

CRYO USER MANUAL



LICENSE AGREEMENT



1. Installation & requirements

CRYO requires no additional installation, just simply unzip the downloaded file to the desired folder.

CRYO needs the full version of Kontakt 5.6.5 or higher and needs about 8.4 gb free disk space.

2. User interface



sound: you can modify the playback mode and select the desired sounds under this menu.

atmo: you can access and modify the convolution reverbs under this menu.

FX: you can insert, delete bypass and edit all the effects under this menu.

mod: you can add, remove and edit all the modulations under this menu.

current preset: shows the currently selected preset

previous preset: loads the previous preset

next preset: loads the next preset

presets: opens up the preset menu, where you can select from the 270 presets.

arpeggio: opens up the arpeggio menu, where you can access all the options related to the arp playback.

adsr: opens up the master envelope menu, where you can activate, bypass and modify the envelope affecting the volume of both sound sources.

velocity: activating this button will enables the note velocity to affect the velocity of both sound sources.

3. Sound panel



sound source selection: opens up a dropdown menu where you can select from the 100 sound sources.

random selection: selects a random sound source.

previous: selects the previous sound source from the list.

next: selects the next sound source from the list.

volume: controls the volume of the sound source.

tune: controls the pitch of the sound source.

pan: controls the panorama of the sound source.

grain: it controls the grain length of the granular synthesis. you can hear its effect more prominently when you set the sample length higher.

length: sets the length of the sound source.

mute buttons: mute the respective sound sources.

macro control opener: opens up the macro control panel.

4. arpeggio menu



on/off button: activates or deactivates the arpeggio playback.

interval: sets the tempo-synced interval of the arpeggio.

mode: you can choose from some basic chord presets and initialize the sequencer.

random: sets a random value to all columns of the sequencer.

random playback: randomly plays back a shown step from the sequencer.

length: sets the playback length (percentage of the interval).

steps: sets the number of columns shown in the sequencer.

sequencer opener: opens up/hides the sequencer.

5. atmo panel



LINK: routes the second sound source to the first convolution reverb.

IMPULSE RESPONSE SELECTION: opens up a dropdown menu where you can select from the 250 impulse response samples.

RANDOM SELECTION: selects a random impulse response sample.

PREVIOUS SAMPLE: selects the previous impulse response sample from the list.

NEXT SAMPLE: selects the next impulse response sample from the list.

PREDelay: controls the delay between the direct signal and the convolution output.

LOW-PASS: adjusts the cutoff frequency above which the signal's frequency content will be attenuated.

HI-PASS: adjusts the cutoff frequency below which the signal's frequency content will be attenuated.

DRY: adjusts the level of the original signal.

wet: adjusts the level of the processed signal.

6. FX PANEL

chorus



speed: adjusts the LFO speed.

depth: adjusts the range of modulated detuning.

phase: imparts an LFO phase difference between the left and the right channel.

dry: adjusts the level of the original signal.

wet: adjusts the level of the processed signal.

crusher



bit rate: re-quantizes the signal to an adjustable bit depth.

sample rate: re-samples the signal to an adjustable sample rate.

delay



interval: sets the tempo synced delay interval.

delay time: multiplies the interval's amount.

ping pong: sets the amount of the ping pong delay effect.

feedback: controls the amount of the output signal that's being fed back into the input.

wet: adjusts the level of the processed signal.

filter



filter type: you can choose between 8 types of filter.

cutoff: controls the cutoff frequency.

resonance: sets the filters resonance.

Flanger



speed: adjusts the LFO speed.

depth: adjusts the range of modulated detuning.

phase: imparts an LFO phase difference between the left and the right channel.

feedback: controls the amount of the output signal that's being fed back into the input.

wet: adjusts the level of the processed signal.

spatial



width: collapses or spreads the signal's stereo base.

pan: controls the panorama of the sound source.

trasher



drive: adjusts the amount of the distortion.

tone: controls the brightness of the sound.

bass: adjusts the low frequency gain.

brightness: adjusts the high frequency gain.

dry: adjusts the ratio between the clean and the distorted sound.

7. modulation panel

LFO



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

inverse: reverses the modulation direction.

retrigger: IF this button is activated, the LFO will be restarted everytime KONTAKT recieves a note, EVEN IF another note is still being held down.

interval: sets the tempo-synced interval of the LFO

waveform: displays the LFO's current shape or you can select a different waveform.

speed: multiplies the interval's amount. with this you can set the LFO up to 32 bars.

intensity: sets the amount of modulation applied to the destination.

SEQUENCER



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

inverse: reverses the modulation direction.

retrigger: IF this button is activated, the sequencer will be restarted everytime KONTAKT recieves a note, EVEN IF another note is still being held down.

interval: sets the tempo-synced interval of the sequencer.

column presets: you can select a pattern preset and initialize or randomize the sequencer's columns.

smooth: IF the value is higher than 0, the modulation will be smoothed to prevent sudden value changes.

intensity: sets the amount of modulation applied to the destination.

ENVELOPE



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

inverse: reverses the modulation direction.

retrigger: if this button is activated, the envelope will be restarted everytime kontakt receives a note, even if another note is still being held down.

attack: the time it will take to reach the maximum value.

decay: the time it will take the envelope to fall from its maximum value to the sustain value.

sustain: after the decay phase, the envelope will stay at this value until the key is released.

release: the time it will take the envelope to fall from the sustain value back to zero.

VELOCITY



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

inverse: reverses the modulation direction.

smooth: if the value is higher than 0, the modulation will be smoothed to prevent sudden value changes.

intensity: sets the amount of modulation applied to the destination.

KEYTRACKING



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

inverse: reverses the modulation direction.

smooth: if the value is higher than 0, the modulation will be smoothed to prevent sudden value changes.

intensity: sets the amount of modulation applied to the destination.

macro



destinations: opens up a drop-down menu where you can choose the desired modulation destination.

amounts: sets the direction and the amount the macrocontrol will modulate.

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