



NOVAGRID

MANUAL v1.0.0

VST3 · AU · Standalone for Windows and MacOS

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What is Novagrid? Concept Overview

Novagrid is a multi-lane audio modulation sequencer. Instead of generating sound, Novagrid takes an incoming audio signal and reshapes it rhythmically through four independent effect lanes. Each lane has its own sequencer, its own effect, and its own set of controls, allowing you to build complex, evolving modulation patterns that react in real time to any audio source.

At its core, Novagrid is built around three main concepts:

1. Lanes – Independent Modulation Engines

Novagrid features four lanes, each dedicated to a specific audio effect:

- Volume
- Pan
- Filter (14 types)
- Bitcrusher

Every lane contains its own step sequencer, speed, steps settings, range controls, randomization tools, locks, and editing tools.

Each lane works independently, but they can also be linked to behave as a unified modulation system.

2. Sequencers, The Heart of Novagrid

Every effect is controlled by a slider-based step sequencer, which defines how the effect behaves over time.

The sequencer determines things like:

- How much the volume opens or closes
- How far the sound pans left or right
- How the filter cutoff moves
- How strong the bitcrushing becomes

Each sequencer is fully editable: you can draw curves, generate patterns, randomize steps, or sculpt shapes using the Editor Tools.

3. The Modulation Chain, Reorderable Processing

The four lanes are processed from left to right, meaning the leftmost effect affects the audio first.

You can reorder lanes via drag and drop to change the modulation chain and dramatically alter the result.

This makes Novagrid behave more like a modular audio tool, where the structure you choose shapes the final sound.

4. Randomization, Locks & Workflow

Novagrid includes powerful randomization systems:

- Local dice for quick variation
- Global Random for controlled chaos
- Parameter locks to preserve key values
- Linked lanes to randomize or edit multiple effects at once

These tools allow fast experimentation while maintaining control over what changes and what stays fixed.

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 10.14 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 (DESKTOP)

Download

- After purchase you'll receive installers for Windows (.exe) and macOS (.pkg) and your license key by email. They're also in your account at marionietoworld.com.

Install

-Run the installer and follow the prompts.

Activate

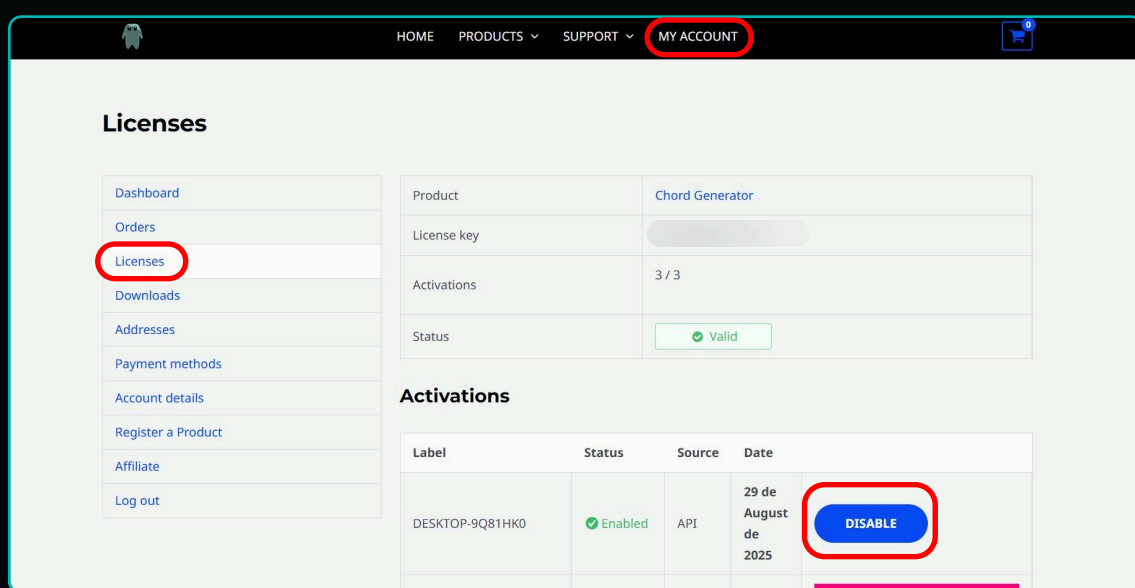
-Open the plugin (or the standalone) the first time → enter your email and license key.
-Internet is required only for this initial activation.
-Each license can be active on up to 3 computers.

Use offline

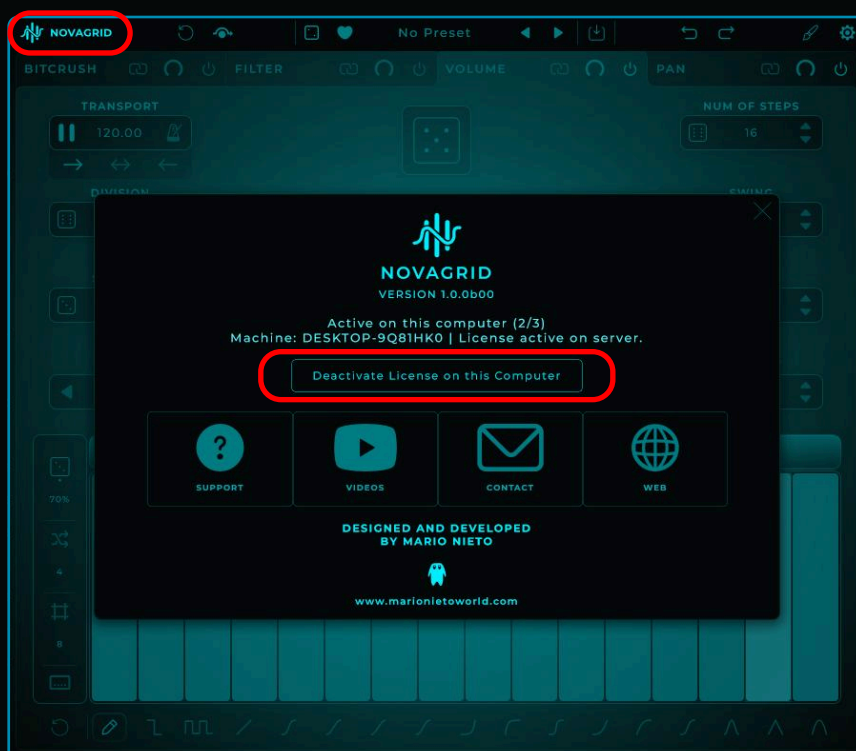
-Once activated, you can use the plugin offline on that device (no periodic check-ins).

Manage & deactivate

-Go to marionietoworld.com/my-account → Licenses to view your activated computers and free a slot.



You can also deactivate the license directly from Novagrid by clicking on the logo inside the plugin.



Access - In your DAW, find "Mario Nieto" under audio effects to load Novagrid.

Audio Input Required: Novagrid is an audio processor, so it needs an audio signal to work. Insert it on any audio track, instrument track, or bus you want to process. Novagrid will shape the incoming sound using its multi-lane sequencer, effects, and modulation engine.

TOP BAR



1.1 - Novagrid Logo & About: Opens the About panel, where you can find version information, credits, and quick access to support resources.

1.2 – Reset / Initialize: Resets Novagrid.

When you click this button, a popup appears with two options:

- INIT ALL – Resets everything: all parameters are restored to default, parameter locks are removed, and any Global Random entries are cleared.
- RESET – Restores all effect parameters except the ones that are locked, and keeps any Global Random assignments.

1.3 - Bypass: When active, all incoming MIDI signals pass through Harmony Bloom unaffected, effectively bypassing its processing. It's equivalent to disabling the plugin.

1.4 – Random Preset: Loads a random preset from the preset list.

Use this when you want to quickly discover new starting points or unexpected ideas.

1.5 – Favorite Preset: Marks or unmarks the current preset as a favorite.

1.6 - Preset Name / Preset Browser: Displays the name of the currently loaded preset (e.g. “No Preset” if none is loaded). Click this area to open the Preset Browser panel, where you can browse, filter and load factory and user presets.

1.7 – Previous / Next Preset: Navigates through the preset list:

- Left arrow: previous preset
- Right arrow: next preset

Works across factory, user and (optionally) favorite presets.

1.8 – Save Preset: Opens the Save Preset panel, where you can:

- Enter a preset name
- Add the author
- Write a description

1.9 – Undo / Redo: Steps backward (Undo) or forward (Redo) through your recent edits, including parameter changes, random preset loads, and other main actions.

1.10 - Show Expansions Panel: Click to reveal Expansions Panel. We will cover this in more detail later.

1.11 – Color / Theme: Opens the Color panel, where you can adjust Novagrid’s theme colors and appearance to fit your setup or personal taste.

1.12 - Settings: Click to reveal the Settings panel. We will cover this in more detail later.

Look Editor Bar

Novagrid lets you customize the interface colors to match your personal style. You can import and export looks as .mnLook files, either by clicking the import button or by simply dragging a look file onto the app.

Looks created in Harmony Bloom and Chord Generator are fully compatible with Novagrid, allowing you to use the same themes seamlessly across all MNW plugins.



Note: To display the Look Editor Bar, click the brush icon at the top of the interface (see section 1.10 for details).

2.1 – Background Color Selector

When clicked, a window opens where you can select the desired background color or type it directly in hexadecimal format. Right-clicking displays a popup with options to Copy, Paste, or Reset the color.

2.2 – Main Color Selector

When clicked, a window opens where you can select the main color or type it in hexadecimal format.

The main color is used for all foreground elements such as shapes, text, icons, and UI highlights. Right-clicking displays a popup with options to Copy, Paste, or Reset the color.

2.3 – Undo / Redo Colors

These controls allow you to undo or redo any color changes made in the Look Editor.

Color undo/redo is independent from the plugin’s parameter undo/redo system and affects only the interface colors.

2.4 – Random Colors

Randomizes the interface colors.

The randomization algorithm always tries to generate color pairs with strong contrast between background and main colors to keep the interface readable.

2.5 – Export Look

Opens a dialog to export your current color theme as an .mnLook file.

These files can be loaded later in Novagrid, Harmony Bloom, or Chord Generator.

2.6 – Import Look

Opens a dialog to import a custom .mnLook file.

You can also import looks by dragging and dropping an .mnLook file onto Novagrid.

Note: All looks created in Novagrid, Harmony Bloom, and Chord Generator are fully cross-compatible.

2.7 – Reset to Factory Colors

Restores the original factory colors.

This action does not affect your assigned default skin — meaning that when you open a new instance of Novagrid, it will still use whatever colors you have saved as default.

2.8 – Set as Default Skin

Saves the current color configuration as your default skin.

Every time you load a new instance of Novagrid, these colors will be used automatically.

Overview

Novagrid includes four independent audio effects, Bitcrusher, Filter (13 types), Volume, and Pan, each powered by its own sequencing engine.

Effects are processed from left to right, and you can freely reorder them by dragging their tabs to reshape the processing chain.

Lanes

Every effect lives inside its own lane. Selecting a lane displays all of its parameters, including its individual number of steps, speed, smoothing, and effect-specific controls. Lanes operate independently by default, but they can be linked so their parameters can be randomized or adjusted together.

A lane will only process audio if:

1. Its Power button is enabled.
2. The Dry/Wet control is set above 0%.

If either is off, the lane remains inactive even while the sequencer runs.

You can also reset lanes individually and reorder them at any time to explore new sonic results.



3.1 - Effect Selector: The Effect Selector displays the name assigned to each lane. Left-clicking this area reveals all parameters related to the selected effect. You can also reorder the processing chain by left-clicking and dragging a lane tab to a new position. This determines whether the effect is processed before or after the others. Right-clicking the Effect Selector opens a popup menu with several additional actions, which we will detail in the following sections.

3.2 - Link Lane: When Link is enabled, any lane with the Link button active becomes part of a linked group. All linked lanes share their parameters: any manual change made in one lane is immediately mirrored across the others in the group.

Linking also affects randomization, but with an important distinction:

- Manual changes are cloned exactly across all linked lanes.
- Randomization triggers a separate random value for each linked lane, rather than copying the same result.

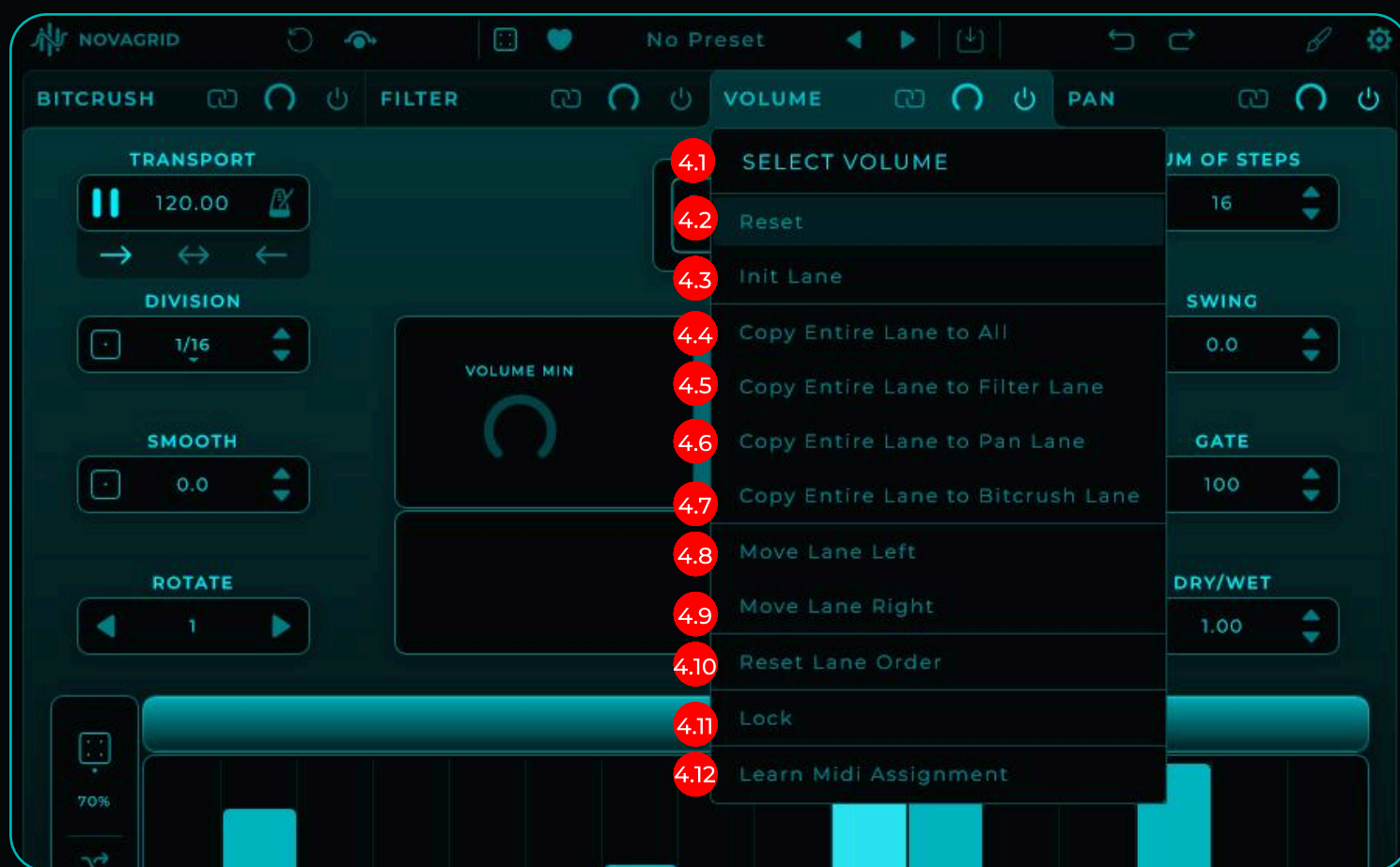
This allows linked lanes to behave uniformly when editing parameters, while still generating independent variations when randomizing.

3.3 - Dry/Wet: This control provides quick access to the lane's Dry/Wet balance without needing to select the lane first. It determines how much of the processed signal is blended with the clean audio. A dedicated Dry/Wet control also exists inside each lane, offering additional options, but this top-level control allows faster adjustments during workflow.

3.4 - Active Lane: This button enables or disables the effect for the selected lane. When the lane is inactive, it does not process any audio, effectively acting as a bypass.

Context Menu Options

As mentioned earlier in section 3.1, right-clicking the Effect Selector opens a dropdown menu with several options:



4.1 - Parameter Name: Displays the name of the currently selected parameter.

4.2 - Reset: Resets all parameters in the lane except those that are locked. It also does not remove any parameters that have been added to the Global Random system.

4.3 - Init Lane: Fully initializes the lane:

- Removes all parameter locks
- Clears the lane's Global Random assignments
- Resets all parameters to their default state

4.4 - Copy Entire Lane All: Copies the full state of the current lane to every other lane. Parameters with active locks in the destination lanes remain unchanged.

4.5 - Copy Entire Lane to Filter Lane: Copies the full state of the current lane to the Filter lane. Only parameters without active locks in the Filter lane are modified.

4.6 - Copy Entire Lane to PanLane: Copies the full state of the current lane to the Pan lane. Only parameters without active locks in the Pan lane are modified.

4.7 - Copy Entire Lane to Bitcrush Lane: Copies the full state of the current lane to the Bitcrusher lane. Only parameters without active locks in the Bitcrusher lane are modified.

4.8 - Move Lane Left: Moves the lane one position to the left, changing its place in the processing chain.

4.9 - Move Lane Right: Moves the lane one position to the right, altering the order in which the effect is processed.

4.10 - Reset Lane Order: Restores the factory processing order for all effects.

4.11 - Lock: Locks the entire lane, preventing any external changes. For example, when loading a preset, locked lanes will not be modified. Parameters can still be adjusted manually, but nothing else can alter them.

4.13 - Learn Midi Assignment: Enables MIDI Learn mode for lane selection. When active, the lane waits for an incoming MIDI CC message. Once received, that CC is assigned to lane selection, meaning that sending that MIDI CC will automatically select this lane. This feature is available for most parameters in Novagrid.

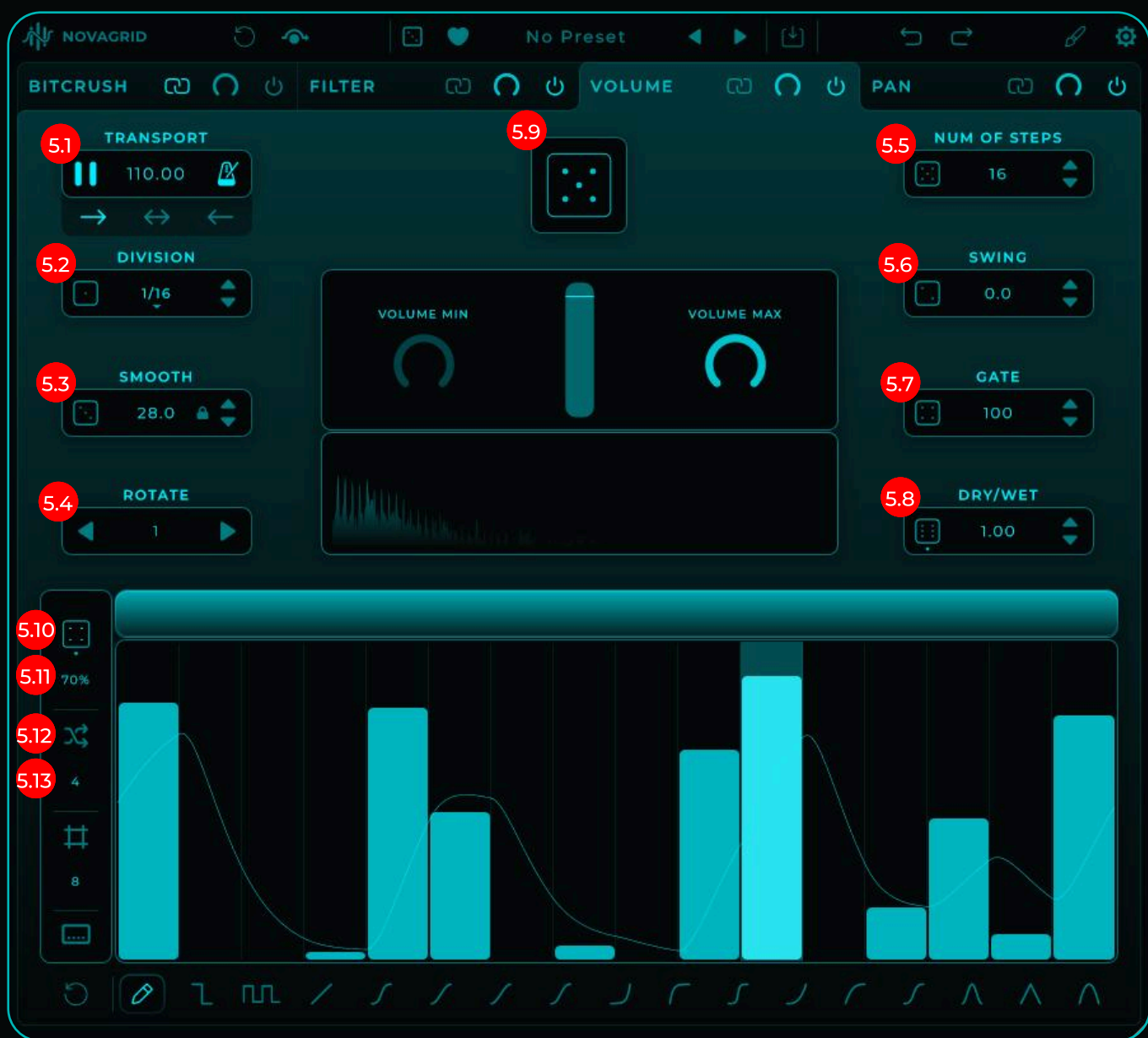
Common Lane Controls

Each lane includes a set of shared controls that work the same across all effects. The only elements that vary from lane to lane are the central effect-specific parameters (such as Filter, Pan, Bitcrusher, etc.).

We will first look at these common controls, since understanding a single lane makes it easy to understand them all. After that, we will cover the unique controls specific to each effect type.

Remember that all lanes operate independently, meaning each can have its own configuration, speed, number of steps, smoothing, and more.

Alternatively, lanes can operate in a linked mode if the Link button is enabled.



5.1 – Transport

The Transport section controls the sequencer's tempo and playback.

On the right side, you'll find the Metronome Sync button.

When this button is active, Novagrid's tempo becomes synchronized with the DAW, and playback is fully controlled by the DAW's transport.

At the center is the BPM display.

- With Metronome Sync enabled, it shows the DAW's tempo and cannot be changed manually.
- With Metronome Sync disabled, you are free to set an independent tempo, allowing Novagrid to run at its own speed.

On the left is the Play/Pause button.

As with the BPM control, when Metronome Sync is active, this button follows the DAW and cannot be controlled manually.

When Sync is inactive, you can start or stop Novagrid's sequencer independently.

Below the main transport controls are three direction buttons that define how the sequence loops:

- → Forward: the sequence plays from left to right and loops continuously.
- ⇄ Ping-Pong: the sequence plays forward to the end of the loop, then reverses back to the beginning, repeating this cycle.
- ← Reverse: the sequence plays from right to left, looping continuously in reverse.

5.2 – Division

This control defines the duration of each step. Higher values (such as 1/128) create shorter step lengths than lower values (like 1/16), which means the entire loop takes less time to complete.

In other words, shorter steps make the sequence play faster, while longer steps slow it down.

- Dice icon → assigns a random division value
- Arrow buttons → select the next or previous division

5.3 – Smooth

This control adjusts the transition smoothness between steps.

Lower values produce sharp, abrupt changes, while higher values create gentler, more fluid transitions from one step to the next.

In the sequencer view, the smoothing amount is represented visually by a line showing how values blend between steps.

- Dice icon → assigns a random smooth value
- Arrow buttons → select the next or previous smooth setting

5.4 – Rotate

This control allows you to shift the entire sequence by the number of steps defined in the Rotate value. For example, if Rotate is set to 4 and you press the right arrow, the sequence will shift 4 steps to the left. Pressing the left arrow rotates the sequence in the opposite direction.

5.5 – Number of Steps:

This control sets the total number of steps in the sequence, from 1 up to 128.

- Dice icon → assigns a random number of steps
- Arrow buttons → select the next or previous step count

5.6 – Swing

Delays the even-numbered steps to create a swung, more groove-oriented feel.

- Dice icon → assigns a random swing amount
- Arrow buttons → select the next or previous swing value

5.7 – Gate

This control shortens the duration of each step without changing the sequence speed.

While the sequencer defines the value applied during the step, the Gate parameter determines how long that value remains active before dropping back to 0.

As the Gate amount decreases, steps sound tighter, shorter, and more percussive, making it very useful for rhythmic effects, stabs, or creating a more articulated groove.

5.8 – Dry/Wet

Controls how much of the processed signal is blended with the clean audio.

Higher values mean more effect applied, while lower values allow more clean signal to pass through with minimal alteration.

Note: This control is duplicated at the top of each lane (see section 3.3) for quick access.

- Dice icon → assigns a random Dry/Wet value
- Arrow buttons → select the next or previous value

5.9 – Global Random

When pressed, it randomizes all parameters that are included in the Global Random engine.

We'll explain how the randomization system works in detail later.

5.10 – Random Sequence

Randomizes the sequence by assigning a new random value to each step.

5.11 – Random Complexity

Defines how dense and detailed the pattern becomes when randomizing.

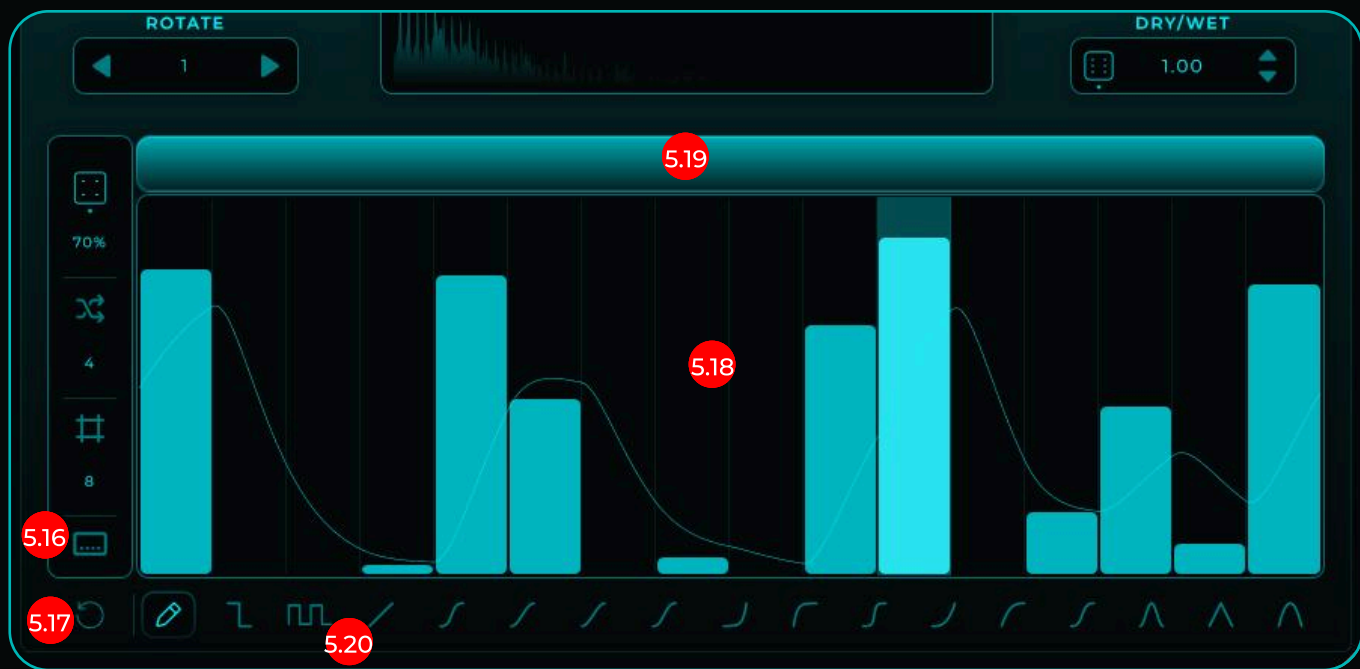
Lower values produce simpler sequences with fewer active steps, while higher values generate busier and more varied results (depending on the current Edit Mode).

5.12 – Shuffle Sequence

Randomly reorders the sequence in blocks. Steps are grouped by the Shuffle Block Size and blocks are shuffled; order inside each block is preserved.

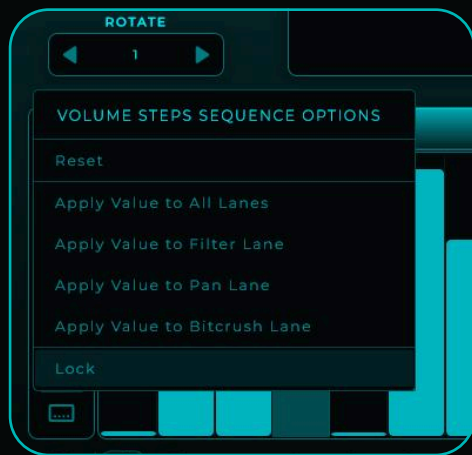
5.13 – Shuffle Block Size

Block size (in steps) used for shuffling. 1 = shuffle individual steps; higher values shuffle larger chunks.



5.16 – Steps Sequence Options

Clicking this button opens a popup containing additional options related to the sequence.



Reset:

Resets the sequencer to its default state.

Apply Value to All Lanes / Apply to Lane X :

Copies the current sequence to all lanes, or to a specific lane. *Note: This has no effect if the destination lane's sequence is locked.*

Lock:

Locks the sequence so it cannot be modified by other lanes, randomization, or preset changes. When Lock is enabled, the sequence can only be edited manually.

5.17 – Reset

Resets the sequencer to its default state.

5.18 – Sequence

This slider-based sequencer is responsible for modulating the selected effect. Each lane uses its sequencer to control a different parameter:

- **Volume Lane:**
When a slider is at the minimum, the volume is fully attenuated; when it's at the maximum, the audio passes through at 100%.
- **Filter Lane:**
Each slider controls the Cutoff Frequency, creating rhythmic filter movements.
- **Pan Lane:**
A slider at the top moves the sound to the right speaker, and a slider at the bottom moves it to the left.
- **Bitcrusher Lane:**
Each slider defines the amount of bit reduction, shaping the intensity of the digital distortion.

All effects can be configured to work within a customizable range.

For example, with the Filter, you might want the cutoff to move only between 100 Hz and 2000 Hz. Each effect includes its own range controls (explained later) where you can define these boundaries.

Additionally, the sequencer displays a smooth curve that shows how steps transition without abrupt changes (depending on the current Smooth value).

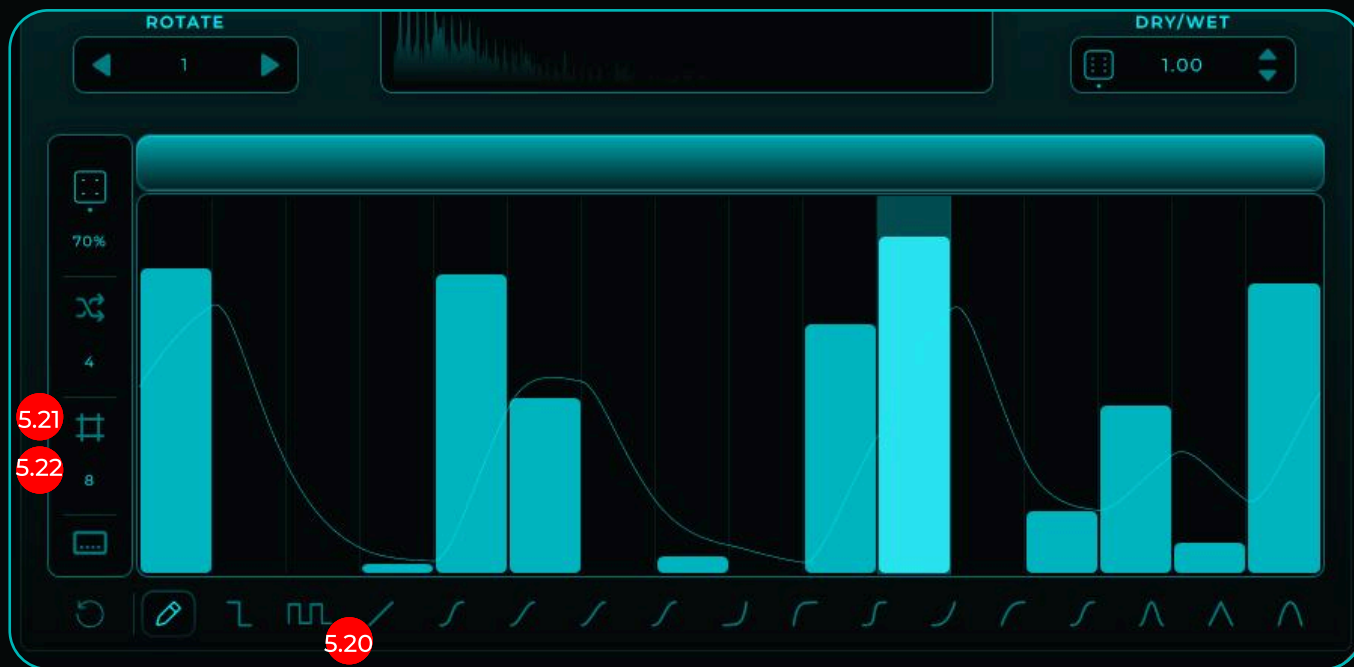
When the Gate is set to a lower value, the steps/sliders visually shorten to provide clear feedback of how the signal is being shaped.

To modify any step, simply click with the left or right mouse button and drag across the steps.

5.19 – Sequence Range

This bar lets you adjust the start and end points of the sequence loop.

You can drag the edges to resize the range, drag the center to move it, or double-click to reset it to the full sequence.



5.20 – Editor Tool

These tools allow you to edit the sequence using different curves, patterns, or free-form drawing.

From left to right, here is what each mode does:

- Free – Free draw: paint values freely.
- Toggle – Toggle mode: switch steps between 0% and 100%.
- Square – Generates an alternating high/low block pattern.
- Line – Draws a straight linear ramp between two points.
- Ease – Creates a smooth ease-in/ease-out ramp.
- Sine – Draws a continuous sinusoidal wave across the steps.
- Triangle – Creates a linear up/down triangle wave.
- Cosine In/Out – Smooth symmetric curve using a cosine profile.
- Arch – Draws a bell-shaped hump centered in the selected range.
- Exp In – Exponential In: slow start, fast finish.
- Exp Out – Exponential Out: fast start, slow finish.
- Exp In/Out – Exponential In/Out: slow-fast-slow profile.
- Smoothstep – Gentle S-curve transition.
- Smootherstep – Extra-smooth S-curve with softer acceleration.
- Power In – Concave ramp, stronger modulation near the end.
- Power Out – Convex ramp, stronger modulation near the start.
- Power In/Out – Symmetric concave-to-convex curve.

5.21 – Grid

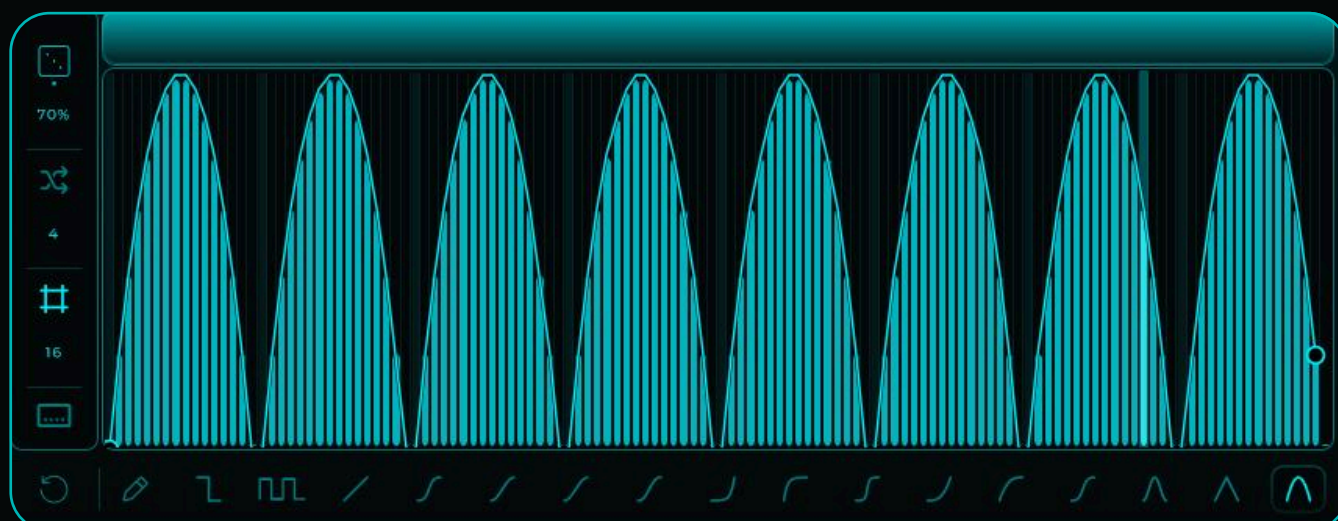
Toggles the editor grid overlay on or off.

When enabled, drawing with the mouse will repeat the selected Editor Tool pattern across the sequence (except when using Free, which always allows free-hand painting).

5.22 - Grid Steps

Defines how many steps each repetition of the selected Editor Tool pattern will span.

For example, if set to 4, the chosen curve or shape will repeat every 4 steps across the sequence.



Random Paramteres

You can choose whether each dice button is included in or excluded from the global random engine.

When you press the Global Random button (5.9), only the parameters whose dice have been added to the global random engine will be randomized.

Dice that belong to the global random engine are indicated by a small dot displayed just below each dice icon.

Additionally, if the lanes are linked (3.2), any global random action will be applied to all lanes that are part of the global random engine simultaneously.



To add a parameter to the global random engine, right-click on its dice button and select "Add to Global Randomization". A small dot will appear below the dice, indicating that it is now part of the global random engine. If you later want to remove it, simply repeat the process: right-click the dice and select "Remove from Global Randomization".



A dice with a dot underneath indicates that when the Global Random button (5.9) is pressed, that parameter will be randomized as well.



A dice without a dot underneath indicates that it will only randomize when you click that specific dice. When you press the Global Random button, this dice will not be triggered.

Lock Paramteres

When a parameter is locked, a small lock icon appears on it. This indicates that the parameter can only be changed manually by adjusting it directly.

Preset changes, randomization, and lane links will not affect locked parameters.

This allows you to preserve specific values or states while freely modifying the rest of the lane or effect.



To lock a parameter, click on it and select Lock (or Unlock if it is already locked).

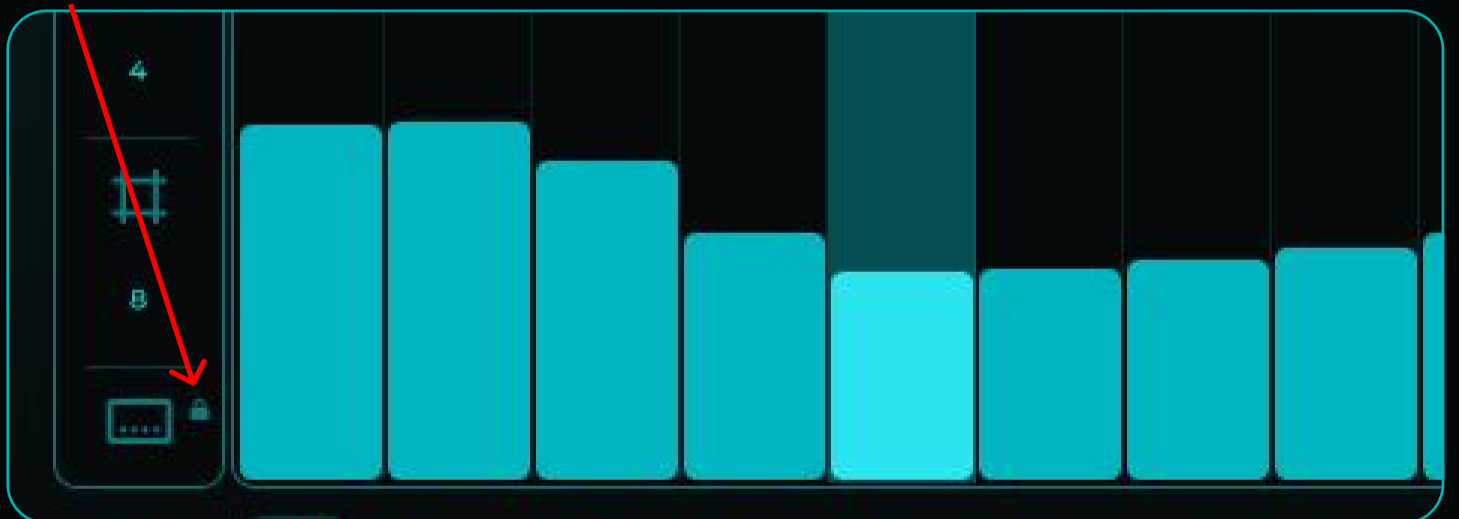
Keep in mind that not all parameters display the same popup or offer the same options. For example, dice buttons cannot be locked.

The lock function is reserved for parameters such as numeric values, sliders, and the sequence itself.

These are some of the parameters that can be locked:



The sequence can also be locked. To do this, open the Sequence Options menu and select Lock. When the sequence is locked, a small lock icon appears next to the Sequence Options button.



Other parameters options



The following additional options are available when right-clicking on a parameter:

- **Reset**
Resets the parameter to its default value.
- **Apply Value to All Lanes / Apply to Lane X**
Copies the current parameter value to all lanes, or to a specific lane.
Note: This has no effect if the destination lane's parameter is locked.
- **Learn MIDI Assignment**
Enables MIDI Learn mode. When the parameter receives a MIDI CC message, it becomes assigned and can be controlled via that CC.
To remove the assignment, right-click the parameter again and select Remove MIDI Assignment.

Effects

As discussed earlier, each lane contains a unique effect, and the processing order runs from left to right. Lanes can be freely reordered to change how the audio is shaped. A general rule shared by all effects is that each one provides minimum and maximum range controls. These ranges define how far each sequencer step/slider can modulate the effect. By adjusting the min/max values, you can narrow or expand the modulation range, allowing for subtle movements or dramatic variations depending on your needs. Let's take a closer look at each effect and its specific parameters.

Bitcrush Effect

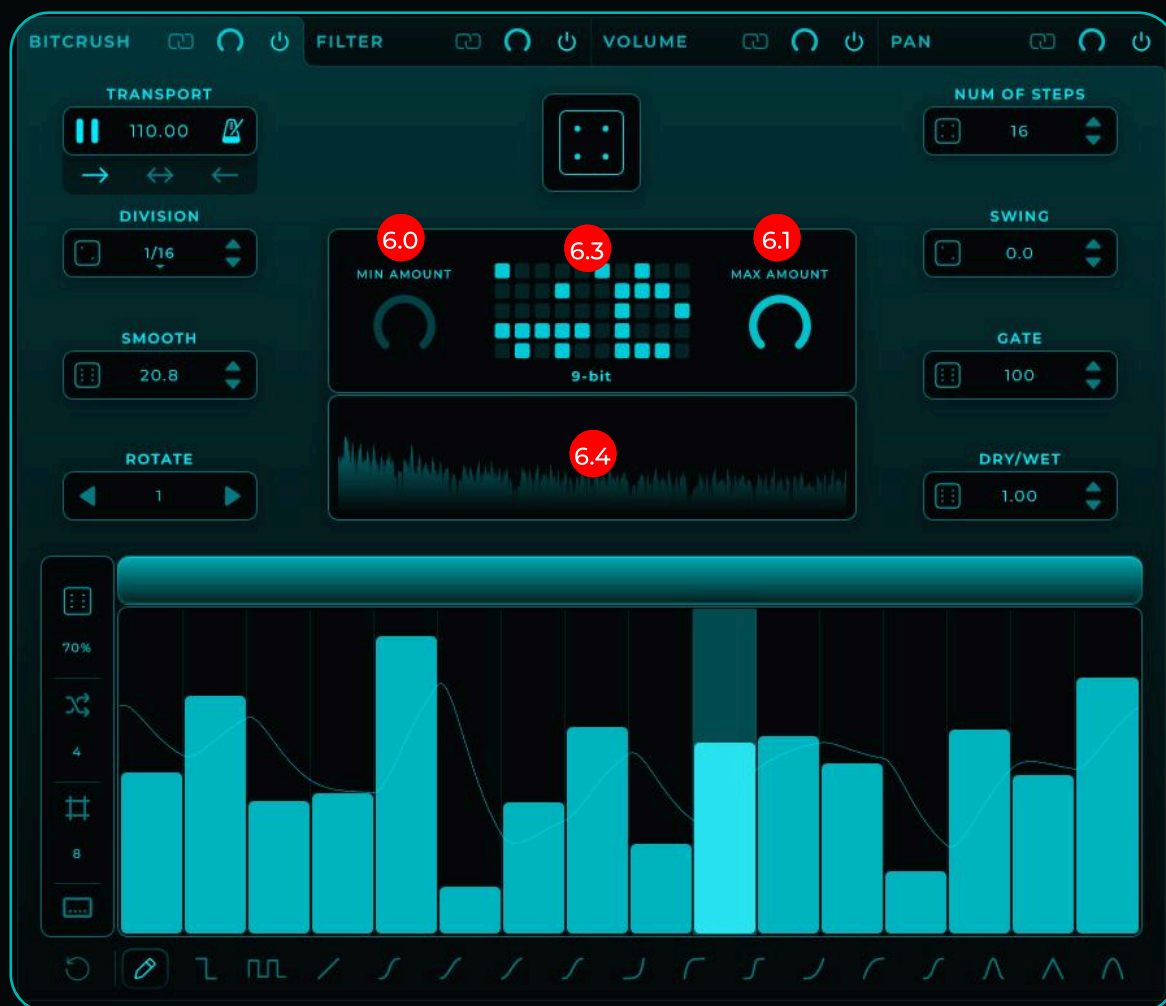
The Bitcrusher effect applies bit-depth reduction, making the processed audio sound more digital, gritty, and low-fidelity. By reducing the amount of information in the signal, you can create broken, dirty, or intentionally degraded textures.

The effect operates within a range of 4 bits to 16 bits.

The sequencer controls how much reduction is applied at each step:

- A step/slider at the bottom applies no reduction (clean signal).
- A step/slider at the top applies the maximum bit reduction defined by the range settings.

This allows you to create rhythmic degradation patterns or subtle digital movement across the audio.



6.0 – Min Amount

Defines the minimum possible value that a sequencer step/slider can apply.

If you raise this value, even when a step is at the bottom of the sequencer, the effect will not go below this minimum amount.

6.1 – Max Amount

Defines the maximum possible value that a sequencer step/slider can reach.

If you lower this value, even when a step is at the top of the sequencer, the effect will not exceed this maximum amount.

6.3 – Reduction Indicator

Provides a visual representation of how much bit reduction is being applied, showing how much information is being removed from the processed audio.

6.4 – Frequency Analyzer

Displays a real-time spectrum of the audio after all effects have been applied.

Filter Effect

The Filter effect shapes the tonal character of the processed audio by attenuating or emphasizing specific frequency ranges. Novagrid includes 14 different filter types, allowing everything from smooth low-pass sweeps to sharp resonant movements and creative band-shaping effects.

The filter operates within a customizable frequency range. The sequencer controls the cutoff frequency at each step:

- A step/slider at the bottom sets the cutoff to the minimum value defined by the range settings.
- A step/slider at the top sets the cutoff to the maximum value defined by the range settings.

This lets you create rhythmic filter patterns, subtle tonal shifts, or aggressive movement depending on the filter type and range you choose.



7.1 – Filter Type

Select the filter type to be applied. Novagrid offers 13 different filter modes such as HP, LP, Vowel, and more. We will explain each filter type and its characteristics in the section below.

7.2 – Filter Parameters

Depending on the selected filter type, the available controls will change. Each filter mode has its own unique characteristics and therefore exposes different parameter options.

7.3 – Min Range

Defines the minimum cutoff frequency the sequencer can reach. By adjusting this handle, you set the lowest possible frequency value applied by the sequence. (Note: Vowel filters behave slightly differently; this will be explained below.)

7.4 – Max Range

Defines the maximum cutoff frequency the sequencer can reach. By adjusting this handle, you set the highest possible frequency value applied by the sequence. (Note: Vowel filters behave slightly differently; this will be explained below.)

7.5 – Frequency Analyzer and Curve

Displays a real-time spectrum of the audio after all effects have been applied. It also shows the active filter curve and a dashed indicator line representing the current step/slider position during modulation or sequencing, allowing you to visualize the exact frequency being applied.

Filter Types & Characteristics

LowPass

Lets low frequencies pass while attenuating highs.



Q: Controls resonance around the cutoff.

Range: Defines the sweep range of the low-pass filter.

HighPass

Lets high frequencies pass while removing lows

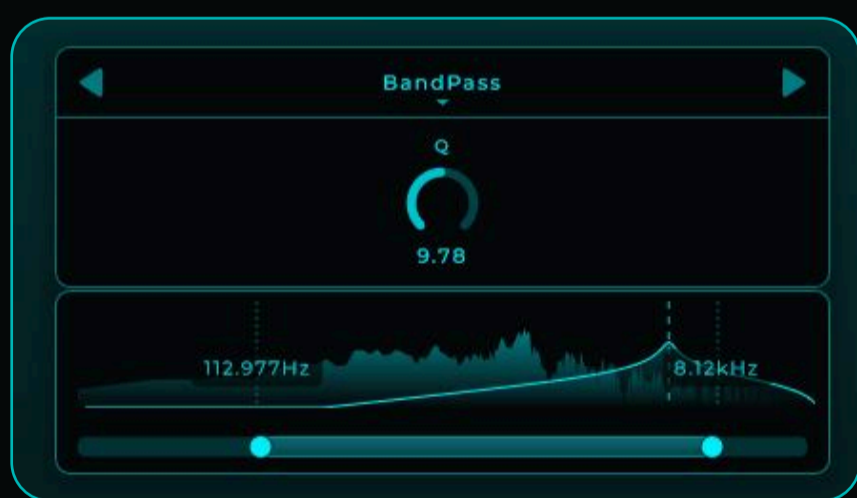


Q: Adjusts resonance at the cutoff point.

Range: Sets how much low-end is removed.

BandPass

Isolates a band of frequencies around the cutoff.



Q: Controls band width (higher = narrower).

Range: Defines the center frequency movement.

Notch

Cuts a narrow band of frequencies while leaving lows and highs mostly intact.



Q: Controls the width of the removed frequency band.

Range: Sets the notch sweep range.

Peak

A bell-shaped EQ band that can boost or cut around the cutoff frequency.

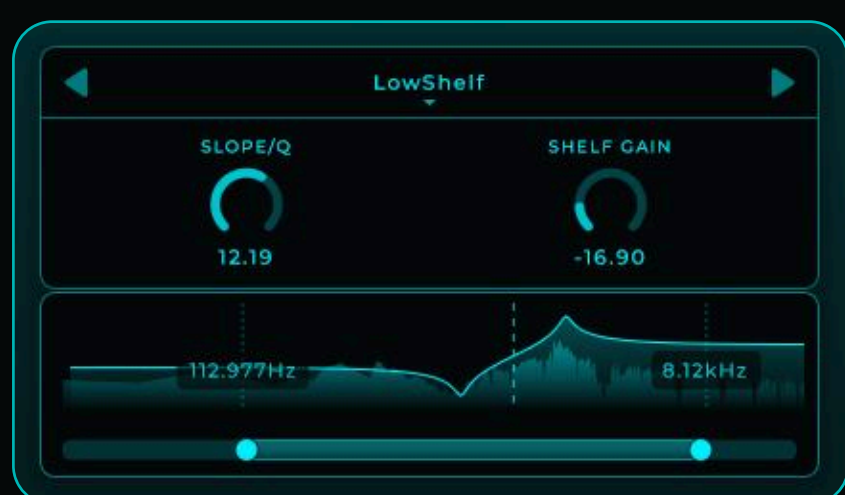


Q: Controls the focus of the EQ band.

Range: Sets the frequency area affected.

LowShelf

Boosts or reduces everything below the cutoff frequency.



Slope / Q:

Controls the steepness of the shelf transition around the cutoff.

Shelf Gain:

Sets how much the low frequencies are boosted or reduced (in dB).

Range:

Defines the frequency range where the low-shelf transition occurs.

HighShelf

Boosts or reduces everything above the cutoff frequency.



Slope / Q:

Controls the steepness of the shelf transition around the cutoff.

Shelf Gain:

Sets how much the high frequencies are boosted or reduced (in dB).

Range:

Defines the frequency range where the high-shelf transition occurs.

LadderLP12

12 dB/oct low-pass ladder filter.



Reso:

Controls the emphasis and width of the band-pass response.

Drive:

Adds saturation before the filter, making the response more aggressive.

Range:

Defines the center frequency sweep range of the band-pass filter.

LadderLP24

24 dB/oct low-pass ladder filter.



Reso:

Controls the emphasis and width of the band-pass response.

Drive:

Adds saturation before the filter, making the response more aggressive.

Range:

Defines the center frequency sweep range of the band-pass filter.

LadderBP12

12 dB/oct band-pass ladder response.



Reso:

Controls the emphasis and width of the band-pass response.

Drive:

Adds saturation before the filter, making the response more aggressive.

Range:

Defines the center frequency sweep range of the band-pass filter.

LadderBP24

24 dB/oct band-pass ladder response.



Reso:

Controls the emphasis and width of the band-pass response.

Drive:

Adds saturation before the filter, making the response more aggressive.

Range:

Defines the center frequency sweep range of the band-pass filter.

LadderHP12

12 dB/oct high-pass ladder filter.



Reso:

Controls resonance around the cutoff point.

Drive:

Adds saturation before the filter, enhancing harmonic content.

Range:

Defines the cutoff frequency sweep range used by the sequencer.

LadderHP24

24 dB/oct high-pass ladder filter.



Reso:

Controls resonance around the cutoff point.

Drive:

Adds saturation before the filter, enhancing harmonic content.

Range:

Defines the cutoff frequency sweep range used by the sequencer.

Vowel

A formant filter that morphs between vowel-like shapes (A, E, I, O, U), creating vocal and expressive movement.



Gain:

Boosts the intensity of the vowel formants, making the effect more pronounced.

Q:

Controls the sharpness and focus of the vowel formants.

Range:

Defines the morph range the sequencer can travel through, limiting the vowel transition (A-E-I-O-U).

Volume Effect

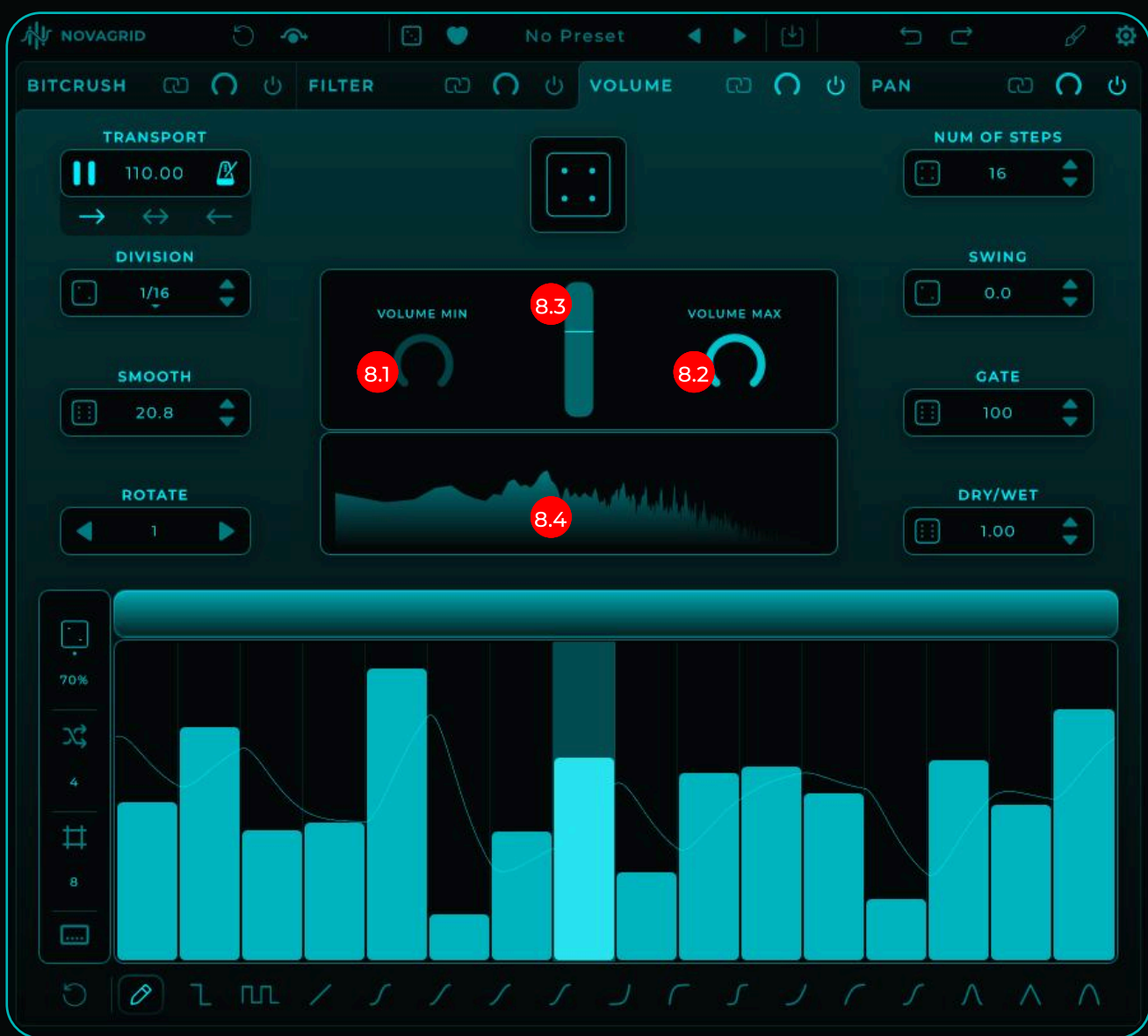
The Volume effect controls the amplitude of the processed audio over time, allowing you to create rhythmic gating, dynamic movement, and volume-based modulation patterns.

The effect operates within a customizable volume range.

The sequencer controls the output level at each step:

- A step/slider at the bottom fully attenuates the signal (silence).
- A step/slider at the top lets the signal pass through at 100% volume (or the maximum level defined by the range).

This makes it easy to create tight rhythmic gates, subtle volume modulation, or more expressive dynamic patterns.



8.1 – Volume Min

Defines the minimum volume level a sequencer step/slider can apply. Raising this value prevents the signal from being fully attenuated, even when a step is at the bottom.

8.2 – Volume Max

Defines the maximum volume level a sequencer step/slider can reach. Lowering this value limits the maximum output level, even when a step is at the top.

8.3 – Volume indicator.

Provides a clear visual representation of the current volume level being modulated by the sequencer, helping you easily track what is happening in real time.

8.5 – Frequency Analyzer

Displays a real-time spectrum of the audio after all effects have been applied.

Pan Effect

The Pan effect controls the stereo position of the processed audio over time, allowing you to create rhythmic stereo movement and spatial modulation.

The sequencer behaves slightly differently in this lane:

- When a step/slider is in the center, the audio remains centered in the stereo field.
- When a step/slider is moved up, the sound pans toward the right speaker.
- When a step/slider is moved down, the sound pans toward the left speaker.

This makes it easy to create subtle stereo motion, alternating left/right patterns, or more expressive spatial movement synced to the sequence.



9.1 – Pan Min

Defines the maximum amount of panning toward the left speaker. Raising this value limits how far left the sequencer can move the signal.

9.2 – Pan Max

Defines the maximum amount of panning toward the right speaker. Lowering this value limits how far right the sequencer can move the signal.

9.3 – Pan Indicator

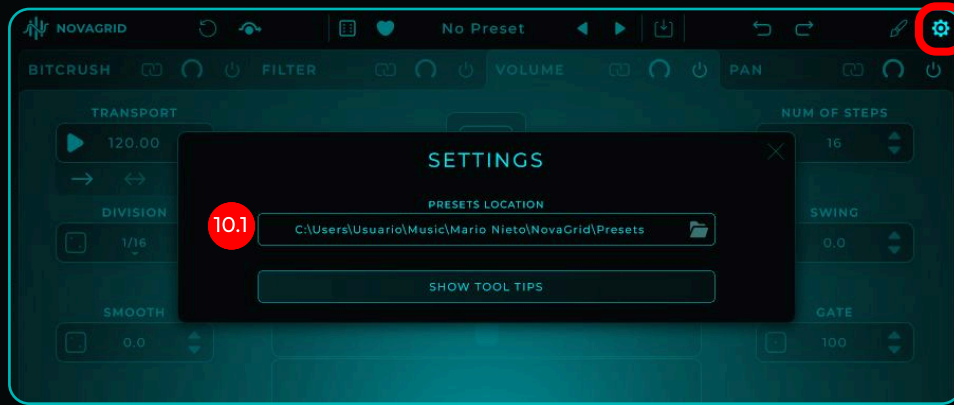
Provides a clear visual representation of the current stereo position being modulated by the sequencer, making it easy to track left-right movement in real time.

9.5 – Frequency Analyzer

Displays a real-time spectrum of the audio after all effects have been applied.

PRESETS AND LIBRARY

Each preset in Novagrid is stored as a unique file with the .mwnv extension. When you save or import a preset into Novagrid, it is automatically stored in the preset folder defined in the Settings panel.



10.1 – Presets Location

This is the folder where presets are stored as .mwnv files.

You can change this location at any time by clicking on the path or the folder icon and selecting a new destination. Once selected, this folder will be saved as your default preset location.

Save Preset

To save a preset, open the Save Preset window. From there, you can assign a preset name, add an author name, and write a description. All of these fields can be edited later after the preset has been saved.



11.1 – Open Save Panel

Click to open the Save Preset Panel.

11.2 – Close Save Panel

Closes the Save Preset Panel without saving.

11.3 – Preset Name

Use this field to enter the name of the preset you want to save.

11.4 – Author

Use this field to add the preset author's name.

11.5 – Description

Use this field to add a short description of the preset.

11.6 – Cancel

Cancel the preset saving process and closes the panel.

11.7 – Save

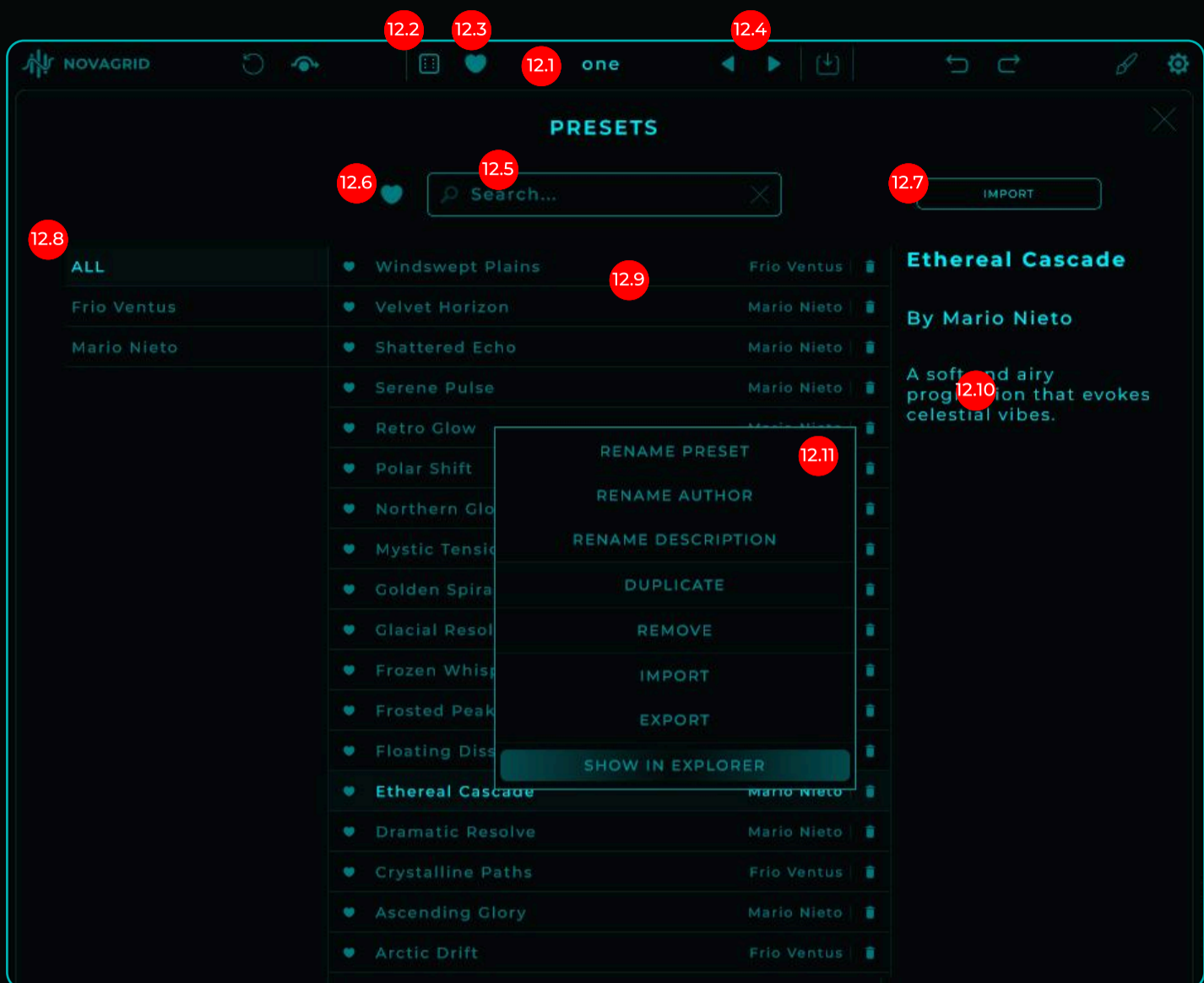
A preset name is mandatory in order to save. If no name is provided, the Save button will be disabled.

If a preset with the same name already exists, a popup will appear asking whether you want to overwrite it.

Once saved, a .mwnv preset file will be created and stored in the preset folder defined in the Settings panel.

Preset Browser

The Preset Browser gives you quick and organized access to all factory and user presets in Novagrid. From here, you can load, search, favorite, import, export, and manage presets efficiently.



12.1 – Show Presets Panel

Click to reveal the Presets Browser panel.

12.2 – Random Preset

Loads a random preset from the preset list.

Use this to quickly discover new starting points or unexpected ideas.

12.3 – Favorite Preset

Marks or unmarks the currently loaded preset as a favorite.

12.4 – Previous / Next Preset

Navigates through the preset list:

- Left arrow: previous preset
- Right arrow: next preset

12.5 – Search Preset

Type a preset name to filter and display matching presets in the list.

12.6 – Show Favorite Presets

When enabled, only presets marked as favorites will be displayed.

12.7 – Import Presets

Opens a dialog to import preset files.

You can also drag and drop individual presets or entire folders onto Novagrid.

Additionally, right-clicking on a preset provides import and export options.

12.8 – Author List

Filter presets by author.

Select an author to display only their presets, or choose ALL to show every preset.

12.9 – Preset List

Displays all available presets, showing both preset name and author.

- Click the trash icon to delete a preset
- Click the heart icon to mark it as a favorite
- Single-click a preset to view its details (12.10)
- Double-click a preset to load it

12.10 – Preset Details

Shows detailed information about the selected preset, including the preset name, author, and description.

12.11 – Preset Right-Click Menu

Right-clicking on a preset opens a context menu with additional options such as importing, duplicating, renaming, and more.

EXPANSION PANEL

From this panel, you can download the latest preset packs. This list updates automatically, so whenever a new pack becomes available, it will appear here, and you'll have access to download it. You need to be connected to the internet to download the packs.

To download a pack, simply click on Download, and the presets will automatically be downloaded and copied to your presets folder. After that, you'll be able to access them from the library panel.



SETTINGS PANEL

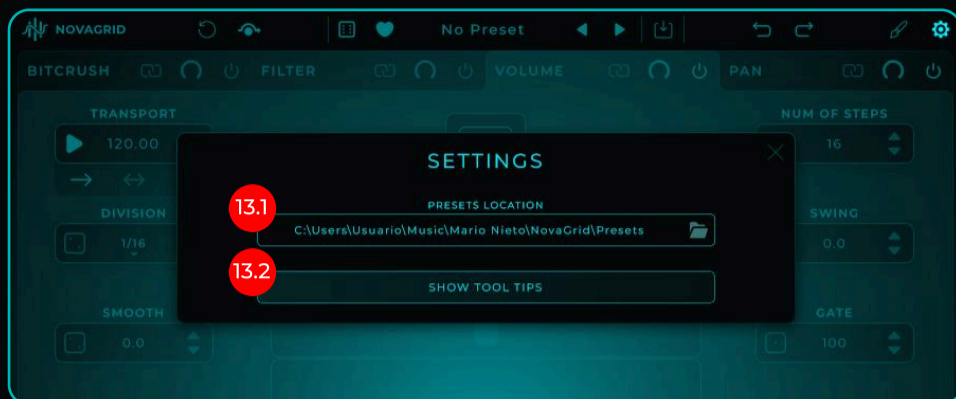
The Settings panel provides access to Novagrid's global configuration options.

Depending on the version you are using, the available settings may differ:

- Standalone version: Includes additional controls for managing audio and MIDI input and output directly within Novagrid.
- Plugin version: Audio and MIDI routing are handled by the host DAW, so these controls are not shown.

All other settings are shared between both versions and affect Novagrid's global behavior and workflow.

SETTINGS PANEL (Plugin)



13.1 – Presets Location

This option defines the folder where presets are stored.

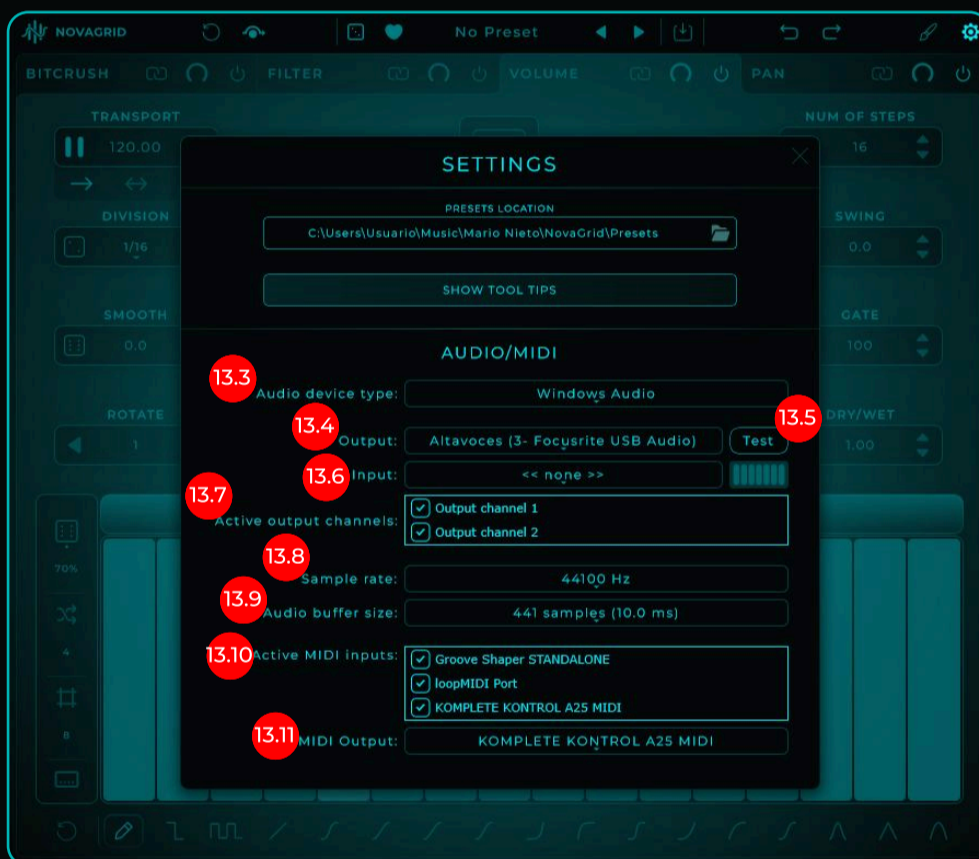
The preset location is explained in detail in the 10.1 point of this manual.

13.2 – Show Tooltips

When enabled, hovering the mouse over any control displays a brief tooltip explaining what that parameter does.

This provides quick, contextual help while working. If you prefer a cleaner interface, tooltips can be disabled using this option.

SETTINGS PANEL (Standalone)



13.3 – Audio Device Type

Selects the audio driver or system used by Novagrid to handle audio input and output (for example, Windows Audio, ASIO, Core Audio).

13.4 – Output

Selects the audio output device where Novagrid will send its audio signal.

13.5 – Test Output

Plays a test signal through the selected output device, allowing you to quickly verify that audio is working correctly.

13.6 – Input

Selects the audio input device used by Novagrid.

13.7 – Active Output Channels

Lets you enable or disable individual output channels.

Only the selected channels will be used for audio output.

13.8 – Sample Rate

Sets the audio sample rate used by Novagrid.

Higher values increase audio quality but may require more CPU resources.

13.9 – Audio Buffer Size

Sets the size of the audio buffer.

Smaller buffer sizes reduce latency but increase CPU usage, while larger buffers provide more stability at the cost of higher latency.

13.10 – Active MIDI Inputs

Select which MIDI input devices Novagrid will listen to.

Only enabled MIDI inputs will be used for MIDI control and automation.

13.11 – MIDI Output

Selects the MIDI output device used by Novagrid to send MIDI data (if required).

If you have any questions, run into any issues, or would like to share feedback or feature requests, feel free to contact me at mario@marionietoworld.com.

Thanks for supporting my workm I hope Novagrid inspires you and becomes a fun, creative part of your workflow.

Mario Nieto



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