

# RPS-1

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PATTERN  
SEQUENCER

## User's Guide



Contralogic Productions



## Introduction

**RPS-1** is a pattern sequencing VSTi plugin designed to facilitate the rapid creation of percussion sequences with random variations.

There are 8 sample slots, into which can be loaded one of 96 built-in sounds or a PCM WAVE file.

The operation is similar to a standard step sequencer, however in addition to a step being either on or off, a probability can be specified - which governs the chance that the sample will be triggered at that point in time. For example, in the sequence illustrated below the sample will play on every 1st, 5th, 9th and 13th step, but there is a 50% chance it will play on the 15th step:



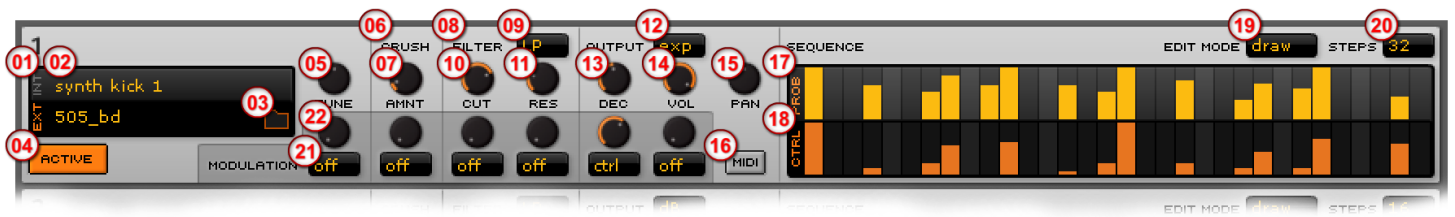
**RPS-1** can also output MIDI data and can therefore be used to trigger another plugin or sampler etc.

## Installation

Copy the file **rps-1.dll** into your VST plugins folder. Note that the demo and full versions of **RPS-1** have the same four character VST identifier, so if you have already installed the demo version then remove **rps-1\_DEMO.dll** from your plugins folder.

You may need to instruct your host software to rescan your VST plugins folder - refer to your host's documentation for instructions on how to do this.

# Panel Reference



## Sample Controls

### **01. Internal / External Sample Source**

Toggles playback between the selected internal sample or an external .wav file.

### **02. Internal Sample**

Select one of the 96 internal sounds from a drop-down list.

### **03. Load External Sample**

Browse for a .wav file to load. Must be PCM format (stereo samples can be loaded, but only the left channel will be output).

### **04. Active**

Mutes/un-mutes the output for the sample slot.

### **05. Tune**

Modifies the pitch of the sample.

### **06. Crush: Bypass**

A “bit-crusher” type of distortion effect. Click the title to enable/disable it (disabling the effect will also save a bit of CPU compared to just leaving the amount control at zero).

### **07. Crush: Amount**

Specifies how much the sample is distorted.

### **08. Filter: Bypass**

Click the title to enable/disable the 2 pole state variable filter.

### **09. Filter: Type**

Selects between low pass, high pass, band pass and band reject modes.

## 10. Filter: Cutoff

Controls the filter's cutoff frequency.

## 11. Filter: Resonance

Emphasises the filter's cutoff frequency.

## 12. Output: Curve

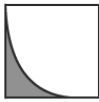
The sample's amplitude is modified by a simple envelope. This control modifies the shape of the decay curve.



linear (lin)



exponential (exp)



decibel (dB)

## 13. Output: Decay

Adjusts the time it takes for the amplitude of the sample to fall to zero.

Set this control to maximum and set the **Output: Curve** control to “*lin*” to play the sample without any amplitude envelope.

## 14. Output: Volume

Adjusts the overall amplitude for the sample.

## 15. Output: Pan

Pans the sample between the left and right outputs.

## 16. Output: MIDI

When this switch is enabled a MIDI note will be output every time the sample is triggered, with a velocity corresponding to the “*ctrl*” value of the sequence. Sample slots 1-8 correspond to MIDI notes 60-67.

Note: when a note is output via MIDI it is a very short pulse rather than a sustained note, so you may have to adjust the release time in your receiving instrument accordingly.

## 17. Sequence: Probability

The yellow bars in the sequence section represent the probability that the sample will play at that step. When they are either off or maximum they function like a regular step sequencer.

## **18. Sequence: Control**

The orange bars in the sequence do nothing on their own, but they act as an additional modulation source which can be used to modify the various parameters which affect the sound.

## **19. Sequence: Edit Mode**

Toggles between “draw” and “single” editing modes. In “single” mode you can edit a single step at a time with much greater precision.

## **20. Sequence: Steps**

Changes the length of the sequence between 3, 4, 6, 8, 12, 16, 24 and 32 steps.

## **21. Modulation: Source**

Most of the parameters that affect the sound of the sample can each be modified by one of eight sources:

*ctrl* – the sequence of control values (the pattern of orange bars)

*rnd1*, *rnd2*, *rnd3* – global random value generators (randomizers)

*cc A*, *cc B*, *cc C*, *cc D* – assignable MIDI controllers

## **22. Modulation: Level**

Controls how much the selected modulation source affects the corresponding parameter (pitch, distortion, filter cutoff, filter resonance, decay or volume).

The modulation level is additive - ie. if the sample's volume control is set to maximum, then the modulation level for the volume will have no effect.



## Global Controls

### 23. Page Select

Switches the main view between samples 1-4 and samples 5-8.

### 24. Clock: Step

Selects the master step time in relation to the host tempo (expressed as a division of 1 bar, assuming 4/4 timing). This setting affects all eight patterns.

### 25. MIDI Controllers: A/B/C/D

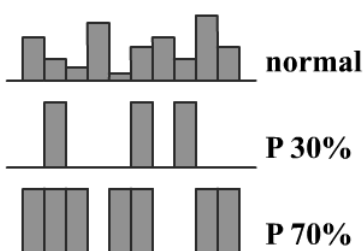
Selects which MIDI controller corresponds to modulation sources “cc A” - “cc D”. This allows you to easily modulate multiple parameters with a single MIDI controller.

### 26. Randomizers: 1/2/3

Selects the mode for the modulation sources “rnd1” - “rnd3”.

When “normal” is selected the randomizer operates like a sample-and-hold module in a traditional analog synthesizer - ie. at each step the randomizer outputs a new random value between zero and the amount selected by the **Modulation: Level** control.

When “P 10%” - “P 90%” is selected the randomizer either outputs zero or the amount selected by the **Modulation: Level** control, where the percentage specifies the probability that the output is high - ie. if “P 30%” is selected the randomizer's output will be high 3 out of every 10 steps.



### 27. Sync Mode

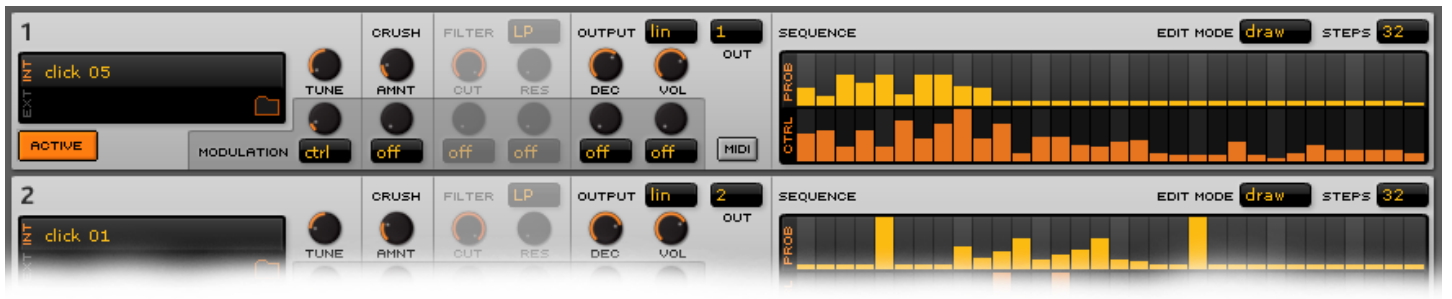
When “transport” is selected **RPS-1** will start and continue to run whenever the host sequencer is running. When “MIDI key” is selected **RPS-1** will only run when any MIDI key is held down. Releasing and pressing a key will restart all sample sequences from the start.

## **28. Shuffle**

Adds a swing effect to the sequences, by delaying every alternate step.

## **29. Master Volume**

The plugin's global output level.



## RPS-1m

**RPS-1m** is a multi-output version of **RPS-1**. Instead of a single stereo output it has eight mono outputs.

It is identical in every respect to **RPS-1** except the pan control is replaced by the “out” selector, which allows you to specify which of the outputs the sample is routed to.



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Kelly Lynch <http://rubyhex.com/synthedit>

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