



PRESS RELEASE

December 2007

Tone2 releases Gladiator, a powerful and fundamentally new synthesizer with Harmonic Content Morphing synthesis



A revolution in synthesis!

Gladiator is one of the most powerful synthesizers ever. This is a tough statement, but you should read this...

What is Harmonic Content Morphing (HCM) Synthesis?

This new synthesis method is based on a large and expandable repertoire of standard waves like pulse, unique synthetic waveforms as well as resynthesis waves like trumpets, organs, pianos and voice samples. These waves can be modified in real-time by e.g. FM modulation, altering its harmonic structure, syncing, waveshaping,...

Any modification of a wave can be modulated producing lively shimmery sounds (recall: with only one oscillator!). In total there are more than 30,000 different spectra available for combination and modulation.

Example:

You can take a Hammond organ, FM modulate the organ with a sawtooth, create a hypersaw and amplitude modulate this signal with a BPM synced vocoder drumline.

What is the advantage of Gladiator compared to other synthesizers?

- Real high-end sound quality: Analog, warm, transparent and fat
- Huge sonic range: From classic to unique science fiction
- Excellent value for money
- Low CPU and high reliability
- Gladiator can replace a complete room full of hardware
- Flexibility and expandability
- 750 professional sounds from [Vengeance](#) and others
- Gladiator was created by professional [dsp scientists](#)

Synthesis features

- Advanced HCM (new synthesis, unique sounds)
- FM
- AM
- PWM (can be applied on every waveform)
- Sync
- Phase modulation / PM
- Vocoder sounds (512 bands)
- Waveshaping
- Supersaw (can be applied on every waveform)
- Additive sounds (512 harmonics)
- Resynthesis sounds
- Phase distortion
- Sample playback
- Real stereo
- 18 oscillators per voice
- 74 different oscillator types with 30208 waveforms
- Additional user defined waveforms with modifiers
- Aliasfree / 162x oversampling (sample playback)
- Modular routing

Filters and effects

- 40 different filters in high-end quality (Analog, vocal, comb, elliptic, phaser, lowpass, highpass, bandpass, notch, EQ, ...)
- 20 different effects in high-end quality
- 7 distortion types with warm, analog sound
- Programmable arpeggiator, step LFO and trancegate
- BPM syncable
- IQM for clearer chords (intelligent microtuning)
- 4x stereo unison

What is intelligent micro tuning?

IQM (intelligent micro tuning) is a feature of Gladiator which automatically tunes the notes that you play so they play in a different scale and sounds more "fat". For example when you play C2 and C3 on your keyboard, Firebird will detune both notes slightly which results in a fatter or thicker sounds. IQM also allows chords to be processed to make them sounds more clean. For example a major chord has the frequency relationship of

Note 1 : Note 2 : Note 3 = 1 : 1.2599 : 1.498

But after being processed by Gladiator, after each note has been detuned slightly, the new frequency relationship would be

Note 1 : Note 2 : Note 3 = 1 : 1.25 : 1.5

Demo version:

A demoverion with a 10 minute time limit is availabe at www.tone2.com . The demo version can be distributed on magazine CDs and websites without permission.

http://www.tone2.com/Tone2_Gladiator_demo_setup.zip

Demosongs:

Demosongs are available at www.tone2.com . The demosongs can be distributed on magazine CDs and websites without permission.

http://www.tone2.com/Tone2_Gladiator_HCM_synthesis_Dance_and_Pop.mp3

http://www.tone2.com/Tone2_Gladiator_HCM_synthesis_Nature_and_Retro.mp3

http://www.tone2.com/Tone2_Gladiator_HCM_synthesis_Trance.mp3

http://www.tone2.com/Tone2_Gladiator_HCM_synthesis_Electro_and_Experimetal.mp3

http://www.tone2.com/Tone2_Gladiator_HCM_synthesis_Ambient.mp3

System requirements:

PC: Windows 95/98/ME/2000/NT/XP/Vista, Processor with at least 700 Mhz, 128 MB free RAM, 30 MB hard disc space, VST 2.4 compatible host software (free available)

MAC: Mac OS X 10.3 or higher, Intel MAC or Power PC, 128 MB free RAM, 30 MB hard disc space, processor with at least 600 MHz

Note: the MAC version is an universal binary that supports AU and VST

Processor support:

64 Bit processor support, 32 Bit processor support, multi-core CPU support, single-core CPU support, optimized for Intel / AMD / Apple processors

Audio interface support:

VST 2.4 / AU synthesizer plugin, VST 2.4 / AU effect plugin, 22,44,48,96,192 kHz sample rate, stereo, 64 Bit accuracy

Software license:

All licenses are cross platform. You buy a license once and can use the product on both platforms: MAC and PC.

All MAC version are available as universal binary for Intel MACs and Power PC. They support audio unit (AU) and VST 2.4.

Copy protection:

Serial number, watermark, no dongle required

Availability:

Gladiator v1.0 for PC is available, the MAC version will be released before Christmas 2007.

Price:

€149, \$199.

About Tone2

Tone2 was founded in autumn 2005 in southern Germany. Two experts in digital signal processing joined their forces to shake the tight and ponderous market of VST plug-ins.

Products which use Tone2 technology:

- Tone2 Gladiator (Audio engine, graphics, sounds)
- Tone2 BiFilter2 (Audio engine, graphics, sounds)
- Tone2 FireBird (Audio engine, graphics, sounds)
- Tone2 FilterBank3 (Audio engine, graphics, sounds)
- Tone2 BiFilter (Audio engine, graphics, sounds)
- ReFX Slayer 2 (Audio engine, sounds)
- RefX Slayer (Audio engine, sounds)
- ReFX Vanguard (Audio engine, sounds)
- ReFX PlastiCZ! (Audio engine, sounds)
- ReFX JunoX (Audio engine, sounds)
- ReFX Beast (sounds)
- ReFX Claw (sounds)
- Imageline Fruityloops VST host (Slayer plugin)
- Receptor hardware VST host (plugins)
- Tracktion VST host (plugins)
- Steinberg XPhraze (filters)
- Ueberschall PLP (filters)
- Ueberschall VLP (filters)
- All Sound Tracker for EMU8000 (audio, interface)
- BMW car navigation systems (audio enhancement)

Contact:

Angerweg 10
83071 Stephanskirchen
Germany
E-mail: tone2@tone2.com
URL: <http://www.tone2.com>
Phone: +49(0) 8031 / 237 643
Mobile: +49(0) 171 / 892 555 0