



FLUID CHORDS

THE FUTURE OF CHORD BENDING

v1.0

Users Manual

Installation & Activation

Log in or Sign up at www.pitchinnovations.com and download the updated installer for MacOS or PC, follow the installation instructions to complete the installation process. Upon the first use, Fluid Chords will ask for email and password, please use the user name and password which you created on the website to activate the plugin during which you will need an active internet connection to complete the process. If you ever encounter any errors, contact support@pitchinnovations.com quoting the error text.

System Requirements

64 bit Operating Systems:

- Windows 10 and above
- OS X 10.12 and above
- Windows 7 will work but not officially supported

A sustain pedal for Real Time mode

Available Formats

- AU

- VST3
- VST

Tested MPE Synths

1. FXPansion

- Strobe
- Cypher2

2. Roli – Equator

3. Xfer – Serum

4. Madrona

- Aalto
- Kaivo

5. Arturia – Pigments

6. Audio Damage

- Continua
- Phosphor 3

- Quanta

7. Tytel Audio – Vital

8. SST – Surge

9. Waveform – 4OSC

10. Logic Pro X Synths

- ES2 Synth
- Retro Synth
- Alchemy
- Sculpture
- Sampler (EXS24 Sampler)
- Quick Sampler
- EFM1 Synth
- Vintage Clav

10. Ableton 11 Synths

- Wavetable
- Sampler
- Arpeggiator

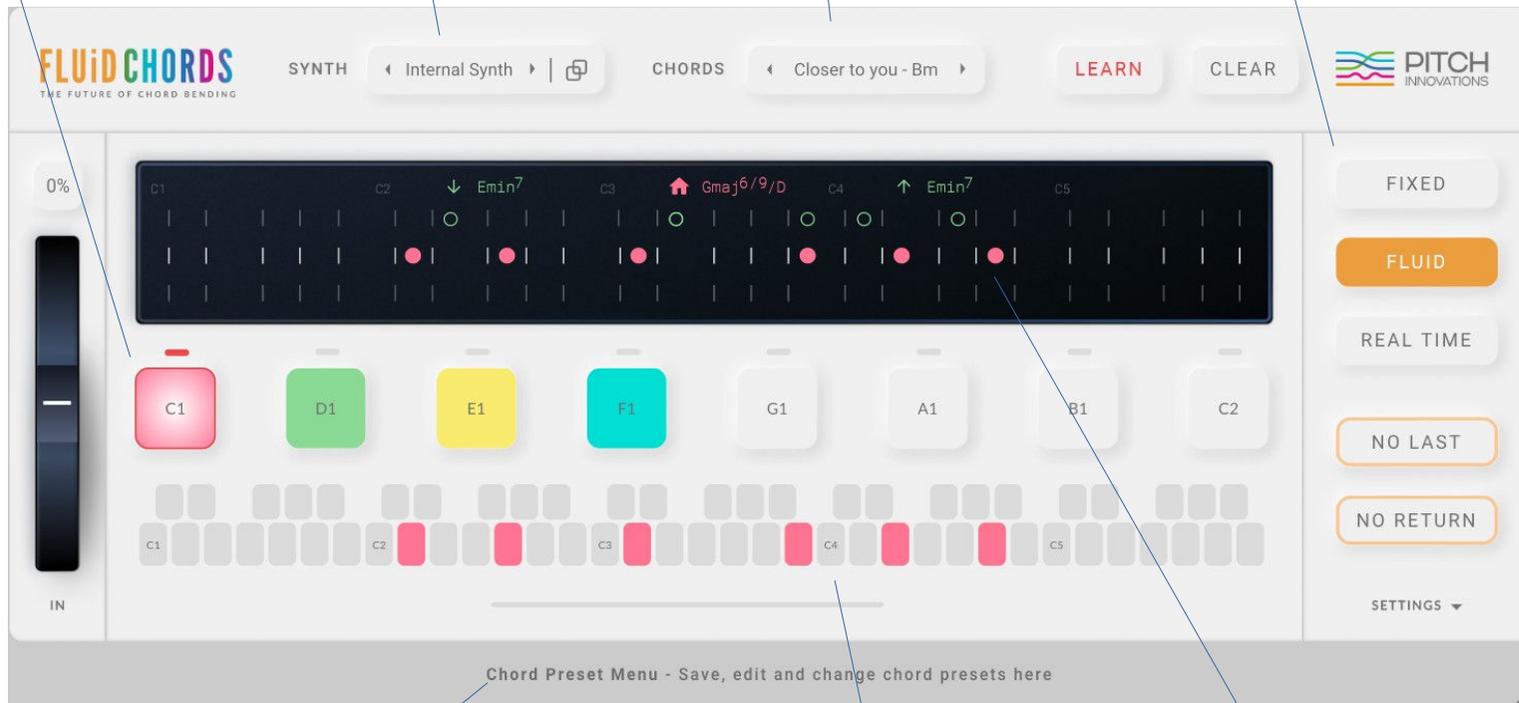
GUI Overview

Each box can be stored with a chord

Click here to choose a sound preset.

Click here to choose a chords preset

Different working modes that let you pitchbend to the different style of destination chords.



Displays help text for the component under mouse

Click here to edit the selected chord

This component visualizes the chord bendings

Using Fluid Chords

Using the plugin version – Overview

Fluid Chords is a Hosting enabled MIDI-FX plugin which needs to be inserted in an instrument track. The MPE synth shall be hosted inside the plugin.

It is crucial that the *INST. BEND RANGE* in Fluid Chords Settings should match the Pitch Bend Range of the synth instrument that is used.

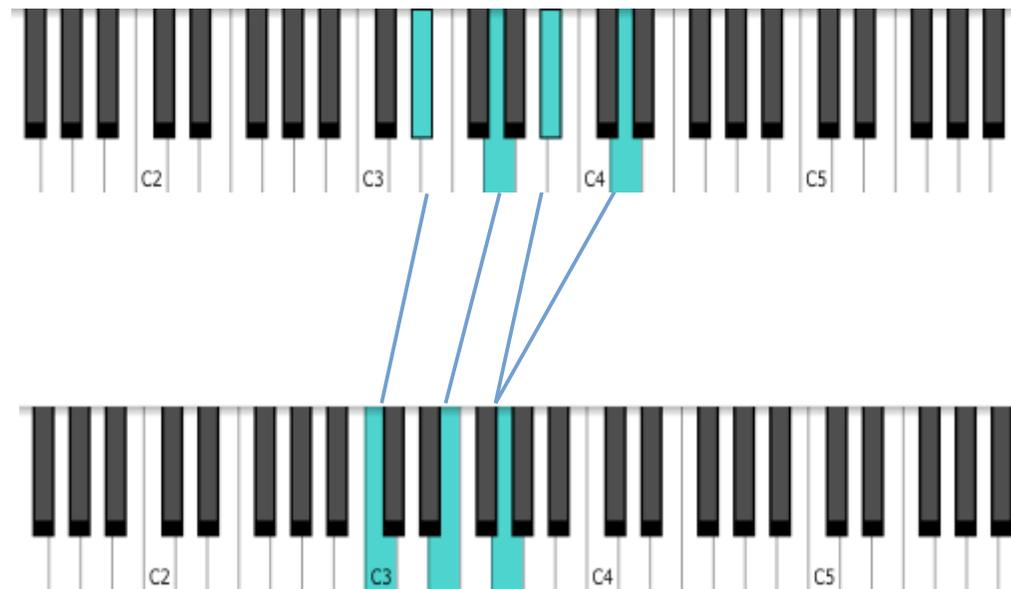
For plugin specific help, use the “MPE Guide” button in the hosted synth’s plugin window.

Using the Standalone version – Overview

The standalone version will run outside the DAW and will be connected to the it via “Fluid Chords STANDALONE” virtual port which will be created when the application gets opened. Please make sure to select “Fluid Chords STANDALONE” as the MIDI Output in the standalone’s “Audio/MIDI Settings” and select “No Sound” as the sound preset.

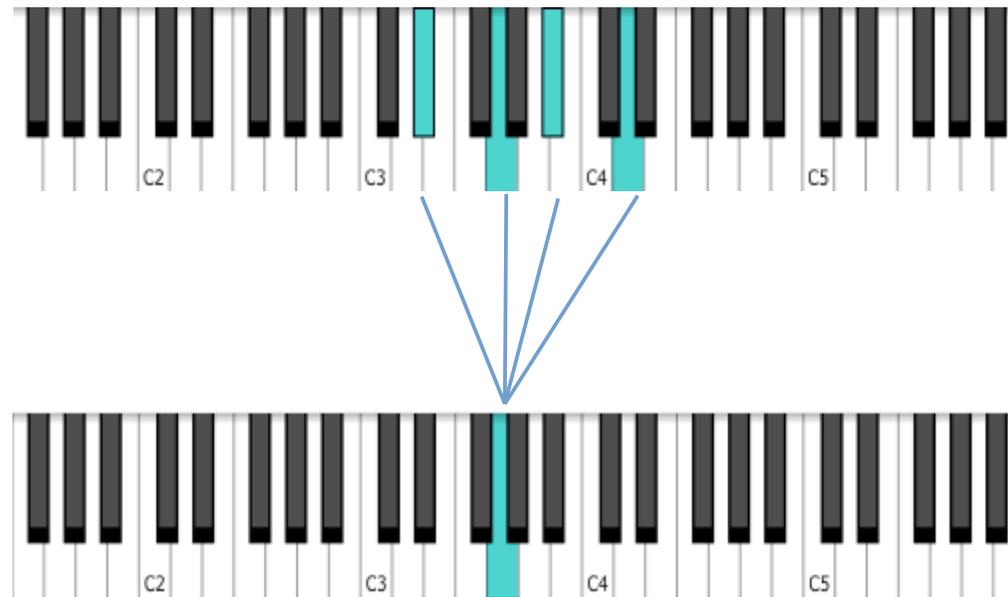
Bend from any chord to any chord

Fluid Chords is capable of bending from one chord to another chord with unequal number of chord notes. The duplication for extra notes will occur balanced throughout. For example: Bending C maj to Eb maj7:



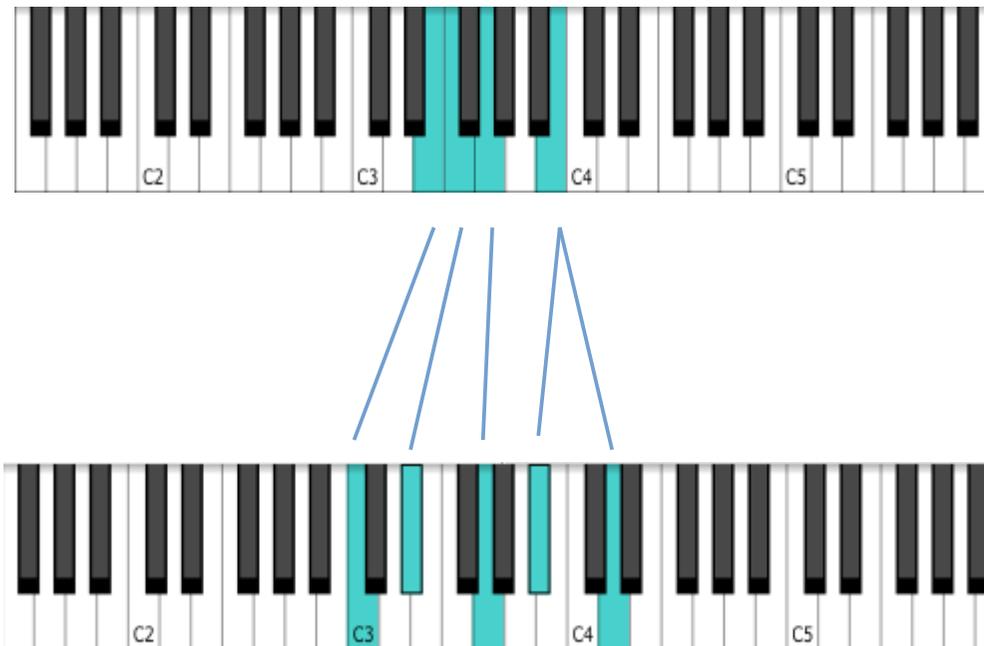
Bend from one note to whole chord

Likewise, bending from one note to a whole chord is also possible. For example: G note to Eb maj7:



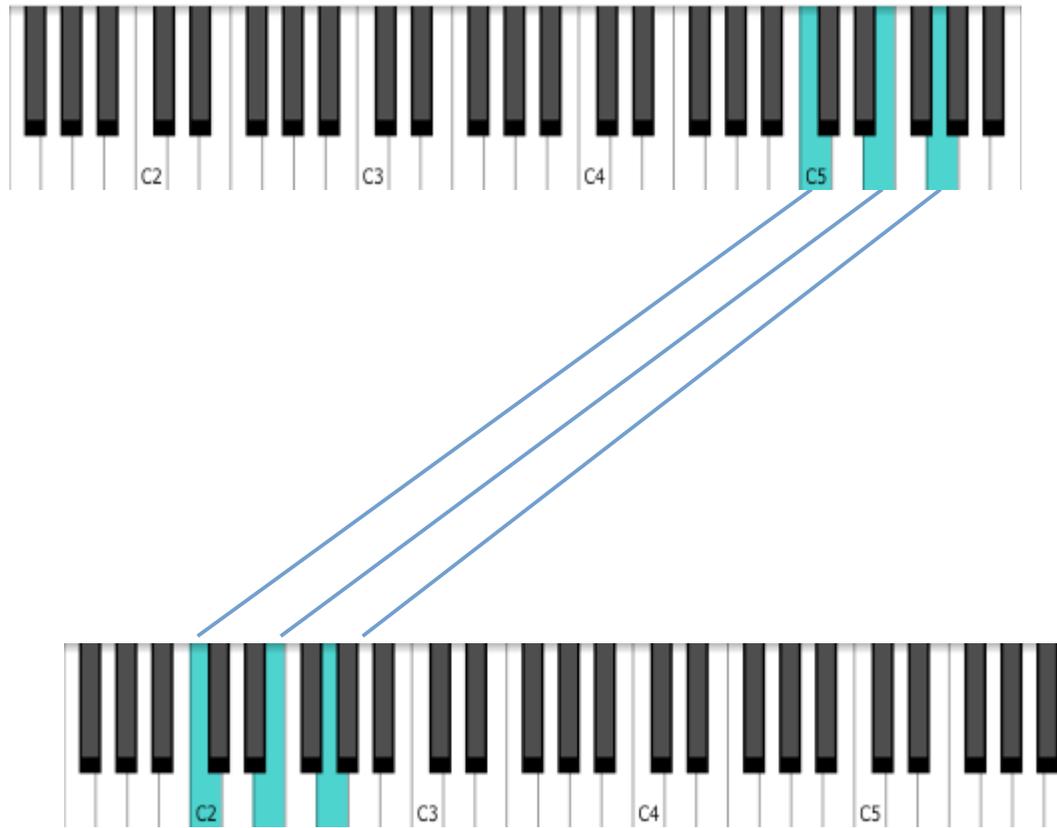
Bend from open voicing chord to close voicing

It is possible to bend from an open voicing to a close voicing. For example: C minor9 open inversion to E minor9 close inversion:



Chord risers and FX

It is also possible to do polyphonic risers.



Features

No Last:

This feature ignores return travel of the PB wheel

No Return:

With this feature on, new notes always play in their original pitch irrespective of PB wheel position, making connected phrases more easier to play

Different Modes

Fixed:

In this mode, the destination chords for each triggered chord is fixed. The pitchbending up of a chord trigger will bend it towards the next nearest chord. Likewise, pitchbending down will bend it towards the previous nearest chord.

Fluid:

In this mode, the destination chords can be changed after triggering the chord.

Real Time:

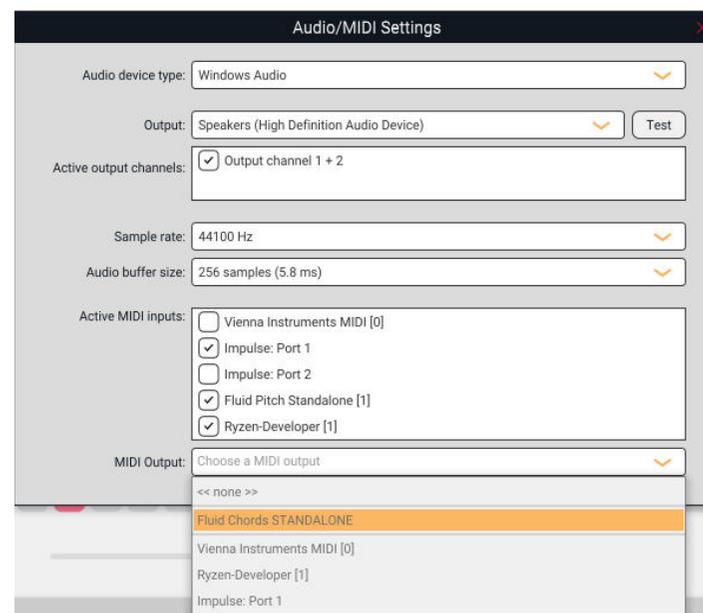
In this mode, the source and the destination chord can be given at real time. Typically, using this requires a MIDI Keyboard and a sustain pedal. The player can use sustain

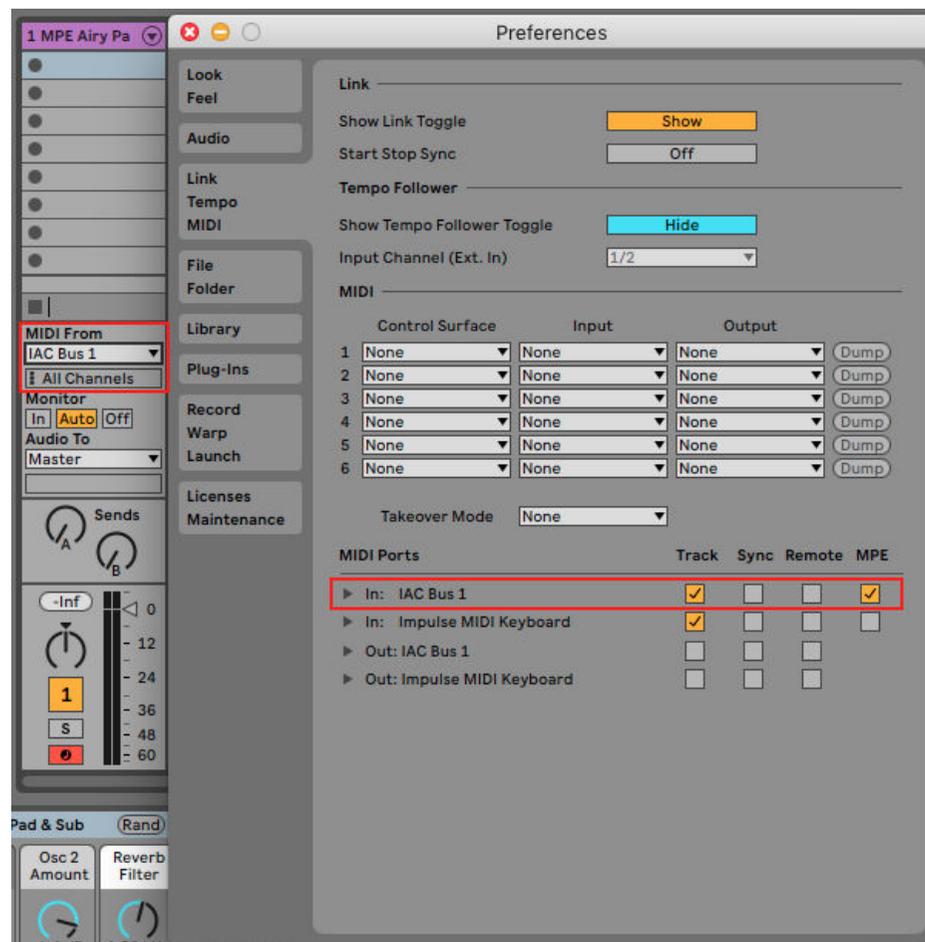
Using Fluid Chords Standalone App with any DAW

Fluid Chords Standalone App can run outside the DAW. It takes in MIDI from the Keyboard and sends the MIDI to the DAW through the virtual MIDI port called “Fluid Chords STANDALONE” which will be created automatically on opening the standalone app.

Setting up the Standalone App with the DAW

1. Open the Fluid Chords standalone app.
2. Go to Settings and choose
 - i. Your MIDI Keyboard as the MIDI Input
 - ii. the “Fluid Chords STANDALONE” port as the MIDI Output
3. Open your DAW and in the settings
4. Set “Fluid Chords STANDALONE” as the MIDI Input (refer the image below and enable the MPE mode in Ableton 11 and Studio One 5.3 above)
5. Disable the keyboard input from the MIDI Inputs temporarily
6. Insert a Synth plugin on a track and choose the “Fluid Chords STANDALONE” as the MIDI input





Contact

For further queries, please contact us at support@pitchinnovations.com

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