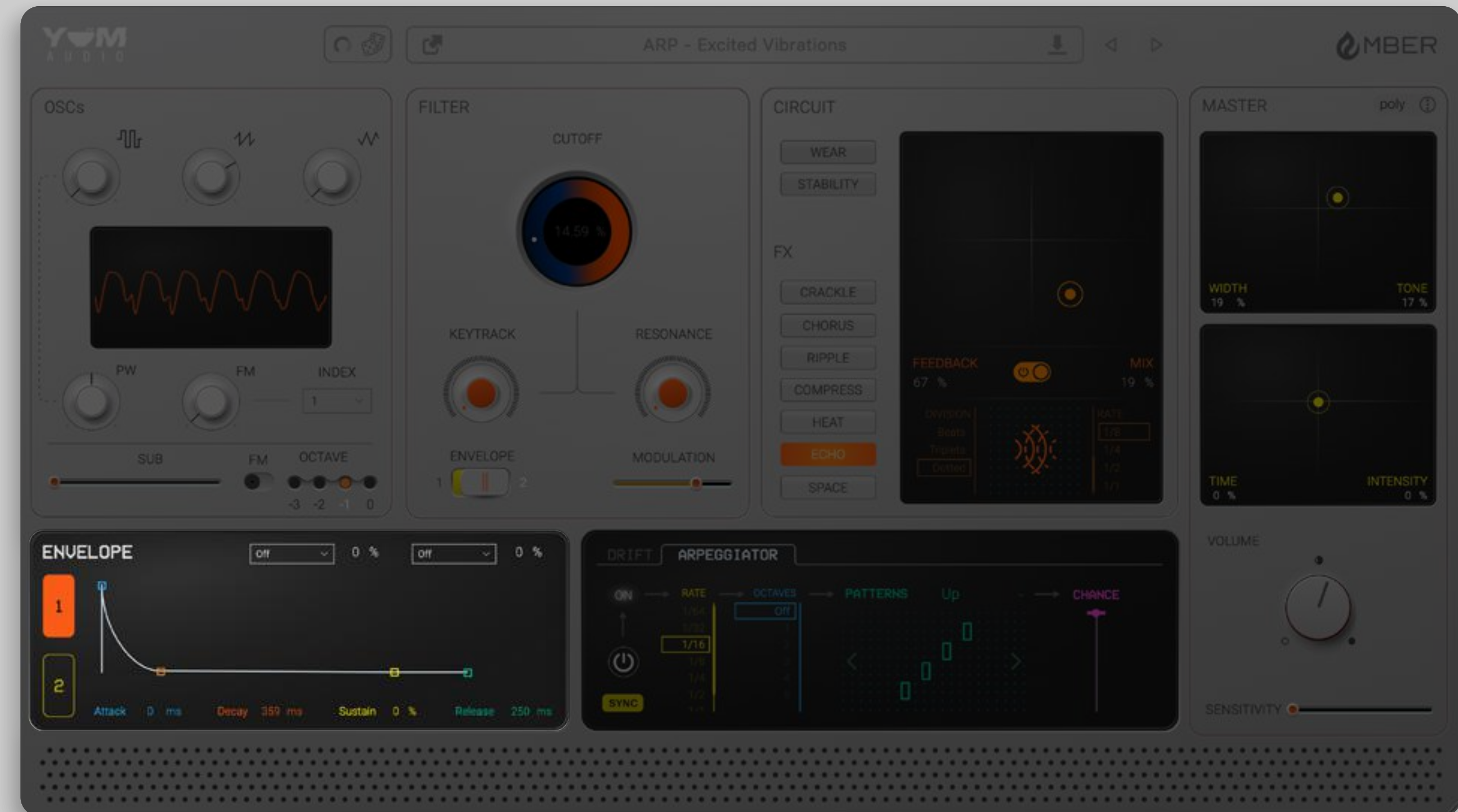
Sets the level at which the sound holds as long as the key is pressed. A higher sustain level keeps the sound at a louder volume, while a lower sustain creates more dynamic contrast.

Release

Determines how long the sound fades out after the key is released.

Modulation Targets

Each envelope can be sent to two modulation targets of your choice, allowing you to shape parameters such as FM, Pulsewidth, Pitch or other modulatable destinations within Ember. This flexibility lets you create dynamic and evolving soundscapes where the envelope influences multiple aspects of your sound in real-time.



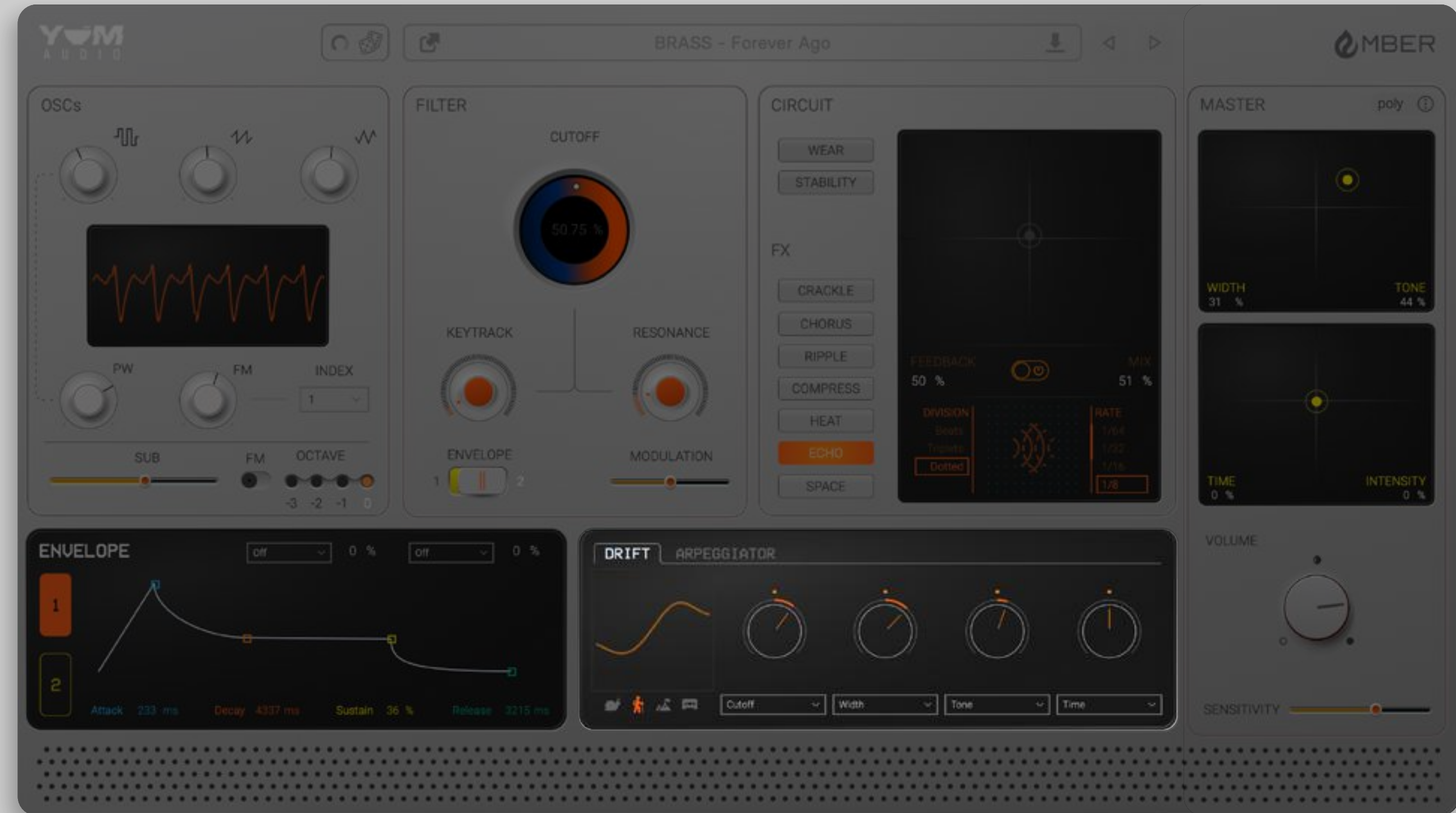
3. PLUGIN FEATURES & CONTROLS

Drift Section

The Drift section in Ember allows you to [map up to four parameters to slowly drift over time, creating subtle and evolving changes](#) to your sound. Drift doesn't introduce changes on its own but acts as a modulation source for parameters, simulating the unpredictable, random behavior of analog hardware.

Drift Amount

This controls how much the assigned parameters are affected by the drift effect. Higher settings result in more noticeable shifts, while lower settings keep the changes subtle and barely perceptible.



3. PLUGIN FEATURES & CONTROLS

Drift Section

Drift Mode

Choose between four unique drift modes, each offering its own character of analog-style movement:

- **Slow:** Creates very gradual, smooth fluctuations, perfect for subtle, evolving textures.
- **Wander:** Adds more unpredictable, freeform movements to the parameters, emulating the drift of older, unstable analog gear.
- **Peak:** Emphasizes an up-and-down valley movement that spans the entire modulation range, creating a wave-like motion that cycles through peaks and troughs.
- **Tape:** Introduces fast, tape-like flutter and musical modulation, simulating the irregularities and high-speed warbling often heard on vintage tape machines.

Modulation Targets

You can assign up to four modulation targets to be affected by the Drift module. These targets can be any modulatable parameters within Ember, such as filter cutoff, pitch, resonance, or width. Once mapped, these parameters will slowly drift in time, responding to the chosen Drift Mode and adding a natural, evolving quality to your sound.



3. PLUGIN FEATURES & CONTROLS

Arpeggiator Section

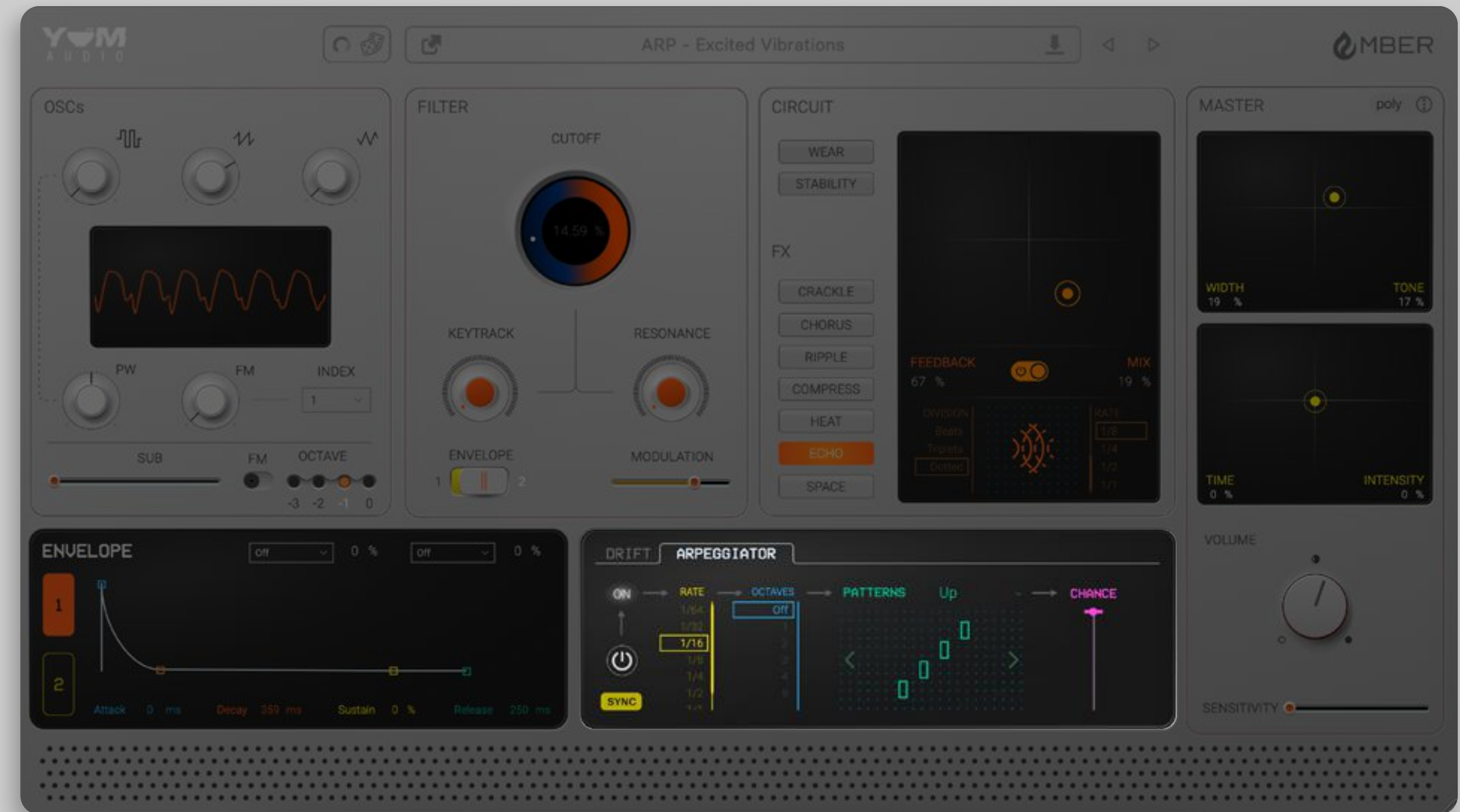
The Arpeggiator in Ember is a versatile tool that **automatically sequences notes to create rhythmic, melodic patterns**. It transforms simple chords or notes into dynamic arpeggiated sequences, adding movement and complexity to your sound.

On/Off Toggle

Activates or deactivates the arpeggiator. When turned on, the arpeggiator will trigger based on the notes you play.

Sync Toggle

Switches between Rate (tempo-synced note divisions) and Time (free-running in milliseconds). In Rate mode, the arpeggiator syncs to the DAW tempo, offering a selection of rhythmic subdivisions (e.g., 1/64, 1/32, 1/16). In Time mode, you can specify the arpeggiator's speed manually in milliseconds, allowing for more experimental or non-tempo-based sequences.



3. PLUGIN FEATURES & CONTROLS

Arpeggiator Section

Rate

In Rate mode, this parameter determines the speed of the arpeggiation, based on musical note divisions. Choose from a variety of rhythmic subdivisions (e.g., 1/64, 1/32, 1/16, 1/8) to match the tempo and feel of your track.

Time (Milliseconds)

When the arpeggiator is in Time mode (toggled via the sync button), this parameter lets you define the speed in milliseconds, offering more freedom for non-sync-based patterns.

Octaves

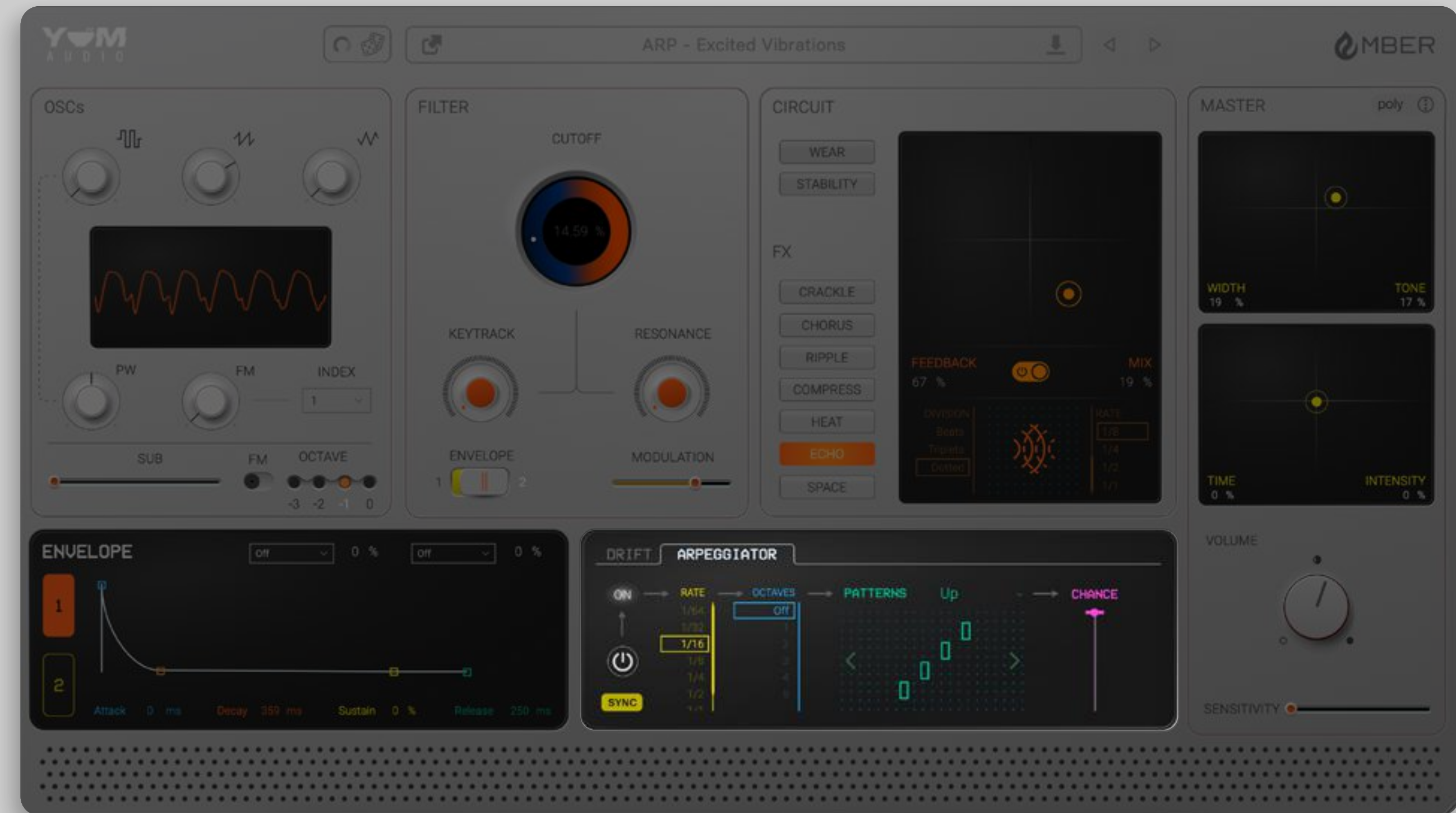
Determines how many octaves the arpeggiator spans. When set to Off, the arpeggiator plays notes in a single octave. Increasing the number of octaves adds higher or lower octaves to the sequence, making it more expansive and harmonically rich.

Patterns

Selects the arpeggiator's playback pattern. Options include basic directions like Up, Down, Up/Down, or Random. Each pattern dictates the order in which the notes of the chord or sequence are played, allowing for different melodic shapes and rhythmic variations.

Chance

Introduces an element of randomness to the arpeggiator pattern. As you decrease the Chance parameter, the arpeggiator will occasionally skip or reorder notes, adding unpredictability and variation to your sequence.



3. PLUGIN FEATURES & CONTROLS

Randomization Section

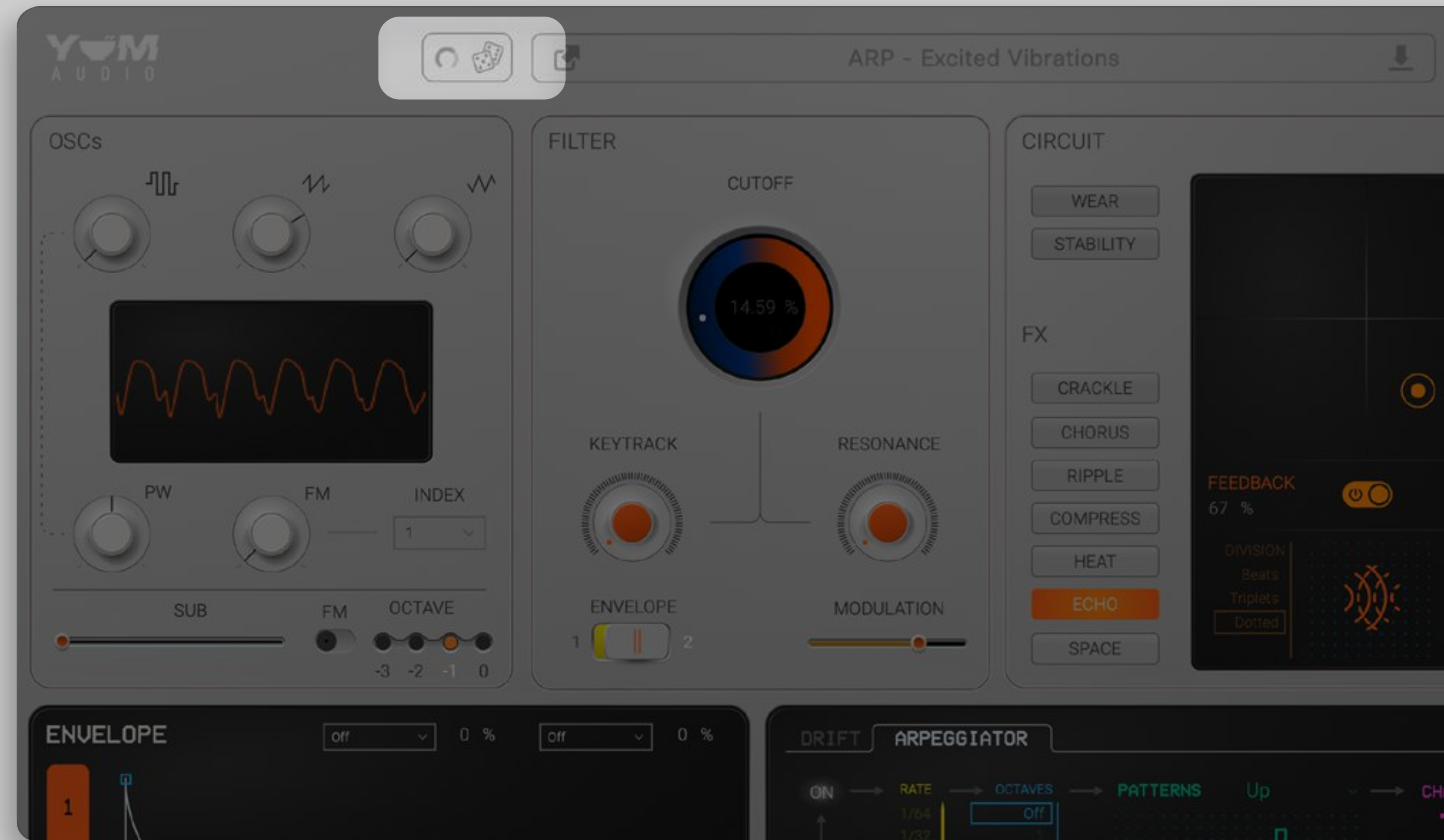
The Randomization feature in the menubar is a powerful tool for adding dynamic variation to your sound with a musically tuned approach. Designed to offer both subtle and extreme changes, this feature includes a Random Dice button and a Randomization Amount control, giving you fine control over the extent of randomness applied to your parameters.

Random Dice

The Random Dice button triggers a unique, randomized variation across multiple parameters, influenced by the Randomization Amount setting. **Each press of the dice introduces new variations** in Embers parameters and can be a great way to explore new sound design for inspiration.

Randomization Amount

The Randomization Amount slider lets you control the intensity of the randomization. At lower values, the effect is subtle, introducing gentle changes that maintain the musical integrity of your sound. This allows for smooth, natural-sounding variations that enhance your patches without overwhelming them. As you increase the Randomization Amount, the results become more pronounced, creating complex and evolving sounds. At very high levels, randomization can yield unpredictable and experimental textures, sometimes with significant shifts in output level—perfect for those looking to explore adventurous, chaotic soundscapes. **At very high randomization levels, output levels may fluctuate significantly, so use it with caution to avoid unexpected volume jumps.**



Thank you!

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(see license screen, click on the Yum Audio logo in the plugin)
- Your DAW version (e.g. ProTools 12.1.2, Cubase 10.0.1, Ableton 10.1.0)
- Your computer and operating system (e.g. MacPro OS X 10.15.7, Windows 10)
- Description of the problem

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