

# TITAN2

266 SYNTHESIZERS IN ONE

# USER GUIDE



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## IMPORTANT:

This manual shows specific Information of the **TITAN 2** Graphical User Interface of the Quick Edit Page of the Best Service ENGINE Player

Every knob and slider of the **TITAN 2** GUI is a connection to a parameter of the Pro Edit Page.

All these connections are shown and written with **GREEN colour** in this manual !

For basic Information of bestservice ENGINE-Player please open ENGINE and click the blue “ ? ”



Now you can open the ENGINE manual pdf - check the latest updates or visit the Best Service Website.

# LAYERS

A Layer holds the Sound-Preset-Instruments from TITAN 2. You can add as many Layers you need for your production.

Layers include the complete information of an instrument including Sound / Section 1 & 2 and all other parameters you can see in the TITAN 2 user interface.



## Loading instruments

After pressing “click here to load instrument”, you can choose if you want to load an instrument from a Sound-Category or an individual Synthesizer with all its Presets.

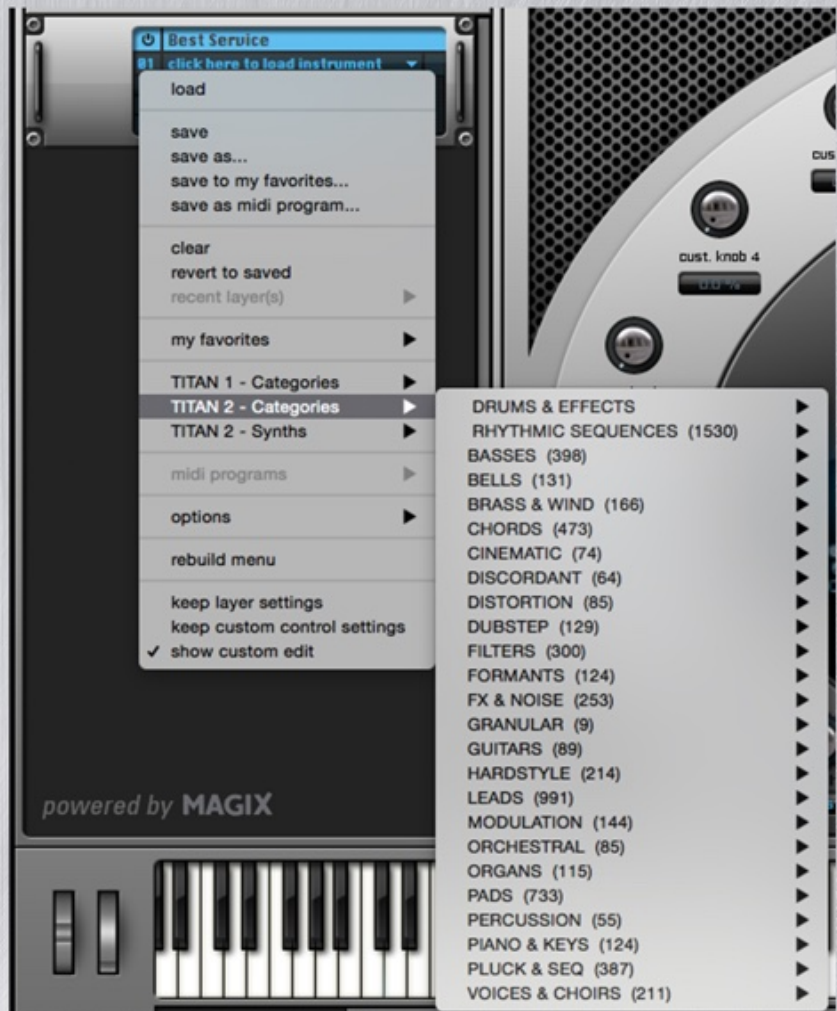
The 7000 instruments in TITAN 2 Categories and TITAN 2 - Synths are identical.

The 5500 instruments in TITAN 1 Categories are the original TITAN 1 presets and use the original TITAN 1 user interface.

Nevertheless TITAN 1 sounds can be used with the new TITAN 2 Interface when loading them in the Sound / Section 1 or 2.

Sounds / Sections whose names contain a “ m ” were recorded in mono !

Drums & Effects are available in TITAN 2 - Categories only !



## Sound / Section (Synth 1 & 2)



Sound / Section 1 & 2 work like 2 independent Mini-Synthesizers with its own Filters, Envelope, Modulations & Effects.

Loading a sound to Sound / Section 1 & 2 works just the same as loading a complete instrument (Layer).

There are also 3 Sound-Groups available:

- TITAN 1 - Categories
- TITAN 2 - Categories
- TITAN 2 - Synths

TITAN 2 - Categories & TITAN 2 - Synths include identical Sections, but you can decide if you want to load them from a Sound-category or a particular Synthesizer.

The difference to the Layer is, that you load in a Sound / Section only the raw multisample-data.

Sounds / Sections whose names contain a " m " were recorded in mono !

Example: "Bass 12 m (Hype)"

When loading new Sounds / Sections or stepping through the soundpool with the arrow-keys, the Amp-Envelope, Filter & Filter-Envelope Data will be retained. The Modulations & Effects always will be switched off.

VOL. -1.00	- VOL. (Volume control of Sound / Section 1 & 2)
PITCH 0.00	- PITCH (Pitch control of Sound / Section 1 & 2)
PAN 0	- PAN (Pan / Left-right stereo control of Sound / Section 1 & 2)
M/ST 10	- M/ST (mono / stereo control of Sound / Section 1 & 2)

## Sound / Section 1 & 2 (Modulation & LFO Presets)



- VOL.MOD. (Load Volume Modulation Presets here)  
(ProEdit / 1 or 2 Section / STEP MOD # 1 or 5)
- PITCH MOD. (Load Pitch Modulation Presets here)  
(ProEdit / 1 or 2 Section / STEP MOD # 2 or 6)
- PAN MOD. (Load Panning Modulation Presets here)  
(ProEdit / 1 or 2 Section / STEP MOD # 3 or 7)
- FILTER MOD. (Load Filter Modulation Presets here)  
(ProEdit / 1 or 2 Section / STEP MOD # 4 or 8)

Here can be loaded hundreds of LFO / Modulation - Presets, working complete independently.

## Sound / Section 1 & 2 (Amp-Envelope)



Classic Attack / Decay / Sustain / Release Amp-Envelope

- (ProEdit / 1 Section / AHDSR # 1)
- (ProEdit / 2 Section / AHDSR # 2)

## Sound / Section 1 & 2 (Filter)



- Filter Frequency (ProEdit / 1 or 2 Section / filter)
- Filter Resonance (ProEdit / 1 or 2 Section / filter)
- Filter Envelope Attack (ProEdit / 1 or 2 Section / AHDSR # 3/4)
- Filter Envelope Sustain (ProEdit / 1 or 2 Section / AHDSR # 3/4)
- Filter Envelope Decay/Release (ProEdit / 1 or 2 Section / AHDSR # 3or4)
- Filter Types: (ProEdit/1&2 Section / filter)
  - 2-pole lowpass (12 dB) 2-pole highpass (12 dB) 2-pole bandpass (12 dB)
  - 4-pole lowpass (24 dB) 4-pole highpass (24 dB) 4-pole bandpass (24 dB)
  - 6-pole lowpass (36 dB) 6-pole highpass (36 dB) 6-pole bandpass (36 dB)

## Sound / Section 1 & 2 (Effects)



- Stereo Filter Delay (Load Delay Presets here)  
(ProEdit / 1 or 2 Section / FILTER DELAY )
- Phaser. (Load Phaser Presets here)  
(ProEdit / 1 or 2 Section / PHASER )
- Flanger/Chorus (Load Flanger & Chorus Presets here)  
(ProEdit / 1 or 2 Section / FLANGER )
- Bit Reduction (Change Bit-Depth here) / Frequency  
(ProEdit / 1 Section / BIT REDUCTION )
- Distortion (Frequency / Drive A + B / Colour / Volume)  
(ProEdit / 2 Section / BIT REDUCTION )

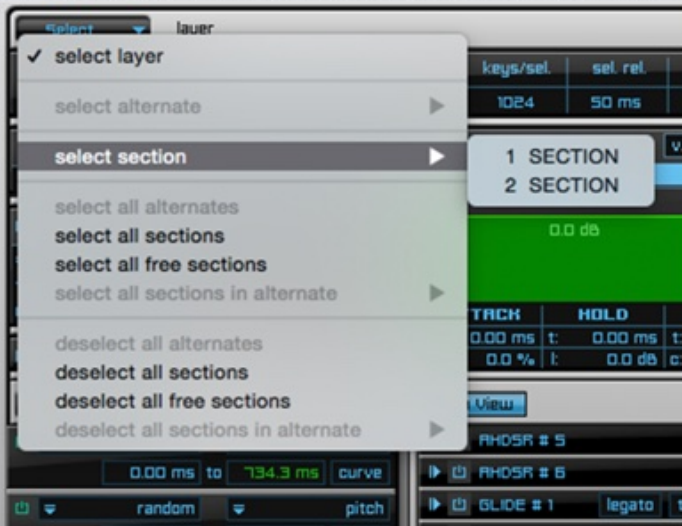
Sound / Section 1 offers "Bit-Reduction", Sound / Section 2 offers "Distortion".

Of course you can add additional Effects to Sound / Section 1 or 2 > see next page or use the ENGINE manual pdf for detailed information.

## Sound / Section 1 & 2 (Edit / create Presets & store your own Presets)

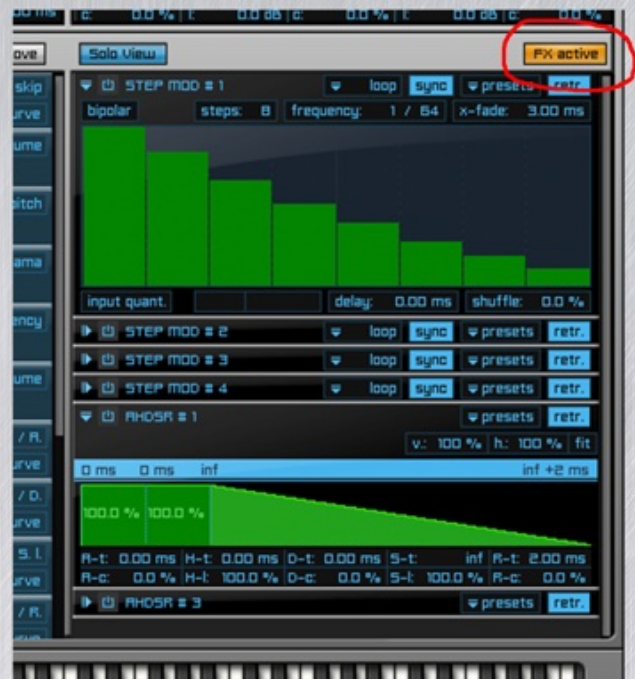


To get more settings for Modulations & Effects or create your own Presets you have to go to the Pro-Edit page and then select Sound / Section 1 or 2.



After selection you have reached the Sound / Section 1 or 2 Pro-Edit Page:

Now you have to decide, if you want to edit the Modulations / LFO or the Effects.



Pressing this button switches between both pages.

All Parameter-Numbers on the Pro-Edit Page that glow **green** are linked with the Quick-Edit Page and the **TITAN 2** User Interface !!!

## **MODULATIONS:**

All **TITAN 2** sections you can load were created with following basic modifiers / modulations. These modulations are linked to the 4 Modulators on the **TITAN 2** User Interface:

### **Sound / Section 1**

STEP MOD # 1 controls Volume Modulation  
STEP MOD # 2 controls Pitch Modulation  
STEP MOD # 3 controls Pan Modulation  
STEP MOD # 4 controls Filter Modulation  
AHDSR # 1 controls Amp. Envelope  
AHDSR # 3 controls Filter Envelope

### **Sound / Section 2**

STEP MOD # 5 controls Volume Modulation  
STEP MOD # 6 controls Pitch Modulation  
STEP MOD # 7 controls Pan Modulation  
STEP MOD # 8 controls Filter Modulation  
AHDSR # 2 controls Amp. Envelope  
AHDSR # 4 controls Filter Envelope

This Information works with every **TITAN 2** sound / section.

Feel free to edit & save the original presets or create your own new presets.

You also can add additional modifiers or modulators to any sound / section of **TITAN 2** and save it altogether as a new LAYER. All sound / section informations are stored but can only be edited in the Pro-Edit Page.

Additional Information to the Pitch Modulation (**STEP MOD # 2 & STEP MOD # 6**), because this is a little bit tricky:

To create or change molodies, you have to know, that 100% up or down corresponds to 25 semitones for, that means in effect - one octave up = 48 %, 2 octaves down = 96 %, 1 semitone = 4 % etc.

For more information about all the parameters of the Step Modulators and AHDSR Envelopes and all other modifiers and modulators, please take a look at the Best Service **ENGINE** Manual.

## **SAVING MODULATION PRESETS:**

New presets must be saved to this location, else it's not possible to use them with **TITAN 2**.

/Libraries/TITAN2/Config/presets/.....Folder of Modulator

No restart of **ENGINE** is necessary, new presets can be used immediately after saving to the particular folder.

How to save presets, please take a look at the Best Service **ENGINE** Manual

## **EFFECTS:**

All **TITAN 2** sections were created with following Basic Effects:

### **Sound / Section 1**

PANORAMA  
FILTER DELAY  
VOLUME  
PHASER  
BIT REDUCTION  
FLANGER

### **Sound / Section 2**

PANORAMA  
FILTER DELAY  
VOLUME  
PHASER  
FLANGER  
DUAL BAND DISTORTION

Feel free to edit & save the original **TITAN 2** presets of these Effects or create your own new Effect presets.

You also can add more than 50 additional Effects to any sound / section of **TITAN 2** and save it altogether as a new LAYER. All sound / section informations are stored in the new LAYER, but can only be edited in the Pro-Edit Page.

For more information about all the parameters of the **TITAN 2** Effects or any additional Effects and all its options, please take a look at the Best Service ENGINE Manual.

### **SAVING EFFECTS PRESETS:**

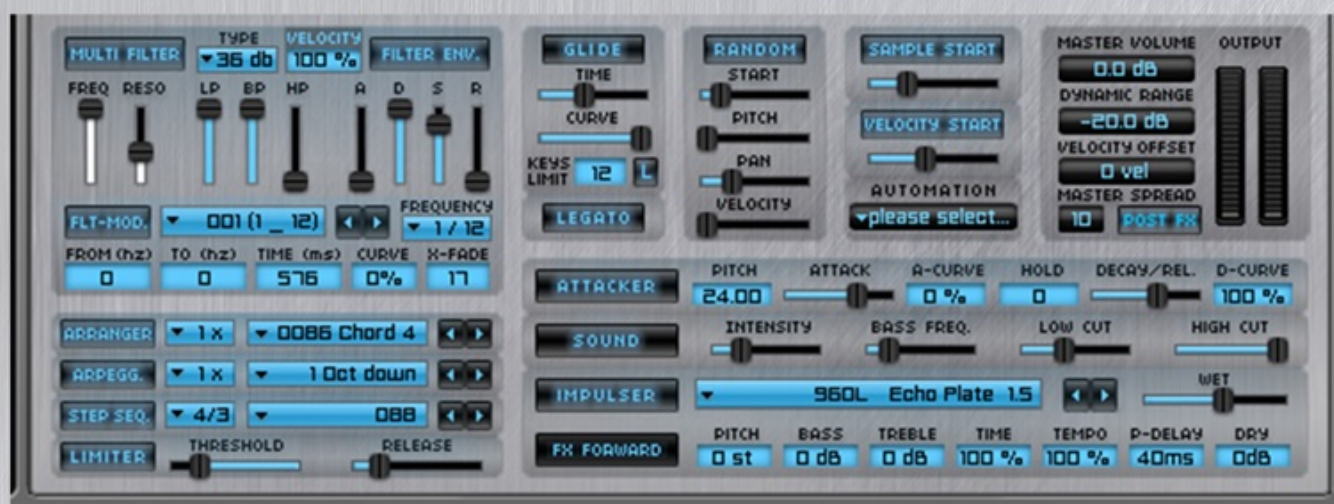
New presets must be saved to this location, else it's not possible to use them with **TITAN 2**.

/Libraries/TITAN2/Config/presets/.....Folder of Effect

No restart of ENGINE is necessary, new presets can be used immediately after saving.

How to save presets, please take a look at the Best Service ENGINE Manual

## LAYER Master Parameters



All these Parameters affect Sound / Section 1 & 2 together !

### Multi Mode Filter:



- The „Multimode Filter“ allows the usage of the three filter types „Low Pass“, „Band Pass“ and „High Pass“ simultaneously.
- Filter Frequency (ProEdit / Layer / Insert FX / Multi Mode Filter)
  - Filter Resonance (ProEdit / Layer / Insert FX / Multi Mode Filter)
  - Filter Types: (ProEdit / Layer / Insert FX / Multi Mode Filter)
    - 2-pole lowpass (12 dB)
    - 2-pole highpass (12 dB)
    - 2-pole bandpass (12 dB)
  - Filter Envelope Attack (ProEdit / Layer / AHDSR # 5)
  - Filter Envelope Decay (ProEdit / Layer / AHDSR # 5)
  - Filter Envelope Sustain (ProEdit / Layer / AHDSR # 5)
  - Filter Envelope Release (ProEdit / Layer / AHDSR # 5)

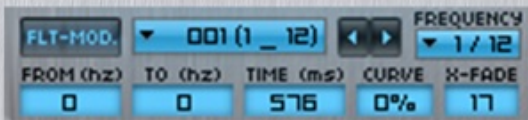


## Filter Velocity:



The Filter Velocity does NOT manipulate the Multi Mode Filter !!!  
It manipulates the Main-Filter on the Layer Page, because this filter can be switched off independently of the Multi Mode Filter.  
If you don't want the velocity manipulating any filter, set this value to 0.  
(ProEdit / Layer / Modifier / Velocity > Filter frequency)

## Filter-Modulation:



The Filter-Modulation manipulates the Multi Mode Filter with an LFO and an Envelope-Curve.  
(ProEdit / Layer / STEP MOD # 9)

The Presets you can load and use here are identical with the Presets of the Filter Modulation of Sound / Section 1 & 2 above, but you have more settings to manipulate the Multi Mode Filter in the TITAN 2 User Interface without switching to the Pro-Edit Page.

The frequency can always be controlled via the Modulation-Wheel, but only if the FLT-MOD. knob is switched on. If it is switched off, the Modulation-Wheel works like a vibrato of a regular Synthesizer !

FROM (hz) affects the Modulation-frequency TO (hz) in this TIME (ms). (ProEdit / Layer / AHDSR # 7)  
Additionally you can use the CURVE parameter to adjust the Fade-in character of this process.  
X-FADE makes the LFO of the Filter Modulation smoother or rougher. (ProEdit / Layer / AHDSR # 7)

## Glide (Portamento) & Legato:



GLIDE: On / Off  
Time: Assigns the time for the change from one note to the next.  
Curve: Influences the effect of the glide  
Keys Limit: Here you can limit the distance range for two successively played notes.  
L (Legato button): If activated, the „glide“ function is only used if two or more played notes overlap each other. (ProEdit / Layer / GLIDE # 1)  
LEGATO: Switch Legato Effect on & off. If on: Notes get connected and can only be played monophonic.

## Random:



START: The starting point of all played samples is manipulated randomly from 0 - 5 sec. This effect is used to generate analog-feeling or special effects.  
(ProEdit / Layer / Modifier / random > skip)  
Important: Some sounds of TITAN 2 include shorter samples than 5 seconds. If the random start time is too big, than it may be that you hear no more !  
PITCH: Manipulates the pitch of all played sounds randomly. Also good to generate the analog-feeling of an analog Synthesizer-Waveform or Oscillator.  
(ProEdit / Layer / Modifier / random > pitch)  
PAN: Manipulates the panning of all played sounds randomly in the Stereo-Spectrum.  
(ProEdit / Layer / Modifier / random > pan)  
VELOCITY: Manipulates the velocity of all played sounds randomly.  
(ProEdit / Layer / Modifier / random > velocity)

## Sample & Velocity Start:



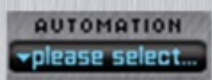
**SAMPLE START:** The starting point of all played samples can be moved backwards from 0 - 5 sec.

(Pro-Edit / Modifier / fix value > skip)

**VELOCITY START:** Manipulates the sample start of all played by velocity.

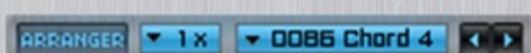
(Pro-Edit / Modifier / velocity > skip)

## AUTOMATION:



Here you can store and recall custom midi automation presets.

## ARRANGER:



The Arranger is a unique and inspiring polyphone MIDI file player with automatic chord recognition. This means that you can import one or multiple MIDI files into the Arranger and assign these MIDI files to chords.

In **TITAN 2** the Arranger gives you a lot of presets and chords but of course you can use your own Midi-Files too. [Pro-Edit Page / Layer / ARRANGER # 1](#)

[For more information about all ARRANGER parameters please take a look at the Best Service ENGINE Manual.](#)

## ARPEGGIATOR:



The Arpeggiator allows you to play alternating monophone notes or chords automatically.

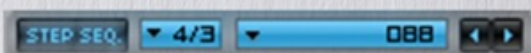
The ENGINE Arpeggiator includes also a monophone Midi-File Player

The presets in **TITAN 2** offer classic arpeggios as well as 200 Midi-Files. Of course you also can import your own Midi-Files.

To get more options and create your own Step Sequences > [Pro-Edit Page / Layer / ARPEGGIATOR # 1](#)

[For more information about all ARPEGGIATOR parameters please take a look at the Best Service ENGINE Manual.](#)

## STEP SEQUENCER:



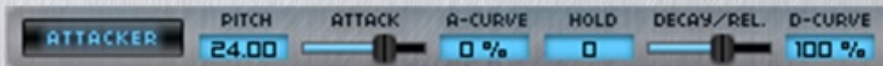
The Step Sequencer enables you to create a so-called „stepped“ rhythmic sequences of your instruments and can be played polyphone.

**TITAN 2** offers more than 100 rhythmic sequences and you can create your own sequences too.

To get more options and create your own Step Sequences > [Pro-Edit Page / Layer / STEP SEQUENCER # 1](#)

[For more information about all STEP SEQUENCER parameters please take a look at the Best Service ENGINE Manual.](#)

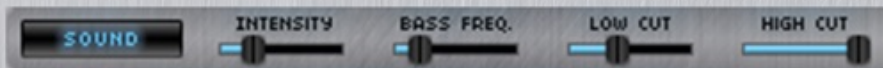
## ATTACKER:



The "ATTACKER" manipulates the pitch with an AHDSR-Envelope ([Pro-Edit Layer Page AHDSR # 6](#)). This can be used like a glide/portamento effect but independent from the note played before, to create hard attacks (very short decay-time) or as a special effect:

Pitch:	-60.00 - 60.00 semitones	( <a href="#">Pro-Edit / Modifier / AHDSR # 6 &gt; Pitch</a> )
Attack time:	0 - 5000 milliseconds	( <a href="#">Pro-Edit Layer Page AHDSR # 6</a> )
Attack-Curve:	0 - 100 %	( <a href="#">Pro-Edit Layer Page AHDSR # 6</a> )
Hold:	0 - 2000 ms	( <a href="#">Pro-Edit Layer Page AHDSR # 6</a> )
Decay/Release Time:	0 - 5000 ms	( <a href="#">Pro-Edit Layer Page AHDSR # 6</a> )
Decay-Curve:	0 - 100 %	( <a href="#">Pro-Edit Layer Page AHDSR # 6</a> )

## SOUND:



"SOUND" works like a very efficient fast to use "Multi Loudness Equalizer"

**INTENSITY:** Boosts Low-Shelf from 0-24 db and Band 1 from 0 - 10 db, Band 2 (20 khz) and High-Shelf from 0-24 dB (20 khz)  
([Pro-Edit Layer Page 4-Band Parametric EQ](#))

**BASS FREQ:** Sets the "Intensity" bass frequency from 40 - 300 Hz

**LOW CUT:** Reduces bass from 10 - 2000 hz with 24 dB ([Pro-Edit Layer Page LOW CUT FILTER](#))

**HIGH CUT:** Reduces Band 3 at 12000 Hz with -24dB ([Pro-Edit Layer Page Vintage 3-Band EQ](#))

## IMPULSER:



IMPULSER (or Origami) is a high-end real-time engine to use and edit Impulse Response files.

TITAN 2 offers more than 900 Reverb and FX Impulse Response Presets.

- WET: Volume of Effect signal from -60 dB to 0 dB ([Pro-Edit Layer Page / Origami / wet](#))
- PITCH: Changes the Pitch of impulse response file ([Pro-Edit Layer Page / Origami / Pitch](#))
- BASS: Reduce or increase Bass from impulse response file (...[Origami / 4-Band-EQ / L-Shelf](#))
- TREBLE: Reduce or increase Treble from impulse response file (...[Origami / 4-Band-EQ / H-Shelf](#))
- TIME: Reduce the time of impulse response file ([Pro-Edit Layer Page / Origami / Time](#))
- TEMPO: Changes the length of impulse response file to play it faster or slower (...[Origami / Tempo](#))
- Pre DELAY: Delays the start of the impulse response file ([Pro-Edit Layer Page / Origami / PRE-DELAY](#))
- DRY:

There are much more possibilities how to use the IMPULSER (Origami). For more information about all its parameters please take a look at the Best Service ENGINE Manual.