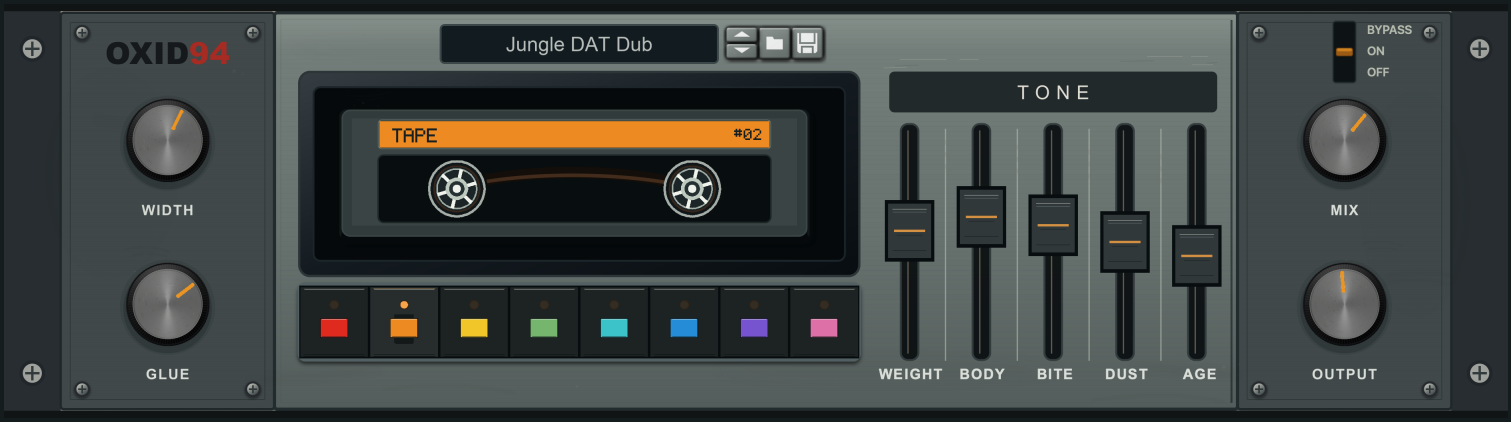
USER MANUAL

# Colour for your sound.

Tape-inspired density, sampled texture and tone shaping for the Reason rack.




Shown: Jungle DAT Dub / orange mode #02

OXID94 adds colour and character to audio. It combines saturation, converter-style grain, subtle noise and broad tone shaping to give drums, bass, loops and instruments the feel of worn recordings and resampled material. Choose a colour, shape the tone, add glue and blend the result with your original signal.

## GET STARTED

01 Insert OXID94 on an audio track or bus and play your material.

02 Load a factory preset, or press one of the eight coloured mode buttons.

03 Shape Weight, Body, Bite, Dust and Age. Set Glue and Width to taste.

04 Blend with Mix, then match the listening level with Output.

### 8 COLOUR MODES / 8 FACTORY PRESETS

The factory set includes Default plus seven named patches. A mode chooses the sound character; a patch also recalls the saved control settings.

EIGHT COLOURS

# Find your character.

Buttons run from #01 to #08, left to right. The cassette label follows the selected colour.

#01 RED

## Sample CD 94

Full low mids with gentle grain and a relatively restrained drive. A useful starting point for adding old sample-library density without a heavily crushed character.

#02 ORANGE

## Jungle DAT Dub

More driven and textured, with a firm body and some presence. Brings a dubbed, resampled feel to breaks; blend it in for grit around snares and loop tails.

#03 YELLOW

## Rave Warehouse Rack

A hot, asymmetric character with strong low-mid weight and forward bite. Adds rough mixer-style pressure to drums, stabs and rave loops.

#04 GREEN

## Dusty Breaks

Rounded presence and a softer upper texture, with more audible dust around the sound. Suits worn breaks, mellow loops and background layers.

#05 CYAN

## Dark DnB Resample

Dense, strongly driven colour with weight in the lows and a restrained upper texture. Gives bass and breaks a compact, repeatedly resampled feel.

#06 BLUE

## Hardcore Room Crush

The most forceful profile: hard drive, pronounced bite and rough high-frequency grain. Use it for aggressive drums or blend a small amount into a clean break.

#07 PURPLE

## Old Slicer Chop

Emphasises chopped, stepped and worn edit-like texture, with less built-in glue. Adds gritty sampler character to rhythmic loops; it does not slice or rearrange audio.

#08 PINK

## Lost Library Disk

Body-forward colour with reduced presence and a subdued upper texture. A softer, odd old-library flavour for samples, pads and less polished loops.

Selecting a colour changes the character profile while keeping the visible knob and fader settings. The patch name identifies the loaded patch and may stay the same when you choose another colour.

INTERFACE GUIDE

# Shape. Blend. Print.

Four knobs set the overall result. Five tone faders refine the selected colour.

## WIDTH

Stereo spread. 0 collapses the result to mono; 1.00 keeps its stereo width; 1.50 widens it. Also affects the dry portion when Mix is low.

## GLUE

Adds soft saturation and peak rounding to the coloured signal. Turn up for a denser, more held-together feel. The selected mode contributes its own baseline glue.

## MIX

Balances original and coloured audio: 0% is the dry end, 100% is fully processed. Width, Output and the output safety stage still affect the result at the dry end.

## OUTPUT

Final level trim from -96 to +24 dB. Use 0 dB as the starting point, then match the level when comparing with bypass.

## TONE FADERS

Move up for more of the named quality, down for less. The centre adds no extra tone offset; each mode retains its own tonal character.

| | |
|---|---|
| **WEIGHT** | Deep bass weight around 65 Hz. Add low-end heft or reduce boom. |
| **BODY** | Broad low-mid fullness around 330 Hz. Add substance or reduce thickness. |
| **BITE** | Presence above roughly 1.5 kHz. Push attack and edge, or soften a sharp loop. |
| **DUST** | Upper texture above roughly 5.2 kHz. Raise for more fine grit and air; lower for a smoother top. This is a tone control, not a noise-level control. |
| **AGE** | High-frequency openness. Raise for a more open top; lower for a darker, more worn sound. This changes the top-end roll-off. |

PATCHES Use the arrows to step through patches, the folder to load and the disk to save. The factory set is Default, Jungle DAT Dub, Rave Warehouse Rack, Dusty Breaks, Dark DnB Resample, Hardcore Room Crush, Old Slicer Chop and Lost Library Disk.

POWER & ROUTING ON processes audio; BYPASS passes the input through; OFF disables processing. Rear-panel L/R inputs and outputs carry stereo audio.