

OxyMeteor User Manual

OXY|METEOR

The screenshot displays the OxyMeteor software interface. At the top, the track name "The Future" is shown. The main display area is a spectrogram with a dark background and scattered yellow and blue dots representing frequency content over time. Below the spectrogram are three control panels:

- LFO Y:** Includes a power button, "Axis" label, "Rate" (1 Bar), "Scale" (100%), "Stereo" (-50%), "Phase" (0%), "V-Mix" (100%), "Vocode" (Off), and "V-Boost" (10x). It features a sine wave graph and a "Sine" control knob.
- FILTER:** Includes a "Frequency" knob set to 100% and a "Noise W" control knob.
- LFO X:** Includes a power button, "Axis" label, "Rate" (32 Bar), "Scale" (100%), "Stereo" (50%), "Phase" (0%), "V-Mix" (100%), "Vocode" (Off), and "V-Boost" (10x). It features a sine wave graph and a "Sine" control knob.

At the bottom of the interface, there is a status bar with the text "Vocode: Vocoder processing mode.", the "Oxydsp" logo, and the version number "OxyMeteor v1.0.0".



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Overview

OxyMeteor is a spectral phasing and vocoding effect with possible resolutions of 32, 64, 128, 256, 512, 1024 or 2048 bands.

The heart of the plugin is a spectral filter based on predefined or custom shapes, which is cyclically applied across the spectrum by offsetting the individual band gains.

Various parameters of the filter can be modulated by two LFOs, such as the X and Y axes, shape frequency, shape phase and scale.

The LFOs can be set as tempo-synced fractions or in Hz and allow to be offset in stereo to widen the sound.

The filter can be combined with a spectral vocoder which supports several modes, such as self-vocoding, noise-vocoding or external/sidechain input.

The plugin is perfect for glitchy, digital and colourful sound design and integrates well with the needs of cutting-edge EDM styles.

Controls

- Right-clicking on a slider/knob opens a value editor to assign a precise value. Simply type in the desired value and hit return to confirm.
- Double-clicking on a slider/knob resets it to the default value.
- Holding Cmd/Ctrl while dragging a slider/knob lowers the drag sensitivity for finer adjustments.
- Save/Delete dialogs can be confirmed by pressing return or exited by pressing escape.
- Menus such as the preset browser can also be navigated using the keyboard arrow keys.
- Holding Cmd/Ctrl while clicking into the custom shape resets it.

Activation

Thank you for purchasing OxyMeteor!
Please enter the license key you've received via email.
(Internet connection required).

Enter License Key

Activate

- When first opening the plugin, it will ask for your license key, which you should've received via email shortly after purchase. If you haven't received a key (check your spam folder too), please message support@oxydsp.com with your order number.
- Activating requires an active internet connection and binds the activation to the current machine. After that, the plugin will work offline until your hardware changes substantially.
- If the plugin detects hardware changes, it will give you the option to simply transfer the activation to the current machine (internet connection required).
- There can be 3 machines activated at the same time per license. To activate another machine, you need to deactivate one first.
- Deactivation can be found in the Options menu at the top right.
- Do not share your license key, it gives anyone who knows it control over new activations and you might be locked out as a result.

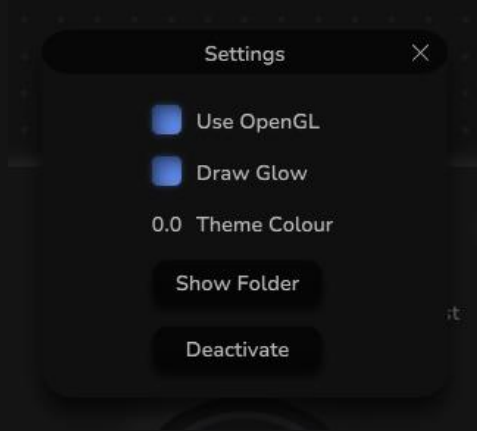
Top Bar



The Top Bar includes several features to manage the plugin's state.

- **OXY - Bypass**
Main bypass; fully bypasses the plugin processing.
- **Floppy Disk – Save Preset**
Opens the Save Preset dialog. Enter the preset name and hit return/press Save, you'll then find the preset under 'User Presets' in the preset browser. Existing presets with the same name will be overwritten.
- **X – Delete Preset**
Opens the Delete Preset dialog. Hit return or press Delete to delete the current user preset.
- **Preset Browser**
Click in the center to open a dropdown menu with the list of selectable presets. Use the arrows to cycle through presets.
- **A/B**
Use A/B to store 2 plugin states at the same time and switch between them by clicking on the non-selected state. Use the copy symbol in the middle to copy the selected state to the non-selected one. Note that when saving state/your project from the DAW only the selected state will be saved.
- **Undo**
Undo the last performed action.
- **Redo**
Redo the last undone action.
- **Cogwheel - Options**
Opens a list of options and useful tools.

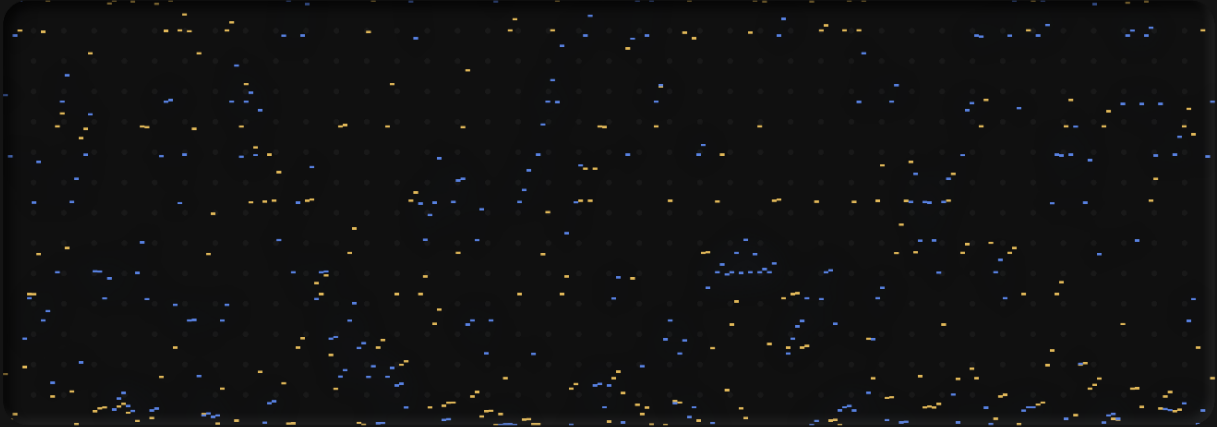
Options



- **Use OpenGL**
Enables OpenGL rendering for better UI responsiveness. Recommended to enable on Windows.
- **Draw Glow**
Enables glow on animations. Disable to improve UI performance.
- **Theme Colour**
Hue rotation of the main theme colour.
- **Show Folder**
Opens the local directory containing user presets and configuration files.
- **Deactivate**
Opens the license deactivation dialog.

Filter View

The Filter View gives you a live spectral overview of the modulated filter at the current resolution.



When the filter is set to Custom, you can draw within the display with your mouse or drag an image file onto it to roughly parse the image edges as a filter structure.



The custom shape will be shown in the background at frequency=1/full resolution and interpolated from there for the live filter based on the parameters.

You can reset the custom shape by left clicking while holding Cmd/Ctrl on your keyboard.

LFO View

The lower section consists of two LFOs that can be used to modulate various parameters of the filter.



- **On/Off Switch**
Enables/disables the LFO.
- **Target**
Target parameter for the modulation. Axis is exclusive per LFO (Y or X axis respectively), Cycles, Phase and Scale are the same for both.
- **Sync**
Sets the LFO rate in fractions of the current tempo if enabled and in Hz if disabled.
- **Rate**
Rate of the LFO in beat fractions or Hz.
- **T - Triplet**
If enabled, the selected beat fraction becomes a triplet value.
- **Scale**
Depth of the LFO. Lower values make it approach a constant value of 1.
- **Stereo**
Stereo offset for the LFO phase.
- **Phase**
Phase offset for the LFO.
- **Min**
Min value of the LFO. Lower values are set to 0.
- **Max**
Max value of the LFO. Higher values are set to 0.
- **Function**
Waveshape of the LFO, can be Sine, Triangle, Saw Up, Saw Down or Square.

Filter

This is the heart of the effect. It lets you apply cyclic shapes across the spectrum as a filter and optionally add a vocoding signal into it.



- **Min**
Min value of the filter. Lower values are set to 0.
- **Max**
Max value of the filter. Higher values are set to 0.
- **Function**
Cyclic function or noise to apply as filter.
- **Frequency**
How often the selected shape fits into the spectrum.
- **Scale**
Scale of the selected shape. Lower values approach a constant value of 1.
- **Vocode**
Optional vocoding mode.
- **V-Mix**
Contribution of the vocoder to the total filter.
- **V-Boost**
Factor to boost the vocoder signal by. Higher values result in a less defined but more aggressive sound.

Vocoding

The vocoder offers five different modes:

- **Self**
Feeds the incoming main signal as the filter signal. This usually results in a lo-fi/degradation effect and can be used to add additional envelope following to the filter.
- **Noise**
Feeds the incoming main signal as the filter signal and swaps a mono noise generator into the main output. This results in an aggressive whisperisation effect which can give interesting results on spoken words. On lower mix values, it can add an envelope following texture to sounds. Increasing the filter release time will give it increasing reverb-like properties.
- **Noise W**
Same as Noise, but the noise generator is stereo. Usually, this is the better sounding option.
- **Ext**
Regular external vocoding mode, mostly useful to imprint chords onto less harmonic sounds. The external sidechain must be set and will be swapped into the main output.
- **Ext Inv**
Same as Ext but the output isn't swapped. This changes how some of the other features interact with the vocoding and which channel needs the plugin, and which needs to be fed as send.

Additional Options And Modifiers

Above the Filter View, you can find several general options and modifiers to further shape the sound.

Bands 256 Low 0% Atk 0ms Rls 1750ms Pos 0% Noise 0% Out 0.0dB Mix 100% Gate -100dB

- **Bands**
Frequency resolution or number of bands of the spectral processing. Higher values result in a smoother but more washed out/degraded sound. Values from 128-512 are the best sounding for regular application. Since this resolution is in direct relation to the sample rate, the plugin tries to internally scale it by a factor it sees fit, but uncommon sample rates could create unexpected results. 44.1 kHz and 48 kHz or integer multiples of those are recommended. 44.1 and 48 kHz sound slightly different, 48 and 96 kHz sound the same.
- **Low – Preserve Low End**
Makes the lower half of the spectrum increasingly less affected by the filter.
- **Atk - Attack**
Attack of the filter envelope following.
- **Rls – Release**
Release of the filter envelope following. This can be used to create sparkling or reverb-like effects depending on the other parameters.
- **Pos**
Global phase offset of both LFOs.
- **Noise**
Adds noise into the live filter.
- **Out**
Out gain in dB.
- **Mix**
Global dry/wet mix.
- **Gate**
Spectral gate threshold applied to the output after the filter. This creates a digital degradation effect similar to lossy compression. Bins below the threshold are set to 0.

Background Customization

OxyMeteor allows to load custom background images into the Filter & LFO Views. Images are scaled to fit, and unnecessarily large images may degrade the UI performance or load time when opening the editor.

Locate the plugin's data folder by clicking 'Show Folder' in the settings and place the following files:

- **background.png**
Background for the Filter View. The base resolution is 1000x350.
- **backgroundY.png**
Background for LFO Y. The base resolution is 325x200.
- **backgroundX.png**
Background for LFO X. The base resolution is 325x200.

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