



SIMPLE USER MANUAL

INTRODUCTION

Welcome! Thanks for purchasing SIMPLE, the industry's first full-featured third-party synth for Halion 6, Halion Sonic 3 and Halion Sonic SE3. SIMPLE carves its own legacy by reintroducing synthesis from a musical perspective. SIMPLE's intelligent design, flexible Modulation Matrix, unrivaled Super Tone emulation, minimal effort Super Voice engine, SIMPLE control and comprehensive high-quality effects combines and automates the synthesis process, creating an easier workflow where musicians can tap into the control and depth that synthesis provides, while minimizing technical work so you can get back to what's most important—creating music.

This document will get you up and running with SIMPLE.

This product is the result of years of perseverance, hard work and love. By purchasing Chris St'Aubyn products you support a one-man company, provide employment, fund future development, support sound designers, freelancers, artists and families. If you have any questions, concerns, love-letters or hate mail feel free to send it to:

- Chris St'Aubyn website: <https://chrisstaubyn.com/support>
- Support email: info@chrisstaubyn.com

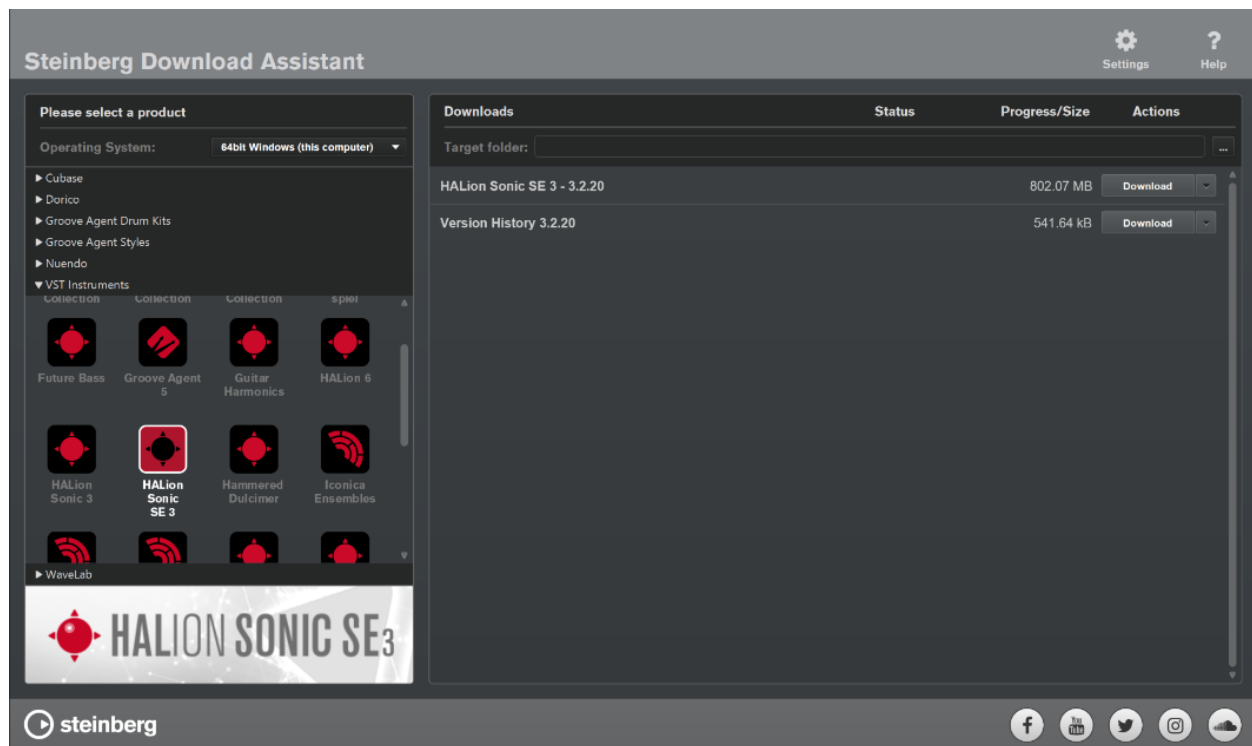
KEY FEATURES

- Fully compatible with Halion 6, Halion Sonic 3 and Halion Sonic SE 3.
- Large Beautiful interface designed for ultimate ease of use and to accentuate workflow.
- Over 500 factory library presets.
- Super Tone Control for unrivalled analog emulation.

**Due to sheer amount of calculations performed, BIONIC mode is EXTREMELY demanding on CPU.*

- Super Voice Control to transforms monophonic voicing effortlessly; adding density, mass, and depth.
- Two continuous-variable oscillators with seven alias-free classic-analog inspired waveforms, incapable of pure tones.
- Real-time oscillator waveform display.
- Single multi-mode filter with 13 different filter algorithms.
- Three flexible independent LFO's and ADSR envelopes with real-time display
- Four freely editable high-quality Effects (Distortion, Chorus, Delay, and Reverb)
- Two SIMPLE control knobs for unique non-linear, super colossal, ear-pleasing sound.
- Full Note Expression support.
- Flexible modulation matrix with independent bypass.
- Programmable arpeggiator with over 1000 arpeggiator types.
- Special integrated post psychoacoustic-processing.
- Special tailored parameters designed to automate and simplify music-making process.

HALION, HALION SONIC AND HALION SONIC SE INSTALLATION



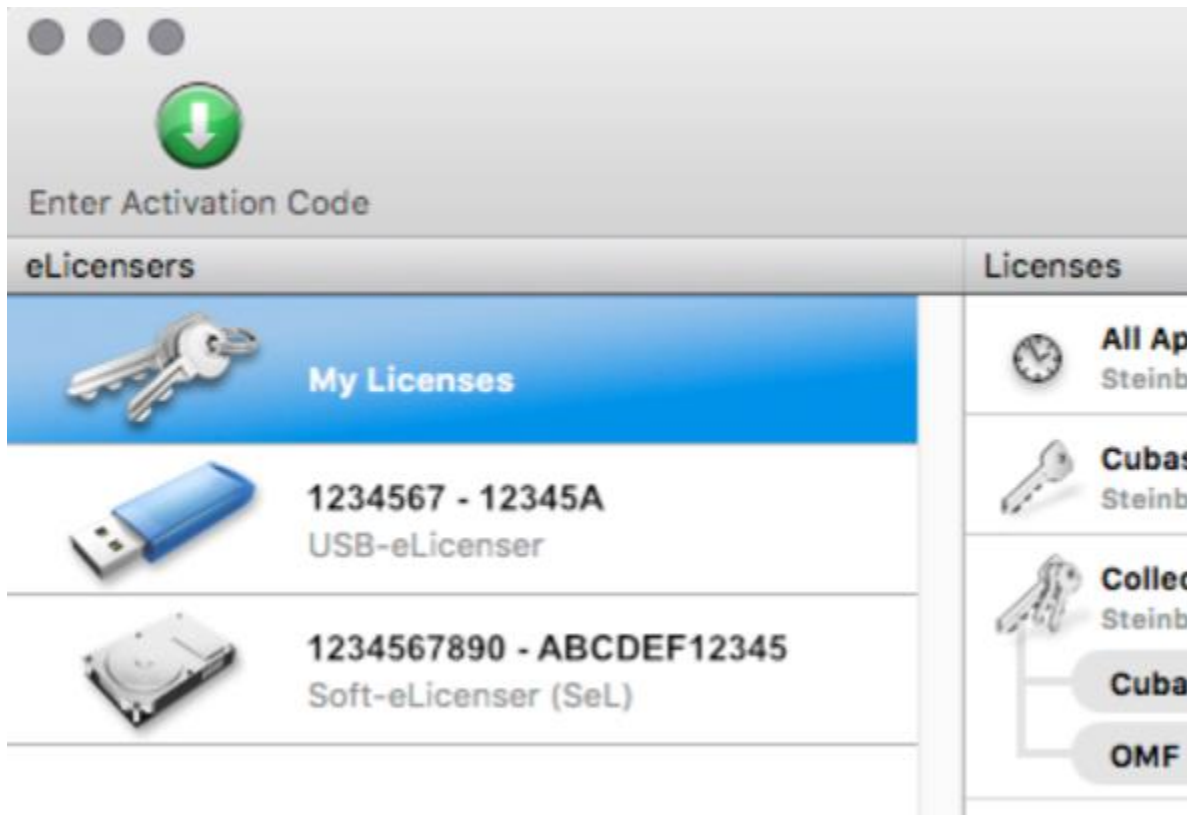
If you don't own a license for HALion 6 or HALion Sonic 3, you can use HALion Sonic SE 3, which is available for free. HALion Sonic SE 3 is also included in Cubase 9.5 and newer. So, if you have Cubase 9.5 or newer, HALion Sonic SE 3 is already installed and, if necessary, only needs to be updated to the latest version.

1. Download and install the [Steinberg Download Assistant](#).
2. Open the Steinberg Download Assistant and navigate to and click the desired version of HALion.
3. A list of all available components for the chosen tier of HALion appears on the right.
4. If you would like to change the default download destination, click the [Target folder:] field, and select a new location.
5. Once the download path is set, click [Download] in the corresponding lines of the HALion components.

**A progress bar provides you with information on the running downloads.*

6. Once all downloads have been completed (green progress bar), click [Open] to proceed with the installation.

HALION, HALION SONIC AND HALION SONIC SE LICENSE ACTIVATION



**To ensure a successful activation please close all Steinberg Software prior to activation.*

1. After HALion has been installed, open the [eLicensor Control Center](#) utility that is automatically installed with HALion.

**You will find it under 'Program Files' (Windows) or 'Applications' (Mac OS X).*

2. Apply the "Maintenance & Online Synchronization" by clicking [Perform Maintenance Tasks] (or click [Maintenance] button at the top right if not shown).
3. If the required USB-eLicensor or Soft-eLicensor is displayed, click on the green button [Enter Activation Code] at the upper left of the eLicensor Control Center.

**If the USB-eLicensor appears to be missing, please [click here](#).*

**If the Soft-eLicensor appears to be missing, please [click here](#).*

4. Enter the provided HALion activation code.
5. Click [Continue] and finally [Download License] to complete activation.
6. As soon as the license has been downloaded, it will appear in the right column of the eLicensor Control Center under "Licenses".
7. After entering an activation code, the license will be downloaded and stored either on the Soft-eLicensor (locally on hard disk) or on a connected USB-eLicensor (dongle). HALion is now successfully activated.

SIMPLE INSTALLATION

**HALion must be installed prior to installing SIMPLE.*

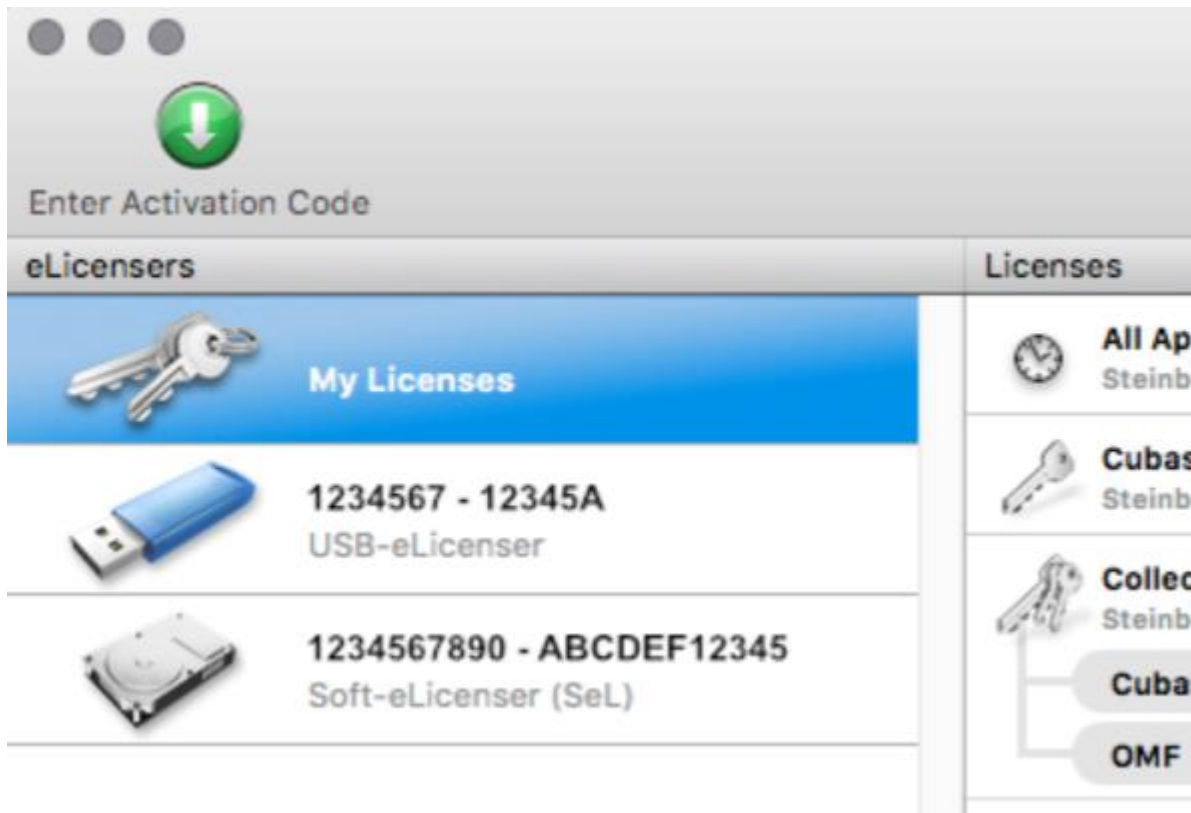
**To ensure a successful installation please close all Steinberg Software prior to installing SIMPLE.*

1. Double-click the downloaded SIMPLE VST Sound Archive file.
2. The Steinberg Library Manager, a tool installed along with HALion/HALion Sonic (SE), opens and suggests registering SIMPLE.
3. Next, you'll be asked to choose a place you'd like to store SIMPLE.

**It is recommended that you choose the "Install to Default Location" option.*

4. Click [OK] to proceed and wait for the registration to finish. Please be patient. It can take some time until all files have been registered completely.
5. As soon as the Steinberg Library Manager has completed the registration, a window pops up reporting that 'VST Sounds registered successfully.' Click [OK] to confirm. SIMPLE is now successfully installed.

SIMPLE LICENSE ACTIVATION



**To ensure a successful activation please close all Steinberg Software prior to activation.*

1. After SIMPLE has been installed, open the eLicenser Control Center utility that is automatically installed with HALion.

**You will find it under 'Program Files' (Windows) or 'Applications' (Mac OS X).*

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7. After entering an activation code, the license will be downloaded and stored either on the Soft-eLicensor (locally on hard disk) or on a connected USB-eLicensor (dongle). HALion is now successfully activated.

**Upon opening HALion you may find that the browser hasn't updated after registering and authorizing SIMPLE. If this is the case, click the "Rescan Disk" icon to rescan and update the browser.*

LOAD EDIT MIDI MIX EFFECTS OPTIONS

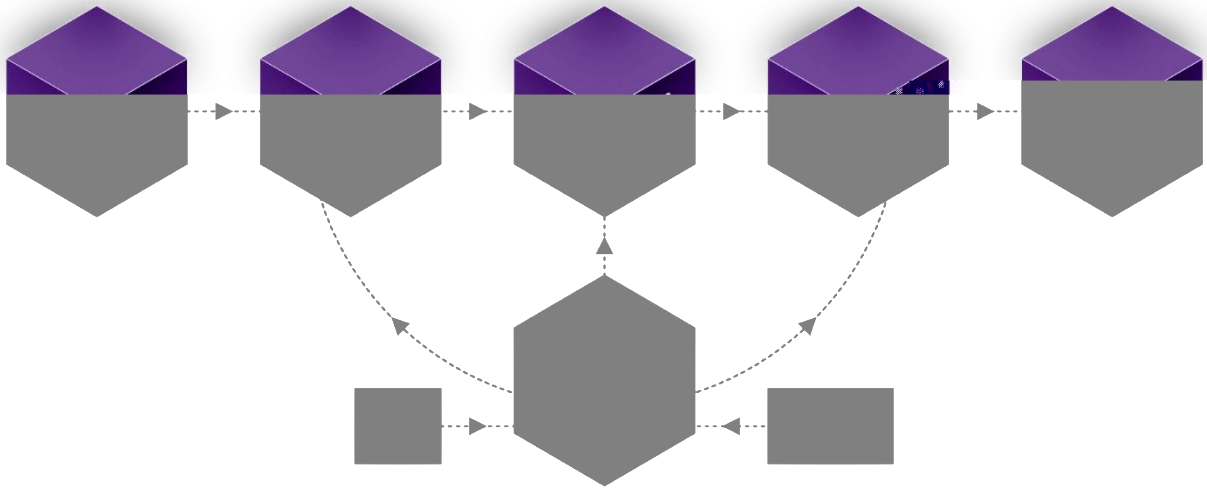
⏮ SIMPLE ⏭

Category		Sub Category		Style		Character	
Accordion	1	Accordion	1			Acoustic	11
Bass	74	Analog	137			Analog	158
Brass	18	Arpeggio	11			Arpeggio	87
Chromatic Perc	11	Beeps&Blips	4			Attack	33
Drum&Perc	37	Choir	2			Bright	156
Guitar/Plucked	9	Clavi	2			Clean	184
Keyboard	18	Digital	65			Clear	67
Musical FX	69	Drones	7			Cold	59
Organ	11	Drumset	12			Dark	104
Piano	4	F Grand	4			Decay	13

⏮ N [Icons] 531



BASIC SYNTHESIS



SIMPLE is a subtractive synthesizer. Although SIMPLE is design for ease of use, some rudimentary understanding of how subtractive synthesizers work is expected. To maximize your experience with SIMPLE it is important to comprehend the signal flow of basic subtractive synthesis. Below is a basic breakdown of SIMPLE's signal flow.

1. You, the keyboardist, play musical notes.
2. The Oscillators generate the basic signal.
3. The Filter and Filter Envelope alter the basic signal by filtering out (removing) portions of the frequency spectrum.
4. The Volume Envelope shapes the beginning, middle, and end level of the signal over time.
5. The Mod (Modulation) Matrix transforms the signal by tying processing components to the signal.
6. Effects then process the signal before it goes to the final output.
7. You hear SIMPLE in all her majestic glory.

MASTER SECTION



The Master Section contains basic global controls for navigating SIMPLE, quick access to Effects and changing the sound characteristics of SIMPLE.

- Master Switches: Switches between Filter, Modulation Matrix and Effects Sections.
- Note Activity: (Not Pictured)
- Output level meter: (Not pictured).
- SUPER TONE: Controls the Sound signature of SIMPLE. Choose between 3 signatures:
 - DIGITAL: Very Punchy, bright, linear, stable sound.
 - ANALOG: Warm saturation, non-linear sound, some parameter drifting (Uses more CPU).
 - BIONIC: Very warm saturation, extremely non-linear, extreme parameter drifting (Extremely CPU demanding).
- VOLUME: Controls the overall volume of signal. SIMPLE turns off when set to 0 to conserve CPU.
- PAN: Controls the overall stereo position of signal between left and right.
- PITCH: Controls the overall pitch of the signal in semitones.
- DISTORTION: Controls the amount of distortion mixed into the signal (Click to switch to Effects Section).
- CHORUS: Controls the amount of chorus mixed into the signal (Click to switch to Effects Section).
- DELAY: Controls the amount of delay mixed into the signal (Click to switch to Effects Section).
- REVERB: Controls the amount of reverb mixed into the signal (Click to switch to Effects Section).
- CSA ICON: Click the logo to enter About-Page.
- COG ICON: Click to access settings (Settings Not Pictured).
 - LIMITER: Deactivates internal limiter.
 - BOOST: Increases the overall volume of signal into internal limiter.
 - RESET MODULATION MATRIX: Click to reset all modulation matrix slots to their default values.
 - CLEAN MODULATION MATRIX: Click to reset non-routed and inactive modulation matrix slots to their default values.

MONO SECTION

The Mono Section contains controls for changing SIMPLE's voicing. SIMPLE's voicing is dynamic depending on Super Tone position (and Mono mode) to optimize CPU usage.

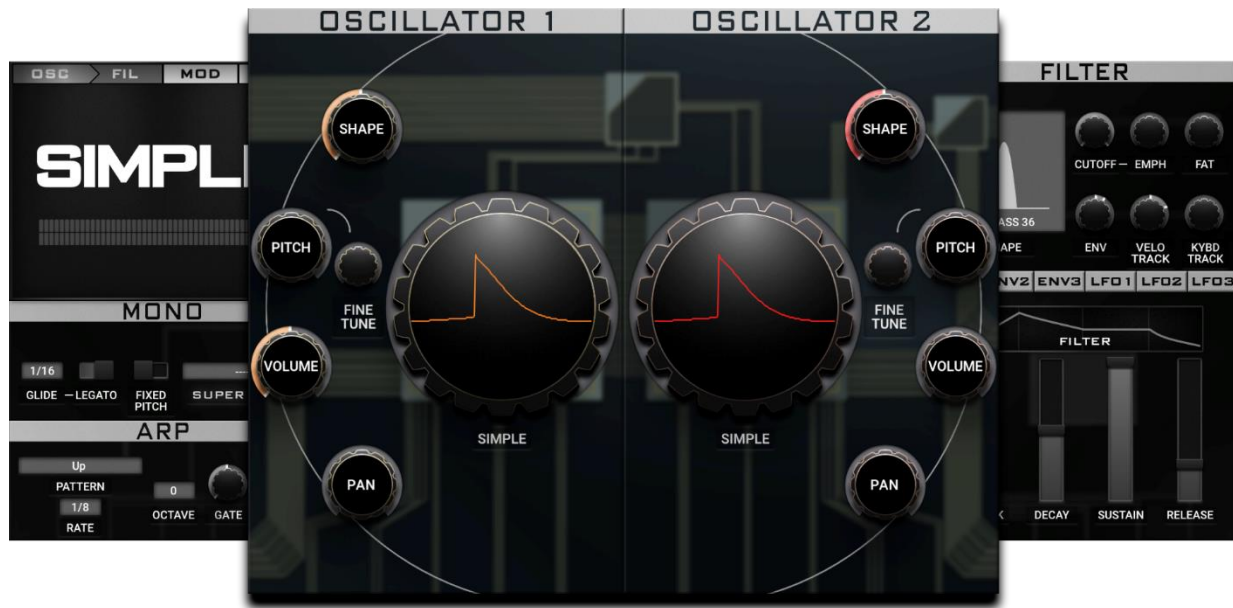
- MONO: Activates monophonic mode. In monophonic mode SIMPLE can only play one note at a time.
- GLIDE: Click to choose the rate it takes for one note to glide to the next note.
- LEGATO: Activates legato mode. Smoothly connects overlapping notes when activated.
- FIXED PITCH: Activates fixed pitch. Pitch will not follow played notes when activated.
- SUPER VOICE: Transforms the monophonic voicing of SIMPLE.
 - HUSKY 1-6: Additional sub voices and slight panning.
 - SMEAR 1-2: Additional voices detuned.
 - ULTRA WIDE 1-8: Additional sub voices, voices, panned delayed, detuned and redistributed structure.
 - CHOAS 1-2: Additional voices detuned and redistributed.

ARP SECTION

The Arpeggiator turns sustained notes into sequences of melodic patterns.

- ARP: Activates the arpeggiator.
- PATTERN: Click to load an arpeggiator sequence from the preset library.
- RATE: Click to choose the rate arpeggiated notes are played.
- OCTAVE: Controls the number of octaves the arpeggio will be transposed.
- GATE: Controls the duration of notes generated by the arpeggiator.
- GROOVE: Shifts arpeggiated notes to create a more human feel.

OSCILLATOR SECTION



The Oscillator Section is where SIMPLE's audio signal is generated. The Oscillator section features two independent oscillators and their respective controls. Each, with independent SIMPLE Controls. **Only 1 Oscillator is described however both oscillators function identically.*

- **SHAPE:** Controls the waveform shape of the oscillator. The waveform controls are continuously variable, morphing between Sine, Triangle, Saw-Triangle, Sawtooth, Square, and Pulse with adjustable Width.
- **PITCH:** Controls the pitch of the oscillator in semitones.
- **FINE TUNE:** Controls the pitch of the oscillator in cents.
- **SIMPLE CONTROL:** The heart of SIMPLE. Designed to minimize technical work. It features a waveform display and handles numerous parameters. It multiplies the oscillator voice to create an enriched stack, detunes each new voice, shifts each new voice from the selected waveform, adds saturation, shifts voice phase, and much more. It does this, all non-linearly, utilizing different ratios. This gives SIMPLE its unique sound but it's also part of the reason it can be extremely CPU demanding. Use the SIMPLE control knobs for unique non-linear, super colossal, ear-pleasing sounds.
- **VOLUME:** Controls the volume of signal generated by the oscillator.
- **PAN:** Controls the stereo position of signal generated by the oscillator between left and right.

FILTER SECTION



The Filter Section features LFO and Envelope sub-sections. The purpose of the filter is to remove portions of the signal in the frequency spectrum sent from the oscillators. After being filtered, a brilliant-sounding sawtooth wave can become a smooth, warm sound without sharp treble. There are several filter types. Each has a different effect on various portions of the frequency spectrum.

- Lowpass (LP): Low frequencies are passed; high frequencies are reduced.
- Highpass (HP): High frequencies are passed; low frequencies are reduced.
- Bandpass (BP): Only frequencies within a frequency band are passed.
- Band Reject (BR): Only frequencies within a frequency band are reduced.
- Comb: A series of notches within a frequencies spectrum by feeding the signal back into itself delayed.

The dB per octave determines the slope of the filter—the lower it is, the softer the filter sounds.

- SHAPE: Click to choose a filter algorithm.
- CUTOFF: Controls the frequency the filter begins to remove harmonics.
- KYBD TRACK (KEYBOARD TRACKING): Controls how much the filter follows notes played on the keyboard.
- VELO TRACK (VELOCITY TRACKING): Controls how much the filter follows the velocity of notes played on the keyboard.
- ENV (ENVELOPE AMOUNT): Controls how much the filter follows the filter envelope.

ENVELOPE SECTION

The Envelope Section comprises three envelopes generators that are triggered when playing notes. SIMPLE contains dedicated Filter and Volume envelopes for changing the filter cutoff frequency and volume over time. The third envelope generator can be used to freely control any given sound parameter via Modulation Matrix (see Modulation Matrix Section). Each envelope features four controls—attack, decay, sustain and release.

- FILTER ENVELOPE: Controls the rise and fall of the filter cutoff frequency over time.
 - ATTACK: Controls how quickly the signal takes to reach its highest point.
 - DECAY: Controls how quickly the signal takes to drop to the sustain level after the peak of the attack.
 - SUSTAIN: Sets the steady amplitude level produced when a key is held down.
 - RELEASE: Controls how quickly the signal fades out completely once the key is released.
- VOLUME ENVELOPE: Controls the level—or loudness—of the signal over time.
 - ATTACK: Controls how quickly the signal takes to reach its highest point.
 - DECAY: Controls how quickly the signal takes to drop to the sustain level after the peak of the attack.
 - SUSTAIN: Sets the steady amplitude level produced when a key is held down.
 - RELEASE: Controls how quickly the signal fades out completely once the key is released.
- USER ENVELOPE: Controls any assigned sound parameter over time.
 - ATTACK: Controls how quickly the signal takes to reach its highest point.
 - DECAY: Controls how quickly the signal takes to drop to the sustain level after the peak of the attack.
 - SUSTAIN: Sets the steady amplitude level produced when a key is held down.
 - RELEASE: Controls how quickly the signal fades out completely once the key is released.

**If a key is released during the attack or decay stage, the sustain phase is skipped. A sustain level of zero will produce a piano-like—or percussive—envelope, with no continuous steady level, even when a key is held.*

LFO SECTION



The LFO section houses three continuous LFO's (low frequency oscillators). LFO's are used to control sound parameters in SIMPLE. LFO's are oscillators that operate below human hearing. SIMPLE's LFO's can be used to simulate natural instrument effects, such as vibrato (by applying LFO to pitch) and tremolo (LFO applied to volume) or can be used to gradually change a setting to create special effects, such as applying an LFO to a filter cutoff value, creating phaser-like effect. **Only 1 LFO is described however all LFOs function identically.*

- SHAPE: Click to choose LFO waveform shape.
- RATE: Controls the rate of the LFO (Click to choose the rate of the LFO when sync with BPM).
- BPM/TIME: Click to sync LFO to song tempo or free time.
- MORPH: Transforms the LFO shape in unique ways.

MODULATION MATRIX SECTION



The Modulation Matrix Section holds the Modulation Matrix. The Modulation Matrix allows you to direct modulation sources to modulation destinations. For example, on slot 1, you can change modulation destinations, such as the oscillator 1 pitch or filter cutoff, by using aftertouch, ribbon controllers, or pedals attached to your keyboard as modulation sources. Furthermore, on slot 2, using MODIFIER 1 as a modulation destination, you can use sources, such as LFO's or a Modulation Wheel to Modify the behavior of the modulation source chosen on slot 1. This flexibility opens the possibility to create unique and complex sounds within SIMPLE.

- **BYPASS:** Click to bypass modulation row.
- **SOURCE:** Click to select a modulation source. The source alters the signal of the destination.
- **AMOUNT:** Controls how much of the source is applied to the destination.
- **DESTINATION:** Click to select a modulation destination. The destination is altered by the source.

SOURCES

- **—:** None
- **LFO 1:** LFO 1 (travels between 0 and, positive or negative values)
- **LFO 2:** LFO 2 (travels between 0 and, positive or negative values)
- **LFO 3:** LFO 3 (travels between 0 and, positive or negative values)
- **LFO 1+-:** LFO 1 (travels between positive and negative values)
- **LFO 2+-:** LFO 2 (travels between positive and negative values)
- **LFO 3+-:** LFO 3 (travels between positive and negative values)
- **FIL ENV:** Filter Envelope shape
- **VOL ENV:** Amplifier Envelope shape
- **USER ENVE:** User Envelope shape
- **KEY TRACK:** Keyboard note position
- **KEY VELO:** Hardness of key impact
- **PITCH BEND:** Keyboard Pitch bend Wheel

- GLIDE: Length of note glide
- MAIN OUTPUT: Audio Output
- MOD WHEEL: Keyboard Modulation Wheel (CC #1)
- AFTERTOUCH: Keyboard Aftertouch
- BREATH: Hardware Breath Controller (CC #2)
- FOOT: Hardware Foot Switch Controller (CC #4)
- EXPRESSION: Hardware Expression Controller (CC #11)
- NOISE: Random value
- NOISE +/-: Random noise between positive and negative value
- MIDI CC 18: CC #18
- MIDI CC 19: CC #19
- MIDI CC 20: CC #20
- MIDI CC 21: CC #21

DESTINATIONS

- —: None
- VOLUME: Overall volume
- PAN: Overall pan position
- PITCH: Overall pitch
- OSC 1 VOL: Oscillator 1 volume
- OSC 1 PAN: Oscillator 1 pan position
- OSC 1 PITCH: Oscillator 1 pitch
- OSC 1 SHAPE: Oscillator 1 waveform shape
- OSC 2 VOL: Oscillator 2 volume
- OSC 2 PAN: Oscillator 2 pan position
- OSC 2 PITCH: Oscillator 2 pitch
- OSC 2 SHAPE: Oscillator 2 waveform shape
- CUTOFF: Filter cutoff
- EMPHASIS: Filter Resonance
- VOL ATTACK: Amplifier Envelope attack
- VOL DECAY: Amplifier Envelope decay
- VOL SUSTAIN: Amplifier Envelope sustain
- VOL RELEASE: Amplifier Envelope release
- FILTER ATTACK: Filter Envelope attack
- FILTER DECAY: Filter Envelope decay
- FILTER SUSTAIN: Filter Envelope sustain
- FILTER RELEASE: Filter Envelope release
- USER ATTACK: User Envelope attack
- USER DECAY: User Envelope decay
- USER SUSTAIN: User Envelope sustain
- USER RELEASE: User Envelope release
- MODIFIER 1: Modify Matrix slot 1
- MODIFIER 2: Modify Matrix slot 2
- MODIFIER 3: Modify Matrix slot 3
- MODIFIER 4: Modify Matrix slot 4
- MODIFIER 5: Modify Matrix slot 5
- MODIFIER 6: Modify Matrix slot 6
- MODIFIER 7: Modify Matrix slot 7
- MODIFIER 8: Modify Matrix slot 8

- MODIFIER 9: Modify Matrix slot 9
- MODIFIER 10: Modify Matrix slot 10
- MODIFIER 11: Modify Matrix slot 11
- MODIFIER 12: Modify Matrix slot 12
- MODIFIER 13: Modify Matrix slot 13
- MODIFIER 14: Modify Matrix slot 14
- MODIFIER 15: Modify Matrix slot 15
- MODIFIER 16: Modify Matrix slot 16

EFFECTS SECTION



The Effects (FX) Section provides access to 4 global stereo effects. The onboard effects are Distortion, Chorus, Delay and Reverb. These effects are routed in series, flowing from top to bottom. Owners of Halion Sonic or Halion can utilize additional effects in series via the built-in inserts for Halion and Halion Sonic. **Additional insert effects may also appear in factory presets.*

- **DISTORTION:** Several forms of distortion designed to simulate the sound of early samplers, low-fidelity characteristics, and overdrive pedals.
 - MIX: Controls the amount of distortion effect mixed into the signal.
 - SAMPLE CRUSH: Reduces sample rate.
 - BIT CRUSH: Reduces bit depth.
 - OVERDRIVE: Controls the balance of overdrive harmonics.
 - TONE: Controls the balance of overdrive harmonics.
- **CHORUS:** The Chorus effect is a modulation effect that is used for thickening up sound.
 - MIX: Controls the amount of chorus effect mixed into the signal.
 - RATE: Controls the rate of the chorus (Click to choose the rate of the chorus when sync with BPM).
 - BPM/TIME: Click to sync Chorus to song tempo or free time.
 - DEPTH: Controls the intensity of pitch modulation.
 - WIDTH: Controls the stereo width of Chorus.
- **DELAY:** Adjustable Stereo and Ping-pong delays.
 - MIX: Controls the amount of delay effect mixed into the signal.
 - RATE: Controls the rate of the delay (Click to choose the rate of the delay when sync with BPM).
 - BPM/TIME: Click to sync delay to song tempo or free time.
 - FEEDBACK: Controls the number of echoes generated.
 - PING-PONG: Activates ping-pong mode. Stereo position of signal swings left and right when activated.
- **REVERB:** High-end reverb capable of reversing reverb output.

- MIX: Controls the amount of chorus effect mixed into the signal.
- REVERSE: Activates reverse mode. Reverb signal plays backwards when activated.
- SIZE: Controls the size of the simulated space.
- PRE-DELAY: Controls the time it takes for reverb to start.
- DECAY: Controls the time it takes for the signal to fade out.

APPENDIX

While browsing presets you may notice some presets have suffixes. This is a list of suffixes used.

- AT: Aftertouch is assigned in this preset.
- BC: Breath Control is assigned in this preset.
- CHRD: This preset will play a chord from a single note.
- CPU: This preset has high CPU usage.
- DRY: This preset uses no effects.
- MW: Mod Wheel is assigned in this preset.
- PB: Pitch Bend is assigned in this preset.
- FT: Foot Controller is assigned in this preset.
- EX: Expression Controller is assigned in this preset.
- x2: This preset has two instances of SIMPLE.
- x3: This preset has three instances of SIMPLE.
- x4: This preset has four instances of SIMPLE.

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