

RAVEGENERATOR II



1. Presentation

RaveGenerator VST is a rompler / sampler multi-timbral plugin in VST2 and AudioUnit format for Windows / Mac OS X and Linux : it has 128 different presets for oldschool rave and 90's techno sound.

It contains many of the classic sounds of the early rave / hardcore era, mainly "stab" sounds. The sound engine tries to recreate the oldschool dirty sound of hardware samplers from this era.

2. Installation

2.1 Windows installation

32 bit : copy RaveGenerator2-x86.dll to your VST 32 bit plugins folder.

64 bit : copy RaveGenerator2-x64.dll to your VST 32 bit plugins folder.

The plugin should appear in your host (after VST scanning or rescanning) under the name "RaveGenerator2" or "Rave Generator 2 VST"

2.2 Mac OS X installation

VST : copy RaveGenerator2.vst to /Library/Audio/Plug-Ins/VST
or /Users/{userName}/Library/Audio/PlugIns/VST

AudioUnit : copy RaveGenerator2.component to /Library/Audio/Plug-Ins/Components
or /Users/{userName}/Library/Audio/PlugIns/Components

Note :

you must have Mac OS X 10.8.4 (Mountain Lion) or higher.

2.3 Linux installation

copy RaveGenerator2-x64.so or RaveGenerator-x86.so to your LinuxVST folder.

Note :

RaveGenerator2 UI use QT4 under LGPL license : your system must have the QT4 lib installed in order to have the custom interface.

3. Using the plugin

3.1 Using the presets

RaveGenerator2 come with 128 presets : use the host preset browsing system to navigate through the presets. You can also load/save presets or bank of 128 presets in fxp/xfb format.

Note:

presets doesn't mean "sample" or "sounds" : there are more than 128 samples, and presets can be combination of many sounds, even sounds from external sources + different parameters & effects (delay, pitch, volume, pan, etc..).

3.2 Sample browser view



add samples with :

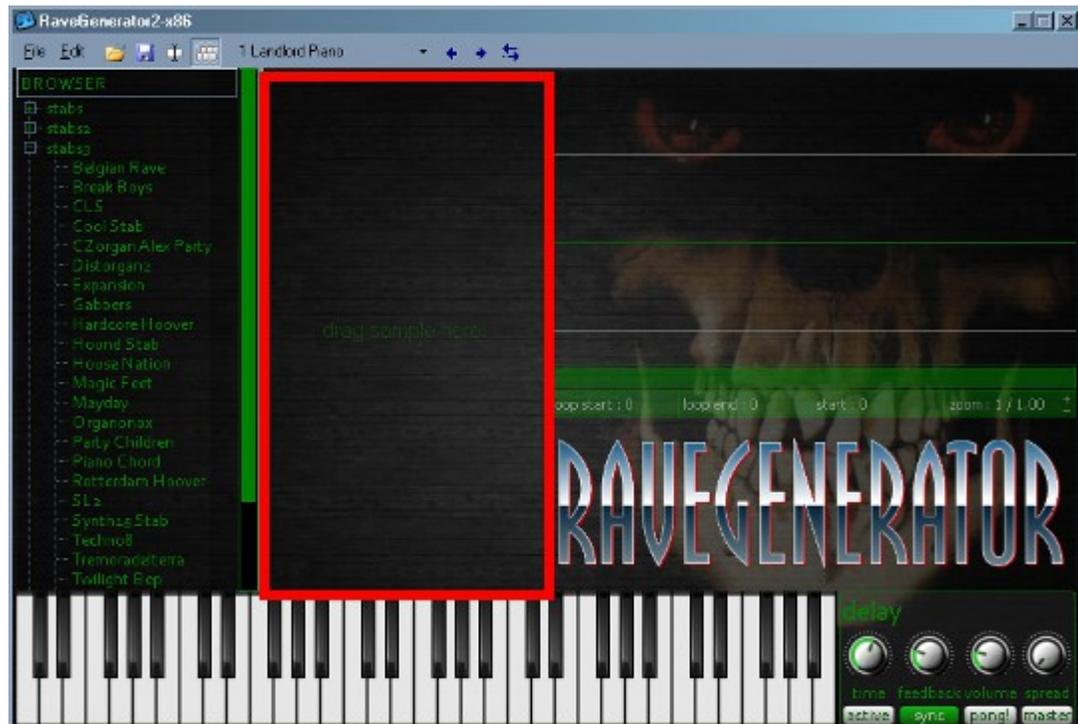
- drag and drop to the "Instruments View" see 3.3.
- drag and drop from external sources.
- double click on the sample name.
- press "enter / return" key.

There are 6 folders: stabs 1 2 and 3, synth, voice and user for custom defined folder.

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



3.3 Drop instruments view



This is where you drag the samples.

Instruments are added in this view, you can add up to 16 instruments.

Instruments = sample + parameters and per-sample effects, see 3.4.

Notes :

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

on Linux, drag and drop from external source doesn't work in all hosts.

3.4 Instrument view



general:

- use the upper right cross to remove a sample.
- right click on the objects for contextual menu (Windows / Linux).
- click on "wave" to display the waveform.
- click on "loop" to add / remove loop points to the sample.

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".

the 4 tab ("special FX") has :

- reverse
- filter : this turns on/off a basic linear interpolation : this can reduce the aliasing, but it's still dirty and old school :-)
- AKAIIZE effect : 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.

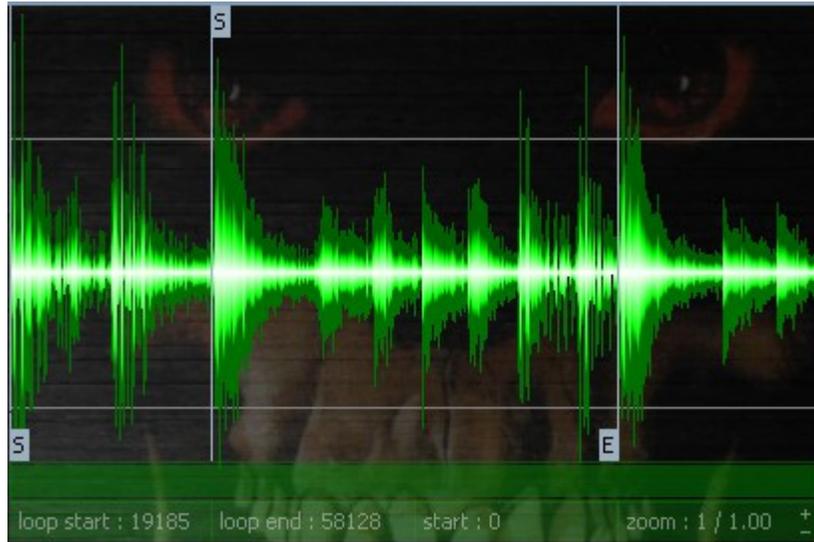
multi-timbral configuration:

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



3.5 Waveform view



it shows the current sample , and have 3 controls : start, loop start, loop end.

loop and start point

- see 3.3 on how to enable/disable loop points.
- you can drag the loop points and start points with the mouse.
- set loop start directly : CTRL+ left click (Command+left click on Mac).
- set loop end directly : CTRL + right click(Command+right click on Mac).
- set start point directly : SHIFT + left click.

note:

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

zooming and scrolling

- use mousewheel to zoom in/out the waveform, or use the -+ buttons on the right. SHIFT + mousewheel zoom slower.
- use the scroll bar to move the waveform if zoomed, you can also use middle click + drag the waveform (on Windows / Linux).

3.6 Delay / Global settings



Windows/Linux : click on "master" button to switch between delay/global parameters.
Mac OS X : click on the 1 / 2 / 3 to switch tabs.

Delay

this is a simple delay, global to the plugin.

- press "active" to turn on/off the delay.
- press "sync" to sync to the host tempo.
- press "pong" to set ping pong mode
- time set the delay time : when "sync" is on value are fixed to 1T 1/2T 1/4T 1/8T
- feedback : amount of reinjected signal in the delay line.
- volume : volume of the delayed signal.

Global settings

- volume : global volume.
- tune : global pitch.
- vel. sens : velocity sensitivity.
- pb rng : pitch bend range.

4. Known bugs or limitations

- vumeter only show left channel (Windows / Linux) : will be fixed
- waveform only show left channel : probably won't change
- if "start" > loop end, the playing starts at "loop start" : may change, or not.
- sometimes the sample names appears twice in the browser list (Mac OS X)
- drag and drop not always working from external source (Linux)
- strange waveform redraw (sometimes !) (Mac OS X)
- parameters can't be automated in AU version (Mac OS X) : will be fixed
- AKAIZE effect is samplerate dependant ! won't be fixed, it's funny on 8Khz samples
- copy parameters from/to can mess with the loop points (Windows/Linux).

Software by DJ CSI & Wavosaur, 2017.

<https://blog.wavosaur.com>