

BEDROOM SOUNDWORKS



ds

VOLCAN

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USER MANUAL

Introduction

Volcan is an experimental synth instrument with a dual "oscillator" design, inspired by the Korg Volca FM.

This instrument seamlessly combines futuristic and retro elements to create captivating synth sounds.

Featuring two oscillators, Volcan provides a rich audio experience, leveraging the essence of the Korg Volca FM for a blend of contemporary and nostalgic tones.

It allows users to manipulate audio, offering creative freedom for sound design with possibilities for complex textures and expressive melodies.

The fusion of dual oscillators results in a synthesis of modern and retro vibes, making Volcan an inspiring tool for musicians and producers exploring pop, retrowave and cinematic compositions.

Installation

In order to use this virtual instrument, you'll need [Decent Sampler](#), a free sampler available as a VST/AU/AAX plugin instrument for Windows, macOS, and Linux.

Once Decent Sampler is installed on your computer, you can load the virtual instrument by double clicking on the .dslibrary file (standalone) or by dragging it on to the interface whilst open in your DAW.

If you find any bugs related to Decent Sampler, send your bug report via this [contact form](#).

Specifications

Key Features

- 8 sound sources separated into 2 layers
- 4 sounds per layer - can be blended together to create a variety of sounds
- Volcan sounds are iterations of some well known FM synth presets
- 15 custom presets
- 7 custom IRs with Mix Dial
- 5 Global effects
- ADSR and VCF controls for each layer

System Requirements

- Volcan is designed for Decent Sampler, which can be obtained here: <https://www.decentsamples.com/product/decent-sampler-plugin/>
- Decent Sampler version 1.8.14 or later
- Windows (32-bit/64-bit): VST, VST3, AAX, Standalone
- Mac (Intel & M1): VST, VST3, AU, AAX, Standalone
- Linux (Intel 64-bit): VST, VST3, Standalone
- 405 MB uncompressed
- SSD recommended for best results

Volcan Credits

- GUI Design: Josh Hayes
- Programming: Josh Hayes
- Sampling: Josh Hayes
- Sound Design: Josh Hayes
- Bedroom Soundworks © 2024 All Rights Reserved

The GUI



1. These are dropdown menus where you can select the sound for each layer (A or B).
2. These sections are for your VCF controls of each layer.
3. These sections are where you can control the ADSR (attack, decay, sustain, release) for each layer.
4. The Vibrato section controls the global vibrato effect for both layers. Depth is assigned to the mod wheel (CC-1)
5. The Filter section controls the global lowpass filter effect, basic but useful.
6. This is the Global Chorus effect with a single mix control.
7. The IR Reverb section controls the impulse response mix for both layers. Fully left is no reverb and fully right is full reverb, so use sparingly as these IR are intentionally designed to be over-the-top. There is also a dropdown menu to select which IR to use.
8. The Delay section controls the global delay effect for both layers. We have given you control over the time it takes for the delay to kick in, the amount of feedback and how much you want in your mix.
9. The Drive section controls the global drive effect and is mainly there to add extra loudness and slight distortion if you need it.
10. The Blend section allows you to blend the 2 layers together. Fully left will be 100% mix of layer A and 0% of layer B. Fully right will be 100% mix of layer B and 0% mix of layer A. In the middle will be 50/50 of each layer.
11. Clicking here will present you with a dropdown menu of all available presets.
12. Controls the global volume of the instrument.
13. Controls the global tuning of the instrument.
14. Here you can set audio settings, load presets, MIDI learn and save your own presets
15. The yellow boxes indicate the separate layer controls. The box on the left controls Layer A and the box on the right controls Layer B

Saving Your Own Presets

Volcan offers a lot of flexibility with the sounds it can create, so if you'd like to be able to save your own presets, then follow these instructions:

1. You will be presented with a **.dslibrary** file in the instrument folder. In order to save your own presets, you'll need to decompress this file. **Save a copy of the .dslibrary file**, just in case.
2. Change the directory from **.dslibrary** to **.zip** and extract the file.
3. Open the folder and you will be presented with all the presets, samples, IRs and images.
4. Double click on the **"Init"** preset to start Volcan in its base form. From here, you can create the sound you want.
5. When you're ready to save a preset, go to **"File"** in the top right.
6. Scroll down to **"Developer Tools"** and a side window will appear with the option **"Save Preset"**. Click on it.
7. Your file browser will appear and will ask you where to save the preset and to give it a name. The preset **needs to be saved in the Volcan folder** with the rest of the presets. It won't work in any other folder.

And there you have it, your first preset. Remember to give your presets a unique name so that you don't overwrite any of the older ones.

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The Bedroom Soundworks Team

