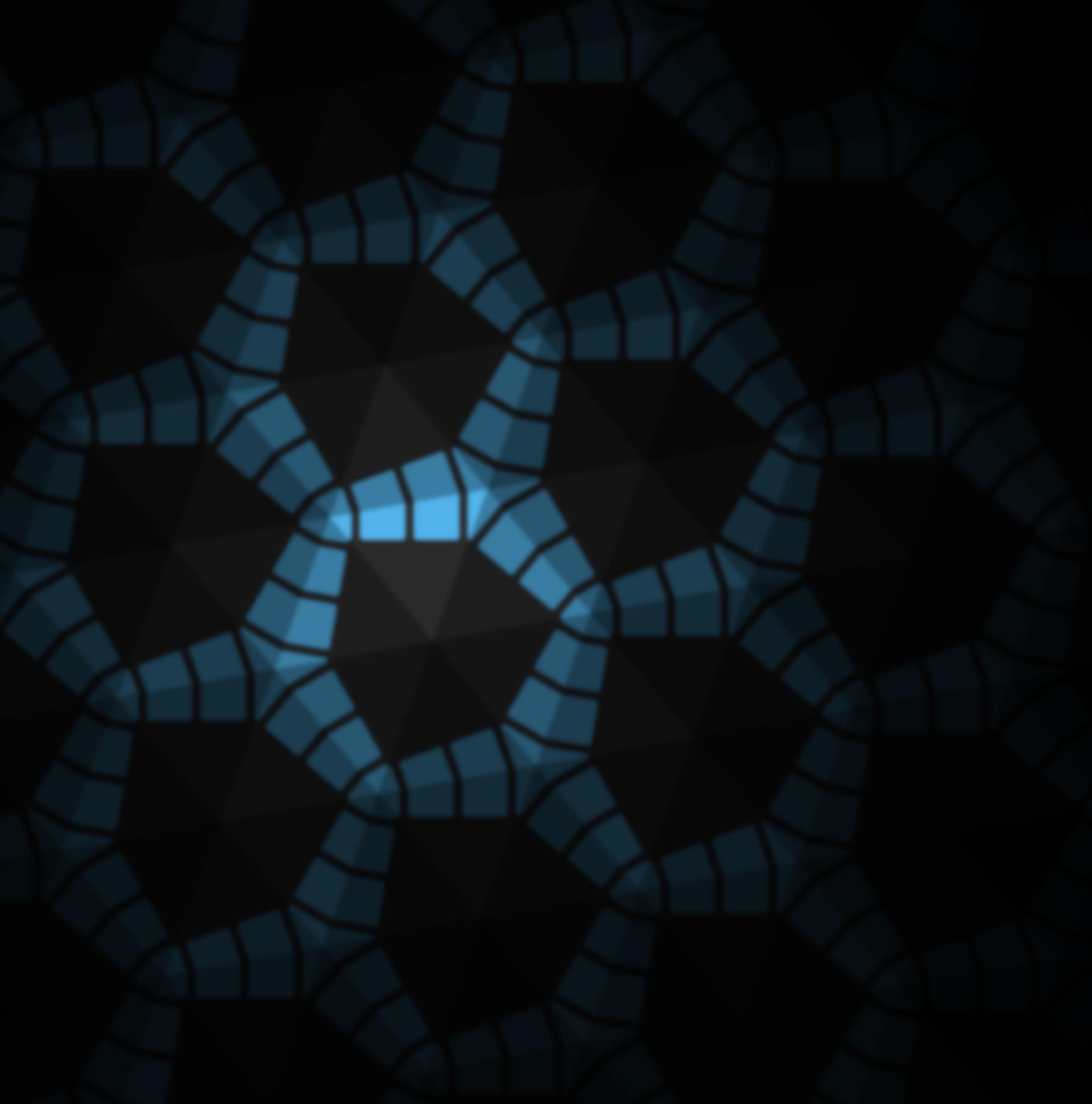


# Rerun v2

Self-randomizing repeater

**AAX + AU + VST** effect plugin for Mac/Windows/Linux

Designed and developed by **Sinevibes** ©2019-2024



# INTRODUCTION

**Rerun** is a self-randomizing repeater effect plugin. It constantly samples small slices of incoming audio, plays them back a number of times, and then starts over again. Each time it switches to the next round of sampling-repetition, **Rerun** randomizes the slice size and the number of repeats, and is then engaged or paused depending on the probability parameter. The effect includes multiple playback modes – forward, reverse, alternating – as well as adjustment of slice envelope time and stereo link. Via a very streamlined set of controls, **Rerun** can be configured to produce a very wide range of experimental, always-changing sounds: chaotic rhythms, erratic glitches, randomized reversing, or time-stretched textures.

# SPECIFICATIONS

## SOUND ENGINE

- Self-randomizing sampler-repeater with up to 600 ms slice size and up to 50x repetitions
- Variable repeater engagement probability, with summed or gated mode
- Forward, reverse, alternating playback modes
- Adjustable slice envelope
- Separate or stereo-linked operation
- Lag filters on all continuous parameters for smooth, click-free adjustment
- Supports mono > mono, mono > stereo, and stereo > stereo channel configurations

## GRAPHIC INTERFACE

- Color-coded graphic elements
- Consistent name, mapping, value, and unit implemented for all parameters in both graphic user interface and host control/automation
- Built-in preset management functions
- Supports window size scaling up to 200%

## SUPPORTED FORMATS

- **Mac:** 64-bit **AAX, AU, VST3** plugins for Intel and Apple Silicon processors, requires Metal graphics support and macOS 10.9 or later
- **PC:** 64-bit **AAX, VST3** plugins for x86 processors, requires Windows 8.1 or later
- **Linux:** 64-bit **VST3** plugin for x86 processors, requires a fairly recent Linux distribution

# INTERFACE

**Rerun** features a fully vector-based interface, with color-coded elements for effective visual grouping. The plugin allows you to change its window size from 0.8x to 2x in 20% increments. The last size you set is stored in a preference file and is recalled the next time **Rerun** is loaded.



- Hold *shift* and drag a knob to adjust the parameter with increased resolution.
- Use *option-click* (Mac) or *alt-click* (Windows, Linux), or *double-click* any knob to recall its default setting.
- To fully initialize all plugin's parameters, load the preset named *Default* from the *Factory* or the *User* bank.

# PARAMETERS

<b>Size</b>	<b>30 .. 600 ms</b>	Sets the maximum duration of one repeater slice: for each next round of repeats, the slice size is randomized between 10 .. 30 ms at the minimum parameter setting, and between 90 .. 600 ms at the maximum setting
<b>Repeats</b>	<b>5 .. 50</b>	Sets the maximum number of slice repeats: for each next round of repeats, the repeat count is randomized between 1 and 5 at the minimum parameter setting, and between 6 and 50 at the maximum setting
<b>Probability</b>	<b>0 .. 100 %</b>	Probability of the slice repeater being engaged for the next round of repeats: see the <b>Mode</b> parameter for two types of operation when the repeater is not engaged
<b>Direction</b>	<b>Forward</b> <b>Reverse</b> <b>Alternate</b>	<ul style="list-style-type: none"><li>– All slices are played back forwards</li><li>– The very first slice is played back forwards, and the rest in reverse</li><li>– The slices are played with alternating forwards-reverse direction</li></ul>
<b>Envelope</b>	<b>1 .. 250 ms</b>	Sets the maximum attack and decay times of the slice level envelope; these times are also clipped to 50% of the currently playing slice size
<b>Stereo</b>	<b>Separate</b> <b>Link</b>	<ul style="list-style-type: none"><li>– Slice repeaters are operating individually on the left and the right channels</li><li>– Slice repeaters are synchronized between the left and the right channels</li></ul>
<b>Mode</b>	<b>Sum</b> <b>Gate</b>	<ul style="list-style-type: none"><li>– When the repeater is not engaged, the dry signal is passed through</li><li>– When the repeater is not engaged, the dry signal is muted</li></ul>
<b>Mix</b>	<b>0 .. 100 %</b>	Balance between the dry input signal and the wet slice repeater output

# PRESETS

**Rerun** features simple built-in functions for saving and loading presets, as well as for quickly switching between presets within the same bank. All these functions are accessed via the top toolbar.

Preset Name

Click the preset name at the top to show the list of presets in the current bank. Use *command-click* (Mac) or *control-click* (Windows, Linux) to reveal the actual preset file in the system file browser.



Switch to the previous preset in the current bank. The current bank is automatically set to wherever the last preset was loaded from.



Switch to the next preset in the current bank.



Show open file dialog with the list of preset banks. By default, the plugin includes two banks: *Factory* and *User*. However, you can freely create additional banks – simply by creating new subfolders.



Save current preset. Please note: due to the limitations of the typeface, you can only use latin letters when naming your presets



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