SIMPLE

Stutter

User guide

A pattern-based time effect: half time, beat repeats, reverse, scratches, tape stops, spin-ups, volume shapes and filters, drawn on a grid and locked to your host's tempo.



GUIDE

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Getting started

Put simpleStutter on an audio track, a bus or the master as an effect, and press play in your host. The plugin plays the track through a **pattern**: 16 steps stretched over anything from a beat to 8 bars, locked to the host's tempo and bar position.

Where the pattern is empty you hear the input untouched. Each **block** you draw on the pattern changes the sound for as long as it lasts: a repeat, a slow-down, a reverse, a gate and so on. A new instance starts with 12 ready-made patterns in its 12 slots, and slot 1 (Half time) plays.

- When the host is stopped, the input passes through untouched, unless **Preview** or **Keep playing when the host stops** is on (see “When the host is stopped”).
- Everything you change is saved with your project: the 12 patterns, the parameters and the chain.

Quick try: press **Preview** in the header with the host stopped. A 120 BPM house loop plays through the current pattern, so you can click through patterns and hear them before you put the plugin on a track.

OVERVIEW

The window

Everything is on one screen. Tooltips explain most controls: hover over a button to see what it does.



Pattern 1 here is a half-speed first half with a trance gate over it, a 1/16 repeat on beat 3, a tape stop on beat 4, and a low-pass sweep across the second half.

The grid

The grid has three lanes, one above the other. A step can hold one block from each lane, so a gate or a filter can play over a repeat, a half time or a tape stop.

LANE	WHAT GOES IN IT
Time (labelled Pattern)	Repeat, Speed, Reverse, Scratch, Tape stop (and spin up) and Custom blocks. These change which part of the audio plays, and how fast.
Volume	Volume shapes: mutes, ducks, fades, pumps, gates and tremolos. They shape the level of whatever the time lane plays.
Filter	Filter sweeps, fixed tones, wobbles, bit crush and drive, applied after the other two lanes.

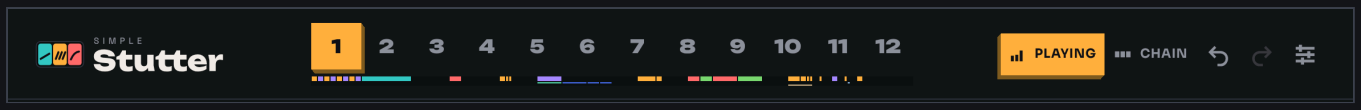
One lane is open at a time; the other two shrink to thin strips that still show their blocks. Double-click a strip (double-tap on iPad) to open it.

The tool row holds the time tools, Slice, and a tile for each category of saved blocks you make. With the Volume or Filter lane open, it shows that lane's tools instead. Click the picked tile again to put the tool down, so a press in the lanes only selects and moves blocks.

The numbers above the grid are beats (bars and beats for longer patterns). The white line is the playhead.

OVERVIEW

The header

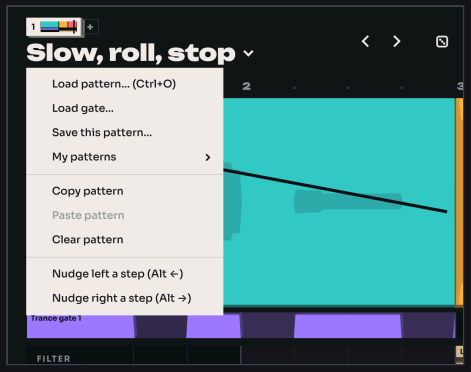


The header with Preview on.

CONTROL	WHAT IT DOES
Slots 1 to 12	The 12 patterns in this instance. Click one to play and edit it; this sets the Pattern parameter. The strip under each number is a small map of its pattern. In the free version, slots 3 to 12 are dimmed.
Unlock / Licensed	In the free version, opens the unlock offer. Once activated it reads Licensed.
Preview	While the host is stopped, plays a 120 BPM house loop through the effect. Pressing play in the host turns it off.
Chain	Opens the chain panel under the button. The button stays lit while the chain is playing.
Undo, Redo	Undo and redo pattern edits. `Ctrl/Cmd+Z`, `Ctrl/Cmd+Shift+Z` or `Ctrl/Cmd+Y`.
Settings (sliders icon)	Licence, update check, window size, MIDI options, Trigger sync, Hits restart the pattern and Keep playing when the host stops.

OVERVIEW

The pattern bar

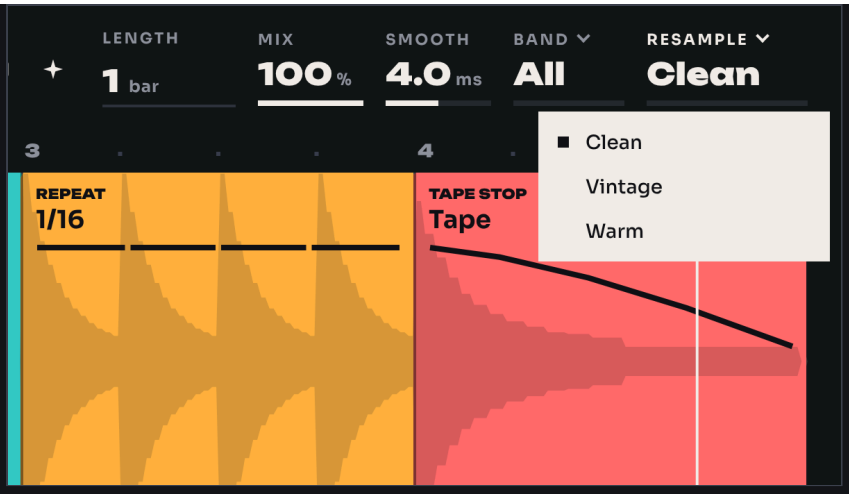


The pattern menu opens from the pattern's name.

CONTROL	WHAT IT DOES
Layer tabs	Above the name: a tab for each layer of the pattern, with + to add one (see “Layers”).

CONTROL	WHAT IT DOES
Pattern name	Shows the pattern's name, or Custom once you've edited it. Click it for the pattern menu: • **Load pattern..., Load gate...**: see “Loading patterns and gates”. • **Save this pattern..., My patterns**: save it, or open your saved ones. • **Copy pattern, Paste pattern**: works across slots and instances. • **Clear pattern** • **Nudge left a step, Nudge right a step**: shifts the whole pattern. What goes off one end comes back at the other.
Arrows	Step to the previous or next factory pattern in the current category. In the free version, locked patterns are skipped.
Random (dice)	Builds a new pattern from the current category (see “Random and Vary”).
Vary (sparkle)	Makes two small changes to the current pattern.
Length	How long the 16 steps last, from 1 beat to 8 bars. At 1 bar a step is a 1/16 note. • Type a number (**3** , **1.5** , **1/2**) and click the unit to switch between bars and beats. • The up and down arrows step through 1/2, 1, 2 and 4 bars.
Mix	Blends the effect with the untouched input, 0 to 100%.
Smooth	0.5 to 20 ms. How long a repeat dips before it jumps back to the start of its slice. It also sets the crossfade when you switch slots or the host loops. Raise it if a repeat clicks, lower it for a harder edge.
Band	**All** (the whole sound), **Highs only** (the lows stay put, so the kick and sub play straight) or **Lows only** (the highs stay put). The split point goes from 40 Hz to 2 kHz (200 Hz to start with).
Resample	How audio played off its normal speed is read: Clean, Vintage or Warm (see below).

Drag Mix and Smooth up or down, and double-click to reset. Click Band or Resample to choose; drag or scroll on Band to move its split point.



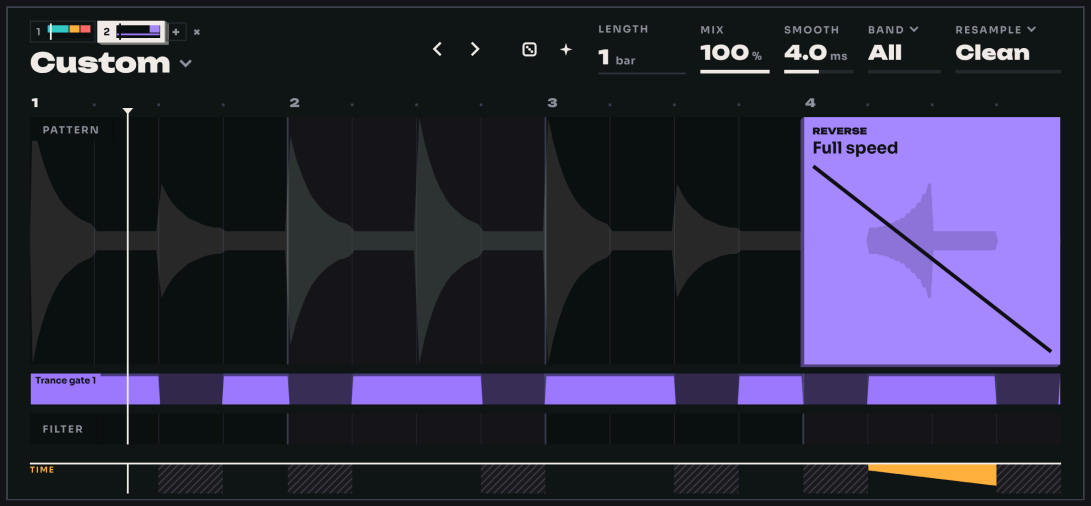
The Resample menu, opened from its control after Band.

RESAMPLE	WHAT YOU HEAR
Clean	The default. Smooth interpolation, as on a good sampler.
Vintage	Steps between samples instead of smoothing them, for the grit of an old sampler.
Warm	Gets darker the slower it plays, like tape.

Neither changes audio at normal speed or with Keep pitch on.

OVERVIEW

Layers



Two layers. Tab 1 holds a half time, a repeat and a tape stop; tab 2, shown here, holds a trance gate and a reverse on beat 4, which play over what layer 1 puts out.

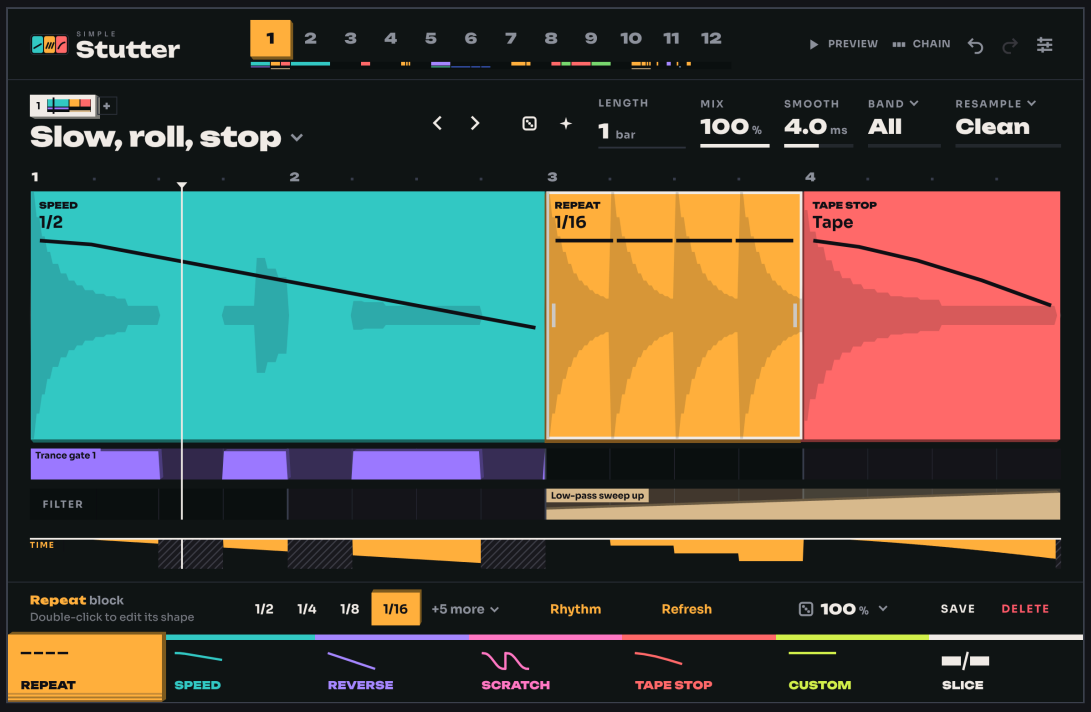
A pattern can have up to four layers. Each is a whole pattern with its own length and lanes, and each plays on the output of the one before. So a gate can run over a repeat, or a 3-beat stutter over a 1-bar half time. Adding layers is part of the unlock.

- **The tabs** sit above the pattern's name, each a small map of its layer. Click one to show that layer. Everything you do goes to the layer shown.
- **+** adds a layer and **×** removes the one shown.
- **Drag a tab** to reorder. Right-click one to move, duplicate, save or delete it.
- **[** and **]** switch layers; **{** and **}** move the one shown.
- Saving a pattern saves all its layers.

EDITING

Drawing and editing blocks

Pick a tool along the bottom, choose a variant in the options row above it, then drag across empty steps in the grid to draw a block. Blocks snap to the steps.



A selected Repeat block: its note lengths, + more, Rhythm and Refresh in the options row, then Plays (the dice and 100%), Save and Delete.

TO	DO THIS
Draw a block	Drag across empty steps with a tool. In the Volume and Filter lanes a drag always draws that lane's block.
Select a block	Click it. Pick a variant in the options row to change it.
Select several	Shift-click more blocks, across lanes.
Move	Drag a block. Drag any block in a selected run to move the whole run.
Resize	Drag the handle at either edge.
Place off the grid	Hold Shift while dragging.
Copy by dragging	Alt-drag a block or run.

TO	DO THIS
Delete	Right-click a block, or select and press **Delete** / **Backspace**, or the Delete button.
Find a kind	Press **/** or **Ctrl/Cmd+F** to search every kind of block. With blocks selected, the one you pick replaces them.
Cut a block in two	Pick the Slice tool and click a block to cut it at the nearest step (with Shift, exactly where you click).
Deselect	**Esc**, or click an empty step.

Picking a tool clears the selection, so the options row then sets what the next drag draws. When there are more kinds than fit, **+ more** opens a picker with a search box.

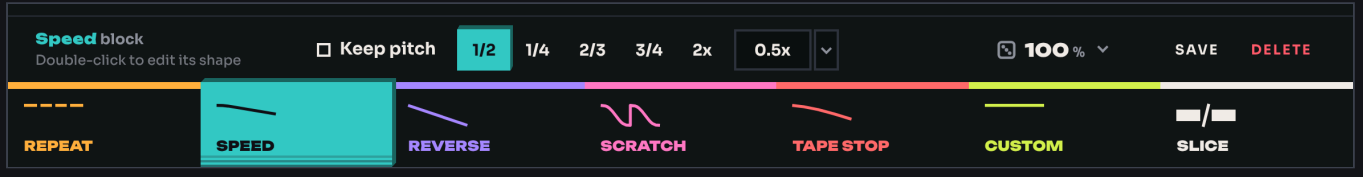
EDITING

Block types

BLOCK	WHAT YOU HEAR	VARIANTS
Repeat	The first slice of the block, over and over.	1/2, 1/4, 1/8, 1/8., 1/16, 1/32, 1/64, 1/8T, 1/16T; Rhythm (12 come with it, or type your own); Refresh
Speed	The block slower (falling behind the input) or faster (catching up after a slow block).	1/2, 1/4, 2/3, 3/4, 2x, any speed typed from 0.05x to 3x, or one of 8 glides; Keep pitch on or off
Reverse	The audio just before the block, played backwards.	Full, half and double speed
Scratch	The audio rocked back and forth like a hand on a record.	1/2, 1/4, 1/8, 1/16 per push and pull
Tape stop	Stop: a slow-down to silence. Spin up: a start from standstill that lands back in time.	Stop or Spin up; Turntable, Tape, Brake
Custom	A time curve you shape (see “Custom curves”).	9 starter curves and your own
Volume	The level shaped over whatever the time lane plays.	Shapes in six groups (see “The Volume lane”)
Filter	The sound filtered, crushed or driven.	25 in five groups (see “The Filter lane”)

The black line in each time block shows how far behind the input it plays. A flat line along the top is in time, a falling line plays slower, and a rising line plays faster to catch up. A repeat is a row of slices along the top.

Speed and Keep pitch



A selected Speed block.

Speed's options row has **Keep pitch**, the speeds 1/2, 1/4, 2/3, 3/4 and 2x, and a box where you can type any speed from 0.05x to 3x (**0.37** , **1.5x** , **2/3** or **75%**).

The arrow beside the box opens the **glides**, where the speed eases from one value to another: Ease into 1/2, Ease out of 1/2, Slowing down, Speeding up, Dip and catch up, Slow then rush, Deep dip and Sway.

- **Keep pitch off** plays like tape: half speed is an octave down.
- **Keep pitch on** keeps the original pitch at any speed. Use it on vocals, pads and chords.

Tape stop and Spin up

The Tape stop tool draws both. Pick **Stop** or **Spin up**, then a shape: **Turntable**, **Tape** or **Brake**.

Rhythm

Rhythm, at the end of Repeat's options row, lets you type a rhythm as lengths in 16ths, for example **3 3 2** for long, long, short. The selected blocks play it as you type. **Enter** keeps it and **Esc** undoes it. **Add to Repeat** keeps it in Repeat's row (part of the unlock).

Twelve rhythms come free: 3 3 2, 3 3 3 3 2 2, 6 6 4, 2 3 3, 2 1 1, 1 1 2, 3 1, 1 3, 4 2 2, 1 1 1 1 4, 4 4 2 2 1 1 1 1 and 1 1 1 1 2 2 4 4. Find them with **/** or in Repeat's **+ more** list.

Refresh

A Repeat block normally grabs its slice once and repeats it. **Refresh** grabs a new slice every **1 bar**, **1/2**, **1/4** or **1/8**, so the repeats follow the track: a 1/16 repeat refreshing every 1/4 stutters the start of each beat.

Editing a time block

Double-click a time block (double-tap on iPad) to edit its line in place. Behind it is a grid: each square is a step wide, and each row down is further behind. Drag a point below the bottom to make the grid deeper. Press **Done**, **Esc** or **Enter**, or click outside the block, when you're finished.

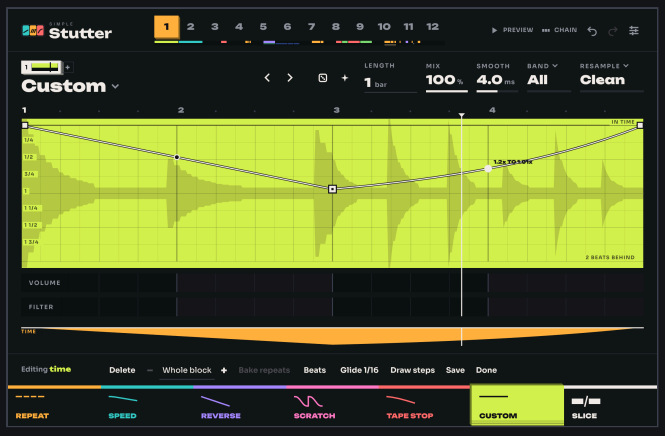
- **Move a point:** drag it. Shift places it off the grid. The label shows the speed and how far behind, for example **0.5x 1 beat behind**.
- **Lines:** drag a flat line up or down, or drag a sloped line to bend it into a curve.
- **Add a point:** click a line or an empty spot in the block. On iPad, use **Add point**.
- **Delete a point:** double-click or right-click it, or click it and press **Delete**.
- **Choose several points:** drag a box round them (Shift adds), or press **Ctrl/Cmd+A** for all.
- **Draw steps:** with it on, drag across the block to draw flat steps at the pointer's height. A staircase that goes down a step each step replays one step. Right-drag puts steps back in time.
- **Repeat length:** how long each repeat of the shape is (for example **Each 1/16**), or **Whole block**. **–** and **+** step through the note lengths.
- **Bake repeats** writes each repeat out so you can edit them one by one.
- **Range: Beats**, or a fine range from 20 down to 1 ms for a small pitch wobble, like a warped record or worn tape.
- **Glide:** how long the speed takes to change at each point, from Off to 1 bar. Longer glides smooth the corners.
- **Save** keeps the line under **My curves** and makes it the curve for new Custom blocks (part of the unlock).



A Repeat 1/16 double-clicked: one slice shows its points over the grid, with how far behind each row is down the left.



A flat Custom block with a point added on beat 3 and dragged down: 0.5x, 1 beat behind, then back up into time.



The second line bent: its speed now rises along it, shown at both ends.



Draw steps: a staircase in each beat replays the beat's first step four times.

LANES

The Volume lane



The Volume lane open, with a Pump 1/4 over a half time.

Volume blocks shape the level of whatever the time lane plays. Double-click the Volume strip to open the lane: the tool row shows **Draw**, the shape groups and **Slice**. Pick a group, choose a shape in the options row, and drag in the lane.

GROUP	SHAPES
Fades	Fade out, Fade in, Fade in and out, Gate fade out
Pumps	Pump 1/4, Pump 1/8
Gates	Gate 1/2, 1/4, 8ths, 16ths, 32nds, 8th and 16th triplets; Short 8ths, Short 16ths, Beat stabs, Swing 16ths; Gate fade in, Gate speeding up, Gate slowing down
Trance	Trance gate 1 to 4, House gate 1 to 3 (each a bar of 16ths)
Saws	Saw 8ths, Saw 16ths, Ramp up 8ths, Tremolo slow, Tremolo fast, Copter

Mute, Duck, 50% and 75% are in Find (/), or draw them with Draw. Ready-made gates are under **Load gate...** in the pattern menu; loading one replaces only the Volume lane.

Draw

With **Draw** picked, the top of the lane is full volume and the bottom is silent.

- **Draw levels:** drag across steps to set each one to silent, 25%, 50%, 75% or full. Steps drawn in one drag become one **Drawn** block.
- **Blocks:** a press on a block selects it and a drag moves it. Alt-drag draws over a block.
- **Redraw freehand:** while editing a shape, Alt-drag draws a new one in its place.



Steps drawn in one drag become one Drawn block. Double-clicked, its top is a line with a point at each corner.



A corner of the last step dragged to the right turns that edge into a slope.

Editing a shape

Double-click a Volume or Filter block (double-tap on iPad) to edit its shape, the same way as a time block. The options row has **Delete**, the repeats count and **Done**.

- **Points and lines:** work as in “Editing a time block”.
- **Steps and levels:** drag a corner sideways to move an edge, or drag one corner to make a slope.
- **Cancel a drag:** press Esc before you let go.
- Editing one cycle changes every repeat in the block, and the block is marked edited (for example **Pump 1/4, edited**). Pick any shape in the options row to go back.



A Pump 1/4, double-clicked to show its points and lines.



One point dragged down and right: every beat's pump changes, and the block is marked edited.

LANES

The Filter lane



The Filter lane open, with a low-pass sweep up across the second half.



The same sweep double-clicked and edited: one point moved down makes it dip before it opens.

Filter blocks sit under Volume and filter whatever the other two lanes play. Double-click the Filter strip to open the lane: the tool row shows **Sweeps**, **Tones**, **Wobbles**, **Crush**, **Drive** and **Slice**.

GROUP	FILTERS
Sweeps	Low-pass sweep down and up, High-pass sweep up and down, Band-pass sweep up and down, Notch sweep
Tones	Muffled (low-pass), Thin (high-pass), Telephone (band-pass)
Wobbles	Wobble 1/4, 1/8, 1/16 and 1/8T, High-pass wobble 1/8
Crush	8-bit, 4-bit, Lo-fi, Crush down, Crush up, Crush wobble 1/8
Drive	Drive, Drive up, Destroy, Destroy up

Crush lowers the sample rate and bit depth. **Drive** distorts the sound, and **Destroy** drives it hard into a crush. None of them makes the sound louder than the input.

Wet, beside Plays, sets how much of the filtered sound you hear, from 10 to 100%. Click it to step through 100, 75, 50 and 25%, or drag or scroll on it.

Double-click a Filter block to edit its curve, the same way as a volume shape. Guide lines at 100 Hz, 1 kHz and 10 kHz show while you edit.

EDITING

Custom curves

A Custom block plays a time curve you shape. Pick the Custom tool, choose a curve and drag to draw the block. Start from **Flat** or a starter curve: Wobble, Rewind and catch up, Slow then snap back, Stutter steps, Back and forth, Drift behind, and Wow (5 ms) and Flutter (1 ms) for a small pitch wobble. Your own are under **My curves**. With **Keep pitch** on, the curve changes the timing but not the pitch.

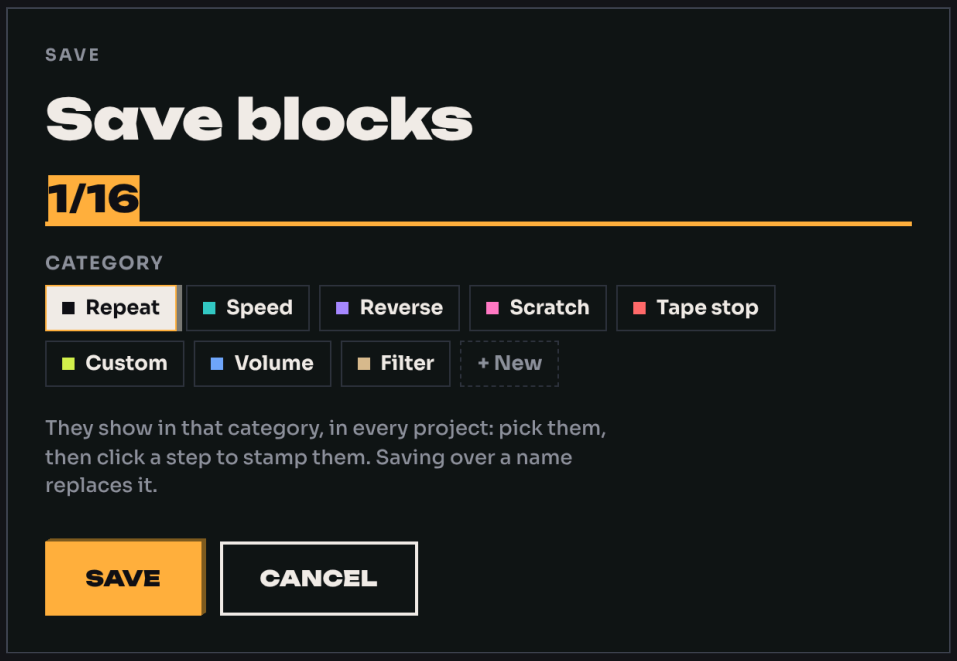


The Custom tool's curve picker, opened from + more, with a search box.

Double-click a Custom block to shape it (see “Editing a time block”). Press **Save** while editing to keep it under My curves. A curve stretches to fit each block it's used in.

EDITING

Saved blocks



Save, with a Repeat block selected: a name, and the category to keep it in.

To keep a block or a run of blocks you like, select it and press **Save** in the options row (part of the unlock). Give it a name and pick a category:

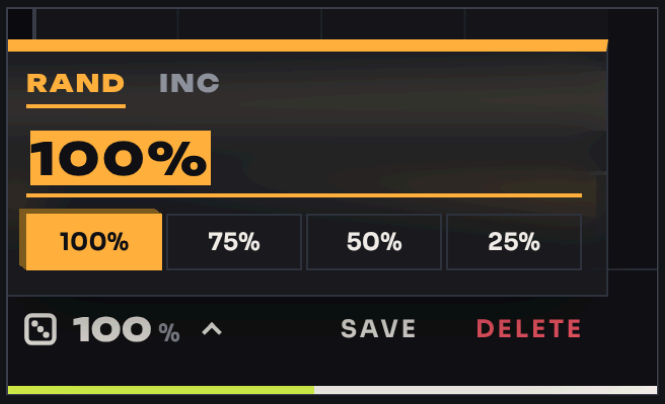
- **A tool's own:** Repeat, Speed, Reverse, Scratch, Tape stop, Custom, Volume or Filter.
- **+ New:** a category of your own, with one of eight colours (up to four).

Saved blocks show first in their tool's options row. Volume and Filter get a **Saved** tile, and your own categories get a tile in the time tool row.

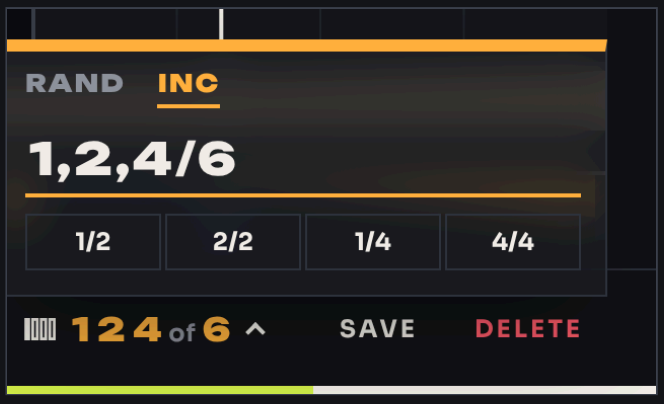
Pick a saved block and click a step in any lane to stamp it there, as many times as you like. **Delete saved** removes it.

EDITING

Plays: random and 1 in X



The Plays panel on its Rand tab.

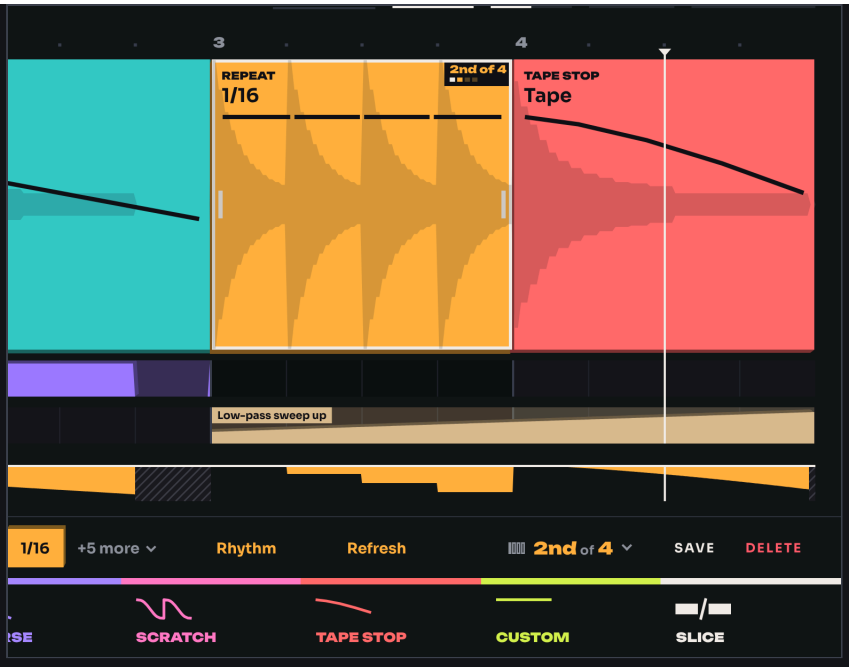


The Inc tab with `1,2,4/6` typed: the 1st, 2nd and 4th of every 6 times round.

With blocks selected, **Plays** in the options row sets how often they play (**100%** to start). Click it for a panel with two tabs:

- **Rand:** the blocks play that share of the times round the pattern, at random. Type a share or click **100%**, **75%**, **50%** or **25%**.
- **Inc:** which times of every so many to play, typed as `x/y`. `1/4` plays the first of every four, `4/4` the fourth (a fill every four bars), and `1,2,3/4` the first three of every four. The count goes up to 16.

`Enter` or a click away keeps it, and `Esc` puts it back.



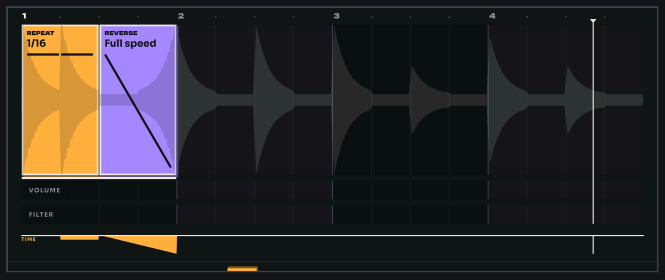
A repeat set to 2/4, the 2nd of every 4 times round. The pips under its tag show which time it plays on.

Anything but 100% shows a tag on the block (**50%**, **1 in 4**, **2nd of 4**). Inc blocks also show pips for the times they play.

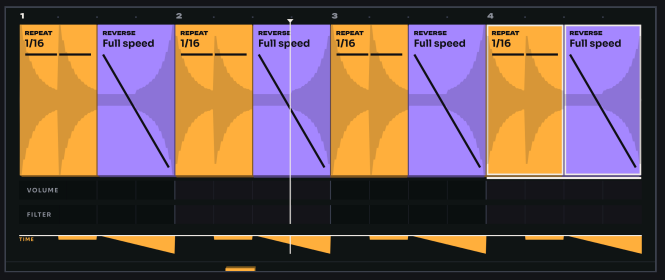
The count starts at the beginning of the song, and Rand is fixed by the bar number, so a loop or a render plays the same every time.

EDITING

Duplicate, copy and paste



A beat of two blocks, selected.



After Ctrl/Cmd+D three times, the beat fills the bar.

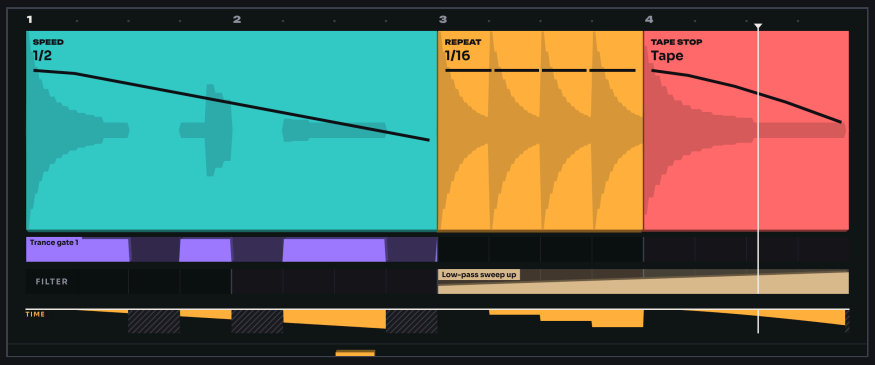
TO	DO THIS
Duplicate	Ctrl/Cmd+D puts a copy straight after the selection. Press it again to carry on along the bar.
Copy, cut	Ctrl/Cmd+C, Ctrl/Cmd+X with blocks selected.
Paste	Ctrl/Cmd+V pastes at the step under the pointer.
Copy by dragging	Alt-drag a block or run.
Copy a whole pattern	Pattern menu, **Copy pattern**, then **Paste pattern** in another slot or another instance.

EDITING

The waveform and the Time view

While the host plays, the input's waveform is drawn behind the time lane, showing what each block plays. Use it to see which hit a repeat will catch, or where a reverse starts.

The **Time view** under the grid shows how far behind the input the output is. The top line is in time, and the orange area drops as a block falls behind. Hatched areas are silent.



The half-speed block falls steadily behind, and the gate's gaps are hatched.

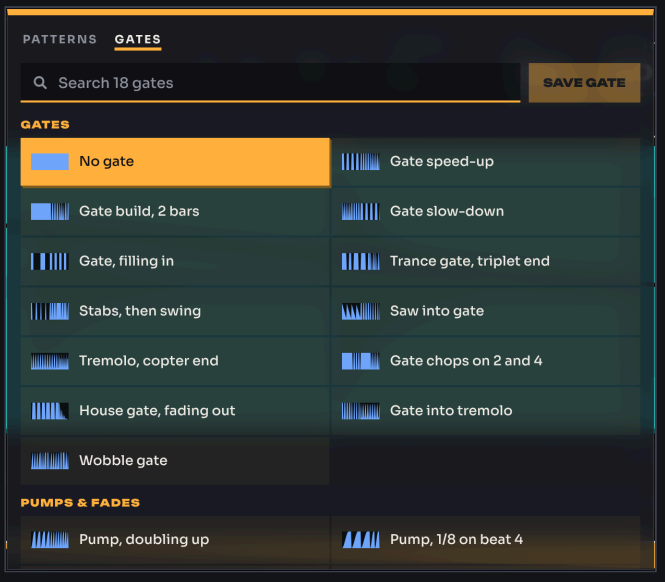
PATTERNS

Loading patterns and gates

Click the pattern's name and choose **Load pattern...** (`Ctrl/Cmd+O`), or **Load gate...** for the Gates tab. Patterns are grouped by category, with yours first.



The loader on the Patterns tab, at the Half time category.



The Gates tab. Save gate is dimmed until the pattern has a Volume block.

- **Try before loading:** hover a tile, or move to it with the arrow keys, and the grid shows it. Nothing changes until you pick one.
- **Load:** click a tile or press **Enter**. Undo brings the old pattern back. Type to search.
- **Patterns**: 192 factory patterns in 18 categories: Half time, Speed, Stutter, Builds & fills, Tape stops & spin ups, Reverse, Scratch, Gates, Pumps & fades, Layered, Glitch, Trap & hip hop, Dubstep & bass, Drum & bass, House & EDM, Lo-fi, Filters & crush, Transitions.
- **Gates** use only the Volume lane. Loading one replaces just the Volume lane of the current pattern.
- **Save pattern / Save gate** keeps the current pattern for every project, in My patterns, a factory category or one of your own (**+ New**). Saving is part of the unlock.

PATTERNS

Random and Vary

Random (the dice) builds a new pattern at the current length, leaning on the current category. Press it again for another.

Vary (the sparkle) makes two small changes to the pattern each time you press it. Use it to make variations for other slots.

Both can be undone.

PLAYING

Switching patterns: slots, MIDI and automation

One of the 12 slots plays at a time. There are three ways to switch:

WAY	HOW
Click a slot	Sets the Pattern parameter, so a host in automation-write mode records it.
MIDI notes	C plays slot 1, C# slot 2, and so on up to B for slot 12, in any octave. The switch lands on the note's exact sample.
Automation	Automate the **Pattern** parameter (1 to 12). Use this in hosts that don't send MIDI to effect plugins.

Switching crossfades over the Smooth time and keeps the timing.

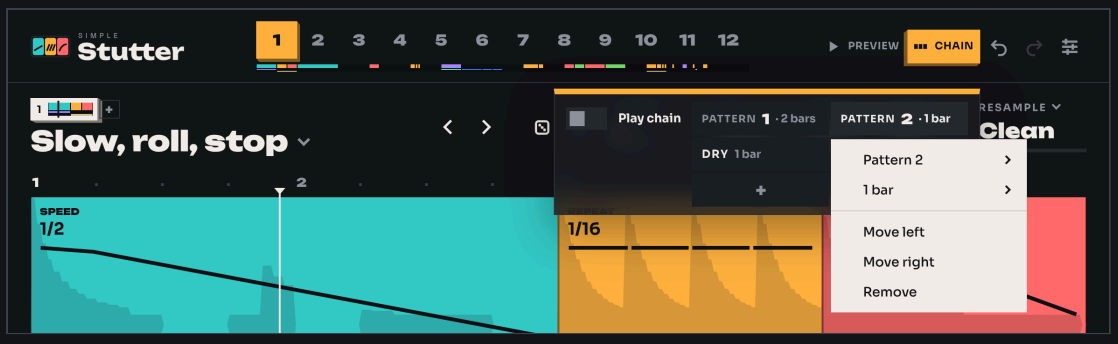
MIDI and switching options (Settings)

OPTION	WHAT IT DOES
Only while the note is held	Letting go of the note goes back to the pattern before it.
Notes restart the pattern	A note starts its pattern from the beginning. Off, it joins at the current point in the bar.
Trigger sync	Notes and automation wait for the next 1/16, 1/8, 1/4, 1/2 or bar line.
Hits restart the pattern	A hit in the input (a kick, a snare) restarts the pattern. Low counts only big hits, High quieter ones too.

PLAYING

Chain

The chain plays patterns one after another, each for a set number of bars, so you can arrange a sequence without MIDI or automation.



Pattern 1 for 2 bars, pattern 2 for 1 bar, a Dry bar, then pattern 3 for 2 bars.

- Press **Chain** in the header and switch on **Play chain**.
- Each step is a pattern (or **Dry**, the untouched input) and a number of bars. Click a step to change, move or remove it. **+** adds one, up to 16.
- With the host playing, the chain follows its bar position and loops at the end. It overrides the Pattern parameter and MIDI notes.
- **Chain** is a parameter, so you can automate it on and off for parts of a song.

PLAYING

When the host is stopped: Preview and Keep playing

With the host stopped, the input passes through untouched, unless one of these is on:

OPTION	WHAT IT DOES
Preview (header)	Plays a 120 BPM house loop through the effect, so you can try patterns without a track. Pressing play in the host turns it off.
Keep playing when the host stops (Settings)	Runs the pattern at the host's tempo with the host stopped, so live input (a mic, a synth) plays through it.

TIPS

Tips and tricks

Sound

- **Stutter several tracks at once.** Put simpleStutter on a bus or group (drums, or everything but the vocal) instead of on each track, so the edits line up.
- **Parallel stutter.** Set Mix below 100% to keep some of the dry beat under a repeat or half time. 30 to 60% works well on full mixes.
- **Layer a gate over time effects.** A half time with a trance or house gate over it in the Volume lane gives a choppy breakdown; a pump over a repeat keeps it moving with the kick.
- **Sweep into the drop.** A High-pass sweep up across the last bar before a drop, with a repeat or a tape stop on beat 4, builds tension without automating an EQ.
- **Clicks on repeats.** Raise Smooth a few milliseconds. Lower it again for a tighter, harder repeat on drums.
- **Keep pitch on tonal material.** Turn on Keep pitch for Speed blocks on vocals, pads and chords, where the tape version drops an octave.
- **Tape-style slow-downs.** Set Resample to Warm so half time and tape stops darken as they slow, or Vintage for the grit of an old sampler.
- **Crush a fill.** An 8-bit or Lo-fi block in the Filter lane under a repeat, with Wet at 50%, keeps the fill's punch.
- **Keep the kick solid.** Set Band to Highs only on a full drum bus: the hats and snare stutter while the kick and sub play straight.
- **Worn tape.** A Custom block with the Wow or Flutter curve across a bar wobbles the pitch of a pad or a chord loop without moving it off the beat.

Editing

- **Build a bar from one beat.** Draw a beat, select it and press **Ctrl/Cmd+D** three times.
- **Swing and pushes.** Shift-drag a block a little off the grid to play it early or late.
- **Variation without extra slots.** Set a block to Plays 50% so a looped section changes from bar to bar, or to 4/4 for a fill every fourth bar.
- **Stack layers.** Put a gate or a filter on layer 2 so it stays the same while you swap the time blocks on layer 1.
- **Start from a factory pattern.** Load one close to what you want, press Vary a few times, then fix the details by hand.
- **Keep your favourite moves.** Select a fill you like and press Save, then pick it from its tool's row and click to stamp it into other patterns.

Arranging and performing

- **Arrange with the chain.** Use Dry steps for bars that should play untouched, for example `Dry x3, 1 x1` for a fill every fourth bar.
- **Play it like a pad controller.** Turn on Notes restart the pattern and Only while the note is held, then play slots from a MIDI keyboard or pads: each hit restarts its pattern, and letting go returns to the beat.
- **Follow a live drummer.** Set Hits restart the pattern to Low on a drum bus, so each big hit starts the pattern again from there.
- **Tight switching.** Set Trigger sync to 1/16 or 1/8 so notes played slightly early or late still switch on the grid.
- **Live input.** Turn on Keep playing when the host stops to run a mic or a hardware synth through the effect with the transport stopped.

DAW NOTES

Using simpleStutter in your DAW

simpleStutter follows the host's tempo and bar position, so the transport has to be playing. Switch patterns with MIDI notes, the **Pattern** parameter or the **Chain**. If sending MIDI to an effect is awkward in your host, use automation or the chain.

Sending MIDI notes to simpleStutter

HOST	HOW TO SEND NOTES TO THE EFFECT
Ableton Live	Put simpleStutter on the audio track. On a MIDI track, set **MIDI To** to that audio track, then pick simpleStutter in the menu under it. Live only sends MIDI to a track when the MIDI track is armed or its clip is playing.
Logic Pro	Insert simpleStutter (AU) as an Audio FX. In the plugin window's header, open the **Side Chain** menu and choose the software instrument track that should send the notes. Logic lists simpleStutter as a MIDI-controlled effect.
FL Studio	In the mixer, open simpleStutter's wrapper settings and set a **MIDI input port**. Add a **MIDI Out** channel set to the same port, and write notes in its pattern.
Cubase / Nuendo	Put simpleStutter on the audio track as an insert. On a MIDI track, set the output routing to simpleStutter on that track.
Bitwig Studio	Put simpleStutter on the audio track with a **Note Receiver** before it, set to the track that plays the notes. Or use one hybrid track with both the audio clip and the notes.
REAPER	REAPER tracks carry audio and MIDI together: put a MIDI item on the same track as the audio, or send MIDI to the track from another one.
Studio One	Create an instrument track and choose simpleStutter on the audio track as its output, if your version lists effects there. If not, use automation or the chain.
Pro Tools	Not supported: simpleStutter is VST3 and AU only, and Pro Tools needs AAX.

DAW NOTES

Things to know in any DAW

- **Latency.** simpleStutter reports 32 samples of latency, so hosts with delay compensation keep it in time, and Bypass doesn't shift the track.
- **The transport must play.** With the host stopped the input passes through untouched, unless Preview or Keep playing is on.
- **Patterns line up with the host's bars.** A 1-bar pattern is 4 beats and starts on every bar line, so start the song on a bar line. In 3/4 or 7/8 it won't line up with each bar.
- **Repeats use the audio that has arrived.** A repeat at the very start of playback has less to work with, so start a bar early to hear it as it will be in the song.
- **Rendering.** Offline bounce, freeze and real-time playback sound the same, including blocks set to play at random or 1 in X.
- **Automating Pattern.** Clicking a slot moves the Pattern parameter, so in automation write or touch mode your clicks are recorded.
- **MIDI and automation together.** A MIDI note overrides the Pattern parameter until the parameter moves again. With the chain on, both are ignored.
- **Keyboard shortcuts.** While the plugin window has focus it takes shortcuts like copy and undo. Click the host's window to give them back.
- **Windows.** The editor uses Microsoft Edge WebView2, which comes with Windows 10 and 11. Without it, simpleStutter opens a simpler built-in editor.
- **Linux.** The editor needs WebKitGTK (`libwebkit2gtk-4.1`). Without it, simpleStutter opens a simpler built-in editor.

REFERENCE

Settings



Settings, opened from the sliders icon at the top right.

SECTION	WHAT'S THERE
Licence	Buy the unlock, or paste the key from your receipt email and press **Activate**.
Updates	The installed version, and **Check** to look for a newer one.
Window size	75%, 100%, 125% or 150%.
MIDI	**MIDI notes pick patterns**, **Only while the note is held**, **Notes restart the pattern** and **Trigger sync** (see “Switching patterns”).
Hits restart the pattern	Off, Low, Mid or High (see “Switching patterns”).
Keep playing when the host stops	See “When the host is stopped”.

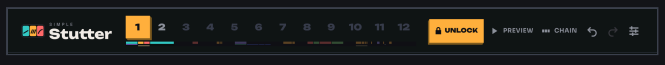
Press **Done** or **Esc** to close.

REFERENCE

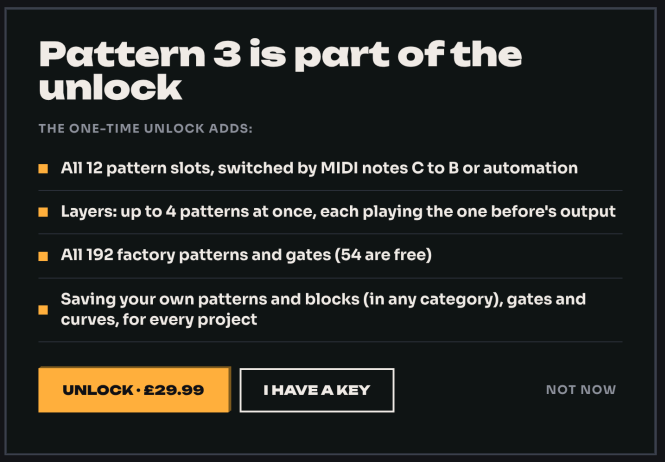
Free version and unlock

simpleStutter is free to use, with a one-time unlock bought with a licence key.

	FREE	UNLOCKED
Block types and variants	All, in all three lanes	All
Pattern slots	2 (slots 1 and 2)	12
Factory patterns	54 (the first 3 of each category) and their gates	192, and all gates
Layers	1 (patterns with more still play in full)	Up to 4
Starter curves, Speed glides, the 12 Repeat rhythms	Yes	Yes
Chain, Random, Vary, Plays, Band, Resample, Preview, editing blocks	Yes (with the free slots and patterns)	Yes
Saving your own patterns, gates, blocks, rhythms and curves	No	Yes



The free version's header: slots 3 to 12 dimmed, and the Unlock button.



Clicking anything locked opens the unlock offer, with the count of free patterns.

- Locked slots keep their patterns in your project but play the input untouched, so nothing is lost. Once you activate a key they play straight away.
- Clicking anything locked opens the unlock offer.
- To activate: Settings, Licence, paste the key, **Activate**.

REFERENCE

Automatable parameters

PARAMETER	RANGE	WHAT IT DOES
Pattern	1 to 12	Which slot plays.
Mix	0 to 100%	Effect against untouched input.
Smooth	0.5 to 20 ms (default 4)	Dip before repeat jumps, and crossfade for unexpected jumps.
MIDI Picks Pattern	On / off	Whether MIDI notes switch slots.
Trigger Sync	Off, 1/16, 1/8, 1/4, 1/2, 1 bar	Grid that switches wait for.
Key Held	On / off	Only while the note is held.
Retrigger	On / off	Notes restart the pattern.
Chain	On / off	Play chain.
Play When Stopped	On / off	Keep playing when the host stops.
Band	Full, Highs, Lows	Which part of the sound the effect plays on.
Resample	Clean, Vintage, Warm	How audio off its normal speed is read.
Band Split	40 Hz to 2 kHz (default 200 Hz)	Where Band splits highs from lows.
Restart On Hits	Off, Low, Medium, High	Hits in the input restart the pattern.

The 12 patterns and the chain are saved in the plugin's state with the project, not as parameters.

REFERENCE

Mouse and keyboard

ACTION	MOUSE OR KEY
Draw	Drag on empty steps
Select, add to selection	Click; Shift-click
Move, move off the grid	Drag; Shift-drag
Resize	Drag an edge handle (Shift for off-grid)
Copy by dragging	Alt-drag
Delete block	Right-click, or **Delete** / **Backspace**
Cut a block in two	Slice tool, click the block (Shift for anywhere)
Put the tool down	Click the picked tool tile
Duplicate	**Ctrl/Cmd+D**
Copy, cut, paste blocks	**Ctrl/Cmd+C**, **X**, **V** (pastes at the pointer)
Undo, redo	**Ctrl/Cmd+Z**; **Ctrl/Cmd+Shift+Z** or **Ctrl/Cmd+Y**
Deselect, close panels, cancel a drag	**Esc**
Open a shrunk lane	Double-click it
Find a kind of block or shape	**/** or **Ctrl/Cmd+F**
Switch layers; move the shown layer	**[** **]**; **{** **}**
Load a pattern or gate	**Ctrl/Cmd+O**
Nudge the pattern a step (a tick)	**Alt+←** / **Alt+→** (with Shift)
Edit any block's line or shape in place	Double-click it; click outside, **Esc** or **Enter** to finish
Delete a point while editing	Double-click or right-click it (also with Draw steps on), or click it and press **Delete**
Choose points while editing	Drag a box (Shift adds); **Ctrl/Cmd+A** for all
Reset Mix, Smooth or Band's split point	Double-click it
Get the time tools back	Double-click the time lane
Fine knob steps	Arrow keys, with Shift for finer

REFERENCE

Where your files are

Saved patterns, gates, blocks, block categories, rhythms and curves are kept in `user_presets.json`, shared by every project and every instance. Back up that file to keep your presets, or copy it to another computer.

SYSTEM	FOLDER
macOS	`~/Library/Application Support/simpleStutter`
Windows	`%APPDATA%\simpleStutter`
Linux	`~/.config/simpleStutter`

REFERENCE

Notes and limits

The plugin keeps up to 16 seconds of input for repeats and reverses.

Thank you for downloading.

Aiden, simpleSoundbank



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Stutter

simpleStutter by simpleSoundbank
simplesoundbank.com
support@simplesoundbank.com