PLUGSOUND

Operating Manual

For Version 1.8

UltimateSoundBank

Sound & Software License Agreement

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Welcome…

…and thank you for choosing Plugsound, the simple way to get great sounds in your sequencer. We hope that your new Plugsound will inspire you and be useful for many years.
Maybe you've just bought Plugsound and you would like to know more about it before installing it on your computer…

Plugsound combines a sample library and an instrument plug-in.

Each Plugsound volume is a virtual instrument based on a professional sample library. The concept is that when you buy Plugsound you buy a sound library. But instead of getting a CDROM for a sampler that is slow and annoying to use, you can use the sound library directly and very easily in your sequencer.
If you're on PC you'll need Cubase, Logic or another VST2 compatible sequencer. Owners of Sonar can use DirectiXer™ to access Plugsound.
On the Macintosh you may use any VST2 program like Cubase or Logic, but also Pro Tools (in RTAS) and Digital Performer (in MAS).

Award-Winning

In 2002 Plugsound received a Key Buy from Keyboard Magazine (for volume 3,4 and 5) and an Electronic Musician Editor's choice (for volume 3). These prizes suggest that you are about to use something that has everyday value for your music making. It will make your life simpler, and because of the better sounds, you'll probably make a lot more music! Let us know what you like and what you would like to see improved.

The UVI-engine™

plugsound is powered by the UVI™ engine, a modern tool that runs Plugsound but is invisible to you. The main asset of the UVI-Engineis the sound quality, although it is also the hardest thing to talk about, except to say that there are not a lot of sample playback engines to use 32-bit floating point throughout. Play around with the filters and the mono mode, trnaspose the samples using the "Semi" setting and hear for yourself. The UVI-Engine allows direct compatibility with most common Plug-in standards : VST2.0 instrument for Mac & PC, MAS and RTAS for Mac. This amounts to compatibility with the major software sequencers. Check our site for updates and forthcoming formats.

Quickstart Guide

Installation (MAC)

- Launch the installer in the CDROM main window, and follow instructions
- Open your sequencer
- Select the plug-in on an audio or instrument track. Opening the plug-in will display the authorization window (see next page).

Illustrated installation guides are provided. Look for sequencer-specific "Getting Started" PDFfiles on the CDROM.

Plugsound uses two files : the ".dat" file contains the sounds and the plug-in contains the interface. The plug-in always needs the ".dat" file. The installer just puts an alias of the ".dat" file in the plug-ins folder.

Installation (PC)
- Open the CDROM
- Drag the VSTplug-in (.dll) and data file (.dat) to your VstPlugIns folder
- The two files have to be located in the same folder in your computer
- Launch your sequencer
- Open the plug-in on an audio or instrument track. Opening the plug-in will open the authorization window (see next page).

If you don't see the ".dll" file in the CDROMfolder, check that Windows is set up to show system files. Some version of Windows are hiding .dll files by default.

In Use

If you're unfamiliar with virtual instruments, the "Getting started" PDF files on the CDROM will help you set up your plug-in step-by-step on the most frequently used sequencer software. If you're a beginner, check the PDFout! they will get you going in no time at all.

For experienced users, here is a basic description of Plugsound in use.

1. Open your sequencer, create an audio track or instrument track.

2. Select Plugsound in the instrument or Plug-in list

3. Choose a sound by clicking in the main display and navigating through the presets.

4. Select a MIDI track and choose the Plugsound you opened in the list of MIDI destinations. Record-arm the track on DPor Pro Tools. Just select the track in Cubase or Logic

If you don't see the Plugsound in the list of destination - ex "PS05-Synth"-, check the troublehooting section at the end of this manual

5 You can now play the plug-in via a MIDI controller and hear the sound coming out of the audio or instrument track.

If you need more information to set up your sequencer for Plugsound, please check the PDF files on the CDROM. You will also find information on our website www.plugsound.com

Mac OS9 users should increase a little the "Preffered Size" of the memory setting for their sequencer, but make sure you leave some system RAM for the samples. Plugsound always load the sample "outside" the sequencer memory allocation.

The Authorization

When you install Plugsound, it is ready to be used for 15 days. To use it after 15 days you need to complete the registration and authorization process, explained below.

What is a challenge? What do I have to do?
When you open Plugsound for the first time, the plug-in displays a unique number generated just then by looking at your own computer. This is called a challenge because it "challenges" you to find a response for it. Like a riddle or a secret code, in a way. Each challenge number is unique and Plugsound should only be installed on your music computer, so that you don't waste a response code on a test machine.

Authorization is complete when you enter into the plug-in another unique number: the response code to the challenge. This response is given by our automated website when you create your online account. It's a fast and very reliable way to provide you with a fully functional plug-in, and never bother you with CD verification etc. The web acount will keep your personal details, that are treated confidentially and only needed to identify you for your next authorisation. We will send you emails to confirm the availability of updates and other new regarding Plugsound, but never give your details to anyone. If you don't want to be notified of updates, simply send us an email about this.
You will need to remember the email address you provide: it will be your **login** whenever you visit the web authorizer again for additionnal authorization. Your password is sent to you in the first email from the authorizer.

Before Authorizing
You are encouraged to use Plugsound and test extensively before authorizing it for permanent use. Refunds cannot be given once authorization has been given, so make sure you've tested the plug-in for compatibility issues with your computer system before authorizing. We provide very stable plug-ins that are tested tho-

roughly, but there are too many computer configurations out there to be sure of every scenario.

First, check that your hardware and software are listed in the "Hardware requirements" and "Recommended Software" texts found on the CDROM before proceeding to the installation.

Please do not use the web site authorizer if you are unsure about the compatibility between your existing hardware/software and Plugsound.

UltimateSoundBank

Welcome to Plugsound.

You may use PS01 – Keyboards for 15 more days before it expires. You should authorize as soon as you can.

Your plugsound has automatically generated a "challenge" number (see below). Each challenge is unique and based on your computer. For each challenge number there is an equally unique response number. To get this number you must register your plugsound on our Website, using any computer (even on a computer at work, if you don't have internet at home). Be sure to type the challenge number carefully when you're visiting the site.

   http://www.plugsound.com

When you're there, you will also be asked for the Serial Number: it can be found on the back cover of the paper manual.

step 1 : Copy (or write down) challenge

Challenge :   1032300856   [Copy Challenge]   **B**

step 2 : Go to registration page

   www.plugsound.com

step 3 : Enter response

Response : [   ] [Enter Response]   **A**
C   [OK]

The authorization delivered by USB is linked to your computer hardware. If you plan on changing key elements of your computer in the very near future, please consider doing it during the demo period of your Plugsound, before authorizing.

Remember that using the installer and/or the authorizer binds you to the terms of the license agreement.

Authorizing
Once your Plugsound is installed for your chosen sequencer(s) opening the plug-in will launch an authorization window (pictured) above. The first number displayed is the "challenge" that your Plugsound generated for you. This particular challenge number is unique because it was calculated based on your hardware: if you change certain parts of your computer you'll need to authorize again.
A. Hit OKto close the window and test Plugsound make sure your Plugsound works fine on this computer.

B. When you're ready to visit our site, hit the "copy to clipboard" button. You can then paste this number directly on the web page, or type it again.

Please be very careful when inputting your challenge number on the site. The authorizer software will not warn you if you input the wrong number, or the wrong length. Please double-check the number before hitting the enter key on the web site authorizer page.

When you're done, the web site will display the response (after a few seconds). An email will confirm it for your records.

C. Once you've received the reply, launch Plugsound again and paste or type the response code here.
With the correct response code, the "Enter response" button will light up. You may now click it and it will authorize your hard disk.
Your Plugsound is then fully authorized for this computer.

As a last resort only, you may fax the challenge to us. Don't forget to include a reply fax number allow a week of processing time to be on the safe side.

Your license

As an exceptional extension of the software license agreement included in page one, the original purchaser of Plugsound is allowed to install and use Plugsound on another of his own computers. This takes into account musicians who have a studio and a laptop computer, or a home and a studio computer, both used for making music. Any additional computer requires another license of Plugsound. In any case you must ensure that you never have one license of Plugsound installed on more than two computer simultaneously. It is your responsibility in order to comply with our license terms.

Reauthorizing

Question: Users are allowed two authorizations. What happens if I reinstall my OS or change computer??

Reply: we allow two simultaneous installs: i.e. the num - ber of installations for simultaneous use.
Users may update/reinstall/change one of their two computers as often as they wish: we will provide the necessary response codes so that users are never stuck. Users that like to update their system regularly won't be penalized at all by the challenge-response sys - tem.

Reinstalling: how do I proceed?

If you need a new response code, always start with the web site. The authorizer is open 24/7 and delivers response codes for a variety of situation. If you are unable to obtain this additional code, send an email to techsupport@plugsound.com.
- *Last name, serial number*
- *Old (obsolete) challenge and the old response*
- *New (unanswered) challenge number*
- *The reason for this new challenge (crash, reinstall, new computer, new parts in computer...). Users owning several volumes please separate clearly this data for each volume.* Do not delay! Allow enough processing time for our technicians (1-3 working days typical).

Plugsound Power

Plugsound is powered by your computer's processor. Most of them can easily be upgraded (even recent G4 computers!). We can only guess what computer power will be available tomorrow, but we're all likely to change our computer on a regular basis now that it is the center of our digital studios. You can expect more than 64 stereo voices on a current computer. Eight times the flagship sampler of 1990!

Plugsound uses RAM just like a sampler does: each sound you call up is temporarily loaded in RAM. It is therefore necessary that some free RAM is available for Plugsound. You don't have to set anything up, because Plugsound will allocate itself the necessary memory when you choose presets.
Presets use between 4 and 64 MB in most cases, and up to 96 MB on PS1.
If you are currently using most of the RAM you have, and want to be on the safe side, add a RAM chip in your computer. Check our hardware recommendations (supplied as a PDFon the CDROM)

No MIDI going to the plug-in?

Virtual instruments need an inter-application driver in order to be "seen" by Pro Tools or Digital performer on Mac OS 9. If you use OMS this is called "IAC Driver". If you don't see it in your OMS Setup window you might need to reinstall OMS.
In FreeMIDI you must activate this driver by going to the file menu, selecting "FreeMIDI preferences", and making sure the Inter-application MIDI checkbox is ticked. Once you've done that you'll need to quit your sequencer, launch it again and repeat the above proce - dure.
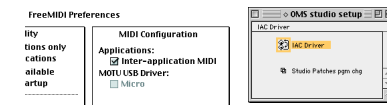
Optimization
Using these tips can cut in two the CPU load of a song!

1.Disable the reverb′
Like all good sounding software effects, our reverb' makes the CPU work harder. If you don't need it on the preset you've loaded, turn it off.
To do this, *set the Rev' Time knob to 0* (turn fully to the left).

2 Tighten the polyphony
Another very efficient optimization trick!
Unused voices do use a little CPU, especially at higher settings. A manual setting of 40 voices for a piano part that really uses 16 voices wastes a lot of CPU. Evaluate how many voices your MIDI part uses, and set the polyphony counter accordingly. Another great way of setting it is to lower the setting and listen to missing notes: when you hear some, go back up a bit and you're set!

3.Enable 32-bit mode
This feature allows you togain about 15% of CPU power by using more RAM. If you have enough RAM in your computer to load the sounds in 32 bits mode, always do it, don't even think about it. It is not very noticeable in presets where no transposing occurs (like drums or drum loops), and very noticeable in preset where a lot of transposition occurs (like synth or bass presets).

4.Disable the unused filters
Disable the multimode filter when not in use. Do this by turning off all the "Filter Type" switches. Do the same with the UVI-Filter™ by placing the cutoff at its center detent position. (Command-click on mac, alt click on PC)

5.Lower the amplitude ADSR′s release time
Make sure that notes don't continue playing because of a long release time. This is especially effective for parts played with sustain pedal, as it may be that many notes continue playing almost inaudibly.
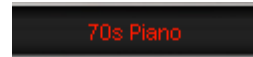
The new user interface of version 1.8
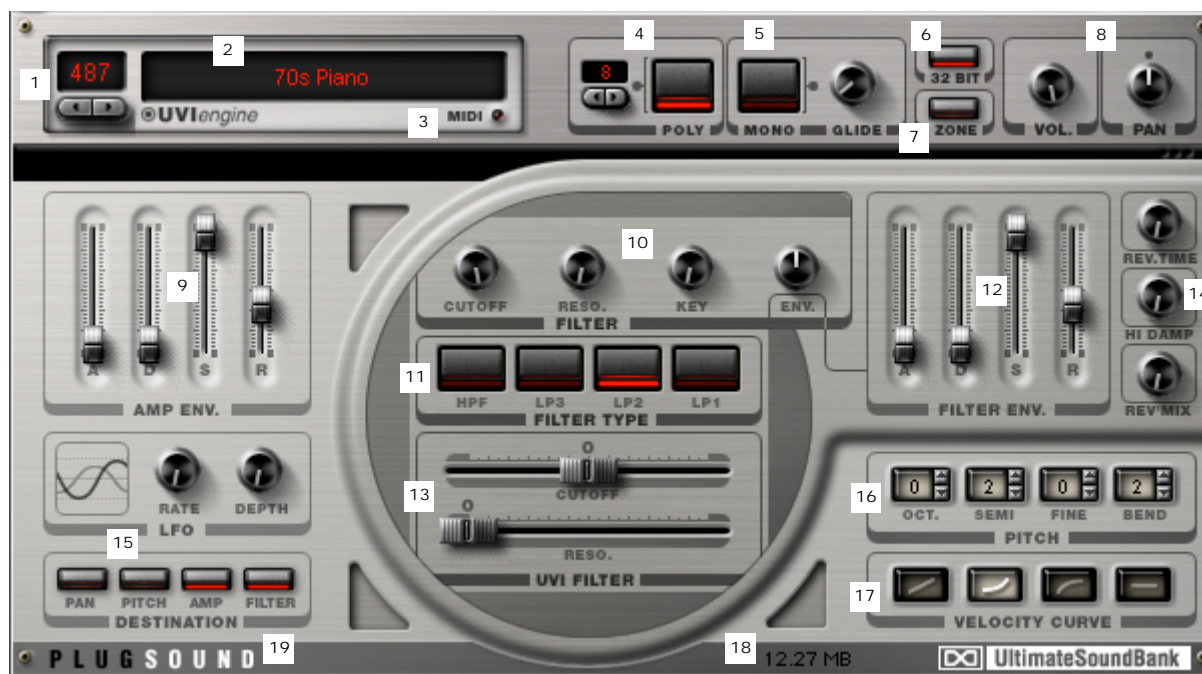
1. Preset selection area

The two arrows allow you to change preset, moving in the preset list. The preset number is displayed above, for info only.

2. Preset Menu

Click on the name and a menu appears with the whole preset list.

Submenus are there for easier selection. If you release the menu without making a selection, the current preset is kept.

3. MIDI activity indicator

It will light when Plugsound receives MIDI data. When having no sound coming out of Plugsound, first check whether this lights up. If it doesn't, check the MIDIsource. If it does, check the audio side.

4. Polyphony setting

Use the arrows to set precisely the polyphony you need for the current preset. Most presets have their own poly settings, for your convenience.

TIP: This setting is the principal way of saving CPU, by matching closely the poly you need for the part. Example: a 6 notes part will use less CPU if Plugsound is set to six voices than if it is set to 16 voices.

5. Mono Mode

The mono mode lets you play convincing bass and lead parts, and includes a glide time setting: this is the transition time between two notes. Mono mode uses as little CPU as a polyphony setting of 1.

The Glide Time can be set with MIDICC #5.
Mono Mode On-Off (switch between Poly and Mono) can be set with MIDICC #110.

6. 32-bit mode

When OFF, Plugsound loads sounds in 16bit format to use less RAM. In this mode, Plugsound will use a little more CPU power when converting the samples to 32-bit on the fly.

When ON, all samples in the preset are immediately loaded in 32 bit mode. This uses twice the RAM but means the engine doesn't have to convert on the fly. It saves about 15% of CPU power in most sequencers.

If you have enough RAM, always use 32 bit mode. if you don't have enough RAM, switch it off.

7. Zone-Edit

If you've already used a Keygroup-based sampler, you're familiar with what this switch does.

When OFF, all settings affect the whole preset.

When ON, most settings in the interface can be edited independently for each sample.

Zone-Edit works with all parameters, except the LFO & Reverb', the UVI filter and the velocity curve switches.

To use zone mode: engage the switch, then <u>play a single note on your keyboard.</u> You'll be able to edit the zone corresponding to that sample.

Zone-Edit settings are kept even if you switch the Zone Button off, as long as you don't change the parameter again. If you need to erase modifications made in Zone-Mode, move a slider with Zone-Edit OFF and the new setting will apply to all zones.

With a drum preset it will allow you to edit the filter and envelopes independently for each drum sample. For multi-sampled instrument patches (like piano, guitar…), it will probably be best to leave it off. However, experimenting with it will probably let you discover exciting things to do with this feature.

8. Volume and Pan

These basic settings will be useful if you insert effect plug-ins after your Plugsound. Volume will help you optimize the level before the input of effects like distortion or modulation. Pan allows you to send the direct sound to just one side of a stereo reverb', for example. *Volume responds to MIDI CC# 7, PAN to #10.*

9. Amp envelope

The classic ADSR sliders (Attack, Decay, Sustain and Release) help you define the evolution of the audio volume of the sound over a period of time.
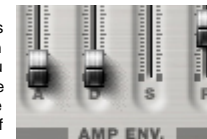
Attack, Decay and Release are time settings (i.e. long attack time or short attack time). The sustain time is infinite by nature: it lasts for as long as you hold a key. The Sustain is therefore a level setting (soft or loud).
Attack is MIDI CC #73, Decay #75, Sustain #76 and release #72.

10. Multimode filter

This is the main filter. Check for MIDI CCs next page
• Cutoff sets the filter frequency. Turn clockwise to open.
Cutoff responds to MIDICC#77.

• Resonance (reso) is the amount of boost provided at the cutoff frequency. It provides extra gain so be careful with the overall volume at high resonance settings. Turn the volume or the sustain level down to avoid distortion.
Resonance responds to MIDICC#78.

• Key Follow or keyboard tracking (Key) modifies the filter frequency according to the position of the keys on the keyboard. Higher keys will have a higher cutoff value than lower key. Very musical with big sweeps and pads. *Key responds to MIDICC#79.*

• Envelope Amount (Env.) lets you choose how much the filter envelope settings affect the filter cutoff frequency. The neutral value is at 12 o'clock, where the envelope has no effect on the filter. turning clockwise gives positive env. values (i.e. a longer attack will slowly open the filter), whereas turning counter-clockwise allow you to use the inverted envelope (longer attack times will close the filter).*Env. Amount responds to MIDICC#80.*

11. Filter selection
The switches at the bottom select the filter type. You get to choose between three kinds of Low-pass filters, with different sonic characteristics:
LP1 is quite soft-sounding
LP2 is a very musical filter, a with powerful resonance
LP3 is slightly harder.
Filter selection is done with MIDICC#81.

12.Filter envelope
This second envelope affects the multimode filter, depending on the env. setting.
Turn the env. knob fully to the right before experimenting with it.
The envelope is made of four stages: Attack, Decay, Sustain and Release.
It is usually more difficult to set this envelope because of the relationship with the filter. Long attack times will pro-

vide you with slowly opening filters, perfect for string pads. Often neglected, this great tool can change a preset completely. However, there are no hard and fast rules for filter envelope settings: feel free to experiment, and you're likely to discover new sounds. Remember that it's great for synth swells, honky Clavinets, eerie voice patches, and many other tones...
The Filter Env. is controlled by CC #97,98,99 and 100.

13. UVI filter
This filter has a couple of pretty original features. The cutoff slider is neutral at the center position (note the 0 above the cutoff slider in the picture). This allows you to choose between a Hi-pass filter (when sliding towards the right) and a Lo-pass filter (when sliding to the left). *UVI Cutoff responds to MIDICC#74, UVI ResonanceCC#71*

14. Reverb'
An essential and very effective effect, available right here in Plugsound.
Rev. Time controls the length of the effect,and the perceived size of the room.
Tip: when set to minimum, it bypasses the reverb', saving CPU ressources. Longer settings use more CPU.
Hi Damp: the reverb'sound darker as you turn right.
Rev. Mix: this is the dry/wet balance.

15. LFO
This LFO allows you to create special effects depending on what the LFO modulate (the destination switches at the bottom of the section). Select…
• Pan for an Autopan effect
• Pitch for a vibrato effects
• Amp for a tremolo effect
• Filter to modulate the UVI filter.

This last setting helps you create LFO sweeps, especially haunting on a string pad, with a hint of resonance. This can be fun with drum loops too.
The LFO settings are: rate (the speed of the modulating oscillator) *CC #96,* and depth (the intensity of the modulation) *CC #95.*

16.Pitch settings
The octave setting is a MIDI transposition. The Semi and Fine settings are transposing the audio. This basic difference is crucial when working with loops: Oct. Will move the loop to another key of your MIDI controller, while Semi will change a loop from pop (0) to trip-hop (-12) to jungle (+12). Fineoperates in two ways: Normal and Zone-edit. The normal mode allows you to re-pitch an entire preset (to use A=442 tuning, for instance). Additionally when you're in Zone-Edit, you're seeing and editing the real pitch offset of each sample. The two can be used simultaneously.

17. Velocity curve switch
Allows you to adapt Plugsound to your MIDIcontroller:

1 (left): normal
2 (selected in the picture): for soft keyboards.
3: for weighted action Keyboards
4: no velocity (great for electronic bass and drums)

18. "Edit Info" display
Plugsound will display the value in dB, Hertz or percent of the current slider. Also displays RAM usage of the current preset (upon opening), and the current version number of your Plugsound when the mouse is over the logo (**19**).
Caution: *In Zone-Edit mode, be careful not to play your sequence while editing. If you do so, your editing could affect zones that are played by the sequencer, and this could ruin your editing efforts. If this happens, you'll need to reselect the preset and start over.*

Editing tips

Two excellent shortcuts to remember:

- "reset parameter": Brings the slider/knob back to its neutral value
  Mac: command-click ("Apple" key)
  PC: control-click

- "fine mode editing": to edit the value with better precision.
  Mac: option-click ("alt" key)
  PC: shift-click

Multitimbral Use

If you want to use Plugsound in a multitimbral way, simply open several instances of it. In other words open it several times on different instrument tracks or audio tracks.
Each instance of Plugsound can be used independently and will appear separately in the list of your sequencer's MIDI destination, along with your hardware gear. The MIDI list accurately reflects the plug-ins that are currently opened in your project.

No program changes

Plugsound is a sample player. It has to load in RAM each sound you call up. Loading samples is really fast, but not instantaneous. Most people who use samplers never use program changes. It also keeps the plug-in on the right side of reliability. Quite frankly it could be a problem in some plug-in formats. If you need to remember what preset was used, you can always save the settings separately on your hard drive. If you need just a few sounds, just open more Plugsound in your sequencer.

Expanded polyphony

On current computers you should be able to get more than 64 voices. If you feel limited by your current pro-

cessor you can record or bounce the Plugsound's output to an audio track, and save the settings. Therefore you can free up some CPU ressources, while keeping track of your sounds.

Latency

When playing Plugsound presets directly from your master keyboard you might notice a little delay between hitting the key, and the sound coming out. If your sound card is recent it will be short enough and you won't notice it. But with older cards it might feel uncomfortable.

Latency is the time it takes for the computer to output sound once you've hit your MIDI keyboard. Unfortunately this is not something that can be cured in software. It is closely related to how your sound card passes audio through your computer. It is mostly dependent on your soundcard, and to a lesser extent it also depends on your operating system.
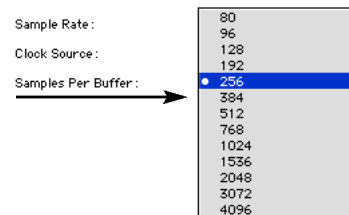
Most manufacturers display latency in "samples". A 256 samples latency is very near real-time. It is better than most digital synths made in the 1980's. 1024 samples on the other hand, produces a little delay to the experienced musical ear. Anything between 128 and 768 is pleasing: let your ears be the judge.

Mac users can always revert to the AV in/out (Sound Manager Audio) for acceptable latency. This should feel

fast enough for playing music from a keyboard. Mac OS X is much better in that respect, so consider Mac OS 10.2 if you need to make music without external sound card.

For PC users it might prove a little trickier to solve an uncomfortable latency issue. On both platforms, new soundcards focusing on really low latency are coming out on a regular basis. Those cards allow you to set a low "sample per buffer" setting (256 samples, for example) and obtain near-realtime performance.

Recording Plugsound as audio in Cubase or Logic Audio?

In Cubase, use the Export Audio feature to render your plug-in to an audio file.

In Logic Audio, use the Bounce to disk feature, or the new Freeze feature (version 6), to create an audio file from your plug-in.

Recording Plugsound as audio in Digital performer of Pro Tools.

At this time, both software do not include instruments tracks and the ability to record them directly. Unlike Cubase VSTand Logic Audio, Digital Performer and Pro Tools cannot use the Bounce feature to record Instrument Plug-ins.

To record the audio out of Plugsound, please follow these steps:The method to record the output of your Plugsound is exactly the same in Digital performer and Pro Tools :

1. create a new stereo audio track (not the one where Plugsound is used) and call it "Record PS"
2. route the Plugsound track to an unusedbus (e.g.: bus 1-2)
3. select "bus 1-2" as the input pair for your "Record PS" track

4. record-arm the "Record PS" track, and start recording.

If you wish to hear the Plugsound while recording:

- with Digital Performer: engage the "Audio Patch thru" in the Basics menu. The input monitoring should read: "monitor record-enabled inputs through effects".

- with Pro Tools: select "auto-input monitor" in the operations menu.

That's it! Audio will be located on the new track.

"Frequently Asked Questions" and Troubleshooting

Can I import my own samples in Plugsound?

Plugsound was created to give you access to a quality sound library, and Plugsound is all about simplicity. Since MOTUhas announced the universal sampler, called "MachFive" (which uses the same high-quality UVI-Engine), there is no need for Plugsound to have this feature. On the other hand you can re-use your Plugsound libraries in MachFive very easily (see below).

Are there multiple outputs?

Simplicity once again dictates that Plugsound should be easy to set up. Also, we release the same features on all platforms, and most plug-in platforms don't allow multiple outputs.

How to Automate Plugsound?

Plugsound is closer to a synth than a effect. *Therefore we favor realtime MIDI control.* It is possible to automate almost every knob in the Plugsound interface using MIDI continuous controllers. More than 25 MIDI CC help you to remotely control the plug-in. The Zone-Edit feature makes it difficult to implement automation but we still hope on making this happen in a future update.

How to use Plugsound in Digital Performer running in DAE mode?

At this time Digital Performer isn't compatible with RTAS plug-ins when running in DAE mode with Pro Tools hardware.

How to use Plugsound in Logic Audio running in DAE mode?

To use VST plug-ins when running in DAE mode with Pro Tools hardware, Logic Audio needs the ESB-TDM extension. This is an option to Logic, sold separately.

No sound comes out of my Pro Tools system

After you insert a plug-in, press play. This will load the audio buffers and allow the sound to pass through the DAE. You'll have to do this every time you open a new Plugsound.

Issues with Digital Performer:

Plugsound doesn't appear in the list of MIDI destination on the MIDI track, although I've already inserted Plugsound.

Make sure "inter-application MIDI" is checked in the preference window of FreeMIDI Setup, then quit all MIDI applications and restart DP.

Plugound doesn't appear in the Plug-ins list

Also make sure you're using MAS 2.33 or more recent. MAS is located in the following folder:
 System folder -> Extensions -> MOTU
check the version of MAS by clicking it once and calling the "get info" command of the file menu. If you have an older version, visit MOTU.com to download a newer version.

Plugsound in MOTU™ MachFive

It's easy to call up Plugsound presets directly from inside MachFive, the Universal sampler by MOTU™. This is fun and allows you to use the power of MachFive for your Plugsound Presets.
To do this, simply *place an alias of the Plugsound ".dat" file in the MachFive sample library folder.* The best is to create one folder per Plugsound ".dat" file you own and put the alias in that folder.
That way each Plugsound will appear as a Soundbank in MachFive, and once you've selected the soundbank in a part, all the presets are presented in a menu that is exactly like Plugsound's Preset Menu.
Machfive is fully multitimbral, and includes cool effect processing for your sounds. It also contains filters and distortion stages that allow a wider sound palette than the Plugsound interface, that is meant for simple access to essential features.

Support

We've done our best to provide a product that is reliable and easy to use. However, if you experience problems, you may contact us by sending email to:
techsupport@plugsound.com
Always, *always* include your full name and serial in emails sent to us. Thanks for your help.

The latest version

When troubleshooting, always make sure you're using the latest version of our plug-in. The version number is displayed when the mouse is over the Plugsound Logo. Updates are posted on our site and can be downloaded easily.

We hope you'll enjoy your Plugsound. Please vist www.ultimatesoundbank.com for tips, updates and some great new plug-ins!

The Ultimate Sound Bank Team

MIDI continuous controller table

1	*Modulation (preset-dependent)*
5	*Mono Legato Glide Time*
7	*Master volume*
10	*Master pan*
74	*Master filter Cutoff*
71	*Master filter resonance*
73	*Amplitude Envelope Attack*
72	*Amplitude Envelope Release*
75	*Amplitude Envelope Decay*
76	*Amplitude Envelope Sustain*
77	***Multimode Filter Cutoff***
78	***Multimode Filter Resonance***
79	*Multimode Filter Key Follow*
80	*Multimode Filter Envelope Amount (0=MIDIvalue 64)*
81	*Multimode Filter Type*

The filter types are switched depending on the following value:

0-31	*Filter off*
32-63	*LP1*
64-95	*LP2*
96-126	*LP3*
127	*HPF*

85	*Octave*
86	*Pitch coarse*
87	*Pitch fine*
95	*LFO Depth*
96	*LFO Rate*
97	*Filter Envelope Attack*
98	*Filter Envelope Decay*
99	*Filter Envelope Sustain*
100	*Filter Envelope Release*
101	*Reverb time*
102	*Hi Damp*
103	*Dry/wet*
106	*Zone Edit On/Off*
110	*Glide On/Off*

Zone-Edit and Glide are turned on or off with the following values:

0-64	*Off*
65-127	*On*

FAX registration form
(Always use this as a last resort)

Registering via Facsimile is much slower than using the web. Because of this we can only process people who have no email and no internet access (including public access). If you don't have an email account, please create one, then use a computer at work or in a cybercafe to register with us and obtain the response code.

If you really have no access to the web, use this form to register your plug-in and unlock it. Don't wait unitl the last minute. Thank you for your understanding.

first name :

last name :

address :

city :

ZIP / postal code :

country :

email address :

serial number (sticker at the back):

challenge (the number issued by your plugsound):

purchase date :

dealer where purchased :

YOUR fax number:

Fill this form and fax it to us at international +33 143 385150. Please allow 2-5 working days for processing.

YOUR SERIAL NUMBER IS PRINTED ON THE STICKER BELOW

Our authorisation system is dependent on proper uppercase-lowercase input of the serial number. Make sure you type it correctly on the authorizer page.
To avoid confusion, the letters situated after the hyphen (dash) are always lowercase.
as an example: PS3-rlo0i1 reads *capital letters* P, S, *number* 3, hyphen (or dash), *lowercase letters* r, l, o, *number* zero, *lowercase* letter i, *number* one.