RAVE GENERATOR III

User Manual

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1.Presentation

RaveGenerator VST is a versatile rompler/sampler multi-timbral plugin available in VST3, VST2, AudioUnit, and AAX formats for both Windows and Mac OS.

Boasting a diverse selection of over a hundred presets, it's ideal for crafting the nostalgic sounds of oldschool rave and 90's techno.

The plugin features a wide array of classic sounds from the early rave and hardcore era, with a particular emphasis on the iconic "stab" sounds.

Its sound engine is meticulously designed to authentically recreate the raw, vintage sound of hardware samplers from that era.

Enjoy the journey of creation!

2. Unlock Rave Generator III
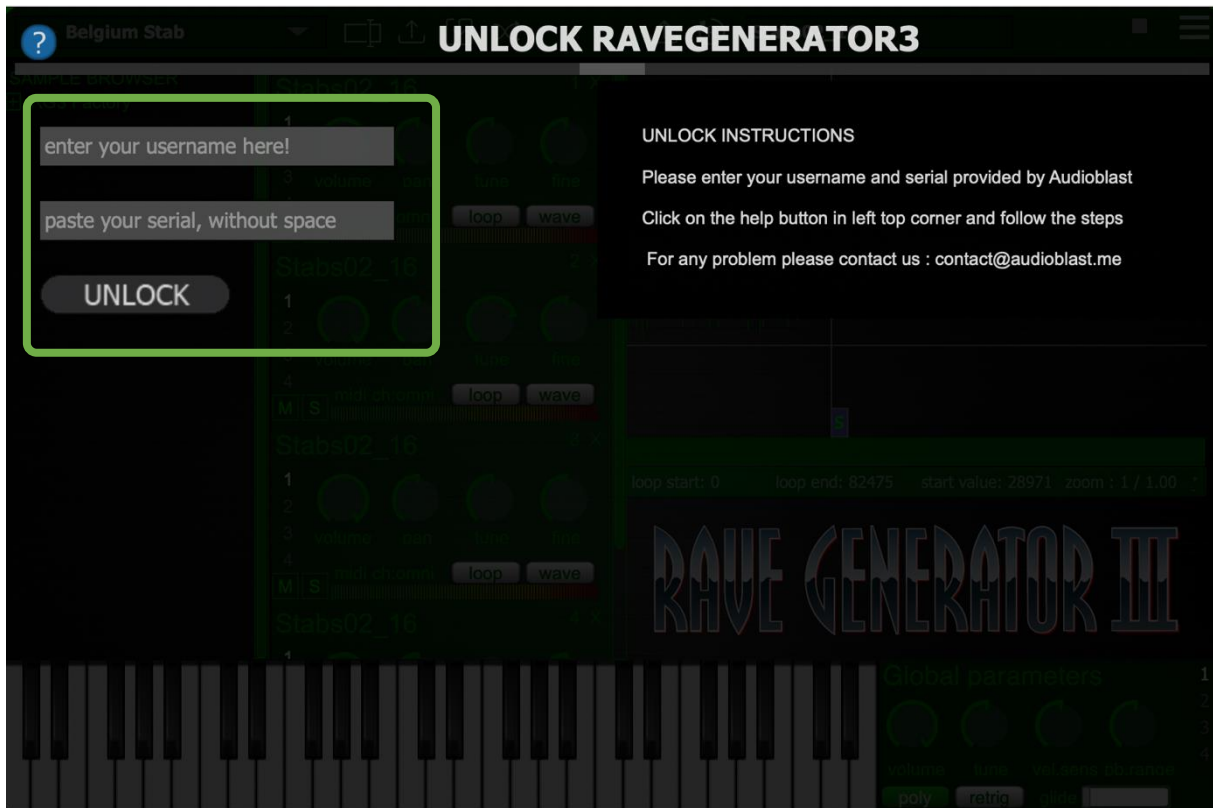
The first time you launch the Rave Generator III in your DAW the settings view of the Rave Generator III appears.

Enter your username (ex : user@audioblast.me) *Username=email* and the serial you received by e-mail then click on the UNLOCK button to unlock the plugin.

Be careful to copy paste or type without any space before or after.
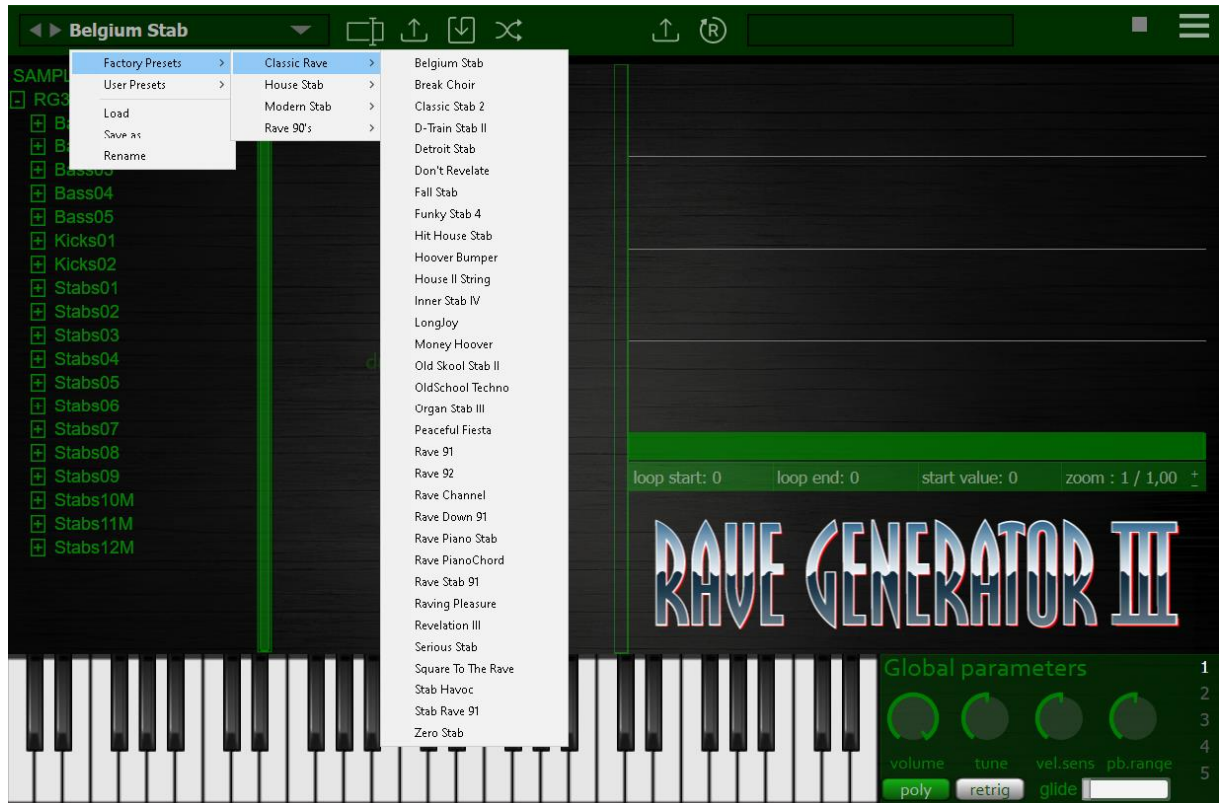
Until the VST is unlocked you will have no sound!

Note: Logic and Garage Band users must press "Return" or "Enter" key on the keyboard after pasting or typing on each textfield.

Need any assistance?
Write to us at: contact@audioblast.me

3.Using Plugin

3.1 Using Presets

RaveGenerator3 boasts an extensive collection of presets for your creative exploration. Navigate effortlessly through this treasure trove using your host's preset browsing system. Feel free to dive into the plethora of options available, each offering a unique combination of sounds, effects, and parameters.

For your convenience, you have the flexibility to load or save individual presets.

It's important to note that when we mention "presets," we aren't referring solely to individual samples or sounds. RaveGenerator3 goes beyond that; each preset is a harmonious blend of various sounds, and they can even incorporate elements from external sources. Enhance your sonic palette by experimenting with different parameters and effects, such as delay, pitch, volume, pan, and more.

Embark on a journey of sonic exploration, where the possibilities are as diverse as the beats you can create. Let your creativity flourish with RaveGenerator3's versatile preset system.
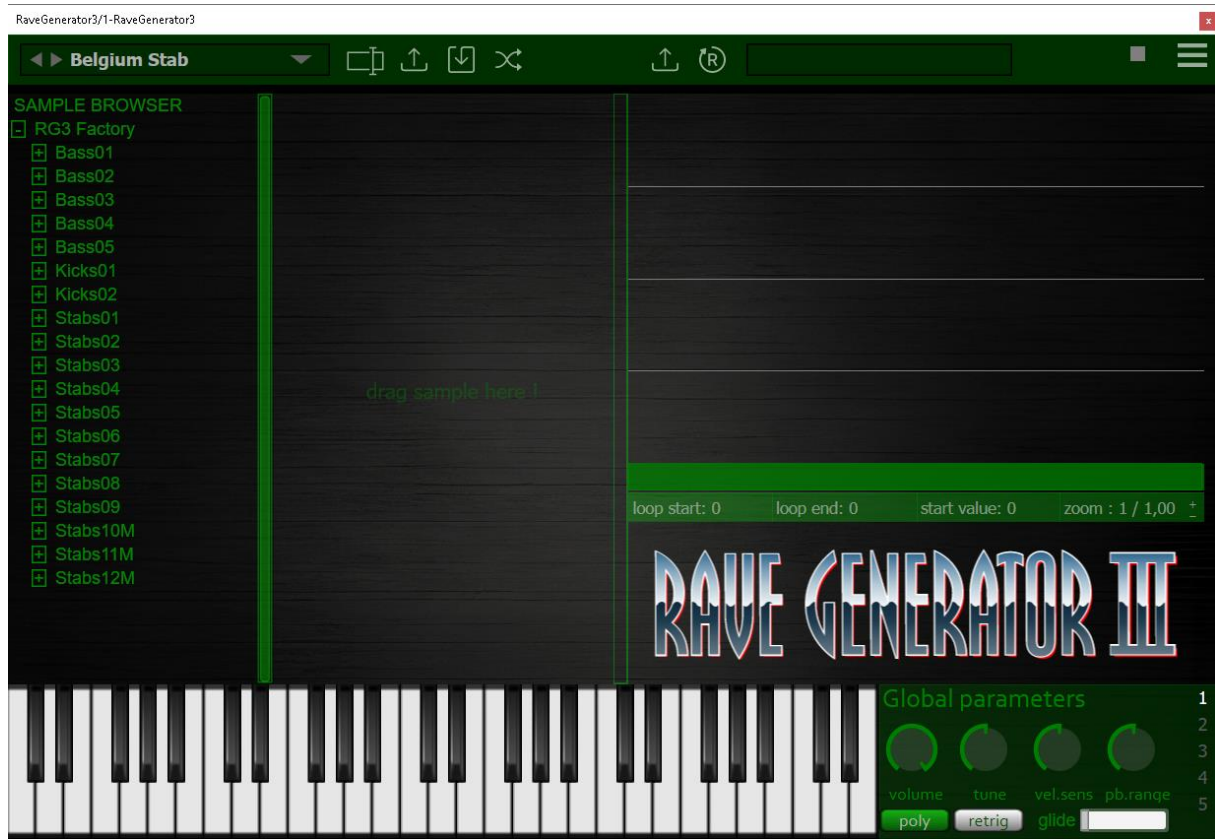
3.2 Sample browser view

add samples with :
- drag and drop to the "Intruments View" *see chatper 4*.
- drag and drop from external sources.
- double click on the sample name.
- press "enter / return" key.

//define a custom folder : right click on the "user" folder and choose a folder on your hard drive.

3.3 Drop instrument view

Here in this space, unleash your creativity as you effortlessly drag and drop samples. Each sample sets the tone for your composition.

Elevate your composition by adding up to 16 instruments in this view. An instrument, in this context, is not merely a sample; it's a fusion of the sample itself, intricately woven with parameters and per-sample effects. Imagine each instrument as a unique brushstroke on your musical canvas.

As you drag samples and shape instruments, let your musical intuition guide you. The possibilities are vast, and the stage is set for your musical prowess to shine.

Notes:
if the sample can't be loaded (bad or unrecognized format) nothing is added (error message is not displayed).

4. Instrument view

4.1 General Sample Parameters

Element	Description
Volume	Defines the volume of the sample from 0 to 100.
Pan	Defines the panoramic of the sample, Left : -100 / Right : +100.
Tune	Defines the tune of the sample from -24 semitones to + 24 semitones.
Fine	Defines the Fine Tune from -100 to +100 on a semitone range.
Mute	Click on the M button to mute the instrument.
Solo	Click on the S button to Solo the instrument. (if muted, the solo unmute the instrument) Control + Click S to solo multiple instruments.
Loop	Click on "Loop" to add / remove loop points to the sample
Wave	Click on "Wave" to display the waveform.

Use the upper right cross to remove a sample.

Right click on the objects for contextual menu (Windows / Linux).

sub tabs:

there are 4 tabs (click on 1 2 3 or 4) :

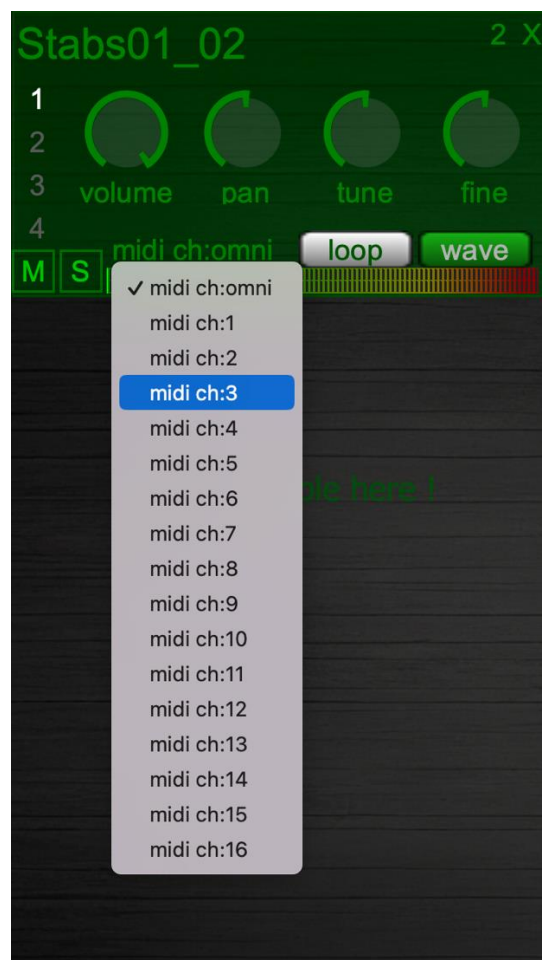1 is volume / pan / tune / finetune.
2 is envelope ADSR.
3 is pitch ADSR.
4 is "special FX".

Multi-timbral configuration:

The plugin is multi timbral, you can select the MIDI channel (1 to 16) for each sample (default is omni), use the contextual menu (Windows / Linux).

For Mac OS you have to left-click on "midi ch" to select the MIDI channel for the current sample, see the picture below:

4.2 ADSR Amplitude

Element	Description
Attack	Attack is the time taken for the rise of the level from silent to peak.
Decay	Decay is the time taken for the level to reduce from the attack level to the sustain level.
Sustain	Sustain is the level maintained until the key is released.
Release	Release is the time taken for the level to decay to silent.

4.3 ADR Pitch

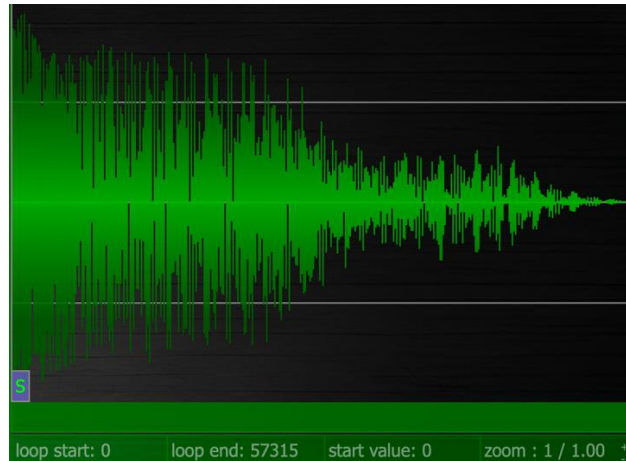| Element	Description
Attack	Attack is the time taken for the rise of the pitch from 0 to -24 +24 depends of depth value.
Decay	Decay is the time taken for the pitch to reduce from the attack level to the nominal pitch.
Release	Release is the time taken for the pitch to decay to nominal pitch only on note off.
Depth	Depth is the range of the pitch increase of decrease. 0% = null -100% = -24 semitones +100%= +24 semitones

4.4 FX section

Element	Description
Reverse	Click on the Reverse button to reverse the sample playing.
Interpolation	This turns on/off basic linear interpolation: this can reduce the aliasing, but it's still dirty and old school :-)
Akaize	This turns on / off a very crude and cool time expand effect, effective on voices for this "speed garage funky voices" ala AVH. The slider sets the "expand percentage": when set to min, sample is expanded X 2.

Note:

when "reverse" is on: playing begins at "start" if "start" is different than 0,
else the playing starts at "sample end".

5. Waveform view

Element	Description
Loop Start	You can drag the loop points and start points with the mouse. Set loop start directly: CTRL+ left click. (Command + left click on Mac).
Loop End	Set loop end directly: CTRL + right click. (Command + right click on Mac).
Start Value	Set start point directly: SHIFT + click.
Zoom	Use mouse wheel to zoom in/out the waveform or use the -+ buttons on the right. Use the scroll bar to move the waveform if zoomed.

6. Transport Bar

Element from L to R	Description
Display	Click on the L/R arrows to load previous or next preset in folder. The preset name is displayed here. The down arrow open the presets drop down menu.
Rename	Click on this icon to change the preset name.
Load preset	Click on this icon to import a preset.
Save Preset	Click on this icon to export a preset.
Random Preset	Click on this icon to create a new preset from random samples. See 8.4 Random Settings
Load Sample	Click on this icon to load samples. Wav, aiff 8Mo max
Replace Sample	Click on this icon to replace the sample of the selected instrument.
Display Sample	Shows the sample name.
MIDI Activity	Shows the MIDI in activity.
Settings Menu	Click on the burger menu top right to switch to settings view.

7. Master Section
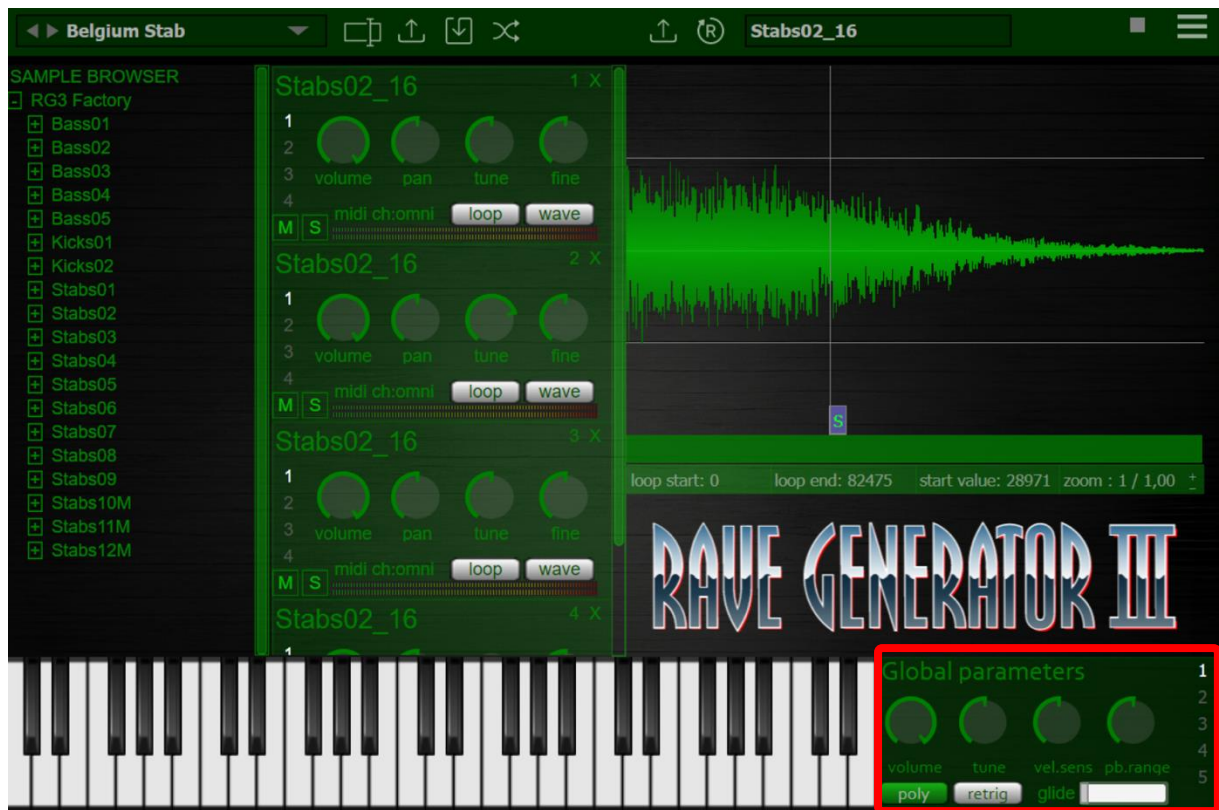
7.1 Global Parameters

Element	Description
Volume	Sets global volume from 0to 100.
Tune	Sets global tune from -100 to 100
Velocity Sensivity	Sets velocity sensivity from 0 to 100.
Pitch Bend Range	Sets pitch bend range from 0 to 24
Mono/Poly	Click this switch button to change the playing mode of RG3 from Mono to Poly.
Retrig	Click this switch button to activate retrigger on samples when mono mode is activated.
Glide	Mono mode activated; this fader sets the duration of the glide between two notes.

7.2 Delay

Element	Description
Active	Click on the Active button to activate the Delay.
Sync	If the Sync switch is on, the delay time is synced to the tempo from 1 Bar to 1/128. If the Sync switch is off, the delay time reverts to milliseconds. In this case, to edit the delay time, click and drag up the Delay Time knob.
Pong	When the Pong switch is activated, the signal jumps from the left to the right output.
Time	The Time parameter adjusts the time of the delay in milliseconds or from 1 Bar to 1/128 when sync button is activated.
Feedback	The Feedback parameter defines how much of each channels output signal feeds back into the phaser lines inputs.
Volume	The Volume parameter adjusts the volume of the processed signal.
Filter	From 0 to 64 the parameter works as a low pass filter.

7.3 Reverb

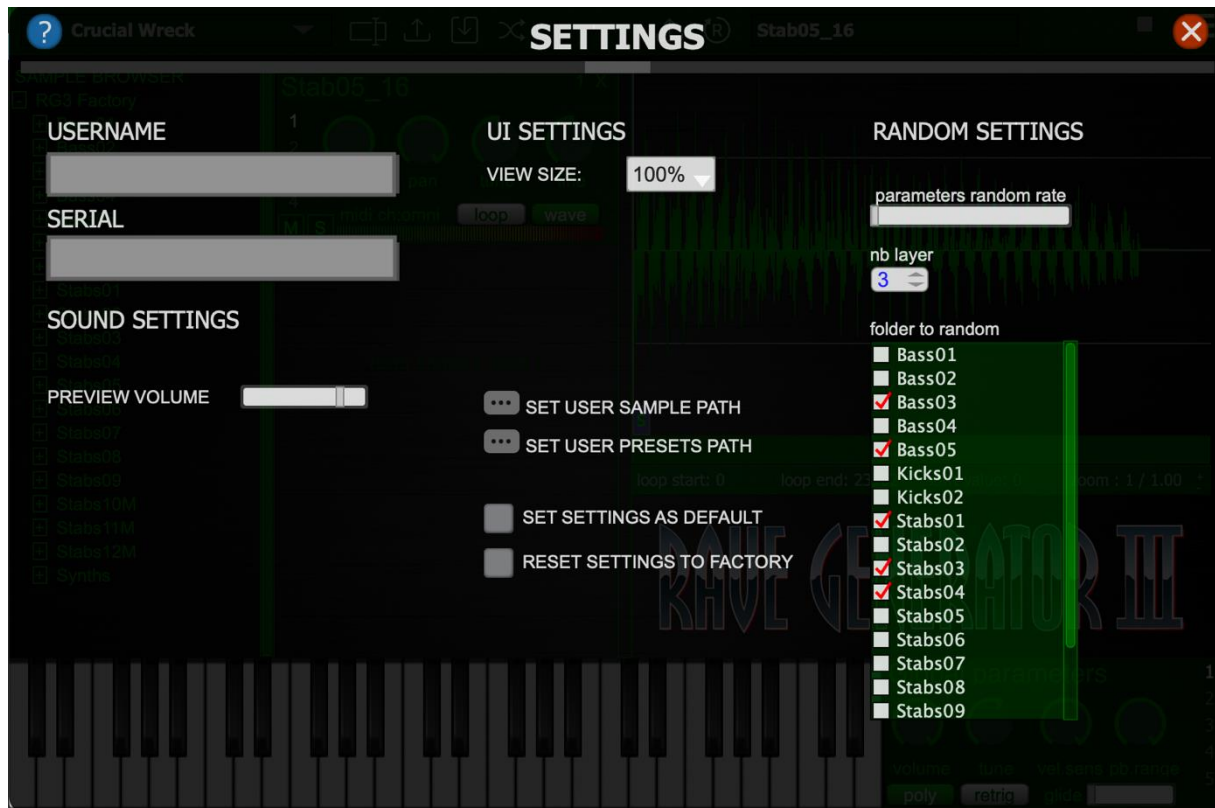| Element	Description
Dry/Wet	Use this knob to set the amount of reverb on signal. Dry simply means without any effect. Wet means with effect. 100% dry = no effect 100% wet = only effect
Room	Use this knob to set the size of the simulated room. A high value will simulate the reverberation effect of a large room and a low value will simulate the effect of a small room.
Damp	Use this fader to set the absorption rate. At high value you will get less high frequencies on reverberation. Add damping to create a warmer sound. Damping affects overall tone, so setting it "oppositely" often works well (lots of damping with a bright-sounding song to warm it up, little damping if the song needs more "air".

7.4 Filter

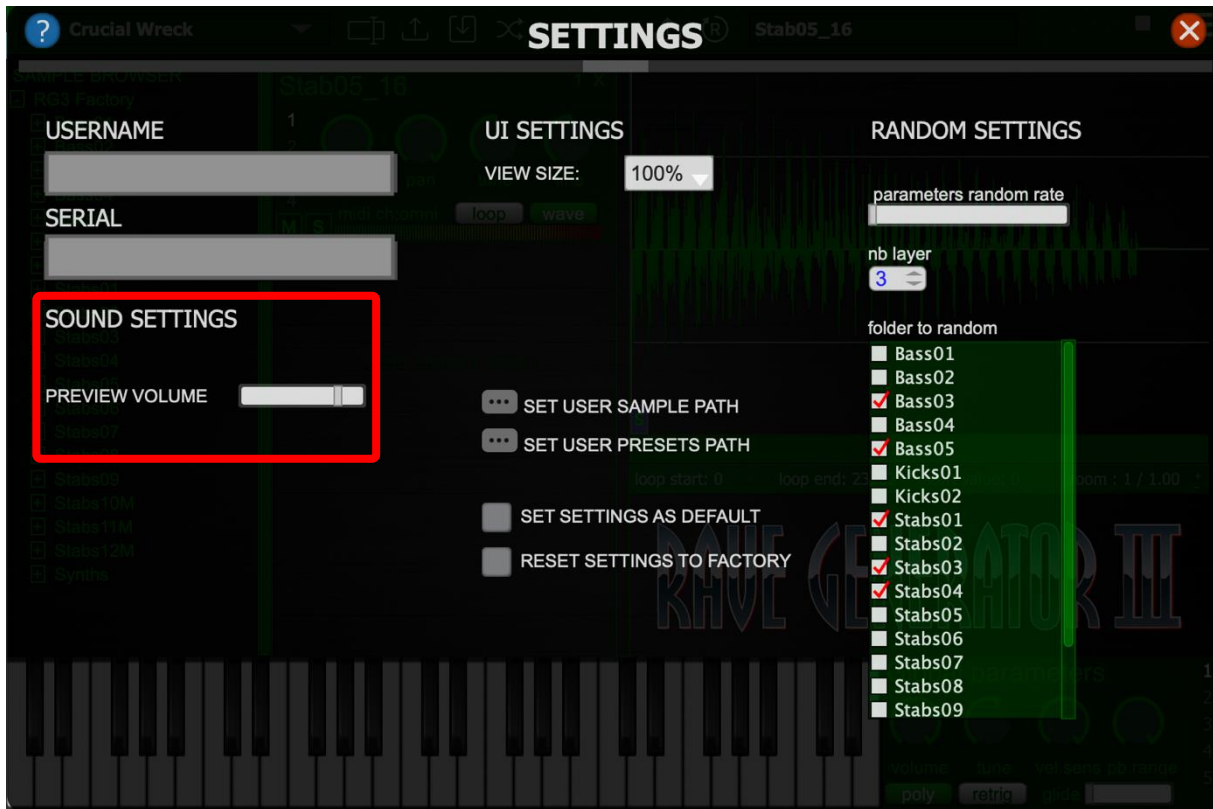| Element	Description
CutOff	Determines the cutoff frequency of the HP Filter Use this knob to set the cutoff frequency.
Resonance	resonance emphasizes signals at the cutoff frequency. Use this knob to set the amount of resonance of the filter.
Envelope amount	In the filter section that sets the amount 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.
Type	Type is by default setup OFF. Turn up the Type knob to select a filter. Once selected the filter is activated> 4 filters are available LPF, HPF, BPF, BRF.

7.5 Phaser

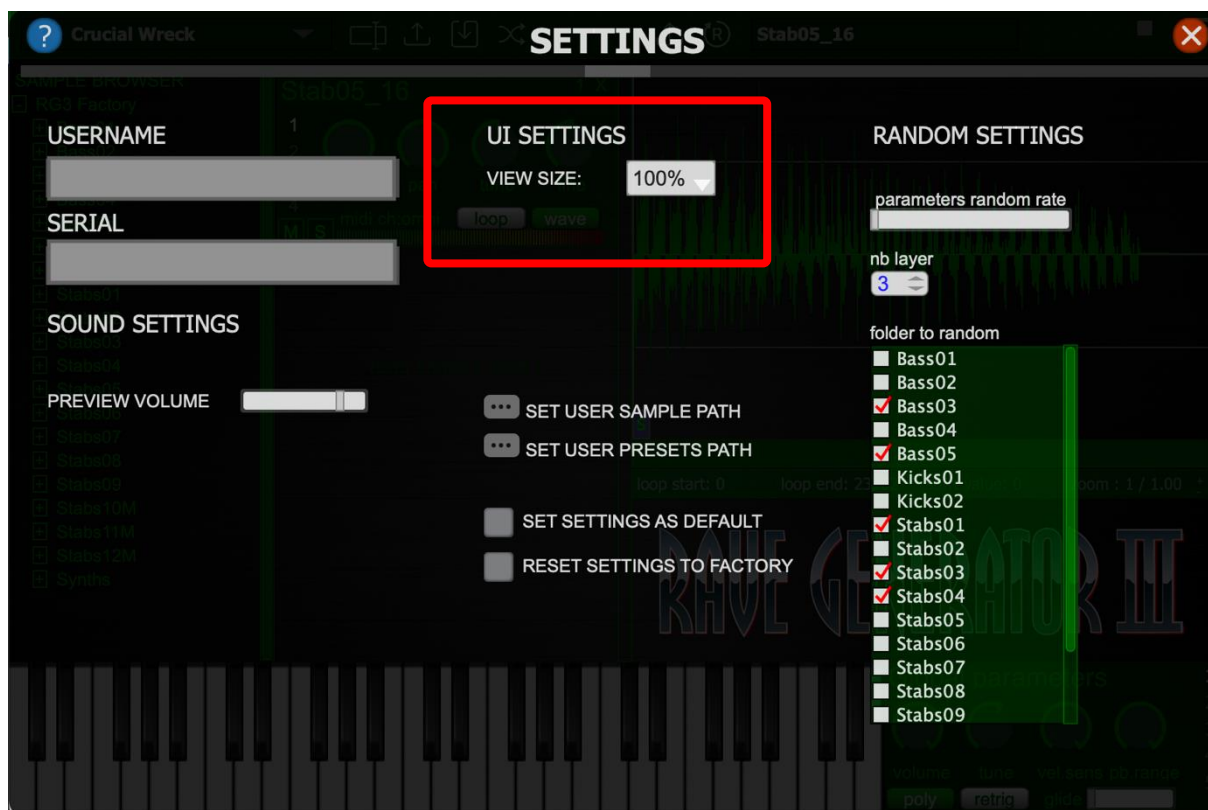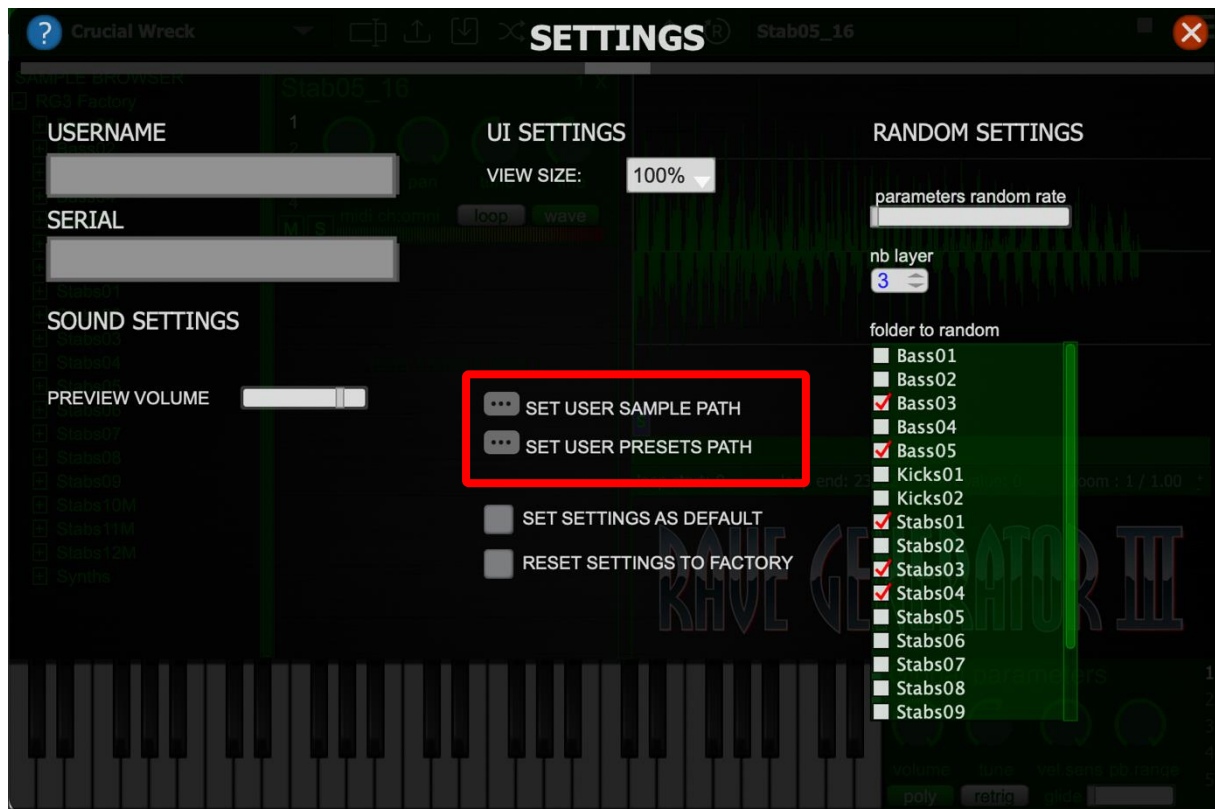| Element	Description
Active	Click on the Active button to activate the Delay.
Depth	Defines the depth of the effect.
Feedback	The Feedback parameter defines how much of each channels output signal feeds back into the Phaser lines inputs.
Rate	This determines the rate at which modulation changes occur.
Dry/Wet	The Dry/Wet control adjusts the balance between the processed and dry signals.

8. Settings view

8.1 Sound Settings

Element	Description
Preview Volume	Sets the sample preview volume.

8.2 UI Settings
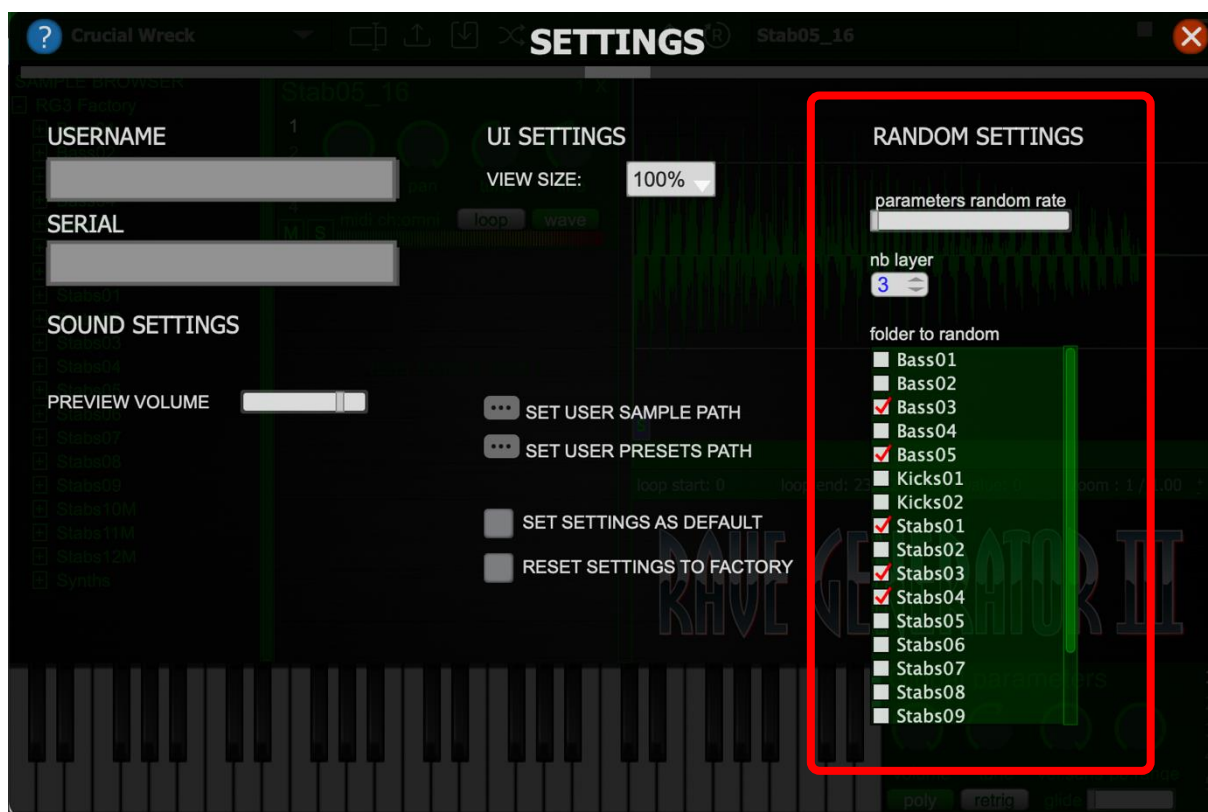

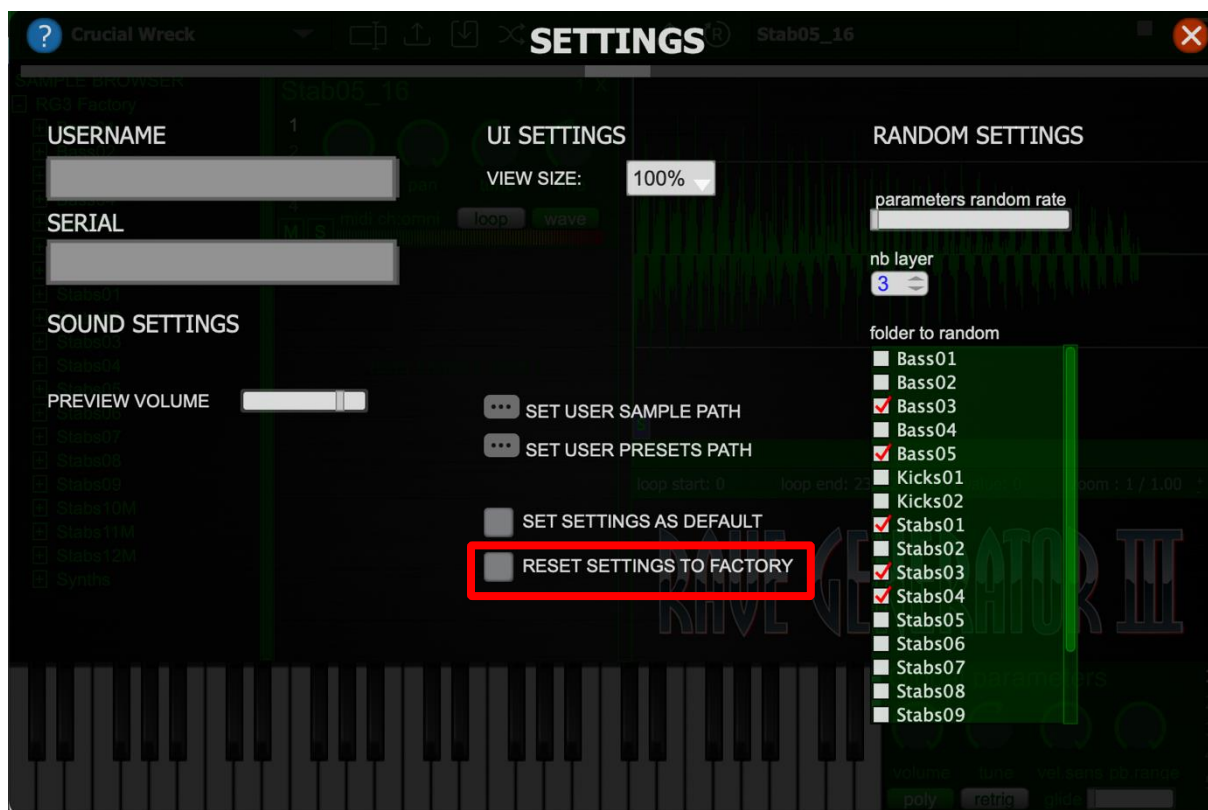| Element	Description
View Size	Click on the drop-down list to select one of the 4 plugin sizes: 100%,150%,200%,75 %

8.3 Set Path

Element	Description
Set User Sample Path	Click on the '...' button to set your own sample path to browse with the plugin browser. Also means you can random your own samples, see next chapter. Note : It will replace the factory sample folder in plugin browser by your own sample folder.
Set User presets Path	Click on the '...' button to set your own presets pass. Note: presets will be added in User presets section near the factory presets.

8.4 Random Settings

Element	Description
Parameters Random Rate	This fader defines how much parameters will be randomized on each instrument.
NB Layer	Select how much samples you want to stack randomly from 1 to 16
Folder to Random	On this list check the folders you want to be used by the random function to stack samples randomly.

8.5 Reset to factory

Element	Description
Reset Settings To Factory	Click this button to reset settings to factory.
Set Settings as Default	Click this button to set your settings as default. Each time you will launch the plugin these settings will be loaded.