

Twisted Tools



Bar Index	Approximate Height
1	1.0
2	1.0
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4	1.0
5	0.5
6	1.0

ROLODECKS | CREDITS

A BIG THANK YOU GOES OUT TO THE FOLLOWING ARTISTS WHO CONTRIBUTED TO MAKING THE ROLODECKS SAMPLE MAP AND GRACIOUSLY CONTRIBUTED AUDIO FOR OUR DEMO MATERIAL.

PLEASE CHECK OUT THEIR WORK AND SUPPORT THEIR ART.

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**Derek Mahone (11 yrs old) and Reuel Walker (14 years old) are students of Mike Huckaby at his Youthville music course. Youthville's mission is to make a positive difference in the lives of kids in Detroit. Please consider supporting their program with a donation.*

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Twisted Tools™

San Francisco, CA

USA

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TWISTED TOOLS | ROLODECKS/PRO

USER GUIDE

Basics

1.1 What Is Rolodecks?

Rolodecks is a realtime dynamic multi-effect made up of six effects, one of which is an external effects slot where you can connect your own effects.

The built-in Rolodecks effects are: Slicer, Flange, Filter, Delay and Reverb.

Ext. is an assignable effects slot where you can insert your own effects which makes Rolodecks unique when compared to other effects. To show you how it works, we've inserted a granular effect called Stretch, taken from another Twisted Tools product called Buffeater. You can easily replace Stretch with your own effects, making the sound variations limitless.

1.2 What Is Rolodecks Pro?

When you purchase Rolodecks Pro, you also get a special version of Rolodecks, called RoloEXT, which gives you six external effects slots and extra modulation options built using the same framework as Rolodecks, so there is very little to learn and the possibilities are endless. If you can connect the ins and outs of a simple stereo, you can setup RoloEXT!

1.3 How Does It Basically Work?

Rolodecks can be played, sequenced or freely running. You can route live audio into Rolodecks or use the included sample content to feed the effect. The effect signal flow is always in series from left to right, though the effect order can be rearranged on the fly by clicking and dragging an effect. Each preset can dynamically store and recall up to eight scene variations.

1.4 What Are The Main Features?

Slicer: Slices up incoming audio, allowing you to rearrange and manipulate it based on an adjustable buffer size.

Flange: Creates classic or extreme flange effects.

Filter: High Pass/Low Pass Filter with distortion.

Delay: Tempo synced delay effect, with dub style controls.

Reverb: Room simulator with an EQ.

EXT. (Stretch) : A external effect slot with modulation. We've included a granular stretch effect as the default EXT effect, though you can replace this with your own.

Envelope Follower: Detects the amplitude of the incoming audio (or any signal connected to the EF) and generates a modulation signal based on the changes in amplitude which is then routed throughout Rolodecks.

Scenes: Each preset has 8 scenes which you can think of as sub-presets. These sub-presets store all the non-global settings. All the knobs, modulation lanes and envelope settings are stored with a Scene. You can copy/paste Scenes to quickly make variations and play the Scenes via MIDI.

Gate Mode: When Gate Mode is on, the effect will only be on when Rolodecks receives a MIDI note. Attack and Release settings can be set to shape the wet signal over time.

FX ON Sequencer: Allows you to turn the effect off and on for any 16th note step.

Templates: Rolodecks comes with templates for Maschine, Kore and Twisted KP

1.5 System Requirements/Troubleshooting

SYSTEM REQUIREMENTS

In order to use Rolodecks, we recommend a Mac or PC running Reaktor 5* (5.15 and up). If you'd like to test your system before buying Rolodecks, try the Gaugear ensemble included with your Reaktor default library. If you're able to run Gaugear and have at least 1gig of RAM, Rolodecks should run very smoothly.

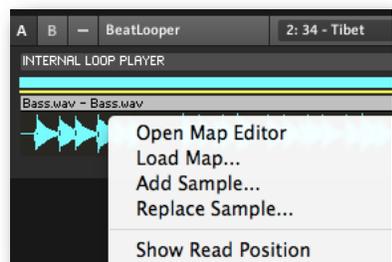
**Reaktor Player is NOT supported!*

You must have Kore 2, Maschine and an iPad with the requisite applications to use the included templates.

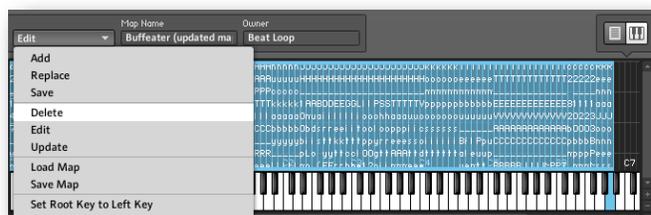
REDUCING THE AMOUNT OF RAM REQUIRED TO RUN ROLODECKS

The Rolodecks's sample library requires RAM. If your computer is running low, here is what you can do to remove the internal sample map and reduce the overall size/footprint of Rolodecks.

1 - Control-click the waveform display in Beatlooper and choose 'Open Map Editor'



2 - Click the Keyboard icon in the upper right, drag select across all samples you'd like to delete and choose Edit>Delete



REDUCING THE DEMAND ON YOUR COMPUTER'S CPU

In the event that you have an older computer and hear crackling sounds while in standalone mode, increase your buffer size to reduce CPU.

1 - Go to File>Audio and MIDI Settings (or System>Audio and MIDI Settings for earlier versions of Reaktor)

2 - In the Audio tab, try increasing your latency to around 512 Samples. Depending on the speed of your computer this may need to be set higher.

1.6 Setting Up Rolodecks In Plugin Mode

Depending on your host software (Logic, Ableton, Pro Tools, Cubase, Digital Performer, etc.), your Rolodecks setup will be different. Please refer to your host's manual for specific details on how to set up MIDI controlled effects. Here we will discuss setups for Logic, Ableton and Maschine.

LOGIC PRO

You will need to setup Reaktor as a Software Instrument, rather than as an insert effect. This is because Rolodecks is controllable via MIDI and you can't route MIDI to insert effects in Logic.

1 - Setup Reaktor as a Software Instrument (*Track>Create New>Software Instrument*) with Rolodecks or RoloEXT.

2 - Route audio into Reaktor's sidechain in order to process it.

Please note that the only sidechain options are Audio, Inputs and Busses. If you'd like to process another software instrument using Rolodecks, route that instrument to a bus, mute the aux and then choose Bus as the input for the sidechain.

3 - Choose 'Live' as the input in the Source section of Rolodecks to pass audio from the sidechain input into the Rolodecks effects path.

4 - Record enable the Rolodecks track and use the white keys starting at note #60 to switch scenes and the white keys starting at note #48 to toggle the individual effects on/off.



ABLETON

You will need to setup Reaktor as a MIDI Instrument in Ableton, rather than as an effect.

- 1 - Double-click Reaktor from the plugin browser and load Rolodecks or RoloEXT.
- 2 - Route any audio you like into Reaktor by selecting Reaktor as the 'Audio To:' option on that channel.
- 3 - Choose 'Live Input' from the Source instrument in Rolodecks so that Rolodecks is listening for live input instead of the Beatlooper.
- 4 - Record enable the Rolodecks track and use the white keys starting at note #60 to switch scenes and the white keys starting at note #48 to toggle the individual effects on/off.
- 5 - Play white keys starting at note #60 to experiment with Scenes.



MASCHINE

You will need to setup Reaktor as a MIDI Controlled FX inside Maschine and use the VST instance of Reaktor.

- 1 - Open Maschine and choose Reaktor FX VST as an FX module for Sound 1 of a group.



- 2 - Drag Rolodecks or RoloEXT ensemble onto the Reaktor window
- 3 - Select 'LIVE' as the Source input.
- 4 - Create a Maschine group or sound and route its output to Reaktor's input.

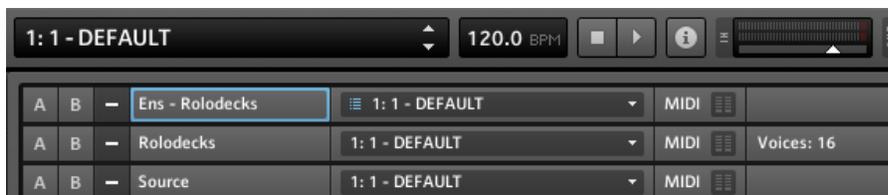


- 5 - Play white keys starting at note #60 to experiment with Scenes.

Rolodecks Workflow

2.1 Getting Started With Snapshots

When you first open Rolodecks, you should familiarize yourself with the snapshot system. Snapshots are Reaktor presets and Rolodecks has three main snapshot types: Ensemble Snapshots, Rolodecks Snapshots and Source Snapshots.



You can think of Ensemble Snapshots as master snapshots that store and recall snapshots for Rolodecks and the Source instrument in one go. You can select an ensemble snapshot by using either the main snapshot menu next to the BPM setting or the one with a thin bar that titled Ensemble (Reaktor 5.15 users).

1 - Hit play in your DAW or in Reaktor (if you are in standalone mode).

2 - Click on the main ensemble snapshot browser at the top of the interface.



There are two banks of snapshots, called Permanent and MIDI Gate.

The Permanent bank has the effects always running, while the MIDI Gate bank snapshots rely on MIDI input from you keyboard or host in order to hear the effects.

3 - Pick any snapshot in the Permanent bank and notice how choosing a master snapshot recalls snapshots for both Rolodecks and the Source instrument.

The Source instrument, located beneath Rolodecks, is where you set various settings related to Rolodecks's input. It is also where the internal sampler, called Beatlooper, lives. Beatlooper has over 300MB of content that we included to make it easy and fun to try out the presets.

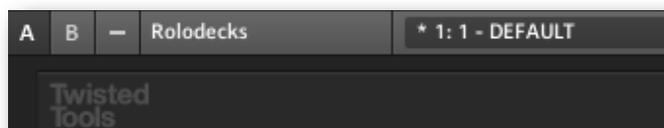
NOTE - If you'd like more info on working with sample maps, please see the Sample Map Editor chapter of the Reaktor application reference manual. If you'd like to delete the included map to make Rolodecks smaller, simply read the instructions [here](#).

Sometimes you will find a Beatlooper sample that you like, but want to try it with a different Rolodecks effect preset.

4 - Use the SMPL select knob to change the sample that is playing back.



5 - Change the Rolodecks snapshot (not the ensemble snapshot) to test different effect presets without changing the sample being played back.



2.2 Choosing The Source Signals (Live Or Loop?)

If you'd like to route your own live audio into Rolodecks, you will need to change the Source's input to LIVE. This way you can route audio from your host (plugin mode) or audio interface (stand alone mode) directly into Rolodecks.



1 - Click the LIVE button bypass the Beatlooper and route LIVE audio into Rolodecks.

Notice the 'EF SOURCE' options directly next to the INPUT.

The EF. SOURCE lets you choose whether you'd like to use the Live input or the Beatlooper as the source for the Envelope Follower. The envelope follower detects the amplitude of either signal and generates a modulation signal based on the detected changes in amplitude. This signal is used to modulate effect parameters throughout Rolodecks. The detection circuit can be viewed and adjusted in the Envelope Follower section discussed later in more detail in this guide.

2 - Click the LIVE button to set the LIVE input as the source for the Envelope Follower.

In most cases you will want the EF SOURCE set to the same signal you choose as the input signal, though you can achieve some great effects by using a different signal as the Envelope Source.

There are other settings in the source instrument that you may wish to get to explore. You can turn on hints to quickly see what something does.

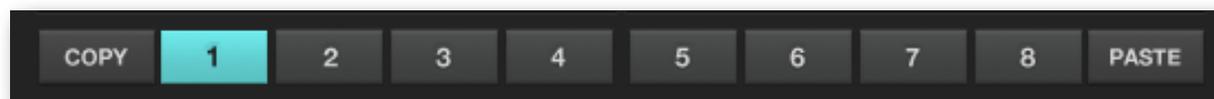


4 - Click on the Info button at the top of the ensemble to turn on hints and then hover over things to find out what they do.

2.3 Scenes

Next, let's look at Scenes. Scenes are a powerful part of Rolodecks and you can think of them as dynamic sub-presets that you can create and recall on-the-fly.

Each Rolodecks snapshot has 8 scenes which you can think of as sub-presets. These sub-presets store all the non-global settings. For example, all the knobs, effect routings, modulation lanes and envelope settings are stored with a Scene. You can copy/paste Scenes to quickly make variations and you can even play the Scenes via MIDI.



1 - Click on a Scene to recall that Scene's settings and/or begin making changes to it.

2 - Use white key MIDI notes starting at note #60 to recall the Scenes via MIDI.

In Reaktor standalone mode, the QWERTY keys correspond to the white keys beginning at note #60.

Changes made to almost any Rolodecks setting are automatically stored to the current Scene.

3 - Hit Copy, select a new scene and then hit paste.

4 - Save the Rolodecks snapshot to store all 8 Scenes as one recallable preset.

***NOTE:** Please refer to the Reaktor Application reference guide for more information on saving and working with Reaktor snapshots.*

2.4 Using The Effects And Modulation Lanes

Rolodecks has six modulation capable effects, five of which are fixed effects and one of which (EXT) can be replaced or modified. When you buy Rolodecks Pro, you'll also get RoloEXT, which has six external effects slots with modulation. The principles discussed throughout this guide can be applied to either version.

1 - Select the Default snapshot, which has the Slicer effect activated and selected in the FX Tabs section.



The six Rolodecks effects can be activated by clicking the CPU buttons for each effect. Signal always flows from left to right, starting with the first effect tab.

2 - Click a CPU button to activate an effect and select that tab.

3 - Click a tab's empty grey background to select it without turning on/off the CPU button.

4 - Right-click a CPU button to solo that effect and/or toggle all effects ON.

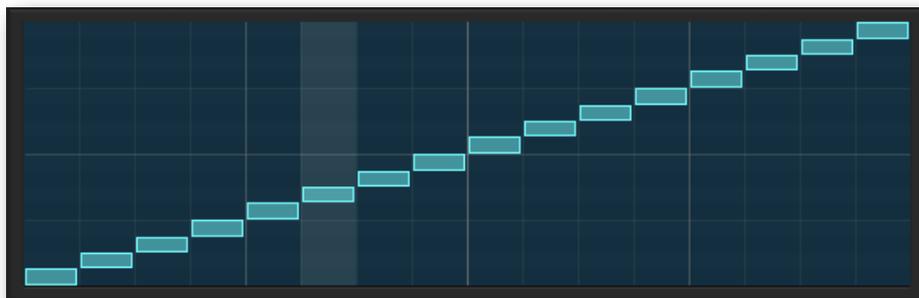
Though the signal always flows from left to right you can re-order the effects.

5 - Click hold and drag to rearrange the order of the effects.



The order is stored with the current Scene, which means you can rearrange the effect signal flow on a scene-by-scene basis and thus reorder effects on-the-fly!

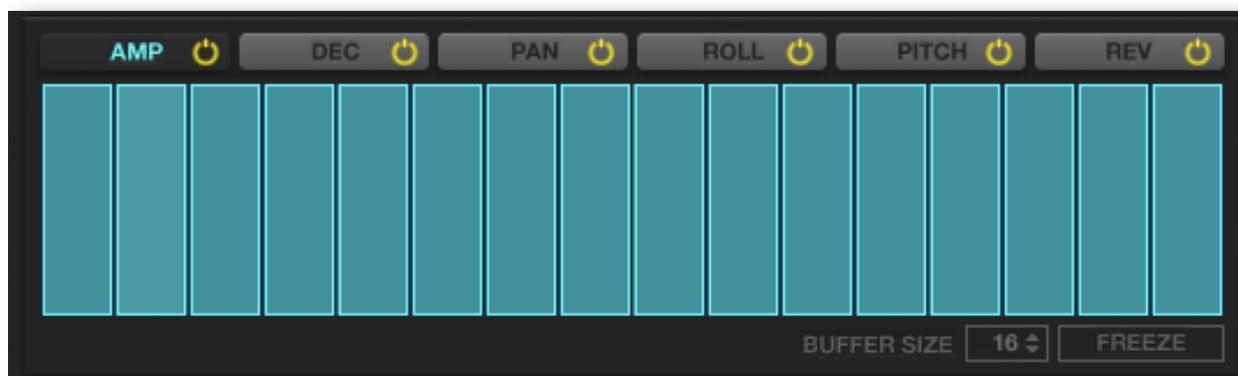
Below the FX Tabs is the FX Stage. The FX Stage displays the current tab's main parameters and settings. The Slicer has a slice order sequencer in the FX Stage that allows you to rearrange the order of playback for each slice.



6 - Simply left-click and drag to rearrange the order and right-click to reset it.

The number of slices is determined by the Buffer Size setting found beneath the modulation lanes.

Below the FX Stage, you will find the FX Modulation Lanes along with some additional settings. You can think of the FX Modulation lanes as automation for the currently selected effect.



The FX Modulation lanes have a tab system that works exactly like the FX Tabs.

7 - Click the background of a tab to select it.

8 - Control-click a CPU button to solo or toggle all modulation lanes ON.

8 - Left-click and drag a modulation lane to draw.

Depending on the modulation lane that you are working with, right-clicking and dragging will have two behaviors.

- Behavior 1 - In some instances, like with the Slicer's AMP control, right-clicking and dragging locks in the vertical position as you drag horizontally. This way you can get equal values set across each step.
- Behavior 2 - With other parameters, like the Slicer's PAN control, right-clicking and dragging will reset the modulation lane steps to the defaults.

Below the modulation lanes for the Slicer you'll find two additional settings, **Buffer Size** and **Freeze**.

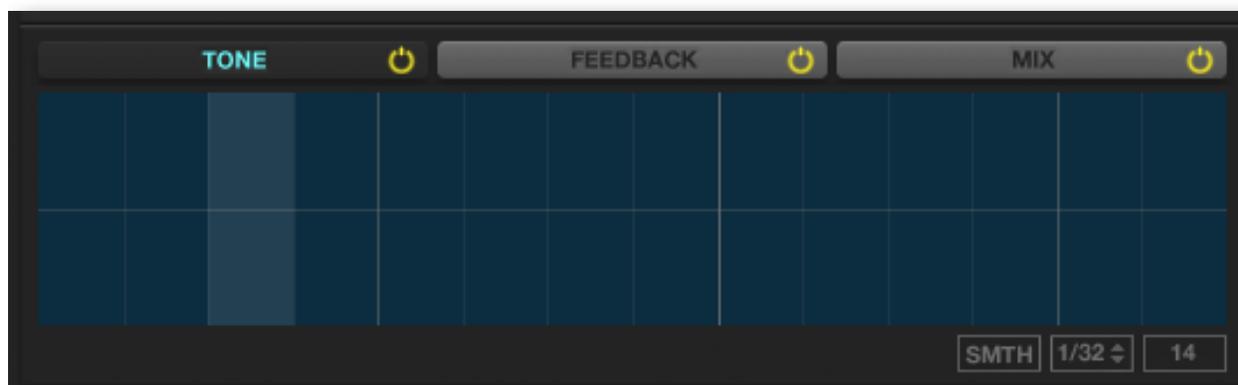
Buffer Size determines the length of the slice sequencer in steps. If set to 16, the buffer size is sixteen 1/16th notes long. If set to 4, the buffer size is four 1/16th notes long.

Freeze prevents any new audio from coming into the Slicer, so that you can capture and work with a specific section of audio . If freeze is off, new audio arriving at the Rolodecks input is constantly being fed into the slicer, overwriting the previously captured audio.

The Slicer is unique when compared to the other effects as the modulation lanes are always set to a 1/16th note speed. The other Rolodecks effects offer FX Modulation lanes whose lengths and speeds are independent per parameter.

9 - Select the Flange effect tab in the FX Tabs section.

A new set of controls appears in the bottom-right corner of the FX Modulation section.



The lower-right corner has three controls: Smooth, Speed and Length for the currently selected modulation lane.

Smoothing will cause values to glide in between steps, so that you can get smooth continuous control in between steps. If off, values will instantly jump between steps causing more abrupt changes.

Speed sets the division or resolution of each step. If set to 1/32nd, it means that each step in a modulation lane is 1/32nd note long.

Length setting sets the length in steps for the modulation lane. A length of 14 in this case means, the modulation lane will have fourteen 1/32nd note steps.

2.5 Using The Envelope Follower

All effects, with the exception of the Slicer, allow you to use an Envelope Follower as an additional source of modulation.

The envelope follower (EF), detects amplitude changes in the incoming audio and outputs a control signal which can then be used throughout Rolodecks. This way you can get rhythmic modulation that mirrors the signal selected as the EF Source.



1 - Hit play and click the Envelope Follower's View button to visualize the envelope signal in display above the FX Tab section.

As you make adjustments to the Envelope Follower settings you can easily see the signal that is being detected and generated.



2 - Click the Mode button to switch between Threshold and Sample+Hold detection.

3 - Click Invert to invert the generated signal's polarity.

All the effects (except the slicer) allow you to take that signal and route it to various parameters.

4 - Select the Flange effect and notice the knob labelled EF.



This knob controls the amount and polarity of the envelope signal being routed to the Tone control.

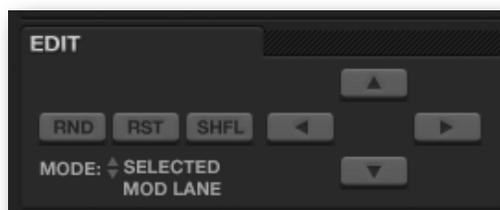
5 - Adjust the EF knob.

The white ghost knob surrounding the tone control is a visualizer to show you the result of the envelope follower modulation. In the picture above, the EF knob is set to 100% negative. The tone Knob was set to 100% positive. The result is the negative modulation of the the tone parameter, as if you were turning the knob counter-clockwise to the rhythm of the music.

NOTE: While the destination for the envelope follower is hardwired for the main effects, you can route it wherever you like by using the EXT effect's modulation matrix. Please see the [Advanced Topics](#) section of this manual for instructions.

2.6 Using The Edit Functions

The Edit section is where you can randomize, reset and shuffle values around in Rolodecks.



THE EDIT FUCTIONS

Edit functions are applied to the modulation lanes and the slicer, but not the FX parameters. Please note that if a modulation lane is bypassed, it will not be affected by the edit functions.

- RND - Randomizes values
- RST - Resets values to defaults
- SHFL - Shuffles the position of modulation steps and slice order, but keeps their values.
- ARROWS - Moves the position of modulation steps and slicer steps left/right/up/down.

THE MODES

There are several modes that determine what the edit buttons will affect.

- ALL - All mod lanes and the slicer will be affected by edit functions.
- SLICER ONLY - Only the Slicer's slice sequencer will be affected by edit functions.
- ALL FX MOD LANES - Every modulation lane that is powered on will be affected by edit functions.
- CURRENT FX MOD LANES - Only the currently visible effect's modulation lanes that are powered on will be affected by edit functions.
- SELECTED MOD LANE - Only the currently selected modulation lane will be affected by edit functions.

USING THE EDIT MODES

1 - Select the Slicer effect

2 - Control-click the AMP modulation tab's CPU button so that it is solo'ed

3 - Set the edit mode to CURRENT FX MOD LANES.

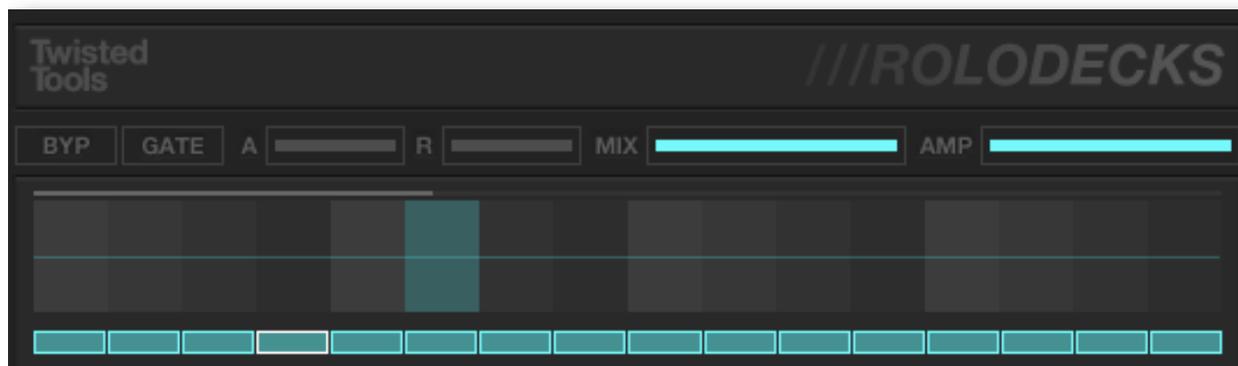
Using the UP/DOWN/LEFT/RIGHT arrows move only the AMP lane values, because all the other lanes are turned off.

4 - Turn on the other Slicer modulation lanes and use the edit arrows.

The powered on modulation lanes for the Slicer (and ONLY the slicer) are altered.

2.7 Using The Global Settings

Above the FX Tabs, you'll find all the global settings. These settings are universal and not tied to any specific effect.



BYP - Bypasses the entire Rolodecks effect.

GATE - Turns on MIDI GATE mode which allows you to turn control when signal is passed through Rolodecks's effects via MIDI from your keyboard or host. All the snapshots in the GATE bank have this button turned on by default.

A - Global attack time for the effect when GATE mode is ON. In other words, this is the time it takes for the wet sound to reach its maximum level, which is set with the MIX slider.

R - Global release time for the effect when GATE mode is ON. In other words, this is the time it takes for the wet sound to return to dry.

MIX - Global mix (dry/wet) parameter. Allows you to control the balance between processed and unprocessed sound.

AMP - Global amplitude (volume) of the effect. This is the master volume level for everything that or passes through Rolodecks.

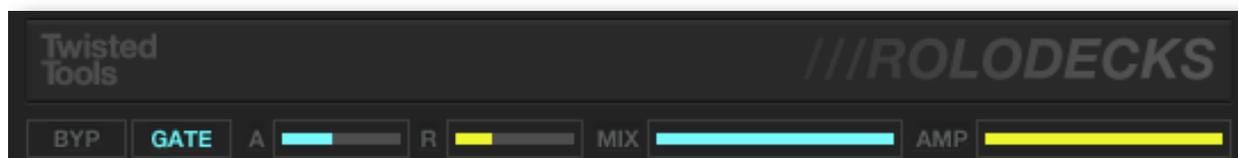
FX On Sequencer - This sequencer allows you to turn the effect off and on for any 16th note step. The speed of the sequence is based on current BPM.

SCENE ISOLATING PARAMETERS

With the exception of BYP and GATE, all the global settings above the waveform display are stored with your Scenes by default. Sometimes you might prefer that these settings don't change with your scenes. You can Scene Isolate parameters to prevent them from being affected by Scene changes.

1 - Adjust all the global sliders.

2 - Click the parameter text label to scene isolate the A, R, MIX and AMP parameters.



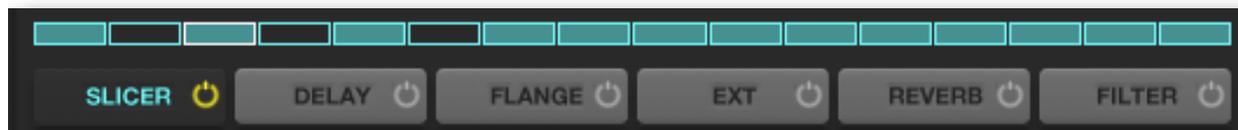
The sliders will turn yellow to indicate they have been scene isolated and won't change as you switch through different Scenes. This is very useful if you want to apply new mix settings universally to all Scenes within a preset.

3 - Select Scene 2, to change scenes and notice that the yellow sliders stay in their position.

USING THE FX ON SEQUENCER

Directly above the FX Tabs you'll see the 16 step FX ON sequencer. This sequencer allows you to turn the effect off and on for any 16th note step. The speed of the sequence is based on current BPM.

1 - Click and drag across steps to activate and deactivate steps for the FX ON Sequencer.



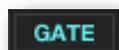
In the above example the 2nd, 4th and 6th step would be dry, while all other steps are wet.

USING GATE MODE WITH THE FX ON SEQUENCER

If MIDI Gate mode is on, you will need to send Rolodecks a MIDI note in order to hear the effects. The FX ON Sequencer can be used in conjunction with MIDI Gate Mode.

1 - Activate several other effects by clicking their CPU buttons and draw in some modulation.

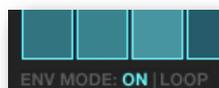
2 - Turn on MIDI Gate mode and click and hold note C1.



The effects will play back for as long as you sustain a note, but effected audio will only be present for active FX ON Sequencer steps.

NOTE: Be aware that MIDI notes # 60, 62, 64, 65, 67, 69, 71, 72 are used for Scenes and MIDI notes # 48, 50, 52, 53, 55, 57 are used for the individual fx cpu on/off's, so you should avoid using those notes with Gate mode on if you don't to play your scenes or fx toggles.

When Gate mode is on, the modulation section will now give you the option to turn on Envelope and Envelope Loop modes.



If ENV MODE is ON, playing a MIDI note will start all the modulation lane sequences. The modulation lane sequence will stop when you release a note or when the modulation lane pattern reaches the end.

If LOOP is on, all modulation will loop for as long as a note is held.

3 - Adjust the A/R times and play note C1 to hear the difference in how the wet effect is applied.

4 - Turn on Env Mode, with Loop off.

5 - Play and hold a MIDI Note until you hear the modulation stop.

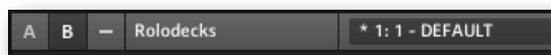
Advanced Topics

3.1 Adding Your Own Reaktor Effects

Rolodecks comes with one EXT effect slot, accessed by clicking the EXT tab. The EXT (external) effect is essentially an empty effect slot with modulations where you can easily connect and modulate any effect you choose. While this slot is meant to be used with other Reaktor effects, there is nothing stopping you from connecting hardware effects or other software effects.

RoloEXT, which comes with Rolodecks Pro, has six effect slots and added modulation options so you can build a complex and unique multi-effect.

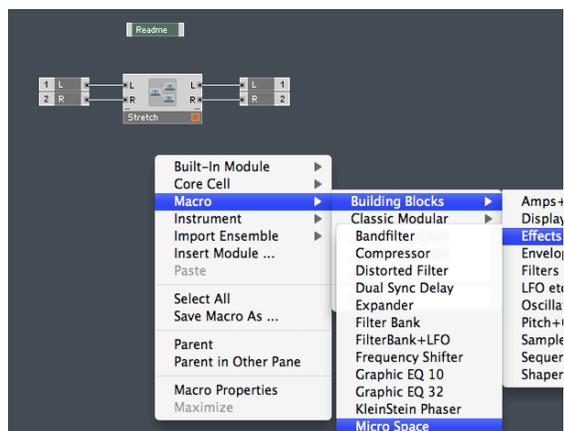
1 - Click Reaktor's B-View.



2 - Select the EXT tab.

3 - Double-click the background of EXT effect area, which will take you into Reaktor's structure.

4 - Right-click the background of the structure and choose Macro>Building-blocks>Effects and choose Micro Space.

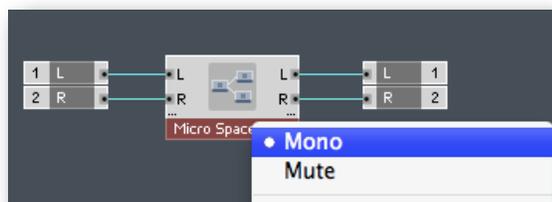


NOTE: This list is by no means an exhaustive list of available Reaktor effects. There are hundreds of great effects available online as part of the Native Instruments User Library which we encourage you to explore.

You can use Instruments or Macros as the EXT effect. If you plan on using Macros, you'll want to be sure that the Macro is set to monophonic mode. This doesn't mean the audio output will be mono, it simply ensures compatibility with Rolodecks.

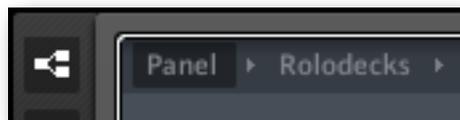
5 - Right-click the Micro Space and be sure that it is set to Mono.

6 - Select and delete the Stretch effect, cabling up your effect in its place.



Next, we'll want to be sure that the graphics from the new effect fit nicely in the FX Stage.

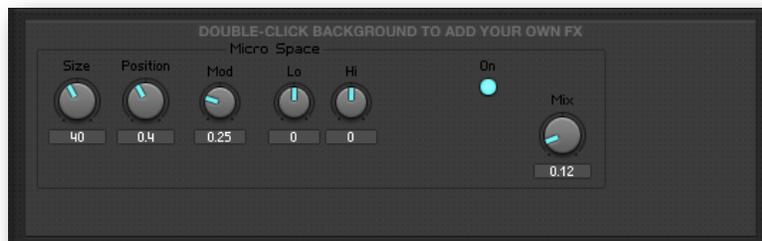
7 - Click the Panel breadcrumb or structure icon to close the structure and return back to the panel.



8 - Click the wrench icon to unlock the panel and adjust the panel elements of the effect you added, so that it fits in the FX Stage area.



With the panel unlocked, you can freely move elements around and adjust the layout of your new effect. After you've adjusted the panel elements, be sure to lock the panel back up by clicking the wrench again.



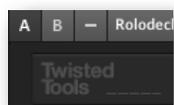
NOTE: With larger effects, it might be a challenge to get your effects to fit. In this case, you can hide elements that aren't crucial by using the panel element's properties (View Tab). Sometimes it may be more practical to just use an Instrument version of the effect, which will automatically appear outside of Rolodecks, as a self contained device.

3.2 Modulating Ext Effects Using IC Sends

While simply adding your own effect to Rolodecks can sound great, modulating your own effect using Rolodecks can take things to the next level. You can think of modulation as 'internal automation' that allows you to automate the parameters you chose.

1 - Turn on the EXT effect by clicking its power button.

2 - Click on Reaktor's A-View to view the modulation matrix for the EXT effect.



Rolodecks's modulation matrix appears, showing three sources, destinations and cyan colored amount sliders. If you are using RoloEXT (Rolodecks Pro) you will see six sources, destinations and sliders.



The modulation matrix has the following settings:

Source Menu - Choose the source of modulation here. You can think of this as your automation source. You can choose from one of three mod lanes or the envelope follower.

Destination Type Menu - Choose how you'd like to send the message and/or where. You can choose to send MIDI Notes, MIDI CC's or IC SENDS.

Amount Slider - Allows you to choose the output range of the modulation. This way you can get more focused and/or subtle changes. For example, a modulation value that was originally 0-1, can be scaled to .75-1. Double click to reset.

2 - Set Mod Source 1 to Mod1

This sets up Modulation lane 1 to be the first mod source.

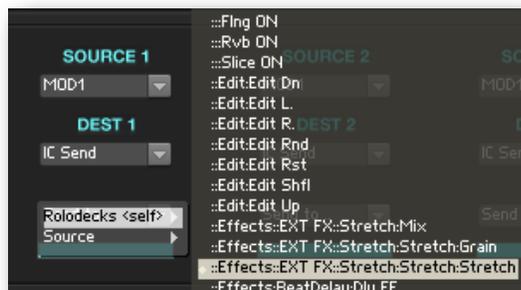
3 - Make sure Modulation lane 1 is active and has a yellow power button.

4 - Draw in some modulation.

In order to modulate your EXT effect, you'll want to use IC SENDS as the destinations in most cases as they allow you to easily route the modulation signal directly to any other Reaktor parameter without the need for setting up MIDI control.

5 - Set the Dest 1 menu to output via IC SEND.

When you set up an IC SEND as a modulation destination, you will see a menu appear that automatically lists all of the available Reaktor parameters.



6 - Choose a destination parameter to modulate.

While you most likely will choose a parameters for the EXT effect you're using, you can choose anything you wish that is in this list. See the [Tips & Tricks](#) Advanced Topic.

You can send to as many parameters as you like using just one IC SEND. If you are using the built-in EXT effect called 'Stretch', you can see that it is already assigned by the diamond icon next to the name stretch.

NOTE: One downside to be aware of is that IC SENDS are stored globally with the Ensemble, not with your presets (snapshots)!

3.3 Modulating Ext Effects Using MIDI

In most cases, you should use IC SENDS to modulate the effects you are using as a Rolodeck's EXT effect. However, there are several scenarios that might present themselves that call for MIDI. For example, what if you insert a MIDI controlled effect as an EXT effect that needs to be controlled by MIDI Notes? What if you simply want to use MIDI because MIDI data can be stored with snapshots and IC SENDS can't?

SETTING UP MIDI MODULATION FOR AN EXT EFFECT OR ANY PURPOSE

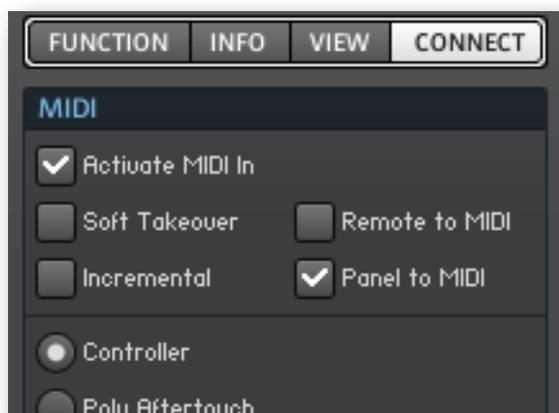
- 1 - Turn on the EXT effect by clicking its power button.
- 2 - Click on Reaktor's A-View to view the modulation matrix for the EXT effect.
- 3 - Choose MIDI CC or MIDI NOTE as a modulation destination.



4 - Drag the number below the word NUM to assign a controller or note #.

ASSIGNING THE MIDI CC/NOTE TO REAKTOR INSTRUMENT PARAMS.

- 1 - Select a knob or panel element you'd like to modulate.
- 2 - Right-click and choose to 'Properties' for that element to open the properties side panel.
- 3 - Click the 'connect' tab and choose activate MIDI IN.
- 4 - Choose 'Controller' or 'Note' (depending on what you choose earlier) and enter a controller # that matches what you chose as a destination.



5 - Lastly, select the header of the instrument and in the properties 'connect' tab choose: From External Instruments > Rolodecks (or RoloEXT)

3.4 Using Hardware Or Other Software Effects

STANDALONE MODE

If you are running Rolodecks in standalone mode, you can easily connect a hardware effect (such as an analog guitar pedal) or software effects from other programs into the EXT effect slot.

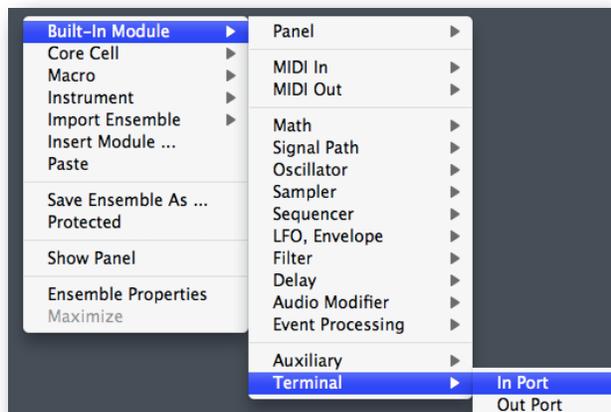
You will need a multi-channel audio interface to connect hardware this way or a special program for multi-channel inter-application audio routing if you wish to use another application's software effects. There are several free programs available that should work, such as Jack OSX and Soundflower, but we can't offer support for or endorse either software.

1 - Open up Reaktor's structure and create an extra set of inputs and outputs that will send to the effect and return from the effect.

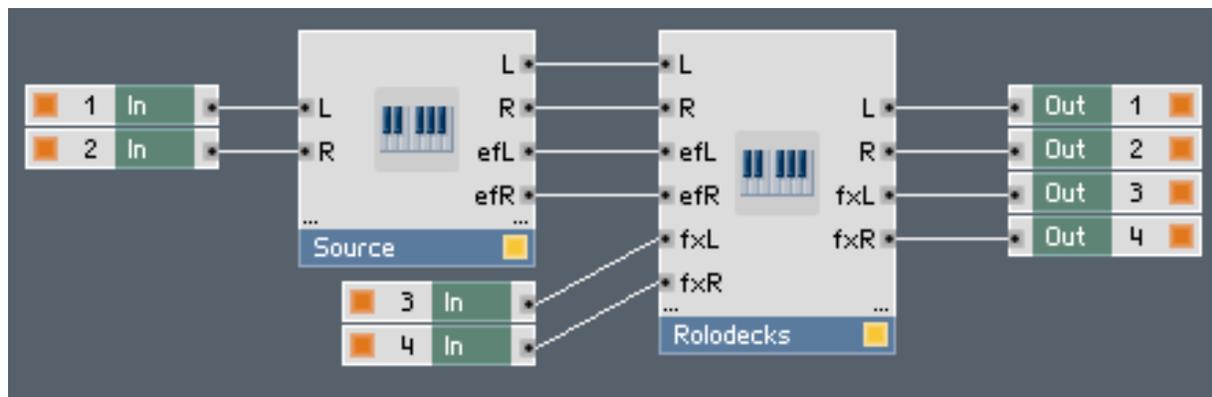
2 - Click the Structure button.



3 - Right-click the background of the structure and create a pair of in ports and out ports that go to the audio interface connections where you have a hardware effect connected.



4 - Connect the FX L/R ins and outs. When you're done it should look something like this.



If you have a hardware effect connected to your audio interfaces in/outs for 3-4, you will have successfully inserted a hardware effect into the EXT slot.

If you have your inter-application routing software sending audio to another program and back into Reaktor, you will have successfully patched in an external software effect.

NOTE: When you setup connections at the top level, connections made at the macro level (by double-clicking the background of the EXT effect on the FX Stage) are still active. The top level connections will be pre-macro level. In other words, if you have the Buffeater Stretch effect in the EXT slot, you will be hearing your external hardware/software effects going through the Stretch effect. Simply set the MIX knob to 0% and make sure the EXT mod lanes are off if you would rather not hear the Stretch effect. Or, just delete Stretch entirely from the structure and reconnect the cables.

PLUGIN MODE

In order to use hardware effects or software effects as the EXT effect when in plugin mode, you will need to use the Beatlooper (or any Reaktor signal) as the source (the signal you'd like to process).

The techniques described below depend on your plugin host software's routing capabilities. Most hosts that support a multi-out instance of Reaktor and have a robust bus system and side-chain capabilities will work fine. For your convenience, we've included Logic Pro demo projects for the examples below.

SETTING UP A LOGIC PRO CHANNEL STRIP AS THE EXT EFFECT

1 - Instantiate a multi-out instance of Reaktor as a software instrument.

2 - Open Rolodecks and be sure that the Source input is set to LOOP, not Live.

Otherwise you may get a very loud feedback loop if you cable things up improperly. Be sure to test things with your volume down.

3 - Make sure you have a sample loaded.

4 - Route outputs 3-4 of your multi-out instance of Reaktor to an Aux, by clicking the small plus button at the bottom of the channel strip in the mixer.

5 - Insert effects onto the aux.

6 - Route the aux out a bus, but mute or delete the new Aux that Logic auto creates.

7 - Set the bus as the side-chain input to Reaktor.

8 - Connect the top level FX L/R output to outputs 3-4.

This sends the signal out to the External effect.

9 - Connect the top level inputs 1-2 to the FX L/R inputs.

This connects the side-chain return signal back into the EXT effect slot.

SETTING UP A HARDWARE EFFECT AS THE EXT EFFECT IN LOGIC PRO

1 - Instantiate a multi-out instance of Reaktor as a software instrument.

2 - Open Rolodecks and be sure that the Source input is set to LOOP, not Live.

Otherwise you may get a very loud feedback loop if you cable things up improperly. Be sure to test things with your volume down.

3 - Make sure you have a sample loaded.

4 - Route outputs 3-4 of your multi-out instance of Reaktor to an Aux, by clicking the small plus button at the bottom of the channel strip in the mixer.

5 - Route the aux out to hardware or virtual output 3-4.

6 - Set the input from your hardware as the side-chain input to Reaktor.

7 - Connect the top level FX L/R output to outputs 3-4.

This sends the signal out to the External effect.

8 - Connect the top level inputs 1-2 to the FX L/R inputs.

This connects the side-chain return signal back into the EXT effect slot.

3.5 Routing The Envelope Follower To Any Parameter

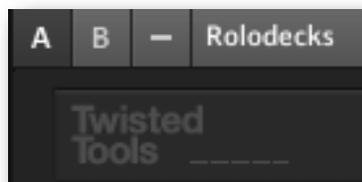
While the Envelope Follower is hardwired to specific destinations within Rolodecks, we've set things up so you can easily use the Envelope Follower to control anything you wish, inside or outside of Rolodecks!

1 - Turn on the CPU button for the EXT effect in the FX Tabs section.

2 - Set the MIX knob to 0% so that you are not hearing the effect of the Stretch effect.

The EXT effect is where you can add your own effect, but it also has a freely assignable modulation matrix which can be accessed by clicking the A-View for the ensemble. This mod matrix can route signal anywhere.

3 - Click the A-View button in the upper left corner of the instrument interface.



The FX Stage now shows the modulation matrix which we want to use to route the Envelope Follower anywhere inside or outside of Rolodecks.

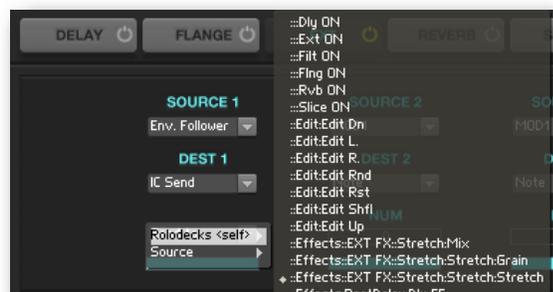


4 - Select any of the three sources to be the Envelope Follower.

If you are using RoloEXT, you will have six sources and destinations for each of the six effect slots.

5 - Set the destination menu to be IC SEND if you wish to control another Reaktor parameter.

An IC SEND menu appears where you can choose any destination inside Reaktor for the Envelope Follower and set the amount using the blue slider directly below the menu.



3.6 Tips & Tricks

Rolodecks is quite deep and there are some simple tricks might not be so obvious which we will cover here. Before attempting these tips & tricks, you should have a solid foundation in the Rolodecks basics covered throughout this manual as well as Reaktor as a whole.

CREATING A DUCKING EFFECT

You can use the envelope follower to create a 'pseudo sidechain compression' effect. This technique works anywhere, but it is particularly fun and useful in something like NI's MASCHINE.

1 - Grab a simple kick drum loop and toss it into the Beatlooper sampler.

This will be your 'sidechain trigger' sound or the sound that causes the ducking.

2 - Set the Source Input to Live and send audio into Rolodecks.

3 - Set the EF. Source to Loop.

4 - Turn the Envelope Follower's view menu on.

5 - Turn the Envelope Follower's Mode button off.

6 - Adjust the threshold until you see a signal that represents your loop's natural decay.

7 - Hit Invert in the Envelope Follower.

8 - Activate the EXT effect tab by clicking its CPU button.

9 - Set the MIX to 0% so that you're not hearing the EXT effect and turn off any modulation.

10 - Click Reaktor's A-View.

11 - Set Source 1 to Envelope Follower and Dest 1 to IC SEND.

12 - In the IC SEND menu, choose Rolodecks<Self>AMP.

You may want to disconnect the IC SEND connections to the Stretch effect which are on by default.

13 - Set the Dest 1 output range slider so that it has a range of about . 25 - 1

Take it a step further if you like and route the Envelope Follower to some other destinations as well.

14 - Turn on some Rolodecks effects and route the Dest 1 IC SEND to Rolodecks>Self>MIX

AUTO RANDOMIZE

If you like randomization and want to set something up where your effects lanes are getting auto randomized, it is easy to set up using an EXT effect slot's modulation lanes.

1 - Activate the EXT effect tab by clicking its CPU button.**2 - Set the MIX to 0% so that you're not hearing the EXT effect if you don't want to.****3 - Click Reaktor's A-View.****4 - Turn on Modulation lane 1 and draw some values above .5**

Anything above .5 will cause randomization.

5 - Turn off SMTH for Mod lane 1**6 - Set the speed for Mod lane 1.**

The speed you set here will determine how often Rolodecks auto-randomizes.

7 - Set Source 1 to Mod 1 and Dest 1 to IC SEND.**8 - In the IC SEND menu, choose Rolodecks<Self>Edit:Edit:Rnd****9 - Choose an Edit Mode to determine what gets randomized.**

For example, if you just want to auto-randomize the Slicer mod lanes, select the Slicer and choose Current FX Mod Lanes as the Edit Mode.

10 - Hit Play, sit back and listen to Rolodecks go!**11 - Try setting your Rolodecks main mix to 50%.****12 - Setup some auto-randomizing scenes and some scenes where it is off.**

GENERATE MIDI PATTERN SEQUENCES OR ARPEGGIOS

Rolodecks has MIDI NOTE out and therefor can be used to generate pretty interesting and complex MIDI sequences to drive your favorite synths and drum machines! It is really easy and super fun with RoloEXT which has 6 modulation lanes and six effect slots. That said, let's walk through setting it up with an EXT slot in Rolodecks.

1 - Activate the EXT effect tab by clicking its CPU button.

2 - Click Reaktor's A-View to access the Modulation Matrix for the EXT effect.

Turn EXT MIX to 0% if you don't want to pass your audio through the EXT effect's Stretch effect!

3 - Turn on all three Modulation Lanes.

4 - Draw some patterns

5 - Set Source 1, 2 and 3 up to Modulation lanes 1, 2 and 3 respectively.

6 - Set the destinations of each to 'Note'.

7 - Choose different note numbers that are all in the same scale. Try 60, 63 and 67 for a C Minor Triad.

You can route MIDI out of Reaktor to another hardware synth or softsynth using a virtual MIDI port, but let's see what we can do inside of Reaktor.

8 - Open Reaktor's structure.

9 - Right-click the background of the structure and choose Instrument>Synthesizers>SteamPipe2

10 - Cable up SteamPipe2 to the FX L/R Inputs of Reaktor and close the structure.

11 - Right-click the SteamPipe2 instrument header and choose Instrument Properties.

12 - In the connect tab's MIDI IN, choose From Internal Instruments>Rolodecks

13 - Select the Guitar preset or any other polyphonic preset.

You can even experiment with using the Envelope Follower as a modulation source that generates notes!

15 - If you want to create an Arp, simply turn on MIDI Gate mode on and turn ENV MODE | LOOP on.

AUTOMATING YOUR EXT EFFECTS USING TRACK AUTOMATION

In some case you may prefer to use your hosts automation system to automate your effects. When you add an effect to Reaktor you will need to assign it an automation ID that your host understands. In most cases, this ID needs to be a number under 100.

In Rolodecks, you can use automation IDs 72 to 100.

In RoloEXT you can use automation IDs 40 to 100.

To assign an automation ID to your own effects:

1 - Right-click the knob or slider for the EXT effect parameter you are trying to automate and open its properties.

2 - In the Connect tab, choose the automation ID between 72 - 100 that you'd like to use.



3 - Turn on track automation in your host and automate.

Parameter Reference Section

4.1 Global Settings

BYP - Bypasses the entire effect. Sound is unprocessed by Rolodecks.

GATE - If switched ON, scenes work as FX triggers when MIDI note is pressed. Default mapping is QWERTYU on your keyboard when in Reaktor standalone mode and in most hosts. The note #'s are 60, 62, 64, 65, 67, 69, 71, 72.

A - Global attack time for the effect when GATE mode is ON. In other words, this is the time it takes for the wet sound to reach its maximum level, which is set with the MIX slider.

By default, this parameter is stored with scenes. Click the text label to scene isolate this parameter so that it won't be recalled with scene changes. The slider will turn yellow to indicate it has been scene isolated.

R - Global release time for the effect when GATE mode is ON. In other words, this is the time it takes for the wet sound to return to dry.

By default, this parameter is stored with scenes. Click the text label to scene isolate this parameter so that it won't be recalled with scene changes. The slider will turn yellow to indicate it has been scene isolated.

MIX - Global mix (dry/wet) parameter. Allows you to control the balance between processed and unprocessed sound.

By default, this parameter is stored with scenes. Click the text label to scene isolate this parameter so that it won't be recalled with scene changes. The slider will turn yellow to indicate it has been scene isolated.

AMP - Global amplitude (volume) of the instrument. This is the master volume level for everything that comes out of or passes through Rolodecks.

By default, this parameter is stored with scenes. Click the text label to scene isolate this parameter so that it won't be recalled with scene changes. The slider will turn yellow to indicate it has been scene isolated.

Waveform/EF Display - The Waveform display shows the audio as it comes into Rolodecks and the area that will be processed by the effect. If the Enveloper Follower's VIEW mode is on, the display shows the modulation signal generated by the Envelope Follower.

Global FX ON Sequencer - Allows you to turn the effect off and on for any 16th note step. Speed of the sequence is the current BPM.

4.2 FX TABS



FX Tabs: There are six main effects in Rolodecks. They are the Slicer, Flanger, Reverb, Filter, Delay and Ext and can be selected, edited and ordered using the FX tabs.

Left-click an FX tab to show an effect's knobs and settings in the center stage area, directly below the tabs and access modulation for the effect.

Left click on CPU label to switch the effect on/off.

Right click on CPU label to solo current effect, right click again to unmute all effects.

Left click, hold and drag allows you to reorder the signal flow (in series) of the effects.

4.3 Slicer

THE SLICER

The Slicer is a realtime audio recycler, that allows you to rearrange and manipulate slices of the audio as it enters the live audio buffer.

The length of the captured audio is defined by Buffer Size parameter and the slices are 1/16th note length. It is also possible to freeze the buffer capture, effectively looping the captured audio while block any further incoming audio.

Slice Sequencer Area - Left click to draw slice position, right click works like a ruler to reset the slice positions in the main slice window or draw horizontally in the modulation windows.

SLICER MODULATION AREA

Amp - Slice amplitude (volume).

Dec - Slice decay (or length).

Pan - Panorama setting for each slice to place each slice left/center/right in the stereo field.

Roll - Slice retrigger effect.

Pitch - Pitch (transposition) +/- offset for each slice. Center position - no effect.

Rev - Slice reverse (on/off).

4.4 Flanger

FLANGER

The Flanger effect creates classic and extreme flange effects.

EF - Bipolar *Envelope Follower modulation amount control. Modulation is routed to the Tone parameter. Click the triangle to quickly reset EF amount to zero.

Tone - Flanger tonality (similar to pitch).

Stereo - Introduces small stereo offset to Tone parameter, producing a nice spacious stereo effect.

Fbck - Amount of audio feedback. More feedback produce more extreme and tonal effects.

Mix - Amount of Flanger effect to be mixed with the signal arriving at the Flanger's input.

4.5 Filter

FILTER

The filter effect has either a high-pass or low-pass filter, with distortion and envelope following effects.

EF - Bipolar *Envelope Follower modulation amount control. Modulation is routed to the filter Cutoff. Click the triangle to quickly reset EF amount to zero.

Drive - Amount of overdrive saturation. Nice for adding a bit of "dirt" to the sound or extreme distortion effects.

Cut - Filter Cutoff.

High Pass - If switched ON, filter is is High Pass mode, if OFF the filter is a Low Pass filter.

Res - Filter resonance amount. Filter resonance boosts frequencies around the cutoff position.

Mix - Amount of Filter effect to be mixed with the signal arriving at the Filter's input.

4.6 Reverb

REVERB

The reverb effect is a room simulator with an EQ and envelope follower effect.

EF - Bipolar *Envelope Follower modulation amount control. Modulation is routed to the Mix parameter. Click the triangle to quickly reset EF amount to zero.

Lo - Boost or remove low frequencies of the wet signal.

Hi - Boost or remove high frequencies of the wet signal.

Size - Reverb size control. Allows you to change the size of the room effect.

Mix - Amount of Reverb effect to be mixed with the signal arriving at the Reverb's input.

4.7 Delay

DELAY

The beat delay is a tempo synced delay effect, with dub style controls and an envelope follower effect.

EF - Bipolar *Envelope Follower modulation amount control. Modulation is routed to the Mix parameter. Click the triangle to quickly reset EF amount to zero.

Time - BPM synchronized Delay time.

Triplet - If switched ON, delay time is in triplets.

Fbck - Amount of delay feedback.

Pong - Stereo ping-pong effect. Works best with long delay times.

Mix - Amount of Delay effect to be mixed with the signal arriving at the Delay's input.

Freeze - Freezes the audio stored in the delay buffer, resulting in infinite looping of the captured sound.

4.8 Ext

EXT

The EXT (external) effect is essentially an empty effect slot with modulations where you can easily connect and modulate any effect you choose. While this slot is meant to be used with other Reaktor effects, there is nothing stopping you from connecting hardware effects or other software effects.

Please note that if you'd like more EXT effects, RoloEXT is available as part of Rolodecks Pro and has six external effects slots and extra modulation options.

For instructions on how to connect and use the EXT effect, please see the section of the manual

There are 3 modulation sources and destinations available. You can think of modulation as 'internal automation' that allows you to automate the parameters you chose using the destination setting.

Source - Source of modulation. Choose any EXT Mod or Envelope Follower as a source of modulation.

Dest - Chose how and/or where you would like to send the modulation selected at the source.

OFF - Modulation will not be sent.

IC SEND - Modulation will be sent via IC SEND. IC SEND's are useful for quickly making internal connections. When you choose IC SEND, use the menu below to choose the destination for the modulation.

IMPORTANT: Please note that IC SEND settings are stored with the ensemble, not the snapshot (preset). This is standard Reaktor behavior that can't be changed.

CC - Modulation will be sent as a MIDI Continuous Controller message. You can use CC messages to control any internal device or external device that understands them. One benefit to using MIDI CC messages is that they are stored with Reaktor snapshots.

MIDI NOTE - Modulation will be sent as a MIDI Note message. You can use MIDI Note messages to control any internal device or external device that understands them. One benefit to using MIDI Note messages is that they are stored with Reaktor snapshots. You can use MIDI Note messages to trigger playable effects like Buffeater, that depend on receiving a note message to trigger the effect. A value of .5 and above is a note on, whereas a value of .5 and below is a note off.

RANGE- Allows you to choose a range for the output of the modulation. This way you can get more focused and/or subtle changes. For example, a modulation value that was originally 0-1, can be scaled to .75-1. Double click to reset.

4.9 Edit Functions

EDIT FUNCTIONS

The edit functions allows you to randomize and manipulate data for the modulation lanes and slicer.

Mode: Allows to choose the destination of the edit functions, which are applied to the modulation lanes and the slicer (not the FX parameters). Please note that if a modulation lane is bypassed, they will not be affected by edit functions.

The modes are:

All

Slicer Only

All FX Mod Lanes

Current FX Mod Lanes

Selected Mod Lane

The functions are:

RND - Randomize slicer and/or modulation lanes.

RST - Reset slicer and/or modulation lanes to default values.

SHFL - Shuffles sequencer lanes preserving the original values but reordering them.

Left/Right/Up/Down arrows - Shift slicer and/or modulation lane values left right, up or down.

4.10 Envelope Follower

ENVELOPE FOLLOWER (EF)

The envelope follower detects the amplitude of the incoming audio (or any signal connected to the EF within the structure) and generates a modulation signal based on the changes in amplitude. This signal is hard-wired to effect parameters throughout the instrument and is also available as a freely assignable modulation source found in the EXT effect's source menus. The signal can then be routed anywhere inside or outside of Rolodecks, making Rolodecks a fully functional Envelope Follower.

Thld - Controls the sensitivity of the peak detection.

Dec - Decay time.

Smth - Controls the smoothness of modulation signal.

Mode - if switched on, envelope follower works in a Sample&Hold mode, where sampling is triggered by peaks.

Inv - Inverts modulation signal.

View - Allows user to monitor the envelope curve in the Waveform/EF display at the top of Rolodecks interface, making it easy to understand what is happening.

4.11 FX Mod Lanes And Settings

FX MOD LANES

The FX mod lanes allow you to automate certain FX parameters for the currently selected effect. The Mod tabs work the same as main FX tabs.

Left-click an FX Mod tab to select a modulation lane.

Left click on CPU label to switch the lane on/off. Right click on CPU label to solo the lane. Right click again to unmute all lanes.

Left click (and drag) to draw.

Right click (and drag) to draw equal values (ruler) or reset (depends on mod lane).

MOD SETTINGS

Each mod lane has its own modulation settings. In other words, these settings are for the currently selected mod lane only.

Smth - Turns on modulation smoothing. If off, the signal jumps between steps.

Clock Division - Modulation lane speed.

Len - Modulation lane's length.

GLOBAL MOD SETTINGS

The mod lanes have global envelope settings that become available only when in Gate mode. These settings are applied to all modulation lanes. If Rolodecks is in Gate mode, the following Envelope Mode settings appear:

Envelope On - When on, the modulation lanes will be triggered by incoming gate (note) messages and will sustain for as long as a note is held.

Envelope Loop - When on, the modulation will loop for as long as a note is held.

4.12 The Source Section

The source is where you can select what audio should be processed by Rolodecks and what signal you'd like to use as the source for the Envelope Follower.

The Source has the following parameters:

LOOP | LIVE MODE

When set to LOOP, the samples in the Beatlooper sampler will be routed into Rolodecks. When set to LIVE Rolodecks will look for audio from your host software when in plugin mode. In standalone mode it will look for audio from your hardware interface, so that you can route turntables, synths and microphones directly into Rolodecks.

MIDI RETRIG.

Incoming MIDI notes will restart the sample playback.

SMP

Selects the sample to be played back.

NOTE : If you'd like to change the sample being that plays back by using your MIDI keyboard, you can right-click, choose 'show in structure' and replace the select knob with a MIDI IN module by right clicking and choosing BUILT-IN MODULE>MIDI IN>NOTE PITCH.

PITCH

Sets the pitch of the sample being played back.

START

Sets the start position of the sample in 1/16th notes.

LEN

Sets the end position or 'length' of the sample in 1/16th notes.

AMP

Sets the overall volume of the BeatLooper.

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