

TACTIC 2

PRODUCTION & DEVELOPMENT:

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SETUP:

- ⚠ *Please note that Tactic 2 is an Audio Unit or **VST3**-only 64bit plugin.*
 - ⚠ *Tactic 2 is **not backwards compatible** with previous versions. Back up your sessions accordingly, prior to updating the plugin.*
1. Unpack the TACTIC2.zip file
 2. Via the TACTIC2_INSTALLERS folder, run the installer for your system.
 3. Manually place the **entire** TACTIC2_SAMPLES folder in any location of your choosing such as an internal or external hard drive where you store your samples.
 4. Launch your VST3 or AU DAW and load Tactic 2 on an Instrument Track.
 5. Follow the prompt and point to the location of the **TACTIC2_SAMPLES** folder.
 6. Tactic is not played via MIDI keys on a controller. Instead, the plugin is driven by your host's clock (same as our plugin Cataract). To operate the plugin, you must press **PLAY** in your DAW's transport. Load some of the factory presets to confirm that you're hearing audio and you're all set!
- ⚠ ***Mac Users:** If your presets fail to install as expected, you can do so manually by following the instructions provided here: [MAC PRESET HELP](#)*

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

TACTIC 2 SYNOPSIS:

Tactic is a phrase generator geared towards evolving sequences and metamorphic patterns. It features 8 sample slots and a master trigger sequencer supported by several modulation sequencers with features such as per-step probability, per-step parameter values and per-step randomization, giving you all the tools necessary to create anything from subtle percussive grooves to experimental hyperglitch chaos.

Version 2 includes highly requested features such as multiple outputs, 4 effects busses, swing, cell auditioning, a revamped factory sample bank and numerous other additions. While Tactic can confidently stand on its own, the plugin comes to life when paired with our range of signal processing plugins such as Quadrant 2, Subvert 2, Cryogen, Convex and Fracture XT. You can of course also load your own samples and pair Tactic 2 with your favorite processors and effects chains to fully customize the plugin to your needs.

With its 8 Sample Slots, Trigger Sequencer with Per-Step Probability, Dual Per-Step Parameter Sequencers, 4-Bus Effects System, Generative Sequencer, Comprehensive Randomizer, 400 Factory Samples and 100 Factory Presets, Tactic 2 brings a powerful new phrase generator to your music production toolkit.

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Because Tactic is driven by your host (it's essentially tethered to the host's play-bar), we recommend recording/bouncing the patterns into audio rather than leaving the same pattern running in realtime across the length of your arrangement. While that is indeed possible via automation, we feel it's much more flexible to render your Tactic patterns into audio because this allows you to edit (and further process, if you wish) the resulting recordings to better fit into your overall arrangement. This way, you can render a multitude of Tactic patterns into audio within the same arrangement - much like working with multiple "loops" - and place them where you wish on the timeline in your project.

For example, if you create a pattern that you want to integrate into your project, you can render it to audio via your DAW by recording the signal into an empty audio track or "bouncing" it to audio via your DAW's rendering facilities. Once this is done, you can use the resulting recording in your project like any other clip.

Let's say you have a 4 bar pattern; you can copy/paste this pattern to any location on your project timeline where you wish for this pattern to be audible along with the rest of the tracks. You can continue this process for as many patterns as you wish to integrate into your project and you can edit their length in locations where they may need to be truncated in order to make room for things like fills and sound effects during transitions. You could also vertically layer several Tactic patterns in the same location of your arrangement so that they play at the same time; a more flexible alternative to running multiple instances of the plugin across separate instrument tracks.

INTERFACE:

Tactic's user interface is split into 5 sections:

- **SAMPLE SLOTS** - 8 sample slots with control over various parameters:



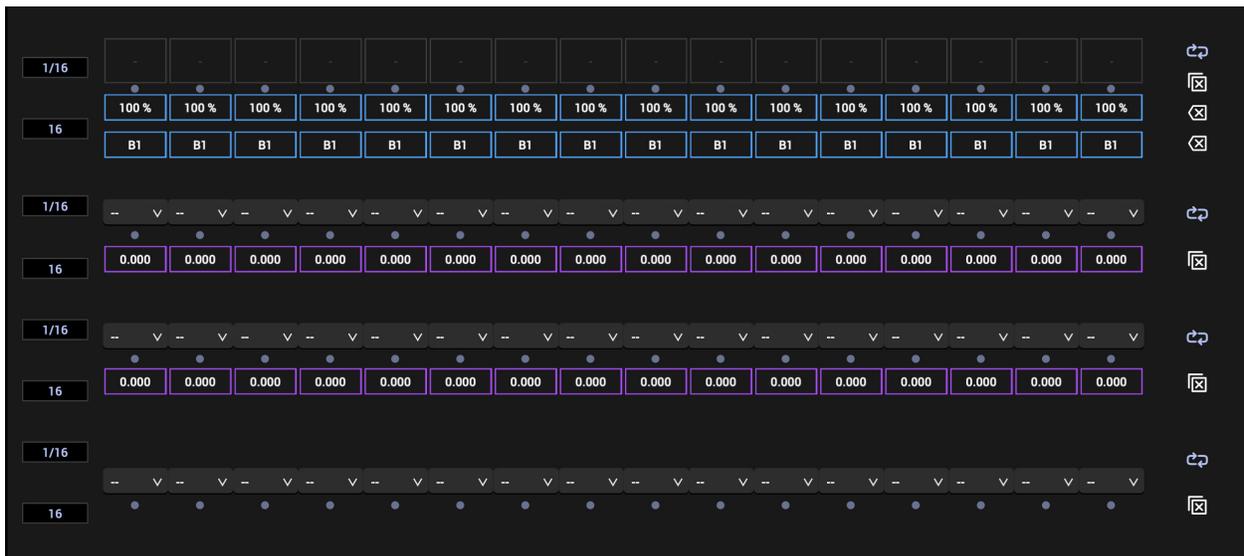
- **GLOBAL CONTROLS** - global controls and playback modes:



- **SWITCHER** - switches between sequencer, effects/bus and randomizer panels:



- **SEQUENCERS** - trigger seq, dual parameter seq and generative seq:



- **FOOTER SECTION** - preset browser, randomizer access and configuration menu:



PARAMETER VALUE DISPLAY:



To reveal the current value of parameters, click on the corresponding knob. Additionally, as you adjust the relevant parameter, its value will appear in an adjacent popup display.

SCALABLE INTERFACE:



You may scale the Tactic 2 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.

- ⚠ *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 some situations (on older machines or laptops with lower resolution screens), it's possible that the default UI dimensions don't allow the user interface to fully display on screen, thereby usually impeding your ability to access the Configuration Menu. In this event, it's possible to alter the preferences file in a text editor by manually typing in the desired dimensions. Contact our support team if you need assistance with this.*

INITIALIZE

The Initialize option at the top of 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 parameter to reset it to its default value.*
- 💡 *Drag & drop sample files to slots from within your DAW browser or system folders.*

SAMPLE SLOTS:

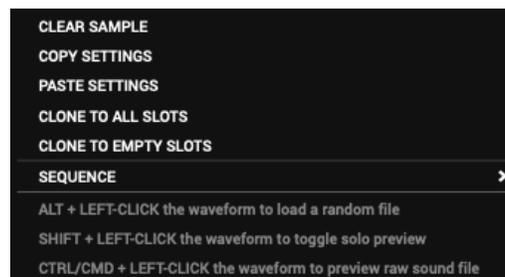


Each of the 8 sample slots are located at the top of Tactic's interface and numbered to correspond with the Trigger Sequencer (explained later in this guide).

Click in the **LOAD SAMPLE** field to load a sample, or drag & drop .wav sample files directly onto the waveform display from your DAW or desktop. Once you load a .wav file, the < > arrows increment/decrement through the files in the currently active folder.

WAVEFORM DISPLAY: waveform zooming adapts to the current start/end settings; this way the active range always corresponds with the zone shown in the display.

Right-clicking on any of the waveform displays brings up the following menu:



CLEAR SAMPLE: clears the currently loaded sample file from the respective slot

COPY SETTINGS: allows you to copy all of the respective slot's settings

PASTE SETTINGS: allows you to paste all of the settings from another slot

CLONE TO ALL SLOTS: allows you to clone the current sampler to all slots

CLONE TO EMPTY SLOTS: allows you to clone the current sampler to all empty slots

SEQUENCE: a submenu that allows you to conveniently populate the trigger sequencer's steps in various configurations:



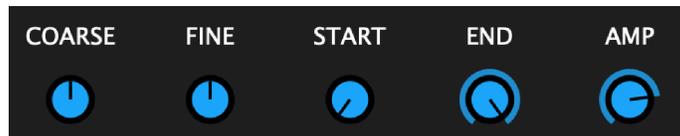
ALT+Click in the waveform display to load a random file. This is a useful creative tool for when you like a patch but want to quickly audition random files within that context.

Shift+Click in the waveform display to toggle **SOLO PREVIEW**. This allows you to isolate a particular slot's signal to make it easier to hear what's going on. When this function is active, the soloed slot's waveform turn fuchsia to confirm its active status. To return to the standard mode where all of the slots are audible, Shift+Click in the waveform display again. This setting is not saved as part of the preset/plugin state.

CTRL/CMD+Click the waveform display to audition/trigger the loaded audio file

 The sample slot's waveform displays are illuminated in white on each trigger to give you visual feedback confirming when a sample is triggered.

Each sample slot includes a number of sculpting options, which are as follows:



COARSE : alters the pitch of the loaded file by +/- 12 semitones

FINE : deviates by +/- 100 cents from the current pitch

START : determines at which point in the sample file playback will begin

END : determines at which point in the sample file playback will end

AMP : determines the amplitude of the sample slot's signal

 Note that *Tactic* does not offer a timestretch algorithm so the samples will speed up and slow down as they deviate from their root pitch in either direction.

 *Tactic's* maximum sample file size is governed by your system RAM. To avoid performance issues it is generally advised not to load massive, high resolution files.

GLOBAL CONTROLS:



Controls in the Global Parameter section represent the Parameter Sequencer targets. These controls affect all sample slots simultaneously. These settings are applied over the top of the individual sample slot settings. They are the “default” values that apply if there is no sequencer data set for a parameter. Likewise, if there is sequencer data present in the Parameter Sequencers, those values actively take priority.

SHUFFLE : offsets the timing of every other step to create a “swing” groove.

⚠ *This setting will impact all the internal sequencers, but if you use different time divisions it may lead to chaotic results.*

START : offsets the starting point of all sample slots simultaneously.

COARSE : offsets the coarse pitch of all sample slots simultaneously.

CUT : offsets the frequency of the global filter.

RES : offsets the resonance of the global filter.

AMP : offsets the amplitude of all sample slots simultaneously.

PAN : offsets the panoramic position of all sample slots simultaneously.

ATT : offsets the attack envelope time of all sample slots simultaneously.

DEC : offsets the decay envelope time of all sample slots simultaneously.

L SIZE : the loop size values are expressed as divisions of the gate of a trig sequencer step, ranging between 1/2 - 1/128.



Clicking this icon increases the decay time X10



Clicking this icon cycles through the available global filter types

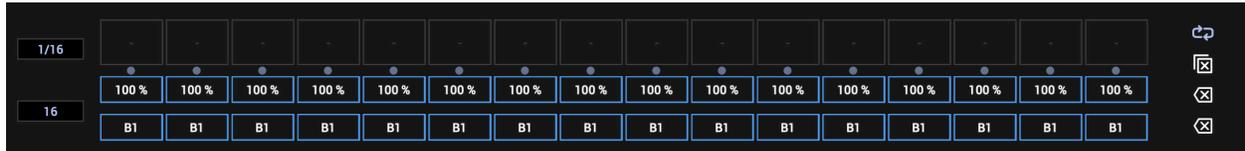


Clicking this icon activates/deactivates *loop mode* for all sample slots



Clicking this icon activates/deactivates *reverse playback* for all sample slots

TRIGGER SEQUENCER:



The Trigger Sequencer is Tactic’s master sequencer. It features 16 steps, each of which allow you to trigger one of the 8 sample slots. Tactic is driven by your host’s clock, therefore the tempo is determined by the BPM settings in your DAW’s transport. To start/stop Tactic’s sequencers, you must press “play/stop” in your DAW’s transport.

The large squares at the top of the Trig Sequencer are the trigger steps. By default, they are inactive, dimmed and display a dash in the center. To designate a trigger, click & drag in the box to choose between 1-8, which corresponds with the 8 numbered sample slots at the top of the plugin’s interface. This way, you can create your sequence by choosing which sample to trigger for each step. You may also select the ? option for any of the steps, which will trigger a random sample slot on each pass.

The dots below the trigger steps are visual step indicators, showing the active step.

The fields below the Trig Sequencer’s step indicator are the probability values. These default to 100%, meaning that the respective triggers will be active 100% of the time. You can click & drag in these fields to change their values, which then determines the % chance the respective steps will trigger.

The last row of fields represent the Bus assignments for the corresponding steps. By default all steps are sent to Bus 1 and subsequently arrive at the Master Output explained later in this guide. You can assign each step to one of four busses, thereby allowing you to determine which slot’s signal will be routed to a particular channel.



Setting the Bus field to ?? sends the corresponding step to a random Bus.

The parameters at the left side of the lanes are the sequencer attributes:

The top-left field allows you to change the beat division from 8 bars to 1/128 based on the host clock. Click & drag in this field to change values.

The bottom-left field allows you to change the step count between 1-16 steps. Click & drag in this field to set the number of steps for the Trig Sequencer.



Beat divisions allow you to offset the timing relationships between the host clock and sequencers in such a way that one lane can stay on a step for a much longer/shorter duration than other lanes. The resulting sequences become interesting quickly, as showcased in many of the factory presets.

Click the icon at the top-right of the sequencer lane to cycle through the following playback direction modes:

-  **Forward:** Steps will trigger in a forward direction (left to right)
-  **Backward:** Steps will trigger in a backward direction (right to left)
-  **Pendulum:** Steps will trigger left to right, then right to left, etc.
-  **Random:** Steps will trigger in random order

The three icons below the playback direction clear values of the Trig Sequencer:

-  **Clear Sequence:** Clears the trigger fields for all steps
-  **Clear Probability:** resets the probability values for all steps
-  **Clear Bus:** resets the bus assignment values for all steps

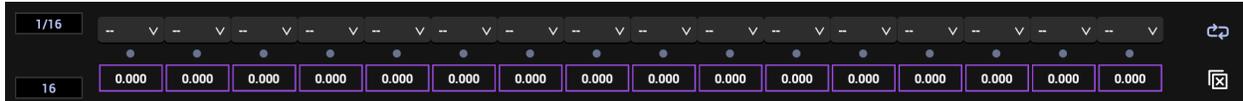
 You can “choke” steps by designating an empty sample slot in your patch for this purpose. For example, you can leave slot 8 empty and use this slot number in the trigger sequencer after a desired step to artificially cut off the tail of the previous step.

 By using the ? (Random) playback direction and ? (Random) triggers together with the probabilities, you can achieve significant creative complexity. You could, for example, set a slot as the pattern’s “anchor” that triggers 100% of the time, and then set the remaining probability fields to a variety of values. Together with the Parameter and Generative sequencers explained later in this guide, it’s easy to set up extremely complex evolving sequences/patterns.

 Pay attention to your DAW’s loop range settings. If Tactic’s sequences are ending abruptly or not behaving as expected, it’s likely that your DAW’s loop function is active and the loop range is set shorter than the length of Tactic’s sequence.

PARAMETER SEQUENCERS:

Tactic features two identical Parameter Sequencers that work in tandem with the Trig Sequencer to allow you to modulate a parameter of your choice for each step:



 *The Attributes, Playback Modes and Clear Sequence button work the same way as in the Trig Sequencer - please see the previous section for details.*

The upper row of menus lets you select one of the available modulation targets per step (corresponding with the Global Controls). Once you choose a parameter, the fuchsia field below it will update to reflect values relevant to that parameter. Click & drag in these fields to change their values.

STR	START: offsets the sample start // range = 0.00 to 99.00
LSZ	LOOP SIZE: sets loop size // range = 1/2 to 1/128
LOO	LOOP: activates loop playback for step // value = ON/OFF
REV	REVERSE: activates reverse playback for step // value = ON/OFF
COA	COARSE TUNE: sets pitch for step // range = +/- 24 semitones
ATT	ATTACK: offsets attack envelope time // range = 0 to 200 ms
DEC	DECAY: offsets decay envelope time // range = 10 to 2000 ms
CUT	CUTOFF: alters the cutoff frequency of the filter // range = 40Hz-18000Hz
RES	RESONANCE: alters the resonance of the filter // range = 0-100%
FLT	FILTER TYPE: changes the filter type // range = Low Pass, High Pass, Band Pass, Notch
AMP	AMPLITUDE: offsets amplitude of step // range = -70.000dB to 0.000dB
PAN	PAN: offsets panoramic position for step // range = -1.00 to 1.00

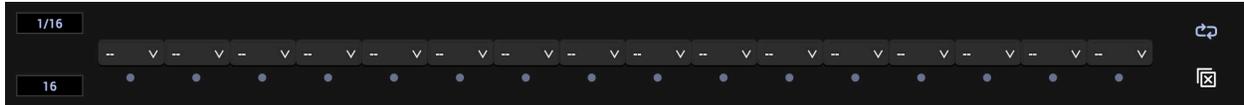
Parameter modulation is valid for the duration of one step - after this, it snaps to the relevant value in the Global Controls section. Meanwhile, if there is no sample active on the next trig slot, the previous sample will continue to decay if it lasts longer than the step value. As explained in the Trig Sequencer section, you can defeat this by setting the following step to trigger an empty slot, thereby effectively “choking” the decay.

 *If you alter the pitch of a step but want a sample to decay naturally rather than snapping back to its root pitch at the following step, you can set the following few steps to the same pitch so they are inline with the length of the respective sample’s decay time.*

 *All of the targets share the same underlying structure. As a result, all parameters default to their lowest possible value (i.e. -24 or -1 rather than 0) in the parameter value fields.*

GENERATIVE SEQUENCER:

Tactic's Generative Sequencer allows randomization of a parameter for each step.



 *The Attributes, Playback Modes and Clear Sequence button work the same way as in the Trig Sequencer - please see the relevant section earlier in this guide for details.*

The available targets are the same as in the Parameter Sequencer (see previous section). In this case, however, instead of setting a specific value for a particular parameter, the target is set to a random value each time the step is active.

All of Tactic's sequencers coincide to make it possible to create interesting patterns that exceed the boundaries of average linear step sequencers. For example, you could set the Generative Sequencer to 4 steps and set the beat division to 1 BAR. You could then pick a different target for each of the 4 steps and Tactic would juxtapose these randomizations over the top of the structures in the Trigger and Parameter sequencers.

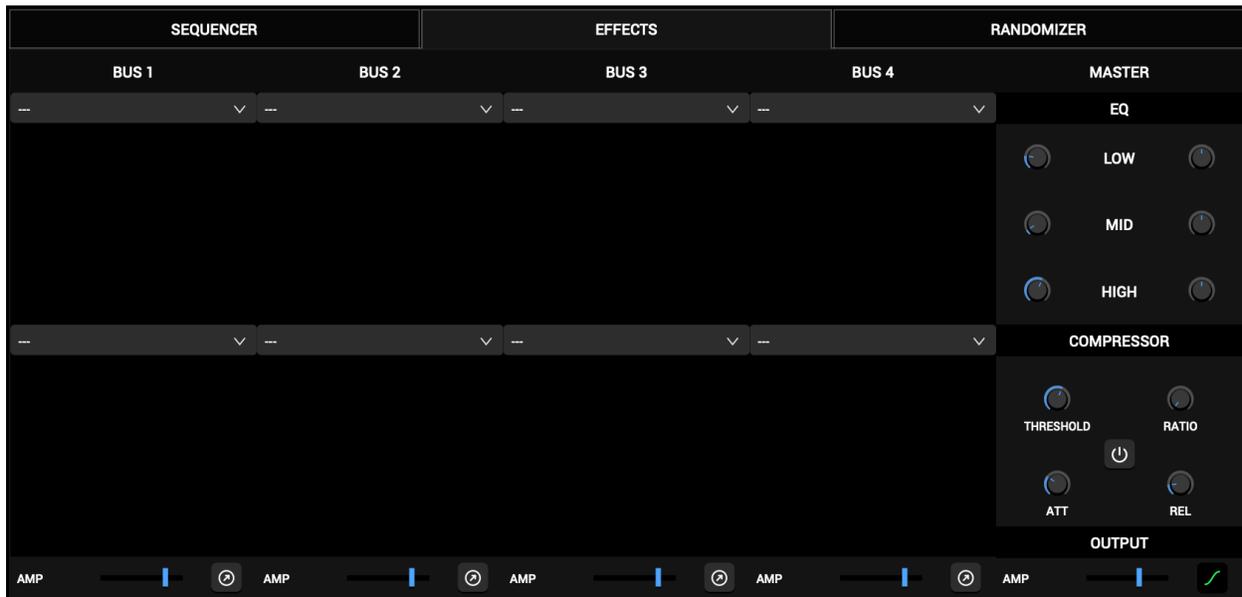
Tactic truly comes to life when all of its sequencers work together. Between the probability settings, the ability to trigger specific or random slots per-step, specify parameter values per-step, alter the playback direction, beat division and length per sequencer and randomize target values per-step, Tactic makes it possible to create evolving rhythms and generative patterns that are difficult to program manually.

Numerous creative examples are included within the factory preset banks, so be sure to check these out for inspiration.

When you're ready to take things further, pair Tactic 2 with your favorite processors or effects chains and don't forget that you can animate nearly every parameter via your DAW's automation & modulation facilities.

Version 2 also introduces the new Bus system, outlined in the following section. This new system features a variety of effects as well as the ability to route Tactic's outputs to separate channels in your DAW. This is a powerful way to combine Tactic with our signal processing plugins such as Quadrant 2 and Subvert 2, etc.

BUS & EFFECTS SYSTEM:



Tactic 2 features a brand new Bus and Effects system, allowing you to send sequence steps to one of four channels. Each channel offers up to two effects insert slots, its own amplitude control, and the ability to detach the corresponding signal from the plugin's internal signal flow so that it may be processed independently in your DAW.

At the bottom of each Bus column, you will find an individual amplitude control as well as the external routing switch. These switches are OFF by default. When they are activated, they illuminate green to indicate that the corresponding signal is **detached from the plugin's internal signal flow**, thereby being sent to your DAW instead of the Master Section.

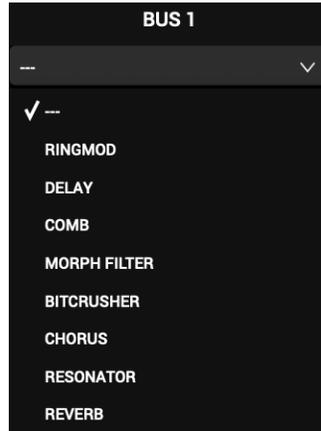
⚠ *Each DAW will necessitate a slightly different method of setting up Multi-Channel plugins. Please refer to your DAW's documentation for instructions on how to do this.*

By default, Tactic is setup so that all signals are routed to Bus 1, where they coalesce and are subsequently sent to the Master section where they are routed through the Master EQ and then the Master Compressor before finally reaching the Master Output.

In the event of more than one Bus being in use, the signals will arrive at their designated Bus, then to effects slot 1, 2 and then to the Master section.

This way you can, for example, leave Bus 1 "dry" (i.e. with no effects slots active) while Busses 2-4 could have a variety of effects assignments. In this example, you could leave a Kick and High Hat sample to Bus 1 while all other samples are routed to some combination of Busses 2-4 depending on which effects you wish to send the corresponding signals through before they arrive at the Master section.

Each Bus can be populated with up to two effects, which are as follows:



RINGMOD	DELAY	COMB	MORPH FILTER
BITCRUSHER	CHORUS	RESONATOR	REVERB

When a slot is populated with an effect, its parameters are shown in the corresponding field. Signals flow from top to bottom, which is the order in which they will be processed prior to arriving at the Master Section.

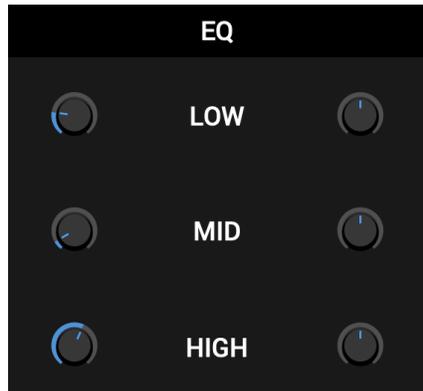


⚠ *Effects parameters were not added as sequencer targets to keep the menus from becoming unmanageable, however, you can easily modulate them externally via your DAW's automation and/or modulation facilities.*

The Master EQ offers three bands that allow you to sculpt the consolidated signal before it arrives at the plugin's output. The left column on knobs alter the frequency of each band while the right column alters the amplitude of the corresponding band.



Leaving the amplitudes at zero effectively bypasses the EQ.



The Master Compressor allows you to compress the consolidated signal of the plugin before it arrives at the Master Output. The compressor is bypassed by default and offers standard Threshold, Ratio, Attack and Decay controls. You may click the power button in the center to turn it on, which will illuminate green to indicate that it is active.

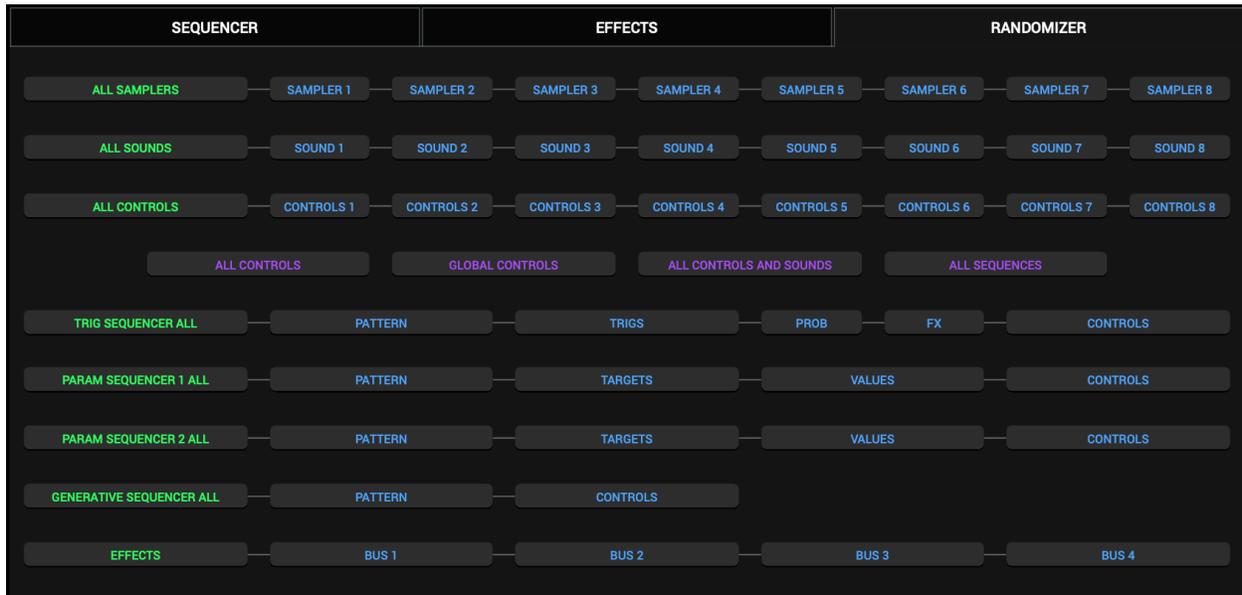


The final gain stage of the plugin is at the Amp control of the Master Output:



The Master Output features a smoothing button that applies a fade when bus changes occur between steps. It illuminates in green when active. Leaving this off can lead to clicks but can also avoid transients leaking into the previous effect.

RANDOMIZER:



The Randomizer panel features a sophisticated system that allows you to randomize isolated sections of the plugin or entire groups of parameters simultaneously.

A comprehensive layout of buttons shows a macro overview of all of the plugin's randomizable parameters. When clicked, buttons trigger the associated randomization.

Be sure to audit your patches, particularly after randomizing larger parameter groups, since a lot of parameters will likely wind up at awkward values and either induce silence or other unwanted artifacts. You should always check randomized parameters to assess whether they need to be manually updated to more logical settings.

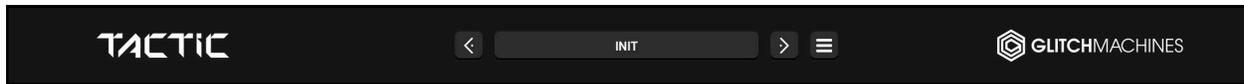
In our experience, it's generally advisable to take a "less is more" approach to randomization. Things can quickly fall out of control when using the fuchsia **ALL/ GLOBAL** macro randomization groups. While there are circumstances where this can be used as a rewarding creative technique, you're likely going to prefer to use the isolated or grouped targets which typically yield more usable results.

⚠ *Although nearly every parameter is randomizable, we excluded certain parameters that do not yield viable results when randomized.*

⚠ *You must select a target folder for each desired sample slot prior to randomizing, otherwise the controls will be randomized but no sample will be loaded in slots that do not have a predefined target folder.*

FOOTER:

The Footer section gives you access to the Preset Browser and Configuration Menu:



The footer includes a dynamic log zone at the bottom-left of the interface below the Tactic logo. You may see messages here under certain conditions such as when a sample file can not be found, etc.

PRESETS:

Navigate through the presets either by clicking the drop-down menu and selecting a preset, or by using the navigational arrows to increment/decrement through the list.

SAVE PRESET : clicking on this option will open a dialog box that will let you save the current preset on your hard drive using the extension “.taccp”.

Tactic 2 supports preset folders (one level deep), allowing you to add your own if you wish to organize or isolate your personal presets from the factory content, for example.

 *The Tactic 2 preset folders are organized into two categories: RHYTHMIC & MELODIC*

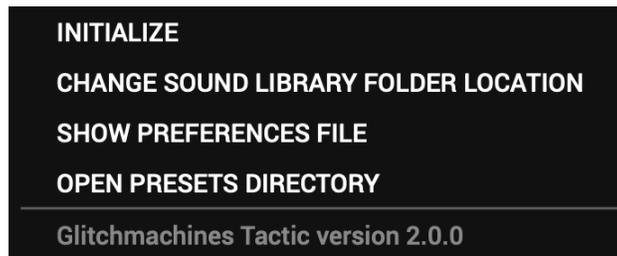
In that event, simply navigate to the location of the presets (this can be done via the Config Menu shortcut) and create a new folder/s. You can, for example, create a new folder and label it “USER” where you can subsequently save all your own presets. You can certainly also create several folders with more specific names that are relevant to your preferred workflow, so long as they are only one level deep (i.e. no subfolders).

 *Imported file paths are stored on a per-preset basis. Be sure to manage your sample libraries so that files linked to your saved presets can be properly recalled at a later date. Moving or renaming imported files will break the paths and cause loading issues. Likewise, files that are imported from external drives require that the relevant drive is connected at the time the preset is recalled - otherwise the file can not load correctly.*

 *It is not possible to share presets between systems as the file paths from another machine will not resolve properly, thus causing the associated samples not to load.*

 *MIDI program change handling is currently not implemented.*

CONFIGURATION MENU:



Click the triple-dash icon in the footer, at the right side of the preset browser, to access the Global Config Menu, which contains various functions that affect the plugin.

 *The plugin's current version number is displayed at the bottom of this menu.*

INITIALIZE :

Initializes all of the plugin's parameters to their default state and clears all sample slots.

CHANGE SOUND LIBRARY FOLDER LOCATION :

On first launch, you will see a popup on first launch that prompts you to point to the TACTIC2_SAMPLES folder on your system. Tactic will remember this path so that the factory presets and their associated samples can load properly. Should this folder ever need to be moved, simply navigate to the Configuration Menu and use the “**change sound library folder location**” command to point to the folder in its new location.

 *You must click on the **TACTIC2_SAMPLES** folder and not its subfolders or contents.*

SHOW PREFERENCES FILE :

This option opens the Finder/Explorer to the location of the preferences file. This file stores saved options like the user interface dimensions, etc. You can trash (delete) this file in order to reset Tactic to its factory settings and default dimensions.

 *Some older machines may lack the screen resolution needed to fully display Tactic's UI, thereby hindering your ability to access the Config Menu that leads to this menu option. In this case, it's possible to navigate to the preferences manually and alter the file via a text editor to reduce the UI dimensions. Please contact support for assistance with this.*

OPEN PRESETS DIRECTORY :

A shortcut to the dedicated system folder where the plugin's presets are stored.

SAMPLE CONTENT OVERVIEW:

Tactic includes a selection of 400 24/96 .wav percussion-oriented sample files derived from our multitude of sound effects products. In most cases, these assets have been edited to respond more musically in the context of Tactic's framework.

We have revamped the factory samples for version 2 based on what we felt was either missing or already worked well to begin with. As such, some samples from the original bank were purged while new content was also added.

To get you started working with the plugin quickly, we also included a wide variety of factory presets. You can use the functions in the Randomizer panel to easily swap samples in any of these presets to easily audition different files in these contexts or even replace the relevant files with your own samples.

 *Imported file paths are stored on a per-preset basis. Be sure to manage your sample libraries so that files linked to your saved presets can be properly recalled at a later date. Moving or renaming imported files will break the paths and cause loading issues. Likewise, files that are imported from external drives require that the relevant drive is connected at the time the preset is recalled - otherwise the file can not load correctly.*

 *While Tactic may work with other audio file formats, we recommend using standard .wav*

The Tactic factory sample bank consists of 4 sound categories:

- **FOUNDATION:** foundational sounds such as kicks, snares, hats, hits and basses
- **PERCUSSIVE 1:** a broad range of organic and designed percussive sounds
- **PERCUSSIVE 2:** a broad range of organic and designed percussive sounds
- **SYNTHETIC:** synthetic tones and effects derived from a broad range of sources

Thanks for purchasing Tactic 2!

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