



SSF v2.1 Manual

1. Bypass all processing by pressing the plugin name.
2. Preset manager - browse and save presets.
3. Randomize all parameters. Values for controls 7, 8, 10, 11, 24, 32, and 38 are not randomized by design.
4. Filter type selector - use arrows or click the filter name to open a dropdown menu.
5. Selected filter quality factor (resonance). In most filters, this defines how much "ringing" sound there is in the filter. When the selected filter doesn't have a quality factor to control, the slider will be greyed out.
6. Selected filter boost - only available for filter types "Low-Shelf", "High-Shelf", and "Bell".
7. Left/right panning - controls the balance of processing between left and right channels. 0 = 100% processing for both channels, -100 = processing only for the left channel, 100 = processing only for the right channel.
8. Mid/side panning - controls the balance of processing between mid and side information. 0 = 100% processing for the full signal, -100 = processing only for the mid information, 100 = processing only for the side information.
9. Filter drive - controls the filter input volume. Mainly useful when clipping (15) is enabled. The gain difference is fully compensated for values smaller than 0% and partly compensated for values larger than 0%, to prevent excess tweaking with the "Out" slider (10).
10. Filter output volume.
11. Filter mix - the amount of filtering applied overall.
12. Stage selector - selects the first filter stage for editing. Stage 2 selector is the same-looking button on the right. All controls except 1 and 2 are unique for each stage.
13. Reset stage - keeps everything in the other stage intact.
14. Copy the current settings of the stage to the other. Ideal for quickly setting up two similar filters in series.
15. Toggles a clipper for stage 1. When enabled, soft clipping is applied to the filter output. Control the amount of clipping with the drive slider (9). Stage 2 clipper toggle is the same-looking button on the right.
16. Modulation rate - When modulation (19) is on and random mode (23) is off, the horizontal line will turn into a slider for controlling the modulation rate. When sync (20) is on, the rates will be in beats. When sync is off, the rates will be in Hertz (cycles per second).
17. Modulation range - when modulation (19) is on, the colored sections around the cutoff slider (18) control and display the modulation range. Drag on either side to adjust. Hold down Ctrl (Windows) or Cmd (macOS) to move the whole range or hold down Alt (Windows) or option (macOS) to move range ends to opposite directions.
18. Filter cutoff - controls different things depending on the selected filter type (4) but mostly controls filter cutoff frequency. Manually adjustable only when modulation (19) is off.
19. Toggles modulation of the cutoff slider (18). This is required on for controls 16, 17, and 20-39 to do anything.
20. Toggles modulation syncing to the tempo of your DAW. When enabled, rate slider (16) options change from Hertz to beats. Sync is always enabled when random mode (23) is on.
21. Modulation vertical reverse - flips modulation envelope(s) (39) vertically.
22. Modulation horizontal reverse - flips modulation envelope(s) (39) horizontally.
23. Random mode - enables custom modulation pattern creation. Refer to items 33-39 on modulation pattern creation, editing, and randomization.
24. Modulation swing - requires random mode (23) or rates 3/4, 1/4, or 1/8 in the synced modulation mode (20) to function.
25. Envelope editor - controls the modulation shape. Reflects the selected rate item(s) in the modulation visualizer (39) when random mode (23) is on and the full modulation cycle when random mode is off.
26. Selected envelope(s) sustain - isolated sustain control for the envelope editor (25). Drag to adjust.
27. Makes the current envelope the default envelope used for pattern shuffling (36) and dragging in new rate items (38). Also, determines the settings envelopes will reset to when using the envelope reset buttons (28 and 29).
28. Reset selected envelope(s) - resets the selected envelope, or envelopes, if multiple are selected, to the default envelope settings set up by the "Make Default" button (27).
29. Reset all envelopes - reset all envelopes to the default settings in the selected stage's modulation pattern. When random mode (23) is off, this and button 28 function alike in resetting the single modulation envelope.
30. Shuffle selected envelope(s) - randomizes the selected envelope, or envelopes, if multiple are selected, only affecting the features that are not locked (32).
31. Shuffle all envelopes - randomizes all envelopes, only affecting the features that are not locked (32). When random mode (23) is off, this and button 30 function alike in randomizing the single modulation envelope.
32. Selects which features of the envelope are not randomized when using the envelope shuffle buttons (30 and 31). Ac = attack curve, A = attack, Am = amplitude, S = sustain, Dc = decay curve, D = decay.
33. Modulation pattern preset manager - browse and save modulation patterns.
34. Modulation pattern length.
35. Modulation speed multiplier - changes the internal "clock" of the plugin to modulate everything in normal speed (1:1), twice the normal speed (2:1) or half the normal speed (1:2). Also affects the modulation speed when random mode (23) is off.
36. Shuffles current modulation pattern. Which rates are used for the randomization is determined by the rate selections in item 38. What envelope is used in the shuffled rate items is determined by the previous envelope that was made default with button 27.
37. Clears the current modulation pattern of all rate items.
38. Rate selections for shuffling (36). These buttons can also be dragged on to create new rate items into the pattern editor (39) for custom modulation patterns.
39. Modulation visualizer and pattern editor - displays the full modulation cycle and current playback position in it. When random mode (23) is on, this section is also for editing the current modulation pattern. For all the rate items in the random mode modulation pattern, you can: click, shift-click, or shift-drag to select envelopes for editing, drag to move, backspace to delete, Ctrl + D (Windows) or Cmd + D (macOS) to duplicate next to the current selection, or Alt-drag (Windows) or option-drag (macOS) to duplicate into a new item drag-in. You can also undo with Ctrl + Z (Windows) or Cmd + Z (macOs) and redo with Ctrl + Shift + Z (Windows) or Cmd + Shift + Z (macOs) once to go back or forward for the previous version of the whole modulation pattern.

Thank you for using Sixth Sample plugins. Please get in touch at aapo@sixthsample.com if you have any questions or if there's anything I can help you with.