

# HY-Slicer ver 1.0.0



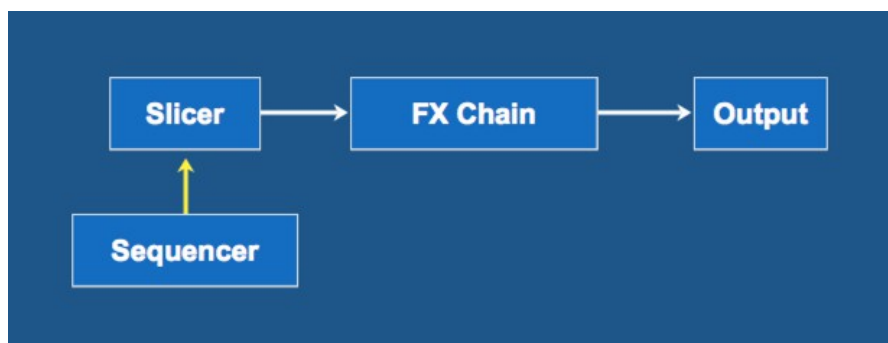
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## Overview

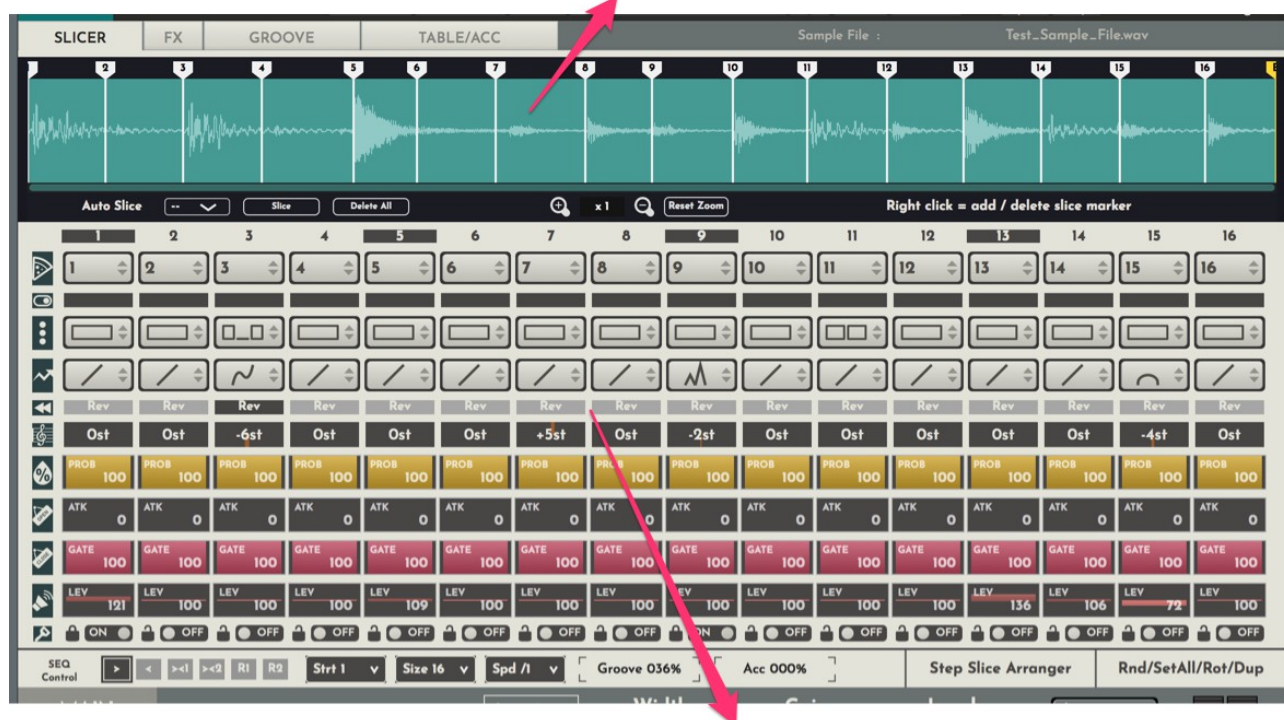


**Slicer** : You can load and slicer sample file (mp3, wav, aiff)

**Sequencer** : You can control sliced file

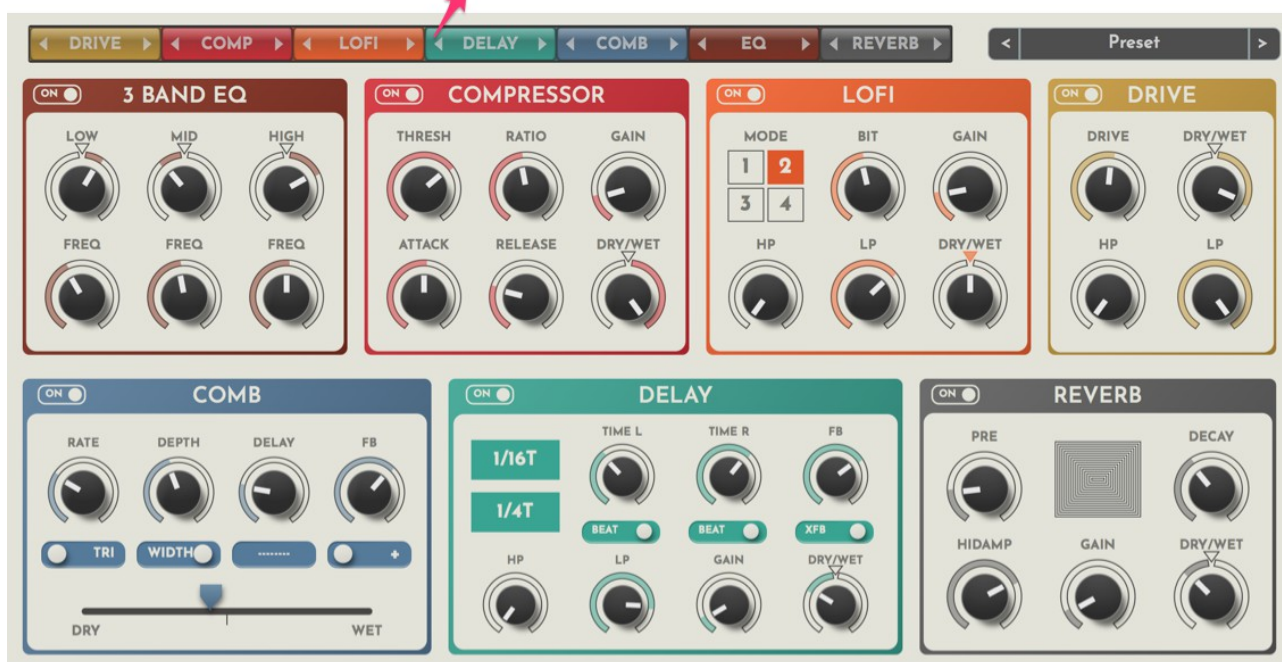
**FX Chain** : Re-orderable effect chain

You can slicer sample file here



Step sequencer for triggering sliced samples

You can change fx order with these buttons



You can control effect params here.

These effect order can be controlled with buttons on top of the panel.



You can edit groove values here.

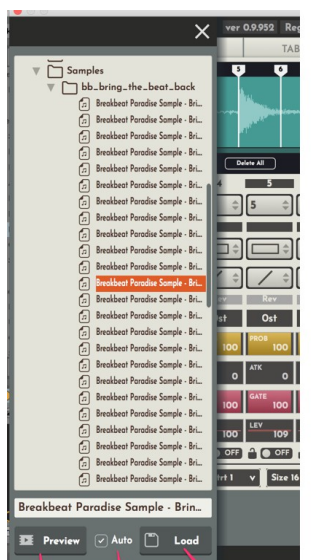
Groove is a advance version of swing/shuffle function.

## Quick Start

1, Click “Browser” button

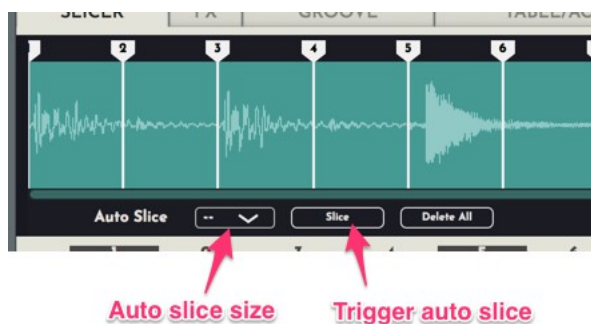


2, Then file browser will show up → select an audio file



Auto preview on/off  
Sample preview button      Sample load button

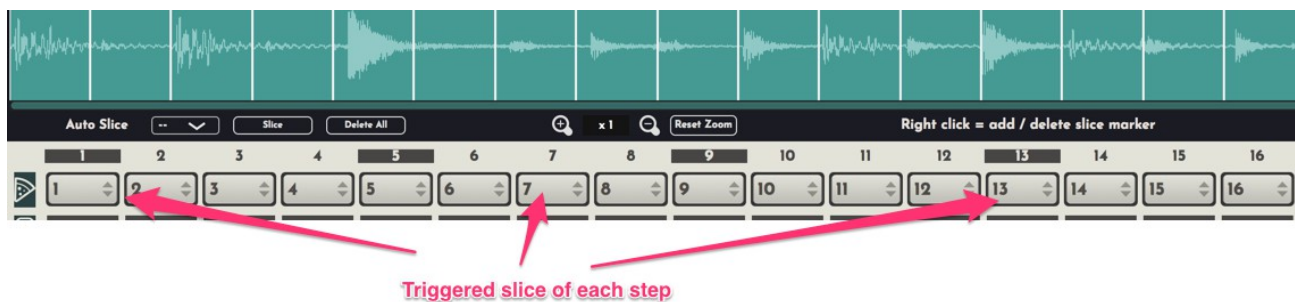
3, Sets auto slice size 16, and click “Slice” button → loaded sample will be sliced in 16



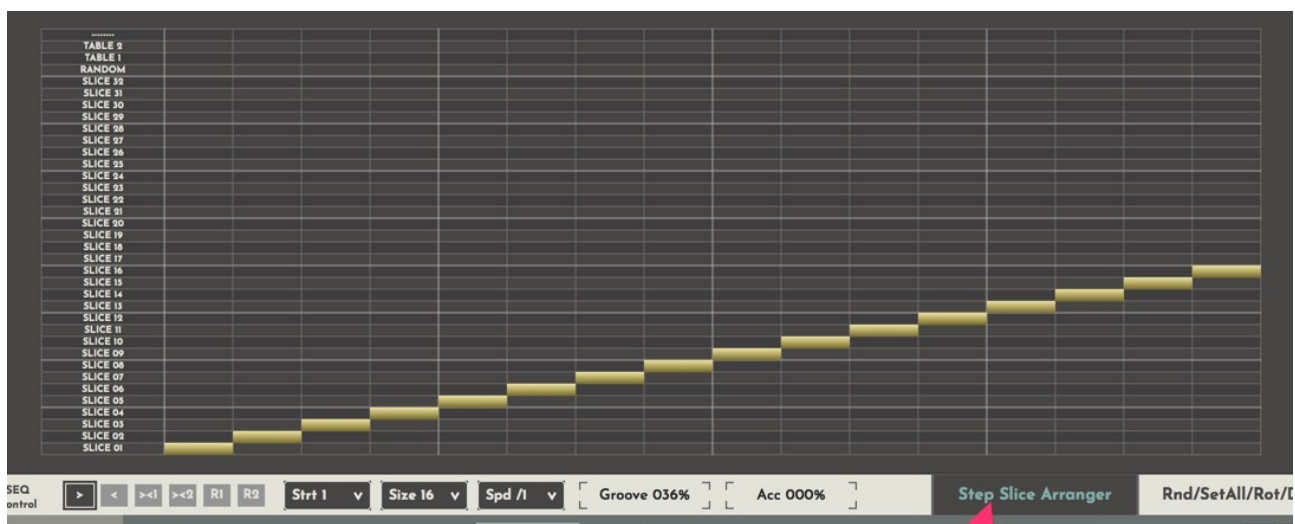
Auto slice size      Trigger auto slice



#### 4, Assign sliced sample to step sequencer for trigger control



#### 5, You can also control step slice assign in the step slice arranger (full version only)



## **Registration**

There are 2 ways for the plugin registration.

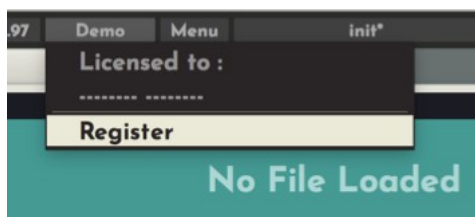
### **1, Drag and drop**

Drag and drop you **keyfile** to the plugin window directly.

### **2, Copy & paste**

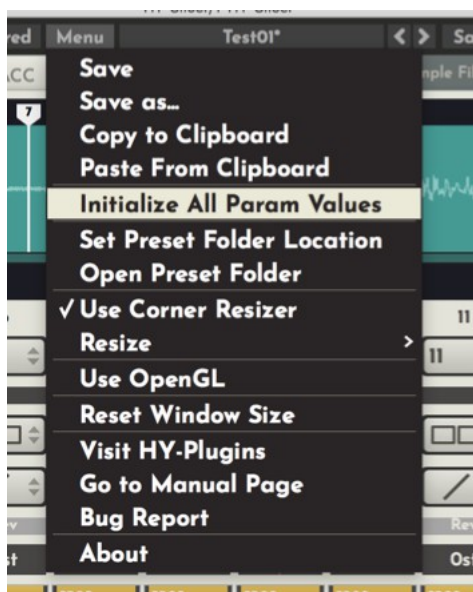
1, Open your **keyfile** with text editor and copy all strings

2, Click “**Demo**” button > select “**Register**” > paste it > press “**register**”



Once HY-Slicer is registered, “**Demo**” text will be changed to “**Registered**”.

## **Plugin Menu**



**Save** : overwrites current loaded preset file

**Save as** : creates a new preset file

**Initialize All Param Values** : initializes all parameter values

**Set Preset Folder** :

if you want to change preset folder location, you need to set new location with this function

**Open Preset Folder** : opens preset folder

**Use Corner Resizer** : turn on/off corner resizer

**Resize** : you can resize plugin window with this menu instead of using the corner resizer

**Use OpenGL** : if OpenGL is available on your computer, this option will show up

**Reset Window Size** : resets window size

**Visit HY-Plugins** : jumps to our homepage

**Go to Manual Page** : jumps to the manual page



## **Preset**



You can load a stored preset file with clicking preset button or arrow button.

**Save** : overwrites current loaded preset file

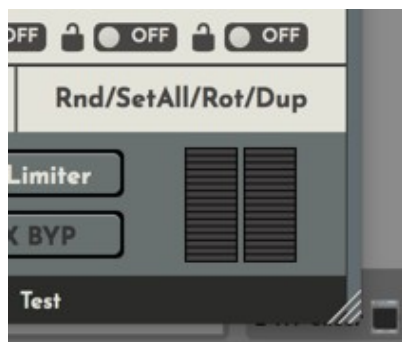
**Save as** : creates a new preset file

### **Default Preset Folder Location:**

Mac : *Library/Audio/Presets/HY-Plugins/HY-Slicer*

Win : *C:\Users\user name\Documents\HY-Plugins\HY-Slicer*

## **Resizing Plugin Window**



You can change plugin window size freely.

## **Slice Editor**



You can slice loaded sample here.

Maximum slice size is 32.

**Yellow marker** : end point

## **Auto Slice**

**Auto Slice Size** : slice size of auto slice

**Slice** : trigger auto slice

**Delete All** : deletes all slice marker

## **Zoom**

Zoom icon : controls zoom in/out

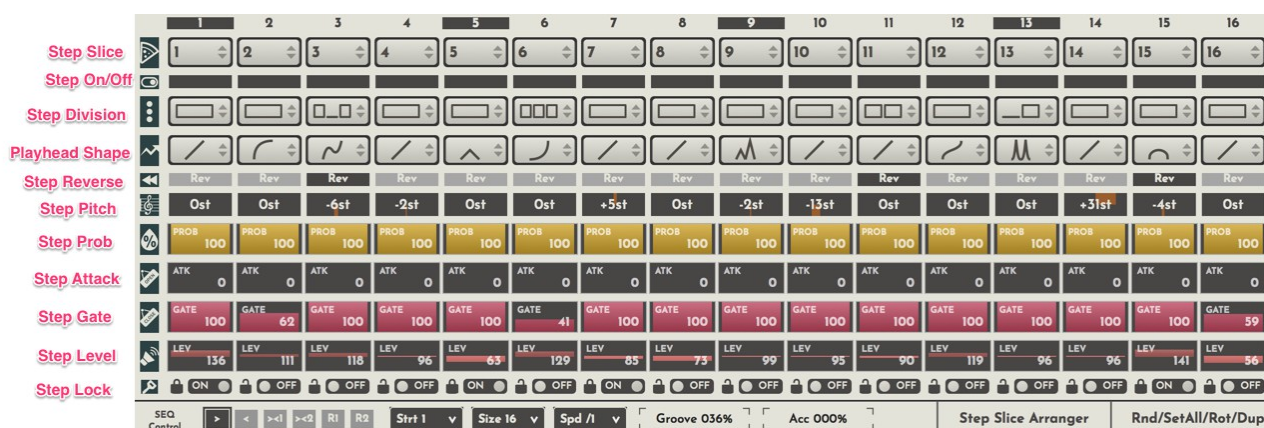
Reset Zoom : resets zoom

## **Manual Slice**

Right-click on blank space : add new slice marker

Right-click on existing slice marker : delete that slice marker

## Step Sequencer



You can trigger sliced sample with this step sequencer.

**Step Slice** : sets the slice index

**Step On/Off** : sets the trigger state of each step

**Step Division** : sets the division of each step

**Step Playhead Shape** : sets the shape of the playback head

**Step Reverse** : sets the reverse state of each step

**Step Pitch** : sets the pitch (playback speed) of each step

**Step Prob** : sets the trigger probability of each step

**Step Attack** : sets the attack time of each step

**Step Gate** : sets the gate factor of each step

**Step Level** : sets the amp level of each step

**Step Lock** : sets the lock state of each step,

if step lock is active, that step will ignore randomize/setall/duplicate action.

## Step Slice



You can assign sliced sample index per step.

**Slice 1 to 32** means slice indexes.

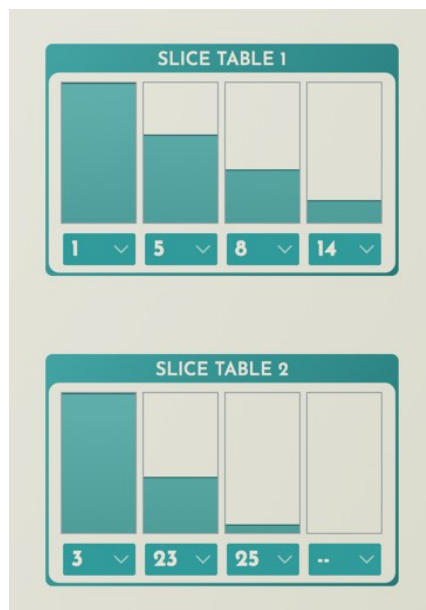
**Random** means slice index will be randomly triggered.

**Table 1,2** means slice index will be triggered base on slice table setting.

If you set Table1, slice index of that step will be triggered based on slice table1 state.

You can set table setting in “**Table/Acc**” page.

## Slice Table



You can make 2 probability tables for step slice trigger.

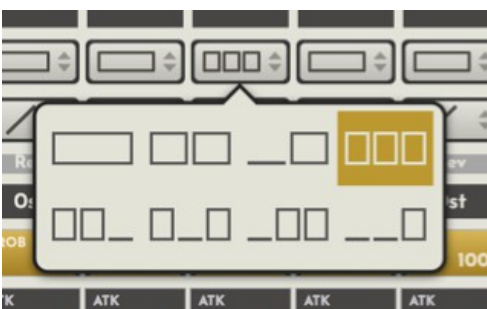
In this case, slice table1 has 1, 5, 8, 14.

This means only these slice index will be triggered with this probability table.

And slider bar represents triggered chance.

So in the case of table 1, slice 1 has highest chance to be triggered and slice 5 has second, slice 8 has third and slice 14 has lowest chance.

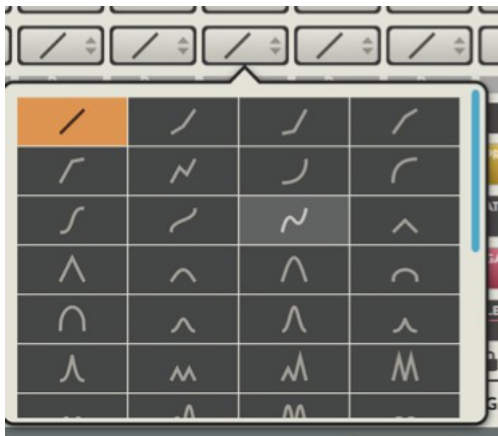
## Step Division



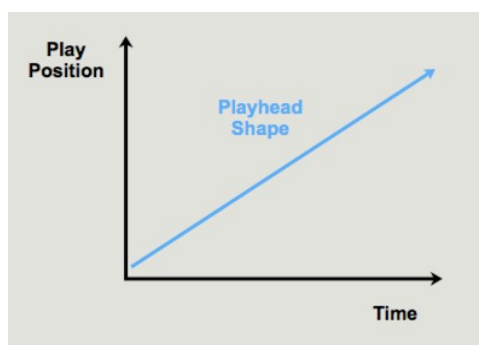
Each sequencer step can be divided into up to 3.

## **Step Playhead Shape**

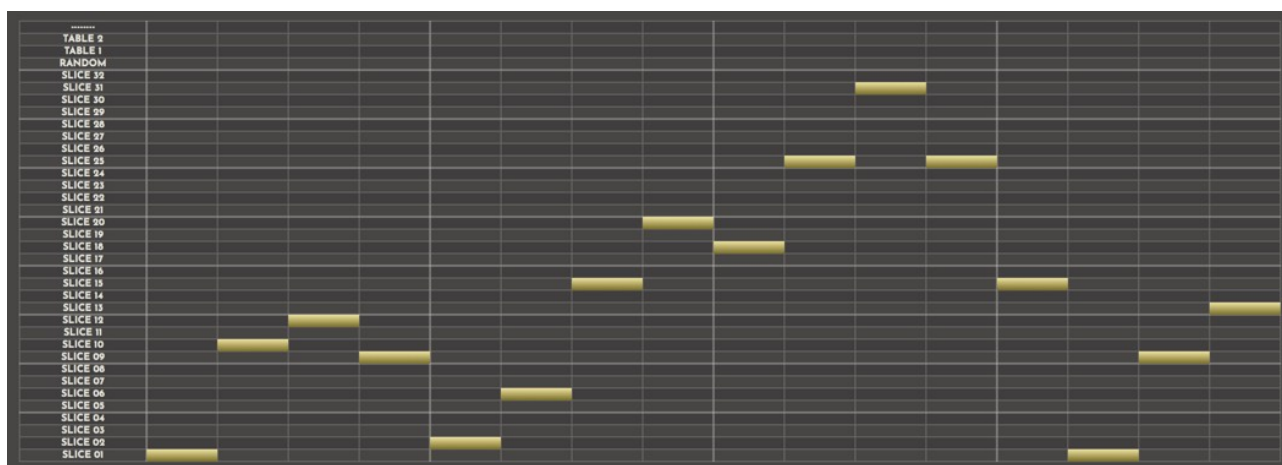
You can set different shape per step.



These shapes represent shape of playback head.



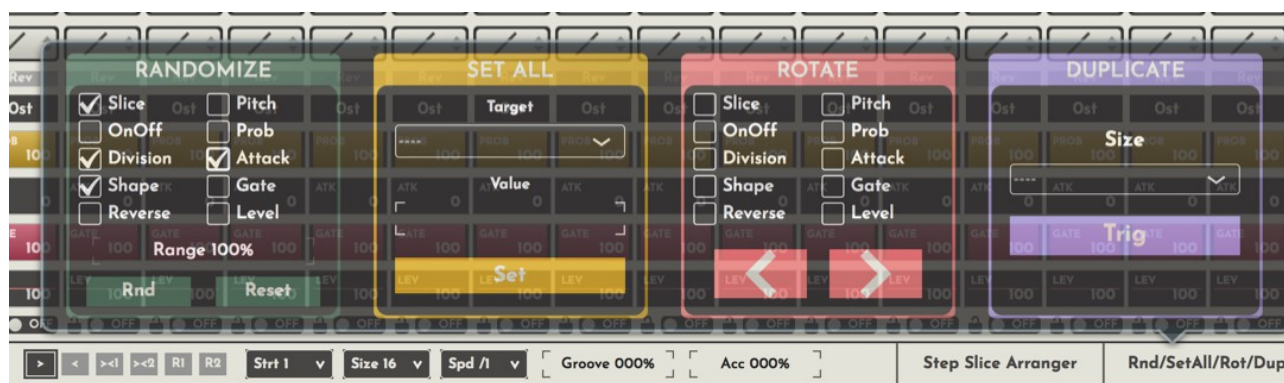
## **Step Slice Arranger**



Click "Step Slice Arranger" button, this window will show up.

You can edit step slice assignment here.

## **Randomize/SetAll/Rotate/Duplicate**



Click “**Rnd/SetAll/Rot/Dup**” this window will show up.

**Randomize** : randomize step param values of step sequencer

**SetAll** : set all step param values at once.

**Rotate** : rotate step param values left/right

**Duplicate** : duplicate step param values

## **Sequencer Control**

“> < ><1 ><2 R1 R2” : running directions of step sequencer

> : Forward, e.g. 1 > 2 > 3 > 4 > 5...

< : Backward, e.g. 5 > 4 > 3 > 2 > 1

><1 : for/back , e.g. 1 > 2 > 3 > 4 > 3 > 2 ...

><2 : for/back2 , e.g. 1 > 2 > 3 > 4 > 4 > 3 > 2 > 1 > 1 > 2...

R1 : random, e.g. 3 > 1 > 2 > 4

R2 : drunk, e.g. 1 > 2 > 1 > 2 > 3 > 4 > 3 > 2 > 3 > 4 > 3 > 2 ...

**Strt** : start position of the step sequencer

**Size** : step size of the step sequencer

**Spd** : running speed of the step sequencer

**Groove** : groove amount

**Acc** : accent amount (you can edit accent in Table/Acc section)



## **Groove**



Click “Groove” tab, this window will show up.

You can make your own swing/shuffle behavior with groove editor.

You can also load groove temple via midi file.

**Knobs** : sets timing shift of each step

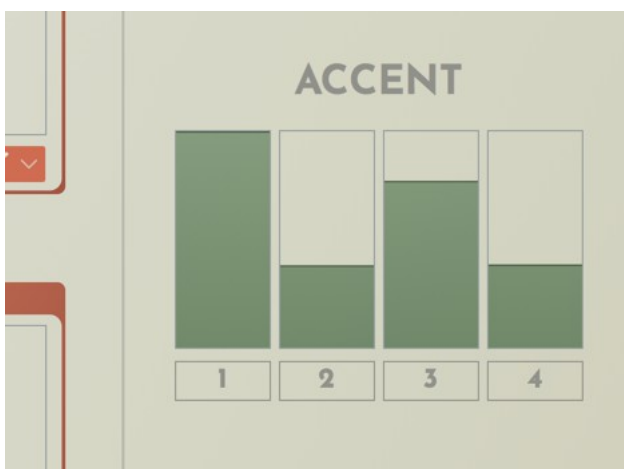
**Reset** : resets knob values

## **Create a template**

You can create a groove template from a audio loop with Propellerheads ReCycle.

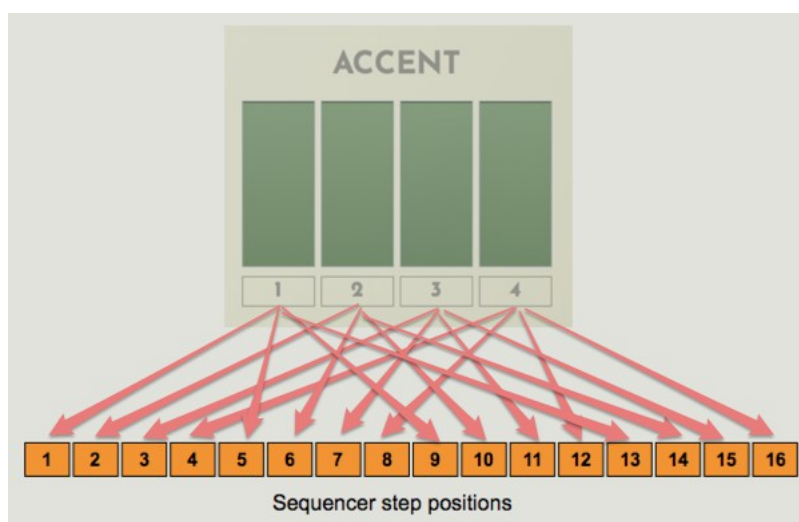
- 1, Open a audio sample with ReCycle
- 2, Add slice points
- 3, Export → Standard Midi File

## **Accent**



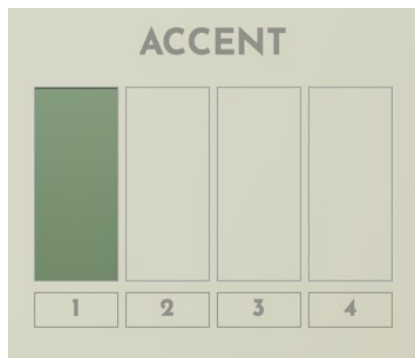
Click “Table/Acc” tab, table and acc editors will show up.

You can edit accent behavior here.



Accent affects sequencer steps like picture above.

### **Example**



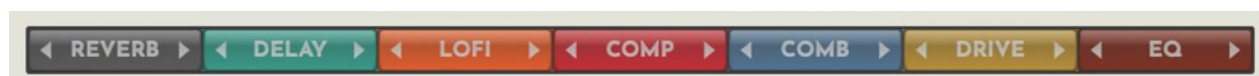
If you set like this, step pos 1, 5, 9, 13 will be downbeat.

And rest of steps will be upbeat.

## FX Chain



There are 7 effects available, and those order can be re-orderable.



You can change fx chain order with drag & drop these buttons.

## Pattern & Pattern Chainer



Click “Pattern” button at the bottom of the plugin panel, this panel will show up.

You can control pattern snapshot and pattern chainer here.

### Pattern Snapshot



You can make 24 pattern snapshots.

Step values of the step sequencer, seq direction, seq start and size values will be stored in pattern snapshot.

You can copy/paste these snapshot from the right-click menu.

### Pattern Chainer



Pattern chainer is a step sequencer for triggering pattern snapshot change.

You can set a pattern snapshot index per step.

**Power Button** : on/off switch of pattern chainer

**SyncToHostPos Switch** : turn on this, pattern chainer will be sync to host song position.

**Every – step Menu** : interval of sequencer step increment (every 4, 8, 16)

E.g. when you set this menu “Every 4 step”

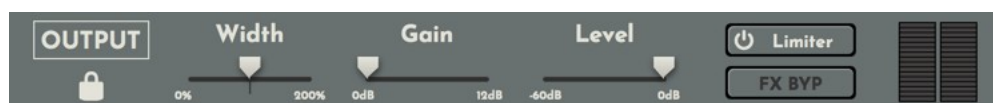
If main step sequencer moves 4 steps, chainer step sequencer will go forward one step.

**Strt** : start position of chainer sequencer

**Size** : step size of chainer step sequencer(max 64)

“1-16, 17-32, 33-48, 49-64” : changes step sequencer section

## **Main Bottom Panel**



You can control output parameters here.

**Width** : adjust the stereo width of main output

**Gain** : set the gain level of main output

**Level** : set the master output level

**Limiter** : toggle the limiter on/off

**FX BYP** : turn on this button, entire fx chain will be bypassed

**Lock Icon** : turn on this button, these parameters will be fixed, when preset file is changed

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