

Pure Synth® Platinum 2

User Manual for Pure Synth® Products

Introduction

Pure Synth® Platinum is a 4-Oscillator synthesizer that allows you complete control of each oscillator per synth section. Synth sections are divided by clear section headers and are labeled accordingly (AMP, MODWHEEL, CONTROL, FILT, LFO). This user manual serves as instructions for all PSP type of synths (BASSalicious, FM TiNES, Pure Synth®)

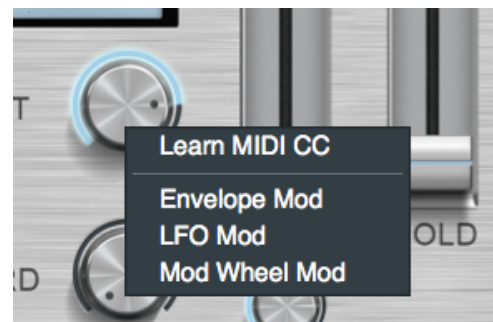
iPad to Desktop Notes

In general the iPad and the Desktop applications are identical, except where otherwise stated throughout the manual. In general the mouse click to touch legend is as follows:

- Left+Click = Single Touch
- Right+Click = Touch and Hold
- Double+Click = Double Tap

Mouse Click Navigations

- Each numbered oscillator references the oscillator you are editing once selected. Holding CTRL+Click allows you to edit multiple oscillators at one time. For iOS users Tap+Hold allows you to select multiple oscillators.
- Right+Clicking on a knob or slider will bring you to the following options per the menu:
 - i. Learn MIDI CC - Once clicked, you move your controller's slider or knob and PSP will learn the controller number
 - ii. Envelope, LFO, Mod Wheel Mod will allow you to assign knobs or sliders to specific modulator sources
 - iii. ON/OFF button will turn off the menu options as per oscillator.



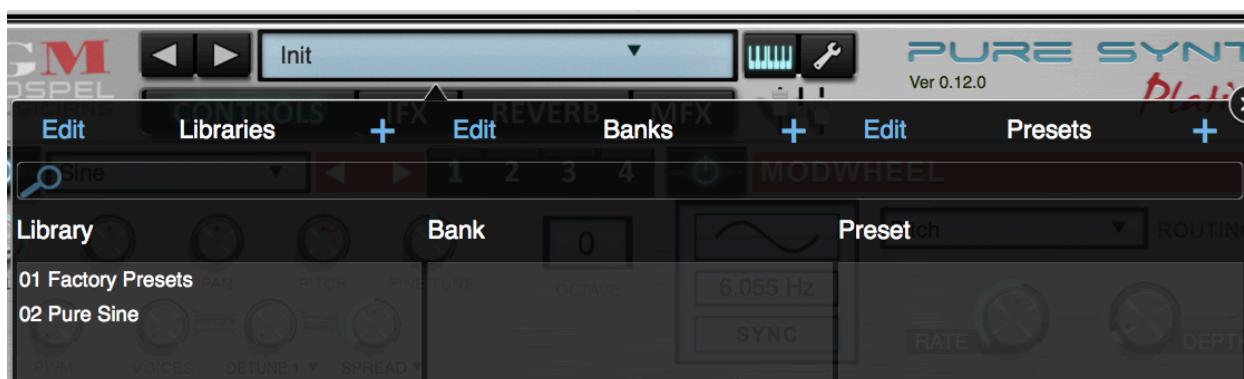
Preset Menu

Presets are stored in the following locations:

- **OSX:** /Users/<username>/Music/Gospel Musicians/Pure Synth Platinum/Presets/
- **Windows:** C:\Users\Username\Documents\Gospel Musicians\Pure Synth Platinum\Presets\
 - You can access presets from the files location and rename from there as well
 - Important Note that each preset needs a Library/Bank/ hierarchy, i.e. you cannot put presets in the Bank area.

The preset GUI can be controlled the following ways:

- **EDIT** allows you to delete or rename a folder or preset
- **The +** allows you to add a Library, Bank or Preset
- **The Disk icon** that appears allows you to quickly overwrite changes
- **The Left/Right Arrows** allow you to quickly scroll through presets



Please note that you are not allowed to overwrite Factory Library Presets. You can tweak and save as another preset, but it must be within a new Library/Bank. You are also not permitted to store presets in the Banks section as that is dedicated to banks. Once you create a unique Library/Bank, you will see the + symbol in the Presets area will be un-greyed and you can proceed to saving your preset.

Favorites Option - Right+Click or Tap and Hold on a preset or oscillator and you will have the option to add to favorites.

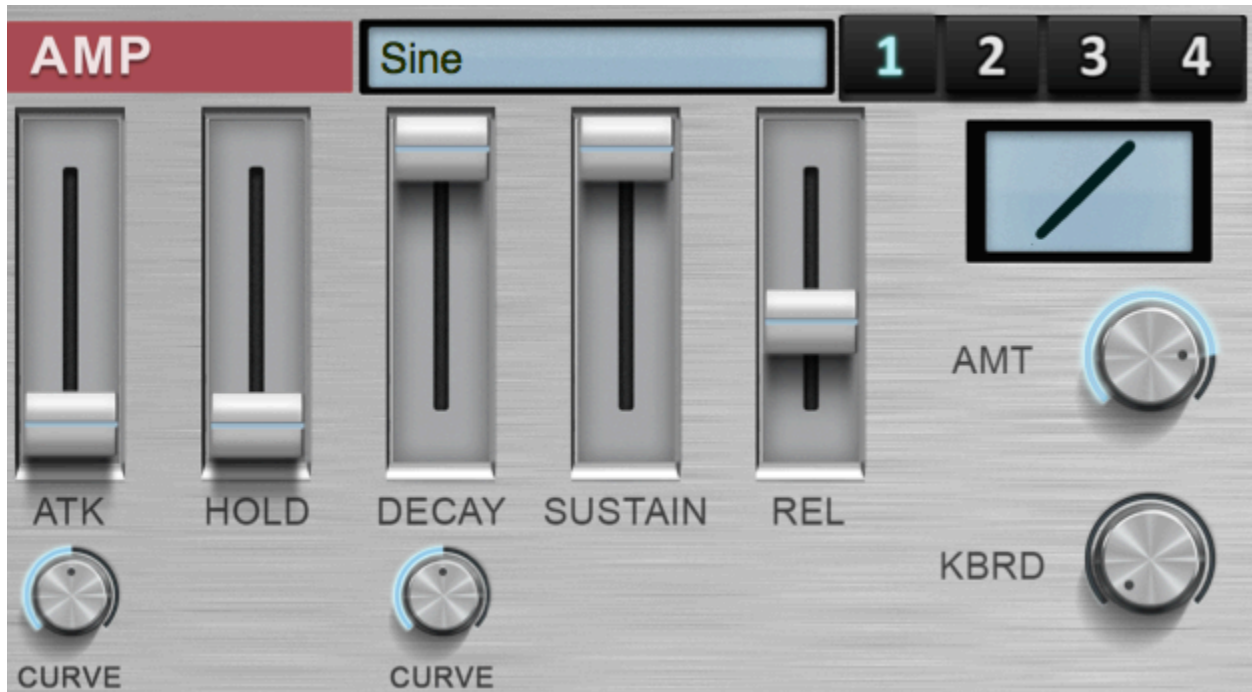


Oscillator Section



- **On/Off** - Turn on and off the oscillator's sound as per the oscillator number
- **Oscillator LCD** - Select the oscillator's sound
- **Oscillator Arrows** - Scroll through oscillator sounds
- **Volume** - Control the volume of the oscillator
- **Gain** - Control the gain of the oscillator
- **Pan** - Control the pan of the oscillator
- **Pitch** - Control the pitch of the oscillator
- **Fine Tune** - Control the fine tuning, which is equivalent to the detune
- **PWM** - Control the PWM as per the VA and wavetable synths only
- **Voices** - Add the number of voices for unison detuning
- **Detune 1/2** - Select the text to toggle between detune modes
 - ➔ **Mode 1** is classic detuning m
 - ➔ **Mode 2** is JP Supersaw-IIke
- **Spread/Blend** - Select the text to toggle between spread and blend modes
 - ➔ **Spread** creates a stereo widener
 - ➔ **Blend** will bend between regular detuning and the JP-like

AMP

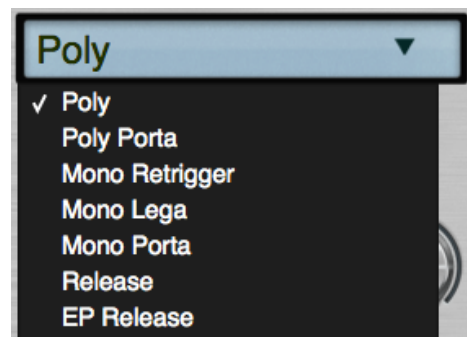


- **Display LCD** - Will display the oscillator name your editing as per the oscillator selection buttons
- **Envelope Sliders** - Control the AMP envelopes
- **ATK Curve** - Control the attack curve from linear (all the way right) to slightly concave.
- **Decay Curve** - Control the decay curve from linear to logarithmic
- **Velocity Curve** - Move the curve graphic to control the velocity curve
- **AMT** - This controls the volume amount as per the velocity of the incoming midi notes.
- **KBRD** - Controls the amount of decay as per the notes. The higher notes will decay faster as to mimic the natural decay of a piano sound.

CONTROL



- **Oscillator Display** - Displays the name of the oscillator as per the oscillator selection numbers.
- **Pitch Wheel Display** - Displays the high and low pitch ranges of the pitch wheel
- **Playmodes** - Selects the particular Playmode of the oscillator
 - ➔ **Poly** - Polyphonic
 - ➔ **Poly Porta** - Polyphonic portamento as per the glide
 - ➔ **Mono Retrigger** - Monophonic with no gliding effect
 - ➔ **Mono Lega** - Monophonic that glides only if played legato
 - ➔ **Mono Porta** - Monophonic that glides every time
 - ➔ **Release** - Plays when the keyboard is released
 - ➔ **EP Release** - Plays when the keyboard is released, but decays in volume the longer you hold it. This mimics the natural release decay of a piano.
- **Glide** - Determines the amount of glide between notes
- **Color** - Color mod is a formant pitch shifting algorithm that allows for variations in the amount of color as per the sound. It is much more noticeable with sounds with more harmonic content such as acoustic instruments



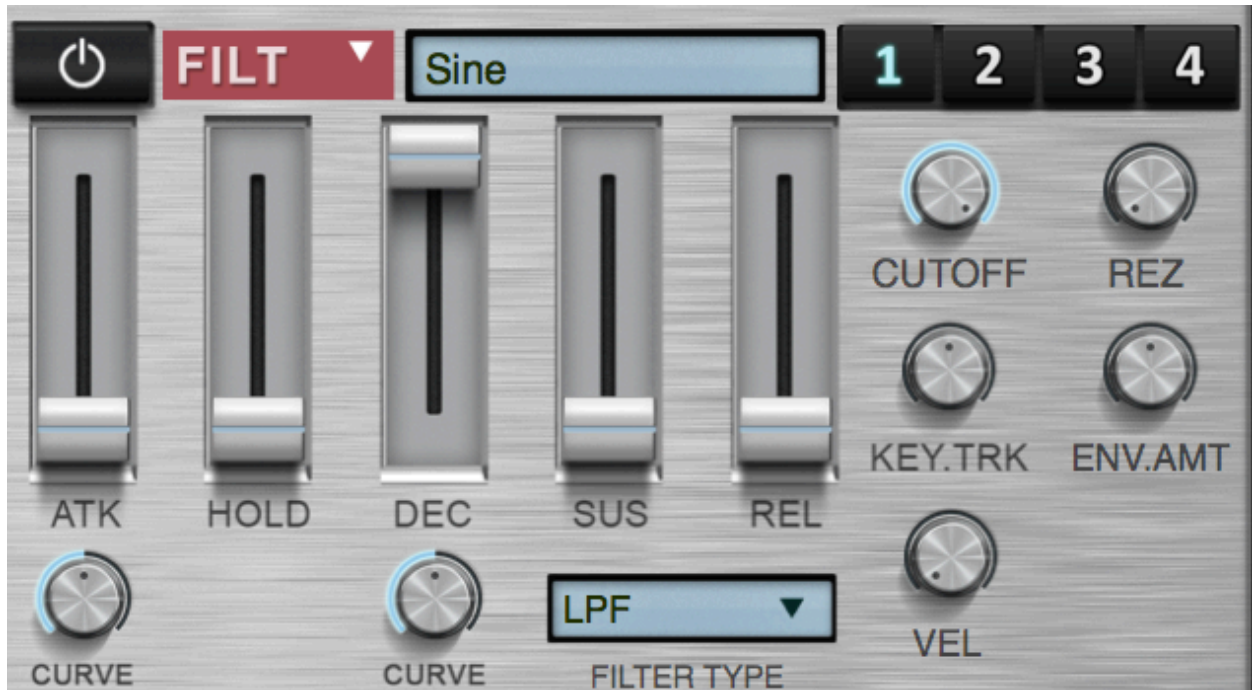
- ✓ **Color Knob** - Determines the amount of color detuning. Negative values makes for a darker sound, where positive values make for a brother sound
- ✓ **Mod Knob** - Allows the color to change as per the velocity played. The harder you hit the keyboard, the more positive the color value will be.
- **Delay** - Delay in playing the sound
- **Random** - Randomly play the sound
- **VELO** - Will determine the lower and upper velocity ranges
- **K.Range** - Determines the key range

MODWHEEL



- **Display** - Displays the Pitch modulation waveform, frequency, and sync options
- **Modes** - Determines the MODWHEEL modulator routing
 - ✓ **Pitch** - Standalone Pitch LFO
 - ✓ **Filter** - Controls the amount of Filter Cutoff is controlled
 - ✓ **LFO** - Determines the LFO Rate and Depth amounts
- **Knob Labels** - Labels will change according to MODWHEEL mode.

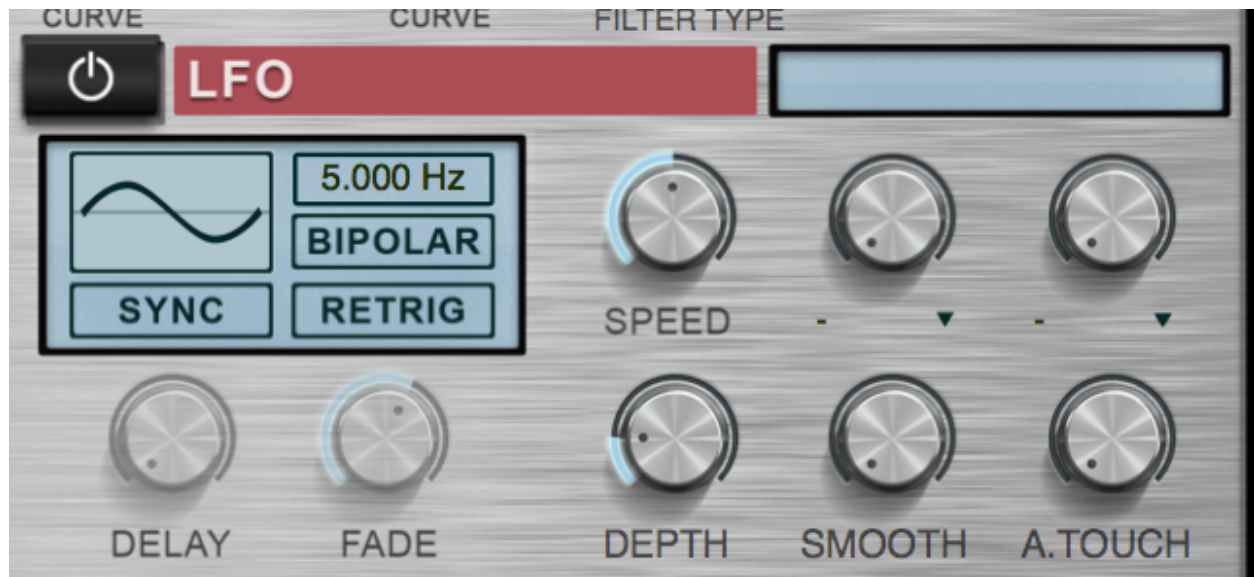
FILT



- **Oscillator Display** - Displays the oscillator to be controlled as per the oscillator select number.
- **Envelope** - Controls the envelope of the cutoff
- **ATK Curve** - determines the curve of the attack (See AMP)
- **Decay Curve** - Determines the curve of the decay (See AMP)
- **Cutoff** - Determines the cutoff amount of the filter
- **Rez** - Controls the resonance of the filter
- **Key.TRK** - Controls the Key Tracking of the filter
- **ENV.AMT** - Determines the envelope amount of the filter
- **VEL** - Determines the velocity of the filter as per how hard you hit the keys.
- **Filter Type** - Determines the filter type
- **11-Band EQ** - Select the FILT text and you will have an option for an 11-Band EQ per oscillator.

★ Special Note: The Oscillator 1...4 buttons act as bypass switches. When a button is selected, then the oscillator associated with the number selected runs through the Filter section.

LFO



- **LFO Small Display** - For custom modulation, it will display the modulation name.
- **LFO Large Display**
 - ➔ **Shape** - Determines the LFO shape
 - ➔ **Sync** - Sync LFO to DAW
 - ➔ **Frequency** - Determines the Frequency of the LFO
 - ➔ **Bipolar** - Bipolar operation
 - ➔ **Retrig** - Allows for retriggering of the LFO
- **Speed** - Determines the Speed of the LFO
- **Amount Knobs** - Determines the amount that can be added to the total LFO
- **Delay** - Delays the LFO
- **Fade** - Gradually fades in the LFO
- **Depth** - Determines the depth of the LFO
- **Smooth** - Smooths the shape
- **A.Touch** - Determines the mount of aftertouch

EFFECTS



- **Navigations** - Use the IFX, REVERB, and MFX buttons to navigate through the different routings
 - ➔ **IFX** - All four oscillators share the same insert effects
 - ➔ **Reverb** - A global reverb is applied to all four oscillators
 - ➔ **MFX** - A master FX bus on the output is applied to all oscillators
- **Adding an Effect** - Click on the Effects label on the empty rack space to add an effect.
- **Removing an Effect** - Right click on the empty part of the effect background to either change the effect or choose none to remove the effect.
- **Moving an Effect** - You can hold the effect background and drag it up or down. This will change the routing of the effect's bus.

- **SERIES/PARALLEL** - Change the effect to serial or parallel. In parallel mode, the Mixer options (See MIXER) will enable the IFX and Reverb sends per oscillator. Series mode will not allow individual routings.

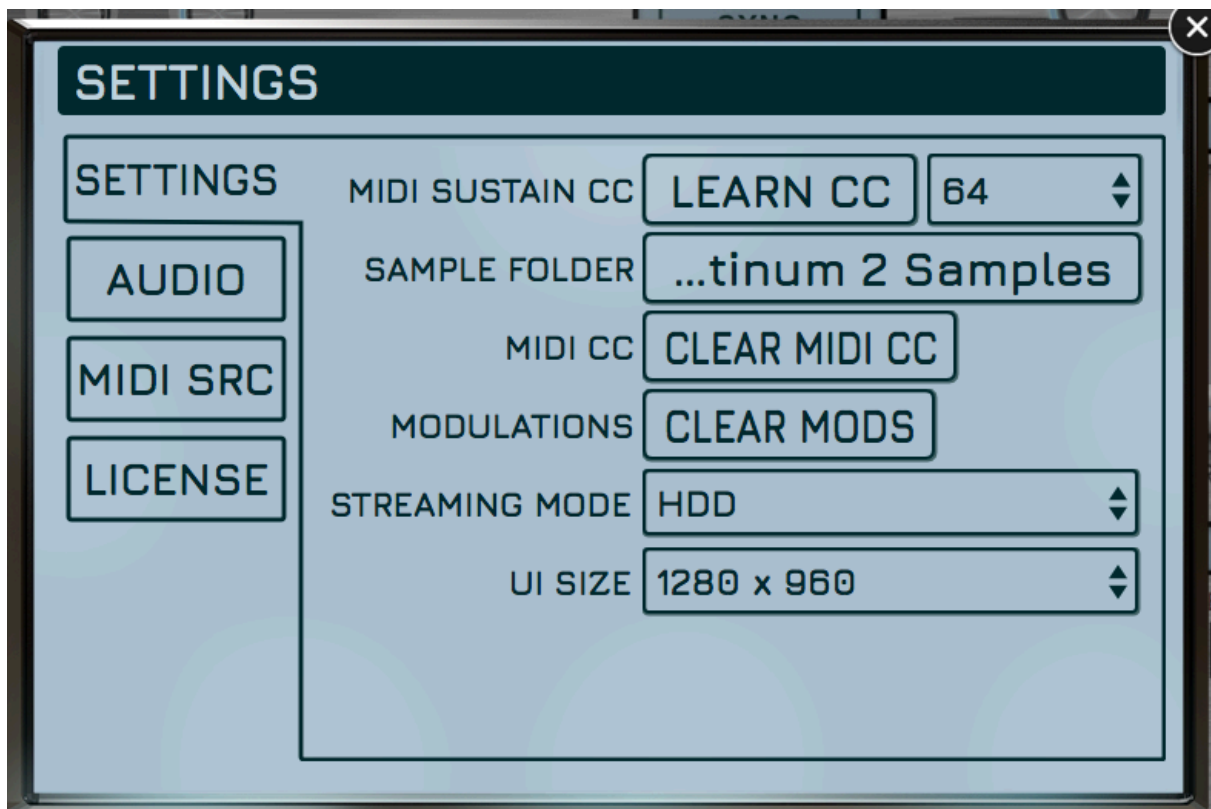
MIXER



- **General** - The oscillators are labeled from left to right/1...4 respectively.
- **OSC Select** - Change the sound of the oscillator
- **Volume Slider** - Change the volume of each oscillator
- **Gain** - Change the oscillator's gain

- **Pan** - change the oscillator's pan
- **IFX Send** - Adjust the individual IFX send, if in Parallel mode
- **Reverb Send** - Adjust the individual Reverb send, if in parallel mode
- **Mute/Solo** - Mute or solo an oscillator
- **Master Volume** - Master volume for the entire synth

SETTINGS MENU



SETTINGS TAB

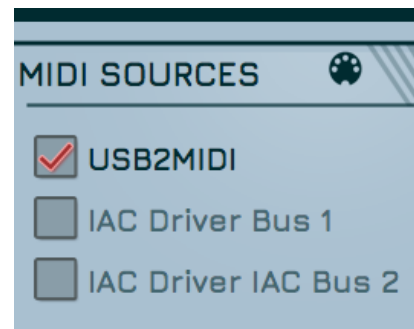
- **MIDI sustain cc** - Change your MIDI sustain control number. Click the Learn, then use your sustain to learn the value.
- **Sample folder** - Choose where the sample folder is located.
- **MIDI CC** - Clear any MIDI CC controller values
- **MODULATION** - Clear all custom modulation sources
- **STREAMING MODE** - Change the streaming mode from HDD (Harddrive) or SSD. HDD uses more of the RAM for streaming.
- **UI SIZE** - Change the UI Size of the plugin

AUDIO TAB

- **DRIVER** - Choose the core audio driver
- **OUTPUT DEVICE** - Choose your output device
- **SAMPLE RATE** - Choose the sample rate
- **BUFFER** - Choose the buffer size. Lower values reduce latency, but increase CPU.
- **MIDI OUTPUT** - Choose MIDI routing output device
- **TEST** - Hit test to test the sound of your audio device to make sure it's connected properly
- **REFRESH** - If you have just plugged in a new device, click Refresh to learn the new device.

MIDI SRC

- **SELECT SOURCE** - Your MIDI sources that are connected to your computer show up here. Click the box to activate it.
- **REFRESH** - If you just connected a source and it doesn't show up, then click Refresh to make the sure available.



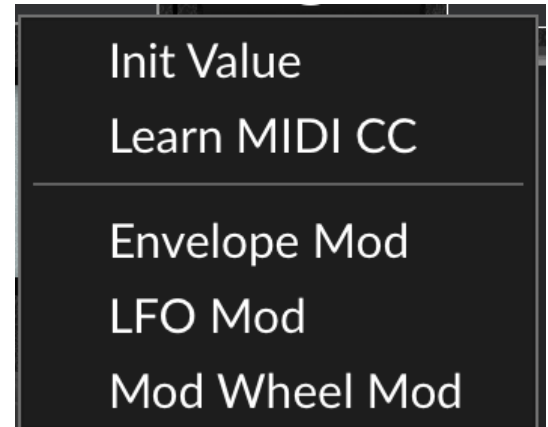
LICENSE (Desktop Only)

- **ADD LICENSE** - Here is where you add your serial number
- **ACTIVATION LOG** - If there is a problem with the serial number or activation, please send the activation log over to use so we can troubleshoot.
- **DEACTIVATE** - When you are moving computers, please deactivate your license to free up your activation. You are allowed up to two activations at a time.

★ Note: You are allowed up to 3-Activations

ALT+CLICK/TAP+HOLD SETTINGS

- **CTRL+Click** - Allows you to reset the default settings of a control/widget (Desktop Only). **Init Value** on iOS performs the same function.
- **Learn MIDI CC**
 - ➔ Move a knob, slider, or button on your controller and the MIDI CC value will be learned.
 - ➔ Once you see the CC number there, you can click Learn and it will be learned
 - ➔ To remove the value, you can CTRL+Click/ Tap+Hold and remove the value

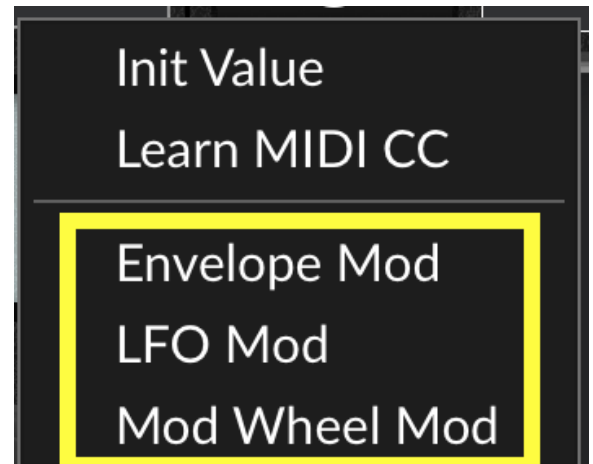


MODULATION ASSIGNMENTS

We have built an easy to use and understand modulation system. Rather than a complex modulation matrix system, you can dynamically assign modulations to three different sources:

1. Envelope Mod
2. LFO Mod
3. Modwheel Mod

Let's use a common example. Say you want to modulate the PWM of a wavetable oscillator with an LFO. You would **Right+Click/Tap+Hold** the PWM knob and select LFO Mod. You will then see a new



You will now see a new heading in the LFO area named **OSC 1 PULSE WIDTH**. You can now adjust the parameters to your liking.

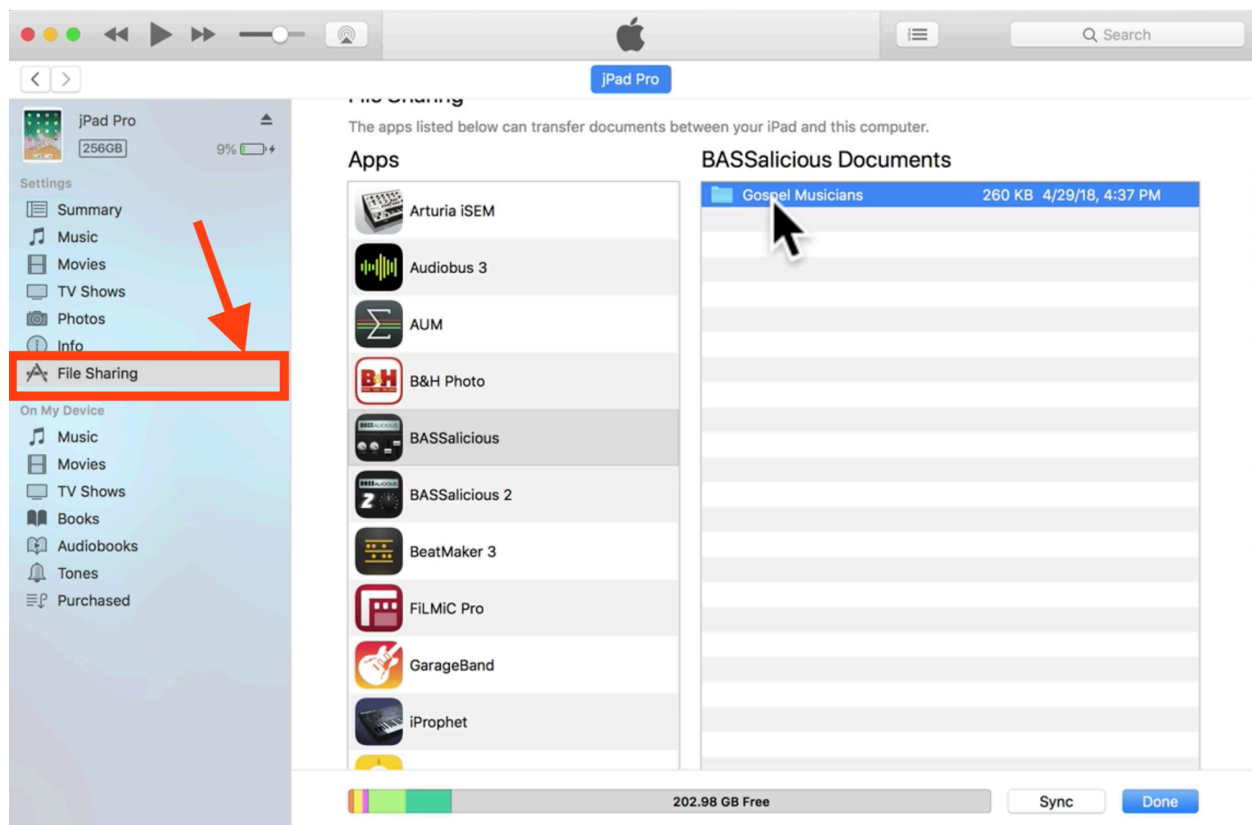
IMPORTANT NOTE: A dropdown arrow will always indicate a submenu. Tap on the submenu header text to go back to the Global LFO section.



FILE SHARING (iOS Only)

In order to share presets from other devices, friends, or even the desktop version, use the File Sharing option in iTunes connected to your device. You can transfer the folder to your desktop and retrieve the Log Files and/or the Presets.

***Please note that presets need to be stored in the second tier heirchy and cannot be stored in the root or Bank directories.*



Favorites Option and Category

We offer the ability to save favorite presets and sounds. If you Right+Click/ Tap+Hold on a preset or sound, you will get an option to Add or Remove from Favorites

- **CAT FAVS** - Displays all of the favorited presets or sounds in the category
- **ALL FAVS** - Displays all of the favorited presets or sounds globally so you can see all of the favorites.

