HARMONY
BLOOM

MANUAL v1.2.3

VST3 • AU • Standalone for Windows and MacOS

Designed and Developed by Mario Nieto.

Harmony Bloom is a MIDI generator merging polyrhythmic patterns with beautiful visuals. Send MIDI data to any device that accepts it, unlocking a range of musical possibilities. Its immersive visuals transform how you experience music.

SYSTEM REQUIREMENTS

Available for MacOS and Windows, functioning as an AU/VST3 plug-in and Standalone.

To run it on Mac or Windows, the following specifications or higher are required:

MacOS

- Version 10.13 or higher.
- Intel Core i5 processor / Native Apple Silicon support.
- 4GB of RAM.

Windows

- Windows 10 or higher.
- Intel Core i5 processor.
- 4GB of RAM.

- An initial internet connection is required for license activation.

INSTALLATION AND SETUP

1 - Download - After purchase, you'll get a download link for the Windows and Mac installer and your serial number, both sent to your purchase email and accessible anytime at marionietoworld.com.

2 - Install - Run the .exe (Windows) or .pkg (Mac), then follow prompts.

3 - Register - Open in your DAW, enter your email, and use your unique serial number, good for three activations. But don't worry, if you need to install it on more computers, just send me a message at mario@marionietoworld.com.

4 -Access - In your DAW, find 'Mario Nieto' under MIDI instruments to use Harmony Bloom.

5 - Route the MIDI output: Harmony Bloom is a MIDI generator and Plug-in version does not produce sound, so you will need to route it to an instrument such as a sampler, synthesizer, or any other device that accepts MIDI. If you have any questions about this process, please visit: SUPPORT – Mario Nieto World

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TOP BAR

1.1 - Logo: Click to reveal the info panel.

1.2 - Reset: Click to restore Harmony Bloom to its default settings.

1.3 - Show Sounds Panel (ONLY FOR STANDALONE): The Standalone version, in addition to MIDI, can generate audio. By pressing this button, a panel will open where it is possible to choose from 5 sounds.

1.4 - Save Panel: Click to show Save Preset Panel.

1.5 - Preset Selector and Random Preset: Here, the loaded preset is displayed. Clicking on this area will open the panel with the preset list. The arrow buttons allow you to load the next or previous preset from the list. The "random" button will select and load a preset at random from all available ones.

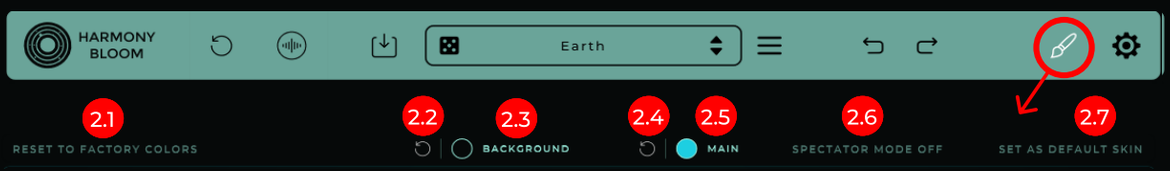
1.6 - Show Presets Panel: Click to reveal the Presets List panel.

1.7 - Undo/Redo: Revert the previous action or redo the previously undone action.

1.8 - Show Look editor Bar: Shows the look editing bar.

1.9 - Settings: Click to reveal the Settings panel.

LOOK EDITOR BAR



2.1 - Reset to Factory Colors: when pressed, we will load the colors that come from the factory. This action does not affect the default skin that we have assigned, so every time we load a new instance of harmony bloom, it will use the colors that you have set as the default skin.

2.2 - Reset Background Color: by clicking it, we will reset the background color, the color used will be the one that we have assigned as the default background.

2.3 - Background color selector: When clicked, a window will open where we can select, or type in hexadecimal, the desired color that will be used as background.

2.4 -Reset Main Color: by clicking it, we will reset the main color, the color used will be the one that we have assigned as the default main.

2.5 - Main color selector: : When clicked, a window will open where we can select, or type in hexadecimal, the desired color that will be used as main.The main color is used in all components that are not considered background, such as shapes, text, icons...

2.6 - Activate spectator mode: The spectator mode is an experimental feature designed to provide a cleaner and more focused viewing experience. When activated, this mode hides all interface elements associated with sequence editing. This leaves only the sequencer visible in the center of the screen, allowing for a distraction-free immersion in the content being viewed.

2.7 - Set as default skin: So, every time we load a new instance of harmony bloom, we will use these colors.

MAIN

3.1 - Use Input Notes: Enable this feature to have the sequencer adaptively use incoming notes in sequence instead of the pre-defined note collection. When active, any notes input will directly influence the note sequence, providing a dynamic and responsive musical creation experience.

3.2 - Note Collections: Click here to view note collections. This defines the Harmony Bloom sound. Collections have predefined intervals for harmony, including chords, scales, or meticulously selected intervals. Press the dice to select one at random.

3.3 - Global Random: Randomize permitted parameters. Right-click a parameter and choose "ADD TO GLOBAL RANDOMIZATION" to allow, or "REMOVE FROM GLOBAL RANDOMIZATION" to exclude it from randomization.

3.4 - Root Mode: This feature filters the notes to align them with the chosen root note. It's an essential tool to ensure that the generated notes are always in the right key, allowing for musical cohesion and avoiding out-of-tune notes. It's particularly useful for always staying "in key" with the desired music.

3.5 - Scale Selector: This tool allows you to choose from up to 57 different musical scales or modes for your sequence. By selecting a specific scale, the generated notes will adjust to fit within that scale, ensuring melodic and harmonic consistency in your music. This vast selection provides you with a wealth of tonal options to explore and integrate into your projects.

3.6 - Show Scale Editor: Shows or hides the keyboard to edit the scales.

3.7 - Custom Scale Keyboard selector: From this keyboard, you can adjust the scale used as you prefer. Scales are the final filter, meaning whatever Harmony Bloom generates, this scale will not let through the notes that are not activated.

3.8 - Notes (dots in the spiral) can be selected either by clicking and dragging across an area or by individually clicking on them. **We will review these buttons in more detail in the SPECTATOR MODE section.**

3.9 - Global Offset: Allows shifting the entire sequence together.

3.10 - Quantized Offset: Set the distance between notes in a quantized, equidistant manner. For example, if we select 3, the sequencer notes will be played at 3 equal timepoints. Press the dice to select one at random.

3.11 - Free Offset: Adjust the distance between notes freely. Unlike 'Quantized Offset', this control gives complete freedom to adjust the distances between notes. Press the dice to select one at random.

3.12 - Speed Offset: Controls the timing between notes: for values from 0.0 to 1.0, notes progressively speed up from the center outward; for values between 0.0 and -1.0, notes slow down from the center outward.

3.13 - Even Offset: Even Offset delays even notes, very useful for creating swing patterns or exploring new shapes and rhythmic patterns.

3.14 - Number of Notes: Select the number of notes we'll use for generating new sequences; we can have up to 82 notes. Press the dice to select one at random.

3.15 - Notes Duration: The duration of each note, measured in seconds, until it stops sounding. Use the dice option to pick a random note duration.

3.16 - Loop Length: The total duration or number of beats for the notes to complete a full loop. Press the dice to select one at random.

3.17 - Probability: This function enables the creation of dynamic and randomized musical patterns by triggering notes according to a specified probability percentage. A setting of 0% indicates that there is no chance of notes being triggered, while 100% ensures that notes will be triggered with certainty.

3.18 - Bpm and Metronome: When the metronome is active, Harmony Bloom syncs with the DAW's tempo. The 'Number' displays the DAW's tempo when the Metronome is on and can be set manually when it's off.

3.19 - Sequencer Visualizer: View notes and their trigger points here. Each note connects with a line to the next, forming intricate patterns and shapes.

3.20- Trigger Bars: The sequencer has 8 points that can be activated or deactivated. Click on the circles surrounding the sequencer to toggle a trigger bar. When a trigger is activated, a note will be triggered once the note reaches the activated Bar.

3.21- octave transpose: Transposes all notes to the selected octave.

BOTTOM AREA

4.0 - Link Play With Transport DAW: When active, Play/Pause will be automatically controlled by the DAW.

4.1 - Play/Pause: Play or pause the sequence: When 'Keyboard Mode' and 'Link Play With Transport DAW' is not active, you can set the sequence to play or pause by clicking this button. When 'Keyboard Mode' or 'Link Play With Transport DAW' is active, this button won't be manually accessible, and play and stop will be controlled by incoming MIDI notes.

4.2 - Inver Direction: Change the direction in which the notes spin.

4.3 - Keyboard Mode: When 'Keyboard Mode' is activated, it determines the sequence's root note based on incoming MIDI signals. In this mode, the play and pause functions are also controlled by incoming MIDI notes, bypassing manual button control. Consequently, the sequence's root note aligns with the incoming note.

4.4 - Retrigger: When active, the sequence's position will reset upon specific triggers. If 'Keyboard Mode' is also active, the sequence resets upon receiving a MIDI event (note on). If 'Keyboard Mode' is not active, the sequence resets when pressing the play button.

4.5 - Minimum Note: This is the lowest pitch we'll have in the sequence. It serves as the starting point for note generation. From this note, intervals will increase, allowing us to transpose the sequence from here. When 'Keyboard Mode' is on, this value will automatically adjust to the incoming MIDI note. When 'Keyboard Mode' is off, we can manually modify it from the control.

4.6 - Link Range Notes: The generation of notes starts at the 'Minimum Note', which will be the lowest pitch in the sequence. On the other hand, the 'Maximum Note' will be the highest pitch available. When 'Link Range Notes' is active, the distance between the minimum and maximum notes will always remain constant.

4.7 - Maximum Note: This is the highest pitch we'll have in the sequence. It works in conjunction with 'Minimum Note', which defines the lowest pitch. By setting these two notes, we determine the tonal range in which the sequence will operate.

4.8 - Random Velocity: Toggle for natural velocity variation. Randomly assigns velocities between V.MIN and V.MAX for expressive, lifelike performances.

4.9 - Minimum Velocity: Adjust the minimum playable velocity for notes, creating a floor for how soft notes can be.

4.10 - Maximum Velocity: Set the maximum velocity limit for notes, controlling the highest intensity for dynamic expression. When Random Velocity is not active and Keyboard Mode is active, V.MIN and V.MAX act as a limiter for the velocity input. When Keyboard Mode is not active and Random Velocity is not active, the V.MAX controller will define the velocity with which the note will be triggered.

4.11 - MIDI Capture: Capture and record MIDI sequences efficiently within the app. For most versions, recording initiates only when the DAW is in play mode. In the Standalone version, recording starts immediately upon pressing the 'MIDI Capture' button.

4.12 - MIDI Export Button: Easily export your captured MIDI sequences to a specific location on your device for further use or processing. Click the 'MIDI Export' button and choose your preferred destination folder.

4.13 - DragDrop MIDI Export: Intuitively drag and drop your MIDI sequences into a DAW or any desired location. The 'DragDrop MIDI Export' feature simplifies the process of integrating your MIDI creations directly into your workflow.

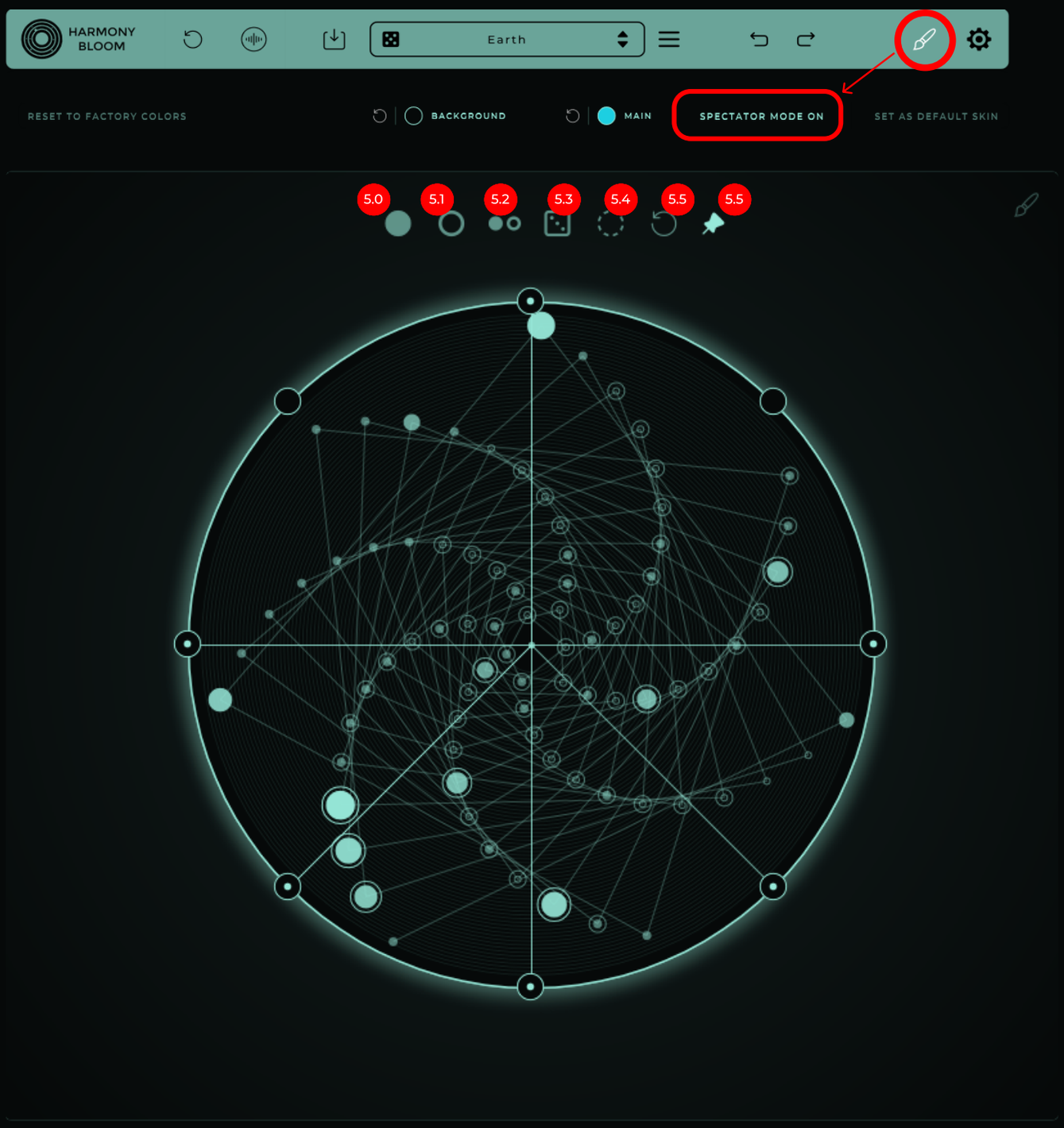
4.14 - Keyboard: Incorporated Keyboard to directly trigger sequences from the UI.

SPECTATOR MODE

The spectator mode is an experimental feature designed to provide a cleaner and more focused viewing experience. When activated, this mode hides all interface elements associated with sequence editing. This leaves only the sequencer visible in the center of the screen, allowing for a distraction-free immersion in the content being viewed.

HOW TO SHOW OR HIDE SPECTATOR MODE:

Open the color editing bar and click on the brush in the top bar, then, activate to enter or deactivate to exit Spectator mode. When you are in Spectator mode, you can hide the editing bar by clicking on the brush that is in the top right corner.



Notes can be selected either by clicking and dragging across an area or by individually clicking on them. This is valid whether Spectator mode is activated or deactivated.
For extended selection, hold down the Shift key while clicking to include additional notes. This selection flexibility supports activating or deactivating notes, toggling their active states for varied pattern experimentation, and enabling or disabling all notes for comprehensive edits. The feature to randomize the state of selected notes adds an element of unpredictability, enriching the creative process. Resetting all notes to active status provides a foundational reset for further creative adjustments, ensuring a seamless and dynamic composition experience.

In "Spectator Mode", the following buttons are only visible if at least one note is selected or pin is on:

5.0 - Activate Selected Notes: Activates the selected notes.

5.1 -Deactivate Selected Notes: Deactivates the selected notes, meaning these notes will not sound when reaching a trigger bar.

5.2 -Toggle State of Selected Notes: Toggles the state of the selected notes, whereby inactive notes will become active and active notes will become inactive.

5.3 -Select or Deselect All Notes: Clicking here will select all notes if none are selected, or deselect all notes if some are selected.

5.4 -Randomize Active State of Selected Notes: Randomizes the active or inactive state of the selected notes.

5.5 -Reset All Notes: Resets all notes, meaning all notes will become active.

5.6 - Pin Toggle: To improve the viewing experience in Spectator Mode, these buttons are not visible unless at least one note is selected. This button, called "Pin Toggle", allows these buttons to remain visible even when no notes are selected.

EXTRA FEATURES

If we right-click on a parameter, a popup with several options will appear, let's take a look at them in detail.

Reset Value: Resets the parameter to its default or initial value.

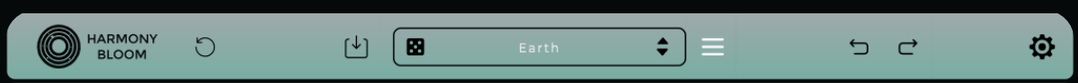
Learn MIDI Assignment: Allows you to map the parameter to a MIDI controller (CC). By selecting this and moving a control on your MIDI keyboard or control surface, that physical control is linked to this software parameter.

Add to Global Randomization: Adds the parameter to a set that will be randomized when a global randomization feature is activated, altering the parameter's value randomly.

Keep on Preset Switch (No Active/Active): Maintains the current value of the parameter when switching to another preset or patch, rather than adopting the value that the parameter has in the new preset.

PRESETS

From this panel, we manage the presets. Additionally, it features a handy search tool to find presets by their name and the capability to sort presets by any of their attributes alphabetically.



6.0 - Search Preset: Enter the name of the preset you'd like to filter and display in the list.

6.1 - Sort List By Attribute Bar: Click on any attribute in this bar to sort the preset list alphabetically based on the selected attribute. The list can be arranged in either ascending or descending order by clicking the attribute a second time.

6.2 - Favorite: Click on the heart icon to mark the preset as a favorite.

6.3 - Preset Name: This attribute can be changed at any time (only for User Presets). Simply right-click on the preset and in the popup, choose “RENAME PRESET”.

6.4 - Author Name: This attribute can be changed at any time (only for User Presets). Simply right-click on the preset and in the popup, choose “RENAME AUTHOR”.

6.5 - Root Note: Here, we can see the root note with which it was saved. To modify it, you would need to overwrite the preset with a different root note. To do this, save the preset with the same name but with a different root note.

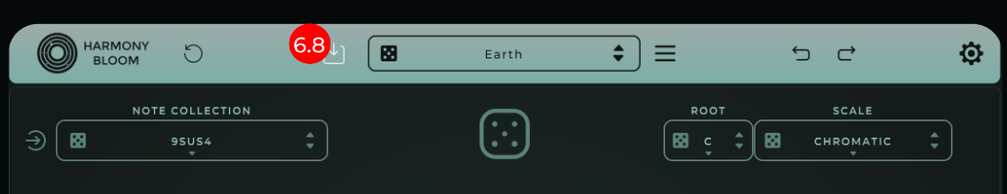
6.6 - Scale: Here, we can see the Scale with which it was saved. To modify it, you would need to overwrite the preset with a different root note.

6.6 - Remove Preset: When pressed, this deletes the preset. The file containing the preset data will be moved to your operating system's trash bin. Another way to delete the preset is to right-click on it and select “REMOVE”.

MORE OPTIONS

Presets are saved in external files, so by simply sharing these files with the .hbloom extension, we can share our created presets or load presets from other users. To export or import new presets, just right-click on a preset and select the desired option.

HOW TO SAVE A PRESET



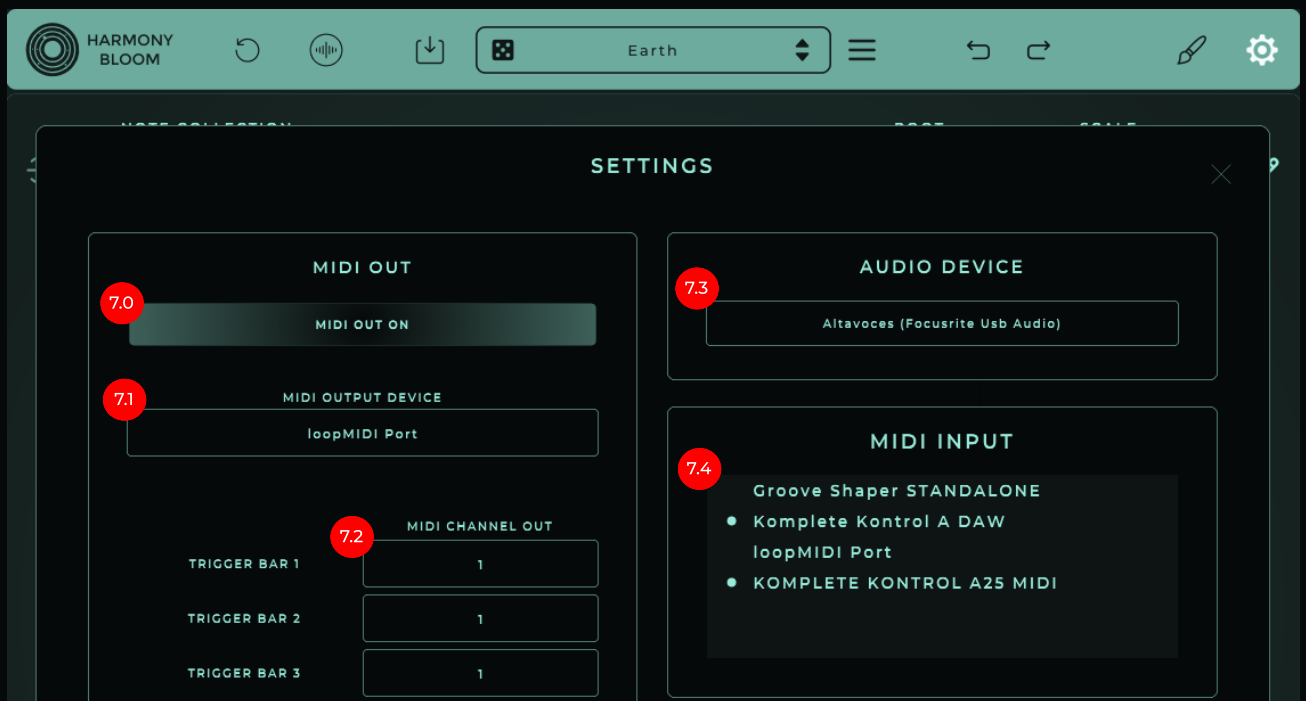
6.8 - Show Save Preset Panel: Click to Open or close save presets Panel.

6.9 - Author: Enter the preset author's name here. This attribute can be modified later from the presets list.

6.10 - Preset Name: Enter the preset name here. This attribute can be modified later from the presets list.

6.11 - Save: Click to save the preset.

SETTINGS



7.0 - Midi Out Active (ONLY AVAILABLE IN STANDALONE): Activate the MIDI output.

7.1 - Midi Output (ONLY AVAILABLE IN STANDALONE) : The device through which the MIDI will be output.

7.2 - Trigger bars that can be mapped/output to different midi channels. (ONLY IN STANDALONE) , incompatible with DAWs like Ableton due to their internal routing limitations that merge all MIDI messages.

7.3 - Audio Device (ONLY AVAILABLE IN STANDALONE): Select the audio device that will output the generated sound.

7.4 - Midi Input Device (ONLY AVAILABLE IN STANDALONE): Select the inputs through which Harmony Bloom will receive MIDI.

7.5 - SHOW NOTES: Activate this option to display the note sequences in the sequencer. This feature allows you to visually track the MIDI notes.

7.6- SHOW LINES: Enable this option to show or hide the lines connecting notes in the sequencer.

7.7- SHOW ORBITS: Show or hide orbits.

7.8 - SHOW TOOLTIPS: Show or hide the tooltips when hovering the cursor over the parameters.