

EURYDICE USER GUIDE

Version 1.2

<http://www.ineardisplay.com>



This guide will give you an overview of all the functions.

Enter the key you have received by email in the text filed at the bottom of the plugin interface and press Enter or click on «Ok». If the key is valid, the text field will disappear and the message «Registered» will be displayed.

OVERVIEW

As the previous versions of Eurydice had a fixed signal path, the default settings reproduce the original routing making the transition easier for users of the previous versions. You can always get back to this default settings by selecting the desired option in the main menu.

MAIN MENU



- **Reset audio routing** : revert to the default signal path (inherited from the original Eurydice).

- **Reset mod depths** : set all modulations depth to 0%

- **Revert to default settings** : set all parameters to their initial state
- **Reset UI Size** : revert to the default interface size (1000px * 700px). *This option is not available on Linux.*
- **Load Preset** : opens a dialog to load a preset file. This is useful if the preset has not been saved in the default preset folder. You can also load a preset by dragging it from your desktop to the «Presets» section of the plugin.

CONTROLS PANEL

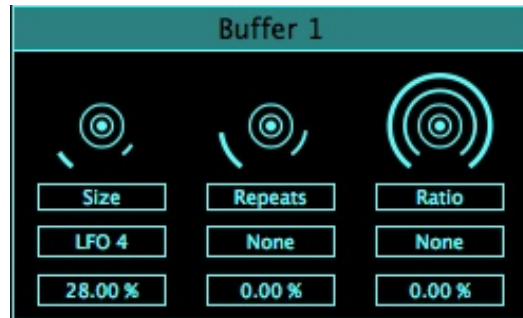


This is the panel displayed by default when you open the plugin.

MODULATIONS

On the Controls panel, all the knobs except the global gain knob have 3 boxes below them. The upper one is the parameter name. The middle one is the modulation source : by default the text in this box is «None». You can drag the header bar from any section of the controls page (except «Output» and «Presets») onto a modulation source box to set the modulation input source for this knob. The third box lets you set the modulation depth in percents.

BUFFER SECTIONS



The following applies to both buffer sections.

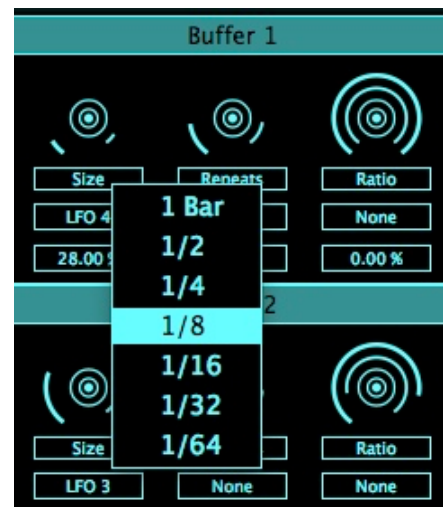
The buffers loop small portions of their inputs and can alter the pitch of the looped signal.

- **Size** : the length of the loop (from 1 Ms to 1000 Ms)
- **Repeats** : the number of times the loop is repeated before sampling a new signal (1 to 128)
- **Ratio** : the speed at which the loop is played back. The default value is 1 (normal speed). A value of 0 will stop the playback. A value of 2 will play the loop at twice its original speed (pitching it one octave higher). A value of 0.5 will play the loop twice slower (pitching it one octave lower). Negative values will mirror positive ones but the loop will be played backward.

Right clicking on the Size parameter name will bring a contextual menu :

It is an helper function to help you synchronize the loop with the current tempo. It will calculate the corresponding loop size according to the BPM and the current loop ratio. This function acts as a calculator and has the following limitations :

- modulating either the buffer size or buffer ratio will render it useless
- if you change the ratio or the tempo you must recalculate the sync manually
- if the calculated size is larger than 1 second (maximum length of the loop) it will sync to the following beat division (for example, if «1 bar» exceeds 1 second, it will try to sync to «1/2», and if it's still too large it will try to sync to «1/4», etc...)



FILTER SECTIONS



The following applies to both filter sections.

- **Morph** : morphs between the 4 filter types (lowpass, bandpass, highpass, notch). A value of 0% corresponds to lowpass mode, 33% to bandpass mode, 66% to highpass mode and 100% to notch mode.
- **Cutoff** : the cutoff frequency of the filter (20 Hz to 11000 Hz)
- **Resonance** : the resonance at cutoff frequency (0% to 100%)

CRUSHER SECTIONS



The following applies to both crusher sections.

- **Bits** : the bit depth of the signal (1 to 16)
- **Rate** : the samplerate reduction ratio (1 to 64)
- **Mix** : mixes between the input and the processed signal (0% to 100%)

OUTPUT SECTION



- **Dry/Wet** : mixes the plugin input and the processed signal (0% to 100%)
- **Gain** : adjusts the gain of the processed signal (-70 dB to +6 dB)

LFO SECTIONS



The following applies to the 4 LFO sections.

- **Wave** : the waveform of the LFO (sine, square, saw up, saw down, triangle or sample and hold)
- **Rate** : the frequency of the LFO. If both «Sync» and «x100» are deactivated, the frequency is expressed in Hertz and the range is 0 Hz to 40 Hz. If «Sync» is on, the LFO will sync to the tempo and the rate knob will set the beat division (8 bars to 1/128). The tempo synchronization must be deactivated for the «x100» parameter to be effective. If «x100» is on and «Sync» is off, the rate of the LFO will be multiplied by 100, pushing it in the audible range. The main purpose of this function is to be able to use the LFOs as «dirty» oscillators to be routed to the audio signal chain, but using them as modulators for other parameters with high frequencies can lead to interesting results too.

MIXER SECTIONS



The following applies to the 4 mixer sections.

The mixers can combine both audio (buffers, filters, etc...) and control (LFOs) signals.

- **Menus** : the menus let you select both inputs of the mixer. The upper menu corresponds to the left side of the «Mix» knob, while the lower menu corresponds to its right side.
- **Mix** : mixes between the 2 selected sources (0% to 100%)

MULTIPLIER SECTIONS



The following applies to both multiplier sections.

The multipliers can combine both audio (buffers, filters, etc...) and control (LFOs) signals.

The two menus let you set the signals that will be multiplied together.

PATCH PANEL



The patch panel gives you an overview of all the connections available (audio and control ones). Most of these can be set directly from the Controls page as they corresponds to the modulation inputs for each knob. But in this mode you can also access the audio signal pass and alter the way the plugin processes the input signal.

To make a connection, drag a Source from the left column to one of the «Input» boxes in the matrix. You can then set the depth of the modulation (or level of the audio) using the boxes in the «Depth» columns.

A simple example of use of this routing options is to make the filters pre-process the signal before entering the buffers. To do so for Filter 1 and Buffer 1, drag the «Input» source to the «Filter 1 Audio In» input box, then drag the «Buffer 1» source to the «Crusher 1 Audio In» input box, and finally drag the «Filter 1» source to the «Buffer 1 Audio In» input box. You've changed the chain from *Input -> Buffer 1 -> Filter 1 -> Crusher 1* to *Input -> Filter 1 -> Buffer 1 -> Crusher 1*.

This is a very simple example but you can of course make way more creative routings, especially when combining the Patch Panel with the Mixers.

PRESET SECTION



You can change the current preset using the built-in menu.

Eurydice comes with a nice selection of presets from great sound designers and artists : Ivo Ivanov (<http://www.ivanovsound.com> , preset prefix II), Daed (<https://soundcloud.com/daed> , preset prefix DAED), Abstract Cats (<http://abstractcats.org/> , preset prefix AC), Paperworks (<https://soundcloud.com/paperworkss/> , preset prefix PWRK), and Ted James Butler (<http://tedjames.info/> , preset prefix TED).

Preset prefix ID stands for Inear Display.

You can rename the current preset by clicking in the text box.

Clicking on the «Save» button will open a dialog box that will let you save the current preset on your hard drive using the extension «.erp». Only the presets saved in the default preset folder (where the dialog box opens by default) will appear in the menu. You can load a preset stored somewhere else either by choosing «Load Preset» in the main menu or by dragging the file onto the «Presets» section.

You can access the folder where the presets are saved by clicking on the «Show» button : presets can be opened by both the VST and the Audio Unit version on all platforms.

Clicking on the random button will set all knobs on the Controls panel to random values.

MIDI SECTION



For MIDI functions to work, you first need to send MIDI to the effect. To do so, please refer to your DAW documentation.

Eurydice comes with a simple MIDI learn system. To assign a knob to a MIDI controller, click on «Learn». Then once learn mode is active (while the button is on), move the control you wish to assign on the plugin interface, then move a control on your MIDI controller and the parameter will be bound to that control.

To unlearn a parameter, toggle the «Unlearn» switch on, move the parameter you wish to disconnect on the plugin and it will no longer respond to MIDI CCs.

You can also unlearn all parameters at once using the «Clear» button.

MIDI mapping are saved in a preferences file when the plugin is closed, so they will still be present when relaunching it, but they can be overridden if you open a project in your host with different mappings as they are also saved in the project state.

Program changes

Eurydice will respond to MIDI program changes by triggering the corresponding preset according to their order in the preset menu. Presets are sorted alphabetically, so to prepare a set of presets to be recalled by program changes you can rename the desired presets by adding a prefix like «01» and save them again to sort them in the correct order.

USER INTERFACE TIPS

- The interface can be resized using the bottom right handle. The last size is saved to a preferences file on close. **This function is not available on Linux**
- You can make finer value changes by holding the Control / Command key while moving a knob.
- Double-clicking a knob or modulation depth box will set it to its default value.