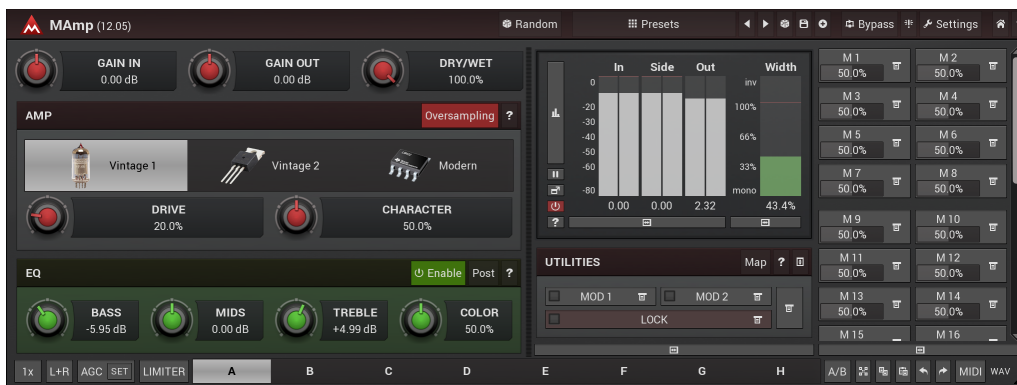


MAMP



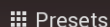
Randomize button

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.



Presets button

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, using the arrow buttons or by using a combination of the arrow keys and Enter on 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.

Holding **Ctrl** while pressing the button loads an existing preset, selected at random.

Presets can be backed up by using either the Export button, or by saving the actual preset files, which are found in the following directories:

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

Mac OS X: ~/Library/Application support/MeldaProduction

Exported preset files can be loaded into the plug-in's preset store using the Import button. Or the preset files themselves can be copied into the directories named above.

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



Left arrow button

Left arrow button loads the previous preset.



Right arrow button

Right arrow button loads the next preset.



Randomize button

Randomize button loads a random preset.



Save button

Save button replaces the current preset.



Panic button

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 button

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

Activate lets you activate the plugin if the drag & drop activation method does not work in your host. In this case either click this button and browse to the licence file on your computer and select it. Or open the licence file in any text editor, copy its contents to the system clipboard and click this button. The plugin will then perform the activation using the data in the clipboard, if possible.

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.

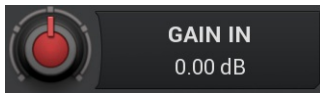
Dry/wet affects determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

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 zipping noise, but more CPU will be used.



WWW button

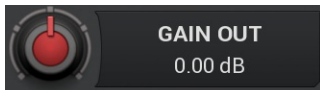
WWW button shows a menu with additional information about the plugin. You can check for updates, get easy access to support, MeldaProduction web page, video tutorials, Facebook/Twitter/YouTube channels and more.



Gain In

Gain In defines the power modification applied to the input signal.

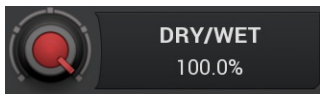
Range: -24.00 dB to +24.00 dB, default 0.00 dB



Gain Out

Gain Out defines the power modification applied to the output signal.

Range: -24.00 dB to +24.00 dB, default 0.00 dB



Dry/wet

Dry/wet defines ratio between dry and wet signals. 100% means fully processed, 0% means no processing at all.

Range: 0.00% to 100.0%, default 100.0%

Amp panel

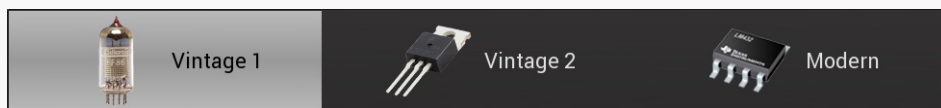


Amp panel controls the vintage amp simulator.

Oversampling

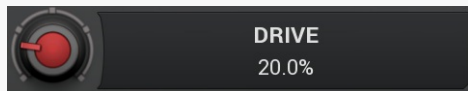
Oversampling

Oversampling activates the integrated oversampler, which performs the distortion in higher sampling rate and avoids aliasing, which may be especially noticeable for higher drive values. However note that this increases the CPU requirements extensively.



Type

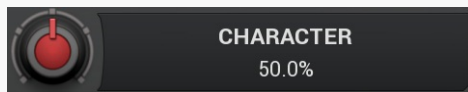
Type defines the sound character, which basically controls the amount and dirtiness of the distortion.



Drive

Drive controls the input gain in which affects the amount of distortion. Since the distortion may increase loudness in general, you can use the main plugin gain to compensate for it.

Range: 0.00% to 100.0%, default 20.0%

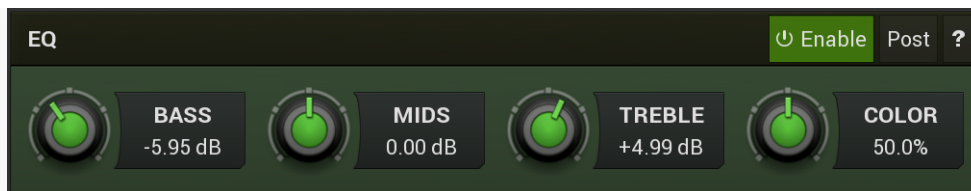


Character

Character controls the distribution of higher harmonics, hence, again, sound character.

Range: 0.00% to 100.0%, default 50.0%

Eq panel



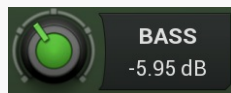
Eq panel controls the integrated equalizer.

Enable **Eq panel**

Eq panel controls the integrated equalizer.

Post **Post**

Post places the equalizer after the distortion unit.



Bass

Bass controls attenuation or amplification of bass frequencies.
Range: -24.00 dB to +24.00 dB, default 0.00 dB



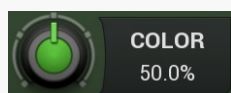
Mids

Mids controls attenuation or amplification of middle frequencies.
Range: -24.00 dB to +24.00 dB, default 0.00 dB



Treble

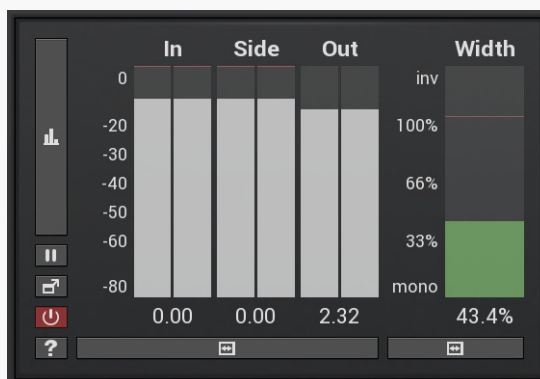
Treble controls attenuation or amplification of high frequencies.
Range: -24.00 dB to +24.00 dB, default 0.00 dB



Color

Color controls on which frequencies the equalizer focuses. Higher color makes the eq focussed more on the middle frequencies, while lower color makes it focussed on the extremes - bass and treble.
Range: 0.00% to 100.0%, default 50.0%

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 & Subsystems** 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 upsampling 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 button

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 button

Pause button pauses the processing.



Pop-up button

Pop-up 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 button

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



Collapse button

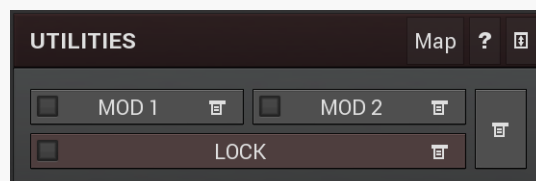
Collapse button minimizes or enlarges the panel to save space for other editors.



Collapse button

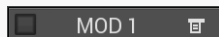
Collapse button minimizes or enlarges the panel to save space for other editors.

Utilities



Map button

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



Modulator button

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 button

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 button

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



Lock button

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.

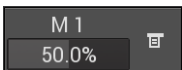
Click on it using your right mouse button or use the **menu button** to display the menu with learning capabilities - **Learn** activates the learning mode, **Clear & learn** deletes all currently-lockable parameters and then activates the learning mode. After that, every parameter you touch will be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

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



Multiparameter button

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 button

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 button

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

