ASCENSION

1.6 USER MANUAL

Introduction

Ascension is a virtual synthesiser for 64-Bit VST3 and Audio Unit DAWs (Digital. Audio Workstations) or hosts, featuring a combination of subtractive, wavetable and ROM oscillator options.

Ascension ships with a large sampled ROM library created from the very best analog and digital synths, along with a large MIDI file collection taken from the best-selling packs available at dancemidisamples.com packs, along with drag and drop MIDI support for your DAW.

Change Log:

• "Synth Not Licensed" message.
• Help link added to OPTIONS Menu.
• Crash reporting.
• Optional analytics data collection and verification on startup.
• Vector curve draw in Wave Editor.
• Wave draw smoothing.
• MIDI Arp - full screen mode.
• MIDI Arp transpose on MIDI key press.
• New distortion models.
• SVF filter models redesigned.
• Fixed reverb modulation mix.
• Fixed distortion modulation mix.
• Fixed graphical glitch on ADSR envelopes.
• New UI skins.
• User custom skinnable UI front panel.

<u>Important Notes</u>

• VST2 Support is not supported or supplied in Ascension 1.6.

• Ascension version 1.6 is a VST3 and Audio unit 64-Bit plugin only, if you are upgrading from version 1.0.1 or still use a Plug-In host that does not support VST3 or Audio units and wish to continue using your 32-Bit version do not upgrade.

• Ascension version 1.5 and above use an updated Data Library format. We strongly recommend that you use the new optimised Ascension 1.6 [Data Library Folder](#) supplied in your download. If you are upgrading from an older version, ensure that any custom presets you have saved are backed up.

Sound Expansions can be re-downloaded from your store of purchase, or copied from your existing 1.5+ Data Library. [Find out about EXP management here](#).

<u>Very important:</u>

Ascension 1.6 presets are not backwards compatible with Ascension previous versions. It is highly recommended that you finish up any projects using Ascension that you are working on before upgrading.

Be sensible: always make suitable back-up allowances for your computer's files. You won't regret it.

Table of contents

Features

- 4 Multi-select oscillators.
- High shelf and low shelf filters for each oscillator.
- Frequency modulation controls for each oscillator type.
- Multi model pitch detune for each oscillator tab.
- 3 Oscillator types (subtractive, waveform, Sampled ROM).
- Waveform generator and editor for oscillators and LFO's.
- Waveform import.
- 2 Arpeggiator types: MIDI Player mode, and internally controlled.
- Preset, oscillator & MIDI library browser.
- Custom preset tagging.
- 16 Filter types.
- ADSR amplitude and filter envelopes.
- 4 Auxiliary modulation envelopes.
- 32 Modulation matrix destinations.
- 2 LFO's with a choice of 4 waveforms and custom waveform modes.
- 6 FX units with configurable signal chain.
- Resizable GUI.
- 4 Standard skin options with users able to create their own custom skins.

• Windows & Mac VST/ Audio Unit (64-bit Only).

Install Guides:

Ascension comes with installer applications for PC and Mac. The installer will allow you to select your choice of plugins to install and plugin folder location (Windows only).

You will also need to download [Ascension's Data Library](#) from the link provided in your order, this is a large download - please be patient. Once you have downloaded this file, ensure that it unzips with no errors.

You have at least 8 GB of free hard drive space on your system to install Ascension. We recommend 16 GB of RAM or more.

🪟 Windows Installation

Ascension's installer application will prompt you to agree with the software license, then select where to install your VST3 plug-Ins. Ensure this matches your usual or custom VST3 directory.

Once installed, open an instance of Ascension in your DAW (you will find it listed under Cubic Audio), you will then be prompted to locate your '[Ascension Data Library](#)' folder.

🍎 Mac Installation

Ascension's installer will prompt you to agree with the software license. You will then be guided through the installation process.

After your download has finished, the installer will place your selected plugins in your Mac's system library folder - [Library > Audio > Plug-Ins > Components / VST3].

Once installed, open an instance of Ascension in your DAW (you will find it listed under Cubic Audio), you will then be prompted to locate your [Ascension Data Library](#) folder.
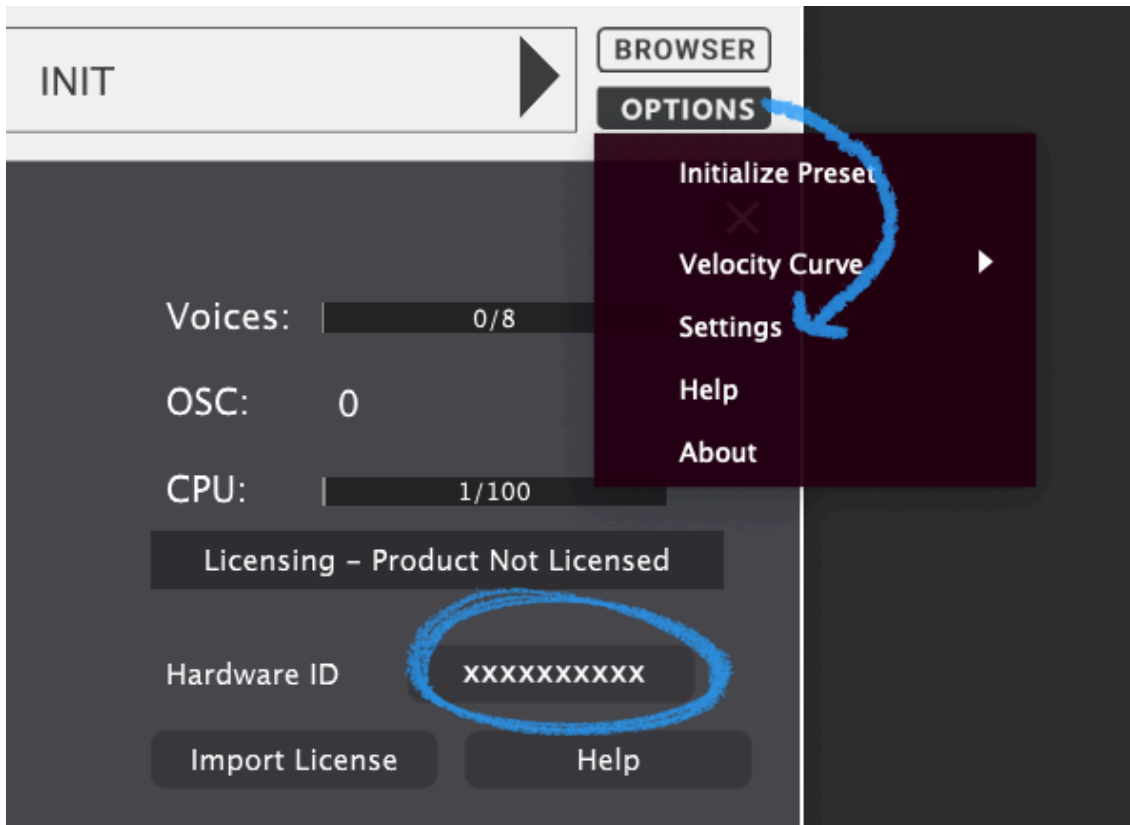

Activation

Once you have installed Ascension, the plugin will run in demo mode until registered.

To register Ascension make sure you have your Serial Code to hand. This was emailed to you when you purchased Ascension. If you cannot find your Serial Code please contact support at the store from which you purchased Ascension.

Open the plugin and click 'OPTIONS' and then select 'Settings'.

On this tab you will see your 'Hardware ID'. Click to copy your ID and then visit the [click here to visit the Ascension activation page](#).

Ascension VST/AU - Activation

| XXXXX | - | XXXXX | - | XXXXX | - | XXXXX | - | XXXXX |

Name

My NAME

Email

me@myemail.com

Hardware ID

XXXXXXXXXXXX

You can find your Hardware ID in Ascension by going to Options > Settings in the Licensing area

Operating System

Windows

✓ I'm not a robot — reCAPTCHA Privacy - Terms

Download License File


• Enter your Serial Code, name and email address, and Hardware ID, then click 'I'm not a robot'.

• Click 'Download License File'. You will then be prompted to download and save your License File. Save this file to your Desktop or Documents folder. Please note that if you reformat your PC / Mac, you will need to generate a new License File.

• Reopen Ascension and click 'OPTIONS', then choose 'Settings'.

• Click 'Import License'.
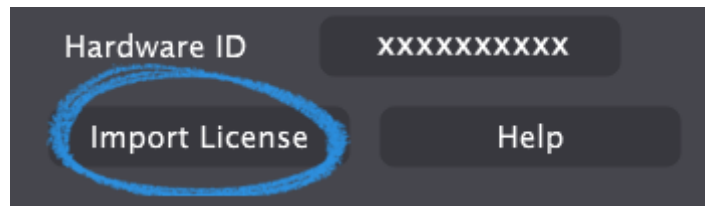
• Navigate to the location of your License File (the filename will be: your-name-license.asl').

• Ascension will show a message confirming that your plugin is licensed.
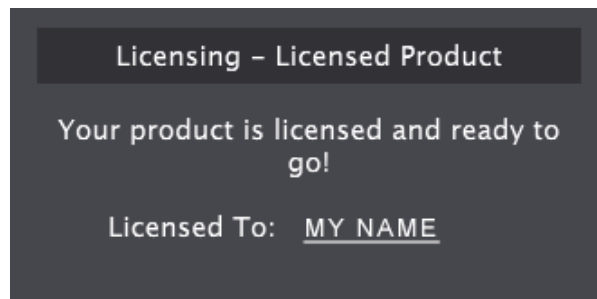
Quick Tips

Double click knobs to reset them to their default position. Control click knobs while dragging their positions with your mouse to fine tune settings.

Need Help? You can access this manual by selecting 'Help' from Ascension's 'OPTIONS' menu to access the installed Manual for your version. [Alternatively raise a support ticket here](#).
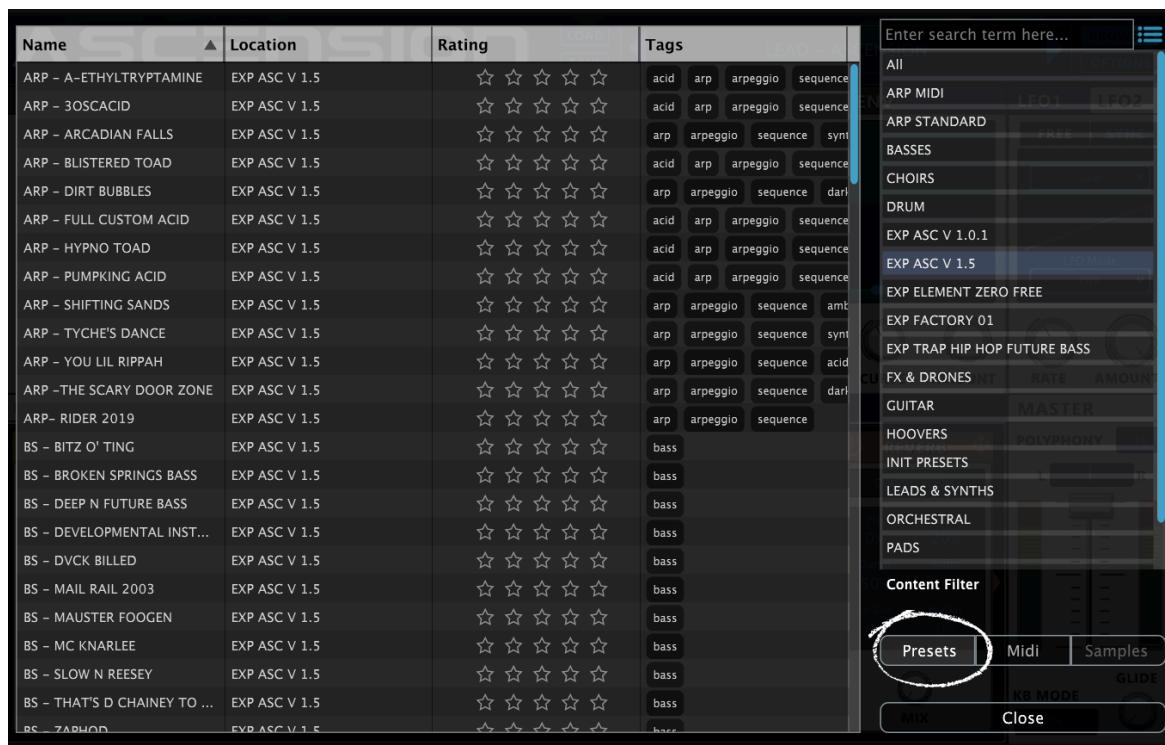

Preset Browser

You can cycle through preset sounds by using the left and right arrows on either side of the preset window.

Ascension's preset sound browser can be accessed by clicking 'BROWSE'.

You can select and scroll through presets from the browser's list, and use the category select function on the right of the browser to quickly choose a sound category. Double click to load a preset.

You can also search for presets using the 'Enter search term here...' bar.

Ascension will display a 'loading' progress bar for larger ROM based presets.
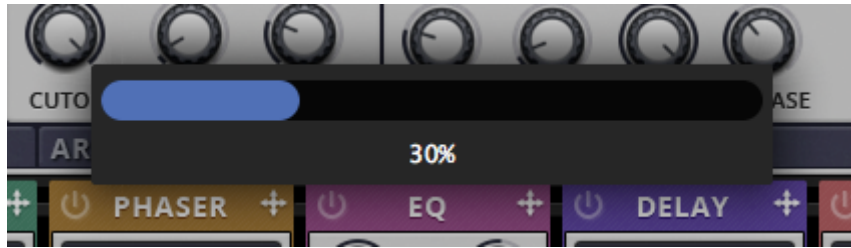
Preset Tagging & Search

Ascension allows you to add your own custom tags and information to presets, allowing you to quickly find your favourite sounds. To add a tag or description to a preset, right click a single preset in the browser and choose 'Edit Information'.
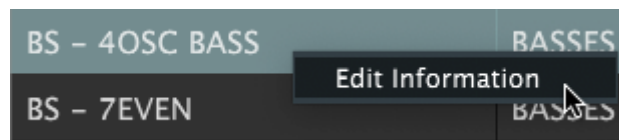

Multiple tags can also be added using comma separated strings with no spaces, for example 'bass,trance,favourite'. You can also add further information to help you quickly locate your favourite sounds.

You can use the browser menu to filter sounds by tag or other information. This menu also gives you the option to refresh your menu (if for instance you have added new sounds to Ascension, or a tag that you have added does not appear).
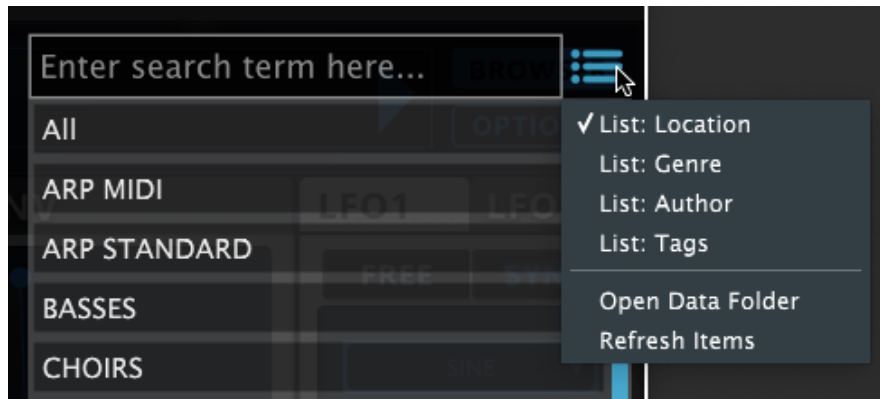
From this menu you can also choose 'Open Data Folder', to easily locate Ascension's core library.

Preset Load / Save Buttons
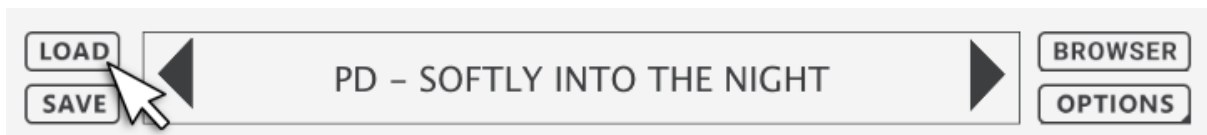

Use these buttons to load or save Ascension single presets using your operating system's file browser.

Options Menu

- About - Find out about Ascension, it's creators and contributors.
- Initialize - Initialize Ascension to it's default preset.
- Velocity Curve - Change the way Ascension responds to your MIDI keyboard's note velocity.
- Settings - Register your Ascension license and sound quality settings.

- Theme - You can also choose between skins using the 'Theme' option.

- Allow Analytics - Ascension can now collect analytics data, if enabled we collect: Date and Time of Access, Operating System Version, Event Types Related to Service Usage, Hardware Identification Numbers, Local and Network IP Addresses, Device Serial Number and Session Identifiers.

  This information will never be shared with any third party.
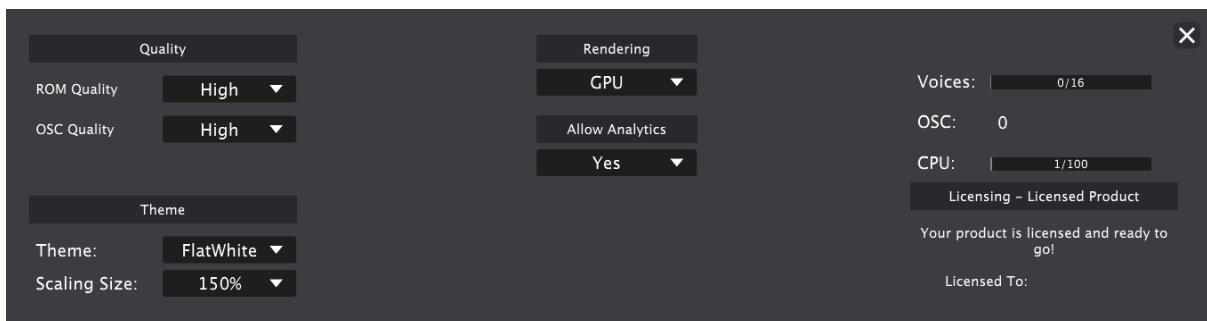
MIDI Library Browser
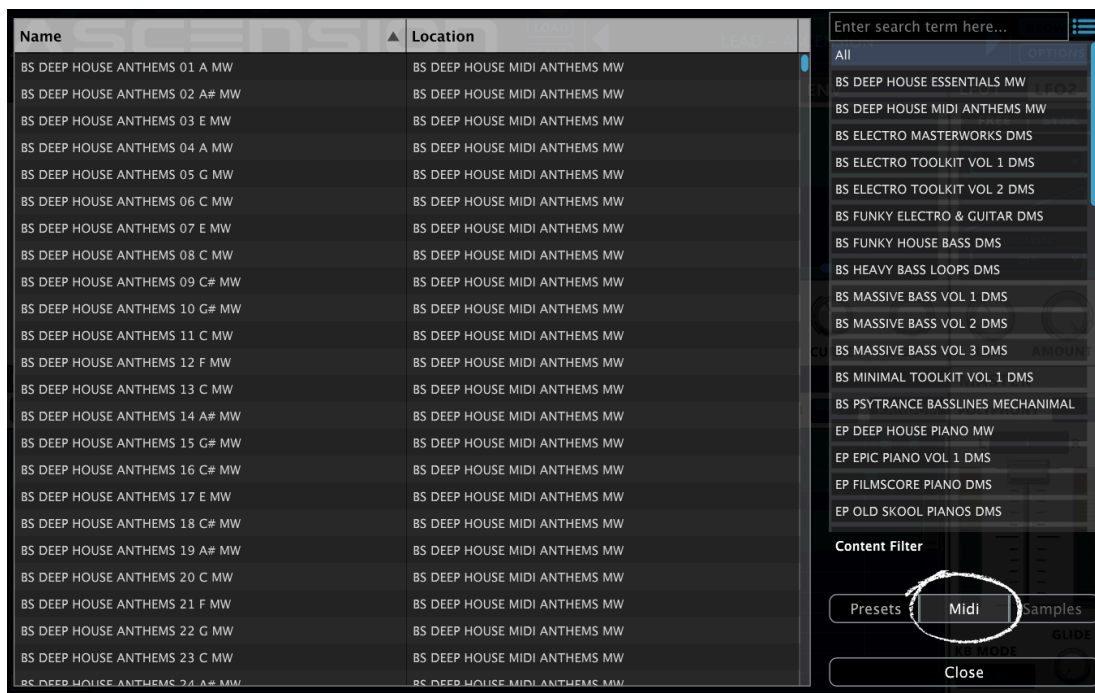
Ascension comes with a pre-loaded MIDI file library, giving you instant access to hundreds of grooves, you can drag and drop these clips on to your DAW's Timeline to edit - or use them in the synth's Arpeggiator when set to 'MIDI Player' mode.

Please refer to the Arpeggiator section of this manual for more details on how to use the MIDI Player arp mode.

Oscillator Section

Each of Ascension's four tabbed oscillators can load one of three sound generator choices:

• Subtractive - Choose from 4 subtractive synthesis waveforms.
• Waveform - Single cycle waveforms.
• ROM - Multi-sampled instruments.

Oscillators can be enabled and disabled using the power button on each oscillator's tab.

Semi: Adjust the oscillator's pitch in semitones.

Fine: Adjust the oscillator's pitch by -100 cents or +100 cents.

Detune: Use our detune effect to thicken your sound: 6 voices are detuned parallel to the center voice (the main pitch of the sound). Further detune settings can be found by clicking the UNISON tab.

Volume: Adjust the volume of each oscillator.

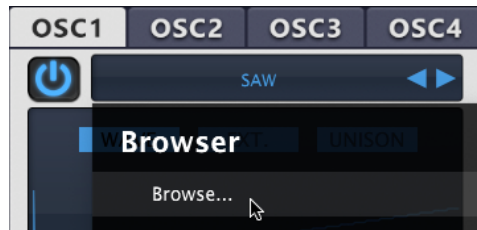To initialize or solo an oscillator, right click on each OSC tab:

Browsing Oscillator Types

To browse oscillator types and sound generation choices click the selected oscillator's window and choose an option from the drop down menu.
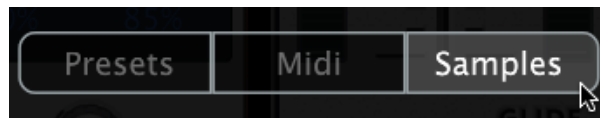

You can also choose 'Browse' from the top of the menu to open Ascension's oscillator browser pane.

This will open Ascension's browser with 'Samples' preselected. Any of the waveforms and samples that you will find in these folders can be used as an oscillator.

Unison

This tab allows fast access to each oscillator's unison detune controls. Choose between unison 3 modes, the amount of voices used, unison width and mix.

Important Tip: It is not recommended to use Unison on ROM (sample) based Oscillators, these sounds have already been pre-processed to provide the widest, thickest sound possible.

Ext. Ctrl

This tab features extra controls for each oscillator.

Lo / Hi: Filter out unwanted frequencies from each oscillator using high shelf and low shelf filters.

About Frequency Modulation (FM): Each of Ascension's oscillators features FM, allowing you to modulate the phase/ frequency against a waveform (FM Type) at the given frequency (FM Rate).

FM Amount: Controls the amount of frequency modulation (FM) applied to the oscillator.

FM Type: Choose from 5 FM waveforms - sine, triangle, saw, square or noise. Output from other oscillators can feed into the FM of the selected oscillator too.

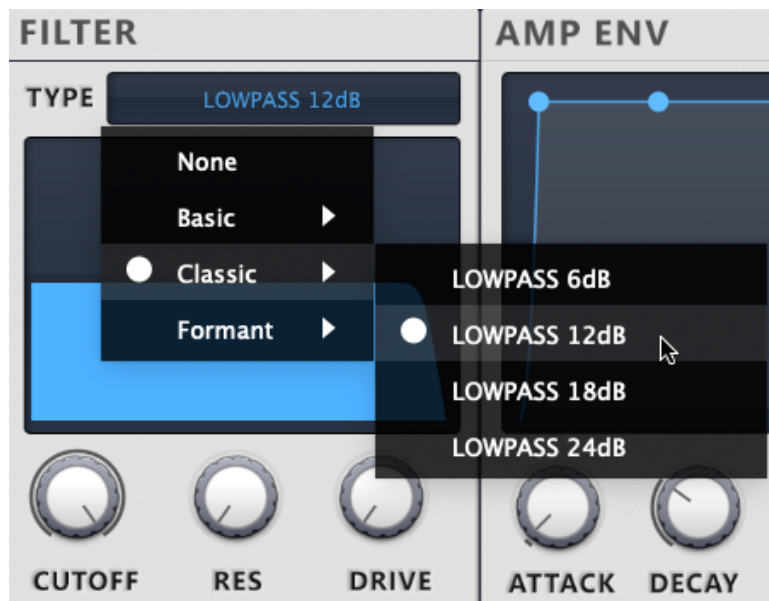FM Rate: Controls the frequency modulation rate.

FM Mode: Choose from 4 FM types - tonal, semi, octave or free.

Phase: Changes the position of the waveform that the oscillator reads from - 0 = start, 0.5 = half, 1 = full cycle, same as 0.

Pan: Use this control to pan each oscillator - 50% is center, 0% is fully panned to the left channel, 100% fully panned to the right channel.

Filter

Ascension features a multi-mode filter with 16 filter types, from standard lowpass and highpass models, to state variable filters (SVF) and formant filters. You can also totally bypass the filter section - this may save on CPU overhead should you wish to filter Ascension's sounds using your own choice of external filter.

Click the filter's LCD screen to select the filter type or filter bypass.

Filter Controls

Cutoff: Control the key point at which all frequencies are cut off.

Res: Boosts the frequency that the cutoff point is currently set to. The more you boost it, the more the set frequency increases.

Drive: Controls the gain on the filter's resonance and adds saturation.

Amplitude Envelope

Ascension features a standard ADSR amplitude envelope. You can click each point to manipulate Ascension's envelopes with your mouse.

Envelope Controls

Attack: The time taken for initial run-up of level from nil to peak, beginning when the key is first pressed.

Decay: The time taken for the subsequent run down from the attack level to the designated sustain level.

Sustain: The level during the main sequence of the sound's duration, until the key is released.

Release: The time taken for the level to decay from the sustain level to zero after the key is released.

Curve: Adjust the response curve of the envelope.

Amount: Adjust the sensitivity of the envelope.

Filter Envelope

Ascension features an ADSR filter envelope. To assign the envelope to your sound increase the 'AMOUNT' control.

LFO 1 & 2

Ascension features 2 LFO's (low frequency oscillators), each with a choice of 5 waveforms, including a custom option, allowing you to draw your own LFO waveforms including smooth vector curves.

Each LFO can either be synchronised to your DAW's tempo (SYNC), or configured manually using the 'FREE' setting (0-30 Hz).

LFO Modes

Off - The LFO will independently cycle regardless of when a voice is triggered.

Retrigger - The LFO will restart its cycle with every new voice that is played.

One Shot - The LFO will cycle once per voice triggered.

Custom LFO Waveforms

Ascension allows you to create your own custom LFO waveforms. Select 'CUSTOM' from the drop down LFO menu, then open Ascension's 'WAVE EDITOR' tab. You can now draw or import your own LFO waveform - you will see this custom waveform appear in the LFO display window. You can now also use the new Vector Mode tool to draw smooth curves and more.

Please refer to the Waveform Editor section of this manual for more information about creating and editing your own waveforms.
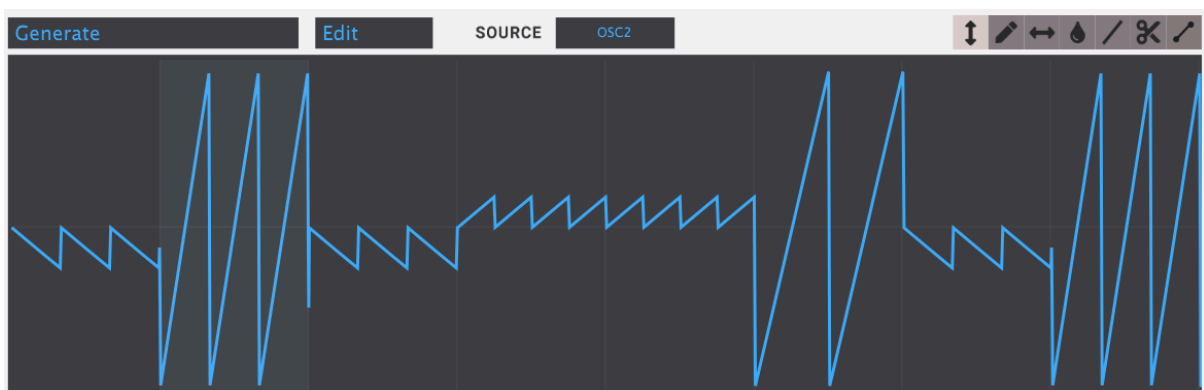
Effects

Ascension features a multi-effect unit with 6 sound effect types. The effect unit's chain is user configurable - use the 'drag' icon on each effect to change the signal path of the effects unit.

Effect Types

Distortion: Choose between 7 distortion types…
Chorus: Widen your sound using chorus.
Phaser: Choose between 6-stage or tight phaser models.
EQ: Shape your sound using 3 Band EQ.
Delay: Choose between standard delay or ping-pong models.
Reverb: Choose between older "classic" models or new Room /
Cathedral reverb models.

Load / Save FX Chain Presets

Right click the EFFECTS tab to load or save an FX chain, or reset the
chain's configuration.

Modulation Matrix

Ascension has 32 configurable modulation destinations, allowing you to modulate the synth's parameters within your preset.

Load / Save Mod Matrix Presets

Right click the MOD MATRIX tab to load or save a mod matrix configuration, or reset the matrix to it's default state.

Auxiliary Mod Envelopes

Ascension has 4 extra ADSR envelopes that can be used to further shape your sounds.

Arpeggiator

Ascension has a multi-mode arpeggiator, with pattern and MIDI Player modes.

Standard pattern arpeggiator mode

On/ Off: Turn the arpeggiator on or off using the power button on the top right hand side of the unit.

Mode: Choose between pattern up, down, order, random or polyphonic arpeggios.

Sync: Choose the note sync of the arpeggiator. The unit is automatically synced to your DAW's main tempo.

Octave: Set the amount of keyboard octaves the arpeggiator will play.

Length: Set the length of the arpeggio.

Random: This function allows you to create randomly generated arpeggiator patterns.

Arpeggiator note length can be altered by dragging the corners of each green note:
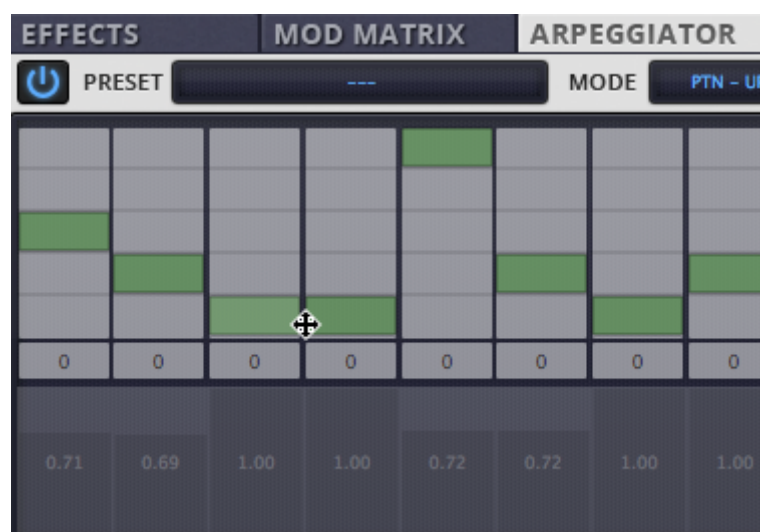
Note velocity can be altered using the lower grey sliders:
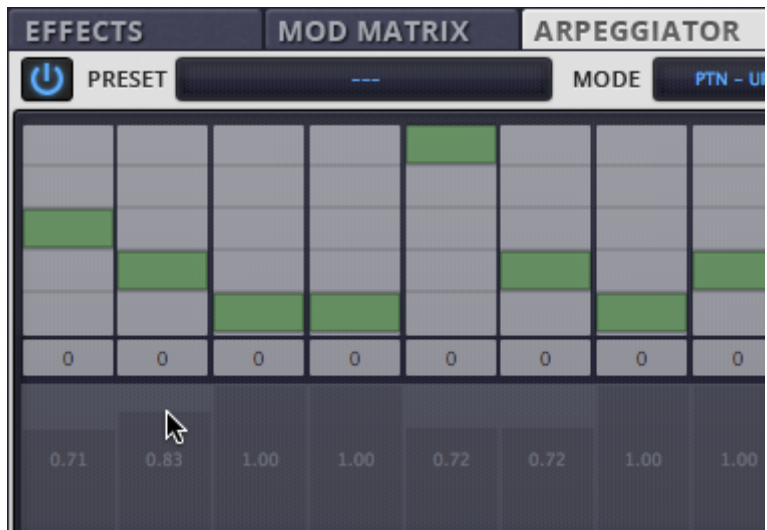
Notes can be silenced by right clicking:
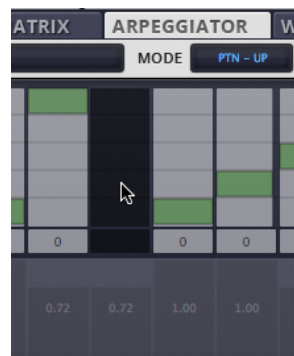
Arpeggiator Presets

Ascension comes with a selection of useful arp presets, these can be accessed, saved and loaded by clicking the PRESET window.
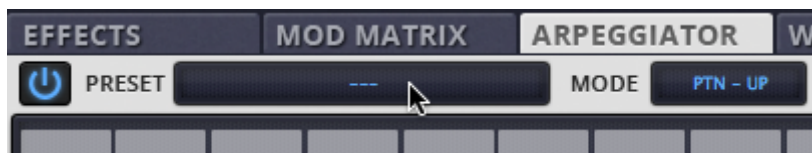
MIDI Player Mode

To enable Ascension's MIDI file player mode choose 'MIDI PLAYER' from the arpeggiator section's MODE drop down.

Click on Ascension's BROWSER button and select 'Midi' to scroll through the MIDI file library.

To audition any of these MIDI files from within Ascension, choose the ARPEGGIATOR tab, set the function to 'MIDI Player', then double click your chosen sequence to load it into the player.

Hold down a note on your MIDI keyboard or controller to audition the MIDI sequence.

MIDI files will change key when auditioned in Ascension using your MIDI keyboard or controller, however the key notes in the MIDI sequence will remain the same once imported into your DAW - you are free to edit them as you wish in your DAW's Piano Roll.

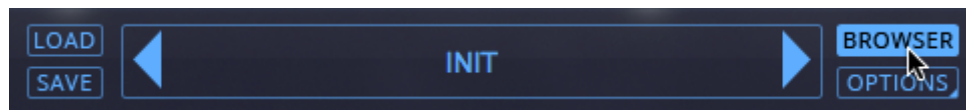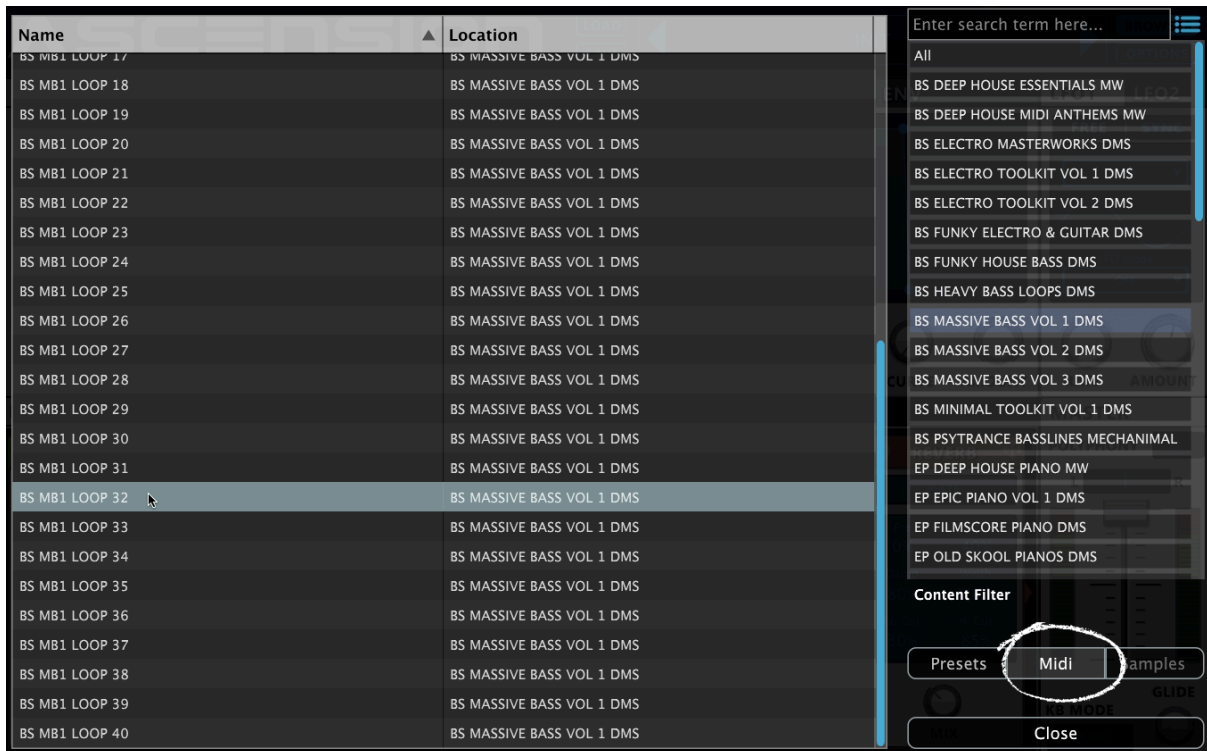MIDI Player Sync: Use this setting to control the playback speed of your selected MIDI file - this is automatically synced to your DAW's master tempo.

MIDI file display length: Use this setting to set the portion of the MIDI file that is played back - you can set it to play the entire file, or just a portion of the sequence. You will see a red line indicating the end point of the loaded MIDI sequence.

MIDI file zoom: You can use the scroll bars in the MIDI viewer to both scroll through the MIDI sequence and magnify the file.

Full Screen MIDI display

Ascension's MIDI player view can now be expanded to get a better view of the notes inside a MIDI sequence, click the button in the top right of the Player window.

Arpeggiator Velocity Mode

Ascension's arpeggiator can also be used in 'silent' mode as a modulation source. When 'VELOCITY MODE' is selected you can use the Modulation Matrix to assign the velocity of the arp's notes to a modulation destination of your choice. This works particularly well in conjunction with the arp's 'RANDOM' function.
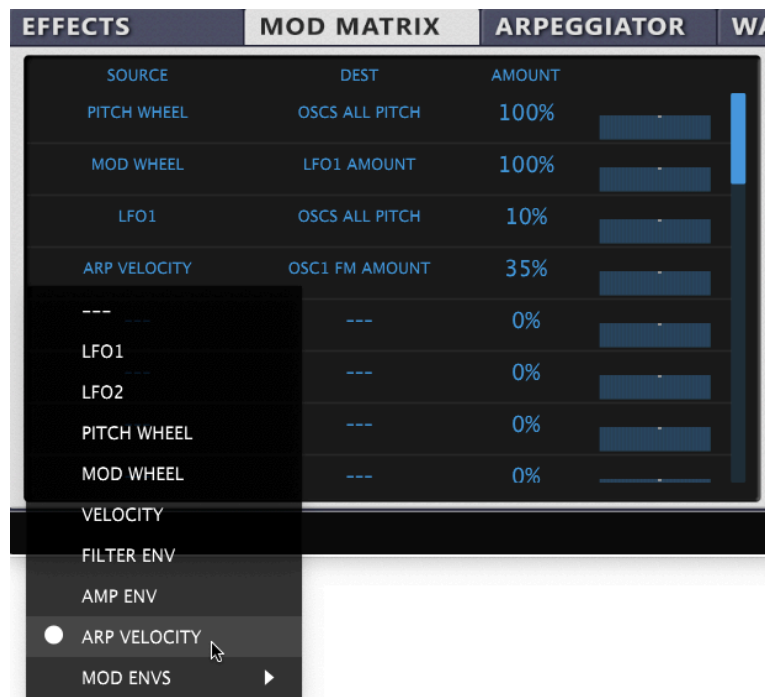
MIDI File Export To Your DAW

To use these MIDI files in your DAW simply drag and drop your chosen MIDI file from Ascension's browser, or the main MIDI Player screen on to your DAW's timeline.
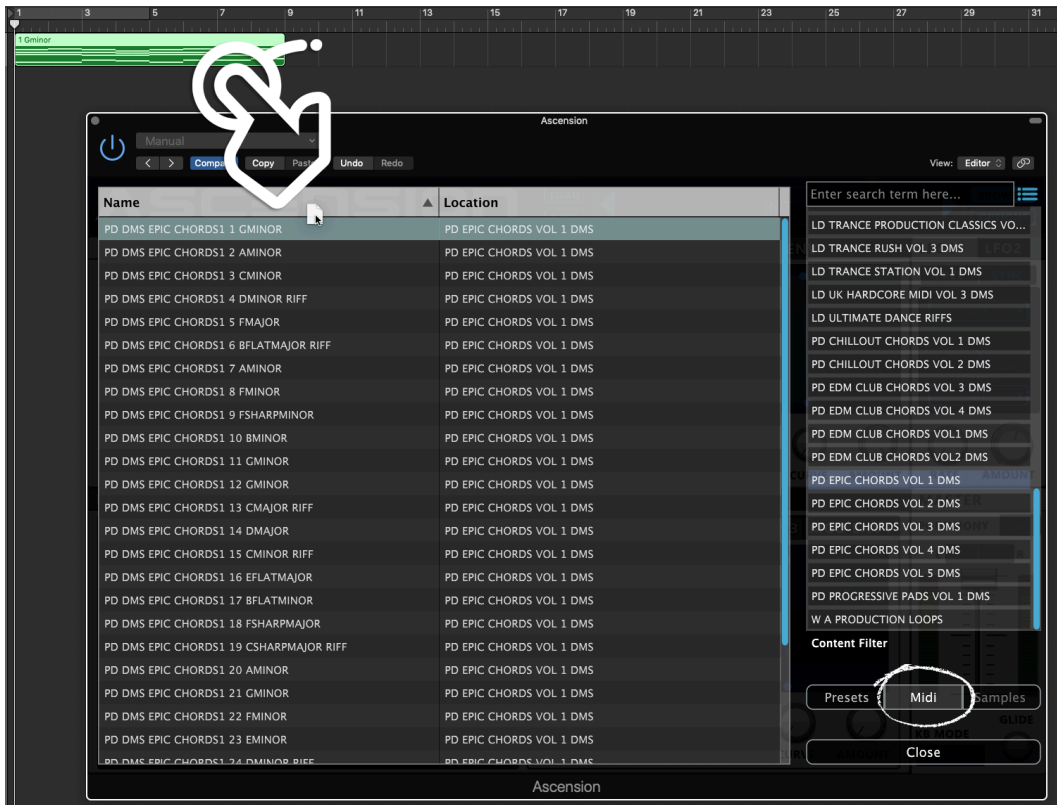
Drag & Drop From The MIDI Player
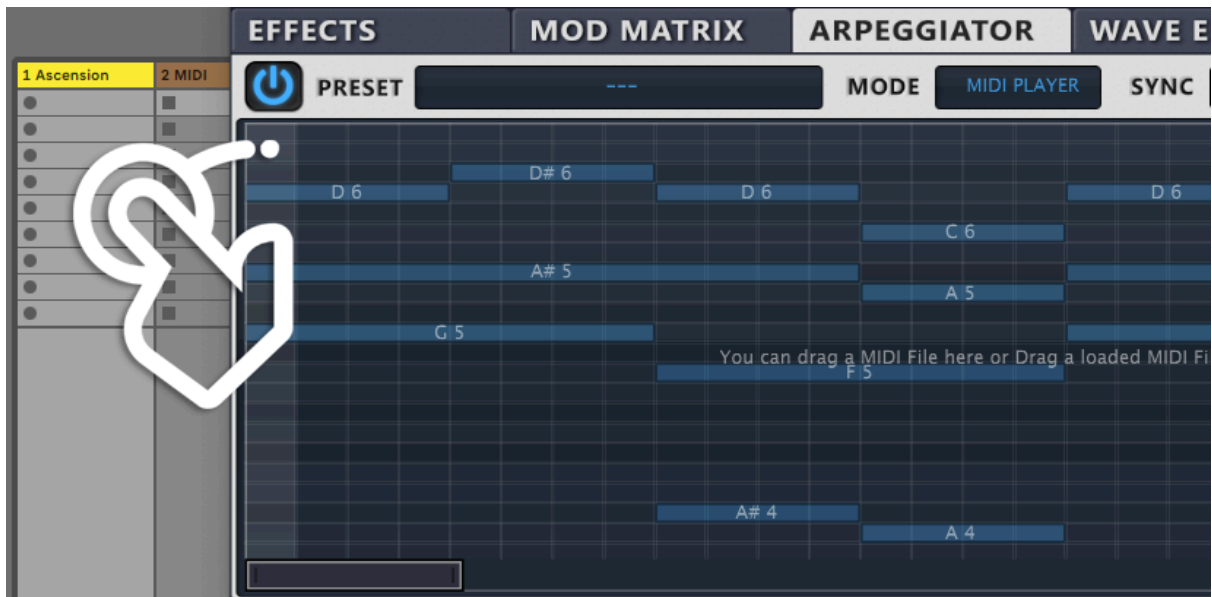
You can also drag and drop any MIDI sequence directly from the MIDI Player's display window.

Drag MIDI To The MIDI Player
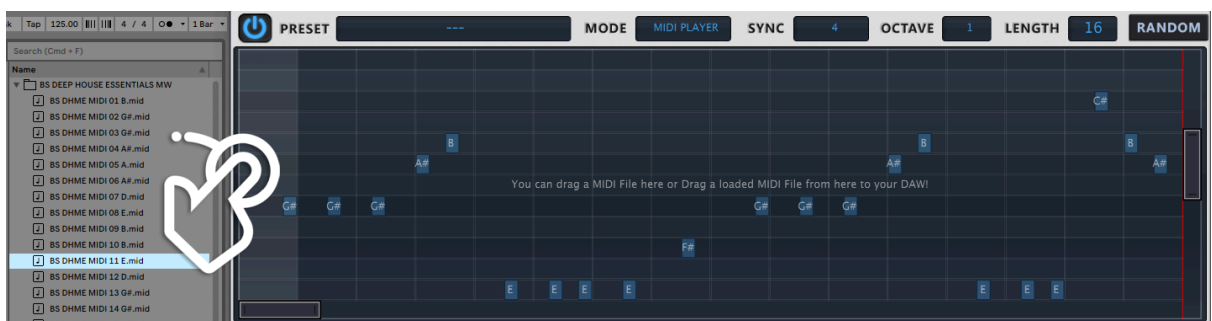
Currently it is possible to drag MIDI sequences from Ableton Live's Browser Content Pane directly into the MIDI player. You can also drag MIDI directly in to the MIDI Arp from a Windows Explorer (PC) or a Finder window (Mac).
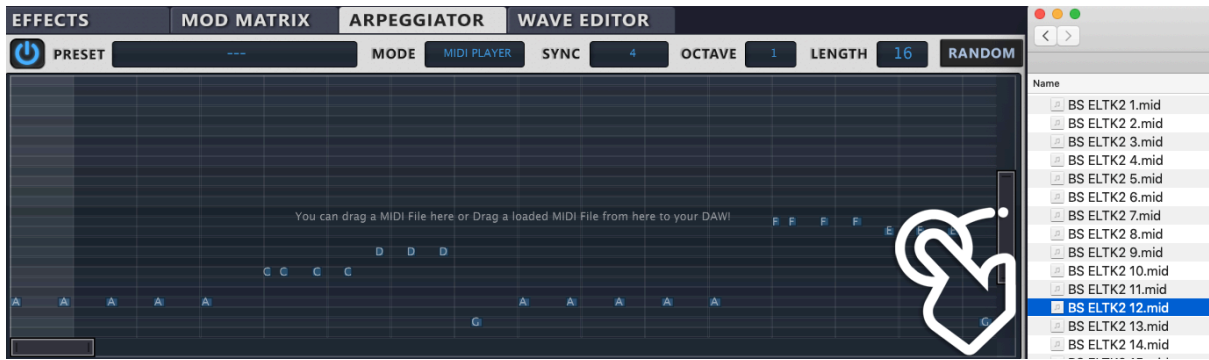
Wave Editor

Ascension features the ability to generate, draw, import and edit your own waveforms for use in it's oscillators and LFO's.

To choose the destination for your custom waveform, click the 'SOURCE' select LCD. The drop down then allows you to select any of Ascension's oscillators or LFO's for editing.

To generate your own waveform select 'Generate' from the waveform editor's menu, you can then choose between 8 waveform types including curves.
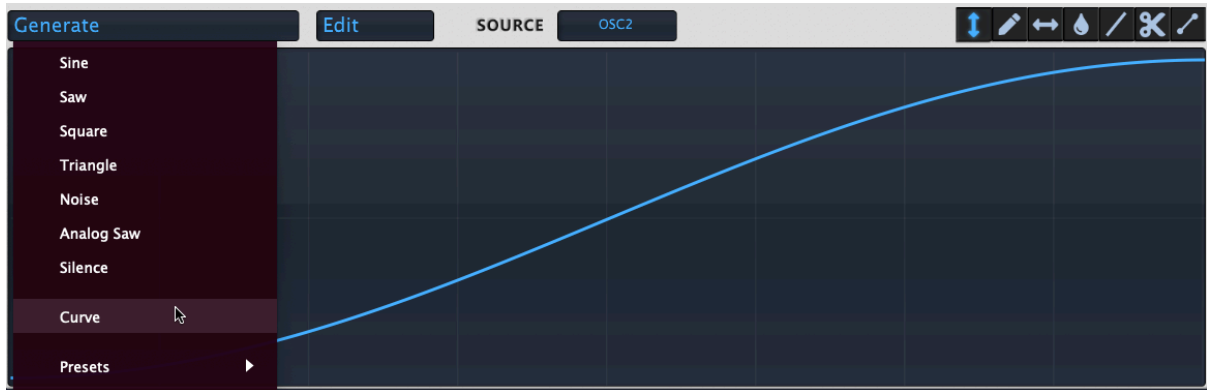
The 'Curve' function within the 'Generate' menu of the Wave Editor is a feature designed to transform the existing waveform into a series of vector points, creating a manipulable curve that follows the peaks of the waveform. By using this function, users can convert the wave's amplitude fluctuations into editable points, which can then be fine-tuned using the Curve tool. This allows for precise control over the shape and character of the waveform, enabling users to sculpt the sound to their liking with vector precision.

Custom waveforms can be inverted, or reversed using the drop down Edit function:

Wave Editor Tools

⬍ Vertical drag: select this tool to drag the waveform shape up or down.

✎ Draw: select this tool to draw your own waveform.

⟷ Horizontal drag: select this tool to drag the waveform shape horizontally.

💧 Blur Samples: select this tool to softens the edges of your custom waveform.

✎ Draw Line: select this tool to draw a straight line.

✂ Cut (Flatten): select this tool to flatten the waveform.

✎ Vector Mode (**NEW**): selecting this tool enables you to draw smooth curves and much more.
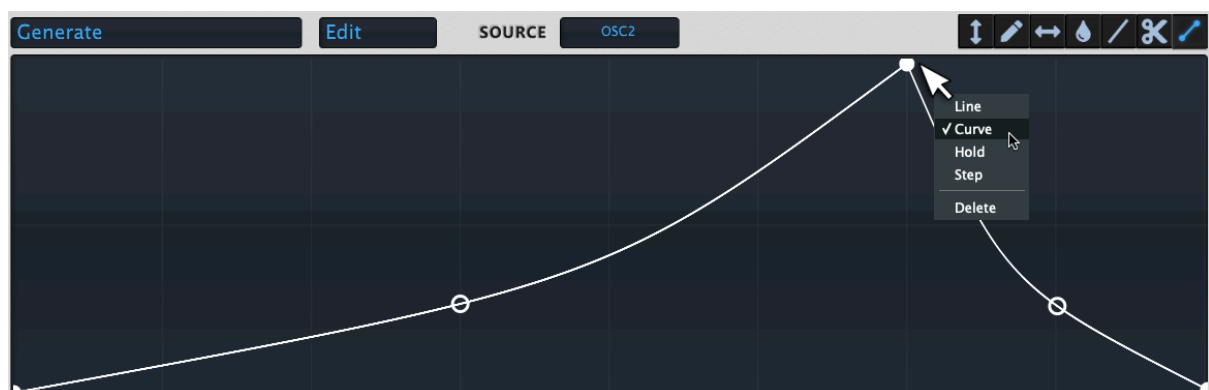
Vector handle's have a popup menu when you right click on them.

- **Line:** This will keep any adjoining vector lines straight.
- **Curve:** Any adjoining lines will have a curve handle which can be used to "bend" the line.
- **Hold:** Any lines connected to this vector handle will be clamped to the Y value of the vector handle.
- **Step:** The line adjoining will be quantized and "stepped" to the handle.
- **Delete:** Allows you to delete the vector point. This will delete the point meaning the line connecting to it will go to the next point.

Sub Waveforms

Ascension's Waveform Editor also has the ability to create novel 'sub waveforms' within your pre-generated or custom drawn waveforms.

To enable this option ensure that the 'vertical drag' [⬍] tool is enabled, then right click any of the eight waveforms segments. This will allow you to choose predefined sub waveforms.
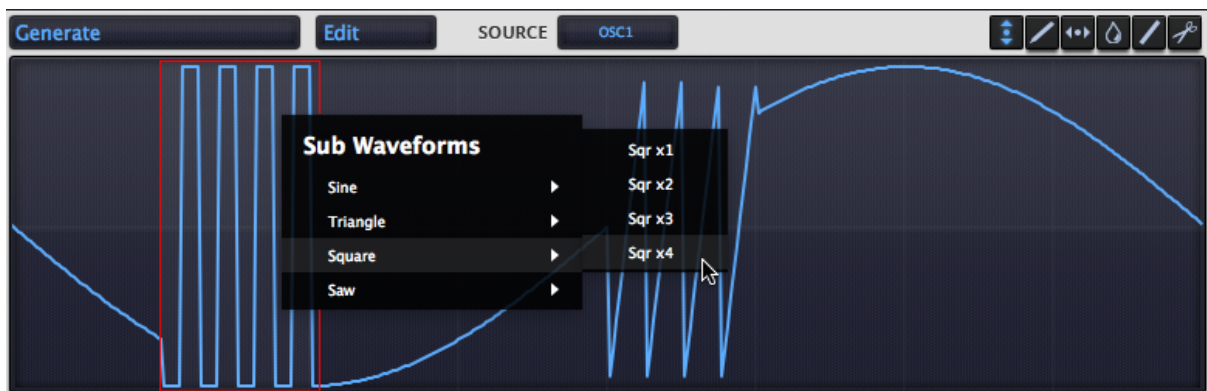
Importing Your Own Waveforms

To import your own wave files (.wav), select 'Generate' from the editor's drop down menu and navigate to a folder containing some samples. We using recommend short samples. Wave files can also be dragged and dropped from Windows Explorer or Finder.
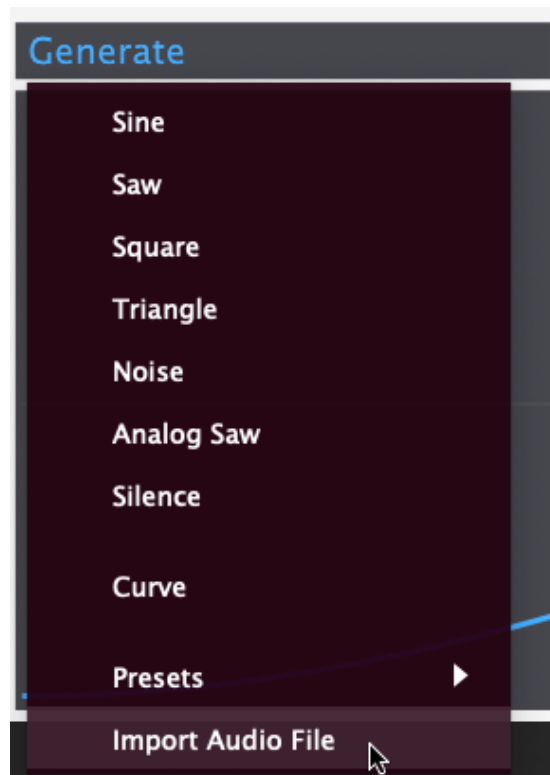
Editing Waveforms From The Library

Ascension ships with a large library of single cycle waveforms, accessible from each oscillator's browser window. These can also be edited using the Wave Editor. To send a pre-installed waveform to the editor, right click in it's oscillator window and choose 'Send To Wave Editor'.
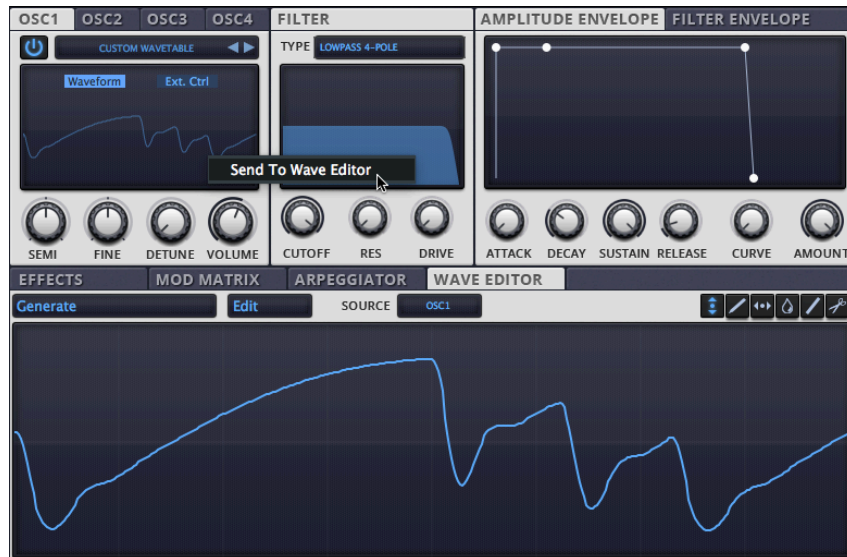
Wave Editor Presets

Waveforms can also be saved as presets, allowing you to copy them to other source destinations, or re-use them in other projects. To save a waveform preset, right click the 'Generate' window. This will bring up a menu allowing you to save or load a waveform.
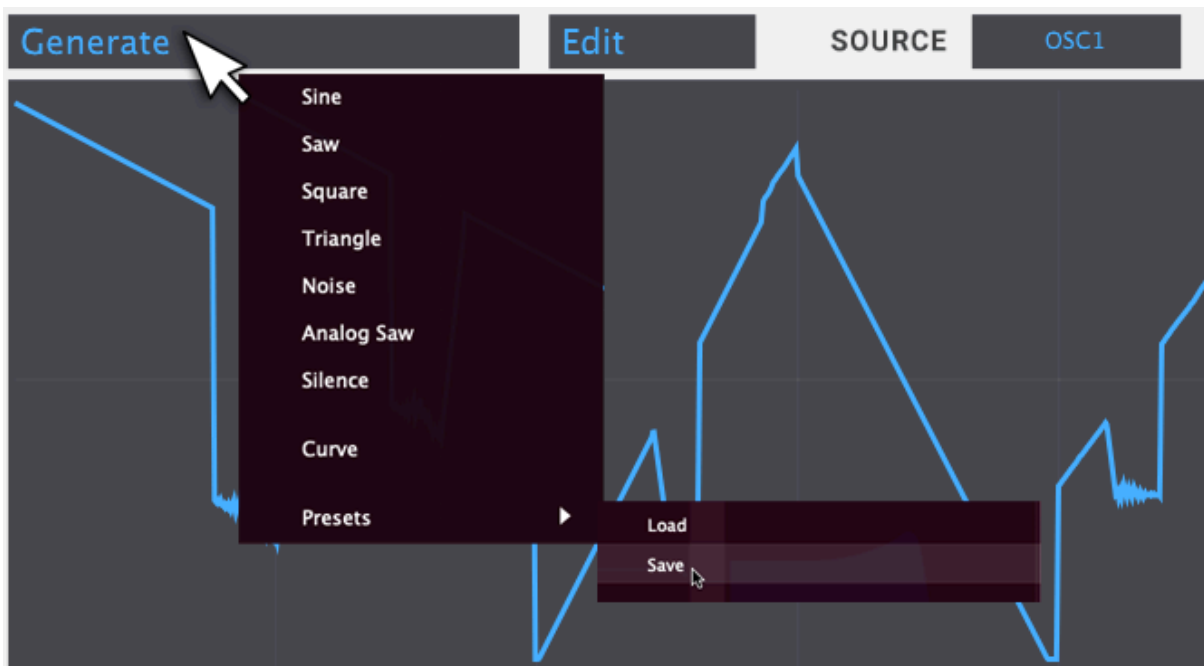
Master
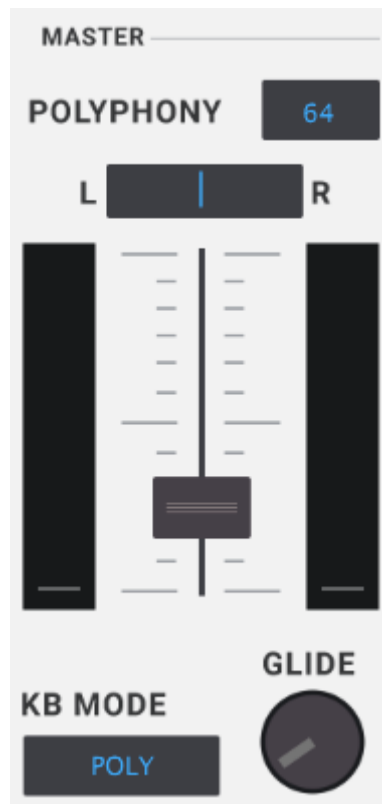
Polyphony: Set the number of voices that Ascension will use, keeping this low will save on CPU usage.

Pan: Controls the stereo position of Ascension's master output. Use this control to pan your sound from left to right. Click the center bar and drag to position your sound.

Main volume: Controls Ascension's main output volume.

KB mode: Control's Ascension's keyboard mode - choose between MONO - monophonic (one note at a time) and POLY (polyphonic - multiple notes at the same time).

Glide: Adjust your sound's capability to slide in pitch from one note to the next.

The Settings Panel
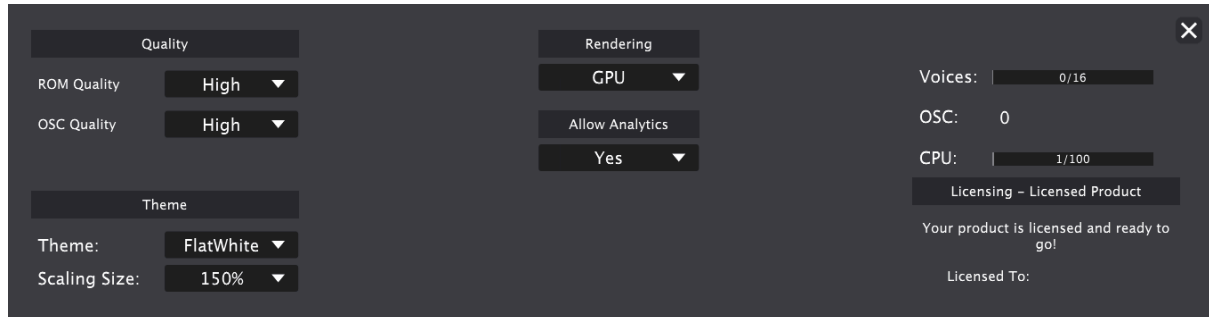
This page has been updated since version 1.5.1.

Rendering: This function decides on how Ascension presents your User Interface. If you have issues, such as a sluggish graphical response (such as slow dragging of the Plug-In window across your DAW's work area), try switching modes.

Voices / Oscillator & CPU usage meter: These can be used to diagnose why a preset may be using very high CPU in your DAW.
Reducing voices such as decreasing Unison voices and type, and swapping these out for a wide stereo Chorus effect rack unit instead will help you out here.

Allow Analytics - Ascension can now collect analytics data, if enabled we collect: Date and Time of Access, Operating System Version, Event Types Related to Service Usage, Hardware Identification Numbers, Local and Network IP Addresses, Device Serial Number, Session Identifiers. This information will never be shared with any third party.

Crash Reporting:

Ascension 1.6 has a built-in crash reporting system. Ascension crash logs may be available at:

<u>Win:</u> %appdata%/ascension
<u>Mac:</u> User > Library > Logs > Ascension

If you experience a crash please send your "ascension_crash_date.log" file to [Support](#).

Custom Front Panel Skins

It is now possible to create your own custom skins for Ascension. Skins can be found in your [Ascension Configuration Folder](#).
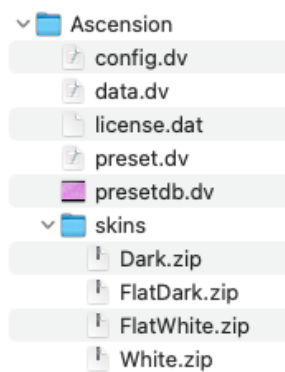
Unzip these and mess with these at your peril: this is an unsupported feature. Incorrectly formatted skins may crash Ascension.

Knob specs: 100px, 72px, 50px, 61 frames. We recommend [Webkobman](#) and basic Photoshop or other graphics app skills.

The .json file contains data for skin colours and graphical element names.

Your new skin zip folder structure should be in this format:
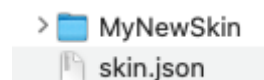
Compress these to a .zip archive:

MyNewSkin.zip

End-User License Agreement

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8. General:

This Agreement shall be governed by the internal laws of the United Kingdom.

This Agreement contains the complete agreement between the parties with respect to the subject matter hereof, and supersedes all prior or contemporaneous agreements or understandings, whether oral or written.

All questions concerning this Agreement should be directed to: Lonely Pinnacle, 20-22, Wenlock Road, London, England, N1 7GU, UK.

Data Protection Policy

Privacy Policy for Ascension VST Synthesizer

Last updated: March 20th, 2024

Privacy Policy

This Privacy Policy describes Our policies and procedures on the collection, use and disclosure of Your information when You use the Service and tells You about Your privacy rights and how the law protects You.

We use Your Personal data to provide and improve the Service. By using the Service, You agree to the collection and use of information in accordance with this Privacy Policy.

Interpretation and Definitions

Interpretation

The words of which the initial letter is capitalized have meanings defined under the following conditions. The following definitions shall have the same meaning regardless of whether they appear in singular or in plural.
Definitions

For the purposes of this Privacy Policy:

- Account means a unique account created for You to access our Service or parts of our Service.
- Affiliate means an entity that controls, is controlled by or is under common control with a party, where "control" means ownership of 50% or more of the shares, equity interest or other securities entitled to vote for election of directors or other managing authority.

- Application refers to ASCENSION VST, the software program provided by the Company.
- Company (referred to as either "the Company", "We", "Us" or "Our" in this Agreement) refers to Lonely Pinnacle LTD, 20-22, Wenlock Road, London, England, N1 7GU.

- Country refers to: United Kingdom
- Device means any device that can access the Service such as a computer, a cellphone or a digital tablet.
- Personal Data is any information that relates to an identified or identifiable individual.
- Service refers to the Application.
- Service Provider means any natural or legal person who processes the data on behalf of the Company. It refers to third-party companies or individuals employed by the Company to facilitate the Service, to provide the Service on behalf of the Company, to perform services related to the Service or to assist the Company in analyzing how the Service is used.
- Usage Data refers to data collected automatically, either generated by the use of the Service or from the Service infrastructure itself (for example, the duration of a page visit).
- You means the individual accessing or using the Service, or the company, or other legal entity on behalf of which such individual is accessing or using the Service, as applicable.

Collecting and Using Your Personal Data

Types of Data Collected

Personal Data

While using Our Service, We may ask You to provide Us with certain personally identifiable information that can be used to contact or identify You. Personally identifiable information may include, but is not limited to:

- Email address
- App Usage Data

Usage Data

Usage Data is collected automatically when using the Service. You can opt out of this in the Service.

Usage Data may include information such as Your Device's Internet Protocol address (e.g. IP address), browser type, browser version, the pages of our Service that You visit, the time and date of Your visit, the time spent on those pages, unique device identifiers and other diagnostic data.

When You access the Service by or through a mobile device, We may collect certain information automatically, including, but not limited to, the type of mobile device You use, Your mobile device unique ID, the IP address of Your mobile device, Your mobile operating system, the type of mobile Internet browser You use, unique device identifiers and other diagnostic data.
We may also collect information that Your browser sends whenever You visit our Service or when You access the Service by or through a mobile device.

Use of Your Personal Data

The Company may use Personal Data for the following purposes:
- To provide and maintain our Service, including to monitor the usage of our Service.
- To manage Your Account: to manage Your registration as a user of the Service. The Personal Data You provide can give You access to different functionalities of the Service that are available to You as a registered user.

- For the performance of a contract: the development, compliance and

undertaking of the purchase contract for the products, items or services You have purchased or of any other contract with Us through the Service.

• To contact You: To contact You by email, telephone calls, SMS, or other equivalent forms of electronic communication, such as a mobile application's push notifications regarding updates or informative communications related to the functionalities, products or contracted services, including the security updates, when necessary or reasonable for their implementation.

• To provide You with news, special offers and general information about other goods, services and events which we offer that are similar to those that you have already purchased or enquired about unless You have opted not to receive such information.

• To manage Your requests: To attend and manage Your requests to Us.
• For business transfers: We may use Your information to evaluate or conduct a merger, divestiture, restructuring, reorganization, dissolution, or other sale or transfer of some or all of Our assets, whether as a going concern or as part of bankruptcy, liquidation, or similar proceeding, in which Personal Data held by Us about our Service users is among the assets transferred.

• For other purposes: We may use Your information for other purposes, such as data analysis, identifying usage trends, determining the effectiveness of our promotional campaigns and to evaluate and improve our Service, products, services, marketing and your experience.

 We may share Your personal information in the following situations:

• With Service Providers: We may share Your personal information with Service Providers to monitor and analyze the use of our Service, to contact You.

• For business transfers: We may share or transfer Your personal information in connection with, or during negotiations of, any merger, sale of Company assets, financing, or acquisition of all or a portion of Our business to another company.

• With Affiliates: We may share Your information with Our affiliates, in which case we will require those affiliates to honor this Privacy Policy. Affiliates include Our

parent company and any other subsidiaries, joint venture partners or other companies that We control or that are under common control with Us.

- With business partners: We may share Your information with Our business partners to offer You certain products, services, updates or promotions.

- With other users: when You share personal information or otherwise interact in the public areas with other users, such information may be viewed by all users and may be publicly distributed outside.

- With Your consent: We may disclose Your personal information for any other purpose with Your consent.

Retention of Your Personal Data

The Company will retain Your Personal Data only for as long as is necessary for the purposes set out in this Privacy Policy. We will retain and use Your Personal Data to the extent necessary to comply with our legal obligations (for example, if we are required to retain your data to comply with applicable laws), resolve disputes, and enforce our legal agreements and policies.

The Company will also retain Usage Data for internal analysis purposes. Usage Data is generally retained for a shorter period of time, except when this data is used to strengthen the security or to improve the functionality of Our Service, or We are legally obligated to retain this data for longer time periods.

Transfer of Your Personal Data

Your information, including Personal Data, is processed at the Company's operating offices and in any other places where the parties involved in the processing are located. It means that this information may be transferred to — and maintained on — computers located outside of Your state, province, country or other governmental jurisdiction where the data protection laws may differ than those from Your jurisdiction.

Your consent to this Privacy Policy followed by Your submission of such information represents Your agreement to that transfer.

The Company will take all steps reasonably necessary to ensure that Your data is treated securely and in accordance with this Privacy Policy and no transfer of Your Personal Data will take place to an organization or a country unless there are adequate controls in place including the security of Your data and other personal information.

Delete Your Personal Data

You have the right to delete or request that We assist in deleting the Personal Data that We have collected about You.
Our Service may give You the ability to delete certain information about You from within the Service.

You may update, amend, or delete Your information at any time by signing in to Your Account, if you have one, and visiting the account settings section that allows you to manage Your personal information. You may also contact Us to request access to, correct, or delete any personal information that You have provided to Us.

Please note, however, that We may need to retain certain information when we have a legal obligation or lawful basis to do so.

Disclosure of Your Personal Data

Business Transactions

If the Company is involved in a merger, acquisition or asset sale, Your Personal Data may be transferred. We will provide notice before Your Personal Data is transferred and becomes subject to a different Privacy Policy.

Law enforcement

Under certain circumstances, the Company may be required to disclose Your Personal Data if required to do so by law or in response to valid requests by public authorities (e.g. a court or a government agency).

Other legal requirements

The Company may disclose Your Personal Data in the good faith belief that such action is necessary to:

- Comply with a legal obligation
- Protect and defend the rights or property of the Company
- Prevent or investigate possible wrongdoing in connection with the Service

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