

Device: Radio Active  
Designer: Robert Todd  
CAT: TTI003  
Year: 2007  
Country: United Kingdom  
Copyright: TTI 2007  
Type: Subtractive/ Monophonic  
Version: 1.0  
Company Website: <http://www.trancetutorial.com>



Hello and thank you for your interest in Radio Active.

### WARNING/ACHTUNG!

THIS SYNTH IS FREWARE. IF YOU PAID FOR IT YOU HAVE BEEN RIPPED OFF. YOU ARE FREE TO DISTRIBUTE THIS PLUG-IN AS YOU SEE FIT. HOWEVER, YOU ARE NOT FREE TO SELL IT, UNDER ANY CIRCUMSTANCES.

RADIO ACTIVE IS CAPABLE OF EXTREME GLITCHING, HARSH DIGITAL DISTORTION AND HIGH FREQUENCY NOISE AT DANGEROUS LEVELS. THESE KINDS OF SOUNDS MAY DAMAGE HUMAN HEARING AND/OR AUDIO EQUIPMENT. THE AUTHOR/PUBLISHER CANNOT BE HELD RESPONSIBLE FOR DAMAGE TO HEALTH OR EQUIPMENT CAUSED BY USING THIS DEVICE. BE AWARE OF HEALTH AND SAFETY. ALWAYS MONITOR AT A SAFE LEVEL.

### INSTALLATION

#### Standalone

Copy the .exe to your desktop or desired folder, double click to begin Radio Active. Use the MIDI IN menu to select a MIDI input (device to control Radio Active), you can even use your PC keyboard for this. Use the Audio menu to select an audio driver (device to output sound with). The default is Primary Sound Driver and if you don't have a decent soundcard you should stick with this option, if you have a good soundcard, then select the relevant ASIO driver.

#### VST

Copy the .dll file to the VST folder of your desired host; for Cubase this would be C:\Program files\Steinberg\vstplugins. When you restart your host, Radio Active will appear as a VST instrument. The host controls audio and MIDI settings.

### CONCEPT

I became interested in Glitch production some time ago and designed this synthesizer primarily for creating radio style frequency cycling noise and 'glitchscapes'. For those of you who don't know much about Glitch, it is the art of creating music from nasty digital glitching or other digital noise. A glitchscape is a series of glitches sequenced rhythmically, or in succession, creating a glitch 'canvas'.

Glitching and harsh digital distortion noises of the type used in Glitch production are actually rather difficult to generate on demand (but of course rather easy to generate when they aren't wanted) hopefully Radio Active can help make generating these sounds a little easier.

To those of you who are not interested in Glitch this synth will probably sound 'bad', but for those of you who are, I think you will get it.

## HOW TO USE RADIO ACTIVE

The first preset in the Radio Active soundbank named HOLDNOTECYCLEFREQ is typical of the Radio Active sound. Simply hold a note on and cycle or automate the frequency for extreme radio style tone shifting. There are also presets available which showcase some of the other things possible with this synth, but the name of the game is experimentation, so just go ahead and twiddle as many knobs as possible until you get something can use, although it must be said Radio Active is always at its best when sounding like Radio Active.

You can run the synth live in your favourite host if you like. However, the way I use Radio Active is to record a section of Radio Activity into an audio sequencer, export it as a Wav file, then use some kind of Audio slicing program (Recycle/M-Points) to cut the file at usable rhythmic points, then lock the slices to specific places in the track. In this manner, you can create some crazy and rather different effects. This is how the synth is designed to be used and in this way, best serves its own purpose. You can also use the device by simply sampling a glitchescape of your creation and then ripping glitches from the sampled audio. Another fun way is to get a glitchescape going then glitch it up even further by routing the audio through 'dblue Glitch' (another great free plugin).

## TIPS FOR GETTING THE MOST OUT OF YOUR SYNTH

- The Frequency knob is central to the way Radio Active works and is probably the most important knob.
- Radio Active is based on the concept of subtractive synthesis. However, its design differs quite vastly from what is normally considered a subtractive synth. Therefore, the device is really only suited to creating Radio Active type sounds and you will find it very difficult to get 'nice' subtractive sounds out of this synth (e.g. JUNO, JP, Moog). If you want these kinds of sounds there are other synthesizers around which do the job much better. Many of these are also freeware.
- RADIO ACTIVE IS GOOD FOR....Radio Dial Simulation, Glitching, Telephonic/Communications Noises, Cheap 80's sounds, 8 BIT Noises, FX.
- RADIO ACTIVE IS NOT GOOD FOR...Big Trance Synths, Basslines, Chords, Leads.
- Radio Active is designed for notes to be held on and the device will usually sound better or be more useful when holding notes.
- Many sounds you create with Radio Active are octave specific, meaning they will only sound good within one particular octave. Some sounds are even note specific.
- Radio Active is monophonic. You cannot play chords with it, so don't waste your time trying.
- Radio Active's Fission Unit is set up rather like a cabinet reverb; it is there to create a little atmosphere within a patch, it is not powerful enough to compete with real reverbs. Therefore, the synth may sound rather weak unless sent through an external reverb unit. ArtsAcoustic Reverb is a good companion (but not free).
- In order to facilitate certain extreme sounds, Radio Active's Physics Unit is designed to Glitch when set to certain parameters, it glitches because its values are not as vastly limited as the values within envelopes on most commercial synths. Because of this, you can push the device further in certain ways, yet at the same time you may get clicks and pops with note on/off messages. However, you can get rid of most clicks and pops by spending more time tweaking the envelope.

Don't forget to visit <http://www.trancetutorial.com> for more free stuff!

Hope you have fun with the device and see you next time! RT.