

FULL BLOTTER USER MANUAL

v1.0

Welcome and thank you for your purchase!

Full Blotter is not a plugin and no other software is needed, it's standalone.

Although the software is very easy to use, please take a few minutes to read this manual in order to learn all the software's functions and get immediately at work with your new tape studio.

Setting up your audio interface

At the top right of the Full Blotter window you will find a button called **Audio Options**, press it and it will open a new window:

The blue I/O button at the top left turns ON and OFF the audio scheduler.

If you modify some settings you must restart the audio scheduler by turning off and on again this blue button.

If the button is yellow it means that you need to restart the audio scheduler.

By default this will be ON when you open the application.

Driver: select here the driver of your audio interface

Output device: select your audio interface OUT. If you want to use a virtual audio interface select here the driver (eg. Blackhole 16ch)

Input Device: NOT NEEDED

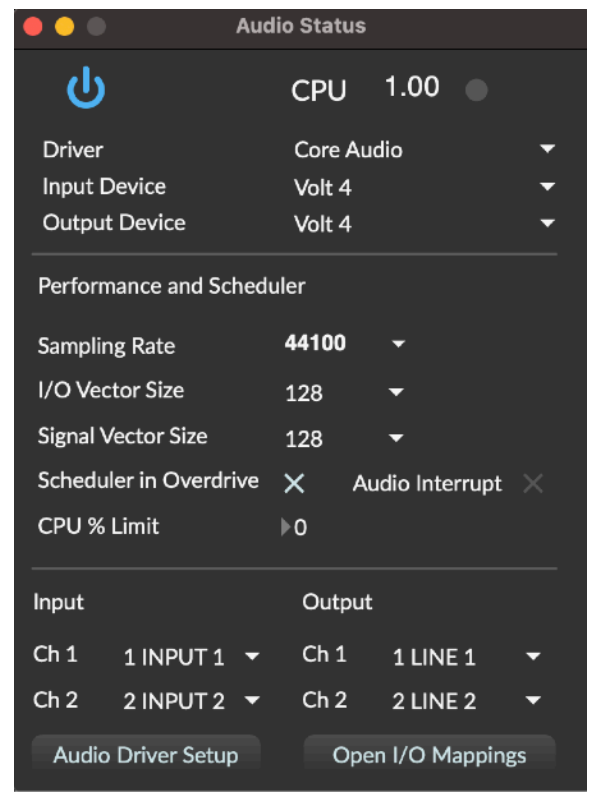
Sampling Rate: suggested 44.100

Scheduler in Overdrive: Keep this one always ON

I/O and Signal Vector Sizes: these set the number of samples calculated at the I/O of your audio interface and inside the software (Signal Vector Size).

It is best to keep numbers at 128 or higher.

If while running the software you do hear some glitches you can try to rise both I/O and Signal vector sizes.



AUTHORIZATION PROCESS (please read carefully)

Step 1) Go to www.giorgiosancristoforo.net and pay for the software with Paypal

Step 2) In 24/48 hrs you will receive an email with your serial number (changes may apply during holidays)

Step 3) Enter your email address (the one you have used for your paypal transaction)


Enter Email

Step 4) Enter your serial number (to paste press CTRL + CLICK > Paste)

Enter Serial Number

SOFTWARE IN DEMO MODE

In DEMO mode this software will stop after 10 minutes



0 min 10 min

Software Authorization

(THE DEMO RUNS FOR 10 MINUTES THEN IT MUST BE RESTARTED)

Press "Unlock Demo" at the top of the window and a new window will popup.
After purchasing the software on the website you will receive in your PayPal's account email
the serial to unlock the software.
The process usually takes **24 to 48 hours**.
Serials are manually generated, so please be patient.

FIRST: Input your PayPal's account email address

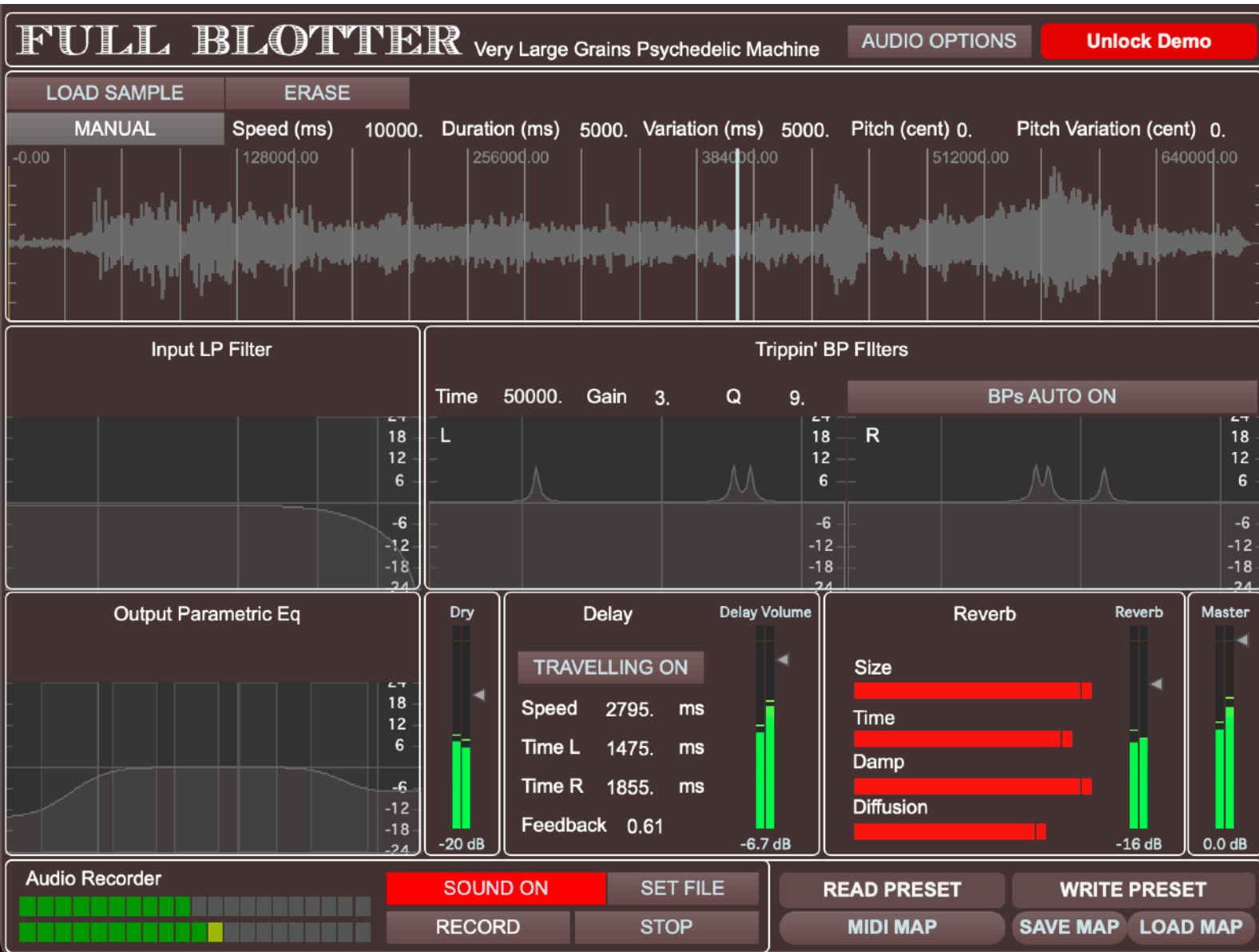
NEXT: Input the serial code you have received, as it is with spaces.

To paste use mouse's right click > paste

When your software is authorized the red bar will become fully white and you will see SOFTWARE AUTHORIZED instead of SOFTWARE IN DEMO MODE.

Troubleshooting if this does not work, check the following:

- 1) the serial is correctly pasted
- 2) the email is your PayPal's account email
- 3) you have installed the software in the system HD using the installer



Using Full Blotter

Full Blotter is an instant ambient drone creator. Just drag and drop any song or audio file in the waveform window and voilà! Your file will be immediately transformed into a huge, tripping psychedelic drone!

At the core of the software there is a special granular algorithm. Usually we use a large number of small size grains, in Full Blotter we use just ten very large overlapping grains.

- 1) Press **LOAD SAMPLE** or drag and drop an audio file (AIFF, WAV or MP3) in the waveform window.
- 2) If the audio settings in the Audio Status window are correct you should hear immediately your audio file transformed into a drone. There is no **STOP** and **PLAY**. To stop playing either lower the master volume control or press **ERASE** to clear the buffer.

WAVEFORM WINDOW

- 3) Click the mouse over the waveform window to select a point of your file to be “dronized”, or press RANDOM to let the software chose:

IF RANDOM IS ON:

Speed sets the time in ms of the random clock and speed of the play bar (while line over the waveform)

Duration: sets the size in ms of the grain

Variation: sets the variation range in ms of each grain

Pitch: you can transpose the sound +/- one octave (-1200 to +1200 cents)

Pitch Variation: Randomly change the pitch of each grain

INPUT LP FILTER

Right after the granular process we have a second order LP filter that is useful to cut the high frequencies that will be present in complex materials (in transforming songs to drones for example, we may want to reduce the highs created by cymbals and hats).

Use the mouse to change gain, cutoff frequency and resonance.

TRIPPIN' BP FILTERS

After the LP filter we have six (three per audio channel) Band Pass filters.

You can't set manually the center frequency, because these filters are created to randomly sweep. By default the filters are in automation mode (they will move on their own).

You can change the overall gain and resonance of the filters. Keep in mind that lowering the resonance will result in high gain and vice-versa.

Time parameter is a clock and speed generator for the random automation of the filters.

These filters are great to create a sense of harmonic movement.

OUTPUT PARAMETRIC EQ

After the BP filters we have a nice Parametric EQ. Not much to say here.

We have two shelving filters and three peak/notch.

DRY and EFFECTS OUTS

At the end of the signal path we have a volume control for the dry signal and a stereo delay and a reverb in parallel. Each one with its controls.

The Stereo Delay has a random function that will randomly control the volume of the two delays creating a sense of movement in the aural space.

AUDIO RECORDER:

To record sound (AIFF or WAV 24 BIT):

- 1) press SET FILE, set a filename and location of your recording!!!
- 2) Press RECORD to record
- 3) Press STOP to stop recording

PRESETS:

To store on your computer a presets of the Full Blotter controls (not the file in the waveform window), just press WRITE PRESET. A json or xml file can be saved.

To recall a preset from a file press LOAD PRESET.

MIDI MAP

All the volume controls can be assigned to a MIDI CC controller.

Just press MIDI MAP, select the fader you want to assign, move your controller knob or fader and it's done.

PRESS ESC to exit the mapping mode.

Midi Maps can be stored on file and later recalled.