

Roomscape User Guide



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4 colour-coded dedicated sound sources

About Roomscape

Roomscape is an ambient infinite tape playback machine designed to generate infinite soundscapes derives from real-world field recordings of interior and exterior spaces.

The unique feature of Roomscape is that it is designed to emulate a tape machine in that you simply press play and then blend and modulate up to 4 sources as it plays.

This gives incredibly unique evolving soundscapes that never stop!

All sounds in Roomscape have been provided by 3Maze Sound Effects Libraries.



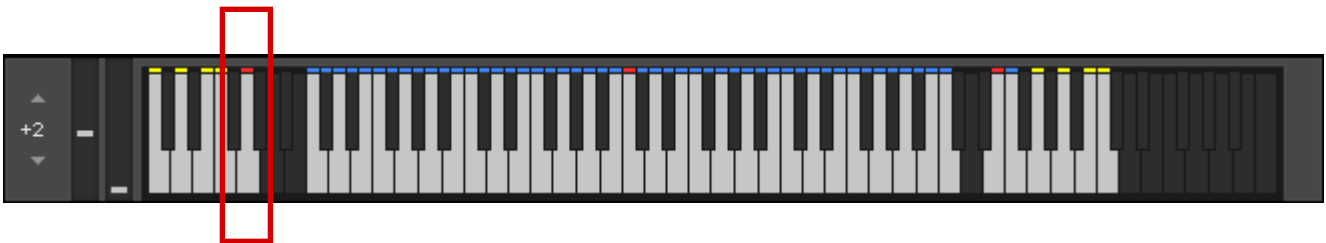
Installation

Please refer to the installation guide PDF for details

Note: Roomscape is Kontakt instrument, not a Kontakt Player library, so you will need to use a full version of Kontakt 5.8.1 or later to use Roomscape

Starting and Stopping

You can start the Roomscape Engine playback using the keyswitch coloured Red (Midi Note 31)



The key will change to green once the engine has been started. Press it again to stop playback.

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Roomscape Sound Select Dialog



ROOMSCAPE

Randomising

Click the Roomscape logo to randomise all sources and selected controls for instant new soundscapes.

Mixer Page

Roomscape has four identical (except for their colours) mixer channels. The controls are exactly the same in each of these:
Solo/ Mute – You can solo or mute the sound using these buttons – note the yellow keyswitches in the virtual keyboard show you the midi keys that can also be used to mute/unmute each channel. (Midi Notes 24, 26, 28, 29)



Selecting Sounds

Below the Solo and Mute buttons is the Sound Source Button, which is displaying the currently selected sound. Clicking on the Sound Source button opens the Sound Browser, where you can select an alternative sound.

The Sound browser has 13 different categories of sounds, each category has a different collection of sounds in it, each sound appears in only one category. One of the category selection buttons will be coloured to match the channel colour – this is the category from which the current sound has been selected. Inside each category you will be able to browse up and down through the sounds. One of the sounds will also be coloured to match the channel – this is the actual sound currently being played by Roomscape.

Each of the sounds currently playing will also have the name of the channel using it added to the front of its name. So "CH1:", "CH2:", CH3" and "CH4: will appear in front of the sound name – so you can quickly see if a sound is already in use.

Note: you can select any sound to use in any channel, but each sound can only be used in one channel. If you select a sound that is already in use in another channel the sound will be re-assigned to your channel and the previous channel will have no sound assigned to it and "OFF" will display in that channels Sound Source.

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Changing Sounds

Below the Sound Selector each channel has a filter, click on the name "FILTER" to turn the filter on or off. You can select the filter type (Low Pass, Band Pass or High Pass) and there are controls to set filter frequency and resonance. Below the filter is the LFO, this LFO is dedicated to changing the Filter Frequency. Click on the name "LFO" to turn the LFO on or off. You can set the LFO shape (Sine, Saw, Pulse, Random) and there are controls to set LFO Frequency (Speed) and Depth.

Adding to Sounds

Below the Filter controls are the 4 Send controls. Each of these includes the name of the currently active send effect. You can set how much, or little, of the sound to route to the send effects.

Managing Sounds

Below the Send effects are the sound management controls. The Gain slider sets the overall volume of the sound. Ctrl-click to set this to unity-gain. Next to the gain slider is the Pan control. Ctrl-Click to set this to "centre". Below this is the Pitch control. Sounds can be pitched up or down 3 octaves. Ctrl-click the Pitch control to re-set it to zero. In addition, you can alt-click the Pitch control and this will move the pitch of the sound to the nearest whole semi-tone.

Below the Pitch control is the Wow & Flutter control, this provides subtle tape modelling effects, the higher the control the more unreliable the tape machine.

Grouping Sounds

In each channel there is a Group Lock button, turning this on adds the channel to the control group. When you modify any of the sound management controls in an included channel Roomscape will look for all other members of the group and set their corresponding control to the same value.

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Chordscape MixerPage



Play Management

Below the Sound Management controls are the playback controls. There are sets of buttons that allow you to select the playback modelling for the age of the tape machine and the tape type.

Select a decade (00's, 90's,80's,70's) to decide on the age of the virtual tape machine, and select the virtual tape type to use (Fero, Fero+, Metal)

Alongside these controls is another lock button: Repitch, each channel with its Repitch button turned on will respond to pitch change messages from the pitch change keyswitches - these are coloured blue(and red) on the virtual keyboard.



Below the Repitch lock are the playback modelling controls.

Roomscape uses a unique approach to the play-back of sounds, allowing constant unending evolving sounds. "Simple" produces a more even measured playback and "Complex"(which can be altered to suit) uses a more randomised approach giving slightly more movement in the sound source,.

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Chordscape Send Effects Page



Send Effects

Roomscape has a separate Send Effects Tab, where you can select and modify the send effect you have inserted in each of the four send effect slots.

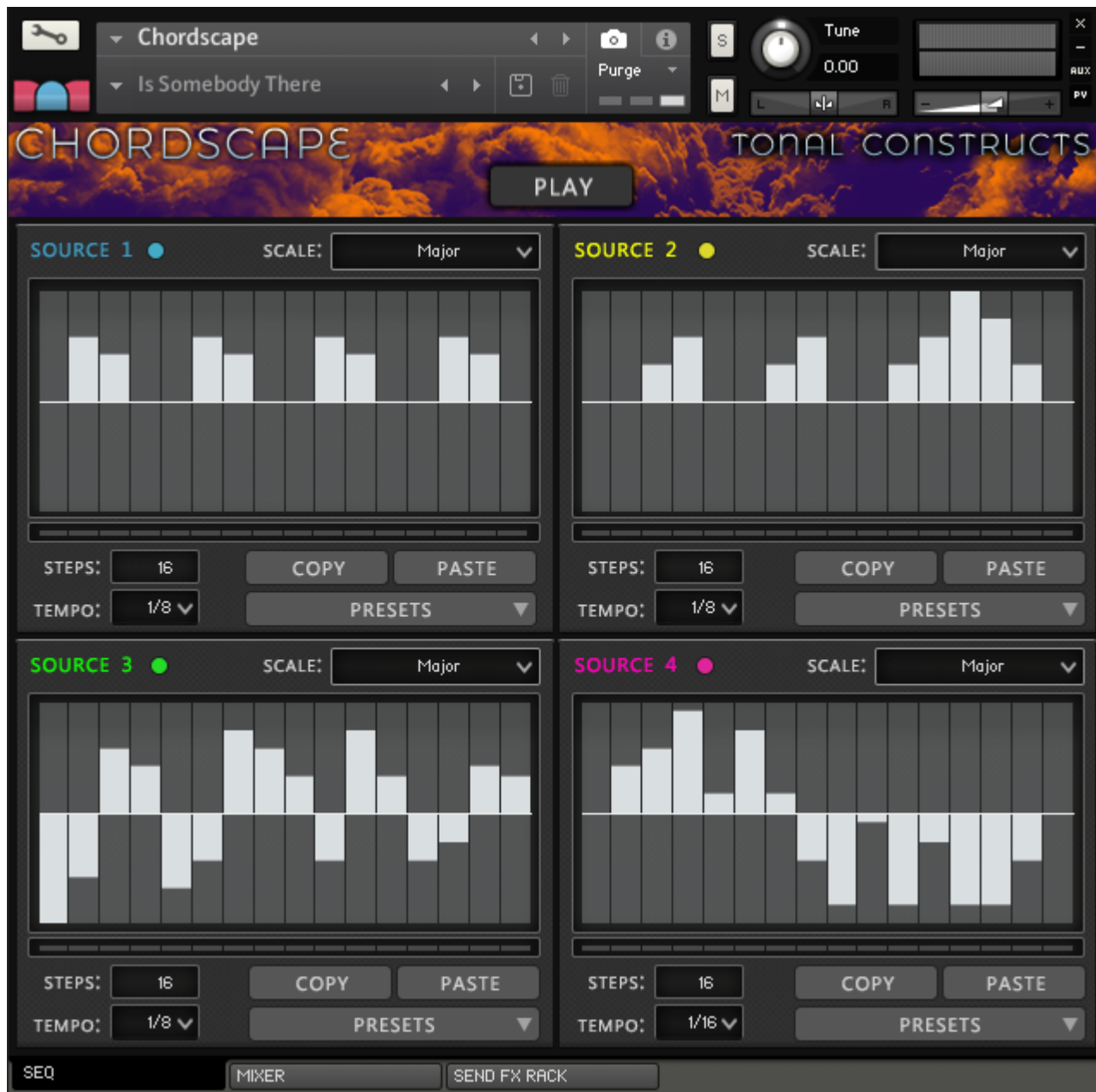
Each effect slot has an on/off button and the ability to select one of the available send effects: Reverb, Delay, Chorus, Flanger or Phaser.

Selecting an effect will load that effect into the slot and display its panel where you can modify any of the effects settings.

The name of the effect you have selected will now display in the channels of the mixer page.

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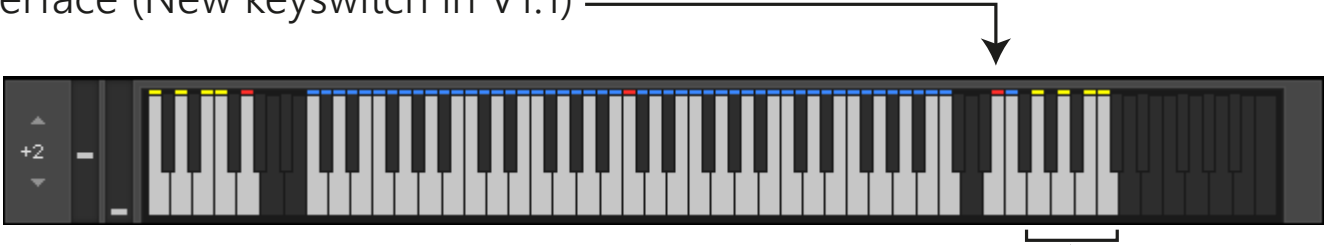
Chordscape Sequencer Page



Sequencer

Roomscape has a sequencer tab, containing 4 sequencers, each one dedicated to a single channel, and coloured to match that channel.

You can start and stop the sequencer with the single ON/OFF button at the top of the interface (New keyswitch in V1.1)



You can include/exclude each sequencer individually with its own on/off control next to its SOURCE number. (New Keyswitches in V1.1)

Each sequencer has up to 16 steps, and you can set the number of steps you want to use in each sequencer to any number from 4 to 16. You can also set the tempo that the sequencer runs at for each sequencer independently.

Each sequencer step is a value from -12 to +12, and defines a pitch change for its associated channel. You can set these steps to any values you like. If you select one of the entries in the scale menu Roomscape will move all your selections to the nearest note that fits in the selected scale.

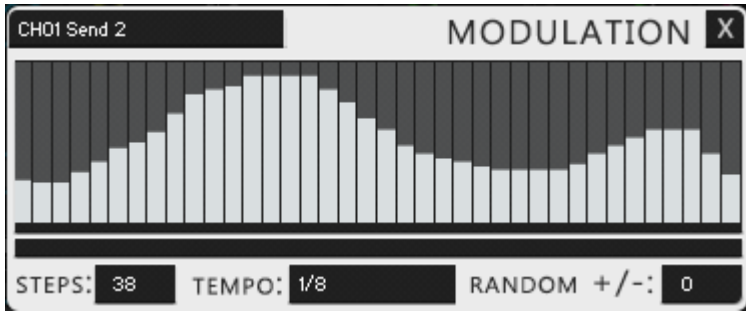
You can copy and paste these step values between each of the different sequencers using the copy and paste buttons in each sequencer.

Roomscape now has 55 new sequencer presets which are now loaded from disk so you can save and load as many presets as you like without limits. Click the load button to browse your computer and locate the presets. The presets inside the Roomscape folder and have an extension of .nka. Here's an example:

 Alternating Octaves Complex 4.nka

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Chordscape Modulation Pop-up



Modulation

Under each of the controls in the mixer is a small "Sine Wave" button, 

This opens a window to each controls dedicated step modulator. When it opens the dialog will show the name of the control you are modulating in the top left corner.

In this dialog you can set the number of steps, between 4 and 128, the tempo of the modulator, which is linked to the tempo of your DAW or the tempo in Master Editor sections and the amount of randomness you want to add to each step (+/-50).

Pressing the "Sine Wave" button again will turn the modulator off. 

Snapshots

Roomscape comes with 57 Snapshots in 6 categories to get you started.

Using the randomise function it is very easy to create your own additional snapshots

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CREDITS.

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