

Main controls



MOST of the Destroize features don't give you a visual amount/rate value when changing it, forcing you to just use your ears and set it to what you like the sound of.

Octave +1: Raises the signal one octave, activating the FX

Octave +2: Raises the signal two octaves, activating the FX

Panic: Spreads the shifted signal ± 1 semitone, creating a 3-voiced chromatic "panic chord." Knob goes from 0-100 so you can go from clean octave shift to pure **PANIC**.

Chaos: Adds multiple pitch-based operators to add chaotic movement to the signal. As you turn the knob, the effect gets more and more dramatic and further from the shifted signal.

Speed: Controls the **speed** of the chaos engine

Rise: The rate at which the signal goes from dry to shifted. This is always active when the **octave switches** are hit, ranging from **0-500ms**. When a switch is engaged, the signal glides upward at the set rate.

Latch: Keeps the plugin set at the selected octave shift. Useful if you'd like a track to always have it on, and you don't plan on/want to automate.

[CLASSIFIED CONTROLS]

Rise/Fall: Right clicking the "**Rise**" knob will turn it into **Fall**, which removes **Rise** and makes it glide down only. Right click a second time to activate **Rise + Fall**. The knob will now control the glide up, as well as add a glide down at the same rate.

Tempo Sync: Right clicking the "**Speed**" knob will activate **Tempo Sync**. This will restructure how the **Chaos** effects work and make them a little more "tamed" to sync to your project's temp

Nuke ☒: Clicking the "**Nuke**" symbol at the bottom will take the processing usually just applied to the +1/+2 octave switches and applies it to the dry/unshifted signal. Think of this as an Octave +0 switch.

Note 1: By default, Destroize runs your signal through it completely clean with no processing at all. When you use any of the octave features, the **Rise/Panic/Chaos/Speed** fx all activate.

Note 2: The **Rise + Fall** options communicate with the octave shifters. Shifting from any octave (**Nuke**, **+1** or **+2**) you'll hear the **Rise + Fall** glides between them keeping the shifting smooth at all times.

Additional Features

Double Clicking: Double clicking a feature will reset it.

UI Resize: Click and drag from the bottom right to resize the window to your liking, or click the resize box in the corner to select from Small, Medium or Large presets.

Midi Input: The midi keyboard symbol at the bottom allows you to set certain features to read midi input for automation purposes. You can set your CCs manually or click "learn." Useful for users with midi footswitches. You can also set switches to midi notes in case you'd like to write/record in midi notes for **+1**, **+2** or **Nuke**. If using CCs on switches, a value of 0 is OFF and any value other than 0 is ON. Setting a specific note or CC is done by simply typing which one you want to use. (ex. D#1, E5, CC22, CC04)

Presets: Browse a few factory **presets** to get yourself started or make/save your own.

Undo/Redo: **Undo/Redo** buttons up by the presets will undo or redo previous changes.

About: Clicking the "**AVG Productions**" Text on the top of the pedal will open the **About** section, which will show the current plugin version.

Credits and Thanks

Destroize is a product of Austin Von-Glahn Productions
All design, programming, artwork and marketing assets by
Austin Von-Glahn

Thanks to the Beta Testers: Alex M, Alex Fuhr, Casey Mcdaniel, Brett Lockery, Tyler Symons, Andrew Giordanengo, Trevor Anderson, Brandon Caelum, Benjamin Purdy, Brian Crosby, Trent Roach, Bryson Lee, Richie Dolbow, Topher Kinsey, Christopher Redmond, Michael Stellema

Destroize is dedicated to my friends and family who have shown me their continued support as I pursue all of my passions, carve my own path and accomplish my dreams. **Destroize** is also dedicated to the music scene that I'm proud to be part of and am lucky enough to give something back to. Hopefully **Destroize** allows you to make the things you are inspired to create, much like you all have inspired me to.

AUSTIN VON-GLAHN
PRODUCTIONS

Legal



Terms and Conditions:

By installing this software you agree to use it at your own risk. The developer cannot be held responsible for any damages caused as a result of its use.

Distribution:

You are not permitted to distribute the software without the developer's permission. This includes, but is not limited to the distribution on media outlets or software review websites.

Multiple Installations: If you purchased this product as an individual, you are licensed to install and use the software on any computer you need to use it on, providing you remove it afterwards (if it is a shared machine). You are not permitted to share your license with business partners, clients or colleagues.

Upgrades: If you purchased this product you are entitled to free updates until the next major version number. The developer makes no guarantee that this product will be maintained indefinitely.

License transfers: If you purchased this product you may transfer your license to another person. As the original owner you are required to contact the developer with the details of the license transfer, so that the new owner can receive the updates and support attached to the license. Upon transferring a license the original owner must remove any copies from their machines and are no longer permitted to use the software.

Copyright © Austin Von-Glahn Productions. All rights reserved.

VST3 is a trademark of Steinberg Media Technologies GmbH.

Audio Unit (AU) is a trademark of Apple, Inc.

AAX is a trademark of Avid, Inc.

All support inquiries are to be directed to
support@austinvonglahn.com