



FRACTURE

User Manual

Version 1.0

A stutter / glitch performance engine for audio

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1 — Overview

Fracture is a stutter/glitch performance engine for audio. Import a track, then reshape it live by holding down performance gestures — stutters, reverses, bitcrushes, filter sweeps, granular freezes, delays, reverbs, and more. Each gesture is active only while held, and reverts the instant it's released.

66 presets are grouped into 11 categories, playable from a bank of Quick Pads or from a pair of Category/Preset selector knobs feeding a single performance trigger. Five continuous knobs — Filter, Crush, Delay, Reverb, and a master Mix — sit underneath as an always-on macro layer. A performance can be recorded as automation, replayed hands-free, and bounced to a 24-bit WAV file.

Quick facts

Item	Detail
Presets	66, across 11 categories
Hero knobs	Filter, Crush, Delay, Reverb, Mix
Trigger modes	Momentary, Latch
Export formats	24-bit WAV (chain preview or full take bounce)
Session format	JSON (.json)

2 — The Interface

From top to bottom, Fracture is laid out as a single performance surface:

- Menu bar — File, Export, and Help.
- Transport row — Reset, Loop, Play, and the Rec Take / Play Take / Bounce Take controls.
- Source Audio & Detected Tempo — import panel, waveform, and BPM display.
- Category & Preset knobs, and the Perform trigger.
- Quick Pads — one-tap access to all 66 presets, collapsible.
- The 5 hero knobs — Filter, Crush, Delay, Reverb, Mix.

Everything below the transport row responds live, whether or not a track is currently playing back — Fracture will start playback automatically the moment a gesture needs it to.

3 — Menus

File

Import Audio... — opens the file picker (equivalent to clicking the Source Audio panel). Save Session — downloads the current knob positions and take as a JSON file. Load Session... — opens a previously saved session file.

Export

Export WAV (chain preview, 24-bit) — see Chapter 12.

Help

Fracture Manual — opens this document inside the app, so it's always on hand.

Desktop app

The installed desktop build additionally exposes these as a native File / Export / Help menu, with keyboard shortcuts — see Chapter 15.

4 — Transport Bar

■ Reset

Stops playback, clears any active gesture, and returns the Filter/Crush/Delay/Reverb/Mix knobs and the Category/Preset selectors to their defaults.

Loop: On / Off

Toggles whether the imported track loops at its end. Loop can be changed during playback.

■ Play / Pause

Starts or pauses playback from the current position. The Space bar does the same, from anywhere except a text field.

Rec Take / Play Take / Bounce Take

The automation take system — covered in full in Chapters 10 and 11.

5 — Importing Audio & Tempo Detection

Drop an audio file onto the Source Audio panel, or click it to browse. Fracture decodes the file directly in the browser (any format your browser can decode — WAV, MP3, AAC, OGG, FLAC are all typically supported), draws its waveform, and estimates a tempo automatically using an onset/autocorrelation analysis over a 60–180 BPM range.

Tap / ÷2 / ×2

TAP lets you set BPM by hand — tap a few times in a row and Fracture averages the interval. ÷2 and ×2 halve or double the detected tempo, which is handy when the detector locks onto a half-time or double-time reading.

Tempo drives every beat-synced preset — a 1/16 stutter, for example, is always a true 1/16 note at the current BPM.

6 — Category & Preset Knobs

Two rotary selectors choose which preset the Perform trigger fires:

- Category — 11 positions, one per preset category.
- Preset — positions match however many presets are in the currently selected category, so turning it never skips past the last preset or lands on a repeat.

The readout beneath each knob shows the current selection. Both knobs are drag-to-turn: click and drag up or down to rotate.

7 — The Perform Trigger

FIRE SELECTED PRESET is the main performance trigger, sitting beside the Category/Preset knobs. It fires whichever preset those two knobs currently point to. Two modes, chosen via the Momentary / Latch toggle:

Momentary (default)

The preset is active only while the trigger is held down. Releasing it reverts instantly — or cuts a transitional gesture short and recovers immediately.

Latch

Press once to engage, press again to release. Useful for hands-free, sustained textures such as a filter sweep or a reverb freeze.

Quick Pads (Chapter 8) always behave momentarily, regardless of this toggle.

8 — Quick Pads & Preset Categories

The pad grid gives one-tap access to all 66 presets at once, organized by category. Click the header above the grid to collapse or expand it. Every pad uses the same press-to-sustain, release-to-revert gesture engine as the main trigger.

The 11 categories

Category	Character
Classic Stutter & Repeat	Short slice repeats: micro stutters, ramps that speed up or slow down, triplets, machine-gun snares.
Reverse & Tape	Reverse flips and swells, tape-stop/tape-start speed ramps, vinyl brake, backspin.
Bitcrush / Lo-Fi	Bit-depth and sample-rate reduction, wave folding, telephone/radio/cassette-style degradation.
Granular & Freeze	Frozen grains, pitch-shifted freezes, cascading micro-loops, granular clouds and textures.
Scatter & Shuffle	Reordered, reversed, and pitch-varied slice scattering across a bar — from a gentle shuffle to full chaos.
Rhythmic Gate / Trance Gate	On/off rhythmic gating, probability gates, syncopated and ratcheted patterns.
Pitch & Ring Mod	Ring modulation, detuned doubling, vowel-ish formant glitching, pitch arpeggios, frequency-shift sweeps, pitched cascades.
Filter & Comb	Resonant sweeps, metallic comb filtering, auto-wah gating, a low-pass crush wall, a chord-tuned resonator.
Reverb & Space Glitch	An algorithmic reverb bus with freeze, gated-slam, reverse-swell, and shimmer presets.
Delay / Feedback Glitch	Runaway feedback, reverse delay wash, ping-pong bouncing, granular delay smear.
Full Combo / Signature Gestures	Bigger multi-stage moves: breakdowns, risers, breakbeat mangling, a hard crash-halt, and a wildcard that fires a random preset from anywhere in the library.

9 — The 5 Hero Knobs

Five rotary knobs sit beneath the pads as an always-on macro layer. Drag up or down to adjust; double-click any knob to reset it to its default.

Knob	Controls	Default
Filter Cutoff	80Hz – 10kHz low-pass, log taper	Fully open
Crush Depth	Bit-depth + sample-rate reduction	Off
Delay Feedback	Send into a feedback delay line	Off
Reverb Amount	Send into the reverb bus	Off
Mix	Master intensity (see below)	70%

How Mix works

Mix is not a simple wet/dry crossfade — it's a master intensity control that scales how far the other four knobs are allowed to move from silent/bypassed. At 0, Filter/Crush/Delay/Reverb are inaudible no matter where their own knobs sit; at 100, they apply exactly as dialed in.

Individual Quick Pad and trigger presets still fire at full strength when pressed, regardless of Mix, and settle back to the Mix-scaled baseline on release. Mix governs the instrument's ambient/idle character, not the performance gestures themselves.

10 — Recording a Take

Rec Take arms automation recording. Pressing it rewinds the track to the top and starts playback; every pad press/release and every hero-knob move is logged with its exact elapsed-time position from that moment. Press Rec Take again to stop.

This step only records the performance — the sequence of moves — not audio. That keeps a take lightweight, editable in principle, and endlessly re-playable without ever re-performing it.

11 — Playing & Bouncing a Take

Play Take

Rewinds to the top and replays the recorded automation hands-free, exactly as it was performed, so you can audition a take without touching anything.

Bounce Take

Does the same replay while capturing the real audio output, and automatically saves a 24-bit WAV once the take finishes playing.

Recording and bouncing are deliberately separate steps: record once, audition with Play Take as many times as you like, and only Bounce Take when you're ready to print a file.

12 — Export WAV — Quick Bounce

For a quick, non-performance export, Export WAV (in the Export menu) renders the current static signal chain — Filter → Crush → Delay → Reverb send, at whatever the 5 hero knobs are currently set to — as a 24-bit WAV, instantly. No take required.

13 — Sessions

Save Session writes the 5 hero-knob positions, the detected BPM, and the current recorded take (if any) to a JSON file. Load Session reads one back in and restores all of it.

Sessions are plain text JSON — safe to rename, back up, or hand to someone else to open in their own copy of Fracture.

14 — Notes on a Few Presets

In the interest of not overselling what a handful of presets are doing:

- Time-Stretch Smear trades true pitch-preserving stretch for a simpler slow-and-drop-pitch approach.
- Frequency Shift Sweep and Formant Glitch use ring modulation and bandpass filtering rather than a dedicated frequency shifter or formant filter.
- The Reverb & Space Glitch category runs on a synthesized impulse response rather than a captured space — standard practice for a self-contained instrument with no external sample dependencies.

15 — Keyboard Shortcuts

Shortcut	Action	Where
Space	Play / Pause	Everywhere
Cmd/Ctrl + O	Import Audio	Desktop app
Cmd/Ctrl + S	Save Session	Desktop app
Cmd/Ctrl + Shift + O	Load Session	Desktop app
Cmd/Ctrl + E	Export WAV (chain preview)	Desktop app

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