MG9 AUDIO

GOTY NINJA

USER MANUAL · VERSION 0.8.2



FREE RHYTHMIC EFFECT · VST3 / AU · WINDOWS & MACOS

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1 Welcome

GOTY Ninja slices the sound that goes through it into lightning-fast passes that fly past the listener's head, from one ear to the other, like a ninja's blade strikes. Every pass lands on the grid of your project.

Put it on a vocal, a loop, a drum bus or the whole mix. Start it for a fill, a transition or a drop, or let it run for a whole section.

What makes it different

- **The whole sound is attacked.** In the default Slice mode, during an attack, the incoming sound is entirely cut into passes. Nothing is generated on top of it: what flies around the head is your own sound.
- **Outside attacks, nothing changes.** The output is the input, sample for sample, whatever the settings.
- **In time with your project.** Each pass peaks exactly on the host's grid, from quarter notes to 1/32, triplets included.
- **Speakers or headphones.** SPEAKERS uses mono-safe panning. PHONES uses a binaural head model: on headphones, the passes brush past your ears.
- **No latency**, a light CPU load, and an output kept under −1 dBFS during attacks.

GOTY Ninja is part of the GOTY family by MG9 Audio, and it is free.

2 Installation

Windows (VST3, 64-bit)

1. If Windows blocked the download: right-click the zip, choose **Properties**, tick **Unblock**, then **OK**. Unzip it (right-click, **Extract All**).
2. Copy the whole `GOTY Ninja.vst3` folder into `C:\Program Files\Common Files\VST3\`, or into any folder your host scans for VST3 plugins.
3. Restart your DAW and rescan the plugins if needed. GOTY Ninja is listed under **MG9 Audio**.

Standalone application. `GOTY Ninja.exe` runs without a DAW, on your audio interface. It is optional. Without a host transport, CONTINUOUS stays active.

macOS (Audio Unit and VST3)

1. Double-click `GOTY-Ninja-0.8.2-macOS.pkg`.
2. The installer is not signed by Apple, so macOS blocks it the first time. Click **Done** (never **Move to Trash**).
3. Open **System Settings › Privacy & Security**, scroll to **Security**, click **Open Anyway** next to the installer's name and confirm with your password.
4. Follow the installer. It places the Audio Unit and the VST3 in `/Library/Audio/Plug-Ins`. Then restart your DAW.

The archive's `README.txt` explains each step in detail.

Requirements

- **Windows:** Windows 10 or 11, 64-bit, and a 64-bit VST3 host (Ableton Live, FL Studio, Cubase, Reaper, Studio One…).
- **macOS:** Apple Silicon with macOS 11 or later, or Intel with macOS 10.13 or later, and an Audio Unit or VST3 host (Logic Pro, Ableton Live, Cubase, Reaper, FL Studio, Studio One…).

Uninstall

Delete `GOTY Ninja.vst3` (and `GOTY Ninja.component` on a Mac), then rescan in your DAW.

3 Quick start

1. Insert GOTY Ninja on a track, a bus or the master.
2. Press play. **CONTINUOUS** is on when the plugin opens: the sound is sliced into passes for as long as your DAW plays, and comes back untouched when it stops.
3. Choose the output: **PHONES** on headphones, **SPEAKERS** on speakers or for a mix that must stay mono-safe.
4. Pick an **ATTACK** and a **RATE**. Graze at 1/8T is the opening setting.
5. For occasional attacks, turn CONTINUOUS off. Then tap or hold the red **ATTACK** pad, send MIDI notes C3 to D#3, or switch **AUTO** to 4 BARS or 8 BARS.
6. Dose the effect with **MIX**. In Slice mode, lowering MIX lets the original sound come back between the passes.

> **Kick and bass.** LOW HOLD is off at opening, so the whole spectrum moves. Raise it (around 120 Hz) to keep the kick and the bass in place while the rest flies around.

4 The interface



GOTY Ninja at rest. During an attack, the logo LED and the pad light up, and the passes fly on the screen.

1 Presets: previous and next, the list, SAVE.

2 The logo LED, lit during an attack.

3 The screen: the head seen from above (FRONT at the top, L and R on each side) and the passes in flight. The status bar shows the sync and tempo, the attack and the rate, and ACTIVE during an attack. A knob you turn shows its name and value here.

4 The ATTACK pad: tap for one attack, hold to slice for as long as you press. Only the red circle responds to the mouse.

5 CONTINUOUS: the effect runs while the host plays, without holding the pad.

6 ATTACK: Blade, Shuriken, Whirlwind or Graze.

7 RATE: the step of the passes, 1/4 to 1/32.

8 BLEND: Slice, Duck or Layer.

9 OUTPUT: SPEAKERS or PHONES.

10 AUTO: an attack every 4 or 8 bars.

11 The MIDI notes that trigger each attack.

12 Nine knobs that shape the passes.

13 MIX, apart at the end of the row.

Each control has a help bubble: rest the mouse on it.

5 Playing the attacks

The pad

- **Tap:** one attack. With Shuriken, a tap fires a burst of HITS passes.
- **Hold:** the sound is sliced into passes, at the chosen RATE, for as long as the pad is held.
- The host parameter **Attack Hold** does the same as holding the pad: automate it to write attacks into your arrangement.

CONTINUOUS

On when the plugin opens. The effect runs for as long as the DAW plays. When playback stops or pauses, the sound comes back untouched, and the effect resumes with playback. In the standalone application, which has no transport, it stays active. CONTINUOUS can be automated and is saved with the session.

MIDI notes

Route MIDI to GOTY Ninja and play these notes. The velocity sets the intensity.

Note	Attack
C3 (60)	Blade
C#3 (61)	Shuriken
D3 (62)	Whirlwind
D#3 (63)	Graze
Any other note	The attack chosen on the faceplate

C3 means note 60, as in Cubase, Ableton Live, Logic Pro and FL Studio. Some hosts call it C4. MIDI is optional: the pad, CONTINUOUS and AUTO need none. In Logic Pro, GOTY Ninja is listed among the MIDI-controlled Effects, in the audio effect slots.

AUTO

4 BARS or 8 BARS fires an attack on the last beat of every 4- or 8-bar phrase, while the host plays.

The grid

Each pass peaks on the host's grid. When the host is stopped, an internal clock takes over at the host's tempo (120 BPM by default).

6 Controls

Keys

Key	What it does
BLADE	One pass from one side to the other, in front of the head.
SHURIKEN	A burst of passes alternating left and right (HITS).
WHIRLWIND	The passes circle the head, one turn in 8 hits.
GRAZE	Along one ear, from front to back, then along the other. Opening setting.
RATE	1/4, 1/8, 1/8T, 1/16, 1/16T or 1/32 (1/8T at opening).
SLICE	During the attack, the incoming sound is entirely sliced into passes. Opening setting.
DUCK	The sound drops by 9 dB under each pass.
LAYER	The sound keeps playing; the passes are added on top.
SPEAKERS	Simple panning: mono-safe, for speakers and mobile devices.
PHONES	Head model (binaural): the passes brush past your ears. Listen on headphones. Opening setting.
AUTO	OFF (opening setting), 4 BARS or 8 BARS.
CONTINUOUS	The effect runs while the host plays. On at opening.

Knobs

Knob	Range	Opening	What it does
LENGTH	20 to 100 %	80 %	Length of each pass, as a share of the RATE step (30 to 300 ms).
INTENSITY	−12 to +6 dB	+6 dB	Level of each pass at its peak. In Slice mode it is at least as loud as the sound it replaces.
SHARPNESS	0 to 100 %	40 %	From a soft, symmetrical pass (0 %) to a clean cut at the end (100 %).
DOPPLER	0 to 6 st	2.5 st	Pitch rise as the pass approaches, in semitones; it falls a little further after the peak.
COLOR	0 to 100 %	25 %	Tone of the air: bright at 0 %, dark at 100 %.
AIR	0 to 100 %	24 %	The air pushed by each pass: noise shaped by the tone of the sound. 0 %: no air.
DISTANCE	10 to 100 cm	30 cm	How close the passes come to the head (Whirlwind: × 1.7; Graze: half).
LOW HOLD	Off to 300 Hz	Off	Below this frequency nothing moves: kick and bass stay in place. Off: the whole spectrum is sliced.
HITS	2 to 8	3	Number of passes in a Shuriken burst when the pad is tapped rather than held.
MIX	0 to 100 %	100 %	Dry/wet: 0 % is the original sound, 100 % the full effect. Outside attacks the sound is never changed.

MIX acts last, after the safety that keeps the output under −1 dBFS. The crossfade is linear and smoothed over 20 ms: between 0 and 100 %, the output is never louder than the louder of the two.

7 Presets

The preset bar sits in the header.

- The **arrows** step through your presets.
- The **name** opens the list: Default settings, your presets, Save, Save as…, Delete, and Open the presets folder. A star after the name means the settings changed since the preset was loaded or saved.
- **SAVE** stores the current settings. On the default settings, it asks for a name.

Loading a preset never touches the pad or CONTINUOUS. Presets are `.gotypreset` files that you can copy to another computer:

- **Windows:** `%APPDATA%\MG9 Audio\GOTY Ninja\Presets`
- **macOS:** `~/Library/MG9 Audio/GOTY Ninja/Presets`

8 Tips

- **Strongest effect:** Slice. For a lighter touch, try Duck, or Layer with MIX around 50 %.
- **Keep the groove anchored:** LOW HOLD between 100 and 150 Hz on a full mix or a drum bus.
- **Headphones or speakers:** PHONES gives the strongest impression of movement on headphones. Check your mix on SPEAKERS if it will be played on speakers or phones.
- **Transitions:** CONTINUOUS off, then MIDI notes or the Attack Hold automation on the last beat before a drop. AUTO 4 BARS does it for you on every phrase.
- **Faster or slower:** 1/16 and 1/32 for rapid cuts, 1/4 and 1/8 for wide, slow sweeps. Lower LENGTH for shorter, drier passes.
- **Closer to the ear:** lower DISTANCE and raise AIR.

9 Specifications, license and support

Item	Value
Formats	Windows: VST3 (64-bit) and a standalone application. macOS: Audio Unit and VST3, Apple Silicon and Intel.
Channels	Stereo (a mono input is copied to both sides).
Latency	None.
CPU	About 0.5 % of one core at rest and 0.8 % during a held attack (48 kHz, 256-sample blocks).
Output safety	Under −1 dBFS during attacks.
Version	0.8.2

License

GOTY Ninja is free. You may use it in your productions, commercial ones included. Please do not sell it or share the installer elsewhere: link to MG9 Audio's page instead.

Support

Questions and feedback: **patreon.com/c/MG9Audio** and **mg9records.com/free-plugins**.

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