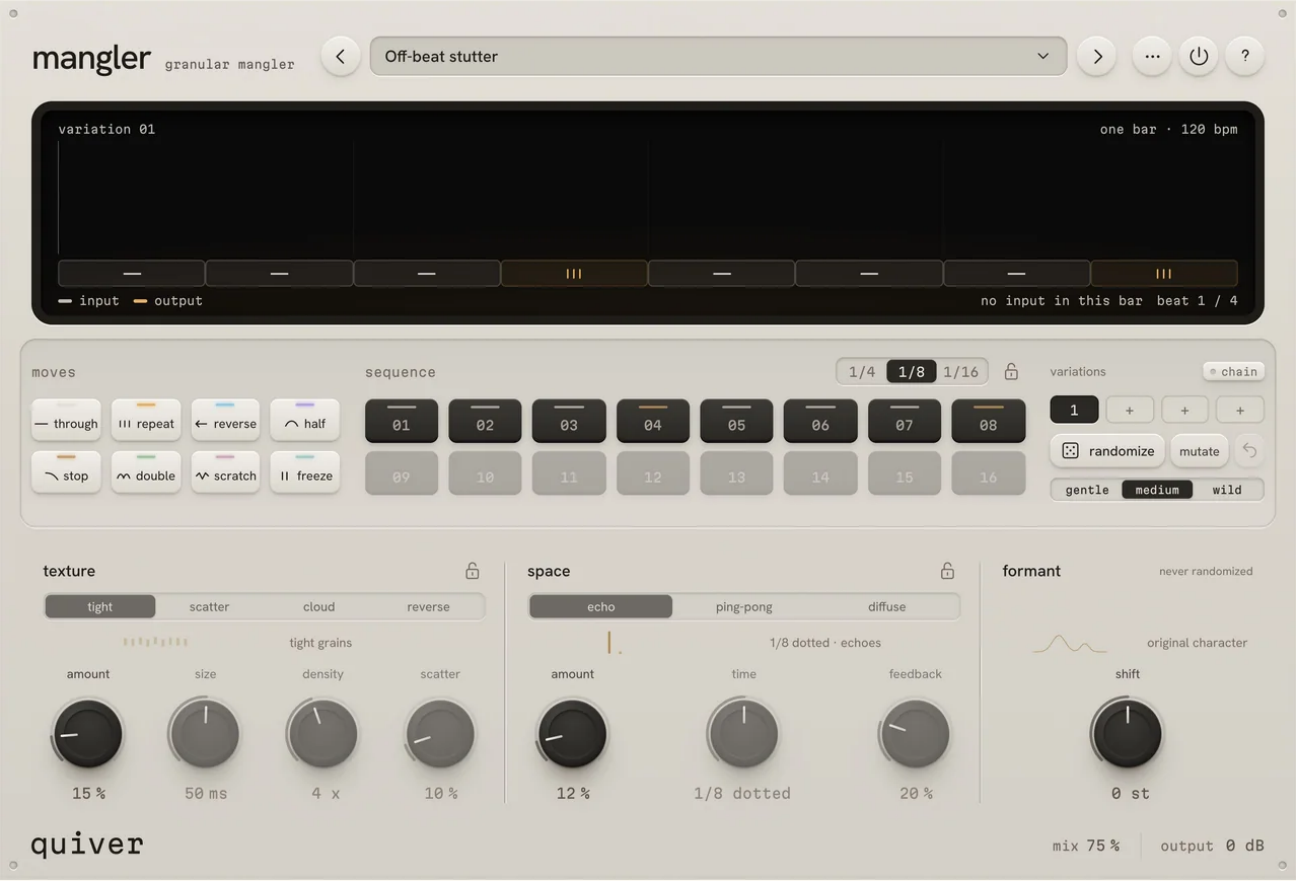
QUIVER MANUAL / AUDIO PLUGINS

mangler

Learn every move, texture and space control, and turn incoming audio into repeatable patterns.

Launch edition

Mac 1.0.5 / Windows 1.0.3



The complete control reference, practical how-tos and troubleshooting.

quiver.fm/manual/mangler

Use the contents to find a section, or the PDF bookmarks to jump to a control.

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Explore the interface

These views help you locate controls. The following reference explains their ranges, starting points and dependencies.

Upper left

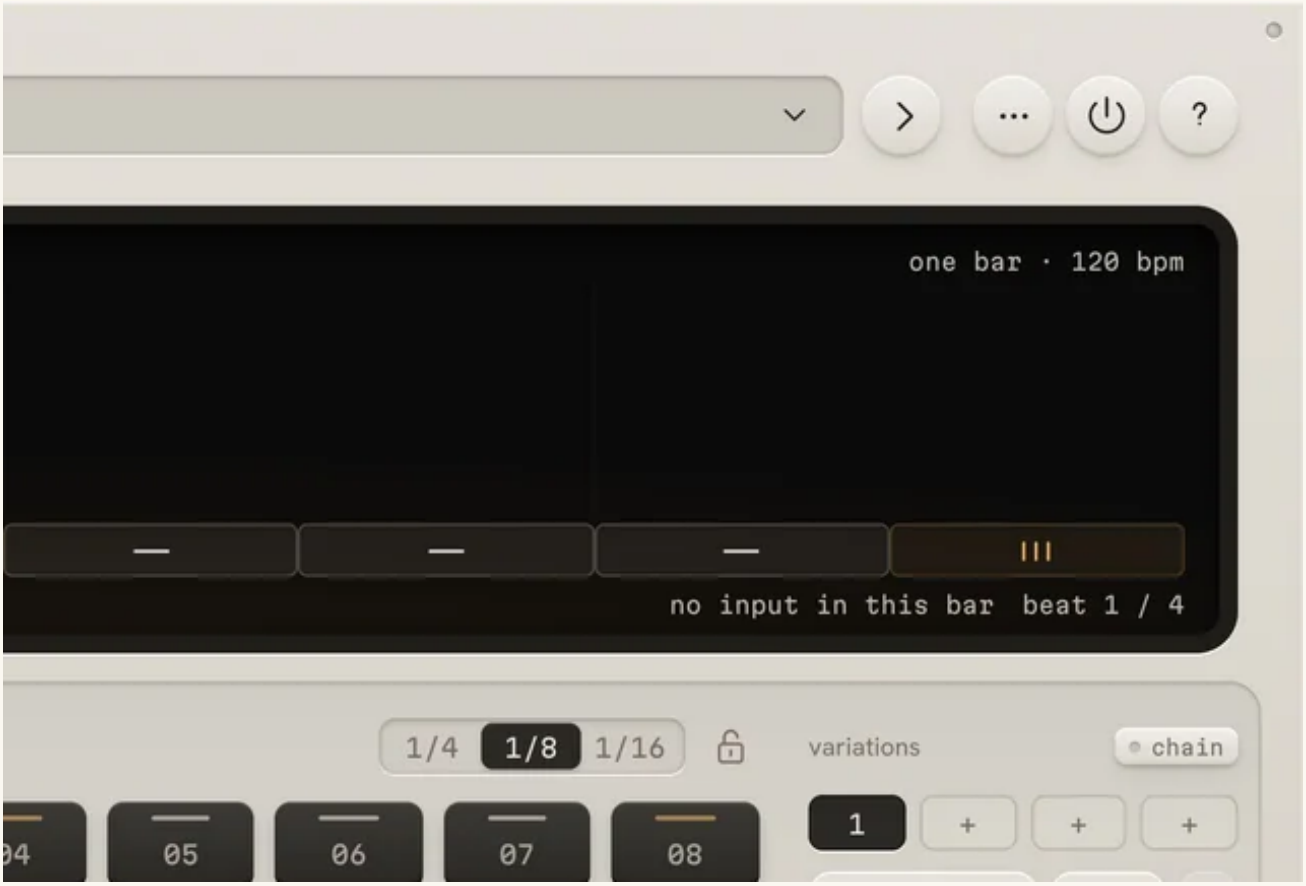


Plugin interface detail.

Control references

Through / Repeat / Reverse / Half

Upper right



Plugin interface detail.

Control references

Presets / Undo / Redo / Bypass / Step duration / Rhythm padlock / Variations

Lower left



Plugin interface detail.

Control references

Stop / Double / Scratch / Freeze / Texture padlock / Texture character / Texture Amount / Size / Density / Scatter / Space Amount

Lower right



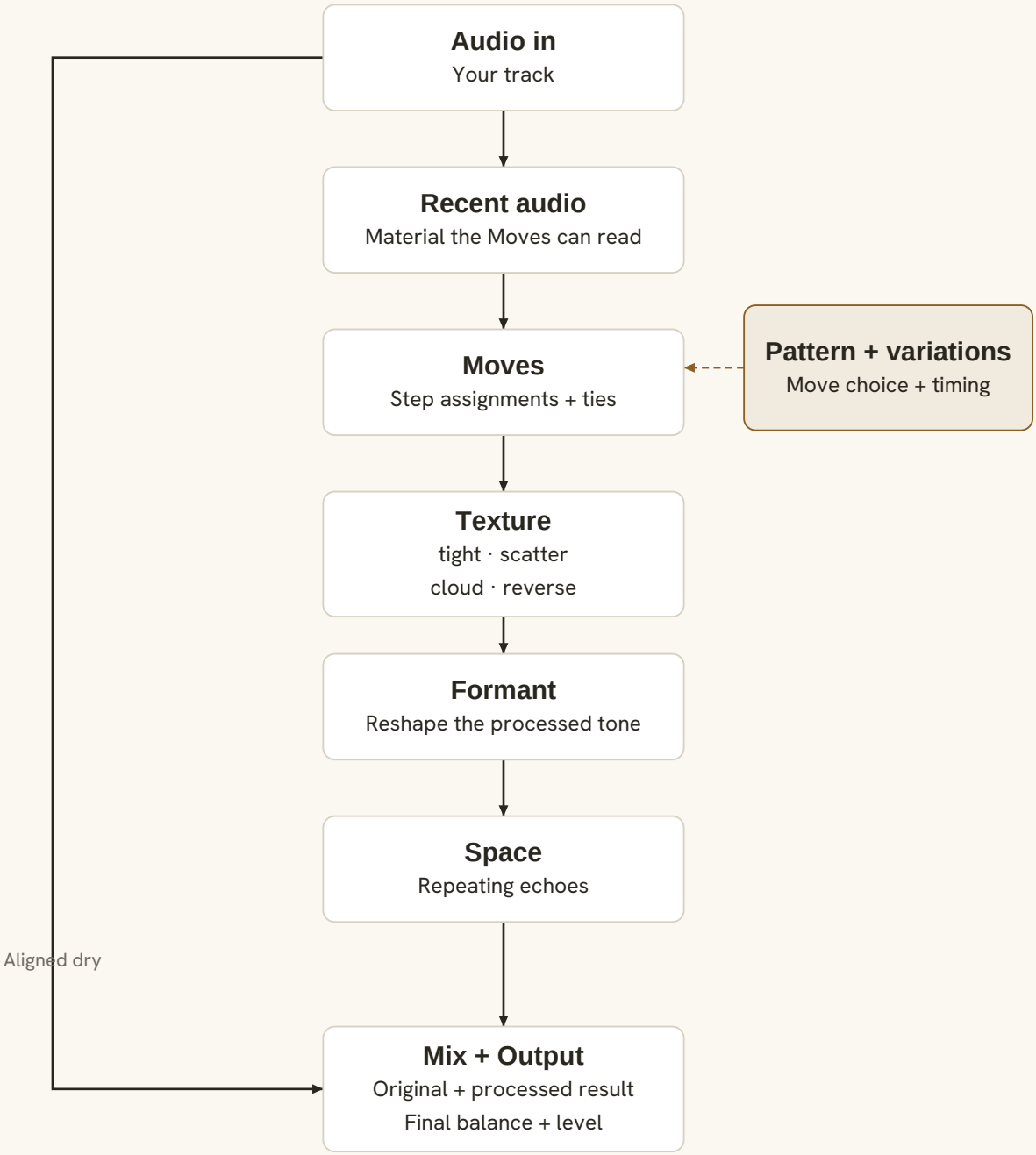
Plugin interface detail.

Control references

Move assignment / Randomize / Mutate / Revert / Intensity / Space padlock / Space character / Time / Feedback / Formant Shift / Mix / Output

How mangler rebuilds a loop

Moves read the recent input; Texture, Formant and Space reshape that result.



Solid lines carry audio. Dashed lines show control or analysis.

Reading the flow

Texture comes after Moves, so it reshapes an existing repeat or reverse as well as the original music.

Formant comes before Space.

Output affects both dry and processed contributions. Internal ceilings protect the processed path and active final bus.

Bypass takes the aligned dry path.

mangler is an audio effect that rearranges the music coming into it. Give the steps of a bar different moves, add grain texture and echoes, then save variations to make a longer phrase. It works on drums, vocals, instruments and complete loops.

For downloads, installation and activation, see Getting started.

Quick start

1. Put mangler on an audio track with a loop, or after an instrument. Start playback in your DAW.
2. A new instance opens on **Off-beat stutter**, with short repeats and a little texture and echo. **Mix** starts at 35%, blending that sound with your track.
3. Choose **repeat** from the moves, then click a step to place it. Drag across several steps to turn them into one longer repeat.
4. Press **randomize** to try another pattern. Choose **gentle**, **medium** or **wild** to set how far it goes.
5. Use the arrow beside **mutate** to return to an earlier roll. Once you like the result, save it from the preset menu.

While the DAW is stopped, mangler continues at the song tempo so you can hear live input. It still needs audio coming into the track.

Interface

Knob reset values describe the settings used by a double-click reset. The opening preset and your saved projects can use different values.

The top row holds the preset browser, history menu, bypass and help. The large display shows the incoming and processed audio, the bar and its moves.

Below it are the eight moves, the sequence and the four variation slots. The lower panels shape **Texture**, **Space** and **Formant**. **Mix** and **Output** sit along the bottom.

Drag a dial up or down. Hold Shift for finer changes, or click its value and type an exact setting. Enter applies a typed value; Escape cancels it. Double-click a dial to reset it. With a dial focused, the arrow keys adjust it.

Sequence

Step duration

Range	1/4, 1/8 or 1/16
Default / reset	Reference: 1/8
Starting point	Try 1/16 for a stutter at the last beat.

Choose **1/4**, **1/8** or **1/16** for four, eight or sixteen steps across four quarter notes. These are three patterns: each division remembers its own moves and ties, so switching back restores the pattern you made there.

The pattern follows your DAW's song position. Its bar is always four quarter notes, including when the DAW uses another time signature.

Assign a move

Range	Through, Repeat, Reverse, Half, Stop, Double, Scratch or Freeze
Starting point	Choose Repeat and assign it to the last step.

Click a move on the left, then click the steps where it should play. With no move selected, clicking a step selects its existing move. The step's colour and symbol tell you what it does.

Right-click a step to choose its move or edit its ties. Escape clears your move selection and closes an open menu.

Tie steps into a run

Range	Runs inside one four-beat bar
Default / reset	Reference: untied
Starting point	Join four sixteenths for a one-beat Tape Stop.

Drag across steps to join them. A joined group is called a **run**: the move happens over that whole duration, instead of restarting at every step. For example, tying four sixteenths makes a one-beat tape stop.

Right-click to tie a step to the one before it, split a run, or untie it. A run ends at the bar line.

Slices / run

Range	2, 4 or 8 slices
Default / reset	Reference: 4
Starting point	Try 4 slices across the last beat.
Available when	Shown when Repeat is selected.

When repeat is selected, choose **2**, **4** or **8** under **slices / run**. This divides a repeat run into that many slices and repeats its first slice. The setting applies to every repeat run in the selected variation.

More slices make a faster stutter. The duration of the run matters too: four slices across one beat are faster than four slices across a whole bar.

The eight moves

mangler uses audio that has already come in. Moves that reach backward use the recent recording inside the effect, rather than looking ahead in the song.

Through

Range	One of eight moves
Starting point	Use Through to hear Texture and Space without rearranging the rhythm.

Plays the incoming music as it is. Texture, Space and Formant still apply, so through is also useful when you want those layers without rearranging the rhythm.

Repeat

Range	One of eight moves
Starting point	Tie the last four sixteenths and choose four slices.

Repeats the first slice of the run. Use **slices / run** to choose whether the run contains two, four or eight repetitions.

Reverse

Range	One of eight moves
Starting point	Use a one-beat run after the loop has already been playing.
Available when	Moves that read backward need recent incoming audio.

Plays the audio before the run backward. A longer tied run gives a longer reversed passage.

Half

Range	One of eight moves
Starting point	Try Half for a slowed, lowered-pitch beat.

Plays at half speed from the beginning of the run. This lowers the pitch as well as slowing the music.

Stop

Range	One of eight moves
Starting point	Tie one beat for a gradual brake.

Slows down to a stop over the run, like braking a tape. Tie more steps for a longer slowdown.

Double

Range	One of eight moves
Starting point	Try Double on the last beat for a faster, higher-pitched turn.
Available when	Moves that read backward need recent incoming audio.

Plays the audio before the run at twice its original speed, raising the pitch. It repeats that passage to fill the run.

Scratch

Range	One of eight moves
Starting point	Use a short run for a back-and-forth interruption.
Available when	Moves that read backward need recent incoming audio.

Moves back and forth through the recent audio, producing a scratch. A tied run stretches the movement over a longer duration.

Freeze

Range	One of eight moves
Starting point	Try Freeze on the tail of a held vocal.

Holds the first moment of the run. Try it on a sustained vocal or the tail of a chord, then add Texture for a denser held sound.

Texture

Texture turns the result of the moves into grains: small overlapping pieces of audio. It comes after the moves, so it can soften, scatter or smear a repeat as well as the original music.

Character

Range	Tight, Scatter, Cloud or Reverse
Default / reset	Reference: Tight
Starting point	Try Cloud on a sustained vocal.
Available when	Texture Amount must be above 0%.

- **tight** uses short grains close to the present for thickness and shimmer.
- **scatter** reaches into earlier audio with fragments and small gaps.
- **cloud** makes a wider, more sustained wash of overlapping grains.
- **reverse** plays the individual grains backward.

Amount

Range	0-100%
Default / reset	Reset: 0%; opening Off-beat stutter preset uses 15%
Starting point	Try 30% while comparing Texture controls.
Available when	Mix must be above 0% to hear the processed layer.

Sets how much grain texture is heard, from 0 to 100%. At zero the Texture layer is off. Raise this first when exploring the other Texture controls.

Size

Range	10-240 ms
Default / reset	Reset: 60 ms; opening Off-beat stutter preset uses 50 ms
Starting point	Try 40 ms for fine texture or 150 ms for longer fragments.
Available when	Texture Amount must be above 0%.

Sets the grain-length control from **10 to 240 ms**. Short settings make the texture more finely broken; longer settings preserve longer fragments. Each character interprets this setting in its own way, so switching character can also change how long and smooth the fragments feel.

Density

Range	1-8×
Default / reset	Reset: 4×
Starting point	Try 2× for distinct pieces or 6× for a fuller layer.
Available when	Texture Amount must be above 0%.

Sets how densely grains overlap, from **1 to 8×**. Lower settings expose separate pieces; higher settings make the layer fuller and more continuous.

Scatter

Range	0-100%
Default / reset	Reset: 10%
Starting point	Try 40% in Cloud to draw grains from a wider recent passage.
Available when	Texture Amount must be above 0%; the character changes its effect.

Sets the spread of reading positions, from **0 to 100%**. Raise it for grains drawn from a wider area of the recent sound. Its effect depends on the character: scatter becomes more displaced, while cloud becomes less tied to one moment.

Texture padlock

Range	Open or locked
Default / reset	Reference: open
Starting point	Lock Texture before changing only the rhythm with Randomize.

Close the Texture padlock to keep this panel when you press randomize or mutate. You can still edit it yourself.

The controls become unavailable when Amount is zero. They can look faint at low Amount and Mix settings because their contribution is very quiet. Raise Texture Amount and Mix to hear the differences clearly, then blend them back down.

Space

Space adds tempo-synced echoes to the processed audio.

Character

Range	Echo, Ping-pong or Diffuse
Default / reset	Reference: Echo
Starting point	Try Ping-pong on a stereo track.
Available when	Space Amount must be above 0%.

- **echo** repeats the sound in place.
- **ping-pong** alternates the echoes between left and right, starting on the left. Listen in stereo to hear the movement.
- **diffuse** softens and spreads each repeat into a more blurred tail.

Amount

Range	0-100%
Default / reset	Reset: 0%; opening Off-beat stutter preset uses 12%
Starting point	Try 20% for a clearly audible echo layer.
Available when	Mix must be above 0% to hear it.

Sets the amount of Space, from **0 to 100%**. At zero the layer is off.

Time

Range	1/32, 1/16, 1/8, dotted 1/8, 1/4, dotted 1/4 or 1/2
Default / reset	Reference: 1/8; opening Off-beat stutter preset uses dotted 1/8
Starting point	Try dotted 1/8 for an off-beat echo.
Available when	Space Amount must be above 0%.

Sets the gap between echoes: **1/32, 1/16, 1/8, dotted 1/8, 1/4, dotted 1/4 or 1/2**. These follow the DAW's tempo. Dotted values are one and a half times the corresponding straight note.

Feedback

Range	0-85%
Default / reset	Reset: 20%
Starting point	Start at 20%, then raise it for a longer trail.
Available when	Space Amount must be above 0%.

Sends part of each echo back into the delay, from **0 to 85%**. Low values give a short answer; high values make a longer trail of repeats.

Space padlock

Range	Open or locked
Default / reset	Reference: open
Starting point	Lock Space before rolling new move patterns.

Close the Space padlock to keep the character, amount, time and feedback during randomize or mutate.

Time, Feedback and the character controls are unavailable while Space Amount is zero. At a low Space Amount or Mix, their effect can be difficult to hear.

Formant

Shift

Range	-12 to +12 semitones
Default / reset	Reset: 0 semitones
Starting point	Try -3 semitones on a vocal for a darker character.

Moves vocal character up or down without transposing the notes, from **-12 to +12 semitones**. Negative values sound darker; positive values sound brighter. Zero leaves the formant unchanged.

Formant is never randomized. Use it deliberately after finding a pattern you like.

Mix, Output and bypass

Mix

Range	0-100%
Default / reset	Reset: 35%
Starting point	Start at 35%; compare 100% to hear the processing alone.

Blends your original track with the complete mangled result, from **0 to 100%**. Zero gives the original input; 100% gives the processed result. A lower Mix can keep a drum groove recognizable underneath more extreme moves.

Mix is shared across all variations and is never randomized. Loading a preset sets its saved Mix, so check it when browsing.

Output

Range	-24 to +12 dB
Default / reset	Reset: 0 dB
Starting point	Adjust until bypass and processed levels are comparable.

Sets the final level, from **-24 to +12 dB**. Use it to fit mangler back into the track after changing the processing.

Output is shared by all variations and is never randomized. Presets recall their saved Output too.

Bypass

Range	Off or On
Default / reset	Reference: processing active
Starting point	Compare with bypass while setting Mix.

The power button at the top passes the input through without mangler's processing. Compare it with the active effect while setting Mix and Output.

Randomize, mutate and history

Randomize

Starting point	Let a loop play first, then Randomize so choices can use recent audio.

Writes a new version of the selected variation. Each press auditions candidate settings against recent incoming audio and chooses a result with its level matched. Let your loop play before using it so the choices can respond to that material.

The result is an edit that you can hear, change, save and undo. Playback repeats the saved result; it does not generate a different pattern every time.

Intensity

Range	Gentle, Medium or Wild
Default / reset	Reference: Gentle
Starting point	Try Medium when exploring a loop; Gentle when preserving its groove.

- **gentle** keeps the downbeat and adds one or two short events, mostly repeats.
- **medium** keeps the downbeat while using up to two kinds of move in up to three places.
- **wild** uses up to three kinds in up to five places and can change the downbeat too.

Mutate

Starting point	Use Mutate after finding a result close to what you want.

Changes a little of the current variation. It can change, add or remove a move event and nudge Texture and Space values. It keeps the current characters and echo time; a Space layer that is off stays off.

Rhythm padlock

Range	Open or locked
Default / reset	Reference: open
Starting point	Lock Rhythm to explore only Texture and Space.

The lock beside Sequence keeps the rhythm during randomize or mutate. Together with the Texture and Space locks, it lets you explore one part of the sound while keeping the others.

Step duration, Formant, Mix and Output are never randomized.

Revert

Range	Last three randomizations
Starting point	Step back if the latest roll lost a useful phrase.

The curved arrow beside Mutate steps back through the selected variation's last three randomizations. Loading a preset clears that roll history.

Undo and redo

Starting point	Use Undo for a control edit beyond the randomization history.

Open the three-dot history menu for **undo** and **redo**, or use Cmd+Z and Shift+Cmd+Z on Mac, Ctrl+Z and Ctrl+Shift+Z on Windows. Undo covers edits beyond just randomization, including control changes. The menu also shows transport and grain activity.

Variations and Chain

Range	Four slots; Chain Off or On
Default / reset	Reference: Chain Off
Starting point	Copy a variation, edit it, then chain both for a two-bar phrase.

Four slots hold four versions of the sound and pattern. Click a numbered slot to select it; your edits stay with that slot automatically. Click **+** to copy the selected variation into an empty slot.

Drag a saved variation onto another slot to copy it there. Right-click a slot to replace or remove it. A copy is independent, so changing it leaves the source alone.

Turn on **chain** to play saved variations in slot order, one four-beat bar each, then repeat. The order is counted from the DAW's song position, so looping the same section returns to the same part of the chain.

Automation edits the **selected** variation. Mix and Output remain the same across the entire chain.

Presets and sharing

Starting point	Save a preset after setting Mix and Output; both are recalled.

Click the preset name to open the browser. The arrows beside it step through the presets. Factory groups include clean starts, chops, tape moves, grain textures, space and chained phrases.

To save your own, enter a name at the top of the browser and choose **save preset**. It appears under **yours**. With one of your presets loaded, saving under its existing name updates it; change the name to keep both versions.

A preset saves the sound, all four variations, Chain, Mix and Output. Your DAW also keeps the plugin state in its project.

Use **show preset folder** to find your `.qpreset` files. The folders are:

- Mac: `~/Library/Application Support/Quiver/mangler/Presets/User`
- Windows: `%APPDATA%\Quiver\mangler\Presets\User`

Send a preset's file to share it. Drop a mangler `.qpreset` on the plugin window to add it to yours; dropping one file also loads it. A preset made for another Quiver product cannot be loaded into mangler.

Right-click one of your presets to reveal its file or move it to the Trash or Recycle Bin. Removing the file leaves the sound currently playing intact.

How-tos

Put a stutter at the end of a bar

1. Load **Clean** and choose **1/16**.
2. Select **repeat** and drag across the final four steps.
3. Set **slices / run** to 4 for four repeats across the last beat, or 8 for a faster finish.
4. Adjust Mix to keep as much of the original groove as you want.
5. Close the rhythm padlock if you want randomize to explore Texture and Space while keeping this ending.

Make a tape stop

1. Select **stop**.
2. Drag across the steps where the slowdown should happen.
3. Use a longer run for a gradual brake, or one step for a short interruption.
4. Raise Mix to hear the stop clearly. With a low Mix, the original track continues underneath.

For fills placed across longer phrases with a drawn speed curve, see roll.

Turn a vocal into a cloud

1. Play a vocal through mangler and choose **through** for the steps to begin with.
2. In Texture, choose **cloud** and raise Amount.
3. Increase Size and Density for a smoother layer; adjust Scatter for more movement.
4. Choose a step or run for **freeze** if you want to hold a particular moment.
5. Add diffuse Space and adjust Formant to change the vocal character.

Make a four-bar phrase

1. Finish a variation, then click **+** to copy it.
2. Change the copy or use Mutate.
3. Repeat until you have the variations you want.
4. Turn on Chain. Saved slots play one bar each.
5. Save a preset to keep the whole phrase.

Troubleshooting

The effect sounds dry

Check bypass and Mix. Make sure audio reaches mangler. A through-only pattern with Texture and Space at zero and Formant at zero sounds unchanged. Try the Off-beat stutter preset.

If activation is required, mangler passes your audio through dry. Open the licence sheet and follow Getting started.

Texture or Space controls do nothing

Raise that panel's Amount above zero. Raise Mix while comparing settings. A faint control can be active but too quiet to hear in the complete blend.

The pattern changed when I switched division

Each division remembers a separate grid. Return to the previous division to recover its moves and ties.

A move sounds different at the beginning of playback

Reverse and other backward-looking moves need recent audio. Immediately after starting, mangler uses the present sound when earlier audio is unavailable. Play from before the passage you want to capture or export.

Chain is playing a different slot from the one I selected

Selection decides which variation you edit. Chain decides which variation plays at the current song position. Turn Chain off to repeat the selected variation.

A preset changed the balance of my track

mangler presets recall Mix and Output. Set those back to the balance you want after loading.

I cannot hear the ping-pong movement

Listen on a stereo track and stereo output. In mono, the alternating left and right echoes combine.

For installation, licence or compatibility problems, see Getting started or contact support.