LUPUS

Realtime Loop-Slicer and Re-Arranger

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User Manual

Table of Contents

1 Welcome to Lupus

Thank you for purchasing Lupus!

Lupus is a realtime loop-slicer and re-arranger with four switchable patterns and full randomization.

Each preset in Lupus can be switched via velocity while playing and you can transpose loops in realtime as well to adapt them to any existing musical material or to create unique melodies and arrangements.

Furthermore, Lupus comes with 16-step tables for formant control, pitch-modulation, loop-offset, loop-selecting and sixteen buttons for reversing the playback at any point.

On top of that you can adjust various parameters for any loop, like filtering, transpose-locking or panning and volume.

2 Installation

There is no special installation process required to run Lupus.

Simply extract the downloaded **RA_LUPUS.zip** archive to any location on your harddrive.

Then head over to Kontakt 6.7.1 (or higher) and uses the „Files“ tab (browser) to navigate to that location. From there, double click „RA_LUPUS.nki“ to load it.

3 Interface and Controls

A) Presets section

In this area, you can choose and switch presets for editing and for playback. The editing tables below (Area „B“) will update accordingly. To audition a preset, press a **MIDI note** on your keyboard within the **light blue** coloured key-range.

The four available presets in Lupus can also be switched in realtime using these MIDI notes.
Use the **light red key** to hold a currently playing preset pattern.

Use the **orange/yellow** keyrange to transpose the current playing preset pattern.

Press the dice buttons to randomize a selected preset.
To erase (initialize) a preset, press the „X“ button.

You can also copy and paste patterns from one to another.

To do so, select the „C“ button underneath the preset that you want to copy and the choose either „4“, „8“ or „16“ to paste either four, eight or sixteen steps from that copied pattern.

Note: When pasting four or eight steps, the remaining steps will be filled with repetitions of the previous steps to fill out the entire table length.

B) Step Tables Section

This is where you edit steps and create patterns that alter the loop playback in realtime. You can edit which loop(s) should be played, the slice to play (sample offset), reverse steps, the pitch modulation , the formant shifting and the flam (delay-based repetition) effect.

Everything you change here will be stored into the current preset (A to D).

Note: You can also control tables externally (except reverse playback) using MIDI #CC data (so called Continous Controllers).

Each table has its corresponding #CC number labelled underneath its name.

C) Table Modifiers

Each table features so-called table modifier buttons.

From here you can shift steps within a table either up or down and left or right.

D) Loop Settings / Loop Importing

These three sections are for adjusting loop settings in general and for importing loops directly (**Use drag and drop to import a loop**).

Controls explained:

[lock]
When this button is turned on, transposing loops from within the orange/yellow keyrange on your MIDI keyboard won't affect the loop.

[<tune>]
Use this slider to adjust the loops semi-tuning. Press and hold the mouse button and move it left or right to adjust. Use <SHIFT> key for finetuning and <CMD/CONTROL> to reset the tuning.

[/16]
[/32]
[/64]
These buttons do determine, in how many slices a loop should be „cut“ internally. This can be helpful for longer loops.

(cut)
This knob controls the filter amount for the loop.

Turn it to the left to achieve lowpass filtering or to the right for highpass filtering.
Press <CMD/CONTROL> to reset it to zero (turn it off).

Pan/Volume/Env Order
The two knobs in the center of each loop section do control the loop's volume and panning, whilst the knob with the saw down symbol does control the envelop ordering for the formant processing (formant steps table).

This can be helpful to achieve better quality stretching for some kind of audio source material.