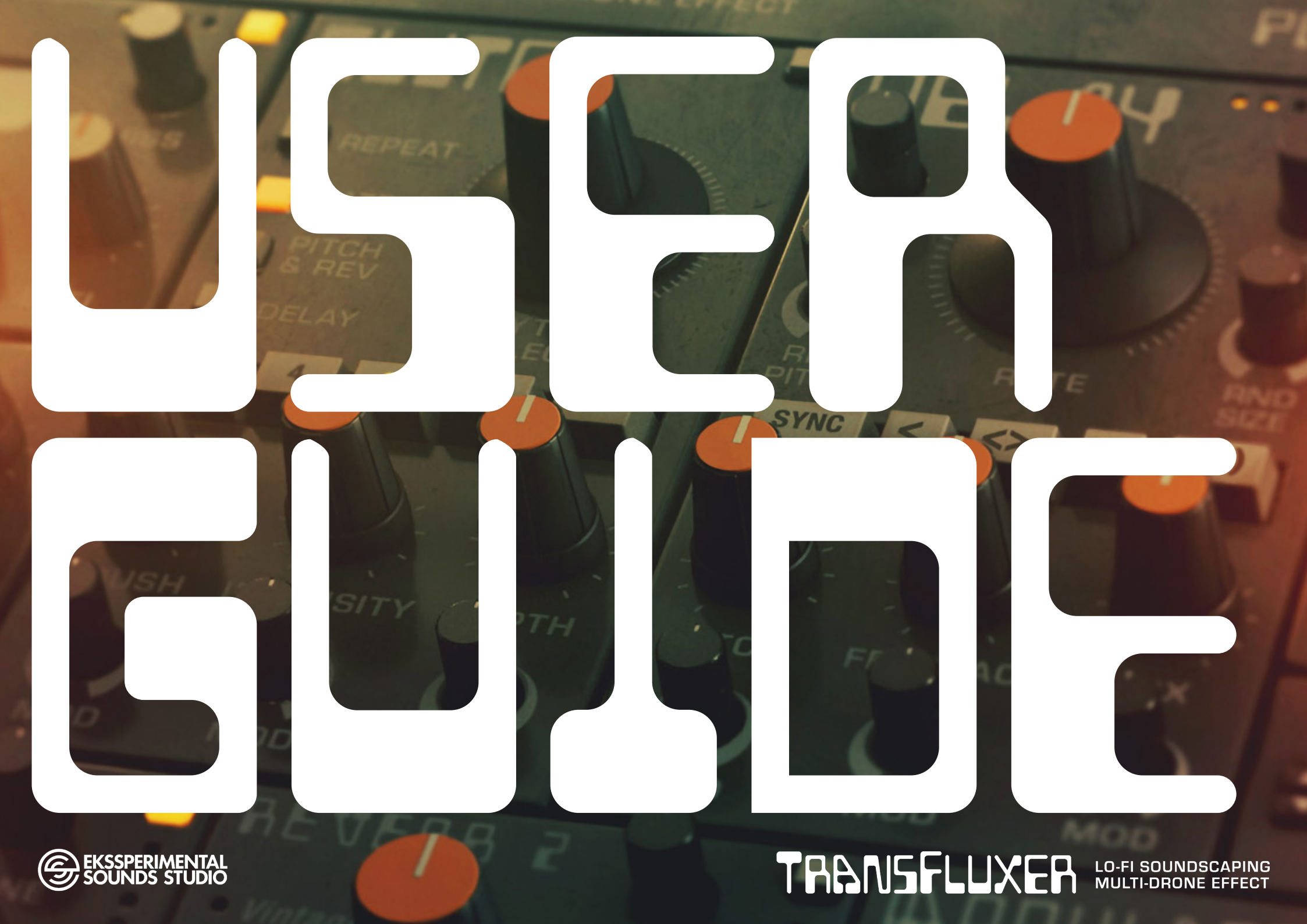


# USER GUIDE

EKSSPERIMENTAL SOUNDS STUDIO

TRANSFLUXER

LO-FI SOUNDSCAPING
MULTI-DRONE EFFECT

# FRONT PANEL


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A: Filter 1-> Glitch-> Delay-> Reverb 1-> Tape
TRANSFLUXER

# INTRODUCTION

Congratulations on getting the TransFluxer Lo-Fi Soundscaping Multi-Drone Effect – a powerful toolkit for your Reason rack!

Designed for sonic exploration and creative transformation. With TransFluxer, you can craft immersive atmospheres and evolve your sounds in exciting and unpredictable ways.

**ALGORITHMS?**
In the lower left corner you'll find the routing ALGORITHM selector. The first modules in the chain can be routed in 26 different ways.

The re-routable modules are:
**FILTER 1, GLITCH, DELAY, REVERB 1 & TAPE**

As an example, if you feed TransFluxer a very simple sound, like a single drum hit or a plucky instrument, you can select a routing that puts the REVERB 1 before the GLITCH module, to give it more material to work with.

# ALGORITHMS

A: Filter 1 ➡ Glitch ➡ Delay ➡ Reverb 1 ➡ Tape
B: Filter 1 ➡ Glitch ➡ Reverb 1 ➡ Delay ➡ Tape
C: Filter 1 ➡ Reverb 1 ➡ Glitch ➡ Delay ➡ Tape
D: Filter 1 ➡ Reverb 1 ➡ Tape ➡ Glitch ➡ Delay
E: Filter 1 ➡ Delay ➡ Reverb 1 ➡ Glitch ➡ Tape
F: Filter 1 ➡ Tape ➡ Reverb 1 ➡ Glitch ➡ Delay
G: Reverb 1 ➡ Glitch ➡ Delay ➡ Filter 1 ➡ Tape
H: Reverb 1 ➡ Glitch ➡ Delay ➡ Tape ➡ Filter 1
I: Reverb 1 ➡ Glitch ➡ Filter 1 ➡ Tape ➡ Delay
J: Reverb 1 ➡ Filter 1 ➡ Glitch ➡ Delay ➡ Tape
K: Reverb 1 ➡ Delay ➡ Tape ➡ Filter 1 ➡ Glitch
L: Delay ➡ Reverb 1 ➡ Glitch ➡ Filter 1 ➡ Tape
M: Delay ➡ Reverb 1 ➡ Filter 1 ➡ Glitch ➡ Tape
N: Delay ➡ Glitch ➡ Reverb 1 ➡ Tape ➡ Filter 1
O: Delay ➡ Tape ➡ Filter 1 ➡ Reverb 1 ➡ Glitch
P: Delay ➡ Glitch ➡ Filter 1 ➡ Tape ➡ Reverb 1
Q: Glitch ➡ Filter 1 ➡ Reverb 1 ➡ Delay ➡ Tape
R: Glitch ➡ Reverb 1 ➡ Filter 1 ➡ Delay ➡ Tape
S: Glitch ➡ Delay ➡ Reverb 1 ➡ Tape ➡ Filter 1
T: Glitch ➡ Tape ➡ Filter 1 ➡ Reverb 1 ➡ Delay
U: Glitch ➡ Reverb 1 ➡ Tape ➡ Filter 1 ➡ Delay
V: Tape ➡ Reverb 1 ➡ Glitch ➡ Filter 1 ➡ Delay
W: Tape ➡ Reverb 1 ➡ Filter 1 ➡ Glitch ➡ Delay
X: Tape ➡ Glitch ➡ Reverb 1 ➡ Delay ➡ Filter 1
Y: Tape ➡ Filter 1 ➡ Reverb 1 ➡ Delay ➡ Glitch
Z: Tape ➡ Delay ➡ Filter 1 ➡ Glitch ➡ Reverb 1

# MODULES

### INPUT
Audio input LEVEL control and meter.

### TAPE
The tape module introduces pitch and amplitude WOBBLE. Turn STYLE counterclockwise for random drift, or clockwise for regular wow. LOFI adds saturation and filtering; counterclockwise for darker tones, clockwise for brighter. STYLE, WOBBLE, and LOFI all interact and affect the depth and speed of modulation.
On the backside, you'll find a setting for AUTO HISS.

### Multi-Mode VCF 1 & 2
VCF1 is a dual filter with a bipolar control. The filters are combined and somewhat overlapping. The built-in ENVELOPE FOLLOWER can push the VCF1 frequency either positively or negatively, depending on the incoming signal. VCF2 is a traditional multi mode filter with settings for highpass, bandpass and lowpass slopes, resonance and a knob for MOD control. On the backside, you'll find CV inputs for modulating the cutoff FREQUENCY.

### FLANGER
The flanger comes with 4 different modes, ranging from MELLOW to EXTREME. Control the DEPTH and RATE of the effect using the provided knobs.

### REVERB 1 & 2
Each reverb has 3 unique modes with controls for TONE, DECAY, and MIX.
For creative results, try placing REVERB 1 before the GLITCH module so it generates decaying tones that can be chopped by the GLITCH modulator.

### MODULATOR & DESIGNATOR
The MODULATOR configures the modulation source. Select a waveshape or design your own using the 5 knobs and set the number of STEPS. Use the DESIGNATOR to route the modulation signal to various parameters across the device.

### WAVESHAPING
The waveshaper has 11 different shapes (illustrated to the right) that can drastically color or destroy sound. The Inverted Weighted, Sparse, and Fragile shapes are ideal for adding crackling and gives a "broken" sound. The Sine and Tanh shapes add warmth and gentle saturation, Sines (plural) can be used for creating an FM-like vibe. Crush 1 & 2 offer a digital, bit-reduced type of distortion. DRIVE controls the signal level being pushed through the waveshaper. TONE adjusts the tonality, LEVEL sets the shaped signal's volume, and MIX blends it with the unshaped input signal.

### LOFI
This module reduces BIT depth and RATE. It also features a saturation BOOST. Use the QUALITY knob to adjust the effect.

### COMPRESSOR & LIMITER
A simple but effective COMPRESSOR allows you to tame the signal. It automatically adjusts release and attack according to the signal content. The RATIO is also influenced by the signal and can be controlled with a knob to determine how much compression is applied.
The THRESHOLD sets the decibel level at which compression begins.
The LIMITER clips the signal according to the selected mode: SOFT, HARD, or CLIP.

### EQ
A simple yet effective parametric equalizer with TOP and BASS shelves, MID FREQ, GAIN, and Q controls. There is CV input on the back for MID FREQ.

### PAN
PAN the wet signal in the stereo field. Animate the panning using the MOD knob.
Panning can also be animated by injecting a control voltage signal at the CV jack on the backside panel.

### OUTPUT
Audio output LEVEL control and meter, with a dry/wet MIX control.
The MIX amount can be animated using control voltage via the back panel CV jack.

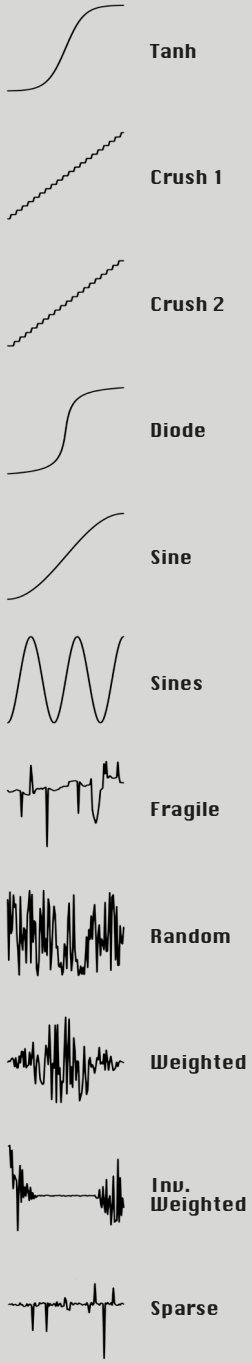
### INDIVIDUAL AUDIO IN- & OUTPUT JACKS
GLITCH, DELAY & WAVESHAPING modules all have independent audio in- & output jacks on the back panels. These can be used for advanced routing according to your creative needs.

### PATCH BROWSER
Use this to save your favorite setups!

### GLITCH & DELAY
The GLITCH and DELAY modules are covered on separate pages.

### INDIVIDUAL IN/OUT AUDIO JACKS
GLITCH, DELAY & WAVESHAPING modules have independent in/out jacks that insert the audio straight to the module, and taps it straight after – for advanced and/or creative custom routings.

### WAVESHAPES



# GLITCH

The GLITCH module is a versatile tool for adding rhythmic complexity, unpredictability, and rich textures to your audio. Featuring a beat mask system that controls repeats, gating, re-pitching, and audio reversal, combined with polyrhythmic subdivisions, bit reduction, and a granular delay, this module is designed to transform and reshape your sound in many ways. It can craft intricate and captivating timbres from even the simplest inputs. The true charm of this device lies in exploring its balance between logic structure and surprising chaos, discovering results that are as unexpected as they are inspiring.

### RHYTHM

The RHYTHM knob selects one of 128 preset rhythms, each consisting of a set of rules for timing, loop lengths, effect probability etc.

### CONTROL BUTTONS - REPEAT, GATE, REVERSE/REPITCH & DELAY

These buttons enable or disable individual effects to customize the processing for the selected rhythm.

**GATE:** Silences or dampens steps, reduced grain density in the delay function.

**REPEAT**: Introduces rhythmic stuttering by chopping a piece of audio and repeat it.

**REPITCH & REVERSE:** Alters pitch or reverses specific steps and enables repitching and direction alterations of the delay. Enables pitchshifting and direction alterations of in the delay function.

**DELAY:** Adds delay with the time set by RATE buttons:

**2 = 2/4**
**4 = 1/4**
**8 = 1/8**
**16 = 1/16**
**32 = 1/32**

The DELAY is fairly straight and gentle, the feedback is controlled by DEPTH and INTENSITY knobs, it will become increasingly complex, varying the grain size and stereo pan variation by adding more intensity and depth.
The DELAY is also affected by the GATE and REPITCH/REVERSE buttons, introducing gaps, allowing pitch shifting and randomized parameters. This delay is part of the GLITCH module and not related to the DELAY module.

### CRUSH

The CRUSH knob adds lo-fi character through rhythmic bit and sample rate reduction. The intensity is controlled by the CRUSH knob and CV input, and is scaled by the INTENSITY and DEPTH knobs. The CRUSH pattern is set by RHYTHM and RATE and it interacts with bit reducer stages in the GLITCH module and the WAVESHAPING & LOFI modules if they’re activated. The bit and rate reduction modulation loops have different lengths and varying degrees of randomness that interplay to create rhythmically interesting effects.

### INTENSITY & DEPTH

These two knobs are used to dial in the intensity and depth of the effects. They work together and affects many aspects within the module. To simplify one could describe INTENSITY as affecting how often and how aggressive things happen, while DEPTH is more like a DRY/WET mix that also effects depth and amplitude of modulation.

### MOD KNOBS

The MOD knobs will add modulation from the MODULATOR section to aspects of the parameters above.

### CV INPUTS

The GLITCH module have 3 CV input jacks available on the backside; CRUSH, INTENSITY & DEPTH

# DELAY

The DELAY module is a granular pitch-shift and delay effect that can accomplish traditional echo effects but also glitchy and rhythmic weirdness.

**L.CUT & H.CUT**
Low cut and high cut – use these knobs to filter the delay signal before output and delay feedback.

**RATE**
The RATE knob set's the DELAY time from 1ms to 2000ms or 1/32 to 4/4.

**SYNC**
Synced delay times

**[ < ] [<>] [ > ]**
These buttons determines the direction of the delays, reverse, pendulum or forward.

**[(O)]**
This button activates the stereo effects on the feedback, ping-pong that can be modulated by randomizing

**RND PITCH**: Bipolar control, turning RND PITCH counter-clockwise first introduces alternating pitch; even grains have this value added to their pitch, odd grains have it subtracted. -50% adds/subtracts 12 semitones, past -50% it will also start introducing random values to the pitch, -100% is then 12semi alternating + 12 semi random.
If you turn it clockwise it will be the opposite, first it introduces randomness, with up to 12 semitones at 50%, then adds alternating pitch up to 100%

**RND SIZE**: Bipolar control, similar to the RND PITCH this has inverted behavior for clockwise/counter-clockwise. Counter-clockwise it will first randomize the grain size, then after -50% also start varying the grain playback position. Clockwise it will first vary grain playback position and after 50% start varying the grain size.

**CV INPUTS**
The DELAY module have 3 CV input jacks available on the backside; PITCH, FEEDBACK, MIX

# GLITCH RHYTHMS

**RHYTHM INDEX**

The 128 RHYTHMs are constituted by a set of rules. Depending on what functions are activated, the 8-digit mask will be applied according to the amount of intensity and depth. Here are all rhythms listed with their beat mask and delay repitch and direction values.

**Grid/Beat Mask (8 Digit number - unique for each RHYTHM)**

How each beat can be processed. Consists of 8 digits (beats 1 to 8) which are each a sum of the following values: 1=can gate, 2=can repeat, 4=can repitch or reverse.

**Group 1: Rhythm Patterns 1-32**

Grid/Beat: 1, Crush Loop Lengths: 16, 8

| | | | |
|---|---|---|---|
| Rhythm 1: | 01463247 | +12 | Forward |
| Rhythm 2: | 00371657 | 0 | Reverse |
| Rhythm 3: | 70076000 | +7 | Alternate |
| Rhythm 4: | 50104620 | +24 | Random |
| Rhythm 5: | 10642050 | -12 | Forward |
| Rhythm 6: | 30400310 | +12 | Reverse |
| Rhythm 7: | 40603010 | 0 | Alternate |
| Rhythm 8: | 10320401 | +7 | Random |
| Rhythm 9: | 70104050 | +24 | Forward |
| Rhythm 10: | 32041607 | -12 | Reverse |
| Rhythm 11: | 05324631 | +12 | Alternate |
| Rhythm 12: | 31702743 | 0 | Random |
| Rhythm 13: | 51407102 | +7 | Forward |
| Rhythm 14: | 31600725 | +24 | Reverse |
| Rhythm 15: | 73165720 | -12 | Alternate |
| Rhythm 16: | 02730615 | +12 | Random |
| Rhythm 17: | 70325146 | 0 | Forward |
| Rhythm 18: | 57313620 | +7 | Reverse |
| Rhythm 19: | 13574601 | +24 | Alternate |
| Rhythm 20: | 57302615 | -12 | Random |
| Rhythm 21: | 04107530 | +12 | Forward |
| Rhythm 22: | 63527124 | 0 | Reverse |
| Rhythm 23: | 02305706 | +7 | Alternate |
| Rhythm 24: | 01101307 | +24 | Random |
| Rhythm 25: | 13340650 | -12 | Forward |
| Rhythm 26: | 30605320 | +12 | Reverse |
| Rhythm 27: | 53173157 | 0 | Alternate |
| Rhythm 28: | 03647207 | +7 | Random |
| Rhythm 29: | 70314520 | +24 | Forward |
| Rhythm 30: | 50670327 | -12 | Reverse |
| Rhythm 31: | 73620135 | +12 | Alternate |
| Rhythm 32: | 01325073 | 0 | Random |

**Group 2: Rhythm Patterns 33-49**

Grid/Beat: 2, Crush Loop Lengths: 8, 16

| | | | |
|---|---|---|---|
| Rhythm 33: | 13570420 | +7 | Forward |
| Rhythm 34: | 71305360 | +24 | Reverse |
| Rhythm 35: | 13057620 | -12 | Alternate |
| Rhythm 36: | 71050326 | +12 | Random |
| Rhythm 37: | 37613057 | 0 | Forward |
| Rhythm 38: | 01657031 | +7 | Reverse |
| Rhythm 39: | 25370602 | +24 | Alternate |
| Rhythm 40: | 30671032 | -12 | Random |
| Rhythm 41: | 71301450 | +12 | Forward |
| Rhythm 42: | 03720365 | 0 | Reverse |
| Rhythm 43: | 50327613 | +7 | Alternate |
| Rhythm 44: | 13602543 | +24 | Random |
| Rhythm 45: | 30761451 | -12 | Forward |
| Rhythm 46: | 71602530 | +12 | Reverse |
| Rhythm 47: | 13607402 | 0 | Alternate |
| Rhythm 48: | 02537146 | +7 | Random |
| Rhythm 49: | 31765103 | +24 | Forward |

**Group 3: Rhythm Patterns 50-60**

Grid/Beat: 4, Crush Loop Lengths: 12, 5

| | | | |
|---|---|---|---|
| Rhythm 50: | 37620531 | -12 | Reverse |
| Rhythm 51: | 53173117 | +12 | Alternate |
| Rhythm 52: | 13657102 | 0 | Random |
| Rhythm 53: | 07601352 | +7 | Forward |
| Rhythm 54: | 02731653 | +24 | Reverse |
| Rhythm 55: | 35071602 | -12 | Alternate |
| Rhythm 56: | 50360723 | +12 | Random |
| Rhythm 57: | 71350401 | 0 | Forward |
| Rhythm 58: | 13602307 | +7 | Reverse |
| Rhythm 59: | 70635023 | +24 | Alternate |
| Rhythm 60: | 30615023 | -12 | Random |

**Group 4: Rhythm Patterns 61-70**

Grid/Beat: 8, Crush Loop Lengths: 4, 6

| | | | |
|---|---|---|---|
| Rhythm 61: | 57623013 | +12 | Forward |
| Rhythm 62: | 13051607 | 0 | Reverse |
| Rhythm 63: | 71350162 | +7 | Alternate |
| Rhythm 64: | 53170342 | +24 | Random |
| Rhythm 65: | 01343247 | -12 | Forward |
| Rhythm 66: | 00371357 | +12 | Reverse |
| Rhythm 67: | 70707000 | 0 | Alternate |
| Rhythm 68: | 00170170 | +7 | Random |
| Rhythm 69: | 40457045 | +24 | Forward |
| Rhythm 70: | 20733012 | -12 | Reverse |

**Group 5: Rhythm Patterns 71-85**

Grid/Beat: 3, Crush Loop Lengths: 6, 9

| | | | |
|---|---|---|---|
| Rhythm 71: | 21760161 | +12 | Alternate |
| Rhythm 72: | 00137075 | 0 | Random |
| Rhythm 73: | 60542104 | +7 | Forward |
| Rhythm 74: | 40717071 | +24 | Reverse |
| Rhythm 75: | 37077070 | -12 | Alternate |
| Rhythm 76: | 00720727 | +12 | Random |
| Rhythm 77: | 01301304 | 0 | Forward |
| Rhythm 78: | 21770717 | +7 | Reverse |
| Rhythm 79: | 10750750 | +24 | Alternate |
| Rhythm 80: | 77717701 | -12 | Random |
| Rhythm 81: | 10771707 | +12 | Forward |
| Rhythm 82: | 07177171 | 0 | Reverse |
| Rhythm 83: | 47407420 | +7 | Alternate |
| Rhythm 84: | 00130170 | +24 | Random |
| Rhythm 85: | 14270114 | -12 | Forward |

**Group 6: Rhythm Patterns 86-97**

Grid/Beat: 5, Crush Loop Lengths: 10, 5

| | | | |
|---|---|---|---|
| Rhythm 86: | 20047021 | +12 | Reverse |
| Rhythm 87: | 03716427 | 0 | Alternate |
| Rhythm 88: | 01270627 | +7 | Random |
| Rhythm 89: | 27017701 | +24 | Forward |
| Rhythm 90: | 47117711 | -12 | Reverse |
| Rhythm 91: | 00777707 | +12 | Alternate |
| Rhythm 92: | 07340777 | 0 | Random |
| Rhythm 93: | 10707777 | +7 | Forward |
| Rhythm 94: | 07017701 | +24 | Reverse |
| Rhythm 95: | 42222077 | -12 | Alternate |
| Rhythm 96: | 01100007 | +12 | Random |
| Rhythm 97: | 00200115 | 0 | Forward |

**Group 7: Rhythm Patterns 98-108**

Grid/Beat: 6, Crush Loop Lengths: 12, 6

| | | | |
|---|---|---|---|
| Rhythm 98: | 07007007 | +7 | Reverse |
| Rhythm 99: | 20020072 | +24 | Alternate |
| Rhythm 100: | 07012531 | -12 | Random |
| Rhythm 101: | 00727076 | +12 | Forward |
| Rhythm 102: | 11717147 | 0 | Reverse |
| Rhythm 103: | 07077771 | +7 | Alternate |
| Rhythm 104: | 37737733 | +24 | Random |
| Rhythm 105: | 73710717 | -12 | Forward |
| Rhythm 106: | 01717777 | +12 | Reverse |
| Rhythm 107: | 27770372 | 0 | Alternate |
| Rhythm 108: | 02046016 | +7 | Random |

**Group 8: Rhythm Patterns 109-128**

Grid/Beat: 1, Crush Loop Lengths: 8, 16

| | | | |
|---|---|---|---|
| Rhythm 109: | 20760472 | +24 | Forward |
| Rhythm 110: | 47673071 | -12 | Reverse |
| Rhythm 111: | 10670754 | +12 | Alternate |
| Rhythm 112: | 67767767 | 0 | Random |
| Rhythm 113: | 21777777 | +7 | Forward |
| Rhythm 114: | 07077777 | +24 | Reverse |
| Rhythm 115: | 50505000 | -12 | Alternate |
| Rhythm 116: | 50020501 | +12 | Random |
| Rhythm 117: | 01303107 | 0 | Forward |
| Rhythm 118: | 07776070 | +7 | Reverse |
| Rhythm 119: | 51713172 | +24 | Alternate |
| Rhythm 120: | 27307077 | -12 | Random |
| Rhythm 121: | 07713371 | +12 | Forward |
| Rhythm 122: | 27717177 | 0 | Reverse |
| Rhythm 123: | 01111176 | +7 | Alternate |
| Rhythm 124: | 00130007 | +24 | Random |
| Rhythm 125: | 45554557 | -12 | Forward |
| Rhythm 126: | 13322667 | +12 | Reverse |
| Rhythm 127: | 06676067 | 0 | Alternate |
| Rhythm 128: | 77777777 | +7 | Random |

**Glitch Rate (2, 4, 8, 16, 32)**

Glitch Rate, size of the grid defining the steps audio is cut into

| | | | |
|---|---|---|---|
| Rate 2: | Reverse Offset | 0.5 | Beat |
| Rate 4: | Reverse Offset | 0.25 | Beat |
| Rate 8: | Reverse Offset | 0.5 | Beat |
| Rate 16: | Reverse Offset | 0.5 | Beat |
| Rate 32: | Reverse Offset | 1 | Beat |

# BACK PANEL


TRANSFLUXER
LO-FI SOUNDSCAPING
MULTI-DRONE EFFECT
MADE IN SWEDEN 2024
TRANSFLUXER
EKSSPERIMENTAL
SOUNDS STUDIO
INPUT
LEFT
(MONO)
RIGHT
OUT
TAPE
AUTO HISS ON
AUDIO IN/OUT
CRUSH
CV IN
INTENSITY
CV IN
DEPTH
CV IN
GLITCH
L - IN - R
L - OUT - R
AUDIO IN/OUT
PITCH
CV IN
FEEDBACK
CV IN
MIX
CV IN
DELAY
L - IN - R
L - OUT - R
AUDIO IN/OUT
WAVE
SHAPER
DRIVE CV IN
L - IN - R
L - OUT - R
AUDIO IN/OUT
AUDIO IN/OUT
OUTPUT
MIX CV IN
L. (MONO)
PAN CV IN
RIGHT
AUDIO IN/OUT
AUDIO IN/OUT
VCF1
FREQ CV IN
AUDIO IN/OUT
DESIGNATOR
AUDIO IN/
FLANGER
AUDIO IN/OUT
REVERB
AUDIO IN/OUT
REVERB 2
AUDIO IN/OUT
MODULATOR
FREQ CV IN
VCF2
COMP/LIMIT
MID FREQ
CV IN
IN
ALGORITHMIC
ROUTER
OUT

# THANKS

RORY / DEEP LINK AUDIO
TENDEKAI/ FLUZ MUSIC
YUNG SKRAT
PAUL ORTIZE
A.IZ
RANDOM NOISE
MARTIN JARL

**Thank you for supporting**
**Ekssperimental Sounds Studio!**

Ekssperimental Sounds Studio is a one man project driven by the passion for experimental electronic sounds, new and old synthesizers and music gear. As a Reason user since 2001 it truly is a dream come true to finally be able to create my own synthesizers and effects for the Reason rack. Thanks to all of you who buy my products I can continue to learn and develop more fun and inspiring devices for our beloved rack.

I hope you will enjoy TransFluxer!

Cheers,
Erik Söderberg 2024

EKSSPERIMENTAL SOUNDS STUDIO