Mic input   1 Left   Output   2 Right   Power
(mono)

TC·HELICON   create

Input   Patch   X   Tweak   Y   Mix

1-10 Showcase	51-60 Pop / R&B
11-20 Reverb	61-70 Rock / Metal
21-30 Delay	71-80 Country
31-40 Thicken	81-90 Jazz / Ballad
41-50 Transducer	91-99 Special FX

02

Hold 1&2   48V   Hold to store   Stereo   Hold 4&5
_____ Performances _____

1   2   3   4   5

A —— Part —— B   On

Hold to change   Hold for
Performance   Tap Tempo

VOICETONE™

VOICETONE™ create

PRODUCT MANUAL
ENGLISH VERSION

Table of Contents

Introduction

Welcome to VoiceTone Create

VoiceTone Create was built for the performance minded singer desiring studio quality effects on stage. In essence, Create is the professional producer and all of his/her tools, boiled down into one easy to use, and very portable pedal. The effects in VoiceTone Create are produced by the very same algorithms used in high-end studio hardware processors and software plug-ins. In terms of audio quality (noise floor, harmonic distortion, and frequency response), Create surpasses anything that has come before it, and unarguably exceeds even the most stringent "audiophile" standards. To make your life as easy as possible, Create presents a wide pallet of professionally authored sounds, offering singers instant portholes into the secrets behind producing great sounds for any music genre. Where out-of-the-box sounds aren't enough, Create provides powerfully simple tweak controls, intelligently designed to give you exactly what you need to find the sound you want.

Many audience members, band members and sound engineers may be surprised to see a singer taking control over their sound. We think it's about time!

Features:

o Reverb: halls, rooms, plates, spring, ambience

o Delay: tap tempo, ping pong, slaps, taps

o μMod: microshift, thicken, chorus, flange, phaser

o Transducer: distortion, telephone, megaphone, filters

o 99 music-style-based effect patches

o 5 "favorite" user performances each including flexible A/B effect switching

o Quick and easy tweaking of patches

o XLR mic level I/O in stereo or mono

o Clean, studio quality mic preamp with phantom power

About TC-Helicon

At TC-Helicon we truly believe that the voice is the world's most beautiful instrument. We don't mean to degrade other beautiful instruments, but the singing voice is the anthropological source for all things melodic. In the words of the founders of TC-Helicon,

"Everything we do is dedicated to this instrument (the singing voice). We envision a world where those who work with the voice in live and recording situations can bring out the very best from any performance, and where the possibilities of vocal craft are endless."

Our mission was galvanized by a simple question:

"Isn't it time that someone finally provided dedicated tools and solutions for voice?"

So what does this all mean to singers? It means that you should know there is a dedicated group of engineers, researchers and product specialists, based in Victoria, BC, Canada, who spend every waking moment of their working lives listening, talking, singing, and interacting with singers and those who have passion for the singing voice. All this knowledge and experience is used to design products respecting and empowering the modern vocalist. Our products focus on removing barriers and inspiring creativity in performance. That's why our products range from near-field personal vocal monitors to floor-based vocal multi-effects pedals.

Enjoy.

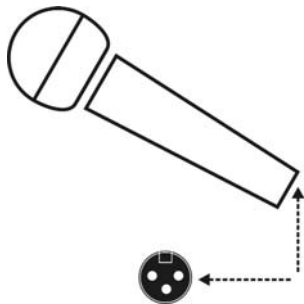The TC-Helicon Team
a TC Group company

Quick Start
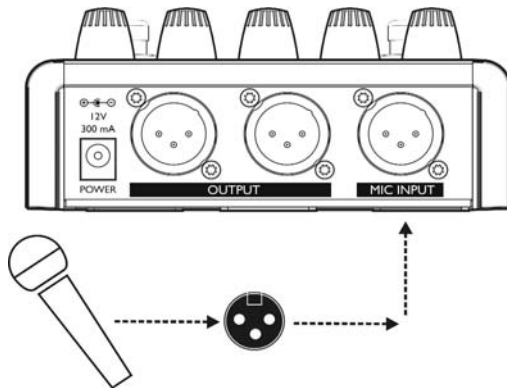
Step 1:
Connect your microphone to a mic cable
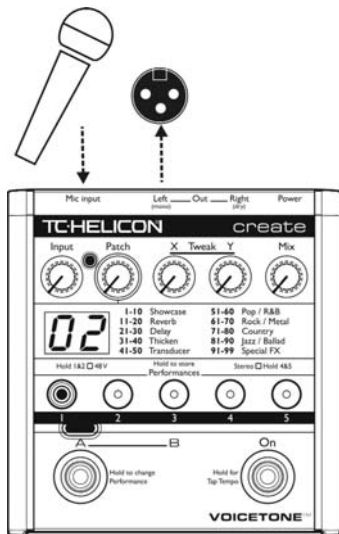
NOTE:

Make sure Create is not powered.

Step 2:
Connect the mic cable to the Mic Input on Create

Step 3:
Connect a mic cable to the Left (mono) Output of Create.
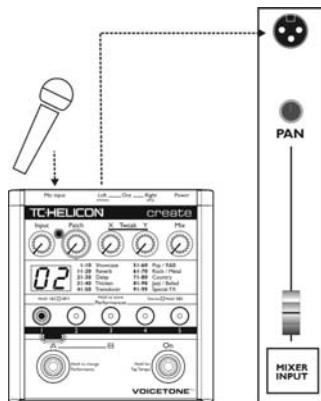

Step 4:
Connect the mic cable from Create to a mic input on your sound system.

NOTE:

At this point it would be best to turn the gain and/or volume on your sound system's mic input to off.

Quick Start

Step 5:
Set the Input Knob fully left, and the Mix Knob to 12 o'clock.
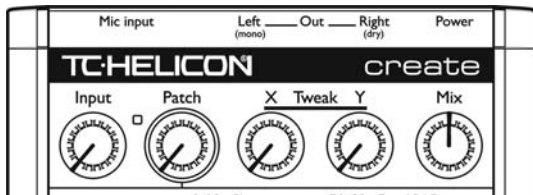
Step 6:
Connect Create's power adapter to main power and to the Power Input on Create.
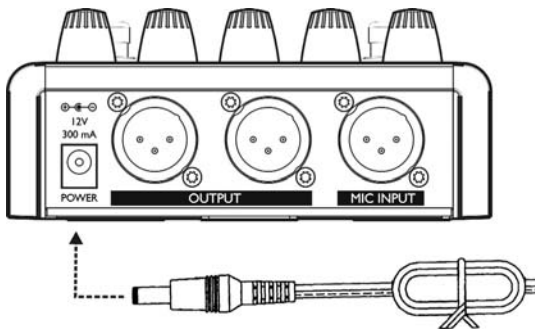
Step 7:

While singing through your microphone, raise the Input Knob until the Input Light turns green, sometimes orange on louder parts, but never red.
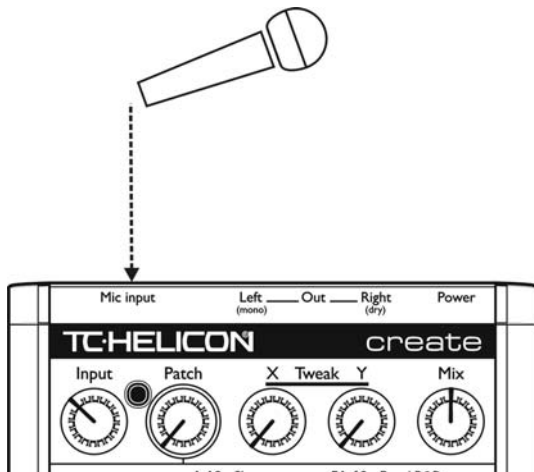
Step 8:

Raise the gain and/or volume on your sound system mic input channel and master volume until you hear a good level from your vocals.

Quick Start

Step 9:

You're ready to add effects to your voice.

a. Turn the effect on or off with the Right Footswitch.

b. Listen to different patches by slowly turning the Patch Knob.
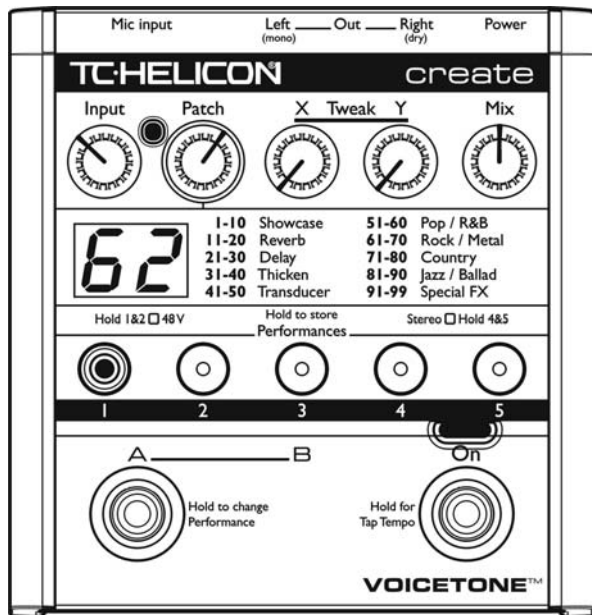
You can use two VoiceTone pedals in series. Generally, VoiceTone Create should be the last device in the chain before connecting to your PA.

Step 1:
Follow the Quick Start guide for both VoiceTone Pedals.

Step 2:
Instead of connecting your first VoiceTone pedal to the PA, connect its mono output to the mic input on Create.

Step 3:
Connect the 2nd VoiceTone pedal, in this case Create to the PA.

Step 4:
Set VoiceTone Create's Input Knob fully left.

Step 5:
Use the first pedal's Input Knob to set the microphone gain.
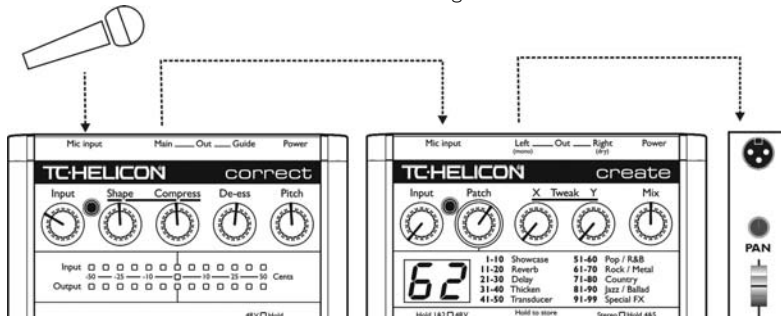
Front & Back Panel Descriptions
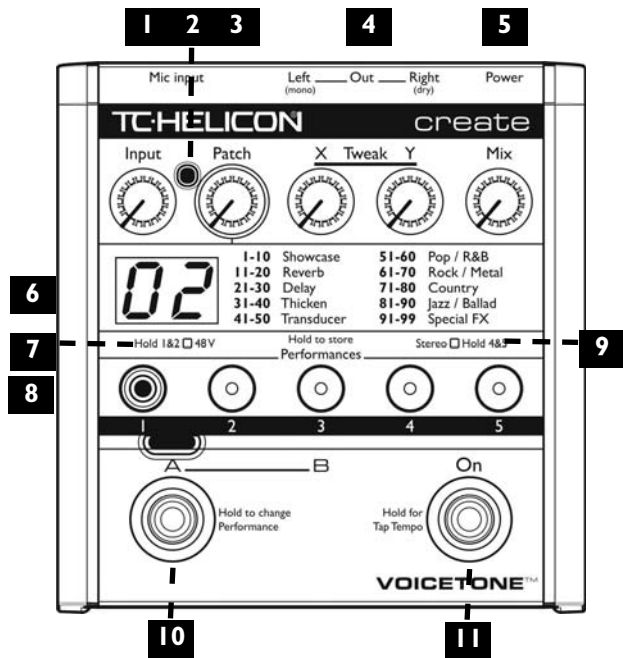
1. Input Knob
Controls the microphone pre-amplifier gain. Create can accept dynamic or condenser microphones.

2. Input Light
Indicates the input level of the microphone. Flashing green, sometimes orange is good. Flashing red is clipping - not good!

3. Patch Knob
Selects from the 99 effect patches.

4. Tweak X / Y Knobs
Controls two useful aspects of the selected patch.

5. Mix Knob
Sets the global mix of effects and dry. 12 o'clock is the default position.

6. Numeric Display
Indicates the current patch. When tweaking, temporarily indicates the tweak value for the last edited Tweak Knob.

7. Phantom Power Light
Indicates phantom power on or off.

8. Performance Button 1 - 5
Displays the current loaded performance.

9. Stereo Light
Indicates stereo mode on or off.

10. Left Footswitch
Switches between part A / B as well as performances.

11. Right Footswitch
Toggles effects on / off and tap tempo.

12. Mic Input
Microphone connection.

13. Left Output (mono)
Connects to a sound system (used for standard mono setup)

14. Right Output (dry)
Connects to a sound system (used in stereo setup, or sound engineer setup)

15. Power Input
Input connector for supplied power supply.
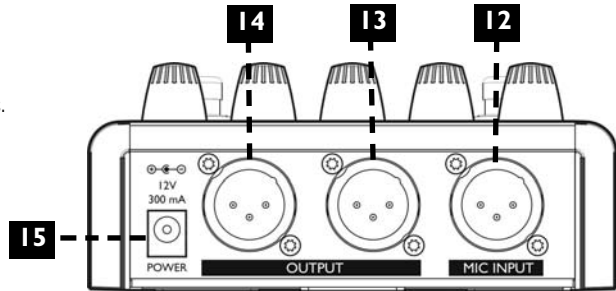
Setup Configurations

Phantom Power

Before using any setup configuration, determine the type of microphone you are using:

   Dynamic microphone: phantom power off.
   Condenser microphone: phantom power on.

Enabling Phantom Power:

1. Confirm that your sound system master level is off.

2. Connect Create's power adapter to main power and to the Power Input on Create.

3. Press and hold Performance Buttons 1 and 2 simultaneously until the Phantom Power Light comes on. To turn phantom power off, repeat this step.
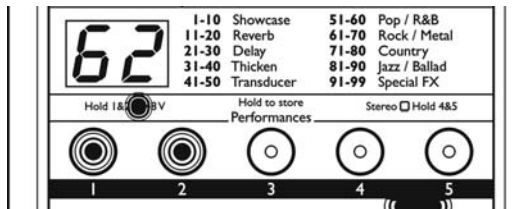
NOTE:

Set your sound system level to off when you are turning phantom power on/off as it can create a "pop" sound in your speakers.

Standard Setup

The standard setup for VoiceTone Create couldn't be easier - put Create between your microphone and your microphone input on your sound system. In this configuration the Right Output is not used. The Left Output is a mono mix of effects and dry, based on the setting of the Mix Knob.

Configuring Standard Setup:

1. Connect your microphone to Create's Mic Input.

2. Connect to your sound system as indicated: Left Output to a mic input channel on your sound system.

3. Connect Create's power adapter to main power and to the Power Input on Create.

NOTE:

The default for Create is stereo mode *off* (mono). If the Stereo Light is *on*, press and hold Performance Buttons 4 and 5 simultaneously until the Stereo Light turns *off*.

15
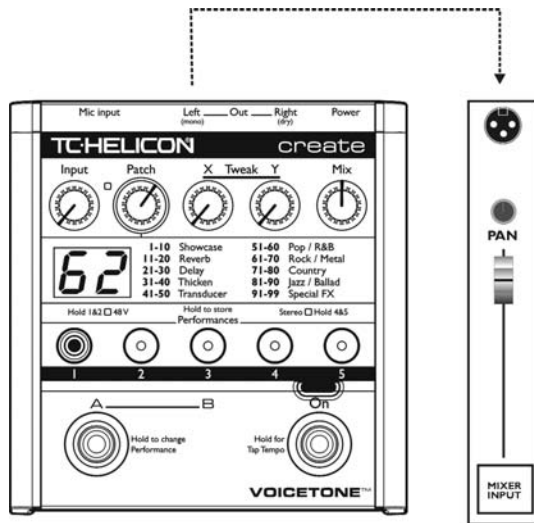
Setup Configurations

Stereo Setup

If you run your sound system in stereo, you can enable stereo mode. In this setup, effect patches have more spatial effect. In this configuration, the Left and Right Outputs are connected to two inputs on your sound system. The Mix Knob controls the balance of stereo effects and dry.

Configuring Stereo Setup:

1. Connect your microphone to Create's Mic Input.

2. Connect to your sound system as indicated: Left Output and Right Outputs to two mic input channels on your sound system. Set the pan pots on your sound system fully left (from Create's Left Input) and fully right (from Create's Right Output).

3. Connect Create's power adapter to main power and to the Power Input on Create.

4. Press and hold Performance Buttons 4 and 5

simultaneously until the Stereo Light comes on. To turn stereo mode off, repeat this step.
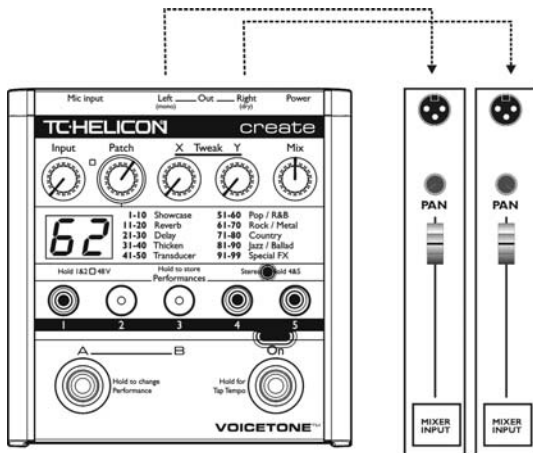
Sound Engineer Setup

If you are in a situation where a live sound engineer mixes your vocal sound, you have the option of giving them control over your wet/dry mix. In this configuration the live sound engineer will have one channel on their mixing console with your dry vocal, and the other channel with the fully wet mono effects. They can mix between the two to get the desired effect balance.

Configuring Sound Engineer Setup:

1. Connect your microphone to Create's Mic Input.

2. Connect to your sound system as indicated: Left and Right Outputs to two mic inputs on your sound system. Set your sound system's pan pots to center.

3. Connect Create's power adapter to main power and to the Power Input on Create.

4. Confirm that stereo mode is off. If the Stereo Light is on, press and hold Performance Buttons 4 and 5 simultaneously until the Stereo Light turns off.

5. Turn the Mix Knob fully right. In this configuration, the sound engineer will have access to your dry voice on the Right Output, and your fully effected voice on the Left Output.
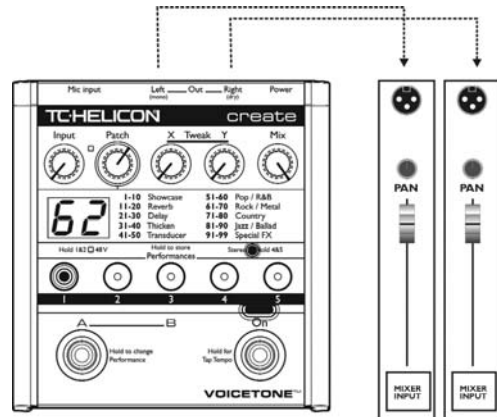
Patches, Performances, & Parts

Getting to Know the Basics

VoiceTone Create has a simple yet sophisticated interface for selecting and performing from an extensive list of tweakable effects patches. Patch selection and tweaks can be stored in performances. Any changes not stored are lost when the unit is powered off.

PERFORMING AND STORING

VoiceTone Create is a completely live interface. Any tweak you make in any performance or part occurs instantaneously and is remembered when you move between parts and performances. However, when you remove power from Create, all once-in-a-lifetime sounds you have created with your tweaks and selections leave with the audience. If you want to preserve your creative ideas, you can store your performances (and their A/B parts) by individually pressing and holding their flashing Performance Buttons.

Patches

VoiceTone contains 99 effect patches. Each patch can have any combination of settings and effects including reverbs, delays, μMod, and Transducer. The patches are organized into categories. Refer to the Patch List section for descriptions of the categories and each effect Patch.

Selecting Patches:

1. Turn effects on by tapping the Right Footswitch so that the Effect On Light turns *red.*

2. Select a patch by turning the Patch Knob to the desired patch number as indicated on the Numeric Display.

Tweaking Selected Patches:

1. Turn the knobs labeled Tweak X or Tweak Y to change the patch's sound. When you turn the Tweak Knobs, the Numeric Display shows the specific X or Y

NOTE:

The Patch List section details assigned tweak parameters.

value. After several seconds, the X or Y value display times out, and the selected patch number is again indicated on the Numeric Display.

Performances and Parts

Performances and parts allow you to sequence through your favorite effect patches while keeping your hands free to practice mic techniques, or wave to your adoring audience. There are five performance locations. Each location has an A and a B part. Each of these locations can store a specific patch including any tweaks made with the Tweak Knobs. When a performance is stored, both the A and B part are stored simultaneously.

Selecting Performances and Parts

1. Press a Performance Button (1 - 5) to select that performance.

2. Press the Left Footswitch to toggle between part A and part B of the selected performance. The selected part is indicated by the Part A/B Lights.

Patches, Performances, & Parts

When a Performance Button is flashing it's letting you know that the performance has been changed. The flashing also reminds you that the performance has not been stored. To store, read the section on Storing Performances and Parts below.

Storing Performances and Parts

1. Press and hold a Performance Button to store the currently selected patch and tweaks to that performance location. The Part A/B Lights will flash to indicate a successful store.

Getting Comfortable Performing

Performance options with VoiceTone Create are extensive for a floor based effect. Getting comfortable with the Left Footswitch and various options will give you complete creative control over your effects. To gain experience performing with Create, we've provided walkthroughs on the three stages of performing; Single Effect, A/B Effect, and Sequenced performances.

Single Effect Performances

This is the simplest method for using the pedal, and is the best place to start. Any performer who wants the same effect all night will find this application is as deep as they'll need to go.

1. Select performance 1, part A, by pushing Performance Button 1, and pushing the Left Footswitch to toggle part A.

2. Turn the effect on with the Right Footswitch.

3. Find a sound you like by turning the Patch Knob. (Tweak if desired).

5. Press and hold Performance Button 1 to store the patch.

TAP TEMPO

If you have selected a patch that contains a longer delay sound, you may have the option of using the tap tempo feature. Tap tempo allows you to synchronize the delay effect with the tempo of your music by tapping with your foot. You can enter and exit tap mode by push and holding the Right Footswitch for 2 seconds. For more information on tap tempo, see the Effect Description | Using Tap Tempo section. Additionally, note that with long delays or reverb tails, turning the effect off will allow the "tail" to continue while you continue to sing with no effect.

Performance Applications

A/B Effect Performances

Now that you've mastered using a single performance, and you've heard a lot of different effects, it's time to make use of the Left Footswitch.

Using A/B is a great creative step for any performer. Even if you only need one effect for all your songs, you still may want your audience to hear sonic contrast between your verse, chorus, or bridge. Or perhaps in a night of always thickening your voice with MicroShift (patch 31), you have one song that you want a Slow Old Radio Verb (patch 90) to emulate a vintage recording. Whatever the reason, getting comfortable with A/B performances will give you more control.

1. Select performance 1, part A, by pushing Performance Button 1, and pushing Left Footswitch to toggle to part A.

2. Enable the effect with the Right Footswitch.

3. Select patch 31 by turning the Patch Knob.

4. Press the Left Footswitch to switch to part B.

CHANGES DURING A SONG

A great way to build energy during a song is to change an effect from the verse to the chorus, or bridge to chorus. These changes can be completely different sounds such as going from Silk Dream (patch 1) to distorted vocals on Megaphone (patch 42). But sometimes you want to add a subtle change to the current patch, and certain patches are better for this than others. These patches are called Verse-Chorus patches and are labeled in the Patch List section. Select one of these presets for both parts of a performance then experiment by changing the tweak settings from part A to part B so that the sound changes in an interesting way.

5. Select patch 90 by turning the Patch Knob.

6. Press the Left Footswitch to change between your tweaked versions of patch 31 and patch 90.

7. If you like both your part A and part B settings, press and hold Performance Button 1 to store the performance.

Sequenced Performances

Now you're ready to be the master of your vocal performance domain. Learning how to sequence through performances using the press and hold feature of the Left Footswitch allows you to easily step through all five performances.

1. Select a part and choose a patch for each Performance Button.

2. Enable the effect with the Right footswitch.

NOTE:

If you had part A selected when you enabled sequencing through performances, you'll hear part A of each performance. If you had part B selected when you enabled sequencing through performances, you'll hear part B.

3. Press and hold the Left Footswitch until both the Part A and Part B Lights are on.

4. Press the Left Footswitch to cycle through the five performances as indicated by the Performance Button Lights (1 - 5).

5. If you want to return to A/B mode, press and hold the Left Footswitch until one of the A/B lights are lit.

6. Remember, any changes you make to the 5 performances must be stored individually. First select the performance you'd like to store with a single press, then press and hold it for 2 seconds to store.

Effect & Genre Descriptions

Reverb

The reverb effect is the most common vocal effect. Reverb can imitate the natural sound of spaces like churches, clubs and halls. However, not all reverb sounds imitate a real space. Many reverb effects are recreations of electro-mechanical effects like Plates and Springs.

All reverbs are made up of early reflections (rooms), and the longer reverberant sounds (tails). Common controls are the level of the room (Room Level), and the level and decay of the tail (Tail Level, Reverb Decay). Additionally, a small delay can be added between the dry voice and the reverb signal (Predelay).

By far the most important control for reverb is the level. One reverb patch can have a very different result for the audience whether it is mixed subtly, or up front in the mix.

A good way of breaking down the various reverb effects is as follows:

Spaces:
- Halls
- Rooms

Devices:
- Plates
- Springs

Selecting Reverb Patches
1. Turn effects on by pressing the Right Footswitch.

2. Browse through patches 11 through 20 by turning the Patch Knob.

3. Use the Tweak Knobs to alter the reverb effect. The most common assignments for the Tweak Knobs are combinations of level, decay, style, and predelay.

Effect & Genre Descriptions

Delay

The delay effect is essentially a configurable echo. You can control how far apart the echoes occur (Delay Time), and whether the echoes fade out quickly, or build on themselves like you were trapped in house of mirrors (Feedback). In addition, there are filtering and stereo controls that allow for many popular delay sounds. Delays can be categorized into two categories of which Create is fully capable of producing.

Short Delays:
- Slaps

Long Delays (max stereo delay is 1800ms)
- Mono taps
- Stereo taps
- Syncopated taps
- Ping-pongs (in stereo, sound goes left to right)

Selecting a Delay patch
1. Enable the effect by pressing the Right Footswitch.

2. Browse through patches 21 through 30 by turning the Patch Knob.

3. Use the Tweak Knobs to alter the delay effect. The most common assignments for the Tweak Knobs are feedback, delay time, and high-cut.

Using Tap Tempo

Long delay effects don't tend to sound good unless they're synchronized with the tempo of your song. When you hear a long delay sound, you can generally use the tap tempo feature to synchronize the delay to your tempo. The tempo is saved with a performance part during the store procedure.

1. Enable the effect by pressing the Right Footswitch.

NOTE:

Many presets have tap tempo. Listen for a long delay sound, or refer to the Patch List section where tap tempo patches are indicated.

Effect & Genre Descriptions

2. Select patch 21 - Mono Tap by turning the Patch Knob until 21 is indicated on the Numeric Display.

3. Press & hold the Right Footswitch for two seconds. The Effect On Light will flash the patch's stored tempo.

NOTE:

If the Effect On Light is not flashing, or momentarily flashes rapidly then stops, tap tempo is not available for the patch you selected. Select another patch from the Patch List that has tap tempo enabled.

4. Tap the Right Footswitch in time with your song (usually only a few beats are necessary) until you are satisfied you've matched the tempo. The Effect On light will continue to flash at the tempo you've entered. Press and hold the Right Footswitch to exit tap mode.

NOTE:

Tap tampo is stored with each part when a performance is stored.

Mod

μMod is short for micro-modulation ("μ" is the scientific symbol for micro). The μMod effect is capable of creating many different sounds that range from subtle and unobtrusive to creatively destructive. The effect uses a combination of stereo pitch shifting (Detune), small amounts of stereo delay (Delay), and then a complex path of filtering, feedback, and modulation. μMod does a faithful job of emulating classic detune and thickening sounds which have been common since the 60's. However, often these effects don't get noticed by the audience until they are turned off. What do get noticed right away are the more extreme uses of μMod that produce sounds that modulate over time.

Mod effects:
- Micropitch
- Detune
- Thicken
- Chorus
- Flanger

Selecting Mod Patches

1. Turn effects on by pressing the Right Footswitch.

2. Select a µMod patch by turning the Patch Knob. (µMod effects are located from patch 31 to 40).

3. Use the Tweak Knobs to alter the µMod effect. The most common assignments for the Tweak Knobs are level, feedback, depth speed.

NOTE:

µMod often sounds good in combination with reverb. Therefore, many µMod patches have reverb level assigned to a Tweak Knob so you can add that effect.

Transducer

This is the block that helps create so many of the ear-candy effects in popular music, as well as replicating the vintage audio quality of older audio effects and recordings. Within transducer there is a configurable distortion block with internal filtering and curves, as well as a bandwidth block, which emulates the frequency response of various audio devices like phones and radios.

Selecting Transducer Patches

1. Turn effects on by pressing the Right Footswitch.

2. Select a Transducer patch by turning the Patch Knob. (Transducer effects are located from patch 41 to 50).

3. Use the Tweak Knobs to alter the Transducer effect. The most common assignments for the Tweak Knobs are bandwidth, pre/post gain, distortion amount, and lo cut.

Effect & Genre Descriptions

Using Distortion (continued from Transducer):

Many transducer patches include distortion, which can be a great way of adding a brief altered character to your voice. Distortion quality is very dependent on the quality and level of your input voice. It's important that you've set your input level properly (refer to step 7 of the Quick-Start Guide). If there is not enough level, the distortion will not be triggered enough to be audible. The sound of distortion can be very different on low frequencies versus high frequencies. Lastly, distortion can increase the risk of feedback. Test, and reduce your levels before performance if necessary to ensure you are below the threshold for feedback.

Genre Descriptions

A lot of users tell us, "I don't understand how [so and so] creates that [such and such] effect on that [best selling] album. We've been researching common industry practices for years, so our in-house experts had no problem authoring patches for each of the major music genres.

VoiceTone Create's Genre banks are unique and offer instant inspiration. The categories are very broad. By browsing all the patches in a genre you'll most likely be able to find something that matches your sound. Even better, when rehearsing, trying out different patches will inspire song ideas. The genres are:

Pop/R&B
Rock/Metal
Country
Jazz/Ballad
Special FX

Number - Patch Number

Bank
Shows the type of effect, or genre of music for which the patch is intended. Showcase is a collection of patches representing our favorite sounds.

Name
Patch names either give you a sense of how it sounds, or where it would be good to use it.

Tweak X / Y
Indicates what the Tweak Knobs control.

Tap Tempo
Patches where tap tempo can be set.

Verse/Cho
Use Tweak X and Y to enhance this patch and store to parts A and B for use in different parts of a song.

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Chorus
1	Showcase	Silk Dream	μMod Level	Reverb Level		Yes
2	Showcase	Doubled Delay	Reverb Level	Delay Level	Tap	Yes
3	Showcase	Radio Voice	Reverb Decay	Reverb Level		Yes
4	Showcase	Roomy Delay	Reverb Predelay	Reverb Decay		
5	Showcase	Filtered Reflections	Transducer Bandwidth	Reverb Decay		
6	Showcase	Group Double	μMod Level	Reverb Level		Yes
7	Showcase	Rooms	Reverb Room Styles	Reverb Pre Delay		
8	Showcase	Pop Star	μMod Level	Reverb Level		Yes
9	Showcase	Dark Delay Verb	μMod Detune	Reverb Level		Yes
10	Showcase	Just Chorus	μMod Level	Reverb Level		Yes

Patch List

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Chorus
11	Reverbs	Reverbs	Reverb Styles	Reverb Level		Yes
12	Reverbs	Medium Room	Reverb Predelay	Reverb Decay		
13	Reverbs	Medium Hall	Reverb Room Level	Reverb Tail Level		
14	Reverbs	Small Plate	Reverb Lo Color	Reverb Hi Color		
15	Reverbs	Large Cathedral	Reverb Room Level	Reverb Tail Level		
16	Reverbs	Standing Beside the Announcer	Reverb Room Level	Reverb Tail Level		
17	Reverbs	Large Hall	Reverb Predelay	Reverb Decay		
18	Reverbs	Vocal Hall	Reverb Predelay	Reverb Decay		
19	Reverbs	Subtle Singer's Hall	Reverb Room Level	Reverb Tail Level		
20	Reverbs	PingPong Rooms	Reverb Room Styles	Delay Feedback	Tap	Yes
21	Delays	Mono Tap	Delay Feedback	Delay High Cut	Tap	
22	Delays	Syncopated Tap	Delay Feedback	Delay High Cut	Tap	
23	Delays	Pan Tap	Delay Feedback	Delay Send Pan	Tap	
24	Delays	Spatial Tap	Delay Feedback	Delay Division	Tap	
25	Delays	Ping Pong	Delay Division	Delay Feedback	Tap	
26	Delays	Slap	Delay Short Time	Delay Level		
27	Delays	Slap Spatial	Delay Short Time	Delay Level		
28	Delays	μMod Delay Tap	Delay Feedback	μMod Style	Tap	Yes
29	Delays	Transducer Delay Tap	Delay Feedback	Transducer Style	Tap	Yes
30	Delays	μMod Distort Delay Tap	Delay Feedback	Delay Division	Tap	

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Chorus
31	Thickens	MicroShift	μMod Level	Reverb Level		Yes
32	Thickens	Chorus	μMod Level	Reverb Level		Yes
33	Thickens	Thicken	μMod Level	Reverb Level		Yes
34	Thickens	Flange	μMod Feedback	μMod Depth		
35	Thickens	Thicken FB	μMod Level	μMod Feedback		
36	Thickens	Stereo Flange	μMod Speed	μMod Depth L/R		
37	Thickens	Light Chorus	μMod Level	Reverb Level		Yes
38	Thickens	Chorus Feedback	μMod Level	μMod Feedback		
39	Thickens	Gurgling	μMod Special	μMod Feedback		
40	Thickens	Race Cars	μMod Speed	μMod Feedback		
41	Transducer	Multi Trans	Transducer Post Gain	Transducer Bandwidth		
42	Transducer	Megaphone	Delay Short Time	Transducer Bandwidth		
43	Transducer	Thrashed	Distortion Amount	Transducer Post Gain		
44	Transducer	Silk Low Cut	Transducer Low Cut	Reverb Level		
45	Transducer	Dirty Tube Pre	Transducer Pregain	Transducer Post Gain		
46	Transducer	Ripped Speaker	Transducer Pregain	Transducer Post Gain		
47	Transducer	Warm Saturation	Transducer Pregain	Transducer Post Gain		
48	Transducer	Crazed Distort	Distortion Type	Transducer Pre Gain		
49	Transducer	Flanged Overdrive	Distortion Amount	Transducer Low Cut		
50	Transducer	CB Radio	Distortion Amount	Transducer Bandwidth		

Patch List

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Cho
51	Pop / R&B	Delay and Light Verb	Reverb Level	Delay Division	Tap	Yes
52	Pop / R&B	Vocal Hall	μMod Level	Reverb Level		Yes
53	Pop / R&B	Wide Subtle Tap	Delay Level	μMod Style	Tap	Yes
54	Pop / R&B	Subtle Room	Reverb Rooms	Reverb Pre Delay		
55	Pop / R&B	Thickened Room	Delay Level	Reverb Level	Tap	Yes
56	Pop / R&B	Sweet Reverb	Reverb Hi Color	Reverb Decay		
57	Pop / R&B	Chorus Room	μMod Level	Reverb Level		Yes
58	Pop / R&B	Micropitch Space	μMod Level	Reverb Level		Yes
59	Pop / R&B	Stereo Dirty Pipes	Reverb Level	Transducer Bandwidth		Yes
60	Pop / R&B	Young Paula	μMod Level	Reverb Level		Yes
61	Rock / Metal	American Women	Reverb Level	Distortion Amount		
62	Rock / Metal	Dirty Verse	Delay Division	Distortion Amount	Tap	
63	Rock / Metal	Scream Thicken	μMod Level	Reverb Level		Yes
64	Rock / Metal	Detune Slaps	μMod Level	Reverb Short Delay		
65	Rock / Metal	Micropitch Rooms	μMod Level	Reverb Room Styles		Yes
66	Rock / Metal	μMod Room	μMod Style	μMod Level		Yes
67	Rock / Metal	Shrapnel	μMod Level	Transducer Lo Cut		Yes
68	Rock / Metal	Sexy is Back	μMod Level	Distortion Amount		Yes
69	Rock / Metal	Roll Your Own Radio	Transducer Style	μMod Style		Yes
70	Rock / Metal	Rooms	Reverb Room Style	Predelay		

Patch List

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Chorus
71	Country	Mod Country Ballad	Reverb Hi Color	Reverb Decay		
72	Country	Parton Me	Transducer Bandwidth	Reverb Level		Yes
73	Country	Wailing Verb	Reverb Low Color	Reverb Decay Time		
74	Country	Room Ambience	Reverb Room Level	Reverb Pre Delay		
75	Country	Old Tape Delay	Delay Level	Feedback	Tap	
76	Country	Rockabilly	Reverb Pre Delay	Reverb Level		
77	Country	Rockabilly Delay	Delay Level	Reverb Level		Yes
78	Country	Pure Verb	µMod Level	Reverb Level		Yes
79	Country	Springing Delay	Delay Short Time	Delay Level		
80	Country	Victor Phonograph	Transducer Lo Cut	Distortion Amount		
81	Jazz / Ballad	The Girl From Anywhere	Reverb Hi Color	Reverb Decay		
82	Jazz / Ballad	Unforgetable	Reverb Hi Color	Reverb Decay		
83	Jazz / Ballad	Scatting Space	Delay Short Time	Reverb Level		Yes
84	Jazz / Ballad	Epic Ballad	Delay Time	Delay Feedback		
85	Jazz / Ballad	Soulful Acapella	Reverb Hi Color	Reverb Decay		
86	Jazz / Ballad	Vocal Jazz Delay	Delay Low Cut	Delay Short Time		
87	Jazz / Ballad	Swing Delay	Delay Division	Delay Feedback	Tap	
88	Jazz / Ballad	Thick Verb	µMod Level	Reverb Level		Yes
89	Jazz / Ballad	Short Crisp Verb	Reverb Hi Color	Reverb Decay		
90	Jazz / Ballad	Slow Old Radio Verb	Transducer Bandwidth	Reverb Decay		Yes

Patch List

Number	Bank	Name	Tweak X	Tweak Y	Tap Tempo	Verse/Chorus
91	Special FX	Out There	Delay Time Short	Delay Feedback	Tap	
92	Special FX	Radio Wrap Delay	Distortion Amount	Short Delay Time		
93	Special FX	Bathtub Cylon	Delay Feedback	µMod Speed	Tap	
94	Special FX	Delayed Verb	Reverb Style	Reverb Decay	Tap	Yes
95	Special FX	Rap Flange	Transducer Style	µMod Style		Yes
96	Special FX	Perculating Robot	µMod Level	Delay Level		Yes
97	Special FX	Bad Moving to Left	Transducer Bandwidth	Delay Feedback	Tap	Yes
98	Special FX	3 Decibels	Transducer Lo Cut	Distortion Amount		
99	Special FX	Nightmare PA	Transducer Style	Reverb Level		Yes

FAQ & Troubleshooting:

1. I'm not getting any sound out of Create

a. Confirm the power adapter is properly connected by checking that a patch number is lit on the Numeric Display.

b. Confirm your microphone is connected properly by talking through microphone and looking for the Input Light to light green or orange. If the Input Light is going on, check your connections and settings on your sound system. If the Input Light is not on, press the Right Footswitch and turn the effect off, then try varying the Input Knob and see if you can start to hear the dry/unaffected signal through your sound system. Additionally, if you have a condenser microphone, ensure phantom power is enabled.

2. I'm not hearing any effect from Create, just my dry voice

a. If you're running in stereo output mode, ensure the Effect On Light is on. If it's off, press the Effect On button once to engage it. Additionally, ensure the Mix Knob is not in the off position (fully left).

b. If you're running in mono output mode, confirm which outputs are connected to your sound system. Only the Left Output will produce effects. If it's not producing any effect sound, ensure the Effect On Light is on. If it's off, press the Effect On button once to engage it. Additionally, ensure the Mix Knob is not in the off position (fully left). If you are using the Right Output in regular output mode, realize it's a dry output that cannot produce effects - use the Left Output.

3. I don't hear any difference when I turn a Tweak X or Tweak Y Knob.

a. Ensure the Effect On Light is on. If it's off, press the Effect On button once to engage it. Additionally, ensure the Mix Knob is not in the off position (fully left).

b. Check the Patch List section and confirm what controls are assigned to X and Y to get a sense of what

FAQ & Troubleshooting

to listen for. Some controls are subtle like Reverb PreDelay, Hi and Lo Colour, and Reverb Decay.

c. Try both Tweak Knobs. Sometimes, especially when two levels are assigned, you won't hear the result of one Tweak Knob if the other Tweak Knob is set to "0".

d. Tweak Knobs have "soft pickup". Try turning the knob fully leff to right, then setting the desired value.

4. Tap Tempo is not functioning properly

a. Confirm that you've selected a patch that has Tap Tempo enabled by checking the Patch List, then press and hold the Right Footswitch. If the Effect On Light flashes rapidly once, then select another patch with Tap Tempo enabled.

b. If the tempo is indicated by the Effect On Light flashing in time to the music, confirm the effect is turned *on*. Press and hold the Right footswitch to get out of Tap Tempo mode. Check to make sure the Effect On Light

is *on*. If it's not, push the Right Footswitch to enable it.

c. If you've confirmed it is a Tap Tempo patch, and the effect is *on*, change Tweak X and Y controls that are associated with Delay (Level, Feedback, Division).

5. My sound is distorted.

a. If your sound is only distorted when you have the effect *on*, Check if the current patch is a Transducer patch that has distortion enabled. Try changing Tweak X and Y controls assigned to distortion (Distortion Type, Distortion Level, Transducer Level, Transducer Type, Transducer Pre/Post Gain). If distortion persists, try turning the Input Knob to the left.

b. If your sound is distorted when the effect is *off*, try turning the Input Knob to the left until the Input Light is *green* and sometimes *orange*. If the Input Light is still flashing *red*, sing further away from the microphone, or send the mic signal through an aux send on an external mixer.

Super Edit Mode

You might wonder how the developers and product managers at TC-Helicon authored patches for VoiceTone Create. Similar to methods used on other products, a special mode was created for setting advanced parameters. In and around the office, this mode in VoiceTone Create was called Super Edit Mode.

Super Edit Mode allows access to dozens of parameters per effect. These parameters are used to design any of the 99 patches in Create. While using this mode during final design we recognized it's a powerful feature for an advanced or curious user.

Visit the VoiceTone Create website and browse for the Super Edit Mode link where a manual on this mode is published.

http://www.tc-helicon.com/voicetonecreate

Restoring to Factory State

If at any time you want to get VoiceTone Create back to its original presets and settings, follow this procedure.

1. Disconnect the power adapter from Create

2. Press and Hold Performance Buttons 1 & 2 while plugging the power adapter into Create.

3. Create will clear all the performance information and return it to factory settings. Once this is done (it only takes a couple seconds), Create is ready to go.

Specifications

Analog Inputs
- Connectors Balanced XLR, Input Impedance 1kOhm
- Mic Input Sensitivity @ 0dBFS -44dBu to +2dBu
- Mic Input Sensitivity @ 12dB headroom -56dBu to -10dBu
- EIN -128dBu @ max. mic amp gain, Rg = 150 Ohm

Analog Outputs
- Connectors Balanced XLR
- Output Impedance 40 Ohm
- Output Level @ 0dBFS +2dBu

Input to Output Analog Audio Performance
- Dynamic Range, Mic. @ Min gain >108dB, 20 Hz - 20kHz *A-weighted
- Dynamic Range, Mic. @ -18dBu sensitivity > 104dB, 20hz - 20kHz*
- THD+ Noise, Mic. @ Min gain <-90dB
- Frequency Response, max gain -1.5dB @ 40 Hz, +0/-0.3 dB (200Hz to 20 kHz)

Conversion Characteristics
- Sample Rate 48 kHz, Converter AKM AK4620B
- AD / DA Conversion 24 bit, 128x oversampling bitstream

EMC & Safety
- Complies with EN 55103-1 and EN 55103-2 FCC part 15, Class B, CISPR 22, Class B
- Certified to IEC 65, EN 60065, UL6500 and CSA E60065 CSA FILE #LR108093

Environment
- Operating Temperature 32° F to 122° F (0° C to 50° C)
- Storage Temperature -22° F to 167° F (-30° C to 70° C)
- Humidity Max. 90 % non-condensing

Supplementary
- Dimensions 130mm × 132mm × 41mm (5" × 5.25" × 1.5")
  Weight 1.5 lb. (0.72 kg)
  Warranty Parts and labor 1 year

Quick Setup

1. Connect the mic/cable to the Mic Input on Create

2. Connect a mic cable from the Left (mono) Output of Create to a mic input on your sound system.

3. Set the Input Knob fully left, and the Mix Knob to 12 o'clock.

4. Connect Create's power adapter to main power and to the Power Input on Create.

5. While singing through your microphone, turn the Input Knob to the right until the Input Light turns *green*, sometimes *orange* on louder parts, but never *red*.

6. Turn up your sound system level. You're ready to add effects to your voice.

Information for Your Sound Engineer
Don't Worry

It can be a scary night when a singer brings an effects pedal to a gig and you are expected to get good sound. Don't worry, VoiceTone Create has a quality mic pre with 109 dB SNR, and the patches are authored specifically for voice.

Phantom Power

Create can supply phantom power to a condenser mic - press and hold Buttons 1 & 2 until the 48V light turns *on*. Sending external power to Create will not cause damage, but there will be a pop when power is removed.

Output Level

The outputs on Create are +1dBu, just like a hot condenser microphone. You won't need a DI box.

Output Configurations

If you want to mix wet and dry yourself, take Create out of stereo mode (hold Buttons 4 and 5 until the Stereo light turns *off*) and turn the Mix Knob fully right. In this configuration, the Left Output is fully wet and the Right Output is fully dry.

Tear-Out | Patch Tweak List

#	Bank	Tweak X	Tweak Y	#	Bank	Tweak X	Tweak Y	#	Bank	Tweak X	Tweak Y
1	Show	µMod Level	Reverb Level	35	Thicken	µMod Level	µMod Feedback	69	Rock	Transducer Style	µMod Style
2	Show	Reverb Level	Delay Level	36	Thicken	µMod Speed	µMod Depth L/R	70	Rock	Reverb Room Style	Predelay
3	Show	Reverb Decay	Reverb Level	37	Thicken	µMod Level	Reverb Level	71	Country	Reverb Hi Color	Reverb Decay
4	Show	Reverb Predelay	Reverb Decay	38	Thicken	µMod Level	µMod Feedback	72	Country	Transducer Bandw	Reverb Level
5	Show	Transducer Bandw	Reverb Decay	39	Thicken	µMod Special	µMod Feedback	73	Country	Reverb Low Color	Reverb Decay Time
6	Show	µMod Level	Reverb Level	40	Thicken	µMod Speed	µMod Feedback	74	Country	Reverb Room Level	Reverb Pre Delay
7	Show	Reverb Room Styles	Reverb Pre Delay	41	Trans	Transducer Post Gain	Transducer Bandw	75	Country	Delay Level	Feedback
8	Show	µMod Level	Reverb Level	42	Trans	Delay Short Time	Transducer Bandw	76	Country	Reverb Pre Delay	Reverb Level
9	Show	µMod Detune	Reverb Level	43	Trans	Distortion Amount	Transducer Post Gain	77	Country	Delay Level	Reverb Level
10	Show	µMod Level	Reverb Level	44	Trans	Transducer Low	Reverb Level	78	Country	µMod Level	Reverb Level
11	Reverb	Reverb Styles	Reverb Level	45	Trans	Transducer Pregain	Transducer Post Gain	79	Country	Delay Short Time	Delay Level
12	Reverb	Reverb Predelay	Reverb Decay	46	Trans	Transducer Pregain	Transducer Post Gain	80	Country	Transducer Low	Distortion Amount
13	Reverb	Reverb Room Level	Reverb Tail Level	47	Trans	Transducer Pregain	Transducer Post Gain	81	Ballad	Reverb Hi Color	Reverb Decay
14	Reverb	Reverb Lo Color	Reverb Hi Color	48	Trans	Distortion Type	Transducer Pre	82	Ballad	Reverb Hi Color	Reverb Decay
15	Reverb	Reverb Room Level	Reverb Tail Level	49	Trans	Distortion Amount	Transducer Low	83	Ballad	Delay Short Time	Reverb Level
16	Reverb	Reverb Room Level	Reverb Tail Level	50	Trans	Distortion Amount	Transducer	84	Ballad	Delay Time	Delay Feedback
17	Reverb	Reverb Predelay	Reverb Decay	51	Pop	Reverb Level	Delay Division	85	Ballad	Reverb Hi Color	Reverb Decay
18	Reverb	Reverb Predelay	Reverb Decay	52	Pop	µMod Level	Reverb Level	86	Ballad	Delay High Cut	Delay Short Time
19	Reverb	Reverb Room Level	Reverb Tail Level	53	Pop	Delay Level	µMod Style	87	Ballad	Delay Division	Delay Feedback
20	Reverb	Reverb Room Styles	Delay Feedback	54	Pop	Reverb Rooms	Reverb Pre Delay	88	Ballad	µMod Level	Reverb Level
21	Delay	Delay Feedback	Delay High Cut	55	Pop	Delay Level	Reverb Level	89	Ballad	Reverb Hi Color	Reverb Decay
22	Delay	Delay Feedback	Delay High Cut	56	Pop	Reverb Hi Color	Reverb Decay	90	Ballad	Transducer Bandw	Reverb Decay
23	Delay	Delay Feedback	Delay Send Pan	57	Pop	µMod Level	Reverb Level	91	FX	Delay Time Short	Delay Feedback
24	Delay	Delay Feedback	Delay Division	58	Pop	µMod Level	Reverb Level	92	FX	Distortion Amount	Short Delay Time
25	Delay	Delay Division	Delay Feedback	59	Pop	Reverb Level	Transducer Bandw	93	FX	Delay Feedback	µMod Speed
26	Delay	Delay Short Time	Delay Level	60	Pop	µMod Level	Reverb Level	94	FX	Reverb Style	Reverb Decay
27	Delay	Delay Short Time	Delay Level	61	Rock	Reverb Level	Distortion Amount	95	FX	Transducer Style	µMod Style
28	Delay	Delay Feedback	µMod Style	62	Rock	Delay Division	Distortion Amount	96	FX	µMod Level	Delay Level
29	Delay	Delay Feedback	Transducer Style	63	Rock	µMod Level	Reverb Level	97	FX	Transducer Bandw	Delay Feedback
30	Delay	Delay Feedback	Delay Division	64	Rock	µMod Level	Reverb Short Delay	98	FX	Transducer Lo Cut	Distortion Amount
31	Thicken	µMod Level	Reverb Level	65	Rock	µMod Level	Reverb Room Styles	99	FX	Transducer Style	Reverb Level
32	Thicken	µMod Level	Reverb Level	66	Rock	µMod Style	µMod Level				
33	Thicken	µMod Level	Reverb Level	67	Rock	µMod Level	Transducer Low				
34	Thicken	µMod Feedback	µMod Depth	68	Rock	µMod Level	Distortion Amount				