MNDALA 2

User Manual

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1. Download and Installation of the Engine and the Instruments

MNDALA 2, our Engine, can be downloaded for free from our [website](#). Simply run the installer and follow the instructions.

To use our Instruments, you can purchase them first (either through our store or one of our distributors). After that, you will receive a license key. If you bought the instrument from our store you simply need to login to your account through the MNDALA 2 Engine (please click on 'REFRESH' within the Library tab on the interface if not seen) and all of your instruments will be there ready to install. If you purchased them through a separate retailer (ie: Plugin Boutique) you will have to enter your License Key via the 'ADD FROM SERIAL' button within the Library Tab into MNDALA 2 manually, which will automatically link the purchase of the instrument with your MNTRA account.

After pressing Install, the Engine will prompt you to choose an install location. We recommend selecting a base level folder such as 'Documents' to prevent directory errors.

2. Library View and Preset menu

The Library View is where the user logs in their account to see, manage, buy and download new Expansions, which contain an Instrument and the samples associated.

In the top left corner is the preset menu. It is accessible from every view in the Engine. The preset menu is where you can choose which Instrument you want to play (one per MNDALA instance), and which preset you want to use.

The user can create their own source, character and preset subfolders, with the icons situated under each column. The user can change the location, create and delete any preset.

Factory presets for a given Instrument can be recovered by re-downloading the Instrument.
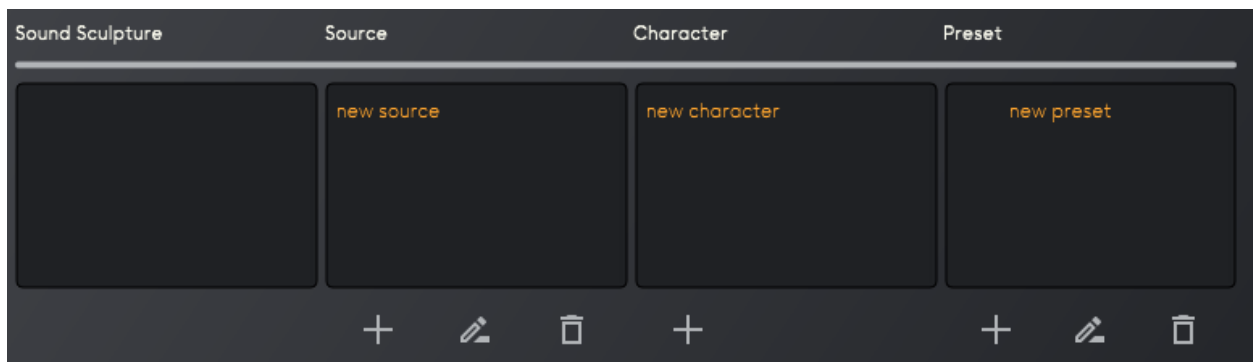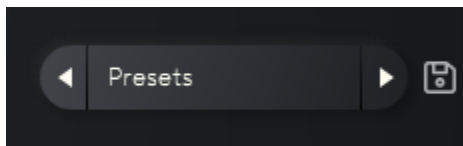
3. Perform View

The Perform View is the visual representation of the X, Y and Z axes. Each Instrument has a unique Perform View animation. The three axes can be controlled with the mouse or with a MIDI controller.
Your MIDI controller's CC values can be configured by clicking on the MNTRA logo at the top right of the window. When opened, simply click the circle next to 'Learn' for MNDALA to MIDI learn a given axis.

Enabling the Global CC Settings will apply those MIDI settings to all presets, while enabling Freeze CC will make those MIDI settings unique to the selected preset.

The 'Hold' button, in the bottom left of the Perform view, is configured to the standard "sustain" MIDI controller message; CC 64. Therefore, the 'Hold' button can be activated via a sustain pedal, a MIDI controller with a knob/slider/button assigned to CC 64, or by clicking it. MNDALA's global volume can also be controlled in the bottom left of the window.

4. Matrix Page

The Matrix page contains two pairs of columns which represent volume and pan controls for the X and Y axes. In other words, each sampler has its own row which includes a gain and pan table controlled by the Y-axis, and a gain and pan table controlled by the X-axis. These tables are RTPCs (Real Time Parameter Controls) which represent the modulation of a given sampler's gain and/or pan according to the position of the X and Y axes.
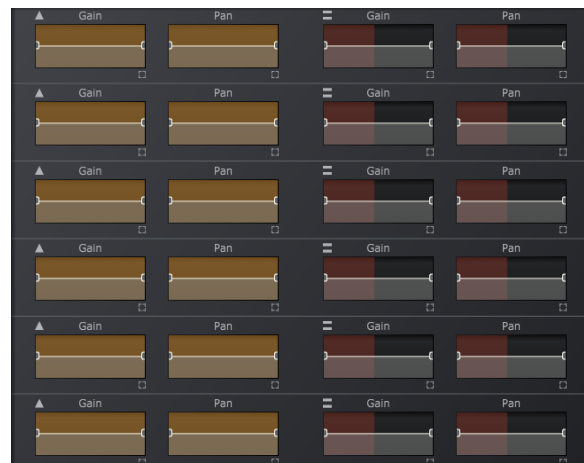
These tables can be enlarged by clicking on the little square icon at the bottom right of each icon and include preset shapes along the top-bar. Curves can be made by clicking and dragging the middle mouse button.
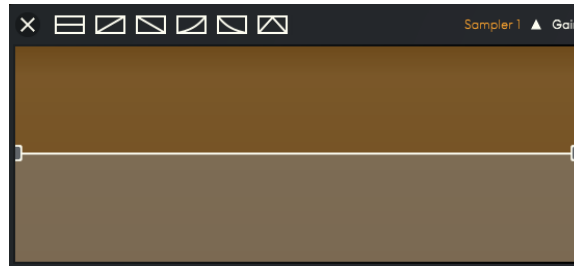
5. Sampler Page

MNDALA has six samplers, indicated on the far left column. Each sampler can be muted or soloed, and it can play a different Sample Map from the loaded Instrument. Clicking on the Sample Map's name will open a browser, where you can select Sample Maps and choose a dynamic articulation (if available for that Sample Map). Sample Maps with multiple dynamics will have an "All'' option, which loads all Sample Map dynamics and can be controlled with the Velocity Range table, as well as individual dynamic layers. Clicking on the eject icon will unload the Sample Map from its sampler.
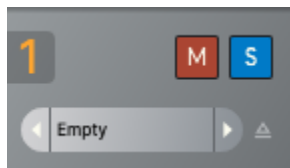
Each sampler has a dedicated sampler page with AHDSR, coarse and fine tune, Vibrato, Portamento, Round Robin, and Velocity control. The RR lock slider allows the user to decide which Round Robin (a different performance/hit of the sample) they want the Engine to play. Setting the slider all the way to the left will have all of the round robins be available, with a randomly chosen round robin being played with each new trigger. If you set the 'RR Lock' in the Engine, to value 2, performance number 2 of that given note will be triggered every time.

The Velocity Range table **only** works with Sample Maps with multiple dynamics (Pianissimo, Mezzo Forte, Forte). This table determines at what velocity each sample will play. For instance, if set to a linear ramp up shape, pressing really hard will cause the loudest dynamic (usually Forte) to

trigger. The Velocity to Gain table works for all Sample Maps and acts as a gain modulator changing the output volume according to the received MIDI velocity information. If this table is set with a ramp up shape, the harder a MIDI key is hit, the louder a sample will be played.
By simply inverting the ramp of one table, you could have the pianissimo sample be the loudest one.

The AHDSRs (Attack - Hold - Decay - Sustain - Release) can be linked so that the displayed envelope values for the selected sampler are copied over to all other samplers. The One-Shot icon will ignore the sampler's release time, triggering the whole sample, and the note-off icon will play the sample upon triggering a midi note-off message (pressing the key and then letting go), using the release section to set its decay.

Each sampler also has a Portamento and Vibrato control. The Vibrato can be controlled by using one of the two Global Modulator LFOs (bottom right corner) and has a range of +/- 2 semitones. The Portamento can be linked across all samplers with the link button.
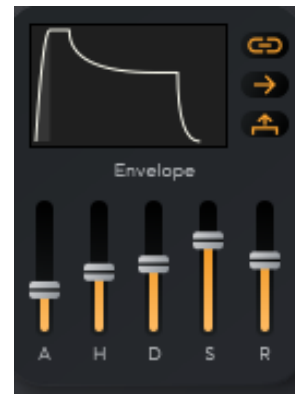
The Multi Mic Mixer page can be opened by clicking the button to the right of the sampler volume knob.

A Sample Map can contain up to 4 mic positions (ex. Close, Far, Resonance). The gain of each channel can be controlled by the X, Y or Z axes or by the Global Modulators. The panning is controlled by the Pan knob.


Global Modulators (LFO1 and 2)

The **Global Modulators** are accessible from any view in the Engine, and are situated in the bottom banner, in the right corner. The Global Modulators are 2 LFOs with Sine, Square and Random wave options, each LFO can also be tempo-synced to your DAW or session tempo.
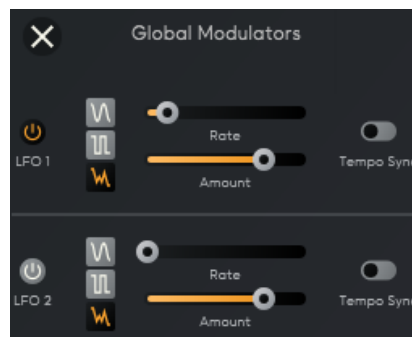
Effects

Each sampler can have a maximum of up to 5 effects in series (three stereo effects, one polyphonic effect (effects that are tied to the notes being played, like a key tracking filter) and one sound generator). The dry/wet of these effects can be controlled by the X,Y or Z axes by clicking on their icons on the bottom left of each effect slot. Each effect has a maximum of 3 parameters, and 2 toggle buttons, descriptions as well as general CPU load rating can be found in the effect browser. Each effect also has a volume in and out control.
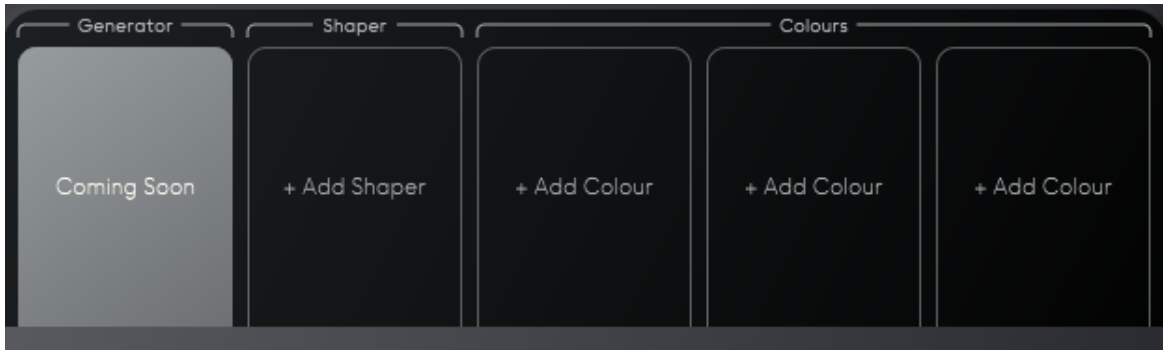
6. Sequencers

Each sampler has its own Sequencer. The Sequencer's toggle on/off button is found at the top right of the Sequencer page. Like the sampler's parameters, the Sequencers can also be linked by pressing the Link button to the right of the Sequencer's toggle button. When activated, the Velocity, Note and Length parameters of the Sequencer will be copied over to the other Sequencers, even if they are not activated. The other Sequencers won't be activated and the 'Speed', 'Num Steps' and 'Stride' parameters won't be affected. Each Sequencer offers control over speed (tempo-synced), Steps, Shuffle and Stride (stride defines the number of sequencer steps that are between this note and the next ⇒ if you set 'Stride' to 2, the sequencer will play every other note, 1 will play every sequencer note) Individual step notes, velocity and length can also be set by the user, or be randomized or reset with the buttons to the right of their respective tables.

7. Global FX

The Global effects (Colours) section behaves in a similar way to the sampler effects. The Global FX section has 5 stereo effects. Individual parameters of a selected effect can be controlled using the three top most tables by using the Z axis.

8. Settings

MNDALA's settings can be accessed by clicking on the Gear icon in the top right corner of the Engine window.

In this tab the current instrument's sample folder can be relocated. If your samples are stored on an external drive, you can configure your sample directory accordingly by choosing HDD or SSD storing. The Global Fine and Coarse tuning affects all samplers, working on the triggered MIDI notes.

9. Credits

Brian D'Oliveira	FOUNDER and CREATIVE DIRECTOR
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