

HY-Slicer ver 1.1.0



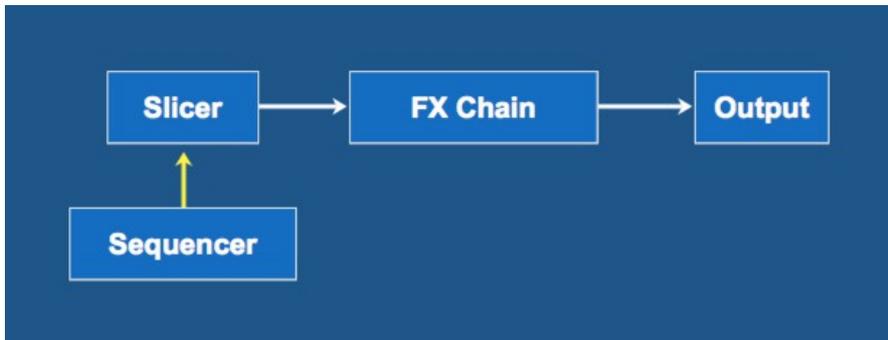
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Overview

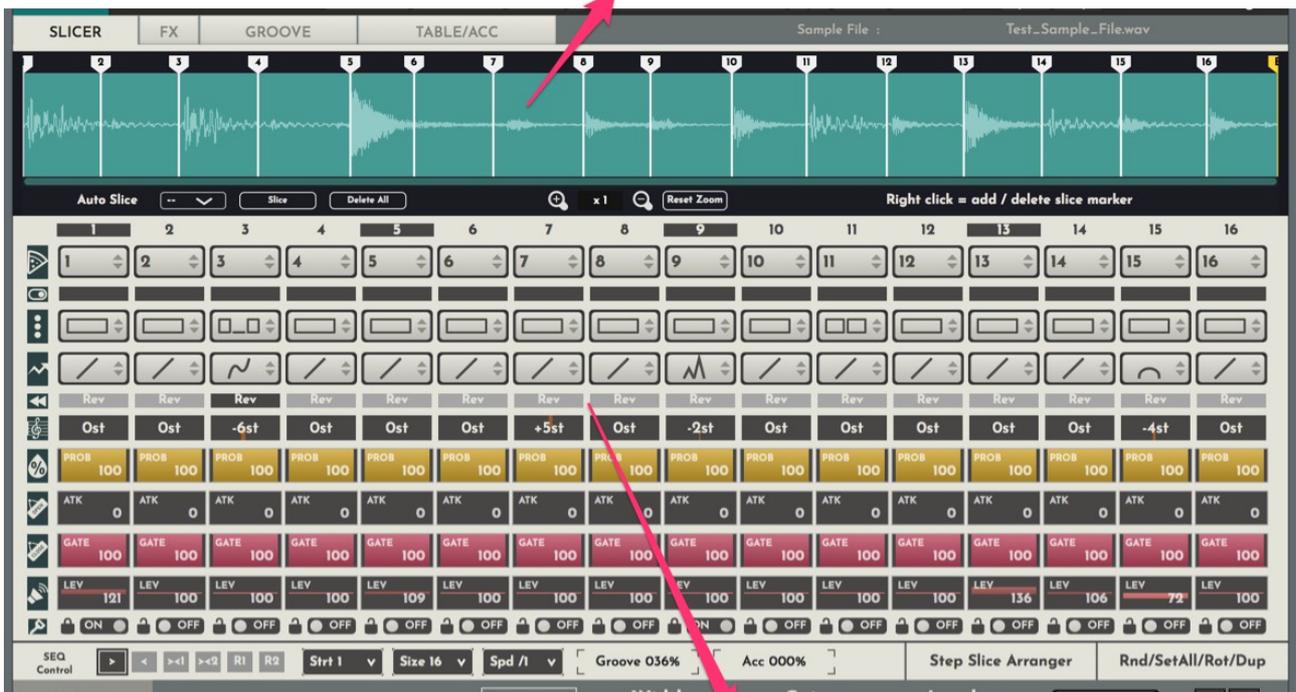


Slicer : You can load and slicer sample file (mp3, wav, aiff)

Sequencer : You can control sliced file

FX Chain : Re-orderable effect chain

You can slicer sample file here



Step sequencer for triggering sliced samples

You can change fx order with these buttons



You can control effect params here.

These effect order can be controlled with buttons on top of the panel.



You can edit groove values here.

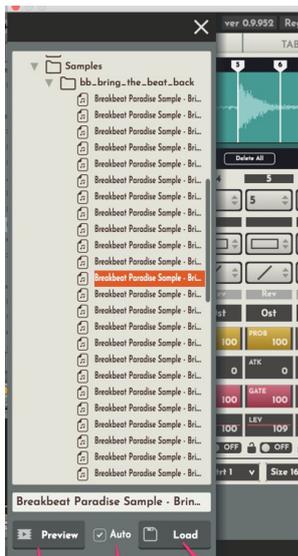
Groove is a advance version of swing/shuffle function.

Quick Start

1, Click “Browser” button



2, Then file browser will show up → select an audio file



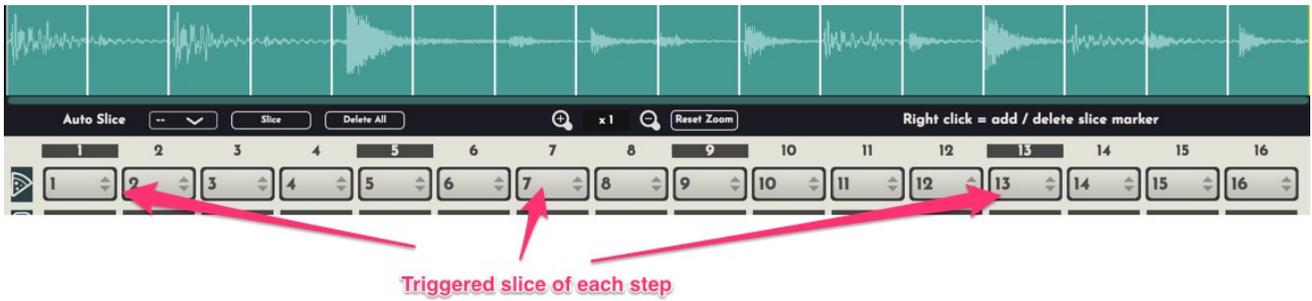
Auto preview on/off
Sample preview button Sample load button

3, Sets auto slice size 16, and click “Slice” button → loaded sample will be sliced in 16

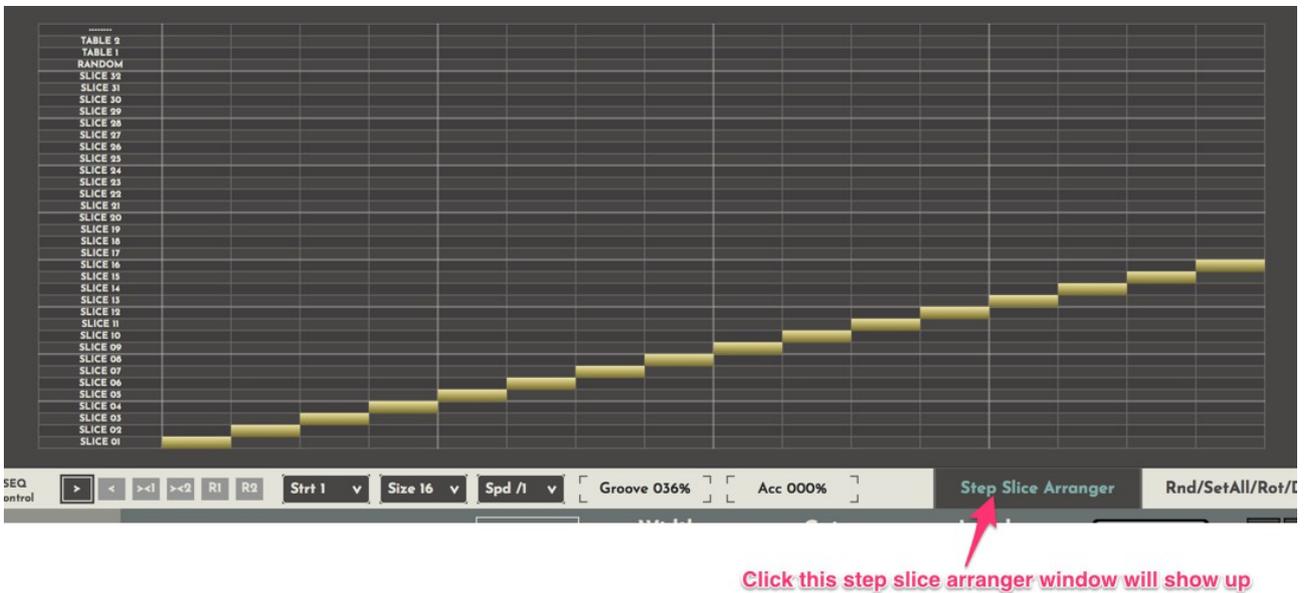


Auto slice size Trigger auto slice

4, Assign sliced sample to step sequencer for trigger control



5, You can also control step slice assign in the step slice arranger (full version only)



Registration

There are 2 ways for the plugin registration.

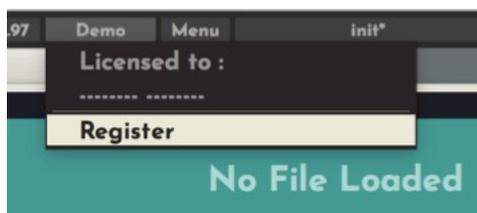
1, Drag and drop

Drag and drop you **keyfile** to the plugin window directly.

2, Copy & paste

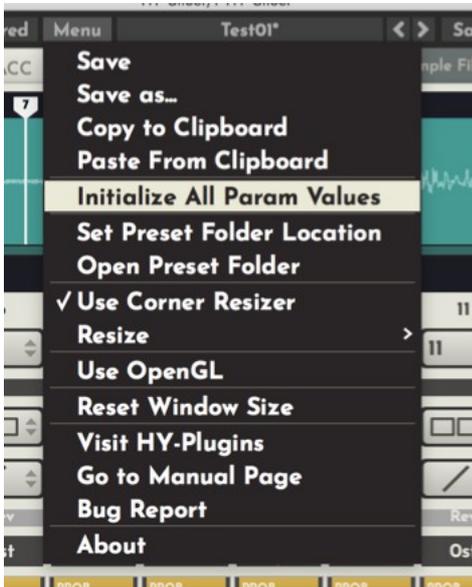
1, Open your **keyfile** with text editor and copy all strings

2, Click “**Demo**” button > select “**Register**” > paste it > press “**register**”



Once HY-Slicer is registered, “**Demo**” text will be changed to “**Registered**”.

Plugin Menu



Save : overwrites current loaded preset file

Save as : creates a new preset file

Initialize All Param Values : initializes all parameter values

Set Preset Folder :

if you want to change preset folder location, you need to set new location with this function

Open Preset Folder : opens preset folder

Use Corner Resizer : turn on/off corner resizer

Resize : you can resize plugin window with this menu instead of using the corner resizer

Use OpenGL : if OpenGL is available on your computer, this option will show up

Reset Window Size : resets window size

Visit HY-Plugins : jumps to our homepage

Go to Manual Page : jumps to the manual page

Preset



You can load a stored preset file with clicking preset button or arrow button.

Save : overwrites current loaded preset file

Save as : creates a new preset file

Default Preset Folder Location:

Mac : *Library/Audio/Presets/HY-Plugins/HY-Slicer*

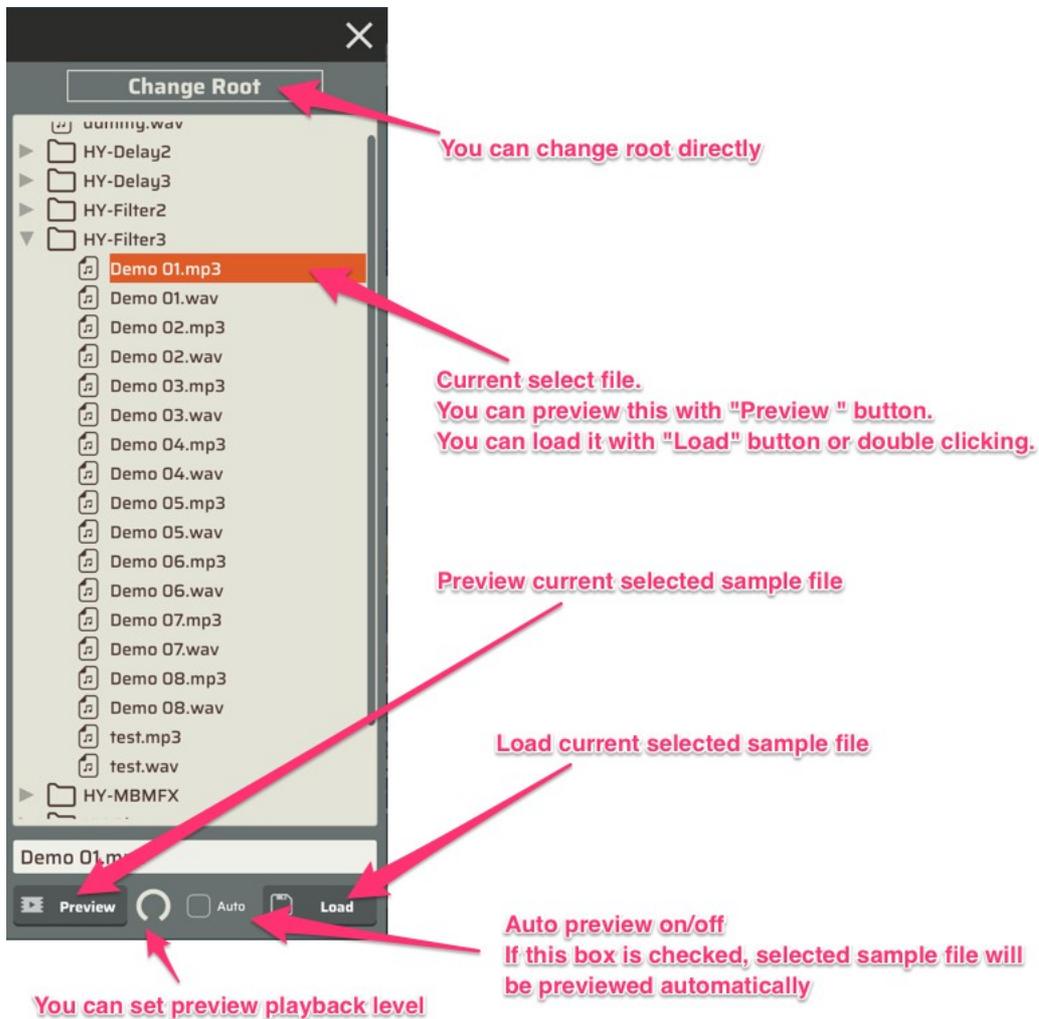
Win : *C:\Users\user name\Documents\HY-Plugins\HY-Slicer*

Resizing Plugin Window



You can change plugin window size freely.

File Browser



You can load sample file via file browser.

The plugin supports Wav, AIFF, MP3 and FLAC format.

Slice Editor



You can slice loaded sample here.

Maximum slice size is 32.

Yellow marker : end point

Auto Slice

Auto Slice Size : slice size of auto slice

Slice : trigger auto slice

Delete All : deletes all slice marker

Zoom

Zoom icon : controls zoom in/out

Reset Zoom : resets zoom

Manual Slice

Right-click on blank space : add new slice marker

Right-click on existing slice marker : delete that slice marker

Step Sequencer

The screenshot displays the Step Sequencer interface with 16 steps. The parameters for each step are as follows:

Step	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Step Slice	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Step On/Off	ON																
Step Division	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Playhead Shape	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Step Reverse	Rev																
Step Pitch	Ost	Ost	-6st	-2st	Ost	Ost	+5st	Ost	-2st	-13st	Ost	Ost	Ost	+31st	-4st	Ost	
Step Prob	PROB 100																
Step Attack	ATK 0																
Step Gate	GATE 100	GATE 62	GATE 100	GATE 100	GATE 100	GATE 41	GATE 100	GATE 59									
Step Level	LEV 136	LEV 111	LEV 118	LEV 96	LEV 65	LEV 129	LEV 85	LEV 73	LEV 99	LEV 95	LEV 90	LEV 119	LEV 96	LEV 96	LEV 141	LEV 56	
Step Lock	ON	OFF	OFF	OFF	OFF	ON	OFF	ON	OFF	ON	OFF						

At the bottom of the interface, there are controls for SEQ Control, Strt 1, Size 16, Spd /1, Groove 036%, Acc 000%, Step Slice Arranger, and Rnd/SetAll/Rot/Dup.

You can trigger sliced sample with this step sequencer.

Step Slice : sets the slice index

Step On/Off : sets the trigger state of each step

Step Division : sets the division of each step

Step Playhead Shape : sets the shape of the playback head

Step Reverse : sets the reverse state of each step

Step Pitch : sets the pitch (playback speed) of each step

Step Prob : sets the trigger probability of each step

Step Attack : sets the attack time of each step

Step Gate : sets the gate factor of each step

Step Level : sets the amp level of each step

Step Lock : sets the lock state of each step,

if step lock is active, that step will ignore randomize/setall/duplicate action.

Step Slice



You can assign sliced sample index per step.

Slice 1 to 32 means slice indexes.

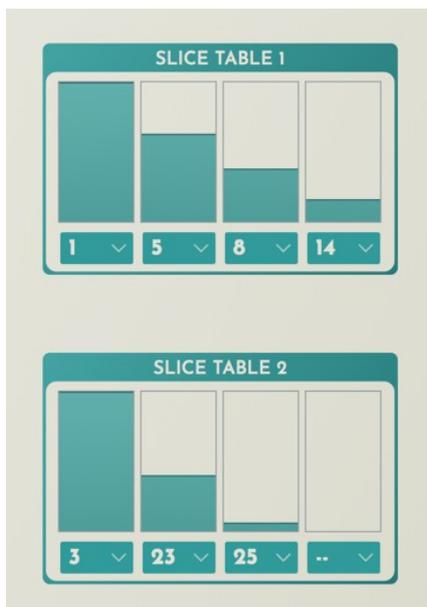
Random means slice index will be randomly triggered.

Table 1,2 means slice index will be triggered base on slice table setting.

If you set Table1, slice index of that step will be triggered based on slice table1 state.

You can set table setting in “**Table/Acc**” page.

Slice Table



You can make 2 probability tables for step slice trigger.

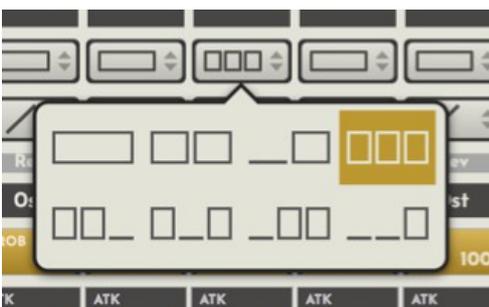
In this case, slice table1 has 1, 5, 8, 14.

This means only these slice index will be triggered with this probability table.

And slider bar represents triggered chance.

So in the case of table 1, slice 1 has highest chance to be triggered and slice 5 has second, slice 8 has third and slice 14 has lowest chance.

Step Division



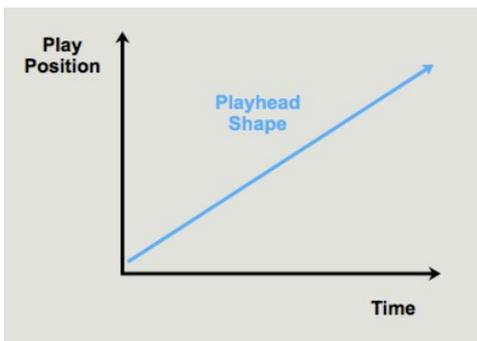
Each sequencer step can be divided into up to 3.

Step Playhead Shape

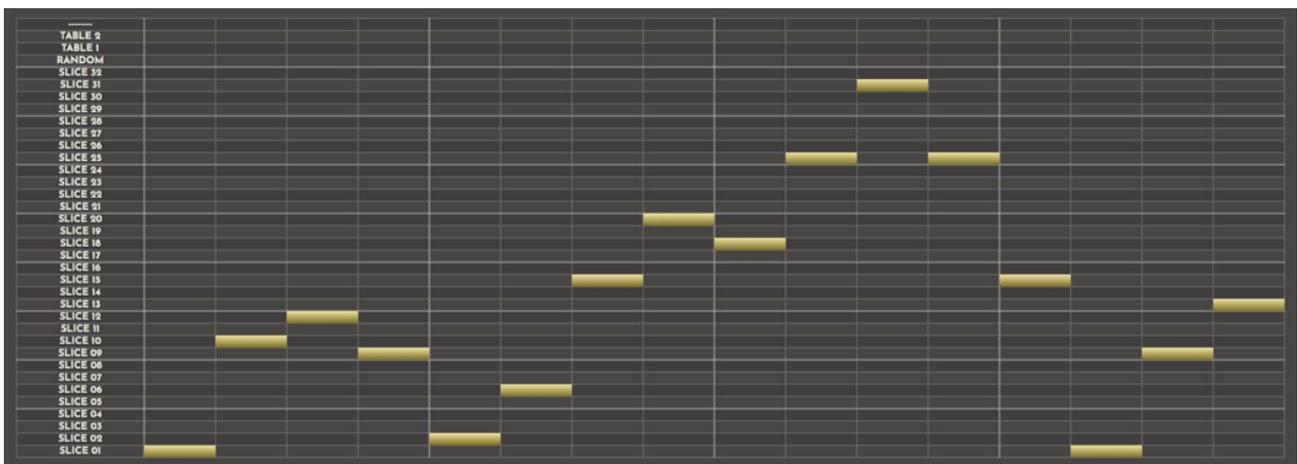
You can set different shape per step.



These shapes represent shape of playback head.



Step Slice Arranger



Click "Step Slice Arranger" button, this window will show up.

You can edit step slice assignment here.

Randomize/SetAll/Rotate/Duplicate



Click “Rnd/SetAll/Rot/Dup” this window will show up.

Randomize : randomize step param values of step sequencer

SetAll : set all step param values at once.

Rotate : rotate step param values left/right

Duplicate : duplicate step param values

Sequencer Control



“> < ><1 ><2 R1 R2” : running directions of step sequencer

> : Forward, e.g. 1 > 2 > 3 > 4 > 5...

< : Backward, e.g. 5 > 4 > 3 > 2 > 1

><1 : for/back , e.g. 1 > 2 > 3 > 4 > 3 > 2 ...

><2 : for/back2 , e.g. 1 > 2 > 3 > 4 > 4 > 3 > 2 > 1 > 1 > 2...

R1 : random, e.g. 3 > 1 > 2 > 4

R2 : drunk, e.g. 1 > 2 > 1 > 2 > 3 > 4 > 3 > 2 > 3 > 4 > 3 > 2 ...

Strt : start position of the step sequencer

Size : step size of the step sequencer

Spd : running speed of the step sequencer

Groove : groove amount

Acc : accent amount (you can edit accent in Table/Acc section)

Mono : turn on this button, slicer engine becomes mono voice mode

Groove



Click “Groove” tab, this window will show up.

You can make your own swing/shuffle behavior with groove editor.

You can also load groove temple via midi file.

Knobs : sets timing shift of each step

Reset : resets knob values

Lock : turn on lock icon, that step will be locked and will ignore randomize action

Rnd : randomize step knob values

NumberBox : randomize range(0~100%)

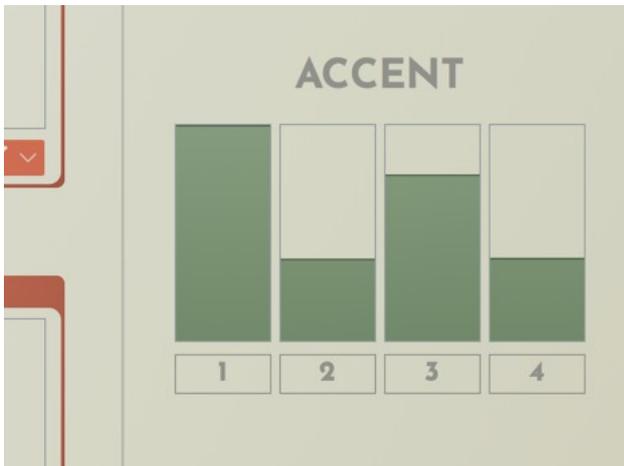
Reset : initialize step knob values

Create a template

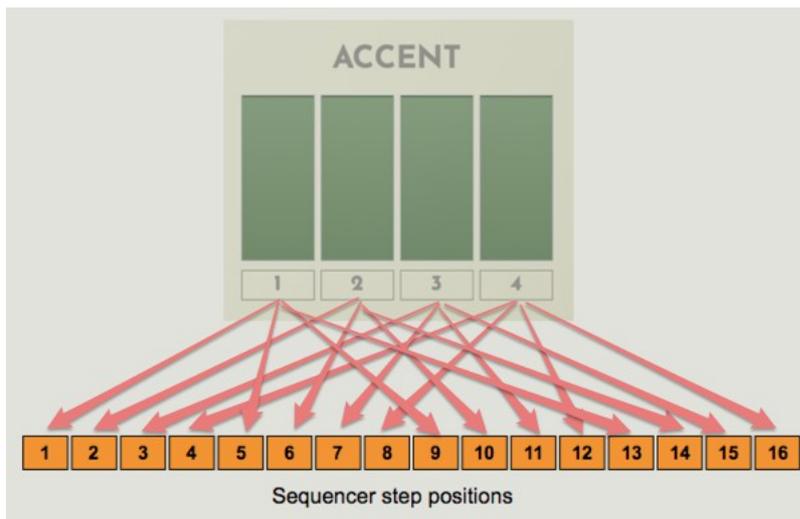
You can create a groove template from a audio loop with Propellerheads ReCycle.

- 1, Open a audio sample with ReCycle
- 2, Add slice points
- 3, Export → Standard Midi File

Accent

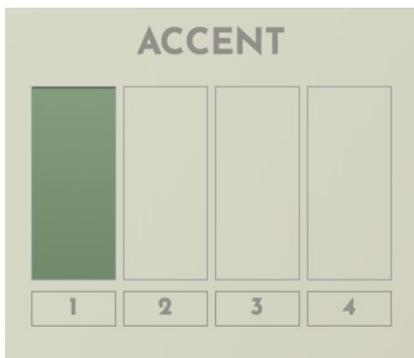


Click "Table/Acc" tab, table and acc editors will show up.
You can edit accent behavior here.



Accent affects sequencer steps like picture above.

Example

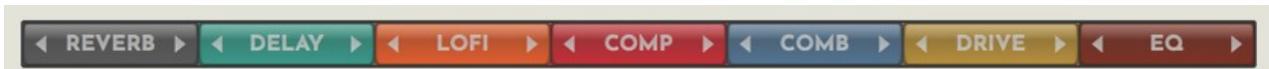


If you set like this, step pos 1, 5, 9, 13 will be downbeat.
And rest of steps will be upbeat.

FX Chain



There are 7 effects available, and those order can be re-orderable.



You can change fx chain order with drag & drop these buttons.

Pattern & Pattern Chainer



Click “Pattern” button at the bottom of the plugin panel, this panel will show up.
You can control pattern snapshot and pattern chainer here.

Pattern Snapshot



You can make 24 pattern snapshots.

Step values of the step sequencer, seq direction, seq start and size values will be stored in pattern snapshot.

You can copy/paste these snapshot from the right-click menu.

Pattern Chainer



Pattern chainer is a step sequencer for triggering pattern snapshot change.

You can set a pattern snapshot index per step.

Power Button : on/off switch of pattern chainer

SyncToHostPos Switch : turn on this, pattern chainer will be sync to host song position.

Every – step Menu : interval of sequencer step increment (every 4, 8, 16)

E.g. when you set this menu “Every 4 step”

If main step sequencer moves 4 steps, chainer step sequencer will go forward one step.

Strt : start position of chainer sequencer

Size : step size of chainer step sequencer(max 64)

“1-16, 17-32, 33-48, 49-64” : changes step sequencer section

Main Bottom Panel



You can control output parameters here.

Width : adjust the stereo width of main output

Gain : set the gain level of main output

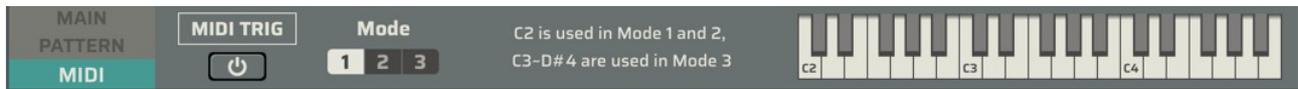
Level : set the master output level

Limiter : toggle the limiter on/off

FX BYP : turn on this button, entire fx chain will be bypassed

Lock Icon : turn on this button, these parameters will be fixed, when preset file is changed

Midi Trigger Mode



In midi trigger mode, you can control step sequencer/step trigger with midi note inputs.
 Turn on “**Power**” button, midi trigger mode will be active.
 There are 3 modes for midi trigger.

Mode **1** and **2** = the step sequencer start/stop will be triggered with midi note **C2**.
 Mode **3** = step 1 to 16 of the step sequencer will be triggered with midi note **C3 to D#4**.

Mode1

In this mode the step sequencer starts to run when receiving midi note **C2**.
 And when receiving **C2** note while the step sequencer is running, it will stop to run.



Mode2

In this mode the step sequencer will continue running while **C2** note is pressed.
 Once **C2** note is unpressed the step sequencer will stop.



Mode3

In this mode you can trig each step of the step sequencer with midi note.

Note **C3** to **D#4** are used for this mode.

C3 trigs **step1**, **C#3** trigs **step2**, **D3** trigs **step3** and so on.

The screenshot displays the HY-Slicer software interface. At the top, there is a 16-step sequencer with various parameters for each step. Below the sequencer is a MIDI piano roll showing notes for C3 and B2. Red arrows indicate the mapping of notes to steps.

Step	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Rev	40st	18st	44st	10st	10st	47st	46st	15st	43st	30st	2st	26st	37st	14st	1st	18st
PROB	24	65	42	43	48	16	62	71	4	93	78	83	62	64	90	16
ATK	55	2	68	27	5	26	47	25	63	8	19	88	21	8	68	61
GATE	95	93	65	24	97	92	58	71	10	32	37	81	78	89	77	65
LEV	79	15	35	172	47	69	87	150	98	107	0	137	184	106	16	142

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