

# 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/fxb 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

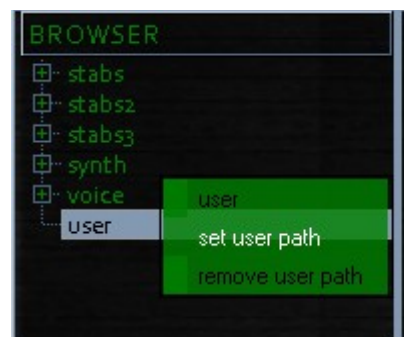


**add samples** with :

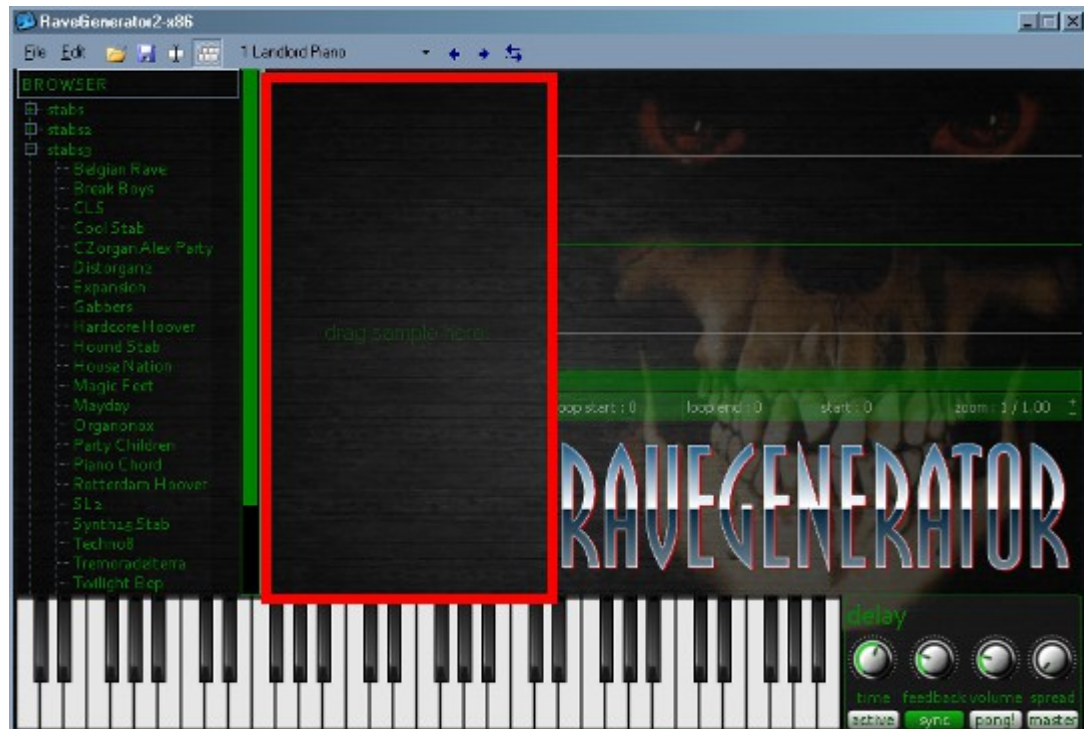
- drag and drop to the "Instruments View" see 3.3.
- drag and drop from external sources.
- double click on the sample name.
- press "enter / return" key.

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.

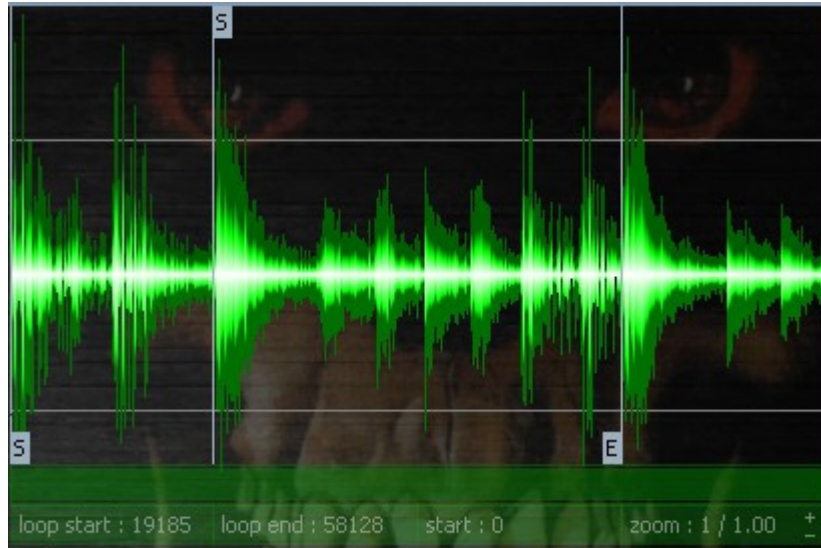
### multi-timbral configuration:

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 sensivity.
- pb rng : pich 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>