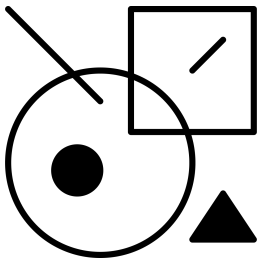
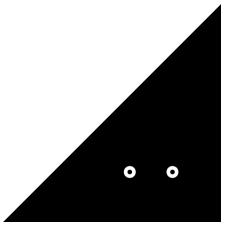
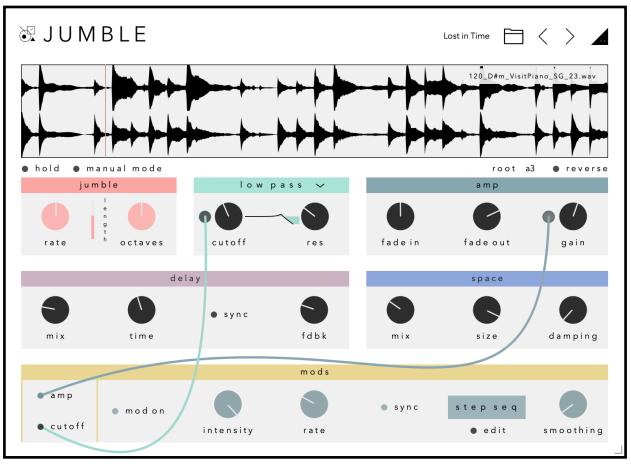


JUMBLE

randomised sample explorer



SoundGhost



Thank you for downloading **Jumble.** We hope you enjoy using this plugin and that it inspires new ideas.

Introduction

Jumble is an idiosyncratic sampler that embraces simple randomisation within a confined structure. Simply load a sample and Jumble between new positions at random, to create new before heard melodies and textures. Jumble is a love letter to generative music - it randomises any notes you play and can also cycle between octaves.

Every performance with Jumble is a new exploration.

Jumble is best used with **Loops** that contain musical phrases. While you can of course load single notes, for example a single piano note, we believe Jumble works best when restructuring musical phrases into ambient washes.

While Jumble shares some similarities with granular, it's more of a re-organisational tool. For example, Granular effects usually combine small snippets (called grains) of a sample to create new textures - our FX plugin Scatter does this with **64** playheads/grains. Jumble on the other hand, has **1** playhead that flips to different playback positions. It can be a small grain or a large segment of audio, but only 1 playhead is active at any given time. This results in a completely different sound.

Installation

Once you've downloaded the file, extract the ZIP and run the installer.

By default, the plugin is installed into:

Mac AU: /Library/Audio/Plug-Ins/Components
Mac VST3: /Library/Audio/Plug-Ins/VST3
Win VST3: C:\Program Files\Common Files\VST3

Once installed, open your preferred DAW. Jumble is a VST3 and AU plugin, so you'll need to ensure your DAW is set-up correctly to find and load the plugin. The above directories are where most DAWs expect these files to be - otherwise some hosts can't find a plugin on the machine. E.g. this is the case for FL Studio or Cubase with VST3 files.

Using Jumble

Jumble is an instrument plugin, so to get started, load Jumble onto an instrument/MIDI track inside your DAW.

When you first load the plugin, it will load the default preset. Play a single key via MIDI to play the sample. You'll notice that the playhead of the sample moves to new random positions - this is the magic of Jumble. If you play more than one note, the notes are also randomly picked out and played 1 at a time - this is best used with samples that use a minimal number of notes to avoid key clashes. Click the folder icon top right of the plugin to browse some of the presets. **Factory Loops** are best used with one single note to reorganize the samples in one musical key, whereas the **Factory Melodics** can be used with multiple notes to create generative arpeggiator-like melodies.

Let's walk through the main controls.

Sample Waveform

The current sample is displayed in the waveform window, with the filename displayed top right. **You can load your own sample by dragging and dropping onto the waveform, or you can right click to open your operating system browser.** Double click the waveform to remove a sample.

You can edit the playable area of the sample by dragging either side of the sample window. This will change the sample start and end points - the playhead will only jump to a new position within this play area.

Jumble uses an internal gate sequencer to randomise the playhead position. The controls for this are **Rate**, **Octaves, Length** and **Hold**. When active, notes are also randomised. This can be turned off by selecting **Manual Mode**. Then, only incoming MIDI notes will trigger the playhead to move, and no notes are randomised.

Using your own Samples

Jumble supports the loading of your own **Wav** files. Any samples loaded into the plugin will use an absolute path, meaning the file will be read from its file path when loaded into the plugin, rather than copying files and bloating your hard drive. Essentially, if a file that's been loaded into the plugin is then moved, the plugin will no longer be able to locate it - so it's best to use samples that are stored in a fixed location.

If you want to save samples within the plugin directory for easy recall, navigate to the preset browser, click **MORE** and then click '**show preset folder**'. Drop your files into the **AudioFiles** folder. Now, when you right click the Sample Waveform, all your samples are available within that folder.

The audio file directory is found in the following locations:

Mac: /Library/Application Support/SoundGhost/Jumble/AudioFiles
Windows: C:/ProgramData/SoundGhost/Jumble/AudioFiles

Rate

Rate selects the rate of which Jumble will randomise the playhead position and cycle between notes and **Octaves** (see below). At lower rates like 1/1 for example, the playhead will jump to a new position at the start of a new bar inside your DAW. It helps to think of this like an arpeggiator. Play a chord, and Jumble will cycle between the notes randomly at this rate too.

TL:DR - the rate at which a new playhead position and note is selected.

Tip: not only does the playhead move at this rate, any MIDI note will also trigger the playhead to jump to a new position. Try setting a low **Rate** and quickly triggering notes to see the effect. You can also turn off the internal sequencer completely by selecting **Manual Mode**, so only MIDI notes will trigger the playhead to move.

Length

To the right of **Rate** is the note/gate length. Smaller values create shorter gates, whereas the highest value will tie the gate onto the next gate. This is a useful control if you wish to shorten the gate length. The length of the gate also depends on your host tempo - for example, a slower BPM will result in a high Length value being longer than if your BPM was faster and vice versa.

Octaves

Linked to the rate dial, this determines if any octaves are randomised. For example, if you play C1 on your keyboard and set Octaves to +4, every time the playhead is moved (via **Rate** and/or incoming MIDI notes), the octave of that note will also be randomised at the same time to any of the 4 octaves - C1 (original octave), C2 (+1), C3 (+2), C4 (+3) and C5 (+4).

Hold

This will hold any notes you play, so you can use this to create endless drones or backdrops. Useful when playing in a live setting.

Manual Mode
This turns the internal sequencer off so you can use your own MIDI gates to trigger the playhead to move. No randomisation is applied to the notes either in this mode . This can be useful if you wish to use your own MIDI arpeggiator or sequencer to trigger the playhead to move, or if you want a little more control over the notes that are played.

Reverse
When active, the playhead will play the sample in reverse.

Cutoff
Controls the frequency cutoff of the state variable filter. You can switch between a low-pass filter and high-pass filter by clicking the dropdown underneath the control.

Res
Filter resonance amount.

Fade In / Fade Out
These controls set the amplitude of the sample. This is reset whenever the playhead is moved.

Gain
Controls the sample volume.

Delay
Delay mix amount, from dry to 100% wet.

Delay Time/Rate
Sets the delay repeat time or rate, dependent on the **Sync** control.

Sync
Switches the delay time between host synced BPM rate divisions (rate) or milliseconds (time).

Feedback
Controls delay feedback amount, from no feedback to 100%, where feedback will loop infinitely.

Space
Sets the reverb dry/wet amount.

Size
Controls the reverberation size. Smaller values will create small and tight spaces, whereas higher values will increase the size of the room and the length of the reverberation tail.

Damping
Absorption of reflective frequencies. At lower values, less incoming frequencies are absorbed, resulting in a brighter reverb. At higher values, more frequencies are absorbed, resulting in a darker sound.

Mods
There are 2 modulators available in Jumble - Amp and Cutoff - Amp controls the amplitude of the sample, whereas Cutoff controls the cutoff frequency of the filter.

Both modulators are identical and can both be active. To switch between the modulators, click the Amp and Cutoff buttons. The modulators are also colour coded the same as the controls they are modulating, with Amp set to Blue, and Cutoff set to Green.

To turn a modulator on or off, use the 'mod on' button. When a modulator is deactivated, the controls will dim to represent the off state and they will not be controllable.

When a modulator is active, an animated circle will appear next to the modulated control and the modulator controls will lighten to display their active state.

Intensity
Sets the depth of the modulation.

Mod Time/Rate

Sets the modulation repeat time or rate, dependent on the **Sync** control. When synced, the modulation will sync to both the host tempo and transport.

Sync

Switches the delay time between host synced BPM rate divisions (rate) or milliseconds (time).

Shape

Click the shape button to open the dropdown list where you can choose the modulation shape. If Step Sequence is selected, you can amend the sequence and number of steps by clicking the Edit button that appears.

Smoothing

Smoothens the LFO shape. This can be useful if the Shape is set to Random - increase Smoothing and listen to the result, which results in the stepped modulation becoming more akin to a randomised sine wave.

Presets

To open the preset browser, click the folder icon at the top right of the plugin window. You can open and save presets inside the browser. To save your own presets, first add your own Category and Bank. Once you've done that, you can **Add** your own presets to that bank and recall them later.

To close the browser, click the folder icon again to return to the main window.

MIDI Assign & Learn

Any control can be linked to a MIDI CC. To assign a MIDI CC, right-click a control, click **assign cc** and select your desired MIDI CC, or click **learn cc**. Jumble will then wait for a control on your MIDI controller to be moved and will then assign that CC to the control.

You can edit the ranges of the MIDI assignments by clicking the SoundGhost logo at the top right of the plugin.

MIDI assignments are saved per preset, so you can save your own templates for easy recall.

MIDI Pitchbend is hardcoded into the plugin and is set to -+12 semitones.

Resize Plugin Window

If you wish to resize the plugin window, just drag and drop the bottom right corner of the plugin to set a desired window size.

Plugin Version

If you need to check the plugin version, click the SoundGhost logo at the top right of the window.

Uninstalling

If you wish to uninstall the plugin and/or the demo version of the plugin, on Mac you need to delete the files from the following locations:

Mac AU: /Library/Audio/Plug-Ins/Component
Mac VST3: /Library/Audio/Plug-Ins/VST3
Windows: C:\Program Files\Common Files\VST3

We hope you enjoy the plugin. If you have any questions or need support, send us a message at: hello@soundghost.net

www.soundghost.net