

# PAW CONTROL

User Manual

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[floofaudio.com](http://floofaudio.com)

## INTRODUCTION

Paw Control is a VST instrument designed to creatively filter MIDI notes. Essentially it receives MIDI input, filters it, and outputs it again. While it includes a sine synth as a reference sound, the real magic happens when you route Paw Control to your favorite MIDI instrument. Read on to find out how it works.

## INSTALLATION GUIDE

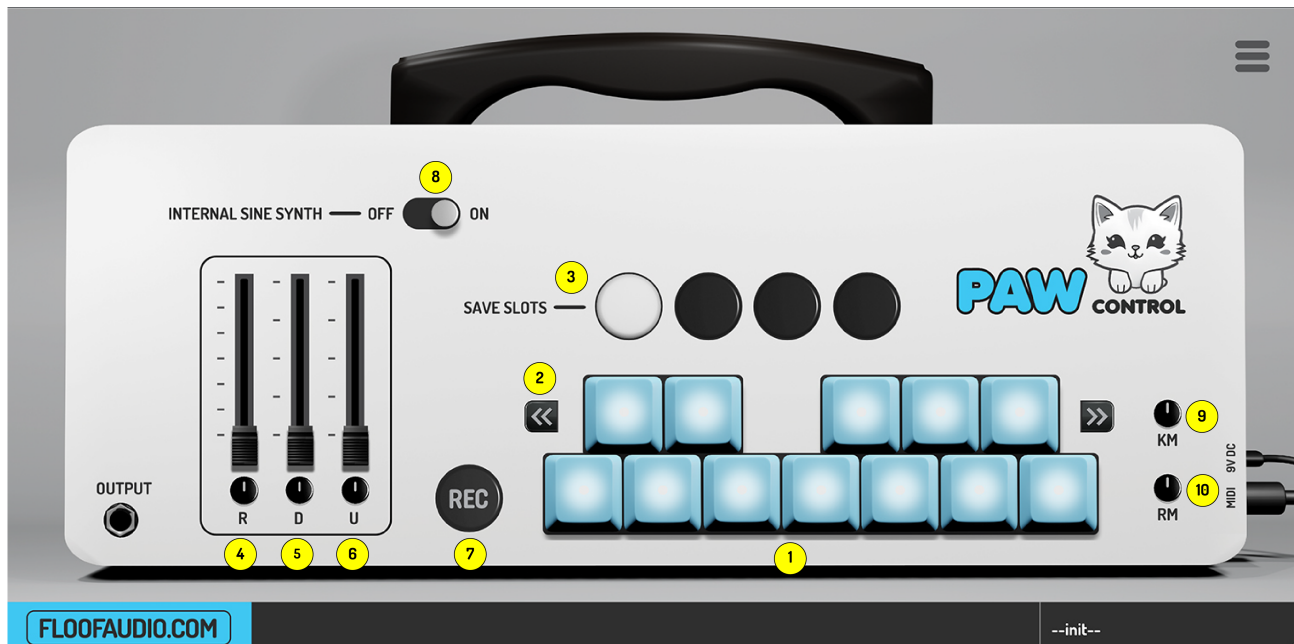
### Windows

Run the downloaded installer and follow the on-screen instructions. The plugin will be installed automatically to C:\Program Files\Common Files\VST3. Once the installer has finished, trigger a plugin rescan in your DAW and Paw Control should appear.

### Mac

Run the downloaded installer and follow the on-screen instructions. The plugin will be installed automatically to /Library/Audio/Plug-Ins/VST3. Once the installer has finished, trigger a plugin rescan in your DAW and Paw Control should appear.

## CONTROLS



## **1. Note Selectors**

These 12 note selectors represent the 12 notes of an octave, allowing you to select which MIDI notes are active. A blue keycap indicates an active note; when you click it, it turns white indicating that it is inactive. The plugin highlights outputted keys in brown. The note selection applies to all octaves.

## **2. Note Selection Nudgers**

These two buttons enable nudging all note selections one step to the left or right. With it you can do quick scale modulations. For instance, if you have selected active notes in the pattern of a C minor scale and nudge it to the right, it changes the scale to C# minor, and so forth.

## **3. Saveslots**

These four buttons allow for quick switching between both note selectors and other controllers. The active saveslot is highlighted in white. Selections auto-save to the current slot when the key selection is changed. If you ctrl+click (or Command+click on macOS) on a saveslot, you copy the current selection to that saveslot.

## **4. Random Range**

This slider adds the possibility of randomness to your output MIDI. The randomness is relative to the note Paw Control receives and is confined within the current note selection. Use the chance knob under the slider to control the probability for this random event to occur.

## **5. Octave Down Range**

This slider adds octave randomness to the outputted notes. The higher the slider, the lower the possible octaves. Use the chance knob under the slider to control the probability for this random event to occur.

## **6. Octave Up Range**

Similar to Octave Down Range but sets randomness for octaves above the played note. Use the chance knob under the slider to control the probability for this random event to occur.

## 7. REC

This button has two functions.

Normal click: Allows you to MIDI learn key selection. The keys are all deselected at first, and this mode is stopped by clicking again. You know the mode is active when the REC button is blinking.

Ctrl+click (Command+click on macOS): Allows you to MIDI learn saveslots to MIDI notes. You know the mode is active when both the REC button and a saveslot button are blinking. Simply input a MIDI note and the next saveslot starts blinking. Afterwards you will be able to select saveslots with the MIDI notes you assigned. To abort, click the REC button again. To delete all assignments, activate this mode and press the REC button again before inputting any MIDI notes.

## 8. Internal Sine Synth On/Off

Toggles the internal sine synth on or off. Turning the synth off may slightly lower the overall latency.

## 9. KM - Key Mode

The key mode knob decides which direction Paw Control searches for an active note to replace it when you play a note that is set to inactive. The choices are down, bi-directional, and up.

## 10. RM - Random Mode

The random mode knob decides which direction Paw Control searches for an active note when the random range slider is set above 0. The choices are down, bi-directional, and up.

## Saveslot Inclusion

Several sliders and knobs can be included in the active saveslot. Right-click a slider or knob to toggle this. When a slider or knob is included in the saveslot, its background turns white.

## DAW ROUTING GUIDE

Paw Control is fun on its own but even more fun when you route the output to other instruments. Below you will find guides for routing MIDI from Paw Control in various DAWs.

### **Ableton Live**

Place Paw Control on one track and some other instrument on another track. On the track containing the other instrument, under where it says "MIDI From" there are two boxes. Select Paw Control in both of them. Remember to also click the monitor "In" button on the receiving track so that it lights up blue.

### **FL Studio**

Place Paw Control on one track and some other instrument on another track. In the plugin window of Paw Control choose one of the MIDI output ports. In the plugin window of the other instrument, choose the same MIDI port as an input.

### **Cubase**

Place Paw Control on one track and some other instrument on another track. On the track containing the other instrument, under MIDI routing choose Paw Control in the list.

### **Reaper**

Add Paw Control to a track and add a second instrument below it. The instrument below should now receive MIDI from Paw Control.

### **Studio One**

Place Paw Control on one track and some other instrument on another track. On the track containing the other instrument, select inputs and choose Paw Control in the list. Remember to click the blue speaker icon on the receiving track in order to hear it.

### **Bitwig**

Place Paw Control on one track and some other instrument on another track. On the track containing the other instrument, add a note receiver tool and select Paw Control as the note source.

### **Reason**

Currently, Reason does not support internal MIDI routing, making it impossible to route Paw Control to another MIDI instrument within Reason. There might be workarounds with virtual MIDI busses, but that is outside the scope of this guide.