

msk

CONTROLLED CHAOS / VST3 EFFECT

PSYCHE!

v1.0.1 / English Manual



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What PSYCHE! is

A VST3 effect that transforms drums, percussion, acid, synths, voices and other inputs through multiple interacting processors rather than behaving like a simple filter or distortion.

Controlled Chaos

Instead of unrestricted random values, PSYCHE! combines Recipe, Routing, resonance, formants, grains, spectral processing, feedback, rhythm/buffer processing and modulation inside usable ranges.

Simple entrance + deep interior

Pressing PSYCHE! is enough to begin. FILTER and HENTAI offer immediate shaping; detailed parameters are there when you want to go deeper.

SYNTH

CREATURE / VOICE

METAL

MACHINE

GLITCH

DRONE

SPECTRAL

NOISE

Quick Start

1 Use PLAY MODE

Normal sound creation begins in PLAY MODE.

2 Feed audio and press PSYCHE!

Generate a Recipe / Routing / BEHAVIOR / MORP / detailed-parameter state.

3 Turn FILTER and HENTAI

FILTER shapes tone/resonance; HENTAI controls modulation and abnormality.

4 Set final level with VOLUME

This is the plug-in master, independent from the DAW channel fader.

5 Use the Preset Browser too

v1.0.1 gives direct CATEGORY / PATTERN access to 256 Factory Presets and USER 1-8.

Interface Overview

The top bar contains CATEGORY / PATTERN, save/history controls and HELP. The center holds RESET / WET ONLY / FILTER / PSYCHE! / HENTAI / VOLUME / BIT DEPTH, nine BEHAVIOR modes and MORP. Detailed parameters scroll below.



FILTER / PSYCHE! / HENTAI

FILTER

A large macro moving Body A/B frequency character and resonance together. Lower values are darker/calmer; higher values are brighter/more resonant. MIDI: Ch1 CC16 + CC48

PSYCHE!

The central full-state generator. It rebuilds the sound while preserving WET ONLY, VOLUME, BIT DEPTH and management state. The button itself has no CC.

HENTAI

The modulation/abnormality macro, controlling departure created by LFO, random, step, formant, grain, spectral and feedback systems. MIDI: Ch1 CC17 + CC49

PSYCHE! does not record the button press. The generated result is stored as an Auto Scene and recalled in MIDI MODE.

VOLUME / WET ONLY / BIT DEPTH / RESET

VOLUME

The PSYCHE! internal master, independent from the DAW channel fader. PSYCHE!, Parameter! and ALL RANDOM! do not alter it. Ch1 CC19 + CC51

BIT DEPTH

Independent 1-16 bit quantization. It does not change the DAW 32-bit-float precision. Random generation preserves it. Ch5 CC30 + CC62

WET ONLY

ON removes the dry signal for 100% wet output. PSYCHE! preserves it; ALL RANDOM! may change it. Ch5 CC102

RESET

Returns the effect to its neutral initial state. BIT DEPTH also returns to 16 BIT.

Three Generation Actions

PSYCHE!

Rebuilds a wide portion of the sound while preserving WET ONLY, VOLUME, BIT DEPTH and management state.

Parameter!

Randomizes only the scrollable detailed parameter area. Recipe and upper controls remain unchanged.

ALL RANDOM!

Rerolls a wider range including WET ONLY, while preserving VOLUME, BIT DEPTH and bank/preset management information.

All three generation actions themselves are not CC targets. Playback recalls the decided state, not the generation action.

BEHAVIOR

MORPH is a BEHAVIOR mode and is separate from the MORP system described later.

STATIC

Fixed state

WAVE

Smooth wave-like motion

SWITCH

Switches states

JUMP

Abrupt jumps

MORPH

Morphs between states

VORTEX

Vortex-like motion

SHATTER

Shattered changes

REACT

Reacts to input

BURST

Sudden bursts

MORP

MORP does not rewrite the HENTAI knob. It automatically modulates the effective amount between zero and the HENTAI value you set.

SPEED

1-128. Overall MORP speed, mapped exponentially to roughly 0.02-20Hz.

DENSITY

1-8. Controls how many changes are packed into one larger time window.

RANDOM TYPE

Deterministically changes MORP TYPE every number of cycles set by TYPE CYCLE.

Deterministic random streams are used so the same Scene can reproduce the same motion.

MORP TYPE / CONFUSION

TYPE	MOTION
SINE	Smooth motion
TRIANGLE	Linear rise/fall
PULSE	Hard switching
SAW UP	Rise then snap back
SAW DOWN	Snap up then fall
RANDOM STEP	Random jumps
RANDOM SMOOTH	Smooth random targets
RANDOM WALK	Small random movement
CHAOS	Aperiodic instability
BURST	Occasional bursts
RAMP	Large ramps
S&H	Sample & hold

CONFUSION is not a TYPE. It keeps the selected TYPE as its base and deterministically injects HOLD, reversal, pauses, jumps, pulses, bursts and other events.

DIRECTION / MUTATION / KEEP

DIRECTION is the broad DSP direction used when PSYCHE! builds a new state. In v1.0.1 it is separate from Factory CATEGORY; the 32 browser CATEGORY numbers are not written directly into DIRECTION.

ANY

CREATURE

MACHINE

SYNTH

GLITCH

NOISE

ACID

WTF

MUTATION

Controls how far the new state can move from the current direction/state.

KEEP

KEEP RHYTHM / KEEP TONE / KEEP SPACE help preserve the corresponding musical qualities during generation.

Detailed Parameters

Detailed parameters are grouped in the lower scroll area so the central controls remain prominent. Parameter! randomizes only this area.

INPUT / BODY

Input Drive, Sensitivity, React Amount/Attack/Release, Transient, Body A/B Frequency, Resonance, Drive, Level and more.

TRANSFORM

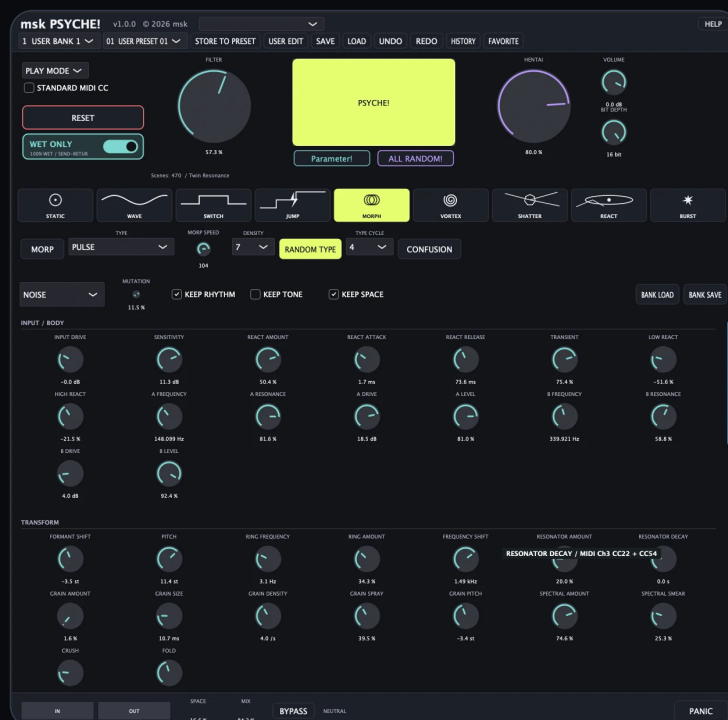
Formant Shift, Pitch, Ring, Frequency Shift, Resonator, Grain, Spectral, Crush, Fold and more.

TIME / MOTION

LFO, Random, Step, Gate, Repeat, Reverse, Scrub, Stretch, Chaos, Jitter and more.

FEEDBACK / SPACE

Feedback, Return Tone/Pitch/Time/Damage, Cross Feedback, Space, Width, HP/LP, Freeze Blend and more.

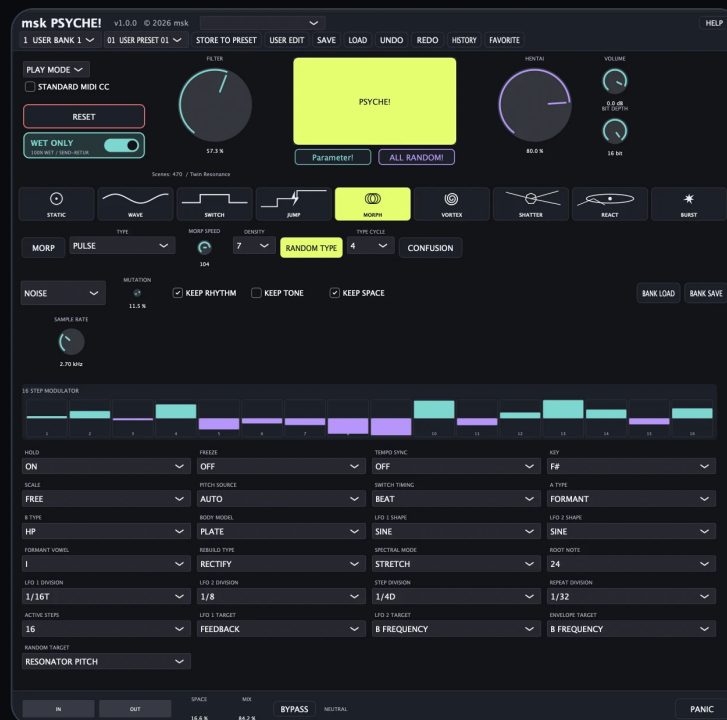


STEP EDITOR / Model Controls

The 16 STEP MODULATOR provides direct values for steps 1-16. Discrete performance/model settings are available below.

- HOLD / FREEZE / TEMPO SYNC
- KEY / SCALE / PITCH SOURCE
- SWITCH TIMING
- A TYPE / B TYPE / BODY MODEL
- FORMANT VOWEL / REBUILD TYPE / SPECTRAL MODE / ROOT NOTE
- LFO / STEP / REPEAT Division
- Modulation targets

SWITCH TIMING includes NOW / BEAT / BAR modes and is related to host-transport synchronized processing.



Recipes

Recipe is the basic DSP skeleton. PSYCHE! regenerates the sound by combining Recipe and Routing. In recipes such as Talking Body, Formant + Resonator + Feedback can make percussion appear to speak.

01

Twin Resonance

02

Acid Feedback

03

Talking Body

04

Creature Grain

05

Metal Exciter

06

Drum Synth

07

Spectral Melt

08

Frozen Creature

09

Recursive Grain

10

Broken Clock

11

Radio Fracture

12

Hybrid Collapse

Factory Preset Browser

v1.0.1 expands Factory Presets from 64 to 256. They are organized as 32 CATEGORY × 8 PATTERN and selected directly through two pull-down selectors. When focused, Up/Down steps through items.

✓ 01/32 - ANY

02/32 - CREATURE

03/32 - MACHINE

04/32 - SYNTH

05/32 - GLITCH

06/32 - NOISE

07/32 - ACID

08/32 - WTF

09/32 - VOICE

10/32 - DRONE

11/32 - FORMANT

12/32 - METAL

13/32 - ROBOT

14/32 - RADIO

15/32 - SPECTRAL

16/32 - GRANULAR

17/32 - RESONANCE

18/32 - FEEDBACK

19/32 - RHYTHM

20/32 - PERCUSSION

21/32 - BASS

22/32 - OSCILLATOR

23/32 - AMBIENT

24/32 - TEXTURE

25/32 - DISTORT

26/32 - CRUSH

27/32 - FROZEN

28/32 - MUTATION

29/32 - CHAOS

30/32 - SPACE

31/32 - DARK

32/32 - EXTREME

USER 1

USER 2

USER 3

USER 4

USER 5

USER 6

USER 7

USER 8

01 ANY

02 CREATURE

03 MACHINE

04 SYNTH

05 GLITCH

06 NOISE

07 ACID

08 WTF

09 VOICE

10 DRONE

11 FORMANT

12 METAL

13 ROBOT

14 RADIO

15 SPECTRAL

16 GRANULAR

17 RESONANCE

18 FEEDBACK

19 RHYTHM

20 PERCUSSION

21 BASS

22 OSCILLATOR

23 AMBIENT

24 TEXTURE

25 DISTORT

26 CRUSH

27 FROZEN

28 MUTATION

29 CHAOS

30 SPACE

31 DARK

32 EXTREME

The original 64 v1.0.0 Factory Presets remain as the first 64 with names, order, name-derived seeds and legacy CATEGORY-to-DIRECTION behavior preserved. Factory CATEGORY is separate from DSP DIRECTION.

VOICE CATEGORY

VOICE is not limited to voice input. A dedicated FORMANT + RESONATOR profile targets human-, creature-, robot- and radio-like speech from percussion, drum loops, synths, acid and other non-voice material.

01

Human-ish

02

Whisper

03

Alien Speaker

04

Robot Speech

05

Creature Voice

06

Formant Talk

07

Radio Voice

08

Impossible Mouth

Dedicated shaping covers Resonator Amount, Formant-oriented Body A/B types, A/E/I/O/U vowels, Formant Shift, Feedback, HENTAI, LFO/Envelope Formant targets and Input Reactivity.

✓ 01/08 · Human-ish**02/08 · Whisper****03/08 · Alien Speaker****04/08 · Robot Speech****05/08 · Creature Voice****06/08 · Formant Talk****07/08 · Radio Voice****08/08 · Impossible Mouth**

USER PRESETS

The existing 8 USER BANKS × 16 USER PRESETS = 128 remain compatible and are integrated into the Preset Browser as USER 1 through USER 8. USER CATEGORY uses PATTERN 01-16 and empty slots display EMPTY.

- STORE TO PRESET: store current state to selected preset
- RENAME BANK / RENAME PRESET: rename only
- RESET CURRENT PRESET: return current preset to EMPTY
- RESET ALL USER PRESETS: reset all 128 locations and custom names

STORE TO PRESET / USER EDIT are active only in USER CATEGORY. Resets require confirmation. Ch1 CC85 USER BANK / CC86 USER PRESET compatibility is retained.



Save, History and Favorites

SAVE / LOAD

Save/load the current state as a portable preset file using Magic + SHA-256 + XML State internally.

BANK SAVE / LOAD

Save/load the user bank/preset collection together with its names.

FAVORITE

Stores the current state under the Application Support Favorites location using the .mskpsyche extension.

UNDO / REDO / HISTORY

Up to 128 undo states and 128 generation-history entries for navigating edits and generated states.

PLAY MODE / MIDI MODE

PLAY MODE

The normal creation mode for PSYCHE! / Parameter! / ALL RANDOM! and editing the generated state.

MIDI MODE

Prioritizes reproduction of the state decided in PLAY MODE from recorded parameters and Auto Scene data.

MIDI MODE does not rerun a generation button and reroll the sound. Playback targets the decided state, not the button press.

Auto Scene

Scene IDs range from 0-4095. Ch16 CC16+48 select the 14-bit Scene ID; CC119 applies it. Snapshots contain Recipe, Seed, Action, parameter values and an optional Dynamic Memory Block.

MIDI CC

Continuous parameters normally use 14-bit MSB / LSB, and GUI values follow the same 14-bit quantization.

14-bit

Combines MSB and LSB CCs for 0-16383 resolution on continuous parameters.

STANDARD MIDI CC

When ON, common single 7-bit 0-127 CC messages can control continuous parameters. Received CC is not echoed.

- Continuous GUI CC output: up to about 100 events/sec/parameter plus final value at drag end
- Signed ranges use 14-bit value 8192 as exact zero
- MIDI echo is prohibited
- No new MIDI CC is assigned to mouse/keyboard CATEGORY or PATTERN selection

CC Map - Ch1

CC	CH1
16 / 48	FILTER
17 / 49	HENTAI
18 / 50	MUTATION
19 / 51	VOLUME
20 / 52	MIX
21 / 53	SPACE
85	USER BANK
86	USER PRESET
102	BEHAVIOR
103	DIRECTION
104	KEEP RHYTHM
105	KEEP TONE
106	KEEP SPACE
107	BYPASS
108	HOLD
109	FREEZE
110	TEMPO SYNC
111	KEY
112	SCALE
113	PITCH SOURCE
114	SWITCH TIMING
115	A TYPE
116	B TYPE
117	BODY MODEL
118	LFO1 SHAPE
119	LFO2 SHAPE

CC Map - Ch2 to Ch6

CHANNEL	CC	FUNCTION
Ch2	CC16-31 + CC48-63	Input / React / Body A/B
Ch3	CC16-31 + CC48-63	Transform
Ch3	CC102-105	Discrete Transform controls
Ch4	CC16-31 + CC48-63	Time / Motion
Ch4	CC102-110	Discrete Time/Motion controls
Ch5	CC16-31 + CC48-63	Feedback / Space / Rebuild
Ch5	CC30 + CC62	BIT DEPTH
Ch5	CC102	WET ONLY
Ch6	CC16-31 + CC48-63	STEP 1-16
Ch6	CC102	MORP ON/OFF
Ch6	CC103	MORP TYPE
Ch6	CC104	MORP SPEED
Ch6	CC105	MORP DENSITY
Ch6	CC106	RANDOM TYPE
Ch6	CC107	TYPE CYCLE
Ch6	CC108	CONFUSION
Ch16	CC16 + CC48	Auto Scene ID
Ch16	CC119	Scene Apply

Generation/management actions such as PSYCHE! / Parameter! / ALL RANDOM!, STORE, rename and user-preset reset are not CC targets.

BYPASS / PANIC / Transport

BYPASS

Routes around the processing. It is a management state separate from generation actions.

PANIC

Emergency stop. Wet output is faded briefly, then sustained Grain, Feedback, Spectral, Space, Buffer and latency states are cleared to stop sound.

PANIC must stop sound even with MORP ON. DAW transport stop handling also prevents sustained states from ringing forever.

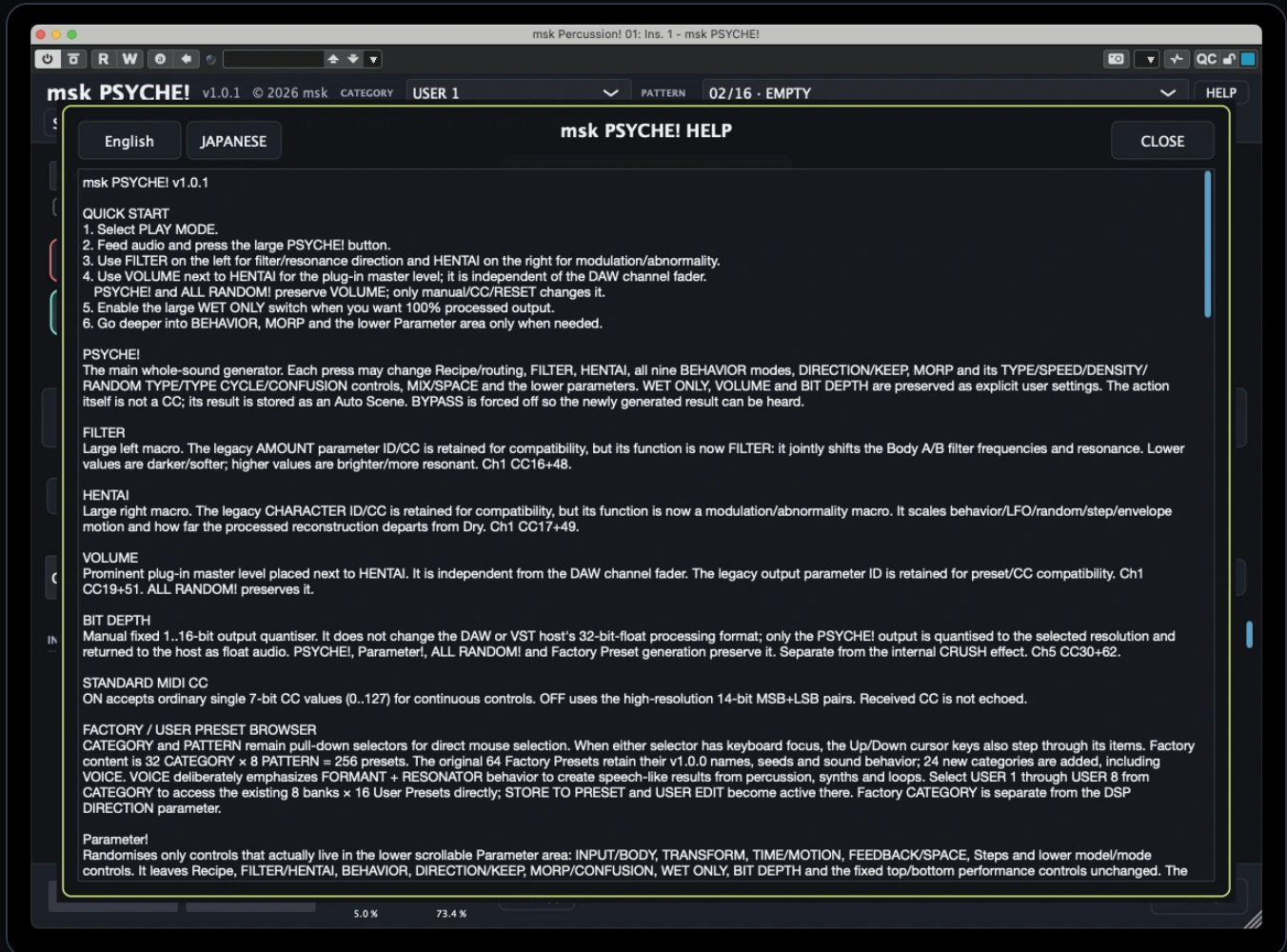
DSP / Technical Specifications

Format	VST3
OS	macOS 12 Monterey or later
CPU	Apple Silicon / Intel Universal Binary
Sample Rate	44.1 / 48 / 88.2 / 96 kHz
Bus	Mono→Mono / Mono→Stereo / Stereo→Stereo
FFT	1024 / Hop 256 / Hann
Granular	max 24 grains / channel; 2 s history
Rhythm Buffer	8 s
Resonator	8 modes / channel
Latency	1536 samples fixed
Recipe crossfade	30 ms
Main smoothing	10 ms
Random	PCG32 deterministic streams

Oversampling: v1.0.1 uses a simple 2x nonlinear evaluation (midpoint between previous/current sample plus current sample). This is distinct from full polyphase / half-band 2x oversampling.

HELP

Built-in HELP supports English / Japanese. v1.0.1 adds CATEGORY / PATTERN Preset Browser, 256 Factory, VOICE and USER CATEGORY documentation. Japanese uses UTF-8 / JUCE String with Hiragino Sans preferred on macOS. The selected HELP language is stored in plug-in state.



v1.0.1 Reference

This manual is based on msk PSYCHE! v1.0.1. Interface images and descriptions are based on the actual v1.0.1 interface and formal specification.

Version

1.0.1

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Format

macOS VST3 / Universal Binary

Minimum OS

macOS 12 Monterey

v1.0.1

- Factory Presets 64 → 256
- 32 CATEGORY × 8 PATTERN
- Two-stage CATEGORY / PATTERN browser
- VOICE CATEGORY
- USER 1-8 integrated into the same browser
- Up/Down keyboard selection
- Original first 64 v1.0.0 presets preserved