



# FRACTURE // CREDITS

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2D product logo by Ben Hook

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## SETUP:

- ⚠ *As of version 1.3 Fracture is an Audio Unit or **VST3**-only, 64bit Stereo-only plugin.*
- ⚠ *Presets from versions earlier than 1.3 are not compatible. If necessary, you should back up any sessions that utilize previous versions of Fracture before running the update.*
- ⚠ *Fracture is a **stereo** plugin; be sure that you are instantiating it on a stereo track.*

1. Unpack the FRACTURE.zip file
2. Via the FRACTURE\_INSTALLERS folder, run the installer for your system.
  - **Win Users:** Since this is a VST3 and 64-bit **-ONLY-** plugin, you will not be presented with any custom destination options during the installation process. The installer will automatically deploy the appropriate files to the correct system folder locations.
3. Launch your VST3 or AU DAW and load Fracture on a **stereo** track.
4. Load an audio file on the timeline of the selected track and navigate through some of Fracture's factory presets to get a sense for how the plugin sounds when it's processing the signal.

- ⚠ If you require tech support, you may reach us at: [glitchmachines.sales@gmail.com](mailto:glitchmachines.sales@gmail.com)

## FRACTURE DESCRIPTION:

Fracture is a buffer effect plugin geared toward creating robotic artifacts and abstract musical malfunctions. Fracture features a buffer effect, a multimode filter, three LFOs and a delay. The order of the effects in the processing chain can also be reconfigured.

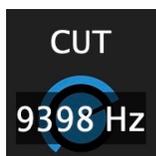
This plugin is especially useful when it comes to adding glitchy articulations and abstract textures to your projects. Use it on anything from drums and percussion to synth lines and sound effects. Fracture's intuitive interface and diverse features make it simple to give your projects a unique technical edge.

Check out Fracture evolved: <https://glitchmachines.com/products/fracturext>

## FRACTURE INTERFACE OVERVIEW:



## PARAMETER VALUE DISPLAY:



Parameters that may require precise adjustments have been equipped with a parameter value popup. To reveal the current value of such parameters, click on the corresponding knob. Likewise, as you adjust the relevant parameter, its value will appear in a transparent popup.

**!** *Some parameters don't feature this display - these parameters generally range from 0-1 (i.e. ON/OFF), from 0-100% or their value is only relevant within a certain context.*

## SCALABLE INTERFACE:



You can scale the user interface by dragging the bottom-right corner of the window until you reach the desired proportions. This setting is automatically saved and the plugin will launch with the set dimensions until they are altered.

**!** *To reset the plugin to its factory dimensions/settings, you can simply trash the preferences file. To do this, navigate to the preferences via the Config Menu option and trash the corresponding file before relaunching the plugin.*

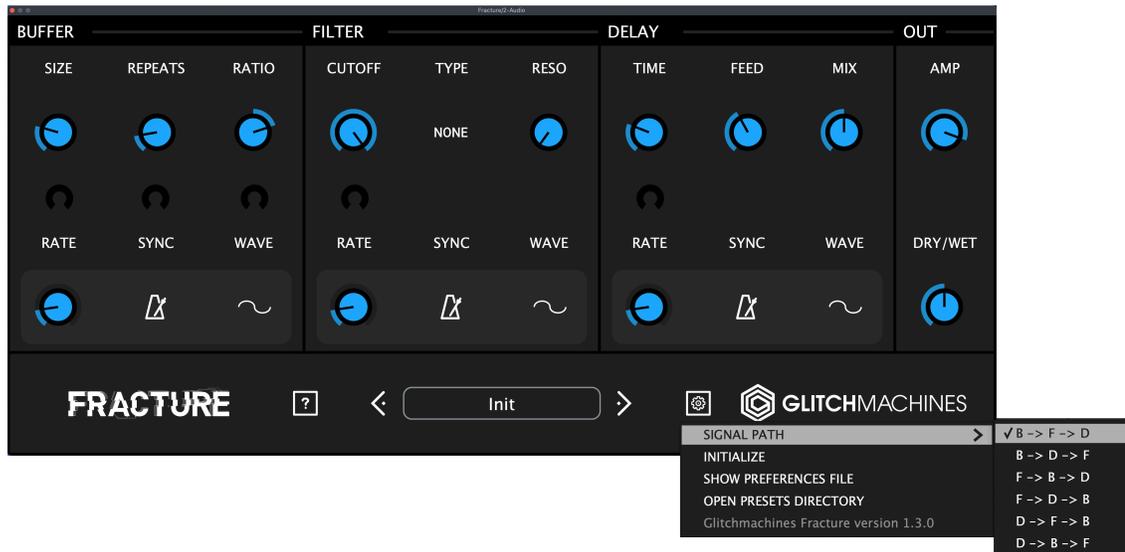
### INITIALIZE

The Initialize option in the Config Menu allows you to quickly reset your patch to the factory default **INIT** state.

**!** *Hold the Control/Command (Win/Mac) key to gain finer control over a parameter.*

**!** *Double click a knob to reset it to its default value.*

## EFFECTS CHAIN CONFIGURATION:



At Fracture's Configuration Menu (small gear icon in the footer) lies a drop down menu which allows you to reconfigure the order of the effects in the chain. This is extremely useful since the order of the effects significantly influences the sound of a given patch.

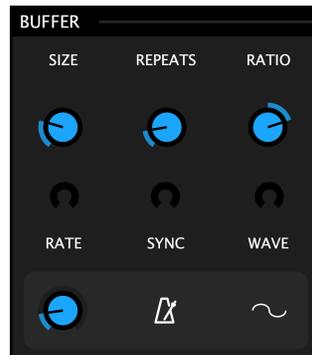
A good way to get started is to try reconfiguring the order in some of your favorite presets. To do this, simply click on the dropdown menu and select one of the options. Pay close attention to how this changes the resulting effect. Going forward, you should always consider the effects chain order when creating your own presets.

The following configurations are available:

- B->F->D = Buffer, Filter, Delay
- B->D->F = Buffer, Delay, Filter
- F->B->D = Filter, Buffer, Delay
- F->D->B = Filter, Delay, Buffer
- D->F->B = Delay, Filter, Buffer
- D->B->F = Delay, Buffer, Filter

 *The module order on the UI dynamically switches to reflect the current configuration*

## BUFFER MODULE:



This module records a small portion of the input signal and loops it a certain number of times, as defined by the user. When it has finished looping, it automatically records the current input and starts looping again. The playback rate of the looped audio can be adjusted by the user.



*It is possible for this module to get stuck looping a silent signal : in this case, try moving the Size and Repeats knobs to a lower value in order to buffer a new input.*

**SIZE:** adjusts the duration of the looped audio (from 1 Ms to 1 second)

**REPEATS:** lets you set the number of times the audio should be looped before buffering a new input (from 1 time to 128 times)

**RATIO:** sets the playback rate of the buffered audio. The original playback rate is 1.0 (you can revert to this value by double clicking on the knob). A value of 2 means that the audio will play twice as fast (one octave higher) and a value of 0.5 means that the audio will play twice as slow (one octave lower). Setting this parameter to a value of 0 will stop the playback of the buffered audio. Negative values mirror the positive values, but the audio will play backwards.

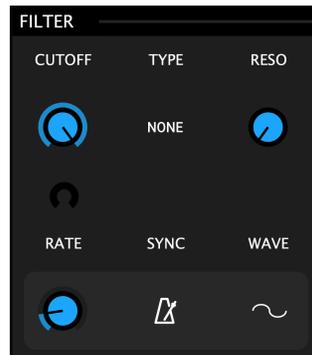
A LFO can animate each of the three parameters. You can adjust the modulation depth via the small crescent dials located under the respective target parameter.

**LFO RATE :** sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

**SYNC :** if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate knob will then allow you to dial in musically relevant divisions.

**LFO WAVE :** allows you to select the desired LFO waveform. Click to cycle through the available options. You can choose between Sine, Triangle, Saw Up, Saw Down, Square, Stepped Random and Smooth Random.

## FILTER MODULE:



This module is a classic multi-mode filter which can act as a lowpass, highpass, bandpass or notch filter.

**CUTOFF** : the cutoff frequency of the filter (from 20 Hz to 11000 Hz).

**RESONANCE** : the emphasis of the filter at the cutoff frequency (from 0 to 100%).

**FILTER TYPE** : this menu lets you choose the filter type between lowpass (LPF), highpass (HPF), bandpass (BPF) and notch (NCH). You can also bypass the filter by choosing “—”.

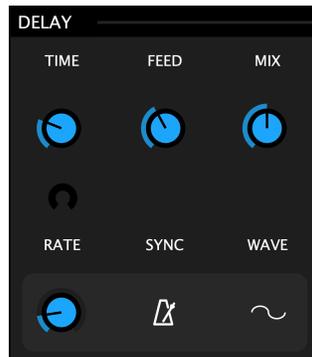
A LFO can be used to animate the the cutoff parameter. You can adjust the modulation depth via the small crescent dial located directly under the Cutoff knob.

**LFO RATE** : sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

**SYNC** : if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate knob will then allow you to dial in musically relevant divisions.

**LFO WAVE** : allows you to select the desired LFO waveform. Click to cycle through the available options. You can choose between Sine, Triangle, Saw Up, Saw Down, Square, Stepped Random and Smooth Random.

## DELAY MODULE:



This module is a standard delay line with feedback control and adjustable mix.

**TIME** : sets the delay time in milliseconds (from 1 Ms to 1000 Ms). When moving this parameter, the value will be interpolated and generate smooth pitch artifacts.

**FEEDBACK** : sets the amount of signal that is fed back from the output of the delay line to its input (from 0 to 100%).

**MIX** : sets the ratio of regular/delayed signal from 0% (only regular signal) to 100% (only delayed signal).

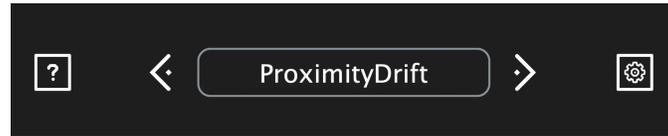
A LFO can be used to animate the delay time parameter. You can adjust the modulation depth via the small crescent dial located directly under the Time knob.

**LFO RATE** : sets the frequency of the LFO. If the sync is not active, this value will be expressed in Hertz (from 0 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

**SYNC** : if this button is engaged, the rate of the LFO will be synced to the host tempo and the rate knob will then allow you to dial in musically relevant divisions.

**LFO WAVE** : allows you to select the desired LFO waveform. Click to cycle through the available options. You can choose between Sine, Triangle, Saw Up, Saw Down, Square, Stepped Random and Smooth Random.

## PRESETS & CONFIGURATION:



Clicking in the preset name field will reveal the preset browser and Save function.

You can navigate through the presets either by accessing the drop-down menu, or by using the navigational arrows to increment/decrement through the current list.

Clicking **Save Preset** will open a dialog box that will let you save the current preset on your hard drive using the extension “.frcp”.

Your presets will be accessible via the **USER** preset menu, while all of the factory presets are always going to be accessible via a separate, embedded **FACTORY** menu.

**RANDOMIZER (?)** : the randomize function will randomize all the parameters. This can yield interesting creative results when you are running low on inspiration.

 *The randomizer button is hardwired to MIDI CC85*

**AMP** : this parameter is located in the OUT module and allows you to adjust the amplitude of the processed signal in decibels (-70 to +6 dB).

**DRY/WET** : this parameter is located in the OUT module and allows you to adjust the ratio of input/processed signal expressed in percent. At 0% the plugin will only output the original signal and at 100% it will only output the processed signal.

**INITIALIZE:** reverts all plugin settings to their default values.

**SHOW PREFERENCES FILE:** A shortcut to the system folder where the plugin prefs are stored. This option is located in the Configuration Menu (gear icon in the footer).

 *Trash (delete) this pref file to revert the plugin to its factory settings.*

**OPEN PRESETS DIRECTORY:** A shortcut to the system folder where the plugin’s user presets are stored. This option is located in the Configuration Menu (gear icon in footer).

Thanks for downloading FRACTURE!

Please check out the rest of our products at our website: <https://glitchmachines.com/>