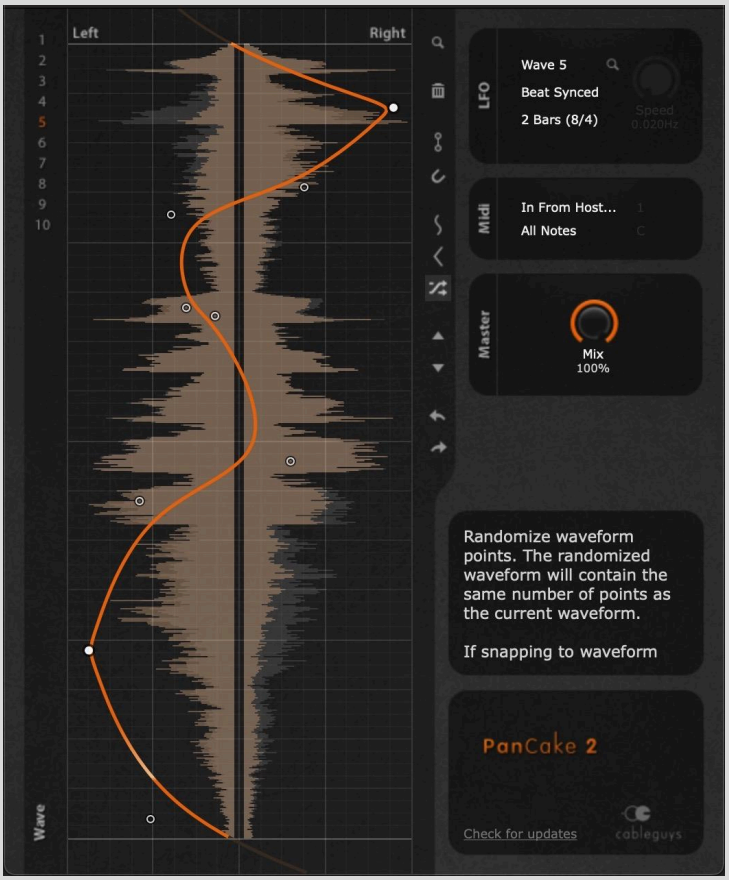
cableguys

PanCake 2

Manual

v2.3.2



Contents

Introduction

Thank you for downloading PanCake 2, our free modulated panning plugin. PanCake 2 is the little sibling of the award-winning **PanShaper** for ShaperBox, providing everything you need for quick and easy auto-panning, including the ability to switch between up to ten hand-drawn LFO modulation waveforms, host tempo sync, MIDI triggering and dry/wet mix control.

In this manual, we'll guide you through every one of PanCake 2's controls.

System Requirements

Windows
Windows 7, 8, 10 or 11
VST2, VST3 or AAX host sequencer

Mac
Mac OS X 10.9 or later
Intel or Apple Silicon processor
VST2, VST3, AU or AAX host sequencer

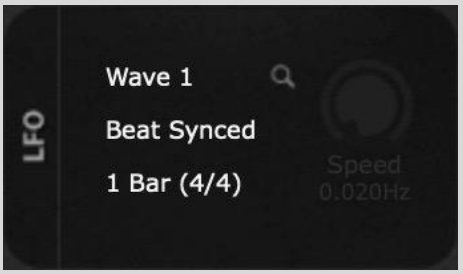
Works with Ableton Live, Logic Pro, Pro Tools 12, Cubase, Bitwig Studio, FL Studio, REAPER, Studio One, and many other DAWs that support VST2, VST3, AU or AAX.

Installing PanCake 2

Having downloaded the PanCake 2 installer, double-click it and follow the instructions to install the plugin in VST, VST3, Audio Units and AAX formats.

Controls

LFO Section



PanCake 2's LFO modulates panning of the input signal between the left and right channels. Set it free-running, synced to the beat of your sequencer, or tracking the frequency of notes routed in from your MIDI keyboard or sequencer.

- **LFO Wave Selector**: Select any of the ten LFO waveforms saved into the **Wave Bank**. To switch between waveforms on the fly, automate the Wave Selector in your DAW.
- **Show Waveform**: Click the magnifying glass icon to switch the Wave Editor to the waveform selected in the **LFO Wave Selector**.
- **LFO Length**
    - **Beat**: The LFO syncs to the host DAW's tempo, looping at the note value or number of bars selected from the menu below.

    - **Hertz**: The LFO rate is set in Hertz (cycles per second). When **Hertz** mode is selected, the **Speed** parameter becomes active, for setting the LFO frequency. Note that in **Hertz Synced** mode, the LFO is synced to project position – this gives consistent-sounding playback from any given position.
    - **Pitch**: The LFO is triggered by incoming MIDI notes, and the LFO speed is set to the frequency of those notes. Experiment with this option to create bizarre ring modulation-style effects!
    - **Trigger Mode (Sync/Retrig/1-Shot)**: In **Sync** mode, the LFO runs in sync with the timeline of the host DAW. In **Retrig** mode, the LFO restarts when a MIDI note is received (as set up in the MIDI Section) and loops continuously until another note is received. If no MIDI note is received in Retrig mode, the LFO simply runs freely. In **1-Shot** mode, the LFO restarts when a MIDI note is received, but only plays once, then holds at the last value of the waveform until another note is received.

💡TIP: In **Hertz Synced** mode, the LFO is always synced to the project position, so automating the **Speed** control can result in clicks and pops as the LFO position changes to keep up. To automate **Speed** smoothly, use **Retrig** or **1-Shot** mode instead.

MIDI Section

PanCake 2's LFO can be retriggered by MIDI note input, for precisely positioned panning movements. For instructions on setting your DAW up to send MIDI to PanCake 2, please visit our FAQ page.

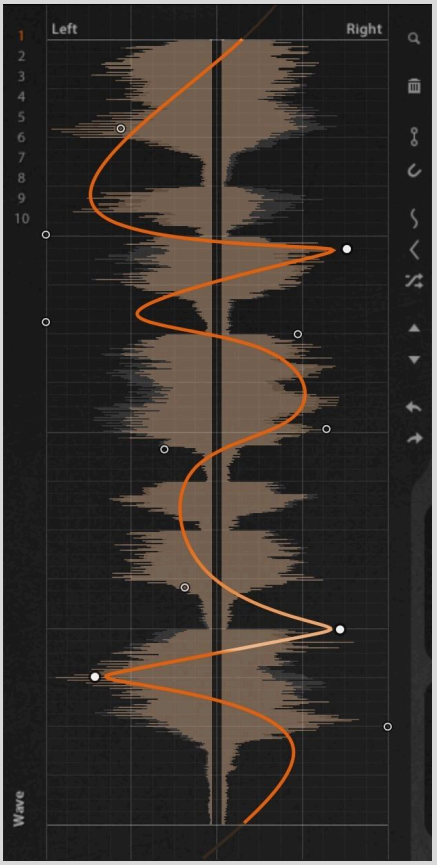
- **MIDI Port**: Specify which port PanCake 2 receives incoming MIDI notes on.
    - **In From Host**: This is the best option if supported by your DAW, as it gives the tightest possible timing.
    - **MIDI Devices**: If your DAW doesn't support the **In From Host** option, assign a MIDI input port from those available to your system. The timing may not be as tight, though, and you'll need to revisit this menu if ports are added or removed.
- **Channel:** Select 'All Channels' or any individual MIDI channel from 1-16 for input.
- **Octave** and **Note**: Select 'All Notes' in the **Octave** menu to trigger MidiShaper using any note. To restrict triggering to a single note, select it from the **Octave** and **Note** menus.

Master Section

- **Mix:** Set the overall strength or depth of the panning effect, from no panning at 0%, to 'full' panning at 100%.

Wave Editor

PanCake 2's LFO modulates the panning of the input signal between the left and right channels, as governed by the shape of the waveform drawn in the Wave Editor. Running vertically from top to bottom, the LFO waveform is literally representative of the panning, and you edit it by moving points of varying 'weights' around in the graph to create a curve.



Wave Bank

To the left of the waveform, the numbered waveform slots of the Wave Bank enable up to ten waveforms to be stored at a time, for selection via the **LFO Wave Selector** in the LFO section. Click a number to switch the Wave Editor to the waveform assigned to that slot.

Wave Editing

Edit the waveform with these controls:

- To create a soft point, **click** an empty area.
- To create a hard point, **CTRL-click** an empty area.
- To change a point's weight, **right-click** it.
- To delete a point, **double-click** it.
- To move a point, **drag** it.
- Toggle snapping temporarily by holding **SHIFT** while moving.
- Select multiple points with **SHIFT-drag**. You can then move and scale the points by dragging the box or the handles around its edges – great for easily changing the intensity or 'amount' of panning applied. Hold **ALT** to lock to vertical movement only, or **ALT-SHIFT** for horizontal lock. Hold **ALT** while stretching to scale about the centre.

💡TIP: You can also see the most useful editing options within the plugin by clicking the Cableguys logo.

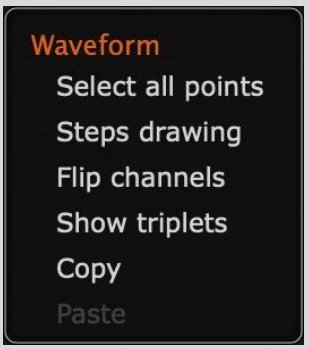
Additional Editing Functions

On the right hand side of the waveform, a vertical toolbar gives access to various additional editing options.

- **Zoom**: Drag up/down to scale the oscilloscope waveform, for easier viewing of very quiet or very loud signals.
- **Delete Points**: Remove all points, or delete selected points.
- **Steps Drawing**: Switch to the Steps Drawing Tool, with which fixed-length steps can be clicked or dragged into the wave editor.
- **Snap To Grid**: When activated, points will snap to the background grid as you move them.
- **Sine/Triangle Wave**: Set the waveform to a sine or triangle wave.
- **Randomize Waveform**: Randomize all waveform points. The randomized waveform will contain the same number of points as the current waveform. If **Snap To Grid** is activated, the randomized points will snap to the background grid.
- **Move Wave Up/Down**: Shift the selection or entire wave one grid space up or down. Hold **SHIFT** for more precise adjustment.
- **Undo/Redo**: Step back and forth through your edits.

Right-click Menu

Right-clicking a free area in the waveform opens a menu with additional editing options:



- **Select all points**: Create a selection around all points in the Wave.
- **Steps drawing**: Toggle the Steps Drawing Tool, with which fixed-length steps can be clicked or dragged into the wave editor.

- **Flip channels**: Flip the waveform horizontally, so that the panning modulation between the left and right channels is reversed.
- **Show triplets**: Change the snap grid to triplet time – useful for shuffled or swung rhythms.
- **Copy/Paste**: Transfer waves between slots in the Wave Bank.

Oscilloscope

A sample-accurate vertical (and thus left/right-representative) oscilloscope displays the incoming and processed audio signals in gray and orange, respectively, so you can see exactly where to draw the curve, for faster and more accurate edits.

Knobs

SHIFT-click a knob for precise adjustments, **double-click** or **CTRL-click** to set it to the default value.

Help Panel

When the mouse pointer is positioned over a parameter control, the Help Panel above the PanCake 2 logo provides useful information about that parameter. When editing the LFO waveform, the Help Panel shows the current position of the point being dragged on the L/R and Y axes in the Wave Editor.

And Finally...

If you like what you hear from PanCake 2, be sure to check out its big brother, **PanShaper**, which takes the concept of modulated panning to a whole other level, with three independent frequency bands, envelope following, expanded wave editing tools, the ability to blend standard panning and Haas processing, adjustable pan law, a goniometer, and integration into Cableguys' powerful ShaperBox multi-effects plugin.

Find out more and try the free demo at **cableguys.com**.