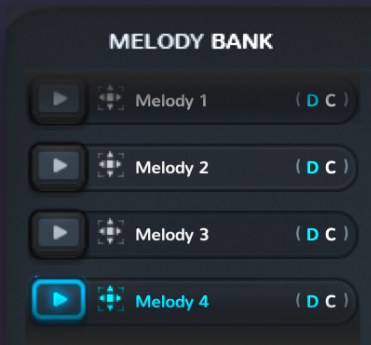




### 3. POST-GENERATION CONTROLS

#### 3.1 MELODY BANK



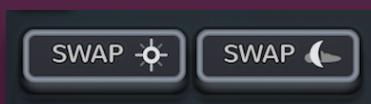
When MelodySauce generates a melody it automatically stores this as a MIDI clip in the Melody Bank. Here you can revert back to previously generated melodies and play them by clicking the  play icon.



MelodySauce will continue to add the melodies you generate here, and you can scroll up and down to view the ones that aren't currently displayed.

These MIDI clips are like any other MIDI clip and you can drag these out of MelodySauce and directly into your DAW simply by grabbing them by their drag-and-drop icon  to the right of a melody's play button

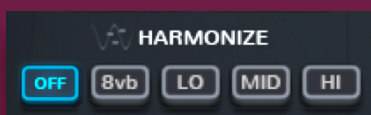
This action automatically mutes MelodySauce's output (see 3.5 below) so you can continue to work in your DAW. When you've finished working in your DAW and want to return to generating more melodies in MelodySauce simply un-click the mute button.

#### 3.2 SWAP:



Clicking one of the Swap buttons allows you to instantly swap the current melody with some new notes whilst keeping the same rhythm. This is useful when you've found a rhythm you like, or when you want to generate multiple versions of a melody to create some melodic development. The left hand Swap button  will swap the current notes with new "light" notes, and the right hand Swap button  will swap the current notes with new "dark" ones.

#### 3.3 HARMONIZE:



Clicking one of the Harmonize buttons allows you to instantly add simple 2-part harmonies to the melodies you've generated. The "8vb" button doubles the current melody an octave below, and "Lo", "Mid" and "Hi" add various different harmonies. Clicking "off" will remove the harmonies.

Harmonies can only be added after clips have been generated, and they won't work if the polyphony of the underlying instrument is set to mono/monophonic.