



***nuSpin* Quick Start Guide**

This document is intended to get more experienced software synthesizer users a quick way to producing great sounds. Be sure to review the full *nuSpin* manual for more in-depth information.

Basic Requirements.

In order to use *nuSpin*, you will need to have an internet connection on the computer where you have installed *nuSpin*. The internet connection is used to obtain a license that unlocks the use of media and features.

Setting Up

Locate Your Product Code.

A 16-character product code should have been provided when you obtained the software. The code will have the following format:

XXXX-XXXX-XXXX-XXXX

Where the X's are characters. If you do not have a product code, please visit <http://www.nuvibrations.com> to obtain one.

Once you have located your product code, you are ready to enter it.

Load *nuSpin* in your favorite synthesizer host software and open the window for *nuSpin*. The first time you open *nuSpin*, you should be prompted to register your software. Click the register button, and that will bring up the login dialog.

If you have run *nuSpin* before, you can still register by using the menu button. Select "Enter Feature Code" under "Media" from the menu button (the white arrow button at the upper-left corner of the plug-in window).

Sign up for your *nuSpin* account.

If you have never created a login account for *nuSpin* before, you will need to click on the "Sign Up" Link in the upper right corner to create an account. You will be prompted to enter the information required to set up an account. Enter all the information, then press "OK" to move to the next step.

Confirm your *nuSpin* account.

If the information was successfully submitted, then you will get a notification that an e-mail was sent your e-mail account. Check your e-mail box for the confirmation e-mail and the remaining instructions required to set up your account.

Once your sign up is complete, you can log in.

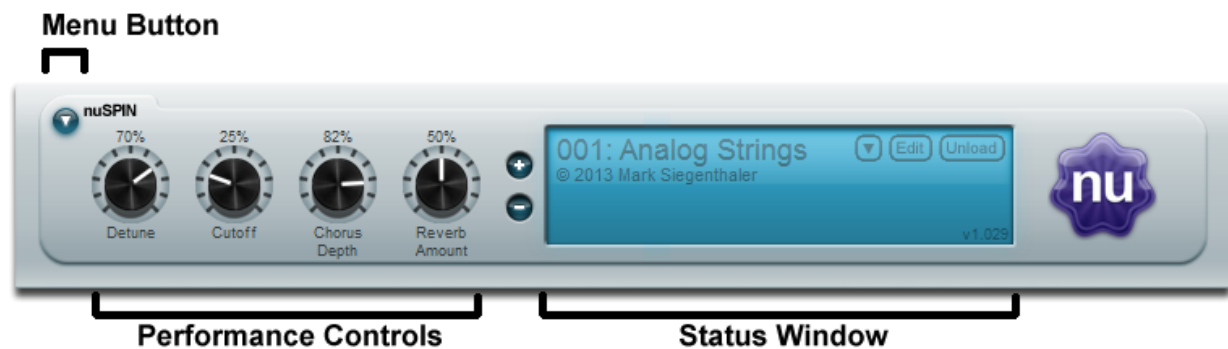
If an update is needed.

If an update is available, you will be prompted to begin the process to download and install it.

Enter your Feature Code.

Once you are logged in, you will be prompted to enter your feature code. Enter just the characters without then press “Ok”. Once the process completes, all your features and media should be ready to use!

The *nuSpin* Performance View Interface



The Menu Button

The main functionality of *nuSpin* can be accessed from the arrow button menu located in the upper left corner of the plug-in window.

Loading a Program

When *nuSpin* first starts it will not generate sound, which is indicated by the “[No Programs Loaded]” text in the status window. In order to set up an instrument to play, navigate to the “Load” menu from the menu button, then select the program to load. You can load multiple programs.

Playing a Program

All programs in *nuSpin* expose up to four performance controls. What the performance controls do depends on the program selected. Performance controls are labeled to indicate their intended function. You should also check the status window for any additional performance information about the program.

If you have loaded multiple programs, you can switch between them using either the “+” or “-” buttons at the left of the status window, or you can select a loaded program using the triangle button in the Status window.

If the current program can be edited an “edit” button will be visible in the status window that will open the program editor for the current program. Finally, an “unload” button is available that will cause the current program to be unloaded from memory.

Editing a Program

Editing a program in *nuSpin* provides the ability to tweak the internal parameters of a program including tone sources, modulation controls, and signal routing. A full discussion of Program design is included in the full manual.

Press the Edit Button for the current program

If you wish to customize a loaded program, you can click the “edit” button in the status window to bring up the program editor.

Use the Edit Menu

You can also edit a program by clicking the menu button and selecting edit->program.

The Program Editing Interface

Once you edit a program, the plug-in view expands to include a tabbed view of the program settings.



IMPORTANT: control changes in the program edit view do not affect currently playing notes.

The Synth Tab

The synth tab contains the controls that determine the basic sound of the program. This tab is where the majority of a program's sound texture comes from, so it deserves a bit more attention.

Oscillators

On the left are three oscillators. The sound source for each oscillator is listed in the blue box at the top of each oscillator module. At the left side of the module are the routing buttons. If the "1" and/or "2" button is pressed, the oscillator is routed through filter 1 and/or filter 2. If no number button is pressed, the signal is routed directly to the "ENV" envelope ADSR. The "*" button causes the oscillators signal to be multiplied into the mix rather than added for ring modulation effects. Finally, you have a tune, pan, gain, and (optionally) a wave position control available. The tune control has an outer ring that is used to tune the note in semitones, while the inner knob provides tuning in cents. If you select a source

beyond “inverted saw”, the “Wave Pos” knob and a second menu are enabled. These controls allow adjustment of how the wave table is played.

There is also a triangle menu button for each oscillator where options for playback and modulation can be adjusted. Each oscillator can be set to respond to the input note value, or play a fixed note.

To select which method is used, click the “Note Tracking” submenu and choose either “On” or “off”. “Oscillator Sync” controls how the waveform is played. “Sync To Note Start” retriggers the wave at the same position every time, producing a very predictable sound. “Free Running” causes the oscillator’s initial phase to vary as if the oscillator was constantly running. “One Shot” plays just one wavelength of the wave – this is useful for using an oscillator as a stimulator for a comb filter to simulate plucked string sounds.

The remaining items in the oscillator menu allow you to control modulation sources and settings for the oscillator’s controls. This can also be done on the modulation tab.

Filters

The “FILT” modules provide a range of filtering options, controllable from the blue pull-down menu. “FILT 1” routes directly to the ADSR by default, but by pressing the “2” button, the signal is sent to “FILT 2” instead.

Attack-Decay-Sustain-Release Envelope

The “ENV” module controls the Attack-Decay-Sustain-Release [ADSR] envelope applied at the end of the chain. The outer ring controls the shape of each segment, ranging from a smooth cubic curve when the control is at full left, to a slow-fast quadratic curve at 25%, to a linear envelope at 50%, to a fast-slow quadratic curve at 75%, back to a smooth cubic curve at 100%. The inner knob controls the time for the Attack, Decay, and Release portions of the curve.

Polyphonic versus Monophonic Playback

The “MODE” module controls the polyphonic versus monophonic quality of the note. When in Monophonic mode, additional controls are enabled that set up how and when notes are triggered, the portamento time, and whether the notes smoothly glide, or run through semitone steps.

The Envelopes Tab

The envelopes tab allows you to control the Low Frequency Oscillators and the Attack-Decay-Sustain-Release envelopes. These envelopes can be used to modulate parameters of modules in the program. The first four LFO’s are global to the program, and can be used to modulate the oscillators and filters on the synth tab, and any effect on the effects tab. You can also modulate parameters of a higher-numbered LFO with a lower numbered LFO.

The Effects Tab

The Effects tab is where you control the effects that are applied across all active notes. This includes Reverb, Echo, Filters, and Distortion. The effects are set up in a chain that resembles a classic tube amp design.

The Modulation Tab

The modulation tab provides a quick way to view your modulation settings. This is also where you can fine-tune the modulation with per-source gain controls as well as a per-destination gain control.

The Metadata Tab

The Metadata tab is where you set up parameters of the program that do not involve the actual sound. Here you can name the program, set its category for later browsing in your DAW, and assign the names of the four parameters that are exposed in the performance view.

Save/Save New/Delete/Cancel

To save changes to a program, click the “save” (or “save new”) button at the bottom of the edit view. Programs included with *nuSpin* cannot be overwritten, so the “save” button is disabled. Saving (when allowed) will overwrite the existing settings in a program. If the changes are not worth keeping, click on the “cancel” button to return to the performance view. Programs can also be deleted by using the “delete” button.

Editing a Wave Table

You can use the Menu button’s edit->Wavetable item if you want to go deeper into tweaking the sound of a program. Here you can alter the settings of any existing wavetable. Wavetables in *nuSpin* are created by scanning images along a controllable “orbit” for more details on the Wave Table editing process check out the “Creating Waveforms from Images in *nuSpin*” document that is included in your installation.

Have Fun!

Ok, time to go play with the synth! Don’t forget to refer to the full manual once the initial excitement wears off. The manual contains a much deeper level of detail and includes examples of some common synthesis techniques.