



ReModellizer

<NEURON> Model Batch Conversion Software

User Manual

Version 1.0

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Welcome!

Congratulations and thank you for downloading this novel OSXTools software for your Hartmann Music <Neuron> or <NeuronVS> synthesizer.



What is this thing?

OSXTools ReModellizer is a freeware application for MacOS X that allows displaying and changing the parameter set of a <Neuron> and <NeuronVS> model in an instant.

The Hartmann Music <Neuron> series of synthesizers process and reproduce sound models generated from sampled instruments via the ModelMaker application. During creation of the model, a parameter set is

implemented that defines the behaviour and available parameters on the <Neuron> user interface.

When creating models, changing the parameter set was a matter of re-analyzing the original samples along with their key mappings. Until now: ReModellizer gives you the freedom to explore the effects of different parameter sets on your sounds without tedious analysis sessions by simply dropping the models on the application and batch converting them with a simple press of a button.

Installation and Setup

Installation and setup couldn't be easier. All you need to do is copy the application to your hard disk and run it from there.

Minimum System Requirements

ReModellizer runs on any Mac running OS X 10.3 or newer, including 10.4 Tiger. We recommend using the latest version of MacOS X. You also need a <Neuron> or <NeuronVS> synthesizer to use the converted models, and (optionally) the Hartmann Music ModelMaker application to create them from your samples. ReModellizer does not convert samples to models!

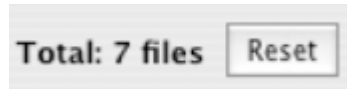
How does it work?

ReModellizer scans all dropped files and folders to determine whether they are or contain valid <Neuron> models. If they do it adds them to its internal list of files. If you press the "Convert" button all models are converted to the selected parameter set.

Note that the conversion is not reversible and will irrevocably alter your models so be very careful about what you are dropping on the application (you can easily convert all the models on an entire hard disk by dropping the hard disk icon on the ReModellizer application). Make sure you back up your models folder before starting conversion.

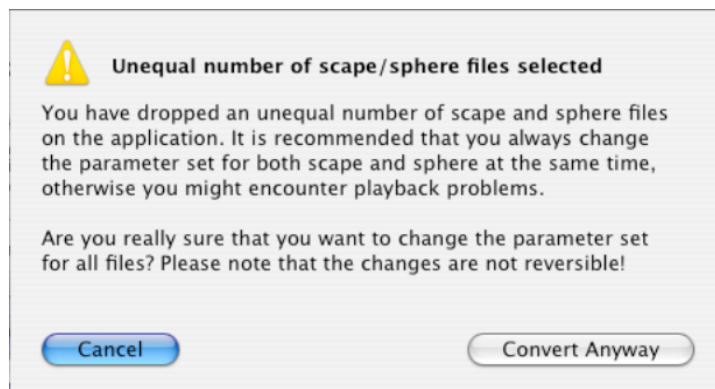
Number of files

The number of files that will be converted is always displayed above the progress bar:

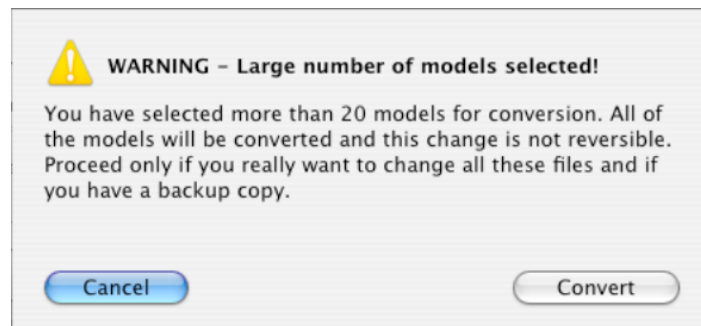


Scape and Sphere count as two different files.

Also, ReModellizer will warn you if you have an uneven number of scape and sphere files selected. It is recommended you convert both scape and sphere to the new parameter set to maintain continuity and prevent the <Neuron> from producing errors during playback.



ReModellizer will also issue a warning if you select more than 40 scape and sphere files (= 20 models) at the same time. This is done to prevent you from accidentally converting your entire NeuronDB to a new parameter set.



Important notes on conversion results

1. If you convert models from the factory sound set there can be unexpected results or parameters that do not work. This is due to the fact that the sound designers have produced these models using a different (older) version of the ModelMaker.
2. If you convert models that have been analyzed with Parset 9 to another parset you might get parameters in some scape levels that are set to "off". This is due to the fact that the information to generate the data for this parameter is missing from the model.
3. There is currently no way to change the complexity setting when re-converting the model. The converted model will always have the same complexity as the original one
4. There are more internal parameters that change when a model is generated with a different parameter set. These settings are not changed in the remodellization process. Therefore you might encounter problems with some parameter ranges or strange effects when using the Blender.

Get Support

If you have any questions on this product or need help using it please contact us at <http://www.osxtools.com>.

We are working hard to answer all requests in a timely manner and to solve any open problems as quickly as possible.

Special Thanks

The author would like to thank Denis Gökdog of SurroundSFX.com for testing and assistance.

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