



VENGEANCE

Vengeance Producer Suite

Glitch Bitch

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Introduction

Dear customer,

Many thanks that you decided to purchase the 'Vengeance Producer Suite - Glitchbitch' plugin (referred to as 'VPS Glitchbitch' from now on). This plugin is your source for numerous 'Stutter' and 'Glitch' effects. Many other creative effects are also possible. You will learn more in this manual.

We wish you much enjoyment with your new VPS Glitchbitch plugin from Vengeance-Sound.

The Vengeance-Sound Team



Vengeance Producer Suite - Glitchbitch



Installation

Installation eLicenser

First make sure you own a Steinberg Key (also known as Syncrosoft / eLicenser dongle) and that it is connected to your PC.

The dongle can be bought here:

http://www.thomann.de/de/steinberg_key.htm

This dongle is for the software copy protection.

The software for the dongle (eLicenser Control Center or 'LCC') can be found here:

www.elicenser.net

Please make sure you have downloaded and installed the newest version of the LCC software.

Directly after successfully ordering 'VPS Glitchbitch' you will receive an email containing your dongle license.

This then needs to be activated within the LLC software (internet connection needed).

Installation (Windows)

Simply start the 'WIN_Glitchbitch_x_y_z.exe' install the plugin in your sequencers 'PlugIns' folder then follow the on-screen instructions.

The plugin should be available the next time you start your sequencer.

Installation (Mac)

Load the image file 'OSX_Glitchbitch_x_y_z.dmg', start 'OSX_Glitchbitch_x_y_z.pkg' then follow the on-screen instructions.

The standard path for the VST version is: /Library/Audio/Plug-Ins/VST

The standard path for the VST3 version is: /Library/Audio/Plug-Ins/VST3

The standard path for the AU version is: /Library/Audio/Plug-Ins/Components

The standard path for the AAX version is: /Library/Application Support/Avid/Plug-Ins

After installing the plugin please check that the files can be found in these places.

The plugin should be available the next time you start your sequencer.



Overview – What is „VPS Glitchbitch“?

Who doesn't know them, the crazy Glitch and Stutter effects in modern club music... These effects are often used in Electro House, Dubstep or Minimal as well as on Vocals in Trance or Dance tracks. Without a special Plugin such effects are incredibly hard or even impossible to create. With VPS Glitchbitch you now have these possibilities. In principle one would define a Glitch or Stutter effect as a short and multiply replayed section of audio material (so called 'buffer'). Many will recognize this effect from the past, caused by jumping music CDs. The VPS Glitchbitch can however do much more: the buffer sizes are variable and can be controlled by a graphical envelope. The buffer can also be reversed. There are also 3 additional envelopes available which can control a lowpass filter, highpass filter, pitch, the sample rate, volume, panning, a gate as well as the mix level (Dry/Wet).



Vengeance Producer Suite - Glitchbitch



The Controls

These are the most important controls on the main page of VPS Glitchbitch:



GLITCH: The largest button on the GUI is the GLITCH Button. This starts the effect. When the GLITCH Button is pressed all the Envelopes and their modulation destinations will start and the effect will be audible. This button can be used in two ways:

- Left mouse button: The GLITCH button stays activated as long as the left mouse button is pressed.
- Right mouse button: The button is activated and stays activated until the right (or left) mouse button is pressed again.

The GLITCH button (like all parameters) can also be controlled by the automation function in your host sequencer. A further way to trigger this parameter is through the internal sequencer that is included in VPS Glitchbitch. More information on this can be found in the Sequencer chapter of this manual.

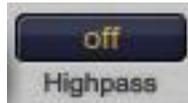
Sync Start / Free Start: The GLITCH Button works in two ways.

Sync Start: When you press the GLITCH button, it will wait till the next even beat before starting to guarantee the effect is perfectly in sync. Which beat this is depends on the set buffer size. If this is set for example to 1/8th then the GLITCH button will wait till the next clean 1/8th note in the song.

Free Start: In Free Start Mode the effect will be started precisely when you press the button. Whether this is on a beat or not is irrelevant. We recommend this is used for all effects that are not tempo related.



Lowpass: This parameter sets the initial value of the filter cutoff for the Lowpass Filter. If set completely open (turned to the right/off) the filter has no effect on the sound.



Highpass: This parameter sets the initial value of the filter cutoff for the Highpass Filter. If set completely open (turned to the left/off) the filter has no effect on the sound.



Pitch: With this parameter you can adjust down the pitch of the buffer. The range is 12 Semitones (1 octave).



Length: Here you can set the length of the buffer envelope. A value of 1 Bar for example lasts exactly 4 bass drum hits. If the envelope is set to loop then it will start over again after completing the 4 hits, If not looped the buffer will stay at the last set point.



Mix: Here you can set the Mix level between Dry and Wet. If the dial is set to the far left (Mix 0%, 'dry') then you will hear no effect, only the original non effected signal. If the dial is set to its middle position (50%) you will hear the original and the effected signals to the same degree. If the dial is set to the far right (mix 100% 'wet') you only hear the effected signal and none of the original. This is the standard setting.

Mix Mode: This parameter offers two different settings which determine how the Mix parameter in its middle position at 50% acts to mix both the wet and dry signals.

Mode A: If the Mix dial is set to 50% you will hear half the volume of the original and half the volume of the effected signal.
(Mix 50% = Dry50% / Wet 50%)

Mode B: If the Mix dial is set to 50% you will hear the full volume of the original and the full volume of the effected signal.
(Mix 50% = Dry100% / Wet 100%)



Pan Drift: The Panning Effect places every buffer replay alternately to the left and right in the panorama. With this parameter you can control the intensity of this effect. 100% means a change between 100% left and 100% right.





Volume: Here you will find a simple volume control which however in conjunction with an envelope mutates to an important modulation tool. The range is -96db (no volume) to +24db which can be really loud, so be careful when setting this parameter.



Rate: This parameter sets the Sample Rate. This can be freely set from 44.1khz down to 100hz. This effect is important for LoFi effects and reminds one of the old computer games which didn't have the resolution we have today.



Button Panel: These buttons change the page in the main display.

Seq: Here you will see the internal sequencer.

Buffer: This is the envelope that controls the buffer size. This can also be used to control other destinations such as Filter, Rate or Volume.

Misc 1: One of the additional envelopes. A unique feature of the Misc 1 envelope is the reverse slider which reverses the buffer everytime when the line is crossed.

Misc 2+3: Functionally identical to the other envelopes only here the Reverse Slider from Misc 1 is not included.



The controls in the display

This chapter will be covering the controls in the display.



The Sequencer

VPS Glitchbitch comes with its own internal mini Sequencer which controls the activating and deactivating of the 'GLITCH' parameter. To use the Sequencer, it first has to be turned on. This is done by activating the 'On' button which you can find in the bottom right corner of the display. Start your host sequencer (Play) and you will now see that the Sequencer in VPS Glitchbitch is also running. The fat, framed moving block is the current position. Now you can use your mouse to click on blocks to fill them (GLITCH button is turned on) or empty them (GLITCH button is turned off).

Length: Here you can set the Length of the Sequencer. Please note that on coming to its end the Sequencer begins again from the beginning.

Offset: As already mentioned, the internal Sequencer included in VPS Glitchbitch runs in conjunction with the starting and stopping of the host sequencer. If the VPS Glitchbitch Sequencer is now starting from a undesired position or if you would like, for example, to start in the middle of a track you can set this start position with the 'Offset' parameter which lets you move the start position (in Blocks).

Resolution: Here you can set how long the blocks should last (note length). The standard setting is '16th' which means a block in the Sequencer represents a sixteenth note. If you change this setting you can influence the speed of the Sequencer. At 32th resolution it will run at twice the speed, at 8th it will run at half the speed. Triolic settings are also possible (8T, 16T). The Sequencer will in this case automatically display 3 Blocks per bar instead of 4.

Reset: This button will reset the Sequencer and empty all the blocks.

The Envelopes

VPS Glitchbitch offers graphical **N-Point Envelopes**, Which, by double clicking, you can add any number of additional points to (delete a point by right click 'Delete Point'). You can bend the curve in any way you choose between two points by dragging the curve up or down with a pressed mouse button. Rest the curve back to its default setting (linear) by pressing the middle mouse button.

Every envelope has on the right 4 buttons:

On: Turns the envelope on and off.

Sync: If this is pressed the envelope is set to Sync Mode.

Flip: This button lets you to flip the envelope over its own axis with one click.

Loop: Here you can turn Looping on and off. A looped envelope on reaching the end starts over from the beginning. A non looped envelope stays set at the value that was last reached.

Under each Envelope you will see 8 dials which are initially set at the middle position. Turn one of the dials and you can set positive or negative modulation based on the envelope. The start value (initial value) of the elements (Filter, Pitch, Rate etc...) is set with the large dial under the main display (see chapter 'The Controls'). From this initial value and with the help of the envelope the small dials then modulate. You can look at it this way:

You set the Lowpass Filter initial value to approx. 700hz (middle setting). Now you can open or close the Filter depending on whether you have the small dials set to a negative or a positive value. The Envelope then modulates from the initial value to these new positions.

Every Envelope also has a Context menu. This can be reached by clicking in any free area (not on the Envelope) with the right mouse button. Here you will find Copy & Paste functions as well as a parameter to reset the Envelope.



The Buffer Envelope



This Envelope is probably the most important in the Plugin. It controls the size of the buffer. A buffer can be seen as a short sampling time-window in which you can record. If the Buffer size is set for example at 1 Bar, then 1 Bar length (4 Bass drum hits) will be recorded and repeated. The Buffer can now be shortened by the Envelope down to 1/512th of its length. The start value (1Bar) would be at the top and the destination value (1/512) at the bottom. You can let the Envelope wander freely between these two values.

The **X-Axis** labelling under the Envelope shows beats contained in the Buffer. At 1 Bar Envelope Length (as already mentioned, controlled by the GLITCH Button) this would be 0, 1/4, 1/2, 3/4 and 4/4, so 1 Bar. Left in the **Y-Axis** you will see the Buffer Length, starting with the set Buffer size, down to the minimal value of 1/512. Even further left you will find a vertical **Slider** with which you can set the resolution of the Zoom Levels between minimal and maximal values.



The Misc 1 / 2 / 3 Envelopes



The Misc Envelopes are additional modulation envelopes which, apart from a few functions, are very similar to the Buffer Envelope.

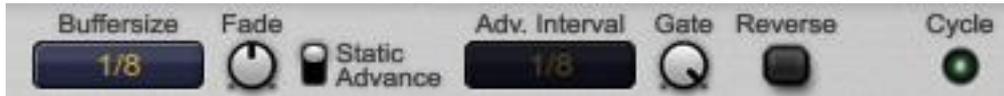
Y Axis: Here you will find a percent number instead of the Buffer Size. The slider for the zoom is also missing.

Reverse Slider: Every time the envelope crosses this line the Buffer is reversed. You can move this line up or down by clicking/holding the left mouse button and dragging. It is turned on by clicking with the right mouse button. An active Reverse Slider is coloured orange and will flicker yellow every time it is crossed. *This feature is only available in Misc Envelope 1!*

Envelope Length: Misc Envelope 1 / 2 / 3 are not necessarily fixed to the length of the Buffer Envelope. In this menu you can set an individual length for the Envelope. The option 'Buffer' means the Misc Envelope always has the same length as the Buffer Envelope.



Additional controls



Buffersize: This setting is very important. Use this to set the size of the Buffer (Sampling Time-Window). The size of the Buffer hugely affects the sound of the Stutter effect.

Fade: If Envelopes are used to smoothly scale the Buffer then clicks may appear in the audio as a new Buffer starts in the middle of an old Buffer. By using the Fade dial you can smoothly fade out the old Buffer and smoothly fade in the new. Times of around 2ms are generally all that will be necessary to avoid any such clicking. Sometimes however a strong attack is exactly what is wanted - in this case simply turn the Fade parameter off (0ms).

Static/Advance: This innocent looking control is a very powerful feature in VPS Glitchbitch. Set to 'Static' the Buffer is held as long as the Glitch Effect (GLITCH Button pressed) is active. In 'Advance' Mode however VPS Glitchbitch simply takes a new sample of the Buffer in the background. The Buffer in this case always wanders along with the song position.

Advance Interval: Here you set in which time value (in note lengths) VPS Glitchbitch will take new samples. An example:
The Buffersize is set to 1/32th, Mode set to Advance and the Adv. Interval is at 1/4. This means that with every new bass drum hit in the song, a new 1/32th Buffer will be filled, replacing the old Buffer.

Gate: Der Gate dial allows you to fill a Buffer with silence. The length of the Buffer will not be changed. A 1/8th Buffer is still a 1/8th Buffer but with a shortened Gate time the audible area is smaller.

Reverse: This button turns the Buffer around.

Cycle: The Cycle lamp lights up when a Buffer is started or has ended. This gives a quick optical impression of the process.

Input Gain: This is the Input volume level. It's the volume level that feeds VPS Glitchbitch. If you encounter clipping (distortion) simply lower the Input Gain.

Output Gain: This is the Output volume level. It's the level at which the signals leaves VPS Glitchbitch and returns to your host sequencer.

Bypass: This button is found at the top and allows you to completely bypass VPS Glitchbitch so you can hear your signal in its original form.

Limiter: To help prevent clipping (distortion) VPS Glitchbitch includes a Limiter. If you don't require a Limiter it can simply be turned off (an active Limiter lights up yellow). The release time of the Limiter can be set on the System Page which can be accessed by clicking on the 'Gear Wheel' symbol at the bottom right.



Controls on the Sytem page

The System Page can be accessed by clicking on the 'Gear Wheel' symbol at the bottom right.



Preset Path: Here you can set the path to the VPS Glitchbitch Presets (Select) or open the folder (Open).

Release Time / GR: This parameter sets the Release Time of the internal Limiter. Release set to '0' means the Limiter works in 'Auto' mode (Release Time is dependent on the Gain Reduction). To the right you will see a display for the Gain Reduction. This displays how much the Limiter is reducing the volume (in dB).

Fade In Time: This parameter allows you to set if and for how long VPS Glitchbitch should Fade when the GLITCH Button is released (when the Original signal comes in again).

Automation Quantize: Some sequencers, including for example Cubase, send their automation data in relation to the ASIO latency sometimes not in a 100% synchronized fashion. With the Automation Quantize parameter you can get around this problem as it quantizes the automation data to a grid. If an automations event such as the deactivation of the 'GLITCH' button occurs slightly outside the 1/8th step this event will be quantized to occur with 1/8th step sample accuracy if the Automation Quantize parameter is activated.



Tips on use:

The middle mouse button

Almost every element of VPS Glitchbitch, dials, envelopes, faders or numeric displays can be put back to their standard (default) settings simply by clicking on the middle mouse button.

Turning the Dials (fine)

By clicking, holding and moving the left mouse button you can turn a dial. On all our products however the value of these controls can be controlled in a much finer fashion by using the right mouse button. This is very useful for fine-tuning certain values. If, for example on a Mac, the right mouse button is not available you can still access this function by pressing the 'Shift' button on the keyboard whilst using the left mouse button.

Output Limiter

Every single effect has its own Output Limiter. These are to found on the upper edge of the display. A simple click on the Limiter button will turn this on (glows yellow). The Limiter catches every sort of distortion/clipping and thus makes a clean sound possible regardless of the Input level used to feed the Plugin. Additional settings for the Limiter can be accessed and edited on the System Page which is available by clicking on the 'Gear Wheel' symbol at the lower right.



Tips and new features per update

We are determined to continuously update 'Vengeance Producer Suite - Glitchbitch' with new functions and features. As soon as these updates are available they will be described here.

Changes

v1.00 (April 2014): Official Release

Updates, if available, can be downloaded at www.vengeance-sound.com / plugins / updates

Support and Contact

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