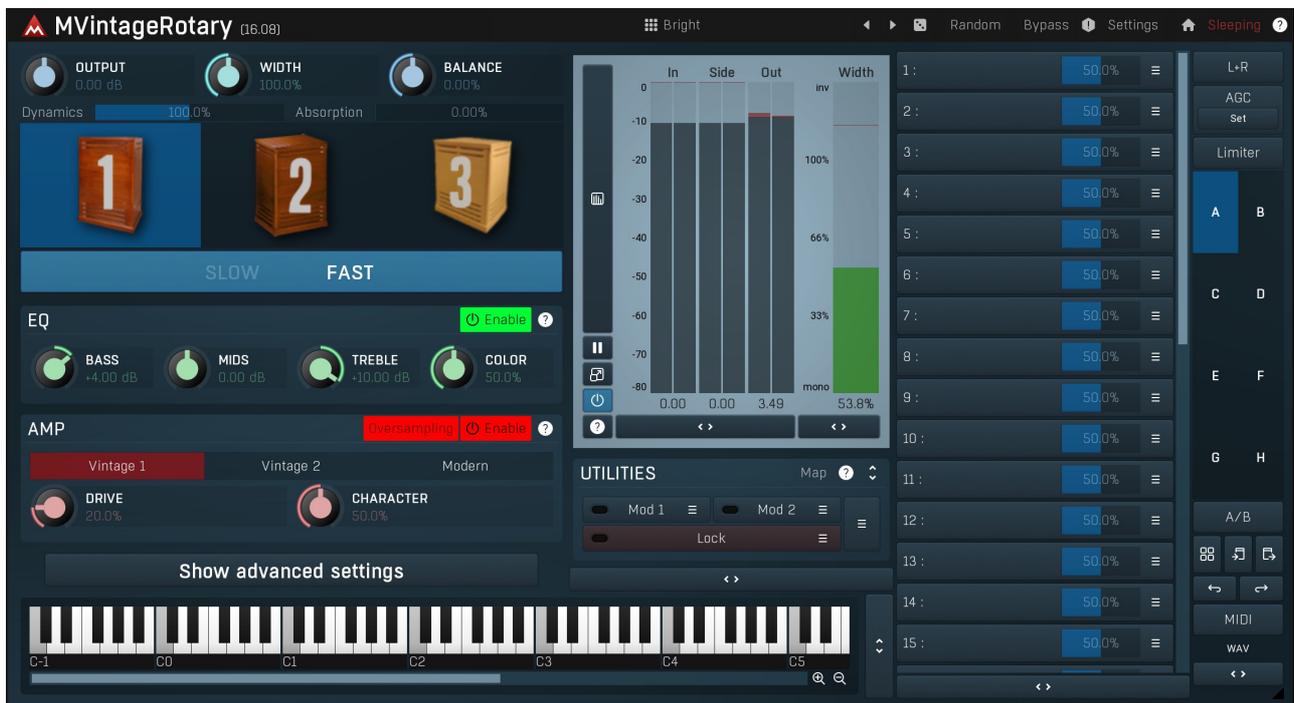


# MVintageRotary



Bright

## 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

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 zipper 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.

## Sleeping

### Sleep indicator

Sleep indicator informs whether the plugin is currently active or in sleep mode. The plugin can automatically switch itself off to save CPU, when there is no input signal and the plugin knows it cannot produce any signal on its own and it generally makes sense. You can disable this in Settings / **Intelligent sleep on silence** both for individual instances and globally for all plugins on the system.



OUTPUT  
0.00 dB

### Output gain

Output gain defines the power modification applied to the output signal.

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

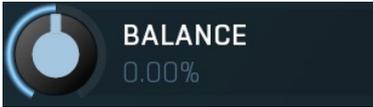


WIDTH  
100.0%

### Width

Width defines the distance of the microphones from each other. The further they are from each other, the wider the output usually seems as each microphone is exposed to a different amount of time (Doppler shift), volume and spectral alterations. Additionally when this value is above 100% and the microphones cannot be any further away from each other, a digital widening is applied.

Range: 0.00% to 200.0%, default 100.0%



### Balance

Balance controls the amount of signal passing to the bass rotor and horn. With 50% both reproducers are fully active.

Range: -100.0% to 100.0%, default 0.00%



### Dynamics

Dynamics controls the amount of dynamic behaviour. With 100% the plugin closely mimics the real cabinet. Lower values diminish the dynamic behaviour, which usually sounds as if the natural tremolo is being removed.

Range: 0.00% to 200.0%, default 100.0%



### Absorption

Absorption simulates filling the cabinet with an absorption material hence shortening the response. Please note that this value cannot be modified without artifacts, therefore it should not be modulated/automated.

Range: 0.00% to 100.0%, default 0.00%



### Model

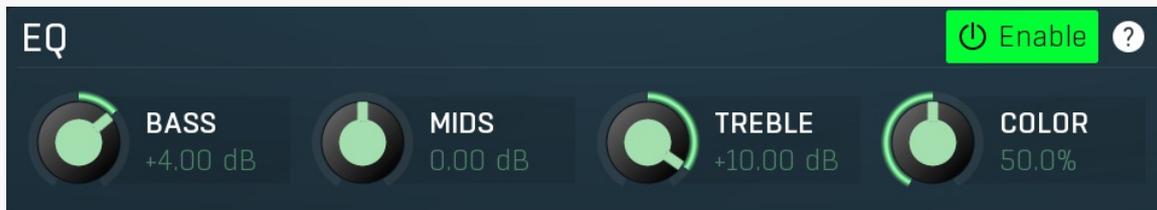
Model selects one of the predefined vintage cabinet models.



### Slow/fast

Slow/fast switch switches between slow and fast modes.

## Eq panel



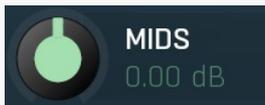
Eq panel controls the integrated equalizer.



### Bass

Bass controls attenuation or amplification of bass frequencies.

Range: -12.00 dB to +12.00 dB, default 0.00 dB



### Mids

Mids controls attenuation or amplification of middle frequencies.

Range: -12.00 dB to +12.00 dB, default 0.00 dB



### Treble

Treble controls attenuation or amplification of high frequencies.

Range: -12.00 dB to +12.00 dB, default 0.00 dB



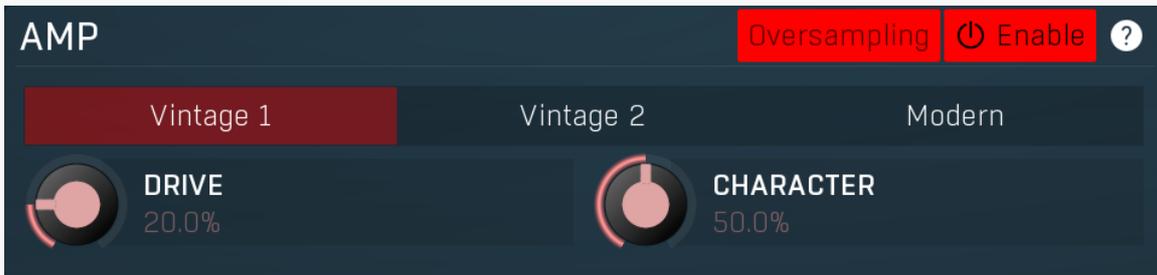
COLOR  
50.0%

### Color

Color controls on which frequencies the equalizer focuses. Higher color makes the eq focussed more into the middle frequencies, while lower color makes it focussed on the extremes - bass and treble.

Range: 0.00% to 100.0%, default 50.0%

## Amp panel



AMP Oversampling Enable ?

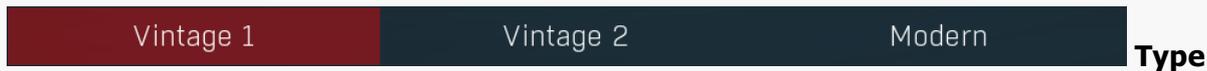
Vintage 1 Vintage 2 Modern

DRIVE 20.0% CHARACTER 50.0%

Amp panel controls the amp simulator providing a smooth distortion recognisable from the vintage rotary cabinets.

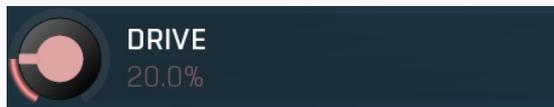
### Oversampling

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.



Vintage 1 Vintage 2 Modern **Type**

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



DRIVE  
20.0%

### Drive

Drive controls the input gain resulting in 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  
50.0%

### Character

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

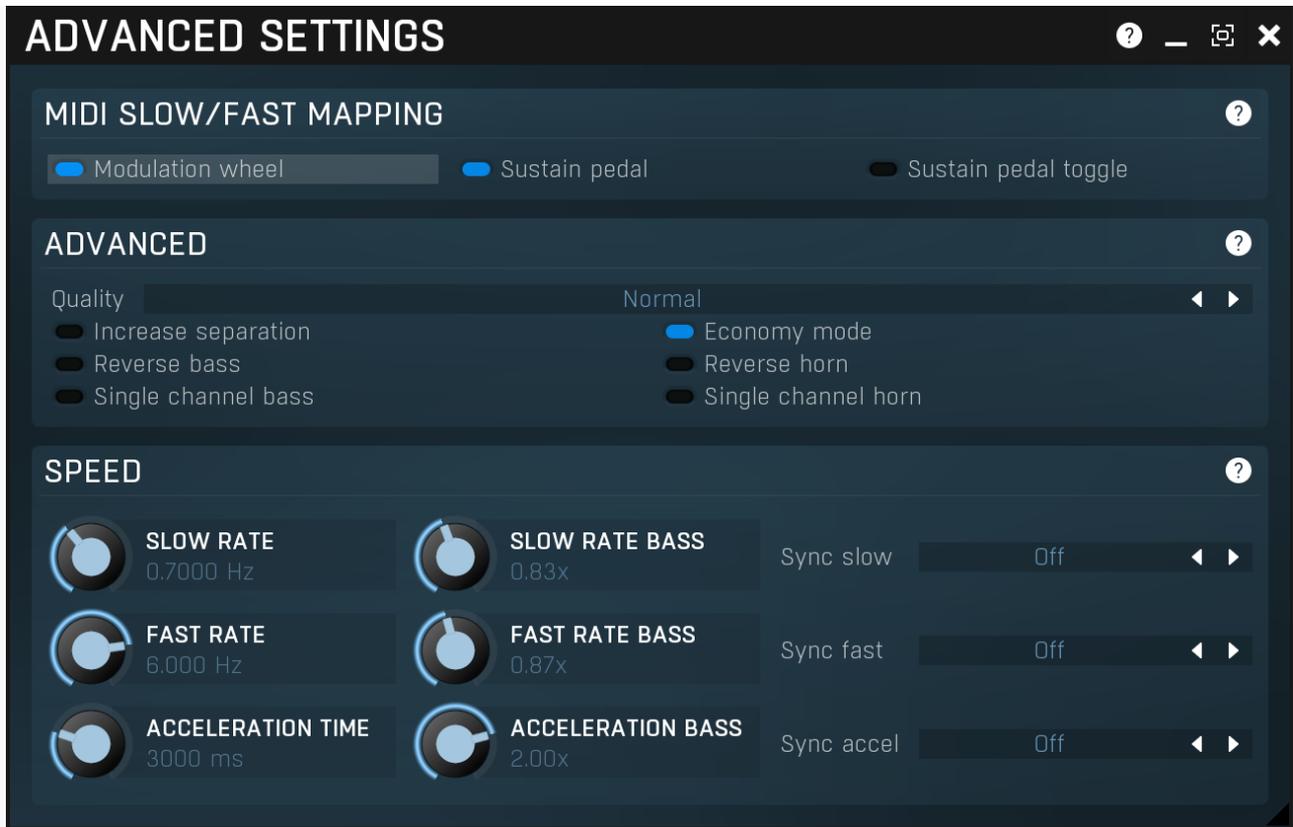
Range: 0.00% to 100.0%, default 50.0%

## Show advanced settings

### Advanced settings

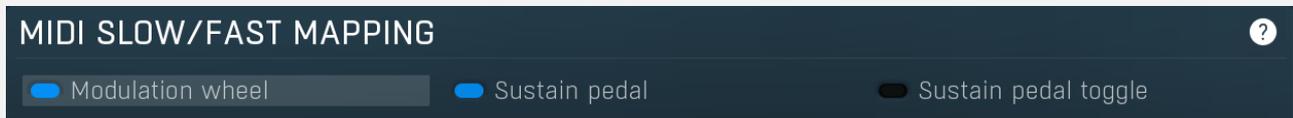
Advanced settings button displays additional settings.

## MVintageRotaryAdvanced



Advanced settings window contains more advanced settings, which are used less often and so are intentionally not shown on the main plugin editor.

## MIDI slow/fast mapping panel



MIDI slow/fast mapping panel is useful when you want to map standard controllers to the slow/fast switch. Despite you can map literally anything using the main plugin MIDI settings, this features is provided as it is easier to use.

### Modulation wheel **Modulation wheel**

Modulation wheel maps MIDI modulation wheel to the slow/fast switch.

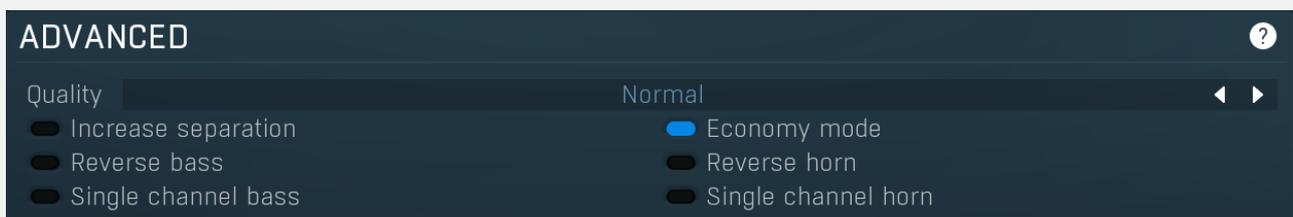
### Sustain pedal **Sustain pedal**

Sustain pedal maps MIDI sustain pedal to the slow/fast switch.

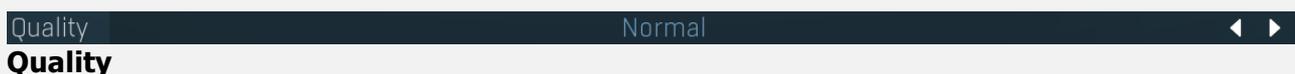
### Sustain pedal toggle **Sustain pedal toggle**

Sustain pedal toggle makes the sustain pedal toggle between the slow & fast modes, rather than the default, when sustain on switches to fast mode, sustain off switches to slow mode.

## Advanced panel



Advanced panel contains some more esoteric features and settings.



Quality controls the processing quality. As expected, higher quality increases CPU requirements.

Increase separation

### Increase separation

Increase separation increases the bass/horn crossover slope making both signals more separated. This makes the output signal cleaner, which is however usually not wanted if you are seeking the natural sound.

Economy mode

### Economy mode

Economy mode saves CPU power when processing in sample rate 80000Hz and higher by temporary downsampling. This is done for the main modulation processing only as processing in higher sampling rates doesn't provide any significant improvement in audio quality and the CPU requirements can get extremely high.

Reverse bass

### Reverse bass

Reverse bass reverses the rotation direction of the bass speaker.

Reverse horn

### Reverse horn

Reverse horn reverses the rotation direction of the horn.

Single channel bass

### Single channel bass

Single channel bass makes the processor use virtual microphone separation for the bass speaker. By default, the plugin uses 2 different systems for each microphone being simulated. If you enable this, the plugin uses just one system with phase differentiation, which produces less natural, but more controlled sound.

Single channel horn

### Single channel horn

Single channel horn makes the processor use virtual microphone separation for the horn speaker. By default, the plugin uses 2 different systems for each microphone being simulated. If you enable this, the plugin uses just one system with phase differentiation, which produces less natural, but more controlled sound.

## Speed panel

The screenshot shows a 'SPEED' panel with a question mark icon in the top right. It contains six rotary controls and three toggle switches. The rotary controls are arranged in two columns: 'SLOW RATE' (0.7000 Hz), 'FAST RATE' (6.000 Hz), and 'ACCELERATION TIME' (3000 ms) on the left; 'SLOW RATE BASS' (0.83x), 'FAST RATE BASS' (0.87x), and 'ACCELERATION BASS' (2.00x) on the right. To the right of these are three toggle switches: 'Sync slow' (Off), 'Sync fast' (Off), and 'Sync accel' (Off), each with left and right arrow buttons.

Speed panel contains the speed and acceleration settings. Defaults are based on the traditional rotary models; however you may want to change them to get more original and creative results.

SLOW RATE  
0.7000 Hz

### Slow rate Slow rate

Slow rate Slow rate defines the rotary speed in slow mode. Please note that each of the speakers can rotate at a different speed.  
Range: 0.1000 Hz to 20.00 Hz, default 0.7000 Hz

SLOW RATE BASS  
0.83x

### Slow rate bass

Slow rate bass defines the bass speaker speed in slow mode. The value is specified as a multiplier of the global **Slow rate** parameter.

Range: 0.25x to 4.00x, default 0.83x

Sync slow Off Sync slow

Sync slow controls synchronization to host tempo.

FAST RATE  
6.000 Hz

### Fast rate

Fast rate defines the rotary speed in fast mode. Please note that each of the speakers can rotate in a different speed.

Range: 0.1000 Hz to 20.00 Hz, default 6.000 Hz

**FAST RATE BASS**  
0.87x

### Fast rate bass

Fast rate bass defines the bass speaker speed in fast mode. The value is specified as a multiplier of the global **Fast rate** parameter.  
Range: 0.25x to 4.00x, default 0.87x

Sync fast      Off      Sync fast

Sync fast controls synchronization to host tempo.

**ACCELERATION TIME**  
3000 ms

### Acceleration time

Acceleration time controls how quickly each speaker can speed up or slow down. Please note that each of the speakers can have a different acceleration time.  
Range: 1000 ms to 30000 ms, default 3000 ms

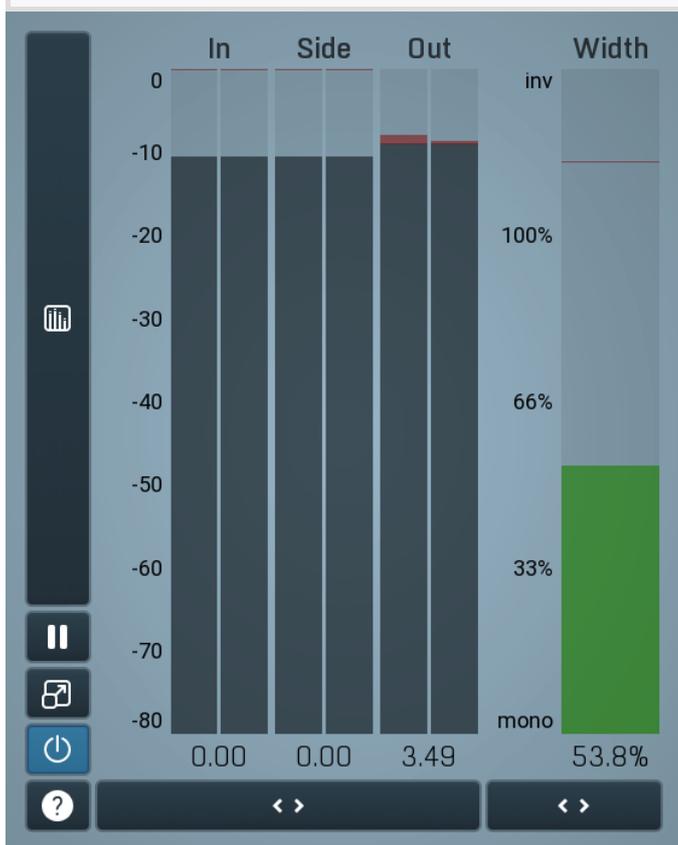
**ACCELERATION BASS**  
2.00x

### Acceleration bass

Acceleration bass defines the bass speaker acceleration time. The value is specified as a multiplier of the global **Acceleration time** parameter.  
Range: 0.25x to 4.00x, default 2.00x

Sync accel      Off      Sync accel

Sync accel controls synchronization to host tempo.



### 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

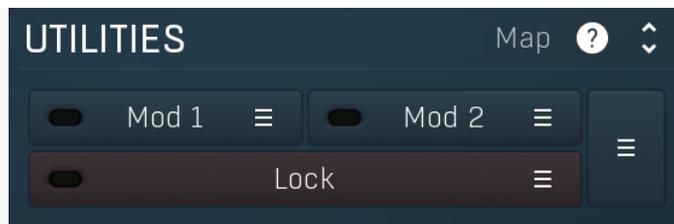
Collapse button minimizes or enlarges the panel to release space for other editors.



### Collapse

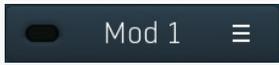
Collapse button minimizes or enlarges the panel to release space for other editors.

## Utilities



## Map

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



## 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 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.

