

MicroFX

QUICKSTART GUIDE

Welcome to MicroFX

MicroFX are small, but powerful plugins, each focusing on a different effect. This manual will guide you through the controls and features that are common across all MicroFX Plugins.

Each plugin also has its own User Manual which will contain details about the effect as well as descriptions of the controls unique to that plugin.

System Requirements

Plugin formats (64 bit only):

- VST3, AU, and AAX

Supported Systems:

- MacOS 12 Monterey (or later)
- Windows 10 (or later)

Supported and Tested Host applications:

- Bitwig
- Cubase
- Digital Performer
- Live
- Logic
- Pro-Tools



There are many host applications, and we cannot test all of them. However, if your host is running on any supported system, and is compatible with any of the listed plugin formats, then it should run without any issue.

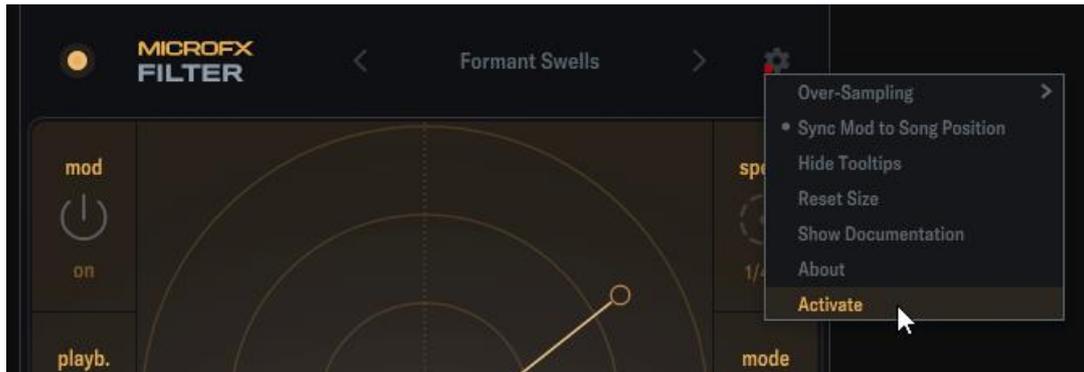
Activation

Without activation, your MicroFX Plugin will have the following limitations:

- Processing time will be limited to 15 minutes per session.
- Offline processing will be muted.

To activate the plugin:

1. Click on the main menu (represented by a ⚙️ [cog icon] to the top right of the interface) and select **Activate**.



2. You will then be prompted to enter your Heavyocity account details to log in.
[If you have activated another Heavyocity plugin in the past you may already be logged in]
3. After logging in, click on the **Activate** button to start the activation process.
4. If the product is in your account, it will now be activated.



The plugin should automatically leave Demo Mode as soon as it is activated, but this cannot always be guaranteed. If your plugin is still in Demo Mode after activation, simply reload the plugin or restart your host application.

Tooltips

All of the controls in a MicroFX plugin have tooltips associated with them. You can view the tooltips by hovering over a control for a few seconds.

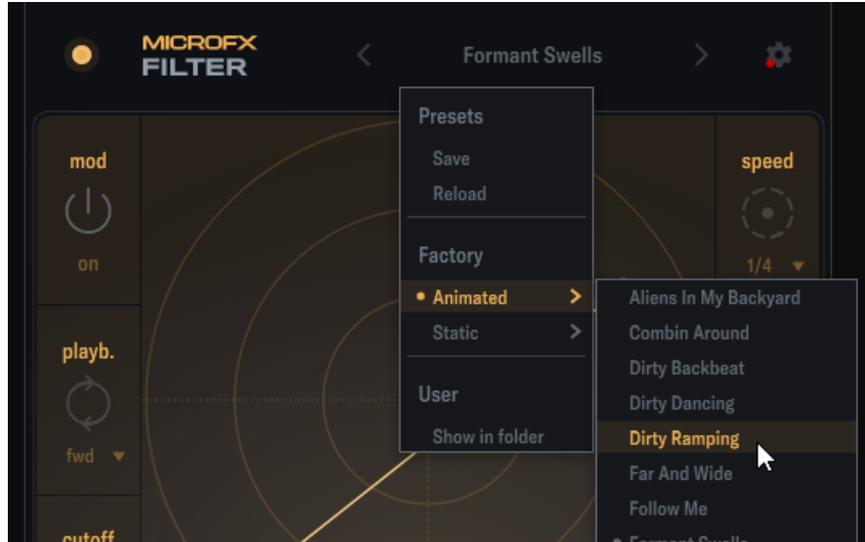


Tooltips will give you a brief description of the control, but if you need a more detailed description you can refer to the User Manual of the specific plugin.

You can hide tooltips by using the **Hide Tooltips** option in the main menu.

Presets

To get you started quickly, every MicroFX Plugin comes with a selection of factory presets. Simply click on the preset name to open the preset menu.



Click on a preset in the main dropdown list to load it.

You can also cycle through presets using the < and > arrow buttons.

To save your own preset, click *Save* and the **Save Preset** window will appear, prompting you to name and categorize your preset. Your presets will show in the user section.

Using the XY Pad

Each MicroFX Plugin uses a 2-D XY Pad to control the two most important parameters at once – for example on the Filter the parameters are the filter *cutoff* and *resonance*.

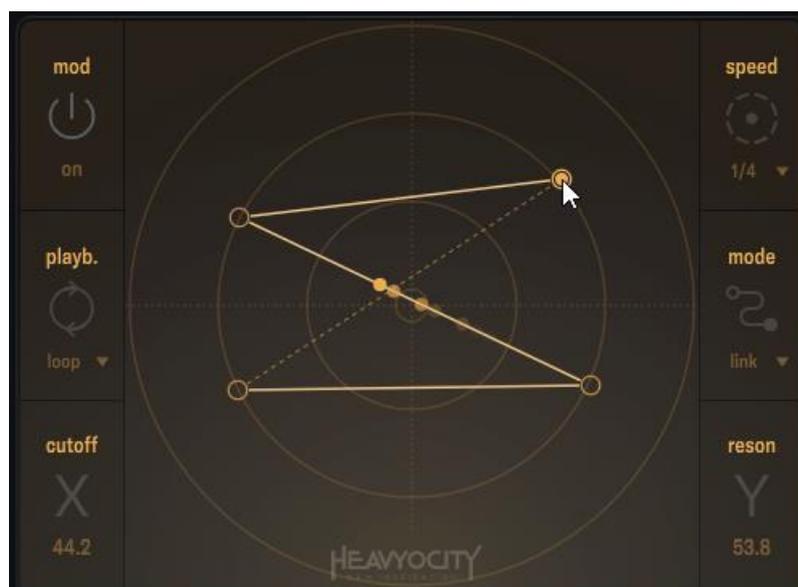
When the modulation system is off, you can control the XY parameters by clicking and dragging on the XY pad.



Activating the XY modulation system will change the interaction with the XY pad and highlight additional controls either side of it.

To draw a modulation path, you can create and delete *nodes* by double-clicking or holding the [alt] key on Windows or the [Option] key on MacOS while clicking in the XY pad area.

The *nodes* will automatically link to form a *path*. Double-clicking (or [alt/option]+clicking) on a link between nodes will insert a new node at that position.



The modulation system is limited to a minimum of 2 nodes, and a maximum of 15.

Nodes can be moved around by clicking and dragging them. It is possible to select multiple nodes to move by clicking and dragging a lasso selection around them.



You can select the modulation rate from the **speed** dropdown menu to the top right of the XY area.

You can set whether the modulation rate applies to the whole path or to each link in the path via the **mode** menu. Each option will have different pros and cons depending on what you want to do:

- The **Path** option will mean that the modulation pattern always takes the same amount of time, no matter how many nodes are added or removed while editing it.
- The **Link** option will keep the rate between each node fixed, no matter how close or far they are from each other.

You can set the playback direction using the menu below the Modulation On/Off button.

Common Controls

Every MicroFX plugin will be different, but some controls are the same between them.

To the top left you will find the **Master On/Off** toggle button.

To the top right you will find the main menu (represented by a  [cog icon]), which contains global controls and options:

- **Over-Sampling** – select an over-sampling option. The *Low Latency* options use faster DSP but introduce phase offsets in the higher frequencies (this will only be a concern if you are doing parallel processing). The *Linear Phase* options will keep phase intact but introduce extra latency, so we suggest only using this option when necessary.
- **Sync Mod to Song Position** – this is active by default, so that the modulation stays in sync with the transport position. However, you may wish to turn this off so that modulation is more “free running”.
- **Show/Hide Tooltips** – tooltips are visible by default but can get distracting. You can hide them using this option.
- **Reset Size** – You can freely resize any MicroFX Plugin, but you may want to return to the original default size, and this will let you do that.
- **Show Documentation** – Opens the documentation folder.
- **About** – Shows the about screen with build information and credits. Clicking on the product label will also open the about screen.

Activate – This option is only visible when you are running the Plugin in demo mode. Clicking this will open the activation screen, which is described in the

- Activation chapter.

The bottom area contains the main **INPUT** and **OUTPUT** gain sliders, which control the level of the signal as it enters and exits the effect.

Between these sliders is a dry/wet mix knob, which you can use to blend the clean and effected signal together. Note that the output gain comes before the mix knob in order to give you better control over the balance.

If you hover over the **OUTPUT** label, it will change to say **MATCH**. Clicking on this will change the output gain slider setting to try and match the input and output loudness. It is important to only use this control when a signal is going through the effect, otherwise results could be unpredictable.

