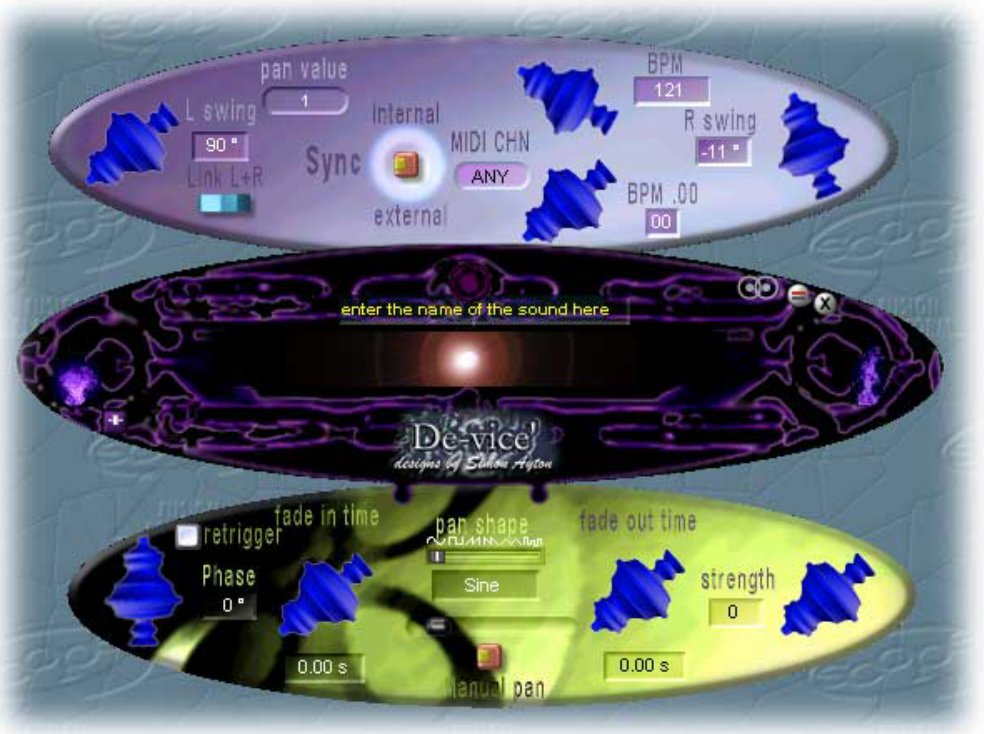
Robostrobe V2

User's Manual



The Autopanner for Pulsar/Scope

Version 2.0

Contents

Welcome!
Layout
Swing and Link Controls
Pan Value
Sync Type
MIDI Channel Selection
Setting the Speed
Light Meter Surface
Phase Controls
Fade In and Fade Out Controls
Pan Shape
Strength Control
Manual Pan

Welcome!

Hello and welcome to the manual for the Robostrobe V2 designed by Simon Ayton at De-Vice'.

The Robostrobe V2 is a fully-featured, real-time autopanner which can be used by itself or synchronized to external MIDI clock signals from sequencers and rhythm machines.

A big moving light meter shows the position of the sound and accurately reacts to changes in all of the autopanner controls including the variable pan shapes and strength controls and manual pan control. This is a first for any autopanner I know of. An ultra low memory, "Robostrobe X V2" version is included which operates identicallly but without the moving meter for panning junkies!

The Robostrobe V2 was designed for use in the project window and as an insert effect.

To apply the Robostrobe V2 to a recording or live input, simply connect the mono or stereo sound output of your sound source or sequencer sound output directly into the Robostrobe's inputs. A stereo effected version of the sound will appear at the L + R outs. Connect these outs to the mixer of your choice and pan the channels left and right to achieve the fullest stereo effect. Try connecting just one of the outputs to use the Robostrobe V2 for a chopper effect!

All custom designed knobs are big so that they are easy to grab and their bizarre shape allows their position to be quickly seen. For fine tuning, try clicking on the text boxes next to the knobs to type in or dial up precise values.
So, have fun, try out the presets included and be sure to check out the other cool stuff from De-Vice'.

Simon Ayton
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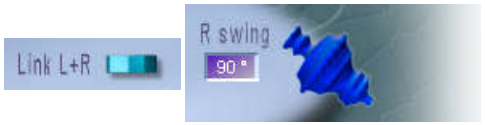
Robostrobe V2 Layout

Click on an area

Swing and link controls

(range +-90 degrees)



These controls determine how far left and right the pan will "swing" in degrees.
A full left to right swing will be 180 degrees. 90 to the left and 90 to the right.

Positive values cause the sound to move in the same direction as the light meter.
Negative values have the opposite effect.

The link button connects both controls so they work in tandem.

Use these controls to restrict left, right and total movement of a sound.

Pan Value

(range 1-16)

Click and drag the number up or down to determine the musical value of the pan.

Based on a timing of 4/4, a value of 1 means the sound will pan from left to right and back once over 4 beats determined by the BPM setting effectively making it a whole note.

2 will be a half note, 4 will give quarter notes etc. through to 16th notes

Also note that a value of 8 will make a 16th note hihat part pan left for the first beat and right for the next.

P and T values are fractions of a beat. For instance, a value of 8T is equal to an eighth note triplet or 12 beats per bar in musical terms and will give the pan a "Swing" feel whereas P will give a more alternating feel.

how musical values relate to the number of full left to right pans per bar in 4/4

1=1
2P=1.33
2=2
2T=3
4P=2.66
4=4
4T=6
8P=5.33
8=8
8T=12
16P=10.66
16=16

Sync Type

This determines if the speed of the panning will be controlled by the internal clock
or from an external MIDI sequencer or rhythm machine.

With the button pushed in, the BPM and BPM .00 controls can be used to adjust the speed of the panning.

With the button out, the speed of the panning will be controlled from the external device connected to the MIDI IN of the Robostrobe and the BPM and BPM .00 controls will become inoperable.

When in external mode, panning will continue even after the external sequencer or rhythm machine has stopped. Robostrobe will resynchronize it's panning speed when the external device resumes playing.

MIDI Channel Selection

Click and drag the number up or down to determine the MIDI channel for the Robostrobe.
ANY is the same as OMNI.

To allow the Robostrobe's knobs to send and receive MIDI data, you must first assign MIDI controller numbers to them.
To do this, simply right-click on the knob and select an unused controller number from the MIDI control assignment list shown.
MIDI activity will be shown by the light.

BPM and BPM .00 Controls

These knobs control the speed of the panning; up to 20,000 BPM actually!
When the sync control is set to internal, the knobs can be manually rotated to set the speed in beats per minute.
The BPM .00 knob is used for fine control of the speed. You can also click on the
BPM amount and move up and down to select the speed.

Please note that it is only possible to move the knobs when the sync setting is set to manual.
When syncing to an external MIDI clock, the BPM display may fluctuate. This is normal. You are seeing the alterations in the external MIDI clock.

Light meter and surface controls

The light meter shows the position of the sound being panned
and responds to the speed, strength, pan shape and fade in and fade out controls.
The meter also works when using the manual pan control.
A scribble strip below the light meter lets you enter the name of the sound being panned.

The  buttons keep on top + close the Robostrobe and the  button
lets you save your settings.

The flames...do nothing but look cool!
You can turn them on and off by clicking on them if you wish.

Phase Controls

(range +-180 degrees)

The phase controls are fine controls for the wave shape you are using.

When using the "Sine" pan shape, a setting of "0" will give you equal swing left and right.
When using the "Square" pan shape, a phase setting of "15" will give you hard left and right swings of equal distance. Very useful if you want a 16th note Hi-Hat pattern to pan hard left and hard right for every beat in the bar.

The retrigger button ensures that the pan will be perfectly in time with external sequencers.
When using the internal clock mode, you may find that turning retrigger off will give smoother movements at slower speeds. Experiment with this.

Fade In and Fade Out Controls

(range 0.00-3.00 seconds)

The fade in and fade out controls adjust the responsiveness of the autopan.
Leave them set to "0.00s" for the fastest response but if you want the pan to follow the incoming clock, use higher numbers.

Pan Shape

(range Sine-Random)

The pan shape fader controls the movement of the pan.

There are six pan shapes.

Sine

smooth left to right and back pan of equal times for each side.

Square

hard left and right pan with no middle signal. Great for fast, hard panned Hi-Hats or vocals.

Sawup

appears to make the sound travel from left to right only.

Sawdown

appears to make the sound travel from right to left only.

Triangle

makes the sound travel towards and away from the centre faster and has less stereo width.

Random

totally unpredictable and will make the sound pan to clock pulses anywhere in the 180 degrees from left to right.

Strength Control

(range 0-127)

The strength control determines the amount of modulation of the incoming sound.
In other words, how much effect the autopanner functions will have.
It is not a mix control because a lower value will make the sound pan over a narrower range rather than just being quieter.

A setting of "0" means you will hear the completely non-Robostrobed sound pass straight through.

Try automating this control.
While slowly increasing the strength, you will hear the sound pan wider and wider until it reaches its fullest range set by the left and right swing controls.

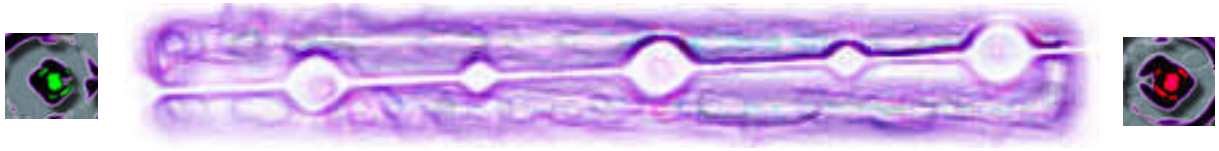
Manual Pan

Push the button in to operate manual pan.

The manual pan control lets you override the autopanning functions and pan the sound wherever you like.

The pan control is MIDI automatable, so just assign a controller number to it. Double click the pan control to return it to the middle.

The light meter will also work in manual mode. Green and red lights on its surface indicate that a hard left or hard right pan has been reached.



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