ELASTIC MELODY

User Manual

iOS & macOS Groovebox and AUv3 plugin

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1. Introduction

Elastic Melody is an iOS & macOS groovebox and AUv3 plugin with **3 channels of synthetic sounds**, an **analog-style step sequencer**, and **4 master effects**. Almost all parameters can be automated and changed in an “elastic” way. The focus is on **fast, intuitive melody creation** with a basic analog sound.

Product page: mominstruments.com/elasticmelody

Features

- **3 synth tracks**, each with its own oscillator, filter, envelopes, and sequencer
- **Per-track loop range and speed** (polyrhythms)
- **Automation** for most synth and FX parameters (draw in the **Autom** lane, or record from knobs while **Autom** is selected)
- **Master FX:** EQ, Modulation (Chorus/Phaser), Delay, Reverb
- **Song mode** to arrange patterns into longer pieces
- **AUv3**, **Ableton Link** (standalone), **MIDI** In/Out
- **Undo / Redo**, randomize, copy, preset share/import

* **IAP** = In-App Purchase (unlock in **Settings → Extra Modes**).

Getting oriented

Left to right in the top bar:

- **Play** — start/stop the sequencer
- **Undo / Redo** — step back or forward through recent edits
- **Presets** — load / save / share / import (see **Presets**)
- **?** — help mode: tap a control for a short description; tap again to dismiss
- **Settings (gear)** — MIDI, Scale, Root Key, Extra Modes, and (standalone) Buffer Size, Link, Background Audio
- **FX** — master effects
- **Song** — patterns and arrangement
- **Tracks** — synth + note/automation editing for the selected track



Top bar — Play, Undo / Redo, Presets, ?, Settings, FX, Song, Tracks

2. Synth Section

Open **Tracks**. Select a track on the right (1–3). Each track has **Solo** / **Mute**; long-press a track button to rename the track. **Mute** is stored with the pattern, while **Solo** is a global function and is not stored in a preset.

The synth engine is organized into **Master**, **Osc**, **Filter**, **Env**, and **Level** (tempo / volume in the standalone app).



Synth engine — Master, OSC, Filter, Env, Level

Master

- **bpm** — main tempo *(standalone; hidden in AUv3)*
- **volume** — master output level

Oscillator (OSC)

Control	Description
wave	Select Oscillator waveform
octave	Oscillator octave / range (including LO on some settings)
mod mode **I / II / III**	Chooses what the two mod knobs do

Mod modes

- **I**: **pitch mod** (pitch fall, up to about –24 semitones) and **pitch decay** (from short clicks to long boom sounds)
- **II (IAP*)**: **FM amount** and **FM ratio** (helper/carrier roughly 0.5...8)
- **III (IAP*)**: **FM amount** and **FM decay** (fixed ratio path)

Filter

Control	Description
lowpass	Low-pass frequency
resonance	Low-pass resonance
highpass	High-pass frequency
drive mode **I / II / III**	Drive / character of the filter stage
attack / decay / amount	Filter envelope modulation

Drive modes

- **I**: **Filter overdrive**
- **II (IAP*)**: **Feedbacking Filter**
- **III (IAP*)**: **Filter FM** (amount & rate controlled together)

Envelope (ENV)

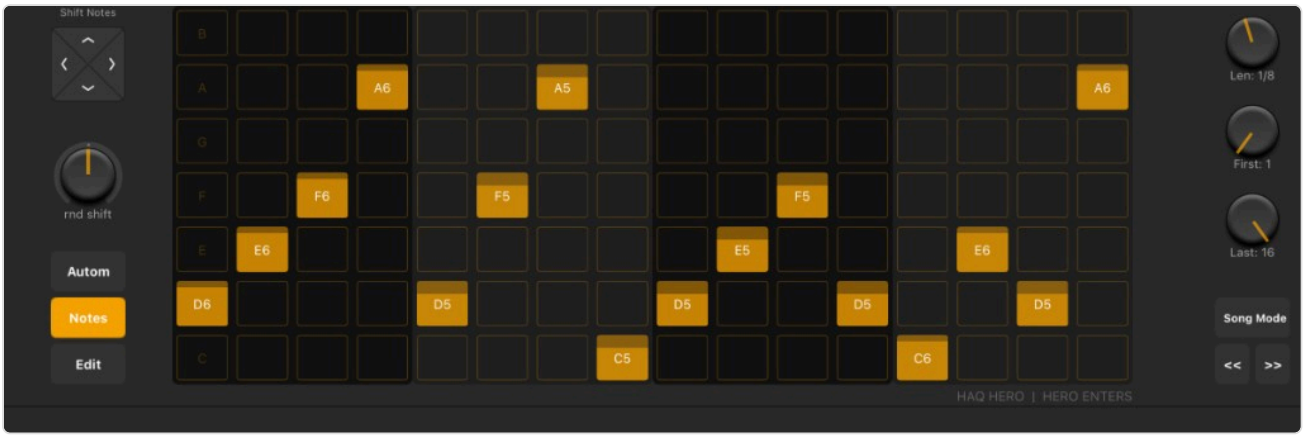
Control	Description
attack	Amplitude attack
length	Gate / note length
release	Amplitude release

Level

Control	Description
vco	Oscillator level
noise	Noise level
pan	Stereo pan
fx send	Send into the master FX bus

3. Sequencer

Each track has its own step sequencer. Speed and loop range are **per track**, so tracks can run different lengths and step rates (polyrhythms).



Sequencer — Notes grid, Shift Notes, Len / First / Last

Notes view

- Grid of steps × scale degrees (notes follow **Scale** and **Root Key** in Settings).
- Tap to place or remove notes; drag to paint.
- On a selected note, drag vertically to change **octave**.
- Playback position is shown in the lane; the active loop follows **First** / **Last**.
- Knob moves set a **static** value and **clear** that parameter's automation. Draw curves in **Autom**.

View modes (bottom left)

Mode	Purpose
Notes	Edit the note grid. Knobs set a static value and clear that parameter's automation.
Autom	Draw automation for the selected parameter. Knob moves are recorded at the playhead.
Edit	Copy / clear notes or automation

Shift Notes

- **←** / **→** — rotate notes within the track's loop range
- **↑** / **↓** — shift pitch by scale degree

RND Shift



Shift Notes
& RND Shift

RND Shift gently varies the current track's pattern while it plays. Changes happen when the loop restarts. Your original pattern stays saved as a baseline; variations are temporary per track.

Note: Edit notes only when **RND Shift** is off (center). While it is on, note edits may not stick (they can be overwritten on the next loop or when you switch patterns).

How it works

Control	Effect
Center (12 o'clock) or **double-tap**	Off — plays the original
Turn left	Notes move in **time / position** (pitch stays the same)
Turn right	Notes move **up / down** in the current scale
Farther from center	Stronger and more often
Moving the knob	Jumps back to the original and restarts the count
Dots above the knob	Count loops in the current cycle

After **two variations in a row**, the next change **always returns to the original**.

Left — position (`rnd pos`)

Position	Behaviour
rnd pos 4	Randomizes positions every 4th cycle
rnd pos 3	Randomizes positions every 3rd cycle
rnd pos 2	Randomizes positions every 2nd cycle
rnd pos 1	Randomizes positions every cycle

Right — pitch (`rnd pitch`)

Position	Behaviour
rnd pitch 4	Randomizes pitch every 4th cycle
rnd pitch 2a	Randomizes pitch every 2nd cycle, very subtle
rnd pitch 2b	Randomizes pitch every 2nd cycle, more expressive
rnd pitch 1	Randomizes pitch every cycle

Length and loop (bottom right)

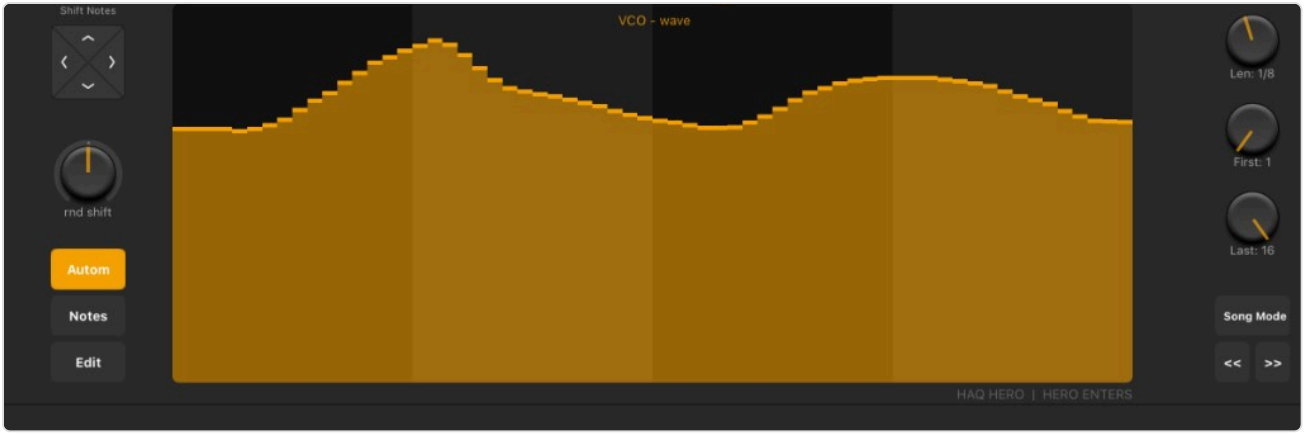
Control	Purpose
Len	Step duration / rate (e.g. 1/8, 1/16, triplets, …)
First	First step of the loop (1–16)
Last	Last step of the loop (1–16)

Len sets the step rate; **First** / **Last** set the loop range — independently per track.

Automation view (Autom)

Select an automatable knob, then open **Autom** to see and edit its curve. While **Autom** is selected, turning that knob **records** at the playhead.

Draw in the lane for a continuous curve at fine resolution (values between points are filled in).



Automation — wave draw example

Automation editing respects the track's **First** / **Last** loop range.

Live Automation (Notes vs Autom)

Knobs do **not** guess whether you meant a static tweak or a curve. Use the **Notes** / **Autom** buttons.

Mode	Knob move
Notes	Sets a **static** value and **clears** that parameter's automation. Draw curves in the lane.
Autom	**Records** at the playhead. Releasing the control keeps the curve.
Hold still in Autom	Hold the same position ~**1 second** (small wobble OK) → drop back to a **static** value (automation off).
FX page	Lane is always visible. Knobs set a **static** value unless **Autom** is on (toggle — no view switch).

Short version: Notes = knobs set a fixed value · **Autom** = knobs write a curve at the playhead · hold still ~1s in Autom = fixed again.

Autom lane → draw a fine curve.

Edit (copy / clear)

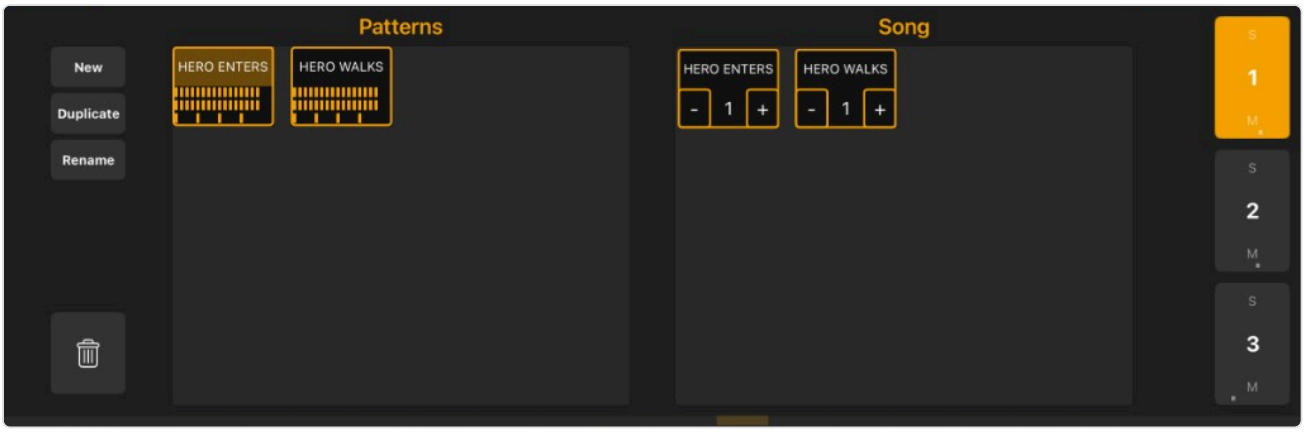
From **Edit** you can copy **Sound**, **Notes**, or **Autom** between tracks, and clear notes or automation for the current parameter / track (or broader clear options depending on context).

Song Mode controls (bottom right)

- **Song Mode** — play the arrangement vs a single pattern
- **<< / >>** — previous / next pattern (or song step)

4. Pattern and Song Mode

Open **Song** in the top bar.



Patterns and Song arrangement

Patterns

- Browse patterns with a short preview.
- **New**, **Duplicate**, **Rename**; drag to reorder; delete via trash (keep at least one pattern).
- Tap a pattern to work on it in Pattern mode.

Song arrangement

- Build a chain of patterns into a longer piece.
- Drag patterns into the song; reorder or remove song slots.
- Song elements can use **repeat counts**.
- Enable **Song Mode** on the sequencer side to play the arrangement instead of looping one pattern only.

Related workflow tips

- Design a pattern on **Tracks** (sound + notes + automation).
- Duplicate patterns for variations, then arrange them in **Song**.
- Use **Presets** to store and recall full patches (sounds, sequences, FX).

5. FX Section

Master effects process the mix (including track **fx send** levels). Draw automation in the lane as usual. Knob changes set a **static** value unless you turn on **Autom** (records at the playhead; hold still ~1 second for static again). **Autom** here does not switch the view.



FX — Modulation, Delay, Reverb, EQ Master

Modulation (Phaser & Chorus)

- Enable with the green **Mod** button.
- Phaser: speed, feedback, mix
- Chorus: rate, delay, mix

Delay

- Enable with the pink **Delay** button.
- Time, feedback, tone, mix
- Mode **I / II**:
  - **I**: LFO wobble
  - **II (IAP*)**: Ping-Pong

Reverb

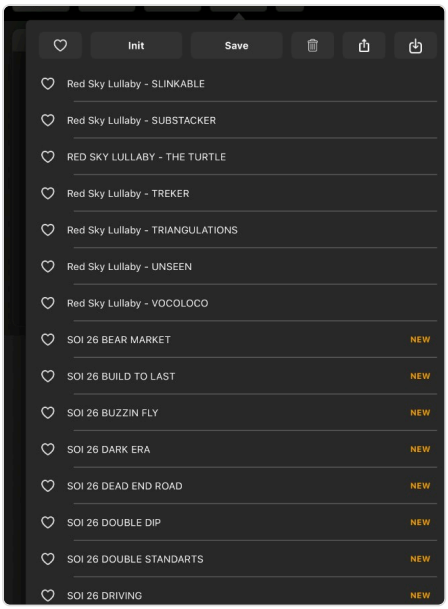
- Enable with the blue **Reverb** button.
- Room size, damping, width / diffusion, mix
- **Freeze**
- Type **I / II**:
  - **I**: FreeVerb-style
  - **II (IAP*)**: Dattorro plate

EQ Master

- Enable with the yellow **EQ** button.
- Low / Mid / Hi gain and frequency controls

6. Presets

Presets store a full patch: sounds, notes & automation, patterns & song, FX, tempo, master volume, scale, and root key.



Presets browser

Browser

- Presets are listed by name (alphabetically) from the app's shared presets folder.
- Tap a row to **load** that preset.
- If you load another preset while the current one has unsaved edits, Elastic Melody asks **Save changes?** — **Save** keeps the current preset first, then loads; **No** loads and discards the unsaved edits.
- An asterisk ∗ after the selected name means there are unsaved edits.
- File format: **`.emp`** (Elastic Melody preset).

Like / sort

- Tap the **heart** on a row to like a preset (stored on the device, not inside the `.emp` file).
- Tap the toolbar **heart** to sort liked presets to the top (tap again to turn sorting off; the preference is remembered).

Init / Save / Delete

Action	What it does
Init	Resets to a default project (`init` patch). Does not by itself create a new named file.
Save	Opens a name dialog (save as). Names are stored in uppercase; invalid characters are stripped. Existing names ask to **Overwrite**.
Delete	Confirms, then removes the selected `.emp` file.

Share and import

- **Share** — Tap **Share** to share the selected preset via the system share sheet (on Mac Catalyst this also offers save-to-disk options).

- **Import** — Tap **Import** to select an Elastic Melody preset file (`.emp`). If that name already exists, a number is appended (2, 3, …); the imported preset is then loaded.

Loading while in sync

When **Ableton Link** or a host beat clock is active and you are playing, a preset load may wait until the **next bar**. The preset name / Presets control can blink until the load is applied — so changes land on a musical boundary.

Factory and user presets

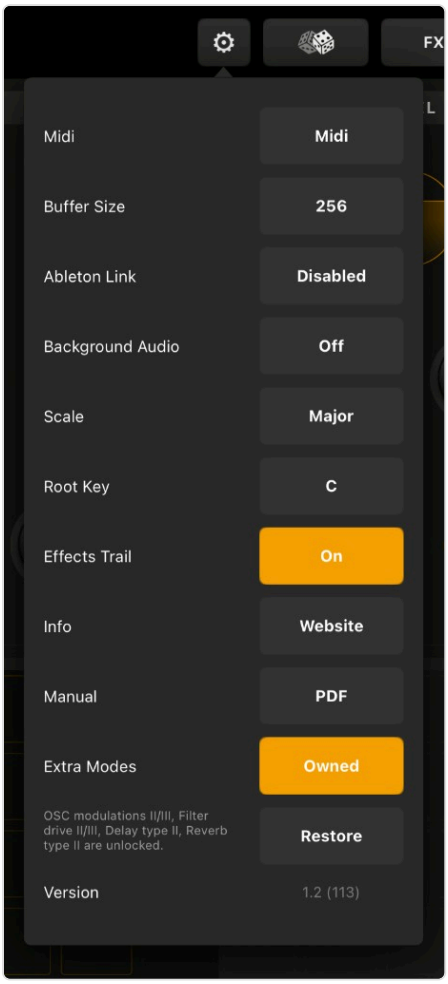
Bundled factory presets are installed into your presets folder after app updates. After that they behave like normal files (you can edit, overwrite, or delete them). There is no separate “factory bank” tab in the browser.

AUv3 notes

- The **Presets** browser works the same in the plugin as in the standalone app.
- Preset files and Extra Modes unlock are shared between app and plugin.
- Saving the host project also saves the current Elastic Melody sound.
- To browse factory or user presets, use Elastic Melody’s **Presets** UI — most hosts do not show them in their own preset menus.

7. Settings

Open **Settings** via gear icon.



Settings

Setting	What it does
Midi	Opens **Midi Settings** — see **MIDI** chapter.
Buffer Size	128 / 256 / 512 / 1024 *(standalone)* — larger = more stable, more latency. Hidden in AUv3 (host owns the buffer).
Ableton Link	Sync tempo/transport with other Link apps *(standalone)*. Hidden in AUv3.
Background Audio	Keep audio running when the app is in the background *(standalone)*. Hidden in AUv3.
Scale	Scale for the note grid (and related pitch tools).
Root Key	Root note of the current scale / preset.
Effects Trail	On/Off — when **On**, FX (e.g. reverb/delay) keep ringing out after Stop; when **Off**, FX are cleared on Stop.
Info	Opens the product website.
Manual	Opens this user manual as a **PDF**.
Extra Modes (IAP*)	Purchase / **Owned** / **Restore**. Unlocks OSC mod **II/III**, Filter drive **II/III**, Delay type **II** (Ping-Pong), Reverb type **II** (Dattorro). Mode **I** paths stay free. Unlock is shared between standalone and AUv3.
Version	App version and build number.

8. MIDI

Open **Settings → Midi** for **Midi Settings**.

Standalone app

Control	Purpose
Input Port	Choose one Core MIDI input (exclusive — one at a time).
Input Midi Channel	**Omni** or **1–16** — which channel is accepted.
Tracks that receive Midi	**Track 1 / 2 / 3** — which tracks respond to MIDI input. Turning a track off cancels its sounding notes.
Output Port	Choose a Core MIDI output.
Output Midi Channel for Track 1/2/3	**Off** or **1–16** — sequencer notes are sent on that channel when not Off.
Bluetooth	Opens Apple's Bluetooth MIDI browser; then refresh/select ports as usual.

AUv3 plugin

- MIDI goes through the **host** (no Input/Output port lists, no Bluetooth button in Elastic Melody).
- You can still set **which tracks receive MIDI** and **output channels per track** for notes sent back to the host.
- Prefer the host's MIDI routing panel for device selection.

Supported MIDI features

- **Notes** on/off (and related voice handling), **pitch bend**, pressure where supported.
- Some continuous controllers are recognized by the engine (for example mod wheel / CC1, and standard "all sound off" style messages).
- **MIDI Learn / custom CC mapping UI** is not available in the current release.
- **Program Change** does not load presets from the browser (not wired as a user-facing preset recall).

Sync and transport

- **MIDI clock** can influence **tempo**, but Elastic Melody does **not** fully slave Play/Stop to MIDI clock transport the way a classic hardware slave would.
- For sync, use **Ableton Link** (standalone Settings) and/or the **AUv3 host** transport and tempo.

Practical tips

- Enable only the tracks that should play from an external keyboard.
- Set output channels if you want the sequencer to drive external gear or a host instrument.
- Pair Bluetooth MIDI controllers via **Bluetooth**, then select them under **Input Port**.
