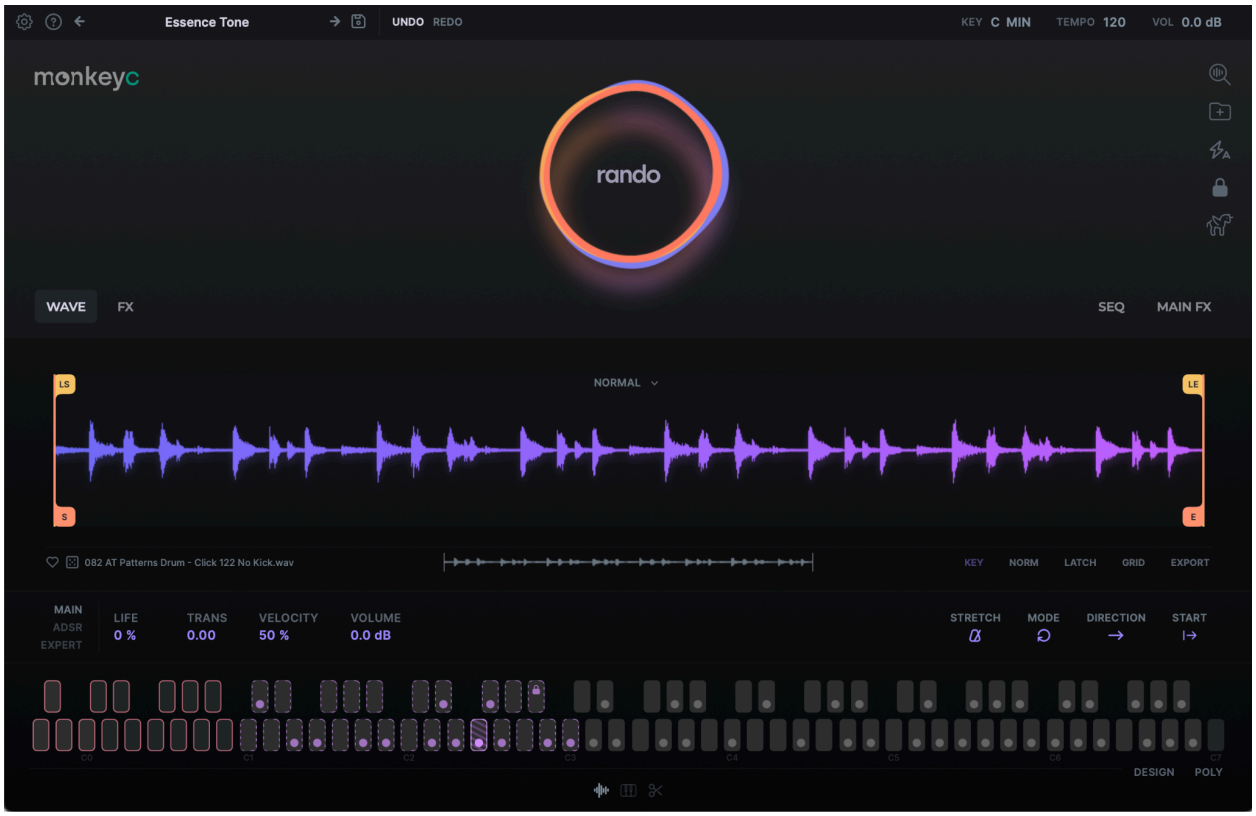
Rando 2



User Manual

Updated for v2.5.0

//

By Monkey© Audio

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Welcome

Thank you for purchasing or demo-ing Rando! We hope you enjoy it, and we hope you can get even more out of the plugin with this user manual.

Rando is a piece of software for getting more inspiration out of your existing samples. It runs as a VST or Audio Units plugin instrument, or standalone as an application on your desktop computer. A vital part of setting Rando up correctly is to point it towards the folders that make up your sample collection.

Use Cmd-F (Mac) or Ctrl-F (PC) to search this manual for particular text, parameters or phrases; or use the Contents page above to find a section you're looking for and click to visit it. We've included various Tips in the manual for more advanced users. One great way to get better at Rando is to just search this manual for the text **Tip:**

You can also learn about how Rando works through videos. Load the plugin, click the **three lines icon** in the top-left, and select the **Videos** tab to view tutorials. Note that this manual is updated with all major updates to Rando, but we can't make new videos as frequently as we can update this manual.

Welcome Notes for Rando v1 Users

With the release of version 2 of Rando, users of the first version will now find a separate Rando 2 plugin and standalone app – the v2 installer will not install over your version 1 Rando.

Rando 2 supports all presets (global presets, effects/sequencer preset) from Rando v1, and is built to import your existing Rando 1 presets on startup. These are categorized in their own folder in the Prests browser.

Installing Rando

Once you have downloaded the relevant Rando installer, run the setup file [DMG disk image on Mac; EXE file on Windows]. From here, complete the installation process, referring to the End User License Agreement and selecting installation locations if preferred.

The installer will install the plugin and preset folders in the following locations by default...

Rando Installation Locations on Windows

Default installation locations for Rando on Windows are as follows...

VST3: C:\Program Files\Common Files\VST3
AAX: C:\Program Files\Common Files\Avid\Audio\Plug-Ins

Presets: C:\Users\<UserName>\Documents\Monkey C. Audio\Rando 2\Presets

Rando Installation Locations on Mac

Default installation locations for Rando on Mac are as follows...

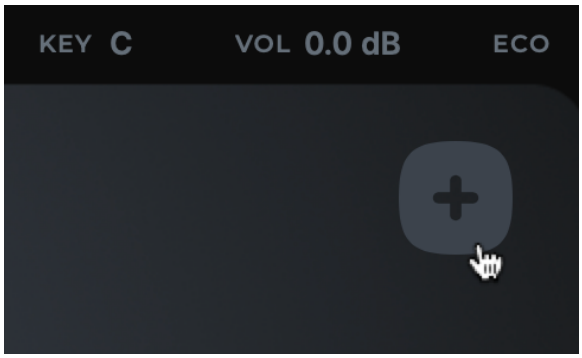
VST3: Macintosh HD/Library/Audio/Plug-Ins/VST3
AU: Macintosh HD/Library/Audio/Plug-Ins/Components
AAX: Macintosh HD/Library/Application Support/Avid/Audio/Plug-Ins

Presets: Macintosh HD/Users/[username]/Library/Application Support//Monkey C. Audio/Rando 2/Presets...

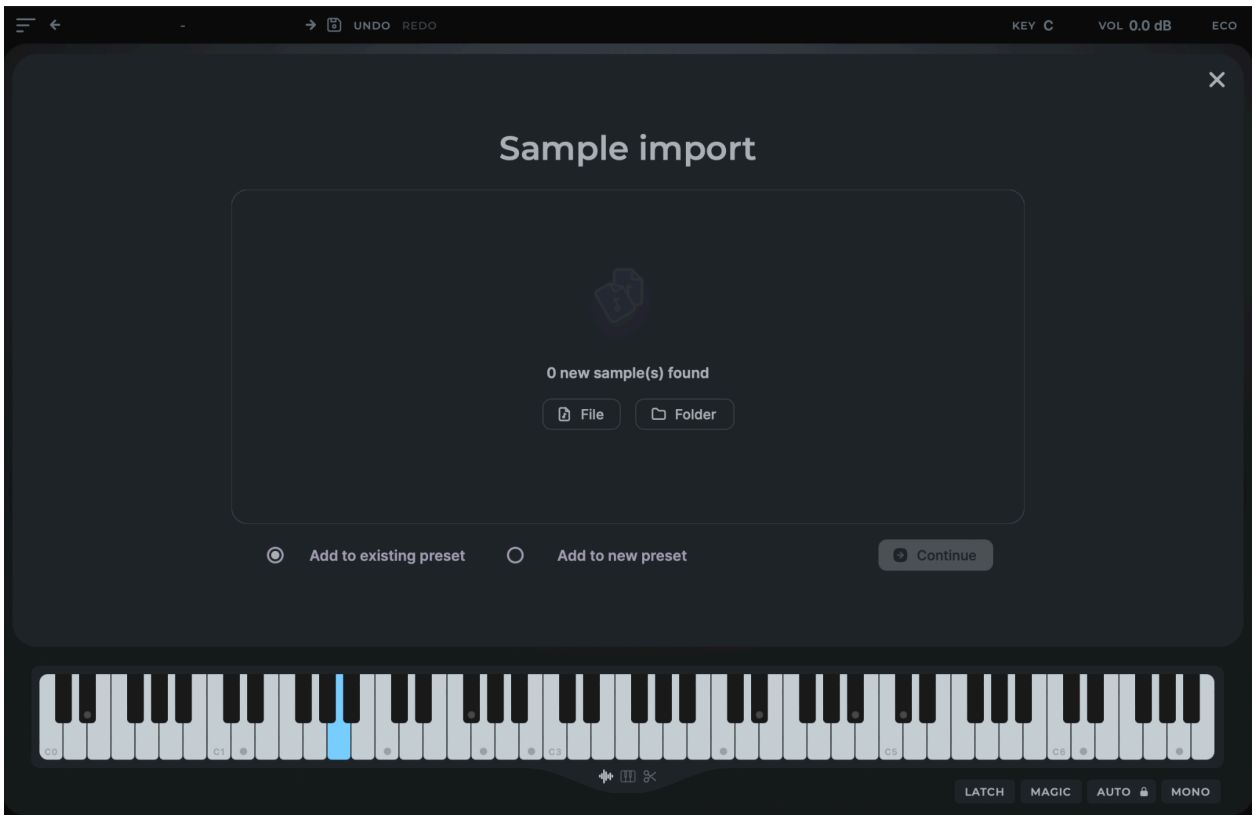
- /Presets
- /FX Presets
- /Sequencer Presets

Connecting your Sample Library

Rando is intended to access ALL your sample packs, but pointing it in the right direction is up to you. To start connecting your sample library to Rando, click the **+** 'plus' button in the top right to access the **Sample Import** screen.

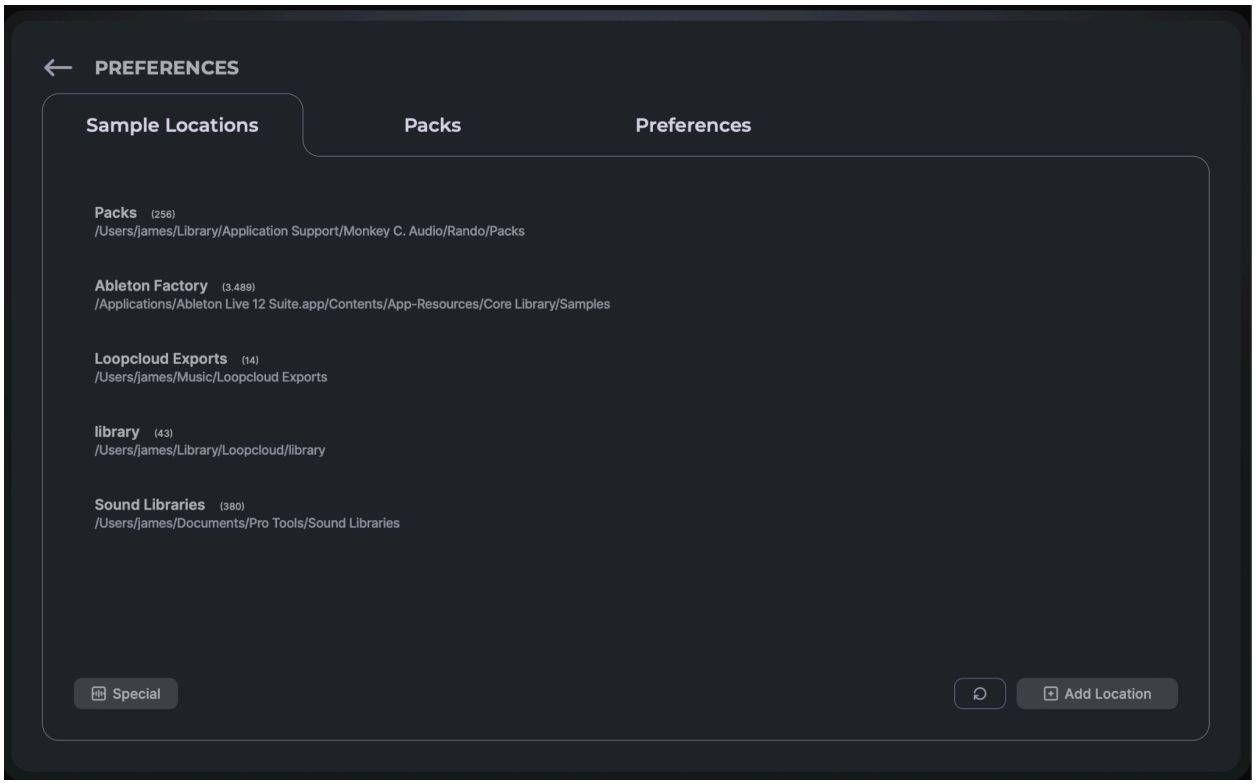


From here you can import a File or Folder for analysis by Rando using your Operating System's browser, and add samples to new or existing presets (this is not necessary).



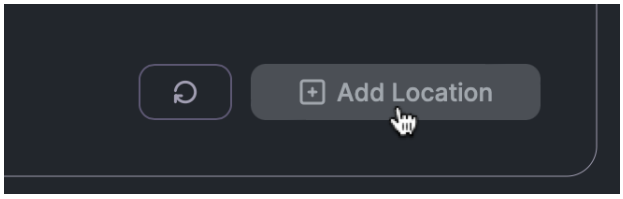
You can also go deeper. Click on the **three bars icon** in the top-left corner of the interface, and choose **Settings**. Here you can add locations and also manage **Sample Locations** for Rando to load samples from.

TIP: Once Rando starts scanning a location, you can navigate off the screen, and the process will finish in the background.

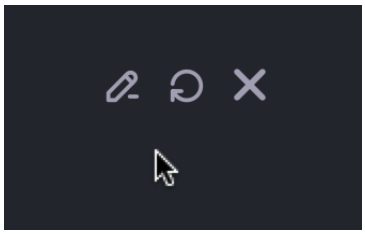


Connecting Samples by Choosing Sample Locations

To direct Rando towards an existing folder of samples, choose the **Sample Locations** tab, and click the **plus icon** at the bottom right. In the OS dialog that appears, find your desired sample folder(s) to select, and choose Open. This will add it to the list of Sample Locations, which indicates that Rando is now able to use the folder(s).

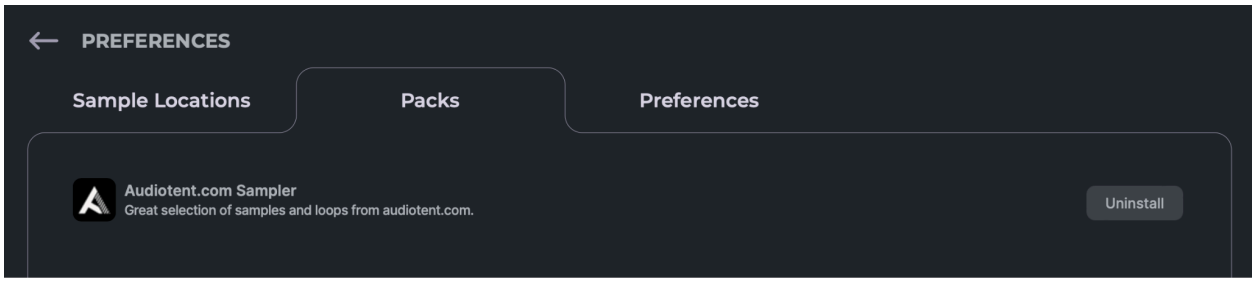


You can rename, rescan or remove sample locations by using the **pencil**, **cycle** and **cross** icons.



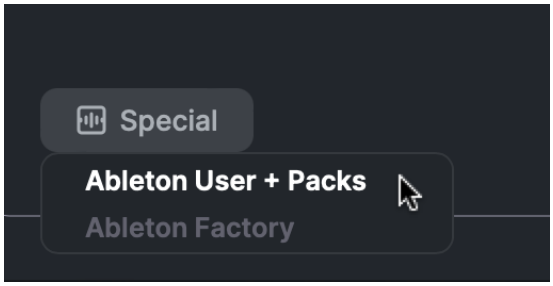
Connecting Samples by Downloading Packs

As a Rando user, you can download whole collections from top sample creators for free, instantly! These will download and be automatically available for use in Rando. You can find these in the **Packs** tab. To install a pack, click its Install button and it will begin downloading. Once downloaded, Rando will be able to use the samples in question.



Connecting Samples by Adding Common Locations

You don't have to painstakingly track down every single sample location on your computer. Using the **waveform button** at the bottom of the Sample Locations tab, you can instantly add certain folder locations such as the Ableton Factory Library.



Essential Functions in Rando

Here's how to get up and running with Rando after installing and loading the plugin and connecting your sample library (as above).

Randomizing!

After you've connected your sample collection in Rando's Settings, press the huge swirling Rando button to let the fun begin.



Now Rando's keyboard is full of samples. Press different notes to trigger the various samples and hear what has been selected from your entire collection..

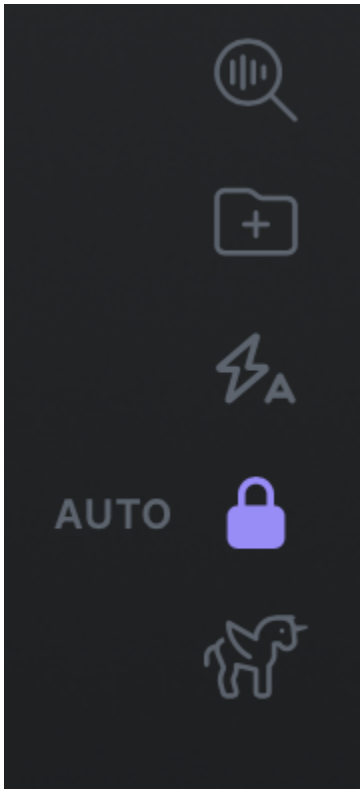
Click Rando again and these samples will be washed away and replaced by new ones.

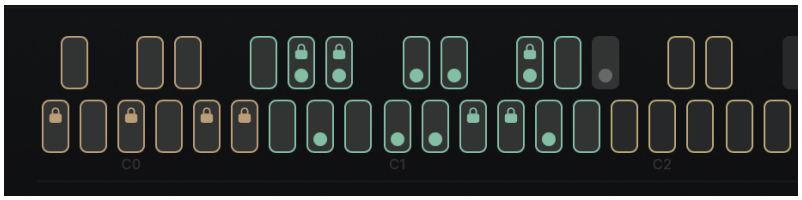
You can customise the selection of samples to something more specific (for example, 'all crashes', or 'all tonal one-shots' using the Randomize Settings. These are covered in more depth in the Search Mode section.

Lock Mode and Auto Lock

To prevent any note on the keyboard from being switched out when you next hit the Rando button, you can click a padlock that appears above any selected key.

Click the **padlock icon** in the top right to enter **Lock Mode**. Your clicks on Rando's keyboard now serve to lock or unlock notes, until you come out of this mode.





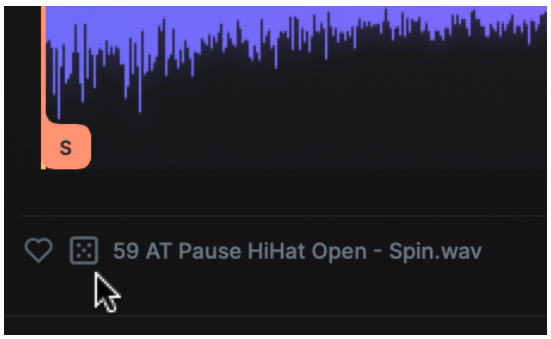
By clicking the **AUTO** text next to the padlock, you enter **Auto Lock Mode**, in which your MIDI note input serves to lock or unlock notes.

This means you can audition your samples across the keyboard and put a marker down to keep your favourite ones safe, before rolling the dice again to replace anything you didn't like.

TIP: You can right-click a note and select Move Locked Notes to the Left to move any notes you've chosen out of the way of new ones when you re-Rando.

Similar Sound Swap

With any sample selected, you can use the lower-left **dice icon** to replace it quickly with another similar sound. This means that one snare will be replaced by another snare, for example, rather than by any given sample. Note you can also **Randomize Sample** for a single note in the keyboard's right-click menu.



Chromatic and Slice Play Modes

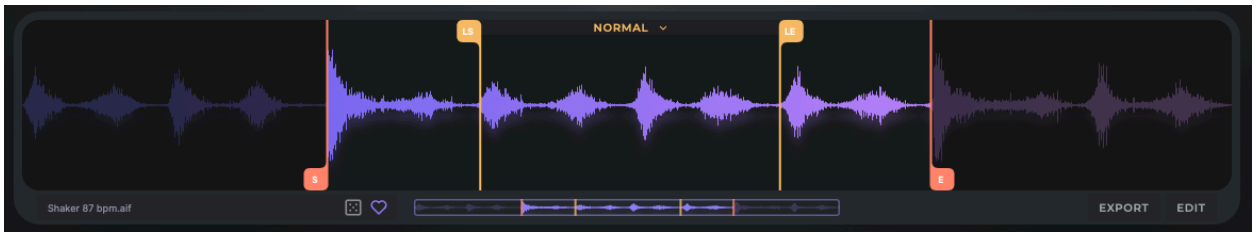
You can play single samples using different notes of your keyboard, instead of playing one note per sample. To find out more about this, head for the Play Modes section.

MONO / POLY (Monophonic / Polyphonic Playback in Normal Mode)

By default, Rando can play **Poly**phonically, meaning that you can trigger multiple samples to play back at once, and these will overlap (IE play at the same time) when played this way. By toggling the plugin to **Mono**, it will play monophonically: a second sample triggered, while the first is playing, will cut off playback of the first sample.

Basic Sampling Functions

Like most samplers, Rando lets you specify how much of an audio file is actually played back. The waveform display shows the entire file's waveform, and you can drag handles to determine the **sample start** point, **sample end** point, as well as **loop start** and **loop end** points (when Looped play mode is selected).



Between Rando's waveform display and keyboard, you'll find various parameters that can be controlled to play back the selected sample in a different way. We'll describe these briefly here, but you can click on the section reference for each item to skip to the full section explaining it in-depth.

- **Life** adds subtle analogue-style movement to the selected sample
- (**ADSR**) Attack, Decay, Sustain and Release controls dictate playback volume over time
- **Volume** applies a gain change to the sample
- **Trans** (Transpose) tunes the sample up or down, between -12 and +12 semitones
- **Velocity** controls how sensitive the playback volume is to your MIDI velocity. At 0%, all notes are full strength; at 100%, all notes are at the correct velocity as played
- **Playback** can be set between the sample being...
    - Played once, and only while a note is held (**Normal** mode)
    - Played once, and all the way through once a note is pressed (**Oneshot** mode)
    - Looped constantly while a note is held (**Loop** mode)
- **Direction** helps you to play the sample back in the normal forwards direction or choose to play it backwards

Remember, all these playback controls between the waveform and keyboard are **set per sample**, not globally. You can arrive at a note's controls only after that note has been activated by being played or clicked.

Try Right-Clicking a Note

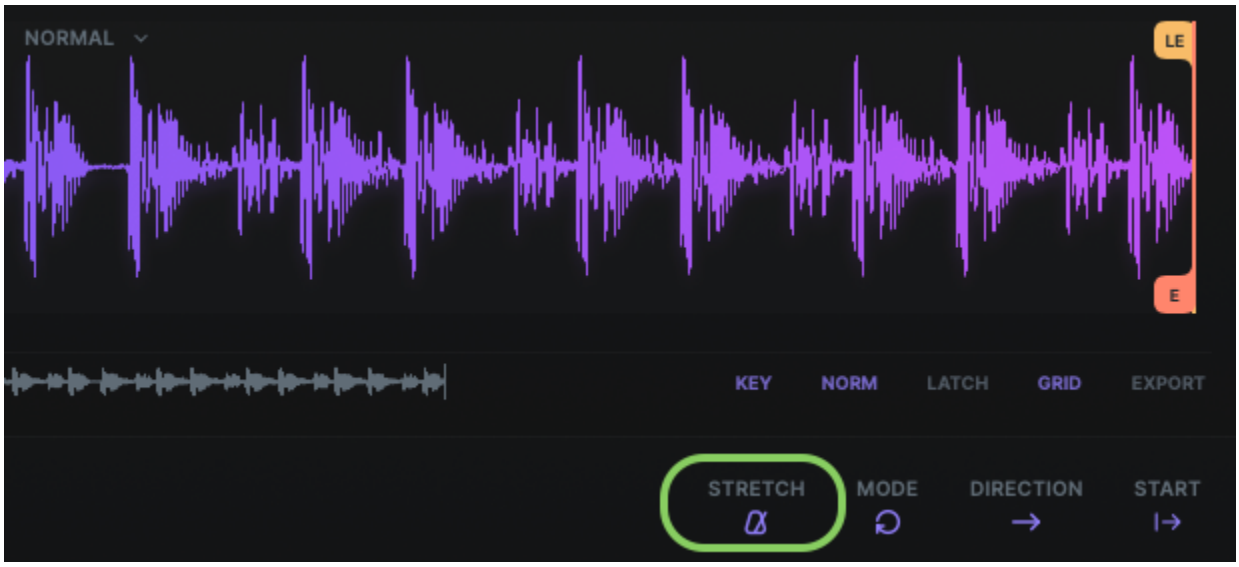
On Rando's keyboard, there are many options that can be set per-note if you right-click one. For now, you can try it out yourself, but you can read about these functions in more detail in the section Keyboard Notes Right-Click Menu.

Playing with Key and BPM

Samples that Rando identifies as Tonal in nature will have their note pitch analyzed. By default, when a tonal sample is loaded onto the keyboard, it will be pitchshifted to conform to the note selected in the top-right corner of the interface. To prevent this behaviour for a particular sample, de-select the **KEY** selector to the bottom right of the sample. Note that by default, these samples will play as one-shots, not loops, and their **STRETCH** type will be set off.

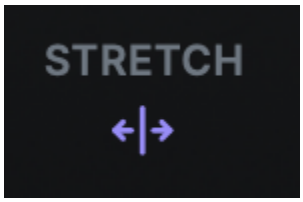


Samples that Rando identifies as having a rhythmic quality or groove will have their tempo mapped, and will be put into a **STRETCH** mode by default. This means they'll follow your DAW's tempo.



You can change the Stretch mode of a loop to behave in a different way, or turn it off. A one-shot sample can also be given a stretch mode, too.

The second Stretch mode, Sync mode, ensures the sample retains the same total length of the original, if being pitched.



FX (Effects)

This screen lets you access six effects: Filter, Chorus, Distortion, Crush, Delay and Reverb. Effects are placed on a single sample (note), but you can also place the effects globally by entering **Main FX** mode (bottom right). Each has an X/Y pad to control its depth and mix blend (dry/wet). There is also a Mix control for the entire effects chain, which you can reduce to blend the original signal back in with the wet signal.

Each effect has different modes of operation, the modules are re-orderable, and the entire FX setup can be saved and recalled. To read about the FX section in more depth, head to the FX Section below.



Sequencer

Rando's sequencer contains up to 64 steps of sequencing with note, velocity and length, as well as very useful and inspiring randomization controls. We'll cover all of it in-depth in the full Sequencer section. Anyone who's used a sequencer before should be on mostly familiar

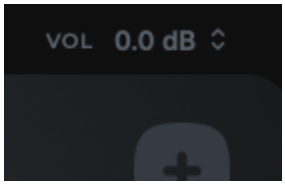
territory, but there are some hidden ways to use Rando's sequencer alongside it for extra creativity.



Quick Start Tip: *Try the* ***Generate*** *button to randomize the seq, and activate* ***Octave*** *to randomize in a more reasonable melodic context.*

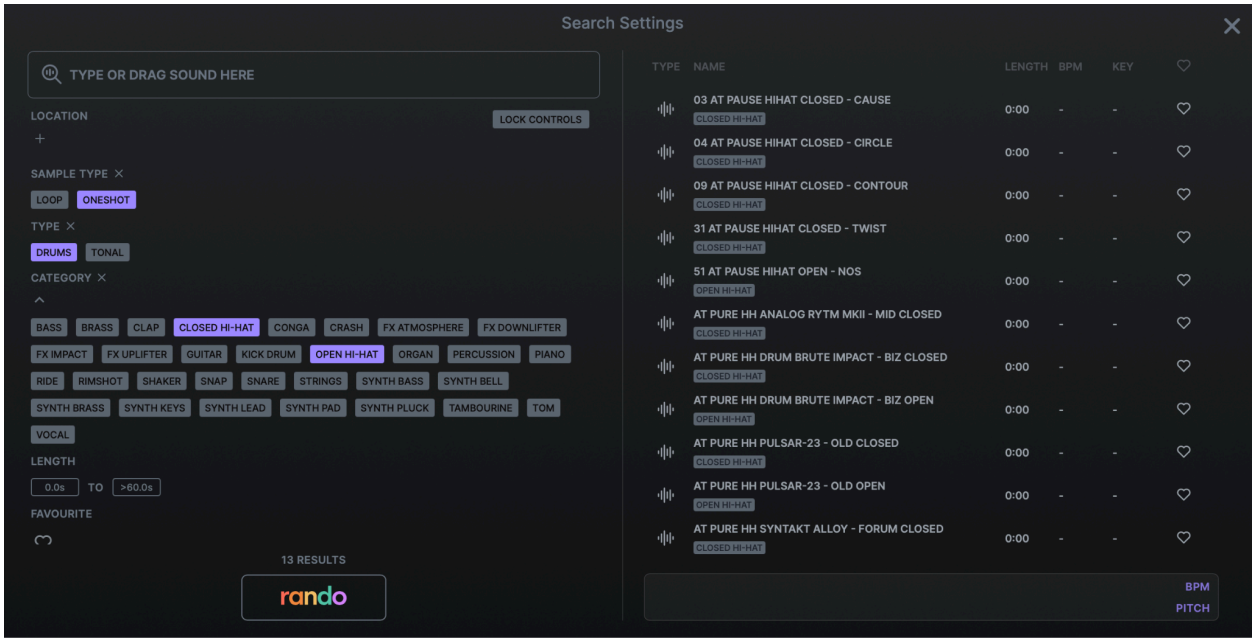
Master Volume

A master output gain control is located in the top-right. This allows the user to increase or decrease gain on the output of the plugin, globally.



Search Mode: Options for Rando-ing Samples

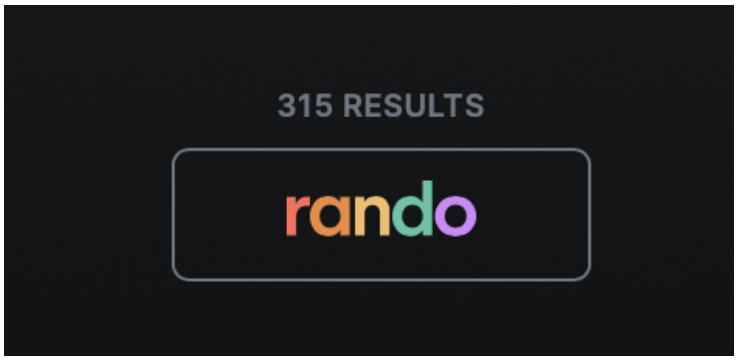
To use Rando with even more intention, don't just click the circle! Instead, click the **waveform magnifying glass icon** in the top right. Here you can be more specific about the sounds that should populate Rando's keyboard, using **Text**, **Loop Type**, **Length**, **Favourites**, **Location** and **Type/Category** criteria.



These criteria can be used individually or together. Let's say you're looking for a keyboard full of shakers, you may type **Shaker** and then specify the Loop Type as **Loop**. If you're looking for short crash sounds (or a 'splash'), you may select **Crash/Ride** from the Categories selector, choose **One-Shot** as the Loop Type and dial in a short **Length**.

A **Rando button** lets you randomize samples here, and the window remains active so you can demo the settings you've chosen and dial in new ones to try again if necessary.

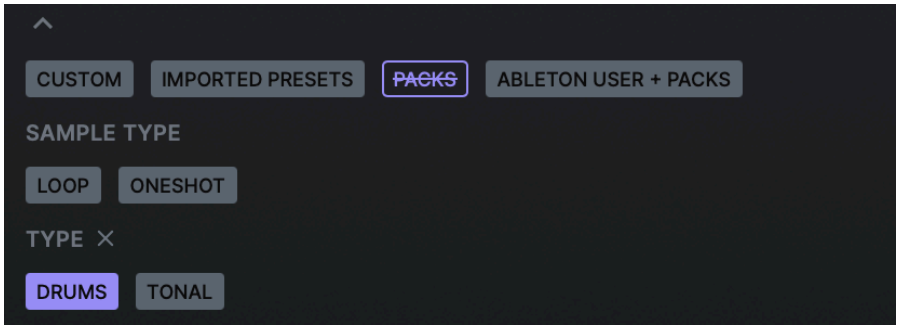
Rando will tell you how many samples in the total pool match your settings, so you can make your search broader or narrower, and you know how different the selection will be if you click Rando again.



How Search Tags Work: Only, Excluded, Neither

As you click on them, some tags here cycle between **On (only)**, **Excluded** and **Off**.

The search below, for example, returns only drum sounds, and excludes drum sounds from the downloaded Packs..

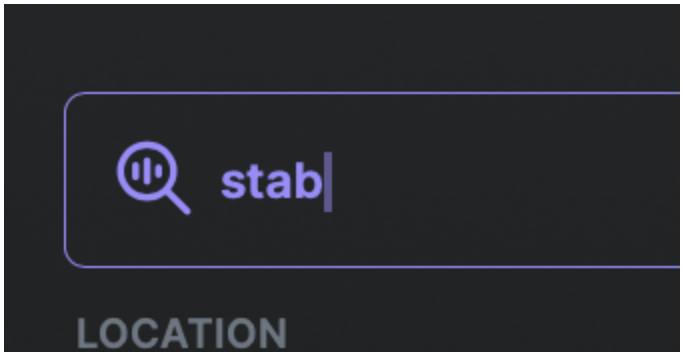


The search below looks for Tonal samples and completely excludes Drums, Guitar and Synth Plucks.

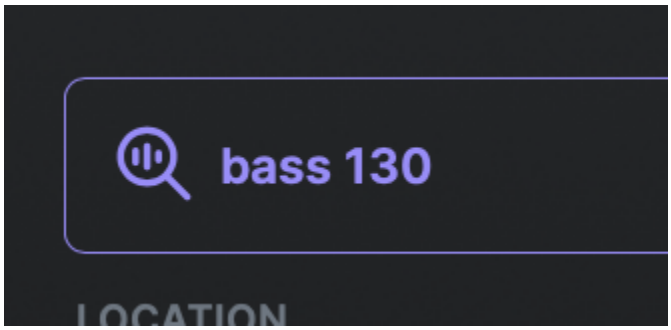


Text Search

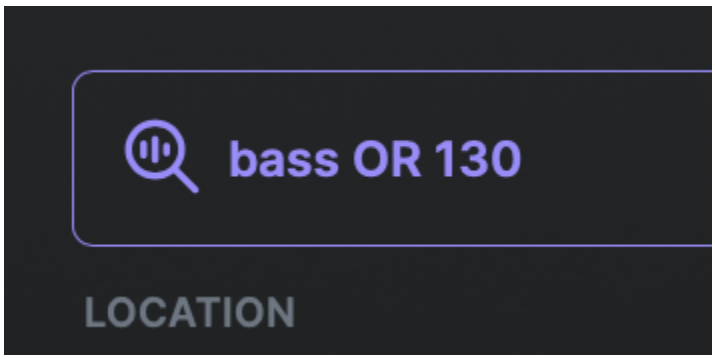
Type what you're looking for. Obvious examples include instruments like Kick, Riser or FM Piano, but what about searching along other dimensions, such as F#maj7, Smooth, Filtered or House?



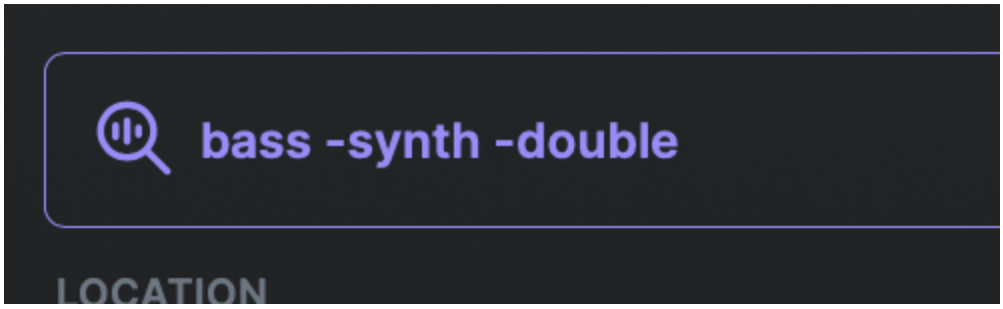
You can also search for multiple text-based queries by typing multiple words separated by spaces.



You can search for one or the other word by typing “or” between each. The search below will return results with filenames containing both “bass” and “130” (bpm).



You can exclude a term from a search by using the hyphen (minus) before it. The search below will return results for bass sounds, but not synth bass sounds or double bass sounds.

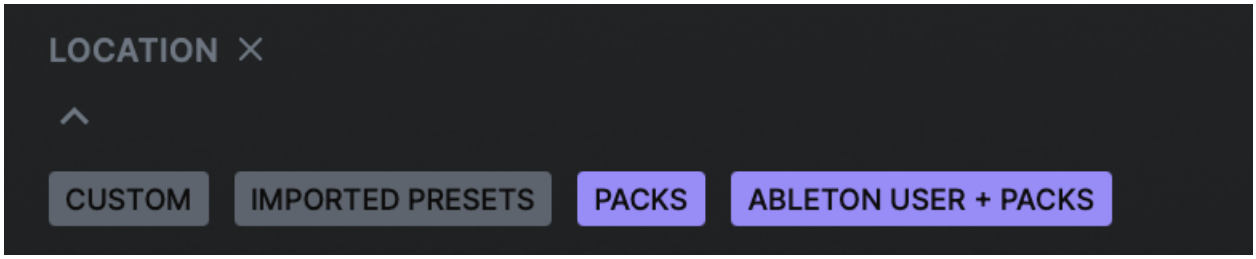


Use a Sample to Search

You can also drag a sample into the text search bar to have Rando analyze it and prepare similar samples to it. Rando does this by scanning for the sample's categories and selecting them for you.

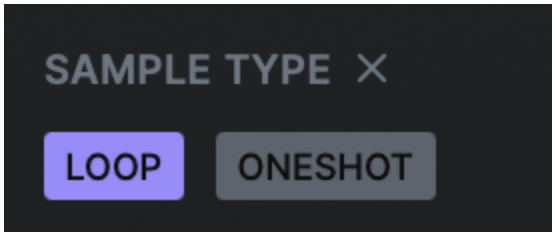
Locations

You can narrow down which folder location (or individually downloaded pack) your search is taking place within. Selections here should mirror the packs and locations as set in the Settings screen.



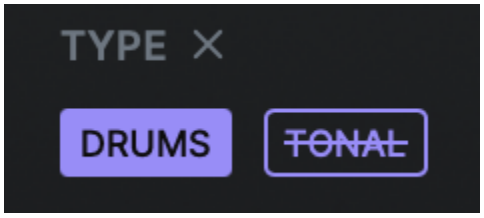
Sample Type

Determine whether Rando will populate the keyboard with **One-Shot**s, **Loop**s, or **All** together.



Type

This category contains only two types: **Drums** and **Tonal**. You know what drums are, but Tonal samples are the sort of samples that have a distinguishable note rather than being made primarily of noise.



Categories

You can click **Categories** to get deeper and more specific with some premade 'tags':

- Bass
- Brass
- Clap
- Closed Hat
- Conga
- Crash
- FX Atmosphere
- FX Downlifter
- FX Impact
- FX Uplifter
- Guitar
- Kick Drum
- Open Hi-hat
- Organ
- Percussion
- Piano
- Ride
- Rimshot
- Snare
- Shaker
- Snap
- Strings
- Synth Bass
- Synth Brass
- Synth Bell
- Synth Keys
- Synth Lead
- Synth Pad
- Synth Pluck
- Tambourine
- Tom
- Vocal

Length

This double-ended slider lets you set the bounds for the length of samples that will populate the keyboard. For example, if you want to exclude very short samples and very long samples, you can bring each in from the extreme left (0.0s) and right (>60.0s) default positions.

Setting the Length parameter could be useful to give yourself a set of, for example, tonal samples that are relatively short to layer with a drum, or a piano line that lasts longer than 4 seconds (eg is a full loop rather than a stab or single note).

Favourite

Click the **heart** to only include your Favourited sounds in the search criteria.

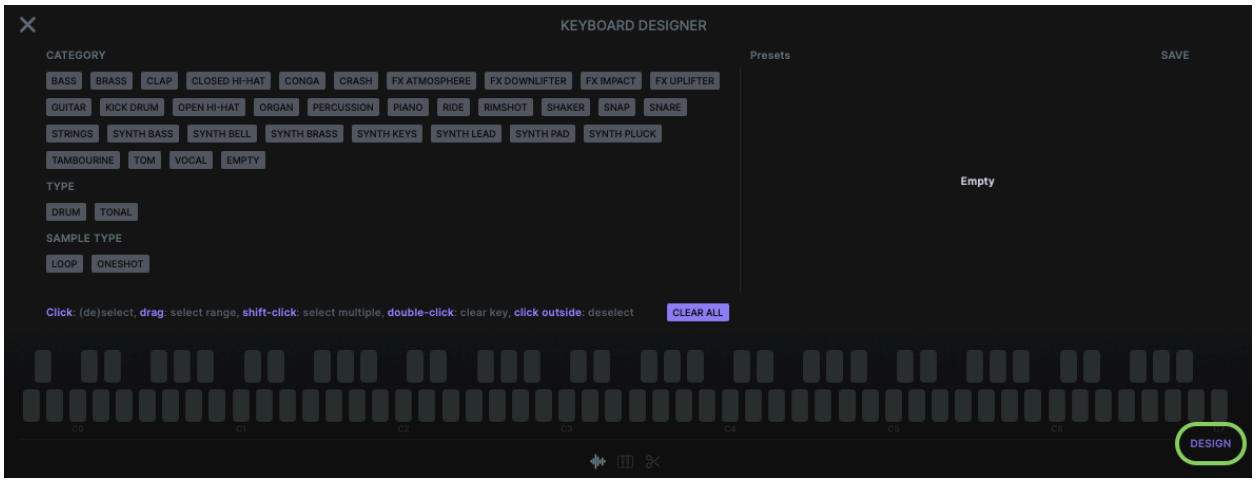
Lock Controls

This switch, deactivated by default, tells the plugin to retain the settings applied to each note (for example, amp envelope, applied FX, etc) when Rando is pressed.

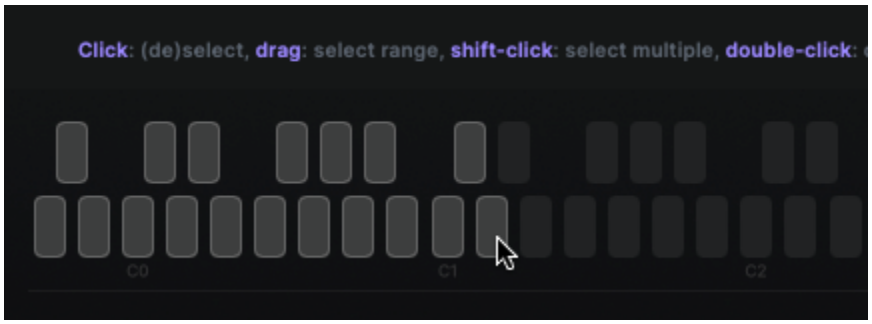
Design a Keyboard (Design Button)

Click the Design button (bottom right) and you enter the keyboard designer. This shows the same categories from the Search Mode.

The idea is that you can specify portions of your keyboard to load specific sound types into when you hit Rando. You may want basses in the first octave, percussion in the next octave, and the rest of the keyboard populated with melodics. Perhaps you want to create a standard general MIDI drum kit where you always have a kick on C0, snares on D0 and E0, closed hi-hat on F#0, etc – it's all up to you.



To define a range to put a certain type of sample, click and drag from one note to another.



Now select your criteria for samples that will populate this range – in exactly the same way as the Search Mode. Below we've selected to have Kick Drum samples within this range.



Now when we click Rando, this range will be populated with only kick drum samples, and the rest of the keyboard's range will be other samples.

We can customize the keyboard further by adding more ranges with different content. Below we have ranges for Kicks, Percussion, Bass and Tonal. You can select a range to be **Empty** using that tag.



There are more ways to select samples for ranges, as identified in the plugin: you can **click individual notes** to add or remove them from a range; **drag from one note to another** to include all in between notes in a range; **shift click** to select multiple notes for inclusion in a range; **double-click** to remove a note from a range, and **click outside** a note/range to deselect a note.

Play Modes

Rando has three ways to play its samples, represented below the keyboard with the icons.

MONO / POLY Modes

In Normal, Chromatic and Slice modes, Rando can be set to either Mono or Poly playback modes. Chromatic mode also includes a third mode, Legato, which we'll discuss below in the Chromatic Mode section.

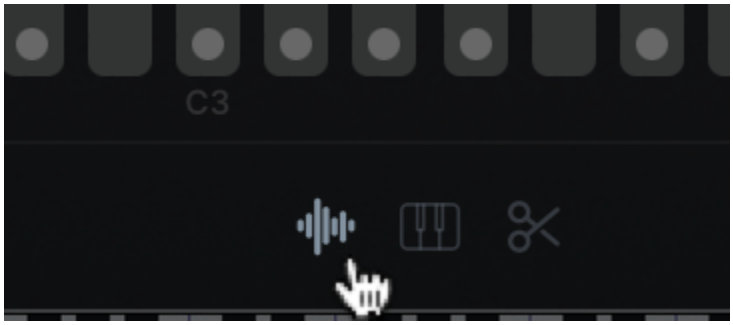
Mono(phonic) and Poly(phonic) modes determine the way in which multiple MIDI notes will trigger things to play back. In **Mono** mode, only one sample can play at a time, while in **Poly** mode, multiple samples can sound simultaneously. In a synth, Poly mode lets you play 'chords' – although with rando, different notes trigger samples, so the thinking has to be slightly different.

While **Poly** mode lets you overlap samples and play them at the same time, **Mono** mode can be a creative way of sample *switching*. For more reading, see the Latch section below.

Normal Mode

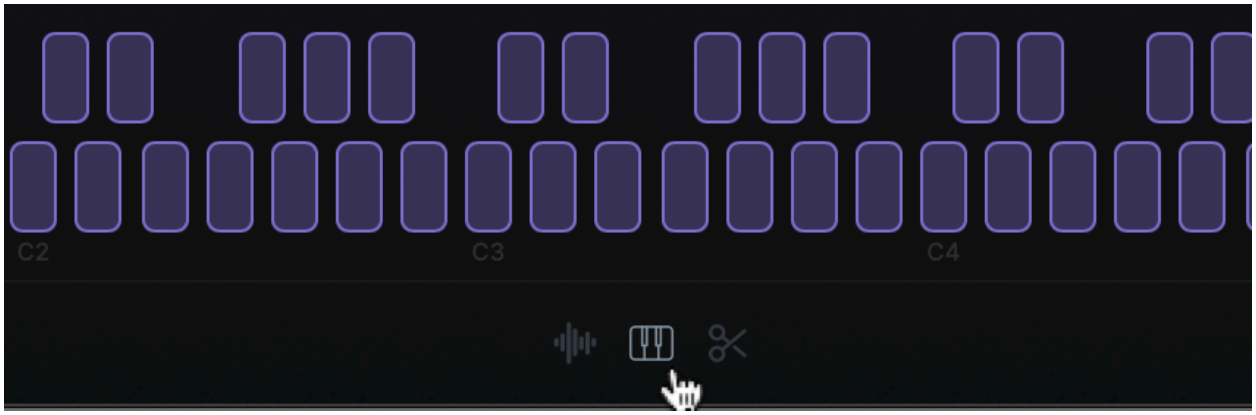
This is the mode you'll probably use the most. It fills the keyboard with samples and lets you use one note to trigger one sample. Most of what we'll discuss in this manual revolves around Normal Mode, but the other two modes, Chromatic and Slice, are worth playing with too.

This mode can run in Mono or Poly playback, as described above.



Chromatic Mode

Any sample can be turned into a whole instrument using Chromatic Mode. Here, the setup operates like a classic sampler, pitching the note you selected across the span of the keyboard from low to high. Switch it on using the Piano Icon in the area directly below the keyboard.



Rando's sequencer works well in combination with Chromatic Mode. We cover this in full detail in the Sequencer section. You can drag notes from the keyboard onto sequencer steps.

Mono, Poly and Legato (in Chromatic Mode)

When Glide Mode is set to **Mono**, individual notes will start playing before their pitch is changed, and the pitch will change in the time set by the Glide Speed (below). To hear this in action, set a Glide Time of about a second, and play a low note then a high note, and repeat. The pitch should be heard 'diving' from the previous note's pitch at the start of each new note.

Poly mode ignores note pitch glides, no matter the value set by the Glide speed.

In **Legato** mode, glide is triggered by a new note when it overlaps with another, previously playing note. If a new note starts before another has ended, the original note will continue at its same pitch, but the new note will experience a pitch glide (within a time set by the Glide setting) from the original note pitch to its own pitch.

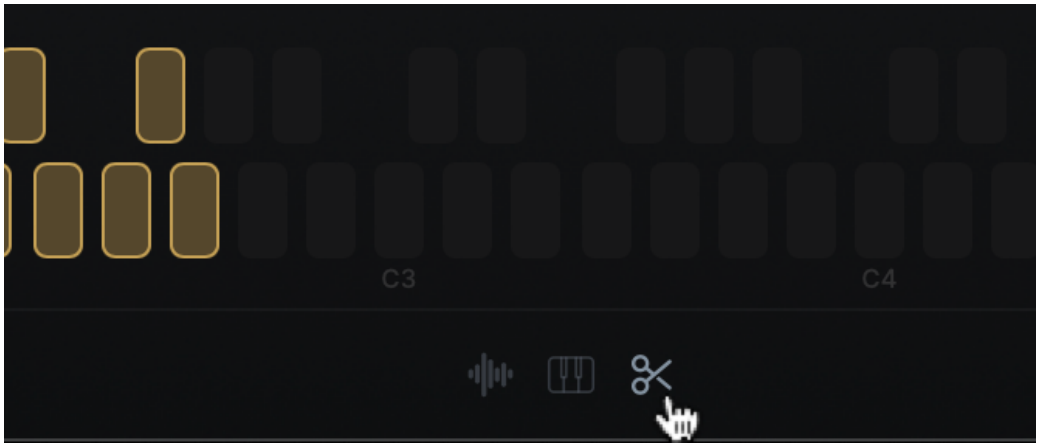
Glide speed (in Chromatic Mode)

Sets the time taken for a pitch glide to occur (see above).

Slice Mode

This mode lets you take a single waveform and slice it into various pieces, then use your keyboard to play each piece, chopping up and reforming a loop or long sample. This can work great with more complex pieces like vocal lines and long melodies. You'll need to select a sample before entering Slice Mode, because it's that sample that's going to get sliced up!

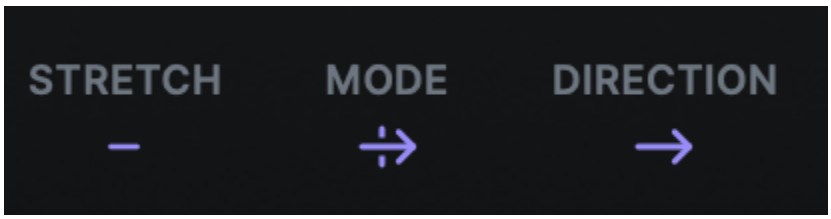
This mode can run in Mono or Poly playback, as described above.



Enter Slice Mode (after selecting a sample) by using the **scissors icon**. From here, your waveform may be chopped by default into a starting point, in which case you can play the slices using keyboard notes starting at the lowest note. (See the Keyboard Range section for how to start your first slice at a higher note by changing settings).

Shift-click a slice to audition it.

Also note that there's a fourth playback mode while in Slice Mode. Through means that the slice will trigger at its usual start marker but continue to play through the rest of the whole sample rather than stop at the next slice marker.



Adding Markers in Slice Mode

There are multiple ways to add markers to split up a sample into playable chunks.

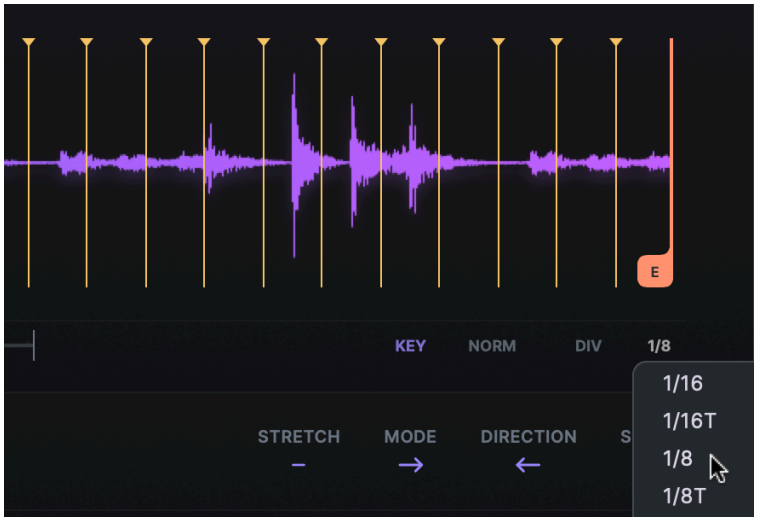
First, you can double-click the waveform while in Slice Mode to add a slice marker. You can move any slice marker around by clicking and dragging it left or right. These behaviours also override any of the following modes, so you can use Sens, Div or Equal to start a slice selection process, then tweak the results by adding new markers and moving others.

Choosing a Slice Mode – Sens, Div, Equal, Manual

In the default slice mode, **Sens**itivity, Rando will slice the waveform at important transients. You can change the Sensitivity of this process by increasing or decreasing the percentage value – higher values lead to more sensitivity and more slices being created, but there will be a sweet spot for any given sample where the balance of useability and number of slices is perfect.



In **Div** slice mode, the waveform is divided into logical musical beat or bar divisions, chosen by you, as seen below



In **Equal** mode, the slices are all of equal length, and the number of slices is set by you. This is shown below.



Manual slice mode lets you start from a blank canvas, adding (or removing) your own markers by double-clicking, and moving them by dragging them.

Sampling Functions

Rando is equipped with sampling functions to adapt and modify sounds after they're selected for use. This helps you customize your sound once the correct ingredients have been found.

Tip: You can Shift-click on a note to select it without its sample playing back.

Rando can act polyphonically, being capable of playing back multiple samples at once. For more on these, read about Mono / Poly Behaviour in Normal Mode (just below here), Mono / Poly Behaviour in Slice Mode, or Mono / Poly / Legato Behaviour in Chromatic Mode.

TIP: You can type a value into a parameter box by clicking once on the current value. This will select the numerical value and allow you to type.

Waveform Display, Markers and Looping

The waveform view of the sample not only visualizes the sample, it lets you select a few properties of its playback.

TIP: You can drag the waveform from the waveform display to export the sample from here.

Waveform Display

The waveform will be as long as the selected audio file, whether it's a kick lasting a few milliseconds or a complex loop lasting for multiple bars. The waveform can be **zoomed** using either the mouse scroll wheel (when positioned over the waveform) or using the thin window below it – drag on a handle on the extreme left or right of this thin window to zoom into the waveform, then bring each back to its original position to zoom back out.

On the bottom left of the waveform display, you'll find a **dice button** for selecting a similar sound, a **favourite heart** to mark out a sample you love, and – when rolling your mouse over the sample's filename – a **folder icon** to open your OS's file browser at the place this sample lives on your hard drive. You also get to see and change a sample's **key** and **BPM**, which can be redefined by dragging on the readouts beneath the waveform.



Sample Start and Sample End Points

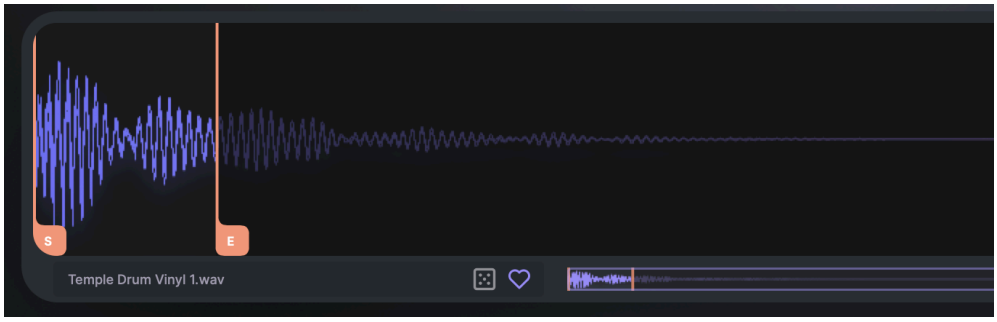
When you press a note on Rando's keyboard, the sample loaded on that note will start playing. By default, it will start at the very start of the waveform and stop at the end. This behaviour can

be changed here. Some of the following changes work in conjunction with the Playback Type setting (as seen in the next section).

The **Sample Start (S)** time determines the point of the waveform where playback will begin when a note is pressed. By default this is the very start of each file, but you can drag the sample start marker to change this.

The **Sample End (E)** time lets you create an 'artificial end point' for a sample's playback, before the file itself has ended.

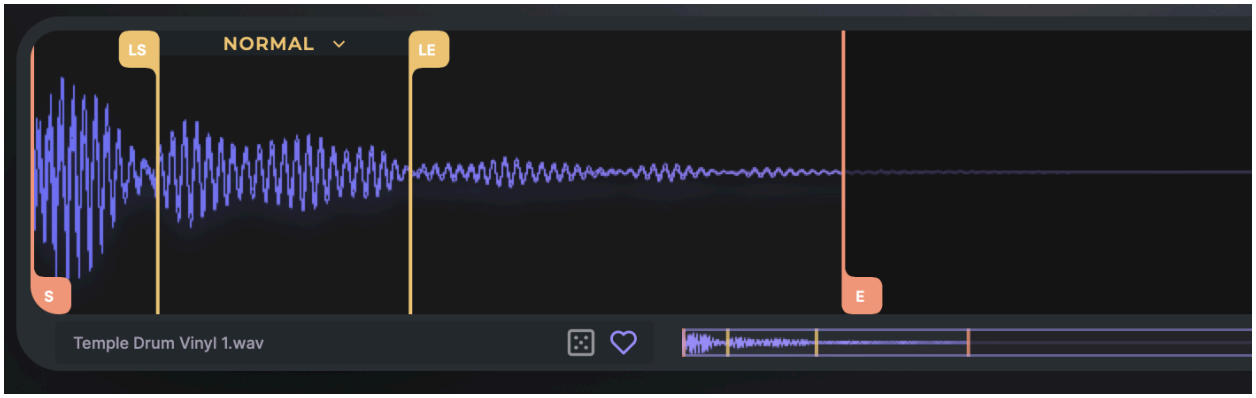
TIP: Double-click a Start or End marker to place it on the next available transient after the current position of the Start marker.



Tip: The Sample Start and Sample End dials (with the help of zooming the viewing window) can be set close together to turn a long sample or loop into a one-shot sample.

Loop Start and Loop End Points

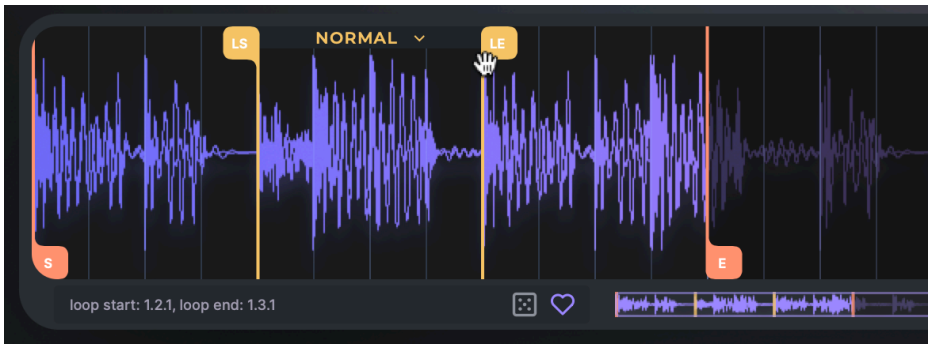
Two more markers appear when the Playback Type is set to Loop. In Loop mode, by default, the sample repeats its playback as long as a note is held. You can change the exact looping behaviour by moving the **Loop Start (LS)** and **Loop End (LE)** markers, which appear when in Loop mode. Playback will start at the Sample Start marker, then when it reaches the Loop End marker it will return to the Loop Start marker, which has to be placed earlier in time than the Loop End marker. This behaviour lasts for as long as a note is held down.



You can manipulate LS and LE markers as one by dragging instead on the **top handle** that appears to connect the two. This also gives you the option to...

Moving Playback Markers with Snap To Grid

For samples defined with a tempo, Rando can display a grid at reasonable tempo beat divisions. Grid lines show when you select **Grid** in the bottom-right of the waveform display or by holding **Shift**. All markers (S, E, LS, LE) will snap to this grid when it is activated.



You can use **Shift** to temporarily suspend the grid or temporarily bring it back, depending on your needs.

Snapping Playback Markers to Transients (Double-click)

Rando can identify the transients in a loop (most typically a drum loop), and use them as snap points for the Start and End markers. To make use of this, double-click a marker to move it automatically to the next transient. Note that this doesn't work for LS and LE markers.



TIP: If you zoom in closer than any given marker using Rando's waveform zoom, the markers will turn grey. This means that they are out of view but can still be dragged to be put into the current viewed range, for convenience. These are called Ghost Markers. They can be very scary for very young producers.



Fit a Loop Into a Specific Time (Loop as N Beats) (Normal)

With a looped sample selected, a header dropdown appears above the waveform, by default set to **Normal**. By changing this value, you can override the loop's playback timestretching, and force the loop to synchronize with a selected time period in your DAW, EG, 1 Beat, 2 Beats, 3 Beats, 1 Bar, 2 Bars.

This setting works great in conjunction with the loop start and end markers. You may find a sound you want that isn't a perfect number of beats or bars, but this setting will 'force' it to play across the selected timebase.

TIP: If all this timestretching of loops is too intensive for your system's resources, you can switch on ECO mode in the top-right.

Playback Options (bottom-right of waveform)

In the bottom-right of the interface, there are several more commands for the currently selected sample.



NORM – Normalize a Sample

Normalization applies gain to a sample so that its highest peak touches 0dB. Note this is simply volume adjustment, and "peak normalization", not "loudness normalization". You can set Normalization globally in Rando's Preferences.

Latch

With this mode enabled, your note presses become 'sticky'. Press a note and let go, and any sample in Loop mode will trigger and continue to play then loop back to the start to play again. Pressing the note again will stop its playback.

Latch mode makes notes become toggles for loops. You can use Latch to trigger many samples at a time. Dragging across notes helps you switch multiple latched notes on at once, while a **STOP ALL** button appears at the bottom of the interface to make it easier to cut all currently playing notes.

TIP: Ensure all Loops have their Stretch mode set to Timestretch (the metronome) to make latch work more effectively with multiple samples.

Grid

See the above section, *Moving Playback Markers with Snap To Grid*.

Export

If you've come across a sample in Rando that strikes you, and you want to grab the original file, it's possible to find it in your operating system's file browser, and it's also possible to drag it straight out of the waveform display. But you can also choose to export it in a certain way with certain options. This is useful to retain any changes you've made to the sample in Rando.

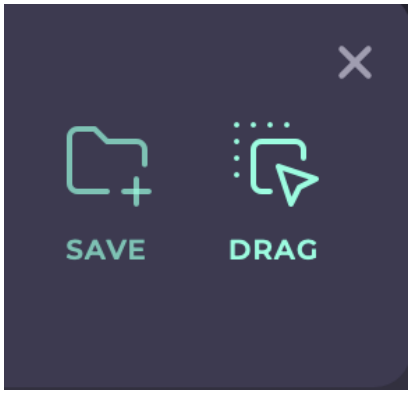


For more comprehensive export options, head to the Export menu on the bottom-right of the waveform display. Here you can click Save or Drag the file to extract it, and you can tweak some options before you do. By default the file will be named with the Date, Time and Tempo of your export.

Export Audition: Just under the Pitch value selector, a small speaker icon lets you preview the exported sample's sound before committing to the settings.

Save: This opens up your operating system's file saving dialog, so you can choose where to save the file to. Once selected and confirmed, Rando will save the file in your chosen location.

Drag: More simply, you can drag the sample out into your DAW project or your OS's file browser, or an email to your Mom or anywhere else.



Pitch: Your sample may be tuned a certain way on the Rando keyboard, but you can modify the pitch of the file that'll be exported by dragging this control up or down. This also works when Rando is in Chromatic mode, allowing you to choose a particular pitch to export the sample at.

Dry/Wet: Choose whether your selected FX settings are applied to the file as well, or if the signal pre-FX is taken. Wet mode also takes sample Transposition into account, but doesn't export with all Sample Options, for example missing envelope settings.

See also: Exporting MIDI or Audio from the Sequencer

Sample Parameters: Main

Life
This parameter subtly modulates the sample to bring a more analogue-style vibe or 'drift' to its playback – one that's never quite the same any two times. You can use Life as a pseudo-round-robin function, or simply to make a sample sound better!

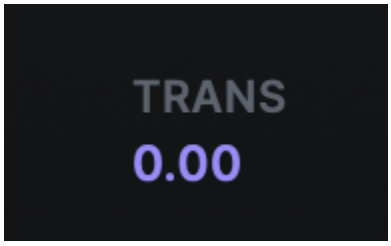
The Life parameter can be set between 0% (no drift) and 100% (max drift). It shouldn't be confused with the full Effects, (see FX Section), but is intended to provide some vibe to individual samples rather than transforming them completely.



Transpose
The **Trans** selector lets you tune the sample, making it lower or higher in pitch.

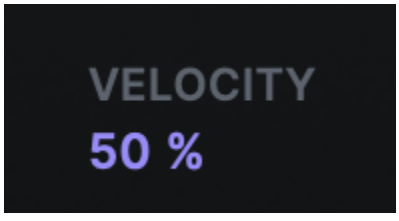
By clicking and dragging on the digit before the decimal place, this is done in increments of whole semitones, from -12 (lowest) to +12 (highest). By clicking after the decimal point (eg, on ".00"), you can fine-tune the sample in cents (hundredths of a semitone).

Note that if a sample is set to match the selected note/key at the top-right of the interface, the Transpose tuning will be applied and then the in-key tuning will be applied on top of it. This has the possibility to create interesting artefacts.



Velocity
Each MIDI note you play will have a certain velocity between 1 and 127. Rando will use the value it receives to apply a level change to the sample, reducing its level with lower velocity MIDI notes. In this way, we can say that Rando is 'velocity-sensitive'.

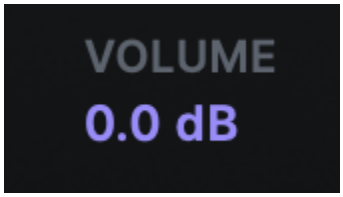
The **Vel** parameter controls how velocity-sensitive a note in Rando is in practice. At 100% (default), velocity sensitivity is full, and the behaviour above should be encountered.



When Vel is reduced to 0%, we say that Rando is *not* velocity-sensitive. In this case, every note Rando 'hears', whatever its velocity between 1 and 127, the output will behave as if the velocity is 127.

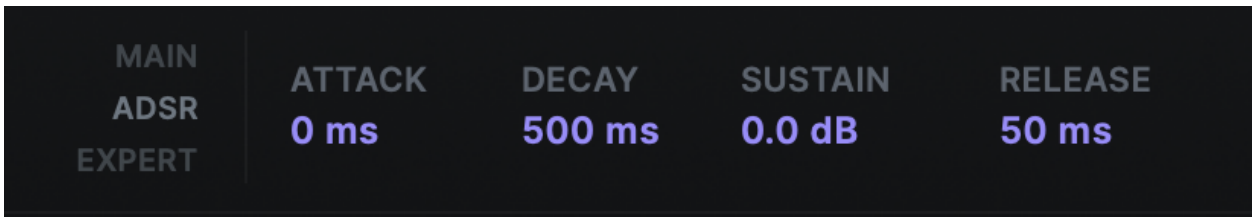
At any Vel value in between, the behaviour will scale proportionally. This means that you could make Rando *slightly less* velocity-sensitive to not have huge level jumps while playing a sensitive MIDI keyboard.

Volume
The **Vol** selector is a gain control that increases or decreases the level of a sample.



Sample Parameters: ADSR (Attack, Decay, Sustain, Release)

You'll likely recognise these parameters from other music gear, but Rando's ADSR works completely differently from any envelope control you've ever used before.

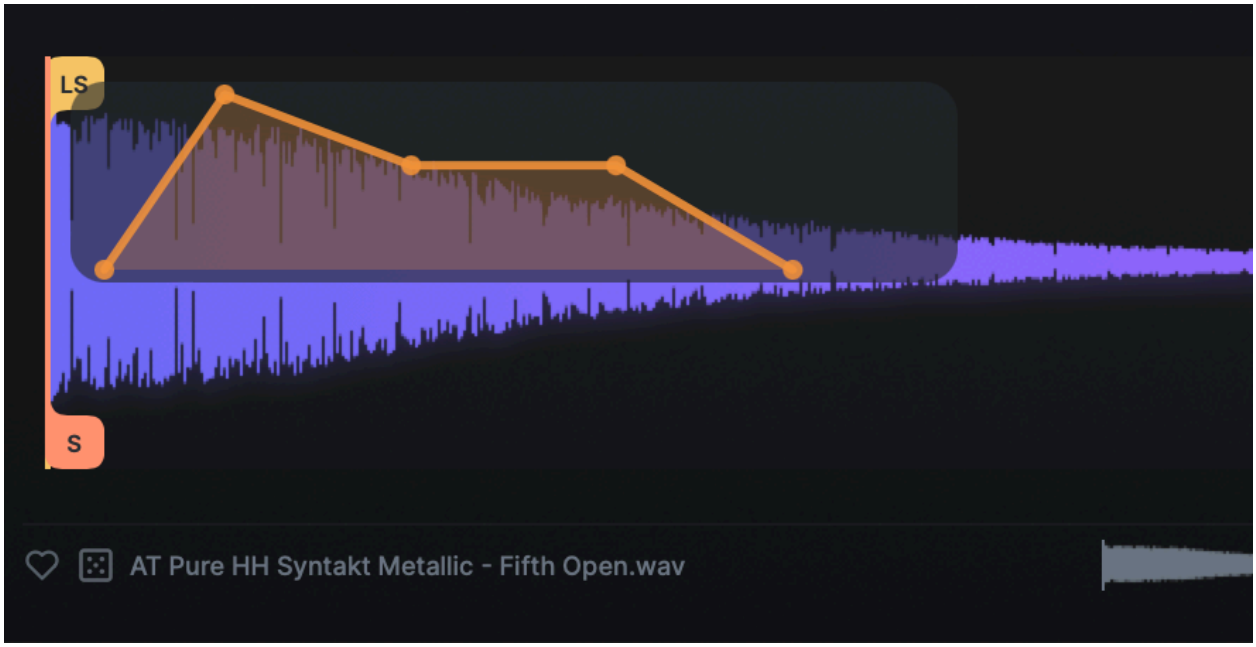


Only joking! For anyone who missed Sound Design 101...

- **Attack** defines the length of time it takes for a note to fade in after being triggered by a note press. Ranod's Attack length ranges from 1 millisecond to a huge 30 seconds!
- **Decay** determines how long it takes for the note, after the Attack stage has finished, to fall back to a steady volume level.

- **Sustain** sets the level the note will stay at until the key is released. While the other settings from the ADSR controls are measures of time, this is a measure of level.
- **Release** tells the sample how long to take to fade to silence after a key is released.

While any of these parameters are being moved, the envelope is visualised in the top-left of the waveform display.



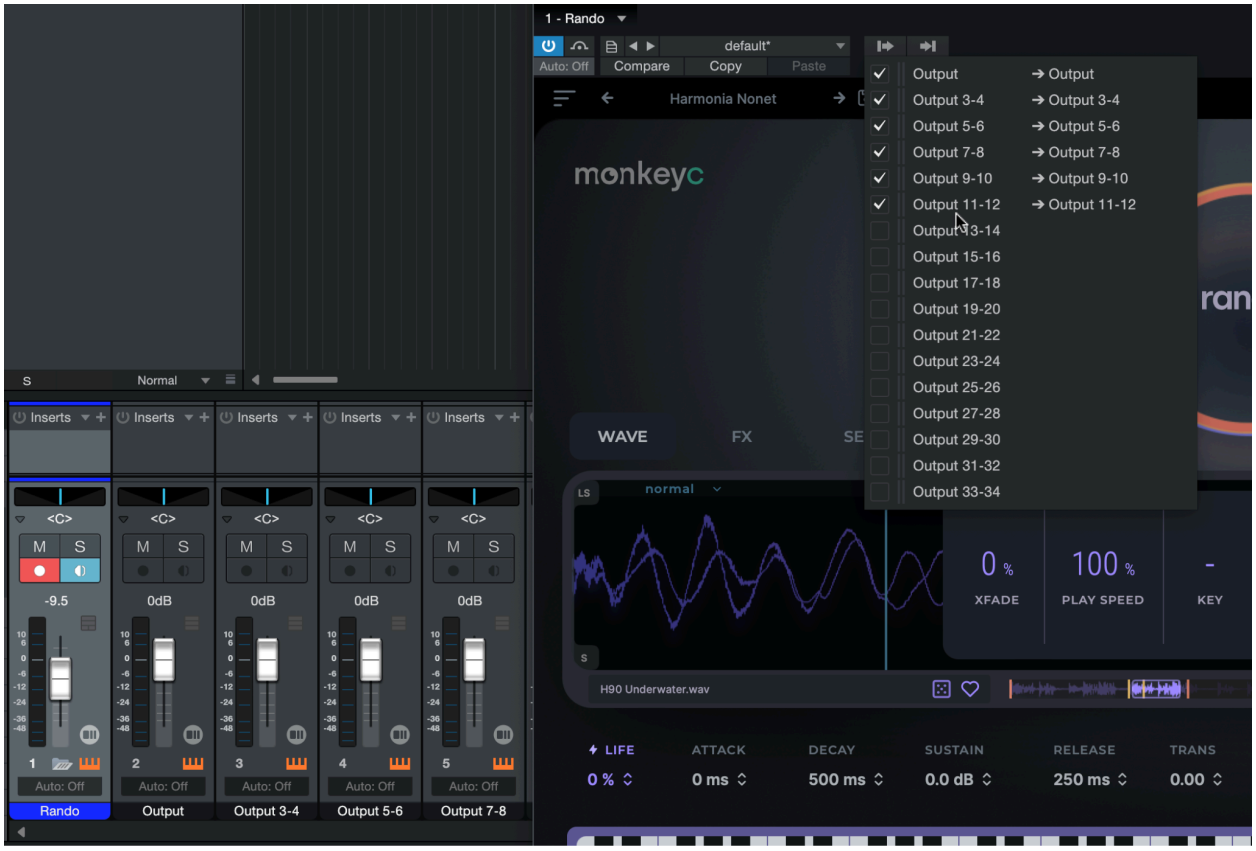
Sample Parameters: Expert Page

Rando's sampler contains options in the bottom-right of the waveform display. These are Grid, Export and Edit. These allow access to more options for how the sample plays back. Here's how it all works...

Output – Setting Multiple Output Busses

In a host where you've set up multiple output busses, this setting lets you route a certain sample from Rando to a certain channel in your DAW. You may wish to output, say, a kick on its own channel and a snare on its own, while the other samples remain set to defaults.

To work out how to deal with multiple outputs in your DAW, consult its documentation. Ensure you have Rando version 1.1 or later installed.



Pan

Moving from 0 at default (center) upwards up to R99 and downwards up to L99, Pan sets an individual sample's position in the stereo field.

Pitchbend

Your keyboard's pitchbend wheel will, by default, make a sample reach up to two semitones higher or down to two semitones lower. By setting the PB Range, you can increase this maximum pitch excursion.

So for example, with PB Range set to 12, moving your pitchbend wheel fully up will bend the sample's pitch by +12 semitones. Pulling the wheel halfway down from its central position will bend the sample's pitch by -6 semitones.

You can also set this value to 1 for a smaller-than-default pitchbend, or to 0 to remove pitchbend effects from a sample entirely.

Xfade

When in Loop playback mode, playback will jump from the LE marker to the LS marker. Depending on the exact audio waveform, the jump between those two markers may be glitchy, jumpy, sudden or clicky. Increasing Xfade smooths this out by fading between the ending and starting signals rather than jumping suddenly.

This sort of crossfading can also be used when isolating a small chunk of a sample to make a pad, for example, for which the loop transition should be as smooth as possible.

Play Speed

Each rhythmic sample will conform to your project's tempo automatically, but you can specify for its tempo to play faster or slower using this control. 1.000 is the default Play Speed. It's a multiplier with your tempo, where 0.500 is half your tempo and 2.000 is double your tempo.

Play Speed allows for precise values up to three decimal places. The value can be typed, and the **x2** and **/2** buttons double the current value or halve it (respectively).

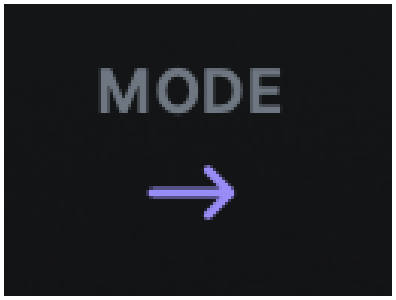
The Play Speed control can be set as low as 0.125 (speed halved three times) and as high as 8.000 (speed doubled three times). Remember, Alt-click (Win) or Option-click (Mac) to return a parameter to its default value (100% in this case).

Sample Parameters: Mode (Normal, Oneshot, Loop, Through)

There are multiple ways for the sample to be played back in Rando. Note that the timing within these modes can be specified exactly in the waveform display (see the Playback and Looping section above).

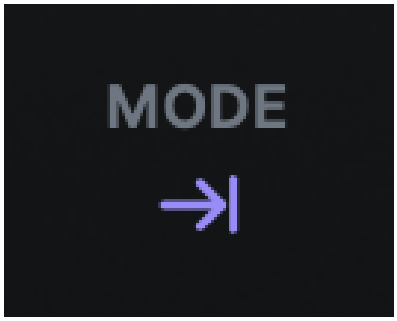
Normal

When you hold a note, the sample starts playing. When you release the note, the sample stops playing. If you leave your note held past the length of the sample, nothing new will happen. This may also be known as 'Gate' mode in some parlance.



Oneshot
When you press a note, the sample starts playing. When you release a note, the sample continues to play until its end. This may also be known as 'Trigger' mode in some parlance.

By default, one-shot samples are set to play back once only, and samples with a tempo/bpm are set to play back looped. These defaults can be overwritten per sample by selecting a different Mode.



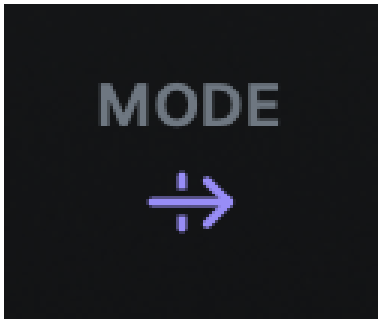
Loop
When you press a note, the sample starts playing. When you release a note, the sample stops playing. If you leave your note held, once playback reaches the Loop End (LE) point, it will return to the Loop Start (LS) point. By default these are placed at the end and the start of the audio file respectively. These times can be modified using yellow flags on the waveform display (see the Playback and Looping section above.)

Note that a sample in Loop mode will be represented on the keyboard with a dot on its note. With Performance Mode activated, you just have to choose a few looped samples (notes with dots) to come up with loop combinations instantly.



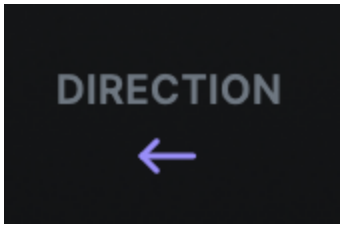
By default, samples with a tempo/bpm are set to play back looped, and one-shot samples are set to play back once only. These defaults can be overwritten per sample by selecting a different Mode.

Through
This playback mode is exclusive to Slice mode. Select it means that the slice in question will play from its start point to the end of the entire sample (rather than stopping at the next slice marker).

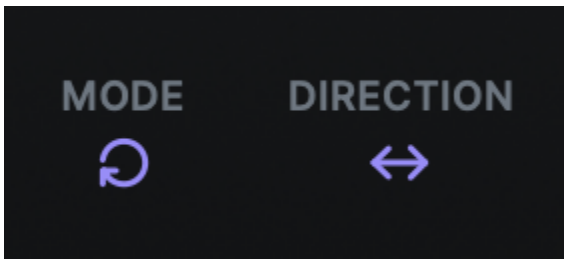


Sample Parameters: Direction (Forwards, Backwards, Ping Pong)

Most uses of Rando will see you playing samples **Forwards**, but you can also toggle to **Backwards** playback using the Direction selector.



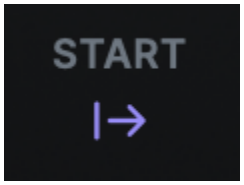
When in Loop mode, the **Ping Pong** direction is unlocked, letting the sample 'bounce between' the Loop Start (LS) and Loop End (LE) markers until the note is released. This can make for a smoother playback experience rather than repeatedly reading the loop area back forwards.



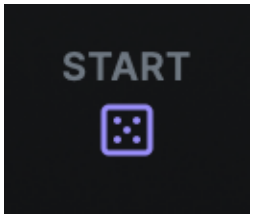
Sample Parameters: Start

With the Start type, you can select where and how the sample actually starts.

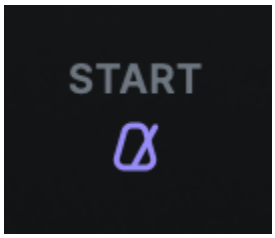
In the regular, **Start** type, the sample plays back from its start, in the way you'd expect.



In the **Random** start type (dice icon), the sample's start time is randomized, and changes each time you play it.



And with the **Stretch** type on (metronome icon), the sample will pick up where it last left off.



Special Modes

At the top-right of Rando, there are a few modes you can put the software into to achieve some different results.

Auto Lock

While **Auto** is toggled on, every note played on the keyboard will result in that note being locked. Toggle out of this mode to stop this behaviour.

Super Mode

In this mode, any parameter changed for one sample automatically applies to all loaded samples. You could, for instance, activate Super Mode and then tune one sample to +2.54 semitones with its Trans parameter. The result will be that all samples on the keyboard have their Trans set by 2.54.

Note that this change overwrites previously set values in all samples with the new value.

Performance Mode

Formerly known as Magic mode, while in Performance mode, all loops will automatically Latch and Sync to tempo, making it a great way to trigger multiple loops on or off, and get creative.

Working Smart with the Rando Keyboard

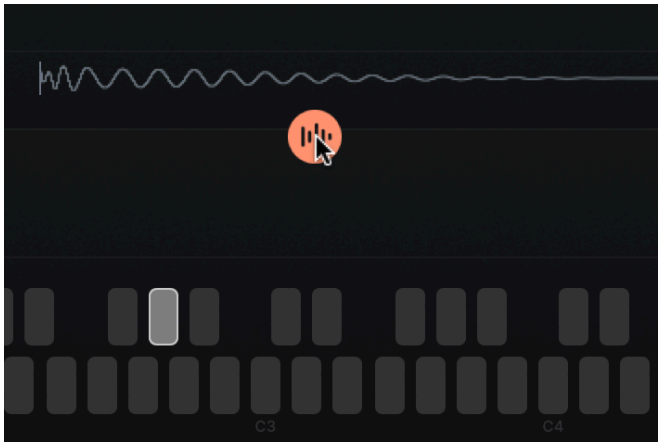
Rando's keyboard lets you be flexible with how the plugin is set up, and it's worth taking some time to learn how to get more effective at using it.

For users of smaller MIDI keyboards (for example two-octave, 24-key 'boards, note that the range of notes the plugin uses can be set. To find out how, see the

Dragging Notes To and From the Keyboard

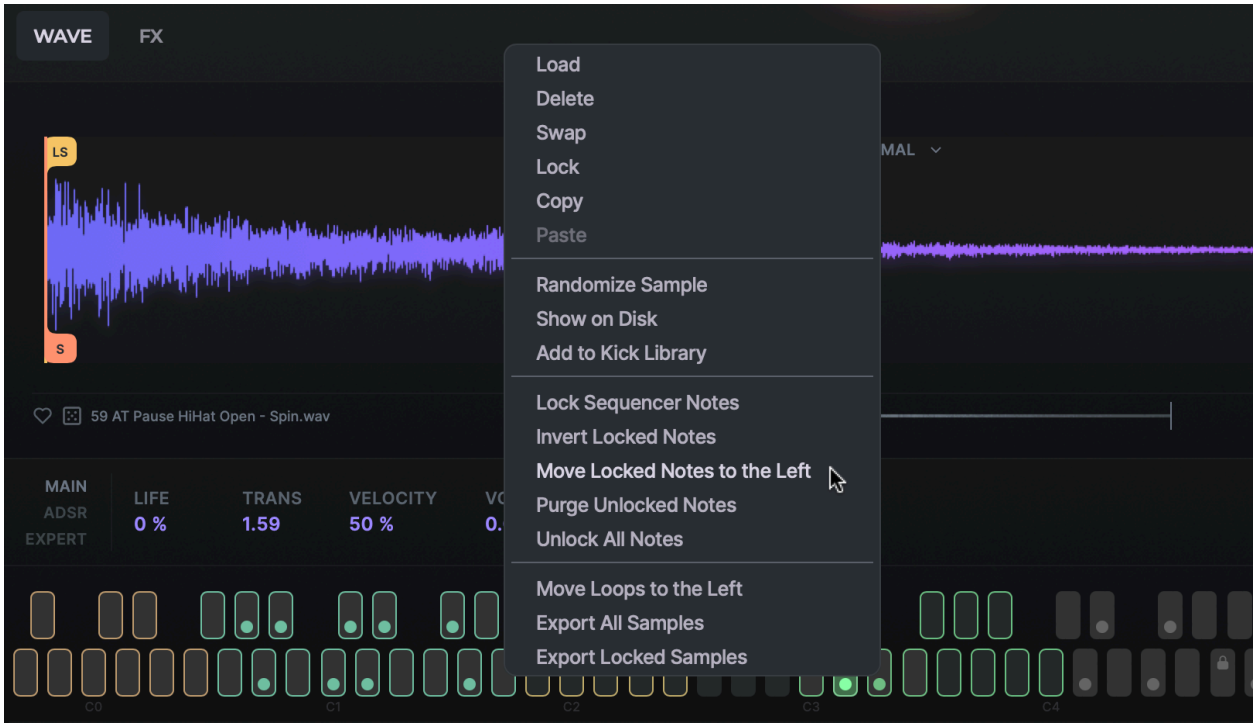
You can drag audio to and from the keyboard in Rando. By choosing a sample from your operating system file browser or from your DAW, you can drag it onto a note to select it as that note's sample. You can also drag a file onto the waveform display to load a new sample.

You can drag a note out into your file browser or into your DAW. You can also drag notes onto sequencer steps to assign that note to that step.



Keyboard Notes Right-Click Menu

By right-clicking a note in the keyboard section, there are various other options that can be performed to customize the keyboard. Here's how it all works...



Load lets you choose which sample to bring onto a particular note. You can **Delete** a note's loaded sample to remove it from that note. Don't worry, the sample will still remain on your system disk! With **Swap** selected, you can then click another note on the keyboard and the two

will swap their sample contents. **Lock**, when activated for a note, stops it changing when Rando is pressed. This is the same function as discussed in the Lock Mode section. **Copy** and **Paste** work as you'd expect, taking the contents of one note and pasting them into another, making both the same.

Randomize Sample is like clicking Rando again for just that note, re-randomizing a new sample into that note only, based on the properties active in the Rando-ing Options (eg Text, Category...). **Show On Disk** opens up the location of the current sample in your operating system's file browser. This can be very useful if you've found a very inspiring sample you didn't realise and want to use it, mark it, move it or send it to someone. **Add to Kick Library** adds the clicked note's sample to the library of kick sounds that can be selected through the sequencer's kick lane. See *Using the Sequencer's Kick Lane* for more on this.

Lock Sequencer Notes takes the selection of notes currently active within the sequencer and locks them, preventing the sequence from changing if you hit Rando. **Invert Locked Notes** lets you instantly swap the two states. locking unlocked notes and unlocking locked ones. **Move Locked Notes to the Left** might seem arbitrary at first, but this function is useful for moving all the notes you've locked to keep into a dedicated space on the left of the keyboard, so that when you re-randomize samples, you know that new samples are also grouped together to the right. This function takes into account your currently selected *Keyboard Range*. **Purge Unlocked Notes** will remove all samples from any keyboard note that isn't locked. **Unlock All Notes** unlocks all notes without you having to do it manually.

Move Loops to the Left gives you a way to sort your loops on one side of the keyboard and your one-shot samples on the other. **Export All Samples** opens up an OS file browser dialog letting you choose a location to save all currently loaded samples into. **Export Locked Samples** lets you collect and save all the locked samples into a folder.

FX Section (Effects)

Rando comes loaded with six effects, each with switchable type and XY controls. By default the effects are applied to single sounds (notes), but they can be applied globally as well (see Main FX, below). The effects you get to choose from are Filter, Chorus, Distortion, Crush, Delay and Reverb. Here's how to use them...



Effects X/Y Controllers

Each effect has a square with an X axis (horizontal), a Y axis (vertical), and a dot used to define a position where both axes take their value. Some would call it 'an X/Y controller'. We also like 'square', but it's more of a rectangle.



In almost every case, the main property for each (Drive for the Distortion module, Crush for the Crush module) is controlled by the **Y axis** (up/down), while the Mix (blend, dry/wet) is controlled by the **X axis** (left/right). The only exception is the Filter, which has no Mix – it puts Resonance on the Y axis and Frequency on the X axis.

Re-ordering Effects

Using the 'four dots' handle in the corner of any effect module, you can drag it to re-order it in the signal chain. Thanks to presets, you can save more interesting combinations of processors.



Main FX (setting global effects)

Select the Main FX button in the bottom-right of the FX section, and the FX titles will start to glow green. This indicates that they are global effects – they're now applied to every note of the keyboard.



Any Main FX you add will be applied in addition to the per-note effects you've placed. You could have applied, for example, some crushing distortion to a snare loop, and some reverb in the Main FX tab. Your snare loop will be processed through distortion and reverb; all other sounds will be processed by reverb.

The Main FX chain gets its own Mix control, denoted with its own healthy green glow.

Bypassing (deactivating) Effects

Each FX processor can be deactivated and reactivated by clicking its heading (eg Chorus). This changes the colour to grey when deactivated.

Mix Controls: Per Effect and Per Chain

Most effects processor modules have their own Mix effect that will blend between the effect's output only (100%) and the total dry signal without effects (0%). Usually this will be set somewhere between 0 and 100. Usually this is controlled by the left-right position on the square.

There is also a global Mix control that blends the output of the entire effects chain. It's located to the bottom-right of the modules chain.



Effects Modes

For each effect, there are multiple types of operation, displayed under each effect and changed with a click. Here's a comprehensive list of the modes available for each effect:

- **Filter**
    - LP2 - Low pass 2 (12dB/Oct)
    - LP4 - Low pass 4 (24dB/Oct)
    - LP8 -Low pass 8 (48dB/Oct)
    - HP2 - High pass 2 (12dB/Oct)
    - HP4 - High pass 4 (24dB/Oct)
    - BP2 - Band Pass 2 (12dB/Oct)
    - BR4 - Band Reject 4 (24dB/Oct)

- **Chorus**
    - Type 1

    - Type 2
    - Subtle
    - Feeder
    - Distort

- **Distortion**
    - Soft
    - Exp
    - Multifold
    - Single fold

- **Crush**
    - Crush
    - Rate
    - Grit
    - Destruct

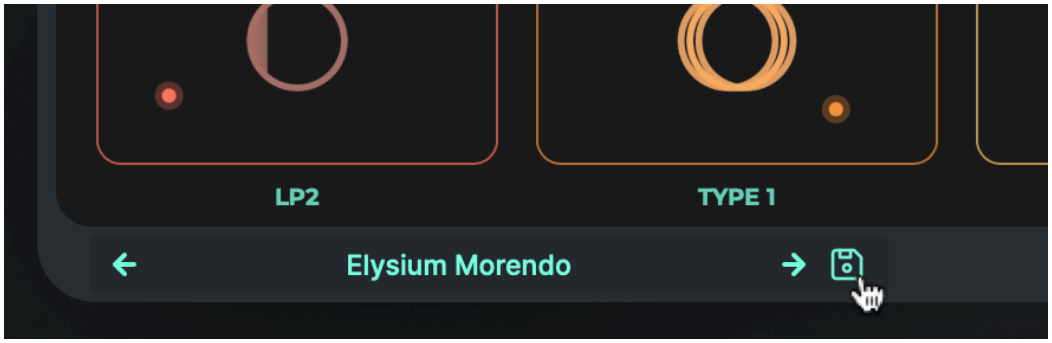
- **Delay**
    - Ping pong sync
    - Stereo free
    - Stereo sync
    - Ping pong free
    - 1/4
    - Waves

- **Reverb**
    - Long
    - Short
    - Room
    - Stadium

Effects Presets (Save and Load)

You can save whole FX setups for recalling later. Once you have a setup you like, click the **disk icon** on the bottom-left of the effects modules, and save it. If you've previously loaded a preset

and you click the disk icon to save, you will be asked if you want to overwrite the preset or create a new one.



Sequencer

Rando has a sequencer that should not be overlooked. Given the different way that Rando handles sounds and notes, the sequencer can be another dimension for getting inspired by your existing sample collection.

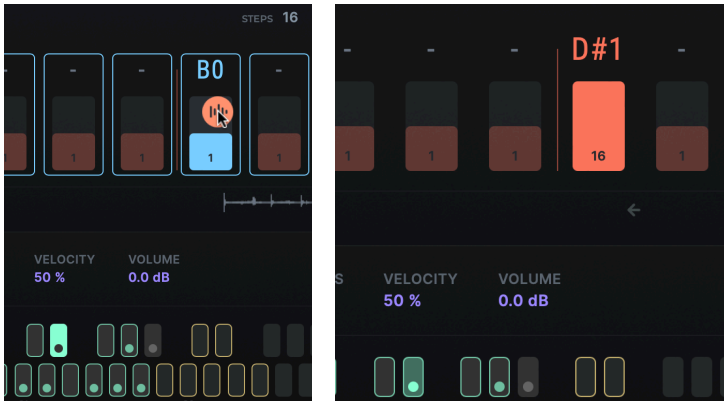
Be sure to check out the Sequencer Tips section a little later, because we've added tons of cool ways to use it to help you get the most out of Rando.



Getting Started with the Sequencer (notes, velocity, length, division)

Each of the sequencer's 16 steps starts blank, but you can set a step to play a note by clicking on it (sets it to your currently selected note), by dragging on it (allows you to select a note), or by dragging a note in from the piano keyboard below.

When dragging a note from the keyboard, the sequencer step has its Length set to correspond. This isn't the case for selecting notes manually by dragging in the sequencer.



As you hover over notes in the sequencer, their keyboard note becomes highlighted at the bottom.

If you press the **play button** below the sequencer, it will play back, cycling through its 16 notes. If you press the **sync button** below the sequencer, its playback will be linked to your DAW. With sync activated, press play in your DAW and Rando's sequencer will play back at your DAW's tempo.



By default, the bar below a note sets its **Velocity**. In short, velocity determines the 'loudness' of a note. By choosing **Length** instead, you can select the length of time a note lasts. The Length affects how long the note 'is held for', rather than how long it takes for the sequencer to get to

the next step. The Length is measured in steps, and by default is set to one step for new notes. Setting the Length of Step 1 to 16 will hold it down for the whole 16 notes of the sequencer while other notes play. There is ample room below 1 for the Length parameter to be set shorter than a single step.



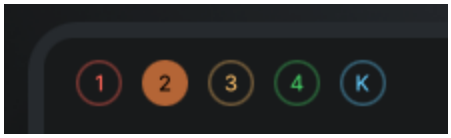
You can change the number of steps the sequencer travels through in a bar of your song by setting the **Division** control, meaning it's similar to a speed or rate control in practice . This takes you through straight divisions (1/8, 1/16, 1/32) and triplet/dotted divisions (1/6, 1/12, 1/24).

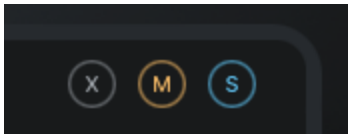
On a sequencer step, click the note name to **audition the sample** currently placed on that step, and click the Velocity or Length bar to **deactivate** or reactivate that step. Double-click the Velocity or Length bar to **lock the step**.

Multilane Sequencing

Rando's sequencer has five lanes or 'tracks' that are run in parallel. These are totally optional to use, and are available to expand your available palette of sounds and rhythms that can play at once.

You get four identical sequencer tracks (1, 2, 3, 4) and a dedicated kick track (K). You can switch between them using the selectors on the top left. Each can be muted and soloed, as well as its data deleted, using the **X** (delete), **M** (mute) and **S** (solo) buttons in the top right.

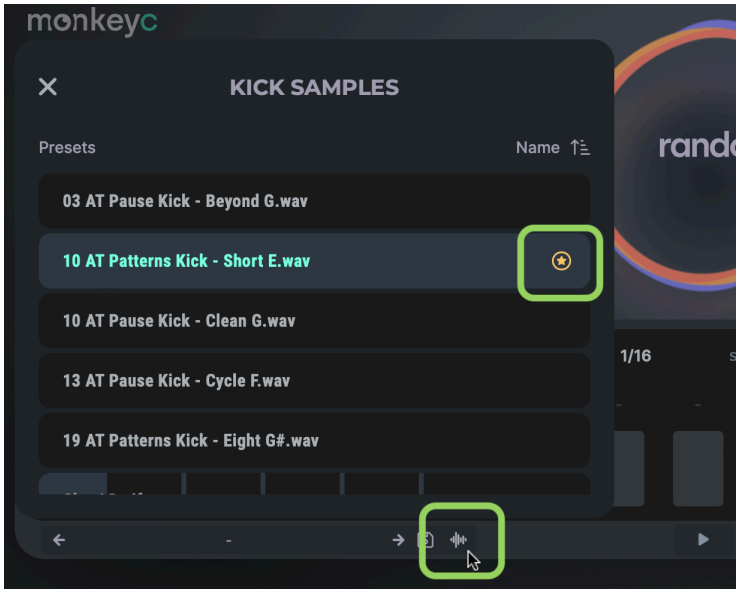




Each of lanes 1 to 4 of the sequencer hosts its own entirely separate sequence. It can have its own number of Steps, Swing, Space, and even Divisions, which is great for creating polyrhythms. Each of these lanes draws from the same pool of notes on Rando's keyboard. If you change to Chromatic mode, all of lanes 1 to 4 will now be playing the same sample Chromatically.

Using the Sequencer's Kick Lane (K)

The K button leads you to the kick track, which by default contains a basic 4/4 pattern, but with all notes set to 0. Increase the note value to introduce the kick The source sample used for the kick can be changed using the **kick wave menu** (pictured below). The kick wave menu is accessed using the waveform icon next to the disk icon (highlighted below). You can add new samples to this menu by right-clicking a note on the keyboard and selecting **Add to Kick Library**. You can use the star icon (highlighted below) to make one kick waveform the default waveform for the sequencer.



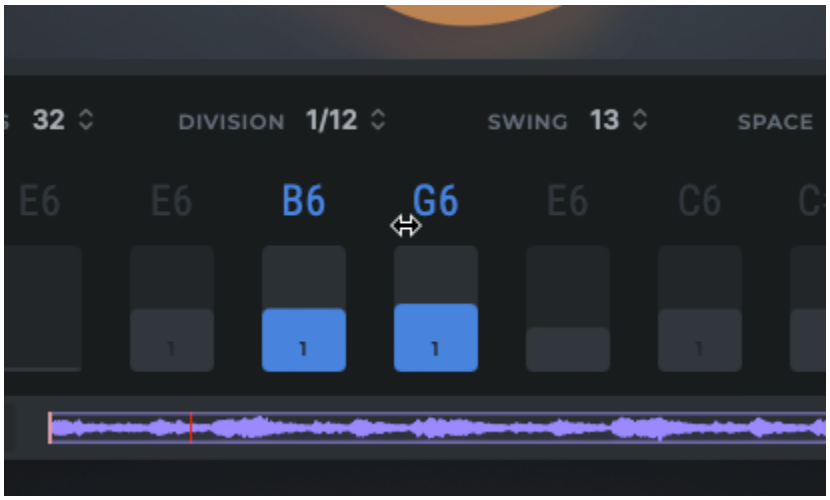
The kick's note values are actually tuning values (in semitones) for the currently selected kick sample, and as such they can be negative as well as positive. The kick sequencer lane can be programmed and changed like any other, and features Steps, Division, Mute and Solo, etc.



TIP: Hold Ctrl/Cmd to drag one note and have all notes with the same value follow. Hold Shift to drag one note and have all notes follow, regardless of their value. In other words, holding Ctrl/Cmd or Shift is a quick way to change your overall kick sound.

Nudging a Sequence Left or Right

To move an entire sequence earlier or later in time, click and drag either the note name or velocity/length bar to the left or right.



Recording a Sequencer Pattern

With the **record button** beneath the sequencer and the **sync button** both activated, start your DAW playing back, and you can record new notes into the sequencer lane you're viewing. The recording will run for the number of Steps you've set, and then will loop back to the start. This can be done using a connected MIDI controller or using MIDI notes programmed into your DAW (on Rando's Track).



To re-record, it's best to use the top-right **X button** to delete the entire contents of the lane, and record again.

Generating Sequencer Patterns Automatically (Generate, Octave, Locked)

Click the **Generate** button to create a sequencer pattern from nothing. This can be very useful when working with sample sets, but when in Chromatic Mode (see Chromatic Mode section), or when working with only a few 'approved' samples you're happy with, you may wish for some more musical-sounding results. Selecting a Type helps with this.

The button to the right of Generate determines the type of generation. When this is set to **All**, clicking Generate populates the sequencer with random notes for all active steps. With the type set to **Octave**, clicking Generate populates the sequencer with notes within the same octave. With Type set to **Locked**, only notes of the keyboard that have been locked (using the padlock) are chosen for use in the sequencer.

Steps (playing more or fewer notes)

At the top of the sequencer, the **Steps** control lets you define how many steps will be in your sequence. The default is 16 but you can go as low as 1 or as high as 64.

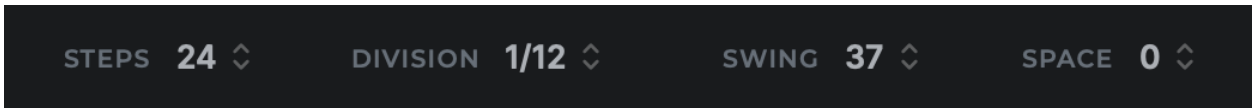
To actually *see* any extra steps for programming, there are two options. 1) You can toggle between groups of 16 steps using the numbers in the bottom-left of the sequencer. Toggle

between 1-16, 17-32, 33-48 and 49-64 by clicking the displayed numbers. 2) You can click and drag a note left or right to 'nudge' the entire sequence of displayed steps along by one step either way.



Swing

You can inject some groove into your sequencer's playback with the **Swing** setting. This will delay every other note 2, 4, 6, 8, etc... by an amount that you select. Swing runs from 0 up to 99. You'll find a nice, 'classic' triplet swing at about 50, while the closer you get to 99, the more pushy and frantic the swing becomes. Below 50, you can get a lazy feel and a moderate swing.



Space

Most melodies aren't a relentless sequence of notes, and the Space parameter helps to hollow out some gaps (rests, syncopation) in your sequence to make things more musical. With Space at 0, your pattern remains as you programmed it; as Space increases, more and more notes are removed (scooped out) from the pattern by deactivation.

Note that if you've deactivated any notes already and are opting to use Space, these will be reactivated as Space hits 1.



TIP: The Space control is hardwired to the modwheel on a connected MIDI keyboard. This means you can alter the sequence live to keep it from becoming stale and repetitive.

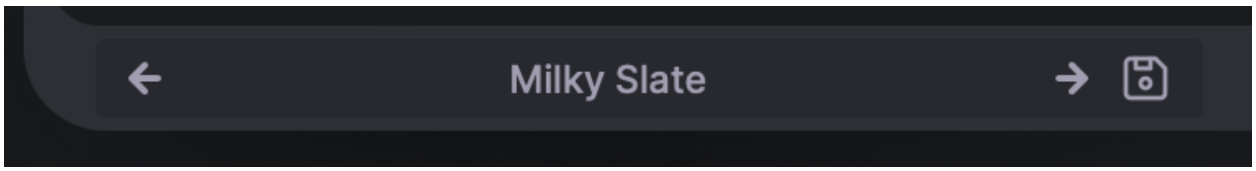
Sequencing Scales in Chromatic Mode

When in Chromatic Mode, you can restrict the sequencer's note generation to notes of a scale you select. The note (C, C#, D...) is selected in one menu, and the scale (major, minor, all diatonic modes, two main pentatonics, whole tone, augmented, dominant diminished and full diminished), is selected in another menu. The scale is locked for generation when the 'b#' button glows green. Click generate to keep it all in key.

Sequencer Presets

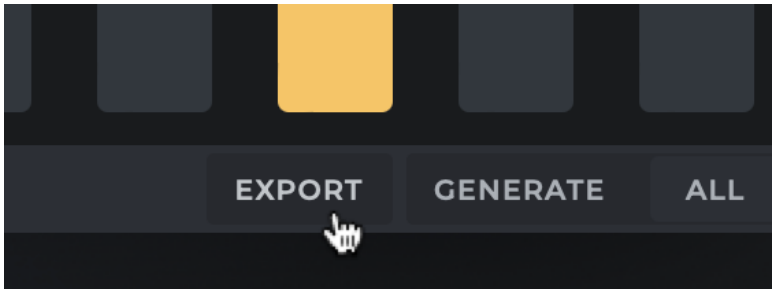
Sequences can be stored for later use. Save your entire sequencer setup using the **disk icon** in the bottom left of the sequencer. If you've previously loaded a preset and you click the disk icon to save, you will be asked if you want to overwrite the preset or create a new one.

You can recall sequences by using the arrow buttons.



Exporting MIDI or Audio from the Sequencer

With a sequence implemented, you can get it out into your DAW in multiple forms using the Export button.



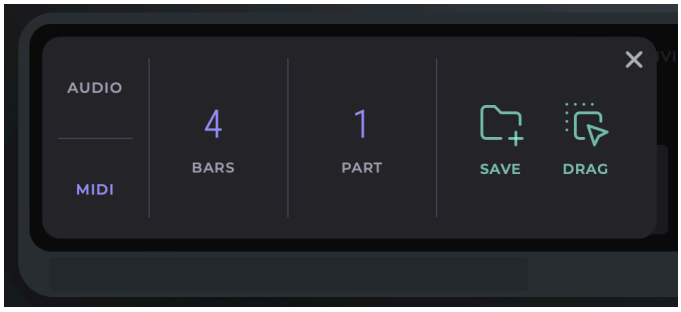
Exporting MIDI from Rando's Sequencer

With MIDI selected on the left side, you can choose to Save or Drag the file out.

You can choose the number of **Bars** to export at once. Sequencer patterns will repeat in the resulting file if the sequencer length is smaller than the number of bars exported. You can choose which sequencer **Part** to export. This lets you choose to export MIDI for the four individual sequencer tracks or the kick track, or all **Sep**arately, or all **Mix**ed together.

Save brings up your operating system's file browser dialog to save the MIDI file with a location and name of your choosing.

Drag lets you drag the resulting MIDI file out from Rando into either your DAW or anywhere else.



Exporting Audio from Rando's Sequencer

With Audio selected on the left side, you can choose to Save or Drag the file out after choosing some options for the audio export.

The number of sequencer **Bars** to export can be set between 1 and 32. Sequencer patterns will repeat in the resulting file if the sequencer length is smaller than the number of bars exported.

You can choose which sequencer **Part** to export. This lets you choose to export the MIDI of the four individual sequencer tracks or the kick track, or all **Sep**arately, or all **Mix**ed together.

You can export the resulting file either **Dry** (without effects), **Wet** (with effects applied), and **Wet-Tail**, which allows long tails after the sequence ends (EG reverbs or delay echoes) to be exported after the sequence length has finished. Dry and Wet audio export options will have resulting files that are the same length as the number of bars chosen.



Clicking **Save** brings up your operating system's file browser dialog to save the audio file as a WAV file with a location and name of your choosing.

Click-holding **Drag** lets you drag the resulting audio WAV file out from Rando into either your DAW or anywhere else.

Sequencer Tips

If there's one thing you read in this manual, it should probably be this section. That's why we put it so near the end! (??)

TIP: Hold Ctrl (also Cmd on Mac) to change all notes of the same type in the same way. You could reduce all the velocities of all G4s by 15, for example, or change all A#3s to C2s.

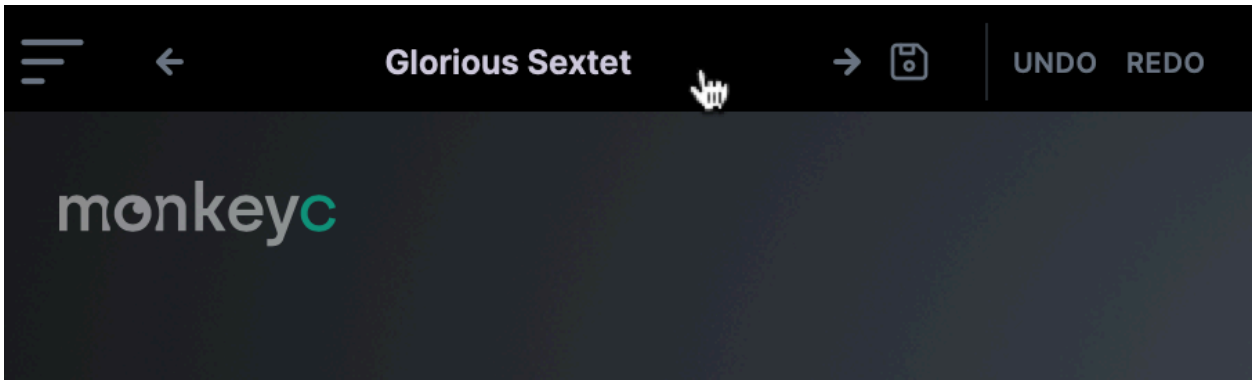
TIP: Hold Shift to change all notes at once, in a relative way. EG, all notes can be moved down by three steps or increased in Length by 7, regardless of what they started out as.

TIP: You can drag notes from the piano keyboard to a sequencer step rather than scrolling through note names.

TIP: Drag a note to the piano keyboard as above, but hold Shift to replace every note with the new one, and hold Ctrl to replace all instances of the selected note with the new note.

Global Presets

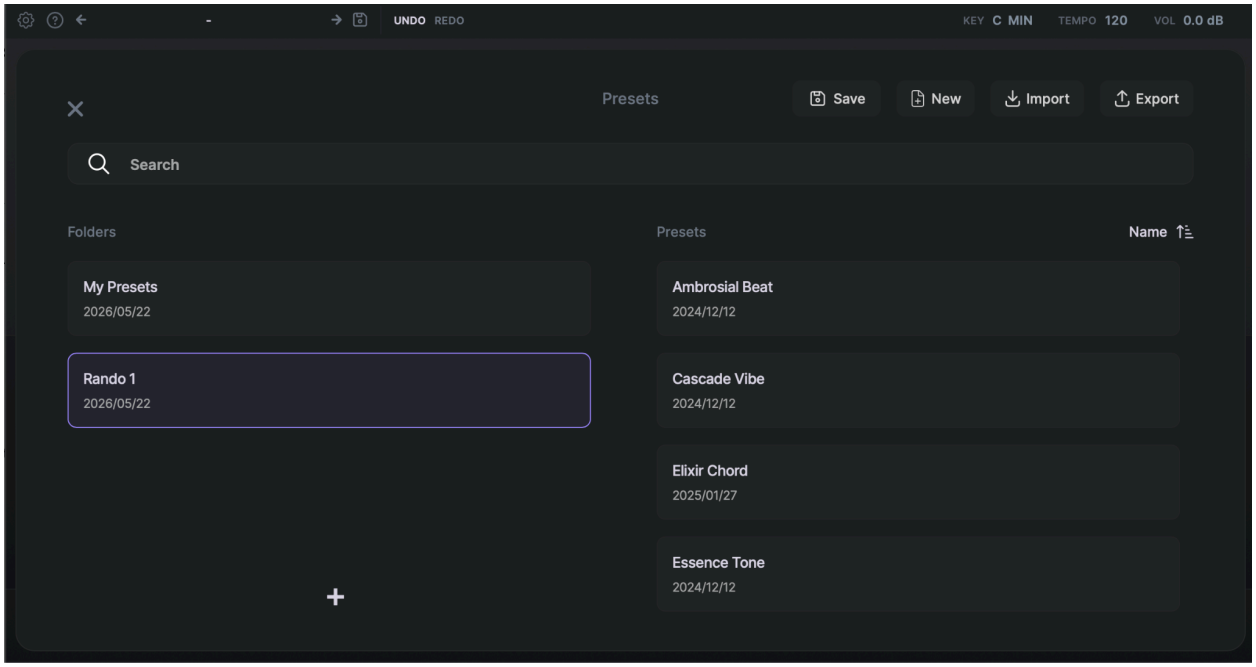
At the top of the user interface, you can load and flick through global presets. These are saved setups of the whole plugin, including all notes', properties, and FX and Sequencer setups. Use the **arrow icons** to navigate through previously saved presets from your current folder (more about folders in the *Presets Menu* section just below).



Click the **disk icon** to store your entire Rando setup as a new preset. If you've previously loaded a preset and you click the disk icon to save, you will be asked if you want to overwrite the preset or create a new one. Click the preset name at the top of the interface to head into the preset menu.

Presets Menu

In this dedicated view, you can manage presets, search presets and create a folder structure to organise your presets. The left column houses folders, and the right column houses individual presets, changing view when you select a new folder. and you can sort the right column by Name or Date, ascending or descending. When the sort type is changed, this will be reflected in the presets selected by the left and right arrows outside the Presets Menu.



Rando v1 users will find their Rando 1 presets automatically put into a folder here, as above.

You can **Save** over presets and create **New** presets from here, as well as import and export them.

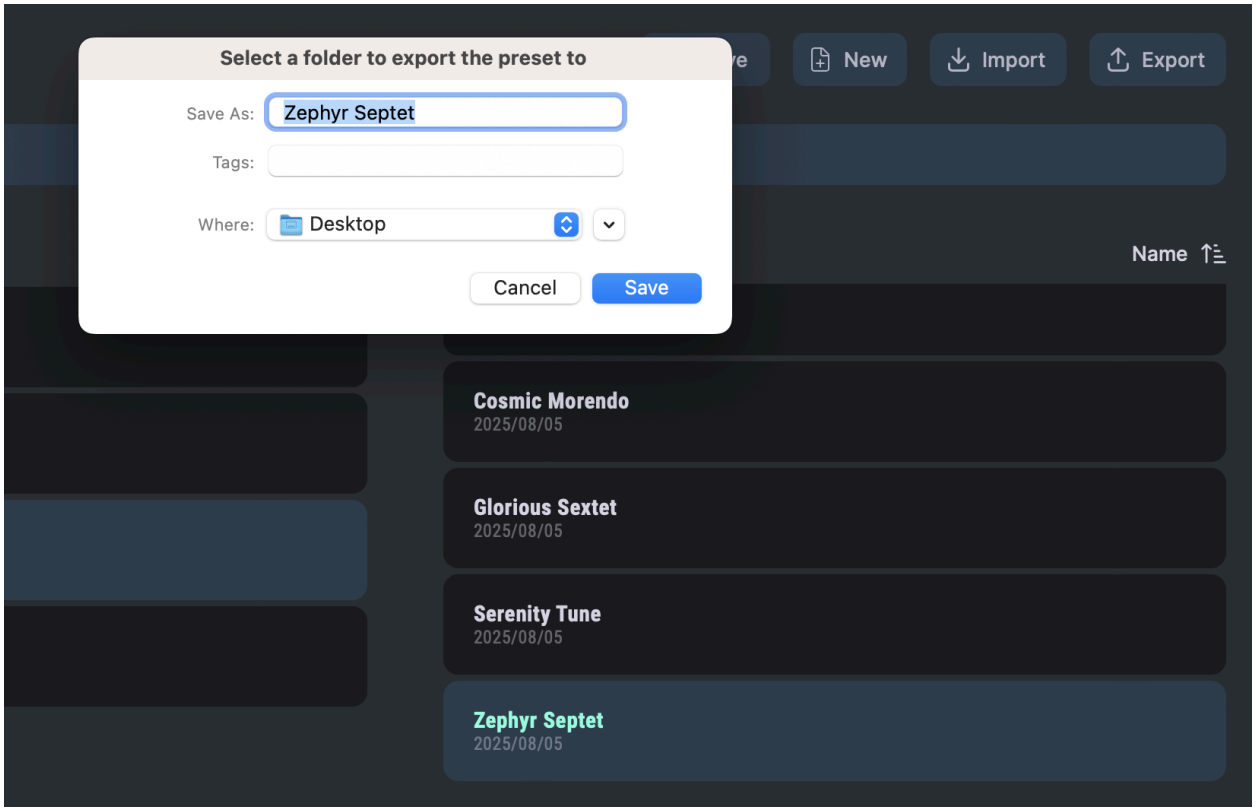
Exporting and Importing Presets

There are also options to Export and Import entire Rando presets. These mean you can deliver an entire Rando setup, including all samples and their settings, to another Rando user, to another system, or save them as a backup.

Click **Export** to bring up a dialog for saving the presets. Choose a name if desired and choose a location. This will create a folder containing a **.randopreset** file and a **folder named Samples**.

If you have a folder of an exported preset you'd like to add to Rando, click **Import** and select the **.randopreset** file. Its Samples folder should be referenced by the plugin automatically and

called up for use in your keyboard. If you want to add these samples to your Rando collection for general use, one solution is to add the Samples folder as a Sample Location.



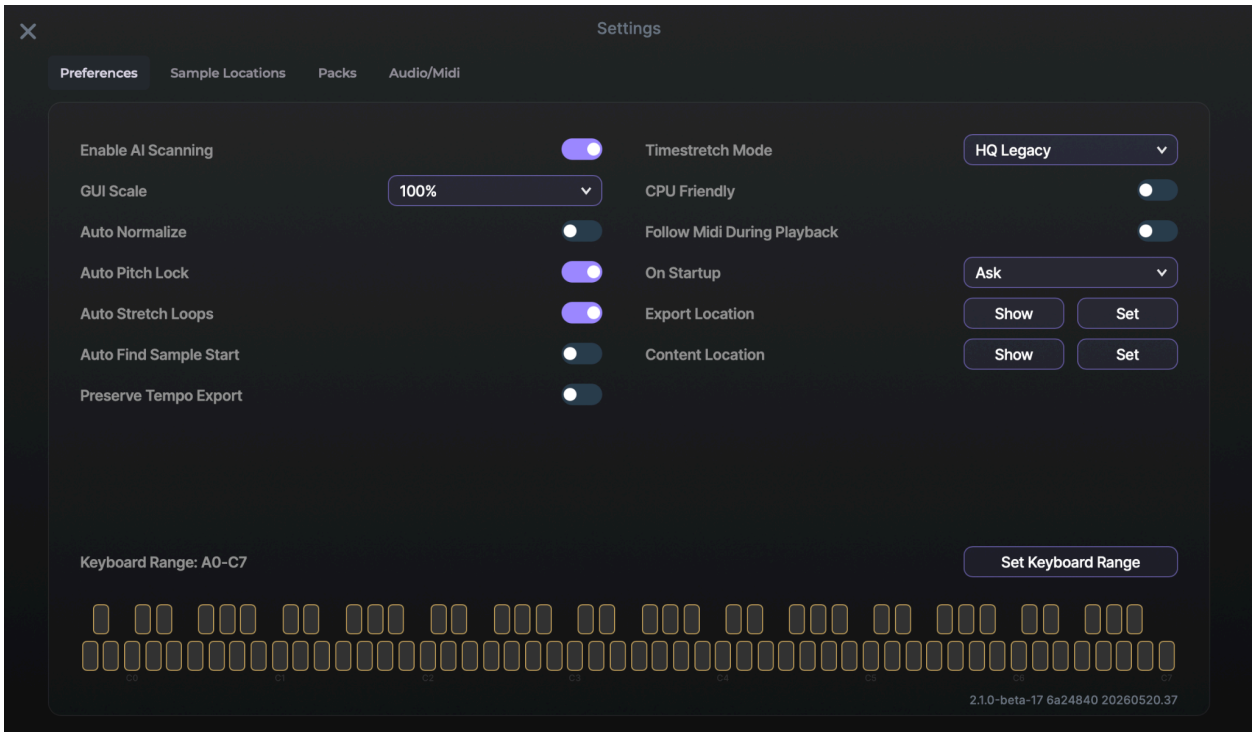


Settings

Click the **cog icon** to access Rando's Preferences, set up Sample Locations (add more or remove existing locations), add taster Packs from sample labels, and change Audio/MIDI settings.

Preferences

Make changes to how Rando works, and the finer preferences of how you set it up.



Enable AI Scanning

Rando now uses machine-learned scanning to analyze samples in order to categorize them more accurately: for example, detecting BPM, tonality, key and chord, instrument type. This is only done locally on your machine, doesn't send any information to anyone, and can be switched off right here if you don't want anything to do with it.

GUI Scale

Increase or decrease the size of the Rando user interface from 50% to 200%, and increments in between. The default is 100%, of course.

NOTE: You can also drag the bottom-right corner of the plugin to drag it to a custom size in integer percentage (eg 134%).

Auto Normalize

Ensures Normalize is toggled on for each sample by default. You can still switch off Normalize for a single sample or for all samples in a patch by holding Shift when deactivating it for a single sample.

Auto Pitch Lock

When activated, Rando will default to pitch-matching every tonal sample it loads onto the keyboard.

Auto Stretch Loops

When activated, Rando will match the BPM of imported rhythmic samples to your project's BPM.

Auto Find Sample Start

When this is activated, Rando will place the Sample Start marker at the first non-silent audio of a sample. This means that if you have samples with gaps of silence at the start, the silence will not be played.

Preserve Tempo Export

Helps the export tempo to be identified correctly when an exported sample is later dropped into a DAW (instead of being incorrectly guessed as, say, "85.32bpm"). This is done by exporting the loop with silence added to bring it exactly to a bar line.

Timestretch Mode

Change the way Rando pitchshifts and timestretches and hits and loops. Balance between CPU load and absolute quality.

TIP: Each timestretch mode is different. If some processing doesn't sound quite right, you can try a different Timestretch Mode here to see if it performs better. Remember that this mode is set globally.

CPU Friendly

Activating this option asks Rando to make changes where it can to reduce the load on your CPU. This will reduce quality, but may increase performance.

Follow MIDI During Playback

By default, this control is switched off. Usually, when playing your MIDI keyboard or clicking the mouse on notes, Rando's waveform display will update to show each sample being played. This behaviour won't happen when your DAW is playing back, however. Activating the Follow MIDI During Playback option brings back that waveform updating behaviour while your DAW is playing.

On Startup

Choose how Rando behaves when you start it up. Does it **Load Previous Session**, or **Create a New Session**, or just **Ask** you each time?

Export Location

The **Show** button opens your operating system's file browser at the location set for exporting samples (set below). The **Set** button lets you determine the location on your hard drive to where Rando exports samples.

Content Location

The **Show** button opens your operating system's file browser at the location set for Rando's onboard content (presets, packs and kick samples). You can choose to replace this location by clicking the **Set** button.

Keyboard Range – use a smaller keyboard to generate samples

Rando has its default keyboard size, but plenty of producers use shorter keyboards that don't cover this range. You can stop Rando from generating samples in a range your keyboard doesn't cover by using this option.

The current **Keyboard Range** will be shown graphically, Click the Change button. Rando will prompt you to click the **lowest note** you want it to use, then the **highest note** you want it to use. You can enter these by clicking notes on this keyboard or by hitting notes on your connected MIDI controller.

After doing this, Rando's keyboard will appear shorter in the main screen and will assign samples in a limited number. Chromatic mode will still assign a sample to every note.

Sample Locations

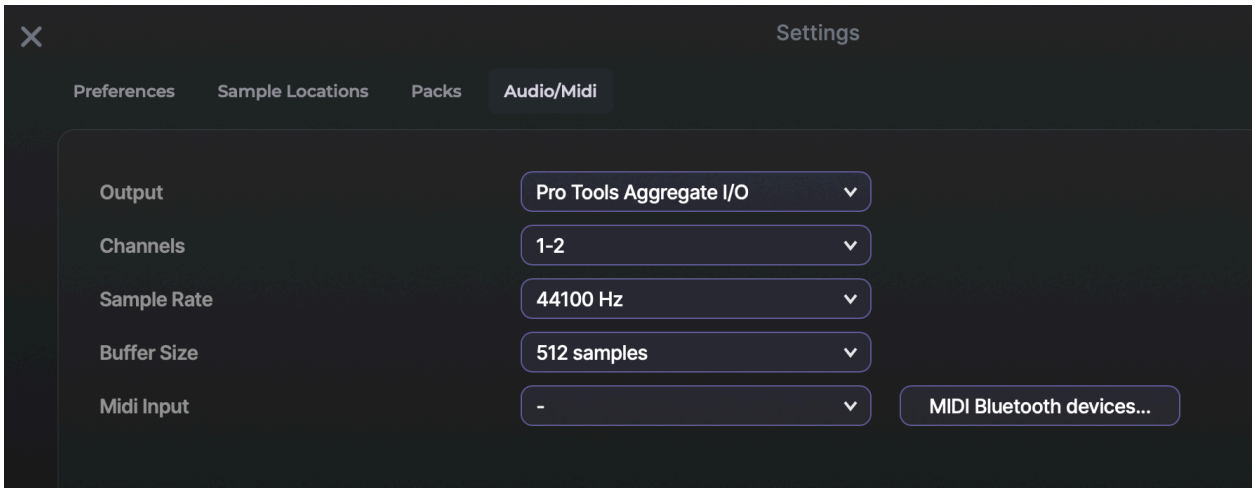
Lists the locations your copy of Rando is accessing for its entire pool of samples. See Connecting Your Sample Library for more information.

Packs

Allows you to download new packs from sample labels. These will be automatically made available in Rando. See Connecting Your Sample Library for more information.

Audio/MIDI (standalone only)

Choose your audio output **Device**, the channel **Output**, the **Sample Rate** and **Buffer Size**, and configure the **MIDI** input used to play Rando standalone. You can run setup options for Bluetooth MIDI devices here as well.



Support

We take customer support very seriously. Rando has its customer support built right into the plugin, and it even lets you see requests and feedback raised by others and upvote them. Click the **question mark icon** next to the cog in the top left to reach the Support section.

Manual
This is the manual. You are here. Welcome. Let's get recursive.

Videos
Watch tutorials and update overview videos right inside the plugin.

Requests (forum)
Rando has an in-plugin support forum where you can submit bugs and feature requests, as well as upvoting those submitted by others. If you use the in-plugin support forum, you'll need to enter your email address to log in. This won't be shown publicly.

Feedback
Submit a quick message to us.

Tech Support
By selecting this, Rando will compose an email using your default mail client and will request to create a file with system and plugin version information. Please attach this file to your email to assist us in supporting you.