OwnHammer

Impulse Response Libraries

Power Amps

IncendoSphere 6L6

Impulse response files created for and compatible with:

Acustica Audio's Nebula (Commercial Version)

Information Manual

Third Party Reference Disclaimer:

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NEBULA VERSION REQUIREMENT

Nebula format files are created with and intended for version 1.3.504 of Nebula 2 or 3 (commercial version only) and higher. These programs will not work with the Free or LE (such as Nebula CM, etc) derivatives. If using Nebula 2, it is a design of that platform to not display the text or slider value above the faders – this is a Nebula 3 value added feature and not related to the OwnHammer implementation.

INSTALLING THE PROGRAM AND VECTOR FILES

After extracting the zip-archive contents, to install the Programs, copy all of the .N2P files from:

..\OwnHammer for Nebula (Legacy)\Power Amps\IncendoSphere 6L6\Programs\

and paste them to:

..\[NEBULA INSTALL PATH]\Programs\

To install the Vectors, copy the .N2V files from:

..\OwnHammer for Nebula (Legacy)\Power Amps\IncendoSphere 6L6\Vectors\

and paste them to:

..\[NEBULA INSTALL PATH]\Vectors\

EDITING THE DICTIONARY FILE

After extracting the zip-archive content, look for the following file:

..\OwnHammer for Nebula (Legacy)\Power Amps\IncendoSphere 6L6\READ ME - Dictionary Tags.txt

Contained within this file are XML tags that can be added to the Rom.xml file located at:

..\[NEBULA INSTALL PATH]\Dictionaries\Rom.xml

XML files typically use character encoding that basic text editors are not capable of compiling. Editing and saving xml files in ASCII text encoding can break them, and is not recommended in most cases. For that reason, when editing xml files we use and recommend the Firstobject XML Editor found at http://www.firstobject.com/dn_editor.htm. This is a free, lightweight xml editor that refrains from implementing overcomplicated organizational schemes, therefore resembling a basic text editor and will auto detect the encoding of the Rom.xml and save it properly.

Altering the tag definitions will allow for functional menu browsing within the Nebula GUI, as it will allow the category descriptor to be presented in recognizable terms.

PROGRAMS MENU LOCATION

Once the files have been installed and the dictionary tags are populated properly, look for these programs to appear in the “OwnHammer (OWN)” > “Power Amps (PWR)” section of the pull down menu, which is populated by clicking on the large “Init” text near the top left corner of a freshly loaded Nebula instance.

EDITING THE RATE CONVERSION VALUE

This section primarily pertains to the pre-Nebula 4 version of Nebula 3. With the “Nebula 3 add-on for N4” version of the program, the RATECONVERSION tag values are set extremely high by default, and do not need adjusting.

If using these programs in sessions with sample rates other than 96 kHz, the RATECONVERSION tag will need to be edited in your plugin’s xml parameter control file if you are experiencing strange audio behavior. This is easily identifiable as anything passing through the program will typically sound unnaturally dark and boxy. Editing the RATE CNV parameter on the MAST page of the plugin GUI is only a temporary fix, the following will ensure you will not need to repeat editing that value every time you use Nebula.

First, browse to wherever your Nebula2, Nebula2 Reverb, Nebula3, and/or Nebula3 Reverb plugins have been installed. Along with each of the above .dll files are .xml files. Using an XML EDITOR ONLY (such as the one mentioned in the previous section), open and edit each of the .xml files. In each will be a value most of the way down the file with the following tags:

<RATECONVERSION> 25000 </RATECONVERSION>

If you are having problems with the sound in DAW sessions other than 96 kHz, try increasing this number until the problem goes away. This number could fluctuate depending on your computer hardware and subsequent processing power. If the conversion is working properly, when you load a program you will see the following on the main progam window:

FRT: 96000 -> 44100 Hz

If the value of the RATECONVERSION parameter is not high enough, in addition to bad sound this will read:

FRT: 96000 -> 96000 Hz <-

In this case, the <- at the end will be blinking. After adjusting this parameter you may also need to delete and re-add or reload Nebula instances in existing DAW sessions.

GENERAL GUIDELINES

As a general rule of thumb, be mindful of your levels making sure you never venture into the red. Being 10 kernels, you need to listen to the Power Amp programs for excessive breakup, cracks, pops, and garbling compression that can result from too much harmonic distortion. In the event you hear this you'll want to adjust:

- "Gain" fader (second to far right)
- "Mastr" fader (static programs)
- Global input knob (dynamic programs)
- Kernel amount (fader value found on KRN tab)

Work first with the "Gain" fader. Moving this downward is the quickest way to remove the sound. As you increase the input level and/or "Mastr" fader value, you may also be required to lower this in tandem. Lowering the Kernel value will also help remove this, though you'll notice that the sound becomes more flat the less kernels present. This could be a good or a bad thing, but you have the option to control it nonetheless.

THE PROGRAMS

This Power Amp for Nebula contains the sampled power section of an ENGL e635 Fireball 100 loaded with a quartet of 6L6 tubes. The following two file pairs are included:

DYNAMIC

This program consists of multiple samples taken at different volumes to utilize Nebula's dynamic response to changing input levels. This program contains 1 continuously variable fader - Tone - which is the Presence control on the amp. Though the amp labels this knob as Presence, its function and frequency response alteration spans the entire range. This program would be best suited for clean or mild distortion playing, as the heavy compression byproduct of distortion would more than likely just lock one into a single area of the input range. Clean playing can have a large degree of volumetric fluctuation, and this program would take advantage that.

STATIC

This program consists of static samples taken at specific volume levels and is primarily intended to be paired with high distortion tones, where the compression byproduct will lock you into one small range of the plugin's dynamic input dependent IR selection. This program contains 2 faders - Master and Tone - both continuously variable for added control. The Master fader allows one to control the tone of the power section as it changes with volume instead of possibly being locked into only one portion of it.