SLICE

Welcome

Welcome to Channel Robot's Slice Version 4. Thanks for buying the product, and we hope you enjoy your time with it.

Slice is a loop playing instrument, and has a range of features we think are unique and useful. The most important of these is that Slice is an *instrument* first and foremost, it's something you can play, not just switch on and run - though you can of course do that too. So as you move through the manual you will see we've added a bunch of features to make Slice work with you in real-time, so you can play with your selected loop not just play it back.

Each Slice product comes with a set of loops, these are often from some specific genre of music, like House, or DubStep etc. But the ease with which you can transform each loop into something else, faster, slower, re-ordered, mangled beyond all recognition means you are not restricted to a genre or style in any way, in fact there are so many options you can apply to each loop that in the end its like synthesising your own set of unique loops and you wont sound anything like anyone else.

This Manual

The images in this manual may not exactly match those in your product, we change the colours used for each product. Don't worry though the functionality described here is exactly the same in all Slice products.
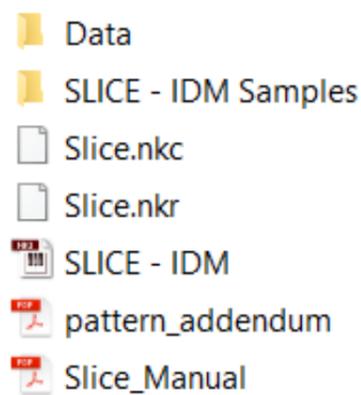
Installation

Slice is a Kontakt instrument, not a Kontakt library. This is an important difference - when they are installed you can reach Kontakt libraries from the library tab in Kontakt. Kontakt instruments can only be reached from the File tab, so you will need to place the Slice files in a place on one of your disk drives, that you can see from your file tab in Kontakt.

Unzip and save to disk

First you should have downloaded a zipped(or rar-ed) archive from Channel Robot, called Slice<Product>.zip. <Product> here will be different depending on which Slice product you purchased. You need to unpack this file somewhere on your computer. We assume you've already done this as one of the files in the archive is this manual, and it looks like you are already reading it!

In the unzipped archive there should be one folder called Slice-<Product>. You can double-check the contents of this folder, it should contain the following, though some names may be a little different depending again on the product you purchased:

```
📁  Data
📁  SLICE - IDM Samples
📄  Slice.nkc
📄  Slice.nkr
📄  SLICE - IDM
📄  pattern_addendum
📄  Slice_Manual
```

Install

OK, all you need to do next is copy the Slice folder to a location you can reach from Kontakt File tab, and you are done with the install.

Authorisation & Validation

A quick word about authorisation, validation, serial numbers etc.. We used to do this sort of thing, but really we'd much rather trust our customers and not put you all through any more messing around. So there is no validation or authorisation hoops to jump through, you are ready to go. Head over to Kontakt, navigate to the Slice folder in the Kontakt File tab and select one of the Slice instruments that are inside it. You can either double-click an instrument to start it or drag it into the Kontakt interface area.

SLICE

When Slice opens you should see an interface like the picture above. You see there are three tabs in each Slice instrument: MAIN and SETTINGS, we'll go over each of these in turn, starting with the MAIN tab above.

Main Tab Overview

This screen can be divided into three separate areas:

1. The Upper Section - a set of overall controls to manage loops

2. The Pads - 4 rows of 8 pads, each pad represents a single slice of the playing loop

3. The Effects area - where you can configure and manage 4 inserted effects and 4 send effects

Upper Section Overview

Starting at the top left of the interface are the Play and Stop buttons, what these do may seem obvious but they have a couple of tricks up their sleeve. First when you are not running a pattern (when Stop is pressed) Slice will behave as a "pad player" - when you click on a pad or press its key-switch note Slice will play back that pad along with all the settings you have made for that pad. So Slice behaves as a standard pad-triggering device, and you can record key-switches in your DAW and thus build your own patterns and phrases.

When Play is engaged Slice behaves as a pattern-player, and assumes any click on a pad or press of a pad key-switch means you wish to change the play-back position of the currently running pattern, and will restart the pattern from the pad you selected.

When you press the Stop button Slice will *always* stop, Slice will also stop if it detects your DAW transport has stopped and stop along with your DAW.

What Slice does as soon as you press the Play button will depend on how you have configured the settings page. If you have set up Slice to work in "Start Immediately" mode then pressing Play will start pattern playback straight way, no matter where you are in your DAW, or even if your DAW transport isn't even running. But if you set Slice to "Bar Start" mode then Slice will wait for the start of the next bar before starting to run, this way it will be in-sync with your DAW. So if you press Play and nothing happens, then chances are good Slice is waiting for the start of the next bar before playing the loop.

Below the Start and Stop buttons are the Latch and Resync buttons. If you press the Latch button Slice will repeatedly play the current loop-slice over and over until you turn Latch off, and then it will return to playing the slices in order. You can repeatedly press Latch as Slice moves through the loop and Slice will Latch(or remain) on that current slice.

Of course this means that your loop may now be "out of sync" with the position of your song, there are lots of ways to re-order Slice (not just Latch) and so you may get a pattern not lined-up with its original starting point. Resync solves this issue as Slice remembers the "correct" position and if you press Resync returns to the "correct" slice and continues from there.

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Below the SLICE logo are the Save and Load buttons. Use these to save your entire loop configuration or load a new one from disk

In the next section to the right are the Direction and Tempo menus. Slice will play the selected loop forwards, backwards and forwards-then-backwards (ping-pong mode). Backwards here means playing the slices in reverse order, each slice itself will still play forwards, of course the is a way to play any slice in reverse, but more on that in the pad section. Tempo sets just that, as a division of your DAW tempo - so Slice always stays in time even if your song has different BPM in it.

The next section along to the right is the Groove and Humanise controls. The Groove setting adds a small delay to the play-back of even numbered slices, adding an amount of swing to the overall loop. The Humanise control adds s mall amount of random delay and pitch shift to each slice giving it more of a feel of being played by a live musician.

Next is the Loop section. Slice has 12 loop slots, each filled with one of the loops from the set of loops that ship with the product. You can select any of the shipping loops and place it in any of the slots, even putting the same loop in multiple slots if you like. Pressing one of the numbered buttons (1 to 12) at the bottom of the section will make the loop in that slot active and Slice will play this loop. The loop name will show up in the loop menu. To load a loop into a slot simply select the slot(the numbered button) and then select a loop from the menu and Slice will load that loop and unload the loop that was previously in that slot.

Next is the Pattern section. Like loops Slice has 12 pattern slots, each filled with one of the patterns that ship with the product. Patterns define the order in which pads are played by Slice, all the way from the pattern: simplestep (which plays each slice in turn from slice 1 to slice 32) through a myriad of of other combinations, sometimes called "loop juggling". This is one of the unique capabilities of Slice - it doesn't have to play loops in the order they were recorded. Like the loops section you can press one of the 12 buttons to use that pattern, press the load button and you can select another pattern from disk to use in the highlighted slot.

Check out the separate pattern_addendum.pdf to see what the patterns can do.

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Tour continued
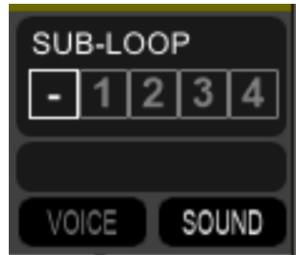
In the final section along the top are the sub-loop controls and the Voice and Sound buttons.

You don't even need to play all of a loop, you can set up Slice (in the settings tab) to playback sub-loops. Sub-loops are parts-of patterns and you can set up 4 of these in Slice. Select one of the buttons marked 1 to 4 to use a sub-loop, select the empty button to return to using the full loop.

Below this section are the Voice and Sound buttons. Slice allows you to make changes to individual pads , and there are 10 different things you can do. Five of these things affect the voicing of each pad and five affect the sound being made. Below each pad there are 5 small buttons to edit and select these controls(more on what's available in the Pad section). When you select the Voice button the Voice editing buttons are shown, when you select the Sound button the sound editing buttons are shown.

Middle Section Overview

The central section of Slice is made up of 4 rows of 8 pads each. Each Pad lights up as its slice is played. If you press on a pad when Slice is not playing a pattern then the pad, and all its settings, are played, if you are running a pattern then Slice will move play-back to that pad/slice and play from there, so you can interactively play the pattern, and thus the loop, using the pads.

Once you begin playing a pattern the pads will light up in turn showing which slice of the loop is being played, and you can see how selecting different patterns re-orders the loop to make whole new loops for you.

When the Voice button is selected you will see the voice editing buttons below each pad, some buttons are simple on/off buttons, others open an editor in the pad that allow you to change settings for that effect. The buttons for Voice settings are:

R - REPEAT : This button opens a control in the pad that allows you to select the number of repeats (drills) that Slice will play when it triggers this pad

? - RANDOM : Slice will randomly select another pad and play its sound if this is turned on

Я- REVERSE : Slice will play this pad backwards when this button is turned on

U - UNISON : Slice will play two versions of the pad, down-tuning and up-tuning each a small amount to provide a unison effect

M - MUTE : Slice will play nothing when this button is selected for the pad.

When the Sound button is selected you will see the sound editing buttons below each pad, each opens an editor in the pad that allow you to change settings for that effect. The buttons for Sound settings are:

F - FADE IN : This button opens a control in the pad that allows you to select the fade in(attack) time for this pad

P - PAN : Opens a control in the pad that allows you to select the pan position for this pad

T - TUNE : Opens a control in the pad that allows you to change the play-back pitch for this pad

V - VOLUME : Opens a control in the pad that allows you to select the volume of play-back for this pad

S - SENDS : Opens a set of controls in the pad that allows you to select the amount of the pad that is passed to each of the 4 send effects.
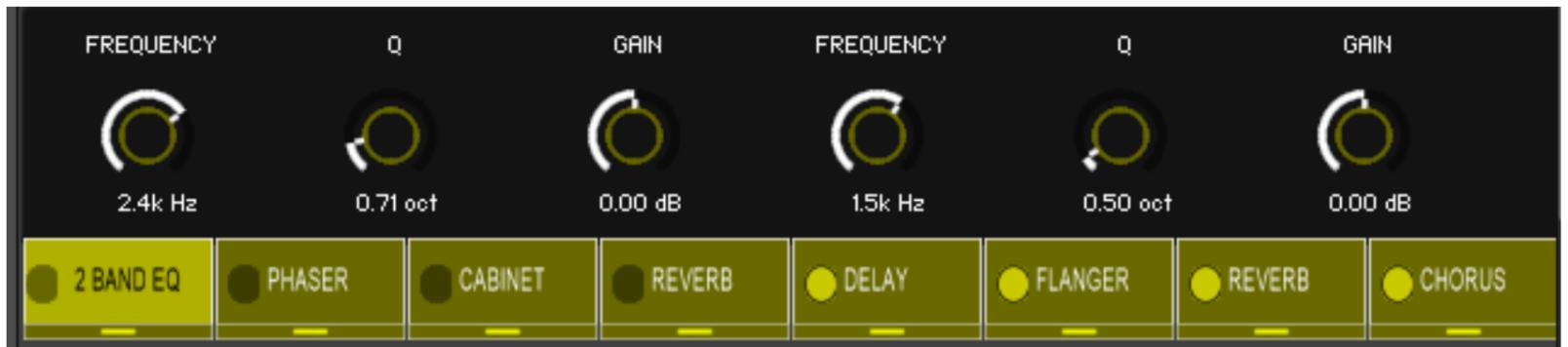
Effects Section Overview

The bottom section of the MAIN tab handles the effects available to use on the loop. There are 4 insert(or in-line) effect slots, in the first 4 positions. You can select from over 20 different effects to use in each slot, these are followed by 4 send effects, where you can select from any of 6 send effects.

In all cases you turn effects on and off using the power button on the left of each Effect Name. You can view the effect parameters by selecting the Effect Name itself. To select and load a different effect use the the menu button (the small bar) below the effect name.

Once you have selected an effect you can modify its parameters with the controls displayed above the effect name buttons.
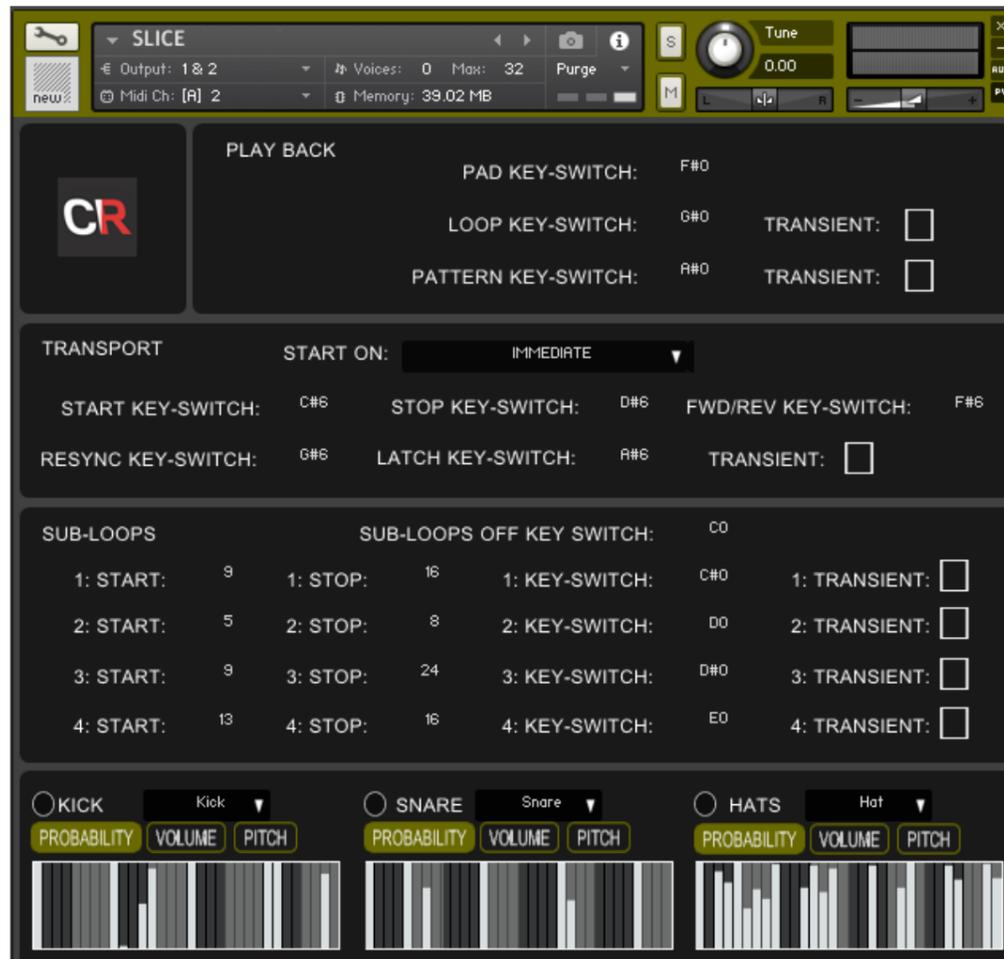
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Settings Tab Overview

Next to the MAIN tab is the SETTINGS tab, this tab is designed to configure Slice to make it playable as an instrument and to offer additional sounds within the loop.

Slice uses key-switches to offer you a way of working with Slice as an instrument, so you can use your keyboard as the way to control Slice and the sound it is making, SETTINGS is mostly about defining those key-switches. A number of these key-switches have a transient setting, this is sometimes called "momentary" and means that the key-switch will only be effective whilst it s held down, as soon as it is released Slice will revert to its previous mode of operation.
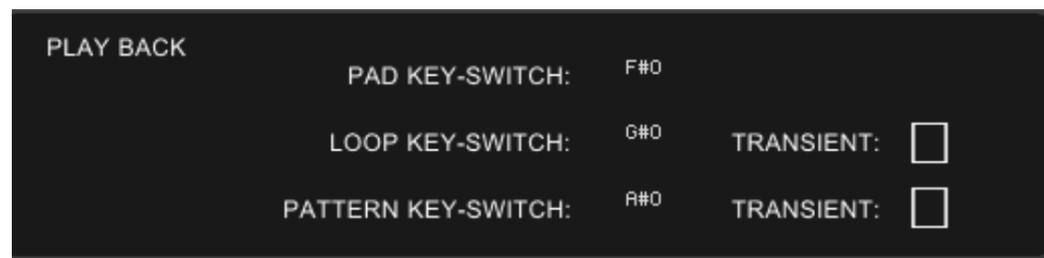

Play-back Section

The first area is the play-back section. Slice recognises and responds to key-switches and most of the time when you are in play-back you will want to either: re-trigger the loop from some slice(just like clicking on a Pad), or change between the 12 loaded loops, or change between the 12 loaded patterns.

So first you need a way to tell Slice if you are in pad re-triggering mode, or pattern changing mode or loop changing mode. These three settings define the key-switches you can use to put Slice into one of these modes. When you select one of these modes Slice will change the key switch display in the keyboard below the instrument interface to show the keys (in blue) that are used in the selected mode.

Setting either Loop Key-Switch or Pattern Key-Switch to "Transient" means that Slice will enter these mode ONLY for the time you hold down these key-switches down, as soon as you release the key-switch Slice will return to pad triggering mode.
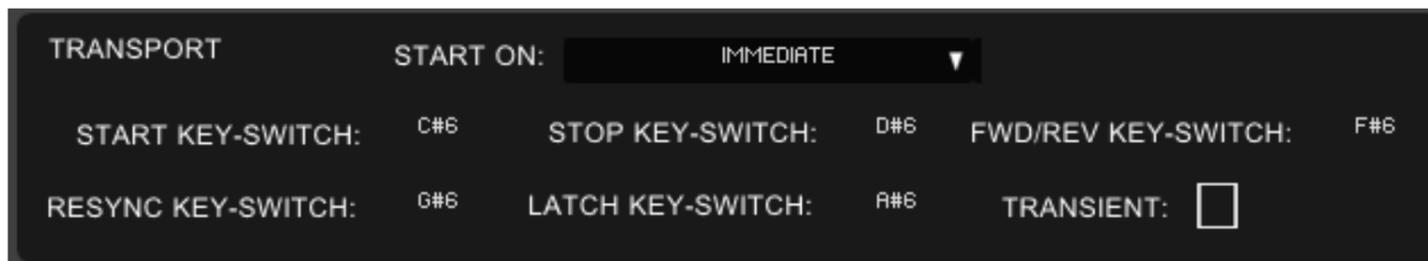
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Transport Section

Next is the Transport area. First you can set how Slice responds to the Start button being pressed - "IMMEDIATE" and Slice will start straight-away,. Select "BAR START" and Slice will wait for the next bar start event before starting.

Slice will also respond to Play and Stop key switches, so you can program MIDI events in your DAW to start and stop loop play-back.

Fwd/Rev is a key switch that will change Slice's play direction between either forwards or backwards(note: not the forwards AND backwards option)

Resync is a key switch that works just like pressing the re-sync button on the main tab

Latch is a key switch works just like pressing the Latch key on the main tab.
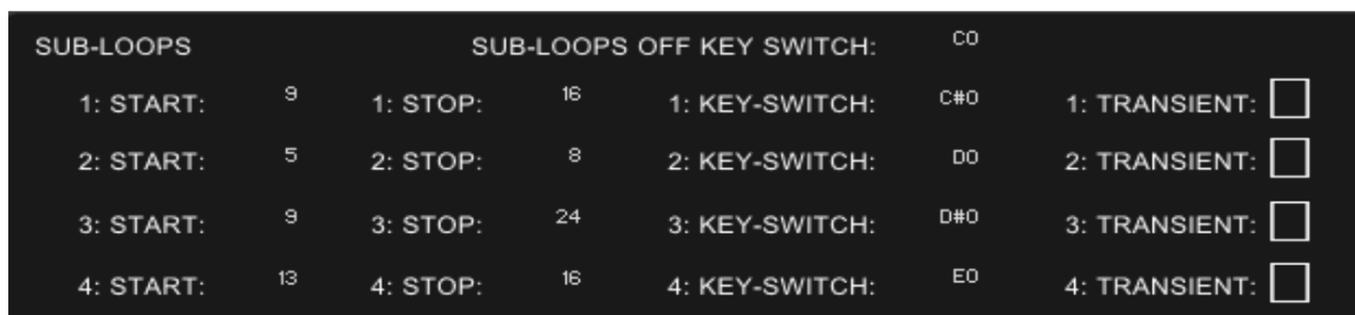
Sub-Loop Section

The Sub-loop area is next, here you can define sub-loop start and end points. NOTE: this is start and end points of the PATTERN, not the loop, so if you select a start of 1 and an end of 4 for sub-loop number 1 you may expect the loop to play slices 1,2,3,and 4. BUT: if the pattern is set up to play slices 1,6,9,2, then that is what this sub-loop will actually play.

You can define key switches to start any sub-loop and a key-switch to turn off all sub-loops. The sub-loop key switches can also be "transient"
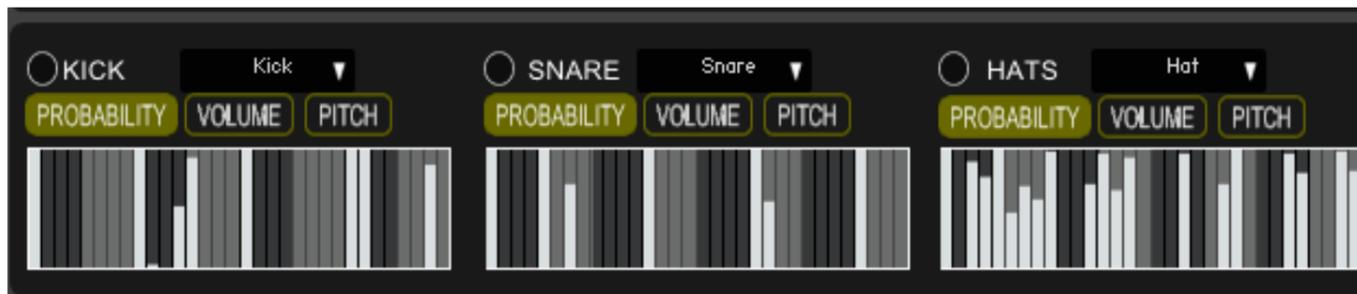
Augmentation Section

Finally we have the Augmentation Section. Slice provides the ability to "augment"(add to) the loop you are playing. In this section you can turn the three sounds on/off and define what will play(a named slice or an additional Kick, Snare or Hat sound). For each of these sounds you can decide the likelihood of this augmented sound playing in the 32 step table below each note, and de-fine the volume and tuning for this augmentation sound. In effect this area gives you a small(but powerful) three track sequencer to play along with the loop playback. Note: this sequencer doesn't pay attention to your selected pattern it strictly and repeatedly plays steps 1 to 32

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Key Switches

The first time you load Slice the key-switches are set up in the default configuration, and displayed in the Kontakt keyboard. Each key switch has its own colour and you can assign key-switches in any position you like using the settings page.

The default settings are as follows:

The coloured keys (starting from the left) are:

1. Sub-loops OFF (blue)

2. Play sub-loop 1 (dark purple)

3. Play sub-loop 2 (light purple)

4. Play sub-loop 3 (dark magenta)

5. Play sub-loop 4 (light magenta)

6. Pad key-switch(brown) - this will display 32 keys in blue - each represents a pad in the interface

7. Loop key-switch(green) - this will display 12 keys in blue - each represents a loop to select

8. Pattern key-switch(light brown) -this will display 12 keys in blue to represent the different patterns available

    (next are the pad/loop/pattern key-switches in blue, either a set of 32 or a set of 12)

9. Start key switch (dark green)

10. Stop key switch (red)

11. Forward/Reverse direction change key switch (light green)

12. Resync key switch (dark blue)

13. Latch key switch (light brown)

SLICE

Credits

Here's a list of everyone involved in this version of Slice :

Product Design, UI Design, Manual and Coding - Lindon Mulcahy-Parker

Beta Testing, Tutorial/Walkthru Video - Marco Krestan

Audio Demos - Marco Krestan, Jeremy Hagry