



## Repeat-X v.1.1



First of all, thanks for purchasing Repeat X. Note, that if you are using Repeat X demoverison, some functions are not available!

Purchasing the software saves future bugfixes, updates and improvements, but also the development of new Z3 Audiolabs musicsoftware.

I hope you will enjoy Repeat X, have a lot of fun with it and create the greatest tunes with it!

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## What is Repeat-X

Repeat-X is a multi-effect vst plugin, designed to manipulate audiosignals in realtime and modulate effects synchronized to your host program. With 9 effect algorithms and a very flexible modulation and gate section, there are nearly endless ways to manipulate the sound live or automate it via the step sequencers.

Repeat-X is easy and intuitive to use and designed to do crazy sound manipulations when using it as live tool but it is also great to use it as a multi-effect tool in your song- or sound design projects in the studio.

## System requirements:

Pentium III or higher / AMD with SSE support, 1200 MHz, 512 MB RAM, Windows 2000 or XP or newer, VST compatible 32 bit (64 bit with vst bridge or j bridge) host software

Tested and known to work in many VST compatible hosts like Cubase, Live, Renoise , FL Studio, Audiomulch,...

## Install / uninstall:

Repeat-X is really easy to install / uninstall: after unpacking the zip file just copy / delete the .dll into / from your vst folder, that's it!

<http://www.z3-audiolabs.com>

## Host integration:

### Cubase & Live:

Load Repeat-X as an insert effect into an audio track or instrument track. Then you need to create a MIDI track and assign Repeat-X as target for the MIDI track. You now can trigger Repeat-X with your MIDI controller or write MIDI sequences for it.

### Renoise:

Load Repeat-X as a track DSP on any channel. Then go to instrument settings and you will find Repeat-X in the VST FX alias. You can now load it as an instrument and trigger it with your MIDI controller or write patterns for it.

## Settings:

In the settings menu you can choose certain global settings like 'repeat velocity', which sets the velocity sensitivity for the keyboard to ON or OFF. You are also able to save MIDI CC bindings in the presets (saved global per default), 'catchup values' defines how your MIDI controller's knobs or faders work. If catchup values is set to ON the knob or the fader starts to work when the last value is reached (to avoid value jumps), if set to OFF it jumps to the actual fader or knob position. You also can show and clear all MIDI CC bindings.

## Controls:

### Basic usage:

- double click left mouse button: sets the parameter to default value
- click right mouse button:
  - o learn MIDI CC: connects the parameter with your hardware MIDI controller
  - o clear MIDI CC: deletes MIDI CC binding
- click right mouse button inside readout label: edit controller value by user input

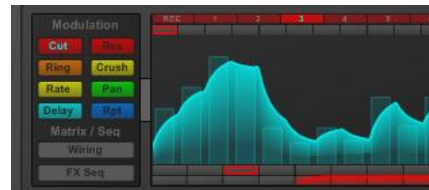
### Global controls:

- (1) **In / Out Volume control:**  
Controls input and output volume.
- (2) **Mix:**  
Mixes the dry and the wet master signal.
- (3) **Output Saturation:**  
Adds saturation to the output signal.
- (4) **Preset manager:**  
Allows you to save/load programs and program lists. With 'init program' you can set all parameters to default values. 'Rename' allows you to give your program a new name and saves the program.

## Modulation / Sequencer:

(5) **FX modulation selector :**

Choose the effect you want to modulate.



(6) **FX step sequencer:**

The step sequencer is a very flexible modulation tool which allows you to draw modulation sequences for your effect parameters. It is synchronized with your host program.



On the right side you can set the number of steps and the speed of the sequence in bars.

The random button generates random sequences.

The 'Amp' slider sets the amount (depth) of the modulation sequence.

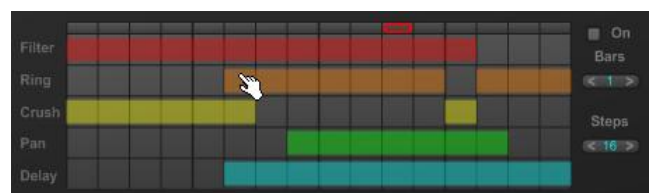
The 'Fade' slider sets the smoothness for the sequence values.

On the bottom of the step sequencer you find the gate sequence to draw a FX dry / wet sequence.

On the top of the step sequencer you can save sequence snapshots for fast switching between different sequences (8 sequences for each preset). The REC button enables you to record a sequence. Just turn it on and use the parameter knob or your hardware controller to record the sequence. You can also use 'cntrl' + 'r' to record.

(7) **FX sequencer:**

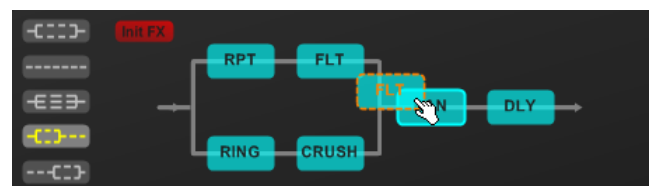
The FX sequencer gives you the possibility to turn your effects on / off in a sequence.



## Wiring:

(8) **Wiring:**

In the wiring section you can choose from 5 different routings of your audio signal, and exchange every FX slot by dragging them to your preferred position in the signal chain.



**FX controls:**

- (9) **Filter:**
  - Cut: sets the cutoff frequency of the filter
  - Res: sets the resonance of the filter
  - Filter type selector: select between 12 filter types
- (10) **Ring:**
  - Freq: sets modulation frequency
  - Depth: sets the amount the freq is modulating the audio signal
  - Waveform selector: choose between sine, saw, square or S&H
- (11) **Crush:**
  - Crush: reduces the bit rate of your audio signal
  - Sample rate: reduces the sample rate of your audio signal
- (12) **Pan:**
  - Pan: to balance the audio signal between left and right speaker
- (13) **Delay:**
  - Mix: mixes the dry and the wet signal
  - Feed: sets the delay feedback
  - Speed: sets the delay time (from 1 sample – 999ms)
  - Sync: synchronizes the delay time to note-values
- (14) **Repeat:**
  - Pitch: sets the pitch of the repeated slices
  - Speed: playback speed of the slices
  - Lock: locks pitch and speed
  - Env: turns the attack and decay on
  - Rev: plays the slices reversed
  - Quant: quantize the keyboard to note positions
- (15) **Stop:**
  - Stop: simulates a tapestop
  - Time: sets the time to stop
  - Curve: sets the curve, how the speed changes over the given time
  - Sync: if sync is on you can set the stop time to beat fractionals
- (16) **Keyboard:**
  - Repeat section: note-values of the repeated slices
  - Solo section: play FX in solo mode
- (17) **Latch:**
  - Latch: sets the keyboard from touchmode to latchmode

If you have any questions don't hesitate to write an e-mail to: [support@z3-audiolabs.com](mailto:support@z3-audiolabs.com)