



plugmon.jp

# Eclipse for Hive

## U s e r g u i d e



for version 1.0 (2018)

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# Theme Installation

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## macOS

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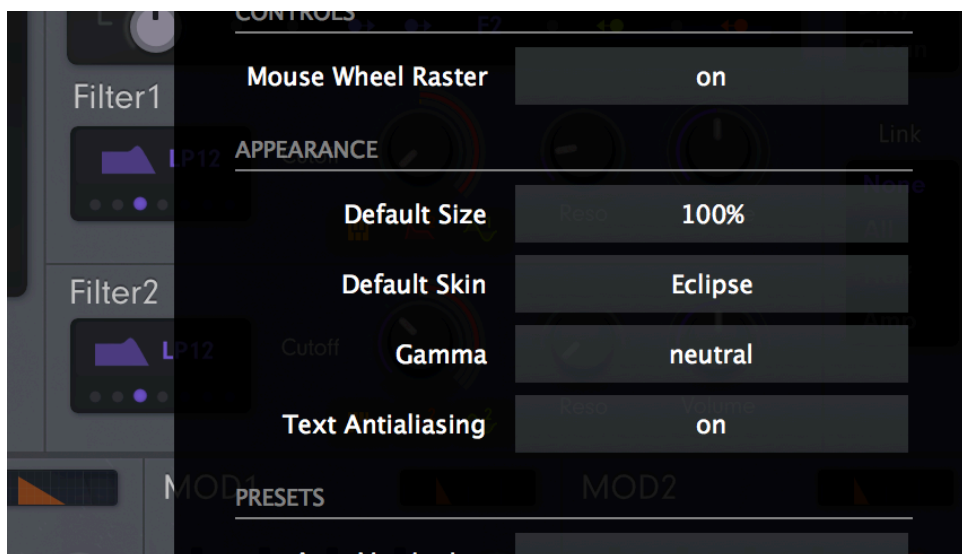
1. Go to "Macintosh HD/Library/Application Support/u-he/Themes" and drop the theme folder.
2. Open Hive.
3. Click the cog icon (top-right) to open the preference.
4. Choose "Eclipse" as the default skin.

## Windows

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1. Find your Hive folder. it may be on "C:\VSTPlugins\u-he\Hive.data"
2. Move to "Support\Themes" and drop the theme folder there.
3. Open Hive.
4. Click the cog icon (top-right) to open the preference.
5. Choose "Eclipse" as the default skin.

※Putting many themes might increase the GUI loading time.



# Wavetable Installation

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In Eclipse soundset, our 60 custom wavetables are used. You have to install them in the right place.

## macOS

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Go to "Macintosh HD/Library/Application Support/u-he/Hive/Wavetables" and drop the wavetable folder.

## Windows

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Go to "C:\VSTPlugins\u-he\Hive.data\Wavetables" and drop the wavetable folder there.

## RESCAN WAVETABLES

You should refresh wavetable database to make sure that the presets will be loaded correctly.

To do that, click "**refresh wavetables**" in the wavetable selector menu.





## About Wavetable Management

How does Hive manage wavetables? Here is what Urs says about that :

Currently wavetables are identified solely by their filename and location. If a wavetable isn't found where it was when saving a preset, the engine looks into the preset directory first. Then checks any other directory within the wavetables folder.

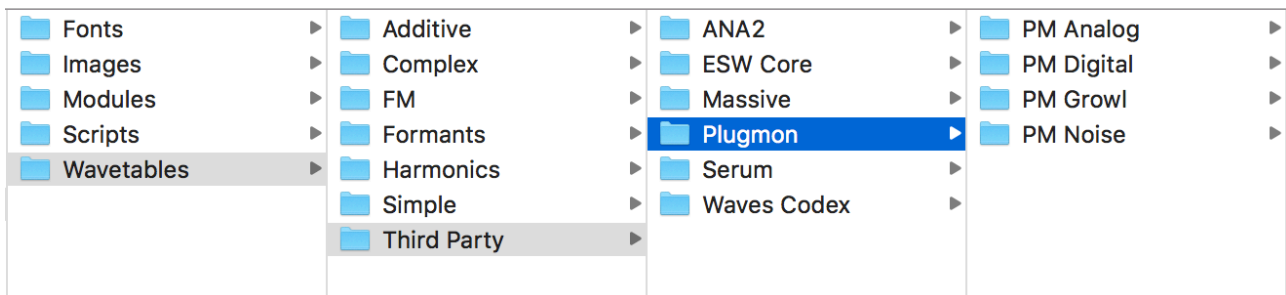
(Quoted from a KVR Thread)

So as long as it resides inside the "Wavetables" folder, a **folder** can be moved or renamed. But you can't rename wavetable **files**.

### ORIGINAL FOLDER STRUCTURE

There could be cases where it fails to catch folder names and show **<empty>** as folder names. But don't worry, even in those cases, wavetables will be loaded correctly.

If you feel uncomfortable about this **<empty>**, reproducing the folder structure below will lead you to the best results.



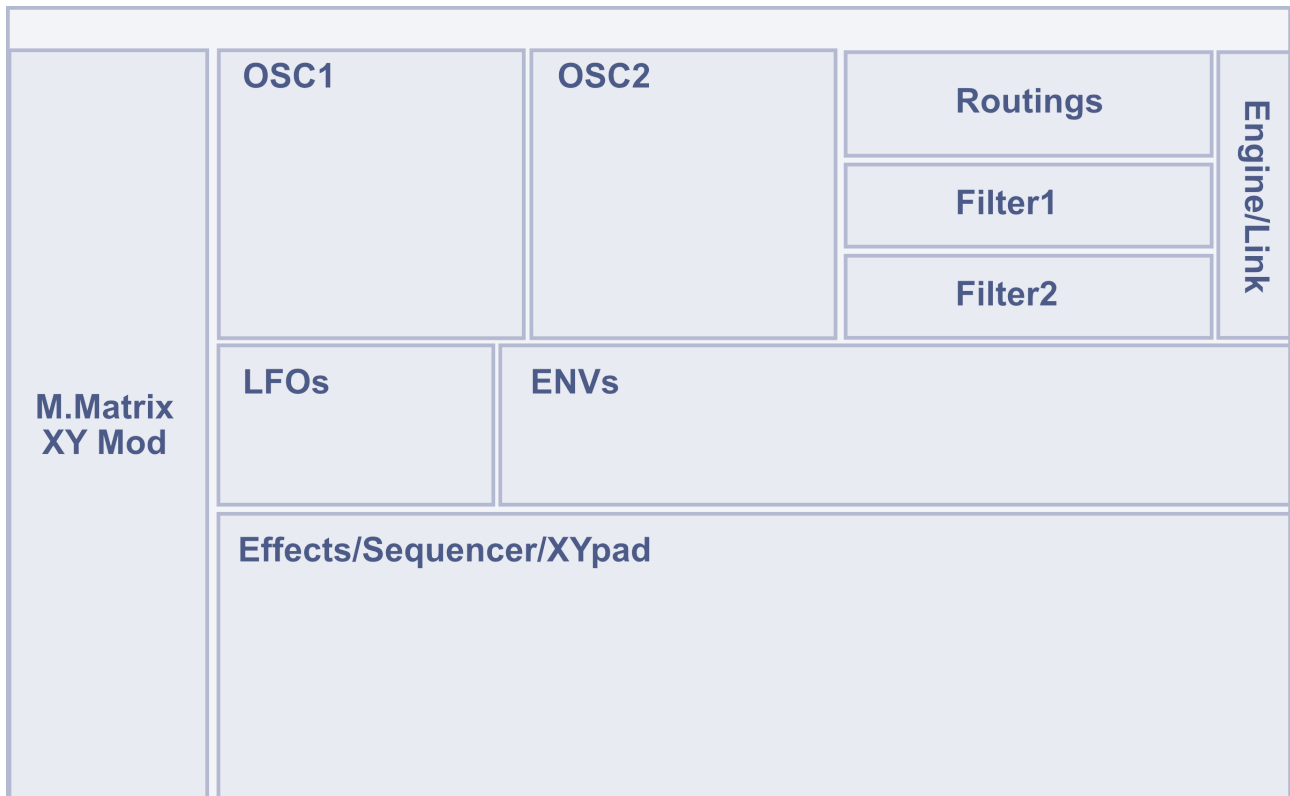
*"Wavetables/Third Party/Plugmon"*

Urs also said that these wavetable management will be improved in the future updates.

## Basic Structure

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Eclipse adopts asymmetrical design like Xfer Serum or NI Massive. It's simple so you'll hardly get lost.



## Where is knob X? Where is button Y?

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This section describes some parameters you may at first miss. To keep GUI from cluttering, some buttons don't look like buttons at all.

### Preset caller

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To browse module presets, click on the **section titles**.



### Volume Solo

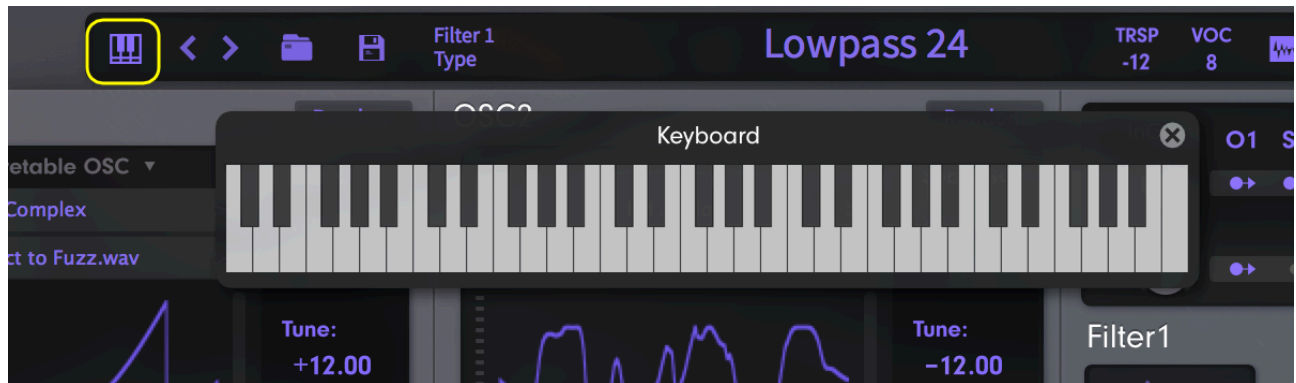
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To activate solo, click the "**volume**" labels. When solo is active, volume label itself and purple ring around knobs turn yellow.



## Keyboard

The keyboard was removed from the GUI, but you still can activate a **popup keyboard** from the button in the header display.



## Transpose / Voices / Voicemode

These three are put in the right side of the header.



Voicemodes are indicated by icons.

Mode	poly	mono	legato	duo
Icon				

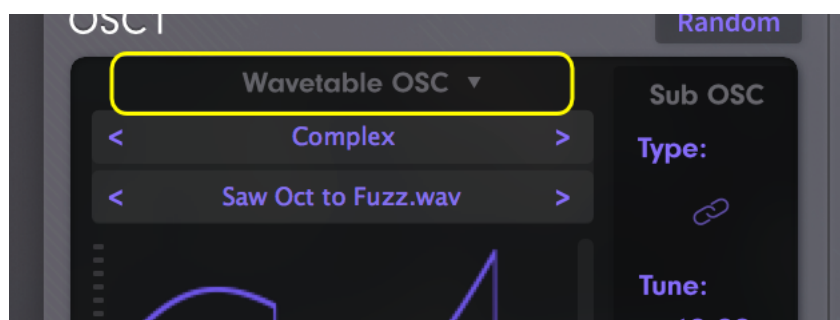
## Detailed Wavetable Editor

You can activate the detailed wavetable editors by clicking small button in OSC panels.



## Quit WT Mode and Go back to Standard OSC

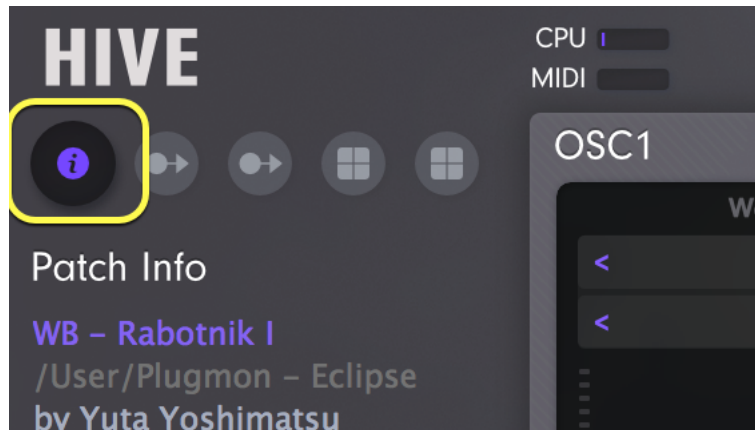
If you want to switch from WT to other standard waveforms, click the area around the title "Wavetable OSC".



## Microtunings & Finetune

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Since we think you rarely need these 2 parameters, they're put into very corner of the GUI : **Info panel**.



In the left panel, Eclipse has the "info panel" as well as mod matrix editor & XY mod editor. You can find M.Tune & FineTune on the bottom of that panel.



You can also find version information here. The version of the skin itself is shown here as well.



## Additional Features

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Making extreme use of U-he's GUI scripting language, The skin obtained some **additional features that the original doesn't have**.

### Partial Linking

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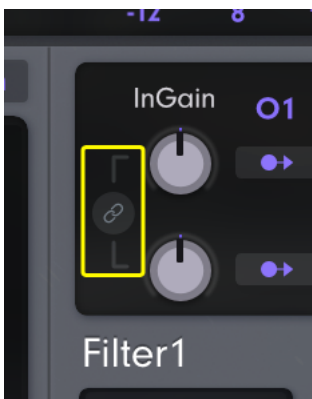
We serve separated link feature — generators and modulators.

By activating both, you get the same link feature as the original skin.

### Linked Controls

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In addition to the native linking system, Some "Linked controls" are added. You find them in (1)Filter input, (2)Vibrato, and (3)Mod matrices.

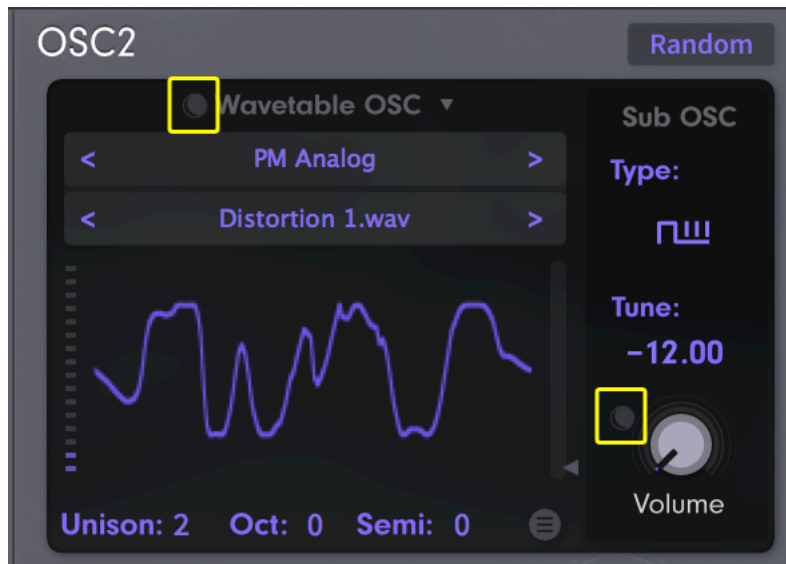


Note that these are not buttons, but are **knobs**. The whole area highlighted in the left picture works as a knob. drag the area and you can modify 2 knobs simultaneously!

## Idling Indicators

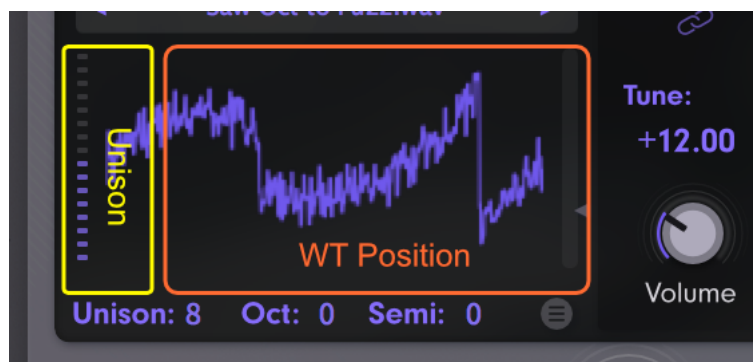
You may have experienced embarrassing time when you edit OSC, feel nothing changes, check routings and find it routed to nowhere!

That won't (hopefully) happen in Eclipse. When an OSC is routed neither to Filter1 nor to Filter2, a small "eclipsed moon" icon appears.



## Unison slider & WT slider

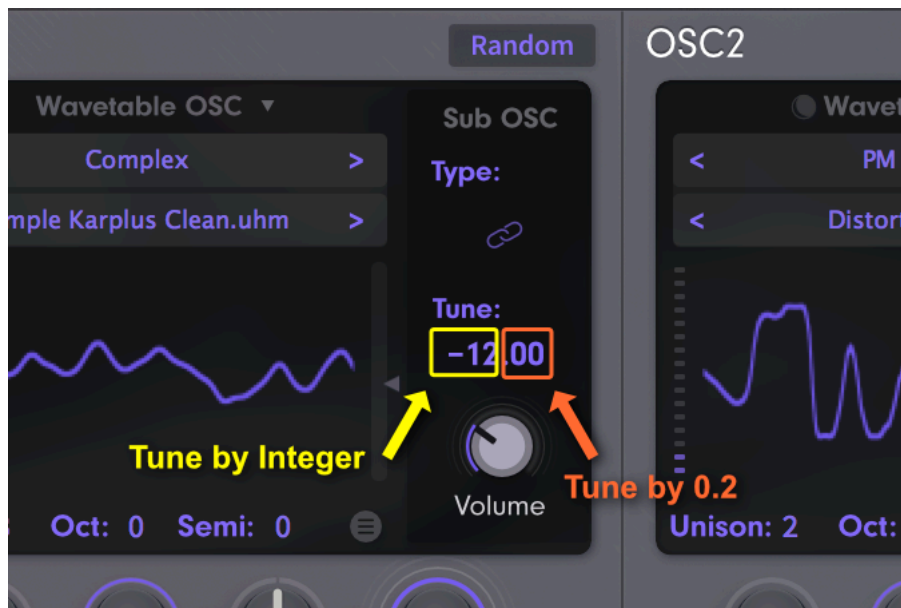
In Eclipse you can change unison value by **dragging**. The waveform displaying area is also used as "unison slider" and "WTpos slider".



So please remember that these 2 sliders have far wider "hit box" than it looks.

## Quantized SubOSC Tuning

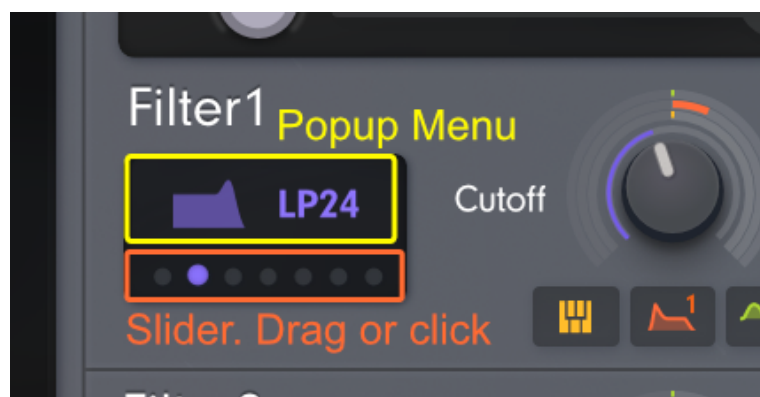
Have you ever wished that you could modify SubOSC tune by integer? Just Like NI Massive, Eclipse can do that.



\*This display shows tune by 0.2 degree. If you modify tune finely by shift-drag, such minute value won't be reflected in this display!

## Mode Slider

Say you want to compare between LP24 & LP12. How many clicks are you required in the original skin? Eclipse has "**mode sliders**" in addition to normal menus. Drag them to try different effect modes through.



## Slider Style Sequencer

The renowned feature in our Massive Modular skin is brought to Hive!  
This is how a sequencer should work.

Loop range & transpose bars are now **sliders**. You can adjust them by just dragging! No need to popup, popup and popup....



Since these transpose bars are only 120px high, it is hard to point the exact value you want set. It is recommended that you click, hold and drag to set values.

## Ring & Box style modulation (Filter cutoff)

On filter cutoff, there're rings and boxes. Drag **boxes** to set mod depth. Rings are just visual feedback, you **need not touch them!**



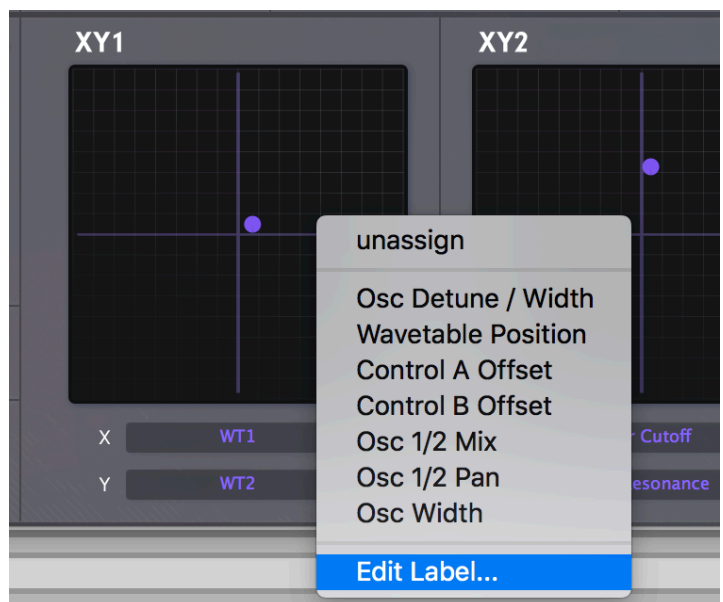
You'll notice there're "1" or "2" number on Mod and LFO boxes. This tells you which Mod(LFO) is set as source.

You cannot change them from here. Do it on the routing mixer.

## Full XY Editor

The original skin adopts **automatic/selectable** XY pad and courageously removed full XY assignment editor.

XY presets are great, but you may sometimes miss the full command of XYs. Eclipse has it!

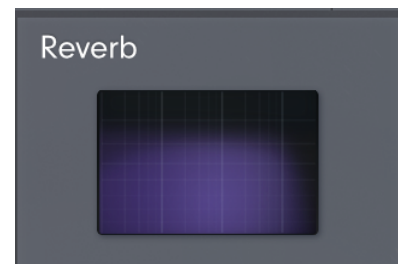


You can also edit **labels** for XYs. Under the presets section the menu "Edit Label..." lies.

## Visual Feedback for Reverb

In reverb module, Eclipse has a small display that tells you the sound image of current parameters.

This display shows the **summed up result of 4 parameters** : Size, decay, tone and damp. In other words, mix / pre / width have nothing to do with it.



The display itself also works as XY pad (X: Decay / Y : Size). It's convenient when you want to explore vast variations of these 2 parameters.

## Mix Knob for Compressor



The **Mix** knob is added in compressor module. Hive originally has this parameter, but it's hidden in the original skin (and the only way to modify this is to use mod matrix with Const set as source.)

Eclipse, on the other hand, has enough space to place it, so it is there editable.

But please keep this in mind : If you modify this parameter, save as a preset and distribute it, those who don't have the Eclipse skin hardly have a way to change (or even see) the value.

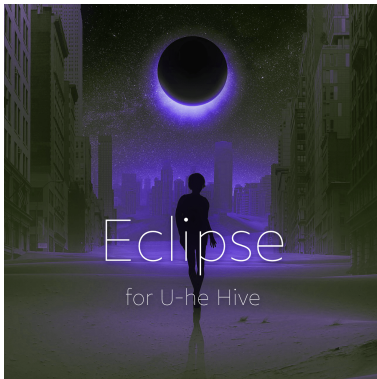
## Envelope Graph

ADSR also have visual feedbacks. These are just displays. No editing is available within here.





# Eclipse Sound Set



The Eclipse skin comes with the **Eclipse Sound Set**.

This is an "all-purpose" preset library, especially featuring wavetable synthesis sounds e.g. evolving pads, growling basses, realistic instruments sounds.

All presets are **mod-wheel ready, full XY assigned**, and are **fully tagged**.

## "Wavetable" Tag

Yet, unlike factory presets, we didn't tag them as "Wavetable" since some might prefer that tag to be only for factory presets. If you want to tag our all presets as "Wavetable", follow these steps:

1. Select all presets by click the first preset → shift-click the last preset.
2. Scroll down the folder view until you find "Tags".
3. Open it, open "Features" and you'll find "Wavetable" tag there.
4. Drag all presets onto there.



## Preset List

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### BASSES

BA1 - Subbass D  
BA1 - Subbass S  
BA1 - Subbass T  
BA1 - Tri This  
BA2 - Classic  
BA2 - Dark Energy I  
BA2 - Dark Energy II  
BA2 - Man Eater  
BA2 - MiniBass I  
BA2 - MiniBass II  
BA2 - MiniBass III  
BA3 - Compulsion  
BA3 - Deep Formant  
BA3 - Digimon  
BA3 - Fatal Error  
BA3 - Login Failed  
BA3 - Network Unstable  
BA3 - Thunder Wave  
BA3 - Vox One  
BA3 - Zodd  
BA4 - Brass Stab!  
BA4 - Chaosync  
BA4 - Enigma  
BA4 - Knocking on the Door  
BA4 - Plate Bright  
BA4 - Plate Dark  
BA4 - Wooden Block

### KEYS

KY1 - Brilliant Harp  
KY1 - Raindrop  
KY1 - Sayonara  
KY1 - Snowdrop  
KY1 - Timeless  
KY2 - Brass Quiet  
KY2 - Brass Rich  
KY4 - African Tube  
KY4 - FM Celesta  
KY4 - FM Rhodes Bright  
KY4 - FM Rhodes Clean  
KY4 - FM Wurli Clean  
KY4 - FM Wurli Dirty  
KY4 - Harpsitar  
KY4 - Marimba  
KY4 - Organ 60s  
KY4 - Organ 70s  
KY4 - Organ Church  
KY4 - Pizzicato  
KY4 - Storyteller

## **LEADS**

LD1 - Ocarina  
LD1 - Old Stories  
LD2 - 5th Dimension  
LD2 - Acid 303  
LD2 - Computer Game  
LD2 - Matrix  
LD2 - Minimood  
LD2 - Trembling  
LD3 - Dual Supasaw  
LD3 - Divinity  
LD3 - Jupiter  
LD3 - Stage I  
LD3 - Stage II  
LD3 - Stage III  
LD3 - Stage IV  
LD4 - Chipsound

## **PADS**

PD1 - Dawning  
PD1 - Dragon Tamer  
PD1 - Heavenly Choir  
PD1 - Nanase  
PD1 - Nostalgia  
PD1 - Sine Theta  
PD2 - Awakening  
PD2 - Future is Here  
PD2 - King Analog  
PD2 - Neon Lights  
PD2 - We are the R  
PD3 - Cyber One  
PD3 - Cyber Two  
PD3 - Outer Space  
PD3 - Trans Square  
PD3 - Trans Supersaw  
PD3 - Trans Ultrasaw  
PD4 - Ethnic Drone  
PD4 - Sci Fi  
PD4 - The Third Kind

## **PLUCKS (POLY)**

PL1 - FM Mallet  
PL1 - Glass Edge  
PL1 - Left Behind  
PL1 - SynthPizz  
PL2 - Feather  
PL2 - Moon Traveller  
PL2 - Music I  
PL2 - Music II  
PL2 - Shinjuku  
PL2 - Wall of China  
PL3 - Mega Trans  
PL3 - Nano  
PL3 - Surface  
PL4 - 8bit Computer  
PL4 - Bitcoin  
PL4 - Chocolate Planet

## **PLUCKS (MONO)**

PM1 - Dewdrop  
PM2 - Electric Town  
PM2 - Harajuku  
PM2 - Tokyo Endless  
PM3 - AD 2300  
PM3 - Franche Lippee  
PM3 - Recess  
PM4 - Chromosome

## **ARP/SEQUENCE**

AR - Basic Saw  
AR - COM64  
SQ - 8th Monster Bass  
SQ - 8th Talking Bass  
SQ - 16th Iron Bass  
SQ - 16th Scream  
SQ - 16th Simple Bass  
SQ - Acid 303  
SQ - Butterfly Effect  
SQ - Question One  
SQ - Space Explorer

## **WOBBLES**

WB - Deadman's Q  
WB - Gorgon  
WB - Monster Machine  
WB - Rabotnik I  
WB - Robotnik II  
WB - Robotnik III  
WB - She is Hungry  
WB - Synced Vox  
WB - Voyvoy  
WB - Zombies

# Wavetables

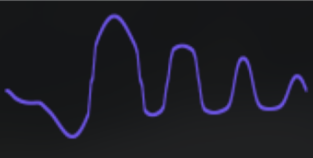




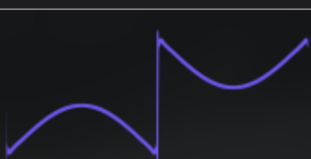




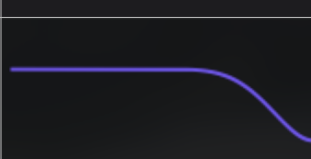
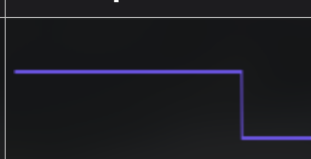
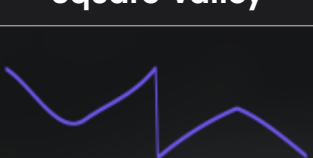
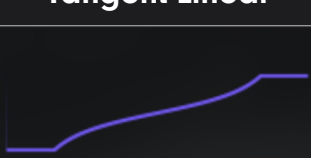
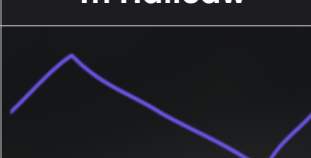
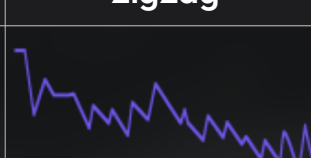
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Most of the presets use custom wavetables. Below are the lists of them.




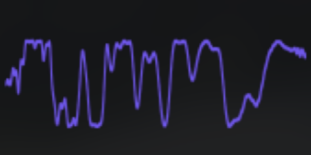
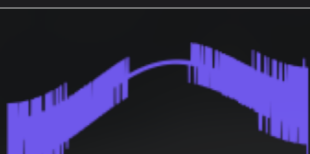


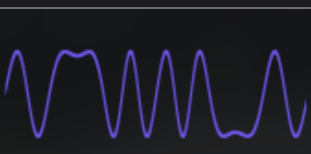
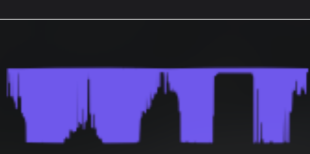



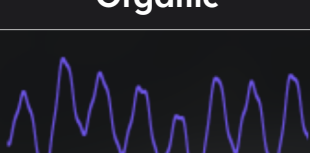
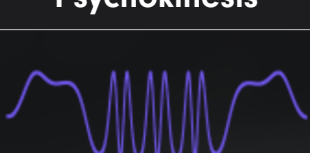
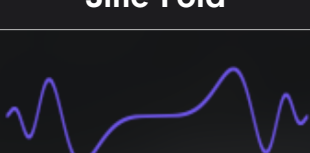
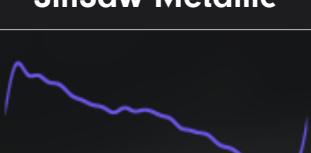
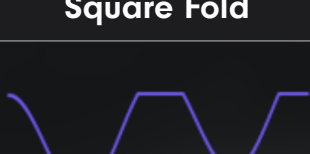
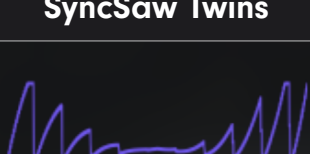
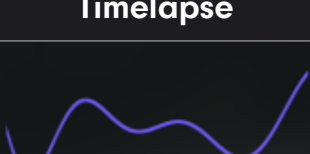

\*All wavetables are multi wavetables. Since we cannot attach animations here, we took screenshots in the middle(50%) WT position.

## PM Analog

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AcidSym	Lin-Sqrt	Log-Square	Magmata I
			
Magmata II	Pulsaw Dist	Saw Boomy	Saw Creamy
			
Saw Soft	Saw Variable	SeaShelf	Square Std
			
Square Valley	Tangent-Linear	Tri-HalfSaw	ZigZag
			

# PM Digital

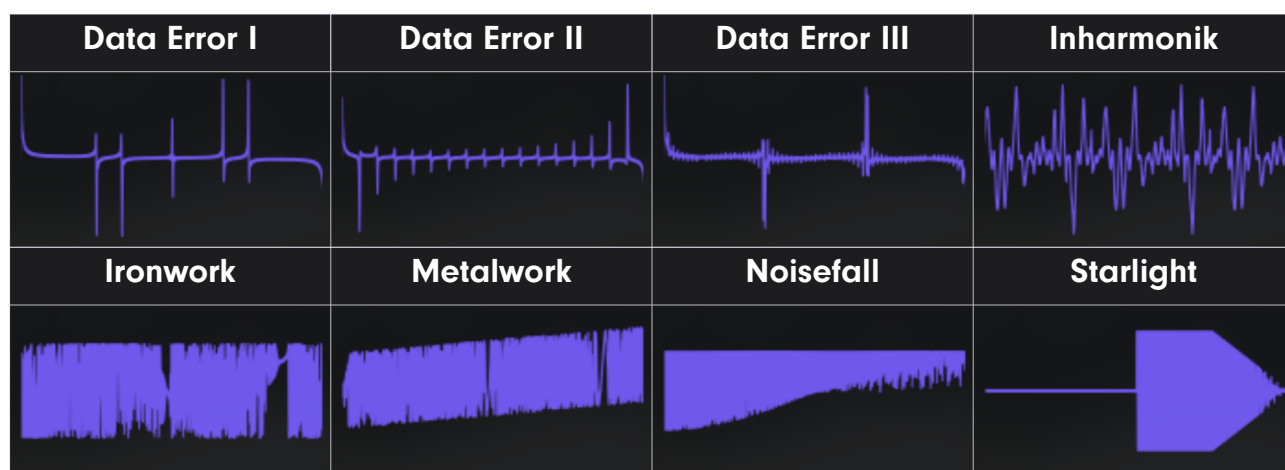
<b>Alien lives</b>	<b>Cello Synthetic</b>	<b>ChainSaw</b>	<b>Chimaera</b>
			
<b>Close to You</b>	<b>Cyclops</b>	<b>DNA</b>	<b>FM Sine</b>
			
<b>Icicles</b>	<b>Low Bit Saw</b>	<b>Moses</b>	<b>Mutant</b>
			
<b>Organic</b>	<b>Psychokinesis</b>	<b>Sine Fold</b>	<b>SinSaw Metallic</b>
			
<b>Square Fold</b>	<b>SyncSaw Twins</b>	<b>Timelapse</b>	<b>Woodenware</b>
			



## PM Growl



## PM Noise

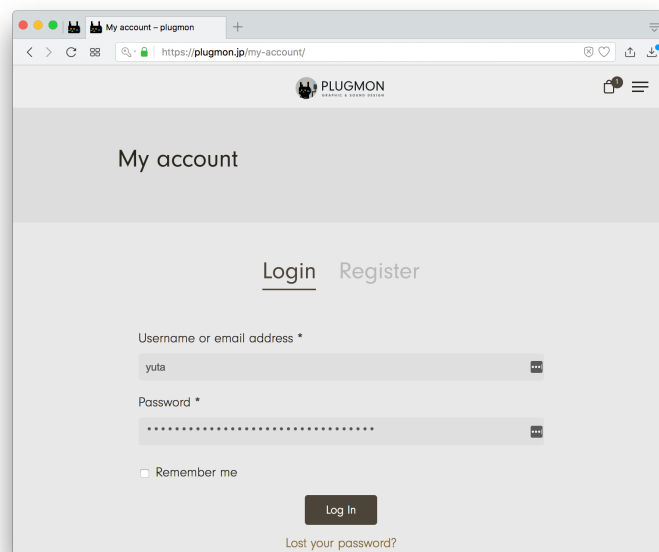


# Download & Update

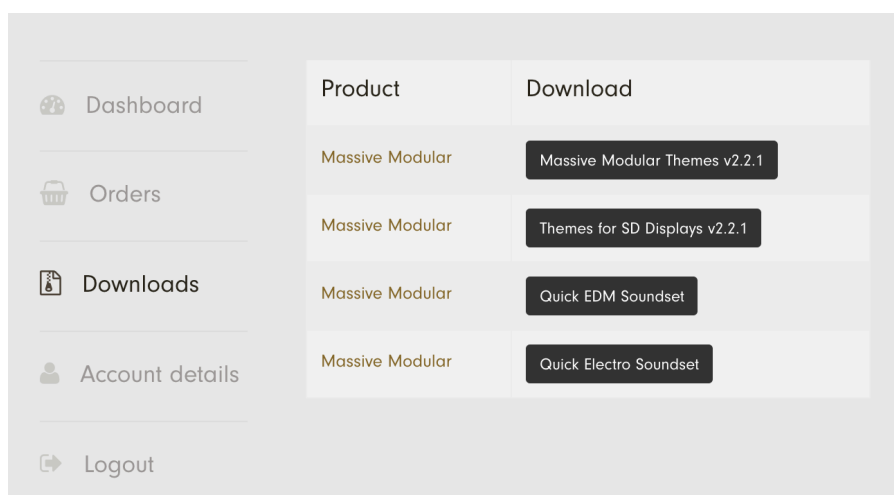
Re-download or update link is provided via the website.

Your account page is : <https://plugmon.jp/my-account/>

Please login with your e-mail and password. **If you don't have account yet, you have to create one** (When creating, make sure that you enter the same address as you used on purchase).



After login, go to "**Downloads**" tab, where you can download your purchased products.



\*If you have any troubles, please [contact us](#).