HY-SLICER2

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1   Introduction

HY-Slicer2 is a sampler plugin that focuses on sample slicing. The plugin is composed of 3 sections: a slicer, sampler, and effects. You will be able to reconstruct existing audio samples by using these features.

1.1   Plugin Format

VST2, VST3 and AUv3 for Windows, macOS and Linux

*Mac version is 64bit only

System Requirements

Win: Windows7 or higher
Mac: OSX 10.11 or higher

1.2   Registration

There are 2 ways to register the plugin.

- Drag and Drop

Drag and drop your **keyfile** onto the plugin window directly.

- Copy and Paste
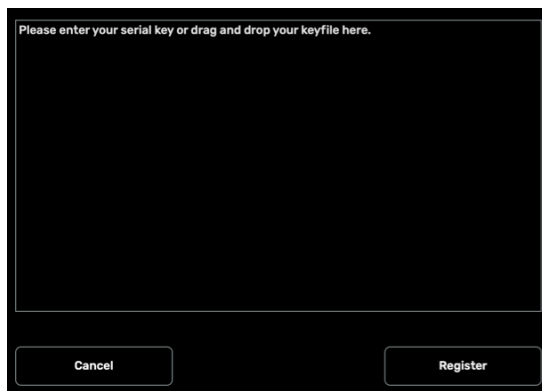
1 Open your **keyfile** with a text editor and copy the registration code.

2 Click "**Register**" button > select "**Register**" > paste the code > press "**Register**"

1.3   Plugin Structure
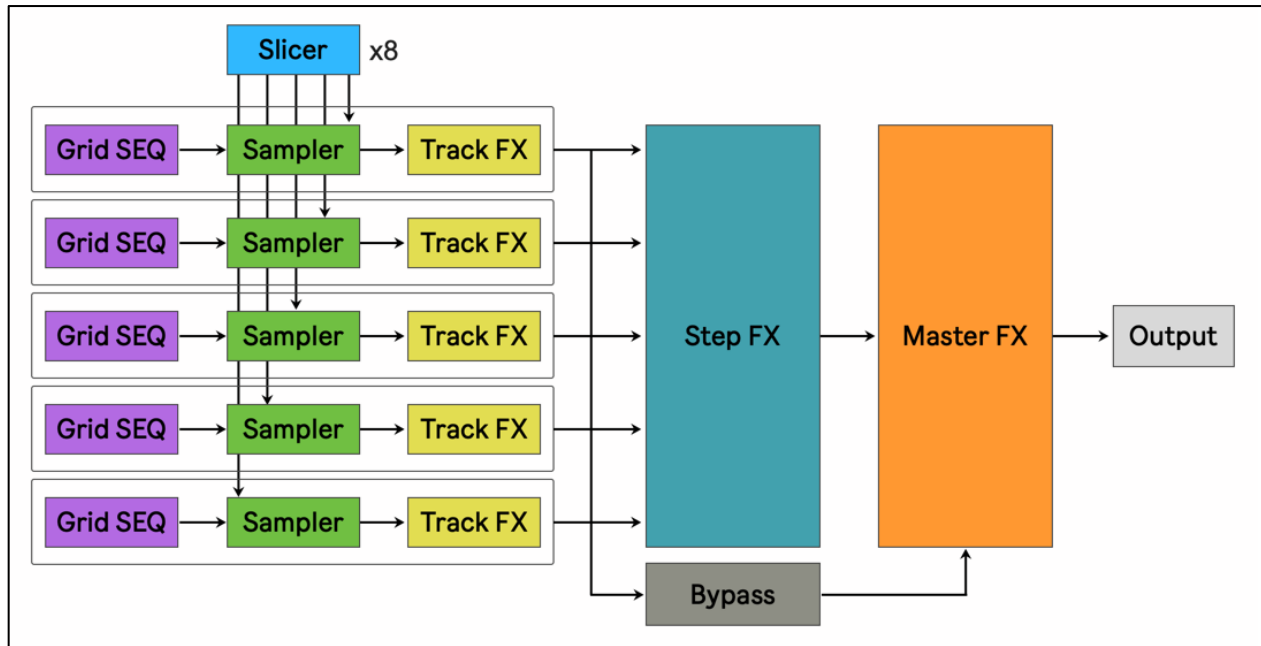
Loaded audio samples will be chopped into audio slices called Slicer Units. Since, there are 8 Slicer Units available, you will be able to load 8 different audio samples in a single instance of the plugin.

You can also assign sliced samples to individual grid lanes. Each sampler track also has 16 separate grid lanes. You will be able to assign up to 16 different slices per track.

Each sampler unit is driven by the internal grid sequencer. Finally, the sampler outputs through the Step FX and Master FX before reaching the final audio output.

2   Plugin menu
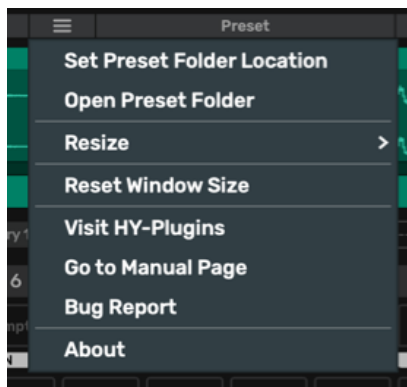
When you change the preset folder location, you need to set the new folder path from "Set Preset Folder Location".

2.1   Resizing Plugin Window

You can resize the plugin window by pulling the corner resizer.

2.2   Preset
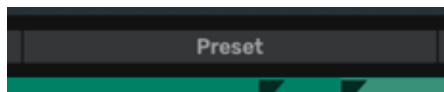
You can load a preset by pressing this button.

2.2.1   Preset Save
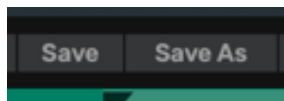
Save: Overwrites the current active preset

Save as: Saves the current settings as a new preset

There are 2 options with the "**Save As**" menu.

"**Save as…**": Sample files used in the preset will not be stored as only the files paths are stored.

"**Save as… + Samples**": Sample files used in the preset are stored. Keep in mind this will increase the saved preset file size on your computer.

3   User Interface

3.1   Sample Browser

You can load audio samples from this section.

Reading from left to right:

Menu: Opens the browser menu where samples are stored on your computer.

Up Arrow: Moves to the parent folder directory

Folder: Changes the root directory

Refresh: Refreshes the browser items

Reading from left to right:

Auto Preview: When this is set to On, the selected sample file will be previewed automatically.

Play: Previews selected audio file

Stop: Stops preview playback

Volume: Sets the volume of sample preview playback

Loading an audio file
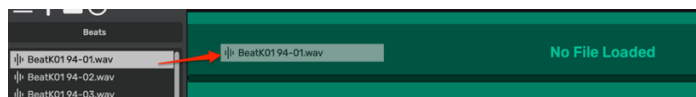
To load a sample, you can drag and drop the target file to the Slicer Unit panel. Alternatively, you can use your mouse by right-clicking the sample to load it.

3.2 Slicer Units

There are 8 Slicer Units available. When a sample is loaded to a Slicer Unit, it will automatically create slice points. You can also add/delete slice points manually.

3.2.1 Adding a Slice Point
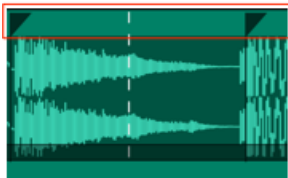
When your mouse hovers over the area highlighted with a red box, white dotted lines will appear. You can add a slice point by left-clicking your mouse while in this state.

3.2.2 Deleting a Slice Point
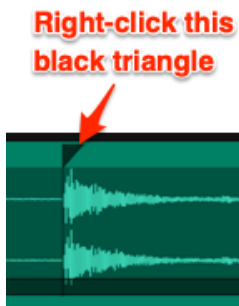
You can delete a slice point by using your mouse to right-click the black triangle.

3.2.3 Preview a Slice
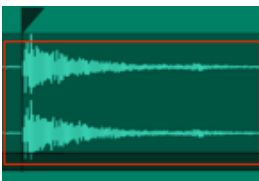
You can preview a slice by left-clicking the red boxed area.

3.3   Sampler/Grid SEQ track
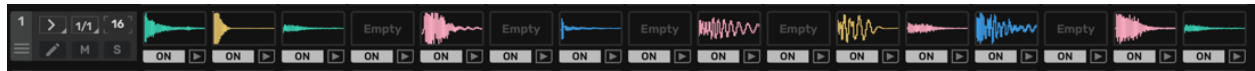
You can assign sliced samples to the sampler/sequencer track. You can set different sliced sample per individual grid step. Therefore, you can use up to 16 different slices per track.

3.3.1   Slice Assignment

You can drag and drop a slice to the target grid step in order to assign it.

3.3.2   Edit Assigned Slice

Right-clicking on the assigned slice, will open the edit menu.

Cut: Cuts the selection. It will be copied to the clipboard

Copy: Copies the selection. It will be copied to the clipboard.

Paste: Pastes the clipboard contents to another grid step

Clear: Clears the selection

Edit Start/End: When this is selected, the edit panel will show up. You can edit slice start and end points here.
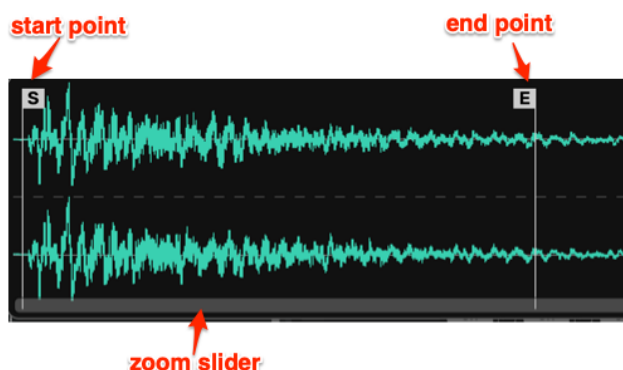
3.3.3   Move/Duplicate a Grid Slice

You can drag and drop to move the select slice to another grid step.

If you press and hold the CTRL(Win)/ALT (Mac) key while dragging, the slice, it will duplicate the slice instead of moving it.

3.3.4   Preview Grid Slice

 You can preview the slice by clicking the play button.

3.3.5   Grid Shift/Clear
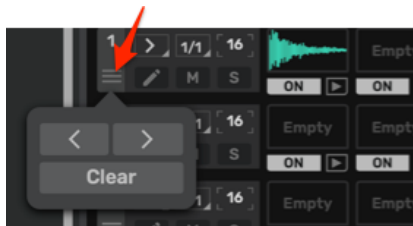
 <>: Shifts the step states to the left or right

Clear: Clears the grid slices

3.3.6   Sequencer/Sampler control

 Direction: Sets the running direction

Speed: Sets the running speed

Step size: Sets the step size

Edit: Opens the edit panel for the sampler parameters

Mute: Mutes the track

Solo: Solos the track and mutes the others

3.4   Sampler Parameters
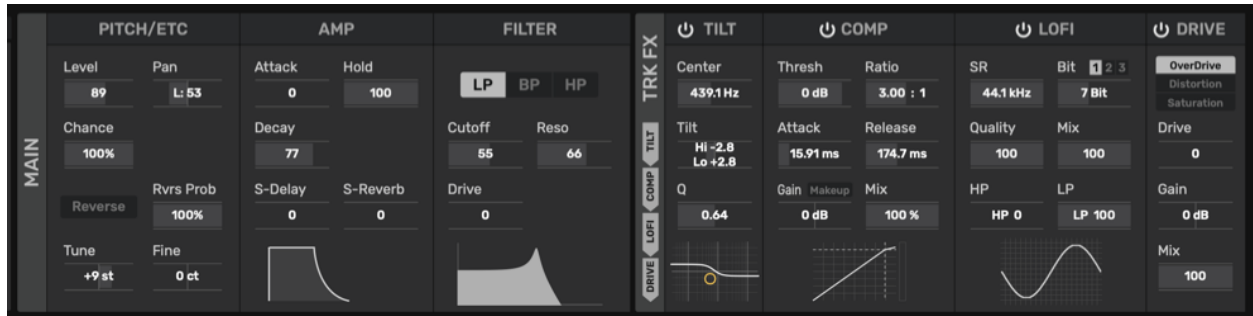
This panel will appear when pressing the edit button enabling you to make edits to the sampler parameters.

3.4.1   Pitch/Etc Parameters

Level: Sets the level of the sampler amp

Pan: Adjusts the stereo pan position

Chance: Sets the trigger chance. when set to 0 %, the slices assigned to this track never be triggered

Reverse: Slices will be played back in reverse

Rvrs Prob: Sets the probability of the reverse control

Tune: Controls the transpose (+/- 12 semitones)

Fine: Controls the detune (+/- 100 cents)

3.4.2   Amp Parameters

Attack: Sets the attack time of the amp envelope

Hold: Sets the hold time of the amp envelope

Decay: Sets the decay time of the amp envelope

S-Delay: Sets the amount of the signal that will be sent to the delay effect

S-Reverb: Sets the amount of signal that will be sent to the reverb effect

3.4.3   Filter Parameters

LP/BP/HP: Selects the filter type (lowpass, bandpass, highpass)

Cutoff: Sets the filter cutoff frequency

Reso: Sets the resonance level

Drive: Controls the drive amount

3.4.4   Track FX
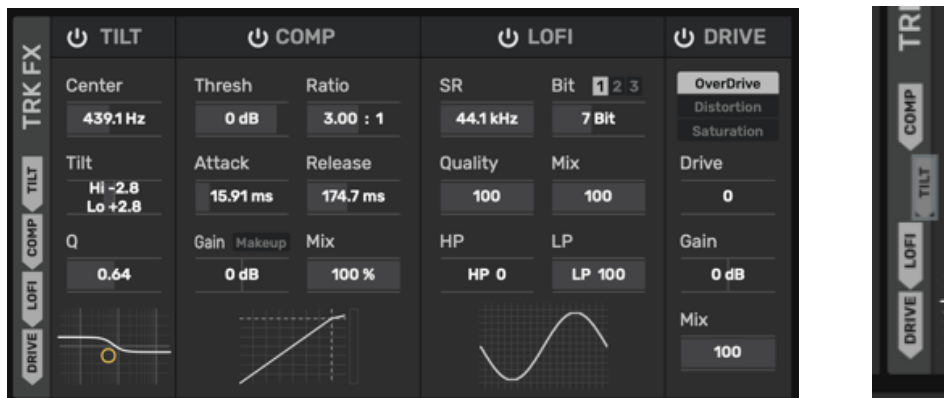
There are 4 effects per sampler track.

You can change the process order by dragging the horizontal fx labels on the left side of this panel up and down.

3.4.5   Tilt

This is an equalizer effect which emphasizes or suppresses high or low portions of the sound.

Center: Sets the center frequency

Tilt: Controls the tilt

Q: Sets the Q factor (shape of the cutoff slope).

3.4.6   Compressor

This effect controls the peak level of the incoming signal.

Thresh: Sets the threshold level. The compressor will be triggered when the signal level is above this value.

Ratio: Sets the ratio

Attack: Sets the attack time

Release: Sets the release time

Gain: Sets the output gain

Mix: Adjusts the output mix balance

Makeup: When this is turned on, the level of the output signal will be adjusted automatically

3.4.7   Lofi

This effect makes the incoming signal dirt.

SR: Sets the sampling rate

Bit: Sets the bit depth

1/2/3: Selects the bit reduction type

Quality: Sets the quality of the bit reduction

Mix: Adjusts the output mix balance

HP: Sets the cutoff frequency of the highpass filter

LP: Sets the cutoff frequency of the lowpass filter

3.4.8   Drive

Overdrive/distortion effect.

Overdrive/Distortion/Saturation: Selects the drive type

Drive: Sets the drive level

Gain: Adjusts the output gain

Mix: Adjusts the output mix balance

3.5 Step Control
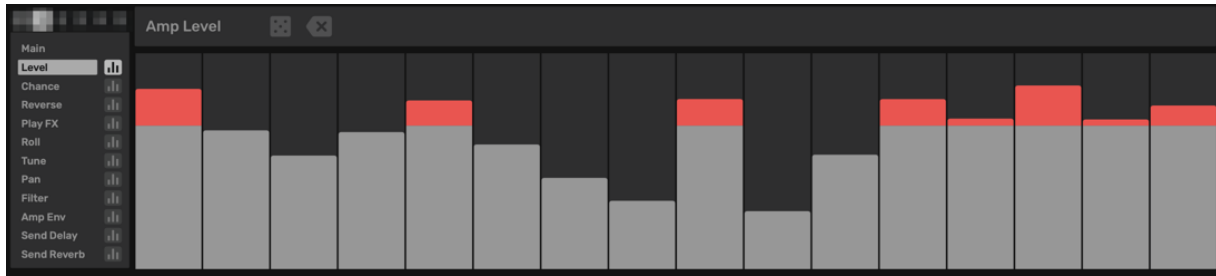
Certain parameters can have separate values per step.

When the step control button is pressed, the step control panel of the corresponding parameter becomes active. You can set the parameter values per step here.

3.6 Step FX

Step FX consists of 4 multi-effect units. Each unit will be triggered by the grid sequencer.

3.6.1 Left Panel
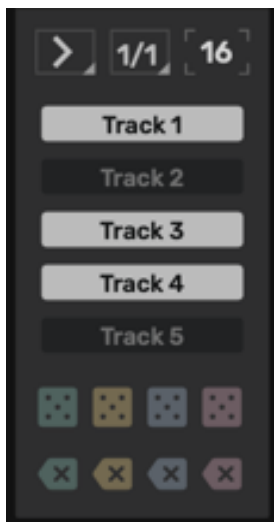
From the top left:

Direction: Sets the sequencer running direction

Speed: Sets the sequencer running speed

Step Size: Sets the sequencer step size

Track Buttons: Toggles the signal routing for each sampler track.

When this is turned off, the corresponding sampler track will bypass the Step FX processing.

Dice: Randomizes the grid states

Clear: Clears the grid states

3.6.2   Multi FX Unit

There are 13 effect types available.

Effect Types: Delay, Chorus, Flanger, Comb Filter, Tremolo/Panner, SVF, Formant Filter, Lofi, Fold Distortion, Pulse Modulation, Ring Modulation, Frequency Shifter, Reverb, Tape Stop, Repeat, Reverse, Distortion

3.6.3   Midi Step FX Trigger

With the Midi Trig button On, you can trigger each FX unit with the corresponding Midi note instead of the Grid sequencer. In the example above, the FX unit1 is triggered by the C4 note, unit2 will be triggered by the C#4 note and so on…

 Key Button: Midi StepFX Trigger On/Off

Midi Map: When clicking this button, the Midi map window will appear.

3.7   Master Clock
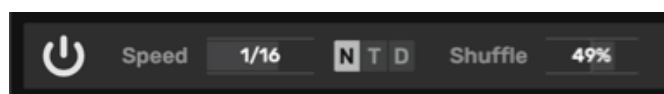
Reading from left to right:

Power Button: Toggles the master clock on/off

Speed: Sets the master clock speed

N/T/D: Selects the clock note type (none, triplet, dotted)

Shuffle: Adjusts the shuffle depth (+/- 100%)

3.8   Track Voice
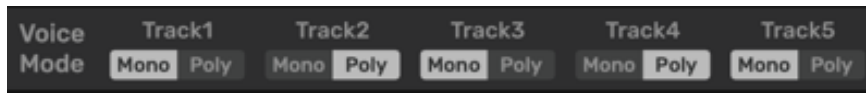
You can set the voice mode of each sampler track. With "Mono", when new slice is triggered, last playing slice will be fade out if it still playing.

3.9   Track Mixer
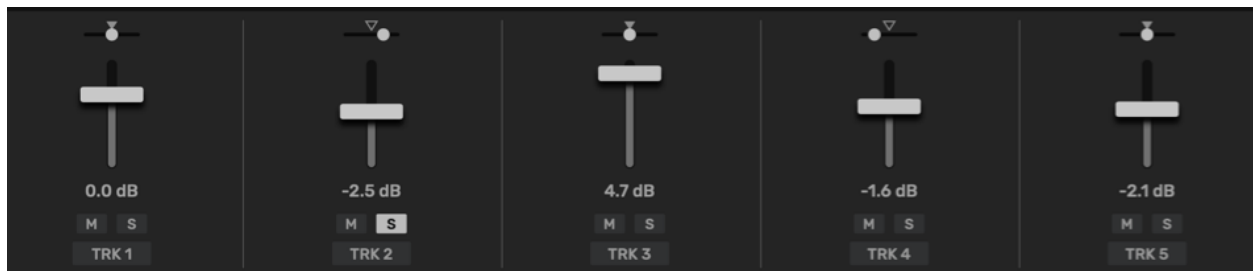
You can control the volume, pan, mute/solo of each sampler track here.

3.10   Multi-out
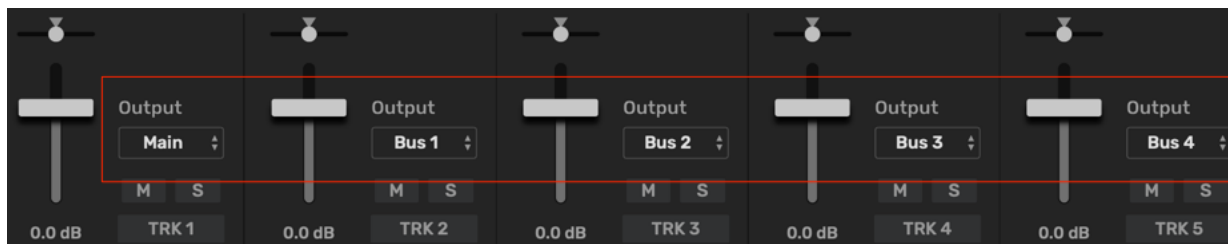
You can route each track output with "**Output**" menu.

Output Route Menu: Selects the output port.

3.11   Master FX
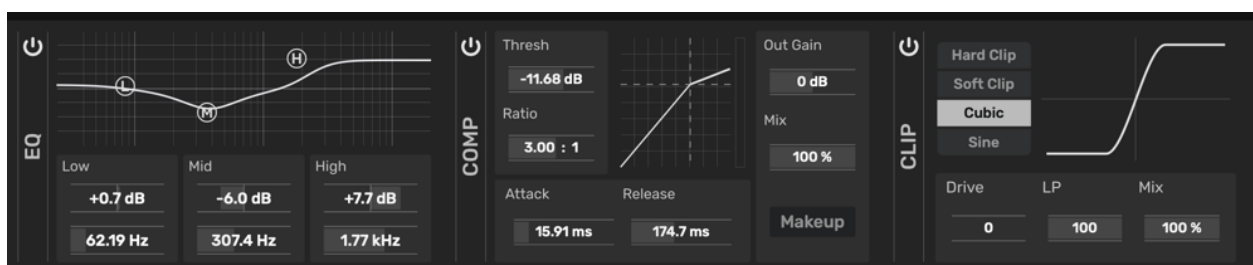
3.11.1 EQ

This is a 3-band equalizer.

3.11.2 Compressor

This effect controls the volume of the input signal automatically.

3.11.3 Clip

This effect has 4 different clip types (hard, soft, cubic and sine).

3.12 Delay
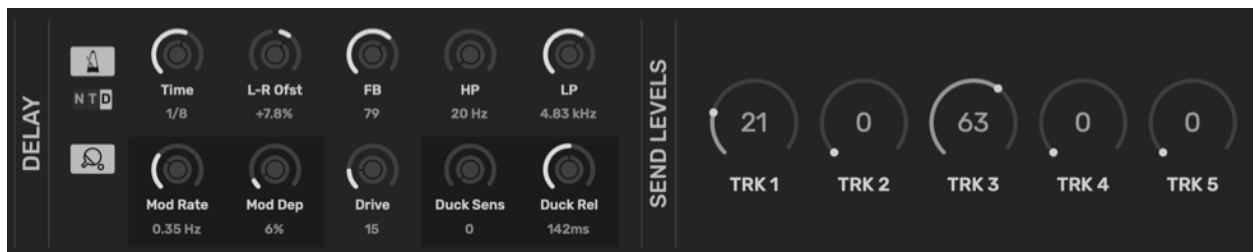
This is a delay effect. The signal of each sampler track can be sent to this.

Time: Sets the delay time

Sync: While on, the delay time syncs to the host BPM

PingPong: When this is on, the processed signal bounces between left and right

LR Offset: Sets the delay time offset between left and right signal

FB: Sets the feedback level

HP: Sets the cutoff frequency of the highpass filter

LP: Sets the cutoff frequency of the lowpass filter

Mod Rate: Sets the modulation speed

Mod Depth: Sets the modulation depth

Mix: Adjusts the Dry/Wet mix balance

Ducking: When the "Sens" value is not set to 0, you will begin to hear a ducking effect. When it is active, the delayed signal will be attenuated by the input signal level.

3.13   Reverb
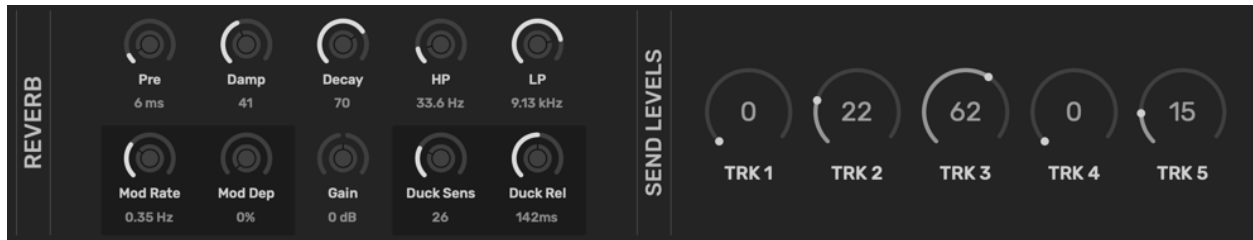
Pre: Sets the pre-delay time

Damp: Sets the hi damp factor reducing the high frequency in the reverb

Decay: Sets the decay time

HP: Sets the cutoff frequency of the highpass filter

LP: Sets the cutoff frequency of the lowpass filter

Mod Rate: Sets the modulation speed

Mod Depth: Sets the modulation depth

Gain: Sets the output gain

**Ducking**: When the "Sens" value is not set to 0, you will begin to hear a ducking effect. When it is active, the delayed signal will be attenuated by the input signal level.

3.14   Pattern

You can create up to 32 patterns. The sampler parameters and Step FX parameters (except the effect type settings) will be stored in each pattern. A~D buttons represent the four pattern banks and each bank contains 8 patterns.

3.14.1   Pattern Copy/Paste/Clear
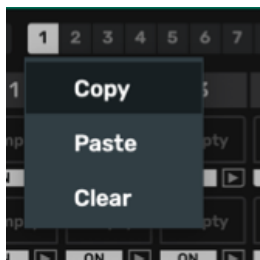
Right-clicking on a pattern button, will reveal a popup menu as shown to the left. If you want to copy one pattern to another, right-click the source pattern button and select "Copy". Next right-click the target pattern button and select "Paste".

3.15   Pattern Chainer

This is a pattern sequencer. With it, you can make more complex pattern by stringing individual patterns together.

Power Button: Toggles the Pattern Chainer on/off

Pulse Count: Sets the pattern chainer increment count. For example, when this value is 16, it moves one step forward after receiving 16 pulses from the master clock.

Step Size: Sets the step size of Pattern Chainer

3.15.1   Example of Pattern Chain
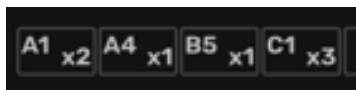
Win the above example, pattern A-1 will be played 2 times, then pattern A-4 will be played only once, pattern B-5 will be played once, and finally pattern C-1 will be played 3 times. After this chain has completed, the pattern will start over from the beginning.

3.16   Midi Pattern Trigger
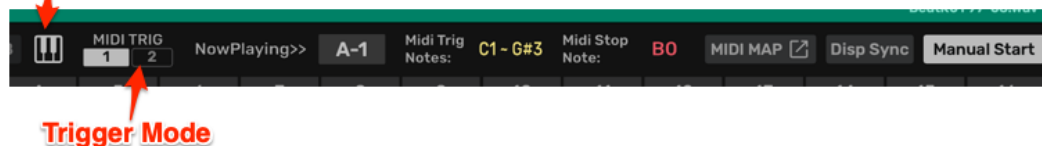
When the Midi Pattern Trigger is active, the patterns will be controlled by Midi note inputs rather than the Pattern Chainer.

In the case above, the patterns are triggered by Midi notes C1 ~ G#3. Pattern A-1 will be triggered by C1, pattern A-2 will be triggered by C#1 and so on...

Key Button: Midi Pattern Trigger On/Off

Midi Trig 1|2: Trigger mode, Mode1: The trigged pattern will stop with the Midi Stop Note.

Mode2: The trigged pattern will stop when receiving the note off message of the trigged Midi note.
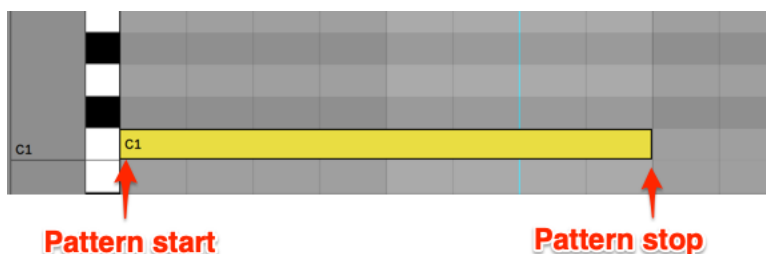
Midi Map: When clicking this button, the Midi map window will appear.
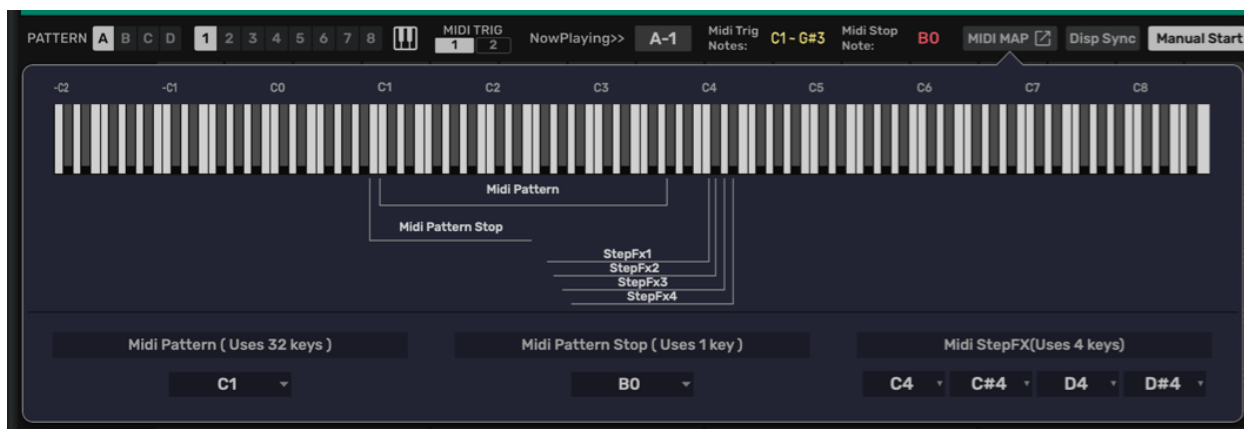
Disp Sync: The main display will sync to the triggered pattern.

Manual Start: When set to ON, Slicer2 will not start to play until the trigger note is received.

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