

Thank you for downloading the Mabuse 1.5. To install Mabuse, run the installer which will install Mabuse in your Applications of Program files folder. Before running you need to ensure you have the latest version of Quicktime installed (<http://www.apple.com/quicktime/download/>) . If you are running Windows then you'll also need to ensure you have XP Service Pack 2 installed.

If your copy is unregistered then it will run in demo mode. This is fully functional apart from the following:

- Save and Open disabled
- Record Quicktime movie to disk disabled
- Load Folders of video and audio files disabled
- Full screen mode runs at a reduced resolution

Starting Mabuse

When you run Mabuse, it will open with the Mabuse Welcome screen, click on **New** to create an empty session or click on **Demo** to play immediately with some sounds and video.

Mabuse will read AIFF, WAVE and SDII audio files and will convert Mp3's to AIFF. These will be stored in the folder selected on startup. All movies must be Quicktime and it is recommended to convert them to 25fps, Photo-JPEG, 320 X 240. Any other settings may significantly affect the performance.

Once Mabuse loads you can import audio files by selecting "**Import Audio**" from the Audio menu, or just press **⌘+ I** . To import several files, choose "**Import Multiple Audio**" or press **⌘+ L** . As soon as you have imported a sound you will hear it playback in AudioPlayer 1 in the top left corner. To import a QT movie, select "**Import Video**" (**⌘+V**) and this will start playing in the video display when it has loaded. These menus are duplicated in the File IO panel.

Hopefully Mabuse should be fairly easy to get to grips with as there are hints included on every control, so just hover the mouse over a control for about a second and it should tell you what it is. If you get carried away and it starts making really strange noises you can either record them quickly by using the instant record facility, or to reset an AudioPlayer click on the AudioPlayer's number in the top left of each player. To reset the video click on the reset button in the top left of the video controls. To store a preset (this stores the current image and sound) , set the store number first, then choose Store (**⌘+P**) and type in a preset name. To recall a preset, just select from the preset list or use the 5 quick presets above which are assigned to number keys 1,2,3,4 & 5. If you want to find out more about Mabuse then read on.

Store number **1** Presets 1 Intro

Preset List (on the left)

Quick Presets

MIDI Preset Recall

Assign a preset to each button

AudioPlayer 1 AudioPlayer 3

Video Display

VST Plugins

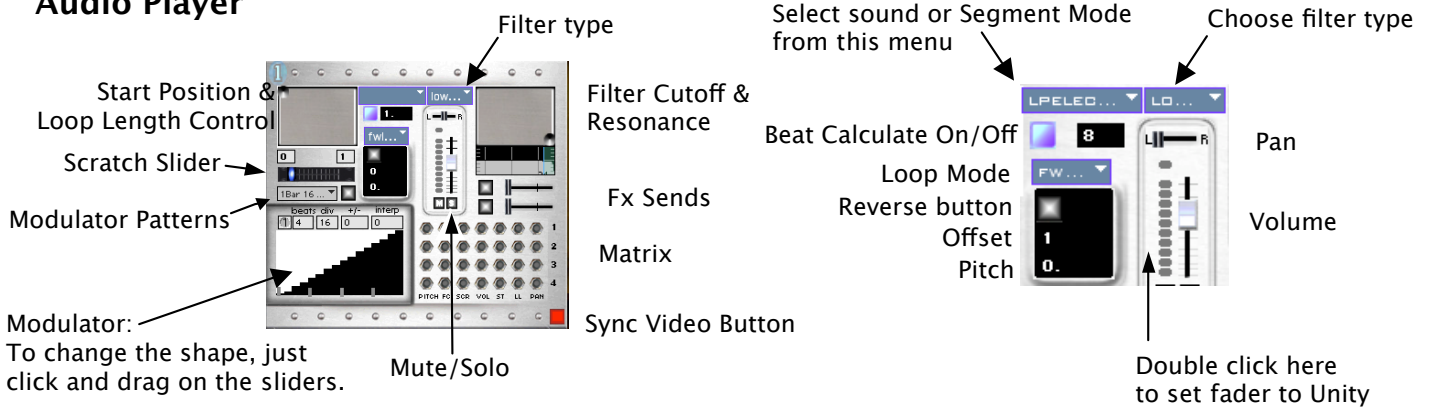
Freeframe Plugins

AudioPlayer 2 AudioPlayer 4

Video Controls

Function Buttons

Audio Player



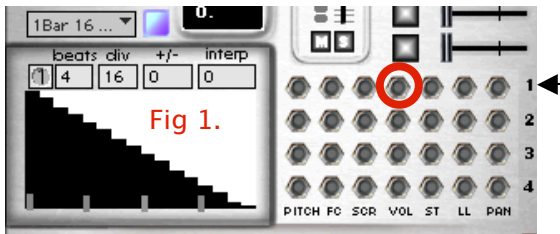
The **Sync Video Button** determines which AudioPlayer controls the playback of the video. It automatically defaults to AudioPlayer 1. If you mute AudioPlayer 1 the video will stop playing. If you scratch AudioPlayer 1 with the scratch slider, the movie will jog back and forward. For more extreme effects move the Start Position & Loop length controller towards the bottom left.

The **Beat Calculate Button** enables Mabuse to work out the tempo of each sound, so keep this on, unless the sound doesn't loop correctly. In which case turn **Beat Calculate Off** and manually adjust the beat number.



The Modulator:

The Modulator can be routed to 7 different parameters, and you can use the supplied patterns or draw your own in very quickly. Its ideal for automating the controls, and you can route all modulators to any of the AudioPlayers as well as to the video controls by using the matrix. If you select the first pattern from the patterns menu, the modulator will look like fig 1. To route it to volume, go across from the number of the AudioPlayer, and click in the circle in line with the Vol column. The volume will now fade down over the duration of 4 beats. The available parameters are; Pitch, Filter Cutoff, Scratch, Volume, Start Position, Loop Length and Pan. To draw your own pattern, just click and drag on the sliders.



Beats : specifies the length of the modulator loop, e.g. 4 beats = 1 bar, 8 beats = 2 bar, **div** : specifies the resolution or speed e.g. 16 = semiquavers, +/- :increase or decreases the output value, **interp** : sets how long each value slides to the next one (ms), to create a smoother ramp.

Pattern Menu : You can select predefined patterns from this menu, as well as store & delete your own.

Pattern_Menu
Delete
Store
Import
MIDI_Trigger

1Bar 16 Up 4 16
1Bar 32 Up 4 32
1Bar 64 Up 4 64
1Bar 16 Dn 4 16
1Bar 32 Dn 4 32
1Bar 64 Dn 4 64

- To store:** 1) Create a pattern 2) Select Store from the Pattern Menu 3) Type in a name & press OK
To delete: 1) Select Delete from the Pattern Menu (Menu turns Red) 2) Select pattern to delete
To Import: 1) Select Import from the Pattern Menu 2) Locate the Patterns file within Mabuse session folder

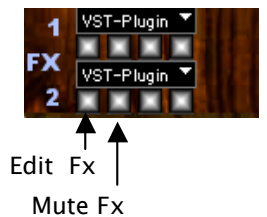
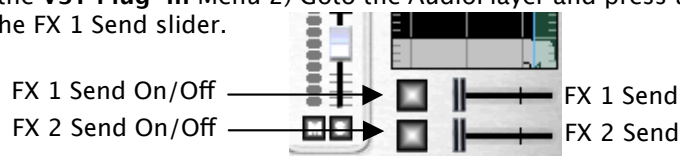
MIDI Trigger When this is selected you can program the pattern by playing a MIDI keyboard. Set beats and div e.g. 4 16 for 1 bar loop, then play keyboard, and the modulator will be reprogrammed. See MIDI Mapping for more details on randomize and scaling.

VST Plugins:

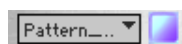
You need VST plugins installed to use them, otherwise you can use the MabuseDelay which is available on FX 1. It is also possible to run VSTi's within Mabuse and trigger these using the modulators.

To enable a VST plugin:

- 1) Select a plugin from the **VST Plug-In Menu** 2) Goto the AudioPlayer and press the FX Send On button, then increase the FX 1 Send slider.

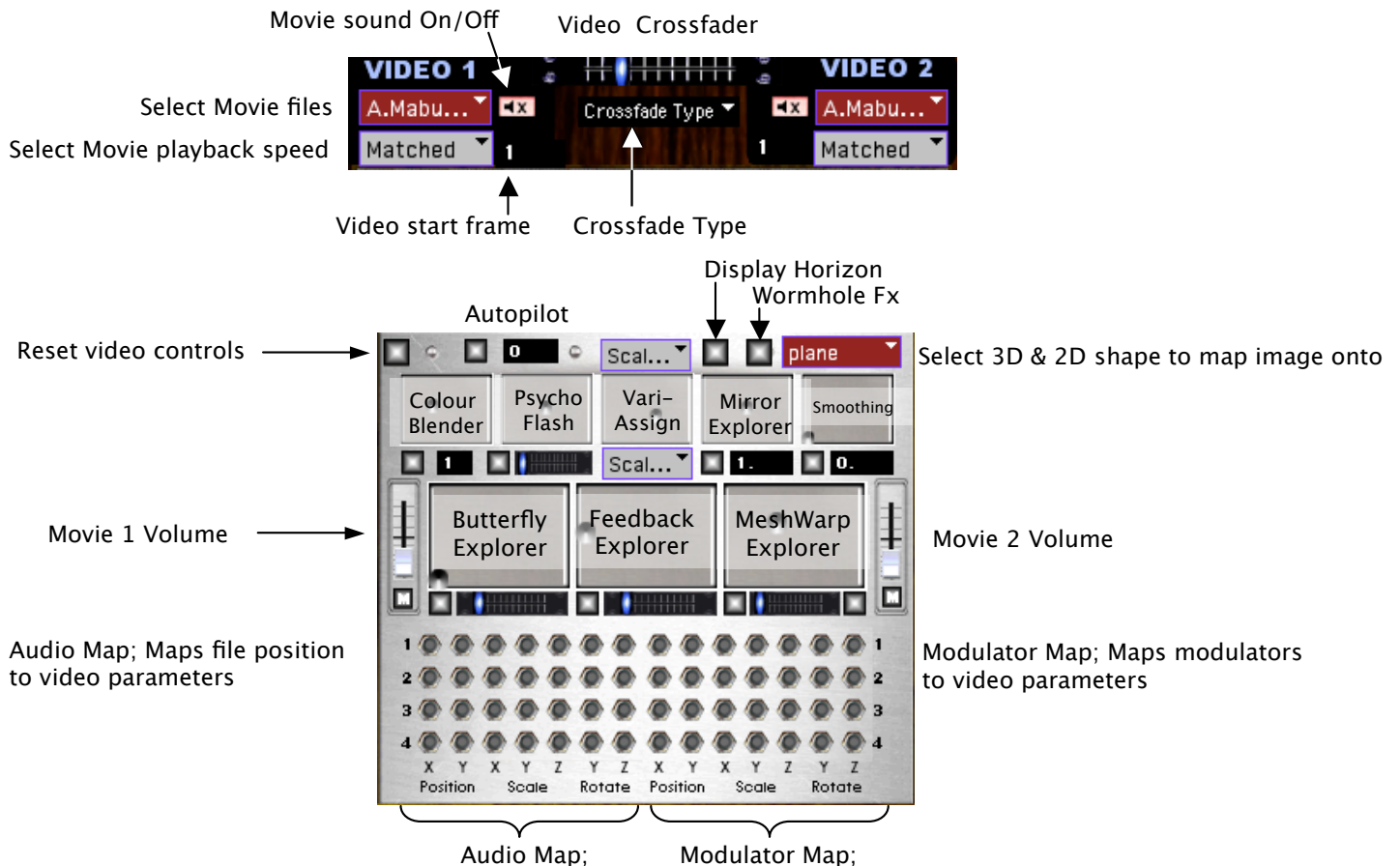


- To trigger VSTi's:** 1) Select a VSTi from FX1 menu 2) Enable the button to the left of the Patterns Menu, and then choose a pattern for the modulator



Video Controls

Mabuse can crossfade between 2 video sources; this can be either 2 movie files or a combination of **Live video feed** (e.g. web cam) the **Audio Visualiser**, and a movie. There are also a number of awesome crossfade types, which can be selected from the menu situated below the video crossfader.



Most of these controls have an On/ Off switch associated with them.

Autopilot – Rotates the video as set by the autopilot speed. Press X to enable 360 rotation and shift X to enable freeze

Colour Blender: determines how the colours of the background blend with the movie

Mirror Explorer – produces a number of mirror images depending on the position of explorer

PsychoFlash Explorer – creates a hypnotic strobing effect with movement

PsychoFlash Depth – amplifies the movement within the PsychoFlash Explorer

Vari-Assign – Choose which video parameters this control affects

Wormhole – Mesmerising Spiral maker

Butterfly Explorer – Creates a variety of distorted and kaleidoscopic effects through the different butterfly modes

Feedback Explorer – creates a multitude of synthetic and mind blowing effects

Feedback Rotate – Yep, rotates the feedback, to help with above!

Number of beats per feedback trigger – a higher number slows the feedback down

New Random Feedback Algorithm – its new, its random and see what happens.

MeshWarp Explorer – maps the video to a grid which you can distort with the explorer.

Mesh Resolution – Adjust the grid resolution (Also has an effect on different video shapes e.g Cube)

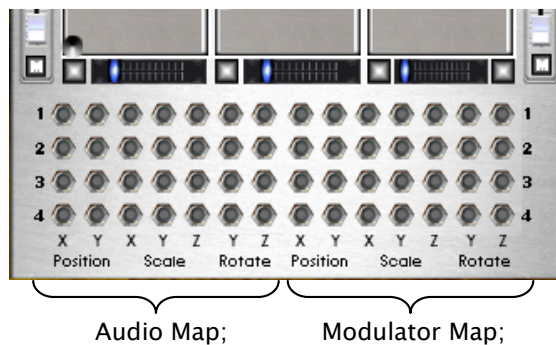
Show Mesh – displays the grid

Motion Smoothing – makes the movement smoother when mapping from the matrix

Motion Amplification – makes the movement more extreme when mapping from the matrix

Audio Visualizer – is available from the Video 2 menu, and it generates patterns based on the output of Mabuse, or the live input to the computer. It changes according to frequency content of the sound.

Video Matrix Routing



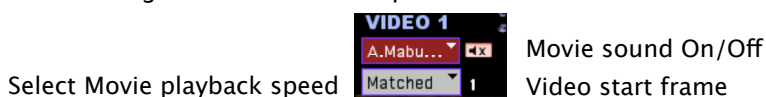
The matrix works in the same way as the AudioPlayer, but is divided into two. On the left matrix (Audio Map) it routes the file position from each AudioPlayer to 7 different video parameters and the right matrix (Modulator Map) routes the four different modulators [found in each Audioplayer] to the video parameters.

The video parameters are

X, Y Position: Horizontal & Vertical position

X,Y, Z Scale: Horizontal, Vertical & depth zooming (Z scale only visible on 3D shapes)

Y, Z Rotate: Rotates the image similar to the autopilot.



Video Playback speed: "Match" syncs the movie exactly to the controlling AudioPlayer at a variety of relative speeds. e.g its original speed (or variations of e.g. Normal x 2 = Twice as fast).

Video Start Frame: Changes the start point of the movie. A low setting will be at the beginning, a high setting towards the end.

Movie Sound On/Off: Mabuse can import the audio from a Quicktime movie on the fly, but it is recommended you extract the sound from the movie beforehand, using the **Extract Movie Sound (⌘+E)** function from the **Video Menu**. After selecting Extract, the Video list is highlighted, and choose the Movie to extract. Mabuse will automatically import from the Quicktime movie if you haven't yet extracted the audio when Movie Sound is on and you may experience increased latency whilst it imports.

N.B. This will happen every time you select that movie until you extract the movie sound.

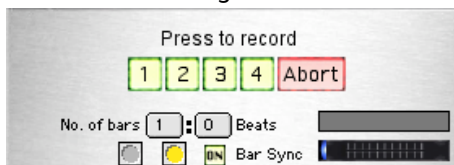
Secondary Monitor Mode – To access the second display mode hit the **Escape** key, position the window and hit **F**. To close, hit the **Escape** key again.

Recording Video:

Select **Record video to Disk** from the file menu and find a suitable location to save the file. To stop, press the **Stop** button which will appear in the bottom left corner. A 25 fps Quicktime movie + sound will be created on your computer. N.B. You will achieve best results by not using two monitor displays whilst recording video.

Instant Record

To instantly record an AudioPlayer, Select Recorder from Options menu, then just click on the appropriate number in the **Instant Record** window. It will start recording at the start of the next bar for 4 beats unless you change the **No. of bars** setting beforehand.



When recorded it will ask you to press either:

Yes : It will load the new file into the same AudioPlayer and reset the settings.

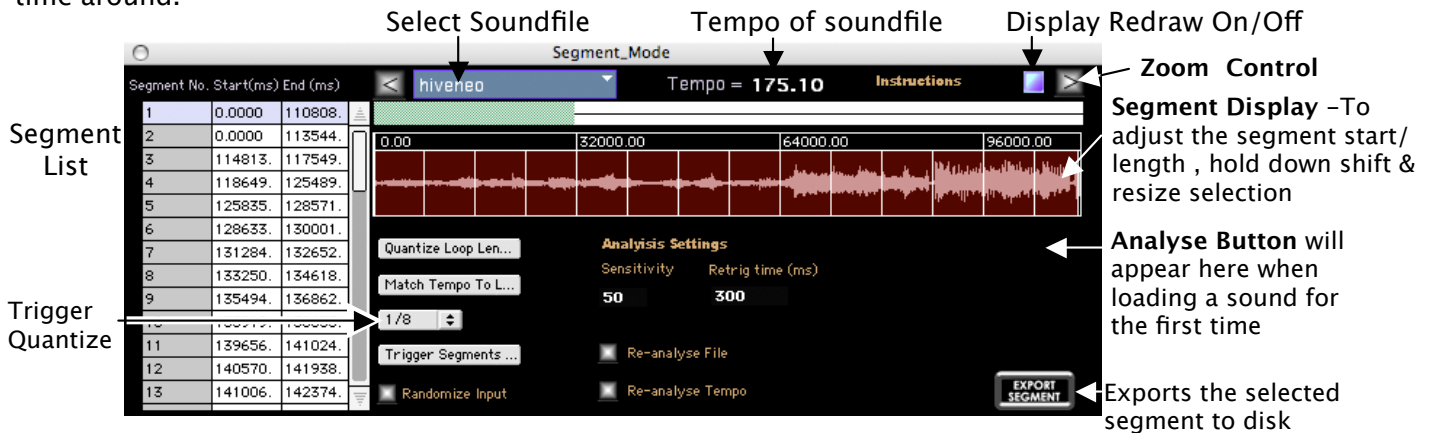
No : It will reactivate the AudioPlayer as before and add the newly recorded sound to the audio list.

Trash : It will reactivate the AudioPlayer as before and then delete the newly recorded sound

Mabuse records these files into the folder selected on startup. If you want to stop recording just hit **Abort**.

Segment Mode

Segment Mode will slice an audio file into individual segments, calculate the tempo, and automatically keygroup the segments. It's a great way to create instant remixes, or jump to specific events. Once the file has been analysed (a few seconds depending on file length & CPU), it will load instantaneously next time around.



Segment Mode will only work when you have selected Segment_Mode from the Sound menu on a wave player. If you choose "Segment_Mode Edit", it will automatically open the above window.

To segment a soundfile:

Choose a soundfile to be segmented.

Click the Analyse button which appears [if the file has not been analysed before]. *Mabuse will then divide the file into segments and the segments can be triggered by clicking on the segment list or by the modulators or via MIDI.* Mabuse calculates a tempo but you can override this by adjusting the tempo or using Match tempo to loop.

If Mabuse can't identify the tempo precisely (this will depend on style of music & quality of recording), then the easiest way is to find a segment which loops correctly, and then select the length of that loop (e.g. a bar) from the **Match Tempo to Length** menu.

If you can't find a precise loop, then simply extend the selection in the waveform view, by holding down shift and click and dragging with the mouse till it loops correctly, then select the length of that loop (e.g. a bar) from the **Match Tempo to Length** menu.

Once the tempo is correct you can quantize the loop lengths, by specifying a duration from the **Quantize Loop Length** menu. This will help maintain tight synchronisation between different loops.

Mabuse automatically adjusts its settings to identify an optimum number of segments. You can override this, by selecting different analysis settings, and clicking on the Re-analyse file button

Sensitivity: Adjusts the threshold sensitivity (0-100). Lower numbers result in more segments

Retrig Time(ms): Specifies the minimum amount of time between segments.

Triggering Segments

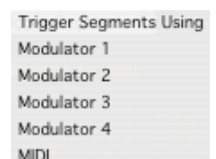
Segments can be triggered easily by clicking on the segment list using the mouse. When you select a segment, the start of it will be quantised to the **Trigger Quantize** Setting.

Alternatively you can sequence the segments by using one of the 4 modulators in the main window or MIDI input.

Select the appropriate Modulator or MIDI from the "**Trigger Segments Using**" menu.

There is also a Randomize input which will randomly play through the different segments.

N.B. The Trigger Quantize is still active when triggering via MIDI or using the modulators.



Exporting Segments

Select a segment and then click on the Export Segment button. This will save an audiofile into the folder specified on startup (or where the Mabuse file resides), and add the file to the Audiolist.

MIDI Control

Select **MIDI Mapping** from the **Options** menu or press the **MIDI Mapping** function button.

Nearly all parameters are available to be controlled by MIDI control change messages using the MIDI Routing page. To assign control change messages, either manually select the specific MIDI Channel no. and CC# no. next to the parameter you want to control or click on the name and move the appropriate MIDI slider on your MIDI device. When you close the window it will save the settings and ask you to name the saved preset.

You can store different MIDI routing settings in the **Store/ Recall Settings** section, and also recall these quickly using the computer keyboard.

MIDI routing receives from all ports on your MIDI interface unless you specify an individual port from the MIDI control change input menu. The quick recall key assignments are also saved along with all the CC# no.s. N.B If you want to control more than one parameter simultaneously with one CC# no., you need to make use of the macros.

MIDI Trigger Port:

Mabuse uses note messages to recall presets, video presets, trigger segments in Segment_Mode, and program the modulators. It will control these functions automatically depending on which function you enable.

Notes Thru – Notes pass through exactly as played

Random Generator – A note is randomly generated each time a Note On message is received

Keys Default –The pitch passes through as played. If you select the size of your keyboard, Mabuse will automatically scale your keyboard from 0 – 127. This is useful when programming a modulator or triggering in Segment Mode.



To trigger presets using MIDI – Click on the piano icon next to the main preset menus to make it blue. Select a preset from the preset menu or the video preset menu, then play a MIDI note to assign it to that preset. Once you have assigned several presets, click back on the icon. Now when you press the MIDI notes it will recall a preset. N.B. Segment Mode & Pattern triggering will override this feature

Synchronizing Mabuse to other Applications



Synchronization Options can be found in the MIDI Mapping window. It is possible to sync to an external source (e.g. another computer) using MIDICLOCK and selecting MIDICLOCK from the Sync menu or to another compatible application on the same computer using Rewire.

N.B. Performance may be affected by running another application at the same time as Mabuse. Sound quality maybe affected by sync'ing to an external MIDI source.

Function Buttons



- File I/O** Opens the Audio, Video and Crash solo menus.
- AV Settings** Adjust Audio Drivers, Screen size for primary & secondary monitors
- Mixer** Faders for VST Fx Sends/Returns, Live Input, Movie Fx Sends & Master Fader
- Segment Mode** See Below
- MIDI Mapping** See below
- Floating Text** Enter text to display on the screen

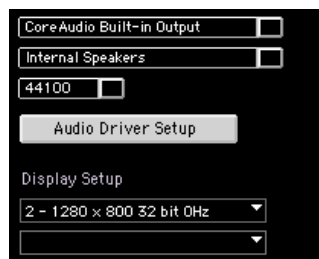
Floating Text

Click on the Floating Text button to display & flash text on the screen in a variety of ways

These buttons randomize the controls above them e.g randomly moves the position of the text

Determines how often the text flashes onto the screen 100 - always on, 0 - off

AV Settings



Primary Monitor Settings
Secondary Monitor Settings

Crash Solo



Crash Solo will play any sound loaded up into its audio menu when you turn off a solo button or recall a preset. To enable click on the switch to the left hand side of the **Crash Menu** in the **FILE I/O** panel To load sounds into Crash Solo choose "**Import Audio**" from the **Crash Solo Menu**

Delay Effect (from FX1) A standard delay with feedback.

The top feedback slider routes through the filter, and the lower feedback slider crossfeeds between left and right. Select the left and right delay times from the two menus in the top right. The delay goes through a soft limiter, which can be turned off using the switch. Its strongly advisable not to turn this off when the feedback is up, as its possible to blow up your speakers, ears and brain in one go! You've been warned...

