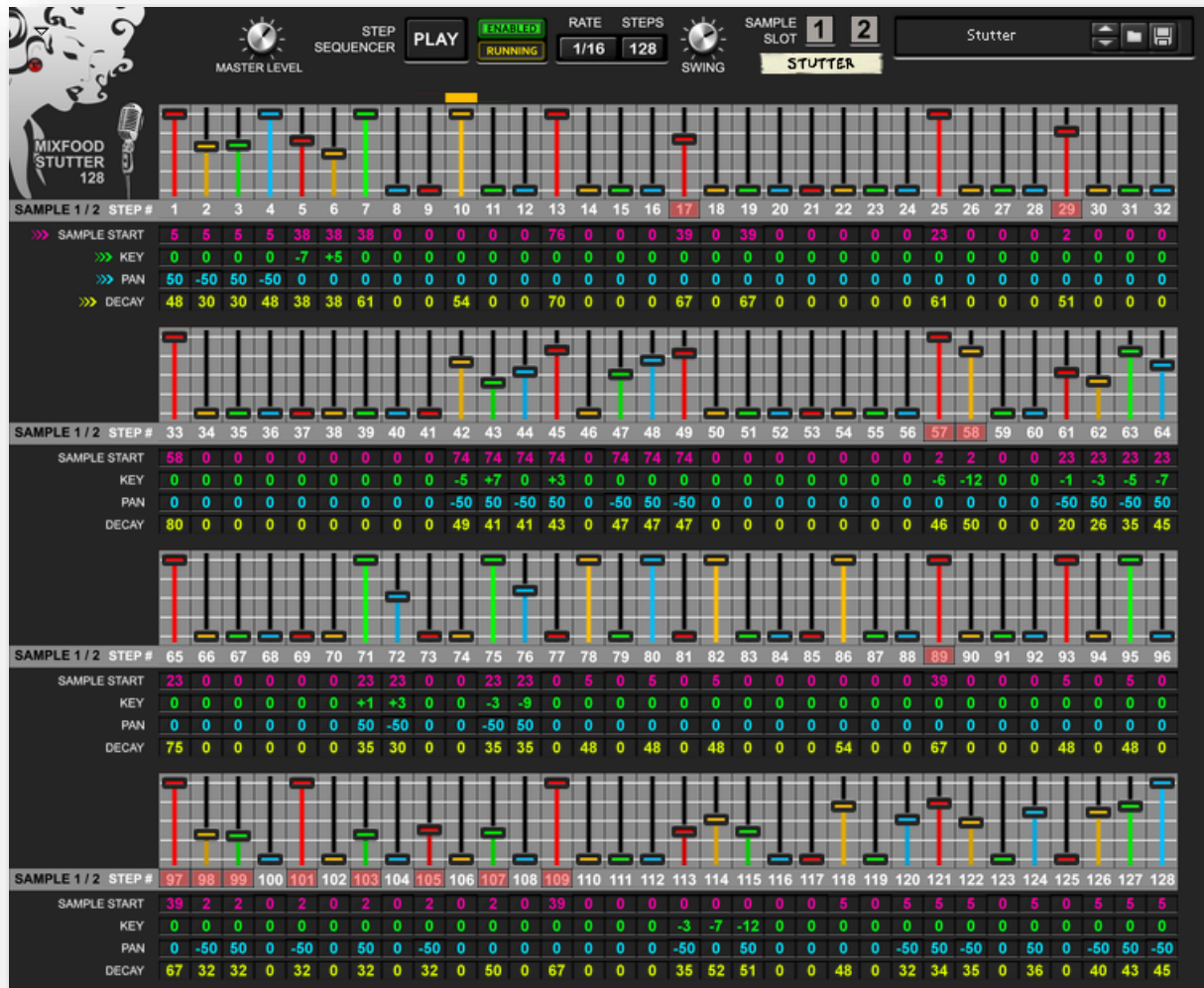# MIXFOOD STUTTER 128 – SAMPLE FUN MANUAL

Mixfood Stutter 128 Sample Fun Rack Extension for Propellerhead Reason version 10 and up!

Made by Studio Corbach

http://www.studiocorbach.nl/

http://www.studiocorbach.nl/mixfood-stutter-128-sample-fun

MIXFOOD STUTTER 128 overview

Mixfood Stutter 128 is a creative device that uses 1 or 2 user samples to create a rhythmic and musical stutter effect using a 128-step Step Sequencer.

1. Load in samples in Sample Slot 1 and/or 2.
2. Set the Velocity sensitive step-sliders.
3. Tweak the effects on the sample slot.
4. Finally, set the 4 step-properties: Sample Start, Key, Panning and Decay.

Mixfood Stutter 128 will play a unique pattern with your samples.

It's a Rack Extension for Reason 10 and up.

The Sample Slots contain the most common controls:

- User-Sample upload
- Mute
- Volume
- Sample Start
- Semi (+ - 24 notes) and Fine-tune (+ - 50 cents)
- Pre-effect Panning
- Amp Envelope and Filter Envelope
- LP/BP/HP Filter
- Channel mixer (change the stereo samples to mono or alter the stereo spectrum)
- EQ

The Effects that are available on the Drum Slot are:

- Timestretch function ->read the usage tips on page 7
- Extra Filter (HP, LP, BP and COMB+/-)
- Flanger
- Phaser
- Chorus
- Delay
- Reverb
- Post-effect Panning
- 3-band EQ

STEP SEQUENCER (128-steps)

There is a 128-step Step Sequencer build in with Rate control and Swing control
Press PLAY to start the Step Sequencer to preview the pattern.
When used with the Reason Transport, press Play in the Reason Sequencer*.

Click on the ENABLED button in the Step Sequencer controls to Enable or Disable the Step Sequencer.
When Disabled, the Step Sequencer won't play with the Reason Sequencer.
When Disabled Mixfood Stutter 128 is a **Sample Synthesizer** and you can draw in your own notes in Reason and/or play Mixfood Stutter 128 like a synthesizer with your Midi Keyboard.
Default note for the loaded samples is note C3 (MIDI note 60). Sample Slot and Step Sequencer settings can be saved in patches.

The Sample Slot also features a Mute Step Sequencer button. When used with other Triggering Devices connected to the CV in it can be helpful to press the Mute Step Sequencer button so you can leave the pattern in the Step Sequencer intact. This button is also automatable.

UNIQUE FEATURES OF THE STEP SEQUENCER

The step sequencer has a few unique features that make Mixfood Stutter 128 the most creative sample player in your rack without ever losing control of things!

The step sequencer controls the following properties **PER STEP**:

- Which sample to play (1 or 2) in the current Step
- Sample Start position of the current Step
- Key the Step is playing in (-24 to +24 semitones)
- Panning of the played Step
- Decay of the played Step

*When you change the Reason Transport with your mouse during playback the Step Sequencer can sometimes play out of sync, just stop the Reason Transport and restart it from the beginning of the bar and Mixfood Stutter 128 will be in sync again with Reason. This will mainly happen when you have the Snap set to OFF in the Reason Sequencer Transport.

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BACKSIDE (AUDIO OUTPUT, CV INPUT and CV OUTPUT)

On the Backside (use the TAB button) there is a Separate Audio Output for the Sample Slots (Dry and Wet signal). Don't forget to enable them using the knobs! When using the Separate Audio Outputs it's best to disconnect the Main Audio output because the audio signal will also still come through there!

You can use the regular CV inputs also available (next to the Main Audio Output).

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FULL VIEW of the 128-step Step Sequencer

Clickable controls are:

- Master Level
- Play (starts the step sequencer in demo mode)
- Enable (Enable/Disable the Step Sequencer)
- Rate
- Steps (1-128)
- Swing control

The Step Sequencer controls are:

- Velocity Sliders, set the velocity each step should output
- Click on the Step Numbers below the sliders to let the current step play sample slot 2!
- **The little numbers below each Step represent 4 different properties you can set for each of the 128 steps: Sample Start position, Key (-24 to +24 semitones), Panning and Decay**

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ZOOM VIEW OF THE SAMPLE SLOT
(sample loading, sound controls and effect controls for the Sample Slot)

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TIMESTRETCH TIPS / WARNING:

The Timestretch effect is very sensitive and CPU hungry! A lot of processing power is needed for the effect to work. When using the Step Sequencer, the loaded sample(s) are played and processed on every step. That's a lot of processing each second.

When using the Formant Shift knob in the Timestretch effect, the sample is processed to match the setting. This can cause the device to crash and turn itself off! So when that happens, save your work or the patch and delete the device and reload it again to get it working once more. Before continuing use the 'trial and error' method to see what the device can and can't handle with the Timestretch effect!!

TIP 1:
Don't use Amp Envelope Sustain together with the Timestretch effect (maybe not even use it with the step sequencer)!!
Take a look at your CPU level when you do! It's just too much for your computer...

Sustain causes each step in the step sequencer to play the sample at its full length, over and over again. With a short sample most computers can handle it, but when the sample is longer (let's say more than a half second) it can be too heavy for your computer, and it will build up CPU power processing the samples over and over again.

So don't use Sustain together with the step sequencer!
Use sustain only when you're not using the step sequencer or when your sample is as long as a kickdrum...
If you need the sample to play longer, just turn down the Amp Envelope Decay Curve slider (called 'Dc') or turn up the Amp Envelope Hold Slider a little (called 'H').

TIP 2:
Only use a little Formant Shift… If you want your sample to sound different in terms of Formant you should pre-process it (in an audio-editor) and not let a Rack Extension try to do it on the fly!!

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Sample Slot 1 and 2 are also '**Dropzones**' for samples.

Just drag a sample onto the Sample Slot panel to load the sample into the Sample Slot you are currently working on.

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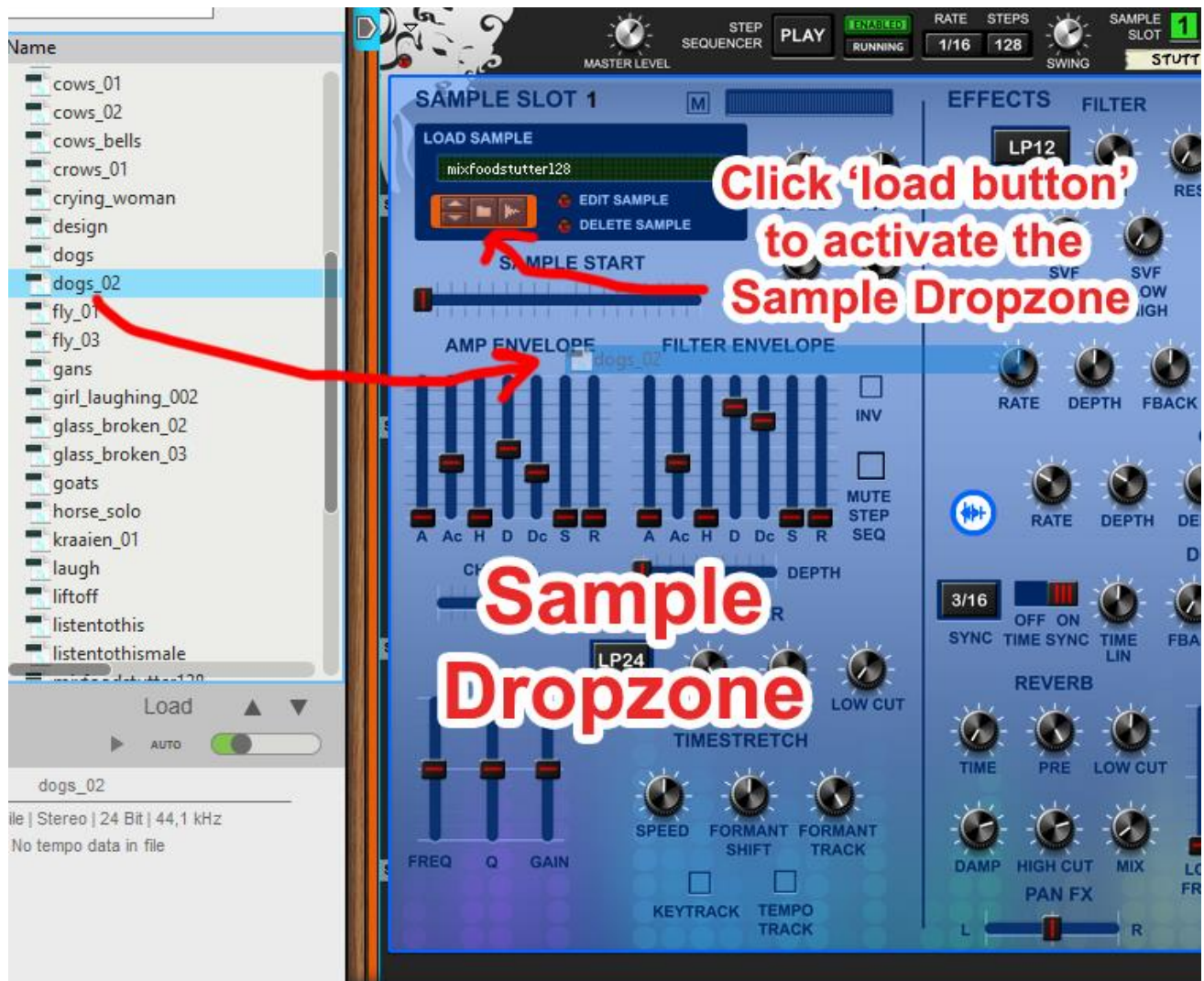
BACKSIDE with Audio Outputs and CV-input

AUTOMATABLE CONTROLS (FULL VIEW)

Automatable controls can also be used in Reason Combinators.

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AUTOMATABLE CONTROLS (ZOOM VIEW, SAMPLE SLOT)

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