



REAKTOR BLOCKS

MANUAL



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1 Welcome to REAKTOR Blocks

REAKTOR Blocks brings the experience of patching an analog modular synthesizer to REAKTOR 6, adding unique features only possible in software. As a self-contained system, it is composed of common building blocks found in contemporary modular synthesizers.

Unlike a regular synthesizer with a fixed architecture, a modular synthesizer does not predefine a specific arrangement for these building blocks. You can freely arrange and connect them to facilitate a wide range of different synthesis methods, or find completely new ways of generating sound.

Blocks patches can be created without prior building experience in REAKTOR. Universal connectivity between all Blocks allows for any connection to be made, with predictable results. Many features commonly associated with analog modular synthesizers, like feedback connections and audio rate modulation, have been thoroughly implemented to not only function correctly across all modules, but also sound great.

REAKTOR Blocks are based on a sophisticated framework that provides the infrastructure needed to bring together the user interface, the unified connection scheme, and the underlying signal processing. To support builders who want to contribute new Blocks to the format, an elaborate building template has been created and uploaded to the REAKTOR User Library on our website:

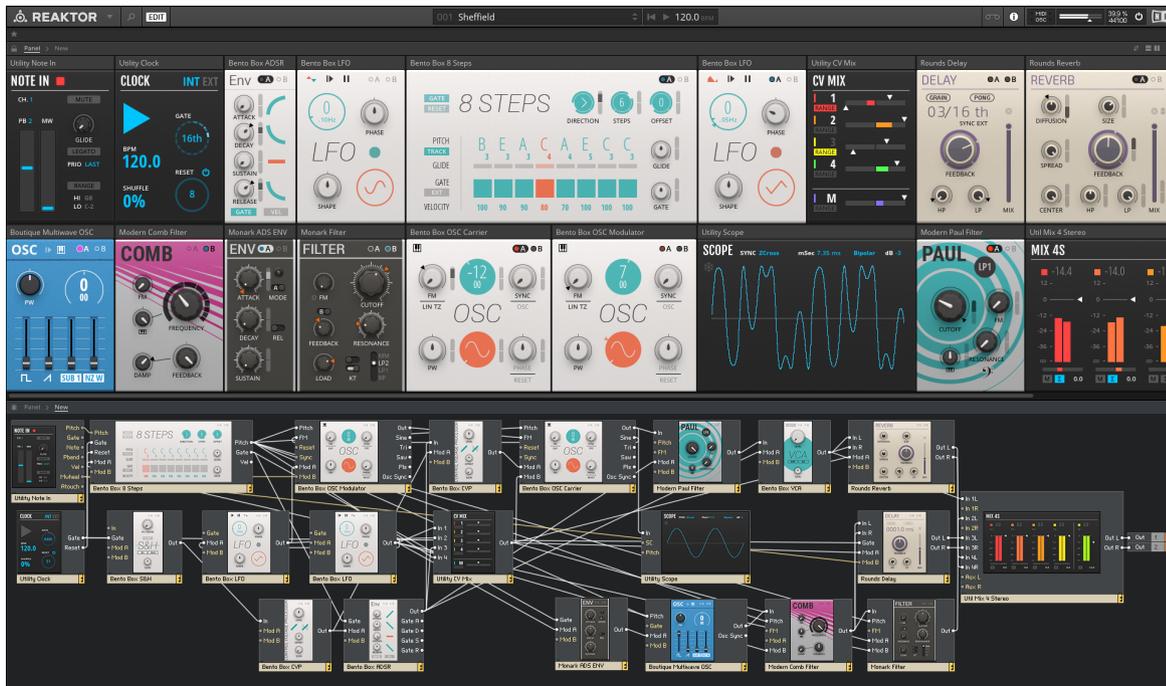
- [Blocks – Building Template](#)

Patching, Building, and Sharing

By combining an intuitive user interface with straight-forward patching, immaculate DSP algorithms and a powerful framework, REAKTOR Blocks benefits musicians and builders alike:

- The unified connection scheme allows sound designers and musicians without building experience to dive into the Structure and create their own instruments and effects.
- REAKTOR Primary builders can make a smooth transition to Core by modifying the underlying Core Cells or using buildings blocks from the Core Macro Library.
- REAKTOR Core builders can use the framework and Panel templates to create new Blocks by integrating their own custom Core Cells.

REAKTOR is fortunate to be supported by a large community of experienced users who actively share their creations in the [REAKTOR User Library](#) on our website —a great source of inspiration, both musically and technologically. We invite you to join this vibrant community and are looking forward to seeing and hearing your patches and Blocks!



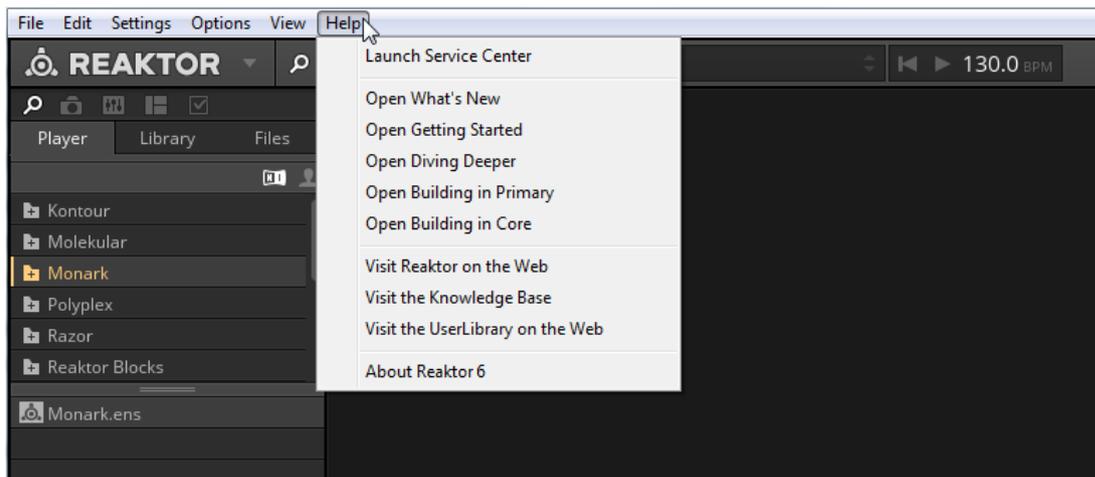
A REAKTOR Blocks patch

1.1 About the Blocks Documentation

This manual gives an overview over the basic workflows in Blocks (see [↑2, Basic Workflow](#)) and gets you started with patching (see section [↑3, Patching in Blocks](#)). Additionally, you will find a detailed description of the unified connection scheme in Blocks (see section [↑4, Connections and Signals](#)).

While most of the instructions in this manual do not require prior knowledge about REAKTOR, it is recommended to read the REAKTOR 6 documentation to get a better understanding of the underlying concepts and features.

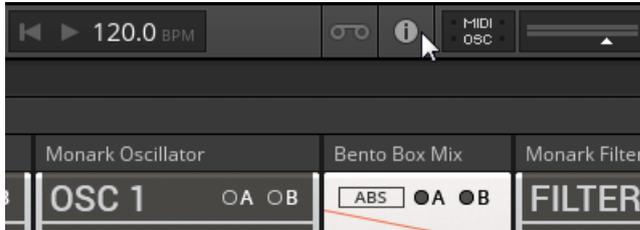
- ▶ To access the REAKTOR 6 documentation, open the *Help* menu in the REAKTOR menu bar:



1.1.1 Info Hints

Blocks features comprehensive information about the Blocks, their parameters and inputs and outputs in the application. You can view this information in the form of tooltips (called Info Hints in REAKTOR).

- ▶ To show the Info Hints in REAKTOR, enable the Show Info Hints option in the Toolbar.



Info Hints are available for each entire Block, the individual parameters, as well as the inputs and outputs.

- ▶ To view the Info Hint for a Block, place the mouse over its header:



- ▶ To view the Info Hint for a parameter, place the mouse over its Panel control:



- ▶ To view the Info Hint for an input or output, place the mouse over the port in the Structure.



1.1.2 Blocks Framework Manual

In every Block, a sophisticated framework provides the infrastructure needed to bring together the user interface, the unified connection scheme, and the underlying signal processing.

To support builders who want to contribute new Blocks to the format, an elaborate building template has been created and uploaded to the REAKTOR User Library on our website:

- [Blocks – Building Template](#)

The template includes all components needed to create fully compatible Blocks based on your own designs.

It features a comprehensive manual that explains all the specifics of the framework, allowing for a smooth transition into building your own Blocks.

1.1.3 Document Conventions

This section introduces you to the signage and text highlighting used in this manual.

- Text appearing in (drop-down) menus (such as *Open...*, *Save as...* etc.) and paths to locations on your hard disk or other storage devices is printed in *italics*.
 - Text appearing elsewhere (labels of buttons, controls, text next to checkboxes etc.) is printed in **blue**. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.
 - Important names and concepts are printed in **bold**.
 - References to keys on your computer's keyboard you'll find put in square brackets (e.g., "Press [Shift] + [Enter]").
- ▶ Single instructions are introduced by this play button type arrow.
- Results of actions are introduced by this smaller arrow.

Furthermore, this manual uses particular formatting to point out special facts and to warn you of potential issues. The icons introducing these notes let you see what kind of information is to be expected:



The speech bubble icon indicates a useful tip that may often help you to solve a task more efficiently.

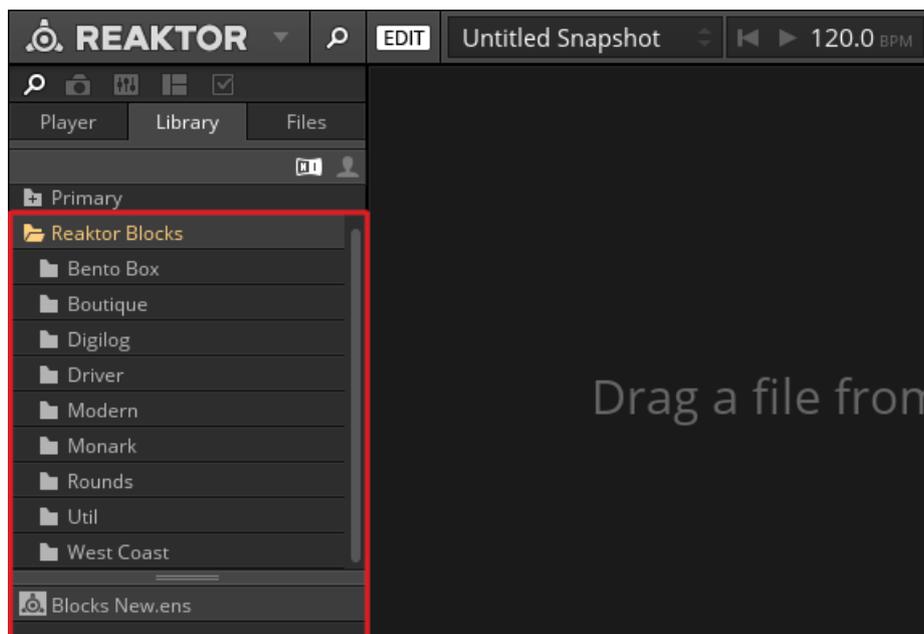


The exclamation mark icon highlights important information that is essential for the given context.



The red cross icon warns you of serious issues and potential risks that require your full attention.

1.2 Where to Start?



Blocks in REAKTOR 6

Blocks is part of the REAKTOR [Library](#), which can be found in the Browser tab of the Side Pane. The available Blocks are organized in folders, grouping them into different lines:

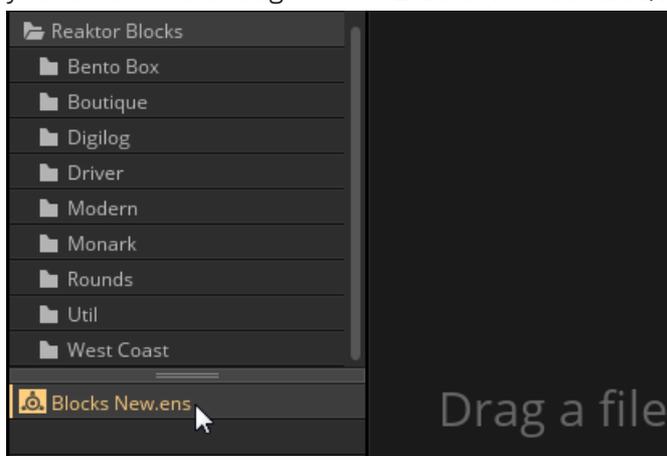
- **Bento Box:** The core components of a modular synthesizer, with special features geared towards advanced applications.
- **Boutique:** Boutique Blocks take inspiration from the great synthesizers of the past, bringing the best of the history of synthesis to Blocks.
- **Digilog:** Digilog Blocks are utilities used to create complex rhythms, process notes, and provide structure in patches.
- **Driver, Monark, Rounds:** Components from well-known NI products, ready to be integrated in your patches.

- **Modern:** Modern Blocks are state-of-the-art-modules with a contemporary twist.
- **Util:** These utility Blocks are the modules that help make larger patches possible.
- **West Coast:** West Coast Blocks draw inspiration from a tradition of modular instruments originally conceived by Don Buchla in the 60s and 70s.

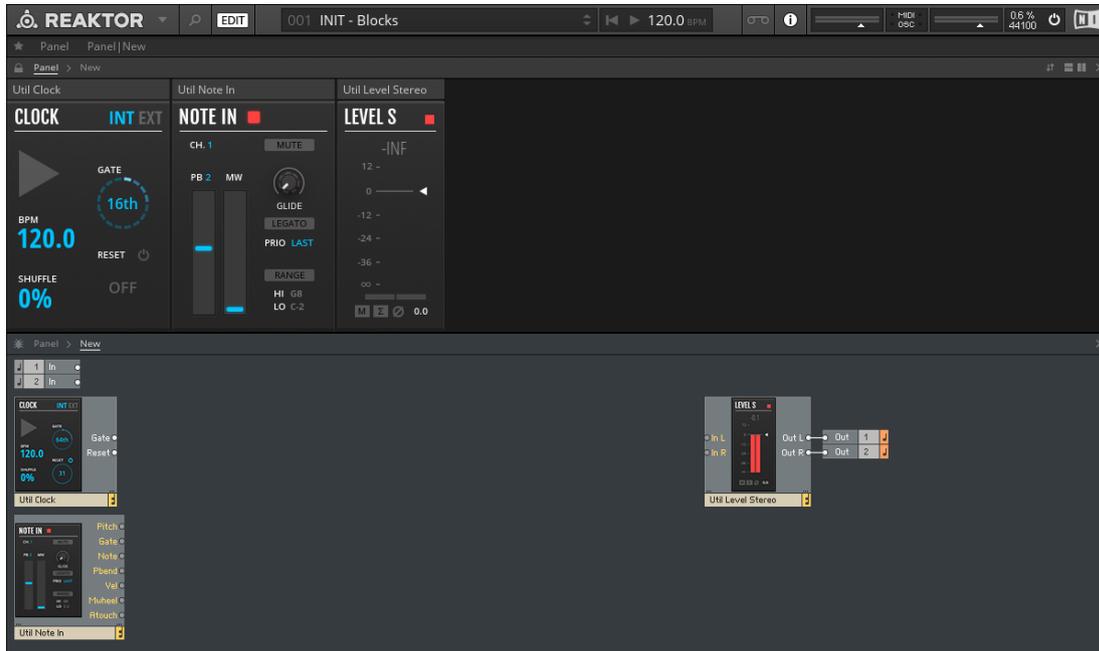
The ‘New’ Ensemble

Ensembles are the basic project files in REAKTOR that hold all relevant information of a session. Blocks patches are based on a dedicated ‘New’ Ensemble, containing a few basic modules that are often used to support patches in terms of note input, clocking, and audio output. More importantly, this Ensemble includes optimizations for the automation handling and the Panel view that are required for Blocks.

- ▶ To open the ‘New’ Ensemble, select the *Reaktor Blocks* folder in the Library and double-click on the *Blocks New.ens* Ensemble in the lower section of the Browser (alternatively, you can click and drag it into REAKTOR’s main area).



→ A new Ensemble opens, specifically set up for hosting Blocks patches.



REAKTOR Blocks comes with a selection of pre-built patches (REAKTOR Ensembles) and many presets (REAKTOR Snapshots) that are ready to be used in your music and sound design projects. These Ensembles can be directly accessed from the MASCHINE or KOMPLETE KONTROL Browser, or you can load them from the *Reaktor Blocks* folder in the *Player* tab of the REAKTOR Browser (see section [↑3, Patching in Blocks](#)).

1.3 Further Reading

If you are new to modular synthesis, or want to expand your knowledge about patching techniques and the technology involved, the following online resources can be of great help.



The websites linked below are owned and operated by third parties. The links are provided for your information and convenience only. Native Instruments has no control over the contents of any of the linked websites and is not responsible for these websites or their content or availability.

- [Sound On Sound Synthesizer Secrets](#): This extensive collection of excellent articles by Gordon Reid covers many different synthesis techniques, explaining how they can be used to create classic synthesizer sounds or mimic acoustical instruments.
- [Rob Hordijk's Synthesis Workshops](#): Rob Hordijk's Synthesis Workshops are among the best reads on sound synthesis available online. The articles and tutorials are very well structured and cover synthesizer theory, history, and practice in great detail.
- [Basics of Sounds Synthesis](#): Another helpful resource from Rob Hordijk, covering some of the more basic topics from his Synthesis Workshops in a concise manner. This is especially useful as an introductory document for beginners.
- [Advanced Programming Techniques for Modular Synthesizers](#): This online book by James J. Clark explains many different advanced synthesis methods and how they can be patched up with a modular synthesizer.
- [Muffwiggler Forum](#): Renowned not only for its odd name, the largest online community for modular synthesis is undoubtedly the central hub of the scene, and a useful source of information. It is highly recommended to use the search engine, which is very well-featured.

2 Basic Workflow

In Blocks, you use wires to connect any number of individual Blocks to form a patch, a higher-level structure that constitutes a musical instrument, a sequencer, an effect, or any combination thereof. Each Block takes on a specific role in this structure.

This does not mean that each Block will always perform the same function in every patch. While they all have their intended purpose, Blocks can be misused in interesting ways. There are no wrong connections in Blocks, and unusual patches will often lead to surprising results.

Technically, Blocks are REAKTOR **Instruments** (REAKTOR *.ism* file format), and a patch consisting of multiple Blocks is hosted in a REAKTOR **Ensemble** (REAKTOR *.ens* format). Connections are made in the **Structure**, while the parameters are controlled on the **Panel**. The Panel order is independent from the Structure, so the arrangement can be optimized for playing with your Blocks patch.



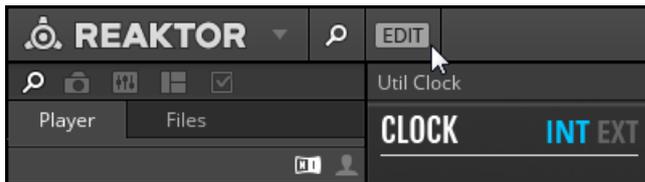
Overview over a Blocks patch in REAKTOR

- (1) **Panel:** The Panel is located in REAKTOR's main area and hosts the control interfaces of the Blocks in your Ensemble. This is where you change the parameters and tweak your sounds.
- (2) **Structure:** The Structure is also located in REAKTOR's main area and hosts the connections of the Blocks in your Ensemble. This is where you make connections between the inputs and outputs and set up the signal flow of your patch.
- (3) **Side Pane:** The Side Pane to the left of the main area hosts the Browser and additional settings like Snapshots (see section [↑2.3.2, Storing and Recalling Snapshots](#)).

2.1 Play Mode vs. Edit Mode

You can play your patch and control its parameters in REAKTOR's Play mode, however if you want to change the Structure of your patch or some of its advanced settings, you have to enable Edit mode.

- ▶ To toggle Edit Mode on or off, click on the **EDIT** button in REAKTOR's toolbar.



2.2 Navigating between Panel and Structure

You can switch between the Panel and the Structure using so-called Breadcrumbs in the navigation bar at the top of REAKTOR's main area.

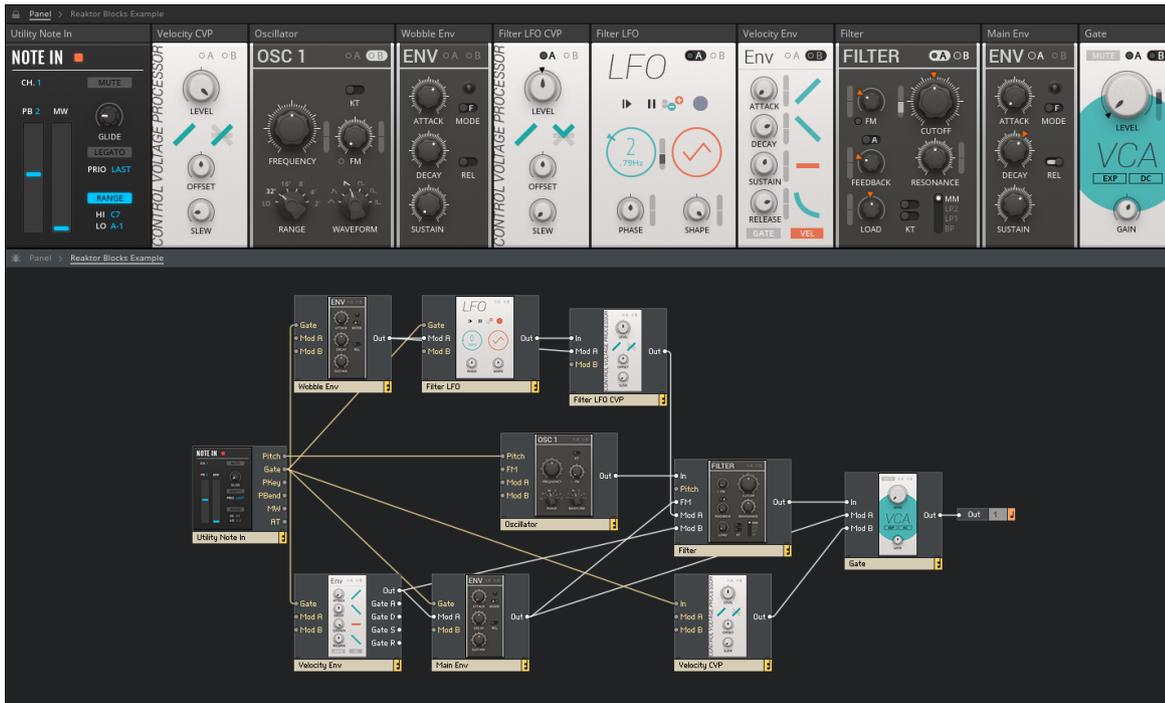
- ▶ To view the Panel, click on the [Panel](#) Breadcrumb in the navigation bar.



- ▶ To view the Structure, click on the Breadcrumb carrying the name of the Ensemble in the navigation bar.

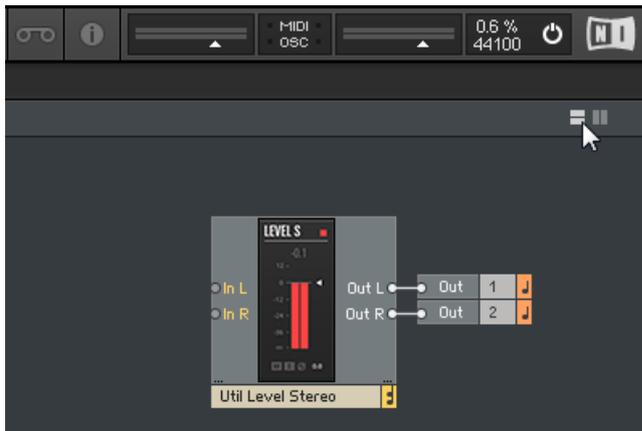


You can also use REAKTOR's split view to view both the Panel and the Structure at the same time:



A patch in REAKTOR Blocks, viewed in split view

- ▶ To enable split view, click on the Horizontal Split or Vertical Split buttons in the upper-right corner of REAKTOR's main area.



2.3 Saving Patches and Parameter Settings

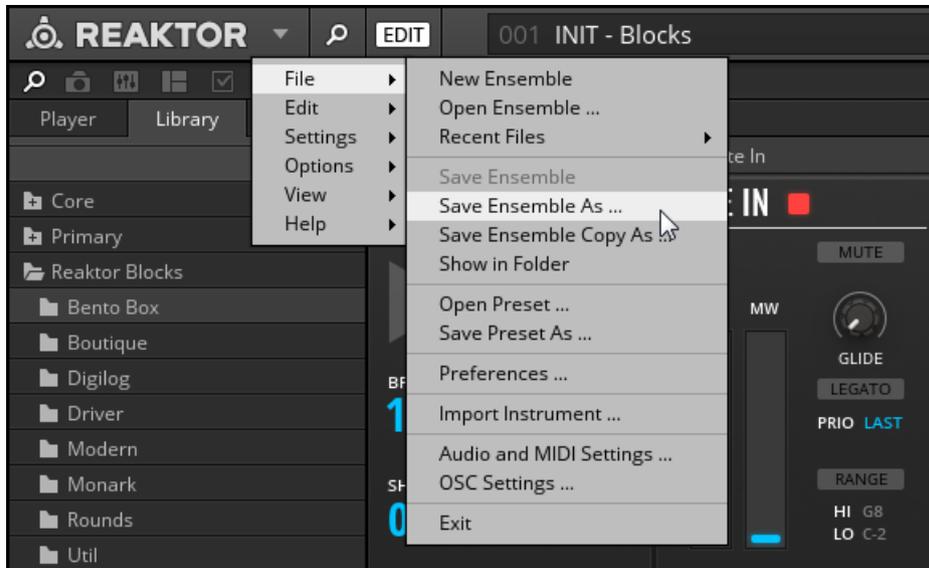
All connections between Blocks and their arrangement in the Structure are saved in the Ensemble, so you have to save a new Ensemble for each of your patches (see section [↑2.3.1, Saving and Loading Ensembles](#)).

The parameter settings on the Panel can be saved in presets, called **Snapshots** in REAKTOR. You can create global Snapshots for all Blocks in a patch at once, on the Ensemble level, or individual Snapshots for each Block, on the Instrument level. This allows you to save several sets of settings for a patch and recall them in an instant (see section [↑2.3.2, Storing and Recalling Snapshots](#)).

2.3.1 Saving and Loading Ensembles

In the REAKTOR stand-alone application, you can save and load Ensembles from the main menu in the Tool Bar.

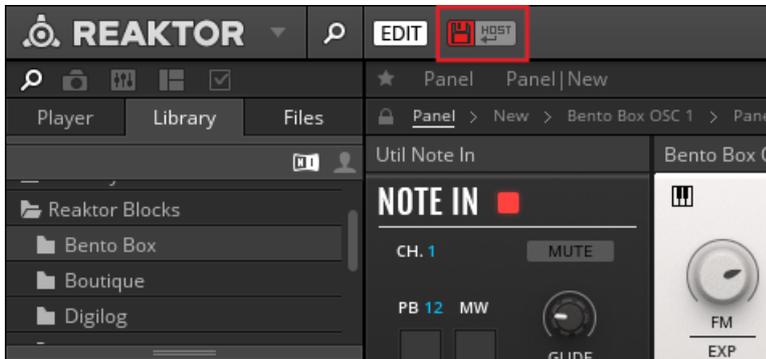
- ▶ To open the main menu, click on the arrow next to the **REAKTOR** logo.



Alternatively, you can use the **Files** tab in the REAKTOR Browser to browse for your Ensembles and load them by drag and drop, or by double-clicking.

Saving and Loading Ensembles in the REAKTOR Plug-in

When you are using the REAKTOR plug-in in Edit Mode to work on the Structure of a Blocks patch, the Ensemble is modified in such way that the changes are not saved in the host sequencer's project. In this case, the Save Ensemble button in the Toolbar turns red, indicating that these changes will be lost when closing the project:

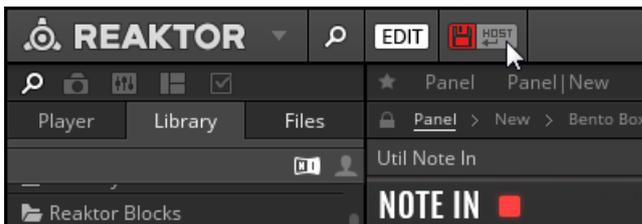


The red Save Ensemble button

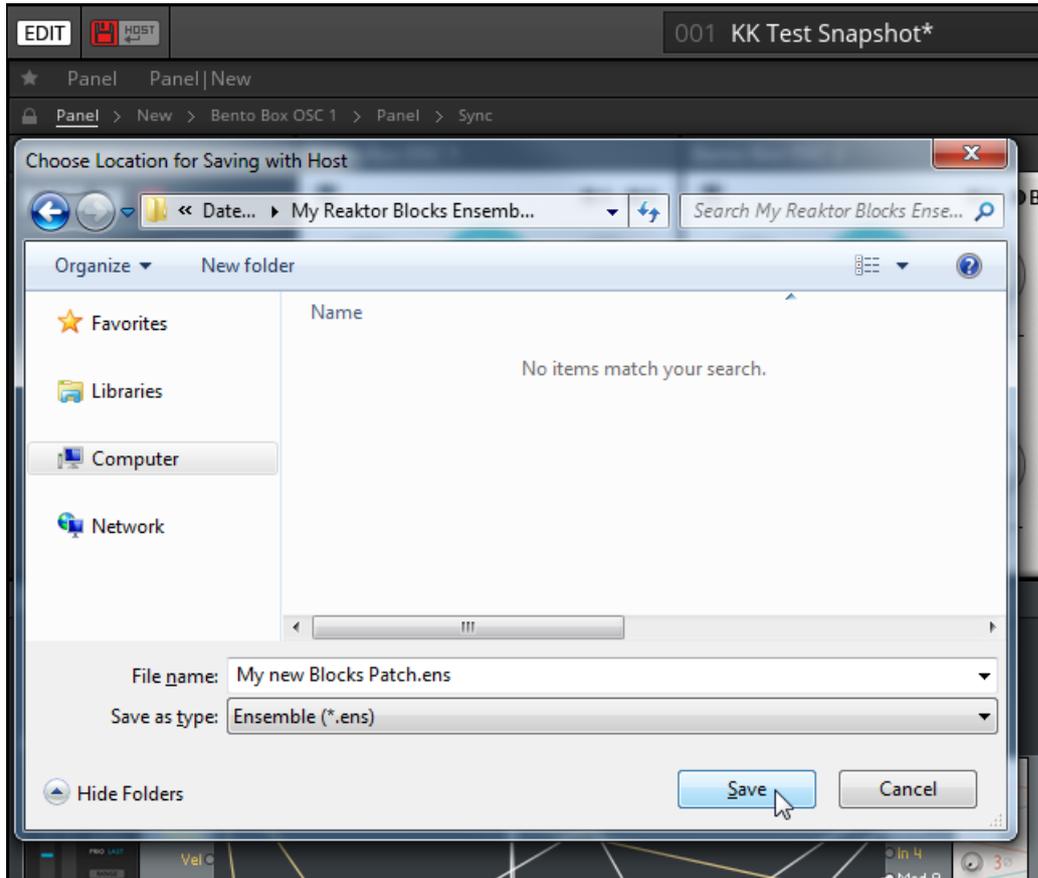
To preserve the changes you have made, you need to create a local copy of the Ensemble. A link to this local copy is saved in the host sequencer's project and the Ensemble will be automatically loaded the next time you open the project. REAKTOR allows for automatic saving of this local copy every time you save the host sequencer's project. This way, you do not have to keep track of the save status of the Ensemble as long as your host sequencer's project is saved correctly.

To save a local copy of your Ensemble and enable automatic saving:

1. Click on the Enable Automatic Saving with Host button in the Toolbar.



- In the file dialog, choose the desired location and name for the local copy of your Ensemble and click [Save](#).



- The Enable Automatic Saving with Host button lights up, indicating that automatic saving of your Ensemble is now enabled. The local copy of the Ensemble is saved every time you save your host sequencer's project, and will be automatically loaded the next time you open the project.

2.3.2 Storing and Recalling Snapshots

Snapshots, which are REAKTOR's sound preset format, enable you to store and recall the state of your Instrument's or Ensemble's Panel controls. When you recall a Snapshot, all the Instrument's or Ensemble's Panel controls are restored to the state they were in when the Snapshot was originally created. You can use this to store the parameter settings of entire Blocks patches (Ensemble) or individual Blocks (Instruments).



The connections between Blocks in the Structure are not stored in Snapshots. They are saved in the Ensemble, which means that changes to the Structure of a patch will affect all Snapshots for the Ensemble.

You can view and edit the Snapshots in the Snapshots tab of the Side Pane.

- ▶ To access the Snapshots tab, go to the Side Pane and click on the Snapshots icon.



Recalling Snapshots

The Snapshots tab in the Side Pane shows either the Snapshots for the Ensemble or for an individual Block.

- ▶ To view the Snapshots for the Ensemble, including all settings of the included Blocks, click somewhere in the background of the Structure.
- The Side Pane shows all Snapshots saved for the Ensemble, indicated by the menu on top of the Snapshots tab.



- ▶ To view the Snapshots for an individual Block, click on the header of the Block so it is highlighted.

- The Side Pane shows all Snapshots stored for the Block, indicated by the menu on top of the Snapshots tab.



- ▶ Alternatively, you can select between viewing the Snapshots for the Ensemble or any of the included Blocks by using the Select Instrument for Snapshot menu at the top of the Snapshots tab.



You can also recall Ensemble Snapshots from the Snapshot menu in the Toolbar. This will recall the stored parameter settings for all Blocks included in the Ensemble.

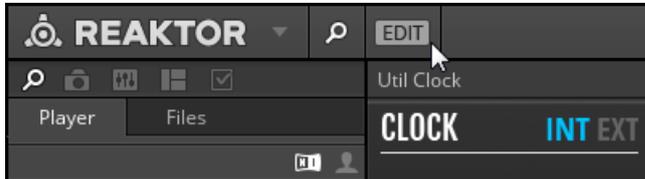


The Snapshot menu in the Toolbar

Storing Snapshots

Storing and editing Snapshots can be done from the Snapshots tab in the Side Pane.

- ▶ In order to be able to store and edit Snapshots, enable Edit Mode by clicking on the **EDIT** button in the Toolbar.



At the bottom of the Snapshot pane are three buttons for storing Snapshots:



The buttons to **Add**, **Store**, and **Insert** Snapshots

- **Add:** Creates a new Snapshot with the current settings of your Instrument at the end of the Snapshot list.
- **Store:** Overwrites the currently highlighted Snapshot with the current settings of your Instrument.
- **Insert:** Creates a new Snapshot with the current settings of your Instrument directly after the currently highlighted Snapshot, moving any other Snapshots down one slot in order to make space.

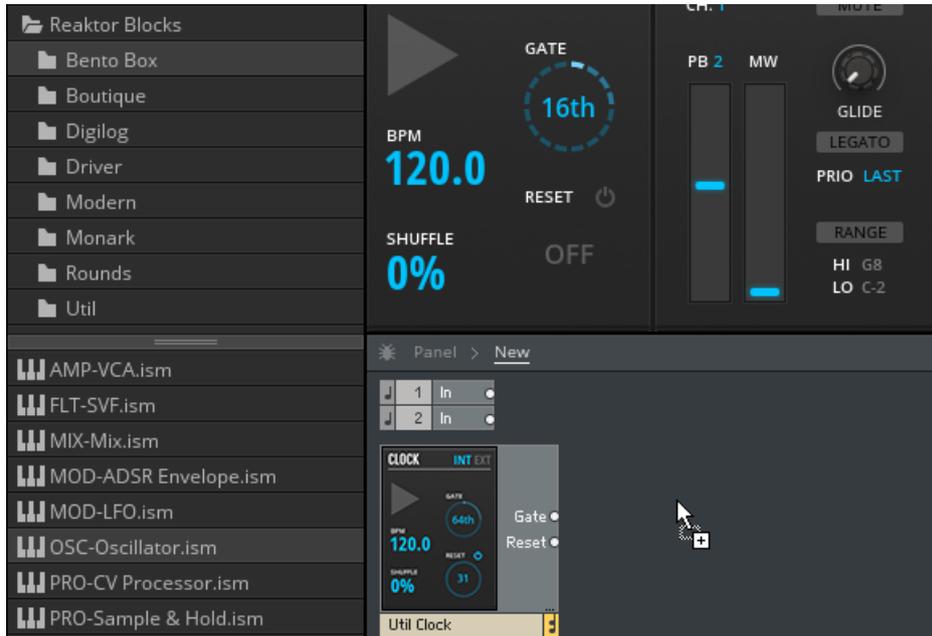


Snapshots are stored in the Ensemble, so the Ensemble needs to be saved in order to make changes to the Snapshots permanent.

2.4 Adding Blocks to a Patch

Blocks can be added to a patch by drag and drop from the Library in the REAKTOR Browser.

- ▶ To add a new Block to the Ensemble, drag the corresponding Instrument from the REAKTOR Library into the Structure.



All Blocks are associated with a specific category that hints at the Block's most common usage. The category is part of the file name: <category>-<Block name>.ism

<i>AMP</i>	Amplifiers	.. control the amplitude of signals.
<i>EFX</i>	Effects	.. process audio signals in interesting ways.
<i>FLT</i>	Filters	.. alter the frequency content of signals.

<i>INT</i>	Integration	.. provide the means to sync and control Blocks externally.
<i>MIX</i>	Mixers	.. add multiple signals together.
<i>MOD</i>	Modulators	.. generate modulation signals that can be used to control other Blocks.
<i>OSC</i>	Oscillators	.. generate audio signals that can be further processed with other Blocks.
<i>PRO</i>	Processors	.. provide the means to alter modulation signals in interesting ways.
<i>SEQ</i>	Sequencers	.. generate or process pitch, gate, and modulation signals.
<i>AUX</i>	Auxiliary (Blocks)	.. provide useful extra functions.

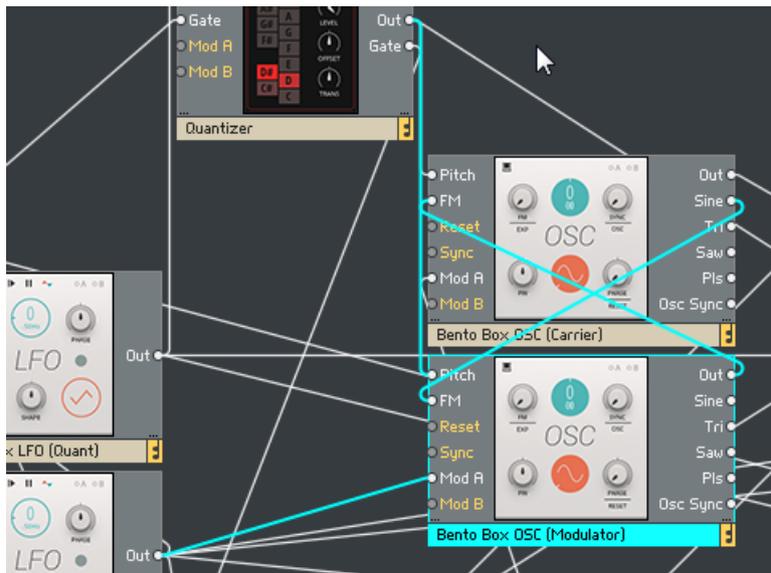
2.5 Organizing and Arranging Blocks

Blocks adapts the REAKTOR interface paradigm, which is based on a Structure and a Panel view. Connections are made in the Structure, while the parameters are controlled on the Panel. The arrangements of the Blocks in both views are independent. This means that you can organize the Blocks in Structure view to achieve the best possible overview over your signal flow, while setting up a different arrangement in Panel view that suits your way of playing with the parameters.

Arranging Blocks in the Structure

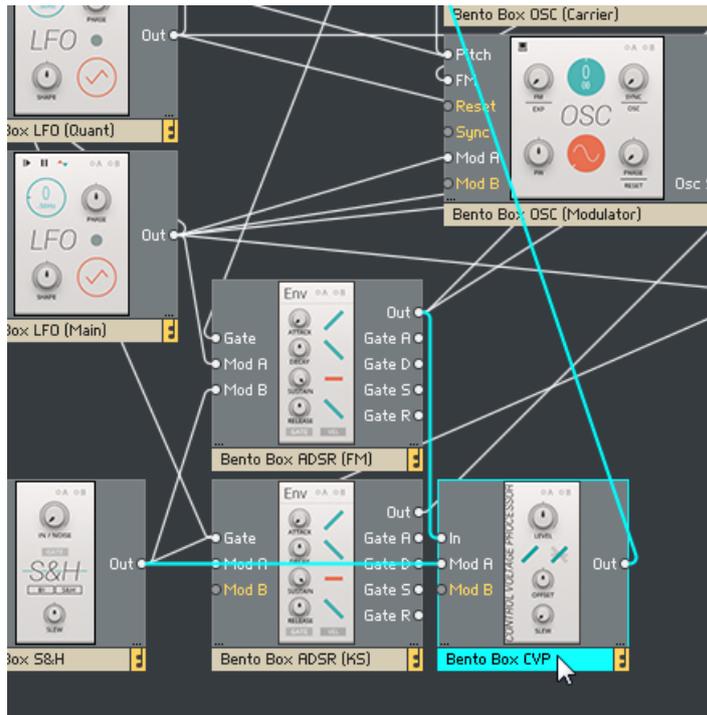
In the Structure, Blocks can be freely arranged, supported by thumbnail pictures and REAKTOR's flexible wiring system. Blocks can be placed on top of each other, however it is recommended to give each Block its own dedicated space in the Structure to maintain a better overview. The wires connecting the Blocks are automatically laid out in the shortest possible path. If a wire crosses a Block, the overlapping portion of the wire is hidden behind the Block.

- ▶ To highlight all wires connected to a Block, including those being hidden behind other Blocks, select it.

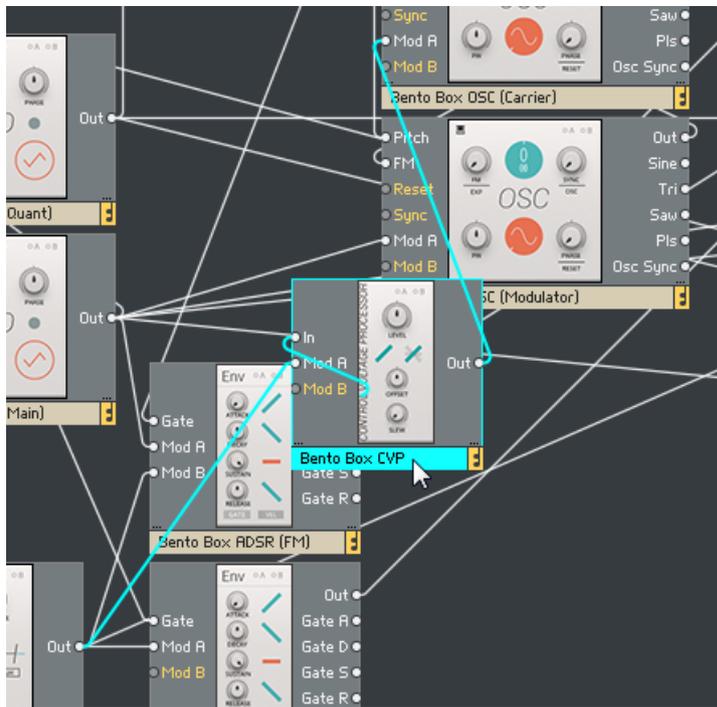


Moving a block to a new position in the Structure is done by drag and drop.

1. Click on the Block you want to move and keep the mouse button pressed.



2. Drag the Block to its new position in the Structure.



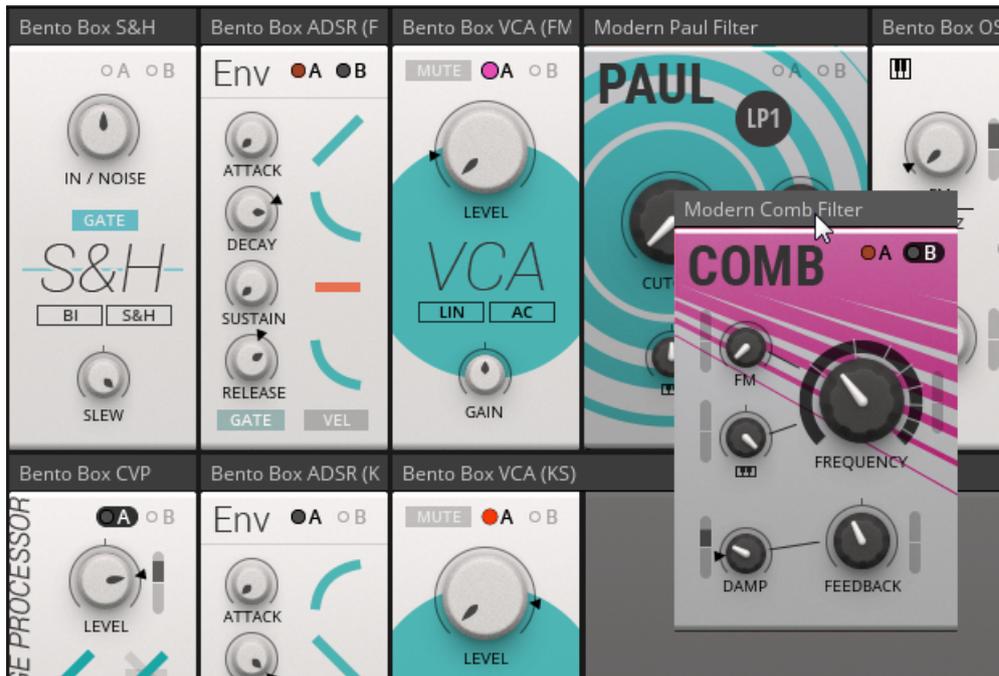
Arranging Blocks on the Panel

On the Panel, the Blocks are organized in a virtual rack that consists of as many rows as you need. All rows of Blocks have the same, fixed height. The width of the rows is determined by the number of Blocks you add to them. Blocks can be conveniently rearranged by drag and drop:

- ▶ To place a Block to the left of a particular Block, click on its header and drag it onto the left half of this Block.



- ▶ To place a Block to the right of a particular Block, click on its header and drag it onto the right half of this Block.



The only exception is if you want to place a Block to the right of the rightmost Block in an incomplete row.

- ▶ In this case, click on the Block's header and drag it onto the right half of the empty space next to the rightmost Block.



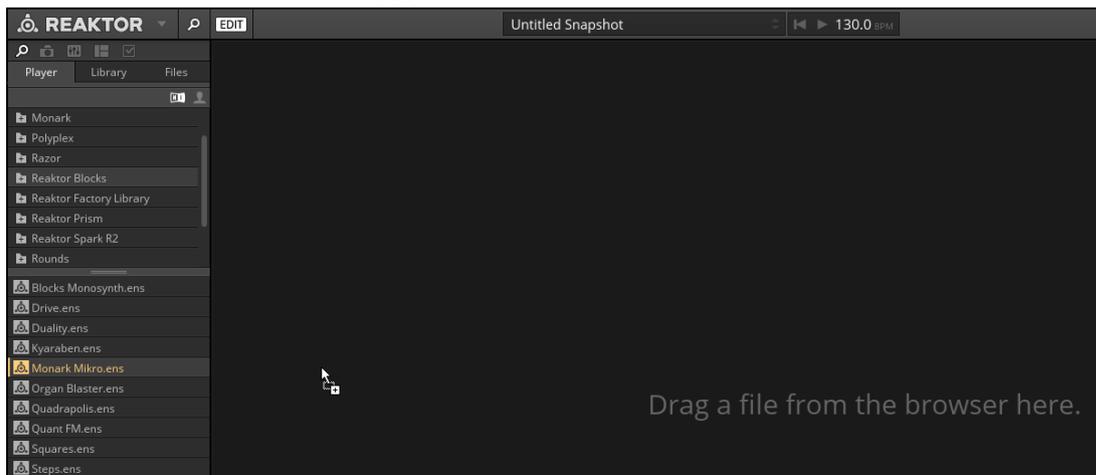
REAKTOR's Panelsets allow you to save multiple Panel configurations for a patch and recall them at an instant (see REAKTOR 6 Diving Deeper for more information).

3 Patching in Blocks

Patching in Blocks is done by making connections in the Structure (see section [↑3.1, Making Connections](#)), controlling parameters on the Panel (see section [↑3.2, Panel Controls](#)), and routing modulation signals to individual parameters (see section [↑3.3, Modulation Routing](#)). If you are familiar with modular synthesizers, you can adapt your favorite patching strategies to Blocks right away, learning the specific features of the Blocks as you go along.

If you are new to modular synthesis, the pre-built Ensembles provided in the Player tab of the REAKTOR Browser can serve as a starting point. By playing with the settings and making yourself familiar with the Structures you can get a feel for the Blocks used in these patches and how they are combined.

- ▶ To load one of the pre-built Ensembles, click and drag it from the Browser into the main area of REAKTOR (alternatively, you can double-click on it).



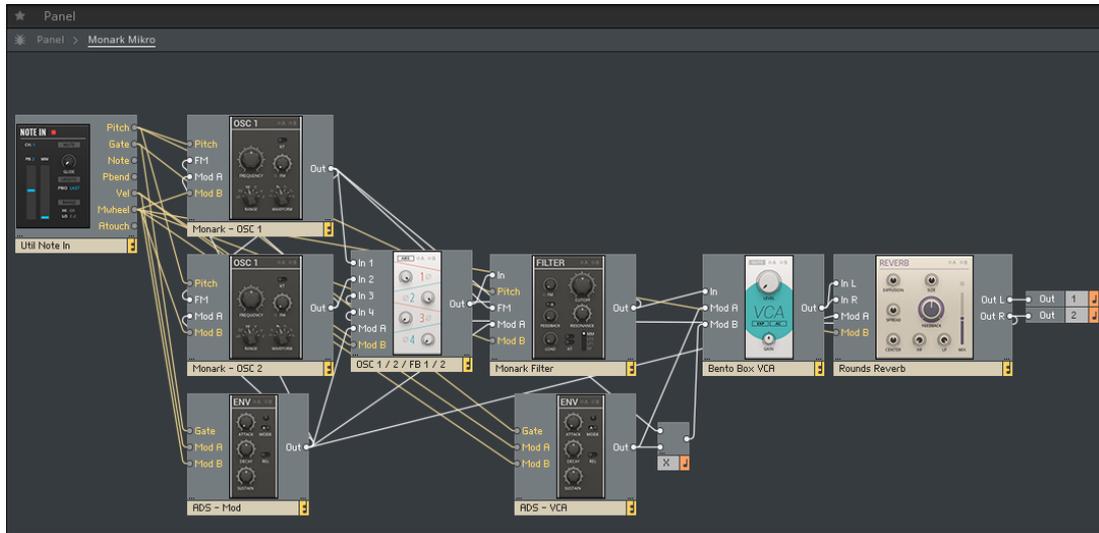
→ The Ensemble loads, ready to be played with.



▶ To learn more about how the Blocks are connected, go to the Ensemble Structure by clicking on the [New](#) Breadcrump in the Ensemble navigation bar.



→ The Structure opens, allowing you to view and edit the connections between the Blocks.



Alternatively, you can use REAKTOR's split view as described in section [↑2, Basic Workflow](#).

3.1 Making Connections

One of the most important features of Blocks is the universal connectivity between all of them. You can connect any output to any input and achieve predictable results, regardless of which Blocks are connected together.



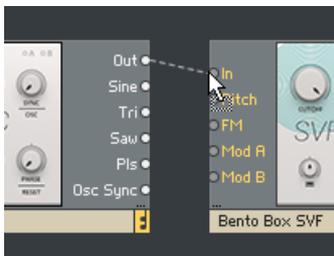
For general information about the different types of inputs and outputs see section [↑4, Connections and Signals](#). Information about how the individual inputs and outputs relate to the functionality of a Block can be found in the REAKTOR Info Hints (see section [↑1.1, About the Blocks Documentation](#)).

To establish a connection between two Blocks, an output has to be connected to an input, or vice versa:

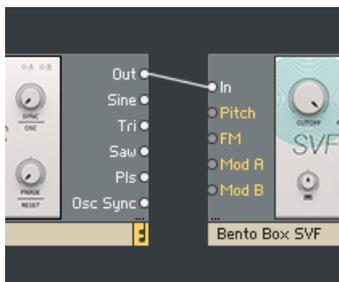
1. Click on the output you want to connect and keep the mouse button pressed.



2. Drag the mouse onto the input you want to connect and release the mouse button.



→ The connection is established, indicated by a wire going from the output to the input.

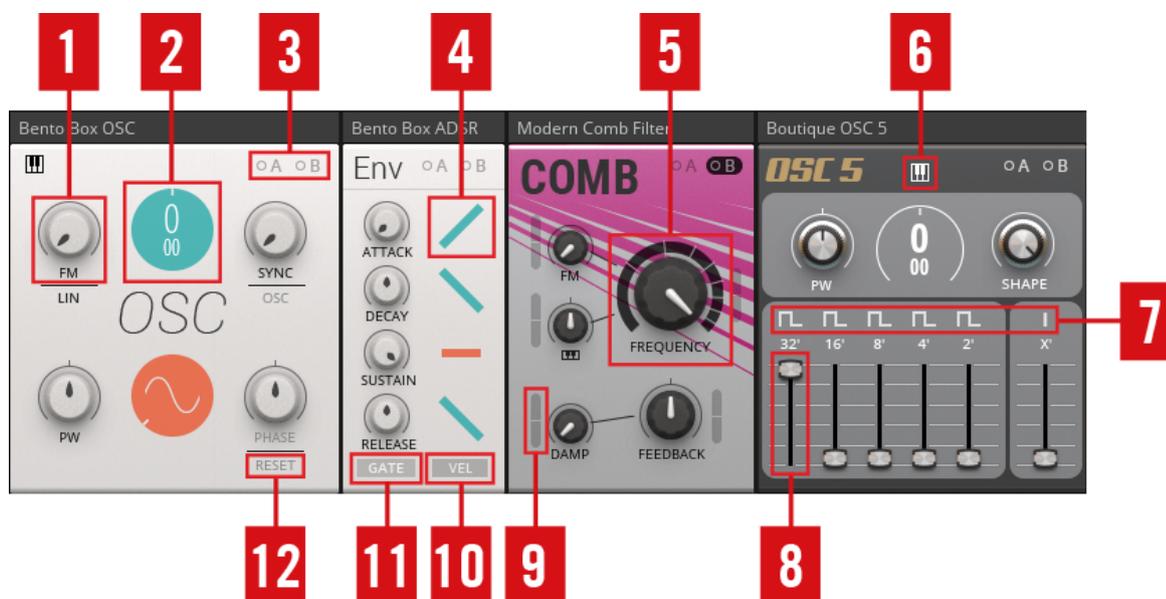


3.2 Panel Controls

Each line of Blocks has its own characteristic design, making it easy to tell one from another. However, most of the Panel controls follow the same interface paradigm, which allows you to adjust and play the parameters in an intuitive manner. Below, the most common Panel controls are explained briefly.



Find detailed information about each Panel control in the REAKTOR Info Hints (see section [↑1.1.1, Info Hints](#)).



Common Blocks Panel controls

(1) **Knob:** Knobs are the most common Panel control in Blocks. Click and drag a knob up and down to change its value. The current value is shown below the knob while adjusting the parameter. Double-clicking on a knob resets its value to default.

(2) **Circular value control:** These controls can be adjusted like Knobs, by clicking and dragging them up and down. They feature a large value display and are used for parameters like oscillator pitch and waveform selection. For pitch, a dual control is used, with coarse tuning at the top and fine tuning at the bottom. Double-clicking on the control resets its value to default.

(3) **Modulation buttons:** The **A** and **B** buttons are used for routing modulation signals in a Block. See section [↑3.3, Modulation Routing](#) for more information.

(4) **Symbol mode control:** These controls are used to select between different modes of a function, in this case different envelope shapes on the Bento Box Env. Click on the symbol to step through the available modes. The symbol reflects the current setting. Double-clicking on the control resets its value to default.

(5) **Large knob:** Large knobs are used for the most important parameters of a Block, for example the **FREQUENCY** control of the Comb filter. Their behavior is identical to smaller sized knobs (see (1) **Knob** above).

(6) **Global control:** The options at the top of a Block select between different modes of operation, like key tracking for the OSC 5 in this case.

(7) **Label control:** On some Blocks, the labels of controls can be clicked to change a related parameter. On the OSC 5, the waveform label selects alternate waveforms for each of the intervals.

(8) **Fader:** Faders are used as an alternative to knobs and can be adjusted in the same way, by clicking and dragging them up and down. The current value is shown above the fader while adjusting the parameter. Double-clicking on a fader resets its value to default.

(9) **Modulation depth slider:** The modulation depth sliders control the amount of modulation applied to the associated parameter. See section [↑3.3, Modulation Routing](#) for more information. Double-clicking on the slider resets its value to default.

(10) **Button:** Buttons switch between two alternate options or toggle single functions on or off. You can change their value by clicking on them. If the button switches between alternate options, the label will change accordingly. If it toggles a single function on or off, the on-state is highlighted.

(11) **Momentary button:** These buttons are used for Gate and Reset functions. They light up when a gate arrives at the associated input and triggers the function. You can also click on them to manually set off the function, like starting the envelope on the Bento Box Env.

(12) **Control mode button:** Some controls, like [PHASE](#), [FM](#), and [SYNC](#) on the Bento Box OSC, feature auxiliary buttons next to their labels that allow you change their mode of operation.

3.3 Modulation Routing

Every Block has two Modulation Buses A and B, represented by the two buttons **A** and **B** in the upper-right corner of the Panel. These buttons correspond to the **Mod A** and **Mod B** inputs found in Structure View:



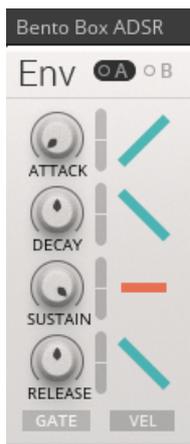
The Modulation Buses in REAKTOR Blocks

The Modulation Buses distribute the signals arriving at the **Mod A** and **Mod B** inputs of a Block to all parameters that can be modulated. You can set the amount of modulation applied to each parameter with dedicated modulation depth sliders:

- ▶ Click the **A** or **B** button to show the modulation depth sliders of the corresponding Modulation Bus for each parameter.



→ The modulation depth sliders are shown for all parameters that can be modulated.



- ▶ The modulation depth sliders set the amount of modulation from the currently selected Modulation Bus. All modulation depth sliders are bipolar, meaning that positive (non-inverted) or negative (inverted) modulation can be applied.

The **A** and **B** buttons include a signal indicator that displays incoming modulation signals. It lights up red for positive values and blue for negative values. If you turn up the modulation amount for a parameter, the modulation will also be displayed as a moving arrow next to the Panel control.



If no modulation signal is present at the **Mod A** or **Mod B** input, the corresponding button is grayed out. However, you can still click the buttons and view or change modulation amounts for parameters. The settings in the Panel are independent from the connections, so you can swap modulation sources while keeping the modulation amounts for the parameters.

Example

In the following example, the Bento Box LFO is connected to the **Mod A** input of the Bento Box Env:



Routing modulation signals in REAKTOR Blocks

- The **A** button on the Bento Box Env is pressed. The modulation depth sliders appear for all parameters that can be modulated.
- The **A** signal indicator is lighting up blue, displaying a negative value of the modulation signal coming from the Bento Box LFO. Note the matching color of the output signal indicator next to the **LFO** label on the Bento Box LFO.
- Modulation Bus A is routed to a single parameter on the Bento Box Env, in this case **DECAY**. The modulation depth slider next to the **DECAY** knob is turned up, allowing the modulation signal from the Bento Box LFO to control the decay time of the envelope.
- The arrow next to the **DECAY** knob shows the momentary position of the modulation relative to the knob setting.

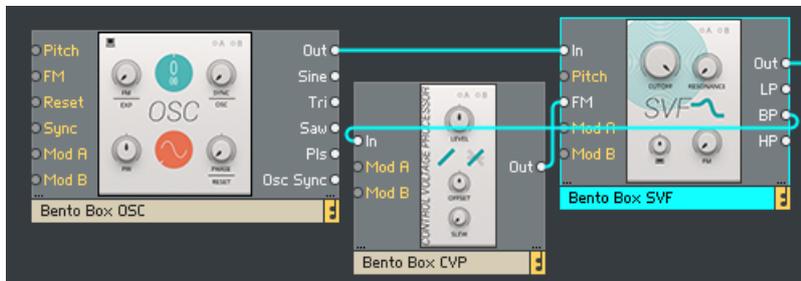
4 Connections and Signals

In order to achieve the desired level of flexibility, there is no distinction between different types of signals in REAKTOR Blocks. All connections are being made with signals within the range of -1 to +1. This allows you to connect any output to any input, without having to worry about signal type or value range.

Patching Feedback

There are also no constraints in regards to making feedback connections across any number of modules. However, if you want to make a feedback connection between an input and an output from the same Block, an additional Block needs to be patched in between.

Aside from the Bento Box Mix, which allows you to add the feedback signal to an existing input signal, the Bento Box CVP is particularly well suited for this task, providing the means for further processing of the feedback signal.



Connecting the BP output of the Bento Box SVF to its FM input

Input and Output Types

Different Blocks require different types of inputs and outputs. Since all signals sent between Blocks fall into the same range, it is necessary to determine how values within that range are converted into a predictable result, depending on what type of input they have been connected to.

There are 6 different input and output types:

- General inputs and outputs (see section [↑4.1, General Inputs and Outputs](#))

- **In** (input, multiple inputs are numbered)
- **Out** (output, multiple outputs are numbered or labeled with their respective function)
- **Modulation** (see section [↑4.2, Modulation](#))
 - **Mod A** (modulation bus A, input only)
 - **Mod B** (modulation bus B, input only)
 - **FM** (frequency modulation, input only)
- **Pitch** (see section [↑4.3, Pitch](#))
- **Gate** (see section [↑4.4, Gate](#))
- **Reset** (see section [↑4.5, Reset](#))
- **Sync** (see section [↑4.6, Sync](#))
- **Pluck** (see section [↑4.7, Pluck](#))

4.1 General Inputs and Outputs

The **In** and **Out** ports can be used for all kinds of signals, depending on the Blocks' functionality and application. All inputs and outputs operate at audio rate and in the range of -1 to +1.



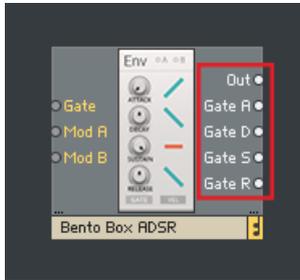
The general input and output on the Comb filter

If a Block has multiple inputs, for example the Bento Box Mix, the inputs are numbered: **In 1**, **In 2**, **In 3**, and so on.



The inputs on the Bento Box Mix

In some cases, inputs or outputs are labeled depending on their specific function. For example, the Bento Box Env has four **Gate** outputs that send a gate high signal as long as the corresponding envelope stage is active:



The Gate outputs on the Bento Box Env

- Gate A (gate high during attack)
- Gate D (gate high during decay)
- Gate S (gate high during sustain)
- Gate R (gate high during release)

The same applies to oscillators with multiple waveform outputs or filters with separate outputs for each filter mode, for example the the Bento Box SVF:



The filter mode outputs on the Bento Box SVF

- Out (main output with switchable filter mode)
- LP Out (low pass mode output)
- BP Out (band pass mode output)
- HP Out (high pass mode output)

4.2 Modulation

The [Mod A](#) and [Mod B](#) inputs are general modulation inputs. They allow for modulation in the full range of -1 to +1 and at any rate. Signals arriving at these inputs can be used to modulate various different parameters on each Block (see [↑3.3, Modulation Routing](#) for more information).



The [Mod A](#) and [Mod B](#) inputs on the Bento Box SVF

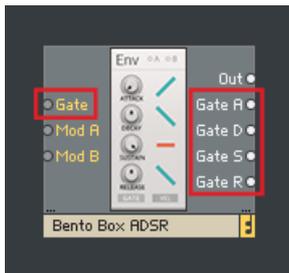
Oscillators and filters often have an additional [FM](#) input. These Frequency Modulation inputs can be used to add modulation to the pitch of an oscillator, or the cutoff frequency of a filter. For example, it can be used to modulate the cutoff frequency of a filter with an envelope, or to set up multiple oscillators for FM synthesis. The corresponding Panel control sets the depth of modulation.



The [FM](#) input on the Bento Box SVF

4.4 Gate

Gate inputs are used to control a variety of functions in different Blocks, from triggering envelopes or advancing sequencer steps to resetting LFOs. They operate in the range of -1 to +1, so any signal can be connected. **Gate** outputs usually send out a pulse wave signal in the range of 0 to 1 (except for **Gate** outputs that pass on velocity information, see below).



The **Gate** input and **Gate** outputs on the Bento Box Env

Gate inputs look for a positive zero crossing of the input signal. As soon the input signal rises above 0, it is considered a gate-on message, and once the signal drops below 0, it is considered a gate-off message.

For example, you can connect the output of an LFO to the **Gate** input of an envelope. The LFO has an output of $-/+0.5$. When its output goes above 0, this is considered a gate-on message and the envelope is triggered and sustained. When the LFO returns to 0 or less, this is considered a gate-off message and the envelope is released.

The same applies to any Block with a **Gate** input: Connect the LFO to the **Gate** input of a sequencer, and every time the LFO travels into the positive part of its cycle, the sequencer will advance one step. Since **Gate** inputs operate at audio rate like any connection in REAKTOR Blocks, you can also replace the LFO with an audio oscillator and run the sequencer at audio rate, creating a new interesting sound source.

Velocity

Velocity (for example on envelopes with velocity sensitivity) is derived from how far above 0 the initial increase is. If the input leaps from 0 to 1, an envelope will be triggered at maximum velocity. A jump from 0 to 0.5 would trigger the envelope at half velocity, and so on. Conse-

quently, if you use a triangle LFO to trigger an envelope with velocity sensitivity, the output level of the envelope will be very low: The LFO cycles above 0, but the initial increase is very small.

Some [Gate](#) outputs (for example on the Util Note In and the Bento Box 8 Steps) include velocity information. In this case, the gate signal's amplitude varies depending on the velocity of the played note or the corresponding sequencer step.

4.5 Reset

Reset inputs function in a similar manner as **Gate** inputs, looking for a positive zero crossing of the incoming signal. As soon as the input signal rises above 0, it is considered a reset gate. However, unlike **Gate** inputs, negative zero crossings have no effect.



The **Reset** input on the Bento Box 8 Steps

Reset inputs are commonly found on sequencers (or other counting devices), for example the Bento Box 8 Steps. Every time a positive value arrives, the sequencer is reset to the first step. On the 8 Steps' panel, you will notice that the **RESET** button lights up when a reset signal is received.

You can use any signal to reset your sequencers, however the **Reset** output on the Util Clock is specifically designed for this task. It sends out a reset signal every time it is started, and repeats it at an interval set by the **RESET** control on the panel. By distributing the reset signal from the Util Clock across your patch, you can ensure that all sequencers remain synchronous.

4.6 Sync

Like [Gate](#) and [Reset](#) inputs, [Sync](#) inputs look for a positive zero crossing of the incoming signal. As soon as the input signal rises above 0, a sync event is triggered. Negative zero crossings have no effect.



The Sync input on the Bento Box OSC

[Sync](#) inputs can be found on oscillators. They are used to synchronize the phase of the signal generated by the oscillator to an external source, for example another oscillator. This is useful for adding stability to complex FM patches with multiple operators, patching classic oscillator sync sounds, or creating interesting new waveforms by mixing signals from multiple synced oscillators.

The Bento Box OSC's [Sync](#) input has the option to accept a special synchronization signal from the [OSC Sync](#) outputs found on the Bento Box OSC and the Multiwave OSC. This allows for oscillator synchronization with the best possible audio quality.



The Multiwave OSC's [Osc Sync](#) output, connected to the Bento Box OSC's [Sync](#) input

4.7 Pluck

Pluck inputs are found on Blocks that employ an optocoupler to smooth a parameter's response to external control, for example the West Coast LPG. Any signal within the range in the range of -1 to +1 can be connected, however for best results it is recommended to use signals with sharp rising edges, like gates, clocks, pulse and saw wave signals, sample and hold waveforms, or sequences.

The **Pluck** input processes any sharp-edged signal in a way that makes it suitable for briefly exciting the optocoupler when a sharp rising edge is received. This applies a natural sounding, percussive envelope to the parameter involving the optocoupler, for example LEVEL on the West Coast LPG. The amount of modulation applied depends on the strength of the rising edge.



The Pluck input on the West Coast LPG