AUDIO BLAST

User Manual

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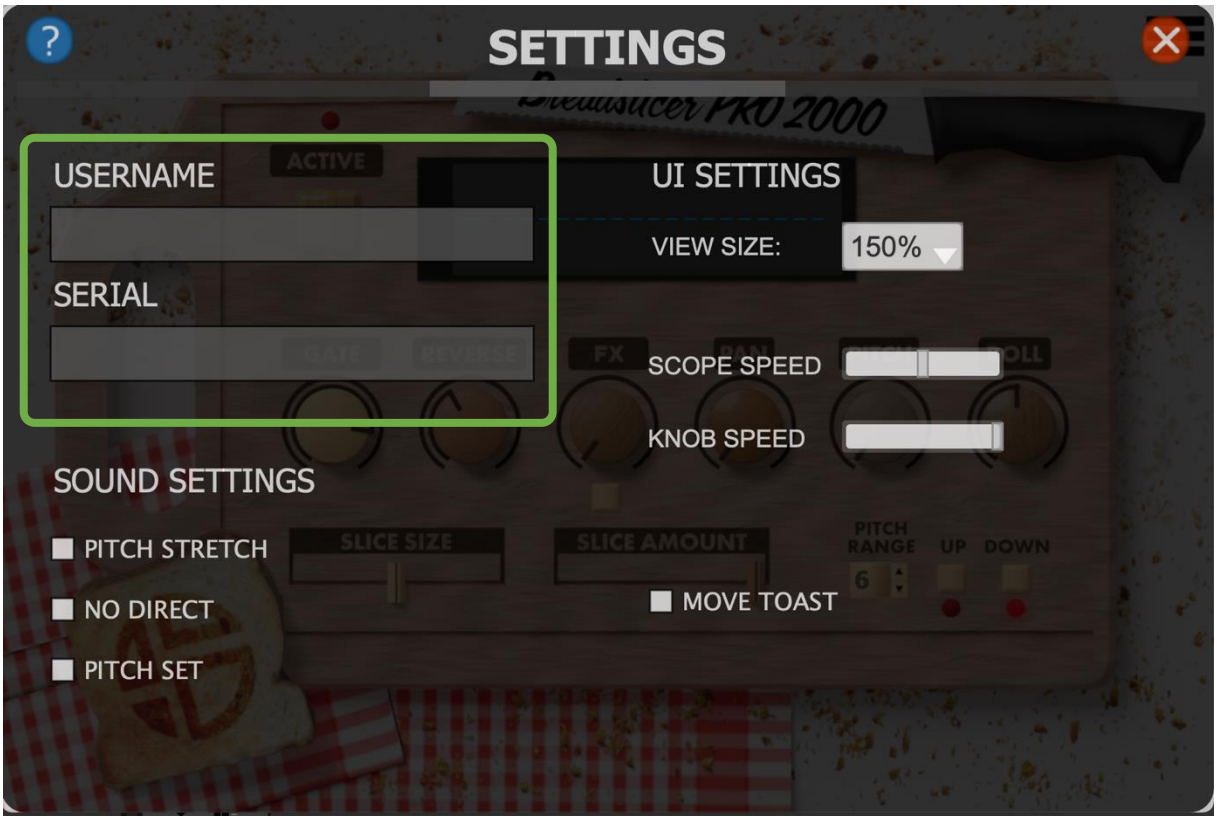
1.Main Features

Welcome to the **BreadSlicer Pro**!

The **BreadSlicer Pro** is a creative glitch effect tool.
Just ACTIVE it and the audio input will be cut into slices and will be transformed into breaks, rolls and glitches instantly.
Synchronized to tempo the **BreadSlicer Pro** replace the cut slices in real time to rearrange it randomly.

The Reverse, FX, PAN, PITCH, and ROLL knobs are controlled by a random algorithm.
Increase the value of those knobs will add more chances to apply those parameters randomly at any time on slices during the activation of the effect.

2. Activate BreadSlicer Pro



The first time you launch the BreadSlicer Pro in your DAW the settings view of the BreadSlicer Pro appears.

Enter your user name (ex : user@audioblast.me) and the serial you received by e-mail then press “Enter” or “Return” and exit the setting view by clicking on the red cross on the top right of the Interface.

Until the VST is unlocked you will have no sound!

Once unlocked, the BreadSlicer Pro is automatically host synchronised, just push the play button of your DAW and enjoy!

3. Basic Operation

The BreadSlicer Pro is a creative glitch random effect.

When the plugin is active on any track as an effect or even on a return track, it takes the audio input signal in real time, record it, cut it on slices as set with the fader **“Slice Size”** and rearrange the slices play order synchronized on tempo with effects randomly added on triggered slices by our random algorithm.

Increase the value of “Slice Amount” fader to get more chance to apply effects on slices.

The “**Gate**” knob is global and no randomizable, it defines the gate of each slice played.

The other knobs define the quantity of chance of the effect to be applied on slices.

3.1 Three Different Modes

By default the **BreadSlicer Pro** is set on “Auto Mode”.

3.1.2 Auto

Right click or control + click on the slice of bread with the logo to access to the Mode select list.

The **BreadSlicer Pro** is set by default on “**Auto Mode**”.

When the plugin is active in “**Auto Mode**” it is the standard way to use the plugin.
All the slices, effects will be triggered automatically and randomly.

Just press “**ACTIVE”** button, set the slice size and amount then turn the knobs to get a chance to apply the modified parameters randomly on slices to create interesting events on the audio input.

3.1.3 MIDI Slice

Right click or control + click on the slice of bread with the logo to access to the Mode select list.

Click or left click on "**Midi Slice**" to activate the mode.

When "**Midi Slice**" is activated the display slice separation is set by the Slice Size fader.
You can trigger the slices by clicking on the display.

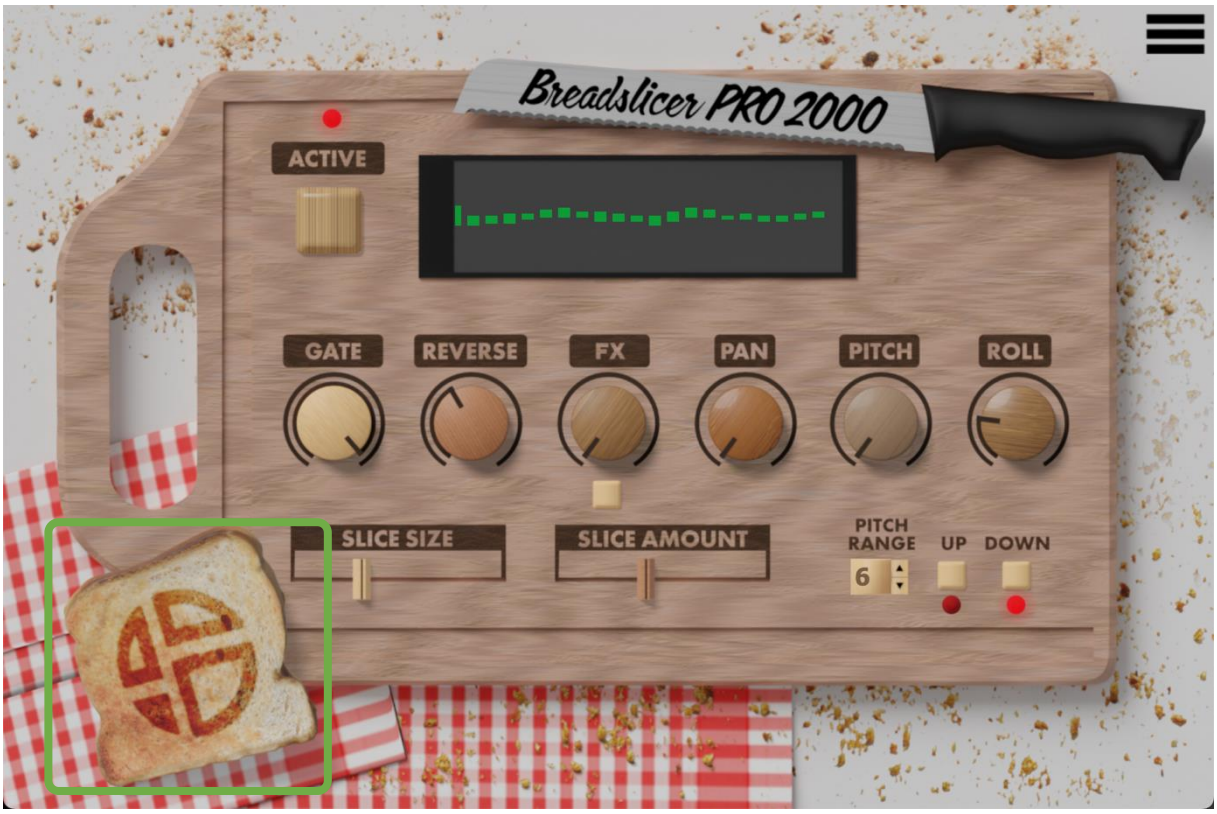
You can also route a MIDI track into the **BreadSlicer Pro** to trigger slices via MIDI notes.
The MIDI assign range for slices is **C1** to **D#2**
Each note is quantized to the Slice Size

Modwheel is assigned to the "**Roll"**.
From 0 to 100 : Roll X2
From 100 to 127 : Roll X4

Pitch Bend is assigned on the "**Pitch**"
The Pitch Bend respects the values set with the "**Pitch Range**" spin box and "**Up"** dans "**Down"** buttons.

Only "**Reverse**", "**Fx**", and "**Pan**" will be random because on this mode you take control of "**Roll**" and "**Pitch**" with the ModWheel and the Pitch Bend.

3.1.4 Freeze



Click or left click on the slice of bread with the logo to activate the “**Freeze**” mode.
In “**Freeze**” mode the display color and all the parameter values displayed turns green.

When set, the slices are always taken from the same recorded BAR, playing in loop.
The slice amount defines then the amount of "scramble" (no direct signal can be heard).

4.Main Parameters

The only thing you must keep in mind, all the parameters as aside the "**Gate**" are randomized by algorithms.

When the plugin is inactive the LED is not highlighted, and the audio is unaffected.

Press the "**ACTIVE**" button to start creating slice effects.
Then tweak the parameters to add interesting events of effects on slices.

The main parameters are directly available on the UI and easy to understand, all of them will be explain to you in the next chapter below.

4.1 Gate

This “**Gate**” defines the time at which the slice volume is muted.

50% means the slice plays half time (1/2 BEAT for a 1 BEAT slice, 1/4 BEAT for a 1/2 BEAT slice etc..)

4.2 Reverse

The "**Reverse**" defines how often it occurs.
0% = never happens.
50% = happens about half the time.
100% = always happens.

4.3 FX

The "**FX**" defines how often it occurs.
0% = never happens.
50% = happens about half the time.
100% = always happens.

4.4 PAN

The "**PAN**" defines how often it occurs.
0% = never happens.
50% = happens about half the time.
100% = always happens.

4.5 Pitch

The "**Pitch**" defines how often it occurs.
0% = never happens.
50% = happens about half the time.
100% = always happens.

4.6 Roll

The “**Roll**” defines how often it occurs.
0% = never happens.
50% = happens about half the time.
100% = always happens.

4.7 Slice Size

The "**Slice Size**" defines the size of a slice in beats, can take one of these values:
1 BEAT
1/2 BEAT
1/4 BEAT

4.8 Slice Amount

The "**Slice Amount**" defines the balance between re-arranged slices and direct signal from the input.

=> 0% = no re-arranged recorded slice is played, just the direct input.
=> 50% = about one in two slices is from the direct input.
=> 100% = no direct signal, only recorded slices.

Note: reverse is only effective for recorded slice, not for direct signal.
It's normal to have no reverse if you set 0% of slice amount (only direct signal), even with reverse at 100%.

4.9 Pitch Range

The “**Pitch Range**” defines the range of the random pitch shifting that occurs when "**PITCH AMOUNT**" is set > 0%, in semitones.

Use “**Up**” and “**Down**” buttons if you want only pitch shifting up / down, or bidirectional.

If “**Pitch Set**” is set on settings view, it will define a single value of pitch shifting (only the value set in the spinbox will be used, not the full range)

Ref: 6.2.3 Pitch Set

5. FX Section

Click or left click on the button below the "**FX**" knob to get access to the "**FX**" parameters. You'll get access to 4 tabs on the display to edit the 4 integrated "**FX**" parameters.

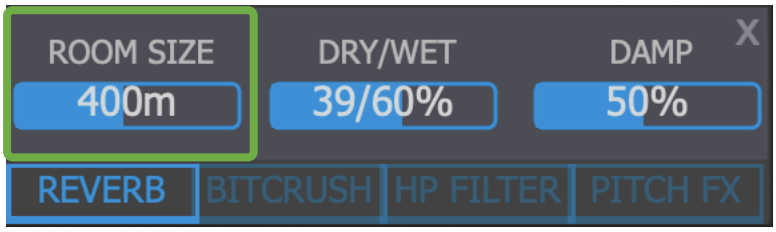
By default the "**FX**" amount behavior is set on "**Random**", it means that the 4 effects could be triggered at any moment on any slice randomly.
Ref: 5.5 FX Select

Reverb, **Bit Crusher**, **Hi Pass Filter**, and **Pitch FX** parameters will be explained to you in the chapters below.

5.1 Reverb

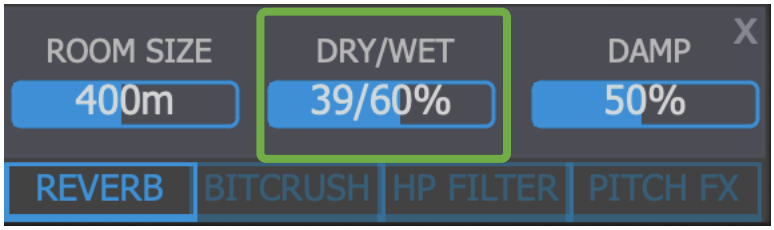
Click or left click on the "**Reverb**" tab to get access to it parameters.

5.1.1 Room Size



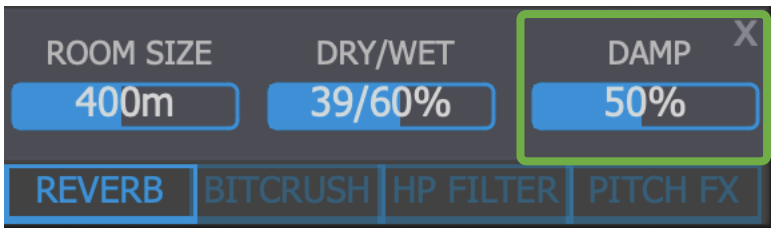
Use this fader to set the size of the simulated room.
A high value will simulate the reverberation effect of a large room and a low value will simulate the effect of a small room.

5.1.2 Dry Wet



Use this fader to set the amount of reverb on signal.
Dry simply means without any effect. Wet means with effect.
100% dry = no effect
100% wet = only effect

5.1.3 Damp

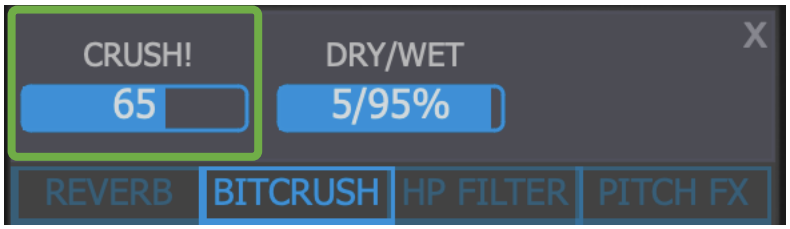


Use this fader to set the absorption rate.
At high value you will get less high frequencies on reverberation.

5.2 Bit Crusher

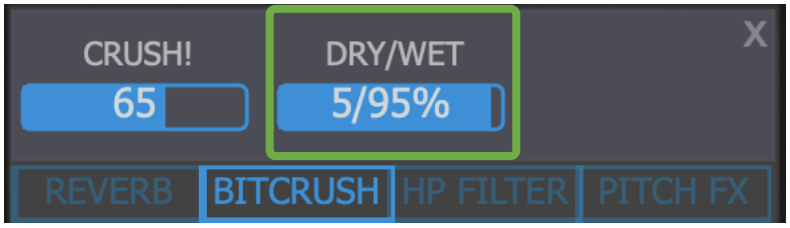
Click or left click on the "**Bit Crush**" tab to get access to it parameters.

5.2.1 Crush



It reduces the sample rate, from your selected sample rate in your DAW to 2000Hz.
The parameter knob at 0 % changes nothing, at 100% you get the maximum sample rate reduction.

5.2.2 Dry / Wet



Use this fader to set the amount of Bit Crusher on signal.
Dry simply means without any effect. Wet means with effect.
100% dry = no effect
100% wet = only effect

5.3 HP Filter

Click or left click on the "**HP Filter**" tab to get access to it parameters.

5.3.1 Cutoff

Determines the cutoff frequency of the HP Filter
Use this fader to set the cutoff frequency.

5.3.2 Resonance

In a hi pass filter, resonance emphasizes signals at the cutoff frequency.
Use this fader to set the amount of resonance of the filter.

5.3.3 Filter Envelope

In the filter section that sets the amount of envelope applied to the cutoff frequency.
Use this fader to set the amount of envelope applied to the cutoff frequency of the filter.
Filter envelope is controlled by the audio input amplitude signal.

5.4 Pitch FX

Click or left click on the "**Pitch FX**" tab to get access to it parameters.
The "**Picht FX**" effect is an envelope set on Pitch.
Select one of the 3 envelopes available: "**Scratch**", "**Tape Stop**", "**Vibrato**".
This effect will be added to the global pitch modulation.

5.4.1 Scratch

Use this fader to set the set the “**Pitch FX”** on “**Scratch”**.

5.4.2 Tape Stop

Use this fader to set the set the “**Pitch FX”** on “**Tape Stop”**.

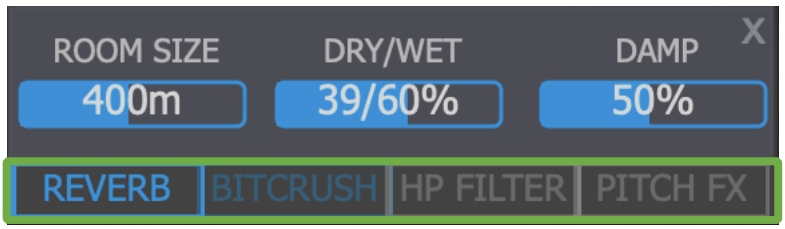
5.4.3 Vibrato

Use this fader to set the set the “**Pitch FX”** on “**Vibrato”**.

5.5 FX Select

Right click or control + click on the "**FX**" knob to access to the FX select list.
By default the "**FX"** are set on "**Random**", means all the effects will be triggered randomly.

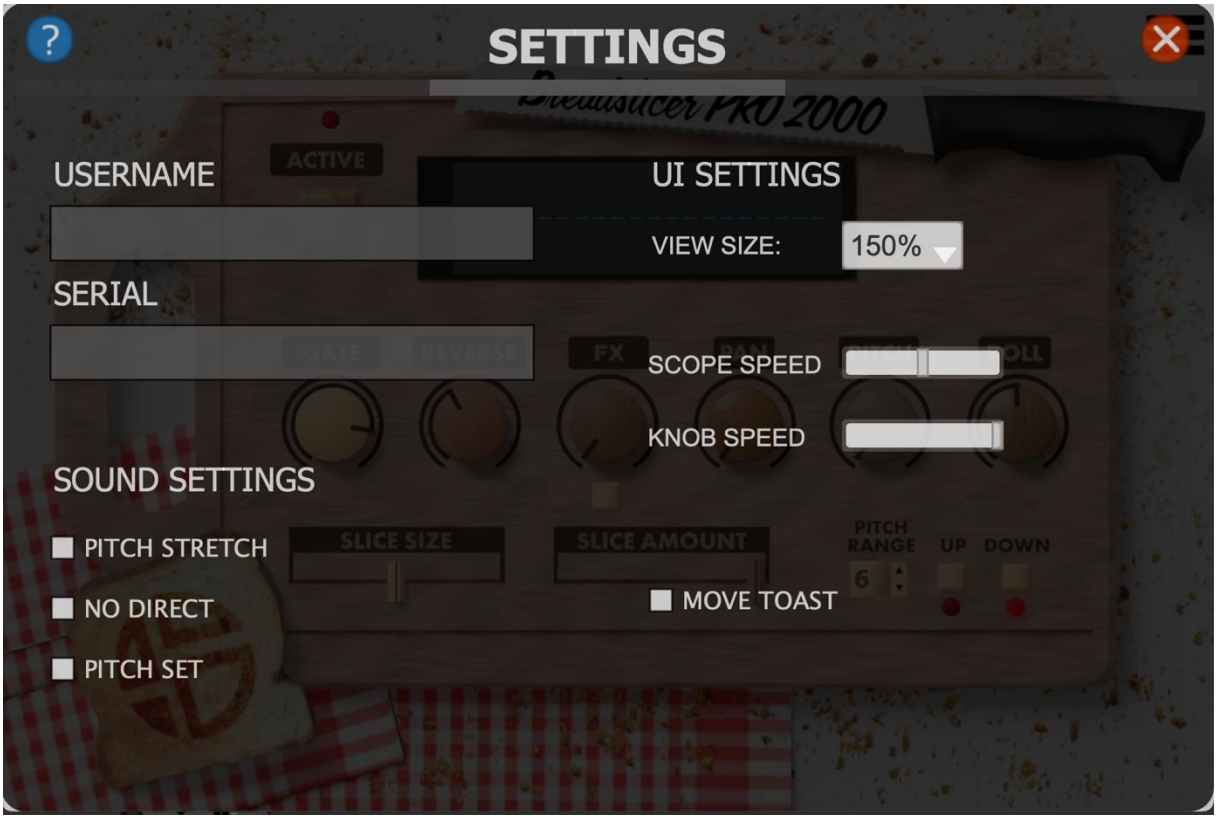
5.6 Random FX



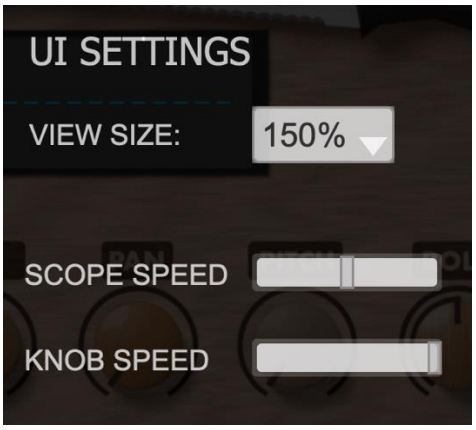
The Highlighted tabs will be applied and associated to the FX knob.
Only the Highlighted tabs will be part of the "**Random**" selection of the effects.
For example here: Only "**Reverb**" and "**Bit Crusher**" will be random.

6. Settings

Click or left click on “**Burger Menu**” on top right to access to the settings view below.

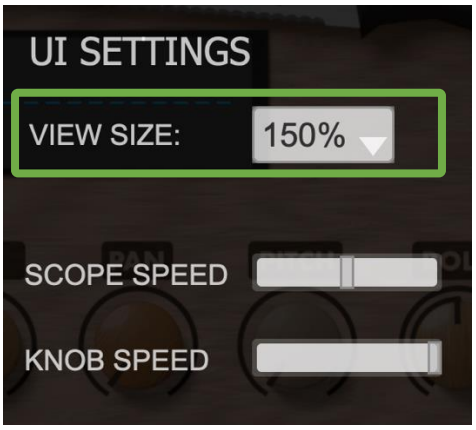


6.1 UI Settings



Some options are available to modify the UI settings. You can modify the plugin size, the scope speed, and the knob behavior.

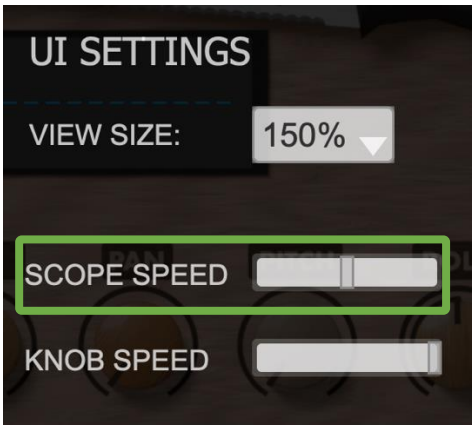
6.1.1 View Size



Click or left click on the drop-down list to select one of the 4 sizes: 100%,150%,200%,75 %.

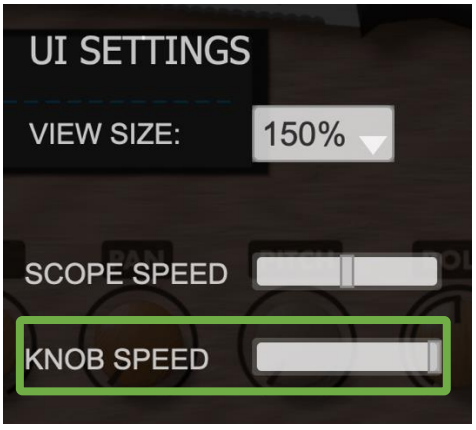
You can also use the mouse directly on the window to set the size (VST3 only).

6.1.2 Scope Speed



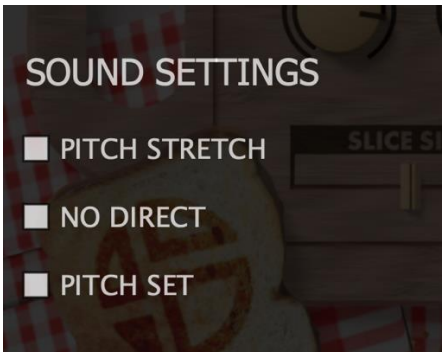
Click or left click on the horizontal fader to set the scope speed from slow to fast.

6.1.2 Knob Speed



This horizontal fader allows you to select the knob speed, left you will get a slower knob with more accuracy, right you will get a fast knob.

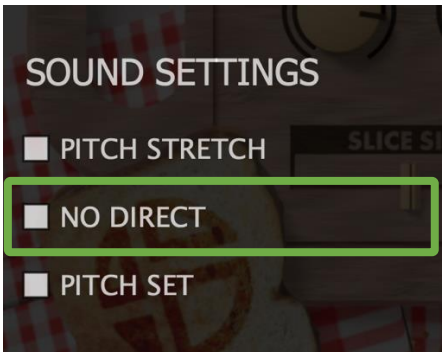
6.2 Sound Settings



6.2.1 Pitch Stretch

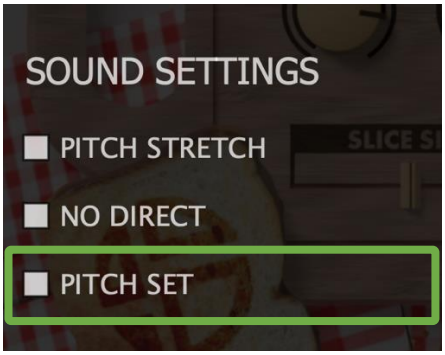
Check this box to stretch the sound when it pitched.
Unchecked you will have the pitch behavior of old fashion samplers.

6.2.2 No Direct



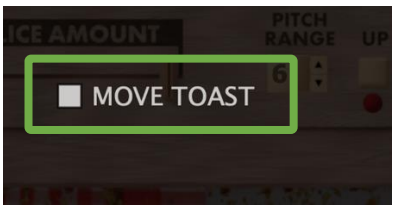
Check "**NO DIRECT**" to get no direct signal from BreadSlicer PRO input, only RECORDED SLICES will be play.

6.2.3 Pitch Set



Check "**PITCH SET**" to set the behavior of the "**Pitch Range**".
If checked the pitch will be modulate only at the value set on the "**Pitch Range**".
Unchecked the pitch will modulate randomly at all the values as set on "**Pitch Range".**

6.2.4 Move Toast



Check the box to shake the toast on UI! xD