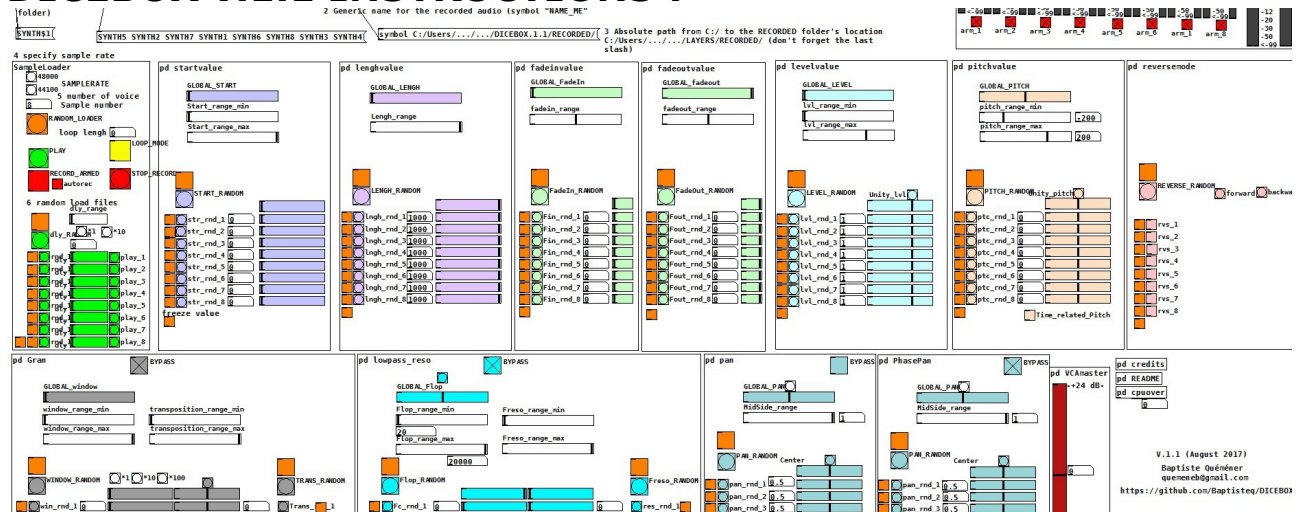


# DICEBOX v.1.1 INSTRUCTIONS :



## SETUP the patch for your computer :

after installing Pure Data 0.47.1 (<https://puredata.info/downloads/pure-data>) and assure that the patch launch correctly with the software :

1 – Name of the file

Specify the name of the file the patch will search for in the SAMPLE folder (or at the root of the pd file. **Then click on it to refresh the output**

**SYNTH\$1**

In this example « SYNTH »\$1. The patch will search for value like SYNTH1 SYNTH2 SYNTH3 ...

2 – Name of the recorded file

Once generated, the recorded file is given a name specified by this box. **Then click on it to refresh the output**

**symbol SYNTH\_DICEBOX**

Here SYNTH\_DICEBOX

the generated file will be named SYNTH\_DICEBOX\_ISO1\_T1, SYNTH\_DICEBOX\_MIX\_T1 (Name\_MIX or ISO\$1\_Value of the take)

3 – RECORDED folder's access path. You have to copy paste the absolute

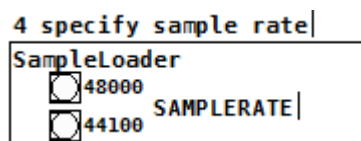
location of the RECORDED folder so the patch will generate the recorded files in it. **Then click on it to refresh the output**

**symbol C:/Users/.../.../DICEBOX.1.1/RECORDED/**

Absolute location meaning it start from <C:/Users/.../RECORDED/> on a Win7 machine. Be careful with the slash anti-slash syntax and don't forget to put a last slash at the end of the adress. Once you put it and save your patch you don't have to do it again (unless you move the patch from his previous location).

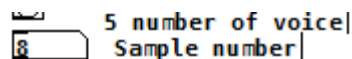
#### 4 - Samplerate

Specify the sample rate of your session (48000Hz by default) :



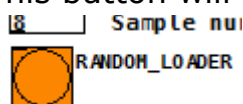
#### 5 - Number of sample

Specify the number of sample in your folder you want to call (Ex : 8 for EAU files 12 for SYNTH files)

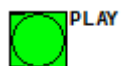


#### 6 - Random Loader

This button will generate 8 Values for the specified Sample

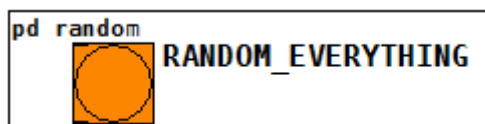


#### 7 - PLAY



At this point you can play the files. In his default mode the patch will only play the 8 files with no modification and sum it to the mix.

#### 8 - RANDOM EVERYTHING



You could then Random every module of the patch and all their parameters to see what is up.

#### 9 - Freeze Value

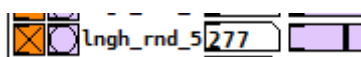
If you like one set of parameters in one module you can freeze the module so the RANDOM\_EVERYTHING button won't change it anymore



Here the Lengh values of all the playback files are frozen.

#### 10 - Freeze local

you can aswell freeze local value for one parameter



Here the Lengh value of the 5th playback file is frozen.

## 11 – Arm Record

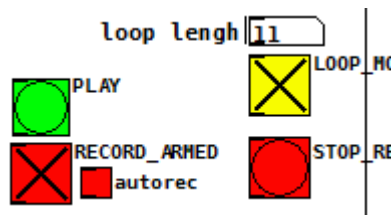
Once you are ok with the created sound you can record it by pushing the toggle rec button



Once activated, the next play action will activate the record (by default record the mix (MIX) and the 8 isolated voices post-fx (ISO1,ISO2,...,ISO8)) at the end you can push the stop record button to stop the record, or use the autorec toggle, a system designed to stop the rec once there is no signal (WIP might not work in every situation, you'll have to do it manually)

## 12 – Loop Record

The loop mode system is a system that is able to playback again a file once his previous playback is finished but with new random values (and according to your freeze value settings). So it can create in time, rich and various sound textures. It uses a lot of CPU power. So you have to specify to the patch how long you want the loop to be activated. So it doesn't go in hyper loop mode and create a vaccum tunneling wormhole stuff...

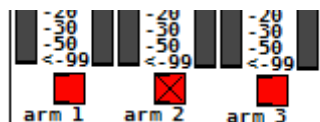


Here the playback will be recorded at the play action. The loop mode will go on for 11 seconds

In this mode the record system is able to shut himself down 3 seconds after the end of the loop.

## 13 – ISO record toggle.

The patch by default can record all the 8 voices post-fx and his mix and generate names for the recorded files (ISO1,ISO2,...,ISO8;MIX). You still can deactivate the generation of one or all the ISO file with the arm\_isorec toggle



Here the ISO2 will be recorded not the ISO1 and ISO3.

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Dicebox V.1.1 (<https://github.com/Baptisteq/DICEBOX>)