

HAUNTED JUKEBOX

operator's manual

www.fairlyconfusing.net

Licence and technical information

Haunted Jukebox is virtual sound machine for Native Instruments Kontakt sampler, you need full version of Kontakt 4 or newer to make it work.

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Please DO NOT: include provided samples in any music library or sample library; sell, repackage or re-distribute the samples or sampler programs.

USE AT YOUR OWN RISK! This device is provided 'as is' and there is no warranty of any kind. It is experimental device, there is no guarantee it will produce any useful results or that it will work at all.

This device relies on synchronization with host's transport, it may happen it will not work properly with some hosts, although it should work in standalone Kontakt. Also it may require considerably large amount of processing power.

Starting up the machine

Haunted Jukebox is automated sound generation machine. It is not a musical instrument, but rather a jukebox, you select a program and press play. The machine reads initial configuration and generates note sequences and modulation program to replay.

To generate a program, select a pattern using 5x5 button matrix. Every time you press one of the buttons, new program is generated. Every configuration of buttons generates a unique program. The machine will also generate a name for each program. As the name is generated blindly by the machine, it is likely to make little sense, but it makes it easier to recognize different patterns. There are over 30 million combinations, so it is possible that different patterns share the same name, although it should not be common. When all pattern buttons are off, the empty program will be generated – the machine will generate no sound.

When you press '**play**' button and the machine will initialize playback. There are 8 voices, called 'layers'. Each layer has a note sequencer and a set of sequencers used to modulate sound. '**Play**' button starts note sequencer and '**wave**' button starts modulation sequencers. Modulators will continuously change filter and effects properties, pitch, panorama and gain, according to program data. If you stop modulators, parameters will stop changing values, however they will not return to default values. To reset all parameters to default, use '**fade-out**' button. Fade-out function will keep modulators running until all parameters reach default values, then modulation will be stopped. There are 12 modulators, each may be running at different speed, so it can take a while until all will be reset. To reset all parameters instantly, hold control key and click '**fade-out**' button.

Both note sequencer and modulator are synchronized with host's tempo.

pick a configuration



Combining programs

You can combine different programs using layer lock buttons. When layer is locked, its program will not be re-written when selecting different pattern. To audition separate layers you can use **solo** button located next to layer locks. When **solo** button is active, only locked layers will generate sound. **Clear** button will unlock all layers, press it again to restore lock map – this function will lock all layers which contain programs different from currently selected pattern.

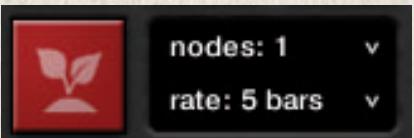
Pattern transformations

There are six pattern transformation buttons, they will apply a transformation to entire pattern. You can slide pattern to one of four directions, invert all buttons, or select a random pattern. Note that, unlike other transformations, randomizing the pattern is not undoable.



Evolve pattern

Evolve is automated pattern change function. It will use layer lock mechanism to preserve some layers and change the pattern at defined rate. On each round it will pick a button and flip it. It may also reverse all buttons at once. The course of action is not random, but based on starting pattern. 'Nodes' settings is where you define how many layers will be unlocked at a time. More nodes enabled, more changes to groove at evolve point. 'Retain' setting will keep selected lock configuration and changing pattern will only apply to unlocked layers. 'Rate' is where you select how often the change will occur. It is likely that evolve sequence of patterns will loop at some point (repeat the same patterns indefinitely), as course of changes depends on pattern. To avoid short loops, the function will examine last 32 patterns and, if newly generated pattern is on the list, it will be adjusted – in such event 'evolution loop break' message will be displayed.



Space

The machine is using set of two convolution reverbs and two delays to create ambiance. Those effects are being configured automatically according to space pattern, in similar way as the program is being generated. Each button configuration creates different effects setup. Note that every layer has different effect send amount program, which is being controlled by modulators. So no signal is being send to effects until modulators are started. You can adjust reverb and delay mix amount with knobs next to space pattern. **Stereo spread** knob will limit layers panorama spread, which is also being controlled by modulators.



Modifiers

There are several modifiers which can be used to change current pattern. **Flavor** will reconfigure sounds assigned to layers, so different samples will be triggered by the same program. It will be applied to unlocked layers only. **Warp** is similar, but it will change sound playback position within a sample or change sounds within a group of sounds, eg. select different bass drum sound. **Warp** applies to all layers. **Variation** will introduce small changes to program, it will change some layers properties (like pitch or volume), while keeping other layers intact, it can also mute one of layers. **Variation** applies to all layers and its program is derived from currently selected pattern. For example, if you lock all layers, select a variation and then select different pattern, it will change the groove, as new variation is being calculated. This effect can be used with evolve function to create different kind of evolving groove.



Modifiers

Stretch will modify playback notes duration, you can use it to play shorter or longer sounds. **Feel** generates a variation in notes velocity – when set fully clockwise, all notes will play at full velocity. Velocities are calculated from current pattern state, so this effect is replayable. **Gain** will apply gain to layers. Each layer has separate limiter at output, gain will be applied before the limiter.



Compressor

Signature edition of Haunted Jukebox has integrated compressor controls. The compressor is inserted after summing of all layers. Small green button is compressor on/off switch. Small blue button will bring forth compressor controls.



Layer types and layer controls

There are two layer types, code named '**glitch**' and '**drum**'. Drum layers are build of single shot samples, typically a drum hits, each note is assigned to a set of samples, likely a group of similar sounds. Glitch layers contain sound fragments / performance snippets (though it can be configured otherwise). The machine picks a starting point of a glitch sample and playback a short slice. Sequencer program generation algorithm can be configured differently, depending on layer type, for example glitch layer can 'stutter', that is divide single step into repetitions of the same sample slice.

You can change layer type under '**settings**' tab view. Depending on configuration, it can be e.g. used to set a balance between tones and drums, or it can be used to fine tune a program. Glitch setting is code-colored red and drum setting is cyan. Each time layer type configuration is changed, current program is being re-written to match the setting. You can also control individual layer gain to customize program further. Layer gain/type setting is independent from selected pattern. Beneath gain knobs there are solo switches for every layer, to audition layer contents.



layer solo switch

reset button, resets all gain knobs to default

Bypass buttons

You can bypass some of machine's modules. If there are two bypass switches, it means that you can bypass given module depending on layer type, left switch applies to glitch layers and right switch applies to drum layers.



Pitch bender is pitch modulator, bypass it, if you don't want modulator to change playback pitch (disable pitch sweep/glide effects). Volume modulator dynamically changes volume playback. Low cut is HP filter, then there is set of different filters (depending on configuration), LP, phaser, vowel. Bypassing filters and effects will have impact on CPU usage, if you don't want e.g. to use reverb at all, it's better to use bypass button rather than turn down the mixdown knob.

'**Bypass sequence generator**' is special purpose switch, it will disable module which generates note sequencer data. When it is disabled, changing pattern will only apply to modulator program. It can be used to select different modulations, while playing back the same sequence of notes.

Transport synchronisation

The machine playback button and modulator start button can be synchronised with DAW transport. When '**start sequencer with transport**' is active, pressing play button in DAW will automatically start the machine sequencer. Also the sequencer will stop when you press 'stop' in DAW. '**Start modulators**' button works the same way.



'**Reset controls at track beginning**' is special purpose function. When activated, the machine will take a snapshot of current state of modifiers (flavor, variation, warp, stretch, gain, feel) as well as reverb and delay mix levels and stereo spread. These setting will be re-called whenever you play the track in DAW, starting it from the beginning. It can be handy when recording a performance with midi automated controls.

Memory / preset system

The machine has memory function, you can save and recall patterns. There are 10 pages, 10 memory slots each in 3 banks, which sums to 300 save positions. To load a program press the button next to program name. To save a program press 'write' button and then press button next to position you'd like to save to. Also you can delete a program using 'clear' button.

'File' button will bring up a file operation menu, you can copy / paste whole memory pages, erase whole memory or save it to disk. When you save memory to disk, the corresponding files will be created in 'data' folder. When loading default patch, the machine will read memory contents from data folder, after you edit memory and save patch, loading memory from disk at startup will be disabled and the machine will read memory contents saved with patch or DAW project instead. Memory state can be recalled from disk at any time.



Memory sync

Memory **sync** function will automate loading a program with DAW start button. Whenever you press start in DAW, the machine will load selected program. Use 'set' button to choose program to sync. 'Sync' button will enable/disable program loading synchronisation.

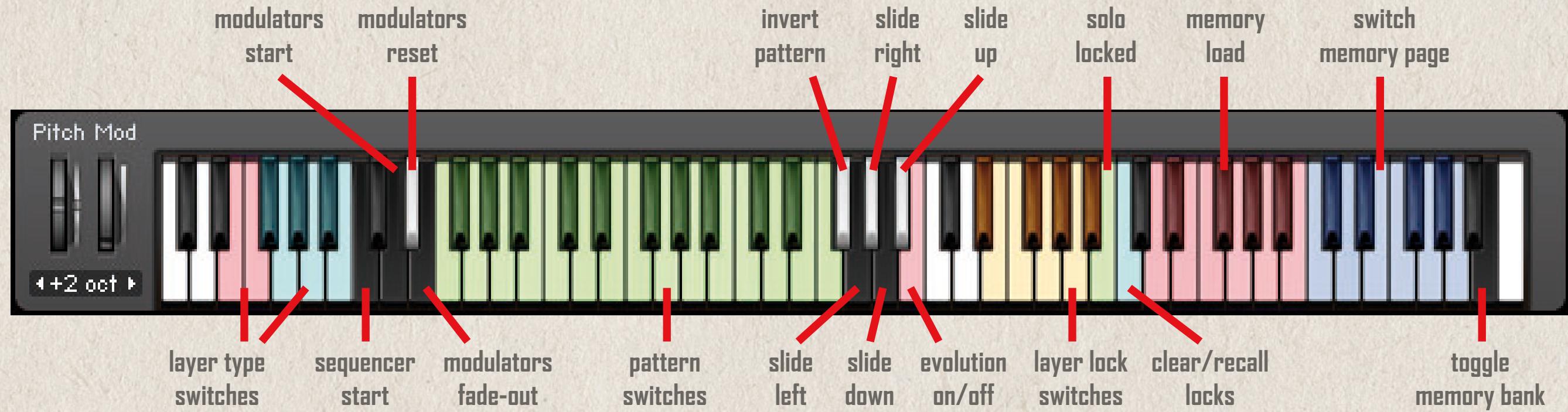
Memory contents

Actual program contents is not saved in memory, so if you edit program in setup menu (in signature edition), it won't be saved. Memory holds pattern numbers and the sequences are being generated from scratch when loading a program. Locked layers pattern numbers is saved as well, use recall locked pattern button to lock layers with pattern number different from main pattern. Saved program with extra locked pattern data have "+" suffix in pattern name. Layer type switches configuration and individual layer gain data (editable in settings tab) are save in memory too.

Note that when you load a saved pattern it will only apply to unlocked layers, so you can mix current pattern with those stored in memory.

Keyboard automation

The machine doesn't accept midi notes as such, there is no way to play single sounds by keyboard. However midi notes can be used to automate machine switches. Key assignments can be redefined in signature edition. The default assignments are described below.



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This concludes the manual. Have fun.

SzcZ

