



FLUiD PiTCH v1.2

Users Manual

Installation & Activation

Log in or Sign up at www.pitchinnovations.com and download the updated installer for MacOS or PC, follow the installation instructions to complete the installation process. Upon the first use, Fluid Pitch will ask for email and password, please use the user name and password which you created on the website to activate the plugin during which you will need an active internet connection to complete the process.

System Requirements

1. Operating Systems:

- Windows 10 (64 bit)
- OS X 10.9 and above
- Windows 7 might run but not officially supported

2. Digital Audio Workstation that supports AU or VST. See DAW compatibility down below for more information.

2. MIDI keyboard with a pitch bend
3. MPE enabled synthesizer for polyphonic mode

Available Formats

- AU
- VST
- VST3

DAW Compatibility - Mac

Cubase - VST3, VST

FL Studio - VST

Studio One - VST

Ableton Live – VST (Monophonic mode only)

Logic Pro X – AU

Mainstage - AU

Reaper - VST

Bitwig Studio – VST

Gig Performer – VST3, VST

Reason – Using Blue Cat's PatchWork

Maschine – Using Blue Cat's PatchWork

Digital Performer – Using Blue Cat's PatchWork

DAW Compatibility – Windows

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Tested MPE Synths

1. FXpansion

- Strobe
- Cypher2

2. Roli – Equator

3. Xfer – Serum

4. Madrona

- Aalto
- Kaivo

5. Arturia – Pigments

6. Vital

7. Vember Audio – Surge

8. Logic Pro X Synths

- ES2 Synth
- Retro Synth
- Alchemy
- Sculpture
- Sampler (EXS24 Sampler)
- Quick Sampler
- EFM1 Synth
- Vintage Clav

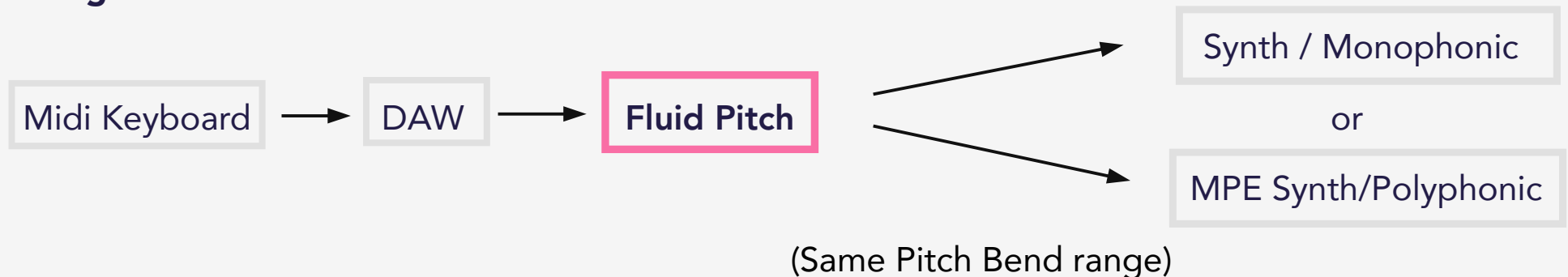
Fluid Pitch MIDI Routing

Overview

Fluid Pitch is a MIDI FX plugin which needs to be inserted prior to your synth or sampler to work properly, Fluid pitch does not generate any sound on it's own.

It is crucial that the *INST. BEND RANGE* in Fluid Pitch should match the Pitch Bend Range of the synth instrument that is used. If *MPE UPSCALE / POLY* is used, MPE should be enabled for the synth too.

Midi Signal Flow



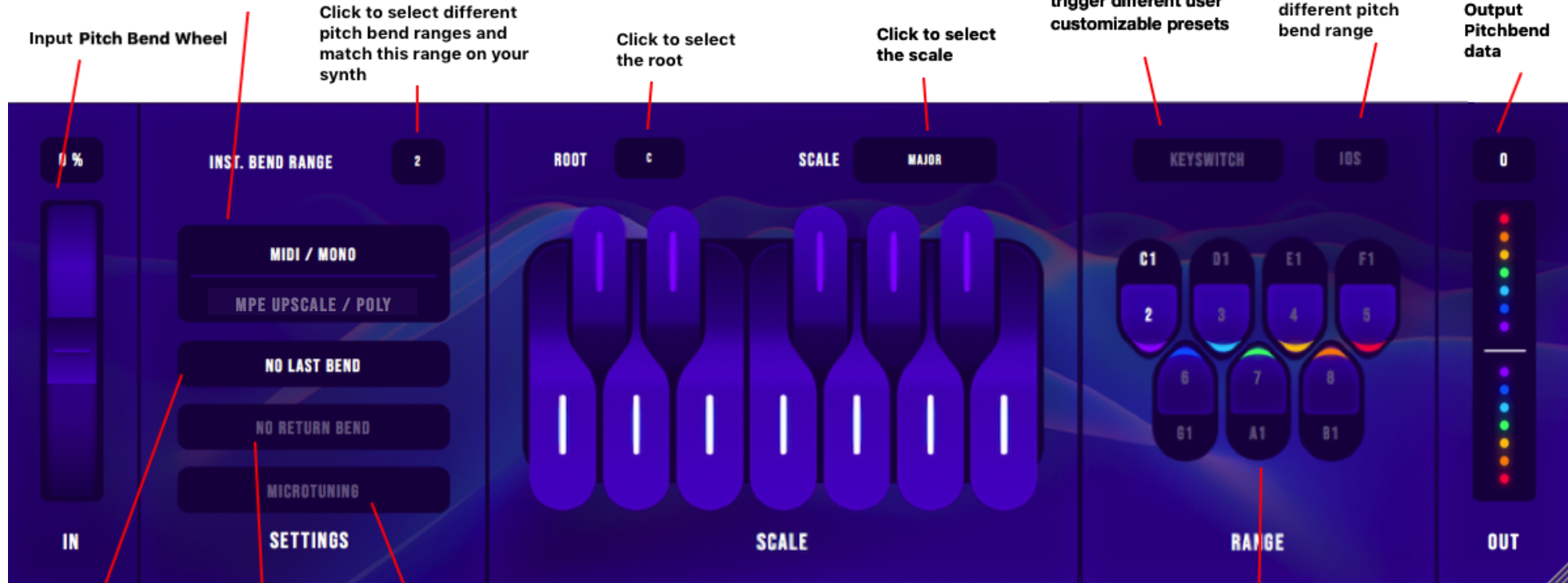
User Interface overview

MIDI/MONO - Monophonic mode compatible with all standard synths/sampler
MPE Upscale/Poly - Polyphonic mode compatible with MPE enabled synths only

Enable this to use keyswitch notes to trigger different user customizable presets

Enable this to use iPhone app to change different pitch bend range

Output Pitchbend data



NO LAST BEND
Enables new notes to play in its original pitch irrespective of pitch bend wheel position

NO RETURN BEND
Ignores the return sound of the pitch bend wheel

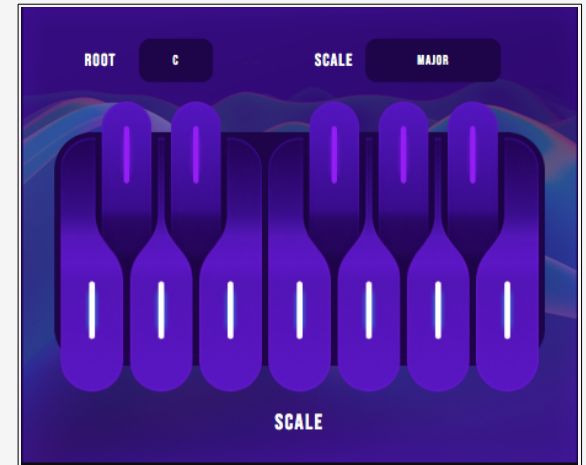
MICROTUNING
Enables microtuning abilities for each note in the scale

Select any pitch bend range for your pitch bend wheel

Features

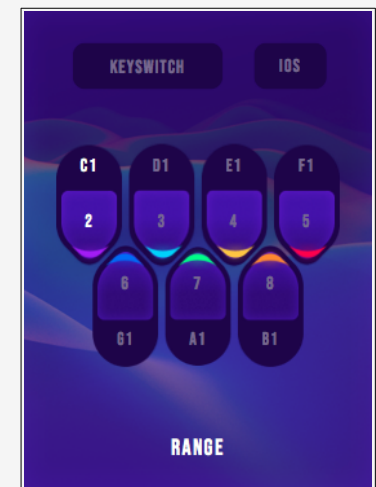
Scale Locked Pitch Bend System (SLPB)

Fluid pitch Introduces world's first scale locked pitch bend system which can lock your keyboard's pitch bend to any scale you want, giving you access to fluid pitch bending. You can also select or deselect notes to customize your own scale in the scale selection area. Our SLPB system supports all types of scales ranging from regular major, minor, Western modes to complex Asian and Middle Eastern scales.



Realtime access to different pitch bend ranges

You can choose the range of the pitch bend change it in real time while performing with either host automation or preset keyswitch.

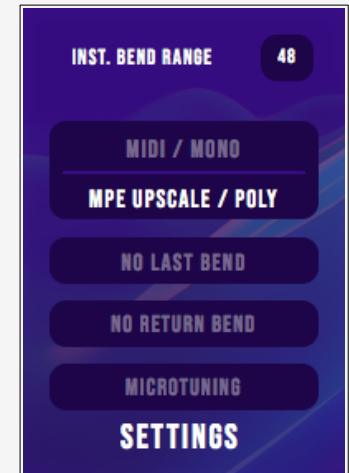


IMPORTANT: To access this feature, change the *INST. BEND RANGE* in fluid pitch to 12 or above and match the same with the pitch bend range in your synth or sampler.

Polyphonic Pitch Bending

Presenting a new world of polyphonic pitch bending.

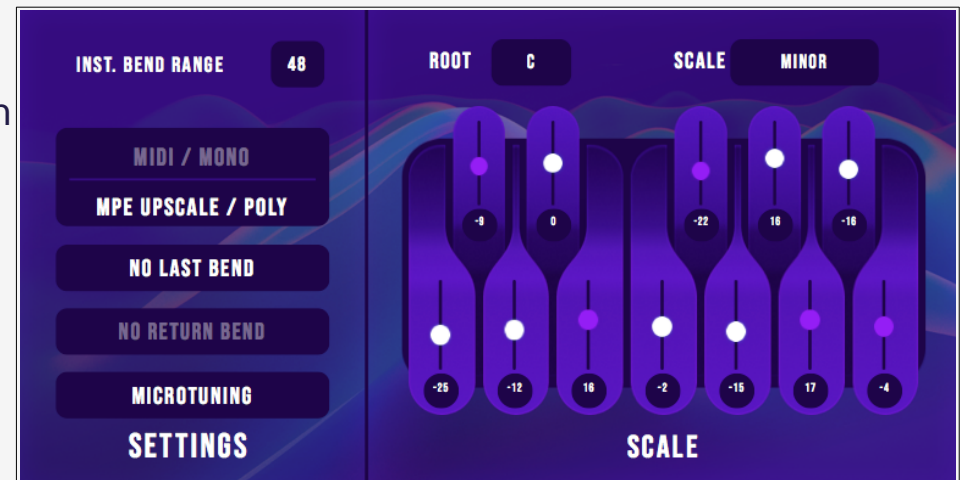
IMPORTANT: To use this feature, switch to *MPE UPSCALE/POLY* mode in fluid pitch and enable MPE mode in your synth (Serum, Equator, Strobe 2, etc.,)



Microtuning

With Fluid pitch you can now tune any note in the scale up to 100 cents up or down giving you access to a whole new world of microtonal scales, melodies and harmonies. Add slight detuning to

10



few notes in your scale and breathe life to your digital synths and sampled instruments or dig in deep to access a new world of micro tuned scales in Indian ragas and Middle Eastern maqam's, musical possibilities are endless.

When the Microtuning feature is enabled,

- Double click on the microtune slider to restore to 0 semitones
- *Cmd* + click on the slider to enable/disable the note (custom scale)
- *Option/alt (or) Ctrl* + drag the slider to precisely change the microtune value

Keyswitch

Click the *Keyswitch* button to show the preset keyswitch system. Click *Save* to save the current plugin configuration as a preset which includes Pitch

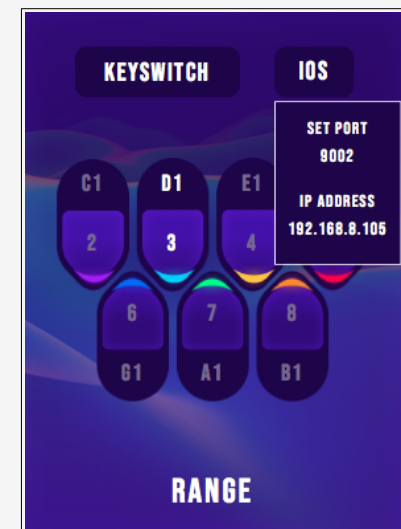


	ON	OFF
LEARN C-1	SCALE 1	SAVE
LEARN C#-1	SCALE 2	SAVE
LEARN D-1	BEND RANGE 1	SAVE
LEARN D#-1	BEND RANGE 2	SAVE
LEARN E-1	MICROTUNING 1	SAVE
LEARN F-1	MICROTUNING 2	SAVE
LEARN F#-1	PRESET 7	SAVE
LEARN G-1	PRESET 8	SAVE
LEARN G#-1	PRESET 9	SAVE
LEARN A-1	PRESET 10	SAVE
LEARN A#-1	PRESET 11	SAVE
LEARN B-1	PRESET 12	SAVE

Bend Range, Root, Scale, Microtuning data, etc. The default trigger notes for the preset system are from C-1 to B-1 which can be customized by clicking *Learn* and pressing a midi note. Blue colored preset name hints that a plugin configuration has been saved. Click on the preset name to rename.

OSC

Enable the *OSC* button to use your iPhone/iPad to control Fluid pitch's PB range. Right click on the *IOS* button and match the port number and IP number in both the plugin and iOS app and hit the connect button in your iOS app.



Advanced features

No Return Bend

This feature ignores return travel of the PB wheel

No Last Bend

With this feature on, new notes always play in their original pitch irrespective of PB wheel position, making connected phrases more easier to play.

Using Fluid Pitch in Various DAWs

Logic Pro X and Mainstage

Compatible Fluid Pitch format: **AU**

1. Insert Fluid Pitch in the MIDI FX section of the MIDI track
2. Insert the synth in the Instrument section of the same MIDI track
3. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth.

For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.

MPE Supported inbuilt synths

ES2 Synth, EXS24 Sampler, EFM1 Synth, Sculpture, Alchemy, Retro Synth and Vintage Clav.



Enabling MPE Mode for inbuilt synths

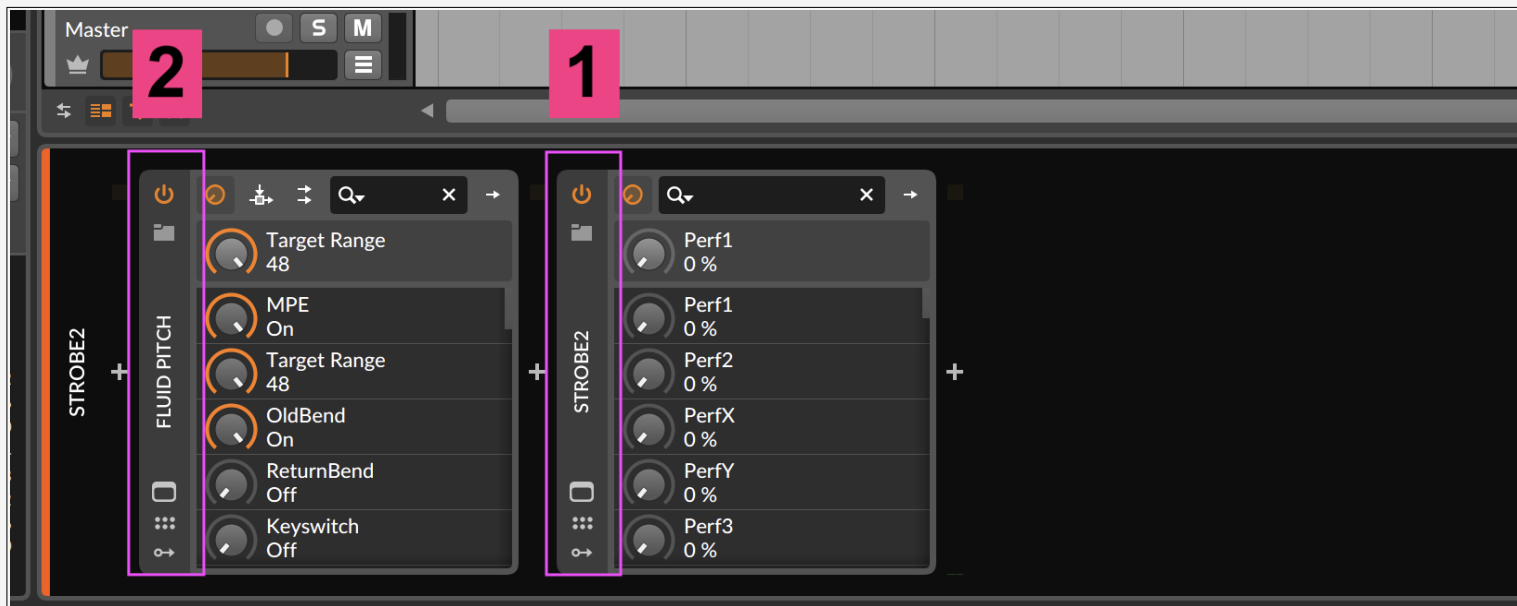
1. Click the disclosure triangle at the bottom left to view the extended parameters.
2. In *MIDI Mono Mode* pop-up menu, choose *On (with common base channel 1)*
3. Set the *Mono Mode Pitch Range* slider to 48 Semitones



Bitwig Studio

Compatible Fluid Pitch format: **VST**

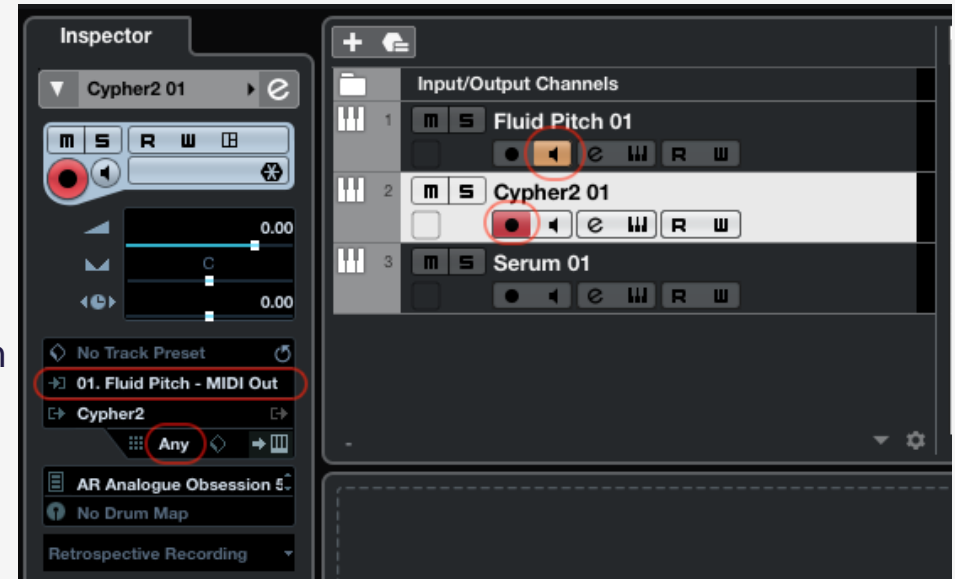
1. Add synth instrument on a new track
2. On the same track, add Fluid Pitch prior to the synth instrument
3. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.



Cubase



Compatible Fluid Pitch format: **VST3, VST**

1. Insert the Fluid Pitch on an instrument track and turn on the monitoring
2. Insert the Instrument synth on another track and record arm
3. Change the input routing of the instrument synth track to *01. Fluid Pitch – MIDI Out*
4. Change the Channel to *Any*
5. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.



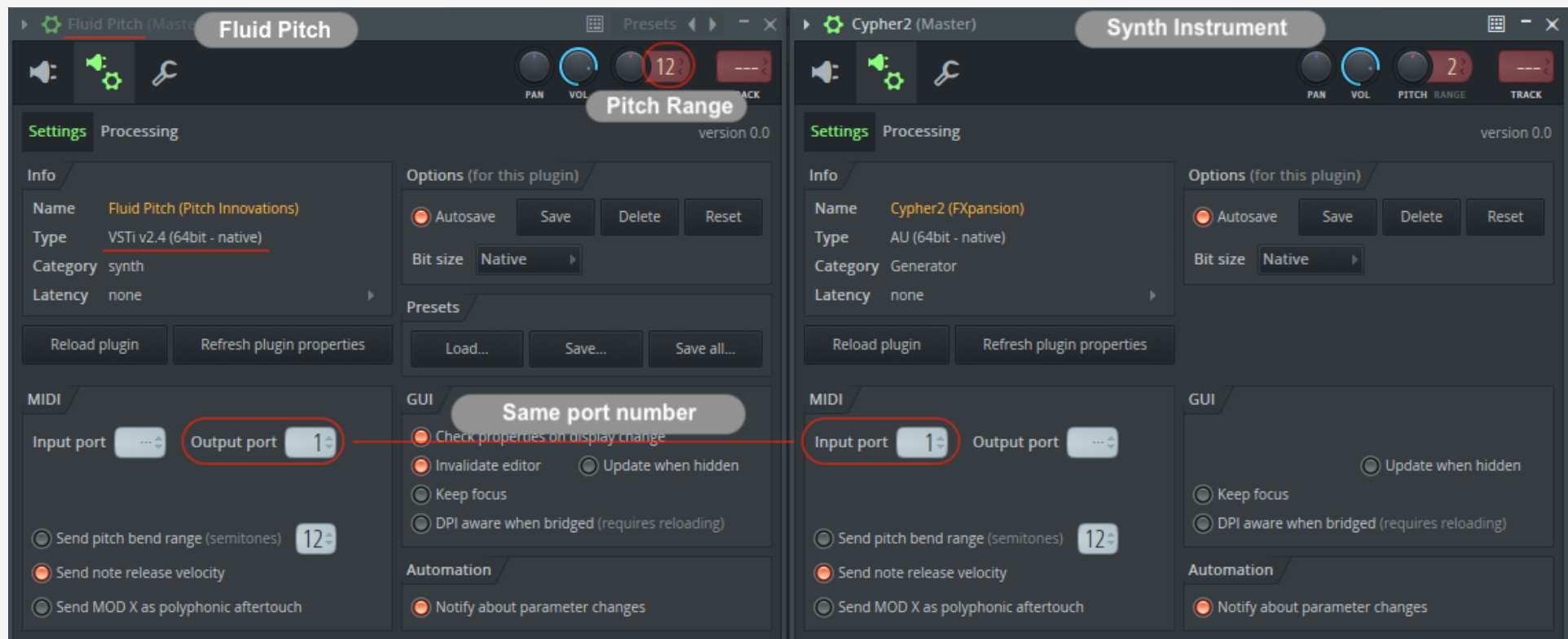
FL Studio

Compatible Fluid Pitch format: **VST**

1. Insert Fluid Pitch on a new track
2. Set the *Pitch Range* to 12
3. Insert the synth Instrument on another track
 - i. **Open the Wrapper Options** - Click the  icon on the top of both VST plugins Wrapper.
 - ii. **Open the Wrapper Settings** - Click the  icon.
 - iii. **Select the Settings tab** - Click the tab.
 - iv. **Match MIDI Port numbers** - Set the Input Port number on the synth Instrument VST plugin's wrapper to the same Output Port number on the Fluid Pitch VST plugin's wrapper. 256 Ports are available, the Port number setting you use is arbitrary, it's up to you.

4. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.

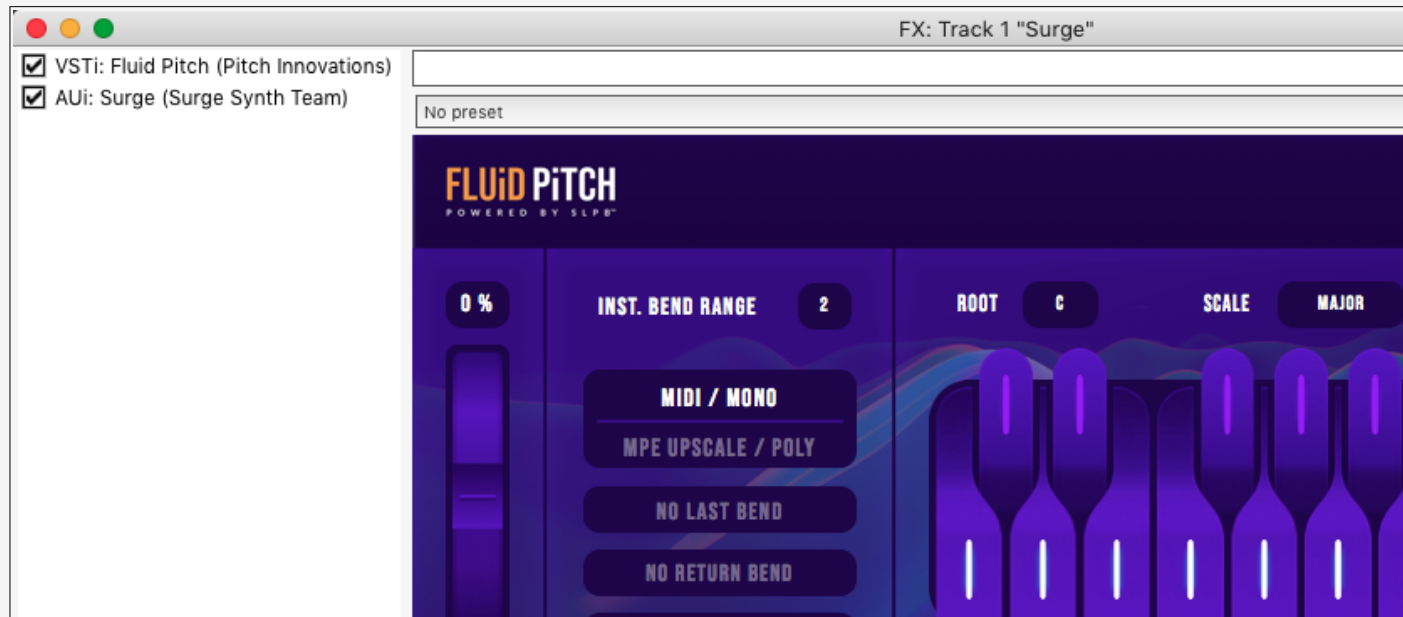
5. *UPSCALE* Record arm the Fluid Pitch track.



Reaper

Compatible Fluid Pitch format: **VST**

1. Add Fluid Pitch in a new track by clicking *Add FX* inside the track FX Window
2. Followed by Fluid Pitch, insert the synth instrument on the same track
3. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.



Ableton Live

Compatible Fluid Pitch format: **VST**

Compatible synth instrument format: **VST**

1. Insert Fluid Pitch on a MIDI track
2. Insert the synth track on another MIDI track
3. In the In/Out Section of the synth track, change the Input Type to *1-Fluid Pitch* and the Input Channel to *Fluid Pitch*.
4. In the synth track, click the *In* button to enable the input monitoring
5. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.
6. Record arm the Fluid Pitch track.

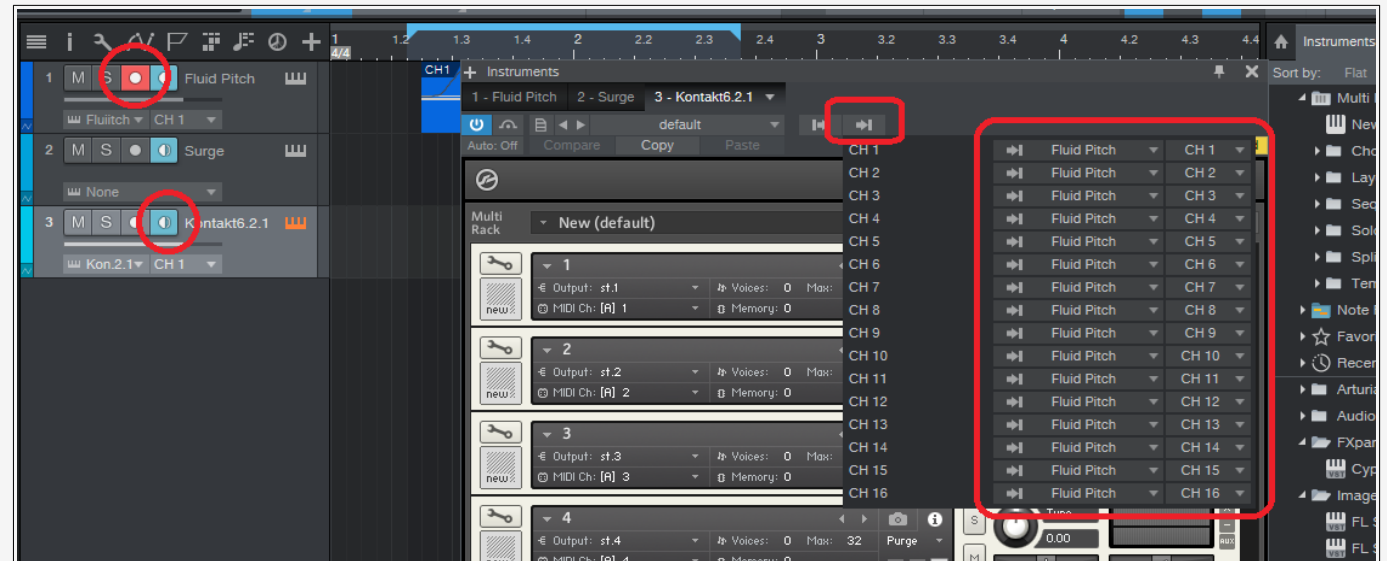


Studio One

Compatible Fluid Pitch format: **VST**

Compatible synth instrument format: **VST**

1. Insert Fluid Pitch in a new instrument track.
2. Insert the synth you want to send MIDI data in a new track.
3. Inside the synth's wrapper settings, press the *Direct In*



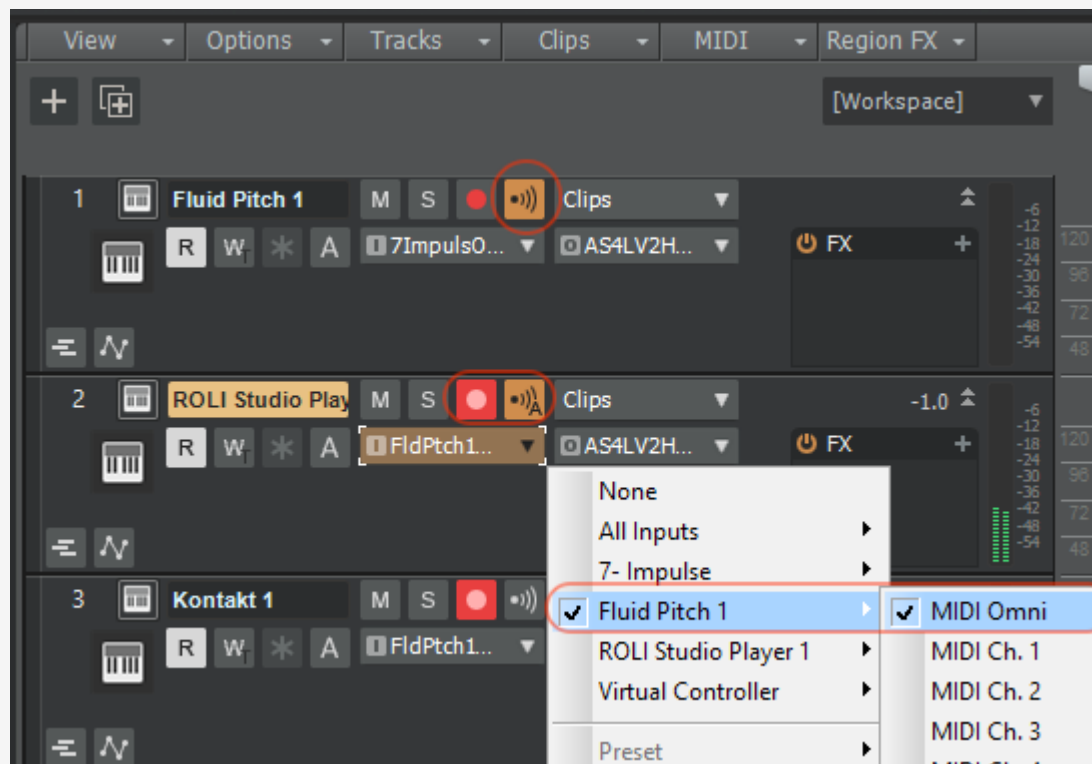
button and select *Fluid Pitch* for all channels and choose the corresponding channel numbers. This is needed for the poly mode to work.

4. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.
5. Turn on Monitoring for the synth track and record arm the Fluid Pitch track.

Cakewalk by Bandlab

Compatible Fluid Pitch format: **VST**

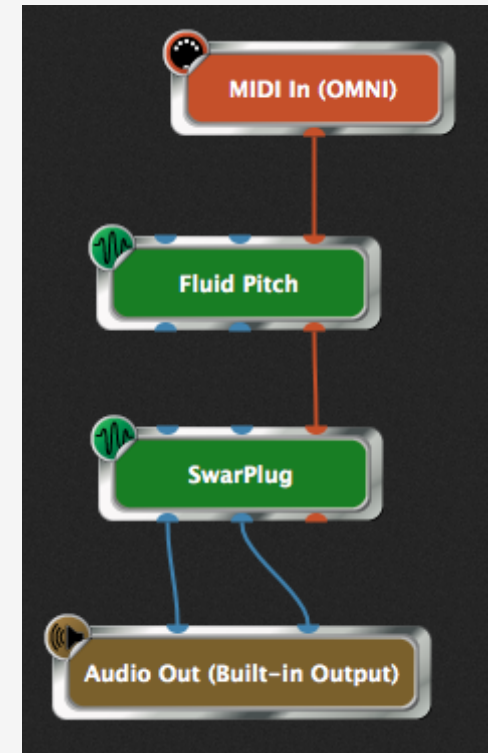
1. Insert Fluid Pitch in a new instrument track and turn on the *Input Echo*.
2. Insert the Instrument synth on another track and record arm
3. Change the input routing of the instrument synth track to *Fluid Pitch 1* → *MIDI Omni*
4. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.



Gig Performer

Compatible Fluid Pitch format: **VST3, VST**

1. Insert the synth instrument in a new rackspace.
2. Insert Fluid Pitch in between *MIDI In (OMNI)* and the inserted synth instrument.
3. Match the *INST. BEND RANGE* in Fluid Pitch with the Pitch Bend Range of the synth. For *MPE UPSCALE/POLY* mode, enable MPE mode in your synth.



Contact

For further queries, please contact us at info@pitchinnovations.com

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