

INSTACOMPOSER 3

MIDI Generator Plugin

Manual

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Introduction

Instacomposer 3 is a versatile MIDI generator plugin that can produce all the essential elements of a song, including chord progressions, rhythms, harmonies, melodies, bass lines, drum patterns, and now, with the latest update, entire songs with just one click. Whether you're a professional musician or just starting out, this plugin offers endless possibilities for creating unique and engaging music in any genre or style. Its intuitive interface and advanced algorithms let you focus on the creative side of music production without spending countless hours composing every note yourself. Whether you need inspiration or want to streamline your workflow, Instacomposer 3 is a must-have tool to boost your creativity and productivity.

Behind the scenes, everything is generated procedurally, ensuring each piece is unique and original, while giving you plenty of room to tweak and customize every detail to suit your needs. Importantly, the plugin isn't trained on any copyrighted or artist material, so you can trust that every creation is truly your own. This isn't about handing over your work to AI; it's about providing a tool that helps you explore ideas and accelerate your workflow. The goal is to empower artists while preserving their unique artistic vision. It's your creativity and skill that shape the final result and create the magic.

Features

- **One-Click Song Generation:** Instantly generate a complete song with a single click. The system intelligently assembles musical elements into a cohesive structure, including intro, verse, chorus, bridge, outro, and more, going from idea to full composition in a matter of seconds.
- **Infinite Inspiration:** Every attempt produces a unique result, offering endless ideas for your next composition.
- **Artificial Intelligence:** Uses advanced algorithms and databases to procedurally generate musical ideas, mimicking human creativity by creating rhythm structures, selecting context-appropriate notes, and building phrases that complement underlying chords.
- **Creative Integrity:** The output isn't stitched together from existing pieces or someone else's ideas, minimizing the risk of infringing on copyrighted works. Making it easier to monetize, publish, and distribute without restrictions.
- **Musical Structure and Harmony:** The AI leverages pattern recognition to craft engaging beats and bars, and uses repeating motifs to build unity within the composition. It adds harmony by aligning notes with chord progressions, generating rich, harmonious sequences inspired by common progressions. Advanced controls prevent chaotic or erratic note behavior, ensuring rhythmic and melodic consistency throughout the piece.
- **Manual Control Over AI:** Users can customize their preferences through available controls to consistently achieve desired results. These settings provide flexibility to adjust key aspects such as chord complexity, note density, beat and bar structure, pattern generation, harmonization, velocity randomization, and more.

- **MIDI Import:** Load external MIDI files directly into the plugin to jumpstart ideas, refine arrangements, or blend existing material with AI-generated content.
- **Advanced Chord & Scale Detection:** Intelligently analyzes imported, generated, or manually entered MIDI notes to identify harmonic structures. Detecting chords, chord progressions, scales, and tonal centers for deeper creative control.
- **Scales:** Supports a wide variety of scales and modes, including Major, Minor, Harmonic Minor, Melodic Minor, Spanish, Arabic, and many more.
- **Chords:** Includes a comprehensive set of chords for all supported scales.
- **Chord Progression Generator:** Creates scale-appropriate progressions where users have control over chord complexity to tailor harmonic richness.
- **Time Signatures:** Supporting a wide range of time signatures with variable number of beats per bar, and notes per beat.
- **Element-Specific Generation Modes:** Including various algorithms for generating different musical elements such as melodies, riffs, bass lines, drum patterns, pads, chords, and more. Exploring the potential of various modes beyond what the mode names suggest can lead to interesting results.
- **Song Section Architecture:** Version 3 Introduces a dedicated Song Generation section that organizes the composition into multiple parts. Each section contains its own scenes and tracks, allowing for granular control and variation across the entire song. This structure complements existing Multi-Scene and Multi-Track features, enabling seamless transitions and thematic development.
- **Multi-Scene:** Eight scenes per song section for experimenting with variations and alternate ideas within the same musical part.
- **Multi-Track:** Offers six tracks to create layered compositions based on the same chord progression, each with independent controls for maximum flexibility.
- **Multi-Channel:** Enables routing each track to a separate MIDI channel for different instrument playback.
- **MIDI Editor:** Provides in-plugin editing and modification of MIDI files.
- **MIDI Export:** Supports saving output as MIDI files or dragging and dropping directly into your DAW or file browser, with options to export tracks individually.
- **Legacy Preset Support:** Seamlessly load presets from version 1 and 2 of the plugin, ensuring backward compatibility and smooth project migration.

What's new in version 3

- **One-Click Song Generation:** Instantly generate a complete song with a single click. The system intelligently assembles musical elements into a cohesive structure, including intro, verse, chorus, bridge, outro, and more, going from idea to full composition in a matter of seconds.
- **Song Section Architecture:** Version 3 Introduces a dedicated Song section that organizes the composition into multiple parts. Each section contains its own scenes and tracks, allowing for granular control and variation across the entire song. This structure complements existing Multi-Scene and Multi-Track features, enabling seamless transitions and thematic development.
- **MIDI Import:** Load external MIDI files directly into the plugin to jumpstart ideas, refine arrangements, or blend existing material with AI-generated content.
- **Advanced Chord & Scale Detection:** Intelligently analyzes imported, generated, or manually entered MIDI notes to identify harmonic structures. Detecting chords, chord progressions, scales, and tonal centers for deeper creative control.
- **Slash Chords:** Pick a non-root bass note for chords, allowing the use of slash chords (e.g., G/B or A/C#).
- **Range Control:** Now you can set upper and lower bounds for generated notes, ensuring all output stays within a specified MIDI note range, giving you greater control over the musical content.

System Requirements

Windows: Check the product page at waproduction.com

MacOS: Check the product page at waproduction.com

CPU: Multi-core 2GHz or higher

RAM: 2GB or higher

Display Resolution: 1920x1080 or higher

The plugin supports VST, AU, and AAX formats, with 64-bit builds for Windows and both Universal and ARM versions for macOS. Please refer to your host application's manual for instructions on loading third-party Instrument and MIDI Effect plugins.

Note: Compatibility with older systems is not guaranteed. We recommend trying the demo version before purchase to ensure it works with your setup.

Installation

Simply run the installer and follow the on-screen instructions to complete the plugin setup.

Common plugin locations on Windows:

VST 64bit: 'C:\Program Files\vstplugins'

VST3 64bit: 'C:\Program Files\Common Files\VST3'

AAX 64bit: 'C:\Program Files\Common Files\Avid\Audio\Plug-Ins'

Common locations on macOS:

VST2: 'Library/Audio/Plugins/VST'

VST3: 'Library/Audio/Plug-ins/VST3'

AU: 'Library/Audio/Plugins/Components'

AAX: 'Library/Application Support/Avid/Audio/Plug-Ins'

Note: The AU version functions as a MIDI effect plugin, not an instrument. This format is compatible only with hosts like Logic Pro that support MIDI effects. For hosts such as Ableton Live and Reaper that support both AU and VST formats, use the VST version instead.

Note: Ensure your VST host supports MIDI routing for third-party plugins.

Installing Presets

Windows: Presets are installed automatically with the main installer. Use the "Open Preset Folder" option in the plugin's main menu to access, and manage them manually.

macOS: Run the separate preset installer. If no installer is provided, please manually copy the presets into the plugin's preset folder using the "Open Preset Folder" option.

Demo Version Limitations

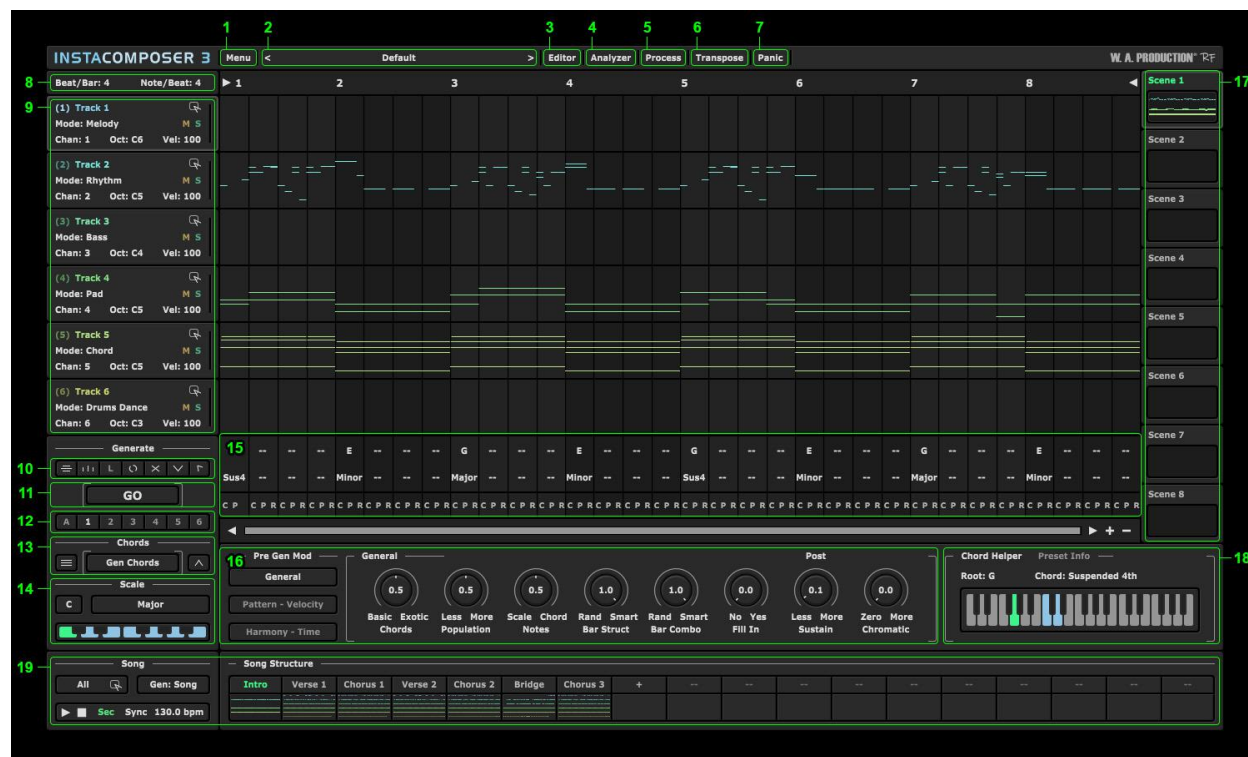
The demo version has restricted functionality:

- Presets and saved settings won't load with your projects.
- Melody generation is limited and requires plugin reload after a few uses.
- Only the C major scale is available.

Authorization

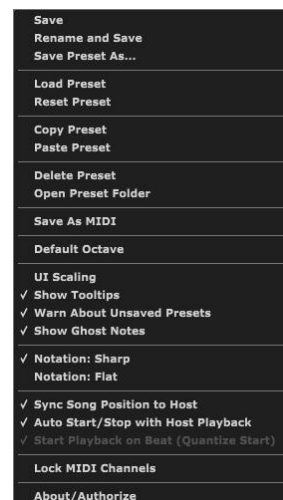
After completing your purchase, you'll receive the necessary details to unlock the plugin. For support, please contact info@waproduction.com.

Reference



1. Main Menu: Manage presets and global settings. Options are:

- **Save/Load/Delete/Copy:** Manage presets.
- **Open preset folder:** Reveals the preset folder in your operation system's file manager/browser.
- **Save as MIDI:** Export tracks as MIDI files.
- **Default Octave:** Saved with the global settings, and applies to all tracks, presets and projects.
- **UI Scaling:** Adjusts the interface size.
- **Show tooltips:** Enable or disable tooltips.
- **Warn about unsaved presets:** When enabled, warns you about unsaved changes.
- **Show ghost notes:** Displays ghost notes from other tracks in the MIDI editor.
- **Sync Song Position to Host:** Keeps the plugin's internal song position aligned with the host's playhead.
 - **Disabled:** Playback always starts from the beginning of the active section, regardless of the host's position.

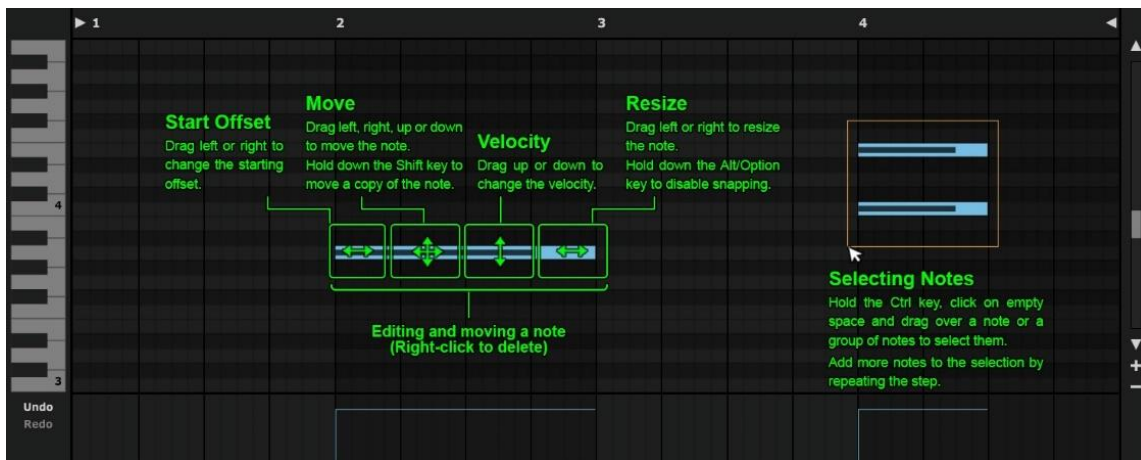


- **Enabled:** Playback follows the host's position (e.g., bar 2 in the plugin starts at bar 2 in the host). This makes it easy to scrub through the timeline and jump between different sections or parts of the song.
- **Auto Start/Stop with Host Playback:** Syncs the plugin's playback state with the host.
 - **Disabled:** Playback must be triggered manually, either by pressing play on the plugin or sending a MIDI note (via controller or piano roll).
 - **Note:** Playback continues as long as a MIDI note is held.
 - **Enabled:** Playback starts and stops automatically with the host. No need to press play or send MIDI input. Use host's playback control to start and stop the playback.
- **Start Playback on Beat (Quantize Start):** Waits for the host's beat before starting playback, ensuring rhythmic sync. Ideal for tight timing and loop accuracy. Disable for instant play.
- **Lock All MIDI Channels:** When locked, loading presets will not change the track MIDI channel values.

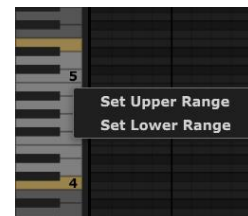
Caution: Since **Playback Sync** options and **Default Octave** are global settings, changing them may affect your previously saved projects.

2. Preset Browser

3. MIDI Editor



- To define a specific range for generated notes, right-click on the desired key in the MIDI editor and use the **"Set Upper Range"** or **"Set Lower Range"** options to establish boundaries. This will establish boundaries that ensure all future note generation stays within the specified limits.



4. Chord and Scale Detection



- a. **Detect Chords:** Analyzes the active track to identify the most likely chords and chord progressions.
- b. **Apply:** Applies the detected chord progression to the current scene.
- c. **Options:** Customize the detection settings.
 - **Auto Scale Detection:** When enabled, the algorithm first identifies the most appropriate scale based on the input notes and then uses that scale as a reference for detecting chords. If disabled, it will use the currently selected scale from the scene.
 - **Note:** The selected scale affects how chord candidates are ranked, ensuring that the most relevant harmonies appear first.
- d. **Chord Complexity:** Controls the weighting of chords when ranking them. The Basic side favors triads, while the Exotic side gives higher scores to richer and more complex harmonies.
- e. **Voicing Order:** Rewards the order in which chord notes appear from low to high. In Relaxed mode, the system focuses more on the presence of the notes rather than their vertical ordering.
- f. **Scope:** Determines the area of focus and beat sensitivity when detecting chords.
 - **Bar mode** considers and analyzes all the notes within a bar to identify an overall chord.
 - **Beat mode** focuses on individual beats, identifying chords based on how notes are distributed across each beat.

Example: Here we have two chords in the first bar:



- i. With **Scope** set to **Bar**, all notes are analyzed together, resulting in the chord C6 (C, E, G, A).

Chord Detection

Bar: 1 2 3 4 5 6 7 8 Beats: 1-4 5-8

Beats:	1	Chord	Match	Score	2	Chord	Match	Score	3	Chord	Match	Score	4	Chord	Match	Score
Bar 1		C 6	100%	56.1		C 6	100%	56.1		C 6	100%	56.1		C 6	100%	56.1
		A m7	100%	53.9		A m7	100%	53.9		A m7	100%	53.9		A m7	100%	53.9
		A Min	100%	49.2		A Min	100%	49.2		A Min	100%	49.2		A Min	100%	49.2
		C Maj	100%	48.8		C Maj	100%	48.8		C Maj	100%	48.8		C Maj	100%	48.8
		C 6Add9	75%	49.2		C 6Add9	75%	49.2		E AugSus4	100%	25.8		E AugSus4	100%	25.8

Detect Chords Apply Options

Basic Complexity Exotic Relax Volcing Order Beat Scope

Bar 1: C 6
Bar 2: --
Bar 3: --
Bar 4: --
Bar 5: --
Bar 6: --
Bar 7: --
Bar 8: --

- ii. With **Scope** set to **Beat**, individual beats are analyzed separately. First two beats: C Major (C, E, G), and last two beats: A Minor (A, C, E).

Chord Detection

Bar: 1 2 3 4 5 6 7 8 Beats: 1-4 5-8

Beats:	1	Chord	Match	Score	2	Chord	Match	Score	3	Chord	Match	Score	4	Chord	Match	Score
Bar 1		C Maj	100%	32.0		C Maj	100%	32.0		A Min	100%	29.0		A Min	100%	29.0
		C 6	100%	22.5		C 6	100%	22.5		E AugSus4	100%	25.8		E AugSus4	100%	25.8
		A m7	100%	21.5		A m7	100%	21.5		C 6	100%	22.5		C 6	100%	22.5
		A Min	100%	19.7		A Min	100%	19.7		A m7	100%	21.5		A m7	100%	21.5
		C 6Add9	75%	19.7		C 6Add9	75%	19.7		C Maj	100%	19.5		C Maj	100%	19.5

Detect Chords Apply Options

Basic Complexity Exotic Relax Volcing Order Beat Scope

Bar 1: C Maj - A Min
Bar 2: --
Bar 3: --
Bar 4: --
Bar 5: --
Bar 6: --
Bar 7: --
Bar 8: --

- g. **Result Display:** This section shows the final chord progression. In this example, the progression is: C Sus4, C, F, and G, across 4 bars.

Bar 1: C Sus4
Bar 2: C Maj
Bar 3: F Maj
Bar 4: G Maj
Bar 5: --
Bar 6: --
Bar 7: --
Bar 8: --

- h. **Detailed Analyzer Output:** In this section, you can see the top 5 chord candidates for each beat along with their match ratio and overall score. The score is calculated based on musical context and various parameters. By default, the top candidate is picked, but you can manually choose any of the others based on your observation and assessment.

Chord Detection

Bar: 1 2 3 4 5 6 7 8 Beats: 1-4 5-8

Beats:	1	Chord	Match	Score	2	Chord	Match	Score	3	Chord	Match	Score	4	Chord	Match	Score
Candidates		C Maj	100%	32.0		C Maj	100%	32.0		A Min	100%	29.0		A Min	100%	29.0
		C 6	100%	22.5		C 6	100%	22.5		E AugSus4	100%	25.8		E AugSus4	100%	25.8
		A m7	100%	21.5		A m7	100%	21.5		C 6	100%	22.5		C 6	100%	22.5
		A Min	100%	19.7		A Min	100%	19.7		A m7	100%	21.5		A m7	100%	21.5
		C 6Add9	75%	19.7		C 6Add9	75%	19.7		C Maj	100%	19.5		C Maj	100%	19.5

Beat 1 Beat 2 Beat 3 Beat 4

- i. To navigate between different bars or beats in the Detailed Analyzer Output section, use the paging buttons in the top-right corner.
- j. **Detect Scale:** Analyzes the entire track to detect the most likely scale based on the input notes.
- k. **Apply Scale:** Applies the detected scale to the current scene.
- l. **Scale Result Display:** Displays the individual notes that make up the detected scale.
- m. **Detailed Scale Analyzer Output:** Similar to the chord detection section, this area lists the top 5 scale candidates along with their match ratio and score. By default, the first

candidate is selected, but you can manually choose any of the others if you prefer or believe it to be more accurate.

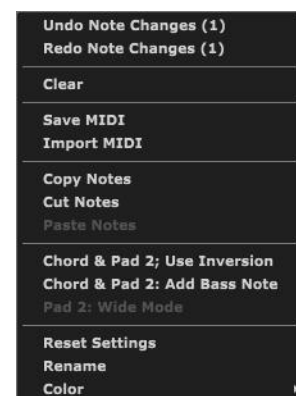
5. **Process:** Enable or bypass the plugin.
6. **Transpose:** Shifts the pitch of current notes, scale, and chords up or down.
7. **Panic:** Stops playback and kills all the active notes.
8. **Beats Per Bar & Notes Per Beat:** These settings allow you to set custom time signatures. Here's a quick reference to the most common ones:

- a. **3/4:** 3 Beats Per Bar + 2 Notes Per Beat
- b. **4/4:** 4 Beats Per Bar + 4 Notes Per Beat
- c. **6/8:** 2 Beats Per Bar + 3 Notes Per Beat
- d. **9/8:** 3 Beats Per Bar + 3 Notes Per Beat
- e. **12/8:** 4 Beats Per Bar + 3 Notes Per Beat

Note: In order for the plugin's bar size to align with the host, the number of beats per bar (Numerator) must match in both.

9. Tracks

- a. **Track Switch:** Select the track and set it as active.
- b. **Track Mode:** Choose from various generation modes such as Melody, Riff, Pad, Chord, Drums, and more. Each mode is designed to produce distinct types of musical content with different characteristics.
- c. **MIDI Channel Number:** Specifies which MIDI channel the output should be routed to, allowing you to send signals to different instruments or devices.
- d. **Octave**
- e. **Velocity**
- f. **Mute & Solo**
- g. **Drag and drop as MIDI file**
- h. **Track Menu:** Manage notes and track settings.
 - **Use Inversion:** When enabled, chords will be inverted when deemed appropriate.
 - **Add Bass Note:** When enabled, a bass note will be added alongside the chord notes.
 - **Wide Mode:** When enabled Pad 2 mode will use wider chord voicings.



10. Quick Access Icons

- a. Generates a variation based on the current notes.
- b. Randomizes the velocity.



- c. Synchronizes settings across all 6 tracks in the current scene. Changing one parameter applies it to all tracks (e.g., Population, Sustain, Fill).
- d. Resets parameters to their default values (applies to all tracks if they are synced).
- e. Clears all notes across all tracks in the current scene.
- f. Exports current scene as a MIDI file.
- g. A drag and drop option to save the current scene as a MIDI file.

11. Generate Output: Generates new notes for the active track(s) based on the scale, chord progression, track settings.

12. Active Track(s): Determines which track(s) to generate output for. You can pick a single track, a combination of tracks, or all tracks as needed.

Note: Right-click on track numbers to add or remove individual tracks. Select 'A' to generate output for all tracks at once.

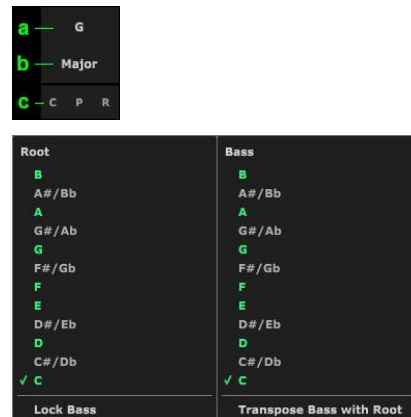
13. Chord Progression Generator

14. Scale and Key

15. Chord Menu

- a. Root & Bass note
- b. Chord Type
- c. Copy (C), Paste (P), Repeat (R)

Tip: Notes and chords that belong to the selected scale are highlighted in **green**. **Orange** ones fall outside the scale, but may be borrowed for creative expression.



16. Algorithm Controls & Generator Settings: A set of parameters that lets users fine-tune different aspects of the algorithm and shape the output to suit their needs.

- **Tab 1. General Controls**

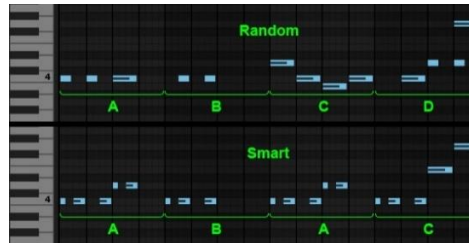


- a. **Chord Complexity:** Helps the chord progression generator to determine whether to favor basic or complex chords. Lower values increase the likelihood of selecting triads such as Major or Minor, while higher values increase the chance of choosing more harmonically rich chords like Maj 7 or Add 9.
- b. **Note Population:** Controls the number of notes that will be generate. Higher values increase note density, and lower values decreases it.

- c. **Note Selection:** Controls whether notes are chosen from the scale or from the chord. Lower values increase the likelihood of selecting scale-based notes, while higher values favor notes that match the current chord.
- d. **Bar Structure:** Controls the likelihood of using patterns and repetition when constructing a single bar. Lower values increase randomness, while higher values favor pattern-based construction.



- e. **Bar Combination:** Controls the likelihood of using patterns and repetition when constructing a combination of bars. Lower values increase randomness, while higher values favor pattern-based construction.



- f. **Fill In:** Adds additional notes between existing ones to enhance the musical flow. Higher settings increase note density, and lower settings reduce the number of added notes.

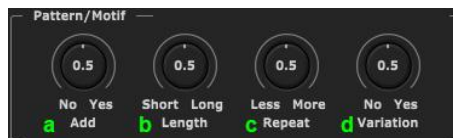


- g. **Sustain:** Controls the length of notes. Lower values increase the likelihood of shorter notes, while higher values favor longer ones.

Post: A post-processing step that applies the current Sustain value to existing notes in the track.

- h. **Chromatic Notes:** Controls the likelihood of introducing chromatic or out of key notes.

- **Tab 2.1: Pattern/Motif Controls:** how frequently patterns and motifs appear in the melody.



- a. Controls the likelihood of adding patterns and motifs.
- b. Controls the length of patterns. Lower values produce shorter patterns, while higher values result in longer ones.
- c. Control how often the patterns appear in the melody.
- d. Controls the variation of generated patterns. Lower values keep patterns consistent, while higher values introduce subtle changes over time.

- **Tab 2.2: Velocity Controls**



- Controls the amount of velocity randomization.
- Controls the range of velocity fluctuation.
- Controls how consistently patterns retain the same velocity values
- Controls the velocity synchronization between individual harmony notes. Higher values result in similar velocities across notes, while lower values allow for more variation.

- **Tab 3.1: Harmony**



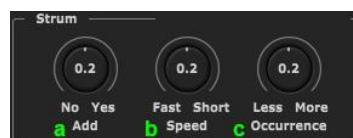
- Determines how often harmonies are added.
- Adjusts the number of notes included in each harmony.
- Controls how much the number of harmony notes varies.

- **Tab 3.2: Time**



- Determines whether or not to add timing offsets to the notes.
- Sets the maximum amount of timing offsets the notes can have.
- Synchronizes harmony notes or offsets them independently.

- **Tab 3.3: Strum**



- Determines the likelihood of applying a strumming effect to the harmonies and chords.
- Controls the strumming speed.
- Sets how frequently strums occur.

17. Scenes: Store different variations and ideas within the same song section for easy recall and experimentation.

18. Chord Helper: Displays the notes of the selected chord. Automatically updates to reflect the most recently selected chord. Right-click any chord in the timeline to view its notes in the helper.

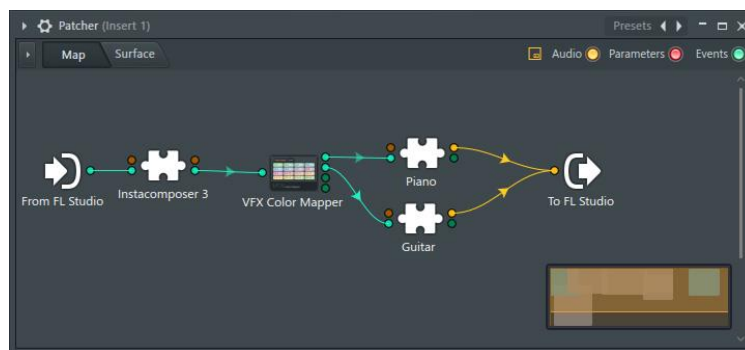
Setting Up and Using Instacomposer 3 In Your DAW

The details of setting up the plugin depend on the host application. Generally, if you're using the VST or AAX versions, you need to insert the plugin as an instrument plugin, then route its MIDI output to the target instrument. The AU version is slightly different and can only be used in hosts like Logic Pro that support the AU MIDI Effect (Processor) type.

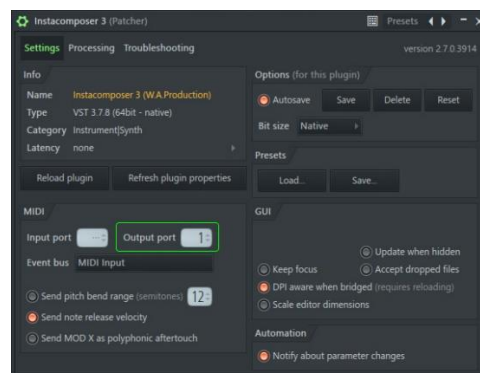
In the following pages, we provide examples of how to set up MIDI routing for Instacomposer 3 in several popular DAWs. If you still have questions or don't see your DAW listed, please don't hesitate to contact our support team for assistance. There are also plenty of detailed videos available online that demonstrate how to use MIDI plugins in different DAWs.

FL Studio

There are several ways to use the plugin inside FL Studio, but the easiest is to use the DAW's built-in Patcher tool. Load the plugin and connect it to the target instruments as shown in the image below. In this example, we're using FL Studio's built-in VFX Color Mapper to filter MIDI messages by channel number, allowing us to route them to different instruments.

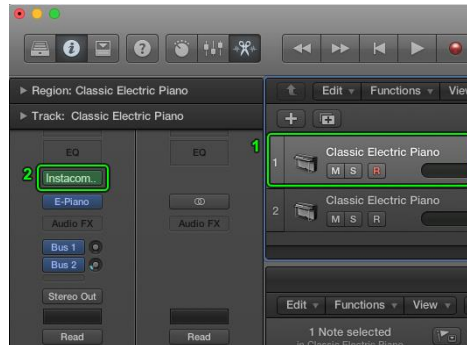


Note: To route MIDI correctly, set the Output Port in the plugin's wrapper settings.



Logic Pro

1. Add an instrument track.
2. Insert Instacomposer 3 as a MIDI effect.



Cubase

1. Add a target instrument track.
2. Insert the plugin as an instrument on a separate track.
3. Set the MIDI Input option on the target instrument to receive MIDI from the plugin.



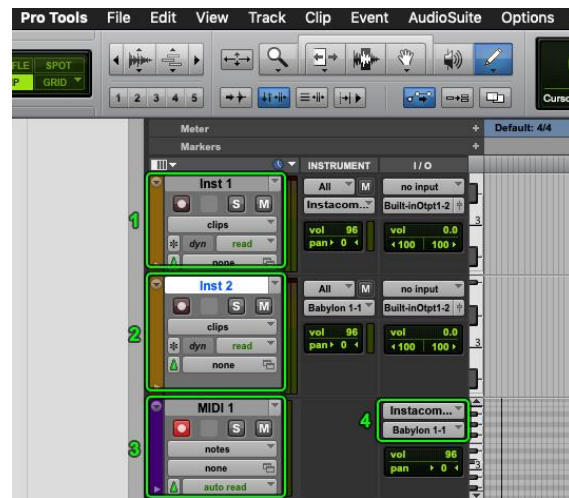
Ableton Live

1. Insert the plugin on a MIDI track.
2. Add the target instrument to a second MIDI track.
3. Set the MIDI input on the target instrument to receive MIDI from Instacomposer 3.
4. Enable input monitoring on the target instrument track.
5. Arm Instacomposer 3 for session recording (the red record button).



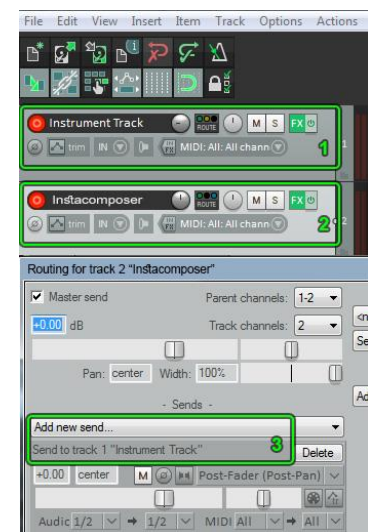
Pro Tools

1. Add the target instrument track.
2. Insert the plugin as an instrument on a separate track.
3. Add a MIDI Routing track.
4. Set its MIDI Input to Instacomposer, and its output to the target instrument track.
5. Arm and Monitor.



Reaper

6. Add a target instrument.
7. Insert the plugin as an instrument on a separate track.
8. In Instacomposer's routing section, set the Send option to route MIDI to the target instrument.



Using the Multi-Track and Multi-Channel Features

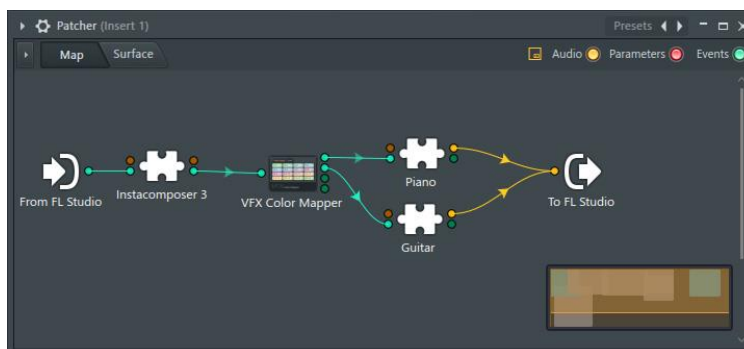
To get the most out of the plugin, you connect the output of each track to one or more instruments using the MIDI routing techniques available in your DAW.

- A. Using a multi-channel plugin like Kontakt (or similar), you can load multiple instruments and assign them to different MIDI channels.

Note: Some DAWs such as Ableton might not natively support multi-channel MIDI routing. Be sure to check whether your DAW allows this functionality. In most cases, there are workarounds or third-party tools available to help with this task.



- B. Depending on your DAW and the available tools, you can filter and route each MIDI channel to a different instrument. In this example, we're using Patcher in FL Studio along with the VFX Color Mapper to filter MIDI messages by channel number, allowing the plugin to connect to two different instruments.



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Thank You!

As a small team, we truly appreciate your support. It's what keeps us going and allows us to continue building tools for creators like you. We hope Instacomposer 3 brings fresh inspiration to your music-making journey and makes a meaningful difference in your projects.

We'd love to see what you create with Instacomposer 3, and we're always listening for ways to improve our products, so please don't hesitate to reach out to us and share your music, your thoughts, and anything you think we can do better.

Release History:

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