## **Sugar Bytes Rack Extensions**



## Vinylizer Manual

The Vinylizer Effect simulates the stopping and scratching of vinyl discs and much more. The effect is activated when the **Dry/Wet** parameter is turned above 0. Therefore, make sure to turn up the **Dry/Wet** parameter at the exact location in your song where you want the desired effect to happen.

The **Size** parameter defines the period during which a vinyl action is performed. For example, when set to ¼ and slowdown is set to "Stop", on every quarter note a vinyl stop will occur. Note that when you are in "sync" mode and the **Size** parameter is set to 0 (Off) then the action will performed only once. This especially makes sense for a classic "tape-stop" effect, where you just want a break somewhere in your track. There are 3 modes for this parameter. The "Sync" and "SnycTP" modes will make sure that the performance period is related to Reason's tempo (BPM). The "SyncTP" mode includes triplet and dotted timings, while in the pure "Sync" mode only straight timings are possible. The "Free" mode offers tempo-independent periods from 10 to 500 milliseconds (ms).

The **Slow Down** parameter defines the speed of the vinyl action. Turned to left, the action will be slow, turned to right and the action will fast. There are 3 modes which have a high impact on the vinyl performance:

- **Stop mode**: In this mode you'll have the classic "tape-stop" effect, as if a vinyl disc is stopped.
- **Scratch mode**: You will not only have a stop action, but also a start action resulting in a scratching sound.
- **Manual mode**: In this mode you directly control the vinyl speed with the Slow Down parameter. Here you can nicely emulate grind effects by modulating the speed.

The **Down/Up – Slope** parameter gives you even more control over how the vinyl actions should be performed. This is especially important in "Scratch" mode. In mathematical terms, you are going from logarithmic to exponential acceleration curves. You can think of this as a way of defining the style of scratching.

The **Dry / Wet** control determines the mix between the original and the processed signal.

There are three options for defining mixing behavior:

- **Linear**: The mixing happens in a linear manner the center position provides 50% original and 50% processed signal.
- Wet: The processed signal is added to the input. This option is mostly used for reverbs and delays.
- **Equal**: The signals are mixed according to the equal power law: center position will result in about 70% original and 70% processed signal.

Note that you can save CPU usage if you turn down the **Dry/Wet** control to 0.

All parameters are controllable via CV.