

PSP stompFilter



Operation Manual

www.PSPaudioware.com

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Finally, thanks to all our customers around the world for ideas and help in development of new plug-ins!

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Table Of Contents

ACKNOWLEDGMENTS.....	2
END USER LICENSE AGREEMENT.....	4
PSP STOMP FILTER.....	5
LFO SECTION.....	5
FILTER SECTION.....	9
INPUT SECTION.....	11
ENVELOPE FOLLOWER SECTION.....	11
ENVELOPE FOLLOWER TO LFO CROSS-MODULATION SECTION.....	12
MODULATION SECTION.....	13
OUTPUT SECTION.....	14
FREEZE SECTION.....	15
USING PRESETS.....	16
THE ABOUT SCREEN.....	18
TRIAL ACTIVATION INSTRUCTIONS.....	19
FULL VERSION ACTIVATION INSTRUCTIONS	21
MINIMUM SYSTEM REQUIREMENTS.....	23
PRESET LIST.....	24
SUPPORT.....	26

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Poland.

PSP stompFilter

PSP stompFilter is a creative tool designed to provide an exceptionally wide range of modulated filter and gain sounds. Its effects include a simple LFO-modulated low pass filter; auto-wah; low-, band-, or high-pass filter; and compressor. Thanks to the smoothly adjustable filter type and flexible cross-modulations of the LFO by the envelope of the signal, PSP stompFilter is able to provide vivid, expressive filtering. Just a pinch of adjustable LFO randomization will provide analog-like "imperfections," ensuring that you will never get bored of it.

Controls



Display — this multi-functional, interactive LED-style display shows the frequency, LFO rate, or tempo depending on which parameter is in focus. The display will switch between these parameters when you click on or mouse over one of the above parameters in the LFO Rate and Frequency sections. You can adjust the displayed value by dragging your mouse or scroll wheel.

LFO section



LFO Rate — adjusts the LFO frequency between 0.01 Hz to 15 Hz in manual mode, or in tempo synchronization mode, adjusts the tempo between 15 and 600 BPM while the Alt (Mac - Option) key is depressed.

Here is an example of the display with the Tempo in BPM:



LFO Sync — this three-position switch selects the LFO synchronization mode. When the switch is in the leftmost position, "off" will appear as the caption to the switch, and LFO Sync is off. In this mode the LFO Rate (frequency) is set in Hz.

Here is an example of the display with the LFO Rate in Hz:



In the middle position, LFO Rate is in tempo mode (and "BPM" will be the caption under the switch). The LFO frequency is quantized to the musical note by selecting the numerator (number of notes) and denominator (note value) in the display. In this mode, you set the tempo manually and then set the musical note division to which the frequency will quantize.

In the rightmost position LFO Rate is in host mode (and the caption under the switch changes to "hostBPM"). This mode is similar to tempo mode, except that the tempo is synchronized to the host tempo and the LFO is synchronized to the beginning of the bar closest to the starting point for the song's playback in the host.

Here is an example of what you will see on the display with the LFO sync in tempo and host modes:



In these modes, when the LFO Rate (frequency) approaches maximum allowed value (15Hz), the display will start blinking.

In tempo and host modes, you can choose values from a list of note values ranging from sixty-fourth notes to octuple whole notes.

Note values are displayed as fractions, for example:

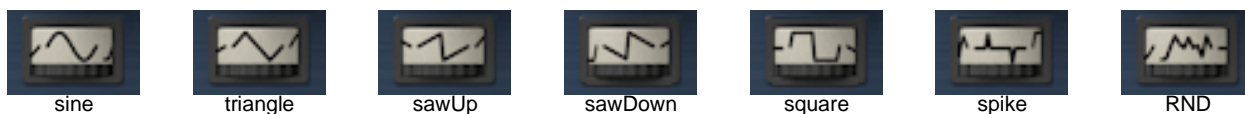
- **1/2** – a half note
- **1/4** – a quarter note
- **3/64** – a dotted thirty-second note.

The available note values in these two modes are:

1/64, 1/56, 1/48, 1/40, 1/32, 1/28, 1/24, 3/64, 1/20, 1/16, 1/14, 1/12, 3/32, 1/10, 1/8, 1/7, 1/6, 3/16, 1/5, 1/4, 1/3, 3/8, 1/2, 3/5, 5/8, 2/3, 3/4, 4/5, 7/8, 1/1, 4/3, 3/2, 2/1, 3/1, 4/1, 5/1, 6/1, 7/1, 8/1

In all modes, the LFO Rate can be set in two ways:

- by clicking on a digit on the LED display and moving the mouse up/down
- by click-dragging the LFO Rate knob control.



LFO Wave Selector — selects the LFO waveform. You can choose between the following waveforms: sine, triangle, saw up, saw down, square, spike, pseudorandom noise. The LFO waveform can be selected from the list of available waveforms (in the order shown above) by clicking the LFO Wave icon or clicking the icon and moving the mouse up/down. You can select the waveform from a drop-down list by clicking the icon with the right mouse button.

LFO Filter — filters the LFO signal using the low-pass filter. You can set the low-pass filter amount between 0 – 100%.

	LFO sine signal, width 75:25	LFO triangle signal, width 25:75
Normalized LFO signal symmetric with respect to zero		
LFO signal raised to the power of the width coefficient		
The resulting LFO Width waveform		

LFO Width — sets the pulse width of the LFO waves. The default is for PSP stompFilter to generate normalized LFO signals symmetrical around the zero line. In the middle position, the width is set at 50:50%; this means that the LFO signal width is unchanged from its default. Any other setting will cause the LFO signal width to be processed. As you set the LFO width fully counter-clockwise, the width will increase to 75:25%; as you move toward fully clockwise the width will decrease to 25:75%. If you are curious as to the precise mathematical process being done to the LFO width, the chart above shows you graphically how this processing will affect the signal using both a sine wave and a triangle wave.

LFO Randomization — sets the level of the LFO randomization between 0 – 100%.

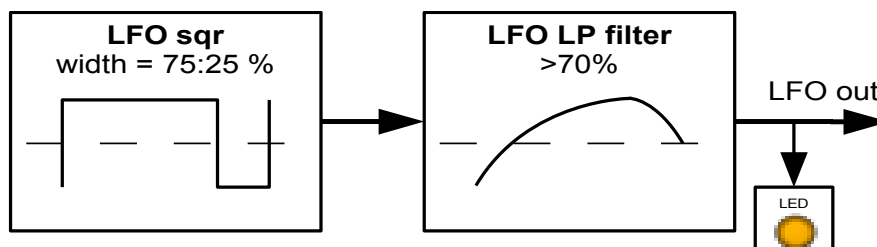
LFO Randomization Speed Mode label — sets the LFO randomization speed mode to one of the following:

- Fast mode (the label displays RND1)
- Slow mode (the label displays RND2).



LFO Spread — adjusts the LFO phase difference between the left and right channels, within a range of $\pm 180^\circ$ (values of 180° and -180° indicate that the LFOs for the left and right channels are in counterphase).

LEDs for each channel indicate the LFO signal with the LFO width and the impact of filter as shown by the signal flow diagram below:



LFO OFFSET — adjusts the initial (relative to the beginning of the beat/bar) LFO phase when the LFO Sync is set to host mode, within a range of $\pm 180^\circ$.

This control has 5 pre-set values: -180, -90, 0, 90 and 180 degrees. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.

FILTER section



Frequency — adjusts the filter cut-off frequency between 20Hz and 20kHz.

Here is an example of the display with the Frequency in Hz:



The Frequency can be set in three ways:

- by clicking a digit on the LED display and moving the mouse up/down
- by click-dragging the Frequency knob control
- by clicking the Frequency slider and pressing the up/down arrow key. Pressing the down arrow key will decrease the current frequency by an octave (or a semitone when the Shift key is pressed), pressing the up arrow key will increase the current frequency by an octave (or a semitone with the Shift key pressed).

Frequency Slider — adjusts the frequency.

The frequency can be changed either by clicking and dragging the grey indicator to the desired value or by pressing Alt (Option – Mac) and clicking anywhere on the Frequency slider.



Frequency Modulation Range Markers (lower/upper) – allow you to set the lower/upper bounds of the filter cutoff frequency modulation range. The frequency modulation range limiting algorithm uses a soft-knee curve (that is, the limiting process is not a form of hard saturation or clipping). When the lower bound of the cutoff frequency modulation range is set to the minimum frequency (when the lower bound marker is placed all the way to the left), the lower bound limiting algorithm is completely turned off. And, similarly, when the

upper bound of the frequency modulation range is set to the maximum (when the upper bound marker is placed all the way to the right), the upper bound limiting is turned off.

Double-clicking the active(lower/upper) bound marker turns the (lower/upper) bound limiting algorithm off. Double-clicking the bound marker again turns it on again. Double-clicking the area between the two markers toggles both markers.

Frequency slider scale — the Frequency scale can indicate 20Hz, 100Hz, 1kHz, 10kHz (FREQ mode). Clicking the slider scale changes the scale to musical notes from A0 to A9 (NOTE mode).

Frequency slider glide — adjusts the timing (expressed as a number from 0 to 100) of the frequency change when you are adjusting the filter cutoff frequency manually.

Filter type — smoothly sets the filter type between LPF, through BPF to HPF.

Filter resonance — sets the resonance level of the filter.

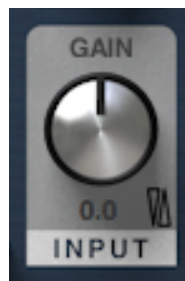
Filter slope switch — switches the filter slope to one of the following:

- 24 dB/oct (4-pole filter)
- 12 dB/oct (2-pole filter)
- OFF (filter bypass).

Filter saturation — sets the saturation level of the filter resonance.



INPUT section



Input Level — sets the input level between -24 and +24dB.

Input Output Reverse Link — simultaneously sets the input and dry/wet output level in the reverse direction, proportionally in dB.

In order to automate this parameter effectively, you need to also automate the changes of the following three parameters: Gain, Dry and Wet.

ENVELOPE FOLLOWER section



Envelope Follower Threshold Mode label — switches the EF Threshold operating mode to one of the following:

- Above threshold (the envelope is triggered by signals above the threshold)
- Below threshold (the envelope is triggered by signals below the threshold)
- Around threshold (the envelope is triggered by signals around the threshold).

Envelope Follower Threshold — sets the threshold level of the envelope follower.

Envelope Follower Attack — sets the (90% steady-state) attack time of the envelope follower.

Envelope Follower Attack Extension — sets the attack extension level. Works in a similar way to the "HOLD" setting that can be found in other effects (for example PSP MixPressor2). The main difference is that instead of holding the envelope output signal, it holds the envelope input signal, so that it can extend the attack phase in a way that enables the envelope follower module to be effective even with transient sounds and long attack times. By holding the envelope follower input signal, the Envelope Follower Attack Extension option also influences the release time.

Envelope Follower Release — sets the (10% steady-state) release time of the envelope follower.

Envelope Follower Range — sets the level range of the envelope follower.

ENVELOPE FOLLOWER to LFO cross-modulation section



Envelope Follower to LFO Rate Modulation Switch (Rate label) — sets the envelope follower to LFO rate modulation on/off.

Envelope Follower to LFO Depth Modulation Switch (Depth label) — sets the envelope follower to LFO depth modulation on/off.

Envelope Follower to LFO Rate Modulation Amount knob — sets the amount of LFO rate modulation by the Envelope Follower module.

This control has 9 pre-set values: -100%, -75%, -50%, -25%, 0%, 25%, 50%, 75% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.

Envelope Follower to LFO Depth Modulation Amount knob — sets the amount of LFO depth modulation by the Envelope Follower module.

This control has 9 pre-set values: -100%, -75%, -50%, -25%, 0%, 25%, 50%, 75% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.

MODULATION section



LFO to Frequency Modulation Switch (LFO-Freq label) — sets the LFO to Frequency Modulation on/off.

LFO to Gain Modulation Switch (LFO-Gain label) — sets the LFO to Output Gain Modulation on/off.

EF to Frequency Modulation Switch (ENV-Freq label) — sets the Envelope Follower to Frequency Modulation on/off.

EF to Gain Modulation Switch (ENV-Gain label) — sets the Envelope Follower to Output Gain Modulation on/off.

LFO to Frequency Modulation Knob — sets the amount of freq. modulation by the LFO. This control has 7 pre-set values: 0%, 17%, 33%, 50%, 67%, 83% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.

LFO to Gain Modulation Knob — sets the amount of output gain modulation by the LFO. *This control has 9 pre-set values: -100%, -75%, -50%, -25%, 0%, 25%, 50%, 75% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.*

EF to Frequency Modulation Knob — sets the amount of frequency modulation by the Envelope Follower.

This control has 9 pre-set values: -100%, -75%, -50%, -25%, 0%, 25%, 50%, 75% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.

EF to Gain Modulation Knob — sets the amount of output gain modulation by the Envelope Follower.

This control has 9 pre-set values: -100%, -75%, -50%, -25%, 0%, 25%, 50%, 75% and 100%. You can choose between them by clicking on a corresponding (clockwise) dot next to the control or by clicking on the knob with the CTRL key pressed.



All Modulation Switch (Modulation label) — enables/disables all modulation (LFO to Frequency Modulation, LFO to Gain Modulation, EF to Frequency Modulation, EF to Gain Modulation) in the plug-in.

OUTPUT section



Output Level Dry — sets the level of the dry output signal.

Output Dry label — click to add/remove the dry signal from the output.

Output Level Wet — sets the level of the wet (processed) output signal.

Output Wet label — click to add/remove the wet (processed) signal from the output.



Dry/Wet Mix — sets the balance between the wet and dry signal. Adjust this setting with Alt (Option - Mac) down to set both Dry and Wet level simultaneously. In order to automate this parameter effectively, you need to also automate the changes of the following parameters: Dry and Wet.



Dry/Wet global parameter switch — toggles between local and global setup parameters. In local mode, your wet/dry settings are saved with the single preset you are using only. When in global mode, the wet/dry settings are stored in all presets (this is useful if you want to always use the same configuration in all your presets). When the lock icon is open, you can access local setup parameters. When the lock icon is closed, you can access global setup parameters.



LIMiter — adjusts the internal limiting. You can set it from 0% (minimum limiting, referenced to +9dB) to 100% (maximum limiting, referenced to -21dB). When limiting, the LED indicator will light.

Lim label — click to switch the limiter on/off.

SOFT SATuration — sets the output signal soft saturation level from 0% (no saturation referenced to +12dB) to 100% (maximum saturation referenced to -18dB). When saturation occurs, the LED indicator will light.

Sat label — click to switch saturation on/off.

LIMiter/SATuration Route — switches the routing of the limiter/saturation module to one of the following configurations:

- pre wet (limiter and saturation modules are placed just before the WET knob in the processing chain)
- post wet (limiter and saturation modules are placed right after the WET knob in the processing chain)
- post mix (limiter and saturation modules are placed at the end of the processing chain, processing the mixed wet and dry signal).

Bypass — toggles the plug-in on/off.

FREEZE section



Freeze — toggles freezing of the current state of modulation. The LED indicates when the current LFO and EF values are “frozen.” In that state, the effect still processes (filters etc.) the signal, but the LFO and the Envelope Follower are suspended. When you toggle Freeze back off, the modulation will continue immediately.

Freeze Mode switch — switches between the three freeze modes:

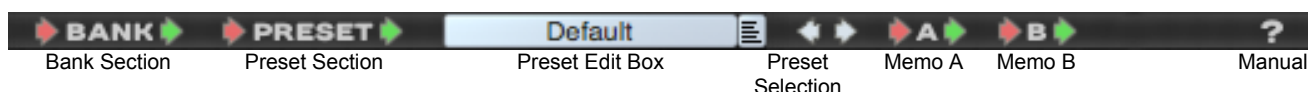
- monoOn — monostable switch with (stable) position On. In this state, the Freeze switch will be set to ON upon clicking the button and will return to the default OFF position after releasing the mouse button.
- monoOff — monostable switch with (stable) position Off. In this state, the Freeze switch will be set to OFF upon clicking the button and will return to the default ON position after releasing the mouse button.
- Bistable — bistable switch with two (stable) positions On and Off. In this state, when you click the Freeze switch, the switch will remain in the same position until clicked again.

Using presets

PSP stompFilter is provided with factory sets of presets.

The main aim of included presets is to show customers the features of the plug-in and help to learn the controls usage. In addition, the presets can be used as a starting point for further adjustments or as quick fix presets.

The PSP stompFilter presets can be accessed from the PSPaudioware standard PRESET bar at the bottom of the plug-in interface. Here you can select from among the factory presets, and load and save individual, as well as banks of presets. There are three sections to this bar, the PRESET section, the Preset window, and the BANK section.



BANK SECTION

Click the green arrow icon to load a bank from a disk.

Click the red arrow icon to save a bank.

Double click the BANK label to permanently store the default preset bank.

Press CMD (Mac) or CTRL (PC) and double click to restore the factory default bank. You will need to reload the plug-in by relaunching the project after restoring the factory default bank.

PRESET SECTION

Click the green arrow icon to load a preset.

Click the red arrow icon to save a preset.

Double click the PRESET label to permanently store the default preset.

Press CMD (Mac) or CTRL (PC) and double click to restore the factory default preset. You will need to reload the plug-in by relaunching the project after restoring the factory default preset.

PRESET EDIT BOX

Click the menu button to the right of the preset edit box to see and the popup menu of all the presets in the currently loaded preset bank and to choose a preset from the list.

Click the name of the preset to rename it.

PRESET SELECTION

Click on the bright left arrow to switch to a previous preset on the list.

Click on the bright right arrow to switch to a next preset on the list..

MEMO A and B

Both A and B are permanently stored on your disk. This allows you to compare alternative settings or share a preset between various instances of the plug-in in the same project or even between various projects.

Click the green arrow icon to load a preset from memo A or B.

Click the red arrow icon to save a preset to memo A or B.

?

Click on the question mark whenever you need to open the operation manual.



MIDI

Click the green arrow icon to load MIDI settings from a file. Click the red arrow icon to save MIDI settings. Double click the MIDI label to permanently store the default MIDI settings. Press CMD (Mac) or CTRL (PC) and double click the MIDI label to restore the factory default settings. You will need to reload the plug-in by relaunching the project after restoring the factory default settings.

Channel Selector

This control allows you to select the MIDI channel to receive MIDI CC messages from. Available settings are MIDI OFF, channel 1-16 or OMNI (receives messages from all MIDI channels).

CC Display

This display can operate in two modes. Upon hovering the mouse pointer over one of the automatable controls in the plugin editor, it displays the currently assigned MIDI controller (if no controller is assigned, the display will read "not assigned"). If a MIDI CC message is received and the mouse pointer is not hovering over one of the controls, this control will display the name of the controller in green.

Learn

This control lets the user assign a MIDI controller to one of the plug-in's parameters.

A short guide on linking a controller to a parameter:

1. Click the MIDI Learn icon (shown above), it will turn bright white upon clicking.
2. Move the parameter that you want to map (for example, the Frequency).
3. Move the desired controller on your MIDI keyboard or controller (for example, a rotary encoder). The Frequency should now be linked to the rotary encoder. The MIDI Learn icon's color should change back to gray. To save this configuration as the default, double-click the "MIDI" label located in the bottom left corner of the plugin window.

Forget

This control lets the user detach a MIDI controller.

A short guide on unlinking a controller from a parameter.

1. Click the MIDI Forget icon (shown above), it will turn bright white upon clicking.
2. Move the parameter that you want to unlink with the mouse pointer. Alternatively, you can instead move the controller that you want to unlink on your MIDI keyboard or controller. The MIDI Forget icon's color should change back to gray. In order to reset to default MIDI configuration, hold CMD (Mac) or CTRL (PC) and double-click the "MIDI" label located in the bottom left corner of the plugin window

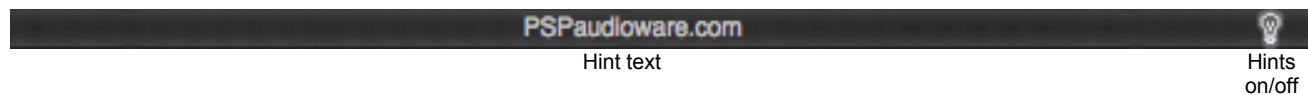
Forget ALL

This control lets the user to detach all current MIDI assignments by clicking on the "Forget ALL" icon. Press CMD (Mac) or CTRL (PC) and double click the icon to detach all current MIDI assignments and reset the MIDI input channel to OMNI.

MIDI message indicator

This icon blinks whenever a MIDI message control change has been received by the plug-in on the selected (with the Channel Selector) MIDI channel.

Hint Bar



Hint Text

A short description of the control that your mouse is hovering over.

Hints on/off

Click to show or hide hints in the hint bar.

The About Screen

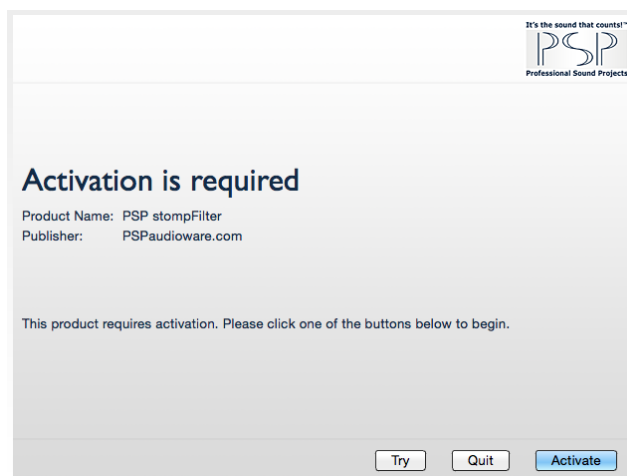
Each PSP plug-in offers an About window. This screen contains your authorization details, as well as the version number of the plug-in. To access each plug-in's about box, click on the name of the plug-in. To return to the controls view, click the name of the plug-in again (or anywhere on the about screen).

Trial Activation Instructions

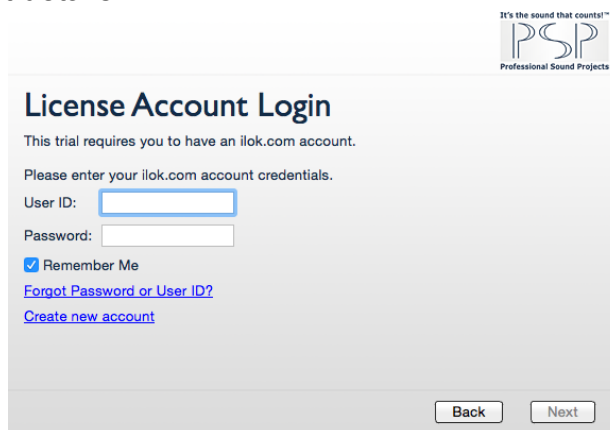
In order to run a plug-in in 30 day demo mode, you need an **iLok user ID** which you can create free at <https://www.ilok.com/>, and you need to install the free **iLok License Manager** application.

A hardware USB iLok dongle is **NOT** required, however it is optional.

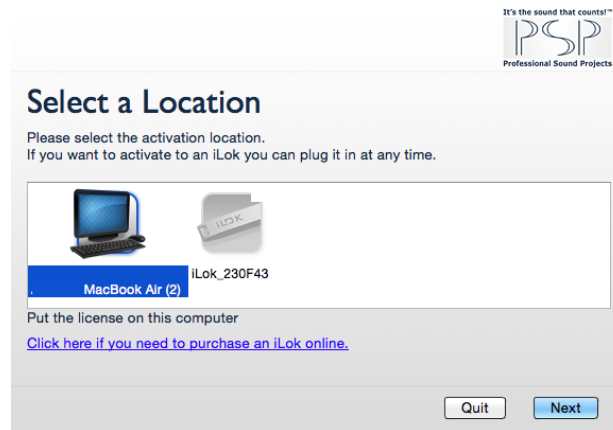
1. Run the installer on your computer and follow the steps to complete the installation.
2. Launch your host application (Pro Tools, Logic, Cubase, Sonar, Live etc.), which will scan your plug-ins and prompt you with an activation window.



3. To run a plug-in as demo click "Try" in the PSP activation window and then enter your iLok account details.



4. Select the activation location. You can activate the license in three separate locations, each of which can be either a computer or an iLok dongle (2nd generation or above). You can move these licenses at any time using PACE's iLok License Manager software.

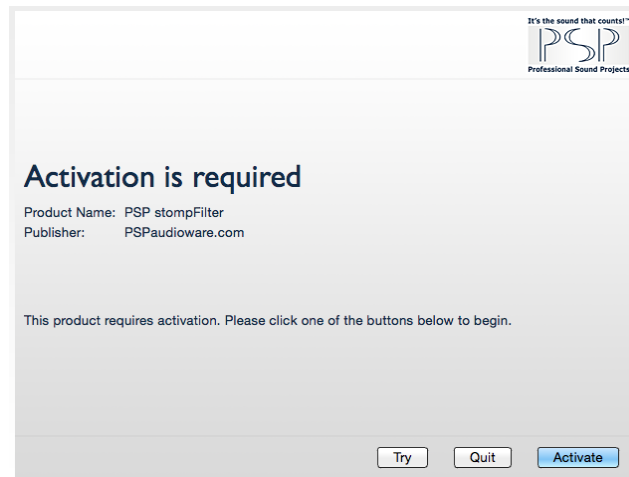


5. Enjoy using our plug-in for next 30 days without any limitation!

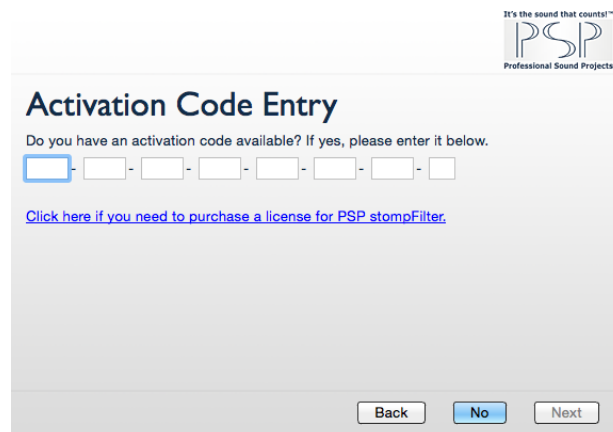
Full Version Activation Instructions

In order to activate the plug-in, you need an **iLok user ID** which you can create for free at <https://www.ilok.com/>, and you need to install the free **iLok License Manager** application. A hardware USB iLok dongle is **NOT** required, however it is optional.


1. Download the PSP installer from your PSP user area account.
2. Run the installer on your computer and follow the steps to complete the installation.
3. Launch your host application (Pro Tools, Logic, Cubase, Sonar, Live etc.), which will scan your plug-ins and prompt you with an activation window.



4. Click the **Activate** button and enter your activation code, which is listed in the product table for your account in our user area (in the column authorization details). Click next.



5. Type in your iLok account user ID and password. Click next.



License Account Login

This trial requires you to have an ilok.com account.

Please enter your ilok.com account credentials.

User ID:


Password:

☒ Remember Me

[Forgot Password or User ID?](#)



[Create new account](#)

6. Select the activation location. You can activate the license in three separate locations, each of which can be either a computer or an iLok dongle (2nd generation or above). You can move these licenses at any time using PACE's iLok License Manager software.



Select a Location

Please select the activation location.
If you want to activate to an iLok you can plug it in at any time.


MacBook Air (2) **iLok_230F43**

Put the license on this computer

[Click here if you need to purchase an iLok online.](#)

7. Activation is complete. Enjoy using our plug-ins! We hope you find them useful in your productions.

Minimum System Requirements

PC

VST

- Windows x86 or x64 (7 up to 10)
- VST 2.4 compatible application

RTAS

- Windows x86 or x64 (7 up to 10)
- Pro Tools 10, 11, 12 or Pro Tools HD 10, 11, 12

AAX

- Windows x86 or x64 (7 up to 10)
- Pro Tools 11, 12 or Pro Tools HD 11, 12

All DAWs

- Up to date iLok License Manager application installed

Mac

AudioUnit

- Mac OSX 10.8 or later
- 32 or 64-bit host application capable of running AudioUnit plug-ins with Cocoa view

VST

- Mac OSX 10.8 or later
- 32 or 64-bit VST 2.4 compatible host application

RTAS

- Mac OSX 10.8 or later
- Pro Tools LE 8.0.0 or Pro Tools TDM 8.0.0 (or later)

AAX

- Mac OSX 10.8 or later
- Pro Tools 10, 11, 12 or Pro Tools HD 10, 11, 12

All DAWs

- Up to date iLok License Manager application installed

Preset List

Env Modulated

- Default
- Auto Wah
- EnvelopeFilter
- ReverseEnvelopeFilter
- Cry Baby
- Duck Guitar
- Whistle Drums
- Goes Down
- Percussion
- Wind Choir
- Resonating Pad
- Funk Guitar Fun
- Old Glossy Piano

LFO Modulated

- Analog LFO
- Smooth LFO Filter
- Random1 Sine LFO Filter
- Random2 Sine LFO Filter
- Random Analog LFO 1
- Random Analog LFO 2
- Level Dependent LFO 1
- Level Dependent LFO 2
- Saturated Perc [snc]
- Loop Spreader
- Triangle [snc]
- Mandolin [snc]
- Univibe Fast
- Univibe Mid
- Univibe Slow
- Duck Choir [snc]
- Wah Rhodes
- Mwa-Mwa [snc]
- Organ Bite [snc]
- Auto Chorus [snc]
- Decay Vibrato
- Less-lie
- Tremolo

Effect

- GatePad [snc]
- French House [snc]
- Hihat Isolator [snc]
- Rtm Energizer [snc]
- Hihat Animator [snc]
- Spiky Madness
- SFX Sweep L → R
- Wild Randomness
- Ascending LFO
- Slowly Returning
- Cat
- Duck Disappears
- Kick Gun [snc]
- Chaka [snc]
- Congo Rain [snc]
- Oriental Drum
- Out of Space
- Waterfall

Effect (continued)

- Cloudy Pad
- Low Ambient
- Just a Few
- Drunk Morse Code
- Goes Crazy
- Guggle-Guggle
- Reset [snc]
- Swirling Attack
- Etching
- BrightChordsFlux [snc]
- Open Pad
- Super Sub
- Guitar Tremolo [snc]
- Ambient Light
- Wha Wha Pad
- 303 Enhancer [snc]
- 303 Stereo Phasing [snc]
- Set Cutoff 4 Air [snc]
- Arp Radio Effect [snc]
- Helicopter [snc]
- Drums Shaker HPF [snc]
- Funky Trembling Drums
- Tempo Wah [snc]
- Drums Gate HPF [snc]
- Bass Guitar Enhance [snc]
- Sparkle 1 [snc]
- Sparkle 2 [snc]
- Slight Motion Kick Enh
- Colossus [snc]
- Brk Loop [snc]
- Oct LFO Wobbler
- Chopper in the Distance
- Mumbling
- Mutronn 1 [sync]
- Mutronn 1
- Ray Gun
- Pan LFO
- Wobble
- RonnieLaws CLAV
- StevieSuperThin CLAV
- StevieHigherGround CLAV

Distortion

- Monster Bass [snc]
- Electro Talkbox [snc]
- Slap Funk [snc]
- Piano Wha
- Top Mod 4 Drums [snc]
- Atomic Age
- Filtr Scratch [snc]
- Arp Destroyer [snc]
- Warm Pad Mod [snc]
- Squared Pad LFO [snc]
- Jew's Harp [snc]
- Underwater Beats [snc]
- Turbo Loop [snc]
- Rtm Destro [snc]
- Filtr Alien [snc]
- Conga Waterdrops

Distortion (continued)

- Moving Hats [snc]
- Missing Ingredient

Dynamics

- Soft Compression
- Parallel Compression
- Worn Tape
- Heavily Worn Tape

Simple Filter

- Manual LPF Filter 24dB/oct
- Manual BPF Filter 24dB/oct
- Manual HPF Filter 24dB/oct

For Guitar

- Guitar Envelope Tinger
- Guitar Lofi Drone
- Guitar Low Envelop Grinder
- Guitar Stereo 8th Note Envelope Panner
- Guitar Stereo Tremolize
- Guitar Sweet Phaser
- Guitar Triplet Wah

Support

If you have any questions about any of our plug-ins, please visit our website <http://www.PSPAudioware.com> where you can find the latest product information, free software updates, online support forum and answers to the most frequently asked questions.

You can also contact us by e-mail: support@PSPAudioware.com. We will gladly answer all of your questions. As a rule we respond within 24 hours.

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