



Scaler 3

User Guide



Scaler Music

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Introduction

Disclaimer

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Scaler 3: Empowering Creativity

Scaler 3 is a powerful composition assistant that helps you identify scales, build expressive chord progressions, and create melodic sequences with ease.

Designed to enhance creativity while keeping you in control, it streamlines the composition process, making it faster and more intuitive.

With multi-track sequencing, real-time performance features, and intelligent harmonic tools, Scaler 3 provides a dynamic environment for musical exploration.

It also includes an extensive library of curated chord progressions and performances from world-renowned artists across a wide range of genres, offering endless inspiration for producers, composers, and musicians alike.



Learning Resources

In addition to this guide, the Scaler Music YouTube channel and the School of Synthesis YouTube channel offer a wide range of tutorials, how-to and guided videos, and creative walkthroughs.

Furthermore, the Scaler Music Forum hosts a vibrant and supportive community where users can seek help and share insights.

Scaler Music YouTube Channel

School of Synthesis YouTube Channel

Scaler Music Forum

Onboarding Tutorial

When you launch Scaler 3 for the first time, an **Onboarding Tutorial** appears to help you get started. Use the **Next** and **Previous** buttons to navigate through the slides.

You can exit the tutorial at any time by clicking **Exit Tutorial** in the top-right corner. A prompt will ask whether to show the tutorial on startup — your choice will be remembered.

To relaunch the tutorial later, click the Scaler 3 logo in the top-left corner, then choose **Help > Start Tutorial**.

iPad Learning Resources

iPad users can find additional guidance on the Scaler Music YouTube channel, including a **dedicated playlist** covering iPad gestures, using Scaler 3 for iPad within other iPad hosts, and sharing presets with the desktop version.

You can also refer to the **iPad-specific section** of this manual for detailed explanations of gestures and interface behaviour that differ from the desktop version.



Installation & Registration

Downloading Scaler 3

Scaler 3 is available from either Scaler Music or Plugin Boutique. For details on redeeming your license and accessing the installer, refer to the instructions in your Scaler Music or Plugin Boutique account.

Once you've downloaded the installer for macOS or Windows, double-click the file and follow the on-screen instructions.

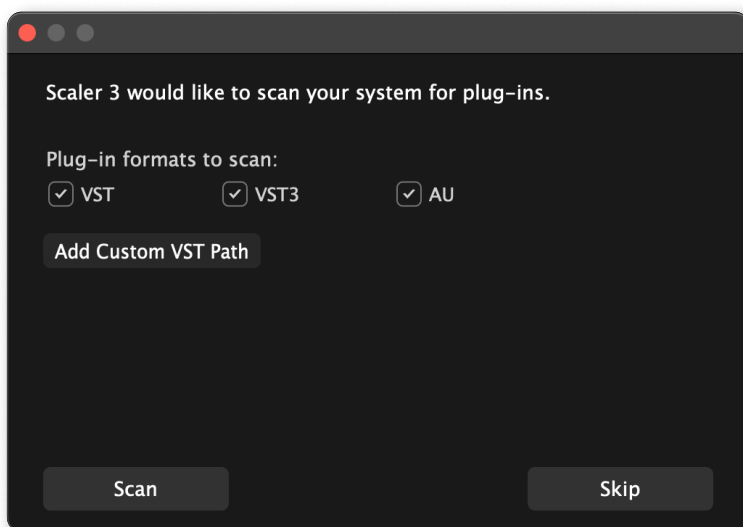
Installing Scaler 3

During installation, you can choose which plugin formats and components to install—such as VST2, VST3, AU (macOS only), AAX, and standalone—based on your system and preferences.

Plugin Scanner

Scaler 3 can host third-party instrument and effect plugins directly on Chord Tracks and MIDI Lanes.

As part of the installation process, **Scaler 3's Plugin Scanner** will launch automatically. This step ensures that your audio plugins are properly located and available in Scaler 3.



Plugin Formats

By default, all plugin formats are selected for scanning to ensure Scaler 3 can locate your installed instruments. You can choose to include or exclude: VST, VST3, and AU (macOS only).

Custom VST Paths

Scaler 3 allows you to specify up to three custom folders to be scanned for VST plugins, which is useful if your plugins are installed outside the default directories.

- **Add Paths** – Click the **Add Custom VST Path** button to include additional folders.
- **Remove Paths** – Use the × next to a folder to remove it from the scan.



Plugin Scan Controls

- Scan – Begins scanning using the selected formats and paths.
- Skip – Bypasses the scan. You can scan plugins later by selecting “Rescan Your Plugins” from the **Settings Menu > Preferences**.

Note: Scanning may take some time depending on how many plugins are installed on your system.

Once the scan completes, the installer will finalise automatically.

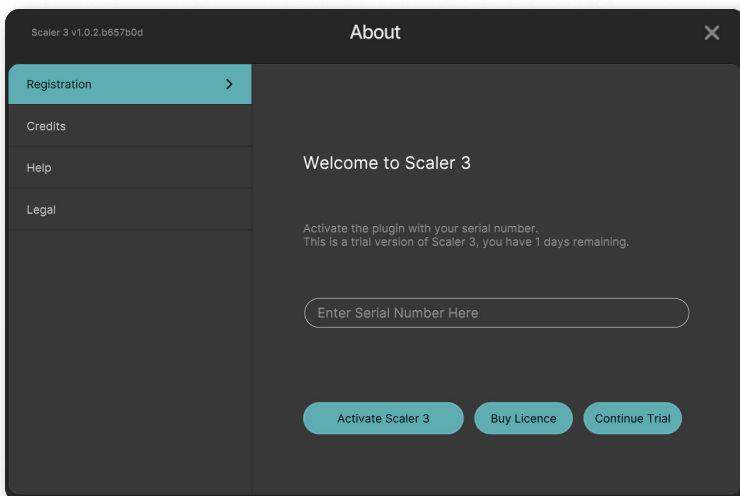
Activating Scaler 3

On first launch, Scaler 3 runs in trial mode for 14 days with full functionality. After the trial period expires, Scaler 3 must be activated to continue use.

Note: An internet connection is required during activation.

To activate your license:

1. Open Scaler 3 in your DAW or launch the standalone version.
2. Click the Scaler 3 logo in the top-left corner and choose Registration.
3. Enter your license code and click **Activate Scaler 3**.



Once activated, Scaler 3 is fully licensed and ready to use—no internet connection or login required.

For troubleshooting tips or help with activation, visit scalermusic.com/support.



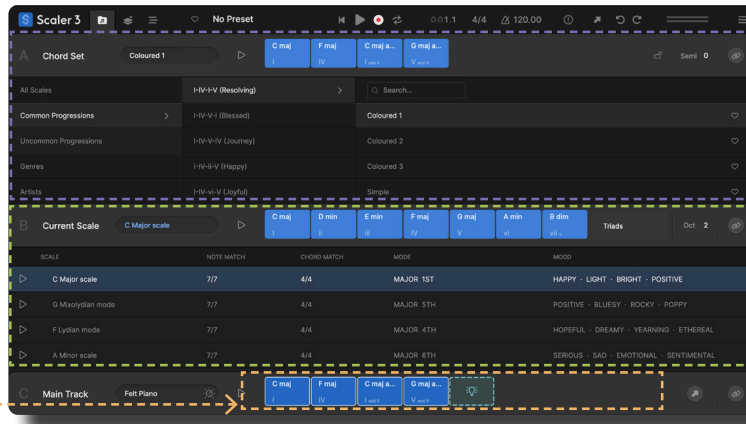
Quick Start

Browse Page

Find a pre-made chord set using the browser in Section A.

Find chords belonging to a particular scale using Section B.

Drag chords to Section C to create your own custom chord progression.



Header

Use the tabs on the top left to select one of the three pages:

Browse | Create | Arrange



Global Controls

For a variety of real-time chord voicing adjustments, activate a **Voice Grouping** profile.

Enable and browse Motions to perform your chord progression expressively.

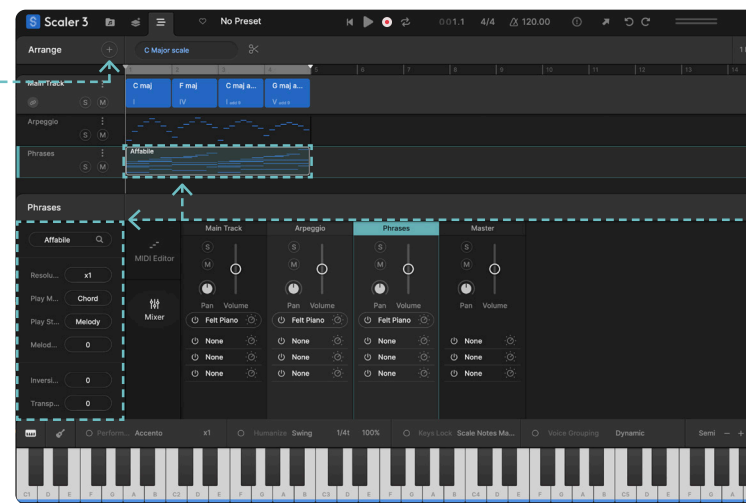


To automatically tune incoming MIDI notes to your selected chord or scale, activate **Keys Lock**.

Arrange Page

Add tracks using the + icon in the top left. This will display the Motion browser.

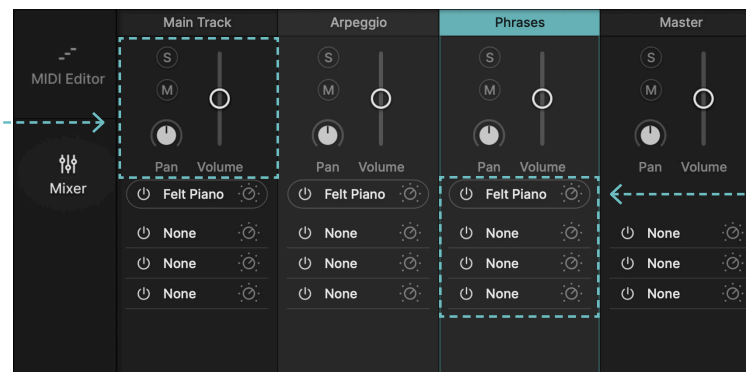
A track will be created based on the Motion selected. This track will automatically follow your Main Track chords.



Select a clip and use the sidebar controls to change the Motion pattern, or make modifications to the existing Motion.

Mixer

Use mixer channels to adjust each track's volume, pan, mute, or solo.



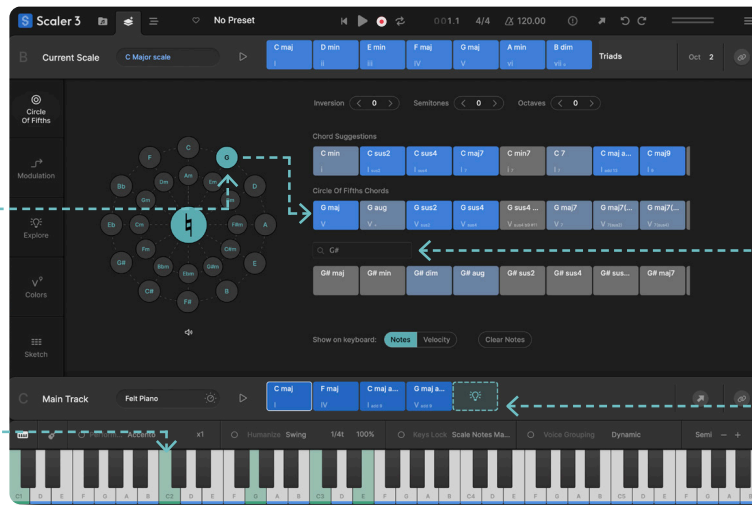
Use insert slots to select an instrument sound, or a 3rd party instrument plugin with multiple audio effect slots.



Create Page

Circle of Fifths
Use the Circle of Fifths page to find new chords or modify existing chords.

For chord suggestions, select a key from the Circle of Fifths, or select notes on the keyboard.



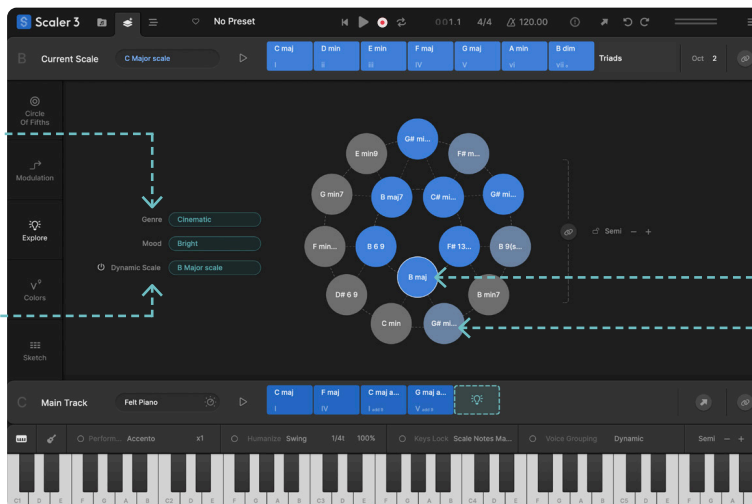
Search for any chord by typing.

Select a chord from Section C to edit notes via the keyboard, or via the controls at the top of the Circle of Fifths page.

Create Page

Explore
Browse expansive chord constellations via Genre and Mood.

Dynamic Scale
automatically adjusts the color of all chords to show how closely they relate to the last played chord.



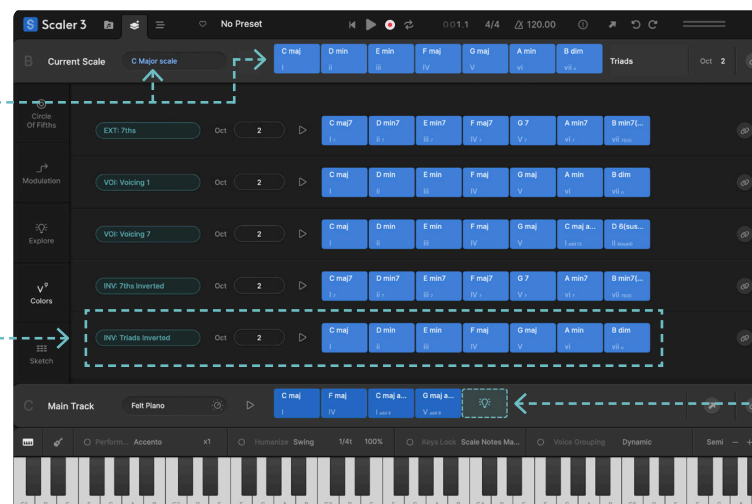
Chords around the inner circle are safe and those around the outer circle are more adventurous.

Chords on the left tend to sound darker, whereas chords on the right sound brighter.

Create Page

Colors
Quickly browse and audition **voicing variations and substitutions** for your selected scale's diatonic chords.

Click the voicing name on the left to select an alternate voicing for that row of chords.

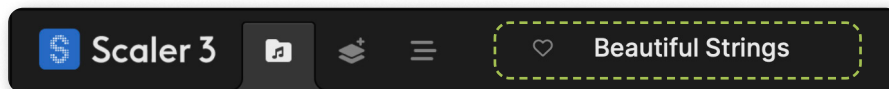


Then drag chords to Section C to add to your progression, or for further editing via the Circle of Fifths page.



Quick Tips

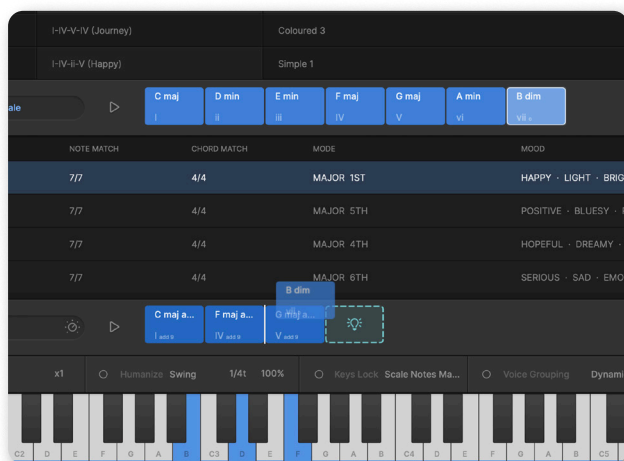
- 💡 Scaler 3 includes a variety of global presets designed to help you get started and discover the features of Scaler 3. These can be accessed via the preset menu in Scaler 3's Header.



- 💡 If you are coming from Scaler 2, it is possible to import your User Chord Sets for use in Scaler 3. Either click use the 'Import Chord Set' button from the User category in Section B, or drag your own folders or XML files into the Scaler 3 'ChordSets' folder using your computer's file browser. For more, see [Browse Page > Section A > User Chord Set Management](#).

- 💡 When dragging chords, make sure to align the left side of the chord with the intended destination e.g. between chords to add to the existing progression, or on top of chords to replace existing chords.

In the below image, a B dim chord is being dragged from Section B onto the Main Track in Section C, between the F maj add 9 and G maj add 9 chords.



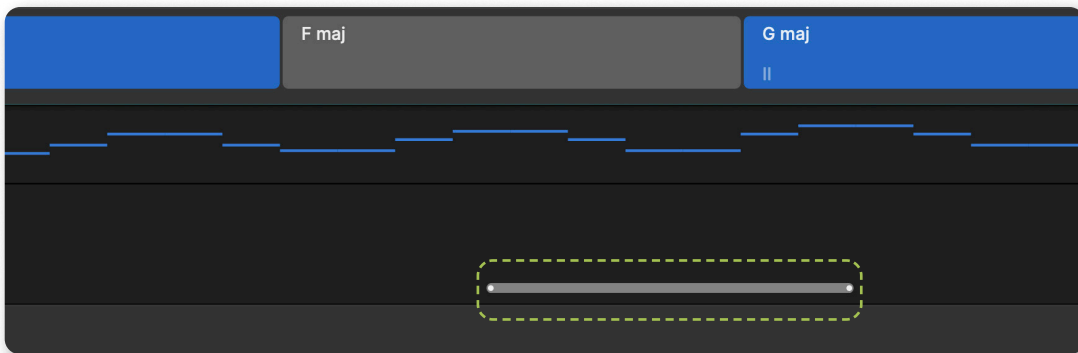
- 💡 When dragging chords to your Main Track in Section C, they default to a length of one bar, relative to your selected time signature. You can manually adjust chord lengths after adding them; however, you may need to adjust the division setting on the Arrange Page to accommodate finer changes, as the default division is set to one bar.




Horizontal Scroll & Zoom Bar

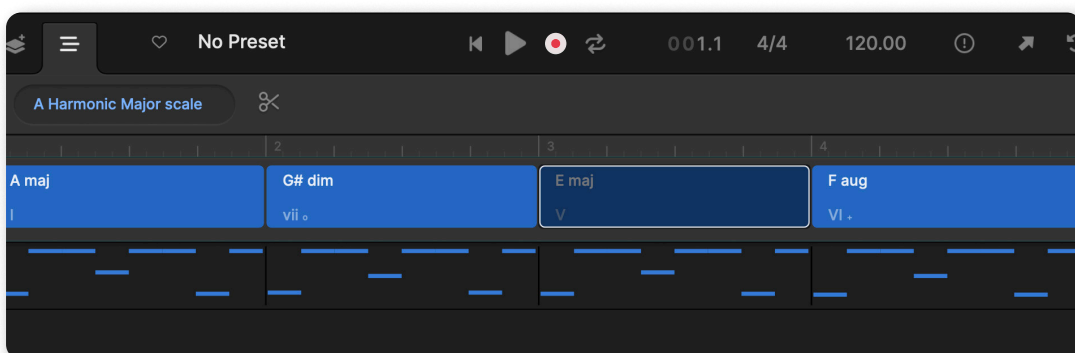
Visible in most sections of Scaler 3, the horizontal scroll and zoom bar provides two functions:

- **Scroll** – Click and drag anywhere within the bar (except the edges) to move left or right across your chord progressions or motion patterns.
- **Zoom** – Click and drag the left or right edges of the bar to zoom in or out. Dragging inward (towards the center) zooms in, while dragging outward (away from the center) zooms out.




Quick Scroll Shortcut – Hold the **Shift** key and scroll the mouse wheel up or down to scroll left or right.

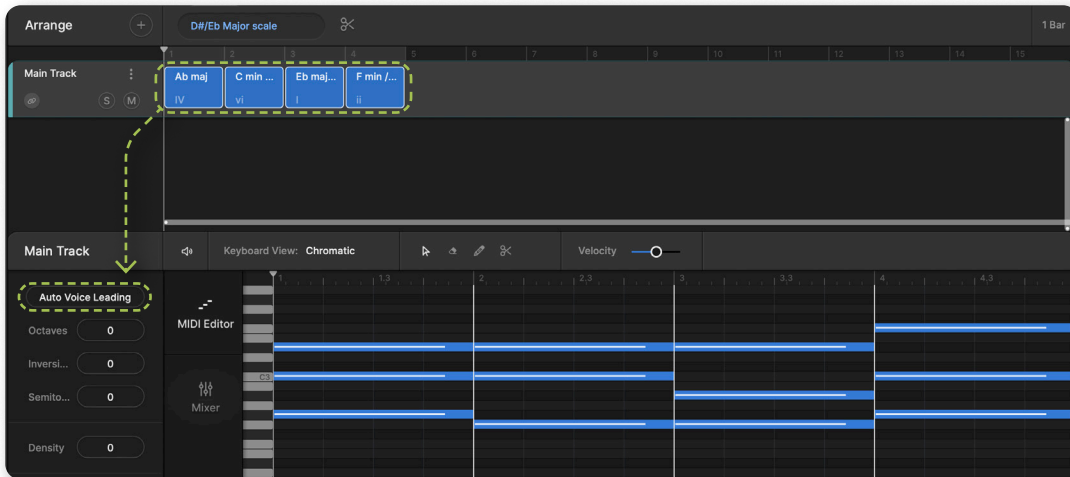
-  Hold the Shift key and left-click on a chord or motion clip to mute or unmute it. Muted clips appear greyed out. This is especially useful in the Arrange Page sequencer when you want to mute certain chords from your Main Track progression while still allowing motion clips to follow their harmonic content.




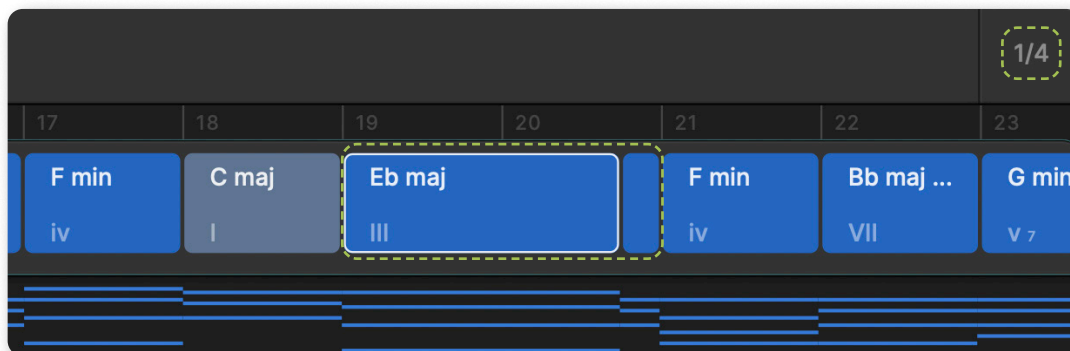
In the above image, the E major chord has been muted. The motion clip below remains active and continues to react to the harmonic content of the muted chord.




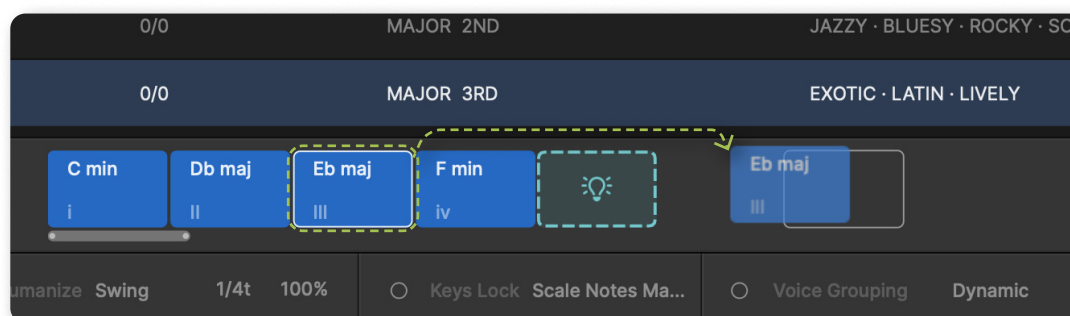
-  **Auto Voice Leading.** With more than one of your Main Track chords selected, enable **Auto Voice Leading** to let Scaler 3 apply efficient note movement between chords — reducing leaps and following classic voice leading principles for more cohesive progressions.



-  Easily extend or shorten adjacent chords with a single drag. When you resize a chord in the Main Track, Scaler 3 automatically adjusts the length of the adjacent chord based on the current grid resolution set on the Arrange Page.



-  Quickly duplicate chord clips with a modifier-drag. Hold Option (Mac) or Alt (Windows) and click-drag a chord to copy it to a new location.



Operating Modes

You have the choice of running Scaler 3 as a standalone application, in which it will behave like any other program on your computer. Alternatively, you can use it as a plugin (instrument, audio, or MIDI effect) within your DAW (Digital Audio Workstation) or compatible host.

Plugin Operation

The instrument, audio, and MIDI effect plugin versions of Scaler 3 listed below work with most Digital Audio Workstations (DAWs) and are available in VST, AU, and AAX formats. To start using Scaler, load it onto a software instrument, audio, or MIDI track in your DAW. If you're unsure how to do this, refer to your DAW's manual for specific instructions.

If your DAW organizes your plugins by vendor, you will find the various Scaler 3 plugins listed below under 'Scaler Music'.

Scaler Plugin Versions

Scaler 3 is available in different versions to suit various workflows:

Scaler 3 (Virtual Instrument)

- Designed for use on MIDI/instrument tracks.
- Detects chords from both MIDI and audio input
- Can send MIDI output to external instruments via multichannel MIDI (if supported by your DAW or compatible host)

Scaler Audio 3 (Audio FX)

- Designed for use on audio tracks
- Analyzes and detects chords and scales from audio input
- Ideal for working with pre-recorded audio, samples, or live instruments

Scaler 3 Control

- Designed for DAWs that support MIDI Controlled Effect plugins (MIDI FX*)
- Includes the same detection features and exclusive content as Scaler 3
- Ideal for controlling external instruments within DAWs that only support AU plugins, such as Logic Pro
- Does not generate sound; requires a separate instrument plugin on the same track for audio output

**Not compatible with all DAWs. Refer to the manual of your DAW for more information on how to route audio and MIDI in your software.*



Standalone Operation

Scaler 3 can also be used as a standalone application, allowing you to work independently of a DAW. Once launched, Scaler 3 will function like any other software on your computer. You can configure audio and MIDI settings within the application to ensure proper input and output routing. This mode enables you to explore Scaler 3's features, play and manipulate chords, and experiment with musical ideas without requiring a DAW. Select **Options** at the top left of the Scaler 3 standalone application to access:

Audio/MIDI Settings

- **Feedback Loop** – When on, audio input is muted to avoid a feedback loop.
- **Audio Device Type (Windows)** – Select an audio driver type. Generally ASIO achieves the best performance.
- **Output** – Set to your preferred output device. Select “Test” for a tone to confirm the output destination registers sound from Scaler 3.
- **Input** – Set to your preferred input device.
- **Active Output Channels** – Enable or disable channels.
- **Active Input Channels** – Enable or disable channels.
- **Sample Rate** – Adjust the audio sample rate.
- **Audio Buffer Size** – Adjust the buffer size.
- **Active MIDI Inputs** – Enable or disable MIDI inputs.
- **Bluetooth MIDI** – Enable Bluetooth MIDI connections.



Interface Overview

Scaler 3 features a structured interface designed for both exploration and composition. The Header Section and Global Controls remain visible at all times, providing essential navigation and playback functionality. The core workflow is divided across three main pages: Browse, Create, and Arrange, each offering specialized tools for different stages of the music-making process. The following is a high-level overview of these sections, with more detailed explanations provided later in this guide.

Header Section. This section offers key navigation, playback, and customization controls and remains visible at all times when using Scaler 3.

Browse Page. The main Scaler 3 page used to browse scales and chord sets, and create your own custom chord progression.

Create Page. A variety of compositional tools to help you create and discover chords, and to help you develop the rest of your song.

Arrange Page. Add additional instruments to your song with full multi-track mixing and editing control.

Instrument Panel / Global Controls. Visualize and play Scaler's sounds using a keyboard or guitar interface, and control a variety of playback parameters related to the Main Track.

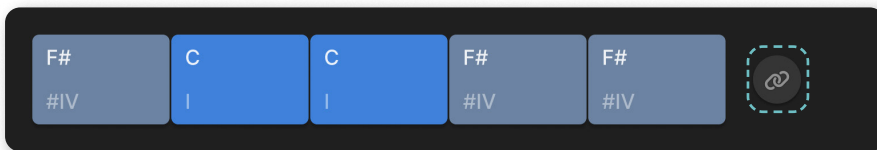


Recurring Features

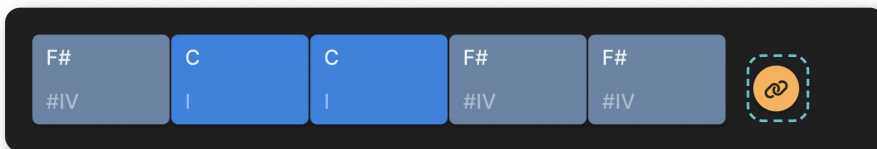
Binding Chords

As well as triggering chords by clicking on them with your mouse, you can also ‘bind’ sections of Scaler’s interface to trigger chords with individual MIDI notes. This is accomplished by clicking the ‘bind’ button to the right of certain rows of chords.

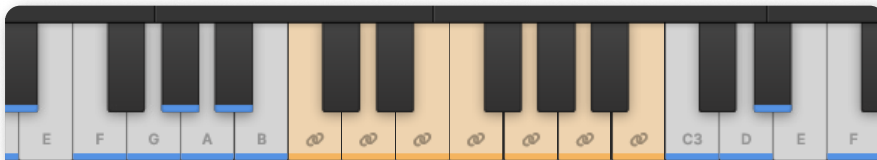
The inactive bind button indicates that its corresponding row or group of chords can be bound and triggered via MIDI notes.



When the icon is highlighted in **yellow** the selected row or group of chords is bound, meaning incoming MIDI notes will trigger the corresponding chords.



Additionally, Scaler 3’s on-screen keyboard/piano will indicate the bind range by displaying **yellow highlights** with the bind icon at the bottom of the keys.



By default, the bind range is mapped to the white keys from C2, but this can be adjusted in Settings > Playback Menu.

Keyswitches

Keyswitches are MIDI notes which let you quickly choose which section is bound when there are multiple BIND buttons. They provide flexibility for live performance, playback, or arranging, enabling you to move between variations or progressions with a single keystroke.

Location and Mapping

On Scaler’s on-screen keyboard, keyswitches are highlighted in green. By default, they are mapped to the lower keys, starting from C1.

How They Work

Pressing a keyswitch triggers the corresponding bound area or lane, allowing you to switch between multiple bound rows or lanes on pages that feature more than one BIND button, for example, the Colors and Sketch pages.



Suggest Mode



Suggest Mode provides chord suggestions, generates entire patterns, or helps complete your existing progression. While it is primarily associated with Section C – Main Track, it is also accessible via Sketch on the Create Page, making it a recurring feature.

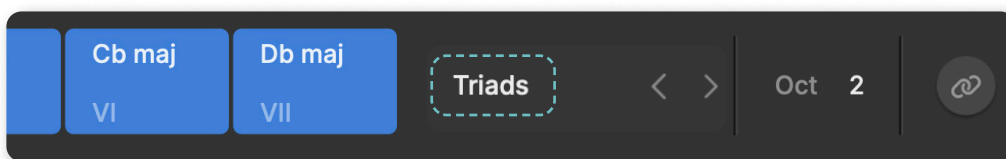
For a detailed explanation, see **Section C - Main Track > Suggest Mode**.

Colors

Colors in Scaler 3 allow you to easily enhance basic triads with harmonic variations, helping you create richer, more expressive chords. This includes extensions, custom voicings, and functional variations such as tonics, subdominants, substitutions, and inversions, giving your progressions more depth and character.

While a dedicated **Colors** page exists within the **Create Page**, quick access is also available via Section B – Current Scale on the Browse Page, making it a recurring feature.

Click the current voicing name (e.g. *Triads*) to open the **Colors** browser to choose a shape or voicing variation for the diatonic chords of the selected scale. Use the arrow buttons to quickly cycle through available variations.



For a detailed explanation, see **Create > Colors**.



Live Sync

Live Sync allows you to synchronize your Main Track chord progression across multiple open instances of Scaler 3. Whether you're working on multiple tracks in a single DAW session, or running Scaler 3 in parallel across different sessions or systems, Live Sync helps keep everything harmonically aligned.

This feature is especially useful when using multiple Scaler 3 instances to control different instruments or apply different Motions, as it allows you to apply the same chord progression across them without the need to copy and paste manually.


As the Main Track chord progression is relevant across both the Browse and Arrange Pages, Live Sync is considered a recurring feature in Scaler 3. For more information about the Main Track, refer to **Browse Page > Section C** and **Arrange Page > Main Track**.

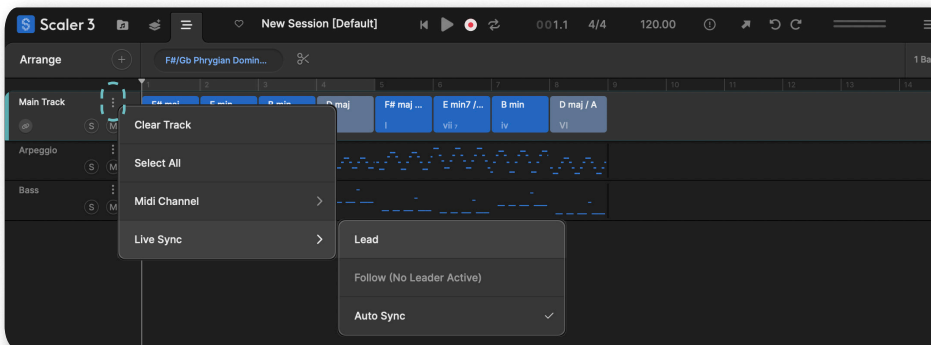
Each instance of Scaler 3 can either act as a Leader or a Follower:

- **Leader** – Sends its Main Track chord progression to all Followers.
- **Follower** – Automatically updates its Main Track to match the currently selected Leader.

Activating Live Sync

Set the Leader

On the Browse Page or Arrange Page, open the  menu on the Main Track and select **Live Sync > Lead**.



You'll see the message: *Activate Leader Mode. All other instances with Auto Sync enabled will follow this instance's main track chords.*

Followers

All other Scaler 3 instances with Auto Sync enabled will act as Followers, automatically updating their Main Track to reflect changes made on the Leader.


To manually set an instance as a Follower — for example, if Auto Sync is disabled or the sync connection was broken — open the three-dot menu on the Main Track and select **Live Sync > Follow**.

If no Leader is active, the Follow option will appear grayed out in the menu with the label: *Follow (No Leader Active)*.



Once Live Sync is enabled, a label appears on the Main Track, indicating each instance's current role.



 For a workflow similar to Scaler 2, try using Main Track Sync and Global Parameters (like Quantise and Motions) instead of the Arrange Page. By turning DAW Sync OFF, you can record trigger notes directly in your DAW, allowing for more manual control and flexibility in performance.

Breaking Sync

- Making any manual change to the Main Track on a **Follower** will disable its sync status.
 - You will see: **Disconnect from Live Sync**. *This action will remove this instance from Live Sync – it will no longer follow the leader.*
- Turning off Live Sync on a Leader will stop sync across all connected instances.

Auto Sync

The **Auto Sync** feature determines whether a Scaler 3 instance will automatically join a Live Sync group when a Leader is active.

When Auto Sync is ON

- The Scaler 3 instance will automatically follow the instance designated as the Leader
- Its Main Track will be overwritten to match the Leader's Main Track.
- This ensures seamless synchronization across all instances in your session.

When Auto Sync is OFF

- The Scaler 3 instance will not follow the Leader and will retain its own content.
- This prevents accidental overwriting of your Main Track chord progressions.
- Once disabled, the instance will remain disconnected from Live Sync unless manually reconnected.



Header Section

About Menu

To access the About Menu, click the Scaler 3 logo at the top left of the header section.

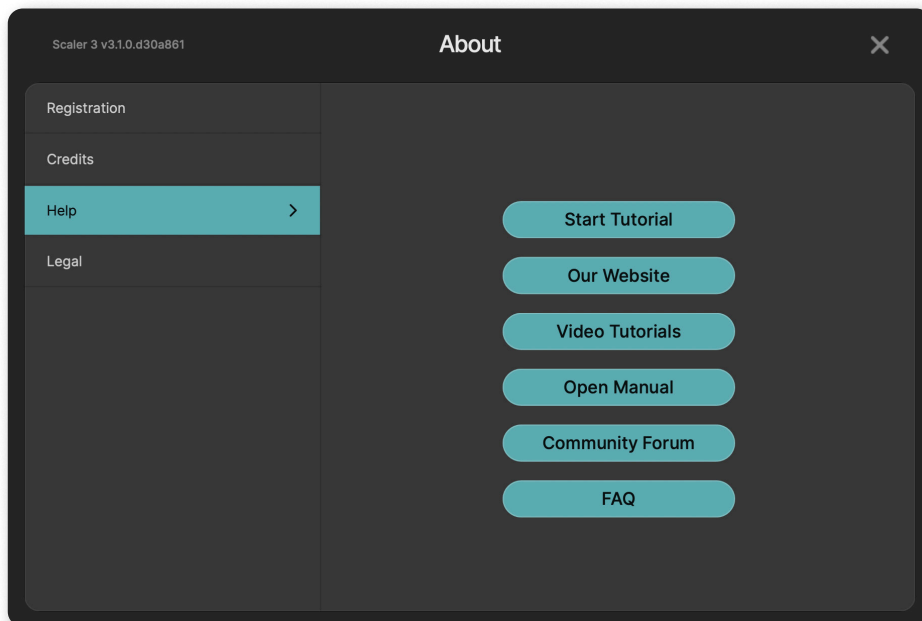
The version of Scaler 3 you are currently using can be found at the top left of the window.

Registration

This is where you can activate Scaler 3, purchase a license, continue in trial mode, or view the successfully registered status of Scaler 3. For more information, please visit the Installation and Registration section of this user guide.

Help

This section includes links to the Onboarding Tutorial, Video Tutorials, User Guide, the Scaler Music website and FAQ section, as well as the Scaler Music Community Forum.



Navigation Tabs

Access Scaler 3's core pages: **Browse | Create | Arrange**

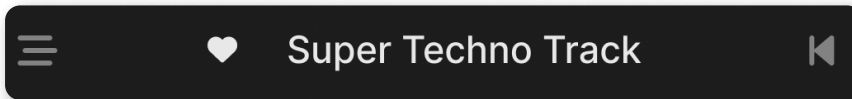


Each of these pages will be described in detail over the following chapters of this user guide.



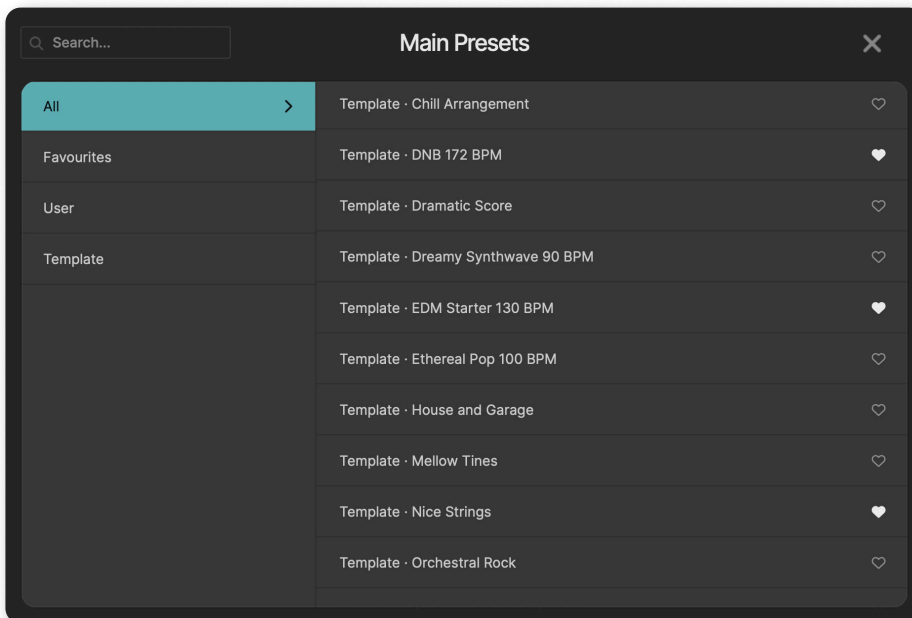
Presets

The Preset Section allows you to load and save presets containing chords, multi-track arrangements, internal and external instruments, and effects.



When Scaler 3 is in its default state, the Preset Indicator displays the text *New Session*. If a preset is loaded, its name will appear in this area.

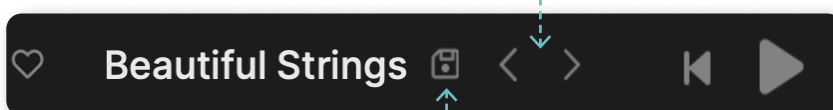
Clicking on the Preset Indicator opens the Preset Browser, where you can explore Scaler 3's factory presets, categorized by genre, or filter by Favourites and your own User Presets. You can also search for presets using the search field in the top left.



To the left of the Preset Indicator is the Favourite button, which adds the current preset to your Favourites for quick access

When hovering over the Preset Indicator, additional controls appear:

Previous & Next Navigation – quickly scroll through presets



Save button

Save the current session state as a User Preset. Clicking this icon opens a dialog box to select a save location.



Detection

Scaler 3's Detection feature allows you to identify the chords and scales in MIDI or audio material. It analyzes the incoming content and displays detected chords in Section A, with suggested scales shown in Section B. This makes it easy to understand the harmonic structure of a file or performance and explore new musical directions. Detection can be carried out in several ways, which are explained in the sections below.

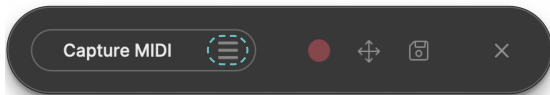
To access the Detection popup, click the Detect button.



Scaler 3 offers three detection methods:

- Capture MIDI
- Detect MIDI
- Detect Audio

To select a detection method, click the three horizontal bars next to the currently selected detection method. Note: the default detection method is Capture MIDI.



Detection Controls Overview

Detect Button

Starts or stops Capture MIDI, Detect MIDI, or Detect Audio.

Drag Button

Click and drag to export captured MIDI to your DAW or a folder on your computer (*Capture MIDI only*).

Save Button

Save the captured MIDI data as a MIDI file via a file dialog (*Capture MIDI only*).

Folder Button

Opens a file browser to import MIDI or audio files for detection (*Detect MIDI / Detect Audio only*).

Trash Bin Button

Clears detected chords from Section A (*Detect MIDI / Detect Audio only*).

Close Button

Closes the Detection popup.



Capture MIDI

When Scaler 3's Capture MIDI function is active, it continuously detects and records incoming MIDI data from multiple sources, including notes performed live on a connected MIDI controller, notes triggered via DAW playback, and notes activated directly within the Scaler 3 interface (such as by clicking on chords or notes). This data is temporarily stored until Capture MIDI is stopped, at which point the recorded material can be dragged and dropped into a DAW, exported to a computer location, or saved directly as a MIDI file.

To use Capture MIDI

1. With the Detection popup open, and the Capture MIDI method selected, click the Record button. The Record button will flash, indicating that Scaler 3 is actively monitoring for incoming MIDI data.
2. Trigger MIDI input by performing live on a connected MIDI controller, playing back MIDI from your DAW, or clicking on notes and chords directly within the Scaler 3 interface.
3. When you are finished triggering MIDI, click the Record button again. The Drag icon will begin flashing, indicating that captured MIDI data is available.
4. Export the captured MIDI data by either:
 - a. Clicking and dragging the Drag icon into your DAW or a desired computer location.
 - b. Clicking the Save button to open a dialog box and save the captured MIDI data directly as a MIDI file.

Detect MIDI

Scaler 3's Detect MIDI function analyses incoming MIDI data in real time, via file import, or through drag-and-drop directly onto Scaler 3's interface. As MIDI is received, Scaler 3 extracts chord and scale information, displaying detected chords in Section A and suggested scales in Section B.

To use Detect MIDI (real-time detection)

1. With the Detection popup open and Detect MIDI selected, click the Record button. The button will flash, indicating that Scaler 3 is actively monitoring incoming MIDI data.
2. Begin MIDI playback from the desired point in your DAW's timeline, or perform MIDI input live using a connected MIDI controller.
3. Scaler 3 will analyze any MIDI routed directly into the track it is loaded on, including MIDI clips on that track or live input from a connected controller.
4. In real time, Scaler 3 displays detected chords in Section A, with corresponding scale suggestions in Section B.
5. When playback or performance is complete, click the Record button again to stop detection. The detected results will remain visible for further interaction, such as binding or editing.

Note: This method can be used with either the Scaler 3 Instrument plugin on a MIDI or software instrument track, or the Scaler 3 Control plugin in DAWs that support AU MIDI effect plugins.



To use Detect MIDI (file import)

1. With the Detection popup open and Detect MIDI selected, click the Folder button.
2. A file dialog will appear. Navigate to and select a MIDI file from your computer.
3. Double-click the file or click Open to import it into Scaler 3.
4. Scaler 3 will automatically analyse the file and display the detected chords in Section A, with corresponding scale suggestions shown in Section B.

To use Detect MIDI (drag-and-drop)

1. Drag a MIDI file from your computer onto the Scaler 3 interface.
2. A prompt will appear asking you to confirm whether you'd like to overwrite the current progression with the detected MIDI content. Click Yes to proceed.
3. Scaler 3 will automatically analyse the file and display the detected chords in Section A, with corresponding scale suggestions shown in Section B.

Detect Audio

Scaler 3's Detect Audio function enables you to analyse and extract chord and scale information from audio tracks in real time. As audio content is processed, Scaler 3 extracts chord and scale information, displaying detected chords in Section A and suggested scales in Section B.

To use Detect Audio (real-time detection)

Note: In most cases, the simplest way to detect audio is by inserting the Scaler Audio 3 (Audio FX) plugin directly onto an audio track. However, you can also use the Scaler 3 (Virtual Instrument) plugin by routing audio into it via side chain. Since the side chain setup process varies between DAWs, please refer to your DAW's documentation for specific instructions on how to configure side chain input.

1. With the Detection popup open and Detect Audio selected, click the Record button. The button will flash, indicating that Scaler 3 is actively monitoring incoming audio data.
2. Start playback from the desired point in your DAW's timeline, or perform live audio through an instrument such as a guitar routed into the track.
3. As the audio plays, Scaler 3 will analyse the content and display the detected chords in Section A, with corresponding scale suggestions in Section B.
4. When you're finished, click the Record button again to stop detection. The results will remain visible for further interaction, such as binding or editing.

To use Detect Audio (file import)

1. With the Detection popup open and Detect Audio selected, click the Folder button.
2. A file dialog will appear. Navigate to and select an audio file from your computer.
3. Double-click the file or click Open to import it into Scaler 3.
4. Scaler 3 will automatically analyse the file and display the detected chords in Section A, with corresponding scale suggestions shown in Section B.

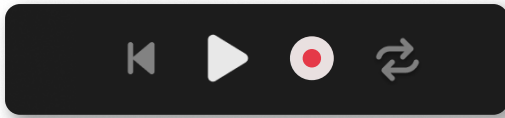
To use Detect Audio (drag-and-drop)

1. Drag an audio file from your computer directly onto the Scaler 3 interface.
2. A prompt will appear asking if you want to overwrite the current progression with the detected audio content. Click Yes to proceed.
3. Scaler 3 will automatically analyse the file and display the detected chords in Section A, with corresponding scale suggestions shown in Section B.



Transport Controls

The Transport Controls allow you to manage playback and looping within Scaler 3.



Play Button

Starts playback of the Main Track sequencer. Right-click to toggle DAW Sync on or off. The Play button is replaced by the Stop button during playback.

Stop Button

Stops playback of the Main Track sequencer. The Stop button is replaced by the Play button when playback is stopped.

Rewind Button

Resets the Arrange Page sequencer to the start position.

Loop Button

Activates the loop region in the Arrange Page sequencer for continuous playback.

DAW Sync

The plugin version of Scaler 3 seamlessly integrates with your DAW, keeping everything in sync – including transport, tempo, time signature, and playback position. When DAW Sync is enabled, Scaler 3 follows your DAW's transport controls, automatically updating its position to match your project timeline, including tempo, time signature, and bar position.

- **Playback Sync** – Press play in your DAW, and Scaler 3 will follow along, staying locked to your arrangement.
- **Dynamic Position Tracking** – Scaler 3 instantly jumps to the correct bar when you start playback and updates its position in real time based on your DAW's transport, ensuring precise synchronization throughout your workflow.
- **Loop Region** – When DAW Sync is enabled, Scaler 3's loop region remains active and aligned with your DAW's playhead. You can define this playback range using the **Loop Markers**, and it will stay fixed within Scaler – even if playback starts from different points in your DAW. Scaler will always begin from the corresponding position within the loop, making it easy to focus on specific sections of your timeline.
- **Tempo & Time Signature Sync** – Scaler 3 automatically follows your DAW's tempo and time signature, keeping all rhythmic elements aligned.

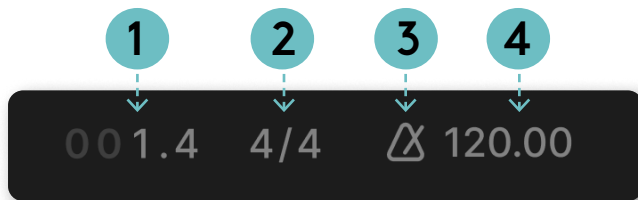


With a loop region active on Scaler 3's Arrange page, and DAW sync mode enabled, the bar at which Scaler will begin playback from is relative to your DAW's playback position. For example, with a four bar loop active in Scaler 3, Scaler will treat every four bars of your DAW's timeline as duplicates of its own four bar loop. So playing your DAW from bar 2 will start Scaler's four bar loop from bar 2. Starting your DAW's playback from bar 6 will also start Scaler at bar 2, as if Scaler's loop region stretched from bars 5 - 8 in your DAW, instead of bars 1-4.



Timing Indicators

These indicators and controls display key timing information for Scaler 3's internal sequencer, or when DAW Sync is enabled, align with your DAW's parameters.



1. Sequencer Position – Displays the current playback position in bars and beats.
2. Time Signature – Shows the time signature of the Arrange Page sequencer.
3. Metronome – Toggles an audible click to help keep time while playing or recording.
4. Tempo – Displays and controls Scaler's global tempo.

Standalone

When using Scaler 3 standalone, the time signature and tempo can be adjusted using the timing indicators, which serve as interactive controls.

- To change the time signature, click and drag up/down on the numerator (first number) or denominator (second number).
- For tempo, click and drag up/down on the left side of the control to adjust in single BPM increments. Drag up/down on the right side to adjust in 0.1 BPM increments.
- Double-click the tempo control to reset it to 120 BPM.

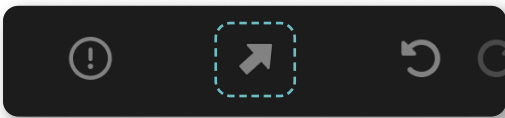


Exporting

Scaler 3 allows you to export either audio or MIDI, with flexible options for bit depth, sample rate, and file structure. You can export either a loop region or the entire arrangement from the Arrange Page sequencer.

You can also export chord sets.

Select the Export button to open the Export window.



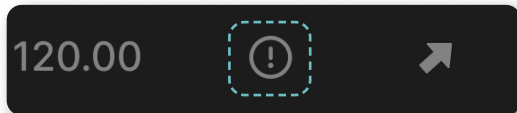
Export Type	Options	Description
Audio Export	Bit Depth	16-bit, 24-bit, or 32-bit float
	Sample Rate	44.1 kHz, 48 kHz, 88.2 kHz, or 96 kHz
	Anti-Clip	On prevents clipping. Off allows full volume output, which may cause clipping
	Export Range	Loop exports the loop region, or Arrangement exports the full sequence.
MIDI Export	Export Range	Loop exports the loop region, or Arrangement exports the full sequence.
	MIDI File Format	Single Track – Merges all tracks into one MIDI file
		Multi Track – Exports each track as a separate MIDI file
Chord Set	Export Main Track Chord Set	Exports the Main Track chord set in .xml format.



Misc. Header Features

Midi Panic

Send “All Notes OFF” message to stop any stuck/hung MIDI notes



Undo & Redo

Scaler 3 includes Undo and Redo functions to help you easily revert or reapply changes:

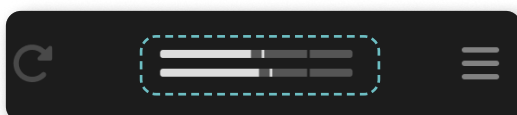
Undo – Reverts the last action performed, allowing you to step back through your changes.

Redo – Reapplies the most recent undone action, letting you move forward again.



Output Level

Scaler 3 provides a visual indicator of its audio output level, allowing you to monitor the volume of the sound being generated.



Settings Menu

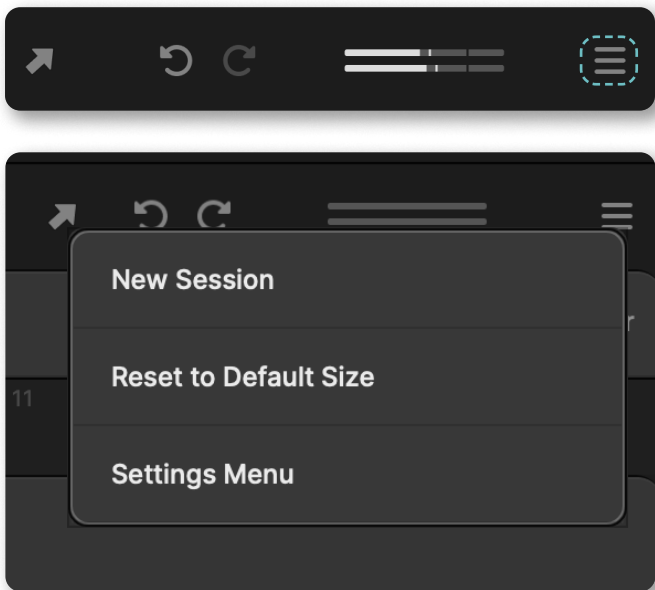
The Settings Menu in Scaler 3 allows you to customize playback behavior and user preferences to suit your workflow. It's divided into two sections: **Playback & Preferences**. Additional **Quick Actions** are accessible from the same menu icon.

Playback – Controls timing, MIDI binding, performance settings, and synchronization options.

Preferences – Adjusts interface behavior, MIDI input/output settings, and additional customization options.

Quick Actions – The menu icon in the top-right corner also provides fast access to commonly used actions.

To access the menu, click the menu icon in the top-right corner of the header. This opens a drop-down menu containing **Quick Actions** and a link to the **Settings Menu**.



Quick Actions

- **New Session** – Reset the current Scaler 3 session as if you've just opened it. A confirmation prompt appears before your current session is cleared.
- **Reset to Default Size** – Reset to the window size as if you first opened it.



Playback Menu

Chord Preview Duration

Sets the standard duration of a chord, which determines how long each chord will play for when previewing progressions other than the Main Track, such as Section B, Sketch Page, and Colors Page progressions.

Default Velocity

The Default Velocity value determines the velocity at which all chords except those on the Main Track will be previewed when clicked on, or when played using their respective play buttons. This also determines the initial velocity of chords dragged to the Main Track.

Once added to the Main Track, each chord's velocity can be edited per note via the Circle of Fifths page, or the Arrange page MIDI editor. Main Track chords with edited velocities will be previewed in accordance with their own velocity when clicked, ignoring the Default Velocity value.

When triggering bound chords using a velocity sensitive MIDI controller, the Default Velocity, or the edited velocity value determines the chord's maximum triggered velocity.

Sync To DAW

Toggles synchronization with your DAW's tempo and transport controls (plugin operation only).

Play Quantize

Delays the start of the pattern to the next beat. Allows you to play in time and to tempo.

Play Quantize To

Delays the start of playback to align with the next beat, ensuring tighter timing.

Perform Mode

Determines how melodic and phrase content behaves when switching chords:

- Follow – Melodic and phrase content continues from its current position but adapting to the new chord.
- Retrigger – Melodic and phrase content restarts from the beginning when switching chords.

Latch

Toggles whether expressions continue looping after you release the chord trigger. When enabled, performances will keep playing, allowing for continuous one-shot playback.

Motion on Bound Chords Only

Toggles whether motion patterns are applied exclusively to bound chords in your Main Track progression.



Playback Menu (continued)

Active Bind Keys

Determines which keys on your MIDI controller are used for chord triggering:

- White – Binds only to white keys.
- Black – Binds only to black keys.
- All – Binds to both white and black keys.
- True Scale – Binds chords only to the notes of the currently selected scale.

Note: When using chord-based Keys Lock modes (e.g. Chord Notes, Chord Extensions, Chord Scales), this is always set to 'Black Keys'.

Bind Octave

Shift the entire bind range by octaves.

Bind Semi Transpose

Shift the entire bind range by semitones.

Keys Lock Chord Mute

When enabled (with Keys Lock active), Main Track chords are muted so that only motions or Keys Lock melody notes are played. *Note: this only works for chord based Keys Lock profiles.*

Keyswitches

Toggles whether keyswitches are active. When enabled, you can switch between bound areas by clicking a keyswitch or triggering it via MIDI.

Preferences Menu

Show Tooltips

When enabled, tooltips will appear when hovering over interface elements. Disabling this option hides tooltips.

Show Bass Inversion

When enabled, the bass note is displayed in the chord name when chords are inverted. When disabled, the bass note is hidden from inverted chord names.

Set Default Instrument to No Sound

Starts new sessions with no default instrument loaded. Set to 'On' then select **Save As Defaults** to make this the default for future sessions.

Set Current Size As Default

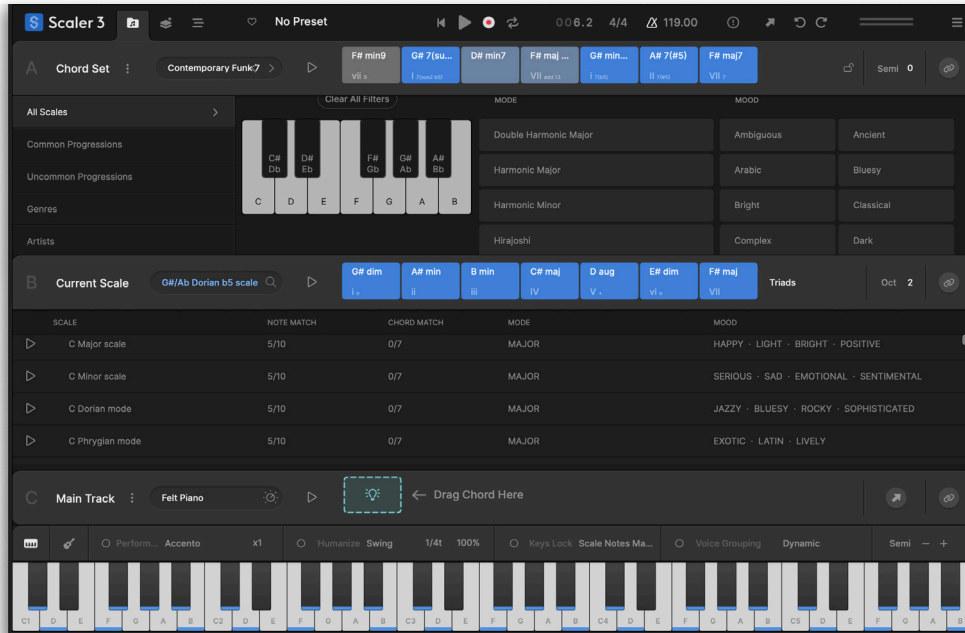
Saves the current window size as the default for future sessions.

Rescan Your Plugins

Scaler 3 will rescan your plugin library to detect any newly installed or updated plugins, or if the plugin scan was skipped during installation.



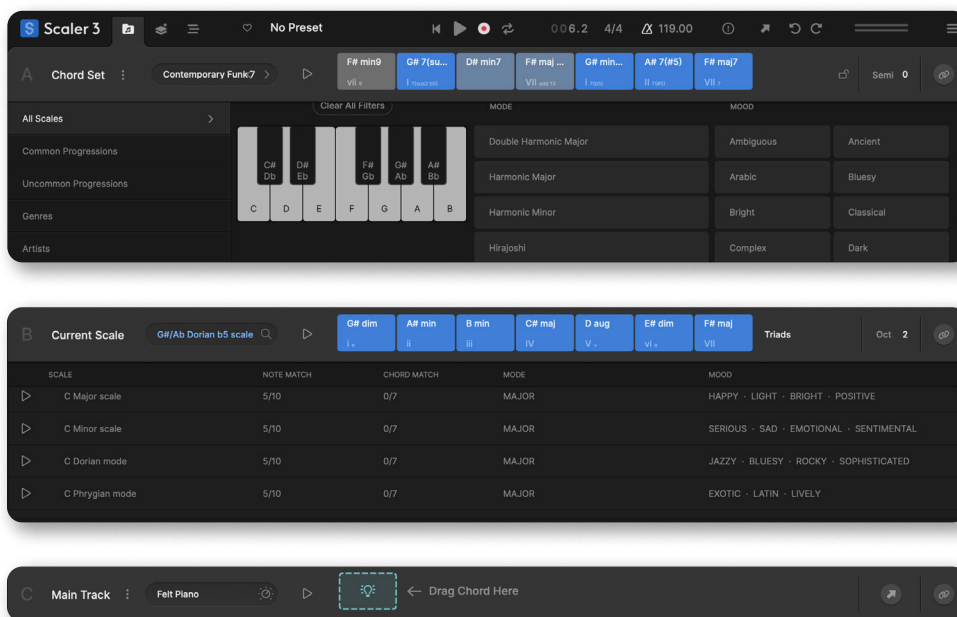
Browse Page



Overview

The Browse Page is primarily used for exploring scales and chord sets, helping you build custom chord progressions. It also includes several additional functions which will be covered in the following sections.

The Browse Page is divided into three sections: **Section A** | **Section B** | **Section C**



You can adjust the layout by resizing Section B. Drag its upper border up or down to allocate more space to either Section A or Section C based on your workflow needs. To quickly reset Section B to its default position, double-click its upper border.

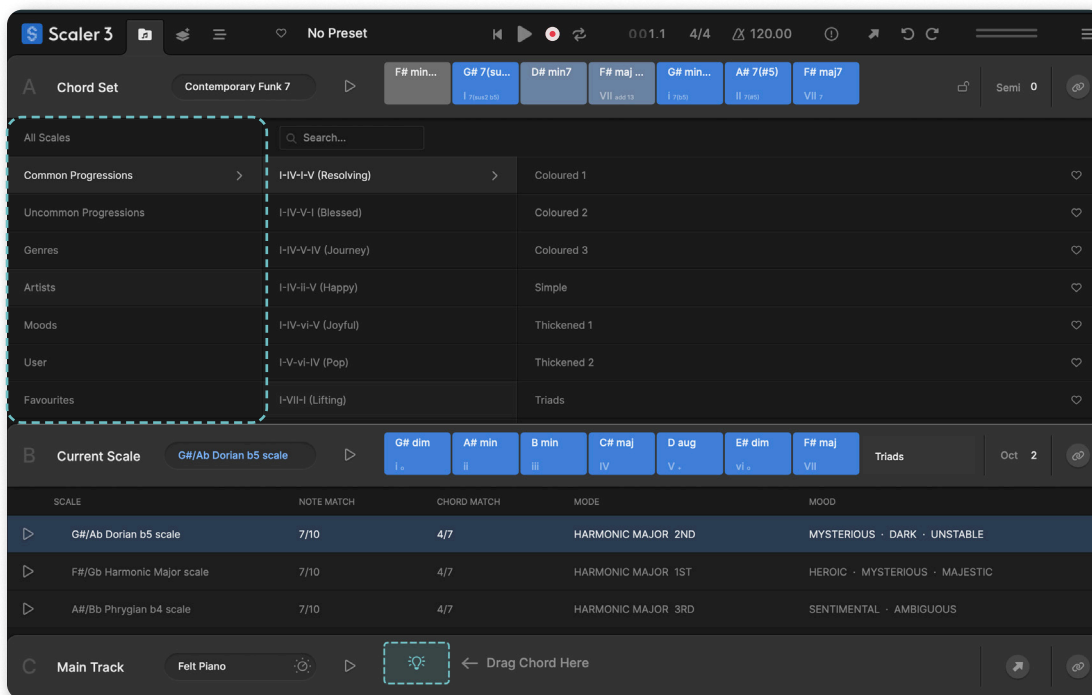


Section A

Browse Scales & Chord Sets

Section A is used for browsing Scaler 3's library of scales and chord sets, including your own saved or imported user chord sets.

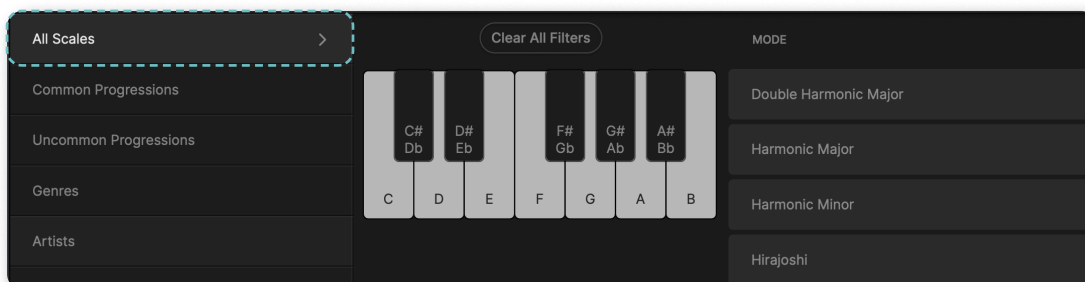
Use the **menu on the left** to choose which content is displayed to the right, as well as what can be selected using Section B beneath.



Note that in the above image, Section B has been resized, allowing more space for Section A.

Browsing Scales

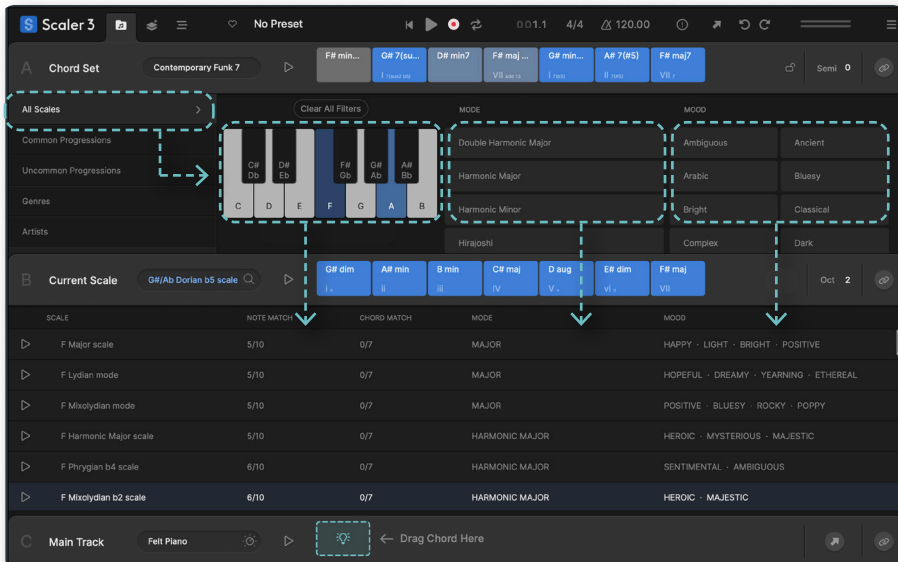
Selecting 'All Scales' at the top of the list allows you to explore Scaler 3's full database of scales. Scales can be chosen in Section B below, and will appear in Section B's header once selected.



For details on working with selected scales, refer to **Browse > Section B**.



You can search for and filter scales in multiple ways: by selecting notes on the Section A keyboard, filtering by modes or moods, entering a scale name into the Scale Selector in Section B, or using a combination of these methods.



Filtering Options

Section A Keyboard

- Clicking a note sets it as the root note (e.g., selecting 'C' will display all 'C' scales: C Major, C Minor, etc.).
- Selecting additional notes refines the list to scales that contain those notes whilst still acknowledging the selected root note
- Clicking on the selected root note again deselects it to display all matching scales regardless of root note.

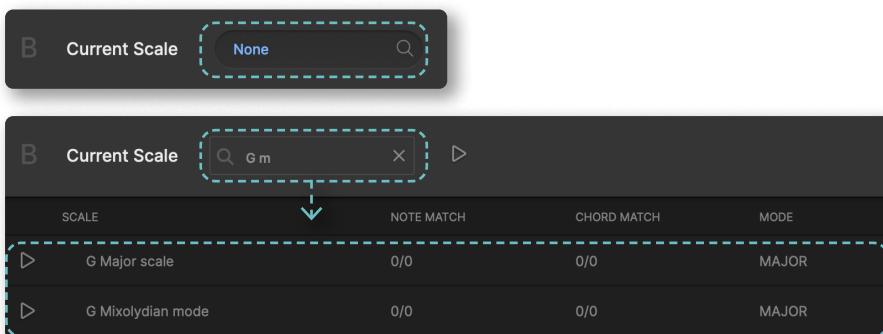
Modes (scale types) – Filter scales by major, minor, harmonic minor, melodic minor, double harmonic major, and various modal variations.

Moods – Browse scales based on their emotion or feel.

To reset all filters, click 'Clear All Filters.'

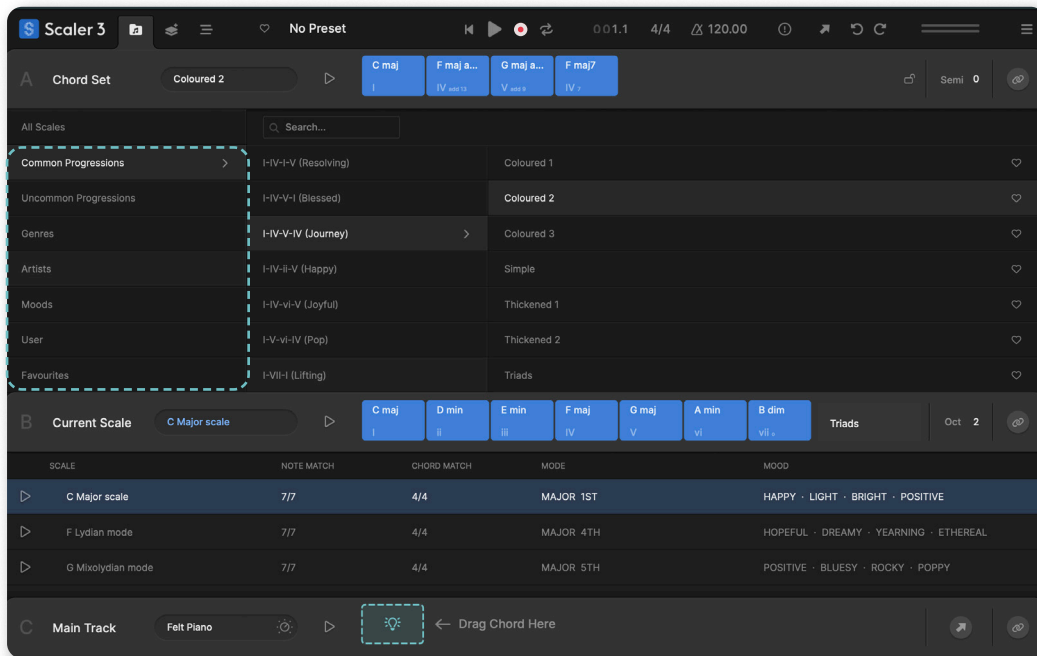
Scale Search via the Scale Selector in Section B

You can also search for scales directly from the Scale Selector in Section B. Click the Current Scale field to search and browse available scales.



Browsing Chord Sets

A chord set is a collection of chords representing a progression or song saved in Scaler. Chord sets help you find inspiration, listen to chord voicings in context, and discover how different progressions and songs are structured.



In Section A, you can browse various chord sets included with Scaler 3, as well as your own saved or imported sets. You can choose a chord set from one of five categories or filter by mood or favourites:

- Common Progressions – A list of widely used chord progressions, available with various voicings.
- Uncommon Progressions – A collection of uncommon progressions, available with various voicings.
- Genre Sets – Chord sets organized by musical genre.
- Artist Sets – Chord sets crafted by artists.
- User Sets – Chord sets you have saved.

Additional filters:

Moods – Filter chord sets based on emotion or feel.

Favourites – Access chord sets you have marked as favourites.

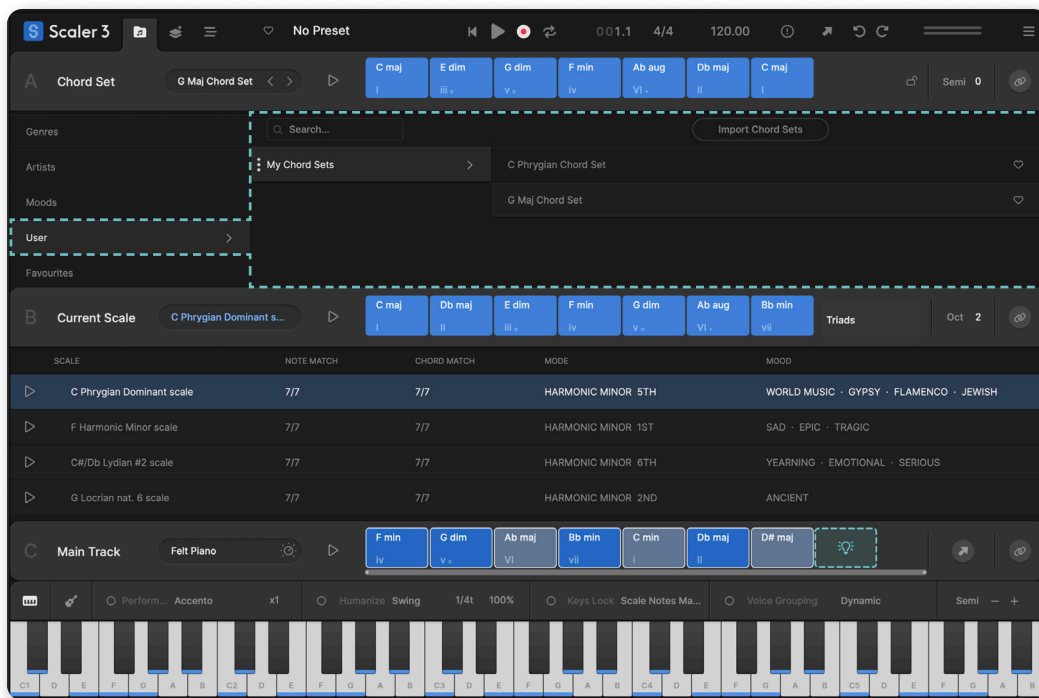
Tip: Select the heart button next to a chord set to add it to your favourites list.

Tip: With multiple chords selected in Section C, right-click and choose 'Save As User Chord Set'. These chords will appear in the User Sets category.



User Chord Set Management

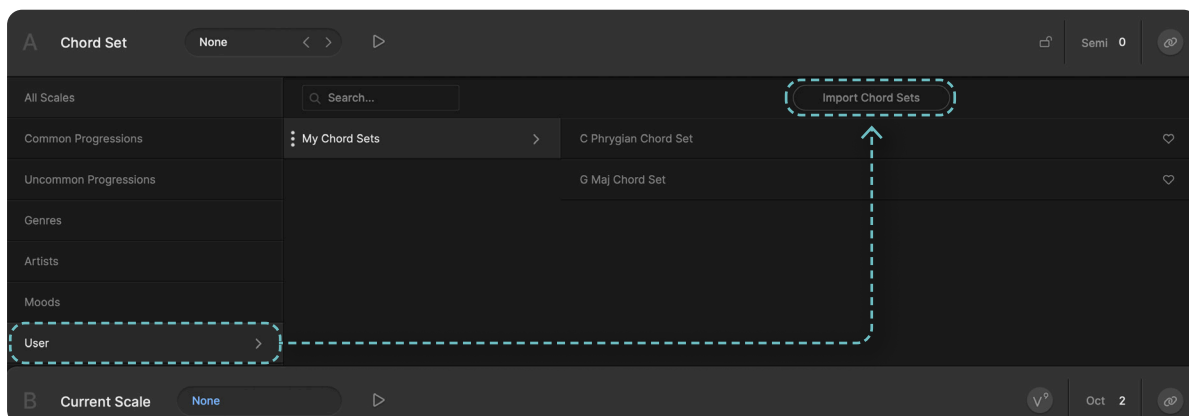
Scaler 3 includes options for managing custom chord sets, making it easier to organize and maintain them. This is particularly useful for users migrating from Scaler 2. Users can import a single chord set as a .xml file or import entire folders for bulk access. Additionally, it is possible to create, rename, and delete user folders directly within Scaler 3's interface.



Importing Chord Sets

To import a single chord set or an entire folder of sets:

1. Navigate to the User category in the left panel of Section A.
(Tip: Drag Section B's upper border to resize and allocate more space to Section A if needed.)
2. With the User category selected, click the 'Import Chord Sets' button.
3. A file dialog will appear. Navigate to a .xml file to import a single chord set, or select a folder containing multiple chord sets.
4. Click Open (or double-click the file or folder) to complete the import.



Note: The folder structure must exist on your computer before it can be displayed in Scaler 3. When chord sets are imported, Scaler 3 automatically creates the necessary files and folders in the following locations:

macOS

/Users/[USERNAME]/Library/Scaler Music/Scaler 3/ChordSets

Tip: The Library folder is hidden by default. In Finder, click Go in the menu bar and hold the Option key to reveal it.

Windows

C:\ProgramData\Scaler Music\Scaler 3\ChordSets

Folder Management

To manage user folders:

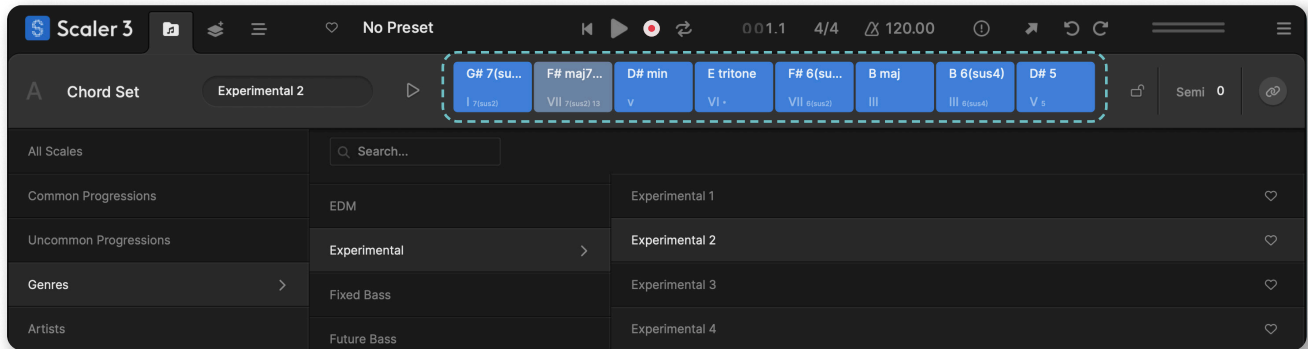
1. In the User category, select an existing folder.
2. Click the three-dot icon beside the folder name to reveal management options.
3. From this menu, choose to either **Create**, **Rename**, **Delete**, or select **Reveal Location** to see the folder on your system.

Note: Newly created folders will appear nested under the currently selected folder.



Section A Header

Once selected, chord sets appear in Section A's header, where you can preview them as a full sequence, listen to individual chords, or drag them onto the Main Track (Section C) to create your own custom progression.



Tip: Left-click individual chords to preview them, or right-click for more options.

Tip: Right-click chords to add them to the Main Track as an alternative to drag and drop.

In Section A's header, you can:



1. View the name of the selected chord set
2. Load the previous or next chord set from the selected category.
3. Play the currently selected chord set.
4. Lock the chord set to the current scale.
5. Drag up/down to transpose the chord set by semitones.
6. Bind chords from the selected chord set to MIDI trigger notes (highlighted in yellow on the keyboard).

Lock to Scale

When Lock to Scale is disabled, chord sets appear in Section A in their original key (e.g. C major, D minor), as defined by the set's creator. The Lock to Scale button appears as an open lock icon when disabled.

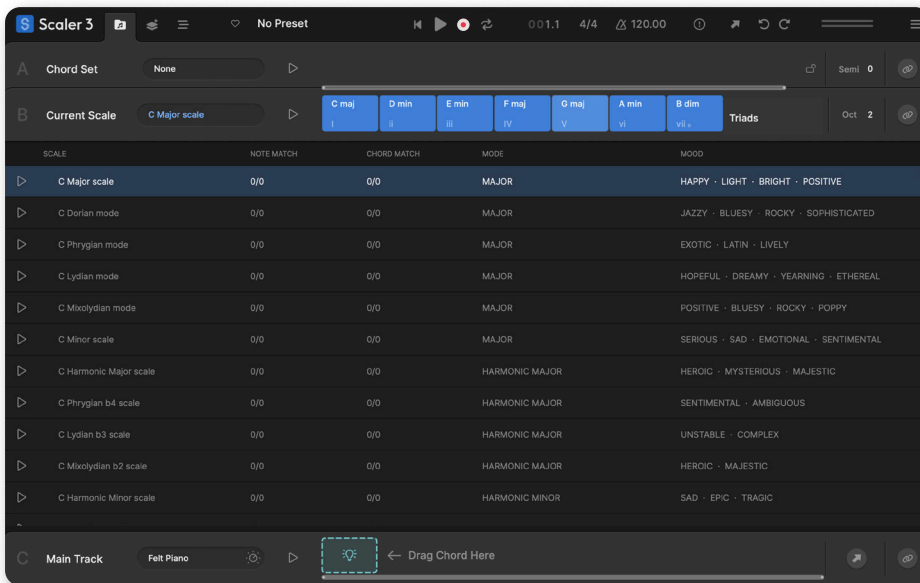
With Lock to Scale enabled, selected chord sets are automatically transposed to best match the currently selected scale in Section B. For example, if the A major scale is selected, incoming chord sets will be transposed to A major—or as close as possible. The Lock to Scale button appears as closed lock icon when enabled.



Section B

Current Scale

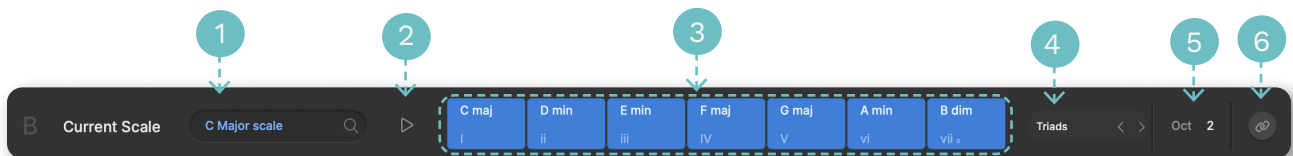
Section B consists of a header and Scaler 3's full database of scales.



Note that in the above image, Section B has been resized to its maximum height, allowing more space for the Section B Scale List.

Section B Header

In Section B's header, you can:

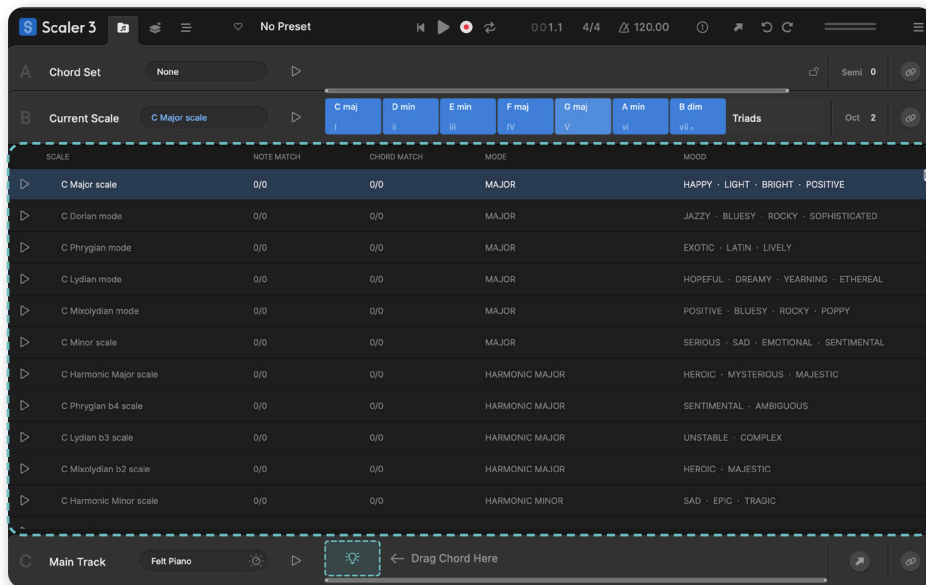


1. View the currently selected scale, or click the field to search for other scales.
2. Play or preview the diatonic chords of the selected scale in a sequence.
3. View the chords belonging to the selected scale. Tip: Left-click individual chords to preview them, or right-click for more options.
4. Quickly access the Colors menu to apply voicings or variations to the current scale's chords. For more details, please see Cross-Section Features > Colors.
5. Change the octave of the current scale's chords by dragging up or down.
6. Bind chords from the selected scale to MIDI trigger notes (highlighted in yellow on the keyboard).



Scale List

Below the Section B header, Scaler 3 displays its full database of selectable scales. By default, the complete list is shown and can be browsed by scrolling. The list updates dynamically based on searches and filters applied via **All Scales** or selected chord sets. Scales can be played or previewed using the Play button. To select a scale, click anywhere on its row—you will see the Section B header update to reflect your choice.



Each scale is displayed under the following column headers:

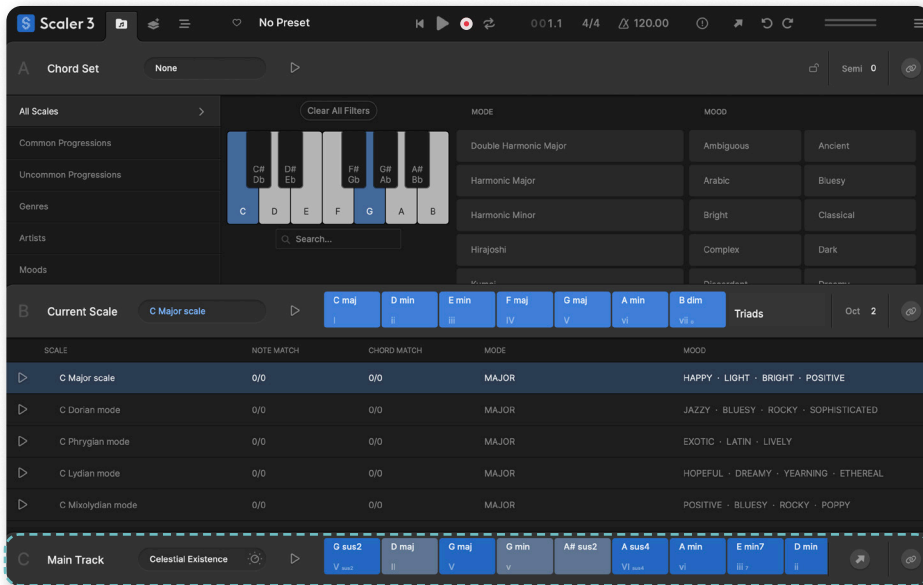
- Note Match – The number of notes in the selected scale that match the user's chosen notes (e.g., if you select C, E, and G, this shows how many notes in the scale contain those).
- Chord Match – How many of the chords in the scale match the currently selected chord set or progression.
- Mode – The classification of the scale, such as Major, Minor, Harmonic Minor, etc.
- Mood – A descriptive label that categorizes the scale based on its tonal quality, emotion, or feel.



Section C

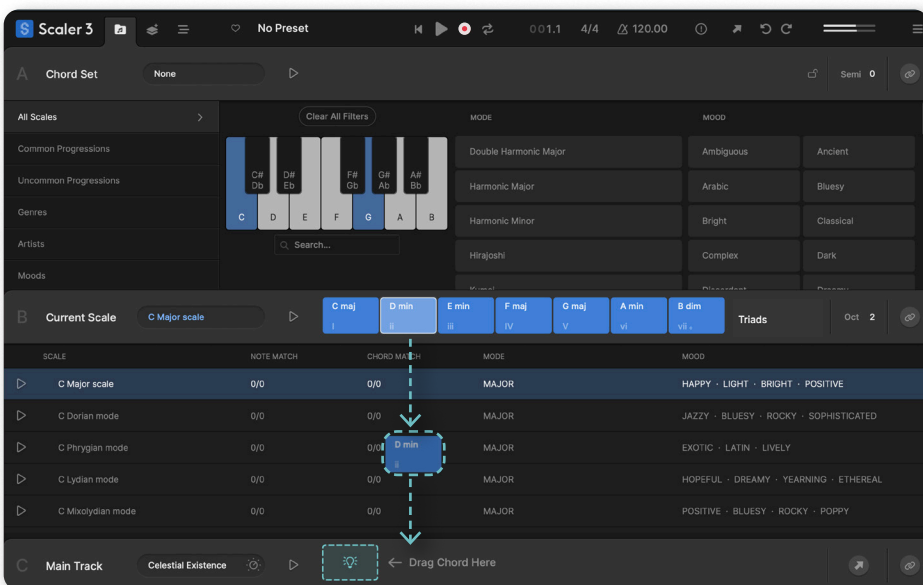
Main Track

Section C is where you can build custom chord progressions, explore chord suggestions that complement your chords, preview your chord set with an instrument of your choosing, and save or export your chord set for future use.



Working with Chords

Add Chords to the Main Track – Drag and drop chords from Section A or Section B into Section C to start building your progression. To select multiple chords at once, left-click near a chord on the header bar, hold the mouse button, and ‘lasso’ multiple chords before dragging them into Section C.



In the above image, the D min chord is being dragged from Section B to Section C.



Edit Chords – Modify any chord in your progression by **right clicking** and selecting **Edit Chord** which takes you to the Circle of Fifths page for a variety of editing options. For more details on editing via the Circle of Fifths page, refer to Create > Circle of Fifths.

Adjust Chord Length – You can change the length of a chord by clicking and dragging the edge of its box. The length will snap to beats based on your chord duration settings. By default, chord duration is set to 4 beats

To adjust these settings:

- Change default chord duration in Settings > Playback.
- Update the time signature in your DAW with DAW Sync enabled or, in standalone mode, by dragging the time signature values up or down.

Copy Chords – Copy any chord by holding Option (Mac) or Alt (Windows) while dragging it to a new position.

Rearrange Your Progression – Reorder chords in your progression by dragging and dropping them into different positions.

Add Rests – Create rests by leaving blank spaces in your progression. You can also add rests from the Suggest window (explained in the following section). To remove empty spaces, lasso multiple chords, right-click one of them, and select Remove Empty Spaces.

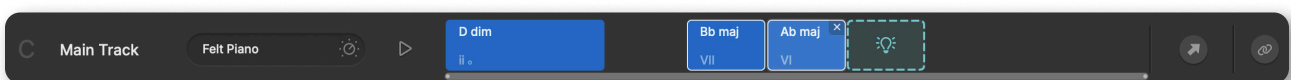
Add to Sketch – Quickly add chords to one of the seven Sketch progressions by right-clicking a chord and selecting Add to Sketch: Progression 1-7. See Create > Sketch for details.

Delete Chords – Hover over a chord and click the ‘X’ at the top right, or right-click and select Delete Chord. To delete multiple chords at once, lasso them first and apply either method to one of the selected chords

Play Your Progression – Press Play to preview your chord sequence.

Re-detect Your Progression’s Scale

You can re-detect the scale of your progression at any time. After adding or editing chords, lasso your progression, right-click, and select Detect to identify the scale.



In the image above, the D dim chord has been lengthened, blank space has been used to create a rest, and Bb maj and Ab maj have been lassoed together, revealing the delete button (X).

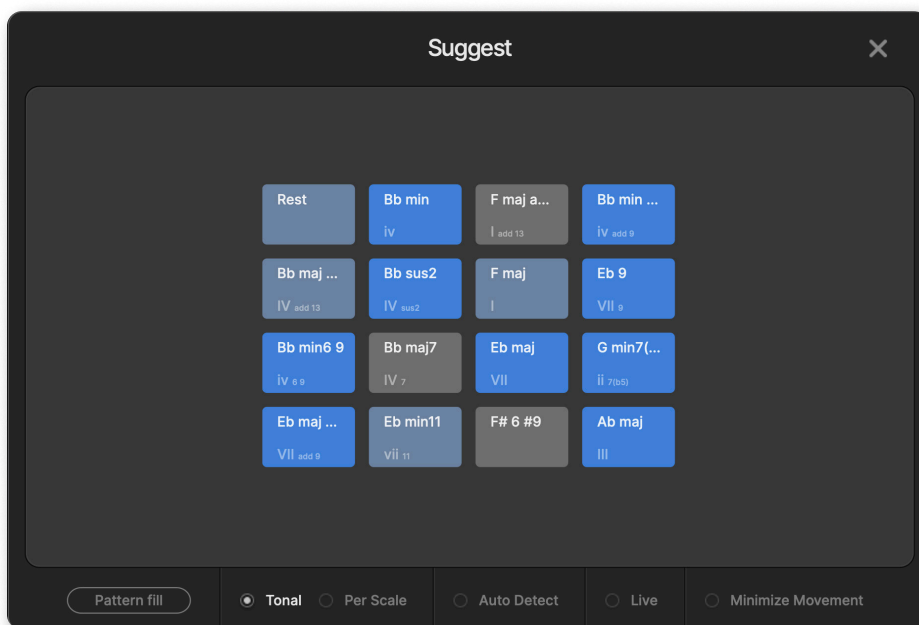


Suggest Mode



Suggest Mode helps you discover new chords, complete your current pattern, or generate an entirely new progression. It offers an intuitive way to find chords beyond the standard diatonic chords of a scale. There are multiple suggestion methods, with the two primary modes being **Tonal** and **Per Scale**.

Clicking the Suggest Mode button in Section C will open the Suggest Mode window.



Per Scale

Per Scale mode suggests chords that belong to your current scale. This mode is useful for expanding progressions with suspended and extended chords while maintaining harmonic consistency. It analyzes movement between chords based on their degrees within the selected scale.

For example, in the C Major scale, the relationship between G Major and C Major can be defined as $V \rightarrow I$. Since both degrees exist in the selected scale, Scaler considers them harmonically linked.



Tonal

Tonal mode suggests chords that complement your progression but may lie outside your current scale. It analyzes chord sets curated by musicians and artists exclusively for Scaler, allowing you to find harmonies that may not fit conventional scale-based music theory. This mode helps you explore unique voicings and add richness to your chord sequences.

For example, the relationship between F Minor and C Major cannot be defined using the degrees of the C Major scale. However, F Minor is commonly played after C Major because of various harmonic connections:

- **Modal Interchange:** F Minor exists in the C Phrygian, C Minor, and C Locrian modes.
- **Minor Subdominant:** In harmonic analysis, F Minor functions as a minor subdominant (iv) of C Major.
- **Shared Scales:** Both chords co-exist in C Harmonic Major, C Phrygian Dominant, and F Harmonic Minor.

Auto-Detect

With Auto-Detect enabled, Scaler continuously analyzes your progression and updates the detected scale when you make changes. This ensures that chord suggestions remain relevant, especially when switching between Per Scale and Tonal modes.

Minimize Movement

The Minimize Movement option helps keep suggested chords closer together in terms of voice leading. Enabling this option ensures smoother progressions by reducing large jumps between chords, making transitions feel more natural and connected. This is especially useful when aiming for cohesive voicings that maintain a consistent harmonic flow.

Live Suggest Mode

Live Suggest Mode allows you to trigger suggested chords in real time when chord binding is enabled. Scaler 3 maps 8 suggested chords to MIDI keys starting from C4, letting you experiment with different harmonic options live as you play. This feature is useful for improvisation, real-time composition, or quickly testing harmonic possibilities with your MIDI controller.

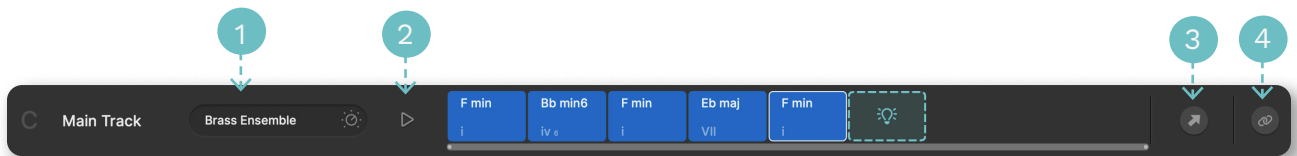
Pattern Fill

Clicking the Pattern Fill button generates a unique chord progression based on the selected suggestion mode (Tonal or Per Scale). This feature allows you to either extend your current pattern or create a fresh progression from scratch.



Additional Section C Features

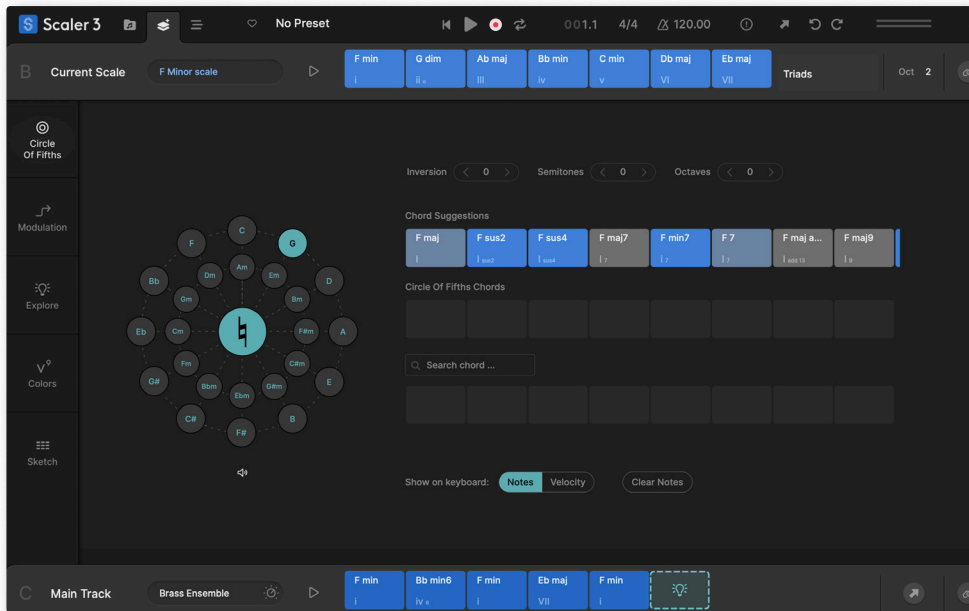
In Section C, you can also:



1. Choose a sound for your Main Track chord progression. Click the Main Track Sounds Panel to open the Sounds Browser, and fine-tune your sound or instrument using the Sounds Editor. For more details, see [Create Page > Mixer > Loading & Adjusting Sounds](#).
2. Preview & play the currently selected Chord Set.
3. Drag your Main Track chords as MIDI into your DAW or onto a location on your computer.
4. Bind your chord progression to MIDI trigger notes (highlighted in yellow on the keyboard). For more details, see [Recurring Features > Binding Chords](#).



Create Page



Overview

The Create Page offers a variety of compositional tools designed to help you explore, develop, and refine your chord progressions. Whether you're looking to expand a simple idea, introduce harmonic complexity, or experiment with advanced music theory concepts, this page provides powerful tools to shape your music.

The Create Page is divided into the following sub-pages, each offering unique ways to modify, and enhance your chord progressions:

Circle of Fifths – Find new chords or modify existing chords.

Modulation – Explore harmonic relationships within your selected scale, borrow chords from relative modes, find secondary scales for modulation, and discover suggested progressions.

Explore – Browse expansive chord constellations in a non-linear layout, helping you create unique chord progressions guided by Genre, Mood, and harmonic relationships.

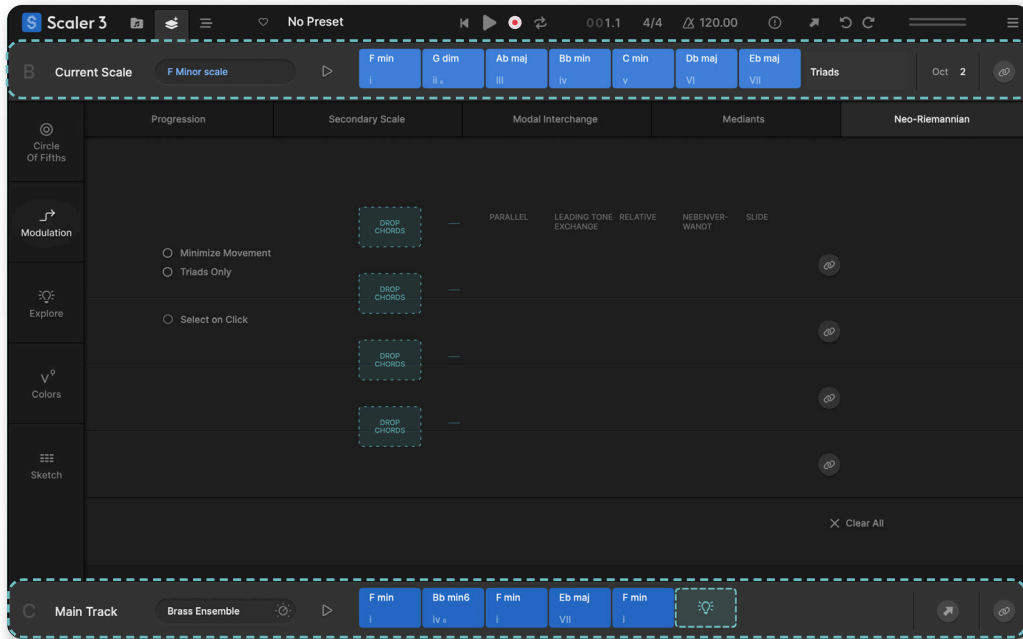
Colors – Add expressive harmonic colors to your progression.

Sketch – Quickly build, organize, and refine your chord progressions.



Interactivity with Sections B & C

While using the Create Page, Section B's Header and Section C – Main Track remain visible at all times, ensuring a fluid and interactive workflow.



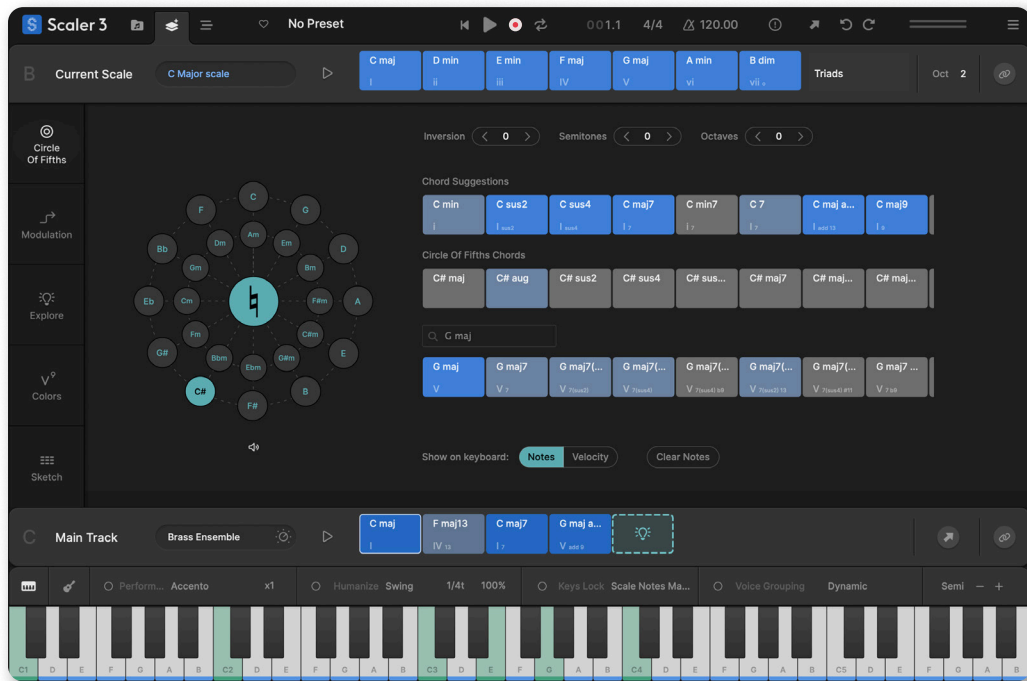
Section B displays the currently selected scale, which informs most Create Page tools by guiding suggestions and transformations, though some tools extend beyond the scale for broader harmonic exploration.

The ever-present **Section C** allows you to drag and drop chords to refine, rearrange, and build upon your chord progression in real time as you explore different compositional tools.



Circle of Fifths

The Circle of Fifths page allows you to modify existing chords or find new ones.



With a single chord selected, you can **modify** it:

Inversion – Choose different inversions to modify the chord’s voicing.

Semitones – Transpose the chord’s root up or down by a semitone.

Octaves – Raise or lower all notes of the selected chord by an octave.

Chord Suggestions

Select chords from your progression in Section C, or select notes on the keyboard visualization for dynamic suggestions based on your selections.

Circle of Fifths Chord Suggestions

Select a key from the Circle of Fifths for key-specific chord suggestions.

Chord Search

Search for any chord by typing its name.

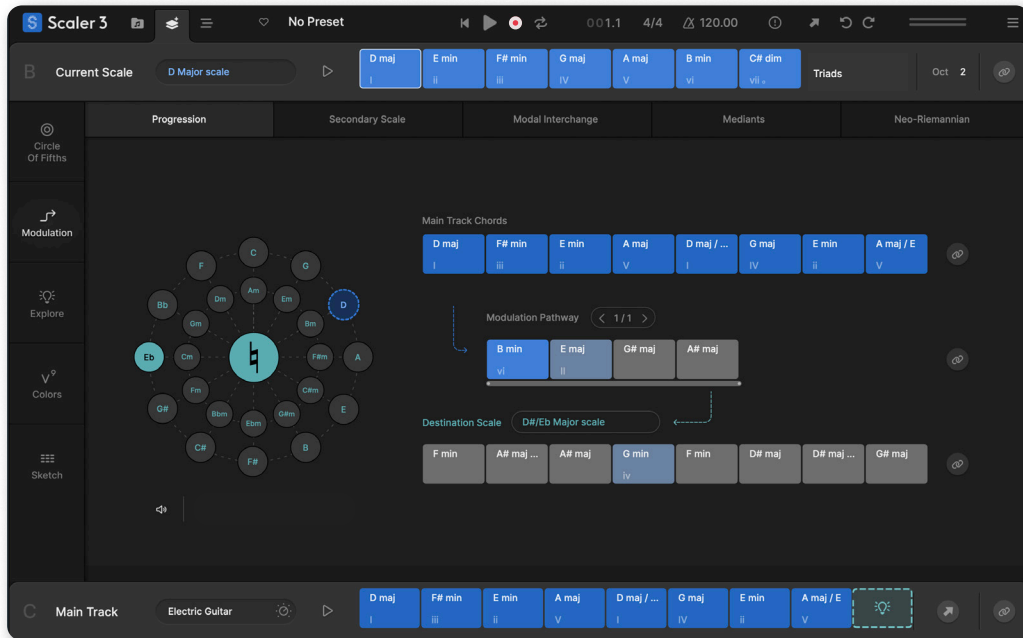
Additional Controls

- Enable/Disable Chord Preview when selecting chords from the Circle of Fifths.
- Display Notes or Velocity Values on your keyboard.
- Quick Reset – Use ‘Clear Notes’ to remove all selected notes instantly.



Modulation

Explore harmonic relationships within your selected scale, borrow chords from relative modes, find secondary scales for modulation, and discover suggested progressions.

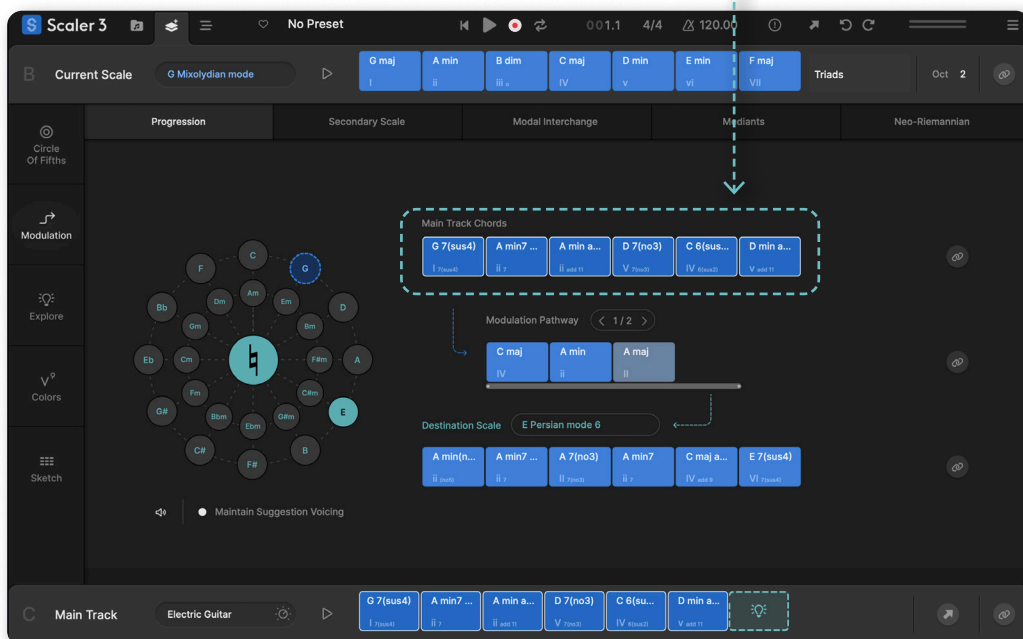


Choose from five modulation presets to assist with your creative process.

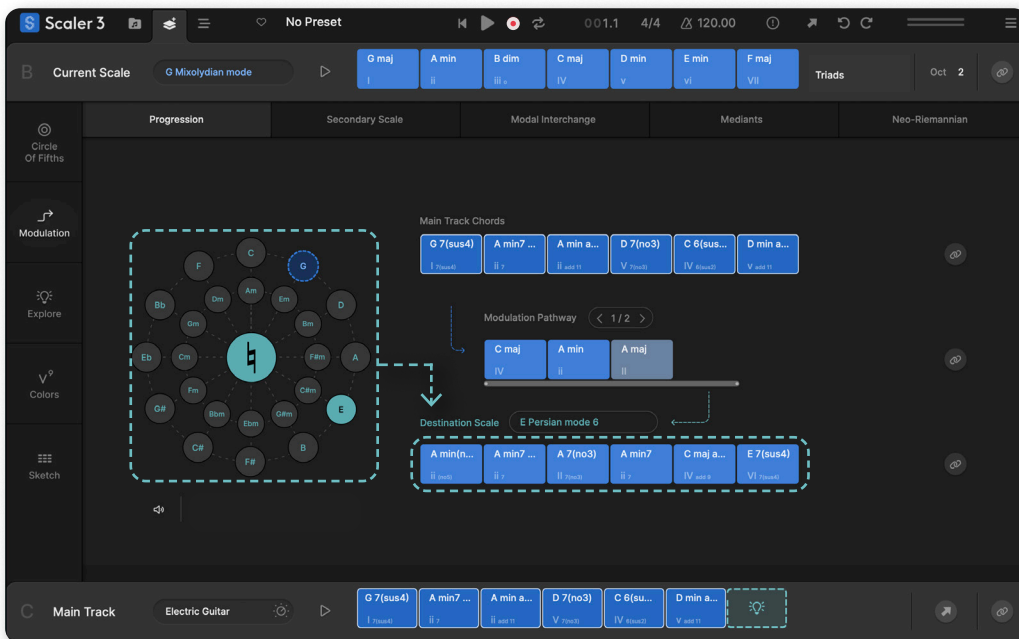
Progression

This preset helps you modulate from the key of your Main Track progression (Section C).

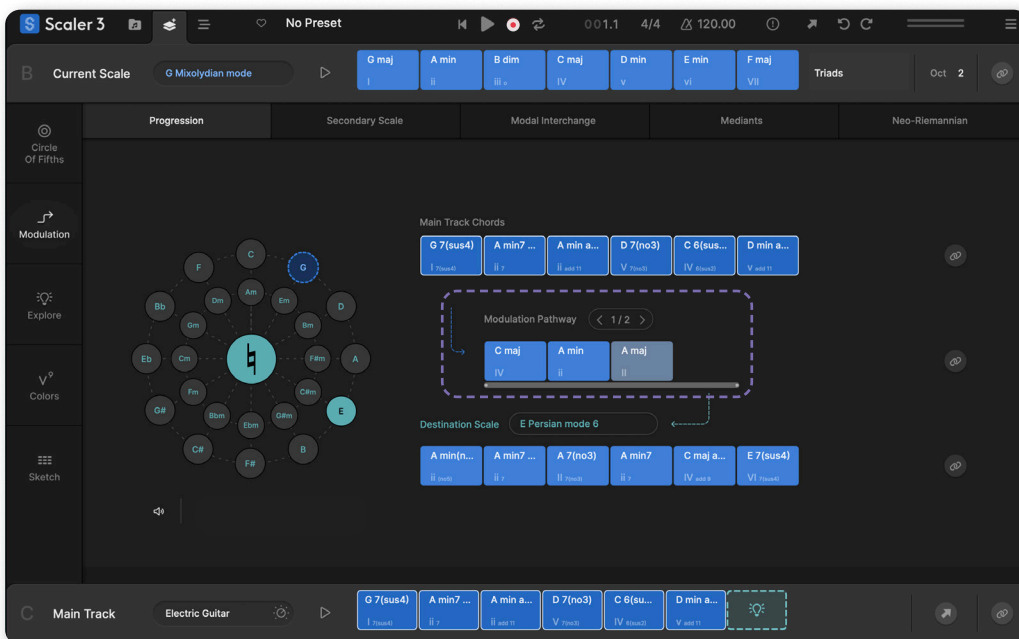
The top row represents your **Main Track Chords**.



The **Circle of Fifths** on the left allows you to select a destination scale. Once a key has been selected, your progression is automatically transposed into the **Destination Scale**, allowing you to hear your chord progression in a new scale.



You can change the scale type by clicking the **Destination Scale** type indicator bar. If sufficiently similar, Scaler 3 suggests a path from the original scale to the destination scale.

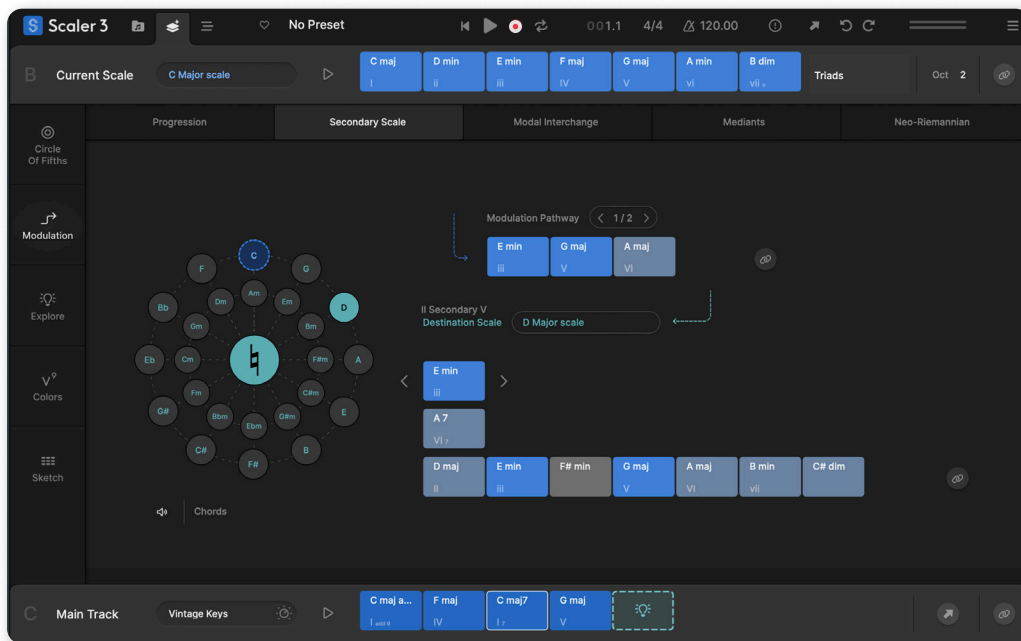


Scaler 3 suggests **Modulation Pathways** consisting of chords that share notes between the selected scale and the destination scale, creating a smoother and more musical transition.



Secondary Scale

This preset helps you modulate from your currently selected scale into a second scale.



The circle of fifths on the left allows you to select a destination scale.

Once selected, the bottom row populates with the diatonic chords of the destination scale.

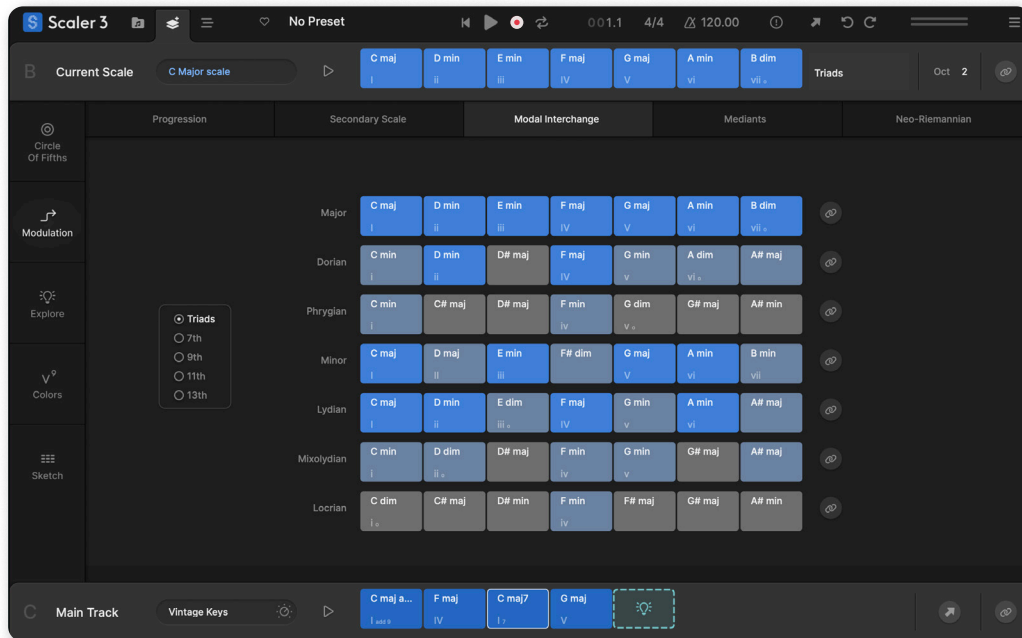
If sufficiently similar, Scaler 3 can suggest a **Modulation Pathway** from the origin to the destination scale.

Above the destination scale, the secondary dominant path to the chord is displayed. You can use the < > buttons to cycle through and view the secondary dominant and predominant chords for any chord in the scale



Modal Interchange

This preset helps you find chords to borrow from a relative mode.



Your selected scale is displayed at the top of the Section B Header, with its related modes shown in rows below.

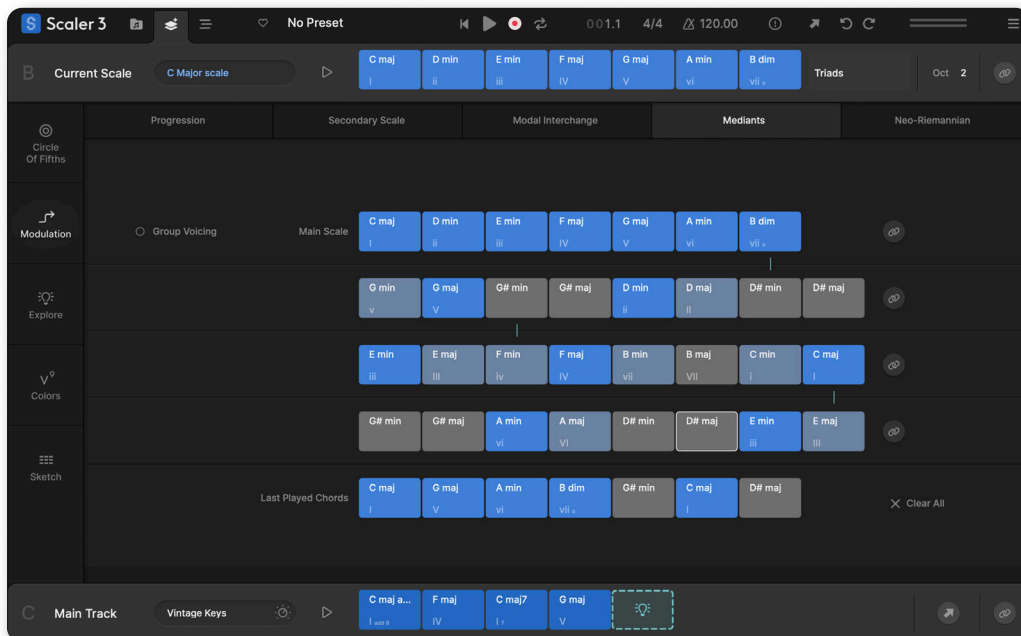
Each row represents a mode from the same scale family, displaying its corresponding chords as triads by default.

You can quickly audition these chords with different extensions—7ths, 9ths, 11ths, or 13ths—to explore richer harmonic variations.



Mediants

This artist-curated preset helps you generate mediant chords starting from any chord of the currently selected scale, enabling stylistic and subversive chord progressions.



Clicking on a chord generates a new line containing its mediant chords. A mediant chord is a minor or major third above or below the root of your chord.

For example, from a C chord, Scaler 3 will generate the following chords:

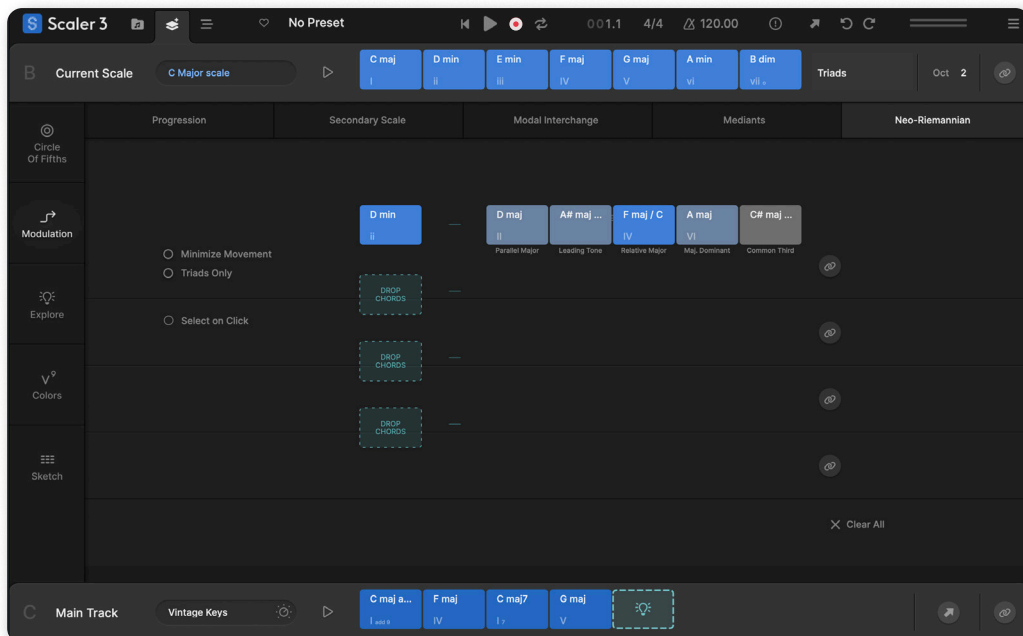
- G# Min / G# Maj - One major third below C
- A Min / A Maj - One minor third below C
- D# Min / D# Maj - One minor third above C
- E Min / E Maj - One major third above C

You can stack up to three lines of mediants to keep moving further by thirds. The last chords played are shown at the bottom, allowing you to explore and copy your new chord progression to a new or existing pattern.



Neo-Riemannian

This preset, based on the Neo-Riemannian theory, allows you to create chord progressions using specific transformations based on harmonic proximity.



Drag a chord into each slot to generate related chords.

The **Minimize Movement** option will try to maintain the number of voices and reduce the amount of movement between chords.

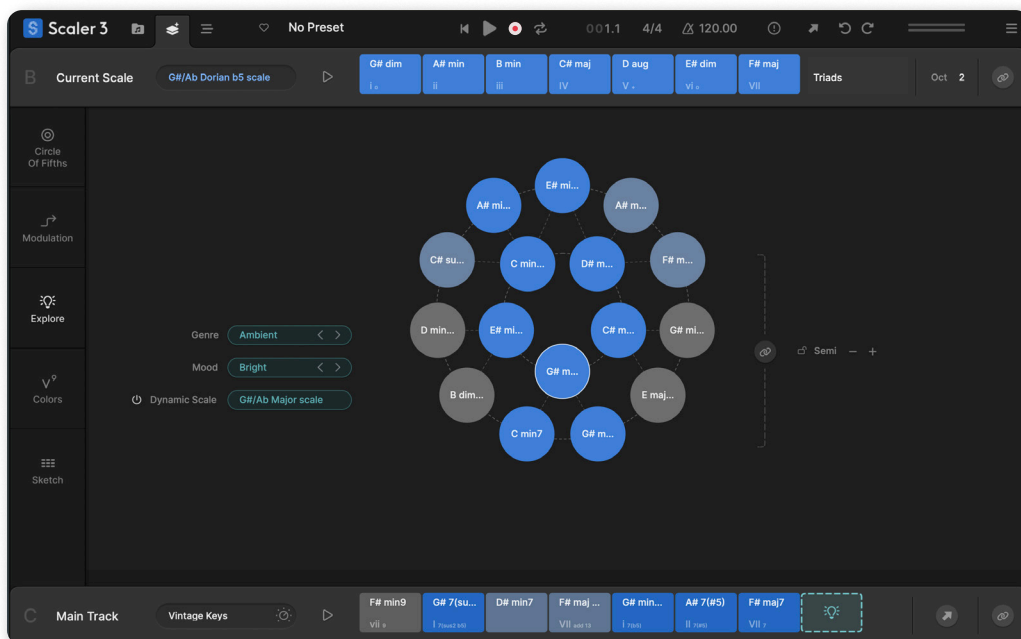
The **Triads Only** option will simplify all chords to triads, ignoring the original voicing of the chord.

With **Select on Click** enabled, clicking on a chord from a previous row will add it to the next available row,



Explore

The Explore page in Scaler 3 offers a fresh way to compose and explore chords, built around chord constellations based on specific genres and moods. It includes intuitive visual aids to help you navigate and create progressions. Unlike Chord Sets, which are pre-composed with a fixed order, duration, and scale, Explore provides a flexible palette of chords. Each constellation has a preset tonal center, with a dynamic scale that adapts to the last played chord, allowing for more creative and intuitive composition.



Explore Presets

Each chord constellation in Explore is curated around specific musical genres and moods

- Genre – Select a preset based on various musical genres.
- Mood – Adjust the mood of the genre preset to your taste by applying a bright, dark, or neutral mood.

Constellation Key/Tonal Center

The key or tonal center of each preset is represented by the lower-middle chord in the constellation.

The top-center chord represents the relative minor or major of the root chord in the lower-middle.

- Chords near the center are the strongest, 'safe' diatonic chords (e.g., I, II, IV, V, VI).
- Chords around the outer edge are more adventurous, featuring non-diatonic chords with colorful extensions.

Left and Right Hemispheres

- Chords on the left are typically darker, more minor-focused.
- Chords on the right are typically brighter, more major-focused.



Dynamic Scale

The default mode in Explore is Dynamic Scale, where the current key or scale automatically changes based on the last played chord. This is reflected in the Dynamic Scale indicator bar, and the colors of the chords update to match the selected chord and its associated dynamic scale.

Deactivating Dynamic Scale mode activates Fixed Scale mode, where the chord colors remain fixed based on the Current Scale indicated in Section B. The dynamic scale is still displayed in the Dynamic Scale indicator bar to help you choose an appropriate scale. For example, if C Major is selected but a C minor preset is played, the dynamic scale will show why the chords may not align with the current scale.

Additional Controls

- Bind incoming MIDI notes to the Explore chords.
- Lock Explore chords to the Current Scale.
- Transpose the entire constellation up or down by semi-tones.



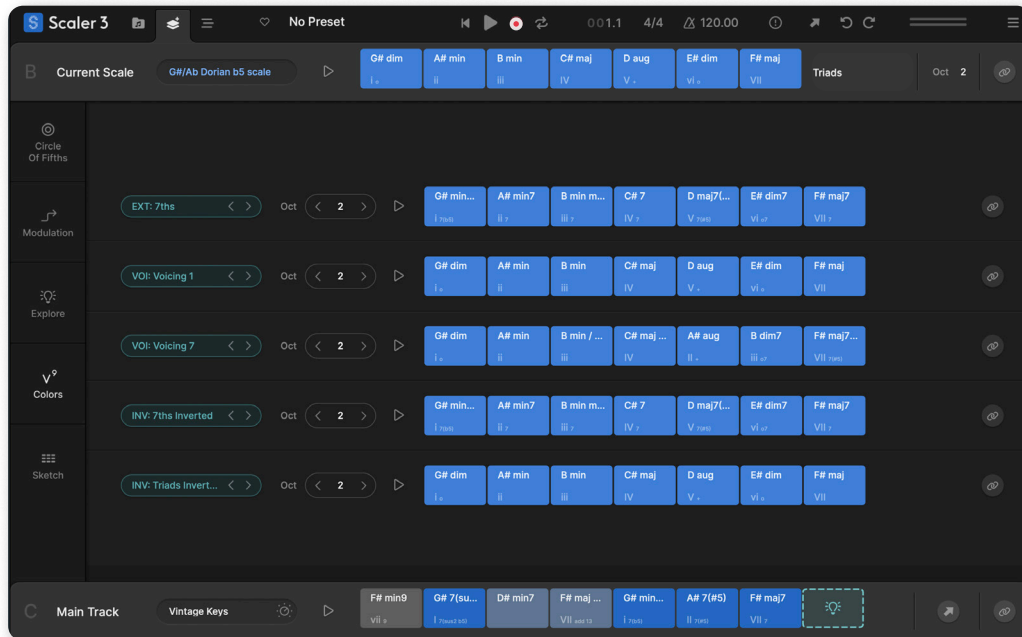
In the above image, the current scale is C Mixolydian mode. The selected Explore genre preset is Techno, and the Mood preset is Neutral. Dynamic Scale mode is enabled. Incoming MIDI notes will trigger Explore chords, as Bind is active. Explore chords have been locked to the current scale, and hovering over the chord constellation has revealed the 'Dark Side' and 'Light Side' indicators.



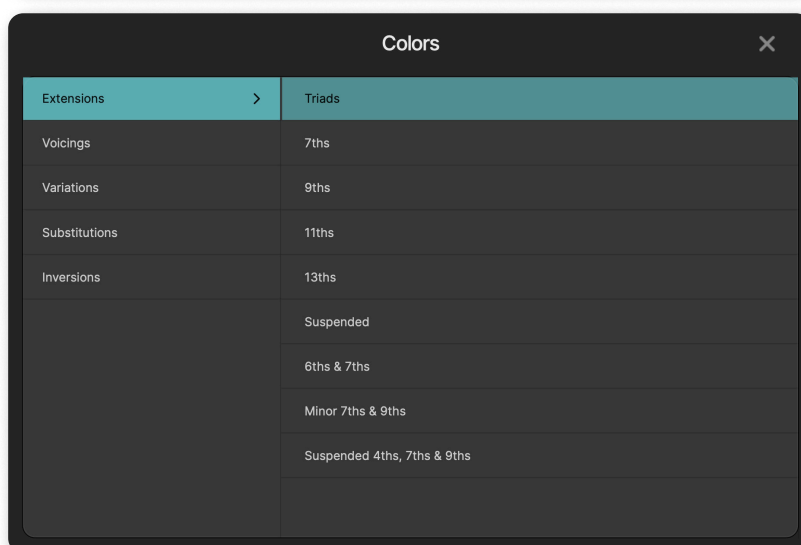
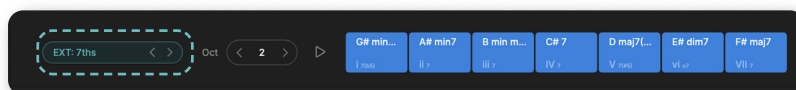
Colors

The Colors Page in Scaler 3 lets you enhance basic triads from your selected scale with harmonic variations, adding richness and expressiveness to your chords.

Chords are presented across 5 rows, each offering different extensions, voicings, substitutions, inversions, or variations.



Use the Colors Menu to select different chord variations for each row.
Tip: Quickly scroll through different colors using the previous/next buttons.

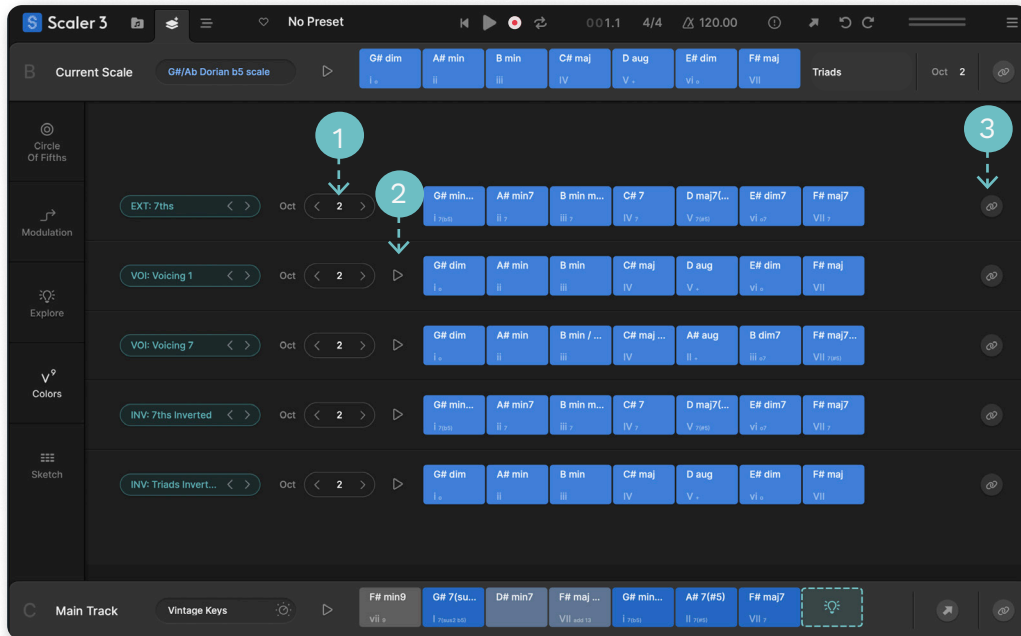


The image above displays the Colors Menu, which appears when clicking the Color Indicator next to any given row



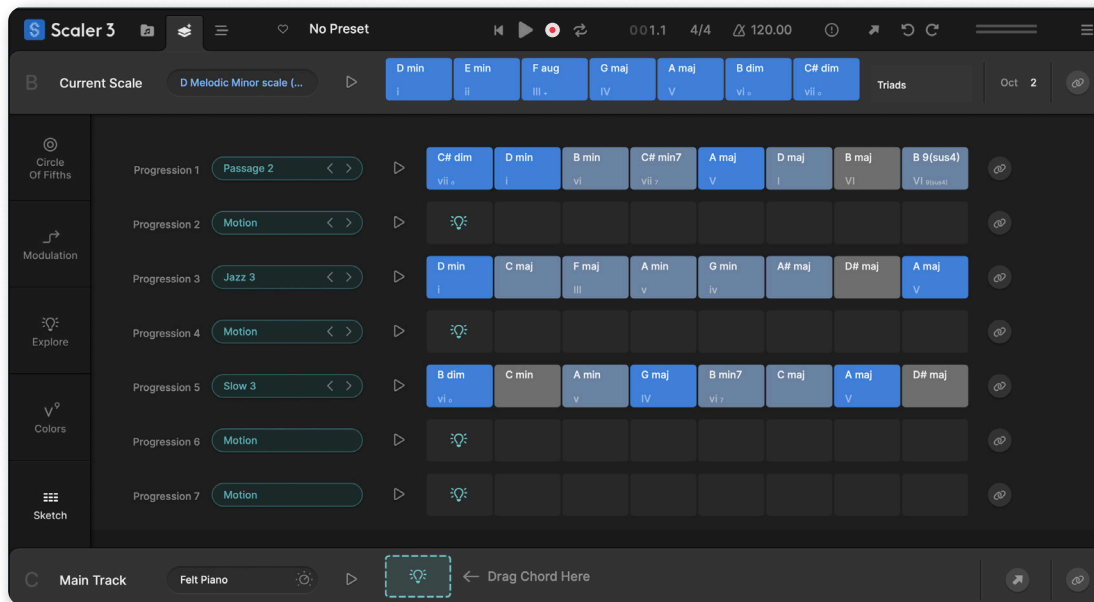
You can also:

1. Adjust the octave for each row of chords.
2. Audition chord variations by clicking the Play button or selecting individual chords.
3. Bind incoming MIDI notes to any row.



Sketch

The Sketch page lets you build, organize, and refine multiple chord progressions in one place. Experiment with up to seven different progressions, making it easy to sketch out and structure different sections of your composition.



Drag and drop chords onto a progression row.

Tip: Right-click a chord or multiple chords anywhere in Scaler 3 to add it to one of the seven Sketch progressions.

Use **Suggest Mode** to generate a unique chord progression with the pattern fill feature.

Apply **Motions** to your progressions (See: Arrange > Motions for details).

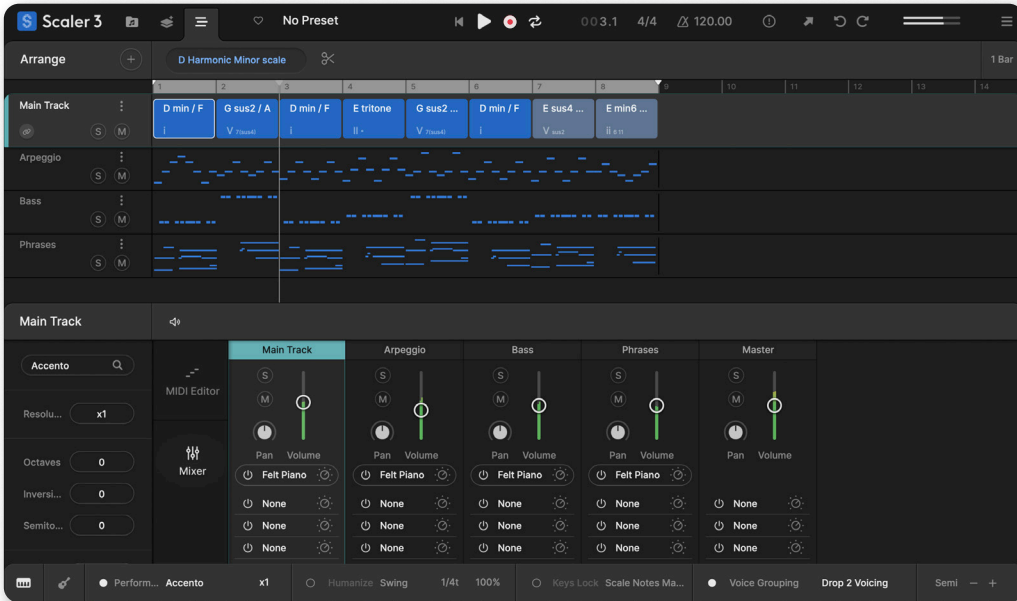
Audition progressions sequentially with the **Autoplay** button.

Bind incoming MIDI notes to any progression.

Use **Keyswitches** to trigger different progressions on the fly.



Arrange Page

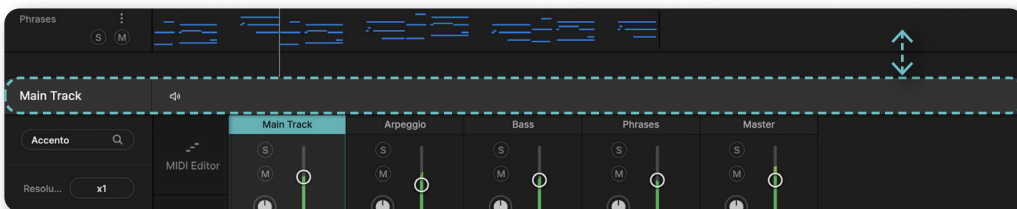


Overview

The Arrange Page provides a multi-track environment where you can layer instruments, shape performances, and refine your composition – all based on the active chord progression in your Section C Main Track.

You can adjust the layout by resizing the Track Header – drag its upper border up or down to allocate more space to the Arrange Sequencer or the MIDI Editor/Mixer section based on your workflow needs.

In the image below, the Main Track is selected, so the Track Header displays “Main Track.” If a Motion Track were selected, the header would display its name instead. This image also highlights how to adjust the Arrange Page layout.



💡 Playback Shortcuts

- **Spacebar** plays/pauses
- **Return** restarts playback
(may differ in DAW Sync Mode, as playback is controlled by your DAW's transport)



Main Track

Harmonic Foundation

Chords in the Main Track (Section C) serve as the harmonic foundation for additional musical parts, or “Motions.” The key of the Main Track determines the key signature of any added tracks, enabling seamless compositional experimentation while maintaining harmonic cohesion.



Synchronicity Across Your Composition

When you change a chord note in the Main Track via the MIDI editor, effectively making a new chord, Motions immediately adjust to the new harmonic structure, allowing for fluid creative exploration. Similarly, if a chord or chords in your Main Track are modified elsewhere in Scaler 3, all connected parts will automatically update to maintain harmonic consistency.

In the image below, the first chord of the Main Track is being replaced with a D minor chord via drag and drop. This update automatically adjusts any Motions to D minor, replacing the previous F major chord.



Arrange Page Header

From the Arrange Page Header, you can:

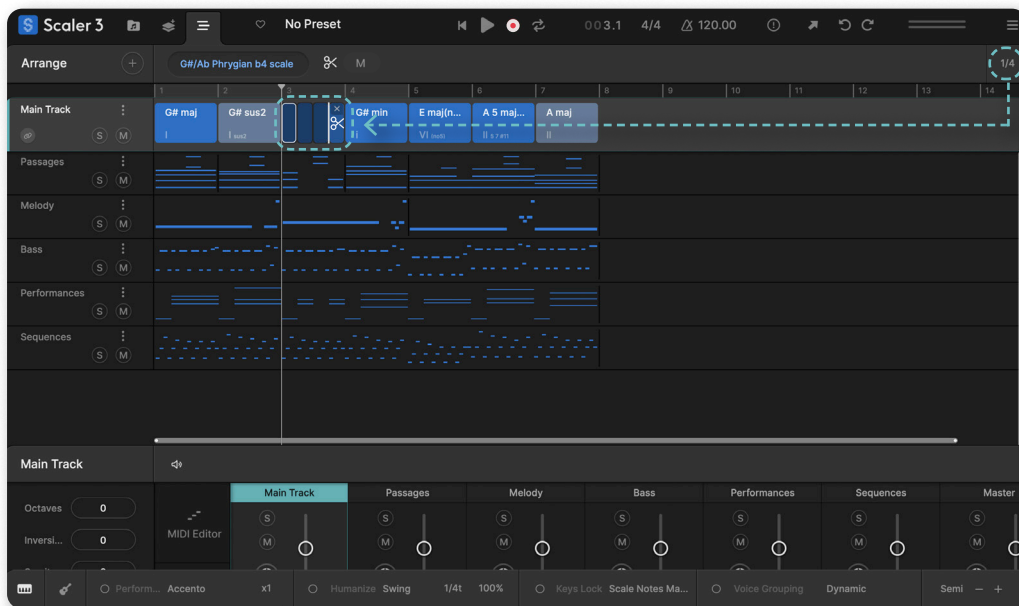


1. Add tracks using the + button in the top left. This will open the Motion browser.
2. View the current scale.
3. Toggle the Scissor Tool on/off to split chord or MIDI clips.
4. Toggle the Mute Tool on/off to silence selected clips without deleting them.
5. Adjust the sequencer division resolution to control clip length and snapping behavior (e.g. 1 bar, 1/2 bar, etc.)




Use the Scissors Tool to slice MIDI clips in your Arrangement.

The grid resolution setting determines the smallest division at which clips can be sliced. For example, with a division resolution of 1/4, a 1-bar MIDI clip can be sliced into four equal parts. This allows for precise, on-the-fly editing of your arrangement.



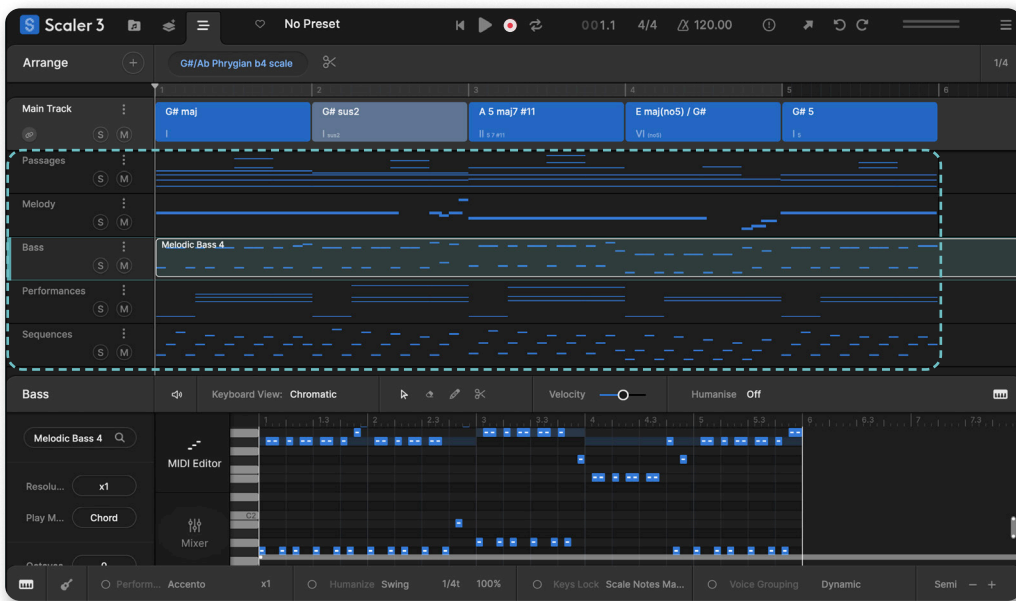
Note that in the image above, the track header has been dragged down to create more space for the tracks in the Arrangement sequencer. Additionally, the grid resolution is set to 1/4.

 If you have a single Motion Clip and want it to retrigger with each chord change, use the scissors tool to slice it into multiple clips that align with your chord progression. Motions will retrigger at the start of each clip instead of following the chord changes in Follow mode. For more on Perform Modes in Scaler 3, see Header Section > Settings Menu > Playback Menu.



Motions

Motions in Scaler 3 transform static chords into expressive, editable MIDI clips that react in real time to your selected scale and chord progression. Developed by professional musicians, they provide dynamic movement, rhythm, and human-like variation to your compositions.



Motions are divided into **Articulations** and **Expressions**.

Articulations include Arpeggios, Passages, Strumming, Chord Follow, Bass Follow, Divisi, and User.

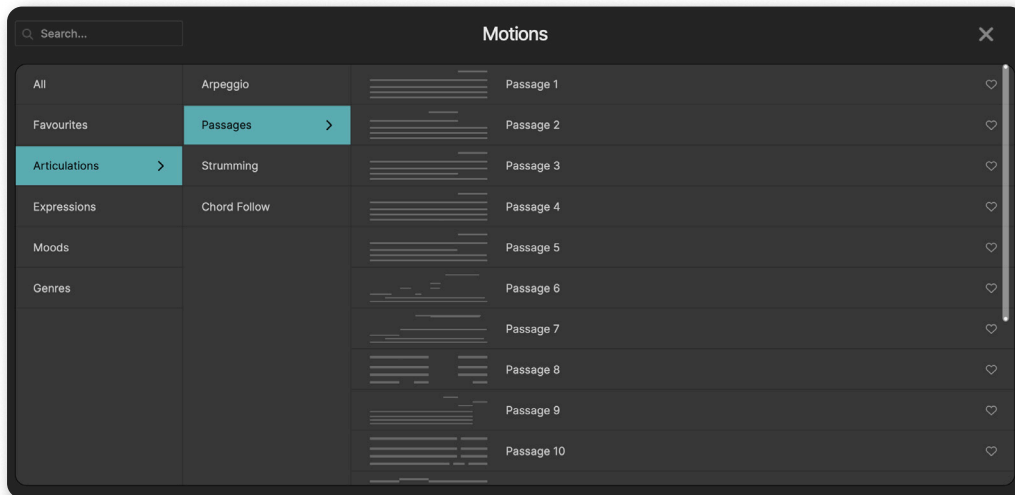
Expressions encompass Performances, Melodies, Phrases, Bass, Strummed Sequences, Rhythms, and Sequences.

Once added, Motion clips can be freely edited, rearranged, and customized to fit your arrangement.



Motions Browser

The Motion Browser can be accessed by selecting the + button in the Arrange Page Header. Once a Motion is selected, using this route will create a motion track.



You can also access the Motion Browser via the Global Controls (see Global Controls > Main Track Motions) or the Sketch Page (see Create Page Chapter > Sketch).

Browse motions by category or filter:

- **All** – A list of all Motions.
- **Favourites** – Access Motions you've marked as favourites. Tip: Select the heart button next to a chord set to add it to your favourites list.
- **Articulations** – Arpeggios, Passages, Strumming, Chord Follow, Bass Follow.
- **Expressions** – Performances, Melodies, Phrases, Bass, Strummed Sequences, Rhythms, Sequences.
- **Moods** – Filter motions based on emotion or feel.
- **Genres** – Filter motions by musical genre.

You can also use the **search** field to find specific Motions.

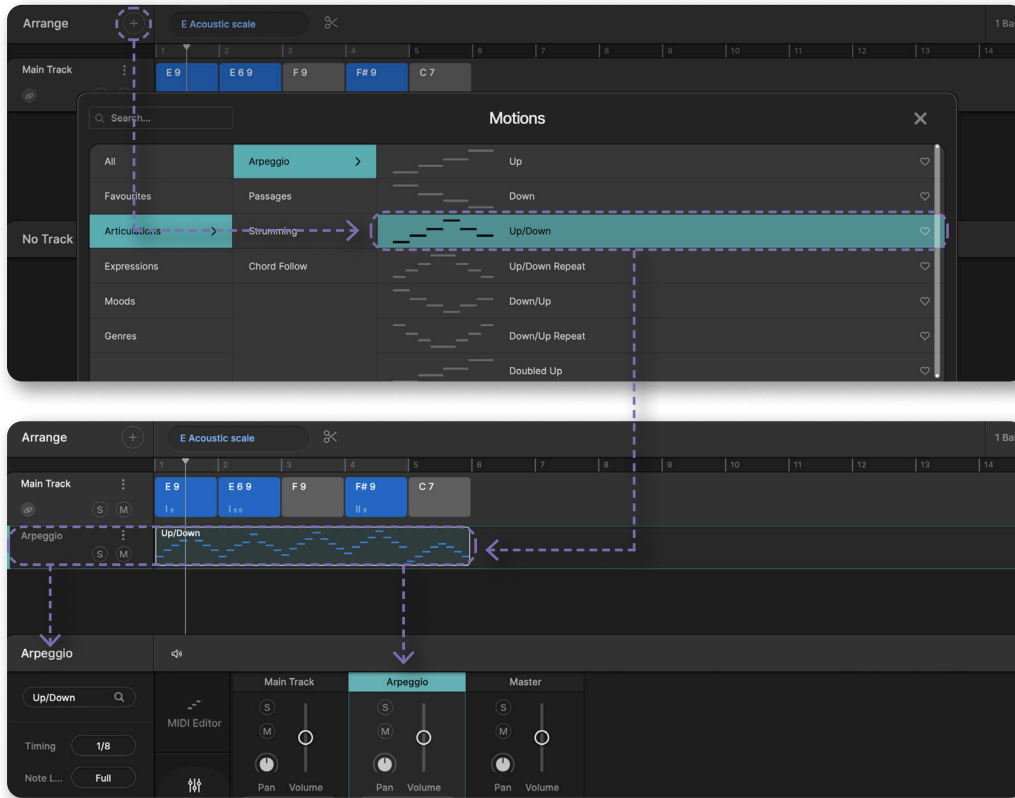
To select a Motion, single-click its title, or double-click the MIDI note visualization.

Tip: Click and hold the MIDI note visualization to audition it before making a selection.



Motion Tracks

After clicking the + button in the Arrange Page Header and choosing a Motion, a track will be created.

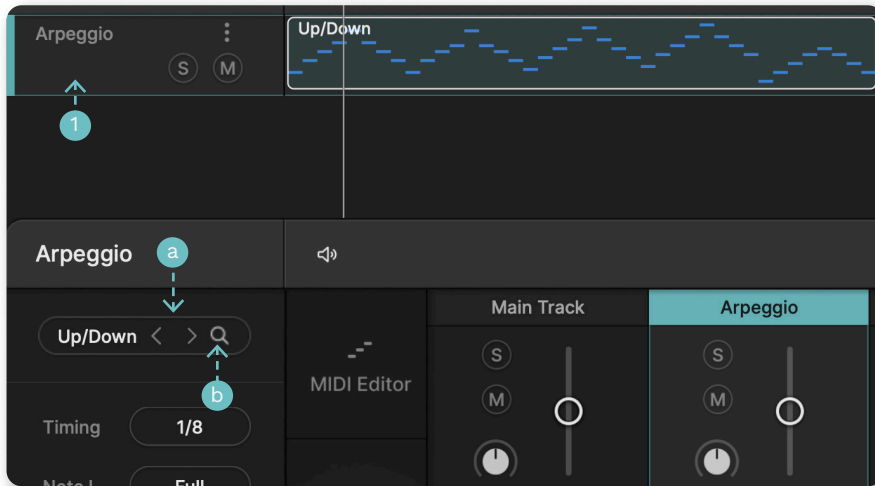


The two images above illustrate the Motion Track creation process. In the first image, the user clicks the + button to open the Motions browser and selects an Arpeggio articulation. In the second image, an Arpeggio track has been created, with the track header displaying the selected track type. Additionally, the Arpeggio track now has a dedicated channel in the Mixer.




Track types are determined by the Motion selected, and once created, cannot be changed to a different track type. For example, if an Arpeggio track is created, only Arpeggios can be used on that track. To use a different Motion type, you must create a new track.

However, you can change to different motions of the same type on an existing track:



1. Select the track or motion clip.
 - a. Use the previous or next buttons on the current motion indicator at the top of the MIDI Modifiers section.
 - b. Or click the magnifying glass in the MIDI Modifiers section to open the Motion Browser.

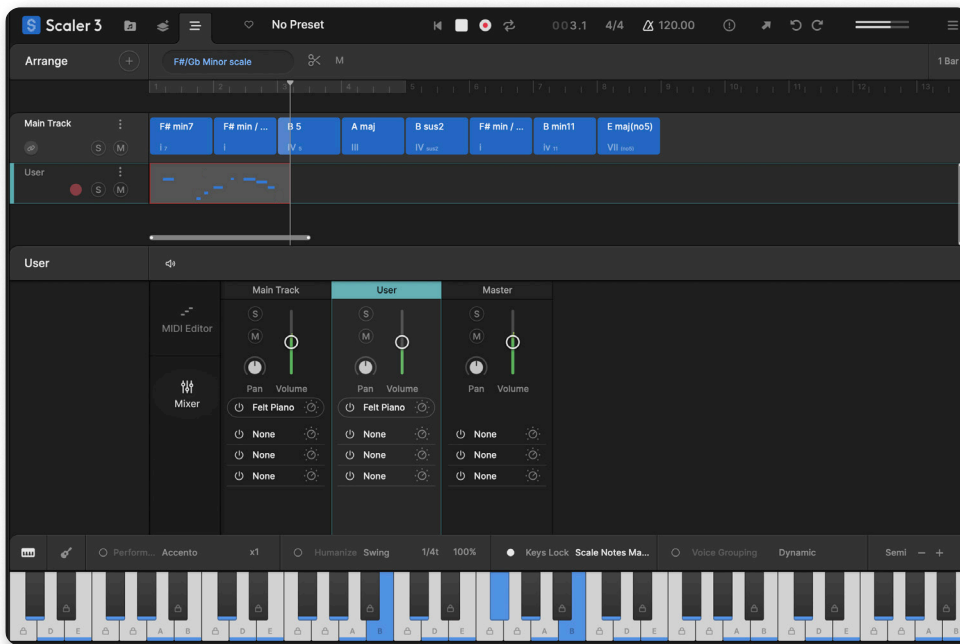
Note: Only motions of the same type will be accessible. As mentioned above, to select a different motion type, create a new track.

 Manage tracks quickly by using the three-dot menu on a track. From there, you can **delete** or **rename** a track. Motion tracks can also be **reordered** by clicking and dragging them within the track lanes.



User Track

The User Track in Scaler 3 lets you capture your own musical ideas or program them directly, giving you complete control over melodies and rhythmic patterns. It allows you to layer custom MIDI over your Main Track chords and motions, helping you sketch ideas, experiment with new musical phrases, or build complex, custom arrangements.



Recording Live MIDI

1. Create a User Track

Click the + button, then choose User Track from the Articulations category.

2. Enable MIDI Input Monitoring

Click the header of the User Track to arm input monitoring. This allows you to hear your instrument through Scaler before you start recording.

3. Arm for Recording

Click the User Track's record button to prepare it for recording.

4. Start Recording

Once armed, start recording by clicking either:

- The User Track play button (visible when the track is record armed).
- Scaler's main play button.
- Your DAW's play button if DAW sync is enabled.

5. During Recording

- A 1-bar metronome count-in plays before recording. Enabling the metronome from Scaler's Header section keeps it playing throughout the recording.
- MIDI overdub is employed, so recording over an existing section won't overwrite the notes; instead, new notes will be added to the existing recording.
- Recorded MIDI clips automatically snap to a default 1/16 quantise, keeping your performance rhythmically aligned. You can adjust quantization and resolution settings via the MIDI Editor's header when recording has stopped.
- Clips are auto-cropped to the current division setting, trimming any excess silence.
- You can record Scaler's MIDI output directly, including Chord Triggers and Keys Lock notes.



Programming User Track MIDI Clips

1. Create a User Track

- Click the + button, then choose User Track from the Articulations category.
- An empty MIDI clip will be added to the track.

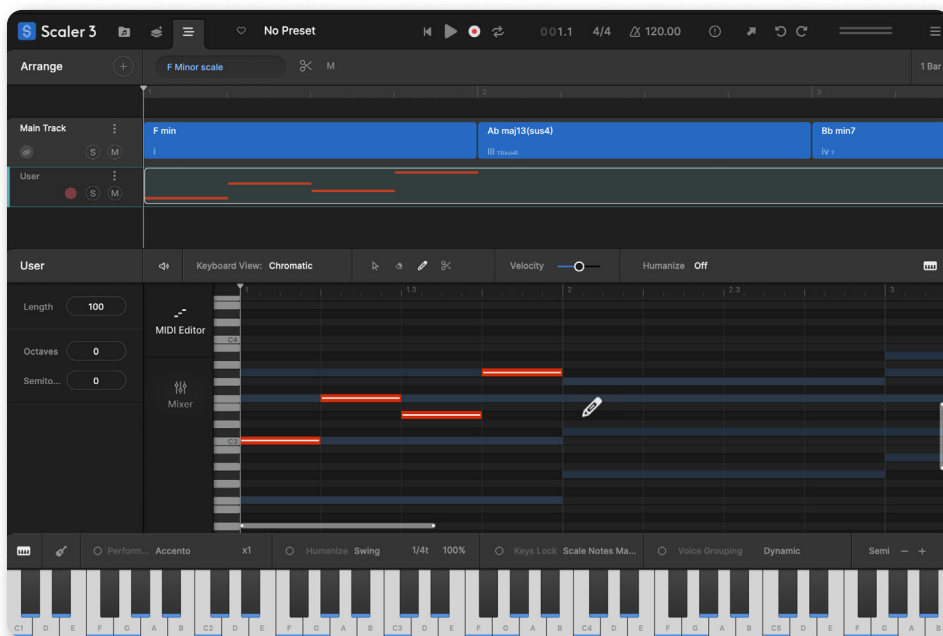
2. Open the MIDI Editor

- Double-click the MIDI clip, or single-click the clip and navigate to the MIDI Editor to open it for editing.

3. Draw Your Notes

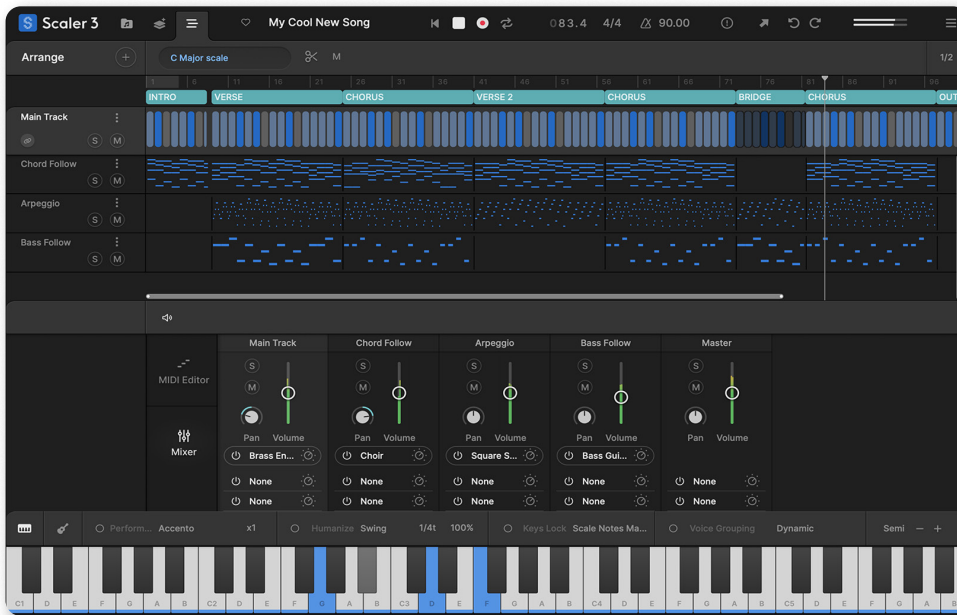
- Use the Pencil tool to add notes.
- Refine with other available MIDI editor tools.

For more detailed MIDI editing instructions, see [Arrange Page > Working with MIDI](#).



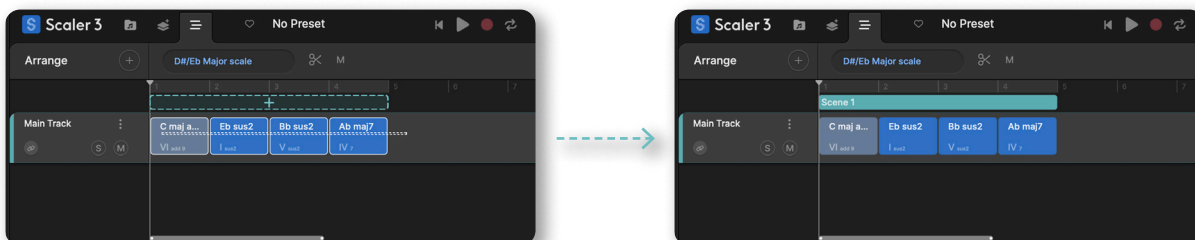
Scenes

Scenes in Scaler 3 let you group chords clips and MIDI clips into self-contained musical sections that can be freely arranged, duplicated, and triggered. They make it easy to experiment with different song structures, variations, and arrangements—much like building verses, choruses, or bridges in your composition.



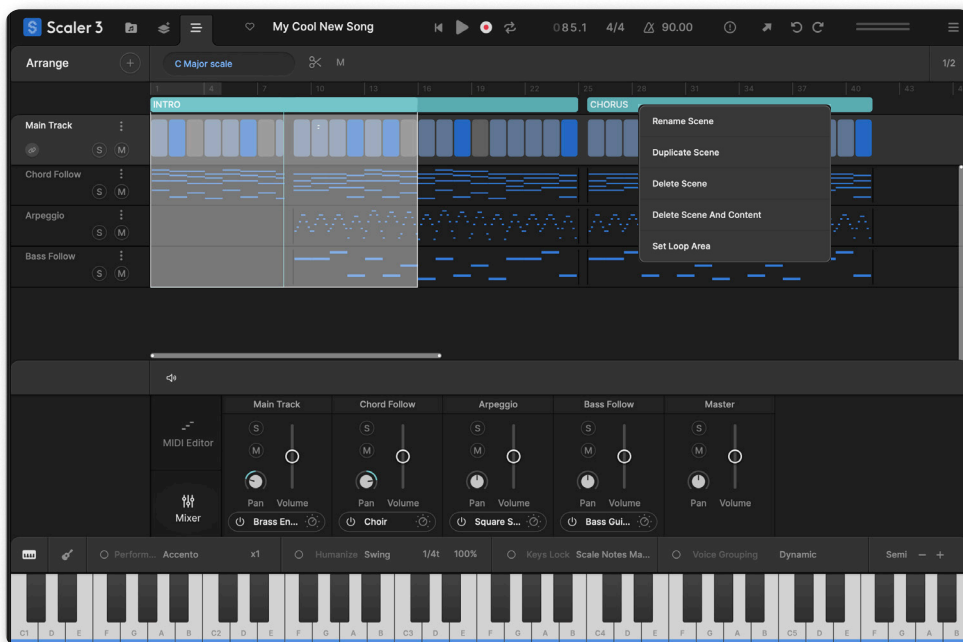
Creating Scenes

1. Click and drag (lasso) to select one or more Main Track clips – these can be chord clips only, or chord clips combined with motion clips.
Note: At least one chord clip must be included in the selection to create a Scene.
2. The Create Scene button appears above the selection. Click it to group the selected clips together.
3. Scenes can also be created via the right-click menu → Add to New Scene, available from various pages in Scaler 3.



Managing Scenes

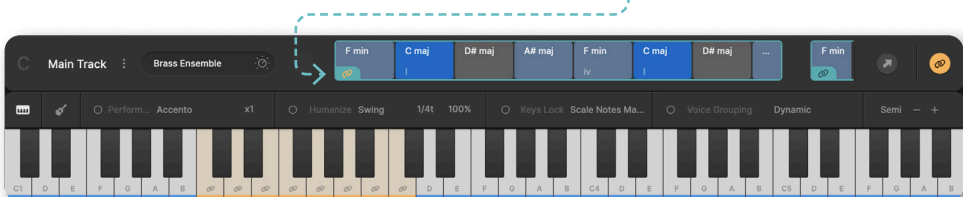
- Resize a Scene by dragging its edges.
 - Expanding a Scene allows additional clips to be added to it.
 - If a Scene is expanded over other clips or Scenes, those clips are absorbed into the expanded Scene.
 - Contracting a Scene trims or removes any clips that fall outside the new boundary.
- Move a Scene freely across the Arrange Page to change its position.
 - If you drag a Scene over another Scene, the existing Scene will be split at the point where the moved Scene is placed.
- Right-click a Scene name to Rename, Duplicate, or Delete it.
 - Choose Delete Scene and Content from the same menu to remove both the Scene and its clips.
- Use Set Loop Area from the right-click menu to define the playback region for a Scene.



Binding Scenes

On the Browse Page, you can bind individual Scenes to MIDI input. When triggered, only the chords within that Scene will play back.

With Bind enabled, click a Scene's BIND button to assign only the chords from that Scene to incoming MIDI notes.



Multi-Channel MIDI Out

Scaler 3 supports flexible MIDI output routing, allowing each track to be assigned to a specific MIDI channel, disabled entirely, or sent directly to an external MIDI device. This enables both multi-channel routing within a DAW and real-time performance with hardware instruments or external software.

This is accomplished via the three-dot menu in each track's header.



External MIDI Output – Send MIDI directly from each Scaler 3 track in the Arrange Page to any MIDI Output Device, enabling real-time performance without routing through a DAW.

MIDI Output Channel – Send MIDI to separate channels within your DAW or external device, providing precise control over multi-track routing and playback.

This channel assignment flexibility makes it possible to route MIDI data from tracks in Scaler 3 to one or multiple MIDI tracks in your host DAW, which is helpful for a number of reasons:

- Perhaps you'd prefer to host instrument plugins in your DAW rather than Scaler to take advantage of certain DAW routing or processing features.
- Or to utilize software instruments in proprietary plugin formats e.g. Ableton Live devices or Logic Pro instruments, which Scaler 3 does not natively support.
- Or to route MIDI externally to hardware devices using your DAW's MIDI routing capabilities.

Note: The process for configuring MIDI routing varies depending on your host DAW. For guidance, refer to the [Scaler 3: MIDI Output – DAW Routing Guide](#), which includes setup tips for Ableton Live, Logic Pro, Reaper, Cubase/Nuendo, Studio One, FL Studio, Bitwig Studio, and Pro Tools.



Working with MIDI

Scaler 3 offers two methods for editing MIDI: via the MIDI Modifier Sidebar or the MIDI Editor.



MIDI Modifier Sidebar – This sidebar lets you make bulk changes to MIDI clips, adjusting multiple notes at once through various controls.

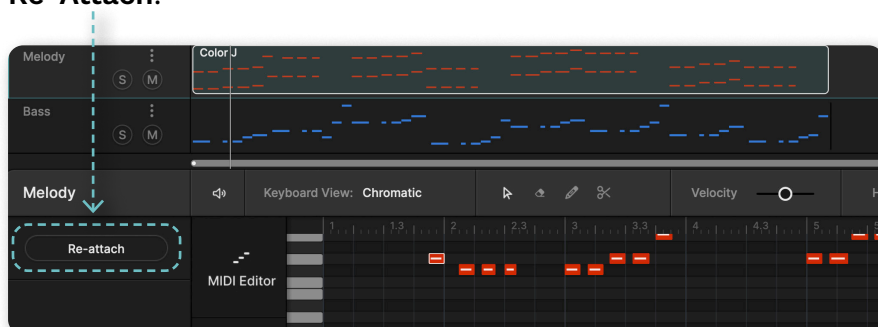
MIDI Editor – Clicking a chord or motion clip opens the MIDI Editor, displaying the selected clip’s notes for manual adjustments.

Editing Modes

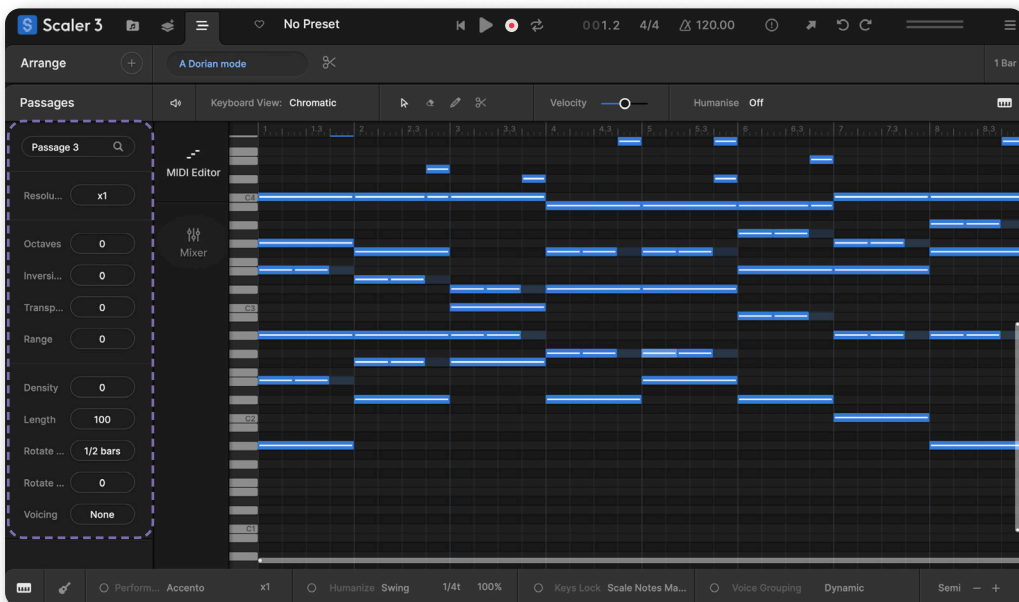
Scaler 3 provides two modes for MIDI editing:

- **Locked Mode** (default): The Motion MIDI clip stays linked to the Main Track, automatically transposing as the main track chords change and reacting to Motion controls like arp speed or strum direction.
- **Unlocked Mode**: The Motion MIDI clip is detached from the main track, allowing full manual editing of notes in the piano roll. However, Motion controls via the MIDI Modifier Sidebar are disabled, and the clip no longer reacts to chord changes.

Tip: quickly lock detached MIDI back to the key of your Main Track chords by selecting **Re-Attach**.



MIDI Modifier Controls



Note that in the image above, the track header has been dragged up to its maximum to expose all available MIDI Modifier controls for the selected Motion MIDI clip.

MIDI Modifier Controls vary across different motion types and the main track chord clips, but share many common parameters.

Below are the controls grouped into shared controls (applicable across most motions) and motion-specific controls.

Modifier Control	Effect on MIDI Clip
Motion Indicator	View current motion name, navigate between motions, or open the Motions Browser
Octaves	Transpose by octaves (drag up/down)
Inversion	Invert notes of the selected clip (drag up/down)
Transpose	Transpose notes of the selected clip (drag up/down)
Range	Increase/decrease pitch range of the selected clip (drag up/down)
Density	Increase/decrease note density of the selected clip (drag up/down)
Length	Increase/decrease note length of the selected clip (drag up/down)
Rotate Resolution	Select rotate resolution for the selected clip (opens a menu)
Rotate Increment	Rotate notes forward/backward according to Rotate Resolution (drag up/down)
Voicing	Select a voicing preset for the selected clip (opens a menu)



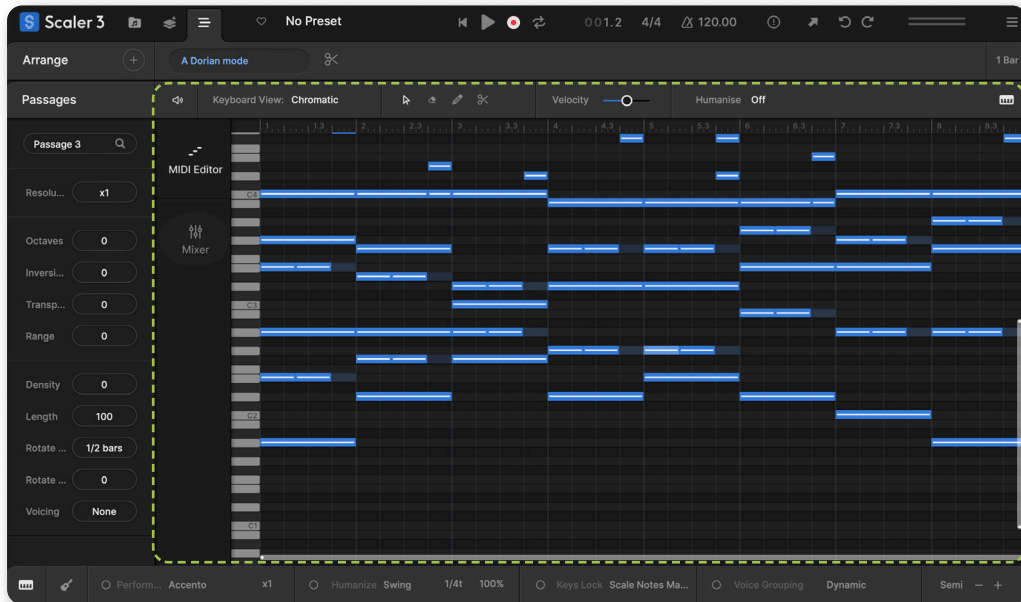
Motion-Specific Controls

Modifier Control	Effect on MIDI Clip	Applicable Motion Types
Octave	Transpose the selected chord up/down in octaves	Main Track Chords
Semitone	Transpose the selected chord up/down in semitones	Main Track Chords
Timing	Select an arpeggio timing resolution (opens a menu)	Arpeggios
Note Length	Select an arpeggio note length (opens a menu)	Arpeggios
Resolution	Select a passage resolution/speed (opens a menu)	Passages, Performances, Melody, Phrases, Bass, Sequences
Direction	Select a motion pattern (drag up/down)	Strumming, Strummed Sequences
Profile	Select a strum profile (opens a menu)	Strumming, Strummed Sequences
Alternative	Select a strum variation (opens a menu)	Strumming, Strummed Sequences, Rhythms
Play Mode	Choose between Chord or Scale Expression play modes (Bass) or Select an expression play mode (Sequences)	Bass, Sequences
Play Style	Select an expression play style (opens a menu)	Sequences

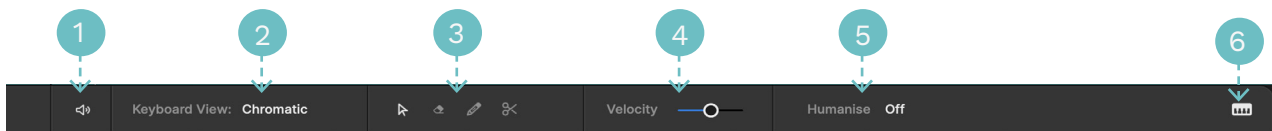


MIDI Editor

Scaler 3's MIDI Editor presents a familiar piano roll format, allowing you to edit MIDI clips just like in most DAWs.



The MIDI Editor includes a range of tools and visual aids for intuitive MIDI editing and programming.



1. Speaker Icon: Toggle on to hear MIDI notes when selected or off to mute them while editing.

2. Keyboard View: Visualizes notes in relation to the selected scale, with three modes:

- Chromatic: No highlights.
- Scale Notes: Highlights notes in the selected scale.
- Chord Notes: Highlights notes from the current main track chord progression.

3. Tools:

- Selection Tool: Drag or resize notes.
- Eraser Tool: Delete unwanted notes.
- Pencil Tool: Draw in new notes.
- Scissors Tool: Split notes according to the division setting.

4. Velocity: Adjust the overall or individual note velocities by sliding up or down.

Motion tracks only:

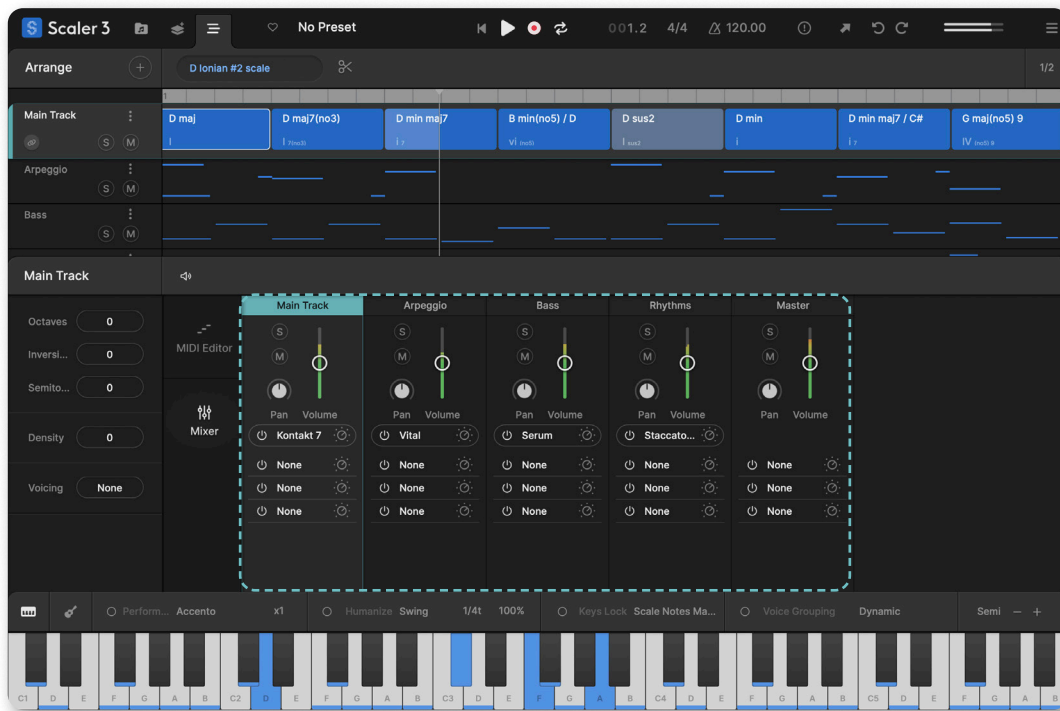
5. Humanize – Add slight variations to velocity and timing for a more natural feel.

6. Keyboard Icon – Toggle on to overlay main track chords for easy reference when working with Motion MIDI notes.



Mixer

The Mixer in Scaler 3 provides full control over your tracks, allowing you to balance, shape, and refine your arrangement. Each track features independent controls for volume, solo, mute, pan, and plugin assignments, supporting both internal instruments and third-party plugins.



Track Controls

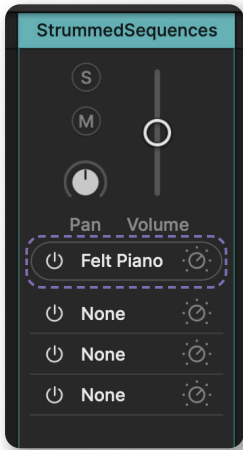
Each track in the Mixer includes:

- Track Name Display – Identifies the track, such as Main Track, a Motion Track Type (e.g., Arpeggio), or Master
- Solo (S) & Mute (M) – Isolate or silence individual tracks
- Pan Control – Adjusts stereo positioning
- Volume Slider – Sets the track level
- Power Button – Enables/disables sound or insert slots
- Instrument and Effect Editors (dial icon) – Opens instrument or effect-specific parameters

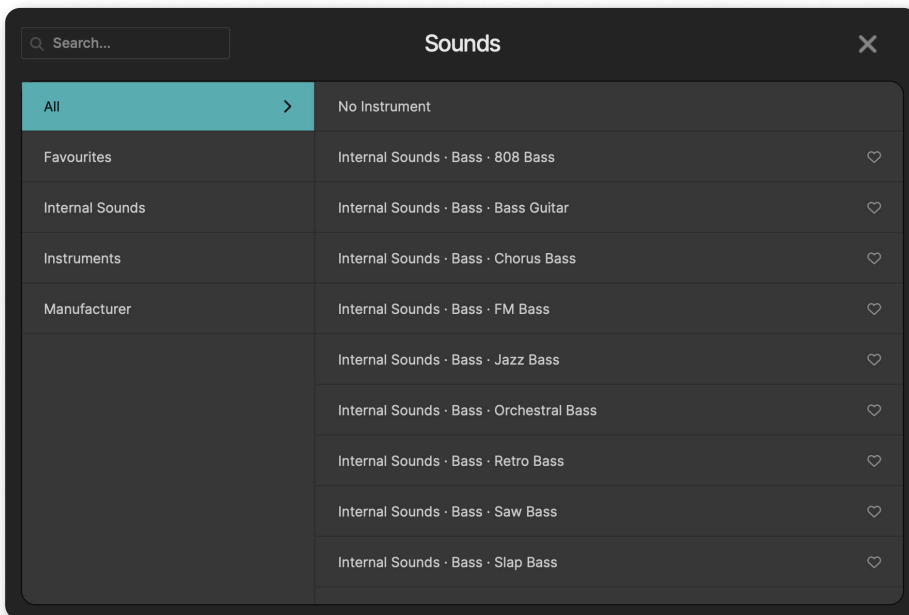


Loading Sounds

To load a sound or instrument, click a sound slot within a track channel to open the Sounds Browser.



In the above image, a StrummedSequences Motion Track is selected with the Felt Piano internal sound loaded. The Felt Piano is the default sound assigned when a new track of any type is created.



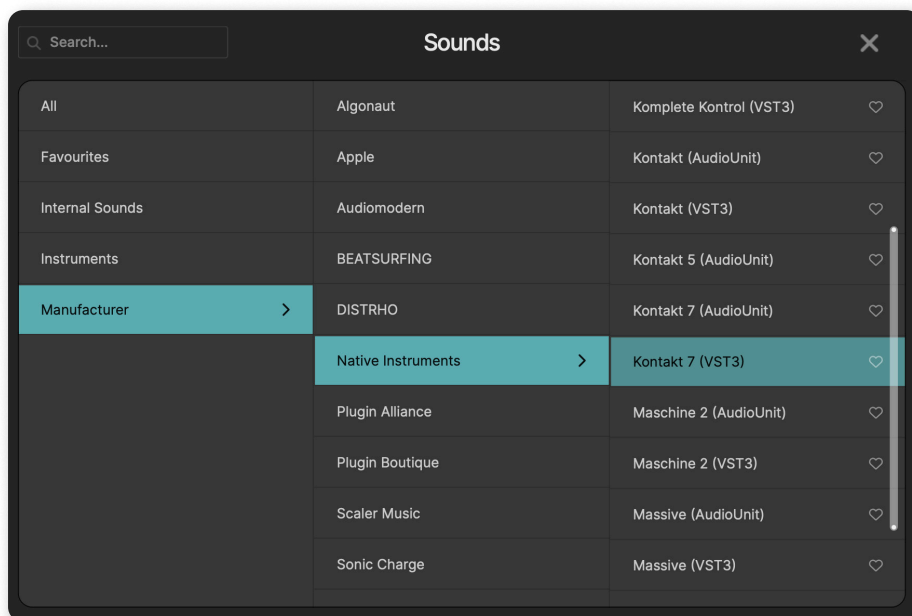
The second image shows the Sounds Browser, which pops up after clicking a sound slot on a channel strip or in the Main Track Sounds Panel in Section C.



The **Sounds Browser** organizes sounds and instruments into categories alongside filtering options:

- **All** – View all available instruments
- **Favourites** – Quickly access your saved instruments Tip: Click the heart button next to an instrument to add it to your favourites list.
- **Internal Sounds** – Scaler 3’s built-in sounds, categorized by Piano, Synth, Guitar, Hybrid, Orchestra, and Bass
- **Instruments** – All third-party instruments available on your system
- **Manufacturer** – Filter third-party instruments by their developer

You can also use the **Search** field to quickly locate an instrument by typing its name.

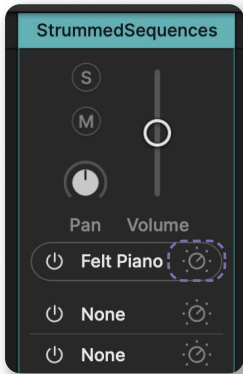


Single-click to load your selection.



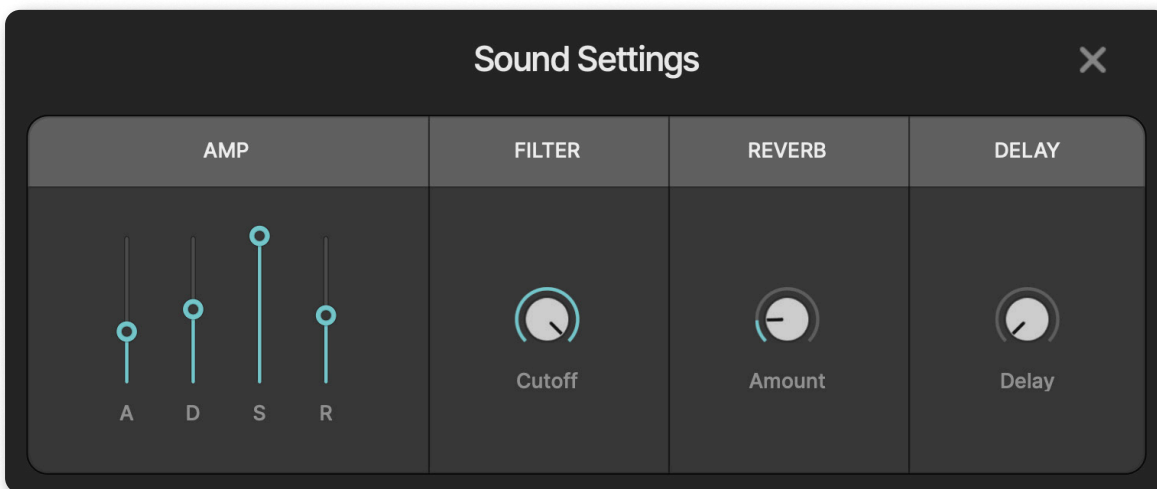
Adjusting Sounds

Once a sound has been loaded onto a track, use the Sounds Editor button to shape internal or third-party sounds and instruments.



In the above image, the Sounds Editor button is highlighted. The Felt Piano internal sound is active on the track, so selecting the Sounds Editor button opens the Internal Sound Settings window (as shown in the image below).

Note: If a third-party instrument were active instead, clicking the Sounds Editor button would open the third-party instrument in a separate window.



Internal Sound Settings:

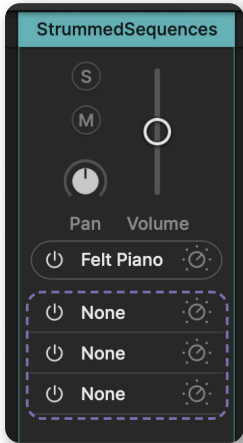
- AMP – Adjusts Attack, Decay, Sustain, and Release (ADSR)
- FILTER – Controls the Cutoff frequency
- REVERB – Adjusts the amount of reverb applied
- DELAY – Adjusts the delay effect level

For third-party sounds and instruments, the Sounds Editor opens the plugin in a separate window, allowing you to tweak its parameters directly. You can keep the window open alongside Scaler 3 for a seamless composition and sound design experience. The window can be minimized or closed at any time.



Loading Effects

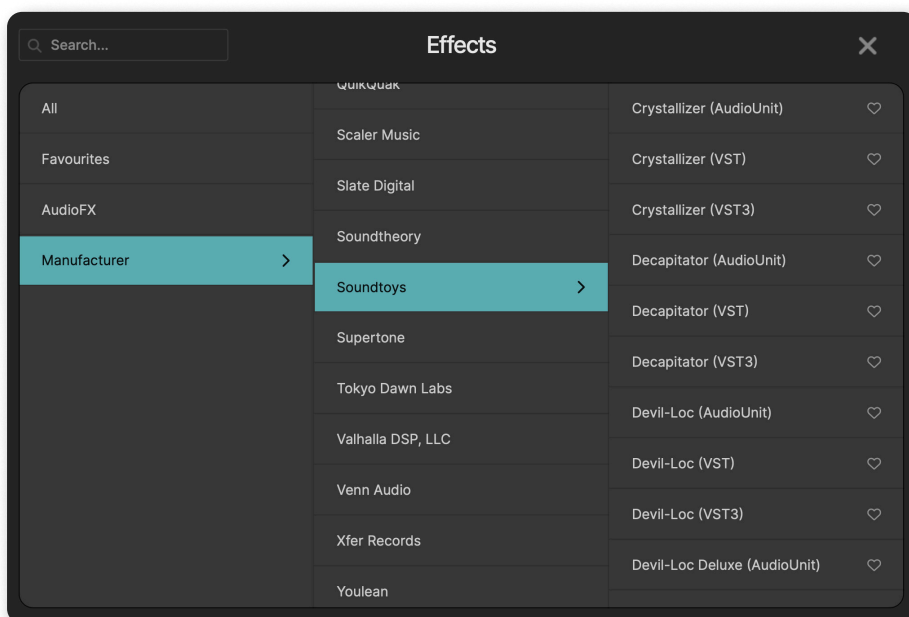
To load an effect, click an empty effect slot within a track channel to open the Effects Browser.



In the above image, a Strummed Sequences Motion Track is selected with no effects inserted, as indicated by “None” on each empty effects slot. Clicking on an available effects slot opens the Plugins window (as shown in the image below).

The Plugin Browser organizes effects into categories with filtering options:

- **All** – View all available effects
- **Favourites** – Quickly access your saved effects. Tip: Click the heart button next to an effect to add it to your favourites list
- **AudioFX** – Browse third-party audio effects available on your system
- **Manufacturer** – Filter third-party effects by their developer



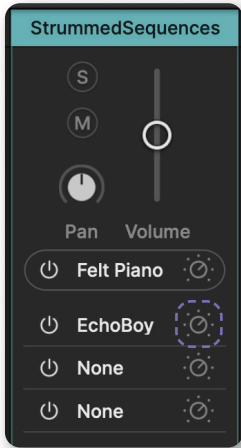
You can also use the **Search** field to quickly locate an effect by typing its name.

Single-click to load your selection.



Adjusting Effects

Once an effect has been loaded onto a track, the Effects Editor opens the plugin in a separate window, allowing you to tweak its parameters directly.



You can keep the window open alongside Scaler 3 for a seamless composition and mixing experience. The window can be minimized or closed at any time.

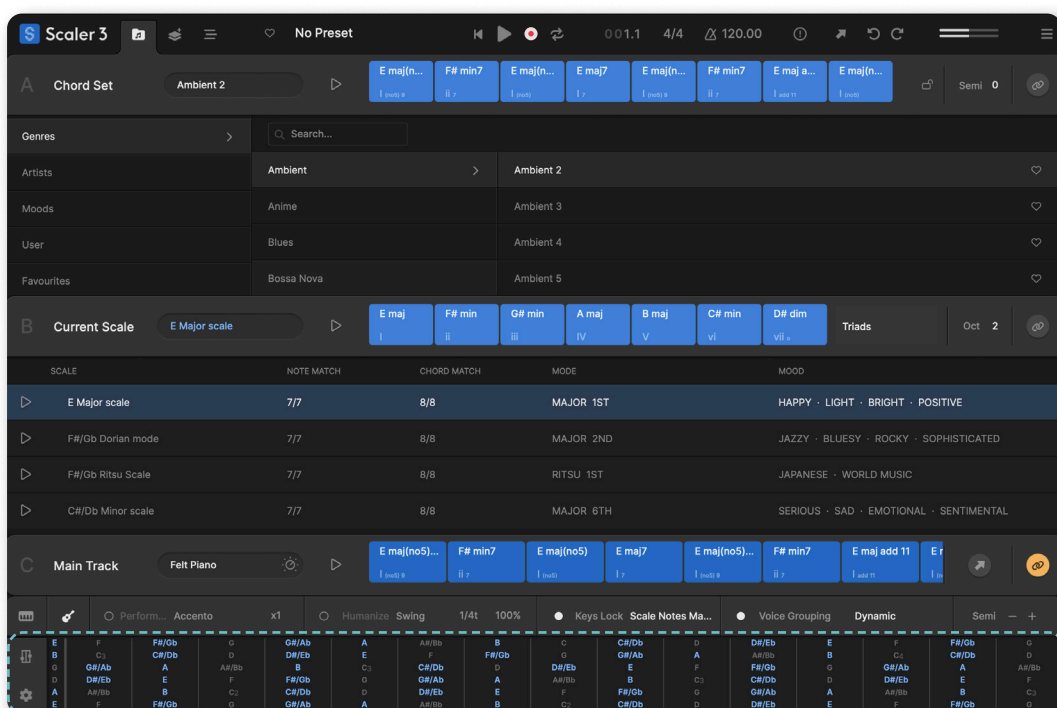
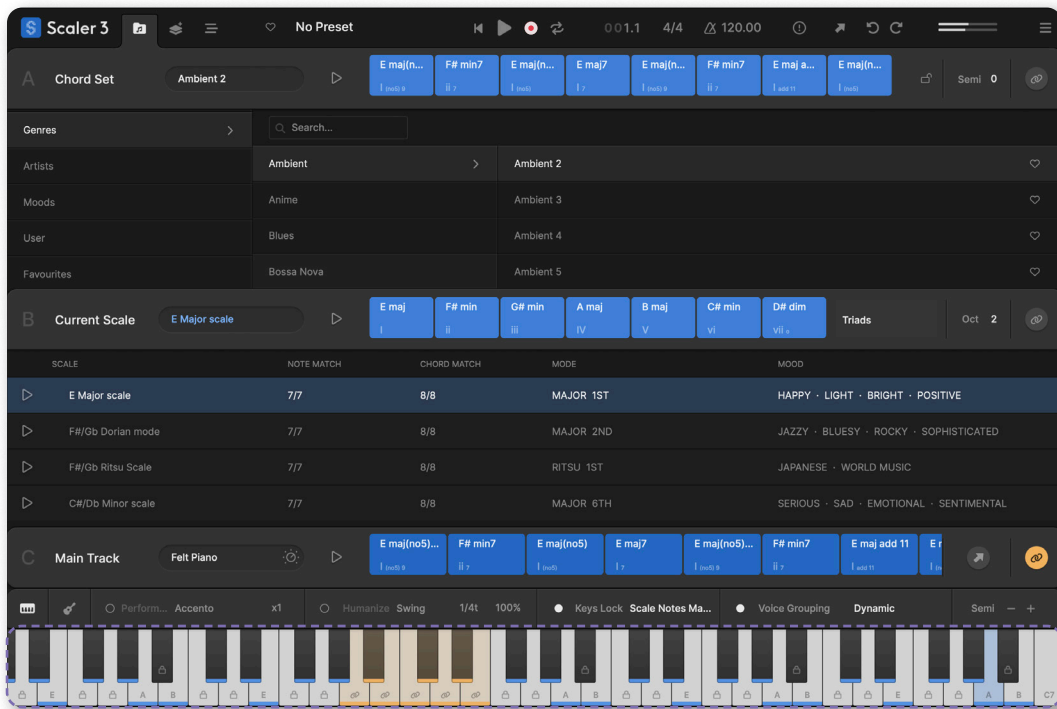


The above image shows the Effects Editor open in a separate window, allowing for direct parameter adjustments.



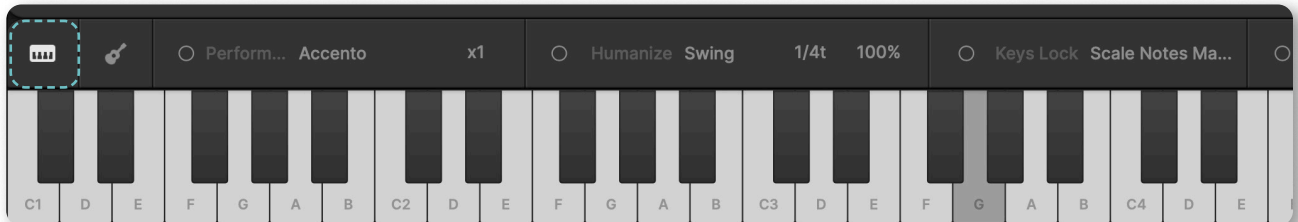
Instrument Panel

The Instrument Panel in Scaler 3 provides an interactive way to visualize and play sounds using a **keyboard** or **guitar fretboard** interface. These interfaces help identify whether notes match your selected scale, show key bindings and keyswitches, and allow for chord editing. Both the keyboard and fretboard can be expanded or collapsed to suit your workflow.



Keyboard Visualization

The Keyboard is visible by default, but can be collapsed by selecting the Keyboard Display button.



It provides a visual reference for scale notes, chord voicings, and key mappings. It dynamically updates based on your selected scale and Bind MIDI settings.

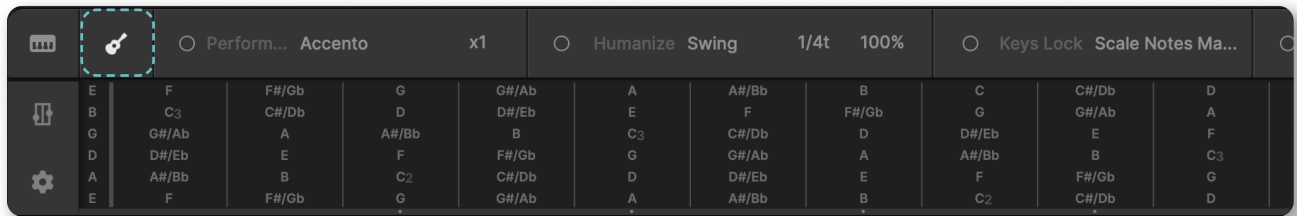
- Scale Notes – Marked with blue indicators
- Active Keys – Highlighted in blue when within the selected scale, or grey if outside the selected scale
- Locked Keys – Display a lock icon, indicating restricted access
- Disabled Keys – Marked with a cross icon
- Bind Region – Highlighted in yellow, showing active chord binding areas
- Keyswitches – Shown in green, triggering specific functions or variations
- Feature-Specific Areas – Indicated in purple for contextual functionality

You can adjust the visible range of the keyboard by scrolling with your mouse wheel, allowing you to view lower or higher octaves



Fretboard Visualization

To display the Fretboard Visualization, select the Fretboard Display icon.

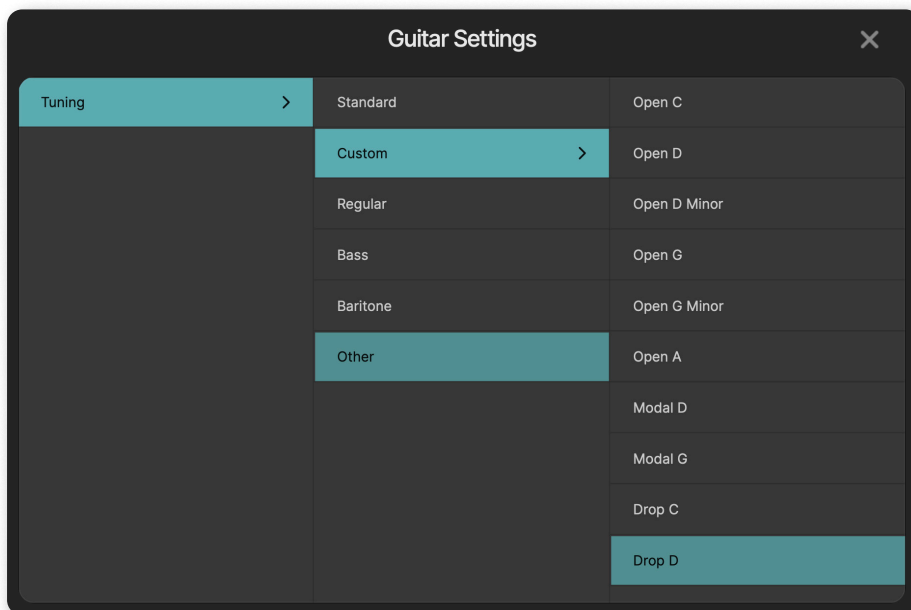
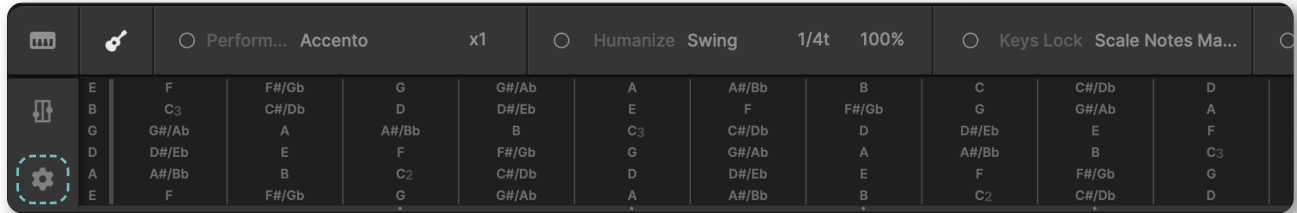


The fretboard helps you find notes, scales, and chords on fretted instruments, making it easier to navigate the neck of your instrument.

Scaler 3 supports over 25 tunings across multiple instruments, including guitar, bass, ukulele, and banjo.

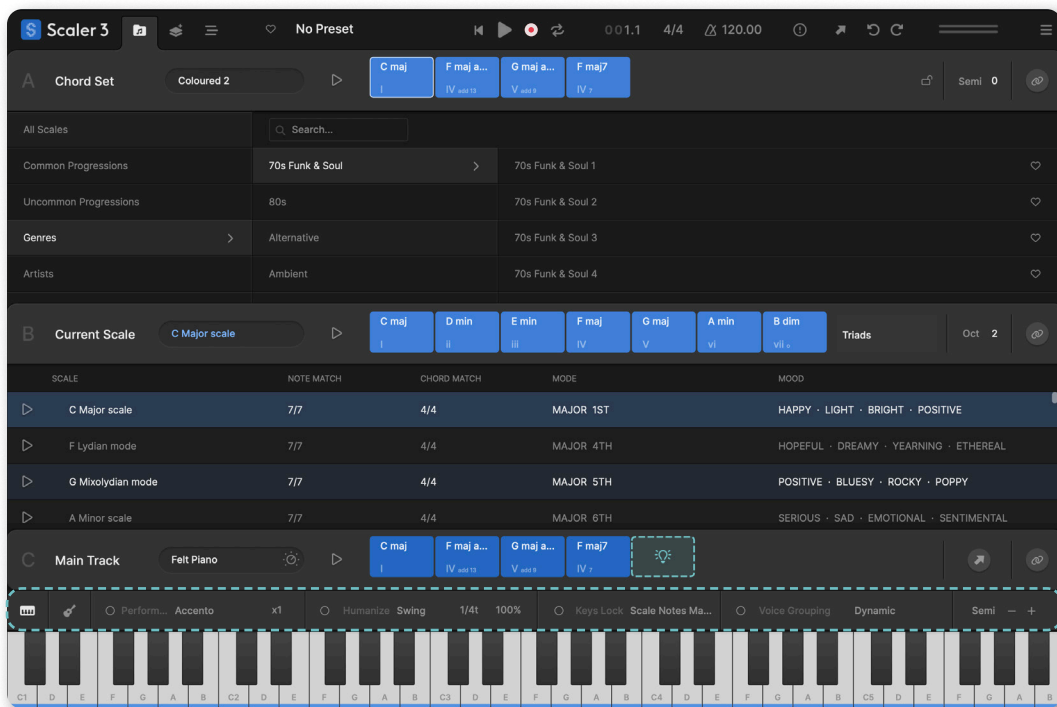
Guitar Settings

With the Fretboard Visualization open, select the gear icon to access Guitar Settings.



Global Controls

The Global Control panel includes tools to enhance your progression on the Main Track, offering controls for humanization, note mapping, voice grouping, and transposition, all designed to refine the performance and expressiveness of your composition.



Semi - +

Transpose your main track chord set up or down by semitones.

Main Track Motions

Enable and browse Motions to add expressive movement to your Main Track chord progression. For a detailed explanation of Motions, see Arrange > Motions.

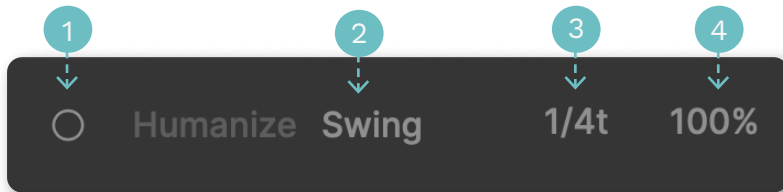


1. Toggle Motions on or off using the circle button.
2. Open the Motion Browser by clicking the name of the currently selected Motion.
3. Previous / Next Navigation – Quickly scroll through Motions.
4. Adjust Motion resolution/speed by dragging up or down.



Humanize

Add a natural feel to Motions by introducing slight variations in velocity and timing.



1. Toggle Humanization on or off.
2. Click on the currently selected profile to open humanization, quantization, and swing options:
 - a. Velocity – Randomizes the dynamics of each note.
 - b. Timing – Randomizes the start time of each note.
 - c. Both – Applies randomization to both velocity and timing.
 - d. Quantize – Aligns notes to a grid of the selected size for tighter timing.
 - e. Swing – Shifts certain notes slightly off-grid to create a more expressive, grooved feel.

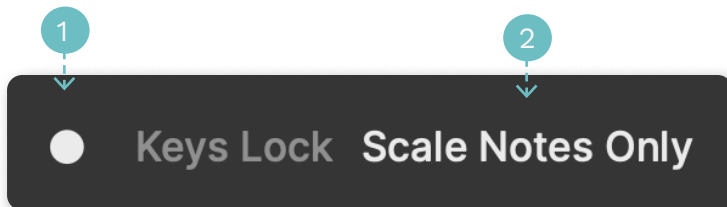
Adjustments

3. Select a Humanize/Quantize division setting by clicking the division setting indicator.
4. Adjust the Humanization amount by dragging the percentage value up or down.



Keys Lock

Map keyboard keys to the notes of any scale or chord, making it easy to play melodies while staying in key.



1. Toggle Keys Lock on or off.
2. Click to open the Keys Lock Modes Menu and select from several available modes.

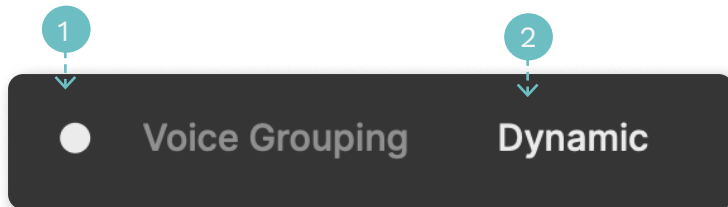
Keys Lock Modes

- Scale Notes Mapped - Transpose out of scale notes to notes of selected scale.
- Scale Notes Only - Locks all notes to the selected scale. Out-of-scale notes are redirected to the nearest fitting note, ensuring you always stay in key.
- Scale White Keys - Maps any scale to the white keys, deactivating black keys. The scale's first degree is placed on C, allowing you to play it as if it were C Major.
- Chord Notes - Locks a predefined keyboard area to trigger notes from the last chord played. The lowest note of the chord is placed on C, while black keys are deactivated. This makes it easy to create simple melodies while triggering different chords.
- Chord Extensions - Similar to Chord Notes, but expands the playable range to include extended chord tones. The root of the extended chord is placed on C, allowing for more complex melodies.
- Chord Scales - Works like 'Scale White Keys' option except a new scale is selected automatically based on the last triggered chord



Voice Grouping

Group notes in a specific range to allow for smooth changes between chords.



1. Toggle Voice Grouping on or off.
2. Click to open the Voice Grouping Profiles Menu and select from several available profiles

Voice Grouping Profiles

Dynamic

Allows for smooth changes between chords by automatically grouping notes around the tonal center of the currently selected scale. This prevents big jumps in intervals when moving from a lower diatonic chord to a higher diatonic chord, such as I > vi (for example, from a C Major to an A Minor chord).

The Dynamic Grouping preset plays the bass note two octaves below the tonic, then automatically chooses the best inversions of each played chord to minimize their respective distance to the tonic of the scale.

The upper extensions of the chord (9th, 11th, 13th) are grouped in a second octave unless the distance with the tonal center becomes too significant, in which case they are inverted and placed in the first octave.

Dynamic C1-B2, C2-B3, C3-B4

Automatically adapts voicing to play chords within the defined range. Typically used for restricting the range of octaves when using sample libraries that only play across certain octaves.

Open Voicing

Automatically adapts your chord to play an open voicing.

Guitar Voicing

Adapts the voicing to play a version adapted to the guitar neck.

Drop2/Drop3/Drop4/Drop2&3

Classic guitar voicings where the 2nd (3rd or 4th) voice is dropped (lowered) by an octave.

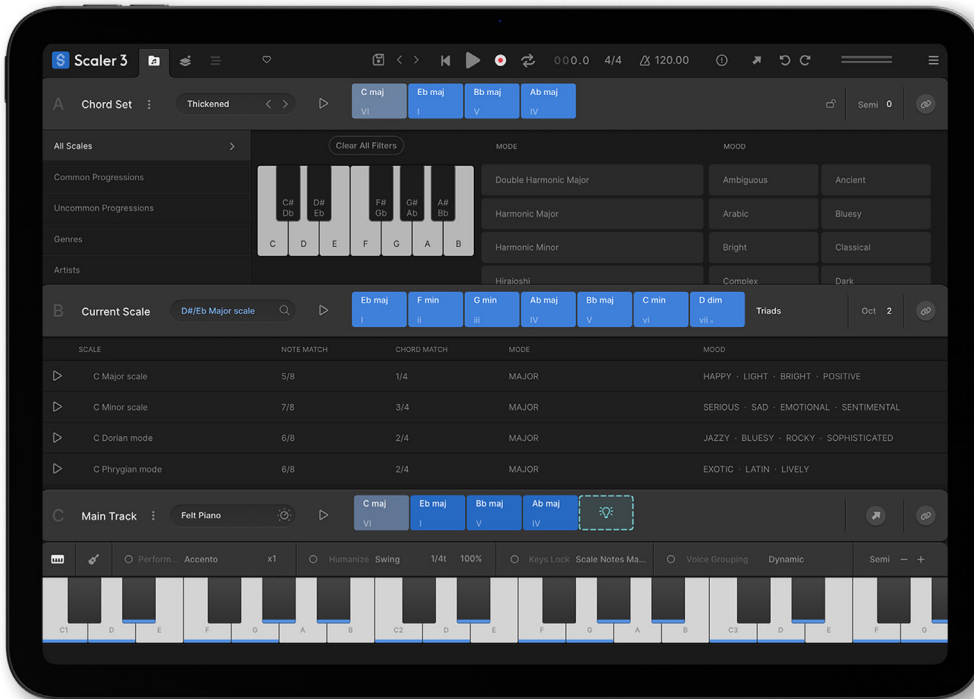
Extracted Voicing

After extracting the voicing from a chord, you can use Voicing Lock to preview other chords as if they were played with the same voicing. Scaler 3 automatically adapts the source voicing onto the chord, matching the playing position and minimizing the distance between each voice. Try creating your own preferred voicing by editing a chord, extracting its voicing, and applying it to all chords.



Scaler 3 for iPad

All core functionality of Scaler 3 for iPad is unchanged from Scaler 3 for desktop; only the interaction methods differ. This section describes the touch-specific ways you adjust parameters, resize the instrument panel, open context menus, resize clips/notes, and move or copy chords on the iPad.



Adjusting Parameters

There are two primary ways of interacting with parameters in Scaler 3 which differ between desktop and iPad.

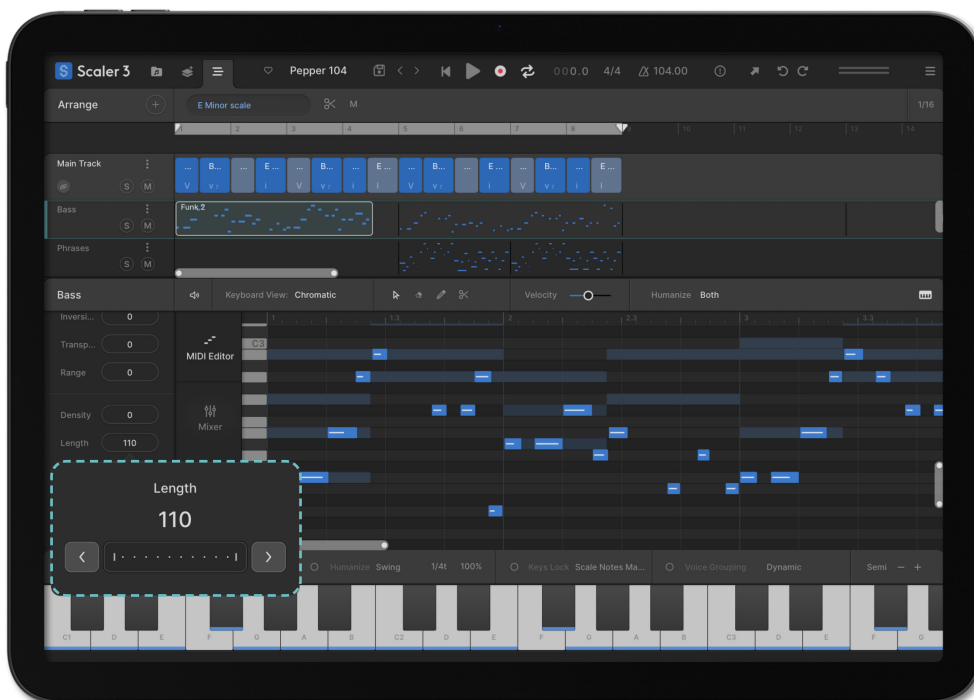
Desktop Behaviour	iPad Behaviour
Click + drag	Touch & drag up/down on the parameter to scroll (same as desktop).
Scroll mouse wheel	Tap the parameter → a pop-up appears with +/- buttons and a scrub lane.

If a parameter would normally require scrolling on the desktop (e.g. MIDI Modifier Controls, Section B octave adjust, etc.), tapping it opens a visual pop-up that makes precise adjustment easy. You can still scroll the value by dragging up or down however the pop-up simply provides an alternative, easy-to-see interface.



Pop-up interaction

1. Tap the parameter you want to change.
2. A **parameter pop-up** opens directly above the control, showing:
 - Parameter name
 - Parameter value – *Double-tap the value to reset it to default.*
 - < / > buttons – Increment or decrement the value in single steps.
 - Scrub lane – Drag left to decrease, right to increase.
3. Tap **outside the parameter pop-up** to confirm the new value and dismiss the pop-up.



In the image above, the Length parameter has been tapped, opening the parameter pop-up. The pop-up displays the current value (110), increment (< / >) buttons, and the scrub lane for adjusting the parameter.

Direct numeric entry for broad-range parameters

Some parameters have a very wide numeric range (e.g., **Tempo**). For these you can **double-tap** the parameter to open the iPad keyboard and type the exact value you need.

- **Supported parameters:** Tempo, Time Signature, Key Root, Octave, etc.
- **Unsupported parameters:** Controls that have a limited set of discrete values (e.g., MIDI Modifier Controls range $-7 \dots +7$). Double-tapping on such controls only opens the pop-up, not the keyboard.

Example (Tempo)

1. Double-tap the **Tempo** field.
2. The iPad numeric keyboard appears.
3. Enter the desired BPM (e.g., 128) and tap **Return** or **Done**. The value updates instantly.




Instrument Panel Controls

Resizing the Instrument Panel

At the bottom of the interface is the Instrument Panel, which displays either a piano keyboard or a guitar fretboard. You can vertically resize the panel to better suit performance on smaller screens.

1. Locate the divider bar that sits directly above the instrument panel.
2. Tap and hold the divider bar.
3. Drag upward to increase the panel's height, or drag downward to decrease it.
4. Release to lock the new size.

 The panel can only be enlarged up to fill around half of the screen height.

Keyboard Display Settings

A keyboard icon sits in the lower-left corner of the interface. Tapping it opens a menu that provides quick access to keyboard-specific options.



Opening the menu

1. Tap the keyboard icon (lower-left).
2. The Keyboard Settings menu appears, containing three sections:
 - Keyboard Size – three options: Large, Medium, Small.
 - Octave – two options: Octave – (transpose down one octave) and Octave + (transpose up one octave).
 - Collapse Keyboard – hides the instrument panel entirely.
3. Tap elsewhere on the screen to close the menu after you've made your selection.

Using the options

- Keyboard Size – Choose Large, Medium, or Small to horizontally resize the keyboard, showing more or fewer keys on the screen. This helps maintain playability across different iPad sizes.
- Octave – / Octave + – Shifts the on-screen keyboard up or down by whole octaves.
- This changes only the visible pitch range of the keys; the octave of any chord you insert or play elsewhere in Scaler 3 remains unchanged.
- Collapse Keyboard – Selecting Collapse Keyboard removes the instrument panel from view. The panel can be restored by tapping either the keyboard icon or the guitar icon in the lower-left corner.

Note: The guitar icon works the same way – if the instrument panel is hidden, tapping the guitar icon restores the panel in guitar-fretboard mode.



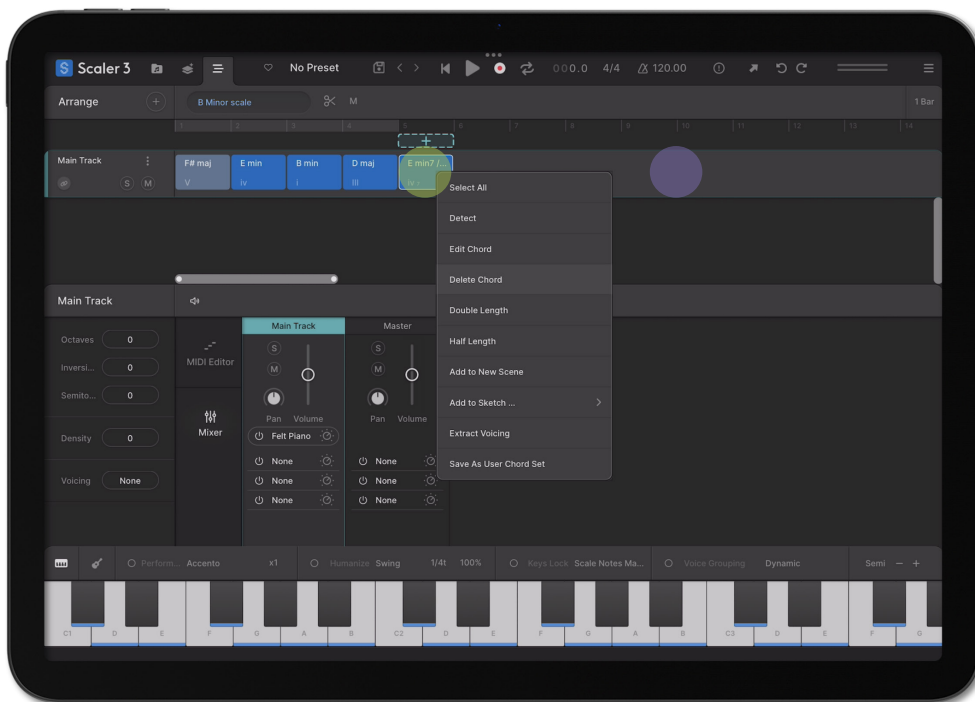
Right-Click Menus

Multi-Touch Gesture

The iPad has no mouse, so a right-click is simulated with a brief press + second-finger tap gesture.

1. Press and hold the target item (one or multiple chords, scene header, etc.) for less than one second without moving it.
2. While still holding the item, tap anywhere else on the screen with a second finger. The right-click context menu appears.

Important: Holding the press for a longer duration (≈ 1 second) may switch the item into resize mode (see the next section) instead of opening the menu. Keep the first press short if you intend to open a menu.




In the image above, the E min7 chord is briefly pressed (indicated by the green circle). While holding the chord, a second-finger tap elsewhere on the screen (indicated by the purple circle) opens the right-click context menu.

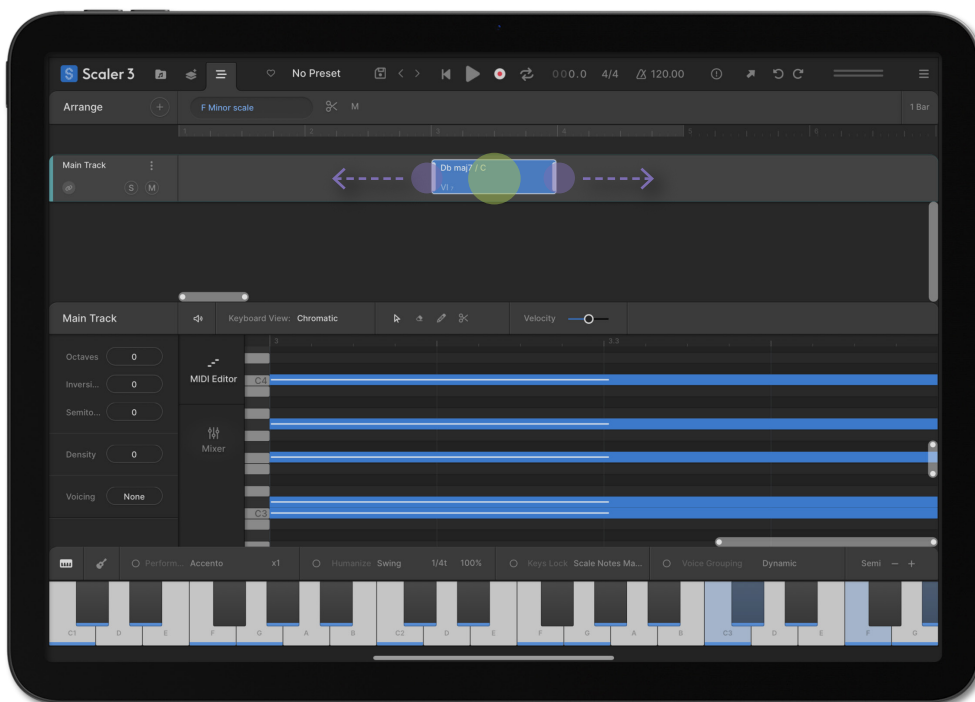


Resizing Chords & MIDI Notes

On the desktop you hover the mouse over the left or right edge of a clip or note; the cursor changes to a resize arrow and you drag to lengthen or shorten. The iPad replaces hover with a long-press gesture.

1. Press and hold a chord or MIDI note for ≈1 second without moving it.
 - A white border appears around the selected item, indicating resize mode.
2. While the border is visible, drag the left or right edge of the item to lengthen or shorten it.
 - The item cannot be moved while in resize mode; only the length can be changed.
3. Release to confirm the new length.
4. Tap elsewhere to exit resize mode.

 If you accidentally trigger resize mode while trying to move an item, simply release, tap elsewhere to exit resize mode, and try the move again. The white border is the visual cue that resize mode is active.



In the image above, the chord is long-pressed (indicated by the green circle), revealing the white border that indicates resize mode. The purple circles and arrows show that the chord can be resized horizontally.



Moving & Copying Chords

Copy vs. Move

Action	Gesture	Result
Copy chord(s)	While dragging, tap elsewhere on the screen with a second finger , then release.	The original chord(s) stay where they were; a duplicate appears at the drop location.
Move chord(s)	Drag and release without a second tap .	The chord(s) are removed from their original spot and placed only at the new location (original location is cleared).



In the image above, the chords and clips are dragged to a new location (indicated by the green circles and arrow). While dragging, a second-finger tap elsewhere on the screen (indicated by the purple circle) duplicates the items at the drop location.



Exporting iPad Presets


It's easy to transfer presets from Scaler 3 on iPad to macOS or Windows, so you can start a project on iPad and continue on desktop.

On iPad:

1. After saving or loading a user preset, tap the export button in the top-right corner of the header and select **Export User Preset**.
2. Save the preset to a folder accessible from your desktop (e.g. Dropbox, iCloud Drive, etc.).

On your computer:

1. Copy the preset file into Scaler 3's Presets folder:
 - **macOS:** /Users/[User Name]/Library/Scaler Music/Scaler 3/Presets
 - **Windows:** C:\ProgramData\Scaler Music\Scaler 3\Presets

 **macOS:** The Library folder is hidden by default. In Finder, click **Go** and hold the **Option** key to reveal Library. Then navigate to Scaler Music/Scaler 3/Presets.

Windows: The ProgramData folder is hidden by default. Press **Windows + R**, type %ProgramData%, and press Enter; or enable **Hidden items** in File Explorer and navigate to C:\ProgramData\Scaler Music\Scaler 3\Presets.



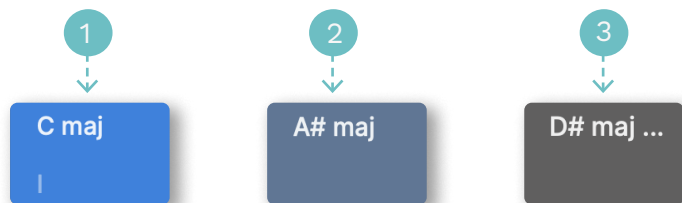
Appendix

Color-Coding System

Scaler 3 uses a color-coding system to display chords and notes based on their relationship to the currently selected scale.

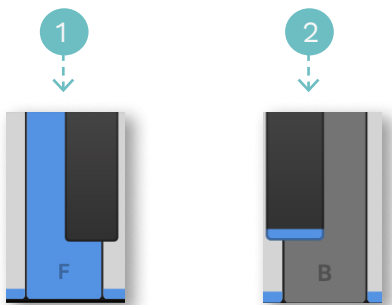
Chords

1. Chords with all notes belonging to the selected scale are highlighted in blue.
2. Chords with one note outside the selected scale are highlighted in light blue.
3. Chords with two or more notes outside the selected scale are highlighted in grey.



Notes

1. Notes that fit within the selected scale are highlighted in blue.
2. Notes that are outside the selected scale are highlighted in grey.



Musical Notation

Scaler uses a compact chord naming convention. The first part of the name is referring to the most general (non altered) part of the chord.

For example, a min7 chord refers to a minor seventh chord made up of a minor third and minor seventh above the root.

The second part are alterations applied to the chord. Alterations are optional and specified between parenthesis. Alterations affect the chord by taking precedence over the pitches that would normally establish the named chord.

For example, a min7(b5) chord means that the expected perfect fifth of the minor seventh chord will be replaced by a diminished fifth, the rest of the pitches remain unchanged.

The third part of the name is the extension. This part is also optional and is separated by spaces.

For example, a min7(b5) b9 is a minor seventh chord with a diminished fifth to which we have added a flat nine.

There can be multiple alterations and extensions to a chord.

For example, a min11(b5 #9) is a minor eleventh chord with two alterations on the fifth and ninth, and a min7 b9 #11 is a minor seventh chord with no alterations but two extensions a flat ninth and a raised eleventh.



Troubleshooting

No MIDI Input

Check that your DAW is configured to send a MIDI signal to the track on which you loaded Scaler. Depending on your software, you might need to select or arm the track you wish to send MIDI to.

No Audio Input

When using Scaler, check that you have routed the audio signal correctly into Scaler. When using Scaler Audio, make sure there is audio content playing on the track.

Chord Progression Sounds Different When Dragged into DAW

Most likely you still have 'Bind' activated in Scaler 3 so you are effectively performing a performance. If you are dragging MIDI to your DAW please turn off 'Bind' in Scaler 3

Hung/Stuck MIDI Notes

Simply press the MIDI Panic button located in the Header section to cancel any scheduled MIDI event and reset the state of the keyboard.

Help and Community

See above Introduction > Learning Resources.



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