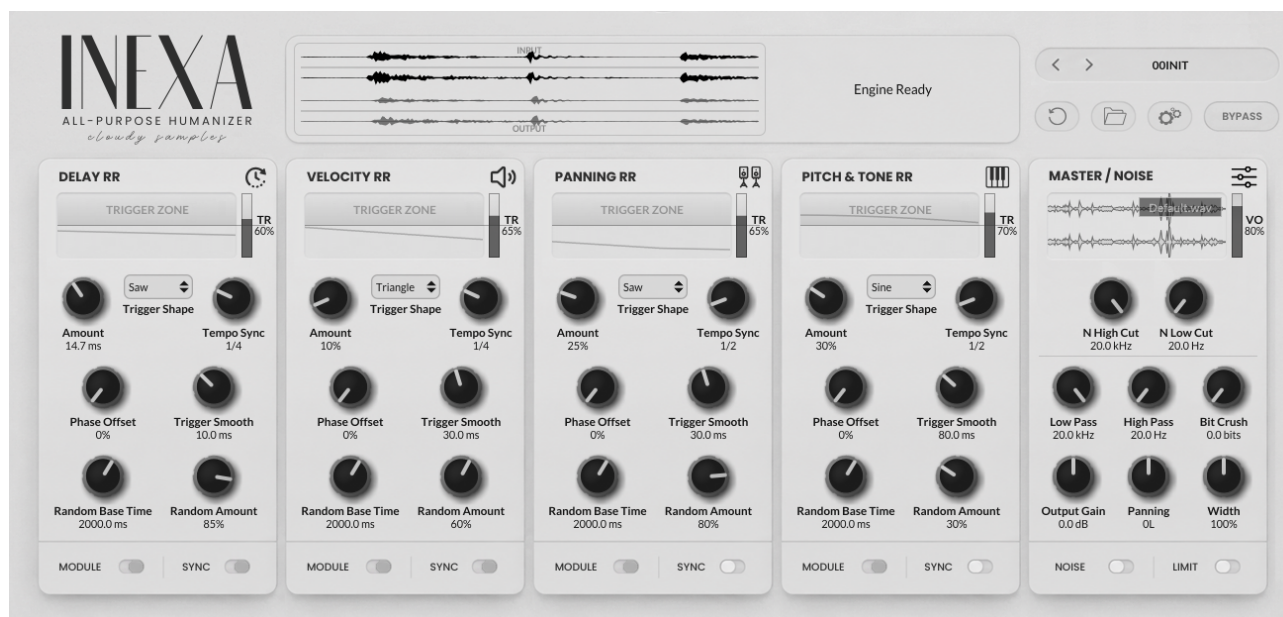


INEXA

All-Purpose Round Robin Humanizer

USER MANUAL



INSTALLATION GUIDE

1. Inexa is delivered as 64-bit VST3/AU Effect plugin.
2. Plugin works with Microsoft Windows & Apple macOS (both Intel & Native Silicon compatible).
3. Plugin\Microsoft Windows: Copy the "Inexa.vst3" file to your system VST/VST3 folder, typically: "C:\Program Files\Common Files\VST3" or "C:\Program Files\VSTPlugins".
4. Plugin\macOSX: Copy the "Inexa.component" or "Inexa.vst3" file to: "/Library/Audio/Plug-Ins/Components" (for AU) or "/Library/Audio/Plug-Ins/VST3".
5. Enjoy the Inexa!

Studies in psychoacoustics and music perception consistently show that listeners prefer music with subtle, natural imperfections. Rigidly quantized, hyper-locked audio can feel robotic and fatiguing to the human ear. **Inexa by Cloudy Samples** is designed to bridge that gap - transforming static loops, samples, drums, and instruments into living, dynamic performances that feel like they were played by a real drummer or instrumentalist in a real room.

This plugin is an **all-purpose Round Robin humanizer** engine that injects organic variation, natural micro-timing shifts, and tonal dynamics into any audio source with unprecedented control.

Every module in Inexa gives you total freedom to choose between precise host tempo synchronization or free-running time values. To push humanization to its full potential, the Amount control doesn't just stick to a rigid value - it introduces subtle, continuous micro-randomizations around your chosen setting. This prevents repetitive modulation loops and ensures every single hit, note, and trigger remains uniquely alive.

Take your production further with the built-in Noise engine. Use the integrated high-quality noise profile to add analogue warmth and subtle texture, or load your own custom audio artifacts and noise samples directly into the plugin to create completely unique, custom-tailored atmospheres.

Give your tracks the human touch they deserve.

1. Round Robin Humanization Modules

Each humanization module operates on an interactive **Trigger Area** threshold system. When the internal modulation curve enters the highlighted trigger zone, the active modulation for that parameter is applied.

- **Delay RR:** Introduces subtle micro-timing variations and onset shifts to break away from dead-locked DAW grids, instantly relaxing the groove.
- **Velocity RR:** Generates natural volume and dynamic fluctuations, mimicking the subtle velocity changes of a live performer.
- **Panning RR:** Adds dynamic spatial movement across the stereo field, giving each hit or note its own distinct place in the room.
- **Pitch & Tone RR:** Creates delicate pitch variations and low-pass filtering shifts to recreate the subtle timbre changes of acoustic instruments.
- **Master/Noise:** The final conditioning stage featuring master filters, bit-crushing depth, dynamic stereo width, and a dedicated noise generator.

Display & Threshold

- **Input/Output Waveform:** Displays the waveform oscilloscopes of input audio and modulated output to visually control the Round Robin Humanization effects.
- **Trigger Zone:** Displays the real-time modulation waveform and visualizes the active trigger area.
- **TR (Trigger Threshold Slider):** Sets the threshold boundary for activation. Adjust this slider to define the portion (modulation time) of the curve that triggers parameter variations.

Controls & Parameters

- **Trigger Shape:** Selects the modulation curve profile (Sine, Saw, Triangle, Line) that dictates how the modulation enters and exits the trigger threshold zone.
- **Amount:** Controls the overall intensity of the Round Robin modulation applied to the respective parameter (delay timing offset, gain drop intensity, stereo panning width, or pitch/filter depth). Amount is slightly randomized around the values to prevent repetitions.
- **Tempo Sync:** Sets the rhythmic cycle length synchronized to the DAW tempo (Sync on).
- **Phase Offset:** Adjusts the starting phase of the LFO/cycle, allowing you to offset modulation timing across different modules.
- **Trigger Smooth:** Smooths out the attack and release transitions as the modulation enters and exits the trigger area, preventing sudden jumps or digital clicks.
- **Random Base Time:** Sets the base time interval for the randomization generator. Set the Random Amount to 0% to use this as free-running time rate (Sync off).
- **Random Amount:** Controls the randomization amount based on Random Base Time into the primary cyclic modulation curve for a more natural performance.
- **Module:** Enables or disables the individual humanization module.
- **Sync:** Toggles between host tempo synchronization (Tempo Sync) and free-running rate values (Base Time).

2. Master & Noise Module

The Master section serves as the final sound-shaping and texture stage, featuring a noise/artifact engine and global output conditioning.

Noise Waveform Display & Artifact Import

- **Sample Display:** Visualizes the loaded background noise or artifact sample waveform. Right-click or drop to load your own custom audio samples/artifacts (all popular formats).
- **Noise Volume (VO):** Allows you to set the Noise volume.

Noise Controls (Top Row)

- **N High Cut:** Adjusts the high-cut filter frequency applied specifically to the noise layer.
- **N Low Cut:** Adjusts the low-cut filter frequency applied specifically to the noise layer.

Master Tone & Processing (Middle Row)

- **Low Pass:** Sets the cutoff frequency for the master low-pass filter, shaping the top-end warmth of the combined signal.
- **High Pass:** Sets the cutoff frequency for the master high-pass filter, removing unwanted sub-bass rumble.
- **Bit Crush:** Reduces the digital bit depth to add subtle lo-fi grit, vintage digital character, or texture.

Output & Stereo Field (Bottom Row)

- **Output Gain:** Adjusts the final output level of the plugin.
- **Panning:** Sets the overall master stereo panning balance.
- **Width:** Controls the stereo width of the output, ranging from Mono (0%) to expanded stereo image (up to 200%).

Master Toggles

- **Noise:** Turns on or off the background noise/artifact generator.
- **Limit:** Engages an internal output brickwall limiter to prevent digital clipping and inter-sample peaks (-0.1 dB Threshold, 300 ms Release).

3. Global Header Utilities

- **Preset Display:** Allows navigation through factory and user presets.
- **Reset:** Resets current parameters to default settings (loads 00INIT preset).
- **Folder Icon:** Opens the built-in preset browser.
- **Settings Gear:** Opens the panel with global plugin settings, including UI scaling options, Streaming Mode and Max Voices.
- **Bypass:** Bypasses the whole engine, passing the dry signal straight through.

TROUBLESHOOTING

1. You need 64-bit OS with VST3/AU supported DAW to run this plugin.
2. If you need a panic button, you can use the Bypass switch.
3. Access the license on the main folder "Assets\Documentation".
4. To uninstall the plugin, just remove your copied "Inexa.vst3" or "Inexa.component" from your VST/VST3/Components Plugins folder.
5. If you deleted factory presets by mistake, you can load them again by putting "Plugin\Inexa Factory Presets.hpa" into the Preset Browser.
6. If you encounter any issues or technical difficulties, please contact Cloudy Samples immediately.

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