

OneTrick B-BOI

User Guide



Version 1.0.1
Created by Punk Labs

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Introduction

What is OneTrick B-BOI

A drum machine inspired by the Casio Rapman sound toys. Classic '90s hip-hop percussion sounds and vocal chops arranged as a drum kit with effects and filters.

Features

- 18 sounds from the RAP-1, RAP-10, and RAP-2 (DJ-1)
- 8 voices with lowpass, pan, tuning, and delay
- Global saturation, bitcrusher, and filters
- Lofi mic pitch shifter
- Multi-out or stereo
- Chromatic MIDI channels
- Pitch and Mod Wheel support
- Nondestructive modulation (CLAP only)
- All parameters are automatable
- No telemetry or analytics
- No DRM
- Open source to inspect, learn from, adapt, and improve

Available Plugin Formats

CLAP, VST3, and Audio Unit

Supported Platforms

Linux with glibc 2.31 or later (x86_64), Windows 10 or later (x64), and macOS 10.13 or later (Universal). OpenGL 2.0 or above is required for all platforms.

About Open Source

OneTrick B-BOI's source code is available under a GPLv3 (or later) license for anyone to inspect, adapt, learn from, and improve. We've all had an app we rely on become outdated, incompatible, or move in a direction we don't like; by releasing the source code, we hope to protect users from these types of situations, and provide a guaranteed availability long after regular development has ceased. We believe that everyone benefits when users have control over their software.

Who is Punk Labs

Punk Labs is run entirely by just two people, Oren Kurtz and Tara Bellafiore. We've been designing software, web projects, video games, and writing music professionally since 2005. Our journey has been long, and we've managed to remain independent. We sincerely hope you enjoy our creation and find it useful.

Getting Started

Installing

There is an assisted installer available for each platform. After downloading, run and follow the on-screen instructions. By default installation will be in the current user's data folder for the corresponding plugin format. Your DAW/Host might need to scan for new/updated plugins once installation is completed. Please consult your DAW/Host's documentation for details. For manually installing plugins the following directories are used:

		User	System
Linux	CLAP	~/ .clap/	/usr/lib/clap/
	VST3	~/ .vst3/	/usr/lib/vst3/
	Documentation	~/ .local/share/doc/onetrickbboi/	/usr/share/doc/onetrickbboi/
	Uninstaller	~/ .local/share/onetrickbboi/Install Data/	/opt/onetrickbboi/Install Data/
Windows	CLAP	%LOCALAPPDATA%\Programs\Common\CLAP\	%COMMONPROGRAMFILES%\CLAP\
	VST3	%LOCALAPPDATA%\Programs\Common\VST3\	%COMMONPROGRAMFILES%\VST3\
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	Uninstaller	%LOCALAPPDATA%\Programs\PunkLabs\OneTrick B-BOI\Install Data\	%PROGRAMFILES%\PunkLabs\OneTrick B-BOI\Install Data\
macOS	Audio Unit	~/Library/Audio/Plug-Ins/Components/	/Library/Audio/Plug-Ins/Components/
	CLAP	~/Library/Audio/Plug-Ins/CLAP/	/Library/Audio/Plug-Ins/CLAP/
	VST3	~/Library/Audio/Plug-Ins/VST3/	/Library/Audio/Plug-Ins/VST3/
	Documentation	~/Documents/	

Tip: On Windows, you can paste a directory listed with the environment variable (ex. %LOCALAPPDATA%) into the File Explorer address bar to be taken to that location. On macOS you can paste the directory listed into "Go to Folder..." located in the Finder, "Go" menu.

Basic Navigation

There are three types of controls: knobs, faders, and switches. Each control can be clicked and dragged to modify its parameter. Holding the Shift key on your keyboard while dragging allows for finer control. Single clicking on a switch will increment its value by one. Parameter values are displayed while hovering your mouse cursor over a control. To reset any control hold the Control key on your keyboard and either single click or hit Enter/Return, alternatively you can double click without holding any modifier keys.

The interface is also fully keyboard navigable. Tab will focus on the next control, while holding Shift and hitting Tab will focus on the previous control. You can also navigate using Arrows. Enter/Return or Space will activate a preset or buttons. Holding Control while using the Arrows will adjust a parameter's value. Holding Control and Shift while using Arrows will allow for finer adjustments.

Audio Bus Layouts

There are two supported layouts, Stereo and Multi-Out Stereo. Consult your DAW/Host's documentation for selecting the layout.

Stereo:

Provides a main stereo output bus with all processing applied.

Multi-Out Stereo:

Provides a main stereo output bus with all processing applied, as well as stereo auxiliary buses for processing each voice separately.

Chromatic MIDI Channels

Normally the entire drum kit is played on a single MIDI channel (1 or 10) with the voices spread out across the keyboard. For additional control, each voice has also been assigned a unique MIDI channel, allowing you to play that voice chromatically. Please see the ***Chromatic MIDI Map*** for details.

Overview

The drum machine is split up into key areas: the **Kit** and the **Global Controls**. Each area will be broken down and explained.

Kit

Click on one of the icons to select that voice for editing. When a voice is triggered, its icon will animate. The voices from top to bottom are: Kick, Snare, Hi-hat, Cowbell, Scratch, Vocoder, Hit, Chops, and Voice Changer. The Voice Changer utilizes the microphone instead of MIDI.

- Gain:** Adjusts the volume in decibels.
- Filter:** Controls the frequency of a resonating lowpass filter in kilohertz.
- Pan:** Fades the voice to the left or right of stereo audio channels.
- Tune:** Changes the playback speed of the voice, as well as the Voice Changer's pitch.

Echo

This effect uses a feedback delay with a lowpass filter to control the brightness.

- Amount:** Controls the volume of echos/feedback, with higher values echoing out longer.
- Delay:** Controls the delay between each echo.
- Filter:** Controls the frequency of a lowpass filter in kilohertz.

Global Controls

This area allows you to configure the global settings. Each control in this area affects all voices.

- Sensitivity:** Controls the amount of velocity sensitivity for the entire kit.
- Volume:** Adjusts final output volume.
- Saturation:** Introduces harmonic distortion to the voice using a waveshaper.
- Transpose:** Changes the pitch of all voices in the kit, with the exception of the Voice Changer.

Filters

Parameters for the lowpass/highpass filters and bitcrusher.

- Low Cut:** Controls the frequency of a highpass filter in hertz
- High Cut:** Controls the frequency of a lowpass filter in kilohertz
- Samplerate:** The Samplerate of the bitcrusher in kilohertz.
- Bits:** The bit-depth of the bitcrusher in bits.



Changelog

1.0.1 (August 26, 2024)

Fixed:

- Stack overflow on Windows by reducing stack usage
- Crash when buffer size is greater than 4096

1.0.0 (August 23, 2024)

- Initial release

Appendix A: MIDI, Chromatic, and Multi-Out Maps

MIDI Map

Voice	Variation	MIDI Note
Kick		C2 / B1
Snare		D2
Hi-hat		F#2 / A#2
Hi-hat Choke		G#2
Cowbell		G#3 / C#2
Scratch	A	E2
Scratch	B	F2 / G2
Scratch	C	A2 / B2
Vocoder		C3 / D3
Hit	Orchestra	D#2
Hit	Brass	E3 / F3
Hit	Guitar	G3 / A3 / B3
Chops	“Clap...”	C#3
Chops	“...your hands”	D#3
Chops	“Hey”	F#3
Chops	“Uh”	A#3
Effect		Control
Playback Speed / Pitch (supports Chromatic Channels)		Pitch Wheel
Bitcrusher (channels 1 and 10)		Mod Wheel (CC 1)

Chromatic MIDI Map

Voice	MIDI Channel
Full Kit	1 or 10
Kick	2
Snare	3
Hi-hat	4
Cowbell	5
Scratch (A)	6
Scratch (B)	7
Scratch (C)	8
Vocoder	9
Hit (Orchestra)	11
Hit (Brass)	12
Hit (Guitar)	13
Chops (“Clap”)	14
Chop (“Hey”)	15
Chop (“Uh”)	16

Multi-Out Channel Map

Bus	Channels
Main Out	0, 1
Kick	2, 3
Snare	4, 5
Hi-hat	6, 7
Cowbell	8, 9
Scratch	10, 11
Vocoder	12, 13
Hit	14, 15
Chops	16, 17
Voice Changer	18, 19

Note: Global effects only apply to the Main Bus.

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