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SONIC MULTILATOR Upright Video Game Machines



“Style is whatever you want to do, if you can do it with confidence.” GEORGE CLINTON
The Crow Hill Company thanks you for your purchase. Designed by professional composers with you in mind.

We’re a small team and have worked hard to make everything as intuitive as possible. Our hope is this user manual can offer further help to best explain how to install and use our plugin.

In order to help you make music, your music, we have taken time to make this user manual to aid you in getting the best out of your purchase.

However, if you find yourself still stuck with any thing we have a great set of FAQ and videos at: thecrowhillcompany.com/faqs

ABOUT KEY FX

As with many development process, new discoveries are made and by-products are produced beyond the original scope of the project. In 2024 we released our first “Demon Drop” – Circuit Drums, an analogue electronic drum library which had many unique features. One of which was the ability to trigger FX live from the front panel or via your keyboard.

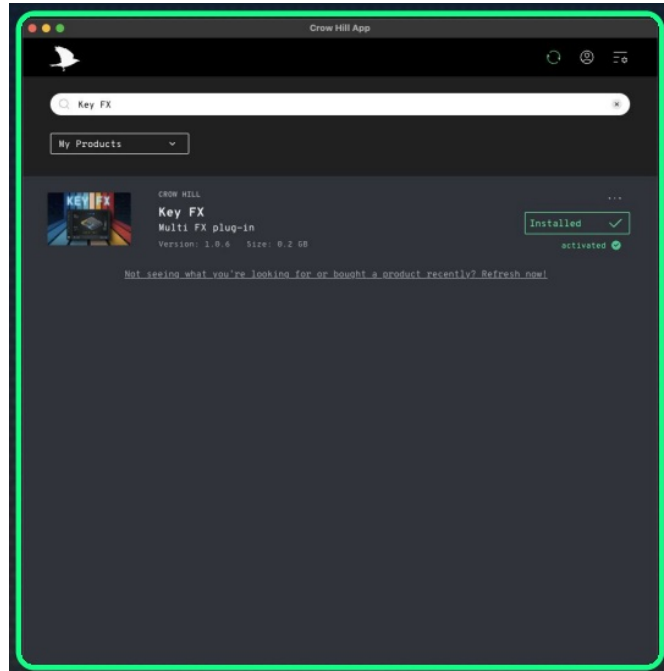
When developing Concussion Drums we refined this feature and felt it too good to simply be confined to our drum libraries, indeed just our own libraries! So we have “broken out” this feature into its own dedicated plugin. You will be able to use this on any Software Instrument or Audio Track you desire to distort, mutate and mangle on the fly as part of a performance. No automation tracks required!

Key FX is an unusual audio-plugin as it not only modulates sound but it does this according to a MIDI input. Whether that be an external device or indeed from your internal sequencer / piano roll.

Whilst standard audio-plugins tend to behave the same between DAWs (i.e.insert into track or auxiliary and boom you’re away) these hybrid audio/MIDI plugins vary operationally between DAWs.

Right, let’s mutate some sounds, bring our old dusty virtual instruments to life and massively annoy the neighbours.

DOWNLOAD AND INSTALLATION



Installation of Crow Hill products couldn’t be easier courtesy of our dedicated installer app•

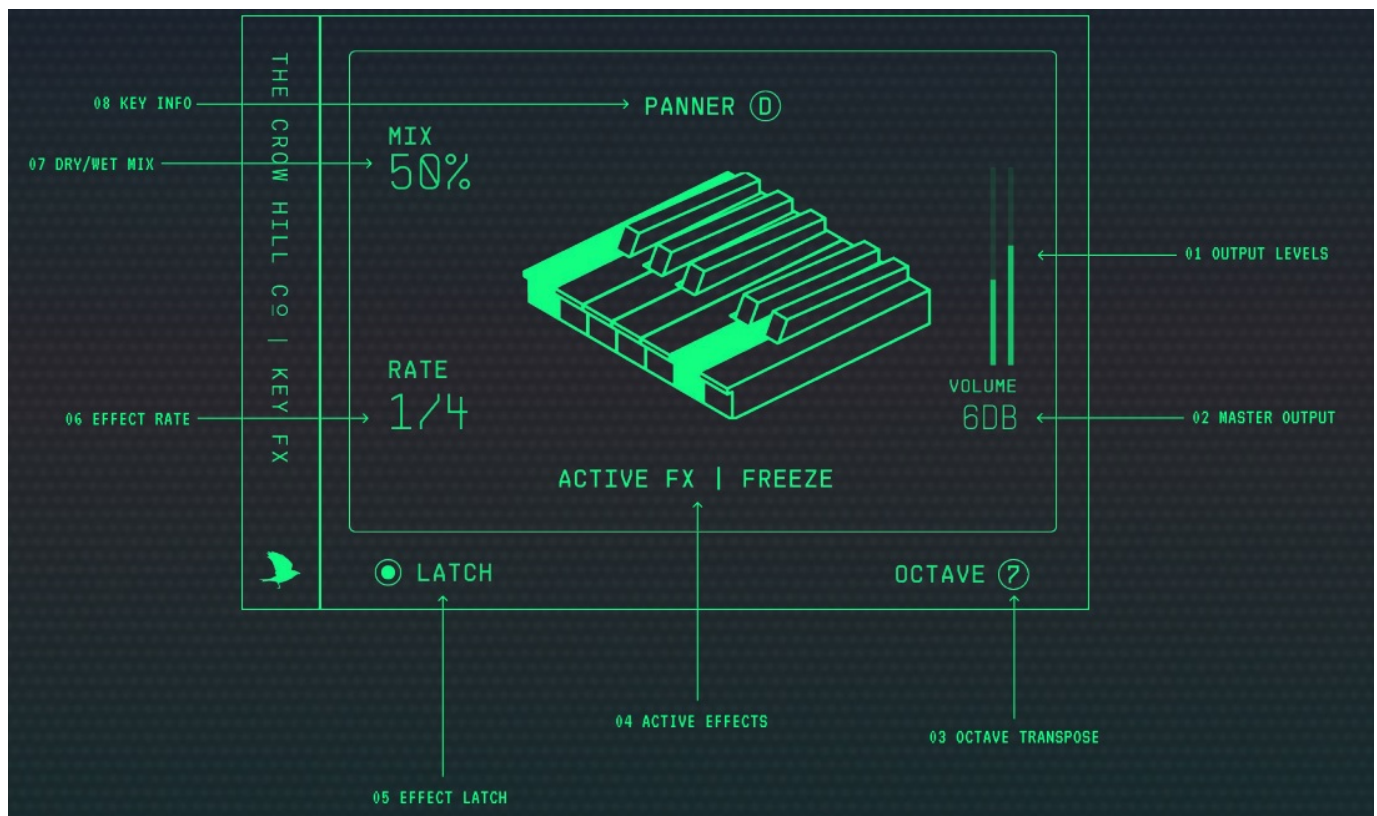
Make sure you have this downloaded as you will require this to install Glass Strings. We’ve also prepared a simple overview of how the app works but also a suite of quick installation guides specific to your choice of DAW.

Everything you'll need is located here:

thecrowhillcompany.com/crow-hill-app

OPERATION

Key FX is a multi FX plugin with a difference. Instead of inserting, setting and forgetting, KeyFX is designed for you to trigger the effects in realtime via MIDI. Like any MIDI note event these can be played in live via any controller keyboard then adjusted, quantised, transposed (to select a different effect say) in your piano roll. There are 12 effects (spread over one octave) to play, many of which will sync to your host tempo. Effects can be “played” as single hits or polyphonically stacked. Key Effects can be used on any audio or software instrument track with your MIDI notes being transferrable between tracks without the faff of editing and copying automation data.



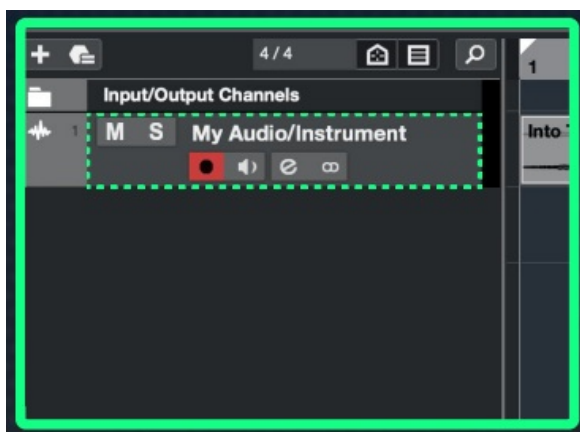
1. OUTPUT LEVELS – Metering so you can wonder why you can see the signal but can't hear it.
2. MASTER OUTPUT – Gain stage to boost / trim output level to your track mixer.
3. OCTAVE TRANSPOSE – Select which octave you want your trigger FX keyswitches to sit.
4. ACTIVE EFFECTS – Effect currently being triggered

5. EFFECT LATCH – Turns your keys into switches, hit once to latch on and again to latch off.
6. EFFECT RATE – For tempo-synced effects (tap delay, beat repeat, stutter, filter) this will alter the subdivision of the effect being triggered.
7. DRY/WET MIX – Adjust the mix of your original audio signal / virtual instrument signal vs the mutations manifested by KEYFX
8. KEY INFO – Instructs what effect sits on what key.

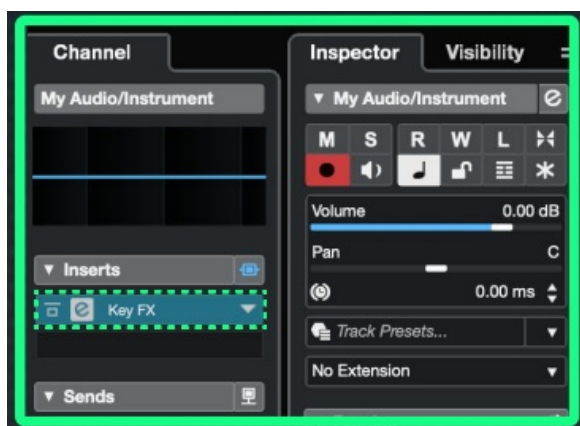
USING INSTRUCTION

USING WITH CUBASE

1. Create an Audio / Software Instrument Track



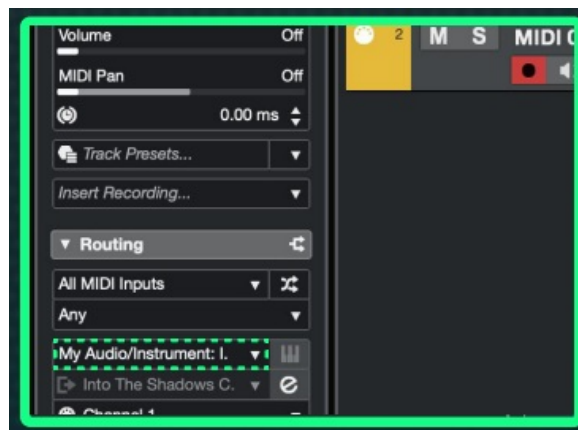
2. Insert KEY FX into the channel



3. Create a MIDI track



4. Assign MIDI routing OUT to your Audio Track



USING WITH PRO TOOLS

1. Create an Audio / Software Instrument Track



2. Insert KEY FX into the channel



3. Create a MIDI track

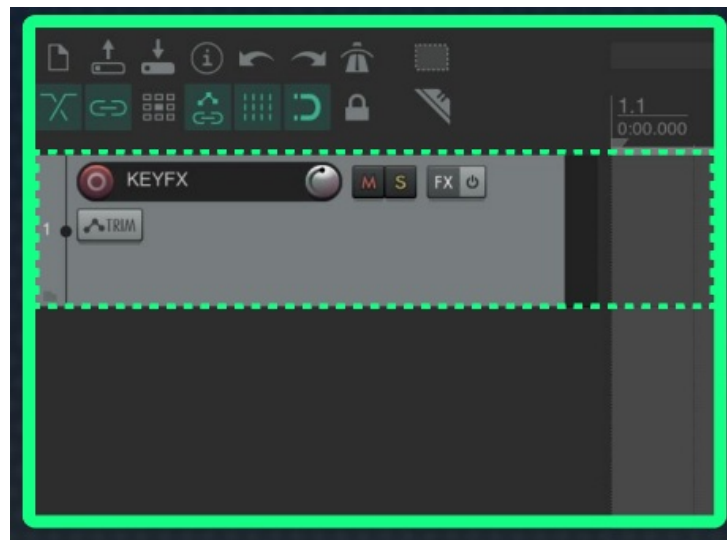


4. In MIDI OUT Dropdown assign to any channel in "KEY FX"

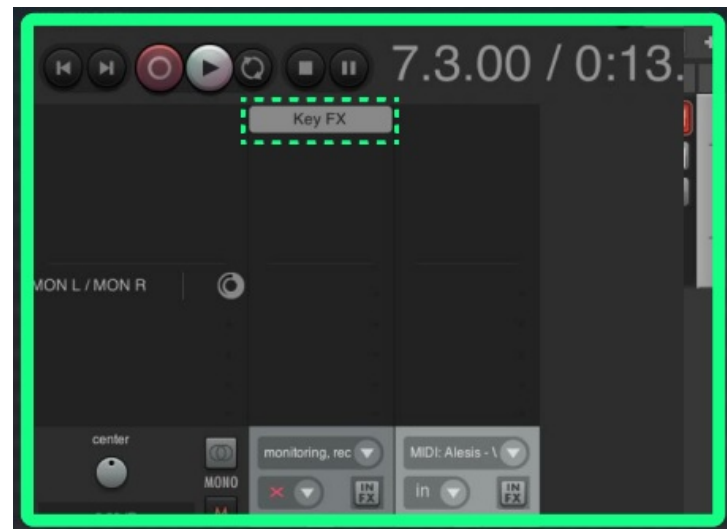


USING WITH REAPER

1. Create an Audio / Software Instrument Track



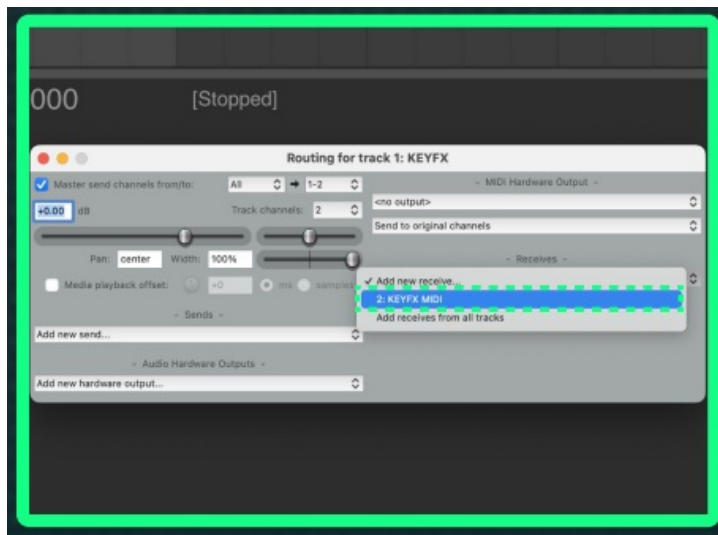
2. Insert KEY FX into the channel



3. Create a MIDI track

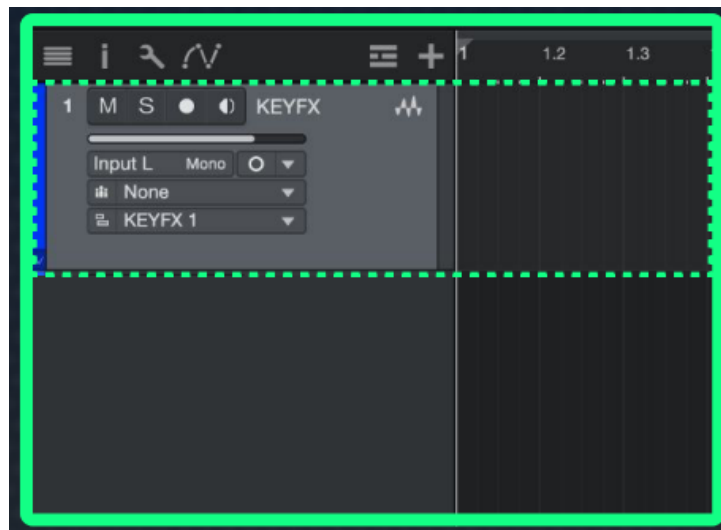


4. In MIDI Hardware OUT Dropdown assign to "KEY FX MIDI"

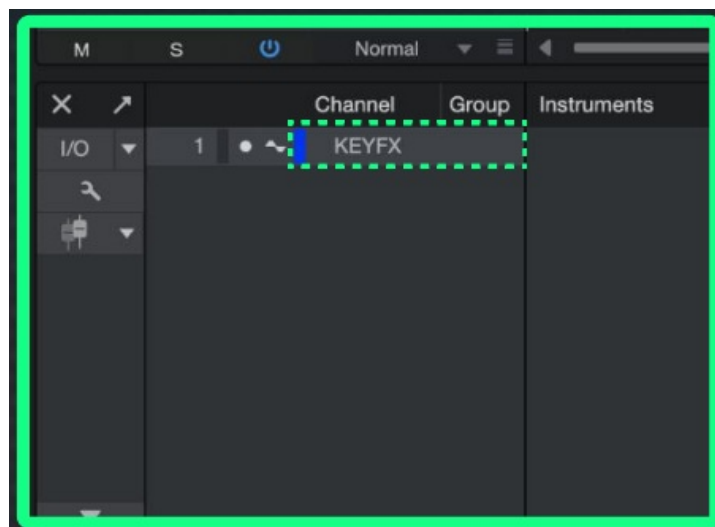


USING WITH STUDIO ONE

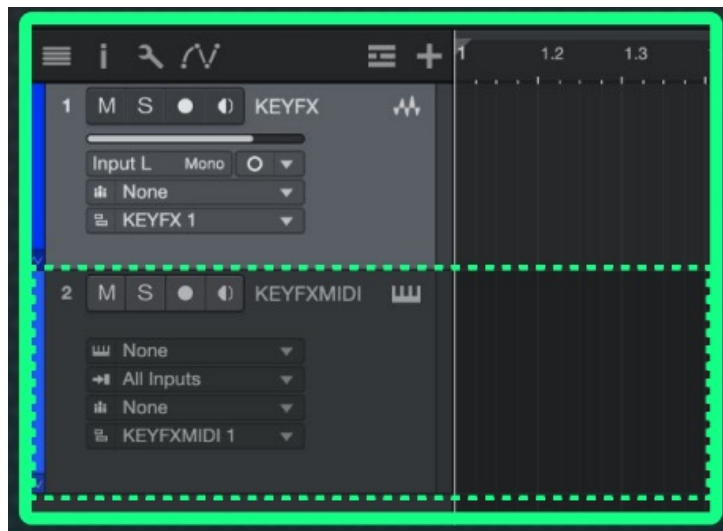
1. Create an Audio / Software Instrument Track (we've called the track KEYFX here)



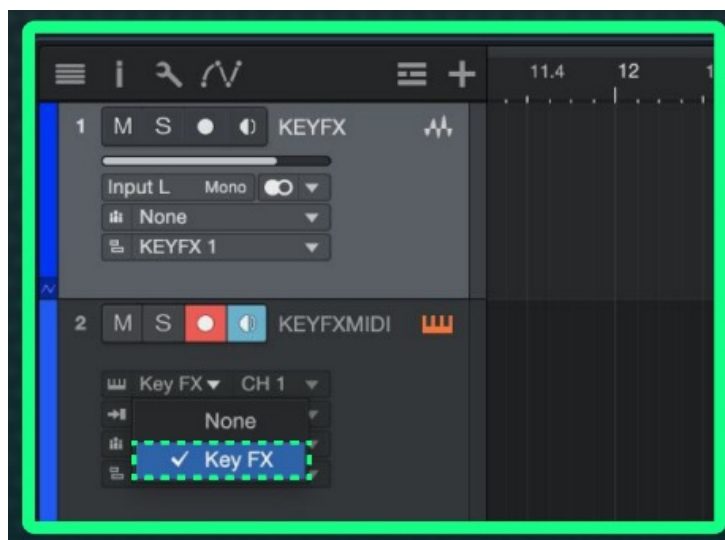
2. Insert KEY FX into the channel



3. Create a MIDI track



4. In MIDI OUT Dropdown assign to “KEY FX”



WITH LOGIC

1. Create a Software Instrument Track (we’ve called the track KEYFX here).



2. Insert KEY FX onto the track, found in “AU MIDI-CONTROLLED EFFECTS”



3. Create a secondary Software Instrument Track for your “Source” sound. You can mute this track if you wish. (we’ve called the track STRINGS here)



4. In Key FX, set the side chain of the plug- in to your “Source” track.



TROUBLESHOOTING

Help! My Plug-In’s interface is entirely blank.

Don’t worry. Looks can be deceiving, this means the plug-in is unable to locate the audio

(. blob) files.

Ensure your external drives are connected and restart your digital audio workstation (D.A.W).

Unable to locate your blob files, lost track of where you installed them, or had the misfortune of misplacing a drive? Simply re-run the installer to be up and running in no time.

We recommend frequent back-ups of your system, as well as archiving your instrument installer files to ensure a speedy recovery should it ever be needed.

How Do I Relocate My Instruments Audio Files?

The simplest way to relocate your instrument's audio files (blob) is to use the Crow Hill App. From there you can move files, uninstall, reinstall and update all of your Crow Hill instruments & effects.

CREDITS

KEYFX wouldn't be possible if it wasn't for the efforts of these amazing, talented and generous individuals.

Development:Calum Minuti-Gould

Tech Stack: Stephen Tallamy

Packaging Design & User Manual:.... Christian Henson But most of all, to you for buying it. Without you we wouldn't get to play with such a wonderful train set.

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21. Contacting Us. If you have any questions, please contact us at www.thecrowhillcompany.com/faqs

Documents / Resources



[SONIC MULTILATOR Upright Video Game Machines \[pdf\]](#) User Manual
Upright Video Game Machines, Video Game Machines, Game Machines,
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References

- [User Manual](#)

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