Introduction :

Dear ruction owner,

ruction is the first VSTi Sample Player with integrated step-sequencer.

ruction's goal is to make groove-production fast and efficient while being integrated into your virtual music studio.
A lot of time has been spent to make working with ruction a fast and effective process. So we hope,
you have as much fun producing your music with this plugin as we had developing it.

Your Desaster Development Team.

If you come across any problems or questions regarding this manual, feel free to contact us at
support@d-dev.com

The ruction - groovezone at www.d-dev.com

We are building a growing library of ruction-ready grooves on our site www.d-dev.com .
Here you can download grooves other users created with ruction.

After downloading, you can import these grooves into ruction and your song.

With that you get the possibility to modify all samples, sequences and modulations this groove consists of, and you can rearrange the groove to your personal needs. You can also take an insight in how other users program grooves and maybe learn some good tricks on groove production with ruction by doing so (this is especially handy with styles you have not been into before, or when doing remixes of your songs).

If you made a cool groove, which you want others to hear, just do an export of this groove in ruction and upload it to the ruction-groovezone database (follow the instructions on how to upload your grooves in the groovezone section of www.d-dev.com).

Features :

Here is a list of features of ruction v1.0 :

Technical:

- 8 stereo-slots for samples , which can be assinged to 6 stereo-outs in your host software.
- Adjustable vol/length/tune/pan/out per sample-slot
- Filter section per slot: lowpass, bandpass, highpass filters available
- Note-off recognition, velocity-sensing for expressive playing
- Adjustable shuffle parameter
- Automatic tuning of sample-loops to host's BPM
- parameter data compression for compatibility with logic
- support for all host-samplerates

Intuitive user interface:

- Ultra-fast sample-skipping while playback
- quick sample loading functions (drag-drop support, sample-browse dropdown-menu)
- Intelligent sample relocation
- Auto click-removal at end of samples
- Keyboard shortcuts for edit-modes
- Overfly editing: 'wipe' the steps/values by overflying with mouse clicked
- context menus with many copy/paste/init functions for slots and patterns

Step-sequencer features:

- Perfect sync to host's BPM
- Import/Export of ruction grooves (visit our groovezone @ www.d-dev.com)
- Smooth volume/fiter frequency/filter resonance/tune/panning modulation
- 2 x 12 patterns
- Parallel pattern play
- Integrated play button for pattern preview

Play Modes :

There are three play modes:

(1) MIDI channel 1-8 : **Polyphonic play mode**
With that you can play the slots (#1 to #8) with tuning over the whole keyboard

(2) MIDI channel 10 : **One-shot mode**
You can play all 8 slots (C3 to G3)

(3) MIDI channel 15 : **Pattern-sequencer mode**
Triggers the patterns 1-24 (C3 to B4). You can trigger the patterns parallel (for example with a basic groove on pattern on C3 and hihat-variations on pattern C#3 and D3)

You can use these three playmodes parallel, e.g. you can play some patterns on MIDI Channel 15 while having a melody playing on Channel 2 and maybe some additional crash cymbals on Channel 10 .

The top section :

- **Groove Banks** : here you can import and export *.ruc files.

The current setup of ruction will be exported into a *.ruc file. Also a subdirectory will be created and all used samples will be copied there.
On import of a *.ruc file, the whole setup can be restored.
You can share your ruc-grooves with friends and post them to the groove-zone on www.d-dev.com (please follow the instructions on how to upload described there).

- **Shuffle** : You can adjust the shuffle-factor from 0 up to 1/32 note here.

Use the shuffle knob to give your grooves an extra relaxed feeling.
How about using this feature with two instances of ruction ? (see in the Tips & Tricks section)

- **StepEdit** : With this control, you switch the Edit-Mode of the sequencers.

Here you select, which modulation-values are displayed and can be currently edited on the sequencers steps. When switching between patterns, the currently selected StepEdit mode will be displayed for that pattern.

- **ruction logo** : Click on the logo to see a splash-screen.

A splash screen will appear with version info and some credits.

- **Play button** : Plays the currently selected pattern

When activated, ruction begins playing the currently selected pattern and will switch to playing another pattern, if the pattern is changed in the pattern section. When deactivated, it will stop playing the pattern.

- **Sample Base Display** : You can set a base folder for browsing your samples.
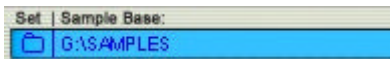

Clicking on the folder in the left of the blue display allows you to select a folder in a browser-window. The folder set here will be used as starting folder for the folder-location on each slot. But it can also be changed in between a session, if you want to use another folder as a base folder for browsing on the slots. This will not affect the previously set directories for other slots. It just defines where to start the browsing when you browse for a new dir on a slot. It should be set to a location, where you keep your samples.

- **Notes Display** : Shows you how many notes are processed at the moment.
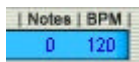
This display will show you how many notes are currently processed by the plugin. This is the sum of all notes running on all midi-channels. Triggering sequences on Midi channel 15 will display 8 notes for each triggered sequence to make it clearer that a sequence is triggered at the moment.

- **BPM Display** : Shows you the current BPM the plugin is playing.
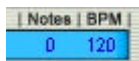
This display should show you the same value as the according display in your host sequencer, since ruction is fully beatsync with the host.

- **Pattern section** : Consists of an option-dropdown-menu, 12 pattern select buttons and 2 bank select buttons.

With the 12 yellow and 2 blueish buttons you select the currently displayed (and editable) pattern. The 12 yellow buttons have the corresponding keys on the midi-keyboard displayed underneath (c – c# - d - ....). The 2 blueish bank selectors switch between the patterns 1-12 (triggered by c3 - b3) and 13-24 (c4 – b4). The 3,4 underneath the two bank buttons correspond to the octaves the patterns belong to.

On pressing the leftmost button in this section, an option-menu with the following options will be displayed :
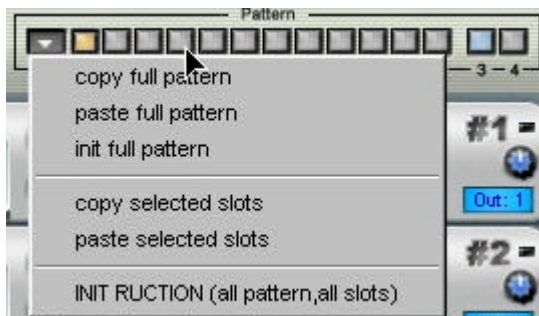
Copy full pattern : Copys all sequencer information (triggers, all modulations) of all slots of the current pattern to a buffer.

Paste full pattern : Pastes the buffer to the currently selected pattern.

Init full pattern : resets all modulations and triggers for this pattern on all slots .

Copy selected slots : Same as copy full pattern, but just copies the selected slots information (see description of The Slot - select button).

Paste slected slots : pastes the information from the buffer to the selected slots.

TIP: You can also change the selected slots before pasting to paste only part of the information contained in the buffer.

INIT RUCTION : Resets the plugin to the state it is in when just loaded. (BE CAREFUL WITH THAT !)

The Slot :

- **Sequencer Steps** : Set triggers and modulations on each slot's step-sequencer.

Use the **left mouse** to set triggers on the steps. Flying over the steps with the left mouse button pressed will trigger/untrigger all overflown steps.
Triggered steps will show blue, untriggerd grey.
Use the **right mouse** button to paste modulation values on the steps. This also works with overfying the steps. The edited modulation is selected with the StepEdit switch.
Use **Alt-right click** to reset all steps to default values.
Use **Ctrl-right click** to set all rightmost steps to the same value.

> **TIP:** Note that modulations on untriggered steps still affect a triggered sample when it is still playing. So it's possible to do filter/pan/volume... modulations along with the sample.
> This is very interesting with loops, so experiment.
> You can also use small modulation amounts on a sequence (for example a hihat sequence) to make it sound more natural.
>
> For volume, freq and reso modulation, the value set by the slots main sliders/knobs is always the maximum. E.g. If a filter step modulation is set to maximum, the resulting value will be the value set by the filter knob.
> With tune the modulation is from -/+ 2 semitones adding to the main tune slider setting on the slot.
> Experiment with the modulations to get a feeling on how they are working.

- **Loop Switch** : When selected, a loaded sample-loop will be automatically tuned to match the current bpm.

The loop will be tuned to match the current songs speed. This will only work with sample-loops that are cutted exactly to bar-length.
You can adjust the speed with the tune slider to ½ , 2, 4, for loops which are not 1 bar long.
The step's tune modulation will have no effect when the loop mode is selected on the slot.

- **Select Switch** : To the very left of each slot there is the select button.

This button is used in combination with the Copy/Paste selected slots functions in the Pattern section (see there). When a slot is selected (the button is blue), the slots sequencer-information will be copied/pasted with those functions.

- **Sample Name Display** : Sets the slot's sample directory and displays the name of the currently loaded sample.

Clicking on the folder icon on the left of the blue display opens a browser.
The appearing dialog will have the sample-base folder as root. Now select a directory containing the samples to be used for this slot. After doing so, you can use the prev/next buttons to browse quickly through all samples in this directory, or select the

directory's samples directly with the option menu displayed by clicking the left mouse button on the display.

The display is in the form ‚00 - SampleName.wav', where the 00 is the number of the sample in the directory.

> **TIP:** If you click on the folder-icon with the Alt-key pressed, ALL slots will be set to the selected folder (this is very useful when starting a new session)
>
> **TIP:** By pressing the right mousbutton on this display, the sample's directory-path is displayed in the Sample Base Display.
>
> **TIP:** You can also drag & drop samples from the windows explorer on this display to load samples. (use „Play in background"-option in Cubase with that)

- **Prev/Next Buttons** : You can skip through the samples in the directory set for the slot.

Skipping samples with the prev/next buttons works on the fly, even while playing the groove. You can find the sound (for example a basedrum) which exactly fits in the groove by just skipping through your folder full of basedrums.

> **TIP:** It is clever to have your samples sorted in a efficient way. Big folders with hundreds of basedrums are not very handy for finding the right one. Try to categorize your sounds as good as possible. A well sorted sample-library is the key to efficiently build your grooves with ruction.

- **Slot Option Menu** : You have a large number of copy/paste/init functions available for each slot with that.

Copy/Paste sample : duplicates just the sample used in the source slot.
Copy/Paste/Init current mod : uses the current sequencer modulation
Copy/Paste/Init all mods : affects all modulation data (without step-triggers)
Copy/Paste/Init whole sequence : affects all modulation data and step-triggers
Copy/Paste/Init slot settings : affects all slot settings (excluding the step triggers and modulation data)

If you want to make an exact copy of the entire slot, you'll have to do copy/paste whole sequence AND copy/paste slot settings.

- **Mute/Solo Buttons** : Allows you to hear the slot in solo mode or silence this slot.

These two buttons behave like their equivalents in the hosts mixer or like the ones on your hardware mixing consoles.

- **Length Slider** : Sets the length of the sample.

You can shorten the sound of the sample from the actual length down to a just a small click.

> **TIP:** Use the mouse in combination with holding down shift-key to make finer adjustments.

- **Volume Slider** : Sets the overall volume of this slot.

Use this slider to adjust the volume on each slot. Keep in mind that some samples are less loud than others. ruction does not normalize the loaded samples, so if you use an already good volume balanced drumset, you'll have no need to readjust volumes with that.

- **Tune Slider** : Adjusts the samples main tuning in halftone steps.

When loop mode is selected, this slider can be used to set the length of the used loops.
If you have a groove with 2 or 4 bars you can adjust the speed here, because the speed is by default calculated for a 1 bar loop when automatic loop-tuning to BPM is selected.

- **Filter section** : Lets you set the frequency (cutoff) and resonance of the selected filter type.

There are three types of filters available:
With a lowpass (LP), all frequencys above the value set with freq will be cut.
With bandpass (BP), just the frequencies near the value set with freq will be let through.
With highpass (HP) selected, all frequencies below the cutoff freq will be cut.
The reso-knob attentuates the frequencies set by the freq knob.
You should set the filter type to OFF when not used, to save some processing power.

- **Pan Knob** : The sound can be sent more to the left or to the right stereo channel here.

- **Output Display** : Shows the selected output from 1 to 6 for the slot (all stereo).

Select the output for the slot by left/right-clicking on the display to route the slot's sound to different outputs in your host application.
Use this to apply additonal effects to the slots with the routing possibilities of your host software.

Tips and Tricks :

Setting up Multi-Output Midi Tracks in Cubase:

If you run out of slots you will simply load another instance of ruction.
In Cubase you can use the Multi-Output feature to trigger the sequencers of both instances simultaneously.
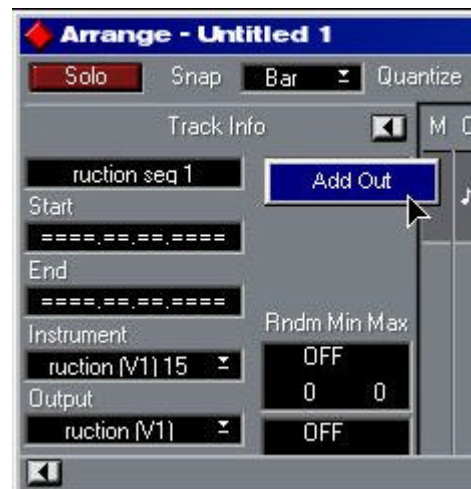
1 - Setup VST Instuments Panel with 2 ruction and setup a midi track on first ruction
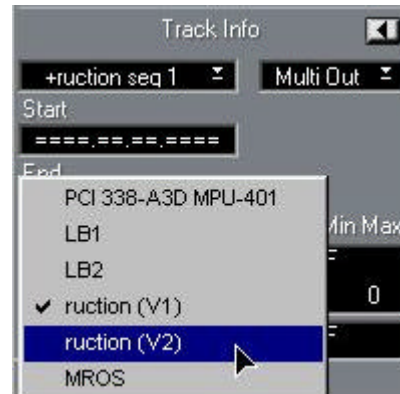

2 – Expanded the inspector of this midi-track
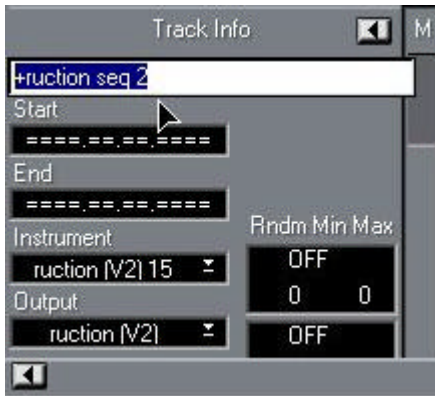

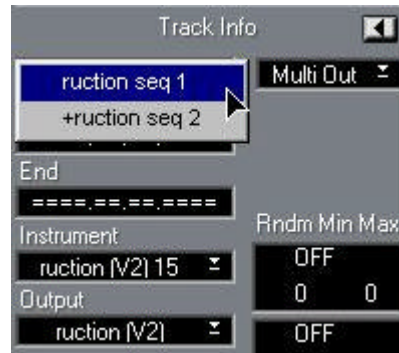### 3 – Choose Add output :

4 – Now it should look like this :

5 – Now select "ruction (V2)" :

6 – Better rename the additional out :

7 – should look like this now :

8 – All MIDI Input is now sent to both instances of ruction