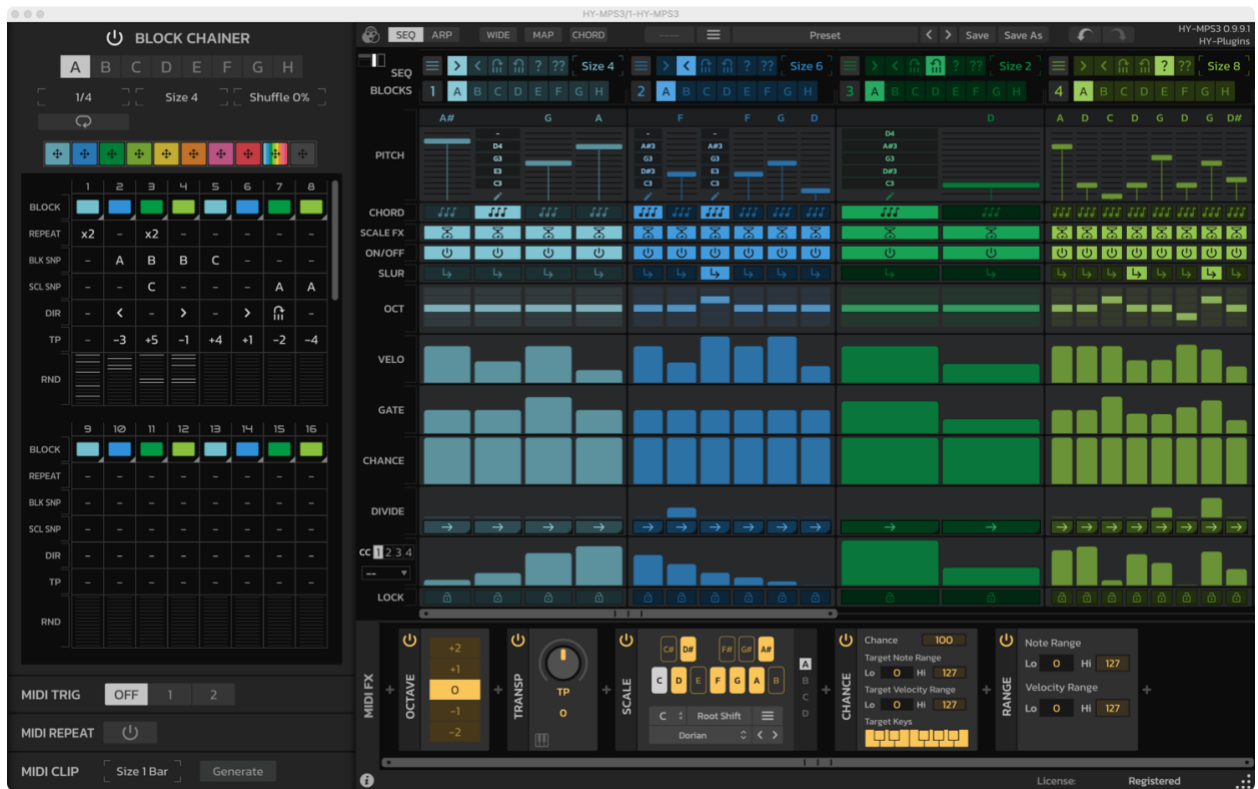


HY-MPS3



HY-PLUGINS 2024

Table of Contents

1	INTRODUCTION	3
1.1	PLUGIN FORMAT	3
1.2	REGISTRATION	4
	<i>Beatport Access</i>	4
	<i>Original license (keyfile, serial number)</i>	4
1.3	PLUGIN STRUCTURE	5
2	PLUGIN MENU	7
2.1	RESIZING THE PLUGIN WINDOW	7
2.2	PRESET	7
	<i>Saving a preset</i>	7
2.3	COLOR EDIT	8
3	USER INTERFACE	9
3.1	BLOCK CHAINER	9
3.2	SEQ/ARP BLOCK	12
3.3	MIDI FX	16
3.4	CHORD POOL	18
3.5	MIDI TRIG	18
3.6	MIDI REPEAT	19
3.7	MIDI CLIP	19
3.8	MIDI MAP	19
4	LICENSE	20
4.1	END-USER LICENSE AGREEMENT (EULA) OF HY-MPS3	20
	4.1.1 <i>License Grant</i>	20
	4.1.2 <i>Intellectual Property and Ownership</i>	20
	4.1.3 <i>Termination</i>	21
	4.1.4 <i>Governing Law</i>	21

1 Introduction

HY-MPS3 is a sequencer/ arpeggiator plugin consisting of 8 block sequencers. The plugin has two modes: The sequencer mode and the arpeggiator mode. With HY-MPS3 you will be able to create flexible sequencer and arpeggiator patterns.

1.1 Plugin Format

VST2, VST3 and AUv3 for Windows, macOS and Linux

*Mac version is 64bit only

*AUv3 is only for Logic Pro user

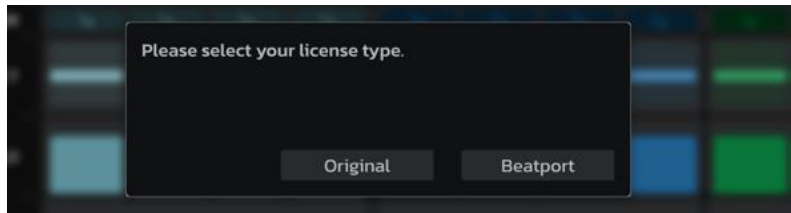
System Requirements

Win: Windows7 or higher

Mac: OSX 10.13 or higher

1.2 Registration

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

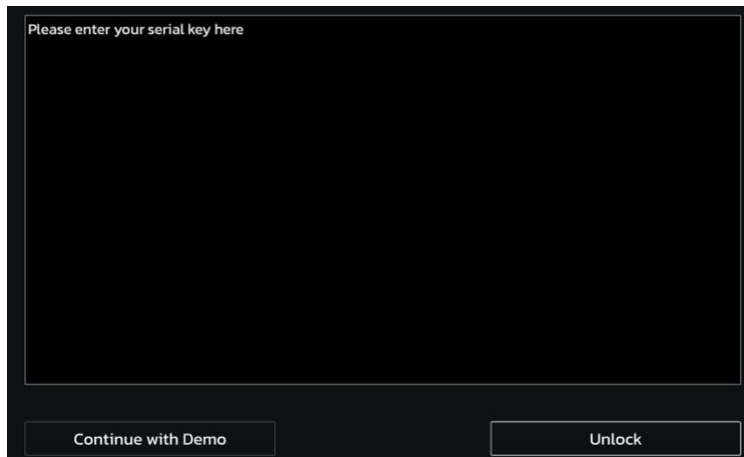


Beatport Access

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:



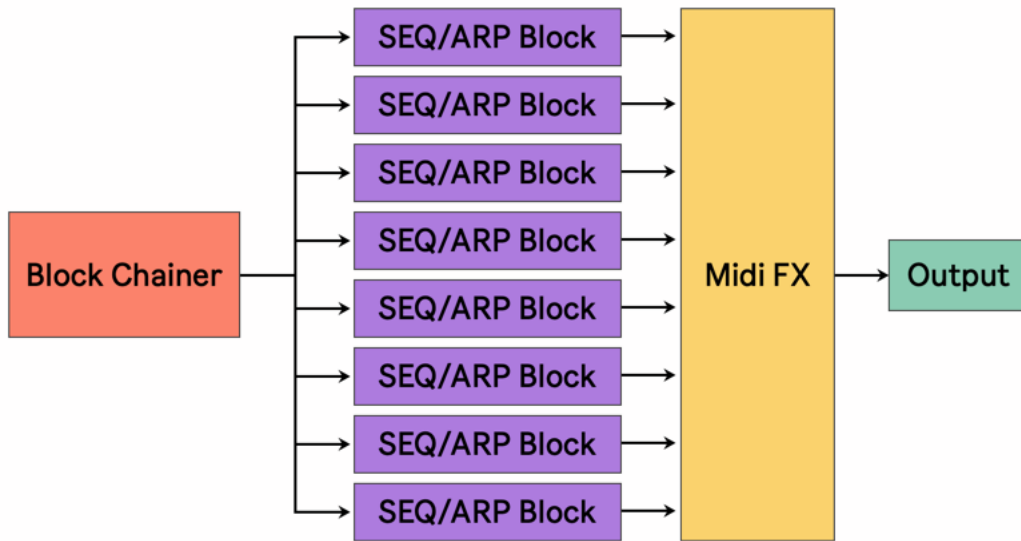
1.2.1.1 Keyfile

- 1 Open your **keyfile** with a text editor and copy the registration code.
- 2 Press "**Unlock**"
- 3 You may also drag and drop a keyfile document into the box.

1.2.1.2 Serial number

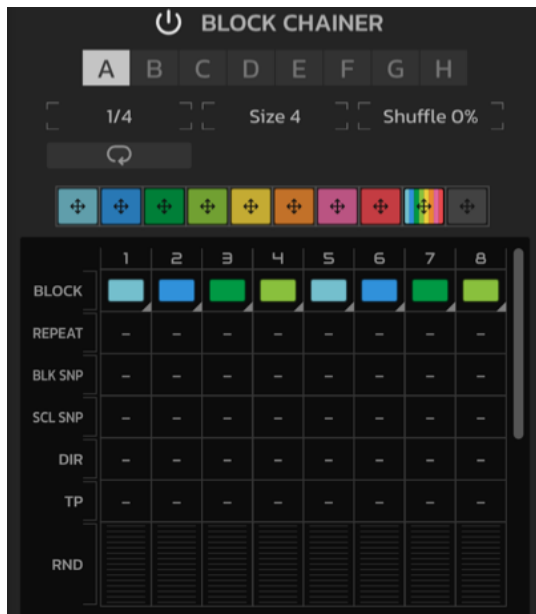
Enter your serial number

1.3 Plugin Structure



The plugin consists of 3 parts, the **“Block Chainer”**, **“SEQ/ARP block”** and **“Midi FX”**.

- **Block Chainer**

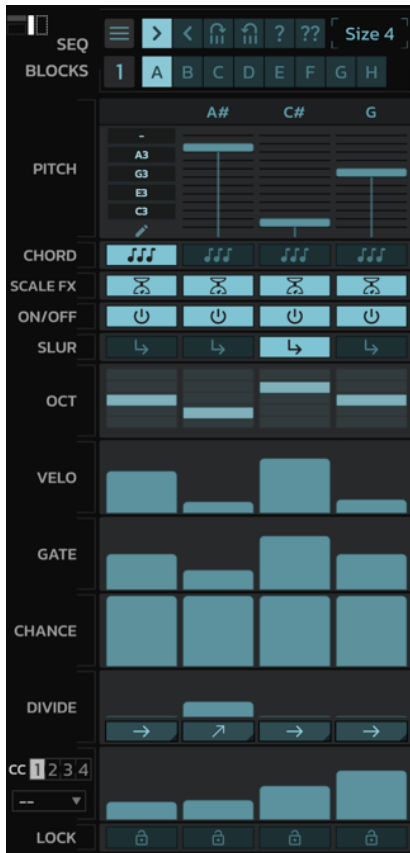


The Block Chainer is a step sequencer for triggering the individual sequencer blocks.

You can set the target block and various settings for each step.

We will look at this in detail later.

- **SEQ/ARP Block**



The SEQ/ARP Block is a step sequencer to generate Midi note messages.

There are 8 SEQ/ARP blocks available in total.

These blocks are triggered by “Block Chainer”.

We will look at this in detail later.

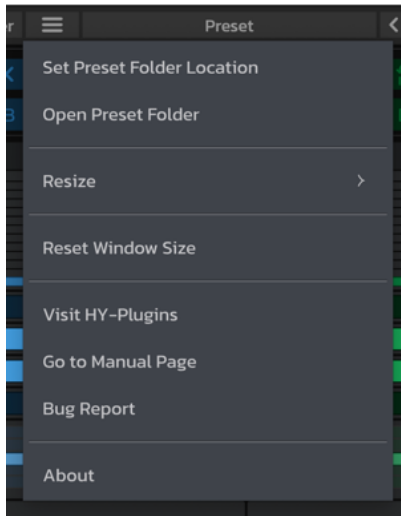
- **Midi FX**



There are nine Midi FX available. They include Octave, TP, Scale, Harmonizer, Velocity, Chance, Range, Compressor, Notepad.

When activated, the Midi FX will generate various midi messages depending on the FX chosen. More details will be provided later.

2 Plugin menu



When you change the preset folder location, you will need to set the new folder path from “Set Preset Folder Location”.

2.1 Resizing the Plugin Window



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

2.2 Preset



You can load a preset by pressing the “Preset” button.

Saving a preset

Save:

Overwrites the current active preset.

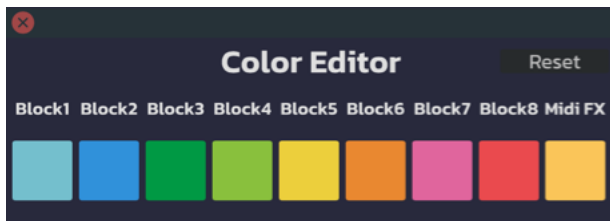
Save as:

Saves the current settings as a new preset.

2.3 Color Edit



Clicking the color palette icon in the upper left of the SEQ/ARP Block section will open the color edit window. With this, you can change the color of the SEQ/ARP blocks and Midi FX.



When you click a color block, the color palette will appear.

Edited colors will be stored in the plugin's global settings.

Reset – Clicking “Reset” will reset all color settings to their default color state.



3 User Interface



3.1 Block Chainer

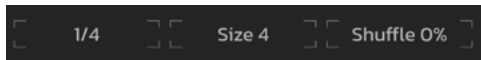


The Block Chainer is a step sequencer that triggers individual SEQ/ARP blocks. Additionally, this can modulate a target block in various ways.



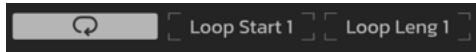
- **Snapshot**

You can create 8 snapshots of the Block Chainer giving you several complex patterns to design. Right-click a snapshot (A-H) to open the snapshot copy, paste and clear menu.



From the left: Block Chainer run speed, step size and shuffle amount.

- **Loop mode**



When the loop icon is active, the Block Chainer enters Loop Mode. In Loop Mode, the Block Chainer will continue to play from the start position and the length will be defined by the Loop Length. This is quite useful when you want to edit a particular position of the Block Chainer step.



These multi-color blocks represent the individual SEQ/ARP blocks.

You can drag and drop these to assign them to a grid step of the **BLOCK** lane.

- **Grid Part**

	1	2	3	4	5	6	7	8
BLOCK	[Light Blue]	[Blue]	[Green]	[Light Green]	[Light Blue]	[Blue]	[Green]	[Light Green]
REPEAT	x2	-	x4	-	-	-	x2	-
BLK SNP	-	A	C	-	B	-	-	-
SCL SNP	A	-	C	B	-	A	-	-
DIR	>	⏮	-	?	-	-	>	-
TP	-	-1	+3	-2	-	+3	+6	-5
RND	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]	[Horizontal Lines]

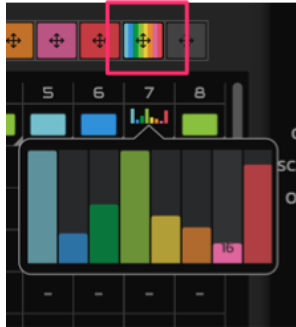
There are seven step parameter rows including: Block, Repeat, BLK SNP, SCL SNP, DIR, TP and RND. This will allow you to define the trigger target SEQ/ARP block and other trigger behavior parameters.

Step Parameters:

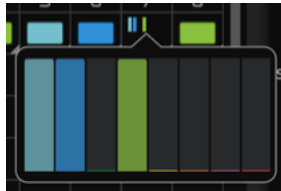
BLOCK – Triggers the target SEQ/ARP block of a step



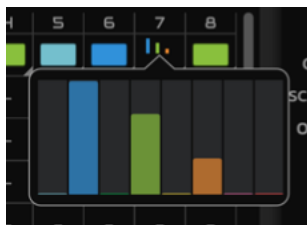
To assign a SEQ/ARP, you can drag and drop a color block to a BLOCK step.



Selecting the Rainbow Block will trigger a random SEQ/ARP block defined by the trigger probability values. You can adjust the probability values of the individual SEQ/ARP Blocks by clicking a BLOCK step where the rainbow block is assigned.



In this case, only SEQ/ARP Blocks 1,2 and 4 have a chance to be triggered. Since the trigger probability values are the same, they all have an equal chance of being triggered.



In this case, only SEQ/ARP Block 2,4 and 6 have a chance to be triggered. Block 2 has the highest chance, 4 has the second highest chance and 6 has the lowest chance of being triggered.

REPEAT – Sets the number of repeats for each step

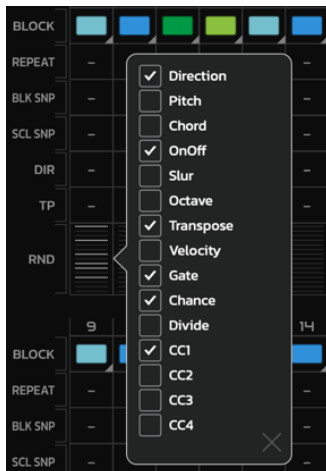
BLK SNP – This sets the snapshot number of the target SEQ/ARP block. If it is not set, the current active snapshot will be triggered.

SCL SNP – Sets the snapshot of the Scale FX. If the Scale FX is not used, this parameter does nothing.

DIR – Sets the playback direction of the target SEQ/ARP block.

TP – Sets the transpose value of the target SEQ/ARP block.

RND – Randomizes the step. More details below.



When clicking a RND step parameter, the popup panel like you see in the left image will appear. You can check/un-check various parameters. Doing this will generate some random values when triggering a step in the Block Chainer.

3.2 SEQ/ARP Block



The SEQ/ARP Block is a step sequencer/arpeggiator that generates actual Midi messages. There are eight SEQ/ARP blocks available.



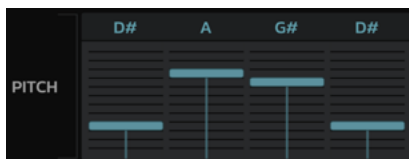
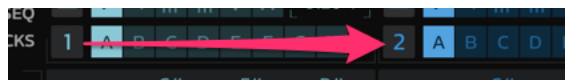
Clicking the menu button will reveal the Randomize Panel of the block's parameters.

Sets the playback direction

Sets the step size (1 ~ 8)

Selects a Snapshot. Right-click to open the snapshot Copy & Paste and Clear menu.

This identifies the Unit number of SEQ/ARP block. You can swap/copy & paste the entire block state by dragging and dropping the number onto another SEQ/ARP unit.



PITCH – Sets the step's pitch value.



CHORD – Sets the step's chord mode to on/off.

When this is active, that step can trigger multiple notes at once.



Clicking the pencil icon below the chord step, the chord window will appear. You can generate/edit the step chord note on this.

ARP Mode



When the main mode is set to Arpeggiator, the step's pitch and step's chord become inactive. The step's key and transpose features will become active as shown in the left image. The arpeggiator engine can handle up to 4 Midi notes.

KEY1~4 – Correspond to current pressed keys. The current active keys will be sorted in ascending order.



When C3, E3, G3 and B3 are pressed, those notes will be mapped like this.

C3 > Key1

E3 > Key2

G3 > Key3

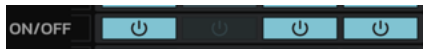
B3 > Key4

In this case, the arpeggiator pattern will play as follows:



RND – When “RND” is selected, a random active key will be triggered on that step.

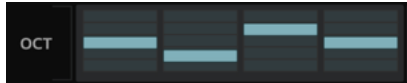
ALL - All active keys will be triggered on this step.



ON/OFF – Turns the step on/off



SLUR – When this is active, that step will continue until the next active step is triggered.



OCT – Sets the step's octave (+/- 2)



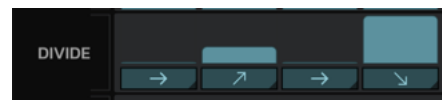
VELO – Sets the step's velocity



GATE – Sets the step's gate time (0~100%)



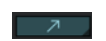
CHANCE – Sets the step's trigger chance (0~100%)



VELO – Sets the step's divide value (/1~4). This is useful for ratching as well.



Flat – The velocity of a divided step will be the same.



Up – The velocity of a divided step will increase for each step.



Down – The velocity of a divided step will decrease for each step.



CC – This lets you modulate up to four different midi cc targets. However, only four targets are available for all eight SEQ/ARP Blocks.



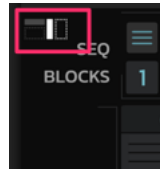
LOCK – When this active, that step will remain the same and will ignore any randomize actions selected.

Randomize Block Parameters



Clicking the menu button, the block randomizer panel will appear. You can randomize corresponding parameters with clicking the dice icon. And you can reset its value with the cross icon.

The value below the dice icon defines the amount of the randomization. Higher value will bring wider range of the result.



You can select the popup position of the randomize panel appear with this button.

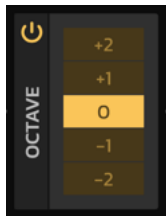
3.3 Midi FX



There are nine Midi FX available.



Lock – When the lock button is active, the Midi FX units will not be affected by preset change.



OCTAVE FX

Shifts the octave of the incoming Midi message +/- 2 octaves.



TRANPOSE FX

Transposes the incoming Midi message +/- 12 semi tones.



When the “Key” button is active, you can control the transpose value using a Midi controller. You can change the Midi note range for the Transpose FX using the Midi map window (More details later). The Midi control transpose is only available for the Sequencer Mode.



SCALE FX

This allows you to remap the incoming Midi notes based on a current scale setting.

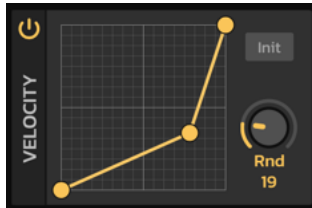
When the “Root Shift” is active, the root value will be applied to the incoming note before the scale is processed.

There are also four scale snapshots available. You can trigger these using the Block Chainer.



HARMONIZER FX

This adds pitch-shifted notes to the incoming note (+/- 36 st). You can set the relative velocity value using the percent box below the knob.



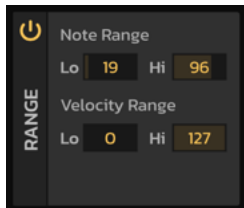
VELOCITY FX

This remaps the incoming velocity curve value based on the line shape. When the **Rnd** knob is a value other than zero, the random value will be added to the incoming velocity.



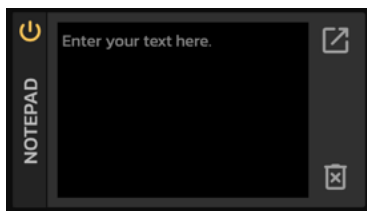
CHANCE FX

The Chance box defines the trigger probability of the incoming notes. This effect will apply to incoming Midi messages within the note/velocity range and the selected target keys.



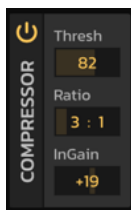
RANGE FX

This effect works like a gate effect. Midi messages outside of Note/Velocity range will be blocked.



NOTEPAD FX

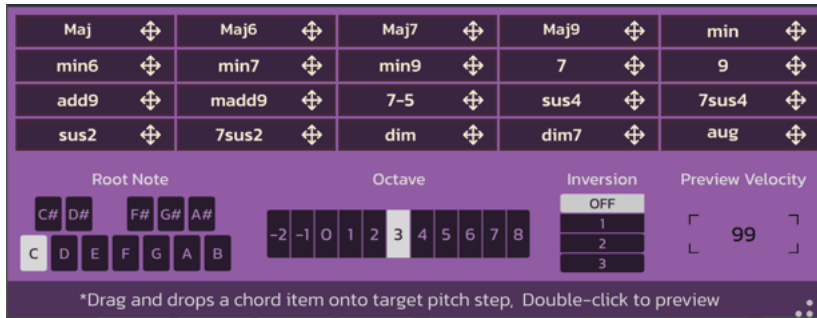
This is a simple text editor. It is useful for preset or performance notes.



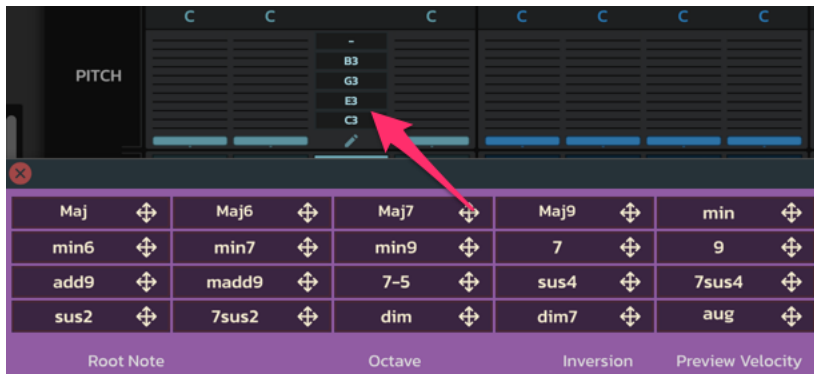
COMPRESSOR FX

This is a velocity compressor.

3.4 Chord Pool



Clicking the "CHORD" button from the top menu, will reveal a Chord Pool popup window. You can drag and drop various chords to a SEQ/ARP pitch step in order to assign preset chord notes. You can also make custom chords or edit existing chords by clicking the SEQ/ARP note value while in chord mode and selecting the various notes individually. Up to five notes can make up a chord.



3.5 Midi Trig



You can control the Block Chainer's clock using a mapped Midi note.

Midi Trig Mode:

OFF – Midi Trig is inactive.

1 – The trig note will start/stop the clock.

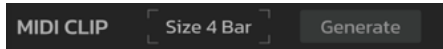
2 – While the trig note is pressed, the clock will continue to run.

3.6 Midi Repeat



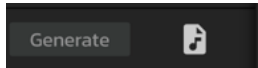
While the trig note is pressed, the current active Block Chainer step will continue to play repeatedly.

3.7 Midi Clip

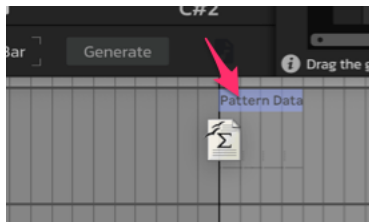


Create a Midi clip file based on the "Size" setting.

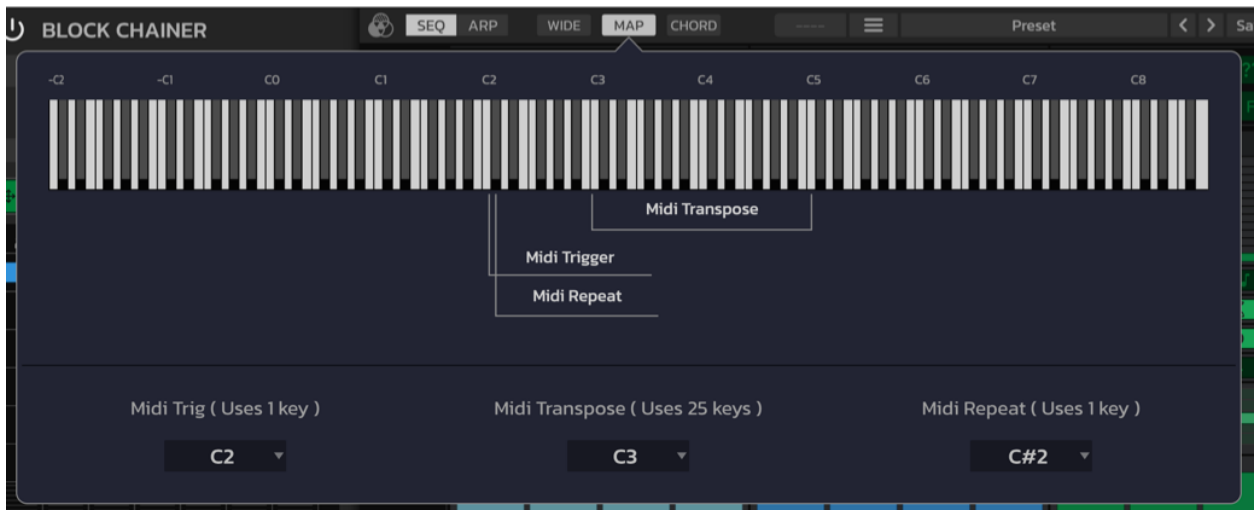
When clicking the "Generate" button, a file icon will appear as shown below.



You can drag and drop the midi file into your DAW host Midi track.



3.8 Midi Map



When clicking the "MAP" button, this window will appear.

You can assign Midi note(s) to Midi Trig, Midi Transpose and Midi Repeat functions.

4 License

4.1 End-User License Agreement (EULA) of HY-MPS3

This End-User License Agreement ("EULA") is a legal agreement between you and HY-MPS3

This EULA agreement governs your acquisition and use of our HY-MPS3 software ("Software") directly from HY-MPS3 or indirectly through a HY-MPS3 authorized reseller or distributor (a "Reseller").

Please read this EULA agreement carefully before completing the installation process and using the HY-MPS3 software. It provides a license to use the HY-MPS3 software and contains warranty information and liability disclaimers.

If you register for a free trial of the HY-MPS3 software, this EULA agreement will also govern that trial. By clicking "accept" or installing and/or using the HY-MPS3 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-MPS3 herewith regardless of whether other software is referred to or described herein. The terms also apply to any HY-MPS3 updates, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

4.1.1 License Grant

HY-MPS3 hereby grants you a personal, non-transferable, non-exclusive licence to use the HY-MPS3 software on your devices in accordance with the terms of this EULA agreement.

You are permitted to load the HY-MPS3 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-MPS3 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-MPS3 considers is a breach of this EULA agreement

4.1.2 Intellectual Property and Ownership

HY-MPS3 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-MPS3.

HY-MPS3 reserves the right to grant licences to use the Software to third parties.

4.1.3 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-MPS3.

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-MPS3

4.1.4 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.