



# **TIMEFLUX MANUAL**

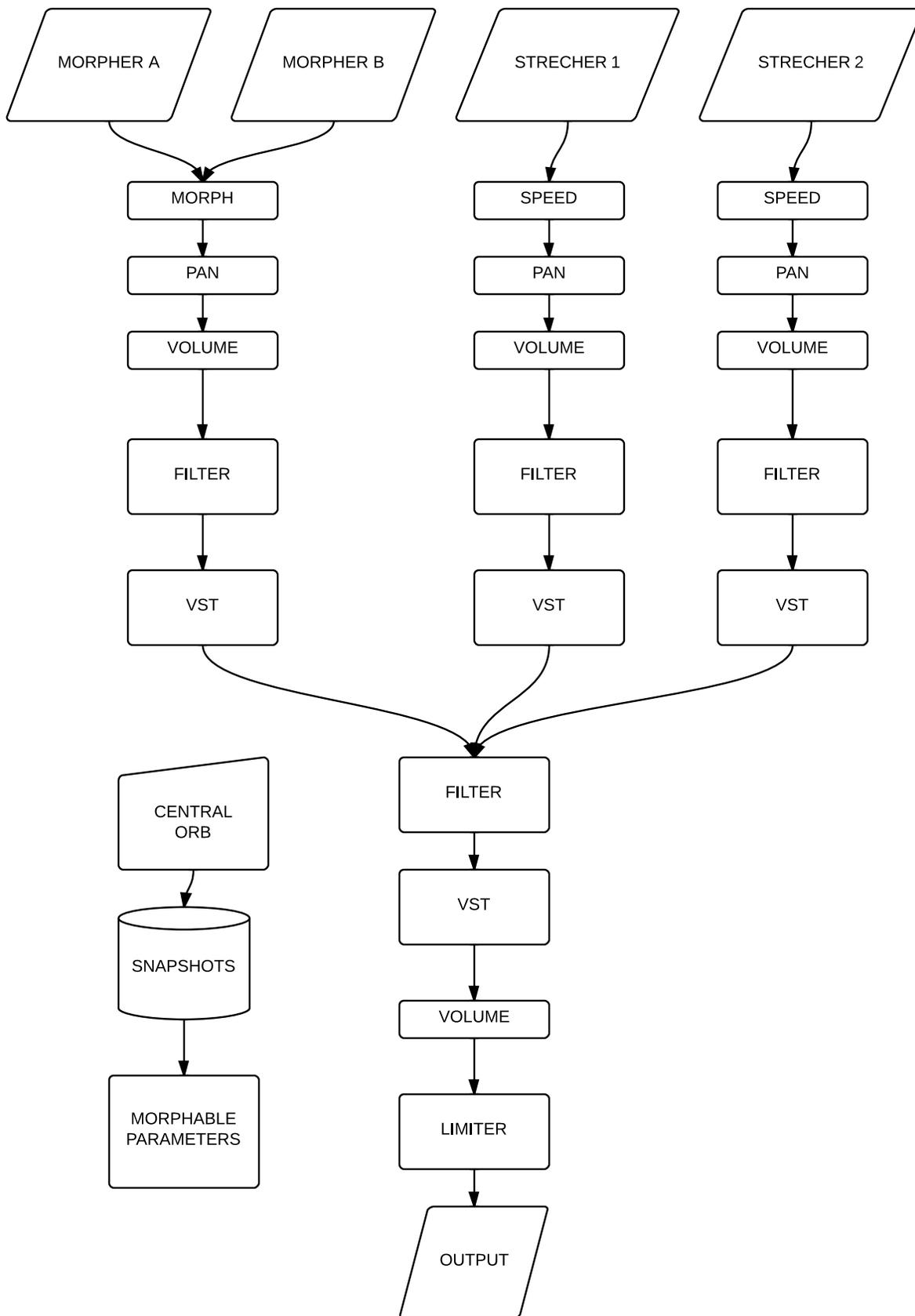


**Have Fun in 30 seconds:**

1. Drag some sounds in the 4 sound slots in the General Section.
2. Move the morphing Orb around.

**How it Works:**

There are 8 different presets/snapshots of the application you can store (all parameters except the orb itself and the master volume and master limiter). Then you can morph between all those 8 presets by moving the Orb around.



### **Audio Setup:**

Click on the 'audio setup' button located on the upper left corner of the main window. There you can change driver and audio settings.

### **Plugins Folder:**

Navigate and select your VST plugins folder on your computer. Do not touch the application until all VSTs have been scanned. Please note: on windows systems you can only open 32bit plugins with the 32bit version and 64bit plugins with the 64bit version.

### **Midi CC:**

For the XY pad (central Orb), you can assign your own Midi CC numbers by going in Settings> "TimeFlux *Settings*".

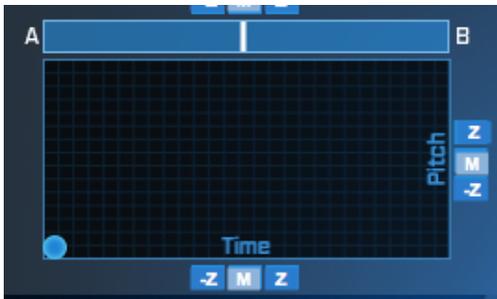
### **The Morpher:**

The morpher contains 2 sounds (A and B) that are converted in the frequency domain (FFT).



For best results, use sounds that are not too long (0 to 10 seconds). For even better results try to use sounds that have similar lengths and amplitudes.

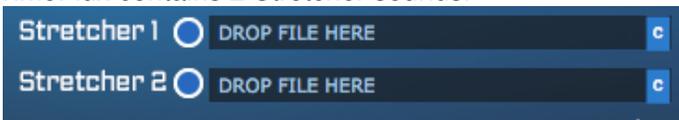
In the frequency domain, you can scrub through a sound at the desired speed. Even freezing time, by moving the xy pad in the morpher section. X is the position in time, and Y is the pitch. You can morph between Sounds A and B by moving the Morph slider left and right.



Even though the morpher contains 2 sounds, it is considered one sound. Both sounds share all the same settings and are affected by the same filter.

### **The Stretchers:**

TimeFlux contains 2 Stretcher sounds.



Stretcher sounds are not converted in the frequency domain. Their speed can be controlled with the speed knob. This will control how many samples per second of the sound get read. This will create a more 'tape slowdown' effect.



Both the morpher and the 2 stretchers have a control for pan and volume. They also have an 'on-off' button to completely shut the sound on or off.

### **The Snapshots:**

There are 8 different preset/snapshots of the application you can store (all parameters except the orb itself).



You can recall a snapshot by **clicking** on it. And store one by **shift-clicking** on one of the preset spheres.

You can then morph between all of the 8 snapshots by moving the central orb around. This will control the percentage of each snapshot gets mixed.

This is a representation of where each snapshot is at 100%



The top one ( at 12 o'clock) is preset 1. Then it goes clockwise from there (2,3,4,5,6,7,8).

### **control settings:**

Each morphable\storable parameters has 3 buttons on top it.



By default, they are set to 'Morph'. You can remove that by clicking the small '**M**' button. Then the parameter presets won't morph when moving the central orb (the setting will stay static).

The 2 other 'Z' buttons are only for when leap motion is activated. When selecting the 'Z' button, the parameter will go from 0 to 1 with the leap motion Z axis movements. When selecting the '-Z' button the parameter will go from 1 to 0 with the leap motion Z axis movements.

### **VSTS:**

Each sound loaded has a VST slot. (Morpher, Strecher A, Strecher B) and Master.



After selecting a vst. You can assign a parameter for each knob by using the drop-down menu below them. Then you can Morph between the saved preset of the param knobs.

VST buttons



**O = Open vst window**  
**R = Read vst preset**  
**W = Write vst preset**

### **FILTERS:**

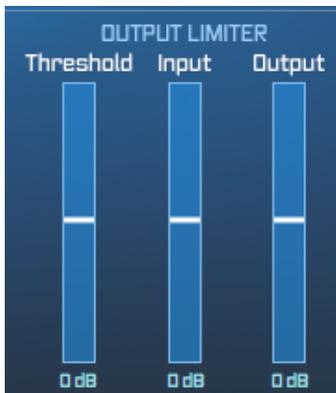
Each sound has a 3 pole filter on its output.(Morpher, Strecher A, Strecher B) and Master.



You can change a pole settings by changing the values of the number box, or moving the pole straight in the filter graphic. You can reset a filter to zero by clicking the Reset button on the right side.

### **LIMITER:**

TimeFlux has a limiter on its output so you can control the output dynamic.



### **RECORDING:**

You can save the output by clicking on the Record button, then pressing stop and saving the wave file somewhere on your computer.

### **Leap Motion Controller:**

Assuming you have a Leap Motion Controller installed and functional, go to **Settings/Activate Leap Motion Controller**.

Now should be able to control the Central Orb using one hand, And control all parameters that have their control assigned to Z or -Z by moving back and forth with your hand.

You'll also notice a new menu appearing Below the central orb called '**Orb Control**'



If you only want to use the Z axis of the Leap Motion, and keep the Orb control using the mouse. You can check mark the '**Mouse**' box.

### **System Requirements:**

Mac:

Mac Intel machine running OS X 10.5 or later, and 1 GB RAM.

QuickTime 7.1 (or later),

an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).

Windows:

Windows XP, Vista, or Windows 7 machine with a Pentium 4® or Celeron® compatible processor or higher and 1 GB RAM.

QuickTime 7.1 (or later),

an OpenGL-compatible graphics card, and OpenGL 1.4 (or later).

An ASIO-compatible sound card recommended for optimum audio performance.