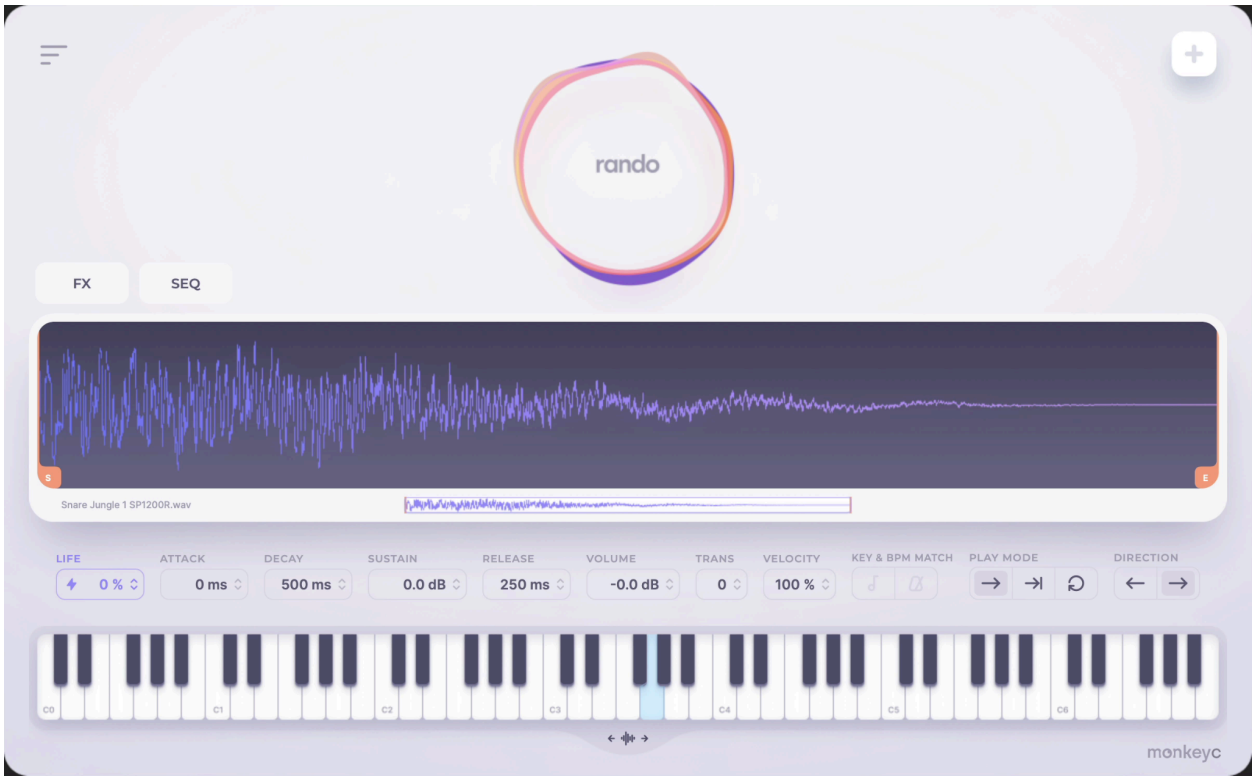
# Rando




## User Manual

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**By Monkey© Audio**

# Contents

# Welcome

Thank you for purchasing or demo-ing Rando! We hope you enjoy it, and we hope you can get even more out of the plugin with this user manual.

Rando is a piece of software for getting more inspiration out of your existing samples. It runs as a VST or Audio Units plugin instrument, or standalone as an application on your desktop computer. A vital part of setting Rando up correctly is to point it towards the folders that make up your sample collection.

Use Cmd-F (Mac) or Ctrl-F (PC) to search this manual for particular text, parameters or phrases; or use the Contents page above to find a section you're looking for and click to visit it. We've included various Tips in the manual for more advanced users. One great way to get better at Rando is to just search this manual for the text **Tip:**

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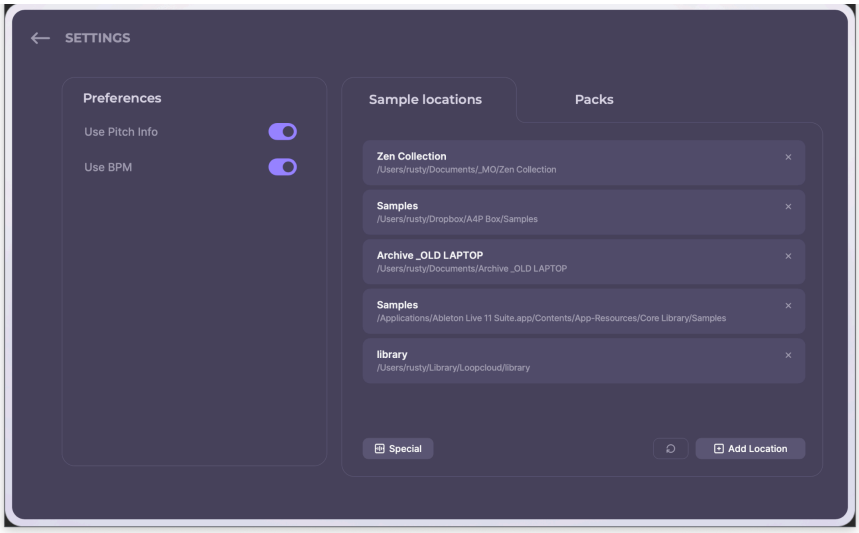
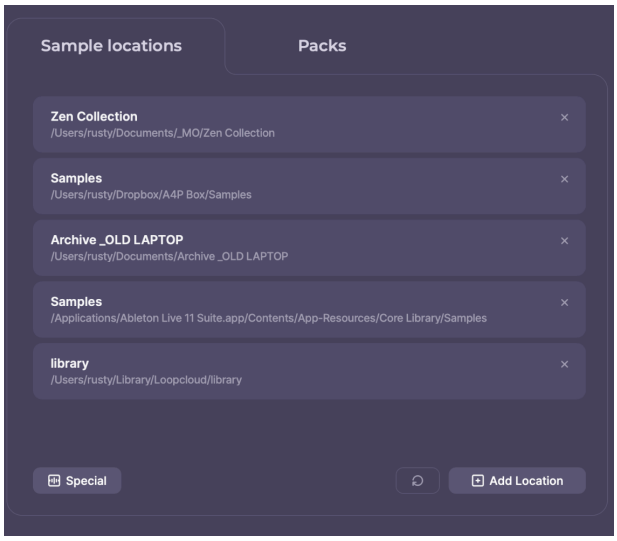
# Connecting your Sample Library

Rando is intended to access ALL your sample packs, but pointing it in the right direction is up to you. To start connecting your sample library to Rando, click on the **three bars icon** in the top-left corner of the interface, and choose **Settings**. On the right is a panel with two tabs.



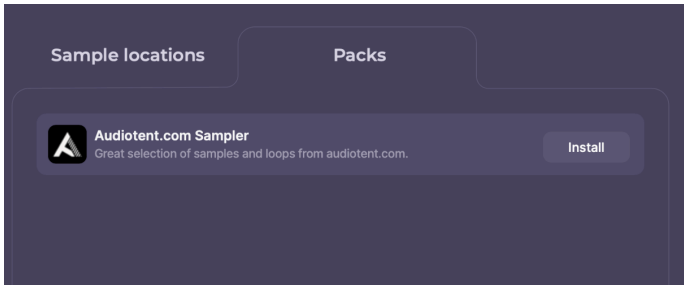
# Connecting Samples by Choosing Sample Locations

To direct Rando towards an existing folder of samples, choose the **Sample Locations** tab, and click the **plus icon** at the bottom right. In the OS dialog that appears, find a single sample folder, select it, and select Open. This will add it to the list of Sample Locations, which indicates that Rando is now able to use that folder.



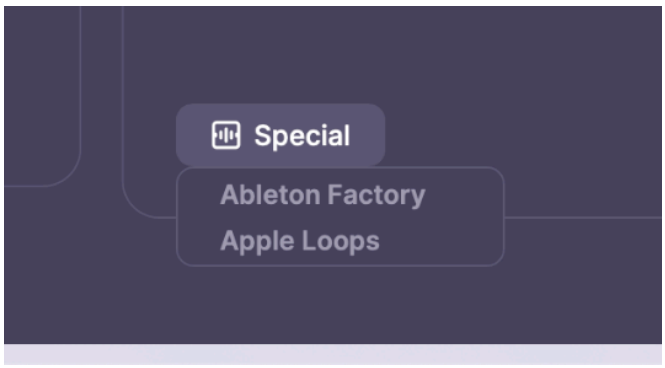

# Connecting Samples by Downloading Packs

As a Rando user, you can download whole collections from top sample creators for free, instantly! These will download and be automatically available for use in Rando. You can find these in the **Packs** tab. To install a pack, click its Install button and it will begin downloading. Once downloaded, Rando will be able to use the samples in question.



## Connecting Samples by Adding Common Locations

You don't have to painstakingly track down every single sample location on your computer. Using the **waveform button** at the bottom of the Sample Locations tab, you can instantly add certain folder locations such as the Ableton Factory Library.

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# Essential Functions in Rando

Here's how to get up and running with Rando after installing and loading the plugin and connecting your sample library (as above).

## Randomizing!

After you've connected your sample collection in Rando's Settings, press the huge swirling Rando button to let the fun begin.


Now Rando's keyboard is full of samples. Press different notes to trigger the various samples and hear what has been selected from your entire collection..

Click Rando again and these samples will be washed away and replaced by new ones.

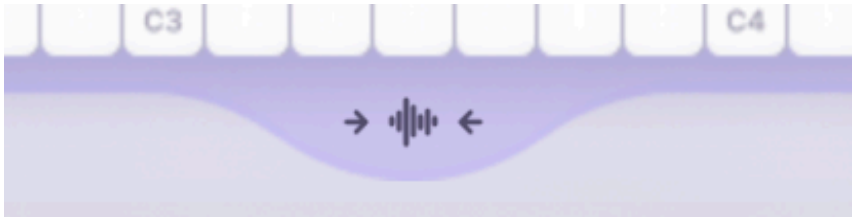
You can customise the selection of samples to something more specific (for example, 'all crashes', or 'all tonal one-shots' using the Randomize Settings. These are covered in more depth in Options for Rando-ing Samples.

## Lock Mode

You can Shift-click any note on the keyboard to prevent it from being switched out when you next hit the Rando button. A locked key will turn green.

## Chromatic Mode

Any sample can be turned into a whole instrument using Chromatic Mode. Here, the setup operates like a classic sampler, pitching the note you selected across the span of the keyboard from low to high.




Rando's sequencer works well in combination with Chromatic Mode. We cover this in full detail in the Sequencer section.

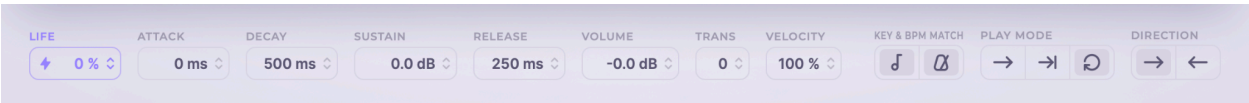

## Basic Sampling Functions

Like most samplers, Rando lets you specify how much of an audio file is actually played back. The waveform display shows the entire file's waveform, and you can drag handles to determine the **sample start** point, **sample end** point, as well as **loop start** and **loop end** points (when Looped play mode is selected).

Between Rando's waveform display and keyboard, you'll find various parameters that can be controlled to play back the selected sample in a different way. We'll describe these briefly here, but you can click on the section reference for each item to skip to the full section explaining it in-depth.

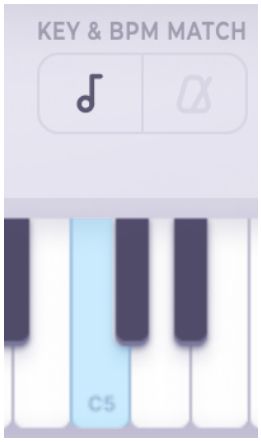
- **Life** adds subtle analogue-style movement to the selected sample
- (**ADSR**) Attack, Decay, Sustain and Release controls dictate playback volume over time
- **Volume** applies a gain change to the sample
- **Trans** (Transpose) tunes the sample up or down, between -12 and +12 semitones
- **Velocity** controls how sensitive the playback volume is to your MIDI velocity. At 0%, all notes are full strength; at 100%, all notes are at the correct velocity as played
- **Play Mode** lets you choose whether the sample is...
    - Played once, and only while a note is held (**Normal** mode)
    - Played once, and all the way through once a note is pressed (**Oneshot** mode)
    - Looped constantly while a note is held (**Loop** mode)
- **Direction** helps you to play the sample back in the normal forwards direction or choose to play it backwards

Remember, all these playback controls between the waveform and keyboard are **set per sample**, not globally. You can arrive at a note's controls only after that note has been activated by being played or clicked.

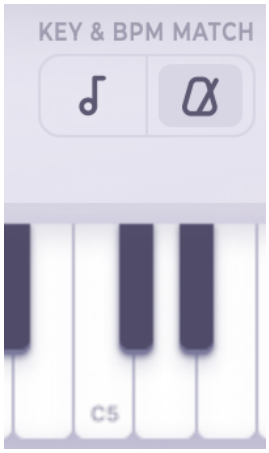



# Key & BPM Match

Samples that Rando identifies as Tonal in nature will have their note pitch analyzed. By default, when a tonal sample is loaded onto the keyboard, it will be pitchshifted to conform to the note selected in the top-right corner of the interface. To prevent this behaviour for a particular sample, de-select the **note icon** just above the keyboard.

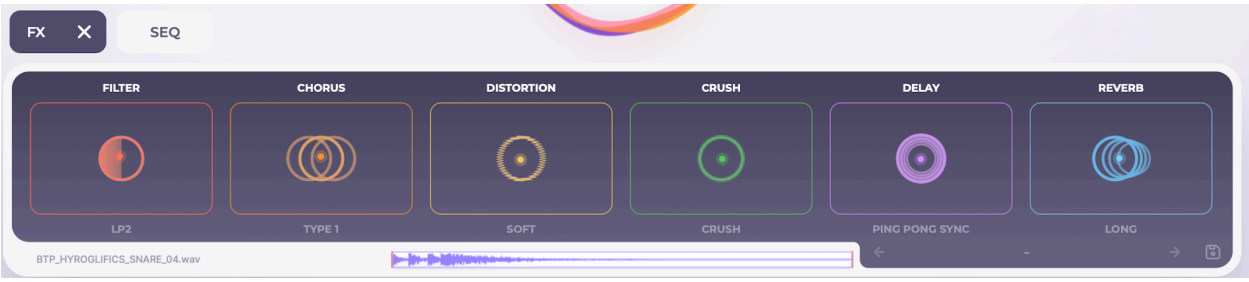



Samples that Rando identifies as having a rhythmic quality or groove will have their tempo mapped. By selecting the **metronome icon** just above the keyboard, this tempo will be conformed to the tempo (BPM) of your DAW project. (Applies when using the plugin version of Rando).



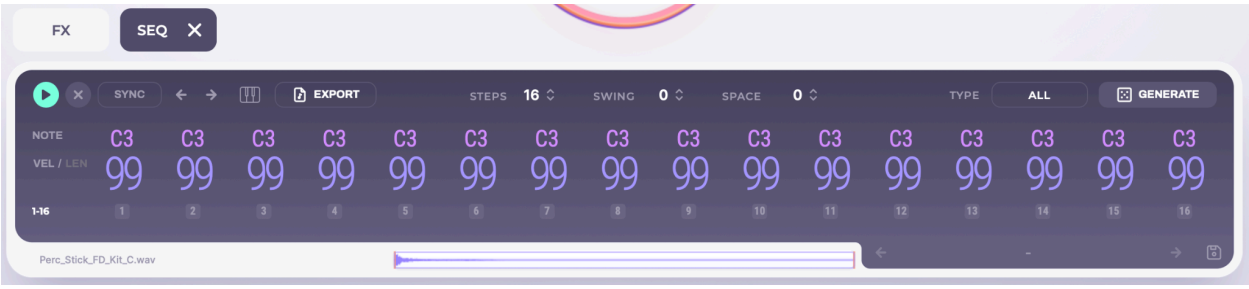

## FX (Effects)

This screen lets you access six effects: Filter, Chorus, Distortion, Crush, Delay and Reverb. Each has an X/Y pad to control its depth and mix blend (dry/wet). Each effect has a mode of operation and the entire FX setup can be saved and recalled. To read about the FX section in more depth, head to the FX Section below.




## Sequencer

Rando's sequencer contains up to 64 steps of sequencing with note, velocity and length, as well as very useful and inspiring randomization controls. We'll cover all of it in-depth in the full Sequencer section. Anyone who's used a sequencer before should be on mostly familiar territory, but there are some hidden ways to use Rando's sequencer alongside it for extra creativity.




***Quick Start Tip:*** *Try the* ***Generate*** *button to randomize the seq, and activate* ***Octave*** *to randomize in a more reasonable melodic context.*

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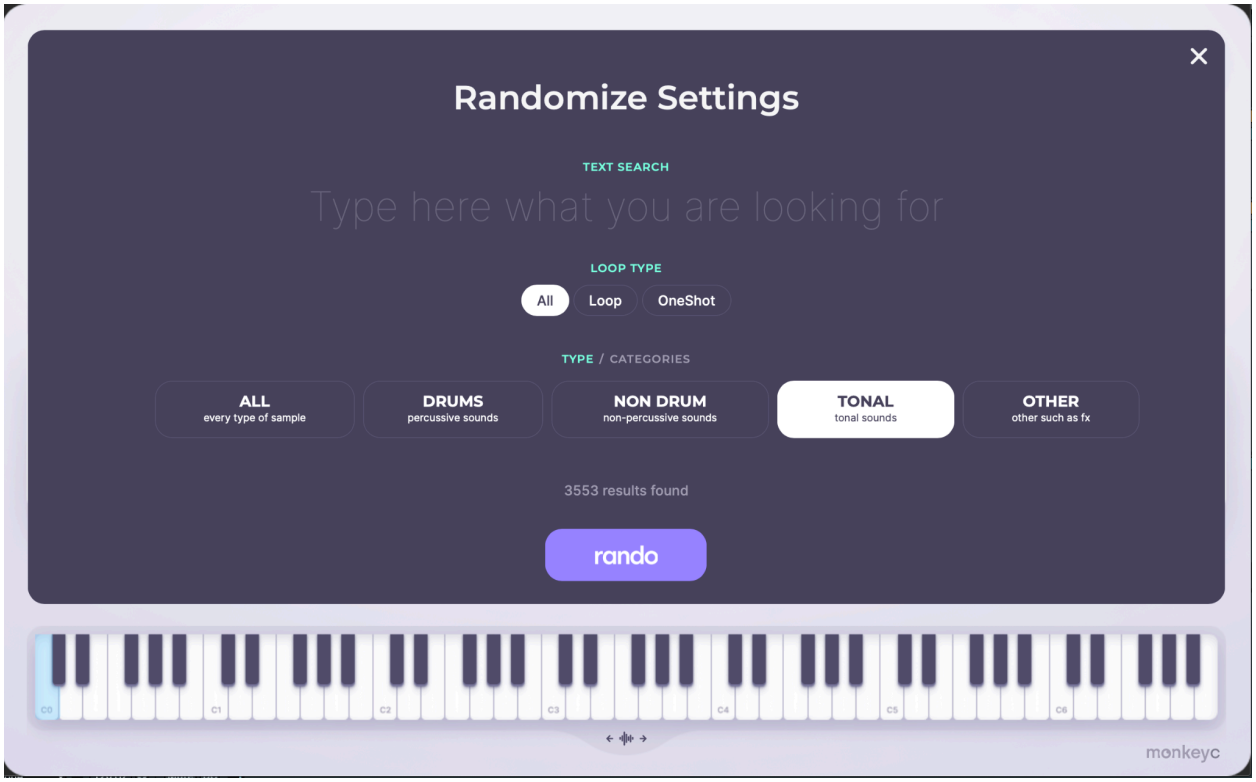
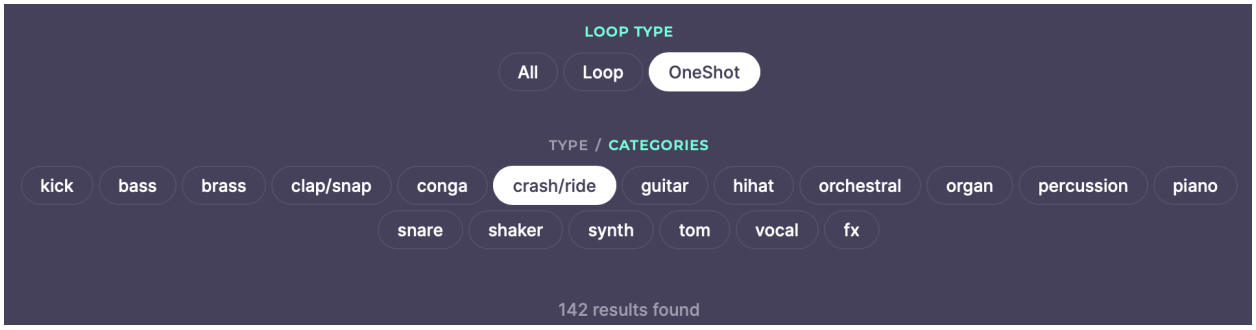
# Options for Rando-ing Samples

To use Rando with even more intention, don't click the circle! Instead, click the **settings cog** that comes up when you mouse over the circle. Here you can be more specific about the sounds that should populate Rando's keyboard, using **Text**, **Loop Type** and **Type/Category** criteria.

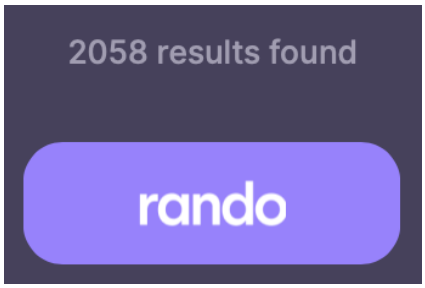



These criteria can be used individually or together. Let's say you're looking for a Shaker, you may type Shaker and then specify the Loop Type as One-Shot or Loop, depending on what you're looking for. If you're looking for ride sounds, you may select Crash/Ride from the Categories selector, and choose One-Shot as the Loop Type.



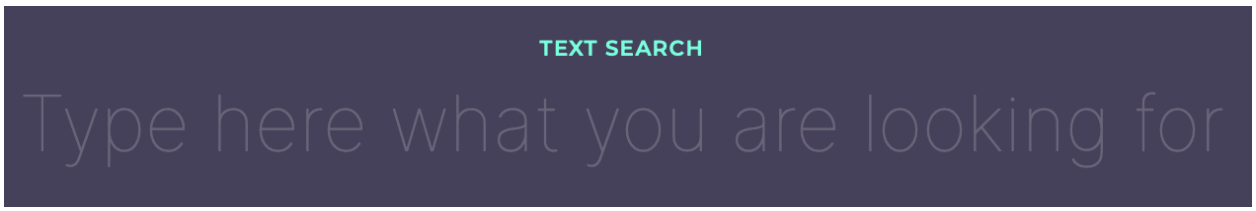

A **Rando button** now lets you randomize samples, and the window remains active so you can demo the settings you've chosen and dial in new ones to try again if necessary.

Rando will tell you how many samples in the total pool match your settings, so you can make your search broader or narrower, and you know how different the selection will be if you click Rando again.



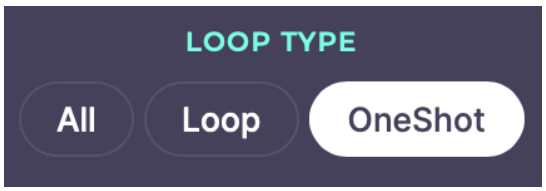

## Text Search

Type what you're looking for. Obvious examples include instruments like Kick, Riser or FM Piano, but what about searching along other dimensions, such as F#maj7, Smooth, Filtered or House?




## Loop Type

Determine whether Rando will populate the keyboard with **One-Shot**s, **Loop**s, or **All** together.




## Type or Categories

From the **Type** view, you can select broad categories of sound...

- All
- Drums
- Non Drum

- Tonal
- Other

You can click **Categories** to get deeper and more specific with some premade 'tags'...

- Kick
- Bass
- Brass
- Clap/Snap
- Conga
- Crash/Ride
- Guitar
- Hi-hat
- Orchestral
- Organ
- Percussion
- Piano
- Snare
- Shaker
- Synth
- Tom
- Vocal
- FX

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# Sampling Functions

Rando is equipped with sampling functions to adapt and modify sounds after they're selected for use. This helps you customize your sound once the correct ingredients have been found.

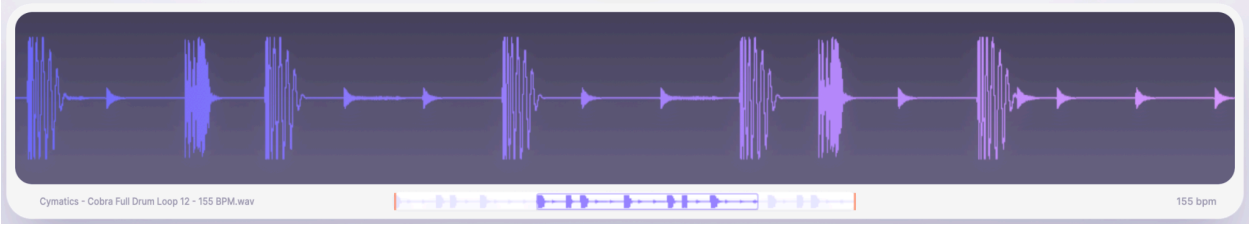
Rando can act polyphonically, being capable of playing back multiple samples at once.

# Playback and Looping

The waveform view of the sample not only visualizes the sample, it lets you select a few properties of its playback.

### Waveform Display

The waveform will be as long as the selected audio file, whether it's a kick lasting a few milliseconds or a complex loop lasting for multiple bars. The waveform can be zoomed using the thin window below it – drag on a handle on the extreme left or right of this thin window to zoom into the waveform, then bring each back to its original position to zoom back out.

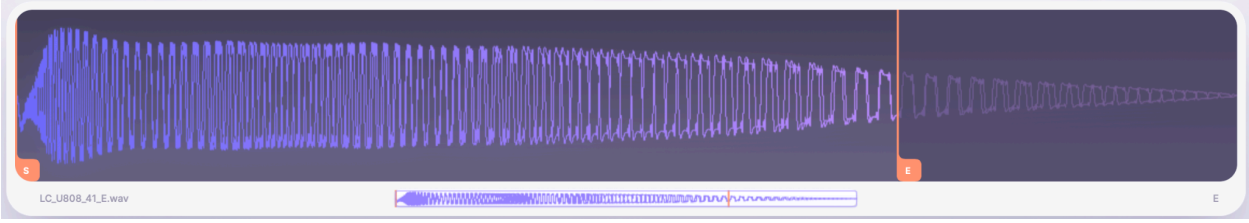



### Sample Start and Sample End Points

When you press a note on Rando's keyboard, the sample loaded on that note will start playing. By default, it will start at the very start of the waveform and stop at the end. This behaviour can be changed here. Some of the following changes work in conjunction with the Playback Type setting (as seen in the next section).

The **Sample Start (SS)** time determines the point of the waveform where playback will begin when a note is pressed. By default this is the very start of each file, but you can drag the sample start marker to change this.

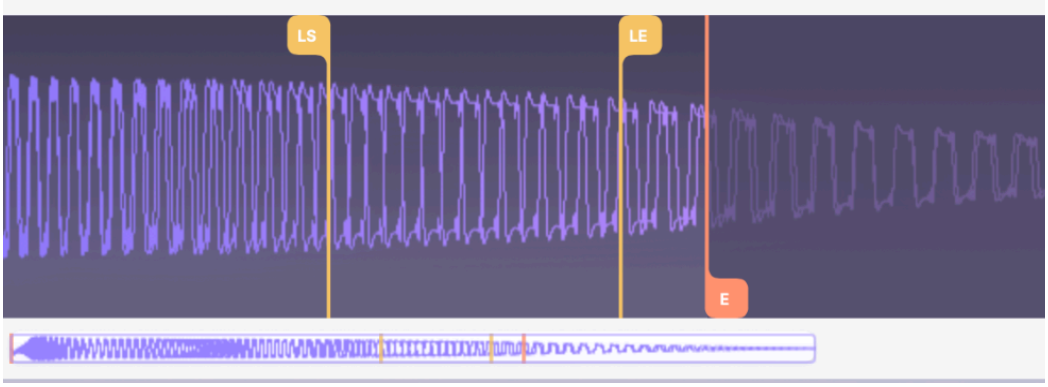
The **Sample End (SE)** time lets you create an 'artificial end point' for a sample's playback, before the file itself has ended.



***Tip: The Sample Start and Sample End dials (with the help of zooming the viewing window) can be set close together to turn a long sample or loop into a one-shot sample.***

### Loop Start and Loop End Points

Two more markers appear when the Playback Type is set to Loop. In Loop mode, by default, the sample repeats its playback as long as a note is held. You can change the exact looping behaviour by moving the **Loop Start (LS)** and **Loop End (LE)** markers, which appear when in Loop mode. Playback will start at the Sample Start marker, then when it reaches the Loop End marker it will return to the Loop Start marker, which has to be placed earlier in time than the Loop End marker. This behaviour lasts for as long as a note is held down.

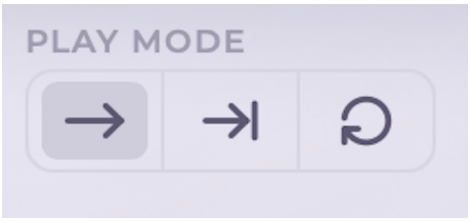



## Playback Type (Normal, Oneshot, Loop) and Direction (Forwards, Backwards)

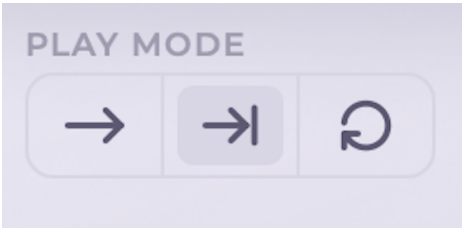
There are multiple ways for the sample to be played back in Rando. Note that the timing within these modes can be specified exactly in the waveform display (see the Playback and Looping section above).

### Normal

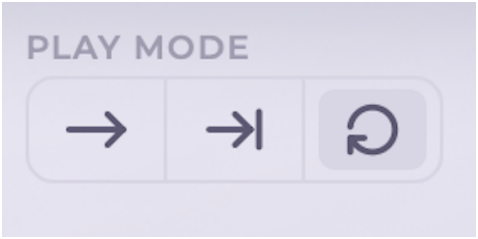
When you hold a note, the sample starts playing. When you release the note, the sample stops playing. If you leave your note held past the length of the sample, nothing new will happen. This may also be known as 'Gate' mode in some parlance.




**Oneshot**
When you press a note, the sample starts playing. When you release a note, the sample continues to play until its end. This may also be known as 'Trigger' mode in some parlance.




**Loop**
When you press a note, the sample starts playing. When you release a note, the sample stops playing. If you leave your note held, once playback reaches the Loop End (LE) point, it will return to the Loop Start (LS) point. By default these are placed at the end and the start of the audio file respectively. These times can be modified using yellow flags on the waveform display (see the Playback and Looping section above.)




## Sample Info and Waveform Display

When a sample is selected, its information will appear close to the waveform display. This information includes the sample's filename on the left, and its *original* key and tempo on the right. For more about sampling functions that can be accessed from the waveform display, see the Playback and Looping section.

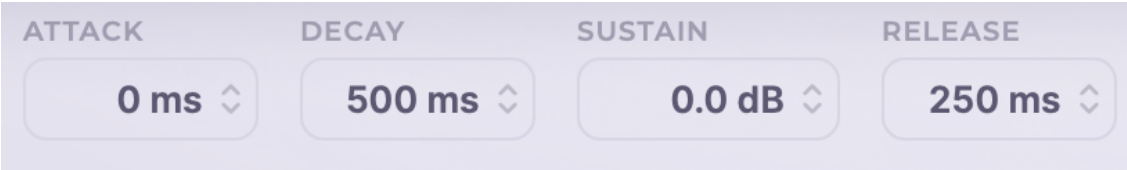
## Life

This parameter subtly modulates the sample to bring a more analogue-style vibe or 'drift' to its playback – one that's never quite the same any two times. You can use Life as a pseudo-round-robin function, or simply to make a sample sound better!

The Life parameter can be set between 0% (no drift) and 100% (max drift). It shouldn't be confused with the full Effects, (see FX Section), but is intended to provide some vibe to individual samples rather than transforming them completely.


## ADSR Settings (Attack, Decay, Sustain, Release)

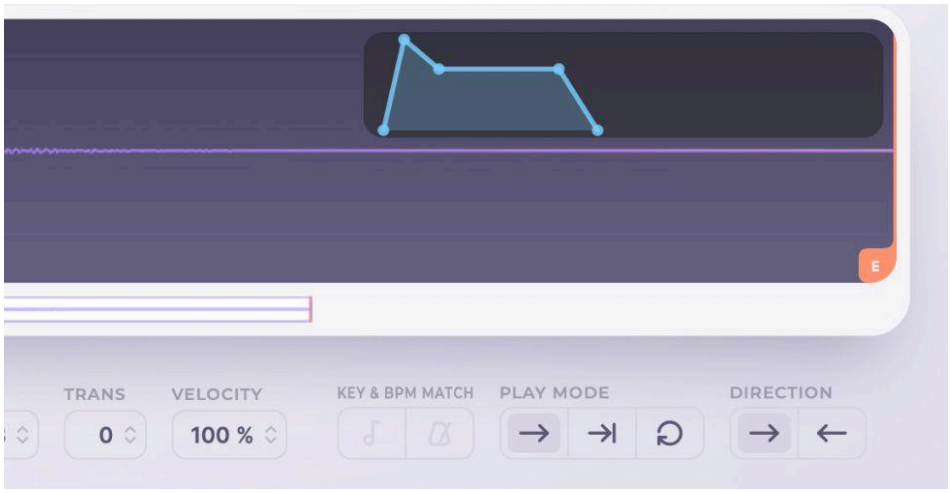
You'll likely recognise these parameters from other music gear, but Rando's ADSR works completely differently from any envelope control you've ever used before.




Only joking! For anyone who missed Sound Design 101...

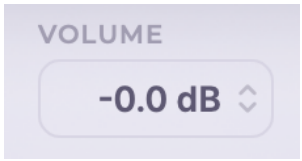
- **Attack** defines the length of time it takes for a note to fade in after being triggered by a note press. Ranod's Attack length ranges from 1 millisecond to a huge 30 seconds!
- **Decay** determines how long it takes for the note, after the Attack stage has finished, to fall back to a steady volume level.
- **Sustain** sets the level the note will stay at until the key is released. While the other settings from the ADSR controls are measures of time, this is a measure of level.
- **Release** tells the sample how long to take to fade to silence after a key is released.

While any of these parameters are being moved, the envelope is visualised in the top-right of the waveform display.




## Volume

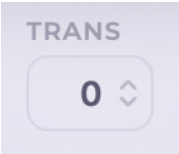
The **Vol** selector is a gain control that increases or decreases the level of a sample.




## Transpose

The **Trans** selector lets you tune the sample, making it lower or higher in pitch. This is done in increments of whole semitones, from -12 (lowest) to +12 (highest).

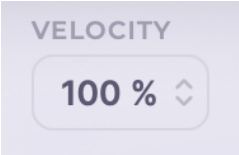
Note that if a sample is set to match the selected note/key at the top-right of the interface, the Transpose tuning will be applied and then the in-key tuning will be applied on top of it. This has the possibility to create interesting artefacts.




## Velocity

Each MIDI note you play will have a certain velocity between 1 and 127. Rando will use the value it receives to apply a level change to the sample, reducing its level with lower velocity MIDI notes. In this way, we can say that Rando is 'velocity-sensitive'.

The **Vel** parameter controls how velocity-sensitive a note in Rando is in practice. At 100% (default), velocity sensitivity is full, and the behaviour above should be encountered.




When Vel is reduced to 0%, we say that Rando is *not* velocity-sensitive. In this case, every note Rando 'hears', whatever its velocity between 1 and 127, the output will behave as if the velocity is 127.

At any Vel value in between, the behaviour will scale proportionally. This means that you could make Rando *slightly less* velocity-sensitive to not have huge level jumps while playing a sensitive MIDI keyboard.

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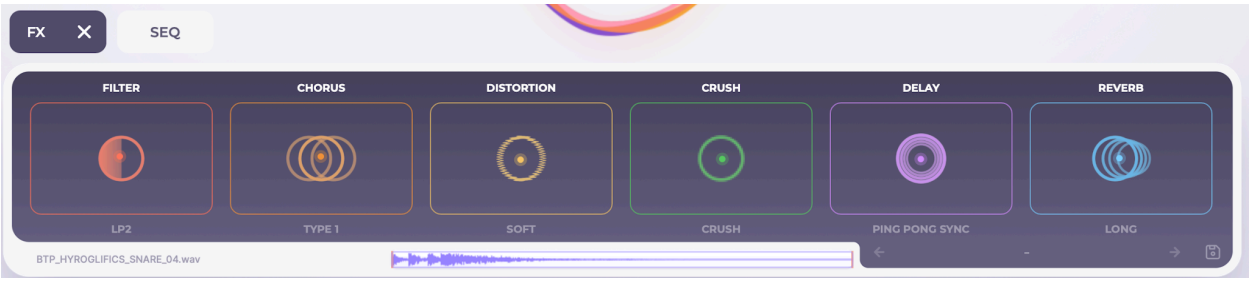
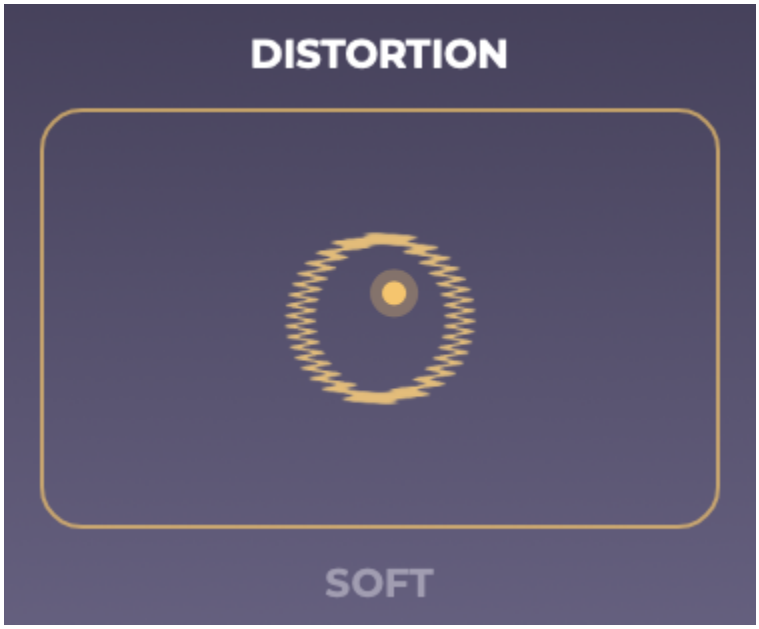
# FX Section (Effects)

Rando comes loaded with six effects, each with switchable type and XY controls. The effects you get to choose from are Filter, Chorus, Distortion, Crush, Delay and Reverb. Here's how to use them...




## Effects X/Y Controllers

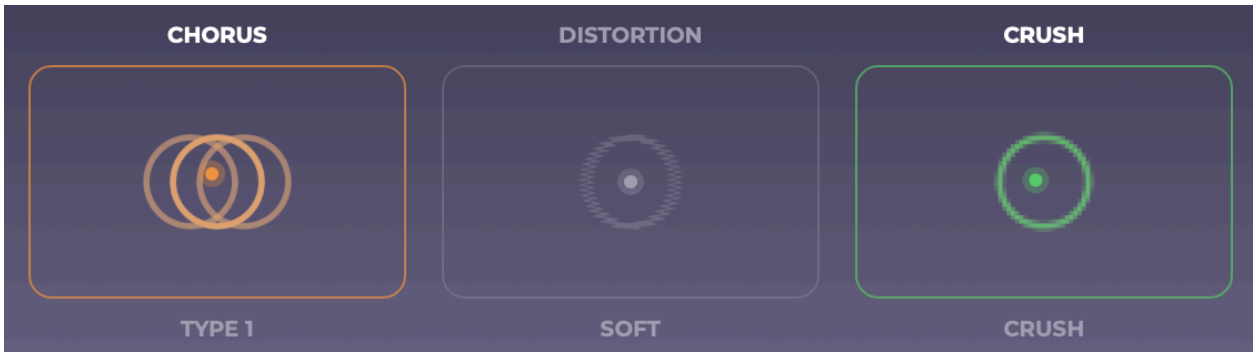
Each effect has a square with an X axis (horizontal), a Y axis (vertical), and a dot used to define a position where both axes have a value. Some would call it 'an X/Y controller'. We also like 'square', but it's more of a rectangle.




In almost every case, the main property for each (Drive for the Distortion module, Crush for the Crush module) is controlled by the **Y axis** (up/down), while the Mix (blend, dry/wet) is controlled by the **X axis** (left/right). The only exception is the Filter, which has no Mix – it puts Resonance on the Y axis and Frequency on the X axis.

# Bypassing (deactivating) Effects

Each FX processor can be deactivated and reactivated by clicking its heading (eg Chorus). This changes the colour to grey when deactivated.




# Effects Modes

For each effect, there are multiple types of operation, displayed under each effect and changed with a click. Here's a comprehensive list of the modes available for each effect:

- **Filter**
    - LP2 - Low pass 2
    - LP4 - Low pass 4
    - LP8 -Low pass 8
    - HP2 - High pass 2
    - HP4 - High pass 4
    - BP2 - Band Pass 2

- **Chorus**
    - Type 1
    - Type 2
    - Subtle
    - Feeder
    - Distort

- **Distortion**
    - Soft

    - Exp
    - Multifold
    - Single fold

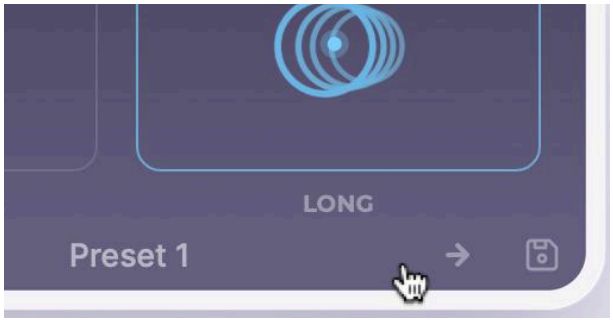
- **Crush**
    - Crush
    - Rate
    - Grit
    - Destruct

- **Delay**
    - Ping pong sync
    - Stereo free
    - Stereo sync
    - Ping pong free
    - 1/4
    - Waves

- **Reverb**
    - Long
    - Short
    - Room
    - Stadium

## Effects Presets (Save and Load)

You can save whole FX setups for recalling later. Once you have a setup you like, click the **disk icon** on the bottom-right of the effects modules, and save it with a name. You can overwrite a preset by clicking Save again and using the same name.

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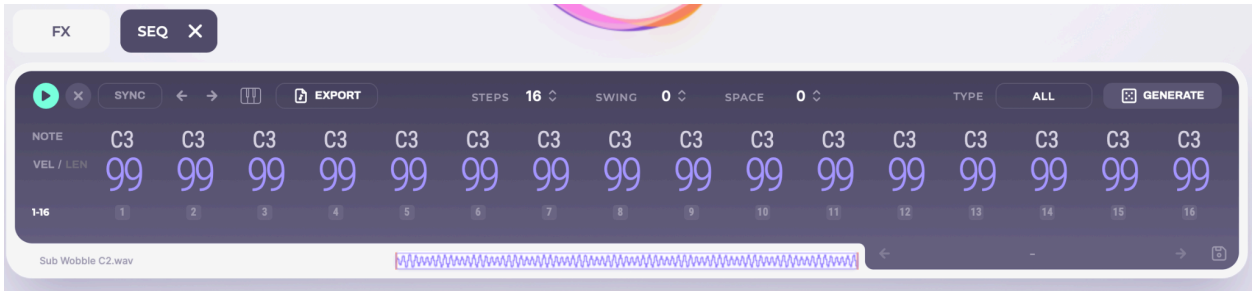
# Sequencer

Rando has a sequencer that should not be overlooked. Given the different way that Rando handles sounds and notes, the sequencer can be another dimension for getting inspired by your existing sample collection.

Be sure to check out the Sequencer Tips section a little later, because we've added tons of cool ways to use it to help you get the most out of Rando.

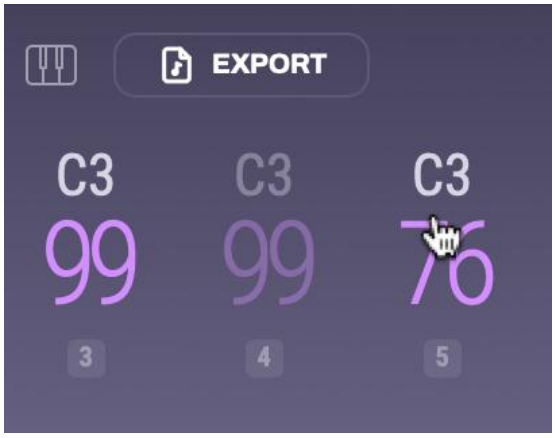



## Getting Started with the Sequencer (notes, velocity and length)

The sequencer displays 16 steps, each with a note and velocity showing by default. There's also a Length parameter that can be swapped out with Velocity using the Vel / Len button on the left-hand side. In short, velocity determines the 'loudness' of a note, and Length determines how long it's held for.

When you click on the **play button**, the sequencer will playback at your host's tempo. The 16-step sequence will play from left to right. Each note will play as the selected note, at the selected **velocity**, for the selected **length**. Assuming you haven't set a different sequence length (see later), the sequence will then loop back to the start.

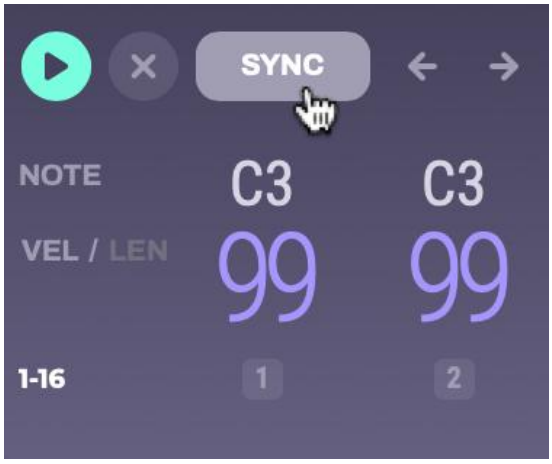
Click a note in the sequencer to select it, then click again to deactivate or reactivate that step. Drag a note or velocity/length value to change it.




You can audition notes using the lowest row of the sequencer.

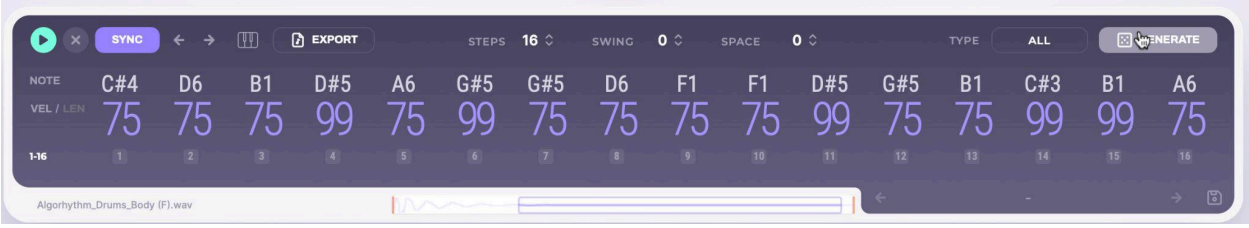
### Syncing the Sequencer to Your DAW (Sync)

In the Rando plugin, the sequencer will always adopt the tempo from your host, but by default will play back and stop when triggered with the play/stop button. By activating the **Sync** parameter, the sequencer will play and stop based on your DAW's state.



## Generating Sequencer Patterns Automatically (Generate, Octave, Locked)

Click the **Generate** button to create a sequencer pattern from nothing. This can be very useful when working with sample sets, but when in Chromatic Mode (see Chromatic Mode section), or when working with only a few 'approved' samples you're happy with, you may wish for some more musical-sounding results. Selecting a Type helps with this.

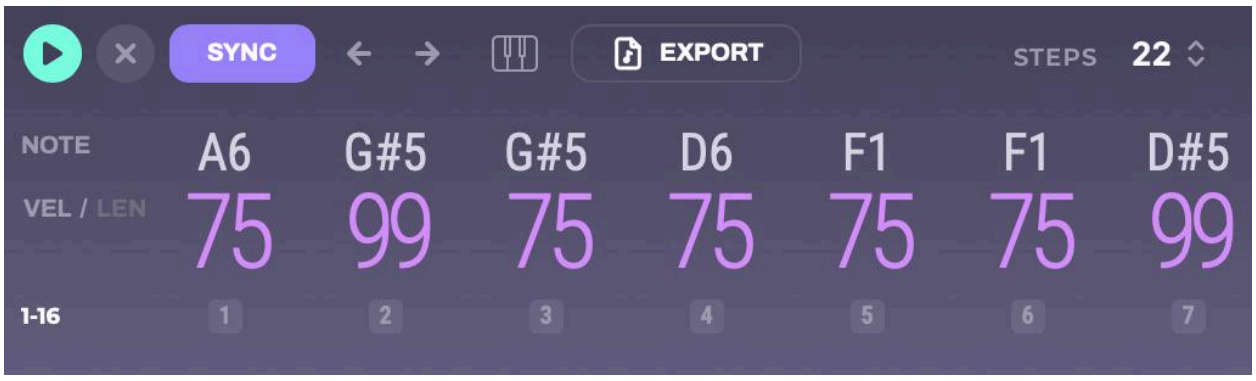



With the **Type** set to **All**, clicking Generate populates the sequencer with random notes for all active steps. With the Type set to **Octave**, clicking Generate populates the sequencer with notes within the same octave. With Type set to **Locked**, only notes of the keyboard that have been locked (using a Shift-click) are chosen for use in the sequencer.

## Steps (playing more or fewer notes)

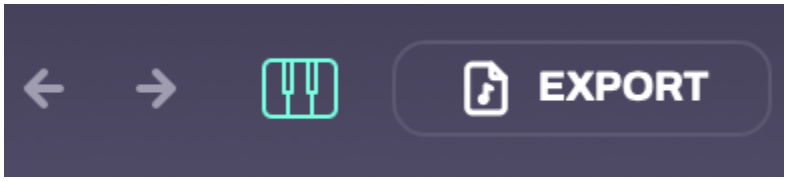
At the top of the sequencer, the **Steps** control lets you define how many steps will be in your sequence. The default is 16 but you can go as low as 1 or as high as 64.

To actually *see* any extra steps for programming, there are two options. 1) You can toggle between groups of 16 steps using the numbers in the bottom-left of the sequencer. Toggle between 1-16, 17-32, 33-48 and 49-64 by clicking the displayed numbers. 2) You can use the arrow buttons to 'nudge' the displayed steps along by one step either way.



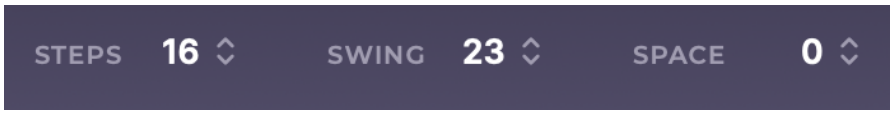
## Piano keyboard icon

Lets you transpose sequencer steps by holding a MIDI note. When active, your original pattern is referenced to the note C, so playing a D note will shift your pattern's notes by +2 semitones; playing a Bb above will shift your pattern's notes by 11 semitones.




## Swing

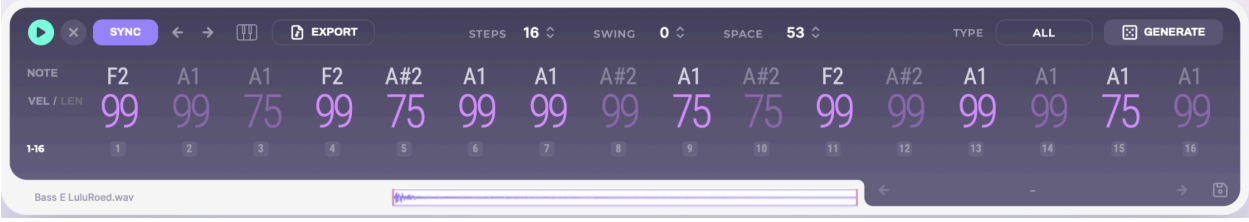
You can inject some groove into your sequencer's playback with the **Swing** setting. This will delay every other note 2, 4, 6, 8, etc... by an amount that you select. Swing runs from 0 up to 99. You'll find a nice, 'classic' triplet swing at about 50, while the closer you get to 99, the more pushy and frantic the swing becomes. Below 50, you can get a lazy feel and a moderate swing.




## Space

Most melodies aren't a relentless sequence of notes, and the Space parameter helps to hollow out some gaps (rests, syncopation) in your sequence to make things more musical. With Space at 0, your pattern remains as you programmed it; as Space increases, more and more notes are removed (scooped out) from the pattern by deactivation.

Note that if you've deactivated any notes already and are opting to use Space, these will be reactivated as Space hits 1.

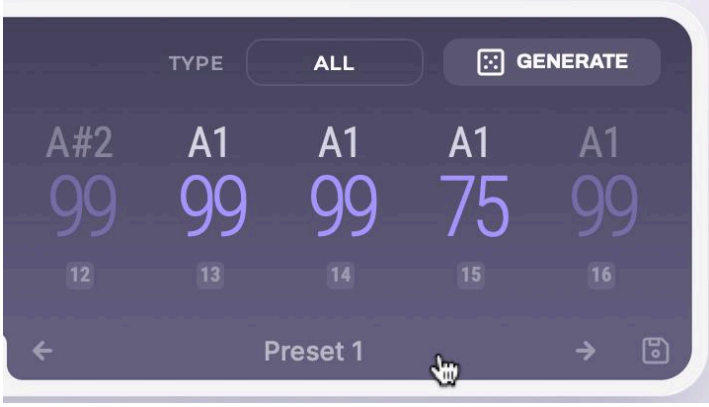



***TIP: The Space control is hardwired to the modwheel on a connected MIDI keyboard. This means you can alter the sequence live to keep it from becoming stale and repetitive.***

## Saving Presets and Exporting Patterns

Sequences can be stored for later use. Save your entire sequencer setup using the **disk icon** in the bottom right of the sequencer. You can save over it by saving a new sequence of the same name.

You can recall patterns by using the arrow buttons in the bottom-right.




## Sequencer Tips

If there's one thing you read in this manual, it should probably be this section. That's why we put it so near the end! (??)

***TIP:*** Hold Ctrl (also Ctrl on Mac) to change all notes of the same type in the same way. You could reduce all the velocities of all G4s by 15, for example, or change all A#3s to C2s.

***TIP:*** Hold Shift to change all notes at once, in a relative way. EG, all notes can be moved down by three steps or increased in Length by 7, regardless of what they started out as.

***TIP:*** You can drag notes from the piano keyboard to a sequencer step rather than scrolling through note names.

***TIP:*** Drag a note to the piano keyboard as above, but hold Shift to replace every note with the new one, and hold Ctrl to replace all instances of the selected note with the new note.

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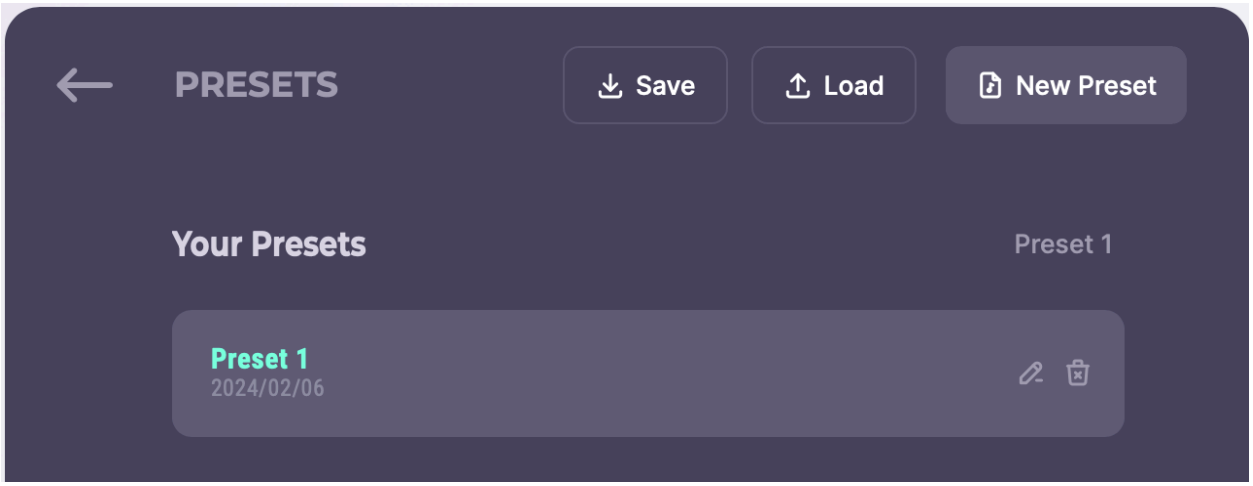
# Rando's Settings, Support and Presets

Take the service elevator to Rando's basement (click the three bars at the top-left of the interface), and you'll find a few functions to change the way Rando works.

## Presets

You can save whole Rando setups here, including all notes', properties, and FX and Sequencer setups.

Click **Save** to store your entire Rando setup as a new preset. Click one of your saved presets to load one, or click the **Load** button to find one using your OS file browser.




## Support

We take customer support very seriously. Rando has its customer support build right into the plugin, and it even lets you see issues raised by others and upvote them.

If you use the in-plugin support forum, you'll need to enter your email address to log in. This won't be shown publicly.

You can also **send us an email** by filling in the form in the **Contact** section.

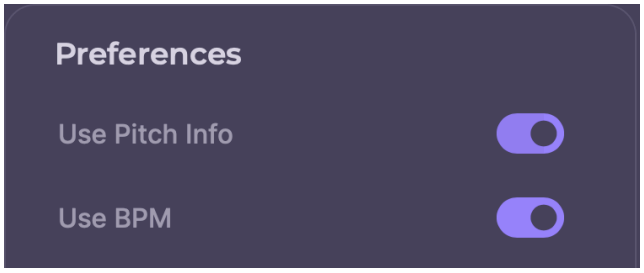
## Settings

### Use Pitch Info

When activated, Rando will default to pitch-matching every tonal sample it loads onto the keyboard.

### Use BPM Info

When activated, Rando will match the BPM of imported rhythmic samples to your project's BPM.




### Sample Locations

Lists the locations your copy of Rando is accessing for its entire pool of samples. See Connecting Your Sample Library for more information.

### Packs

Allows you to download new packs from sample labels. These will be automatically made available in Rando. See Connecting Your Sample Library for more information.

### Audio (standalone only)

Choose your audio output **Device**, the channel **Output**, the **Sample Rate** and **Buffer Size**, and configure the **MIDI** input used to play Rando standalone.