

# TEKTURON

## MULTITAP SEQUENCED DELAY



## User Manual

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## Requirements

Software and hardware requirements of the product



<b>OS version</b>	Windows 7 or newer
<b>CPU</b>	2.8 GHz SSE (Multicore 3.2 GHz recommended)
<b>RAM</b>	8 GB (16 GB Recommended)
<b>Software</b>	VST2 / VST3 / AAX compatible host application (32bit or 64bit)



<b>OS version</b>	OS X 10.13 or newer
<b>CPU</b>	Intel based 2.8 GHz (3.2 GHz recommended), Apple M1
<b>RAM</b>	8 GB (16 GB Recommended)
<b>Software</b>	AU / VST2 / VST3 / AAX compatible host application (64bit!)

*Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.*

## Preliminary information

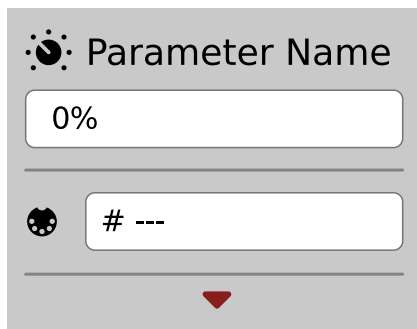
This chapter contains general advice for using the plug-in's interface.

### To do a right-click on macOS with single button mice:

Either use your **mouse click** while holding the **CTRL key** on your keyboard or use **two fingers** on your **touchpad**.

### Checking the value of a parameter

**Right-click** on any parameter to check its value in its context menu:



*A parameter's context menu*

Note: It's currently not possible to enter a precise value in the input box; it's just to check the value.

### Fine-tuning continuous parameters

Tweak a control (knob) while holding the **CTRL key** (on **Windows**) or **Apple CMD** key (on **macOS**) - this will make the tweaking more precise while moving the mouse pointer up and down.

### Double-click to reset a continuous parameter's value

Double-clicking on a parameter restores its value to the initial state, either default (right after loading the plug-in / loading it along a project file) or from the most recently loaded preset.

# Overview

Tekturon is a multi-tap delay effect with **16** independent delay lines.

When the plug-in is loaded, its graphic interface appears:



Tekturon's graphic interface

There are two main sections on the interface:

- **Configuration and Preset management** section:



Configuration and Preset management section

- All the remaining controls are in the **Signal processing**.

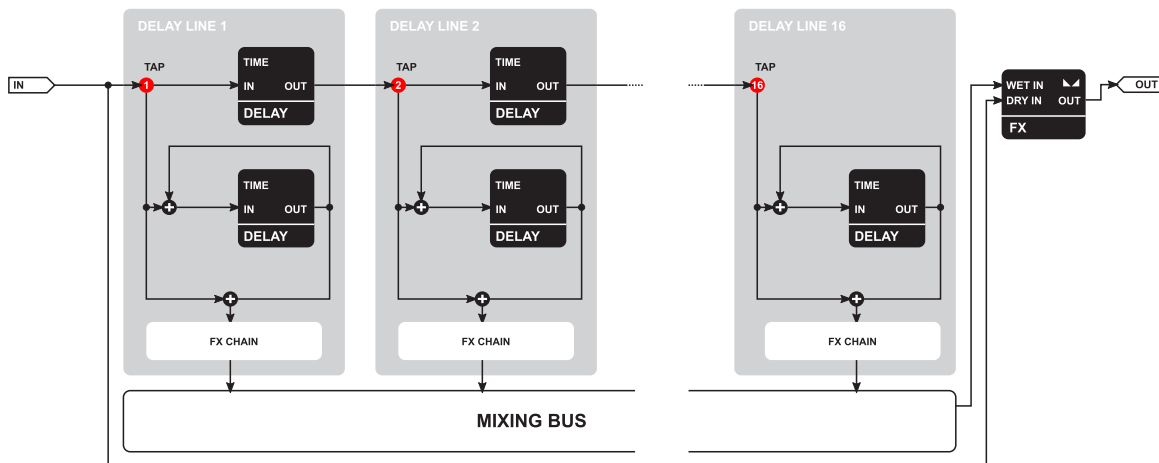
## Signal Flow

At the core of **Tekturon** are **16 delay lines**. The time delay between subsequent taps is equal and controlled by a single parameter – the **Time Grid**. The taps are labeled by numbers **1** to **16**. The signal flowing into tap 1 is not delayed relative to the dry signal. **Tap** number **2** is delayed by the value of the **Time Grid** and **tap** number **3** is delayed by twice the value of the **Time grid** and so on up to tap **16** (which is delayed by **15 times** the **Time grid** value).

Each delay line also has its own independent feedback loop and an effect chain processing the signal output from the loop.

A delay line FX chain consists of:

- **Multimode filter** with adjustable **Cutoff** and **Resonance**
- **Stereo Panning**
- **Stereo Spread**



Schematic diagram of processing path in Tekturon

## Bi-level control of the effect

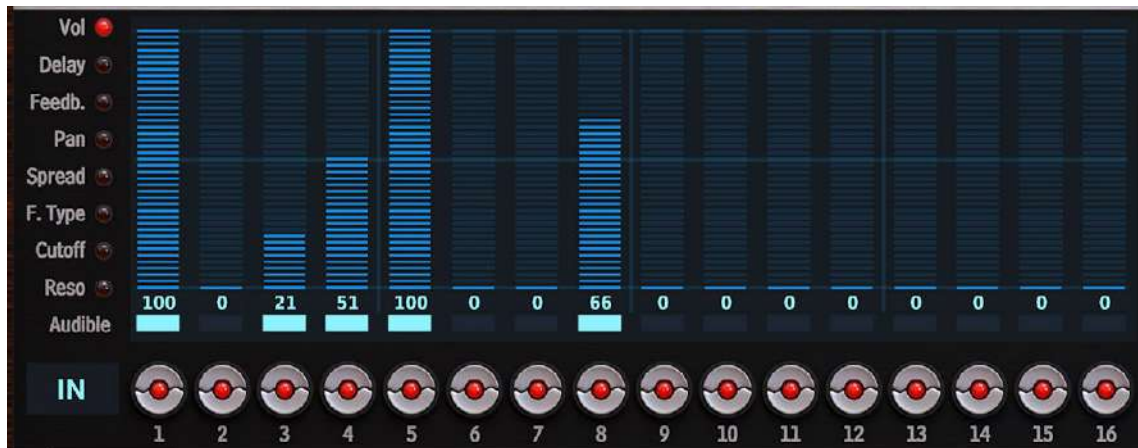
The plug-in is controlled hierarchically:

- *Globally* - From the **Master** section, where the delay lines are all altered at once



Master section

- *Locally* - By adjusting each of the delay line parameters individually using the **bar graph display** situated on the left side of the GUI.



The Bar graph display

The parameters set globally from the **Master** section are:

- **Base value** – A reference point for the relative values (offsets) set *locally* and individually for each delay line. This is the case for:
  - **Multimode filter Cutoff**
  - **Multimode filter Resonance**
  - Delay loop **Feedback** value
- **Parent value** – A default value, which can be overridden by the local value; specific for the particular delay line. This happens for
  - **Multimode filter type**

Some of the delay line parameters do not have global counterparts in the **Master** section. They are controlled individually per delay line from the **bar graph display**. This applies to:

- Stereo **Panning**
- Stereo **Spread**

Certain parameters can only be controlled globally (they cannot be adjusted per delay line). These are:

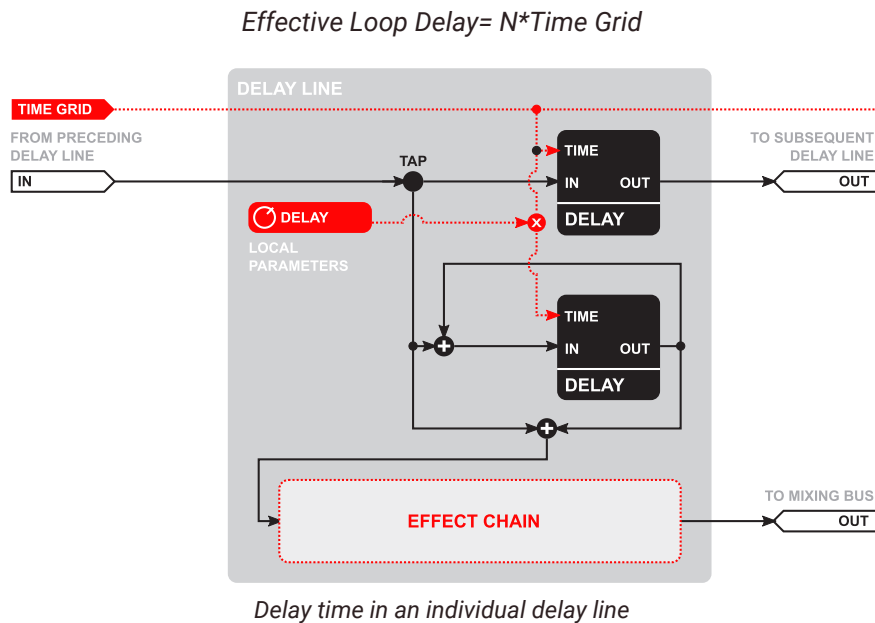
- **Shuffle**
- **Time grid**



## Unit delay value – the Time grid

The **Time grid** is a *global* parameter which controls:

- The delay time between subsequent **Taps** – their time spread.
- It is also the base value of the delay time for all delay line feedback loops. Effective delay time for a delay line is defined as multiple of the **Time grid** in a range x1 to x16:



The parameter value is controlled from the **Time grid** section on GUI:



*The Time grid parameter*

It is expressed in *milliseconds* and controlled in a range from **1** to **500 [ms]** (when **Sync** mode is disabled). The value can be adjusted by dragging the up-down mouse pointer above the digits representing the consecutive decimal positions on the display.

## Tap function

**Tap** is used to set the delay time "by ear" by clicking **Tap** rhythmically. The plug-in measures the time between the consecutive clicks, averages it and sets it as a new delay time. This function is also available when tempo **Sync** is enabled or disabled.



*Tap button*

## Host tempo synchronization

Sync toggle button:



Sync button

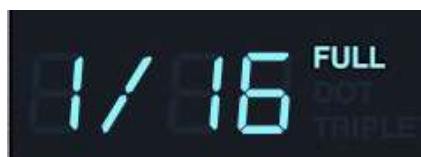
This activates / deactivates the synchronization of the **Time grid** with the host (DAW) application tempo. When enabled, the delay is represented as a **Rhythmic value** (in tempo-dependent units) consisting of a **Note value** and a **Rhythmic modifier**. Note, when this mode is active the **Time grid** value is controlled in a different manner and the look of the **Time grid** display changes slightly.



Time Grid section when Sync is active

### Note values

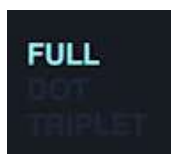
The **Time Grid Note value** can be adjusted by dragging the up-down mouse pointer over it;



Available values are: **1/8**, **1/16**, **1/32** and **1/64**

### Rhythmic modifiers

Clicking a **Rhythmic modifier** selects it:

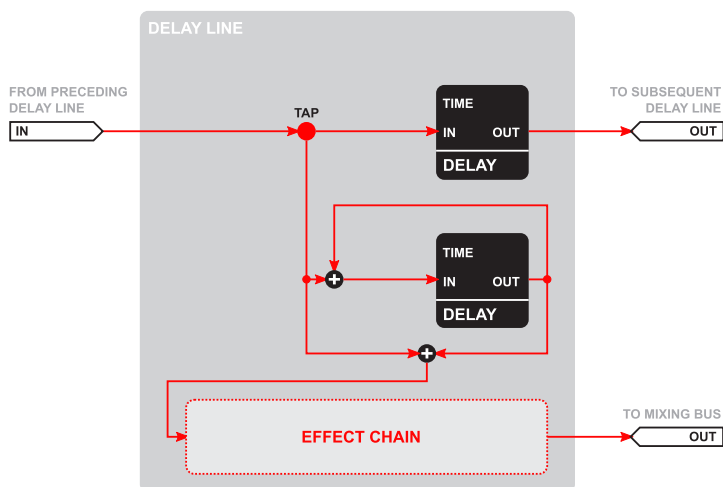


There are 3 possible values to choose from:

- **Full** – Effective delay value is equal to set **Note value**.
- **Tri** - Effective delay value is equal to **2/3rds** the duration of set **Note value**.
- **Dot** - Effective delay value is equal to **3/2nds** the duration of set **Note value**.

## Delay lines

**Tekturon** has **16** delay lines - each with its own feedback loop and effect chain processing the signal output from the loop:

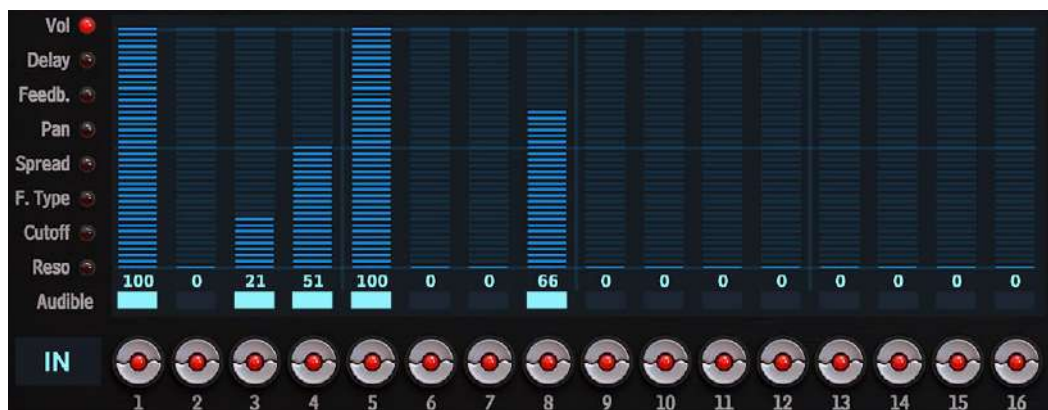


*Individual Delay line in Tekturon*

A single delay line is fed from the **Tap**. This is delayed with respect to the **Dry** signal by a value proportional to **Tap's** index value (subsequent **Taps** are delayed from each other by the value of the **Time grid**).

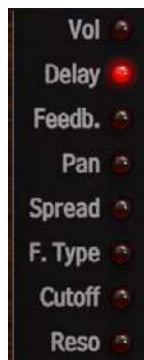
## Delay value in the feedback loop

The feedback loop delay is expressed as the multiple of the unit delay value (the **Time grid**). It is set for each of the **16** delay lines independently using the **bar graph display** to the left:



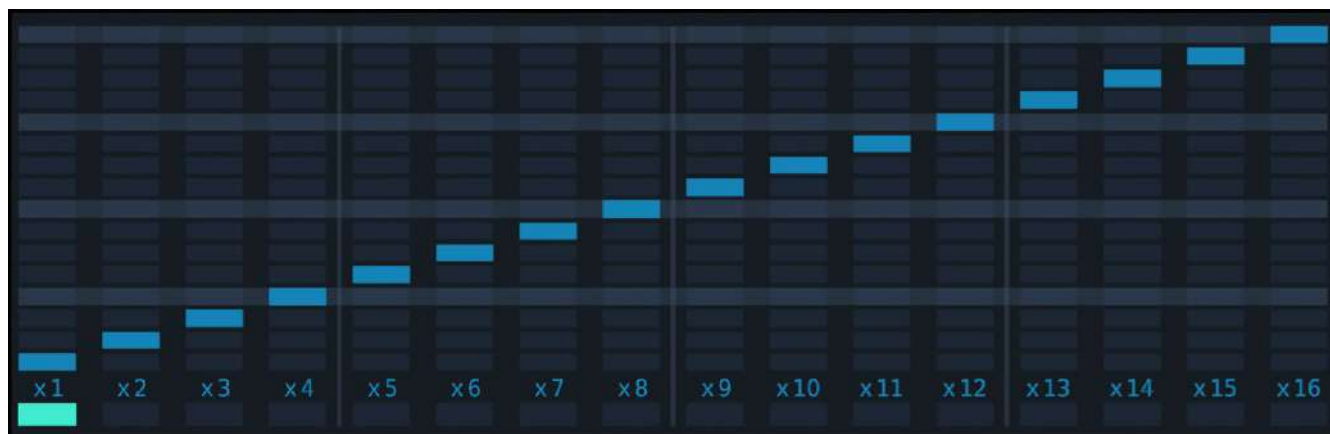
*The Bar graph display*

To edit delay values first switch to the **Delay** view using **View Selector**:



*View Selector*

The adjustment is performed by mouse clicking / dragging the vertical bars corresponding to the particular delay lines. The vertical position of the click represents the value. The bars are arranged so the delay lines' indexes corresponding to them start from the left side of the display (1 to 16):



Delay values for all delay lines

The numeric representation of each bar is shown in the bottom row:



Delay values for all delay lines

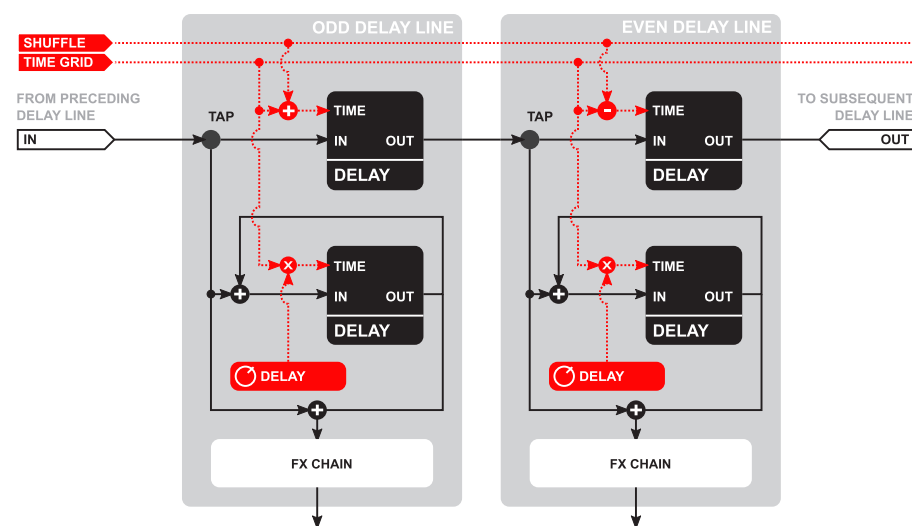
Delay value (the multiple of the unit delay value – **Time grid**) can be picked from the range **x1** to **x16**.

## Shuffle



Shuffle parameter

The **Shuffle** parameter introduces additional delay before each even numbered **Taps** and reduces the delay before odd numbered **Taps** by the same amount:



Influence of the Shuffle parameter on the delay times.

This causes a swing effect between the bounces output from consecutive delay lines. The **Shuffle** parameter controls the strength of the effect.

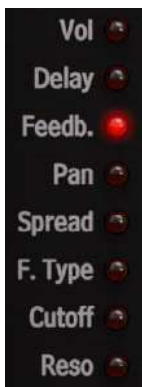
## Feedback

**Feedback** is controlled hierarchically. At a *global* level, using the **Feedback** parameter in the **Master** section affects the **Feedback** value in all delay lines at once:



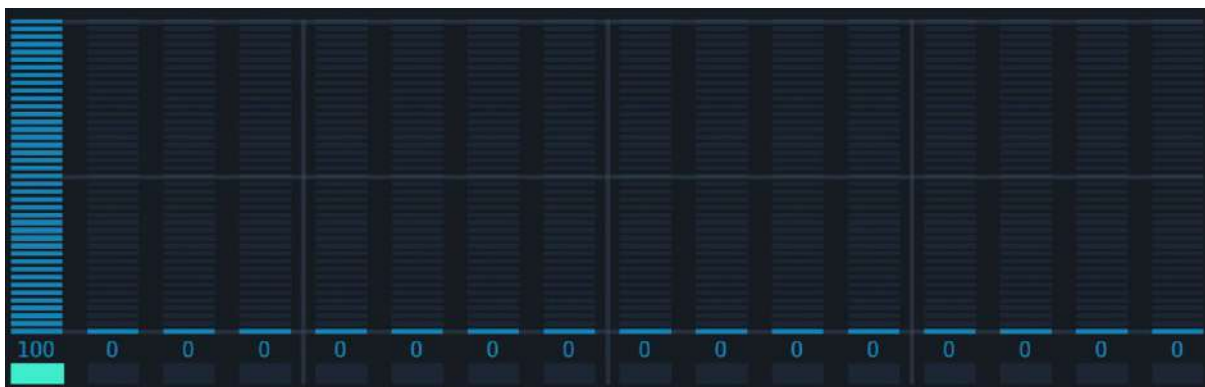
Global Feedback parameter

It can also be adjusted locally using the **Bar graph display** by selecting **Feedb** using the **View Selector**:



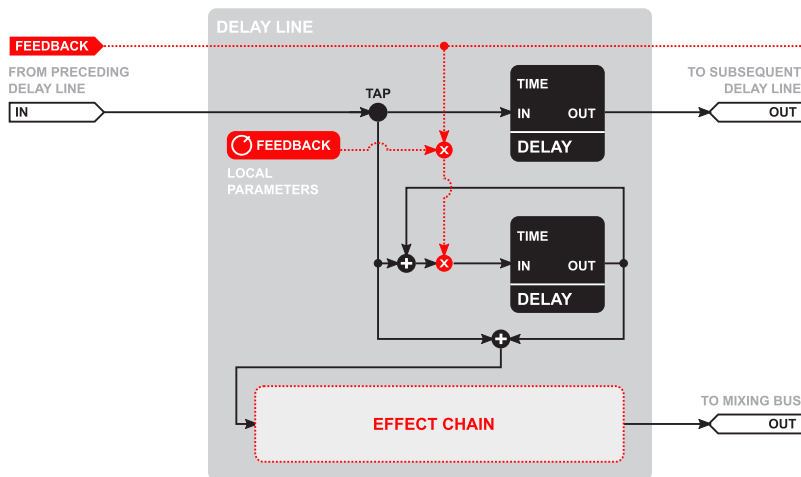
View Selector

The local **Feedback** values in the delay lines can then be adjusted individually:



Individual Feedback values

The effective (actual) feedback value for a particular delay line is equal to the value of the global **Feedback** parameter (from the **Master** section) limited by the amount set locally using the **Bar graph display**.



Feedback value in a single delay line

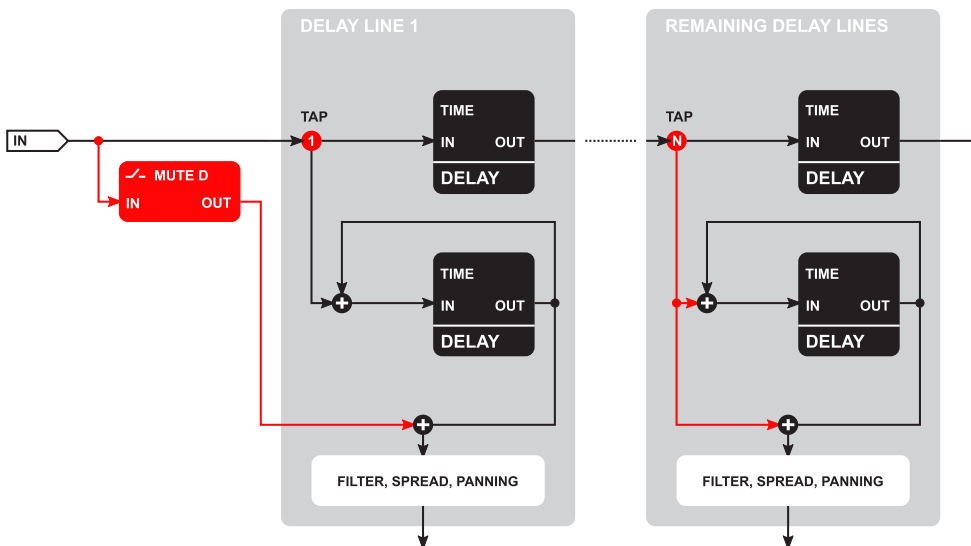
### Mute Tap 1 Direct Signal

Mute Tap 1 Direct Signal switch:



Mute Tap 1 Direct Signal

When enabled, the zero numbered bounce (non-delayed signal) output from the first delay line is muted. This prevents overlapping it with the unprocessed (**Dry**) signal. This is a useful option when **Tekturon** is used as insert effect in situations where the **FX** (dry->wet) value sets the **Dry** signal as well as for cases where the plug-in is used on FX send track.

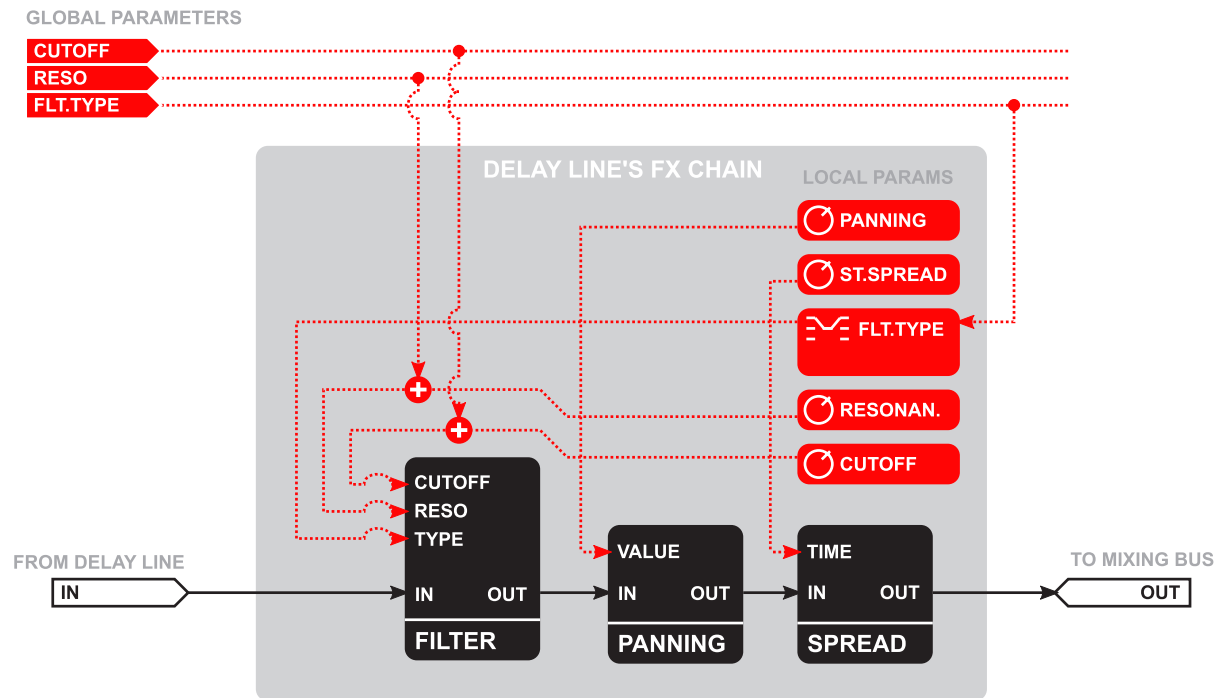


The effect of Mute Tap 1 Direct Signal parameter on the signal flow in the first delay line

## Delay line's effect chain

The effect chain that is part of each delay line processes the signal when it leaves the feedback loop. The modules in the effect chain are:

- **Multimode filter**
- Stereo **Panning**
- Stereo **Spread**



Effect chain of a delay line

## Multimode filter

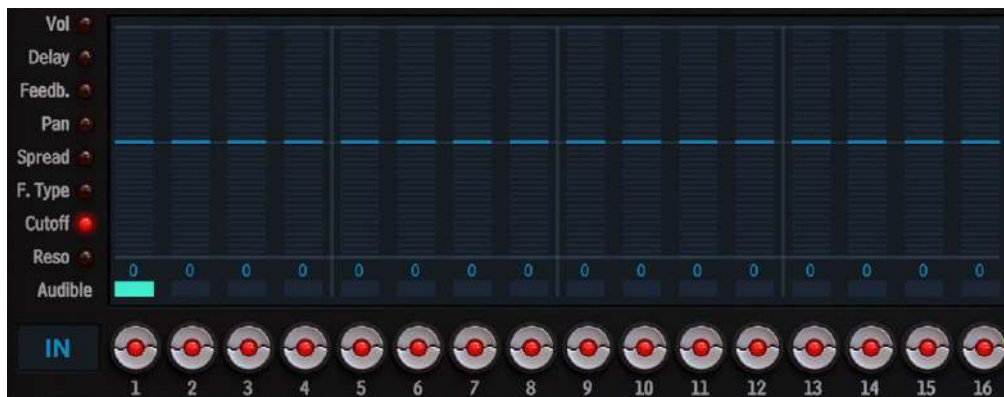
**Multimode filter** is the first effect in the chain. It is controlled hierarchically:

- *Globally* – Influencing all delay lines simultaneously from the **Master** filter section where the following parameters can be edited:



Master filter section

- **Cutoff** frequency
- Filter **Resonance**
- Filter **Type** – Where we have following values to choose from:
  - **LP** – Low pass filter
  - **BP** – Band pass filter
  - **HP** – High pass filter
  - **Off** – Filter inactive
- *Locally* – Influencing each delay line individually using the **bar graph display** on the left side of GUI



The Bar graph display



## Filter cutoff

Local (per delay line) value of the **Cutoff** parameter is controlled via the **bar graph display** from the **Cutoff** view selected by the **View Selector**



View Selector

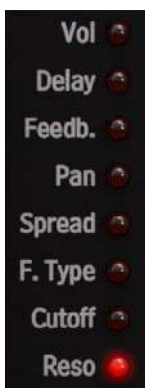
A single bar represents the delay line's relative cutoff frequency value, a deviation from the value of **Cutoff** parameter in the **Master** section:



Relative values of the Cutoff for all delay lines

## Resonance

The *local* (per delay line) value of the **Resonance** parameter is controlled via the **bar graph display** from the **Reso** view selected by the **View Selector**:



View Selector

A single bar represents the delay line's relative **Resonance** value, a deviation from the value of **Resonance** parameter in the **Master** section:



Relative values of the Resonance for all delay lines

### Filter type

Selecting the **Filter type** *locally* (per delay line) is performed using the **bar graph display** from the **F.Type** view selected with **View Selector**:








View Selector



Per delay line Filter Type

The following types can be selected:

-  / HP – High pass filter
-  / BP – Band pass filter
-  / LP – Low pass filter
-  / OFF – Filter inactive
-  / MF – Delay line filter type is the same as filter type selected in the **Master Filter** section.



Master filter section

## Panning

Stereo **Panning** is controlled only *locally* – per delay line. Editing is done via the **Bar graph delay** from the **Pan** view selected with **View Selector**:



View Selector

**Panning** is controlled in the range **-100%** to **100%** (where **0%** means center of the stereo stage):



Panning values

## Stereo spread

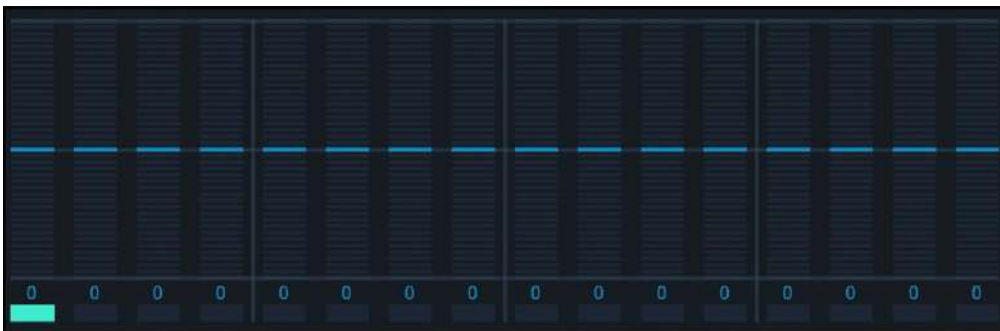
Stereo **Spread**, which is a phase shift between stereo channels, and creates the impression of widening the stereo image. It is controlled only locally – per delay line. Editing is done via the **Bar graph delay** from the **Spread** view selected with **View Selector**:



View Selector

**Spread** is controlled in range of **-100%** to **100%**, where **0%** means no spread at all.

**-100%** delays the left channel by  $\frac{1}{2}$  of the **Time grid value** with respect to the right channel and for **100%** the right channel is delayed by  $\frac{1}{2}$  of the **Time grid's** value with respect to left channel.



Stereo spread values

## Mute buttons

Working in toggle mode, allow for quick muting of selected delay line.



*Mute buttons*

## In / Out

**IN / OUT** affects how the **Mute buttons** work.

- **IN** mode – a signal gets muted before it enters a delay line.
- **OUT** mode – a signal gets muted after it leaves a delay line.

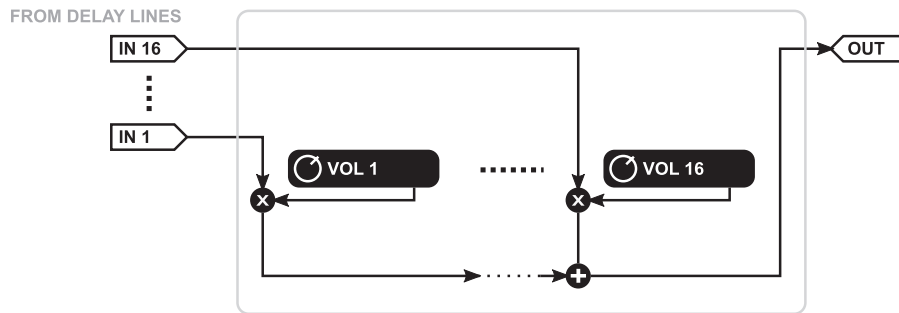


*In / Out display*

Toggles between **In** and **Out** modes for **Mute buttons**

## Mixing bus

The **Mixing Bus** is the final module of the **Tekturon** signal processing path. It is responsible for controlling the volume of each signal leaving all **16** delay lines and then mixing them together.



Mixing bus signal flow

The delay line outgoing signal **Volume** is adjusted via **Bar graph display** (the **Vol** view selected with **View Selector** parameter):



View Selector

**Volume** is in a range from **0%** to **100%** for each delay line independently:



The delay lines' output volume values

Additionally, each bar also serves as a stereo VU-meter indicating (with a pale blue color) the level of the delay line output signal.

## Audible lines

At the bottom of the display is the **Audible** row. This shows the active delay lines (with illuminated rectangles).



Audible controls

The prerequisite for a line to be considered as active is its **Volume** being set to a value greater than **0%**. The row is constantly displayed.

## Master section



Master section

The **Master Section** is the final part of the processing path of **Tekturon**.

The **Output volume** controls the amplification of the output signal (in the range from **-inf** do **+12 [dB]**) The **Output meter** shows volume level visually. **FX** controls the dry/wet ratio of the unprocessed to processed signal.

**Padlock** allows the **FX** setting to be locked so the **Dry/Wet** ratio stays the same when loading presets. It works in toggle mode: one click locks the parameter, a second click unlocks it.



FX padlock

## Preset Management

### Preset storage

**Presets**, both from **Factory** content and user ones, are stored as files in proper locations on the disc. Each time a plug-in instance is loaded into a project, these locations are scanned and the presets found there are consolidated into a single linear structure (list) in the **Preset Browser**.



## Browsing presets

The **Preset management section** (no matter what kind of preset it concerns) enables quick navigation and browsing of the preset structure:



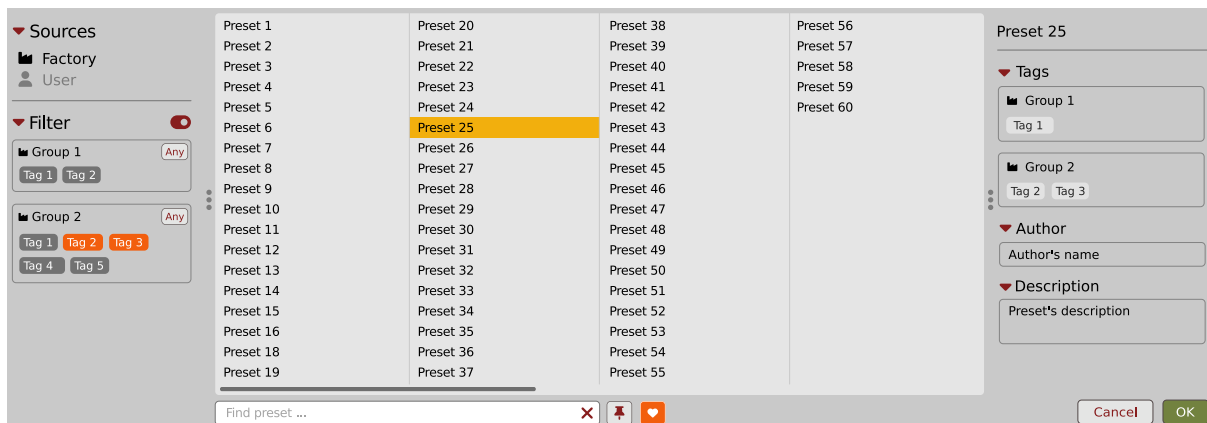
The Preset management section

- **PRESET** - Displays the name of the currently loaded preset. Clicking the display opens the **Preset Browser** panel, allowing you to browse factory / user presets.
- **Prev / Next** - Hovering over right side of the **Preset** display exposes the **Prev / Next** buttons: They allow for linear browsing of the presets list (depending on currently set filters - see sections below).
- **Save** - Saves current parameters as a new preset or allows for overwriting of the existing one (see sections below).

Right-clicking over the **Preset** display opens a context menu with two or three additional options:

- **Init** - Restores initial settings of plug-in parameters.
- **Reload** - Reloads the most recently loaded preset.
- **Save** - See description above.

The **Preset Browser** looks as follows:



The Preset Browser

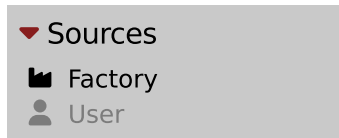
There are four main parts:

- **Sources** - Situated in the left column, filter content **Sources** for displayed presets.
- **Filter** - Below **Sources**, a preset **Filter** that uses the **Tags** system.
- **Results** - List of presets (shown in the middle column) from **Sources** that meet criteria set in the **Filter**.
- **Info pane** - The right column shows information about the currently selected preset(s), divided into several subsections.

If available - For some preset types this button can be hidden and accessible from the contextual menu (accessible via right mouse-click on **Preset display**)  
 If available

## Sources

In this section, you can choose a **Source** / **Source(s)** that you want to browse presets from.



*Preset Sources*

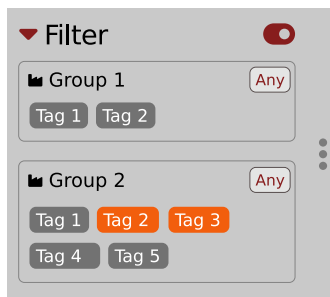
There are two resources to choose from:

- **Factory** - Delivered together with the plug-in and cannot be modified (read-only).
- **User** - Created by the user and can be freely modified or shared with other users.

Choosing any of them will cause the results to narrow to the presets from one resource.

## Filter

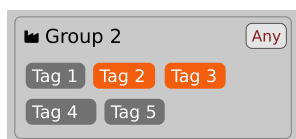
The section below is the **Filter**, which represents a preset filtering system using **Groups** and **Tags** to browse the content.



*The Filter section*

## Groups and tags

Each **Preset** is described by a few common **Groups**. Within each of them there may be one or more **Tags** from a particular set.



*The Filter group*

Presets from the **Factory** resource were assigned **Groups** and **Tags** when they were created.

**Groups** and **Tags** describe the content clearly, taking into account the plug-in's purpose.

Editing of the **Groups** and **Tags** for **Factory** content is limited. User presets can be described with the same **Groups** and **Tags** as **Factory** content, or you may define additional **Tags** within factory **Groups** and even create your own **Groups** with your own **Tags** to describe your own presets.

The only limitation is that a user cannot remove factory **Groups** or **Tags** from **Factory** content.

## Results

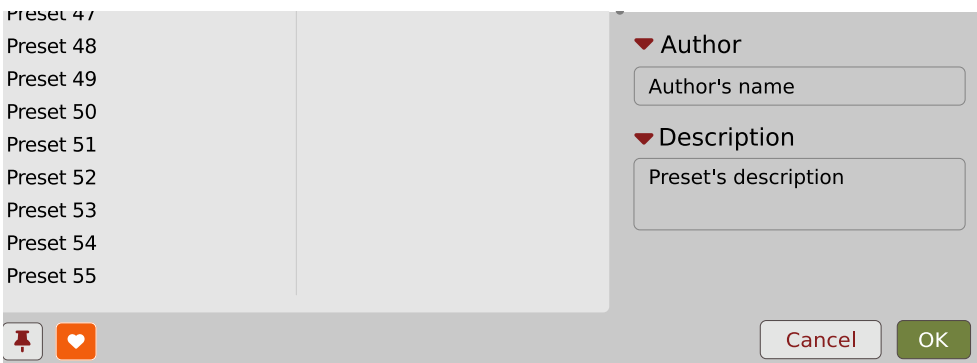
This is a list of presets from chosen **Sources** that meet the filtering criteria. The basic function of this section is to browse and load presets. It can also be used for editing, which is described later.

Preset 1	Preset 20	Preset 38	Preset 56
Preset 2	Preset 21	Preset 39	Preset 57
Preset 3	Preset 22	Preset 40	Preset 58
Preset 4	Preset 23	Preset 41	Preset 59
Preset 5	Preset 24	Preset 42	Preset 60
Preset 6	<b>Preset 25</b>	Preset 43	
Preset 7	Preset 26	Preset 44	
Preset 8	Preset 27	Preset 45	
Preset 9	Preset 28	Preset 46	
Preset 10	Preset 29	Preset 47	
Preset 11	Preset 30	Preset 48	
Preset 12	Preset 31	Preset 49	
Preset 13	Preset 32	Preset 50	
Preset 14	Preset 33	Preset 51	
Preset 15	Preset 34	Preset 52	
Preset 16	Preset 35	Preset 53	
Preset 18	Preset 36	Preset 54	
Preset 19	Preset 37	Preset 55	

The Results list

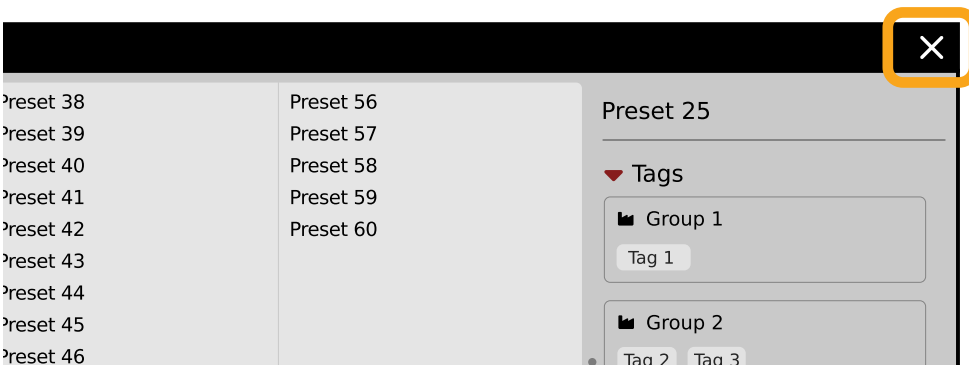
- **Click** any name to choose and load the preset.
- **Double-click** the name to choose, load the preset and close the browser.

Hitting the **OK** button confirms loading a preset and closes the browser. Using **Cancel** closes the browser but reverts all parameter changes that loading a new preset might have caused.



The OK and Cancel buttons in the browser

Using the **X** icon has the same effect as the **OK** button:



Close Browser window

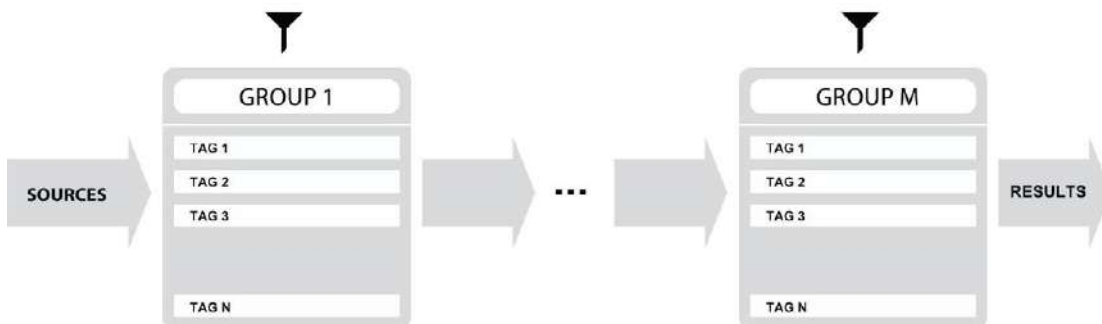
## Preset filtering using Groups and Tags

The **Filter** section contains **Groups** of **Tags**. Each Group is represented by a rectangle with the **Group** name + set of **Tags** inside.



Group 2 with two tags set (Tag 2 and Tag 3)

The filtering process cascades from top to bottom. This means that all presets available in the selected **Sources** are filtered by selected **Tags** from the first **Group** (uppermost one), then the **Group** below and so on, until filtered by the last active **Group** (the bottom one).

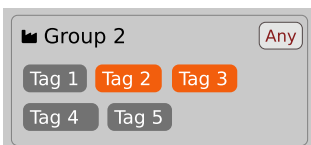


Preset Filtering with the use of Groups

The result of the cascade filtering process is listed in the middle column, the **Results** / presets list section. You can also consider the **Results** list as an intersection of preset sets, found by filtering through every individual **Group**.

### Basic Actions

**Tags** work as toggle buttons. Click to *activate* / *deactivate* a **Tag**; a gray background color means that the **Tag** is inactive, and orange means that the **Tag** is *active*.



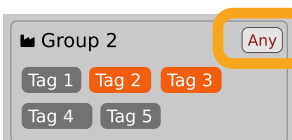
Group 2 with two tags set (Tag 2 and Tag 3)

If at least one **Tag** in a **Group** is active, then the **Group** (filter) also becomes active, otherwise the **Group** chosen doesn't affect the filtering process at all.

### Group operator

When a single **Tag** is active in a **Group**, only presets having that **Tag** set are displayed in the **Results**.

If two or more **Tags** in a **Group** are active, the **Results** depend on the **Operator** chosen for the **Group**:



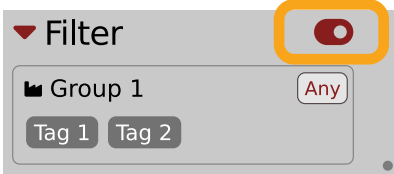
A Group operator

The **Operator** button works in toggle mode and offers a choice of two alternative **Operators** for the **Group**:

- **Any**  - Means that a preset is shown in the **Results** when the preset includes at least one of the active **Tags** from the **Group**.
- **All**  - Means that a preset is shown in the **Results** only when the preset includes all active **Tags** from the **Group**.

### Filter enable / disable

You can quickly enable / disable the **Filter** using the toggle switch in the top-most section of the **Filter**:



An On/Off switch for a Group Filter

## Other types of filtering

### Searching by name

Alternatively, you can look for a preset by entering its name or just a piece of its name into the **Find preset** field:



The Find preset input

The **Results** are refreshed on-the-fly and they work together with the other filters.

Using the **X** icon clears the entire field:



Clearing the search field

### Filtering Favorite presets

You can mark presets as a **Favorite** by clicking the **Heart** icon while hovering on preset name . You can unmark presets by clicking the icon again (toggle mode):



Setting a preset as a Favorite on the list

- Logical OR between Tags in the Group
- Logical AND between Tags in the Group
- It's allowed for every **source** (**factory** or **user**)

The flag is stored globally, meaning that a **Favorite** preset will be accessible as such from every other instance of the plug-in 📌.

Once you have your **Favorite** presets flagged, you can quickly filter them using the toggle button with a **Heart** icon on it:



*Favorite presets filtering*

If the button is active, then only **Favorite** presets will be shown (considering all remaining filters).

### **Filtering Pinned presets**

You can **Pin** one or more presets using the **Pin** icon while hovering over a preset name 📌. You can unpin a preset by clicking the icon again (toggle mode):



*Pinning a preset on the list*

Unlike **Favorites**, this flag works locally and it's stored with the project file (not global config), so **Pins** are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

But, similarly to **Favorites**, you can easily filter presets using the toggle button with the **Pin** symbol on it:

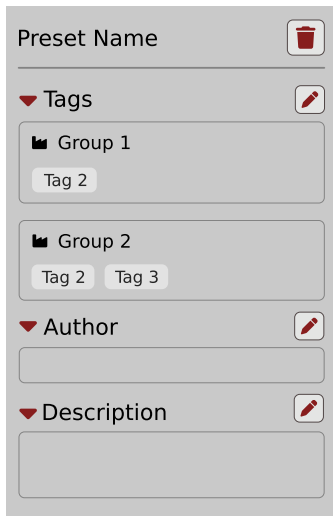


*Pinned presets filtering*

If the button is active, then only **Pinned** presets will be shown (considering all remaining filters).

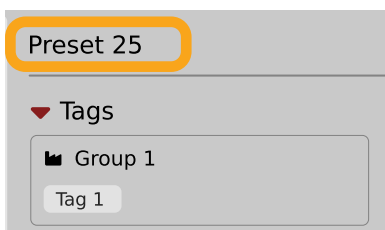
## Info pane

The column to the right shows information about the selected preset or presets. It also provides access to some of the preset editing functions.



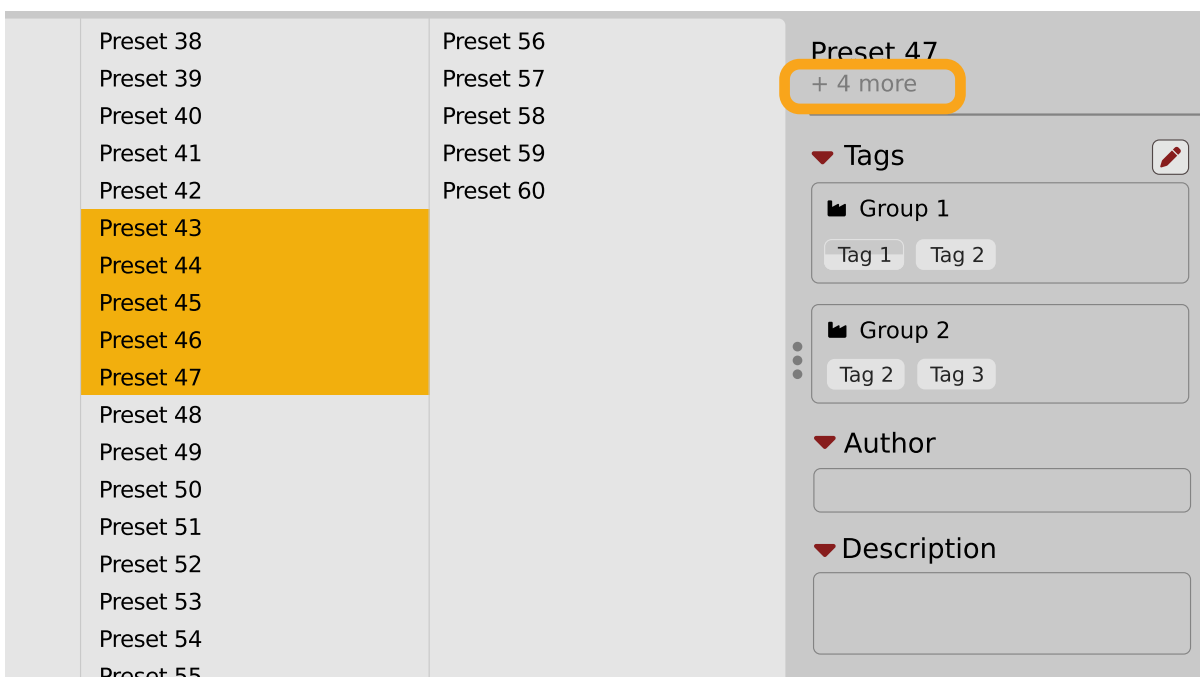
The Info pane

There's a preset name at the top.



The Preset name in the Info pane

Additionally, if you've selected more than one preset there's information about how many more have been selected:



Selecting more than one preset

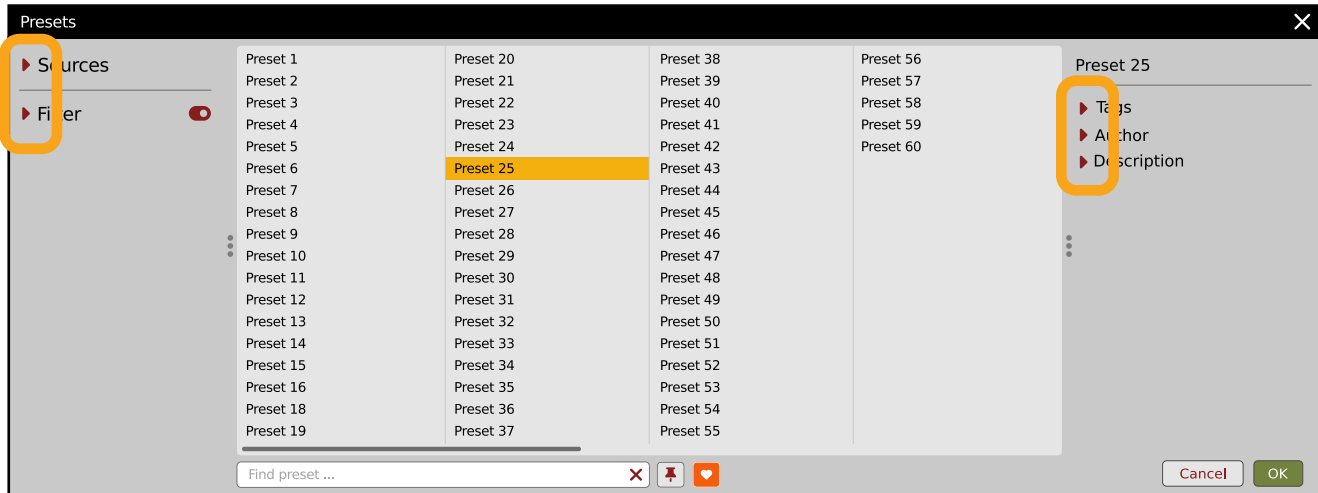
Below the preset(s) name there are few common sections describing selected presets:

- **Tags**
- **Author**
- **Description**

## Browser's visual adjustments

### Folding sections

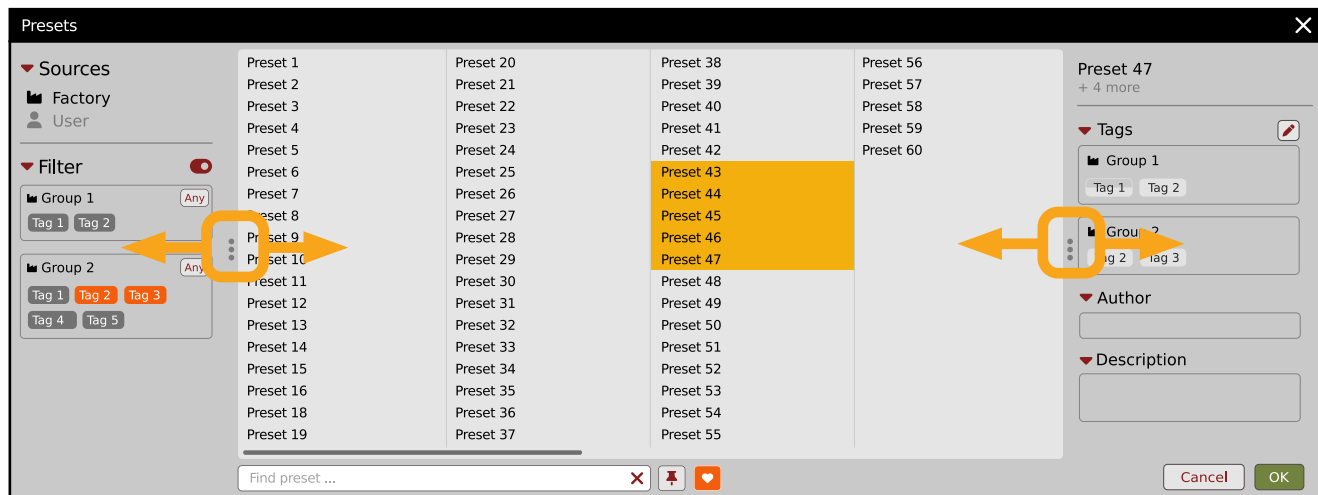
If you don't need to see the contents of every section / subsection, you can fold some of them up using the **Caret** icons:



Sections folded up

### Resizing columns

You can use the three-dotted handles to change a column's width to your preference.



Resizing Browser columns



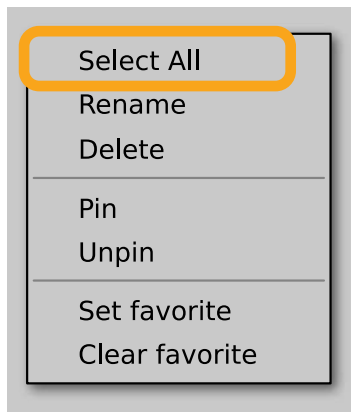
## Editing presets

You can perform certain actions on presets, such as adjusting **Groups** and **Tags**, deletion, renaming the presets as well as their export or import. One should bear in mind, however, that some operations are only allowed on user presets but not on **Factory** content.

### Preset selection for Edit

Some operations can be done on more than one preset, so you're allowed to select more than one preset at once; in the **Results** section, you can choose a preset or a set of presets in the following ways:

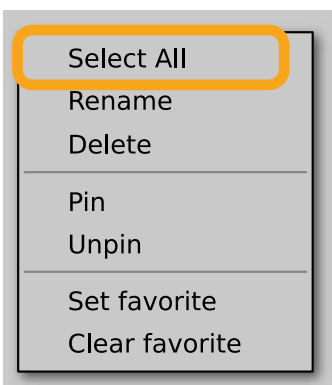
- **Click a preset** - Selects (and loads) one preset from the list.
- Win ( **Ctrl** ) + **Click the preset** ), Mac ( **Cmd** ) + **Click the preset** ) - Adds another preset to an already chosen preset or a set of presets.
- **Shift + Click the preset** - Selects a range of presets from the last chosen preset to the preset clicked with the *Shift* key.
- Right-Click on any **Preset** in the **Results** section and choose the **Select All** option - this selects all presets:



Selecting all presets

### Preset renaming

On a selected preset **▶**, right-click to open the context menu and select the **Rename** option:

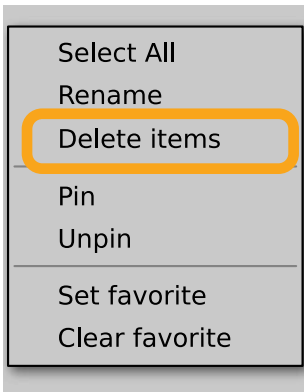


Preset renaming

▶ The option is available only for individual presets and won't work on a selection of two or more presets.

## Preset deletion

Once you have selected one or more presets, right-click to open the context menu and select the **Delete items**  option:



*Deleting presets*

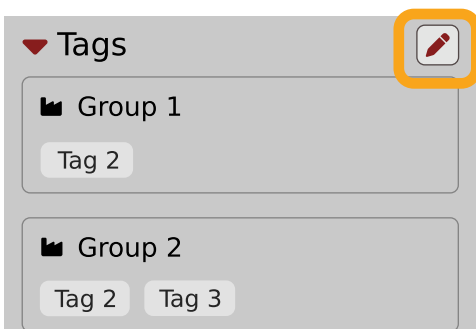
Alternatively, you can use the **Trash bin** button in the **Info pane** to delete selected presets:



*The Trash bin button*


## Tags editing

When you select a preset or presets to change their tags, click the **Pencil** button next the **Tags** section in the **Info pane** to enter **Edit mode** for the **Tags**:

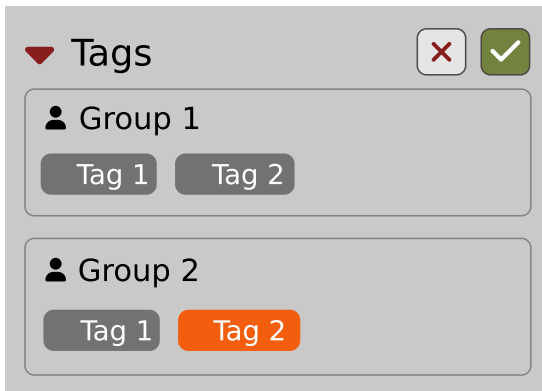


*Entering the Tag edit mode*

---

 Or **Delete** option (depending on how many presets have been selected).

With the **Edit mode** enabled, you will see all possible **Groups** and **Tags** available for the preset(s):

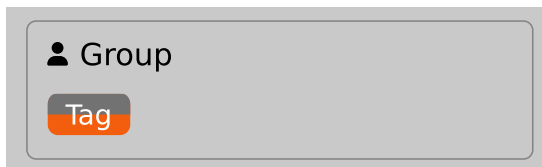


*The Tag Edit mode*

**Tag** buttons work in toggle mode, much like filtering. Clicking them either sets or erases a **Tag** for a chosen preset. If a **Tag** is set for a preset, it is indicated by an orange background color, whereas if a **Tag** is not set, it has a gray background color.

If you choose multiple presets with existing tags, **Tag** buttons will appear orange if a specific **Tag** appears in all selected presets, and gray if it appears in none.

When a specific **Tag** is set only for a few of the selected presets, it appears as half-gray and half-orange.



*Tags appearing only in part of selection*

Changing the **Tag** status for one or more chosen presets sets or erases this **Tag** in all these presets. A status change is signaled by an **Asterisk** to the left of a **Tag**.



*A Tag with a status change*

**Tag** buttons highlighted in half-gray and half-orange color (where **Tag** values across the highlighted presets aren't all the same) work in a three-state system when switching between states; they turn gray if you erase the **Tag** for all selected presets, orange if you set the **Tag** for all selected presets, and return to half-gray and half-orange if the selected items remain unchanged or are returned to their initial state.

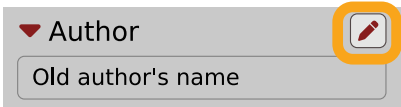
Potential changes have to be confirmed using the **OK / Cancel** buttons at the top part of the **Tags** section:



*Confirmation buttons in the Tags section*

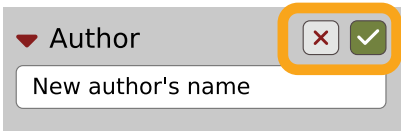
## Author editing

When you select a preset or presets to change the **Author**, click the **Pencil** button next the **Author** section in the **Info pane** to enter the **Edit mode** for the **Author** field:



*Editing Author*

Once you've finished editing the field, confirm the operation using the **OK / Cancel** buttons:

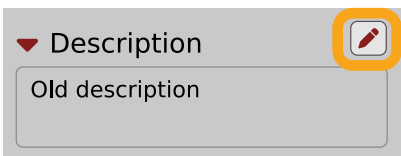


*Confirming Author editing*

This operation is possible for user content only.

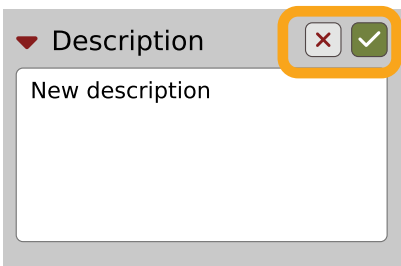
## Description editing

When you select a preset or presets to change the **Description**, click the **Pencil** button next the **Description** section in the **Info pane** to enter the **Edit mode** for the **Description** field:



*Editing Description*

Once you've finished editing the field, confirm the operation using the **OK / Cancel** buttons:



*Confirming Description editing*

This operation is possible for user content only.

## Setting presets as Favorites

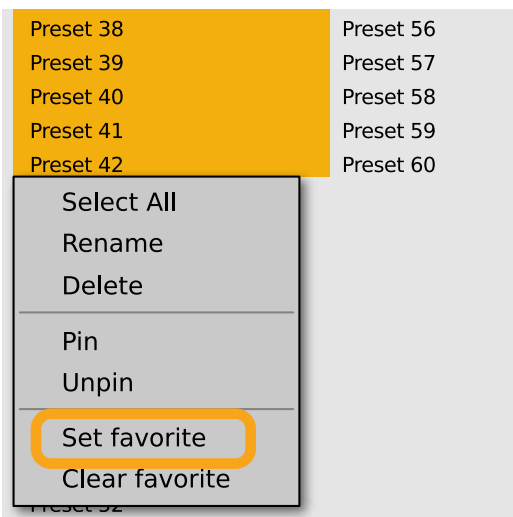
As described in the chapters above, you can mark a preset as a **Favorite** by clicking the **Heart** icon while hovering over the preset name:



Setting a preset as a Favorite

The flag is stored globally, meaning that a **Favorite** preset will be accessible as such from every other instance of the plug-in ▶ .

It's also possible to perform the operation for a selection of presets. After you select the desired presets in the **Results** window, right-click on the presets to open a context menu:



Setting Favorite presets from the context menu

And select the **Set favorite** option.

To clear **Favorite** flags for the selection of presets, use the **Clear favorite** option instead.

## Pinning presets

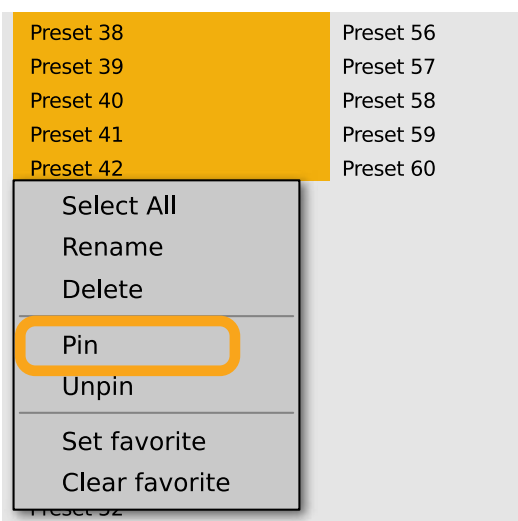
You can **Pin** one or more presets using the **Pin** icon while hovering over the preset name:



Pinning a preset

Unlike **Favorites**, this flag works locally and it's stored with the project file (not globally). This means the **Pins** are stored individually for every instance (with total recall, so a plug-in state is recalled if saved in the context of a project).

It's also possible to perform the operation for a selection of presets. After selecting the desired presets in the **Results** window, right-click on the presets list to open the context menu:



*Pinning presets from selection*

And select the **Pin** option.

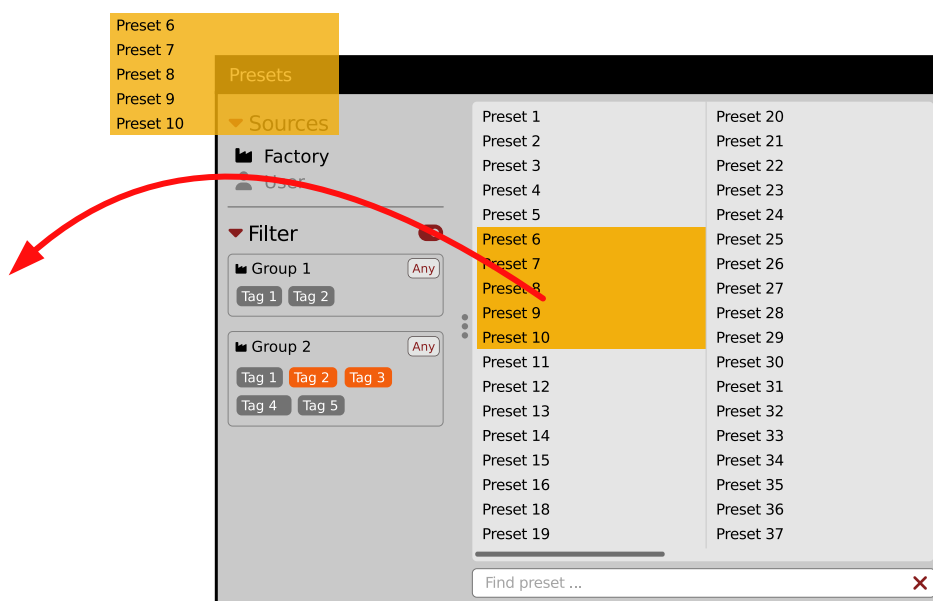
To clear the **Pin** flag for a selection of presets, use the **Unpin** option instead.

## Preset exchange

If you want to make a backup, or exchange a preset with a collaborator, you can export / import selected presets.

### Export

Select a preset or presets that you're going to export and drag-and-drop them outside your DAW into a location you'd like to store them:

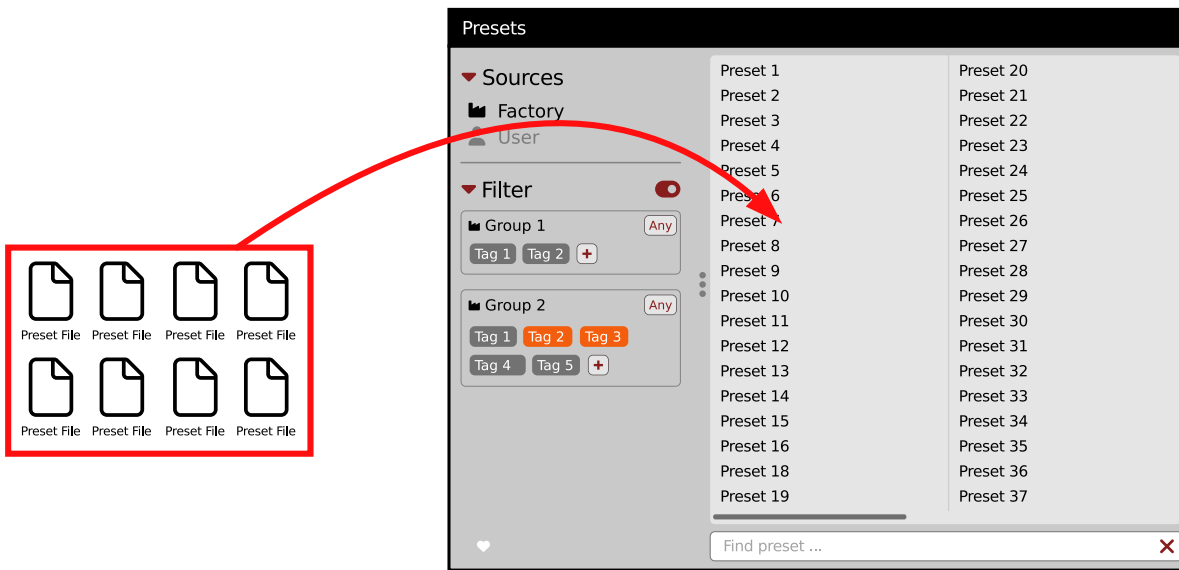


*Exporting presets*

The presets will be saved as individual files (one per preset) in the plug-in's native format.

## Import

If you'd like to import preset files, you can drag-and-drop preset files from where they're stored, into the preset browser:



### Importing presets

They will be automatically imported as user presets.


## Importing Patterns

Specifically within the **Pattern browser**, it's possible to import:

- Native **Phoscyon 2** patterns.
- Banks from legacy versions of the plug-in (**Phoscyon 1.x**) - which will be accessible as alternative **Sources**, after you drag-and-drop them into the **Browser**.
- Patterns from *Audiorealism ABL 2* or *3* instruments - which will be included in **User** patterns after import.

# Creating custom Tags and Groups structure

## Adding custom Tags

Users are allowed to add their own custom **Tags** to both their own content and factory content. To add a new **Tag** to an existing filter **Group**, click over the **Group's** name to pull down a menu and select the **Add Tag** option .



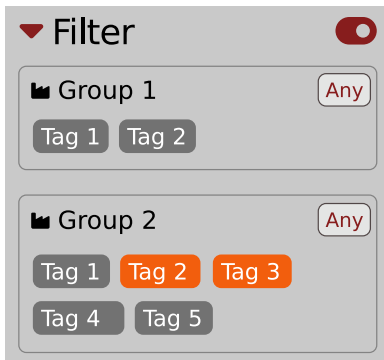
Adding a new Tag

You can do this either in the **Info Pane** (right column, while the **Tag edit** mode is enabled) or **Filter** (left column).

 This operation is allowed for a user's Groups only

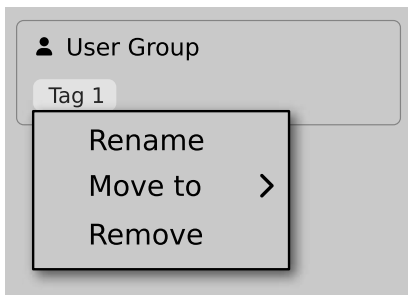
## Editing custom Tags

There are a few edit options available for a user to perform on their own **Tags**, which are available by right-clicking a **Tag's** name in the **Filter** section:



The Filter section

You will see a context menu with all the available options:



Editing options for a user Tag

- **Rename** - Changes the name of a **Tag**.
- **Move to** - Moves a **Tag** to another **Group**.
- **Remove** - Deletes a **Tag**.

The menu is accessible only for a user's own **Tags**.

## Adding custom Groups

You can add a custom filter to **Groups** by clicking the **Filter** label and selecting the **Add Group** option from the pull-down menu:



Adding a user Group

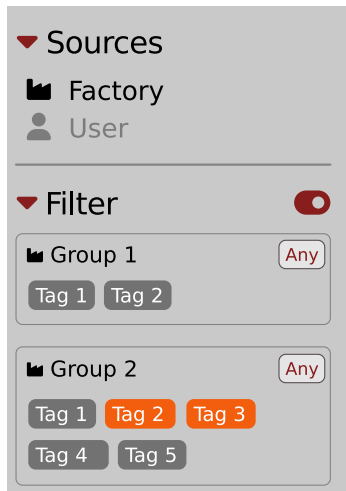
From here, you can add **Tags** to that newly created **Group** (see above), or move **Tags** from other **Groups**.

You can also add a custom filter to **Groups** in the **Info Pane** (right column) or **Filter** (left column).



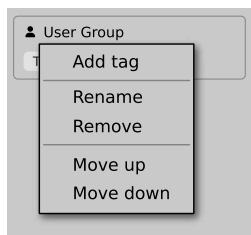
## Editing custom Groups

There are a few edit options available for a user to perform on their own **Groups**. Click on a **Group's** name in the **Filter** section:



The Filter section

You will see a context menu with the following options:



Edit options for a user Group

- **Add Tag** - Adds a new tag to the **Group** (described earlier).
- **Rename** - Changes the **Group's** name.
- **Remove** - Deletes the **Group**, possible only when all **Tags** in the **Group** have also been removed.
- **Move up** - Moves a **Group** up in the **Filter**. Possible unless the **Group** is already the topmost one.
- **Move down** - Moves a **Group** down in the **Filter**. Possible unless the **Group** is the last one.

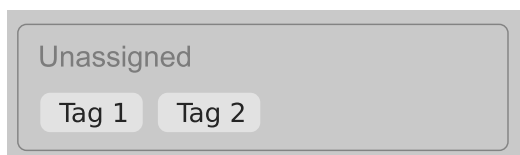
These operations are possible only on user **Groups**.

**Groups** in the **Filter** are ordered with **Groups** from **Factory** content first, then user groups below.

You can edit user **Groups** in either the **Info Pane** (right column, while **Edit mode** for **Tags** is enabled) or **Filter** (left column).

## Unassigned Tags

When you receive content from a collaborator who uses different **Tags** and **Groups**, some Tags may show as **Unassigned**. This happens if the filter structure made by a preset's author is different.



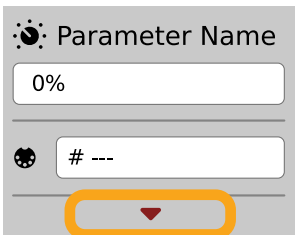
Unassigned Tags

You can move the **Tags** across your **Groups** to make them fit your scheme, or re-tag the collaborator content entirely.

## Configuration

### MIDI Learn

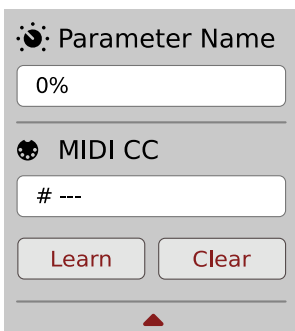
Right-click any plug-in parameter to open the context menu:



*A context menu*

Left-clicking outside the menu area closes it automatically.

Clicking the bottom arrow expands the menu and displays all available options:

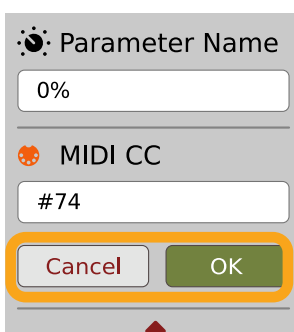


*An expanded context menu*

### Linking a parameter to MIDI CC

The **Learn** function enables a quick assignment of physical controllers (from a MIDI controller) to plug-in parameters.

1. Click the **Learn** button to put the plug-in into a pending state before moving any MIDI CC controller.
2. Once the CC is recognized, click **OK** to save the change or click the **Cancel** button to restore the previous setting.

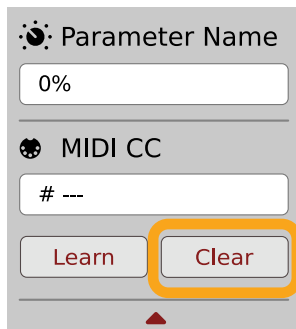


*Linking a parameter to MIDI CC*

## Unlinking a parameter from MIDI CC

You can also delete a MIDI CC code attributed to a parameter from the context menu:

1. From the context menu, click the **Clear** button:

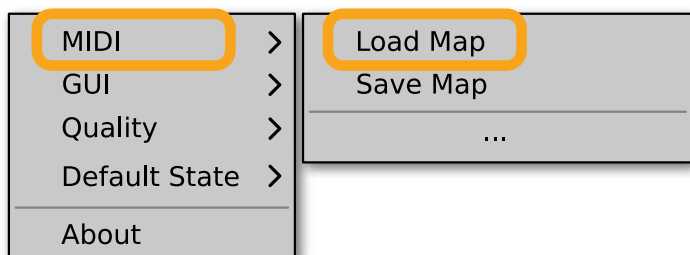


The Clear MIDI CC button

2. Then confirm using the **OK** button.

## Loading / Saving a MIDI CC Map

These options are available in the **MIDI** submenu, accessible under **Cog** icon in the left-upper corner:

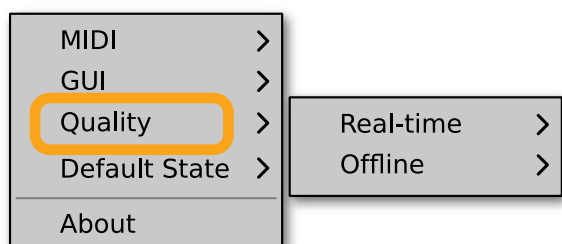


The Load Map and Save Map options

- **Save Map** - Saves the current MIDI CC map to a file.
- **Load Map** - Loads a MIDI CC map from a stored file.

## Quality settings

The **Quality** submenu under **Cog** icon in upper-left corner allows to choose sound quality for **Real-time** or **Offline** modes.

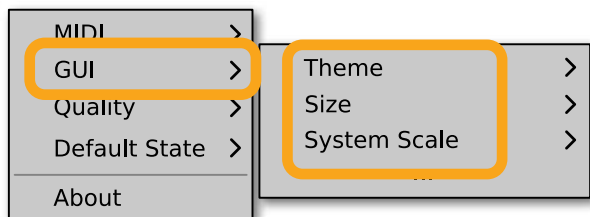


Quality settings

The higher the quality, the bigger the impact on the CPU.

## GUI

The **Size**, **System Scale** and **Theme** options are accessible from **GUI** submenu under **Cog** icon in upper-left corner of the plug-in. With these, you can adjust look of the plug-in, according to the pixel density and resolution of your screen:



*The GUI Size and System Scale options*

## Size

This option lets you choose one of several default skin sizes to best match the plug-in to the resolution of your computer monitor.

## System Scale

**System Scale** controls the rescale factor for the whole plug-in. For the best visual results, you should set it to the exact value from your system settings (screen properties).

## Theme

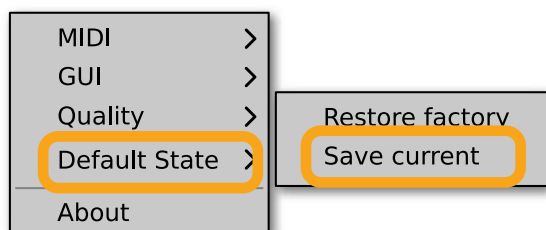
The **Theme** allows you to choose skin color variant according to your preference

## Default Settings

You can save your current settings so that the plug-in will default to them for each new instance, or restore the plug-in to load with its factory settings.

### Changing default settings

1. Click the **Cog** icon in the left-upper corner of the plugin.
2. Go to the **Default State** submenu and choose the **Save current** option.



*Changing the default state of the plug-in*

With this option, the current plug-in state will be saved as the default / initial state for when you insert a new instance of the plug-in.

The plug-in state includes: sound parameters (default preset), views, preset filters, sound quality settings, loaded / created MIDI CC map and GUI settings.

## Restoring factory defaults

To return the default state for new instances to factory settings:

1. Click the **Cog** icon in the left-upper corner of the plugin.
2. Go to the **Default State** submenu and choose the **Restore factory** option.