

Getting Started

Freezr





Freezr is a supercharged freeze sequencer plug-in, designed to capture and sequence audio in an innovative and expressive way.

You can generate an infinite amount of rhythmic stutters with limitless creative possibilities.

VST · VST3 · AU · AAX · AUv3 for Windows, MacOS and iPad.

Developed By:

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Special Thanks to all Beta Testers!

Want to learn how to make the most our of our software?



Quick Start

Double-click the installer found inside the main folder and follow the instructions.

For Windows users: During the installation you may select the formats you want to be installed (VST2, VST3, AU, AAX or Standalone) and the installation path for the VST2 Version.

Once the installation is completed, Freezr will be visible in your DAW's plugin list and your plugins folder.

The first time you open Freezr, you will be asked to authorize the plugin. Enter your license key and your registration email to authorize Loopmix.

You may access your license key through your Audiomodern account > My License Keys tab.

Top bar controls

Sync



The top bar displays the current tempo in BPM. Activate the "Sync" button (default) and Freezr will always play synchronized to your DAW.

Deactivate Sync and Freezr will use its own clock. Adjust the BPM slider to set your preferred tempo.

Presets Menu



This menu allow you to enter the presets manager.

Click or the loaded preset's name to enter it.

Use the right and left arrow buttong to navigate through all saved presets and load them.

Click to mark as favorite the currently loaded preset.

Click to save the currently playing sequence as a new preset.

Undo & Redo



Settings



In this tab, you can select the root note for your Density Trigger pads and activate or deactivate the tooltips.

Info tab



Randomization

Complexity



Use this horizontal slider to define how complex your sequence will be.

Randomization algorithms



Central randomization button: Use its central randomization button to randomize the sequencer.



Standard randomization: Enable this option and then click the central randomization button to allow it use the classic randomization algorithm, creating semi-random results, unrelated to its sequencer before the applied randomization.



Enable this option and click the central randomization button to slightly randomize its steps. This algorithm is useful to generate similar results.



Temporary randomization: While clicking this button, Freezr will be randomized. Releasing it, the sequencer will return to its previous state.



Reset: Click this to reset the sequencer.

Infinity mode



While enabled, the infinity mode takes full control of the sequence and generates a completely new pattern each time a new pattern starts (loop), so you can just sit back and have it perform for you.

You can also select how many times the pattern shall remain the same until it regenerates a new one.

For example: if X 2 is set, then each pattern shall play two (2) times, until the mode re-generates a new pattern and so on..

Use the right and left allow buttons to increase or decrease the Infinity Mode number, or scroll up or down (drag) the Infinity Mode number to make faster changes.

Sequencer Settings



Use this drop-down menu to select your sequencer's quantization rhythm.

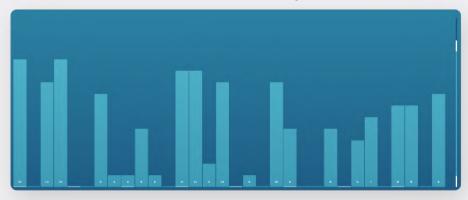


Here you can select the total length of your pattern, anywhere from 2 to 64 steps.

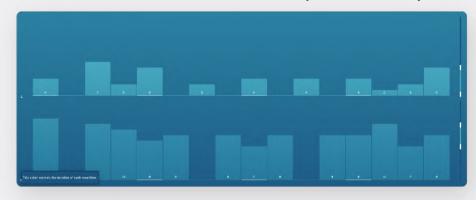


Click here to toggle between a monophonic or stereo output for the sequencer.

· Mono mode: Both Left and Right channels are processed by only one sequencer:



· Stereo mode: Each of them is processed by a sequencer independently:





Link: In Stereo mode you can use the Link (L) button, which while enabled, will copy any actions you draw in the sequencer to both channels



Select the motion of the sequencer. You can choose between Forward, Backwards and Ping-Pong.



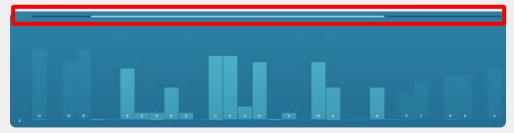
Click the right and left arrow buttons to circularly shift the pattern to the right or left, one step at a time.



Activate the lock button and select specific steps in the sequencer. This will lock the steps and will prevent them from being randomized by any of Freezr's randomization algorightms.

Deactivate Lock to continue being able to edit your sequencer. Click reset to unlock all steps at once.

Select the starting and ending points of the sequencer via the range bar/selector:



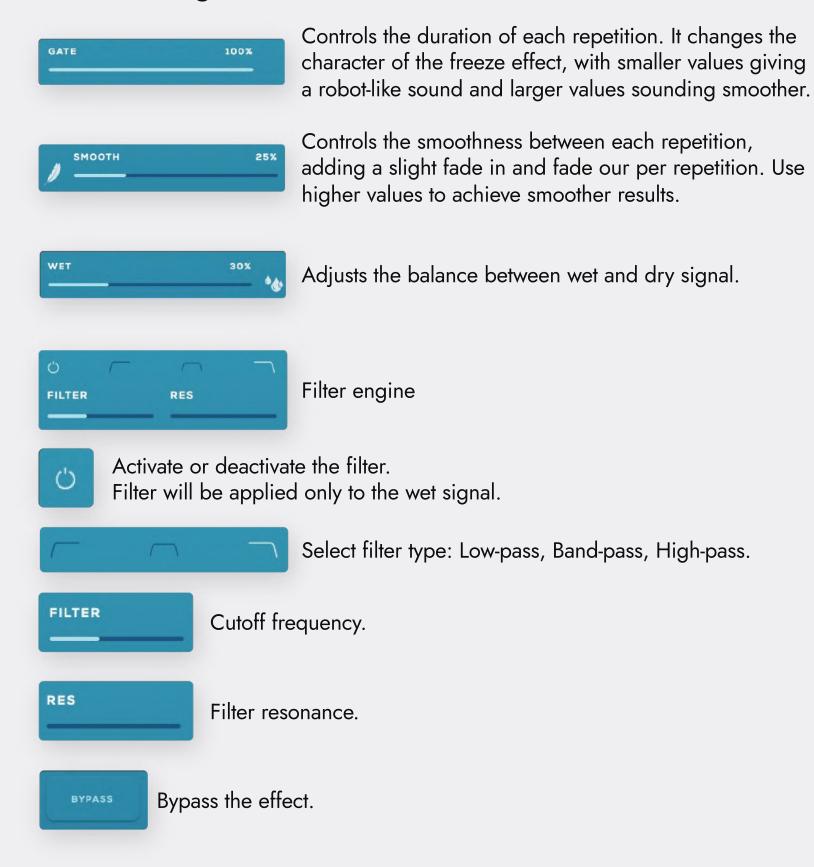
- · Drag the left or right edge to adjust the starting and ending points.
- · Shift the horizontal bar by dragging it to the left or right.
- · Double-click the bar to reset it.



These vertical sliders allow you to set the minimum and maximum range per sequencer.

By adjusting these values you can set a minimum and maximum value, each step will be able to have by randomizing the sequence.

Effect Settings

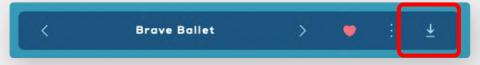




Select the motion of the sequencer. You can choose between Forward, Backwards and Ping-Pong.

Saving presets

Click the "Save" button to save your preset:

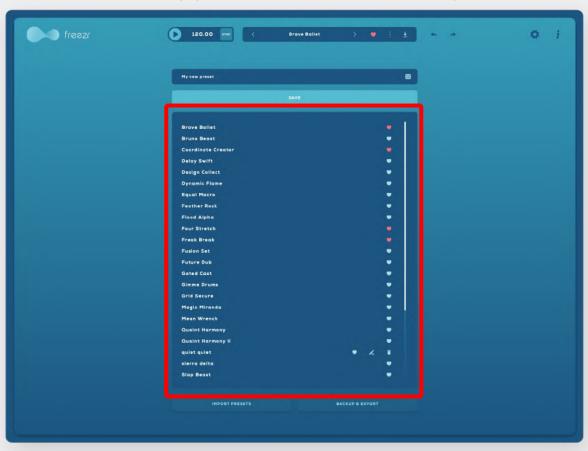


Enter a name for your preset and click Save:

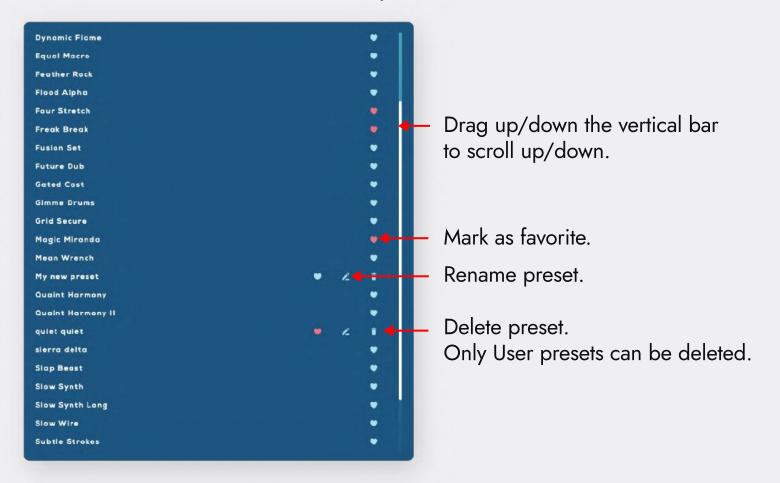


Alternatively, click the dice button and Freezr will chose a random name for your preset.

All User and Factory presets will be visible in the presets area:



In the presets area, you can see the list of your saved presets, mark them as favorite and rename or delete the User presets:





Click 'Backup & Export' to save all presets anywhere in your hard drive.

Each of the exported presets will be saved as a .frz file format. For better organization, you may create a folder in advance to be used for the presets that will be exported.



Click 'Import presets' to browse the correct path on your HD and import a preset. Click Ctrl/Cmd to select multiple presets to be imported.

Both 'Import' and 'Export' functions can be used to transfer your presets and share them across devices. Presets created with the desktop version can be used on iPad and vise versa.

Quick slots



Any of the 16 available slots can be used to store a sequence.

Click an empty slot to store the currently playing sequence into it.

Once the sequence is stored there, the slot's number will be displayed:



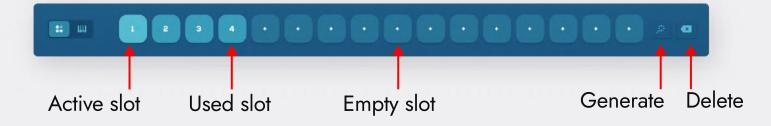
The active (currently playing) slot will be highlighted:

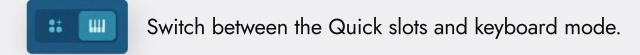


Use the magic button to automatically generate and store remixes of your sequence into all 16 slots.

All remixes will have the same settings and will use the same randomization algorithm. Switch between the Standard and Remix randomization algorithms to generate sequences accordingly.

Delete the entire group of remixes.





The keyboard mode associates all 16 slots to 16 keys:



While a key is pressed, all steps of the sequence will momentarily change. Once released, the sequence will return to its previous state.



For example, the screenshot below shows the playing pattern:

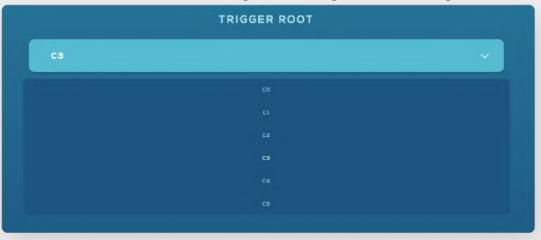


While pressing C3 (root note), the value of all steps in sequence will be 2:



By releasing C3, the sequence will return to its previous state. By pressing D3, the value of all steps in the sequence will be 3 and so on.

The root note can be changed through the Settings tab:



Settings

Click to enter the Settings tab.



Set the root note for the keyboard mode.



Activate/deactivate tooltips.



With the stand alone version, you can select the audio device and the MIDI Input.

MIDI Learn

The basic process of pairing a physical control to a Freezr parameter using MIDI Learn is extremely simple:

- · Right click any of its parameters and click 'Learn MIDI assignment'.
- · Then, move a slider or knob on your MIDI controller to associate it.

To remove a MIDI assignment, right-click a parameter that is already associated to a physical control and click 'Remove MIDI assignment'.

Routing

MIDI Routing allows you to associate a physical control to any of Freezr's parameters.

It is useful to control any of Freezr's sliders/buttons with a physical control. It also allows you to associate its 16 slots in the keyboard mode to your MIDI keyboard.

To do this, you will need to load Freezr into an Audio track. Then create a MIDI track and assign its MIDI Output to Freezr's Audio track.

Below is an example with Ableton Live, but the process is similar for all major DAWs:

