NNAUD.IO

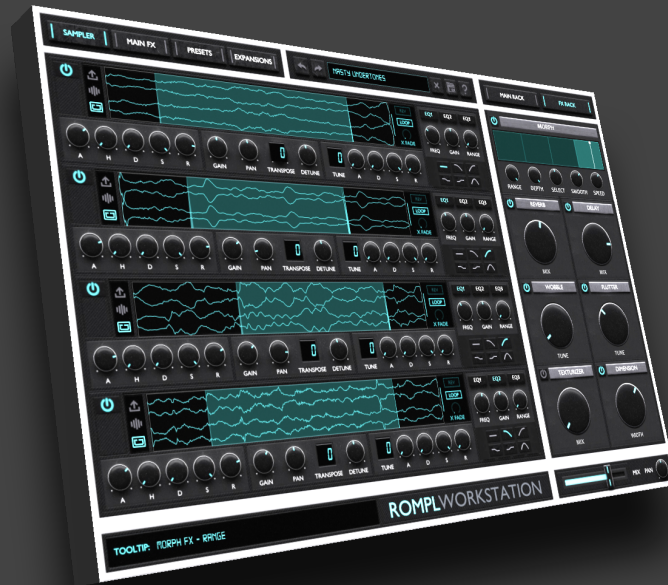# ROMPL WORKSTATION MANUAL

Watch Demo Video | Watch Walkthrough Video

Have you downloaded all your files?

Please ensure you have **_DOWNLOADED ALL FILES_** associated with your Plugin **_BEFORE BEGINNING INSTALL PROCESS._** This includes the _Plugin Installer, Sample Archive, Manual & anything else you can download._

Follow the steps below

Run Your Installer

Double-Click your installer file to initiate your installation. Once running, follow the prompted instructions to install your files.

Files included for your OS:
MAC: *VST3 & AU*
WIN: *VST3*

Files will be installed to the locations below:

MAC:
AU: *Macintosh HD:\Library\Audio\Plug-Ins\Components*
VST3: *Macintosh HD:\Library\Audio\Plug-Ins\VST3*

WINDOWS:
VST3: *C:\Program Files\Common Files\VST3*

Note: You can relocate any of these files after installation

Download & Unzip Your Samples Archive

To keep your plugin size small and minimize CPU usage, your Samples Archive is included separately. Download & Unzip this file to a location of your choosing. Please remember where you put it as you will need to direct the plugin to this folder.

Open Your DAW & Load the Instrument

Open your DAW and scan for new Plugins. Once your new Plugin is visible, create a new MIDI track and insert the Plugin.

Load Your Samples

Once you open the Plugin, it will immediately ask you to provide the necessary samples for the instrument.

Your screen will read:

Choose Sample Folder

● Click the "Choose Sample Folder" button (it will ask Have you installed the samples yet, Click "OK" to continue)

● Navigate to the Samples Archive folder you downloaded previously

● Select the Samples Archive folder (contains ".ch1" or ".wav" sample files)

● Close the Plugin & open a new instance (even if it ask for the sample folder again)

You are now ready to create some tunes!

NOTE: If you relocate the extracted samples folder, you will have to redirect the Plugin to the folder again. Simply click the "Change Sample Folder Location" button in the settings popup panel.

Troubleshooting

Sample Installation Error

Go to the folder that contains the *configuration files* for the sample library and delete all the files it contains. Then, reopen the sample library and everything should be just as it was before you extracted the samples.

The configuration files were created when you installed the software. The location of these files varies between operating systems.

MAC: */Library/User/Application Support/NNAudio/*
WIN: */Users/username/AppData/Roaming/NNAudio/*

NOTE: You may need to show your "Hidden Files" to view these folder locations.

Sample Folder Location

If at some point after installation you move the samples to a different location you will need to redirect the sample libraries search path.

You may be prompted to do this when you run the library after moving the samples or you can do it manually by clicking the FOLDER button near the Preset Bar navigation and clicking *Change Sample Folder Location*.

Need help? Contact us via our Website or support@nnaud.io

Plugin Walkthrough

Below will give you a quick rundown of the Plugin, its functions & practical use. You can also view the Demo & Walkthrough videos with links at the top of this manual for further information.

Samplers

Rompl has 4 Sampler Engines. These Samplers are Drag-And-Drop capable, allowing you the ability to load and play your own .wav sample audio files.
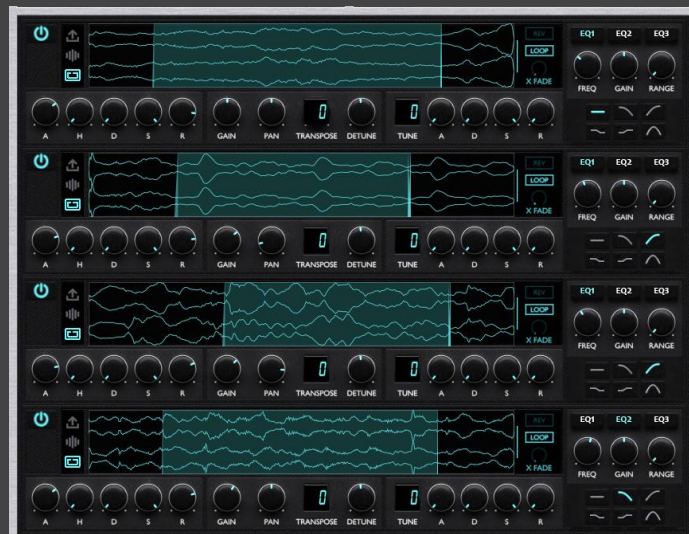
The samplers will recall your audio files from the path used when you loaded it. If you move this audio file, the sampler will not relocate the audio file automatically. It is best practice & recommended that you place any of your own audio files you plan to use into the *Rompl Workstation Sample Archive Folder.* You can create your own folder within this archive to save your own samples before loading them into the plugin.

Sampler View Window Buttons

These 3 buttons will determine which Sampler View Window you can see and edit.

Button #1 (Top - Arrow Icon): The "Load Your Own Audio" window. This is where you can Drag-And-Drop your own .wav files into the sampler.

Button #2 (Middle - Audio Spectrum Icon): The "Sample Range" window. Here you can edit the sample start and end points. Simply click and drag the points to move.

Button #3 (Bottom - Loop Icon): The "Loop Range" window. Here you can edit the loop start and end points. Simply click and drag the points to move.

Sample Editing

These 3 functions will manipulate the sample playback.
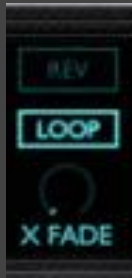
Button #1 (Top - REV Icon): The "Reverse" Function. This will play your audio back in Reverse mode.

Button #2 (Middle - LOOP Icon): The "Loop" Function. This will allow you to loop your sample. This must be enabled in order to edit the loop start & end points.

Button #3 (Bottom - X FADE Knob): The "Loop Crossfade" Knob. This function will crossfade the loop start/end times in order to achieve a seamless sound.

Sampler Controls

These 3 sections house the practical modules of your samplers.

Section 1: *AHDSR*	Section 2: *Transport*	Section 3: *Pitch*
Contains a Practical AHDSR Gain Module.	Contains Gain, Pan, Transpose & Detune Functions.	Contains Tuning & ADSR Functions for the samples Pitch.

Sampler EQs

Each sampler has 3 EQs/Bands. Simply select EQ 1-3, choose your Filter Type & adjust the parameters as needed.

Sampler Morph

The Morph Effect section allows you to uniquely blend between your 4 samplers. Although this classifies as an effect, it is important for the Sampler section as well.

Each BLUE SQUARE in the Morph Effect represents a Sampler. Sampler 1 Starts in the left BLUE SQUARE and we end with Sampler 4 in the right BLUE SQUARE. This means the Morph Effect plays through the Samplers IN ORDER. If you have multiple samples loaded but do not hear all the sounds you'd expect, it's most likely because you do not have the appropriate number of samplers selected in the Morph Effect. OR, you're playing the samplers out of order with the Morph Effect enabled. Turn off the Morph Effect to hear your layered sound normally.

Range: Sets the initial *Sampler Range* for the Effect.
Depth: Sets the depth of the Morph LFO.
Select: A *Fine Tuner* for the Sampler Range.
Smooth: Determines how smoothly the samplers blend.
Speed: Determines the speed/frequency of the LFO.

Main Rack

The Main Rack is a side-panel that has 4 useful modules to enhance the sound of your Samplers.

Sections 1 & 2: Oscillators

Here you will see 2 Oscillators to add a bit more depth to your sound. You can choose the Waveform type as well as minor changes like Gain, Pan, Transpose & Detune. With these 2 oscillators, you have 6 available sound engines at your disposal.

Section 3: Global AHDSR

Here is an AHDSR that controls the plugin overall. If all of your sounds have the same AHDSR values, you can use this instead of setting the values individually on each sampler.

Section 4: Global Multi-Band EQ

Here is an EQ loaded within a Draggable Filter Panel. Simply click to add an unlimited amount of nodes. Right click to find properties such as filter type, remove bands, show audio spectrum, etc.

Effects

Rompl has 8 effect modules (including the Morph effect). These can all be accessed in the MAIN FX panel except for the Morph effect.

Main FX

Here you will find 7 or your 8 effect modules.

Delay: Simple, Tempo-Synched, Delay Module

Reverb: Simple Reverb Module

Wet Filter: Wet Signal EQ

Wobble/Flutter: LoFi Wobble & Flutter

Dimension: Over 200% Dimensional Emulation

Texturizer: Special Sampler for Textured Sounds & Elements.

Texturizer

All of the Main FX are fairly self explanatory except for the Texturizer. Here, you can transform any Sample, Loop or Sound into a playable texture with a key matching your instrument.

The Texturizer is just like another Sampler. You must load your .wav audio file into the Texturizer where you can then manipulate the Reverse, Loop & Crossfade like a regular Sampler. However, the main control modules beneath the audio waveform are much different.

You will find practical parameters like Gain, Pan, High-Pass & Lo-Pass Filters. The next 4 sections are the Bells that give your sample a playable key. They do this by increasing the volume in different places across the audio spectrum. The default key is C but you can change that with the digital transposition parameter to the left of the main texturizer controls.

Gain: Increase the volume of the selected Bell/Key.
Bell: Adjust the Bell/Q of the selected frequency.

FX Rack

The FX Rack is a Quick FX Management Panel that allows you to quickly design your sound. Each knob (except for the Morph Effect) is a child knob to the latter within the Main FX panel.

Think of this as a quick way to get a feel for your audio with effects. Then, you can go into the Main FX Panel to fine tune and adjust all the FX parameters you need.

Adding Expansion Packs

If you have additional Expansion Packs you'd like to add to the plugin, it's a quick and easy process.

1. Open the plugin within your DAW
2. Go to the *Presets* panel
3. In the top-left corner, click the MORE button
4. Select "Show Preset Folder"
5. Open The "User Presets" folder
6. Copy & Paste your Expansion Pack into the "User Presets" folder
7. Close the plugin & open a new instance

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You can learn more about the GPL here: https://www.gnu.org/licenses/gpl-3.0.en.html

Help & Contact

If you have any issues, comments or concerns, please contact me via NNAudio Support System.