

# Pure Synth Platinum Architecture

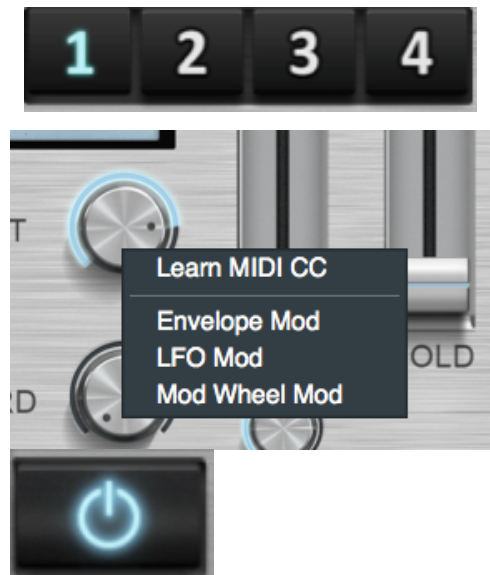
## User Manual for ALL Pure Synth Products

### Introduction

Pure Synth Platinum (PSP as referred to in the manual) is a 4-Oscillator synthesizer that allows you complete control of each oscillator per synth section. Synth sections are divided by the pinkish header and are labeled accordingly (AMP, MODWHEEL, CONTROL, FILT, LFO). The Oscillator section has no heading, but can be seen by the white arrows at the top left of the interface.

### 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
- 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.



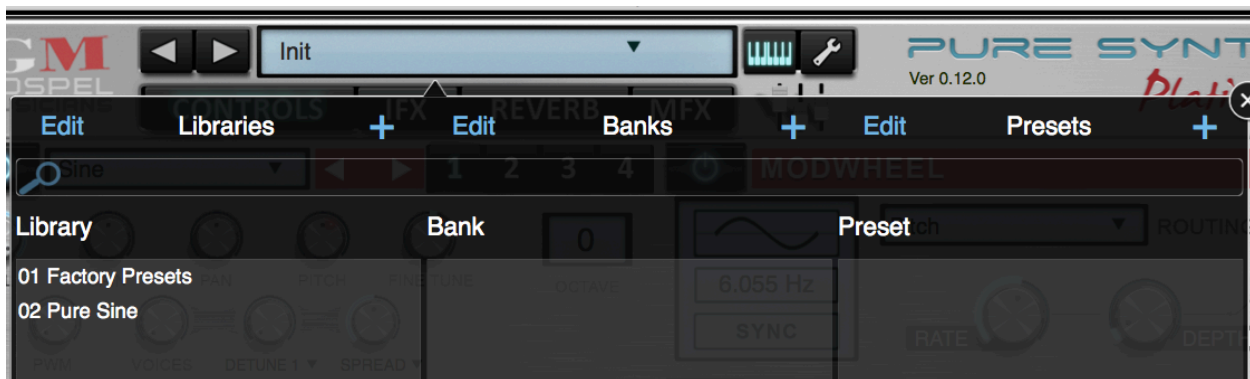
### Preset Menu

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



## 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, while mode 2 is JP Supersaw-IIike
- 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



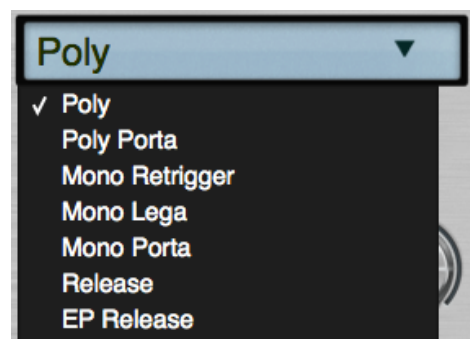
- Display LCD - Will display the oscillator name your editing as per the oscillator selection buttons
- Envelope Sliders - Control the AMP envelopes
- ATK Curve - Control the attack curve from linear (all the way right) to slightly concave.
- Decay Curve - Control the decay curve from linear to logarithmic

- 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 Retriever - 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.

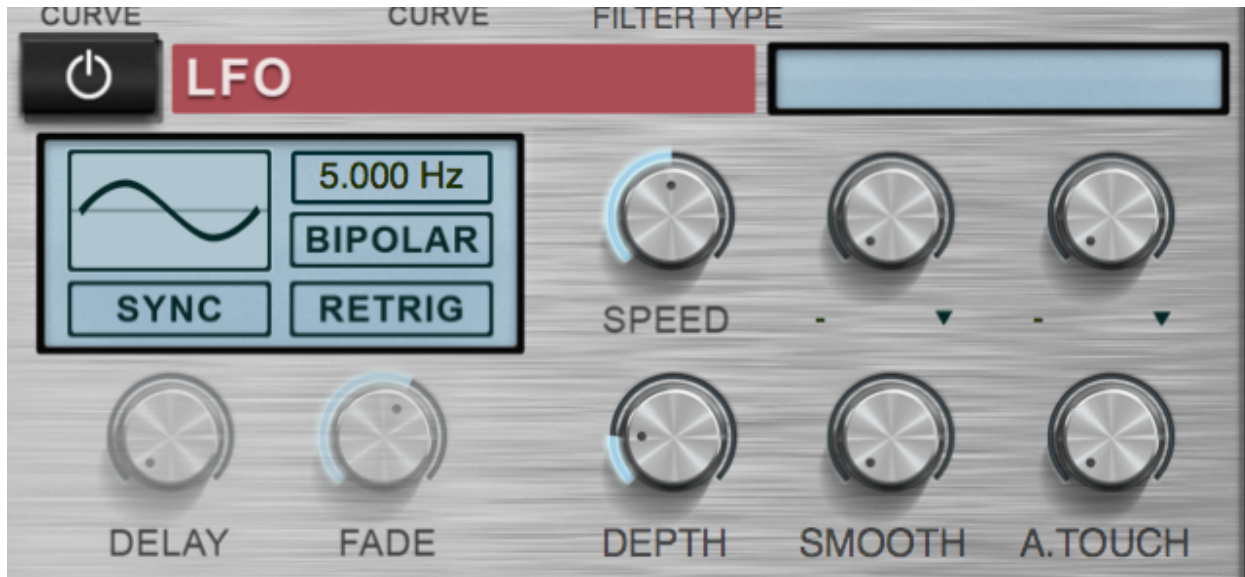
## FILT



- 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
- Hidden 11-Band EQ - Select the FILT text and you will have an option for an 11-Band EQ per oscillator.



## 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.

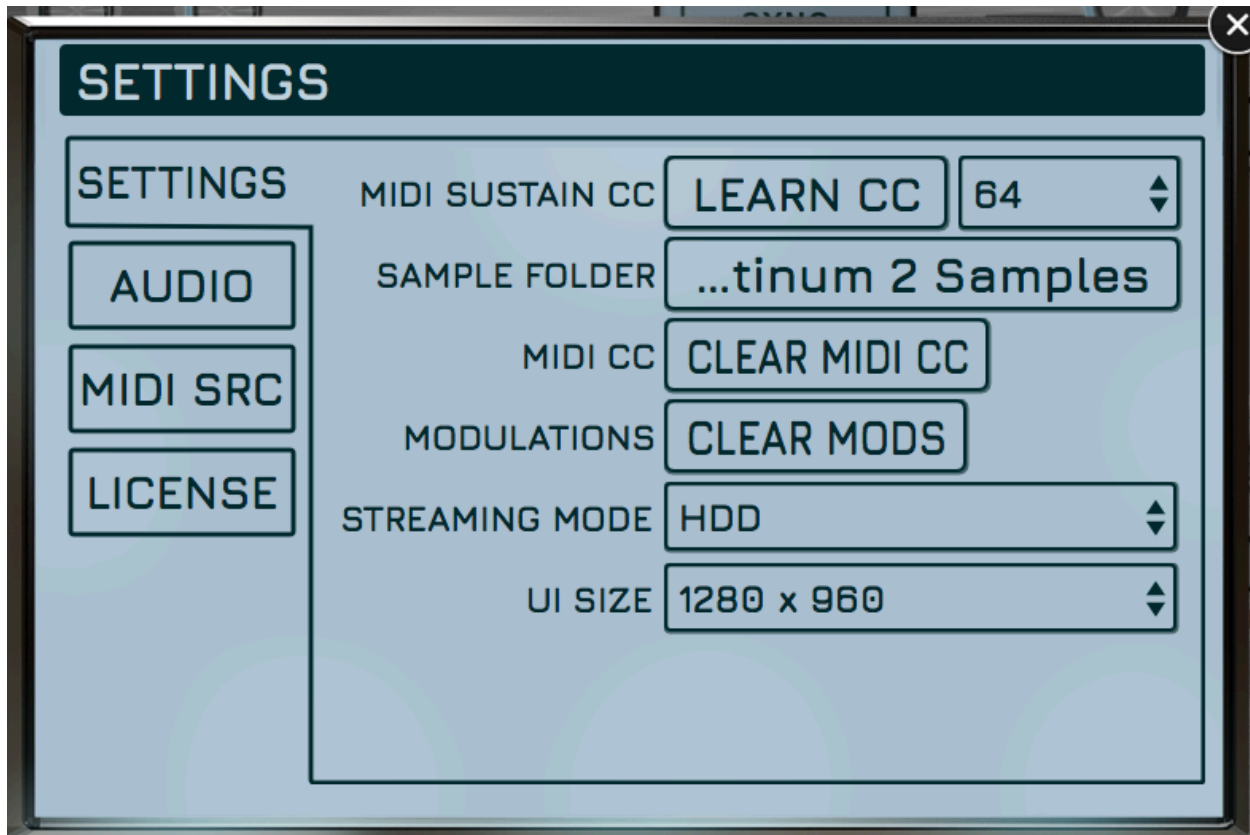
## MIXER



- 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

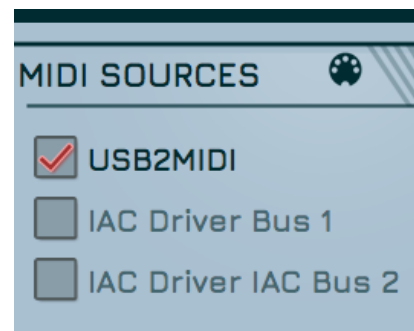
- MIDI sustain cc - Change your MIDI sustain control number. Click the Learn, then use your sustain to learn the value.
- Sample folder - Choose where the sample folder is located.
- MIDI CC - Clear any MIDI CC controller values
- MODULATION - Clear all custom modulation sources
- STREAMING MODE - Change 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

- 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.