XenoCricket

User Manual

Main User Interface, Effects, Randomisation, LFOs and Matrix

Click Mangulation

Load a source click, sculpt it, mutate it, and blend the processed "xenobot" signal against the dry source.

Four Signature Processors

Graviton Reverb, Starburst Delay, Robotic Mutation and Hyperspace Filter each offer quick controls and deeper edit pages.

Modulation Playground

Shape movement with LFOs, random motion generators, a step sequencer and Matrix routing.

Creative Utility Tools

Preset browsing, random sample selection, normalisation, Clear FX, Panic and performance buttons make experimentation fast.

Contents

1. Introduction
2. Main Features
3. Quick Start
4. Main User Interface
5. Modulation Overview & Sources
6. LFOs, Random Motion and Step Sequencing
7. Matrix Routing
8. Effects Overview
9. Graviton Reverb
10. Starburst Delay
11. Robotic Mutation
12. Hyperspace Filter
13. Presets, Random Sample, Clear FX and Panic
14. Tips & Tricks

> **Cricket Fact — Leg Ears**
>
> A cricket hears through special membranes called tympana, located just below its front knees.

Introduction

XenoCricket is a click mangulator built for transforming short percussive source sounds into characterful, animated, alien percussion. At its simplest, it is an easy way to browse cricket-inspired clicks and sweeten them with space, delay, filtering and robotic mutation. At its most adventurous, it becomes a modulation-heavy sound design tool for chirps, blips, rattles, glitches and evolving textures.

The interface is laid out to support both fast results and deeper exploration. The main page provides immediate access to the core sound and effect amounts, while the LFO and Matrix pages open up a larger modulation environment for motion, instability and pattern-based behaviour.

XenoCricket also rewards experimentation. Random sample loading, quick preset auditioning, motion sources and emergency utility buttons encourage playful workflows without abandoning control.

Cricket Fact — Wing Music

Only male crickets chirp. They rub their front wings together in a process called stridulation to attract mates.

Main Features

SOURCE & PLAYBACK

Choose a colony, browse individual clicks, view the waveform and shape the source using Pitch, Decay, Transient and Pitch Drift.

FOUR PROCESSING MODULES

Graviton Reverb, Starburst Delay, Robotic Mutation and Hyperspace Filter each have quick controls plus deeper dedicated editing pages.

BLEND & PERFORMANCE

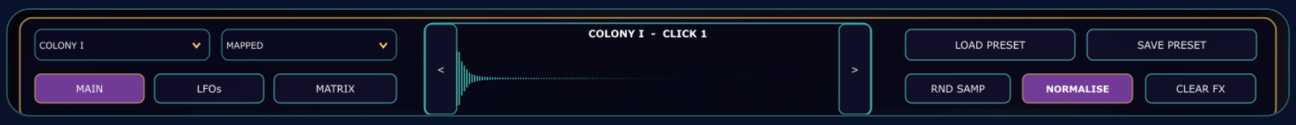
Balance dry and processed sound with the DRY/XENOBOT blend control, then use Reverse, Ping Pong, Echo Freeze and Void Freeze for extra behaviour.

MODULATION

Six LFOs, random movement generators, a step sequencer and matrix slots let you automate pitch, effect parameters, timing, spatial motion and more.

Quick Start

1. **Select a colony** from the top-left drop-down. This chooses the source family or sound set you want to explore.
2. **Browse the current click** with the waveform view and left/right arrows. The current click name or number appears at the top centre.
3. **Set the foundation** with Pitch, Decay and Transient. These three sliders quickly shift the identity of the source.
4. **Add movement** with quick effect amounts such as Reverb, Delay, DNA Morph and Filter/Resonance.
5. **Blend the result** with the DRY–XENOBOT control near the bottom of the main page.
6. **Go deeper** by opening the LFO or Matrix page, or by entering the deep pages for an effect module.
7. **Save the result** as a preset once you have a sound worth keeping.



The top bar handles source selection, waveform browsing, preset management and utility functions.

Cricket Fact — Living Thermometers

Because crickets are cold-blooded, chirp speed changes with the weather. In Celsius, count chirps in 25 seconds, divide by 3, then add 4. In Fahrenheit, count chirps in 14 seconds and add 40.

Main User Interface

The main page concentrates the entire signal flow into a single performance-oriented layout.

Left Side Controls

- **Pitch** retunes the click source.
- **Decay** changes the length of the source.
- **Transient** shapes the front edge or bite of the sound.
- **Pitch Drift** introduces organic pitch instability.
- **Graviton Reverb** and **Space** provide quick access to reverb level and spaciousness.
- **Starburst Delay** and **Echo Tone** add echoes and tonal colour.

Right Side Controls

- **Robotic Mutation** sets the amount of robotic processing.
- **Xenobotic DNA Morph** acts as a macro-style character control for the mutation layer.
- **Hyperspace Filter** and **Resonance** shape the filtering stage.
- **Carapace**, **Feedback** and **Output** provide final-level and character balancing.
- **Pan Drift** adds stereo motion or drifting placement.

> **Cricket Fact — Simultaneous Singing**
>
> A cricket can eat and sing at the same time — multitasking at the insect level.

Main Page Details

TABS

Main returns to the performance page. **LFOs** opens modulation source editing. **Matrix** opens destination routing and signed depth control.

WAVEFORM DISPLAY

The central waveform view confirms which click is loaded and helps you quickly browse through individual source hits.

BOTTOM BUTTONS

Reverse, **Ping Pong**, **Echo Freeze**, **Void Freeze** and **Panic** are performance tools for quickly pushing or recovering the sound.

Signal Blend

The DRY–XENOBOT slider controls the balance between the unprocessed source and the processed signal. Keep it closer to DRY for subtle enhancement, or move toward XENOBOT when you want the full alienized result to dominate.

Sample Utilities

- **RND SAMP** loads a random sample from the current available pool.
- **NORMALISE** evens out source level for easier comparison.
- **CLEAR FX** gives you a clean processing slate.

> **Cricket Fact — Super Jumpers**
>
> Their powerful hind legs let them jump up to 20 times their own body length.

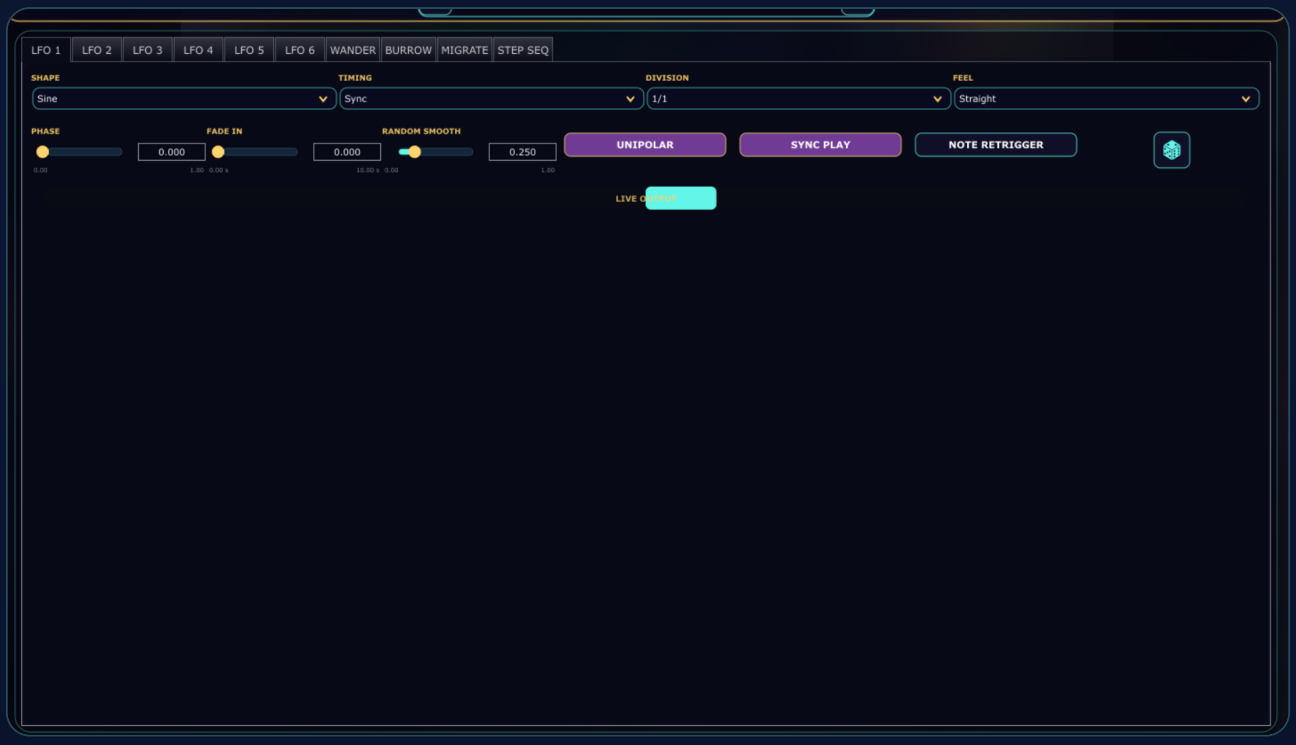
Modulation Overview & Sources

XenoCricket's modulation system is designed around named sources edited on the LFO page and routed on the Matrix page. This keeps source design and destination assignment separate: first decide how a control signal should move, then decide what parameter it should affect.

Source	What it does	Typical uses
LFO 1–6	Repeating cyclic modulators with shape, timing, division, phase, fade-in and polarity options.	Regular sweeps, tremolo-like movement, wobble, periodic pitch or filter motion.
Wander	A random drifting source for softer, less rigid motion than a normal LFO.	Organic fluctuation, subtle instability, evolving ambience, wandering feedback or tone.
Burrow	An additional motion source intended for deeper or more characterful modulation movement.	Slow evolving shape changes and more unusual modulation contours.
Migrate	A movement source for travelling modulation behaviour rather than fixed cyclic repetition.	Migration between tonal states, shifting effect balance, evolving macro movement.
Step Sequencer	A grid-based source that outputs a pattern of discrete levels across sequential steps.	Rhythmic gating, stepped pitch lines, repeating filter patterns, ratchet accents.
Velocity	MIDI performance source based on how hard notes are played.	Dynamic response, expressive brightness, louder hits with more mutation or delay.
Mod Wheel	External performance source from your controller.	Hands-on macro control for live movement or automation recording.
Continuous Random	A continuously changing random control source that keeps producing new values over time instead of waiting for a specific step or note event.	Persistent instability, living movement, never-quite-the-same feedback, pitch, filter or robotic motion.

Continuous Random is especially useful when you want constant change without a repeating cycle. Think of it as a live stream of variation: ideal for giving XenoCricket an unsettled, restless personality. Used gently, it adds life. Used aggressively, it can make the sound feel volatile and mutant.

LFOs



Each LFO has its own tab and editable settings.

Core Controls

- **Shape** chooses the waveform.
- **Timing** sets synced or free operation.
- **Division** determines musical speed when synced.
- **Feel** offsets the rhythmic character.
- **Phase** offsets the starting point in the cycle.

Behaviour Controls

- **Fade In** gradually introduces the modulation after a trigger.
- **Random Smooth** affects how sharply or smoothly irregular motion is handled.
- **Unipolar/Bipolar** determines whether the LFO only adds positive motion or swings around zero.
- **Sync Play** and **Note Retrigger** help decide how playback resets.

The live output display provides immediate visual feedback for the selected source, making it easier to understand how much motion you are generating before routing it in the Matrix.

> **Cricket Fact — Emergency Tail Dropping**
>
> If a predator grabs a cricket by its cerci, it may sacrifice them to escape, much like a lizard dropping its tail.

Random Motion Sources

Wander is a dedicated random-drift modulation source.

Wander is less about repetition and more about movement that feels alive. The combination of timing, division, feel, smoothness, range and rate lets you choose anything from gentle drift to much more assertive modulation.

Burrow and **Migrate** sit in the same family of creative modulation tools. In practical use, they extend XenoCricket beyond traditional LFO behaviour and give you more unusual or character-led control movements.

Because these sources are routed through the Matrix, a single modulation source can animate several destinations at once — or several sources can all converge on the same destination.

> **Cricket Fact — Chemical Vomit**
>
> Some crickets can eject a foul-smelling dark fluid when threatened, discouraging predators from hanging on.

Step Sequencer

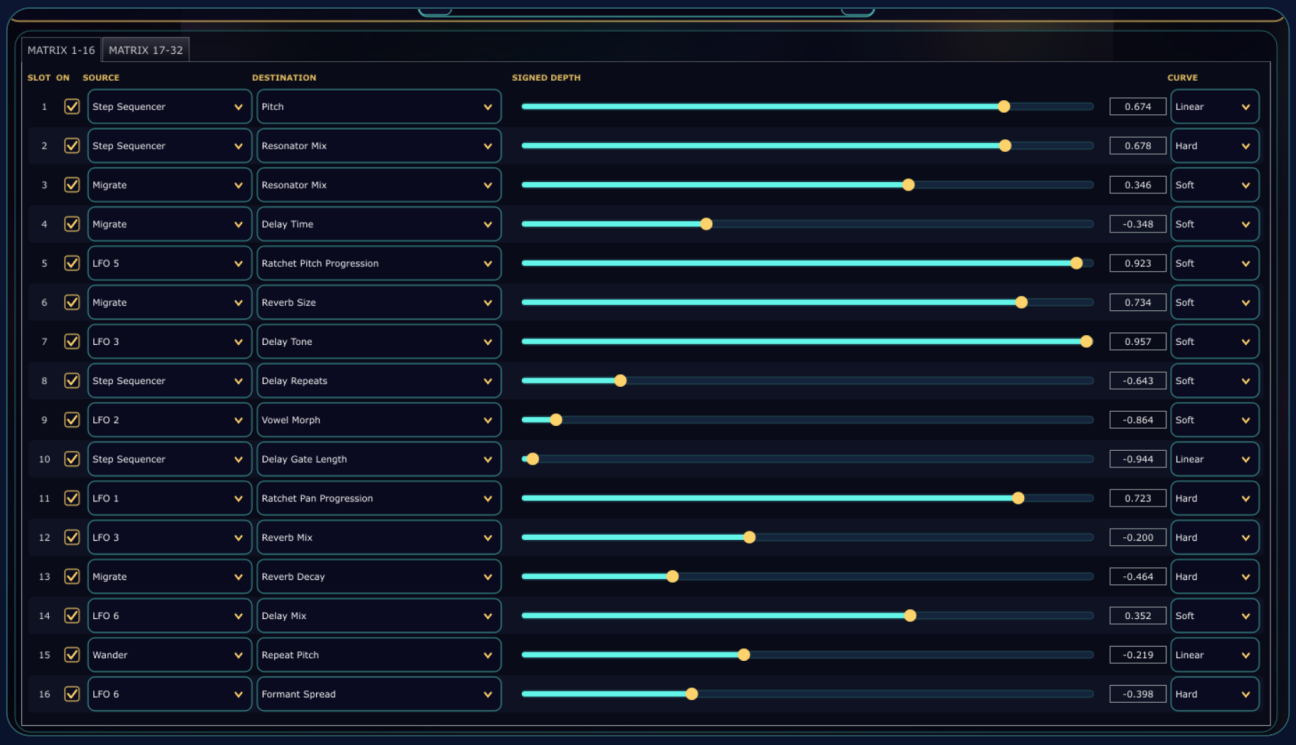
The step sequencer outputs a rhythmic pattern of level values across a grid.

- **Step Rate** sets how quickly the pattern advances.
- **Feel** changes the rhythmic flavour, for example straight or other timing styles.
- **Slew / Smooth** softens the transitions between steps.
- **Bipolar** allows modulation to swing around a centre instead of only rising above zero.
- **Note Retrigger** and **Sync Play** determine how the pattern behaves when playback restarts or receives notes.

The step sequencer is especially powerful for stepped pitch changes, repeated filter patterns, feedback pulses and robotic ratchet-style accents.

> **Cricket Fact — Backward Vision**
>
> The cerci at the rear are packed with tiny sensory hairs that detect air movement, helping the insect notice danger from behind.

Matrix Routing



The Matrix page determines what each source modulates and by how much.

Each slot contains an **On** switch, a **Source**, a **Destination**, a **Signed Depth** amount and a **Curve**. This layout makes the Matrix readable at a glance:

- **Source** chooses the modulator.
- **Destination** chooses the parameter being controlled.
- **Signed Depth** sets the amount and direction of modulation.
- **Curve** shapes the response feel, such as Linear, Soft or Hard.

Positive depth pushes a parameter upward as the source rises. Negative depth inverts the relationship. Curves help decide whether the response feels even, gentle or more immediate.

> **Cricket Fact — Insect Athletes**
>
> Cricket fighting has been a pastime in China since the Tang Dynasty. Prized crickets were given custom homes and special diets.

Effects Overview

The four main processors give XenoCricket its personality. The quick controls on the Main page provide fast macro shaping, while the deep pages reveal more specific controls and, in many cases, DNA-tagged parameters that are particularly mutation-friendly.

GRAVITON REVERB

A reverb module with standard space controls plus a gravity section and optional gate behaviour.

STARBURST DELAY

A delay engine with core timing controls, character options including bucket-brigade flavour, and a separate gate page.

ROBOTIC MUTATION

A multi-flavoured mutation processor including ring modulation, resonation, frequency shifting and ratcheting.

HYPERSPACE FILTER

A filter with core low/high shaping plus comb and formant-inspired character controls.

Cricket Fact — Good Luck Charms

In many cultures, a cricket chirping in the house has traditionally been seen as a sign of luck, wealth and a happy home.

Graviton Reverb

Core page for Graviton Reverb.

Graviton Reverb covers classic reverb duties while still fitting the overall alien design of XenoCricket. The core page includes the essential room-shaping controls:

- **Algorithm**, **Mix**, **Pre-Delay**, **Size** and **Decay** set the overall reverb type and scale.
- **Damping**, **Width**, **Low Cut** and **High Cut** refine the spectral and stereo behaviour.

> **Cricket Fact — Pheromone Messaging**
>
> Crickets can infer another cricket's age, sex and status by chemical traces left in the environment.

Graviton Reverb — Gravity & Gate

Gravity page adds animated internal motion.

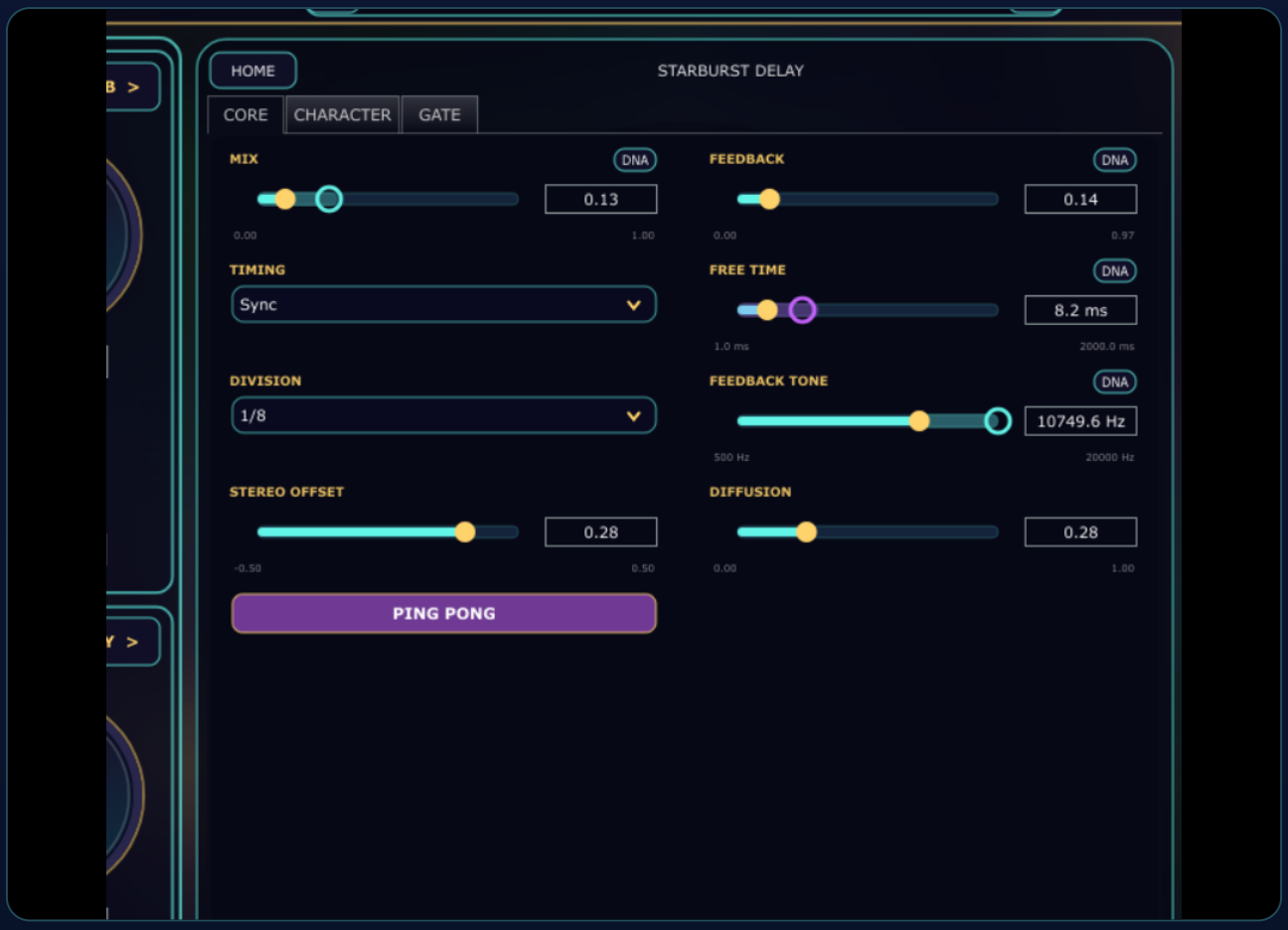
Gate page shapes how the reverb opens and closes.

- **Gravity: Black Hole / Shimmer**, **Gravity Feedback**, **Internal Mod Rate** and **Internal Mod Depth** push the reverb into more synthetic or cosmic motion.
- **Gate Enabled**, **Timing**, **Retrigger**, **Division**, **Length**, **Hold**, **Release**, **Threshold** and **Gate Curve** convert the reverb into a tighter rhythmic effect when needed.

Cricket Fact — Three-Part Songs

Male crickets do not just have one song. They use separate calling, courtship and rivalry songs depending on the situation.

Starburst Delay



Core page for Starburst Delay.

The core page handles the essentials: **Mix**, **Feedback**, **Timing**, **Free Time**, **Division**, **Feedback Tone**, **Stereo Offset** and **Diffusion**. The **Ping Pong** switch turns the delay into a wider stereo bounce.

> **Cricket Fact — Leg Ears**
>
> A cricket hears through special membranes called tympana, located just below its front knees.

Starburst Delay — Character & Gate

Character page includes bucket-brigade flavour.

Gate page turns the delay into a more rhythmic or chopped effect.

- The **Character** page adds **Bucket Brigade**, **BBD Age**, **Clock Instability**, **Stages**, **Repeat Pitch** and **Pitch Window** for dirtier, vintage or more unstable echoes.
- The **Gate** page includes **Gate Mode**, **Repeat Count**, **Gate Length / Time**, **Release** and **Cutoff**, giving the delay a much more pattern-based or clipped identity.

Cricket Fact — Wing Music

Only male crickets chirp. They rub their front wings together in a process called stridulation to attract mates.

Robotic Mutation

Overview page.

Ring Mod page.

Robotic Mutation is the most overtly transformative processor in XenoCricket. On the **Overview** page you can balance **Xenobotic DNA Morph**, **Ring Amount**, **Resonator Amount** and **Metal Shift Amount**, and enable ratcheting. The **Ring Mod** page then exposes **Mix**, **Carrier Rate**, **Waveform**, **Note Tracking** and **Stereo Phase** for more deliberate metallic or synthetic timbres.

> **Cricket Fact — Living Thermometers**
>
> Because crickets are cold-blooded, chirp speed changes with the weather. In Celsius, count chirps in 25 seconds, divide by 3, then add 4. In Fahrenheit, count chirps in 14 seconds and add 40.

Robotic Mutation — Resonator & Frequency Shift

Resonator page.

Frequency Shift page.

- **Resonator** includes **Mix**, **Tune**, **Decay**, **Damping** and **Feedback** for pitched resonances and tuned ringing bodies.
- **Freq Shift** offers **Mix**, **Shift**, **Fine**, **Feedback** and **Stereo Divergence** for inharmonic metallic motion and classic frequency-shifter strangeness.

> **Cricket Fact — Simultaneous Singing**
>
> A cricket can eat and sing at the same time — multitasking at the insect level.

Robotic Mutation — Ratchet

The Ratchet page turns a single click into rapid bursts and repeated micro-events.

Key controls include **Count**, **Timing**, **Free Rate**, **Division**, **Decelerate / Accelerate**, **Pitch Progression**, **Pan Progression** and **Probability**. This section is ideal when you want a single hit to bloom into insectile chatter or machine-gun-like repetitions.

> **Cricket Fact — Super Jumpers**
>
> Their powerful hind legs let them jump up to 20 times their own body length.

Hyperspace Filter

Core filter controls.

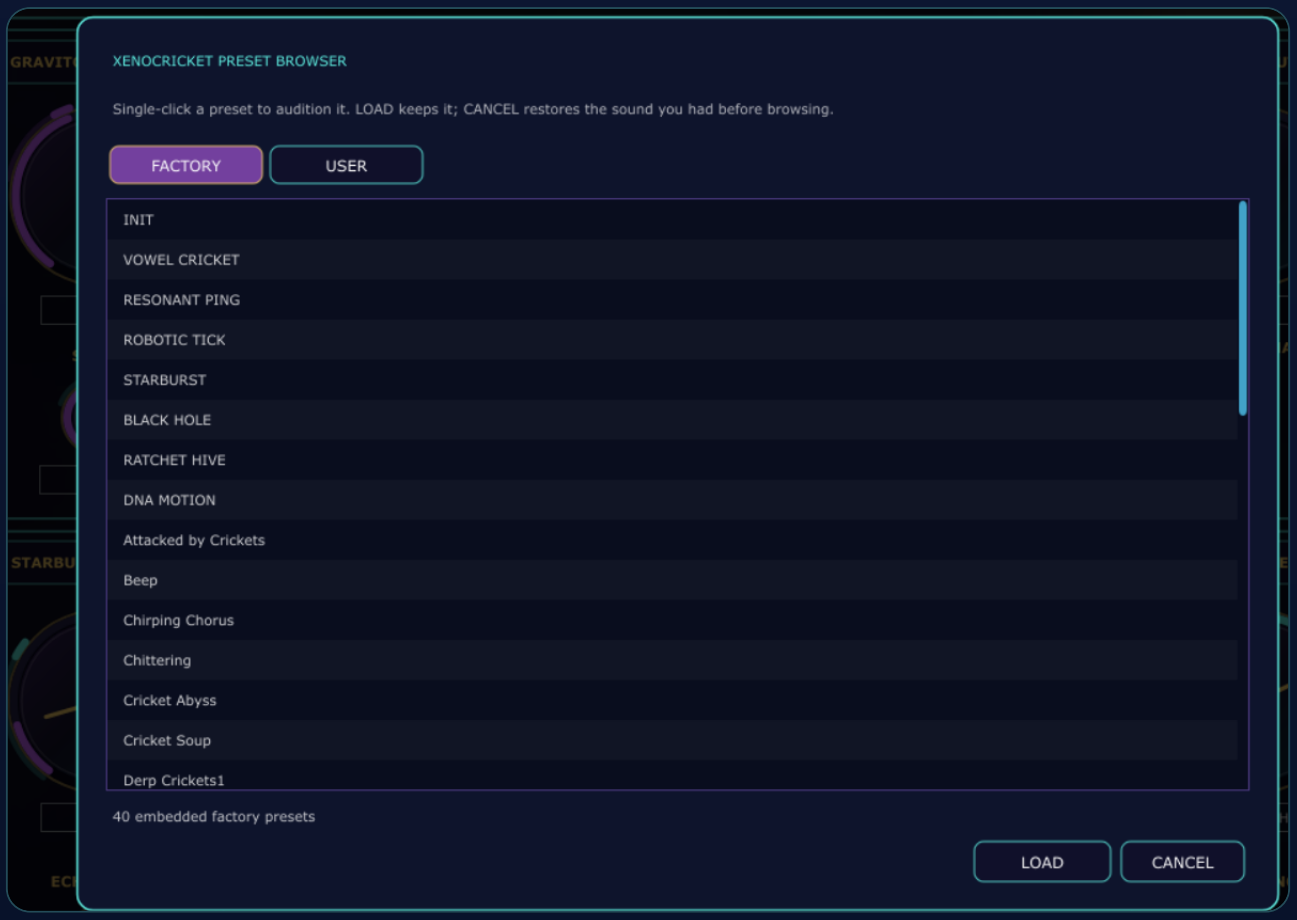
Character page with comb and formant-inspired colour.

- The **Core** page includes **Mode**, **Cutoff**, **Resonance**, **Drive**, **Mix**, **Reso Symmetry / Bias**, **Key Tracking**, **Envelope Amount** and **Slope**.
- The **Character** page adds **Comb Tune**, **Comb Damping**, **Vowel Morph** and **Formant Spread**, useful for vocalised or hollow resonant tones.

Cricket Fact — Smelling Antennas

A cricket’s antennae are often longer than its whole body and help it feel and smell the world around it.

Presets & Sample Utilities



The preset browser supports quick auditioning of factory and user sounds.

Use **Load Preset** and **Save Preset** for your sound library. The browser shown in the screenshots supports fast auditioning, making it easy to compare ideas before committing to a final load.

RND SAMP is a great way to kick off experimentation, especially when paired with modulation and the deep effect pages. **NORMALISE** helps keep source levels practical while browsing. Together they make fast exploration much easier.

> **Cricket Fact — Emergency Tail Dropping**
>
> If a predator grabs a cricket by its cerci, it may sacrifice them to escape, much like a lizard dropping its tail.

Clear FX and Panic

Clear FX and **Panic** both help you regain control, but they are not the same tool. One is a reset-for-the-processing-chain tool; the other is an emergency safety tool.

Aspect	Clear FX	Panic
Main purpose	Reset or neutralise the effect-processing state so you can continue from a cleaner starting point.	Immediately stop or recover from runaway, frozen or otherwise unruly audio behaviour.
Best used when	You want to clear accumulated processing choices and rebuild the sound.	You need an instant safety action because feedback, freezes or extreme settings have become too much.
Typical result	A tidier, more neutral effect chain while keeping you inside the same overall working context.	A fast emergency recovery that brings the output back under control.
Workflow role	Creative reset tool.	Performance and troubleshooting safety tool.
Shared similarity	Both help you recover control quickly and are especially valuable when experimenting aggressively with delay, reverb, freeze states and mutation.	

Practical rule of thumb: **use Clear FX when you want to restart the processing idea**; **use Panic when the sound needs immediate rescue**.

> **Cricket Fact — Chemical Vomit**
>
> Some crickets can eject a foul-smelling dark fluid when threatened, discouraging predators from hanging on.

Tips & Tricks

- **Start dry, then blend back in.** Small amounts of XENOBOT blend often preserve articulation while still giving the sound personality.
- **Use modulation economically.** One or two well-routed sources can be more musical than filling every Matrix slot.
- **Pair Wander or Continuous Random with subtle destinations.** Small movements on pitch, filter cutoff or feedback can make the instrument feel much more alive.
- **Use the step sequencer for repeatable identity.** It is a strong choice when you want a preset to have a recognisable rhythmic fingerprint.
- **Keep Panic in mind.** It is the best friend of adventurous feedback and freeze experimentation.
- **Right-click the Main button to audition a cricket chirp.** It is a small touch, but a fun one.

Closing Thoughts

XenoCricket works well as both a quick click shaper and a deeper experimental instrument. The simplest path is to browse, tweak and blend. The richer path is to explore the LFOs, random sources, step sequencing and matrix routing until the clicks start behaving like a miniature alien ecosystem.

> **Cricket Fact — Backward Vision**
>
> The cerci at the rear are packed with tiny sensory hairs that detect air movement, helping the insect notice danger from behind.