Soundtoys User Guide

Version 5.5: For Mac and Windows

soundtoys

We know there's a lot of plug-ins out there for you to choose from and we are truly grateful that you decided on Soundtoys. Thank you! We take a lot of pride in our work and are confident that you will find our plug-ins creative, inspirational, and musical.

Soundtoys effects are meticulously engineered, based on decades of experience creating professional effect processing hardware/software, and inspired by our extensive collection of rare and classic studio gear.

Our approach in developing software is to create dedicated processors that provide the absolute best possible sound quality, flexibility, and creative sound manipulation coupled with true analog character and vibe.

If you are new to Soundtoys, this User's Manual is a great place to start.

CONTENTS

BASIC REQUIREMENTS

First off, there are a number of things you will need to get started with to use Soundtoys plug-ins:

1. A reasonably fast computer capable of multitrack audio processing, Mac or PC.

2. A supported host application (next section).

3. Host compatibility with AU, VST, VST3 and AAX plug-in formats

4. A Soundtoys User Account.

5. An iLok account (Not essential, but highly recommended! You can activate without creating one, but you'll need to create one in order to use your second activation on another device.)

REQUIRED COMPUTER & OS VERSIONS:

OS X 10.14 OR HIGHER
WINDOWS 10 OR HIGHER
LINUX NOT SUPPORTED

SUPPORTED HOSTS

In order to use Soundtoys software you must have an audio application that supports the loading of plug-ins as our devices are not designed to work as standalone software. We officially support the following software platforms for use with our plug-ins:

Pro Tools: 2020 or higher (Mac and PC: AAX Native and AudioSuite)
Logic Pro X: 10.7 or higher (Mac: AudioUnits)
Ableton Live: 10 or higher (Mac: AudioUnits, VST2 and 3; Windows: VST2 and 3)
Studio One: 6 or higher (Mac:VST2 and 3; Windows: VST2 and 3)
Cubase: 12 or higher (Mac & PC: VST3)
Nuendo: 12 or higher (Mac & PC: VST3)
Reaper: 7 or higher (AudioUnits, VST2 and VST3; Windows: VST2 and 3)
Bitwig: 5 or higher (Mac and PC: VST2 and VST 3)

If your DAW is not on the list above, or if your version is older than what's listed, it doesn't necessarily mean that our plug-ins won't work. It just means that it has not been tested. If something goes wrong with an unsupported DAW, you are welcome to write into support, but we cannot guarantee a solution & do not test on earlier versions.

We currently recommend using our **free trial** with your host to confirm compatibility on your computer.

SOUNDTOYS USER ACCOUNT

Your Soundtoys user account is where you'll access your product installers, product updates, and upgrade offers.

If you don't already have a user account, head over to our website and click on **My Account** in the upper right-hand corner. From there you can create a new account. If you have an iLok account please include it in your sign up. If you don't yet have one that's fine as you can add it at any time.

Please see the section on **Activation** (pg. 5) for more details on the use of iLok.

Figure 1: Create a new User Account at soundtoys.com

Once you have a user account, you will see your purchases appear in the **My Products** tab, which includes links to download the installers for all your registered products (click the Apple or Windows icon). This is also how you can update your plug-ins when a new version becomes available.

Figure 2: My Products tab of User Account

ACTIVATION

Every Soundtoys license comes with a 30-digit activation code, which can be redeemed with or without an iLok account. For up-to-date, detailed information on how to redeem your activation code, please refer to [these instructions](#) on our Support Knowledge Base. We'll have you up and running in no time.

We use iLok for license management. It's possible to activate on one device without an iLok account. However, you will need an iLok account to activate your product on a [second device](#) (in case you missed it, all Soundtoys plug-in purchases include two activations). We highly recommend activating with iLok.

FILE LOCATIONS

Once installed, the Soundtoys plug-ins will be installed in the appropriate location for each plug-in format (VST, VST3, AAX, AU) on your computer. Factory presets are also installed along with the software and can be accessed via the plug-in's internal preset browser.

Complete file location information can be found on pages 16 and 17 of this manual.

THE PLUG-INS

Crystallizer – H3000-esque pitch-based granular effects and reverse delays

Decapitator – Analog saturation modeling

Devil-Loc Deluxe* – Vintage analog audio leveler/compressor

EchoBoy* – Echo and delay with tape, vintage, modern styles

FilterFreak 1&2 – Single/Dual band resonant modulated filter with rhythm options

Little AlterBoy – Voice Manipulation

MicroShift* – Micro-pitch shifting

PanMan – Rythmic automatic panning

PhaseMistress – Rich analog-sounding phaser with programmable modulation

PrimalTap* – Retro delay with Freeze

Radiator* – Analog tube mix channel

Sie-Q – Vintage German EQ

SpaceBlender – Experimental reverb with unique envelope shaping controls.

SuperPlate* – Five classic electromechanical plate reverbs with Auto-Decay.

Tremolator – Tremolo effects generator

feature additional 'little' versions

COMMON EFFECTS

Auto-Gate – Tremolator

Wah-Wah – FilterFreak1, FilterFreak2

Envelope Filter – FilterFreak1, FilterFreak2

Echo/Delay – EchoBoy, EchoBoy Jr, Crystallizer, PrimalTap, SpaceBlender

Chorus – EchoBoy, Crystallizer, PrimalTap

Phasing – PhaseMistress, FilterFreak

Flanging – EchoBoy, PrimalTap

Tremolo – Tremolator

Vibrato – EchoBoy, Crystallizer, PrimalTap

Pitch Transposition – Crystallizer, Little AlterBoy

Reverb – SuperPlate, LittlePlate, SpaceBlender, EchoBoy

Compression/Leveling – Devil-Loc, Decapitator

Saturation - Warming, Distortions, Fattening – FilterFreak1, Radiator, Decapitator

Doubling – Crystallizer, EchoBoy, PrimalTap, MicroShift, Little MicroShift

Saturation/Distortion – Decapitator, Radiator, Devil-Loc

Auto panning – PanMan, Tremolator

All Soundtoys plug-ins feature a variety of rotary knobs, switches, tap controls, sliders, and LCD/LED style displays in the graphical user interface (also known as GUI - pronounce however you like). These controls are very reminiscent of those found on physical analog hardware. The following sections discuss each type of control you will find in our plug-ins along with enhanced features that may not be apparent from just looking at the control.

KNOBS

Figure 3: Some of the knobs across plug-ins

You can use a mouse to control all of the knobs in the Soundtoys plug-ins, and they will all work in the same way: To turn a knob up (to the right, clockwise etc), click on the control with your mouse and drag the cursor to the right or slide the cursor up. To turn a knob down (to the left, counter-clockwise), click on the knob with the mouse and drag the cursor to the left or down (towards the floor).

Jumping to a Value using Text Markings:
Some knobs have text markings showing minimum, maximum, or other values. Clicking on one of these markings will automatically move the knob directly to that value (this is not a universal control).

Returning a Knob to its Default Value:
Doubling clicking a knob will return it to it's factory default value.

Viewing a Knob's Exact Value:
To view the exact value of a knob, click on the title of the knob. Additional clicks will toggle back and forth between the title, and the numeric value.

Adjusting a Knob with Fine Control:
To get finer control over knob values, hold down the Command key (Mac), or the Shift key (Windows) while dragging the mouse.

Disabling Preset Changes on a Knob (Parameter Lock):
When auditioning presets, it can be useful to keep a parameter control knob's value from changing to the stored value in each preset, especially for things like the wet/dry mix value and the like. To do this, click on a knob while pressing the Control and Option or Alt keys. The title of the knob will turn red to indicate that it won't change its value when loading different presets. You can still tweak the knob with the mouse when it is 'locked'. Please note that this state is not saved with the session, so next time you can decide if you want it back on or not.
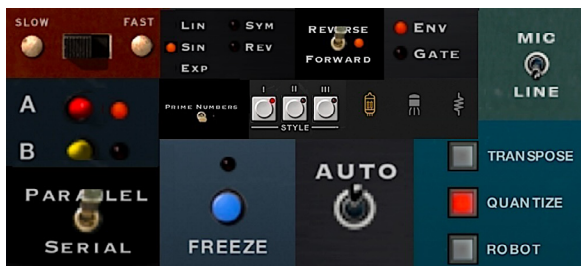
SWITCHES

Figure 4: Various toggle switches you will find

Switches of various types (as shown above) are used in many Soundtoys plug-ins and are employed to handle on/off or similar functions. To change the value of a switch, simply click on the control and it will switch to whatever the "other" option is (say, On versus Off).

For many switches, an LED type indicator will illuminate to let you know a parameter is engaged or what mode a parameter is in. Some switches are selection style buttons as opposed to simple toggle switches. Simply click on the option you wish to select and that action will deselect any other options.

LCD DISPLAYS

Figure 5: LCD Displays all shapes and sizes

The LCD displays found in Soundtoys plug-ins work in a couple of ways:

Nudge Buttons:
Displays featuring a set of up/down arrows work as nudge buttons, allowing you to incrementally nudge up and down a list of parameters or presets. What is shown in the display is the value selected.

Numerical Readouts & Entering Values from the Keyboard:
For numerical readouts, like BPM, you can enter exact values right from your computer keyboard. Clicking on the LED display highlights the field and makes it live. Once highlighted, you can type in a new value via the computer keyboard and press Return to enter the defined value. You can also click & drag the cursor to change the value. Simply click on the value and drag the cursor up to increase the value, or down to decrease the value, similar to using a knob control.

LCD DISPLAYS (continued)

Pop-Up Menus & Changing Options:

For most text-based readouts (things that aren't a number), clicking on the display with the mouse will open a drop down selection menu. To change a option in the selection menu, select the desired option and let go. The selected entry will show up in the field, or a new drop down window may appear depending on what you have chosen and if there is a secondary selection that can be made.

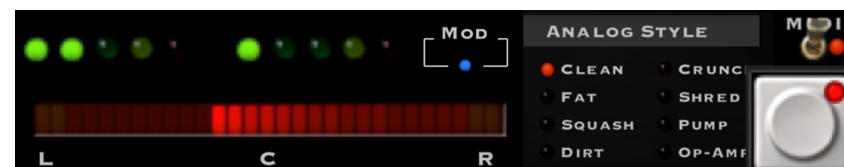Figure 6: Selection menu from LCD display

LED INDICATORS

Figure 7: Various LED-style indicators

Many Soundtoys plug-ins utilize LED indicators to signify level, position, or to serve as a visual reference that a feature is engaged or selected.

LED Meters around threshold knobs show your input level so you can quickly and easily set the proper threshold.
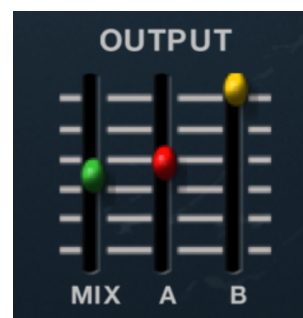
SLIDERS

Figure 8: Sliders

You will also find slider controls in some plug-ins, such as this slider section from PrimalTap pictured to the left. Slider controls are variable and you will find them used for adjustable levels, wet/ dry mixes, and frequency selections (like the High Cut slider pictured). In some cases, sliders can be grouped so changing one slider will also change an associated slider. An example of this is the Feedback A and B sliders on PrimalTap when the A B Link switch is engaged.

TEMPO CONTROL

Figure 9: Tempo section from Soundtoys Effect Rack

Many Soundtoys plug-ins can set modulation or delay times in musical units based on the Tempo clock setting. When using this feature, the plug-in needs to know what tempo your project is at so that it can adjust as needed to keep things all in sync. There are three ways to tell our plug-ins what tempo your project is playing at. Tapping it, entering the exact BPM value, or syncing to MIDI tempo.

Tapping the Tempo
Simply place the cursor over the Tempo button and click the mouse in time with the track. You will notice that the LCD readout will change as you tap the button and display the tapped tempo in BPM. To change the tempo to a new value, simply tap the button a couple of times and a new value will appear.

Tap tempo is extremely useful and allows you to adjust the delay time to be in time with the tempo of a track. It will not be exactly in sync but will get you in the ballpark.

Note that Tap Tempo is only possible when the associated FREE button is On and Tempo is not synced to MIDI.

Entering a BPM Value
BPM (Beats Per Minute) is the standard way of specifying the tempo of a piece of music. If you know the BPM of your track, you can enter it by clicking in the LCD tempo display, typing a value between 30 and 240, and pressing the Return or Enter key. This will set the tempo to the new value and set the sync times accordingly. As noted above, entering a Tempo value only possible when the associated FREE button is on (Only in Effect Rack) and Tempo is not synced to MIDI.

Syncing to MIDI
The MIDI switch allows you to quickly lock to your host application's MIDI clock. If you have set the tempo in your session correctly, simply click on the MIDI option next to the display window. The LCD display will read out the tempo of the incoming MIDI clock and the Tap Tempo button will be disabled, as tempo is now locked to the incoming signal. If you flip the switch off the plug-in will no longer be synced to MIDI clock and the tap tempo will become active again. Additionally, any changes to the master MIDI clock will be shown in the Tempo display.

Figure 10: Effects preset menu header

THE PRESET MANAGER

All Soundtoys plug-ins feature an integrated Effects preset manager allowing you to load, save, and even share pattern presets between different Soundtoys plug-ins. The entire Soundtoys lineup comes packed full of inventive and highly useful presets developed not only by us but also by world renowned producers and engineers. We highly recommend browsing through them in the preset manager!

The preset manager is accessed simply by clicking on the preset manager button displaying the currently selected preset: **Default** in Figure 14 above. This will open up the preset menu which can be navigated with your mouse. Arrows pointing up, down, and right denotes there are more presets outside of the displayed scroll area. Placing your cursor over these areas will automatically populate a drop down menu to show the additional presets.

Presets can also be scrolled through one-at-a-time using the left/right arrows immediately to the left of the preset manager button.
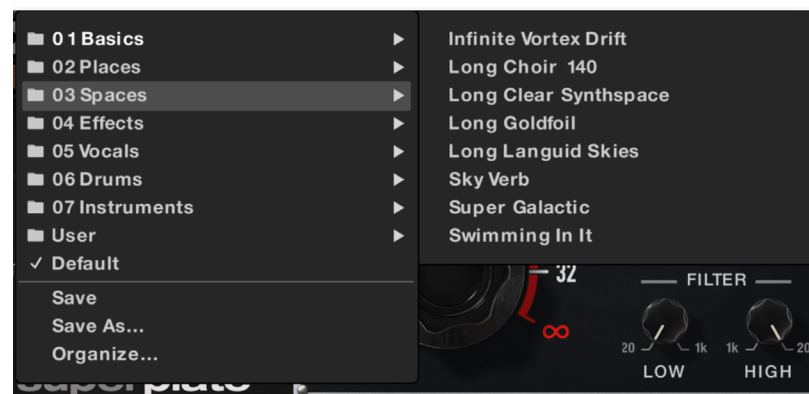

Figure 15: Expanded preset menu

COMPARE

The Compare button is a great way to audition changes you've made while working within a preset. As soon as a change is made to a preset file, the Compare button will change from grey to an illuminated red color. Clicking on the Compare button allows you to toggle between the original preset and your current changes. It's important to note that you need to save changes to a preset before selecting another preset, otherwise the edits will be lost!

SAVING PRESETS

The retro floppy disk icon allows for you to save changes to the existing preset. This functions as a **Save As** control, bringing up your file system menu. If you would like to overwrite a previously saved preset you can select the original preset name to save changes to that preset name. Additionally, **Save** and **Save As** options are available within the preset menu (see Figure 16 below).
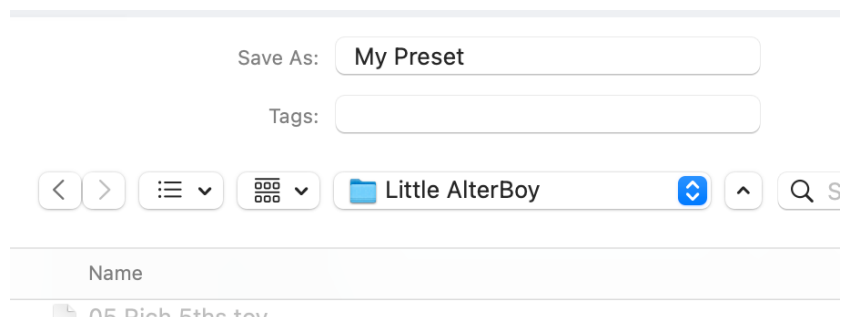
Figure 16: Saving a new preset

SAVING PRESETS (continued)

Note that if you've saved and named a preset and press Save without changing the name, you'll be asked if you want to overwrite the existing preset, so use Save As if you know you want to save a copy with a different name. It's also generally a good practice (though not necessary) to save various versions of your edited sounds and add a suffix like "1, 2, 3" after the name. This way you can go back to a previously saved setting in case you don't like where you've gone with the sound.

ORGANIZING PRESETS

We know how it goes; after a lot of tweaking and back and forth your **Rockin' Drums** preset becomes **Rockin' Drums 2** and then **Rockin' Drums-ALT** and many revisions later **Rockin' Drums-FINAL.** And all 23 versions are clogging up your preset menu as a memorial to your indecisiveness.

Fortunately, the Soundtoys Effects preset menu offers the option for you to organize the folders your presets are stored in. You can create, delete, or rename folders and subfolders. You can also rename, delete, and move presets using this function as well. Simply click on the **Organize** text found at the bottom of the expanded preset menu:
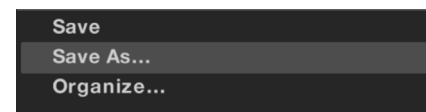
If you wish to use your host application's preset management system instead, please consult that application's documentation for instructions.

RESIZING A PLUG-IN

Soundtoys V5.5 introduces resizable user interfaces for all individual plug-ins except Effect Rack. There are two ways to select or change the size of a plug-in. Simply click on the lower right corner of the plug-in and drag the mouse to reduce or increase the size to fit your needs, or access Interface Size by clicking the menu icon as shown in Figure 18.

Clicking the menu and selecting "Interface Size" will allow you to select from a list of defined sizes. The available preset sizes are: 75%, 100%, 150%, 175% and 200%. The default size for all plug-ins is 150% but with the menu and/or resize drag options you can define the perfect size for your particular set up. The selected size is saved and will open to that setting next time the plug-in is launched.
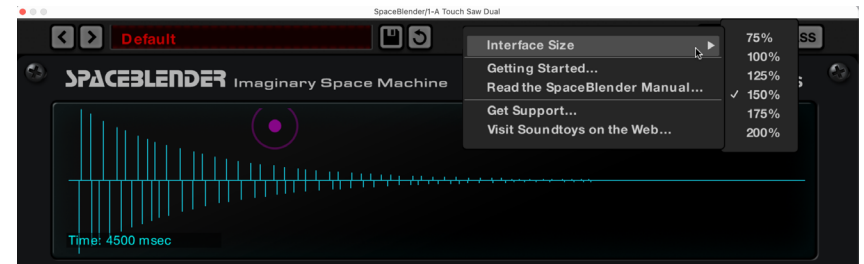

Figure 18: Interface Size presets

SUPPORT.SOUNDTOYS.COM

If things aren't going how you would expect them to, your first stop should be to support.soundtoys.com.

You will find the most up-to-date FAQ (Frequently Asked Questions) information there as well as our Knowledge Base of troubleshooting info. Chances are your question has probably been asked before, but better yet has probably been answered before. Our FAQ is searchable, making finding a solution as simple as typing in a few keywords for the problem you may be experiencing.

Many of the troubleshooting questions we receive are related to installation and authorization. You can find detailed instructions and FAQs in our Soundtoys Knowledge Base at support.soundtoys.com.

SUPPORT INFORMATION

Now that you've taken the time to learn all about our software we hope you have fun, experiment, and make great music! If our plug-ins helped you take your production to the next level, let us know, we'd love to hear from you and what you were able to create with our software.

If you run into any hiccups, encounter something unexpected, or think you've found a bug, we offer free technical support for all registered users.

Our FAQ contains many helpful answers and may address your questions immediately. You can find it at:

support.soundtoys.com

You can also reach our support staff by e-mail at:

support@soundtoys.com

Please have the following information available to help assist our support team:

- **The product version and serial number**
- **The version number of your DAW (e.g ProTools 2025.6, Cubase 14, Logic Pro 11.5, Ableton Live 12.2 etc)**
- **Your interface/hardware (e.g. Focusrite Scarlett, Apogee Quartet, RME Fireface, etc.)**
- **Your computer and operating system info (e.g. Mac OS Sonoma 14.5, Windows 11, etc.)**
- **A detailed description of the problem**

FILE LOCATIONS: MAC

AudioUnits: Macintosh HD / Library / Audio / Plug-ins / Components

VST: Macintosh HD / Library / Audio / Plug-ins / VST / Soundtoys

VST3: Macintosh HD / Library / Audio / Plug-Ins / VST3 / Soundtoys

AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Soundtoys

Presets: / Users / Shared / Soundtoys / Soundtoys 5

Additional Materials: Macintosh HD / Applications / Soundtoys

REMOVING PLUG-INS: MAC

In-depth uninstall instructions - Uninstalling Soundtoys.

FASTEST UNINSTALL

Navigate your Finder to Macintosh HD / Applications / Soundtoys / Utilities / RemoveSoundtoys.dmg.

Double-click on that .dmg file, and then run the "Remove Soundtoys" file and follow the steps provided.

To remove the presets and other data, manually delete these folders:

Presets: Macintosh HD / Users / Shared / Soundtoys / Soundtoys 5
Additional Materials: Macintosh HD / Applications / Soundtoys

MANUAL UNINSTALL

Delete these folders:

AudioUnits: Macintosh HD / Library / Audio / Plug-ins / Components
VST: Macintosh HD / Library / Audio / Plug-ins / VST / Soundtoys
AAX: Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Soundtoys
Presets: / Users / Shared / Soundtoys / Soundtoys 5
Additional Materials: Macintosh HD / Applications / Soundtoys

FILE LOCATIONS: WINDOWS

64-bit VST: C:\ Program Files \ VSTPlugins \ Soundtoys

64-bit VST3: C:\Program Files\Common Files\VST3\Soundtoys

64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plug-Ins

Additional Materials (32-bit): C:\ Program Files (x86) \ Soundtoys

Additional Materials (64-bit): C:\ Program Files \ Soundtoys

REMOVING PLUG-INS: WINDOWS

In-depth uninstall instructions - Uninstalling Soundtoys.

FASTEST UNINSTALL

Use the Windows uninstall utility to remove any products you have installed. To remove presets and delete our other content, manually delete these folders:

Presets: C:\ Users \ Public \ Documents \ Soundtoys \ Soundtoys 5
Additional Materials (64-bit): C:\ Program Files \ Soundtoys

MANUAL UNINSTALL

Delete these folders:

64-bit VST: C:\ Program Files \ VSTPlugins \ Soundtoys
64-bit AAX: C:\ Program Files \ Common Files \ Avid \ Audio \ Plug-Ins
Presets: C:\ Users \ Public \ Documents \ Soundtoys \ Soundtoys 5
Additional Materials (32-bit): C:\ Program Files (x86) \ Soundtoys
Additional Materials (64-bit): C:\ Program Files \ Soundtoys

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