Playmod User Manual

Playmod is a modular multi-FX plugin combining swappable effects and a playback engine to shape, color, and transform audio in creative ways.

1. Introduction

Playmod is designed for flexible sound design, ranging from subtle enhancement to radical degradation and modulation. It includes two core areas: the **Effect Rack**, which provides three customizable effect slots (Neural Saturation, Vapor Dimension, and AI-assisted Reverb), and the **Player**, which simulates various playback devices with authentic noise, pitch, and EQ characteristics. Together, these tools allow users to explore a wide range of sonic textures and vintage playback behavior in a modern, accessible interface.

2. System Requirements

Operating Systems:

- macOS 10.15 or later (Intel & Apple Silicon compatible)
- Windows 10 or later (64-bit)

Plugin Formats:

- VST3, AU, AAX (64-bit only)

Minimum Requirements:

- CPU: Intel i5 or equivalent (i7 or Apple M1/M2 recommended)
- RAM: 4 GB (8 GB recommended)
- Display: 1280x800 or higher
- Internet connection for installation and activation
- DAW with 64-bit support
- 500MB free hard disk space

3. Installation & Uninstallation

Installation:

1. Download the installer from your Karanyi Sounds account or installation email.
2. Launch the installer and follow the on-screen instructions.
3. Once installed, open your DAW and scan for new plugins.
4. Activate using your provided license key if prompted.

Uninstallation:

- **macOS**: Delete the plugin files from:
    - `/Library/Audio/Plug-Ins/VST3/`
      `/Library/Audio/Plug-Ins/Components/`
    - Optionally, remove any related preferences from `~/Library/Application Support/Karanyi Sounds/Playmod`
- **Windows**: Use the system uninstaller or manually remove files from:
    - `C:\Program Files\Common Files\VST3\`
      `C:\Users\[user name]\AppData\Roaming\Karanyi Sounds\Playmod`

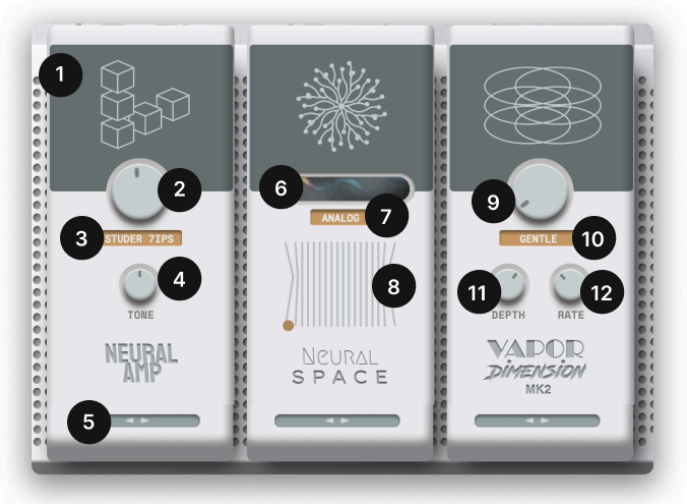
4. Detailed Feature Overview

4/a. Header & Footer Section

1. **Preset Manager**: Save and load presets using the preset menu. Click on the preset name to enable it. Navigate through presets using the buttons left/right to the preset name.
2. **Main Output Volume**: Controls the final output level of the plugin.
3. **Main Dry/Wet**: Blends the processed signal with the dry input.
4. **Random Button**: Randomizes all available plugin parameters (Effect Rack and Player).
5. **Scale Control**: Adjusts the plugin interface size for better visibility. Useful for high-resolution displays and accessibility needs.

4/b. Effect Rack Section

Each effect module can be bypassed and rearranged to change signal flow (left to right).



Neural Amp:

1. **Bypass**: Disables the effect without removing it. (Works the same way on all modules)
2. **Blend Knob**: Dry/wet mix with built-in input drive. Increases saturation intensity by amplifying input level.
3. **Model Selector**: Choose from 6 analog-modeled saturation algorithms. Some may use more CPU due to high fidelity.
4. **Tone Knob**: Emphasizes or filters out specific frequency ranges.
5. **Drag and Drop**: Rearranging modules alters the signal path in real-time.

Neural Space (AI Reverb):
6. **Learn Button**: Activates a short listening phase (~3–4 seconds) where the AI analyzes incoming audio and configures reverb behavior accordingly. It affects a complex chain of settings (feedback, color, damping, size, etc. - these parameters are not available for the user.)
7. **Mode Selector**: Switch between “Analog” (warm, deep) and “Digital” (flat, neutral) reverb models.
8. **Space Panel (XY Pad)**:
 - X-axis: Controls reverb length.
 - Y-axis: Controls dry/wet mix.

Vapor Dimension:
9. **Amount**: Acts as a dry/wet control for modulation. In Widener mode, it adjusts stereo width.
10. **Mode Selector**: Choose between modulation styles – Gentle, Moderate, Immense, and Widener (no modulation, stereo enhancement only).
11. **Depth**: Sets the modulation intensity (disabled in Widener mode).
12. **Rate**: Controls modulation speed (disabled in Widener mode).

4/c. Player Section

This section applies playback simulation effects that emulate old media formats.

1. **On/Off Toggle**: Enables or disables the Player section.
2. **Mode Selector**: Select from six playback modes:

    - **Cassette**: Emulates the compressed, unstable sound of compact cassette tapes, with subtle wow/flutter and midrange-focused EQ.
    - **Tape**: Recreates open-reel tape characteristics with soft saturation, slight pitch modulation, and smooth high-end roll-off.
    - **Vinyl**: Simulates modern vinyl playback with clean crackles and gentle pitch drift for a polished lo-fi texture.
    - **Old Vinyl**: Adds age and wear with more pronounced pitch wobble and EQ dulling, and noisy groove artifacts.
    - **Digital**: Introduces early digital playback imperfections like bit rounding and mild aliasing, with a flat, uncolored EQ.
    - **Bitcrush**: Applies heavy resolution and sample-rate reduction, creating a raw, blocky, and aggressively degraded sound.

3. **Noise Gain**: Controls the volume of the added playback noise.
4. **Noise Envelope Controls**:
    - **THR (Threshold)**: Sets the input level required to trigger noise playback. At 0, noise is always on.
    - **REL (Release)**: Controls how quickly the noise fades out after the signal drops below the threshold.
    - **FIL (Filter)**: Dual-mode filter for noise.
        - Center: no filtering
        - Left: low-pass
        - Right: high-pass

5. **CMP (Compressor)**: Basic compressor for dynamic control - mainly to glue signals and to tame high peaks.

5. Key Features

- 3-slot swappable FX rack
- Neural-modeled analog saturation (6 models)
- AI-assisted reverb with two tonal modes
- Modulation engine with chorus, phaser, and stereo widener
- Player engine simulating 6 playback mediums
- Dynamic noise shaping with threshold and release
- Global dry/wet and output volume
- Randomize button for creative exploration
- Scalable interface for accessibility
- 50 factory presets across genres and instruments

6. Presets Overview

Playmod includes **50 factory presets** categorized for quick use and inspiration. These include:

- **Synth & Keys**
- **Guitars & Bass**
- **Drums**
- **Vocals**
- **Sound Design & FX**
- **Playback Machines**

Presets serve as starting points and are fully editable.

7. Useful tips. How to …

Create Lo-fi Keys

Use the **Old Vinyl** or **Cassette** Player mode to introduce pitch instability and noise. Combine with **Vapor Dimension** in chorus mode for stereo movement, and optionally add **Neural Saturation** for analog-style warmth.

Add Grit to Guitars
Activate **Neural Saturation** with any of the heavier amp models to introduce harmonics and texture. Use the **Tone** control to emphasize the mids or highs, and enable **Compressor** in the Player to smooth dynamics.

Design Ambient Pads
Use the **Neural Space reverb** in **Analog mode** for long, evolving tails. Combine with slow **Vapor Dimension** modulation to add width and movement. Optional: use **Tape** Player mode for subtle degradation.

Simulate Worn Drum Loops
Apply **Cassette** or **Old Vinyl** Player mode for noisy, fluttery playback. Enable **Compressor** and shape the noise behavior with **Threshold** and **Release** so it pulses with the beat.

Create Glitchy Sound Design
Select the **Bitcrush** Player mode for heavy digital artifacts. Use **Neural Saturation** for added intensity, and experiment with modulation settings in **Vapor Dimension** for unpredictable movement.

Widen a Clean Stereo Source
Use the **Widener** mode in **Vapor Dimension**, and adjust the **Amount** to control width. Keep other effects bypassed for a transparent stereo enhancer.

Enhance Vocal Presence
Apply **Neural Space** in **Digital mode** for clear spatial enhancement. Subtle **Vapor Dimension** modulation can add stereo depth, and light **Neural Saturation** may enrich harmonic content.

Design Noisy Intros or Interludes
Use **Tape** or **Vinyl** Player mode with **noise set to continuous** (Threshold at 0). Filter and compress the noise using the built-in controls to tailor the tone and dynamics.

Add a Resampled Feel to Instruments
Use **Digital** or **Old Vinyl** playback modes to reduce fidelity. Activate **Compressor** and tweak the noise envelope to react dynamically with the input.

Explore Random FX Combinations
Press the **Randomize** button to quickly generate unexpected combinations of Player mode, modulation, saturation, and reverb. Ideal for inspiration or discovering new textures.

8. Troubleshooting

- **Plugin not appearing in DAW**:
    - Ensure plugin format (VST3/AU/AAX) is supported and selected during installation.
    - Rescan plugin folders in your DAW.
- **No sound output**:
    - Check dry/wet and output level.
    - Ensure Player or Rack sections are enabled.
- **High CPU usage**:
    - Some amp models are CPU-intensive. Switch to lighter ones.
    - Disable modules not in use.
- **Noise plays unexpectedly**:
    - Adjust Threshold (THR) and Release (REL) in Player section.
    - Set THR to zero for continuous noise or raise it to gate noise.

- **Interface too small/large**:
    - Use the Scale setting in the Header.

Thank You for Your Purchase

Thank you for choosing **Playmod**. We hope it becomes a versatile part of your creative toolkit. For support, updates, and tutorials, visit karanyisounds.com.

Happy sound-shaping!
— The Karanyi Sounds Team