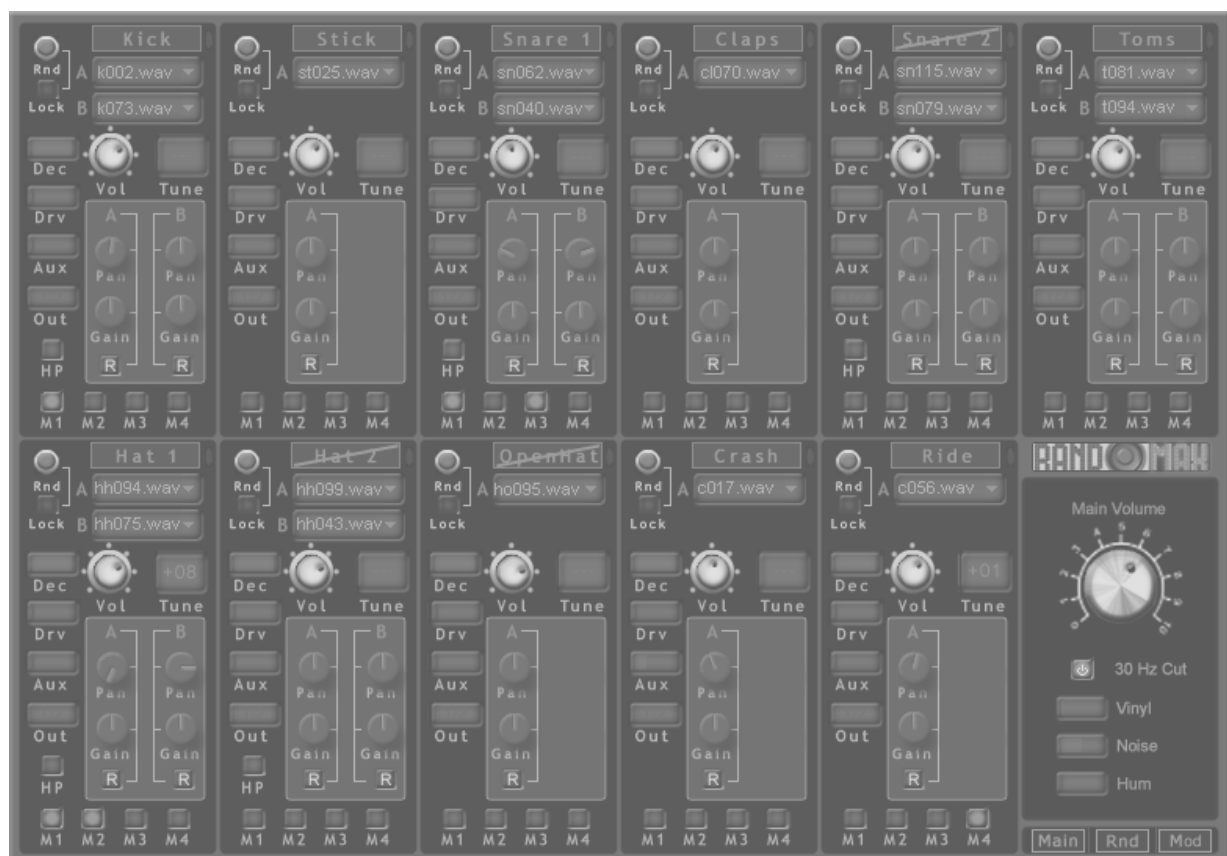




VSTi Drumsampler Version 1.00



Users Manual

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The information in this manual is subject to change without notice.

For further questions, you can email the author directly at dennis@prodyon-virtual-gear.com.

Enjoy the Randomax!
~D.Lenz

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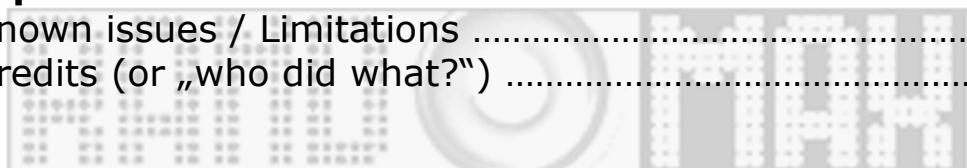
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Introduction

The Randomax

Thank you for trying / buying the Randomax VSTi Drumsampler!
We are sure you will have a fun and hopefully productive time using it.

Randomax is a full-featured WAV-compatible Drum-computer/sampler with the following features:

- 11 Sections (categorized like Kick,Snare,Toms...)
- EZ Layout, instant results
- 17 Drumsounds playable at once
- Over 800 Sounds included
- 128 sorted Drumkits included
- Four Stereo-Outputs
- One Stereo Aux-Send
- Onboard "mood"-Effects like Vinyl and Noise
- Whole settings can be randomized
- "One-Click-New-Kit" feature
- Much much more

Spice up your drumsounds! Breath new life into them by randomizing them all over!

Much work went into it – so enjoy your little new Toy!

Installation

System Requirements

The Randomax VST requires at least a 600 MHz Windows operated PC with 128 MB RAM. A VST2.0 compliant Host is also required.

Installation

In case you downloaded the packed Version of Randomax, simply do the following:

Copy the whole content of the ZIP-Archive into your VST-plugins directory.

IMPORTANT: Be sure to maintain the directory structure!

When installed, it should look like this: (example)

```
c:\program files\cubase\vstplugins\randomax <- with files in it  
c:\program files\cubase\vstplugins\randomax.dll
```

The Controls

A single section examined



This is how a single Section of Randomax looks like.
Now let us examine all the buttons, knobs and sliders!



This one is used by/for randomization of controls and/or sounds or both for this section only. Click once on the red rounded button to perform a randomization. To prevent this section from being randomized, simply click on the "Lock"-button.

Remember! Randomax randomizes Controls and Sounds based on what you've set in the "RND"-Menu! We'll cover that later...

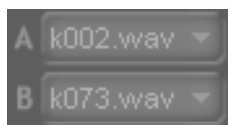


This is the name of the section and a Mute toggle button at the same time. So, whenever you want to mute certain

sections, just click once on it to do so and again to undo the muting.

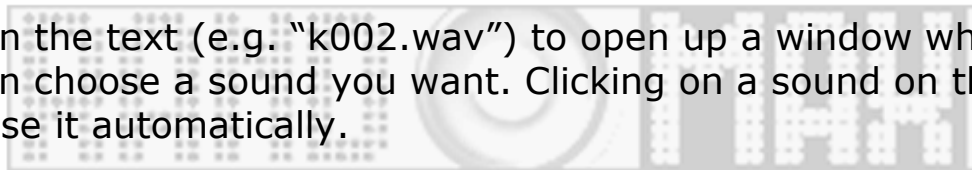
Remember! Mute settings won't be saved within a preset and or your song project.

Also notice the little yellow LED at the right. This LED lightens up whenever you press a MIDI key for this section (B0-C1).



This is where you decide which WAV sound to be used. If the section has two layers (like in this example) then there are "A" and "B" – Layers where each one can hold one single WAV – File.

Click on the text (e.g. "k002.wav") to open up a window where you can choose a sound you want. Clicking on a sound on this list will close it automatically.



Notice the little arrows on the right besides the file information. Clicking on these will open up a little "+ -" – window. This little window can come handy when you want to quick jump to a next or previous sound from the list.

Click on the arrow again to close this window.



This is the slider to set the sample-decay for this section. Move it using your mouse while pressing the mouse button. (Movement is left-right in this case).

The maximum decay is on the right.



This controls the amount of built-in drive / distortion for this section. Be careful, it is very sensitive!



Remember that Randomax has five Stereo Outputs? This slider uses one of them. It can be used to send a dry signal e.g. to a Reverb, a delay or whatever effect you want.

Remember! Randomax uses Post-Sends. That means, the amount of the Aux-Send is also controlled by the overall volume of this section.



Here you decide, which Audio Output to use for this section. It can be controlled by moving the mouse vertically while pressing the mouse buttons. You have the choice of 1/2 (which is the default), 3/4, 5/6 or 7/8.



This knob lets you adjust the main output volume of this section. Move it to the right for more volume.



Here you can specify the semi-tuning for (if the section has two layers) all sounds of this section. It ranges from -12 to +12 semitones. Use mousepress and move up/down.



These two knobs let you control the panning for the “A” and “B” layers separately and the gain (or “boost”).



Small button but big effect! Clicking this button will force the corresponding sample to be played backwards! Great for reverse cymbals or other effects, like reverse toms.

Click it again to let the sample play back normally.



This is an integrated **H**igh**P**ass-Filter. It can be very useful, especially on the kick-section since it can result in a muddy sound when two bassdrums overlap. Use this button to prevent that from happening.

Note: This Filter is only available on sections with two layers and always filters the “B” layer!



The “M1” button is used for “M”odulation within the Randomax. Clicking this button will route the incoming velocity (that is, how hard you hit a note on your MIDI keyboard) to the volume of this section.

Note: It will not move the volume slider – there is an “invisible” volume slider implemented for that purpose.



Clicking this button will route the incoming velocity to the sample decay of (if the section has two layers) both layers within a section. Louder notes = more decay.

Note: The decay slider for this section has no function, when this button is turned on!



Clicking this button will route the incoming velocity to the offset of the sample playback. This means that the selected samples will be played back at later positions on a lower velocity and on earlier ones on a higher velocity.

This is very useful to add some kind of “percussive effect” to all you drum material, especially bongos or congas.

Combining all “M”-Buttons can lead to very natural sounding results – even with a single WAV sound!



Clicking this button will route the incoming velocity to the internal LP (LowPass) filter, that each section has. This means, that lower velocity will kind of “dampen” the sound.

Remember!

The “M”-Buttons affect all layers in a section.

M1 = Velocity to volume

M2 = Velocity to decay

M3 = Velocity to sample offset

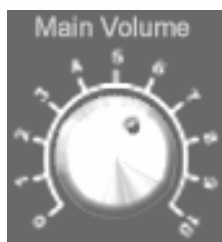
M4 = Velocity to lowpass filter

The Menu buttons



This is the Main menu section, which is located at the right bottom of Randomax. Here you can setup global things like the main volume, sound effects, change randomization settings and more ...

Let us begin examining the “Main” section:



This Knob controls the overall volume of all sections and outputs from the Randomax. Use it to change the volume of all sections at once or if something is too loud or quiet.

Note: Settings of this Knob get saved within your Project and /or drumkits.



Click this button to enable a 30 Hz Low cut Master-filter. This filter will automatically filter out all frequencies that lay below 30 Hz. Useful to remove subsonic rumble.



This slider controls the amount of sampled Vinyl noise in your drumkit. Use mouse press and left/right to change it. To turn it off, simply move it all the way to the left. It also gets internally disabled then, thus saving CPU.



This slider controls the amount of sampled background noise in your drumkit. Useful to get that warm and "analog" feeling! ;-)



This slider controls the amount of sampled 60 Hz hum + random noise in your drumkit. Useful to get that warm and "analog" feeling. Whoops, did i say that again? :-)

Note: Settings of the Audio-effect sliders get saved within your Project and/or drumkits.

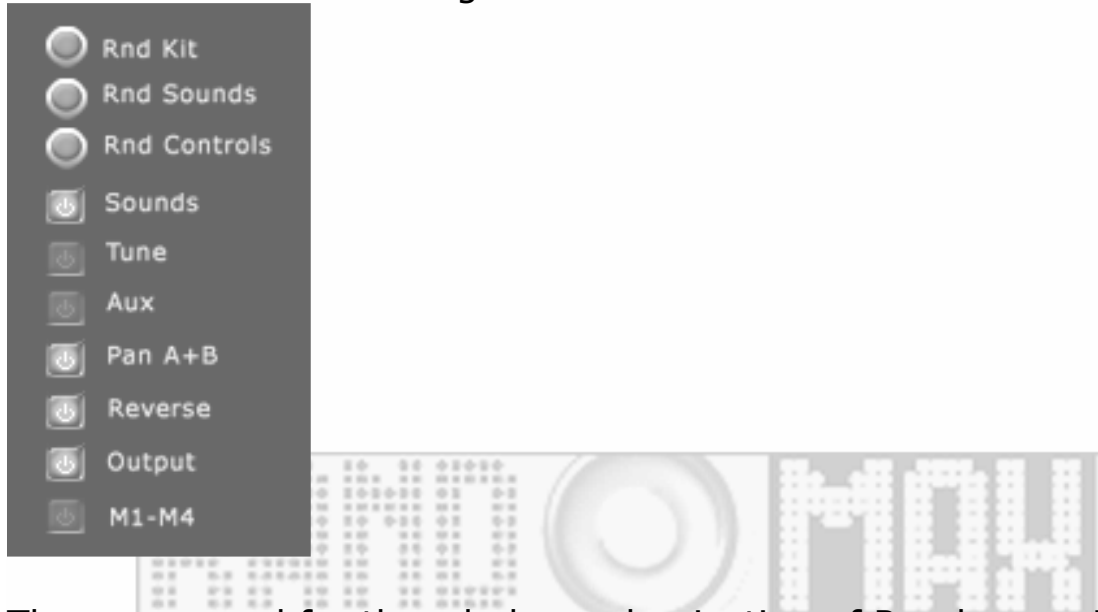
Note: These Audio-effects output their sound only on Audio Output 1 (stereo Output 1/2).

Randomization

Now let us continue on to the “RND” Tab of the main menu:



Here we see the following buttons:

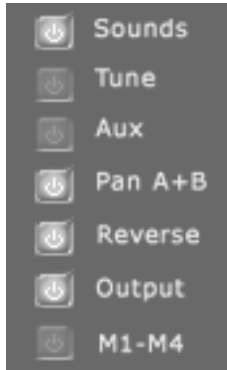


These are used for the whole randomization of Randomax. It's the most essential part of Randomax. Here is where the inspiration starts – where the creativity goes along.

Let us take a closer look at the buttons and switches:



Here you decide with one click what to randomize. But before we can do any randomizing, we need to make sure that we have allowed either the sounds or the controls to be randomizable. How to do this? Let us look at the switches below:



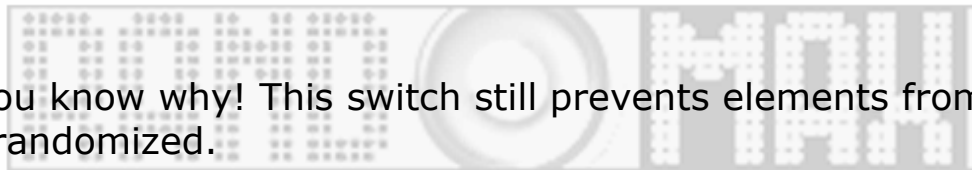
Ah – now that makes sense!

Here you can choose which kind of elements you want to randomize. When a certain button is lit, it indicates that this element is “ready” to be randomized.

Remember! Remember that there was a random “Lock” switch?



Now you know why! This switch still prevents elements from being randomized.



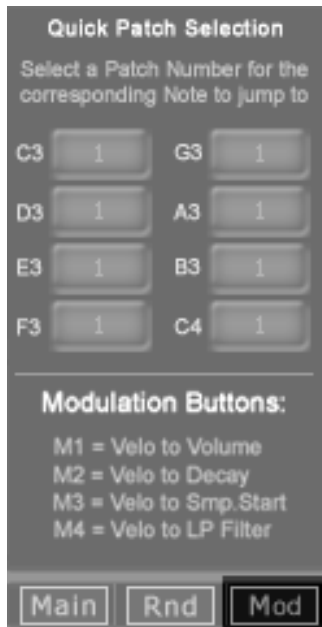
Think of the following situation:

You have a decent kit where you totally like the kickdrum and the snare but you want to randomize everything else. Now you can simply lock these sections and let Randomax randomize everything else.

If you want to have Randomax randomize a complete new Drumkit for you, simply press the “Rnd Kit” button once. ZAPP!! There you have a complete new Drumkit! Otherwise, you can just go on with the other buttons and randomize only certain elements, like the controls or the sounds.

Modulation

Now let us go on onto the latest menu button, the “Mod” panel:



Here is where I introduce something unique within the Randomax: the ability to allocate several MIDI notes to certain patches – in short a “quick patch jump”.

Setting this up is easy. First decide which preset(s) you want to jump to and then simply assign them to notes.



Simply click on this button (in this picture the “1”) and then a window pops up. In this choose a patch number, e.g. “7”.

From now on, when you press the MIDI note “C3” on your MIDI keyboard, Randomax will perform an instant patch jump to the preset you have chosen. That easy!

Note: Quick patch settings won’t get saved within your Project or Drumkit. The reason for this is obvious: Imagine you jump from patch #1 to patch #42, but in patch #42 you’ve mapped the quick patch keys different from patch #1!

I have decided not to implement this possibility since then it can easily result in total chaos. It can also cause some problems with certain Hosts.

Something that isn't visible on the panels:

The possibility to control all decay sliders in all sections at once. This is simply done by moving the modwheel on your MIDI-keyboard.



Appendix

Known Issues / Limitations

With the release of this Randomax Version 1.00, no serious Bugs were reported.

However, there are some things that you have to keep in mind when working with Randomax to avoid confusion and erroneous bug reports:

- Randomax has a little longer startup time, no need to panic.
- There may occur little CPU spikes on randomization (that is because Randomax has to randomize over 130 parameters at once!)
- There may occur little CPU spikes upon quick patch changing (caused by changing and redrawing dozens of parameters at once and by loading WAV-sounds, where some of them can be very large in size)

Other things to keep in mind:

- Every changes you make to a drumkit will be remembered!
- To get rid of changes either reload the plugin completely (**it is not enough to only turn it off and on again!**) or reload the factory bank that is inside the randomax folder on your harddisk.
- When using the Modwheel on your MIDI-Keyboard, the decay changes it creates will be remembered in both the Project and the Drumkit!
- The Modwheel does not change the crash decay. Why, you might ask. The reason behind this is of musical nature. Since you can modify all decays at once this way, it sounds a bit like a "trancegate" effect. In terms of musical structure you will most likely want the crash to be not affected by this "gate". That's why I decided to omit the modwheel from modulating it.

Credits (or „who did what?“)

Randomax is developed by Dennis Lenz
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Lead Development, Factory Drumkits/Sounds: Dennis Lenz

Big thanks to:

Markdeaton, who made the graphical User Interface

Sink, who made additional sounds.

<http://www.sink.audioshot.net>

Randomax was developed using Synthedit by Jef McClintock.

It uses additional modules by David Haupt and Kelly Lynch.



