MURDER
RhythmCutter
[RACK EXTENSION]
MANUAL
2018

FX device by Turn2on Software

Introducing a powerful rhythmic cutter effect. With the **MURDER** rack extension it is possible to generate various arps and sequences with a few effects to create new complex rhythms for any incoming signal.

With **GRID SIZE** you can cut incoming audio signals into slices in steps that are synced to your Reason project tempo.
**STEPS PER BEAT** sets the number of steps that are grouped as one beat.

The **RHYTHM MASK** section includes up to 8 steps. Each step can be routed to various FX types and fx-hybrid variations. This part of the device is used to build new rhythms from scratch. The following are basic effects that can be routed to rhythm mask; 8 steps with 8 effect-variations:

- None (step is muted)
- Gate - Repeat (each step repeats audio from previous step)
- Gate + Repeat (hybrid fx)
- Pitch / Reverse (pitch transposed up/down one octave, steps played in reverse)
- Gate + Pitch / Reverse (hybrid fx)
- Repeat + Pitch / Reverse (hybrid fx)
- Gate + Repeat + Pitch / Reverse (hybrid fx)

In the **GATE CREATOR** section, you can control the Gate Depth and Length of gated steps before they are muted. This section also contains a *Filter* (HP/LP morph filter) for gated steps and a random *filter per step*.

The **RECREATE** section controls *Repeat* and *RePitch* effects. The **REVERSE** section controls playing mode in reverse with an offset. **MURDER** is a powerful creative engine for your tracks.
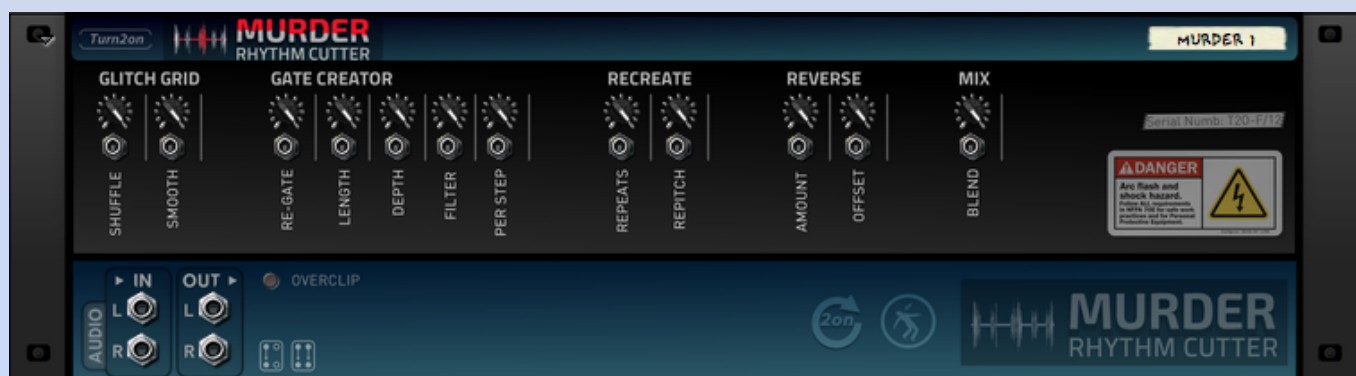

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Try MURDER RhythmCutter today with a free 30-day trial at shop.propellerheads.se
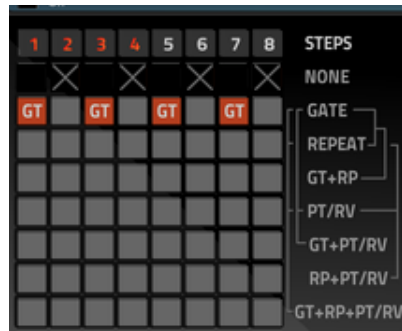
This is a creative effect that helps you apply new rhythmic lines as sequences or arps to your incoming signal. New rhythm cutter steps modify the structure and sound of the incoming signal and create absolutely new rhythms.

A complex solution for building and breaking up any type of sounds.
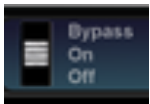
BYPASS - disable effect
ON - enable effect
OFF - mute incoming signal

GLITCH GRID

| GLITCH GRID PARAMETERS	
GRID SIZE	Cuts incoming audio signals as steps / slices into steps, synced to the Reason project tempo
STEPS PER BEAT	Number of steps that are grouped as one beat
SHUFFLE	Length of even steps, relative to odd steps, for a shuffle feel
SMOOTH	Crossfade between each grid step to reduce clicks and make transitions smoother
RHYTHM MASK	Mask of processed rhythm beats in 8 steps with various effects per step
	- **NONE** (step is muted) - **GATE** (how much steps will be gated) - **REPEAT** (each step repeat audio from previous step) - **GATE + REPEAT** (hybrid fx) - **PITCH / REVERSE** (pitch transposed up/down by one octave, steps played in reverse) - **GATE + PITCH / REVERSE** (hybrid fx) - **REPEAT + PITCH / REVERSE** (hybrid fx) - **GATE + REPEAT + PITCH / REVERSE** (hybrid fx)
RHYTHM MASK MATRIX	Visual matrix for setting 8 step, 8 effect variations

GATE CREATOR

GATE CREATOR PARAMETERS

RE-GATE	How much each grid step will be gated
LENGTH	Length of gated steps before they are muted
DEPTH	When gating is applied
FILTER HP/LP	Morphing filter to gated steps
FILTER RANDOM PER STEP	Random filter cutoff position per step between lowpass and highpass

RECREATE

RECREATE PARAMETERS

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REPEATS	Probability that each grid step will repeat the audio of the previous step
REPITCH	Probability that each grid step will be pitched up or down one octave
REVERSE AMT	Probability that each grid step will be played in reverse
REVERSE OFFSET	Delay offset when playing in reverse, to allow reversed transients to be aligned where you want them
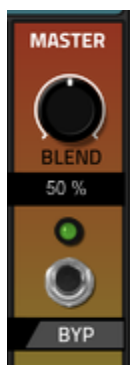
MASTER

MASTER PARAMETERS

BLEND	Dry/Wet proportion for incoming / processed signal
SOFT BYPASS	Soft bypass variant for MURDER RhythmCutter effect

Patch Browser / Input Output Corrections

|	
PATCH BROWSER	Select patches from the browser, save your own patches
INPUT	Gain correction of the dry input level (unprocessed input signal) before it goes to the effect
OUTPUT	Gain correction of the output level of the processed signal

BACK SIDE PANEL
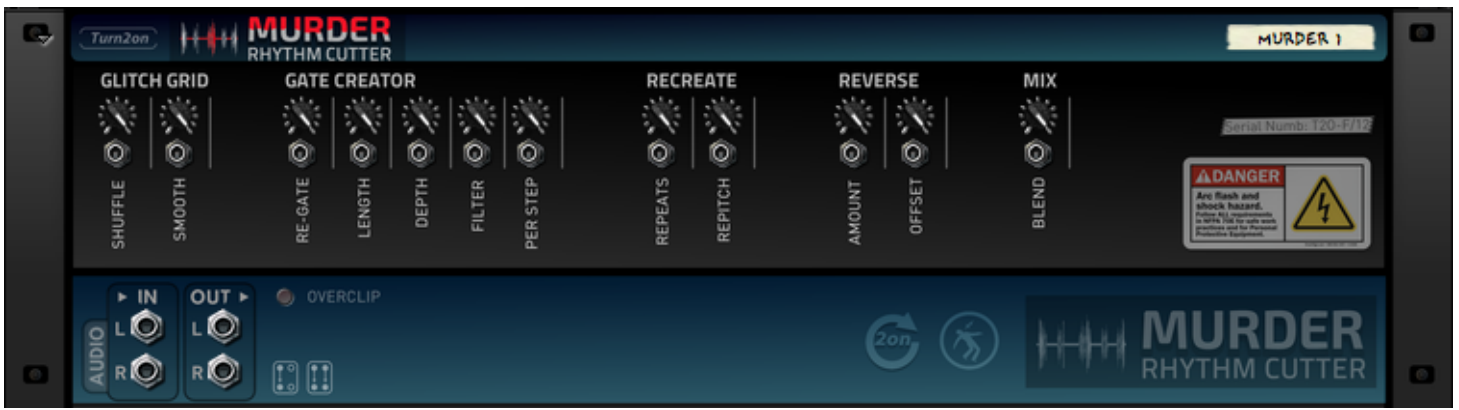
AUDIO INPUT/OUTPUT, SIDECHAIN
Mono or Stereo connections for audio signal input.

| AUDIO INPUT/OUTPUT, SIDECHAIN	
INPUT	Mono or Stereo connections for audio signal input
OUTPUT	Mono or Stereo connections for audio signal output
OVERCLIP	Overclipping indicator
ROUTING ICONS	True stereo: If a mono signal is connected with one cable to L input, it is routed to the L output as a mono channel. If a stereo signal connected with 2 cables (L/R), it routed to the L/R channels as stereo channels
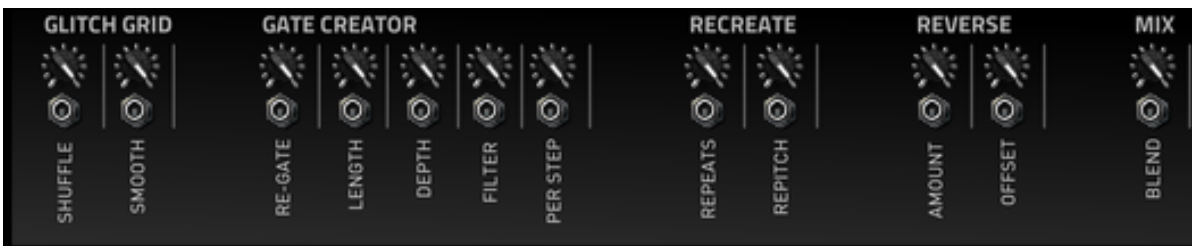
CV INPUTS
Use these CV inputs to control the main parameters with external CV source curves.

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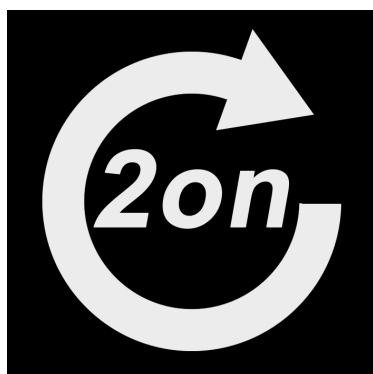
Turn2on

Rack Extension Developer

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Special thanks to all beta-testers