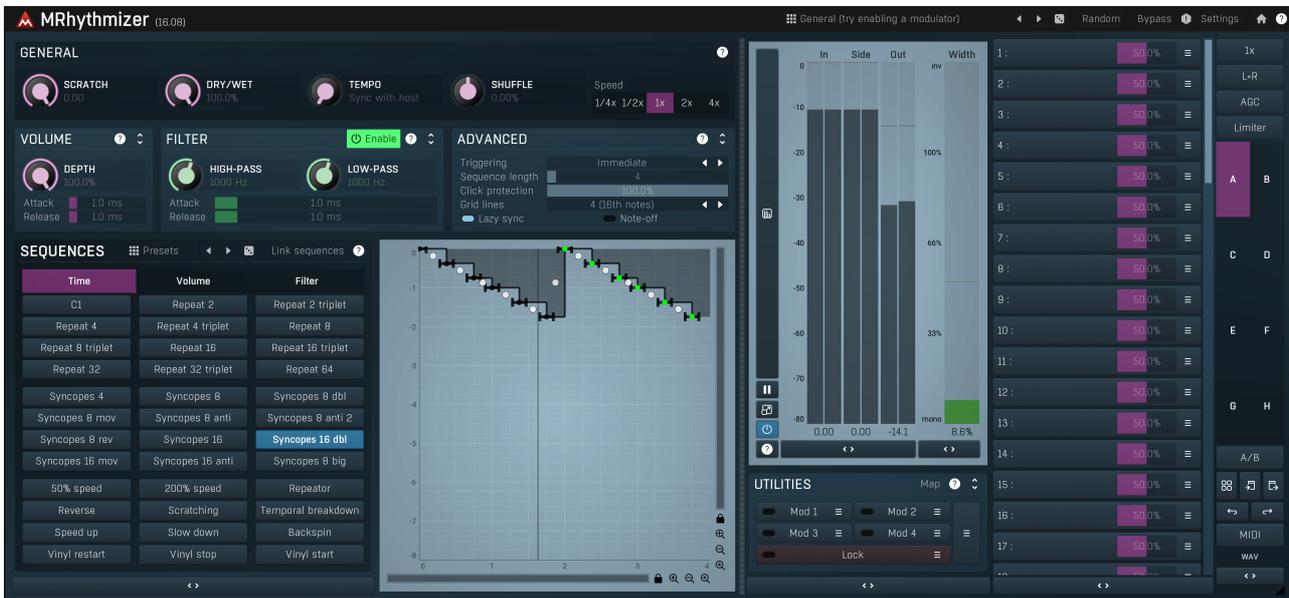


MRhythmizer



General (try enabling a modulator)

Presets

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, selecting via the buttons or by using your keyboard. You can also manage the directory structure, store new presets, replace existing ones etc. Presets are global, so a preset saved from one project, can easily be used in another. The arrow buttons next to the preset button can be used to switch between presets easily.

Holding **Ctrl** while pressing the button loads a random preset. There must be some presets for this feature to work of course.

Presets can be backed up by 3 different methods:

- A) Using "Backup" and "Restore" buttons in each preset window, which produces a single archive of all presets on the computer.
- B) Using "Export/Import" buttons, which export a single folder of presets for one plugin.
- C) By saving the actual preset files, which are found in the following directories (not recommended):

Windows: C:\Users\{username}\AppData\Roaming\MeldaProduction

Mac OS X: /Library/Application support/MeldaProduction

Files are named based on the name of the plugin like this: "{pluginname}.presets", so for example MAutopan.presets or MDynamics.presets. If the directory cannot be found on your computer for some reason, you can just search for the particular file.

Please note that prior to version 16 a different format was used and the naming was "{pluginname}.presets.xml". *The plugin also supports an online preset exchange. If the computer is connected to the internet, the plugin connects to our server once a week, submits your presets and downloads new ones if available. This feature is manually maintained in order to remove generally unusable presets, so it may take some time before any submitted presets become available. This feature relies on each user so we strongly advise that any submitted presets be named and organised in the same way as the factory presets, otherwise they will be removed.*



Left arrow

Left arrow button loads the previous preset.



Right arrow

Right arrow button loads the next preset.



Randomize

Randomize button loads a random preset.

Random

Randomize

Randomize button (with the text 'Random') generates random settings. Generally, randomization in plug-ins works by selecting random values for all parameters, but rarely achieves satisfactory results, as the more parameters that change the more likely one will cause an unwanted effect. Our plugins employ a smart randomization engine that learns which settings are suitable for randomization (using the

existing presets) and so is much more likely to create successful changes.

In addition, there are some mouse modifiers that assist this process. The smart randomization engine is used by default if no modifier keys are held.

Holding **Ctrl** while clicking the button constrains the randomization engine so that parameters are only modified slightly rather than completely randomized. This is suitable to create small variations of existing interesting settings.

Holding **Alt** while clicking the button will force the engine to use full randomization, which sets random values for all reasonable automatable parameters. This can often result in "extreme" settings. Please note that some parameters cannot be randomized this way.



Panic

Panic button resets the plugin state. You can use it to force the plugin to report latency to the host again and to avoid any audio problems. For example, some plugins, having a look-ahead feature, report the size of the look-ahead delay as latency, but it is inconvenient to do that every time the look-ahead changes as it usually causes the playback to stop. After you tweak the latency to the correct value, just click this button to sync the track in time with the others, minimizing phasing artifacts caused by the look-ahead delay mixing with undelayed audio signals in your host. It may also be necessary to restart playback in your host.

Another example is if some malfunctioning plugin generates extremely high values for the input of this plugin. A potential filter may start generating very high values as well and as a result the playback will stop. You can just click this button to reset the plugin and the playback will start again.



Settings

Settings button shows a menu with additional settings of the plugin. Here is a brief description of the separate items.

Licence manager lets you activate/deactivate the plugins and manage subscriptions. While you can simply drag & drop a licence file onto the plugin, in some cases there may be a faster way. For instance, you can enter your user account name and password and the plugin will do all the activating for you.

There are 4 groups of settings, each section has its own detailed help information: **GUI & Style** enables you to pick the GUI style for the plug-in and the main colours used for the background, the title bars of the windows and panels, the text and graphs area and the highlighting (used for enabled buttons, sliders, knobs etc).

Advanced settings configures several processing options for the plug-in.

Global system settings contains some settings for all MeldaProduction plugins. Once you change any of them, restart your DAW if needed, and it will affect all MeldaProduction plugins.

Dry/Wet affects determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

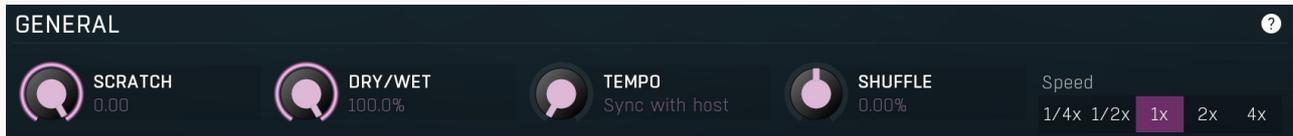
Smart interpolation adjusts the interpolation algorithm used when changing parameter values; the higher the setting the higher the audio quality and the lower the chance of zippering noise, but more CPU will be used.



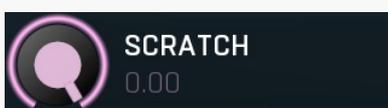
WWW

WWW button shows a menu with additional information about the plugin. You can check for updates, get easy access to support, MeldaProduction web page, video tutorials, Facebook/Twitter/YouTube channels and more.

General panel



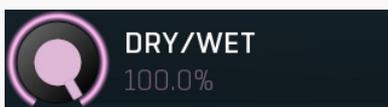
General panel contains the most basic settings.



Scratch

Scratch manually controls the time offset, so it basically lets you move in the time without editing the time sequence.

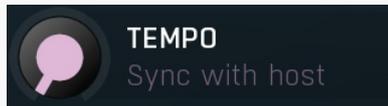
Range: -8.00 to 0.00, default 0.00



Dry/Wet

Dry/Wet defines how powerful the effect is, thus this is the ratio between dry and wet signals.

Range: 0.00% to 100.0%, default 100.0%



Tempo

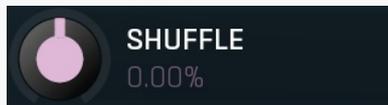
Tempo controls tempo if you want the plugin not to be in sync with the host. There are 2 special values.

Minimal value (to the left) makes the plugin in sync with the host,

Maximal value (to the right) makes the plugin go into tempo-sync mode, in which you can trigger the sequences at any moment, but the tempo is always equal to your host's tempo.

Any other makes the plugin run at its own tempo. When out of sync and in immediate triggering mode whenever you trigger a sequence, it is triggered immediately and the position is rewound to the beginning, which is desirable, since the plugin is out of sync anyway.

Range: Sync with host to Tempo sync, default Sync with host



Shuffle

Shuffle modifies the timing from straight notes to triplets (100%) and to dotted notes (200%). The shuffle control can even have negative values in which case you might say the timing becomes inversed (-100% would be 'half-triplets'). This feature is designed for creative processing.

Range: -200.0% to 200.0%, default 0.00%



Speed

Speed lets you change the playback speed while still being in sync with the host according to the **Tempo** parameter.

Volume panel



Volume panel controls volume processing. There is a specific set of sequences for volume as well as for time and filter. Controls in this panel define how the volume sequences are used.



Depth

Depth defines how much the volume sequence actually affect the volume.

Range: 0.00% to 100.0%, default 100.0%



Attack

Attack defines how quickly the volume can rise. A zero value usually causes too quick a transition, which may result in a click or other artifacts even with maximum click protection.

Range: 0 ms to 100 ms, default 1.0 ms

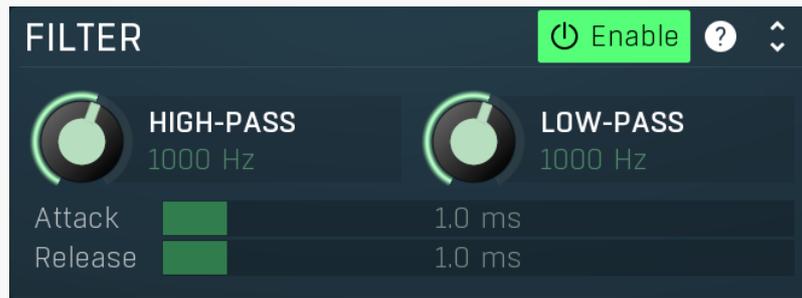


Release

Release defines how quickly the volume can decrease. A zero value usually causes too quick a transition, which may result in a click or other artifacts even with maximum click protection.

Range: 0 ms to 100 ms, default 1.0 ms

Filter panel

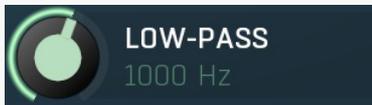


Filter panel controls filter processing. There is a specific set of sequences for filtering as well as for time and volume. Filter sequences control the cut-off frequencies of a variable band-pass filter and here you can set its properties. This processing takes significant amount of CPU, causes phase shift and change of spectrum even in 100% state, therefore it is disabled by default.



High-pass

High-pass defines the maximal cut-off frequency of the highpass filter, which is used in the 0% state.
Range: 20.00 Hz to 20.0 kHz, default 1000 Hz



Low-pass

Low-pass defines the minimal cut-off frequency of the lowpass filter which is used in the 0% state.
Range: 20.00 Hz to 20.0 kHz, default 1000 Hz



Attack

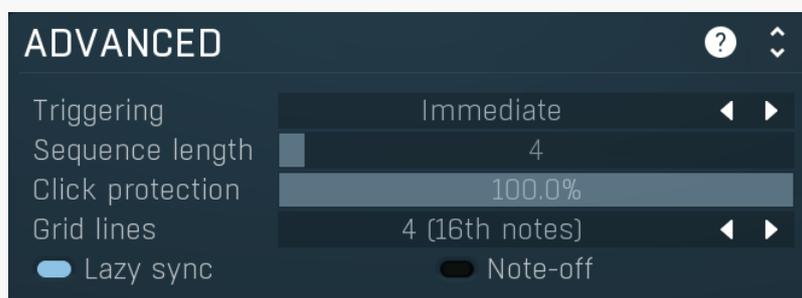
Attack defines how quickly the cut-off frequency can reach the maximum.
Range: 0 ms to 100 ms, default 1.0 ms



Release

Release defines how quickly the cut-off frequency can reach the minimum.
Range: 0 ms to 100 ms, default 1.0 ms

Advanced panel



Advanced panel contains advanced settings controlling synchronization and editing.



Trigging

Trigging controls the mode you can switch between sequences, whether you use MIDI or just click the sequence mode. **Immediate** mode makes the sequence change immediately. **Immediate single shot** does the same thing, but after the sequence ends, it switches back to the first of the 36 sequences. **Next bar** performs the switch after the bar ends. **Next bar single shot** does the same thing, and, as above, after the sequence ends, it switches back to the first sequence.



Sequence length

Sequence length defines the length of each sequence, in quarter-notes. The sequences are then shortened automatically according to current time signature (obtained from the host). Please note that, to make the plugin synchronize logically, the sequence must be at least as long as the current time signature

For example, if you set the sequence length to 10, all sequences will contain 10 quarters. If your song has a 4/4 signature, the plugin uses only 8 quarters of each sequence, resynchronizing after each 2 bars. If your song has a 5/4 signature, the plugin uses all 10 quarters, again resynchronizing after 2 bars. And for a 3/4 signature? 6 quarters are used? No - it's 9, resynchronizing after 3 bars.

Range: 1 to 64, default 4

Click protection 100.0% **Click protection**

Click protection smoothes out the output so that it can diminish clicks caused by sharp edges.

Range: 0.00% to 100.0%, default 100.0%

Grid lines 4 (16th notes) **Grid lines**

Grid lines defines the number of lines per quarter in the editor. It does not affect the audio processing in any way.

Lazy sync **Lazy sync**

Lazy sync makes the plugin synchronize to host only if its reported position differs significantly enough from the internal value. It is useful for malfunctioning hosts such as Logic or ProTools 10, which do not provide accurate synchronization information to the plugin. Note that when enabled on extremely long tracks, the plugin can get desynchronized from the host slightly in some time, especially if the host's internal synchronization is malfunctioning as well.

Note-off **Note-off**

Note-off button enables or disables note-off processing. When disabled, MIDI note-on messages trigger particular sequences and note-offs are ignored. When enabled, note-offs are processed as well and they immediately switch to the first sequence which usually contains no processing.

Sequences panel

Sequences panel contains 3 sets (time, volume and filter) of 36 sequences. Any one can be selected quickly. Each sequence completely reloads the whole sequence graph. If you click using **left mouse button** on a sequence button, it is triggered and in immediate mode it becomes selected and the graph is reloaded. If you use **right mouse button**, a menu will be displayed providing renaming, copy & paste and system preset management.

You can also use **MIDI input** to switch between sequences. There are 36 sequences per sequence type; the time sequences are mapped to octaves 0 - 2 (C1 to B3), the volume sequences to octaves 3 - 5 (C4 to B6), and the filter sequences to octaves 6 - 8 (C7 to B9).

You can also **automate** the switching between sequences and use a **modulator** to trigger sequences automatically.

Presets

Presets button lets you save and load the whole set of 36 sequences of the selected type (time, volume or filter) to / from the plug-in's data storage area on disk. Global plugin presets (accessed via the plug-in's title bar) replace all settings in the plug-in, these presets contain only the set of sequences of the selected type. Note that time sequences are incompatible with volume and filter sequences, therefore they are placed into separate preset banks.



Left arrow

Left arrow button loads the previous preset.



Right arrow

Right arrow button loads the next preset.



Randomize

Randomize button loads a random preset.

Link sequences

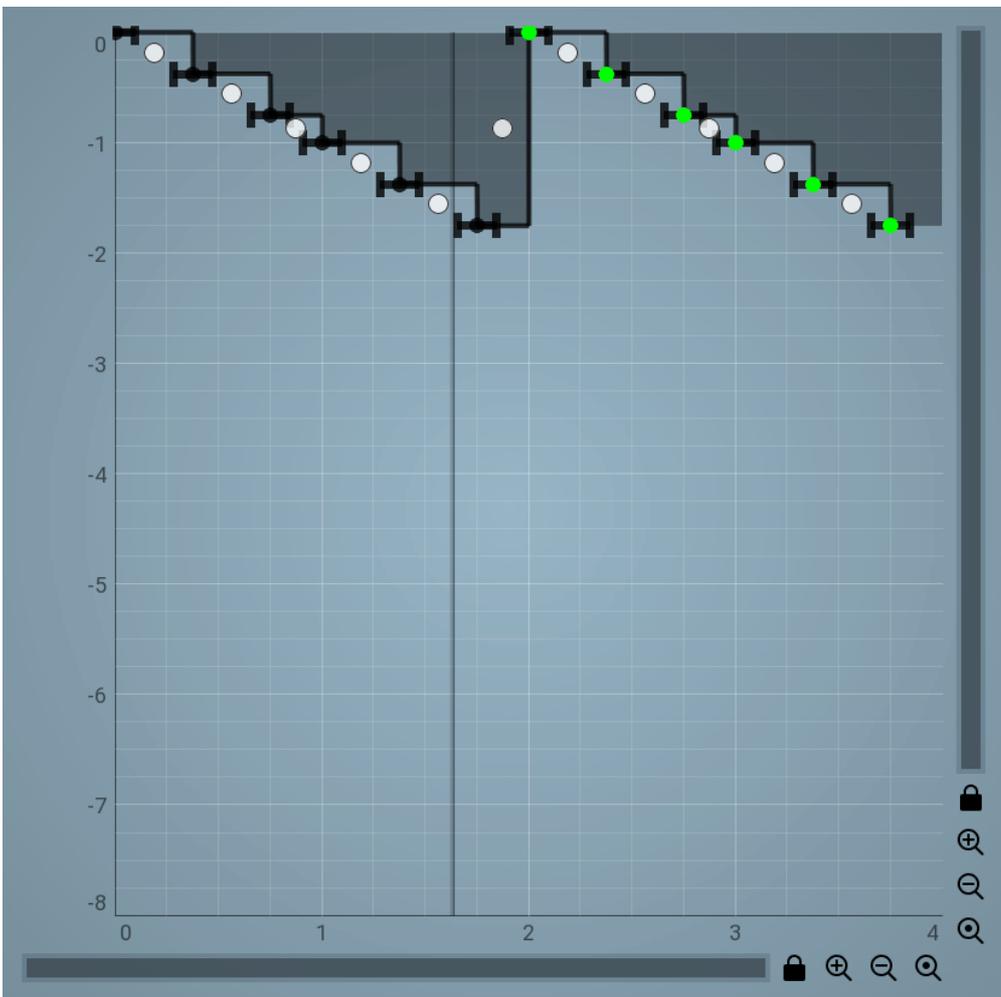
Link

Link button enables or disables linking of the three sequences. When enabled, every time you trigger a time sequence, for example, the volume and filter sequences are triggered as well.



Collapse

Collapse button minimizes or enlarges the panel to release space for other editors.

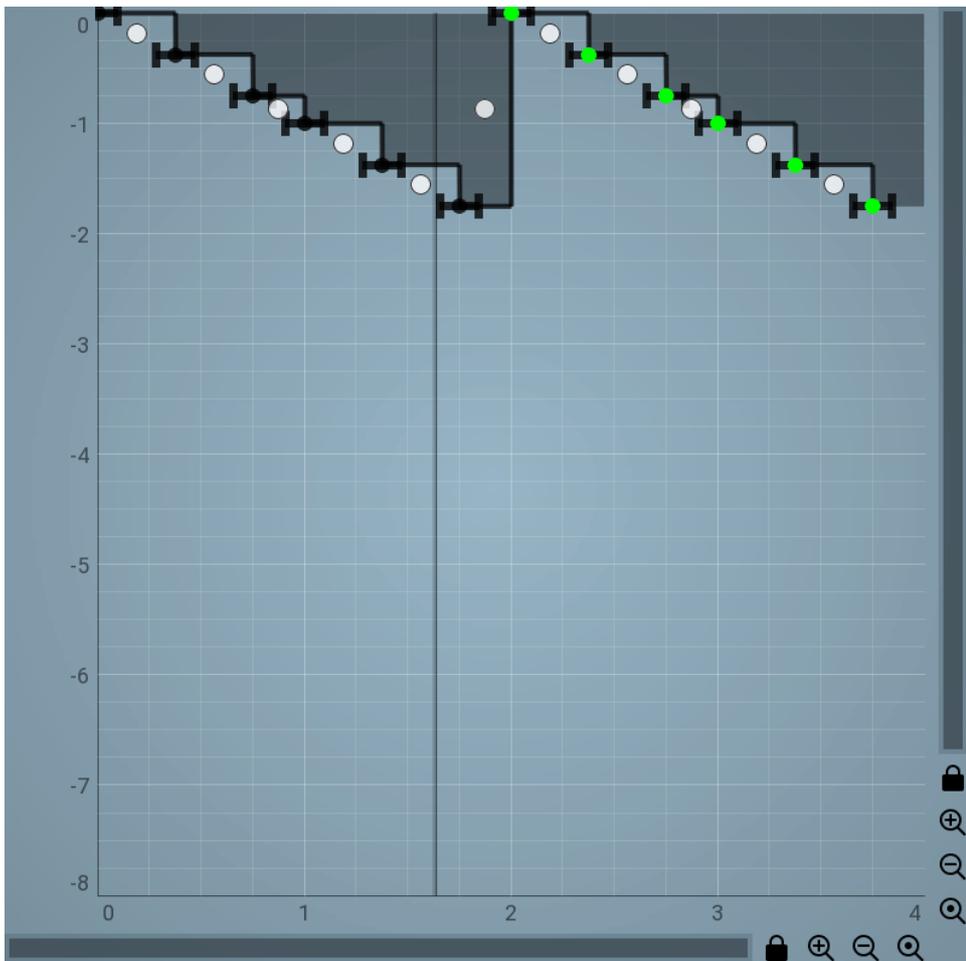


Sequence graph

Sequence graph defines the movement in time; connections back from the current position to the moment in time from which the sound is played. The horizontal axis represents a sequence starting at the current playback position (as obtained from the host) with a length set in **Sequence length**. During playback you can see a locator showing the actual playback position. The vertical axis defines which quarter note ("moment") from the current and the previous 7 is played. Therefore the default long horizontal line on the top is a sequence, where at every step we are looking 0 quarter-notes into the past, that is, we are looking at the current audio in the current quarter-note, without any delay.

A point at [2, -2] plays at step 2 the quarter-note from 2 quarter-notes previously, a point at [4, 0] plays at step 4 the current quarter-note and a point at [6, -3] plays at step 6 the quarter-note from 3 quarter-notes previously. Points at [0, 0], [1, 1], [2, 2] and [3, 3] play the audio at the first quarter-note 4 times.

When using **Volume mode** or **Filter mode**, the horizontal axis stays the same, but the vertical axis represents the volume level or filter depth.

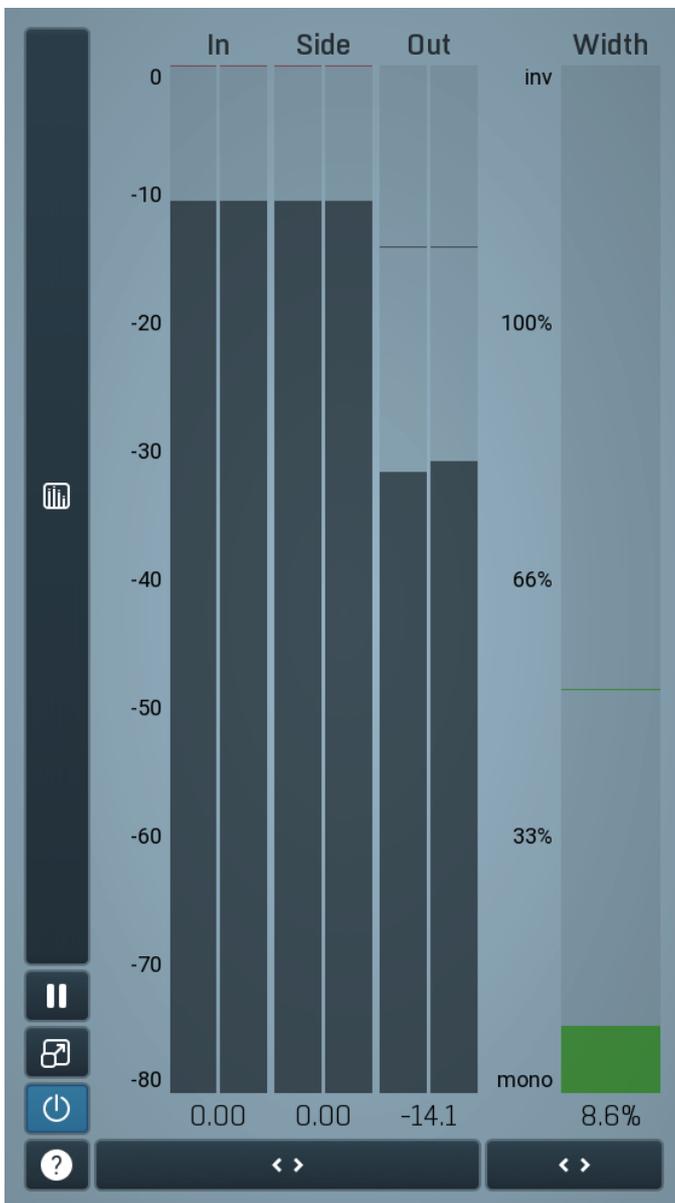


EnvelopeEditorGraph

Envelope graph

Envelope graph provides an extremely advanced way to edit any kind of shape that you can imagine. An envelope has a potentially unlimited number of points, connected by several types of curves with adjustable curvature (drag the dot in the middle of each arc) and the surroundings of each point can also be automatically smoothed using the smoothness (horizontal pull rod) control. You can also literally draw the shape in drawing mode (available via the main context menu).

- **Left mouse button** can be used to select points. If there is a *point*, you can move it (or the entire selection) by dragging it. If there is a *curvature circle*, you can set up its tension by dragging it. If there is a *line*, you can drag both edge points of it. If there is a *smoothing controller*, you can drag its size. Hold **Shift** to drag more precisely. Hold **Ctrl** to create a new point and to remove any points above or below.
- **Left mouse button double click** can be used to create a new point. If there is a *point*, it will be removed instead. If there is a *curvature circle*, zero tension will be set. If there is a *smoothing controller*, zero size will be set.
- **Right mouse button** shows a context menu relevant to the object under the cursor or to the entire selection. Hold **Ctrl** to create or remove any points above or below.
- **Middle mouse button** drag creates a new point and removes any points above or below. It is the same as holding Ctrl and dragging using left mouse button.
- **Mouse wheel** over a point modifies its smoothing controller. If no point is selected, then all points are modified.
- **Ctrl+A** selects all points. **Delete** deletes all selected points.



Global meter view

Global meter view provides a powerful metering system. If you do not see it in the plug-in, click the **Meters** or **Meters & Utilities** button to the right of the main controls. The display can work as either a classical level indicator or, in time graph mode, show one or more values in time. Use the first button to the left of the display to switch between the 2 modes and to control additional settings, including pause, disable and pop up the display into a floating window. The meter always shows the actual channels being processed, thus in M/S mode, it shows mid and side channels.

In the classical level indicators mode each of the meters also shows the recent maximum value. Click on any one of these values boxes to reset them all.

In meter indicates the total input level. The input meter shows the audio level before any specific processing (except potential oversampling and other pre-processing). It is always recommended to keep the input level under 0dB. You may need to adjust the previous processing plugins, track levels or gain stages to ensure that it is achieved.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

Out meter indicates the total output level. The output meter is the last item in the processing chain (except potential downsampling and other post-processing). It is always recommended to keep the output under 0dB.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

Width meter shows the stereo width at the output stage. This meter requires at least 2 channels and therefore does not work in mono mode. Stereo width meter basically shows the difference between the mid and side channels.

When the value is **0%**, the output is monophonic. From 0% to 66% there is a green range, where most audio materials should remain.

From 66% to 100% the audio is very stereophonic and the phase coherence may start causing problems. This range is colored blue. You may still want to use this range for wide materials, such as background pads. It is pretty common for mastered tracks to lie on the edge of green and blue zones.

Above 100% the side signal exceeds the mid signal, therefore it is too monophonic or the signal is out of phase. This is marked using red color. In this case you should consider rotating the phase of the left or right channels or lowering the side signal, otherwise the audio will be highly mono-incompatible and can cause fatigue even when played back in stereo.

For most audio sources the width is fluctuating quickly, so the meter shows a 400ms average. It also shows the temporary maximum above it as a single coloured bar.

If you right click on the meter, you can enable/disable loudness pre-filtering, which uses EBU standard filters to simulate human perception. This may be useful to get a more realistic idea about stereo width. However, since humans perceive the bass spectrum as lower than the

treble, this may hide phase problems in that bass spectrum.



Time graph

Time graph button switches between the metering view and the time-graphs. The metering view provides an immediate view of the current values including a text representation. The time-graphs provide the same information over a period of time. Since different time-graphs often need different units, only the most important units are provided.



Pause

Pause button pauses the processing.



Popup

Popup button shows a pop-up window and moves the whole metering / time-graph system into it. This is especially useful in cases where you cannot enlarge the meters within the main window or such a task is too complicated. The pop-up window can be arbitrarily resized. In metering mode it is useful for easier reading from a distance for example. In time-graph mode it is useful for getting higher accuracy and a longer time perspective.



Enable

Enable button enables or disables the metering system. You can disable it to save system resources.



Collapse

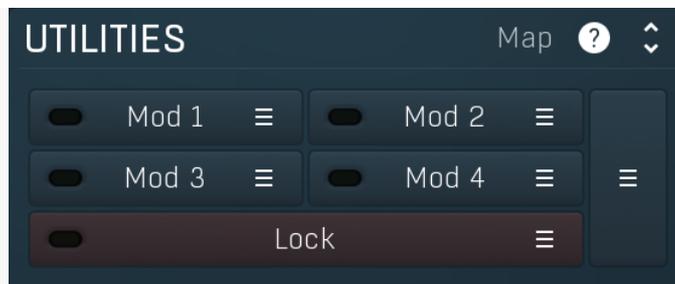
Collapse button minimizes or enlarges the panel to release space for other editors.



Collapse

Collapse button minimizes or enlarges the panel to release space for other editors.

Utilities



Map **Map**

Map button displays all current mappings of modulators, multiparameters and MIDI (whichever subsystems the plugin provides).

Mod 1 **Modulator**

Modulator button displays settings of the modulator. It also contains a checkbox, to the left, which you can use to enable or disable the modulator. Click on it using your right mouse button or use the **menu button** to display an additional menu with learning capabilities - as described below.

Menu **Menu**

Menu button shows the **smart learn** menu. You can also use the right mouse button anywhere on the modulator button.

Learn activates the learning mode and displays "REC" on the button as a reminder, **Clear & Learn** deletes all parameters currently associated with the modulator, then activates the learning mode as above. After that every parameter you touch will be associated to the modulator along with the range that the parameter was changed. Learning mode is ended by clicking the button again.

In smart learn mode the modulator does not operate but rather records your actions. You can still adjust every automatable parameter and use it normally. When you change a parameter, the plugin associates that parameter with the modulator and also records the range of values that you set.

For example, to associate a frequency slider and make a modulator control it from 100Hz to 1KHz, just enable the smart learn mode, click the slider then move it from 100Hz to 1KHz (you can also edit the range later in the modulator window too). Then disable the learning mode by clicking on the button.



Menu

Menu button displays additional menu containing features for modulator presets and randomization.

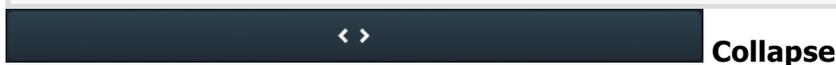


Lock

Lock button displays the settings of the global parameter lock. Click on it using your left mouse button to open the Global Parameter Lock window, listing all those parameters that are currently able to be locked.

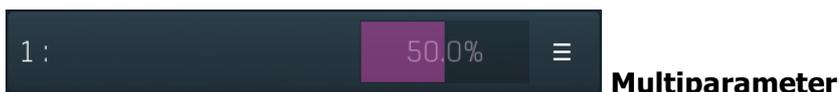
Click on it using your right mouse button or use the **menu button** to display the menu with learning capabilities - **Learn** activates the learning mode, **Clear & Learn** deletes all currently-lockable parameters and then activates the learning mode. After that, every parameter you touch will be added to the lock. Learning mode is ended by clicking the button again.

The On/Off button built into the Lock button enables or disables the active locks.



Collapse

Collapse button minimizes or enlarges the panel to release space for other editors.



Multiparameter

Multiparameter button displays settings of the multiparameter. The multiparameter value can be adjusted by dragging it or by pressing Shift and clicking it to enter a new value from the virtual keyboard or from your computer keyboard.

Click on the button using your left mouse button to open the **Multiparameter** window where all the details of the multiparameter can be set. Click on it using your right mouse button or click on the **menu button** to the right to display an additional menu with learning capabilities - as described below.



Menu

Menu button shows the **smart learn** menu. You can also use the right mouse button anywhere on the multiparameter button.

Learn attaches any parameters, including ranges. Click this, then move any parameters through the ranges that you want and click the multiparameter button again to finish. While learning is active, "REC" is displayed on the multiparameter button and learning mode is ended by clicking the button again.

Clear & Learn clears any parameters currently in the list then attaches any parameters, including ranges. Click this, then move any parameters through the ranges that you want and click the multiparameter button again to finish. While learning is active, "REC" is displayed on the multiparameter button and learning mode is ended by clicking the button again.

Reset resets all multiparameter settings to defaults.

Quick Learn clears any parameters currently in the list, attaches one parameter, including its range and assigns its name to the multiparameter. Click this, then move one parameter through the range that you want.

Attach MIDI Controller opens the MIDI Settings window, selects a unused parameter and activates MIDI learn. Click this then move the MIDI controller that you want to assign.

Reorder to ... lets you change the order of the multiparameters. This can be useful when creating active-presets. Please note that this feature can cause problems when one multiparameter controls other multiparameters, as these associations will not be preserved and they will need to be rebuilt.

In learning mode the multiparameter does not operate but rather records your actions. You can still adjust every automatable parameter and use it normally. When you change a parameter, the plugin associates that parameter with the multiparameter and also records the range of values that you set.

For example, to associate a frequency slider and make a multiparameter control it from 100Hz to 1KHz, just enable the smart learn mode, click the slider then move it from 100Hz to 1KHz (you can also edit the range later in the Multiparameter window too). Then disable the learning mode by clicking on the button.



Collapse

Collapse button minimizes or enlarges the panel to release space for other editors.

