EVABEAT

VERSION 3.1

MELODY SAUCE 3.1

USER GUIDE

Melodies, chord progressions & bass lines — generated inside your DAW

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1. Introduction

What is Melody Sauce 3?

Melody Sauce 3 (MS3) is a melody and chord progression generator plugin for Mac and Windows, compatible with all major DAWs. It is a complete rebuild of Melody Sauce 2, designed to boost your music making with an unlimited supply of high-quality musical ideas that you can control in detail.

Where previous versions focused only on quick melodic inspiration, MS3 adds a complete chord progression engine, a piano roll editor, MIDI import with automatic key and chord detection, a redesigned interface, and many other features that put you front and centre of the creative process. Version 3.1 adds plugin hosting, so you can play your melodies, chords and bass through your own instruments directly inside MS3.

What's New in Version 3.1

Plugin Hosting	Load your own VST3, VST2 or AU instrument plugins inside MS3 and play the melody, chords and bass directly through them — no MIDI routing needed. See Section 7 — Plugin Hosting.
Chord Voicings	Change the feel of your chords with over 100 voicings, from simple 2-note chords and tight stacks to wide-open spreads.
Phrase Lock	Lock part of your melody and generate a new melody around it, using the Melody Lock button.
Audio Export	Render WAV stems and a full mix of your melody, chords and bass, with an optional audio tail. Drag the audio straight into your DAW.
Improved Piano Roll	An expanded view with a keyboard, double-click to add notes, adjustable note lengths, multi-phrase selection, and copy & paste shortcuts.
Improved Generative Algorithms	Upgraded algorithms for even better melodies.
More Chord Progressions	Over 1,000 chord progressions across 8 genres.
Sound Scenes & Sound Locks	Save your favourite melody/chord/bass sound combinations as scenes, and lock sounds so they're kept when you change style.
Style Favourites	Star your favourite styles and open them from a favourites list. Melody favourites are now shared across all your projects.
Workflow Improvements	Chord Lock now keeps your chords when you change style, a new Play button in the top bar, Export MIDI... in the Settings menu, a clearer "Always Sync to DAW" setting, and an extended ±2 octave range for chords and bass.

> **NOTE:** The “Phrase Editor” has been renamed **Variations** in version 3.1. It works in the same way.

Key Features

Chord Progressions	Generate chord progressions with bass accompaniment — over 1,000 progressions across 8 genres. Fully editable with expanded chord types and voicings.
Upgraded Algorithms	More natural, flowing melodic lines. Now 8 bars (vs 4 bars in Melody Sauce 2).
3 Independent Layers	Melody, Chord and Bass generated simultaneously. Over 140 chord and bass rhythms.
Chord Fit & Movement	Two controls for fine-tuning melodic character.
300+ Sounds & Plugin Hosting	Over 300 internal sounds with upgraded FX including Wobble — or play any layer through your own instrument plugins.
350 Style Presets	Style presets across 8 genres, plus a style randomiser and style favourites.
MIDI Chord Import	Drag a chord MIDI file in and MS3 detects key and chords automatically.
Piano Roll Editor	View and edit melody notes directly, with an expanded editing view.
MIDI & Audio Export	Drag MIDI or rendered WAV audio straight into your DAW.

2. Installation & Setup

System Requirements

	Mac	Windows
OS	macOS 10.14 or higher	Windows 10 or higher (64-bit only)
CPU	Intel or Apple Silicon (native)	Intel / AMD 64-bit
RAM	4 GB min (8 GB recommended)	4 GB min (8 GB recommended)
Disk	1.5 GB free space	1.5 GB free space
Formats	VST3, AU, AU MIDI FX	VST3
Hosted plugins	VST3, VST2, AU	VST3, VST2

NOTE: Plugin hosting is not available in the AU MIDI FX version of MS3 (Logic Pro).

Installing the Plugin

Download the installer from evabeat.com or your retailer account. Run the installer and follow the on-screen steps. After a successful installation, the plugin files are located here:

Mac — VST3	/Library/Audio/Plug-Ins/VST3/
Mac — AU	/Library/Audio/Plug-Ins/Components/
Windows — VST3	C:\Program Files\Common Files\VST3\

NOTE: Some security software (for example Norton, Bitdefender, Windows Defender or Windows SmartScreen) can block or quarantine the installer or the installed plugin files. If installation fails or MS3 doesn't appear in your DAW, temporarily disable your security software or add MS3 to its list of allowed/trusted applications, then reinstall. See Troubleshooting.

Updating MS3

Download the latest installer from accounts.evabeat.com or your Plugin Boutique account and run it over your existing installation. Your licence, Melody Bank favourites and settings are kept. Close your DAW before running the installer, then rescan plugins in your DAW if the new version doesn't load.

TIP: FL Studio: if FL Studio's Plugin Manager shows Melody Sauce 3 as "ok" but an older version loads after updating, see MS3 loads an old version in FL Studio in the Troubleshooting section.

Loading in Your DAW

After installation, rescan plugins via your DAW's plugin manager if the plugin does not appear automatically. Load Melody Sauce 3 as an instrument plugin on a MIDI or instrument track.

NOTE: An internet connection is required for licence activation.

New Licence (Full Purchase)

1. Select the **New Licence** tab.
2. Enter your Melody Sauce 3 serial number.
3. Click **Activate**.

Upgrading from Melody Sauce 1 or 2

1. Click the **Upgrade** tab.
2. Enter your MS1 or MS2 serial in box 1.
3. Click **Verify**.
4. Enter your MS3 upgrade serial in box 2.
5. Click **Activate**.

TIP: Lost your serial? Visit accounts.evabeat.com. Each licence allows up to 4 devices. Use **De-Authorize This Computer** in Settings before transferring.

3. Interface Overview

UI Layout at a Glance

1 — Toolbar	Play, Dice, Style selector, Style Favourites, Master Volume, Settings, Undo / Redo, Revert
2 — Generation Controls	Genre, Key, Key Lock, Movement, Chord Fit, Generator Pads
3 — Melody Bank	Clip slots, Clip controls (Play, Drag, Favourite, Delete), Audio Export, Add New Clip, Favourites
4 — Piano Roll	Melody note view, Chord regions, Loop region, Melody Lock, Chord Lock, Expand Piano Roll, Variations
5 — Layer Controls	Melody, Chord and Bass controls — sounds and plugins, sound locks, octave, rhythm, voicing, volume, effects

4. Core Concepts

Genre & Style

Genre and Style work as a two-level preset system. Selecting a Genre opens the style menu, showing the Styles available for that genre. Styles are combinations of settings across the plugin, designed to generate melodies in a particular style. Each style also generates its own chord progressions to fit that style, and loading a style adjusts all the plugin settings, including sounds and chord voicing.

Style presets do not mean the output is pre-programmed — melodies are unique and generated from scratch every time.

To keep your current chord progression, sounds or voicing when you change style, switch on **Chord Lock**, the **Sound Locks** or **Voicing Lock** (see Locks).

Choose **Free** for a genre-neutral starting point with no styles and manual control over all parameters.

> **TIP:** Use the **Dice** button to randomly pick a style across any genre. Click the star next to a style to add it to your **Style Favourites**.

Key & Scale

All output is locked to a musical key, shown as major/minor pairs. With Key Lock off, MS3 randomly selects a key each time. Selecting a key or enabling Key Lock fixes it for all subsequent generations.

Chord Progressions

Every pad click generates a matched chord progression alongside the melody. Chord progressions appear as blue regions in the piano roll. Drag edges to change length, right-click to split/delete, click to open the chord selection menu. Use the **Voicing** control in the Chord layer to change how the chords are voiced (see Chord Layer & Voicings).

> **NOTE:** Use **Chord Lock** to keep the progression while generating new melodies.

Locks

Locks keep parts of your idea fixed while you generate new ones or change style. All lock icons show a grey open padlock when off and a green padlock when on. A lock only stops MS3 from replacing the locked item — you can still edit locked chords, voicings and keys yourself.

Key Lock	Keeps the key for all generated melodies. Switched on automatically when you select a key or import MIDI chords.

Chord Lock	Keeps your current chord progression: new melodies use the same chords and no new chord progressions are generated. When using styles, the chord progressions designed for that style won't be used — your chords are kept when you change style. Switched on automatically when you change a chord or import MIDI chords.
Melody Lock (Phrase Lock)	Locks the whole melody, or just selected phrases. With the whole melody locked, clicking a pad generates new chords for it. With phrases locked, pads generate a new melody around the locked notes. Turns off when you change style or genre.
Voicing Lock	Keeps your chord voicing when you change style, instead of loading the voicing the style was designed to use.
Sound Locks	One per layer. Keeps that layer's sound, octave and effects when you change style, instead of loading the sound the style was designed to use.

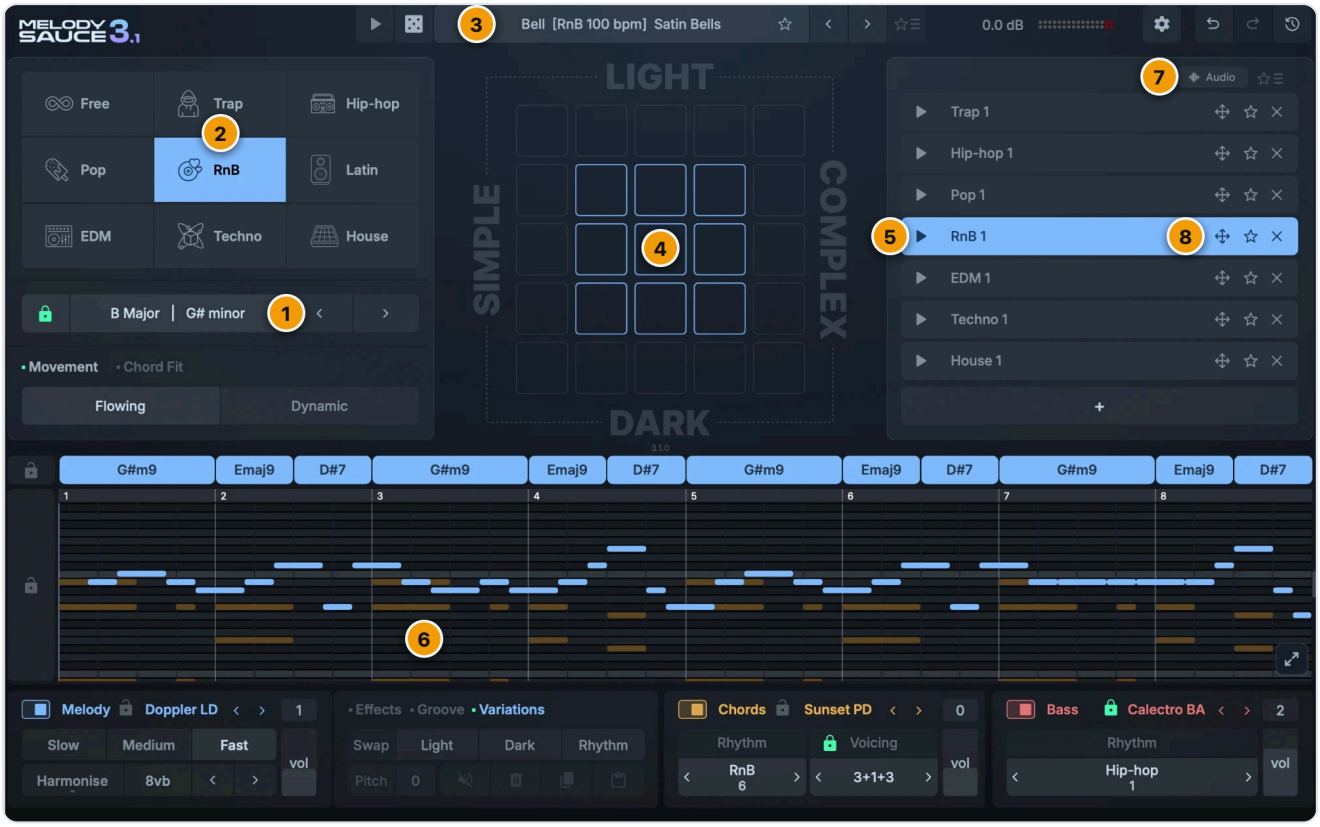
> **NOTE:** Chord Lock and Melody Lock can't be used at the same time. Melody Lock is not available until a clip contains a melody.

The Melody Bank

Every melody is stored as a clip in the Melody Bank. Clips can be favourited or deleted. Use **Add New Clip** before generating to avoid overwriting. Your favourites are shared across all your projects.

> **TIP:** Cmd-click (Mac) / Ctrl-click (Win) on **Add New Clip** to duplicate the current clip.

5. Generating Your First Melody



Load Melody Sauce 3 on an instrument track in your DAW, then follow the numbered steps:

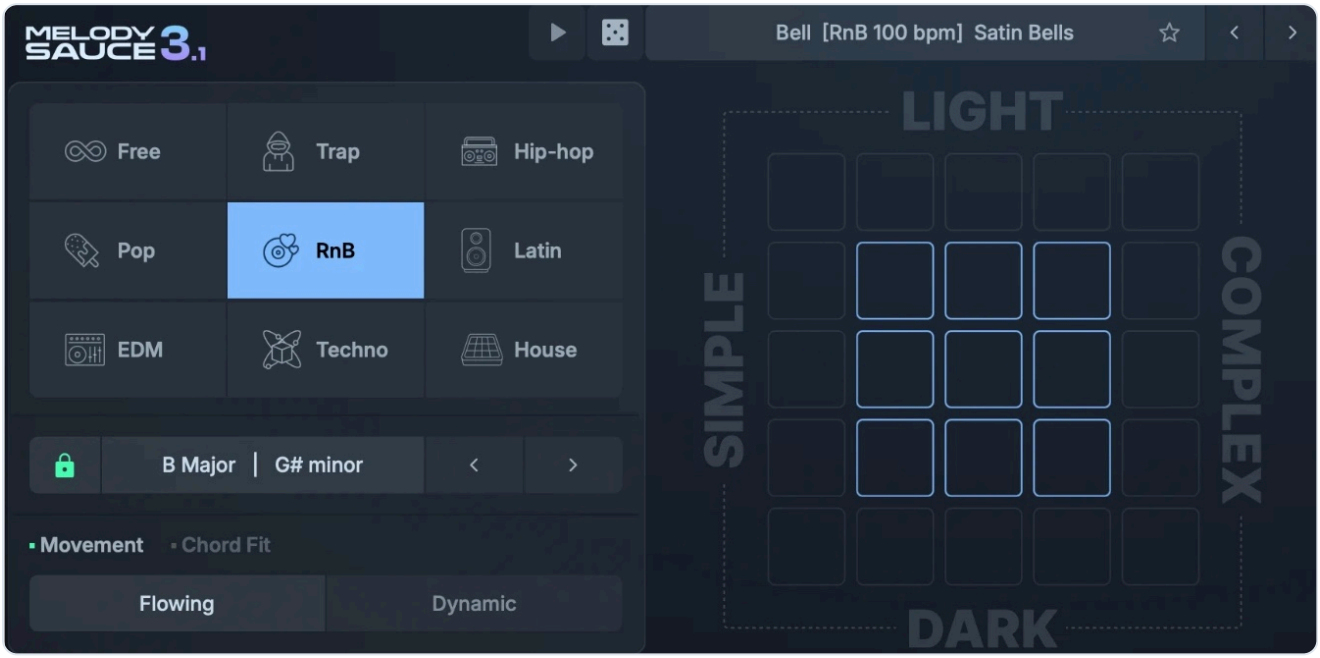
1. **Set your Key** — Pick a key, or leave Key Lock off for a random key.
2. **Choose a Genre** — Click a genre to open its style menu, or select Free.
3. **Select a Style** — Choose from the style menu, or hit **Dice** to randomly select a style across any genre.
4. **Click a Pad** — Mood (Light/Dark) vs Complexity (Simple/Complex). Only compatible pads are available.
5. **Audition** — Melodies play automatically. Use the clip's play/pause button, the Play button in the top bar, or your DAW transport.
6. **Edit** — Tweak notes in the piano roll, try different sounds, voicings and plugins, or adjust controls.
7. **Export to DAW (audio)** — Click **Audio** to render the clip, then drag the WAV into your DAW.
8. **Export to DAW (MIDI)** — Drag the clip's drag icon onto a MIDI track to export the melody, chord and bass MIDI.

Iterate by trying different pads, styles or genres. To keep a melody, favourite it or click **+** (Add New Clip) before generating the next one.

> **TIP:** MS3 has its own internal sequencer — audition melodies independently of your project timeline.

6. Controls Reference

6.1 Generation Settings



Genre & Style

Genre	Select a genre to open its style menu. To stop the style menu opening automatically, deselect “Show styles when selecting genre” in the Settings menu. Choose ‘Free’ for a genre-neutral starting point with no styles.
Style Selector	Nearly 350 style presets. Loading a style adjusts all plugin settings and generates chord progressions designed for that style. Use Chord Lock, the Sound Locks or Voicing Lock to keep your chords, sounds or voicing.
Style Favourite	Click the star next to a style to add it to your favourite styles. Click the star again to remove it.
Favourite Styles	The star-with-lines button at the right of the style menu opens your list of favourite styles — select one to load it. To clear the list, select “Clear style favourites” in the Settings menu.
Dice	Randomly selects a style from any genre.

Key Settings

Key Selector	Select a key (shown as major/minor pairs). Enables Key Lock automatically.

Key Lock	On: all generations in the locked key. Off: random key each time.

Movement

Controls how many melodic leaps occur between phrases.

Flowing	Smoother, more stepwise melodies.
Dynamic	More angular, dramatic melodies with larger leaps.

> **NOTE:** Movement only applies to new melodies you generate — it has no effect on existing melodies you've already created.

Chord Fit

Determines how closely the melody follows the chord progression.

Balanced	Natural flow with good harmonic fit. Good all-purpose setting.
Strict	Tightly locked to chords. Good for chordal/arpeggio styles.
Relaxed	Loose chord following, maximum melodic flow. May produce harmonic tension.

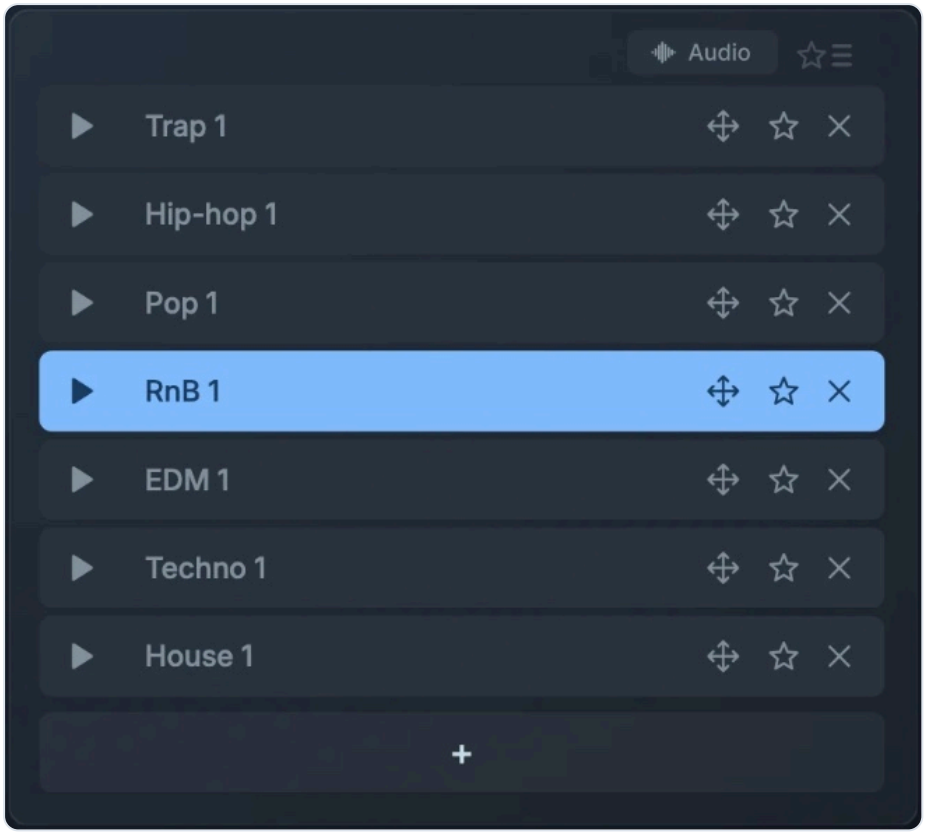
> **NOTE:** Chord Fit only applies to new melodies you generate — it has no effect on existing melodies you've already created.

6.2 Pads

Vertical (Mood)	Light (top) = brighter. Dark (bottom) = moodier.
Horizontal (Complexity)	Simple (left) = sparser. Complex (right) = denser.
Availability	Only compatible pads are highlighted. Greyed-out = unavailable for this style.
Free Mode	Unlocks all pads.

> **NOTE:** Pads are hidden while the piano roll is expanded. Collapse the piano roll to use them.

6.3 Melody Bank & Clips



Melody Bank	Stores all melodies. Each slot holds melody, chords and bass.
Favourites	Favourited clips appear here. Access via the star icon. Favourites are shared across all your projects.
Audio Export	Click **Audio** to render the current clip to WAV (full mix plus melody, chord and bass stems). When rendering finishes the button changes to **WAV** — drag it into your DAW. See Exporting Audio.
Play/Pause	Plays or pauses via the internal sequencer.
Clip Drag	Drag onto a MIDI track in your DAW to export. Creates separate MIDI files for Melody, Chord and Bass. Toggle layers on/off before dragging to control what is exported — for example, to drag only the Chord MIDI to your DAW, switch off Melody and Bass layers before dragging.
Favourite	Adds the clip to Favourites. Click the star again to remove it.
Delete	Removes the clip. Cannot be undone.
Add New Clip	Creates an empty slot. Cmd-click (Mac) / Ctrl-click (Win) to duplicate.

> **NOTE:** Cubase doesn't currently support dragging MIDI from MS3. Use **Export MIDI...** in the Settings menu instead, then import the MIDI files into Cubase.

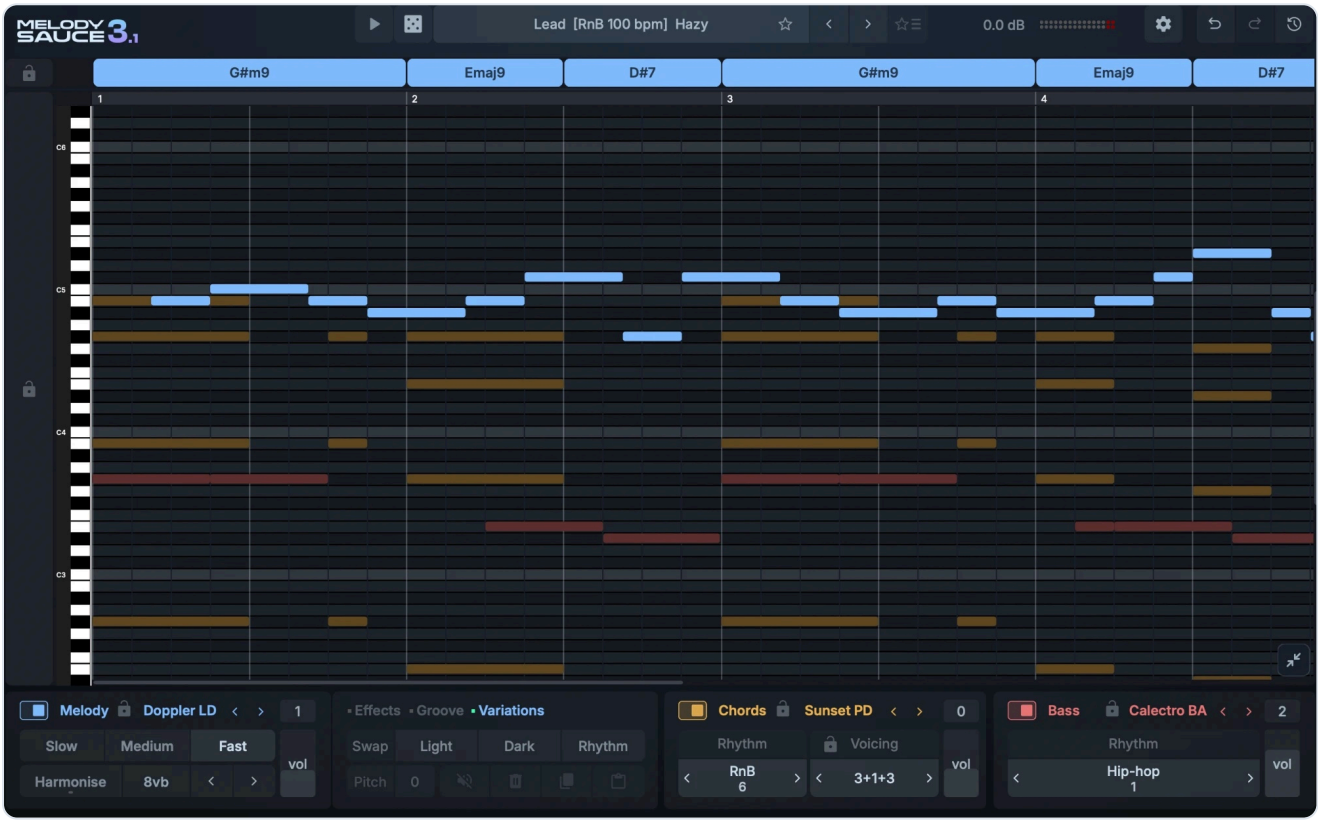
6.4 Piano Roll

Melody Notes	Drag up/down for pitch, left/right for timing. Only one melody note can play at a time — if you move or lengthen a note so it overlaps another, the other note is shortened.
Add Notes	Double-click to add a note (create a melody first).
Note Length	Drag the end of a note to change its length. With Legato on, note lengths follow the legato setting — switch Legato off to keep your own note lengths.
Selecting Phrases	Click-drag across the piano roll to select up to 4 phrases at once, ready for Variations or Melody Lock.
Copy / Paste	Cmd-C / Cmd-V (Mac) or Ctrl-C / Ctrl-V (Win) to copy and paste the selected phrase.
Chord Regions	Blue regions. Drag edges to resize. Right-click (Ctrl-click on Mac) to split/delete. Click to change chord.
Chord Menu	Colour-coded chords. Lighter = common, darker = less common. Select Other for more chords.
Loop Regions	Click and drag above the piano roll to set a loop.
Melody Lock	Locks the melody or selected phrases. See Melody Lock & Phrase Lock below.
Chord Lock	On: new melodies use the same chords and no new chord progressions are generated, even when you change style.
Expand Piano Roll	The button at the bottom right of the piano roll enlarges it for easier editing, with a keyboard showing note pitches. Click again to return to the normal view.
MIDI Import	Drag a MIDI chord file in. Key and chords detected automatically.

> **NOTE:** Chord and bass notes are visual reference only — use the chord menu to change chords. The piano roll loops every 8 measures.

Expanded Piano Roll

Click the **Expand Piano Roll** button to enlarge the piano roll so it fills the top half of the plugin, with a keyboard down the left-hand side showing note pitches and a horizontal scroll bar. The pads and Melody Bank are hidden while the piano roll is expanded — use the **Play** button in the top bar to play the melody. Click the button again to return to the normal view. Selecting a style collapses the piano roll automatically.



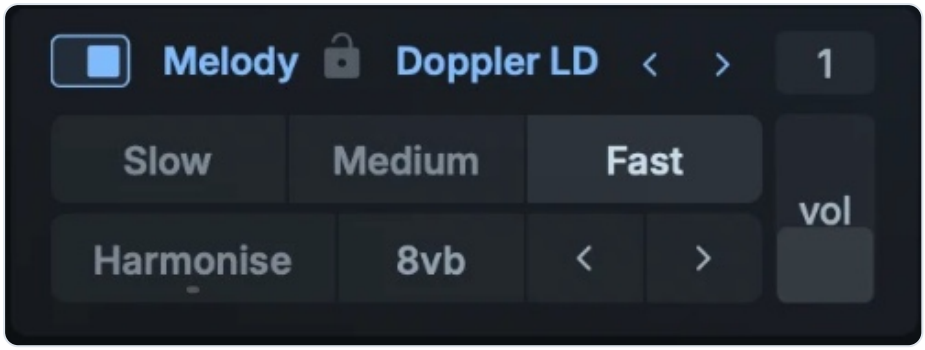
Melody Lock & Phrase Lock

Melody Lock can lock the whole melody or just part of it:

- **Lock the whole melody** — with no notes selected, click the Melody Lock padlock. Clicking a pad now generates new chords for your existing melody.
- **Lock a phrase** — select a set of notes (a phrase) in the piano roll. The padlock is armed (outlined green). Click it to lock the selected notes (solid green). Pads now generate a new melody around the locked notes. Select and lock further phrases to add them.
- **Unlock** — click the padlock again to unlock everything.

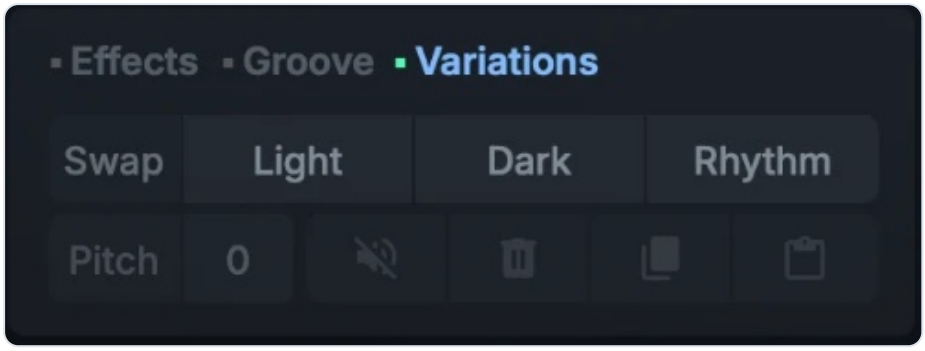
> **NOTE:** Locked notes are shown in a different colour and harmony notes are locked with them. Melody Lock turns off when you change style or genre, and can't be used at the same time as Chord Lock.

6.5 Melody Layer



Melody On/Off	Enables or disables the melody layer.
Sound Selector	300+ internal sounds (piano, lead, synth, strings, pluck, keys etc), or choose **Plugins** to play the melody through your own plugins. See Sounds, Scenes & Sound Locks.
Sound Lock	Keeps the melody sound, octave and effects when you change style.
Open Plugin Window	Opens the window of the plugin loaded on this layer, in front of MS3.
Octave	Shift up or down by octave.
Slow / Medium / Fast	Sets playback speed.
Harmonise	Adds harmony: Low, Medium, High or Octave (8vb).
Volume	Output level for the melody.
Effects	Reverb, Delay, Chorus and Wobble. Internal sounds only — effects don't apply to external plugins.
Groove	Adjusts rhythmic feel.
Syncopation	On: off-beat accents. Off: straight feel.
Triplet	Converts to triplet feel.
Swing	Classic swing feel.
Legato	Removes gaps between notes.

6.6 Variations

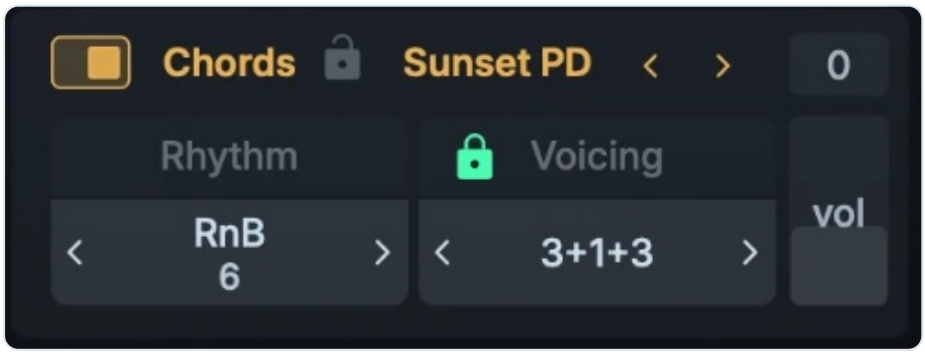


Variations (previously called the Phrase Editor) lets you swap out parts of your melody without regenerating the whole thing. Select a set of notes (a "phrase") in the piano roll first, then apply a function. If no phrase is selected, Light, Dark and Rhythm apply to the whole melody.

Light	Generates a new, brighter phrase, replacing the pitches of the selected notes but keeping the rhythm. Click again to try another.
Dark	Generates a new, moodier phrase, replacing the pitches of the selected notes but keeping the rhythm. Click again to try another.
Rhythm	Generates a new rhythm for the selected notes, keeping the pitches. Click again to try another.
Pitch	Shifts pitch up/down, stays in key.
Mute	Silences without deleting.
Delete	Removes the phrase.
Copy / Paste	Copy the selected phrase, then paste it at the playhead position. Shortcuts: Cmd-C / Cmd-V (Mac), Ctrl-C / Ctrl-V (Win).

TIP: Duplicate a clip, then use Light or Dark on a section for instant verse/chorus contrast.

6.7 Chord Layer & Voicings



Chord On/Off	Enables or disables chords.
Sound Selector	Select an internal chord sound, or choose Plugins to play the chords through your own plugins.
Sound Lock	Keeps the chord sound, octave and effects when you change style.
Chord Rhythm	Wide variety of rhythmic patterns. Use the arrows to step through rhythms.
Voicing	Choose how the chords are voiced (how their notes are arranged). Use the arrows to step through voicings.
Voicing Lock	Keeps your voicing when you change style.
Octave	Shift up or down, up to 2 octaves.
Volume	Chord layer output level.

Chord Voicings

Voicings change the feel of your chords — the same chord progression can sound sparse and tight, or wide and lush, depending on how its notes are arranged. MS3 includes over 100 voicings, from simple 2-note chords and tight stacks to wide-open spreads.

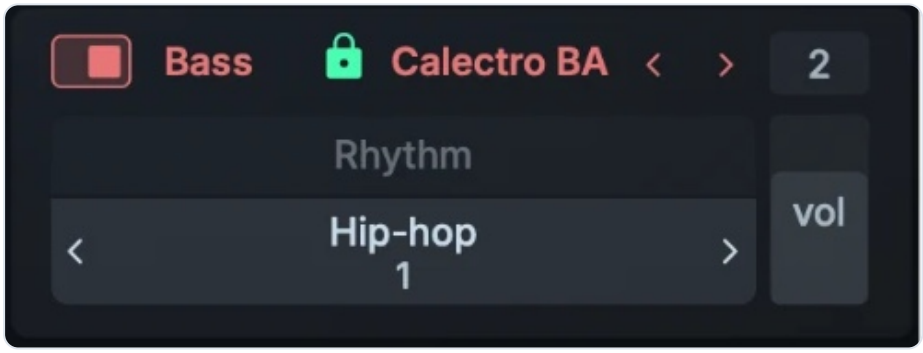
Click the **Voicing** selector to open the voicing menu. Each option has a short description of its character, for example "(piano, deep)" or "(wide/EDM)".

- **Lower** — the lowest notes of the chord: Single, Octaves Hi, Octaves Lo, Fifth, Triad or None. Clicking a Lower option applies it straight away and keeps the menu open, so you can hear the difference.
- **Upper Essentials** — the core upper voicings: Adaptive, Triad, 1st, 2nd and 3rd inversion, and Fifth.
- **Upper Shapes** — more voicing shapes, from sparse 2-note shapes (e.g. 1+3) to wide spreads and dense stacks (e.g. 3+1+3, 5+1+3+5). Clicking an Upper option applies it and closes the menu.

Use the arrows either side of the Voicing selector to step through voicings. The voicing applies to every chord in the clip. **Octaves Lo · Adaptive** is the plugin's standard chord voicing.

Each style loads the voicing it was designed to use. To keep your voicing when you change style, click the **Voicing Lock** padlock next to the Voicing label, or select "Don't load style voicings (lock voicing)" in the Settings menu. Click the padlock again (or deselect the menu option) to unlock.

6.8 Bass Layer

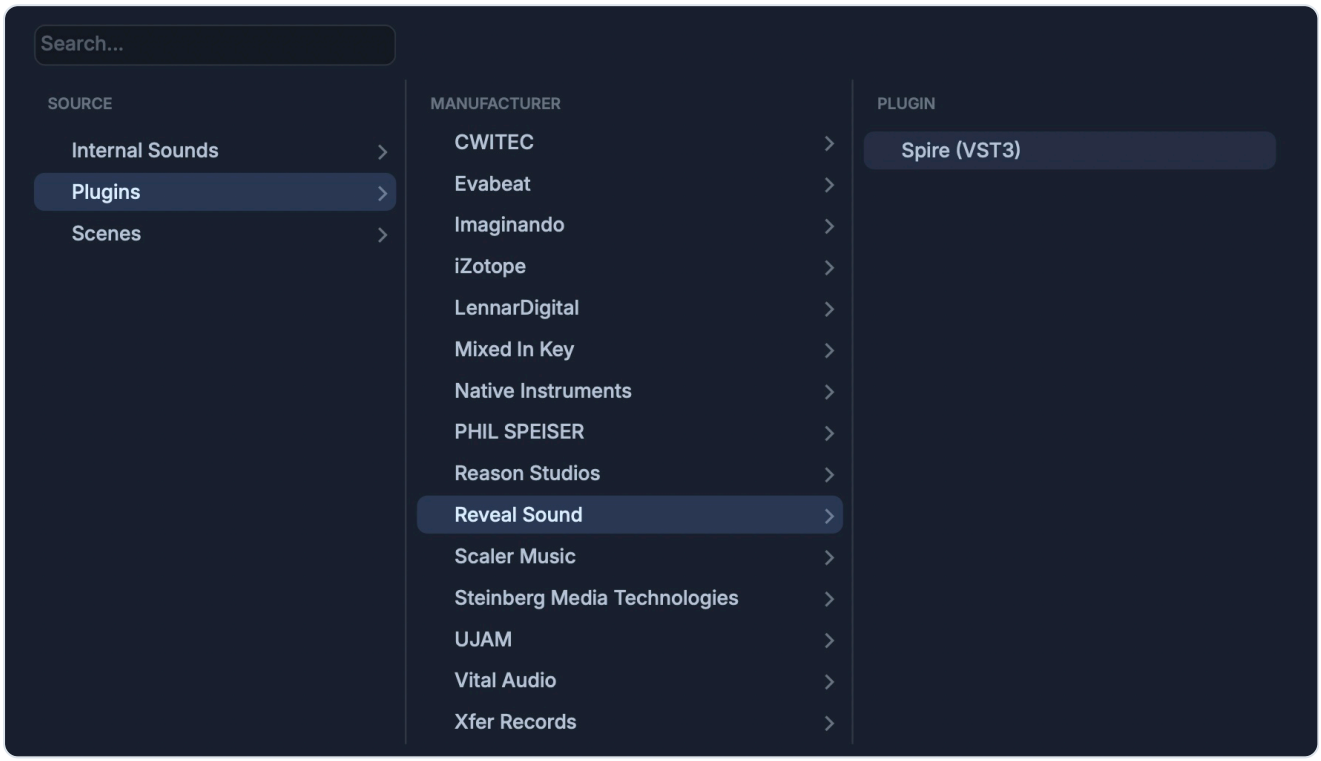


Bass On/Off	Enables or disables bass.
Sound Selector	Select an internal bass sound, or choose Plugins to play the bass through your own plugins.
Sound Lock	Keeps the bass sound, octave and effects when you change style.
Bass Rhythm	Rhythmic patterns. Plays the root note of each chord.
Octave	Shift up or down, up to 2 octaves.
Volume	Bass layer output level.

TIP: Experiment with different layer combinations — melody with chords only, or chords and bass without melody.

6.9 Sounds, Scenes & Sound Locks

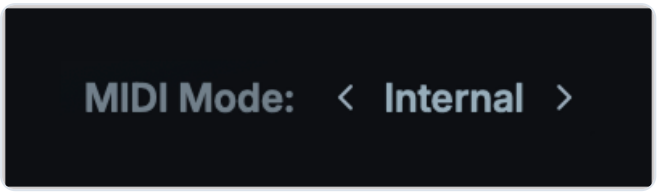
Each layer (Melody, Chord and Bass) has its own sound menu. In the **Source** column, choose **Internal Sounds** for MS3's own sounds, **Plugins** to play that layer through one of your own instrument plugins (see Plugin Hosting), or **Scenes** to save or load a sound combination.



Search	Type in the search box at the top of the sound menu to find sounds and plugins across all categories.
Plugins	Lists your scanned plugins by manufacturer, then plugin, with the format shown after each name, e.g. "Spire (VST3)". Select **Scan Plugins** in the Settings menu first.
Scenes › Save scene	Saves your current melody/chord/bass sound combination as a scene, including each layer's volume, octave and on/off state.
Scenes › Load scene	Loads a saved scene by name.
Sound Lock	The padlock next to each sound menu keeps that layer's sound, octave and effects when you change style, instead of loading the sound the style was designed to use.

> **NOTE:** Scenes do not currently store effects settings. If you change a layer's sound and then create a new clip in the same style, your chosen sound is kept.

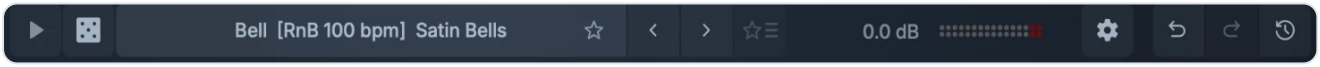
6.10 MIDI Settings



Internal	Default. Plays using MS3's internal sounds or your hosted plugins.
MIDI In	MS3 receives incoming MIDI from your DAW, like a synth — Melody receives MIDI from DAW channel 1, Chords from channel 2, Bass from channel 3.
MIDI Out	Sends each layer's generated MIDI to your DAW on separate channels (Melody 1, Chords 2, Bass 3) so each can be routed independently. Internal sounds are bypassed. Toggle layers to control output.

See Section 8 — Working with MIDI & Audio for more information on MIDI In, MIDI Out and importing chord MIDI.

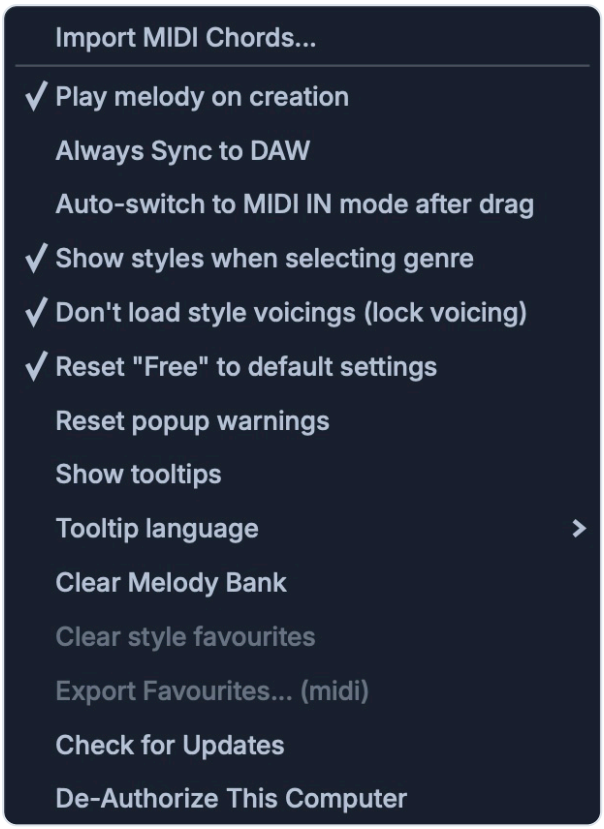
6.11 Global Controls

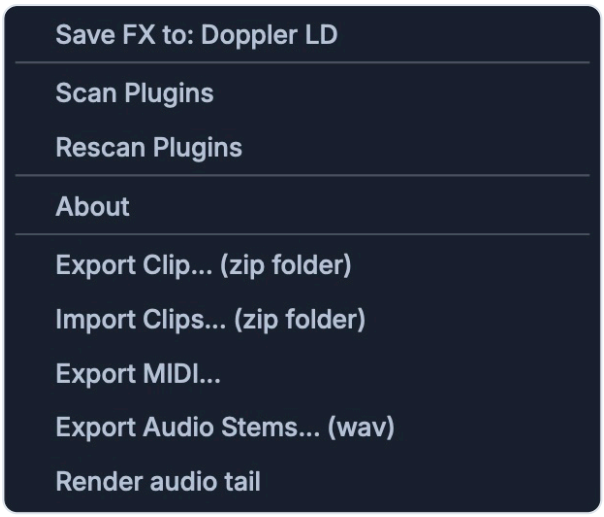


Play	Plays or pauses the selected melody — useful when the piano roll is expanded.
Master Volume	Output level for all sounds.
Settings	Opens the settings menu (gear icon).
Undo / Redo	Undoes or redoes the last action.
Revert	Restores the melody to its originally generated state.

Settings Menu

Click the gear icon in the toolbar to open the Settings menu. A tick shows which options are switched on.





Import MIDI Chords...	File browser alternative to drag-and-drop chord import.
Play melody on creation	Plays each new melody automatically when you click a pad.
Always Sync to DAW	When selected, MS3 follows your DAW's playhead position. When deselected, MS3 plays from bar 1 of the melody whenever you press play in your DAW. (Replaces "On DAW Play, Start from Bar 1".)
Auto-switch to MIDI IN mode after drag	Switches to MIDI In mode after you drag MIDI out to your DAW.
Show styles when selecting genre	Opens the style menu when you click a genre.
Don't load style voicings (lock voicing)	Same as the Voicing Lock padlock — keeps your voicing when you change style.
Reset "Free" to default settings	When selected, Free returns to its default settings instead of keeping your changes.
Reset popup warnings	Shows warning popups again (for example the Chord Lock and Voicing Lock warnings) if you've turned them off.
Show tooltips	Shows a description of each control at the bottom of the plugin when you hover over it.
Tooltip language	Choose the language the tooltips are shown in.

Clear Melody Bank	Deletes all clips. Cannot be undone.
Clear style favourites	Clears your list of favourite styles.
Export Favourites… (midi)	Exports all favourited clips as MIDI files.
Check for Updates	Opens accounts.evabeat.com, where you can download the latest version.
De-Authorize This Computer	Removes this computer from your licence (up to 4 devices). Use this before moving to a new computer.
Save FX to: [sound]	Saves the current effects settings as the new defaults for the selected sound.
Scan Plugins	Searches your system for installed VST3, VST2 and AU plugins so you can load them inside MS3. Picks up newly installed plugins and retries any that failed last time.
Rescan Plugins	Scans all your plugins again from scratch. This can take several minutes.
About	Shows version information about Melody Sauce 3.
Export Clip… (zip folder)	Saves the current clip as a zip folder, so you can reload it in another project.
Import Clips… (zip folder)	Loads clips you've exported back into the Melody Bank.
Export MIDI…	Exports the current clip as MIDI files (separate Melody, Chord and Bass files). Use this in DAWs that don't support dragging, such as Cubase.
Export Audio Stems… (wav)	Renders the current clip to WAV audio — a full mix plus melody, chord and bass stems.
Render audio tail	When selected, audio exports include the effects/release tail. Off by default, so exports are exactly 8 bars and loop cleanly.

TIP: FL Studio: if MS3 only loops a short section in FL Studio, make sure "Always Sync to DAW" is deselected so MS3 always plays the full 8 bars from bar 1.

7. Plugin Hosting

Using Your Own Plugins Inside MS3

MS3 can host your own instrument plugins, so the melody, chords and bass play straight through them — with no MIDI routing needed. You can load a different plugin on each of the three layers, for example a lead synth on the melody, a piano on the chords and a bass synth on the bass.

1. Scan for plugins first: open the Settings menu (gear icon) and select **Scan Plugins** (see Scanning for Plugins).
2. Open the sound menu for the Melody, Chord or Bass layer and choose **Plugins**. Plugins are listed by manufacturer, or type in the search box to find one.
3. Select a plugin to load it on that layer. The layer now plays through your plugin.
4. Click the **Open Plugin Window** button next to the plugin name to open its window and adjust its sound. The window opens in front of MS3.

Supported formats	VST3 and VST2 (Mac and Windows), and AU (Mac). Plugin hosting is not available in the AU MIDI FX version of MS3.
Not supported	DAW stock/built-in instruments (for example Logic's or Ableton's own instruments), which are not available as separate plugins. 32-bit plugins are not supported.
Effects	MS3's internal effects (reverb, delay, chorus, wobble) apply to internal sounds only, not to external plugins. Use your plugin's own effects, or your DAW's.
Saving	Hosted plugins and their settings are saved with your DAW project. Save a scene to reuse a combination of plugins and sounds later.
Audio export	Audio export works with hosted plugins as well as internal sounds.

> **NOTE:** The plugin window stays on top of other windows while it's open, including if you switch to another application. Close it when you've finished adjusting the sound.

> **NOTE:** If you import a clip, or open a project, that uses a plugin which is no longer installed (or has been moved), MS3 shows a "not found" warning and loads a default internal sound on that layer instead.

Using Multi-instrument Plugins

Some plugins can hold several sounds at once, each listening on its own MIDI channel. Examples are Kontakt, Omnisphere and SampleTank. MS3 sends notes to hosted plugins on MIDI channel 1, which matches how these plugins are set up by default.

If a hosted plugin is silent even though MS3 is playing notes, check which MIDI channel the sound is set to. It needs to be set to channel 1 or Omni / Any (meaning all channels):

- **Omnisphere:** load your sound into Part 1. On the Mixer page, check that Part 1's MIDI channel is 1 or Any.
- **Kontakt:** in the instrument's header, set MIDI Ch to Omni or [A] 1. If you can't see MIDI Ch, click the camera icon in the header.

Scanning for Plugins

To use third-party VST/AU plugins inside MS3, you'll need to scan your system first:

1. Open MS3 and go to the main **Settings** menu (gear icon).
2. Select **Scan Plugins**.
3. MS3 will search the standard VST3, VST2 and AU plugin folders on your system for installed plugins. Once the scan completes, any compatible plugins found will be available to load and use directly inside MS3.

Run **Scan Plugins** again whenever you install new plugins — it picks up plugins added since your last scan, and retries any plugins that failed previously. **Rescan Plugins** scans everything again from scratch, which can take several minutes if you have a lot of plugins installed.

If a plugin doesn't respond within 30 seconds during the scan, it's marked as failed and the scan moves on to the next plugin.

> **NOTE:** Some firewalls or security software may block or interrupt the scanning process, preventing it from completing successfully. If your scan doesn't finish or no plugins are found, try temporarily disabling your firewall/antivirus software, or add MS3 to its list of allowed/trusted applications, then run the scan again.

Plugin Scan Troubleshooting

A useful first check is whether *all* your plugins are missing, or just a few:

- **No plugins found, or the scan doesn't finish** — this usually means something is stopping the scan itself, such as security software. See the steps below.
- **Only a few plugins are missing** — this is usually caused by the individual plugins. See Some plugins are missing below.

No plugins found, or the scan doesn't complete

1. **Security software, firewalls and antivirus** — depending on your security settings, software such as Norton, Bitdefender, McAfee, Windows Defender or Windows SmartScreen can block MS3 from scanning your plugins. Temporarily disable it, or add MS3 and your DAW to its list of allowed/trusted applications, then run **Scan Plugins** again. On Mac, check any antivirus software you have installed in the same way.

2. **Restart and scan again** — close your DAW, reopen it in a new empty project, load MS3 and run **Scan Plugins**. If plugins still don't appear after the scan, remove MS3 from the track and load it again.
3. **Try a full rescan** — select **Rescan Plugins** to scan all your plugins again from scratch. Allow several minutes for it to finish.
4. **Windows: run your DAW as administrator** — right-click your DAW and select "Run as administrator", then run the scan again. This can help if Windows permissions are preventing the scan results being saved.
5. **Check where your plugins are installed** — MS3 scans the standard plugin folders (below), so plugins installed in other folders, or in a cloud-synced folder such as OneDrive, won't be found. Reinstall them to the standard folders, then scan again.

Mac — VST3	/Library/Audio/Plug-Ins/VST3/
Mac — VST2	/Library/Audio/Plug-Ins/VST/
Mac — AU	/Library/Audio/Plug-Ins/Components/
Windows — VST3	C:\Program Files\Common Files\VST3\
Windows — VST2	The standard VST2 folders (e.g. C:\Program Files\VSTPlugins\)

Some plugins are missing

Some plugins load in your DAW but can't be loaded by another plugin host such as MS3. Common reasons:

- **DAW stock plugins** — instruments built into your DAW aren't separate plugins, so they can't be hosted in MS3.
- **Plugins that need activating or show a pop-up** — if a plugin shows a licence, authorisation or setup window when it first loads, it may time out during the scan. Open the plugin once in your DAW and complete any activation, then run **Scan Plugins** again (Scan retries plugins that failed previously).
- **"Shell" plugins** — some plugins (for example Waves WaveShells) contain many plugins in one file and can be slow to load. They may time out during a scan. Run Scan Plugins again, or try Rescan Plugins.
- **Moved, updated or damaged plugins** — if a plugin's files or content have been moved or updated, reinstall it using the manufacturer's installer or manager (for example Native Access for Native Instruments plugins), then scan again.
- **32-bit plugins** — these are not supported.
- **Intel-only plugins on Apple Silicon Macs** — plugins that haven't been updated for Apple Silicon can only be loaded when your DAW is running under Rosetta. Check with the plugin manufacturer for a native version.
- **Melody Sauce 3 itself** — MS3 can't be loaded inside itself, so it doesn't appear in the plugin list.

> **NOTE:** If a plugin you have both VST2 and VST3 versions of appears twice, either version can be used — we recommend the VST3 version.

If a plugin still won't appear, email support@evabeat.com with the plugin name, version and format (VST3, VST2 or AU), your operating system, and your DAW.

8. Working with MIDI & Audio

Exporting MIDI to Your DAW

Drag the Clip Drag icon from the Melody Bank onto a MIDI or instrument track in your DAW. MS3 creates separate MIDI files for the Melody, Chord and Bass layers. Toggle layers on or off before dragging to control exactly what is exported.

You can also select **Export MIDI...** in the Settings menu to export the current clip as MIDI files (separate Melody, Chord and Bass files) to a folder on your computer.

> **NOTE:** Cubase doesn't currently support dragging MIDI from MS3. Use **Export MIDI...** in the Settings menu instead, then import the files into your Cubase project.

Exporting Audio

MS3 can render the current clip to WAV audio — a full mix of the melody, chords and bass plus separate stems for each layer. Audio export works with internal sounds and with hosted plugins.

1. Select the clip you want to export in the Melody Bank.
2. Click the **Audio** button at the top of the Melody Bank. A progress bar shows while the audio renders.
3. When rendering is complete, the button changes to **WAV**. Drag it into your DAW.

Alternatively, select **Export Audio Stems... (wav)** in the Settings menu to save the audio files to a folder on your computer.

By default, audio exports are exactly 8 bars long so they loop cleanly in your DAW. To include the reverb/delay and release tail, select **Render audio tail** in the Settings menu. With the tail on, the exported audio will be longer than 8 bars.

> **TIP:** Toggle layers on or off before exporting to control which layers are included.

Importing Chord MIDI

To import a chord MIDI file, drag it from your desktop (or file browser) directly into the piano roll area of the plugin. MS3 will detect the key and apply it to the Key setting in the UI. It will also detect the chord progression and apply the chords to the blue chord regions in the piano roll, ready for you to generate a melody to fit. After importing, Chord Lock is enabled automatically to prevent your chords from being overwritten when you click a pad.

> **NOTE:** If the MIDI file does not appear to import, first check that the file itself is working correctly — try importing it into your DAW and confirm it appears there. If it works in the DAW, try the drag again, making sure you drop it directly over the piano roll area.

NOTE: Important: MS3 imports chord types only — it does not import the MIDI notes themselves. Chord notes will only be visible in the piano roll if you already have a melody clip selected in the Melody Bank and the Chord layer is switched on. If you import a MIDI chord file before creating any melody — for example, immediately after loading the plugin — you will not see chord notes in the piano roll. You will see the chord regions displaying the detected chords, ready for you to create a melody to fit.

NOTE: Supported chord types: MS3 can play 13 chord types in every key — Major, Major 7, Major 9, 7th, 9th, Augmented, Minor, Minor 7th, Minor 9th, Diminished, Diminished 7, Sus2 and Sus4. Because MS3 does not support more complex chord types (e.g. m7b5), it will occasionally simplify an imported chord to the closest harmonic match — for example, "A add9" becomes "A". Even if the chords displayed in MS3 differ from your source on import, MS3 will still generate melodies that fit the original harmony. Note that chord identification is not an exact science: the same chord can often be described in several ways depending on context. Additional chord types will be added in future updates.

NOTE: MIDI import works best with MIDI files containing full chords (3 or more notes) that are cleanly arranged. Single-note melodies or two-note intervals may not be detected accurately due to insufficient harmonic information. Files containing a mix of melody, chords and bass may also lead to inaccurate detection.

MIDI Out Mode

In MIDI Out mode, MS3 outputs its generated MIDI so you can route it to other instruments in your project instead of using its own internal sounds. Each layer is sent on its own MIDI channel — Melody on channel 1, Chords on channel 2 and Bass on channel 3. Toggle the Melody, Chord and Bass layers on/off to control which streams are output.

The exact routing method depends on your DAW. Common approaches include setting the MIDI input of a second instrument track to Melody Sauce 3, or using your DAW's internal MIDI routing. Consult your DAW documentation for the specific steps.

TIP: To play MS3 through your own instruments, the simplest option is Plugin Hosting — load your plugins directly inside MS3, with no MIDI routing needed.

MIDI In Mode

When MIDI In is selected, MS3 bypasses its own generation engine and receives MIDI from your DAW like a synth plugin. MS3 automatically receives MIDI from your DAW on 3 separate channels:

- Melody layer: MIDI channel 1
- Chords layer: MIDI channel 2
- Bass layer: MIDI channel 3

This means you can drag MS3's 3 MIDI layers to your DAW to edit them there, then route the 3 MIDI layers back to the same single instance of MS3. To do this, once you've dragged MS3's 3 MIDI layers to

3 MIDI tracks in your DAW, route each of those 3 MIDI tracks out via either MIDI channel 1, 2 or 3 back to MS3. Please refer to your DAW's documentation on how to set up MIDI out channels in your DAW.

Sound controls remain active; all other controls are disabled. To exit this mode, switch MIDI Settings to Internal or MIDI Out.

Multi-channel Audio Output

MS3 outputs audio as 3 stereo pairs so that you can process audio from MS3's 3 layers separately in your DAW. This includes layers played through hosted plugins.

To set this up in your DAW, set the audio input on 3 audio tracks to receive audio from the separate Melody, Chords and Bass audio outputs provided by MS3. Please refer to your DAW's documentation on how to set up audio inputs in your DAW.

Playing MS3 Through Multiple Instruments

There are two ways to play MS3's melody, chords and bass through three different instruments:

1. Plugin Hosting (easiest)

Load your instruments directly inside MS3 using Plugin Hosting. Choose a different plugin in each of the Melody, Chord and Bass sound menus — no MIDI routing is needed, and you can still send each layer to its own audio track using Multi-channel Audio Output.

2. MIDI Out to three instrument tracks

Set MS3's MIDI Settings to **MIDI Out**. MS3 sends each layer on its own MIDI channel — Melody on channel 1, Chords on channel 2 and Bass on channel 3.

1. Create three instrument tracks in your DAW and load an instrument on each.
2. Set the MIDI input of each track to Melody Sauce 3.
3. Set the first track to receive MIDI channel 1 (Melody), the second channel 2 (Chords) and the third channel 3 (Bass).

The exact steps depend on your DAW — please refer to your DAW's documentation on routing MIDI from a plugin to other tracks.

> **NOTE:** Some DAWs, such as Logic Pro, can't route MIDI from an instrument plugin to other tracks. In these DAWs, use Plugin Hosting instead.

Logic Pro — AU MIDI FX

In Logic Pro, Melody Sauce 3 can be loaded in two ways. The standard approach is to load it as an instrument plugin on a Software Instrument track, where it generates both audio and MIDI internally.

The second approach — exclusive to Logic — is to load the AU MIDI FX version of MS3 into the MIDI FX slot of a Software Instrument track. In this mode MS3 outputs MIDI only (no audio), which is passed directly to the instrument loaded in the same track's instrument slot. This means you can use MS3 to generate melodies and chord progressions that are played back by any software synth or sampler of your choice, all within a single track.

1. Create a new Software Instrument track.
2. Click the MIDI FX slot (located above the instrument slot in the channel strip) and select Melody Sauce 3 from the AU MIDI FX category.
3. In the instrument slot below, load the synthesiser or sampler you want MS3 to drive.
4. MS3 will now send its MIDI output directly to that instrument.

MIDI channels in the MIDI FX version

In the MIDI FX version, MS3 sends each layer on its own MIDI channel:

- Melody: channel 1
- Chords: channel 2
- Bass: channel 3

Most instruments play all channels, so all three layers will play. Multi-instrument plugins such as Kontakt and Omnisphere only play channel 1 by default, so you'll hear only the melody. You have two options:

- **Play all three layers through one sound:** set the instrument to respond to all channels. In Kontakt, set MIDI Ch to Omni. In Omnisphere, set Part 1's MIDI channel to Any.
- **Give each layer its own sound:** load three sounds into the plugin, set to channels 1, 2 and 3. In Omnisphere, load your melody sound into Part 1, chords into Part 2 and bass into Part 3; these are already on channels 1, 2 and 3 by default. In Kontakt, load three instruments and set their MIDI Ch to [A] 1, 2 and 3.

> **NOTE:** The MIDI FX version doesn't produce sound itself, so plugins selected in its sound menus won't play. Load your plugin in the track's instrument slot instead — or, to use plugin hosting, load MS3 as an instrument and choose Plugins in the melody, chord or bass sound menu.

Keeping MS3 in Sync with Your Project

> **NOTE:** If your melodies are out of sync with other elements in your DAW, this is usually because MS3 loops 8 bars by default, and your project sections are a different length. To fix this, open the Settings menu and select "Always Sync to DAW". This makes MS3 follow the DAW playhead position rather than always restarting from bar 1, which resolves most sync issues.

9. Workflow Guide

Quick Sketch Workflow

1. Set Genre and Style, or use Dice.
2. Leave Key Lock off.
3. Click pads, change styles, explore.
4. Favourite the best results — and star the styles you like.
5. Use your favourite as the foundation.

Chord-First Workflow

1. Have your chord MIDI file ready.
2. Drag it into the MS3 piano roll.
3. Chord Lock enables automatically.
4. Adjust Chord Fit.
5. Click pads to generate melodies.
6. Use Variations to fine-tune.
7. Try different chord voicings.
8. Export melody MIDI back to your DAW.

Build Around a Phrase

Found a hook you love, but not the rest of the melody? Lock it and let MS3 write around it.

1. Generate a melody you partly like.
2. Select the phrase you want to keep in the piano roll.
3. Click the armed Melody Lock padlock to lock it.
4. Click pads to generate new melodies around your locked phrase.
5. Lock further phrases as you find them, or click the padlock to unlock everything.

Editing & Refining

1. **Piano Roll** — Drag notes to adjust pitch or timing, double-click to add notes, or expand the piano roll for detailed editing.
2. **Variations** — Swap pitches (Light/Dark) or rhythms.
3. **Melody Lock** — Generate new chords beneath your melody, or lock a phrase and generate a new melody around it.
4. **Groove** — Syncopation, Swing or Triplet feel.
5. **Harmonise** — Add harmony voices.

6. **Sounds & Plugins** — Experiment across all layers, including your own plugins.
7. **Voicings** — Change the feel of the chords.
8. **Rhythms** — Try different Chord and Bass rhythms.
9. **Mix** — Balance layer volumes.

10. Tips & Tricks

- **Break out of your routine** — Try genres you don't normally use, or hit Dice.
- **Duplicate before editing** — Cmd-click (Mac) / Ctrl-click (Win) New Clip first.
- **Relaxed Chord Fit + imported chords** — Often the most interesting melodies.
- **Your sound, any style** — Load your favourite synth as a plugin, switch on its Sound Lock, then explore styles.
- **Save scenes** — Save plugin and sound combinations you like as scenes to reload in any project.
- **Voicings for contrast** — Keep the same chords but switch between a tight and a wide voicing for verse/chorus contrast.
- **Export layers separately** — Toggle off two, drag once per layer.
- **Loop Regions for hooks** — Set a 2-bar loop for quick auditioning.
- **Free genre + manual settings** — Total control, all pads available.
- **Revert after edits** — Restores the original generated version.
- **Export Clips across sessions** — Settings > Export Clip… / Import Clips… (zip folder).

11. Troubleshooting & FAQ

Plugin missing in DAW	Rescan plugins in your DAW's plugin manager. On Mac, check AU or VST3 is installed in the standard system paths. On Windows, confirm the VST3 folder is in your DAW's scan locations. Security software can also quarantine plugin files — check it hasn't blocked MS3.
My plugins don't appear in MS3	Select Scan Plugins in the Settings menu first. See Plugin Scan Troubleshooting.
Kontakt, Omnisphere or another multi-instrument plugin is silent inside MS3	MS3 sends notes to hosted plugins on MIDI channel 1. Make sure your sound is set to channel 1 or Omni / Any. In Omnisphere, load it into Part 1. In Kontakt, set MIDI Ch in the instrument header to Omni. See Using Multi-instrument Plugins.
Logic MIDI FX: only the melody plays	The MIDI FX version sends melody, chords and bass on channels 1, 2 and 3. Plugins like Kontakt and Omnisphere only play channel 1 by default. Set the instrument to Omni (Kontakt) or Any (Omnisphere), or load separate sounds on channels 1, 2 and 3. See MIDI channels in the MIDI FX version.
Can I host plugins in the MIDI FX version?	No. The MIDI FX version only sends MIDI and doesn't produce sound. Load MS3 as an instrument and choose Plugins in a sound menu, or keep MS3 in the MIDI FX slot and load your plugin as the track's instrument.
Effects don't work on my plugin	MS3's effects apply to internal sounds only. Use the plugin's own effects or your DAW's.
No sound	Check a clip is loaded, at least one layer is on, Master Volume is up, and your DAW's audio output is working. In MIDI Out mode, ensure the receiving instrument is set up correctly. If a layer uses a plugin, open the plugin window and check it's producing sound.
Only one MIDI file on drag / can't drag to Cubase	Use Export MIDI... in the Settings menu. Or export each layer separately: switch off two layers, drag once, then repeat for each remaining layer.
Chord Lock turned on automatically	Activates automatically when you edit a chord region or import MIDI chords, to prevent your changes being overwritten.
My chords didn't change when I changed style	Chord Lock is on. Switch it off to load the chord progressions designed for the new style.
Melody Lock switched off	Melody Lock turns off when you change style or genre, and when you switch on Chord Lock — the two can't be used together.

Pads greyed out	Not compatible with current style. Click Free to unlock all pads, or try a different style.
Pads and Melody Bank have disappeared	The piano roll is expanded. Click the Expand Piano Roll button to return to the normal view.
Out of tune with project	Confirm the Key matches your project. Check your DAW's master tuning and any track transpose settings.
MS3 out of sync with DAW	Open the Settings menu and select "Always Sync to DAW". This makes MS3 follow the DAW playhead position rather than always restarting from bar 1.
How to update	Download the latest installer from evabeat.com or your Plugin Boutique account and run it over the existing installation.
Apple Silicon?	Yes. Universal Binary, native on Intel and Apple Silicon Macs.

FL Studio

MS3 sounds too fast or too high in FL Studio on Mac
Check that the sample rate in FL Studio's Audio Settings matches your audio device's Format in Audio MIDI Setup. Open Audio MIDI Setup (Applications → Utilities), click your output device (e.g. MacBook Pro Speakers), and set the sample rate to the same value as FL Studio's Audio Settings — usually 44100 or 48000 Hz. This affects all sounds in FL Studio, not just MS3.

MS3 loads an old version in FL Studio after updating
After updating, if FL Studio's Plugin Manager shows Melody Sauce 3 as "ok" but an older version loads when you open the plugin, try this:

1. Close FL Studio (and any other DAW).
2. Go to your VST3 folder:
   - Mac: `/Library/Audio/Plug-Ins/VST3/`
   - Windows: `C:\Program Files\Common Files\VST3\`
3. Look for all Melody Sauce 3 VST3 files (e.g. `Melody Sauce 3.vst3`).
4. Delete all of them.
5. Reinstall Melody Sauce 3 using the latest installer.

Reopen FL Studio, open Plugin Manager, and click **Find installed plugins** to do a full rescan.

MS3 only plays a short loop in FL Studio
Because of the way FL Studio handles pattern lengths, create an 8-bar pattern or MIDI region in your arrangement to hear the full output, and make sure "Always Sync to DAW" is deselected in MS3's Settings menu.

Serial Code Issues

Make sure you're connected to the internet — an internet connection is required for serial activation.

New orders: Enter your MS3 serial under the "New Licence" tab in the plugin's licensing window. Check there are no spaces at the beginning or end of the serial when you paste it, then click "Activate".

Upgrades: Click the "Upgrade" tab, enter your Melody Sauce 1 or 2 serial in the first field, click "Verify", then enter your MS3 upgrade serial in the second field and click "Activate". An MS3 Upgrade serial requires a valid Melody Sauce 1 or Melody Sauce 2 serial.

If you still have problems, email support@evabeat.com.

Purchase Issues

We use FastSpring for our checkout. Occasionally its security measures may block an order attempt. Please try an alternative payment method (e.g. a different credit card, PayPal, or Apple Pay), or purchasing from a different browser or device. If you're still unable to place an order, email support@evabeat.com.

Troubleshooting MS3 on Windows

Windows Controlled Folder Access
If you're experiencing any issues with files, presets or samples not loading, this is often the cause. Open Windows Security → Virus & Threat Protection → Ransomware Protection → Allow an app through Controlled Folder Access, and add your DAW's executable file. Restart your DAW and try again.

Install pending Windows updates
Install any pending Windows updates, including graphics driver updates. Outdated graphics drivers in particular can prevent MS3 from operating correctly.

Error 126

1. **64-bit check** — Make sure you're running 64-bit Windows and the 64-bit version of your DAW.
2. **Rescan plugins** — Restart your DAW, open a fresh project, and rescan plugins.
3. **Antivirus / Firewall** — Temporarily disable security software, reinstall MS3, then restart your DAW.
4. **Visual C++ Redistributables** — Download and install both x64 and x86 versions of the 2015–2022 redistributable from Microsoft.
5. **OneDrive** — OneDrive's "Known Folder Move" feature can redirect folders to cloud storage. Pause OneDrive sync, ensure MS3's install path is local (`C:\Program Files\Common Files\VST3`), and check your DAW's plugin scan path is not cloud-synced.
6. If none of the above help, contact us — Windows Registry corruption is another known cause.

"No internet connection" during activation (when internet is working)

1. Disable any VPN or proxy and try again.
2. Check your system date and time are correct.
3. Try running your DAW as Administrator.
4. If still stuck, contact us — your firewall or ISP may be blocking MS3's validation server.

DAW freezes when loading MS3

If you have an Nvidia graphics card on Windows 10, open Device Manager, expand Display adapters, right-click your Nvidia GPU and select "Update driver". If the issue persists, try rolling back to an earlier driver version from the Nvidia website.

Installer fails

1. Install all pending Windows updates, restart, then try again.
2. Right-click the installer and select "Run as administrator".
3. Temporarily disable antivirus, firewall, and SmartScreen.
4. Press Win+R, type `%temp%`, delete as many files as you can, then try again.
5. If still stuck, contact us with your MSI log: open an Administrator command prompt and run `msiexec /i [installer-filename].msi /lv c:\setup.log`.

For more help, see our FAQs at evabeat.com.

12. Support

If you run into any issues or have questions not covered in this guide, email us at support@evabeat.com. A support ticket will be logged and we will get back to you within 24 hours.

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