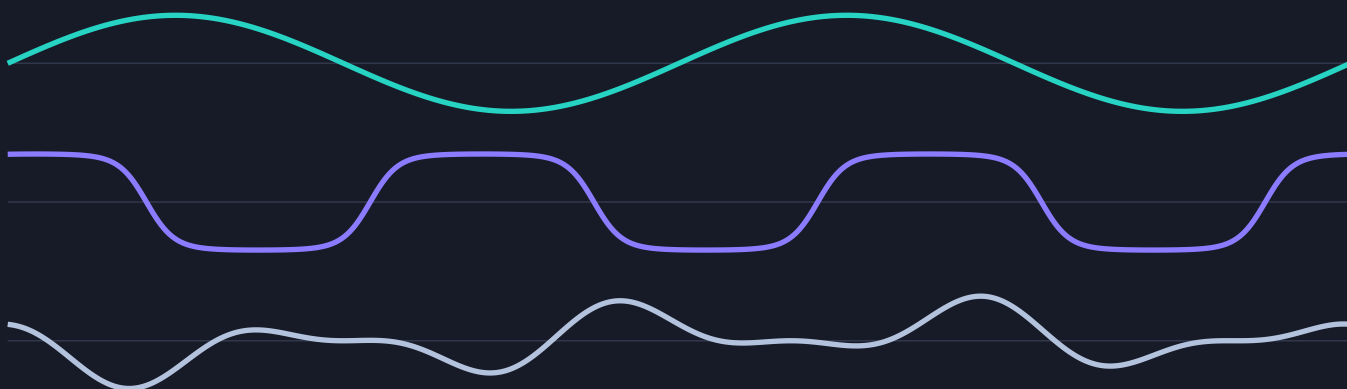


NULL RHYTHM

USER MANUAL

Tremolo. Vibrato.
Rhythm you can shape.

CLASSIC / EUCLIDEAN / GENERATIVE



NAVIGATE THE MANUAL

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Start with a sound, build a pattern, then keep the reference pages close. Click any entry to jump to that page.

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The PDF also includes bookmarks. Use Contents in the footer to return here.

GETTING STARTED

Your sound, in motion.

Null Rhythm turns sustained sounds into moving musical parts, from a gentle swell to a layered rhythmic pattern.

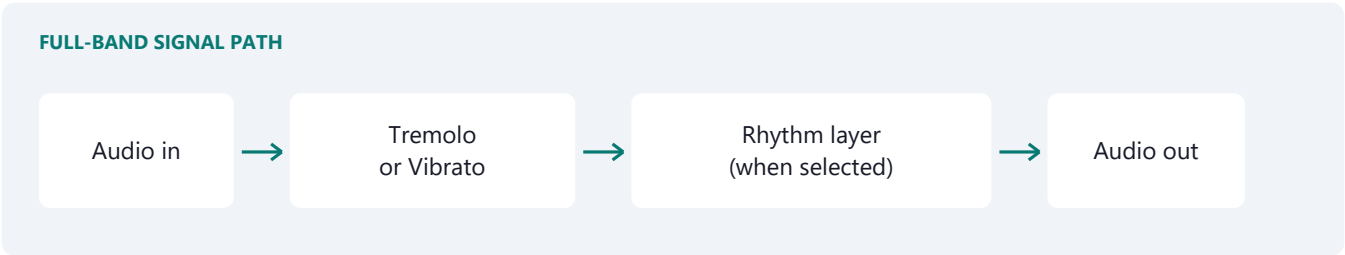
Insert Null Rhythm after an instrument, on an audio track, or on a bus. It processes incoming audio, so start with a sound playing through it. A held synth chord or a long guitar note makes the movement especially easy to hear.

Choose what moves

Effect	What you hear
Tremolo	Repeated changes in level: soft pulses, swells, or deeper rhythmic cuts.
Vibrato	Repeated changes in pitch: gentle drift, shimmer, or a pronounced wobble.

Choose how it moves

Rhythm source	How to use it
Classic	Continuous Sine or Triangle movement, controlled by Rate and Depth.
Euclidean	A repeating pattern with pulses distributed as evenly as possible across a step grid.
Generative	A repeating pattern with varied hit positions and accents. Regenerate gives you another idea.



Start with one band

With Multiband off, one set of settings affects the whole signal. Turn Multiband on when you want Low, Mid, and High to move independently.

New to the plug-in? Follow the quick start on page 5. For a particular control, use the reference on page 20.

GETTING STARTED

Install & open

Use the plug-in format supported by your DAW, then load Null Rhythm as an audio effect.

Platform	Installer formats	Host
Windows 10 / 11, 64-bit	VST3	A compatible 64-bit VST3 DAW
macOS, Intel or Apple Silicon	VST3 and Audio Unit (AU)	A compatible 64-bit VST3 or AU DAW

Windows

1. Close your DAW and run the Null Rhythm Windows installer.
2. Keep the standard VST3 destination unless your DAW requires a different folder.
3. Open the DAW and rescan plug-ins if Null Rhythm does not appear.

Standard VST3 location

C:\Program Files\Common Files\VST3\Null Rhythm.vst3

macOS

1. Close your DAW and open the Null Rhythm .pkg installer.
2. Use Customize to choose VST3, Audio Unit, or both.
3. Open the DAW and allow it to scan the installed plug-ins.

Format	Installed bundle
VST3	/Library/Audio/Plug-Ins/VST3/Null Rhythm.vst3
Audio Unit	/Library/Audio/Plug-Ins/Components/Null Rhythm.component

Add it to a track

Find **Null Rhythm** under **Null Point Audio** in your host's plug-in browser or insert menu. Add it after a sound-producing instrument or to a track that already contains audio. Both mono and stereo processing are supported; use matching input and output layouts.

The production installers contain plug-ins. VST2 and AAX are not included in this version. Use your download's current compatibility information for the supported macOS versions.

GETTING STARTED

Make your first groove

A sustained pad and a short loop are all you need. Start in full-band mode and listen as each change shapes the sound.

1 Establish a steady pulse

Play a held chord through Null Rhythm. Choose **Init Clean** in the Preset menu. Check that the top-left button reads **On**, Multiband is off, and the two selectors read **Tremolo** and **Classic**.

Keep the Sine shape. Set **Rate to 2 Hz** and **Depth to 0.40**. You should hear two smooth volume cycles per second. Raise Depth for a stronger dip; lower it for a gentler swell.

2 Lock the movement to your session

Enable **Sync** and start the DAW transport. Drag Rate while watching its value bubble; stop at **1/4** for one cycle per quarter note. Rate also allows values between the marked musical divisions.

3 Turn the pulse into a pattern

For a clear rhythm with no continuous tremolo underneath, set Classic **Depth to 0.00** first. Change the right-hand source selector to **Euclidean**. Set **Pulses to 5**, **Length to 1 bar**, **Rotate to 0**, and **Amount to 0.75**. Init Clean supplies a 16-step grid.



Five evenly distributed hits across one 16-step cycle. The pattern repeats after one bar.

4 Make it your own

Move Rotate to shift the groove against the track. Try Generative and press Regenerate for a new pattern. Activate the pencil in the display to edit accents. Compare the result with the top-left On/Off button.

Keep a result you like

Save the DAW project for parameter settings. To preserve an edited or regenerated pattern exactly in version 1.0.0, record or render its audio before closing the instance. See page 19.

THE INTERFACE

Find your way around

The same compact workspace follows your selected source and, in Multiband, your selected frequency band.



Multiband view, with the Low band selected and a Euclidean rhythm source.

Where to look	What you control
Top strip	On/Off, Multiband, Sync, and the factory Preset menu.
Upper centre	Low / Mid / High selection and the two crossover handles.
Upper right	Tremolo / Vibrato and Classic / Euclidean / Generative.
Four main knobs	Depth, Rate, Chaos, Flux in Classic; Amount, Pulses, Length, Rotate in rhythm sources.
Centre and lower edge	Shape buttons, movement display, Variation or Regenerate, hover help, and the resize corner.

THE INTERFACE

Working with controls

Most edits are made by dragging a knob, selecting a source, or drawing directly in the rhythm display.

Knobs and value entry

Drag a knob upward or to the right to increase its value; drag downward or to the left to decrease it. A value bubble appears while you adjust it. **Double-click** an editable knob to type a value. Press **Enter** to apply it, or **Escape** to cancel. Moving keyboard focus away also applies the entry.

Depth and Amount use a **0.00–1.00** scale: 0.40 means 40%. Chaos and Flux display percentages. In free mode, Rate displays Hz. Read the bubble as you adjust Variation to see its amount.

Musical values

Use dragging for synced Rate and rhythm Length. Their musical labels are display values; direct numeric entry does not provide a musical-notation parser. Typing a value such as 1/4 is not a reliable way to select a quarter note.

The controls follow the source

Position	Classic	Euclidean / Generative
Upper left	Depth	Amount
Lower left	Rate	Pulses
Upper right knob	Chaos	Length
Lower right knob	Flux	Rotate

The source selector changes which parameters you can see. It keeps the underlying settings, so returning to Classic lets you adjust Rate, Depth, and Shape again. The Shape buttons are inactive while a rhythm source is selected.

Help, resizing, and bypass

Hover over a control to read its explanation along the lower edge of the window. Drag the bottom-right resize handle to enlarge the interface, up to twice its base size. The aspect ratio stays fixed.

The top-left button reads **On** when processing is enabled and **Off** when bypassed. Use it for an audible before/after comparison. Null Rhythm smooths its internal bypass transition.

SHAPING THE MOVEMENT

Classic tremolo

Use continuous level modulation to make a sustained sound breathe, roll, or pulse in time.



Tremolo + Classic exposes Depth, Rate, Chaos, and Flux.

Control	What it does
Rate	Sets the movement speed: 0.1–20 Hz with Sync off. At 5 Hz, the level cycles five times per second.
Depth	Sets the level dip. At 0.00 there is no Classic gain modulation; at 1.00 the cycle can reach silence.
Sine / Triangle	Sine gives a rounded rise and fall. Triangle gives a more linear, angular movement.
Chaos	Adds slow variation to the free-running modulation speed. Sync keeps the timing tied to the host.
Flux	Reshapes the modulation curve for a firmer pulse. It shapes the control movement, rather than acting as an audio drive knob.

Keep some body

At Depth 0.40, the Classic gain moves between 0.60 and 1.00 before any rhythmic layer. Start here for audible motion that leaves the sound present throughout the cycle.

SHAPING THE MOVEMENT

Vibrato & rhythm layers

Vibrato moves pitch. Euclidean and Generative sources add a rhythmic envelope to your chosen base effect.

Set the pitch movement in Classic

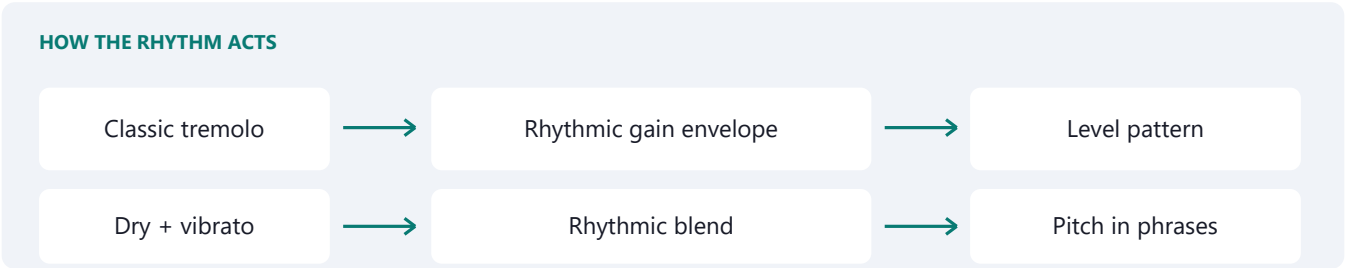
Choose **Vibrato + Classic**. Rate sets the wobble speed, Depth sets its strength, and Sine or Triangle sets its shape. Start with a small Depth, around 0.15–0.25, on a held note. Faster Rate settings can make the same Depth sound more pronounced.

Chaos varies free-running timing; Flux bends the modulation shape. These controls are shared across bands. Depth is a relative amount, not a semitone or cents setting. At Depth 0 there is no pitch wobble, although the vibrato path still has a short delay.

Add a rhythmic layer

After setting the Classic movement, switch the source to **Euclidean** or **Generative**. The interface shows Amount, Pulses, Length, and Rotate. Rate, Depth, and Shape remain at their previous settings underneath the pattern.

Combination	How the pattern acts
Tremolo + rhythm	The rhythm envelope changes the level of the Classic tremolo output. Continuous tremolo and the pattern can be heard together.
Vibrato + rhythm	The rhythm envelope blends between the dry signal and the vibrato signal. Hits bring the vibrato forward; spaces move toward dry as Amount increases.



Understand Amount

Amount 0 removes the rhythmic contrast and leaves the underlying effect. With Tremolo, raising Amount deepens the spaces between hits. With Vibrato, it makes the movement between dry and vibrato more distinct. Lower accents soften individual hits.

A clean rhythmic gate

Select Tremolo + Classic and set Depth to 0 before choosing Euclidean or Generative. For rhythmic vibrato, keep a non-zero Classic Depth so the pattern has pitch movement to reveal.

SHAPING THE MOVEMENT

Timing & host sync

Sync is shared by the entire instance. It follows the DAW's tempo, time signature, and playback position.

When Sync is off

Classic tremolo and vibrato run at the Rate setting in Hz. Chaos can vary that speed. Euclidean and Generative patterns use their own internal **120 BPM, 4/4** clock; the Classic Rate knob does not set the pattern length.

When Sync is on

Classic Rate becomes a continuous musical duration. The reference labels are **2 bars, 1 bar, 1/2, 1/4, 1/8, 1/16, and 1/32**. Intermediate positions display a duration in quarter-note beats. Short time signatures can make some reference points coincide.

At 120 BPM in 4/4	Duration of one cycle	Equivalent speed
1 bar	2 seconds	0.5 Hz
1/4	0.5 seconds	2 Hz
1/8	0.25 seconds	4 Hz
1/16	0.125 seconds	8 Hz

Pattern Length counts bars

In Euclidean and Generative, Length is the duration of the **whole pattern**. Choose 1/4 bar, 1/2 bar, 1 bar, 2 bars, 3 bars, 4 bars, 6 bars, or 8 bars. With Sync on, a bar follows your host's time signature.

For example, at 120 BPM, a one-bar pattern lasts 2 seconds in 4/4, 1.5 seconds in 3/4, or 1.75 seconds in 7/8. The step count stays the same; the steps fit into the new bar duration.

Transport behaviour

When the host reports stopped playback, synced modulation timing holds. Starting playback, moving the playhead, and looping update the timing from the host. Keep transport running while judging a synced groove.

If a host supplies incomplete timing information, Null Rhythm uses the available position and tempo information with an internal fallback. For reliable musical alignment, use a host that reports transport and musical position.

BUILDING PATTERNS

Euclidean rhythms

Choose a number of pulses and let Null Rhythm distribute them across a repeating grid.



Euclidean source: Amount and Pulses on the left; Length and Rotate on the right.

Control	What it changes
Pulses	The number of active hits, from 0 to the current step count. With Variation, the bubble may show base → effective hits.
Rotate	Moves the hit positions around the grid. Positive rotation shifts hits later, wrapping around at the end.
Amount	The strength of the rhythmic envelope, from 0.00 to 1.00.
Length	How long the full pattern lasts before it repeats; independent of the number of pulses.

The default grid has **16 steps**. Some factory presets use different grids. Steps is an advanced host parameter; there is no separate Steps knob in the main interface. Pulses cannot exceed the active grid size.

Shape the groove in this order
Set Length, choose Pulses, then move Rotate while listening to the other instruments. Finish with Amount. Use the pencil tool to soften or emphasize active hits.

BUILDING PATTERNS

Generative rhythms

Explore irregular hit placement and varied accents, then keep repeating the idea that fits your track.



Regenerate replaces the Variation control when Generative is selected.

Generate a starting point

Choose **Generative** in the source selector. Set Pulses for density, Length for the pattern duration, and Amount for the rhythmic strength. Press **Regenerate** to create a new arrangement for the full-band target or the currently selected band.

The pattern repeats until you change its settings, edit it, or regenerate it. It does not invent a new pattern every bar. Rotate moves the pattern against the track without changing the requested number of hits.

Refine it by hand

Activate the pencil tool to add a hit in an empty step, lower an existing hit, or remove it at the bottom of the display. Editing the number of active Generative hits updates Pulses. Changing Pulses from the knob regenerates the pattern, so choose its density before making detailed edits.

Regenerate replaces manual edits

Capture an idea before asking for another one. In version 1.0.0, edited accents and the Regenerate variation are not restored by saved plug-in state. Render the audio to preserve the exact groove. See page 19.

BUILDING PATTERNS

Draw the accents

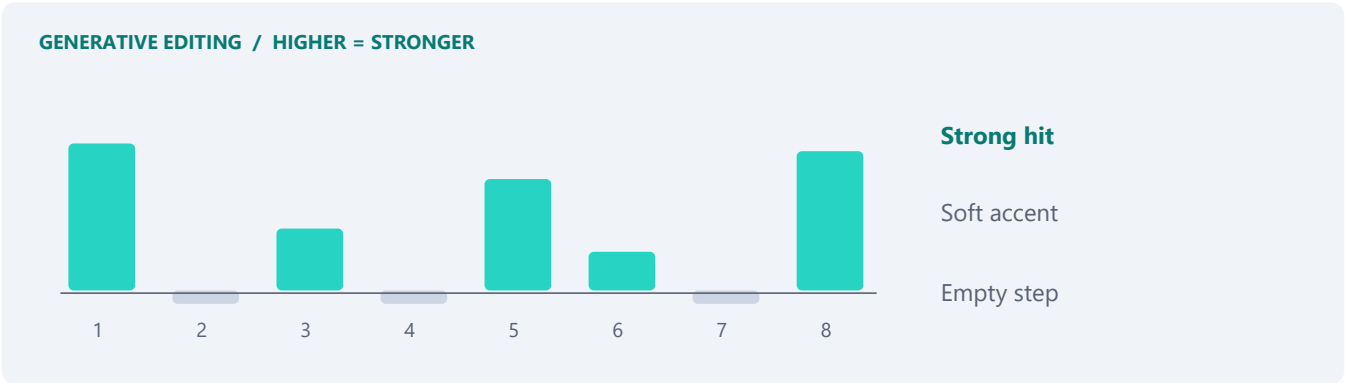
The pencil tool turns the rhythm display into an editor for individual steps.

1 Enable the pencil

Choose Euclidean or Generative, then click the small pencil in the upper-left corner of the rhythm display. The cursor changes over the editable area. Enlarge the plug-in window if you want more room for precise edits.

2 Shape the step height

Click or drag within a step. Higher positions make stronger accents; lower positions make softer ones. You can drag across several steps in one gesture. Click the pencil again to leave editing mode.



Source	What the pencil can do
Euclidean	Change accents on active hits. Empty steps stay empty, and an active hit retains a minimum accent of 20%. Use Pulses or Rotate to change hit positions.
Generative	Add, remove, and reshape hits. Draw upward in an empty step to add a hit; move a hit down near the baseline to remove it.

The display and the sound

The moving indicator marks the playback position. Step heights show accents, but Amount also changes the displayed and audible strength. A low accent is a quieter rhythmic opening in Tremolo, or a smaller move toward the vibrato signal in Vibrato.

Finish structure before detail

Changing Pulses, Steps, Rotate, or Variation can change which steps are active or how edits are used. Choose the pattern structure first, then edit accents. Render custom patterns to audio before closing the session.

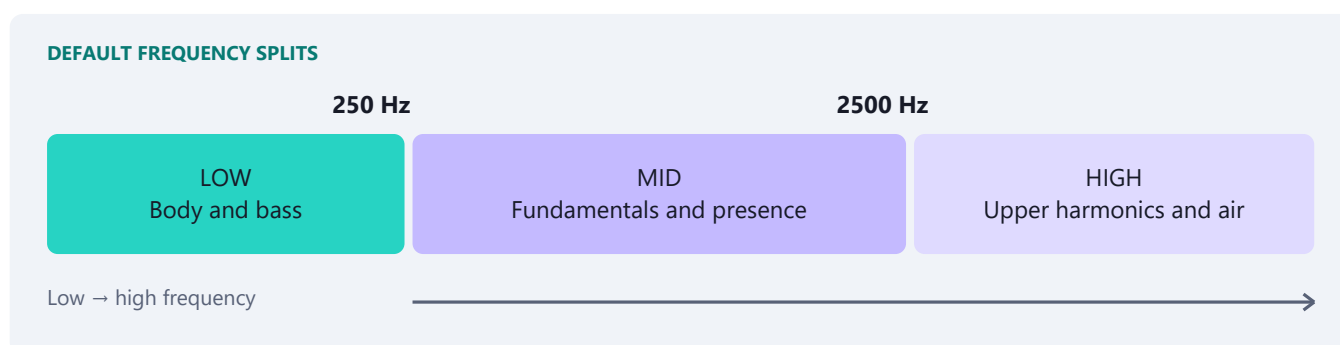
MULTIBAND MOVEMENT

Three bands, one sound

Separate the bass, midrange, and treble so each part of a sound can have its own movement.

Enable Multiband

Click **Multiband** in the top strip. Low, Mid, and High buttons appear above the crossover display. Select a button, or click a band region away from the crossover handles, to edit that band. All three bands continue processing; selection does not solo a band.



Set the split points

Drag the left crossover handle to set the Low/Mid boundary. Drag the right handle to set the Mid/High boundary. The defaults are **250 Hz** and **2500 Hz**. Moving a boundary changes which part of the sound receives each band's settings.

The controls cover 20 Hz–20 kHz, with the lower crossover kept below the upper one. At unusually low sample rates, the processing range is limited by the available audio bandwidth. Frequency readouts appear above the handles.

Independent for each band	Shared by the instance
Tremolo / Vibrato; rhythm source; Rate; Depth; Shape; Pulses; Rotate; Amount; Length; pattern edits	On/Off; Multiband; Sync; Chaos; Flux; Variation; the two crossover positions

Full-band settings stay separate

Turning Multiband on selects the stored band settings; it does not copy the full-band setup into every band. Turning it off returns to your full-band settings.

Try a shallow Classic tremolo on Low, a Euclidean groove on Mid, and gentle vibrato on High. Adjust the crossovers while listening so the important body of the sound stays in the band you intend.

MULTIBAND MOVEMENT

Variation & bass protection

Build different rhythmic roles across the spectrum while keeping useful weight in the low end.

Variation

Variation offsets the effective pulse count, rotation, and Amount of rhythmic bands. It becomes available when Multiband is on and at least one band uses Euclidean or Generative. A Classic band keeps its Classic movement.

At zero, every band uses its own unmodified rhythm settings. Increasing Variation makes Low simpler and softer, while Mid and High become more active. It does not copy one pattern to the other bands.

At maximum Variation	Change from the band's stored settings
Low	2 fewer pulses; Amount multiplied by 0.8.
Mid	1 extra pulse; Rotate increased by 2 steps.
High	3 extra pulses; Rotate increased by 5 steps; Amount increased by 0.10.

Pulse counts stay within the grid size, and Amount stays between 0 and 1. Pulse and rotation offsets change in integer steps. A value bubble such as **3** → **1 / 16** means 3 stored pulses, 1 effective pulse, and 16 steps.

Where Variation goes in Generative

Regenerate takes its place in the interface. The stored Variation value can still affect rhythmic bands. To adjust it, select another source that exposes Variation, or use the host parameter named Rhythm Spread.

Bass protection

Bass Protect keeps the modulated Low-band level from falling below a chosen fraction of its unmodulated level. It works in Multiband when the Low band's effect is Tremolo, including rhythmic tremolo. It is not applied to the Low band's Vibrato path.

The default gain floor is **−9 dB**. Bass-focused presets use **−6 dB** for stronger protection. Bass Protect and Bass Protect Minimum Gain are available in the host's generic parameter or automation view; they do not have dedicated controls in the main interface.

Use a lower floor for deeper bass dips, or a higher floor to keep more body. This is a relative low-band gain floor, not a limiter or a bass boost.

PRESETS & WORKFLOWS

Factory starting points

The Preset menu contains ten setups. Load one on your own audio, then adjust the controls to fit the part.

Preset	Starting character
Init Clean	Full-band Sine tremolo at 5 Hz and Depth 0.40. A parameter starting point with audible modulation.
Subtle Pad Motion	Slow, full-band Sine movement: 0.35 Hz, Depth 0.25.
Warm Guitar Tremolo	Full-band Triangle movement: 4.2 Hz, Depth 0.45.
Soft High Shimmer	Three Classic bands, with faster, deeper movement in the highs.
Bass Safe Movement	Gentle three-band Classic movement with a –6 dB bass-protection floor.
Three Pulse Flow	Full-band Euclidean rhythm: 3 hits in 16 steps, one-bar length.
Five Hit Syncopation	Full-band Euclidean rhythm: 5 hits in 16 steps, rotated by 2.
Polyrhythm Wide	Different 12-, 16-, and 15-step grids across the bands; shorter High-band length and Variation 0.75.
Bass Protected Groove	Layered Euclidean bands, Variation 0.50, and a –6 dB bass-protection floor.
Null Point Rhythm	Three Euclidean bands, maximum Variation, and a faster High-band cycle.

After loading a preset

The first five entries are grouped as Non-rhythmic; the last five as Rhythmic. All ten start with Tremolo and **Sync off**. Enable Sync after loading if you want the setup to follow your session.

The rhythmic presets also retain Classic tremolo underneath the pattern. Switch to Classic to reduce its Depth if you want a cleaner gate. For Vibrato or Generative, load a useful starting point and then change the relevant selector.

Init Clean is active

Its name does not mean dry audio. It sets Depth to 0.40 and leaves processing On. Use Off for bypass, or set Classic Depth to 0.00 to remove Classic tremolo modulation.

PRESETS & WORKFLOWS

Recipes: gentle movement

These are suggested starting points to try on your own audio. Adjust by ear to suit the register and arrangement.

A pad that breathes

Start: Init Clean, Multiband off. Tremolo + Classic; Sine; Sync off; Rate 0.35 Hz; Depth 0.25; Chaos 10%; Flux 0%.

Hold a chord and listen across a few seconds. The level should rise and fall slowly. Raise Chaos slightly if the motion feels too regular. For a repeating musical swell, enable Sync and choose a long Rate duration such as 1 or 2 bars.

Guitar with a clear pulse

Start: Warm Guitar Tremolo. Keep Triangle and the 4.2 Hz Rate. Start at Depth 0.45. Add Flux gradually for a more pronounced pulse.

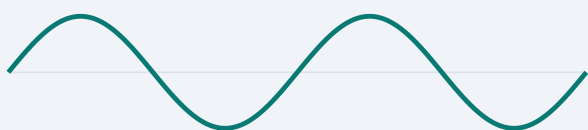
Try it after a clean guitar recording. Lower Depth if the pick attack disappears in the dip. Enable Sync and drag Rate to a quarter- or eighth-note reference when the guitar needs to articulate the song's pulse.

A little pitch drift

Start: Init Clean, Multiband off. Vibrato + Classic; Sine; Sync off; Rate 0.60 Hz; Depth 0.18; Chaos 15%; Flux 0%.

Use a long synth note or a soft pad. Increase Depth in small steps. If the wobble becomes distracting, reduce Depth before slowing Rate. Keep Flux low for smooth motion, or increase it to reshape the drift.

SINE / rounded



TRIANGLE / linear



Compare in context

Use On/Off while the full arrangement plays. Choose the amount of movement that supports the part, then recheck it at the track's normal listening level.

PRESETS & WORKFLOWS

Recipes: rhythmic parts

Begin with a sustained sound so every opening in the pattern has something to reveal.

Five-hit chord gate

Load Init Clean. In Tremolo + Classic, set Depth to 0.00. Switch to Euclidean, enable Sync, and start playback. Set **Pulses 5, Rotate 2, Amount 0.85, Length 1 bar**. The default grid is 16 steps.



Five hits, rotated two steps later. Listen for the spaces around the kick and snare.

Try Rotate 0, 1, and 2 against the drums. Lower Amount to let more of the chord through between hits. If the transitions need a different feel, adjust the advanced Attack and Release parameters in your host.

Vibrato that arrives in phrases

Load Init Clean. Choose Vibrato + Classic; set Sine, Rate 4 Hz, and Depth 0.22. Leave Sync off for this example. Switch to Euclidean and set **Pulses 3, Rotate 0, Amount 1.00, Length 2 bars**. The pattern uses the internal 120 BPM clock while the vibrato runs at 4 Hz.

The pitch movement comes forward at the hits and retreats toward dry in the gaps. Reduce Amount if the changes feel too exposed. Returning to Classic lets you change the wobble speed without changing the rhythm length.

Steady bass, moving mids, scattered highs

Load Init Clean and enable Multiband. Keep the 250 Hz / 2500 Hz crossovers and enable Sync. Set Variation to zero before balancing the individual bands.

Band	Suggested setup
Low	Tremolo + Classic, Depth 0.00: keep the bass steady.
Mid	Set Classic Depth 0.00, then Euclidean: Pulses 5, Amount 0.65, Length 1 bar.
High	Set Classic Depth 0.00, then Generative: Pulses 7, Amount 0.75, Length 1/2 bar. Regenerate to taste.

Adjust the crossovers to choose which harmonics carry each rhythm. Once you like the generated highs, render the result to audio to preserve the pattern.

PRESETS & WORKFLOWS

Automation & recall

Save parameter settings in your DAW, and render custom rhythmic performances when you need exact recall.

Saving your setup

Your DAW project stores Null Rhythm's parameter settings. You can also use the host's plug-in preset system to save and recall parameter setups. The built-in Preset menu loads factory settings; it does not provide a user-preset Save As command.

After a project is restored, the preset display may read **Factory Preset** instead of the original factory name. This does not by itself mean that the parameter values were lost. Factory names identify starting points, not the full history of your edits.

Version 1.0.0: custom pattern recall

Manually edited Euclidean accents, manually edited Generative steps, and the variation chosen with Regenerate are not included in saved plug-in state. Reopening a session or recreating an instance can therefore produce a different pattern even though the visible parameters are restored.

Preserve an exact groove

1. Keep the current instance open after editing or regenerating.
2. Record, bounce, or render the processed track to audio.
3. Play back that audio to confirm the pattern and timing.
4. Save the project with the rendered audio and retain the source track if you want to revisit its settings.

A screen capture and a note of the settings can help you reconstruct an edit, but they do not replace an audio render. Saving a host preset alone does not preserve the missing custom pattern data in this version.

Automating controls

Use your host's parameter or automation view to record movement. Full-band controls and Low, Mid, and High controls are separate parameters. Sync, Chaos, Flux, and Variation are global. Variation appears to the host as **Rhythm Spread**; Amount appears as **Euclidean Depth** for the relevant target.

Automating musical lengths, pulse counts, or sources changes the pattern structure. Audition these moves at the intended tempo. Regenerate and pencil edits are editing actions, not dedicated automation parameters. Null Rhythm does not receive MIDI and has no built-in MIDI Learn.

REFERENCE

Control reference

A compact guide to the main interface. Percentage descriptions below correspond to normalized values from 0.00 to 1.00 where noted.

Control	Range / choices	Scope and purpose
On / Off	Enabled / bypassed	Global processing switch.
Multiband	Off / On	Full-band or three-band processing.
Sync	Off / On	Global free-running or host-following timing.
Effect selector	Tremolo / Vibrato	Selected target: level or pitch movement.
Source selector	Classic / Euclidean / Generative	Selected target: continuous movement or a rhythm layer.
Rate	0.1–20 Hz, or synced duration	Selected target's Classic movement speed, retained under rhythm sources.
Depth	0.00–1.00	Selected target's Classic tremolo or vibrato strength.
Shape	Sine / Triangle	Selected target's Classic waveform.
Chaos	0–100%	Global free-running timing variation.
Flux	0–100%	Global Classic modulation-curve shaping.
Pulses	0–current step count	Selected target's requested rhythm density.
Rotate	Steps, wrapping at grid end	Selected target's rhythmic offset.
Amount	0.00–1.00	Selected target's rhythm-envelope strength.
Length	1/4, 1/2, 1, 2, 3, 4, 6, 8 bars	Duration of the selected target's complete pattern.
Variation	0.00–1.00	Global offsets for multiband rhythm settings.
Regenerate	Click	New Generative variation for the selected target.
Crossovers	20 Hz–20 kHz	Low/Mid and Mid/High frequency boundaries.
Pencil	Edit on / off	Direct rhythm-step editing in the display.

The target is the full signal with Multiband off, or the selected Low, Mid, or High band with Multiband on. See page 21 for parameters available through the host.

REFERENCE

Advanced host parameters

Open your DAW's generic plug-in controls or automation parameter list to reach the settings below.

Your host may call this view Parameters, Generic Editor, or Automation. These settings have no dedicated main-interface knobs. **Euclidean** parameters also apply to Generative.

Host parameter	Range	Use
Euclidean Steps	1–64	Number of positions in the rhythm grid. Full-band default: 16.
Euclidean Attack	0.1–100 ms	How quickly the rhythmic gain moves upward toward an opening. Longer times soften the opening.
Euclidean Release	1–300 ms	How quickly the rhythmic gain falls toward a gap. Longer times smooth and extend the transition.
Bass Protect	Off / On	Enable Low-band gain protection in multiband Tremolo. Default: On.
Bass Protect Minimum Gain	–24 to 0 dB	Relative Low-band gain floor. Default: –9 dB.
Rhythm Spread	0.00–1.00	The global Variation macro shown below the display.

Rhythm defaults

Target	Steps / Pulses / Rotate	Amount	Attack / Release
Full-band	16 / 4 / 0	0.75	5 / 40 ms
Low	16 / 3 / 0	0.35	8 / 80 ms
Mid	16 / 5 / 2	0.55	5 / 50 ms
High	16 / 7 / 4	0.75	2 / 30 ms

Length defaults to 1 bar for all targets. Low, Mid, and High parameter prefixes identify each band. Factory presets can change these defaults.

Keep the grid and density separate

Steps changes the size of the grid; Length changes its total duration; Pulses changes how many positions are active. A stored pulse value above the grid size is limited to the available steps.

Host Rotate spans –64 to +64 steps. The interface limits its range to the grid size. Rotation wraps, so several values can place the same hits.

REFERENCE

Troubleshooting

Start with the selected effect, source, and band. Most unexpected results come from those settings or the timing mode.

Symptom	What to check
The plug-in is missing	Confirm that the DAW supports the installed format and is 64-bit. Rescan VST3 or AU plug-ins. Check the installation locations on page 4.
No sound	Confirm audio reaches the insert. Temporarily switch Off to compare. With Tremolo, zero pulses and Amount 1.00 can close the rhythm completely.
No movement	Check On/Off, the selected band, and Depth. For a rhythm source, check Amount and Pulses. With Sync on, start the DAW transport.
The rhythm ignores the DAW tempo	Enable Sync. With Sync off, Euclidean and Generative use internal 120 BPM, 4/4 timing.
Rate shows beats or fractions	Sync is enabled. The display describes a musical cycle duration. Switch Sync off for Hz.
Rate and Depth disappeared	A rhythm source is selected. Switch to Classic to edit the retained Rate, Depth, and Shape settings.
Amount 0 still leaves movement	Amount removes only the rhythmic contrast. The retained Classic tremolo or vibrato can still be active.
The bass will not fully dip	Check Bass Protect in the host's parameter view. It sets a Low-band gain floor in multiband Tremolo.
Variation is dimmed or missing	Enable Multiband and a rhythmic band. In Generative, Regenerate occupies its position; the stored Variation amount still applies.
I cannot draw a new Euclidean hit	Euclidean editing changes active-hit accents only. Change Pulses or Rotate, or choose Generative for adding and removing steps.
My edited groove changed on reopen	Custom accents and Regenerate variation are not saved in version 1.0.0. Use a rendered audio copy for exact recall; see page 19.

When you need help

Contact Null Point Audio through the support details supplied with your download or purchase. Include the plug-in version, operating system, DAW version, format, sample rate, buffer size, selected preset or settings, and steps that reproduce the problem.

REFERENCE

A few useful terms

Use these definitions while shaping a sound or reading your DAW's parameter list.

Term	Meaning in Null Rhythm
Accent	The strength of an individual rhythmic hit.
Amount	The strength of the rhythm envelope, separate from Classic Depth.
Bar	A musical measure. With Sync on, its duration follows the DAW's time signature.
Crossover	A frequency boundary separating Low from Mid, or Mid from High.
Depth	The intensity of the underlying Classic tremolo or vibrato.
Envelope	A control shape that opens and closes the rhythmic layer smoothly.
Hz	Cycles per second. A Rate of 2 Hz repeats twice each second.
LFO	Low-frequency oscillator: the repeating Sine or Triangle movement used by Classic.
Pulse / step	A pulse is an active hit. A step is one position in the pattern, whether active or empty.
Rotate	Shift hit positions around the grid while keeping the pattern circular.
Target	The full-band signal, or one selected frequency band in Multiband.
Render / bounce	Record the processed result into an audio file that can be played independently of the plug-in.

About this manual

Null Rhythm User Manual · Version 1.0.0

English edition · 12 September 2026

Prepared for the current Null Rhythm 1.0.0 interface and behaviour.

Interface images show the Windows interface at an enlarged scale. Appearance can vary with operating system and host scaling. Recipes are starting points; their result depends on the incoming audio.

Return to the music

For a first setup, return to the quick start on page 5. For a setting you need now, open the control reference on page 20.