

Inear Display

Cruelle

User Guide

Version 1.4



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Introduction

Thank you for using Cruelle!

To get the most out of it please take some time to read this manual.

Overview

Cruelle is a brutal distortion plugin designed to turn sounds into screaming feedback tones and glitch artifacts. Combining an analog style filter with audio rate modulation and an aggressive digital distortion module with adjustable shape and feedback, Cruelle allows you to quickly create wild patches thanks to its intuitive and clean user interface.

Cruelle also comes with some useful goodies like the ability to resize the User Interface, a randomizer, an easy to use MIDI learn system as well as MIDI program changes support.

Installation and First Launch

To use Cruelle, **you need a VST3 or Audio Unit host** such as Ableton Live, Logic Pro, Cubase, Bitwig, Reaper, FL Studio, Renoise, etc...

 **Cruelle is only available as a 64 bit plugin.**

- **MAC OS** : the installer will place the plugin files in the correct folders automatically but **you will need to install the presets separately**. You will find a dedicated installer for the presets in the DMG.
- **WINDOWS** : the installer will place the VST3 in the appropriate folder.

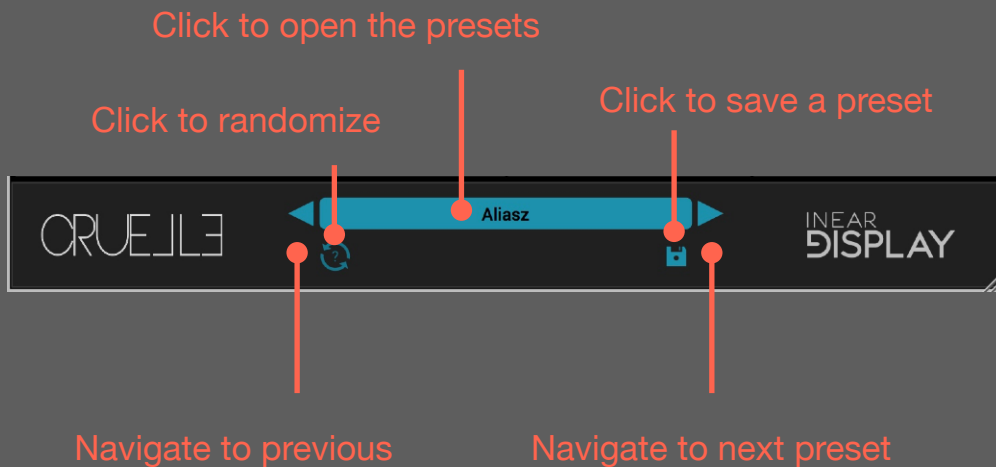
Once you have installed the plugin, you can open your host and you will find Cruelle in the **effect** plugins list.

Interface Overview

1. Load and Save Patches
2. Alter Modules Routing
3. Filter Module
4. Distortion Module
5. Output Module
6. Access the Configuration Menu



Loading and Saving Presets



To load a preset, click on the display with the current preset name at the center of the footer section.

A menu will pop up, listing all the presets in the preset directory with the currently selected preset name colored in blue.

Select a preset name in this menu to load the corresponding patch.

Alternatively you can use the arrow buttons on both sides of the preset name to cycle through the presets.

To save a preset, click on **Floppy Disk icon** below the preset name (this function is disabled in the Demo version).

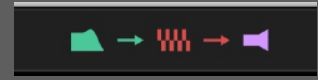
You can randomize the current settings using the **Refresh Button** below the preset name display.

⚠ Only preset files saved at the root of the preset directory will be detected by the plugin!

💡 To manage the presets, you need to access the presets directory in the Finder/Explorer by selecting the appropriate option in the **Configuration menu. Then you can just move or delete the files you wish as you would do for any other files.**

Routing

By clicking on the routing display at the top right of Cruelle's panel, you can toggle between 2 configurations :



1. In the first configuration, the input of the plugin is passed to the **Filter Module** and the output of the Filter is passed to the **Distortion Module** . This is the best configuration if you are looking for aggressive, screaming tones.
2. If you prefer to shape the output of the distortion, the second configuration places the filter after the distortion in the signal chain.

Filter Module

This Module allows you to shape the timbre of the signal either before or after the distortion. It has a dedicated modulator that affects the cutoff frequency and can radically impact the resulting sound.



Using the main filter controls, you can tweak the frequency band on which the filter operates.

You can adjust the Cutoff frequency (**CUT**) of the filter and boost (or reduce in the case of the Notch filter type) the frequencies around the Cutoff frequency using the Resonance control (**RES**).

You can modulate the Cutoff frequency using a LFO that can go into audio rate frequencies for either a result that changes over time or an effect that affects the tone of the audio signal which makes this modulator very flexible.

First, you need to assign a modulation amount to the Cutoff using the **MOD** knob : it is the knob linked to the Cutoff knob by a line.

The modulation will apply to the range that goes from the current value of the Cutoff up to its maximum value if the MOD knob is turned fully clockwise. If the MOD knob value is lower, the range will be scaled down accordingly.

You can then select a mode of operation for the Modulator using the selector on the right side of the LFO Rate display :

- **FREE** : When in Free mode, the **Rate** parameter (on the left) will act in the range 0.001 Hz up to 20 Hz.
- **SYNC** : When in Sync mode, the LFO rate will be synced to the host tempo, and the Rate parameter will be in the range 1/128 up to 8 bars.
- **OSC** : When in OSC mode, the Rate parameter will operate in the range 20 Hz up to 1000 Hz so the Modulator will behave like an oscillator.

You can tweak the RATE of the Modulator using the box with the value display at the bottom left of the MOD knob.

As seen above, the Rate range will depend on the Modulator mode.

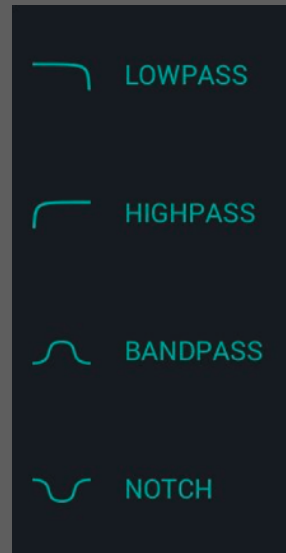
You can select one of 7 classic shapes for the Modulator using the **waveform selector** at the bottom of the module.

Each of the 4 knobs on the right side of the Filter module corresponds to the amplitude of a filter type output.

The 4 types can be used at the same time.

- **LOWPASS** : the frequencies above the Cutoff frequency are attenuated.
- **HIGHPASS** : the frequencies below the Cutoff frequency are attenuated.
- **BANDPASS** : the frequencies above and below the Cutoff frequency are attenuated.
- **NOTCH** : the frequencies around the Cutoff frequency are attenuated (opposite of Bandpass).

The switch in the top left corner of the module allows you to activate or deactivate the Filter module.



Distortion Module

This module boosts the level of the signal and alters its timbre. It can morph between two different flavors of distortion and has an internal feedback circuit that can dramatically impact the resulting sound.

The **DRIVE** control can be used to boost the level of the signal going through the distortion, making the effect more obvious as the value is higher.

The **SHAPE** control allows you to blend between the 2 distortion types. When set fully to the left, the distortion will have a classic overdriven timbre, and when pushed fully to the right it will have a more digital tone. Any value of the Shape parameter in between will crossfade between the 2 algorithms.

The **FEED** knob controls the amount of signal that is fed from the distortion output back to its input. The resulting sound can get very extreme very fast and is highly dependent on the Drive parameter value. If the Drive value is high, even small amounts of feedback will have an important effect on the sound.

💡 These 3 knobs combined together offer a wide palette of distortion timbres but need to be adjusted carefully to get the most out this module.

The switch in the top left corner of the module allows you to activate or deactivate the Distortion module.



Output Module

Using this module, you can tweak the final signal altered by the plugin.

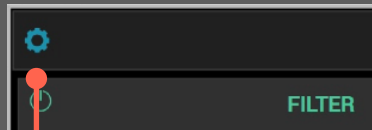
The **AMP** parameter allows you to adjust the overall amplitude of the processed signal (so the signal coming from either the Distortion module or the Filter module depending on the routing setting).

The **DRY/WET** knob controls the amount of original and processed signal that will be outputted by the plugin. Moving this knob counter-clockwise will pass only the original signal whereas moving it fully clockwise will pass only the signal processed by the Filter and the Distortion. Any value in between will blend the 2 signals.




Configuration Menu

This menu, shown after clicking the **gear** icon in the top left corner of the panel, is where you can access various global functions/options of the plugin.



Click to open the configuration menu

- **UNDO / REDO** : these options allow you to cancel previous parameter changes or to replay previously canceled parameter changes.
- **INITIALIZE PARAMETERS** : selecting this option will set all the parameters to their default value.
- **SAVE CURRENT STATE AS DEFAULT** : selecting this option will create a default preset from the current settings, that will be used as the default state the next time you launch the plugin.
- **MIDI MAP** : this submenu provide various options to manage the current MIDI mappings.
 - **LOAD** : restore a set of mappings by picking a file on your hard drive.
 - **SAVE** : save the current set of mappings to your hard drive.
 - **CLEAR** : cancels the current MIDI CC assignments.
-  See the [MIDI FUNCTIONS](#) section for more details.
- **ENABLE ANIMATIONS** : if this option is checked, the output module will contain a small animation to represent the audio signal.
- **OPEN PRESETS DIRECTORY** : select this option to open the Finder/Explorer window at the presets directory location.
- **GO TO CRASH LOG** : select this option to show the crash log in a new Finder/Explorer window. If you want to submit a bug report after a crash, please send the crash log or a copy of its contents with your message.
- The last line of the Config menu displays the **version** of the plugin that is currently running.

MIDI Functions

Cruelle provides support for two common MIDI functions : [MIDI CC learning](#) and [MIDI program changes](#).

! For MIDI functions to work, you need to route MIDI data to the plugin in your host. As Litote is an effect plugin, most hosts will not pass it MIDI data by default. The manipulation to allow this depends on the host you are using, so you should refer to the host documentation to find more information on how to configure this.

MIDI LEARN

Once you will have properly routed MIDI to the plugin, you can quickly assign a CC to one of Cruelle's parameters by moving the desired control on your MIDI controller and then [clicking](#) on a knob/slider/button on the Cruelle panel while maintaining the [ALT](#) key pressed. A menu will show up with the option [ASSIGN TO LAST CC](#) . The MIDI control will now be mapped to the desired parameter. Nearly all the parameters available for automation in your host are also available for MIDI learning.

You can easily cancel an individual mapping by using the same ALT-click menu and selecting the second option : [CLEAR CC MAPPING](#).

A set of all the current mappings can be saved in two ways :

1. If you save the current project in your host, the mapping set will be saved along with the regular plugin data.
This allows you to pick up where you left without having to manually recall the mapping set.
2. You can manually save a mapping set by going to the Config menu and selecting [MIDI MAP → SAVE](#) .

You can manually restore a mapping set by using the Configuration menu and selecting : [MIDI MAP → LOAD](#).

Finally you can delete all the current CC mappings by using the Configuration menu and selecting:
[MIDI MAP → CLEAR](#).

MIDI PROGRAM CHANGES

If you have properly routed MIDI data to the plugin as explained above, Cruelle will also react to incoming MIDI Program Change messages (but not the bank changes).

By default these messages will do nothing. To load a preset when a MIDI Program Change is received, you need to save or copy some presets to the [MIDI Directory](#) located inside the Presets directory. It is the directory in which Cruelle will look for presets when receiving a Program Change message.

To determine which preset to load, the plugin will sort them in alphabetical order. So, if you want to recall them in a specific order you should prefix the presets by a number like this :

- 001_My_Preset
- 002_My_Other_Preset
- 003_Yet_Another_Preset
- etc...