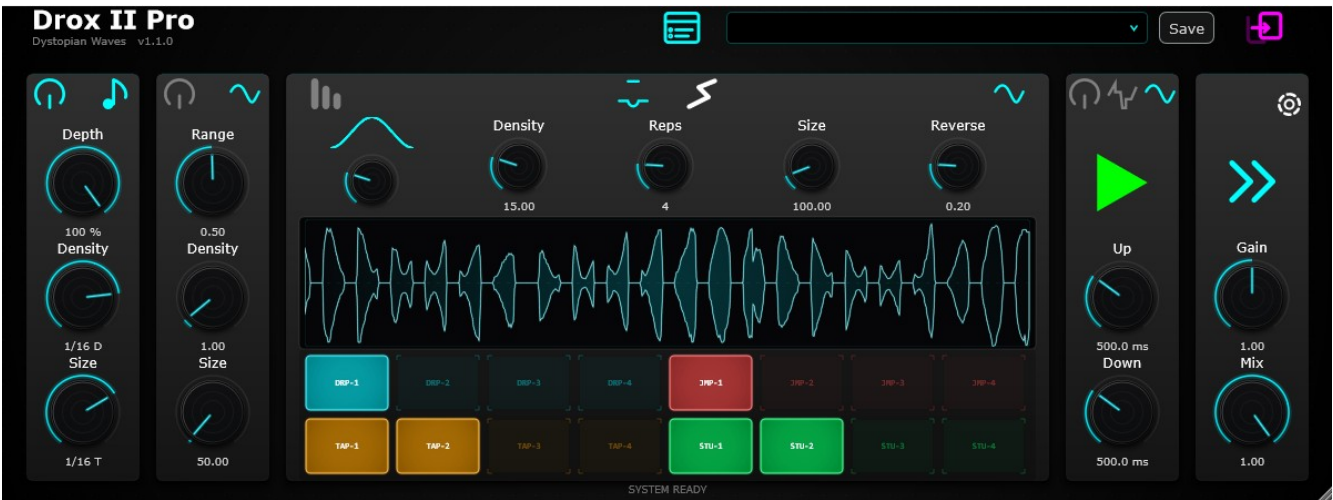


Dystopian Waves DroX II (Pro Version) User Manual

User Manual v1.1



Dystopian Waves Drox II 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

The interface of Drox II Pro is organized into five main sections — four for different types of glitch-based processing, plus a master section.

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 Dropout)

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.

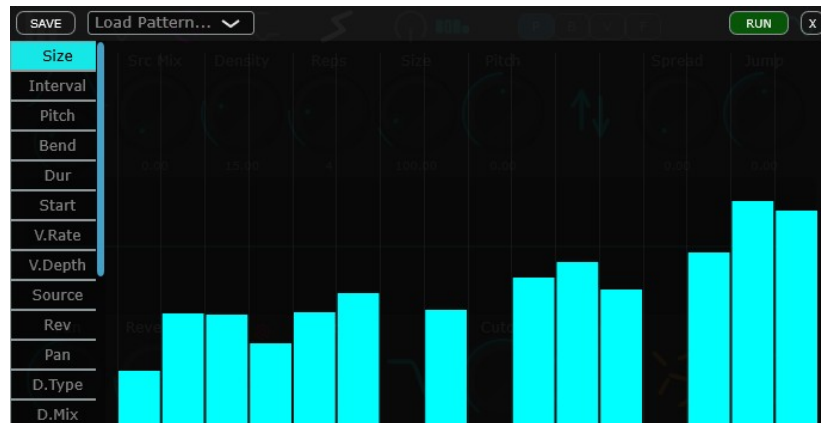
Divided into two groups of knobs (top and bottom),

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.

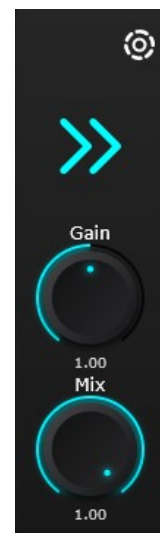
Stutter Sequencer



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

4. Master Section (Far Right)

Provides global controls for Drox.



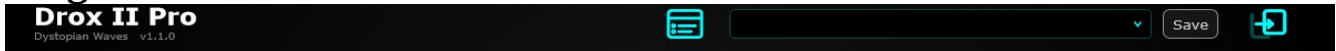
5. Reverb Section

Global and per stutter repeat reverb



Note: Both **Master Parameters** and **Reverb Controls** are located in the Master section. Switch between them by clicking the white **Settings** button in the top-right corner of the Master section.

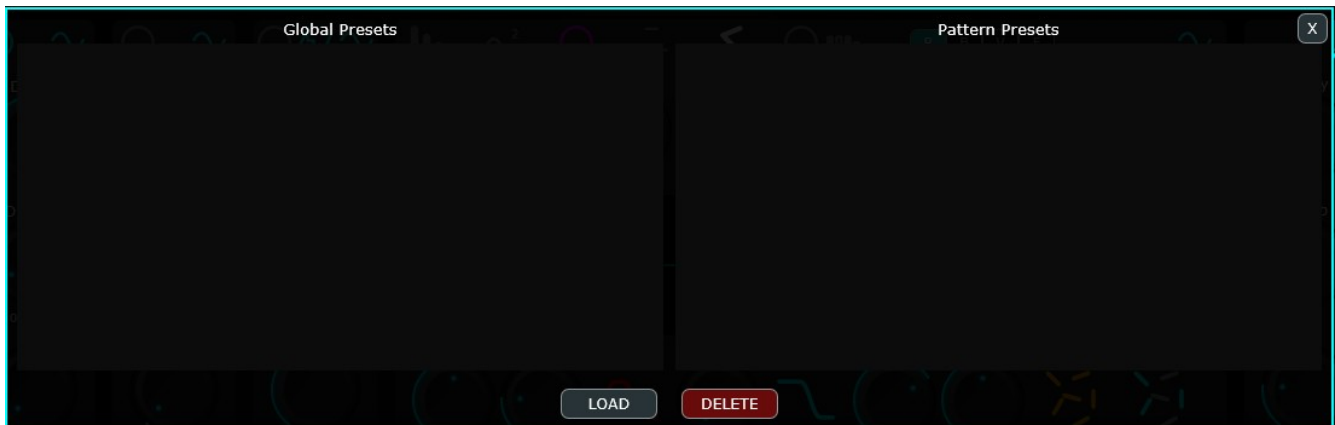
Plugin Header:



The left side of the header displays the plugin name (click to open the product page in your web browser) and the current plugin version.

On the right side, you'll find the Layout Switch, which lets you simplify the Stutter section and display the Snapshot Trigger Pads. Next are the Browse button (opens the preset browser), the Preset Menu (displays the currently loaded preset and allows quick preset selection), and the Save button for saving global presets.

Preset Browser: Click the Browse button in the plugin header to open the Preset Browser panel.



- **Left Section:** Shows saved Global Presets.
- **Right Section:** Shows Pattern / Sequencer Presets.

Use the Load button to select and load a preset, and the Delete button to remove a preset.

Notes:

- **Global Presets:** Save the current state of the plugin, including Dropout, Jump, Tape, Stutter, and Master section settings. Stutter sequencer settings are not included. To save a global preset, click the Save button, enter a name, and confirm. Saved presets appear in the left section of the browser.
- **Sequencer Presets:** To save a sequencer preset, click the Save button in the sequencer header, enter a name, and confirm. Saved sequencer presets appear in the right section of the browser.

Presets Location:

Windows: C:\Users\YourUsername\AppData\Roaming\Dystopian Waves\Drox II Pro\Presets

macOS: /Users/YourUsername/Library/Application Support/Dystopian Waves/Drox II Pro/Presets

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 Left Button): Master switch for the dropout engine.

Click the top button to enable or disable the effect.

2-Depth (0.0 – 100.0): Controls how much the volume drops during a dropout. 100.0 results in complete silence.

3-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

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 (Top Left Button) to switch between Hz/Time and tempo-synced modes.



Jump Section:

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

Click the top button to enable or disable the effect.

2-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

3-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

4-Size: Sets how long playback continues from

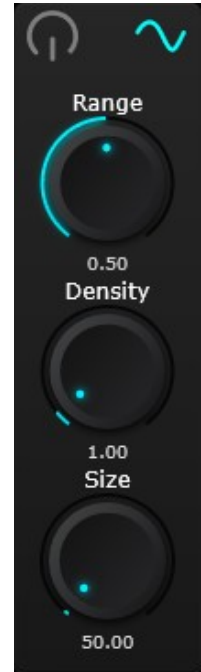
the jumped-to position before returning to the main playback head.

Range:

Time Mode: 1 – 2000 ms

Tempo Sync Mode: 1 bar - 1/64

5-Click the Hz/Sync icon (Top Right Button) to switch between Hz/Time and tempo-synced modes.



Tape Section

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

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

3-Up/Down 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 (Top Right Button) to switch between Hz/Time and tempo-synced modes.

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

6-LFO power button: turns the tape LFO on and off.

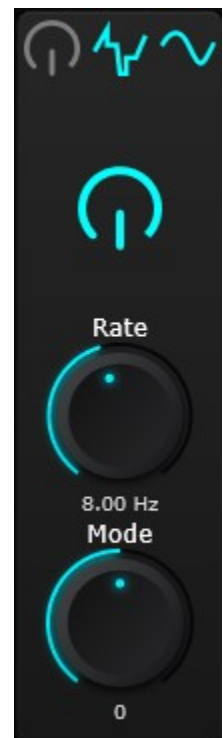
7-Rate: Defines the rate of LFO modulation for Start/Stop time.

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

Range: 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 On/Off Switch (Top Left):

Master control for enabling or disabling the Stutter effect.



2 – 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.



3 – 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.



4 – External Trigger Button:

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.



5-Trigger Button:

Click the Trigger Button to fire a stutter event instantly, instead of relying on scheduled triggers or the Density knob.

Note: The External Trigger option must be enabled to use the Trigger Button.



6– Sequencer Buttons:

A. Power Button: Enables or disables the Sequencer/Pattern Mode.

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

B. Pattern Panel Button: 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 – Effect Tabs:

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



P. Main: Initial pitch controls of the stutter engine.

B. Pitch Bend: Changes the main pitch controls into **Pitch Bend** controls.

V. Vibrato: Shows pitch vibrato controls.

F. FM/PM: Displays Phase modulation controls.

8. Stutter Time/Hz and Sync Icon (Top Right):

Switches between Time/Hz and Tempo Sync modes.



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

7-Pitch direction button: defines the direction of random pitch spread (up, down, or both).

8 – Spread (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 – 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.

*****When switching the FX tab from P (initial stutter pitch controls) to B, V, or F, the stutter pitch controls change to Pitch Bend, Vibrato, or FM (PM) controls respectively.**

10-Pitch Bend (Visible by clicking the second option (B) in the Effects Tab.)

A – 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.

B – 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.

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

11-Vibrato (Visible by clicking the third option (V) in the Effects Tab.)

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

B – 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.

12-FM (Phase Modulation) (Visible by clicking the fourth option in the Effects Tab.)

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

B – 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 Bottom Controls



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

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

Stutter Distortion



3 – 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.

4 – 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

5-Wavefolder Bias (Clicking the red settings button above the distortion type switches the Distort knob to the Wavefolder Bias control.):

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.

Stutter Filter Controls



6 – Filter Type Icons: You can choose from six filter types to shape each repeat's timbre in real time:

A. Bypass Filter (Default): no filter is applied to the stutter repeats.

B. Low-Pass: Applies a low-pass filter to each repeat.

C. High-Pass: Applies a high-pass filter.

D. Band-Pass: Applies a band-pass filter (use Cutoff and Q knobs to shape).

E/F. 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.

G. Comb Filter: Applies a comb filter to each repeat. Use Cutoff and Q to alter the timbre dynamically.

7-Cutoff: Adjusts the cutoff frequency of the selected filter.

8-Reso: Sets the resonance of the selected filter type.

*****Clicking the white Settings button above the filter type switches the Reso knob to Vowel Shape control.**

9-Vowel Shape: Adjusts the character of the selected formant filters (E & F).

10– Random Filter Button: 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.

11-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.

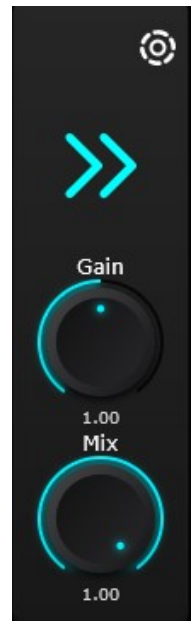
Master Controls:

1-Playback Direction Icon: switch between normal and reversed playback.

2-Output Gain: Adjusts final output level.

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

4-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.

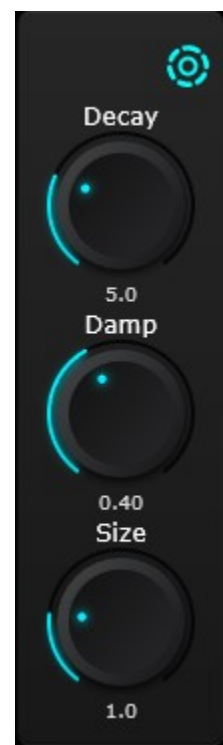
2 – Damping:

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 – Size:

Size: Sets the scale of the virtual reverb space, affecting how wide and spacious the reverb tail feels.



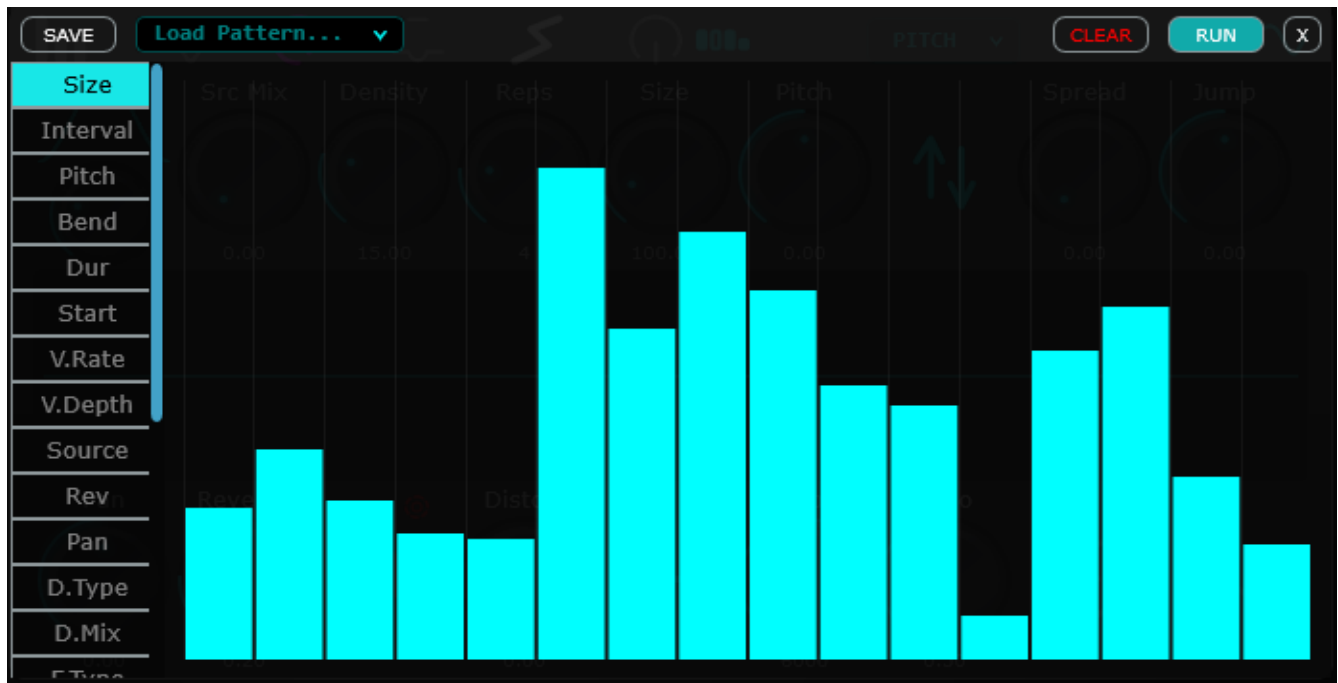
Per-Repeat Reverb for Stutter:

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

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

This allows dynamic and evolving reverb textures across stuttered repeats.

Stutter Sequencer



Top Panel Buttons

Save Button (top left): Saves the current sequencer settings as a preset for later use. You can configure all sequencers as desired and store them as a dedicated sequencer preset. Saved presets appear in the top menu next to the Save button and in the **Pattern Presets** section of the global preset browser.

X Button: Closes the sequencer panel.

Run Button: Starts the sequencer scheduler, triggering patterns using the saved sequencer presets.

Left Sidebar / Sequencers Tab — Click on a sequencer to select it, then adjust its settings, such as repeat pitch, length, direction, audio source, and more.

Clear Button — Clears the current sequencer page.

Main Sequencer Area:

Each sequencer has 16 steps, with each step representing a stutter repeat. You can compose and design the behavior of each repeat using the sequencers. For example, use the Size sequencer to define the length/duration of each repeat, and the Pitch sequencer to adjust each repeat's pitch. By clicking and dragging on each step, you can modify its behavior and see the current value or setting for that step.

Each page controls how each repeat behaves over time.

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.
Reverb	Sets the dry/wet level for each repeat, from completely dry (no reverb) to fully wet (full reverb effect).
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.

Scheduler Sequencers Options

Each Scheduler sequencer (Trigger, Preset and Repeats) controls a different aspect of stutter triggering, repeats and presets.

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 saved preset to the engine, allowing the stutter to use previously saved sequencer patterns.

- **Each step can select a saved preset file**, Right-click on any step in the preset sequencer and select a saved preset from the context menu. The step will then display the name of the selected preset.
- **Important: Before using this sequencer, save your programmed top sequencers as presets using the sequencer's Save Icon.**

Example Workflow:

1. **Program all top sequencers (size, pitch, direction, ...) for a stutter event.**
2. **Save the current sequencer configuration as a preset and give it a custom name for later recall.**
3. **Choose a saved preset — For example, select Step 1 of the preset sequencer, then click Run.**
4. **Preset applied — The engine now uses the saved preset to control all top sequencer parameters for each repeat.**

3 – Repeats Sequencer

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

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

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

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

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

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

Note: The steps of Scheduler Sequencers work differently from parameter sequencers.

Parameter Sequencers: Each step defines the behavior for a single repeat. For example, Step 1 controls Repeat 1, Step 8 controls Repeat 8 — all 16 steps correspond to the 16 repeats of a single stutter event.

Scheduler Sequencers: Each step represents an entire triggering event. For example, Step 1 might trigger a stutter event with 12 repeats using Saved Preset 1, while Step 5 could trigger another stutter event after 16 bars with 4 repeats using Saved Preset 9.

Stutter Event: A stutter event occurs when the engine chops a section of audio and plays it repeatedly. Each repeat uses settings such as length, pitch, and other parameters. After the specified number of repeats, the event ends and normal playback resumes.

Triggering: When using the Scheduler Sequencer, each step defines when a stutter event starts. For example:

If Step 1 is set to **2 bars**, the first stutter event begins 2 bars after clicking the **Run** button.

If Step 2 is set to **16 bars**, the next stutter event starts 16 bars after the beginning of Step 1's event.

Subsequent steps follow the same logic, spacing each stutter event according to their assigned step values.

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



In Triggering View:

You see 16 small circles, labeled 1 to 16, arranged in a larger circle.

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

The sequence progresses from 1 → 16 , continuously.

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

Which trigger step is currently active

You can also see:

- Time until next trigger :
- A counter in milliseconds (ms) with a circular progress indicator shows the time until the next trigger: the red portion represents remaining time, gradually turning grey as time passes.
- Current preset: Displays the preset assigned to the current step.

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. **Open the Sequencer** to fill in all parameters (if not already programmed):
 - Set trigger timing (when each stutter event starts)
 - Set a preset file for each stutter event
 - Set number of the repeats

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

Alternative Workflows:

1. External Trigger (manual trigger button):

- Turn on **Pattern/Sequencer Mode**.
- Turn on **External Trigger Icon**.
- Program the sequencers as desired, or select a saved preset from the **Top Sequencer Preset** menu.
- Set the **Repeats** knob to 4, 8, or any number you wish. This defines how many repeats each stutter event will play.
- Click the **Manual Trigger** button in the stutter header area to immediately fire a stutter event. You can also automate this button in your DAW for precise control.

2. Internal Trigger (Density knob) + Sequencer/Presets:

- Turn on **Pattern/Sequencer Mode**.
- Turn **off External Trigger Icon**.
- Program the sequencers as desired, or select a saved preset from the **Top Sequencer Preset** menu.
- Set the **Density** knob to 2, 4, 8 (synced mode), or a random value (hz mode). This determines how often stutter events occur (e.g., every 4 or 8 bars).
- Set the **Repeats** knob to 4, 8, or any number you wish. This defines how many repeats each stutter event will play.

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.**

New in Version 1.1.0

Layout Switch

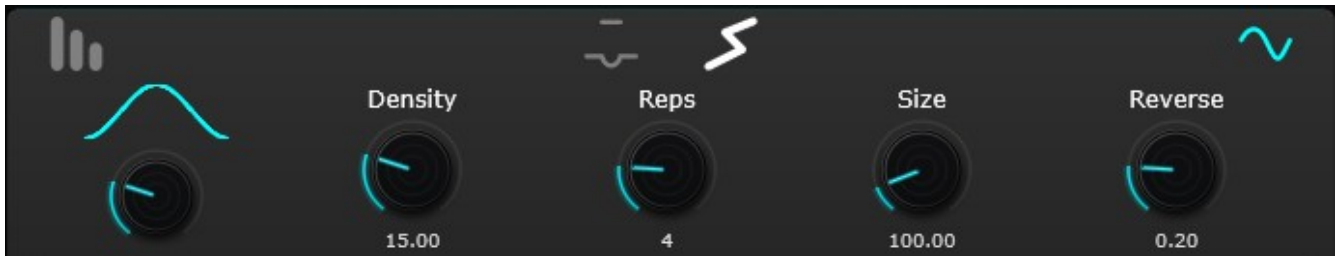


A new Layout Switch has been added to the right side of the plugin header. It lets you instantly switch between the Full Layout and the Simplified Layout for the Stutter module.

Full Layout

The Full Layout is the original interface and provides access to every Stutter parameter, including step controls, patterns, effects, and all advanced settings. This layout is intended for users who want complete control over every aspect of the Stutter engine.

Simplified Layout



The Simplified Layout is designed for fast workflow and live performance. Instead of displaying all advanced controls, it provides the most commonly used parameters for creating Stutter effects.

The Stutter header contains:

- Stutter Enable button, External Trigger toggle, Manual Trigger button, Sync/Hz toggle

The main controls include:

- Envelope, Density, Repeats, Size, Reverse Probability

With these controls, you can quickly create and trigger Stutter effects automatically or manually without adjusting dozens of parameters.

Note: The Simplified Layout only changes the interface. All original Stutter features, effects, patterns, and advanced controls remain fully available in the Full Layout.

New in Version 1.1.0

Snapshot Trigger Pads

The bottom of the waveform visualizer now includes 16 Snapshot Trigger Pads for live performance and automation.

The pads are divided into four color-coded groups:

- Cyan – Dropout Snapshots (1–4)
- Red – Jump Snapshots (1–4)
- Orange – Tape Snapshots (1–4)
- Green – Stutter Snapshots (1–4)

Each module can store up to four independent snapshots.



Creating Snapshots

Adjust the settings for a module exactly as desired, then click one of its snapshot pads to save the current settings.

For example:

1. Enable Stutter.
2. Enable External Trigger.
3. Set Sync mode.
4. Set Repeats to 4.
5. Set Size to 1/16.
6. Click Stutter Snapshot 1.

Now change the settings:

- Repeats = 8, Size = $\frac{1}{4}$, Click Stutter Snapshot 2.

You now have two different Stutter snapshots that can be recalled instantly.

Repeat the same process for the Dropout, Jump, and Tape modules.

New in Version 1.1.0

Triggering Snapshots

Once snapshots have been created, they can be triggered in several ways:

- Clicking the snapshot pads with the mouse.
- DAW automation.
- MIDI keyboard.
- Piano roll MIDI notes.

DAW Automation

Enable automation recording in your DAW and click snapshot pads to record automation.

The Snapshot parameter uses the following values:

Value	Function
-1	Off
0–3	Dropout Snapshots 1–4
4–7	Jump Snapshots 1–4
8–11	Tape Snapshots 1–4
12–15	Stutter Snapshots 1–4

MIDI Triggering

Version 1.1.0 adds MIDI input support for triggering snapshots.

After snapshots have been created, press MIDI notes to recall them instantly.

MIDI Note Numbers	Function
36–39	Dropout Snapshots 1–4
40–43	Jump Snapshots 1–4
44–47	Tape Snapshots 1–4
48–51	Stutter Snapshots 1–4

Important: DAWs label MIDI octaves differently. For example, MIDI note 36 is C1 in Ableton Live but C3 in REAPER. Always refer to the MIDI note number (36–51) if your DAW uses different octave naming.

New in Version 1.1.0

Removing Snapshots

Right-click any snapshot pad to delete its stored snapshot.

Important Notes

- Snapshot pads store module settings only, not the entire plugin state.
- Use normal presets to save and recall complete plugin configurations.

Saving Module Snapshots

Stutter

Before saving a Stutter snapshot:

- Enable Stutter.
- Enable External Trigger (required for mouse, MIDI, and automation triggering).
- Adjust the desired Stutter parameters.
- Save the snapshot.

Note: The Density parameter is ignored during snapshot playback because the Stutter is triggered manually by mouse, automation, or MIDI.

Dropout

Enable the Dropout module, adjust the desired settings, then save the snapshot.

Jump

Enable the Jump module, adjust the desired settings, then save the snapshot.

New in Version 1.1.0

Saving Module Snapshots

Tape

Enable the Tape module before saving snapshots.

For Tape Stop, configure the desired settings, then click the Start button so it changes to Stop before saving.

For Tape Start, do the opposite.

If using Tape modulation, enable the Tape LFO.

Note: A Tape snapshot can store either a Start action or a Stop action, but not both simultaneously.

Thank you for using **Drox II Pro Glitch and Stutter engine**.

I hope it inspires new creative directions in your music production workflow.

If you encounter any issues or have questions, please contact:

dystopianwavesmanage@gmail.com

You can also reply directly to your purchase receipt email.

For the latest updates, Plugins, new devices, presets, and sample packs, visit:

dystopianwaves.gumroad.com

About / Legal Notice

Product: Drox II Pro Glitch and Stutter effect

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Plugin Type: Audio Effect Plugin

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