



Cherry Audio's Galactic is an algorithmic reverb that captures the "larger-than-life" sound of coveted classic hardware vintage digital reverbs. With a maximum decay time of 35 seconds, it's raison d'etre is to create huge, beautiful aural spaces, making it a natural for ambient styles and large pads. It's designed to be fast and simple with very musical results, can be used as an insert or bus effect, and is fully compatible with mono or stereo input sources.

### Pre-Purchase Demo Mode



If you haven't purchased the full version of Galactic, it will run in demo mode. All functions will work, but bursts of noise will occasionally be heard (the LED next to *Demo* in the top toolbar will illuminate when the noise is sounding). We've also added a handy button to make purchasing easy, so you've got no excuse! As you might expect, all this demo nonsense disappears once Galactic is purchased.

### **Technical Assistance**

Cherry Audio's unique online store and automatic updating should make operation a smooth experience, but if you run into any issues or have questions, you can discuss issues online at the Cherry Audio forums at:

<https://forums.cherryaudio.com/>

... or you can communicate directly with our delightfully outgoing and friendly tech support staff at:

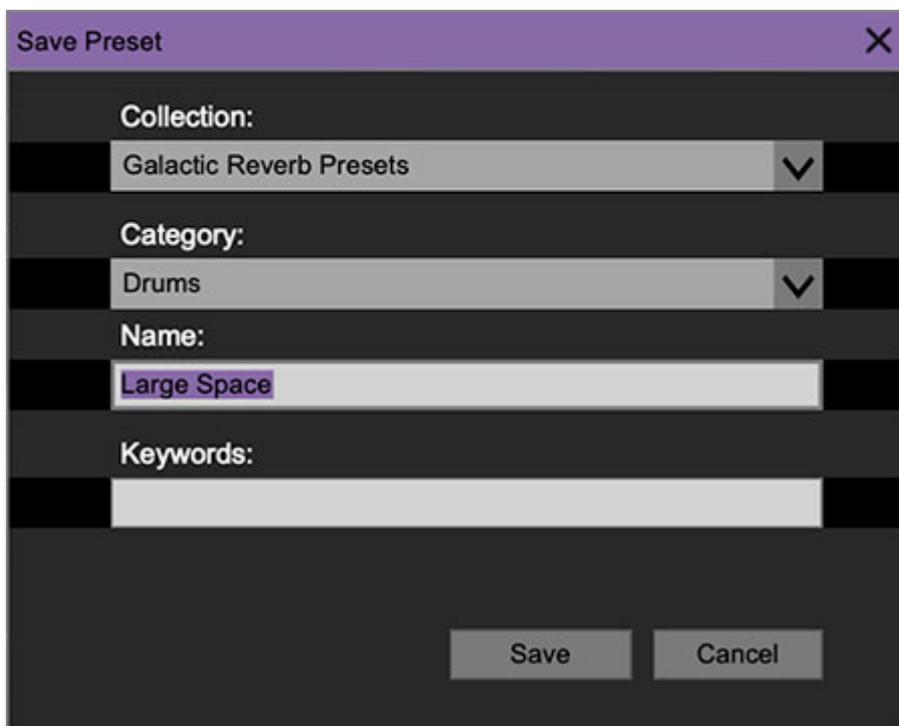
<https://cherryaudio.kayako.com/>

# Top Toolbar and Preset Browser



The purple strip at the top of the Galactic interface is where you'll load, save, and create presets. It also contains utility functions such as undo/redo, UI zoom and *Focus* controls, under-the-hood settings, and more. Let's go over them:

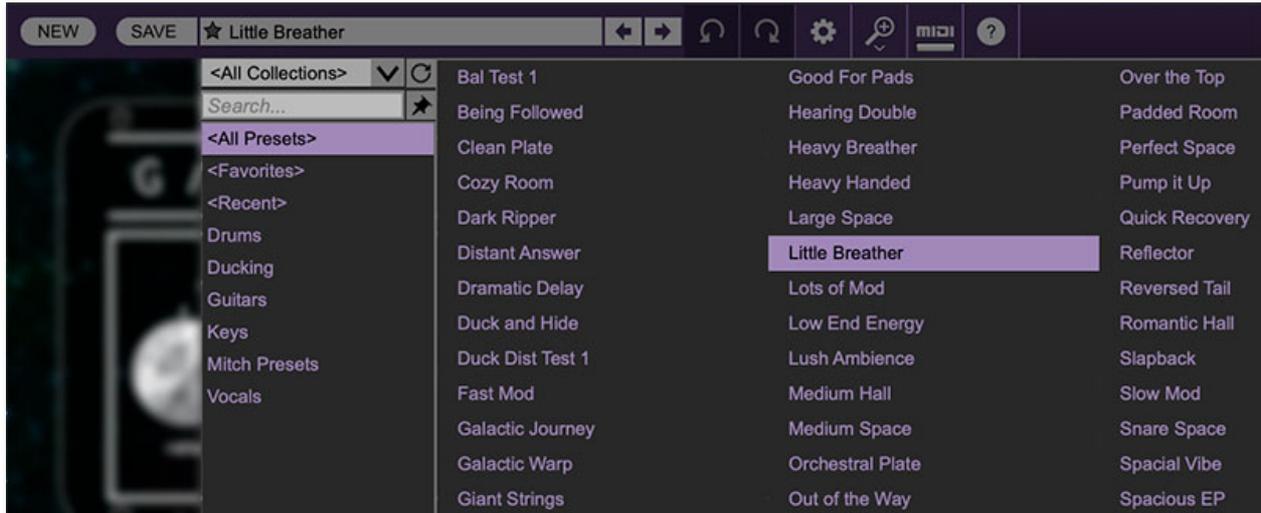
**New**- Opens a new blank preset. If an unsaved preset is currently open or you've modified an existing saved preset, a dialog asks if you'd like to save the preset in its current state. This greatly reduces the possibility of losing an edited unsaved preset.



**Save**- Use this to save presets. There are a couple of levels of hierarchy:

- **Collection**- This is the top level of organization, and contains entire "sets" of presets. The *Galactic Presets* are the main included collection. We also include a *User Presets Collection* for storing your own presets, but you're free to create your own collections. To create a new collections, click in the *Collection* text field (where it says *User Presets* above) and type a name. User-created presets can be freely saved to any collection; we like to keep 'em separated for organizational purposes.

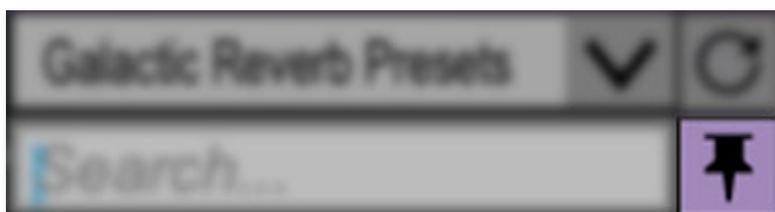
- **Categories**- Within each *Collection* are a number of preset categories. As with collections, you're free to create as many categories as you like. To create a category, click in the *Category* text field of the *Save* dialog window and type a new category name.
- **Preset**- To save a preset, simply type the name in the *Name* field and click *Save*.
- **Keywords**- You can add descriptive words such as "echo," "feedbacky" etc., to presets to make them appear when terms are typed in the *Search* field. Use commas to separate multiple keywords entries.



**Browsing Presets**- Presets can be browsed by clicking the *<Select Preset>* field. To select a preset collection, click in the area that says *<All Collections>* or on the downward-facing arrow next to it.

Clicking on the left-side categories narrows down which presets are displayed.

- **<All Presets>** will show presets from all collections and categories.
- **<Recent>** displays recently used presets.
- **Refresh**- This is the circular arrow button to the right of the downward arrow; clicking this checks the Cherry Audio server for new or updated presets.

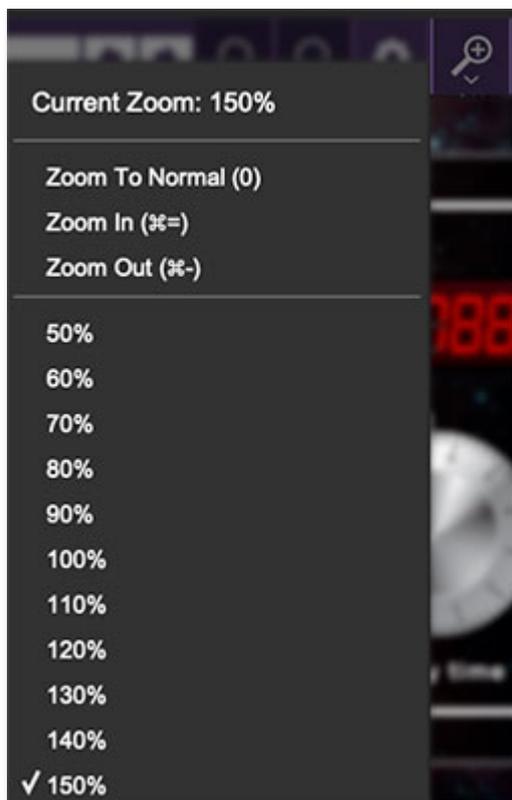


**Pin**- Clicking the push-pin icon locks the preset selection list open, allowing fast and easy browsing and auditioning of presets. Click the icon again to disable pin mode. when in pin mode, the up and down arrow keys can be used to select presets.

**Preset- Step Back/Forward Arrows**- These step to the previous or next preset. macOS [⌘+left/right arrow key] or Windows [CTRL+left/right arrow key] will navigate through presets back and forth in the currently selected collection/category.

**Undo/Redo**- These circular arrows will undo or redo the last action. It remembers many steps, so if you really loused something up, keep on clickin'...

**Settings**- This is where user preferences for user interface, audio interfaces, user account, and more are configured. See the **Settings** section for full information.



### **Importing Presets with drag-and-drop**

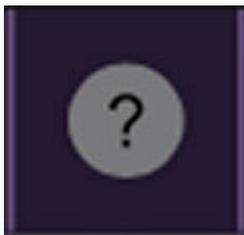
Presets can be imported singly or en masse (as a single compressed ZIP file) simply by dragging and dropping from the desktop anywhere on the user interface.

If a single \*.preset file is dragged and dropped, the sound is immediately loaded and the standard Save Preset dialog appears; this lets you save the sound to the instrument's preset browser. Note that you don't have to save the sound to preset browser; if you just want to hear and play the sound, click the Cancel button in the Save Preset dialog - the sound will still be loaded.

Compressed zip files containing multiple sounds can also be drag and dropped onto the UI. This works the same as with single sounds, but instead of the Save Preset dialog, you'll see the Import Preset Collection dialog. The presets will be added as a new collection and available in the categories for which they were tagged.

**Zoom Magnifying Glass**- Click to resize the Galactic interface. Selecting *100%* returns the user interface to native size.

**MIDI Tab**- Opens the MIDI controllers tab for configuring internal and hardware MIDI controls. See the **MIDI Controllers Setup and MIDI Tab** section for full information.



**Help**- Clicking this launches your web browser and opens the help document you're currently reading.

**Galactic and Cherry Audio logos** - Clicking either one of these displays "about" information, and shows the version number and current registered user ID.

## Preset List Right-Click Functions

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**Show File**- This displays the selected preset in the Mac or Windows folder containing it. This is useful for backing up or sending a preset file to another user.

**Show In Original Category**- Selects the preset within its category, i.e. the category will highlight in the left preset menu. The *Show In Original Category* command only displays if the preset was selected within the *<All Presets>*, *<Favorites>*, or *<Recent>* categories.

**Favorites-** Favorited presets will show in when the <Favorites> category is selected. A star will display next to the preset name. Right-click on the preset and reselect *Favorite* to un-favorite it. (Or say something nasty about its mother.)

**Delete-** Deletes the selected preset.

**Restore Factory Preset-** If one of the factory (i.e. not user) presets is edited and saved, selecting this command restores the patch to its unaltered "factory" setting. This menu will be grayed-out for user bank patches.

**Restore All Factory Presets From 'Galactic Presets'** - If any presets from the "factory" Galactic bank are edited and saved, selecting this command restores *all* of them to their unaltered "factory" setting.

**Restore All From Factory-** If any presets from the "factory" banks are edited and saved, selecting this command restores *all* of them to their unaltered "factory" setting. At the time of writing, the Galactic bank mentioned above is the only factory bank, so this function and the '*Restore All Factory Presets From 'Galactic Presets'*' above have the same effect.

# Panel Controls



## Modulation Section

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Though it isn't necessarily apparent from their front panel controls, most algorithmic digital reverb units incorporate a fair amount of modulation of the multiple delay networks under the hood, resulting in a mild to thick chorusing of the reverb signal. Galactic's Modulation section allows easy manipulation of the amount of chorus-like warble.

**Rate**- Sets the speed of reverb pitch modulation.

**Depth**- Sets the overall amount of modulation.

## Damp Section

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**Amount**- Reduces the overall high-frequency content of the reverb signal, emulating the sound of darker rooms. Damping has no effect on the dry signal.

## Time Section

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**Predelay**- Sets the amount of time prior to the onset of the reverb signal, up to 500ms. Useful for "separating" the reverberated sound from the dry signal.

**Decay Time**- Sets the overall length of the reverb, up to a 35 seconds (!).

## Ducking Section

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Ducking refers to a dynamic effect where the wet signal level is reduced by a set amount when an incoming audio signal is received, and returns the wet signal to nominal level when no audio is being received. It has roots in

broadcast radio applications where an underlying music bed automatically gets quieter when the DJ is speaking, then the music level rises when the DJ stops talking.

On the music production side, the classic TC Electronics 2290 rack delay featured a ducking feature that operated in a similar fashion, but in this case, the idea was that echoes could stay at a lower level while a singer was singing, then rise for more dramatic repeat effects when the singer stopped singing.

Galactic's ducking implementation operates in a similar fashion - it's useful for automatically reducing reverb levels while a singer or an instrument is playing, but it's perhaps the most useful for dramatically alternating between super dry and huge reverb sounds.

**Attenuation**- Sets the amount the wet signal is reduced by when incoming audio is detected. A setting of 0 equals no reduction; a setting of 100% equals no reverb signal at all. The inverted meter at the right displays the current reduction amount of the wet signal.

**Recovery Time**- Think of *Recovery Time* as the "attack" time of the wet signal when incoming audio stops. At lower settings, the onset of the wet signal is rapid; at higher settings, the reverb signal slowly fades in. The easiest way to hear the effect of different recovery times to play (or sequence) a sound with a simple on/off, organ-type envelope (instant attack, full sustain, instant release),

## Equalizer Section

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**Bass**- Boosts or cuts low frequencies up to 15dB in the reverb signal. The dry signal is not effected.

**Treble**- Boosts or cuts high frequencies up to 15dB in the reverb signal. The dry signal is not effected.

## Output Controls

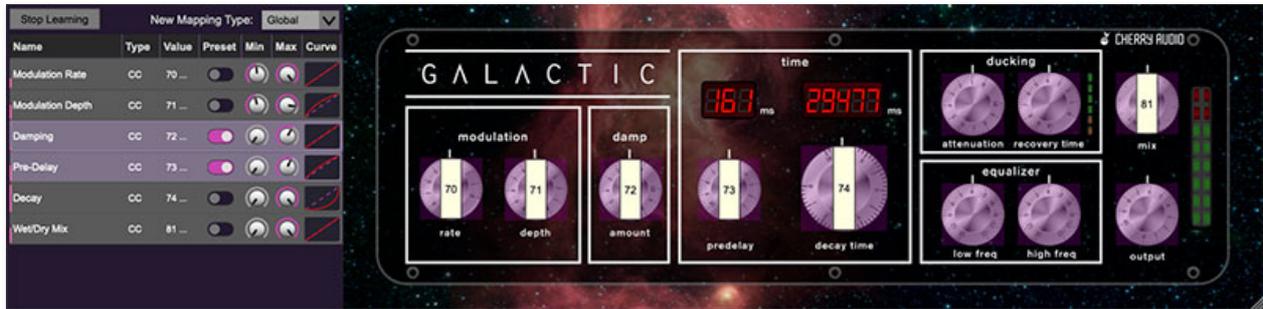
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**Output Level meters**- You know the drill here - set the level so the signal stays mostly in the green. You're welcome to push signals into the red; it won't void your warranty, but it probably won't sound too great.

**Mix**- Adjusts the balance of wet and dry signal. Set to 100% wet if you're using Galactic on an effects bus.

**Output**- Sets the overall output level.

# MIDI Controllers Setup and The MIDI Tab

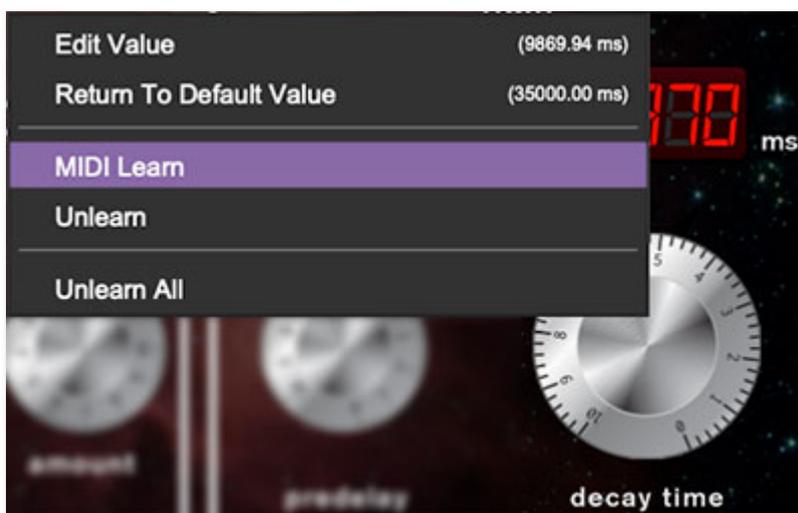


The *MIDI* tab is where controller assignments can be viewed and tweaked. It's highly flexible and really easy to use.

**Note that some DAWs handle MIDI controller assignments for effects plugs differently than others** - some DAW software doesn't pass MIDI data to plug-ins in effects slots. Specifically, Logic Pro has its own way of handling MIDI to effects, which we'll explain later in this section. If MIDI controllers aren't assigning to onscreen controls as expected, you may need to consult your DAW user guide, or do some Google/YouTube research.

## Basic External Hardware Control Assignment

This is the quick, "I just want to assign a hardware control right now!" section. In this example, we'll assign a hardware slider control to the *Decay Time* knob.



Begin by right-clicking on the *Decay Time* knob and selecting *MIDI Learn*.



A transparent purple overlay appears over the knob, indicating that it's in learn mode. Now move the desired hardware control device. The purple overlay disappears and the hardware control will move the *Decay Time* knob. If you get cold feet (or accidentally put the wrong control into learn mode), learn mode can be aborted by right-clicking and selecting *Stop Learning*.

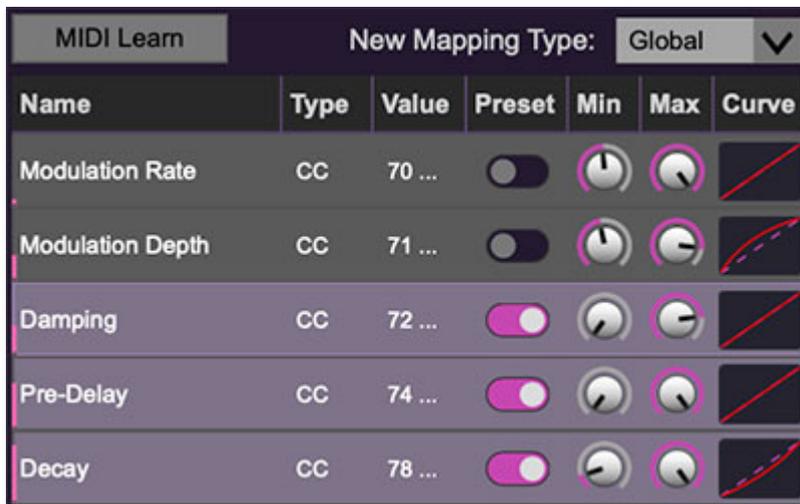
This is the basic procedure for assigning hardware controllers to almost any Galactic control.

## The MIDI Tab

This is command central for all MIDI controller assignments. Here you'll be able to see information about all currently assigned controllers and adjust control ranges. There's also an additional method for assigning controllers which is useful for quickly setting up multiple controls.

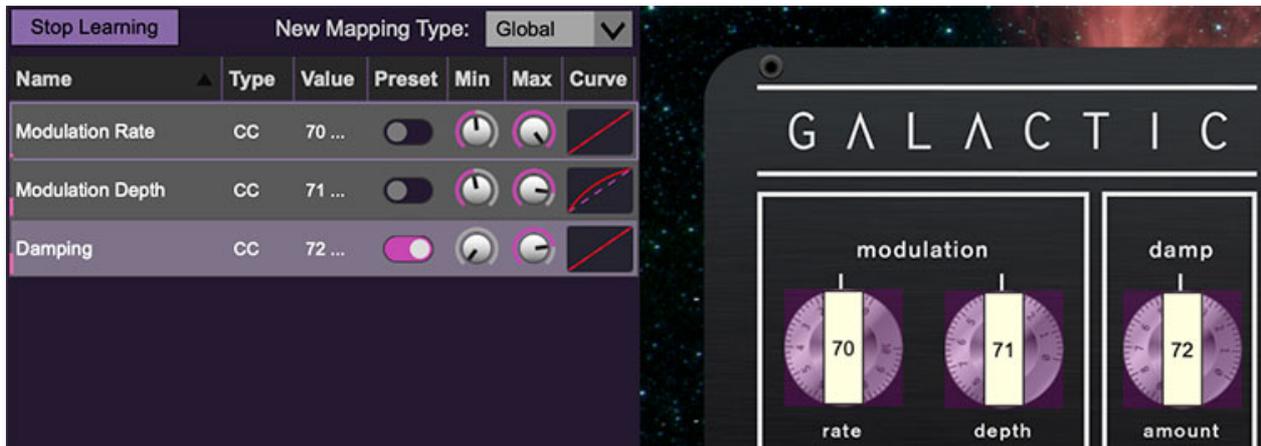


To view or hide the MIDI Tab, click the *MIDI* button in the top toolbar.



**MIDI Learn button**- This is almost the same as enabling MIDI learn mode by right-clicking a control. Click the *MIDI Learn* button to enter learn mode (all controls turn purple). Unlike right-clicking on specific controls, where Galactic automatically exits controller assignment mode, clicking the *MIDI Learn* knob "stays on" to enable assignment of multiple hardware controls. This is handy for quickly assigning a bunch of sliders or the buttons of a grid-style controller.

To assign multiple controls, click *MIDI Learn*, click an on-screen control, move the desired hardware knob or slider, continue clicking and assigning on-screen controllers until all desired controls are assigned, then click *Stop Learning* to exit learn mode.



When in MIDI learn mode, previously assigned controller numbers are displayed atop of the relevant control. These indicate the MIDI continuous controller number of the assigned hardware control (these are also displayed in the *MIDI* library tab at left).

Once a MIDI controller has been assigned, in addition to real-time control of a Galactic parameter, you'll also be able to record and play back controller data from a DAW.

### **Controlling Multiple Parameters With A Single Hardware Control**

A single hardware controller can be assigned to simultaneously operate as many controls as desired. This can be very powerful when combined with *Min/Max* and *Curve* controls in the MIDI Tab (see the ***Super Cool Min-Max Tricks*** section below).

**New Mapping Type**- This popup menu selects whether newly assigned MIDI mappings will be global (affects all sounds and doesn't change when different presets are selected) or saved with individual presets.

## **MIDI Tab Columns**

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**Name**- Displays the name of the parameter being controlled.

**Type**- There are five possible types of controller automation in Galactic:

- *Note*- Notes played on a MIDI keyboard controller, expressed as C-1 to G9
- *CC (MIDI Continuous Controller)*- The standard 128 MIDI controller numbers as defined in the MIDI spec. More specifically, these are the controllers transmitted by hardware knob and slider controls. MIDI CC's can be used to control parameters in real-time or recorded and played back within DAW software.
- *MMC (MIDI Machine Control)*- The MIDI control protocol for tape machine-style transport controls. Back in the dark ages, this was used to control wonky old Tascam and Fostex reel-to-reel monsters, but it's useful if your MIDI controller has tape-style transport control buttons.
- *Pressure*- Some keyboard controllers transmit controller data when keys are pressed and released as they're held down. The vast majority of keyboard controllers with aftertouch transmit "mono" aftertouch only; in other words, aftertouch data is the sum of all keys to one single data stream.
- *Key*- This allows keys of the computer QWERTY keyboard to act as button controls for Galactic's onscreen controls.

**Value**- Displays the specific automation controller. In the case of a *Note* this would show a MIDI note number (C-1 to G9); for a MIDI CC, this would be the

MIDI CC controller number, etc. Clicking on the value opens a pop-up menu where all values can be selected.

**Preset-** This slider works in conjunction with the *New Mapping Type* menu. In the left position (gray background), the MIDI mapping is global (affects all sounds and doesn't change when different presets are selected), in the right position (lavender background), the MIDI mapping is saved with, and only affects the current sound preset.

The *Preset* switch is super nifty, because it means MIDI mappings can easily be changed to global or per-preset status at any time. (A lot of folks asked us for this feature.)

**Min-** Sets a limit on the lowest value any automation control can set a mapped controller to. This recalibrates the range of the automation controller to the remaining parameter range.

**Max-** Sets a limit on the highest value any automation control can set a mapped controller to. This recalibrates the range of the automation controller to the remaining parameter range.

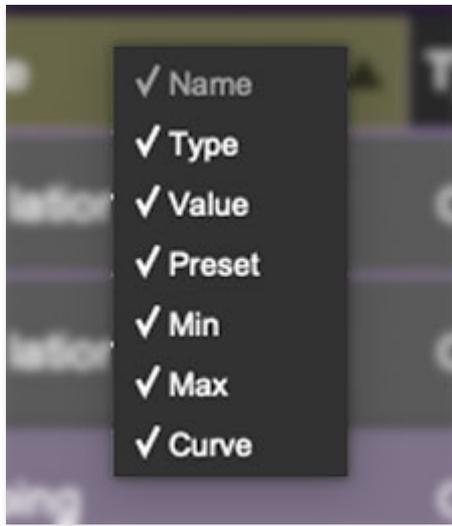
- ***Super Cool Min-Max Tricks-*** Not only can parameter ranges be limited via the the *Min* and *Max* knobs, mapped control destinations can be completely inverted by setting the *Min* knob all the way up and the *Max* knob all the way down (or anywhere in between).

Limiting and inverting parameter ranges with the *Min/Max* controls is particularly useful when multiplexing a single hardware control to operate multiple parameters. Along with the *Curve* control, the customization possibilities are really flexible.

**Curve-** These allow the customization of how incoming MIDI CC controls affect the movement of Galactic's onscreen controls, ranging from exponential to linear to logarithmic curves.

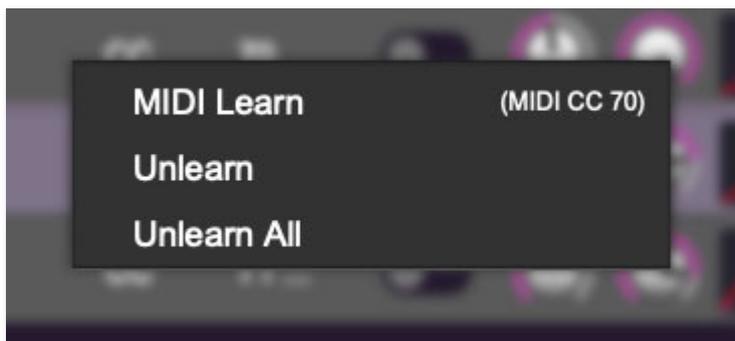
## MIDI Tab Column Configuration

### Right-Click Menus



Right-clicking anywhere in the top row (*Name, Type, Value, etc.*) displays the column configuration menu. Checking/unchecking these allows hiding and display of each column. This has no effect on assignments.

## MIDI Tab Parameters Right-Click



Right-clicking on an assigned parameter opens the menu above.

**MIDI Learn**- This is used to change the controller assigned to a particular parameter.

**Unlearn**- Deletes the selected automation parameter.

*Unlearn All*- Deletes all controller assignments for the patch. Galactic will display a warning dialog prior to deletion in order to thwart potential unlearn-related disasters.

## Configuring MIDI Hardware Controllers In Logic Pro

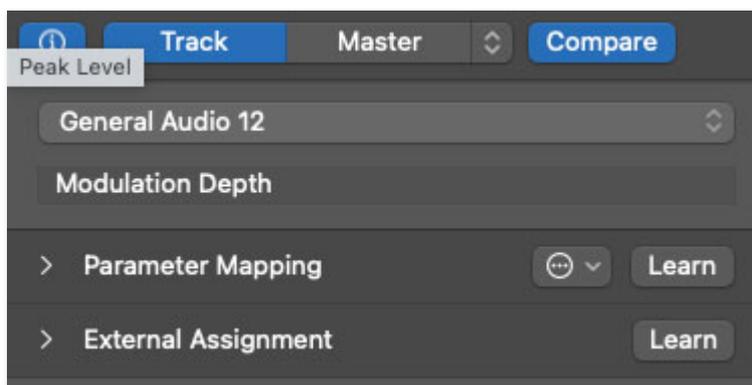
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Logic somewhat ill-logically, does not pass MIDI data to effects opened in standard mixer channel effect slots. This means that MIDI controller assignment as described above will not work (specifically, nothing will happen when controllers are moved in *MIDI Learn* mode). There are two ways to successfully assign MIDI controllers to effects plugs in Logic.

### Logic Controller Assignment Method #1



The first method is to use Logic's *Smart Controls* window that looks something like this (depending on the currently selected template). It creates a new window that approximates the plug-in UI.



A number of plug-in controls are automatically assigned to the Smart Control knobs and switches; if the parameter you'd like to assign a controller to isn't present, Smart Control knobs or switches can be reassigned by clicking the *i* button, clicking the *Learn* button next to *Parameter Mapping*, clicking on a Smart Control knob, then clicking the desired control in Galactic's UI.

Assuming that the desired parameter is now a Smart Control, external MIDI controllers can now be assigned by clicking the *Learn* button next to *External Assignment*, and moving the relevant hardware controller. We're of the opinion that "smart controls" are a classic example of Apple creating a problem that didn't exist in the first place, implementing a clunky solution, and patting themselves on the back for their cleverness. Don't even get us started on Final Cut Pro's infuriating *Library/Event/Project* file hierarchy...

## Logic Controller Assignment Method #2

We prefer the following workaround that lets you use Rackmode's onboard MIDI assignment controls and tab as described at beginning of the section.

As mentioned, Logic does not pass MIDI data to plug-ins *when they're opened in a standard plug-in slot*. But you can "trick" Logic into thinking a plug-in is a virtual instrument - which *will* properly receive MIDI data. Here's how:

- Create a new virtual instrument mixer channel.
- Click on the channel's *Instrument* pop-up at the top of the channel and scroll down to *AU MIDI-controlled Effects>Cherry Audio>Galactic Reverb*



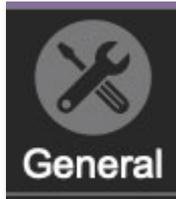
- At this point, we have a plug-in in an instrument slot, so we need a way to get sound into it. This is accomplished using the *Sidechain* Input pop-up in the upper-right corner - click on the appropriate category and choose the channel you'd like to process. This effectively configures Galactic as a bus effect, that is, the dry signal will be audible if the fader of the incoming

track is up, so it's advisable to set the Mix knob to the full counterclockwise *Dry* position.

# Settings

Clicking the settings gear in the purple menu control strip opens a window with multiple tabs for configuring various "under-the-hood" settings. These are mostly set-and-forget kind of parameters - all the controls you'll use all the time are in the main UI.

## General



- **Add Undo For Control Changes With The Mouse**- Enabling this allows undo of knob/slider/button adjustments. You'll want this on if you want the ability to undo all aspects of patch editing and programming.
- **Create A Log File For Usage**- This creates a text doc of all of Galactic's internal and routines during use. It is mainly intended for our tech staff should you experience any issues. Clicking *Show Log Folder* opens the folder containing Galactic log file docs.
- **Preset Folder**- Displays the current location of Galactic's sound presets. This can be changed by clicking and typing in the field.
  - **Browse...** - Displays the current location of preset folder in the file manager.
  - **Set Default**- Sets the current displayed *Preset Folder* path as the default location
- **Clear Cache Files**- Deletes all log files, temporary sounds, and the image cache.

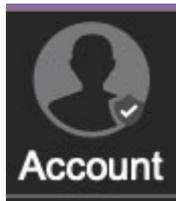


# Interface

Allows customization of Galactic's user interface settings.

- **Reset To Default Window Size-** Resets the Galactic workspace to 100%. Use this to reset the window size if Galactic's workspace somehow becomes too large for your display and can't be resized (it's unlikely to occur).
- **Theme-** Choose between a transparent control panel for full "stars" view, or opaque metal panel, in case the stars like, freak you out maaaaan (or womaaaaannn, we're a modern space-age company, Sally Ride).
- **Tooltip Delay-** Tooltips are those informative bits of text that pop up when hovering over a control (go ahead and try it, we'll wait...). The *Tooltip Delay* setting defines how long you must hover before the tooltip pops up.
- **Knob Movement-** Defines which how mouse movements related to turning onscreen knobs. It defaults to *Vertical Drag*, but can be changed to *Horizontal Drag*, or *Rotary Drag* if you're one those folks that cut their teeth on the *Steinberg Model E VST* back in 2000.
- **On Control Double-Click-** Defines what happens when the mouse is double-clicked on a control. If *Edit Value* is selected, an exact number can be entered by typing the number and hitting [ENTER] or [RETURN]. If *Sets Default Value* is selected, double-clicking a control resets it to its default value.
- **Mouse Wheel Adjusts Control Value-** Enabling this lets you adjust knob, slider, and switch values by moving the mouse wheel. This works great with a standard mouse wheel, but you'll want to disable it if you're using an Apple Magic Mouse (which will move the control AND scroll the window).
- **Show Tooltips When Adjusting Controls With Mouse-** Displays parameter tooltips/values when the mouse is hovered over a control or as a control is moved with the mouse.
- **Show Tooltips When Automating Controls-** Displays parameter tooltips/values when a control is being moved via automation.
- **MIDI Program Changes Should Change Current Preset-** Allows MIDI program change messages to select Galactic patches. This parameter is DAW dependent, as some DAWs don't transmit MIDI data to plug-ins (we're lookin' at you, Logic Pro).

- **Ask To Save Modified Presets-** This opens a dialog window asking if you'd like to save changes if a patch has been edited and a new patch is selected. If you're the type that likes to click through presets and tweak a control here and there, it can be annoying to have a window pop-up asking if you'd like to save every time you switch presets - if you're that person, keep this off.
- **Remember MIDI Mappings For New Plug-in Instances-** When enabled, Galactic remembers all global MIDI Tab controller settings.



## Account

Settings for your personal login information and account.

- **Email-** Displays the email address of the current login.
- **Update Login Info-** Clicking this opens the same email and password login screen you'll see when initially launching Galactic. Click [here](#) for updates about yacht rock superstar, Kenny Loggins.
- **View Account Settings-** This opens your personal account page on the Cherry Audio Store website containing information about modules purchased and more.

### Software Update

- We often fix bugs and make improvements; below are options defining how Galactic handles updates.
- **Check For Update-** Click this to see if an updated version of Galactic available.

### Status-

- **Automatically Install Updates-** Updates are automatically downloaded and installed.
- **Ask Before Installing Updates-** By default, Galactic automatically downloads new versions of modules when available. Checking this box defeats automatic updates and will ask if you'd like to install updates

when they become available.

**We'll never make changes that can potentially “break” existing patches, but if you're using Galactic for live performances or other “mission critical” situations, we recommend enabling *Ask Before Installing Updates*, because your jerk singer is *never* gonna be understanding when your synth/computer/drink mixer goes down for a moment during a live performance.**

- **Never Install Updates**- Galactic never automatically installs updates. You can be just like my dad, who's still running Snow Leopard and will NEVER update it.
- **Show Updates On Toolbar**- Checking this will display an icon in the toolbar next to the logo letting you know there's an update available.

**Show Notifications From Cherry Audio**- We occasionally will fire off in-app advertisements; disabling this checkbox will hide them. We hate repetitive, annoying ads as much as you, so we won't use this feature too often. When we do, it'll be for something super cool (like a swell sale), so we recommend leaving it on.