

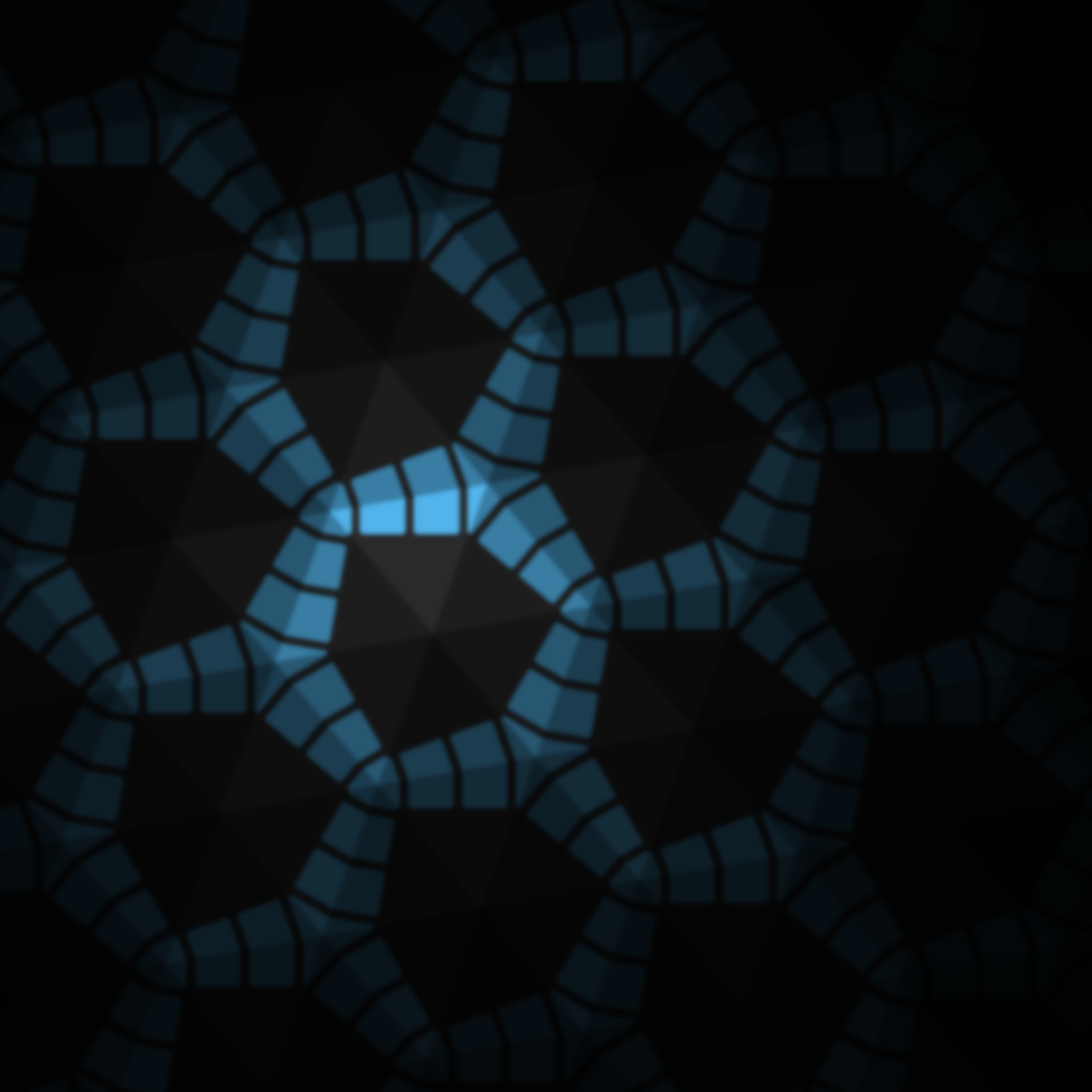


Rerun v2

Self-randomizing repeater

AAX + AU + VST effect plugin for Mac and Windows

Designed and developed by **Sinevibes** ©2019-2021



INTRODUCTION

Rerun is a self-randomizing repeater effect plugin. It constantly samples small slices of incoming audio, plays them back a number of times, and then starts over again. Each time it switches to the next round of sampling-repetition, **Rerun** randomizes the slice size and the number of repeats, and is then engaged or pauses depending on the probability parameter. The effect includes multiple playback modes – forward, reverse, alternating – as well as adjustment of slice envelope time and stereo link. Via a very streamlined set of controls, **Rerun** can be configured to produce a very wide range of experimental, always-changing sounds: chaotic rhythms, erratic glitches, randomized reversing, or time-stretched textures.

SOUND ENGINE

- Self-randomizing sampler-repeater with up to 600 ms slice size and up to 50x repetitions
- Variable repeater engagement probability, with summed or gated mode
- Forward, reverse, alternating playback modes
- Adjustable slice envelope
- Separate or stereo-linked operation
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

GRAPHIC INTERFACE

- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

SYSTEM REQUIREMENTS

- 64-bit Mac computer with Intel or Apple processor, running **macOS 10.9** or later, plus a host application with support for **AU**, **AAX**, or **VST3** plugins
- 64-bit PC computer with x86 processor, running **Windows 8.1** or later, plus a host application with support for **AAX** or **VST3** plugins

INTERFACE

Rerun features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Rerun** is loaded.



- Hold *shift* and drag a knob to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows), or *double-click* any knob to recall its default parameter value.
- To fully initialize all plugin's parameters, load the preset named *Default* from either *Factory* or *User* bank.

PARAMETERS

Size	30 .. 600 ms	Sets the maximum duration of one repeater slice: for each next round of repeats, the slice size is randomized between 10 .. 30 ms at the minimum parameter setting, and between 90 .. 600 ms at the maximum setting
Repeats	5 .. 50	Sets the maximum number of slice repeats: for each next round of repeats, the repeat count is randomized between 1 and 5 at the minimum parameter setting, and between 6 and 50 at the maximum setting
Probability	0 .. 100 %	Probability of the slice repeater being engaged for the next round of repeats: see the Mode parameter for two types of operation when the repeater is not engaged
Direction	Forward Reverse Alternate	<ul style="list-style-type: none">– All slices are played back forwards– The very first slice is played back forwards, and the rest in reverse– The slices are played with alternating forwards-reverse direction
Envelope	1 .. 250 ms	Sets the maximum attack and decay times of the slice level envelope; these times are also clipped to 50% of the currently playing slice size
Stereo	Separate Link	<ul style="list-style-type: none">– Slice repeaters are operating individually on the left and the right channels– Slice repeaters are synchronized between the left and the right channels
Mode	Sum Gate	<ul style="list-style-type: none">– When the repeater is not engaged, the dry signal is passed through– When the repeater is not engaged, the dry signal is muted
Mix	0 .. 100 %	Balance between the dry input signal and the wet slice repeater output

PRESETS

Rerun features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name in the top center to show open file dialog with the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows) on the preset name to reveal the actual file.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets



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