OFFICIAL PRODUCT DOCUMENTATION · ENGLISH

Comprehensive User Manual

A complete reference from recording and arrangement to MIDI, mixing, mastering, AI-assisted production, licensing, and legal appendices.

Version 1.0.6.0 | Revision 25 July 2026 | Demo · Standard · Ultimate | KOS MUSIC

DOCUMENT CONTROL

About this manual

This manual combines operation, safety, support, and draft legal information for the HyperION 1.0.6.0 product family. Minor interface differences may appear between editions and later builds.

Document identity

Product	**HyperION DAW**
Version	1.0.6.0
Language	English
Publisher	KOS MUSIC
Type	User manual + draft legal appendices
Basis	Application source, product assets, and official support material

Callouts

Tip — A faster or safer workflow.

Caution — Risk of data loss, loud output, or incompatibility.

Edition — Feature availability may depend on license.

Local — Processing remains on the device.

Legal status: The EULA, privacy, AI, and sales/support appendices are pre-release drafts, not legal advice. Complete the publisher identity, address, official contact, retention periods, and jurisdiction-specific mandatory rights before commercial release.

Safe monitoring

Start headphones and monitors at a low level. Check the master and Control Room levels before auditioning a new project, plug-in, route, or generated file. Prolonged high sound pressure can cause permanent hearing damage.

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Edition names

Demo is the evaluation edition. **Standard** unlocks the core commercial-production workflow. **Ultimate** adds advanced AI, generation, HyperTune, and premium tools. **Tester** is an internal QA edition, not a retail product.

01 · GETTING STARTED

Your first project in 10 minutes

Use this path to move from an empty project to a playable, export-ready sketch.

1

Create

Choose name, location, BPM, sample rate, and meter.

2

Verify audio

Select the device and buffer; test at low level.

3

Add content

Drag a sample or create MIDI/pattern material.

4

Save and export

Check levels, save, and render WAV/FLAC.

Workflow

1. Choose **File** → **New Project**.
2. Open **Audio I/O**; start at 44.1/48 kHz and 256–512 samples.
3. Drag a WAV/AIFF/FLAC file from Browser into Arrangement.
4. Add another track or create MIDI in Piano/Pat View.
5. Press `Space`; keep the master below 0 dBFS.
6. Press `Ctrl+S`. Standard/Ultimate: press `Ctrl+R` to export.

Checklist

- [ ] Correct output device
- [ ] Matching sample rate
- [ ] No master clipping
- [ ] Writable project folder
- [ ] Input gain set before recording
- [ ] Export range checked

> **Demo:** Project saving, audio/MIDI export, and VST3 hosting are disabled. Activation is required for persistent production.

02 · INSTALLATION

System, installation, and first launch

Recommended environment

OS	Windows 10/11, 64-bit
CPU	Modern x64; 4 cores minimum, 8+ recommended
Memory	8 GB minimum; 16–32 GB for AI/large projects
Storage	SSD; models and projects require additional space
Audio	ASIO interface recommended
Plug-ins	VST3 in Standard/Ultimate

Actual requirements depend on track count, plug-ins, sample rate, and AI models.

Install

1. Download only from the official Gumroad library.
2. Verify product, version, edition, and source.
3. Run the installer and choose application/factory-content locations.
4. Configure audio, buffer, and VST3 folders on first launch.
5. Enter the license key if you purchased Standard or Ultimate.

> Do not use cracks, repackaged installers, or third-party activation tools. They violate the license and can compromise projects, credentials, and device security.

Good starting values

SAMPLE RATE
Music: 44.1 kHz. Video: 48 kHz.

BUFFER
Record: 64–256. Mix: 256–1024.

PROJECTS
Use an organized, backed-up SSD folder.

SCAN
Scan trusted VST3 paths only.

03 · LICENSING

Activation and edition comparison

HyperION validates the active edition at runtime. Activation sends the license key, a one-way machine identifier, and device name to the license service. A local activation record is stored in the User's application-data folder.

Capability	Demo	Standard	Ultimate
Core interface and workflow evaluation	✓	✓	✓
Project saving	—	✓	✓
Audio/MIDI export	—	✓	✓
VST3 hosting	—	✓	✓
Standard production tools	—	✓	✓
Advanced AI and generators	—	—	✓
HyperTune/HyperPitch and RVC	—	—	✓

Activate

1. Copy the key from the official purchase email.
2. Open Activation and paste the complete key.
3. Select Activate while online.
4. Confirm Standard or Ultimate; restart if requested.

Common errors

Invalid: Verify key and product.

Device limit: Up to three activations may already be in use.

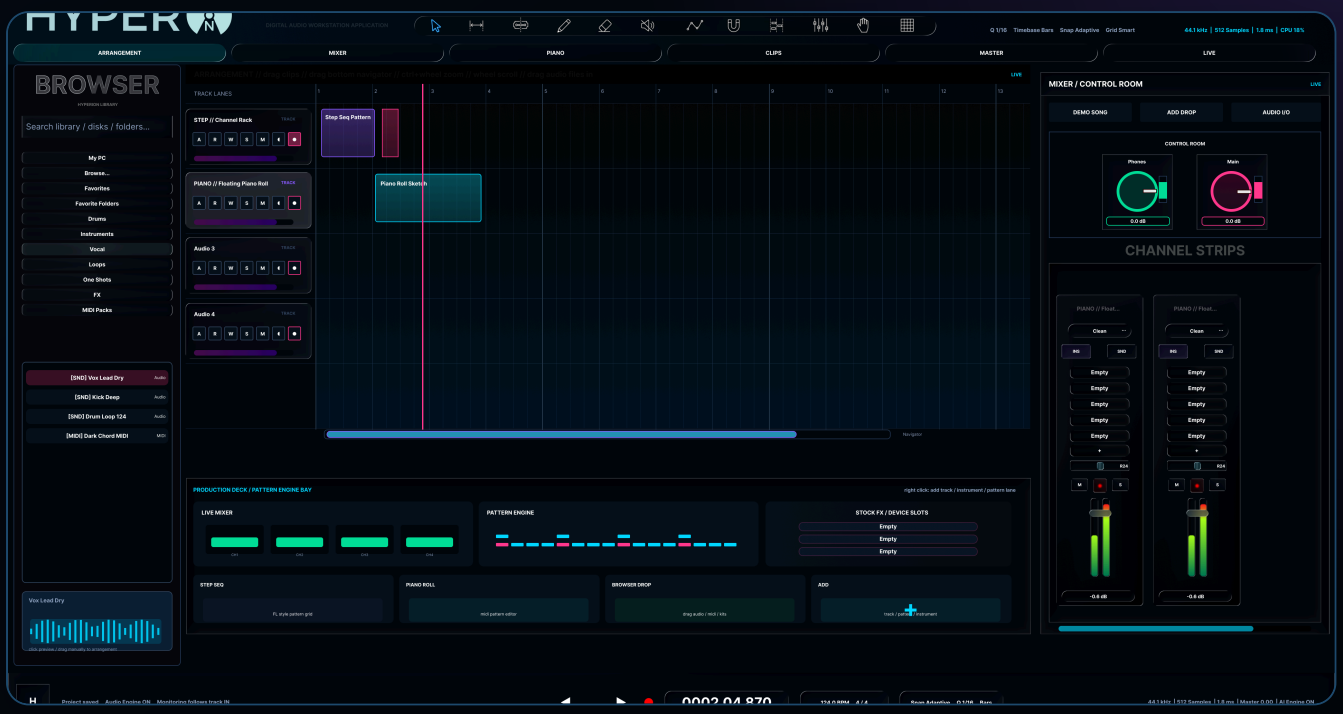
Network: Check VPN, proxy, firewall, and clock.

Back to Demo: Local record may be invalid or tied to another device/user.

> Never publish keys or receipts. Unauthorized payment reversal may suspend activation and access. Publish device-transfer rules on the sales page.

04 · INTERFACE

HyperION workspace map



Arrangement design reference. Labels and placement may vary slightly in the active release build.

1 · TOP AREA

Menus, project tabs, edit tools, snap/grid, and system indicators.

2 · WORKSPACES

Arrangement, Mixer, Piano, Pat Mixer, Master, and Pat View.

3 · BROWSER

Disks, favorites, factory content, samples, FX, and MIDI.

4 · MAIN CANVAS

Tracks, clips, playhead, grid, and timeline.

5 · PRODUCTION DECK

Pattern engine, live mixer, stock FX, and quick targets.

6 · MIXER / CONTROL ROOM

Channels, inserts, sends, faders, and monitoring.

> **Focus rule:** Shortcuts follow the active workspace and selected item. Click the relevant editor before retrying an unexpected shortcut.

05 · PROJECTS

New project, saving, and media integrity

Create
Name · location · BPM · meter · rate

Add media
Import or copy into project

Edit
Tracks · clips · MIDI · routing

Save
Project state + safe file write

Suggested structure

ProjectName/	Root folder
Project file	Project state
Media/Audio	Imported and recorded files
Media/MIDI	MIDI assets
Exports	Mixes and stems
Backups	Versioned copies

Safe saving

- `Ctrl+S` saves the active project.
- `Ctrl+N` may open the current build's Save As flow.
- Do not move the project while it is playing.
- Stop and save before disconnecting external storage.

Archive

Collect all project media before delivery. Confirm whether third-party samples and plug-ins permit redistribution. Sending only the project file can leave the recipient with missing media and plug-ins.

> **3-2-1 backup:** Keep three copies on two media types, with one off-site or offline. Sync alone is not a backup.

Devices, latency, and recording path

Audio I/O setup

1. Open **Audio I/O**.
2. Select the ASIO device and input/output channels.
3. Match project and interface sample rate.
4. Use a low buffer for recording; raise it for mixing.
5. Assign track input, enable record arm, and confirm monitoring.

LATENCY

Approximate one-way buffer latency = buffer / sample rate. 256 samples at 48 kHz ≈ 5.3 ms, plus driver and converter latency.

Buffer guide

Task	Start	Priority
Vocal/instrument recording	64–128	Low latency
MIDI performance	128–256	Response + stability
Editing	256–512	Balanced
Heavy mix/master	512–1024	CPU headroom

MIDI

Select the input device and active instrument track. Enable arm if recording. Computer Keyboard MIDI can also trigger notes when enabled.

> **Feedback:** An open microphone and speakers can create dangerous feedback. Lower monitor level first and use headphones for vocal recording. If the input clips, reduce hardware preamp gain.

Dropout order

Raise buffer → reduce sample rate if appropriate → bypass heavy oversampling/linear-phase processing → check drivers and USB power → close unnecessary background applications.

07 · BROWSER

Samples, loops, and media import

Browser areas

- **My PC / Browse:** File system and chosen folders.
- **Factory Samples:** Licensed bundled content.
- **Favorites:** Frequently used files and folders.
- **Drums, Instruments, Vocal, Loops, One Shots:** Production categories.
- **FX / MIDI Packs:** Effects and MIDI material.

Import

1. Select a folder and filter with Search.
2. Audition files at low level.
3. Drag audio to Arrangement, a drum lane, or another compatible target.
4. For tempo-synced loops, verify BPM and metadata.

Media hygiene

Naming: Use searchable names such as 128bpm_Am_VocalLoop_01.wav.

Format: Prefer WAV/AIFF/FLAC for production sources.

Rights: "Royalty-free" still has license conditions.

Copy: Place critical sources in the project Media folder.

> Moved files, changed drive letters, or cloud "online-only" states can create missing media. Test archived projects under a clean user account.

Drag targets

Audio	One-shot	MIDI	Plug-in
New/active audio track	Pattern or sampler	MIDI clip/instrument track	Insert/device slot

08 · ARRANGEMENT

Track- and clip-based editing

Arrangement is the main workspace for building the song over time. Lanes represent tracks; blocks represent audio, MIDI, or pattern clips.

Core operations

Select	Click a clip or empty space; use Ctrl for contextual multi-selection.
Move	Drag the clip body; Snap aligns it to the grid.
Trim	Drag a clip edge to change start or end.
Split	Place the playhead and press `Ctrl+B`.
Duplicate	`Ctrl+D` duplicates the selected clip or track.
Delete	`Delete` / `Backspace`.

Grid and Snap

Grid sets visual timing resolution. **Snap** defines where edits lock.

- Drums: 1/16 or 1/32.
- Melody: 1/8–1/16; triplets when needed.
- Vocals: fine grid or Snap off.
- Structure: bars and beats.

Song architecture

Intro — Introduce motif › **Verse** — Create space › **Build** — Raise tension › **Drop/Chorus** — Main energy › **Outro** — Resolve

> Build one strong 8–16 bar section first. Duplicate it into a form, then create contrast with mutes, automation, and variation.

09 · EDITING

Tools, selection, and undo

Select `E`

Select, move, and interact with clips.

Range `W`

Select a time region for processing/export.

Draw `P`

Create notes, patterns, or automation.

Erase `B`

Delete items under the tool cursor.

Split `C`

Cut a clip; listen for crossfade needs.

Mute `M`

Silence without deleting.

Undo and versions

`Ctrl+Z` undoes Arrangement edits; `Ctrl+Shift+Z` redoes. Piano Roll has contextual undo/redo. Save a version before destructive processing; undo history is not a backup.

Avoid clicks

- Cut near zero crossings where possible.
- Use short fades or crossfades.
- Edit phase-related microphone tracks together.
- Check transients after time stretching.

> `Ctrl+D` may duplicate a selected track or, when no track is selected, the selected clip. Confirm focus first.

10 · RECORDING

Clean, reversible audio recording

Source Mic / DI / line › **Preamp** Gain + phantom › **Track input** Channel + arm › **Monitoring** Direct/software › **Record** Take + file

Before recording

- Select correct mono/stereo input.
- Use 48 V only with compatible equipment.
- At the loudest performance, aim roughly between −18 and −6 dBFS peak.
- Check arm, monitoring, tempo, metronome, and count-in.
- Confirm free disk space and write permission.

During recording

`*` toggles global recording. The transport Record button is also available.

If no meter appears, verify input, arm, and interface channel. Do not change device or sample rate mid-take.

After the take, stop, confirm the file exists, and listen for distortion.

Vocal checklist

ROOM
Reduce reflections and fan noise.

MICROPHONE
Pop filter, 10–20 cm, stable angle.

MONITOR
Closed headphones, safe cue level.

TAKES
Full takes plus punch alternatives.

> Do not rename or move active recording files in Explorer. Use the project/media workflow to preserve references.

Tempo, meter, playhead, and sync

Transport

Play/Stop	`Space`
Record	`*`
Return to start	`Shift+B`
Position	Bars/beats/ticks or time
BPM	Project tempo
Meter	For example, 4/4
Mode	Song / Pattern

Song and Pattern

Song plays the Arrangement timeline. **Pattern** loops the active pattern. If the pattern plays but the timeline does not advance, check transport mode.

Tempo changes

MIDI and patterns follow beats. Audio follows warp/time-stretch rules. Back up critical audio and check transients after tempo changes.

Grid · 4/4

Grid	Divisions per beat	Typical use
1/4	1	Kick, chords, structural edits
1/8	2	Hats, melody
1/16	4	Drums, detailed MIDI
1/32	8	Rolls and micro-editing

> Recording feel depends on buffer, plug-in latency, and monitoring path. Bypass high-latency plug-ins or use direct monitoring.

Piano Roll and note editing

Controlled MIDI generation by key, scale, rhythm, complexity, and range.

Note operations

- Draw a note; drag its body to move it and an edge to change duration.
- `Ctrl+A` select all; `Ctrl+D` duplicate; `Delete` delete.
- `↑/↓` ±1 semitone; `Ctrl+↑/↓` ±1 octave.
- `Ctrl+C/V` copy/paste; `Ctrl+Z/Y` undo/redo.

Expression and groove

Velocity: Dynamics and accents.

Timing: Small controlled offsets can create groove.

Length: Changes staccato/legato feel.

MPE/expression: Per-note control on compatible targets.

`Alt+Q` Quantize, `Alt+R` Randomize, `Alt+S` Strum, `Alt+U` Chop. Test on a small selection first.

13 · PATTERN

Step Sequencer and fast rhythm programming

Lane-, step-, and variation-based rhythm programming.

Lane

Kick, snare, hat, 808, clap, or a user sample.

Step

An active cell triggers a note. Sixteen steps commonly represent one 4/4 bar at 1/16.

Pattern

A reusable rhythm variation placed into Song mode.

Four-step method

1. Build the kick/snare skeleton.
2. Add a regular hat subdivision.
3. Use velocity, timing, and humanize.
4. Create a second pattern for fills.

Controls

+16/−16 changes length. **Clear** removes content. **Import/MIDI** manages input/output. **Score/Generator** opens edition-dependent generation tools.

> Duplicate a pattern before Clear/Reset. Check kick/808 phase and headroom in the full mix, not only in solo.

Pattern channels, inserts, and routing

Pattern Mixer balances rhythm lanes as independent channels and routes them through effects, buses, and the master.

Channel strip

- **Pan:** Stereo position.
- **Fader:** Channel level.
- **Insert:** Stock or VST effect.
- **Mute/Solo:** Temporary isolation.
- **Route:** Master or another valid target.
- **Automation:** Slot and mix parameters.

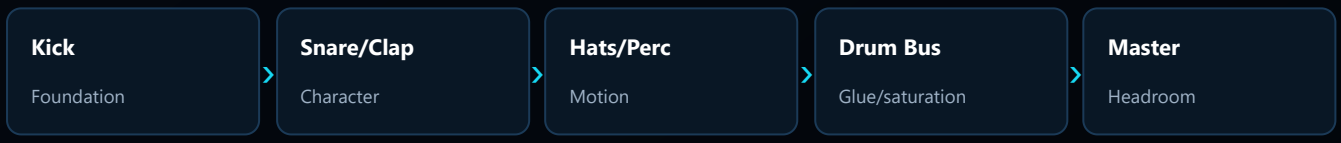
Gain staging

Follow source level → plug-in input/output → fader → bus/master. Lowering the fader does not repair clipping inside an upstream plug-in.

Move or copy FX

Drag behavior may depend on modifiers: normal drag can move a slot; Ctrl may clone it. Confirm the destination and level afterward.

Simple drum-bus path



Parallel paths can create comb filtering when latency or phase differs. Check delay compensation and mono compatibility.

Level, pan, inserts, sends, and routing

Signal flow

Source / Clip Gain
Raw level

›

Insert Chain
EQ, dynamics, creative FX

›

Pan / Fader
Stereo position and mix level

›

Bus / Master
Summing and final output

Practical targets

Headroom: Leaving roughly −6 dBFS peak on the master can be useful while mixing, but it is not a universal rule.

Pan law: Affects center level.

Mute/Solo: Diagnose in solo; decide in context.

Meters: Peak, RMS/LUFS, and true peak describe different behavior.

Insert or send?

Process	Insert	Send/bus
Corrective EQ/gate	Usually	Rarely
Compression	Channel control	Parallel compression
Reverb/delay	Special sound design	Shared space
Saturation	Channel color	Group/parallel color

> Build the mix at a modest listening level. Level-match A/B comparisons so “louder” is not mistaken for “better.”

VST3 scanning, loading, and stability

First scan

1. Add the VST3 folder in Preferences.
2. Start Scan/Rescan and let it finish.
3. Inspect failed items in the scan log/quarantine.
4. Load a compatible instrument or effect into the correct slot.

VST3 hosting is disabled in Demo and enabled in Standard/Ultimate.

Stability protocol

- Use current 64-bit plug-ins from trusted vendors.
- Isolate the newest plug-ins if scanning crashes.
- Test sound and automation after closing/reopening the UI.
- Record plug-in versions and presets for delivery.
- Render critical parts as a recovery path.

Missing plug-in

HyperION should preserve project state where possible, but a missing plug-in cannot produce sound. Install the matching version and rescan; if recovery fails, render stems on the original system.

CPU overload

1 Reduce oversampling/quality.

2 Raise buffer.

3 Freeze/render instruments.

4 Share sends and bypass unused FX.

> Third-party plug-ins are supplied by their vendors. Redact keys, user names, and private paths from crash reports.

17 · STOCK FX

Built-in effect family

Availability can vary by edition and release build. A compiled or previewed control does not guarantee retail availability.

Tool	Type	Starting use
HyperEQ	EQ	Filtering, resonance control, tonal shaping, stereo/mid/side bands.
HyperComp / HyperMB	Dynamics	Level control, bus glue, multiband balance.
HyperVerb / HyperDelay	Time FX	Shared space and rhythmic repeats.
HyperSat / HyperTape	Saturation	Harmonic color with level matching.
HyperDucker / DuckDesigner	Ducking	Sidechain space and envelope design.
GainRider	Leveling	Long-term automatic gain control.
HyperGross / HyperTaper	Creative	Time/gate/stutter and tape/pitch effects.
HyperAutoTone / VoiceForge	Vocal	Pitch, tone, and vocal workflows.
MixFinalizer / MasterLab	Mastering	Final processing with loudness/true-peak checks.

Good practice

Level-match bypass comparisons. A louder output is easily mistaken for a better output.

Example order

Corrective EQ → compression → saturation → creative FX → safety limiter. Adapt to the signal and goal.

Writing parameter movement safely

Automation records changes to volume, pan, sends, and plug-in parameters over time.

Workflow

1. Select the track and parameter.
2. Open its lane and create clear start/end points.
3. Shape segments and curves.
4. Loop and listen for jumps or zipper noise.
5. Recheck mapping after a plug-in update.

Common uses

Volume ride: Keep a vocal or lead present.

Filter sweep: Control build energy.

Send throw: Delay or reverb on selected words/fills.

Pan: Controlled stereo motion.

Mix/bypass: Section-based effect changes.

Safety

Risk	Action
Parameter jumps at playback start	Add an explicit point before the section.
Manual fader returns	Check the active automation mode/lane.
Plug-in update changes mapping	Archive preset, version, and critical render.
Too many points	Simplify points and use musical curves.

Monitoring, phones/main, and metering

Purpose

Control listening level without changing the mix bus; separate phones and main outputs; support safe comparison and monitoring.

Phones	Headphone/cue level
Main	Main-monitor level
Meter	Output and clipping
State	Selected monitor/output

Calibration approach

1. Leave the master at the production reference.
2. Raise the physical/Control Room level from low.
3. Compare a known reference at matched loudness.
4. Check quietly, at a normal level, and only briefly louder.

> Take regular breaks. Stop listening if you experience ringing, pain, or temporary threshold shift and seek professional medical advice when appropriate.

Reference sequence

Monitors Balance/space › **Headphones** Detail/noise › **Mono** Phase/center › **Small speaker** Midrange › **Low level** Priority

Quality control before final delivery

Process

1. Repair clipping, clicks, DC, and excessive sibilance.
2. Choose references and delivery target.
3. Make small tonal/dynamic changes.
4. Control final level and true peak.
5. QC on multiple systems and formats.

Measurements

Peak: Sample peak.

True peak: Estimated reconstructed peak.

LUFS: Perceived loudness over time.

Dynamics: Evaluate with genre and intent.

Correlation: Stereo/mono phase relationship.

Delivery checklist

- [ ] Clean start/end
- [ ] No clicks/pops
- [ ] Noise checked
- [ ] True peak suitable
- [ ] Mono compatible
- [ ] Level-matched reference
- [ ] Correct naming
- [ ] Correct format
- [ ] Full-file listen

> There is no single correct LUFS value. Consider platform normalization, genre, dynamic intent, and the delivery specification together.

21 · EXPORT

Audio mix, stems, and formats

Format	Options	Use
WAV	16/24/32-float; 44.1–96 kHz	Master, mix, archive, professional delivery
FLAC	Lossless; 16/24-bit	Smaller lossless delivery/archive
AIFF	PCM; 16/24/32-float	Apple/media workflows
MP3	320 kbps; 44.1/48 kHz	Listening copy, not production archive
OGG Vorbis	256 kbps	Web/game and specific platforms

Options

- **Range:** Full Song or Time Selection.
- **Stereo Output.**
- **Normalize Peak.**
- **Include Insert FX.**
- **Export All Tracks:** stems.

`Ctrl+R` WAV; `Ctrl+Shift+R` FLAC.

Safe offline render

Export uses a verified offline process. Cancellation should preserve existing files. After completion, play the entire output in another application.

Some plug-ins behave differently offline; compare against realtime playback when needed.

> Audio export is disabled in Demo. Use versioned filenames. Agree with the recipient on how shared send/reverb returns appear in stem delivery.

Application data, logs, and backup

Local data examples

Activation	`%APPDATA%/HyperION/license.json`
Generator settings	`%APPDATA%/HyperION/DemoSongComposer.json`
Logs/crashes	Application-data or build-specific log location
AI models/cache	Configured model folder
Projects	User-selected project location

Back up

- Project file and complete Media folder.
- User presets, MIDI, and sample libraries.
- Custom AI models/manifests where licensing permits.
- Plug-in list, versions, and critical presets.
- Final mix, stems, and delivery metadata.

Copying activation data to another computer is not a license transfer; machine validation will fail.

Versioning

Song_v01 Idea › **v05_arranged** Structure › **v12_mix** Mix › **v15_master** Final › **DELIVERY** Read-only archive

Before sending logs, redact user names, file paths, license keys, API credentials, and confidential project details. Do not upload unnecessary audio.

23 · AI SAFETY

Using AI tools responsibly

HyperION may combine local models and optional API providers. Before a job starts, verify data flow, ownership, cost, retention, and output-use conditions.

Local processing

- Audio remains on the device.
- Network may be required only for model download.
- Compute and storage remain User responsibilities.
- Model and output licenses still require review.

API provider

- Prompts, settings, and selected references may be transferred.
- Fees, quotas, retention, and training rules depend on provider.
- Credentials must remain protected.
- Confirm permission/upload controls before sending.

Six questions before sending

1. Do I own the audio or have permission?

2. Does it contain personal, biometric, or confidential data?

3. Which provider and country receive it?

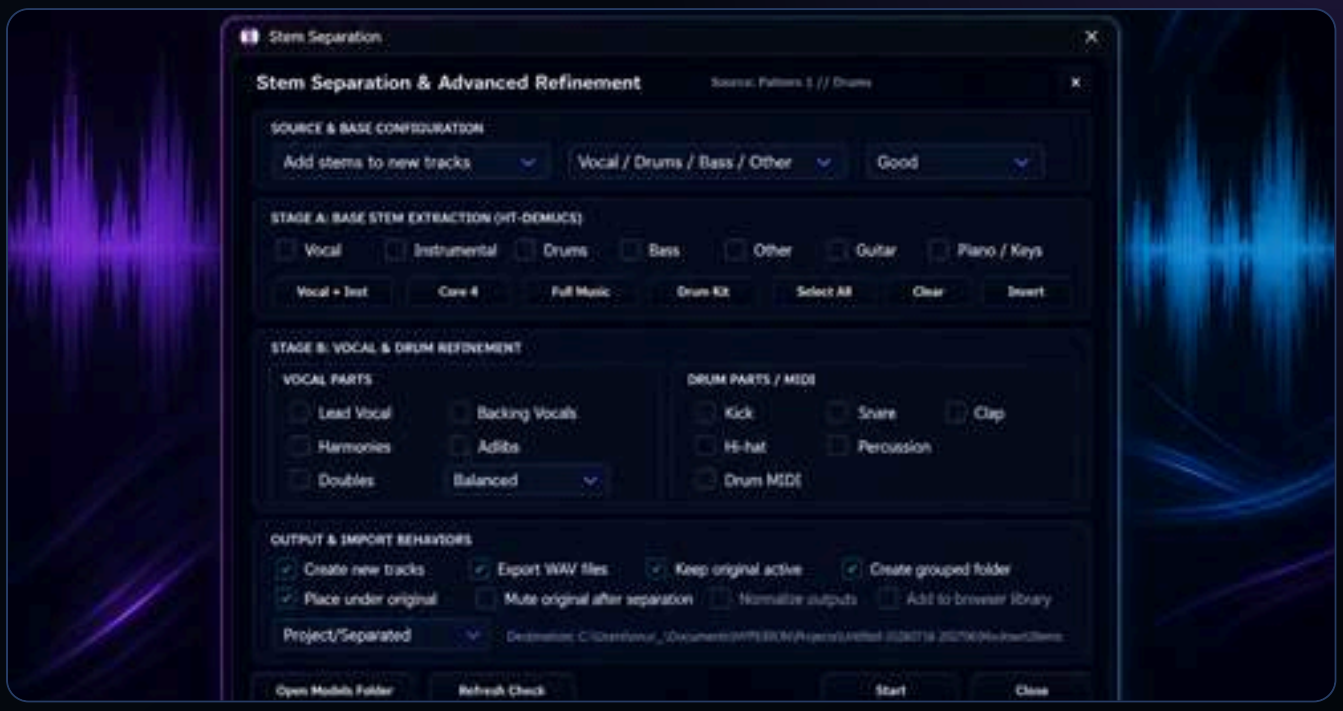
4. What are retention, training, and opt-out rules?

5. Are cost and quota approved?

6. Has output passed human and rights review?

> Unauthorized voice imitation, deceptive content, or uploading protected recordings can be unlawful. Access to a feature is not permission to misuse it.

Stem Separation & Advanced Refinement



Workflow

1. Select audio you may lawfully process.
2. Choose Vocal/Drums/Bass/Other or another supported target.
3. Select quality, sub-stem, and refinement options.
4. Choose new tracks, grouped folder, or WAV delivery.
5. Check artifacts and phase in solo and full mix.

Better results

Use clean, lossless, unclipped audio. Heavy limiting and reverb make separation harder. Compare a short preview before running the highest quality.

Artifacts: warble, transient loss, vocal bleed, phase issues, and ambience holes. Blending with the original may sound more natural.

> Separation does not remove copyright or sample-clearance obligations. Obtain rights before reusing separated vocals or instruments.

Track-to-MIDI and HyperTune

Track-to-MIDI

Analyze monophonic, melodic, or rhythmic audio and create editable MIDI. Clean the source, choose the correct mode/range, and import into a new MIDI clip or track.

- Correct false octaves and unintended grace notes.
- Do not automatically quantize everything to 100%.
- Verify tempo and clip-start offset.

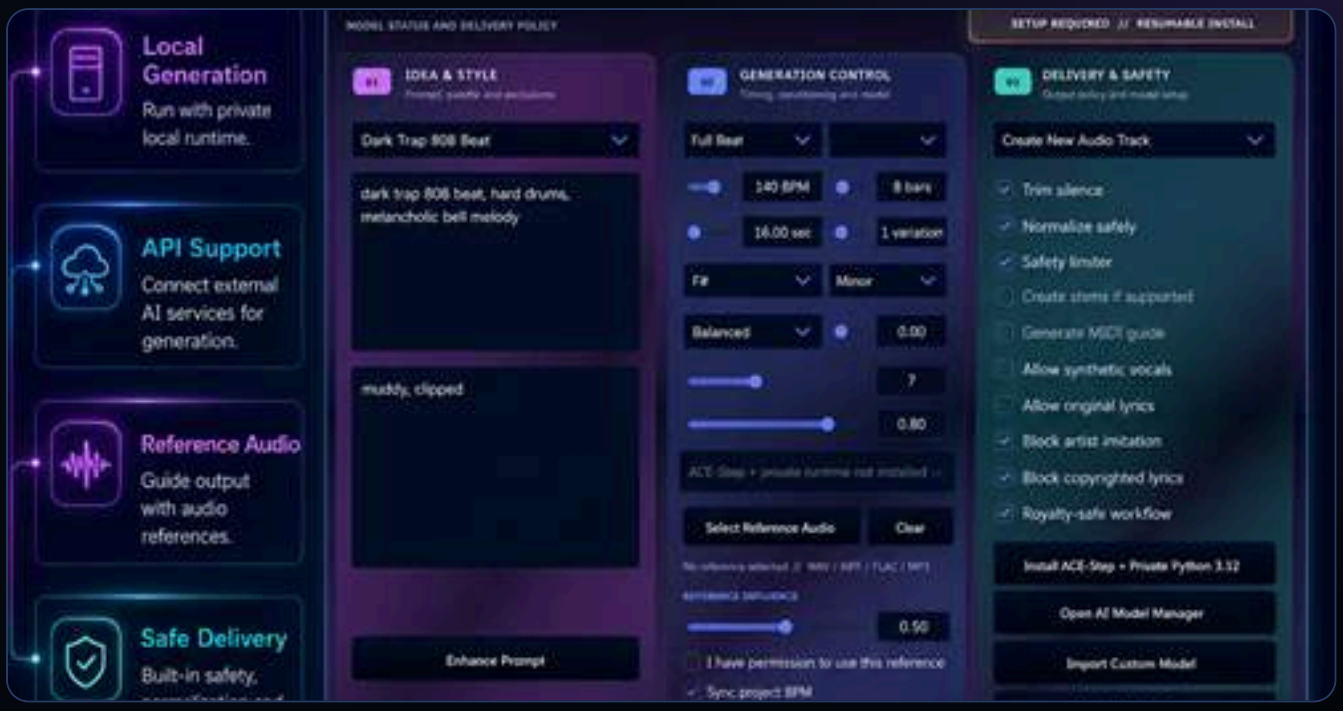
HyperTune

Analyze pitch blobs and edit note pitch, transitions, and—where supported—formants. Contextual shortcuts include Space for preview, Delete for selected items, and arrows for pitch movement.

- Verify key and tonal center first.
- Preserve natural vibrato and transitions.
- Listen for consonant/formant artifacts before render.

> Analysis is an aid, not an absolute musical judgment. Polyphonic and heavily processed sources increase error rates.

Prompt Audio Studio · Local + API



IDEA & STYLE

Positive/negative prompt, genre, mood, and purpose. Describe musical properties instead of imitating a living artist.

GENERATION

Mode, BPM, duration, key/scale, variation, seed, provider, and model.

DELIVERY & SAFETY

New track, normalization, safety filters, lyric/reference permissions, and local/API state.

Reference-audio safety

Selecting a reference must not automatically upload it. Before Generate, clearly confirm both reference rights and upload/privacy permission. Never send confidential client material without authorization.

> Originality, copyright clearance, and commercial suitability of AI output are not guaranteed. Review current provider terms, model licenses, and applicable law.

Keyboard shortcuts

Global / Arrangement

`Space`	Play / stop
`*`	Toggle recording
`Ctrl+S`	Save
`Ctrl+P`	Command palette
`Ctrl+R`	WAV export
`Ctrl+Shift+R`	FLAC export
`Ctrl+Z`	Undo
`Ctrl+Shift+Z`	Redo
`Ctrl+C/V`	Copy/paste clip
`Ctrl+B`	Split at playhead
`Ctrl+D`	Duplicate track/clip
`Ctrl+1/2/3`	Workspace 1/2/3
`F8`	Show/hide Browser
`F9`	Arrangement/Mixer toggle
`F11`	Full screen

Piano Roll / Tools

`E/W/P/B/C/M`	Select/Range/Draw/Erase/Split/Mute
`Ctrl+A`	Select all notes
`Ctrl+D/C/V`	Duplicate/copy/paste notes
`↑/↓`	Transpose ±1 semitone
`Ctrl+↑/↓`	Transpose ±1 octave
`Alt+Q/R/S/U`	Quantize/Randomize/Strum/Chop
`Delete`	Delete selected item
`A W S E D F…`	Computer keyboard MIDI notes
`Z/X`	Keyboard MIDI octave −/+
`1…9`	MIDI velocity

Shortcuts depend on keyboard focus and the active workspace. Physical key positions may differ with the selected keyboard layout.

Quick diagnostic matrix

Symptom	Check	Action
No sound	Audio device, master route, mute/solo, fader, clip	Select the correct output; verify the master route and hardware meter.
Empty recording	Input channel, arm, monitoring, preamp	Match the track input; confirm signal on the interface meter.
Crackle/dropout	Buffer, CPU, sample rate, heavy plug-ins	Raise the buffer; reduce oversampling; freeze or render tracks.
MIDI is silent	Instrument, MIDI target, channel, active track	Load an instrument; select/arm the track; verify the MIDI input.
Plug-in missing	VST3 folder, 64-bit build, scan log	Add the folder; rescan; isolate incompatible plug-ins.
Project media missing	Moved file, changed drive, online-only file	Relink the media folder or restore it from the project archive.
Export differs	Offline behavior, range, inserts, normalization	Compare realtime playback; verify settings and plug-in modes.
AI job fails	Model, manifest, disk, provider, quota, credential	Refresh model state; test a short input; inspect the provider log.
Activation fails	Key, network, system clock, three-device limit	Verify the key and firewall; contact official support privately.

Minimal test project

New project
44.1 kHz / 512

›

One WAV
No plug-ins

›

Playback
Master route

›

Export
24-bit WAV

> If the issue disappears in the minimal project, focus on plug-ins, routing, or project data. If it remains, focus on the device, driver, or installation layer. Include exact reproduction steps, edition/version, Windows version, interface, sample rate, buffer, and relevant plug-in version in a support report.

29 · SUPPORT

Support, bug reports, and security disclosure

Bug report

1. Retest with the latest build from your Gumroad library and in a new project.
2. Separate expected behavior from observed behavior.
3. Provide short, numbered reproduction steps.
4. Include HyperION edition/version, Windows version, audio interface, sample rate, buffer size, and plug-in version.
5. Attach only redacted logs and screenshots.

GitHub Bug Report Form

Security vulnerability

Do not disclose a suspected vulnerability in a public issue. Privately report the affected edition/version, impact, reproduction steps or minimal proof of concept, and redacted logs through the official Gumroad profile.

Official HyperION Gumroad profile

The publisher aims to acknowledge receipt, assess the issue, and coordinate remediation for reproducible reports within a reasonable period.

Never publish

- License keys or purchase receipts
- API keys, credentials, or tokens
- Unlicensed copyrighted audio/projects
- Personal data or private file paths

Use Gumroad privately for purchase, billing, and download-access questions. Use GitHub for reproducible software bugs only.

Core terms

ASIO	Low-latency professional Windows audio driver standard.
Buffer	Audio processing block size; smaller values reduce latency but raise CPU risk.
Clip	An audio, MIDI, or pattern item on the timeline.
dBFS	Digital level relative to full scale; 0 dBFS is the ceiling.
Headroom	Level margin between the current signal and clipping.
Insert	An effect placed in series in the signal path.
Latency	Delay through input, processing, and output.
LUFS	A measurement of perceived loudness.

MIDI	Note, velocity, and controller data; not audio.
Pattern	A reusable sequence of rhythmic or musical events.
Quantize	Moves events toward a selected timing grid.
Routing	The path from input through channels/buses to output.
Sample rate	Samples per second, such as 44.1 or 48 kHz.
Stem	A grouped or separated audio file such as vocals, drums, or bass.
True peak	Estimated peak after reconstruction or codec conversion.
VST3	A third-party instrument/effect plug-in format.

“AI” in this manual

Local or remote model services that analyze, separate, extract pitch/MIDI, or generate material. Results are probabilistic and require human review for accuracy, originality, and legal suitability.

End User License Agreement (EULA)

> **Pre-release draft.** KOS MUSIC's full legal name, registration/tax information, address, official email, effective date, and venue clause must be completed and reviewed by qualified counsel before publication.

1. Parties and acceptance

This End User License Agreement ("Agreement") is between KOS MUSIC ("Publisher"), provider of the HyperION software, updates, accompanying content, and documentation ("Software"), and the individual or entity that downloads, installs, activates, or uses it ("User"). By using the Software, the User accepts this Agreement. A person who does not agree must not purchase, download, install, or use the Software. Digital-product sales are final except where non-waivable law expressly requires otherwise.

2. License grant

Subject to payment and compliance with this Agreement, Publisher grants User a limited, non-exclusive, non-transferable, non-sublicensable license to use the Software for personal or internal business music/audio production. The Software is licensed, not sold. Publisher and applicable third parties retain all intellectual-property rights.

3. Editions and devices

Available features depend on the purchased Demo, Standard, or Ultimate edition. Demo may restrict project saving, audio/MIDI export, and third-party plug-in hosting. Unless the sales page states otherwise, a commercial license may be limited to three active devices for the same User. Organizational or multi-user use requires a separate written license.

4. Permitted use

- Create, edit, mix, and export audio/MIDI for which User owns or has obtained the necessary rights.
- Create original commercial or non-commercial works using functions lawfully made available by the Software.
- Keep a reasonable number of access-controlled backup copies solely for recovery.

5. Restrictions

User may not rent, resell, redistribute, sublicense, or share license keys; circumvent access controls; reverse engineer or decompile except where law expressly permits; defeat technical protection; introduce malicious code; remove proprietary notices; or use the Software for unlawful, deceptive, or rights-infringing purposes.

EULA · Content, AI, and third parties

6. User content

User retains rights in content imported into or created with the Software. Publisher may perform only the limited technical processing needed to provide the Software, deliver support, or complete remote processing explicitly initiated by User. User represents that all required rights and permissions have been obtained, including for personal data, voice/likeness, copyright, trademarks, and contractual restrictions.

7. Factory content and presets

Unless a separate license states otherwise, Publisher-provided factory samples, presets, and similar assets are licensed only for incorporation into musical or audiovisual productions. Raw assets may not be redistributed, sold, shared, or repackaged as sample packs, preset banks, or competing datasets. A third-party asset's own license controls.

8. AI features

AI output is probabilistic and is not guaranteed to be accurate, unique, royalty-free, error-free, or fit for a particular purpose. User must review inputs and outputs, obtain all clearances and permissions, and avoid deceptive deepfakes, unauthorized voice imitation, personality-rights violations, illegal content, or security abuse. If a remote provider is selected, that provider's terms, fees, and privacy rules also apply.

9. Third-party software and services

VST3 plug-ins, codecs, models, APIs, Gumroad, and similar services are provided by third parties. Publisher does not fully control their availability, security, compatibility, or content policies. Applicable third-party licenses and terms apply, and service changes may affect features.

10. Updates and changes

Publisher may provide updates for security, compatibility, performance, or product development; may change features, remove beta functionality, or update edition scope with reasonable notice. User should retain versioned backups and renders for project compatibility.

11. Feedback

Voluntary product feedback may be used for product development unless expressly accepted as confidential. Publisher will not use that provision to claim ownership of User's existing works.

EULA · Warranty, liability, and termination

12. Limited warranty and disclaimer

Subject to non-waivable consumer law, the Software is provided “as is” and “as available.” Publisher will use reasonable commercial care but does not guarantee uninterrupted or error-free operation, compatibility with every device or plug-in, freedom from data loss, AI accuracy, or a particular creative or professional result. User is responsible for production backups.

13. Limitation of liability

Except for liability that cannot legally be limited—including applicable liability for death or bodily injury, willful misconduct, gross negligence, or mandatory consumer rights—Publisher’s aggregate liability will not exceed the amount User paid for the relevant license during the twelve months preceding the event giving rise to the claim. To the extent permitted by law, Publisher is not liable for indirect or consequential loss, lost profit/revenue, business interruption, loss of projects/data, or third-party claims.

14. Indemnity

A business User agrees to defend and indemnify Publisher against third-party claims arising from User content, failure to obtain rights, unlawful AI/voice use, or material breach of this Agreement. This clause does not override mandatory consumer protections.

15. Suspension and termination

Publisher may suspend or terminate a license for unauthorized chargeback/payment reversal, fraudulent or shared keys, device-limit abuse, security risk, or material breach. Where reasonable, User may be given an opportunity to cure. Upon termination, use rights end; provisions on intellectual property, liability, content rights, and disputes survive.

16. Governing law and disputes

Subject to mandatory consumer jurisdiction, this Agreement is governed by the laws of the Republic of Türkiye. Consumer remedies and competent authorities are determined by applicable law. Commercial disputes are subject to **[courts and enforcement offices at Publisher’s registered seat—complete after legal review]**.

17. General and contact

Invalidity of one provision does not invalidate the remainder. Delay in enforcement is not a waiver. Mandatory law, separate third-party licenses, and product-specific sales terms control in case of conflict. Notices: **[official support email/address]**.

User / date

Publisher / date

Privacy Notice

> This is a general pre-release draft. The notice must be separate from consent, use clear and accurate language, and be provided before each actual processing activity. Do not publish it until the application, website, servers, and provider data flows have been audited.

1. Data controller

Controller under Turkish Personal Data Protection Law No. 6698 ("KVKK"): **KOS MUSIC [full legal name, registered address, registration/tax number, email]**.

2. Data categories and purposes

Data	Purpose	Source/method
License-key hash, masked key, edition, activation time	License verification and fraud prevention	Activation client and license server
Machine hash, device name, operating system	Device limits and technical compatibility	Automatically from the device
Email and order/payment information	Sale, access, payment disputes, accounting	Gumroad and User communications
Support messages, logs, crash information	Support, defect analysis, and security investigation	Voluntarily provided by User
AI prompts, settings, selected reference audio	User-initiated generation or processing	Local processing or selected API provider

3. Legal bases

Depending on the activity: performance of a contract, legal obligation, establishment/exercise/protection of rights, legitimate interests that do not override fundamental rights, and explicit consent where required. Each activity must be mapped to a specific basis in the processing inventory.

4. Recipients and transfers

Data may be transferred as necessary to Gumroad for sales/payment; to hosting, email, or error-tracking providers; or to an AI provider selected by User. Before release, identify actual providers, recipient countries, and the lawful international-transfer mechanism. Reference audio should leave the device only after an explicit User action.

Retention, security, and data-subject rights

5. Retention

Data is retained only as long as required for the stated purpose and legal obligations, then deleted, destroyed, or anonymized. Before publication, assign exact periods for **[activation], [order/accounting], [support], [logs], [AI job metadata], and [backups]**. Local project/audio retention remains under User control.

6. Security

Reasonable technical and organizational measures should include encrypted transport, least-privilege access, protected credentials, log redaction, secure updates, backups, incident response, and provider review. Hashes or masked values should be stored instead of full license keys where feasible. No security method is absolute.

7. Rights

Under Article 11 of KVKK, an eligible data subject may ask whether data is processed; request information; learn purposes and whether use is consistent with those purposes; learn recipients in Türkiye or abroad; request correction of incomplete or inaccurate data; request deletion/destruction where conditions apply; request notification of correction/deletion to recipients; object to adverse results produced exclusively by automated analysis; and claim compensation for unlawful processing where applicable.

8. Requests

Submit requests to **[KVKK request email, registered electronic mail address, or physical address]** using a method sufficient to verify identity without collecting unnecessary data. Requests will be answered within applicable procedures and deadlines.

9. Processing that may require separate consent

- Marketing communications where consent is the applicable basis.
- Optional upload of reference audio or personal data to a remote AI provider.
- Specific international-transfer cases where no other lawful safeguard applies.

> A privacy notice must not be made conditional on consent or combined with the consent text. Consent must be freely given, specific, informed, and revocable through a clear mechanism.

APPENDIX C · LEGAL DRAFT

AI and User Content Terms

1. Scope

This appendix applies to stem separation, Track-to-MIDI, HyperTune/HyperPitch, Prompt Audio Studio, beat/step/piano generators, voice conversion, and other model-based features.

2. User representations

User represents that User may upload and process each input; has obtained required artist, performer, model-release, and personal-data permissions; and will comply with confidentiality and professional-secrecy duties. Content concerning children or sensitive data may not be uploaded without valid authority and safeguards.

3. Prohibited use

- Unauthorized voice cloning, impersonation, fraud, or deceptive deepfakes.
- Copyright, trademark, personality-rights, or privacy infringement; circumvention; stolen datasets/models.
- Hate, exploitation, sexual abuse, serious harm, malware, or unlawful surveillance.
- Processing a real person's sensitive data without a lawful basis and appropriate safeguards.

4. Local and remote processing

Where possible, the interface should identify whether processing is local or API-based, the provider, audio-upload state, and cost/quota. "Local" means project audio is not sent to an AI provider; model downloads and any telemetry must be disclosed separately. Provider terms apply to API processing.

5. Output responsibility

Publisher does not guarantee originality or exclusive rights in output. Before release, User must review similarity, copyright, accuracy, technical quality, and platform rules; add any required AI disclosure; and retain records of human creative contribution and source rights.

6. Security

Credentials must not be embedded in projects and must be redacted from logs. High-cost jobs require clear confirmation. On suspected unauthorized transfer or breach, stop the job, rotate credentials, and report privately through the security channel.

APPENDIX D · SALES TERMS DRAFT

Sales, Final-Sale Policy, Updates, and Support

> **NO-REFUND POLICY: ALL DIGITAL-PRODUCT SALES ARE FINAL.** No refunds are offered after purchase, download access, or license-key delivery. Only rights that cannot lawfully be waived under mandatory consumer law, or mandatory platform remedies that cannot be excluded, remain unaffected. Display this policy prominently before checkout.

1. Delivery

The digital license is delivered through the Gumroad library and purchase email after checkout approval. User is responsible for providing a correct email address and protecting account access. System requirements, edition differences, and Demo limitations must be disclosed before purchase.

2. Price, tax, and payment

The sales platform displays currency, tax, payment processing, and receipt/invoice terms. Exchange-rate differences and bank fees may depend on User's provider.

3. Final sale; no refunds

A HyperION digital license becomes a final sale when checkout is completed and download access or a license key is made available. Publisher does not provide refunds for change of mind, device incompatibility, unmet subjective expectations, difficulty of use, or third-party plug-in/API issues. User should evaluate the Demo, system requirements, and edition comparison before purchase. This clause does not exclude non-waivable statutory remedies for defective digital content or other mandatory rights. An unauthorized chargeback may result in suspension of the license and update access.

4. Updates

"Future updates" means updates for the same edition within the stated product lifecycle; it does not promise that a new major version or separate product will be free. Security and defect fixes are provided under the applicable product policy.

5. Support scope

Reasonable support covers installation, activation, and reproducible product defects. Music-production consulting, third-party plug-in training, custom project repair, recovery of lost User data, and provider/API charges are outside standard support.

6. Contact

Purchases, downloads, and account access: official Gumroad profile. Software defects: GitHub issue form. Security: private disclosure channel. Response target: **[complete business-day/SLA statement]**.

APPENDIX E · LICENSE NOTICE

Third-Party Content and Notices

HyperION may contain third-party software, models, codecs, fonts, samples, presets, or images governed by open-source, royalty-free, Creative Commons, or other licenses. All trademarks, copyrights, and ownership rights remain with their respective owners. Inclusion in HyperION does not mean KOS MUSIC created or owns that material.

Use rule

Third-party material may be used only under its original license. Preserve required attribution, license text, source, notices, share-alike terms, and redistribution conditions. KOS MUSIC claims ownership only of original HyperION components and original content created specifically for HyperION.

Required inventory before commercial release

Component	Version/source	License	Attribution	Distribution
JUCE	[complete]	[verify commercial/GPL path]	[complete]	[compliance]
LAME/MP3	[complete]	[verify]	[complete]	[compliance]
VST3 SDK	[complete]	[Steinberg terms]	[complete]	[compliance]
AI models/runtime	[per model]	[commercial use?]	[model card]	[weights?]
Factory samples	[per file]	[source/author]	[if required]	[raw-file rights]
Fonts/images	[per file]	[license]	[if required]	[embedding rights]

> The repository's current notice contains the same release requirement: record the original license, source, author, attribution, and redistribution terms for every third-party factory asset before commercial distribution.

APPENDIX F · DATA GOVERNANCE

Draft Processing Inventory

Activity	Data	Basis	Recipient	Retention/action
Activation	Key hash, machine hash, device, edition	Contract/legitimate interest	License server	[license + dispute period]
Sale	Email, order, tax/payment metadata	Contract/legal obligation	Gumroad, accounting	[statutory accounting period]
Support	Message, log, device/plug-in information	Contract/legitimate interest	GitHub, Gumroad, hosting	[ticket closure + period]
Security	IP/log/incident evidence	Legitimate interest/legal claims	Hosting, experts, authorities	[incident period]
Local AI	Prompt/audio/model output	Processed on User device	No external recipient	User controlled
AI API	Prompt, settings, selected reference	Contract/User choice; consent if required	Selected provider	Provider policy + local job record
Marketing	Email, subscription preference	Applicable basis/consent	Email platform	Opt-out or statutory period

Technical verification before release

- [ ] Inventory all network endpoints
- [ ] Record request/response fields
- [ ] Test secret redaction in logs
- [ ] Negative-test AI upload toggles

- [ ] Archive provider terms/DPA
- [ ] Define international-transfer mechanism
- [ ] Test access/deletion procedures
- [ ] Define retention and backup deletion

This table is not a substitute for an actual data map. Verify it against network captures, backend contracts, Gumroad data roles, crash telemetry, and the real behavior of each AI provider.

APPENDIX G · RELEASE GATE

Legal and Documentation Completion Checklist

Corporate identity

- [ ] Full legal name and legal status
- [ ] Registration/tax number, address, official email
- [ ] Governing-law and venue review

Consumer and sales

- [ ] Edition claims exactly match product page
- [ ] Requirements and Demo limits are visible
- [ ] "All sales final / no refunds" shown before checkout
- [ ] Update/major-version promise is clear

Intellectual property

- [ ] All third-party licenses/notices complete
- [ ] Factory-asset rights chain documented
- [ ] AI model distribution/output terms verified

Privacy and security

- [ ] Actual endpoint/data-flow inventory
- [ ] Privacy notice separate from consent
- [ ] Defined retention and deletion periods
- [ ] International-transfer analysis and provider contracts
- [ ] Security channel and incident-response plan

Product verification

- [ ] EULA acceptance in app/installer
- [ ] Privacy/AI links before processing
- [ ] Activation/deactivation/three-device procedure
- [ ] Demo/Standard/Ultimate feature-gate test
- [ ] Screenshots match release build
- [ ] Accessibility, language, and readability review

> **Release blocker:** Stop commercial release if any factory asset/model has an unclear license, sales claims are inaccurate, consent is bundled with the privacy notice, logs expose secrets, or agreements omit the publisher's legal identity.

Sources and official channels

Product and downloads: hyperiondaw.gumroad.com

Bugs and features: github.com/hyperiondaw/HyperION/issues

Turkish privacy-notice duty: Personal Data Protection Authority

Separation of notice and consent: KVKK Board announcement dated 18 February 2026

Sales and access platform: Gumroad Terms

Legal sources checked 25 July 2026. Laws, platform terms, and product conditions can change; verify again before release. This document is not professional legal, tax, or medical advice.

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