

Raizes Player

M A N U A L

ZAK
sound

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Requirements

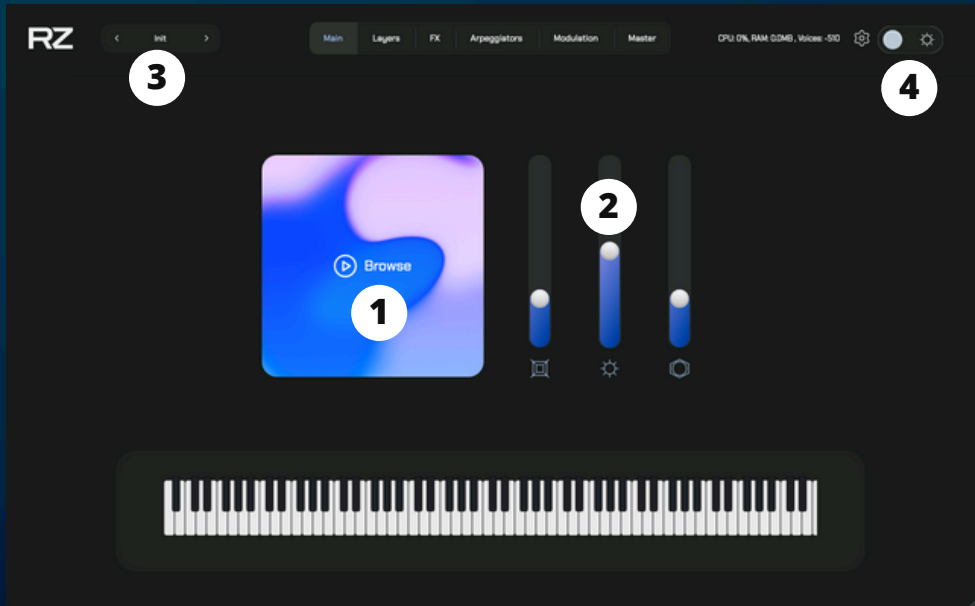
macOS Requirements

- RAM: 8GB
- macOS 10.11 or higher
- Intel & Native Apple Silicon

Windows Requirements

- RAM: 8GB
- Windows 7 or higher

Main



1. Load Instruments

This section allows you to select and install instruments.

2. Main Raizes Sliders

Edge, Glow, and Depth — these are master effects applied globally. Click the icon next to each slider to access and adjust additional parameters.

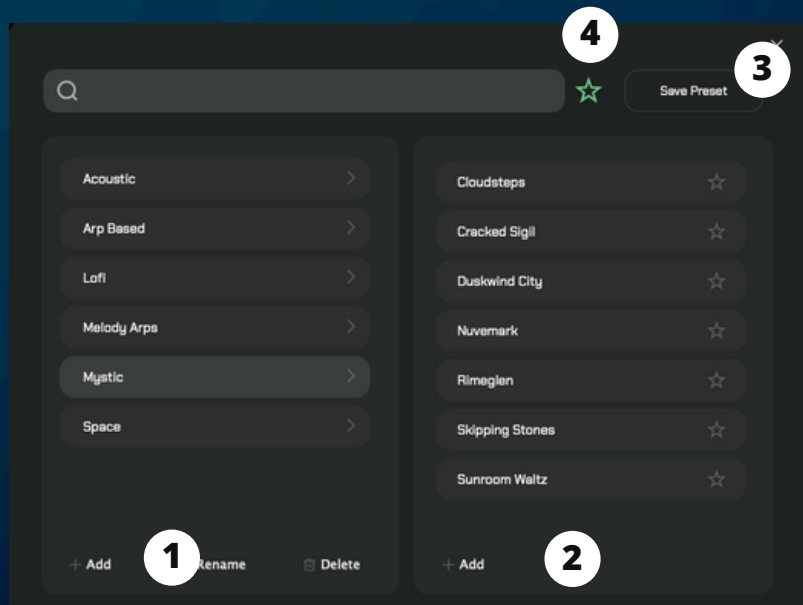
3. Preset Selector

Each instrument comes with its own set of presets. Click here to browse and switch between them.

4. Theme Switcher

Raizes offers two visual themes: light and dark. Use this option to toggle between them.

Presets



1. Add/Rename/Delete

Add, rename, or delete categories.

2. Add/Rename/Delete

Add, rename, or delete presets.

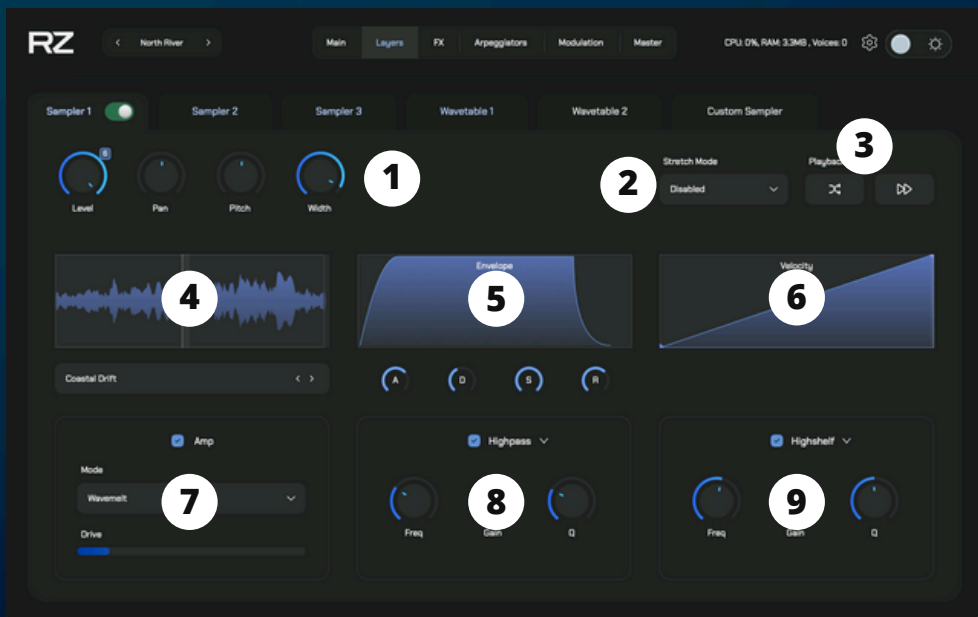
3. Save preset

This button is used to overwrite existing presets. It's not for saving new presets. To save new presets, you must click "Add".

4. Favorite Icon

Click this button to quickly access all your favorite saved presets.

Layers



1. General Controls

Adjust general parameters for each layer: Level, Pan, Pitch, and Stereo Width.

2. Stretch Mode

Use this mode to speed up or slow down the playback of the sample without affecting pitch.

3. Playback Settings

Random Start: Starts the sample from a different point each time you play it.

Direction: Toggle between forward and reverse playback.

4. Sample/Sub-Instrument Selector

Choose and switch between different samples or sub-instruments for the current layer.

5. ADSR Envelope

Control the Attack, Decay, Sustain, and Release of the sample.

6. Velocity Curve

Adjust the curve to control how velocity affects the intensity of the sample.

7. Amp Types

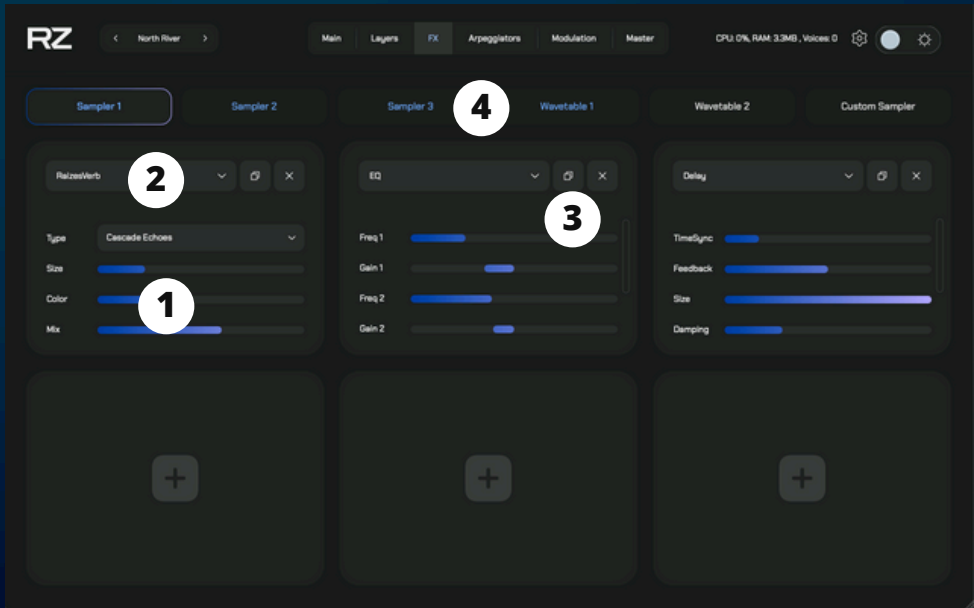
Choose from 7 amp styles, grouped into three categories: Smooth, Organic, and Aggressive.

8. Filters

Each layer can have up to two filters applied simultaneously.
Choose from 7 filter types.

FX

Raizes features 6 FX slots per layer — totaling 36 slots across all layers. Each slot can load one of 9 available effects: EQ, Saturator, Bit Crusher, Chorus, Reverb, RaizesVerb, Delay, Chill Delay, and Wow/Flutter.



1. Effect Sliders

Control parameters for each loaded effect using intuitive sliders.

2. Effect Selector

Click to choose an effect for the selected slot.

3. Copy/Paste

Easily copy and paste effects between different slots for faster workflow.

4. Layer Highlighting

Colored layers indicate which layers are currently active.

Arpeggiators



1. Arpeggiator types

Note numbers (first), velocity (second), note length (third).

2. Sliders

Speed: Adjust the playback rate with tempo-synced timing.

Shuffle: Adds rhythmic variation through randomized timing.

3. Controls

Mode: Choose from: Up, Down, Up-Down, Down-Up, Random, or Chords.

Jump: Sets the interval between each arpeggiated step.

Steps: Select the number of steps in the sequence (1 to 32 steps).

Octave: Defines the octave spread for the arpeggiated notes (from -2 to +4).

4. Order

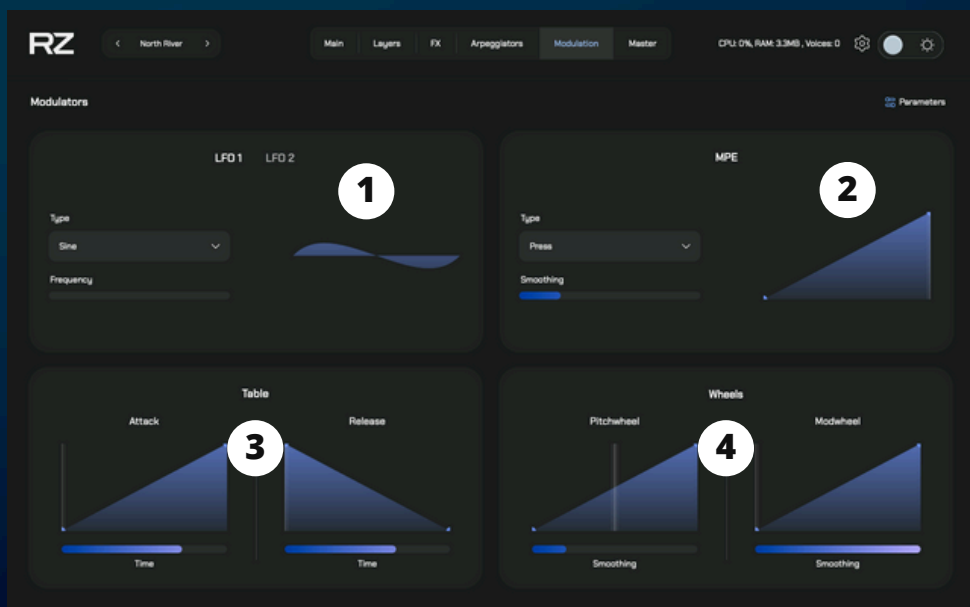
Sorts the pressed notes in ascending order.

5. Random & Reset

Randomize or reset the settings of each arpeggiator.

Modulation

Every parameter in Raizes can be assigned to one of six modulators: LFO 1, LFO 2, MPE, Table, Pitch Wheel, and Mod Wheel—by right-clicking on it. This section lets you manage and fine-tune all modulation sources.



1. LFO 1 & LFO 2

Each LFO offers 7 waveform types and a frequency control to adjust modulation speed.

2. MPE (MIDI Polyphonic Expression)

Choose between Press, Slide, Glide, Stroke, and Lift.

- Smoothing: Controls how smoothly the modulator responds to movement.
- Curve: Adjusts the response curve to control modulation intensity.

3. Table

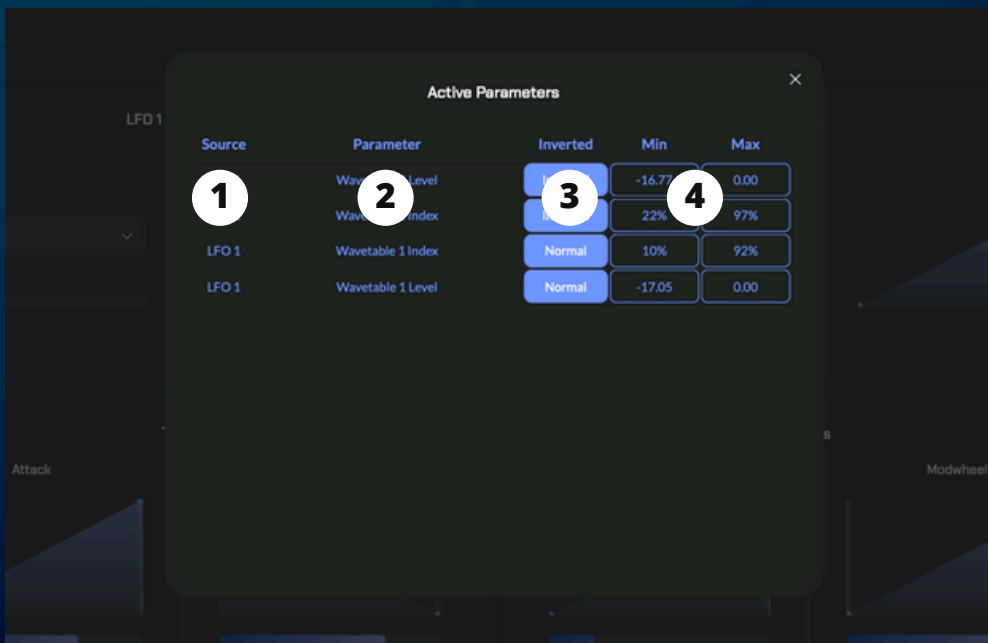
The modulation table lets you modulate a parameter based on each note's attack and release, giving you detailed envelope control.

4. Pitchwheel and Modwheel

- Pitch Wheel: Modulate parameters using pitch bend.
- Mod Wheel: Modulate parameters via the modulation wheel (MIDI CC 1).

Mod: Active Parameters

In this section, you'll see all parameters that currently have an active modulation.



1. Source

Displays the type of modulation assigned to the parameter (e.g. LFO, MPE, etc.).

2. Parameter

Shows the slider or knob that has been modulated. To remove the modulation, click on it and press **Delete** on your keyboard.

3. Inverted

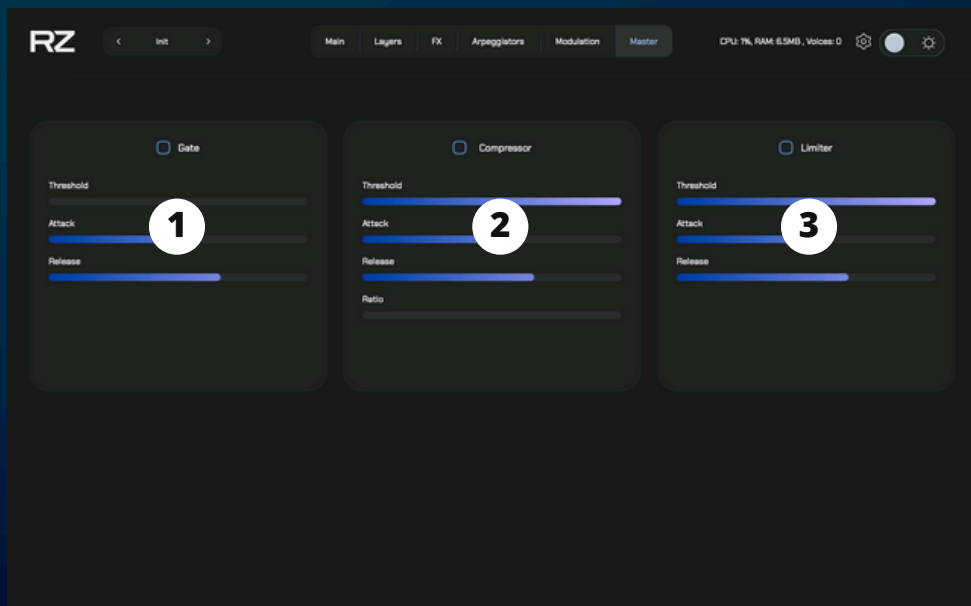
Use this button to invert the modulation. Inverting lets you assign a single modulator to control two parameters in opposite directions.

4. Min – Max

Defines the range within which the modulation will move the parameter.

Master

The Master section includes three dynamic effects that shape and control the overall output of the instrument.



1. Gate

Automatically silences low-level audio signals. This is useful for removing unwanted noise or cutting off reverb tails and background sounds when the signal falls below a certain threshold.

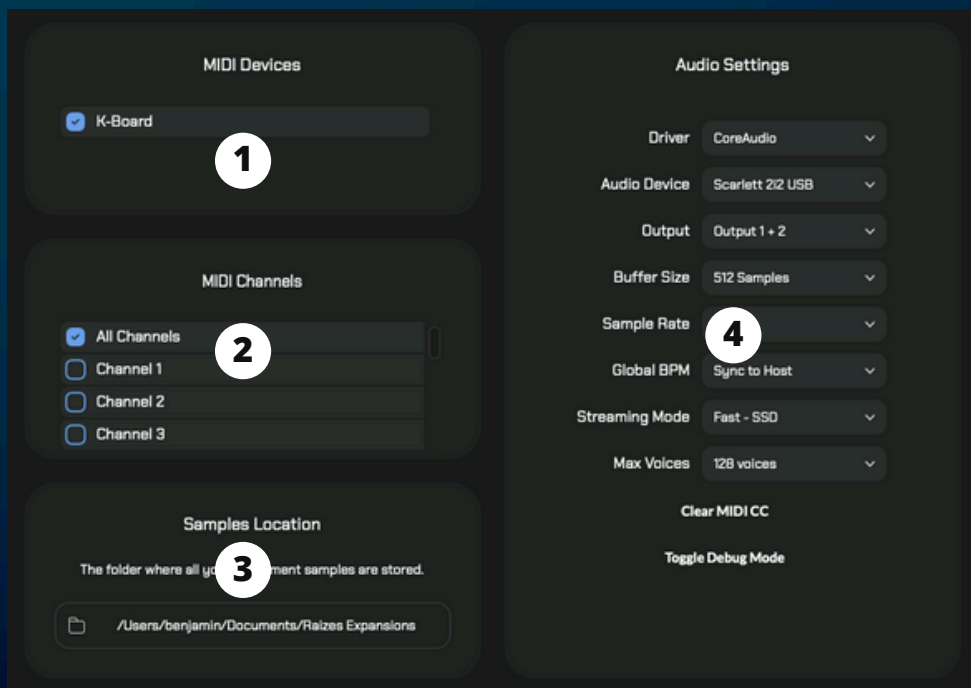
2. Compressor

Balances the dynamics of your sound by reducing the volume of louder signals and raising the quieter ones. Ideal for creating a more consistent and controlled mix.

3. Limiter

Prevents the output from exceeding a set volume ceiling, protecting against clipping and distortion. It ensures your sound stays clean and within safe levels.

General Settings



1. MIDI Devices

Select your connected MIDI devices — available only in the standalone version.

2. MIDI Channels

Choose which MIDI channels to use — also exclusive to the standalone version.

3. Sample location

Defines the folder where your instrument samples are installed.

4. Audio Settings

Configure your audio environment, including: Driver, Audio device, Output, Buffer size, Sample rate, Global BPM, Streaming mode, Maximum number of voices.

The Clear MIDI CC function resets all internal MIDI assignments.

Debug Mode: If you encounter any issues with the plugin, enable this option. After reproducing the issue, send us the log file generated to support@zaksound.com for assistance.

Credits

Faust

This product uses Faust (Functional Audio Stream), an open-source functional programming language for real-time audio signal processing, developed by GRAME-CNCM.

Website & Visual Design

Federico Fabbiano — Website design and illustrations

GUI Design

Daria Pyrozchnikova — Graphical user interface design