

Audiofier Randomisers Series 1.2 User Manual

JANUARY 2018

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Important Information

SNAPSHOTS WARNING

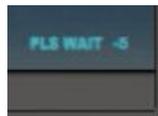
When loading a new snapshot it is advised that no sound is playing (including reverb trails or delays) before the new snapshot is chosen, in order to avoid unwanted noises which may occur when new fx configurations are loaded.

RANDOMISATION PROGRESS BAR

When randomising new sounds it is very important to remember that the Progress bar



(Top of GUI) and the countdown (bottom of the GUI)



have disappeared before playing any note on the midi controller.

TRANSPORT RUNNING

It is also advisable not to press Random, Undo, Redo or load a new snapshot when the DAW's transport bar is running (in other words then the song is playing) if Kontakt is used as Virtual Instruments within the DAW itself.

Welcome to the RANDOMISERS SERIES 1.2

Thank you for buying this product.

RANDOMISERS SERIES 1.2 by Audiofier at the moment of writing includes three instruments: AERKORD, 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, an Arpeggiator 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.

Audiofier EULA

BY DOWNLOADING AND INSTALLING RANDOMISER SERIES INSTRUMENTS 1.2 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 EULA. © 2018

RANDOMISER SERIES System Requirements

To install RANDOMISER SERIES 1.2 you need a maximum of 25GB 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 full 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

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:

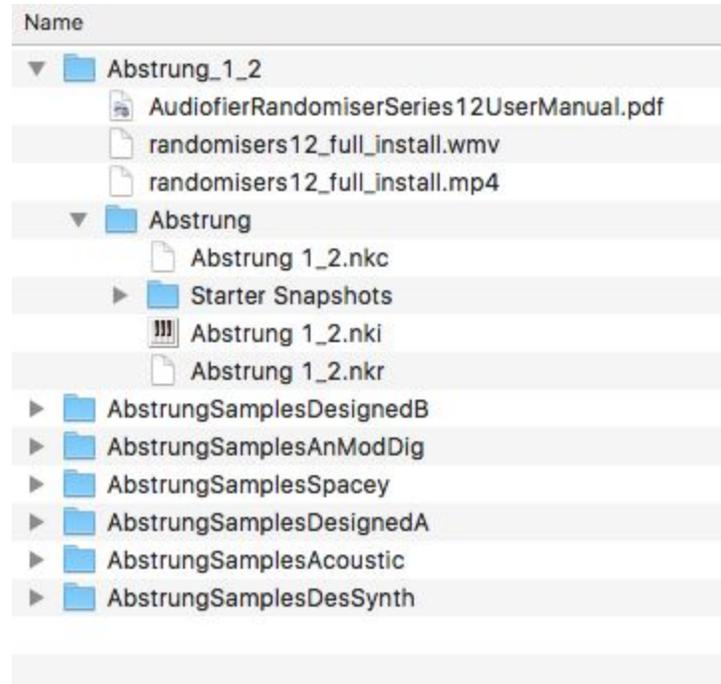
<https://www.youtube.com/watch?v=D6VZNXpXuKq&t=15s&list=PLjQ3CMWhXwTJmDo100InXhA8cPwJEVIS2&index=1>

In addition you should find an installation video (both MOV and WMV) that will guide you through the whole process

Installation

Locate your downloaded files and use a zip extraction utility to uncompress RANDOMISER SERIES INSTRUMENTS. Then the folder structure should include several folders:

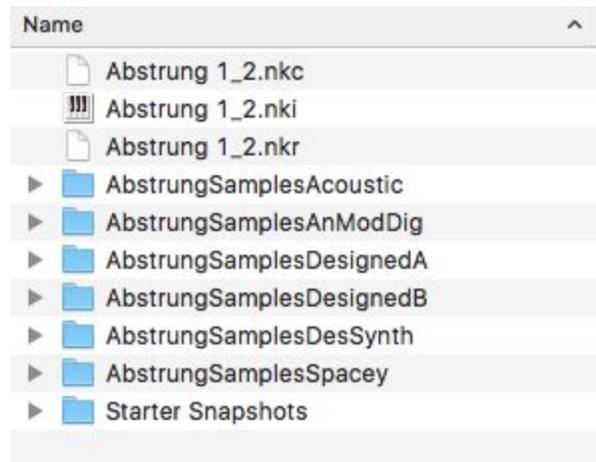
The main instrument folder and a few sample folders (the number of which depends on the purchased library)



The main instrument folder (Abstrung in the picture below) includes: one .nki, one .nkr, one .nkc files and the Starters Snapshots folder.



All it needs to be done is to move all the sample folders inside the main folder (Abstrung in the picture below). The resulting file structure should look like the following:

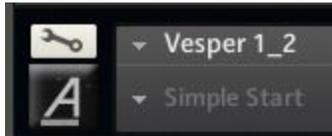


At this point you can use your library. The first time you open it, it is recommended to save it with the same name to minimise loading time.

Starters Snapshots Installation

Please follow this process step by step:

Click on the wrench icon on Kontakt GUI



When opened, click on the instrument options tab



On the new window locate the Snapshots Tab

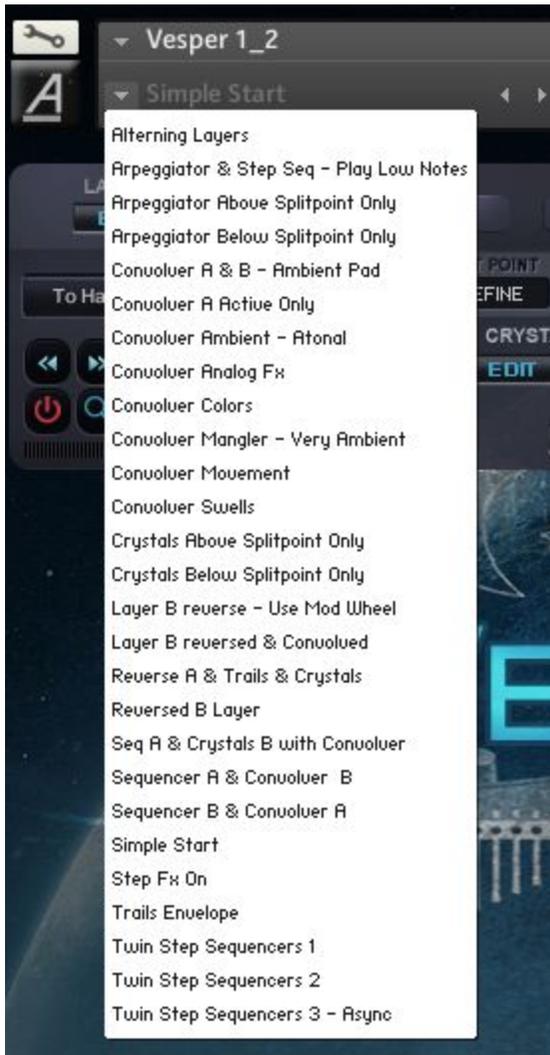


Click on the Show button, Kontakt will ask you to create a new path for the snapshots. Accept and the newly created snapshot folder window will appear. Just drag and drop the content of the folder named Starters Snapshot provided in your downloaded folder. Close all windows and tabs to get back to the original state.

If you are not in Snapshot view, click on the camera icon on Kontakt GUI



Now the full list of Snapshots should appear when clicking on the snapshots menu arrow



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.

We just added a few starters snapshots which should help to understand how to use and combine the different features of the instrument. You'll find how to set up arpeggiator in conjunction with the step sequencer. Or how to split the keyboard in 2 zones and use step sequencers in combination with pads, convolvers and step effects.

Saving user presets.

It is 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 1.2

The System Page has been added and includes the following new features:

- Brand new GUI
- Arpeggiator (which works with Step Sequencer)
- Step Fx
- Convolver Fx
- AHDSR for each sound layer
- Pitch envelope and LFO for trails Layer
- Blend Mode for Randomisation
- Split Crystals, Arpeggiator, Step Sequencers modes

What's new in Version 1.1.1

The System Page has been added and includes the following new features:

- Midi drag and Drop Function
- Release slider for Crystals
- Release slider for reversed Sounds

What's new in Version 1.1

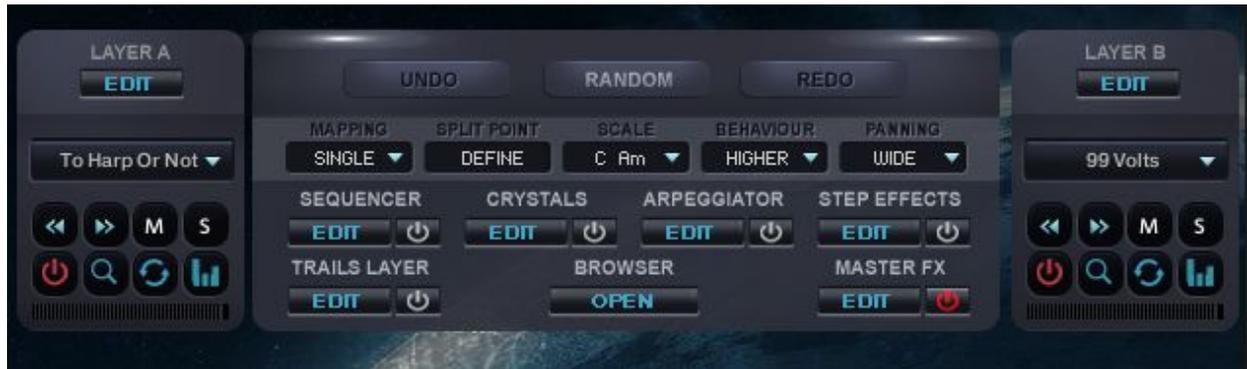
The main addition to V 1.1 is the Crystals generator which will be discussed at page 19 of this manual.

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

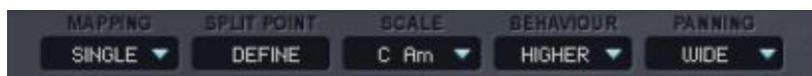
User interface

Main navigation Panel



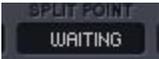
The main navigation panel includes main controls and buttons for the two sound layers and the main navigation button to select pages and panels for editing purposes. But also it includes general settings which will affect the whole instrument behaviour. It also includes the main randomisation buttons.

Instrument's general settings



MAPPING MENU:

- In SINGLE MODE, both sound layers will play simultaneously
- IN DUAL MODE, Sound Layer A will play below the user define-able Split Point, while Sound Layer B will play above it
- In RANDOM MODE, the sound layers will alternate in a random fashion.

SPLIT POINT: To define the split point, click on DEFINE button , It will turn to "Waiting" . Click a key on your keyboard to select a note that will divide the playing range in two zones. Kontakt keyboard will light up to confirm the two zones are created.



From this moment on the Split point will be remembered. The instrument is now set in DUAL MODE (see above), but you can still use the MAPPING MENU (see above) to choose a different mode. In any case the split point will be remembered until a new split point will be defined, in the same session. To store it permanently, pls save your snapshot.

SCALE MANAGER: In Chromatic mode, all notes will be sounding correctly, as played. Any other choice will affect the playable range of note by skipping foreign notes to the selected scale. The way the foreign notes will be handled is decided by the following menu.

SCALE BEHAVIOUR OPTIONS MENU:

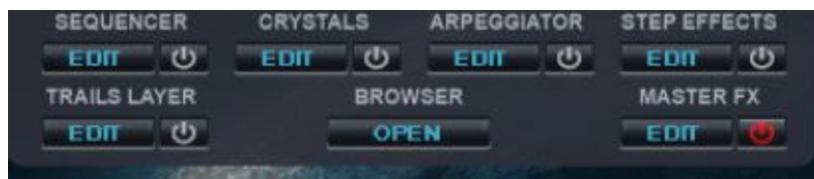
- Higher: RANDOMISER SERIES INSTRUMENTS will transpose foreign notes to the next available note in the desired key
- Lower:: RANDOMISER SERIES INSTRUMENTS will transpose foreign notes to the previous available note in the desired key
- Silent: RANDOMISER SERIES INSTRUMENTS any key foreign note will not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

○

PANNING OPTIONS MENU

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

Main Navigation panel



Version 1.2 now has many pages and panels which includes all different controls. To access each page and panel simply press the correspondent “EDIT” button .

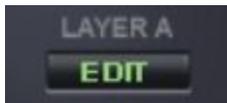
To switch on/off device (like Arpeggiator or Step Sequencer) simply click on the correspondent “Quick Power” button  located beside the “Edit” button.

Sound Layer Main Controls



Each RANDOMISER SERIES library makes use of 2 sound sources. It can load 2 main sounds at the same time.

To access each sound panel simply press the correspondent “EDIT” button



- **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.



- **BROWSING ARROWS:** the third way to access sound sources. Use these to flick back and forth through the sound sources.



- **MUTE BUTTON**

- **SOLO BUTTON**

- **PURGE BUTTON:** this red square button allows to switch the sound group off, unloading the sample from Kontakt memory.

- **QUICK OPEN BROWSER BUTTON:** allows to access the browser menu. A second way to access sound sources. It opens the browser and sets it on the current loaded sound in

layer A or layer B according if the button was pressed on Layer A or B main controls



panel.

- 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

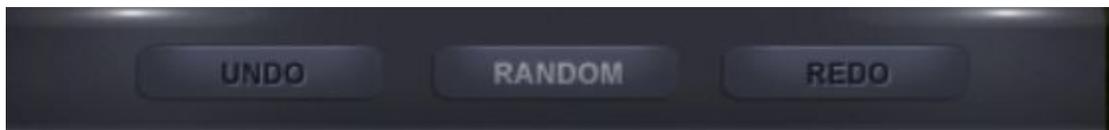


effect.

- Step Sequencer Quick Power Button: It switches on Step Sequencer A for Layer A, and

Step Sequencer B for Layer B. 

Randomisation Buttons



RANDOM BUTTON:

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 open, by choosing a sound category (depends on instrument): 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 BUTTON:

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

REDO BUTTON:

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.

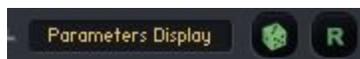
IMPORTANT

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.

Sound Layer Panels



From Top to Bottom:



- PARAMETERS DISPLAY: it gives info when a slider is moved or when an action is performed.
- LAYER RANDOMISATION BUTTON: represented by the dice icon, this button allows to randomise all the parameters of the correspondent layer panel.
- RESET LAYER BUTTON: This button will bring all the layer's parameters to default.



- Volume slider
- Octave slider: it controls the octave shift of the sound group
- Semitone shift slider: it allows the pitch to be changed in halftones increments.
- Cents: it allows the pitch to be changed in cents of a semitone increments. Useful to detune sound sources
- Pan slider
- Sample start Slider: 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.
- Low Pass Filter: this slider controls the Layer's Low Pass filter.
- High pass/Low Pass Filter: this slider controls the Layer's High pass filter Cutoff.



AHDSR CONTROLS: Attack, Hold, decay, Sustain and release per sound layer. When randomising a sound using the master randomisation buttons (Top of GUI) the state of these parameters will be maintained on the new sound allowing to generate new random sound which retain the volume envelope of the previous sound.

QUICK SHAPE BUTTON - PAD:  allows to shape instantly the volume envelope to a long attack and long release sound.

QUICK SHAPE BUTTON - PLUCK:  allows to shape instantly the volume envelope to a short plucky sound.

AHDSR LINK BUTTON: This button allows to link Layer A and Layer B AHDSR so that one controls the other. 

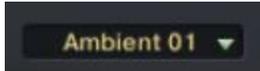
AHDSR LOCK BUTTON: When this button is active the Layer randomisation will not affect the AHDSR parameters. If inactive, the randomisation will also affect the AHDSR of the selected layer. 



CONVOLVER CONTROLS: The convolver is a powerful convolution engine with more than 180 impulse responses which are meant to dramatically change the nature of the sound source.

POWER SWITCH:  on/off button

BROWSING ARROWS: 

IMPULSES MENU:  There are more than 180 impulses available in different categories. Experimentation is advised.

DRY KNOB: volume of the unaffected sound source sound

WET KNOB: volume of convoluted sound. With certain impulses it is best to keep this knob at 12 o' clock and the dry knob at "0" to experience the full convoluted sound.

SPEED KNOB: this knob affects both the size of the impulse response and the speed of certain impulses (Time FX and Movement effects)

Step Sequencers Page



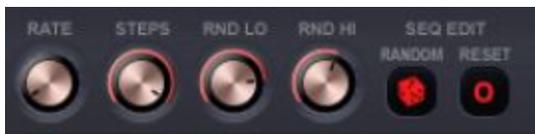


SEQUENCE SELECT BUTTON: allows to choose which of the two step sequencer's parameter are to be displayed. Colours of knobs and tables will change accordingly to the chosen step sequencer.



SINGLE MODE MENU: When only one sequencer is active, it is possible to choose if the Sequence will work from C1 to C6 or only in the layer's keyboard zone

- SPLIT: The selected step sequencer will only work on the splitted zone. Step Sequencer A will work below the split point, while Step Sequencer B will work above it.
- FULL: the selected sequence will work from C1 to C6



- RATE: choose from quarter notes to 32nd.
- STEPS number: from 2 to 16
- Random Low range to define the Random range (see below)
- Random Hi range to define the Random range e (see below)
- Reset Sequence: resets 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) . 

PERMANENT SEQUENCE RANDOMISATION BUTTON



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 SEQUENCE SELECT button.



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.

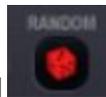
These 2 knobs are available for both Sequence A and B. When SEQUENCE A is selected, these knobs adjust values for Sequence A; When SEQUENCE B is selected, values for Sequence B.



- 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, click on the DICE BUTTON and a new sequence will be randomly created, with randomised velocity and intervals values.

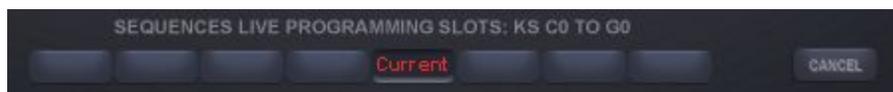
The permanent randomised sequence is destructive , as the sequence is automatically saved and will replace the one saved on the current selected sequence slot.

SEQUENCE TABLE



- **POWER BUTTON:** each sequence has a power switch. When both are active they will work on the corresponding keyboard zones. SEQ A below the split point and SEQ B above it.
- **STEPS TABLE:** represents the velocity values of each step in the sequence. When a step is at value "0" it will not sound. When these steps are edited manually, they are stored automatically.
- **PITCHES:** these numbers correspond to the intervals in semitone from the first note of the sequence. Only a maximum value of +-12 semitones is allowed. When these numbers are edited manually, they are stored automatically.
- **QUICK STEPS BUTTON:** Allow to set quickly the number of steps, 2,6,8,12,or 16

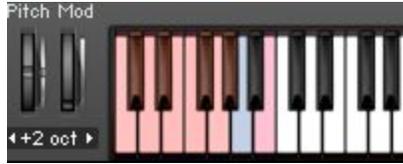
Sequence programming buttons



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.

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.

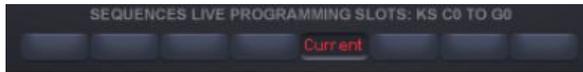
SEQUENCE UTILITY MENU



- COPY SEQUENCE: choose a desired sequence to be copied by using the keyswitches

(C0 to G0) and the SEQUENCE SELECTOR . The click on Copy Sequence in the Utility menu.

- PASTE SEQUENCE: Select the destination sequence onto which you want to paste the copied sequence by using the 8 Sequence slots



and the SEQUENCE SELECTOR

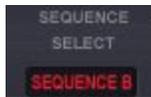


. Press Paste and the INFO display will confirm if the operation has been successful.

- EXPORT SEQUENCE: choose a desired sequence to be exported by using the

keyswitches (C0 to G0) and the SEQUENCE SELECTOR . The click on Export Sequence in the Utility menu. A “save as” dialogue box will appear. Input the desired name and a nka file will be saved into the instrument data folder.

- IMPORT SEQUENCE: choose a desired sequence onto which you want to import a sequence by using the keyswitches (C0 to G0) and the SEQUENCE SELECTOR



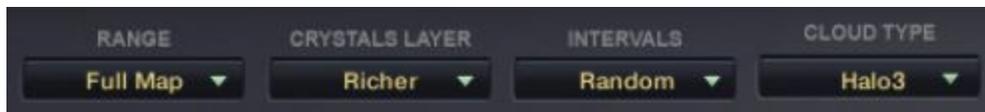
. The click on Import Sequence in the Utility menu. A “import” dialogue box will appear. Select the desired nka file from the instrument data folder.

Crystals Page



This function allows to create convoluted delayed notes (Crystals) which can be edited and effected.

- POWER SWITCH: on/off switch 



- RANGE MENU: allows to choose if the Crystals are working from C1 to C6 or just above or just below the split point
- CRYSTAL SOUND MENU: this menu allows to select what sound will be performing the

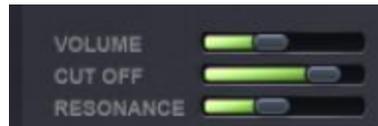
Crystals. When the LINK button  is on, whatever sound is chosen in the instruments group 1, it will be used also for the Crystals. In other words, when the LINK button is activated, Group 1 menu and the Crystals menu will be linked with Group 1 being the master and the other being the slave.

- INTERVALS 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 MENU: this menu allows to choose what type of Cloud Convolution FX will be applied to blur the Crystals.



- VOLUME SLIDER: it controls the volume of the Crystals
- CUT OFF SLIDER: this knob controls the Cut Off of the LOW PASS filter applied to the delayed notes (Crystals).
- RESONANCE SLIDER: this knob controls the Resonance of the LOW PASS filter applied to the delayed notes (Crystals).

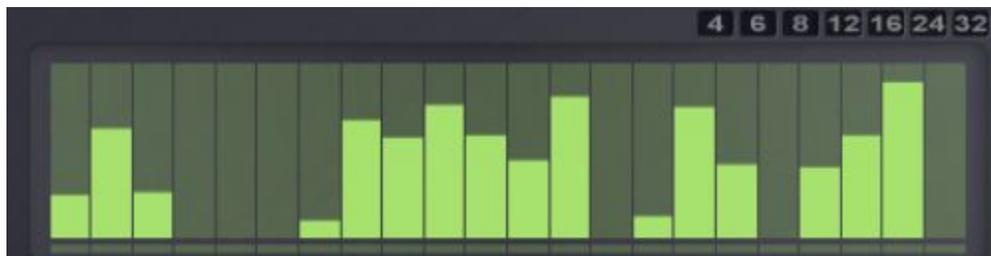


- STEPS: This knob allows to change the number of Delay repetitions step on the delays step sequencer table from 2 to 32.

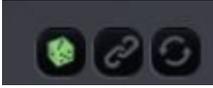
- PITCH: this knob allow to set an offset interval between the played note and the delayed notes (Crystals). From -36 to +36 halftones, the whole sequence of notes will be shifted accordingly.
- SPEED: this knob controls the speed at which the delayed notes (Crystals) are played back.
- GRAIN: this knob 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.



- SIZE: This knob controls the length/size of the CLOUD convolution fx applied to the delayed notes (Crystals)
- MOD: this control adds a modulation fx (flanger/phaser) to the delayed notes (Crystals).
- GRIT: it adds a distortion fx to the Crystals
- DELAY: it adds a delay fx to the Crystals



- QUICK STEPS BUTTON: Allow to set quickly the number of steps, 4,6,8,12,16, 24 or 32 steps.
- 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.



- CRYSTAL RANDOMISATION BUTTON (DICE): randomises all Crystals parameters and sound sources
- CRYSTAL LINK BUTTON: When the LINK button  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.
- REVERSE BUTTON: This button  reverses the sound of the crystals. Use with caution as some sounds take really long to manifest when reversed.

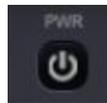


UTILITY MENU: This menu allows to import/export all Crystals page settings.

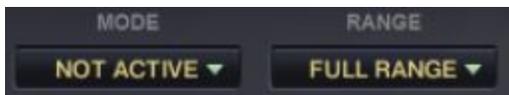
Arpeggiator Page



This new tool in Randomisers Series 1.2 is very powerful and can be used in conjunction with the step sequencers. By setting a slow rate ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{4}{4}$) the Arpeggiator can trigger each step sequencer, as the sequence will be triggered by the start of each arpeggiated note. Check the Starters Snapshots to hear the effect of both used in conjunction.



POWER SWITCH: Arpeggiator on/off



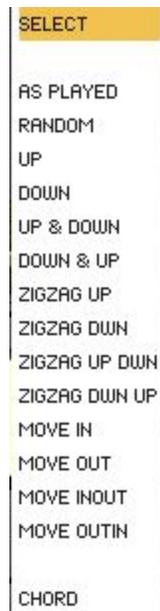
- **MODE:**
 - Active, the Arpeggiator is on,
 - Not Active, the Arpeggiator is Off
 - Latch: the arpeggiator will keep on going when the hands are released from the midi keyboard.
- **RANGE MENU:** allows to choose if the arpeggiator is working from C1 to C6 or just above or just below the split point.

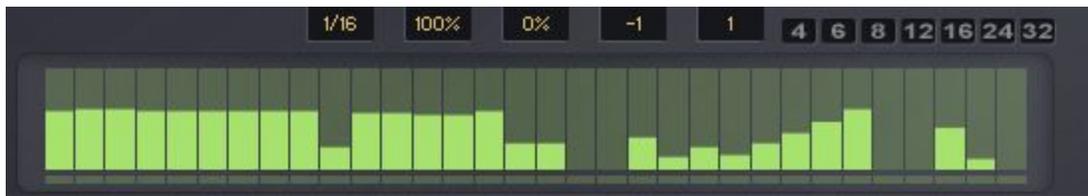


- RATE: speed of the Arpeggiator
- DURATION: if a sound with short release is chosen, this knob will cut the length of the arpeggiated sound, making it very short at will.
- SWING: percentage of Arpeggiator swing
- OCTAVE: this knob extends up to 6 octaves lower or higher the arpeggiated notes, adding alternating octaves to the pressed keys.
- REPEATS: number of times each pressed key is repeated before the next note is arpeggiated (and repeated as well)



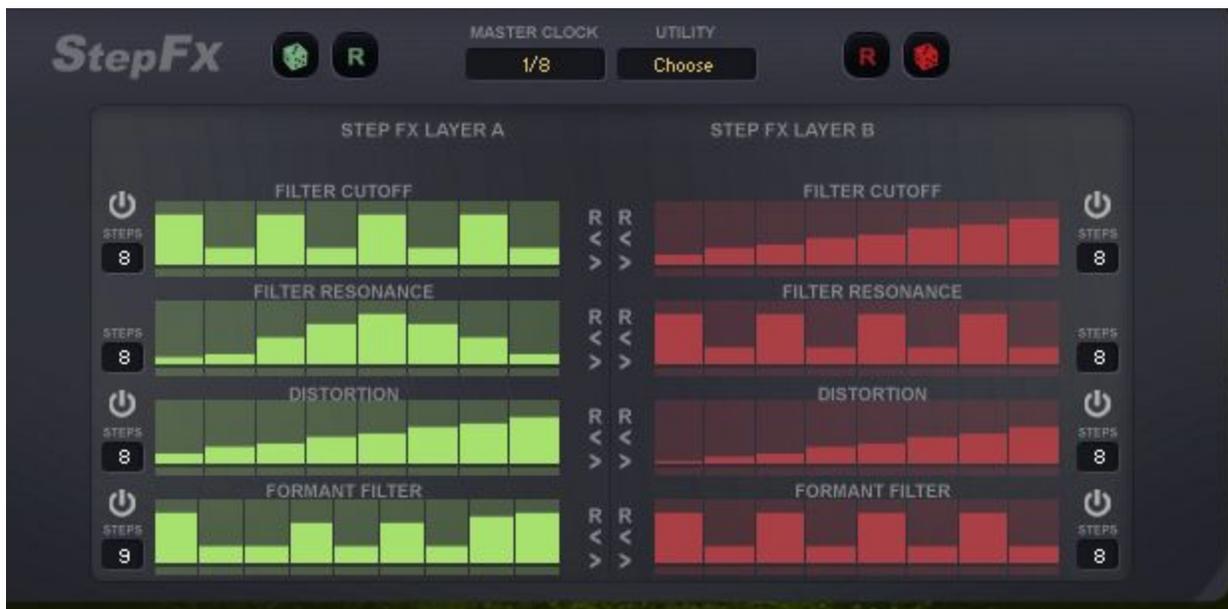
- STEPS NUMBER: select the number of Arpeggiated steps, from 2 to 32
- ORDER: Many options available to change how the pressed notes are alternating within the arpeggiation. Experimentation is advised.





- ARPEGGIATOR TABLE: use this table to adjust the velocity value of each arpeggiated note.
- QUICK STEPS BUTTON: Allow to set quickly the number of steps, 4,6,8,12,16, 24 or 32 steps.

Step FX Page



This new page offers 4 step effects per layer.

NB: Step Fx can work in conjunction with Step Sequencers and Crystals, but it is not supported together with the Arpeggiator. In that case in fact the step Fx will work more like a static fx of it will work if the Arpeggiator is set to a slow RATE.

- STEP FX RANDOM BUTTON: it randomises all Step Fx parameters 
- RESET BUTTON: it resets all Step Fx parameters 

- MASTER CLOCK: use it to select the Step Fx Speed for all step fx sequences.
- UTILITY:



- Allows to:
 - COPY FROM A TO B: all parameters of Layer A step Fx will be copied into Layer B Step Fx
 - COPY FROM B TO A: all parameters of Layer B step Fx will be copied into Layer A Step Fx
 - EXPORT: it will save all Step fx settings as a nka file
 - IMPORT: it will load previously saved nka file with step fx settings
- POWER SWITCH: individual fx on/off button. Cut off power switch controls the resonance power switch as they belong to the same filter effect. 
- SEQUENCE STEPS NUMBER: Set the number of steps for the corresponding sequence 
- 
- SEQUENCE TABLE: each column represents the FX amount per step. Draw as you like.
- INDIVIDUAL FX RESET SWITCH: it resets the corresponding sequence only 
- PRESETS BROWSING ARROWS:  browse through some sequences factory presets, with different shapes and values.

The Master Effects panel

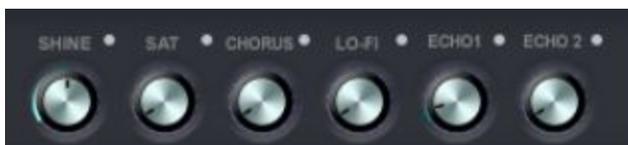


MASTER EFFECT RANDOMISATION: it randomises all master effects parameters 

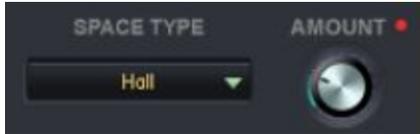
MASTER EFFECTS RESET BUTTON: : it resets all master effects parameters to factory default



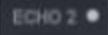
POWER SWITCH: master effects on/off switch 



- 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 TYPE MENU: use this to choose the Convolution reverberation type
- AMOUNT: adjusts the amount of Convolution reverberation.

Each effect can be bypassed by using the little switches near each effect name. 

OUTPUT SELECTORS



Each sound can be output to a different channel. Refer to KONTAKT's manual on how to set up a multi output KONTAKT instance. Once that is ready, the available outputs will be active.



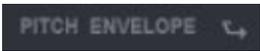
NB: the No FX output bypasses all Master and Insert Fx and provides a clean dry output of the raw sound sources (When Step Fx are Off).

Trails Panel



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 Power Switch: on/off button
- Trails Random button: it randomises all Trails parameters and sound
- Trails reset: it resets all Trails parameters and sound to factory default
- 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 volume slider: this controls the volume of the Trails sound source
- Trails Attack slider: use this to reduce the beginning of the Trails sound, letting it come in more smoothly with a gentle fade in.
- Pitch Knob: Adjusts the Trails Pitch
- Pitch envelope:
 - Intensity of Envelope
 - Attack
 - Hold
 - Sustain
 - Inverse Button 
- PITCH LFO

- Intensity of LFO
- Rate
- Delay
- Inverse Button 

- Delay: echo effect amount for trails
- Reverb: reverb effect amount for trails

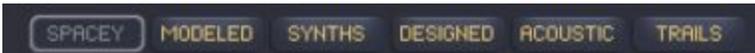
Browser Page



Once you access the browser you can choose the sound source for each group by first

choosing the layer into which the sound is to be loaded



Then the sound category  and finally choosing a sound name on the matrix below.

Acugrains	CloudMonics	Pipametpad	Spaceast*
Acuspace	DarkUkPad	PipaSpace	Spacepiano
AcuPad	FeedZheng*	Piporgan3*	SpaceZheng*
AcuTrails	JetPsaltery	Plucky	TremSpace*
Amped	KantSpace	Psalteruibe	UkuPad

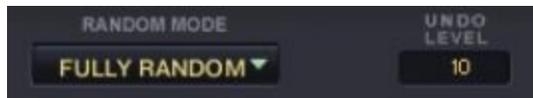
Once a sound is selected, its name will appear on the chosen group's sound sources menu. To change the destination layer and load the sound into it, repeat the process by choosing again

the layer with  

Or click on the Browser button  corresponding to the desired Layer

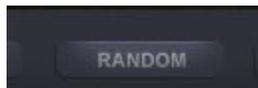
The Trails category will show the 20 Trails sounds. When one Trails sound is chosen, it will show on the Trails sound menu. To close the browser, click again on the Browser CLOSE

button. 



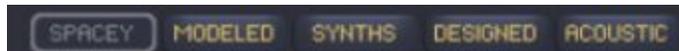
RANDOM MODE MENU:

- FULLY RANDOM: when clicking on the master randomisation button



the generated sound will be totally random.

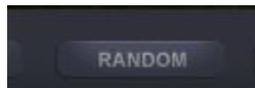
- BY CATEGORY: if this option is selected, first choose a sound category among the five



available

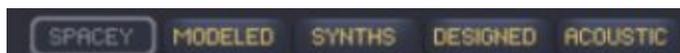
. The click on the master

randomisation button

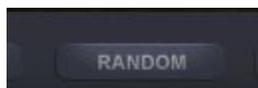


. The generated sound will have the quality of the chosen category.

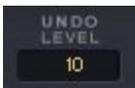
- BLEND MODE: After clicking on this option, choose 2 categories among



and the resulting randomisation



will be among these 2 categories.

UNDO LEVEL:  this number displays the current randomisation sound number. Use its arrows to go back (and forth) in the randomisations list. Do not exceed the latest (most recent randomised sound number) randomisation number. Double click and input any number close to the latest (most recent randomised sound number) randomisation number.

Keyswitches



B-1: Temporary sequence randomisation

C0 to G0: sequence selectors from 1 to 8

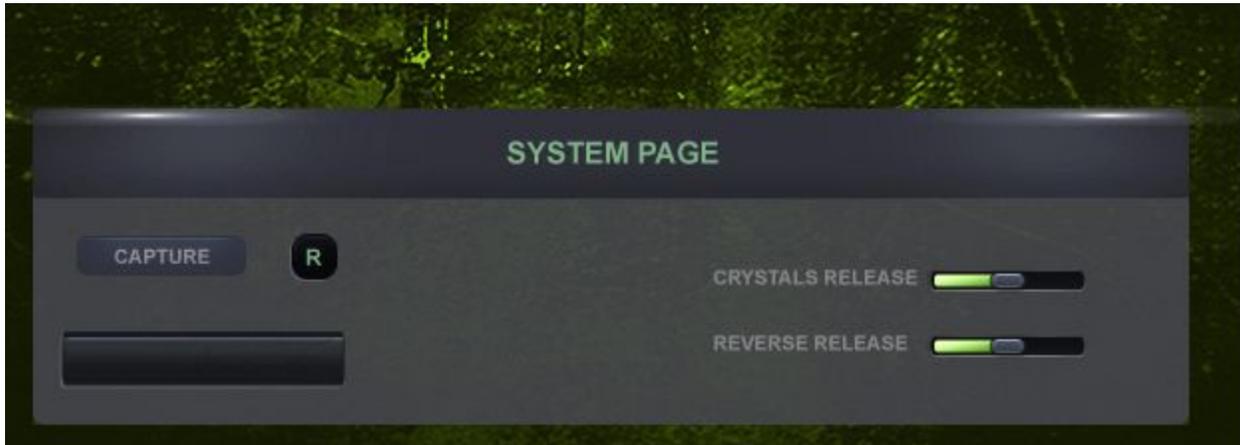
G#0: Single mode - Both Layers play simultaneously

A0: Dual Mode - Layer A plays below Split Point, Layer B plays above Split Point,

A#0: random Play Mode: Layer Ab and B alternate randomly

B0: Define split point

System Page



In the System page we find the Midi Drag and Drop function that allows to capture the sequence performance generated by the instruments script and transform it into a midifile that can be dragged to the DAW arrange/timeline page.

Midi drag and drop function

In order to create a midi file of the generated sequence performance, follow the steps listed below:

1. After having created one or more sequences with the instrument's step sequencer, record it on your DAW and quantise the played notes. A full performance of sequences/phrases can be recorded taking advantage of the keyswitches to select different phrases in succession.
2. Press Capture button in the System Page, it will turn into "Press play"
3. Place the transport bar immediately before the first note recorded/ before the just recorded midi region and press play on the DAW's transport bar.
4. At the end of the performance/ midi region, press Stop on the DAW's transport bar. The button now will ask you to confirm the capturing process.
5. Press Confirm and after 1 or 2 seconds the "Midifile drag and drop" icon will appear.
6. Drag and drop the "Midifile drag and drop" icon to your DAW on a new midi channel.
7. Press the "R" button to reset the capture process in order to perform a new capture if required.

NB: this function is best used for exporting step sequences performances. It can also be used to export Crystals evolutions, even though the result will have to be process with reverbs and filters to match what the Randomiser Series instrument is capable of.

Release sliders

The 2 sliders in the System Page help to adjust the release time of the Crystals and reversed notes generated by the instrument. In some cases the number of Crystals and/or the length of the reversed samples can cause an overlapping of notes which results in too many notes lingering at the same time. In that case the instrument polyphony can reach the maximum allowed by Kontakt (256 simultaneous notes) and so Kontakt's stealing function will be activated, stopping a few of the played notes.

Use the 2 sliders to adjust the release time, diminishing it when more and faster notes are played and augmenting it (if required) when less notes are played. The factory default position should work in most cases.

A BIG THANKS GOES TO
ICE NEAL, OSCAR LO BRUTTO, BILL AUDREY, JASON FILLIGANES, JAMES M. WOLK
AND **GOD**.