



Audiofier Randomisers Series 1.1 User Manual

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Welcome to the RANDOMISERS SERIES

Thank you for buying this product.

RANDOMISERS SERIES 1.1 by Audiofier at the moment of writing includes two instruments: VESPER and ABSTRUNG. In this manual one or the other library will be used as reference, interchangeably, as the controls and operations in all RANDOMISERS SERIES instruments are the same.

In this new series we are focusing on themed instruments which are simple to use but hide more complex features. RANDOMISERS SERIES Instruments can be played normally like a keyboard, but also feature a complex Twin Step Sequencer and interesting Mapping options. However, the core of each RANDOMISERS SERIES Instrument is the Sound Randomiser function which allows the user to create sounds quickly and intelligently, rendering presets obsolete.

New in RANDOMISERS SERIES 1.1 is the CRYSTALS GENERATOR function, which allows to create dense and spatial sound “environment” to accompany the main sound sources of each patch.

Audiofier EULA

BY DOWNLOADING AND INSTALLING RANDOMISER SERIES INSTRUMENTS 1.1 YOU AGREE TO THE FOLLOWING:

RANDOMISER SERIES library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use RANDOMISER SERIES INSTRUMENTS in your own compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

YOU MAY install RANDOMISER SERIES INSTRUMENTS on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of RANDOMISER SERIES INSTRUMENTS content in another virtual instrument or sample library.

Installing the RANDOMISER SERIES INSTRUMENTS library implies that you agree to the above terms and conditions. © 2017

RANDOMISER SERIES System Requirements

To install RANDOMISER SERIES 1.1 you need at least 4GB of hard disk space. While a fast hard drive is required, a solid state drive is highly recommended in a fast computer, due to RANDOMISER SERIES INSTRUMENTS high number of samples and demanding CPU engine. RANDOMISER SERIES INSTRUMENTS requires the retail Native Instruments Kontakt 5.5. RANDOMISER SERIES INSTRUMENTS will not work with Kontakt Player. You will need an extraction utility to unpack the .rar or .zip archives (whichever you received). This library is intended for use with MIDI controller keyboards - ideally with 76 keys. Due to the layout of RANDOMISER SERIES INSTRUMENTS it is recommended to have a few MIDI controllers (sliders or knobs) available, to take fully advantage of RANDOMISER SERIES INSTRUMENTS capabilities.

MAC RECOMMENDED SYSTEM

- Mac Pro Quad-Core Intel Xeon 2.66GHz or higher
- 16GB RAM or more
- Mac OSX 10.7 or later
- SSD (Solid State Drive)
- NI Kontakt 5.5

PC RECOMMENDED SYSTEM

- Intel Core 2 Quad, or AMD Quad Core 2.66GHz or higher
- 16GB RAM or more
- 64-bit Windows/Host Sequencer
- Sound card with ASIO drivers
- SSD (Solid State Drive)
- NI Kontakt 5.5

Installation

Locate your downloaded file and use a zip extraction utility to uncompress RANDOMISER SERIES INSTRUMENTS. Then the folder structure should include one .nki, one .nkr, one .nkc files and the instrument sample folder. Additionally you'll find this user manual and a Video installation guide, where required (see below).



You can now move RANDOMISER SERIES INSTRUMENTS folder without modifying its content to any drive in your computer.

Some libraries may be larger than 3Gb, therefore they will be split in more download links and packages. In that case, follow the video provided in the download to learn how to install each library case by case.

Tutorials

Many video overviews and tutorials are available in Audiofier's YouTube channel. Copy and paste the following link to your browser to access RANDOMISERS SERIES playlist:

https://www.youtube.com/watch?v=slqVLVxnsJ4&list=PLjQ3CMWhXwTJJ7tQtIISk_iljwaJNi4mi

Important consideration regarding factory presets in the RANDOMISER SERIES.

With RANDOMISER SERIES INSTRUMENTS we made an important choice not to include any presets. The randomiser function is so compelling that we felt it made the presets architecture redundant. To learn about patch creation with the Randomiser function please read on.

Saving user presets.

It is however possible to save USER PRESETS by the means of the Snapshots function of KONTAKT 5.5. By clicking on the “Camera Icon” on the instrument header you can access the Snapshots mode. Then by clicking on the Floppy disk icon you’ll be able to save the entire instrument patch as a snapshot, with its unique name. You can use RANDOMISER SERIES Randomiser feature to create patches, or you can create them manually. Once you are done, you can save them as a snapshot and recall it anytime again.

What's new in Version 1.1

The main addition to V 1.1 is the Crystals generator which will be discussed at page 19 of this manual.

Other changes are:

- The letters of the title of the instrument will not be used anymore as randomizer function buttons except for Vesper.
-
- Sample Start slider access-able from the Atk button.
- Minor graphic changes.
- The animation at the center of the GUI will be discarded in all of the instruments except for Vesper.
- When the browser is active, the Twin Step Sequencer and Crystals generator parameters are hidden. While they still function, in order to tweak them, the browser will need to be closed.
- Several known bugs have been fixed.
- Effect Switches



From version 1.1 the effect names act as effect bypass switches. On off state they cause the knobs to become all black, while they will retain the previous value. If the knobs amount is "0" the knob will appear all black even if the effect is not bypassed.

What's new in Version 1.01

Under a kind request we added 3 major buttons on the upper area of the interface. They have the same function of the Randomiser, Undo Random and Redo Random of which we are going to explain later on in this manual. Please read page 10 for more info.



By pressing ALT key (PC) or OPT key (Mac) and clicking on the Randomiser button (the new big Random button or the letter R in RANDOMISER SERIES INSTRUMENTS logo) the **UNDO LEVEL** value is revealed. You can hide it again by pressing ALT key (PC) or OPT key (Mac) and clicking on the Randomiser button again.

You can also use the arrows (up or down) of the UNDO LEVEL and recall all past randomisations. Or simply double click and type a number if you remember a past randomisation number to access it quickly.

If you input too high a number which does not correspond to any past randomisation, the letter P will blink a few times and the action will have no effect.

User interface

The group parameters



Each RANDOMISER SERIES library make use of 2 sound sources groups. It can so load 2 main sounds at the same time. For each main group each RANDOMISER SERIES library includes the following parameters:

- Sound source menu: Here is one way to load a sound into each group. By clicking on the sound source name, a list of sounds will be available to choose from. The same sound can be loaded in both sound groups.
- Browser button: the button that looks like a document icon allows to access the browser menu. A second way to access sound sources. More on this later on in the user manual.
- Reverse button: on the right side of the sound source name is the reverse button. Click this to reverse the chosen sound source. The length of the Reversed sound can be adjusted via Mod Wheel, allowing to achieve the best speed for the reverse sucking effect.
- Browsing arrows: the third way to access sound sources. Use these to flick back and forth through the sound sources.
- Purge button: this red square button allows to switch the sound group off, unloading the sample from Kontakt memory.
- Mute Button
- Solo Button
- Volume slider
- Pan slider

- Octave/Semitone shift slider: When this slider shows the word OCT, it controls the octave shift of the sound group. By clicking on OCT it changes to Semi and therefore allows the pitch to be changed in halftones increments.
- High pass/Low Pass Filter: when the HP shows, this slider controls the Group High pass filter Cutoff. By clicking of HP it will turn to LP and it will then control the Cutoff of the group Low Pass filter.
- Amplifier Attack slider/ Sample start Slider: When the GUI displays ATK, use this slider to modify the volume envelope attack of the sound. By clicking on ATK, it turns to Sample Start slider which is useful to tighten up certain sound sources when using the step sequencer. It works only with sounds that are marked with the symbol *. Default is the center position. Moving it to the left, a pre-roll sound can be obtained and it can be useful with sounds such as Guzheng or Double Mandolin, to retain the characteristics of those acoustic sounds transients, such as nails or picks noises. Moving it to the right the sound transient can be tighten in fast sequences. Moving it to the far right, the sound transient can be removed totally.
- Amplifier Release slider: use this slider to modify the release of the sound.

NB: Sample start slider is not available in Vesper.

The main effect controls



The following 8 knobs control each RANDOMISER SERIES instrument's main effect processors:

- SHINE: is a high frequency cutter/booster
- SAT: adds mild saturation to the sound
- CHORUS: adds modulation depth to the sound
- LO-FI: introduces artifacts to the sound
- ECHO: adds quarter note delay effect
- ECHO2: adds dotted eighth note delay effect
- SPACE: use this to choose the Convolution reverbation type (This knob has the same function as the Reverb type menu, but it can be controlled via CC in order to change Convolution FX during a music composition)

- REVERB: adjusts the amount of Convolution reverberation.

On top of the 8 knobs are a few more controls:

Panning options

This menu offers 3 options:

1. No Panning: in this mode each sound will play in stereo as it was recorded.
2. Wide Panning: lower pitches will be panned hard left and higher pitches will be panned hard right.
3. Random Panning: sounds will be panned randomly

Reverb type menu

This indicates the name of the convolution reverberation chosen via the SPACE knob.

Mapping Mode Control

Comprises of 2 controls:

Mapping mode menu

This menu offers three options:

1. Single Map mode: in this mode both sound sources of groups A and B play at the same time.
2. Dual Map Mode: in this mode group A sound sources will play below the split point (Yellow keyboard area) and group B sound sources will play above the split point (Blue keyboard area)
3. Random Map Mode: groups A and B sound sources will play in a random order, alternating.

Define switch:

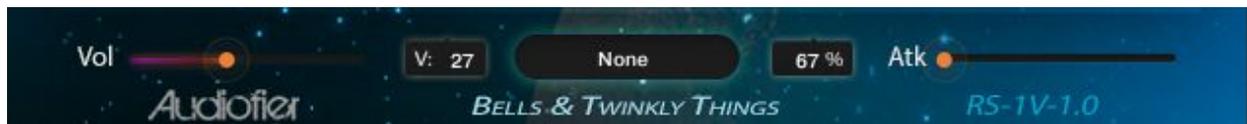
This switch allow to define the split point note on the keyboard. Click it and it will turn to “waiting mode”, play a note on the keyboard to select the split point note. When in Dual Mode the split point will serve as the pivot point that divides the 2 groups playing areas.



You can change Mapping mode on the fly using the keyswitches: G#0 (Single Map), A0 (Dual Map) and A#0 (Random Map).

Trails

Each RANDOMISER SERIES INSTRUMENT also makes use of a third sound group we call Trails. It's a collection of 20 ambient sounds that can enrich and enhance the sound.



This section display the following controls:

- Trails volume slider: this controls the volume of the Trails sound source
- Velocity threshold control: use this to set below which note velocity the Trails sound source will be activated
- Trails menu: use this to choose the Trails sound source
- Percentage control: When at 100% the Trails sound will always play. At lower percentage the chance of it playing decrease till at Zero, it won't play at all.
- Trails Attack slider: use this to reduce the beginning of the Trails sound, letting it come in more smoothly with a gentle fade in..

Browser



Once you access the browser you can choose the sound source for each group by first choosing the sound category among:

- Spacey
- Digital
- Analog
- Designed and
- Acoustic sounds.

Once a sound is selected, its name will appear on the chosen group's sound sources menu. To change the destination group, click on the Browser button (the document icon beside the sound source name) corresponding to the desired group.

The Trails category will show the 20 Trails sounds. When one Trails sound is chosen, it will show on the Trails sound menu, once the browser is closed. To close the browser, click again on the Browser button.

The Randomiser function



Random

By clicking on the Random button, the randomiser engine will create a new sound modifying both main sound sources, Trails and effects.

When the Browser is visible, by choosing a category among:

- Spacey
- Digital
- Analog

- Designed and
- Acoustic

a sound of that quality will be generated. A spacey sound will be therefore created using sounds of this category only and it will have appropriate type of effects, while an acoustic sound will be created using sounds of the acoustic category and will result much dryer and real.

Undo

By clicking Undo the randomisation action will be undone and the previous randomisation will be restored.

Redo

By clicking Redo the sound will go forward to the following Randomisation.

Let's say you pressed RANDOM 5 times, creating 5 different sounds. By pressing UNDO once you go back to sound randomisation 4. Pressing again you restore sound randomisation 3. By pressing REDO you can move forward again to sound randomisation 4. Then by clicking again RANDOM, the instrument will create sound randomisation 6, skipping sound randomisation 5, so it won't be deleted. In fact at this point by pressing UNDO, sound randomisation 5 will be restored again.

IMPORTANT

When the undo reaches the bottom of the undo history (when there is no more randomisation to recall), RANDOMISER SERIES INSTRUMENTS goes into protection mode: release and attack will go to “zero value” as a sign. To restore RANDOMISER SERIES INSTRUMENTS, simply Randomise again.

Twin Step Sequencer

Is accessible by clicking on the twin Step Sequencer title.



When the TWIN red button is on, both step sequencers are active. When the SINGLE blue button is visible, only one step sequencer is available.

In SINGLE sequencer mode, it is possible to have:

- both groups Sound sources playing at the same time if the Mapping menu is set on Single Map.
- Group A sound source playing the sequence below the defined split point and Group B playing the same sequence above the defined split point if the Mapping menu is set on Dual Map.
- Group A and B sound sources playing the same sequence alternating in a random fashion.

In TWIN sequencer mode, it is possible to have:

- both groups Sound sources playing at the same time sequence A below the defined split point and sequence B above the defined split point if the Mapping menu is set on Single Map.
- Group A sound source playing sequence A below the defined split point and Group B playing the sequence B above the defined split point if the Mapping menu is set on Dual Map.
- Group A and B sound sources sequence A below the defined split point and sequence B above the defined split point alternating in a random fashion.

Use the A/B button to edit Sequence A or B.

For each sequence you have the following editable parameters with related knobs:

- Steps number
- Grid speed: choose from quarter notes to 32nd.
- Reset Sequence: to reset the notes velocities and the pitches of the sequence. It works only by ALT clicking this button (for safety reasons, not to accidentally erase a sequence while working on it) .
- Random Low range to define the Random range (See page 14)
- Random Hi range to define the Random range (See page 14)

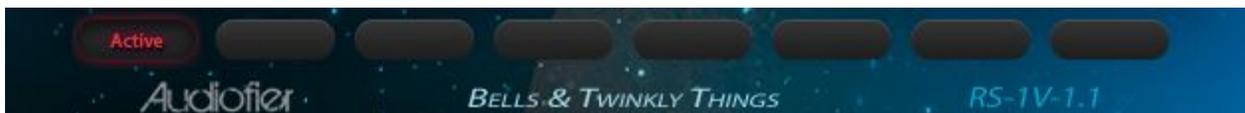
NB: CRYSTALS MODE and STEP SEQUENCER mode are mutually exclusive, which means they can't be used at the same time. One will disable the other.

Key/Scale Control

Use the Scale menu to choose the desired major or natural minor Key and RANDOMISER SERIES INSTRUMENTS will correct foreign notes, allowing in key harmonisations. Use the options menu to select how RANDOMISER SERIES INSTRUMENTS will do that:

- Higher: RANDOMISER SERIES INSTRUMENTS will push key foreign notes to the next available note in the desired key
- Lower:: RANDOMISER SERIES INSTRUMENTS will push key foreign notes to the previous available note in the desired key
- Silent: RANDOMISER SERIES INSTRUMENTS will not sound any key foreign note.

Sequences slots/ programming the sequence



RANDOMISER SERIES INSTRUMENTS has 8 slots at disposal to save and recall 8 TWIN sequences configurations.

1. Press the desired slot and it will turn to “Program”.
2. Play on the keyboard the desired note sequence. It will automatically save when you reach the set amount of steps and then will turn to “Active”.
3. Edit if necessary the note velocity by adjusting the table columns.
4. Edit the notes pitch by adjusting the numbers below the sequence table. Each number corresponds to the interval in relation to the first note of the sequence.

To recall a specific sequence press the pink key-switches between C0 and G0.



Sequences can be recalled on the fly while playing any note on the keyboard. It is recommended to play on time with accuracy and/or quantise the performance in the DAW.

Permanent random sequence.

Each RANDOMISER SERIES instrument can self-generate sequences with user-selectable random ranges.

First make sure to select the desired sequence to be randomised by selecting the correspondent the sequence slot.

Setting the random range

A permanent randomised sequence can be created by adding random notes above or below the played key on the keyboard. A range of intervals can be set using the **RNDM Lo** and **RND Hi knobs** in the Twin Step Sequencer page.

These 2 knobs are available for both Sequence A and B. When red, these knobs adjust values for Sequence A; when blue, values for Sequence B.

- **RND Lo knob** sets the interval range for all the generated notes below the played key. For instance. If the played key is C4 and the RND Lo knob indicates a value of -5, all the random notes will be generated up to 5 halftones below C4 (and all the intermediate values, randomly). Please remember this knob defines a range within which random notes are generated, not a fixed interval number.
- **RND Hi knob** sets the interval range for all the generated notes above the played key. For instance. If the played key is C4 and the RND Lo knob indicates a value of 7, all the random notes will be generated up to 7 halftones above C4 (and all the intermediate values, randomly). Please remember this knob defines a range within which random notes are generated, not a fixed interval number.
- **Adjusting both knobs** will dictate the maximum range of notes randomisation.

- By pressing ALT on the computer keyboard, while adjusting the left RND Lo knob, both knobs RND Lo knob and RND Hi knob for the selected sequence, will change value simultaneously (getting the same value in halftones, relative to the played key).
- By pressing ALT on the computer keyboard, while adjusting the RND Hi knob, sequence A and Sequence B will get the same values of lower and higher ranges.

Creating the permanent randomised sequence

To actually create the permanent random sequence, once the random range value has been set, ALT click on the desired table and a new sequence will be randomly created, with randomised velocity and intervals values.

The permanent randomised sequence is destructive, as the sequence is automatically saved and will replace the one saved on the current selected sequence slot.

Temporary random sequence.



By pressing B-1 key (23) on the keyboard (the yellow key-switch), the instrument will randomise the sequence for as long as that key is pressed, generating new notes. When the key is released, the normal sequence will continue.

This function is non destructive. The original sequence is preserved.

The lower and higher ranges of the temporary random sequence can be set by the **RND Lo and RND Hi knobs**, the same way they are set when creating a Permanent randomised sequence (see above).

The main difference between Temporary and Permanent random generated sequences is:

- Permanent random generated sequence creation is destructive, once the sequence is generated, it replaces the sequence that was there before in the selected sequence slot. Therefore it is stored and recallable .
- Temporary random generated sequences are non-destructive as they are generated “on the fly” as an improvisation. They can’t be recalled or stored.

Crystals generator



This new function in V 1.1 allows to create convoluted delayed notes (Crystals) which can be edited and effected with the following controls:

- L: This knob controls the length/size of the CLOUD convolution fx applied to the delayed notes (Crystals)
- S: This knob allows to change the number of Delay repetitions step on the delays step sequencer table from 2 to 32.
- KEY/SCALE control: this is the same control included in the Step Sequencer mode.
- Harmonisation Behaviour: this is the same control included in the Step Sequencer mode.
- Pitch: this knob allow to set an offset interval between the played note and the delayed notes (Crystals). From -12 to +12 halftones, the whole sequence of notes will be shifted accordingly.
- Speed: this knob controls the speed at which the delayed notes (Crystals) are played back.
- Grain: this knob allows the delayed notes (Crystals) to be blurred more or less by the CLOUD convolution fx. At zero value the delayed notes (Crystals) are very blurred while at the value of 100 the delayed notes (Crystals) are more distinct.
- Mod: this control adds a modulation fx (flanger/phaser) to the delayed notes (Crystals).
- C. Off: this knob controls the Cut Off of the LOW PASS filter applied to the delayed notes (Crystals).
- Reso: this knob controls the Resonance of the LOW PASS filter applied to the delayed notes (Crystals).

- Crystals Step Sequencer: this table allows to select the amount of delays repetitions from 2 to 32. Each step of the table defines the volumes of each delay repetition. The louder the repetition, the shorter it will play.
- Crystals Sound Source menu: this menu allows to select what sound will be performing the Crystals. When the LINK button (on its right) is on, whatever sound is chosen in the instruments group 1, it will be used also for the Crystals. In other words, when the LINK button is activated, Group 1 menu and the Crystals menu will be linked with Group 1 being the master and the other being the slave.
- Link Button: see above.
- Pitch behaviour menu:
 - Unison: the Crystals repeat only one note which will be affected by the Pitch knob (see above)
 - Triad: the delayed notes (Crystals) will be pitched to form triads (major or minor) according to the scale set with the KEY/SCALE control. The triads notes will be played in random order.
 - Suspended: the delayed notes (Crystals) will be pitched to form suspended triads (root, second, fifth) according to the scale set with the KEY/SCALE control. The triads notes will be played in random order.
 - Fifth/octave: the delayed notes (Crystals) will be pitched to form fifth and octaves intervals according to the scale set with the KEY/SCALE control. The triads notes will be played in random order.
 - Random: the delayed notes (Crystals) will be pitched randomly according to the scale set with the KEY/SCALE control.

NB: in all these modes, the notes will be pitched by the amount set in the pitch knob.

- Cloud type: this menu allows to chose what type of Cloud Convolution FX will be applied to blur the Crystals.
- Crystals reverse sound: This button reverses the sound of the crystals.
- Volume: it controls the volume of the Crystals
- Grit: it adds a distortion fx to the Crystals
- Delay: it adds a delay fx to the Crystals

NB: Crystals and Step sequencer modes can be used at the same time. One will exclude the other.

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