_AUGMENTED MALLETS PLAY

ARTURIA

_The sound explorers

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Thank you for downloading Arturia Augmented MALLETS Play!

This manual covers the features and operation of Augmented MALLETS Play.

Be sure to register your software as soon as possible! When you downloaded Augmented MALLETS Play you were sent a serial number and an unlock code by e-mail and/or the Arturia Downloads & Manuals. These are required during the online registration process.

Special Messages

Specifications Subject to Change:

The information contained in this manual is believed to be correct at the time of printing. However, Arturia reserves the right to change or modify any of the specifications or features without notice or obligation.

IMPORTANT:

The software, when used in combination with an amplifier, headphones, or speakers, may be able to produce sound levels that could cause permanent hearing loss. DO NOT operate for long periods of time at a high level or at a level that is uncomfortable. If you encounter any hearing loss or ringing in the ears, you should consult an audiologist.

Introduction

Congratulations on Downloading Arturia Augmented MALLETS Play

Augmented MALLETS Play incorporates rich multi-sampled tuned percussion instruments with state-of-the-art synthesis combining them into an approachable, exciting software instrument. This will give modern producers immediate access to a comprehensive range of authentic, abstract, and evocative mallet sounds.

Be sure to visit the www.arturia.com website for information on all our other inspiring hardware and software instruments, effects, MIDI controllers, and more. They have become indispensable tools for many visionary artists around the globe.

Musically yours,

The Arturia Team

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1. WELCOME TO AUGMENTED MALLETS PLAY

Augmented MALLETS Play will provide you with a collection of finely crafted sounds that combine beautifully recorded tuned percussion instruments with state-of-the-art synthesis engines, designed to compliment any project. Use the intuitive browser to discover inspiring evolving keys, percussive tones and ethereal mallet melodies. Transform the sounds effortlessly with the Morph control, or shape and tweak many different aspects with the powerful macros.

1.1. Augmented MALLETS Play sound engine

At the heart of this hybrid instrument is a curated selection of Marimba, Vibraphone and Celeste sampled instruments, provided in a set of natural articulations, prepared articulations, and processed sounds.

The synthesizer engine used in Augmented MALLETS Play, offers everything from Virtual Analogue to Wavetable, through Granular and Harmonic to ensure you have enough sound sculpting tools for any sound design. The interface is very intuitive, with just a few macro controls - These powerful macros simultaneously tweak multiple parameters for dramatic adjustments to your sound in real-time. This will allow you to quickly tailor your sound to whatever your project needs.

1.2. Features

- Hybrid synthesizer featuring two separate layers
    - Each Layer can be comprised of a mixture of two Engines.
    - Each Engine can contain a multisample or a synth Engine (Virtual Analogue, Wavetable, Granular & Harmonic methods of synthesis)
    - You can go up to 2 synth Engines, and 2 multisample Engines at the same time
    - Blend Layers using the Morph macro
    - 8 Macros giving you single knob control for Color, Time, Motion & Morph with 4 dedicated to FX
    - Two separate Multi-effects inserts per layer
    - Reverb and Delay on the master bus, for overall effect

2. ACTIVATION AND FIRST START

Augmented MALLETS Play works on computers equipped with Windows 8 or later and macOS 10.13 or later. You can use the instrument in standalone mode or as an Audio Unit, AAX, VST2, or VST3 instrument inside your Digital Audio Workstation (DAW) software.

2.1. Activate the Augmented MALLETS Play license

Once Augmented MALLETS Play has been installed, the next step is to activate your license for the instrument. This is a simple process that is done through a separate program called the Arturia Software Center.

2.1.1. The Arturia Software Center (ASC)

If you have not already installed the ASC, you can do so by going here: Arturia Downloads & Manuals.

Look for the Arturia Software Center at the top of the page, and then download the version of the installer that you need for your system (macOS or Windows).

Once the software is installed:

- Launch the Arturia Software Center (ASC).
- Log into your Arturia account.
- Scroll down to the My Products section of the ASC.
- Click the Activate button and follow the instructions.

That's it!

2.2. Augmented MALLETS Play as a plug-in

Augmented MALLETS Play comes in VST, Audio Unit (AU) and AAX plug-in formats for use in all major DAW software such as Ableton Live, Cubase, Logic, Pro Tools, Studio One, and more. When using Augmented MALLETS Play as a plug-in, all audio and MIDI device settings are handled by the host music software. Please refer to your host music software's documentation if you have any questions about loading or using plug-ins.

Note that when you load Augmented MALLETS Play as a plug-in instrument inside your host software, its interface and settings work the same way as in standalone mode, with a few small differences:

- Augmented MALLETS Play will synchronize to your DAW's host tempo/bpm rate, when tempo is a factor
- You can automate numerous parameters using your DAW's automation system
- You can use more than one instance of Augmented MALLETS Play in a DAW project (in standalone mode you can only launch one instance of Augmented MALLETS Play)
- You can run the output of Augmented MALLETS Play through any additional audio effects available to your DAW such as delay, chorus, filters, etc.
- You can route Augmented MALLETS Play's audio outputs more creatively inside your DAW using the DAW's own audio routing system.

2.3. Initial setup for Standalone Use

If you would like to use Augmented MALLETS Play in standalone mode, you will need to set up your instrument and ensure that MIDI and audio signals are flowing properly through the software. You generally only need to do this one time unless you make major changes to your computer. The setup process is the same on both Windows and macOS computers.

> This section only applies to readers that plan to use Augmented MALLETS Play in standalone mode. If you are only going to use Augmented MALLETS Play as a plug-in inside a host music software, you can safely ignore this section (your host music software handles these things).

2.3.1. Audio and MIDI settings

At the top left of Augmented MALLETS Play is a pull-down menu. Click it to reveal the following:
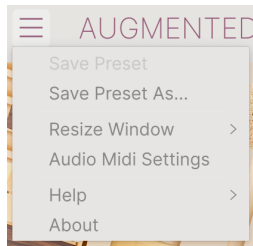
Select **Audio MIDI Settings** to bring up the following window. Note that this menu is only available when using Augmented MALLETS Play in Standalone mode:
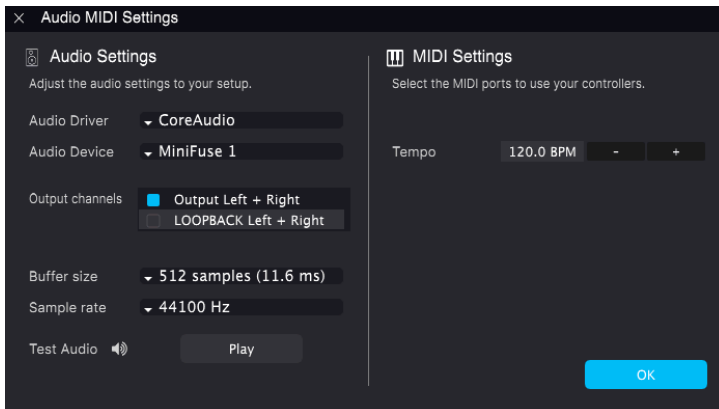
Starting from the top we have the following options:

- **Device** selects which audio driver and device will handle playback of Augmented MALLETS Play. This can be your computer's internal driver, or an external soundcard driver. The name of your hardware interface may appear in the field below depending on your selection.

> ♪ On macOS devices, including external audio interfaces, use the built-in CoreAudio driver. The device can be selected from the second menu.

- **Output Channels** lets you select which of the available device outputs will be used for playback. If your selected device only has one stereo output, then only one option will appear here; If your device has more than two outputs, then you can select a specific pair of outputs.

- **Buffer Size** menu lets you select the size of the audio buffer your computer uses to calculate sound.

> ♪ A larger buffer means a lower CPU load as the computer has longer periods of time to process commands and fewer interruptions, but this can result in a noticeable latency between a key-press and hearing a result (an obvious problem when playing an instrument). A smaller buffer means lower latency between pressing a key and hearing the note, but a higher strain on your CPU. A fast, modern computer should easily be able to operate at low sample buffer sizes (256 or 128 samples) without audio glitches. However, if you do hear clicks, pops, or artifacts, try increasing the buffer size until you have smooth playback without any glitches. The latency time is displayed in milliseconds on the right-hand side of this menu.

- **Sample Rate** menu lets you set the sample rate at which audio is sent out of the instrument. The options listed here will depend on the capability of your audio interface hardware.

> ♪ Virtually all audio hardware can operate at 44.1 or 48 kHz which is perfectly fine in most applications, including Augmented MALLETS Play. Higher sample rates place greater loads on the CPU so we recommend staying at 44.1 or 48 kHz unless you have a specific requirement to work at high sample rates.

- **Show Control Panel** button will jump to the system control panel for whatever audio device is selected.

> ♪ Note that this button is only available in the Windows version.

- **Play Test Tone** plays a simple test tone to help you troubleshoot audio issues. You can use this feature to confirm that the instrument is routed correctly through your audio interface and audio is playing back where you expect to hear it (your speakers or headphones, for example).

- Your connected MIDI devices will appear in the **MIDI Devices** area. Note that this is only displayed if MIDI devices are present on your computer. Click the check box to accept MIDI data from the device you want to use to trigger the instrument. Note that you can select more than one MIDI device if you wish to play Augmented MALLETS Play from multiple controllers.

- **Tempo** sets the tempo of the Augmented MALLETS Play sequencer. When using Augmented MALLETS Play inside a host music software as a plug-in, the instrument gets tempo information from your host software.

2.4. Taking Augmented MALLETS Play for a Test Drive

Now that you have Augmented MALLETS Play up and running, let's take it for a quick test drive!

If you haven't done so already, launch Augmented MALLETS Play as a plug-in or as a standalone instrument. If you have a MIDI controller set up, use it to play some notes on Augmented MALLETS Play.

The Left and Right arrows at the top of the instrument let you step through all of Augmented MALLETS Play's available presets. Try playing a few and when you find one that you like, try adjusting some of the other on-screen controls to see how it affects the sound.

Play freely with the controls – nothing is saved unless you specifically save a preset (described later in this User Guide), so there is no chance of messing up any of Augmented MALLETS Play's factory presets.

At this point, we can wrap up the installation and test drive. We hope you have gotten off to a smooth start. The rest of this guide will help you work your way through all of the Augmented MALLETS Play features. By the time you reach the end, we hope you'll be using the instrument to create fantastic music!

3. THE USER INTERFACE

This chapter will give you an idea of how Augmented MALLETS Play is organized and where to find things.

3.1. High-Level Overview

Augmented MALLETS Play is neatly subdivided into three sections as shown in the illustration above.

1. **The Upper Toolbar:** This is where you handle administrative tasks such as saving, loading and browsing presets, editing various setup and configuration parameters, adjusting MIDI mappings.. We will go over the Toolbar in the next section of this chapter.

2. **The Main Panel:** This is where you access the macro controls which allow you to edit your sounds. We will go over this panel in the Main Panel And Features [p.27] section of this guide.

3. **The Lower Toolbar:** This section provides quick access to a number of important parameters and useful bits of information such as CPU usage, Undo & Redo History. We will go over the Lower Toolbar at the end of this chapter.

3.2. The Upper Toolbar
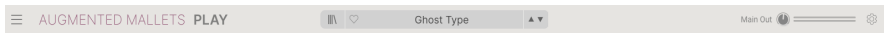
The toolbar that runs along the top of the instrument provides access to many useful features including the Augmented MALLETS Play menu, preset browsing features and various MIDI mapping features.

3.2.1. The Augmented MALLETS Play menu

Clicking the Augmented MALLETS Play box at the top-left corner opens a pull-down menu and lets you access a number of important features.
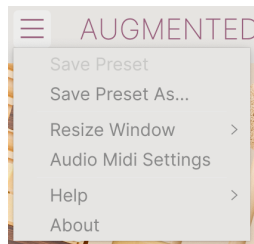
- **Save Preset:** This option will overwrite the currently loaded preset with any changes you have made. If you would like to save the current preset under a different name, use the "Save As..." option below.

- **Save Preset As...** This lets you save your preset under a different name. Clicking this option reveals a window where you can name your preset and enter information about it.

♪ Arturia's powerful browsing system lets you save much more than just a preset name. For example, you can enter the Author's name, select a Bank and Type, select tags that describe the sound, and even create your own Bank, Type, and Characteristics. This information can be read by the preset browser and is useful for searching the presets banks later. You can even enter freeform text comments in the Comments field, which is handy for providing a more detailed description of a sound. This can help you remember a sound or to provide context to other Augmented MALLETS Play users with which you are collaborating.

- **Resize Window:** The Augmented MALLETS Play window can be resized from 50% to 200% of its original size without any visual artifacts. On a smaller screen such as a laptop you may wish to reduce the interface size so it doesn't dominate the display. On a larger screen or a second monitor you can increase the size to get a better view of the controls. The controls work the same at any zoom level but smaller controls can be easier to see at higher magnification levels.

♪ While working with Augmented MALLETS Play, you can also use the keyboard shortcuts Ctrl & +/- (or Cmd & +/-) to quickly adjust the window size. Note that in some DAWs, the same key commands may be used for zoom. In this case, the DAW takes priority.

- **Audio MIDI Settings (only available in stand-alone mode):** Here you manage the way the instrument transmits audio and receives MIDI. See the section Audio and MIDI settings for more information about this topic.

The Audio MIDI Settings menu is only available in when using Augmented MALLETS Play in Standalone mode. When using Augmented MALLETS Play as a plugin, the host software handles all of the parameters in this menu including audio and MIDI routing, buffer size settings, and more.

- **Help:** This section provides handy links to the Augmented MALLETS Play User Guide and the Augmented MALLETS Play Frequently Asked Questions page on Arturia's website. Note that accessing these pages will require an Internet connection.

- **About:** Here you can view the Augmented MALLETS Play software version and developer credits. Click the About window again to close it.

3.2.2. Browsing Presets

Augmented MALLETS Play comes with lots of great-sounding factory presets. To help you search through large numbers of presets, we have a powerful preset browser with a number of features to help you find sounds quickly.
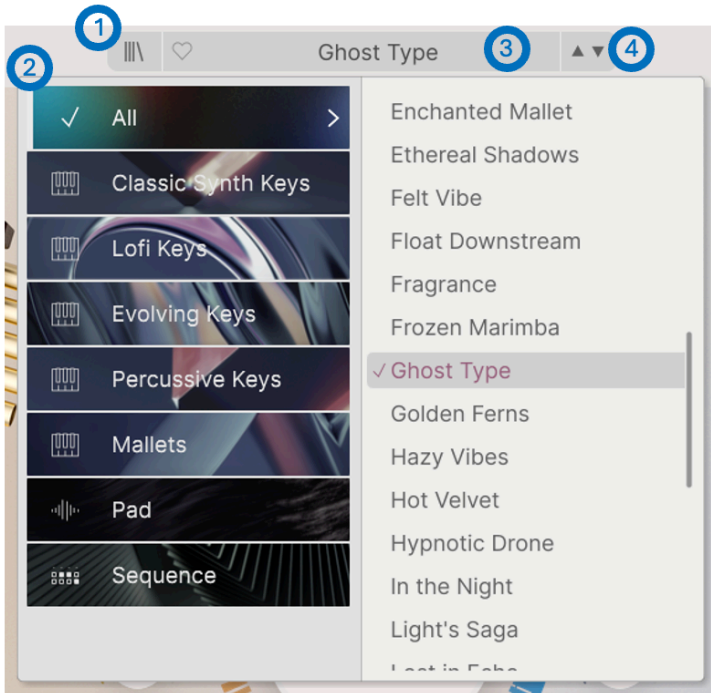
The browsing features of the Toolbar (shown above) include the following:

1. The **Preset Browser Button** (four-lines icon) opens and closes the preset browser. This is covered in detail in the next chapter, The Preset Browser [p.19].

2. The **Preset Filter** Choose between "All Presets" or select one of the categories pictured. You can filter in a more granular way using the Preset Browser, explained later.

3. The **Preset Name** is listed next in the toolbar. Clicking on the name reveals a pull-down menu with other available presets. Click on any name to load that preset or click away from the menu to close it.

4. The **Arrow icons** select the previous or next preset in the filtered list. This is the same as clicking on the preset name and selecting the next option in the list, but does it with only one click.

> ♪: The Previous and Next arrows can be MIDI mapped. This means you can use buttons on your MIDI Controller to easily step through the available presets without having to use the mouse at all.

3.2.3. Main Out and meters

Next is a knob for the Main Out, the overall audio level coming out of the plug-in. Next to it are a pair of signal level meters.

3.2.4. Side Panel Settings

At the far right of the Toolbar, a gear-shaped icon opens up a panel on the right side, containing two tabs:

- **Settings:** Global settings (MIDI Channel, Enable Accessibility, and Multicore), Preset settings and MPE settings.
- **MIDI:** MIDI Learn functions for use with external controllers.

3.3. The Lower Toolbar

The Lower Toolbar runs along the bottom of the Augmented MALLETS Play user interface and provides quick access to several important parameters and useful bits of information.

Polyphony: Sets the polyphony of the patch. Can also be set to mono or legato

- **Parameter Name:** Displays the name of the parameter as you adjust or hover over controls. The current value of the control is listed in a tool tip that appears next to the control.
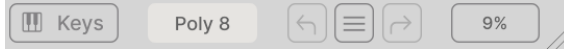
- **Keys**: Pops up an onscreen keyboard that displays the current note range of the sound engine in red. You can click on the keys to play notes, click on the buttons to change octave (the key range remains the same), and drag the pitch and modulation wheels.

- **Polyphony**: opens a pop-up menu that lets you select the polyphony of the plugin among the options shown below:
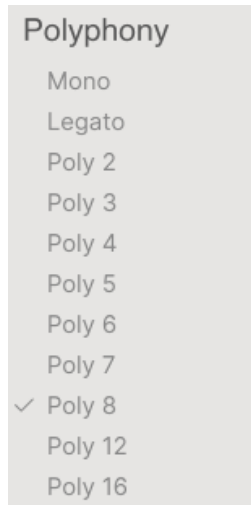
- **Undo/Redo:** Keeps track of your edits and changes.
    - ○ **Undo (left arrow):** Undoes the last change in Augmented MALLETS Play.
    - ○ **Redo (right arrow):** Redoes the last change in Augmented MALLETS Play.
    - ○ **Undo History (center menu icon):** Displays a list of recent changes. Click on a change to restore the patch to that state. This can be useful in the event you happened to go too far in your sound design and want to revert to an earlier version.

- **CPU Meter and Panic Button:** Displays the current CPU usage of the instrument. Clicking on the CPU will send a MIDI panic, silencing all notes resetting MIDI signals in the event of stuck notes or other issues.

3.4. The Side Panel

The icon shaped like a gear at the upper right corner accesses global MIDI channel settings and a powerful MIDI Learn mode.

3.4.1. Settings Tab

Click **Settings** to access a drop-down menu where you can set the global MIDI receive channel and make settings for MPE (MIDI Polyphonic Expression).
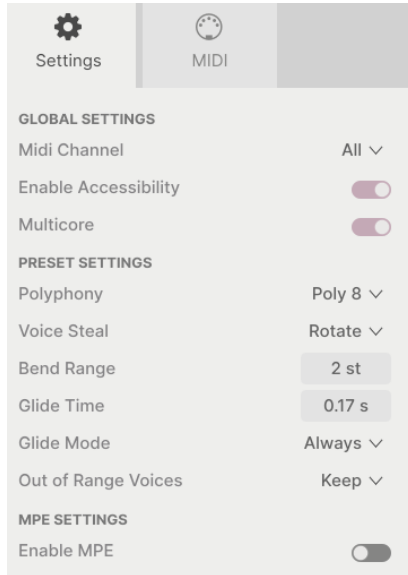
Global Settings

- **MIDI Channel:** Selects the MIDI channel(s) on which Augmented MALLETS Play will receive MIDI input. You can select ALL (omni) or channels 1-16.

- **Enable Accessibility**: Allows for the GUI to be read by the text-to-speech tool installed on your computer.

- **Multicore**: Spreads out the processing on the different cores of your computer for better efficiency.

Preset Settings

- **Polyphony:** Select monophonic all the way to 16 note polyphony

- **Voice Steal:** Choose Reassign or Rotate mode

- **Bend Range:** Select range from 1 semitone all the way up to 3 octaves.

- **Glide Time:** Choose your Glide time, up to 10 seconds

- **Glide Mode:** Select Portamento or Legato for your glide type.

- **Out Of Range Voices**: This setting controls what happens to notes played outside the current patch's Sampler range(s). You can select Keep, which plays all notes anyway, or Kill, which ignores notes outside the Sampler range. This lets you set whether or not a sound that has a Synth engine plays notes just with the Synth when the Sampler is out of range.

MIDI Polyphonic Expression: Augmented MALLETS Play supports MIDI Polyphonic Expression (MPE). This exciting addition to the MIDI protocol allows a multi-dimensional controller to send polyphonic expressive controls (like pitch-bend, aftertouch, or your finger location on the Y axis of a key) on a per-note basis. This is done by using separate MIDI Channels to carry each note's expressive data separately, that can then be parsed by synthesizers like Augmented MALLETS Play.
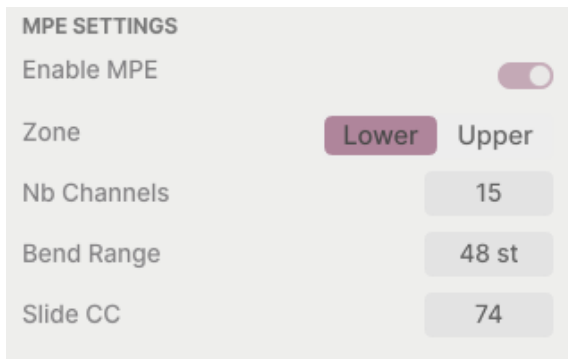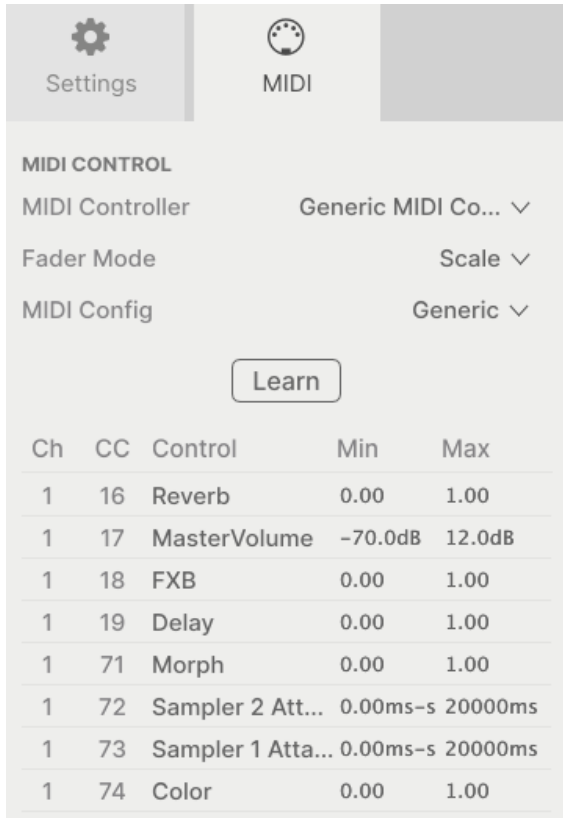
The controls in the above menu let you set the following:

- **Enable MPE:** Turns MIDI Polyphonic Expression mode on and off.

- **Zone:** If an MPE-capable controller can be split into lower and upper zones, this selects which zone sends the MPE messages.

- **No. Channels:** Sets the maximum number of MIDI sidechannels (and therefore simultaneous notes) on which MPE messages may be sent.

- **Bend Range:** Sets the maximum pitch bend range of each note, up to 96 semitones (48 by default). This should be set to the same value as what is used on your hardware MPE controller.

- **Slide CC:** Select the MIDI CC number used to send the slide information. By default, this is 74 but you can change it. Note that when MPE is enabled, all the controls that listen to the selected CC will no longer receive it.

3.4.2. MIDI Learn Tab

This is where Augmented MALLETS Play may be placed in MIDI Learn mode. In this mode, all MIDI-assignable parameters are highlighted and you can map physical controls on your MIDI Controller to them. A typical example might be to map a real expression pedal to the Master Volume control, or a physical knob on the MIDI controller to control any of the other macro knobs.

		Settings	MIDI	

MIDI CONTROL

MIDI Controller	Generic MIDI Co... ⌄
Fader Mode	Scale ⌄
MIDI Config	Generic ⌄

Learn

Ch	CC	Control	Min	Max
1	16	Reverb	0.00	1.00
1	17	MasterVolume	−70.0dB	12.0dB
1	18	FXB	0.00	1.00
1	19	Delay	0.00	1.00
1	71	Morph	0.00	1.00
1	72	Sampler 2 Att...	0.00ms–s	20000ms
1	73	Sampler 1 Atta...	0.00ms–s	20000ms
1	74	Color	0.00	1.00

3.4.2.1. Assigning and Unassigning Controls

Click the **Learn** button in the MIDI tab to put Augmented MALLETS Play into Learn mode. Controls available for assignment are purple. Controls that are already assigned are red.(You can re-assign them, though.)
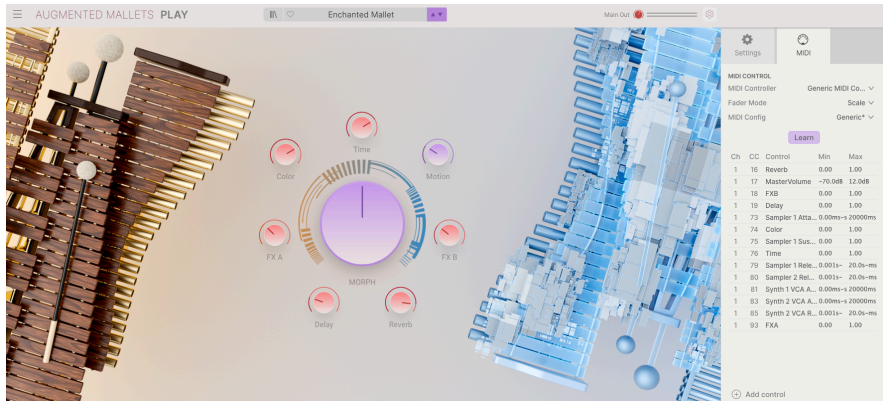
Click any purple control and its name will appear in the list. Now, move a control or operate a switch on your MIDI controller. The corresponding control onscreen will turn red and the assigned MIDI CC number will appear in the list to the left of the parameter name.

To unassign a control onscreen, control-click or right-click it. Alternative methods of assignment are available in the described below.

3.4.2.2. Min and Max Values

The **Min** and **Max** value columns for each parameter in the list let you scale the amount by which a parameter in Augmented MALLETS Play changes in response to a physical control movement. For example, you may wish to limit the range of a filter sweep even though you're probably going to turn the knob all the way in live performance.

Drag up or down on a value to change it. Values are expressed as decimal fractions from zero to 1. It is possible to set the maximum lower than the minimum. This reverses the polarity of the physical controller; i.e. turning it up will turn the assigned parameter down.

In the case of switches which only have two positions (On or Off, etc.), those would normally be assigned to buttons on your controller. But it is possible to toggle those with a fader or another control if you like.

3.4.2.3. MIDI Parameter Menu

Control-clicking or right-clicking on any item in the list of assigned parameters brings up a convenient menu with the following options, which can be different for each parameter.
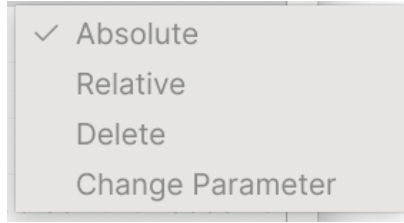

- **Absolute:** The assigned parameter in Augmented MALLETS Play tracks the literal value your physical controller is sending out.
- **Relative:** The assigned parameter in Augmented MALLETS Play will go up or down from its current value in response to physical controller movements. This is often useful when using endless 360-degree encoders that don't have physical motion limits.
- **Delete:** Removes the assignment and turns the corresponding onscreen control purple again.
- **Change Parameter:** Brings up a large sub-menu of every assignable parameter in Augmented MALLETS Play. This lets you change the assignment of the current CC/physical control manually and is useful when you know exactly the destination you're looking for.

3.4.2.4. MIDI Controller Menu
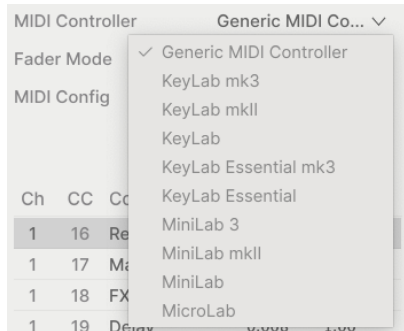
At the top right of the MIDI tab is a drop-down menu where you can select templates for many Arturia MIDI controllers. These map physical controls to many "most wanted" parameters in Augmented MALLETS Play for a plug-and-play experience. A Generic template is also provided for third-party MIDI controllers.

3.4.2.5. MIDI Config Menu
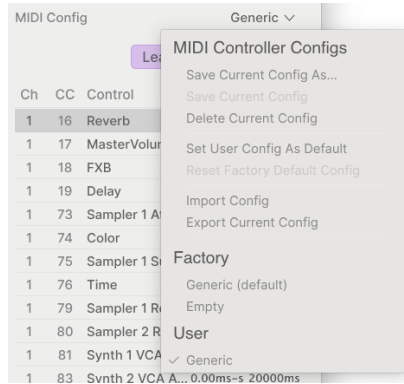
Another drop-down lets you manage different sets of MIDI maps for controlling Augmented MALLETS Play from MIDI hardware. You can save/save as the current MIDI assignment setup, delete it, import a configuration file, or export the currently active one.

This is a quick way to set up different hardware MIDI keyboards or controllers with Augmented MALLETS Play without having to build all the assignments from scratch each time you swap hardware.

For example, if you have multiple hardware controllers (small live keyboard, large studio keyboard, pad controller, etc.), you can create a profile for each of them one time and then quickly load it here. This saves you from having to redo the MIDI mapping assignments from scratch each time you swap hardware.

Two options in this menu are especially powerful:

- **Default:** Gives you a starting point with predetermined controller assignments.
- **Empty:** Removes the assignments of all controls.

4. THE PRESET BROWSER

The preset browser is how you search, load and manage sounds in Augmented MALLETS Play. It has a couple of different views but they all access the same banks of presets.

To access the search view, click on the browser button (the icon looks a bit like books on a library shelf).
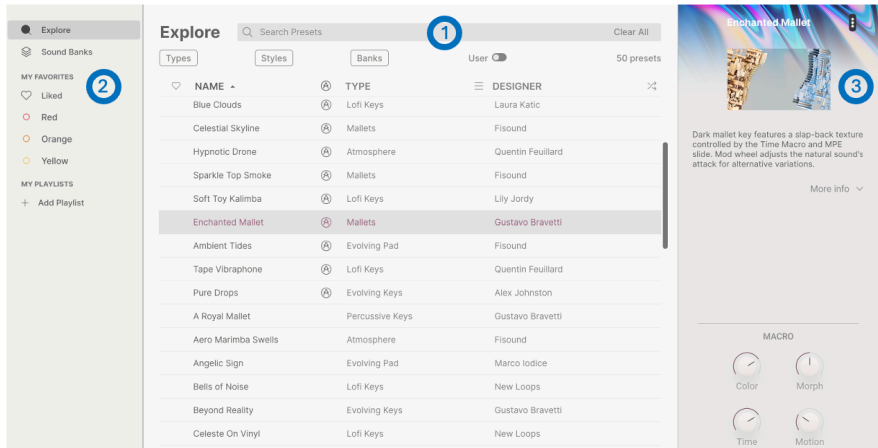
The Preset Browser button

Number	Area	Description
1.	Search and Results [p.19]	Search presets with text strings, and by tags for Type and Style.
2.	Sidebar [p.24]	Manage banks and Playlists.
3.	Preset Info [p.25]	Summary of Bank and Tags, Designer name, and description info for current Preset.

4.1. Search and Results

Click on the Search field at the top and enter any search term. The browser will filter your search in two ways: First, by matching letters in the Preset name. Then, if your search term is close to that of a Type or Style [p.20] it will include results fitting those tags as well.

The Results list beneath shows all Presets that fit your search. Click the X icon on the right to clear your search terms.
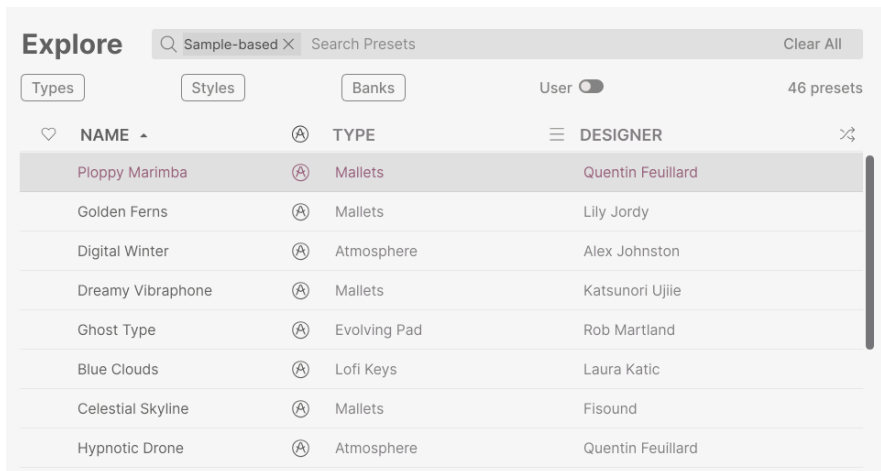
Filter by typing text in the Search field

4.2. Using Tags as a Filter

You can narrow (and sometimes expand) your search using different tags. There are two kinds of tags: *Types* and *Styles*. You can filter by one, the other, or both.

4.2.1. Types

Types are categories of instruments and musical roles: keys, pads, and sequence. With a clear search bar, click the **Types** button to bring up a list of types. Notice that each type also has several sub-types:
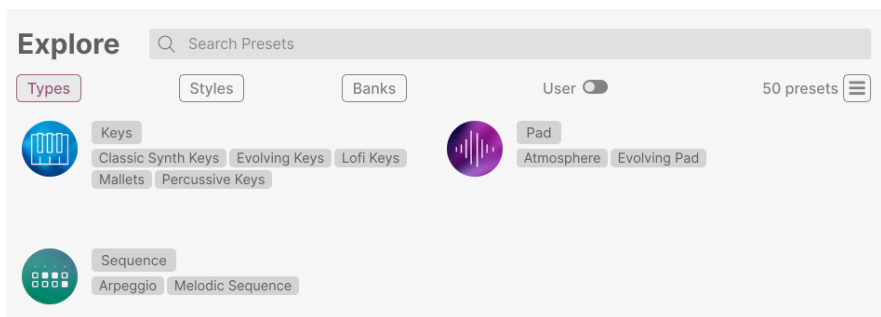
Click any one of them, and the results will show only Presets that match that tag. You can also select multiple Types using Cmd-click (macOS) or Ctrl-click (Windows). For example, if you aren't sure whether the preset you're looking for was tagged with Keys or Pad, select both to broaden the search.

Results columns can be inverted by clicking the arrow buttons to the right of their titles (Name, Type, Designer).

4.2.2. Styles

Styles refine your search according to further musical attributes. Accessed by the **Styles** button, this area has three further subdivisions:

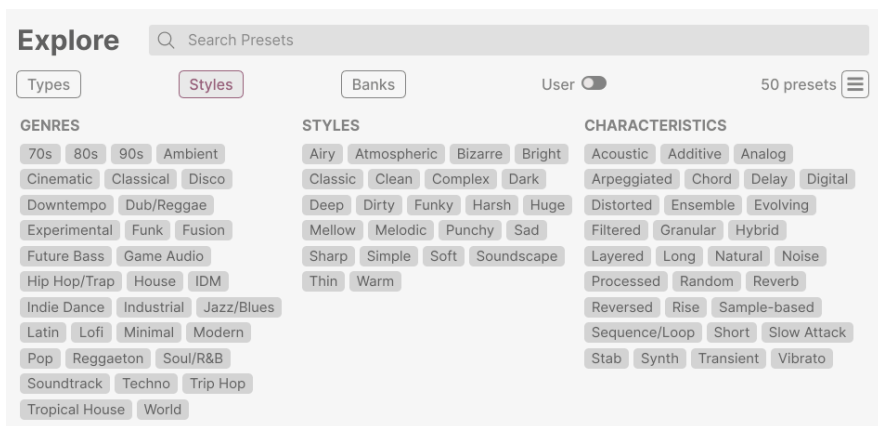- *Styles*: General "vibe" such as Atmospheric, Dirty, Clean, Complex, Mellow, etc.

- *Genres*: Identifiable musical genres such as decades, Disco, Techno, Tropical House, Dub/Reggae, etc.

- *Characteristics*: Sonic attributes such as Analog, Evolving, Distorted, Slow Attack, Rise, etc.

Click on any tag to select it. Click again (or right-click) on any selected tag to de-select it. Notice that when you select a tag, several other tags usually disappear. This is because the browser is narrowing your search by a process of elimination. De-select any tag to remove that criterion and widen the search without having to start all over again.

4.2.3. Banks

Next to the **Types** and **Styles** buttons is the **Banks** button, which lets you do your search (using all the methods above) within the factory bank or user banks.

4.3. Search Results window

Click the **Show Results** button if you cannot already see your list of results. Click the sort arrow to reverse the alphabetical order of any column.

4.3.1. Sorting the Preset Order

Click the **NAME** header in first column of the Results list to sort Presets in ascending or descending alphabetical order.

Click the **TYPE** header in the second column to do the same thing by Type.

Click the **Arturia logo** to the left of **TYPE** to bring factory-featured Presets to the top of the list. These will appear just under any Presets you have liked [p.23].

The third column has two header options: **DESIGNER** and **BANK**. Click the icon with three lines to choose between the two. Then click either header name as with the other two columns to switch the alphabetical order.
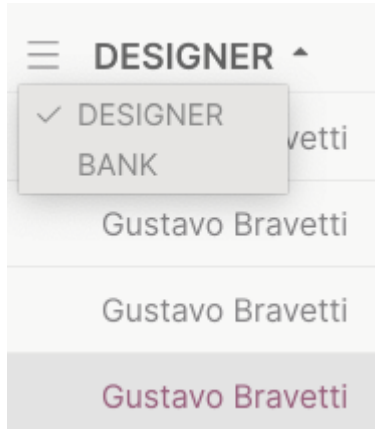
4.3.2. Clearing Tags

Just below the Types, Styles, and Banks buttons, you will see labels for all the active tags in a search. Click the X next to any tag to remove it (and thus broaden the results). Click **Clear ALL** to remove all tags.
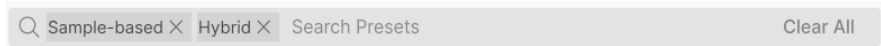
4.3.3. Liking Presets

As you explore and create Presets you can mark them as Liked by clicking the **heart** next to their names. Later, click on the heart icon to put all of your favorites at the top of the Results list.

♥	NAME
♥	Digital Winter
♥	Ambient Tides
♥	Digital Island
♥	VibraTone
♥	Angelic Sign
♥	Clair de Lune
♥	Ghost Type
♥	Felt Vibe

Use as many of the sorting and filtering features as you need and you will find the exact sound you want every time.

4.4. Sidebar

The leftmost section of the Preset Browser determines what is displayed in the Search and Results [p.19] section.

The topmost option is:
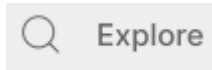
The **Explore** section is the default, letting you search the current bank of Presets loaded into Augmented MALLETS Play as we did in the previous section.

4.4.1. My Library

This chooses from among every Preset and bank you currently have access to in Augmented MALLETS Play, with some convenient options.
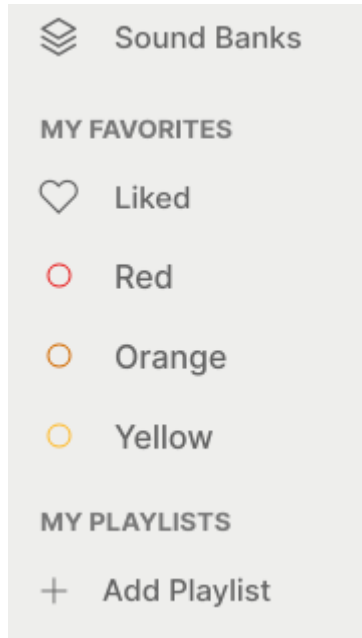
- **Sound Banks**: Any banks you have imported or created.
- **Liked**: Presets you have liked using the heart icon. This appears at left when you mouse over any item in a results list.
- **Color codes**: Select from up to 7 colors to assign to any Preset, favorite or otherwise. This then allows for quick filtering of your Presets.
- **MY PLAYLISTS**: A Playlist is a set of Presets that have been selected and placed in a certain order, divided up into sections called Songs. You can design a complete live set this way, with all of the Presets you'll need set up in the right order. All you'll need to do is click the arrow for the next Preset and it will move you through the Playlist automatically.

4.5. Preset Info Section

The right side of the browser window shows specific information about each Preset. The information for User Presets (but not Factory ones) may be changed here: Name, Type, Favorite, etc.
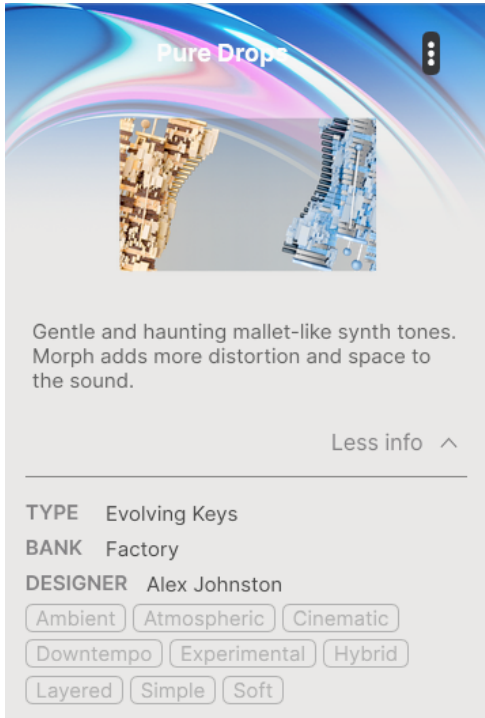
To make the desired changes, you can type in the text fields, use one of the pull-down menus to change the Bank or Type, and click the + sign to add or delete Styles.

Types and Styles changes you make here are reflected in searches. For example, if you remove the "Funky" Style tag and then save that Preset, it will not show up in future searches for Funky sounds.

4.5.1. Editing Info for Multiple Presets

If you'd like to move several Presets to a different bank while preparing for a performance, or enter a single comment for several presets at the same time, it's easy to do. Simply hold command (macOS) or ctrl (Windows) and click the names of the Presets you want to change in the Results list. Then enter the comments, change the Bank or Type, etc., and save the preset.
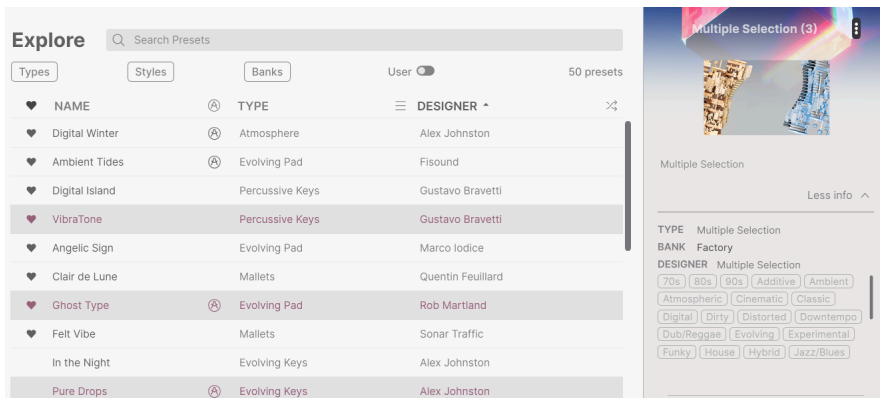
> **ℹ** ♪ If you want to alter the information for a Factory Preset you must first use the *Save As* command to re-save it as a User Preset. After this the Info section will gain Edit and Delete buttons at the bottom of the window.

4.6. Preset Selection: Other Methods

Click on the Preset name in the center of the upper tool bar to bring up a drop-down menu. The first option in this menu is **All Types**, and it brings up a submenu of literally every Preset in the current bank.
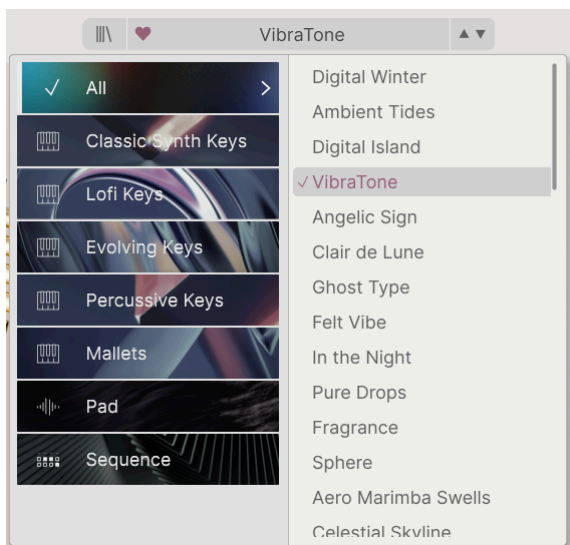
"All Types" in the drop-down menu, ignores any and all search criteria. And for the Type choices below the line, they always include all Presets for that Type.

5. MAIN PANEL AND FEATURES

The Main Page

On the Main Panel, Augmented MALLETS Play has a very simple layout with eight macro knobs. Seven knobs surround an eighth, oversized Morph control. These allow you to make changes to the sound very simply.

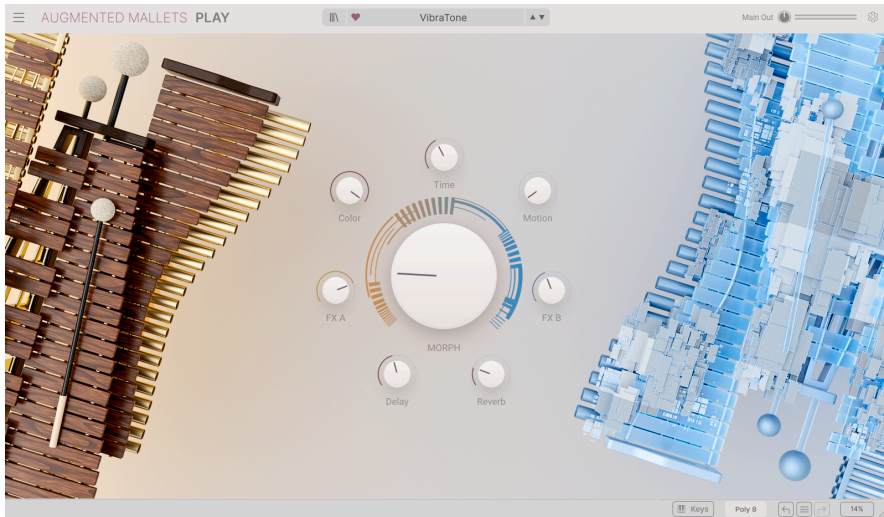Of the 8 controls, four of the macros directly pertain to effects. FX A & FX B controls have the capacity to adjust several parameters at once. The Delay and Reverb macros can control the dry/wet mix and multiple parameters from the master effects.

The next 4 controls are designed to adjust different aspects of the sound. This is dependent on what the sound designer of that patch has implemented.

5.1. Macro controls

5.1.1. Sound-based controls

- **Morph:** This oversized control allows you to blend between the sounds and parameters in Layer A with Layer B.

- **Color:** Changes the frequency spectrum of a sound, like filter cutoff as well as changing the texture of a sound.

- **Time:** Changes the timing of the preset.

- **Motion:** Adds movement to your sound.

5.1.2. Effects

With these Macro controls you can adjust the amount of effect added to your sound.

- **FX A:** This adjusts various parameters linked to the insert effect, directly effecting Layer A.

- **FX B:** This adjusts various parameters of the insert effect, directly effecting Layer B.

- **Delay:** This macro controls the dry/wet mix and multiple parameters from the Delay master bus effect.

- **Reverb:** This macro controls the dry/wet mix and multiple parameters from the Reverb master bus effect.

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