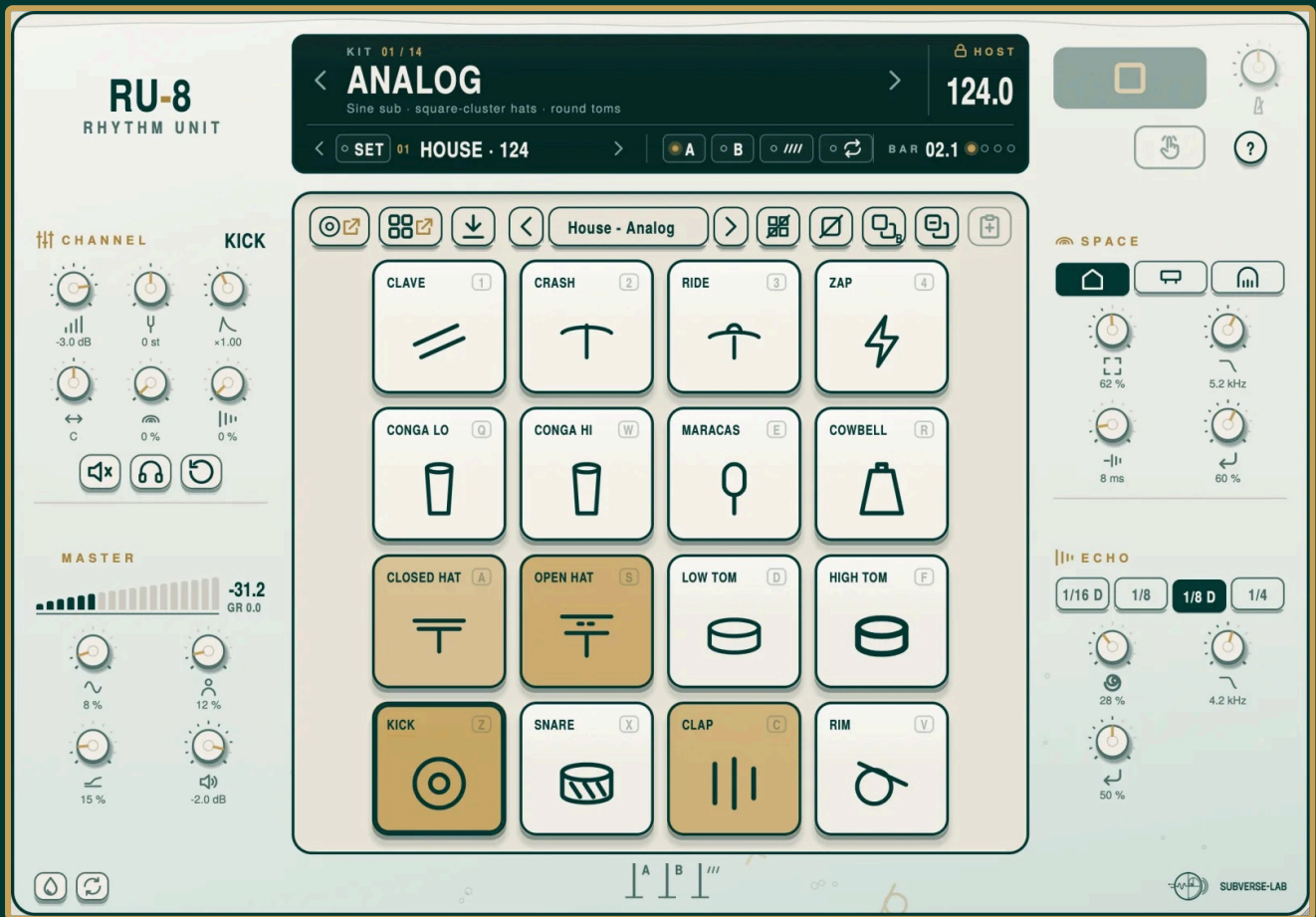


RU-8

RHYTHM UNIT



DRUM MACHINE

OWNER'S MANUAL

Version 1.0.0 · macOS and Windows



SUBVERSELAB

Open RU-8, press play, and you have a groove. RU-8 is a drum machine you play, not program.

Pick a **kit** and the whole machine changes its sound: the drums, and the space, echo and glue settings they were voiced with. Pick a **set** and only the rhythm changes. Any set plays on any kit. Every pad is a drum synthesized inside RU-8 with its own pattern of steps, so you shape a beat pad by pad, by hand, and drag it into your DAW as MIDI when it is right.

The sound promise: strong without being pushed, clean by default. A gentle glue on the bus and a safety limiter at -1 dBFS, nothing more. Character that needs tape, dust or bit reduction comes from a kit's COLOR on the rear panel.

INSTALL

SYSTEM	WHAT YOU GET	WHERE IT GOES
macOS 11 or later Apple Silicon and Intel	Standalone app, VST3 and AU instrument, in one signed and notarised installer.	App: /Applications VST3: /Library/Audio/Plug-Ins/VST3 AU: /Library/Audio/Plug-Ins/Components
Windows, 64-bit	Standalone app and VST3, in a zip.	VST3: C:\Program Files\Common Files\VST3 The app: any folder you like.

Download from **subverselab.com** → **Account**, signed in with the e-mail you bought with. There is no licence key to type. After installing, let your DAW rescan its plug-ins; RU-8 appears as an instrument.

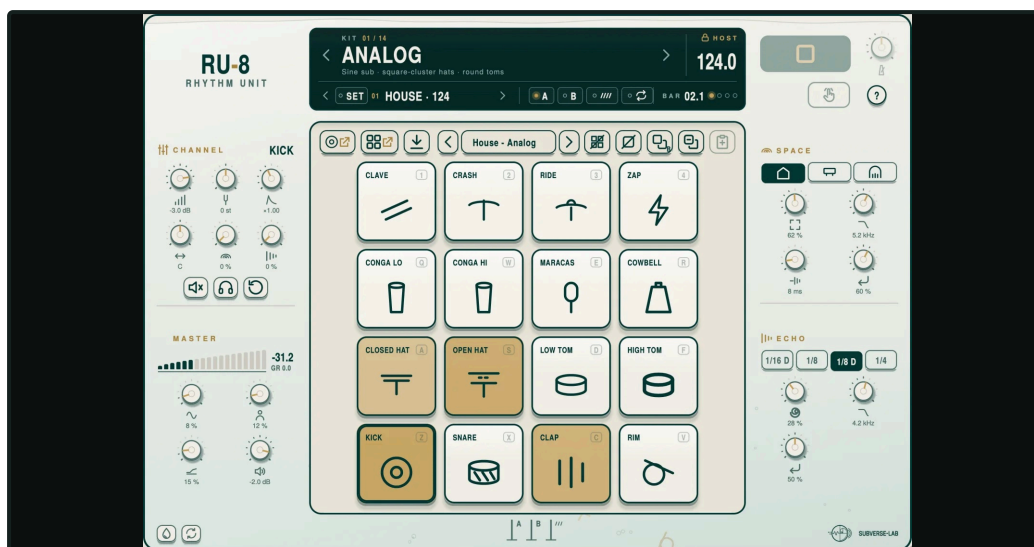
QUICK START

- 1 **Press PLAY** (standalone: **Space**). A full rhythm runs from the first bar.
- 2 **Change the kit** with the arrows beside the kit name, or click the name for the list. The knobs glide to the new kit.
- 3 **Change the set** the same way. While playing, the new set waits for the next bar.
- 4 **Play the arrangement:** A and B switch on the next bar, FILL drops a fill on the next bar, AUTO plays A ×3, fill, B ×3, fill by itself.
- 5 **Make it yours:** point at a pad to open its 16 steps and click them. When it is right, drag the MIDI key onto a track in your DAW.

Lost? Press **?**: notes appear over the panel, one per part. Arrow keys step through them, Esc closes. Double-click any knob to return it to the value of the kit or set that is loaded now.

THE PANEL

READOUT · PADS · STRIPS



One panel, no hidden pages: the readout on top, the pad bed in the middle, the channel and master strips on the left, SPACE and ECHO on the right.

THE READOUT

PART	WHAT IT DOES
KIT	The sound of all pads, and the space, echo and channel settings it was voiced with. Arrows step through the kits; click the name for the list.
SET	A ready rhythm with its own tempo, swing and echo time. While playing, the change waits for the next bar and the readout says <i>Next</i> . USER 1–4 start empty and are saved with your project.
SET / MIDI	In a DAW: SET lets RU-8 play its set with the host; MIDI silences the set and lets only incoming notes play the pads (see <i>In your DAW</i>). The standalone app always plays its set.
A · B · FILL · AUTO	Two sections, a fill on the next bar, and an automatic arrangement (A ×3, fill, B ×3, fill). A lit lamp is playing; a blinking one waits for the next bar. Section and Auto are also automation lanes.
Position · BPM	Bar and beat while playing, four beat lamps; the tempo playing now. In a DAW the BPM shows HOST with a lock.

TRANSPORT AND PRESETS

CONTROL	WHAT IT DOES
PLAY	Standalone: starts and stops. In a DAW: a preview on RU-8's own clock at the host's tempo while the host is stopped; when the host starts RU-8 carries on in step with its bar, without a break.
TEMPO · TAP	Standalone only: 50 to 200 BPM, drag (Shift for fine steps) or wheel, double-click returns to the set's tempo; tap two or more times (T). In a DAW they rest: the host's tempo rules.
Presets	Factory presets, two per kit: the kit's sound with a set's groove, grouped by kit in the list. A gold dot means something changed since the preset loaded. In a DAW they are its program list.
Pattern keys	Clear the whole section, clear only the selected pad, copy this section to the other one, copy the selected pad's steps and paste them on another pad (Cmd C / Cmd V in the standalone).

Sixteen pads, laid out like hardware: pad 1 is bottom left. Click a pad to play it. In the standalone app the computer keys match the layout: **Z X C V** on the bottom row, then **A S D F**, **Q W E R** and **1 2 3 4** on top; **Shift** plays soft. In a DAW the computer keys stay the host's; play the pads with MIDI notes. The bottom two rows are the core kit (kick, snare, clap, rim, closed and open hat, low and high tom); the top two rows change with the kit.

STEPS

Point at a pad to open its 16 steps; each row of four is one beat. Click a step: off → on (ink) → accent (gold) → ghost (dot). While playing, the current step has a gold ring. Every pad holds its own steps, so the kick, the snare and the hats are written separately and layered on the grid. Notes from your DAW or a controller play the pads on top of the sequencer, with velocity.

KITS

KIT	CHARACTER	KIT	CHARACTER
Analog	Sine sub, square-cluster hats, round toms	Anatolia	Darbuka, bendir, def, zil
Punch	Short click kick, bright snare, tight room	Trap	Long 808, tight snare, fast hats
Boom	Round heavy kick, fat snare, shakers	Brush	Brushes, soft kick, jazz ride
Dry	Short and close, clicks, no tail	Electro	Zaps, hard snare, robot
Deep	Long sub, soft clicks, wide space	Glass	FM bells, crystal hats, clean
Tape	Soft transients, dark top, rounded	Lo-fi	Dusty tape, soft kick, muted snare
Industrial	Metal hits, grit, long tails	Breaks	Acoustic crack, room, tape glue

SETS

House, Techno, Disco, Rock, Funk, Boom bap, Trap, Lo-fi, Breakbeat, Drum & bass, Dembow, Bossa nova, Afrobeat, Ciftetelli, Jazz brush, Electro, Shuffle, and USER 1–4. Each brings two sections (A and B), a fill, its tempo, swing and echo time.

STRIPS AND EFFECTS

CHANNEL · MASTER · SPACE · ECHO

STRIP	CONTROLS	RANGE
Channel the pad you played last	Level, tune, decay, pan, SPACE send, ECHO send; mute, solo (several can be soloed), reset to the kit	Level -40 to +6 dB · tune ± 12 semitones · decay $\times 0.3$ to $\times 2$ · pan L100 to R100 · sends 0 to 100 %
Master	Output meter (dBFS), GR (how much the glue presses), swing, human, glue, volume	Swing 0 to 80 % · human 0 to 100 % (small random timing and level) · glue 0 to 100 % · volume -40 to +3 dB, before the -1 dBFS limiter
SPACE	Algorithmic reverb: ROOM, PLATE or HALL; size, damping, pre-delay, return	Size 30 to 96 % · damping 1 to 12 kHz (how fast the highs fade) · pre-delay 0 to 60 ms
ECHO	Tempo-synced ping-pong delay: time, feedback, tone, return	Time 1/16 D, 1/8, 1/8 D, 1/4 (D = dotted) · feedback 0 to 78 % · tone 0.8 to 12 kHz

Every pad has its own send to SPACE and ECHO, so the snare can sit in the room while the kick stays dry. Every sound is synthesized by RU-8 itself, so tune, decay and level reshape the drum rather than stretch a recording.

KNOBS

Drag up or down; **Shift** for fine steps; the wheel works too. Double-click returns a knob to the kit's value. When a kit or set is chosen, the knobs glide to their new places; the sound changes at once.

THE WATER

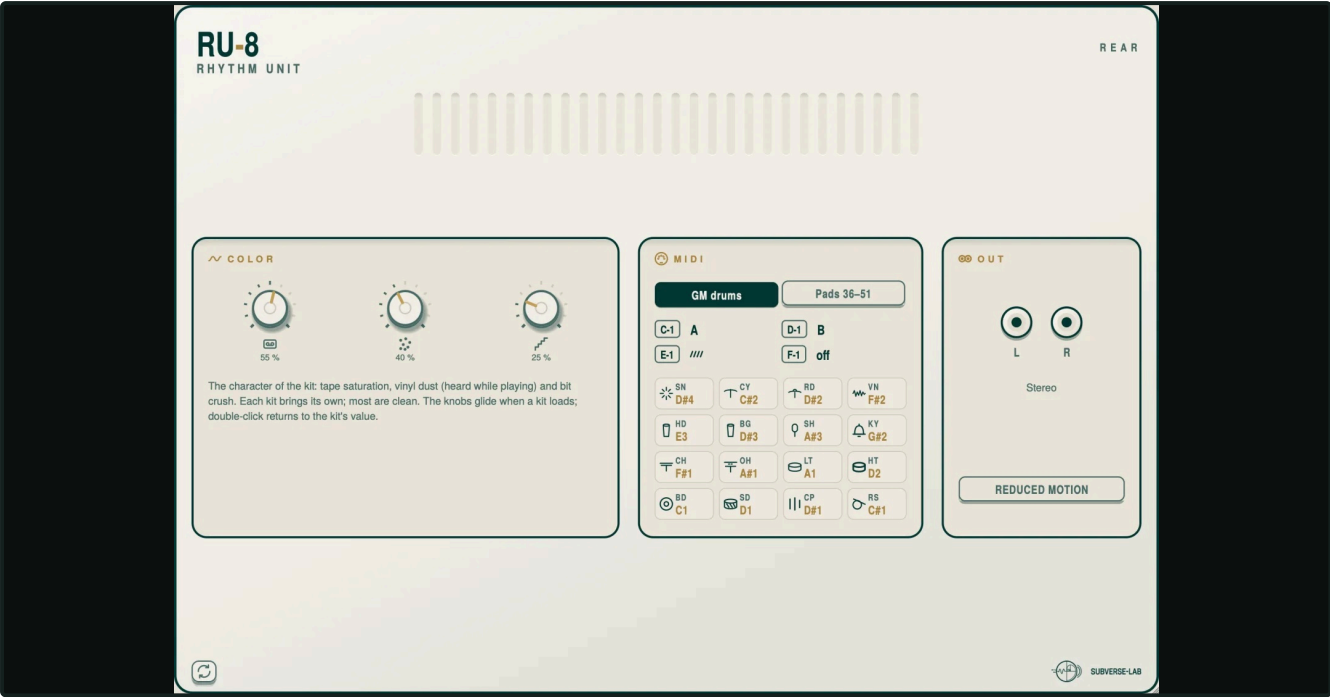
The body of the machine is a water tank behind the pads and knobs. Each pad has its shape in it; a shape rises when the pad plays, as high as it was hit, and sinks back. While playing, every finished bar drops a ring on its post (A, B or fill), so you can see where the arrangement is. REDUCED MOTION on the rear panel stills the water; RU-8 also follows the system's Reduce motion setting.

MOODS

The drop at the base steps through the panel colours: Cream, Night, Powder and Pink (**M** in the standalone). Only the look changes; the sound, the layout and your project stay the same.

REAR PANEL

COLOR · MIDI MAP · OUTPUT



Turn the machine round with the flip key at the base (**B** in the standalone).

PART	WHAT IT DOES
COLOR	TAPE, DUST and CRUSH, 0 to 100 % each: the character each kit brings. Most kits leave it off.
MIDI note map	GM drums (default): the pads answer and send General MIDI drum notes, C1 = kick. Pads 36–51 : the 16 pads answer notes 36 to 51, C1 up, pad 1 first.
Section trigger notes	C–1 = A, D–1 = B, E–1 = one bar of fill, F–1 = off. They play at their exact sample.
Output	Stereo out. REDUCED MOTION for the water.

PAD	1	2	3	4	5	6	7	8
Core sound	Kick	Snare	Clap	Rim	Closed hat	Open hat	Low tom	High tom
GM note out	36	38	39	37	42	46	45	50

Pads 9 to 16 change with the kit (congas, bongos, shakers, bells, cymbals and more); in GM drums they send 64, 63, 70, 56, 75, 49, 51 and 54.

TOPIC	HOW RU-8 BEHAVES
Tempo	The host's tempo, always (HOST with a lock). TEMPO and TAP rest.
Transport	RU-8 plays its set with the host's transport and stays on the host's timeline, so the same project plays and bounces the same way every time. PLAY previews while the host is stopped.
SET / MIDI	SET: RU-8 plays its set with the host, so you can try sets in your song. MIDI: its set is silent and only incoming notes play the pads. Drag a clip out and the lamp blinks; when the clip's notes reach RU-8 while the host plays, it switches to MIDI. Click to switch back. Saved with the project; each RU-8 has its own switch.
MIDI clips out	Drag the pad key (the selected pad alone) or the full-drum key onto a MIDI track. With AUTO off you get one bar of the section you see; with AUTO on, the whole arrangement (A ×3, fill, B ×3, fill: 8 bars). A click on the save arrow writes both clips to files. Notes follow the note map on the rear panel, channel 10, swing written into the timing.
Notes in	Notes from the piano roll or a controller always play the pads on top of the sequencer, with velocity. The section trigger notes switch A, B, fill and off.
Keyboard	In a DAW the computer keys stay the host's; use MIDI notes (for example your DAW's computer MIDI keyboard).

STANDALONE SHORTCUTS

KEY	DOES	KEY	DOES
Space	Play / stop	5 6 7 8	A, B, fill, auto
T	Tap tempo	B	Rear panel
M	Next mood	Cmd C / V	Copy / paste the selected pad's steps
Z X C V ... 1 2 3 4	Play the pads (Shift : soft)	Cmd Z	Undo

ITEM	RU-8 1.0.0
Formats	macOS: standalone app, VST3, AU instrument (Apple Silicon and Intel). Windows 64-bit: standalone app and VST3.
Systems	macOS 11 or later; Windows, 64-bit.
Pads	16 synthesized drums, each with level, tune, decay, pan, two sends, mute and solo
Sequencer	16 steps per pad (off, on, accent, ghost), sections A and B, fill, auto arrangement
Tempo	50 to 200 BPM (standalone), host tempo in a DAW; swing 0 to 80 %
Effects	SPACE (room, plate, hall), ECHO (tempo-synced ping-pong), GLUE bus compressor, COLOR (tape, dust, crush), -1 dBFS safety limiter
MIDI	GM drums or pads 36–51 in and out; section trigger notes; clip drag-out on channel 10
Licence	One licence for your own computers; no licence key to type

HELP AND SUPPORT

Downloads and updates: **subverselab.com** → **Account**. Something wrong? Reply to your receipt e-mail, or use **Report a problem** on the Account page. Tell us your system, your DAW and what you did; we read every report.



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