

Inear Display

AMALGAME

User Guide

Version 1.1

The screenshot displays the AMALGAME software interface. At the top, there is a logo on the left, a 'ProgLayer' indicator in the center, and the 'INEAR DISPLAY' logo on the right. Below this is a grid of 20 effect buttons: THRU, PAN AMP, PEAK EQ, NOTCH EQ, LPF, HPF, BPF, SCREAMO, PING-PONG, METALIZER, BOT DELAY, VERB, CHORE, PHASED, RING, VOWEL, SATURATE, FOLD, RING TRASHER, LOFI, PITCHA, DRILLA, TRANSIENT, and SPECTRE. The main area contains six effect preview windows. The first two show bar graphs with 'RATE' and 'LENGTH' controls. The third shows a dot plot. The fourth shows a bar graph with 'RATE' and 'LENGTH' controls. The fifth and sixth show dot plots. Below these are six effect selection buttons: SPECTRE, VOWEL, VERB, SATURATE, PEAK EQ, and LPF. At the bottom, there is a 'RANDOM' section with 'XY' and 'FX' options, a 'SEQ' section with 'ALL' and a 6-color bar, a waveform display, and three knobs labeled 'IN', 'OUT', and 'MIX'.

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Introduction

Thank you for using Amalgame!
To get the most out of it please take some time to read this manual.

Overview

Amalgame is a multi-effect plugin that aims to streamline the creation of complex signal processing chains. Offering an intuitive workflow with all the functions easily accessible and logically laid out, Amalgame makes mutating sounds beyond recognition a breeze.

Amalgame provides a library of 23 effects ranging from bread and butter filters and delays to more esoteric and glitchy processors, which are always accessible and ready to be dropped on 6 XY pads where their key parameters are mapped to each axis.

The X and Y parameters of each pad can be sequenced from within the plugin with independent rate and length for each sequence giving you the opportunity to create insanely complex modulations in a few clicks.

And for an instant creativity boost, a versatile randomizer lets you alter the parameters, sequences and effect selections of any slot, or even regenerate the whole processing chain at the press of a button.

Installation and First Launch

To use Amalgame, you need a VST 2.4 or Audio Unit host such as Ableton Live, Logic Pro, Cubase, Reaper, FL Studio, Renoise, etc...

On **Mac OS**, the installer will place the plugin files in the correct folders automatically.

On **Windows**, you will need to set up the paths for the dlls properly during the installation process.

⚠ Windows Users : You should make sure that you don't install the 32 and 64 bit versions in the same folder otherwise one will overwrite the other.

Once you have installed the plugin, you can open your host and you will find Amalgame in the effect plugins list.

⚠ Amalgame is a **stereo only** plugin. It may not appear in the plugins list in some hosts if the selected track is a mono track.

Interface Overview



The upper section of the panel hosts the presets controls, letting you load and save patches, as well as a button to open the configuration menu where you can access some general options.

Below this section sits the effect library. Here you can pick an effect from the list and drag it onto a slot below to assign it to that slot. The effects are sorted by colored thematic groups. You can also access details about an effect by right clicking on it to get a description of the algorithm and the parameters.


Below the effect library you can find the chain zone which hosts 6 effect slots. The currently selected effect type for each slot is displayed below its controls area. Clicking on the effect name will toggle the slot on and off.

Each slot has 3 tabs :

- The first tab called **PAD** brings the effect XY pad into view. Moving the pad will alter the parameters of the currently selected effect.
- The two other tabs called **X SEQ** and **Y SEQ** allow you to sequence the XY pad movement.


On the right side of each tab button, a dot can be clicked to toggle the corresponding sequence on or off. Once a sequence is selected, you can edit its data by clicking and dragging your mouse over the steps. You can also adjust the rate and length of the sequence using the dedicated controls below the sequence data.

The section at the bottom of the panel hosts the randomizer on its left side, which can set various aspects of the patch to random settings, and the global controls on its right side that allow you to adjust the plugin input gain, the processing chain output gain and the processed signal mix amount.

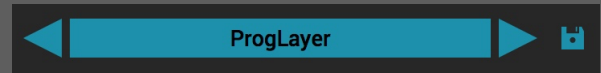
 You can resize the plugin by dragging the handle in the bottom right corner. The size will be saved to the plugin preferences and restored the next time you instantiate it.

Loading and Saving Presets

Amalgame offers a varied selection of factory presets to illustrate some of the possibilities of the plugin.

 While these presets make a good starting point, the main interest of Amalgame is to create your own patches.

To load a preset, click on the blue display with the current preset name at the center of the header section. A menu will pop up, listing all the presets in the preset directory with the currently selected preset name colored in blue. Select a preset name in this menu to load the corresponding patch. Alternatively you can use the arrow buttons on both sides of the preset name to cycle through the presets.



To save a preset, click on [Floppy Disk Icon](#) at the right side of the preset navigation controls (this function is disabled in the Demo version).

 Only preset files saved at the root of the preset directory will be detected by the plugin!

To manage the presets, you need to access the presets directory in the Finder/Explorer by selecting the appropriate option in the [CONFIG](#) menu. Then you can just manage the files as you would do for any other files.

Effects

Occupying most of the upper half of the panel, the effect library give you instant access to 23 sound processors (and an additional pass-through processor).



The effects are sorted by categories which are color coded :

- Utility processors
- Filter processors
- Delay processors
- Modulation/Timbre Alteration processors
- Distortion processors
- Special processors

The **THRU** processor is a placeholder effect that can be used to make an effect slot inactive (you can achieve the same by bypassing the slot).

To get more details about a processor, **right-click** on it in the library and an information bubble will pop up with a summary of the effect and its parameters.

The best way to get a feel of what an effect can do is to try it out on a signal.

💡 These processors are all focused on one function and easy to grasp, but interesting things and way more complex sound transformations happen when you start chaining them and sequencing their parameters.

To **add an effect** to the chain, simply drag it from the library to the desired effect slot in the chain view below.

XY Pad

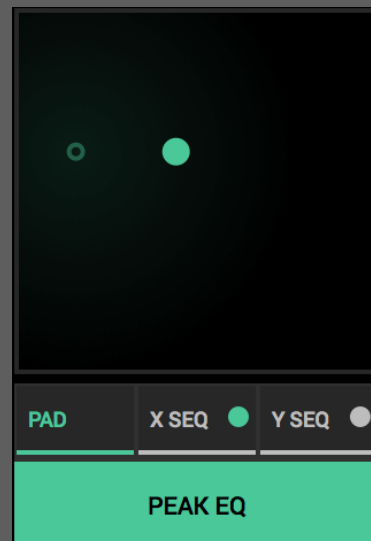
Below the effect library a set of 6 slots make the effect chain view. Everything mentioned below applies to any of the slots.

Once you have dragged an effect from the library onto a slot, its title bar (below the slot) will turn to the group color of the selected effect and will display the name of that effect.

💡 Clicking on the title bar toggles the effect between active and inactive : this is useful to mute an effect and save some CPU power.

Above the title bar you can find 3 buttons that let you switch between the 3 available tabs for the slot :

- PAD
- X SEQ
- Y SEQ



Here we will focus on the **Pad** tab which is the default view for a slot.

When this tab is selected, the slot displays a colored circle which you can drag around to alter the parameters of the effect. You can right-click on the effect in the effect library to get more information about what parameters are exposed via the pad.

The X and Y parameters are automatable in your DAW so you can record the pad movements and edit them in your DAW arrangement.

You can also access the MIDI mapping menu by right-clicking on the pad and map the X and Y axis to your MIDI controller (*see the MIDI section of this user guide for more info*).

As we will see in the next section of this manual, both the X and Y axis can be controlled using a dedicated sequencer.

If a sequence is active (dot indicator colored on the corresponding sequence tab button), the values from the sequence are used for the corresponding axis. In that case, a smaller circle will appear in the pad and display the currently used value.

If only one of the axis is sequenced you can still alter the other axis by moving the handle in the pad zone (the value of the sequenced axis will simply be ignored).

💡 Maintaining the **CTRL** (on Windows) or **COMMAND** (on Mac OS) key down **while dragging a slot** allows you to alter the chain order. Dragging the slot onto another one that way will put the dragged slot at the place of the target slot and will move all the other effects by one slot accordingly.

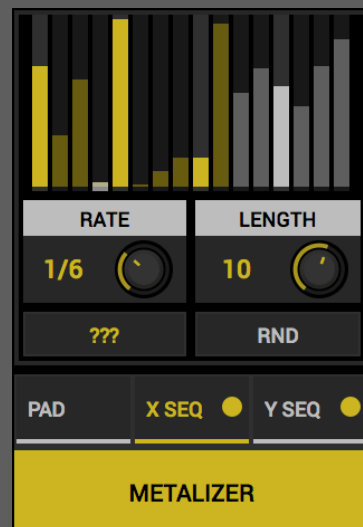
Sequences

Clicking the **X SEQ** or **Y SEQ** buttons below an effect slot will bring the corresponding sequence into focus in place of the XY pad.

Sequences are inactive by default : to toggle a sequence on or off, you need to click on the dot indicator on the tab button.

The upper part of the sequence editor displays the values of each sequence step.

Click and drag on a step to change its value. You can drag your mouse over several steps to set their values in one move. An indicator overlay highlights the step that is currently playing.



Below the step editor, you will find several controls that let you alter the sequence :

- the **RATE** knob allows you to adjust the duration of one step according to the host tempo.
- the **LENGTH** knob controls the number of active steps in a sequence (from 2 up to 16). The steps that are currently in use are displayed using the effect group color in the step editor while the inactive steps are greyed out.
- the button in the bottom left corner lets you switch between different play modes for the sequence : **->** plays the sequence from left to right, **<-** plays the sequence from right to left and **???** plays the sequence in random order.
- clicking on the **RND** button will set all the steps to random values.

The sequences in Amalgame have many uses : simple automation, LFO like modulations, arpeggiator like sequencing of some effects, probability table...

💡 You can get perpetually evolving sounds by creating various sequences that play at different rates and with a different number of steps.

The timing of the sequences is sample accurate and will tightly follow the host position. When you alter the rate or length of a sequence the playback position is automatically recalculated so that it still maps to the host playhead, that is why it may sound like glitching while adjusting these parameters : the playhead may quickly jump around the steps or seem like stuck on one of them. This guarantees that you get predictable results and that the sound you hear will be the same every time you reopen a project.

⚠️ Obviously the sequencers will not work in host softwares that do not pass a clock position to the plugin (wave editors for example).

Global Parameters

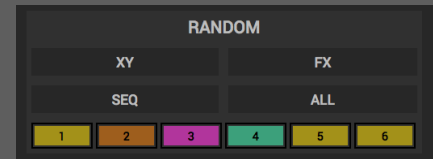
Located in the bottom right corner of the panel, these parameters affect the overall chain signal :

- **IN** : sets the amplitude of the signal going through the chain.
- **OUT** : sets the amplitude of the signal coming out of the chain.
- **MIX** : mixes the original signal with the processed one (after it has been scaled by the Out parameter). *When set to the minimum, only the input signal will be outputted by the plugin. When set to the maximum, only the processed signal will be outputted by the plugin. The original and processed signals will be equally present in the output when this knob is set to its center value.*



Randomizer

The randomizer, located at the bottom left of the panel, offers several useful options for regenerating parts of a patch or the whole patch. This function is a great way to get surprising results that can be the starting point for a custom patch.



⚠ The randomizer is not available in the demo version of Amalgame.

The row of numbered buttons at the bottom of the randomizer control if an effect slot will be affected by the randomization. When one of these buttons is engaged, the corresponding slot will have its settings regenerating when one of the randomizer controls is pushed. By default, all the slots are affected by the randomizer.

There are 4 randomization options available which are triggered by pushing the corresponding button :

- **XY** : randomize the X and Y positions of the slots
- **FX** : randomizes the effect type of the slots
- **SEQ** : randomizes the sequence settings and steps of the slots
- **ALL** : equivalent to pushing the 3 buttons mentioned above at the same time

Configuration Menu

This menu, where you can access various global functions/options of the plugin, is triggered by clicking on the gear icon on the right side of the preset navigation controls.

- **RESET SETTINGS TO DEFAULT** : selecting this option will set all the parameters to their default values.
- **SAVE CURRENT STATE AS DEFAULT** : selecting this option will create a default preset from the current settings, that will be used as the default state the next time you launch the plugin.
- **MIDI** : use this sub-menu to manage your MIDI CC mappings.
 - **SAVE MIDI MAP** lets you save the current set of mappings to your hard drive
 - **LOAD MIDI MAP** allows you to restore a set of mappings by picking a file on your hard drive.
- **OPEN PRESETS FOLDER** : select this option to open the Finder/Explorer window at the presets directory location.
- The last line of the Config menu displays the **version** of the plugin that is currently running.

MIDI Functions

Amalgame provides support for two common MIDI functions : [MIDI CC learning](#) and [MIDI program changes](#).

MIDI Learn

You can assign MIDI CCs to Amalgame X and Y parameters for each XY pad. To do so, you need to route MIDI data to the plugin in your host.

! As Amalgame is an effect plugin, most hosts will not pass it MIDI data by default. The manipulation to allow this depends on the host you are using so you should refer to the host documentation to find more information on how to configure this.

Once you will have properly routed MIDI to the plugin, you can quickly assign a CC to one of Amalgame's X and Y parameters by moving the desired control on your MIDI controller and then right-clicking on an XY pad on the Amalgame panel.

A menu will show up with the options "[MAP LAST MOVED CC TO X](#)" and "[MAP LAST MOVED CC TO Y](#)". Select the desired option and the MIDI control will now be mapped to the desired parameter.

You can easily cancel an individual mapping by using the same menu and selecting one of these options : "[CLEAR X CC MAPPING](#)" or "[CLEAR Y CC MAPPING](#)".

A set of all the current mappings can be saved in two ways :

- If you save the current project in your host, the mapping set will be saved along with the regular plugin data. This allows you to pick up where you left without having to manually recall the mapping set.
- You can manually save a mapping set by going to the Configuration menu and selecting [MIDI → SAVE MIDI MAP](#).

You can manually restore a mapping set by using the Configuration menu and selecting [MIDI → LOAD MID MAP](#).

MIDI Program Change

If you have properly routed MIDI data to the plugin as explained above, Amalgame will also react to incoming MIDI Program Change messages (but not the bank changes).

By default these messages will do nothing.

To load a preset when a MIDI Program Change is received, you need to save or copy some presets to the MIDI directory located inside the Presets directory. It is the directory in which Amalgame will look for presets when receiving a Program Change message. To determine which preset to load, the plugin will sort them in alphabetical order.

So, if you want to recall them in a specific order you should prefix the presets by a number like this :

- 001_My_Preset
- 002_My_Other_Preset
- 003_Yet_Another_Preset
- etc...

Tips

- You can **fine tune** the value of one of the global parameters by maintaining the COMMAND (on OS X) or CONTROL (on Windows) key down while turning the knob.
- You can set one of the global parameters back to its **default** value by double-clicking the knob.
- You can easily go back to a **clean state** by selecting the appropriate option in the CONFIG menu.
- Apply randomization to only a subset of the chain to create variations of a patch.
- When using the Transient effect, if you are having trouble getting any sound out of it it is probably because its input signal is too low. Try putting a Peak EQ before the Transient effect to boost the desired frequencies. If the Transient effect is in the first slot of the chain you can also boost the input level of the plugin by using the IN global parameter.
- Many of the effects have their Y parameter mapped to the mix or depth of the effect. By setting most of the Y sequence steps to 0 while keeping a few steps at high values and setting the sequence playback mode to ???, the sequence will act as a probability table for the effect mix.