INSTACOMPOSER 4

MIDI Generator Plugin

Manual

Website: waproduction.com

Email: info@waproduction.com

Version 4.0.0 released in October 2026

© 2021–2026 WAProduction.com. All rights reserved.

This document has been updated as of October 21, 2026

Table of Contents

Introduction 5

- **Key Features** 5
- **What's new in version 4** 7
- **System Requirements** 8
- **Installation** 8
- **Demo Version Limitations** 9

Reference 10

- **1. Main Menu** 10
- **2. Preset Browser** 11
- **3. MIDI Editor** 11
- **4. Chord & Scale Analyzer** 12
- **5. Panic** 13
- **6. Undo/Redo** 13
- **7. Transpose** 13
- **8. Export MIDI** 13
- **9. Tracks** 13
- **10. Scenes** 14
- **11. Multi-Track Overview** 14
- **12. Chord Progression** 14
- **13. Generate Output** 14
- **14. Playback Controls** 14
- **15. Lower Panel** 15
  - Section 15
  - Song 15
  - Controls 16
  - Mixer 18
  - Chord Helper 19

Setting Up and Using Instacomposer 4 In Your DAW 20

- **FL Studio** 20
- **Logic Pro** 20
- **Cubase** 21
- **Ableton Live** 21
- **Pro Tools** 21
- **Reaper** 22
- **Using the Multi-Track and Multi-Channel Features** 22

Credits **24**
Contact & Support **24**
Thank You! **24**

Introduction

Instacomposer 4 is a versatile MIDI generator plugin that can produce all the essential elements of a song, including chord progressions, rhythms, harmonies, melodies, bass lines, drum patterns, and now, with the latest update, entire songs with just one click. Whether you're a professional musician or just starting out, this plugin offers endless possibilities for creating unique and engaging music in any genre or style. Its intuitive interface and advanced algorithms let you focus on the creative side of music production without spending countless hours composing every note yourself. Whether you need inspiration or want to streamline your workflow, Instacomposer 4 is a must-have tool to boost your creativity and productivity.

Behind the scenes, everything is generated procedurally, ensuring each piece is unique and original, while giving you plenty of room to tweak and customize every detail to suit your needs. Importantly, the plugin isn't trained on any copyrighted or artist material, so you can trust that every creation is truly your own. This isn't about handing over your work to AI; it's about providing a tool that helps you explore ideas and accelerate your workflow. The goal is to empower artists while preserving their unique artistic vision. It's your creativity and skill that shape the final result and create the magic.

Key Features

- **One-Click Song Generation:** Instantly generate a complete song with a single click. The system intelligently assembles musical elements into a cohesive structure, including intro, verse, chorus, bridge, outro, and more, going from idea to full composition in a matter of seconds.
- **Infinite Inspiration:** Every attempt produces a unique result, offering endless ideas for your next composition.
- **Artificial Intelligence:** Uses advanced algorithms, rules, and databases to procedurally generate musical ideas, mimicking human creativity by creating rhythm structures, selecting context-appropriate notes, and building phrases that complement underlying chords.
- **Creative Integrity:** The output isn't stitched together from existing pieces or someone else's ideas, minimizing the risk of infringing on copyrighted works. Making it easier to monetize, publish, and distribute without restrictions.
- **Musical Structure and Harmony:** The AI leverages pattern recognition to craft engaging beats and bars, and uses repeating motifs to build unity within the composition. It adds harmony by aligning notes with chord progressions, generating rich, harmonious sequences inspired by common progressions. Advanced controls prevent chaotic or erratic note behavior, ensuring rhythmic and melodic consistency throughout the piece.
- **Manual Control Over AI:** Users can customize their preferences through available controls to consistently achieve desired results. These settings provide flexibility to adjust key aspects such as chord complexity, note density, beat and bar structure, pattern generation, harmonization, range control, velocity randomization, and more.

- **Song Generation Section**: A dedicated Song Generation section that organizes the composition into multiple parts. Each section contains its own scenes and tracks, allowing for granular control and variation across the entire song. This structure complements existing Multi-Scene and Multi-Track features, enabling seamless transitions and thematic development.
- **Built-In Audio Instruments & Mixer:** Includes a built-in acoustic piano and General MIDI style instrument collection for immediate playback. Supports user-loaded SoundFont (SF2) files and an integrated mixer for balancing layered audio.
- **MIDI Import:** Load external MIDI files directly into the plugin to jumpstart ideas, refine arrangements, or blend existing material with AI-generated content.
- **Advanced Chord & Scale Detection:** Analyzes MIDI notes to identify underlying harmonic content and returns chords, chord progressions, scales, and tonal center. It also provides additional candidates scored and ranked by harmonic presence and musical context.
- **Chord Progression Generator:** Creates scale-appropriate progressions where users have control over chord complexity to tailor harmonic richness.
- **Scales:** Supports a wide variety of scales and modes, including Major, Minor, Harmonic Minor, Melodic Minor, Spanish, Arabic, and many more.
- **Chords:** Includes a comprehensive set of chords for all supported scales, with support for slash chords that allow non-root bass notes for greater harmonic flexibility
- **Time Signatures:** Supporting a wide range of time signatures with variable number of beats per bar, and notes per beat.
- **Element-Specific Generation Modes:** Includes various algorithms for generating different musical elements such as melodies, riffs, bass lines, drum patterns, pads, chords, and more. Exploring the potential of various modes beyond what the mode names suggest can lead to interesting results.
- **Scenes, Tracks, and Channels:** 8 scenes per section for experimentation, 6 independent tracks for layered arrangements, and separate MIDI channel routing for each track
- **MIDI Editor:** Provides in-plugin editing and modification of MIDI files.
- **MIDI Export:** Supports saving output as MIDI files or dragging and dropping directly into your DAW or file browser, with options to export tracks individually.
- **Legacy Preset Support:** Seamlessly load presets from version 1, 2, and 3 of the plugin, ensuring backward compatibility and smooth project migration.

What's new in version 4

- **MIDI Engine 2.0:** A complete rework of the core generation engine improves rhythm, melody, timing, and phrasing across all generated content.
    - All existing generation modes, including Melody, Ostinato, Chord, Rhythm, and Drums, have been refined for better rhythmic feel, pitch selection, and overall musical cohesion.
    - New Arpeggiator and Rhythm V2 modes expand the generation toolkit.
    - Commonly used time signatures now benefit from specialized pathways and retuned weights for improved rhythm and musicality.
    - Full-song generation now adds more variety while producing cleaner, more cohesive arrangements.
    - Chord progressions are now generated with improved scale fit and more intentional harmonic choices.
- **Built-In Audio Instruments & Mixer:** Includes a built-in acoustic piano and General MIDI style instrument collection for immediate playback. Supports user-loaded SoundFont (SF2) files and an integrated mixer for balancing layered audio.
- **Foliage Controls:** Introduces complementary notes that grow from and enhance the main melody, creating a fuller, richer texture without losing clarity in the core musical material. Users can control how much foliage is added to shape the overall density and expressiveness of the result.
- **Groove Controls:** Adds new controls such as Syncopation, Gallop, Density, and more. These let users emphasize specific rhythm patterns for better control over groove and feel.
- **Timeline Playback:** Jump directly to any beat for faster review and iteration.
- **New "Paste Notes & Adapt To New Chords" option:** Copy notes from one track along with their original chord context, then paste them to a new track where they're automatically adapted to match the target chords.
- **UI Redesign:** The interface has been updated with a cleaner layout and improved visual clarity for better usability.

System Requirements

Windows: Check the product page at waproduction.com
MacOS: Check the product page at waproduction.com
CPU: Multi-core 2GHz or higher
RAM: 4GB or higher
Display Resolution: 1920x1080 or higher

The plugin supports VST, AU, and AAX formats, with 64-bit builds for Windows and both Universal and ARM versions for macOS. Please refer to your host application's manual for instructions on loading third-party Instrument and MIDI Effect plugins.

Note: We recommend testing the demo version before purchase to confirm it is compatible with your system.

Installation

Simply run the installer and follow the on-screen instructions to complete the plugin setup.

Common plugin locations on Windows:

VST 64bit: 'C:\Program Files\vstplugins'
VST3 64bit: 'C:\Program Files\Common Files\VST3'
AAX 64bit: 'C:\Program Files\Common Files\Avid\Audio\Plug-Ins'

Common locations on macOS:

VST2: 'Library/Audio/Plugins/VST'
VST3: 'Library/Audio/Plug-ins/VST3'
AU: 'Library/Audio/Plugins/Components'
AAX: 'Library/Application Support/Avid/Audio/Plug-Ins'

Note: Instacomposer 4 is now an audio instrument plugin that includes its own built-in instruments and audio engine. While it still retains its external MIDI routing features, In Logic Pro, it can no longer be used as a MIDI Effect; instead use it as an Audio Instrument.

Installing Presets

Windows: Presets are installed automatically with the main installer.

macOS: Use the separate preset installer. If one is not included, you can manually copy the presets into the plugin's preset folder.

Tip: Use the "Open Preset Folder" option in the plugin's main menu to reveal and manage presets manually.

Demo Version Limitations

The demo version has restricted functionality:

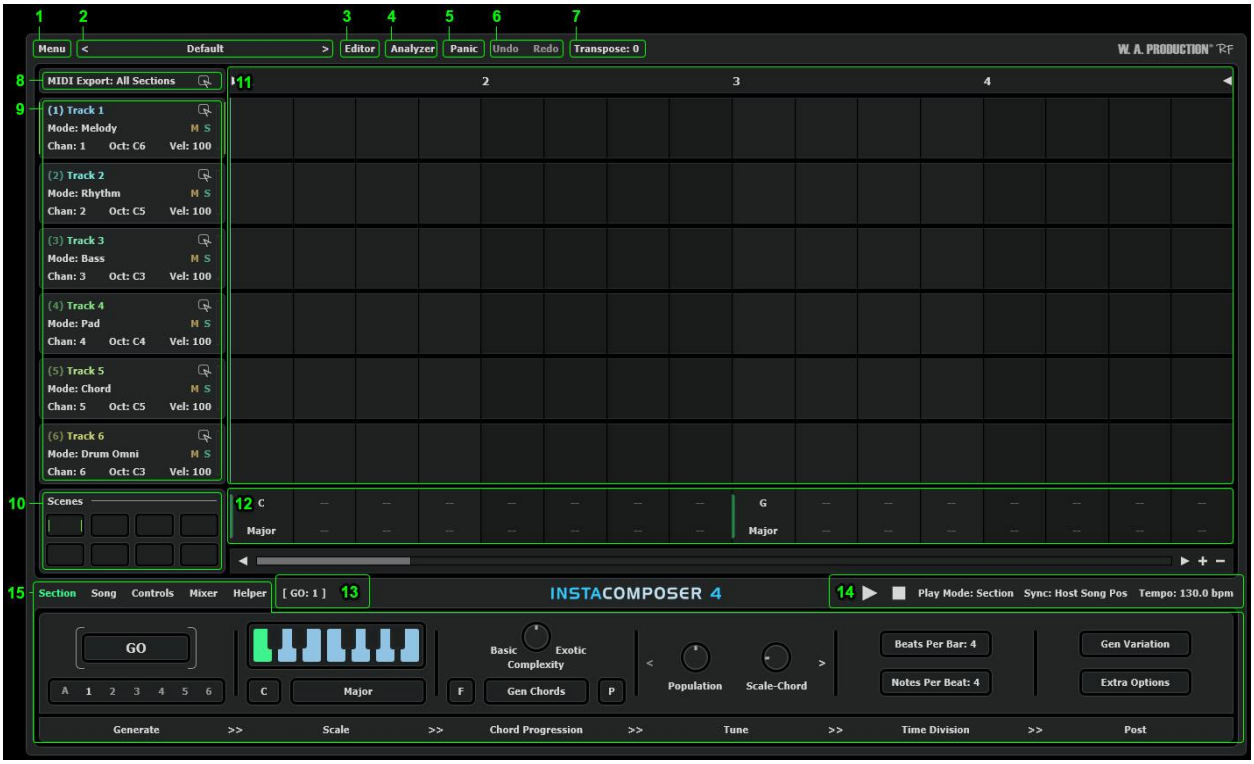
- Presets and saved settings won't load with your projects.

- Melody generation is limited and requires plugin reload after a few uses.
- Only the C major scale is available.

Authorization

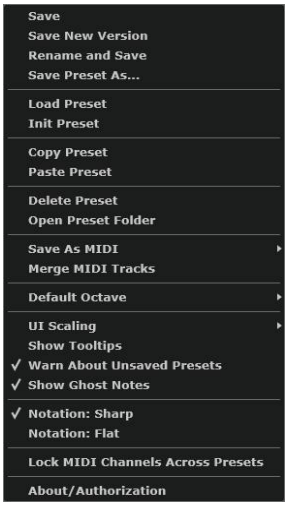
After completing your purchase, you'll receive the necessary details to unlock the plugin. For support, please contact info@waproduction.com.

Reference



1. Main Menu

Manage presets and global settings. Options are:



- **Save/Load/Delete/Copy:** Manage presets.
- **Open preset folder:** Reveals the preset folder in your operation system's file manager/browser.
- **Save as MIDI:** Export tracks as MIDI files. If the "Merge" option is checked, all tracks will be combined into a single MIDI track.
- **Default Octave:** Saved with the global settings and applies to all non-drum tracks across presets and projects. Use this setting if generated notes appear too high or too low by default; host differences can sometimes affect the plugin's default MIDI range. Since this is a global setting, changing it will affect your previously saved projects.

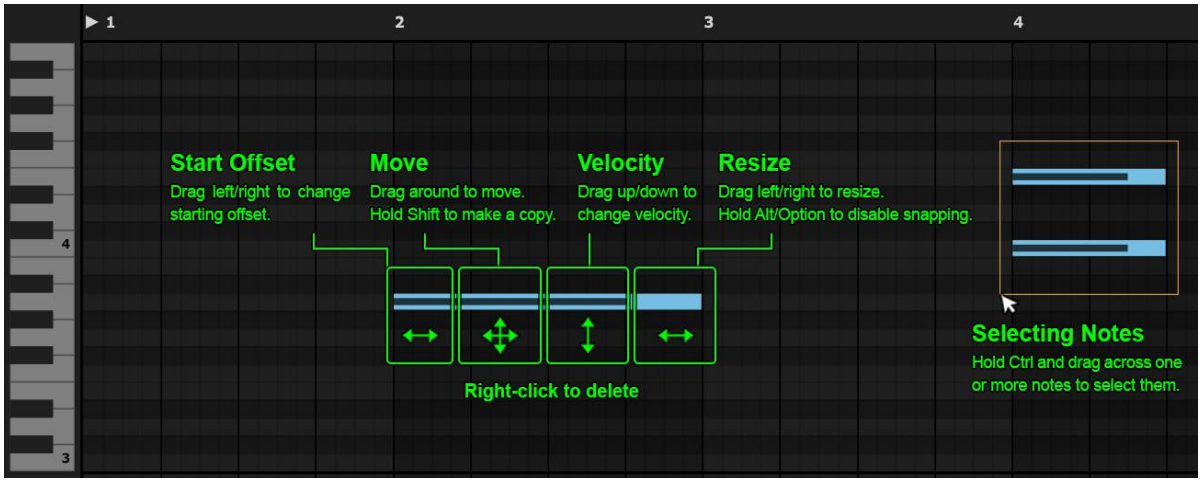
  Caution: Since Playback Sync options and Default Octave are global settings, changing them may affect your previously saved projects.
- **UI Scaling:** Adjusts the interface size.
- **Show tooltips:** Enable or disable tooltips.
- **Warn about unsaved presets:** When enabled, warns you about unsaved changes.

- **Show ghost notes:** Displays ghost notes from other tracks in MIDI Editor view.
- **Lock All MIDI Channels:** When locked, loading presets will not change the track MIDI channel values.

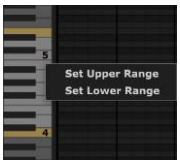
2. Preset Browser

3. MIDI Editor

Inspect and edit each track's notes in detail and set range boundaries**.**



Range Control: To set an upper or lower range limit on generated notes, right-click the desired key in the MIDI Editor and choose Set Upper Range or Set Lower Range. Generated notes will then stay within those boundaries.



4. Chord & Scale Analyzer

Analyzes the selected track's notes to identify underlying harmonic content. Returns the best-matching chords, chord progressions, and scales. It also provides additional candidates scored and ranked by harmonic presence and musical context.



a. Detect Chords: Analyzes the active track to identify the most likely chords.

b. Apply: Applies the detected chord progression to the current scene.

c. Options; Auto Scale Detection: When enabled, the algorithm first identifies the most appropriate scale based on the input notes and then uses that scale as a reference for detecting chords. If disabled, it will use the currently selected scale. Note that the selected scale affects how chord candidates are ranked, ensuring that the most relevant harmonies appear first.

d. Chord Analysis Result: A summary of the detected chords.

e. Scope: Controls the detection window and beat sensitivity. In Bar mode, all notes in a bar are analyzed together to identify an overall chord; in Beat mode, each beat is evaluated separately based on its note distribution.

Example: This bar contains a mix of C Major and A Minor notes:



With Scope set to Bar, all notes are analyzed together, pushing C6 (C–E–G–A) higher in the results. With Scope set to Beat, each beat is analyzed separately, pushing C Major for beats 1–2 and A Minor for beats 3–4.

f. Voicing Order: Controls how strictly chord notes are expected to be ordered from lowest to highest. The Strict side rewards correct vertical ordering, while the Relaxed side focuses more on whether all chord notes are present.

g. Chord Complexity: Controls how strongly chord complexity influences the ranking of detected chords. The Basic side favors triads, while the Exotic side gives higher scores to richer and more complex harmonies.

h. Analyzer Output: Shows the analyzer's final chord choice at its corresponding position in the editor.

i. Top 10 Candidates: Select a detected chord to reveal its 10 best matching alternatives. Each option includes a match ratio and an overall score, calculated based on musical context and current parameters. The highest scoring candidate is picked by default, but you can choose another one manually if it fits the passage better.

j. Detect Scale: Analyzes the active track to identify the most likely scale.

k. Apply Scale: Applies the detected scale to the current scene.

l. Scale Analysis Result: Shows the best matching scale along with its individual notes, match ratio, and overall score. You can click the detected scale to reveal the top 10 candidate scales and choose an alternative if needed.

5. Panic

Stops playback and kills all the active notes and voices.

6. Undo/Redo

Right-click to see the change history.

7. Transpose

Shifts all notes, scale, and chords up or down in pitch.

8. Export MIDI

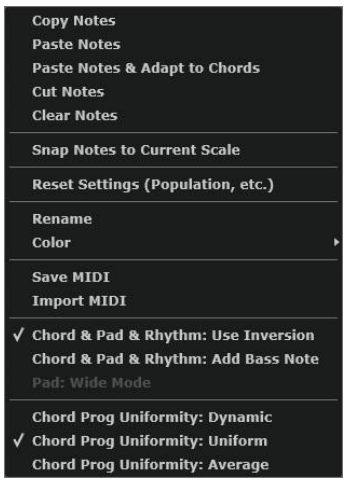
Exports a chosen section or the full song as a MIDI file.

9. Tracks



- **Track Switch:** Select the track and set it as active.
- **Track Mode:** Choose from generation modes such as Melody, Riff, Pad, Chord, Drums, and more. Each mode is designed to produce a distinct type of musical content.
- **MIDI Channel Number:** Sets the output MIDI channel for this track.
- **Octave:** Sets the center octave and defines the upper and lower octave range.
- **Velocity**
- **Mute & Solo**
- **Drag and drop as MIDI file**
- **Track Menu:** Controls for editing notes and configuring track settings.

- **Paste Notes & Adapt To Chords:** Copy notes from one track along with their original chord context, then paste them to a new track where they're automatically adapted to match the target chords.
- **Snap Note to Current Scale:** A quick helper for keeping the melody in line with the chosen scale.
- **Use Inversion:** Allows chords to be automatically inverted for a smoother sounding progression.
- **Add Bass Note:** When enabled, adds a bass note below each chord.
- **Wide Mode:** When enabled, Pad mode uses wider chord voicings.
- **Chord Progression Uniformity:** Controls how chord note counts are balanced across a progression. This is useful when nearby chords have different numbers of notes, such as one chord with three notes and the next with five. Choose **Dynamic** to keep each chord's original size, **Uniform** to match all chords to the largest note count, or **Average** to apply a middle-ground count for a more consistent result.



10. Scenes

Store different variations and ideas within the same song section for easy recall and experimentation.

11. Multi-Track Overview

12. Chord Progression

Displays the current chords and allows manual editing.

Notes and chords are color-coded in the menu. **Green** indicates that a note or chord belongs to the current scale; **orange** indicates that it does not fully belong to the scale, but may still be borrowed for creative expression. All other notes and chords appear gray.



13. Generate Output

A quick way to generate new output for the active track(s) based on the scale, chord progression, and track settings. Right-click to choose the target track(s).

14. Playback Controls

- **Playback Modes:** Loop either the current section or the full song.
- **Sync Modes:**
  - **Sync song position to host:** Keeps the plugin's internal song position synced with the host's play-head. When enabled, playback follows the host's current position

so you can easily scrub through the timeline or jump between sections. In this mode, tempo sync and auto start/stop options are active automatically.

- **Sync to Host Tempo:** Keeps the plugin synchronized with the host's tempo. Disable to use a custom internal tempo instead.

- **Extra Options:**
  - **Auto start/stop with host playback:** Syncs the plugin's playback state with the host transport. When enabled, playback starts and stops automatically using the host's play controls. No manual trigger or MIDI input is required. When disabled, playback must be triggered manually by pressing Play on the plugin or sending a MIDI note; if triggered by MIDI, playback continues as long as the note is held.
  - **Start Playback on Beat (Quantize Start):** Applies only while the host is playing. When enabled, playback waits for the next host beat before starting, keeping timing tight and rhythmically aligned with the DAW. Disable to start playback immediately.

15. Lower Panel

- **Section**



Generate output for the active section.

a. Generate: Set target track(s) and generate output (GO). Right-click on the track numbers to add or remove them.

b. Scale: Set a scale for current section.

c. Chord Progression: Generate or load a chord progression from here. Complexity parameter shapes how much harmonic color the progression uses. Lower values favor simple triads, while higher values introduce richer extensions such as Maj 7 or Add 9.

d. Tune: Adjust parameters such as Population, Scale-Chord, and other settings here. To access all available controls, go to the Controls tab.

e. Time Division: Set a time signature using the Beats Per Bar & Notes Per Beat options. Here is a quick reference for the most commonly used time divisions:

- **3/4:** 3 Beats Per Bar + 2 Notes Per Beat
- **4/4:** 4 Beats Per Bar + 4 Notes Per Beat
- **6/8:** 2 Beats Per Bar + 3 Notes Per Beat
- **9/8:** 3 Beats Per Bar + 3 Notes Per Beat
- **12/8:** 4 Beats Per Bar + 3 Notes Per Beat
- **Note:** The numerator, or number of beats per bar, must be identical in the plugin and the host so that their bar lengths remain synchronized.

f. **Post:** additional post processing tools, including Gen Variation, which generates a variation based on the current notes.

- **Song**



Gives an overview of the entire song and allows full song generation.
Available modes:

a. **Full Song:** Generates the song structure, chord progressions, and track notes.
b. **Chords & Notes:** Retains the existing structure and section layout, then generates new chords and notes.
c. **Notes:** Retains the existing structure and chord progressions, then generates new notes only.

- **Controls**



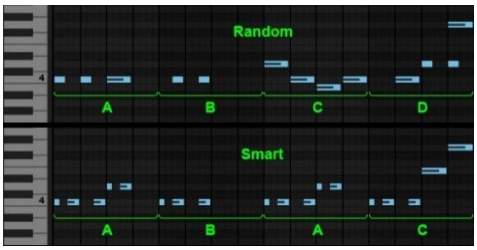
Tab 1.a: Groove

- **Population:** Controls note density, from sparse to crowded patterns.
- **Sustain:** Controls how long each note is held.
- **Straight:** Adjusts how strongly rhythms emphasize notes that land exactly on the beat and upbeat.
- **Syncopation:** Increases the syncopated feel by shifting accents away from the main beats.
- **Gallop:** Increases a galloping rhythmic character, favoring short-long note groupings.
- **Burst:** Increases the likelihood of clustered notes
- **Congestion:** Makes patterns denser by inserting extra notes into unused rhythmic space.

Tab 1.b: Structure

- **Bar Structure:** Controls how strongly a single bar is built from repeated patterns. Lower values increase randomness, while higher values favor pattern-based construction within the bar.





– **Bar Combination:** Controls how strongly patterns and repetition are carried across multiple bars. Lower values increase variation between bars, while higher values favor pattern based construction.



Tab 2.a: Pitch

– **Scale-Chord:** Probability of picking pitches from underlying chord or current scale.
– **Chromatic:** Controls the likelihood of introducing chromatic or out of key notes.

Tab 2.b: Harmony

– **Add:** Controls how often melodies are harmonized.
– **Number:** Controls the number of harmony notes added.
– **Variation:** Controls how much the number of harmony notes varies.
– **Follow Pattern:** Controls how closely the harmonies follow the motif.

Tab 3.a: Pattern; Shape how patterns and motifs are generated, repeated, and



varied within the melody.

– **Add:** Controls the likelihood of adding patterns and motifs to the melody.
– **Length:** Controls the length of generated patterns. Lower values produce shorter patterns, while higher values produce longer ones.
– **Repeat:** Controls how often patterns and motifs reappear in the melody.

- **Variation:** Controls how much generated patterns change over time. Lower values keep patterns consistent, while higher values introduce subtle changes.

Tab 3.b: Velocity

- **Humanize:** Controls the degree of random variation applied to note velocities.
- **Range:** Sets the range over which velocities may fluctuate.
- **Follow Pattern:** Controls how consistently a pattern retains its original velocity values.
- **Sync Harmonies:** Controls velocity matching between individual harmony notes. Higher values keep velocities more similar across notes, while lower values allow greater variation.

Tab 4: Foliage; introduces complementary notes that grow from and enhance the



main melody.

- **Growth:** Controls the density of added foliage notes.
- **Direction:** Controls pitch movement, from free-form variation to staying on a single pitch.
- **Root Oct:** Sets the central octave around which foliage notes are generated.
- **Velocity:** Controls the base velocity of foliage notes.



Tab 5.a: Time

- **Humanize:** Enables timing offsets that make notes sound less rigidly quantized.
- **Offset:** Sets the maximum amount of timing variation applied to each note.
- **Sync Harmonies:** Controls whether harmony notes share the same timing offset or are offset independently.

Tab 5.b: Strum; Controls how harmonies and chords are spread out using strumming effects.

- **Add:** Controls the likelihood of strumming effect being applied to harmonies and chords.
- **Speed:** Sets the strumming speed.
- **Occurrence:** Sets how frequently strums occur.

- **Mixer**

  This is where you can load instruments for each track, adjust their output levels, and balance the audio of the generated song.



  a. **Master Track:** Controls the main output volume, send effects, and overall mixer state.
  b. **Instrument Tracks:** Assign instruments to tracks, import Sound Font files (.sf2), and manage send effects for each track. The plugin automatically scans the "SoundFonts" folder, located next to the preset folder, and lists available Sound Fonts.
  c. **Send FX:** Adjust the reverb and delay send levels.
  d. **FX Tab:** Controls for the delay and reverb effects.

- **Chord Helper**

  Displays the notes of the selected chord. Automatically updates to reflect the most recently selected chord. Right-click any chord in the timeline to view its notes in the



  helper.

Setting Up and Using Instacomposer 4 In Your DAW

Instacomposer 4 is now an audio instrument plugin with a built-in instrument and audio engine, while still supporting external MIDI routing. Insert it on an instrument track and use its internal sound directly, or route its MIDI output to play other instruments in your host similar to previous versions.

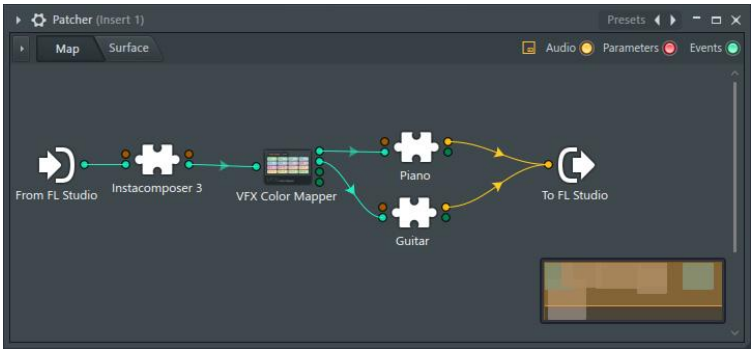
Note: As a result of these changes, in Logic Pro, which previously loaded the plugin as a MIDI Effect, the plugin is now available only as an Audio Instrument, so the earlier MIDI output workflow is no longer supported.

The following pages show setup examples for several popular DAWs. If you have questions or don't see your host listed, please contact our support team. There are also many online videos demonstrating how to use instrument plugins in different DAWs and route MIDI between tracks.

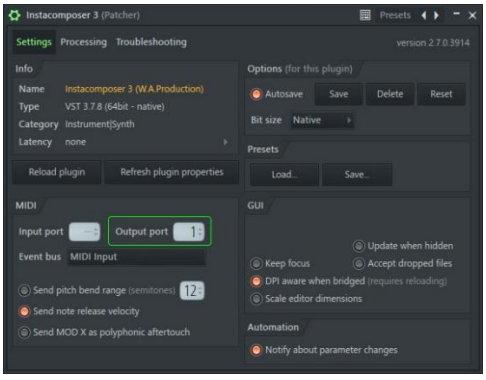
FL Studio

There are several ways to use Instacomposer 4 in FL Studio. The simplest option is to load it directly onto an Instrument channel in the Channel Rack, just like any other synth plugin, and use its built-in instrument and audio output.

For a more advanced external MIDI routing, you can use FL Studio's Patcher tool. In the examples shown in the picture below, we're using FL Studio's built-in VFX Color Mapper to filter MIDI messages by channel number so they can be routed to different instruments.

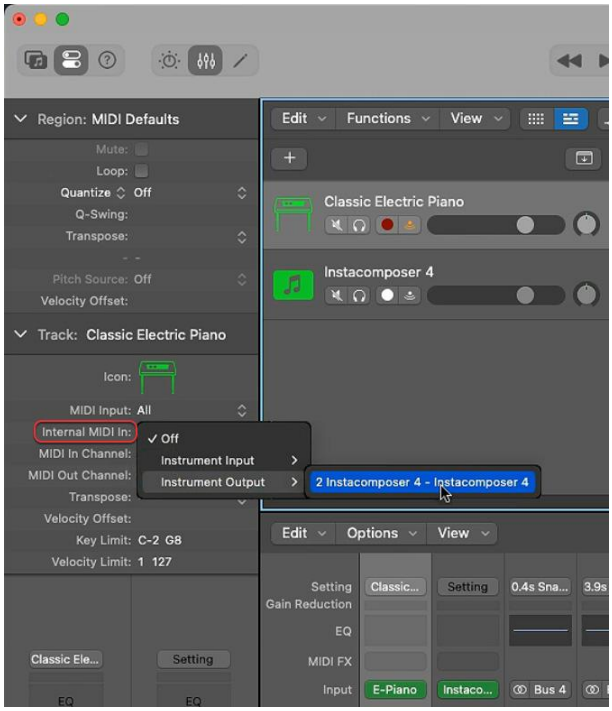


Note: To route MIDI correctly, set the Output Port in the plugin's wrapper settings.



Logic Pro

Add an Instrument track and insert Instacomposer 4 as an audio instrument. You can route its live MIDI output to another track using Logic Pro's **Internal MIDI In** setting in the Track Inspector. To capture or hear the incoming notes, make sure to click Record Enable (R) or Input Monitoring (I) on the receiving track. Alternatively, you can still drag and drop generated MIDI to other tracks.



Cubase

In Cubase, load the plugin onto an Instrument track. To drive other instruments using its MIDI output, assign the target track to receive MIDI from Instacomposer 4.



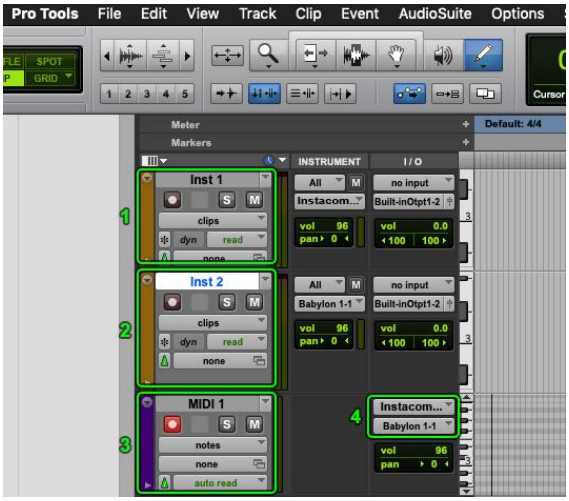
Ableton Live

Insert Instacomposer 4 on a MIDI track to use its built-in instrument and audio output directly (1). To route its MIDI output to another instrument, add the target instrument to a second MIDI track (2) and set it to receive MIDI from Instacomposer 4 (3). Enable monitoring on the target track (4) to hear the routed notes live, and arm Instacomposer 4 for session recording as needed (5).



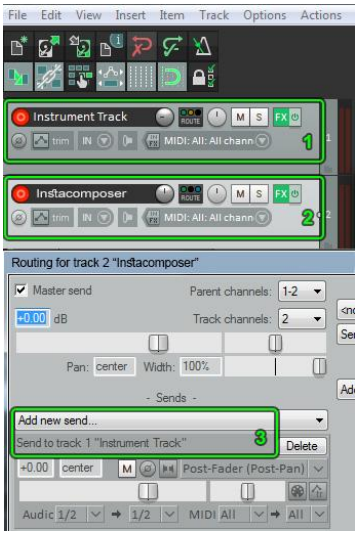
Pro Tools

Insert Instacomposer 4 on an Instrument track to use its internal audio directly (1). To drive another instrument with its MIDI output, add a target Instrument track (2) and a MIDI Routing track (3). Set the routing track's input from Instacomposer 4 and its output to the target track (4), then arm monitoring as needed.



Reaper

Insert Instacomposer 4 on a track to use its internal instrument directly (1). To route MIDI to another sound source, add a target instrument track (2) and set the Send option in Instacomposer's routing section to send MIDI to that track (3).



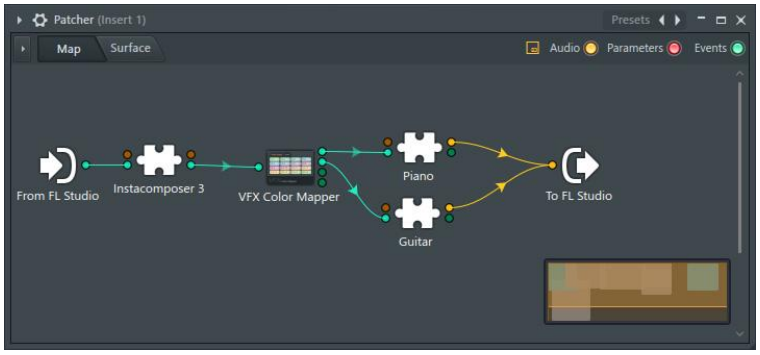
Using the Multi-Track and Multi-Channel Features

To get the most out of the plugin, you can connect the output of each track to one or more instruments using the MIDI routing techniques available in your DAW.

A. Using a multi-channel plugin like Kontakt (or similar tools), you can load multiple instruments and assign them to different MIDI channels. **Note:** Some DAWs such as Ableton might not natively support multi-channel MIDI routing. Be sure to check whether your DAW allows this functionality. In most cases, there are workarounds or third-party tools available to help with this task.



B. Depending on your DAW and the available tools, you can filter and route each MIDI channel to a different instrument. In this example, we're using Patcher in FL Studio along with the VFX Color Mapper to filter MIDI messages by channel number, allowing the plugin to connect to two different instruments.



Credits

Development, Coding, and graphics: Rahman Fotouhi
Website: rfmusic.net
Email: info@rfmusic.net

Contact & Support

For support, contact: **info@waproduction.com**
For the latest updates and news, visit: **waproduction.com**

Thank You!

As a small team, we truly appreciate your support. It's what keeps us going and allows us to continue building tools for creators like you. We hope Instacomposer 4 brings fresh inspiration to your music-making journey and makes a meaningful difference in your projects.

We'd love to see what you create with Instacomposer 4, and we're always listening for ways to improve our products, so please don't hesitate to reach out to us and share your music, your thoughts, and anything you think we can do better.

Release History:
Version 1.0.0 Released September 2021
Version 2.0.0 Released June 2023
Version 3.0.0 Released September 2025
Version 4.0.0 Released October 2026

© 2021–2026 WAProduction.com. All rights reserved.