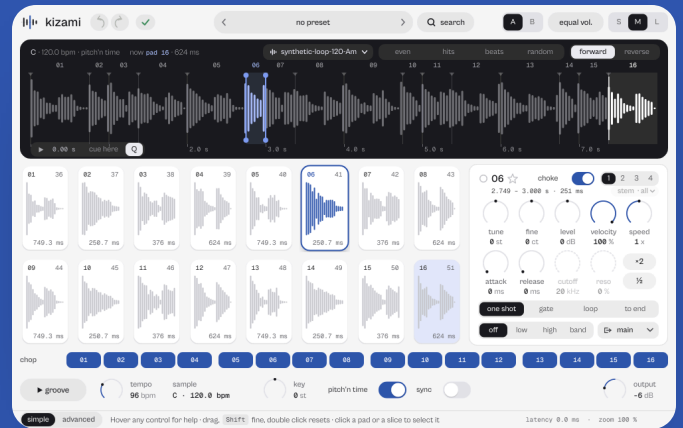


Instrument, slicing sampler · version 0.8.4

Slice a sample and play it from pads, keys or the sequencer.



What it does

kizami cuts a sample into 16 or 32 cues and plays them from pads, keys or its own sequencer, with detected key and tempo and pitch'n time without waiting. Drop in a loop or a whole song (WAV, AIFF, FLAC, Ogg, MP3, up to 10 minutes).

kizami cuts a sample, or a whole song, into 16 or 32 cues and plays them from pads, keyboard or the built-in sequencer. Key and tempo are detected, and pitch'n time works without waiting. Before 19 October 2026 it was called CUTLINE; sessions and presets made with the old name open as before.

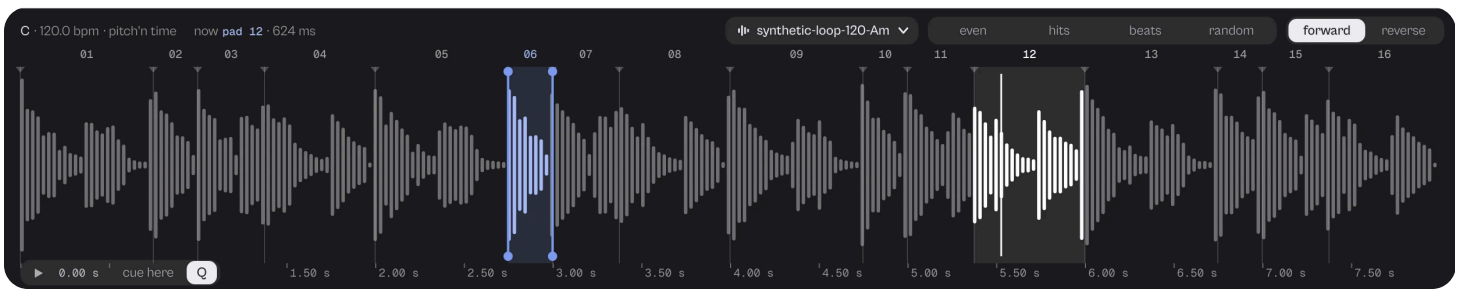
- Detects BPM and key. Cuts evenly, on transients or on beats.
- 16 or 32 cues, each with its own mode, envelope, filter and choke group.
- Drag a slice into the DAW as WAV, the pattern as MIDI.

Quick start

- 1 Drag a sample onto the window, or pick a factory loop from the sample chip on the display.
- 2 kizami detects tempo and key and proposes the cuts: change them with **even**, **hits**, **beats** or **random**, or choose a preset.
- 3 Play the pads (notes 36 to 51; 36 to 67 with 32 cues) or switch on **groove** for the 16-step sequencer.

The display

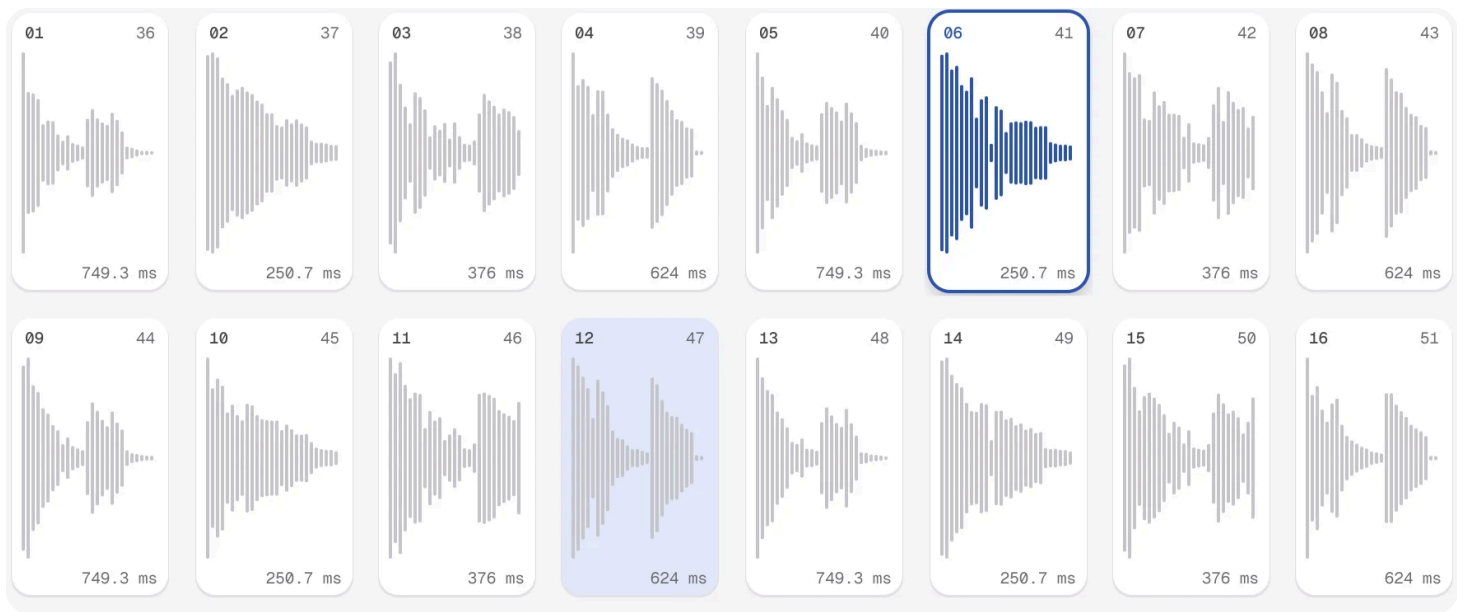
The waveform with the cuts: drag any line to move a cut (Alt detaches the two slices, Shift is fine, Esc cancels). The slice playing lights up on the waveform, on its pad and on the chop step, and the strip reads *now pad 10 · step 10 · 251 ms*. The wheel zooms around the pointer; Shift+wheel scrolls; double-click the ruler for the whole sample. Bottom left the source player: play the whole sample from the playhead, *cue here* starts the chosen cue at the playhead, **Q** snaps it to the nearest beat.



Cuts on the waveform. Detected key and tempo sit top left, with the pad that plays now. The slice that plays turns white; the selected one is cobalt, with a round handle on each edge: drag one and the neighbouring slice follows, Alt moves one edge only. The wheel zooms, and the player plays the source and sets a cue with cue here.



Four ways to cut. even, hits, beats and random; starred cues stay where they are. forward or reverse plays the slices either way. The sample chip beside them picks a factory loop, the library or your own file.



Pads you can read. Each pad shows its cue's waveform, length and MIDI note, plus the colour, star and name you give it, and stays lit while it plays. Click to play and select; drag a pad into the DAW to get the slice as WAV.

○ slice 06 ☆

choke



1

2

3

4

2.749 - 3.000 s · 251 ms

stem · all ▾



tune
0 st



fine
0 ct



level
0 dB



velocity
100 %



speed
1 x



attack
0 ms



release
0 ms



cutoff
20 kHz



reso
0 %

×2

½

one shot

gate

loop

to end

off

low

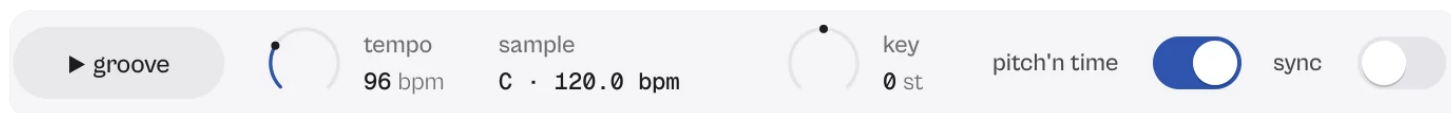
high

band

⇒ main



One cue, all of it. tune, fine, level, velocity, speed, attack, release and filter for the selected cue, with choke groups 1 to 4. Mode is one shot, gate, loop or to end; the output is main or one of 16 stereo outs.



Groove and play. groove plays the 16-step sequencer, and the chop row above lights the step that plays. Here: tempo, the sample's key and tempo, key up to ± 24 semitones, and pitch'n time, which changes pitch without changing length; sync follows the DAW.

Every picture on this page is a capture of the real interface, from the current build.

Controls

The names are the ones your DAW shows for automation, read from the plugin itself; ranges and defaults are the plugin's own. Every knob: drag (Shift for fine), wheel for small steps, double-click for the default, Enter or a click on the value to type it with units (`6k3` , `250ms` , `-3 dB`).

Main controls

Control	Range	Default	What it does
Pad 1-32 Tune $\times 32$	-24.00 st to 24.00 st	0.00 st	Semitones of the cue.
Pad 1-32 Fine tune $\times 32$	-100 ct to 100 ct	0 ct	Cents of the cue.
Pad 1-32 Gain $\times 32$	-24.00 dB to 24.00 dB	0.00 dB	Level of the cue.
Pad 1-32 Velocity $\times 32$	0 % to 100 %	100 %	How much note velocity changes the level (0 % = always full).
Pad 1-32 Attack $\times 32$	0.00 ms to 2000.00 ms	0.00 ms	Envelope attack; 200 ms at mid travel.
Pad 1-32 Release $\times 32$	0.00 ms to 2000.00 ms	0.00 ms	Envelope release.
Pad 1-32 Filter $\times 32$	Off · Low pass · High pass · Band pass	Off	Off, low-pass, high-pass or band-pass.
Pad 1-32 Cutoff $\times 32$	20 Hz to 20000 Hz	20000 Hz	Filter cutoff; 1 kHz at mid travel.
Pad 1-32 Resonance $\times 32$	0.00 % to 100.00 %	0.00 %	Filter resonance.
Pad 1-32 Play mode $\times 32$	One shot · Gate · Loop · To end	One shot	One shot, Gate (while held), Loop or To end.

Control	Range	Default	What it does
Pad 1-32 Reverse ×32	Off · On	Off	Plays the slice backwards.
Pad 1-32 Choke ×32	Off · On	On	Switches the choke group on.
Pad 1-32 Choke group ×32	1 · 2 · 3 · 4	1	A cue stops the others in its group (1 to 4).
Pad 1-32 Output ×32	Main · Out 1 · Out 2 · Out 3 · Out 4 · Out 5 · Out 6 · Out 7 · Out 8 · Out 9 · Out 10 · Out 11 · Out 12 · Out 13 · Out 14 · Out 15 · Out 16	Main	Main or one of 16 separate stereo outs.
Pad 1-32 Speed ×32	x0.25 to x4.00	x1.00	0.25x to 4x; with pitch'n time the pitch stays.
Pad 1-32 Stem ×32	All · Vocals · Drums · Bass · Other	All	All, Vocals, Drums, Bass or Other (stem separation is not installed in this version: the cue plays the whole sample).
Key	-24 st to 24 st	0 st	Moves everything by semitones.
Detune	-50 ct to 50 ct	0 ct	Fine tuning of everything.
Pitch mode	Varispeed · Pitch'n Time	Pitch'n Time	Varispeed or Pitch'n Time (pitch without changing length).
Sync to host tempo	Off · On	Off	Fits the sample to the project tempo.
Sample tempo	40.00 BPM to 240.00 BPM	96.00 BPM	Detected tempo of the sample; ×2, ½ and tap fix it.
Voice mode	Poly · Mono · Legato	Poly	Poly, Mono or Legato.
Glide	0 ms to 2000 ms	80 ms	Glide time in Mono and Legato.
Keys mode	Off · On	Off	Plays the selected cue chromatically from the root note.
Swing	0.00 % to 60.00 %	28.00 %	Sequencer swing.
Groove pattern	Forward · Pocket · Shuffle chops · Broken	Forward	Forward, Pocket, Shuffle chops or Broken.
Cues	16 · 32	16	16 or 32 cues.

Control	Range	Default	What it does
Output	-24.00 dB to 6.00 dB	-6.00 dB	Main level.

Every parameter (668)

Numbered parameters are grouped in one row (for example Band 1-8), with the number of copies.

Parameter	Range	Default
Output	-24.00 dB to 6.00 dB	-6.00 dB
Slice attack	0.20 ms to 30.00 ms	3.00 ms
Slice release	2.00 ms to 300.00 ms	12.00 ms
Internal tempo	40.00 BPM to 240.00 BPM	96.00 BPM
Swing	0.00 % to 60.00 %	28.00 %
Groove audition	Off · On	Off
Groove pattern	Forward · Pocket · Shuffle chops · Broken	Forward
Sync host transport	Off · On	On
Pad 1-32 Start ×32	0 to 1	varies
Pad 1-32 End ×32	0 to 1	varies
Pad 1-32 Tune ×32	-24.00 st to 24.00 st	0.00 st
Pad 1-32 Gain ×32	-24.00 dB to 24.00 dB	0.00 dB
Pad 1-32 Reverse ×32	Off · On	Off
Pad 1-32 Choke ×32	Off · On	On
Key shift	-12 st to 12 st	0 st
Pitch mode	Varispeed · Pitch'n Time	Pitch'n Time
Sync to host tempo	Off · On	Off
Sample tempo	40.00 BPM to 240.00 BPM	96.00 BPM
Voice mode	Poly · Mono · Legato	Poly
Glide	0 ms to 2000 ms	80 ms
Keys mode	Off · On	Off
Keys root note	24 to 96	60

Parameter	Range	Default
Pad 1-32 Play mode ×32	One shot · Gate · Loop · To end	One shot
Pad 1-32 Attack ×32	0.00 ms to 2000.00 ms	0.00 ms
Pad 1-32 Release ×32	0.00 ms to 2000.00 ms	0.00 ms
Pad 1-32 Filter ×32	Off · Low pass · High pass · Band pass	Off
Pad 1-32 Cutoff ×32	20 Hz to 20000 Hz	20000 Hz
Pad 1-32 Resonance ×32	0.00 % to 100.00 %	0.00 %
Chop step 1-16 ×16	0 to 16	varies
Pad 1-32 Fine tune ×32	-100 ct to 100 ct	0 ct
Pad 1-32 Velocity ×32	0 % to 100 %	100 %
Pad 1-32 Choke group ×32	1 · 2 · 3 · 4	1
Cues	16 · 32	16
Pad 1-32 Output ×32	Main · Out 1 · Out 2 · Out 3 · Out 4 · Out 5 · Out 6 · Out 7 · Out 8 · Out 9 · Out 10 · Out 11 · Out 12 · Out 13 · Out 14 · Out 15 · Out 16	Main
Chop step 1 cues 17-32 ... Chop step 16 cues 17-32 ×16	Off · On	Off
Output guard	0.4.3 (before Output) · After Output	After Output
Cue envelope	0.4.3 (cue time x2) · As set	As set
Glide curve	0.4.3 (exponential) · Linear	Linear
Pitch'n Time engine	0.4.3 · Transients	Transients
Glide in Mono	Off · On	Off
Release as decay	Off · On	Off
Detune	-50 ct to 50 ct	0 ct
Key	-24 st to 24 st	0 st
Pad 1-32 Speed ×32	x0.25 to x4.00	x1.00
Pad 1 Output 9-16 ... Pad 32 Output 9-16 ×32	- · Out 9 · Out 10 · Out 11 · Out 12 · Out 13 · Out 14 · Out 15 · Out 16	-
Pad 1-32 Stem ×32	All · Vocals · Drums · Bass · Other	All
Source play	Off · On	Off

Parameter	Range	Default
Source position	0 to 1	0
Bypass	Off · On	Off

Presets

48 presets in 9 categories. A preset never changes your sample: it decides how to cut it and play it.

Basics 1
Clean Chop 16

Soul & Vocals 6
Crate Chop 8, Soul Flip 16

Drums 6
Break Slicer 16, Jungle Chop 32

Keys 6
808 Glide, Chord Keys

Live 6
Stutter 16ths, Beat Juggle

Lo-fi 6
Dusty Low Pass, Half Speed

One-shots 5
Trimmed Kit 16, 16 Levels Tune

Trap & Drill 6
Trap Flip 140, Drill Slide 808

Textures 6
Loop Cloud 32, Slow Bloom

Click the preset capsule in the top bar to open the **preset sheet**: search (every word must appear in the name, category or description), categories with their counts, ★ **Favourites**, tags on every row, and **in B**, which loads a preset into the slot that is not playing so you can compare. A click loads a preset and leaves the sheet open; move, loads and closes, closes. The arrows < > beside the capsule step through the list; a dot says the sound was changed.

All 55 programs, as the DAW lists them

- Dust Circuit / 96

Night Garage / 132

Glass Break / 154

House / Copper Alley / 124 Dm

Garage / Bent Keys / 132 Fm

Halftime / Jaw Circuit / 140 Fm
- Ambient / Glass Canopy / 96 Cm

Basics / Clean Chop 16

Soul & Vocals / Crate Chop 8

Soul & Vocals / Soul Flip 16

Soul & Vocals / Chipmunk Soul

Soul & Vocals / Vocal Gate Chop

Soul & Vocals / Bar Flip 8

Soul & Vocals / Stab Hunter 32

Drums / Break Slicer 16

Drums / Swing Grid 16

Drums / Tight Kit

Drums / Ghost Notes

Drums / Slow Jam Break

Drums / Jungle Chop 32

Keys / 808 Glide

Keys / Bass Mono

Keys / Chord Keys

Keys / Pad Keys

Keys / Lead Glide

Keys / Vox Synth

Live / Stutter 16ths

Live / Roll 32

Live / Gate Perform

Live / Reverse Throws

Live / Scene Launcher

Live / Beat Juggle

Lo-fi / Dusty Low Pass

Lo-fi / Slowed Tape

Lo-fi / Half Speed

Lo-fi / Muffled Walls

Lo-fi / AM Radio

Lo-fi / Pitch Ladder 8

One-shots / Trimmed Kit 16

One-shots / 16 Levels Tune

One-shots / 16 Levels Filter

One-shots / 16 Levels Decay

One-shots / Multi-Out Kit

Trap & Drill / Trap Flip 140

Trap & Drill / Dark Octave

Trap & Drill / Drill Melody

Trap & Drill / Drill Slide 808

Trap & Drill / Vox Chop Trap

Trap & Drill / Reverse Riser

Textures / Loop Cloud 32

Textures / Frozen Moment

Textures / Reverse Drift

Textures / Shimmer Air

Textures / Slow Bloom

Textures / Sub Drone

A/B and undo

A and **B** hold two complete settings. **equal vol.** plays B at the loudness of A, so louder never fools you. **in B** in the preset sheet loads a preset straight into the other slot. Undo and redo (the curved arrows, **Ctrl** + **Z** and **Ctrl** + **Shift** + **Z**) are kept separately for A and B; switching slot is not a step.

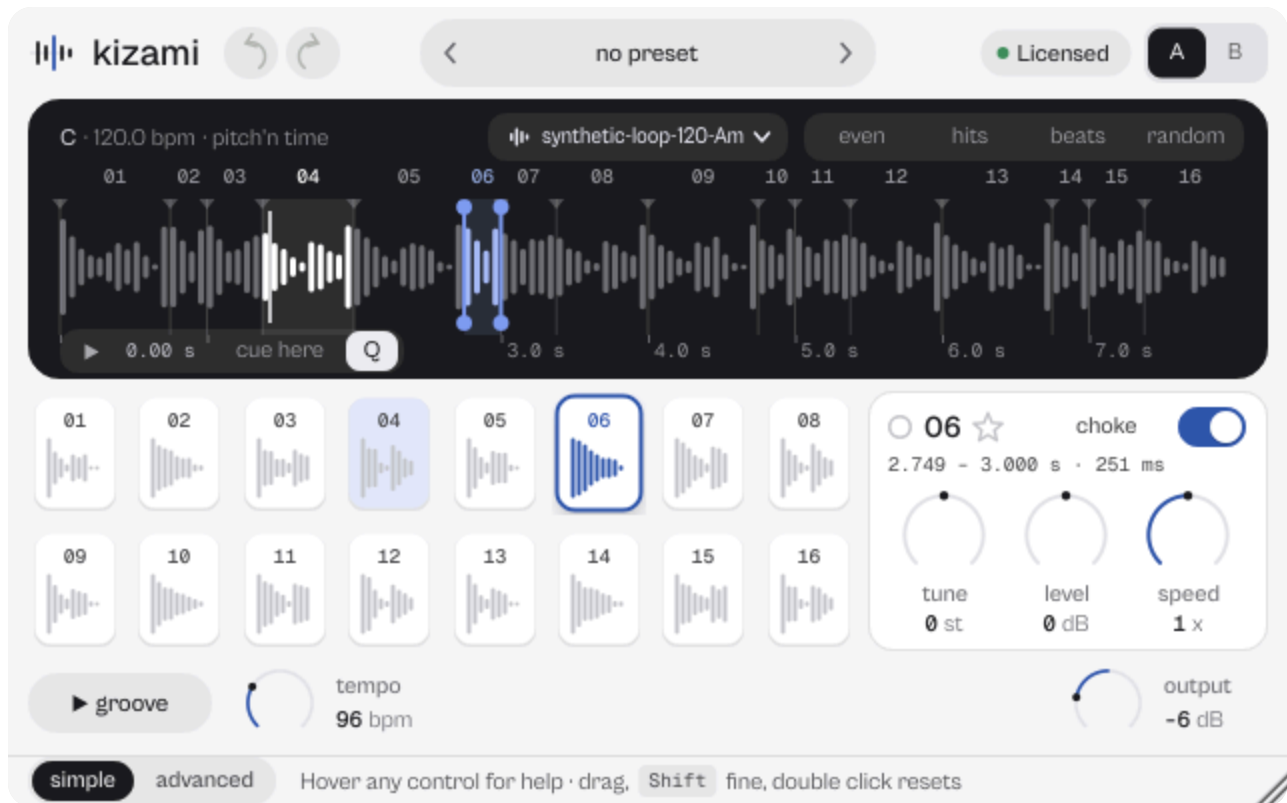
Listen modes

kizami has no delta mode. The **source player** on the display plays the whole sample as it is (without the plugin's key or tempo), to find a spot before you set a cue.

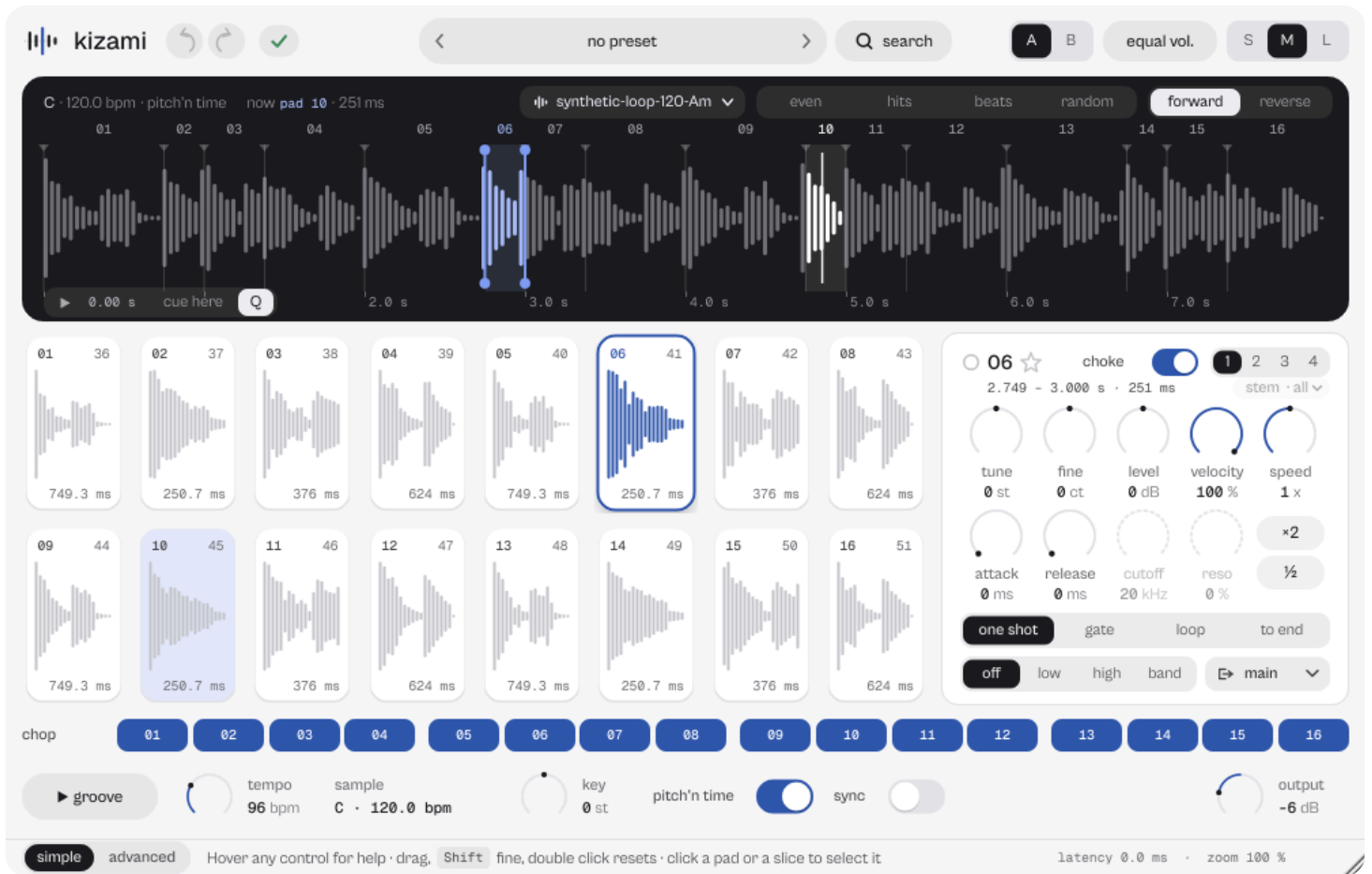
Simple, advanced and sizes

simple shows pads, the pad panel, the chop sequence, groove, tempo, key, pitch'n time, sync and output. **advanced** opens a drawer over the pads (the display stays visible) with *groove* (swing, patterns, sync transport, export MIDI and slices), *voice* (poly/mono/legato, keys mode, glide, root, detune), *sample* (tempo $\times 2$, $\frac{1}{2}$, tap, 16/32 cues, import, engine) and, at S, *pad*.

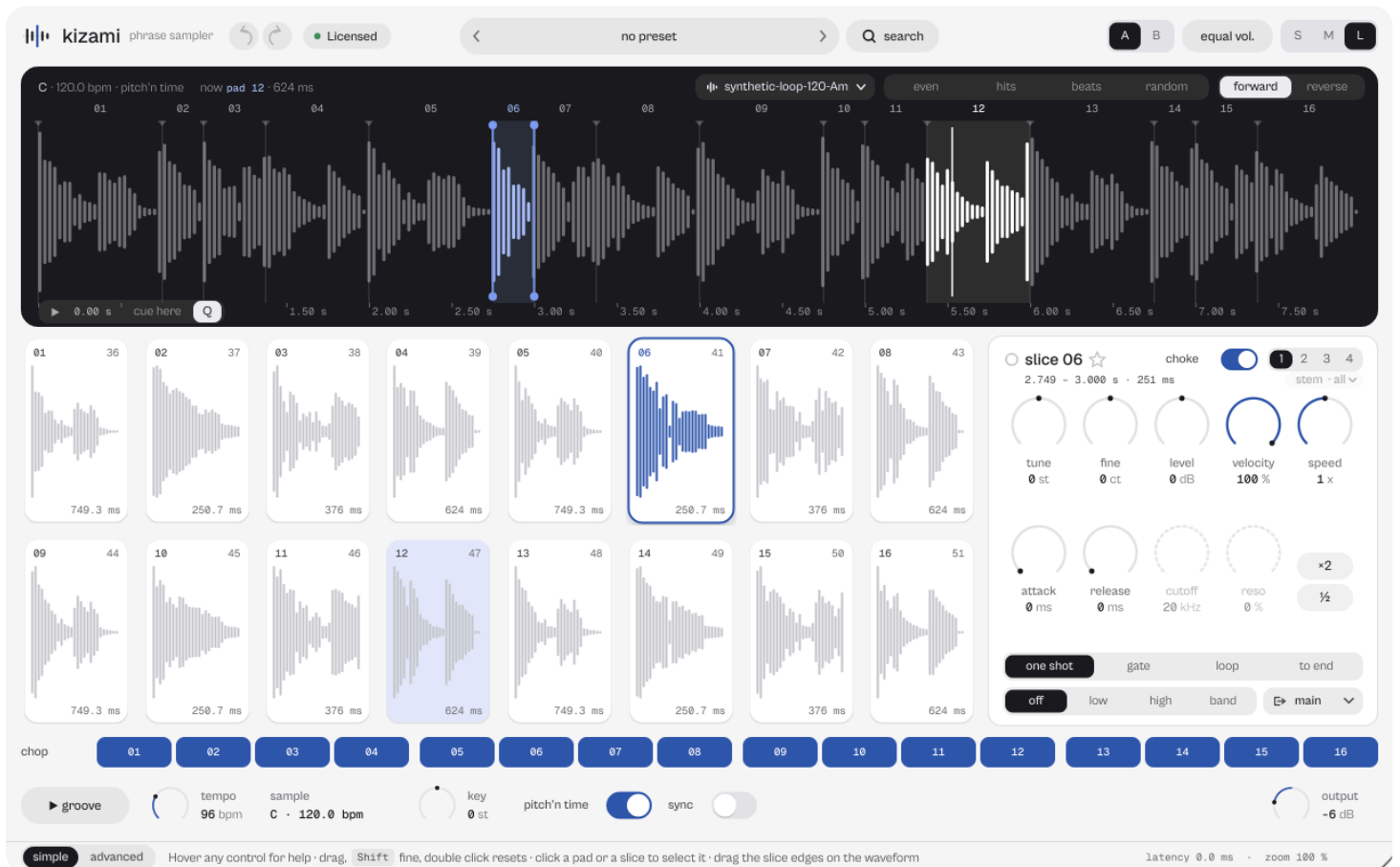
Pick a size with **S**, **M** and **L** in the top bar, or drag the window corner. A click on the status line zooms the contents from 75 to 200 %. The **help strip** in the footer describes the control under the pointer.



Essential (S), 640 × 400



Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

Long files

Up to 10 minutes at 48 kHz, held in memory (about 230 MB for 10 minutes stereo). Up to 60 s the sample is saved inside the project; longer files are linked by path and SHA-256 and must stay where they are. If one is missing, *find file...* relinks it.

Separate outputs and export

Each cue can go to one of 16 stereo outs (enable them in the DAW). Drag a pad out of the window to get that slice as a WAV; drag the MIDI chip to a track to get the sequence as a clip.

Tips by genre

Boom bap and soul

Crate Chop 8, Soul Flip 16: cut on beats, then Keys mode for a melody.

Drum breaks

Break Slicer 16, Jungle Chop 32, swing from the groove tab.

Trap and drill

Trap Flip 140, Drill Slide 808: synced to the host, 808 glide in Mono.

MPC style

16 Levels Tune, 16 Levels Filter: one hit across sixteen pads.

Textures

Loop Cloud 32, Frozen Moment: loop mode and long releases.

CPU and latency

Latency

0 samples.

Quality

Engine 0.5 for new instances; sessions saved with 0.4.3 keep that engine. Pitch'n time versions are prepared in the background, up to 512 MB.

CPU

About 1.1 % of one core playing the test loop.

MIDI

Notes 36 to 51 play the cues (36 to 67 with 32 cues). MIDI learn from the status line.

CPU: one stereo instance at 48 kHz, 512-sample blocks, on a test signal, as a percent of one core of a recent desktop CPU. Indicative only: your system will differ.

Version and changes

This manual describes **kizami 0.8.4**. Updates never change how a saved session sounds: when the sound changes, it arrives as a new option or only in new instances.

Latest builds

0.8.4 2026-10-24 ["Its own product now: its licence, the Beat Kit's (KIZAMI, KITTO, TATAKIT, FUZZO, ASCENT) or ZOKKU All's unlocks it; old beta trials keep working. Sound and saved sessions unchanged."]

0.8.3 2026-10-24 ['Activate online and Activate offline in the licence sheet activate ZOKKU All; a saved session stays byte for byte the same after it is reopened.']

0.8.2 2026-10-24 ['A ZOKKU All licence unlocks it too; the free trial is the ZOKKU All one: 7 days, one trial for all eleven.']

Before

0.8 Revisited interface: the playing slice lights up on waveform, pad and step; preset capsule in the top bar.

0.7 New name, kizami (before: CUTLINE).

Common to every plugin: windows, presets, keyboard and typed values.

