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GENERAL MELDAPRODUCTION SOFTWARE INFORMATION

Thank you for purchasing MeldaProduction software!

MeldaProduction provides top-class software and we hope you will be satisfied with it. If you have any problems or ideas, please do not hesitate to contact our support via info@meldaproduction.com .

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 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

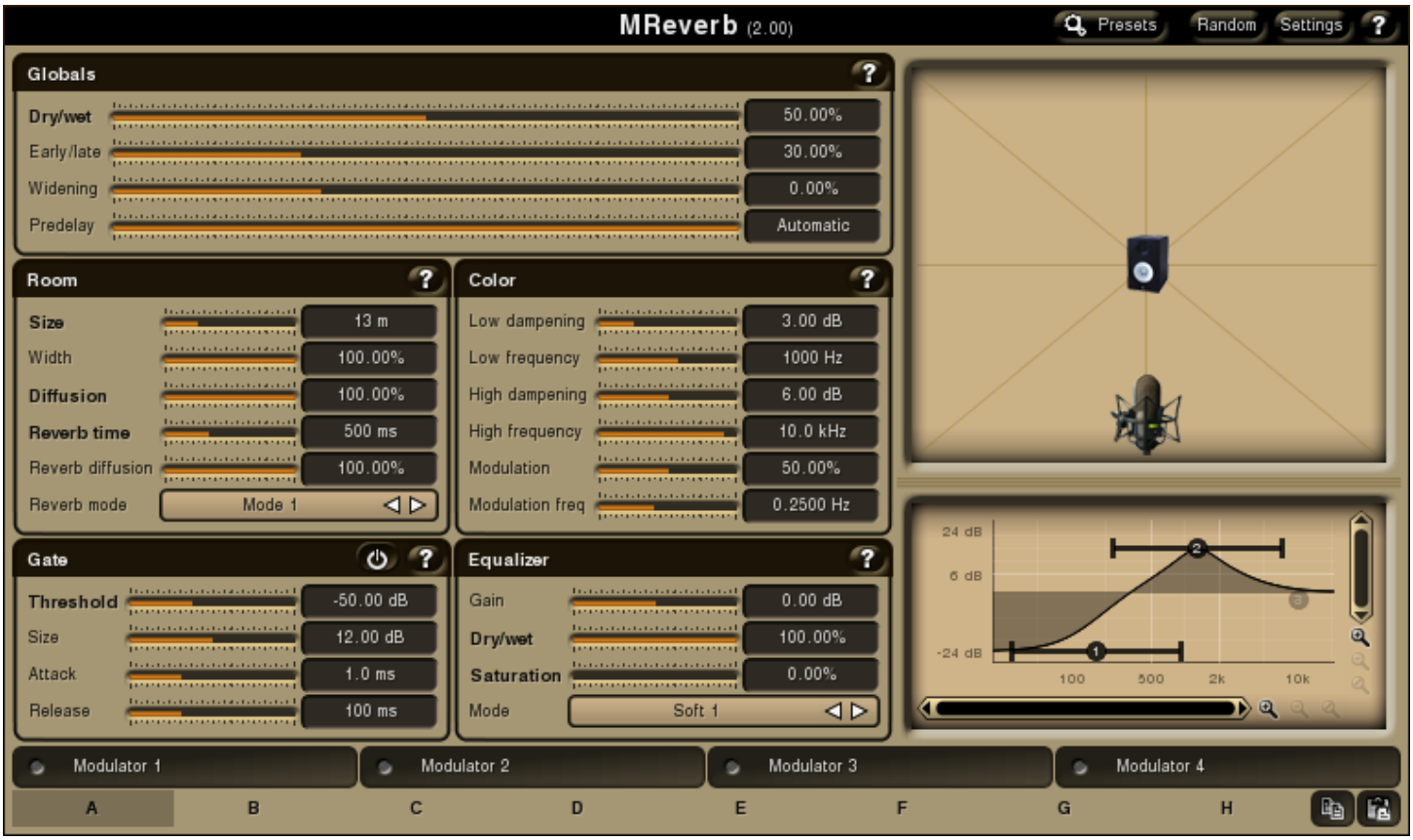
There are 3 methods to ensure your software is always up-to-date:

1. Run Update manager (prefered) 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 MREVERB



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.

GLOBALS PANEL

Globals panel contains general sound properties.

Dry/wet

Dry/wet defines amount of ambience added to the sound. Note that the plugin also affect spectrum and panorama depending on source position and room.
Range: 0.00% to 100.00%, default 50.00%

Early/late

Early/late defines ratio between early and late reflections. Generally early reflections characterize space and position of the source

object and reverberation describes the room properties.
Range: 0.00% to 100.00%, default 30.00%

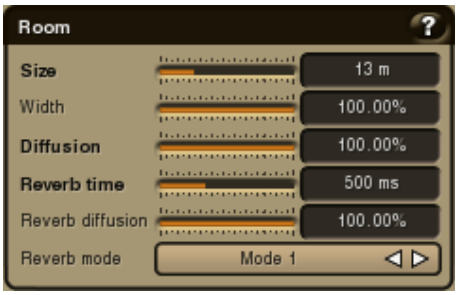
Widening

Widening defines stereo enlargement of the reverberation.
Range: Mono to 200.00%, default 0.00%

Predelay

Predelay is normally adjusted automatically as one of the parameters affecting sound source position. However if you are not comfortable with the automatic settings, you can control it manually. In that case note that the automatic positioning will no longer work correctly.
Range: 0.000 ms to Automatic, default Automatic

ROOM PANEL



Room panel contains room sizes and general properties.

Size

Size defines size of the room in meters.
Range: 1.1 m to 49 m, default 13 m

Width

Width defines ratio of room width to length. Smaller width usually creates smaller stereo field too.
Range: 0.00% to 100.00%, default 100.00%

Diffusion

Diffusion defines fullness of the early reflections. If the value is small, you can hear separate echoes. This is often useful for leads and vocals to keep their brightness, but for percussive instruments it is usually better to use high diffusion, which provides more natural sound and avoids the echoes from becoming individual rhythmic section.
Range: 0.00% to 100.00%, default 100.00%

Reverb time

Reverb time defines time it takes for the reverberation to decay. With higher values you should always enable dampening. Otherwise there may not enough energy loss and the sound may get muddy.
Range: 100 ms to 30000 ms, default 500 ms

Reverb diffusion

Reverb diffusion defines fullness of the reverberation reflections. You can apply similar approach as to Diffusion, but here you should more judge using your ears.
Range: 0.00% to 100.00%, default 100.00%

Reverb mode

Reverb mode specified reverberation diffusion algorithm. Each sounds a little different.

COLOR PANEL

Color panel defines sound color, mostly spectral properties of the room.

Low dampening

Low dampening defines absorption of the low frequencies caused by air and room walls. You should keep this above zero, otherwise the energy is not decreasing enough and the sound may become very muddy.
Range: 0.00 dB to 12.00 dB, default 3.00 dB

Low frequency

Low frequency defines low dampening maximal frequency.
Range: 20.0 Hz to 20.0 kHz, default 1000 Hz

High dampening

High dampening defines absorption of the high frequencies caused by air and room walls. You should keep this above zero, otherwise the energy is not decreasing enough and the sound may become too bright.
Range: 0.00 dB to 12.00 dB, default 6.00 dB

High frequency

High frequency defines high dampening minimal frequency.
Range: 20.0 Hz to 20.0 kHz, default 10.0 kHz

Modulation

Modulation defines amount of time varying properties that make the sound change during the time. It may help avoiding sound artifacts caused by interaction of reflection and makes the reverb sound alive.
Range: 0.00% to 100.00%, default 50.00%

Modulation freq

Modulation freq defines speed of the modulation. Lower values typically provide more natural results.
Range: 0.1000 Hz to 1.00 Hz, default 0.2500 Hz

GATE PANEL

Gate panel contains gate settings applied on the reverb only. It leaves the dry signal untouched.

Threshold

Threshold determines minimal signal power, when the effect is applied.
Range: -80.00 dB to 0.00 dB, default -50.00 dB

Size

Size defines size of the interval between the gate threshold and point when the output signal power reaches zero.
Range: 0.00 dB to 24.00 dB, default 12.00 dB

Attack

Attack defines time required for compressor to adapt to input signal power exceeding threshold. Smaller value causes the power to increase faster.
Range: 0.000 ms to 100 ms, default 1.0 ms

Release

Release defines time required for compressor to adapt to input signal power falling below threshold. Smaller value causes the power to decrease faster.
Range: 0.000 ms to 10000 ms, default 100 ms

EQUALIZER PANEL

Equalizer panel contains equalizer settings applied on the reverb only. It leaves the dry signal untouched.

Gain

Gain defines output gain applied after the equalization.
Range: -24.00 dB to 24.00 dB, default 0.00 dB

Dry/wet

Dry/wet defines ratio between dry and wet signal. 100% means fully processed, 0% means no processing at all. In normal mode only peak and shelf filters are affected correctly, other filters are left at 100% unless the ratio is set to 0%, in which case the equalizer is bypassed.
Range: 0.00% to 100.00%, default 100.00%

Saturation

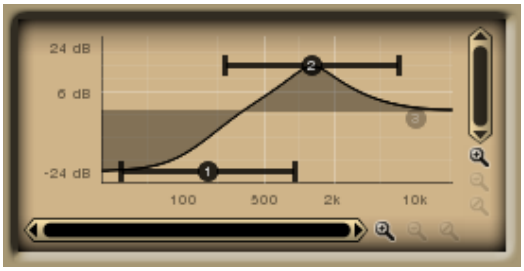
Saturation defines ratio between dry and saturated signal applied on the reverbation after the equalizer.
Range: 0.00% to 100.00%, default 0.00%

Mode

Mode defines saturation shape. Generally last modes are more "crunchy".

UNDEFINED

EQUALIZER SHAPE GRAPH



Equalizer shape graph defines the frequency response. You can use it to edit each eq band or you can use the separate editors underneath. Double-click on a band point to enable or disable it. Click using the right mouse button on a band point to change its type.

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.

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.

 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.

CONTROL SPECIFICATION

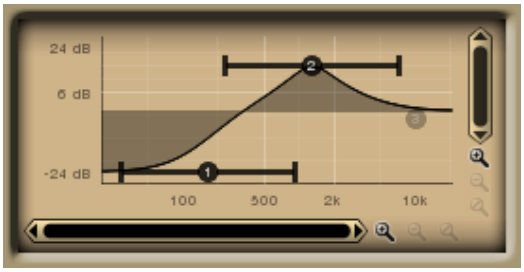
Here we will discuss the general properties of all application controls. As a most important rule you should note, that you can always use any question mark button or F1 key with mouse cursor at a specified control to get detailed information about what it does and how to use it. If the F1 key does not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

ZOOMER

Zoomer provides a simple way to zoom and move in an enlargeable view.

- Plus (+) button zooms-in.
- Minus (-) button zooms-out.
- Slash (/) button zooms to default ratio, which typically means full zoom-out.

GRAPH EDITOR



Graph editor will show and edit one or more graphs.

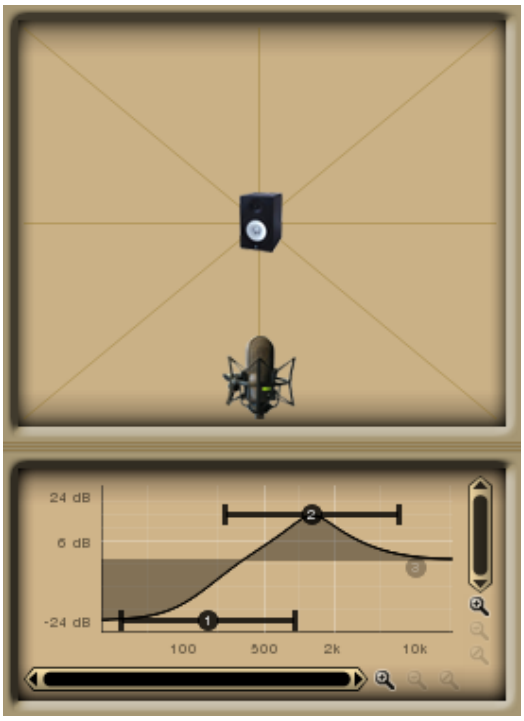
- Zoomers below and on the right control zoom and position of the view.
- Mouse wheel zooms in or out.
- Drag a rectangle using the left mouse button while holding Alt zooms into the selected rectangle if possible.
- Drag using the left mouse button while holding Alt and Ctrl to scroll the view. This is not possible when zoomed all the way out.
- Left mouse button can be used to drag a *point* or *point width*. Hold Ctrl for more accuracy.
- Left mouse button double-click enables or disables the point.
- Mouse wheel modifies a *point width*. Hold Ctrl for more accuracy.
- Right mouse button can be used to change filter type of a band.

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.

SPLITTER



Splitter is typically used to subdivide an area between multiple editors.

- Drag a separator to resize a row or column.
- Drag a crossing of two separators to resize all affected rows and columns.

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.