



First of all, thanks for purchasing Dizztroy 2. Note, that if you are using Dizztroy 2 demoversion, some functions are not available!

Purchasing the software saves future bugfixes, updates and improvements, but also the development of new Z3 Audiolabs musicsoftware.

I hope you will enjoy Dizztroy 2 and have a lot of fun with it .

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What is Dizztroy 2

Dizztroy 2 is a bitcrush / overdrive / distortion vst effect plugin which is made for soft and heavy audio distortion. It is perfect to blow up your drumloops or leadsynths, making badass hardcore kicks, or completely destroy your signal to sound like a broken fm radio.

It contains a bitcrusher, samplerate reducer, 8 overdrive / distortion algorithms with a low- and highpass filter, a waveshape distortion with a peak filter, a filter with 5 different filtertypes and a global highpass filter to round up the perfect dizztroying machine.

Additionally it offers you an envelope follower and a very flexible multisegment envelope generator to modulate the different parameters.

All FX can be placed on the preferred position in the signal chain easily via drag and drop.

One of the big deals Dizztroy 2 offers to you is that you can draw the waveshape for the distortion by hand, with the smooth button you can round off the envelope step by step to shape the perfect distortion, after you created the perfect waveshape you can save it to one of the 4 snapshots or to your harddrive. If you destroyed the perfect shape by mistake, it has an undo function up to 10 steps.

Dizztroy is not only made for sounddesign in the studio, every parameter has a MIDI learn function, just rightclick a controller and move any fader, button or knob on your MIDI hardware controller and the fun can begin.

<http://www.z3-audiolabs.com>

System requirements:

Pentium III or higher / AMD with SSE support, 1.8 GHz, 512 MB RAM, Windows XP or newer, VST compatible 32 bit host software or 64 bit DAW with 32 bit support (Cubase 8, Bitwig Studio, Reaper..) if your 64 bit DAW doesn't support 32 bit plugins you will need to use [i-bridge](#) or similar products.

Tested and known to work in many VST compatible hosts like Cubase, Live, Renoise, FL Studio, Audiomulch, ..

Install / uninstall:

Dizztroy 2 is really easy to install / uninstall: after unpacking the zip file just copy / delete the .dll into / from your vst folder, that's it!

Host integration:

Cubase & Live:

Load Dizztroy 2 as an insert effect on an audio track or instrument track. Then you need to create a MIDI track and assign Dizztroy 2 as target for the MIDI track, now you can control Dizztroy 2 with your MIDI controller.

Settings:

In the settings menu you can choose certain global settings like save MIDI CC bindings in presets (saved global per default), 'catchup values' which defines how your MIDI controller's knobs or faders work. If catchup values is set to ON the knob or the fader only reacts after the last value is reached (to avoid value jumps), if set to OFF it jumps to the actual fader or knob position.

You also can show and clear all MIDI CC bindings.

Controls:

Basic usage:

- double click left mouse button: sets the parameter to default value
- click right mouse button:
 - o learn MIDI CC: connects the parameter with your hardware MIDI controller
 - o clear MIDI CC: deletes MIDI CC binding
- click right mouse button inside readout label: edit controller value by user input

Global controls:

- (1) **In / Out Volume control:**
Controls input and output volume.
- (2) **Highpass filter:**
Just passes frequencies above 75 Hz, you can place it pre or post FX.
- (3) **Preset manager:**
Allows you to save/load programs and program lists. With init program you can set all parameters to default values.
'Rename' allows you to give your program a new name and save the program.

Wiring:

- (4) **Wiring:**
Drag and drop the Fx to the desired position in the FX-chain.



FX controls:

- (5) **Filter:**
 - Cut: sets the cutoff frequency of the filter
 - Res: sets the resonance of the filter
 - Filter type selector: choose one of the 5 filter types
 - Mix: the amount of the filtered signal
- (6) **Crush:**
 - Crush: reduces the bitrate of your audio signal
 - Rate: sets the samplerate of your audio signal
 - Dry: sets the amount of the dry signal in mix to the wet signal
- (7) **Drive:**
 - Drive: sets the amount of drive
 - Pre: sets the input amount of the signal
 - Post: sets the output amount of the signal
 - Feed: sets the feedback amount of the signal
 - Dry: sets the amount of the dry signal in mix to the wet signal
 - Select: between 8 different overdrive / distortion algorithms
 - HP Q / LP Q: sets the Q-factor for HP / LP
 - Frequeny beam: move the yellow frequency beams to set the frequency of HP / LP

(8) Distortion:

- Drive: sets the amount of distortion
- Pre: sets the input amount of the signal
- Post: sets the output amount of the signal
- Feed: sets the feedback amount of the signal
- Dry: sets the amount of the dry signal in mix to the wet signal
- Select: between symmetric and asymmetric waveshaping
- PKQ: sets the Q-factor for Peakfilter
- PKG: sets the gain for the Peakfilter
- Frequeny beam: move the yellow frequency beams to set the frequency of the Peakfilter

Waveshape drawing window:

- Draw waveshape: draw the waveshape of the distortion
- Smooth: round off the waveshape
- Undo: undo the waveshape up to 10 steps
- Save: save waveshape to one of the 4 snapshots or to file
- Load: load waveshape file
- Right double click: sets the waveshape back to default

Modulation:

The 2 modulation sources “Envelope” and “Follower” allow you to modulate the main parameters of your FX. In the lower section of the modulators you have little faders to set the modulation amount for the individual parameter.

**(9) Follower:**

- Attack, release, delay and amount are controlling how to track the amplitude of your signal
- Peakfilter: is here to track a specific frequency range of the signal

(10) Multi-segment envelope generator:

Gives you the possibility to create a unique, synchronised envelope to modulate any FX parameter.

You can choose between 6 different ways of transition for each envelope segment, and save or load the envelope from / to your disk.

Furthermore you can set the speed and the number of segments (steps) for the envelope.

If you have any questions don't hesitate to write an e-mail to: support@z3-audiolabs.com