



RSL CARMINE

USER MANUAL / VERSION 0.2.2 BETA

Hip-hop drum patterns with vintage sampler timing

Eight lanes, your sounds, and a pattern writer that knows the pocket. RSL Carmine writes boom bap, bounce and trap drums on the timing grid of a classic 90s hardware sampler, then hands them to your DAW as MIDI or audio.

GENERATION •

FEEL •

SHUFFLE •

EDIT •

SOUND •

OUTPUT STAGE •

EXPORT

RENEGADE SOUND LABS

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01 / ORIENTATION

Start Here

THIS IS A BETA RSL Carmine 0.2.2 is a beta, available to beta testers through RSL Hub. Controls, sounds and this manual may still change before release. Bug reports and ideas are what the beta is for: send them to hello@renegadesoundlabs.com with the details listed under Troubleshooting.

SECTION	WHAT YOU WILL FIND
Interface overview	Every area of the faceplate and what lives there.
What RSL Carmine is	What it writes, the timing it is built on, and what it deliberately is not.
Writing patterns	Generation, Feel, Length, Shuffle, Vary, Swing, Density and Learned.
The drum sequence	Adding, removing and shaping hits, rolls, and moving between bars.
Lanes and sounds	Mute, solo, lock, dice, loading your own kit, and the Selected Sound panel.
Listen, output and export	Building drums around a sample, the output stage, and getting the pattern into your DAW.
Reference	Keyboard and mouse, recipes, installing, troubleshooting, specifications, glossary.

Quick start

1. Insert RSL Carmine on an instrument track.
2. Under GENERATION, choose BOOM BAP, BOUNCE or TRAP. Leave FEEL on AUTO for now.
3. Press SHUFFLE (or N) until you hear a pattern you like. Press the play button (or Space) to hear it with the DAW stopped.
4. Press VARY (or V) for small changes. The STYLE display counts your ideas; its arrows, or the left and right arrow keys, step back and forward through them.
5. Drop your own sounds on the lane names, or drop a whole kit's files anywhere on the plug-in.
6. Drag DRUMS MIDI onto a track for the MIDI, or WAV LOOP onto an audio track for the rendered loop.
7. Once the MIDI is on a track, turn DAW SYNC off so the pattern does not play twice.

LOCKS KEEP WHAT YOU LIKE The padlock on a lane keeps its hits through SHUFFLE and VARY. Lock the kick you love and shuffle everything around it.

NOTHING IS LOST Every SHUFFLE and VARY is kept as an idea. The last 64 are one arrow key away.

Interface Overview



The faceplate: pattern controls along the top, the drum sequence in the middle, the selected lane's sound at the bottom, and the output stage and export keys on the right.

AREA	WHAT IT IS
Header bar	Preset save, the preset name with its arrows, export and settings. Shared with every Renegade Sound Labs plug-in.
Performance	Play and stop, the tempo in BPM, and READY or PLAYING. Double-click the tempo to type a new one.
Style	The idea counter, for example IDEA 3 / 3. Its arrows step back and forward through earlier patterns.
Generation	BOOM BAP, BOUNCE or TRAP: the style SHUFFLE writes in.
Feel	The pocket within the style. AUTO picks one for each pattern.
Length	Pattern length, 4 to 32 bars, and the HALF / AUTO half-time switch.
Swing, Density, Learned	How hard the pattern swings, how busy it is, and how much it draws on learned drum programming.
Shuffle, Vary	A new pattern, or small changes to this one.
Drum sequence	Eight lanes of steps, the bar pages 1 to 8, and the FILE, USE, LISTEN and FOLLOW keys.
Selected sound	The sound of the lane you last clicked: its sample, knobs, and the

AREA	WHAT IT IS
	LOAD, DEFAULT, CLEAR and HITS keys.
Output stage	Level meters, DRIVE and OUTPUT, and the CIRCUIT, AUTO GAIN and DAW SYNC switches.
Export	DRUMS MIDI, STEMS and WAV LOOP.

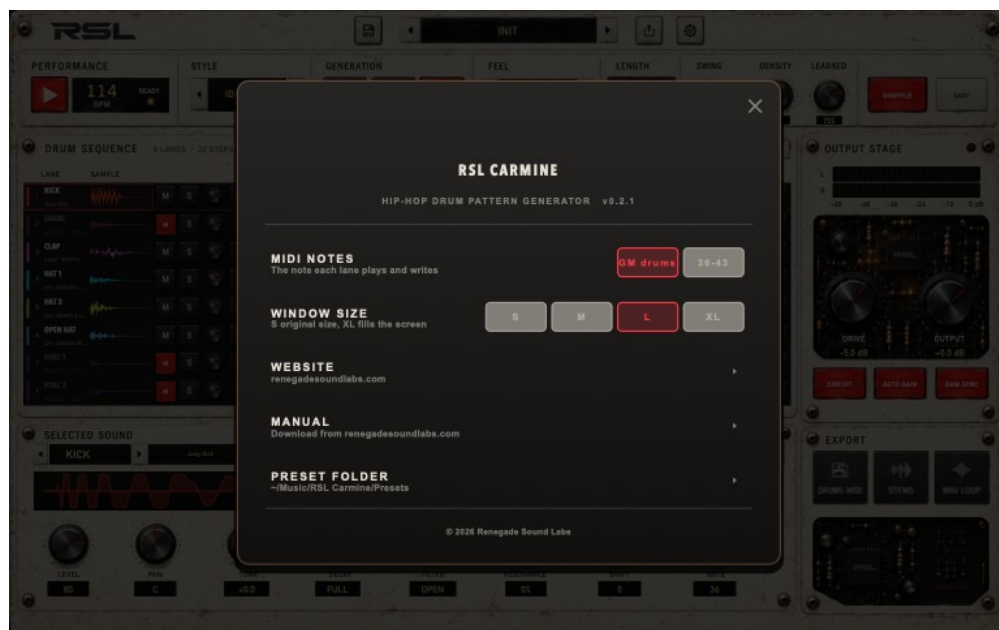
Every control shows a tooltip when you hover over it. The window is a fixed size; choose S, M, L or XL under Window size in settings.

02B / PRESETS AND SETTINGS

The Header Bar

The strip across the top is shared by every Renegade Sound Labs plug-in, so these controls sit in the same order and mean the same thing wherever you meet them.

CONTROL	WHAT IT DOES
Save	Saves the current pattern, sounds and settings as a preset. Factory presets are never overwritten.
Preset name	Shows the current preset; INIT means none is loaded. Click it to browse. The arrows either side step through the list.
Export	Writes the current preset out to a file you choose, or reads one in.
Settings	MIDI notes, Window size, the website, this manual, and your preset folder.



Settings: MIDI notes (GM drums or 36-43), Window size, website, manual and preset folder.

03 / WHAT IT DOES

What RSL Carmine Is

RSL Carmine is a drum pattern writer for hip-hop. You bring the sounds, or use its built-in kits; it writes 4 to 32 bar patterns across eight lanes, and you shape them by hand before dragging them into your DAW.

Its timing is modeled on a classic 90s hardware sampler. Every hit sits on a grid of 96 ticks per beat, swing moves the off-beat notes the way that hardware did, and the output runs through a modeled 18-bit converter and analog output stage.

The eight lanes

LANE	FOR
1 Kick	Kick drums
2 Snare	Snares and rimshots
3 Clap	Claps and snaps
4 Hat 1	Main closed hat or ride
5 Hat 2	Second hat, often an answering pattern
6 Open hat	Open hats
7 Perc 1	Shakers, rims, toms, bells and other percussion
8 Perc 2	More percussion

What RSL Carmine is not

- Not a pad sampler. There are no pads: just the lanes and the pattern.
- Not an 808 instrument. The kick lane plays kick drums; bass lines belong on their own track.
- Not a loop library. Every pattern is written fresh, and no two SHUFFLEs repeat.

04 / GENERATION, FEEL AND THE PATTERN CONTROLS

Writing Patterns

These controls decide what SHUFFLE writes next. Changing them does not rewrite the pattern you have; press SHUFFLE or VARY to hear the change.

Generation and Feel

GENERATION	FEELS
BOOM BAP	Drunk, Heavy Swing, Laid Back, Knock, Soul Pocket, Jazz Pocket, Broken Pocket, Chopped Break, Rugged
BOUNCE	Strut (crisp and minimal), Stutter (syncopated, with 16th kick doubles)
TRAP	Dark, Spacious, Memphis, Melodic, Gaps, Full Time

Choose a feel from the FEEL display or step through them with its arrows. AUTO picks a fitting feel for each new pattern.

Shuffle, Vary and your ideas

- SHUFFLE (N) writes a new pattern. Locked lanes keep their hits. A fresh SHUFFLE never repeats an earlier groove.
- VARY (V) makes two to four small changes to the current pattern.
- A lane's dice writes a new part for that lane only.
- The STYLE display counts ideas. Its arrows, or the left and right arrow keys, step through the last 64.

The pattern knobs

CONTROL	RANGE	WHAT IT DOES
LENGTH	4, 8, 16, 32 bars	How long the pattern is.
HALF / AUTO	Off, HALF, AUTO	In HALF, each pattern bar plays across two DAW bars. AUTO turns it on for BOOM BAP and BOUNCE at 115 BPM and up.
SWING	50 to 75 %, default 56 %	Moves the second note of each pair later. 50 % is straight.
16 / 8	16 or 8	Whether SWING moves 16th notes or 8th notes. Click the display to switch.
DENSITY	0 to 100 %, default 50 %	How many ghost notes, 16th hats, percussion hits and fills a pattern gets.
LEARNED	0 to 100 %, default 75 %	How often SHUFFLE draws on patterns learned from real drum programming rather than its built-in rules. 0 % is rules only.

SWING IS TIMING, NOT FEEL SWING moves notes by whole ticks on a 96-per-beat grid, as the original hardware did. 66 % puts the off-beat 16th at tick 32 of 48.

05 / EDITING HITS

The Drum Sequence

Each lane is a row of 8th-note steps. A page shows four bars, 32 steps; the numbered keys 1 to 8 above the grid jump between pages, so a 32-bar pattern fills all eight. FOLLOW keeps the page on the playhead.

TO	DO THIS
Add a hit	Click an empty step. It lands at velocity 100.
Add a ghost note	Shift-click an empty step. It lands at velocity 45.
Remove a hit	Click it without dragging.
Change velocity	Drag a hit up or down, 1 to 127. The display shows the value.
Retune one hit	Command-drag a hit up or down, up to 12 semitones either way (Note Variation).
Make a roll	Option-click a step to cycle one hit, two (16ths), three (16th triplets), four (32nds), then back to one. Later hits in a roll are softer.
Change page	Click a page number or the arrows beside them, scroll over the grid, or use Page Up, Page Down, Home and End.

16TH NOTES Steps are 8th notes. For a 16th-note hat, Option-click the step once to split it in two.

06 / THE EIGHT LANES

Lanes and Sounds

Click a lane's name, or press 1 to 8, to select it and hear its sound. The Selected Sound panel always edits the selected lane.

CONTROL	WHAT IT DOES
M / S	Mute the lane, or hear it alone.
Level knob	The lane's volume. Double-click to restore 80.
Dice	A new part for this lane only.
Padlock	Lock the lane: SHUFFLE and VARY leave it alone.
MIDI	Drag this lane's MIDI alone into your DAW.
WAV	Drag this lane's audio alone, as it sounds in the mix, as a 24-bit WAV.
Right-click the name	Lock lane, or Load sound.

Loading your own sounds

Drop an audio file (WAV, AIFF, FLAC, MP3, OGG or M4A) on a lane's name, or use LOAD or + in the Selected Sound panel. To load a whole kit, drop several files anywhere on the plug-in; RSL Carmine places each one by its name.

FILE NAME CONTAINS	GOES TO
kick, kik, bd	Kick
snare, snr, sd, rimshot	Snare
clap, clp	Clap
hat, hh, chh, ride, cymbal	Hat 1, then Hat 2
open, oh, ohh	Open hat
perc, rim, shaker, tamb, tom, conga, bongo, bell, clave, snap	Perc 1, then Perc 2

Each sound is converted once to 16-bit, 44.1 kHz, the format the original hardware stored. Until you load your own, each GENERATION style has its own built-in kit.

07 / SHAPING ONE LANE

Selected Sound

The panel at the bottom edits the selected lane. The arrows beside the lane name move between lanes; the arrows beside the sample name open the file browser. The SAMPLE tab shows every knob with the waveform; ENVELOPE, FILTER, MODULATION and SETTINGS show only the knobs for that job.

KNOB	RANGE	DEFAULT	WHAT IT DOES
LEVEL	0 to 100	80	The lane's volume.
PAN	L50 to R50	C	Stereo position.
TUNE	-12 to +12 semitones	+0.0	Pitch of every hit on the lane.
DECAY	0 to FULL	FULL	Shortens the sound.
FILTER	Cutoff to OPEN	OPEN	A resonant 12 dB per octave low-pass filter.
RESONANCE	0 to 100 %	0 %	The filter's peak.
SHIFT	-12 to +12 ticks	0	Plays the whole lane early or late.
NOTE	MIDI 0 to 127	GM drum note	The note the lane plays from and writes to MIDI.

Double-click any knob to return it to its default.

KEY	WHAT IT DOES
LOAD	Load a sound into the selected lane.
DEFAULT	Put back the lane's built-in sound.
CLEAR	Remove every hit on the lane.
HITS	Play the lane's sound.

08 / DRUMS BUILT AROUND YOUR SAMPLE

Listen

LISTEN builds the drums around a sample, loop or song; it takes the swing from the audio and puts the kicks on its accents.

1. Drop an audio file on the LISTEN row, or click FILE. Or turn LISTEN on, route audio into RSL Carmine's input from your DAW, and play.
2. The row shows what it has heard. NOTHING HEARD YET or NO AUDIO ROUTED IN means it has nothing to work with.
3. Press USE. RSL Carmine sets SWING to match and writes a new pattern. Locked lanes stay.

The kicks follow the audio's accents only when there are enough clear hits to read; otherwise USE matches the swing alone.

09 / THE COLOR OF THE HARDWARE

Output Stage

The output stage is where RSL Carmine gets its sampler sound. CIRCUIT models an 18-bit converter and the analog output stage behind it; turn it off for a clean digital mix.

CONTROL	RANGE	WHAT IT DOES
DRIVE	-24 to +6 dB, default -5	Level into the converter. Push it to saturate.
OUTPUT	-24 to +12 dB, default 0	The final level.
CIRCUIT	On / off, default on	The modeled converter and output stage.
AUTO GAIN	On / off, default on	Links OUTPUT to DRIVE: raise DRIVE and OUTPUT comes down by the same amount.
DAW SYNC	On / off, default on	Plays the pattern whenever the DAW plays, locked to its position.

Playing with your DAW

- With DAW SYNC on, the DAW's transport starts and stops the pattern, and the play button tells you so.
- With the DAW stopped, the play button or Space plays the pattern at RSL Carmine's own tempo.
- RSL Carmine also plays from MIDI notes on its own track, using each lane's NOTE.
- Once the pattern's MIDI is on a track, turn DAW SYNC off, or the pattern plays twice.

10 / INTO YOUR DAW

Export

Drag any export key onto a DAW track, or click it to save a file where you choose.

EXPORT	WHAT YOU GET	DRAW	CLICK
DRUMS MIDI	The whole pattern at 96 PPQ, on each lane's note	Onto a track	Save dialog
WAV LOOP	24-bit, 44.1 kHz render of the pattern	Onto an audio track	Save dialog
STEMS	One 24-bit WAV per lane	-	Choose a folder
Lane MIDI	That lane's MIDI	Onto a track	-
Lane WAV	That lane alone, as it sounds in the mix	Onto an audio track	-

The WAV loop is rendered twice and the second pass kept, so tails wrap around and it loops cleanly. Dragged files are also kept in ~/Music/RSL Carmine/MIDI and ~/Music/RSL Carmine/Loops.

Keyboard and Mouse

Keyboard shortcuts work when RSL Carmine's window has focus. If your DAW catches the keys, click on the faceplate first.

KEY	ACTION
Space	Play or stop (when DAW SYNC is not driving playback)
N	SHUFFLE: a new pattern
V	VARY: small changes
Left / Right arrow	Previous or next idea
1 to 8	Select a lane and hear it
Page Up / Page Down	Previous or next page
Home / End	First or last page
MOUSE	ACTION
Click an empty step	Add a hit (velocity 100)
Shift-click an empty step	Add a ghost note (velocity 45)
Click a hit	Remove it
Drag a hit up or down	Velocity
Command-drag a hit	Pitch, up to 12 semitones either way
Option-click a step	Cycle 1, 2, 3, 4 hits per step
Scroll over the grid	Change page
Click a lane name	Select and hear the lane
Right-click a lane name	Lock lane, Load sound
Double-click a knob	Reset it to its default
Double-click the tempo	Type a BPM, 40 to 200
Drop audio on a lane name	Load it into that lane
Drop several files anywhere	Load a kit by file name
Drop audio on the LISTEN row	Listen to it

Recipes

A beat from nothing

1. Choose BOOM BAP, FEEL on AUTO, 8 BARS.
2. SHUFFLE until the kick and snare feel right. Lock both.
3. Keep shuffling: the hats and percussion change around the locked lanes.
4. VARY once or twice for movement, then drag DRUMS MIDI to a track.

Drums for a sample

1. Drop the sample on the LISTEN row.
2. Press USE. SWING now matches the sample and the kicks follow its accents.
3. Lock what works, SHUFFLE the rest, and adjust SWING by ear.

Your own kit, the pattern's timing

Drop your kit's files on the plug-in in one go, then drag STEMS into your session. Each lane arrives as its own 24-bit WAV, already played on the sampler grid, ready to mix.

Trap hats

Choose TRAP and raise DENSITY for more 16th hats and rolls. Option-click individual hat steps to add your own 16th-triplet and 32nd rolls, and Command-drag hits for pitched rolls.

Installing and Activating

RSL Carmine is installed and activated through RSL Hub, the free Renegade Sound Labs app for macOS and Windows. There are no license keys to copy or paste.

1. Download RSL Hub from renegadesoundlabs.com and install it.
2. Sign in to RSL Hub with your Renegade Sound Labs account.
3. Install RSL Carmine from RSL Hub. Quit your DAW first if it is open: hosts look for new plug-ins when they start.
4. Reopen the DAW and, if it does not find new plug-ins on its own, run its plug-in rescan. RSL Carmine is listed under Renegade Sound Labs as an instrument.

Signing in to RSL Hub activates the computer automatically, and RSL Hub keeps the activation renewed in the background.

Formats and locations

FORMAT	LOCATION
Audio Unit (macOS)	/Library/Audio/Plug-Ins/Components/RSL Carmine.component
VST3 (macOS)	/Library/Audio/Plug-Ins/VST3/RSL Carmine.vst3
Standalone (macOS)	/Applications/RSL Carmine.app
VST3 (Windows)	C:\Program Files\Common Files\VST3\RSL Carmine.vst3
Standalone (Windows)	C:\Program Files\Renegade Sound Labs\RSL Carmine\RSL Carmine.exe
This manual	/Library/Application Support/Renegade Sound Labs/RSL Carmine

REQUIREMENTS macOS 11 or later, universal binary for Apple Silicon and Intel; or 64-bit Windows 10 or later. Stereo output.

Removing

Delete the bundles listed above. Your presets, saved MIDI and loops stay in ~/Music/RSL Carmine until you delete that folder.

14 / FAST DIAGNOSIS

Troubleshooting

SYMPTOM	CHECK
Plug-in does not appear	Confirm it is installed in RSL Hub, restart the host, and run a full plug-in rescan. In Logic, check the Plug-in Manager.
The pattern plays twice	The MIDI is on a track and DAW SYNC is on. Turn DAW SYNC off, or mute the MIDI track.
Space does nothing, or starts the DAW	Click on the faceplate so RSL Carmine has keyboard focus. With DAW SYNC on, start and stop from the DAW.

SYMPTOM	CHECK
Exported MIDI plays the wrong drums	Your drum instrument expects other notes. Switch MIDI notes in settings between GM drums and 36-43, or set each lane's NOTE.
A kit went to the wrong lanes	Lanes are guessed from file names. Drop single files on the lane names to place them by hand.
USE says nothing was heard	Drop a file on the LISTEN row, or route audio into RSL Carmine and press play.
Output is delayed	The output stage reports 47 samples of latency at 44.1 kHz. Make sure host delay compensation is on.
The window is too small or too big	Change Window size in settings, from S up to XL.

Support information to include

- Operating system and computer model
- DAW and version
- Plug-in format
- Sample rate and buffer size
- GENERATION, FEEL and LENGTH
- Exact steps required to reproduce the issue

Support: hello@renegadesoundlabs.com

Technical Reference

ITEM	SPECIFICATION
Product	RSL Carmine
Developer	Renegade Sound Labs
Manual version	0.2.2 (beta)
Category	Hip-hop drum pattern generator (instrument)
Formats	macOS: Audio Unit, VST3, Standalone. Windows: VST3, Standalone
Architecture	macOS: Universal 2, Apple Silicon arm64 and Intel x86_64. Windows: 64-bit
Minimum system	macOS 11; Windows 10
Sequencer resolution	96 ticks per quarter note; MIDI written at 96 PPQ
Pattern length	4, 8, 16 or 32 bars, eight lanes
Voices	32, the oldest stolen
Sample format	Loaded sounds converted to 16-bit, 44.1 kHz
Voice filter	12 dB per octave resonant low-pass, per voice
Output stage	Modeled 18-bit converter with 8x oversampled interpolation, and analog output circuit
Latency	47 samples at 44.1 kHz, reported to the host
Exports	MIDI (96 PPQ); 24-bit, 44.1 kHz WAV loop and stems
Website	https://renegadesoundlabs.com

Parameters as the host sees them

PARAMETER	RANGE	DEFAULT	FACEPLATE
Tempo	40 to 200 BPM	90 BPM	Performance display
Swing	50 to 75 %	56 %	SWING
Swing 8ths	On / Off	Off	16 / 8
Input	-24 to +6 dB	-5 dB	DRIVE
Output	-24 to +12 dB	0 dB	OUTPUT
Output stage	On / Off	On	CIRCUIT
Auto gain	On / Off	On	AUTO GAIN
Play pattern	On / Off	On	DAW SYNC

PARAMETER	RANGE	DEFAULT	FACEPLATE
Bypass	On / Off	Off	Host bypass

Glossary

TERM	MEANING
Tick	One 96th of a beat, the smallest step a hit can move.
Swing	Delaying the second note of each pair of 16ths or 8ths. 50 % is straight; higher is more shuffled.
Ghost note	A quiet hit between the main ones, usually on the snare or kick.
Feel	A pocket within a style: how the lanes sit against the beat and each other.
Velocity	How hard a hit is played, 1 to 127.
Note Variation	A per-hit pitch change, set by Command-dragging a hit.
Stem	One lane rendered on its own as audio.



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