

Thank you for purchasing Colorflex, by Twisted Tools.

Please be sure that you are using the latest version of Reaktor (5.1.5.002) before beginning. Also note that if you are using this ensemble with Kore 2, you should use the latest version of Kore 2.

The guide on the next page is meant to be used in conjunction with the QuickGuide pictures included at the top of each page. For your convenience, we've also created instructional videos which can be found at our www.twistedtools.com/video.

If you're working with Colorflex, it hopefully means you paid for it. If somehow you managed to get a hold of this without paying, we would appreciate that you go to our site and do the right thing and pay for it. We are a very small company and we would like to stay in business and make more cool stuff. Plus, we've got tons of other great things for free at our site which you are welcome to take.... TwistedTools.com

Big **thank you** to the artists who contributed to the sample map! Go check out their sites!!!

The following artists contributed to the sound design for the Colorflex sample map which is comprised of samples from the Vortex sound banks as well as new samples by:

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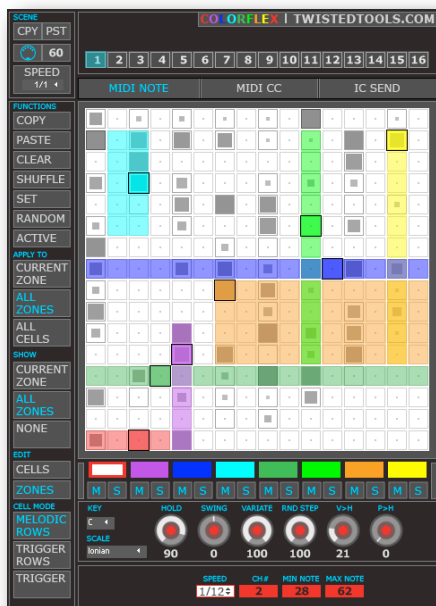
TIPPER (TipperMusic.net)

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COLORFLEX OVERVIEW

Colorflex is a unique sequencer that uses a 256 cell matrix system for each of its three sequencers, the MIDI NOTE SEQUENCER, MIDI CC SEQUENCER, and IC SEND SEQUENCER. Each sequencer has 8 colored zones areas that you can think of as tracks. Using this analogy, there are 24 tracks in total (8x3), all of which can be used freely and simultaneously.

In the MIDI NOTE SEQUENCER, you can assign a global note behavior to the cell matrix, setup independent parameter settings and MIDI transmission channels for each colored zone area, and then move the colored zone areas around freely on top of the cell matrix to create sequences. When the colored zone area's

sequencer passes over active cells, notes will be triggered based on the cell behavior and the parameter settings set for the colored zone area.

In the MIDI CC SEQUENCER, you can generate a MIDI CC message from each colored zone area based on the active cell's 'square size' (think of this as a y-value), the distance between the active cells, glide time and the sequencer speed. Each colored zone area's MIDI CC can be sent out on any channel.

In the IC SEND SEQUENCER, you can generate an internal Reaktor IC Send message from each colored zone area. You can think of this as an automation message, similar to MIDI CC's, but a bit more convenient when you want to quickly automate another Reaktor parameter(s) by choosing it from a menu, rather than having to make a MIDI CC assignment.

If you get lost while using Colorflex, turn 'info'



in Reaktor and hover description.

For basic setup instructions, see the guide included with your download.

1. The 3 Sequencer Pages Overview

Click a sequencer page label (MIDI NOTE/MIDI CC/IC SEND) to view the corresponding cell matrix to draw cells/edit zones and change parameter settings for that sequencer. Right-click the parameter label to mute a sequencer. Muted sequencers pages are red and output no data.



MIDI NOTE - Allows you to draw MIDI notes using the Cell Grid. Works in conjunction with Cell Mode menu, found in the lower left corner of Colorflex. Detailed descriptions will follow.

MIDI CC - Allows you to draw MIDI CCs using the Cell Grid. The CC value is set by right-clicking and dragging a cell and changing the square size. Detailed descriptions will follow.

IC SEND - Allows you to draw Reaktor IC send values using the Cell Grid. Values are set by right-clicking and dragging in the cell grid. See the Reaktor manual for more information on IC SENDS. Detailed descriptions will follow.



2. Scene Sequencer Settings

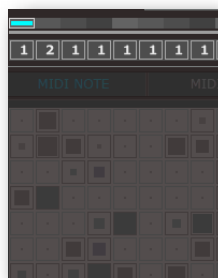
A scene is like a preset for nearly all the settings you see on screen. You save scenes (presets) in to scene assignment slots that can then be sequenced rhythmically or triggered via MIDI. The scenes are 'living', in that changes you make to a scene number are automatically stored without need to 'save' the scene.

CPY - Copies entire scene (cell matrix and functions/settings/parameters) into a buffer to be pasted into another scene assignment.

PST - Pastes contents from the copy buffer into current scene.

MIDI SCENE CONTROL (MIDI ICON) - When ON, the MIDI Scene Control button allows you to change scenes by MIDI. Use the Root Note # + 15 to control scene playback. For example, if Root Note # is 1, the note number 1 triggers scene 1, note number 2 triggers scene 2, etc. When off, the scenes are sequenced over time, at the speed set with the Speed control.

ROOT NOTE - Determines the Root Note # to control scene playback via MIDI. Root Note# + 15 = Scenes 1-16

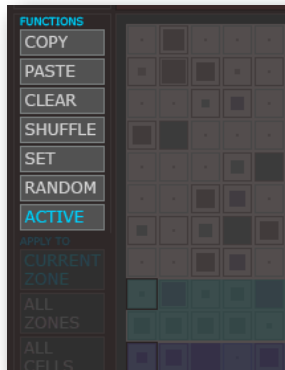


SCENE SPEED - The speed at which the scene order progresses and cycles.

SCENE SEQUENCER CYCLE AREA - The cyan colored bar allows you to cycle through a particular group of Scenes at a speed determined by the Scene Clock. Right click n'drag to select cycle length and start/end position.

SCENE ASSIGNMENT SLOTS - Allows you to edit/playback a specific scene and choose the order of scene playback by drag selecting. In Scene Seq Mode, drag an assignment slot to edit/playback a scene and choose the order of playback. In MIDI mode described below, a blue box indicates which scene is currently playing back. Click on another assignment slot to switch or switch using MIDI.

3. Cell Functions



COPY - Copies cells into a buffer to be pasted back into the cell matrix. Has 2 modes of application described below (Apply Current Zone/All Cells) as well as a filter to only process active steps (Act). If All Zones is selected, the All Cells mode is enacted.

PASTE - Pastes cells from the copy buffer into the cell matrix. Has 2 modes of application described below (Apply Current Zone/All Cells) as well as a filter to only process active steps (Act). If All Zones is selected, the All Cells mode is enacted.

CLEAR - Erases cells. Has 3 modes of application described below.

SHUFFLE - Moves active cells to a random new position, without changing the number of active cells. Has 3 modes of application described below.

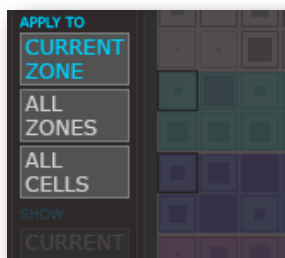
SET - Sets cells to a fixed value. The x-axis position of your mouse-click on the button controls the value. Has 3 modes of application described below as well as a filter to only process active steps (Act).

RAND - Randomizes cells. The x-axis position of your mouse-click on the button affects the amount of randomization. Has 3 modes of application (Apply) as well as a filter to only process active steps (Act). Also, please note that each time you click randomize, the current state of the cells is copied before the randomization, so you can 'undo' randomization by simply hitting paste.

ACT - When on, the Set and Rand functions will only be applied to active steps. In other words, inactive steps will not become active, but the values of active steps will change.

4. Apply Section

As mentioned in section 3, the apply section determines how the functions described are applied.



CURRENT ZONES - Copy/Paste/Clear/Shuffle/Set/Rand functions are only applied to the currently selected zone (color)

ALL ZONES - Copy/Paste/Clear/Shuffle/Set/Rand functions are applied to all zones

ALL CELLS - Copy/Paste/Clear/Shuffle/Set/Rand functions are only applied to all cells in the 16x16 cell matrix



5. Show

The show settings control what is displayed in the cell matrix.

CURRENT ZONE - Only the color of the currently selected zone area is displayed.

ALL ZONES - The color of each zone area is displayed.

NONE - No zone area colors are displayed.

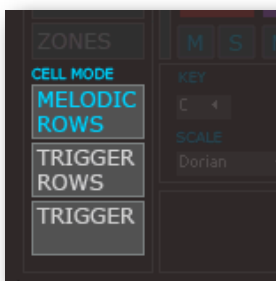
6. Edit Modes



CELLS- If selected, left click and drag to create active cells. Right-click and drag to change their value. The last set value with the right-click will become the value of your left click.

ZONES- If selected, left click and drag to set the zone area for any given color. Right-click and drag to add zones and/or change their value

7. Cell Modes



The Cell Modes determine the note behavior of the cell matrix when using the MIDI NOTE sequencer page. Each mode has a unique set of parameters described later.

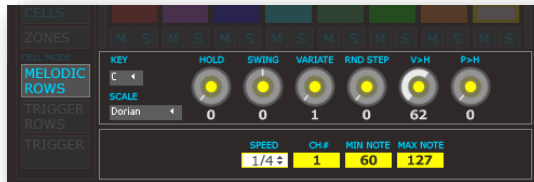
MELODIC ROWS- The bottom left-corner cell will be set to the minimum note setting and will go up numerically horizontally until the maximum note setting is reached, at which point the cell layout repeats starting with the next cell in the row. For example, if 0 - 15 is the min/max note setting, the lower left corner will be 0, and the middle right corner will be 15. Row two will be the same...and so on.

TRIGGER ROWS- All cells in a row have the same note number, starting with the bottom row and moves upwards chromatically. The root note setting determines the note # for each cell in the bottom row. So, if row 1 is set to trigger note 50, row two is set to trigger 51, row three is set to trigger 52... and so on.

TRIGGER - Each colored zone area outputs only 1 MIDI note. This mode is useful for triggering drums/one-shots.

THE MIDI NOTE SEQUENCER PARAMETERS AND SETTINGS

The Cell Modes described in section 7 above, determine the note behavior of the cell matrix when using the MIDI Note Sequencer. Each cell mode has a unique set of parameters described below.



***Please note that that you do not (and can't) assign separate MIDI CC control over parameters on a per color basis. This is because choosing a color re-routes the knobs you see to the selected color zone area. This way, you don't need to MIDI learn and remember tons of knobs to play with Colorflex quickly and easily. In other words, the assign your MIDI controller knobs to all the

parameters of each mode however you like, but you will not have to assign these knobs for each color in order to control them. It switches automatically when you choose the color to control what you see with the same knobs.

8. Melodic Rows Parameters

KEY - Sets the key note for the scale lock feature. For example, if set to C and scale is set to Ionian, only notes that are in a C major scale will be played back.

SCALE - Locks all notes to notes of the selected scale type. Works in conjunction with the 'key' setting described above.

HOLD - Determines the hold length of an active note

SWING - Advances or delays 1/16th notes to create groove.

VARIATE - Performs a consistent variation of the sequence playback order. This way, you can get different patterns that repeat (as opposed to randomizing using the RndStp feature which will always perform random selections of cells). Note that with VarStp off (0), the default order that the sequencer reads is from up-to-down and left-to-right.

RNDSTP - Randomizes cells that are played back. Higher values = more randomization.

VEL>H - Determines the amount that the velocity of each cell will affect the hold length of the note. If Hold is set to 0, and Vel>H is set to 100, when a full velocity note is triggered(127) the hold will be at maximum. If the lowest velocity note is struck, the hold will be at 0.

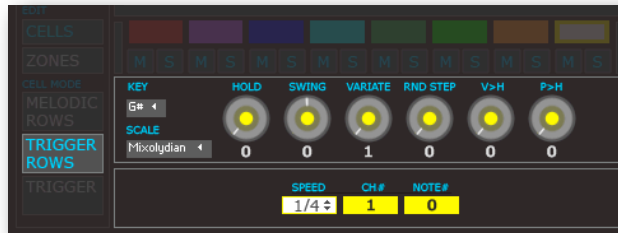
P>H - Determines the amount that the pitch of each cell will affect the hold length of the note. If Hold is set to 0, and P>H is set to 100, when a the highest pitched note is triggered(127) the hold will be at maximum. If the lowest pitched note is struck (0), the hold will be at 0. This value is scaled in such a way that even if you don't have a wide min/max note range set you will still here the effect in action.

SPEED - Determines the speed of the colored zone area's sequencer

CH# - Determines output channel for the colored zone area's sequencer

MinNote/MaxNote - Min sets the minimum note for the start of a melodic row, beginning in the lower left corner cell. Max sets the maximum note for a melodic row. As soon as the maximum note is reached, the layout repeats starting with the next cell in the row.

9. Trigger Rows Parameters



KEY - Sets the key note for the scale lock feature. For example, if set to C and scale is set to Ionian, only notes that are in a C major scale will be played back.

SCALE - Locks all notes to notes of the selected scale type. Works in conjunction with the 'root' setting described earlier. This feature is applied to all colored zone areas.

HOLD - Determines the hold length of a note.

SWING - Advances or delays 1/16th notes to create groove.

VARIATE - Performs a consistent variation of the sequence playback order. This way, you can get different patterns that repeat (as opposed to randomizing using the RndStp feature which will always perform random selections of cells).

RNDSTEP - Randomizes cells that are played back. Higher values = more randomization.

VEL>H - Determines the amount that the velocity of each cell will affect the hold length of the note. If Hold is set to 0, and Vel>H is set to 100, when a full velocity note is triggered(127) the hold will be at maximum. If the lowest velocity note is struck, the hold will be at 0.

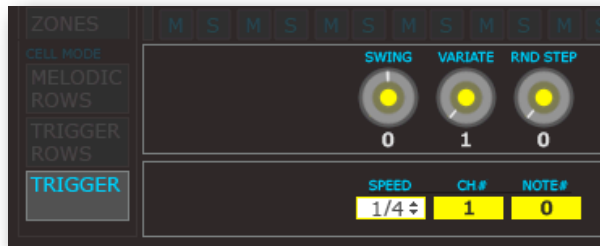
P>H - Determines the amount that the pitch of each cell will affect the hold length of the note. If Hold is set to 0, and P>H is set to 100, when a the highest pitched note is triggered(127) the hold will be at maximum. If the lowest pitched note is struck (0), the hold will be at 0.

SPEED - Determines the speed of the colored zone area's sequencer.

CH# - Determines the output channel of the colored zone area's sequencer

ROOT NOTE - The root note setting determines the note # for all cells in a row, starting with the bottom row and moves upwards chromatically. So, if row 1 is set to trigger note 50, row two is set to trigger 51, row three is set to trigger 52...and so on.

10. Trigger Parameters



SWING - Advances or delays 1/16th notes to create groove.

VARIATE - Performs a consistent variation of the sequence playback order. This way, you can get different patterns that repeat (as opposed to randomizing using the RndStp feature which will always perform random selections of cells).

RNDSTP - Randomizes cells that are played back . Higher values = more randomization.

SPEED - Determines the speed of the colored zone area's sequencer

CH# - Determines the output channel of the colored zone area's sequencer

NOTE# - Determines the note # that the colored zone area's sequencer will trigger

11. Zone Settings



ZONE COLOR TABS - Selects a zone for editing and manipulating its parameters. Mapped MIDI controls will go to the currently selected zone for quick editing without having to MIDI learn tons of controls.

M - Mutes the above colored zone area's sequencer playback

S - Solos the above colored zone area's sequencer playback

THE MIDI CC SEQUENCER PARAMETERS AND SETTINGS



12.MIDI CC SEQUENCER PARAMETERS AND SETTINGS

Below is a description of the MIDI CC Sequencer's parameters and settings.

***Please note that you can't assign

separate MIDI CC control over parameters on a per color basis. This is because choosing a color re-routes the knobs you see to the selected color zone area. This way, you don't need to MIDI learn and remember tons of knobs to play with Colorflex quickly and easily. In other words, assign your MIDI controller knobs to all the parameters however you like, but you will not have to assign these knobs for each color in order to control them. It switches automatically when you choose the color to control what you see with the same knobs.

SWING - Advances or delays 1/16th notes to create groove.

VARIATE- Performs a consistent variation of the sequence playback order. This way, you can get different patterns that repeat (as opposed to randomizing using the RndStp feature which will always perform random selections of cells). Note that with VarStp off (0), the default order that the sequencer reads is from up-to-down and left-to-right.

RNDSTP - Randomizes cells that are played back . Higher values = more randomization.

GLIDE - Sets the glide time between active cells for smooth automation interpolation.

MIN - Sets the minimum value for a CC message.

MAX - Sets the maximum value for a CC message.

SPEED - Determines the speed of the colored zone area's sequencer

CC# - Sets the CC# that will be output on active cells.

CH# - Determines the output channel of the colored zone area's sequencer

RESO - Sets the MIDI resolution. Higher resolution = smoother changes, though can result in data overload. 400 is standard for good results. A safe value if you are using a lot of MIDI CC automation at once is 50-100.

THE IC SEND SEQUENCER PARAMETERS AND SETTINGS



13. IC SEND Sequencer Parameters

SWING- Advances or delays 1/16th notes to create groove.

VARIATE - Performs a consistent variation of the sequence playback order. This way, you can get different patterns that repeat (as opposed to randomizing using the RndStp feature which will always perform random selections of cells). Note that with VarStp off (0), the default order that the sequencer reads is from up-to-down and left-to-right.

RNDSTP- Randomizes cells that are played back . Higher values = more randomization.

GLIDE - Sets the glide time between active cells for smooth automation interpolation.

MIN - Sets the minimum value for a IC message.

MAX - Sets the maximum value for a IC message.

SPEED - Determines the speed of the colored zone area's sequencer

IC SEND - Choose where you'd like the cell value automation sent internally within Reaktor. You can choose many destinations from one IC Send. You can even experiment with internal self-modulation where an IC Send is routed to a Colorflex parameter!