

WATCHKEEPER



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# 1. Welcome to Watchkeeper

Keepforest Introduces The Watchkeeper: A groundbreaking New Tool for Musicians and Sound Designers.

Featuring a meticulously recorded and curated collection of sounds ranging from grandfather clocks and bells to pocket watches and tiny clockwork gears, The Watchkeeper is focused on time and rhythm. At the heart of the library are a powerful sequencer with unlimited capabilities, more than a thousand curated rhythms, advanced probability functions, a huge variety of effects, and an ability to generate infinite numbers of unique patterns in a blink of an eye.

This is an ultimate sonic playground, where you can transform any sound into something unique, using our FX chains, innovative sample playback style, and sequencer, that feels almost alive.

Whether you're a film composer looking to add depth and dimension to your scores or a sound designer searching for the perfect clock or watch sound, The Watchkeeper has something for everyone.

Time is an essential part of our life and music, and we believe this library will help musicians and sound designers tap into the endless creative possibilities of rhythm and time.

## 2. Installation and Setup

After purchasing a product, you will be able to download it in My purchases within your Keepforest account.

1. Download the Keepforest Download Manager (link can be found on the My Purchases page of your account)
2. Log in to the download manager using your account. The purchased products will be synchronized automatically with your account and ready for download.

How to install Keepforest File Manager on macOS Sierra or later?

If you get this dialog when trying to install the Keepforest Download Manager: "KeepForest Download Manager-1.0.x.dmg" can't be opened because Apple cannot check it for malicious software. This software needs to be updated. Contact the developer for more information."

Please follow these steps to allow apps from anywhere on macOS Sierra and later:

1. Open Terminal on your Mac.
2. Copy and paste this command `sudo spctl --master-disable`.
3. Hit Enter, and type in your password.
4. Go to System Preferences – Security & Privacy. You can see the third option "Anywhere" is selected. Now you can install the app downloaded from everywhere.
5. To turn off this option. Open Terminal and paste: `sudo spctl --master-enable`.
6. Hit Enter and your permissions are back to default.

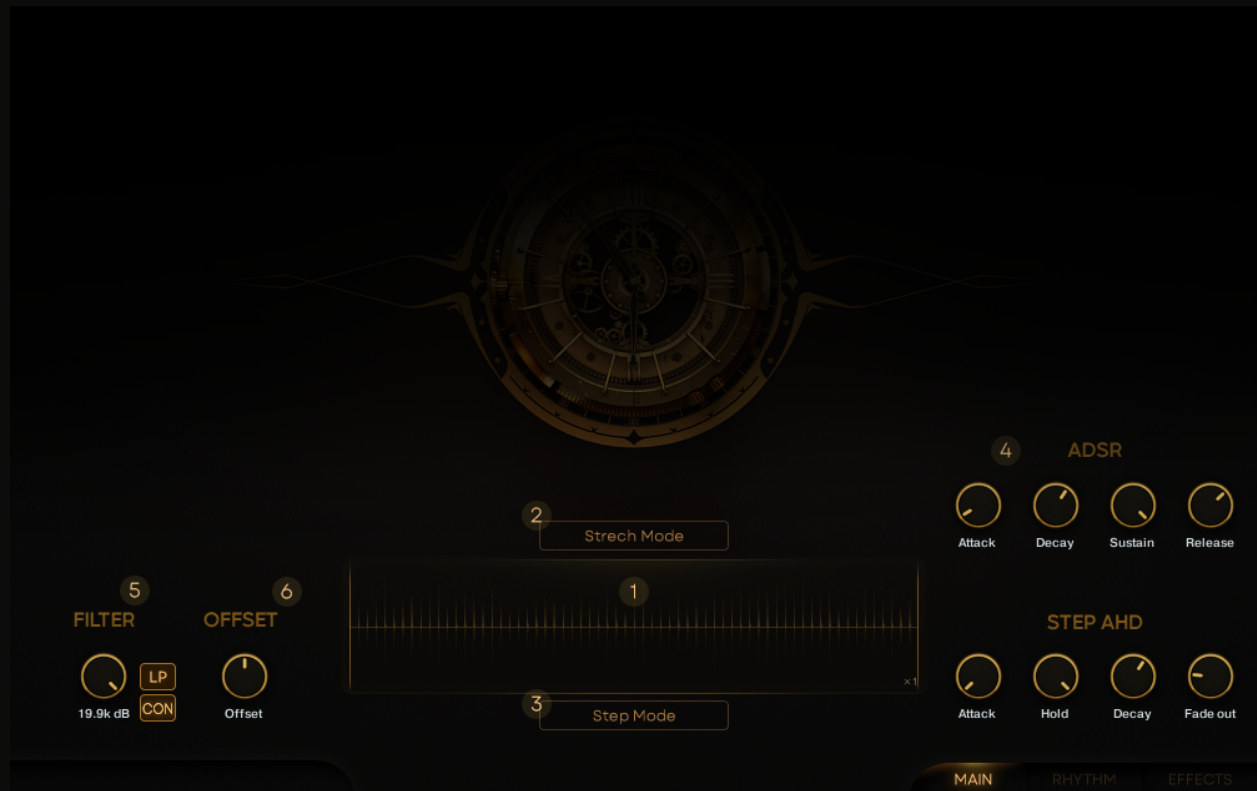
### 3. Watchkeeper Fundamental Pages Overview

**Watchkeeper** consists of three fundamental pages providing every control needed to use the engine on each page:



1. **MAIN** **MAIN** page: Covers all parameters related to playback within the sample engine.
2. **RHYTHM** **RHYTHM** page: Covers all parameters related to sequencing sounds from the MAIN page.
3. **EFFECTS** **EFFECTS** page: Contains a flexible FX chain for the sample engine, with a vast collection of effects to choose from.

## 4. Main Page Overview



1. **Sample playback** window: Contains all parameters related to sample playback style and a sample waveform
2. **Stretch Mode**: Contains parameters related to chromatic playback of the chosen sample
3. **STEP MODE**: Contains parameters related to the Doubling and Tripling system within the sample playback window
4. **ADSR/STEP AHD** envelopes: Contains all the parameters related to the volume shaping of samples
5. **Filter**: Contains parameters related to shaping the timbre of the sound by cutting a certain range of frequencies
6. **Offset**: Simple control to move the sample left or right on the playback timeline

## 4.1 Sample Playback Area Overview



1. **Sample Playback** window: Contains sample waveform, **Start** (1.1) and **End** (1.2) locators, **Sample Playback Speed** (1.3) button

1.1. **Sample Start** locator: Determines the position of the beginning of sample playback

1.2. **Sample End** locator: Determines the position of the end of sample playback

1.3. **Sample Playback Speed**: Determines the speed of the sample playback (**x0.5**, **x1**, **x2**)

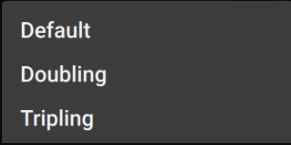
*Note: Each **Sample** is represented as a **loop that contains round-robin Slices**. You can think of **Slices** as **one-shot samples that were arranged in an A/B sequence**.*

*This way we achieved a very natural-sounding and easy-to-use principle of creating live and moving sequences and performances.*

2. **Step Mode** **Step Mode**: Engages step mode playback, which you can use for one-shot playing style or in conjunction with the RHYTHM page

3. **start** **Random Sample Start Position**: Introducing drift to the start of the sample playback. The more you move the slider the more randomness you will get

4. **Layers** menu: Contains **Default** (7.1), **Doubling** (7.2), and **Tripling** (7.3) options.



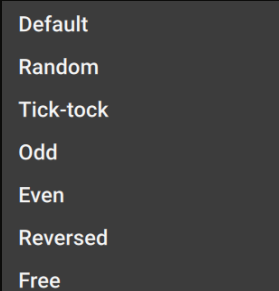
Default  
Doubling  
Tripling

4.1. **Default** playback option: Will play one instance of a sample at once, according to **Sample Playback Order** (9)

4.2. **Doubling** playback option: Incorporates one additional voice layer from the sample. Keep in mind that this option relies heavily on the **Sample Playback Order** menu, and will add the second voice accordingly.

4.3. **Tripling** playback option: Incorporates two additional voice layers from the sample. Keep in mind that this option relies heavily on the **Sample Playback Order** menu, and will add the second voice accordingly.

5. **Sample Playback Order** menu lets you choose different playback styles including **Default** (8.1), **Random** (8.2), **Tick-Tock** (8.3), **Odd** (8.4), **Even** (8.5), **Reversed** (8.6), **Free** (8.7)



Default  
Random  
Tick-tock  
Odd  
Even  
Reversed  
Free

5.1. **Default mode**: The engine will play slices of the sample strictly as they are placed - one after another

5.2. **Random**: The engine will pick slice order on a random basis every time you press key

5.3. **Tick-Tock**: The engine will pick random slices, but will maintain the **Odd/Even** relation between them

5.4. **Odd**: The engine will play only odd slices of the sample (1st, 3rd, 5th, etc.)

5.5. **Even**: The engine will play only even slices of the sample (2nd, 4th, 6th, etc.)





**5.6. Reversed:** the engine will play slices of the sample strictly as they are placed, but playback will start from the end of sample


**5.7. Free:** In this mode, samples **run free and unquantized**, and the length of your slice is determined by the **Sample Start** and **Sample End** locators and **ADSR** settings

*Note: In **Free** mode, **AHD** will be replaced by **ADSR** to shape the volume curve of your slice.*

6. **Stretch Mode** **Stretch Mode:** this function allows you to play any sample Chromatically.  
To do that press the key of a sample you like, engage the **Stretch Mode**, and tune it to your liking with **Center note** (9.1), **Low note** (9.2), and **High note** (9.3) parameters.

6.1.  **Center note:** Determines the root note of the sample.  
The higher note you choose the lower the sample pitch will be

6.2.  **Low note:** Determines the lowest playable note on your keyboard

6.3.  **High note:** Determines the highest playable note on your keyboard

**7. Offset:** Moves the Sample left or right on the timeline by the chosen amount of milliseconds

## 4.2 Step Mode Layers Controls Overview



- 1. Delay:** Offsets Slices of a Sample that play simultaneously by a chosen amount of milliseconds
- 2. Drift:** Sets bipolar timing changes for each Slice by a chosen amount of milliseconds. That means Slices may play a given amount of milliseconds earlier or later when layered together. This feature gives the layering technique additional thickness and richness
- 3. Width:** Sets layered Slices apart in the stereo field to create a “larger than life” effect
- 4. Levels:** Controls the volume balance between centric and wide layers giving you additional control over stereo width

*Note: **Levels** parameter will appear in the **Step Mode Layers Controls** only if you choose the **Tripling playback option** in the **Layers** menu.*

## 4.3 Filter Section Overview



1. **LP** **LP: State Variable Low Pass filter** with a slope of -6dB per octave that allows you to cut high-frequency content of samples

**HP** **HP: State Variable High Pass filter** with a slope of -6dB per octave that allows you to cut low-frequency content of samples

2. **CON** **CON: Constant "set and forget" mode** which does not react to velocity

**VEL** **VEL: Active mode dependent on velocity.** If **LP** is active the frequency you choose becomes the frequency for the lowest velocity value, resulting in a **darker sound when velocity is low**. When **HP** is active result will be the opposite - **low frequencies will be cut when velocity is low**

3. **19.9k dB** **Freq knob: Determines the Cutoff frequency of the Filter**

*Note: The icon of the mode you see is the mode you're at.*

## 4.4 Envelopes Overview



1. **ADSR** envelope: **Global** envelope to shape the overall volume curve of the instrument

- 1.1. **Attack**: Adjusts the duration of the envelope's attack stage, which is the time the envelope takes to rise from zero to peak level
- 1.2. **Decay**: Adjusts the duration of the envelope's decay stage, which is the time the envelope takes to fall from peak to sustain level
- 1.3. **Sustain**: Adjusts the level of the envelope's sustain stage, at which the envelope stays as long as a note is held
- 1.4. **Release**: Adjusts the duration of the envelope's release stage, which is the time the envelope takes to fall from sustain level to zero

*Note: Since **ADSR** is a **global** parameter it will shape the volume curve of all the samples at once.*

2. **STEP AHD** envelope: **individual** volume curve envelope for each slice of sample

- 2.1. **Attack**: Adjusts the duration of the envelope's attack stage, which is the time the envelope takes to rise from zero to peak level
- 2.2. **Hold**: Defines a fixed amount of time that the envelope's peak level is held between the end of the Attack stage and the beginning of Decay

**2.3. Decay:** Adjusts the duration of the envelope's decay stage, which is the time the envelope takes to fall from peak to sustain level

**2.4. Fade out:** Adjusts the duration of the envelope's fade stage, which is the time the envelope takes to fall to zero level after the key was released

*Note: **STEP AHD** is an individual parameter for each sample in a patch.*

*This way you can adjust the volume curve of each sample separately.*

*To adjust **AHD** parameters for all the samples at once use the **[Alt]+LMB** (Left Mouse Button) combination.*

*This way parameters of the envelope will be adjusted simultaneously.*

*Note: **STEP AHD** is engaged only when you're in **Step Mode** (Except **Free** playback mode).*

## 4.5 User Sample Import



Each instance of **Watchkeeper** allows you to add up to seven user-defined samples to any patch. Also, we created a dedicated **User Sample Import Patch**, where you can upload up to **47 custom sounds** to use without the **Watchkeeper** engine

- 1. ADD NEW:** New samples will be added one after another without replacing
- 2. REPLACE:** Will replace the sample selected on the keyboard
- 3. Bpm:** Sets the tempo of the user sample

#### 4. Time Division: Sets time division of user sample

*Note: In the case of using loop samples with the **Step Mode**, we recommend setting **Bpm** and **Time Division** as close to the original sample as possible. This way you will get amazing results instantly.*

*Note: In the case of using one-shot samples we recommend you try **Free** playback mode in conjunction with the **Step Mode**.*

## 5. Rhythm Page Overview



1. **Main Sequencer** window: Contains all parameters related to sequencing samples
2. **Step Sequencer Controls**: Contains all parameters related to sequence length, speed, and humanize
3. **Parameters** tabs: Contain all parameters related to the sequence liveness
4. **Preset Browser** menu: Allows you to open the **Rhythm Preset Browser**, switch between rhythm presets using the left and right arrows, as well as pick a random rhythm preset or construct a new rhythm preset

5. **Velocity Curve** settings: Contains all parameters related to how your sequence will respond to the Velocity of the sequence

6. **Advanced Parameters** settings: Contains all parameters related to probability settings - **Skip Step** probability and **Ghost Step** probability

7. **Retrigger**: Allows you to clean up your sequence by cutting off tails of the Steps (Step Divisions) at the beginning of the next one

If Step Mode is disengaged Retrigger will Cut off the tail of the Sample each time you press a key on your keyboard

## 5.1. Main Sequencer Window



1. **Step Grid**: Contains lanes of steps, step controls, and their values for each parameter of the sequence - Velocity, Pan, Filter, Pitch, and Layers



*Note: You can divide each Step into up to eight Step Divisions using the -+ buttons in the corners of each Step.*

2. **Sequence Transport Panel:** Allows you to choose a specific playback area of the sequence with **Left** (2.1) and **Right** (2.2) locators



2.1. **Left transport locator:** Determines the start position of sequence playback

2.2. **Right transport locator:** Determines the end position of sequence playback



3. **Step Offset Arrows:** Allow you to offset your sequence left or right by whole Step (Step Division)

*Note: To offset sequence to one or more Step Divisions make sure that your Step is divided using the + button in the lower right corner of the step.*


*After that use [CTRL/CMD on Mac]+LMB combination on the **Offset Arrows** to move your sequence.*

*Note: We Created a number of **Hotkeys** to help you create your sequences faster and more efficiently:*

*[Alt]+LMB (left mouse button) will make changes **in every Step** of the sequence.*


*[CTRL/CMD on Mac]+ LMB will make changes **through one Step** of the sequence.*


*[SHIFT]+LMB will make changes **in every fourth Step** of the sequence.*

4.  **Dynamics Tab:** Contains additional sequence lanes for further manipulation of **Velocity, Pan, Filter, and Pitch** parameters

5. **Dynamics slider:** Controls global **Dynamics sensitivity**

6. **Arpeggiator** menu: Contains different modes of arpeggiated playback of the sequence

7.  **Reset All:** Resets ALL setting of the **RHYTHM** page to their defaults


8.  **Host Grid:** Synchronizes sequence playback with MIDI events in your DAW.




If engaged - your sequence will start over every time it detects a new MIDI event start.


If disengaged - your sequence will run until the end even if it receives a new MIDI event start message.


*Note: Playback of the sequence will stop if no MIDI messages were received.*

9.  **Crop:** Crops your sequence to the length determined by the left and right locators of the **Sequence Transport Panel**

10.  **Smooth:** Smooths steps of the sequence bringing them closer to each other

*Note: **Smooth** works on an **individual basis**. That means that you can smooth each parameter separately without affecting the others.*

11.  **Global Copy:** Copies all parameters of the sequence (incl. Dynamics page)

12.  **Global Paste:** Castes all parameters of the sequence (incl. **Dynamics page**)

13.  **Horizontal Sequence Flip:** Flips your sequence horizontally

14.  **Vertical Sequence Flip:** Flips your sequence vertically


*Note: **Horizontal** and **Vertical flip** works individually for each parameter tab of the **RHYTHM** page, and the Dynamics page.*

## 5.2 Step Sequencer Controls



1. **STEPS:** Determines the number of steps in sequence
2. **FREQ:** Determines the frequency for each step in your sequence

*Note: **FREQ** control works in time divisions (1/8th, 1/16th, etc.) or in Hz.*

*You can switch between sync mode and Hz mode using the corresponding button  above the **FREQ** control.*

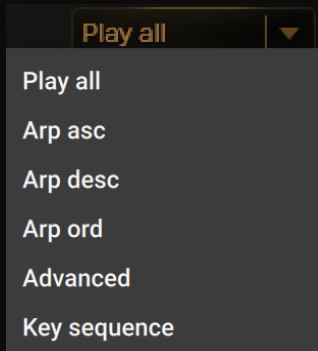
*If you work in the DAW of your choice and want your sequence to be in sync with your project we strongly recommend using the **Sync** mode.*

*But if you're up to experiments or want to achieve a granular effect, we encourage you to try **Hz** mode.*

*Note: The icon of the mode you see is the mode you're at.*

3. **TEMPO:** Determines the speed of your sequence by dividing or multiplying the **FREQ** parameter
4. **HUMNZR:** Adds a random offset to each Step (or Step division) start to imitate a live player with imperfections in timing

## 5.3 Arpeggiator Menu Overview



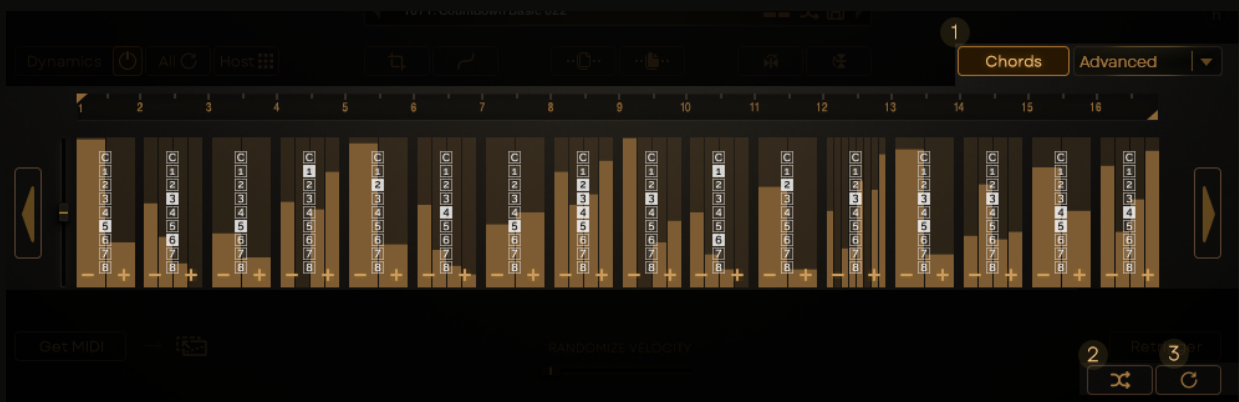
**Play All:** Plays the sequence in default mode, where the key pressed is a key played

**Arp Asc:** Plays notes **ascending** one-by-one from **the lowest to the highest** key pressed

**Arp Desc:** Plays notes **descending** one-by-one from **the highest to the lowest** key pressed

**Arp Ord:** Plays sequence in **order keys were pressed**

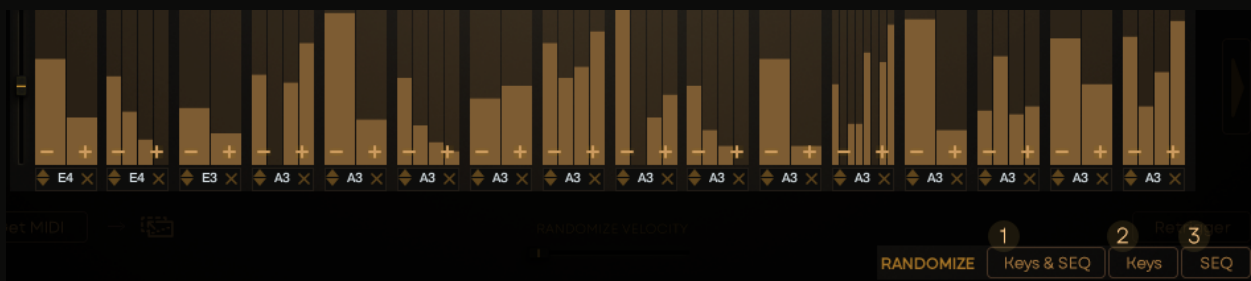
**Advanced:** This mode allows you to control which notes that were pressed will play during each step of the sequence and contains several additional controls:



1. **Chords:** Shows/Hides Note selector for Steps
2. **Randomize:** Randomizes notes that will play for each Step
3. **Reset:** Returns the sequence to its default state

*Note: This mode can use **up to eight notes** played simultaneously. Keep in mind that it will play **only the notes that were pressed on the keyboard or created in the MIDI clip.***

**Key Sequence:** This mode allows you to choose the note for each **Step**. To do that simply click on the menu below the desired step and press the key you want to play. You can transpose each step by pressing the **Up/Down** arrows in the menu below the **Step** or clear it using the **x** button in the same menu.




Also, you can randomize the sequence using the additional **RANDOMIZE** menu:




1. **Keys & SEQ** **Keys & SEQ:** Creates a completely new random note sequence
2. **Keys** **Keys:** Transposes each note of the sequence, but keeps note relations intact
3. **SEQ** **SEQ:** Randomizes the **Sequence**, but keeps the first step note intact


*Note: By clicking on the area below the Step you can choose a note by pressing a key on your midi-keyboard*


*Note: To activate **Key Seq** mode you need to press the **On/Off**  button next to this mode.*


## 5.4 Parameters Tab Overview



1.  **Velocity:** Switches the engine to the Velocity sequence lane with an additional **RANDOMIZE VELOCITY** (1.1) slider

- 1.1.  **RANDOMIZE VELOCITY** slider: Adds **bipolar** drift to each Velocity Step (Step Division) to add more variety to the sequence

2.  **Pan:** Switches the engine to the **Pan** sequence lane


3.  **Filter:** Switches the engine to the **Filter** sequence lane with an additional **Filter Type** (3.1) menu and **Filter Sensitivity** (3.2) slider




- 3.1. **Filter Type** menu: Allows you to choose from seven Low Pass filter types

- SV LP1
- SV LP2
- SV LP4
- Legacy LP1
- Legacy LP2
- Legacy LP4
- Legacy LP6


3.2. **Filter Sensitivity** slider: Controls how much filtering is applied to your sequence


4.  **Pitch**: Switches the engine to the **Pitch sequence lane**

5.  **Layers**: Switches the engine to the **Layers sequence lane** with an additional **Layers Menu (5.1) switch**, **Threshold (5.2) slider**, and **Arrange (5.3) button**




5.1. **Layers** menu: Contains parameters related to **Doubling** and **Tripling** controls on the **MAIN** page (see **Sample Playback Window Overview** for more details)

5.2.  **Threshold** slider: Determines Velocity threshold from which the **Arrange (5.3)** effect will work


5.3.  **Arrange** button: According to the **Threshold Slider** it will apply **Doubling** to the Steps (Step Divisions) above the **Threshold** range


*Note: To apply **Doubling** via **Arrange** to the sequence you need to press the **Arrange** button.*

*Note: Keep in mind that **Arrange** and **Threshold** work in **conjunction**, and provide a versatile and easy way to apply **Doubling** to the Steps of the sequence in a **semi-automatic** way.*


6.  **Randomize Parameter**: Applies random values to individual parameter lanes

7.  **Copy Parameter**: Copies individual parameter lanes

8.  **Paste Parameter**: Pastes individual parameter lanes


9.  **Reset Parameter:** Resets individual parameter lanes

*Note: In order for **Velocity, Pan, Filter, Pitch, or Layers** to take*

*effect you need to press the corresponding **On/Off**  button above the parameter needed.*

*When the button is lit - the parameter is active.*

*Note: In order for **Dynamics Velocity, Pan, Filter, and Pitch** to take effect you need to **open the Dynamics tab** and press*


***On/Off**  button above the parameter needed.*

*When the button is lit - the parameter is active.*

## 5.5 Velocity Curve Settings Overview



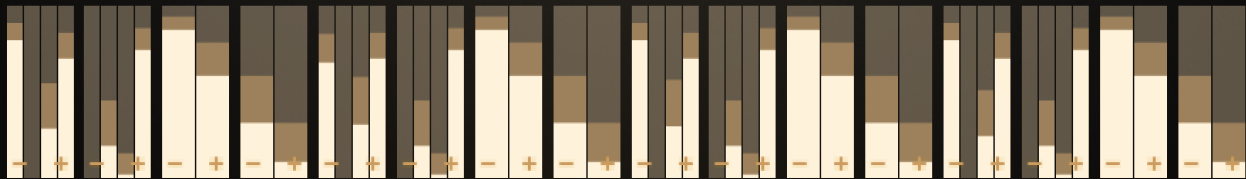
The **Velocity Curve** is the way of telling the engine how to react to the **Velocity dynamics** of the sequence.

In order to access these settings press the **Gear**  icon next to **Velocity Curve**.


- 1. Velocity Curve** window: Allows you to adjust the shape of the selected Curve by clicking and dragging up or down with your mouse.



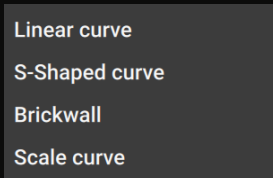
The effect will be represented in the Velocity sequence lane with white-shaded Velocity values



*Note: In order for the **Velocity curve** effect to take occur press the **Apply***

 *button below the **Velocity Curve** window*

**2. Velocity Curve Shapes** menu: Allows you to choose between four different velocity curves - **Linear**, **S-shaped**, **Brickwall**, and **Scale**.



Each of these curves will affect your sequence differently, so we encourage you to try all of them

## 5.6 Advanced Settings Overview



**Advanced Settings** contains all parameters related to **probability settings** - **Skip Step** probability and **Ghost Step** probability - that allow you to add even more variability to your sequence by incorporating the 'chance of Step happening' principle.

In order to access these settings press the **Gear**  icon next to **Advanced Settings**.



1. **Skip Steps** menu: Allows you to set the **Range** and **Chance** for the engine to skip steps of the sequence
2. **Ghost Steps**: Allow you to set the Range and **Chance** or the engine to create or convert Steps (Step Divisions) into ghost notes
3. **Range** sliders: **Lower Slider** determines the lowest threshold point for probability to occur, **Higher Slider** determines the highest threshold point for probability to occur.

In conjunction, they create the range of velocity values that will be affected by **Ghost Step** settings


4. **Chance** slider: Determines how often the engine will create or convert Steps (Step Divisions) into ghost notes within a sequence.

*Note: The **Range** sliders and the **Chance** slider work identically for both **Skip Steps** and **Ghost Steps** probability*

*Note: Ghost notes are notes with low-velocity settings that are often used to add more movement and variation to your sequence.*

*Note: If 0 Velocity is within the range of probability settings the engine will create a ghost note instead of silence according to the Chance slider.*

*Note: In order for these settings to take effect you need to **press***

**On/Off**  **button** above the corresponding settings.

*When the button is lit - the parameter is active.*

## 5.7 Dynamics Menu Overview



The **Dynamics** menu is the way to breathe even more life into your sequences by **adding bipolar offset sequences** to the main ones.

These offset sequences (when engaged) will control main sequence lanes by **adding or removing a percentage of values** according to the **Global Dynamics Sensitivity slider**.

1. **Passive** **Passive** mode: Controls main sequence lanes without adding or removing steps from the main sequence

- Active** **Active** mode: Controls main sequence lanes with the chance of adding or removing steps from the main sequence



*Note: Adding or removing steps from the main sequence depends on the **parameters Sensitivity slider** and **Global Dynamics Sensitivity slider**.*

2. **Global Dynamics Sensitivity**: Controls the overall impact that Dynamics will have on the main sequence

3. **Sensitivity** **Parameters Sensitivity**: Adjusts individual Dynamics parameter depth

4. **Randomize Parameter**: Creates random values for individual Dynamics sequences

5. **Copy Parameter**: Copies individual parameter lanes

6.  **Paste Parameter:** Pastes individual parameter lanes
7.  **Reset Parameter:** Resets individual parameter lanes


## 5.8 Rhythm Preset Browser Overview

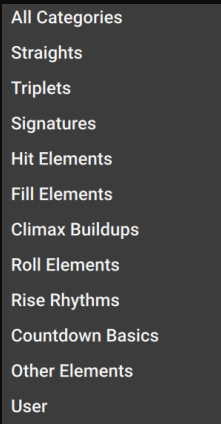




**Rhythm Tab** streamlines the process of picking or creating new rhythms with simple yet powerful tools we think everybody needs at their disposal. Let's have a look at them.

1. **Main Preset** window: A menu that stores all the rhythm presets we created. Also, it will contain your rhythms once you save'em
2. **Sort By** menu: Allows you to sort rhythm presets by Name, Category or Favourites

*Note: Use the **Star** ☆ icon to mark your favorite **Rhythm Presets**. This way you can easily find them later in the **Favourites category***



3.  **Categories** drop-down menu: Allows you to narrow your search by choosing one of our curated categories



4.  /  **Pick Random**: Allows you to randomly load rhythm preset

*Note: **Pick Random** function will load **Rhythm Presets** from the entire library.*


*This function was created to give you instant inspiration and surprise you with happy accidents.*

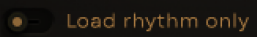
5.  /  **Construct Random**: Creates an entirely new **Rhythm Preset** combining elements from **different Categories**.

*Note: **Construct Random** will create **Rhythm Preset** depending on the **Category** you're at.*

*If you search globally the engine will use all the rhythms.*

*If you'll choose a specific category - the engine will construct rhythms based on that exact **Category of Rhythm Presets**.*

6.  **Load**: Loads the chosen Rhythm Preset

7.  **Load Rhythm Only**: Allows you to load Rhythm ONLY, leaving additional Dynamics untouched.

*Note: This function comes in very handy when you created your own dynamics system and want to test it with different **Rhythms**.*

8. **Save As** **Save As:** Allows you to save your custom preset or resave existing one

9. **Cancel** **Cancel:** Cancels loading

## 5.9 Get Midi



After you choose and tweaked all the parameters needed you can press the **Get MIDI button** and our engine will generate a **Drag-n-Drop MIDI file with ALL the parameters**, including **Advanced Parameters, Velocity Curve, Humanize**, etc. for further use in your DAW.


## 6. Effects Page Overview




The **EFFECTS page** contains **seven FX Slots**, a vast array of effects, and all the controls needed to further manipulate your sound within the **Watchkeeper engine**.

1. **FX Slots:** Each slot can load one effect. To load an Effect simply click on the + icon inside the **FX Slot** and choose an effect within the **Effects list**.

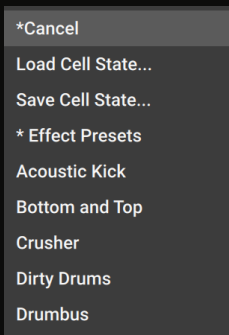
Selecting an effect slot displays the parameters of the loaded effect



*Note: Alternatively, you can click on the **FX Slot** and use the **Magnifying Glass**  icon to enter the **Effects list***

*Note: You can simply change the order in your FX Chain by clicking on the FX slot and dragging to the desired position in the chain*

2.  **Slot Presets** drop-down menu: Contains an array of individual slot presets passionately crafted by our sound designers

To load an FX preset simply choose the desired FX, click on the **Slot Presets Menu** and choose one of the presets in the drop-down menu

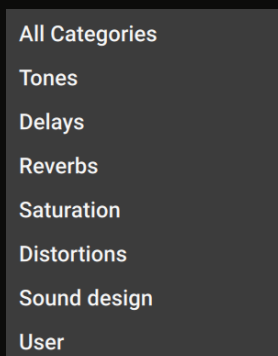




3.  **Bypass All:** Bypasses all the FX Slots
4.  **Reset All:** Resets all the FX Slots to their defaults
5. **FX Preset Browser** menu: Allows you to open the **Fx Preset Browser**, switch between FX-chains using left and right arrows, pick a random Fx-chain, or save an Fx-chain
6. **Toggle FX Parameters:** Some effects will have toggle switches to engage/disengage additional parameters
7. **FX Drop-Down** menu: Some effects will have an additional drop-down menu to alter the behavior of the FX

## 6.1 FX Preset Browser Overview



1. **Main Preset** window: A menu that stores all the **FX Chains** we created. Also, it will contain your FX Chains once you save'em
2. **Sort By** menu: Allows you to sort **FX Chains** by **Name**, **Category**, or **Favorites**
3. **Categories** menu: This menu allows you to narrow your search by choosing one of our curated categories



4.  /  **Pick Random**: This function allows you to randomly load an **FX Chain**

5.  **Load:** Loads a chosen **FX Chain**
  
6.  **Save As:** Allows you to save your custom **FX Chain** or resave existing one
  
7.  **Cancel:** Cancels loading

## 7. Keepforest Thanks

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations. If you have any questions concerning our products, please feel free to send them to [support@keep-forest.com](mailto:support@keep-forest.com). Again, thank you for your purchase. With much love, Arseni Khodzin CEO of Keepforest LLC