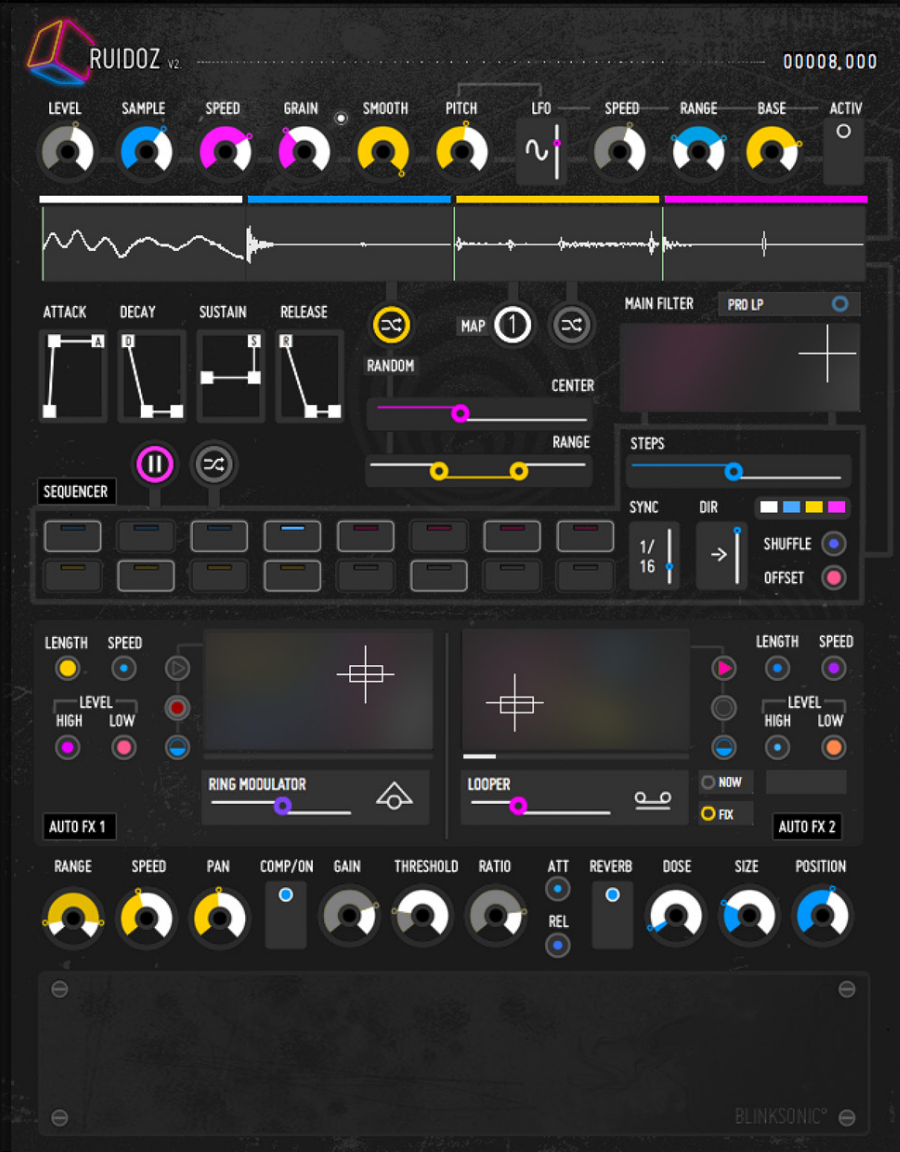




THE MAD SAMPLE MANGLER IS BACK WITH A NEW DESIGN & 350 PRESETS



NEW VERSION - MAKE NOISE FASTER - RANDOM BEATS AND SOUND TEXTURES



RUIDOZ v2.
by BLINKSONIC°

USER GUIDE

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RuidoZ is a sample based virtual machine for making beats or soundscapes.

This audio mangler consist on 340 shorts electric, liquid and metallic samples, played in a random mode or in single mode.

All are processed by 6 lines of effects (pan, filter, compressor, reverb, auto fx ..) and launched with a step sequencer.

RuidoZ aimed to be played live or for producing strange rythmic patterns.

Thanks for purchasing this ensemble. Hope you wil enjoy using it !

User guide written by Sylvain Stoppani.
Related to RuidoZ V2.0.1 release February 2016.



INTRODUCTION

RUIDOZ V.2 is a beat generator based on the randomization of samples events. This sound design instrument can create rhythmical sequences and a wide variety of sound textures. It's also a collection of 340 micro samples that aim to be part of rhythmic kits.

RUIDOZ is organized with a step sequencer that triggers one sound on every gate events. Nothing new here, apart that when the random mode is enable, this process creates an interesting flux of sample changes.

An ADSR envelope, a filter, an auto pan, a compressor and a reverb are here to sculpt the basic shapes. These mutant sequences can also be manipulated in realtime with the 2 included Auto FX. Every effect processors have 2 parameters which can be modulated and these modulations can be recorded in live.

Included in the ensemble, a collection of 340 sound samples, pieces of electric charges, of liquid flows, of wood and metallic impacts...

All is ready for producing original glitchy beats, noisy percussions rhythms and either soundscapes, HUD sounds, semi harmonic phrases and mechanical riffs.

RUIDOZ comes with a consequent bulk of presets.

13 Banks and 354 snapshots in total, to get detailed examples of how it sounds and of instant materials for your productions.

This percussive virtual machine could answer to your needs if you want to add originals and randoms colors to your music.

For example, RUIDOZ can take place on the background of your main beat (Kick+Snare) or is well suited for building a rhythmical base that will transform the atmosphere of your whole track, especially if you are looking for unstable grooves, wonky beats, multi percussion lines with the charm of an organic resonance.

All the samples come from a huge collection of micro sampling I did over past recorded improvisation and field recordings.

Enjoy the intuitive and compact new graphic interface which is following the original design but in a flatter way.



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- To prevent piracy, BLINKSONIC cannot proceed any refund and return.

If you have any doubt before purchasing, have a look to the documentation and the demos on the site or contact me for more information.



1/2 SAMPLE AREA :

01 OUTPUT SCOPE

02 NUMBER DISPLAY Value Indicator : Every knobs, changed parameters and values are displayed here.

03 LEVEL Main Level

04 SAMPLE Sample Selector - By this knob you select which sample played in Single Mode.

05 SPEED Speed - Determined how speed the sample is playing.

06 GRAIN Grain Size - Adjust grain size of the sample.

07 GRAIN + + Grain : Enable loop play mode of the sample. Grain gets wider. Disable : White, Enable : Pink

08 SMOOTH Smooth - Grain smoothness parameter.

09 PITCH Adjust the pitch frequencies of the sample played.

10 LFO This LFO Modulate the « Pitch » value.
Choose here the waveform of the modulation - Pulse, Triangle, Sin or Random.

11 SPEED Rate of the LFO.

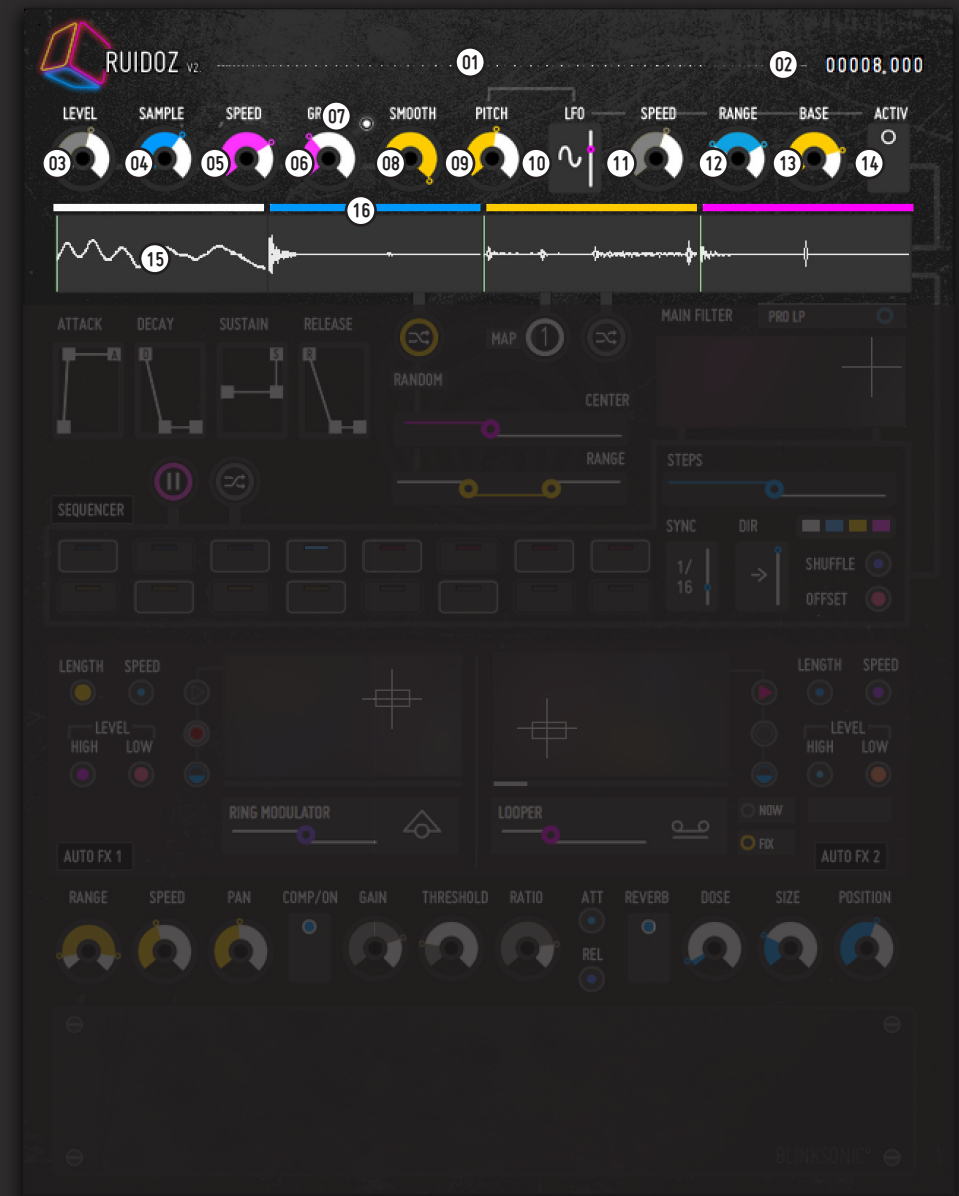
12 RANGE Define the value area of the LFO oscillation.

13 BASE Base : Give a center amplitude for the LFO

14 ACTIV LFO on/off: This LFO Modulate the « Pitch » value. Enable it here.

15 SAMPLE DISPLAYS There's 4 « resynth » engines for embedding maps.
MAP 01 : White - MAP 02 : Blue - MAP 03 : Yellow - MAP 04 : Pink.
All display zones shows which sample is playing.
Double click to add your own sample.
Route note is C3, Velocity 127 for every samples.

16 MUTE MAP Usefull when you disable a map for cutting effects in « Random Map mode ».



2/2 SAMPLE AREA :

01 ATTACK DECAY SUSTAIN RELEASE

ADSR Envelope. Control the curve character of your samples. Same envelope parameters on every sample gate events.

02 RANDOM

This is the core feature of RUIDOZ. Switch between "Random samples mode" or "Single sample mode".

In "Random samples mode", the sample will be changed randomly during each gate events.

Use "Center" and "Range" to adjust which zone of the map is playing. These functions are nice if you want to add subtle changes during live.

03 CENTER

In « Random mode », choose which sample and which zone in the map will be the center. Inactive in « Single Mode ».

04 RANGE

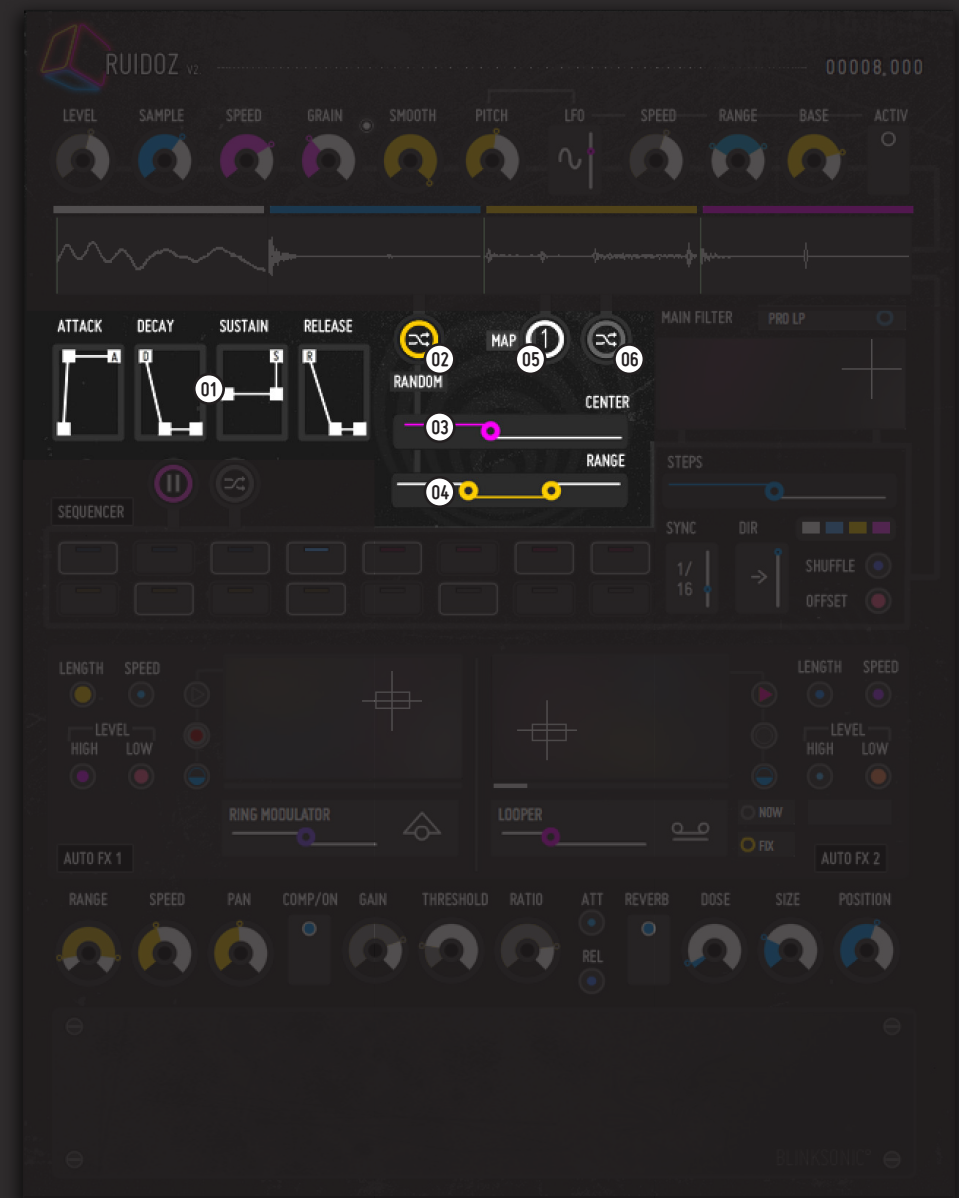
In « Random mode », choose how many samples (zone width) could be played in the map. Inactive in « Single Mode ».

05 MAP

Map selector - Select with this knob the current map to be played.
MAP 01 : White - MAP 02 : Blue - MAP 03 : Yellow - MAP 04 : Pink.

06 RANDOM MAP MODE

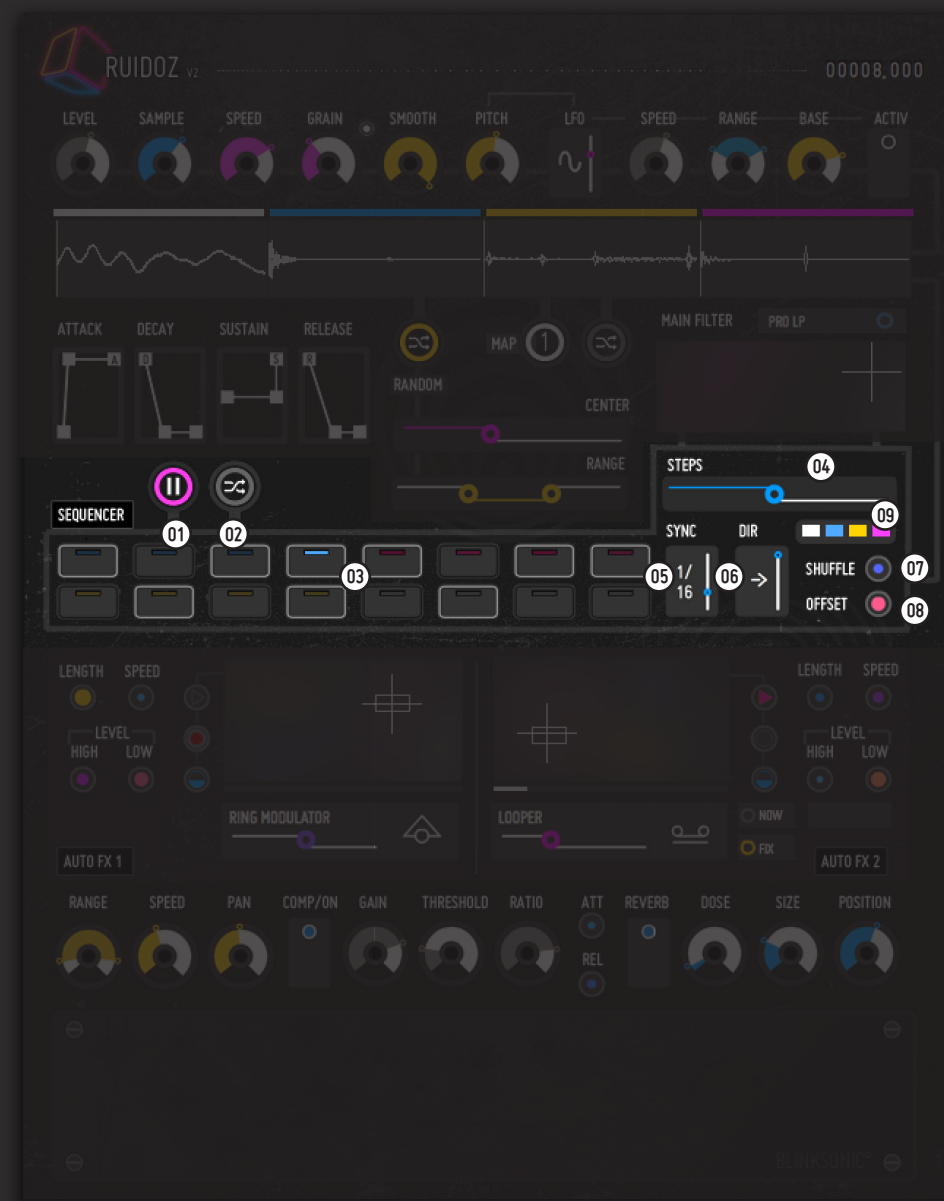
Enable/disable Random Map Mod - It will randomly change the played map on every gate events.



1/1 SEQUENCER AREA :

This 16 steps sequencer generates pulses that will launch singles sample events.

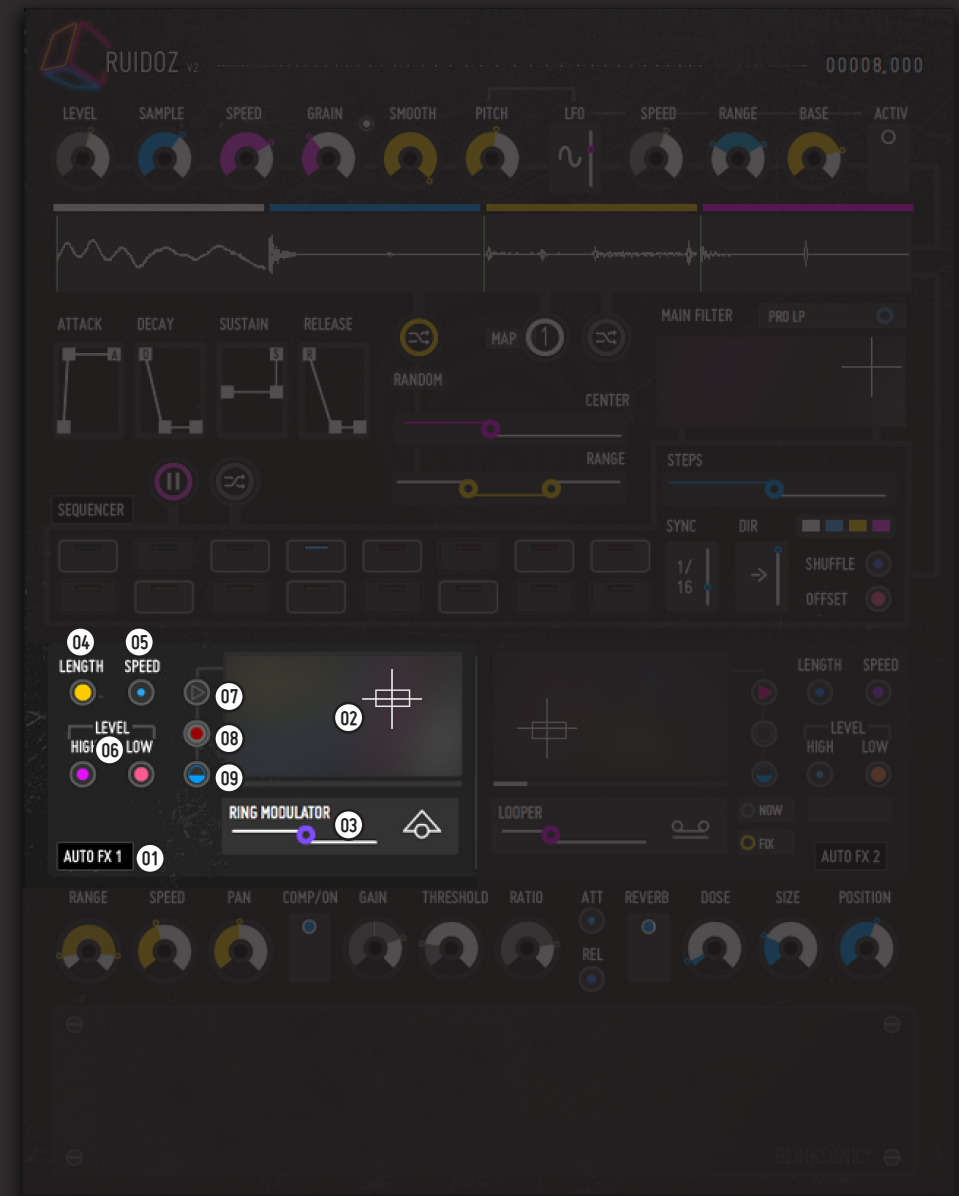
- 01 **PLAY/PAUSE** Play/ Pause. This Button enable/disable the sequencer.
This function is usefull in your DAW host, when you only want to stop RUIDOZ and hear the release of the last executed note. It can also produced a progressive mute of the sequences.
- 02 **RANDOM STEP** Random Seq : Put 50% of randomness on the original trigger points of your current sequence.
- 03 **STEPS** Steps : Grid of 16 steps to trigger gate events.
- 04 **NUMBER OF STEPS** Number of steps of the sequence. From 1 to 16 steps.
- 05 **SYNC** Sync / Clock resolution of the sequence : 1/1, 1/2, 1/3, 1/4, 1/6, 1/8, 1/12, 1/16, 1/24, 1/32, 1/48.
- 06 **DIR** Direction : Define in which direction the the steps are playing.
- ">" : Normal mode
- "<" : Reverse mode
- "<->" : Ping Pong mode
- "?" : Random mode
- 07 **SHUFFLE** Shuffle : Add some swing effect to the sequence.
- 08 **OFFSET** Offset : Set the position of the last step in sequence. Aimed to bring some "time lag" in realtime.
- 09 **LEDS** Event indicators : LED light on on every gate events.



1/4 EFFECT AREA :

Contains 4 modules : AUTO FX 1, AUTO FX 2, FINALIZER FX RACK and the MAIN FILTER.

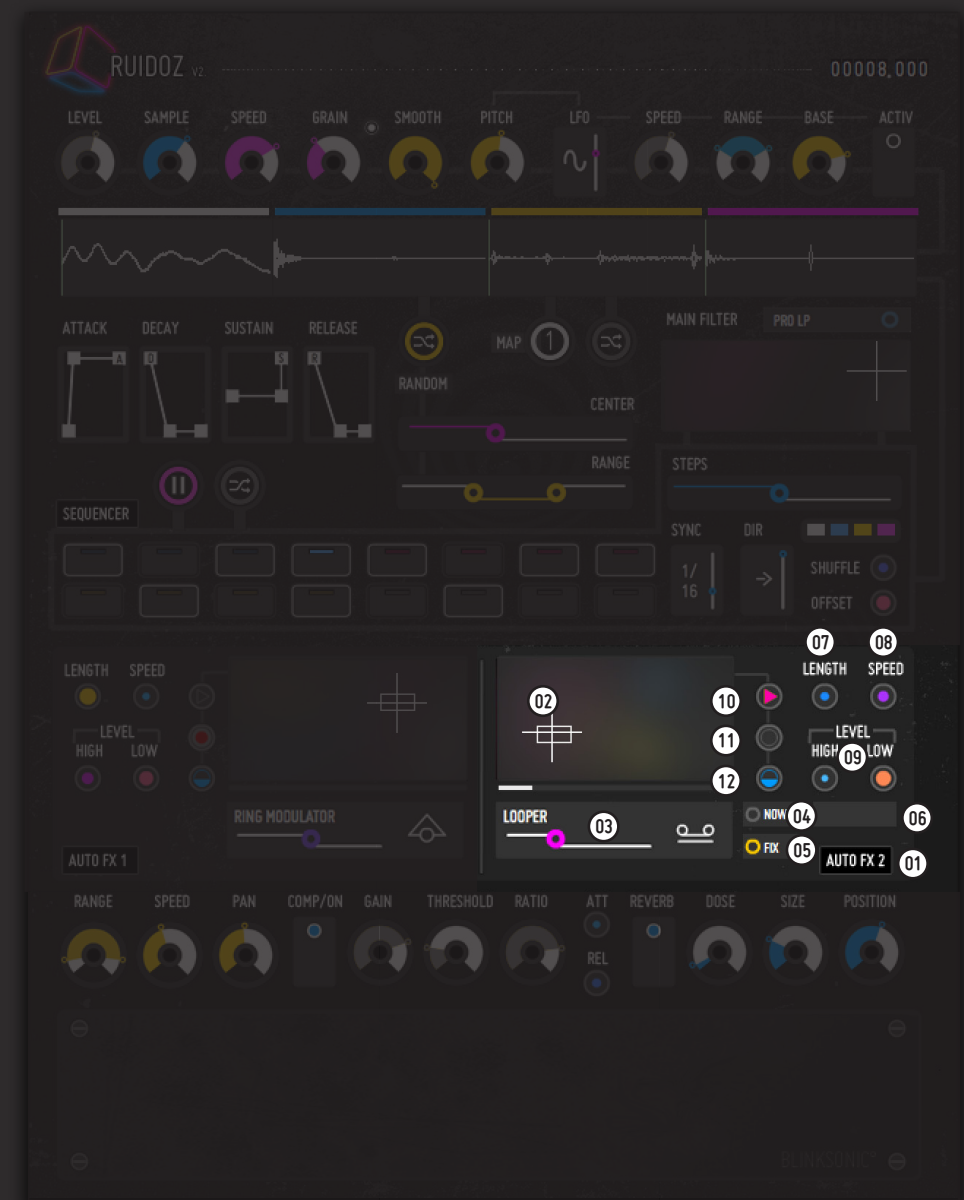
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| <p>01 AUTO FX 1</p> <p>02 CONTROL PAD</p> <p>03 EFFECT SELECTOR</p> <p>04 LENGHT</p> <p>05 SPEED</p> <p>06 LEVEL HIGH/LOW</p> <p>07 PLAY</p> <p>08 RECORD</p> <p>09 INTERPOLATE</p> | <p>AUTO FX 1 : This section let you choose, from 12 effects, a single processor modulated by a XY control pad.
The control pad movements can be recorded as a loop and played in real time.</p> <p>CONTROL PAD: xy control pad : Control the selected effect in 2 axes.</p> <p>Effect Selector : 12 effects available.</p> <ul style="list-style-type: none"> - RESONATOR - FREQ MOD - FLANGER - VOWEL - PHASER - BIT REDUCER - RING MODULATOR - DISTORTION - PITCHSHIFTER - UFO - REFLECTION - FEEDBACK - BYPASS. <p>Playback/ Record Length : Define the duration of the loop modulation.</p> <p>Loop Speed : Define the speed of the loop modulation.</p> <p>FX Dose by frequencies - Act as dry/wet knob under high or low frequencies.</p> <p>Enable the loop modulation here.</p> <p>Record control pad movements here.</p> <p>Playback loop modulation smoother</p> |
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2/4 EFFECT AREA :

Contains 4 modules : AUTO FX 1, AUTO FX 2, FINALIZER FX RACK and the MAIN FILTER.

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| <p>01 AUTO FX 2</p> <p>02 CONTROL PAD</p> <p>03 EFFECT SELECTOR</p> | <p>AUTO FX 2 : This section is the same as the AUTO FX 1. Some differences, there's 20 effects to be selected.</p> <p>CONTROL PAD: xy control pad : Control the selected effect in 2 axes.</p> <p>Effect Selector : 20 effects available.</p> <div style="display: flex; justify-content: space-between;"> <ul style="list-style-type: none"> - SCRATCH - STUTTER - PITCHSHIFTER - BIT REDUCER - RING MODULATOR - DISTORTION - LOOPER - UFO - SPACE - REFLECTION <ul style="list-style-type: none"> - FEEDBACK - RESONATOR - FREQ MOD - FLANGER - VOWEL - PHASER - LOWPASS - BANDPASS - HIGHPASS - REVERSE </div> <p>Important! There's no bypass mode. The selected effect is bypass by default. Launch it by pressing the 2 buttons :</p> <p>04 NOW
05 FIX</p> <p>06 BLACK FADER</p> <p>07 LENGHT
08 SPEED</p> <p>09 LEVEL HIGH/LOW</p> |
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| <p>10 PLAY
11 RECORD
12 INTERPOLATE</p> | <p>Enable the loop modulation here.
Record control pad movements here.
Playback loop modulation smoother</p> |
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3/4 EFFECT AREA :

Contains 4 modules : AUTO FX 1, AUTO FX 2, FINALIZER FX RACK and the MAIN FILTER.

FINALIZER FX RACK

AUTO PAN

Add some stereophonic effect to your sounds.
This simple panner help to give spatial movement to the whole sequences.
Apply a simple rotation that will move from Left to Right.

- 01 RANGE
- 02 SPEED
- 03 PAN

Define the end points of the stereo rotation.
Define the speed of the stereo rotation
Distribute your sound from Left to Right

COMPRESSOR

Add pumpy effect or hard limiting to the master channel.

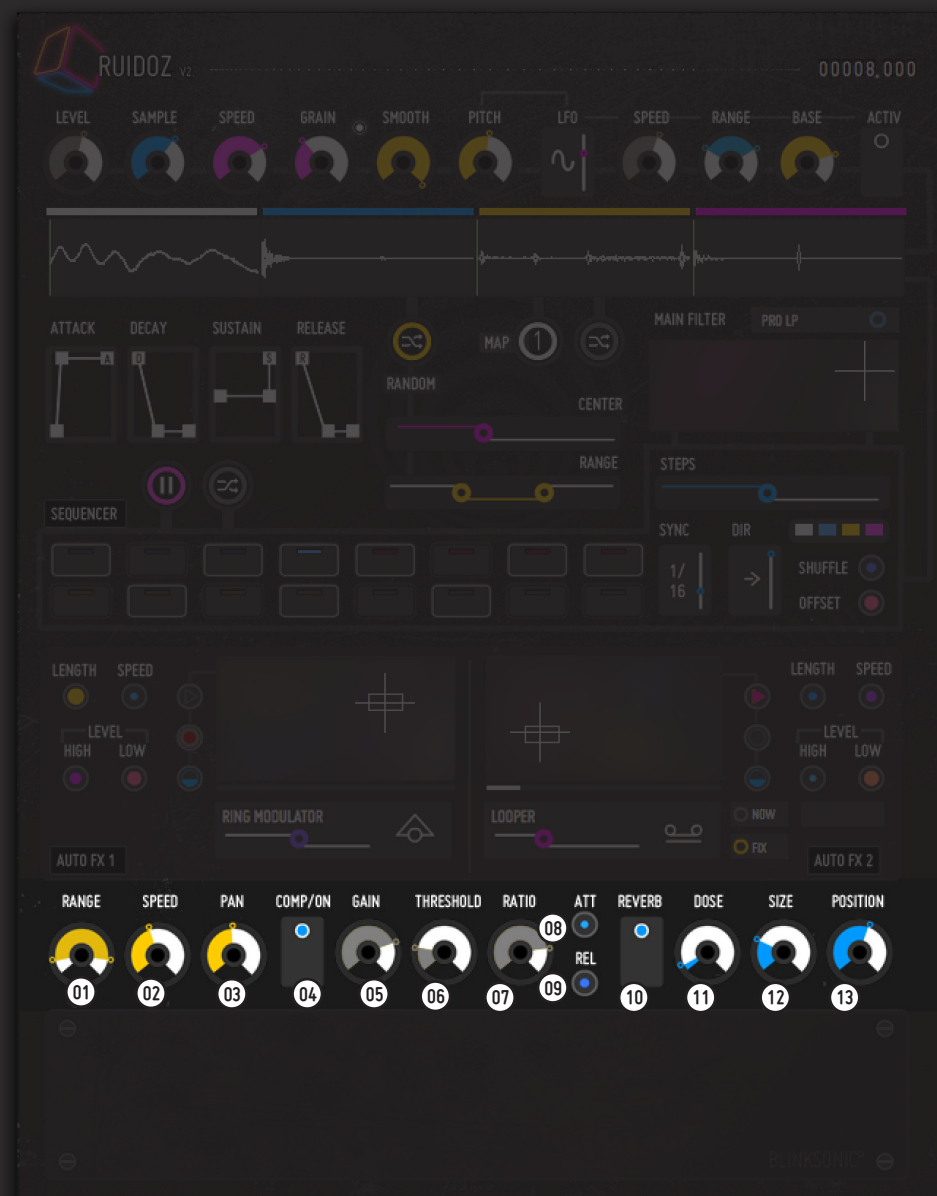
- 04 COMP/ON
- 05 GAIN
- 06 THRESHOLD

Compressor On/Off
Compressor output gain level
Threshold. Sets the value above which the compressor takes effect (in dB).
Ratio. Sets the ratio of the compressor. i. e. the way in which the audio signal above the adjusted threshold is processed: Turn to the left for no effect, to the mid for soft compression and to the right for hard limiting.
Attack Time. Sets the time used by the compressor to response to fast level changes.
Release Time. Sets the time used by the compressor to return from higher compression when the input level is falling.

SPACE REVERB

- 10 REVERB
- 11 DOSE
- 12 SIZE
- 13 POSITION

Reverb Switch: Reverb active or bypassed.
Dose : Mix between dry and wet/reverb signal.
Room size and reverberation time.
Choosing a position between 0 = close to the sound source (much direct sound) and 1 = far from the sound source (much indirect sound).



4/4 EFFECT AREA :

Contains 4 modules : AUTO FX 1, AUTO FX 2, FINALIZER FX RACK and the MAIN FILTER.

01 MAIN FILTER

Main Filter : This 7 modes Filter acts at the end of the master channel.

Controls the filter:

X axis controls the cutoff frequency

Y axis controls the resonance

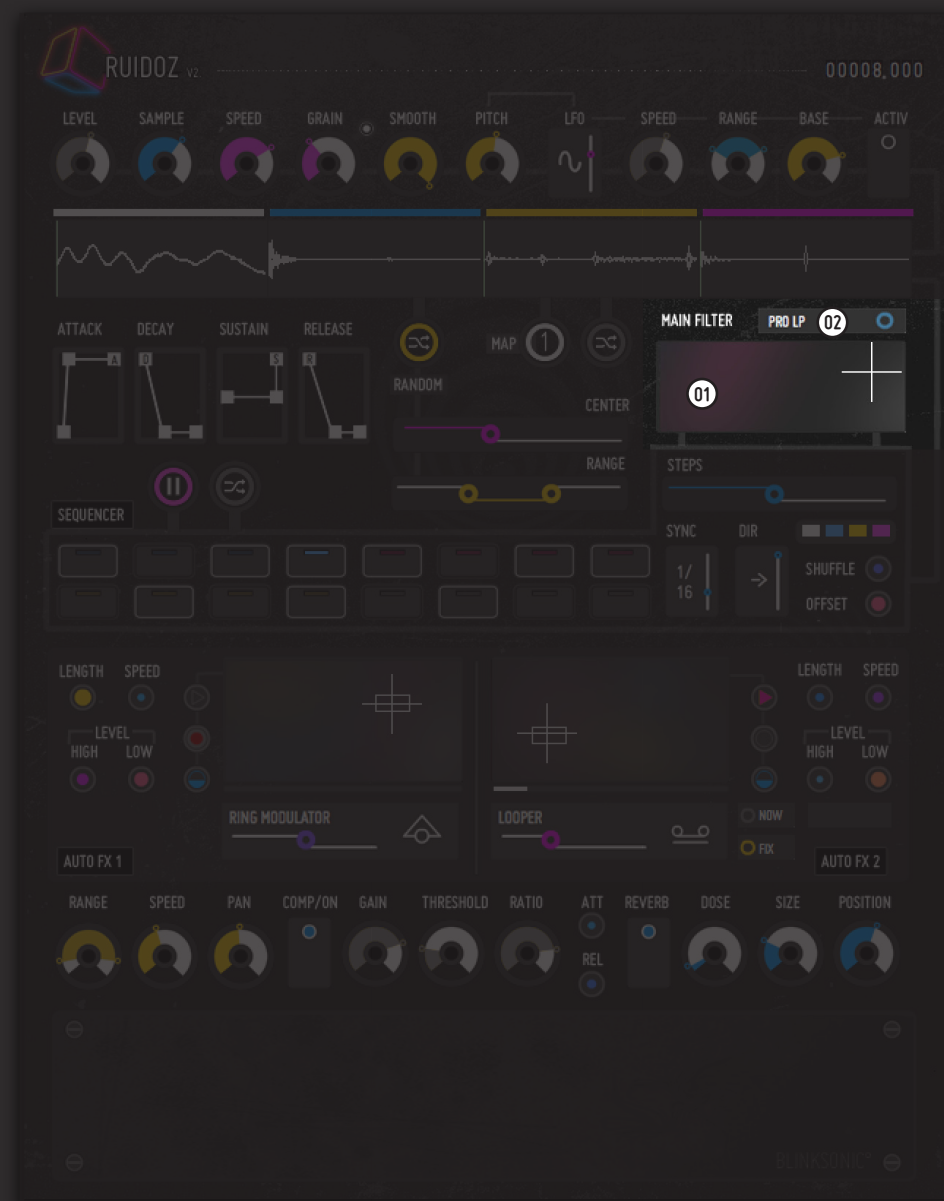
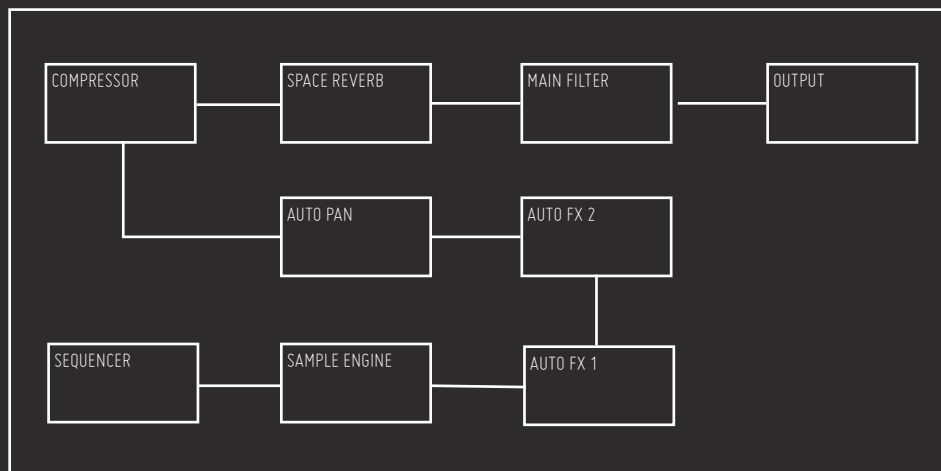
02 FILTER TYPE

Filter type - Choose between 7 modes :

- Pro LP
- Ladder 12db
- Ladder 24 db
- Bandpass 2
- Bandpass 4
- Highpass 2
- Highpass 4

- Bypass (no effect)

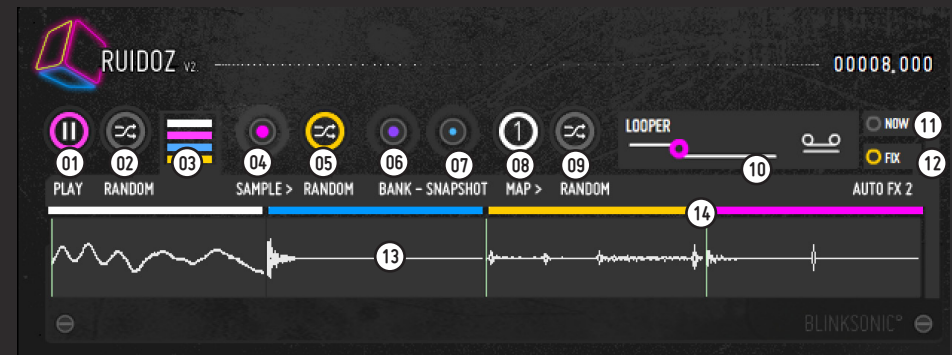
INSTRUMENT SIGNAL PATH MAP :



1/1 PANEL B VIEW :

This smaller view looks like a snapshot player, aims to navigate between banks and snapshots, adds some randomness and effects to the sequence.

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| <p>01 PLAY</p> <p>02 RANDOM</p> <p>03 LED INDICATOR</p> <p>04 SAMPLE</p> <p>05 RANDOM</p> <p>06 BANK</p> <p>07 SNAPSHOT</p> <p>08 MAP</p> <p>09 RANDOM MAP MODE</p> <p>10 EFFECT SELECTOR</p> <p>11 NOW</p> <p>12 FIX</p> <p>13 SAMPLER DISPLAYS</p> <p>14 MUTE MAP</p> | <p>Play/ Pause. This Button enable/disable the sequencer.
This function is usefull in your DAW host, when you only want to stop RUIDOZ and hear the release of the last executed note. It can also produced a progressive mute of the sequence.</p> <p>Random Seq : Put 50% of randomness on the original trigger points of your current sequence.</p> <p>Event indicators : Leds light on on every gate events.</p> <p>Sample Selector - By this knob you select which sample played in Single Mode.</p> <p>Switch between "Random samples mode" or "Single sample mode".
In "Random samples mode", the sample will be changed randomly during each gate events.
Use "Center" and "Range" to adjust which zone of the map is playing.</p> <p>Select the parent bank number</p> <p>Select the snapshot number - When moved, this knob also recall an instant play of the snapshot following the parent bank selected.</p> <p>Map selector - Select with this knob the current map to be played.
MAP 01 : White - MAP 02 : Blue - MAP 03 : Yellow - MAP 04 : Pink.</p> <p>Enable/disable Random Map Mod - It will randomly change the played map on every gate events.</p> <p>Select in the FX list of the AUTO FX 2</p> <p>Momentary button. Press it for instant AUTO FX 2.</p> <p>Toggle button. Press it to activate permanantly AUTO FX 2</p> <p>SAMPLE DISPLAYS : Same as Panel A view.</p> <p>Usefull when you disable a map for cutting effects in « Random Map mode ».</p> |
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FEATURED BANKS & SNAPSHOTS :

RUIDOZ comes with 340 audio files. All theses samples are dispatched in 4 maps (the maps of the 4 "resynth" modules) .

Included to the ensemble, there's 14 banks with up to 350 presets in total.

Here is the list :

- Figures & Pumpy Beats
- Various Rhythm Percussions
- Glitch & Microbeats
- Grainy Sequences
- Semi Harmonics & Riffs
- Mess/Mechanism/Atmos
- Noise & FX
- Kicks & Hit/hat/perk
- Uni Sound Patterns
- Slow Beats
- Weird Beats
- Various Cool Phrases
- LFO Pitch Sequences
- BEST OF RUIDOZ

Ensemble, Sound design and GUI by Sylvain Stoppani. February 2016.
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