Rockmen ReFill

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USER MANUAL (V1.1)

OVERVIEW

Hello, my name is Marco Raaphorst and I have created this very special Rockmen ReFill for Propellerhead Reason users. It consists of 80 patches which are fully compatible with Reason version 6.5 or higher. No additional Rack Extensions are needed.

If you haven't already bought the Rockmen Amp ReFill, you can do so at http://melodiefabriek.com/shop/rockmen/

AMP

Rockmen is a ReFill for Propellerhead Reason users which consists of 9 guitar amp simulation presets + 71 additional presets for modulation, saturation, delay effects and so on. The main ingredient of the Rockmen ReFill is a ***custom build AMP Combinator***. It simulates the warm and saturated tones of a guitar amp with tubes but uses nothing more than a chain of Reason's build-in devices. Not even a single Impulse Response was used to get it to sound like a real amp.

The name Rockmen ReFill was inspired by the Rockman device which was designed by Tom Scholz and introduced in 1982. Soundwise the Rockmen ReFill is a different beast with a much more dynamic sound. Don't take me wrong though, think of it as a sign of respect. Rockman changed the way we think guitar should be recorded.

> *And by the way, Rockmen is as much for women as it is for men!*

Additional Effects

The other sections of this ReFill consist of many useful effects which can be combined in the Reason rack with the Rockmen AMP:
- **DLY** - Delay effects
- **FTR** - Filter effects
- **MOD** - Modulation effects
- **RVB** - Reverb effects

● **SAT** - Saturation effects

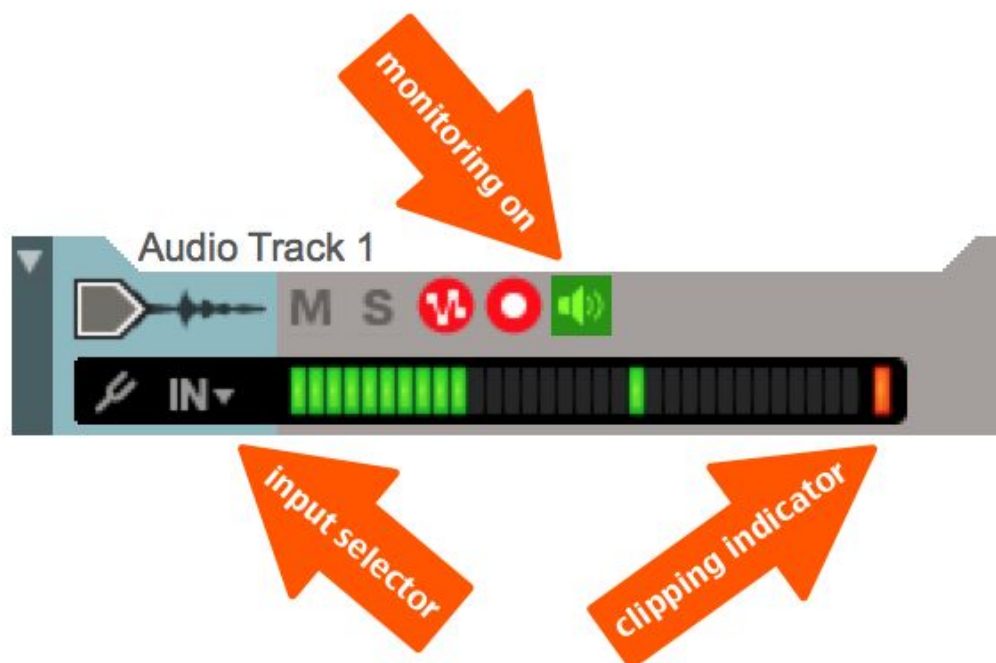These effects can be placed before or after the Rockmen AMP.

Ready to try out some of the sounds? First, let's make sure your guitar is connected to the computer in the right way.

SETTING AN OPTIMAL INPUT LEVEL FOR GUITAR

These patches can be applied to any recorded guitars and guitar-loops, but most fun you'll have when these patches are applied to a live guitar signal. For live input you need an audio interface with an instrument/guitar jack input.

The input level should be set to the loudest possible level just before the input starts clipping (your audio interface and Reason will show the clipping with a red led). For finding the perfect recording level, please do this in Reason:

1) Create an Audio Track.
2) Activate the speaker-icon (monitoring On).
3) Use the input-selector for choosing the input your guitar is plugged into.
4) Strum the strings as hard as you can.
5) If clipping does occur, click on the red led so it will disappear, set the level a little lower and try again by strumming the strings real hard.

Choose the Preferences section from the menu and choose the Audio-tab. Here you can change the latency settings for the audio input. Make sure your latency is set to the lowest possible value. Sometimes you need to set the latency to a higher value because your CPU is not capable of processing the audio in real-time. If that's the case you will be alarmed by glitches and clicks as proove the signal starts to falter. Most modern audio interfaces offer a Direct Monitoring option which will route the live signal of your guitar unprocessed to the output without any latency. Although your guitar will sound 100% clean that way and not at all warm and tube like, it's sometimes the best way to get a glitch free recording.

DLY effects

In general delay effects sound best when placed *after* the AMP. To do this, select an AMP preset from the ReFill and drag it into the rack *below* the Audio Track you have created for your guitar. If you now what to add a Delay effect to the sound as well drag a preset from the DLY section into the rack *below* the AMP device.

Note: if you drag the DLY into the rack *above* the AMP device, the sound of the delay will be overdriven and compressed by the AMP. The sound will be in MONO because AMP is a MONO device (to use as little CPU power as possible).

FTR effects

Filter effects sound best when used before the AMP. Except for the 'post AMP' presets for the Scream 4 device. These presets are meant to filter the sound of the AMP.

MOD effects

The modulation effects can be used *before* or *after* the AMP. Using a tremelo preset before the AMP can create a pleasant overdriven pulse. But to keep things cleaner, place them after the AMP.

RVB effects

Reverbs often sound best when placed after the AMP. But please do experiment if you feel like it!

SAT effects

The Saturation presets work best when placed *before* the AMP. Any true rocker knows this :-p

Rock out and have fun with this ReFill!

Kind regards,

Marco Raaphorst

For future updates of this manual please check the website:
Melodiefabriek.com