

ELASTIC MELODY



User Manual

Standalone iOS app and AUv3 plugin

Contents

1. Introduction	1
2. Synth Section	3
3. Sequencer	5
4. Pattern and Song Mode	9
5. FX Section	10
6. Presets	12
7. MIDI	14
Appendix A — Settings overview	15

1. Introduction

Elastic Melody is a standalone iOS application 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.

Inspired by Dave Smith’s DSI Evolver sequencer/synth approach, Elastic Melody combines multiple sequencer tracks with an analog-sounding engine and adds life through automation. It ships with presets from well-known iOS sound designers (including Sound of Izrael, Red Sky Lullaby, Jakob Haq, and others).

Product page: mominstruments.com/elasticmelody

What you get

- **3 synth tracks**, each with its own oscillator, filter, envelopes, and sequencer
- **Per-track loop range and timing** (polyrhythms)
- **Automation** for most synth and FX parameters (draw in the lane, or record live from knobs while playing)
- **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

Standalone vs AUv3

Feature	Standalone app	AUv3 plugin
Tempo (BPM) knob	Yes	Host / Link owns tempo
Buffer Size in Settings	Yes	Host owns buffer
Ableton Link in Settings	Yes	Use host / Link as available
Background Audio	Yes	Host session
MIDI device ports / Bluetooth	Yes	Host MIDI routing
Extra Modes unlock	Shared (App Group)	Same unlock

Getting oriented

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



Top bar — Play, Presets, 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 **Osc**, **Filter**, **Env**, and **Level**, plus a small **Master** block (tempo / volume in the standalone app).



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

Oscillator (OSC)

Control	Description
wave	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** (short click → longer boom)
- **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**: Cream-style **drive**
- **II (IAP)**: **feedback**
- **III (IAP)**: **filter FM** (amount + rate)

Envelope (ENV / VCA)

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

Trackpads

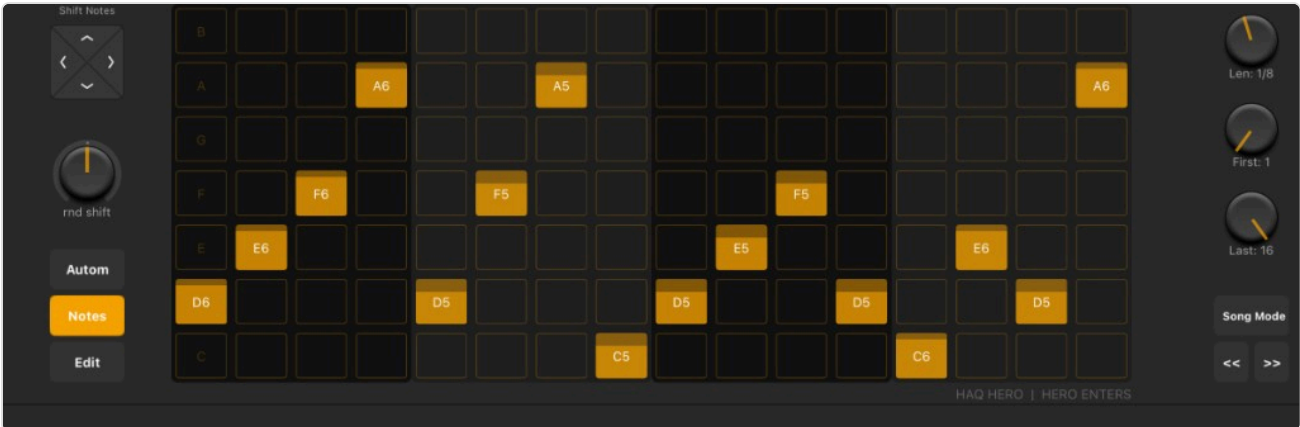
XY pads for related parameters (e.g. filter / envelope clusters) let you morph several controls at once. While playing, they follow the same **live automation** rules as knobs (see Sequencer → Live Automation).

Master

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

3. Sequencer

Each track has its own step sequencer. Timing 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**.

View modes (bottom left)

Mode	Purpose
Notes	Edit the note grid
Autom	Draw automation for the selected parameter
Edit	Copy / clear notes or automation

Shift Notes

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



RND Shift

RND Shift gently varies the current track's pattern while it plays. Changes happen when the loop restarts (**Last** step back to **First**). Your original pattern stays saved as a baseline; variations are temporary per track.

How to use it

Shift Notes
and RND
Shift

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)

Band	Behaviour
rnd pos 4	Calm — about every 4 loops
rnd pos 3	A bit more often
rnd pos 2	Every 2 loops
rnd pos 1	Every loop — most lively

Right — pitch (rnd pitch)

Band	Behaviour
rnd pitch 4	Calm — about every 4 loops
rnd pitch 2a	Every 2 loops, very subtle
rnd pitch 2b	Every 2 loops, more expressive
rnd pitch 1	Every loop — most lively

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)

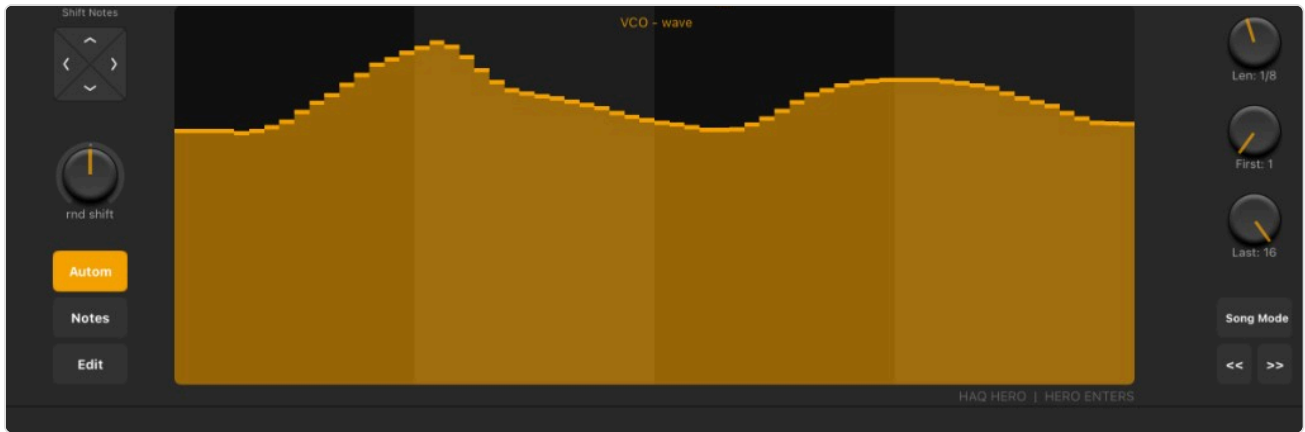
Together with **Len**, this is how you set each track's rhythm and loop length.

Automation view (Autom)

Select an automatable knob, then open **Autom** to see and edit its curve.

Wave draw (sideways)

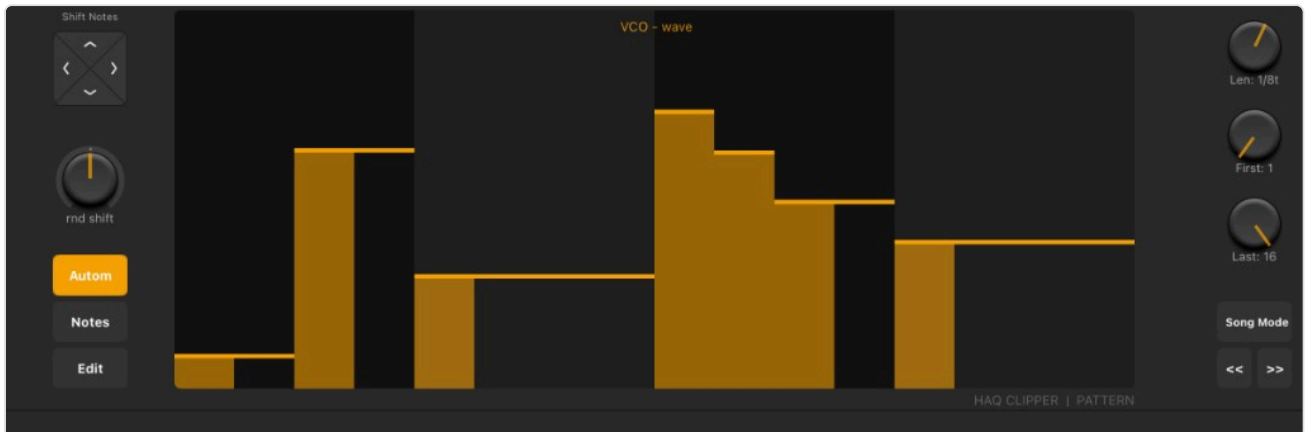
Drag more **horizontally** across the lane for a continuous wavy curve (values between points are filled in).



Automation — wave draw example

Parameter Lock (up/down)

Drag more **vertically** on a note. This sets **one value for the whole note** (all subdivisions of that step), then **holds that value through the following empty gaps** until the next note — classic parameter-lock / stair behaviour.



Automation — Parameter Lock (stairs)

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

Live Automation (knobs while playing)

While the sequencer is **playing**, automatable knobs (Track & FX) can record automation live:

Intent	What to do
Fixed value only	Turn briefly in one direction , or keep one direction for ~2 seconds → treated as a static value (no curve kept)
Fine-tune at the end	If the last ~1 second of a gesture only moves a little (about 0.2 or less on the knob), it counts as a static value — even if there was some back-and-forth earlier. Typical when you settle slowly onto a target sound.
Record a curve	Move back and forth (waves); writing starts immediately at the playhead
Clear automation	Hold the knob still ~2 seconds (light wobble is OK). Does not count while you are actively turning
Stopped	Knobs only change the normal value — no live recording

Short version: Play + knobs → short / one direction = fixed value · small fine-tune in the last ~1s = fixed value · back and forth = automation · hold still ~2s = clear.

Autom lane → sideways = wave · up/down on a note = Parameter Lock.

Edit (copy / clear)

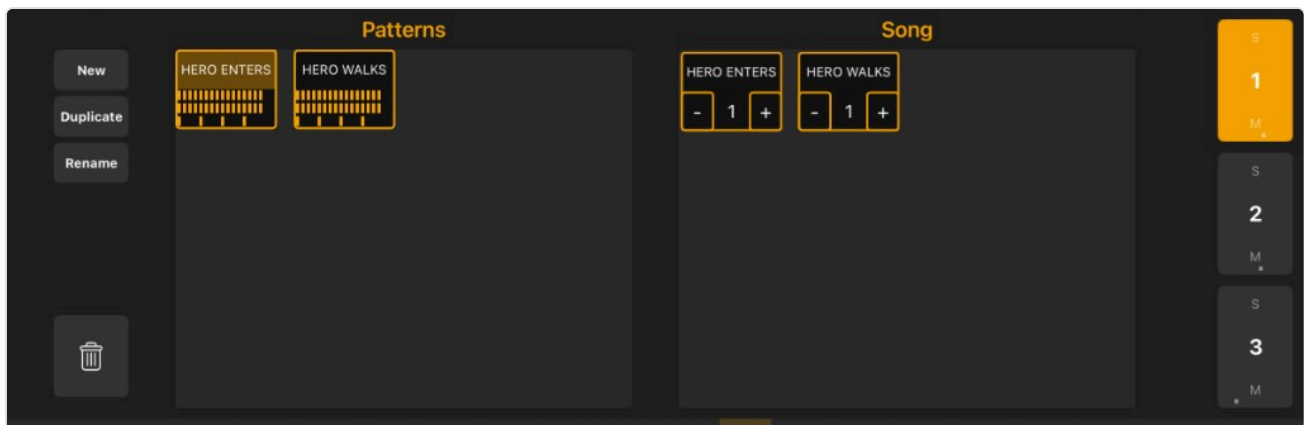
From **Edit** you can copy **Sound**, **Notes**, or **Autom** between tracks, and clear notes or automation for the current parameter / track (or broader clear options depending on context).

Song Mode controls (sequencer side)

- **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

Open **FX**. Master effects process the mix (including track **fx send** levels). Most FX parameters can be automated like synth knobs (lane + live recording while playing).



FX — Modulation, Delay, Reverb, EQ Master

Typical sections:

Modulation (Phaser & Chorus)

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

Delay

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

Reverb

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

EQ Master

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

Extra Modes (in-app purchase)

Unlocks additional synthesis and FX colours:

- Oscillator mod modes **II (IAP)** and **III (IAP)**

- Filter drive modes **II (IAP)** and **III (IAP)**
- Delay mode **II (IAP)** (Ping-Pong)
- Reverb type **II (IAP)** (Dattorro plate)

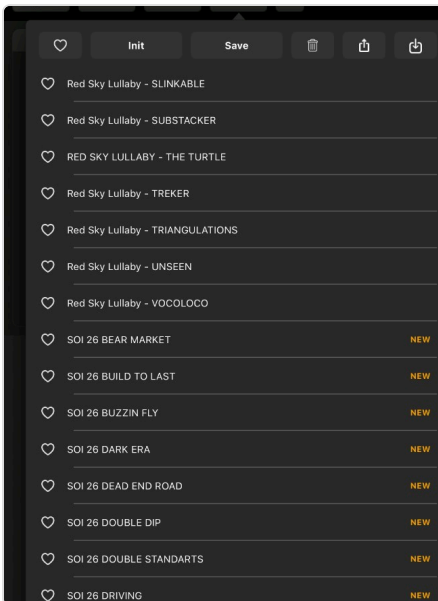
Mode **I** paths stay free. Purchase and restore are in **Settings → Extra Modes**; unlock is shared between the standalone app and the AUv3.

Effects Trail

In Settings, **Effects Trail** can show a visual trail for effects (display option).

6. Presets

Open **Presets** in the top bar. Presets store a full patch: sounds, patterns/song data, FX, tempo, and related state.



Presets browser

Browser

- Presets are listed by name (alphabetically) from the app's shared presets folder.
- Tap a row to **load** that preset.
- If the current patch has unsaved edits, Elastic Melody asks **Save changes? — No** loads without saving; **Save** writes the current name first.
- An asterisk * after the selected name means there are unsaved edits.
- File format: **.emp** (Elastic Melody preset).

Like / sort

- Use the **heart** on a row to like a preset (stored on the device, not inside the **.emp** file).
- The toolbar heart sorts **liked presets to the top** (toggle; 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.

Some internal names (init / first / auto-save) are reserved and not shown as normal user presets.

Share and import

- **Share** — share the selected **.emp** via the system share sheet (on Mac Catalyst also save-to-disk style options).

- **Import** — pick an Elastic Melody preset file (.emp). Name conflicts get a numeric suffix; 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 (especially 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 in-app **Presets** browser and shared storage work in the plugin as well (standalone and AUv3 can share unlocks and, via the app group, preset files).
- Host **full state** save/restore still captures the patch.
- Rely on the in-app Presets UI for browsing factory/user .emp files rather than expecting a full host factory-preset menu.

7. 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.

What MIDI input does today

- **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**.

Appendix A — Settings overview

Setting	Notes
Midi	See MIDI chapter
Buffer Size	128 / 256 / 512 / 1024 (<i>standalone</i>) — larger = more stable, more latency
Ableton Link	Sync with other Link apps (<i>standalone</i>)
Background Audio	Keep audio when app is in background (<i>standalone</i>)
Scale	Constrain playable notes
Root Key	Root of the current preset / scale
Effects Trail	Visual FX trail
Extra Modes	Unlock / Restore
Info	Link to online product info
Version	App version and build number

Elastic Melody · MoMinstruments / Elastic Instruments