

RHYTHMIZER ULTRA

USER MANUAL 1.0



FUTUREPHONIC

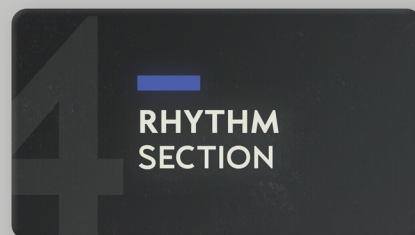
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YOUR VIDEOS

Explore a range of videos from DAW Setup to tips and tricks to get the most out of Rhythmizer Ultra.



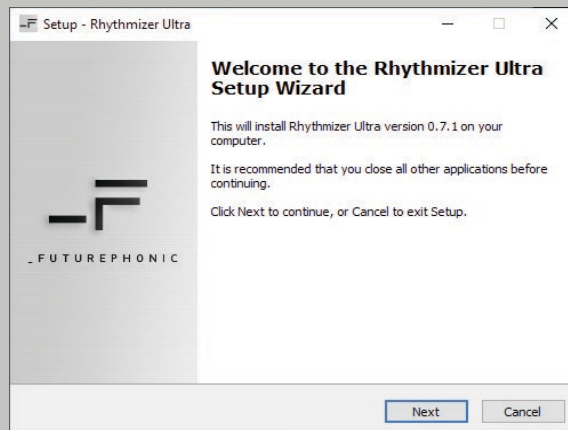
RHYTHMIZER INSTALLATION

To install, simply double-click the installer found inside the main folder and follow the instructions on the screen.

Windows users, be sure to install the **VST3** in the correct folder.
Windows Default - *C:\Program Files\Common Files\VST3*


Mac users, you can choose **AU** and/or **VST3**.
Please note that the **AU** is for Logic users only and is not needed for other DAWs.
Mac AU default: */Library/Audio/Plug-Ins/Component*
Mac VST3 default: *Library/Audio/Plug-ins/VST3*

After Rhythmizer is installed you will be able to see it in your DAW's plugin list and your Plugins folder.



RHYTHMIZER AUTHORIZATION

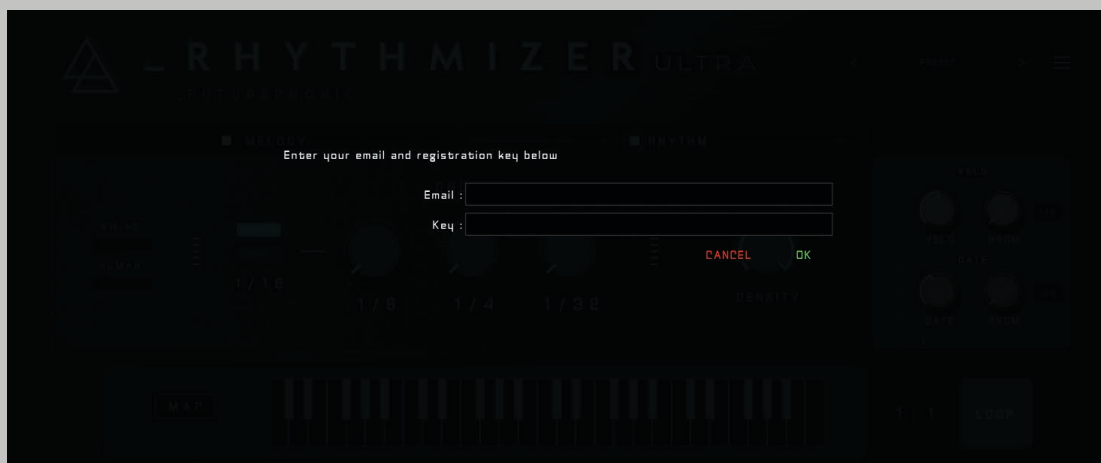
Rhythmizer starts in a 15 minute demo mode and saving presets will be disabled.

To authorize the plugin, click the options button , then Register.



Enter your Email and Authorization key which can be found in your email receipt .

Finally, click **OK** and you're ready to rock!



Keep your Registry Key secret and safe. Violation of our EULA and sharing of registry keys will result in device inoperation.

RHYTHMIZER FUNCTIONS

RHYTHM VIEW

Get in the groove. Experience unlimited rhythmic possibilities with density mode or control the chaos with the step sequencer.

Too robotic? Add humanization with the swing and human controls.



GROOVE

Switches between regular or triplet notes.

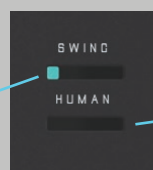
The primary groove amount. Right or alt click to bring up a menu.



Probability that the selected note value is triggered.

Set the note you want to inject into the primary groove.

Swing amount.



Get random, slightly off-grid notes with humanisation.

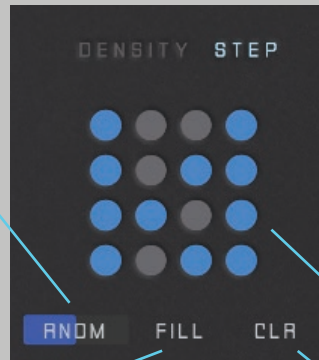
DENSITY/STEP SEQUENCER

Switch between **Density** and **Step Sequencer** mode.



Probability that a note will be triggered.

Randomly adds in steps.
Click to randomize and slide
to increase the sequencer
population.



These circles represent the subdivisions of
an entire bar as set by the primary groove
amount (1/16 by default).

You'll see the grid size change as you
select different primary groove amounts.

Gray circles won't play - click a circle blue,
and that beat will now sound.

Right click to choose between 0.5, 1 bar,
1.5 bar or 2 bar view.

Fills the sequencer.

Clears the sequencer.

MELODY VIEW

Unleash a universe of infinite arpeggios, inspiring harmonies and custom pitchbending.

Please note:

Throughout this section you will see the word '*tonic*', referring to your home base note, as set by the MIDI note inputted to Rhythmizer. If you send the MIDI note G into Rhythmizer, the '*tonic*' is G.'



Click to bring up a wide
selection of built-in scales,
or select 'Custom' to select
your own notes.

Want to tweak the notes in a built-
in scale? Copy the current scale
over to the custom scale editor.

Edit Scale then displays the notes
of the scale on the virtual keyboard.

Switches between **Scale**,
Bend and **Linked** mode.

- ▲ Notes play in ascending order.
- ▼ Notes play in descending order.
- Notes play in random order.

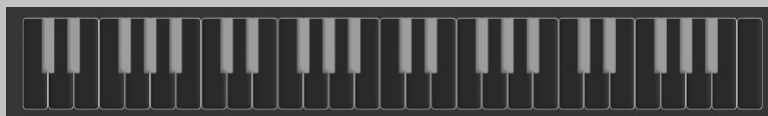
Octave spread will
randomly spread notes
upwards from one to three
octaves.

Number of steps in the chosen scale
that can be played. Generate melodies
with just a few scale notes, or ramp
up to higher values for notes way into
upper octaves. Note: in Custom scale
mode, ensure a higher Steps value to
include your custom notes.

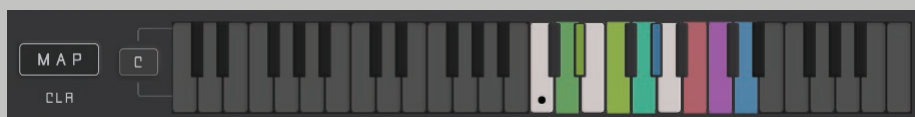
Probability that notes from the chosen scale are played. With
0 Probability, you'll only hear the tonic (base) note. With 100
Probability, you'll hear only scale notes and no tonic.

Switches between unidirectional or
bidirectional notes. Bidirectional will
generate notes above and below the
tonic.





The Note Stream displays the notes being generated in real-time.



In the Custom Scale Editor, you have the ability to edit built-in scales, or press **CLR** to build new scales from scratch, with a maximum of eight notes. The dotted middle C key represents the tonic.

Click into the shaded region to place notes beyond the default octave.

CLR: Clears the custom scale.



Root Selector: If you'd like to visually set custom notes based on your MIDI input, i.e. in the key of G instead of the default C, drag to reframe the editor. The output will not be affected.

SHIFT

Shifts the scale down 12 semitones with each click.



The **Shift** control moves everything up or down in semitones, as if inputting a different note.

Shifts the scale up 12 semitones with each click.

BEND

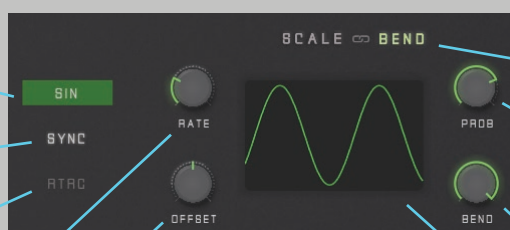
Select LFO shape. Click to select from a menu.

SYNC: Syncs the LFO to host tempo.

RTRG: Retrigger the LFO on each note.

The rate of the LFO. Musical divisions when **SYNC** is on and hertz when turned off.

Offset skews the range of pitch bend.



Switches between **Scale**, **Bend** and **Linked** mode.

Probability that notes will be affected by pitch bend.

Amount of pitch bend data sent. The amount of pitch bend you will actually hear will depend on the pitch bend range set in your synth.

Visual representation of the pitch bend LFO.



In **linked** mode, notes will play from the chosen scale *and* pitch bend will be applied to them.

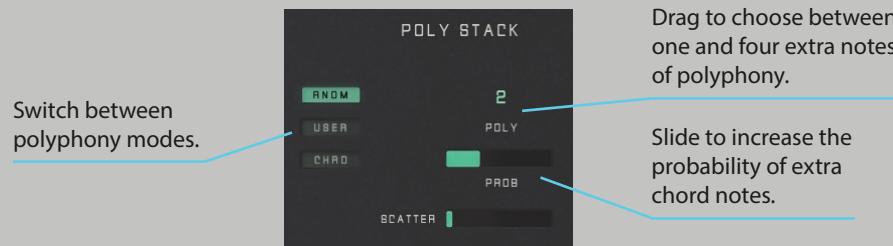
POLY STACK

Why stop at monophonic lines? Choose from three different chord modes to add polyphony to your melodies.

All modes have Scatter control. Slide to subtly delay the starting point of the extra notes, helping to add a sense of humanization.

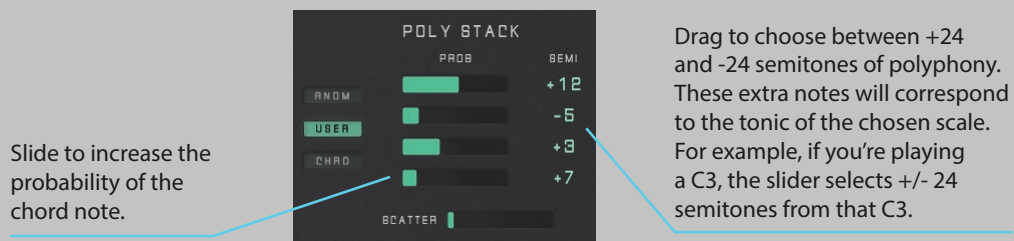
RNDM

Create chords based on your scale notes, whether using built-in or custom scales.



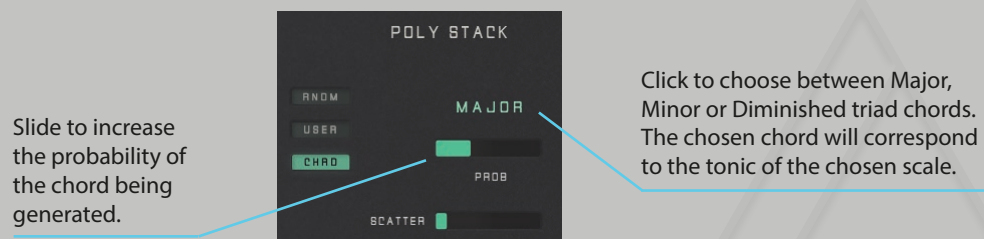
USER

Want an occasional 9th or flat 2nd chord thrown into your melody?
Create chords of up to four custom notes of polyphony.



CHRD

Add basic triad chords to your melody.



VELOCITY & GATE

Your one stop shop for impact and note length. Control your favourite parameters in your synth by mapping to velocity or add legato by increasing the gate length beyond 100.

Starting point for velocity value. This can be applied to any parameter on most synths for note on random modulation with extra control.

Bypasses the gate for the set note length. These values will change depending on the groove probabilities in the Rhythm section.¹

Chooses between uni or bidirectional gate modulation.



Amount of randomness added to the velocity.

Switch to Velocity LFO mode.

Switch to Gate LFO mode.

Amount of random extra length applied to the gate.

Length of a full note that will be played.²

¹ If you have selected 1/4 notes as a possible groove amount, and you select 1/4 in Gate Bypass, those 1/4 notes will play in full and will not be shortened or lengthened by the Gate section.



² Rhythimizer can generate notes that are longer than a full note, creating overlaps. When gate lengths over 100 are generated, you'll see the value go into overlap colour.



LFO MODE

DEPTH: The range of the LFO modulation.

RATE: The rate of the LFO. Musical divisions when SYNC is on and hertz when turned off.

VELO/GATE: Starting point for velocity/gate.

OFFSET: Skews the depth of the LFO.

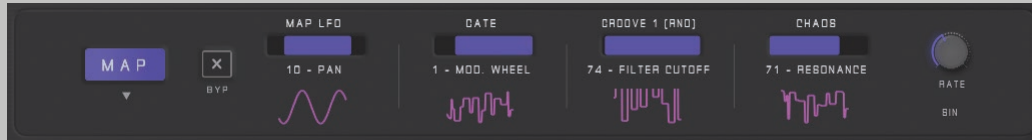


SYNC: Syncs the LFO to host tempo.

Select LFO shape. Click to select from a menu.

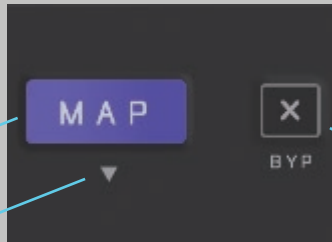
MAP

Randomise anything with anything. Use good old-fashioned MIDI CC values to extend Rhythmizer's control of your synth or sampler.



Displays the midi mapping view.

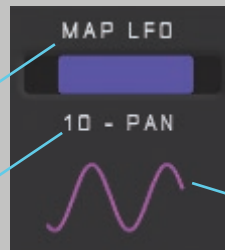
Select a prebuilt midi map.



Master Bypass button. This will bypass all bypass slots, unless they are all already bypassed, in which case it will activate all slots.

Rhythmizer can send data based on a variety of modulation sources. Click to select from velocity, gate, chaos and more.

MIDI CC destination. Choose between CC0-127.



Slide up or down to adjust modulation amount.

Displays the modulation curve. Click to disable all modulation.

The rate of the LFO in musical divisions of the host tempo.

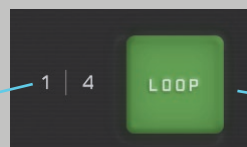


Select LFO shape. Click to select from a menu.

LOOP

Hit the perfect spot? Repeat that.

Adjust the loop length between 1 bar and 8/16.



Activates loop mode. Green indicates active.

RHYTHMIZER

GET STARTED

SWUNG GROOVE



- Start by drawing in your long note. We've chosen F#.
- We'll keep 16 as our base value and add in some 8th notes with a probability setting of 20.
- Let's add in just a few 32nd notes with the probability set at 10.
- Set the **GATE** to around 25 with **RNDM** at 50 to add extra variety to the groove without the notes overlapping.
- Subtly increase the **Swing** amount to taste and you're good to go!

PRO TIP: Don't forget many synths have velocity pre-mapped to parameters like the filter cutoff, so adding some **RNDM** in the velocity section can really spice things up.

GLISTEN HERE

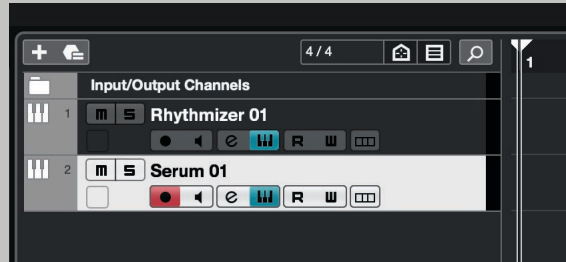


- Building upon the last patch, head over to the melody section and select a scale from the menu. We chose minor pentatonic as the notes always sound harmonious together.
- Next, we set the direction to up, **PROB** to 75 and **STEPS** to 10. This gives us a nice array of notes beside the tonic.
- Let's add two extra octaves of notes by setting **OCT** to 2 and **PROB** to 25.
- Some polyphony would sound great with this patch. Head over to the **POLY STACK** section, select **RNDM**, set **POLY** to 2 or 3 and **PROB** to 25.
- Finally, let's humanize it a bit more by adding a little **SCATTER** to delay some of the extra notes. Very small amounts work great here (We used 5).

DAW SETUP

CUBASE

First create two instrument tracks. Load Rhythmizer into one and your favourite soft synth into the other.



Set the **MIDI INPUT** of the synth track to Rhythmizer **MIDI Output** and then **monitor arm** the synth track.



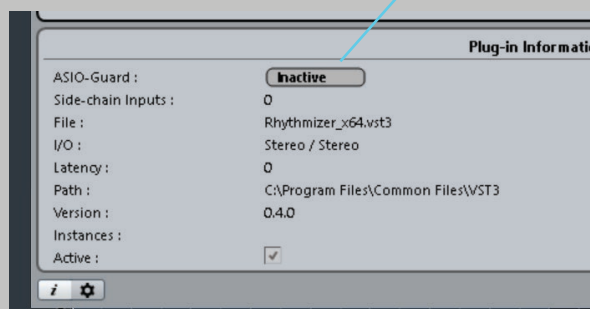
Feed Rhythmizer a long midi note and you're good to go!

KEEP IT TIGHT

Sync issues when looping Cubase?

Make sure ASIO Guard is deactivated for Rhythmizer.

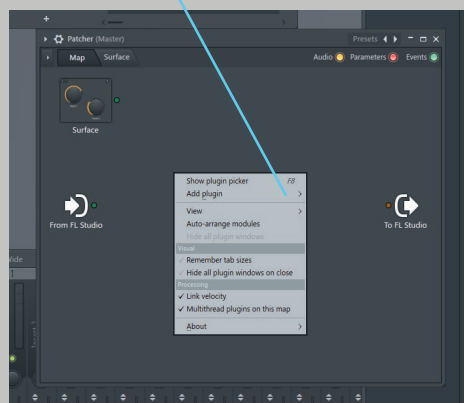
- Open Devices > Plugin Manager
- Find Rhythmizer
- Switch ASIO Guard setting to **Inactive**



PATCHER METHOD

This method enables you to use Rhythimizer and a soft synth on the same channel, use FL Studio native plugins such as FL Keys and save the configuration for easy access later.

Load up an instance of Patcher on a new channel, right click inside the Patcher window, go to **Add Plugin > More Plugins** and select Rhythimizer.

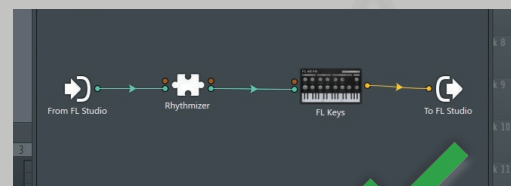
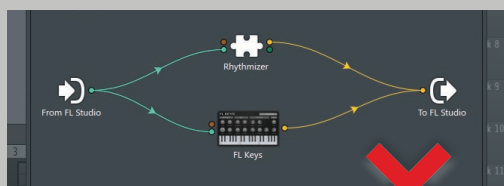
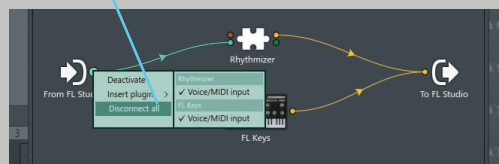


Repeat the last step again to add in your chosen soft synth.

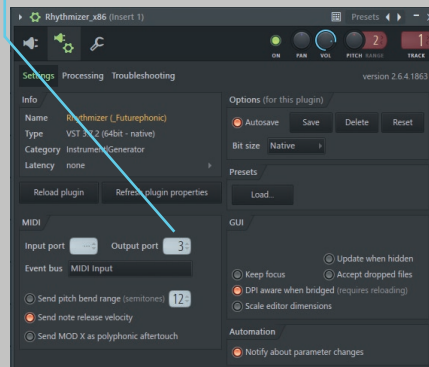
Currently the **MIDI information (Green)** going into Patcher from FL Studio will be going to Rhythimizer and the soft synth separately.

To correct this, we need a green connection going into Rhythimizer, then another green connection from Rhythimizer to your soft synth.

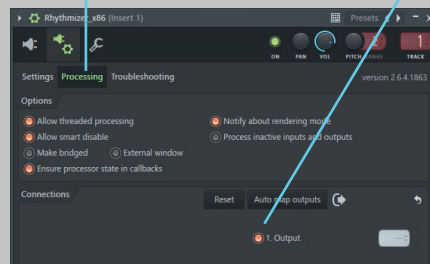
Right click the nodes on the green and yellow connections, select **Disconnect All** and drag new connections between your devices.



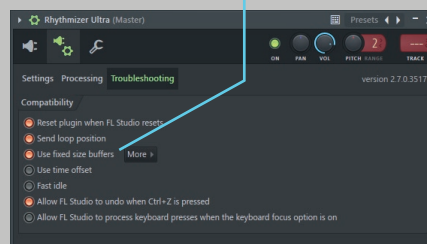
Finally, open up Rhythmizer by double clicking it, go to settings in the top left corner and set its **MIDI Output Port** to any number (Here we've used 3)



Next, click on the **Processing** tab and make sure the **Output** button is turned on.



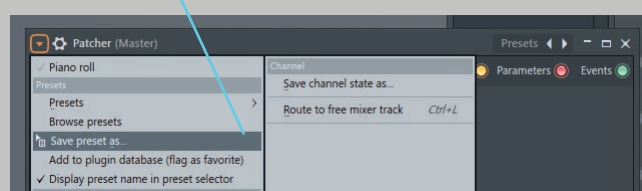
Finally, switch to the **Troubleshooting** tab and ensure **Use Fixed Size Buffers** is on.



Feed Rhythmizer a long midi note and you're good to go!

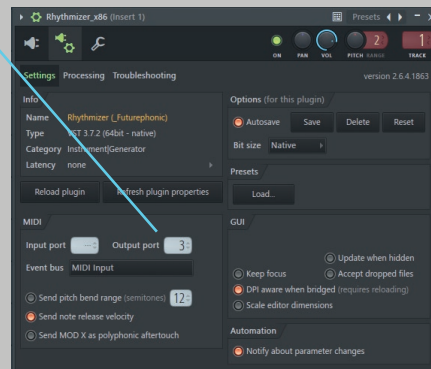
SAVE IT!

Once you've got Rhythmizer up and running in Patcher, select **Save preset as** to save this setup for use in other projects.

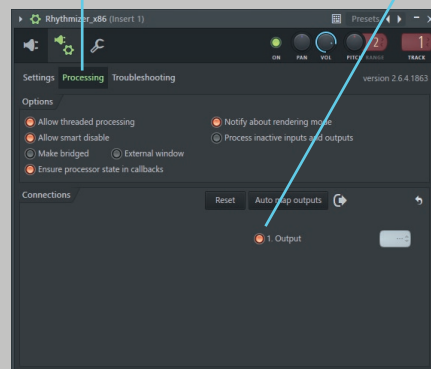


ROUTING METHOD

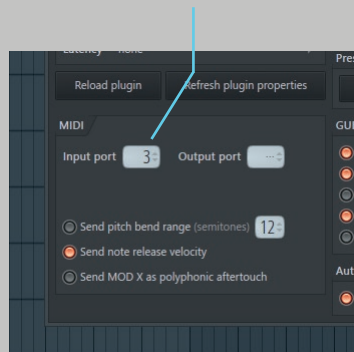
Load Rhythmizer, go to the plugin settings and set its **MIDI Output Port** to any number
(Here we've used 3)



Next, click on the **Processing** tab and make sure the **Output** button is turned on.



Finally, load up your favourite soft synth into another track and in settings, set the **MIDI Input Port** to the same number.



Feed Rhythmizer a long midi note and you're good to go!

No sound? Try a different MIDI channel, every setup is different.
Out of time? Ensure **Use Fixed Size Buffers** is on in the **Troubleshooting** tab.

LOGIC PRO X

Load Rhythmizer into an instrument track through the **MIDI FX** slot.



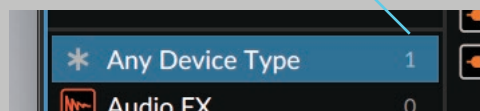
Feed Rhythmizer a long midi note and you're good to go!

BITWIG STUDIO

Create a new instrument track, load Rhythmizer up and drop your favourite soft synth in the same track.



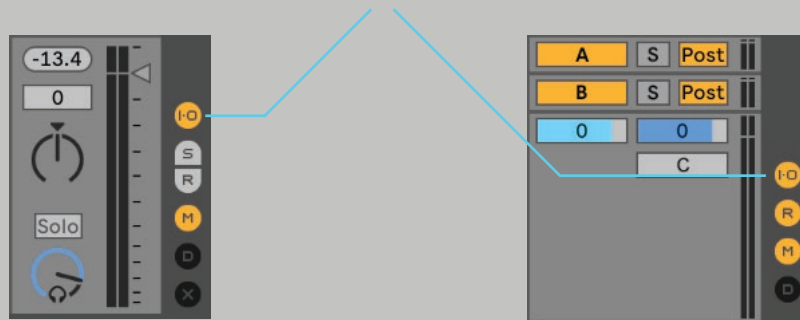
If you're having issues loading a synth after Rhythmizer, make sure **Any Device Type** is selected.



Feed Rhythmizer a long midi note and you're good to go!

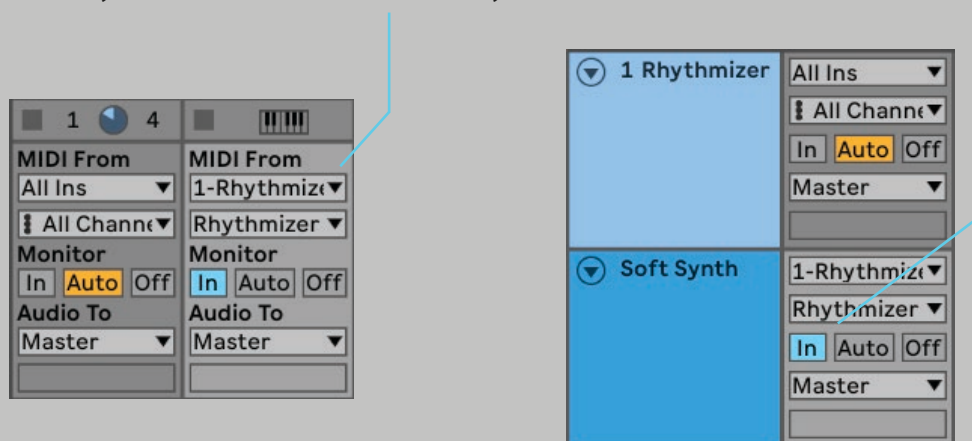
A B L E T O N L I V E

First, click the **I-O** button to show the track inputs and outputs.



Create two new MIDI tracks, load Rhythimizer into one and your favourite soft synth into the other.

On the synth track, set the **MIDI From** to Rhythimizer in both boxes and **Monitor** to **In**.



Feed Rhythimizer a long midi note and you're good to go!

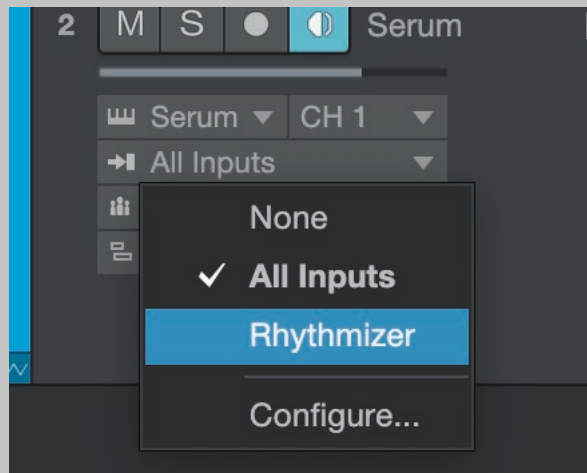
Please note:

Bend mode and MIDI mapping is incompatible with Ableton Live 10 or less.

STUDIO ONE

Create two new instrument tracks, load Rhythmizer into one and your favourite soft synth into the other.

In the routing settings of the synth track, select Rhythmizer as the **MIDI Input**.

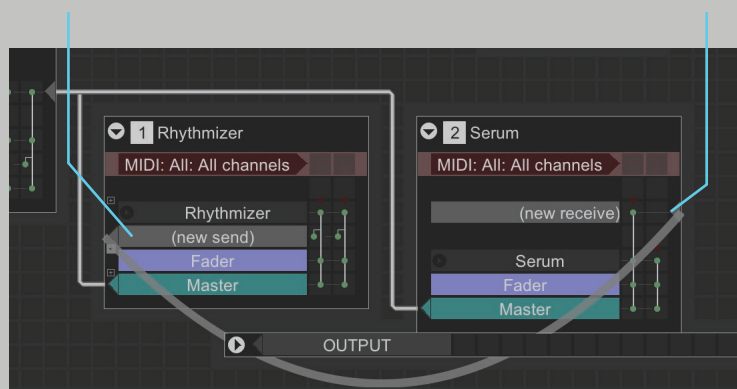


Feed Rhythmizer a long midi note and you're good to go!

REAPER

Create two new instrument tracks, load Rhythmizer into one and your favourite soft synth into the other.

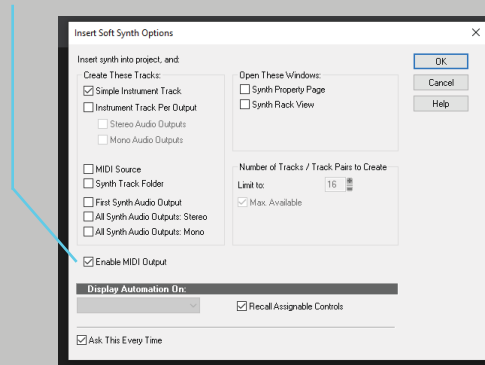
In the track wiring settings, connect **Rhythmizer send** to your chosen **synth's receive**.



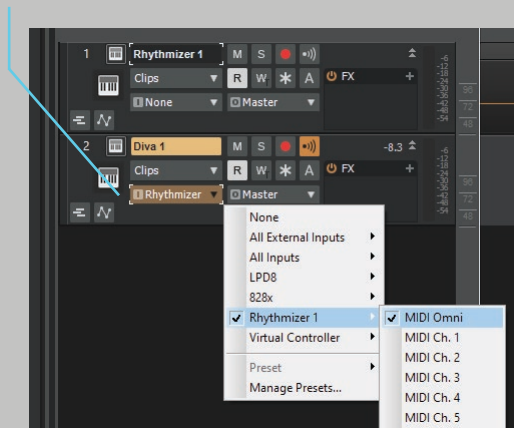
Feed Rhythmizer a long midi note and you're good to go!

CAKEWALK

Create two new instrument tracks, load Rhythmizer into one and ensure that **Enable MIDI Output** is ticked.



Load your favourite soft synth into the second instrument track and set the **Input** to Rhythmizer 1 > MIDI Omni.



Feed Rhythmizer a long midi note and you're good to go!

CAKEWALK SONAR

In 2018, Bandlab acquired the intellectual property rights to Sonar and announced the relaunch of Sonar as Cakewalk by Bandlab. Whilst we have thoroughly tested Rhythmizer in Cakewalk by Bandlab, we cannot guarantee Rhythmizers compatibility with Cakewalk Sonar.

Download Cakewalk by Bandlab for free [here](#).

RHYTHMIZER

FAQ

Where is my license key?

After your order, you'll get an **order confirmation** email, as well as an order with your downloads.

- Your license key will arrive in a separate email. *Please note that this email is from our store@futurephonic.co.uk email address.*
- If you cannot find it, please **check your spam folder**, they sometimes end up there.

I can't find Rhythmizer VST/AU in Ableton Live.

Rhythmizer is a VST3, which is slightly different from a VST.

In your Live preferences, make sure '**Use VST3 Plug-in System Folders**' is activated.

Default VST3 system folders for Windows:

64-bit Windows | C:\Program Files\Common Files\VST3 or
32-bit Windows | C:\Program Files (x86)\Common Files\VST3

VST3 on Mac:

Library/Audio/Plug-ins/VST3

Please note, the **AU file** in Rhythmizer is created for Logic users only.

Can I record the MIDI output?

Yes you can. In most DAWs, it's just a case of record-arming the channel that is receiving Rhythmizer's MIDI input, and hitting record.

- Logic doesn't allow MIDI output recording by default. [This video explains IAC well.](#)
 - FL Studio uses their MIDI Burn function. [Here's a video for more info.](#)

Will Rhythmizer work with my DAW?

Rhythmizer works great with most DAWs. Please note:

Pro Tools - Rhythmizer is currently VST3 only at this time

Reason - Reason doesn't support the VST3 and MIDI routing necessary for Rhythmizer at this time

Cubase - A few users have had issues with Cubase 11, so updating to 12 is advised.

Ableton - Bend mode and MIDI mapping is incompatible with Ableton 10 or less.

Other DAWs - There has been a huge upsurge in niche and newcomer DAWs and we are not able to test on all of them. If your DAW supports VST3 and offers MIDI routing between channels, give the free demo a try.

C R E D I T S & T H A N K S

_RHYTHMIZER ULTRA

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Made with ♥ in Switzerland, Croatia and Finland

Rhythmizer Concept and Max for Live device
programmed by **Raffael Willi** (Jumpstreet)

Rhythmizer Ultra VST Programmed by
Rich Elms (Bom Shanka Machines)

UI Designer and Project Manager - **Alex Story** (Futurephonic)

Manual by **Ben Gildersleve**

Huge thanks to all of our beta testers!

{{VST}} Contains portions of FigBug/Gin,
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Windows version uses AVIR image resizing algorithm
designed by Aleksey Vaneev.
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