

# BETABUGS<sup>TM</sup> AUDIO



**Version 1.0.0**

## Welcome

Thank you for downloading this fine plug-in from BetabugsAudio. As with every plug-in we make, we have packed as much functionality as possible into a streamlined user interface.

GetaBlitch Jr. is a sequenced gate effect that is different from traditional "trance gates" in two significant ways: first, it uses MIDI to sequence the gate, rather than a built-in step sequencer; second, it gates the left and right channels of a stereo signal independently and potentially simultaneously.

In order to get the most out of GetaBlitch Jr., please spend a few moments reading this brief manual.

## License

GetaBlitch Jr. has a very simple license:

1. GetaBlitch Jr. is freeware. This means that you are free to distribute it, give it to friends, or otherwise share it around. However, only the entire unaltered archive, including this document, may be re-distributed.
2. Copyright of the code and the finished plug-in remain the property of BetabugsAudio and GetaBlitch Jr.'s author, Johan Larsby.
3. This plug-in is provided at no cost; therefore the author and BetabugsAudio assume no responsibility for any damage that may occur to the end user or the equipment used to run the plug-in.
4. Magazine editors are free to include the plug-in on covermount discs or similar media; however, we request that you inform a member of the Betabugs team by e-mail in order to advise us. We certainly wouldn't say "no" to a few copies of the publication, either!
5. Donations are encouraged but never required. See the "Donating" section at the end of this manual for more information!

## Usage

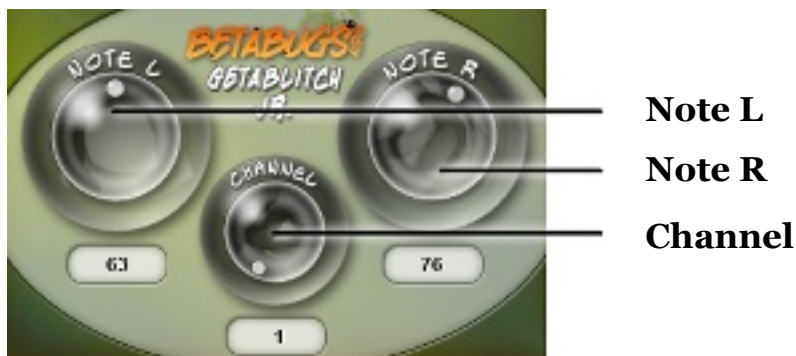
For GetaBlitch Jr. to operate, you must first set your host so that you may send both audio and MIDI information to the plug-in. Each host (sequencer) does this differently, and some hosts will not allow it at all.

**Gating:** GetaBlitch Jr. stops audio from passing through until it receives one of two user-defined MIDI notes. These may be programmed as a MIDI part, or played live. This stopping and starting of the audio is referred to as "gating".

**Volume:** In addition to simply "opening" and "closing" the gate, the MIDI messages allow you to control the amplitude of the audio being passed through. With a note velocity of 127 (the maximum MIDI velocity), your audio will pass through at its original volume. Any other velocity will lower the volume of the signal by a scaled amount.

*For live performances, you may find it useful to adjust your MIDI device's velocity response curve, since it is rare that with a default curve you will trigger a velocity of 127. Or, you may simply increase the amplitude of the audio coming out of GetaBlitch Jr. with a volume plug-in.*

## Controls



**Note L:** This knob allows the user to set which MIDI note will control the opening of the Left channel's "gate". Here, it is 63 (D# in the fourth octave according to the MIDI standard spec). As long as this note is being sent to GetaBlitch Jr., the left channel's audio will be allowed to pass through.

**Note R:** This control is identical to Note L except that it controls the gating of the right channel. Here, note 76 (E in the fifth octave) will allow the opening of the "gate".

**Channel:** The user may select which MIDI channel (from 1 through 16) will control GetaBlitch Jr.. Since GetaBlitch Jr. does not have an "all/any" setting, make sure this knob is set to correspond to the channel of your MIDI clip; otherwise there will be no effect at all!

**AttackDecay:** This function is "hidden," and therefore accessed differently by each host. The *AttackDecay* parameter controls the time for the volume to reach maximum after the gate opens, and then the amount of time for it to return to zero once the gate closes. Default *AttackDecay* is 1 millisecond, which is nearly instantaneous, but is enough to help smooth out clicking sounds that result from starting and ending audio at non-zero-crossings<sup>1</sup>. You may find it useful to bring this right down to zero (for certain effects) or up to a higher value (to smooth out problematic material).

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<sup>1</sup> A "zero crossing" is a point in an audio signal's waveform at which there is an amplitude of zero; or, in other words, a moment in time in which the audio signal has no volume at all. Cutting audio at a zero crossing allows for seamless operation. Cutting at spots other than zero crossings may produce loud clicking or popping sounds, which are usually undesirable, but which are a hallmark sound in genres such as 'Glitch'. GetaBlitch Jr. fades audio in and out with a 1 millisecond envelope, which forces an artificially-induced "zero crossing". 1 millisecond is not enough to completely smooth out all possible source materials, but it serves as a reasonable default.

## Version History

1.0.0	24/11/05	First release of full version
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## Feedback / Bug Reports

We are always eager to hear feedback or have bugs reported. The easiest way is to visit the Bughouse user forum, found at [BetabugsAudio.com](http://BetabugsAudio.com). If you would like to join us in future beta tests, contact one of the team by "Bughouse" private message for details.

## Donating

BetabugsAudio freeware is designed by a graphic artist and developers who want to give something back to the music community. However, certain costs (such as web hosting and promotion) are incurred from time-to-time, and every donation, no matter how small, helps us to offset these expenses. Help support the freeware development community by donating to companies whose plug-ins you use and enjoy. Our donation link may be found on the "Meet the Bugs" page of [BetabugsAudio.com](http://BetabugsAudio.com).

## Credits

- GUI and all other graphical elements: Mully ([www.multree.com](http://www.multree.com))
- Programming and code: Johan Larsby ([larsby.com](http://larsby.com))
- Documentation: Greg Pettit ([gregdpettit.com](http://gregdpettit.com))
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