

Dystopian Waves Drox II (Pro Version) User Manual



Dystopian Waves Drox Pro User Manual

Drox II Pro is a versatile multi-effect device designed for creative audio manipulation in real time. It combines four powerful engines that can be used independently or together, giving you total control over rhythm, pitch, texture, and timing.

Engines:

1. Dropout:

Instantly chops or mutes the audio for rhythmic or glitchy effects. You can sync dropouts to tempo or trigger them manually for precise timing.

2. Jump (CD Skip):

Simulates tape or CD skipping, creating abrupt jumps forward or backward in the audio. Perfect for glitch, stutter, or rhythmic rearrangements.

3. Tape Stop:

Emulates classic tape slowdown effects, with adjustable start/stop times and tempo-synced behavior. Includes modulation for realistic or experimental pitch and rate changes.

4. Stutter:

Offers detailed control over repeating slices of audio. You can define repeat length, pitch, direction, distortion, filter, effects, and panning per repeat. Sequencer and preset systems allow full composition of complex stutter patterns, including per-repeat reverb, pitch bend, vibrato, FM modulation, and randomized variations.

Highlights:

- Each engine can operate independently or in combination for complex audio effects.
- Tempo-synced or manual triggering options for all engines.
- Extensive per-repeat and per-event sequencing for stutter effects.
- Randomization and modulation systems add variation and life to repeated audio.
- Save, load, and recall presets for both top-level parameters and sequencer configurations.

Drox II Pro is ideal for producers, sound designers, and live performers looking to transform audio in real time with precision, creativity, and unpredictability.

GUI Overview

Drox Pro's interface is divided into four main sections, each dedicated to a different type of glitch-based processing.

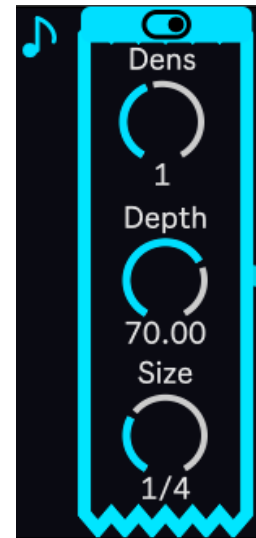
1. Glitch/Dropout Section (Left)

Located on the far left.

Produces sharp, tape-style dropouts and micro-gaps in the audio signal.

Includes 3 control knobs to shape the glitch effect (see *Parameters* section for details).

The Glitch effect can be turned on/off by clicking its top frame button.



2. Jump Section (Right of Glitch)

Simulates a “CD-skip” style jump effect, creating sudden playback jumps.

Includes 3 control knobs for adjusting jump timing and intensity.

The Jump effect can be turned on/off by clicking its top frame button.

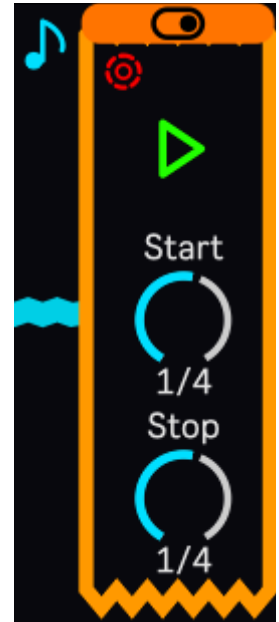


3. Tape Section

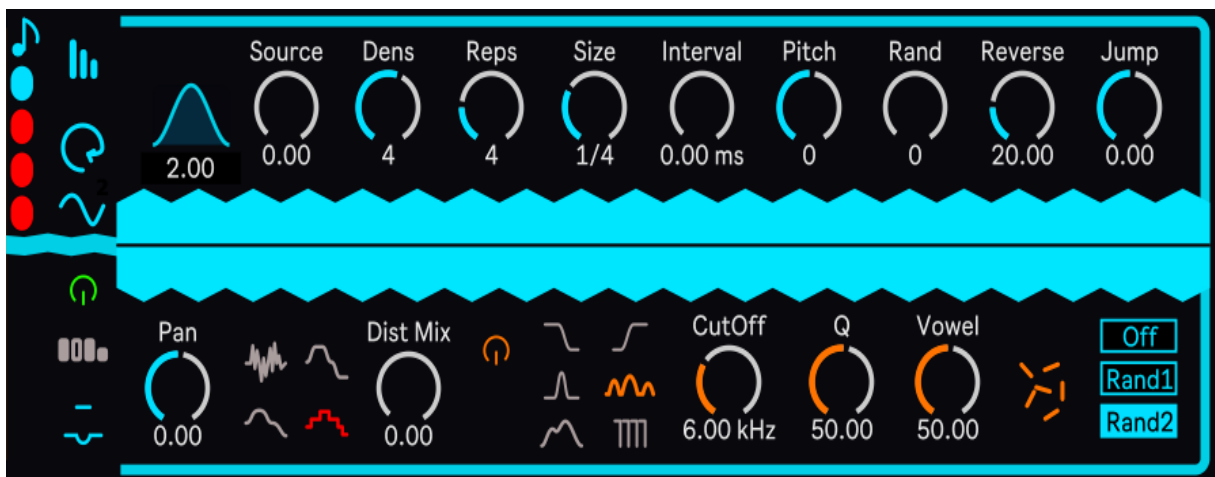
Simulates tape start/stop behavior, with tempo-syncable start/stop times and dedicated LFO modulation for start/stop movement.

Features a Start/Stop button, time knobs, and a modulation settings panel.

The Tape effect can be turned on/off by clicking its top frame button.



4. Stutter Section (Center-Right)



Produces rhythmic stutter and retrigger effects.

Divided into two groups of knobs (top and bottom),

giving detailed control over stutter behavior.

At the center of this section is a waveform display divider, which shows the processed output signal in real-time.

To enable/disable the Stutter section, click on the Stutter icon.

Stutter Sequencer



Stutter Sequencer: Allows you to set parameter values for each repeat across all parameters, save presets, and run the stutter based on your saved presets, preset randomization, or the dedicated triggering system.

4. Master Section (Far Right)

Provides global controls for Drox.



5. Reverb Section

Global and per stutter repeat reverb



Parameters & Controls

The controls are grouped by the effect they modify. Experimentation is key, as the modules can interact in complex and surprising ways!

Glitch (Dropout / Flaw) Section:

1-Drop On/Off (Top Button): Master switch for the dropout engine.

Click the top button to enable or disable the effect.

2-Density: Determines how frequently drops occur.

Higher values make them happen more often.

Range:

Hz mode: 0.0 – 5.0 Hz

Tempo sync mode: 16 bars - 1/16

3-Depth (0.0 – 100.0): Controls how much the volume drops

during a dropout. 100.0 results in complete silence.

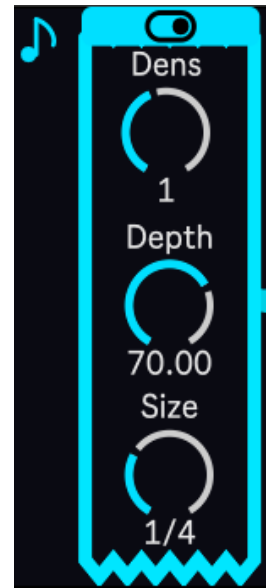
4-Size: Sets the length of each volume drop. Higher values create longer drops.

Range:

Time Mode: 1 – 2000 ms

Tempo Sync Mode: 1 bar - 1/64

5-Click the Hz/Sync icon to switch between Hz/Time and tempo-synced modes.



Jump Section:

1-Jump On/Off (Top Button): Master switch for the jump engine.

Click the top button to enable or disable the effect.

2-Density: Controls how often the read head jumps.

Higher numbers create more frequent skips.

Range:

Hz mode: 0.0 – 20.0 Hz

Tempo sync mode: 16 bars - 1/4

3-Size: Sets how long playback continues from

the jumped-to position before returning to the main playback head.

Range:

Time Mode: 1 – 2000 ms

Tempo Sync Mode: 1 bar - 1/64

4-Range: Controls how far the tape head can jump

as a percentage of total buffer length (30 seconds).

Small values create short, subtle skips; large values make drastic jumps across the audio.

Range: 1 - 100

5-Click the Hz/Sync icon to switch between Hz/Time and tempo-synced modes.



Tape Section

1-Jump On/Off (Top Button): Master switch for the jump engine.

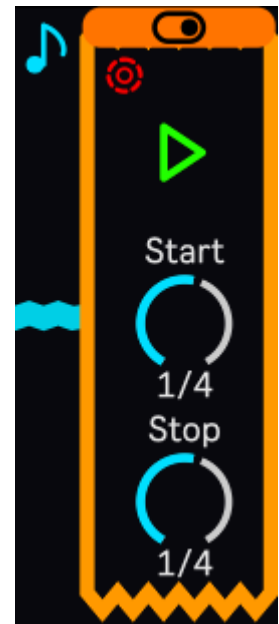
2-Start/Stop Button: Stops or starts playback based on the Start/Stop knob values.

3-Start/Stop Knobs: Set the time for tape start and stop — how the audio ramps up from a full stop to normal volume/rate and ramps down from normal playback to a full stop.

Range:

Time mode: 0 - 5000ms

Tempo Sync mode: 2 bars – 1/16



4-Click the Hz/Sync icon to switch between Hz/Time and tempo-synced modes.

5-Modulation Setting (top left red icon): Enables and opens the settings panel for Start/Stop time modulation.

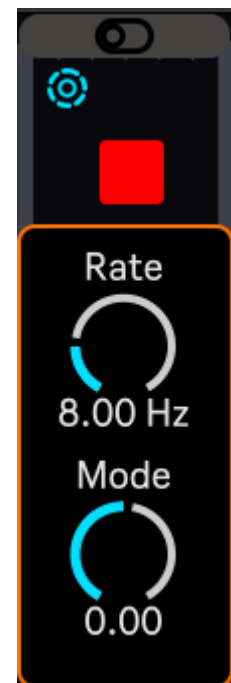
6-Rate: Defines the rate of LFO modulation for Start/Stop time.

7-Rate Mode: Defines three LFO modes for the Rate parameter.

0 – Fixed: LFO speed remains constant. Provides a consistent, predictable wobble.

1 – Speed-Up: LFO slows down as the tape slows. Creates a realistic simulation where wobble decreases with momentum.

-1 – Slow-Down: LFO speeds up as the tape slows. Produces an unstable, broken simulation where wobble increases as the motor struggles.



Stutter Section:



Primary Stutter Buttons/Controls

1. Stutter Time/Hz and Sync Icon:

Switches between Time/Hz and Tempo Sync modes.



2 – Effect Tabs:

Switch and display different effect panels in the top section of the Stutter controls:

- a. **Main:** Initial controls of the stutter engine.
- b. **Pitch Bend:** Displays pitch bend parameters above the pitch knobs.
- c. **Vibrato:** Shows pitch vibrato controls.
- d. **FM:** Displays frequency modulation controls.



3 – Stutter On/Off Switch:

Master control for enabling or disabling the Stutter effect.

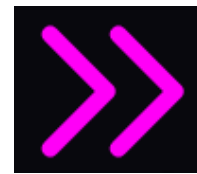


4 – Slice Behavior Button:

Defines how the audio is sliced during stuttering.

Mode 1 – Default: The engine slices one section of audio and repeats it according to the Stutter Repeats knob value (2–16 repeats).

Mode 2 – Follow: The engine moves forward with the audio source; for each repeat, it slices the newest section of incoming audio.



5 – Second Source On/Off:

Activates the second audio source. When enabled, the engine uses two sources for stutter repeats, based on the Source Mix knob value or the Sequencer Source page. Each repeat can use Source 1 or Source 2.

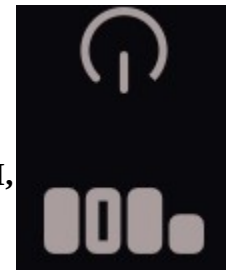


6 – Sequencer Buttons:

a. Power Icon: Enables or disables the Sequencer Mode.

When off, the engine uses the current stutter controls. When on, it uses programmed values from the sequencer for all parameters.

b. Pattern Icon: Shows or hides the Sequencer Panel in the center of the GUI, where you can program and compose your stutter patterns. *(See the Sequencer section for full details.)*



7 – External Trigger Icon:

Enables External Trigger mode for the stutter engine.

When off, the stutter is triggered internally based on the Density knobs.

When on, you can route an external track to Drox to

trigger stutter events, or use the Trigger Page in the sequencer to send triggers based on sequencer timing. This allows for precise trigger scheduling and control.

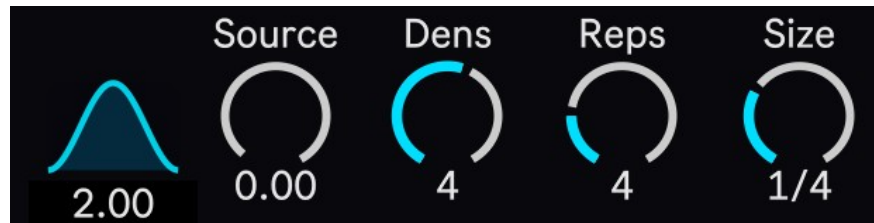


8-Trigger Button:

For immediate triggering, click the Trigger Button (T) instead of using the scheduled triggers.



Stutter Top Controls:



1– Window Shape: Defines each repeat's window envelope. You can choose from 9 shapes or morph between them, Repeats can sound clicky, glitchy, or smoothly transition from one to the next.

2 – Source Knob: Controls the **audio source** for each repeat.

A value of **0** uses *Source 1*, **1** uses *Source 2*, and values in between blend between the two sources.

To use the source knob, You should first route a second track to Drox, then enable the Source On/Off button.

3-Density: Controls how often stutters are triggered. Higher values mean more frequent stutters, think of it as the average number of stutter events per minute.

Range: 1-Semi Random trigger mode: 0 – 60

2-Tempo Sync Mode: 32 bars – 1 bar

4-Repeats (2 – 16): Number of times the captured slice is repeated once a stutter event is triggered.

5-Length (Size): Sets the duration of the audio slice that is captured and repeated. Short values (10–50 ms) create buzzy, granular textures; long values (100–500 ms) produce distinct, rhythmic echoes or delays.

Range:1-Time mode: 1 – 2000ms

2-Tempo Sync Mode: ¼ – 1/64



6 – Interval: Defines the time interval between each repeat.

A value of 0 plays repeats back-to-back with no gaps, while values above 0 let portions of the original source play between repeats based on the interval amount.

7 – Pitch: Shifts the pitch of all repeats to a fixed value between -12 and +12 semitones.

8 – Rand (Pitch Spread): Defines random pitch variation for each repeat.

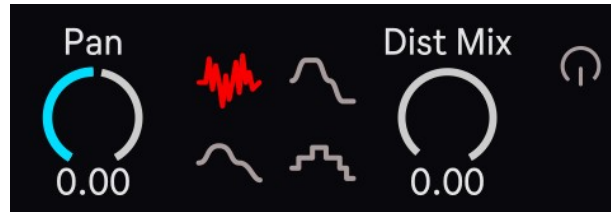
For example, setting the value to 5 causes all repeats to be randomly detuned between -5 and +5 semitones.

9 – Reverse (0–100): Sets the probability (0%–100%) that a stutter repeat will play in reverse.

10 – Jump: Allows you to jump forward or backward in the internal audio buffer while a stutter event is running.

For example, during a stutter event with 16 repeats, if 8 repeats have already played, adjusting the Jump knob to -1 or 1 lets you move to older or newer recorded audio within the buffer. This enables some repeats to use current playing audio while others can access older audio recorded up to 20 seconds ago.

Stutter Bottom Controls



1-Pan: Controls the stereo position (left-to-right) of the stuttered audio only.

-1 = hard left, 0 = center, 1 = hard right.

2 – Distortion Type Icons: Select from four distortion types using the icons:

1-Tanh Distortion, 2-Hard Clip, 3-Wavefolder, 4-Bitcrusher

You can switch between distortion types during a stutter event, allowing each repeat to have a different type. You can also use the Sequencer to define which distortion type each repeat uses.

3 – Distortion Amount: Controls how much distortion each repeat receives (0–100).

While a stutter repeat is playing, you can adjust this knob to make distortion evolve over time — for example, starting subtly and becoming harsher as the repeat progresses

4-Wavefolder Bias:

Adjusts the symmetry of the folding curve. Lower values produce a clean, sine-like fold; mid values create rich, asymmetrical tones; higher values give a phase-shifted, hollow sound.



5 – Filter On/Off Switch: Toggles per-repeat filtering.

Off bypasses the filter; On enables it.



6 – Filter Type Icons: When the filter is enabled, you can choose from six filter types to shape each repeat's timbre in real time:

- a. **Low-Pass:** Applies a low-pass filter to each repeat.
- b. **High-Pass:** Applies a high-pass filter.
- c. **Band-Pass:** Applies a band-pass filter (use Cutoff and Q knobs to shape).
- d/e. **Formant Filters:** Two distinct formant types with different tonal characters. Use the Vowel knob to morph between vowel shapes in real time for each repeat.
- f. **Comb Filter:** Applies a comb filter to each repeat. Use Cutoff and Q to alter the timbre dynamically.

7– Random Filter: Enables or disables filter randomization for each repeat.

When Off, all repeats use the current Filter Type, Cutoff, Q, and Vowel settings.

When On, each repeat receives a different combination of filter type, cutoff, Q, and vowel (for formant filters), creating evolving and varied tonal textures.

8-Rand (Off – Rand1 - Rand2): When on, pitch, reverse, filter, Distortion and stutter length can be randomized for each repeat, creating evolving, chaotic patterns.

Off: When off, all repeats maintain the same settings.

Rand1: Randomizes length, pitch, direction, distortion, and filter for each repeat.

Note: The Random Filter button must be enabled, Random Pitch value must be greater than 0, and Distortion Amount must be above 0.

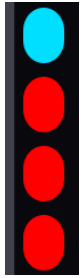
The engine uses the values of Random Pitch, Distortion Amount, and Length as maximum ranges, and randomizes between 0 and those values.

Rand2: Probabilistic Re-randomization — the engine uses a probability system where, for each repeat, there is:

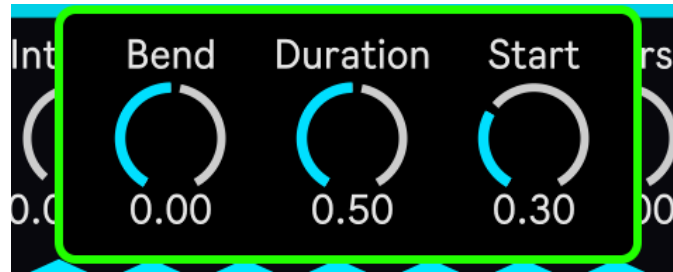
- a chance for no randomization,
- a chance to apply randomization based on the effect parameter values, or
- a chance to keep the previous repeat's settings for that effect.

Additional Stutter Effects

Pitch Bend, Vibrato, and FM effects are accessible by clicking the Effects Tab on the left section of the interface.



Pitch Bend (Visible by clicking the second circle in the Effects Tab.)



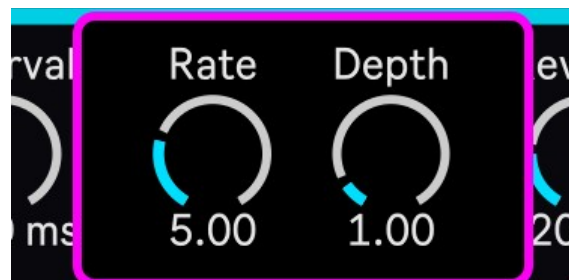
1 – Bend Target: Defines the pitch bend range for each repeat between -12 and +12 semitones. Set a value, and each repeat will bend toward that target pitch.

2 – Duration: Controls how quickly the pitch bend reaches its target.

- A short duration creates a fast, *laser-like* sweep that quickly reaches the target pitch.
- A long duration produces a slow, *tape-style* slide that gradually reaches the destination pitch.

3 – Start: Sets the starting point of the pitch bend within each repeat — determining where in the repeat the bend motion begins.

Vibrato (Visible by clicking the third circle in the Effects Tab.)



1 – Rate: Controls the speed of the vibrato — how fast the pitch oscillates.

2 – Depth: Controls the intensity of the pitch wobble — how wide the modulation range is.

A low depth produces a subtle, gentle shimmer, similar to a soft vocal vibrato or the slight warble of an old tape machine.

A high depth creates a dramatic, wide pitch swing, resembling a police siren or a classic sci-fi “laser” sound.

FM (Frequency Modulation)

(Visible by clicking the fourth circle in the Effects Tab.)



1 – FM: Controls the modulator frequency (1–5000 Hz).

2 – Depth: Controls the intensity of FM modulation — how wide the modulation range is.

Different combinations of Rate and Depth create distinct tonal behaviors:

- **Low Rate, Low Depth**

Sound: Subtle grit, gentle fizz, and mild harmonic richness — a great “thickener.”

Use Case: Add life and texture to static synth sounds or drum samples.

- **Low Rate, High Depth**

Sound: Pronounced sidebands with a growling or clangorous tone; pitch becomes less defined.

Use Case: Ideal for aggressive basses, metallic textures, or percussive FM tones.

- **High Rate, High Depth**

Sound: Extremely complex and noisy, rich in high-frequency content — like crashing metal or shattering glass.

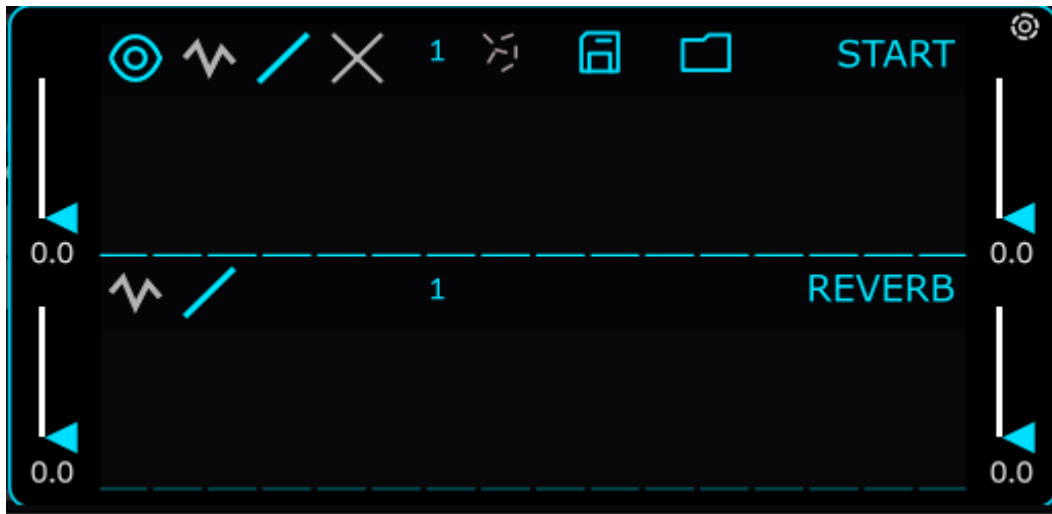
Use Case: Perfect for sci-fi effects, harsh textures, or experimental percussive sounds.

- **High Rate, Low Depth**

Sound: Adds a bright, glassy sheen; enhances clarity with high, **bell-like overtones**.

Use Case: Brighten sounds or add a hi-fi shimmer without using EQ; great for creating bell-like timbres.

Stutter Sequencer



Top Panel Icons

The Top Panel contains several icons for navigating, viewing, editing, and managing sequencer presets:

1 – Eye Icon: Switches between Sequencers View and Final Triggering View.

2 – View Mode Icon: Displays the current sequencer content or a saved preset without allowing edits.

3 – Edit Mode Icon: Enables editing for each step of all sequencers.

4 – Preset Number Selector:

- Choose a preset number (1–20) to view or edit its sequencer content.

- Example Workflow:

1. Select Preset 1 and program all sequencers for the desired stutter behavior.

2. Before closing the device or sequencer and click the Save Icon to store the preset on your computer.

Repeat for all 20 presets to have a complete library available.

5 – Randomize Icon: Randomizes all top sequencers, generating fully random sequences with a single click.

6 – Save/Load Icons:

- Load (Folder) Icon: Loads saved presets from your computer.
- Save (Floppy) Icon: After programming sequencers, click this to save your presets to disk.

7 – Sequencer Name Icon: Switch between different stutter sequencers for each parameter.

Top Sequencers

In the top section, you can switch between sequencer pages using the name icon located at the top-right of the control panel.

Each page controls how each repeat behaves over time.

Every step in the sequencer defines the behavior of one repeat, with fully independent parameters controlling playback, modulation, and effects.

Per-Step Parameters

Each repeat can be identical to the current audio or fully transformed by the sequencer's parameters:

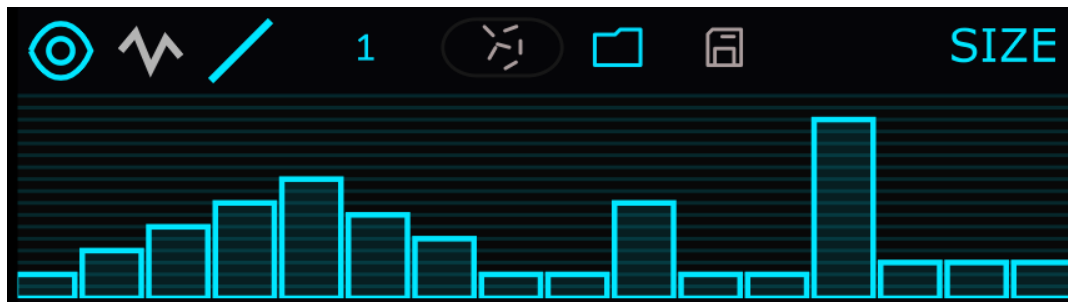
Parameter	Description
Size	Defines the duration of each repeat. In Normal Mode , range: 10–2000 ms. In Sync Mode , range: 1 bar to 1/64.
Interval	Sets the time gap between consecutive repeats.
Pitch	Adjusts the pitch per repeat (–12 to +12 semitones).
Pitch Bend	Sets the bend target (–12 to +12 semitones).
Bend Duration	Defines how long the bend takes to complete within the repeat.
Bend Start	Sets when in the repeat's lifetime the pitch bend begins.
Vibrato Rate	Controls the speed of the vibrato per repeat.
Vibrato Depth	Controls the intensity of the vibrato effect.
Source	Selects the input source (Source 1 or Source 2).
Direction	Chooses playback direction: Forward or Reverse .
Pan	Sets stereo position per repeat.
Distortion Type	Selects one of four available distortion algorithms.
Distortion Amount	Controls the amount of distortion applied.
Filter Type	Selects one of six filter types.
Cutoff	Defines the filter cutoff frequency.
Q (Resonance)	Sets filter resonance for the selected type.
Vowel	Defines the vowel position (for formant and vocal filters).
FM Frequency	Sets frequency of the modulator for FM effects.
FM Depth	Controls modulation depth of FM per repeat.

Example Use

Imagine a sequence like this:

- **Repeat 1:** Long size, Audio from Source 1, Direction Forward, no pitch shift, subtle bitcrush, formant filter.
- **Repeat 2:** Short size, Direction Reverse, +7 semitones pitch shift, slight vibrato, pitch bends down to -12.
- **Repeat 3:** Long size, Audio from Source 2, Direction Reverse, pitched down -7, bends up mid-life, tanh distortion, comb filter, light FM.

Each step becomes a micro-event, allowing total control over rhythm, motion, and color.



Bottom Panel Icons

1 – View Mode Icon: Displays the current sequencer content or a saved preset without allowing edits.

2 – Edit Mode Icon: Enables editing for each step of all sequencers.

3 – Preset Number Selector:

- Select a preset number (1–20) to view or edit its sequencer content.
- Example Workflow:
 1. Select Preset 1 and program all bottom sequencers for the desired stutter behavior.
 2. Before closing the device or sequencer, click the Save Icon to store the preset on your computer.
 3. Repeat for all 20 presets to build a complete library of saved configurations.

Bottom Sequencers

You can switch between bottom sequencers by clicking the name icon in the bottom control panel. Each bottom sequencer controls a different aspect of stutter triggering, repeats, presets, or effects.

1 – Trigger Sequencer

Defines the timing of triggers sent to the stutter engine, tempo-synced.

- Each step determines when the sequencer sends a trigger to start a stutter event.
- Example:
 - Step 1 = 1 bar: After 1 bar, the sequencer sends a trigger to the engine.
 - Step 2 = 8 bars: After the first trigger, 8 bars later, the second trigger is sent.
- Each step sets the interval between consecutive triggers.

2 – Preset Sequencer

The Preset Sequencer defines which saved preset will be used for each trigger sent to the stutter engine.

When the sequencer sends a trigger, it transmits both a start trigger and a preset number to the engine, allowing the stutter to use previously saved top sequencer patterns.

- Each step can select a preset number (1–20).
- **Important:** Before using this sequencer, save your programmed top sequencers as presets using the device's Save Icon.

Example Workflow:

1. Program all top sequencers for a stutter event.
2. Save the configuration as Preset 1.
3. Run the Preset Sequencer with the value 1 for Step 1.
4. The engine now uses Preset 1 for all top sequencer parameters for each repeat.

3 – Reps Sequencer

Defines the number of repeats for each stutter event (range: 2–16).

- When a trigger is sent, the sequencer also sends: preset number + number of repeats.
- **Example:**

Trigger + Preset 1 + Reps 16 → stutter plays 16 repeats using Preset 1 values.

Next step: Trigger + Preset 1 + Reps 2 → stutter plays 2 repeats.

Next step: Trigger + Preset 5 + Reps 6 → stutter plays 6 repeats using saved Preset 5.

This allows complete control over both the pattern and length of each stutter event.

4 – Reverb Sequencer

Controls the dry/wet mix of reverb per repeat (0–100%).

- Each repeat can be fully dry, fully wet, or any value in between (e.g., 50% dry / 50% wet).
- Allows for dynamic and evolving reverb textures across repeats within a stutter event.

Right Sliders

Top Right Slider:

Adds smooth movement or modulation to several sequencers.

0 = Off, 1 = On

Bottom Right Slider:

Adds modulation or movement specifically to the *Reverb* sequencer.

Left Sliders:

Controls the *speed* of the modulation movement for each sequencer.

In normal mode, each sequencer's values remain static during each repeat — they don't change over the duration.

When modulation/movement is activated, values evolve dynamically throughout the repeat's lifetime.

Example:

If you add movement to the *Reverb* sequencer and a repeat lasts 1000 ms, it might start with 15% reverb and gradually increase until the sound becomes more spacious.

Or, if the *Vibrato Rate* sequencer has subtle modulation at the start, it can increase in speed as the repeat progresses, creating a more animated and evolving texture.

Setting Panel:

Sequencer Settings: Click the Sequencer Settings icon in the top-right corner to access options for modulating selected sequencer steps and defining their modulation range.



In the Bottom Menu (Steps):

1. Select a sequencer, for example, Reverb.
2. Click on the steps you want to modulate.
3. To exit selection mode, choose the Reverb sequencer again in the Steps menu.

Now, turn the Right Slider up to 1 to start the modulation, and use the Left Slider to control the modulation speed.

To define the modulation range, go to the Range menu, select a slider, and set the Min and Max values in the number boxes.

Example of How Scheduler Triggering Works:

Trigger + Preset + Repeats Coordination

Each step of the **Trigger**, **Preset**, and **Reps** sequencers defines:

- **When** a stutter event starts,
- **Which saved preset** to use,
- **How many repeats** the event will have.

Example:

- **Trigger Sequencer:** Step 1 = 4 bars, Step 2 = 8 bars
- **Preset Sequencer:** Step 1 = 5, Step 2 = 1
- **Reps Sequencer:** Step 1 = 8, Step 2 = 16

Playback Flow:

1. Hit **Play**. After 4 bars, the engine starts a stutter event with **8 repeats** using **Preset 5**.
2. After the first trigger, 8 bars later, a second stutter event starts with **16 repeats** using **Preset 1**. This system allows precise control over **stutter timing, behavior, and repeat count** for each triggered event.

Triggering View



Click the Eye Icon in the top-left of the control panel to switch between Sequencer View and Triggering View.

In Triggering View:

You see 16 small circles, labeled A to P, arranged in a larger circle.

Each small circle represents a step from the Bottom Trigger Sequencer.

The sequence progresses from A → P → A, continuously.

These circles are display-only; you cannot click them. They indicate:

- Which trigger step is currently active
- How long remains until the next trigger

Play Button Located on the left side of the triggering view.

Starts and stops the triggering engine:

Click once: Begins sending the first trigger, then automatically progresses through the sequence.

Click again: Stops the triggering process at any time.

- While running, the display shows trigger progress and time remaining until the next step.

Triggering Randomization and Reset

Triggering Randomization Button:

- Randomizes the order of triggering.
- In Normal Mode, the system triggers events sequentially based on the first step of the Trigger, Preset, and Reps sequencers.
- When Random Mode is enabled, triggering starts from a random step instead of the first, and all subsequent triggers are also taken from random sequencer steps.

Reset Button (R):

- Resets the triggering system to its default state, returning all sequencing and triggering positions to their initial setup.

To Use Pattern/Sequencer Mode:

1. **Turn on Pattern/Sequencer Mode** using its **Power Icon**.
2. **Enable External Triggering** by clicking the **External Trigger Icon**.
3. **Show the Sequencer** to fill in all parameters (if not already programmed):
 - Trigger timing (when each stutter event starts)
 - Preset number for each stutter event
 - Number of repeats (Reps)

Once programmed, click **Play** to let the engine run automatically.

Alternative Workflows:

1. External Trigger Only:

- Turn **off Pattern/Sequencer Mode**.
- Turn on **External Trigger Icon**.
- Program only the **Trigger Sequencer** as needed.
- Click **Play** — the engine follows the sequencer triggering but uses the normal **knobs and controls** for stutter engine instead of the sequencer's presets.

2. Internal Trigger + Sequencer/Presets:

- Turn on **Pattern/Sequencer Mode**.
- Turn **off External Trigger Icon**.
- Program the sequencers as needed.
- Click **Play** — the engine now uses the **sequencer and preset system**, but triggers stutter events **internally via the Density knob**.

This allows flexible operation: **fully sequenced**, **external-triggered**, or **hybrid internal triggering** depending on your workflow.

Scheduler Triggering Usage

Scheduler Triggering allows you to program when stutter events start, which presets are used, and how many repeats each event has, giving full control over stutter composition.

Step 1: Prepare Top Sequencers

- Use the top sequencers to define the behavior of each repeat (size, pitch, direction, filter, distortion, effects, etc.).
- Example: Program 16 repeats with different pitch, filter, and distortion settings.

Note: If you want each stutter event to be fully different, you have 20 empty preset slots. Fill each slot with the exact behavior you want for that preset. Then, in the bottom triggering system, assign a different preset for each trigger.

Step 2: Configure Bottom Sequencers

- In the bottom sequencers (Trigger, Preset, Reps), you have 16 steps, each representing a stutter event.
- You can fill all 16 steps to schedule 16 stutter events.

Important Notes:

- **Top Sequencers:** Each sequencer is for a parameter, each step defines one repeat, and each preset contains all parameter values for 16 repeats.
- **Bottom Sequencers:** These define the scheduler—Trigger, Preset, Reps, plus Reverb. Reverb works like top sequencers, controlling per-repeat dry/wet.
- **Stutter Event Definition:** A stutter event = the moment a stutter starts, plays a number of repeats, and ends.
- For each stutter event, you define:

1. When it starts with the Trigger Sequencer.
2. How many repeats it will play with the Reps Sequencer.
3. Which preset it uses with the Preset Sequencer.

1. Trigger Sequencer: Define the timing of each stutter event.

- Example: Step 1 = 1 bar, Step 2 = 8 bars → the first stutter event triggers after 1 bar, the next after 8 bars.

2. Preset Sequencer: Select which saved preset from the top sequencers to use for each event.

- Example: Step 1 = Preset 1, Step 2 = Preset 5 → first event uses Preset 1, second event uses Preset 5.

3. Reps Sequencer: Define how many repeats each event will have.

- **Example: Step 1 = 16, Step 2 = 8 → first event has 16 repeats, second has 8.**

4. Reverb Sequencer (optional): Set the dry/wet reverb amount for each repeat of the events.

Step 3: Set Presets and Save

- **Use the Preset Number Box in the top panel to select the preset you're programming. This box controls both top and bottom sequencer presets.**
- **After programming your presets, click the Save Icon to store them on your computer. Make sure to save all presets you plan to use, so they can be recalled later in your stutter events.**

Step 4: Enable Scheduler Triggering

- **Turn on Pattern/Sequencer Mode using its power icon.**
- **Enable External Trigger to use the scheduler.**
- **Click the Pattern Icon to make the sequencer visible.**

Step 5: Start Playback

- **Press the Play Button in the Triggering View.**
- **The engine will send triggers based on your Trigger Sequencer, use the corresponding Preset Sequencer settings, and repeat according to the Reps Sequencer.**
- **Each stutter event will follow the top sequencer parameters as defined in the selected preset.**

Immediate Triggering (Optional)

- **Click the Trigger Button (T) to start a stutter event immediately instead of waiting for the scheduler.**

Example Workflow

- **Top Sequencers: Define behavior for 16 repeats (pitch, size, filter, effects).**
- **Bottom Sequencers:**
 - **Trigger = 1 bar, Preset = 1, Reps = 16 → first stutter event starts after 1 bar, plays 16 repeats using Preset 1.**
 - **Trigger = 4 bars, Preset = 5, Reps = 8 → second stutter event starts 4 bars later, plays 8 repeats using Preset 5.**

Master Controls:

Playback Direction Icon: switch between normal and reversed playback.

Output Gain: Adjusts final output level.

Mix (Dry/Wet): set the balance between the original and processed signal.

Setting icon: Click the Setting Icon to show or hide the reverb controls.



Reverb Controls

Reverb Section Parameters:

1 – Decay:

Controls the reverb decay time (0.5 – 60 seconds). Low values: Small, tight spaces.

High values: Large, spacious environments.

2 – Damping:

Controls the high-frequency absorption of the reverb, High values: Cut high frequencies, producing a darker sound.

Low values: Preserve highs, creating a brighter reverb.

3 – Mix:

Controls the dry/wet balance between the original sound (dry) and the processed reverb (wet), Can be applied globally to all effects or exclusively per stutter repeat.



Per-Repeat Reverb for Stutter:

Adjust Decay and Damping to set the reverb character. Use the Reverb Sequencer to control the dry/wet mix for each repeat:

Repeats can be 100% dry, fully wet, partially wet, or have no reverb.

This allows dynamic and evolving reverb textures across stuttered repeats.

Thank you for using Drox II Pro Max for Live device, We hope it inspires new creative directions in your sound design and production.

If you encounter issues or have questions, please send me email at:

dystopianwavesmanage@gmail.com or simply reply to your receipt email.

Make sure to check dystopianwaves.gumroad.com for latest updates, more devices, presets, and sample packs,

Manual version: 1.0

Drox II Pro version: 1.0.0

Last updated: October 2025 .

Drox is a Max for Live device developed by Dystopian Waves.

Built with Cycling 74 Max.

Ableton Live® is a registered trademark of Ableton AG.

© 2025 Dystopian Waves. All rights reserved.