

HY-MPS ver 1.0

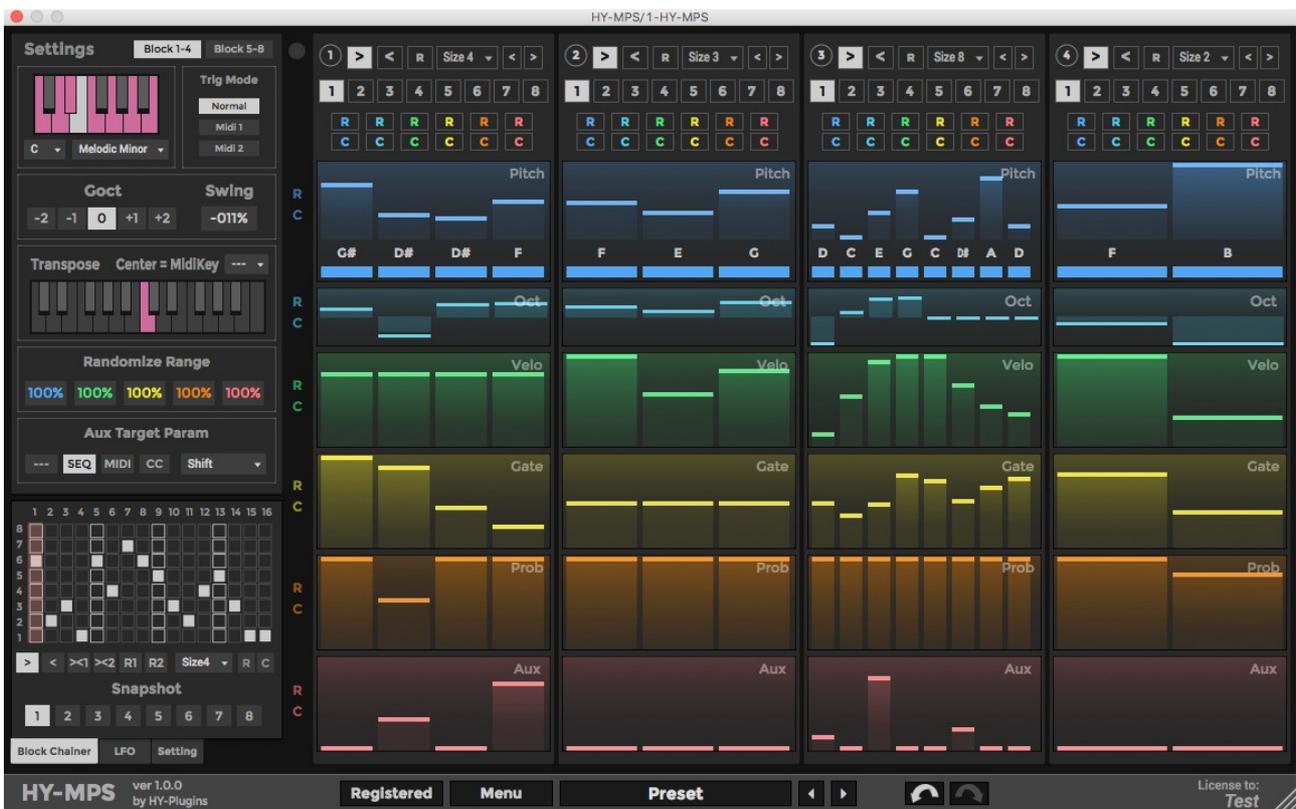


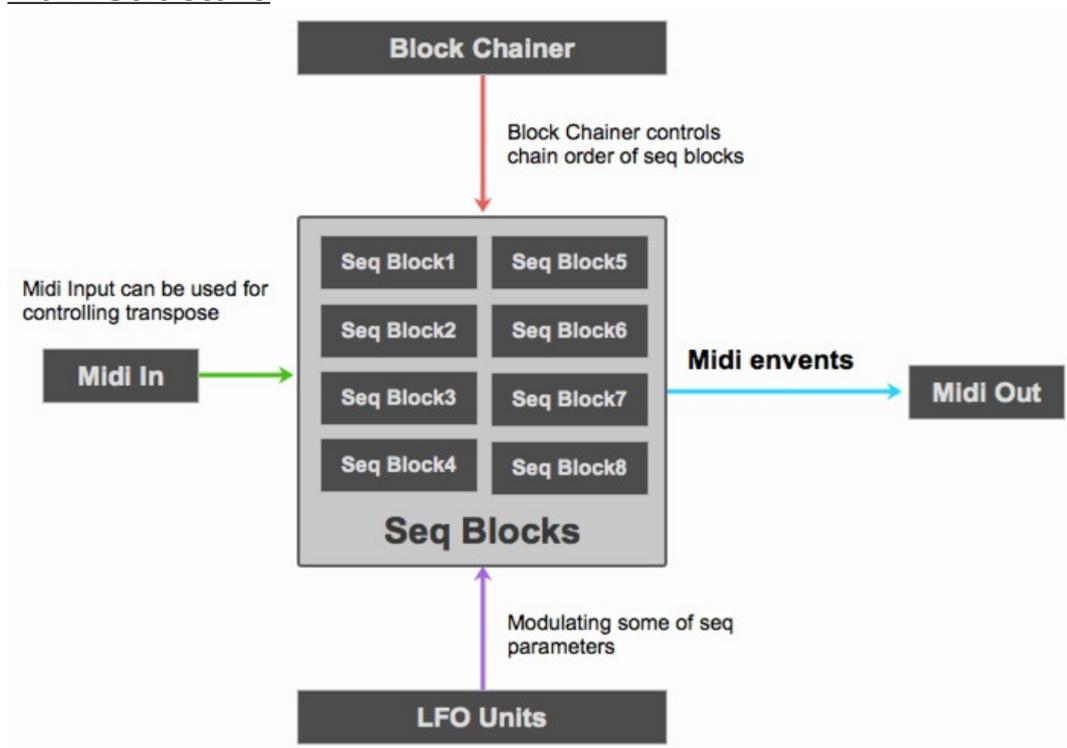
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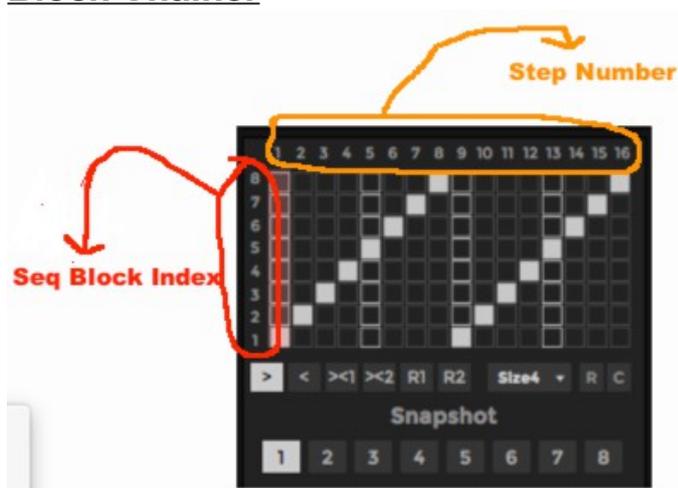
Overview

Main Structure



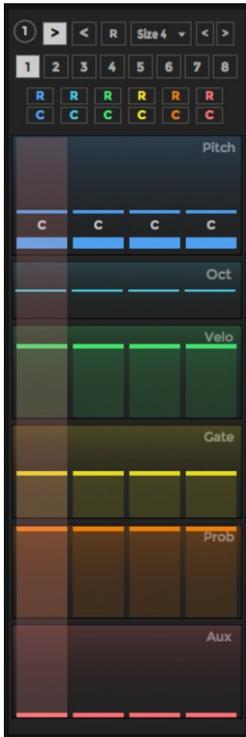
There are 8 sequencer blocks which produces midi note events. Sequencer block is a standard step sequencer. Chain order of seq blocks will be controlled by block chainer.

Block Chainer



Block chainer is a 16 step sequencer . You can control playback order of seq blocks by this sequencer.

Sequencer Block



Sequencer block is a step sequencer unit.

Full version have 8 seq block units.

You can make midi sequence with combining these seq blocks.

Also running direction and step size of each seq block can be set independently.

Each seq block represents a quarter note.

And step size represents divide factor.

So if you set step size 4, each step becomes 16th note.

step size 1(quarter note / 1) = step length will be quarter note.

step size 2(quarter note / 2) = step length will be eight note.

step size 4(quarter note / 4) = step length will be sixteen note.

step size 8(quarter note / 8) = step length will be thirty-secondnote.

Relationship between Step Size and Note Length of Each Step



step size 1 = 4n



step size 2 = 8n



step size 3 = 8n triplet



step size 4 = 16n



step size 5 = ?



step size 6 = 16n triplet

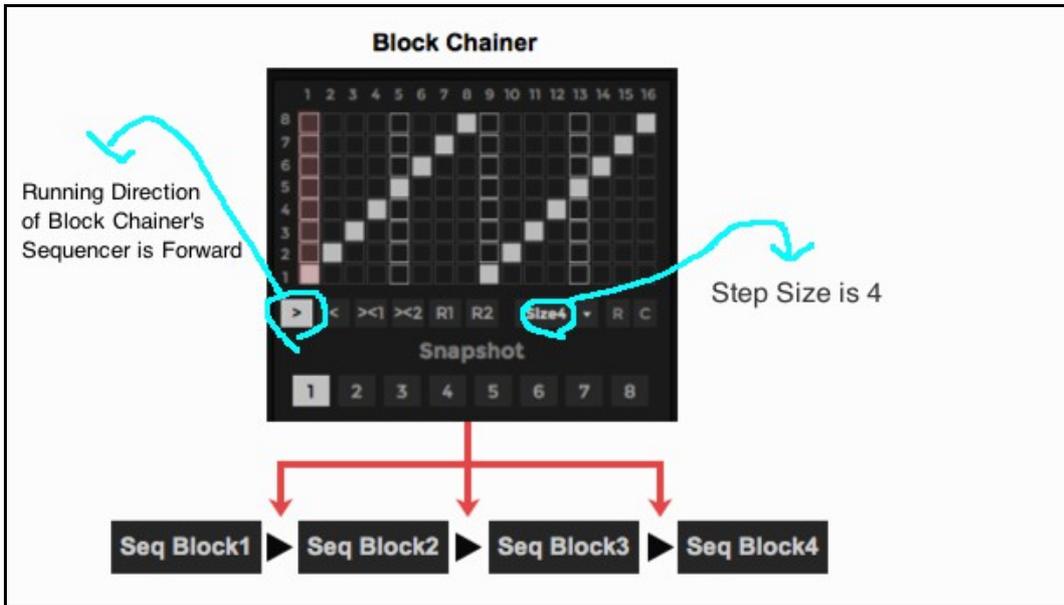


step size 7 = ?



step size 8 = 32n

Block Chainer Controls Playback Order of Seq Blocks



In this case, **step size** of Block Chainer is **4** and running direction is **forward**.

step 1 of block chainer is seq block 1.

step 2 of block chainer is seq block 2.

step 3 of block chainer is seq block 3.

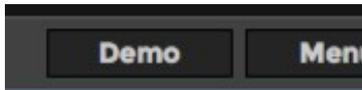
step 4 of block chainer is seq block 4.

So playback order of Seq Blocks will be **1 > 2 > 3 > 4**.

You can make 8 snapshots of Block Chainer's step value states.

Step Size = 4 16th note	Step Size = 3 8th triplet	Step Size = 8 32nd note	Step Size = 4 quarter note
16th 16th 16th 16th	8th triplet	32nd 32nd 32nd 32nd 32nd 32nd 32nd 32nd	1/4

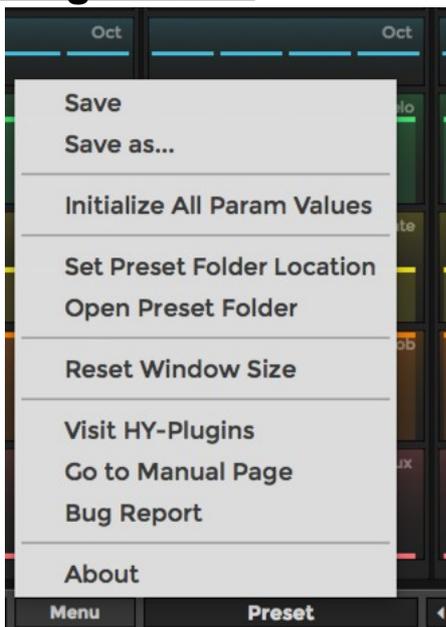
Registration



Clicking “Demo” button > select “Register” > load your keyfile

Once HY-MPS is registered, “Demo” text will be changed “Registered”.

Plugin Menu



Clicking “**Menu**” button, plugin menu will show up.

Save : overwrite current loaded preset file

Save as : saving preset file as new preset

Initialize All Param Values : initialize all parameter values

Set Preset Folder : if you change preset folder location, you need to set new location

Open Preset Folder : opening preset folder

Reset Window Size: resetting plugin window size

Visit HY-Plugins : jump to our homepage

Go to Manual Page : jump to manual page

Preset



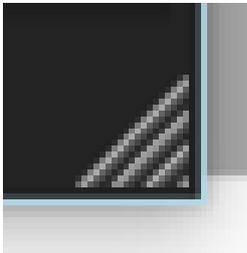
Clicking preset button, preset select window will show up.
You can change preset file with clicking arrow buttons.

Default preset folder location

Mac : Library/Audio/Presets/HY-Plugins/HY-MPS

Win : C:\Users\user name\Documents\HY-Plugins\HY-MPS

Resizing Plugin Window



You can resize plugin window by pushing/pulling bottom right of the plugin window.

Undo/Redo



When undo/redo function is available, button color will be white.

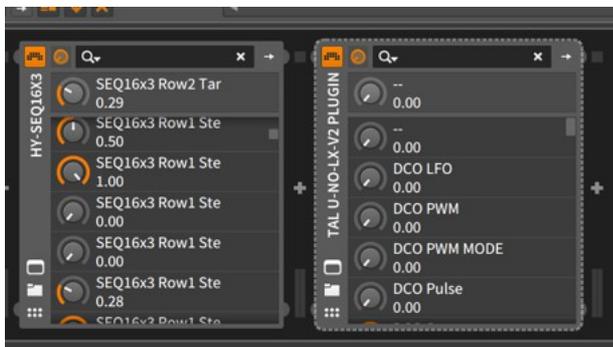
Plugin Setup

Ableton



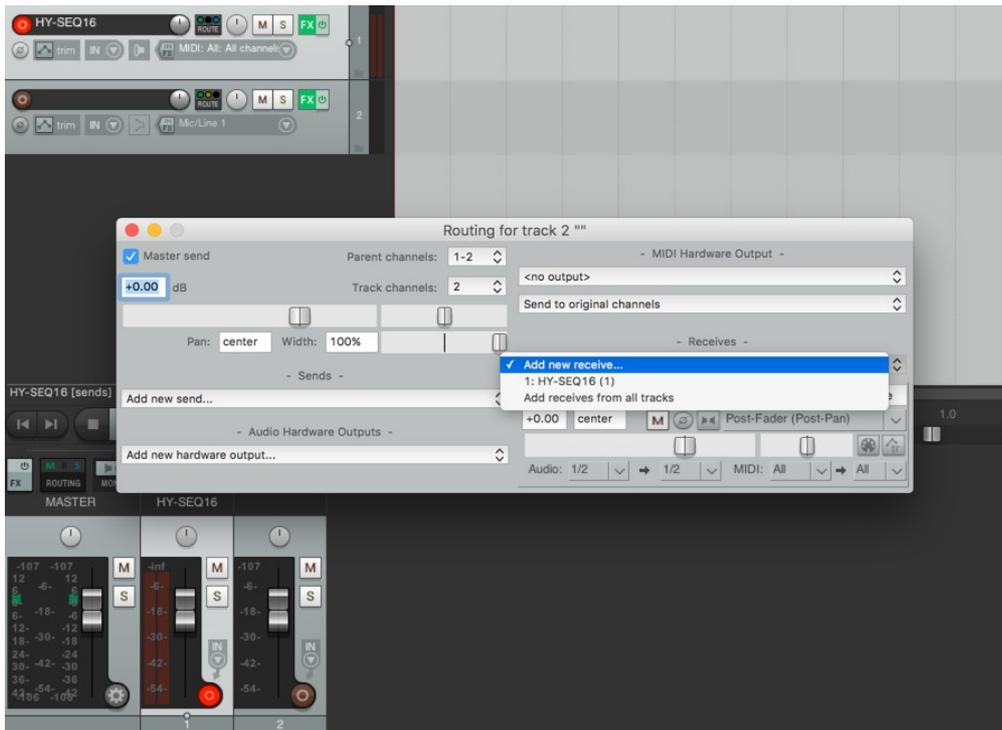
- 1, Loading HY-MPS as instrument
- 2, making new midi track
- 3, set "Midi From" menu like picture above
- 4, turning on track aim button

Bitwig Studio



- 1, making instrument track
- 2, loading HY-MPS
- 3, inserting your instrument plugin after HY-MPS

REAPER



- 1, Loading HY-MPS as instrument
- 2, making new instrument track
- 3, opening routing menu of new instrument track
- 4, set Receives menu HY-MPS

Studio One



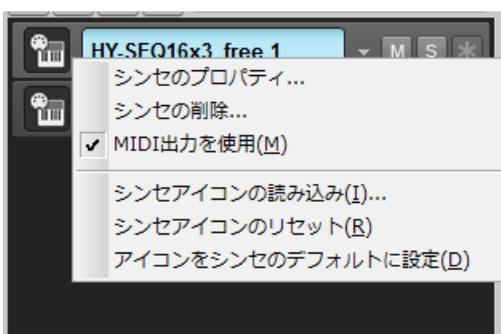
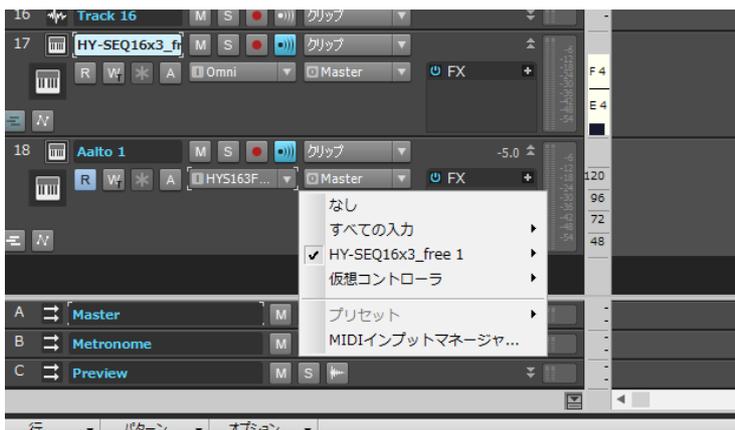
- 1, making instrument track and insert HY-MPS
- 2, making another instrument track and insert your vsti
- 3, set instrument input HY-MPS,
with this setting midi output of HY-MPS will be routed to second instrument track

Cubase



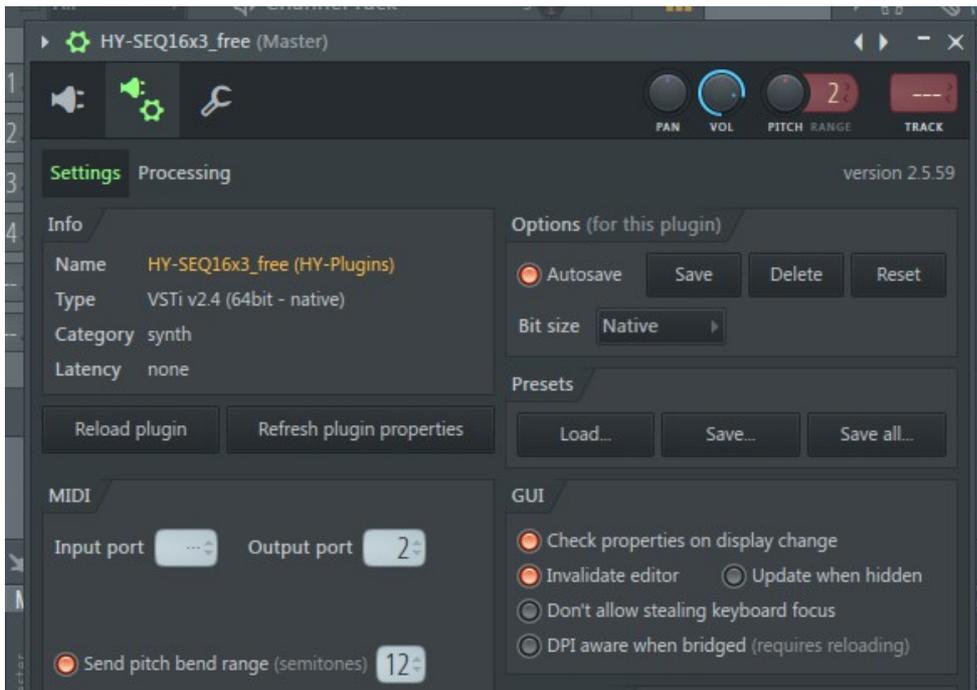
- 1, adding instrument track and inserting HY-MPS
- 2, adding another instrument track and inserting your VSTi
- 3, set midi input menu HY-MPS

SONAR



- 1, adding instrument track and insert HY-MPS
- 2, check “Enable Midi Output” Option
- 3, adding another instrument track and insert your instrument
- 4, set midi input menu HY-MPS

Fruity Studio



- 1, inserting HY-MPS as instrument
- 2, inserting you instrument
- 3, set Midi Output Port of HY-MPS and Midi Input Port of your instrument same number

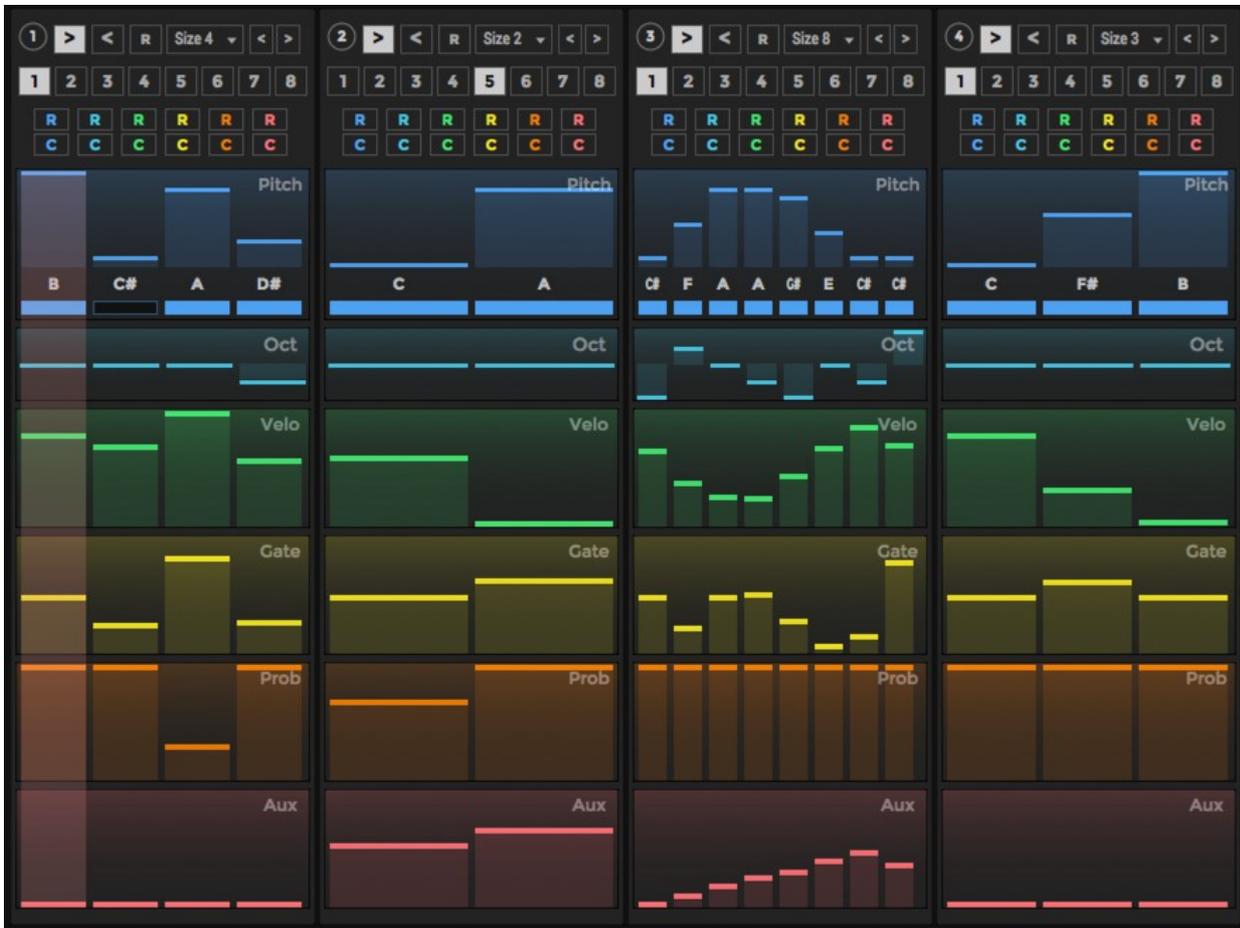
Tracktion



- 1, creating new track
- 2, loading HY-MPS
- 3, inserting your instrument plugin after HY-MPS

Plugin Panel

Sequencer Blocks



There are **8** sequencer blocks available.

Step size, running direction of each seq block can be set independently.

Step Parameters

There are 7 step parameters (pitch, onoff, velo, gate, prob, aux).

Pitch : midi pitch of each step

OnOff : if off, that step will not triggered

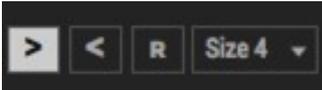
Velo : velocity level of each step

Gate : gate length of each step

Prob : trigger probability of each step

Aux : aux value of each step (target control parameter is assignable)

Sequencer Controlling Parameters



"> < R" : running directions

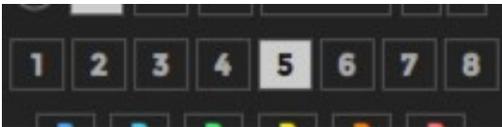
">" : forward

"<" : backward

"R" : random

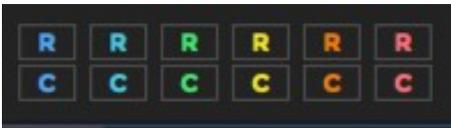
Size : step size(1 to 8)

Snapshot of Step Values



You can make 8 snapshots of step value states.

Randomize/Clear Step Values

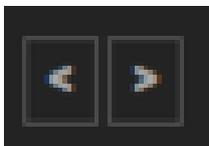


You can randomize/clear step param values.

R : randomize

C : clear

Rotating Step Values

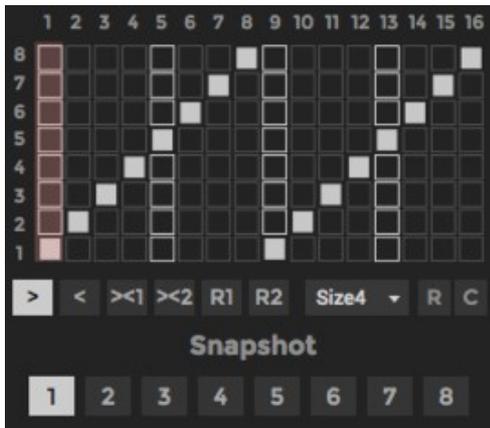


You can rotating step values left/right.

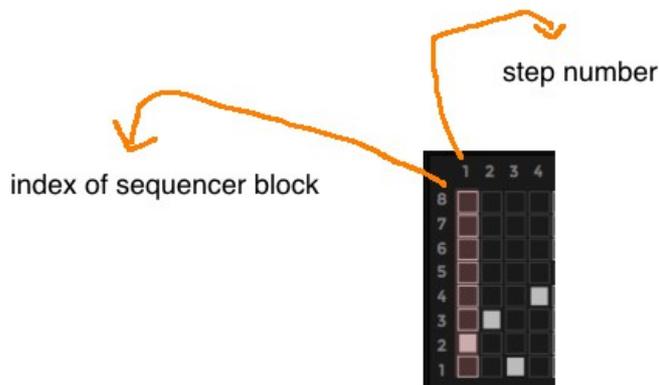
Left Arrow : rotating step values left

Right Arrow : rotating step values

Block Chainer



This is a 16 step sequencer used for controlling chain order of Seq Blocks.



In this case first step is set to seq block2, second step is seq block3, third is seq block1 and fourth step is seq block4.

So chain order of playback order of seq blocks will be like this.



Block Chainer Control Parameters

">, <, ><1, ><2, R1, R2" : running directions

">" : forward

"<" : backward

"><1" : forward/backward 1, like this 1 > 2 > 3 > 4 > 3 > 2 ...

"><2" : forward/backward 2, like this 1 > 2 > 3 > 4 > 4 > 3 > 2 > 1 ...

"R1" : random1

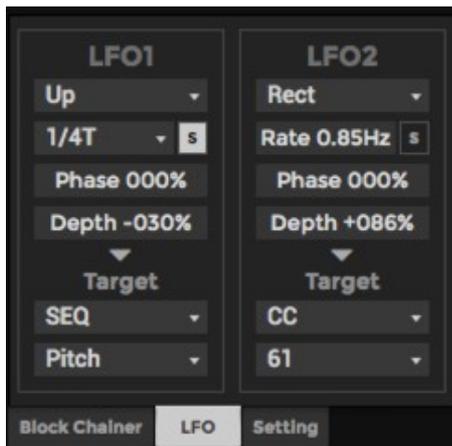
"R2" : random2, drunk walk

Size : step size(2 to 16)

R/C : randomize/clear button

Snapshot : you can make 8 snapshots of step value states.

LFO

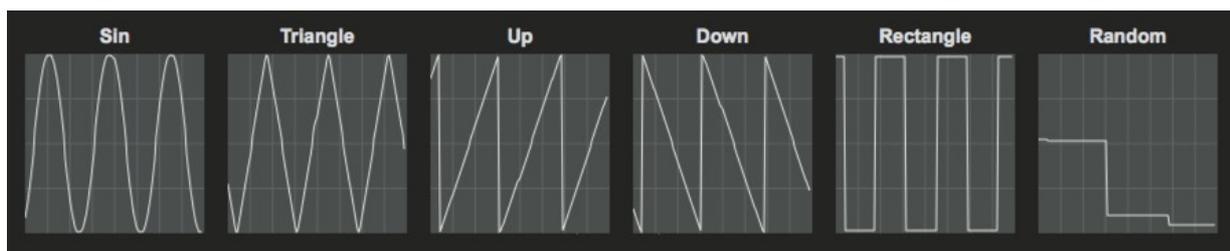


There are two LFO units.

LFO units can be used for modulating seq params, controlling midi params(mw, pb, cc).

LFO Parameters

Waveform : sine, triangle, up, down, rect, random



Rate : lfo speed

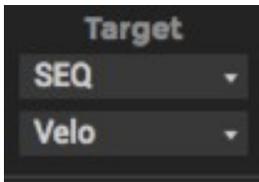
“S” button : lfo rate sync button

Phase : phase offset of lfo waveform(0 – 100%)

Depth : modulation depth (-100 to +100%)

LFO Target Parameter

You can modulate/control a parameter per LFO unit.



Menu1(upper side) : category of target parameter(SEQ, MIDI, CC).

Menu2(lower side) : target parameter

Target Parameters

SEQ:

Pitch : modulating note pitch

Velo : modulating velocity level

Gate : modulating gate time

Prob : modulating trigger probability

Aux : modulating aux values

Swing : modulating swing depth

MIDI:

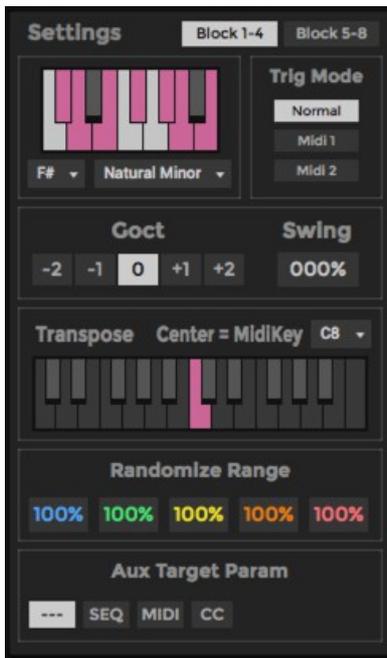
MW : modulating mod wheel control

PB : modulating pitchbend control

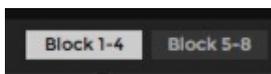
CC

You can assign LFO output to midi control number.

Global Settings



Changin Seq Block Window



You can change seq block window 1-4 and 5-8 with these buttons.

Root / Scale



You can set root note and note scale here.

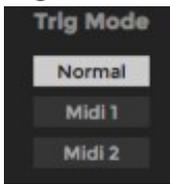
Global Octave / Swing



Goct = global octave

Swing = swing depth(-100 to +100 %)

Trig Mode



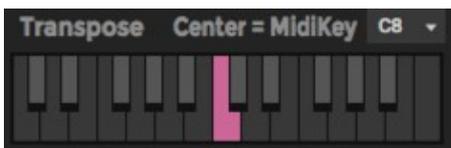
You can set trigger mode of the sequencer.

Normal : normal mode, HY-MPS will start to run sync to host sequencer.

Midi1 : host is running, and when HY-MPS receives midi note-on message, HY-MPS will start running.

Midi2 : similar to Midi1 mode, but HY-MPS only running while midi note-on message is continuing. Once HY-MPS receives midi note-off message, HY-MPS will stop running.

Transpose



You can transpose output midi notes.

Also you can control transpose via midi note input.

Controlling Transpose via Midi Note Input:

Center note menu is a midi note which is assigned to center(+/-) transpose value.

In this case, midi note C8 is assigned to center value of transpose.

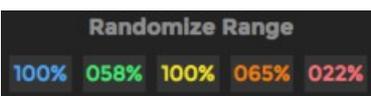
C7 to C9 will be used for controlling transpose value.

So in this case, when HY-MPS receives midi note C7, transpose value is set to -12.

In this manner, when HY-MPS receives midi note C9, transpose value will be set to +12.

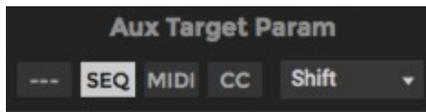
If you set center midi key "---", midi note to transpose function will be disable.

Randomize Range



You can set range of step value randomize here(0 to 100%).

Aux Target Parameter



You can control a target parameter by aux output values.

Target Parameters

SEQ : shift

MIDI : MW(mod wheel), PB(pitchbend)

CC : midi control change

About Shift

When you select “Shift” as a target parameter, you can shift step trigger timing by aux step values.

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