QUICK START

The basic workflow

From an empty instance to a finished pattern. The full user guide covers everything else.



Insert it

Put simpleStutter on an audio track, a bus or the master as an effect, and press play in your host. The pattern plays locked to the host's tempo. With the host stopped, the input passes through untouched; press **Preview** in the header to hear a house loop through the pattern instead.

Pick a pattern

Click the pattern's name and choose **Load pattern...** (Ctrl/Cmd+O). Hover a tile to see it on the grid, then click to load it. **Random** (the dice) builds a new pattern from the current category; **Vary** (the sparkle) makes two small changes to the one you're on.

Draw blocks

Pick a tool along the bottom (Repeat, Speed, Reverse, Scratch, Tape stop or Custom), choose a variant in the options row, then drag across empty steps in the time lane.

Shape level and tone

Double-click the Volume or Filter strip to open that lane. Pick a shape group in the tool row and a shape in the options row, then drag. These play over the time blocks. Double-click the time lane to get the time tools back.

Edit

Drag a block to move it, and its white edge to resize it. Double-click a block to edit its line or shape point by point. Right-click a block to delete it, or cut one in two with the **Slice** tool.

Set the feel

Length sets how long the 16 steps last: type anything from a beat to 8 bars. **Mix** blends in the dry input, **Smooth** softens clicks at repeat jumps, and **Band** keeps the lows or the highs straight; **Resample**, beside it, sets how slowed audio is read.

Switch patterns

The 12 slots in the header hold 12 patterns. Switch them with MIDI notes (C plays slot 1, up to B for slot 12), by automating the **Pattern** parameter, or with the **Chain**.

SHORTCUTS

Keyboard

Ctrl on Windows and Linux, Cmd on a Mac. Click the plugin window first so it has the keyboard; while it has focus, it takes these shortcuts instead of your host.

ACTION	KEY
Undo, redo	**Ctrl/Cmd+Z**; **Ctrl/Cmd+Shift+Z** or **Ctrl/Cmd+Y**
Load a pattern or gate	**Ctrl/Cmd+O**
Find a kind of block or shape	**/** or **Ctrl/Cmd+F**
Duplicate the selection	**Ctrl/Cmd+D**
Copy, cut, paste blocks	**Ctrl/Cmd+C**, **X**, **V** (pastes at the pointer)
Delete the selection	**Delete** or **Backspace**
Nudge the pattern a step	**Alt+←** or **Alt+→** (with Shift, a fine step)
Deselect, close a panel, cancel a drag	**Esc**
Finish editing a block	**Enter** or **Esc**
Switch layers; move the shown layer	**[** **]**; **{** **}**
Choose every point while editing	**Ctrl/Cmd+A**
Move a focused knob	Arrow keys (with Shift, finer)

Mouse

ACTION	DO THIS
Draw a block	Drag across empty steps
Select more blocks	Shift-click
Move, place off the grid	Drag; Shift-drag
Resize	Drag the white edge
Copy	Alt-drag
Delete a block	Right-click it
Edit a block's line or shape	Double-click it
Open the Volume or Filter lane	Double-click its strip
Get the time tools back	Double-click the time lane
Reset Mix, Smooth or the Band split	Double-click it

GOOD TO KNOW

- The effect follows the host's transport. With the host stopped you hear the input untouched, unless Preview or **Keep playing when the host stops** (Settings) is on.
- The 12 patterns, the parameters and the chain are saved with your project.
- The free version plays slots 1 and 2 and 54 of the 192 factory patterns, one layer per pattern. The Unlock button in the header shows what the one-time unlock adds.