

# Archetype Plini User's Guide

*Version 2.0.0: For Mac and Windows*

We worked closely with Plini to capture and recreate every distinct sonic aspect of what makes his gear unique. This plugin captures the go-to tones that Plini used live and in the studio. It's a complete plugin, with 5 sections, and multiple options for the amplifiers.

Neural DSP partnered with Plini to bring you this awesome product: **Compressor pedal, Overdrive pedal, Clean/Crunch/Lead amplifiers, Graphic EQ, Stereo Delay pedal and Reverb pedal.**

In addition to the accurate analog emulation of this product, we added a Cab Simulation block where you can find a pack of carefully recorded impulses specially designed by Neural.

We proudly present to you **ARCHETYPE PLINI.**



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## Basic Requirements

To start using NEURAL DSP Plugins you will need:

1. A computer capable of multitrack audio processing, Mac or PC.
2. A supported host software.
3. An iLok User ID. Latest version of iLok License Manager application.
4. A Neural DSP Account.

**Note:** You don't need an iLok USB dongle to use our products, since you can activate them directly into your computer.

## Supported Operating Systems

OSX 10.9 -10.15

Windows 7 - 10

## Supported Host Softwares

To use NEURAL DSP software as a plugin, you need an audio software which can load it. We officially support the following Software to host our plug-ins:

*Pro Tools 11 - 2019: Mac & PC: AAX Native*

*Logic Pro X: Mac: AU*

*Cubase 6 - 9.5: Mac & PC: VST*

*Ableton Live 9.x or later: Mac: AU & VST; Windows: VST*

*Reaper 5.x: Mac: AU & VST; Windows: VST*

*Presonus Studio One 3.x and 4.x*



VST and ASIO are trademarks of Steinberg Media Technologies GmbH

*FL Studio 20: VST*

*Reason 10: VST*

\*All our products contain a *standalone* version.

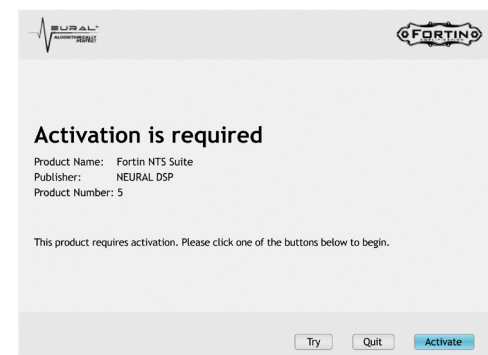
Support is offered for these operating systems and software platforms. This doesn't mean our plugins will not work in your DAW, just download the Demo and try (*Please check that your host software is compatible with your operating system first*).

## iLok User ID And iLok License Manager

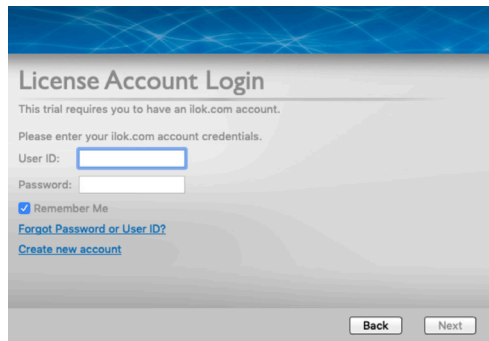
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## Demo Product

Right after the setup installation, you will see an activation window. Please click on "Try" button.



If you don't have an iLok account, you can create one right here:



Then, iLok License Manager software will be installed on your computer... and that's it! Please, note that your trial expires after 14 days.

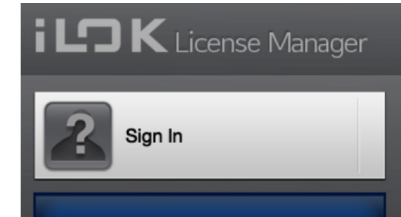
## Full Product

To get a full activation code for any of our products, please create a Neural DSP account on our website, click on a plug-in you want (<https://neuraldsp.com/products/>), select "add to cart", and complete the steps for purchase.

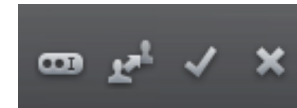
After that, please follow these steps:

- Please make sure you have the latest iLok License Manager application installed and running. (<https://www.ilok.com/#!license-manager>)

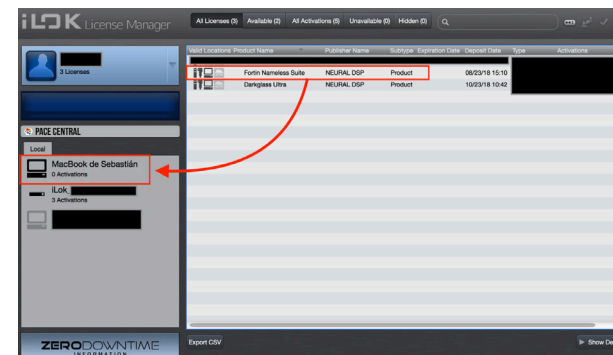
- Log in with your iLok account in iLok License Manager.



- Redeem your code from the upper right corner where the 2 dots and a line symbol is. You can find your code in your inbox email as well.



- After that, drag and drop your license from the available tab to your computer on the left under the LOCAL Tab. For example:



- Install the Plugin by running the installer. (<https://neuraldsp.com/downloads/>)
- Rescan your plugins within your DAW and restart your DAW.
- Also, you can run the standalone as well (*If you run it on windows, you can find the executable in C:/ Program Files / Neural DSP // If you run it on Mac, you can find the app under the Applications folder*).

## File Locations

NEURAL DSP plug-ins will be installed in the appropriate default location for each plug-in format (VST, VST3, AAX, AU) unless different custom location was selected in the process.

## MacOS

**AudioUnits:** *Macintosh HD / Library / Audio / Plug-ins / Components / Archetype Plini*

**VST2:** *Macintosh HD / Library / Audio / Plug-ins / VST / Archetype Plini*

**VST3:** *Macintosh HD / Library / Audio / Plug-ins / VST3 / Archetype Plini*

**AAX:** *Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Archetype Plini*

**Standalone App:** *Macintosh HD / Applications / Archetype Plini*

**Preset Files:** *MacintoshHD / Library / Audio / Presets / Neural DSP / Archetype Plini*

**Manual:** *Macintosh HD / Library / Application Support / Neural DSP / Archetype Plini*

**Note:** *Archetype Plini is available in 64-bit only.*

## Windows

**64-bit VST:** *C:/ Program Files / VSTPlugins / Archetype Plini*

**64-bit VST3:** *C:/ Program Files / Common Files / VST3 / Archetype Plini*

**64-bit AAX:** *C:/ Program Files / Common Files / Avid / Audio / Plug-Ins / Archetype Plini*

**64-bit Standalone:** *C:/ Program Files / Neural DSP / Archetype Plini*

**Preset Files:** *C:/ ProgramData / Neural DSP / Archetype Plini*

**Manual:** *C:/ Program Files / Neural DSP / Archetype Plini*

**Note:** *Archetype Plini is available in 64-bit only.*

## Uninstalling Neural DSP Software

To uninstall, *delete the files manually* from your respective plugin format folders. For Windows, you can uninstall the files by running the setup installer and clicking on “Remove”.

## THE PLUG-IN ARCHETYPE PLINI

Including:

- Compressor Pedal
- Overdrive Pedal
- Clean Amplifier
- Crunch Amplifier
- Lead Amplifier
- Graphic EQ
- Neural Cab Sim
- Stereo Delay Pedal
- Reverb Pedal

## ARCHETYPE PLINI DYNAMIC EFFECTS SECTION



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The first section consists of two effects in series, which can be used separately or combined.

### COMPRESSOR PEDAL

**COMPRESSION KNOB:** The amount of gain reduction is determined by this knob. Make up gain is included in this parameter.

## GETTING STARTED

NEURAL DSP // ARCHETYPE PLINI

**GAIN KNOB** : You can adjust the output signal and compensates for an eventual volume-loss caused by the compression.

**STOMP BYPASS SWITCH**: Press to activate. This will turn on the compressor.

### OVERDRIVE PEDAL

**DRIVE KNOB**: Adjust the amount of Gain the pedal will boost out to the head.

**TONE KNOB**: The tone knob controls the treble frequencies. Increase it and you let all the treble frequencies through, set it to 0 and it cuts a decent amount of treble and even some high mids.

**LEVEL KNOB**: Controls the overall volume of the pedal.

**STOMP BYPASS SWITCH**: Press to activate. This will turn on the overdrive and let it process your signal.

## SARCHETYPE PLINI AMPLIFIER SECTION

### CLEAN AMPLIFIER



### CRUNCH AMPLIFIER





## LEAD AMPLIFIER



The controls are the same for all the amplifiers. You can switch them by clicking the following icons at the bottom of the plugin:



**GAIN KNOB:** Controls the amount of Gain in the preamp section.

**BRIGHT SWITCH:** The signal is very warm, bouncy, and possess tremendous sparkle, which is further enhanced with the Bright Switch.

**BASS/MID/TREBLE KNOBS:** Tone stack of the amp. 3 band EQ.

**MASTER KNOB:** Controls the overall volume of the amp.

**PRESENCE KNOB:** Adjusts the amount of high frequencies.

**ON/OFF AND STANDBY SWITCH (LINKED):** This switches will move together to bypass your signal, as the amp would be off.

## EQ SECTION



High-fidelity Graphic EQ that allows you to see graphically and control individually a number of different frequency bands.

**ON/OFF SWITCH:** You can turn On/Off the EQ filter.

**EQ BANDS:** Bank of 9 sliders controls used to boost or cut frequency bands.

### NEURAL DSP CAB SIMULATION



We have designed a Cabinet simulation for this plugin. It includes 6 microphones with a range of different positions.

**POSITION:** Controls where the Microphone is, meaning from the Center of the Cone, to the Edge of the Cone. *(Disabled when loading external IR file).*

**DISTANCE:** Controls the Distance of the Mic between close to the Cab and Far towards the Room. *(Disabled when loading external IR file).*

**MIC LEVEL:** Controls the level of the selected impulse.

**PAN:** Controls the output panning of the selected impulse.

**ON/OFF SWITCH:** Disables or Enables the respective IR loader Section.

**Ø PHASE INVERTER SWITCH:** Inverts the phase of the loaded impulse.

**IMPULSE LOADER SELECTOR BOX:** Drop down menu for selecting factory Microphones and loading your own IR files. The folder path will be saved, then you can navigate through them by clicking left/right navigation arrows.

**DRAG TO POSITION:** This feature refers to clicking on the Microphone, will allow you to position the Microphone within the Cone area. The values will be reflected on the Position and Distance knobs and vice versa.

## TIME EFFECTS SECTION



### DELAY PEDAL

**DRY/WET KNOB:** Controls the amount of effect that is added to the original dry input signal.

**FEEDBACK KNOB:** Sets the amount of delay returned to the input of the delay line. The higher the setting the more repeats.

**TAPE SATURATION KNOB:** This knob drives the signal to create a subtle tape saturation effect.

**TEMPO KNOB:** Adjust the BPM (Beats Per Minute).

**TIME KNOB:** Sets the delay time in subdivisions. From 1/64T to 1/1D.

**TONE KNOB:** Controls the frequency range of the low pass filter.

**SYNC SWITCH:** Determines whether delay time is set according to DAW tempo or manually.

**PING PONG SWITCH:** Turn on/off the ping pong delay effect (*Stereo, Mono to Stereo configurations only*).

**MOD SWITCH:** Adds pitch modulation to the delay repeats.

**STOMP ENGAGE SWITCH:** Press to activate. This will turn on the Delay and let it process your signal.

**STOMP TAP TEMPO SWITCH:** Controls the delay time by clicking. Delay Time is set as the interval between the last two clicks on the pad.

**SCREEN:** Displaying time and subdivision values.

### REVERB PEDAL

**DRY/WET KNOB:** Controls the amount of effect that is added to the original dry input signal.

**SPACE KNOB:** Controls the Stereo Image of the Reverb.

**TIME KNOB:** Sets the duration of the reverb decay envelope.

**HP FILTER KNOB:** Controls the frequency range of the high pass filter.

**LP FILTER KNOB:** Controls the frequency range of the low pass filter.

**STOMP BYPASS SWITCH:** Press to activate. This will turn on the Reverb and let it process your signal.

## PLUG-IN GLOBAL FEATURES



**DEVELOPED BY NEURAL DSP:** Click on it to reveal additional info about this product.

**INPUT AND OUTPUT GAIN KNOBS:** Input will affect on how much signal the plugin will feed in. This will affect the amount of distortion range of the Gain pots in the Head and Booster Gain knob. Adjust according to your purposes and input signal levels. The output will affect on how much signal the plugin will feed out to your DAW channel. Meters will show if input or output signal are clipping by holding a gray indicator for 3 seconds.

**GATE KNOB:** Attenuates the input signal below the threshold.

**STEREO SIGNAL PROCESSING SWITCH:** Original hardware has the power to process only a mono input signal. With the Stereo switch, you are able to process a Stereo input signal. Ideal for running stereo Guitar tracks or experimenting.

**QUALITY SWITCH:** Changes the quality with which the plugin will process the signal, based on different levels of oversampling (*2x Normal and 4x High*). The higher the quality, more processing CPU power needed.



**GEAR ICON (STANDALONE ONLY):** Audio settings menu. You can select the audio interface to use, set the input/output channels, modify sample rate, buffer size and MIDI devices.

**MIDI PORT ICON:** It opens the MIDI Mappings window. To map any external device to control the plugin, please check the MIDI SETUP instructions (Pag. 12).

**PITCHFORK ICON :** Click on it to activate the built-in Tuner.

**METRONOME ICON (STANDALONE ONLY):** Controls the delay time by clicking. Delay Time is set as the interval between the last two clicks on the pad.

**TEMPO VALUE (STANDALONE ONLY):** You can adjust the tempo by drag and move the arrows vertically. Also, you can set default tempo (120bpm) by double-clicking on it.

**AMP SELECTOR:** You can switch the amplifiers by clicking the bottom icons.

**RESIZE BUTTON:** Click to resize the plugin Window. The resize button will cycle through 3 possible sizes. If your screen is small it will only show 2 possible sizes.

## PRESETS



PRESET

This functionality allows the user to Save, Import and Export presets, understood by parameter values within the plugin.

**SAVE BUTTON:** The Disquette Icon on the left, allows the user to save the current configuration as a preset.

**DELETE BUTTON:** The trash bin on the right allows the user to delete the active preset. (*This action cannot be undone*). If you tweak an existing saved preset and you need to recall the saved version, please load another preset and load back your desired preset. Clicking on the name of the modified preset once its loaded will NOT recall its values.

**LOAD PRESET:** You can load presets from other locations (*XML files*).

**PRESETS FOLDER SHORTCUT:** Go to the Magnifying Glass icon on the Presets toolbar to redirect you to your Presets Folder.

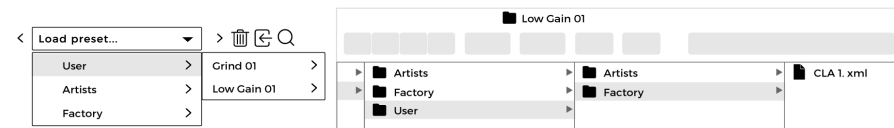
**DROPDOWN MENU:** The arrow on the right side of the list displays a list of presets included by factory, artists and the ones created by the user.

## Where are my presets located?

**Windows:** *C:/ProgramData/Neural DSP/Archetype Plini*

**Mac OSX:** *HD / Library / Audio / Presets / Neural DSP / Archetype Plini*

## Custom Folders



You can create folders to organize your presets under the main directory. The dropdown menu will be updated the next time you open Archetype Plini.

## MIDI SETUP

Archetype Plini features MIDI support. Please, check the following steps to assign MIDI controls to plugin parameter/UI components.

### Mapping MIDI note event to Buttons:

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*
- *Press down MIDI note on the MIDI controller and release it.*

- *Disable MIDI Learn from the right click menu.*
- *Now mapped MIDI note will toggle the parameter value.*

### **Mapping two MIDI notes to a Slider/Combobox:**

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*
- *Press down the first MIDI note on the MIDI controller.*
- *Press down the second MIDI note on the MIDI controller.*
- *Release the first MIDI note.*
- *Release the second MIDI note.*
- *Disable MIDI Learn from the right click menu.*
- *Now the two mapped MIDI notes can be used to increment/decrement the parameter value.*

### **Mapping MIDI CC event to Buttons:**

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*
- *Press down MIDI CC shortcut on the MIDI controller and release it.*
- *Disable MIDI Learn from the right click menu.*
- *Now mapped MIDI CC event will toggle the parameter value.*

### **Mapping MIDI CC event to a Slider/Combobox:**

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*

- *Move CC knob on the MIDI controller.*
- *Disable MIDI Learn from the right click menu.*
- *Now mapped MIDI CC event will control the parameter value.*

### **Mapping two MIDI CC events to a Slider/Combobox:**

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*
- *Press down the first MIDI CC button on the MIDI controller.*
- *Press down the second MIDI CC button on the MIDI controller.*
- *Release the first MIDI CC button.*
- *Release the second MIDI CC button.*
- *Disable MIDI Learn from the right click menu.*
- *Now the two mapped MIDI CC events can be used to increment/decrement the parameter value.*

### **Mapping MIDI Program Change event to Buttons:**

- *Enable MIDI Learn from the right click menu.*
- *Click on the component you want to control.*
- *Press down MIDI Program Change twice shortcut on the MIDI controller.*
- *Disable MIDI Learn from the right click menu.*
- *Now mapped MIDI Program Change event will toggle the parameter value.*

## Mapping two MIDI Program Change events to a Slider/ Combobox:

- Enable MIDI Learn from the right click menu.
- Click on the component you want to control.
- Press down the first MIDI Program Change button on the MIDI controller.
- Press down the second MIDI Program Change button on the MIDI controller.
- Disable MIDI Learn from the right click menu.
- Now the two mapped MIDI Program Change events can be used to increment/decrement the parameter value.

All those MIDI Events will be registered on the **MIDI Mapping** window. You can open it and edit all the parameters by clicking on the MIDI port icon on the bottom left corner of the plug-In. You can add new MIDI events manually by clicking on the “+” button.

## ARCHETYPE PLINI GUI BASICS

Archetype Plini features knobs, sliders, and switches within the Graphic User Interface (*also known as GUI*). These resemble the ones in the physical analog hardware with added control.

## Section Bypass



To bypass a whole section, right click or double click on the upper icons. Pedal Section will be bypassed, Cabinet Section will be bypassed but Amp Head section will be Muted. This feature is linked to the respective Stomps in the pedals and Switches on the Amp.

## Knobs and Sliders

To control knobs and sliders in Archetype Plini, use the mouse: To turn a knob or slider right or clockwise, click on the control with your mouse and slide the cursor up. To turn a knob or slider left or anticlockwise click on the knob with the mouse and slide the cursor down.

## Returning a knob or slider to its Default Value

To return to the knobs or sliders “default values”, please double click on them.

### Adjusting a Knob with Fine Control

To fine adjust the knob values, hold down the command key (*Mac*) or the shift key (*Windows*) while dragging the mouse.

### Switches

Archetype Plini has switches of two types, stomp and toggle. Stomps are used to handle on/off in the Bypass section of the pedals and Toggle are used to Bypass the Amplifier Head section. To change the value of a stomp or a switch, **click to On/Off**.

## SUPPORT AND CONTACT INFORMATION

### NEURALDSP.COM/SUPPORT

For technical issues or any problems experienced with our software contact us at [neuraldsp.com/support](https://neuraldsp.com/support). Here you will find our FAQ (Frequently Asked Questions), our troubleshooting info (your question might have been asked before) and our contact email [support@neuraldsp.com](mailto:support@neuraldsp.com). Please be sure to contact only this email for support purposes. If you contact some other Neural DSP email, your support will be delayed.

### SUPPORT INFORMATION

*In order to help and assist you, please attach the following*

*information to our support team:*

- *Product serial number and version (e.g Archetype Plini, Ver 1.0.0, serial xxxx-xxxx-xxxx-xxxx-xx)*
- *Version number of your audio system (e.g ProTools 2019.6, Cubase Pro 9.5, Ableton Live 10.0.1)*
- *Interface/hardware (e.g. Apollo Twin, Apogee Duet 2, etc.)*
- *Computer and operating system info (e.g. Macbook Pro OS X 10.15, Windows 10, etc.)*
- *A detailed description of the problem*

### CORPORATE CONTACT

Neural DSP OY.  
Tehtaankatu 27-29, 00150, Helsinki, Finland

### FILES LOCATION

#### MacOS

**AudioUnits:** *Macintosh HD / Library / Audio / Plug-ins / Components / Archetype Plini*

**VST2:** *Macintosh HD / Library / Audio / Plug-ins / VST / Archetype Plini*

**VST3:** *Macintosh HD / Library / Audio / Plug-ins / VST3 / Archetype Plini*

**AAX:** *Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Archetype Plini*

**Standalone App:** *Macintosh HD / Applications /*



*Archetype Plini*

**Preset Files:** *MacintoshHD / Library / Audio / Presets / Neural DSP / Archetype Plini*

**Manual:** *Macintosh HD / Library / Application Support / Neural DSP / Archetype Plini*

**Note:** *Archetype Plini is available in 64-bit only.*

## Windows

**64-bit VST:** *C:/ Program Files / VSTPlugins / Archetype Plini*

**64-bit VST3:** *C:/ Program Files / Common Files / VST3 / Archetype Plini*

**64-bit AAX:** *C:/ Program Files / Common Files / Avid / Audio / Plug-Ins / Archetype Plini*

**64-bit Standalone:** *C:/ Program Files / Neural DSP / Archetype Plini*

**Preset Files:** *C:/ ProgramData / Neural DSP / Archetype Plini*

**Manual:** *C:/ Program Files / Neural DSP / Archetype Plini*

*Note: Archetype Plini is available in 64-bit only.*

## Neural DSP - Version 1.0

Archetype Plini Plugin Version 2.0.0

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