



Infinite Percussive Sounds:

Inspire creativity and exploration with percussive chaos

Welcome to **RANDOM Metal**, **PHAZZ** & **BEATSURFING**'s latest tool for creating unique percussive sounds and textures.

This percussive monophonic synthesizer offers a rich palette of sound engines and controls designed to inspire creativity and exploration.

Global Key Features:

- **40+ Percussive Matter type:** Choose from a wide range of sonic textures, from aggressive metallic cymbals to shakers, hi-hats or odd percussive sounds.
- **Randomization:** Instantly transform your sounds with the '**RANDOM**' button, with adjustable deviance for subtle or dramatic changes.
- **Expressive XY Pad:** Experiment with hundreds of dynamic parameters, unique to each engine, for endless experimentation and exploration
- **Dual Modes:** Trigger 12 unique pads or play notes chromatically. Unlock endless creative possibilities with seamless controls.



Below is a basic walkthrough of the key features and settings to help you get the most out of your new tool. Again thanks for supporting us and please don't hesitate to reach out with any questions or ideas.

Global Settings:

1. **Deviance:** This knob dictates the intensity of the global randomization when you hit the '**RANDOM**' button. Low values result in subtle tweaks, while high values unleash large transformations.
2. **Global Pitch:** Adjust the overall pitch of the synthesizer to your liking.
3. **Bleed:** This knob acts as a super macro, drastically altering multiple parameters that vary between engines. It can radically change the character of your sound.
4. **Global Stretch:** Modify the overall duration of your sounds without altering their pitch. Try this on shaker engines to hear a particularly noticeable effect. You can really hear the spread of the individual shakes.
5. **Pitch Bend & Velocity:** Globally adjust the responsiveness to pitch bend and velocity, This will influence how your MIDI controller reacts to your playing dynamics.



X/Y Pad:

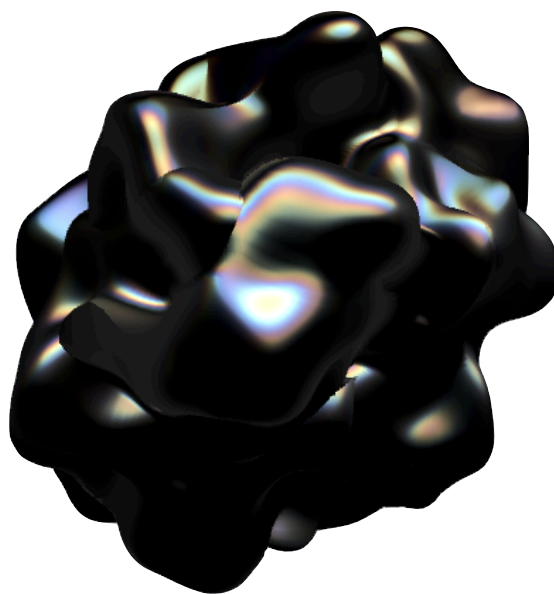
To encourage experimentation and exploration, the expressive pad and shader offers control over hundreds of parameters, creating endless possibilities for manipulating your sounds. Similar to the original **RANDOM**, the specific effects vary across each engine. Enjoy the journey.

The latch mode syncs the XY position with the note on. If you want a continuous expression during the note execution, turn the X/Y Latch off, if you want the XY values to be updated only at note on, use the X/Y Latch.

Pad Section:

RANDOM Metal features 12 pads with two distinct modes

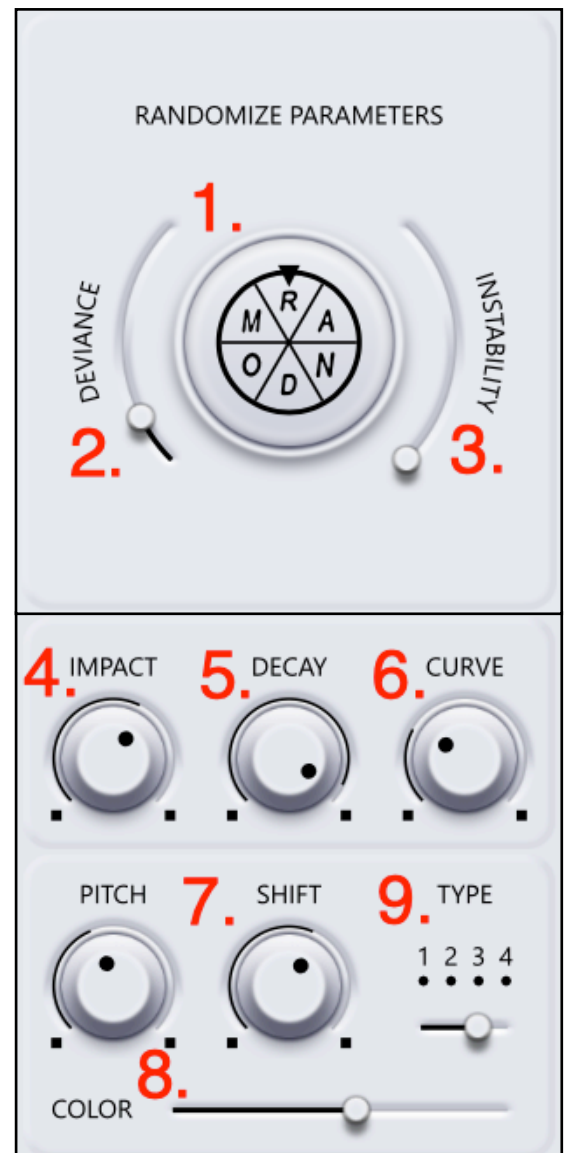
- **Key Tracking Mode:** This mode allows you to play the selected pad chromatically across the keyboard.
- **Traditional Mode:** Trigger sounds for each of the 12 pads.



Individual Pad Parameters:

Take individual control over each pad with these parameters

1. **RANDOM:** Click to randomize the selected pads parameters.
2. **Deviance:** Similar to the global deviance, this knob allows you to randomize the selected pads parameters to varying degrees using the RANDOM button
3. **Instability:** Introduce instability into your sounds, adding a touch of unpredictability and movement of your sound on each pad press.
4. **Impact:** Control the initial impact and transient of the sound, shaping its attack and punch.
5. **Decay:** Adjust the decay time of the sound, influencing how long it decays after the initial impact.
6. **Curve:** Shape the envelope of the sound. Turning it left creates a thinner sound, while turning it right results in a fuller sound.
7. **Pitch Shift:** Shift the pitch of the sound up or down, adding a touch of harmonic variation.
8. **Color:** Alters the harmonic content.
9. **Type:** Choose from 4 variations of each engine, influencing the sound's overall timbre and resonance.



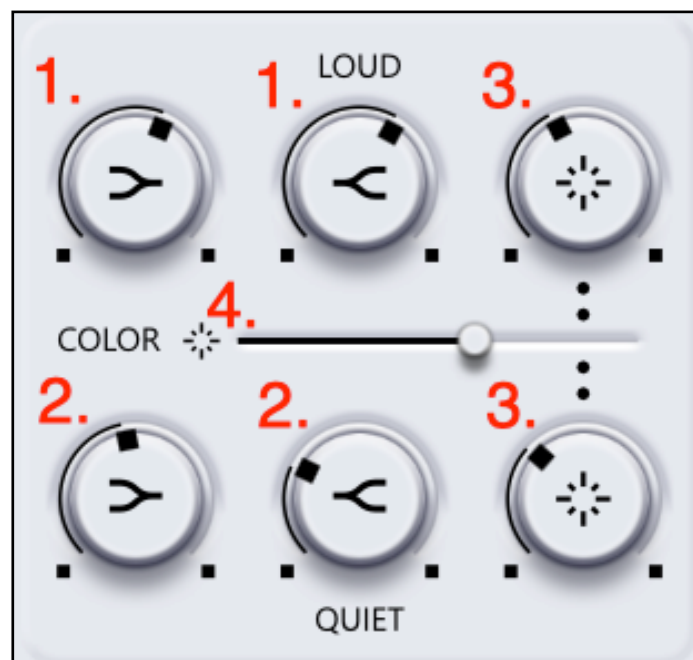
Loud and Quiet Knobs:

These controls allow you to fine-tune the dynamic range of both high and low frequencies. Think of these knobs as a musical EQ before reaching for any other equalizer.

1. **Low Quiet/Loud:** Adjust the amplitude of quieter/louder sounds in the low (low-frequency) range.
2. **Bright Quiet/Loud:** Adjust the amplitude of quieter/louder sounds in the bright (high-frequency) range.

Mix and FX Color Amount:

3. **Mix (Quiet/Loud):** A dynamic control that adjusts the mix between quiet and loud parts of the sound.
4. **FX Color Amount:** This macro changes the behavior of the built-in FX.

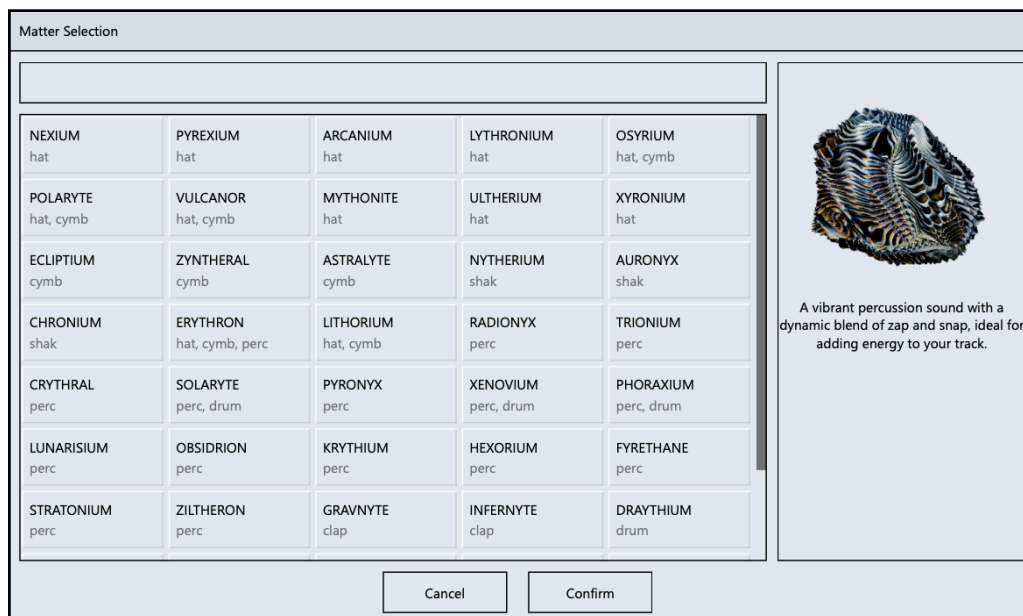


Pan/Stereo:

Position your sounds in the stereo field and adjust the width/depth.

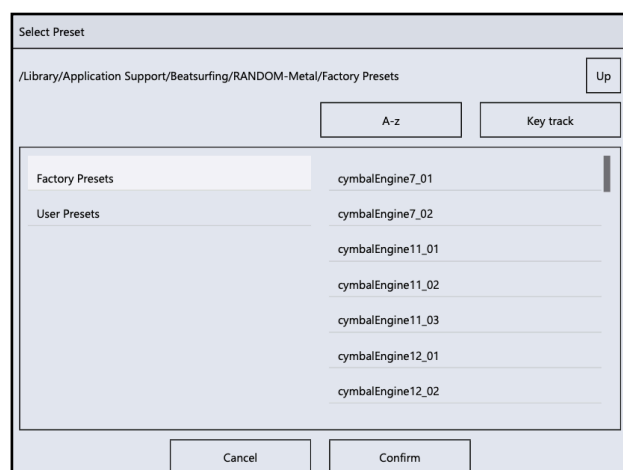
Engines & Presets:

Choose from 25 diverse percussive synth engines, each with its own personality and a selection of inspiring presets. Don't be afraid to venture off the beaten path and explore the possibilities that each engine offers.



Saving Presets:

You can save your custom settings as presets for later use.



Auto Set Pads (Works Only in Drum Pad Mode):

In drum pad mode, the last played pad is automatically selected, allowing you to easily view and adjust its parameters.

System Performance:

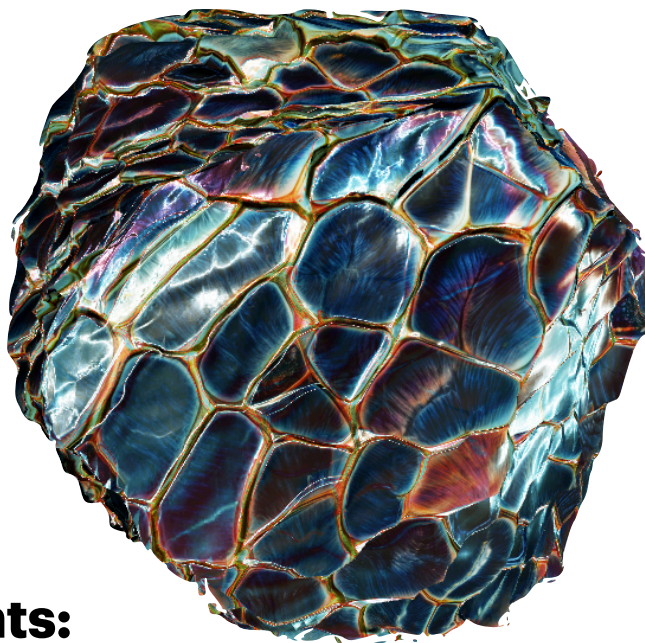
RANDOM Metal is designed to be efficient and won't hog your system resources. It intelligently balances the workload, offloading the heavy lifting of visual shaders and 3D rendering to your GPU, while reserving your CPU's power for the complex synth engines and other critical tasks. This ensures smooth performance even on systems with moderate CPU capabilities. We have tested on computers with integrated GPUs and it works fine when lowering the visual settings.

Lowering 3D Quality

By default, the 'Automatic 3D Quality' toggle is set to 'On' and will switch to a different quality setting if the plugin notices that the FPS rate dwindles. You can set this setting yourself by turning the toggle off and moving the '3D Quality' slider below it.

Happy Experimenting!

Let your imagination run wild with **RANDOM Metal**. Embrace the chaos, explore new sonic territories, and forge unique percussive sounds that will set your music apart.



System Requirements:

Windows

- Windows 10
- 2GHz Pentium IV processor or equivalent
- A host that supports 32-bit or 64-bit VST
- At least 246MB free disk space
- Formats: VST, VST3, AAX

macOS

- macOS 10.13 High Sierra or later
- Intel or Apple Silicon processor
- A host application that supports 64-bit VST or AudioUnit
- at least 330MB free disk space
- Formats: AU, VST, VST3, AAX

Installation Instructions:

Windows

1. Download **RANDOM-Metal_vX.X.X.exe** installer file.
2. Install to your preferred plugin folder.
3. On first launch, enter your License code.

macOS

1. Download **RANDOM-Metal_vX.X.X.pkg** installer file.
2. Follow the steps to install.
3. On first launch, enter your License code.* NB : on macOS, the plugins are installed to the default location : /Library/Audio/PlugIns.

*After purchasing RANDOM Metal your License key appeared on your Licenses page: beatsurfing.com/my-license/

License Activation & Deactivation:

Each license you buy lets you activate the plugin on **3 computers** at a time. If you need to run it on a third machine, you'll first need to deactivate the plugin's license on one of your machines.

When deactivated, your plugin is still usable, but in a frozen state: your existing sessions will be able to load the plugin and its parameters in their last saved state. However you won't be able to access the user interface to tweak its parameters.

Support:

For additional support or updates, visit our website at beatsurfing.com and explore our growing knowledge-base at <https://knowledge.beatsurfing.com/audio-plugins-mac-os-x-or-windows>

Thanks for supporting us and please don't hesitate to reach out with any questions or ideas. You can always get in touch via [email](#).

- the BEATSURFING team

