

HY-MBMFX2 ver 1.0.0



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Registration

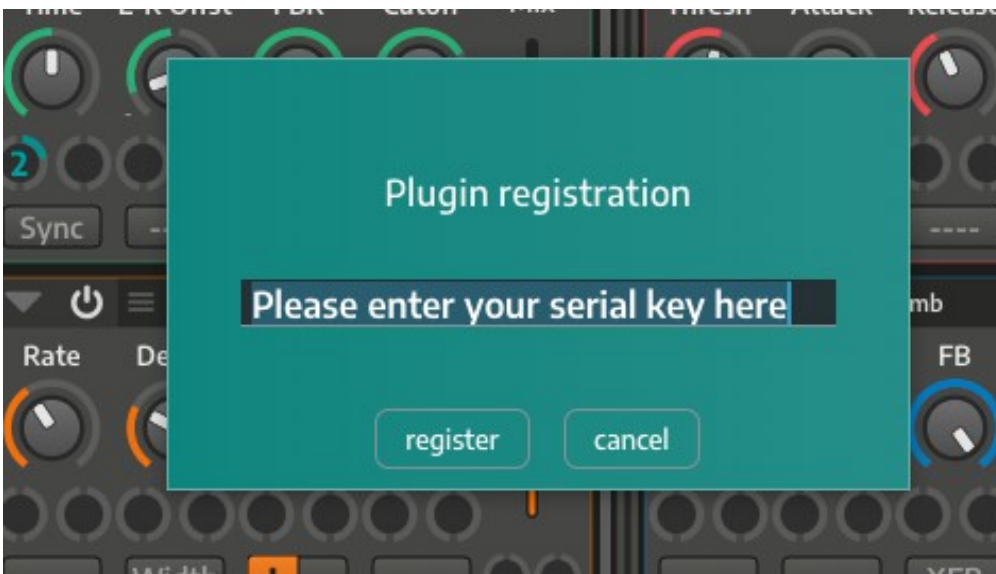
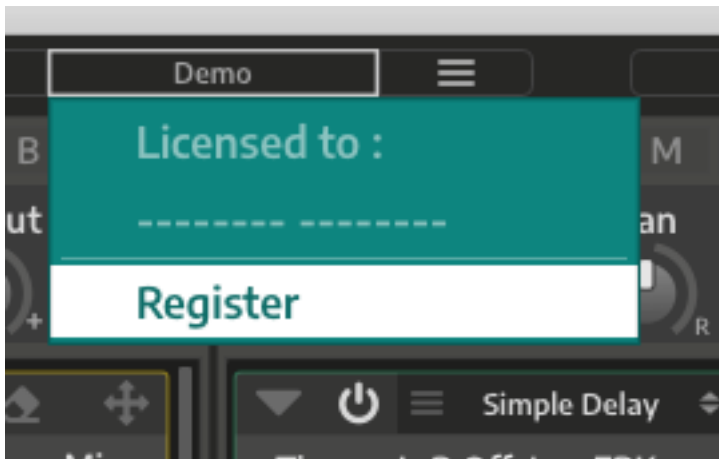
There are 2 ways for the plugin registration.

1, Drag and drop

Drag and drop your **keyfile** onto the plugin window directly.

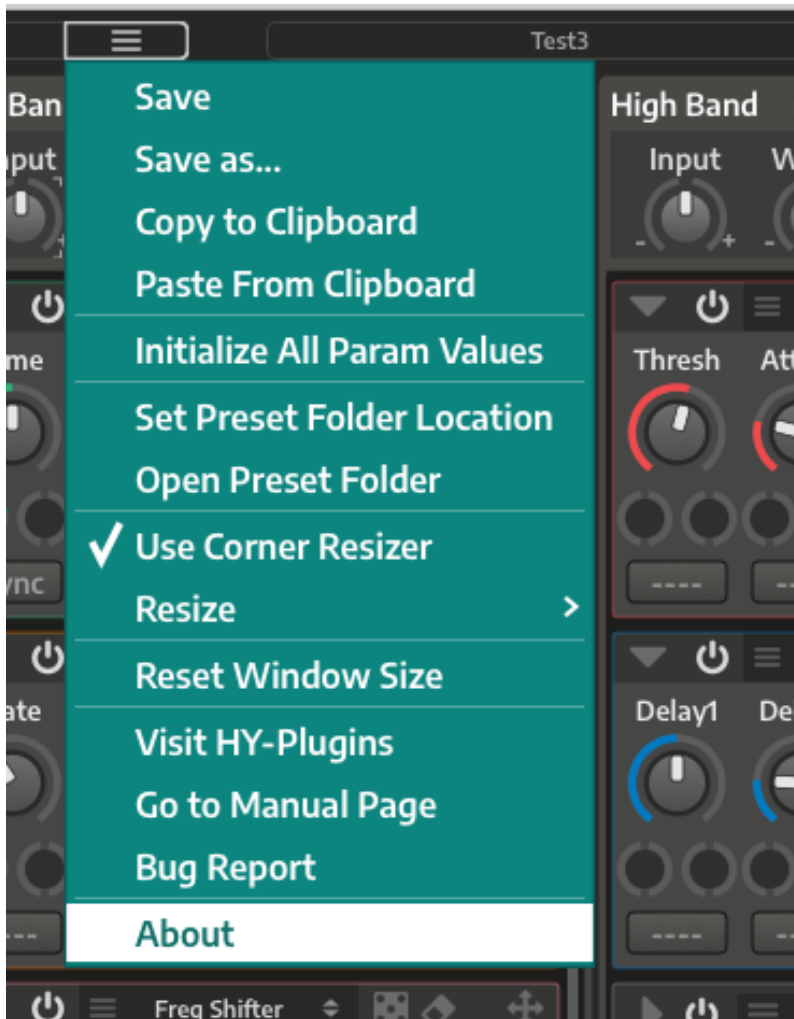
2, Copy&Paste

1. Open your **keyfile** with text editor and copy all strings
2. Click “**Demo**” button > select “**Register**” > paste it > press “**register**”



Once the pleugin is registered, “**Demo**” text will be changed to “**Registered**”.

Plugin Menu



Initialize All Param Values : initializes all parameter values

Set Preset Folder :

if you want to change preset folder location, you need to set new location with this function

Open Preset Folder : opens preset folder

Use Corner Resizer : turn on/off corner resizer

Resize : you can resize plugin window with this menu instead of using the corner resizer

Reset Window Size : resets window size

Visit HY-Plugins : jumps to our homepage

Go to Manual Page : jumps to the manual page

Preset



You can load a stored preset file with clicking preset button or arrow buttons.

Save : overwrites current loaded preset file

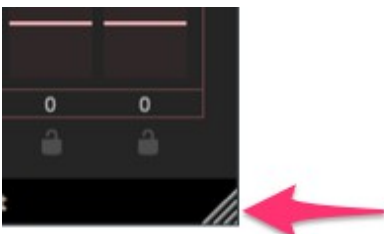
Save as : creates a new preset file

Default Preset Folder Location:

Mac : *Library/Audio/Presets/HY-Plugins/HY-MPS2*

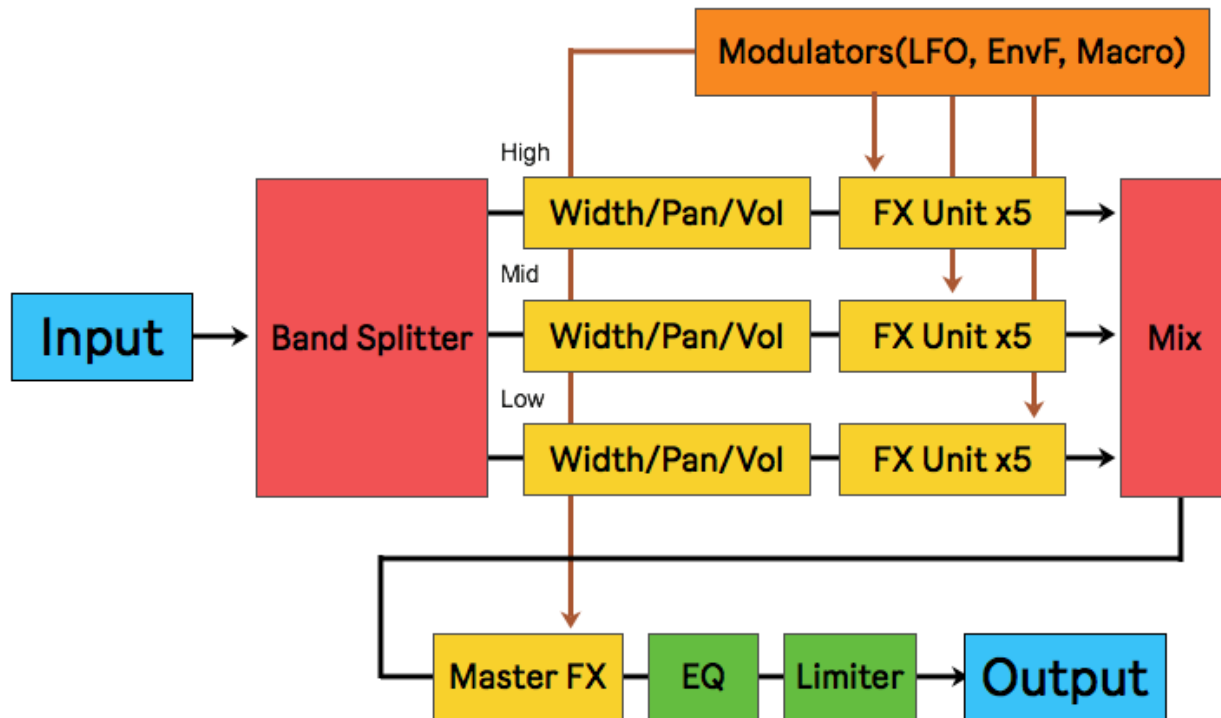
Win : *C:\Users\user name\Documents\HY-Plugins\HY-MPS2*

Resizing Plugin Window



You can change plugin size with this corner resizer.

Signal Flow



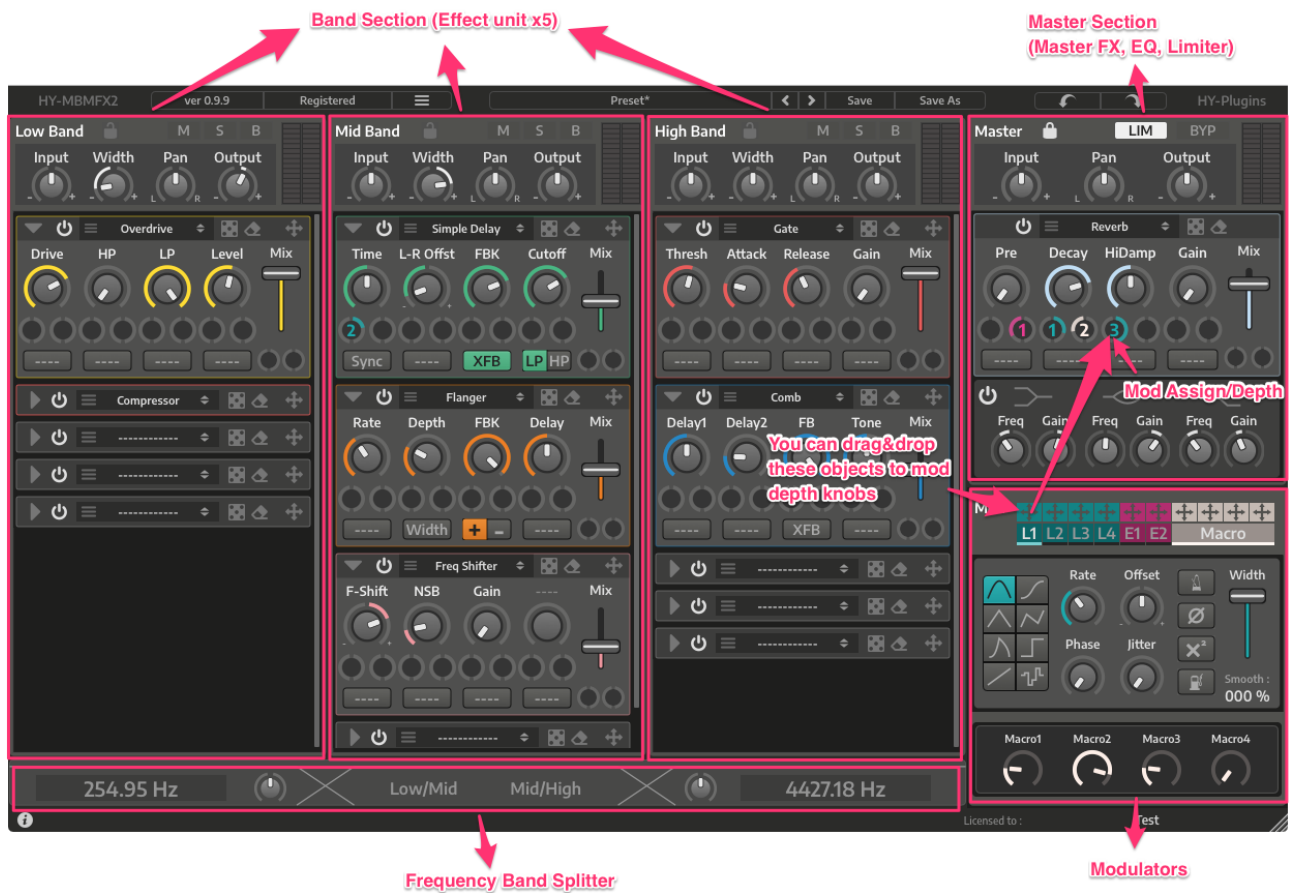
Input signal will be split into 3 frequency band and go through 5 effect units then merge into single. After that the signal goes master section (master FX > EQ > Limiter).

You can modulate effect parameters by modulation units.

There are 10 modulation sources available (LFO x4, Envelope Follower x2, Macro x4).

Each effect unit is multi-effect type and 22 effect types are available per unit.

Plugin Window Overview



Frequency Splitter :

You can set crossover frequency points here.

In the picture above crossover point of low/mid is 254.95Hz and Mid/High is 4427.18Hz.

Band Sections :

Each frequency band section has 5 effect units.

You can change it's order.

Master Section :

There one master fx and 3 band EQ here.

Modulators Section :

You can control modulators here.

LFO x4, Envelope Follower x2 and Macro x4 are available.

You can use side-chain input for the envelope follower.

Band Section



Lock Button :

If lock is active, input, width, pan and output knobs will not be changed when preset is changed.

Mute/Solo/Bypass Button :

Turn on solo button, other two bands will be muted.

Preset Menu :

You can save/load fx unit state.

FX Type Select Menu :

You can select fx type (22 types available).

Arrow Button :

You can reorder the band fx units with this.
Press&hold it and drag&drop to other positions.

Randomize Button :

Randomize fx parameter values.

Initialize Button :

Initialize fx parameter values

Modulation Depth Knob :

You can control modulation depth for the parameter.
There are 2 ways to assign modulation source to a parameter.

1. Drag&Drop



You can drag&drop arrow object to a mod depth knob.

2. Right-Click



Right-click mod depth knob, mod assign menu will show up.

Band Splitter



You can set crossover frequency points here.

Left side knob controls frequency point between low and mid,
and right side one controls frequency point between mid and high.

Master Section



Master section consists of master control, master fx unit, 3 band eq unit.

LIM : limiter on/off button

BYP : bypass on/off button

Master FX unit is a same as band fx unit.

You have 22 fx types.

3 Band EQ



Three equalizers for low/mid/high bands.

Form the left low shelf, mid peaking, high shelf.

Modulation Section



You can control modulators here.

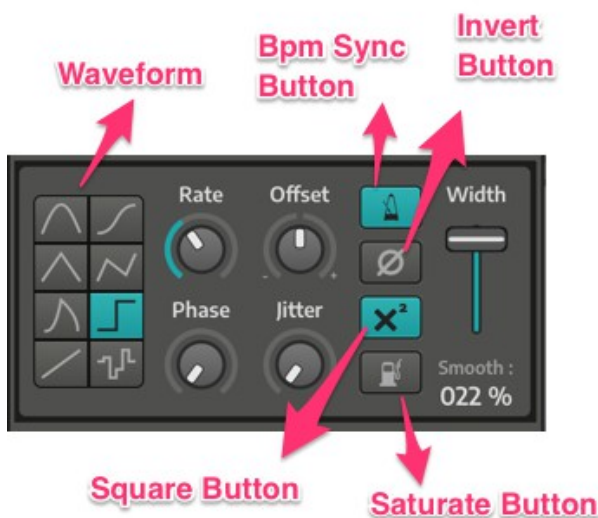
There are 4 LFO units, 2 Envelope Follower and 4 Macro Knobs are available.

“L1”, “L2” ... these buttons are modulation display selector, so when you click “E2” envelope follower unit2 display will show up.

Macro and mod signal display shares the place, so when “Macro” button is active, mod signal display will hide and Macro control window will show up instead.

You can drag&drop arrow objects to a mod depth knob on a fx unit for modulation assignment.

LFO



Waveform : lfo waveform

Rate : lfo speed

Offset : offsets modulation signal

Phase : controls the start position of a waveform

Jitter : adding noise into modulation signal

Bpm sync : bpm sync button

Invert : inverts modulation signal

Square : squares modulation signal

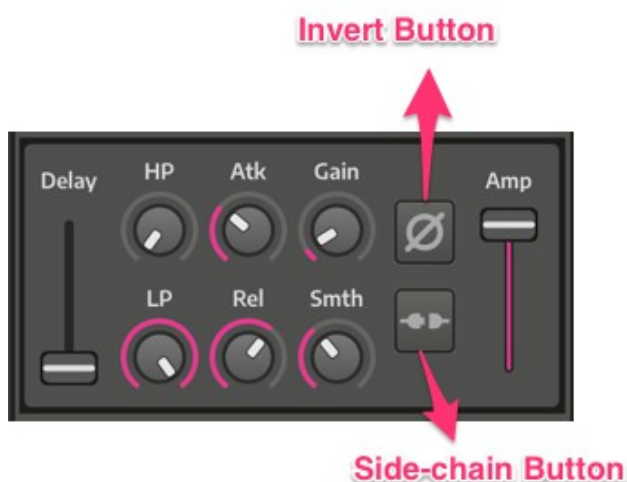
Saturate : saturates modulation signal

Width : amplitude width of modulation signal

Smooth : smoothness of modulation signal

You can check the result in the modulation signal display.

Envelope Follower

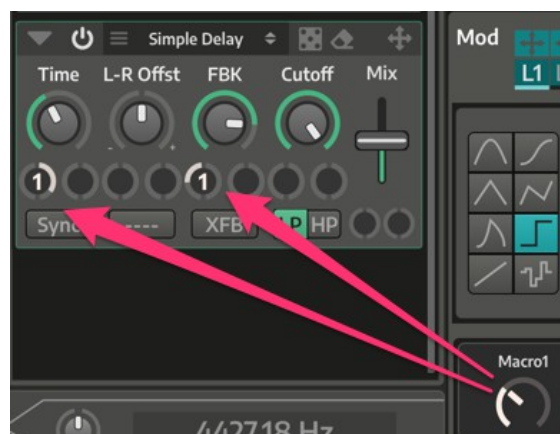


- Delay** : delays modulation signal
- HP** : highpass for input signal
- LP** : lowpass for input signal
- Atk** : attack time of envelope follower
- Rel** : release time of envelope follower
- Gain** : controls gain level
- Smth** : controls signal smoothness
- Invert** : inverts modulation signal
- Side Chain** : turn on this, envelope follower input will be connected to side-chain input

Macro



You can control multiple parameter at once with macro knob.



This case macro knob1 controls both delay time and feedback

In the above, macro knob1 is assigned to delay time and feedback.

So you can control both parameters with one macro knob.

FX Unit



Minimize Button : minimizes fx window

Preset Menu : store/load fx unit presets

FX Type Menu : selects fx type

Randomize Button : randomize fx parameters

Initialize Button : initialize fx parameters

Drag&drop object : you can change band fx order with this. Press hold and drag&drop it to other place to change band fx order.

*You can't drag&drop to other bands section, only within same band section

*For example, you can't drag&drop fx unit in low band section to mid band section

FX Types

Simple Delay

Simple delay effect

Parameters:

Time = delay time

Sync = delay time bpm sync on/off

L-R Offset = offsets right delay time

FBK = feedback level

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

Ping Pong Delay

PingPong type delay

Parameters:

Time = delay time

Sync = delay time bpm sync on/off

L-R Offset = offsets right delay time

FBK = feedback level

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

Reverse Delay

Delayed signal will be reversed

Parameters:

Time = delay time

Sync = delay time bpm sync on/off

L-R Offset = offsets right delay time

FBK = feedback level

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

M-Tap Delay

Multi-Tap Delay

Parameters:

Time = delay time

Sync = delay time bpm sync on/off

Spread = spreads delay time ration between taps

FBK = feedback level

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

Haas

Adding short delay to left and right signal

Parameters:

L-Delay = left delay time

R-Delay = right delay time

Gain = gain level

SVF

State variable filter

Parameters:

LP/BP/HP = morphable filter type

Cutoff = cutoff frequency

Reso = resonance level

HP/LP

One pole highpass and lowpass filter

Parameters:

HP = highpass cutoff frequency

LP = lowpass cutoff frequency

Gain = gain level

Formant

Formant filter

Parameters:

Vowel = vowel

Smooth = smoothness of vowel change

Char = vowel character

Gain = gain level

Comb

Comb filter

Parameters:

Delay1 = delay time1

Delay2 = delay time2

FB = feedback level

Tone = turn right = bright

Chorus

Chorus effect

Parameters:

Rate = LFO speed

Depth = modulation depth

Width = shifting LFO phase

HP = highpass cutoff frequency

LP = lowpass cutoff frequency

Flanger

Flanger effect

Parameters:

Rate = LFO speed

Depth = modulation depth

Width = shift LFO phase

FBK = feedback level

+/- = feedback polarity

Delay = offset delay time

Phaser

Phaser effect

Parameters:

Rate = LFO speed

Depth = modulation depth

Width = shifting LFO phase

FBK = feedback level

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

Tremolo/Pan

Tremolo/Auto Panner

Parameters:

Rate = LFO speed

Sync = turn on this lfo speed sync to host tempo

Sin/Tri = lfo waveform

Width = full left = tremolo, fully right = auto panner

Cutoff = cutoff frequency of hp/lp

LP/HP = selects filter type (you can't use both types at the same time)

Freq Shifter

Frequency shift effect

Parameters:

F-Shift = frequency shift amount

NSB = negative sideband level

Gain = gain level

Pitch Shifter

Pitch shift effect

Parameters:

L-Shift = left pitch shift

R-Shift = right pitch shift

Detune = detune mode on/off button

Gain = gain level

Lofi

Lofi effect combination of bit crusher and re-sampler

Parameters:

BitDep = bit depth

SampleRate = sampling rate

HP = highpass cutoff frequency

LP = lowpass cutoff frequency

Overdrive

Overdrive effect

Parameters:

Drive = drive level

HP = highpass cutoff frequency

LP = lowpass cutoff frequency

Level = output level

Clipper

Clipping effect

Parameters:

Gain = input gain

HP = highpass cutoff frequency

LP = lowpass cutoff frequency

Level = output level

Compressor

Compression effect

Parameters:

Thresh = signal above this level will be compressed

4/1,16/1 = compression ratio

Attack = attack time

Release = release time

Gain = gain level

EnvShaper

Envelope shaping effect

Parameters:

Attack = emphasize/de-emphasize attack portion

Sustain = emphasize/de-emphasize sustain level

Gain = gain level

Gate

Gate effect

Parameters:

Thresh = signal below this level will be suppressed

Attack = attack time

Release = release time

Gain = gain level

Reverb

Reverbration effect

Parameters:

Pre = pre delay time

Decay = decay time

HiDamp = amount of high damping

Gain = gain level

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