



**MELDA** production  
Limit is only your imagination...

# GENERAL MELDAPRODUCTION SOFTWARE INFORMATION

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## INSTALLATION & LICENCING

By purchasing MeldaProduction software you have obtained a License key via e-mail. If you did not receive any e-mail, contact our support team using [info@meldaproduction.com](mailto:info@meldaproduction.com) and they will send you your License number again.

After installing the software License manager will be started. You can also run it later from start menu. In the License manager enter your valid e-mail address (will be considered private) and the License key and click Activate.

If your computer has internet connection, the activation will be performed immediately. If not, you will need to access another machine with internet connection enabled, License manager will guide you through the process.

*Note that only 2 of your machines are allowed to be activated with a single key. Both computers must be owned by you. If you give the License key to a second person, it will be immediately blocked. If you need to upgrade your computer or transfer the License to another person, contact support. These are unfortunate results of software piracy.*

## UPDATING

There are 3 methods to ensure your software is always up-to-date:

1. Run Update manager (preferred) from start menu or using "update.cmd" file in the installation directory. It will locate any necessary updates or packages and install them for you. Requires internet connection.
2. Download and run the update installer from our website. This way you can update computers without internet connection.
3. Reinstall the software using the newest installer. It is not necessary to store your software installers, since you can always download new ones, which will in many cases be the newest version. Note that by reinstalling the software some of the files (e.g. presets) can be rewritten.

# MELDAPRODUCTION MMULTIBANDEDELAY



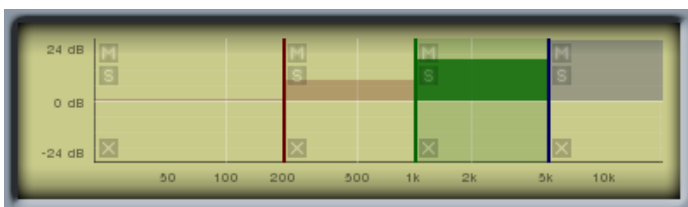
Random caption button

Random caption button generates random settings. Note that some parameters cannot be randomized.

Settings button

Settings button shows menu with additional settings and functions.

## BAND EDITOR



Band editor shows available bands, cross-over frequencies delimiting them, and input gains. Use left mouse button to change cross-overs or input gains. Use right mouse button to add more bands, solo them etc.

Wet

Wet defines amount of processed signal passed to the output.

Dry

Dry defines amount of dry signal passed to the output.

## Input gain

Input gain defines power modification applied on the incoming signal, before it is split into bands.

## Meter display

Meter display contains peak meters for each band. Meter named **M** contains measurements for the master output.

## Multiparameter 1 button

Multiparameter 1 button displays settings of particular multiparameter, which can control multiple other parameters at once.

## Multiparameter 2 button

Multiparameter 2 button displays settings of particular multiparameter, which can control multiple other parameters at once.

## Multiparameter 3 button

Multiparameter 3 button displays settings of particular multiparameter, which can control multiple other parameters at once.

## Multiparameter 4 button

Multiparameter 4 button displays settings of particular multiparameter, which can control multiple other parameters at once.

## Modulator 1 button

Modulator 1 button displays settings of the modulator. It also contains checkbox which you can use to enable or disable the modulator.

## Modulator 2 button

Modulator 2 button displays settings of the modulator. It also contains checkbox which you can use to enable or disable the modulator.

## Modulator 3 button

Modulator 3 button displays settings of the modulator. It also contains checkbox which you can use to enable or disable the modulator.

## Modulator 4 button

Modulator 4 button displays settings of the modulator. It also contains checkbox which you can use to enable or disable the modulator.

## BAND PANEL



Band panel contains parameters of particular band or master. You can select a band using the selector above. When you select a band and click it again, the master is selected. Processing is performed on separate bands first and the master is processed afterwards.

## Link button

Link button enables parameter linking between bands. Every change performed with this enabled changes all bands.

### button

This button copies settings of selected band or master into system clipboard, so you can paste it somewhere.

### button

This button pastes settings of selected band or master from system clipboard.

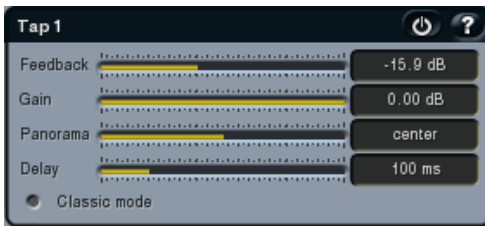
### Reset button

Reset button loads default settings to selected band or master.

### Serial mode

Serial mode produces higher density of echoes when both tap are used, because it makes the second tap process signal output from the first one.

## TAP PANEL



Tap panel determines properties of one delay tap.

### Feedback

Feedback determines how much of the signal is returned to the input after the delay time.

Range: silence to 0.00 dB, default -15.9 dB

### Gain

Gain defines amount of signal created by particular tap. It affects only volume of the delayed signal.

Range: silence to 0.00 dB, default 0.00 dB

### Panorama

Panorama determines tap panorama.

Range: 100% left to 100% right, default center

### Delay

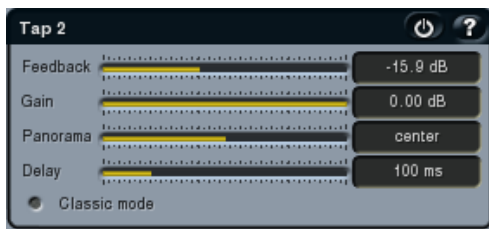
Delay determines how long it takes to pass the signal from the output back to the input, thus how long it takes to the sound to be played again.

Range: 0.000 ms to 500 ms, default 100 ms

### Classic mode

Classic mode makes the first echo independent on the feedback setting.

## TAP PANEL



Tap panel determines properties of one delay tap.

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Feedback determines how much of the signal is returned to the input after the delay time.

Range: silence to 0.00 dB, default -15.9 dB

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## Panorama

Panorama determines tap panorama.

Range: 100% left to 100% right, default center

## Delay

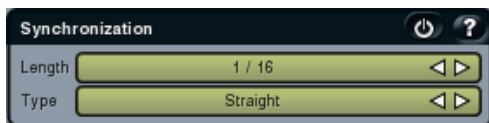
Delay determines how long it takes to pass the signal from the output back to the input, thus how long it takes to the sound to be played again.

Range: 0.000 ms to 500 ms, default 100 ms

## Classic mode

Classic mode makes the first echo independent on the feedback setting.

## SYNCHRONIZATION



Synchronization panel contains parameters for to-host synchronization.

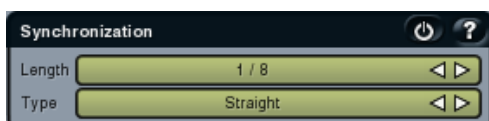
## Length

Length defines note length, therefore speed.

## Type

Type defines note type, such as straight notes or triplets.

## SYNCHRONIZATION



Synchronization panel contains parameters for to-host synchronization.

## Length

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## Type

Type defines note type, such as straight notes or triplets.

## Presets selector

Presets selector defines current preset. The plugin can handle multiple presets at once. When you change any parameter, only current preset is modified. All presets are stored in the project. This way you can easily check changes and find the best settings for your case. Preset selection is not automatable.

## Morph button

Morph button let's morph between ABCD settings. Note that if you have selected e.g. A setting, you will actually change it, so it is suitable to select for example E settings and then use morphing. Also note that there are parameters which cannot be morphed.



button

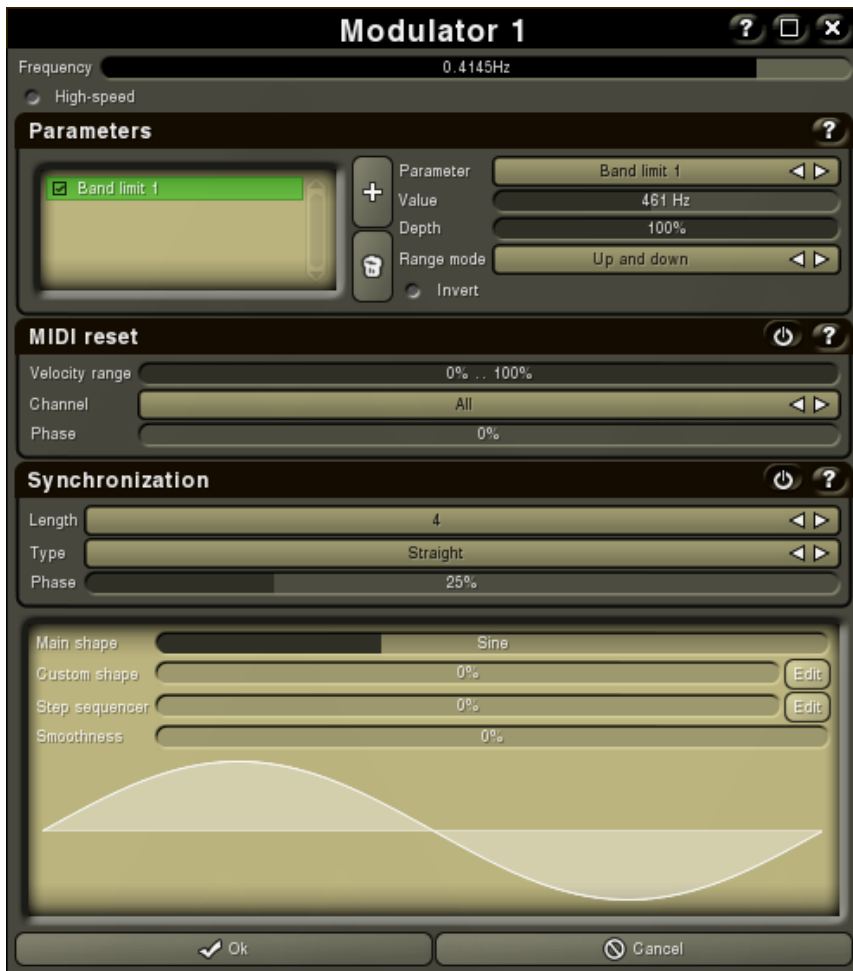
This button copies current settings to clipboard. Other presets and upsampling settings are not copied.



button

This button pastes settings from clipboard into current preset.

# MODULATORS



## Frequency

Frequency defines modulation speed, thus how quickly is the target value changed.

## High-speed

High-speed checkbox makes the modulator 10x faster.

## PARAMETERS PANEL



Parameters panel configures how the modulator assigns values to the target parameters.

## Parameter

Parameter defines target parameter being modulated. The set contains all automatable parameters.

## Value

Value defines center value of the modulation.

## Depth

Depth defines modulation range, size of the interval from which the values are used. Higher depth causes higher modulation and more audible effect.

## Range mode

Range mode defines from which range are the values taken.

**Up and down** mode makes the values go above and below selected **Value**, which is considered the center. The interval is compressed if necessary. For example, when value is 10% and range 100%, possible outputs are going from 0% to 20%, thus maximal interval around 10%.

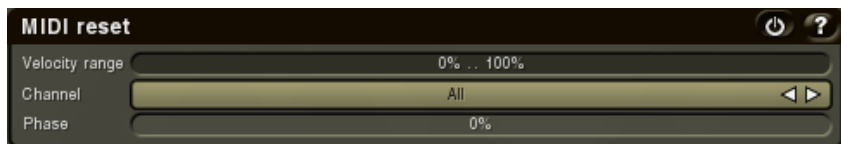
**Full range** is similar, except the interval is never compressed, so the selected value may not be the center anymore. For example, when value is 10% and range 50%, possible outputs are going from 0% to 50%. But if value is 50%, then the interval is from 25% to 75%.

**Up/down only** is the most simple and it goes from the selected value up/down only. For example, when value is 10% and range 50%, possible outputs are going from 10% to 60% in up only mode.

## Invert

Invert checkbox inverts the modulator shape, so minimum becomes maximum etc.

## MIDI RESET PANEL



MIDI reset panel configures MIDI reset feature, which will reset modulator when a MIDI note is received. This way you can make the modulator "in-sync" with your playing. Note that once you enable it, the modulator will not be in phase-sync with the host (tempo will remain synchronized though).

## Velocity range

Velocity range defines velocity range of notes, that would reset the modulator.

## Channel

Channel defines note MIDI channel to reset the modulator.

## Phase

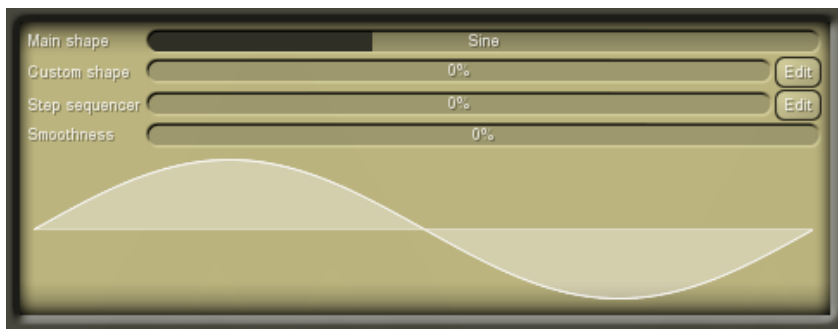
Phase defines initial modulator phase after reset.

## SYNCHRONIZATION



Synchronization panel contains parameters for to-host synchronization.

## SIGNAL GENERATOR



Signal generator defines modulation LFO shape.

# MULTIPARAMETERS



## Parameter

Parameter defines target parameter being modulated. The set contains all automatable parameters.

## Value

Value defines center value of the modulation.

## Depth

Depth defines modulation range, size of the interval from which the values are used. Higher depth causes higher modulation and more audible effect.

## Range mode

Range mode defines from which range are the values taken.

**Up and down** mode makes the values go above and below selected **Value**, which is considered the center. The interval is compressed if necessary. For example, when value is 10% and range 100%, possible outputs are going from 0% to 20%, thus maximal interval around 10%.

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**Up/down only** is the most simple and it goes from the selected value up/down only. For example, when value is 10% and range 50%, possible outputs are going from 10% to 60% in up only mode.

## Invert

Invert checkbox inverts the modulator shape, so minimum becomes maximum etc.

# CONTROLLERS



Controllers panel contains settings of MIDI controllers.

## Enable

Enable enables or disables the controller.

## Parameter

Parameter defines target parameter being controlled. The set contains all automatable parameters.

## Learn

Learn enables or disables MIDI learn.

## Channel

Channel defines controller MIDI channel.

## Controller

Controller defines source controller.

## Value

Value defines center value of the modulation.

## Depth

Depth defines modulation range, size of the interval from which the values are used. Higher depth causes higher modulation and more audible effect.

## Range mode

Range mode defines from which range are the values taken.

**Up and down** mode makes the values go above and below selected **Value**, which is considered the center. The interval is compressed if necessary. For example, when value is 10% and range 100%, possible outputs are going from 0% to 20%, thus maximal interval around 10%.

**Full range** is similar, except the interval is never compressed, so the selected value may not be the center anymore. For example, when value is 10% and range 50%, possible outputs are going from 0% to 50%. But if value is 50%, then the interval is from 25% to 75%.

Up/down only is the most simple and it goes from the selected value up/down only. For example, when value is 10% and range 50%, possible outputs are going from 10% to 60% in up only mode.

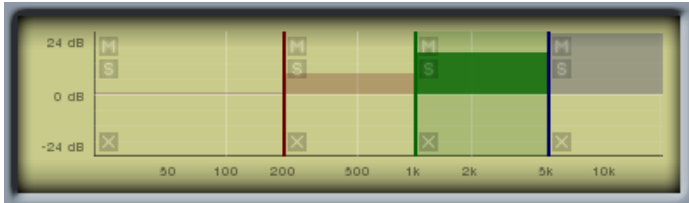
## Invert

Invert checkbox inverts the modulator shape, so minimum becomes maximum etc.

# CONTROL SPECIFICATION

Here we will discuss the general properties of all application controls. As a most important rule you should note, that you can always use any question mark button or F1 key with mouse cursor at a specified control to get detailed information about what it does and how to use it. If the F1 key does not work, it is possible that some other application is using it, so please try holding Ctrl, Alt, Shift or any combination.

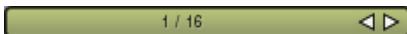
## GRAPH EDITOR



Graph editor will show and edit one or more graphs.

- **Left mouse button** can be used to select a band, drag band cross-over frequencies and band input gains. Hold **Ctrl** to get more precision.
- **Right mouse button** shows a menu useful to add/delete bands, solo/mute etc.
- **Mouse wheel** modifies band input gain.

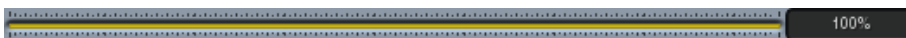
## SWITCHER



Switcher is an alternative to tracker or knob controls, but it has only a limited set of values.

- **Left mouse button** shows a menu with list of all possible values. This function might be unavailable in certain cases when the number of possible values is too high.
- **Up** and **down** arrow keys, **buttons** in the control and **mouse-wheel** increase or decrease the value.

## TRACKER



Tracker is an alternative to common knob control. However the tracker is typically quite small, easy to use and capable of quite high precision and in most cases provides immediate text or similar representation of value you are editing.

- **Click/drag using left mouse button** to change the value.
- **Right mouse button** selects default value.
- **Mouse wheel**, **arrow keys** and vertical drag using **middle mouse button** or using **left mouse button while holding Ctrl** modifies the value more accurately.
- **Home key** configures minimal possible value, conversely **end key** setups a maximal one.
- **Shift + left mouse button** lets you edit the value as text.