

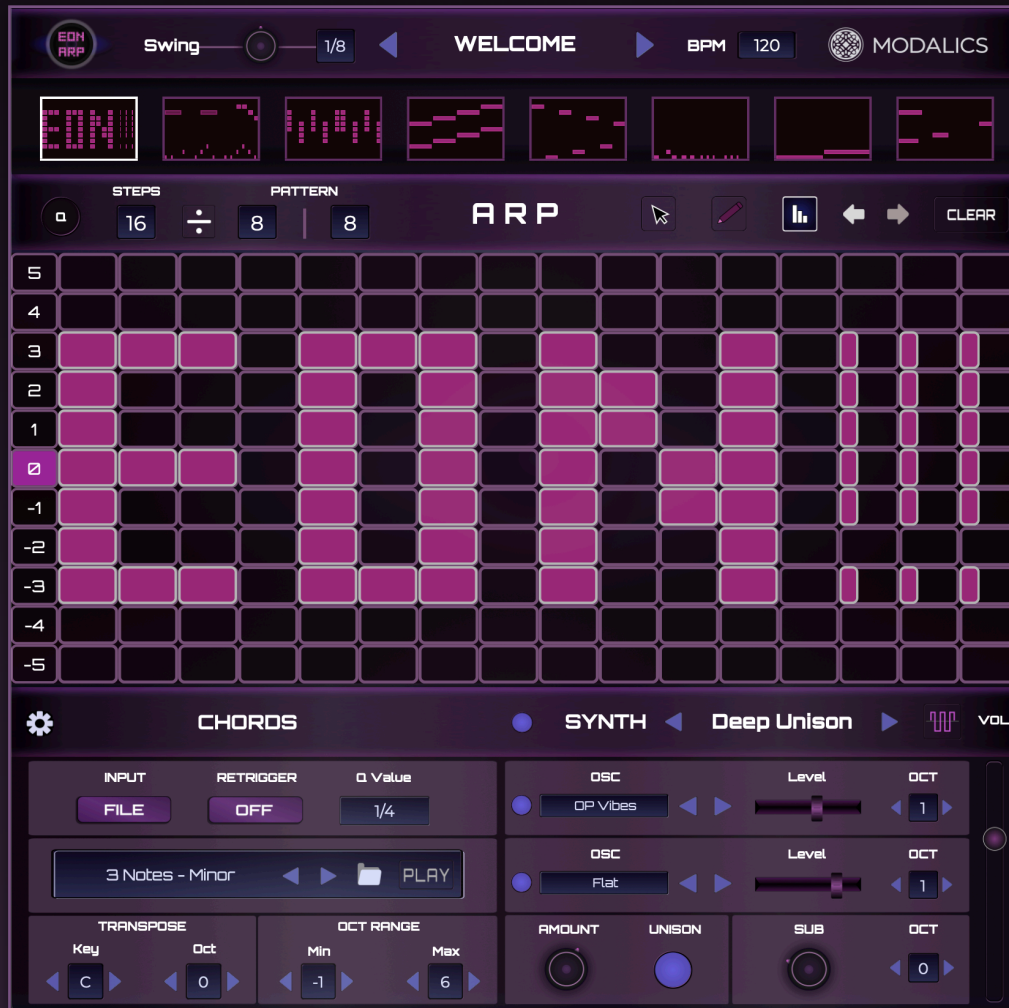
EON ARP USER MANUAL

An entire galaxy of melodic & harmonic inspiration awaits.

EON is an arpeggiator that gives you unparalleled rhythmic and melodic control.

Allowing you to shape intricate, beautiful & highly musical phrases easily.

EON is designed to be played with external midi input and plays great into synths, but we've also included 100+ Chords, progressions and scales as well as a mini synth to make sure you're making music with it as quickly as possible.



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Technical Specs

Min Supported System Specs

Intel Core i5 or equivalent AMD CPU, 4 GB RAM (6 GB recommended)

Apple ARM64 (M1, M2, etc..) on Apple Systems

Windows 10 / macOS 10.13

Supported Formats

Windows (64-bit only) - Standalone, VST, VST3, AAX

macOS (64-bit only) - Standalone, VST, VST3, AAX, AU

Tested DAWs

Cubase, Ableton Live, Logic, Pro-Tools, FL Studio, Reaper, Studio One,
Bitwig, Reason, Waveform, Cakewalk, Digital Performer, MainStage & Unify

The Installer Includes Standalone, Plugin and AU Midi FX formats.

EON Arp should run on any DAW that supports the formats listed above. if you run into any issues let us know

at info@Modalics.com

Install & Activate

1. **Download EON for your OS from the license email you received following your purchase or from modalics.com/downloads.**
2. **Start EON in standalone or inside your DAW of choice.**
3. **Upon first launch, the license activation prompt will appear.**
4. **In order to activate EON, simply drag and drop the license file you received onto the activation prompt.**
5. **You can also click the folder icon and locate your license file using your OS's file browser.**
6. **Click anywhere to close the activation window and ascend to the stratosphere on pure jet-fueled arpeggiating awesomeness.**
7. **Each EON license can be activated on up to 3 machines. Additional purchases under the same account will grant additional activations.**



Key Commands

Arp Grid Key Commands

- **1** - Select pointer
- **2** - Select pencil
- **3** - Select velocity pointer
- **Q** - Quantize note starts
- **W** - Quantize note ends
- **E** - Quantize note on both ends
- **A** - Select all notes
- **Ctrl/Cmd + Drag** - Free drag
- **Shift + Click** - Add note to selection / Remove note from selection
- **Shift + Drag Note Up/Down** - Adjust note velocity
- **Alt + Drag** - Copy note selection
- **Arrow Keys** - Move selected notes by 1 step according to arrow direction
- **Backspace** - Delete Selected / Delete All

General Key Commands

- **F1** - Open manual
- **F2** - Reset window size
- **Alt + Click** - Reset parameter
- **Double Click** - Manually insert value

* **EON** is fully resizable, simply click and drag from the lower right corner to resize

Pattern Key Commands

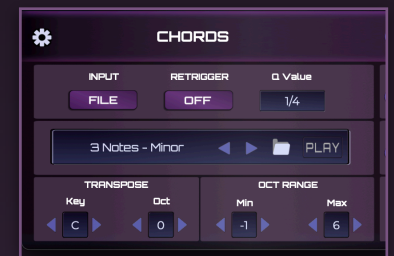
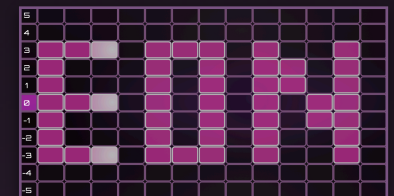
- **C** - Hold & click pattern to copy
- **V** - Hold & click pattern to paste
- **Right Click** - Drop down menu

Introduction

EON is made out of 6 Parts:

- 1. Top Toolbar - Activation, swing settings, presets, tempo, about EON.**
- 2. Pattern Snapshots - Change between 8 pattern snapshots according to the trigger quantize value dictated in the chords module**
- 3. Editing Toolbar - Control pattern length, select between brush types, undo/redo actions, delete all notes.**
- 4. Arp grid - The main area, draw pitch contours, control note lengths, velocity & chord voicing.**
- 5. Chords Section - Set input settings, pattern triggering settings, play or import midi files, transpose keys and/or set an octave range for the arp grid.**
- 6. Sound Section - 2 Oscillators with selectable wavetables, 1 sub oscillator with a sine wave & octave control, unison settings.**

*The sound section has a 2nd page with a filter, ADSR & a delay module.

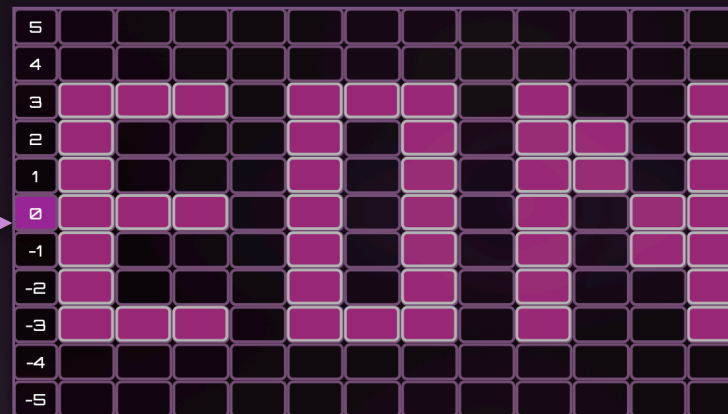


Introduction - Flow

The chords section sets the input source & controls the overall midi output.

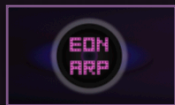
After the chords section, the midi information is affected and shaped by the Arp Grid

The midi output is then sent to either the internal synth or to your favorite synth



Awesome
External
Synth?

Top Toolbar



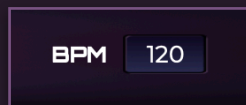
1. Activation Status - Click to open the activation prompt



2. Swing Parameters - Set swing amount and reference value, Swing is global and affects all patterns in the current preset

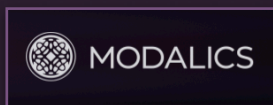


3. Preset Menu - Clicking the preset name opens the preset menu, you can use the arrows to navigate the presets chronologically. These presets only affect the ARP section, the sound section has a separate preset system.



4. BPM Slider - When in standalone mode, click and drag the number to adjust BPM, double click to insert value manually.

***When loaded in a host, bpm will be synced to host and can only be controlled via the host**



5. About - Clicking the Modalics logo will open the about window. Showing you a bit of what we're....ABOUT. Ha. Get it?

Breakdown - Patterns

Pattern Snapshots

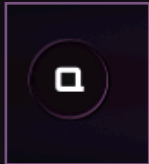


1. **Pattern Snapshots** - Each ARP preset can hold up to 8 pattern snapshots that can be triggered between using key switches.
2. **Snapshots** are saved dynamically while you're editing the pattern.
3. **Triggering between snapshots** can be done by mouse click, or by playing the corresponding midi notes that are noted next to each pattern (C0-C1, using only natural tones, no flats or sharps).
4. The timing for switching patterns is determined by the value specified in the "Q value" parameter in the "CHORDS" section.

***Pro Tip - You can hold "C" & click to copy any pattern and then hold "V" and click another pattern to paste! This is a great way to create "theme and variation" style snapshots.**



Breakdown - Grid Toolbar



Quantize Notes - Clicking this button will quantize the selected notes' starting points and lengths to fill an entire step.

*If no notes are selected, pressing this button will quantize all notes currently on the grid.



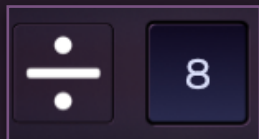
Steps - Dictates the amount of steps that will be available in the arp grid.

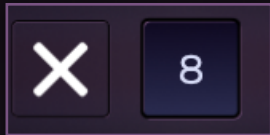
Length Modes Toggle - This toggle has 2 modes:

Division Mode - The num and denom controllers will dictate the overall pattern length, meaning that the steps will have their length adjusted to fit within the measure specified by the num and denom controllers.

For example:

- The pattern is X length (say, 1/4), and you divide it to a number of steps. So, with a pattern length of 1/4, these are the length of each step 1 step = 1/4 note;
- 2 steps = 1/8th note.
- 3 steps = 1/8th note triplet
- 4 steps = 1/16 note
- 5 steps = 1/8 note quintuplet





Multiply Mode - The num and denom controllers will dictate the length of a single step, meaning that each step will have the length of the measure specified by the num and denom controllers.

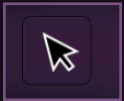
So in Divide mode, you specify a musical duration of your pattern, and then create a division from it. In Multiply mode you specify how long each step is, and then select the number of steps to work with it.

***Pro Tip** - It's highly advised to listen to changes in the length module against a metronome or beat in order to fully understand the rhythmic context your arp settings create.

Some settings may feel "off" for a short while and might take a second to sync back with your rhythm tracks, this can result in some very interesting and unique feeling music.

Brushes - There are 3 brush types available in EON with the following functionality:

Cursor Brush - The default brush, you can use the cursor to:



Place notes - Double click step

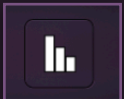
Move notes - Click & drag

Lasso selection - Click & drag on empty step

Set step length - Click & drag on step start/end points



Pencil Brush - The pencil brush can be used to “color in” or erase steps quickly and easily.



Velocity Brush - Click & drag up/down to adjust note velocity, you can also lasso select multiple notes and adjust their velocity simultaneously.



Undo/Redo - Undo and Redo in EON only relate to actions performed on the arp grid.



Clear All - If what you composed sucks so bad you want to nuke it & start over. This is the button for you.

Breakdown - ARP Grid

The ARP Grid is the crown jewel of EON ARP - Let me explain:

When midi notes are inputted into EON, they get allocated to the note grid according to their relative pitch, there are 11 pitch positions in the note grid - a center, 5 degrees of pitch above and 5 degrees below the center.

In order to understand the allocation, let's look at what happens when playing a single note into EON:

If we input the note E1 into EON, the Arp Grid will place E1 in the center and spread the note across all 11 degrees within the octave range dictated in the CHORDS module.

When in full range, the resulting grid would play notes E0-E6.

*The -1 octave is reserved for switching between patterns.

E6		
E5		
E4		
E3		
E2		
E1		
E0		
E0		
E0		
E0		
E0		
E0		

TRANPOSE		OCT RANGE	
Pitch	Oct	Min	Max
◀ 0 ▶	◀ -1 ▶	◀ -1 ▶	◀ 6 ▶

Now - Let's see what happens when we input a 3 note chord into EON, specifically C Major Triad with the notes C2, E2 and G2.

In this case, EON will allocate the 3 notes in the chord according to their pitch relative to each other. Going up you can notice that their order is determined by how the chord is played with C2 being the lowest note, followed by E2 and G2. After all chord notes are placed the grid starts the same order again but 1 octave above (C3, E3, G3) - Same goes for the pitches below the center C2.

G3		
E3		
C3		
G2		
E2		
C2		
G1		
E1		
C1		
G0		
E0		

Let's try an entire scale like A2 Minor:

Here we can see that the scale goes up or down linearly according to the notes of the scale.

Pro Tip - Try creating several notes, lasso-selecting the notes then alt+click+drag to copy it to another location on the grid. This is a great way to create repetition and variation in your melodies/sequences.

F3				
E3				
D3				
C3				
B2				
A2				
G2				
F2				
E2				
D2				
C2				

The **CHORDS** section holds some very important features that relate to the basic functionality of EON.

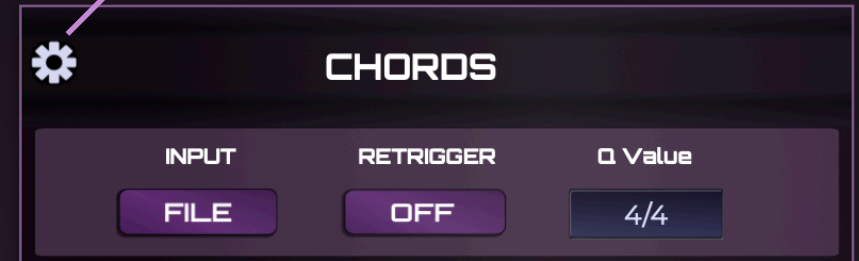
Input - The input toggle switches between 2 fundamental modes of operation:

- **EXT** - EON will rely on external midi input, either from a midi controller or from the DAW's timeline.
- **FILE** - EON will rely on input from the midi player module, you can select one of the built in files or import a custom midi file by using the folder icon or dragging and dropping the file directly on the chords module.

Retrigger - Set to **ON** if you want midi input to retrigger the current pattern, set to **OFF** if you want the pattern to play continuously regardless of midi input timing.

Q Value - Decide on a musical value in which the retriggering or switching of patterns will occur.

*The settings button will only appear When operating in standalone mode



Midi Player - The midi player comes equipped with more than 100 midi files in various styles, you can also load or drag and drop your own midi files onto the player.

Transpose Module - The transpose module controls the overall pitch that is being output from EON in either semi-tones or octaves

Octave Range - Set min and max octaves for the grid to consider when allocating pitch values.

*OCT numbers are absolute and relate to the midi note numbers (C1, C2, C3 etc..)



Breakdown - MINI SYNTH

Even though we encourage you to use EON Arp with your favorite synth, we added a built in mini-synth so you can start making music as soon as you start up EON.

SYNTH Header:

Bypass Synth - Turn internal synth on/off

Synth Preset - Click the preset name to open the preset menu

Synth Page switch - Click to switch between oscillator and FX/Amp pages

Main Oscillators - EON's synth has 2 oscillators, you can select from a wide variety of wavetables by clicking the wavetable name or by using the arrows.

You can also set the level and octave for each oscillator to further shape and mix the synth sounds.

Unison - Turn on/off and set desired amount of unison

Sub Octave - Mix in sine oscillator sub octave

Master Volume - LOUDER. NOW.



19 Breakdown – MINI SYNTH Cont.

Amp/FX Page:

Filter Module:

Cutoff - Set filter cutoff frequency

Reso - Set filter resonance amount

Keytrack - Set amount of filter cutoff offset according to pitch

Amp Module:

Shape the Attack, Decay, Sustain and Release of the overall synth sound

Delay Module:

Delay - Set delay mix amount

Feedback - Set delay feedback amount

Sync/Free - Set delay time in ms or in musical values according to host BPM (or internal bpm if operating in standalone)



Credits & A Word from Eyal & Or

Our deepest thanks go out to:

Yonatan Meltzer - Wavetable Sampling, Presets

Omri Abramov - Chords Midi File Content, Presets

Tal Eisenbaum - Graphical Consultation

And most of all.. to you guys out there, you wonderful explorers and
appreciators of music.

Each product we make is another conceptual tendril, reaching out to
make contact with someone out there, maybe that someone is you!
(or perhaps a less creepy analogy)

Anyway - Letting you guys into our world and communicating with you is
the greatest adventure we've ever embarked on, thank you for giving us
the power to push forward and grow.

Eyal Amir & Or Lubianiker.

As usual - Talk to us about anything! info@modalics.com