

# TRIAZ

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## Getting Started

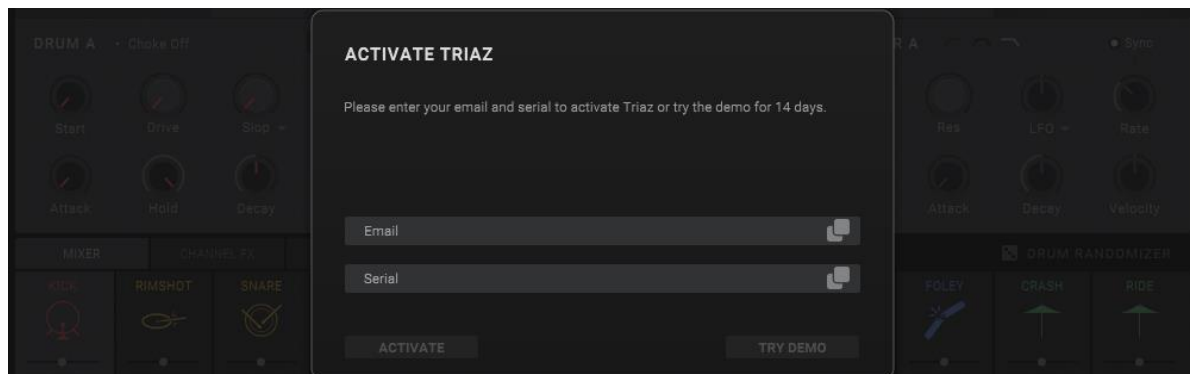
To get up and running, please follow the installation and activation steps below:

### Step 1: Plugin Installation

Triaz includes two separate installers. One for the Plugin itself, and one for the Content (samples and presets). It's important to run both installers to gain access to the 15,000 included samples and 700+ presets:

1. Download Triaz from your account page on our website if you haven't already done so (you can choose between the macOS or Windows version).
2. Extract the Triaz Zip file. You will now see folders for both the Plugin Installer and Triaz Content Installer.
3. Run the Triaz Plugin Installer first.
4. Run the Triaz Content Installer after and choose an appropriate location to place the 4GB content file.
5. Done, you can now open your DAW, load Triaz, and move onto step 2 below.

### Step 2: Activation



Authorising Triaz requires an active internet connection. After your serial has been successfully entered you will no longer need an active internet connection to use the plugin:

1. Open an instance of Triaz in your DAW.
2. An authorization screen will now appear.
3. Enter your email address and serial number (your Triaz serial number is available in the 'Downloads' section of your account on our website).
4. Press the 'Activate' button.
5. Done, you are now authorized and can start making killer beats!

Full licenses allow you to install your plugin on up to 5 machines simultaneously.

## Welcome to Triaz

Thank you for purchasing Triaz, our innovative drum engine designed for unparalleled beat creation.

With lightning-fast polyrhythmic sequencing, advanced drum layering, dynamic mixing tools, and intelligent randomization, Triaz redefines the art of drum production.

Experience beat making like never before with per-step parameter modulation. Dive deep into a vast sonic landscape with 700+ presets and 15,000 meticulously designed drums.

Effortlessly import and organize your own samples and export your creations via audio and MIDI at the speed of inspiration.

Triaz is a native AU, VST3, and AAX plugin for macOS and Windows.



## Introduction

Here you'll find documentation for everything needed to get started with Triaz.

Triaz features two main pages ([Sound Page](#) and [Sequencer Page](#)), along with graphically dynamic subpages on each for [Sound Browser](#), [Preset Browser](#), [Drum Layers](#), [Drum Randomization](#), [Mixer](#), Effects, [Mapping](#), [Motion Sequencing](#), [Export](#) and more.

These pages are the core of Triaz's powerful engine - They host intuitive controls, parameters, and functions for browsing, layering, effecting, creatively sequencing, and exporting drums to your DAW.

You'll find a detailed overview of each instrument page / section overleaf:

## Sound Page - Overview



Triaz: Sound Page

Clicking the **Sound** navigation button takes you to Triaz's Sound Page, where you can layer, design, effect and mix your beats.

**SOUND**

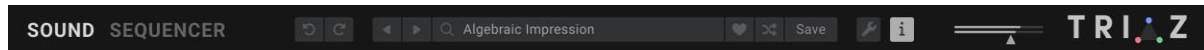
The Sound Page is the heart of Triaz's powerful editing and sound sculpting engine. It allows you to deeply edit, sculpt and mix each of the 12 Drum Channels and their 3 Drum Layers independently.

It features the following areas which we will discuss in detail overleaf:

- [Instrument Header](#)
- [Drum Channel Selector](#)
- [Drum Layers](#)
- [Sound Browser](#)
- [Sound Design Parameters](#)
- [Channel Effects](#)
- [Send Effects](#)
- [Master Effects](#)
- [Drum Randomizer](#)
- [Mixer](#)
- [Host Sync](#)
- [Audio & MIDI Export](#)
- [Track Sequencer](#)



# 1. Sound Page - Instrument Header



*Triaz: Instrument Header*

The Instrument Header section is one of two global sections (alongside the Track Sequencer, Export and Transport controls at the bottom) that are always visible on every page within Triaz.

**Sound Button** - Clicking this navigation button takes you to Triaz's Sound Page, where you can layer, design, effect and mix your beats.

**Sequencer Button** - Clicking this navigation button takes you to Triaz's Sequencer Page, where you can sequence Drum Patterns and Parameters. [See Sequencer Page section.](#)

**Undo** - Use this control to Undo (Reverse) your recent actions. This is useful if you make a mistake and want to revert to a previous state.



**Redo** - Use this control to Redo any actions that have been Undone. Useful if you have pressed Undo but then want to revert them back again.



**Preset Browser** - Clicking the Preset name Header opens the [Preset Browser](#). Here you can browse, preview and load Factory and User Presets. The Header also displays the name of the currently loaded Preset.



**Next / Previous Preset** - Clicking the Next / Previous Preset arrows lets you cycle through and load Presets from the Preset Browser without the need to open it.



**Favorite Presets** - Click the Heart icon to Favorite any preset. You can browse and manage your Favorites from within the Preset Browser.



**Preset Shuffle** - Clicking the Shuffle icon randomizes the currently selected Preset.




Any tags / genres currently selected in the Preset Browser will be adhered to when using Shuffle. For example, selecting the 'Hip Hop' genre tag in the Preset Browser and then clicking Preset Shuffle will randomize through only Hip-Hop genre tagged presets. Likewise, if no tags are selected, it will randomize through all presets and genres.


**Save Preset** - Click the Save button to save your preset.




Once pressed, a Modal Popup will appear asking you to give your preset a name.

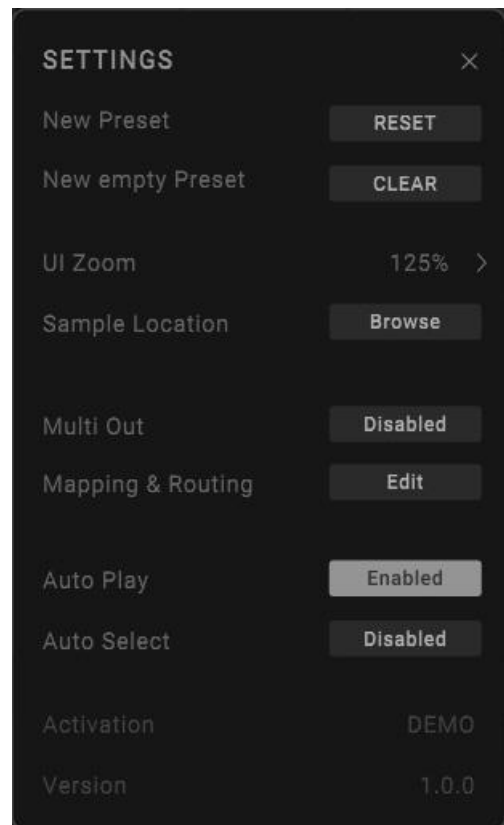
You can't destructively save over Factory presets. Saving over Factory preset will instead save the preset to the **User Presets** area of the Preset Browser

**Help Guide / Tooltips** - Pressing the Info 'i' button in the Instrument Header enables an interactive Help Guide. Once engaged, the 'i' button will turn white and hovering over any control within Triaz will now reveal a detailed description of that control or function. 

**Master Output Volume** - The Master Output Volume slider sets the overall Output Volume of the instrument. This slider is the very last control in the signal chain, post the Maximizer / Limiter section. 

**Settings & Mapping Menu** – Clicking the Wrench icon reveals Triaz's Settings & Mapping menu. Here you will find: 

- **New Preset** - Clicking Reset will create an initialized preset with samples already loaded for all channels.
- **New Empty Preset** - Clicking Clear will create a totally empty initialized preset with no samples preloaded. This option is great if you plan to make beats from scratch using your own samples.
- **UI Zoom** - Here you can resize the UI and set the interface zoom between 85% and 200%. Optionally you can drag the bottom right corner of Triaz's interface to achieve the same result.
- **Sample Location** - Triaz's included sample content (15,000 samples and 700+ presets) is located at wherever you choose to install it when running the Triaz Content Installer when first installing Triaz. You are able to move your Triaz Sample content folder to a different location if you would like to and clicking the 'Sample Location' button on the Settings Menu lets you point and link to that new folder location after moving it.
- **Multi Out** - Enables / Disables Multi Out mode. Once enabled, each of Triaz's 12 Drum Channels (as well as Reverb A, B and Delay) can be sent via individual outputs to their own separate track within your DAW's mixer. After enabling Multi Out you must use the [Mapping and Routing](#) page to set which output each Drum is routed to. **Note:** Different DAWs handle Multi Out channels in different ways. Please check your DAW manual if unsure how to set up Multi Out channels in your DAWs mixer.
- **Mapping & Routing** - Clicking this button opens the Mapping & Routing page in the top half of the interface. Here you can assign each drum to a different MIDI note,



choose output channels for each drum when using Multi Out mode and more. Please see [Mapping & Routing](#) for a detailed description.

- **Auto Play** - When enabled, selecting a Drum Channel will also preview the sound of the Drum.
- **Auto Select** - When enabled, triggering a Drum Channel via MIDI will automatically select that Drum Channel for editing.

## 2. Sound Page - Drum Channel Selector



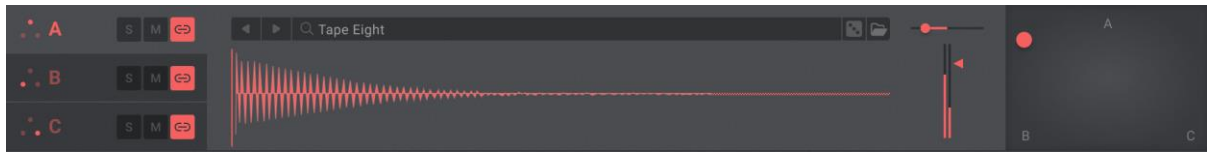
*Triaz: Drum Channel Selector.*

Clicking any of the 12 Drum Buttons will select the corresponding Drum Channel for Editing and Browsing. The currently selected Drum Channel is indicated by a solid-colored box behind the Drum Name. Once selected, all Drum Controls and the Browser (if open) will now correlate to this selected Drum Channel.

When Auto Play is enabled (located in the Settings & Mapping menu), selecting a Drum Channel will also preview the sound of the Drum.

**Tip:** You can also select Drum Channels by clicking the Drum Name / Icon at the top of any Mixer Channel.

### 3. Sound Page - Drum layers



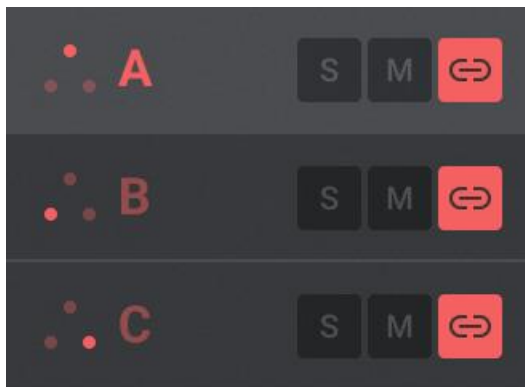
*Triaz: Drum Layers*

Each Drum Channel in Triaz consists of 3 independent Drum layers (A, B, and C). These 3 Layers are accessed by clicking the **A**, **B** or **C** tabs.

Any sound can be loaded into any Layer, allowing you to use the XY Pad to the right to easily blend and design unique new drum sounds. When a Layer is selected, its tab will highlight light grey to indicate that you are currently editing this Layer.

Loading sounds from the [Sound Browser](#) will load them into the currently selected Layer of the currently selected Drum Channel.

If Layer Linking is turned Off, the Drum, Pitch and Filter controls in the [Sound Design Parameters](#) section below will be unique to each Drum Layer. I.e. each individual Layer will have its own set of sound design controls.



*Triaz: Drum Layer Tabs*

#### Soloing Layers

The **S** button is used to Solo Layer A, B and C independently. The Solo button will highlight in color once clicked, indicating that the Layer is now soloed.



#### Muting Layers

The **M** button is used to Mute Layer A, B and C independently. The Mute button will highlight in color once clicked, indicating that the Layer is now Muted.



## Linking Layers

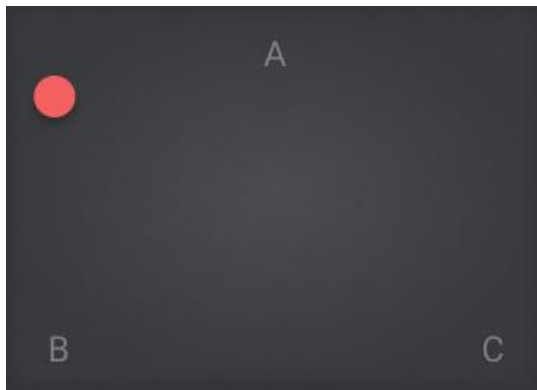


Clicking any of the Link icons will immediately link the Drum, Pitch and Filter parameters across all 3 Drum Layers. All 3 Link icons will highlight in color once clicked, indicating that the Layers are now Linked.

When linked, the Drum, Pitch, and Filter parameters in the Sound Design Parameters section below will affect all 3 Layers together. For example, turning the Filter Cutoff knob on any of the 3 Layers will apply the same value to the other 2 Layers.

When unlinked, the Drum, Pitch and Filter controls below are decoupled and completely unique to each Drum Layer, meaning each individual Layer now has its own set of powerful sound design controls.

## Blending Layers with the XY Pad



*Triaz: XY Pad*

The **XY Pad** to the right of the interface allows you to intuitively blend the volume between all 3 Drum Layers of the selected Drum Channel.

The current blend position in relation to each Drum layer (Layer A, Layer B, Layer C) is displayed by the colored dot. Clicking anywhere in XY Pad area, or simply dragging the dot will alter the mix relationship between all 3 Layers. This allows you to blend the volumes of all 3 Layers visually and quickly.

**Tip:** Like most controls in Triaz, Both the X and Y axis of the XY Pad can be modulated using the Motion Sequencer by right clicking the XY Pad. See [Motion Sequencing](#) for a detailed overview of Triaz's Motion and Parameter sequencing capabilities.

**Layer Pan** - Pan Layers A, B and C individually using the Layer Pan sliders.

**Layer Volume** - Make fine adjustments to the volume of Layer A, B, and C individually using the Layer Volume faders.

**Tip:** This is very useful when you have created a nice blend using the XY Pad but want to make very fine volume adjustments to one or more of the Layers.



## 4. Sound Page - Sound Browser



*Triaz: Sound Browser*

Explore Triaz's extensive sample collection with the integrated Sound Browser. Efficiently browse, filter and search 15,000 expertly crafted drums, or easily import your own.

A smart tagging system lets you filter and find the exact drum sound and aesthetic you are seeking.

Easily mark sounds as a favorites for convenient future access, use the preview mode to preview sounds before loading them, and browse official Wave Alchemy Triaz Sound Expansions (coming soon...).

### Navigating the Sound Browser



Clicking the Sample Navigation Header or Sample Name opens the Sound Browser. Here you can browse, preview and load Factory and User Samples.

The Header also displays the name of the currently loaded sample for the respective Drum Layer.

**Next / Previous Sample** - Clicking the Next / Previous Sample arrows let you cycle through and load samples from the Sound Browser without the need to open it.



The sounds cycled are determined by the current Tag selected in the Sound Browser for the chosen Drum Layer. For example, clicking the Next / Previous arrows on a Drum layer loaded with a 'Snare Electronic' sound with the 'Heavy' Tag, will cycle through all the sounds in that category.

**Sample Randomizer** - Clicking the Dice icon randomizes the currently selected Drum Layer.



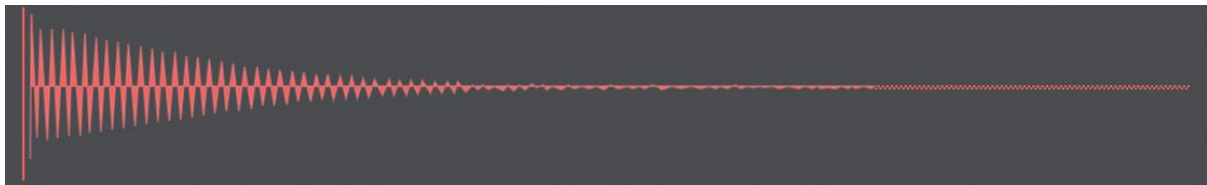
By default, sample randomization is determined by the current Tag selected in the Sound Browser for the chosen Drum Layer. For example, clicking the Dice icon on a Drum Layer loaded with a 'Snare Electronic' sound with the 'Heavy' Tag, will randomly choose similar sounds from that category.

This behavior can be changed by turning off **Similar Sounds** using the [Drum Randomizer](#), which is accessed by clicking the Drum Randomizer label in the center-right of the interface.

**File Browser** - Clicking the File Browser icon will launch your operating system's browser and let you load your own samples from your hard drive directly into the currently selected Layer. It mirrors the behavior of clicking the Sample Waveform as described below.



## Sample Waveform



*Triaz: Sample Waveform*

The Sample Waveform shows a visual representation of the sample that is currently loaded into the selected Drum Layer. The Drum Layer and Drum Channel Selector areas above are purposefully kept in view when the Sound Browser is open - this allows you to easily browse, preview and load sounds into any layer of any Drum Channel without ever having to exit the Sound Browser.

Clicking the Sample Waveform area will launch your operating system's browser and let you load your own samples from your hard drive directly into the currently selected Layer.

Optionally, you can drag and drop sounds directly from your DAW or computer onto the waveform area to load them into the currently selected Layer.

**Tip:** When using any of the envelope controls below (Attack, Hold, Release), you will see a visual representation of the envelope shape appear over the waveform.

## Searching samples in the Browser

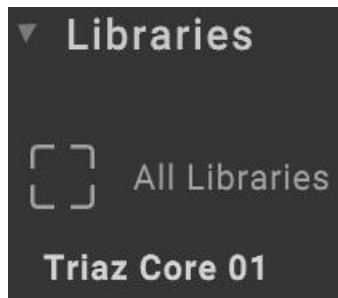


*Triaz: Sound Browser Search*

Search and filter Samples by entering text into the search field.

The results in the Samples List on the right of the page are filtered according to the terms entered in the Search field.

## Sound Browser Libraries



*Triaz: Sound Browser Libraries*

This area reveals Triaz's included Core Library, as well as any other official Triaz Drum Expansions you may have installed.

Clicking the Core Library button text lets you browse this Library, and all areas to the right of the Browser (Drum Types / Tags, and the Samples List) are now directly related to the Core Library of Drum Sounds.

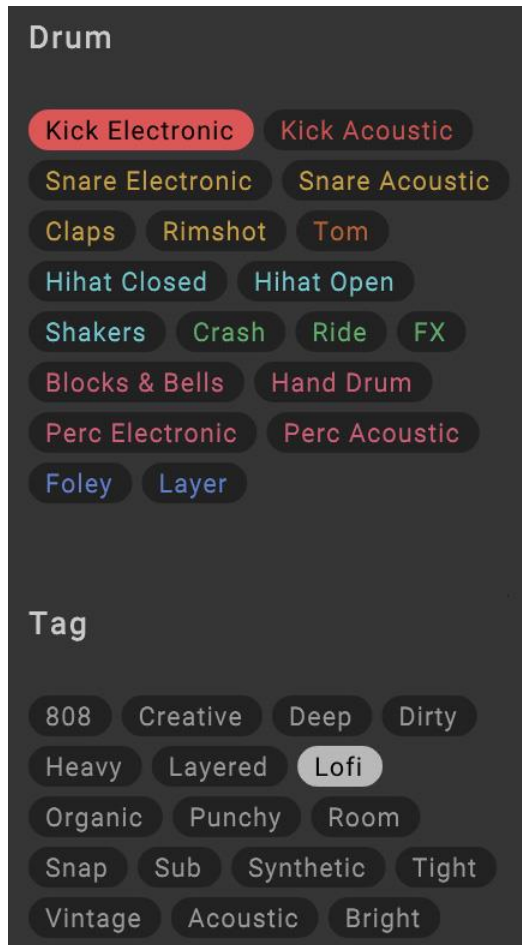
The included Core Library boasts 15,000 industry-leading drum samples, comprising modern electronic and acoustic drum sounds, world percussion, sound design tools, Foley, and much more.

The **All Libraries** button, if more than one Drum Expansion is installed, lets you browse multiple Libraries at once.

**Tip:** If you have several Drum Expansions installed, click the Disclosure Triangle icon to the left of the **Libraries** header to collapse the Libraries List.



## Filter samples using Drum Types and Tags



*Triaz: Sound Browser Drum Types & Tags*

Each Drum Sound in the Triaz Core Library has been carefully curated and tagged to give you an efficient browsing experience.

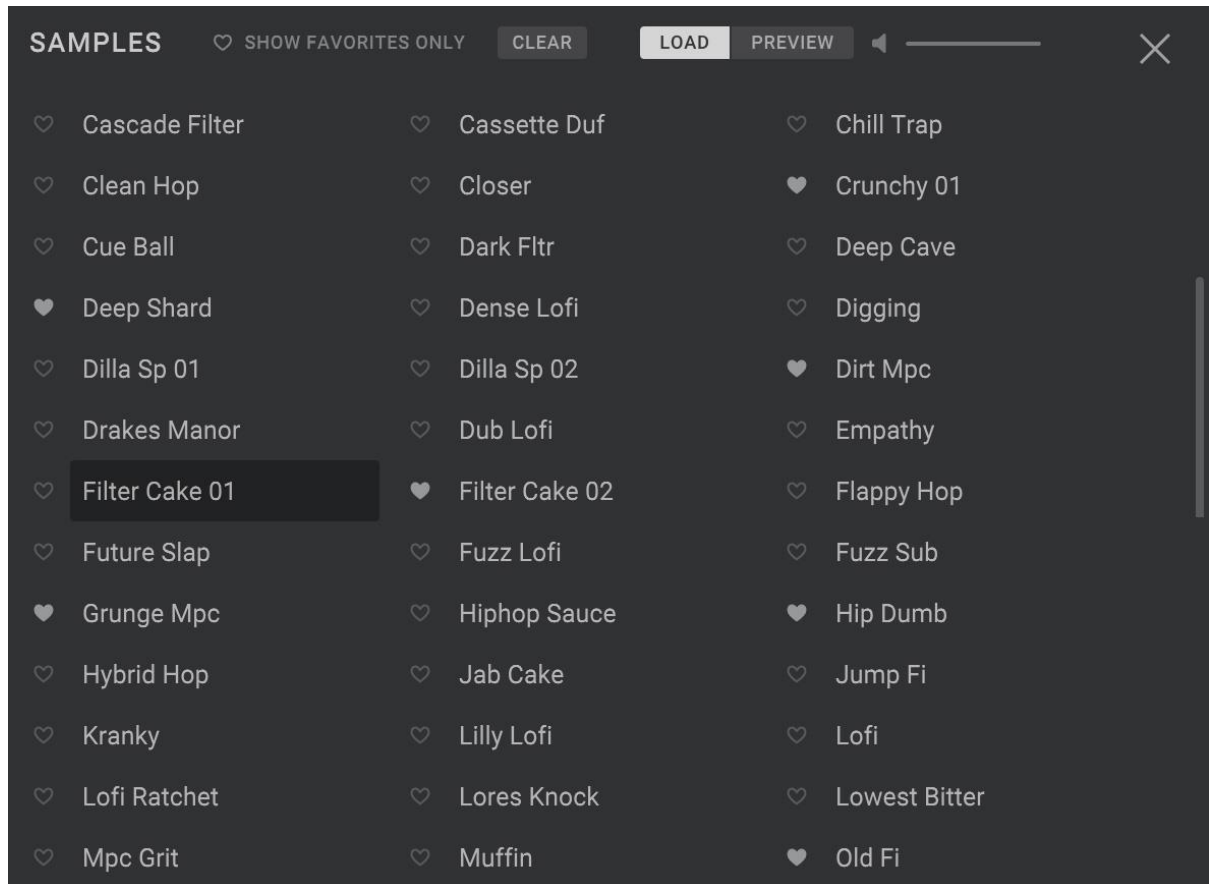
Samples are navigated by selecting Drum Types and Tags. The Core Library has 19 Drum Types, and each Drum Type has up to 16 Tags which are completely unique for each Drum. Tags are aesthetical choices that help you find the exact type of sound you are looking for.

You can CTRL+ Click any of these buttons to select multiple Types and Tags.

The Samples List on the right is populated based on the Drum Type and Tags selected in this column.

**Tip:** The [Sample Randomizer](#) will randomize the selected Drum Layer based on the Type and Tag you have selected. Disabling Similar Sounds in the [Drum Randomizer](#) will also randomize the Tag (but keep the Drum Type) us obtaining a more randomized result.

## Samples List



*Triaz: Sound Browser Samples List*

This area shows a list of the Drum Samples which can be Previewed and / or Loaded into the currently selected Drum layer.

The list of Samples displayed in this area is dependent on several factors:

1. Which Library or User Sample Pack you have selected in the **Libraries** column on the left.
2. Which Drum Type/s and Tag/s you have selected in the **Drum Types & Tags** Column.
3. Whether you have chosen to **Show Only Favorites** or not.

Click any Sample in the List to load it into the currently selected Drum Layer when in **Load** mode, or double click to load Samples when using **Preview** mode.

Click the **Heart** icon to the left of any Sample name to Favorite it.

**Tip:** You can use the up / down arrows on your keyboard to navigate through the Samples List. The scroll bar at the right can also be used if more than 39 Samples are displayed in the List.

## Loading & Previewing Samples



*Triaz: Sound Browser Loading & Previewing*

The Load and Preview buttons set the way in which Loading and Previewing Samples from the Samples List is handled.

When **Load** mode is selected (highlighted white), Samples will immediately load into the currently selected Drum Layer when single-clicked from the Samples List.

When **Preview** mode is selected (highlighted white), Samples will preview but **not** Load when single-clicked from the Samples List. In this mode, single-click is used to Preview Samples, and double-click is used to Load them into the currently selected Drum layer. A volume slider to the right of the Preview button can be used to set the Preview Volume.

### Show Favorites Only

Clicking this button will only show Samples in the Samples List that you have previously favorited. You can favorite any sample by clicking the Heart icon to the left of any Sample name within the Samples List.

If you have Favorited Samples but no Samples show in the Samples List, deselect any selected Drum Types and Tags.

If no Samples have been favorited, the Samples List will be empty when using this feature.

### Clear Favorites

Clicking the **Clear** button will clear all the Samples that you have previously favorited from the Favorites List. A modal popup will appear asking you to Confirm / Cancel this action.

## Importing your own samples

There are several ways to use your own samples within Triaz. Directly load sounds into Drum Channels / Layers from your computer / DAW via file browser or drag-and-drop. or import entire sample packs directly into Triaz's Sound Browser.

### Loading samples onto Drum Channels / Layers



*Triaz: Importing Samples Drag & Drop*

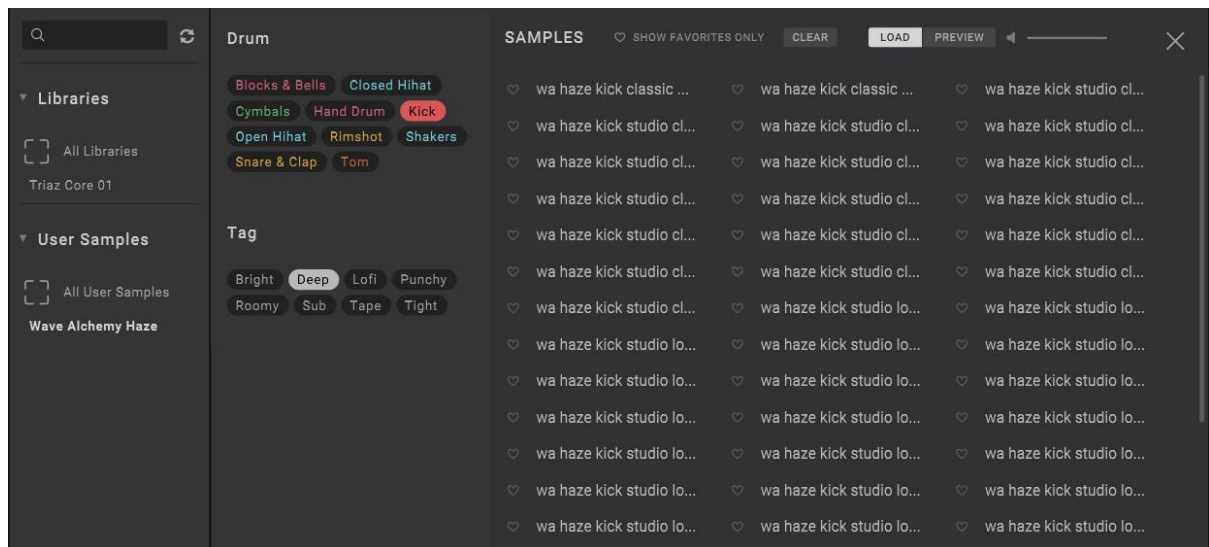
Simply drag-and-drop sounds from your DAW or computer to the Sample Waveform area on any Drum Channel to load it into the selected Layer.

Alternatively, click the Sample Waveform area or File Browser icon in the Sample Navigation Header to launch your operating system's browser and load your own samples from disk directly into the currently selected Layer.



You can also drag-and-drop sounds from your DAW or computer to the icons at the top of any Mixer Channel to load sounds into Layer A of the respective Drum Channel. When dragging any sounds onto the interface you will see clear visual feedback showing you where you can drop them to load them.

## Importing entire sample packs into the Sound Browser



*Triaz: Importing Sample Packs into the Sound Browser*

A more powerful way of using your own samples within Triaz is to import them directly into the Sound Browser, where you'll be able to search, filter, preview and load them in the same way as the Core Library.

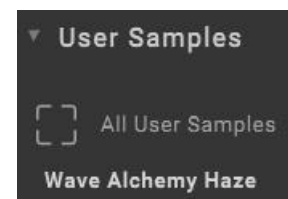
Entire 3rd Party and User Sample Packs can easily be added to Triaz's Sound Browser by dragging your Sample Pack folders into the "**Triaz / User Samples**" Folder on your Hard Drive. This folder can be found at the location you chose when installing the Triaz Content.

Imported Sample Packs will show up in the User Samples section of the Sound Browser on the left.

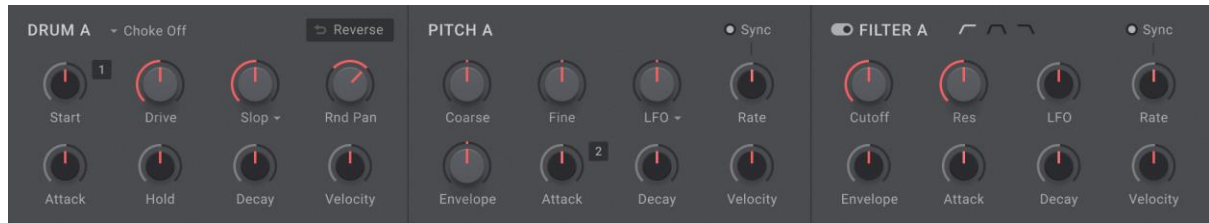
The **Refresh** icon next to the Search Field above can be pressed to Refresh and update the Browser after adding User Samples.

Triaz will automatically organize and tag the imported Sample Packs using the first 2 Folder Levels of the Sample Packs' Folder Structure. This means the Drum and Tag buttons on the Drum Tag column to the right will populate with these folder names automatically. You can also use this structure to perfectly tag your own samples for use within Triaz's Browser.

**Example:** Importing Wave Alchemy's own 'Synth Drums' Sample Pack would automatically show the **Drum Type** buttons to the right as **Kick, Snare, Clap** etc, and the **Drum Tag** buttons as **Classic, Deep, Heavy** etc.



## 5. Sound Page - Sound Design Parameters



*Triaz: Sound Design Parameters*

Tweak your beat to perfection with Triaz's extensive sound design parameters.

Get creative with multi-mode filters, envelopes, distortion, LFO's, modulation, reverse, random panning, start position, and more. All available per layer.

Take modulation to new heights with parameter sequencing. Right-click any control to assign and modulate it with the Motion Sequencer in sync with your beat.

The Sound Design parameters are located in the center section of Triaz's Sound Page and dynamically change to correspond to the selected Drum Layer Tab (Layer A, B or C). This means that each of the 3 Drum Layers per Drum Channel has its **own unique set** of Sound Design parameters - allowing you to shape, edit, modulate, filter and mix each Drum Layer completely independently of one another.

The 3 Drum Layers can also easily be linked (default setting), allowing you to control each parameter across all 3 Drum Layers simultaneously. See [Linking Layers](#)

The Sound Design parameters are broken down into 3 main sections, Drum, Pitch, Filter. See overleaf for a detailed description of all Sound Design Parameters.

## Drum Parameters



*Triaz: Drum Parameters*

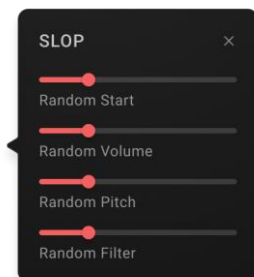
**Choke Group** - Allows you to select between 1 of 4 Choke Groups for the selected Drum Channel. Drum Channels that are assigned to the same Choke Group will automatically cancel (choke) the audio of all other Drums in the same Group. This is very useful for simulating a live drummer playing a closed and open hi-hat or emulating the behavior of vintage drum machines.

**Sample Start** - Sets the Initial Sample Start Time of the Drum Sound. Higher values will start playback of the sample much further into the waveform.

**Drive** - Applies musical saturation / harmonic distortion to the Drum Sound

**Slop** - Simulate the inherent fluctuations of analogue gear by subtly randomizing Sample Start Time, Volume, Pitch, and Filter Cutoff.

The Slop knob itself is a Macro control. Use the Disclosure Triangle icon next to the Slop Label to open the Slop Popup, where you can adjust the amount of Random Start, Random Volume, Random Pitch and Random Filter to be applied by the Slop knob.



**Random Pan** - Randomizes the Stereo Pan Position of the Drum Sound. When engaged, each drum hit will randomly pan to a different place within the stereo field, the intensity of which is determined by the position of the Random Pan knob.

**Amp Attack** - Sets the Amp Attack Time of the Drum Sound, from 0 milliseconds to 1.5 seconds.

**Amp Hold** - Sets the Amp Hold Time of the Drum Sound, from 0 milliseconds to 25 seconds.

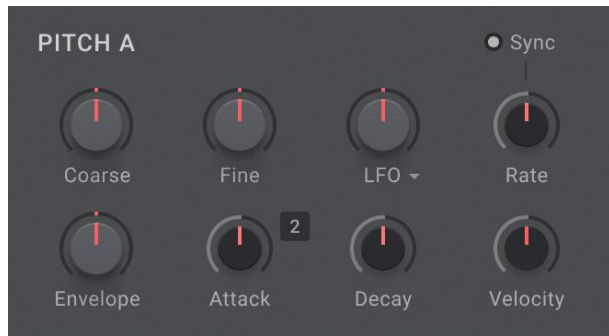
**Amp Decay** - Sets the Amp Decay Time of the Drum Sound, from 0 milliseconds to 25 seconds.

**Reverse** - Reverses the Playback of the Drum Sound. This is visually represented by the Waveform Display.

**Note Velocity** - Sets the influence that Velocity has on the Volume of the Drum Sound.

If you don't hear Velocity > Volume changes when sequencing patterns in the Sequencer or your DAW, it's because this knob is not turned up.

## Pitch Parameters



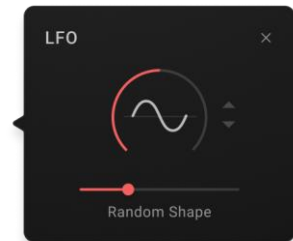
*Triaz: Pitch parameters*

**Coarse Tune** - Adjusts the Pitch of the Drum by +/- 12 Semitones.

**Fine Tune** - Adjusts the Pitch of the Drum by +/- 100 Cents.

**Pitch LFO Amount** - Sets the amount of modulation applied from the LFO to Tune.

Use the Disclosure Triangle icon next to the LFO Label to open the LFO Shape Popup. Here you can change and randomize the LFO shape.



**Pitch LFO Rate** - Sets the Rate / Speed of the LFO, with a range of between 0.01Hz and 10Hz.

**Pitch LFO Sync** - When the Sync button above the Rate knob is activated, the Rate control will give synchronized values between 1/1 and 1/64T. When the 'sync' button is disabled, the Rate control will run freely.

**Pitch Envelope Amount** - Adjusts the Modulation Intensity the Envelope has over Pitch.

**Pitch Attack** - Determines the time it takes for the sounds' pitch to reach its maximum value after it has been triggered.

**Pitch Decay** - Sets the time it takes for the sounds' pitch to rise or fall from its initial level to its target pitch after it has been triggered.

**Pitch Velocity** - Sets the influence that Velocity has on the Pitch of the Drum Sound.



## Filter Parameters



Triaz: Filter Parameters

**Filter On / Off** – The On / Off toggle switch allows you to fully bypass the Filter Section. Its corresponding knobs will turn 'Grey' to indicate that the section is turned off. Click the toggle button again to activate the Filter Section.



**Filter Style** - Sets the Filter Style for the corresponding Drum Sound. Selectable between High Pass, Low Pass and Band Pass Filters.



**Filter Cutoff** - Adjusts the Filter Cutoff Frequency of the corresponding Drum Sound.

**Filter Resonance** - Adjusts the Filter Cutoff Resonance of the corresponding Drum Sound.

**Pitch LFO Amount** - Sets the amount of modulation applied from the LFO to Filter Cutoff.

Use the Disclosure Triangle icon next to the LFO Label to open the LFO Shape Popup. Here you can change and randomize the LFO shape.



**Pitch LFO Rate** - Sets the Rate / Speed of the LFO, with a range of between 0.01Hz and 10Hz.

When the 'Sync' button above the knob is activated, the Rate control will give synchronized values between 1/1 and 1/64T. When the 'sync' button is disabled, the Rate control will run freely.

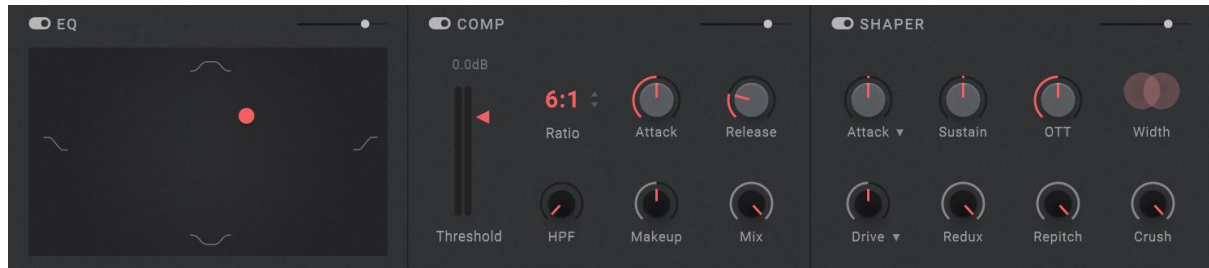
**Filter Envelope Amount** - Adjusts the Modulation Intensity the Envelope has over Filter Cutoff Frequency.

**Filter Attack** - Sets the Attack Time for the Filter Envelope.

**Filter Decay** - Sets the Decay Time for the Filter Envelope.

**Filter Velocity** - Sets the influence that Velocity has on the Filter Cutoff Frequency of the Drum Sound.

## 6. Sound Page - Channel Effects



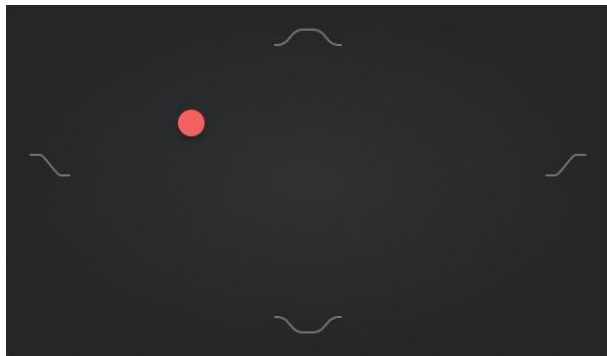
*Triaz: Sound Page Channel FX*

Clicking the **Channel FX** navigation button reveals the Channel Effects parameters in the bottom half of the interface.

CHANNEL FX

Each of the 12 Drum Channels has its own unique set of Channel Effects, and these simultaneously affect all 3 Layers of the currently selected Drum Channel.

### Tilt EQ



*Triaz: Tilt EQ*

The Channel FX Tilt EQ simplifies frequency sculpting by morphing between four visually represented EQ response curves. Move the Dot to left to boost the bass and cut the high frequencies, or right to boost the high frequencies and attenuate the low. Push up to boost the mids, or down to attenuate them.

**EQ On / Off** - The EQ On / Off toggle switch allows you to fully bypass the Tilt EQ section. The colored dot will turn 'Grey' to indicate that the section is turned off. Click the toggle button again to activate the EQ.



**EQ Output Slider** - Adjusts the Output Volume of the Tilt EQ between -18dB and +6dB.



## Compressor



*Triaz: Channel FX Compressor*

The Channel FX Compressor is a versatile mastering-grade analogue inspired compressor.

**Compressor On / Off** - The Compressor On / Off toggle switch allows you to fully bypass the Compressor section. Its controls will turn 'Grey' to indicate that the section is turned off. Click the toggle button again to activate the Compressor.



**Compressor Output Slider** - Adjusts the Output Volume of the Compressor between -18dB and +6dB.



**Compressor Threshold** - Adjusts the Compressor Threshold.

The vertical meter on the left shows the input signal into the compressor, and the vertical meter on the right shows any gain reduction.

A value is displayed above the Threshold to indicate the current gain reduction in dB.

**Compressor Ratio** - Adjusts the Compressor Ratio. The available Ratios are: 1.5:1 through to Infinite Ratio (hard limiting when Attack and Release are set to their fastest settings).

**Compressor Attack** - Adjusts the Compressor Attack Time, between 0ms and 50ms.

**Compressor Release** - Adjusts the Compressor Release Time, between 3ms and 1 second.

**Compressor Makeup Gain** - Adjusts the Compressor Makeup Gain. This gain is applied only to the compressed signal and not the dry signal.

**Compressor Mix** - Adjusts the Compressor Mix (Wet / Dry).

By default, this is set to 100%, meaning you hear the compressed (wet) signal only. Turning this knob down allows you to mix in some of the dry signal.

An example would be to heavily compress a sound, and then mix in a small amount of the wet signal to add character.

**Compressor High Pass Filter** - This controls the cutoff frequency for the High Pass Filter in the compressor's sidechain path.

This filter is not applied to the audible signal, it instead simply filters the signal that the Compressor listens and responds to.

This allows you to focus the compression on the mid and high-frequency content of the signal, while leaving the low-frequencies relatively untouched.

## Shaper



*Triaz: Channel FX Shaper*

Triaz's creative Shaper channel strip features a transient shaper, OTT maximiser, stereo widener, analog modelled saturation and an emulation of the iconic SP-1200 sampler's tuning, bit-crushing and sample rate reduction circuitry.

**Shaper On / Off** - The Shaper On / Off toggle switch allows you to fully bypass the Shaper section. Its controls will turn 'Grey' to indicate that the section is turned off. Click the toggle button again to activate the Shaper.



**Shaper Output Slider** - Adjusts the Output Volume of the Shaper section between -18dB and +6dB.



**Shaper Attack** - Adjusts the Transient Attack Time of the currently selected Drum Channel.

Use the Disclosure Triangle icon next to the Attack Label to open the Transient Shaper Menu. Here you can set the behavior of the Transient Shaper between Slow (default), Fast, and Aggressive. Slow sounds most natural, whilst Fast and Aggressive make the effect respond very quickly and snappy.

**Shaper Sustain** - Adjusts the Transient Sustain Time of the currently selected Drum Channel.

**Shaper OTT** - Introduces OTT style multi-band compression. Use sparingly to add unique punch to your drums or push it further to create special effects and sonic mayhem.

**Shaper Width** - Adjusts and increases the perceived Stereo Width of the Drum Channel.

Drag the visual Width graphic up to increase Width, or down to reduce Width. At 0% the sound will collapse to 100% mono.

**Shaper Drive** - Applies musical saturation / harmonic distortion to the Drum Sound.

Use the Disclosure Triangle icon next to the Drive Label to open the Drive Menu. Here you can select between 4 saturation styles:

- Tape (typical tape style saturation)
- LoFI (heavily smears the high frequencies for a lo fidelity sound)
- Dark Tube (bass heavy saturation, great for Kicks and Toms)
- Mid Crunch (mid heavy saturation, great for snares)

**Shaper Redux** - Lowers the Sample Rate of the currently selected Drum Channel, from 44.1kHz to 8kHz.

Setting this control to 26kHz (double click the knob) replicates the sound and tone of the iconic SP-1200 vintage sampler.

With the knob fully right, the effect is bypassed. Moving the knob to the left introduces Sample Rate Reduction.

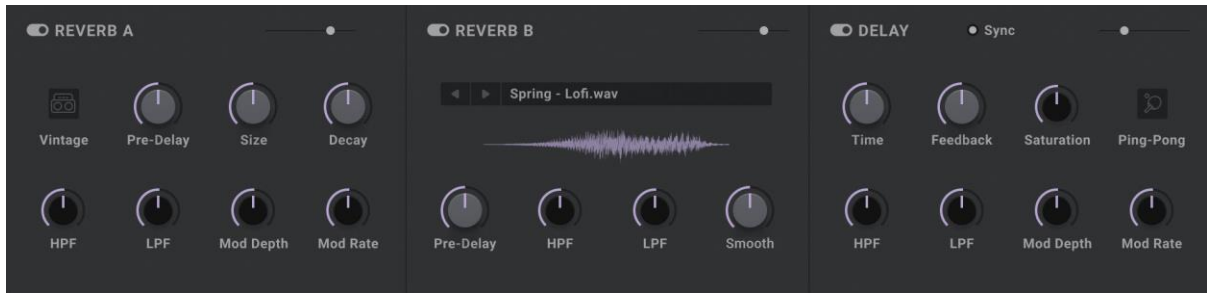
**Shaper Repitch** - This control replicates the unmistakable sound of tuning sounds with the iconic SP-1200 vintage sampler.

With the knob at 0 (fully right), no effect is heard. Moving the knob to the left introduces varying levels of tasteful sonic destruction, replicating the SP-1200 tuning effect between -1 and -12 semitones.

**Shaper Crush** - Introduces Bit Crushing to the selected Drum Sound, between 24 bits and 2 bits.

With the knob fully right, the effect is bypassed. Moving the knob to the left introduces the Bit Crushing effect.

## 7. Sound Page - Send Effects



*Triaz: Send Effects*

Clicking the **Send FX** navigation button reveals the Send Effects parameters in the bottom half of the interface.

SEND FX

Here you will find an Algorithmic Reverb, an Impulse Response based Reverb and a stereo Delay effect - the inputs of which are fed by the Send Knobs in each Drum's Mixer Channel on the Mixer page.

### Reverb A



*Triaz: Reverb A (Algorithmic Reverb)*

**Reverb A Pre-Delay** - Sets the Pre-Delay Time of Reverb A, between 0ms and 100ms.

**Reverb A Size** - Sets the perceived Size of the Reverb effect. Higher values result in a larger, more expansive sound with a slower attack. Shorter values result in a smaller, tighter sounding space.

**Reverb A Decay** - Increases / Decreases the Decay Time of the Reverb effect.

**Reverb A High Pass Filter** - The Reverb A High Pass Filter lets you filter out low frequencies from the Reverb signal, with a value range between 20Hz and 10kHz.

Tip: Use the High Pass Filter to remove unwanted low frequencies from the reverberated signal, thus giving a cleaner, more direct sound.

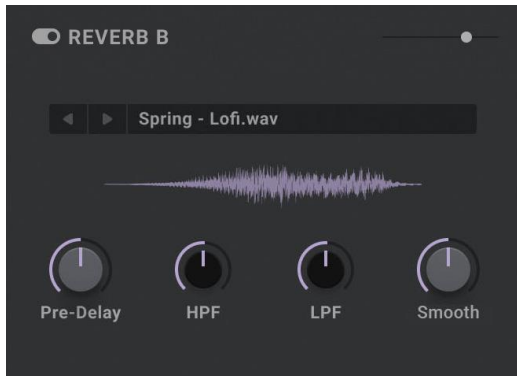
**Reverb A Low Pass Filter** - The Reverb A Low Pass Filter lets you filter out high frequencies from the Reverb signal, with a value range between 20kHz and 80Hz.

Tip: Use the Low Pass Filter to give the reverberated signal a warmer, softer sound.

**Reverb A Mod Depth** - Adjusts the amount of modulation applied to the Reverb tail.

**Reverb A Mod Rate** - Adjusts the speed of the Reverb modulation.

## Reverb B



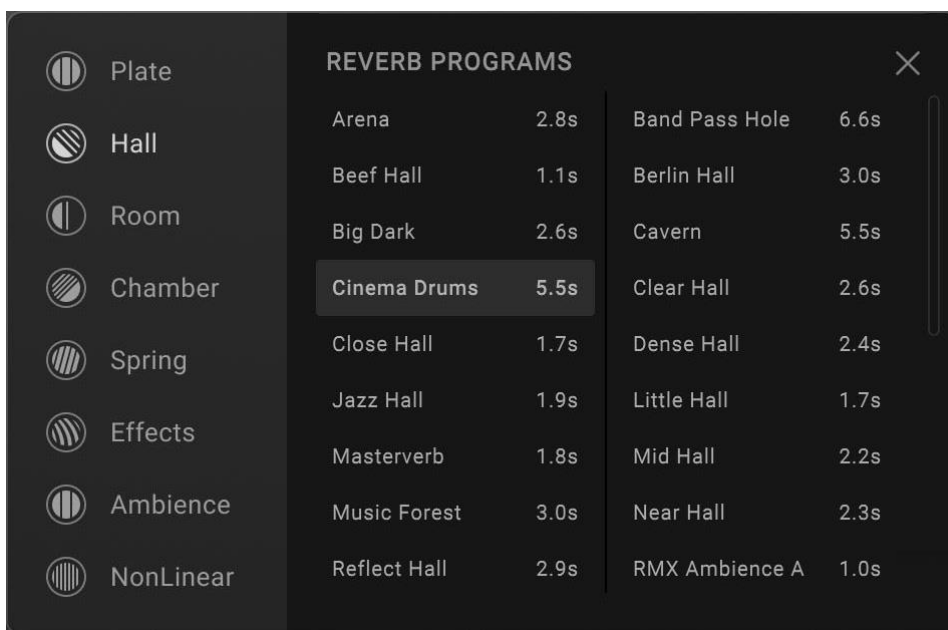
*Triaz: Reverb B (Convolution Reverb)*

Reverb B is a Convolution Reverb packed with over 350 unique Impulse Responses, beautifully captured from a plethora of legendary vintage and modern reverb units, lush acoustic spaces, drum rooms and more.

**Reverb B Program Header** - Clicking the Reverb B Program Header opens the Reverb Program Browser. Here you can browse and load any of 363 Reverb Impulse Responses. The Header also displays the name of the currently loaded Reverb Program.

To the left of the Header, Previous and Next icons allow you to cycle through and load Reverb Programs without the need to open the Reverb program Browser.

## Reverb B Browser



Selecting any of the 8 Reverb Types on the left of the Browser (Ambience, Chamber, Effects etc) reveals the corresponding Reverb programs on the right of the Browser. Clicking any Reverb Program name on the right of the Browser will immediately load it into Reverb B.

The Decay Time of each Reverb Program can be seen at the end of each of the Reverb names.

**Reverb B Pre-Delay** - Sets the Pre-Delay Time of Reverb B, between 0ms and 100ms.

**Reverb B High Pass Filter** - The Reverb B High Pass Filter lets you filter out low frequencies from the Reverb signal, with a value range between 20Hz and 10kHz.

Tip: Use the High Pass Filter to remove unwanted low frequencies from the reverberated signal, thus giving a cleaner, more direct sound.

**Reverb B Low Pass Filter** - The Reverb B Low Pass Filter lets you filter out high frequencies from the Reverb signal, with a value range between 20kHz and 80Hz.

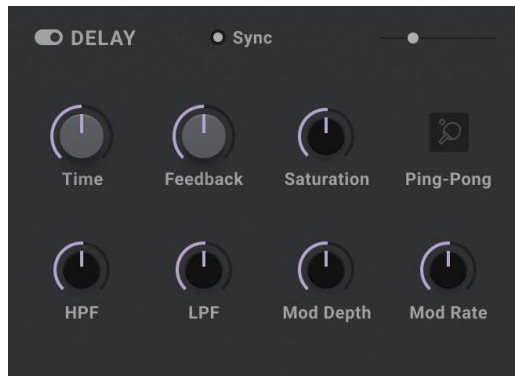
Tip: Use the Low Pass Filter to give the reverberated signal a warmer, softer sound.

**Reverb B Smooth** - Applies pre-reverb transient shaping to the wet signal. Smooth intelligently suppresses transients and focuses the reverb on the body and sustain, without altering the dry signal.

Tip: This control is very useful when reverberating transient heavy Drum Sounds.



## Delay



*Triaz: Delay*

Triaz's analogue-inspired Delay module comes with tempo syncing, Ping-Pong mode, modulation, and, like all the FX Sends, can be controlled with the Motion Sequencer. Add depth and movement to your beat by programming the last clap of a beat covered in atmospheric reverb or add clarity to your fills by setting the exact amount of delay on each drum in a tom fill.

**Delay Sync** - When Delay Sync is enabled, the Delay Time will be synchronized to your DAW with available rates between 1/64T and 1/1. When Delay Sync disabled, the Delay Time will run freely with a range of between 0ms and 1 second.

**Delay Time** - Sets the Delay Time of the Delay effect. When Delay Sync is enabled, this control sets the Delay Time between 1/64T and 1/1. When Delay Sync is disabled, this control sets the Delay Time between 0ms and 1 second.

**Delay Feedback** - Sets the Feedback Intensity of the Delay. Increasing Feedback adds more delay repeats.

**Delay Drive** - Delay Drive applies saturation at the delay input. Turning the knob further to the right will introduce noticeable saturation and grit to the Delay repeats. Turning the knob fully left will bypass the saturation effect.

**Delay Ping Pong** - Turns on and off the Ping Pong Delay effect. When enabled, the Delay Repeats are panned hard left / hard right in an alternating pattern.

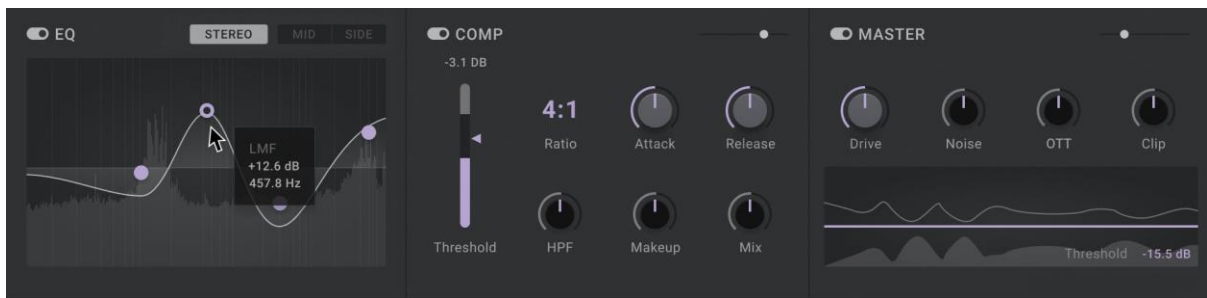
**Delay High Pass Filter** - The Delay High Pass Filter lets you filter out low frequencies from the Delayed signal, with a value range between 20Hz and 3kHz.

**Delay Low Pass Filter** - The Delay Low Pass Filter lets you filter out high frequencies from the Delayed signal, with a value range between 20kHz and 150Hz.

**Delay Mod Depth** - Adjusts the amount of modulation applied to the Delay Time.

**Delay Mod Rate** - Adjusts the speed of the Delay Time modulation.

## 8. Sound Page - Master Effects



*Triaz: Master Effects*

Clicking the **Master FX** navigation button reveals the Master Effects parameters in the bottom half of the interface.

MASTER FX

Unlike the Channel Effects, which process each Drum Channel independently, the Master Effects process the Master Output of the instrument (all 12 Drum Channels together).

### Master EQ



*Triaz: Master EQ*

The Master FX EQ is a 4-band Parametric EQ that can be operated in either Stereo mode (default) or Mid / Side mode.

Start creating an EQ curve by clicking and dragging any of the four bands using the white dot handles. Alternatively, you can drag up / down the **\*\*Freq\*\***, **\*\*Gain\*\*** and **\*\*Q\*\*** values underneath the EQ to edit each band in finer detail.

The drop-down menu located at the bottom-right of the EQ allows you to change the filter shape of the selected band. Select between Low Pass, High Pass, Low Shelf, High Shelf, or Peak.

When **Stereo** Mode is enabled, Mid & Side Modes will deactivate. Mid & Side are linked, and when either are clicked, Stereo Mode will deactivate.

## Master Compressor



*Triaz: Master EQ*

The Master Compressor is a punchy analog-inspired Bus Compressor. It features the exact same on-screen parameters as the [Channel FX Compressor](#) but has different under the hood DSP and settings and is specifically designed for Bus Compression rather than Channel Compression.

## Master Maximizer



*Triaz: Master Maximizer*

**Master Drive** - Applies musical saturation / harmonic distortion to the Master signal.

Use the Disclosure Triangle icon next to the Drive Label to open the Drive Menu. Here you can select between 3 saturation styles:

- Cassette
- Tape 1
- Tape 2
- Crunch

**Master Noise** - Introduces variable noise to the Master output signal. Add character to your beats with vinyl noise, tape hiss and more.

Use the Disclosure Triangle next to the Noise label to open the Noise Menu. Here you can select between 10 different noise profiles.

**Master OTT** - Introduces OTT style multi-band compression. Use sparingly to add unique punch to your drum bus or push it further for creative applications.

**Master Clipper** - Applies (transparent) Clipping to the Master output signal for overall perceived loudness and punch.

**Master Limiter** - Applies transparent Limiting to the Master output signal for overall perceived loudness.

Pulling down the threshold (thin purple line) boosts the level into the Limiter and thus increases the effect, and a visual graphic will display the output signal.

You can use the Maximizer Output Slider at the top right of this section to set the level of the signal post limiter.

## 9. Sound Page - Drum Randomizer



*Triaz: Drum Randomizer*

Clicking the **Drum Randomizer** button located in the center-right of the plugin reveals Triaz's Drum Randomization controls in the center of the interface.



The Drum Randomizer is a very powerful tool and lets you easily build new drum kits at the click of a button using intelligent Drum Kit and Sample randomization.

Quickly randomize all the samples in your instrument on a per kit, per drum or per layer basis, and lock sounds that you don't want included in the Randomization.

### Randomize Kit



*Triaz: Randomize Kit*

Clicking the **Randomize Kit** button randomizes the entire Drum Kit.

By default, all 12 Drum Channels and their 3 Layers will be included within the randomization (a total of 36 sounds). However, entire Drum Channels and / or individual Layers can easily be locked (omitted) from randomization by clicking the Lock icons at the top of each Channel below or by clicking the individual A, B and C Layer icons underneath them.

The Randomize Kit button will animate when pressed, and the A, B, C Layers below will flash to show you exactly what is included in the randomization.

**Tip:** Turn off **Similar Sounds** on the left to achieve a broader, more adventurous result. Leave it on to achieve a randomization result with similar / related sounds.

### Similar Sounds



*Triaz: Similar Sounds*

With **Similar Sounds** engaged, randomization will be more intelligent and will automatically select similar / related sounds to those currently loaded.

With Similar Sounds turned off, randomization will be more adventurous and broader, whilst still retaining the selected Drum Types for each Channel / Layer.

## Random XY



*Triaz: Random XY*

Clicking the **Dice** icon to the right of **Random XY** label randomizes the XY Pad position for all **active** Drum Channels within the Drum Randomizer (i.e. those that are active and not locked). This gives you an additional way of creatively randomizing your Drum Kit and can lead to very interesting results.

The Slider to the right of the Random XY Dice sets the Random Distance or intensity of the XY Pad randomization.

**Tip:** Random XY is separate from the Randomize Kit feature. XY Randomization won't happen when clicking the Randomize Kit button - it will only work when clicking the Dice icon to the right of the Random XY label.

## Drum Randomizer Controls



*Triaz: Drum Randomizer Controls*

The Drum Randomizer Controls give you detailed control over Triaz's randomization engine. They also decide what is / is not randomized when using the **\*\*Randomize Kit\*\*** feature.

Lock any Drum Channel or Layer that you want to omit from Drum Kit randomization. Unlock any Drum Channel or Layer that you want to include in Drum Kit randomization.

**Randomize Drum Channels** - Click the Dice icon at the top of any channel to randomize just that Drum Channel.

**Lock Drum Channels** - Lock entire Drum Channels from Drum Kit randomization by clicking the Lock icon or drum name at the top of any channel. Locked channels won't be included in Drum Kit Randomization and will turn dark grey to visually indicate that they are locked.

**Randomize Drum Layers** - Click the Dice icon to the right of the A, B and C buttons on any channel to randomize just that Drum layer on that channel.

**Lock Drum Layers** - Lock any individual Drum Layer/s on any channel from Randomization by clicking the colored A, B or C buttons on any channel. Locked Layers won't be included in Drum Kit or Drum Channel randomization and will turn grey to indicate this.

**Tip:** Hold SHIFT or CTRL whilst clicking the drum name at the top of any Channel to Lock / Unlock all 12 Channels, or hold the same whilst clicking any A, B or C button to Lock / Unlock all related Layers.

## 10. Sound Page - Drum Mixer



*Triaz: Drum Mixer*

Clicking the **Mixer** navigation button reveals the 12-Channel Mixer in the bottom half of the interface.

This is where you can mix your drums, apply Reverb and Delay, Solo / Mute channels, Save / Load Channels and more.

**Drum Select / Trigger** – Left-clicking the Drum Icon at the top of any Mixer channel will select the corresponding Drum Channel for editing. This mirrors the [Drum Channel Selector](#) at the top of the instrument.

**Drum Icons** - Right-clicking on any Drum Icon at the top the Mixer will bring up the Icon Browser. This allows you to browse and select from 50 custom Drum icons. This is useful if you want to assign a different Drum Icon to your Drum Channels.

**Mixer Pan** - Controls the Stereo Panning of the corresponding Drum Channel.



**Mixer Solo** - Solos the Output of the corresponding Drum Channel.

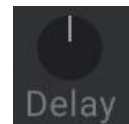


**Mixer Mute** - Mutes the Output of the corresponding Drum Channel.

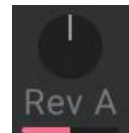


**Mixer Volume** - The Mixer Faders controls the Output Volume of the corresponding Drum Channel.

**Delay Send Level** - Controls the Delay Send Level of the corresponding Drum Channel.




**Reverb Send Level** - Controls the Reverb Send Level of the corresponding Drum Channel.



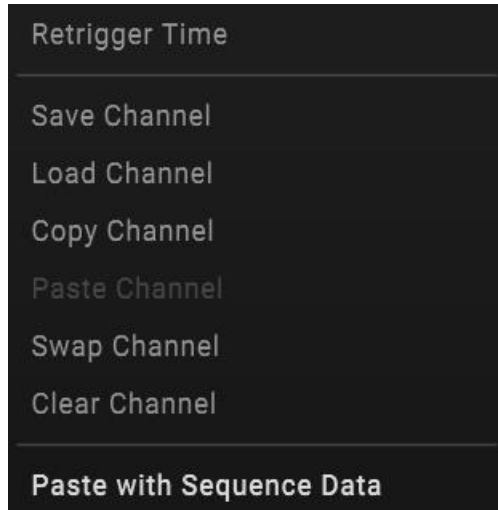
The small toggle switch underneath the Reverb Send knob lets you choose whether the Drum is sent through Reverb A or Reverb B.

**Reverb Select** - Switches the corresponding Reverb Send between Reverb A and Reverb B. Click the small toggle switch under the Reverb knob to toggle between Reverb A and Reverb B.




**Keyboard Pitch Mode** - Engaging the keyboard icon at the bottom of any Mixer Channel maps the pitch of the active Drum Channel chromatically up and down the keyboard from notes C3 to C5, for pitched / melodic playback. Created pitched patterns in your DAW sequencer or play and record Live pitched drums into Triaz's Sequencer. 

## Mixer Options



*Triaz: Mixer Options menu*

Clicking the 3-Dots Icon at the bottom of any Mixer Channel reveals additional Drum Channel Options for the corresponding Drum. Here you can: 

Set the **Retrigger Time** of the selected Drum Channel. This sets the time that Drum Voices overlap before cutting each other off. Available settings are 1ms to 5 seconds.

**Save Channel** - Saving a Drum Channel will save all the currently selected Drum Channel's parameters (including its Channel FX and Sequencer data) to a file on your computer, which can easily be recalled at any time.

**Load Channel** - Click this to load any previously saved Drum Channel and its settings onto any Drum Channel within Triaz.

**Copy Channel** - Click this to copy the currently selected Drum Channel.

**Paste Channel** - Once you have copied a Drum Channel using the **\*\*Copy Channel\*\*** function, you can then go to any other Channel's Mixer Options Menu and use the **\*\*Paste Channel\*** function to paste the Drum Channel.

**Swap Channel** - Click this to swap the currently selected Drum Channel with any other Channel. Upon clicking this function, all other Channels will display a Refresh icon in place of the Drum Icon. Click any of these icons to swap the position of the currently selected Drum Channel.

**Paste with Sequence Data** - Selecting this option will paste Channels with the Sequencer data and patterns intact. Turning this off will paste Channels without Sequencer Data.



## 11. Host Sync

### HOST SYNC

Located at the bottom-left of the interface on every page within Triaz, **Host Sync** lets you sync Triaz's Sequencer to your DAW Playback.

When enabled, starting / stopping playback in your DAW will now start and stop playback of Triaz's Sequencer in time with your DAW's tempo and Playback position.

The Sequencer Play / Stop buttons within Triaz will no longer have any affect when Host Sync is enabled, since Play / Stop will now be handled by your DAW's transport controls instead.

When enabled, the Host Sync button will turn white to visually indicate that it is engaged.

### Sequencer Play / Stop



This dual function button is used to both Start and Stop Triaz's Sequencer.

Pressing this button once will start Sequencer Playback. Pressing a second time will Stop the Sequencer Playback.

Additionally, the Play button can be triggered by sending MIDI note G2 to the instrument. It can be stopped by sending MIDI note G#2 to the instrument.

### Sequencer Record



Enabling **Sequencer Record** activates Record Mode in the Sequencer, allowing Triaz to capture live MIDI input data.

With Sequencer Record enabled, simply play Drum Patterns via your MIDI Controller to record them into Triaz's Sequencer.

A unique feature is that by default Record Mode is unquantized and will capture the humanization of your playing using **\*\*Start Offset\*\*** data in the **\*\*Start Sequencer\*\***.

The **Advanced Record Menu**, accessed by right clicking the Sequencer Record button, allows you to **Quantize** your recordings to the grid, play to a **Metronome**, and enable the sequencer to **Start recording on note input**. The latter is very useful if you want to import a MIDI file by playing it back from your DAW into the Sequencer with Sequencer Record enabled.

#### Recording Options

Quantize to grid

Enable metronome

Start recording on note input

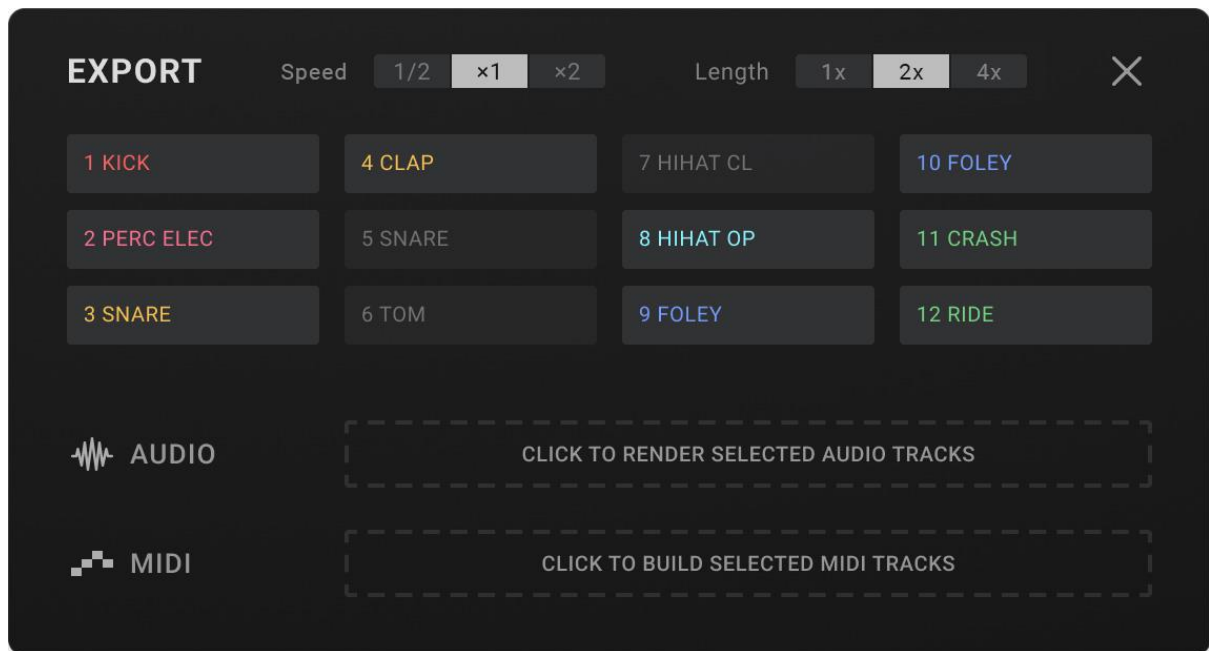
## Sequencer Pattern Lock



Clicking the **Sequencer Lock** icon locks the currently active Sequencer Pattern and allows you to keep browsing and loading new presets whilst keeping the locked pattern active within the Sequencer.

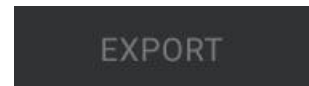
**Tip:** This is very useful if you find a pattern within a preset that you love and want to hear how that pattern sounds with the sound selection and parameters of other presets.

## 12. Audio & MIDI Export



*Triaz: Audio / MIDI Export Screen*

Clicking the Export button, located at the bottom-left of the interface, reveals the Audio / MIDI Export screen, where you can easily export your beats as Audio or MIDI.



Whether you want stereo drum loops for your next writing session, unmastered stems you can send to a mix engineer or MIDI patterns to weave through a modular synth, Triaz gets your drums to the next destination in their creative journey with ease.

### Export Speed



Sets the Speed of the Drum Pattern ready for Export. You can choose to export Audio & MIDI at normal speed (X1) as determined by your DAW's tempo. Double Speed (X2) and half speed (1/2).

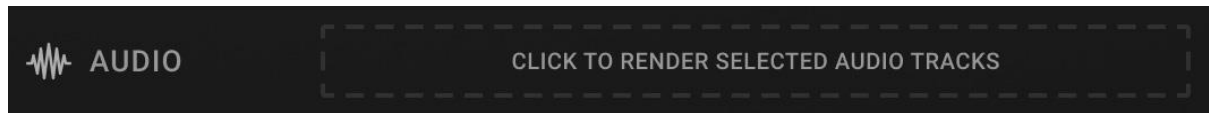
### Export Length



Sets the Length of the Drum Pattern ready for Export. You can choose to export Audio & MIDI at normal Length (1X), twice the length (2X) and four times the length (4X).

The length of the X1 (normal) mode is determined by the Sequencer Length and rates used within the Sequencer.

## Exporting Audio



*Triaz: Exporting Audio*

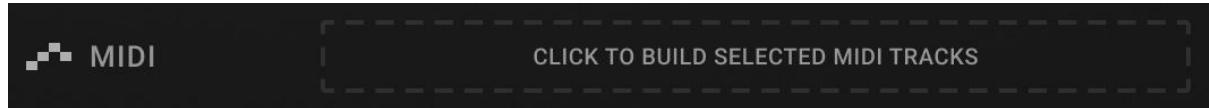
To Export Audio, click on the **Click to render selected audio tracks** window. The audio will now be rendered. Once complete, simply drag the audio waveform from the same area into your DAW.

Click the Trash icon to the right of the Audio Export window to delete a rendered audio file, enabling you to render again and repeat the Audio Export process.

Which Drums are exported as Audio (whether it be a single stem, several Drums or the full mix) is determined by which Drum Channels are highlighted in the Drum Export Mixer above.

**Tip:** Triaz can automatically export all Drums as stems when Multi Out is enabled. Simply enable Multi Out and ensure each Drum / Effect is routed to its own output, and then Export the audio as normal. This will create and export separate audio file for each Drum Channel / Effect. When exporting stems, no master FX will be applied to the audio. Toggling off Multi Out will revert to the standard behavior of rendering the Master Stereo Output with master FX.

## Exporting MIDI



*Triaz: Exporting MIDI*

To Export MIDI, click on the **Click to build selected MIDI tracks** window. The MIDI file will now be built and be ready to export immediately. Now simply drag the MIDI file from the same area onto a MIDI track in your DAW.

Click the Trash icon to the right of the MIDI Export window to delete a built MIDI file, enabling you to repeat the MIDI Export process.

Which Drums are exported as MIDI (whether it be a single stem, several Drums or the full mix) is determined by which Drum Channels are highlighted in the Drum Export Mixer above.

When your Sequence makes use of Pitch or Motion Sequencing, that data it will be exported within the exported MIDI file/s:

- MIDI CC 20-31 relate to the pitch for each of the 12 Drum Channels
- CC 20 = Channel 1 Pitch
- CC 21 = Channel 2 Pitch
- CC 22 = Channel 3 Pitch
- CC 23 = Channel 4 Pitch
- CC 24 = Channel 5 Pitch
- CC 25 = Channel 6 Pitch
- CC 26 = Channel 7 Pitch

- CC 27 = Channel 8 Pitch
- CC 28 = Channel 9 Pitch
- CC 29 = Channel 10 Pitch
- CC 30 = Channel 11 Pitch
- CC 31 = Channel 12 Pitch
- MIDI CC 100-111 relate to the parameters assigned to Motion sequencer lanes 1-12
- CC 100 = Motion Lane 1
- CC 101 = Motion Lane 2
- CC 102 = Motion Lane 3
- CC 103 = Motion Lane 4
- CC 104 = Motion Lane 5
- CC 105 = Motion Lane 6
- CC 106 = Motion Lane 7
- CC 107 = Motion Lane 8
- CC 108 = Motion Lane 9
- CC 109 = Motion Lane 10
- CC 110 = Motion Lane 11
- CC 111 = Motion Lane 12

## Drum Export Mixer

1 KICK	4 CLAP	7 HIHAT CL	10 FOLEY
2 PERC ELEC	5 SNARE	8 HIHAT OP	11 CRASH
3 SNARE	6 TOM	9 FOLEY	12 RIDE

*Triaz: Drum Export Mixer*

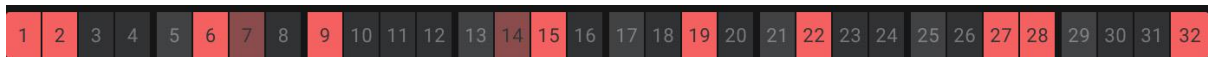
The Drum Export Mixer visually displays all 12 Drum Channels, and these determine which Drum Channels are exported as part of the Audio / MIDI Export.

Highlighted (active) Drum Channels will be exported and greyed out (muted) Drum Channels will be omitted from the Export.

You can left click the mouse to Solo Drum Channels for Export, and right click to Mute them.

You can also use the Mixer within Triaz to Mute / Solo Drum Channels and this will mirror the Drum Export Mixer functions.

## 13. Track Sequencer



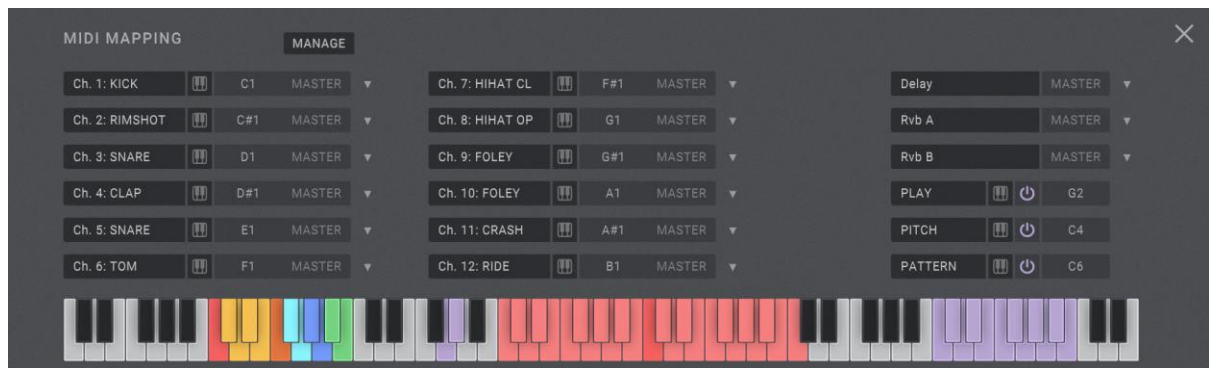
*Triaz: Track Sequencer*

The **Track Sequencer** displays the Drum Sequencer Lane for the currently selected Drum Channel. It is visible at the bottom of every page within Triaz and allows you to quickly make changes to any Drum Channel's Sequencer Lane without having to open the [Sequencer Page](#).

Click a Step once to input a 50% velocity Step, twice for a 100% (full) velocity Step, and a third time to remove a Step.

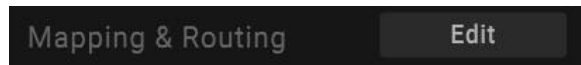
Notes added to the Track Sequencer will be mirrored on the main Visual Sequencer page, and vice versa.

## Mapping & Routing Page



*Triaz: Mapping & Routing Page*

Clicking the **Mapping** button located in the [Settings](#) (Wrench Icon) menu at the top of plugin reveals the Mapping & Routing Page in the top half of the interface.



Here you can assign each drum to a different MIDI note, choose output channels for each drum when using [Multi Out](#) mode and more.

### Triggering Drum Sounds via MIDI

By default, MIDI notes C1 through to B1 are used to trigger Triaz's 12 Drum Channels. MIDI drum mapping can easily be changed on the Mapping & Routing Page.

### MIDI Mapping



Clicking any Drum Name or Keyboard icon on the Mapping Page will put the selected Drum Channel into MIDI Learn mode. You can now input any MIDI note from your keyboard (or click any key on the keyboard on the Mapping Page below) to assign the selected Drum to a different MIDI Note.

**Tip:** You can also change the MIDI Mapping for Sequencer Play / Stop, Keyboard Pitch Mode, and Pattern Banks.

### MIDI Note

To the right of each Drum Name, you will see the MIDI note which is currently assigned to trigger the Drum.

## Output Channel (for use with Multi Outs)

MASTER ▼

At the far right of each Drum row, you will find the currently routed Output for each Drum Channel.

By default, this is set to **Master**, meaning all 12 outputs are routed through Triaz's Master FX via a single Stereo Output from the plugin to your DAW. When [Multi Out](#) is turned off, this area will be greyed out and is not clickable.

If [Multi Out](#) mode is enabled, this area now becomes clickable. You can now click any Output Channel and choose the individual Output that each drum is routed to. You can now send the Drums to individual outputs so that each Drum Channel appears on a separate track within your DAW's mixer.

**Tip:** You can also route Reverb A, B and Delay to their own individual Outputs.

## Mapping Keyboard



The Mapping Keyboard shows a visual representation of the current MIDI Mapping. It is also interactive.

By default, the following MIDI mapping is applied:

- C1 – B1 are the MIDI notes used to trigger the 12 Drum Channels and are highlighted on the Keyboard using the currently loaded Drum Channel colors.
- G2 – G#2 are the MIDI notes used to Start / Stop the Sequencer via MIDI.
- C3 – C5 are the MIDI notes used to play the currently selected Drum Channel in Keyboard Pitch Mode.
- C6 – B6 are the MIDI notes used to select between Triaz's 12 Sequencer Pattern Banks via MIDI.

## Manage MIDI Mapping

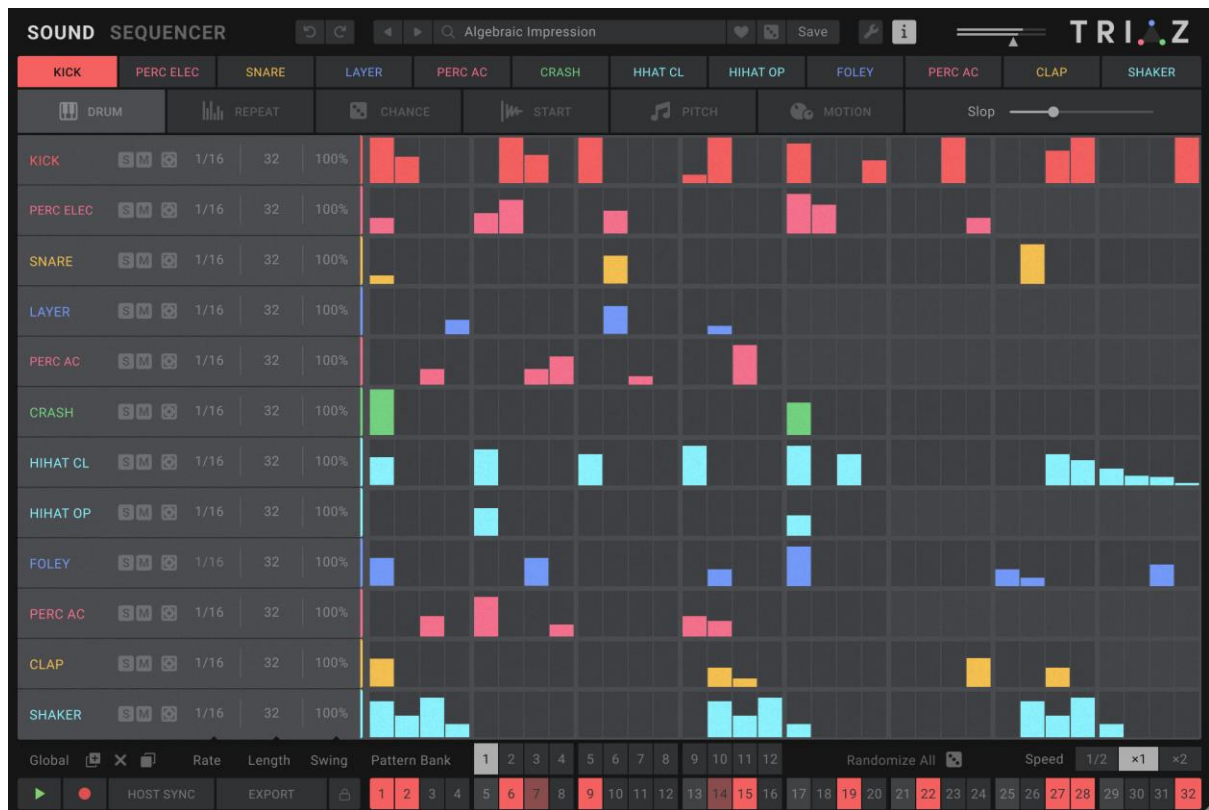
MANAGE

Clicking the **Manage** button opens the Manage MIDI Mapping menu.

Here you can Reset all Mapping to default, Save and Load User Mappings, and route all Drum Channel Outputs to either Master, or consecutive Outputs with a single click. The latter is very useful when working with Multi Outs.



## Sequencer Page - Overview



*Triaz: Sequencer Page*

Clicking the **Sequencer** navigation button takes you to Triaz's Sequencer Page, where you can sequence Drum Patterns and Parameters.

**SEQUENCER**

Each of the 12 Drum Channels can be sequenced independently, with their own Playback Rate and Step Length, as well as per-step velocity modulation, subdivided note repeats, playback probability, start offset, and global humanization and randomization.

Additionally, any parameter on the Sound, Channel FX and Send FX pages can be sequenced using the Motion Sequencer, by right-clicking and assigning any knob or control.

## Sequencer Modes



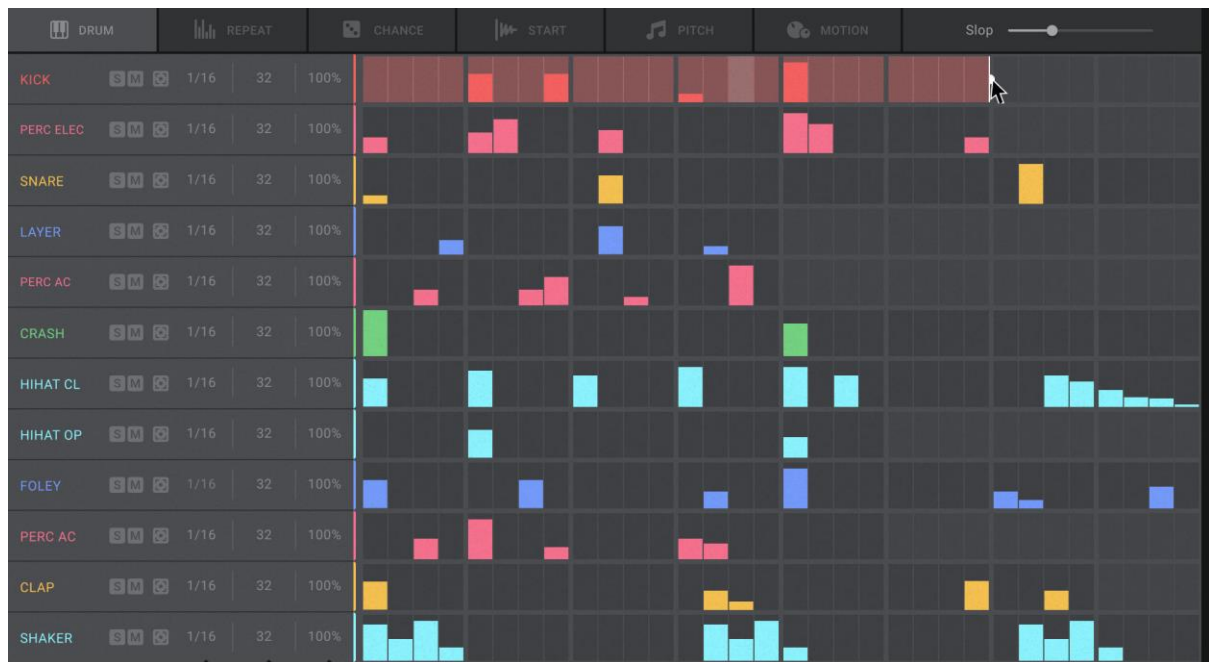
*Triaz: Sequencer Modes*

Triaz's Sequencer includes 6 Programming Modes, each letting you sequence a different set function or a customizable set of parameters. The 6 Sequencer Modes are:

- [Drum Sequencer](#)
- [Repeat Sequencer](#)
- [Chance Sequencer](#)
- [Start Sequencer](#)
- [Pitch Sequencer](#)
- [Motion Sequencer](#)

We'll discuss each of these programming modes overleaf...

## Sequencer Page - Drum Sequencer

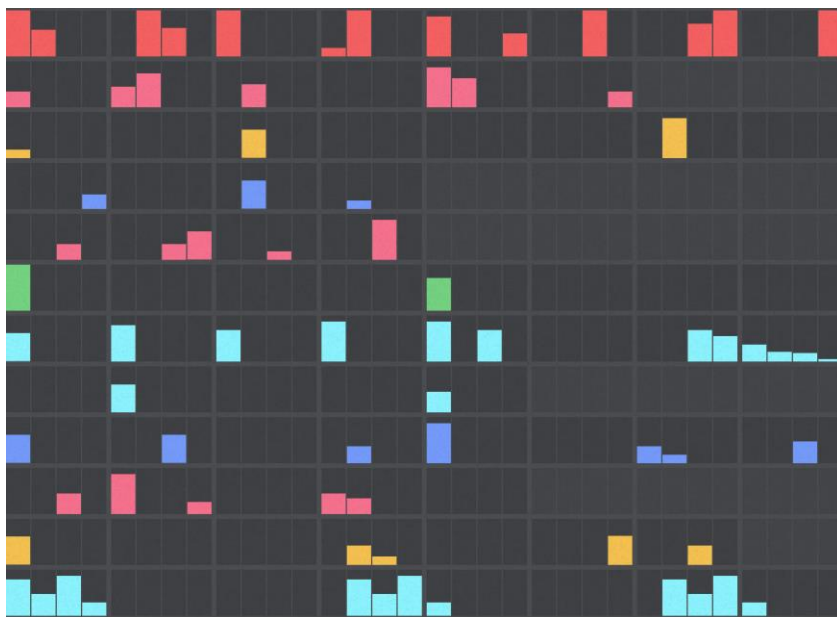


*Triaz: Drum Sequencer*

Clicking the **Drum** Sequencer navigation button reveals the Drum Sequencer. Here you can quickly and efficiently sequence Note / Velocity data for all 12 Drum Channels simultaneously.



### Drum Sequencer Matrix



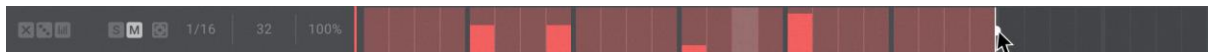
The Drum Sequencer Matrix shows Drum Note / Velocity data for all 12 Drum Channels simultaneously. This allows you to sequence multiple Drums quickly and efficiently.

Simply click or drag any step/s on any Sequencer Lane to input note data.

Each Lane can be up to 32-Steps in length, and each allows you to draw per step Velocity / Note Input for the corresponding Drum Channel. Each step has 127 velocity levels which can be used as a modulation source for the Volume, Pitch and Filter Cutoff of each Drum Layer. The modulation depth for these can be set using the **Velocity** knobs on the Sound Page [Sound Design Parameters](#).

**Tip:** You can right-click (and hold) the mouse to enable the Line Tool, which makes drawing in data easier in some cases.

## Sequencer Lane Controls



*Triaz: Sequencer Lane Controls*

The Sequencer Lane Controls to the left of the Sequencer correspond to Triaz's 12 Drum Channels. Each Sequencer Lane has the following controls:

**Sequencer Lane Clear** - Clears the Drum Note data from the Sequencer Lane.



**Sequencer Lane Randomize** - Randomizes the Drum Note data on the Sequencer Lane



**Duplicate Sequence** - When a Sequencer Lane is less than 32 Steps in length, Duplicate can be used to duplicate the first 16 steps of data onto the second 16 steps. Or, you can set the length of the Sequencer Lane to however many steps you choose and duplicate those steps across the entire Lane.



**Solo** - Solos the selected Drum / Sequencer Lane.



**Mute** - Mutes the selected Drum / Sequencer Lane.



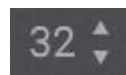
**Sequencer Lane Zoom** - When pressed, this expands the selected Sequencer Lane to fit the space of the entire Sequencer Matrix. This enables fine visual editing of any Sequence Lane. Zoom view can be toggled on and off by clicking the Zoom Focus icon.



**Sequencer Lane Rate** - Sets the Speed / Rate of the selected Sequencer Lane. Simply click and drag up/down the Rate label to set the synchronized rate of the selected Lane between 1/1 and 1/48.



**Sequencer Lane Length** - Sets the Length of the selected Sequencer Lane between 1 and 32 steps. Simply click and drag up/down the Length label to set the number of Steps in the Selected Lane between 1 and 32 steps. This gives you full Polyrhythmic Sequencing control over every Lane within the Sequencer, allowing each Sequencer Lane to have its own individual unique Sequence Length.



Optionally, you can set Sequencer Lane Length by dragging the Length Handles located at the right of every Sequencer Lane.

**Sequencer Lane Swing** - Sets the amount of Swing for the selected Sequencer Lane. Simply click and drag up the Swing % label to introduce swing to individual Sequencer Lanes.



## Sequencer Humanize



Introduce random groove humanization and organic movement to your beats with Sequencer Humanize.

This control located at the top of the Sequencer introduces intelligent timing variations to the Drum Sequence. This can range from subtle micro timings and flam effects to groove altering shifts which create a loose and live drummer played feel to the sequencer. Humanize applies different timing values to each Step within each Sequencer Lane.

**Tip:** For randomizing each Drum Layer's Start Position, Volume, Pitch and Filter you can use the [Slop](#) controls found on the **Sound Page**.

## Global Sequencer Controls



Located at the bottom of the Sequencer, the Global Sequencer Controls are visible on all Sequencer Mode pages.

**Global Sequence Copy** - Pressing this button copies the entire Sequence of the currently selected Pattern Bank to memory. It can now be pasted (duplicated) to other Pattern Banks



**Global Sequence Clear** - When pressed, **ALL** Sequence Data for the currently selected Pattern Bank will be deleted.



**Global Sequence Paste** - Once a Sequence has been copied using the Global Sequence Copy button, the Paste button can be used to paste (duplicate) that Sequence to other Pattern Banks.



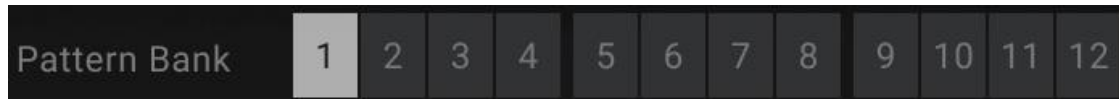
## Global Sequencer Rate, Length, Swing



As well as being able to be set independently on individual Sequencer Lanes, Rate, Length and Swing can also be controlled Globally.

Adjust all Sequencer Lane Rates, Lengths and Swing values simultaneously by the same amount by clicking and dragging up / down the **Global Rate, Length and Swing** text labels at the bottom of the Sequencer Page.

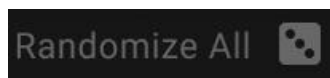
## Pattern Banks



Pattern Banks allow you to create and switch between 12 unique Sequencer Patterns. Pattern Banks essentially give you 12 different Sequencers, each of which can have its own unique Sequencer Pattern.

Pattern Banks can be selected either by clicking the numbers on the interface, or via MIDI using MIDI Keys C6 – B6.

## Randomize All



The Randomize All button randomizes **ALL** the Sequencer Step data for the currently selected Sequencer Mode. For example, viewing the Drum Sequencer and clicking this button will randomize ALL Drum / Velocity Step data. Viewing the Repeat Sequencer and clicking this button will randomize ALL Repeat Step data.

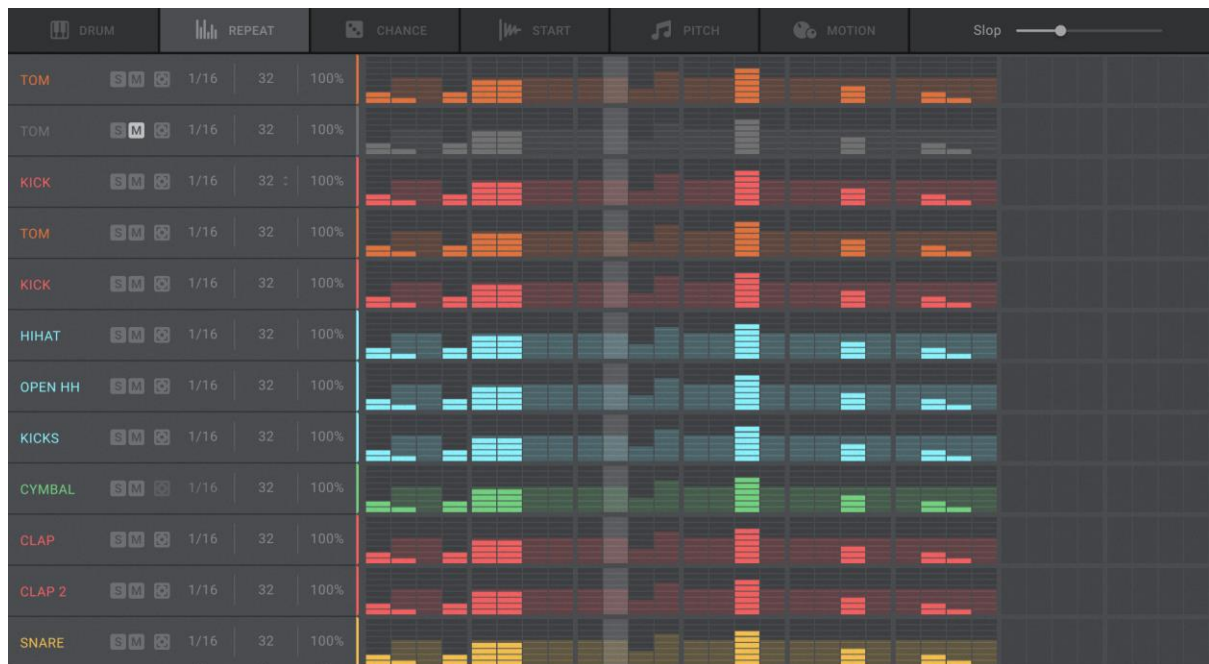
## Sequencer Speed



Sequencer Speed lets you change the Global speed of the Sequencer between half time (1/2), normal time (X1) or double time (X2).

Normal time (X1) is the default setting. This will play back the Sequencer at your DAW's native tempo.

## Sequencer Page - Repeat Sequencer

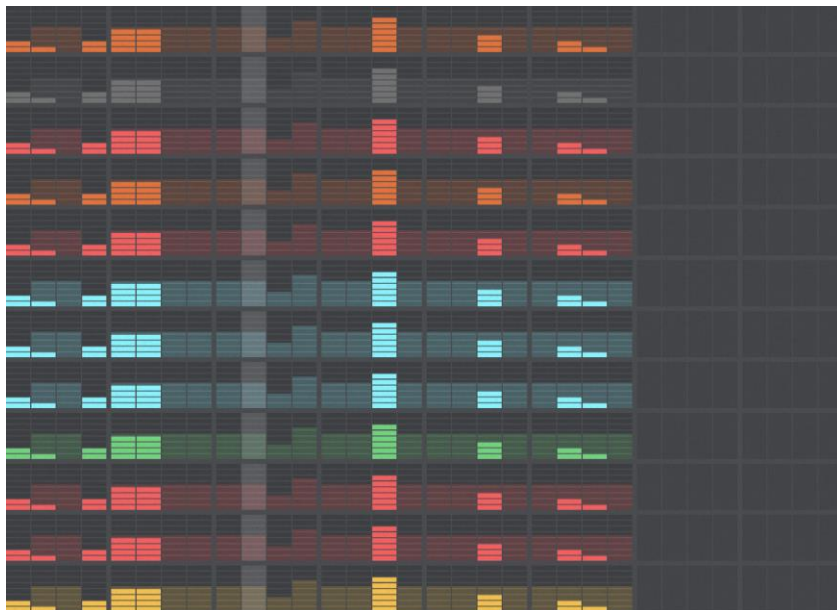


*Triaz: Repeat Sequencer*

Clicking the **Repeat** Sequencer navigation button reveals the Repeat Sequencer. Here you can draw in Repeats on any active Step of any of the 12 Sequencer Lanes.



## Repeat Sequencer Matrix



The Repeat Sequencer Matrix lets you draw in Repeats on any of the 12 Sequencer Lanes.

Simply click and drag up on any active step/s on any Repeat Sequencer Lane to input Repeats.

Repeat subdivides Steps to generate repeats and stutters. The height of the Bar drawn into a Step determines the number of evenly spaced repeats triggered across its duration, from 0 to 8. This effect is particularly useful with hi-hats and snare drums.

**Tip:** You can only draw in Repeats on Steps that have active note data from the Drum Sequencer. You will see a semi-transparent colored overlay where your Drum steps are placed to make Repeat editing easy and efficient.



## Sequencer Page - Chance Sequencer



*Triaz: Chance Sequencer*

Clicking the **Chance** Sequencer navigation button reveals the Chance Sequencer. Here you can set the probability that a Drum Step will trigger on any active Step of any of the 12 Sequencer Lanes.



### Chance Sequencer Matrix



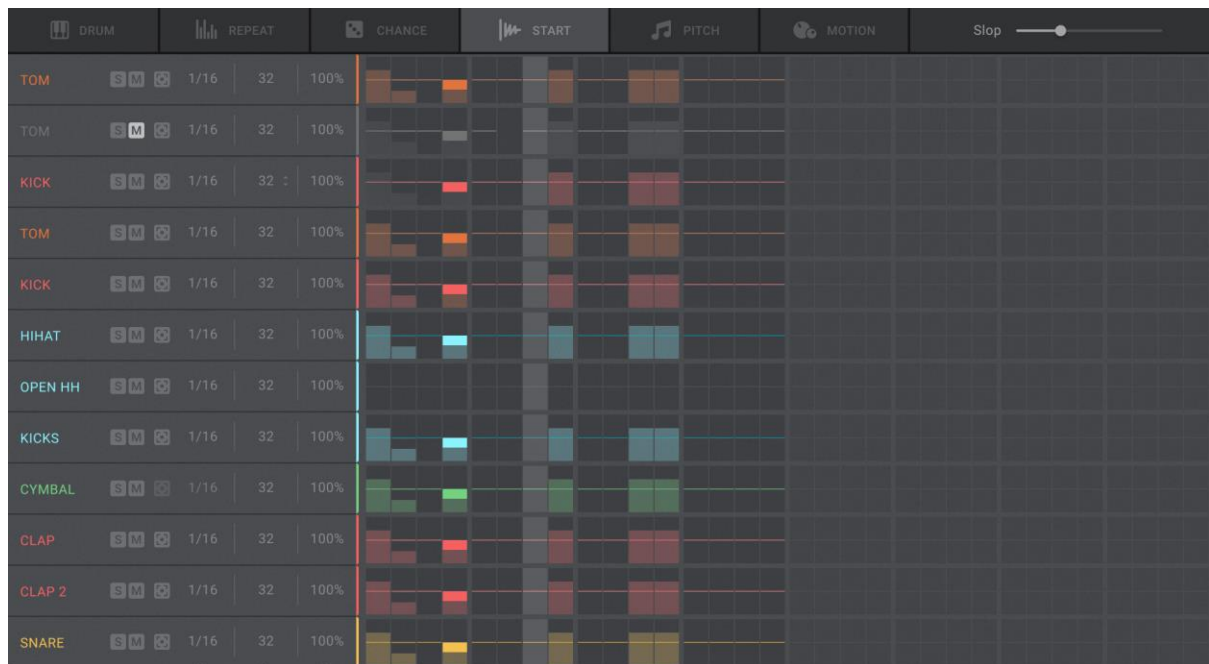
The Chance Sequencer Matrix lets you set the probability of a Drum Step triggering on any of the 12 Sequencer Lanes.

Simply click and drag up on any active step/s on any Chance Sequencer Lane to input Chance data.

Chance determines the probability of a step being triggered on playback. Use it to create Patterns that sound unique with every cycle. When a Chance Step bar is drawn in at 50%, the Drum on that Step will trigger just 50% of the time. This is great for adding interest and movement to static sounding Patterns.

**Tip:** You can only draw in Chance on Steps that have active note data from the Drum Sequencer. You will see a semi-transparent colored overlay where your Drum steps are placed to make Chance editing easy and efficient.

## Sequencer Page - Start Sequencer

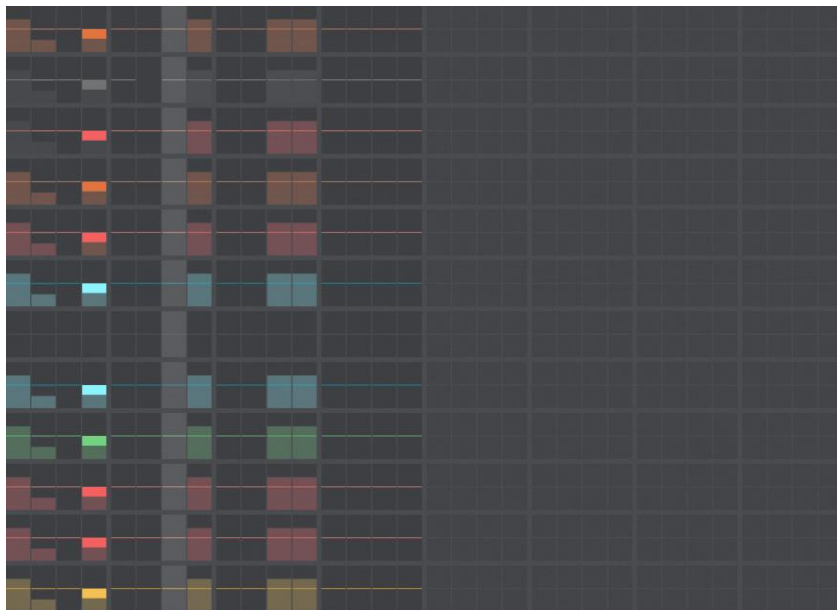


*Triaz: Start Sequencer*

Clicking the **Start** Sequencer navigation button reveals the Start Sequencer. Here you can set the Start Time Offset on any active Step on any of the 12 Sequencer Lanes.



### Start Sequencer Matrix



The Start Sequencer Matrix lets you draw in Start Time Offset on any of the 12 Sequencer Lanes.

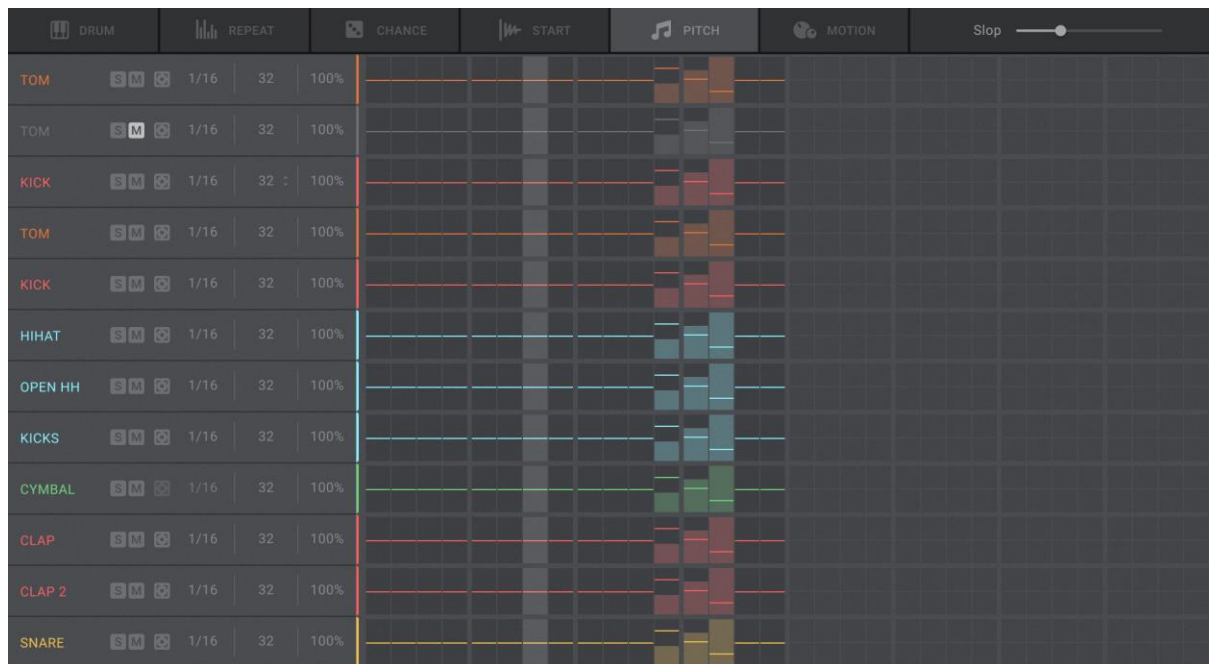
Simply click and drag up / down on any active step/s on any Start Sequencer Lane to input Start Offset data.

Start offsets the Steps from the underlying quantize grid and can be used to program flams, pre-shifting claps and snares, and creating syncopated grooves and fills.

The thin colored Bar line in the center of each active Step (default off position) represents the quantize grid and Offset is applied by dragging this Bar up or down. Dragging up will push the Drum forward in time (delay it), dragging down will pull the Drum back in time, thus pre-shifting it.

**Tip:** You can only draw in Start on Steps that have active note data from the Drum Sequencer. You will see a semi-transparent colored overlay where your Drum steps are placed to make Start editing easy and efficient.

## Sequencer Page - Pitch Sequencer

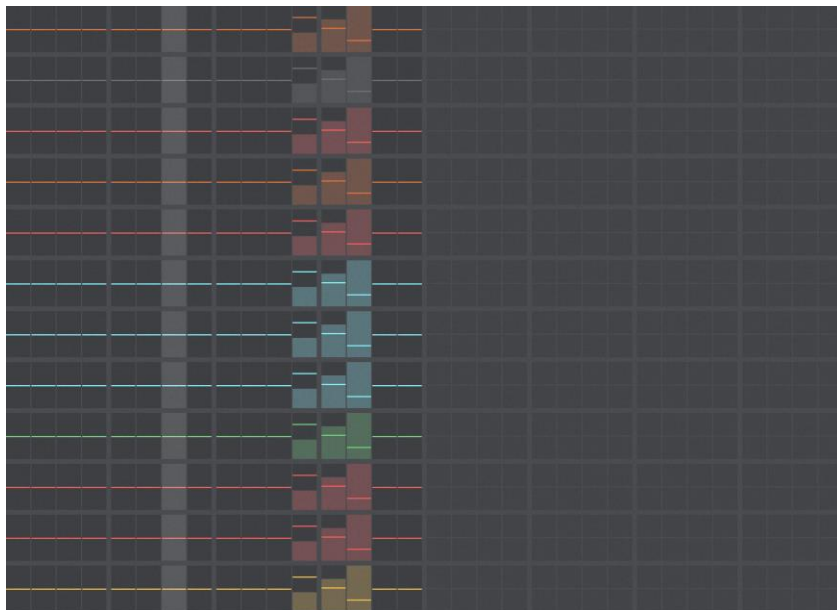


*Triaz: Pitch Sequencer*

Clicking the **Pitch** Sequencer navigation button reveals the Pitch Sequencer. Here you can Pitch Sequence any active Step on any of the 12 Sequencer Lanes.



### Pitch Sequencer Matrix



The Pitch Sequencer Matrix lets you draw in Pitch changes on any of the 12 Sequencer Lanes.

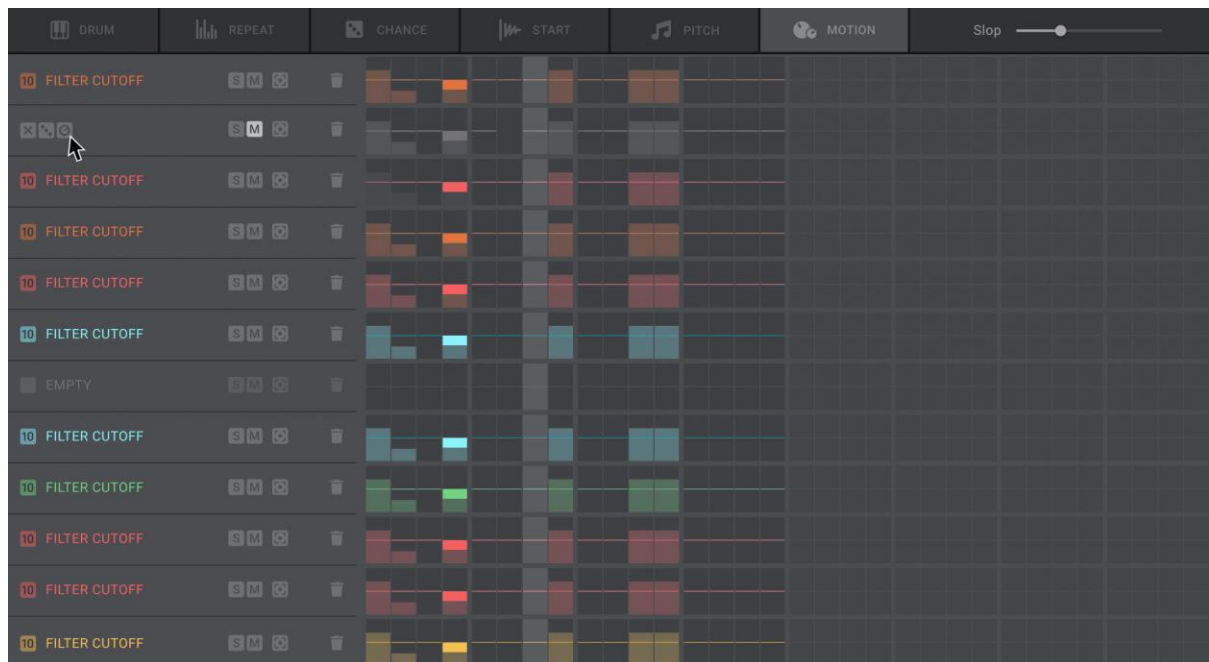
Simply click and drag up / down on any active step/s on any Pitch Sequencer Lane to input Pitch data.

The thin colored Bar line in the center of each active Step represents the current Pitch of the Step. When centered (you can double click to reset), no Pitching is applied, and the Drum will play back at its normal pitch as determined by the **Coarse** and **Fine** Tune controls on the Sound Page.

Dragging a Pitch Step Bar up or down will change the Pitch of the current Step, with a range of -12 semitones to +12 semitones. This gives you a two-octave range of pitch for creating melodic Patterns.

**Tip:** You can only draw in Pitch on Steps that have active note data from the Drum Sequencer. You will see a semi-transparent colored overlay where your Drum steps are placed to make Pitch editing easy and efficient.

## Sequencer Page - Motion Sequencer

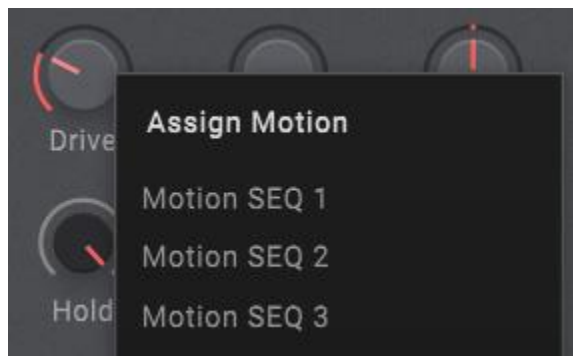


Triaz: Motion Sequencer

Clicking the Motion Sequencer navigation button reveals the Motion Sequencer. Here you can Motion Sequence / Modulate **any parameter** from the Sound, Mixer, and Channel FX Pages.



### How to Motion Sequence Parameters

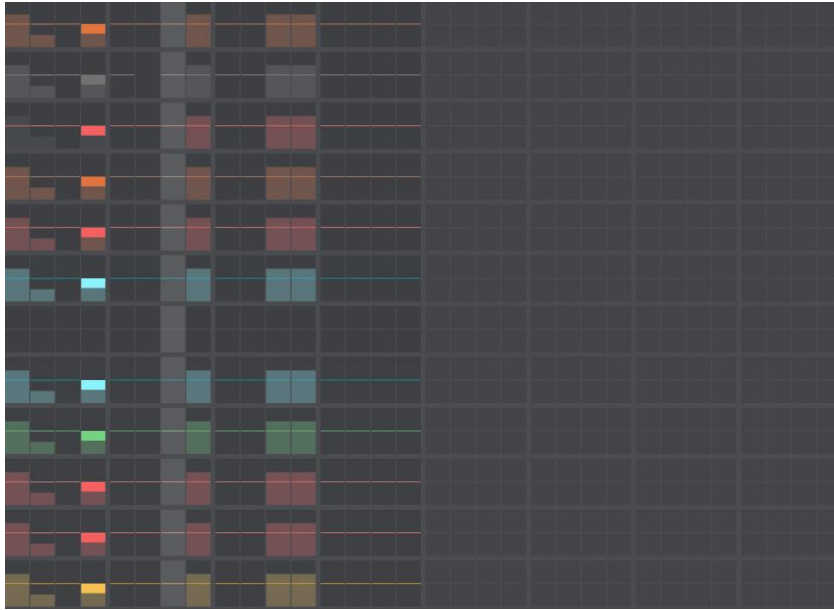


Right click any Parameter on the [Sound](#), [Mixer](#) or [Channel FX](#) Pages and choose 'Assign Motion' to assign it to any of the available 12 Motion Lanes. You can now Sequence / Modulate this control in sync with your beat using the respective Motion Sequencer Lane.

After a Motion Assignment is made, a small, boxed number will appear above the assigned parameter on the Sound, Mixer, or Channel FX Page to indicate that this parameter is currently assigned to a Motion Sequencer Lane for sequencing. The number indicates which Motion Lane the parameter is assigned to, and you can click this to take you directly to the Motion Sequencer Page.



## Motion Sequencer Matrix



The Motion Sequencer Matrix lets you Sequence Parameters that have been assigned to any of the 12 available Motion Lanes.

Simply click and drag up / down on any active step/s on any Motion Sequencer Lane to Sequence and Modulate the assigned Parameter.

To make a Motion Assignment, right click any Parameter on the Sound, Mixer or Channel FX Pages and choose 'Assign Motion' to assign it to any of the available 12 Motion Lanes.

You can only draw in Motion on Steps that have active note data from the Drum Sequencer. You will see a semi-transparent colored overlay where your Drum steps are placed to make Motion editing easy and efficient.

**Tip:** Try assigning and sequencing the X/Y position of the XY Pad from the Sound Page for creative effects or subtle humanization, or Amp Decay to add movement to hi-Hats. There are many exciting use cases for Motion Sequencing. Experiment and be creative!



## Motion Lane Controls



The Motion Lane Controls show any Parameters currently assigned to the 12 available Motion Lanes.

Any control from the Sound, Mixer, and Channel FX Pages can be assigned to a Motion Sequencer Lane for sequencing and modulation. Do this by right clicking any Parameter on the Sound Page and choosing 'Assign Motion' to assign it to any of the available 12 Motion Lanes.

If no parameter is assigned to a Motion Lane, it will be greyed-out and display the word 'Empty'.

The name of any assigned Parameters is shown at the left of the Motion Lanes. In addition, a small, numbered box to the left of the Parameter Name shows the Drum Channel number that the Parameter was assigned from.

Hovering over the Parameter Name reveals 3 additional Motion Lane Controls, as seen in the image below.



Each Motion Sequencer Lane has the following controls:

**Clear** - Clears the Motion Step data for the selected Motion Lane.



**Randomize** - Randomizes the Step data for the selected Motion Lane.



**Parameter** - Clicking the Parameter knob icon will automatically take you to the assigned parameter on the Sound Page and the Assignment Number Box above the currently assigned parameter will flash as an indicator.



**Solo** - Solos the selected Drum / Sequencer Lane.



**Mute** - Mutes the selected Drum / Sequencer Lane.



**Motion Lane Zoom** - When pressed, this expands the selected Motion Lane to fit the space of the entire Sequencer Matrix. This enables fine visual editing of any Motion Sequencer Lane. Zoom view can be toggled on and off by clicking the Zoom Focus icon.



**Clear Motion Assignment** - Removes the selected Motion assignment. **Warning:** This will completely remove the currently selected Lane's Parameter Assignment.



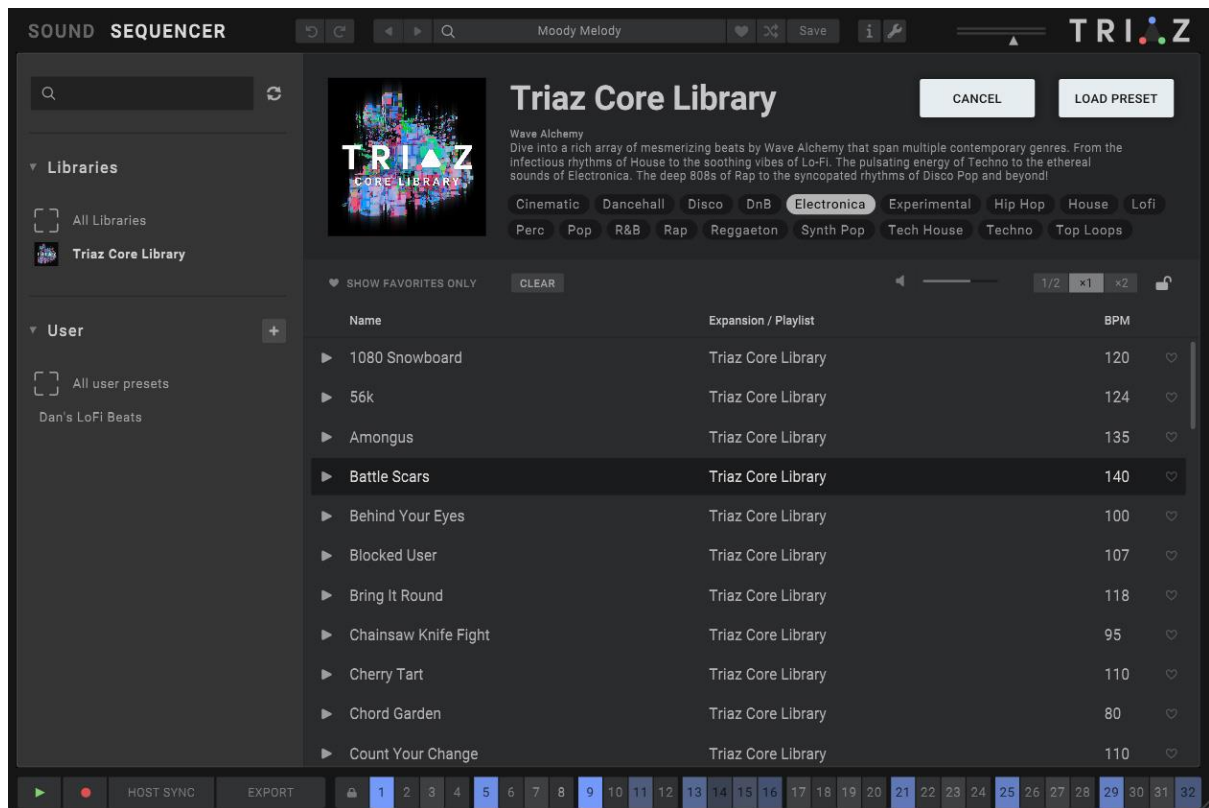
### Clear All Motion (153)

## Clear All Motion



Located at the bottom of the Motion Sequencer, the **Clear All Motion button** will clear **ALL** Motion Assignments on **ALL** Motion Lanes. Upon clicking this button, a modal popup will appear and ask you to Confirm or Cancel this action.

## Preset Browser



*Triaz: Preset Browser*

Clicking the Preset Navigation Header at the top of any page within Triaz opens the Preset Browser. Here you can browse, preview and load Factory and User Presets.

The Header also displays the name of the currently loaded Preset.

**Next / Previous Preset** - Clicking the Next / Previous Preset arrows lets you cycle through and load Presets from the Preset Browser without the need to open it.



**Favorite Presets** - Click the Heart icon to Favorite any preset. You can browse and manage your Favorites from within the Preset Browser.



**Preset Shuffle** - Clicking the Shuffle icon randomizes the currently selected Preset.



Any tags / genres currently selected in the Preset Browser will be adhered to when using Shuffle. For example, selecting the 'Hip Hop' genre tag in the Preset Browser and then clicking Preset Shuffle will randomize through only Hip-Hop genre tagged presets. Likewise, if no tags are selected, it will randomize through all presets and genres.

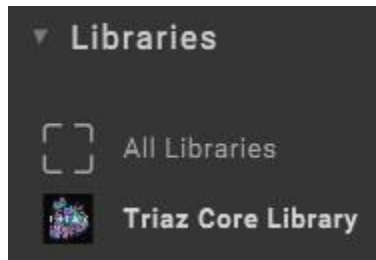
**Save Preset** - Click the Save button to save your preset.



Once pressed, a Modal Popup will appear asking you to give your preset a name.

You can't destructively save over Factory presets. Saving over Factory preset will instead save the preset to the **User Presets** area of the Preset Browser.

## Preset Browser Libraries



This area reveals the included Factory Presets (Triaz Core Library), as well as presets from any official Triaz Drum Expansions you may have installed.

Clicking the **Triaz Core Library** button text reveals the Factory Presets in the Preset List on the right.

Triaz boasts over 700 production-ready presets spanning 18 modern genres and styles.

The **All Libraries** button, if more than one Expansion is installed, lets you browse Presets from multiple Libraries at once.

**Tip:** Click the Disclosure Triangle icon to the left of the **\*\*Libraries\*\*** header to collapse the Libraries List.

## Presets List

Name	Expansion / Playlist	BPM
▶ 1080 Snowboard	Triaz Core Library	120
▶ 56k	Triaz Core Library	124
▶ Amongus	Triaz Core Library	135
▶ Battle Scars	Triaz Core Library	140
▶ Behind Your Eyes	Triaz Core Library	100
▶ Blocked User	Triaz Core Library	107
▶ Bring It Round	Triaz Core Library	118
▶ Chainsaw Knife Fight	Triaz Core Library	95
▶ Cherry Tart	Triaz Core Library	110
▶ Chord Garden	Triaz Core Library	80
▶ Count Your Change	Triaz Core Library	110

The Presets List reveals a list of Presets which can be Previewed and / or Loaded for Playback / Editing.

Click the **Play** Icon at the left of any Preset Lane to **preview** the preset. Press it a second time to stop previewing. You can use the up / down arrows on your keyboard to navigate through Preset previews once Play is pressed.



Click the **Favorite** (Heart) icon at the right of any Preset Lane to Favorite the preset.



The center column shows the Library the Preset resides in.

The right column shows the saved BPM of the preset.

**Tip:** The Preset Tempo information is determined by the DAW's tempo at the time of saving a preset.

### Preset Load / Cancel



Selecting any Preset from the Preset List below reveals the Load / Cancel buttons.

Clicking **Load** will immediately load the preset and automatically close the Preset Browser.

Clicking **Cancel** will return you to the Sound Page and revert Triaz to the previous state that was active before the Preset Browser was opened.

### Preset Browser Search



Search and filter Presets in the Browser according to text entered in the Search field.

The Results in the **Preset List** are filtered according to the terms entered in the Search field.

### Preset Tags



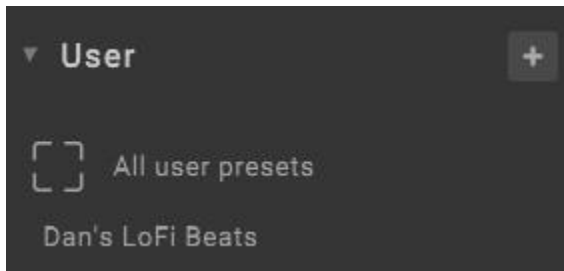
This area reveals any Tags associated with the currently selected Preset Library.

By default, Factory Presets are organized by Genre, with each Genre having its own Tag in this area.

The Presets List below is populated based on the Tag/s selected. If no Tags are selected, the preset list will reveal **all** Factory Presets.

**Tip:** You can CTRL + Click Tags to select multiple tags at once.

## Preset Browser User Presets



User saved Presets are located within the **User** section. Clicking **All User Presets** will reveal all your User Presets in the Preset List on the right.

You can create your own custom **Playlists** by clicking the **Add** icon to the right.



Give your Playlist a name, and this Playlist will appear underneath the **All User Presets** Header. You can right-click any Preset in the Presets List (Factory or User) to add it to an existing Playlist. This allows you to organize your presets however you like.

**Tip:** Right clicking any Playlist name will reveal an advanced menu popup. Here you can add a Playlist description, upload artwork, randomize the background color, and more.

## Show Favorites Only



Clicking this button will only reveal Presets in the Preset List that you have previously Favorited

If you have Favorited Presets but no Presets show in the Presets List, Click the **All Libraries** or **All User Presets** buttons on the left.

If no Presets have been favorited, the Presets List will be empty when using this feature.

## Clear Favorites



Clicking this button will **Clear** all the Presets that you have previously Favorited from the Favorites List. A modal popup will appear asking you to Confirm / Cancel this action.

## Preset Browser Refresh



Clicking the Preset Browser Refresh icon will refresh the Preset Browser. This is used when importing Preset Expansion or deleting / adding presets on Disk.

## Preset Preview Volume



This slider sets the Volume of the Presets when Previewing them.

## Preset Preview Speed



These controls allow you to Preview Presets before you load them at different speeds: half time (1/2), normal time (X1) or double time (X2).

Normal time (X1) is the default setting. This will preview the Preset at your DAW's native tempo.

Engaging the **Lock** icon to the right will lock the currently selected Speed and allow you to continue previewing presets at this speed.

## User Presets Location

User presets are saved into the "**Triaz / Presets / User**" Folder on your Hard Drive. This folder can be found at the location you chose when installing the Triaz Content