

Poly Engine Chorus

Eight voices. Four engines. One stereo field.



VERSION 1.4.3

Build a restrained stereo chorus or a layered modulation effect. Learn how voices, delay engines, Formant, Character and the global mix work together.

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Installation and first launch

Install Poly Engine Chorus, then load it in an effect slot.

- 01.** Close your DAW before installing or updating.
- 02.** Download the Windows installer or macOS package from your product page or [My account](#).
- 03.** Run the installer, reopen your DAW and rescan plugins if needed. On Mac, use AU in Logic Pro or AU/VST3 in a compatible host.
- 04.** Find Poly Engine Chorus under Metasis Audio. Start playback and select Init or a factory preset.

Format	Installation folder
Windows VST3	C:\Program Files\Common Files\VST3
macOS VST3	/Library/Audio/Plug-Ins/VST3
macOS AU	/Library/Audio/Plug-Ins/Components

Windows 10 or 11, 64-bit, with a VST3 host. On Mac, use macOS 11 or later on Apple silicon or Intel.

Trial and activation

The full plugin has a seven-day trial. Activate a purchase with the email used for your order and your licence key. Activation needs an internet connection; normal activated use works offline.

See Activation and device changes for moving to another computer.

Quick start and voice selection

- 01.** Insert the plugin on a track and start playback. The initial state enables four voices.
- 02.** Select a voice using its numbered key. Choose BBD, Granular, Tape or Spectral for that voice.
- 03.** Set a modest Mix and adjust the selected voice's Level, Pan and Delay. Repeat for other voices.
- 04.** Disable voices you do not need. Clear Solo, then compare with Bypass and adjust Output.

Select, enable and solo

Selecting a voice chooses which settings you edit. ON determines whether it contributes sound; selecting it does not automatically mean it is enabled. SOLO isolates enabled soloed voices. Multiple voices can be soloed together. A disabled voice does not contribute simply because its Solo flag is set.

The stereo field

The marker angle represents pan and its radius represents base delay. Dragging a marker changes both. The view helps you separate voices in space and time; the numeric controls let you set exact values. The width bracket around the field also controls the overall stereo spread.

Adding voices

The engine supports up to eight voices. Enable them individually; use the voice selection or bank controls presented by your build to reach all eight. More voices can make the effect denser, but different positions and movement usually matter more than simply enabling everything.

The dry path remains stereo. The wet voices receive a mono-derived send and are positioned individually. This matters when processing a very wide source: compare the dry/wet balance and mono sum.

Voice controls

Control	What it does
Level / -60 to +6 dB	Sets the contribution of the selected voice. Balance voices before changing the global Output.
Pan / left to right	Places the voice across the stereo image.
Delay / 2-80 ms	Sets the base delay. Short delays thicken; longer values make doubling more apparent.
Depth / 0-12 ms	Sets modulation depth. In Granular, this controls pitch movement rather than a conventional moving delay tap.
Rate / 0.03-8 Hz	Sets movement speed. Different rates across voices create less uniform motion.
Feedback / -85 to +85%	Returns part of the voice into its delay path. Negative values invert the feedback polarity. Start near zero and listen for resonances.
Formant / -6 to +6 st	Shifts the spectral envelope or timbre. It is not a keyboard transpose control and does not simply move every note by that interval.
Character / 0-100%	Changes the engine-specific texture: drive/noise, grain length, tape behaviour or spectral smearing. See the next page.

Make one change at a time

Solo the selected voice while learning an engine. Then turn Solo off and adjust Level in the complete chorus. An effect that sounds dramatic alone may only need a small contribution in the full mix.

The four engines

Engine	Behaviour
BBD	A bucket-brigade-style delay with a darker response and saturation. Character changes drive, clock noise and darkness.
Granular	Three overlapping grains produce pitch movement. Depth and Rate change the pitch swing; Character changes grain length from shorter, more articulated grains to smoother, longer grains.
Tape	Tape-style delay with wow, flutter, saturation and a second-head component. Increasing Character adds saturation and less steady movement.
Spectral	Frequency-domain processing smears the sound. Higher Character moves towards a held or frozen texture; the freeze region begins above roughly 72%.

Useful combinations

Try two BBD voices for a conventional chorus base, then add a quieter Tape voice for irregular motion. Use Granular for a less conventional pitch texture. Add Spectral at a restrained level when you want a sustained layer around the source.

Character is not the same across engines

A setting of 70% does not mean the same acoustic change in all four engines. Choose the engine first, set Level and Mix conservatively, and sweep Character while listening. Spectral can continue to hold sound at high settings; reduce Character when you want a more immediate response.

The plugin reports a fixed 512-sample latency so the engines and dry path remain aligned. This is about 10.7 ms at 48 kHz. Use the DAW's delay compensation when mixing; account for the added delay when monitoring live.

Mix, width and practical settings

Control	What it does
Mix / 0-100%	Balances dry input and the chorus. On a conventional send/return, use 100% wet and adjust the DAW send.
Width / 0-200%	Controls stereo spread. 100% is neutral; lower values narrow and higher values widen the effect.
Output / -24 to +12 dB	Sets the final output level. Leave headroom, especially with feedback or many voices.
Bypass	Bypasses processing while preserving the alignment required for comparison.

Goal	Starting approach
Subtle width	Use two voices with opposite pan positions, short delays and shallow Depth. Start around 15-25% Mix.
Dense chorus	Use four voices with different Rate and Delay settings. Balance Level before increasing Mix.
Tape movement	Choose Tape on one or two voices. Increase Character and Depth gradually; keep a stable dry component.
Held texture	Use a quiet Spectral voice and raise Character into its hold region. Lower Character or bypass when you want the source to follow normally.

Presets and automation

Use the program selector and arrows to browse, SAVE for a user preset and LOAD for a .pecpreset file. Save your DAW project as well. Parameters can be automated in the host. Listen through engine changes and large Feedback or Mix changes before rendering the full track.

Check wide settings in mono. If important parts become less clear, reduce Width, Depth or wet Level rather than adding more voices.

Troubleshooting and support

Symptom	Check this first
Selected voice is silent	Enable its ON switch, check Level and clear other Solo selections.
Wet effect is missing	Check Mix, voice ON states and voice Levels. A selected voice can still be disabled.
Sound continues or smears heavily	Reduce Spectral Character out of the freeze region and lower Feedback.
Pitch motion is too strong	Reduce Depth and wet Mix. Try fewer voices with gentler rates.
Delay during live monitoring	The fixed 512-sample latency is expected. Use a suitable monitoring path and DAW delay compensation.

Plugin missing from the DAW

Confirm the plugin format, architecture and installed location. Close and reopen the DAW, rescan with its plugin manager, and review any failed-validation list. Remove duplicate old installations only when you know which version your existing projects require. Do not disable operating-system security checks to force a plugin to load.

Projects, presets and updates

Save your DAW project and a copy of important user presets before updating. A DAW project stores the plugin state; a preset file lets you reuse settings in another project. Keep the original installers needed for archived sessions.

For activation trouble, use the same email address as your order, check your connection and available device slots, then reopen the plugin after activation. If the licence does not persist, report the exact error to support.

Contact METASIS

Email support@metasisaudio.com with the plugin name and version, operating system, DAW/version, plugin format and steps to reproduce the issue. For audio problems, include sample rate, buffer size and a short example you are allowed to share.

[Support and current downloads](#) | [My account](#)

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Activation and device changes

Activate once, use offline

The full plugin works for seven days from first use. To keep using it after the trial, open MENU and the licence window. Enter the email used for your purchase and your licence key, then choose ACTIVATE while connected to the internet. Once activated, normal use works offline without periodic licence checks.

A personal licence normally covers two computers. Check your allowance in My account. Several instances on the same computer use one activation. To free an activation, use DEACTIVATE inside the plugin on that computer.

Move to another computer

- 01.** Open the licence window on the old computer, choose DEACTIVATE and wait for confirmation.
- 02.** If the connection fails, local activation is removed but the server activation stays pending. Reconnect and choose RETRY. The activation is free to use elsewhere only after server confirmation.
- 03.** Activate on the replacement computer with your purchase email and key. If an older activation shows VERIFY, use it first to enable deactivation.

Deactivation does not restart the trial. If the original trial has ended, the plugin is silent until activated again. If a computer is lost or broken, contact support@metasisaudio.com. Reaching the device limit does not stop an already activated computer from working.

Transferring your licence

Transfer a perpetual paid licence to another person from your customer account. There is no transfer fee.

01. Deactivate every authorised computer inside the plugin. Contact support if a computer is unavailable.

02. Stop using the licence and make all retained copies and restorable backups unusable.

03. Open My account > My Licenses. Enter the recipient email for the selected licence, confirm that you have relinquished the copies and send the invitation.

04. The recipient accepts the email invitation within seven days. They use the account for that email or receive a password-setup email for a new account.

05. The recipient receives a new key and download access. Your original invoice and other purchases stay in your account. Both sides receive confirmation.

While an invitation is pending, new activations are paused. Cancel it before acceptance if needed; unaccepted invitations expire after seven days. Private resale payment is arranged between the parties. Statutory rights remain unaffected.

Full instructions: metasisaudio.com/support. Privacy: metasisaudio.com/privacy-policy.