

USER MANUAL

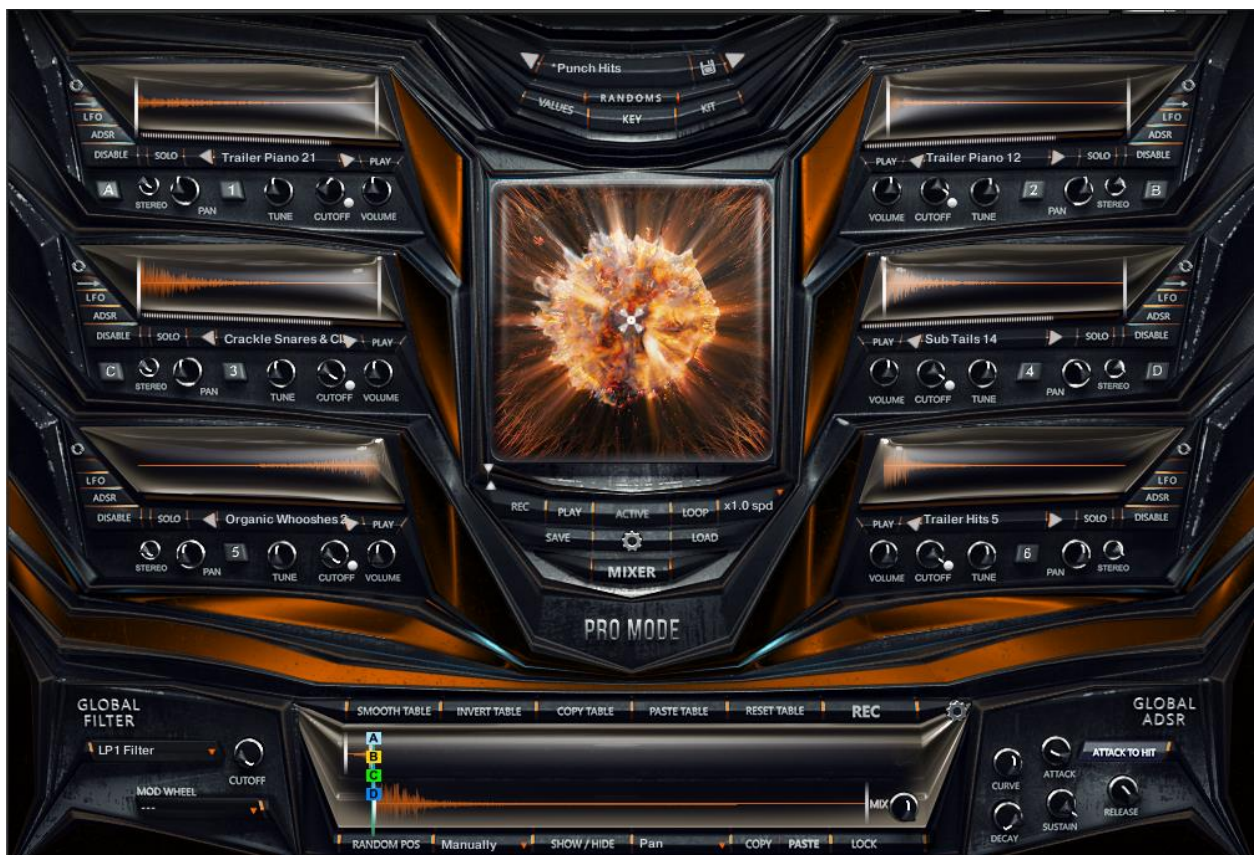
AIZERX: CLASSIC TRAILER TOOLKIT

1. OVERVIEW

AizerX: Classic Trailer Toolkit is the smart samples randomization for creating absolutely unique and authentic sound effects with just one click, based on a collection of stylish, ultra-modern custom sound effects for the latest trending modern music genres, based on a thorough music market trend research. With the participation of professional musicians, sound designers, sound engineers, we literally played and experimented in the world of sounds, creating the library's uniqueness and signature. AizerX: Classic Trailer Toolkit also offers a deep sound customization with a lot of easy-to-use parameters like frequency filters, LFO, ADSR, sample playback modes and a breathtaking XY pad feature.

AizerX: Classic Trailer Toolkit is the best tool for composers for creating impressive, Pro-level sound effects without having much experience in sound design.

2. MAIN VIEW



Top area – there are modules A, B, C, D (you can see these letters on the buttons in the bottom corner of each module), as well as the Whoosh (bottom left) and Hit (bottom right) modules. In each module, there is a wave view window of the loaded sample, name and settings.

The central part of the top area is a group of buttons for managing samples, kits and presets, as well as the **RANDOMS** formula setting button.



In the center is the XY PAD window with the settings buttons.



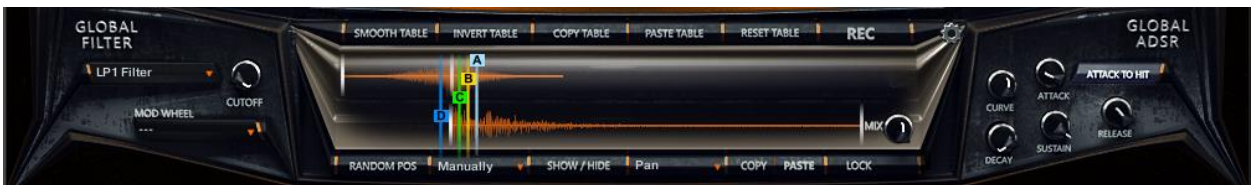
Under the **XY PAD**, the **MIXER** button is located.

Pro Mode – it means that the tool interface is in the advanced mode. By pressing the Pro Mode button, it changes to the **Easy Mode** with a simplified interface (many parameters are hidden).





In the center, we see the **Wave View** window of the samples from the Whoosh modules (upper) and the Hit module (lower), as well as the various buttons and faders of the global settings.



3. MODULES

AizerX: Classic Trailer Toolkit contains 6 main sample modules. The modules A, B, C, D activate the samples as different layers of the Whoosh and Hit modules.

In each module, there is a Wave view window of the loaded sample, sample name, and parameters.



In each module, the samples can be changed in 4 ways:

1. **Ctrl + Click** on the wave view window - Randomize a sample from any group
2. **Ctrl + Click** on the sample title bar – Randomize a sample from the same group
3. **Click** on the arrow buttons on the sides of the title bar - consecutive change of sample from a group.
4. **Click** on the title bar to open the sample selection window.

The **Wave view** window contains left and right locators. By default, locators are located at the very beginning and end of the sample. By moving the locators horizontally, allows you to select the starting location of the sample.



Parameters of the module:

- **Play** – plays the sample.
- **Solo** – solos the sample.
- **Disable** – deactivates the sample (mute).
- **Volume** – Volume control.
- **Cutoff** – filter: Rotate left with the blue light indicator enabled – high-cut mode.
Rotate right with the blue light indicator disabled – low-cut mode
- **Tune** – Sample transposition with simultaneous reduction or increase in its length.
- **Pan** – Panorama.
- **Stereo** – Stereo-mono balance.

ADSR:

- **Attack** – time, taken for initial run-up of level from nil to peak, beginning when the key is first pressed.
- **Decay** – time, taken for the subsequent run down from the attack level to the designated sustain level.
- **Sustain** – level during the main sequence of the sound's duration, until the key is released.
- **Release** – time, taken for the level to decay from the sustain level to zero after the key is released.

NOTE: adjusting any parameter of the ADSR module while holding the Alt-key allows you to synchronously adjust this parameter in all other modules.

LFO:

On/Off – Enable/Disable

In automation disabled mode:

Freq – Wave frequency (Tempo/Hz – link to tempo / Hz).

Gain – Gain, LFO amplitude.

In automation enabled mode:

LFO frequency automation mode

Show/Hide – shows / hides the automation table.

Sample playback settings:



- one-shot playback from start to finish
- one-shot reversed playback
- playback forward and backward (reverse mode)
- looped playback

NOTE: in the Whoosh and Hit modules - the sample playback settings are not available.

Letter buttons (A, B, C, D) – show the layout of modules. By clicking on the letters on the XY-pad window, you can assign the letters to modules.



Refresh – resets all module settings.

4. PARAMETERS OF THE MAIN MENU



- **PRESET NAME BAR**
- **SAVE PRESET**
- **RANDOMS** – Formula settings for samples randomization.
- **KEY** – Samples randomization for a specific key.
- **KIT** – Samples randomization for the whole kit.

XY PAD



The **XY Pad** is designed to work only with modules A B C D.

The **XY Pad** window is an area divided into 4 sections – A, B, C, D. Each section is linked with the corresponding module: the closer the cursor to the edge of the module sector, the louder the sample of this module sounds and the quieter the other samples sound. A static, fixed cursor position allows you to build a dynamic balance between sample modules. Moving the cursor across sectors during the playback of samples allows you to make a volume crossfade between the samples.

Parameters of the **XY PAD**:

- **ACTIVE** – Activate / deactivate cursor animation.
- **REC** – Cursor animation record.
- **PLAY** – Cursor animation playback.
- **LOOP** – Looped cursor animation.
- **x1.0 spd** - Cursor animation speed (x1.0 by default).
- **SAVE** – Save the cursor animation as a preset.
- **LOAD** – Load a cursor animation preset.

Cursor settings:



X-AXIS and **Y-AXIS** – parameters of the cursor movement along the XY axis (automation is available).

TOUGHNESS – Adjusts the sensitivity of the cursor.

RELATIVE TO BPM – Links/unlinks the cursor to the tempo of the project (set, session).

Left to right / Right to left / Round – the direction of the cursor's animation - (forward /reverse / forward and reverse).

NOTE: Also at the bottom of the XY Pad window there are left and right locators, which allow you to adjust (shorten) the length of the cursor movement.



5. MIXER



MIXER button – opens the mixer window. Click on the **MAIN** button to return to the **MAIN VIEW**.

The **Mixer** allows you to make individual settings of the volume level, as well as the processing effects (EQ, Comp, Reverb, Delay, Distortion, etc.) for each samples module. One sample module is assigned to one mixer channel, by default. But there is a possibility to “send” a several sample modules to one mixer channel at the same time. If you wish to set some sample module to mixer channel you can send it on Main view:

Mixer includes 6 channels:

- CH 1 FX
- CH 2 FX
- CH 3 FX
- CH 4 FX
- CH 5 FX
- CH 6 FX

Select the channel by pressing the CH# FX button.

Each channel has a standard set of basic settings

- **VOLUME FADER**
- **SOLO**
- **MUTE**

NOTE:

- By holding the Ctrl key, you can select several channels, and also mute several channels;
- By holding the Alt key, you can select all channels at once

Each channel has 8 slots. Each slot includes 25 effects. The list of effects can be called by clicking on the title bar of the effect (Empty by default).

COPY/PASTE buttons allow you to copy and paste effects settings from one slot to another.

B - bypass – slot activation/deactivation.

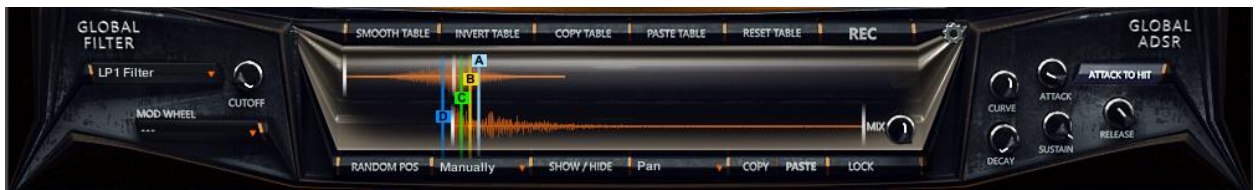
NOTE: if all or several channels are selected, the slots on these channels will be configured identically and synchronously.

COPY ALL, PASTE ALL buttons allow you to copy and paste slots with all settings from one channel to another.

RESET ALL – resets all channel slots. If several or all channels are selected, it will reset all channels.

SAVE, LOAD – Save and load channel settings as presets.

6. GLOBAL MENU



The Global menu contains global parameters of all samples loaded into modules.

GLOBAL FILTER

Switching between Low Pass / High Pass and adjusting the CUTOFF low/high frequencies

MOD WHEEL – Assigns parameters (MASTER FILTER / XY PAD) to the midi modulation wheel or midi-controllers for controlling automation or XY pad animation.

GLOBAL ADSR:

- **Attack** – time, taken for initial run-up of level from nil to peak, beginning when the key is first pressed.
- **Decay** – time, taken for the subsequent run down from the attack level to the designated sustain level
- **Sustain** – level during the main sequence of the sound's duration, until the key is released.
- **Release** – time, taken for the level to decay from the sustain level to zero after the key is released.
- **Curve** – (the function is available only if the ATTACK TO HIT button is enabled) allows you to adjust the attack of the loaded sample in the Whoosh module.

TABLE – a working area of the instrument that allows you to adjust the synchronization of samples, as well as perform some processing of the sound on the master.

The **TABLE** area is a wave view window displaying samples of the Whoosh module (upper) and Hit (lower), as well as a group of various parameters.

There are the left and right locators in upper and lower windows of the wave view. Moving them horizontally allows you to adjust the starting and ending position of the sample.

Also in the Wave view window, there are 4 locators of different colors: A, B, C, D. You are able to set the playback starting point for the sample of the corresponding module by moving these locators.

MIX – allows you to change the vertical position of the Whoosh and Hit samples. Thus, the locators A, B, C, D are linked to Hit and with it, change the vertical position in relation to Whoosh.

LOCK – Lock/unlock locators.

COPY / PASTE – Allow transferring the entire KEY SET with its samples and settings from one key to another.

The **Pan / Tune / Filter** and the **SHOW / HIDE** buttons are linked together.

SHOW/HIDE – opens / closes the automation view for the selected parameter: Pan / Tune / Filter. The automation appears on the background of the wave view of the sample window.

The buttons on the top of the wave view window are designed to work with the automation.

SMOOTH TABLE – Smooths the curves of the automation.

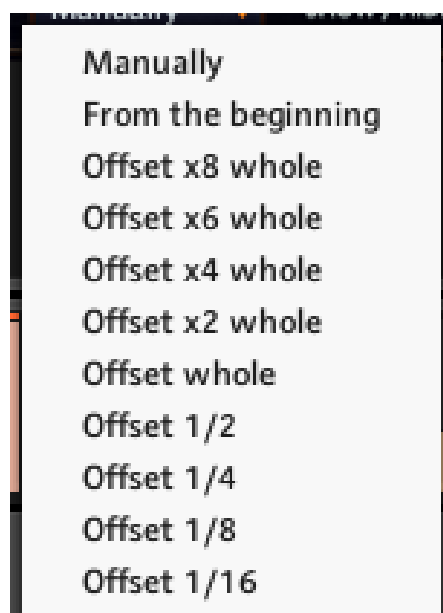
INVERT TABLE – Inverts the automation.

COPY TABLE, PASTE TABLE – allows to copy and paste automation settings from one KEY SET to another.

RESET TABLE – resets the automation settings.

REC – Automation real-time recording. After pressing REC, the button lights red and automation controller appears below it. The automation record can be started by pressing the KEY SET key. After playing, the REC key will be deactivated automatically.

Change pos ON/OFF – enables/disables the function, in which the locators A, B, C, D change only their location, maintaining their established orders. Select the samples starting point.



The selected mode is shown in the bottom row of the Wave view. Clicking on this line allows you to select a mode from the list:

- **Manually** – Whoosh and Hit start from the left locator.
- **From the beginning** – Whoosh and Hit are always played from the beginning.
- **NOTE:** in this mode, the left locator automatically shifts to the beginning, regardless of its previous position.
- **Offset (x2 whole-whole-1/2-etc)** - allows you to start playing samples with a delay equal to a certain metric duration, the length of which depends on the BPM of the project.

The **Gear** button - shows / hides the advanced settings window.



The **SWITCHES** column shows which parameters can be activated/deactivated.

FILTER TYPE column - selects the filter type.

The **RANDOMIZATION** column is linked with the **RANDOM POS** button (located at the bottom left of the wave view of the window). These settings control the Random position change of the locators A, B, C, D. The **RANDOMIZATION** column contains 2 parameters that affect the **RANDOM POS** button:

Swap ON/OFF – enables/disables the random position of the locators A, B, C, D.

KEEPFOREST THANKS

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If you have any questions concerning our products, please feel free to send them to support@keep-forest.com. Again, thank you for your purchase.

With much love,

Arseny Khodzin and the Keepforest team.