

A GUIDE TO: **BAD HABIT** VST3 & AU PLUGIN



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CandyFx

INTRODUCTION



Bad Habit is an experimental delay effect that constantly thinks of new division rates in real-time, creating spontaneous echoes, pitch, and glitch effects. The idea was to keep it unpredictable while remaining quantized, making it easier to use in a real-world setting - however, we also wanted to give it the ability to let loose and get weird.

We gave it thousands of different possibilities to choose from, and separated those possibilities into quantized and unquantized groups. Some of those possibilities add subtle pitch effects and time-stretching glitch effects, while others create reverb-like effects, and swelling echoes.

It turned into an amazing tool for composing, sound design and cinematic scoring.

INSTALLATION



WINDOWS:

- 1. Unzip
- 2. Drag

Drag the CandyFx folder into your preferred plugin folder,
or use the default Windows folder:

C:\Program Files\Common Files\VST3

Do not separate VST3 from TurboCandy.dll

- 3. Open DAW

Verify your DAW is looking in the right plugin folder.

- 4. Unlock

Enter your key (found in your email).

MAC:

- 1. Unzip
- 2. Drag

Drag the CandyFx folder into your preferred plugin folder(s), or use the
default Mac folders:

/Library/Audio/Plug-Ins/VST3

/Library/Audio/Plug-Ins/Components

- 3. Unlock

Open in your DAW & enter your key (found in your email).

KNOBS



“DELAY”

The Delay knob controls the feedback amount of the delay. The higher the value, the longer the delay repeats, swells, and glitches. The lower the value, the less it sticks around.

“GROUND”

You can think of the Ground knob as a wet/dry knob. The more you turn it up, the more audible the effect becomes.

“THINK”

The Think knob controls the rate of the quantized delay. The higher the value, the closer the echo's are to each other. Once the value reaches 95+, it begins to create pitch modulation effects. The beat division will always be random, but the think knob controls the amount of options the effect has to choose from.

“DRINK”

The Drink knob introduces more glitch, swelling, and sporadic beat division. The drink effect is not quantized, and will randomly choose a beat division out of hundreds of options. You can mix the “think” and “drink” effects to create unique tones, textures, effects and more.

RECORDING



Bad Habit is automation-ready, making it simple to sync with a MIDI controller for live performance, and effortless to fine-tune while composing or producing.

Because Bad Habit generates completely random results, we recommend always keeping a track armed to record directly from your master channel—this ensures you capture exactly what the effect creates.

Alternatively, you can freeze or bounce the track in your DAW to print the effect onto audio, or leave it unrendered to preserve its randomness.

CandyFx