



SX1000

User Guide

v1.0

SX1000	3
Installation	4
macOS	4
Windows	4
Linux	4
Registration	5
Online	5
Offline	5
Parameters	6
Main	6
Arpeggiator	8
Effects	8
Features	9
Parameter Lock	9
Edit Value	9
Oversampling	9
Window Size	9
Preset Copy / Paste	10
Enable / Disable Notifications	10
Swap Mouse Buttons	10
GUI Acceleration	10
Graphics Controls	10
End	11
Where is everything?	11
Credits	12
EULA	12
Thank You	12
Follow Us	12

SX1000

Vintage Analogue Synth

[SX1000](#) is a faithful emulation of the JEN SX1000, a vintage Italian synth released in 1978. The SX1000 was one of the earliest affordable analog synthesizers, designed for musicians seeking hands-on control without breaking the bank.

We have carefully emulated the SX1000's M110 chip, and also expanded its capabilities by adding features like full polyphonic mode, a sub-oscillator (down to -3 octaves), and additional controls for legato modes.

We've also integrated an arpeggiator borrowed from a vintage classic polysynth and enhanced the sonic possibilities with four effects featuring flexible routing.

SX1000 is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP, Standalone).

It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

Installation

macOS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

Linux

- Extract the tarball archive
- Run `./install.sh`
- Follow the instructions to install the plug-in(s)

Registration

You can open the registration window by clicking on the icon ☰ next to the bypass button, in the top-right corner.

Online

- If you haven't created an account yet, you can [sign up here](#)
- Just input your credentials into the text fields and click on Log In.



← X



Log in to authorize

 Email

 Password

☐ Remember me

Log In

Forgot Your Pass? Sign Up

Offline

- Download the license file from your [account](#).
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.



← X



Offline activation

Drop the license file here
or

Load License File

Parameters

Main

V.C.O.

<i>Tune</i>	Adjusts the pitch of the oscillator
<i>Octave</i>	Sets the pitch range in octaves (32', 16', 8', 4')
<i>Vibrato</i>	Adjust the amount of pitch modulation
<i>Wave</i>	Selects the oscillator waveform (saw, square, pulse)
<i>Pulse Width</i>	Adjusts the width of the pulse waveform
<i>P.W.M.</i>	Adjust the modulation depth of pulse width changes
<i>Level</i>	Adjust the oscillator volume
<i>Glide</i>	Adjust the amount of portamento effect between notes

L.F.O.

<i>Speed</i>	Adjusts the rate of the LFO modulation
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V.C.F.

<i>Cutoff</i>	Adjusts the filter cutoff frequency
<i>Resonance</i>	Adjusts the resonance amount
<i>L.F.O.</i>	Adjusts the depth of LFO modulation on the filter
<i>Env. Level</i>	Adjusts the amount of envelope modulation on the filter
<i>Attack</i>	Controls how quickly the filter cutoff rises to its peak
<i>Decay</i>	Sets the time for the filter cutoff to fall to the sustain level
<i>Sustain</i>	Adjusts the level at which the filter cutoff is held
<i>Release</i>	Sets how long the filter cutoff fades after a key is released

Noise

Noise Type Selects the noise type (off, white, pink)
Level Adjusts the noise volume

V.C.A.

Output Volume Sets the overall output level of the synth
Attack Adjusts how quickly the sound reaches full volume
Decay Sets the time for the sound to drop to the sustain level
Sustain Adjusts the volume of the sound during the sustain phase
Release Sets how long the sound fades after a key is released

Sub-Oscillator

Octave Sets the sub-oscillator octave (off, -1, -2, -3 octaves)
Level Adjust the sub-oscillator volume

Velocity

Volume Controls the amount of volume affected by the velocity
Filter Controls the amount of cutoff affected by the velocity

Keyboard

Priority Determines which note takes priority (highest, lowest, or last played)
Bend Range Adjust the amount of pitch bend
Poly Enables polyphonic mode
Legato Enables legato playing
Glide (Legato) Enables glide only when playing legato

Extra

<i>L.F.O. Wave</i>	Selects the waveform for the LFO (sine, triangle, square, saw up, saw down, sample & hold)
<i>Saw Shape</i>	Adjusts the shape of the saw wave
<i>Key Tracking</i>	Controls how much the filter cutoff follows the keyboard pitch
<i>MM5837</i>	Enables the noise generator based on the MM5837 chip

Arpeggiator

<i>Hold</i>	Latches all currently held notes until turned off
<i>Mode</i>	Selects how notes are sequenced (Up, Up & Down, Down, Random)
<i>Bar Reset</i>	Resets the arpeggiator pattern every 1, 2, or 4 bars, or never
<i>Range</i>	Sets how many octaves the pattern spans (1–4)
<i>Rate</i>	Controls the speed or timing subdivision of the arpeggiated notes
<i>Velocity</i>	Selects if each note's velocity is used individually or taken from the last
<i>Note Order</i>	Selected the notes' order: by the sequence you play them or by pitch
<i>Chord</i>	Enables chord arpeggiation (requires Polyphonic mode to be active)

Effects

The SX1000 includes a set of four high-quality effects, inspired by classic gear and designed to complement the synth's character. The effects section features:

Tape Echo, based on our Space Echo emulation Outer Space

Spring Reverb, adding classic vintage reverb

Wave Folder, for rich harmonic distortion inspired by the legendary Wave Multipliers

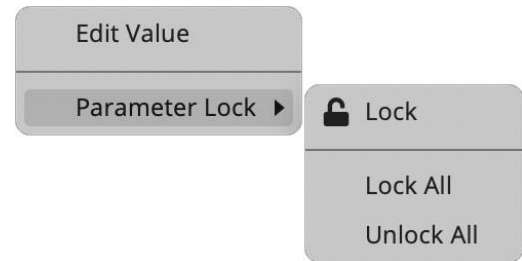
Flanger, BBD based, capable of everything from subtle modulation to swirling textures

Features

Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.

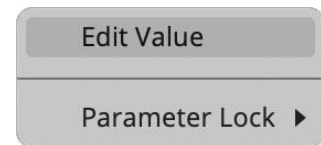
Right click on a parameter and choose *Parameter Lock*.



<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon ≡ you can access additional features.

Oversampling

When enabled, the plugin will run at a higher internal sample rate.

Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

Copy to Clipboard The status of all parameters will be saved to the Clipboard

Paste from Clipboard Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.

This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.

The current and default library is OpenGL.

Graphics Controls

This feature allows you to modify the User Interface's Brightness and Contrast.

End

Where is everything?

The installer will place the plugins, presets, and other data in these folders.

macOS

AU /Library/Audio/Plug-ins/Components/
VST /Library/Audio/Plug-ins/VST/
VST3 /Library/Audio/Plug-ins/VST3/
CLAP /Library/Audio/Plug-ins/CLAP/
AAX /Library/Application Support/Avid/Audio/Plug-Ins/
Data /Users/Shared/AudioThing/

Windows

VST *custom path from the installer*
VST3 \Program Files\Common Files\VST3\
CLAP \Program Files\Common Files\CLAP\
AAX \Program Files\Common Files\Avid\Audio\Plug-Ins\
Data \Users\Public\Public Documents\AudioThing\

Linux

VST ~/.vst/
VST3 ~/.vst3/
CLAP ~/.clap/
Data ~/.local/share/AudioThing/

Credits

DSP & Code	<i>Carlo Castellano</i>
DSP	<i>Stefan Stenzel</i>
Design	<i>John Gordon</i>
QA	<i>David</i>
Presets	<i>RM (Ry Manning), SL (<i>Samuel Lindeman</i>)</i>

EULA

Please visit www.audiothing.net/eula/ to review this product EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For support, please visit www.audiothing.net/support/

For further help or any questions, please contact us here: www.audiothing.net/contact/

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