

ujam

HANS ZIMMER'S
SYMPHONIC ELEMENTS

PEIRCS



User Guide

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Symphonic Elements PERRCS User Guide Rev A

Table of Contents

Table of Contents	3
Welcome to Symphonic Elements PERRCS	5
Looking for quick help?	5
What is PERRCS?	6
Why so few controls?	7
Installation & Activation	8
Sample Content	8
Installing to a Different Location	8
Changing the Content Location After Installation	9
Controller Hardware	9
Quick Reference	10
Walkthrough	14
Make a Sound and Learn About the Keys	15
Try the Presets	15
Tell Your Player What You Want	15
More Performance Tweaking Fun	16
Find Your Percussion Sound	16
Finish What You Started	17
Reference Guide	18
Menu Bar	18
Loading Presets	18
Save and Save as...	20
Managing Presets	21
Notification Icon	21
Info Icon – About Page	22
Volume Section	23
Interactive Keyboard	23
Phrases	24
Stop Key	24
Pitch Wheel and Mod Wheel	25

Pitch Wheel	25
Modulation Wheel	25
Latch	26
Style Selector	27
Sync	28
Timing Parameters	29
Swing	29
Speed	29
Low and High Drums	30
Character FX	31
Motion FX	32
Focus EQ	33
Shape	34
The Finisher Section	35
Finisher Settings	36
Finisher Modes	37
Highlighter	40
Ambience	40
Crossfade	41
MIDI Learn	41
Automation	41
You and Us	42
I Have Questions—Where Can I Send Them?	42

Welcome to Symphonic Elements PERRCS



We hope you'll enjoy PERRCS, a powerful addition to your musical palette, and we thank you for being a part of the UJAM community of music creators!

Looking for quick help?

If you're just looking to figure out something quick, there are three ways to get there:

- The *Quick Reference* has super-short explanations for every control.
- The *Walkthrough* is a guided tour where you'll try every control on the PERRCS screen once – the quickest hands-on experience possible.
- If you're looking for in-depth explanations of all functions and controls, head straight for the *Reference Guide* further down.

What is PERRCS?

PERRCS is the latest addition to the Symphonic Elements family, and a perfect companion to DRUMS. It complements the line-up with instruments and patterns that add drive and energy to the top end.

Created with the legendary orchestral library of Oscar-winning film composer Hans Zimmer, this best-selling and award-winning series puts Hollywood's most epic sound into the hands of every music producer. Fast, inspirational and way easier to use than conventional orchestral libraries.

Joining its siblings STRIIIINGS, BRAAASS, and its direct companion DRUMS, PERRCS complements the lineup by delivering energetic performances from a wide array of instruments such as sticks, shakers, tambourines, rimshots, rotos, furrocos, boobams and more. PERRCS works great on its own, but it truly shines when paired with DRUMS — together, they form a world-class ensemble.

Like the other Symphonic Elements titles, PERRCS provides instant access to the Hans Zimmer sound that made the series so iconic. PERRCS is guaranteed to add Oscar-worthy cinematic impact to any music with ease.

And while PERRCS, like all Symphonic Elements instruments, was born in the world of epic film scores, it's just as comfortable in pop, hip hop, or electronic music—anything that requires energy, pulse, and forward motion.

Why so few controls?

As musicians we know that there's never enough time for inventing and laying down every amazing idea in your head.

We are also UI (user interface) and UX (user experience) experts, and we know there is a trade-off between complexity – giving you maximum flexibility at the cost of time – and ease of use – letting you focus on your music at the cost of detailed editing options.

The way we design our user interfaces is aimed at giving you the best of both worlds:

- Easy, not simple: By weeding out more controls than we actually leave in, and by carefully grouping, macro-flying and labeling them, we aim to let you use all your attention on making our instruments sound like you, without having to spend too much of your limited time and focus on a large screen estate of detailed controls.
- Hardly any learning curve: You can typically use any of our instruments out of the box, with very little reading up.
- Fail-proof interface: No matter how you set up the controls of PERRCS, the result will never be musically or technically wrong, and it gives you immense freedom and flexibility to create your sound.

Most importantly especially for those of us who don't actually play percussion: You can trust in the fact that tracks produced with PERRCS are legit, professionally produced and sound like real instruments.

Installation & Activation

PERRCS is installed & activated by the UJAM App. To get started:

1. Sign up for a free [ujam.com](https://www.ujam.com) account
2. Download the [UJAM App](#)
3. Launch the UJAM App and sign in
4. Open the settings (in the upper right) to define the desired plug-in formats and file management
5. Start a trial or install a purchased plug-in (activation should be automatic, but click the 'refresh now' link at the bottom of the UJAM App to sync to your account if needed)

More info is available about [downloading and installing](#) if needed.

Sample Content

The samples that make up the audio content are packed into 'blob' files, e.g. SE-PERRCS_part1.blob. These files are installed on your boot drive by default, but some users prefer to have the content in a different location - either to keep all VI content organized or to save space. This can be managed during or after installation.

Installing to a Different Location

To control where the sample content is installed:

1. Launch the UJAM App (or select Show from the UJAM icon in the menubar)
2. Click the settings icon in the upper right
3. Click the toggle to the right of "Choose Content Folder"
4. Navigate to the desired location and click "Open"
5. Install the plug-in(s)

Changing the Content Location After Installation

To move the sample content after it's installed:

1. Launch the UJAM App (or select Show from the UJAM icon in the menubar)
2. Click the ⋯ menu to the right of your plug-in
3. Select "Move Content"
4. Navigate to the desired location and click "Open"

See our [default locations article](#) for reference.

Controller Hardware

PERRCS requires MIDI note input for playing and recording musical performances, along with other controls for added real-time variation.

Using a MIDI controller (keyboard will be the easiest and most straightforward input method, and it's most fun as this way you control your instrument in real-time. In addition to triggering samples and loops, the Pitch Bend on your controller can gradually change balance between Low Drums and High Drums, and the Modulation Wheel can control dynamics to create crescendos and decrescendos.

Of course, you can also control PERRCS by using MIDI step sequencers or by entering MIDI notes manually into MIDI tracks.

For testing or getting to know PERRCS, you can also use the interactive keyboard in the middle of the PERRCS window. This works best with the Latch function enabled. *(Keep in mind that notes played on the Interactive Keyboard don't get recorded into your DAW.)*

Quick Reference

Area	Parameter	Explanation
Menu Bar	Preset	Click on the preset name at the center above the PERRCS logo to open a menu of categorized presets.
	Save	When editing a User Preset, click to Save your preset, replacing the previous version.
	Save As...	Click to save your preset under a different name and – optionally – assign a category.
	Volume	Adjusts the main output volume.
	Resize Icon	The user interface is resizable to fit on various screens. To resize, either click this “window” icon next to the notification bell in the top right corner or simply drag the bottom right corner of the user interface.
	Notification Bell	Will illuminate for notifications such as product updates.
	Info Icon	Opens the About Page displaying your licensing status and links to acknowledgements, website, as well as links to the user guide and product support.

Area	Parameter	Explanation
Low / High Drums Sections		PERRCS is made up of two independent low and high sections. Perform your parts live by crossfading between the two sections. Seamlessly blend between them, or add subtle variations by automating the Crossfade slider. The lower section usually contains ??, while the high section contains ??. This varies a bit from Style to Style. If you only want to hear the low drums, just turn the high layer off using the on/off toggle and vice versa.
	Character FX	Opens a menu of tonal effect types that alter the character of your Low or High sections. Click the effect name to open the menu or click the left/right arrows to step through the effects. Adjust the amount with the knob.
	Motion FX	Opens a menu of rhythmic effect types that add movement to your Low or High sections. Click the effect name to open the menu or click the left/right arrows to step through the effects. Adjust the amount with the knob.
	Focus EQ	The Focus EQ slider controls a morphing EQ that allows you to tweak the tonal balance of the sections before you send them into the Finisher module.
	Shape	Controls the envelope decay of the notes. You can sync this parameter in both Low/High sections by enabling the LINK button under the slider.

Area	Parameter	Explanation
Finisher	Highlighter	Turn left for a lowpass-like filtering effect, and turn right for a highpass-like filtering effect.
	Finisher	Select a Finisher effect mode from the menu and adjust the amount with the knob. Each mode is a unique multi-effect chain that offers you incredibly inspiring sound design tools via the control of a single parameter.
	Ambience	Select an Ambience preset from a selection of different reverb, delay, and combination effects and adjust the amount with the knob
	Crossfade	Move the slider to adjust the balance between the Low and High sections.

Player Controls	Latch	Allows playback to continue without holding down a key.
	Style	Choose from a collection of rhythmic phrases.
	Timing	Swing: Adjusts syncopation – often called Shuffle. Move to the right to syncopate off-beats. Speed: Lets you switch the player's relative tempo to half, normal or double time.
	Sync	Quantize the player to the grid of your DAW. In the default position ("Note"), it will play exactly when you play or send MIDI notes. In "Beat" position, it will wait for the next beat (quarter note).

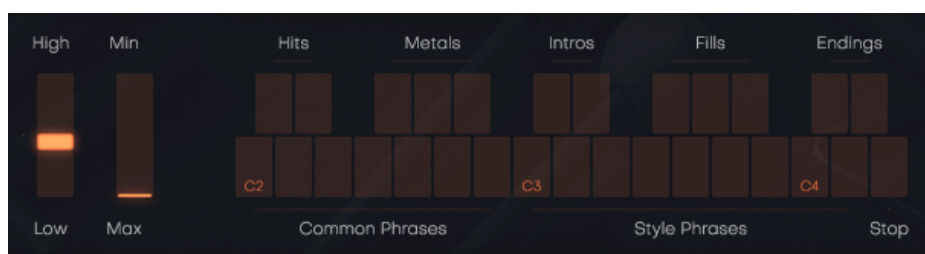
Area	Parameter	Explanation
On-Screen Keyboard	Notes or Ranges	Description
	C2 – B2 (white keys)	Common Phrases – basic patterns that get more intense as you move up the keyboard.
	C3 – D4 (white keys)	Style Phrases – typically more dynamic patterns that become more intense as you move up the keyboard.
	C#2, D#2	Hits: Single drum hits.
	F#2, G#2, A#2	Metals: Cymbals, Tambourines, etc.
	C#3, D#3	Intros: Short phrases used to start a track that play once then switch to Common or Style Phrases.
	F#3, G#3, A#3	Fills: Short phrases used as transitions that play once then switch to Common or Style Phrases.
	C#4, D#4	Endings: Short phrases used to end a track that play once, and with Latch enabled, stop playback.
	E4	With Latch mode enabled, this key stops the performance.
	Pitch Wheel (Low-High)	Doubles the Crossfader so that you can fade between the Low and High Drums sections. Using the Pitch Wheel to control this useful for live performances or recordings.
	Modwheel (Max-Min)	The Modwheel gradually dials in a Decrescendo effect. Turn it up for quieter passages.

Walkthrough

Before we look at things in more depth, let's first explore how to play PERRCS, as that may be enough to get you started.

Look at the bottom half of the plug-in window. It is dedicated to the performance – in other words: What the instrument plays.

Look at the interactive keyboard:



The basic principle is simple:

- When you press a key, PERRCS will start playing a phrase. When you release the key, playback will stop.

Note that C3 here is middle C (MIDI note number is 60). Some DAWs refer to this as C4, and might have a preference to select the octave.

If you're pressed for time or if you already know the basic concepts behind PERRCS, then this Walkthrough may be all you need for now, and you can come back later to look up deeper explanations as you need them.

We will take a quick tour across all controls of PERRCS. After this you will have a good basic understanding of the instrument and how to use it.

We assume you have PERRCS opened in your DAW. Ideally you have a MIDI controller connected, otherwise use the interactive keyboard.

Make a Sound and Learn About the Keys

- Start your DAW and open PERRCS, it will load a default Style, that's all you need for now. Activate the Latch button right above the Style menu. Now PERRCS will keep playing even if you don't hold a note.
- Now hit key C2 on your MIDI keyboard (or on the interactive keyboard) and PERRCS will start playing a phrase. Let it keep playing.
- The interactive keyboard plays phrases when you click the lower keys. It also doubles as a display for the MIDI notes PERRCS is receiving. The keyboard is divided and properly labeled with the functions of the corresponding note ranges.
- Move up the keys to go from Common Phrases to Style Phrases and other parts.

Try the Presets

- At the very top of the PERRCS window you can load presets. A preset is always a complete setting of PERRCS, i.e. it will change the performance Style as well as the effects.
- At this point, go through different presets to get an impression of the musical and sonic palette of PERRCS.

Tell Your Player What You Want

- Now try the upper keys of the interactive keyboard and notice how they behave differently. Intros play only once and then fall back to the previously active part – and so do Fills – while Endings finish off the song.
- To gradually tweak the performance, turn the Mod Wheel up and notice how the sound gradually goes softer.
- Move the Pitch wheel up to solo the High Drums, or down to solo the Low Drums. This is great for intermezzos and lead-ins.

- Now play a note in the correspondingly labeled Style Phrases range of the keyboard, C3 – D4. Go upwards and notice how the phrasing gets more intense. Try keys C#2 and D#2 to throw in Hits. You can replace all these phrases by loading different Styles. Let's do just that now.
- Load different styles by clicking a Style name or the arrows left to the interactive keyboard. You will notice that your player masters a vast range of playing techniques and musical genres.
- Now try keys in the C2 – B2 range, labeled Common Phrases. These will only change slightly, depending on the chosen Style you've loaded.
- Now stop your player by pressing or clicking the stop key (E4).

More Performance Tweaking Fun

- Have PERRCS keep playing. Open the Timing menu by clicking the icon on the right side of the interactive keyboard.
- The speed switch lets you set PERRCS to half time or double time – this comes in extremely handy when you like a particular style that plays half- or double-time relative to your existing arrangement.
- Click on Timing right next to the interactive keyboard and slowly turn up the Swing control. As you will notice, this will delay the off-beats until the phrasing resembles a ternary feel that is useful in various situations.

Find Your Percussion Sound

Let's look at the Low and High Drum settings of PERRCS. Here you set up the Low and High drums and you can shape the sound in almost any way you like.

- Make sure to activate Latch and keep playing while you tweak controls.

- First, mute the High Drums section or turn the Crossfader towards the Low section.
- Now, select a preset from the Character menu in the Low Drums section and play with the activated Character knob. Notice how it changes the character of the DRUMS sound. Try more presets.
- Now experiment with the Motion knob. Motion offers animated effect types such as Tremolos, Gates, Filter and more to add movement to your signal.
- Turn the Focus EQ knob to find out how you can go from boosting bass to low-mids to neutral to making the high mids silkier to boosting treble.
- Do you need a short & percussive or a wide & atmospheric drum sound? Use the Shape control to easily influence the sound waves.

Finish What You Started

The Finisher is a creative wonderbag that lets you mangle and twist the sound of PERRCS in a lot of ways – from subtle adjustments to total craziness. Let's try it:

- While PERRCS is playing, click through the Finisher presets by using the arrow buttons underneath the Mode bar, or by selecting presets from the dropdown menu that opens when you click the Preset name
- In every Preset you try, turn the Finisher knob up and down and listen for the alterations in the sound! A complete guide to Finisher Presets is included in the Reference section.

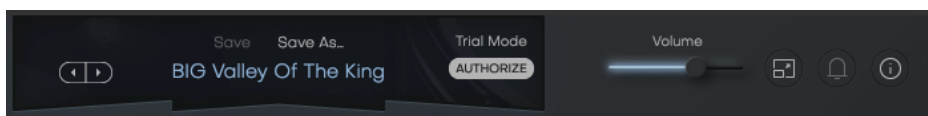
By now, you have a pretty good first impression of what PERRCS can do! Keep playing and experimenting. There's nothing to break. When you're done, just start laying down tracks or continue to the Reference Guide for more detailed information.

Reference Guide

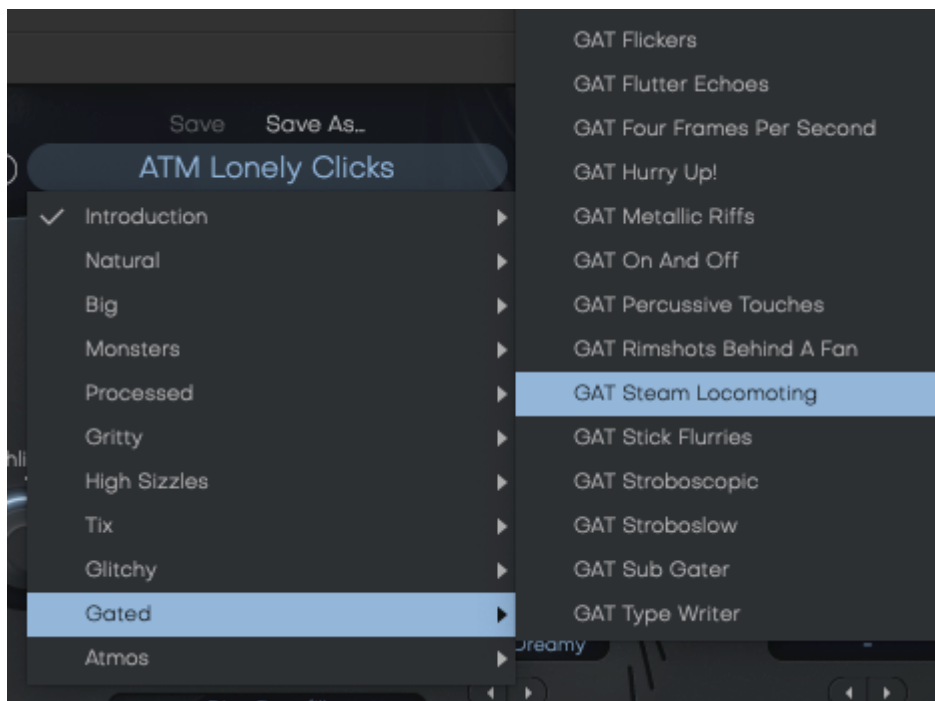
In the following part of this user guide, every feature of PERRCS will be explained in depth.

Menu Bar

The top bar of the interface lets you load and save presets. It also contains important management functions from checking your trial status to contacting support.



Loading Presets



A preset is a complete setting of the entire plug-in including *Style* selection and all control values. Here's how you can switch presets:

- Advance to the next preset by clicking one of the arrows left and right of the *PRESET* name.
- Click on the name of the current preset in the *PRESET* menu to open the *Preset Browser* (see image above).

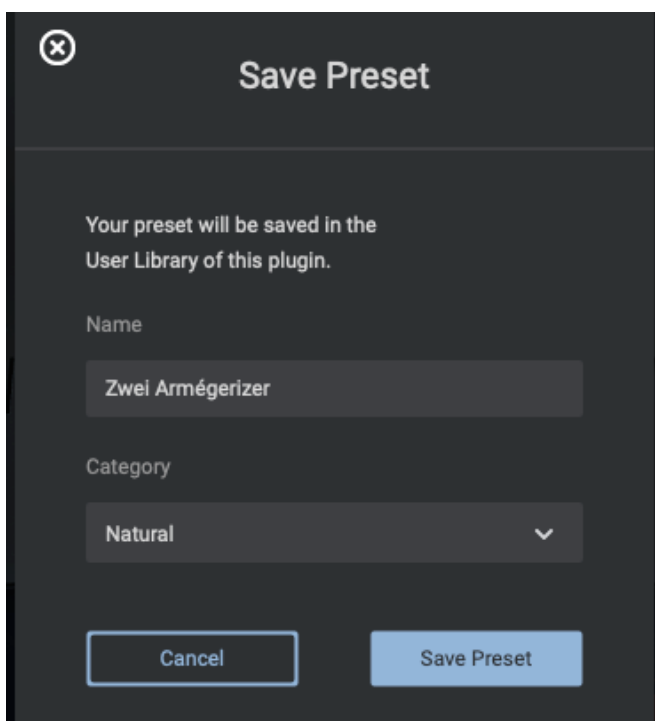
As you can see, the *Preset Browser* is a clean, organized list of presets, categorized by simple musical terms.

PERRCS ships with over 250 Factory Presets. Take your time exploring them, as this is the quickest way of getting an overview of what PERRCS can do!

If you have freshly installed PERRCS, there will only be Factory Presets. User Presets will appear after you have saved your own custom preset for the first time.

Save and Save as...

You can of course save your own presets. You can name them and assign a category too, if you please.

A dark-themed dialog box titled "Save Preset" with a close button (X) in the top-left corner. The text inside says "Your preset will be saved in the User Library of this plugin." Below this, there is a "Name" label followed by a text input field containing "Zwei Armégerizer". Underneath is a "Category" label followed by a dropdown menu showing "Natural" with a downward arrow. At the bottom, there are two buttons: "Cancel" and "Save Preset".

"Save as ..." Dialog

The difference between the Save and Save as... buttons:

- Save replaces the preset with the changes you just made.
- Save as... lets you assign a name and a category, it does not replace the current preset.
- *Factory Presets can only be saved using Save as..., they cannot be replaced.*

Managing Presets

You can move, rename, delete and organize your Presets directly in your operating system. You will find PERRCS Presets in these folders (replace “USERNAME” with your actual username):

macOS	Factory Presets	/Library/Application Support/UJAM/SE-PERRCS/Presets/GlobalPresets
	User Presets	/Users/USERNAME/Library/Application Support/UJAM/SE-PERRCS/Presets/GlobalPresets
Windows	Factory Presets	C:\ProgramData\UJAM\SE-PERRCS\Presets\Global Presets
	User Presets	C:\Users\USERNAME\AppData\Roaming\UJAM\SE-PERRCS\Presets\GlobalPresets

Note: You can also create custom subfolders within the Preset folder so that you can find your favorite presets more easily.

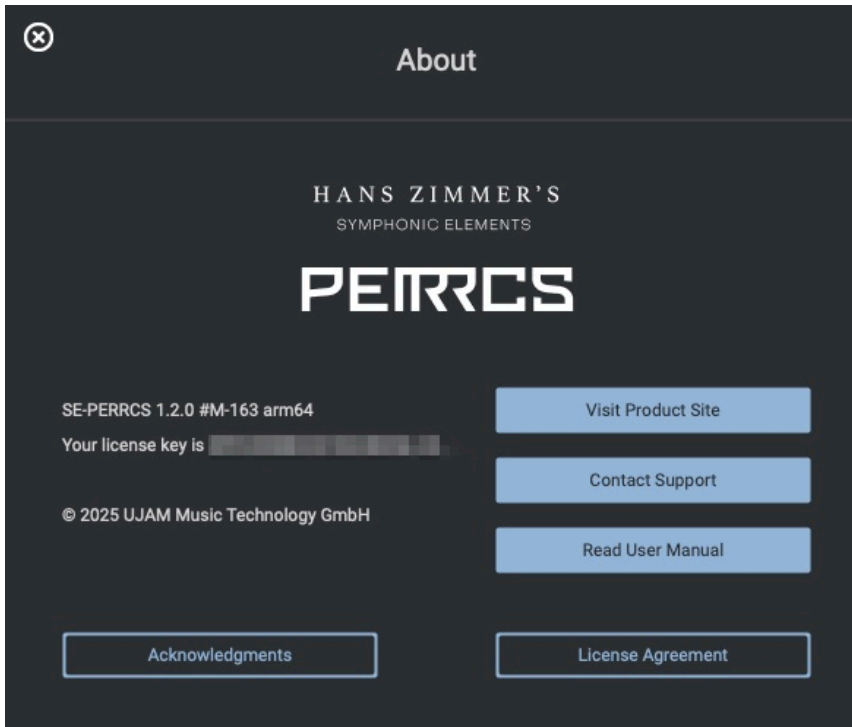
Notification Icon



PERRCS will automatically check for updates. If an update is available, the notification icon will be visible.

Clicking it will open a dialog that lets you choose whether you want to download the update now or later.

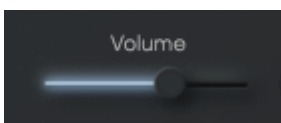
Info Icon – About Page



The About Page is the place for information about your version and licensing status of PERRCS. It is also a portal to other services:

- Acknowledgments – *lists the people that made it all happen.*
- Visit Product Site – *takes you to the product page on our website.*
- Contact Support – *in case you have questions or need help.*
- Read User Manual – *opens this document.*
- License Agreement – *legal terms for using the product.*

Volume Section



Volume Slider

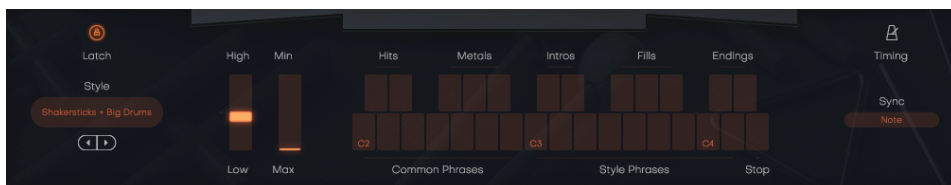
Although a Virtual Instrument such as PERRCS lives inside a DAW with multiple level faders, a correct output level setting is important. If nothing else, it makes sure that subsequent audio processors, particularly dynamics or distortion, work in their optimal range.

Therefore, the Volume slider at the top right lets you set and automate the output level between -inf and +12dB, and monitor the resulting level.

All components in PERRCS are adjusted so you won't exceed the level meters top range, but it's still ideal to watch it, particularly if you work a lot with automation.

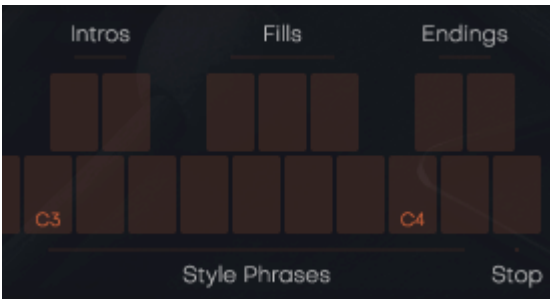
Interactive Keyboard

The keyboard is divided into two sections: Common Phrases and Style Phrases. All drums play pre-defined parts so every Style Preset is like a small composed music piece that interlocks low and high drum layers.



Interactive Keyboard

Phrases



Style Phrases

Keys in the C3-B3 range play phrases of the currently selected Style. There are 7 phrases plus 5 additions in each Style.

Stop Key

The highest key of the Style Phrase Range – E4 – is the Stop key. In Latch mode, pressing this key will stop playback.

References:

White keys: C, D, E, F, G, A, B	Phrases 1-7
Black keys: C#, D#, F#, G#, A#	Additions 1-5
Black key: C#, D#	Ending
White key: E4	Stop

Note: PERRCS lets you switch phrases in real-time without interrupting the performance. That's a great way to create dynamic and interesting phrasings of your own by quickly switching phrase keys.

Pitch Wheel and Mod Wheel

The two standard wheels on many MIDI controllers give you a lot of dynamic control over the performance of PERRCS.



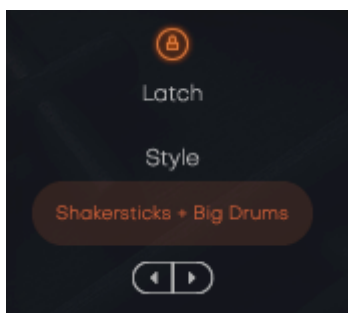
Pitch Wheel

The Pitchbend Controller or Pitch Wheel lets you crossfade between Low and High Drums in real time. Its range is limited by the Crossfader setting.

Modulation Wheel

The Modulation Controller or Modwheel creates a decrescendo effect. Use it to tone your percussion down in breakdowns or softer passages.

Latch



Latch

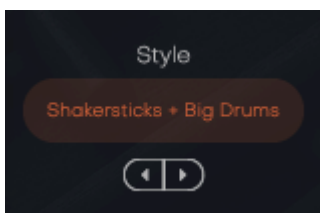
With *Latch* activated, PERRCS will keep playing a triggered phrase until you press the *Stop* key or deactivate *Latch*.

When *Latch* is off, PERRCS only plays as long as you hold a key. *Latch* is convenient when testing or setting up sounds, and is more practical if you build a track by manually entering notes into your MIDI track.

You can use an optional Sustain Pedal as a temporary Latch. Lifting the sustain pedal unlatches any notes that are no longer held, even if the Latch switch is still on.

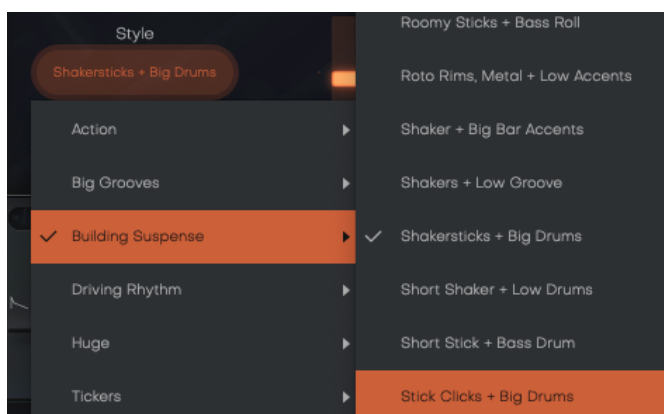
Style Selector

Here you choose a *Style* – the selection of phrases accessible via the Style Phrases range on the keyboard. Arguably the most important part of the user interface.



Style Selector

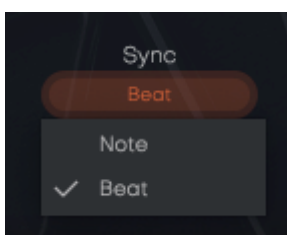
A Style in PERRCS is a collection of phrases that you “tell” your drum player to play. Styles are the “rhythmic vocabulary” of PERRCS. You can select styles by either clicking the arrows of the Style Selector to skip to the previous/next style, or by clicking the name of the current Style to bring up the full list.



Style List

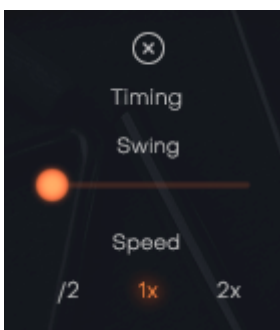
Sync

Symphonic Elements will always play in sync with your DAW, but it can react to your input in different ways that you can control:



- In “Note” mode, whenever you play a note on the MIDI keyboard, it will immediately trigger a phrase. This is more intuitive when trying out phrases, but will hardly make it possible for you to play in time with a song while the DAW is running.
- In “Beat” mode, after you hit a note, PERRCS will wait until the next beat (quarter-note). This way the performance is always perfectly in sync with your song, but it will take you a while getting used to playing notes slightly ahead of time.

Timing Parameters



Timing Menu

- On the right of the interactive keyboard above the the “Sync” selector, you will find the Timing (metronome icon).
- Click it to open a selection of timing parameters that you can use to adjust PERRCS performance in your song.

Swing

This function (often called “Shuffle”) delays the off-beats. PERRCS will automatically switch the *Swing* resolution to 8th or 16th note depending on the selected *Style*. *At maximum position, the off-beat will have the same timing as the last note of a triplet.* Use this control to match the timing to a shuffled or triplet-based song.

Speed

The *Speed* switch lets you halve (0.5x) or double (2x) PERRCS tempo relative to the song tempo.

Low and High Drums



Low Drums Section

PERRCS offers the entire percussion section as two distinct sub-sections – *Low* and *High Drums*.

You can mute either section or crossfade between them using the *Crossfade* slider.

Each section has its own controls for character, motion, EQ and envelope shape as well as activity meter.

Character FX



Character Effect Knob and Selector

The *Character* knob, available in both Low and High sections, offers almost 3 dozen effect types that let you change or subtly adjust the sound character of that section, using algorithms like EQ, compression, LoFi or Saturation/Distortion. The options are:

Low Boost	Megaphone	Sub Octave
Mid Boost	Tube	Inharmonic
Mid Cut	Fuzz	Transients
High Boost	Amp	Parallel
Lowpass	Saturate	Punch
Lowpass Reso	Fuzz Mix	Brickwall
Bandpass	Drive Mix	Boom
Highpass	Dist EQ Mix	Sizzle
Notch	Lo-Fi	Power
Comb	Bit Crush	Width
Radio	Filt Crush	Pan
Telephone	Filt Dist	

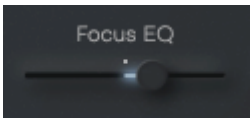
Motion FX



The Motion FX selector and knob allow you to add subtle or drastic rhythmic movement or modulation – separately for Low and High Drums sections. The effect algorithms used vary from Gaters, Auto-Filters to Chorus to Delay. The options are:

Tremolo	Filt Gate 1/12	Fbk Delay 1/2
Tremolo Saw	Filt Gate 1/16	Ping Pong 1/4D
Tremolo Ramp	Filt Gate 1/32	Fbk Delay 1/4D
Auto Pan	Pump 1/1	Ping Pong 1/4
Grains	Pump 1/2	Fbk Delay 1/4
Slicer 1/8	Pump 1/4	Ping Pong 1/8D
Slicer 1/16	Pump Filter	Fbk Delay 1/8D
Gate	1/4 Filter	Multi Tap 1/8D
Gate 1/4	1/8 Filter	Ping Pong 1/8
Gate 1/8	1/16 Filter	Fbk Delay 1/8
Gate 1/12	Env Filter	Multi Tap 1/8
Gate 1/16	Sweep Filter	Ping Pong 1/81
Gate 1/32	Flanger	Fbk Delay 1/8T
Filt Gate 1/4	Phaser	Ping Pong 1/16
Filt Gate 1/8	Phaser Fbk	

Focus EQ

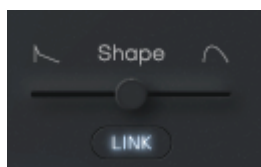


The Focus EQ slider controls a morphing EQ – an EQ with 4 distinct settings optimized for percussion sounds that you can morph between. Whether you need more beef in the low end or a silkier high end, the Focus EQ is where you can do this. It is also a great tool to sonically separate the Low and High sections from one another. Here’s a reference of EQ settings for the various slider positions:

Left	Bass Boost, subtle Treble attenuation
½ Left	Low-Mid Boost
Center	Neutral
½ Right	High-Mid attenuation (silkier sound)
Right	Treble Boost.

The Focus EQ is a three-band parametric EQ with EQ frequencies and Q-factors optimally set for PERRCS.

Shape



Shape slider

The Shape slider lets you slightly alter the timing of the played samples. With percussion instruments, it's very helpful to have a bit of control over the attack or sample start points, so that is exactly the feature we've given you here!

The center position is neutral. By moving the slider to the left, the attacks are shortened and the transients are emphasized. Further values will even 'eat into' the sample start point, meaning that you can start the playback a bit later in the sample for a more modern, processed feel (this also typically shortens the release of the sounds).

Sliding to the right will lengthen the attack times and make the hits much softer, more gradual, and graceful.

Click the LINK button underneath a Shape slider to link the Shape settings in both Low and High Drums sections.

The Finisher Section



Finisher section

The Finisher is a UJAM proprietary multi-effect concept that is available either in separate effects plug-ins – the Finisher series – or integrated into our Virtual Instruments.

In PERRCS, the Finisher is a creative tool designed to allow you all kinds of effects from simple modulations to crazy grain clouds or effects that render the original sound unrecognizable.

The Finisher comes with over 50 Modes specifically created for PERRCS. Every Mode sets up the 20 individual processors under the hood in a new way and macro-controls them via the Finisher knob.

Best of all: The Finisher is meant to be played live – either using the Finisher Knob or the Mod Wheel of your keyboard (or generally MIDI CC1) you can create amazing morphing sounds.

Finisher Settings



Finisher Knob and Menu

Select a Finisher mode

- Click either on the preset name to open the full list.
- Use the arrows to step through the list.

Finisher MODE preset selection can be automated, i.e. you can switch Finisher MODE presets during the track. Note that some algorithms won't switch glitch-free, in that case plan for a brief pause.

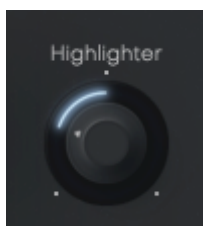
Finisher Modes

<i>category</i>	<i>name</i>	<i>description</i>
BEYOND	Dotted Backbeat	A filtered delay
	Filter Bros	Rhythmic stereo delay with filters
	Fragments	Pulsating attacks
	Iron Octave	Adds a compressed lower octave
	Dual Peak Sweep	A resonant filter
	Infinity	Crystals delayed and filtered
	Space Station	High pass filtered ambience
	Raindrops	16th note filtered repeats
	Snare Rims	High pass
	The Shining	High pass with a higher cutoff
	The Syncopator	Rhythmic delays
	Time Is Fleeting	Glitchy ring mod
	Warm Drive	Octaver with ambience
DIRT	Big Groover	Low passed quarter note groove
	Broken Capacitor	Crunchy octaver
	Crunch	Distortion
	Dirty Drumfill	Distorted beat slicer
	Drive the Sequence	Overdrive
	Filter Alterations	Repeating noise delays
	Low March	Compressed filter
	Munch Filter	Sweeping resonant filter
	Back To 1900	Bitrate reduction
	Das Boot	High pass plus harmonics
	Pitch Screamer	Sliced and flanged
	Retro Gamer	Rhythmic filtered glitches
	Roechel Man	Flanged and filtered
	Schizophrenic	A super-nasty midrange distortion
	Way Too Old	Low frequency distortion

GLITCH	Clappedy Go	Rhythmic high pass filter
	Congaesque	High pass
	Cymbalesque	High pass ambience
	Ever Rising	Pitched up delays
	Glitch Grooves	Noisy glitches
	Grain Flurries	Filtered 16th note repeats
	Pitchman	Flanged repeats
	Power Drums	Compressed with high pass delays
	Ring The Phone	High passed glitchy filters
	Swamp Creature	Glitchy noises and sweeps
MASTER	A Bit More	EQ + compression combination
	Bit Less More	EQ + compression + bass emphasis
	Dynamic Squeeze	Severe compression and EQ
	Fat and Dirty	Distorted compression
	Gym Compressor	Quick release compression
	Impact	Presence boost
	In Your Face	Hard limiting
	Just More	Psychoacoustic boost
	Lower Please	Filtering
	Hot Bath	Saturation with bass and treble boost
	NY Streets	Saturated limiter
	Pressure	Maximized
	Widener	Stereo-widening techniques
MOVE	Atmo Hits	Low pass with delays
	Big One	High pass except on the 1
	Double Timer	Fast glitches
	Fast Notes Cleaner	16th note delays
	Fluxx Cutter	Glitchy and reversed
	Ghostnote Army	Stereo delays
	Groovy Wave	Down sweeping filter
	High Tones	High pass filter
	HPF Motions	High pass modulated filters

	Percussive Bandpass	1/2 note delays filtered
	Random Pan Sequencer	Filtered stereo panning
	Reversinator	Reverses in short time slices
	Second Shadow	High passed 1/16 note delays
SHAPE	Chop Chop	Band passed 1/16 note delays
	Ducker Straight	Attack remover
	Ducker Complex	Attack remover with resonant sweep
	Gator Aid 4th	Chopped quarter notes
	Gator Aid 8th	Chopped eighth notes
	Gator Aid 16th	Chopped sixteenth notes
	Tremolo Shaper	Sixteenth note tremolo
	Percussionizer	Resonant high pass
	Strobe Light	Resonant sixteenth chop
	Synth Percussion	High pass with resonance

Highlighter



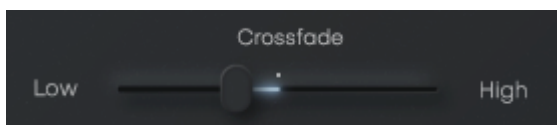
The Highlighter is a multimode 24dB synthesizer filter specifically optimized for creating those juicy risers and intros by slowly turning the filter across a bar or two. Turn the knob left for a low pass filter (gradually removing high-end frequencies), turn right for a resonant high pass (gradually removing low end frequencies). Apart from automating the filter, you can of course use it stationary as an extra sound-shaping parameter.

Ambience



The Ambience control in the Finisher Section of the UI lets you adjust the level of space added after the Finisher. You can select from dozens of different ambience types, most of which are based on reverbs and delays. The Ambience reverb presets are ordered by type, and provide a large range of natural and not-quite-so-natural characters.

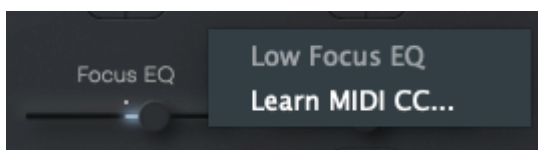
Crossfade



This slider provides an equal-power crossfade between Low and High Drums sections.

MIDI Learn

Using MIDI Learn, you can assign controls to hardware controls of MIDI keyboards or other controllers. To assign a control, you usually right-click or ctrl-click a control in PERRCS to open the MIDI Learn context menu of your DAW.



Automation

Almost all controls in PERRCS can be automated. In combination with the Phrase select keys this is actually a very powerful way of creating more dynamic performances. For example, automate *FINISHER* or *CHARACTER FX* with faders to create dynamic transitions, or switch-automate *AMBIENCE* or *MOTION* to drastically change the sound between song parts.

For instructions on how to activate parameters for automation, please refer to your DAW's user guide.

You and Us

PERRCS was built by musicians for musicians. We at UJAM are a pretty diverse bunch – from DJs to drummers to weekend producers. Most of us are like you, users of UJAM products.

This means that before we even start development, a lot of thought and discussion goes into the product. What will you, the user, expect from the product? What problems does it solve? Which controls can be optimized to make it simpler and more fun, and which hurdles can we move out of the way?

PERRCS is optimized for one clear, powerful purpose: To let you produce great-sounding tracks without distraction from the complex endeavor of producing a song.

Naturally, we're always open to new ideas and suggested improvements, and you are encouraged and welcome to share these with us:

- Visit our Facebook page: facebook.com/ujaminstruments
- Watch our Youtube channel: youtube.com/ujaminstruments
- Slide into our Instagram: instagram.com/ujaminstruments
- Check out our support resources: support.ujam.com

I Have Questions—Where Can I Send Them?

Please [submit a request](#) to our support staff. We're eager to help you and learn about your opinions and suggestions. Many improvements and products have been influenced by our users.



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