

# **SoundToys Native Effects V4**

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**Version 4 for Mac and Windows**

## **SoundToys**

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# I N T R O

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## THANKS!

First off we want to say a big THANK YOU for your purchase of the SoundToys Native Effects Bundle.

We know there are an awful lot of plug-ins for you to choose from and we (and especially our spouses and kids) are truly grateful that you have chosen to spend your hard earned money on our products. We take a lot of pride in our work and we sincerely hope that you find our plug-ins inspirational and musically useful.

## What is SoundToys Anyway?

So what the heck is "SoundToys" anyway?

Our approach in developing the SoundToys series of plug-ins is to create dedicated processors that provide the absolute best possible sound quality, flexibility and creative sound manipulation in the wonderful world of digital, but that also possess that truly analog character and vibe.

All of us at SoundToys (formerly Wave Mechanics) are a bunch of effects fanatics, and we're constantly searching for new ways to manipulate and mangle sound that will put a smile on your face and help you produce the next great song, movie, or video game.

And, just so you know, we are the guys that were responsible for designing such groundbreaking and industry standard products as the Eventide™ H3000, DSP4000, and the Wave Mechanics UltraTools line of plug-ins for Pro Tools TDM. Our DSP algorithms can even be found in such high-end studio gear as the TC Electronics Fireworx, G-Force, and G-Major processors, and more.

# GETTING STARTED

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## System Requirements

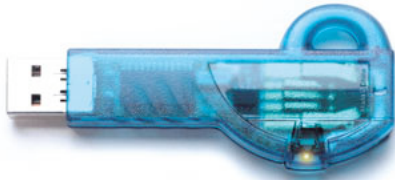
SoundToys Native Effects is a collection of virtual effects processors that 'plug in' to your favorite audio editing and mixing software application. In order to use SoundToys Native Effects you must have an audio application that supports the loading of "plug-ins" in one of the plug-in formats that we support: VST, Audio Units (AU), RTAS, and AudioSuite.

We actively support the following applications: Pro Tools, Logic Audio, Nuendo, Cubase, Live and Digital Performer. We will typically test our plug-ins with the latest version of each of these applications. Older versions and other hosts *may* work, but we cannot guarantee it. Please check the support page on our website for the most up to date compatibility info.

For a computer, we highly recommend as fast a computer as possible. An Intel P4 (or better ) based PC running Windows XP or later, or a Mac G5 or later running OS 10.4 or later.

## The iLok

You'll also need one of those little "iLok" hardware keys (There's one in your box ready to go). It's a small brightly colored plastic USB key that looks like this:



If you purchased the boxed version of our product, the iLok key is included in the package. If you purchased the download version, and don't yet have an iLok, we'll be happy to sell you one at a modest price or you can purchase one from your favorite pro audio dealer.

The iLok is used to hold the "authorization" to use our plug-ins. If you'd like to run our effects on multiple computers (but not at the same time), simply run the installer on each system, and move the iLok to whichever computer you are using at the time.

To manage your authorizations, go to [www.ilok.com](http://www.ilok.com) and set up a new account. From here, you can download new authorizations, move authorizations between different keys, or even sell your authorization to someone else.

## Installing the SoundToys Native Effects Plug-Ins

Installing our plug-ins is really pretty easy. The procedure is slightly different depending on whether you have purchased the download version or the boxed version.

### Boxed Version

First, make sure that you have the included iLok hardware key connected to your computer's USB port. Once you're ready, simply pop the installer CD into your computer's CD-ROM drive and when the CD icon appears on your screen double-click on which platform you have (Mac or PC), then double-

click on “Install SoundToys Native Effects” to start the process. Follow any instructions included in the installer.

After the plug-ins have been installed, you're ready to try out your new toys. Yippee! That was easy.

### Download Version

When you purchase the download version of the SoundToys Native Effects, you should have been instructed to download the SoundToys Native Effects software installer from our web site. If you haven't done so already, please download it now.

You will have also received a SoundToys Native Effects iLok 'asset' from us, deposited to your iLok.com account. This iLok asset is what we use to unlock our plug-ins for awesome customers (like you! ) In order to use SoundToys Native Effects plug-ins, you will need to transfer the SoundToys Native Effects asset from your iLok.com account into your iLok hardware key. If you haven't already done this, go to [www.iLok.com](http://www.iLok.com), and follow the instructions on that web site for transferring the asset into your hardware key.

Now, run the SoundToys Native Effects installer program. To check that you are properly authorized launch your host application (or on the Mac, the SoundToys Native Effects Authorizer application located in the Applications:SoundToys folder). Your host should start up without any dialogs asking you to *Authorize*.

### Where We Put Everything

Once installed, the SoundToys Native Effects plug-ins will be installed in the appropriate location for each plug-in format (VST, RTAS, AU). A complete set of presets for each of the plug-ins will also be installed. Finally, a SoundToys folder will be created which contains this manual, as well as

other useful documentation and tools that you can read or ignore depending on your level of patience or interest in reading babbling things like this manual. The exact locations of these files are described in the “Additional Information” section near the back of this manual.

## Registration

If you purchased the packaged version of SoundToys Native Effects, please register your product by going to <http://www.soundtoys.com/register>. If you purchased the download version from the SoundToys web site, there is no need to register, as we have already done that for you.

For registration, you can find the serial number for this product on the plastic registration card inside the SoundToys Native Effects package. We also suggest you keep this card in a safe place, along with the original CD.

We also strongly recommend that you go to <http://www.iLok.com>, set up an iLok.com account, and register your iLok. By registering your iLok, we can better support you in the rare case that your iLok malfunctions, is lost or stolen, or you have some other problem with your SoundToys authorization.

# What's In the Box?

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OK, now you've got a box full of great effects plug-ins - how do you decide which one to use? Here's a quick run-down of each plug-in in the SoundToys Native bundle, and a quick guide to some common effects and how to achieve them with our plugs.

## The Plug-Ins

EchoBoy..... Echo and delay with tape, vintage, modern styles  
Tremolator..... Modeled vintage tremolo and modern rhythmic auto-gating  
FilterFreak1..... Single band resonant modulated filter with rhythm options  
FilterFreak2..... Dual band version of above  
PhaseMistress.. Rich analog-sounding phaser with programmable modulation  
Crystallizer..... H3000-esque pitch-based granular effects and reverse delays  
Speed..... Polyphonic time compression expansion and transposition  
Decapitator..... Analog saturation modeling  
PanMan..... Rhythmic automatic panning

## Common Effects

Auto-Gate..... Tremolator  
Wah-Wah..... FilterFreak1, FilterFreak2  
Envelope Filter..... FilterFreak2, FilterFreak2  
Echo..... EchoBoy, Crystallizer  
Chorus..... EchoBoy, Crystallizer  
Phasing..... PhaseMistress  
Flanging..... EchoBoy  
Tremolo..... Tremolator  
Vibrato..... EchoBoy, Crystallizer  
Pitch Transposition..... Crystallizer, Speed (rhythm, guitar, mix)



Harmonizing.....Crystallizer  
Time Compression.....Speed  
Warming/Fattening.....FilterFreak1  
Doubling.....Crystallizer, EchoBoy  
Saturation/Distortion .....Decapitator  
Auto panning .....PanMan, Tremolator

# SOUNDTOYS BASICS

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Since you would probably not be reading this unless you own an Audio system we kind of take it for granted that you have at LEAST a basic working knowledge of your computer and your audio application . If you don't, we strongly suggest you make yourself a strong cup of coffee (or two), get a comfortable chair and familiarize yourself with the ins and outs of your audio system before delving too much further into our plug-ins.

## Knobs



You can use a mouse to control all of the knobs in the SoundToys plug-ins, and they all work in the same way: To turn a knob up, (to the right, clockwise etc), click on the knob with your mouse and drag the cursor to the right or slide the cursor up (towards the ceiling). To turn a knob down, (to the left, counter-clockwise), click on the knob with the mouse and drag the cursor to the left or down (towards the floor). "Mousing" around in a circle doesn't really work; you'll just get frustrated and or dizzy, neither of which is a lot of fun.

### Jumping to a Value using Text Markings

Some knobs have text markings showing minimum, maximum, or other values. Clicking on one of these text markings will automatically move the knob directly to that value.

### Returning a Knob to its Default Value

To return to the knobs "default value", simply hold down the option key on the Mac or the Alt key on the PC and click on the knob. This will automatically move the knob back to its default value.

### Viewing a Knob's Exact Value

To view the exact numerical value of a knob simply hold down the control key and click on the knob. To see the knob's title, hold down control and click on the knob a second time.

### Adjusting a Knob with Fine Control

To get finer control over knob values, hold down the apple [⌘] key or the windows key while dragging the mouse.

### Disabling Preset Changes on a Knob (Parameter Lock)

When auditioning presets, it can be useful to keep a parameter control knob's value from responding to preset values, especially for things like the wet/dry mix value. To do this, click on a knob while pressing the control and option or alt keys. The title of the knob will turn red to indicate that it won't change its value when loading presets. You can still tweak the knob with the mouse when it is 'locked'. This state is not saved with the session so next time you can decide if you want it back on or not.

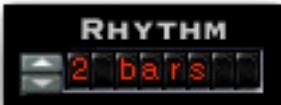
**Note: Not all parameters respond to the Parameter Lock command.**

## Toggle Switches



In an effort to provide the feeling of real analog gear our toggle switches "switch" when clicked. To change a toggle switch (like the analog/digital control), simply click on the switch it will change from where it was to the "other" setting. Click again to change it back. Really simple!

## LED Displays



LED displays on SoundToys plug-ins work in a couple of ways:

### Nudge Buttons

Most text readouts also include a pair of nudge buttons next to the display. Clicking on the upper button will increase the value by one and clicking once on lower button will decrease the value by one. This is useful for tweaking a value by small steps.

### Numerical Readouts & Entering Values from the Keyboard

For numerical readouts, (like BPM), you can enter exact values right from your computer keyboard. Clicking on the LED display highlights the field and makes it "live". Once highlighted, you can enter a new value via the computer keyboard. Press *Return* to submit the value and deselect the

field. You can also click & drag the cursor to change the value. Simply click on the value and drag the cursor up to increase the value or down to decrease the value, similar to using a knob control.

### Pop-Up Menus & Changing Values:



For most text-based readouts (meaning things that aren't a number), like Echo Style, etc., clicking on the readout with the mouse will display a popup menu. To change a value in the pop-up, hold down the mouse button and drag to select the desired value and let go. The selected entry will show up in the field, or a new pop-up window may appear depending on what you have selected.

## Tempo Control



Many SoundToys plug-ins can set modulation or delay times in musical units. When using this feature, the plug-in needs to know what tempo your song is at so that it can adjust what is needed to keep things all in sync. Remember when you had to do all that math by hand - eek!

There are three ways to tell our plug-ins what tempo your song is playing at. "Tapping" it, entering the exact BPM value, or syncing to MIDI tempo.

### Tapping the Tempo

Simply place the cursor over the Tempo button and click the mouse in time with the track. You will notice that the LED readout will change as you tap the button and display the tapped tempo in BPM. To change the tempo to a new value, simply tap the button a couple of times and a new value will be input. Tap tempo is really useful and allows you to adjust the delay time to be in concert with the tempo of a track. It will not be EXACTLY in sync but will get you into the ballpark.

### Entering a BPM Value

BPM stands for Beats Per Minute, and is the standard way of specifying the tempo of a piece of music. If you know the BPM of your track, you can enter it by clicking in the LED tempo display, typing a value between 30 and 300

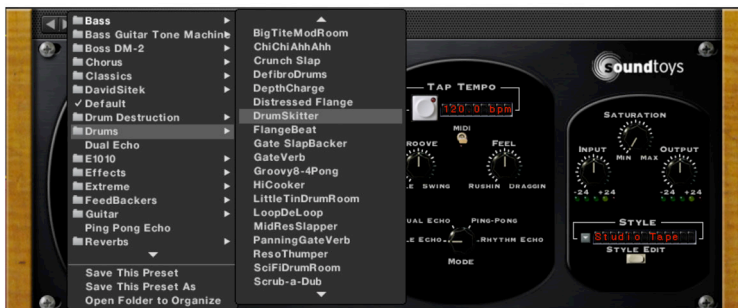
and pressing the Return or Enter key. This will set the tempo to the new value and set the sync times accordingly.

### Syncing to MIDI

The MIDI switch allows you to quickly lock to your host application's MIDI clock. If you have set the tempo in your session correctly, simply click on the MIDI switch so that it is in the "Up" position with the red LED illuminated. The tempo menu will read out the tempo of the incoming MIDI clock and the Tap Tempo button will be disabled, as will be locked to the incoming signal. If you flip the switch off the plug-in will no longer be synced to MIDI clock and the tap tempo will again become active.

# SoundToys Effects Presets

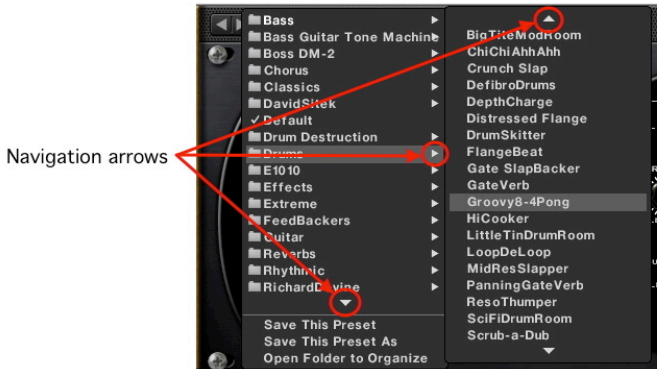
For your immediate listening pleasure and for those who just can't wait, we've included a bunch of carefully crafted, creative, cool presets with each of our plug-ins. You might want to check these out, as they not only provide a good example of the various types of effects that can be achieved, but one of them just might be the ticket you need for your latest hit record or production. They also provide a great starting point for you to tweak and mangle to your hearts content. Besides, we spent a whole bunch of time making them so you might as well give them a spin. To view and load a preset simply click on the Preset Manager button, located at the top of the plug-in window.





## Navigation

Once you've opened the Preset Manager you're free to mouse around through the preset folders. Arrows at the top, bottom, and on the sides of the folders or presets mean more to explore!



## Compare Button

The compare button (often called the compare "light" by the pros) is a great way to audition the effect of any changes you've made to one of the SoundToys presets. As soon as you change any parameter in one of our plug-ins, the compare light will come on. Click on the compare light to toggle between the original preset and your current changes.

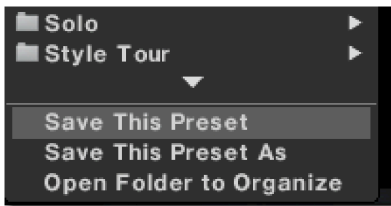


## Saving Presets

If you've made changes to an existing preset that you'd like to save, or created something totally new you've got to have for later here's how you go about making that happen.

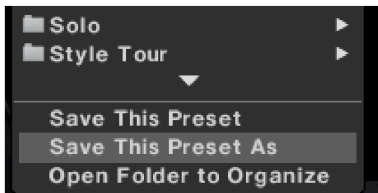
### Save This Preset

Using "Save This Preset" saves changes to the current preset without changing the name. **Be careful when you do this because it will overwrite the current preset.**



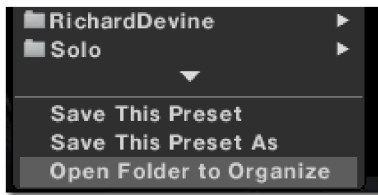
### Save This Preset As

This choice allows you to save changes to the current preset but save it with a new name.



### Organizing your Preset folder

Select "Open Folder to Organize" from the Preset Manager drop down menu. This will open the folder the presets are stored in, allowing you to create, delete, or rename folders and sub-folders. You can also rename, delete, or move presets here as well.



**Note:** If you wish to use your host application's preset management you will need to consult the host applications documentation for that information.

## **For More Details**

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If you made it this far, you deserve a medal! Now that you've taken the time to learn all the basics of using our plug-ins, go to it!

For more details on specifics of each plug-in in the SoundToys Native Effects bundle, we've provided detailed user guides for each plug-in. These can be found in the SoundToys folder on your computer.

We offer free technical support for all registered users. We love to hear from you, but if you are having problems, please first try to look in the manual or on the support page of our web site for an answer. If you are still stumped, please e-mail us with the following info:

- The product version and serial number
- The version number of your audio system (e.g ProTools, Cubase, Ableton, etc) , and type of hardware (e.g.Digi-002, M-Audio interface, etc.)
- Your computer type and operating system version number (e.g. OS X 10.4.5, Windows XP SP3, etc.)
- A detailed description of the problem

The e-mail address for support is: [support@soundtoys.com](mailto:support@soundtoys.com)

If you don't have e-mail (What? There are people without e-mail?), you can call us at 1-802-951-9700.

SoundToys, Inc.  
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# Additional Information

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## File Locations: Macintosh

### Pro Tools (RTAS)

Plug-ins: "Library:Application Support:Digidesign:Plug-ins:SoundToys"

Presets: "Library:Application Support:Digidesign:Plug-in Settings"

### AudioUnits

Plug-ins: "Library:Audio:Plugins:Components"

Presets: "Library:Audio:Presets:SoundToys"

### VST

Plug-ins: "Library:Audio:Plugins:VST:SoundToys"

Presets: "Applications:SoundToys:VST Presets" (Moveable)

VST3 Presets: "Applications:SoundToys:VST Presets"

### SoundToys

Waveform and Rhythm Presets: "Library:Application Support:SoundToys"

### Extras

Manuals and Utilities: "Applications:SoundToys" (Moveable)

## File Locations: Windows

### Pro Tools

Plug-ins: "Program Files\Common Files\Digidesign\DAE\Plug-Ins\SoundToys"

Presets: "Program Files\Common Files\Digidesign\DAE\Plug-In Settings"

## VST

Plug-ins: "Program Files\Steinberg\VstPlugins\SoundToys" (User Selectable in Installer, Moveable)

Presets: "Program Files\SoundToys\VST Presets" (Moveable)

VST3 Presets: "Documents and Settings\All Users\Application Data\VST3 Presets\SoundToys" ( "Application Data" is a hidden Folder )

## SoundToys

Waveform and Rhythm Presets: "Program Files\Common Files\SoundToys"

## Extras

Manuals and Utilities: "Program Files\SoundToys" (Moveable)

# Removing SoundToys Software

We haven't had many requests for this, but in the rare instance that you would like to remove all traces of our software from your system, follow these steps.

## Macintosh

**WARNING! THE FOLLOWING STEPS MAY PERMANENTLY REMOVE ANY PRESETS THAT YOU MAY HAVE CREATED FROM YOUR COMPUTER. IF YOU WANT TO SAVE YOUR CUSTOM PRESETS, PLEASE MAKE SURE TO BACK THEM UP FIRST!**

1. Quit all applications.
2. From the Finder, go to Applications:SoundToys: Utilities
3. To remove our plug-ins, launch (double-click) the application named: *Remove SoundToys*, and select whether you would like to remove the plug-in, or the plug-ins and all presets (including ones that you created).

## Windows

1. Quit all applications.
2. From the "Start" menu, select "Control Panel".
3. In Control Panel, open Add or Remove programs.
4. From the list of currently installed programs, select the SoundToys product you would like to remove. Click "Remove", and follow the instructions.

## **T r a d e m a r k   I n f o**

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Wave Mechanics, SoundToys, Crystallizer, EchoBoy, FilterFreak, PhaseMistress, PitchDoctor, PurePitch, SoundBlender, Speed, Decapitator, PanMan, and Tremolator and their respective logos are all trademarks of SoundToys, Inc.

\*All other trademarks are the property of their respective owners, which are in no way associated or affiliated with SoundToys. These trademarks are used only for historical reference or to identify products whose sounds or tone were studied in the development of our plug-ins.