SynthMaster Player User Manual

Version 2.6.16

Written By

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Credits

Programming, Concept, Design & Documentation :	Bulent Biyikoglu
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User wavetables:	Compiled with permission from public archive

Factory Presets (v2.5/2.6):   BigTone
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Sami Rabia
Teoman Pasinlioglu
Umit "Insigna" Uy
Xenos Soundworks
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Beta Testing: Sound designers, KVRAudio.com, MuzikTek.net forum users

AU Version of SynthMaster is built using Symbiosis by NuEdge Development.
XML processing is done by using TinyXML
HTTP/FTP processing is done by using LibCurl

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Introduction

System Requirements

SynthMaster Player comes in the following formats:

Format	System Requirements	DAW Requirements
VST Instrument	Windows 7 and above MacOSX 10.6 and above 2 GB RAM, 2 GHz CPU	VST Host supporting VST 2.4 plugins
AU Instrument	MacOSX 10.6 and above 2 GB RAM, 2 GHz CPU	AU Host application
RTAS Instrument	Windows 7 and above MacOSX 10.6 and above 2 GB RAM, 2 GHz CPU	ProTools 9 ProTools 10
AAX Instrument	Windows 7 and above MacOSX 10.6 and above 2 GB RAM, 2 GHz CPU	32bit: ProTools 10.3.6 and above 64bit: ProTools 11 and above

Download Links for SynthMaster Player FREE

SynthMaster 2.6 Player FREE installer can be downloaded at:

- *Windows-32 bits*: http://www.kv331audio.com/DownloadFile.aspx?fileID=83
- *Windows-64 bits*: http://www.kv331audio.com/DownloadFile.aspx?fileID=84
- *Mac OSX (32/64bits)*: http://www.kv331audio.com/DownloadFile.aspx?fileID=85

This installer contains the latest binaries and all the data files necessary to install SynthMaster 2.6 Player FREE

Download Links for SynthMaster Player

SynthMaster 2.6 Player FREE installer can be downloaded at:

- *Windows-32 bits*: http://www.kv331audio.com/DownloadFile.aspx?fileID=81
- *Windows-64 bits*: http://www.kv331audio.com/DownloadFile.aspx?fileID=82
- *Mac OSX (32/64bits)*: http://www.kv331audio.com/DownloadFile.aspx?fileID=86

This installer contains the latest binaries and all the data files necessary to install SynthMaster 2.6 Player.

To start your download for SynthMaster Player you should enter your registered email address and serial number:

File Download

Before downloading 'synthmaster25alphawindows.zip', please enter the following information:

E-mail
Address:
Serial Number:

Download

Forgot Your Serial Number?

If you forgot your serial number, it is very easy to retrieve it. Just go to
http://www.kv331audio.com/requestlicensefile.aspx

Request Serial Number

Please enter the e-mail address you used when purchasing SynthMaster to receive your serial
number

E-Mail
Address

Send Request

enter your registered email address, and that's it. You'll receive your serial number plus the above
download links in a couple of minutes!
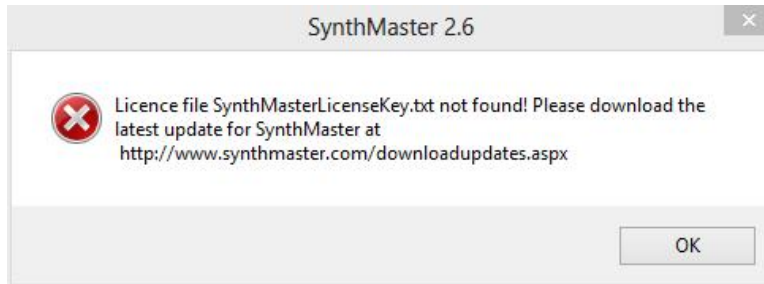
Installing Latest Version

Once you download the zip archive containing SynthMaster 2.6 Player setup files, simply extract its
contents to a temporary location and run the setup application: (SynthMaster26PlayerSetup.exe on
Windows, SynthMaster26PlayerSetup.pkg on MacOSX)
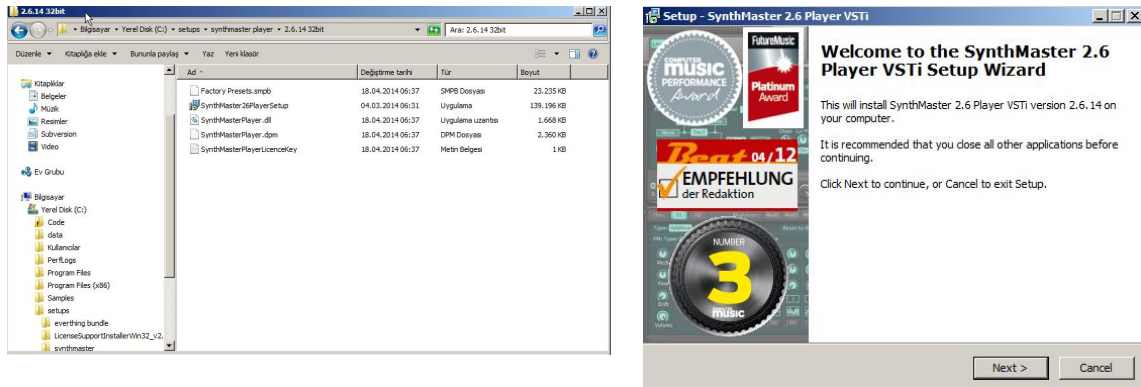
By default, SynthMaster will be installed under the following directories:

- Windows: **C:\Program Files\Vstplugins\SynthMaster Player**
- MacOSX: **/Library/Application Support/KV331 Audio/SynthMaster Player**

On MacOSX, you might get the following warning message after you install SynthMaster Player, and run
your DAW application:

SynthMaster 2.6

Licence file SynthMasterLicenseKey.txt not found! Please download the
latest update for SynthMaster at
http://www.synthmaster.com/downloadupdates.aspx

OK

In that case, please copy the following files manually:

- SynthMasterLicenseKey.txt to -> **/Library/Application Support/KV331 Audio/SynthMaster Player**
- SynthMasterPlayer.component to -> **/Library/Audio/Plug-Ins/Components**
- SynthMasterPlayer.vst to -> **/Library/Audio/Plug-Ins/VST**
- SynthMasterPlayer.dpm to -> **/Library/Application Support/Digidesign/DAE/Plug-Ins**

Changing Data Folder

If you want to place SynthMaster Player data files in a different folder, there is an easy way to do that:

- Copy all SynthMaster folder/files except SynthMaster2.dll, SynthMaster2FX.dll and SynthMasterPlayerFolders.txt into the new folder
- Open up the SythMasterPlayerFolders.txt file using a text editor, and change the following line:
  RootFolder=<new folder path goes here>
- Then save the SynthMasterPlayerFolder.txt file and you're done!
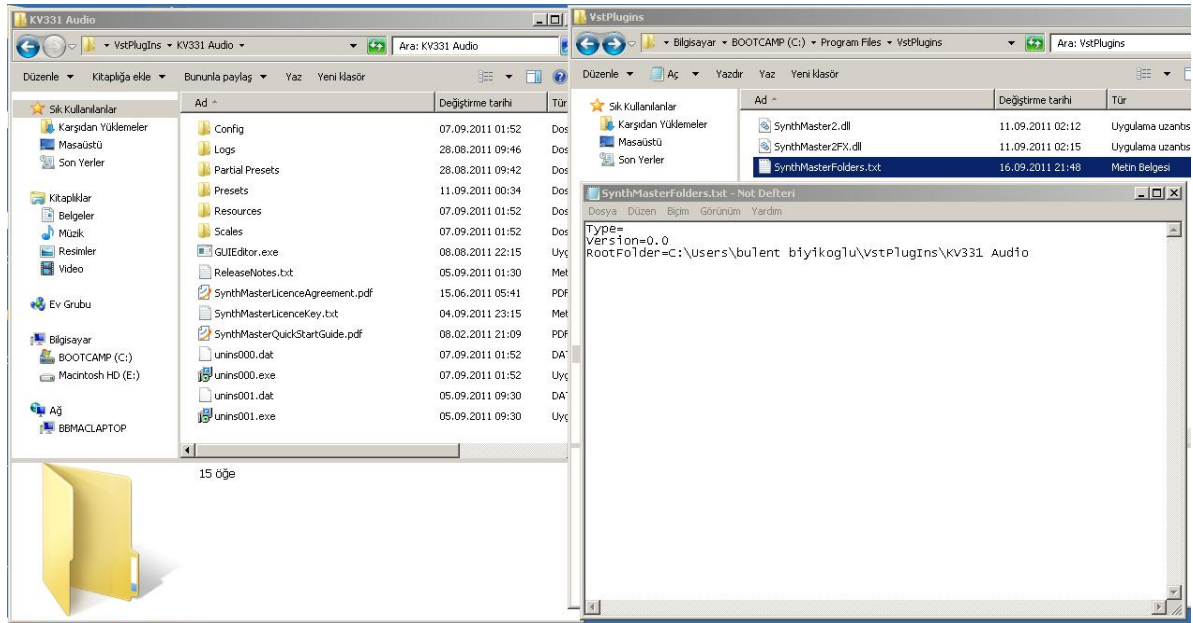
Getting Started with SynthMaster Player

Now that we you've installed SynthMaster Player, it's time to explore it!

Let's start by instantiating a SynthMaster Player instance in our DAW application:

SynthMaster Player opens up with its default "Player Skin". One of the unique features of SynthMaster is that it support multiple skins. You can even edit the skins that come with SynthMaster Player and customize your own skins, with the Interface Editor that comes with SynthMaster (just download and install SynthMaster DEMO for that ☺

:

Browsing Presets

SynthMaster Player comes with a comprehensive preset library, with 800 presets to start with (the free version has only 200):


When you select a preset from the list, it is loaded from disk, and its 12 easy parameters and insert effects are displayed. You can tweak the easy parameters right from the browser or using you MIDI controller's knob/sliders that are globally linked to the easy parameters.

The presets can be filtered by

- Instrument Type
- Attributes
- Music Style
- Preset Author
- Bank Name

For instance, if you want to see all *Mono Bass Factory* presets for *Electro* music style created by *Aiyn Zahev*, click on Bass, Mono, Electro, Aiyn Zahev and then Factory Presets:
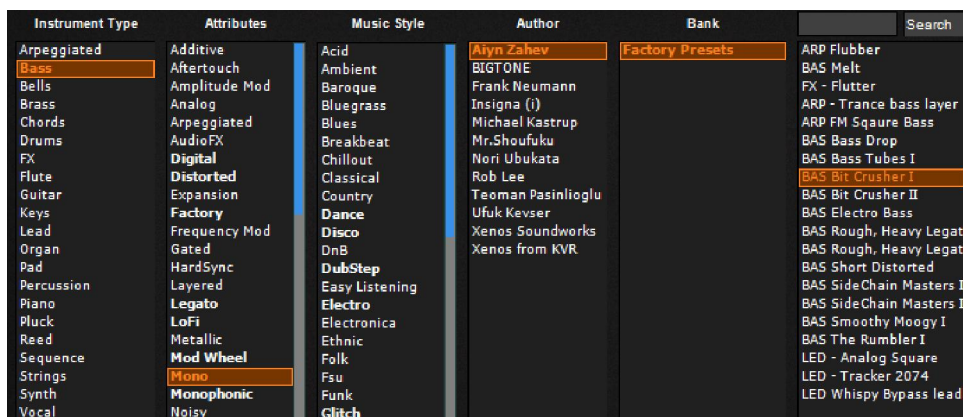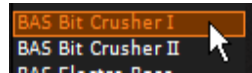
To load a preset on the list: click on it:

To go to the next preset on the list: click on the > arrow, or press the "Down" key on your keyboard.

To go to the previous preset on the list: click on the < arrow, or press the "Up" key on your keyboard.

To scroll down the list: move your mouse wheel down (when mouse is over the presets list)

To scroll up the list: move your mouse wheel up (when mouse is over the presets list)

To search for a preset by name: type the text into the search textbox and press enter or click on the Search button. The matching presets will be displayed on the list:
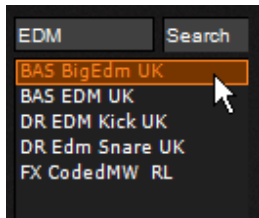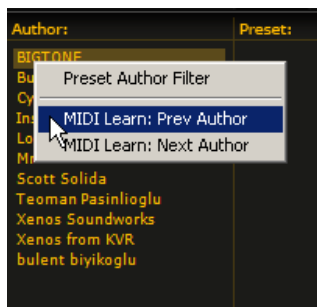
Controlling the Browser from your MIDI Controller

It is possible in SynthMaster Player to control the preset browser from your MIDI controller, by sending MIDI CC messages. You can assign buttons on your controller for scrolling up/down

- Instrument type
- Music style
- Preset Author
- Presets

To link a button to a list, move your mouse over the list, and then click on the right mouse button. The popup menu will show up with 2 selections: Prev and Next

After you select one of the menu items, press the button on your MIDI controller to send the MIDI CC message, SynthMaster Player will learn the button and establish the link between the button and the browser function. SynthMaster Player saves this link in its configuration file, so you have to do this linking only once.

Adding Presets to Your Favorites List

It is possible to mark the presets you like as 'favourites' so that you can easily load them again in your sessions. To add a preset to your 'favourites' list:

- Click on the preset name to choose the preset
- Right click on the preset name to bring up the dropdown menu
- Choose "Add to Favourites"
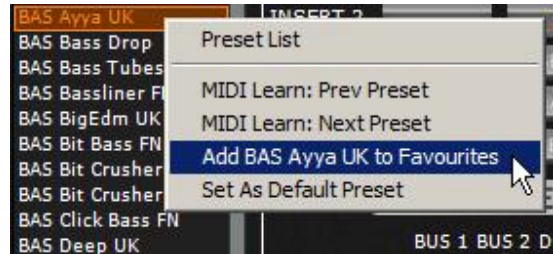
Assigning the "Default" Preset

"Default" preset is the preset that is loaded when a new instance of SynthMaster Player is created. To assign a preset as the "default" preset:

- Click on the preset name to choose the preset
- Right click on the preset name to bring up the dropdown menu
- Choose "Set As Default Preset"
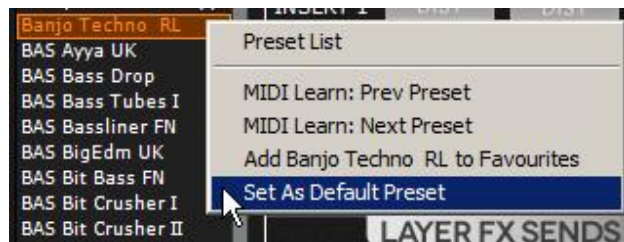
Loading a Preset from Your Favorites List

Once you assign your favourite presets, you can load them back by right clicking on the current preset name (displayed on the top header) and then choosing a preset listed under the "Load Favourite: " category.


Importing Preset Banks Into SynthMaster

SynthMaster Player and Player FREE allows you to use the preset banks released by KV331 Audio. If you purchase preset banks from our website , you will notice that most of them require manual installation (expect the ones that come with their own installers).

Starting with version 2.6.15, we've made it very easy to import those banks into SynthMaster Player:

1. Move your mouse under the *Bank* list and right click. Popup menu will show up. Select *Import preset bank(s)* menu item:
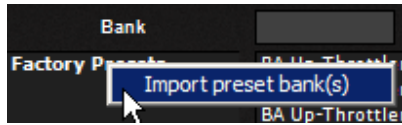
2. Directory browser dialog will open up. Browse to the folder where you extracted the zip file that contains the preset bank files (that end with .smpb / .smar) and click OK to import the files:
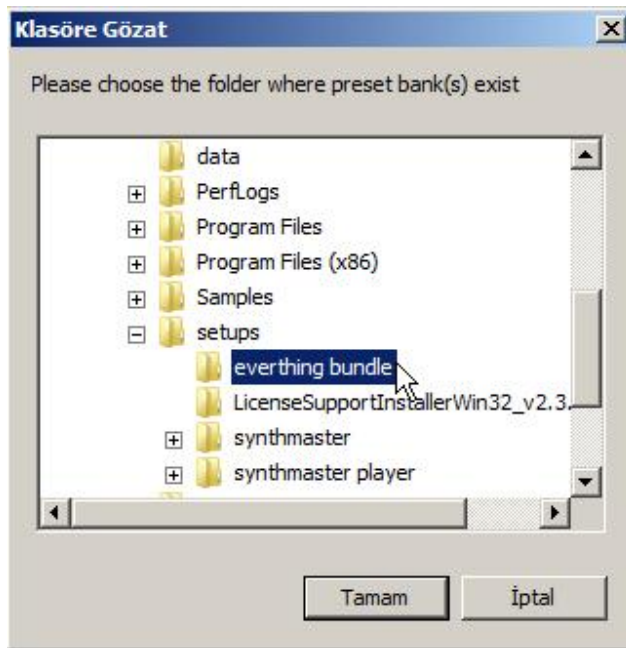
3. If import is successful, the preset browser will be refreshed and you'll see the imported banks :

In case importing fails (due to write permission error), you can manually copy the preset bank file(s) (and the archive file(s) if the preset bank uses any custom samples/waveforms) to the following locations:

- Windows: **C:\Program Files\Vstplugins\SynthMaster Player\Presets**
- MacOSX: **/Library/Application Support/KV331 Audio/SynthMaster Player/Presets**

Assigning Easy Knobs to MIDI Controllers (MIDI Learn)

In SynthMaster Player, easy parameters (knobs and XY Pads) can be assigned to MIDI controllers. This assignment is achieved by the *MIDI Learn* feature in SynthMaster Player. The easy parameter assignments are saved in the configuration file so the assignments are global, not per preset.

To Start MIDI Learn: Bring your mouse over the parameter (knob), and then right click to bring up the content menu.

Click on the *MIDI Learn* menu item, and then start moving the corresponding knob/slider/etc on your MIDI controller device to send MIDI Control Change (CC) messages. As soon as SynthMaster receives a CC message, it will assign that controller to the parameter.

To Remove MIDI Controller Assignment: Bring your mouse over the parameter (knob) that's linked to a MIDI controller, and then right click to bring up the content menu.

Click on the *Remove MIDI CC Link* menu item, and the assignment will be removed.
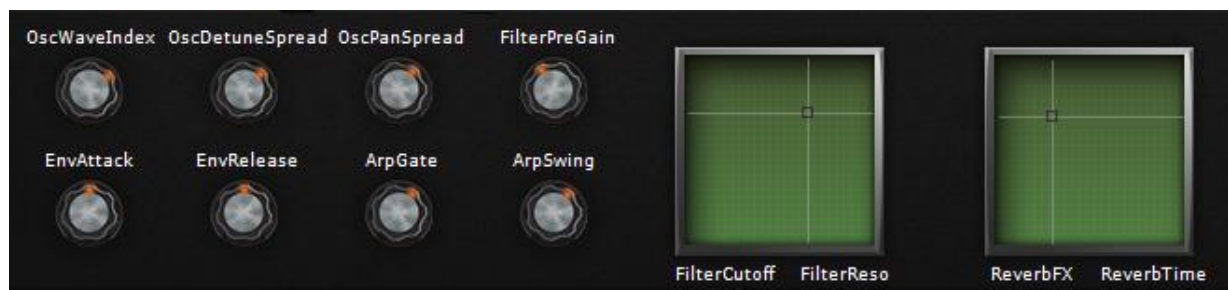
Editing Preset Parameters

SynthMaster Player has limited editing capabilities compared to SynthMaster. For each preset, the following parameters can be edited by the user:

Easy Parameters

Easy parameters are assigned by the sound designer to enable tweaking most important parameters in the preset's design. Each preset has 8 easy knobs and 2 XY Pads.

Layer Insert Effects

For each of the 2 layers there are 5 insert effects that
are assigned by the sound designer. To turn on/off

an assigned effect click on the effect name ![EO],
its state will toggle.
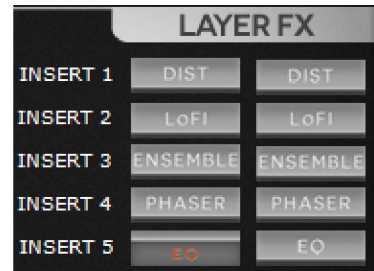
Global Insert Effects

There are 2 global effect buses with 5 insert effect
slots for each. To turn on/off an assigned effect click

on the effect name ![ECHO] , its state will toggle.
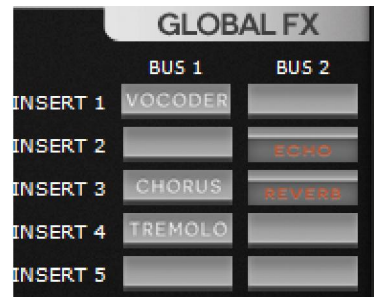
Preset Polyphony

Polyphony is used to limit the maximum number of voices that the
synth can play at a time. By lowering polyphony, you can reduce the
CPU usage of the synth. Its value can be set between 4-64 voices.

Global/Preset Engine Buffer Size

Engine buffer size determines the smallest buffer size at which internal
LFOs, envelopes, etc. are recalculated. Increasing engine buffer size
will lower CPU usage. It takes the following values:

- Short (16 samples)
- Normal (32 samples)
- Large (64 samples)
- XLarge (128 samples)
- XXLarge (256 samples).

TIP: If Global Engine Buffer Size is not set to "Preset" it will override Preset Engine Buffer Size parameter.
*TIP: For best performance set buffer size to Normal/Large during tracking, and set it to Short when
bouncing to audio.*

Global/Preset Engine Quality

Engine quality determines the internal oversampling rate.
Oversampling helps reduce aliasing noise that's generated especially
at high pitches. The more oversampling used, the more CPU cycles
will be consumed. The engine quality parameter takes the following
values:

- Draft (no oversampling)
- Good (2 times oversampling)
- Better (3 times oversampling)
- Best (4 times oversampling)

TIP: If Global Engine Quality is not set to "Preset" it will override Preset Engine Quality parameter.
TIP: For best performance set engine quality to Draft during tracking, and set it to Good/Better/Best when bouncing to audio.

Global/Preset Scale

SynthMaster Player allows you to use different scales globally or for each preset separately. By default, it comes with only 1 scale definition: EqualTempered scale. The scale definitions, which are in Scala format, are stored under:

- Windows**: C:\Program Files\VstPlugIns\SynthMaster Player\Scales**
- MacOSX: **/Library/Application Support/KV331 Audio/SynthMaster/Scales**

TIP: If Global Scale is not set to "Preset" it will override Preset Scale parameter.
TIP: If you want to use different tunings, please copy the scale files (in Scala format) into the above folders.

Global/Preset Skin

SynthMaster Player comes with 2 different skins (which will be 3 quite soon!). By changing the Preset Skin parameter, you can use a different skin for the current preset. For the skin change to take effect, you have to close and reopen the plug-in window.

TIP: If Global Skin is not set to "Preset" it will override Preset Skin parameter.

Changing Current Skin Globally

To change the current skin globally (for all SynthMaster Player instances), you should

1. Click on the left/right arrows (next to the parameter name) on the header to display the current value of the *Global Skin* parameter:

2. Click on the left/right arrows (next to the parameter value) on the header to change *Global Skin* parameter's value:

3. Close and then reopen the skin:

Changing Current Skin for the Current Preset

Rather than using a global skin for all SynthMaster Player instances, you can have a different skin for each instance. The skin name is saved inside preset settings. To change the current skin for the current instance, you should

1. Click on the left/right arrows (next to the parameter name) on the header to display the current value of the *Global Skin* parameter

2. Click on the left/right arrows (next to the parameter value) on the header to change *Global Skin* parameter's value to *Preset*

3. Click on the left/right arrows (next to the parameter name) on the header to display the current value of the *Preset Skin* parameter

4. Click on the left/right arrows (next to the parameter value) on the header to change *Preset Skin* parameter's value to the skin you want to switch to

5. Close and then reopen the skin