



Rhythms & Loops Combinator

USER MANUAL

September 2020

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Audiofier EULA

BY DOWNLOADING AND INSTALLING XTYLES YOU AGREE TO THE FOLLOWING:

XTYLES library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use XTYLES in your compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

YOU MAY install XTYLES on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file-sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of XTYLES content in another virtual instrument or sample library.

Installing XTYLES library implies that you agree to the above EULA. © 2020

A FEW IMPORTANT CONSIDERATIONS:

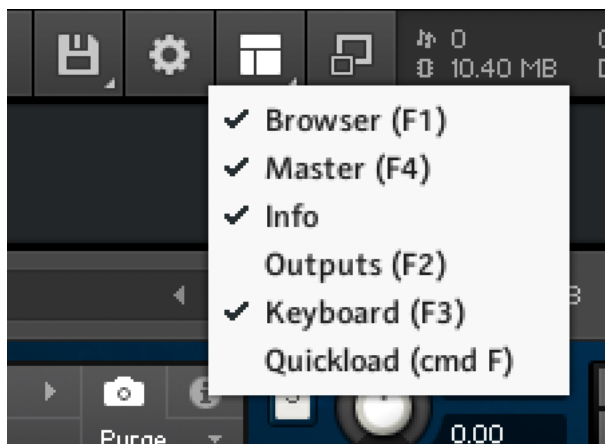
XTYLES is NOT a Kontakt player library. Therefore it does not come with an installer and won't require a serial number to be installed.

XTYLES presets use Kontakt Snapshots feature. As XTYLES is NOT a Kontakt player library, the snapshots/preset will have to be installed manually by the user.

XTYLES will not show up in the Libraries panel of Kontakt.

There are a few ways to load it into Kontakt:

- Drag XTYLES.NKI file directly into Kontakt's GUI.
- Use the file browser by accessing the "Floppy disk" icon located on the top of Kontakt's GUI.
- Use the "Files" Tab located on the left panel of Kontakt's GUI (if it is not visible, click on the workspace management icon and select the Browser.
- Once you load it the first time, use the Quick load function to add XTYLES to your favorites libraries list. To access the Quick load list, click on the workspace management icon, and select the Browser.



MAC RECOMMENDED SYSTEM

- MacOS 10.12, 10.13 or 10.14 (latest update), i5, 8GB RAM
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

PC RECOMMENDED SYSTEM

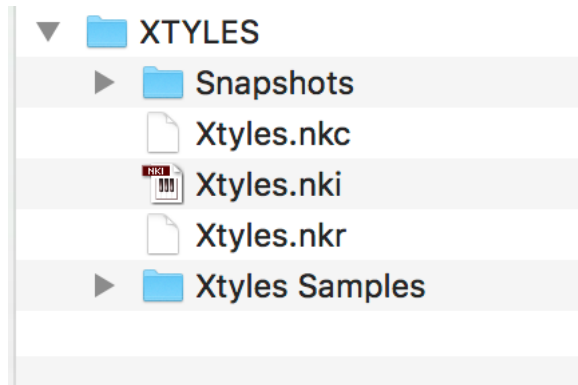
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM
- Sound card with ASIO drivers
- FULL RETAIL VERSION of NI Kontakt 5.8.1(r43)

INSTALLATION

After downloading the .zip files, use Unarchiver (MAC) or the File Extractor (Windows) to unzip each file, separately.

Manually drag the Samples folder inside the main XTYLES folder.

Now the file structure should look like in the following picture:



At this point drag XTYLES.nki file into Kontakt and the instrument is ready to play.

You may place XTYLES folder in any drive of your choice, but keep its file structure intact.

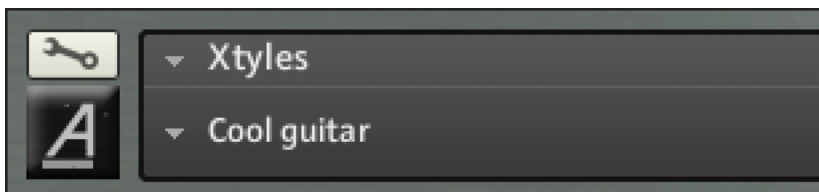
SNAPSHOTS INSTALLATION

XTYLES comes with several presets, which Kontakt calls Snapshots.

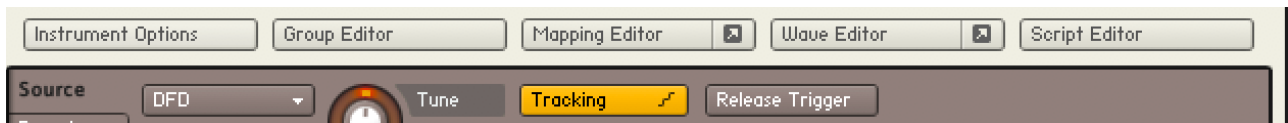
Since XTYLES is not a Kontakt Player library and therefore won't come with an installer, we will have to install the presets manually. If you own other Audiofier instruments, the procedure is the same. We are going to use a MAC computer to do this, but in WINDOWS the procedure is the same. Only the graphics will look different according to which operating system is used.

To install the Presets/Snapshots follow the list below:

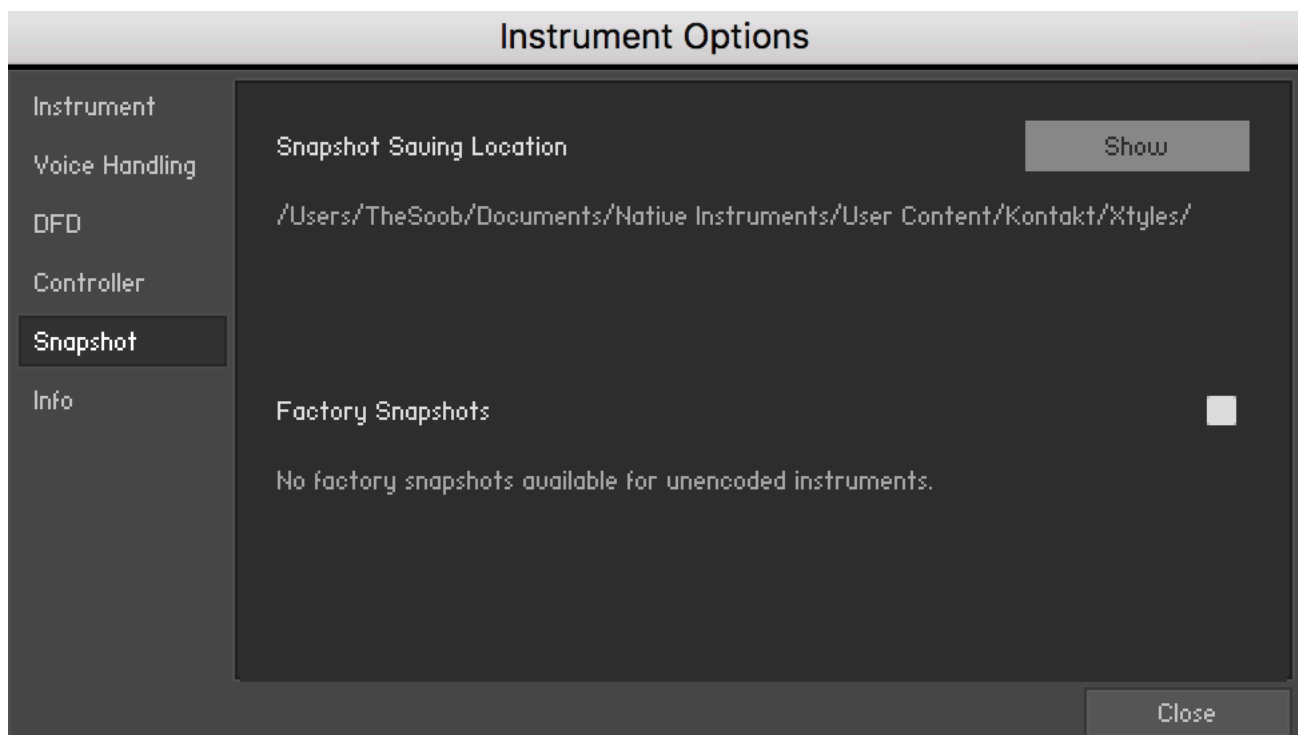
1 - Click on the wrench icon on the Kontakt interface:



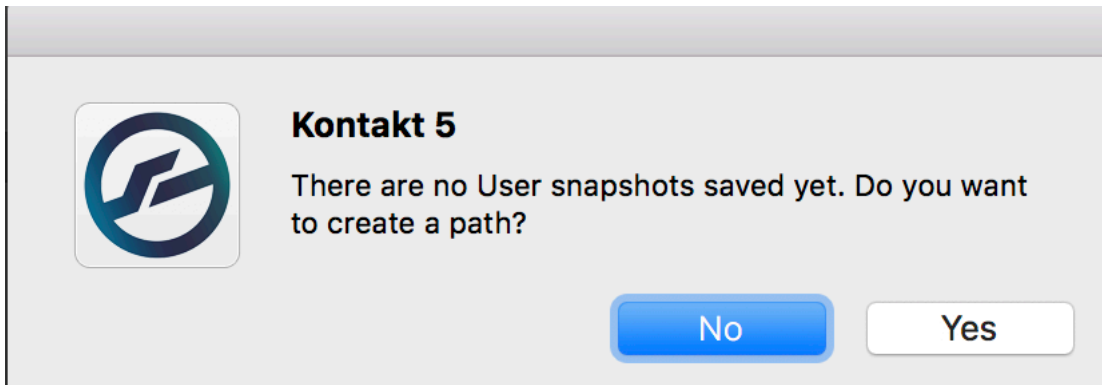
2 - Click on the INSTRUMENT OPTIONS TAB



3 - At this point a new window opens. Click on the SNAPSHOTS tab

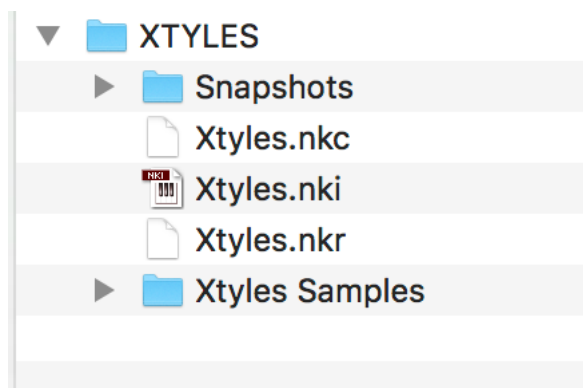


4 - Click on the SHOW button - A new dialog window will open.



5- Click on YES and a new window will appear. This window has just been created by Kontakt. From now onwards we will refer to this window as the USER XTYLES SNAPSHOT FOLDER. Kontakt has named it automatically XTYLES, this name cannot be changed. Keep this window open.

6 - Go back to XTYLES main folder and locate the folder called SNAPSHOTS



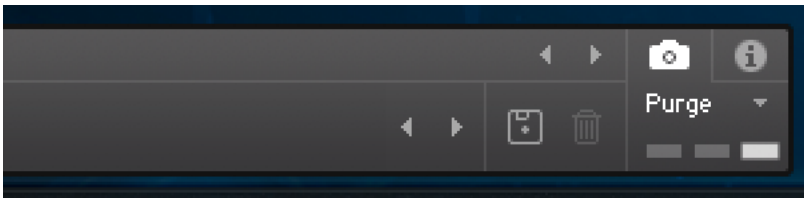
7 - Open the SNAPSHOTS folder, you will find several .nksn files inside.

8 - Select all files included in the SNAPSHOTS folder and drag them into the folder created by Kontakt (that we refer to as USER XTYLES SNAPSHOT FOLDER) which Kontakt has named XTYLES

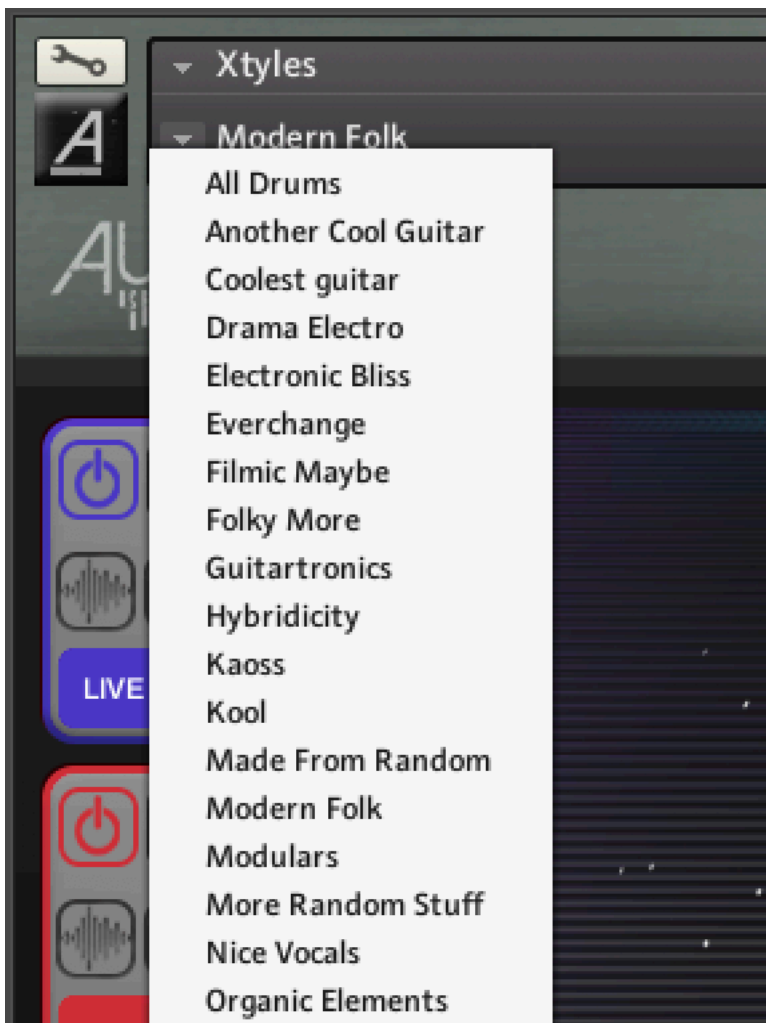
Once all the files have been moved or copied (depending on what drive you unzipped the files into), we can close all the windows and go back to Kontakt.

9 - Close Kontakt's INSTRUMENT OPTIONS window.

10 - Make sure Kontakt UI shows the SNAPSHOTS VIEW by clicking on the CAMERA ICON:



11 - Now, by clicking on the Arrow near the Snapshot title (underneath XTYLES title), the snapshots menu should be visible.



SO HOW DOES IT WORK?

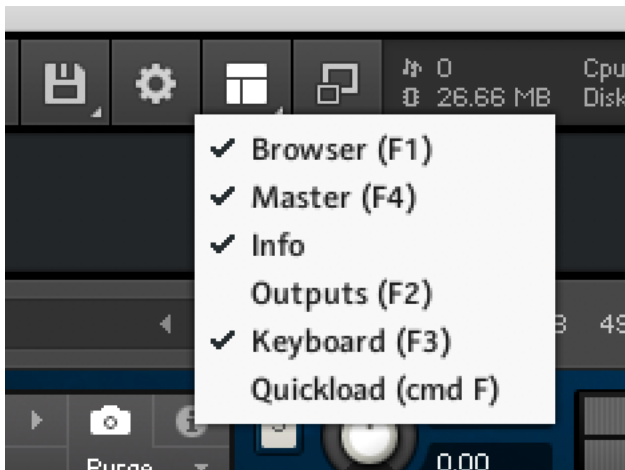
XYTLES is a complex instrument which produces sequences of loops organised under several categories of XYTLES (called XYTLES because of the use of a handy XY pad as the main focus of the GUI). The whole process of loops arrangement is made simple by the primary function accessible via the button called OPEN XYTLES (more later on).

All the loops of a particular arrangement are triggered at once by the white key (E2). Each of the available eight loops can be triggered by the eight coloured keys starting from C3 (excluding the black keys - sharps and flats). These coloured keys correspond to the eight colours of the loops: Blue will be always loop 1, Red will be loop 2, yellow loop 3



and so on. This colour scheme is preserved although the GUI.

To open the KEYBOARD VIEW click on the Workspace Management Icon on top of Kontakt GUI and TICK KEYBOARD in the list, or press F3 in Kontakt Standalone version.



It is important to note that while the WHITE KEY (E2) triggers all the loops at once, the 12 green key switches starting from C1 will trigger the pitch of the loops. Not only that but by pressing below 64 of velocity a minor version of the loop will be triggered, while pressing above 64 of velocity a Major version of the loop will be triggered.

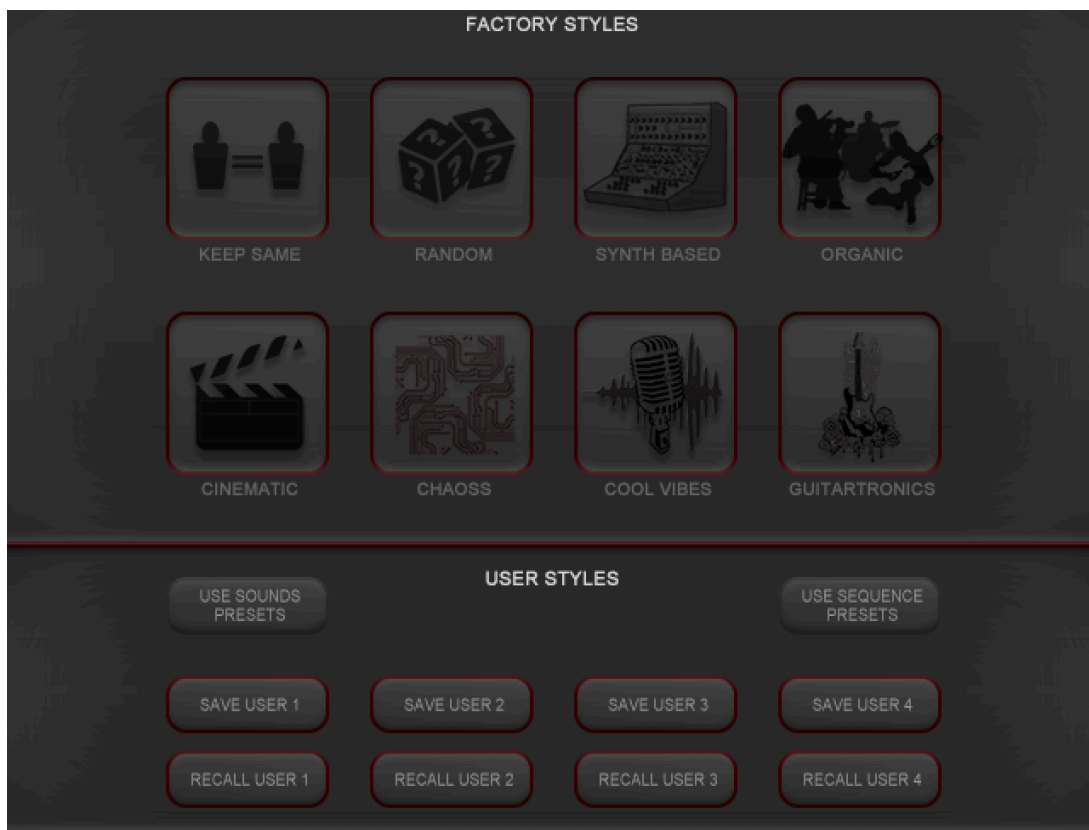
E2 triggers the loops at once. The keys from C3 onwards will trigger each loop individually. The green keys from C1 onwards will choose the pitch and the mode: below 64 of velocity, a minor key loop; above 64 of velocity, a major key loop.

The first thing we suggest is to generate a few XTYLES and explore the world of sounds that this instrument can offer.

To do that we need to access the XTYLES PAGE, by clicking on the OPEN XTYLES button:



THE XTYLES PAGE



This is the page where new combinations of loops can be created at the click of a button. There are 8 predefined XTYLES options to choose from, and they are called FACTORY XTYLES.

Each button will generate new combinations each time, following predefined parameters and choices.

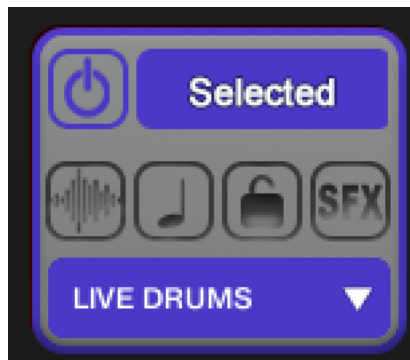
Each XTYLE button will prepare 8 loops, but will only activate a maximum of 5 per combination. It is up to the user to activate the remaining loops.

Each XTYLE combination will change several parameters:

- **Loop category**
- **Actual playing loop**
- **The way the loop is played (the order/sequence of slice per loop)**
- **The way each loop randomises among the available loop choices in the same category.**
- **Number of effects per loop (It will not randomise the Convolver type).**
- **The sound and sequence randomisations options per loop (more later on).**
- **The volume and pan parameters.**

Later on in this manual, we will discuss the USER XTYLES area of this page, as it is a more advanced feature which requires first the explanation of other essential functions before its operations can be fully understood.

THE LOOP CELL



Each LOOP CELL includes the same controls. Only the colour changes from cell to cell so that each loop is quickly identified.

On the top left, we'll find the ON/OFF SWITCH which activates/deactivates the loop. Next to it, the bigger SELECTOR BUTTON. By clicking on this switch, parameters like effects controls and other operations can be accessed individually for each loop.

The four icons in the middle of the cell are:

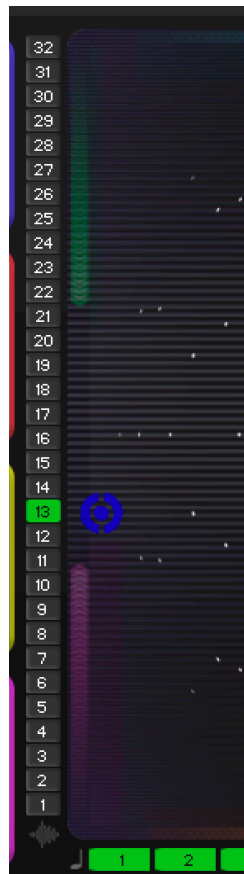
- **SOUND RANDOMISER ALLOW BUTTON:** when this button is on, the sounds for this layer will randomise when the key G2 (REAL TIME RANDOMISER) is pressed.
- **SEQUENCE RANDOMISER ALLOW BUTTON:** when this button is on, the step sequence for this loop will randomise when the key G2 (REAL TIME RANDOMISER) is pressed.
- **PITCH LOCK BUTTON:** when activated, the last pitch played will be locked and the loop won't follow the pitch key switches from C1 to C2 anymore. Before activating the lock, press the key (from C1 to C2) to which the phrase needs to be locked, pressing at the correct velocity: <64 for Minor Feel, >64 for Major Feel.

- **STEP EFFECT PAGE REVEAL BUTTON:** access to the SFX page for the current loop. To change to another loop's STEP EFFECT view, use other SFX buttons. The SELECTOR BUTTON will not work for this purpose.

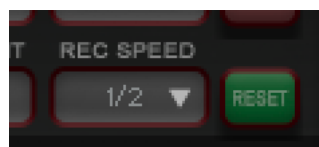
Lastly, the bottom area of the LOOP CELL is occupied by the LOOP CATEGORY MENU, which allows us to choose manually among 20 types/categories of loops.

XTYLES offers 8 LOOPS CELLS; each cell can load one loop type from one of the 20 LOOPS CATEGORIES available. Each loop category offers 32 loops. Each loop's slice can be randomised (we'll see later on how) in order to create new variations. Each slice can also be picked among several loops within the same category, so that one slice can be from LOOP 1 and another slice can be from any other LOOP among the 32 available per category. Each LOOP sequence is made of 2 4/4 bars.

Once a loop category has been manually chosen using the LOOP CATEGORY MENU, a playable loop can be selected by pressing one of the 32 numbered buttons on the Y-axis of the XY PAD. Note that when the SELECTOR BUTTON is pressed, the 32 numbered buttons on the Y-axis will change colour according to what LOOP CELL was selected.

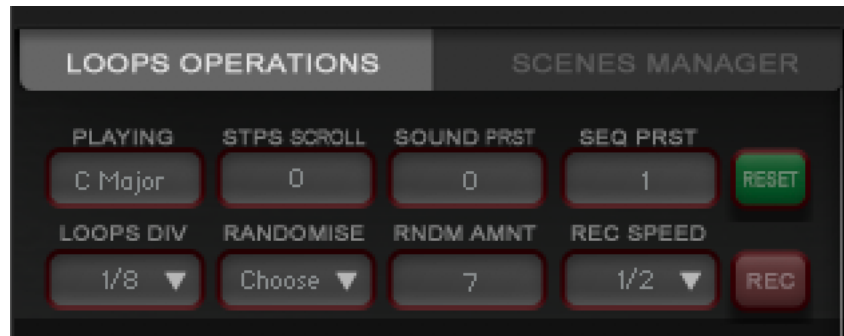


It is essential to note that when one of the 32 numbered buttons on the Y-axis is selected, the loop sound will change accordingly, but not the slice order sequence. To reset the sequence of slices so that they will play linearly from the first one to the last one, we will need to press the RESET button, located at the bottom of the GUI:



This button will be visible when the LOOP OPERATIONS TAB is activated.

LOOP OPERATIONS TAB



This is a very important tab and demands some attention.
It includes ten controls: on the first row, starting from left we find:

INFO LABEL which informs whether a minor or a major loop has been triggered.

STEPS SCROLL: Use this control alongside the XY CURSOR for the SELECTED loop to set the sound and sequence slice for each sequence step. By setting the STEPS SCROLL number to the desired step and moving the cursor where required in the XY PAD a new CURSOR move can be set/stored, doing so the loop sequence will be altered. When placing the CURSOR in the XY PAD note that: positioning the cursor on the Y-axis will determine the loop for that specific step; positioning the cursor on the X axis will determine the LOOP SLICE for that particular step.

The STEPS SCROLL is “0” based, so that the first step is number “0”, instead of “1”.

Example: move the STEPS SCROLL to number 16 (this will be the first step of bar 2, or the 17th sixteenth note in the sequence). You will see while reaching number 16, that at each step number all the cursors in the XY PAD move to show their position at each step. Select LOOP 1, the blue cell, by pressing the blue SELECTOR BUTTON. The 32 numbered buttons on the Y-axis now will belong to LOOP 1. Notice that one of them will be lit blue to signify what loop has been chosen for each slice. Now move the blue CURSOR in the XY PAD to number 7. Loop number 7 now will play at this step. Move the blue CURSOR alongside the X axis to number 5. Now slice 5 will play instead of slice 15 on this step.

SOUNDS PRESET: This control includes 32 presets (from “0” to “31”) which will change the way loops are chosen per step. These are 32 factory sequences of loops choices per step. Before using this control, select the desired LOOP CELL using the SELECTOR BUTTON. One preset may simply trigger LOOP 1 for 16 steps then change to LOOP 2, other more chaotic presets may change LOOP at every step.

SEQUENCE PRESET: This control includes 32 presets (from “0” to “31”) which will change the order of the loop slices for the selected LOOP. These are 32 factory sequences of loops slices per step. Before using this control, select the desired LOOP CELL using the SELECTOR BUTTON. Preset “0” will perform the slices in a linear way from the first one to the last one, and it is equivalent to pressing the RESET button. Other more creative presets may even trigger the slices backwards from the last slice to the first one.

RESET BUTTON: use this button to reset the SELECTED LOOP’s slices sequence for the loop to play linearly as it was initially conceived, from the first slice to the last one.

On the second row, starting from left we find:

SLICES DIVIDER MENU: this menu sets the time-division base to which the loops are divided. 1/16th will result in more slices, useful to create more randomness and variations, but could sound choppy. 1/4th is preferable for longer melodic sounds.

RANDOMISE SEQUENCE FEATURE: use this menu to randomise the loops/slices sequence of the selected LOOP CELL or all loops at once. This function will keep the current sounds categories intact.

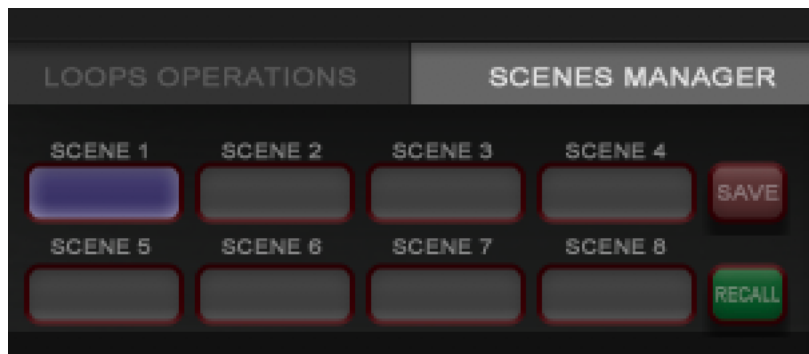
RANDOMNESS STRENGTH/AMOUNT: The lower numbers will permit less randomness/ variations. The higher numbers will allow much more randomness. Use with caution. For instance, if it is set to number “4”, XTYLES will randomly pick a loop per slice choosing within the four closest loops.

RECORDING FEATURE TIMER SPEED: When recording the XY cursor's movements in real time, this timer speed will help in setting the speed of the recorder's CLICK track that will be playing while recording the XY PAD cursor's moves.

RECORD FEATURE START BUTTON: Before using this control, select the desired LOOP CELL using the SELECTOR BUTTON. When this feature is enabled, a click track will start with four counts in. After that, the XY PAD cursor can be set anywhere at each click sound to create a new Sounds/Slices sequence combination for the SELECTED LOOP CELL. Press REC again to stop the recording.

NOTE: This feature is not intended to be a fully-featured real-time recording which is normally found in a DAW (Ex: when one records a drum kit pattern in a DAW following the click track). It is an alternative way to the non-linear pattern programming.

THE SCENE MANAGER

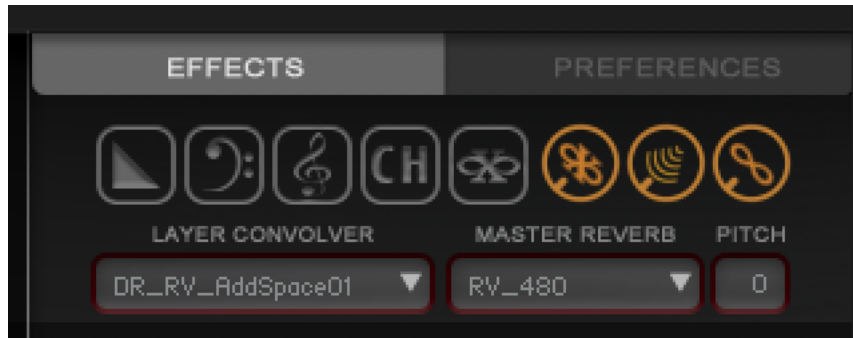


As we have seen so far, each combination of loops (together with their orders of slice and loop's changes per step, their "allow states" of Loop randomisation and sequence randomisations, Pitch/key lock, Volume and Panpot states) can be triggered by pressing E2 or the keys from C3 to G3 (individual loops). But what if it was required to drop one of the loops at a certain point of a song, and maybe introduce a new loop at a different point. Here's where the SCENE MANAGER comes to the rescue. We can save all those above-mentioned parameters and sequences in 8 SCENES that can be recalled by pressing the 8 "lime coloured" keys starting from F4. In short, we can save and recall eight different loops combination within a set XTYLE.

The RECALL button serves the same function as the key switches, press a SCENE and then the RECALL button to recall a SCENE.

For instance: we can create a XTYLE by pressing the GUITARTRONICS button in the XTYLES PAGE. Then we enter the SCENES MANAGER and select SCENE 1 and press SAVE to make sure that combination will be saved. Then we can switch off LOOP CELL 4 (the pink one) and activate LOOP CELL 5 (the orange one), then select SCENE 2 and press SAVE. At this point, we can press F4 to recall SCENE 1, and while the loop arrangement is going, we can press F#4 to switch to SCENE 2, and we will see LOOP CELL 4 going off and LOOP CELL 5 coming on.

THE EFFECTS PANEL



When a SELECTOR BUTTON is pressed, the effect controls in the EFFECTS PANEL will light up in the corresponding colour. The available effects include:

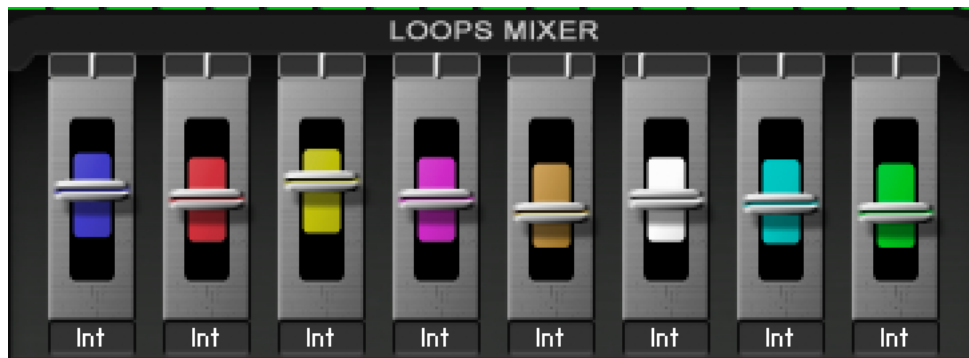
- A transient designer switch.
- A bass boost button.
- A treble boost button.
- A chorus effect bypass button.
- A Convolver on/Off switch.
- A Convolver Amount knob.
- A delay Amount knob.
- A reverb effect amount knob.

In the panel, there is also:

- The Layer Convolver Impulse Responses Menu which offers a selection of IRs for each selected LOOP (or layer).
- The Master Reverb Types Menu, which assigns a master reverb for all LOOPS. the amount of reverb for each LOOP (or layer) will be set using the above mentioned “reverb effect amount knob.”
- The Loop Pitch value edit, which can be set differently for each loop (+-24 semitones).

The effects states will neither be stored nor recalled in the scenes. Among all these controls, only the pitch state will be stored (and therefore be recalled) in each scene.

THE LOOPS MIXER



This panel offers the volumes sliders for each of the 8 LOOPS. Only the slider corresponding to the activated LOOPS CELLS will show.

The Panpot for each loop is adjustable using the tiny slider on top of each volume slider. The Output Selector for each loop is located below each volume slider. The default output options is labelled "INT". Any of the other 8 options will output the sound to individual outputs, bypassing KONTAKT's insert effect. To set up the outputs correctly, please refer to KONTAKT's user manual.

STEP EFFECTS PAGE



Upon opening the Step EFFECTS PAGE by pressing the SFX button in each of the 8 LOOPS CELL, we are presented with 4 step effects which will light up in the correspondent colour.

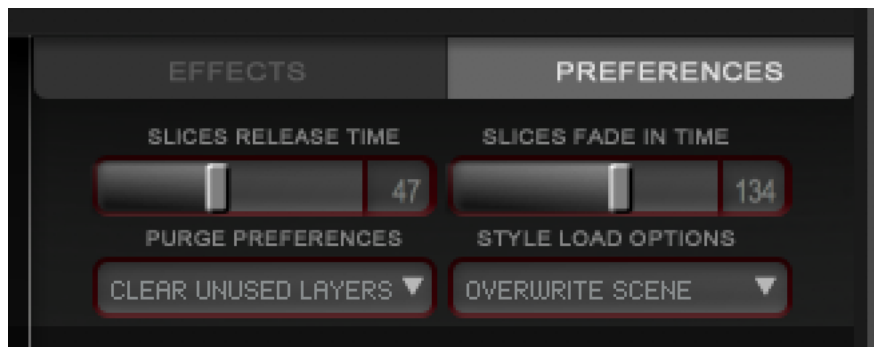
From the to of this page we'll find:

- **RANDOM BUTTON:** this function will randomise all the parameters on this page.
- **RESET BUTTON:** this function will reset all the parameters in this page to their default state.
- A **MASTER STEP SPEED** which controls the speed of each **SEQUENCE STEP** in bar divisions (from 1/4 to 1/32).
- 4 **STEP SEQUENCERS PANELS** that will control the **STEP FILTER CUTOFF**, **STEP FILTER RESONANCE**, **STEP VOLUME** and **STEP FILTER TALK**.
- Each of these effects has an **ON/OFF** switch, 2 preset scroll arrows, one **SEQUENCE RESET** button, a **STEP NUMBER** value edit.

These step effects controls states will not be saved/recalled in the SCENES.

ADVANCED FEATURES

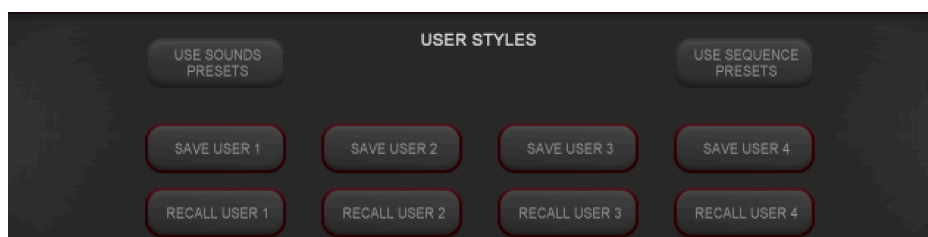
PREFERENCES PANEL



All the options in this panel must be considered carefully:

- **SLICES RELEASE TIME:** This control sets the RELEASE TIME of each slice. CMD+Click or CTRL+Click to set it to default and preferable value. Use in conjunction with FADE TIME to eliminate sustaining notes segmentation due to slices separation. USE WITH CAUTION".
- **SLICES FADE IN TIME:** This control sets the FADE IN TIME of each slice. CMD+Click or CTRL+Click to set it to default and preferable value. Use in conjunction with SLICES RELEASE TIME to eliminate sustaining notes segmentation due to slices separation. USE WITH CAUTION".
- **PURGE PREFERENCES MENU:** Especially useful when using SCENEs, when different LOOPS are active/inactive in other scenes. When in LOAD SAMPLES mode, the LOOPS samples will be available straight away. UNLOAD SAMPLES mode instead is useful to use less RAM, but samples won't be available at SCENE RECALL. These options will be stored at Instrument level and loaded at boot.
- **STYLE LOAD OPTIONS:** When using XTYLES to create a new loops combination, it is possible to instantly save the parameters on the current selected SCENE (OVERWRITE SCENE option). At times instead, it is preferable to first listen to the new STYLE randomisation before committing to it (DON'T SAVE YET option). These options will be stored at Instrument level and loaded at boot.

USER XTYLES



When a combination of loops has been created manually, it is possible to save it as an USER STYLE. There are 4 slots available (the 4 SAVE USER buttons) , which will be only saved when the snapshot/preset is saved. They will not be saved at instrument level. The USER XTYLES can be recalled using the corresponding RECALL USER buttons.

When saving a USER STYLE, we can choose whether the engine will use the SOUND PRESETS when generating a new loop combination or not by selecting/deselecting the USE SOUNDS PRESETS button before saving the USER STYLE.

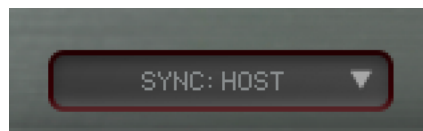
When saving a USER STYLE, we can choose whether the engine will use the SEQUENCE PRESETS when generating a new loop combination or not by selecting/deselecting the USE SEQUENCE PRESETS button before saving the USER STYLE.

SLICES SWITCHING



When these coloured switches are activated, the corresponding slice will be playing. Inversely, when each button is off, the corresponding slice will not play and leave a gap in the sequence.

SYNC MENU



This menu offers the options to play the loops at HOST speed (the BPM indicated in KONTAKT or in the DAW), half-speed or double speed.

We at Audiofier would like to thank first of all
GOD for His ever-present help and inspiration.

A big thank to:

ICE NEAL, BILL AUDREY, JASON FILLIGANES.