



UNO Synth Pro

EDITOR

USER MANUAL

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Chapter 1 – Introduction and Settings

1.1 – Foreword



The UNO Synth PRO Editor is a software utility to help you edit and manage the presets of your hardware synthesizer. It works both standalone and as a plug-in for use within a DAW, so you can edit and even automate your UNO Synth PRO just like a software synthesizer, but with all of the sonic mojo of a real analog hardware synth.

Note that the UNO Synth PRO Editor does not generate any sound of its own. It is an editor utility that simply exchanges MIDI data with an UNO Synth PRO hardware synthesizer.

1.2 – System Requirements

Operating Systems:

- MacOS 10.10 and up
- Windows 8 and up

Architecture:

- 64 bits only

Host Compatibility:

- Standalone - VST 2
- VST 3
- AU
- AAX

1.3 – Installation

After registering your unit, proceed with the installation package corresponding to your platform.

You can download the package from the IK Product Manager or from your User Area:

www.ikmultimedia.com/en/userarea

1.4 – Overview

The UNO Synth PRO Editor provides a visual representation of all of the hardware synthesizer controls. This allows you to edit your synthesizer sounds much faster and more efficiently while working in your DAW. The GUI is resizable, so just grab the window by any corner and drag it out or in to change the viewing size.

1.5 – Global Settings

Open by Global Settings by clicking the toaster icon at the top right of the window. This is where you set the MIDI behavior of the ports, the mode for how the knobs edit data, the global pitch bend range and the master tuning of the instrument.

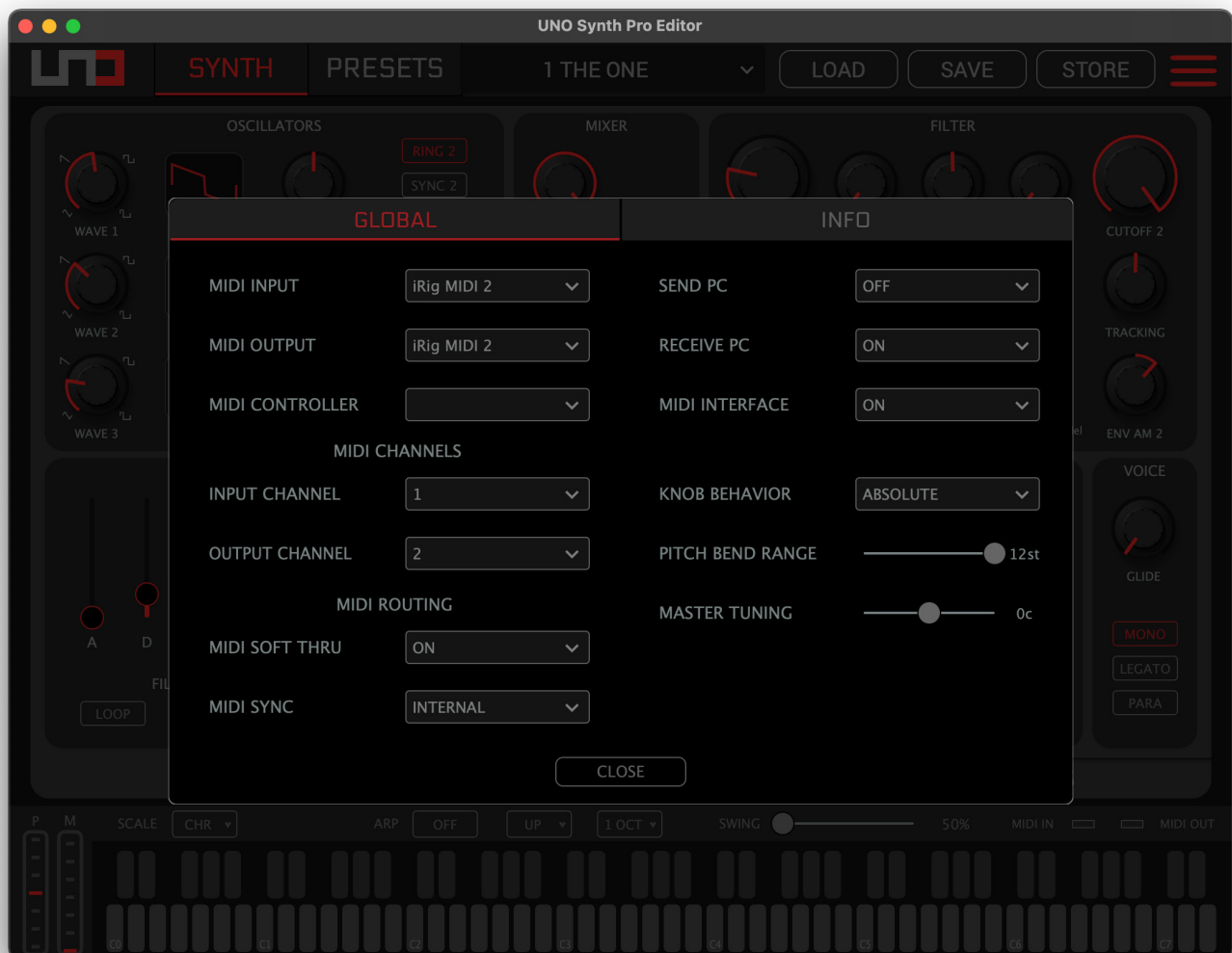
MIDI Options:

- **MIDI In/Out:** Set the MIDI In / Out Interface.
- **MIDI Controller:** Select which controller uses the editor.
- **MIDI Channels:** Set the MIDI Input and Output channels.
- **MIDI Soft Thru On / Off:** The MIDI Soft Thru functionality allows messages from the MIDI IN DIN of the unit to be passed through to the MIDI OUT DIN. When disabled, MIDI IN data is not passed to the MIDI OUT. MIDI Soft Thru is enabled by default.

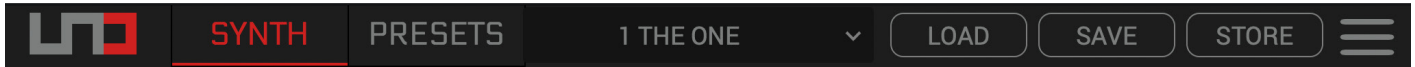
- **MIDI Sync:** Set the Sync to INTERNAL, USB or EXTERNAL MIDI DIN
- **Send and Receive Program Changes:** This determines whether the synthesizer transmits and responds to MIDI Program Change messages.
- **MIDI Interface Mode:** When the MIDI Interface Mode is enabled, MIDI messages coming in via the USB port are sent to the MIDI OUT DIN connector of the unit. Similarly, MIDI messages coming into the MIDI IN DIN connector are passed to the USB connection.
- **Knob Behavior:** Choose between 3 modes: Absolute, Relative and Pass-Through. Absolute mode means that the value will jump match to current position of the knob when you move it. Relative mode is the way classic microprocessor-controlled analog synthesizers work: Regardless of the knob position, moving a knob will increase or decrease the value from its current value. Pass-Through mode will not change the value until the knob passes the physical position of the value, then it controls the value from there the same as in Absolute mode.

Pitch Bend Range: select the pitch bend range in semitones between +/- 1 octave

Master Tuning: adjust the master tuning of the machine between +/- 50cents



Chapter 2 – The Top Bar



The Top Bar lets you choose between the 2 main panels of the application: Synth and Presets.

The current preset is displayed in the center of the bar, and you can view and select between all of the presets loaded in the synthesizer by clicking and scrolling up and down on the preset name field. You can also Load and Save banks of presets and also Store the current preset that you are editing.

Controls:

- **Synth:** The Synth Panel displays all the parameters of the loaded preset including its effects. This is the default view. The Synth Panel has 3 tabs: Engine, Matrix and Effects. Engine is where you will find all of the traditional synthesizer blocks such as oscillators, filters, envelopes and LFOs. Matrix lets you program the 16-part Modulation Matrix where you assign a source to modulate and destination by a set amount. The Effects tab lets you edit the 4 effects processors in the UNO Synth PRO: Drive, Modulation, Delay and Reverb.
- **Presets:** The Presets Panel lets you manage banks of presets and transmit them to and from the UNO Synth PRO hardware.
- **Load:** click to Load a preset from your computer preset folder into the UNO Synth PRO
- **Save:** click to Save the current preset into your computer preset folder
- **Store:** click the Store button to store the edit of the current preset in UNO Synth PRO hardware.

Chapter 3 – The Synth Panel: ENGINE



The Synth panel shows you all the synthesis parameters of the UNO Synth PRO along with the effects parameters. The hardware synthesizer responds to parameters changes from the Editor in real-time, and similarly, the Editor tracks changes made on the UNO Synth PRO hardware itself as well. You can put one hand on the UNO Synth and the other hand on the Editor to work with them simultaneously if you prefer. Click the Engine tab at the lower left to access the traditional synthesizer parameters of the UNO Synth PRO including the oscillators, mixer, filters, LFO and envelopes.

3.1 – The Oscillator Section

Here you control the shape, tuning and intermodulation of the 3 analog oscillators.

Controls:

- **Shape:** The shape knobs change the waveform of each oscillator continuously from Triangle to Saw to Pulse and then change the duty cycle of the pulse width from 50 to 98 percent. There is a waveform display next to each oscillator's shape control for visual feedback.
- **Tune:** The tune knobs change the tuning of each oscillator. The tuning range goes from 0-99 cents, then to 1-12 semitones in each direction.
- **Ring 2:** The Ring 2 button applies a ring modulation effect to Oscillator 2.

- **Sync 2:** The Sync 2 button sets oscillator 2 to hard sync to Oscillator 1.
- **Sync 3:** The Sync 3 button sets oscillator 3 to hard sync to Oscillator 1.
- **FM Amount 2:** The FM 2 knob sets the amount that Oscillator 1 will modulate the frequency of Oscillator 2.
- **FM Amount 3:** The FM 3 knob sets the amount that Oscillator 1 will modulate the frequency of Oscillator 3.

3.2 – The Mixer Section

Here you set the volumes of 3 analog oscillators and noise generator going into the Filter section. You can also set whether the external input is pre-filter, post-filter or pass-through.

Controls:

- **Level knobs:** These set the volume of each oscillator going into the Filter section.
- **Noise knob:** This sets the volume of the noise generator going into the Filter section.
- **External Input Routing:** This determines whether the external audio input is routed pre-filter (going through the Filter and Effects sections) or post-filter (combined with the master output with no processing).

3.3 – The Filter Section

The UNO Synth PRO has 2 filters, and each one has different modes available. The filters can also be configured in series or in parallel, and in or out of phase.

Controls:

- **Cutoff 1 and 2:** These knobs set the cutoff frequency of Filter 1 and Filter 2.
- **Spacing:** The spacing knob sets the offset between the Filter 1 and Filter 2 cutoff frequencies. A positive value offsets Filter 2 higher than Filter 1. A negative value offsets Filter 2 lower than Filter 1.
- **Res 1 and 2:** These knobs set the Resonance level of Filter 1 and Filter 2.
- **Env Am 1 and 2:** These knobs set the amount that the Filter Envelope will modulate the cutoff frequency of Filter 1 and Filter 2.
- **Link buttons:** These buttons allow you link the cutoff frequency of both Filter 1 and Filter 2 or link the cutoff frequency and resonance of Filter 1 and Filter 2.
- **Filter 1 Mode Selector:** This slider sets the mode of the Filter 1 along with its phase relationship to Filter 2. Choose between LP 0° (low pass, filters in phase), LP 180° (low pass, filters out of phase), HP 0° (high pass, filters in phase), HP 180° (high pass, filters out of phase), or Bypass which bypasses Filter 1 completely.
- **Filter 2 Mode Selector:** This slider sets the mode of the Filter 2 along with its routing relationship to Filter 1. Filter 2 is always in low pass mode, but you can change the slope between 2-pole and 4-pole. You can also set whether the input of Filter 2 comes from the Filter 1 (series) or straight from the Mixer (parallel). You can also bypass Filter 2 and set whether the signal comes from Filter 1 (Bypass Series) or straight from the Mixer (Bypass Parallel). In the latter case, the filtered signal of Filter 1 gets combined in parallel with the unfiltered output of the Mixer. Parallel routings – in or out of phase – can produce interesting comb filtering and odd phase relationships resulting in more unconventional filter sounds.

3.4 – The Envelope Section

The UNO Synth PRO has two 4-stage envelopes that are pre-configured to modulate the Filters and Amplitude. The Envelopes can also be set to modulate other destinations in the Modulation Matrix.

Controls:

- **Filter Envelope:** Set the Attack time, Decay time, Sustain level and Release time to create a shape that modulates the Filters or any other destination available in the Modulation Matrix. You can use the Env Am knobs in the Filter section to set how much the Filter Envelope will modulate each Filter.
- **Amplitude Envelope:** Set the Attack time, Decay time, Sustain level and Release time to create a shape that modulates the amplitude of the synth or any other destination available in the Modulation Matrix.
- **Loop buttons:** Each envelope has a Loop button that will cause the envelope to loop continuously while a key is depressed. This allows the envelopes to work like complex LFOs as you change the envelope shape.
- **Retrig buttons:** Each envelope can be set to retrigger every time a new note is played or wait to retrigger until all notes are released and then a new note is played (legato envelope behavior).

3.5 – LFO Section

The UNO Synth PRO has 2 low frequency oscillators, “LFOs,” that can modulate multiple destinations in the synth such as pitch, filter cutoff, resonance level or amplitude. Assign the destination for each LFO in the Modulation Matrix.

Controls:

- **LFO Shape 1 and 2 knobs:** Set the shape for each LFO between sine, triangle, up saw, down saw, square, random, sample-and-hold and noise.
- **LFO Sync 1 and 2 buttons:** Set whether each LFO will sync to the master tempo with its rate represented as note values or using its own internal oscillator rate.
- **LFO Retrig 1 and 2 buttons:** Set whether each LFO will run continuously or reset with every new note played.
- **LFO Rate 1 and 2 knobs:** Set the speed for each LFO. If LFO Sync is on, the value will be represented as a musical note value.
- **LFO Fade In 1 and 2 knobs:** Set the amount of time from when a note is played that the amplitude of each LFO will fade up to maximum.
- **LFO Fade Curve buttons:** Set the curve for the fade in of each LFO between Linear, Exponential and Logarithmic

3.6 – Voice Section

The Voice Section is where you set rate of glide (portamento) and the keyboard mode.

Controls:

- **Glide:** Set the amount of portamento transition between notes.
- **Keyboard Mode:** Set the voice allocation and envelope trigger behavior for incoming notes. Mono mode responds to one at a time with all 3 oscillators and retriggers the envelopes with every note played. Legato mode also plays one note at a time for all 3 oscillators, but waits to retrigger the envelopes until all notes are released and a new note is played. Paraphonic mode lets each note played control each individual oscillator. Since there are 3 oscillators in the UNO Synth Pro, you can play 3-note chords using Paraphonic mode. Note that the oscillators all still go through a single monophonic filter section, and the envelopes are also monophonic so that every new note played will retrigger the envelopes.

Chapter 4 – The Synth Panel: MATRIX



The UNO Synth PRO has a 16-part Modulation Matrix where you can assign a Source to modulate a Destination by a fixed amount. Click the Matrix tab to view and edit the 16 available modulation routes.

Controls:

- **The Source field:** Click in the Source field to open a drop-down menu of all the available modulation sources.
- **The Destination field:** Click in the Destination field to open a drop-down menu of all the available modulation destinations.
- **The Amount knob:** This sets the amount that the source will modulate the destination for each route.
- **The Fade In knob:** This sets the fade in time from the note on message that it takes for the modulation to reach the level set in the Amount field.

Chapter 5 – The Synth Panel: EFFECTS

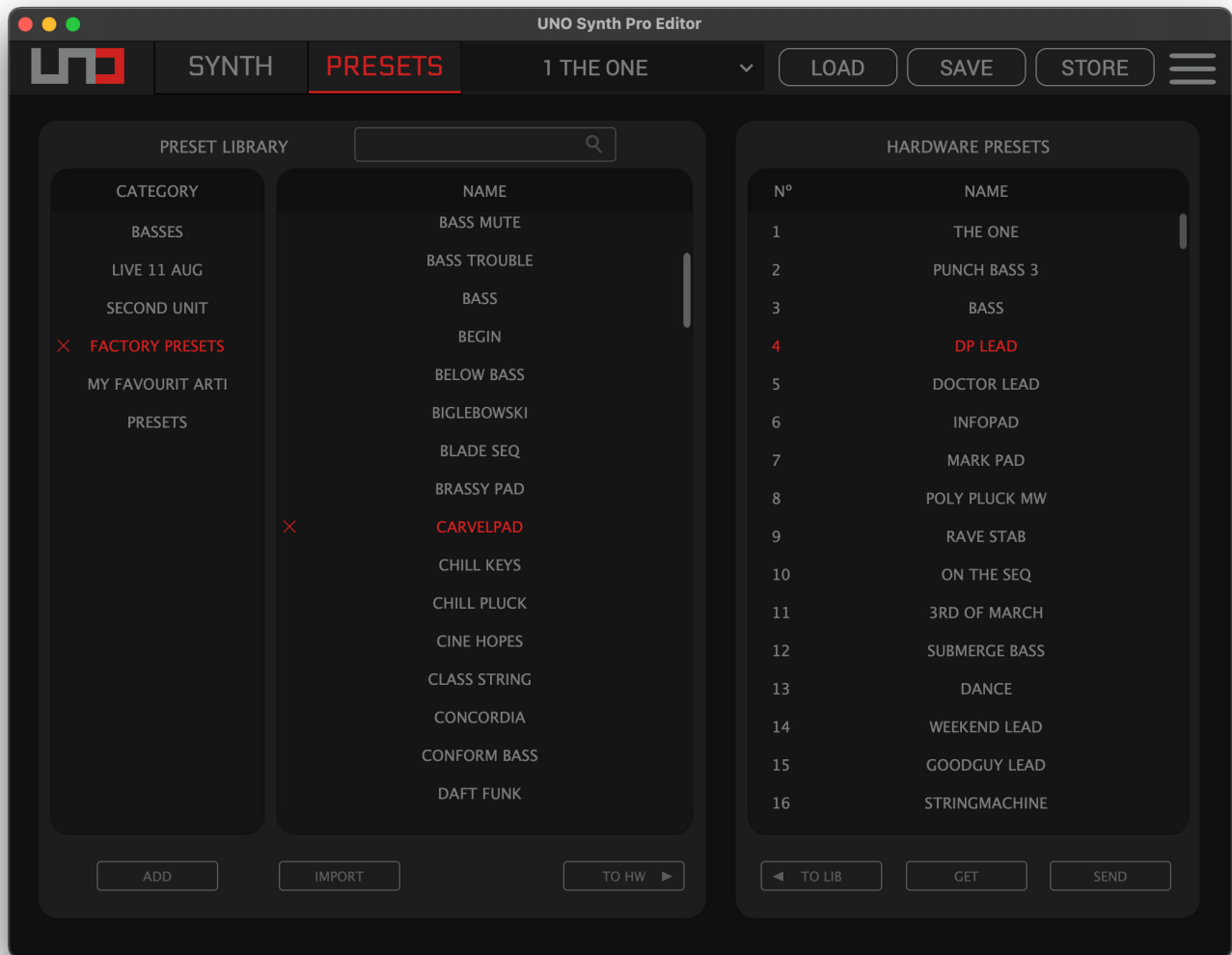


The UNO Synth PRO has 4 effects blocks with settings that are saved per preset.

Controls:

- **Drive knob:** This sets the amount of post filter overdrive.
- **Modulation section:** Here you can choose the type of modulation effect between Chorus, Phaser and Flanger. For the Chorus, there are 3 different modules to further choose from: Synth 1, Synth 2 and Strings. There are knobs for Intensity and Rate as well as a large knob for the Amount (volume) of the Modulation Effect.
- **Delay section:** Here you can choose between 5 digital delay algorithms: Mono, Stereo, Doubler, Ping Pong and LCR. Depending on the model chosen, the knobs below will represent the available parameters. For the Mono Delay algorithm, there are controls for Time, Feedback and the low-pass filter cutoff frequency. There is a Sync button that will synchronize the delays to the master tempo. When Sync is on, the Time parameter will be displayed as a musical note value. At the bottom of the Delay section, there is also a large knob for the Amount (volume) of the Delay Effect.
- **Reverb section:** Here you can choose between 4 reverb types: Hall, Plate, Reverse and Spring. Depending on the reverb type selected, the knobs below will represent the available parameters. For the Hall type, there are knobs to set the Pre-Delay, Size, Time, Filter, Low Time and High Time. At the bottom of the Reverb section, there is also a large knob for the Amount (volume) of the Reverb Effect.

Chapter 6 – The Preset Panel



The librarian is divided in 2 main parts: the Preset Library and the Hardware Presets.

The Preset Library shows the Category list, or folders, and the presets Names inside the selected folder.

In the Hardware Presets the list of the presets stored on the hardware is showed.

6.1 – Preset Library: Category

The folders where the presets are saved in the computer are called category.

A folder can be dragged in the column to became a category, in that way if you have already saved presets somewhere, you can just drag and drop that folder there. Please note that it is not possible to read sub-folders.

Double click on the name to edit it, click the “X” to delete, press “ADD” to add a new folder.

6.2 — Preset Library: Name

Here the list of the presets of the selected category is showed.

To add a preset from the computer you can drag and drop it on the field or press import. To delete a preset, select and press X.

To send a selected preset or presets to the HW, select the slot on the HW list where to save it and press “TO HW >”.

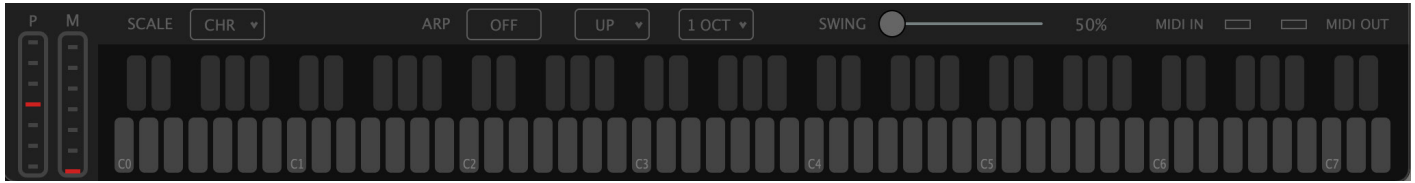
6.3 — Hardware Presets

The list is showing what is currently on the Synth. If you want to force the search of the list press GET.

If you want to send a selected preset or more selected presets, select also the destination category and press “< TO LIB”.

If you have made any changes to the HW presets, like adding another preset from the computer, press “SEND” to send the list to the Synth

Chapter 7 – The Controller Section



The controller section at the bottom of the window provides a virtual keyboard with pitch bend and modulation wheel. These send note and controller messages to the synth and also reflect notes and controller messages sent from the UNO Synth PRO hardware or external controller keyboard. You can quantize the keyboard to a musical scale and also play the synthesizer using the onboard arpeggiator. There are indicators for MIDI In and Out that light to show when MIDI data is being sent and received.

Controls:

- **Pitch Wheel:** The virtual pitch bend wheel bends the master pitch by the interval chosen in the Settings window.
- **Modulation Wheel:** The virtual modulation wheel sends MIDI CC 1, which is most commonly used to scale a modulation routing such as LFO to pitch (aka vibrato) or LFO to filter (aka wah wah).
- **Keyboard:** The virtual keyboard represents the 88 notes of the piano range from A-1 to C7. Click on the notes to send note information to the synth. The keyboard will also light to indicate notes played from the UNO Synth PRO's own hardware keyboard or from an external MIDI controller.
- **Scale:** You can quantize the notes the synthesizer receives to fall within a set musical scale. Click the drop-down menu to choose a scale.
- **Arpeggiator:** Set the parameters for the UNO Synth PRO's onboard arpeggiator. Turn the arpeggiator on and off, choose the direction of the arpeggiation, and set the range of the arpeggiation in octaves and set the amount of swing

Chapter 8 – DAW Integration

Launch your favorite DAW and open an instance of the UNO Synth Editor on an instrument track or MIDI track (depending on the DAW).

From the Editor's Global Settings panel, select the MIDI IN and OUT interface and channels (the editor will recall the settings made on the standalone version by default).

The UNO Synth Editor DAW-integrated plug-in is routed by default to receive MIDI from any MIDI device (including the USB UNO Synth device) and to send MIDI events to the plug-in Editor.

Automation, control change messages, and system exclusive (SysEx) information for the UNO Synth Editor can be fully recalled and recorded within a track. This allows for in-depth parameter manipulation that would be impossible to perform using simply two hands.

CCs are recorded as MIDI events by the DAW and sent by the UNO Editor to the synth, but they do NOT control the associated parameter in the Editor because parameters in the Editor respond only to CCs received from the MIDI input.

Some DAWs allow the Editor and MIDI data to exist on the same track, others require them to be on separate tracks. Please refer to your DAW's manual for more information.

These bidirectional MIDI streams allow you to avoid having parameters receiving the same changes both from the DAW and the MIDI with different timing.

NOTE: MIDI out events are not sent by the DAW to the synth, but to the Editor.

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