



# **Introduction :**

***HyperStoniK** is the first version of a new next-generation ROMpler prototype (**StoniK**) created by Midi Mobile.*

*Especially designed for the **KVRDC2023**, it follows on from the **SloTone** software but this time is 64-bit compatible with more FX features and works without midi files (LFOs which simulate Gates and Pitches, therefore much more powerful).*

***HyperStoniK** also has a panel of interesting creative effects more commonly used in the world of computer music but also has very original effects more or less unpublished (for free software) with possibilities of Loop / Instruments reconstruction according to the coordinates written in text files appended to the name of the .wav file*

*Inside the **StoniK\_[v.x.xx]\_(KVRDC2023).rar** package are located the **HyperStoniK** folder with a soundbank specially designed for the KVRDC2023 & Templates common for all future version of StoniK Software. Therefore, it will be necessary to keep the order of the directories once decompressed. the '**HyperStoniK**' directory must be at the same level as '**[STONIK\_Soundbanks]**' , '**[STONIK\_Templates]**' and future versions of StoniK ROMpler (which do not yet exist) because they should in principle use these same directories for the proper functioning of the program...*

# Installation :

- Unzip the StoniK\_[v.x.xx]\_(KVRDC2023)\_.ra file and place the three directories in the directory common to all versions of StoniK
- Run Install.bat to create the files [STONIK\_ROOT].txt in the 'HyperStoniK' directory and [STONIK\_FAVORITES].txt in the '[STONIK\_Templates]' directory
- You can now run 'HYPERSTONIK [Standalone].bat' to bring up the HyperStoniK software in standalone (via SaviHost)
- To use the HyperStoniK vsti in your DAW, you must just put a copy of 'HyperStoniK' folder in the 64 bit plugin directory of the Host (with [STONIK\_ROOT].txt inside previously created)...

## first start of the plugin :

*You should see this :*



## let's start by loading an instrument :

- Click to [STONIK\_Instruments] to the navigator then 'Kaoss Slug' and 'Synth'



- You must then press the slider button 'Reload Sound' to activate it (*like the picture above*)
- A few moment later (very short), you have it in the Sample Display (with grid in red lines...)
- You can now play the keyboard instrument with the mouse (or an external midi keyboard).
- A set of -3 to Octave is recommended to play this sound with the virtual keyboard otherwise the sound will be too high pitched.
- Now make some changes...



- Let's activate the Glide and move the Haast FX knob a little then play some notes



- Let's go to the Panel FX, click on the button that allows you to switch from one panel to another then deactivate the Byp (FX) & the EQ to exit the basic setting...



## let's start by loading a Loop :

- Go back to the main panel & click to 'Home' button to select '



- Select 'BeatLove-01.wav' in 'Kaos Slug' directory for exemple & press 'Reload sound'. Your loop is now loaded, you can now press 'Run Loop' (after disabling the effects and the Glide perhaps to have the color of the original sound





Of course, you are free to experiment with your own settings and importing sounds. the empirical method to learn by clicking everywhere and listen will always be more effective than a summary of all the possibilities in writing...

Thanks for have reading this getting start, a much more extensive user manual will be written soon. So, keep in touch !

