



# Eternal v2

Barber-pole flanger

**AAX + AU + VST** effect plugin for Mac and Windows

Designed and developed by **Sinevibes** ©2017-2023



# INTRODUCTION

**Eternal** is a barber-pole flanger. Unlike a traditional flanger which has its tone repeatedly go up and down, a barber-pole flanger goes upwards or downwards in a seemingly endless fashion. To accomplish this unique effect, **Eternal** employs a thoroughly calibrated low-frequency oscillator with six output signals which modulate and crossfade three flangers – and they do this in a very special way. Since these oscillators have a “through-zero phase” design, **Eternal** can go from downwards to upwards motion and back completely seamlessly. With two distinct timbres available thanks to positive or negative feedback, this plugin produces a wide variety of delicious spectrum sweeps – plus unusual chorus, pitch shift, and stereo widening effects.

## SOUND ENGINE

- Triple-layer flanger with crossfade modulation producing an endless barber-pole effect
- Positive or negative flanger feedback
- Frequency can be set in Hz or as host tempo fraction with precise transport location sync
- Variable bipolar stereo phase offset
- Low-cut filter to ensure stable operation even at the most extreme settings
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

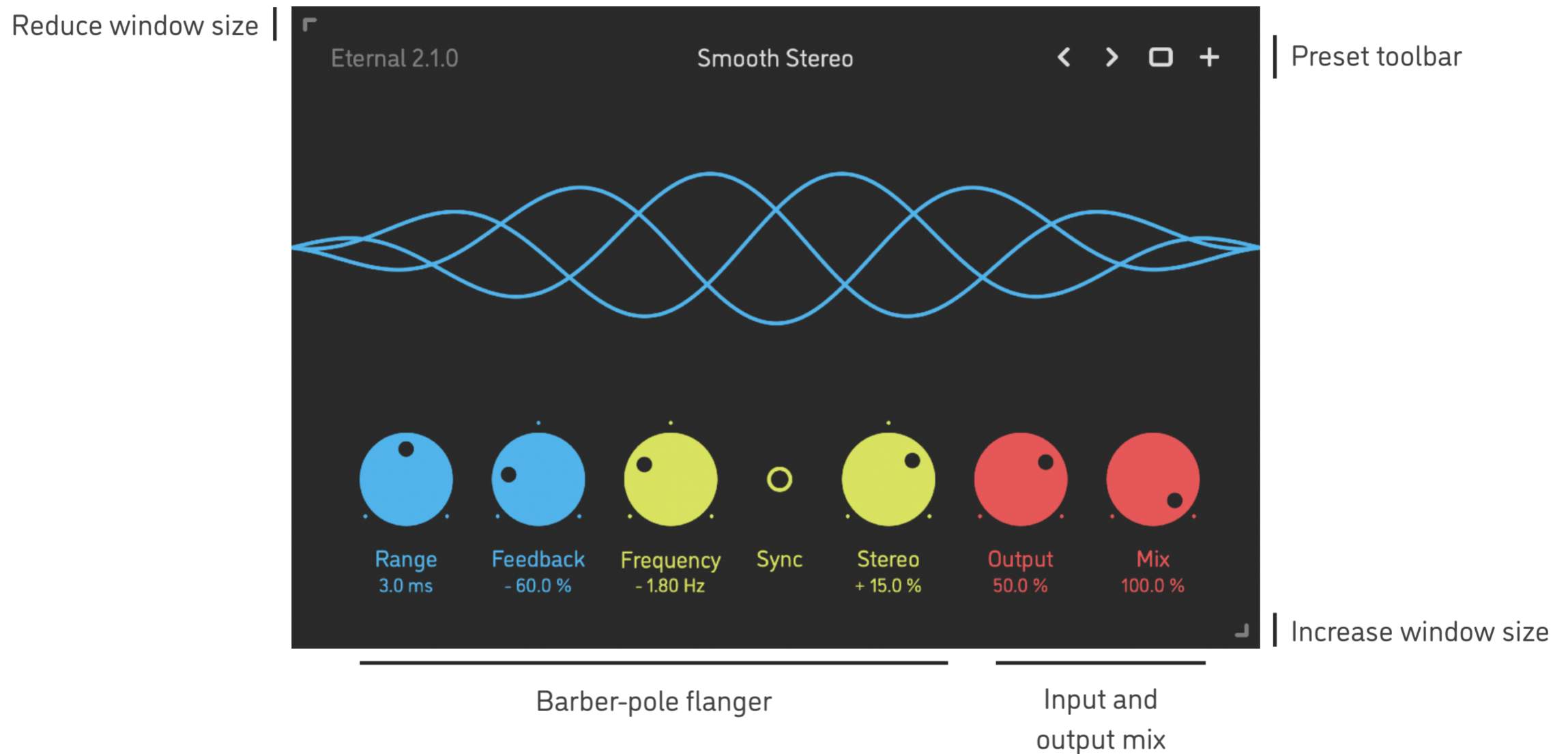
- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## SYSTEM REQUIREMENTS

- 64-bit Mac computer with Intel or Apple processor, running **macOS 10.9** or later, plus a host application with support for **AU**, **AAX**, or **VST3** plugins
- 64-bit PC computer with x86 processor, running **Windows 8.1** or later, plus a host application with support for **AAX** or **VST3** plugins

# INTERFACE

**Eternal** features a fully vector-based interface, with color-coded elements for effective visual grouping. The interface allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Eternal** is loaded.



- Hold *shift* and drag a knob to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows), or *double-click* any knob to recall its default parameter value.
- To fully initialize all plugin's parameters, load the preset named *Default* from either *Factory* or *User* bank.

# PARAMETERS

Range	0 .. 6 ms	Flanger engine's base time range
Feedback	-100 .. +100 %	Polarity and amount of output signal being fed back into the flanger's input
Frequency	-20 .. +20 Hz	Barber-pole flanger modulation frequency in Hz ( <b>Sync</b> switch is off)
Rate	-16/1 .. +16/1	Barber-pole flanger modulation frequency as a host tempo fraction ( <b>Sync</b> switch is on) The flanger sweeps are endlessly moving upwards with positive frequency values (+) and downwards with negative values (-)
Sync	On / Off	Defines whether the flanger modulation frequency is set in Hz or as a fraction of the host tempo; when this switch is on, the modulation phase is also being continuously synchronized to the host transport location
Stereo	-100 .. +100 %	Phase difference of the flanger modulation within the stereo field: the right channel is shifted forwards (+) or backwards (-) in relation to the left channel by up to half cycle
Output	0 .. 100 %	Wet output signal level of the barber-pole flanger
Mix	0 .. 100 %	Balance between dry input and wet output

# PRESETS

**Eternal** features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name in the top center to show open file dialog with the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows) on the preset name to reveal the actual file.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets



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