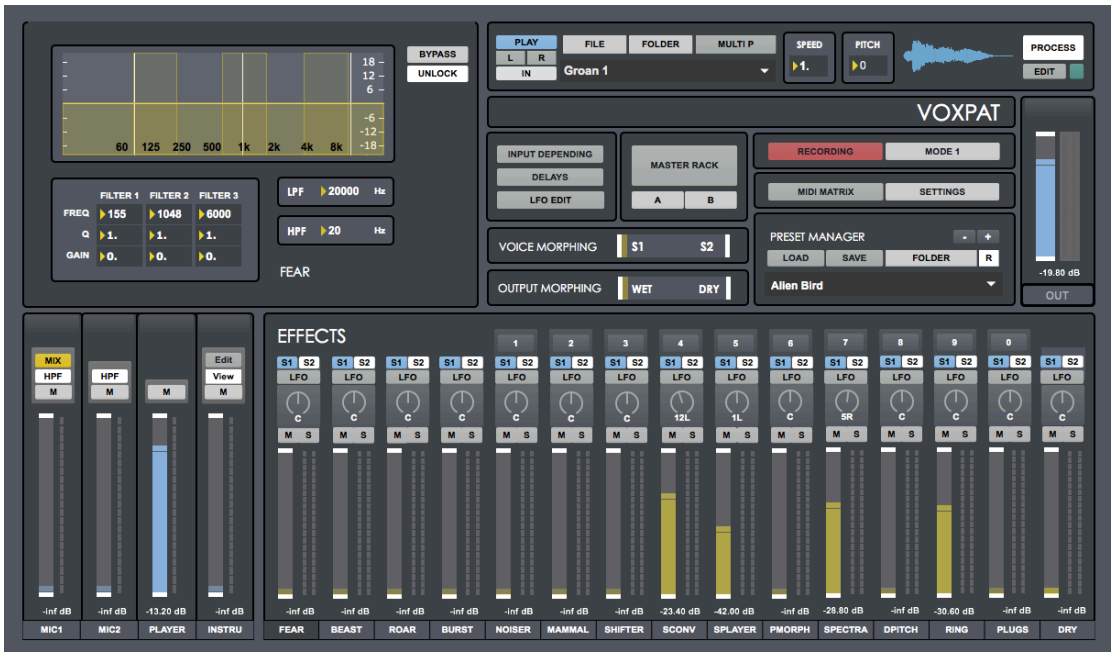
VOXPAT 2

MONSTER, CREATURES & ROBOTIC VOICE DESIGNER

USER GUIDE



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1 | INTRODUCTION

Voxpat is a standalone software developed to create high quality monster, creature, animal and robotic voices for games, films, music or multimedia projects in just a few minutes.

Procedural audio, audio syntheses, audio convolution, among other audio manipulation techniques are used to create multiple layers of sound using your own voice or a pre-recorded audio files. Input signal is processed through up to 14 effects simultaneously.

Includes samples and presets from respected sound designers.

2 | SETUP INSTRUCTIONS

MAC:
Copy Voxpat 2 into your applications folder. Double-click Voxpat 2 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".**

IMPORTANT: Some Mac OSX users will receive a "Administrator account is required in order to install this application" message when trying to run the software. Always use this software under Admin account with enabled root user account. **https://support.apple.com/en-us/HT204012**

WINDOWS:
Copy Voxpat 2 into your computer. Double-click Voxpat 2.exe

We strongly recommend copying Voxpat Extra Content folder into your computer.

3 | ACTIVATION

On first launch of Voxpat a simple activation dialog window is presented.

ONLINE
Dialog window will request you to introduce the serial number provided by the vendor. This process is made through an online connection to our server, so you`ll need to have Internet access in your computer. Keep in mind activation process can take a few minutes depending your Internet bandwidth, but usually it only takes a few seconds. Voxpat will start automatically after the license activation.

Before introducing your serial number please turn off your firewall/virus scanner; it may block the incoming online license activation from our server.

OFFLINE
If Internet connection is not detected, Dialog window will request you to introduce an activation code associated to the requested number shown. Use this number and the serial number provided by the vendor to retrieve your activation code at this link on a computer connected to Internet:

MAC
http://www.safeactivation.com/activate.php?db=1&vendor=20150713&product=1

Introduce the online retrieved activation code at Voxpat Dialog window. Voxpat 2 will start automatically after introducing the activation code.

Each License can be used in one computer only. For Multi-User Licence please contact u

4 | SIGNAL PATH

5 | INPUTS

Voxpat allows using up to 4 inputs. All inputs can be used at same time if needed.

5.1 | MICROPHONE (MIC1 & MIC2)

Up to 2 microphone inputs, including an optional 100Hz HPF at input stage.

5.2 |AUDIO PLAYER

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

- Controls:
  Play/Stop. Start/stop playback **[shortcut: spacebar]**
  Loop. Activates Loop playback mode. **[shortcut: L]**
  In/Out. Select output mode
  File. Select your audio file
  Folder. Choose a folder to be shown in the menu. It makes quicker to load files from your computer.
  Drag & Drop Folder. Click FOLDER and drag/drop any folder within the dialog window.
  Playback speed. Change playback speed from 10% (0.1) to 400% (4).
  White small button resets speed to normal playback (1).
  Pitch. Set the pitch from -24 to 24 semitones. Click over Pitch text to reset Pitch.

- Output Modes:
  IN. Audio output is processed through Voxpat.
  OUT. Audio output is sent directly to the stereo output, not being processed by Voxpat. You can use this mode if you need to play background audio while working. In this mode audio player output will not be recorded.

5.3 | INSTRUMENT

Load and play any VST/AU Instrument from your computer through Voxpat.

- Controls:
  Open. Select your vst/au instrument.
  View. See the selected plug-in on screen.
  Save. Save the plug-in internal preset. (.fxp file)
  Load. Load a plug-in internal preset (.fxp file)
  Scan. Scan your midi devices. Click to select.
  Menu. Click on the selected midi device.

5.4| MULTI PLAYER (keyboard shortcut "V")
This section allows playing up to 4 audio files to be processed through Voxpat. (WAV, AIFF and MP3 files).

- Player Synch.
  Internal. Audio files playback is activated using the spacebar on your keyboard.
  External. Audio files playback is activated by the microphone input. In this mode spacebar is disabled.
  Mode 1: Audio files are played only when mic input is detected.
  Mode 2: Audio files are always played full length each time mic input is detected.

- **Input sense.** Adjust the mic input threshold to activate the audio files playback always when input is detected or only when the input is very loud for example. It allows you creating some interesting voice effects, mixing your voice and the audio samples before to be processed through Voxpat.

  Red/Blue light. Indicates when input is detected, but also when the audio files are played. (only on Input Depending mode)

  Controls:
  Speed. Set sample playback speed [From 10% (0.1) to 400% (4) | normal speed=1]
  Click over Speed text to reset speed to normal playback.
  Pitch. Set the pitch from -24 to 24 semitones. Click over Pitch text to reset Pitch.
  Reverse. Activate Reverse playback for each sample.
  Loop. Play in loop mode.
  Volume. Set the output volume.
  File. Select audio file.
  Folder. Select samples folder container to be shown in the menu. It makes quicker to load files from your computer. The first audio file within the selected folder will be automatically loaded into the audio player.
  Drag & Drop Folder. Click FOLDER and drag/drop any folder within the dialog window.
  Drop section. Drag & drop any audio file here.
  R. Unload the selected sample.
  Morphing. Crossfades between 1-2 and 3-4 samplers output.

5.5 | MIX (keyboard shortcut "C")

This section allows mixing the selected spectral content from 2 audio sources into one audio source before the Voxpat processing. This way you can process 2 different audio sources like if there was only one audio source containing different spectral content from both sources to output the full spectrum audio range (20Hz-20kHz).

- Controls:
  ON/OFF. Activate/deactivate Spectral mixing section.
  Link. Link Frequency Range selector to Spectral Shifter Frequency Range selector (**Spectra Effect**). This way you can easily apply different pitch shifting to every input source at Spectra Effect (**only works for frequency range section at Spectra Effect**).

- Modes:
  Mode 1. Mic 1 is associated to Inner range while the Mic 2/Player is associated to Outer.
  Mode 2. Mic 2/Player is associated to Inner range while Mic 1 is associated to Outer.
  MIC 2/PLAYER. Select the Audio Input for the spectral mixing versus Mic 1 Input.

In both sections click and hold mouse click to select the Inner region (xxx). Hold CMD/CTRL to move this region size through the full spectrum range.

6 | INPUT DEPENDING MATRIX **(keyboard shortcut "I")**

This section allows activating or deactivating any effect output depending on the input level.

It allows creating more dynamic sounds by activating effects only when the input level is above the selected threshold for each effect. For example, gradually activating effects when the input level is increased.

Select the threshold level for each effect individually.
Colour led indicates when the effect output is inactive (red)/active (blue).

off = No input depending.
max = Maximum threshold level (0 dBfs)

7 | DELAYS MATRIX **(keyboard shortcut "D")**

This section allows adding delays to any effect output. [10 – 2.000ms]

Applying delay to some effects output you can create interesting decay effects to your sounds.

8 | VOICE EFFECTS

Voxpat includes up to 14 effects and a dry output signal. Each effect has a 3-Band Parametric EQ, HPH and LPF, mute/solo and panorama.

Input signal is processed by these 15 effects simultaneously, creating multiple audio layers that can be used as you want.

8.1 | FEAR – BEAST – ROAR - BURST

Predesigned effects. A good starting point.

8.2 | NOISER (keyboard shortcut "1")

This effect process input signal through 2 noise signal convolution sections at same time. Each noise section generates a noise signal, which is used as the convolution carrier signal and is modulated by the input signal.

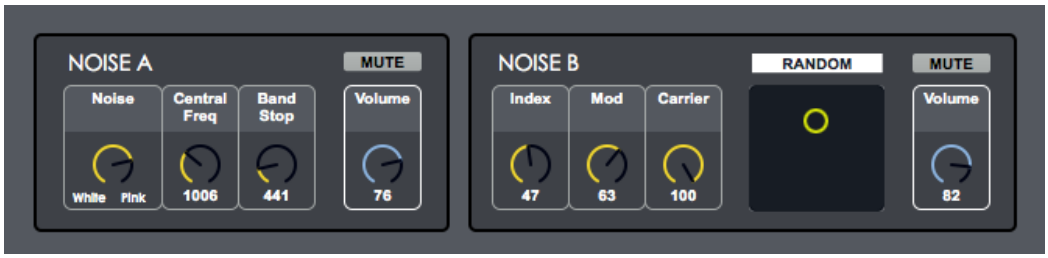
The resulting output signal will retain some, or most of the original frequency content of the input signal, while its spectral envelope will be largely determined by the noise signal spectral envelope.

- **Noise A section** generates pink noise and white noise, or a mix of both kinds of noise. Noise central frequency selector. Band-Stop filter.

  Controls:
  Noise. Select the kind of noise used as the carrier file. White/Pink (or mix).
  Central Freq. Select the noise signal central frequency.
  Bandstop. Select the bandstop filter frequency
  Volume. Set the output volume

- **Noise B section** generates a noise signal based on FM synthesis. FM synthesis can create both harmonic and inharmonic sounds. For synthesizing harmonic sounds, the modulating signal must have a harmonic relationship to the original carrier signal. As the amount of frequency modulation increases, the sound grows progressively more complex.

  FM Synthesis Controls:
  Carrier. Set the amount of carrier signal used.
  Modulation. Set the amount of modulation signal used.
  Index. Set the modulation index
  Volume. Set the output volume
  X/Y Pad. Allows changing index and modulation parameters via x/y pad.
  Random. Set random parameters.



8.3 | MAMMAL (keyboard shortcut "2")
This effect uses procedural audio to generate mammal sounds depending on the selected parameters. This mammal sound is used as the carrier signal for a convolution processing and will be modulated by the input signal.

The resulting output signal will retain some, or most of the original frequency content of the input signal, while its spectral envelope will be largely determined by the generated mammal sound spectral envelope.

- **Output clone mode** allows generating a copy of the processed output by adding a delay and creating an interesting decay effect by changing the pitch of this delayed output version.

  To activate this mode you just need to select a delay time higher than 0ms. When activated, pitch-shifting is applied only to this delayed output and not to the original output. Set again 0ms as the delay time to stop generating this output clone, in this case pitch shifting will be applied again to the original output.

8.4 | SHIFTER (keyboard shortcut "3")
Process input signal through 6 different pitch-shifting sections at same time. It works as a harmonizer. Volume control for each section.

- **Input depending mode** allows selecting different activation/deactivation threshold level for each section, this way you can create more dynamic and realistic voices if each section is activated at different input level.

  For example, gradually activating different pitched voices as soon as the input level rises up or depending your own configuration.

- **Delay mode** allows adding a delay to any pitch-shifting section to create interesting decay effects to your voice.

- Controls:
  Pitch. Set the pitch-shiting increase/decrease in semitones.
  Random. Set random pitch parameters.
  Threshold. Set the input depending threshold level.
  Delay. Set a delay to the selected section output. [10ms-2000ms]
  Volume. Set the output volume.

8.5 | SCONV (keyboard shortcut "4") [WAV & AIFF files]
This effect uses samples as the carrier files for a convolution processing. Load up to 4 samples from your computer to be modulated simultaneously by the input signal.

The resulting output signal will retain some, or most of the original frequency content of the input signal, while its spectral envelope will be largely determined by the selected samples spectral envelope.

- **Convolution Modes** (Mode 1 is set by default)
  Mode 1 – Input associated to modulation signal/ Samples associated to carrier signal
  Mode 2 - Samples associated to modulation signal/ Input associated to carrier signal

  Controls:
  Speed. Set sample playback speed [From 10% (0.1) to 400% (4) | normal speed=1]
  Click over Speed text to reset speed to normal playback.
  Pitch. Set the pitch from -24 to 24 semitones. Click over Pitch text to reset Pitch.
  Reverse. Activate Reverse playback for each sample.
  Pre. Preview sample file.
  Pre All. Preview all files at same time.
  Loop. Play in loop mode.
  Volume. Set the output volume.
  File. Select audio file.
  Folder. Select samples folder container to be shown in the menu. It makes quicker to load files from your computer.
  Drag & Drop Folder. Click FOLDER and drag/drop any folder within the dialog window.
  Drop section. Drag & drop any audio file here.
  Red/Blue light. Indicates when input is detected.
  Envelope. Amplitude envelope designer allows creating your own ADRS envelope. Click **R** to activate it. Horizontal values (**X**) represents the Time and Vertical values (**Y**) are used to represents the Amplitude.

    - Click in empty space to add a new envelope point.
    - Shift-click on a point to remove it.
    - Click R to reset all points.

  Pitch. Master output pitch-shifting in semitones.
  Morphing. Crossfades between 1-2 and 3-4 samplers output.

8.6 | SAMPLE PLAYER (SPlayer) (keyboard shortcut "5") [WAV & AIFF files]

This effect allows you to play any sample file from your computer. Load up to 4 different samples to be mixed simultaneously.

Samples can be triggered by the input signal in 2 modes, as long as input is detected or always until the end of the sample length, but also triggered via your computer keyboard.

- **Input Modes:**
  Audio IN: Sample playback is activated by the input signal.
  Audio OFF: Sample playback is only activated by pressing or keyboard shortcut **"Z"** or **"Play All".** Not activated by the input signal.

- **Play Modes:**
  1: Samples will be played as long as audio input is detected.
  2: Samples will be played until the end of the file. Not input depending.

- Controls:
  Speed. Set sample playback speed [From 10% (0.1) to 400% (4) | normal speed=1]
  Click over Speed text to reset speed to normal playback.
  Pitch. Set the pitch from -24 to 24 semitones. Click over Pitch text to reset Pitch.
  Reverse. Activate Reverse playback for each sample.
  Pre. Preview sample file.
  Pre All. Preview all files at same time. **[keyboard 5shortcut: Z]**
  Loop. Play in loop mode.
  Volume. Set the output volume.
  File. Select audio file.
  Folder. Select samples folder container to be shown in the menu. It makes quicker to load files from your computer.
  Drag & Drop Folder. Click FOLDER and drag/drop any folder within the dialog window.
  Drop section. Drag & drop any audio file here.
  Red/Blue light. Indicates when input is detected.
  Envelope. Amplitude envelope designer allows creating your own sample adsr envelope. Click **R** to activate it. Horizontal values (**X**) represents the Time and Vertical values (**Y**) are used to represents the Amplitude.

    - Click in empty space to add a new envelope point.
    - Shift-click on a point to remove it.
    - Click R to reset all points.

  Pitch. Output pitch-shifting in semitones.
  Morphing. Crossfades between 1-2 and 3-4 samplers output.

8.7 | PLUG-IN MORPHING (PMORPH) (keyboard shortcut "6")
This effect allows using any vst/au instrument to be used as the convolution carrier signal- Choose either a synthesizer or a sampler as the convolution carrier signal.

For example you can use a sampler plug-in to play different pitches from the same sample simultaneously, your voice will modulate this complex audio signal (or convolution carrier signal).

Play the selected instrument using your midi keyboard or using Auto Key mode, which allows selecting which key will be pressed without the need of using the midi keyboard; in this case input signal will trigger the midi key as long as input is detected.

The resulting output signal will retain some, or most of the original frequency content of the input signal, while its spectral envelope will be largely determined by the plug-in sound spectral envelope.

- **Modes:**
  Keyboard mode. Use the keyboard to play the instrument.
  Auto Key mode. Instrument will be played using the selected auto key. You don`t need to play the midi keyboard to generate sound. The selected key will be hold as long as input signal is detected.
  Prelisten mode. Allows playing and previewing the selected Instrument plug-in sound before the convolution processing.

- **Controls:**
  Scan. Scan midi controllers in your computer. Click the selected controller.
  Auto Key Select. Select which note will be played automatically into the selected vst/au Instrument. **Only works in Auto Key Mode**.
  Open:.Select your vst/au instrument.
  View. See on screen the selected plug-in.
  Save. Save the plug-in internal preset. (.fxp file)
  Load. Load a plug-in internal preset (.fxp file)
  Red/Blue light. Indicates when input is detected.

8.8 | SPECTRA (keyboard shortcut "7")
This effect process input signal through 2 spectral pitch-shifting sections at same time.

- **Frequency Range section** allows splitting input signal in 2 bands, the inner band containing the selected audio frequency range and the outer band containing the frequency range above and below the selected frequency range**.** Both bands can be pitch-shifted separately.

  Controls:
  Outer. Activate/Deactivate outer audio range. (Blue)
  Inner. Activate/Deactivate inner audio range. (Green)
  Outer Pitch. Outer audio range pitch-shifting in semitones.
  Inner Pitch. Inner audio range pitch-shifting in semitones.
  Volume. Set the audio output gain.
  Range Selector. Set the inner audio range low and high frequencies.

- **Amplitude Range section** allows selecting specific audio frequencies depending the amplitude level range selected, from low to high amplitude. The audio frequencies within the selected amplitude level range will be pitch-shifted; the rest of the audio will be ignored. There are 2 range selectors available.

  Controls:
  Pitch. Selected audio range pitch-shifting in semitones.
  Volume. Set the audio output gain.
  ON/OFF. Activate or deactivate the selected range selector. (Green)
  Range Selectors. Set the amplitude level range sent to the pitch-shifting processing.
  2 range selectors available.

In both sections click and hold mouse click to select a region (Green). Hold CMD/CTRL to move this region size through the full spectrum/amplitude range.

8.9 | DPITCH (keyboard shortcut "8")

This effect includes 2 different audio processing sections.

8.9.1 | DELAY PITCH SHIFTER

This section creates delay loops of the incoming audio signal. Each loop introduces the same amount of pitch-shifting in comparison with the previous loop, like a never-ending pitch shifting effect. Each loop can be also processed by a HPF, LPF or a Peak filter. Changing the delay feedback level you can control the amount of loops generated; affecting the decay of the sound and creating interesting pitch changing decay sounds.

- **Feedback Filter** allows introducing a LPF. HPF or a 1-Band Peak Filter to every delay loop. Be careful when using a peak filter gain increase, each delay loop will introduce the same gain level increase, like a never-ending gain level increase.

- **Controls:**
  Pitch. Set the delay loop pitch-shiting increase/decrease in semitones
  Octave. Add or subtract 12 semitones to the selected transposition value.
  Delay Time. Set the delay loop time.
  Feedback. Set the % of feedback sent back to the delay line. It controls the number of loops generated, more feedback means more loops.

8.9.1 | DYNAMIC TIME-BASED PITCH SHIFTER

This section automatically changes up/down the pitch of the incoming audio signal. Semitones are increased/decreased after every "user-defined" amount of time (ms).

- **Controls:**
  Pitch Up/Down. Select 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)
  Time. Set the amount of time between each semitone increase/decrease.

8.10 | RING (keyboard shortcut "9")
This effect processes the input signal through to 2 single side-band ring modulators simultaneously.

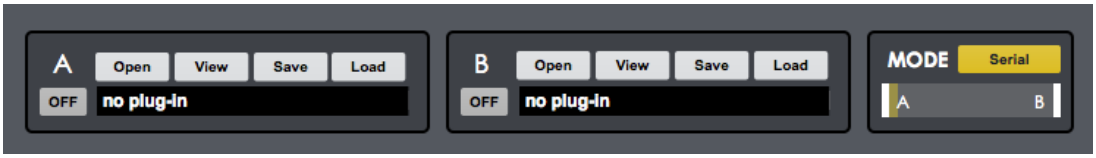
- **Controls:**
  Freq Shift. Set Ring Modulator central frequency.
  N-Side. Activate/deactivate negative side-bands.
  Volume. Set selected ring modulator volume

8.11 | PLUGS (keyboard shortcut "0")
This effect process input signal through to 2 vst/au plug-ins. The processing chain can be used in serial or parallel processing mode, which means that input signal will feed both plug-ins at same time.

Here you can load your favourite voice processing plug-ins, as reverbs, distortion or chorus plug-ins for example.

- **Modes:**
  Serial. Serial plug-in processing chain.
  Parallell. Parallel plug-in processing chain. Input will feed both plug-ins at same time. You can crossfade between both plug-in output signals.

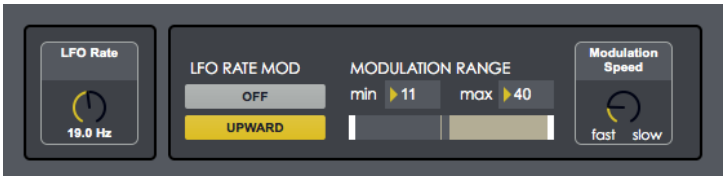
- **Controls:**
  Open:.Select your vst/au instrument.
  View. See on screen the selected plug-in.
  Save. Save the plug-in internal preset. (.fxp file)
  Load. Load a plug-in internal preset (.fxp file)



9 | LFO (keyboard shortcut "F")

Assigns LFO modulation to any voice effect. Click LFO button on any effect to activate it. This sections also allows modulating the LFO Rate from 1Hz to 40Hz.

- **Controls:**
  LFO Rate:.Set LFO Rate.
  ON/OFF. Activate/deactivate LFO Rate modulation.
  Upward/Downward. Set the LFO Rate modulation mode.
  Upward: From min to max
  Downward: From max to min
  Modulation Range: Set the minimum and maximum LFO Rate parameters. To work properly minimum parameter have to be lower than the maximum parameter.
  Modulation Speed: Set the LFO Rate modulation speed



10 | SENDS

Activate or deactivate sends to S1 & S2 (groups) for each effect output. By default all effects are sent to group S1.

11 | VOICE MORPHING

Cross morphing between S1 & S2 sends. It allows creating very interesting voice transformations.

12 | OUTPUT MORPHING

Cross-morphing between dry & processed output signals.

To control the Dry signal volume at Output Morphing use the Dry gain fader on the effects mixer. If you don`t want the **Dry** signal to be mixed within your **Wet** output signal just mute the **Dry** channel in the mixer.

13 | MASTER RACK (keyboard shortcut "M")

Includes 2 vst/au Plug-in sections (serial & parallel modes available), 5-Band Parametric EQ, Pitch Shifter, Filter (HPF/LPF). Allows direct access to used plug-ins from the main user interface.

Signal flow:

2 VST/AU Plug-in modules.

Load up to 2 plug-in effects into your master output.

- **Modes:**
  Serial. Serial plug-in processing.
  Parallell. Parallel plug-in processing. Input will feed both plug-ins at same time. You can crossfade between both plug-in output signals.

- **Controls:**
  Open:.Select your vst/au instrument.
  View. See on screen the selected plug-in.
  Save. Save the plug-in internal preset. (.fxp file)
  Load. Load a plug-in internal preset (.fxp file)
  A/B. Allows direct access to plug-ins interface from the main Voxpat user interface.

EQ

5-Band parametric equalizer. Bypass available.

Master Pitch

Pitch shifting -12 to + 12 semitones.

Output Clone mode

It allows generating a delayed copy of the processed output and creating an interesting decay effect by changing the pitch of this delayed output version. **To activate this mode you just need to select a delay time higher than 0ms. Set again 0ms as the delay time to stop generating this output clone.**

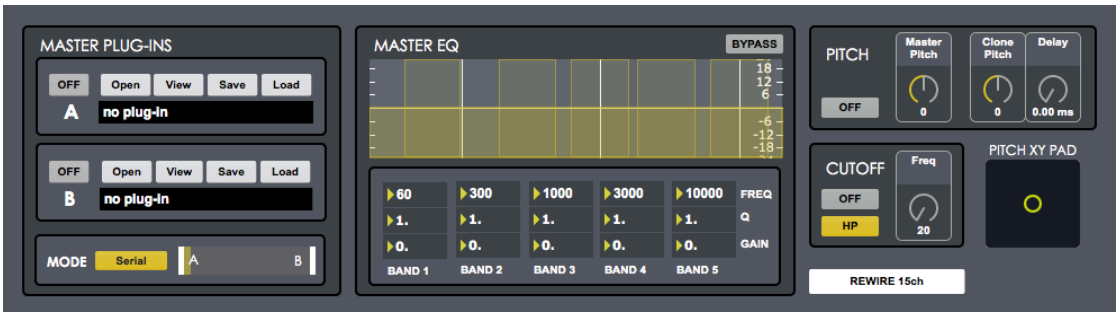
- **Controls:**
  Clone Pitch: Change pitch in semitones. [-12 to +12]
  Delay. Set the delay time. [10ms-2000ms]

XY Pad

Control **Master Pitch** and **Clone Pitch** via XY Pad.

Cut Off

Choose between a HPF and a LPF.



14 | RECORDING (keyboard shortcut "R")

Voxpat allows stereo output recording in WAV or AIFF (16/24/32Bits). Up to 192kHz (depending your soundcard). It also allows recording dry/wet output simultaneously.

- **Recording modes**
  Mode 1: Normal recording. Outputs a stereo file containing the processed audio.
  Mode 2: Dry/Wet recording. Outputs a stereo file containing different audio signals on Left and Right sides, **Left side** contains the processed stereo output converted to mono, while **Right side** contains the original source (dry signal).

  *Mode 2 allows recording the original audio source at same time than the processed output, so you can later split this stereo audio file into 2 mono files. L **(wet signal)** and R **(dry signal).** This way you are able to make some edits or variations from a processed audio file, sending again the original audio source used to create this file into Voxpat to apply some adjustments before the final recording.*

- **Controls:**
  Stereo/Mono. Select to export Stereo or Mono files.
  Save As. Select the destination folder.
  Rec. Press to start recording.
  Stop. Press to stop recording.
  Volume. Set the recording volume
  You`ll need to select recording destination folder for each recording take and press rec.

14.1 | BATCH PROCESSING (keyboard shortcut "P")
This section allows processing through Voxpat a group of files within a selected folder in one-click. A very useful section if you need to process a batch of file using the same Voxpat preset. It will save you time.

- **a.** Set recording Bit Depth
- **b.** Set file format. WAV or AIFF.
- **c.** Select input folder
- **d.** Select output destination folder
- **e.** Select **Stereo or Mono** audio export.
- **f.** Add time to the recording files. In case you used delays or third-party plug-ins like reverbs.
- **g.** Choose file name. Files are stored in your destination folder with the same name but also using the selected file name (Ex: voice2.wav will be saved as voice2.xxx.wav). Do not press Enter after typing in the file name.
- **h.** Press **START.** Audio rendering will stop automatically when all files has been processed.
- **i.** Monitor **ON/OFF** allows monitoring the recording output while processing the files. This button is only activated during the batch processing. By default monitoring is always on.
- **j.** Processing led indicates when Batch Processing is **working** (Red) or **ready** for the next batch processing recording session (Green).

NOTE: PLAYBACK SPEED AND PITCH SHIFTING IS NOT AVAILABLE WHEN RECORDING IN BATCH PROCESSING MODE.

14.2 | SAMPLE PROCESSING
This section allows processing through Voxpat the selected audio file within the audio player in one-click.

Click **EDIT** to set the file properties and destination, you only need to do it once. Here you can also add text to the exported filename. By default is "yourfile_voxpat".

- **a.** Set recording Bit Depth
- **b.** Set file format. WAV or AIFF.
- **c.** Select output destination folder
- **d.** Select **Stereo or Mono** audio export.
- **e.** Add time to the recording files. In case you used delays or third-party plug-ins like reverbs.
- **k.** Choose file name. Files are stored in your destination folder with the same name but also using the selected file name (Ex: voice2.wav will be saved as voice2.xxx.wav). Do not press Enter after typing in the file name.
- **f.** Press **PROCESS.** Audio rendering will stop automatically when all files has been processed.
- **g.** Processing led indicates when Batch Processing is **working** (Red) or **ready** for the next sample processing recording session (Green).

NOTE: PLAYBACK SPEED AND PITCH SHIFTING IS NOT AVAILABLE WHEN RECORDING IN SAMPLE PROCESSING MODE.

14.2 | REC ME (keyboard shortcut "Y")
This section allows recording your voice to be processed through Voxpat in just a few seconds. Up to 2 different recording takes, so you use Take 1 ,Take 2 or both of them to create a more complex voice sample.

- **a.** Set recording time. (3, 5, 10 or 20 seconds)
- **b.** Select recording destination; Take 1 or Take 2.
- **c.** Press **REC (keyboard shortcut "H")** (Recording will stop automatically after the selected recording time).
- **d.** Press **PLAY (keyboard shortcut "N")** to listen to the recording takes. Press **1 & 2** buttons to select the audio source (1-Take 1/-Take 2). Playback only in Loop mode.
- **e.** Press **SAVE** to store the recording take selected (Take 1/Take 2) in your computer (WAV/AIFF). It will save the sample file stored in the selected recording destination.
- **f.** Set **playback speed** [From 10% (0.1) to 400% (4) | normal speed=1]
- **g.** Click over Speed label to reset playback speed to normal playback.

15 | PRESET MANAGER
Save and load your own presets. Includes presets from respected sound designers.

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.
  Drag & Drop Folder. Click FOLDER and drag/drop any folder within the dialog window.
  R. Reset Voxpat to default setup.
  +/- . Select previous or next preset within the menu.

16 | MIDI MATRIX

Control Voxpat parameters via your midi device.

Scan. Scan midi controllers in your computer. Click the selected controller.
Play/Learn modes. Click on the selected Voxpat 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).

MIDI REC. This section allows transferring your midi configuration from one preset to another preset automatically. This way you don`t need to setup again the same midi configuration manually each time you change to another preset (Keep in mind that midi configuration is also stored when you save a preset).

Turn MIDI REC "**ON**" (by default) and setup your midi configuration or load your midi map preset. Turn MIDI REC "**OFF** " before loading a new preset, once a new preset is loaded the last used midi configuration will be restored automatically. Then save and overwrite this preset in your presets folder. The new midi configuration will be now stored within this preset.

17 | KEYBOARD SHORTCUTS

For better and faster user experience.

GENERAL SECTION

I – Input Depending
C - Mix
D – Delays
F – LFO Edit
X – Midi Matrix
V – Multi Player
S – Settings
R – Recording
P – Batch Processing
Y – Rec Me
M – Master rack
A - Master Plug-In A (see on screen)
B - Master Plug-In B (see on screen)
Cursor Keys Left/Right – Shows on screen the selected ParametricEQ..
CMD (mac)/CRTL (windows) – Holding this key allows changing values more accurately when tweaking a numerical display or controller.
CTRL + Q (windows) / **CMD + Q** (Mac) - Close Voxpat

AUDIO PLAYER SECTION

Spacebar – Play/Stop
L –Play Loop mode on/off

REC ME SECTION

Y – Open/close section
H – Start/Stop recording
N – Play/Stop (Take 1 & Take 2)

EFFECTS SECTION

1 – Noiser Edit
2 – Mammal Edit
3 – Shifter Edit
4 – SConv Edit
5 – SPlayer Edit / **Z** – SPlayer "Play all files"
6 – PMorph Edit
7 – Spectra Edit
8 – Dpitch
9 – Ring Edit
0 – Plugs Edit

18 | SETTINGS

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**.

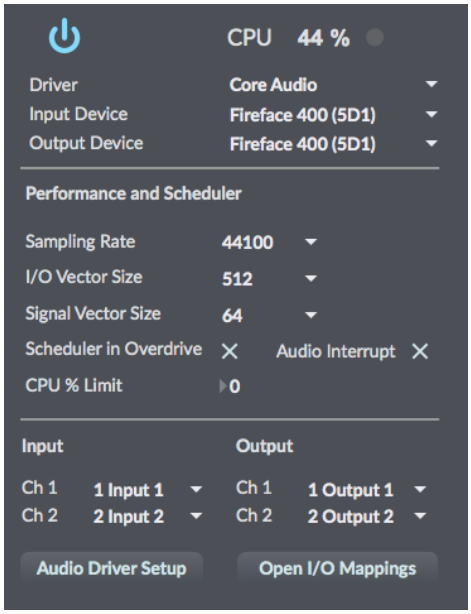
Click on **IO MAPPINGS** (bottom right) to edit the Voxpat input/output configuration associated to your soundcard inputs/outputs.

Default Input/Output Voxpat configuration:

Voxpat IN1 (MIC 1) - Soundcard Input 1

Voxpat IN2 (MIC 2) - Soundcard Input 2.

Voxpat Main Out – Soundcard Inputs 1(L) & 2(R)



19 | INPUT & OUTPUT ROUTING

Send audio from any DAW or audio editor to Voxpat for audio processing, or from Voxpat to any other software for recording.

Via Soundflower (Mac) or Jack Audio (Windows/Mac) you can use Voxpat within any DAW or audio editor. For Protools use **JK Pipe**.

Soundflower:
http://cycling74.com/soundflower-landing-page
http://code.google.com/p/soundflower/

Jack Audio:
http://jackaudio.org

JK Pipe:
http://www.studiomelange.pl/jk/plugins.html

20 | REWIRE (only as client)

Rewire allows sending Voxpat audio output to any daw that supports Rewire. Vopxat offers 2 kind of Rewire configurations:

A. **Standard version** allows sending the Voxpat stereo output
B. **Rewire 15ch** allows sending each voice effect separately to any daw. Keep in mind when using Rewire 15ch some features are disabled, as Panorama, Sends, Voice Morphing, Output Morphing and the Master Rack section.

To use Rewire follow this steps:

1. 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.
2. Launch Voxpat. Open Settings. Choose ad_rewire from the driver pop-up menu.
3. On your Rewire Host select Rewire Max 7 1ch/2ch as input source if using the standard version.
   If using Rewire 15ch then select Max 7 1ch, Max 7 2ch, … a different rewire input channel on every Rewire Host channels, this way you`ll receive all the Voxpat effects separately.

   Rewire channels configuration has the same configuration than the effects mixer:

- **Rewire ch 1 – Fear**
- **Rewire ch 2 – Beast**
- **Rewire ch 3 – Roar**
- **Rewire ch 4 – Burst**
- **Rewire ch 5 – Noiser**
- **Rewire ch 6 – Mammal**
- **Rewire ch 7 – Shifter**
- **Rewire ch 8 – Sconv**
- **Rewire ch 9 – Splayer**
- **Rewire ch 10 – Pmorph**
- **Rewire ch 11 – Spectra**
- **Rewire ch 12 – Dpitch**
- **Rewire ch 13 – Ring**
- **Rewire ch 14 – Plugs**
- **Rewire ch 15 - Dry**

When working on rewire mode, microphone inputs will be disabled.

21 | SYSTEM REQUIREMENTS

Mac System Requirements

Mac Intel machine running OS X 10.7 or later. Minimum recommended RAM 2GB.

Windows System Requirements

Windows 7 or later, multicore processor. Minimum RAM 2 GB.

Recommended screen resolution 1920x1080

22 | TROUBLESHOOTING

Voxpat may require significant *CPU* resources in order create multiple layers of sound. If you have problems with the sound (clicks/distortion) try changing IO Vector Size and Signal Vector Size to lower values.

PLEASE FEEL FREE to show us any kind of work where you`ve used Voxpat, we would love to see what you can do with Voxpat.

Custom versions and presets are also available. Please contact us if you want to customize Voxpat to meet your needs.

THANKS FOR YOUR SUPPORT

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