LOAD + PLAY

# CHOP CHOP

**Chop, stutter, dirty it up. Again.**




A distorted vocal repeater: sixteen steps that chop, repeat, reverse and transpose the voice, at tempo, from the keyboard or fired by your drums through the sidechain.

**USER MANUAL** VERSION 1.0.0 FREE AND OPEN SOURCE

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# 1 Introduction

A free, open-source distorted vocal repeater: it chops the voice to the tempo, makes it stutter, jump an octave, run backwards, dirties it up and makes it pump with the drums. For that chopped, gritty, ultra-dynamic vocal sound you hear all over today's house and UK garage.

Chop Chop keeps listening to the voice. Whenever a step asks for it, it replays the latest slice of voice, from 1/4 to 1/64 of a beat, aligned to the start of a syllable so it never cuts a word in half. Slices repeat, roll, flip, change octave, then go through dirt, filter and space.

### Sixteen steps

- **THRU**: the voice passes as is. **REPEAT**: the slice repeats, several REPEATs in a row keep the same slice.
- **ROLL**: the slice is replayed in loops half as long on every pass, the classic roll.
- **REVERSE**: the slice backwards. **+12 / -12**: an octave up or down, like a sampler. **MUTE**: silence.

### The drums in charge

- In **DRUMS** mode, the drum track sent to the sidechain drives the steps: every kick, snare or full-kit hit plays the next step. Vocal slices land right on the drums.
- In every mode, the drums can also dirty the voice on each hit (DRUM DRIVE), open or close the filter (DRUM MOD) and make it pump (PUMP).
- In **PATTERN** mode, the steps run at the project tempo; in **MIDI** mode, you replay the voice from a keyboard, at each note's pitch.

### And also

- Pitch that rises or falls on each repeat, fading level, a touch of randomness.
- Three kinds of dirt (saturation, fuzz, bitcrush), resonant filter, ping-pong tempo delay and reverb.
- 11 presets: end-of-bar stutter, vocal chopped by the drums, chipmunk rave, dirty telephone, rewind…
- Zero latency: playable live on stage.

### In your DAW

Insert Chop Chop on the vocal track, pick a preset and press play: in PATTERN mode it follows the project tempo. For the drum-driven modes, send the drum track (or bus) to its sidechain input:

- **Cubase / Nuendo**: in the plugin window, enable *Side-Chain*, then add a send from the drum track to "Chop Chop – Side-Chain".
- **Logic Pro**: at the top of the plugin window, *Side Chain* menu → pick the drum track.
- **Ableton Live**: unfold the device, open *Sidechain* and choose the drum track under *Audio From*.
- **Studio One**: *Side-Chain* button at the top of the plugin, then a send from the drums to Chop Chop.
- **Reaper**: pin connector button → inputs 3/4 for the sidechain, then a send from the drums to

channels 3/4.

- **Bitwig**: pick the sidechain source in the device. **FL Studio**: route the drum track to Chop Chop's track as "sidechain", then select it in the plugin's processing tab.

Tip: automate MIX to chop only certain words, the way the genre does it. In MIDI mode, send a MIDI track to Chop Chop (C3 = original pitch).

## 2 Installation

- **macOS**: copy `Chop Chop.component`, `.vst3`, `.clap` and `.lv2` into `~/Library/Audio/Plug-Ins/` (Components, VST3, CLAP, LV2 folders). The plugin is not signed with Apple: if macOS blocks it, open System Settings → Privacy & Security → Allow Anyway.
- **Windows**: copy `Chop Chop.vst3` to `C:\Program Files\Common Files\VST3` and `Chop Chop.clap` to `C:\Program Files\Common Files\CLAP`.
- **Linux**: copy the plugins to `~/.vst3`, `~/.clap` and `~/.lv2`.

Then restart your music software: Chop Chop shows up among the effects, under "Load & Play".

# 3 The interface




At the top, what drives the chopping: the sequencer, the drums or the keyboard. In the middle, the display and the 16 steps. Below, the controls for repeats, dirt, filter and space. Shown here: the “Voix hachée sur les drums” preset.

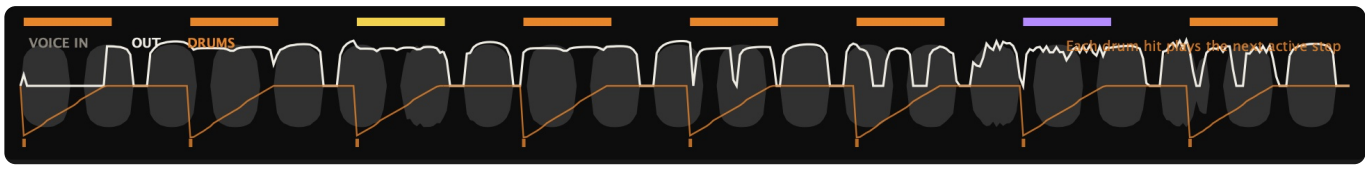
## 1 Trigger




PATTERN: the 16 steps run at the project tempo. DRUMS: the drum track, sent to the sidechain, drives the steps, each hit plays the next one. MIDI: each note replays the latest slice of voice at its pitch.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Trigger** | Pattern / Drums / MIDI | Pattern |
| **Step Rate** | 1/8 / 1/16 / 1/32 | 1/16 |

## 2 The display




The incoming voice in grey, the output in white, drum hits in orange, and above, the colour of each step being played. You can see the slices land right on the drums.

*Nothing to set here: this part shows what the plugin is doing.*

## 3 The 16 steps




Each step: THRU (voice passes), REPEAT (the slice repeats), ROLL (in ever shorter loops), REVERSE (backwards), +12 / -12 (an octave up or down), MUTE (silence). Click to change, drag to paint, right-click for the menu, double-click to clear.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Step 1 … Step 16** | THRU / REPEAT / ROLL / REVERSE / +12 / -12 / MUTE | THRU |

## 4 Repeat




SIZE: slice length, from 1/4 to 1/64 of a beat. RISE: pitch climbs or falls on each repeat. DECAY: level drops on each repeat. CHANCE: probability that a step plays. PITCH: pitch of every slice. SNAP: align slices to the start of syllables.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Slice Size** | 1/4 / 1/8 / 1/16 / 1/32 / 1/64 | 1/16 |
| **Rise** | -12.0 st … +12.0 st | 0.0 st |
| **Decay** | 0 % … 100 % | 100 % |
| **Chance** | 0 % … 100 % | 100 % |
| **Pitch** | -12.0 st … +12.0 st | 0.0 st |
| **Snap To Syllable** | Off / On | On |

## 5 Drums




BAND: react to the kick, the snare or everything. THRESH: sensitivity to hits. LENGTH: how long the slice played on each hit lasts. The section title follows the trigger (PATTERN, DRUMS or MIDI).

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Drum Band** | Kick / Snare / All | Kick |
| **Sensitivity** | -60.0 dB … 0.0 dB | -30.0 dB |
| **Hit Length** | 1/32 / 1/16 / 1/8 / 1/4 / 1/2 | 1/8 |

## 6 Pump and output




PUMP: the voice ducks on every drum kick, RELEASE sets how it comes back. MIX: blend between the original and the chopped voice, OUTPUT: the output level.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Pump** | 0.0 dB … 24.0 dB | 0.0 dB |
| **Pump Release** | 20 ms … 1.00 s | 150 ms |
| **Mix** | 0 % … 100 % | 100 % |
| **Output** | -24.0 dB … 12.0 dB | 0.0 dB |

## 7 Dirt




WARM (soft saturation), FUZZ (asymmetric clipping) or CRUSH (fewer bits, fewer samples). DRIVE sets the dirt, DRUM DRIVE adds more on every drum hit: the distortion breathes with the groove.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Dirt** | Warm / Fuzz / Crush | Warm |
| **Drive** | 0.0 dB … 40.0 dB | 0.0 dB |
| **Drum Drive** | 0.0 dB … 24.0 dB | 0.0 dB |

## 8 Filter




Low-pass, high-pass or band-pass (the telephone effect), with CUTOFF and RES. DRUM MOD: the drums open (to the right) or close (to the left) the filter on every hit.

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Filter** | Off / Low-pass / High-pass / Band-pass | Off |
| **Cutoff** | 40 Hz … 18.0 kHz | 1000 Hz |
| **Resonance** | 0.50 … 10.00 | 0.70 |
| **Drum Filter Mod** | -100 % … 100 % | 0 % |

## 9 Space




A tempo-synced delay that bounces left and right, each echo darker than the last (TIME, FEEDBACK, ECHO), then a reverb (ROOM, REVERB).

| CONTROL (AUTOMATION) | RANGE | DEFAULT |
|---|---|---|
| **Delay Time** | 1/16 / 1/8 / 1/8. / 1/4 / 1/4. / 1/2 | 1/8. |
| **Feedback** | 0 % … 90 % | 35 % |
| **Echo** | 0 % … 100 % | 0 % |
| **Reverb Size** | 0 % … 100 % | 50 % |
| **Reverb** | 0 % … 100 % | 0 % |

# 4 Presets

Pick them from the menu at the top of the window, or from your host's preset menu.

1. Init
2. Bégaiement de fin de mesure
3. Voix hachée sur les drums
4. Le kick découpe
5. Chipmunk rave
6. Téléphone sale
7. Rembobinage
8. Pluie de répétitions
9. Gate hachée
10. Distorsion qui respire

1. Voix au clavier (MIDI)

# 5 Specifications

| | |
|---|---|
| **Version** | 1.0.0 |
| **Price** | Free |
| **License** | GNU AGPL v3 (open source) |
| **Type** | Distorted vocal repeater, 16-step sequencer |
| **Formats** | AU, VST3, CLAP, LV2 |
| **macOS** | 10.13 or later, Apple Silicon and Intel |
| **Windows** | 10 / 11, 64-bit (VST3, CLAP, LV2) |
| **Linux** | x86-64 and ARM64, including Raspberry Pi 4/5 |
| **Inputs** | Stereo + stereo drum sidechain, MIDI |
| **Latency** | None |
| **Voice memory** | 4 seconds, any sample rate |
| **Automatable parameters** | 43 |
| **Presets** | 11 |

# 6 License and notices

Chop Chop is free software, distributed at no cost under the GNU AGPL v3 license: you can use it in your tracks, commercial ones included, without owing anything. The full source code is published on GitHub; if you modify and redistribute it, your changes must stay under the same license. The software is provided as is, without warranty.

Website: https://alexlexlexlexlex.github.io/load-and-play/
Source code: https://github.com/alexlexlexlexlex/load-and-play