

**ECLIPTIQ AUDIO - WARP**

**USER MANUAL**

**&**

**END USER LICENSE AGREEMENT**

## **GETTING STARTED:**

**INSTALLATION:** WARP DOESN'T REQUIRE ANY INSTALLATION, JUST SIMPLY UNZIP THE FILES INTO THE DESIRED DIRECTORY.

**DATA FOLDER:** WARP STORES YOUR SAVED PRESETS IN THIS FOLDER. DO NOT DELETE THEM, UNLESS YOU WANT TO GET RID OF YOUR PRESETS.

## **NKI FILES:**

**WARP DFD:** IN THIS MODE, THE SAMPLES ARE STREAMED DIRECTLY FROM DISK. IT SAVES A LOT OF RAM, BUT REQUIRES A FASTER HARD DRIVE.

**WARP SMP:** IN THIS MODE, ALL SAMPLES THE PRESET USES ARE LOADED INTO THE RAM. REQUIRES A LOT MORE RAM, BUT IT WON'T CAUSE AUDIO DROPOUTS EVEN ON SLOWER HARD DRIVES.

## **MENUS:**

1. MAIN MENU
2. FX MENU
3. MOD MENU
4. ARP MENU
5. LOAD MENU
6. RNDM BUTTON
7. LICENCE AGREEMENT

## **BOTTOM PANEL:**

**VELOCITY CONTROLS:** SETS THE VELOCITY SENSITIVITY OF THE RESPECTIVE SOUND SOURCE. AT 0% THE VELOCITY WON'T HAVE ANY EFFECT ON THE VOLUME.

**XY CONTROLS:** IN THE MIDDLE OF THE MAIN WINDOW, THERE IS AN XY PAD WHICH LETS YOU CONTROL THE VOLUME OF ALL THE 4 SOUND SOURCES AT ONCE. EACH CORNER REPRESENTS THE CORRESPONDENT SOURCE. FOR EXAMPLE: IF YOU MOVE THE CURSOR TO THE TOP LEFT CORNER, YOU'LL ONLY HEAR THE FIRST SOURCE. IN THE BOTTOM PART OF THE INTERFACE, YOU CAN FIND AN X AND A Y KNOB, WHICH CONTROL THE HORIZONTAL AND THE VERTICAL COORDINATES OF THE XY PAD. THESE KNOBS ARE AUTOMATABLE.

**X:** CONTROLS THE HORIZONTAL COORDINATE OF THE XY PAD'S CURSOR.

**Y:** CONTROLS THE VERTICAL COORDINATE OF THE XY PAD'S CURSOR.

**SAVE PRESET:** YOU CAN SAVE UP TO 240 PRESETS OF YOUR OWN, WHICH ARE STORED IN ARRAYS IN THE DATA FOLDER. DO NOT DELETE THESE .NKA FILES UNLESS YOU WANT TO GET RID OF YOUR SAVED PRESETS. YOU CAN LOAD THESE PRESETS IN THE LOAD MENU.

**MONO/POLY BUTTON:** SETS THE INSTRUMENT TO MONOPHONIC/POLYPHONIC MODE.

## 1. MAIN MENU:

**SOUND SELECTOR:** OPENS UP A DROPDOWN MENU WHERE YOU CAN SELECT FROM THE AVAILABLE SOUND SOURCES.

**UP/DOWN ARROW:** SELECTS THE PREVIOUS/NEXT SOUND SOURCE.

**SHUFFLE BUTTON:** SELECTS A RANDOM SOUND SOURCE.

**ON/OFF SWITCH:** MUTES THE RESPECTIVE SOUND SOURCE.

### SOURCE PANEL:

**VOLUME:** CONTROLS THE VOLUME OF THE SOUND SOURCE.

**TUNE:** CONTROLS THE PITCH OF THE SOUND SOURCE.

**PAN:** CONTROLS THE PANORAMA OF THE SOUND SOURCE.

**WIDTH:** COLLAPSES OR SPREADS THE SIGNAL'S STEREO BASE.

### ENV PANEL:

**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.

#### **FILTER PANEL:**

**CUTOFF:** CONTROLS THE CUTOFF FREQUENCY.

**RESO:** SETS THE FILTERS RESONANCE

**TYPE:** YOU CAN CHOOSE BETWEEN THE 9 DIFFERENT FILTER TYPE.

**DRIVE:** ADJUSTS THE AMOUNT OF THE DISTORTION APPLIED TO THE SOUND.

## **2. FX MENU:**

#### **CHORUS:**

**DEPTH:** ADJUSTS THE RANGE OF MODULATED DETUNING.

**SPEED:** ADJUSTS THE LFO SPEED.

**WET:** ADJUSTS THE LEVEL OF THE PROCESSED SIGNAL.

#### **DISTORTION:**

**DRIVE:** ADJUSTS THE AMOUNT OF THE DISTORTION.

**DAMPING:** ADJUSTS THE HIGH FREQUENCY ATTENUATION.

#### **LO-FI:**

**S.RATE:** RE-SAMPLES THE SIGNAL TO AN ADJUSTABLE SAMPLE RATE.

**BIT CRUSH:** RE-QUANTIZES THE SIGNAL TO AN ADJUSTABLE BIT DEPTH.

#### **FILTER:**

**CUTOFF:** CONTROLS THE CUTOFF FREQUENCY.

**RESO:** SETS THE FILTERS RESONANCE

**TYPE:** YOU CAN CHOOSE BETWEEN THE 9 DIFFERENT FILTER TYPE.

## **SPATIAL:**

**WIDTH:** COLLAPSES OR SPREADS THE SIGNAL'S STEREO BASE.

**PAN:** CONTROLS THE PANORAMA OF THE INCOMING SIGNAL.

## **EQ:**

**LO-SHELF:** BOOSTS OR ATTENUATES THE LOW FREQUENCIES OF THE INCOMING SIGNAL.

**HI-SHELF:** BOOSTS OR ATTENUATES THE HIGH FREQUENCIES OF THE INCOMING SIGNAL.

## **DELAY:**

**INTERVAL:** SETS THE TEMPO SYNCED DELAY INTERVAL.

**FEEDBACK:** CONTROLS THE AMOUNT OF THE OUTPUT SIGNAL THAT'S BEING FED BACK INTO THE INPUT.

**PING-PONG:** SETS THE AMOUNT OF THE PING PONG DELAY EFFECT.

**WET:** ADJUSTS THE LEVEL OF THE PROCESSED SIGNAL.

## **REVERB:**

**SIZE:** ADJUSTS THE LENGTH OF THE REVERB TAIL.

**DAMPING:** ADJUSTS THE HIGH FREQUENCY ATTENUATION OF THE REVERB TAIL.

**STEREO:** COLLAPSES OR SPREADS THE STEREO BASE OF THE REVERB.

**DRY:** ADJUSTS THE LEVEL OF THE ORIGINAL SIGNAL.

**WET:** ADJUSTS THE LEVEL OF THE PROCESSED SOUND.

## **3. MOD MENU:**

**DESTINATION:** SETS THE TARGET OF THE MODULATION.

**AMOUNT:** SETS THE AMOUNT OF MODULATION APPLIED TO THE DESTINATION.

**LFO:**

**TEMPO:** SETS THE TEMPO-SYNCHED INTERVAL OF THE LFO.

**FADE-IN:** PERFORMS A FADE-IN TO THE MODULATION AMOUNT.

**TYPE:** SETS THE WAVESHAPE OF THE MODULATION.

**ENV:**

**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.

#### **4. ARP MENU:**

WARP HAS A BUILT-IN ARPEGGIATOR WITH A LOTS OF UNIQUE CONTROLS TO TAKE THE ENGINE TO THE NEXT LEVEL.

**TEMPO:** SETS THE TEMPO SYNCED INTERVAL OF THE ARPEGGIATOR.

**STEPS:** SETS THE NUMBER OF STEPS OF THE ARPEGGIATOR.

**OCTAVE:** SETS THE OCTAVE SPREAD OF THE ARPEGGIATOR UP TO 5 OCTAVES.

**SEQUENCERS:**

**NOTE:** SETS THE AMOUNT OF OFFSET TO THE ORIGINAL NOTE.

**LENGTH:** SETS THE LENGTH OF THE CORRESPONDENT NOTE. IF SET TO THE MAXIMUM VALUE, THE LENGTH OF THE NOTE WILL EQUAL TO THE TEMPO OF THE ARPEGGIATOR.

**VELOCITY:** SETS THE VELOCITY OF THE CORRESPONDENT NOTE. THIS SEQUENCER HAS NO EFFECT IF THE VELOCITY CONTROLS ARE SET TO 0.

**PAN:** SETS THE PANORAMA OF THE CORRESPONDENT NOTE. NEGATIVE VALUES ARE PANNING THE SIGNAL LEFT, THE POSITIVES ARE PANNING RIGHT.

**ON/OFF BUTTON:** ACTIVATES/DEACTIVATES THE CORRESPONDENT SEQUENCER.

**LEFT/RIGHT ARROW:** MOVES THE CORRESPONDENT SEQUENCER'S VALUES LEFT OR RIGHT. NOTE THAT THE ARROWS WILL ONLY MOVES THE ACTIVE VALUES, SO FOR EXAMPLE, IF THE STEPS KNOB OF THE SEQUENCER IS SET TO 8, ONLY THE FIRST 8 STEPS WILL BE MOVED, THE REST WILL BE UNTOUCHED.

**RANDOM:** ASSIGNS RANDOM VALUES TO THE CORRESPONDENT SEQUENCER.

#### **ARP MODE:**

IF MULTIPLE NOTES ARE PLAYED AT THE SAME TIME, WARP DOESN'T PLAY THEM SIMULTANEOUSLY, BUT AFTER EACH OTHER. IF THE OCTAVE SPREAD IS SET TO MORE THAN 1, THE ARPEGGIATOR PLAYS ALL HELD DOWN NOTES FIRST, AND THEN MOVES TO THE NEXT OCTAVE, WHERE IT PLAYS ALL NOTES, AND SO ON.

THE FOLLOWING OPTIONS DECIDES THE PLAYBACK METHOD.

**UP:** THE PLAYBACK STARTS FROM THE LOWEST NOTE FROM THE LOWEST OCTAVE.

**DOWN:** THE PLAYBACK STARTS FROM THE HIGHEST NOTE FROM THE HIGHEST OCTAVE.

**RANDOM:** THE ARPEGGIATOR RANDOMLY SELECTS A NOTE FROM THE HELD DOWN NOTES.

## **5. LOAD MENU:**

WARP HAS A BUILT-IN PRESET MANAGER, SO YOU DON'T HAVE TO LOAD UP DIFFERENT NKI FILES OR SNAPSHOTS EVERYTIME.

**FACTORY:** SHOWS UP THE FACTORY PRESETS.

**USER:** SHOWS UP YOUR SAVED PRESETS.

## **6. RANDOMIZER BUTTON:**

**WARP HAS AN INTELLIGENT RANDOMIZER FUNCTION, WHERE YOU CAN SET RANDOM VALUES TO THE SEPARATE PARTS OF THE ENGINE. THE RANDOMIZATIONS ARE HEAVILY OPTIMIZED TO PREVENT UNWANTED HIGH OR LOW VOLUMES.**

**TO PREVENT RUINING YOUR PRESET BY ACCIDENTLY CLICKING ON THE RANDOMIZER BUTTON, YOU CAN ONLY ACTIVATE THE RANDOMIZATION IF YOU HOLD DOWN ALT (OR OPT KEY IN MAC) WHILE YOU CLICKING ON IT.**

**THE BUTTON ONLY RANDOMIZES THE WINDOW CURRENTLY SELECTED. FOR EXAMPLE, IF THE FX MENU IS ACTIVE, CLICKING ON THE RANDOMIZER BUTTON WILL ONLY ASSIGN RANDOM VALUES TO THE FX, THE OTHER PAGES WILL REMAIN UNTOUCHED.**



## **7. LICENSE AGREEMENT:**

**BY PURCHASING AN ECLIPTIQ AUDIO PRODUCT, YOU EXPRESSLY AGREE AND ACCEPT THIS LICENSE AGREEMENT.**

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