

RE:CYCLE

A WHOLE NEW LIFE FOR YOUR SOUND LIBRARIES

USER GUIDE



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1 | INTRODUCTION

Re:Cycle is a 64Bit standalone software developed for creating new sounds from your existing sound effects libraries. Create endless variations by tweaking several parameters in real-time to design your new sounds.

2 | SETUP INSTRUCTIONS

**IMPORTANT: Always use this software under Admin account.
It needs to be located in the same hard disk containing your OS.**

MAC:

Copy Re:Cycle folder into your applications folder. Double-click Recycle app.

IMPORTANT: Some Mac OSX users will receive a "file damaged" message when trying to run the software, its caused by Gate Keeper, a security feature set by default in your OSX. Just disable Gate Keeper and the software will run properly. To solve it: **system preferences->security&privacy->general-> click "allow apps downloaded from everywhere"**.

WINDOWS:

Copy Re:Cycle into your program files folder. Double-click Recycle.exe.

3 | ACTIVATION

Recycle does not require any activation.

4 | INPUT - SAMPLE PLAYER

Load any file from your computer (WAV, AIFF and MP3 files).

Spacebar. Start/stop playback


File. Select your audio file. Drag&drop any audio file within the file name section.

Folder. Choose a folder to be shown within the menu. Drag&drop any folder within the folder selection window for faster folder selection.

Loop. Loop playback mode.

Reverse. Reverse playback.

Waveform. Shows the selected audio file waveform.

-  Cmd+click on the waveform to zoom in (mouse up) / out (mouse down) and to scroll left (mouse left) /right (mouse right) when zoom is active.

Waveform Range. Select a specific region of the audio file section to be processed.

By default the whole file length is selected (all in yellow)

Use the mouse to select a specific region. (Selection in yellow)

Right bottom corner shows the selected waveform region length.

- Ctrl + click on the selected waveform region to scroll left/right using the mouse.
- Ctrl + click on the selected waveform region to make the selection bigger (mouse up) or smaller (mouse down).
- Shift + Click on the selected waveform region to select a different selection start/end.
-

Set. Reset zoom and waveform selection range to the whole sample length.

Speed. Change playback speed from 10% to 400%. Normal speed is 100%.

Click over Speed label to reset playback speed to 100%.

Envelope. Amplitude envelope designer allows creating your own envelope.

Audio waveform on this section will only show the selected audio length so you can create a more detailed envelope.

- Click in empty space to add a new envelope point.
- Shift-click on a point to remove it.
- Click R to reset envelope.
- T – Envelope window stays on top.

5 | SPECTRAL CROSSOVER

Allows selecting a specific spectral frequency range to be processed. Use the mouse to make a spectral frequency range selection.

Left/right bottom corners show the selected frequency range start/end. You can edit it manually.

- Cmd+click on the selected range to scroll the selection left (mouse left) /right (mouse right)

Inner/Outer. Process the selected frequency range (INNER) or the frequency ranges below and above the selection (OUTER).

6 | AUDIO EFFECTS

6.1 | PITCH

The pitch-shifting stage can work in 2 modes:

- **FIXED:** Normal mode. +/- 24semitones.
- **DYNAMIC:** This mode automatically changes up/down the pitch of the incoming audio signal. Semitones are increased/decreased faster or slower depending the user-defined modulation speed.
 - **Up/Down.** Choose pitch-shifting processing from lower to higher values (Up) or from higher to lower values (Down). Pitch shifting always works in Palindrome mode, it means as soon as the semitone value reach the minimum or maximum value selected it will start decreasing or increasing again for as long as input is detected.
 - **Min.** Lower semitone value. (Min. -24 semitones)
 - **Max.** Higher semitone value. (Max. 24 semitones)
 - **Mod. Speed.** Set the amount of time between each semitone increase/decrease.

To work properly minimum parameter must to be always lower than the maximum parameter.

6.2 | LFO

The LFO stage can work in 2 modes:

- **FIXED:** Normal mode. 1-40Hz.
- **DYNAMIC:** This mode automatically modulates up/down the LFO Rate. LFO Rate is increased/decreased faster or slower depending the user-defined modulation speed.
 - **Up/Down.** Change LFO Rate from lower to higher values (Up) or from higher to lower values (Down). LFO Rate Modulation always works in Palindrome mode, it means as soon as the LFO Rate reach the minimum or maximum value selected it will start decreasing or increasing again for as long as input is detected.
 - **Min.** Lower LFO Rate value. (Min. 0 Hz)
 - **Max.** Higher LFO Rate value. (Max. 40 Hz)
 - **Mod. speed.** Set the amount of time between each LFO Rate increase/decrease.

To work properly minimum parameter must to be always lower than the maximum parameter.

6.3 | PHASOR

Process audio input through a phasor, from faster to slower rate.

7| PLUGINS

Process audio input through up to 2 effect plugins. Use only 64Bit plugins.

Browse. Select your vst/au plugin.

View Plugin. Click over the plugin name to show it on screen.

S. Save the plugin internal preset. (.fxp file)

L. Load a plugin internal preset (.fxp file)

X. Remove plugin.

8| XY PAD

XY Pad allows you to tweak several parameters in a more dynamic way. Chose which parameter you want to edit within each axis, X and Y. Activate/deactivate any axis (X/Y)

9| RANDOM GENERATOR

Generate random parameters within a selected range. Select which parameters you want to randomize.

10| MASTER WET/DRY

The Dry/Wet control allows you mixing the processed signal with the original unprocessed signal.

11| RECORDING (keyboard shortcut "R")

Stereo output recording in WAV or AIFF (16/24/32Bits).

Up to 192kHz (depending your soundcard).

- **Stereo/Mono.** Select to export Stereo or Mono files.
- **Destination.** Select the destination folder and file name.
- **Rec.** Press to start recording.
- **Stop.** Press to stop recording.
- **Volume.** Set the recording volume

IMPORTANT: You`ll need to set recording destination folder and file name for each recording take.

11.1 | SAMPLE PROCESSING

Process the selected audio file within the input audio player in one-click.

Recording file properties will be the same as in recording section, bit depth, file type and stereo/mono. You need to set specific destination for sample processed files

- a. Set process sample destination. Every time you process a file it will be saved within the same destination folder.
- b. Add time to the recording files. In case you used time modification plugins as delays or reverbs.
- c. Choose file name. Files are stored in destination folder with the same name but adding the selected name at the end of the file name. (Ex: door.wav will be saved as door.xxx.wav). Do not press **Enter** after typing in the file name.
- d. Press **PROCESS** on the main UI. Audio rendering will stop automatically when the file has been processed. Process buton will turn red when its working and green when it's ready again for a new sample processing.

12 | PRESET MANAGER

Save and load your own presets.

To save your own presets, we strongly recommend creating a new folder in your computer with the same name of the preset and save it inside this folder. Preset saving process automatically create a **.json** (Voxpat preset) file and some **.fxp** (plug-in preset) files associated to the plug-ins used. To restore any session you just need to open the **.json** file associated to this session and the whole session data will be restored. **Do not separate these files.**

- **Controls:**

Load. Load a preset from your computer.

Save. Save a preset in your computer

Folder. Select your preset folder to be shown in the menu. It makes quicker to change between presets.

R. Reset to default setup.

13 | MIDI MATRIX (keyboard shortcut “M”)

Control software parameters via your midi device.

Scan. Scan midi controllers in your computer. Click the selected controller.

Play/Learn modes. Click on the selected parameter to activate midi learn mode (red), touch the controller in your midi device that you want to associate to the selected Voxpat parameter. You can also manually select the midi channel assigned to each parameter control. Click again to change to Play mode (white).

14 | KEYBOARD SHORTCUTS

For better and faster user experience.

GENERAL SECTION

m – Midi Matrix

s – Settings

r – Recording

CMD (mac)/CTRL (windows) – Holding this key allows changing values more accurately when tweaking a numerical display or controller.

CTRL + Q (windows) / **CMD + Q** (Mac) --- Close app.

INPUT SECTION

Spacebar – Play/Stop input sample player

15 | SETTINGS (keyboard shortcut “S”)

In this section you can select your audio settings. Set up your own input/output configuration depending your soundcard and needs at anytime. Click on **SETTINGS**.

Click on **IO MAPPINGS** (bottom right) to edit the input/output configuration associated to your soundcard inputs/outputs.

Default Input/Output configuration:

Main Out – Soundcard Outputs 1(L) & 2(R).

16| OUTPUT ROUTING

Send audio from Recycle to any other software for recording.

Via **BlackHole** (Mac) or **Jack Audio** (Windows/Mac) you can use Voxpat within any DAW or audio editor.

BlackHole:

<https://github.com/ExistentialAudio/BlackHole>

Jack Audio:

<https://jackaudio.org/downloads/>

17| REWIRE (only as client)

Rewire allows sending audio output to any daw that supports Rewire.

To use Rewire follow this steps:

- Open your Rewire host (Ableton Live, Cubase, Logic, Protools, ..). Some programs automatically sets as Rewire Host, but some others it needs to be activated manually.
- Launch Recycle. Open Settings. Choose **ad_rewire** from the driver pop-up menu.
- On your Rewire Host select Rewire Recycle 1ch/2ch as input source if using the standard version.

18| SYSTEM REQUIREMENTS

Mac System Requirements

Mac Intel machine running OS X 10.11.6 or later. 64 Bits. Minimum RAM 4GB.

Apple M1 processors must use Rosetta 2 (installed by default in your OSX) to run this app.

Windows System Requirements

Windows 7 or later, multicore processor. 64 Bits. Minimum RAM 4GB.

Minimum screen resolution 1920x1080.

19| TROUBLESHOOTING

If you have problems with the sound (clicks/distortion) try changing IO Vector Size and Signal Vector Size to lower values at settings section..

Technical support:

hello@digitalbrain-instruments.com.com

DIGITAL BRAIN INSTRUMENTS

<http://www.digitalbrain-instruments.com>