



MODALplugin
MODALapp VST/AU plugin

User Manual

Version - 1.0

MODALplugin

Modal Electronics MODALplugin is the audio plugin version of MODALapp – the software editor for the Modal CREATOR range – focusing on device integration with your DAW.

NB: MODALplugin only supports SKULPTsynthesiser.

MODALplugin features and specifications:

- Audio plugin version of MODALapp for tightly integrating SKULPTsynthesiser with your DAW.
- Control and automate all patch parameters from your DAW
- Record DAW automation from the hardware panel
- Sync device to DAW tempo and transport
- Store and recall edited 'unsaved' patch data – no need to save patch changes to the device
- Send DAW track MIDI directly to the device
- Control multiple SKULPTsynthesiser's simultaneously using multiple plugin instances
- Direct MIDI connection to device providing easy setup
- Available in VST3® and AU® formats (64-bit)
- Available for macOS 10.10 and above, Windows 7 and above

VST is a trademark of Steinberg Media Technologies GmbH, registered in Europe and other countries. AU is a trademark of Apple Inc.



MODALplugin

Differences between MODALplugin and MODALapp:

- MODALplugin doesn't provide device auto-discovery – device is selected manually from the UI.
- MODALplugin doesn't provide access to multiple devices from a single plugin instance – please use multiple plugin instances to connect to multiple devices simultaneously.
- MODALplugin doesn't provide device firmware updating – please use MODALapp for this.
- MODALplugin doesn't support CRAFTsynth v1 or CRAFTrhythm

Apart from the points above, all features of MODALapp are also provided by MODALplugin.



Getting Started

Installation

Run the provided installer and follow its instructions to install MODALplugin onto your computer.

Getting Started

Firstly, if you use MODALapp please update MODALapp to version 2.0.5 or above before using MODALplugin.

Once MODALplugin has been installed onto your computer, please do the following to connect your SKULPTsynthesiser to MODALplugin:

- Connect your SKULPTsynthesiser to your computer via USB and power on the unit
- Launch your VST3 / AU-compatible DAW / software of choice
- Create a new instrument / MIDI track
- Find MODALplugin in your list of instrument plugins, and set it as the instrument on the new track
- Open the editor of MODALplugin
- Using the 'Device' drop down menu at the top of the plugin UI, select 'Skulpt Synth'
- The SKULPTsynthesiser editor UI should now be visible and allow you to control the hardware device.

You do not need to set the MIDI input or MIDI output of the DAW track to be the SKULPT device – in fact doing this can cause problems (See Host MIDI Filters section below for more info).

If you are instead shown a 'Device already connected' error when attempting to connect to the device, please do the following:

If MODALapp is currently open, please do one of the following:

- In MODALapp right-click on the tab of the device you are trying to connect to, and select 'Disconnect' (requires MODALapp version 2.0.5 or above)
- Close MODALapp

Getting Started

If another instance of MODALplugin is connected to the device, please do one of the following:

- In the other MODALplugin instance disconnect from the device by selecting 'None' in the 'Device' drop down menu
- Close/remove the other MODALplugin instance

Once the above has been done please attempt to reconnect to the device in MODALplugin using the 'Device' drop down menu. If you are shown the same error again, please power the device off and back on, and attempt to reconnect again.

If you are using Windows and the editor UI doesn't appear when selecting the device, this may be because the device is already connected to the host DAW or another MIDI application. The Windows class-compliant MIDI drivers only allow a single application to connect to a MIDI device at any time, therefore please disconnect the device from your host DAW or any other MIDI applications before attempting to select the device from MODALplugin.

Plugin Controls and Settings

'Device' menu

Selects the SKULPTsynthesiser USB-MIDI device you want to connect to. Selecting an invalid device will result in no UI being displayed. Click on the 'Device' label to trigger an LED animation on the connected device.

Sync To Host - Clock

When enabled this sets the device to be synced with the host's clock / tempo – changing the tempo in the host will change the tempo of the device. If the host transport is playing the plugin will also send MIDI clock messages to the device for more accurate clock syncing with the host.

If this option is enabled please make sure that you have disabled the DAW from sending MIDI clock / sync messages to the device directly, otherwise the device tempo will be doubled!

Sync to Host – Transp.

When enabled this sets the device sequencer to start and stop when the host transport starts and stops.

Host MIDI Filters

Provides six filters for enabling / disabling MIDI from the DAW track being transmitted to the device. Unselect the buttons to allow MIDI to be transmitted.

There are two separate MIDI CC filters – 'Patch CCs' for all CCs that control patch data; and 'Perf CCs' which include Modulation Wheel (CC 1), Expression Pedal (CC 11), Sustain Pedal (CC 64), and Sequence loading (CC 0).

Please be aware that when the Note, CC, and Program Change Filters are disabled it can be quite easy to get MIDI loops resulting in strange behaviour on the device. E.g. If the SKULPT device is set as a MIDI input of the DAW track and the Notes MIDI filter is disabled, when playing notes on the device they will be sent to the DAW / plugin which will then loop back to the device causing multiple notes to be played. Therefore if these filters are disabled we recommend making sure that the SKULPT device is not set as a MIDI input device on the DAW track.

For documentation on all other controls and features of MODALplugin please consult the MODALapp section of the SKULPTsynthesiser user manual.