

# HY-POLY



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## **Registration**

There are 2 ways to register the HY-POLY.

### **1, Drag and drop**

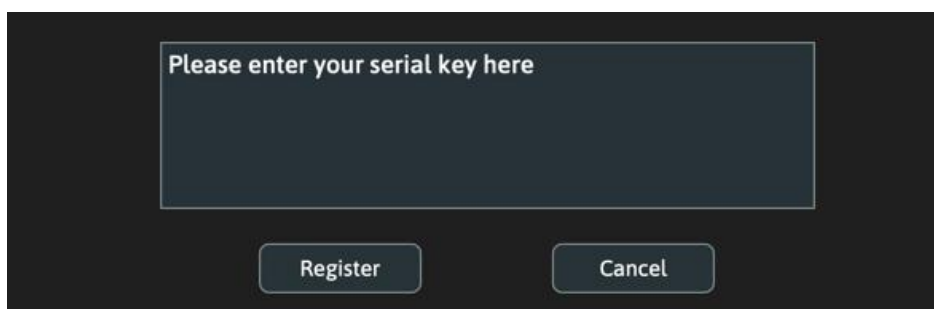
Drag and drop your **keyfile** onto the plugin window directly.

### **2, Copy&Paste**

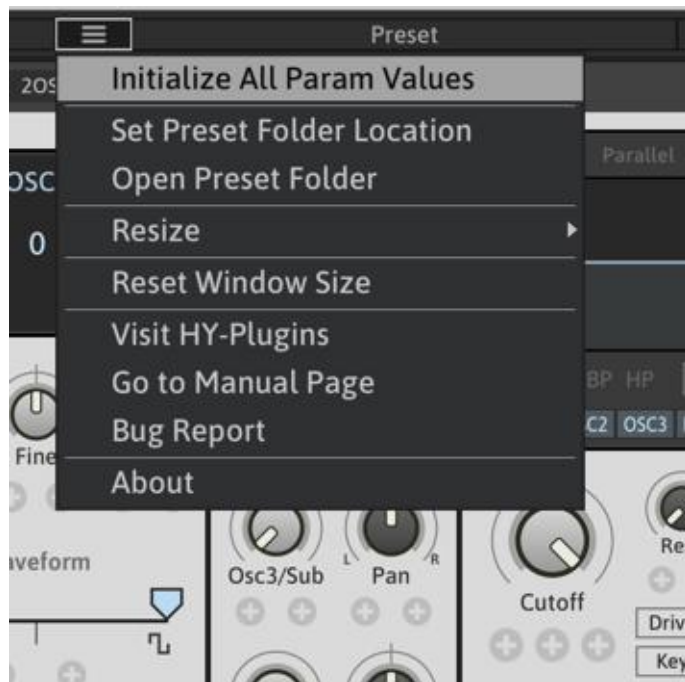
1. Open your **keyfile** with a text editor and copy all strings
2. Click “**Demo**” button > select “**Register**” > paste it > press “**Register**”



Once the plugin is registered, the “**Demo**” text will be replaced with “**Registered**”.



## **Plugin Menu**



**Initialize All Param Values:** Initializes all parameter values

**Set Preset Folder:**

If you want to change the plugin preset folder location, you need to set the new location with this function

**Open Preset Folder:** Opens the preset folder

**Use Corner Resizer:** Turn on/off the corner resizer

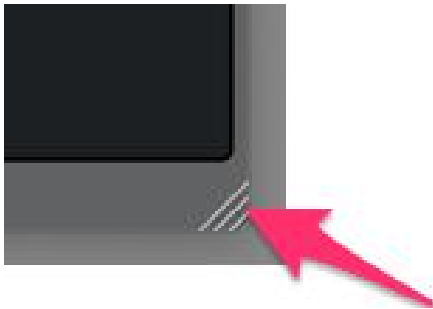
**Resize:** You can resize the plugin window with this menu instead of using the corner resizer

**Reset Window Size:** Resets the window size

**Visit HY-Plugins:** Jumps to the HY Plugins homepage

**Go to Manual Page :** Jumps to the manual page

## **Resizing Plugin Window**



You can change the plugin size with this corner resolver.

## **Preset**



You can load a stored preset file by clicking the preset button or by clicking the arrow buttons using your mouse.

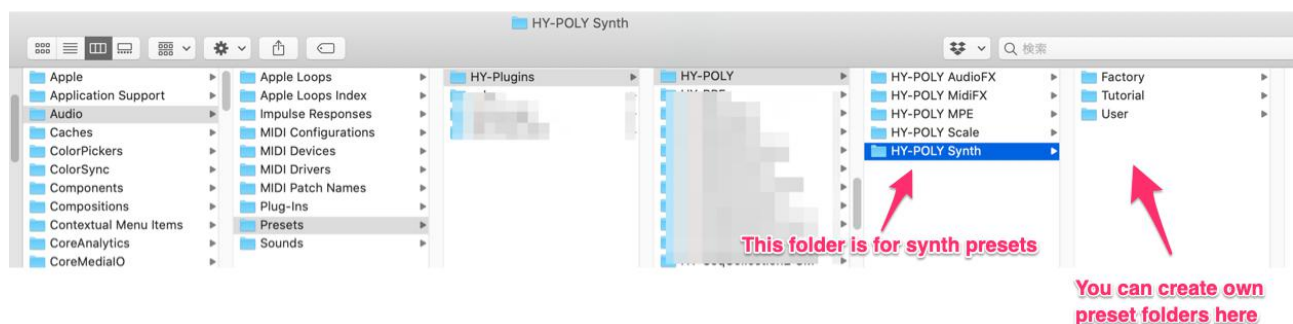
**Save:** Overwrites the currently active preset

**Save as:** Save the current settings as a new preset

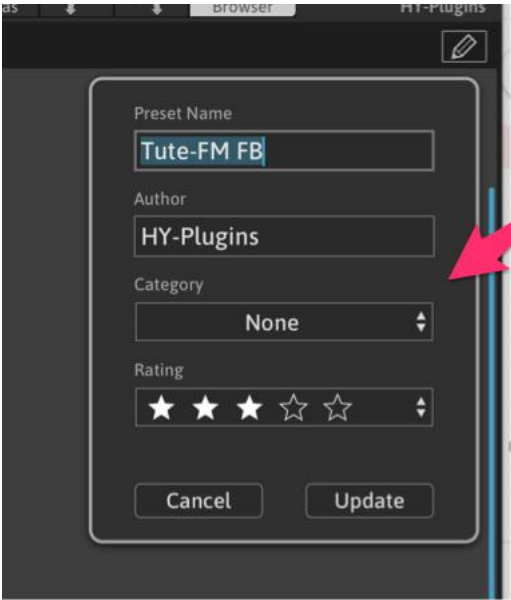
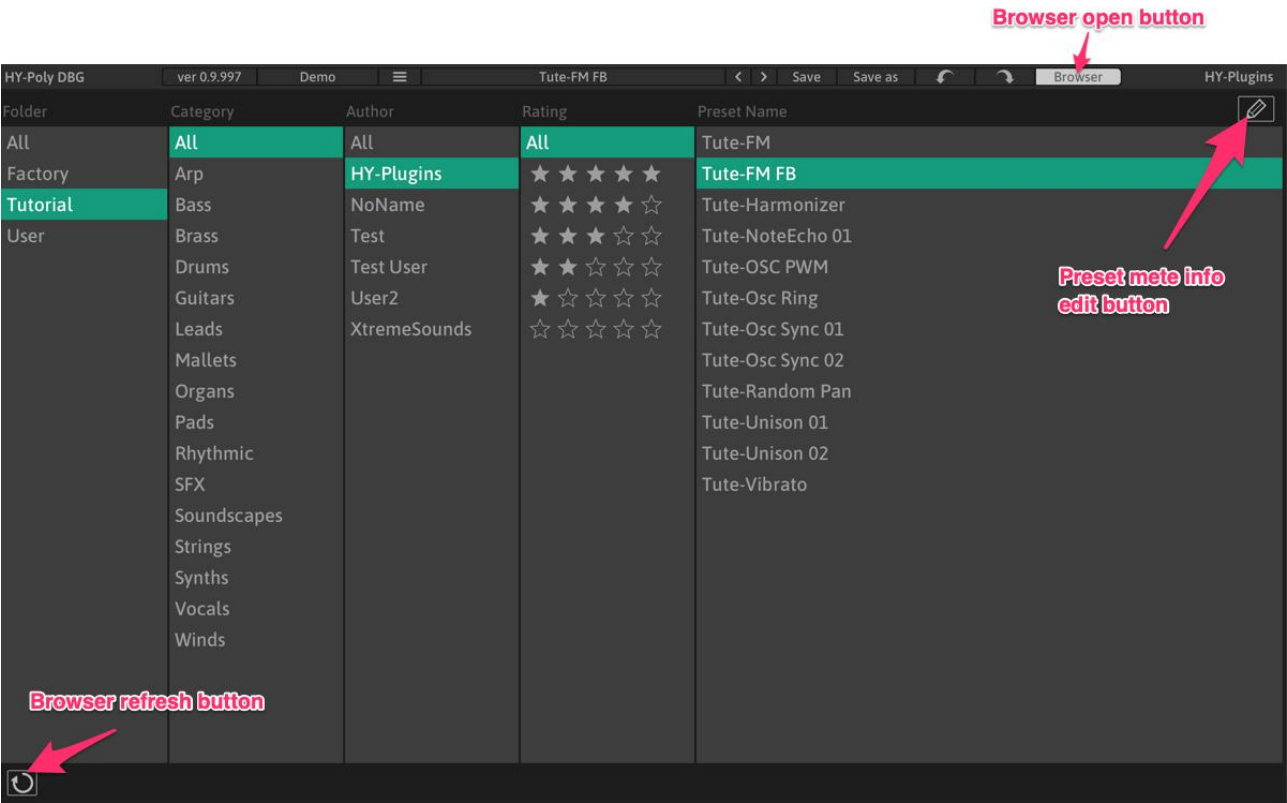
### **Default Preset Folder Location:**

Mac : *Library/Audio/Presets/HY-Plugins/HY-POLY/HY-POLY Synth*

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



Preset Browser



You can edit a preset metadata

## **Midi Learn**



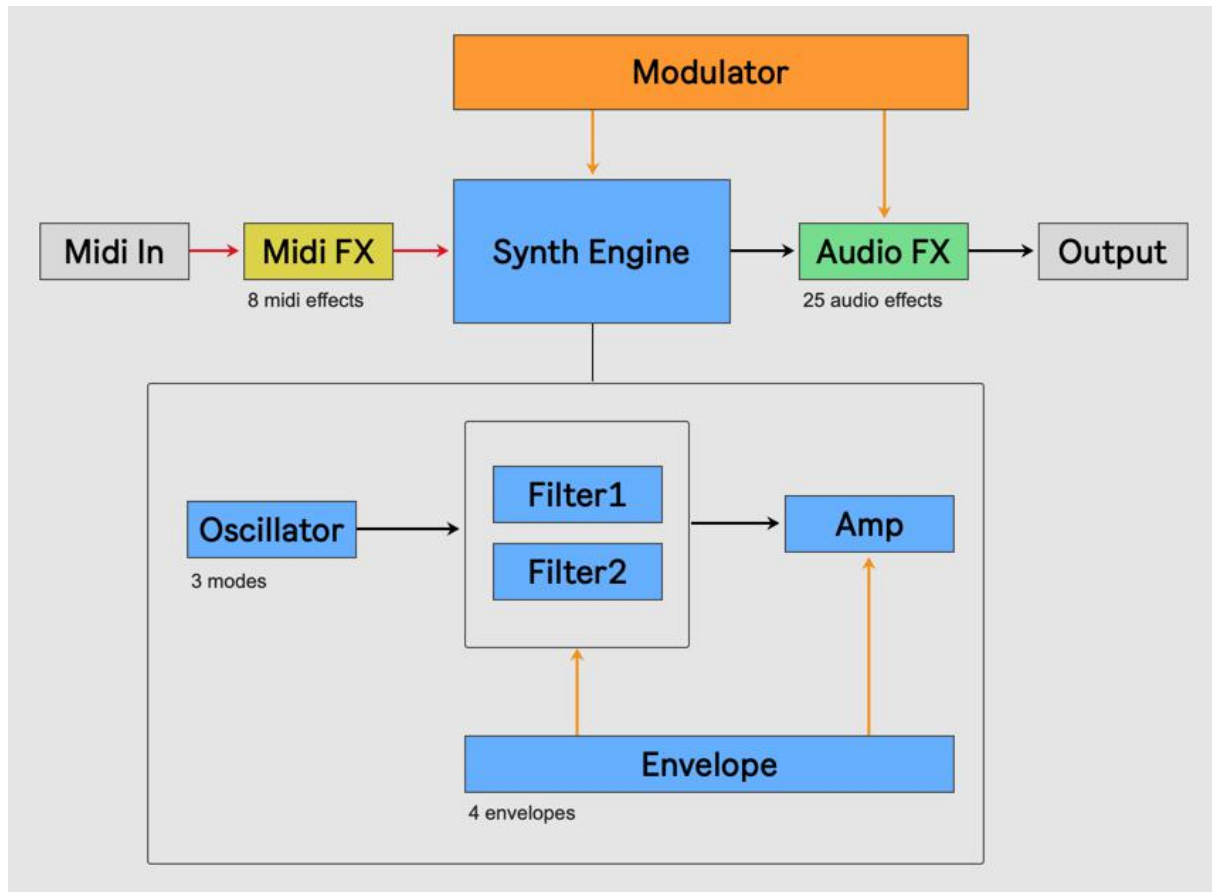
Right-click the parameter you want to control via midi cc.

Then clicks “**Start Midi Learn**” and moves the controller.

If you want to remove a midi assignment, right-click the target parameter and clicks “**Delete Midi Assign**” button.



## **Signal Flow**



### **Midi FX**

8 midi fx units are available. You can process/generates midi messages with them.

### **Audio FX**

25 audio fx units are available. You can process signals from the synth engine.

### **Modulator**

23 modulation source units are available. You can modulate synth/audio fx parameters with them.

## Synth Panel



You can control the parameter of the synth engine here.

## Oscillator Panel

3 oscillator modes are available(2Osc+Sub, 3Osc, ModOsc)

### 2Osc + Sub



In this mode, 2 saw-pulse morphable oscillators and 1 sub oscillator are available.



#### Octave

Sets the fundamental octave of osc

#### Waveform Slider

Morphs the waveform between saw and pulse



### Waveform

Sets the waveform of sub osc

### Octave

Sets the fundamental octave of sub osc

### Master

Set the master osc of the sub osc

For example, when Master is Osc1 and Octave is -1, the fundamental octave of the sub osc will be the fundamental octave of osc1 -1 octave.

## Sync



Turn on this button, the phase of the osc2 will be synced to osc1.

This means the phase of osc2 will be reset by osc1.

## **30sc**



Each oscillator has unison feature.



### **Waveform**

4(saw, pulse, triangle, sine) waveforms are available

### **Octave**

Sets the fundamental octave

### **Tune**

Adjusts the pitch of oscillator range of +/- 12 semitones

### **Fine**

Adjusts the pitch of oscillator range of +/- 50 cents

### **PW**

Adjusts the with of the pulse wave

### **Unison**

Sets the number of stacking oscillators

### **Detune**

Detunes stacking oscillators

### **Width**

Controls the stereo width of stacking oscillators

## **Mod Osc**



2 oscillators + sub

In this mode, oscillator2 can be modulate with multiple ways (Sync, Ring, FM, Feedback FM)

### **Edge**

Adjusts the edge of the waveform  
Turning this knob full anticlockwise(= edge 0), selected waveform will become sine shape.



### **Mode**

Selects the mode of oscillator modulation  
(Sync, Ring, FM, Feedback FM)



### **Mode: Sync Osc1 > Osc2**

In this mode, the phase of osc2 is synced to osc1.

### **Mode: Sync Osc2 Self**

In this mode, the phase of slave osc is synced to master osc in osc2.  
Osc2 master > Osc2 slave



### **Sync Pitch**

Adjust the pitch of slave osc.



### Mode: Ring Osc1 > Osc2

In this mode, the outputs of osc2 will be  $\text{osc1} * \text{osc2}$

### RingMode Dep

Controls the depth of ring modulation



### Mode: Ring Osc2 Self

In this mode, the outputs of osc2 will be **osc2 master\*osc2 slave**

### Ring Pitch

Adjusts the pitch of osc2 slave oscillator



### Mode: FM Osc1 > Osc2

In this mode, the frequency of osc2 is modulated by the outs of osc1

### FM Depth

Sets the modulation depth



### Mode: Feedback FM Osc1 > Osc2

In this mode, the frequency of osc2 is modulated by the outs of osc1

### FM Depth

Sets the modulation depth

### Feedback

Sets the feedback level

## **Vibrator**



The pitches of osc1 and 2 can be modulated by vibrator LFO.

### **Rate**

Sets the speed of vibrator LFO

### **Delay**

Sets the timing delay of vibrator LFO re-triggering

### **Fade**

Sets the fade-in time

### **Osc1 Dep/Osc2 Dep**

Sets the depth of pitch modulation

## Filter Panel



There are two independent filter units available.

Those can be routed in serial or parallel.

### Serial/Parallel

When in serial mode, incoming signal will be processed by filter1 and then processed by filter2.

When in parallel mode, incoming signals will be processed by filter 1 and 2 independently.

In --- --- Filter1 ---  
 --- Filter2 --- mix ---- out

### Filter Type

–(Bypass).....Do nothing

LP(Lowpass).....Attenuates high frequency components

BP(Bandpass).....Attenuates high/low frequency components

HP(Highpass).....Attenuates low frequency components

### Filter Input(OSC1, OSC", OSC3, NOIZ)

Selects input signal.

e.g.

If turn off OSC1, outputs signal of osc1 will not be routed to the filter unit.

### Cutoff

Sets the cutoff frequency

### Reso(Resonance)

Sets the resonance level. Emphasizes the signal at the cutoff.

### Drive

Sets the drive level. Boosts the incoming signal.

### Key(KeyTrack)

Sets the level of keytrack amount. Filter cutoff will be modulated by midi note pitch.



**EnvDep(Envelope Depth)**

Sets the modulation depth from the envelope generator.

**Envelope Select(Env1, Env2, Env3, Env4)**

Selects the modulation source of the envelope generators

**CF 1+2**

Controls the cutoff parameter of both filter units at the same time

**Envelope**

Four envelope generators are available.

Envelope1 is hard-wired to the amp section.

**Display Selector(1, 2, All)**

1....Displays env controls of unit 1 and 2

2....Displays env controls of unit 3 and 4

All..Displays env controls of all units

**ADSR**

A(Attack).....Sets the attack time

D(Decay).....Sets the decay time

S(Sustain).....Sets the sustain level

R(Release)..... Sets the release time

**Vel**

Sets the level of the velocity modulation. If 0, the envelope signal will not be affected by midi input velocity

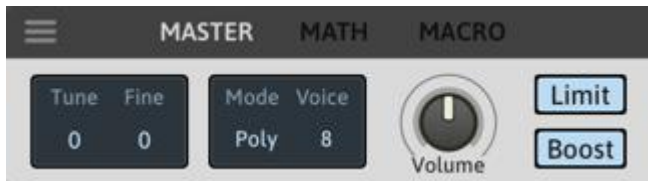
**AS(Attack Shape)**

Adjusts the envelope shape of the attack stage

**DRS(Decay/Release Shape)**

Adjusts the envelope shape of the decay/release stage

## **Master**



### **Tune**

Adjusts the master pitch. -24 to +24 semitones

### **Fine**

Adjusts the master pitch. -50 to +50 cents

### **Mode(Poly, Mono, Legato)**

Selects the voice mode

### **Voice**

Sets the number of voice used in poly mode

### **Volume**

Sets the volume level of the master output

### **Limit**

Toggles master limit on/off

### **Boost**

Boost the output signal by 6dB

## Modulation Sources



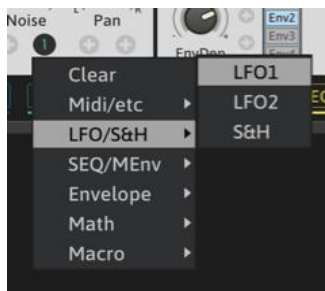
There are 23 modulation sources available.

## Modulation Assignment



To make a modulation assignment, you can drag and drop the source name label to the cross icon under the target parameter. Most parameters have 2 modulation slots (filter cutoff has 3).

You can also make a modulation assignment by right-clicking .



Right-clicking the target cross icon, and selects the source.

## Polarity



There are two types of modulation signal.(Unipolar/Bipolar)

### Unipolar

Value range of this type is 0~1.

### Bipolar

Value range of this type is +/-1

Some modulation sources can generate both unipolar and bipolar signal.

E.g. LFO, Step SEQ, MPEnv

## Bipolar Modulation Source Assignment

There are 2 types of bipolar modulation source assignment.



The brighter color area represents the modulation area of positive portion of the modulation signal. And the darker color area represents the modulation area of negative portion of the modulation signal.

### Type1

Moves the mouse pointer to upward, the type of bipolar modulation becomes type1.

### Type2

Moves the mouse pointer to downward, the type of bipolar modulation becomes type2.

## Midi Sources

PitchBend ModWheel C-Pressure Velocity KeyTrk Alternate Random

### Pitch Bend/Mod Wheel/Channel Pressure/Velocity

Converts these midi messages to modulation signal

### KeyTrk(KeyTrack)

Converts midi note inputs to modulation signal (-1 to +1)

### Alternate

Outputs -1/+1 signal alternately along with a midi note trigger

### Random

Generates a random value (-1 to +1) in response to each midi note input.

## **Double-click to toggle on/off switch**

Double-click to toggle the power switch



You can toggle the power button of LFO, SAH, StepSEQ/MPEnve units by double clicking unit name label.

## **LFO1/2**



There are 2 LFO units available.

### **Waveform**

Selects a waveform shape

### **Mode(Poly/Mono)**

Poly.....Each voice use own LFO unit

Mono....All voices share the same LFO unit

### **Retrig**

The phase position is reset by midi note input

### **Bipolar**

When this button is active, output value range will become -1 to +1

### **One Shot**

When this button is active, the LFO will stop after single cycle period

### **Sync Mode**

Free.....0.01 to 20Hz

Note.....16/1 to 1/64

Triplet.....16/1T to 1/64T

Dotted.....16/1D to 1/64D

## Invert Button

Inverts the LFO outputs

## X2 Button

Squares the LFO outputs

## Saturate Button

Saturates the LFO outputs

## Rate

Sets the speed of the LFO unit

## Phase

Sets the start phase position of the LFO unit

## Offset

Sets the offset level

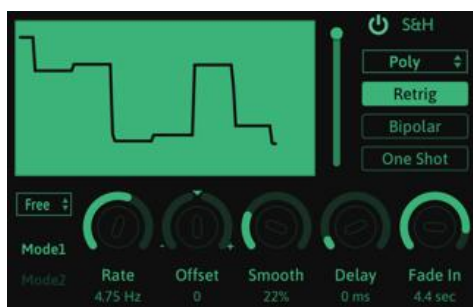
## Delay

Sets the delay time. The LFO will start after the delay time.

## Fade In

Sets the fade in time.

## Sample & Hold



Sample and hold unit.

## Mode

Mode1.....No interpolation between values

Mode2.....Linear interpolation between values

## **StepSEQ / MPEnv**

There are 3 StepSEQ/MPEnv units available.

### **StepSEQ**



#### **Start/End positions**

You can set start/end positions with the top slider

#### **Running Directions**

>.....Forward direction

<.....Backward direction

><1...Forward /Backward direction1. e.g. 1 > 2 > 3 > 4 > 3 > 2 and so on...

><2...Forward /Backward direction2. e.g. 1 > 2 > 3 > 4 > 4 > 3 > 2 and so on...

R1.....Random direction1. Same step can be triggered multiple times. e.g. 3 > 2 > 2 > 6 > 1 > 1

R2.....Random direction2. Same step will not be repeated. e.g. 5 > 1 > 2 > 4 > 3 > 5 > 3...

#### **Shuffle**

Sets the shuffle amount level

#### **Smooth**

Sets the smoothness of the output signal

#### **Dice Button**

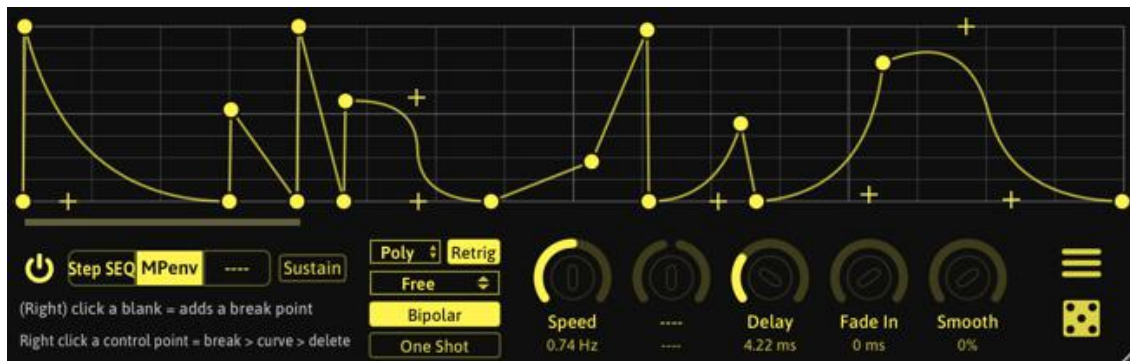
Left Click.....Randomize step values

Right Click...Resets step values

#### **Arrow Buttons**

Shifts the step values

## MPEnv

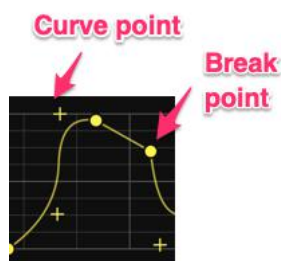


You can create own envelope shape with this mode.

Right-clicking on a blank, you can add new envelope point.

Right-clicking a break point, that point will be changed to a curve point.

Right-clicking a curve point, that point will be deleted.



## Math



There are 2 Math units available.

Math generates modulation signal using with two modulation sources.

### Source 1/2

Selects the modulation sources for the math generator

### Process Type(X, +, -)

X.....Multiplies source1 and 2, outputs the result

+.....Adds source1 and 2, outputs the result

-.....Subtracts source2 from 1, outputs the result



## **Macro**



There are 2 macro knobs and buttons available.

### **Macro Knob**

Sets the output value (-1 to +1)

### **Macro Button**

If button is off, outputs value of 0. If on, outputs value of 1.

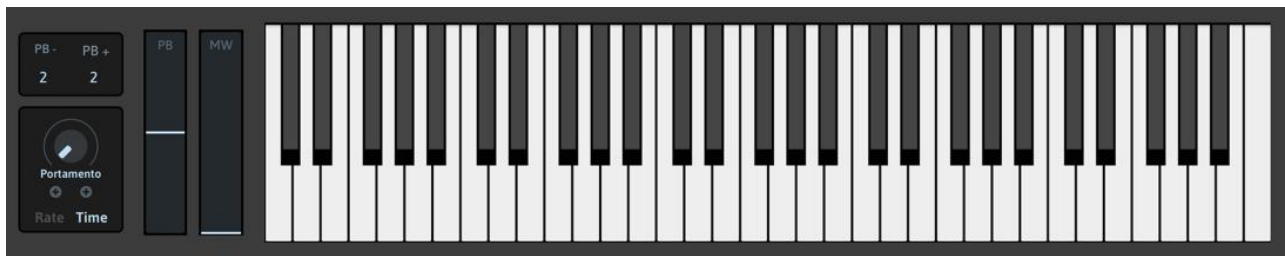


Macro button has two modes. You can change the button mode by right-clicking.

Momentary.....As long as being pressed, it will output signal value 1, otherwise 0.

Toggle.....Every time a button is pressed, its state changes.

## Keyboard Panel



### Pitch Bend Range(PB-, PB+)

Sets the up/down range of pitch bend control (-48 to +48)

### Portamento

Sets the portamento time. When you play a note, the previous played note will change to current one gradually.

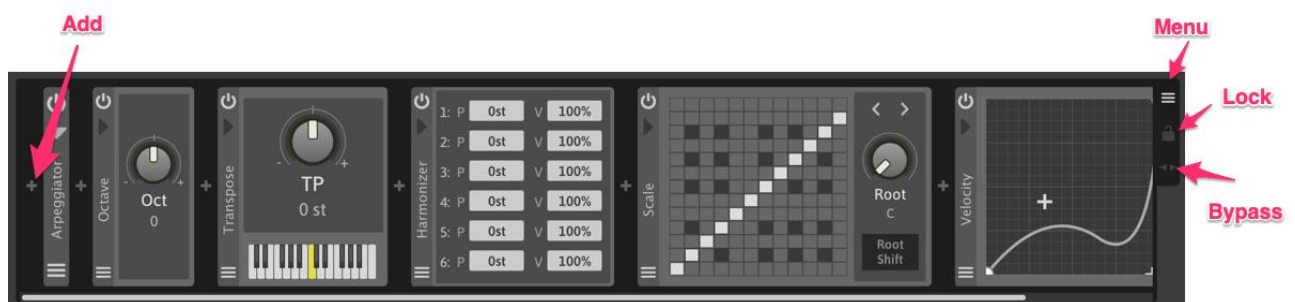
### Rate/Time

Selects the portamento mode.

Rate.....Portamento time will be defined by pitch intervals.

Time.....Portamento time will not be affected by pitch intervals

## Midi FX



There are 8 midi fx units available.

You can generate/process midi messages with them.

An effect chain order sometimes affects to the result.

For example, if you insert a Transpose FX before the Scale FX, the incoming midi notes will be

transposed first then scaled. This means processed midi notes will always be in scale in this order.

On the other hand, inserting the Scale FX before the Transpose FX, will cause the incoming midi notes to be scaled first, then transposed. Therefore, the output midi notes can be out of a scale.

## **Add Button**

Adds the midi fx unit to the chain

## **Menu Button**

Opens the menu of the midi fx rack

Preset.....Loads a preset

Save.....Overwrites the current preset

Save as.....Creates a new preset

Open Preset Folder.....Opens the preset folder for the midi fx

Set Preset Folder.....Sets the preset folder for the midi fx

Minimize All FX Panels.....Minimizes all FX panels

Maximize All FX Panels.....Maximizes all FX panels

Delete All .....Deletes all Midi FX units

## **Lock Button**

When this button is on, midi fx units will ignore preset changes.

## **Bypass Button**

When this button is on, midi fx chain will be bypassed.

## Change the order

**You can change the chain order**

- 1, Click and hold the side panel of the fx unit
- 2, Drag and drop it onto target unit



## Minimize/Maximize the unit panel

**Minimize/Maximize the unit panel**

There are 2 ways to minimize/maximize the unit panel.

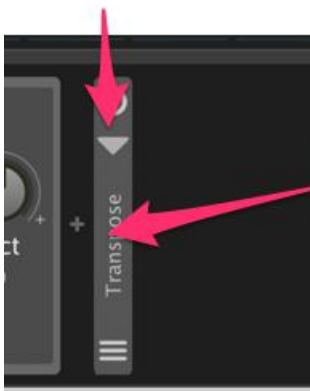
### Way1

Clicks the arrow button

### Way2

Double-clicks the label

**Clicks the arrow button**



**Double-clicks the label**

## Octave



Octave shift effect.

The incoming midi notes can be shifted in +/- 2 octave range.

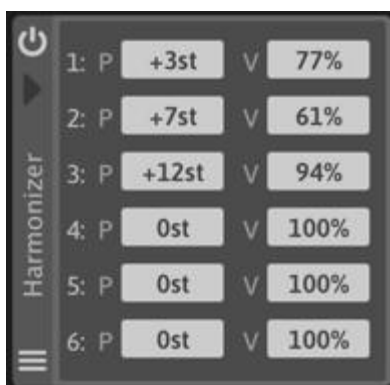
## Transpose



Transpose effect

The incoming midi notes can be shifted in +/- 12 semitone range.

## Harmonizer



Harmonizer effect

Pitch shifted midi notes will be added to the incoming midi notes.

**P**

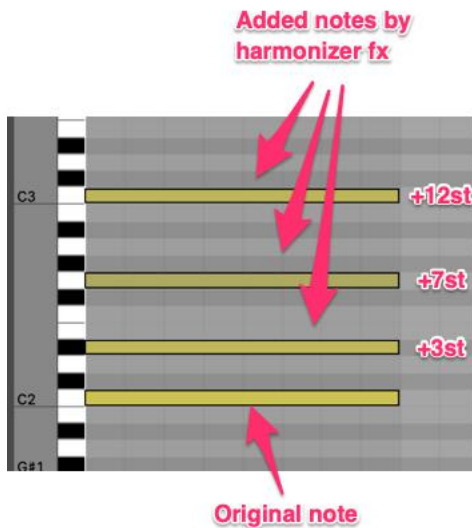
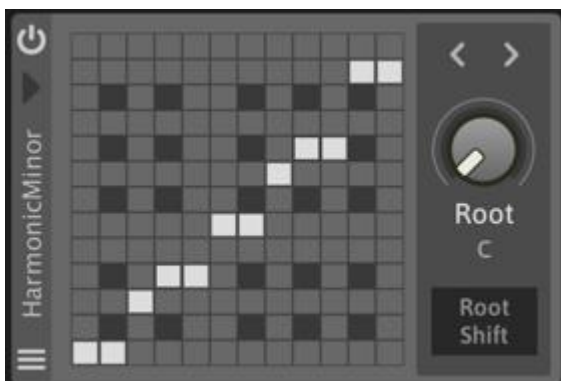
If this values is other than 0st, pitch shifted note will be added to the incoming notes. The range is +/- 36 semitones

**V**

Sets the level for append note. This value is relative to the original velocity level. The range is 0 to 200%.

**Example:**

If you set like the picture above, the result will be like below.

**Scale**

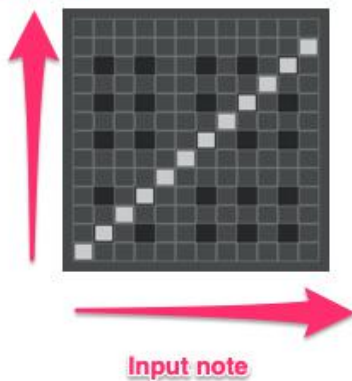
Scale effect.

The incoming midi notes will be modified by scale map table.

You can create a own scale map with the scale map editor.

You can change a scale preset with the arrow buttons next to Root display.

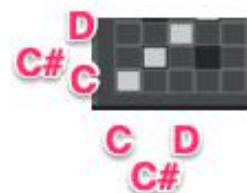
Output note

**Scale Map Editor**

Each grid of x-axis represents input note and corresponding grid on y-axis represents output note.

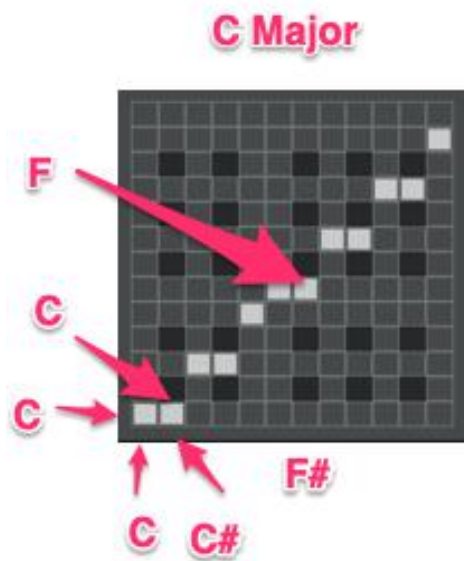
In the picture right, C is mapped to C, C# is mapped to C# and D is mapped to D, so no incoming notes will be changed. This is the default setting.

Output notes



Input notes

## Scale Example



This is a C Major scale map setting.

In this case C is mapped to C, so not changed.

On the other hand, C# is mapped to C, so incoming C# will be changed to C.

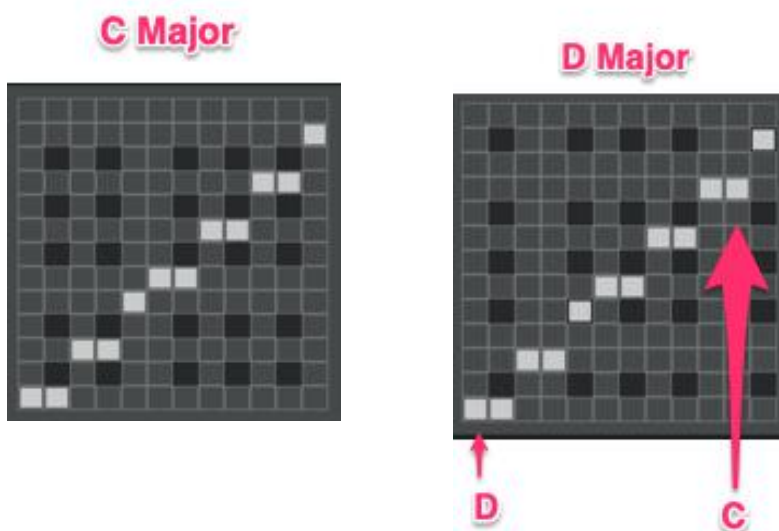
In the way, F# is mapped to F, so incoming F# will be changed to F.

This is how the scale effect work.

And if a grid is off, corresponding note will be off.

## Root and Root shift

You can change root note of a scale map.

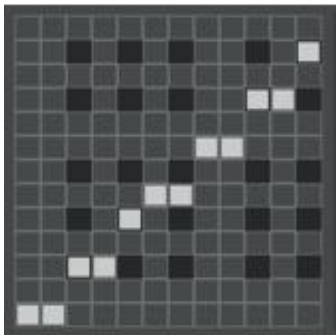


If you change C Major to D Major, the map editor change like this.

If “**Root shift**” is active, the incoming notes will be shifted by root value and then scaled.

For example, now these notes {C, C#, F#, G} are coming and root and scale is E Major.

## E Major



E

C

So in this case, incoming notes will be scaled like this.

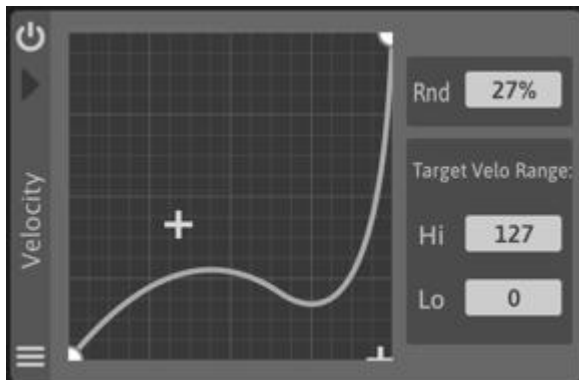
{C, C#, F#, G} > scale > {B, C#, F#, F#}

Now root shift is turn on and the result will be changed to like this.

{C, C#, F#, G} > 4 semitone up > {E, F, A, B} > scale > {E, E, A, B}



## Velocity



Velocity effect.

You can create own velocity curve with the curve editor.

### **Rnd**

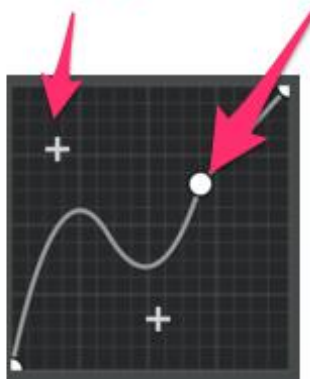
Randomize level, adding to random value to the incoming note velocity

### **Target Range**

Velocity value in this range will be processed by this effect, out range value will go through

## Curve Editor

**Curve point**   **Break point**



Circle point represents a break point and cross point represents a curve point.

### **Add/Delete Control Points**

- Right-click on blank space: Adds a break point
- Right-click on a break point: Changes to a curve point
- Right-click on a curve point: Deletes it

## Note Chance



Note chance effect.

This effect controls the incoming note will be triggered or not based on "Chance" value.

If you set this value 100%, all the incoming note will be triggered.

If you set this 0%, the incoming midi notes will never been triggered.

**Target Pitch Range**

You can set target note range with Hi/Lo values. Out range notes will be go through this effect.

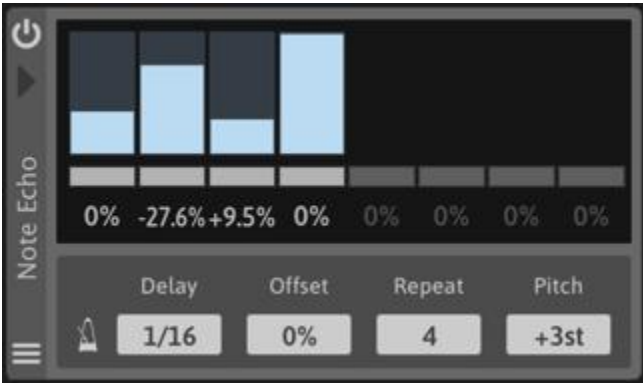
**Target keys**

You can set target keys with keyboard buttons.



If you set like this, only E and G keys will be the target of this effect.

**Note Echo FX**



Note echo effect.

The incoming midi notes will be copied and output after the delay time.

**Delay**

Sets the delay time

**Offset**

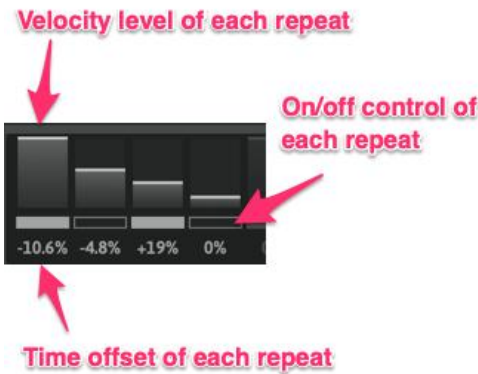
Sets the delay time offset

**Repeat**

Sets the number of repeats

**Pitch**

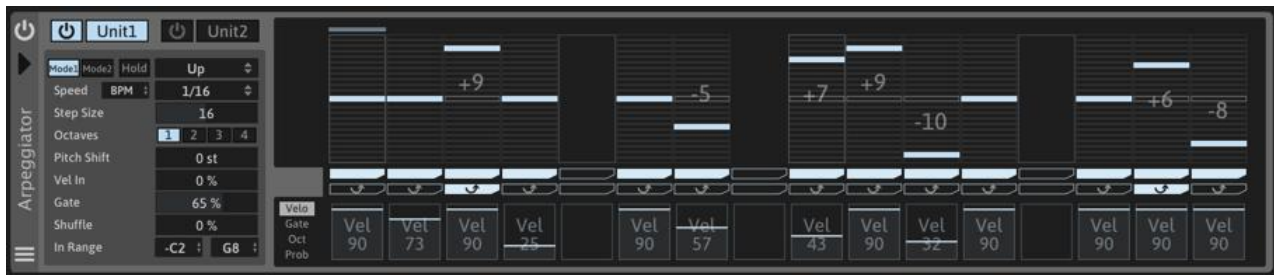
Sets the pitch shift of the delayed notes



You can set velocity level, on/off state and time offset per repeat.

velocity level of repeat note is 0~100% of original note.

## Arpeggiator



There are 2 arpeggiator units available.

You can use 2 arpeggiator units at the same time.

### Control Panel



#### Power Button

Toggles arp unit on/off

#### Unit1/Unit2

Selects the arp unit panel

#### Mode1/Mode2

Selects arp mode

### Hold

When this button is active, the arp will continue to play the pattern after pressed midi note keys are released. Turn off this button, the arp will stop playing.

### Arp Pattern Menu

Selects the arp play pattern

### Sync Mode menu

Free.....Arp will not synced to neither host BPM nor host song position

BPM.....Arp speed will be synced to the BPM

Host.....Arp speed will be synced to host BPM and host song position

### Arp Speed

Sets the speed of arp playing

### Step Size

Sets the step size (2 ~ 32)

**Octaves**

Selects the octave range of arp pattern

**Vel In (Velocity Input)**

Determines how much midi note velocity will affect to the velocity of arp outputs

**Gate**

Sets the global gate time

**Shuffle**

Sets the shuffle amount (-100 ~ +100%)

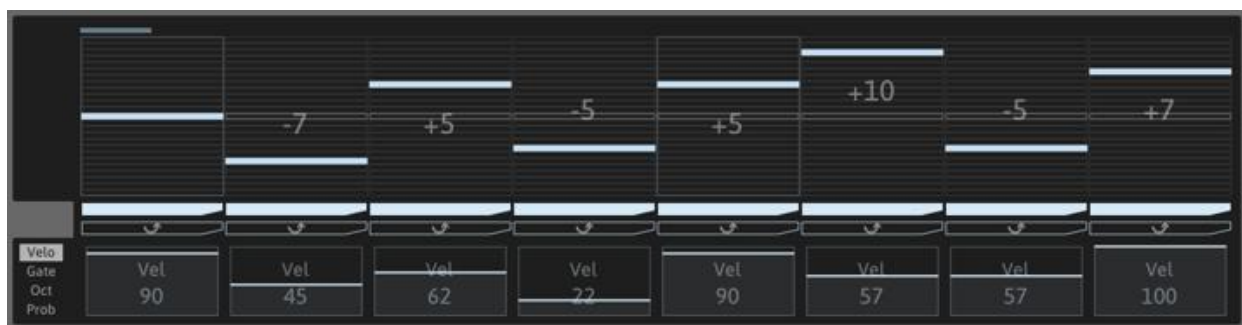
**In Range**

Sets the midi note range for the arp input. When incoming note is out of this range, the arp will ignore that note.

**Arpeggiator Mode**

There are 2 arpeggiator modes available.

You can set velocity, gate time and probability per step. So it's like a arpeggiator + step sequencer.

**Mode1**

In this mode arp pattern is defined by arp pattern menu. You can set pitch shift value per step. Pitch shift range is +/- 12.

## Mode2



In  
this

mode, incoming notes are filtered by the grids. Max 4 notes are triggered at the same time.

## Step Parameters



### Step On/Off

Toggles the step on/off

### Step Tie/Slur

If this button is active, the step note will be connected to next note.

### Step Velocity

Sets the velocity level of each step

### Step Gate

Sets the gate time of each step(0~100%)

### Step Oct

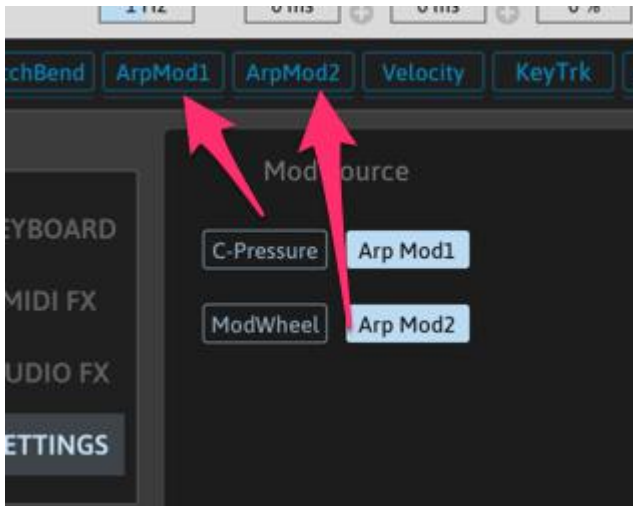
Sets the octave of each step(+/- 2 octaves)

## Step Probability

Sets the trigger probability of each step

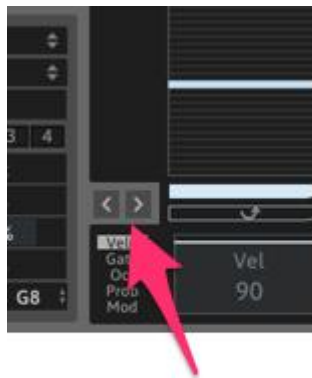
## Step Modulation

Sets the modulation value of each step. These values are used as a modulation signal.



You can make arp's modulation sources active in the **Setting** panel.

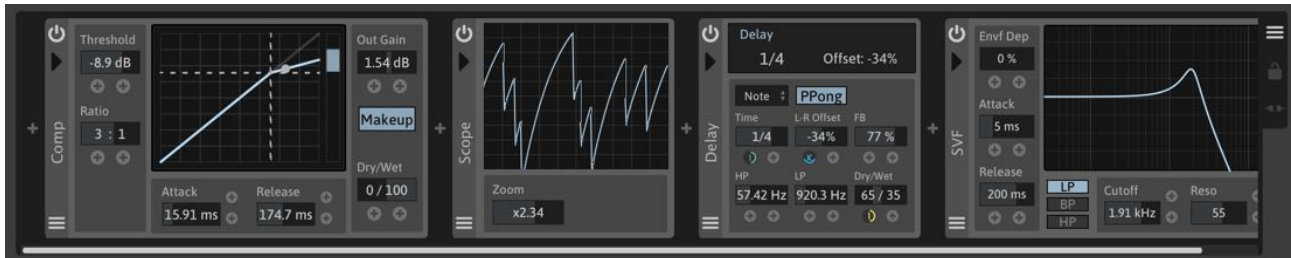
## Step Shift



**Step shift arrow**

You can shift step parameter values by clicking the shift arrow buttons.

## **Audio FX**



There are 25 audio fx units available. You can add and chain them here.

## **Simple Delay**



Simple Delay effect

**Sync Menu(Free, Note, Triple, Dotted)**

Selects the delay time mode

**PPong(Ping Pong)**

When this button is active, the delay becomes ping pong mode.

**XFB(Cross Feedback)**

Toggles cross feedback mode

### **Time**

Sets the delay time

### **L-R Offset**

Sets the offset between left and right delay time (+/- 33%)

### **FB(Feedback)**

Sets the feedback level

### **HP**

Sets the cutoff frequency of the highpass filter in the feedback path

### **LP**

Sets the cutoff frequency of the lowpass filter in the feedback path

### **Dry/Wet**

Adjusts the dry/wet balance

## **Reverse Delay**



Reverse delay effect

Delayed signal will be reversed.

Please refer to the simple delay section for the parameter descriptions.

## **Mod Delay**



Modulation delay effect

The delay time can be modulated by internal LFO signal.

### **Modulation Waveform**

Selects the waveform of modulation signal

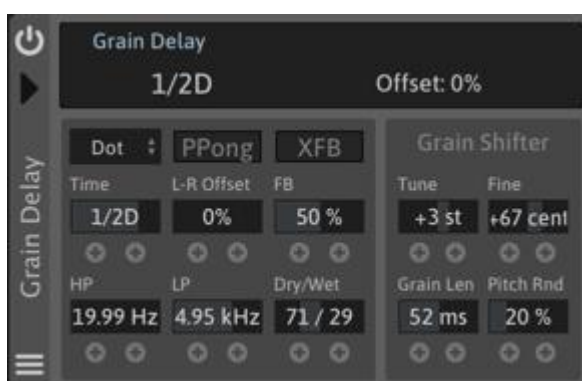
### **Mod Rate**

Sets the modulation speed

### **Mod Depth**

Sets the modulation depth

## **Grain Delay**



Grain Pitch Shift Delay

Delayed signal can be pitch shifted by granular base pitch shifter

### **Tune**

Sets the pitch shift value +/- 12 semitones

### **Fine**

Sets the pitch shift value +/- 100 cents

## **Grain Length**



Sets the grain length

## Pitch Rnd

Sets the randomness level of pitch shift

## Lofi Delay



Lofi Delay effect

Delayed signal can be bit crushed

### Lofi Mode

Selects the lofi mode

### Bit Depth

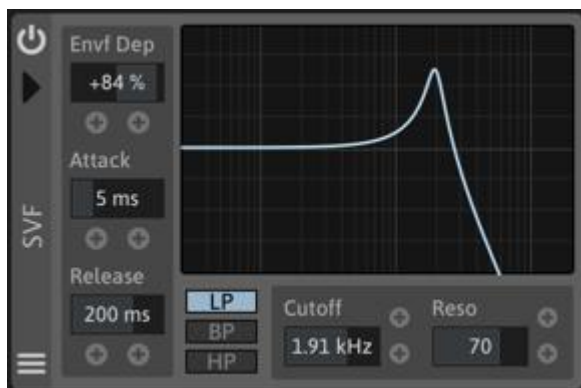
Sets the bit depth

### LP

Sets the cutoff frequency of lowpass filter.

This LP is located after the bit crusher.

## SVF



State Variable Filter effect

The filter has 3 types(LP, BP, HP) and has own envelope filter unit. The envelope follower will be used for modulation the cutoff modulation.

### Envf Depth

Sets the modulation depth of envelope follower > filter cutoff

### Attack

Sets the attack time of the envelope follower

### Release

Sets the release time of the envelope follower

### LP/BP/HP

Selects the filter type

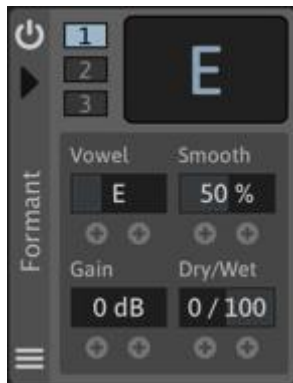
## Cutoff

Sets the cutoff frequency

## Reso

Sets the resonance level

## Formant Filter



Formant Filter effect

### Formant Character(1, 2, 3)

Selects the formant character

### Vowel

Sets the vowel(A, E, I, O, U)

### Smooth

Sets the smoothness of vowel changes

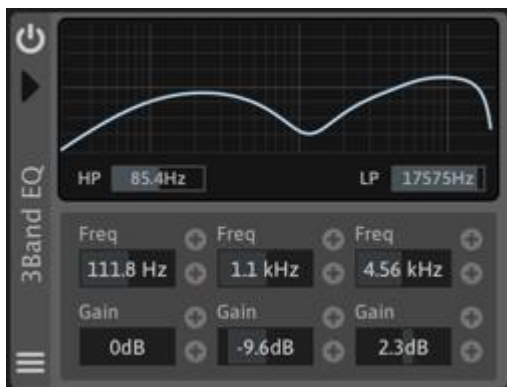
## Gain

Sets the gain level

## Dry/Wet

Sets the dry/wet balance

## 3Band EQ



3 Band EQ effect

### HP

Sets the cutoff frequency of the highpass filter

### LP

Sets the cutoff frequency of the lowpass filter

### Freq

Sets the frequency of each band

## Gain

Sets the gain level of each band

## **Comb Filter**



Comb Filter effect

### **Mod Rate**

Sets the modulation speed of internal LFO

### **Mod Depth**

Sets the modulation depth

### **Delay**

Sets the delay time

### **Feedback**

Sets the feedback level

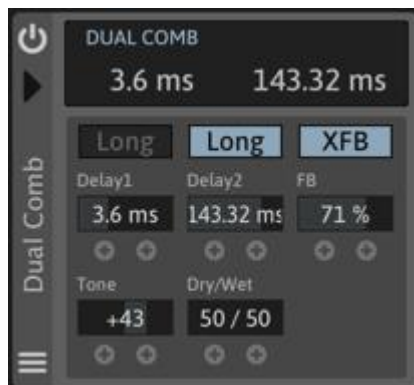
### **Stereo**

Controls the stereo width

### **Mix**

Controls the stereo width

## **Dual Comb Filter**



2 comb filters are chained in series

### **Long**

If this button is active, delay time of comb filter will become longer

### **XFB(Cross Feedback)**

Toggles cross feed back on/off

### **Delay1/2**

Sets the delay time of comb filter unit1/2

### **Feedback**

Sets the feedback level

### **Tone**

Controls the tone control filter

### **Dry/Wet**

Adjusts the dry/wet balance

## **Chorus**



Chorus effect

### **Rate**

Sets the modulation speed

### **Depth**

Sets the modulation depth

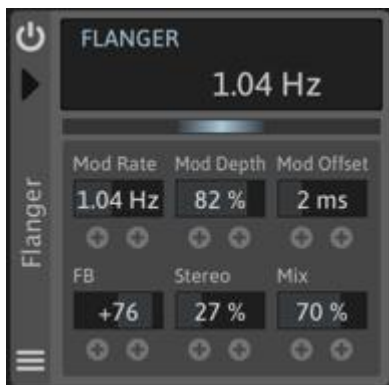
### **L-R Mix**

Sets the mix level of left and right signal. This value will affect of stereo width.

### **Mix**

Sets the mix level

## **Flanger**



Flanger effect

### **Mod Rate**

Sets the modulation speed

### **Mod Depth**

Sets the modulation depth

### **Mod Offset**

Sets the offset of modulation

### **FB**

Sets the feedback level

### **Stereo**

Controls the stereo width

### **Mix**

Sets the mix level

## **Phaser**



Phaser effect

### **Mod Rate**

Sets the modulation speed

### **Center**

Sets the center frequency of the notch filters

### **Mod Depth**

Sets the modulation depth

### **Feedback**

Sets the feedback level

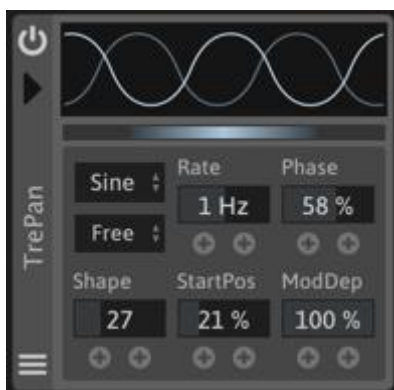
### **Stereo**

Controls the stereo width

### **Mix**

Sets the mix level

## **Tremolo/Panner**



Tremolo/Auto Pan effect

### **Mod Waveform(Sine, Tri, Saw)**

Selects the modulation waveform

### **Sync Mode(Free, Note, Triplet, Dotted)**

Selects the sync mode for modulation speed

### **Mod Rate**

Sets the modulation speed

### **Mod Depth**

Sets the modulation depth

### **Phase**

Controls the phase offset between left and right modulation signal. When this value is 50%, the effect will become auto panner.

## Shape

Controls the shape of modulation signal

## Start Position

Adjust the start position of the modulation signal

## Frequency Shifter



Frequency shifter effect

### Freq

Sets the frequency shift amount

### NSB

Controls the mix level of the negative side-band signal

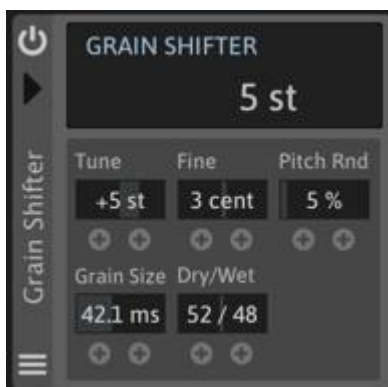
### Gain

Sets the gain level

## Dry/Wet

Adjusts the dry/wet balance

## Grain Shifter



Granular base pitch shifter

### Tune

Sets the pitch shift value +/- 12 semitones

### Fine

Sets the pitch shift value +/- 100 cents

### Pitch Rnd

Adds the randomness to the pitch shifter

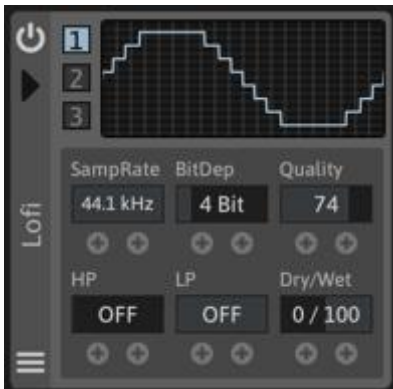
## Grain Length

Sets the grain length

## Dry/Wet

Adjusts the dry/wet balance

## **Lofi**



Lofi effect (Bit Crusher + Re-sampler)

### **Mode(1, 2, 3)**

Selects the mode of bit crusher

### **Sample Rate**

Sets the sampling rate of re-sampler

### **Bit Depth**

Sets the bit depth of bit crusher

### **Quality**

Sets the sound quality of bit crusher

### **HP**

Sets the cutoff frequency of highpass filter

### **LP**

Sets the cutoff frequency of lowpass filter

## **Clipper**



Clipping effect

### **Type**

Selects the clipping type (Hard, Soft, Cubic, Sine)

### **Threshold**

Sets the threshold level. Signal above this level will be clipped

### **Out Gain**

Sets the output gain level

### **Dry/Wet**

Adjusts the dry/wet balance

## **OD/Dist(Over Drive/ Distortion)**



Over Drive/Distortion effect

### **OD/Dist**

Selects the mode

### **Drive**

Sets the drive level

### **Pre Filter**

Controls the pre filter

### **Post Filter**

Controls the post filter

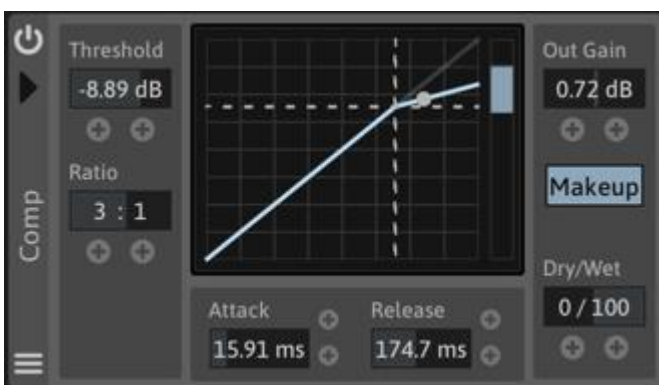
### **Out Gain**

Sets the output gain level

### **Dry/Wet**

Adjusts the dry/wet balance

## **Compressor**



Compressor effect.

### **Threshold**

Sets the threshold level. Signal above this level will be compressed

### **Ratio**

Sets the compression ratio. Incoming signal will be compressed according to this value.

### **Out Gain**

Sets the output gain

### **Makeup**

If this button is active, lost gain level will be corrected

### **Attack**

Sets the attack time



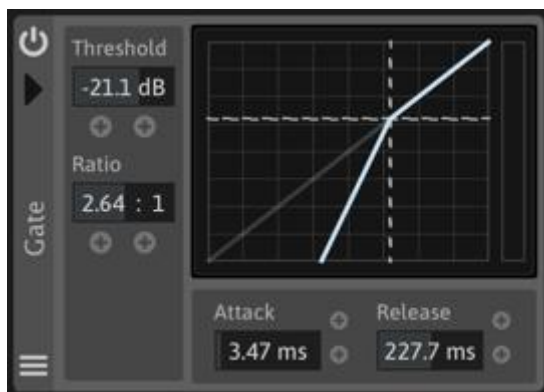
## Release

Sets the release time

## Dry/Wet

Adjusts the dry/wet balance

## Gate



Gate effect

### Threshold

Sets the threshold level. Signal above this level will be suppressed.

### Ratio

Sets the suppression ratio. Incoming signal will be suppressed according to this value.

## Attack

Sets the attack time

## Release

Sets the release time

## Env Shaper



Envelope Shaper effect.

### Attack

(De)Emphasize attack portion of the signal

### Sustain

(De)Emphasize sustain portion of the signal

### Dry/Wet

Adjusts the dry/wet balance

## **Reverb**



Reverb effect.

### **Decay**

Sets the decay time

### **Decay**

Sets the time of pre delay

### **Mod Rate**

Sets the modulation speed

### **Mod Dep**

Sets the modulation depth

### **HP**

Sets the cutoff frequency of highpass filter

### **LP**

Sets the cutoff frequency of lowpass filter

### **Gain**

Sets the gain level

### **Dry/Wet**

Adjusts the dry/wet balance

## **Utility**



Utility effect

### **Gain**

Sets the gain level

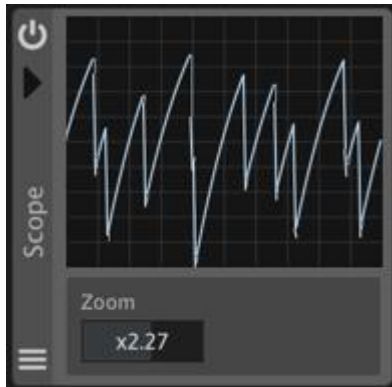
### **Pan**

Controls the stereo position

### **Width**

Controls the stereo width

## **Oscilloscope**

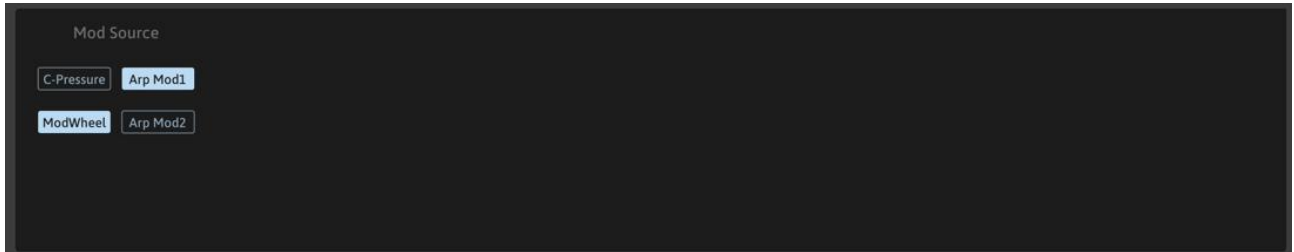


Oscilloscope effect

### **Zoom**

Sets the zoom rate

## Setting Panel



## Mod Source

### C-Pressure/Arp Mod Unit1

You can select Channel Pressure or Arpeggiator Mod Unit1 to use for a modulation source

### Mod Wheel/Arp Mod Unit2

You can select Mod Wheel or Arpeggiator Mod Unit2 to use for a modulation source

## Default Author Name for Preset



You can set default author name which will be used when saving a preset.

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