



FRACTURE XT // CREDITS

SOFTWARE DEVELOPMENT:

Thomas Hennebert // [Website](#)

Ivo Ivanov // [Website](#)

BETA TESTING / PRESET DESIGN:

Hans Besselink	Alex Retsis
Matt Baggiani	Andrew Madden
Stephan Bobinger	Mike Frade

USER GUIDE / TUTORIAL VIDEOS / AUDIO DEMOS:

Ivo Ivanov

PRODUCT GRAPHICS :

Ivo Ivanov

2D product logo by Ben Hook

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This symbol refers to important technical info



This symbol refers to a tip, idea or side note

SETUP:

- ⚠ *This is a **VST3** plugin. Verify that your DAW is compatible with **VST3** prior to installation.*
- ⚠ *Necessary changes in the code between plugin versions can break backwards compatibility. If upgrading from a previous version, we suggest backing up all DAW sessions accordingly (prior to running the new installers) to ensure that they stay intact.*
- ⚠ *FRACTURE XT is a **stereo** plugin; be sure that you are instantiating it on a stereo track.*

1. Unpack the FRACTURE XT.zip file
2. Via the FRACTURE XT_INSTALLERS folder, run the installer for your system.
 - a) **Windows Users:** now that our plugins are in a single format on Windows (VST3) the installer no longer necessitates destination options. The plugin files will automatically be installed in the correct system subfolders.
 - b) **Mac Users:** Note that there is a separate installer for the factory presets, which you should run if you wish to install the presets on your system. If you encounter a preset installation error, we are aware of this potential issue and we have put together comprehensive instructions on how to resolve this. Please download them here: [MAC PRESET HELP](#)
3. Launch your AU/VST3 DAW and instantiate FRACTURE XT on a **stereo** track.
4. Load some audio onto the track and check out the factory presets to get a sense for how the plugin sounds and works.

If you require tech support, you may reach us at: glitchmachines.sales@gmail.com

FRACTURE XT DESCRIPTION:

Fracture XT is a patchable glitch processor designed to facilitate the creation of mind-bending malfunctions, contorted articulations and evolving digital textures. Fracture XT is based on our free & critically acclaimed Fracture plugin, and builds on its strengths with the addition of a new granular processor as well as improved buffer, delay and multi-mode filter algorithms.

For modulation, Fracture XT features four flexible LFO's with various wave shapes, the ability sync to your host's clock, run at very slow rates and feed multiple modulation targets simultaneously. Add to this a patchable modulation matrix, extensive randomization options and a scalable user interface, and you get a worthy evolution of one of our most popular plugins.

If you're not familiar with our free plugin Fracture, take a look at the following page:

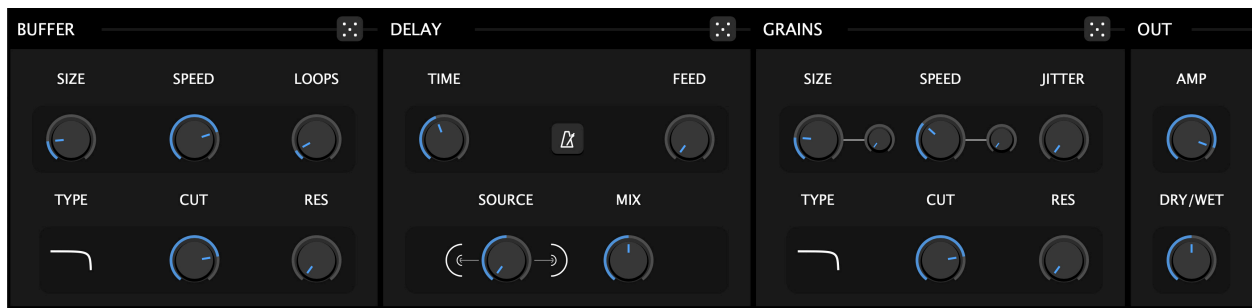


<https://glitchmachines.com/products/fracture/>

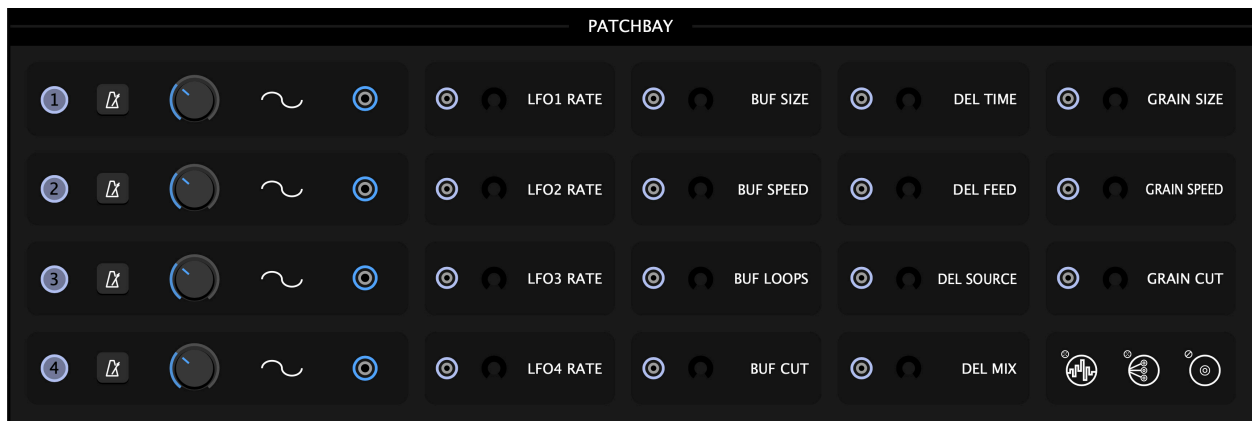
FRACTURE XT INTERFACE OVERVIEW:

The plugin's user interface is split into three sections:

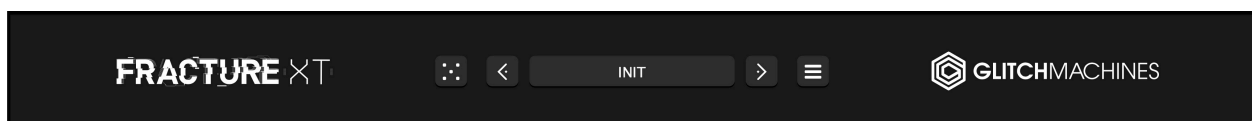
- PROCESSING MODULES - the plugin's main effects processing modules



- PATCHBAY - the plugin's modulation matrix where mod assignments are made



- FOOTER - the utility section: presets, global randomizer and the config menu



VALUE OVERLAY:



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

SCALABLE INTERFACE:



You may scale the Fracture XT 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 altered.

Should the interface ever exceed the boundaries of your screen, you can trash the preferences to reset its dimensions.

To do this, navigate to the preferences via the Config Menu option and trash the corresponding file before relaunching the plugin. In the event that you can not access the Config Menu button, you can simply navigate to the preferences file manually. You may contact us if you are unsure of its location.

INITIALIZE PARAMETERS

The Initialize Parameters option in the Config Menu allows you to quickly reset your patch.



Holding the Control/Command (Mac/Win) key gives you finer control over a parameter.



Double clicking a knob will set it to its default value.



Right clicking on a patch point breaks the connection

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. The module also features a dedicated multimode filter.

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 adjusting the Size and Loops parameters 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)

SPEED : sets the playback speed of the buffered audio. The original playback speed 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.

LOOPS : lets you set the number of times the audio will be looped before buffering a new input (range = 1 to 64 loops).

CUTOFF (CUT) : the cutoff frequency of the filter (from 60 Hz to 18000 Hz).

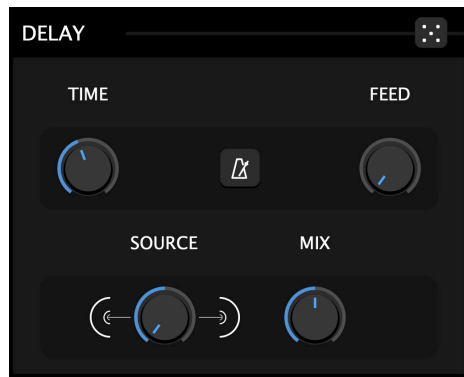
RESONANCE (RES) : the emphasis of the cutoff frequency (from 0 to 100%).

FILTER TYPE : click this icon to cycle through the filter types. The available options are lowpass, highpass, bandpass and notch.

This module features a local randomizer. When clicked, this button will set all of the module's parameters to random values:



DELAY MODULE:



This module is a standard delay line with feedback control and adjustable mix. It features a variable input routing knob that allows you to either take input from the Buffer or Grains modules, or to blend the incoming signals as desired.

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. Click the metronome icon to lock the delay time to your host at various beat divisions. When the sync function is engaged, the metronome icon will turn green to signify its active state.

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

SOURCE : allows you to determine which module will be feeding the delay processor. As suggested by the graphic situated at either side of the parameter knob; all the way to the left will feed the delay with the output of the Buffer module, while all the way right will feed the delay with the output of the Grains module. You may also blend the outputs of the Buffer & Grains modules: setting the knob directly in the middle will achieve this at a 50/50 ratio, or you may balance the effects coming into the delay asymmetrically by situating the knob as desired.

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

This module features a local randomizer. When clicked, this button will set all of the module's parameters to random values:



GRAINS MODULE:



This module buffers its input into a delay line and several playheads loop small random sections of the delay line at the same time (grains).

The grains have an envelope applied to their amplitude which allows this effect to have a smoother sound than the raw sound of the Buffer effect.

This module also features a dedicated multimode filter to shape its output.

SIZE : adjusts the duration of the looped audio (from 10 Ms to 500 Ms). The knob on the right side of the grain delay size is a jitter parameter : it determines the percentage of random deviation from the base parameter value for each grain.

SPEED : sets the playback speed of the buffered audio. The original playback speed 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). The knob on the right side of the grain delay speed is a jitter parameter : it determines the percentage of random deviation from the base parameter value for each grain.

JITTER : determines the amount of amplitude randomization for each grain.

! *All three **JITTER** parameters are not available as mod targets, as they produce unacceptable results at certain modulation rates.*

CUTOFF (CUT) : the cutoff frequency of the filter (from 60 Hz to 18000 Hz).

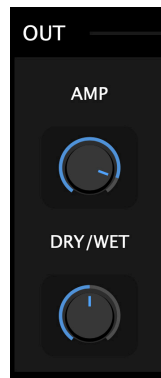
RESONANCE (RES) : the emphasis of the cutoff frequency (from 0 to 100%).

FILTER TYPE : click this icon to cycle through the filter types. The available options are lowpass, highpass, bandpass and notch:

This module features a local randomizer. When clicked, this button will set all of the module's parameters to random values:



OUTPUT:



The final output signal of the plugin can be scaled using the **AMP** control.

You can set the ratio of unprocessed vs. processed signal using the **DRY/WET** knob.

LFO MODULES :




The 4 LFO modules are at the core of Fracture XT's modulation matrix. They are used to animate various parameters in order to give motion and depth to your patches. Each LFO has a numeric icon (1-4) that is displayed in gray when inactive. Once an LFO is targeting parameters, the icon will turn green to signify its active state.

Sync Toggle : when this button is engaged, the rate of the LFO will be synced to the host tempo and the rate parameter will then allow you to dial in musically relevant divisions. When the sync function is engaged, the metronome icon will turn green to signify its active state.

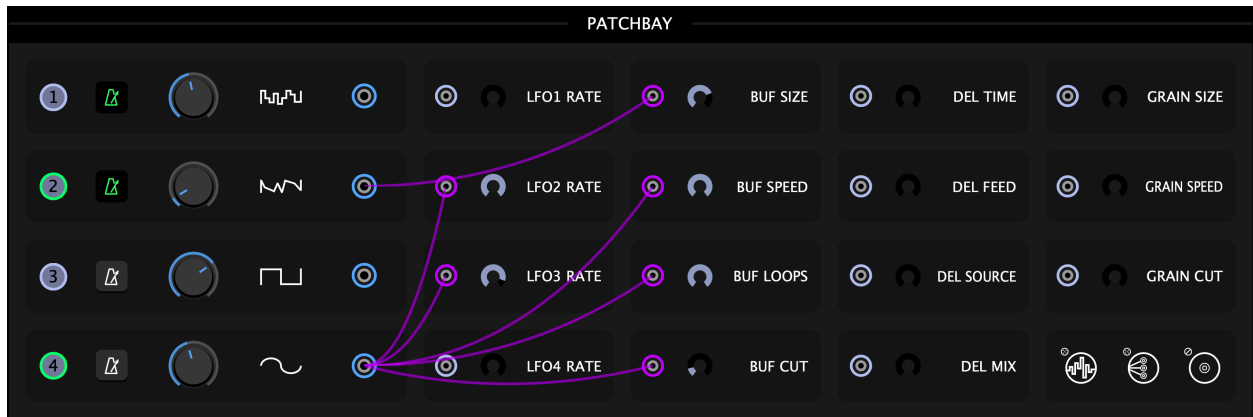
LFO Rate : sets the frequency (speed) of the LFO. If sync is not active (the metronome icon is white), this value will be expressed in Hertz (from 0.01 Hz to 40 Hz). Otherwise it will be expressed in time divisions (from 8 bars to 1/128).

LFO Waveform Menu : this graphic menu lets you change the current waveform of the LFO. Click on the icon to cycle through the following LFO wave shapes:

SINE, SQUARE, SAW UP, SAW DOWN, TRIANGLE, RANDOM, SMOOTH RANDOM

 *Keep in mind that each of the four LFO modules can feed multiple modulation targets simultaneously. This, together with the ability to cross modulate **LFO RATE** parameters, makes it possible to achieve highly complex and evolving patches.*

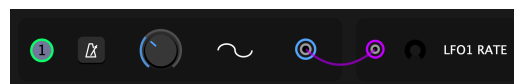
PATCHBAY:



Fracture XT features a flexible modulation matrix which makes it possible to devise complex modulation structures. Of course, there may also be times when you only want to modulate a single parameter or even leave the plugin totally un-patched.

Inactive modulation target nodes are marked gray. To make an assignment, click & drag one of the 4 LFO output nodes to the desired input node of the parameter you would like to designate as a modulation target.

When an assignment is made, the corresponding target node will turn purple and a purple patch cord will be drawn between the source and target nodes to confirm that a mod assignment is active:



The patch cords make it easy to visually keep track of all of the modulation assignments in your patch since they show all of them simultaneously. Once a patch is made, you can set the modulation depth via the crescent knob next to the respective target node.

To clear individual assignments, right-click on the respective target node. This action disconnects the virtual cord and clears the corresponding assignment.

To clear all assignments and mod depths simultaneously, simply click the “clear” icon:

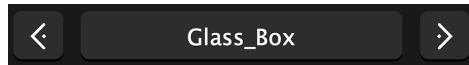
 = clears all patch connections & modulation depths

The patchbay also features two local randomizers:

 = randomizes all 4 LFOs and their parameters

 = randomizes all patch connections and modulation depth knobs


PRESETS:




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



SAVE PRESETS: Opens a dialog box that will allow you to save the current preset on your hard drive using the extension “.fxtp”.

 *Only presets saved in the default folder (where the dialog box opens by default) will appear in the menu.*

 *Whenever possible, we ensure that plugins and their associated presets are backwards compatible between versions. However, presets may occasionally be removed between versions so we recommend you audit and backup your sessions in between installing an update as an additional precaution to ensure your sessions remain intact. It's advised that you manage your projects regularly by backing them up accordingly.*

RANDOMIZE:

If you're feeling uninspired, use this function to breathe new life into your workflow.



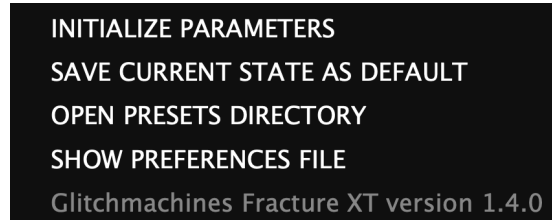
While the patchbay and modules feature isolated randomizers, clicking on the ? icon will globally set all pertinent plugin parameters to random values. This is particularly useful when creating your own presets, as the plugin will generate unforeseen results which you can use as fresh starting points for new effects.

 *MIDI CC85 is mapped to the Randomizer, allowing you to automate randomization*

CONFIGURATION MENU:

 = CONFIGURATION MENU

The Configuration Menu gives you access to several important settings:



INITIALIZE PARAMETERS : reverts all parameters to their default settings

SAVE CURRENT STATE AS DEFAULT : Recalls saved settings every time the plugin is launched. You can revert to factory settings by trashing the plugin's Preferences File.

OPEN PRESETS DIRECTORY : This option will pull up your OS file browser, automatically taking you to the correct presets folder in your system.

SHOW PREFERENCES FILE : This option will pull up your OS file browser, from where you can access the preferences file that stores the plugin's configuration/settings. Trash/delete the preferences file to reset the plugin. For example, if you need to reset the UI to its default proportions.

PLUGIN INFO : Displays the current version number of the plugin

Thanks for purchasing Fracture XT!

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