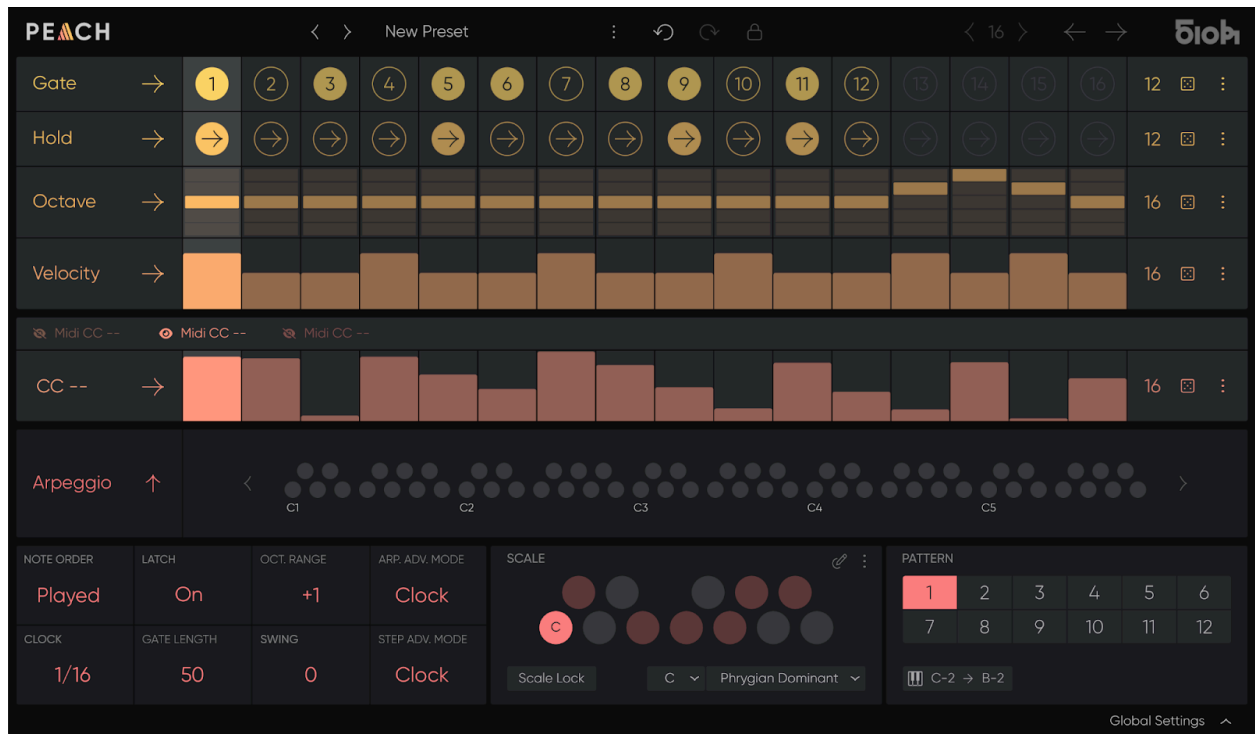


PEACH



Hello and welcome! PEACH is a polymeric arpeggiator (AU/VST/VST3) that turns held notes into exciting meter-shifting patterns, letting parts run at different step lengths instead of a classic single up/down cycle. A carefully selected set of per-lane and global controls lets you fine-tune timing, note order, dynamics, and scale/transpose behavior, so the arp's response can be dialed in precisely and musically to your track. It follows the same streamlined, effective logic as our established sequencers SEQUND and POLYLLOP, so setup and workflow feel immediately familiar and creative.

USER MANUAL

Version 1.0.2

PLUG-IN INSTALLATION

Double-click the installer file (PEACH.pkg for Mac or PEACH installer.exe for Windows) and follow the on-screen instructions. When prompted for a license type, choose '**Original**' if you have a serial key, or '**Beatport**' if you purchased PEACH through Plug-in Boutique's Rent-to-Own model or if you have a Beatport Studio subscription. Then enter your serial key or activate Beatport Studio to unlock all features and exit Demo Mode.

NOTE: It is essential to be connected to the internet when entering your serial key.

HOST INTEGRATION

PEACH is a MIDI plugin and doesn't generate any sound on its own. It strictly outputs MIDI data. Because of its format, some DAWs may treat PEACH as an AU/VST instrument, which can prevent placing it in the same MIDI track as another instrument. The setup requires the following steps:

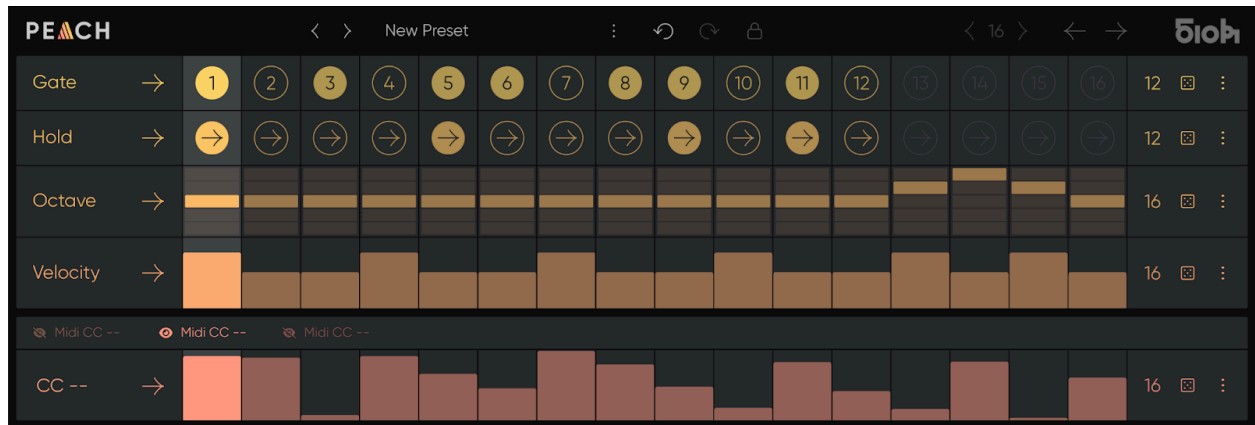
- **Ableton Live** - Create a MIDI Track and drag and drop PEACH in it. Create a second MIDI track and insert the Soft-Synth of your choice. In the Soft-Synth channel, open the MIDI Input drop-down menu below and select MIDI from "?-PEACH" and in the drop-down menu just below, select "PEACH" instead of "Post FX". Set the MIDI Input Monitoring to "IN", set some gates in PEACH and play some notes.
- **Bitwig** - Create an Instrument track and insert PEACH before your Soft-Synth target. Set some gates in PEACH and play some notes.
- **Cubase** - Go to "Devices" and choose "VST Instruments" from the drop-down menu. Choose PEACH and in a further instance the synth you want to control. Choose PEACH as MIDI input in the MIDI track for your Soft-Synth. Set some gates in PEACH and play some notes.
- **FL Studio** - Add PEACH and the Soft-Synth of your choice to your Channel Rack and set PEACH's MIDI output to the same MIDI input channel of your Soft-Synth. Set some gates in PEACH and play some notes.
- **Logic** - Create an Instrument Channel Strip, select PEACH in the MIDI FX slot and select your Soft-Synth in the INPUT slot. Set some gates in PEACH and play some notes.
- **Reaper** - Create an Instrument track and insert PEACH. Insert your Soft-Synth after that. Set some gates in PEACH and play some notes.
- **Studio One** - Create an Instrument track and load PEACH as an insert. Create a Track with your Soft-Synth and set the MIDI input to PEACH and activate record on the same track to receive the MIDI signal. Set some gates in PEACH and play some notes.

- **Sonar** - Insert PEACH as a Soft-Synth on a channel and activate the MIDI output option in the Insert Soft-Synth Options Box. Route the MIDI output from PEACH to the Soft-Synth of your choice. Set some gates in PEACH and then press Play.
- **Pro Tools** - For AVID Pro Tools, the available plugin format is AAX. Create an Instrument Track (define the amount of channels depending on the projected instrument you want to use), Insert PEACH on your track and then insert your instrument right below.

HOW DOES PEACH WORK?

PEACH is divided in 3 main windows: The EDIT WINDOW, The ARPEGGIO WINDOW and the GLOBAL SETTINGS WINDOW.

EDIT WINDOW



The Edit window consists of 2 panels where lanes can be folded or unfolded by clicking on the corresponding [Show/Hide Lane] buttons when available. In every lane you can enter or randomize step data. Each lane's length is independently adjustable.

PRESET SELECTION



An arpeggio setting you create is stored as a preset. Each preset can hold up to twelve patterns. Switch patterns instantly with the 1-12 buttons in the Pattern panel (Global Window) or by sending the corresponding MIDI notes and [MIDI Pattern Switch] enabled.

Select a preset by clicking on the [Preset Window] located on the header of PEACH. A drop-down menu will give you access to the Factory, Artist or User presets. Alternatively you can scroll through all available presets by using the [Preset Arrows] located on the left side of the [Preset Window]. Note that the User Preset folder is unavailable until you save your first User Preset.

PRESET MANAGEMENT AND LICENSE MANAGEMENT



The three dots to the left of the [Preset Window] open the [Preset Menu] and give further access to the following preset management features:

- **New Preset** - Create a New Preset according to your default settings.
- **Open Preset** - Open a Preset from any location on your Disk.
- **Save Preset** - Overwrites or Saves your current Preset.
- **Save Preset as...** - Saves your current preset as a copy by prompting a renaming.
- **Save As Default** - Saves your current preset as the default template setting.
- **Rename** - Allows you to rename your current Preset.
- **Open Preset Folder** - Opens your Preset folder on your drive for quick file management.
- **Set Preset Folder** - Allows you to define a custom location of your User Preset Folder on your Disk.
- **Manage Your License** - Allows you to enable or disable your license. Enter your Serial in the [Serial Window] to enable all the features of PEACH. When disabled, PEACH will go back to Demo Mode. To reactivate, just enter your Serial number again and make sure you are connected to the Internet.

NOTE: If the factory presets are missing, see the Troubleshooting section at the end of this manual.

UNDO / REDO



Any action can be undone or redone by using exclusively the [Undo/Redo] arrows to the right of the [Preset Window]. Note that this function is proprietary to PEACH and cannot be accessed via the usual Ctrl+Z shortcut.

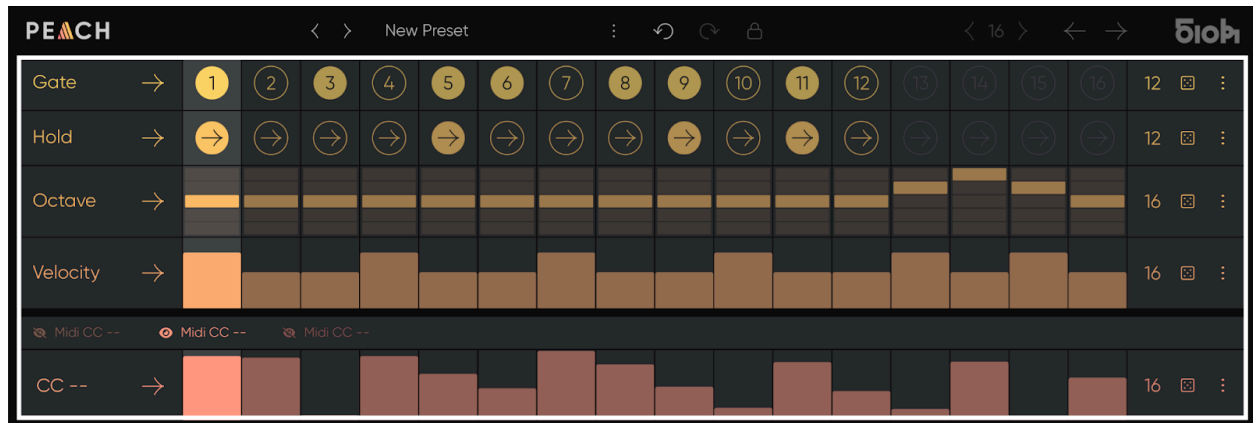
STEP LOCK



When [Lock] is activated, small dots appear in the bottom-right corner of each cell on hover. Clicking these dots locks the cell, preventing it from being affected by randomization or reset. To clear locked cells, use the corresponding Block or lane menu.

ATTRIBUTES

PEACH has Gate, Hold, Octave, Velocity and three assignable MIDI CC lanes, each with its own user definable amount of steps.



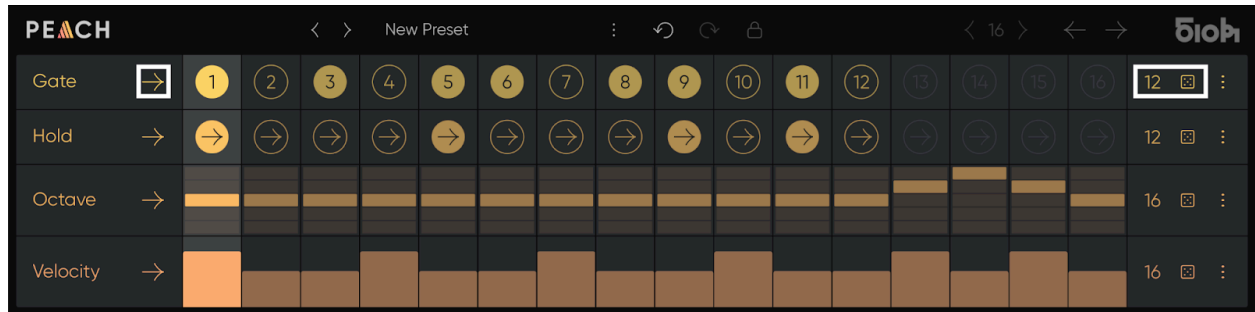
GATE / HOLD / OCTAVE / VELOCITY

- **Gate** - The gate lane is where the rhythm pattern gets written and each step increment is defined by the clock division setting adjustable in the bottom left panel of the plugin window. By default, the speed is set to 16th notes. Gates need to be written in order to trigger the Arpeggiator and result in a note.
- **Hold** - The hold lane is most functional when paired with a mono synth with glide or portamento enabled. If enabled, the step extends the active note until the next gate occurs, resulting in a longer note and in a trigger of the instrument's glide or portamento when available.
- **Octave** - Offsets the played note up or down by whole octaves, according to the value set for that step.
- **Velocity** - The Velocity lane will shift each step up or down in velocity steps between 0 and 127. A velocity value of 0 will trigger a note off value.

MIDI CC

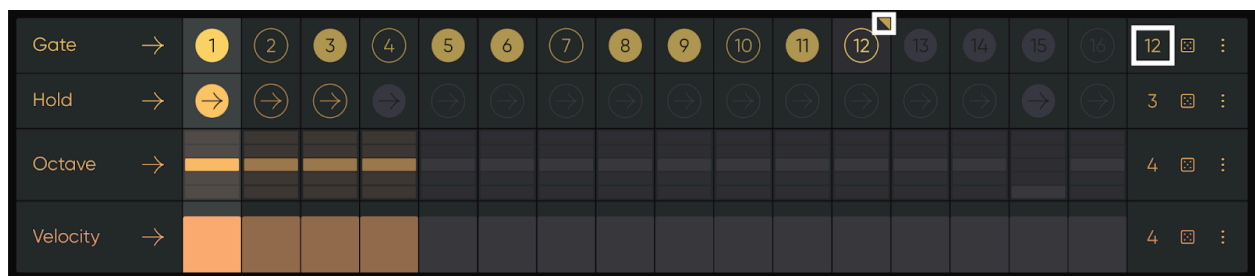
- **CC#** - There are three MIDI CC lanes, each can be set to the parameter of your choice available on your MIDI synth or MIDI CC capable soft synth, allowing the sequencing of parameters such as Cutoff or Decay. For instruments that must learn the CC#, simply hide all other MIDI CC lanes then set the remaining CC lane to the desired number (0-127), program some steps then begin sequencing via your DAW. Only one CC will send signal, thus allowing your instrument to detect the right CC#. You can repeat this procedure for each of the three MIDI CC lanes and then make all lines visible if each MIDI CC target requires learning.

COMMON LANE FEATURES



Each of these lanes features individual [Play Mode] and [Length] settings. Lane values can be randomized by clicking on the [Dice] on the right side of the lane.

INDIVIDUAL LANE LENGTH



Each lane has a maximum of 16 steps. By reducing the amount of steps to the right of each lane it is possible to generate polyrhythms while melodies and correspondences shift, creating unexpected evolving patterns. You can achieve this by dragging the [Lane Length Cursor] triangle on the right side of each lane to the desired last step (Note that the triangle only appears when hovering on the lane). Alternatively you can change the amount of steps by dragging the [Lane Length Value] up and down.

GENERAL LANE LENGTH / GENERAL STEP SHIFT

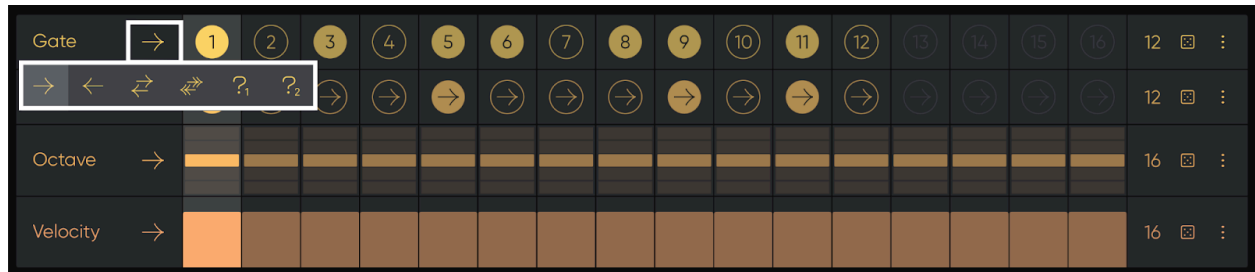


You can override all individual lane lengths and define the step amounts per lane in one drag. You can also shift the entire sequence/pattern with the arrows to the right. This improves the workflow if you want to set things rapidly on a general level and not individually.

KEYBOARD FUNCTIONS

- **Control + Click on cell** → reset the cell to the value set in the lane menu.
- **Command + Click/Scroll on cell** → Fine tune the value in the cell.

PLAY MODES



By clicking on the arrow next to the lane name, you can access the [Play Mode] Menu with the following available modes:

- **Forward** - The active step increases from step 1 to the highest active step and starts again according to the Advance Mode setting. (see Advance Mode below)
- **Backward** - The active step decreases from the highest active down to step 1 and starts again according to the Advance Mode setting.
- **Pendulum/Dual** - The active step increases and decreases starting from Step 1 to the highest active step without repeating the first and last steps.
- **Bi-Directional** -The active step increases and decreases starting from Step 1 to the highest active step repeating the first and last steps.
- **Random (Mode 1)** - The active step is randomly selected with a possible repetition of the last played step.
- **Random (Mode 2)** - The active step is randomly selected without repeating the last played step.

RANDOMIZATION



You can randomize values using the [Dice] on the right side of the lane, or through the [Lane Menu]. Randomization and reset options are accessed by clicking the three dots next to the [Dice] to open the [Lane Menu].

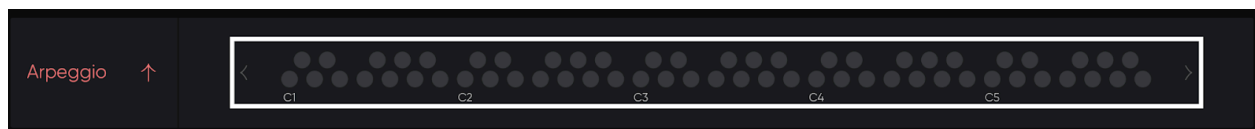
LANE MENU

The [Lane Menu] options vary slightly depending on each lane's function, but they all follow a similar framework.

- **Nudge Steps** - You can nudge the active sequence left or right by one step by clicking on the [Nudge Steps] arrows.
- **Density** - Density is the chance a step will be altered when randomizing the lane. A higher value results in more steps being altered.
- **High/Low Values** - When available, high or low values represent the minimum and maximum value possible for any populated step. This way a range of action can be defined for the randomization.
- **Range** - When available in the menu, the range defined will not affect the pattern values that appear on the lane, but allows for real-time manipulation of the pattern's intensity, allowing for less extreme variation between each step. Inverting the effect of the lane step values is possible by swapping the minimum and maximum values. The conjunction of these two parameters allow to offset and attenuate or reverse the output of the lane.
- **Reset** - Reset will set each lane step to the 'Default Value'. Alternatively, you can reset each step individually by option+clicking on a single cell.

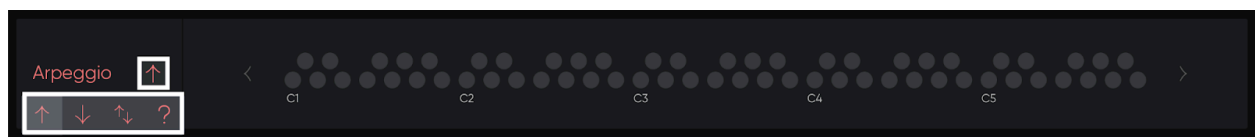


ARPEGGIATOR WINDOW



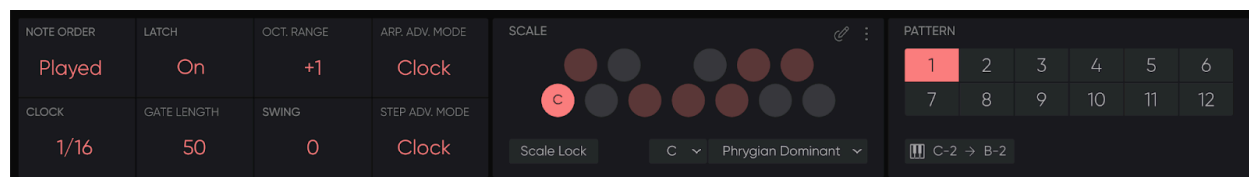
The Arpeggiator window provides visual feedback of the notes being played by the arpeggiator. The on-screen keyboard does not generate sound or trigger notes directly. Instead, it acts as a display so you can follow the pattern in real time.

ARPEGGIO ORDER



Next to the window's title, you can set the Octave Play Mode, which defines how the arpeggio is repeated across octaves (Up, Down, Dual, or Random). The pattern is first played according to the Note Order, and only after that it is repeated across the octaves defined by the Octave Range.

GLOBAL SETTINGS WINDOW



Located at the bottom of PEACH, this window is divided into 3 different panels. A Global Settings Panel, a Scale Panel and a Pattern Panel. This window can be hidden or revealed by clicking on the [Global Settings Arrow] on the bottom left of the Plug-in.

GLOBAL PANEL

NOTE ORDER	LATCH	OCT. RANGE	ARP. ADV. MODE
Played	On	+1	Clock
CLOCK	GATE LENGTH	SWING	STEP ADV. MODE
1/16	50	0	Clock

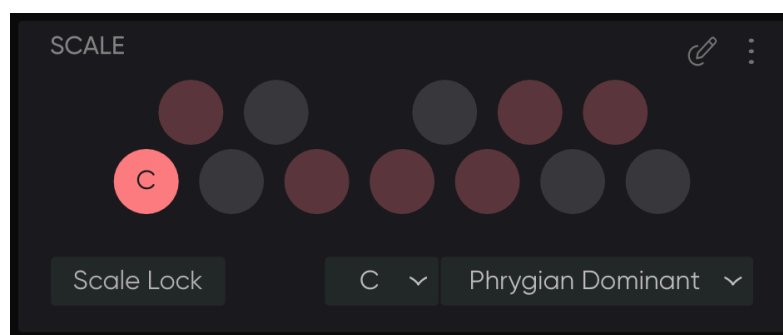
This is where you set the global values of PEACH. Note order, Latch, Octave Range, Arp Advance Mode, Clock Division, Gate Length, Swing, Step Advance Mode.

- **Note Order** - This setting determines the sequence in which notes are played within one octave cycle. Once all notes in the chosen order have been played, the pattern repeats according to the Octave Range setting. For instance, if Note Order is set to "As Played," the arpeggiator will follow the order in which you pressed the keys before moving on to octave repetitions.
- **Latch** - The Latch function determines whether notes continue playing after keys are released.
 - Off: Notes stop as soon as keys are released.
 - On: Notes are held until new notes are played or the DAW is stopped. Notes are reset on Stop.
 - Memory: Notes are held and recalled after DAW restart, but are not saved in the DAW project/session file.
- **Octave Range** - Defines how many octaves the arpeggiator spans beyond the original notes you play. For example, with a range of 0, only the played notes are used; with +1, the notes repeat one octave higher; with +2, they repeat across two octaves above, and so on.

The direction setting (Up, Down, Dual, or Random) determines whether the repetitions extend upward, downward, both directions, or are selected randomly.

- **Arp Advance Mode** - Two Arp Advance modes are available. Clock and Gate mode define how the Arpeggio increases its notes:
 - **Clock** - Each note will increase with the defined clock division working by correspondence with the gates. (Gate On = Corresponding note plays)
 - **Gate** - In this mode, Each Note will only play and increase by one increment as each Gate becomes active (lights up) in the Gate Lane.
- **Gate Length** - Note Length sets how long each arpeggiated note is held, expressed as a percentage of the step length (Clock Division). For example, 50% produces short, staccato notes, while 100% makes each note last the full step length. This parameter affects the rhythmic feel and articulation of the arpeggio.
- **Clock Division** - By default set to 1/16, this value defines the rhythmical resolution per bar. A setting of 1/16 will divide the bar in sixteen steps.
- **Swing** - This allows you to add swing to your patterns, negative values are also possible allowing you to create uncommon grooves..
- **Step Advance Mode** - Two Step Advance modes are available. Clock and Gate mode define how the plugin increases its steps:
 - **Clock** - Each step will increase with the defined clock division.
 - **Gate** - In this mode, Each Step will only increase by one increment as each Gate becomes active (lights up) in the Gate Lane.

SCALE PANEL



Notes entered in the Pitch lanes are constrained to the selected key and scale —unless you pick **Chromatic Scale**, which leaves them unquantized. Choose a scale from the drop-down menus at the bottom of the Scale panel; the factory list mirrors Ableton Live and Push scales. To modify

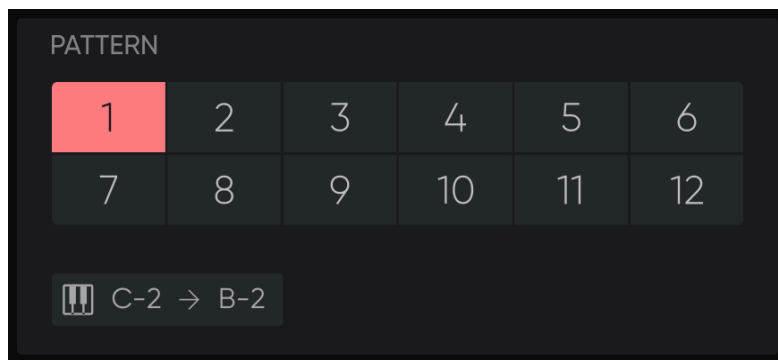
or create a scale, click [Scale Edit] in the panel's top-right corner.

You can access further scale functions by opening the [Scale Menu] at the top right of the panel, next to the [Scale Edit] button. You get access to classic management functions such as:

- **Save Scale** - Save the current scale without renaming provided it's not a 'factory scale preset'.
- **Save Scale as...** - Save a copy of the current scale under a new name in the User Scale folder.
- **Rename** - Rename your currently active User Scale.
- **Initialize** - The scale setting goes back automatically to C Chromatic.
- **Open Scale Folder** - Allows you to Open your 'User Scale Folder' on your drive for quick file management.
- **Set Scale Folder** - Allows you to define a custom location of your 'User Scale Folder' on your Disk.

[Scale Lock] will force the current set scale to remain when switching between presets.

PATTERN PANEL



Each preset can hold 12 patterns, right-clicking on a pattern allows you to copy, paste or clear the pattern. Enabling the [MIDI Pattern Control C-2→B-2] allows for real-time switching via a MIDI keyboard. Patterns will shift seamlessly within the phrase, never losing the sequence position even with complex

polyrhythms. Pressing C-2 on your keyboard (or sending a C-2 from a MIDI clip) will call Pattern 1, C#-2 Pattern 2, D-2 Pattern 3... etc...

TOOLTIPS

Context-sensitive hints appear in the bottom-left footer of PEACH. Hover any step or control to see its function and the current value.

TROUBLESHOOTING / KNOWN ISSUES AND FIXES

1- In some cases, some Windows users do not have access to the presets. It happens usually when the plug-in is not installed from the main user account. This issue has an easy fix. Open the menu next to the preset window and click on "set preset folder". Then simply point towards:

"Documents > PEACH" or "Documents > 510k > PEACH"

2- Your AU does not appear in Ableton Live. This is normal and due to the fact Live does not recognise MIDI AU3 plug-ins. Therefore only the VST (recommended) or VST3 are available.

3- PEACH randomly asks you for your serial key? This means you have not opened PEACH in over 30 days and are currently disconnected from the internet. Simply close the plug-in, connect to the internet and open it again. You won't even need to re-enter the serial.

4- Your serial key isn't validating. Please check the following:

- Make sure you are connected to the internet when entering the serial key.
- Make sure you have copied the serial key without any extra space before or after.
- Make sure your serial key has not been pasted twice.

If none of these work for you, you might be out of available device authorisations. Please contact us at **contact@510k.de** and we will reset them for you.

5- You can't save your user scales on a Mac in your preset folder. Please first erase your current user scale folder located here:

Macintosh HD > Library > Audio > Presets > PEACH > User Scale Folder

Download the latest version PEACH from the product page and reinstall the plug-in.

SUPPORT

If you need assistance, please email contact@510k.de, or visit <http://510k.de> and ask Bob, our trained AI Chatbot. Have Fun!