

VECTRA MAELSTROM FX OVERVIEW

FX Chain, Module Cards, Expanded Editors and Creative Processors

User Manual | Public release edition 1.0



Figure 1. Full Maelstrom FX page with module palette, central chain, Macro / Matrix column and lower SourceBar.

What this manual covers

This manual explains the Maelstrom FX page, the ordered eight-slot FX chain, compact module cards, expanded module editors, B/F/X controls, module reordering, all Maelstrom module families, modulation context, ownership behavior and links to the deeper module manuals.

Contents

- 1. Overview
- 2. Quick Start
- 3. FX Page at a Glance
- 4. Left Module Palette
- 5. Building the Maelstrom Chain
- 6. Compact Module Cards
- 7. Expanded Module Editors
- 8. Bypass, Focus, Remove and Reorder
- 9. Signal Flow and Preset Storage
- 10. Module Family Overview
- 11. Advanced Maelstrom Modules
- 12. Macro Bay and Living Matrix Integration
- 13. Ownership, Locked Modules and Store Content
- 14. Practical Workflows
- 15. Troubleshooting
- 16. Related Manuals
- 17. Technical Appendix

Reading path

Start with the Overview and Quick Start if you are new to the FX page. Use the Module Family Overview when deciding which processor to add. Open the dedicated Aegis Dynamics, Fracture and Parallax manuals for deep module work.

1. Overview

Maelstrom FX is Vectra's integrated modular effect environment. It processes the patch after the core synthesis layer and gives each preset its own ordered FX chain for tone shaping, space, movement, rhythmic disruption, stereo control, spectral motion and dynamics safety.

The Maelstrom chain can host up to eight active FX modules. Modules are processed in order, so the position of each card matters. You can build a clean finishing chain, a wild modulation chain, a glitch transition system or a complete performance FX setup directly inside the Vectra preset.

Core idea

Maelstrom is not just a collection of effects. It is an ordered modular FX chain inside Vectra, with compact cards for fast work and expanded editors for deeper sound design.

Role	What Maelstrom provides
Tone and drive	Distortion and EQ shape the harmonic and frequency character.
Space and movement	Delay, Reverb, Chorus and Phaser add timing, depth, width and animated motion.
Advanced transformation	Parallax, Fracture and Prism FX provide stereo-field, rhythmic and spectral processing.
Dynamics and safety	Aegis Dynamics controls level, punch, density, linked multiband behavior and safety limiting.

2. Quick Start

Add your first module

1. Open the FX tab from Vectra's top navigation.
2. Choose a processor from the left Maelstrom module palette.
3. Adjust the compact module card in the rack overview.
4. Press F on the card when you want the expanded editor.
5. Save the Vectra preset when the FX chain is part of the sound.

Build a clean finishing chain

6. Add EQ to shape the tone before spatial or dynamics processing.
7. Add Parallax if the sound needs width, depth or center-field control.
8. Add Aegis Dynamics near the end for level control, punch, glue or safety.
9. Drag compact cards in overview mode if the processing order needs to change.

Build a movement or glitch chain

10. Add Chorus or Phaser for modulation movement.
11. Add Delay or Reverb for echo, space and tail behavior.
12. Add Fracture for rhythmic fragments, fills and glitch pulses.
13. Use module Mix controls conservatively, then increase intensity where needed.

3. FX Page at a Glance

The FX page keeps the regular Vectra shell visible while giving the center of the instrument to Maelstrom. The page is divided into a module palette, a chain workspace, performance controls and the lower SourceBar.



Figure 2. Full FX page showing the Vectra shell, left module palette, central Maelstrom chain, Macro / Matrix column and lower SourceBar.

Zone	Purpose
Top Vectra shell	Switches pages, shows preset state and keeps Vectra navigation available.
Left module palette	Adds Maelstrom modules to the chain.
Central workspace	Shows compact cards in rack overview or one expanded module editor in focus mode.
Right Macro / Matrix column	Keeps performance macro controls visible while editing FX.
Lower SourceBar	Keeps Vectra's modulation and performance source context available.

4. Left Module Palette

The left palette is the starting point for building a Maelstrom chain. Each entry names a module family and gives a short production role. Clicking an entry adds that module to the chain. Dragging from the palette can place a module at a chosen position in the chain.

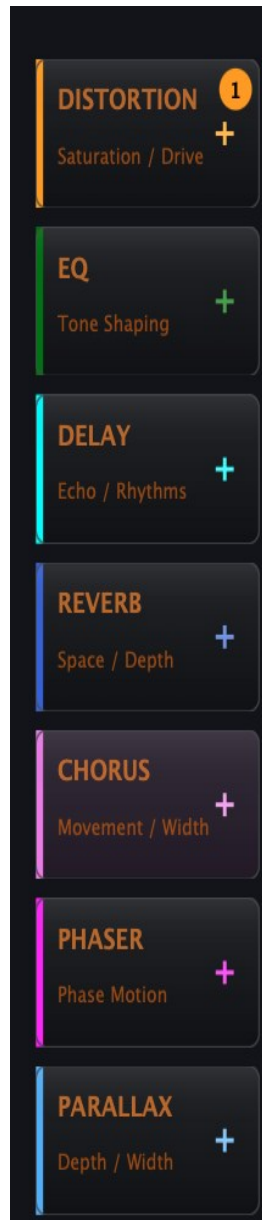


Figure 3. Left Maelstrom module palette with module categories and add controls.

Module	Palette subtitle	Use
Distortion	Saturation / Drive	Adds drive, saturation, clipping, digital crush or wavefolding.
EQ	Tone Shaping	Shapes low, mid and high frequency balance.
Delay	Echo / Rhythms	Creates echoes, rhythmic repeats and stereo time motion.
Reverb	Space / Depth	Adds space, depth, bloom and algorithmic tails.
Chorus	Movement / Width	Adds modulation thickness and stereo motion.
Phaser	Phase Motion	Adds sweeping phase movement and animated notches.
Parallax	Depth / Width	Sculpts stereo depth, width and center stability.
Fracture	Glitch / Pulse	Creates rhythmic fragments, pulse repeats and glitch events.
Prism FX	Spectral / Motion	Adds spectral focus, warp, memory and motion.
Aegis Dynamics	Dynamics / Safety	Controls punch, glue, density, linked multiband behavior and limiter-style safety.

5. Building the Maelstrom Chain

A Maelstrom chain is an ordered list of FX modules. It can contain up to eight active module slots. Because the chain is ordered, a module placed before another module changes what the next processor receives.



Figure 4. Rack overview with several compact Maelstrom module cards in the central chain workspace.

Action	Result
Click a palette module	Adds that processor to the chain.
Drag from the palette	Places a new module at the drop position in the rack overview.
Drag a compact card	Reorders the existing module chain in overview mode.
Press F	Focuses the module and opens the expanded editor.
Press B	Bypasses the module without deleting it.
Press X	Removes the module from the current chain.

Order matters

EQ before Reverb shapes what enters the space. Reverb before Aegis Dynamics lets Aegis control the tail. Fracture before Delay creates repeated fragments that echo. Delay before Fracture lets Fracture cut into the delay field.

6. Compact Module Cards

Compact cards are Maelstrom's rack-level control surfaces. They show the processor name, a compact display where available, a few high-value controls and the B/F/X module buttons.



Figure 5. Compact Aegis Dynamics card with transfer-curve display, quick controls and B/F/X buttons.

Card element	Meaning
Module name	Shows which processor the card controls.
Mini display	Gives fast visual feedback, such as a curve, field, spectrum or time display.
Quick controls	Expose the most important everyday controls without entering the expanded editor.
B button	Bypasses the module.
F button	Focuses or expands the module.
X button	Removes the module from the chain.
Drag area	Lets the card be reordered in overview mode.

Compact workflow

Use compact cards for fast balancing and mix decisions. Use expanded editors when the visualizer or deeper controls matter.

7. Expanded Module Editors

Expanded editors are the full-size editing state for a module. Press F on a compact card to focus that processor. The central workspace then becomes a detailed module editor with a larger display, deeper controls and module-specific workflow information.



Figure 6. Expanded Aegis Dynamics editor opened inside the Maelstrom FX page.

While a module is focused, the other rack cards are hidden so the selected processor can use the workspace. Reordering and adding modules are overview workflows, so return to the rack overview before changing chain structure.

Compact card	Expanded editor
Fast access to core controls.	Detailed module-specific interface.
Best for chain balancing.	Best for sound design and precise editing.
Visible with other modules in overview.	Uses the central workspace for one focused module.
Supports rack reordering from the card.	Designed for editing, not chain reordering.

8. Bypass, Focus, Remove and Reorder

Every Maelstrom module card uses the same core control idea. Bypass keeps the module in the chain but skips its processing. Focus expands it for detailed editing. Remove deletes it from the current chain.

Control	Meaning	Use when
B	Bypass	You want to compare the chain with and without the module.
F	Focus / expand	You want deeper editing and a larger visualizer.
X	Remove	You no longer want this processor in the chain.
Drag compact card	Reorder	You want to change the serial processing order.

Reorder rule

Reorder compact cards in rack overview. If a module is expanded, leave focus mode first, then drag cards in the overview chain.

9. Signal Flow and Preset Storage

Maelstrom processes after Vectra's core synthesis layer. The synth engine, oscillators, filters, envelopes and modulation create the patch source first. Maelstrom then processes the audio through the current FX chain in order. Bypassed modules are skipped.

Stage	Role
Core synthesis	Oscillators, sample engines, filters, envelopes and modulation generate the patch.
Maelstrom FX chain	Processes the sound through the active module order.
Output context	The processed patch continues to final output handling.

Maelstrom chain state is stored with Vectra presets. This includes the active module order, module types, bypass state and module settings. A preset can therefore contain a complete FX design, not just a dry synth patch.

Preset behavior

When you save a Vectra preset, the Maelstrom chain and module settings are part of that sound. If a preset requires a module that is not available on another installation, use the Preset Browser and Sound DNA to inspect the missing requirement.

10. Module Family Overview

Maelstrom contains ten module families. The classic processors provide essential production tools. The advanced Maelstrom processors expand Vectra into stereo-field design, fragment repetition, spectral motion and dynamics safety.

Module	Role	Typical compact controls
Distortion	Drive, saturation, clipping, digital crush and harmonic intensity.	Drive, Tone, Mix
EQ	Three-band tone shaping with low, sweepable mid and high emphasis.	Low, Mid Gain, High
Delay	Echo, rhythm, stereo spread and moving time effects.	Time, Feedback, Mix
Reverb	Space, depth, tail, width and advanced reverb algorithms.	Room/Size, Damping/Tone, Mix
Chorus	Modulation thickness, stereo movement and width.	Rate, Depth, Mix
Phaser	Sweeping phase motion and animated notch movement.	Rate, Depth, Mix
Parallax	Stereo field depth, width and center control.	Width, Depth, Mix
Fracture	Rhythmic fragments, glitch pulses and repeat events.	Rate/Division, Slice, Mix
Prism FX	Spectral focus, warp, diffusion, memory and motion.	Focus, Warp, Mix
Aegis Dynamics	Leveling, punch, glue, linked multiband behavior and safety.	Threshold, Amount, Mix

Distortion

Distortion is the harmonic intensity module. It can add subtle warmth, analog-style edge, hard clipping, bit-reduction, rate-reduction or wavefolding. Its main workflow is simple: increase Drive, shape the result with Tone and blend with Mix.

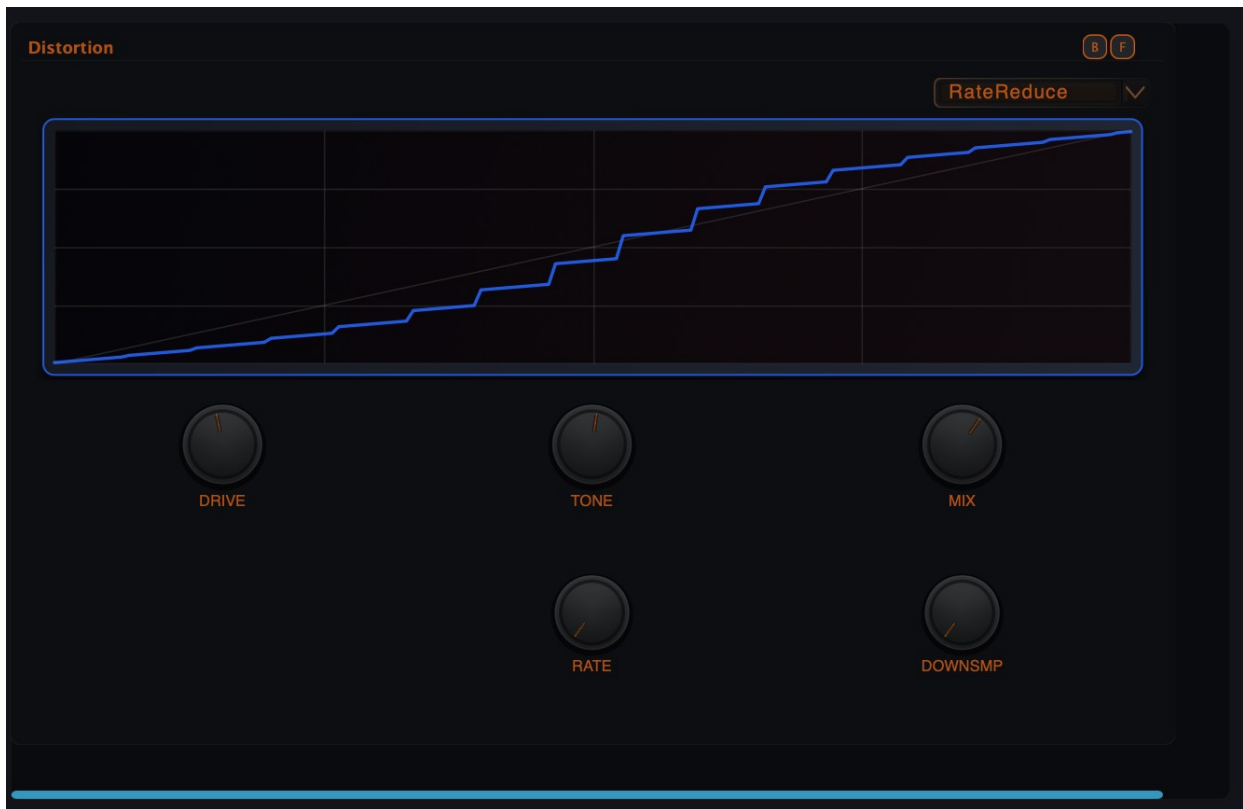


Figure 7. Expanded Distortion editor with RateReduce algorithm and Drive, Tone, Mix, Rate and Downsample controls.

Algorithm family	Use
Tape	Warm saturation and soft harmonic density.
Tube	Valve-style drive and rounded harmonic emphasis.
Diode	Sharper nonlinearity and aggressive bite.
Hard Clip	Direct clipping for strong edge and level control.
Bit Crush	Digital resolution reduction and lo-fi texture.
Rate Reduce	Sample-rate style degradation and digital grit.
Wavefold	Folded harmonic complexity and synthetic intensity.

EQ

EQ is the fast Maelstrom tone shaper. It combines low shelving, a sweepable mid band and high shelving. Use it before spatial modules to feed them a cleaner tone, or after creative modules to rebalance the chain.

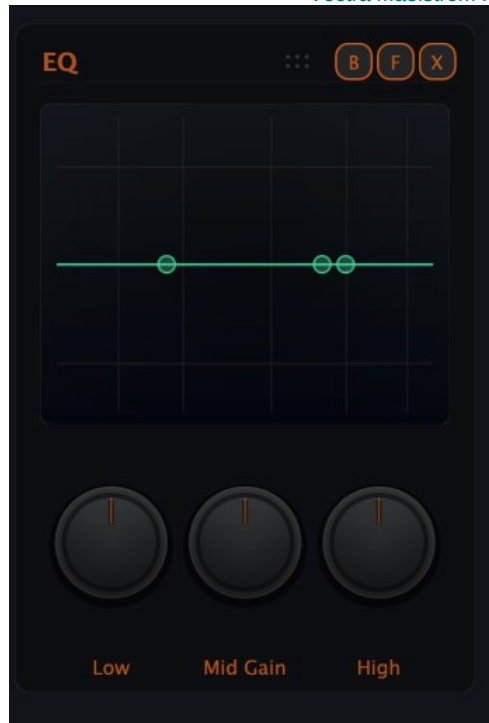


Figure 8. Compact EQ card with tone-shaping display and quick controls.

Delay

Delay is a rhythmic echo module with multi-tap behavior, timing control, stereo spread, feedback character and modulation. It is suited to classic echo, syncopated repeats, psytrance motion, transitions and performance throws.



Figure 9. Compact Delay card with time display and Time, Feedback and Mix controls.

Reverb

Reverb creates depth and space. It supports multiple reverb engines, including classic space and advanced environments such as Event Horizon, Prism and Singularity. Some algorithms may require the relevant edition or module ownership.



Figure 10. Expanded Reverb editor with spectral space display and deep space controls.

Chorus and Phaser

Chorus and Phaser are the movement processors. Chorus adds modulation thickness, stereo animation and widening. Phaser adds sweeping phase movement and animated notches. Both are useful before delays and reverbs when the sound needs motion before space.

Parallax

Parallax is Maelstrom's stereo field sculptor. It shapes width, depth, center stability and spatial motion. Use it to widen pads, control leads, deepen FX or create a more cinematic field while keeping the center under control.



Figure 11. Compact Parallax card for stereo depth, width and mix control.

Fracture

Fracture is the rhythmic fragment repeater. It captures short pieces of recent input and replays them as glitch pulses, rhythmic cuts, fills and repeat events. It can be subtle for motion or aggressive for performance-style disruption.

Prism FX

Prism FX is Maelstrom's spectral motion processor. It reshapes spectral material using controls such as Focus, Span, Warp, Diffuse, Memory, Tilt, Split and Mix. It is designed for spectral movement, shifting focus regions, animated texture and advanced timbral transformation.



Figure 12. Compact Prism FX card with spectral-band display and Focus, Warp and Mix controls.

Prism FX control	Practical meaning
Focus	Moves the main spectral attention area.
Span	Controls how wide the affected spectral region is.
Warp	Bends or redistributes spectral motion around the focus area.
Diffuse	Smooths or smears the spectral result.
Memory	Adds spectral persistence and motion memory.
Tilt	Changes spectral balance across the frequency range.
Split	Shapes stereo or split-field behavior.
Mix	Blends Prism FX with the dry signal.

Aegis Dynamics

Aegis Dynamics is Maelstrom's dynamics and safety processor. It covers transparent control, punch, glue, linked multiband shaping, Up/Dn MB behavior and limiter-style safety. Its full workflow is documented in the dedicated Aegis Dynamics manual.



Figure 13. Expanded Aegis Dynamics editor with mode strip, detector, band mode, transfer display and dynamics controls.

11. Advanced Maelstrom Modules

Aegis Dynamics, Fracture, Parallax and Prism FX represent the advanced side of Maelstrom. They are not simply utility effects. They are deep processors that can define the character, motion, spatial depth and safety of a Vectra sound.

Advanced module	Best for	Read next
Aegis Dynamics	Leveling, punch, glue, linked multiband shaping and safety.	Aegis Dynamics Manual
Fracture	Rhythmic fragments, glitch fills, pulse repeats and transition events.	Fracture Manual
Parallax	Stereo-field depth, width, center stability and cinematic placement.	Parallax Manual
Prism FX	Spectral focus, warp, memory and timbral motion.	This overview, plus future Prism FX deep manual if released.

Ownership note

Parallax, Fracture and Prism FX are advanced modules that may be included in higher editions such as Deluxe or available as separate module purchases. The browser and License Center show the current ownership state.

12. Macro Bay and Living Matrix Integration

Maelstrom is part of Vectra's modulation environment. FX parameters can appear as Living Matrix destinations where they are exposed. Macro Bay remains visible on the FX page so effect movement can become part of the playable patch.



Figure 14. Macro / Matrix column visible from the FX page for performance control context.

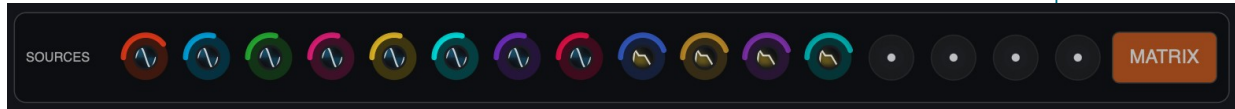


Figure 15. Lower SourceBar with modulation sources and Matrix access while editing FX.

Module	Examples of exposed modulation destinations
Distortion	Drive, Tone, Mix
EQ	Low Gain, Mid Frequency, Mid Gain, High Gain
Delay	Time, Feedback, Mix, Tone, Mod Rate, Mod Depth
Reverb	Size, Mix, Tone, Pre Delay, Width, Low Decay, Character
Chorus	Rate, Depth, Mix
Phaser	Rate, Depth, Mix
Parallax	Width, Depth, Bloom, Skew, Air, Mix
Fracture	Rate, Swing, Slice, Gate, Chance, Jitter, Reverse, Spread, Mix
Prism FX	Focus, Span, Warp, Diffuse, Memory, Tilt, Split, Mix
Aegis Dynamics	Drive, Threshold, Ratio, Amount, Attack, Release, Knee, Output, Mix, Up/Down, SC HPF

Modulation rule

A visible control is not automatically a modulation destination. Use the Living Matrix to see the parameters that are exposed for routing in the current build.

13. Ownership, Locked Modules and Store Content

Some Maelstrom modules and some algorithms can require edition access, an individual module purchase or a content entitlement. This includes advanced modules such as Parallax, Fracture and Prism FX, and selected algorithms in modules such as Distortion and Reverb.

Vectra supports single-module purchases from version 1.7.0 onward where products are available through Audionerdz. This lets users expand a setup without necessarily changing the whole edition. After purchasing, use License Center sync so Vectra can refresh local ownership.

Situation	What it means	What to do
Module is unavailable	The current installation does not have access to that module.	Check edition/module ownership and sync purchases.
Algorithm is unavailable	The module is present, but a specific algorithm needs ownership.	Choose an available algorithm or unlock the required content.
Preset sounds incomplete	The preset may require a module or algorithm not available locally.	Open Preset Browser and Sound DNA to inspect missing requirements.
Purchase was just made	Vectra may not have refreshed the account state yet.	Run Sync Audionerdz Purchases in License Center.

14. Practical Workflows

Clean finishing chain

- Add EQ to remove excess lows or brighten the patch.
- Add Parallax if the sound needs stereo placement.
- Add Aegis Dynamics near the end for control and safety.
- Save the preset with the complete chain.

Psytrance movement chain

- Add Phaser or Chorus for motion.
- Add Delay for timed echo movement.
- Use macro modulation on Mix or Rate-style controls where exposed.
- Keep each Mix moderate so the chain stays playable.

Glitch transition chain

- Add Fracture after a tonal module.
- Use Rate, Slice, Chance and Mix to define the fragment behavior.
- Place Delay or Reverb after Fracture for tail and depth.
- Map a macro to bring the effect in for fills.

Wide cinematic chain

- Add Parallax for depth and width.
- Add Reverb for space.
- Use Aegis Dynamics lightly if the tail needs control.
- Check mono and center impact when using very wide settings.

Spectral motion chain

- Add Prism FX for spectral focus and warp.
- Use Focus and Warp to find the moving texture.
- Blend with Mix before adding extra space.
- Modulate exposed Prism FX destinations for controlled movement.

15. Troubleshooting

Problem	Likely cause	Fix
Module is not sounding	It may be bypassed, set too dry or placed where the input is subtle.	Check B, Mix and chain position.
Effect is too strong	The module Mix or intensity controls are too high.	Lower Mix first, then reduce deeper controls.
Chain changes after reorder	Maelstrom is ordered and serial.	Use the order intentionally. Move dynamics, delay or reverb based on the desired result.
Cannot drag cards	A module may be focused/expanded.	Return to overview, then drag compact cards.
Cannot add another module	The chain may be full or the view may be focused.	Return to overview and check the eight-slot limit.
Module is locked	Edition, module or content ownership is required.	Unlock the module or sync purchases in License Center.
Preset loads with missing requirements	The preset uses a module or algorithm not available locally.	Use Preset Browser and Sound DNA to inspect the requirement.
Modulation destination not visible	Only exposed parameters appear as destinations.	Open Living Matrix and choose from the available Maelstrom destinations.

16. Related Manuals

Maelstrom FX is the overview layer. Use the detailed module manuals when a processor becomes a major part of your patch design.

Manual	Use it for
Aegis Dynamics Manual	Compression, linked multiband behavior, Up/Dn MB, limiting and safety.
Fracture Manual	Rhythmic fragment repeats, glitch pulse behavior and timing workflows.
Parallax Manual	Stereo field control, width, depth, center stability and mono-safe work.
Living Matrix & Macro Bay Manual	Routing modulation and macros into Maelstrom parameters.
Preset Browser & Library Manual	Saving/loading presets, Sound DNA, locked content and License Center sync.
Documentation Index	Recommended reading order for the full Vectra documentation set.

17. Technical Appendix

Ordered eight-slot chain

Maelstrom uses an ordered FX chain with up to eight active module slots. Modules process in their current order. Reordering compact cards changes the processing result.

Compact and expanded editor model

Compact cards and expanded editors are two views of the same module instance. The compact card is designed for rack overview and quick controls. The expanded editor is designed for deeper module work.

Preset compatibility

Maelstrom chain settings are saved with Vectra presets. Older presets that were created before the current modular chain system are restored through a compatibility path so they can continue to load in current Vectra versions.

Modulation exposure

Maelstrom parameters can participate in the Living Matrix where they are exposed as destinations. This keeps FX motion inside Vectra's normal modulation workflow while avoiding the assumption that every visible control is a routable destination.

Ownership and module access

Advanced modules and selected algorithms can depend on edition or module ownership. If a preset or module reports a missing requirement, use the Preset Browser, Sound DNA and License Center sync workflow to resolve access.