Lyra Melody Maker V2

Operation Manual

Created by Shane TV





Overview

Lyra Melody Maker is a Reason Rack Extension Player Device designed to turn held chords into repeatable topline melodies. Its core engine combines four physical seed cells, deterministic pitch and rhythm seeds, voice-specific performance rules, and musical timing logic so a single chord progression can produce a wide range of playable melodic ideas.

Version 2 expands Lyra from 25 voices to 56 total voices and adds a dedicated V2 composition layer: Phrase, Theme, Resolve, Color, Contour, selectable Scale and Density Mode controls, a progression-aware Chord Lane, and new CV inputs. V2 also revises the way phrases repeat, resolve, articulate, swing, use velocity, and approach chord changes.

V2 is intentionally gated behind the V2 button. With V2 switched off, Lyra follows the original 1.x generation path so existing songs and patches are not silently rewritten by the update. New V2 factory patches can store V2 as enabled, while older patches can continue to behave as they did before.

V2 Note: The V2 controls and Chord Lane are part of the V2 engine. If the V2 button is off, the Chord Lane is inert and its display shows V2 OFF.

The Usuals



ON Button: Enables or bypasses Lyra. When bypassed, incoming MIDI notes pass through to the instrument unaltered.

Patch Browser: Uses the standard Reason patch browser. V2 ships with V2-enabled factory patches in addition to compatibility with earlier user patches.

V2 Button: Activates the V2 composition engine, the expanded V2 voice behaviors, the new purple controls, and the Chord Lane. Leave it off when you want the original Lyra behavior.

Quick Start — V2

1. Insert Lyra above an instrument and hold or sequence a chord into Lyra.
2. Turn on the V2 button.
3. Choose a Voice. The first 25 are the original Lyra voices; voices labeled V2 are new to Version 2.
4. Set Rate, Density, Length, Cell Size, and Seed Spread until the basic motion feels right.
5. Use Theme to decide how much of the opening idea repeats, Resolve to control chord-tone gravity, and Contour to shape the overall rise or fall.
6. Choose a Density Mode or leave it on Auto so each voice can use its preferred rhythmic framework.
7. Optional: record your chord progression into the Chord Lane so Lyra can anticipate upcoming changes instead of reacting only to the chord being held now.

Panel Reference: Knobs and Buttons

Flow Section



Rate: Sets the note division: 1/4, 1/8, 1/8 triplet, 1/16, 1/16 triplet, or 1/32.

Density: Controls how busy the line is. In V2, each voice has its own density response and the phrase subtly breathes from cell to cell instead of holding one flat probability throughout.

Length: Moves from clipped/staccato articulation to long/legato notes. V2 also lengthens phrase-ending notes and lightly differentiates strong and weak beats so phrases breathe more naturally.

Density Mode: Selects the rhythmic framework used by V2. V2-only voices keep their own characteristic rhythm masks while the selected mode supplies the underlying grid.

Classic: Uses Lyra's original probability/groove behavior where applicable.

Euclid: Evenly distributes the requested number of onsets across the available steps.

Metric: Uses a similar amount of activity but favors bar, half-bar, beat, eighth, and anticipation positions by metric strength.

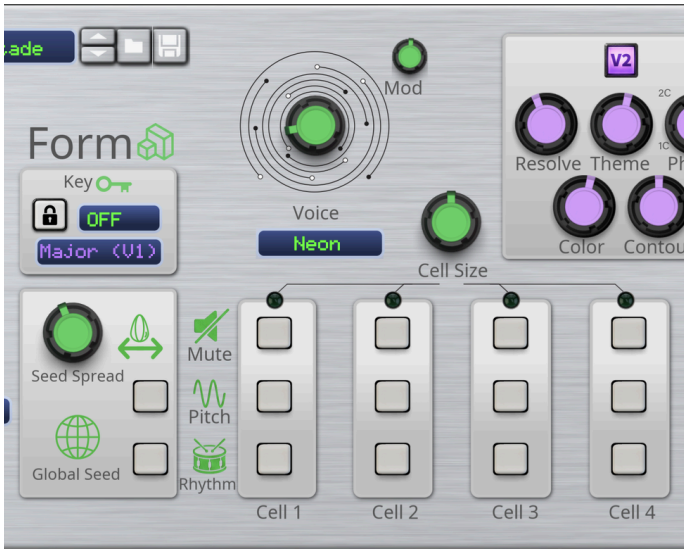
Clave: Uses a 3-2 son-clave framework that grows denser as Density rises.

Dembow: Uses an uneven 3+3+2 dancehall/reggaeton-style skeleton.

Drift: Lets local density swell and recede across the cell for a breathing texture.

Auto: Chooses a preferred mode for the selected voice. This is the best general starting point for exploring the voice as designed.

Form Section



What are Cells?

Lyra has four physical cells that store localized pitch/rhythm variation. In V1 the four cells formed the loop. In V2, the Phrase control decides whether the active phrase uses 1, 2, 4, or 8 cells. The 8-cell option plays the four physical cells twice; it does not create four additional hardware cells.

Voice: Selects one of 56 algorithmic voices. Voices 0–24 are the original Lyra voices. Voices 25–55 are new V2 voices with more explicit genre, register, rhythm, and articulation identities.

Voice Mod (Delta / Δ): Controls the voice-specific mutation or performance behavior. Its exact effect changes by Voice. On some voices it adds fills or octave moves; on others it changes timing, articulation, direction, or density.

Seed Spread: Controls how far the melody is allowed to roam from its harmonic center. V2 preserves a reachable home register even at high settings and gives wide voices more range than bass/drone voices.

Cell Size: Sets the duration of each cell: 1/4 bar, 1/2 bar, 1 bar, 2 bars, or 4 bars.

Global Pitch: Advances the global pitch seed. Under V2, sequential button values are hashed into unrelated deterministic results, so each press explores a meaningfully different repeatable pattern.

Global Rhythm: Advances the global rhythm seed using the same deterministic V2 reroll system.

Cell 1–4 Mute: Silences that physical cell when it is reached by the current Phrase setting.

Cell 1–4 Pitch: Changes only that cell's localized pitch seed.

Cell 1–4 Rhythm: Changes only that cell's localized rhythm seed.

Key: Selects the root for the global scale quantizer: OFF or C through B. With Key OFF, Lyra follows the held harmony and voice rules without forcing all notes into a global scale.

Scale: Selects the V2 scale mode used when a Key is active: Major (V1), Natural Minor, Dorian, Harmonic Minor, Pentatonic Major, Pentatonic Minor, Lydian, Mixolydian, or Phrygian.

Key Lock: Keeps the selected Key/root while browsing patches. Key Lock is song-persistent rather than patch-persistent.

V2 Composer Section



Resolve: Controls chord-tone gravity. Strong beats are affected first, then weaker beats as the knob rises. High Resolve makes important arrivals land on stable chord tones without forcing every passing note to become static.

Theme: Controls how much of the opening motif is quoted by later cells. Low values keep only a small recognizable head; high values repeat more of the motif. V2 treats this as a contiguous quote rather than a collection of random copied steps, so repeated phrases sound intentional.

Phrase: Sets the phrase length to 1, 2, 4, or 8 cells. At 8 cells, the four physical cells play twice. When a Key/Scale is active, the second pass is nudged one scale step higher to help the two passes read as one longer sentence.

Color: Adds harmonic extensions/tension mainly on weaker beats. With a Key active, Color moves in scale degrees so added notes remain diatonic. With Key OFF, it uses consonant interval choices around the chord instead.

Contour: Shapes the large-scale direction of the phrase. Center is neutral; left favors descending motion and right favors ascending motion. The V2 engine blends a directional ramp with an arch so lines tend to move out and back rather than simply climb forever.

Vibe Section



Mood: Bipolar harmonic flavor. Negative values favor darker/downward interval choices; positive values favor brighter/upward choices. V2 makes the full dark and bright travel functional.

Octave: Transposes the generated melody from -2 to +2 octaves.

Swing: In V2, the center position is straight. Turning right delays offbeats for swing; turning left creates a pushed feel by delaying downbeats relative to the offbeats. Feel-driven voices may retain a small minimum shuffle.

Velocity: Controls the amount of dynamic variation while preserving the original V1 meaning at zero. V2 adds metric accents, phrase-level dynamic movement, and voice-specific loudness/accents rather than simply subtracting velocity.

Ghost Notes: Adds quieter notes into gaps. Under V2, ghost notes are weighted toward pickups before strong beats and are aimed as approach notes instead of being scattered uniformly.

Less Spooky: Reduces Ghost Note probability to 30% of the current setting and prevents ghost notes from bypassing the normal leap limiter, keeping them closer to the main line.

V2 Chord Lane



The Chord Lane lets Lyra remember a chord progression instead of knowing only the chord that is being held at the current instant. This gives V2 voices information about where the harmony is going, which allows lead-ins, anticipations, common-tone holds, walking connections, turnarounds, and progression-wide safe-note behavior.

Recording a Chord Progression

1. Turn V2 on.
2. Choose the lane length with the Bars control: 1, 2, 4, 8, or 16 bars. Click to cycle values, or drag vertically to change the length.
3. Tap the record lamp to arm the lane. If the Reason transport is stopped, the lamp shows a ready/armed state; recording begins when the transport runs.
4. Play the progression into Lyra. While the lane is armed, Lyra listens and passes your incoming notes through instead of generating a melody over them.
5. Tap the record lamp again to disarm. Disarming commits the live recording into the patch-persistent Chord Lane data.



V2 Note: The recorder works on a fixed sixteenth-note lane and waits briefly for strummed chord notes to settle before naming/committing the chord. This keeps ordinary human strums from being captured as several partial chords.

Chord Lane Modes

Authority: The recorded lane becomes Lyra's current harmonic authority. You still hold/play notes to gate the Player Device, but the melody follows the chord stored in the lane at that point in the progression.

Flexible: Your currently held notes remain the present harmony, while the recorded lane supplies information about the next chord. This lets Lyra lead, anticipate, hold common tones, or walk into the upcoming change without replacing what you are playing now.

Ignore: The Chord Lane does not influence pitch generation. The stored progression can remain visible as a reference, but Lyra behaves from the live held notes as before.

Lock and Clear

Lock: Snapshots the lane, chord dictionary, Bars value, and Lane Mode as song-persistent data. While locked, browsing/loading patches cannot replace the progression being used by the song. Unlocking hands the locked progression back to the current patch so it can be saved normally.

Clear: Erases the stored progression. If the lane is locked, Clear also clears the locked copy so the old progression does not reappear.

How Voices Use Progression Knowledge

Different voices do not all react to the Chord Lane the same way. V2 assigns them musical roles. Some voices gently lead by one scale step into a new chord; driving voices can anticipate the next harmony; sustained voices prefer common tones; bass voices walk toward the next root; hook voices may sit on an anchor tone that works across the entire loop; and phrase-focused voices can shape the end of the progression back toward chord one. Chaotic voices are intentionally allowed to ignore much of this information so their disorder remains part of their identity.

A Note on the Seed Engine and V2 Density Logic

Lyra remains deterministic: the same stored seeds, settings, held harmony, and transport position reproduce the same phrase. In V2, seed-button counters are hashed before they feed the generator, so adjacent button presses jump to unrelated deterministic results instead of walking through a narrow neighboring corridor of the random space.

V2 also gives each voice its own density response. Sparse voices stay sparse farther up the Density knob, while naturally busy voices become active sooner. The phrase adds a subtle

cell-to-cell density shape — a lighter statement, fuller response, a busier pre-cadence area, then a small pullback — so the line develops instead of remaining equally busy in every cell.

Global V2 Musical Intelligence

Stable phrase addressing: Random decisions are tied to position inside the current phrase, so a good phrase repeats consistently instead of changing simply because the transport reached a later bar.

Motif memory: Theme captures the actual rhythm and melodic shape of the opening material and can quote it in later cells. The V2 phrase can develop as an A – A' – B – A'' shape instead of four unrelated fragments.

Chord context: V2 detects the harmonic root of a held chord even when the lowest played note is an inversion. It also distinguishes stable landing tones from more colorful chord tones.

Metric resolution: Resolve commits strong positions to stable harmony before weaker positions, preserving tension on passing notes.

Phrase cadence: The last step of a non-chaotic phrase is deliberately guided toward a stable ending; earlier cells can half-close so the listener expects the phrase to continue.

Melodic continuity: At meaningful Theme settings, melodic history can survive cell boundaries so one cell feels connected to the next rather than restarting from scratch.

In-key safety: When a Key/Scale is active, a final V2 scale pass catches accidental chromatic results while still allowing held chord tones to outrank the scale when the harmony intentionally uses a borrowed or outside note.

Approach-note logic: Ghost notes are treated as connective notes aimed toward stronger beats. This reduces the chance of a quiet extra note sounding unrelated to the phrase.

Dynamic phrasing: V2 grades velocity by metric strength and phrase position, and Theme can emphasize repeated hook material so the motif reads as featured content instead of random repetition.

Voice Summary and Voice Mod Impacts

The descriptions below document the current V2 behavior. When V2 is off, the original voices continue to use the legacy 1.x generation path. When V2 is on, the same original voices also receive the shared V2 phrase, harmony, density, articulation, and progression-aware systems described above.

Original Voices 0–24 in V2

Spark

Behavior: Sparse, rhythmic, hook-first voice built from a tight pentatonic-style pool around the detected chord root. V2 keeps it highly resolved and gives it a Clave-leaning Auto rhythm.

Voice Mod: At phrase endings, Voice Mod can force a bright answering note at the fifth or octave, creating call-and-response punctuation.

Hook

Behavior: Pop-focused sustained hook voice. Cell 3 mirrors Cell 1 by design, and V2 can use progression-wide anchor tones so the hook stays recognizable while chords move underneath it.

Voice Mod: Raises the chance that the final C section mutates rather than simply repeating the opening idea.

Banger

Behavior: Energetic pop voice with strong chord-tone anchors and extra offbeat drive. Auto favors a Dembow-style base.

Voice Mod: Adds anticipatory late-step hits, making the groove push into the next beat without removing the harmonic anchors.

Smooth

Behavior: R&B-flavored, singable voice that prefers stepwise movement. V2 restores the leap limiter for this voice and keeps a small amount of shuffle so it remains fluid.

Voice Mod: Can add a quick grace note just before the main downbeat note.

Glide

Behavior: Tight, moody voice with swing disabled and a compact pitch pool. V2 turns the articulation into short darting notes that land on longer connecting tones.

Voice Mod: Adds ratchet/stutter repeats inside a generated step.

Computer

Behavior: The neutral generative voice — a useful baseline for hearing the rest of the engine without a strongly stylized pitch mask.

Voice Mod: Can trigger Buffer Lock, reusing the previous note's timing/length behavior for a held digital-repeat effect.

Tide

Behavior: Long, flowing voice. It enforces sustained notes, uses a distinctive Mood interval set, lets lower notes ring longer than high splashes, and Auto favors Drift density.

Voice Mod: Tide has no extra one-shot V2 mutation layered specifically on Voice Mod; its character responds most clearly to Mood, Seed Spread, Density, Theme, and the shared V2 controls.

Neon

Behavior: Driving, clipped rhythm voice with swing disabled, short articulation, and a bright interval pool. In V2 it uses the selected Density Mode as a base rather than being trapped in one rhythm algorithm.

Voice Mod: Adds offbeat and mid-beat hits instead of inverting/deleting the groove, making the pattern more urgent as Voice Mod rises.

Bounce

Behavior: Syncopated dance/pop voice with a guaranteed downbeat anchor and a Dembow-leaning Auto mode.

Voice Mod: Adds pickup/offbeat hits. V2 deliberately reverses the old downbeat-hole behavior so more Voice Mod drives the groove rather than hollowing it out.

Pulse

Behavior: Short, forward rhythm voice with a built-in syncopated push and Euclidean-leaning Auto behavior.

Voice Mod: Adds late pickups and can fire a Pulse Accent that raises velocity and lengthens the accented note.

Rain

Behavior: Layered echo voice. Main notes are kept higher while ghost notes can fall far below them, separating the audible drop from the splash. Longer notes produce extra echo taps.

Voice Mod: Changes the normal echo spacing into triplet divisions, creating a more rolling Rain pattern.

Velvet

Behavior: Expressive, swung voice with a distinctive Mood interval palette, long downbeats, short offbeats, and a slow velocity wave. Auto favors Metric timing.

Voice Mod: Adds timing drift, deepens velocity movement, and can create a lower approach note before a beat. With a Key active, V2 keeps the final result inside the selected scale.

Cascade

Behavior: Descending voice that walks continuously downward by small intervals and wraps when it reaches the bottom of its range.

Voice Mod: Interrupts the descent with upward fifth-sized jumps, breaking the spiral without removing its direction.

Orbit

Behavior: Root-gravity voice. V2 explicitly pulls non-escaped notes toward the detected chord root, separating Orbit from the more random wide voices.

Voice Mod: Controls the probability of escaping gravity. Contour determines whether those escapes tend to fall away or fly upward.

Monolith

Behavior: Heavy, slow voice. It automatically lowers the Rate by two steps and strongly favors stable, repeated harmonic anchors.

Voice Mod: Can force hard velocity accents. In V2 the defining mutation is impact rather than an additional hidden octave drop.

Prism

Behavior: Wide-register voice. V2 finally gives Prism its defining behavior: generated notes can shatter across roughly -3 to +3 octaves, while high Seed Spread preserves a very large range.

Voice Mod: Adds rapid extra arpeggio notes built from the held harmony.

Mirror

Behavior: The second half of the cell reads the first half in reverse, producing a reflected rhythmic/melodic shape.

Voice Mod: Controls how often the reflection breaks and generates fresh material instead of mirroring perfectly.

Cloud

Behavior: Sparse ambient voice. Density is strongly reduced, note lengths are forced long, and its velocity ceiling stays deliberately soft. Auto favors Drift.

Voice Mod: Adds even more sustain, stretching notes into large overlapping drones.

Fractal

Behavior: Chaotic glitch voice with protected strong-beat anchors. Auto uses Classic so its instability is not over-regularized.

Voice Mod: Introduces Fractal Glitches that alter timing and randomize articulation on selected non-anchor steps.

Lost

Behavior: Sparse, wide, dissonant voice with a dark Mood interval set and a large permitted register window.

Voice Mod: In V2, Voice Mod increases octave wandering and can accent selected notes instead of dropping them to near-silence.

Hiccup

Behavior: V2 gives Hiccup a real staggered timing identity: selected steps are pushed later by quarter- or half-step amounts instead of changing the transport grid itself.

Voice Mod: Adds accelerating ping-pong ratchets within the step.

Swarm

Behavior: Granular-feeling voice built from extremely short notes and chaotic probability, while strong downbeats remain timing anchors.

Voice Mod: Swarm has no separate V2-only Voice Mod event in the current engine; its most dramatic variation comes from Density, Seed Spread, Rate, Color, Theme, and the shared V2 system.

Tangle

Behavior: Unstable generative voice that keeps a recognizable rhythmic core while allowing small pitch disturbances.

Voice Mod: Can shift selected notes by +/-1 semitone and fire fast +4/+7 burst notes. With a Key active, V2's final scale safety pass keeps the resulting gesture musically constrained.

Ruins

Behavior: Dark, broken voice with a dissonant Mood palette and naturally sparse density behavior.

Voice Mod: V2 reverses the original extreme-mute concept: Voice Mod fills holes with extra hits, so the ruin becomes more animated instead of disappearing.

Dust

Behavior: Very sparse, quiet texture. Density is heavily reduced and the voice is kept at a soft dynamic ceiling.

Voice Mod: Adds occasional louder pops/accented events that poke through the low-level texture.

New V2 Voices 25–55

The V2 voices are deliberately more explicit about role and genre. Their identity is not only pitch choice: each has its own register, articulation, velocity bias, accent depth, density response, preferred Density Mode, and Voice Mod behavior.

V2 Anthem

Behavior: Stadium-pop voice: few structural notes, long articulation, strong on-beat placement, and a melody pool centered on root, fifth, third, and octave.

Voice Mod: Adds octave shouts near the top of the phrase.

V2 Chant

Behavior: Hammered three-note vocal hook that repeats insistently and uses a strong anchor relationship to the progression.

Voice Mod: Raises the answering half of the hook by a fourth for call-and-response.

V2 Lift

Behavior: Pre-chorus voice built around steady eighths and an upward-moving contour that creates forward pressure.

Voice Mod: Steepens the climb as the phrase develops.

V2 Bop

Behavior: Bouncy pop voice that alternates a low anchor with a higher answer and favors offbeat motion.

Voice Mod: Widens the high answer toward a full-octave bounce.

V2 Sing

Behavior: Vocal-lead voice that prefers stepwise motion with occasional controlled reaches.

Voice Mod: Adds a higher phrase-peak reach later in the phrase.

V2 Skip

Behavior: Playful dotted/skipping rhythm with a compact root-neighbor-fifth pitch idea.

Voice Mod: Kicks selected notes up an octave for a more animated skip.

V2 Refrain

Behavior: Chorus-hook voice that states a four-note idea, repeats it, and changes the final note of the answering half.

Voice Mod: Lifts the answering half by a fifth.

V2 Tag

Behavior: Very short three-note stinger with lots of air between gestures.

Voice Mod: Throws selected tag notes up an octave for stronger punctuation.

V2 Radio

Behavior: Safe radio-pop vocabulary built around root, third, and fifth with a clean four-on-the-floor-influenced rhythm.

Voice Mod: Adds octave lifts without changing the basic chord-tone vocabulary.

V2 Chorus

Behavior: Big, sustained chorus voice centered high around the fifth and octave.

Voice Mod: Adds an extra upper reach in the second half of the phrase.

V2 Verse

Behavior: Low, conversational line designed to leave space for a later chorus lift.

Voice Mod: Adds fifth-sized reaches while keeping the basic line restrained.

V2 Drop

Behavior: Tight, punchy EDM-style voice with a hammered two-note root/fifth pitch pattern.

Voice Mod: Drops selected hits an octave for a heavier two-register pattern.

V2 Sunny

Behavior: Feel-good high-register voice with lilting eighths and a rising root-third-fifth-sixth style figure.

Voice Mod: Adds upward fifth motion for brighter peaks.

V2 Candy

Behavior: Fast bubblegum voice with a high neighbor-tone wiggle and bright articulation.

Voice Mod: Adds octave pops to selected notes.

V2 Marquee

Behavior: Confident showtune-style voice with dotted swagger and large root/fifth/third/octave gestures.

Voice Mod: Adds small upward turns for extra theatrical lift.

V2 Parade

Behavior: Marching/fanfare voice that emphasizes beats and alternates root/fifth material.

Voice Mod: Adds octave fanfare lifts.

V2 Ribbon

Behavior: Long flowing line that moves primarily by step and sustains more than the groove-oriented voices.

Voice Mod: Adds small upward decorative turns without destroying the flow.

V2 Glitter

Behavior: Sparse, high-register sparkle voice that places bright accents above the chord.

Voice Mod: Adds another upper extension to selected sparkle notes.

V2 Whisper

Behavior: Very sparse ambient voice — only a few events per bar — using upper chord tones in a generally falling shape and a deliberately low velocity ceiling.

Voice Mod: Adds a soft lower grace-note lean into selected tones.

V2 Pedal

Behavior: Low root-drone voice with extremely long articulation. Resolve changes how strictly the drone stays on the root versus wandering through other chord tones.

Voice Mod: Lets selected drone events lift to the fifth or octave.

V2 Counter

Behavior: Offbeat counterpoint voice that shadows the previous melody note by a third/fifth relationship.

Voice Mod: Flips selected intervals into contrary motion.

V2 Walk

Behavior: Low walking-bass voice with roots on the beat, fifth/fourth motion in the middle, and an approach into the next beat/root.

Voice Mod: Adds extra passing-note motion around the approach.

V2 Anchor

Behavior: Low house-bass voice focused on roots and fifths. Resolve directly controls how strongly it commits to the root.

Voice Mod: Adds octave displacement for classic bass lifts.

V2 Echo

Behavior: Statement/answer voice. The second half of the cell repeats the idea in a higher register.

Voice Mod: Transposes the answer so it can become a related reply rather than a literal echo.

V2 Arch

Behavior: Even-flowing voice whose pitch rises and falls in an arch across the cell.

Voice Mod: Can invert the arch into a valley.

V2 Suspend

Behavior: Neo-soul-style voice that holds a suspended fourth and then resolves toward the third.

Voice Mod: Increases the chance that the suspension is held instead of resolving.

V2 Chime

Behavior: Sparse music-box voice placed high above the chord with long, soft bell-like articulation.

Voice Mod: Adds an extra octave lift to selected chimes.

V2 Stagger

Behavior: Offbeat-only Afrobeat-influenced voice circling a compact two-note cell with punchy accents.

Voice Mod: Widens selected notes into octave leaps.

V2 Ladder

Behavior: Trance-arpeggio voice that climbs through the actual held chord over multiple octaves instead of using a fixed unrelated ladder.

Voice Mod: Turns selected runs into descending ladders.

V2 Hymn

Behavior: Slow, even choral voice that moves mainly by step and uses long articulation with restrained dynamics.

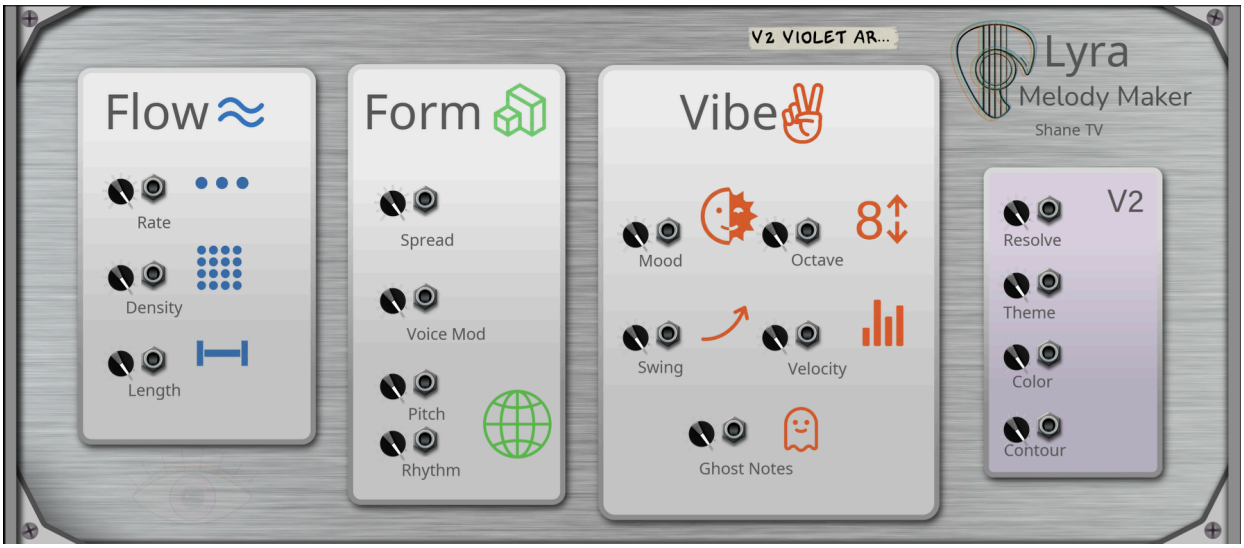
Voice Mod: Adds cadential fifth motion and a lower-neighbor lean before arrival.

V2 Gallop

Behavior: Low, clipped long-short-short riding pattern using a triad-like root/fifth/third pitch figure.

Voice Mod: Lifts selected short notes by an octave for a two-register gallop.

CV Section



Flip the rack by pressing Tab. Lyra can use CV to animate both legacy and V2 continuous controls while the melody is running.

Original CV inputs: Rate, Density, Length, Seed Spread, Voice Mod/Delta, Global Pitch, Global Rhythm, Mood, Octave, Swing, Velocity, and Ghost Notes.

New V2 CV inputs: Resolve, Theme, Color, and Contour. Each has its own trim control on the rear panel.

Discrete selectors: Density Mode, Phrase, Scale, Voice, Cell Size, and Chord Lane settings are not given continuous CV inputs. This keeps stepped selectors from being treated like analog destinations.

Incoming CV offsets the current front-panel setting. A slow LFO into Contour can make a phrase gradually change direction; Theme CV can move between loose variation and tight repetition; Resolve CV can make a melody become progressively more chord-locked; and Color CV can open and close harmonic tension over an arrangement.

Tips and Tricks

For poppy, easy-listening melodies, start around 1/8 or 1/16 Rate, moderate-to-low Density, Theme above the midpoint, and Auto Density Mode. Add Resolve until the important beats feel settled.

For longer hooks, set Phrase to 4 or 8 cells. An 8-cell phrase reuses the four physical cells for a second pass, which gives Theme more room to create development.

If a V2 voice sounds too busy, lower Density before changing Rate. V2 voices have different density curves, so the same knob position is intentionally not identical on every voice.

Use Color after Resolve. Resolve creates the landing points; Color supplies controlled tension between them.

Contour is especially useful when two patches share a similar seed. Put one slightly descending and the other ascending to create complementary motion.

When a chromatic-style voice such as Velvet, Walk, or Tangle becomes too outside, enable a Key and choose a Scale. V2 preserves the gesture but performs a final in-key safety pass.

Once you find a seed you like, try the same seed on another Voice. Because the seed is deterministic, you can compare voice identities without losing the underlying pattern address.

Copy a Lyra patch to a second Lyra feeding another instrument, then change only the Voice, Contour, or Density Mode. The two devices can remain rhythmically related while occupying different melodic roles.

Record the song progression into the Chord Lane before auditioning V2 voices. Flexible mode is a strong default because your live chord still matters while Lyra gains knowledge of the next change.

Use Chord Lane Lock before browsing patches if you want to keep one recorded progression while auditioning many Lyra presets.

For ambient or textural results, try Whisper, Pedal, Cloud, Chime, or Ribbon with longer Length settings, lower Velocity variation, Drift Density Mode, and higher Theme.

For driving patterns, try Drop, Bounce, Pulse, Stagger, Gallop, Neon, or Parade with Dembow, Clave, or Euclid and a moderate amount of Voice Mod.

Hook CV Rand Pitch or CV Rand Rhythm to a rhythmic trigger source when you want the arrangement to jump between deterministic seeds without manually touching the panel.

V2 Compatibility Notes

Legacy songs and patches: V2-specific properties default to no-op/off values. The V2 button is the explicit gate that prevents the new composition engine from silently changing older material.

Major (V1): The Major (V1) Scale option uses the same major-scale table as the original quantizer when a Key is selected.

Chord Lane persistence: The normal recorded Chord Lane is patch-persistent. The Lock system stores its protected copy at the song level so patch changes cannot overwrite it while locked.

Factory patches: V2 factory patches can intentionally store the V2 button as enabled and can use the new voices/controls without changing the behavior of previously saved user patches.

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