



Mordred Audio Bypass Merger v1.3

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Mordred Audio Bypass Merger



Mordred is a 16-in/8-out audio merger Rack Extension plugin for Reason. Each channel features four stereo ins and two stereo outs, one to bypass individual merges, and one where each merge input can be independently switched on or off.

There are indicator LEDs next to the Channel name and each of its inputs, which will light when there is an active signal: a red LED indicates the input, green an output.

Pass switch

The **Pass** switch provides a way of quickly setting a channel to function as Reason's standard audio merge Spider. With all the **Merger** switches off on that channel, the audio is sent to the pass output, regardless of whether the **Pass** switch is on or off. If any of the **Merger** switches in the group are active, its pass output is bypassed: turning **Pass** on will now bypass the on-state mergers and use just the pass output. In this way you could, for example, send a signal output of all four inputs via **Pass** to as a single "dry" chain, or the four separately switchable inputs to a "wet" effect. The Red LED to the left of the channel name indicates only the **Channel Pass** output is active.

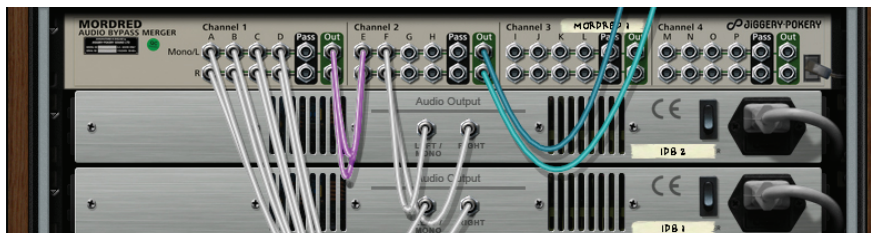
Using the Pass Switch as an on/off switch

By **not** connecting *Mordred's* Pass output jacks at all, each **Pass** switch acts as a straightforward on/off setting for the channel. Using a channel Pass output instead of a main output into another channel input gives you further routing possibilities by creating "grouped" mergers. In these scenarios, **don't** connect the pass jacks on the subsequent channels, as you can then use the **Pass** switch on each channel to turn the whole channel group off and on.

Stripe switch

There are two ways to chain outputs to create more than four inputs to a single output. For up to 16:1 merges the quick way of chaining is by using the **[Auto] Stripe** function. With this switch on, **Channel 1, 2 and 3 Out** outputs are internally routed to the **Channel 4 Out**. The red input LEDs on striped channels will automatically indicate active striped signals. Note that this does not function quite the same way as with *Shelob*: **only** Channel 4 is used for Striped output. However you can still use the individual outputs on the other four channels as usual, plus the Pass outputs, if required, or using **Pass** switch as channel group off/on.

For more complex scenarios simply connect an output to the next available channel input, as highlighted here: **Channel 1 Out** to **Channel 2 E In**. In this method all five inputs are switchable; alternatively, if you don't require the ability for the switching, connect from the **Ch1 Pass** instead, and of course use **Ch2 Pass** as the master switch for all five inputs. Channels 3 and 4 are now available independently. Note that this second method may introduce latency.






Gain control

As with Reason's standard Spider Audio Merger, you may need to reduce the volume/level/gain appropriately according to the number of inputs being used to prevent clipping, either individually from the source inputs, or by reducing the output level via the merged target destination, such as via the SSL channel mixer.

Merger switches A–P

With a channels **Pass** switch off, you can control each of its four sub-channel merger inputs separately with the alphabetically-named **Merger** switches. When a merger is turned on the Pass LEDs will be inactive, and the appropriate LED next to each name will light to indicate that there is an input signal on its respective input jacks.

Fade In/Out encoder

Adjusting this control turns all **Channel** switches into auto-faders, and has three modes. If set to  the channel bypass switches operate instantly, acting like any other Reason effect Bypass switch: this means in some situations using a channel switch on an active signal *may* cause an overly abrupt cutoff. If this happens, adjust the **Fade** knob to any of the  ranges, which adds a short, linear fade of between 1ms and 100ms on all the channel switches; continue turning the knob into the  range and the switches will have an analogue CR filtered fade from 101ms to 20s.

Be aware that a merges' source effect may still be playing when a switch is turned off, or when its fade out has completed, e.g. its release velocity or reverb tail, or the remaining repeats from a delay effect.

Setting up Remote for switching via MIDI keyboard

While it is not currently possible to enable MIDI-based manipulation of *Mordred*'s switches directly within the Rack Extension, it is possible using Remote. Here's how to do it.

1. Right-click **Ch1A** switch to bring up the Automation context dialog menu and select "Edit Remote Override Mapping"
2. With "Learn from control surface input" checked, press a note on your keyboard. In this example we've used C2
3. Press "OK" to close the "Edit Remote Override Mapping" dialog box
4. Press C2 on your keyboard and now the switch will be toggled on and off via the C2 key!
5. Repeat steps 1–3 for all the other switches you wish to control, ensuring you use a different note for each switch.
6. Record the switch automation to *Mordred*'s sequencer track by playing your keyboard!

Although Remote settings are not saved in Combinator patches, they are saved in the song documents. In a stage performance scenario this setup is likely only viable if you have multiple controllers where you can permanently "Lock" one of them to *Mordred*, otherwise that C2 override will be applied to all Reason synths should you be using them. A small device such as a Korg "nano" USB controller is ideal for this. Please refer to your Reason manual for more information on Locking devices to tracks.

Notes on Auto-routing and Placeholder mode

As with the standard *Audio Splitter/Merger* device included with Reason, *Mordred* does *not* currently feature auto-routing, partly due to the number of variables involved in "guessing" how the connections should be made. We hope that limited auto-connection functionality can be implemented in a later update.

The potential complexity of routing also extends to possible issues with having *Mordred* operational when used in "Placeholder" mode, that is, where a Rack Extension is not installed and licensed for the target Reason installation. Since the Placeholder only gives the choice of bypassing the device (i.e., audio goes in and straight out again with no processing) this would potentially create more problems than it solves given the number of outputs and internal routing setups *Mordred* provides and may have been implemented in a users' song file. The end result here is that *Mordred* in Placeholder mode is essentially turned off, and thus will not output any incoming audio.

New in v1.3: Type-able channel labels

The printed Channel labels have been removed and you can now click the text to write in a new label to help with organising your splits. The text labels will be the same on the front and the back, so typing into either view will change both, although note that the label display widths of Channels 3 and 4 on the back panel are truncated. The displayed font in Windows and OSX is slightly different: depending on your anti-alias settings, ALL CAPS labels are recommended.



Text display in Windows 7



Text display in OS X 10.7

Version history

1.3

- Added user-type channel labels
- Device is now attached to the Rack

1.1.0

- Stripe function added

1.0.0

- Initial release

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- **Miranda CV Delay Merger** - 4x4 channel cv merger with independently adjustable gain and inversion controls, channel delay, and mirroring
- **Mordred Audio Bypass Merger** - 4 x 5 channel stereo audio merger with independently switchable outputs and autofade control
- **Shelob Audio Bypass Splitter** - 4 x 5 channel stereo audio splitter with independently switchable outputs, mirroring, and autofade control

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FreeFills

- **Additives** - demo version of Additions: the fantastic Additives tracks from PUF Challenge #2 can be found at <http://soundcloud.com/groups/additives>
- **8-BIT Magic: The ZX Spectrum ReFill**
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- **Moog Taurus Bass Synthesizer** v1.1**

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* Includes samples licensed from HollowSun.com

** demo ReFills for Retrospective