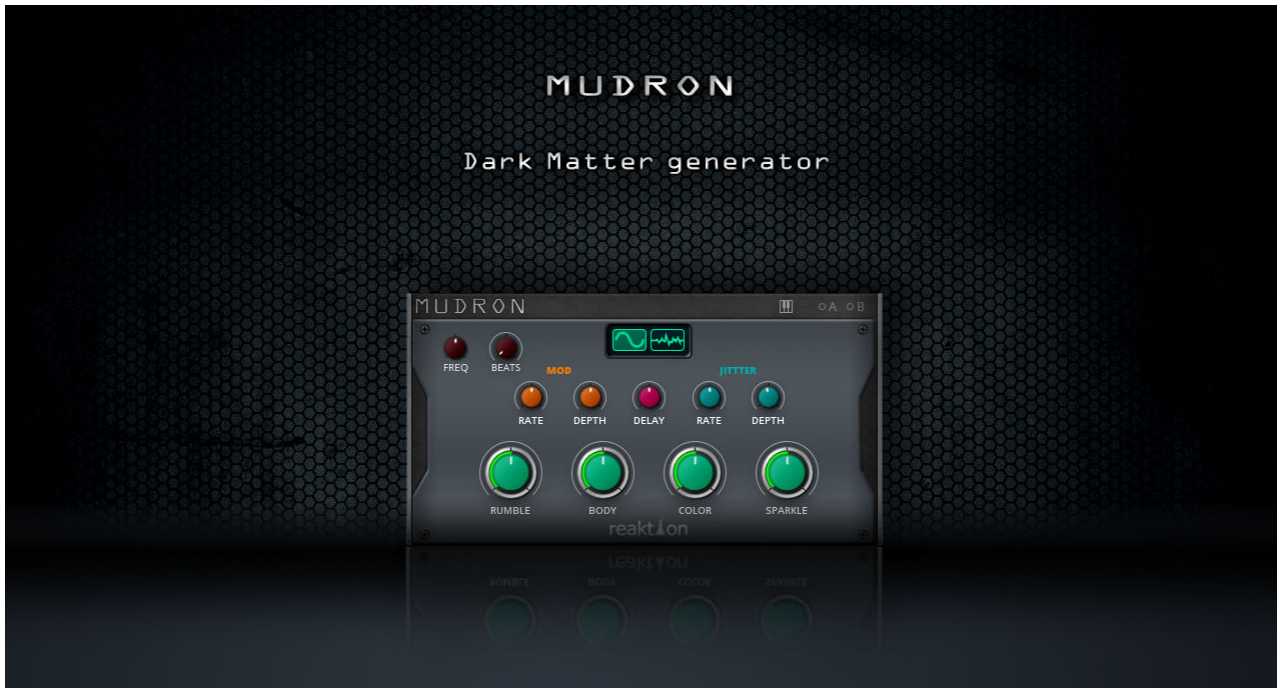


reakt on

Mudron

Quick Guide

Version 1.0



Contents

1. Welcome to Mudron Block	2
2. System Requirements.....	3
3. Getting started.....	3
3.1 Info Hints	3
4. The MUDRON interface.....	4
5. Credits.....	6

1. Welcome to Mudron Block

We are glad to present you our first release made for Reaktor 6 Blocks Framework.

This guide will show you a quick tour of the **Mudron** Block.

Mudron – Dark matter generator is both a standalone sound source and an audio effect.

Based on a bank of modulated comb filters, it generates drones, dark textures, ripples, glitches, noise and other disturbances from its internal oscillator or any audio source.

- **Rumble, Body, Color** and **Sparkle** controls to adjust the frequency content of the sound
- **Modulation** (from 20sec to 10Hz)
- **Delay** and **Jitter**
- Internal oscillator with **Frequency** and **Beats** controls

Shape the sound at your taste, modulate and experiment with the Blocks Framework to reach new horizons in sound design.

We'd like to thank you for choosing our products and we hope you will enjoy **Mudron**.

The Reaktion Team.

2. System Requirements

- PC/MAC running the full version of **REAKTOR 6.0.1** or higher.

Reaktor Player is not supported.

For more information about Reaktor please visit the Native Instruments website:

<http://www.native-instruments.com/en/products/komplete/synths/reaktor-6/>

3. Getting started

The **Mudron** Block comes as Reaktor Instrument file.

Load it with other Blocks found in the Reaktor Factory Library and feel free to experiment.

Our Blocks are perfectly compatible with the Reaktor 6 Blocks Framework and use the same concept and building, so you can modulate the main parameters with the A and B modulation routing system.

3.1 Info Hints

Activate the **Info Hints** feature in Reaktor (click on "i" symbol or use the keyboard shortcut "**Alt+i**") to show under the mouse cursor a text with useful information regarding the purpose or function of each panel control.

4. The MUDRON interface



The **MUDRON Block** interface

- **Key Tracking** button:



When key tracking is enabled, you can control the frequency of the oscillator via the Pitch input. Additional tuning in semitones is available via the Coarse control. When key tracking is disabled, the oscillator runs at a fixed rate, which can be adjusted in Hz via the Frequency control.

- **Input** Selector:



chooses to apply the **MUDRON** effect to its internal oscillator (left icon) or to an external audio source (right icon).

- **COARSE/FREQ** (used when the input selector is set to the internal oscillator):

When Keyboard tracking is enabled:
- coarse tuning control in semitones

When Keyboard tracking is disabled:
- adjusts the base frequency of the oscillator.

- **BEATS** (used when the input selector is set to the internal oscillator): sets a fixed difference in hertz between the frequencies of the two internal oscillators, useful to create beats that are constant throughout the frequency scale of the oscillator.

- **MOD RATE:** adjusts the rate of modulation applied to the comb filters (from 1/20Hz to 10Hz).
- **MOD DEPTH:** adjusts the amount of modulation applied to the comb filters.
- **DELAY:** sets the delay time to add some "space" to the sound (from 10ms to 1s).
- **JITTER RATE:** adjusts the rate of the random modulation (from 1/20Hz to 10Hz).
- **JITTER DEPTH:** adjusts the amount of the random modulation.
- **RUMBLE:** sets the level of the low frequency components of the sound.
- **BODY:** sets the level of the mid-low frequency components of the sound.
- **COLOR:** sets the level of the mid-high frequency components of the sound.
- **SPARKLE:** sets the level of the high frequency components of the sound.

5. Credits

Instrument Design, programming, GUI, presets and User Manual:

Michele Laneve - Reaktion Sound Founder&Developer

Reaktion - Sound Tools

info@reaktion-sound.com

support@reaktion-sound.com

press@reaktion-sound.com

www.reaktion-sound.com

© 2016 Reaktion-Sound Tools