

HY-MBMFX3



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1 Introduction

HY-MBMFX3 is a multiband multi-effects plugin built for deep sound design and creative flexibility. Its modular structure lets you freely combine and route FX and Modulator modules, with the ability to modulate nearly any parameter.

The plugin can split your input signal into up to three frequency bands, allowing you to apply different effects to each band independently. Whether you're crafting subtle enhancements or complex, evolving textures, HY-MBMFX3 gives you the tools to shape your sound with precision.

1.1 Plugin Format

- **VST2, VST3, and AU**
- Supported on **Windows, macOS, and Linux**
- **64-bit only**

System Requirements

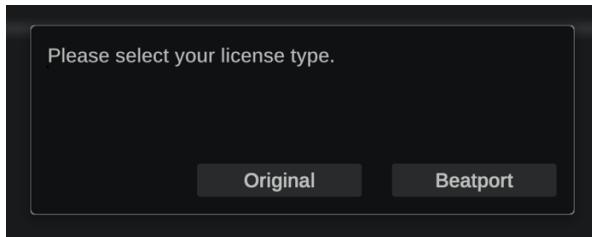
Win: Windows7 or higher

Mac: OSX 10.13 or higher

Linux: Ubuntu 20.04 or higher

1.2 Registration

There are two types of licenses: Original and Beatport Access.

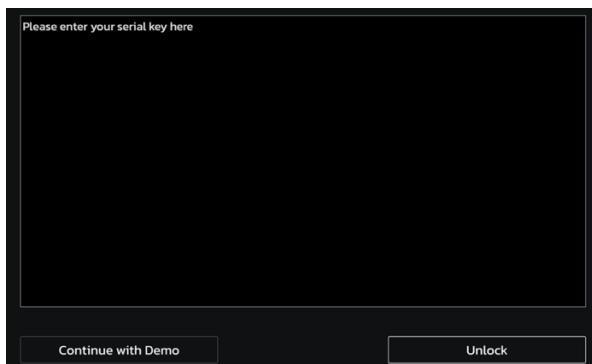


Beatport Access

If you subscribe to Beatport Studio or use the Rent-to-own service via Beatport Access, the plugin will be registered automatically.

Original license (keyfile, serial number)

When you click the "Original" button, a serial input window will pop up as follows:



1.2.1.1 Keyfile

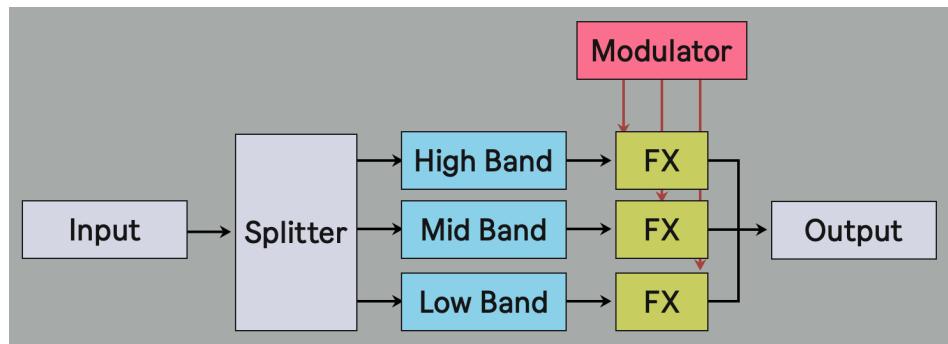
- 1 Open the keyfile with a text editor and copy the registration code.
- 2 Click "**Unlock**" in the plugin.
- 3 Alternatively, drag and drop the keyfile directly into the registration window.

1.2.1.2 Serial number

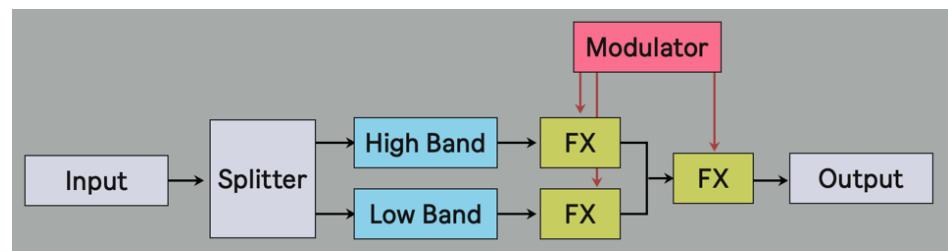
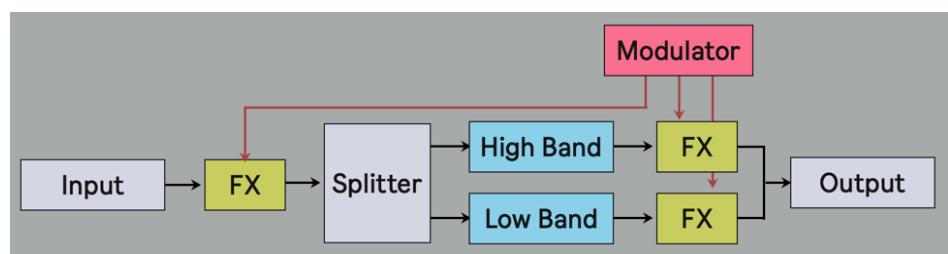
- 1 Enter your serial number in the input field.

1.3 Plugin Structure

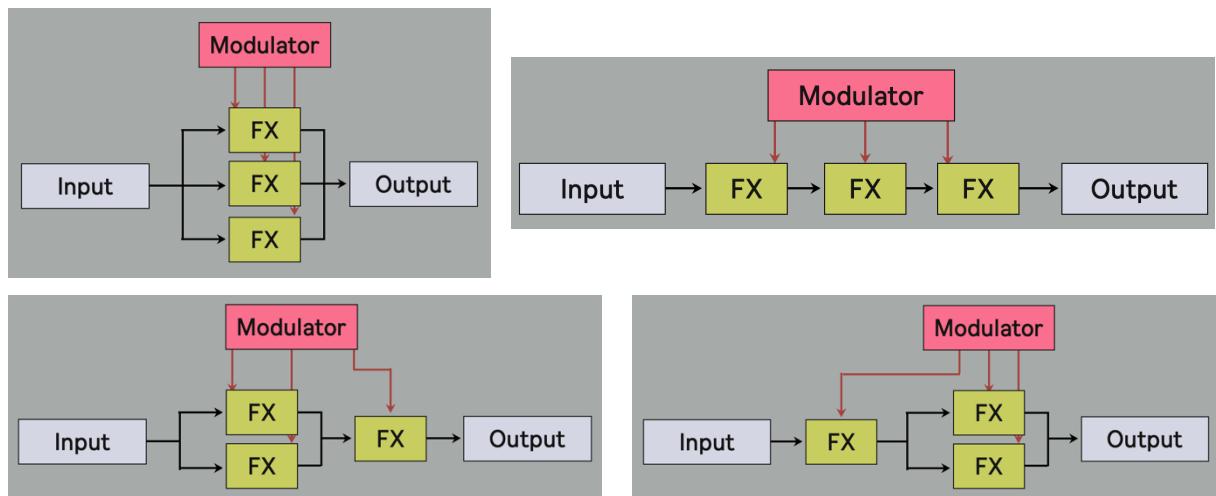
3Band



2Band



1Band



HY-MBMFX3 supports three band split modes:

- 3-Band Mode
- 2-Band Mode
- 1-Band Mode

Each mode defines how the input signal is split and processed. In 3-band mode, the signal is divided into high, mid, and low bands; in 2-band mode, into high and low; and in 1-band mode, no splitting is performed.

- **Band Splitter/Frequency Spectrum Display**



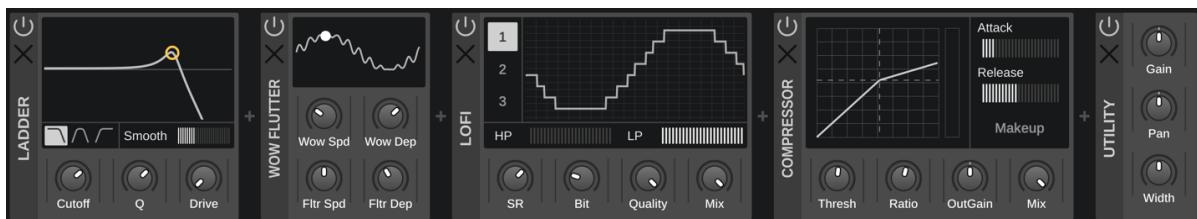
You can adjust the crossover frequencies between bands using the band splitter. This interface allows precise control over the band ranges. More details are covered in the User Interface section.

- **Mod Source**



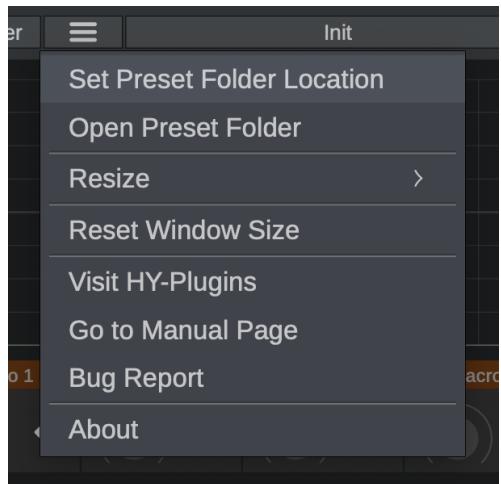
There are 11 types of modulation source modules available. These can be used to modulate parameters of FX and other modulators. Each mod source has its own unique behavior and routing options. More information is provided later in the manual.

- **FX**



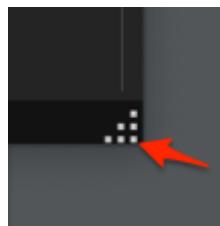
HY-MBMFX3 includes 41 different FX modules. These effects process the audio signal and can be freely combined. Each FX Lane can be customized based on the selected routing mode. More details follow in the FX section.

Plugin menu



When changing the preset folder location, use the "Set Preset Folder Location" option to define the new path. This ensures that the plugin can access your custom presets properly.

1.4 Resizing the Plugin Window



You can resize the plugin window by pulling the corner resizer with your mouse.

1.5 Preset



You can load a preset by pressing the "Preset" button.

Saving a preset

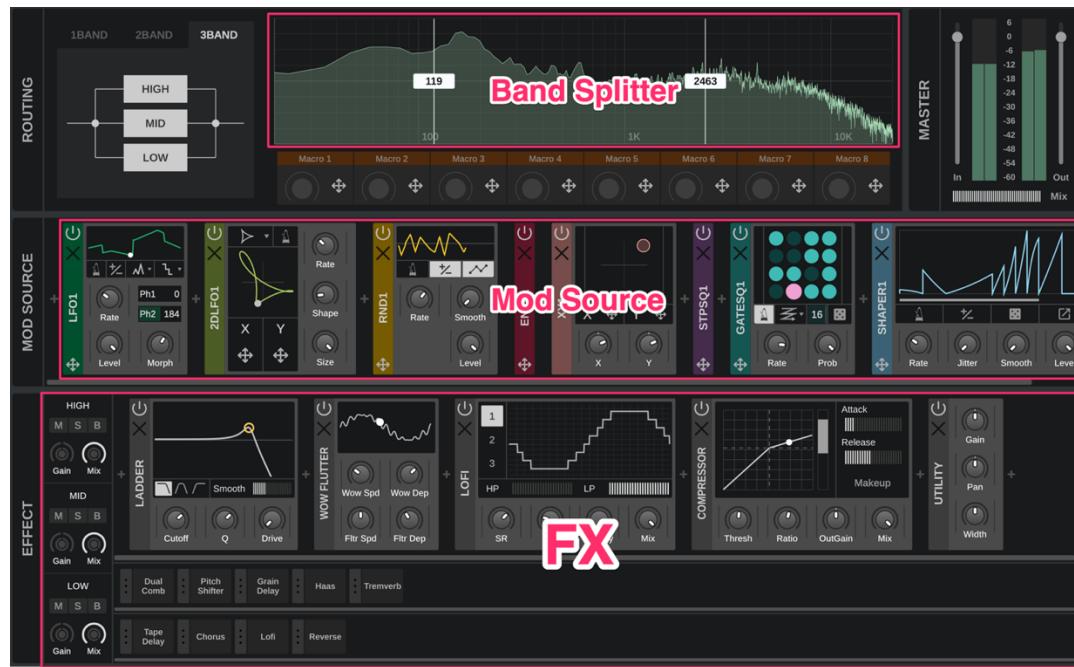
Save:

Overwrites the current active preset.

Save as:

Saves the current settings as a new preset.

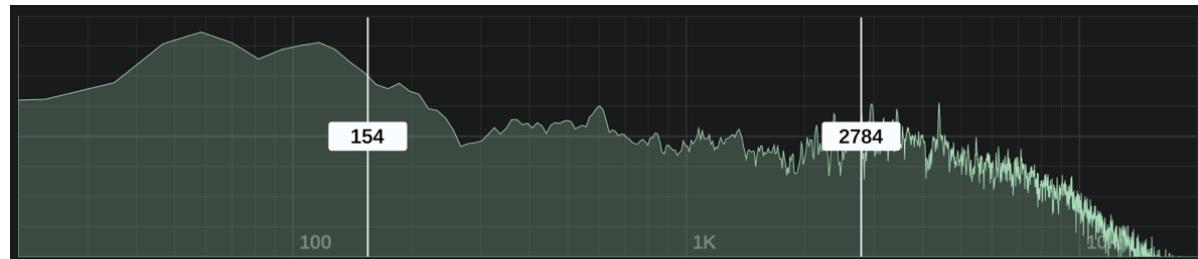
2 User Interface



HY-MBMFX3's interface is modular and flexible, allowing easy access to all major components:

- Band Splitter: Control crossover frequencies between frequency bands.
- Routing: Configure how audio flows through the bands and FX.
- Mod Sources: Assign modulation sources to control various parameters.
- FX: Load and manipulate a wide range of effects per band.
- Master Controls: Adjust the overall input/output gain and wet/dry balance.

2.1 Band Splitter



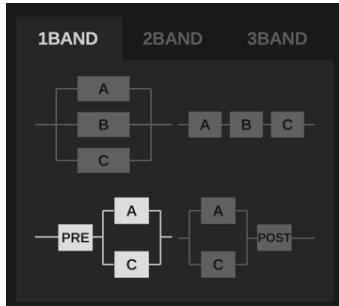
The Band Splitter module allows you to define how the audio signal is divided:

- 3-Band Mode: Two control points are available to adjust high/mid/low crossover frequencies.

- 2-Band Mode: One control point sets the crossover between high and low.
- Band Mode: No control point is shown, as no band splitting occurs.

*Drag the white squares on the spectrum display to adjust frequency bands.

2.2 Routing



HY-MBMFX3 supports three routing modes:

- 3-Band
- 2-Band
- 1-Band

Each mode determines how the incoming audio is split and processed.

In 3-Band Mode, the signal is split into high, mid, and low bands.

In 2-Band Mode, it is divided into high and low bands.

1-Band Mode processes the full signal without any frequency splitting.

2-Band and 1-Band Modes offer additional routing configurations to control how the bands are processed through the FX lanes.

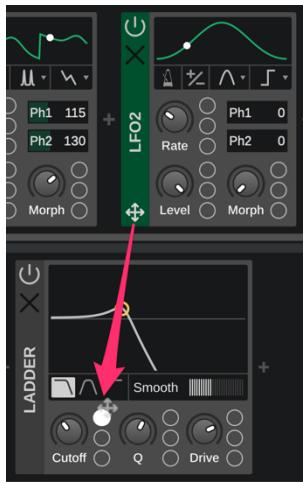
2.3 Mod Source



HY-MBMFX3 includes 11 modulation source modules and 8 macro controls.

These sources are not audio effects themselves—they do not affect the audio directly—but instead control parameters within FX or other modulation modules.

Modulation Assignment



You can assign modulation sources to any automatable parameter using a simple drag-and-drop system.

To assign a modulation:

Click and drag the cross icon (+) from the mod source to the target parameter.

Each parameter supports up to three modulation slots.

To remove an assignment:

Right-click on the mod assignment and select “Clear”.

This intuitive system allows for deep and flexible modulation chains throughout the plugin.

Modulators

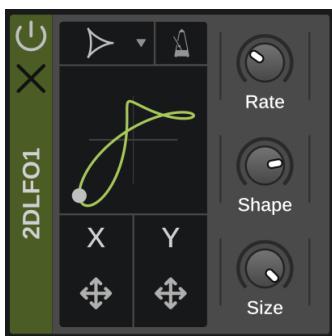
HY-MBMFX3 offers a wide range of modulation sources, each designed for specific modulation behaviors. Below is an overview of each module:

2.3.1 LFO



Generates periodic waveforms for modulation. A unique feature of this LFO is morphing between two waveforms, allowing for the creation of complex shapes and dynamic movements.

2.3.2 2D LFO



A two-dimensional LFO that outputs two modulation signals simultaneously—one for the **X axis**, and one for the **Y axis**. This is ideal for controlling two parameters in tandem.

2.3.3 RND



Generates a random modulation signal. Great for adding variation and unpredictability to parameters.

2.3.4 ENVF



Generates modulation based on the input signal's amplitude envelope. It can also respond to sidechain input.

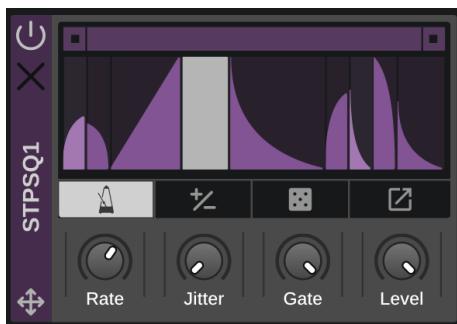
SC Button: Activates sidechain mode. When enabled, the envelope follows the sidechain signal instead of the main input.

2.3.5 XY



Outputs two modulation signals based on a movable dot within an XY space. Drag the circle with your mouse to change the output values in real time.

2.3.6 STPSQ



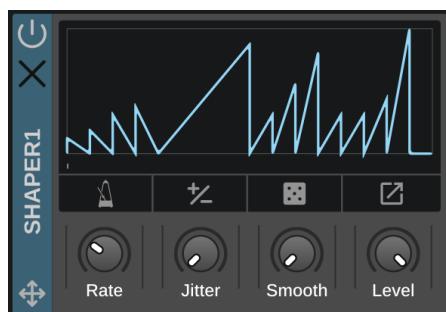
A step-sequenced modulation generator. Each step defines a value that is output at a fixed time interval, allowing rhythmic modulation patterns.

2.3.7 GATESQ



A step-based gate generator. Outputs **1** when a step is active and **0** when it is off—ideal for rhythmic gating or triggering.

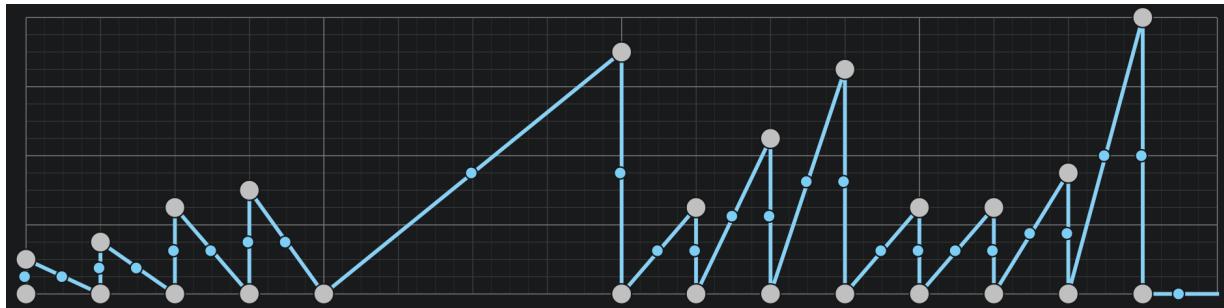
2.3.8 SHAPER



Generates modulation from a user-defined shape.

You can draw your own modulation curve using the SHAPER edit panel.

2.3.8.1 SHAPER edit panel



2.3.9 NOTEPAD



A utility module that does not generate modulation.

- Use it to store notes or reminders inside the plugin interface.

2.3.10 MIDI NOTE



Converts incoming MIDI note data into a modulation signal. Useful for triggering modulations based on musical input.

2.3.11 MIDI VELO



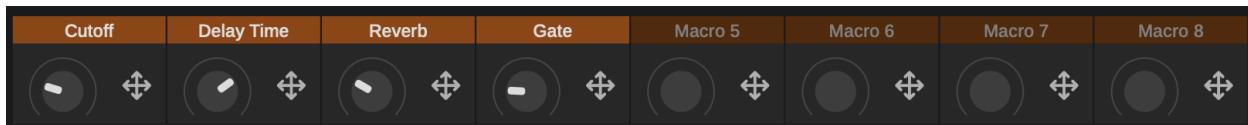
Generates modulation based on MIDI velocity values.

2.3.12 MIDI CC



Converts incoming MIDI Control Change messages into modulation signals. This allows integration with external MIDI controllers or DAW automation.

2.3.13 MACRO



There are 8 macro knobs available. Each can be assigned to multiple parameters, making it easy to control complex changes with a single knob.

- You can rename each macro by clicking its label.

2.4 FX



HY-MBMFX3 provides three FX lanes, where various effect modules can be placed and routed per frequency band depending on the selected split mode.

FX Lane Assignment

- In 3-Band Mode:
 - Top Lane: High band
 - Middle Lane: Mid band
 - Bottom Lane: Low band

Each FX lane includes the following controls on the left panel:

- Mute
- Solo
- Bypass
- Gain
- Mix

Adding FX



To add an effect:

- Click the “+” button in any lane.
- Choose an FX module from the list

Effect Processors

2.4.1 Delay FX

**DELAY:**

A standard delay effect. Serves as the foundation for other delay types.

GRAIN DELAY:

Delay combined with granular pitch shifting. The pitch shifter can be applied before the delay or in the feedback path.

FILTER DELAY:

Includes a band-pass filter in the feedback loop.

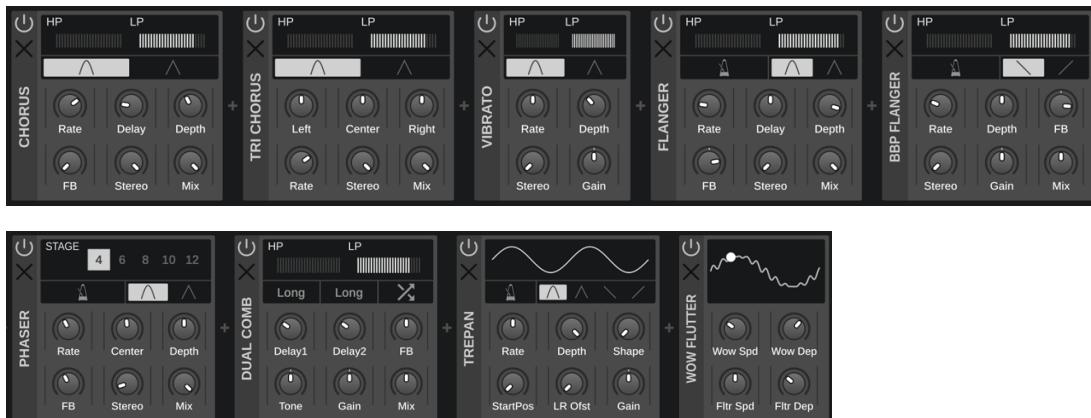
MOD DELAY:

Adds modulation to the delay time or amplitude of the delayed signal.

TAPE DELAY:

Emulates analog tape delay with wow and flutter effects.

2.4.2 Modulation FX



CHORUS:

Classic chorus effect.

TRI CHORUS:

A chorus with three delay lines, each with individual modulation depth.

VIBRATO:

Modulates pitch periodically.

FLANGER:

Similar to chorus, but with metallic tones.

BBP FLANGER (Barber Pole Flanger):

Creates an infinite rising/falling flanging effect.

PHASER:

Adds a phase-shifted signal to the original, producing sweeping effects.

DUAL COMB:

Series of 2 comb filters.

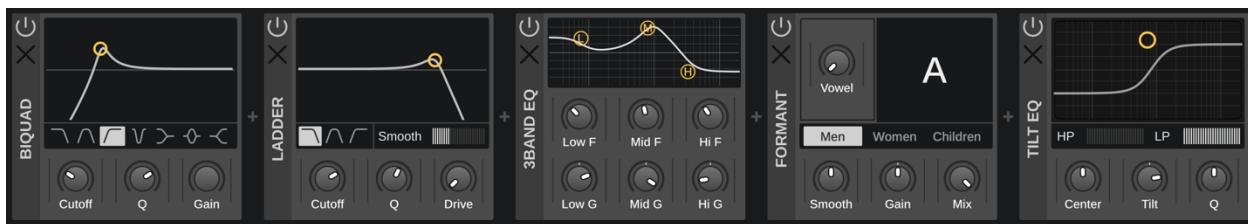
TREPAN:

Combines tremolo and panning. Modulates amplitude and pan position.

WOW FLUTTER:

Simulates pitch instability of vintage tape machines.

2.4.3 Filter FX



Biquad:

A multi-mode filter with 7 types: low-pass, high-pass, band-pass, band-stop, peaking, low-shelf, and high-shelf.

Ladder:

Moog-style analog ladder filter with multiple modes.

3Band EQ:

Equalizer with low, mid, and high bands.

Formant:

Emulates vocal formant filtering.

Tilt EQ:

A tilt-style EQ combining low-shelf and high-shelf filters.

2.4.4 Drive FX



LOFI:

A combination of sample rate reduction and bit crushing.

CLIPPER:

Offers 4 types of clipping: hard, soft, cubic, and sine-shaped.

OD/DIST:

Overdrive, distortion, and saturation types.

FOLD DIST:

Folds back signal peaks instead of clipping them.

PULSEMOD:

Modulates the signal using a series of pulse waves.

2.4.5 Shifter FX

**PITCH SHIFTER:**

Granular pitch shifting module.

FREQ SHIFTER:

Shifts the frequency of the incoming signal.

2.4.6 Dynamics FX

**COMPRESSOR:**

Controls the signal's dynamic range automatically.

GATE:

Reduces volume when the signal drops below a threshold.

ENV SHAPER:

Shapes the attack and sustain portions of the signal.

LIMITER:

Caps signal peaks by reducing gain above a threshold.

2.4.7 Reverb FX



REVERB:

A standard reverb unit.

MODVERB:

Reverb with built-in chorus, which can be placed before or after the reverb.

TREMVERB:

Reverb with tremolo effect, also placeable pre/post reverb.

2.4.8 Buffer FX



TAPE STOP:

Slows and stops audio playback when the pause button is pressed. Time control defines the slowdown duration.

REPEAT/REVERSE:

Loops recorded input when the Trig button is pressed. The loop duration is set by the Duration parameter. Reverse FX plays the recorded sound backwards.

ENVTRIG:

Triggers an envelope when the Trig button is clicked.

2.4.9 Utility FX



UTILITY:

Controls gain, pan, and stereo width.

HAAS:

Creates stereo widening using micro-delays between channels.

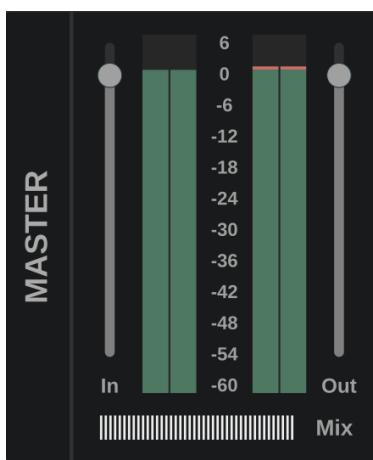
BASS MONO:

Converts low frequencies below a set threshold to mono.

SCOPE:

A visualizer that displays the input waveform in real-time.

2.5 Master Control



The Master Control section allows you to adjust the overall output and blending of processed and unprocessed signals.

- Input Gain: Adjusts the volume level of the incoming signal before any processing.
- Output Gain: Controls the final output level after all processing is complete.
- Master Dry/Wet Mix: Blends the processed (wet) signal with the original (dry) signal.

These controls are useful for maintaining consistent output levels and applying parallel processing.

3 License

3.1 End-User License Agreement (EULA) of HY-MBMFX3

This End-User License Agreement ("EULA") is a legal agreement between you and HY-MBMFX3

This EULA agreement governs your acquisition and use of our HY-MBMFX3 software ("Software") directly from HY-MBMFX3 or indirectly through a HY-MBMFX3 authorized reseller or distributor (a "Reseller").

Please read this EULA agreement carefully before completing the installation process and using the HY-MBMFX3 software. It provides a license to use the HY-MBMFX3 software and contains warranty information and liability disclaimers.

If you register for a free trial of the HY-MBMFX3 software, this EULA agreement will also govern that trial. By clicking "accept" or installing and/or using the HY-MBMFX3 software, you are confirming your acceptance of the Software and agreeing to become bound by the terms of this EULA agreement.

If you are entering into this EULA agreement on behalf of a company or other legal entity, you represent that you have the authority to bind such entity and its affiliates to these terms and conditions. If you do not have such authority or if you do not agree with the terms and conditions of this EULA agreement, do not install or use the Software, and you must not accept this EULA agreement.

This EULA agreement shall apply only to the Software supplied by HY-MBMFX3 herewith regardless of whether other software is referred to or described herein. The terms also apply to any HY-MBMFX3 updates, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

3.1.1 License Grant

HY-MBMFX3 hereby grants you a personal, non-transferable, non-exclusive licence to use the HY-MBMFX3 software on your devices in accordance with the terms of this EULA agreement.

You are permitted to load the HY-MBMFX3 software (for example a PC, laptop, mobile or tablet) under your control. You are responsible for ensuring your device meets the minimum requirements of the HY-MBMFX3 software.

You are not permitted to:

- Edit, alter, modify, adapt, translate or otherwise change the whole or any part of the Software nor permit the whole or any part of the Software to be combined with or become incorporated in any other software, nor decompile, disassemble or reverse engineer the Software or attempt to do any such things
- Reproduce, copy, distribute, resell or otherwise use the Software for any commercial purpose
- Allow any third party to use the Software on behalf of or for the benefit of any third party
- Use the Software in any way which breaches any applicable local, national or international law
- use the Software for any purpose that HY-MBMFX3 considers is a breach of this EULA agreement

3.1.2 Intellectual Property and Ownership

HY-MBMFX3 shall at all times retain ownership of the Software as originally downloaded by you and all subsequent downloads of the Software by you. The Software (and the copyright, and other intellectual property rights of whatever nature in the Software, including any modifications made thereto) are and shall remain the property of HY-MBMFX3.

HY-MBMFX3 reserves the right to grant licences to use the Software to third parties.

3.1.3 Termination

This EULA agreement is effective from the date you first use the Software and shall continue until terminated. You may terminate it at any time upon written notice to HY-MBMFX3.

It will also terminate immediately if you fail to comply with any term of this EULA agreement. Upon such termination, the licenses granted by this EULA agreement will immediately terminate and you agree to stop all access and use of the Software. The provisions that by their nature continue and survive will survive any termination of this EULA agreement. This EULA was created by [App EULA Template Generator from App-Privacy-Policy.com](#) for HY-MBMFX3

3.1.4 Governing Law

This EULA agreement, and any dispute arising out of or in connection with this EULA agreement, shall be governed by and construed in accordance with the laws of jp.