

Cache

real-time audio manipulator

for KORG NTS-3 kaoss pad

Designed and developed by **Sinevibes** ©2024-2025

INTRODUCTION

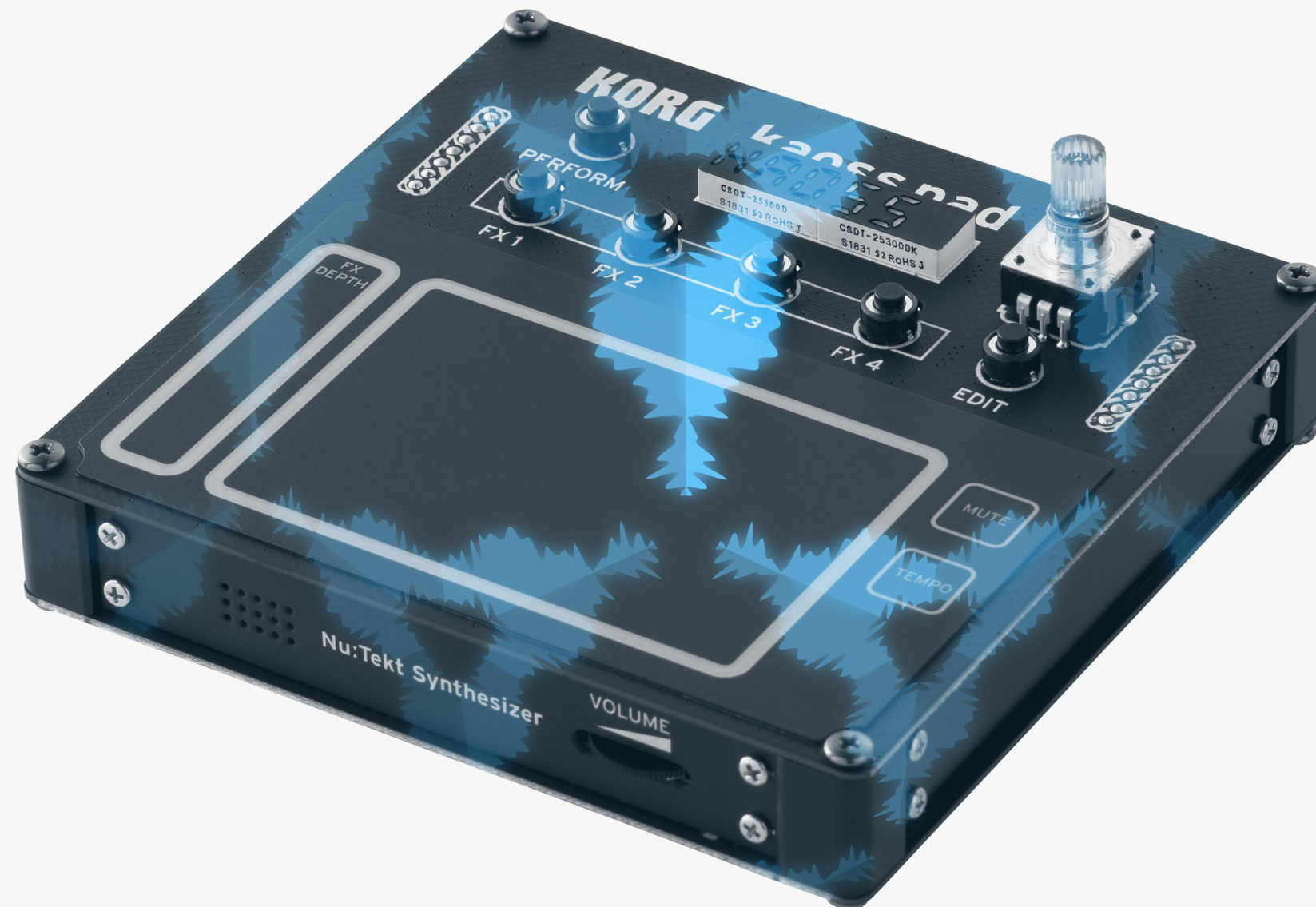
Cache is an effect plugin for real-time audio manipulation, designed specifically for KORG **NTS-3** kaoss pad. Its unique sound engine constantly records all incoming audio and processes it live through multiple included algorithms – such as repeat, robotize, time stretch, vinyl-style stop, rewind, scratch – and much more. The plugin allows you to set up a custom configuration of four such effects at the same time, and then trigger them via four zones on the XY pad. Thanks to its precise timeline control, fine-tuned envelopes, and completely smooth effect switching, **Cache** is a sophisticated, highly practical performance and sound design tool – which is also extremely fun and addictive to use.

SOUND ENGINE

- Up to four separate buffer-based effects with tempo sync, triggered via four zones on the XY pad
- Nine effect algorithms selectable per each XY pad zone: Loop, Repeat, Ping-Pong, Robotize, Stretch, Stop, Reverse, Rewind, Scratch
- Up to 4 seconds of 32-bit stereo recording
- High-quality spline interpolation and multiple fade envelopes for completely smooth operation
- Silent plugin initialization, seamless effect switching via four exponential gates

SUPPORTED DEVICES

- KORG **NTS-3** kaoss pad



Loop. Repeat. Ping-Pong. Robotize. Stretch.
Stop. Reverse. Rewind. Scratch.

BEFORE YOU START



Cache requires system version **1.4.0** or later installed on the NTS-3 kaoss pad and the plugin will not work with older firmware. Before you install any third-party plugins, it's best to make sure that you have the latest **system update** installed on your NTS-3, otherwise there can be major compatibility or stability issues with newer plugins due to feature discrepancies. And you should keep the **KORG KONTROL EDITOR** computer application updated as well.

Follow the links below to check and download the latest system update for your device:

- Software for KORG [NTS-3](#) kaoss pad

INSTALLATION

Step 1

Connect your NTS-3 to your computer via a USB cable and turn it on

Step 2

Launch the **KORG KONTROL EDITOR** application and make sure it receives all the content that is currently installed on the device

Step 3

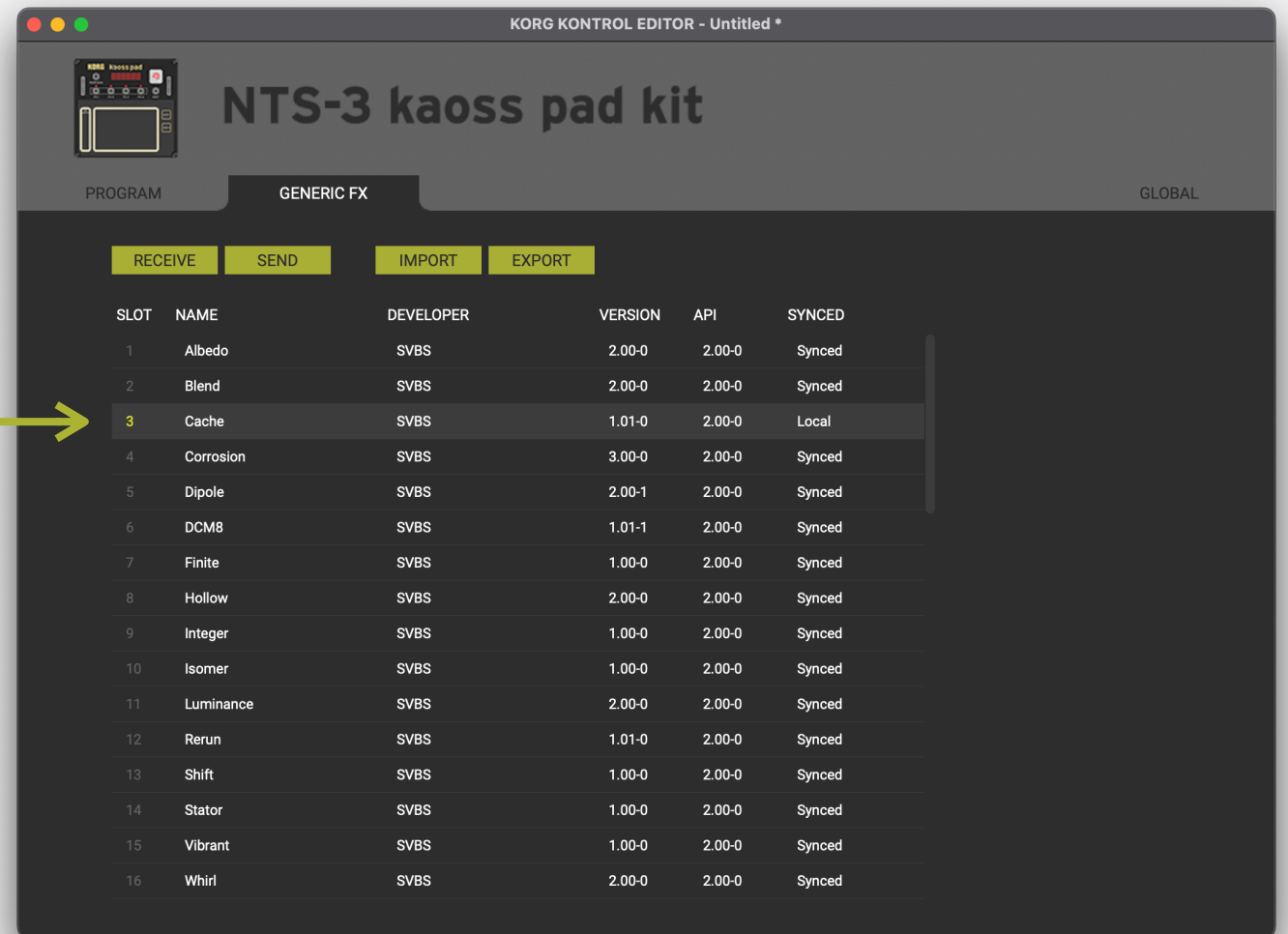
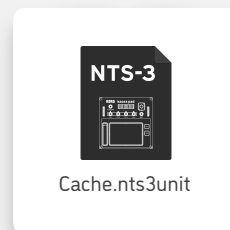
Switch to the **GENERIC FX** tab

Step 4

Drag and drop the *Cache.nts3unit* file into any available slot

Step 5

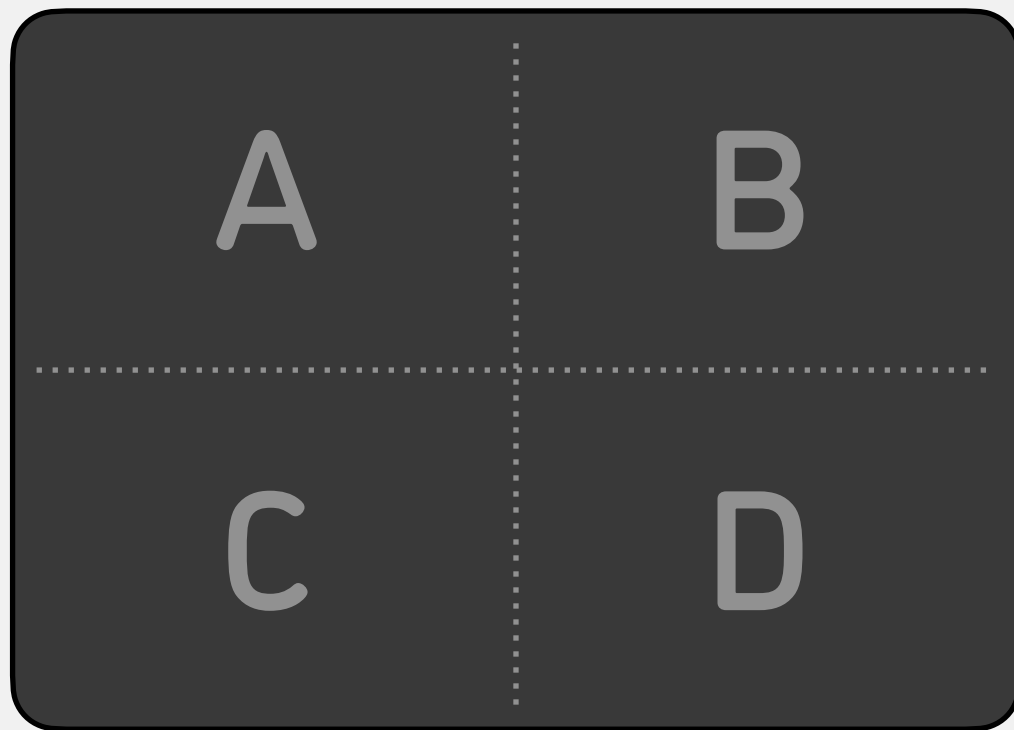
Click the **SEND** button to install the plugin onto your NTS-3



To get the latest versions of this plugin, visit the **Sinevibes** website and request your downloads:
www.sinevibes.com/updates

OPERATION

Cache defines four zones on the XY pad in order to select and trigger one of its four effects: A, B, C and D. This layout is organized as shown below:



Once a particular zone on the XY pad is pressed, the algorithm assigned to that zone is triggered and the plugin's output switches to that zone via a gate (so that this transition is quick yet smooth). The zone is active for as long as the pad is kept pressed, and changes to the touch position are ignored. Once the XY pad is depressed, the plugin switches back to the dry signal.

By default, **Cache** has these four effects configured on the XY pad: loop at 1/8 note (zone A), reverse at 1 bar (zone B), stretch at 4x (zone C), and stop at 750 ms (zone D).

To set up your own custom effects configuration, follow the instructions below:

1. Choose an unused program using the value dial.
2. Press FX1 or any other effect slot you wish to use.
3. Hold the EDIT button and press the FX button corresponding to the effect slot where the **Cache** plugin has been loaded in.
4. Rotate the value dial to select TYPE or SIZE parameter for zone A, B, C or D.
5. To set the value of the selected TYPE or SIZE parameter, click the value dial, rotate it to select VALUE on the display – then use either the XY pad or the FX DEPTH slider to make your selection. Press the value dial to get back to the parameter choice.
6. Repeat steps 4-5 for all parameters you want to set.
7. Press PERFORM to exit the edit mode.
8. You can then also press EDIT and use the SAVE PROGRAM option to save this setup into memory.

ALGORITHMS

Loop

Record a slice of audio and play it on repeat for as long as the XY pad is pressed. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar).

Repeat

Record a slice of audio and play it on repeat a set number of times, then restart automatically. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar); the number of repeats is set to 4 for regular timing and 3 for triplet timing.

Ping-Pong

Record a slice of audio, play it back once normally and once in reverse, then restart automatically. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar).

Robotize

Generate a random number (from 2 to 8) and use it to calculate a smaller section of the defined slice size. Record that section, play it on repeat this random number of times, then restart automatically. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar).

Stretch

Record one bar of audio and play it back in a loop using granular time stretching – thus extending the playback time. The size parameter sets the amount of time stretching (from 2x to 14x).

Stop

Record up to 4 seconds of audio and play it back while decreasing the playback speed – until it reaches zero (complete stop). The size parameter sets the time it takes for the playhead to come to a complete stop (from 100 to 3000 ms).

Reverse

Reverse a previously recorded slice of audio, and play it on repeat for as long as the XY pad is pressed. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar).

Rewind

Play a previously recorded slice of audio in a reverse loop, while controlling the playback speed to simulate a vinyl record rewind. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar). Playback speed goes from 8x to zero within 1 bar.

Scratch

Play a previously recorded slice of audio in a loop, while controlling the playback speed and direction (forwards/backwards) to simulate vinyl record scratching. The size parameter sets the duration of the slice as a tempo fraction (1/32 note to 1 bar).



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