

boxsounds replacer

<http://www.boxsounds.com>

Manual

About

“Replacer” is a VST plug-in designed to replace drum and percussive sounds, already existing in an audio track, with other sounds. Basically, it is comprised of a band-pass filter which selects the relevant frequency of the sound required to be replaced, and then the peak amplitudes at this frequency then trigger the chosen sample/s. The samples can be 16 or 24-bit PCM Wave files recorded at any sample rate.

About “Replacer ltd”

“Replacer ltd” is the free version of “Replacer”. It is limited to one layer (sample) per instance. To obtain the full version, please donate at <http://www.boxsounds/vst>, where you will receive an instant download link. There is no minimum donation amount.

Installation

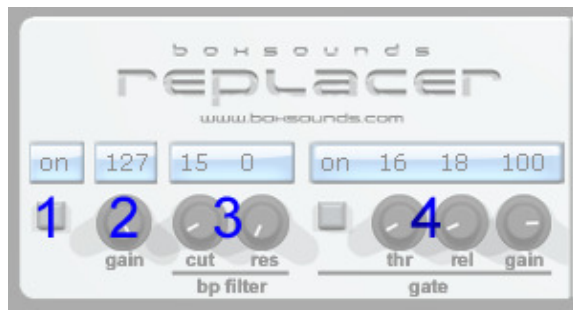
To install simply drop the .dll file in your VST folder.

Operation



Section 1

This is where the incoming audio is processed.



1 – Turns the plug-in on and off.

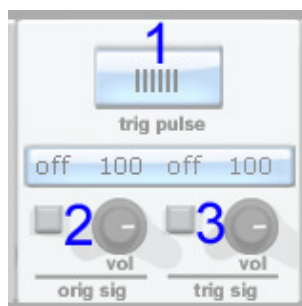
2 – Controls the volume of the incoming audio. The incoming signal needs to be quite strong to act as a trigger, so if the signal is quite quiet, turn this right up.

3 – This is the band-pass filter. The 'cut' control selects which part of the audio frequency is allowed to pass. To isolate a kick drum this would have to be on a very low setting, and to isolate a high-hat it would need to be on a high setting. The 'res' controls the width.

4 – This is a simple gate with threshold, release and gain controls. This helps to further isolate the sound you want to act as a trigger.

Section 2

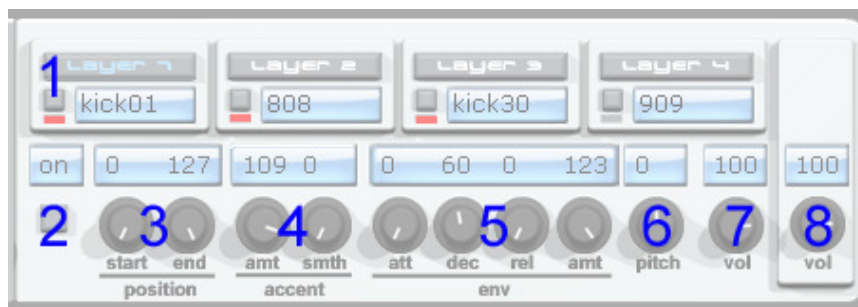
This is the monitoring section.



- 1 – This is a graphic representation of the signal which actually triggers the chosen sample/s. It's useful to look at this when adjusting the controls in section 1.
- 2 – This allows you to hear the unprocessed original audio.
- 3 – This allows you to hear the audio signal post filter and post gate.

Section 3

This is where the samples to be triggered are selected and processed.



- 1 – The layer required is selected via the 'layer' button. When selected (ie. the letters on the button are blue) all the controls (except 8) are for that layer. The small button opens the file dialogue to choose a sample. The red LED is lit when the layer is turned on.
- 2 – This turns the layer on or off.
- 3 – The sample start and end positions can be adjusted here.
- 4 – This attempts to replicate the dynamics of the original trigger sound. When this function is used the sample can sometimes sound a bit 'bitty' – the 'smth' control is there to try to smooth this out.
- 5 – A simple ADR envelope for the layer. The 'amt' control selects the amount the envelope affects the sample.
- 6 – Controls the sample's pitch.
- 7 – Controls the layer's volume.
- 8 – Controls the volume of all the layers combined.

Made with [SynthEdit](#) © 2003 by Jeff McClintock. This VSTi features modules by Chris Kerry www.chriskerry.f9.co.uk and [Dave Haupt](#).

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