Solfeggio Killer — User manual

Version 1.3.2 · By Artemiy Haydron · November 2026

What's new in 1.3.2

- **11th and 13th chords.** A MIDI file dragged into the window now gives 11, m11, 13, maj13, m13, 7#11 and maj7#11 chords, also the way they are usually played: without the fifth, and a 13th without the 11th. Before, they came out as the nearest 7th or 9th chord.
- The new chords play on every instrument: on the keys in a light voicing (without the fifth; the 11 chord without the third), on guitar and ukulele in simple shapes, and the bass plays the root and the fifth as usual. You can also pick them by hand in the type menu of a chord outside the key.
- **The progression and the DAW's bars.** When the DAW started a fraction of a millisecond after the bar line (it almost always does), the first strike was lost, and in simple styles the first chord did not sound at all — the progression seemed to start on the second one. Now the first chord sounds at once, and a pre-roll before the bar no longer blips the last chord. A new "▾" beside "Play with DAW": the progression by the project's bars (bar 1 of the DAW is the first chord, as before) or from the first chord every time the DAW starts, wherever you press Play. In Pro Tools the progression is no longer one chord off.
- **A note about a new version.** When an update comes out on the website, the plugin shows a card the first time its window opens in a session: "Go to the website" (the download page) and "What's new". Close it with the ✕ or a click anywhere; with "Don't show this again" the plugin won't remind you about that version again (it will about the next one). The "Update to…" link in the header stays.
- **Hints on the circle of fifths work like the scale chords.** The yellow rims show what goes well after the chord selected in the progression (or, with none selected, after the last one). Pointing at a chord no longer moves the hints to it. What the rims mean is now written above the circle too.

New in 1.3.1

- **Volumes in plain sight.** Chord, bass and melody volume, reverb, drum volume and complexity, and auto melody intensity and complexity are no longer hidden in Advanced mode. Double-click a slider to put it back where it started.
- **"+" in Scale chords.** Point at a chord and a "+" appears in its corner. Click it to add the chord to the end of the progression (before, it took a double-click or a drag).
- **What the frames in Scale chords mean.** It is now written to the right of the tabs: a yellow frame marks a chord that will sound good next, a green one the chord playing now. There are fewer yellow frames: only in the triads row (or the sevenths row when a seventh chord is selected).
- **The chord menu without a right click.** The selected chord in the progression has a "⋯" button. It opens the same menu as a right click: chord type, inversion, bass, length and the rest.
- **The Result tab is now called "How to play"**, and it has an instrument menu on the right: piano, guitar, **ukulele** — chord shapes in standard G-C-E-A tuning, and **bass guitar** — the

bass part as tab and on the neck.

- **Guitar on the Score tab.** Besides piano notation you can pick guitar tablature or a fingerstyle arrangement (melody, bass and picking on one guitar). Key signatures, stems and rests now follow the rules of music notation.
- **Clearer labels.** Chord lengths in the progression are in words (“1 bar”, “6 beats”). The A B C buttons are labelled “Sections”. Renamed: “Save” → “Save preset”, “Save as…” → “As new…”, “Random” → “Random chords”, “Humanize (timing)” and “Velocity spread” → “Humanize: timing” and “Humanize: velocity”.
- **Help by topic.** “?” → “Help”: the topics are listed on the left, and only the chosen one is shown on the right. The quick tour is shorter and ends on the Play button.
- **Small things.** The Play button stands out, and Clear has moved further right so it is not pressed by accident. Drums and auto melody look paler while they are off. The window size is chosen in the Skin window (the percent button is gone from the header). “Release this computer” now asks before it releases.

New in 1.3

- **Chords from a song, more accurately**: the tempo, the key and the chords' lengths come out much better; chords change on the bar lines, without needless splits.
- **The song's loop**: when a song goes round the same 4 or 8 chords, the progression is those, from where the square starts.
- **A song's parts in the sections A, B, C**: a verse, a chorus and a bridge with different chords go to their own sections (when the sections hold something, the plugin asks first).
- **“×2” and “÷2”** in the header, next to the time signature: when a song's tempo was heard at half or double, the chords get twice or half as many bars (in the app the tempo changes with them).
- **Hints on the circle of fifths**: point at a chord of the circle or select a chord in the progression, and the chords that go well next light up yellow.
- MP3 files that would not open before now do; while playing, the window uses less CPU.

New in 1.2.9

- **Your own melody**: in the “Melody rhythm” list — “+ Create your own melody…”. Draw notes on a grid: where they sound, how long, and on which step of the scale from the chord’s root. The melody moves with every chord by itself and never leaves the key; every note is heard as you put it. Saved under “My melodies” and in the project (section 9).
- **CLAP format** for Mac, Windows and Linux (Bitwig, Reaper, FL Studio, Studio One and more).
- The window repaints faster and uses less CPU.

New in 1.2.8

- **Hands (Beta)**: a button in the Result tab (Piano mode) — two hands over the keys show which chord and bass notes to play and with which fingers (1 thumb … 5 little finger).
- **Guitar all over the neck**: up to 10 shapes for every chord — open, barre and without a barre; the ‹ › arrows under a chord go through them, the choice is saved with the project.
- Result: the keys at the bottom, the notes fall onto them and always match what you hear, every time round the progression.
- “MIDI out ▾”: tick the parts one after another, the menu stays open.
- The plugin window uses less CPU.

New in 1.2.7

- **MIDI out, part by part**: the “MIDI out ▾” button (in the plugin and in the app). Chords, bass, melody and drums can go to other synths separately, each part on its own MIDI channel. In the app every part also has its own computer MIDI output, for external synths. Off by default (section 10).
- **Two new skins**: “Liquid Glass” (glassy, in the manner of Apple) and “Custom”, where you choose six colours yourself (section 4).

New in 1.2.6

- **Fixed a DAW crash** (Logic and others, AU format) when closing the plug-in window with a sound or style list open.
- The search list is no longer cut off in a small window, and Esc closes it.
- “Constellation” and the Piano / Guitar buttons update after a preset or project is loaded.
- Changing the skin applies at once in every open plug-in window.
- Logic: old copies of dragged regions are cleaned out of the cache automatically.
- If the DAW hands over a file in an unsuitable format, the plug-in now says so.

New in 1.2.5

- **A wide window**: chords, the progression and the keyboard on the left, sound, drums and auto melody on the right — everything in view, nothing cramped. “Advanced mode” has moved to the header.
- **Constellation** — a new tab: chords around the tonic by genre and mood; safe ones in the middle, bold ones on the edge, darker on the left, brighter on the right. The “dynamic scale” shows what fits the last chord you played (section 5).
- **Audio and MIDI straight from the DAW**: drag a region from a Logic track, a clip from Ableton or any audio or MIDI file into the window — the plugin finds the key, tempo and chords (section 7).
- **11 skins**: the palette button in the header opens the “Skin” window — Graphite, Notebook, Studio, Crimson, Yams, Sakura, Deep Ocean, Obsidian, Old School, Universal, Metalic; the window size is there too (section 4).
- “Result”: bigger keys (only the octaves in use), guitar chord boxes in the right proportions; “Score” is centred on the page.

1. What Solfeggio Killer is

Solfeggio Killer is a tool for quick song demos. It plays a chord progression, bass, drums and a melody in the style you choose, and whatever you play on a MIDI keyboard (or with the mouse on the drawn keys, or the computer keys in the app) stays in the key and on the current chord.

Format	File	For
AU (Audio Unit), Mac	`Solfeggio Killer.component`	Logic Pro, GarageBand
AU MIDI FX, Mac	`Solfeggio Killer MIDI.component`	Logic Pro (MIDI FX slot: plays the track's instrument)
VST3 — Mac, Windows, Linux	`Solfeggio Killer.vst3`	Ableton Live, Cubase, FL Studio, Reaper, Bitwig, Studio One and more
CLAP — Mac, Windows, Linux	`Solfeggio Killer.clap`	Bitwig, Reaper, FL Studio, Studio One and more
App	`Solfeggio Killer.app` / `.exe`	no DAW needed

Requirements: macOS 11+ (Apple Silicon and Intel), Windows 10/11 64-bit, Linux x86-64 (glibc 2.30+). The instrument sounds are one file shared by every format (about 60 MB).

2. Installation

Mac

1. Open `Solfeggio Killer 1.3.2 Mac.pkg`.
2. If macOS cannot verify it: “Done” → System Settings → Privacy & Security → “Open Anyway”. Once only: the installer is not notarized.
3. Choose who to install for; untick what you don't need (AU, MIDI FX, VST3, app). Restart your DAW.

Without the installer (.zip): put the plugin into `~/Library/Audio/Plug-Ins/Components/` (AU) or `~/Library/Audio/Plug-Ins/VST3/` and remove the quarantine: `xattr -dr com.apple.quarantine ~/Library/Audio/Plug-Ins/Components/"Solfeggio Killer.component"`.

DAW	Where
Logic Pro, GarageBand	Software Instrument → AU Instruments → Artemiy Haydron → Solfeggio Killer
Logic Pro (MIDI FX)	MIDI FX slot → Audio Units → Artemiy Haydron → Solfeggio Killer MIDI
Ableton Live	Plug-Ins → VST3 → Artemiy Haydron → Solfeggio Killer
Cubase, FL Studio, Reaper, Bitwig, Studio One	VST3 instruments → Solfeggio Killer (rescan plug-ins if needed)

Windows and Linux

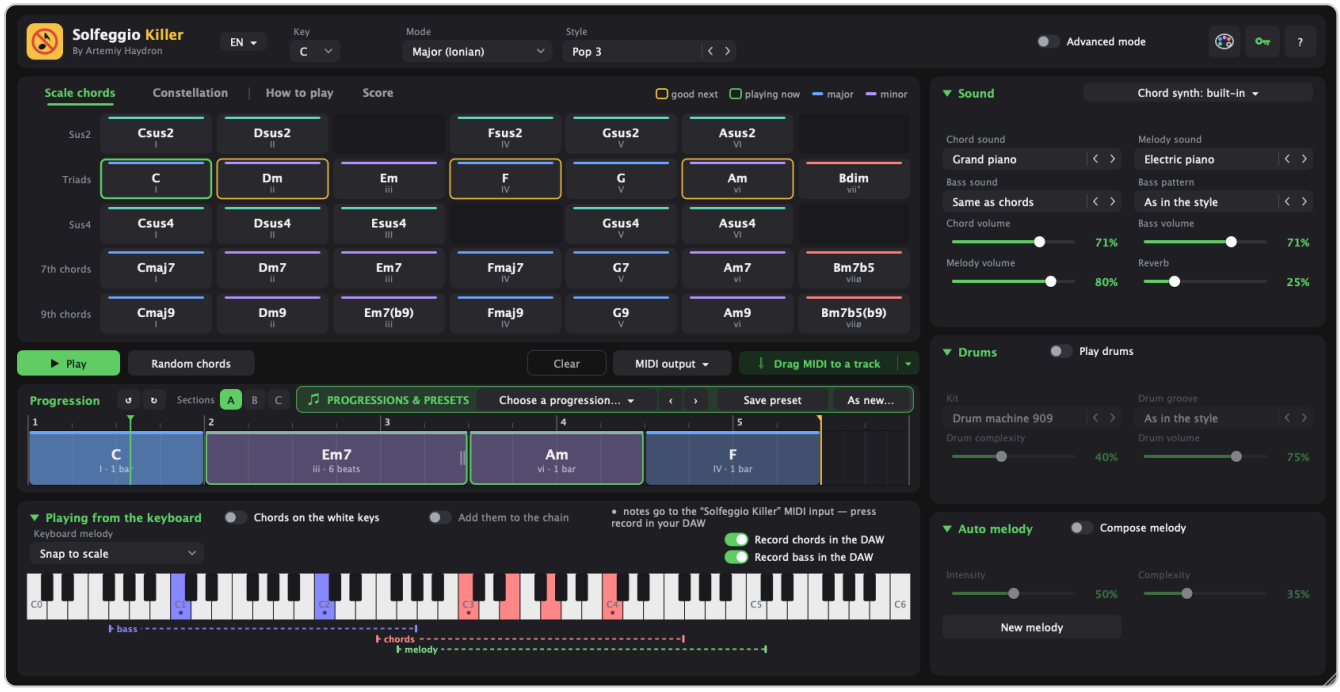
Windows: `Solfeggio Killer 1.3.2 Windows Setup.exe` installs the VST3 into `C:\Program Files\Common Files\VST3\` and the app. If SmartScreen says “Windows protected your PC”: “More info” → “Run anyway”. Windows has no virtual MIDI ports, so the record-in-DAW switches are hidden there: use “Drag MIDI”.

Linux: the VST3 goes to `~/.vst3/`, the app anywhere (`chmod +x "Solfeggio Killer"`). Needs ALSA, FreeType and Fontconfig.

CLAP (in the .zip / .tar.gz archives): put `Solfeggio Killer.clap` into `~/Library/Audio/Plug-Ins/CLAP/` (Mac), `C:\Program Files\Common Files\CLAP\` (Windows) or `~/.clap/` (Linux); on Windows and Linux put the sound file `SolfeggioKiller.samples` from the same archive next to it.

3. Quick start

1. On first launch a **quick tour** walks you through the window. Skip it any time and open it again: "?" → "Quick tour".
2. Choose the key, the mode and the style in the header.
3. In the "PROGRESSIONS & PRESETS" strip above the progression open the menu and pick a ready progression (‹ › leaf through them), or build your own from "Chords of the key", or drop an audio file on the window.
4. Start playback in the DAW or press ▶ Play.
5. Play a melody: the notes stay in key. Press record in your DAW to record.



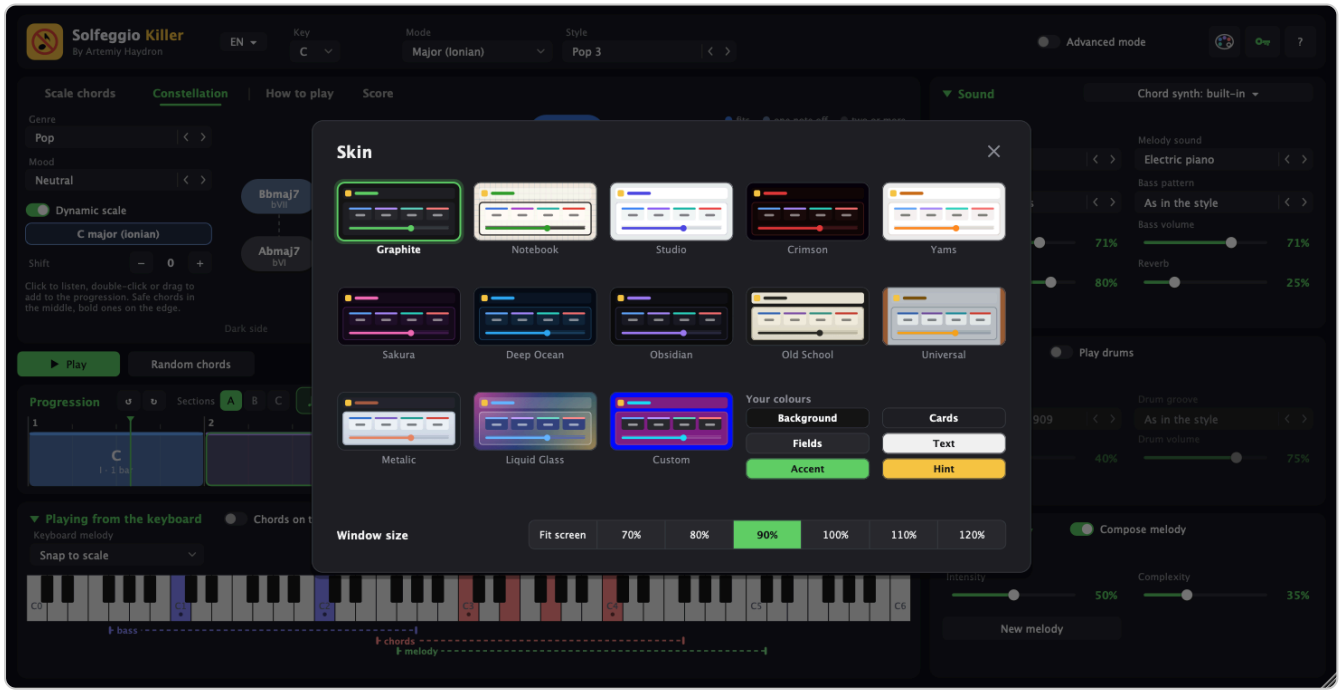
The main window (simple mode): header, chords of the key, buttons, progression, sound, drums, auto melody, keyboard.

4. Header

Control	What it does
Language (EN ▾)	the interface language: English, Русский, Español, Deutsch, Français, Italiano, 日本語, 中文; remembered for every copy of the plugin and the app
Key	the tonic; changing it transposes the whole progression. Advanced mode: –½ / +½ moves everything a semitone
Mode	major, minor, Dorian, Phrygian, Lydian, Mixolydian, Locrian, harmonic and melodic minor
Style	the rhythm of chords and bass: 62 ready styles and your own (User and “+ Create your own style…” at the top of the list). ‹ › — the next style
Time signature (advanced)	“Auto (from DAW)” or 4/4, 3/4, 2/4, 5/4, 6/8, 12/8
Key, ⚙, ?	license; audio settings (app); help and the quick tour (the window size is in the Skin window)

Skins

The palette button in the header opens the **“Skin”** window: all skins as small pictures side by side, a click puts one on (the window stays open, so you can try them in turn). Below — the window size: “Fit screen” or 70–120%. The choice is remembered by every copy of the plugin and the app. The last tile is **“Custom”**: next to it is the “Your colours” block (Background, Cards, Fields, Text, Accent, Hint). A click on a colour opens a chooser; the other shades follow by themselves. The first click starts from the skin that is on.



The Skin window.

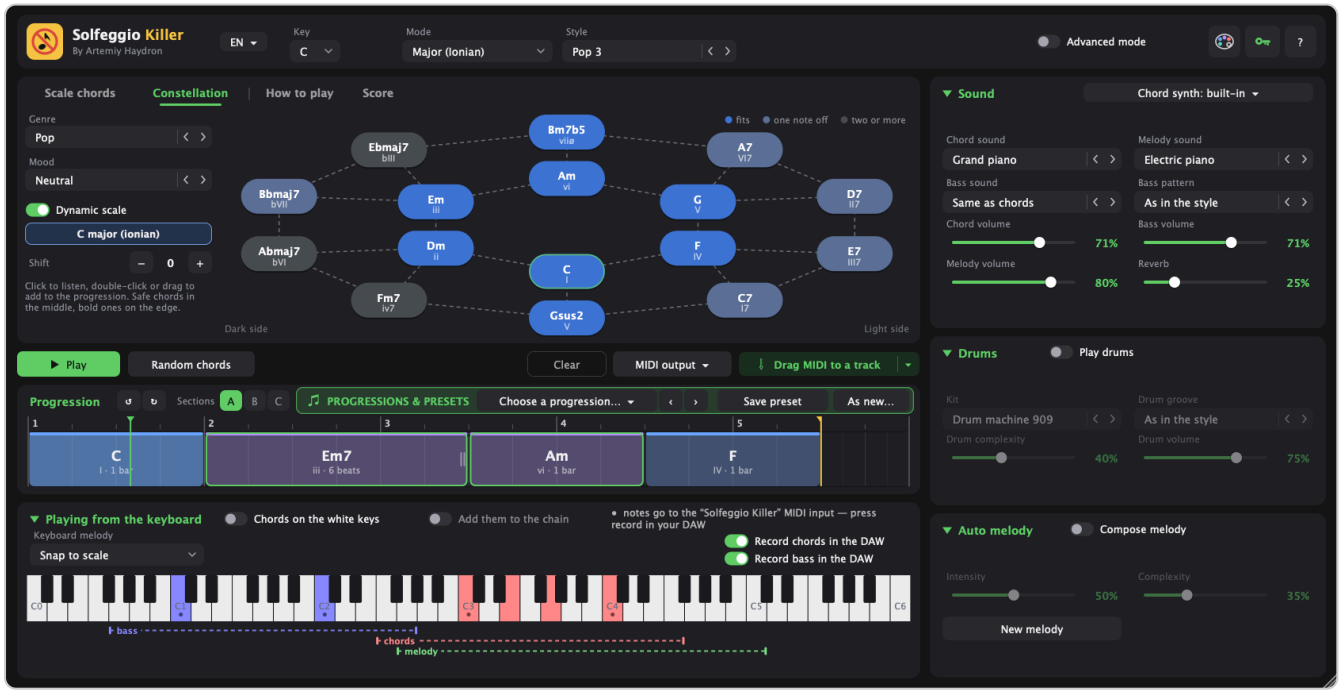
An “⬆ Update to …” link appears under the name when the website has a newer version.

Advanced mode: the switch in the header, left of the palette button. Off: only the essentials. On: the Circle of fifths, Cadences and Outside tabs, time signature, “+ Rest”, “Play with DAW”, volumes, swing, humanize, drum and melody complexity, keyboard options and hints. The cards below the progression fold with a click on their title (▾ / ▸).

5. Chords

Everywhere: click to listen, double-click to add at the end, drag to insert or replace. Hover over a tab's name for its hint.

- **Chords of the key**: 7 degrees × 5 types (Sus2, triads, Sus4, 7ths, 9ths). A yellow frame marks good next chords, a green one what plays now.
- **Constellation** — 16 chords around the tonic: six safe ones in the middle (the tonic at the bottom, its relative at the top), ten bold ones on the edge; darker on the left (minor, borrowed), brighter on the right (major, secondary dominants). The **genre** (pop, rock, R&B, jazz, lo-fi, electronic, cinematic, ambient, hip-hop, gospel) decides between triads, sevenths and ninths; the **mood** (bright, neutral, dark) which chords sit on the edge. Colours: blue — every note in the scale, grey-blue — one note off, grey — two or more. With the dynamic scale on, the colours follow the last chord played here; off, the song's key. “–” / “+” shift the constellation by semitones.
- **Circle of fifths**, **Cadences**, **Outside** (advanced mode): majors and minors around the circle; 20 cadences; secondary dominants, borrowed chords, special colours, bridges to other keys.
- **How to play**: an instrument menu on the right — piano (the notes of the accompaniment fall onto the keys), guitar and ukulele (chord shapes; the ‹ › arrows — other shapes along the neck) or bass guitar (the bass part as tab and on the neck).
- **Score**: the whole progression on staves; the menu next to it: piano, guitar tablature or fingerstyle; “Save score”: PNG, PDF or MIDI.



The Constellation tab.

6. The progression and the buttons above it

↺ ↻ — undo / redo (⌘Z / ⇧⌘Z). **A B C** — the sections of the song (verse, chorus, bridge); while playing, a new section starts at the next bar line (its button blinks while it waits). A track as in a DAW: drag a chord onto another to swap, to an edge to move; drag the right edge for length; Delete or × removes; right click (or "⋯" on the selected chord): type, inversion, bass, length.

PROGRESSIONS & PRESETS — the green strip above the progression: the menu, ‹ › that leaf through everything, "Save preset" (writes the changes into the open preset of yours; after a ready progression it asks for a name) and "As new…". The menu holds:

- **Top 5 hits**: progressions pop music has used for decades.
- **Mood** (21) and **Genres** (19, including "Jazz standards" and "Spiritual jazz"): over 400 progressions in your key. "Search and favourites…" searches by chords and names.
- **From audio**: "Chords from an audio file…" and, in a DAW, "Chords from the side chain" (section 7).
- **User**: your presets (the whole song: progression, sounds, style, knobs) and "Save preset…".

Random chords builds a progression by harmony rules, **Clear** (further right in the same row) removes everything.

"Modulate to…" and sections

Right-click a chord → **"Modulate to…"**. At the top, where to: the dominant, the subdominant, the relative or parallel key, a half or whole step up, another section's key, or any key and mode. Below, the ways there in real chords (from C to G: Am → D7 → G through a common chord, Am7 → D7 → G, F#dim7 → G…). ▶ plays one, "Insert" puts it after the selected chord with a key change on the new tonic. "Half a bar each" makes the chords shorter; "The chords after it move to the new key too" moves everything that follows.

Right-click **A / B / C**: copy everything here from another section or only its chords (they land in this section's key), swap sections, change the section's key (its chords move with it), "Bridge into this section" — the helper adds a way into this section's key at the end of the open one — or clear the section. When sections are in different keys, the key shows in the button's corner.

Key changes and tonicizations

Right-click a chord in the progression:

- **Key from here** — from this chord on the music is in another key: to the dominant, the subdominant, the relative key, up a half or whole step, "make this chord the tonic", or any key and mode. The chords sound the same, but the palette, the keyboard, the white keys and the auto melody move to the new key. The chord gets a "→ G" flag, and "Key here: G" shows above the palette.
- **Tonicize this chord** — a short visit to its key before it: a dominant (G7 → C), ii – V (Dm7 – G7 → C), a diminished leading chord (B°7 → C) or a chain of dominants (D7 – G7 → C). The new chords take the second half of the chord before; the loop keeps its length.
- **Lift from here** — everything from this chord sounds a half or whole step higher (the last chorus), optionally with the new key's dominant before it.

To undo a change: "Key from here → Remove the key change". Key changes are saved with the project and in presets; each variant A / B / C has its own.

7. Chords from audio

Take the file straight from the DAW — drag a region from a Logic track, a clip from Ableton or an item from Reaper into the window. **MIDI files** work too: the tempo comes from the file, the chords from the notes,

11th and 13th chords included (11, m11, 13, maj13, m13, 7#11, maj7#11, also without the fifth, as they are usually played). When several files are dropped, the plugin takes the first audio or MIDI one.

Drop an audio file on the plugin window (or “Progressions & presets → Chords from an audio file…”). The plugin listens and finds:

- the **tempo** and the beats (the app sets its tempo; in a DAW the project's tempo rules);
- the **key and mode** (major / minor);
- the **chords** bar by bar (or half-bar), with a seventh when it is heard. When a song goes round the same 4–8 chords, the progression is that one loop, from where the square starts; when a song has parts with different chords (a verse, a chorus, a bridge), they go to the sections A, B, C. A sample or a MIDI region starts where the file starts.

When the file name holds the tempo and key (as Splice samples do: “…_126_F#m.wav”), they are taken from it. Chord loops (keys, guitar, pads) work best; dense mixes with vocals and single-line melodies may come out wrong — fix the progression by hand.

When the tempo was heard at half or double (it happens with slow and very fast songs), press “×2” or “÷2” in the header, next to the time signature: the chords get twice or half as many bars, and in the app the tempo changes with them, so the song sounds the same.

From the side chain

A track that is already in your DAW needs no bounce: send it to the plugin's side chain (Logic — the “Side Chain” menu at the top of the plugin window; Ableton — “Sidechain” in the device; Cubase — the side chain button and a send from the track), choose “Progressions & presets → Chords from the side chain” and start playback. The plugin listens from the next bar line for 8 bars (or until you press “Done — find the chords” or stop the DAW), takes the project's tempo and puts the key and the chords into the progression.

8. Your own style

The Style list → “＋ Create your own style…” (or “✎ Edit your style…”). The grid is sixteenths, 1 or 2 bars; bold lines are bar lines.

Row	Plays
Whole chord	every note of the chord at once
Note 4 … Note 1	one note of the chord (1 = lowest): arpeggios and broken figures
Note 3, octave down	the third note an octave lower
Bass: octave, fifth, root	the bass part

Click for a hit, drag right to make it longer (hold beats over, as in house), click a hit to remove it, right click to make it softer. “▶ Play” in the editor plays the style while you draw; a green line runs over the grid. “Save” puts the style at the top of the style list under User; a chosen style of your own is saved in the project too.



The style editor.

9. Sound, drums, auto melody

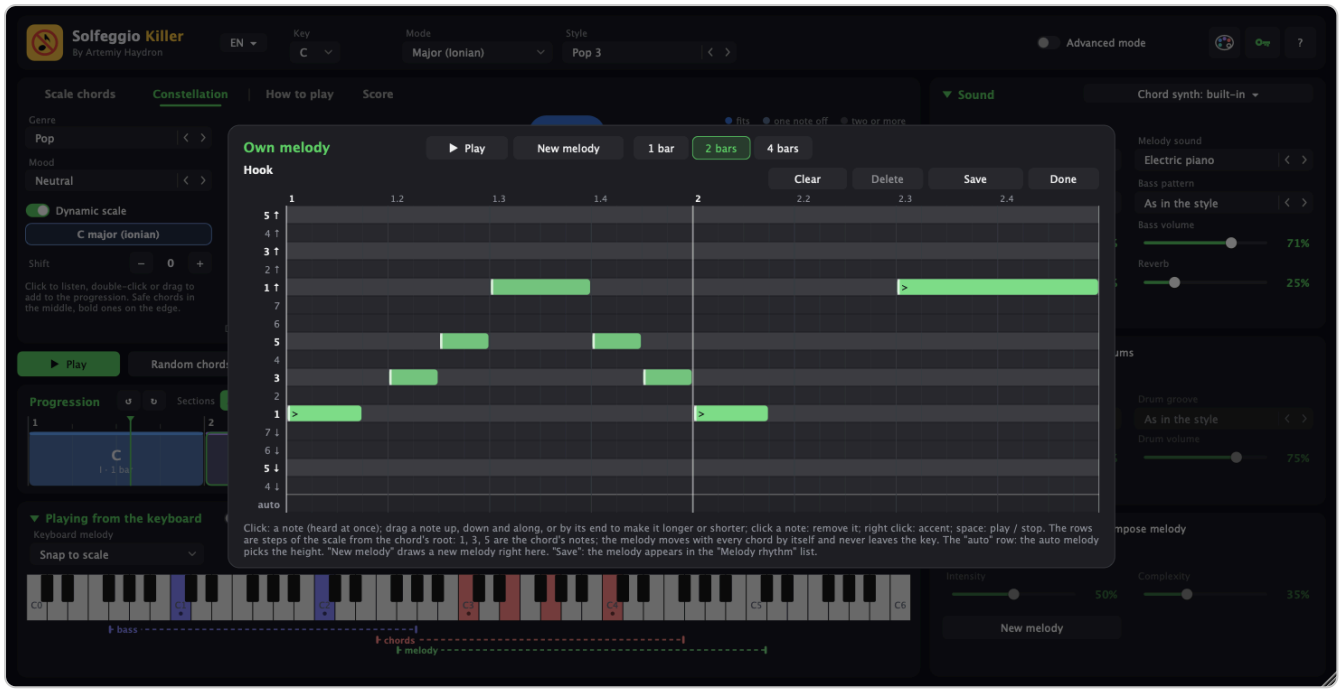
Sound: separate instruments for chords, melody and bass, and the bass pattern (36 patterns or "As in the style"). Groups: keys, guitars, strings, accordion & winds (flute, alto saxophone), brass (trumpet, muted trumpet, French horn, trombone), choir & pads, synths, vintage synths. The volumes and reverb are always on screen (double-click a slider for its default); advanced mode adds swing, "Humanize: timing" — every note a little early or late, up to about a sixteenth — and "Humanize: velocity" — every note a little harder or softer.

Chord synth ▾ (top right of the Sound card): instead of the built-in sounds the chords — and the bass when it is "Same as chords" — can play through any instrument plug-in on the computer: Serum, Vital, Kontakt and others. On the Mac the AU instruments are listed by maker at once; on Windows and Linux "Find the synths on this computer…" looks for VST3 plug-ins. "Window" opens the synth to pick a preset. The synth and its settings are saved with the song; "Built-in sounds" goes back.

Drums: kits — acoustic, lo-fi ("lofi hip hop radio"), 808 and 909 drum machines (the 909 is the default), Pop, Hip-Hop, IDM; grooves — "As in the style" or one of 28 (pop, rock, house, techno, breakbeat, 2-step garage, boom bap, lo-fi, trap, bossa nova, jazz swing and more).

Auto melody: "Compose a melody" writes an in-key melody over the progression; "New melody" — another one; intensity and complexity; advanced mode adds the melody rhythm and "Keep bars".

Your own melody: in the "Melody rhythm" list (advanced mode) choose "+ Create your own melody…". Across: sixteenths (1, 2 or 4 bars); up and down: steps of the scale from the chord's root — 1, 3, 5 are the chord's notes, "↑" and "↓" an octave up and down, and the bottom row "auto" lets the auto melody pick the height. Click an empty cell: a note (heard at once); drag a note up, down and along, or by its left or right end to make it longer or shorter; click a note: remove it; right click: accent; space: play / stop. The melody moves with every chord by itself and never leaves the key. "New melody" draws a new melody from the auto melody into the grid, ready to change. "Save" asks for a name — the melody appears under "My melodies" in that list; the chosen melody is also kept in the project.



The melody editor.

10. Playing, recording and MIDI

Melody modes: in the scale, chord notes only, white keys → scale or chord, as played. The dotted strips under the keys are the bass, chord and melody ranges.

Chords on the white keys: with this switch on, C D E F G A B in any octave play the triads of degrees I–VII of the key while the key is held (the black keys stay the melody), and the chord played last is lit in the palette. “Add them to the chain” puts every such chord at the end of the progression (↺ undoes). In the app the computer keys play: A S D F G H J K white, W E T Y U O P black, Z / X octave, Space start / stop.

Recording in the DAW (AU and VST3 on Mac and Linux): turn on “Record chords in the DAW” and/or “Record bass in the DAW” (and “Record melody in the DAW” in Auto melody) and press record. Chords on channel 15, bass 16, melody 14. For the bass alone leave only “Record bass” on. The track's MIDI input must take all inputs.

Drag MIDI to a track: drag the button onto a track; the “▾” on its right chooses everything, or chords, bass, melody or drums alone.

MIDI out (the “MIDI out ▾” button; in the app it sits next to “File ▾”): the parts as notes to other instruments. Mode: “Off” (default), “MIDI and sound” or “MIDI only”. “What to send” — chords, bass, melody and drums separately (tick boxes, the menu stays open); each part has its own channel (1, 2, 3 and 10 by default). In the DAW, send the channel you want to the synth you want. In the app each part also has a “Device” — any MIDI output of the computer, for example an external synth.

The app: “● Record” saves audio (WAV) and notes (MIDI) with a track per part; “File ▾” — presets, MIDI, audio and MIDI settings.

11. License

10 days free with no limits. A key `SK–XXXX–XXXX–XXXX–XXXX` arrives by email after paying on solfeggiokiller.com (roubles or dollars) and works on 3 computers. Activate with the key button in the header; it needs the internet once. Move it with “Release this computer” (at the bottom of the license window; it asks first) or your account on the website; without the internet use the “Offline activation” page.

12. Troubleshooting

Problem	Solution
The plugin isn't listed	check the folder, remove the quarantine, rescan; Logic needs the AU. Windows: reinstall with the 1.3.2 installer — the VST3 goes to C:\Program Files\Common Files\VST3
A setting is missing	turn on “Advanced mode” or unfold the folded card
The progression doesn't play	turn on “Play with DAW” (advanced mode) and “Progression sounds”, start playback
The progression starts on the wrong chord	the “▾” beside “Play with DAW”: “By the project's bars” — bar 1 of the DAW is always the first chord (with 4 chords, bar 5 is the first again); “From the first chord every time the DAW starts” — wherever you press Play
Chords don't record	turn on “Record chords / bass in the DAW”; the track must take all MIDI inputs
Chords from audio are off	chord loops work best; fix the progression by hand

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Sounds: Salamander Grand Piano (Alexander Holm) and FluidR3 GM (Frank Wen), CC BY 3.0; strings and brass — VSCO 2 Community Edition (Versilian Studios, CC0); alto saxophone — University of Iowa Musical Instrument Samples; celesta, guitars, accordion, double bass, drums — CC0 (Freesound, FreePats, Karoryfer, D. Smolken, Virtuosity Drums); Rhodes and organ bass — the plugin's own models.