

WoodScaper

Woodman's Immaculate Maple Syrup Studio

support@woodmansimmaculatemaplesyrupstudio.be

algorithms and code : Wim Cliquet
ideas, testing, presets : Sander Cliquet
ideas, testing, presets : Roel De Bruyne
testing : Rolf Seese

WoodScaper	1
Woodman's Immaculate Maple Syrup Studio	1
1.What	4
1.1 New	5
2. Main window	6
2.1 Presets	7
3. Advanced Panel	9
4. Global Controls	10
4.1 BPM	10
4.2 Dry-Wet rotary	10
4.3 Serial (SER) and Parallel (PAR) routing buttons	10
4.4 Input and Output Gain (Advanced Panel)	10
4.5 True Stereo button (Advanced Panel)	11
4.6 LFO's slew-rate rotary (Advanced Panel)	11
5. WAH Controls	12
5.1 On/Off button.	12
5.2 Level (parallel mode) / Dry-Wet rotary (serial mode)	12
5.3 Wah Frequency rotary	12
5.4 Wah LFO Rate rotary	12
5.5 Wah LFO Depth rotary	12
5.6 Wah Q rotary	13
5.7 Wah Flavour popup	13

5.8 Wah Up button.	13
5.9 Wah Source popup.	13
5.10 Wah Attack & Release rotaries. (Advanced Panel)	14
6. Chorus Controls	15
6.1 On/Off button.	15
6.2 Level (parallel mode) / Dry-Wet Rotary (serial mode)	15
6.3 Chorus Time rotary	15
6.4 Chorus LFO Rate rotary	15
6.5 Chorus LFO Depth rotary	15
6.6 Feedback rotary	16
6.7 Saturation rotary	16
6.8 HP filter frequency rotary	16
6.9 LP filter frequency rotary	16
7. Phaser Controls	17
7.1 On/Off button.	17
7.2 Level (parallel mode) / Dry-Wet rotary (serial mode)	17
7.3 Phaser Feedback rotary	17
7.4 Phaser LFO Rate rotary	17
7.5 Phaser LFO Q Rate rotary	18
7.6 Number of poles popup.	18
7.7 Frequency range popup.	18
7.8 Modulation Flavour popup.	18
7.9 Phase button.	18
8. Tremolo Controls	19
8.1 On/Off button.	19
8.2 Level (parallel mode) / Dry-Wet rotary (serial mode)	19
8.3 Tremolo Mode popup	19
8.4 Tremolo LFO Rate rotary	19
8.5 Tremolo LFO Depth rotary	20
8.6 Tremolo Threshold rotary. (Advanced Panel)	20
9. Routing Controls (Advanced Panel)	21
9.1 Destination popups (Advanced Panel)	21
9.2 Panning rotaries (Advanced Panel)	21
9.3 Stereo rotaries (Advanced Panel)	21
10. Modulation Controls (LFO 1 & 2, Advanced Panel)	22
10.1 LFO waveform button (Advanced Panel)	22

10.2 Modulation depth rotaries	22
10.3 Modulation destination popup	22
10.4 Modulation LFO frequency rotary	22
10.5 Modulation LFO beat/bar popup	23
10.6 Modulation LFO Slew rate rotary	23
11. Running on iOS (iPad, iPhone)	24
11.1 Presets	24
11.2 UI Zoom	25
12. Running on MacOS	25
13. Midi CC controls (Advanced Panel)	26
14. NI (National Instruments) NKS Integration	27
14.1 What	27
14.2 WoodScaper NKS	28
14.3 Presets	28
14.4 Keyboard rotary mappings	29

1.What

WoodScaper combines the 4 classic guitar effects into one unit : **phaser**, **chorus/flanger**, **wah-wah** and **tremolo**. Besides the familiar controls each effect has some extra not-so-commonly-found options.

The 4 effects can be routed in series (pedalboard mode), parallel (DAW mode) or some combinations of those modes.

Panning or the Stereo control can create stereo sounds from a mono input source.

- All LFO's can be set to different waveforms : Sine, Square, Saw Up, Saw Down, Triangle.
- All LFO frequencies can be set to a bar fraction (1/4, 1/8 , ...) of the BPM or can be set free to a specific rate (independent from the BPM).
- All LFO phases can be reset with a button.
- All effects have an On/Off (parallel routing) or On/Bypass (serial routing) switch like on a pedalboard. The switches can be toggled by Midi CC's.
- Phaser has settings for number of poles, frequency range and modulation flavour.
- Phaser has second LFO to modulate filter Q.
- Chorus has feedback and highPass, lowPass and saturation.
- Wah-wah control can be LFO, Envelope, Envelope + LFO, side chain Envelope, Midi note velocity or Midi CC 1 (mod wheel).
- Wah Envelope has attack, release and threshold or sensitivity controls.
- Wah can go up or down.
- Wah filter type and Q can be set.
- Tremolo has 3 types : Amplitude, Ring or Harmonic.
- Harmonic Tremolo has cross-over frequency control.
- Tremolo has a threshold control to have more tremolo when the signal increases.
- Tremolo has "Biased Tremolo" mode to get more tremolo when the signal decreases.
- Has a global Input and Output Gain control.
- Has 2 extra LFO's to modulate most parameters (rates, depths, ...)
- Modulation LFO's have own slew rate control and a random mode.
- Presets can be stored in iCloud Drive (makes them available on all your devices).
- Presets can be switched with Midi Program Changes or a Midi CC (up or down)
- Major controls can be set with Midi CC messages.

1.1 New

v1.2

- Added Next and Previous preset buttons.
- Fixed LFO2 slew rate rotary.
- Fixed small LFO led update problem.
- "Add preset" window now stays on top also when Advanced window is visible.
- Midi CC's for the effects On/Off now also have an on/off value besides the toggle mode.
- Midi CC 104 (Phaser Level) is now working correct.

v1.3

- Added popup sliders to set the LFO waveforms : allows to select immediately the wanted waveform but also allows to slide between 2 waveforms obtaining some new cross-over waveform.
- Fixed automation in AUv3 (iOS).
- Fixed slew rate setting for pulse waveforms.
- Pulse waveforms width increased to 40% to make it more usable.
- The stereo diff parameters can now also be used for more than 2 output channels which can create a very nice surround sound (MacOS).

v1.4

Optimised for the M1 on MacOS

v1.5

Added NI (National Instruments) NKS integration (MacOS only)

2. Main window



Individual controls are explained below.

Most rotaries can be double clicked which will set a minimum value or toggle to the maximum value.

Rotaries displayed value can be clicked to enter the value numerically with the keyboard.

LFO waveform icons can be clicked to open a popup slider which allows to select the waveform or slide between 2 waveforms. The latter creates a mixture of the 2 waveforms which yields a whole lot of creative new waveforms.



You have pressed the Question-mark button already as you are reading this manual.

2.1 Presets

Factory/User presets can normally be set via the DAW specific popup / controls. Those presets will be saved in a specific format and location dependant on the DAW.

User presets can also be set via WoodScaper's own popup in the header bar.

The preset.json files are saved in your iCloud Drive (when enabled) or else in the app's local documents folder.

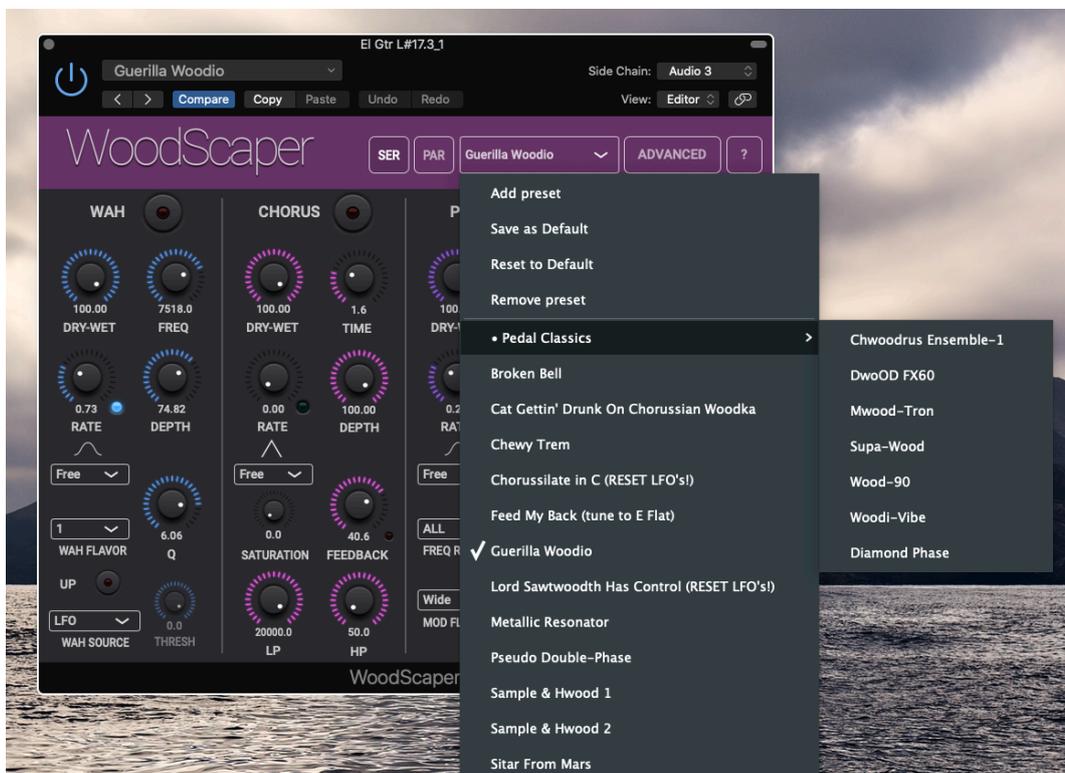
When saved to iCloud Drive the presets are automatically available (and synced) to all devices and all DAW's running WoodScaper and are obviously backed-up as well.

When iCloud Drive is enabled, previously local saved presets will also be shown in the preset popup with ".local" appended to their name. And when for some reason a new preset still has to be written to the local folder, this can be done by appending ".local" to the name typed in the text edit box.

When a preset is selected and any parameter is changed afterwards, the name of the preset will be marked with a * at the beginning and end to indicate the settings are now different than those from the saved preset. When this preset is re-saved the *'s will disappear again.



Groups (drums, Vocals, ...) can be created by typing the group name followed by a ":" (colon character) followed by the preset name. Multi level groups are possible as well.



The current selected preset can be removed by selecting “remove” from the popup however NO “Are you sure” warnings/popups are given. (I am sure you are sure).

The User presets can also be selected by a Midi Program Change. In the Advanced panel the Midi channel and Program Change mode can be set :

- mode “Index” : program change number is the index in the preset list
- mode “Name” : add “.midiXY” to the preset name to select it with program change XY. (e.g. the preset with name “snaredrum.midi3” will be selected by program change 3.

Selecting the next (or previous) preset within a group can be done with the 2 buttons “NXT” and “PRV” at the top.

On the Mac the up and down arrow keys can be used as well.

MIDI CC 118 and 119 also allow to select the next or previous preset.

The first time WoodScaper is launched, the Preset menu will have an item “Copy Factory Presets”.

3. Advanced Panel

The Advanced panel can be made visible by pressing the “Advanced” button.



4. Global Controls

4.1 BPM

4.1.1 BPM rotary

Sets the BPM.

This will switch off the BPM from DAW button.

4.1.2 BPM from DAW button

Captures the BPM value from the DAW. You may have to start play before the value is captured.

4.1.3 Reset LFO's button

Resets the phases of all LFO's.

When using the play transport this is done automatically when playing is started.

In live mode this can be very useful to mark the beginning of the bar.

4.2 Dry-Wet rotary

0 ... 100%

At 0% only the original audio is heard, at 100% only the enabled effects are heard.

4.3 Serial (SER) and Parallel (PAR) routing buttons

Although the more advanced routing is located in the Advanced Panel, these 2 buttons allow easy and fast switching between all unit in series (pedalboard mode) or all units in parallel (DAW mode)

Series mode means the output of the Wah is the input for the Chorus and so on.

Parallel mode means the input of each effect is the raw input.

4.4 Input and Output Gain (Advanced Panel)

-30dB ... +30dB

The Input gain is applied also on the dry signal.

The output gain is applied only on the enabled effect outputs.

4.5 True Stereo button (Advanced Panel)

When WoodScaper is inserted on a stereo track, the L & R signals can either be true stereo (potentially totally different) or can be the same signal when a mono bus is sending to the stereo (aux) track.

True Stereo button On :

Effect processing is done on each channel (L & R).

This allows to use different parameters on the R channel (Stereo sliders), thereby creating a wide stereo effect.

When the panning rotaries are set to 0 % (center) the processed L signal will be sent only to the L output and the processed R will be sent only to the R output.

In this case the stereo image is kept.

When the panning rotary is turned to the Left (-100%), the L processed signal will remain on the L output and the R processed signal will now also be sent to the L output (and vice versa).

True Stereo button Off :

Effect processing is done only once on a L+R input signal (saving CPU time).

When the panning rotaries are set to 0 % (center) the processed L signal will be sent 50% to the L output and 50% to the R output (and same for the R processed signal).

In this case the stereo image is made mono.

This can be useful when there is only a mono input signal routed to L (or R) only, for example in Live mode.

4.5.1 More than 2 output channels (surround, 3D, ...)

With the True Stereo button on, the stereo sliders will now be used with a different value (with a maximum value set by the slider) on each channel. This can create a nice surround sound.

This also works when the number of input channels is less than the output : e.g. a mono to 5.1 plugin.

4.6 LFO's slew-rate rotary (Advanced Panel)

Adjusts the slope of the Square wave and the steep edge of the Sawtooth waves.

When set to 100% the waveform becomes perfectly triangular.

It is useful to set this to at least a few % (+- 5%) to avoid clicking.

5. WAH Controls

Wah is obtained by (usually lowpass) filtering the input signal and modulating the filter cutoff frequency.

5.1 On/Off button.

In serial routing mode, Off means bypass the audio from the previous unit to the next unit.

This button can be toggled with Midi CC 110.

5.2 Level (parallel mode) / Dry-Wet rotary (serial mode)

0 .. 100%

In serial routing mode, 0% is bypassing this effect's input to the next effect.

In parallel mode you don't want to get the full input in the mix so 0% there means no signal at all just like having a DAW slider set to the minimum.

5.3 Wah Frequency rotary

50Hz ... 20kHz

The cutoff frequency of the Wah filter.

5.4 Wah LFO Rate rotary

0 .. 20Hz

Modulates the cutoff frequency.

5.4.1 LFO beat fraction popup

Has all the common beat values (1/4 , 1/8, ...) including dotted notes.
1/4 corresponds to the BPM time.

When not set to "Free" changing the BPM will automatically update the LFO rate.

5.5 Wah LFO Depth rotary

0 ... 100%

Determines how much the LFO modulates the cutoff frequency.

5.6 Wah Q rotary

0 .. 10

Determines the Q factor (resonance) of the filter.

5.7 Wah Flavour popup

1 .. 3

Determines the filter type :

- 1 : 4 poles Moog filter.
 - 2 : second order classic Lowpass filter.
 - 3 : second order classic Highpass filter.
-

5.8 Wah Up button.

When off (down mode), the modulation shifts the filter cutoff downwards.
In this case you normally want to set the Wah frequency to a higher value like 3000 Hz.

When on, the modulation shifts the filter cutoff upwards.
In this case you normally want to set the Wah frequency to a lower value like 700 Hz.

5.9 Wah Source popup.

Determines the signal doing the modulation :

- LFO
- Envelope - Sensitivity
- Envelope - Threshold
- Envelope - LFO
- Side Envelope - Sensitivity
- Side Envelope - Threshold
- Midi Note velocity
- Midi CC (1)
- Midi CC (1) + LFO

For the Sensitivity modes an extra Sensitivity slider (0 .. 1) defines how much a detected peak modulates the cutoff frequency.

For the Threshold modes an extra Threshold slider (-80dB .. 0dB) defines the level for which peaks have to be above to start modulating the cutoff frequency.

The Midi CC modes listen to CC 1 (modulation wheel).

The global CC enable button in Advanced Panel does not need to be on for these modes to work.

5.10 Wah Attack & Release rotaries. (Advanced Panel)

Attack : 0 .. 100ms

Release : 0 .. 1000ms

6. Chorus Controls

Chorus is obtained by delaying the input signal and adding the delayed signal back to the input, thereby creating a comb-filtering effect. The delay time is modulated by the Chorus LFO.

6.1 On/Off button.

In serial routing mode, Off means bypass the audio from the previous unit to the next unit.

This button can be toggled with Midi CC 109.

6.2 Level (parallel mode) / Dry-Wet Rotary (serial mode)

0 .. 100%

In serial routing mode, 0% is bypassing this effect's input to the next effect.

In parallel mode you don't want to get the full input so 0% there means no signal at all just like having a DAW slider set to the minimum.

6.3 Chorus Time rotary

0 .. 100ms.

The main delay time.

6.4 Chorus LFO Rate rotary

0 .. 40Hz

Modulates the delay time.

6.4.1 LFO beat fraction popup

Has all the common beat values (1/4 , 1/8, ...) including dotted notes.
1/4 corresponds to the BPM time.

When not set to "Free" changing the BPM will automatically update the LFO rate.

6.5 Chorus LFO Depth rotary

0 ... 100%

Determines how much the LFO modulates the delay time.

6.6 Feedback rotary

0 ... 100%

Determines the amount of the signal coming out of the delay line, fed back to the input of the delay line.

Careful when setting the control to 100% ! This will lead to an ever increasing signal hitting the roof (at 0dB) and hence can be loud !

6.7 Saturation rotary

0 ... 100%

When set to zero the saturation unit is bypassed.

Applied on the input signal before it enters the delay line.

6.8 HP filter frequency rotary

50 Hz ... 20 kHz

Applied on the input signal before it enters the delay line.

6.9 LP filter frequency rotary

50 Hz ... 20 kHz

Applied on the input signal before it enters the delay line.

7. Phaser Controls

Phasing is obtained by sending the input signal through some all-pass filters which only modify the phase of the signal (and not the amplitude) and then adding the phase shifted signal back to the original.

7.1 On/Off button.

In serial routing mode, Off means bypass the audio from the previous unit to the next unit.

This button can be toggled with Midi CC 108.

7.2 Level (parallel mode) / Dry-Wet rotary (serial mode)

0 .. 100%

In serial routing mode, 0% is bypassing this effect's input to the next effect.

In parallel mode you don't want to get the full input in the mix so 0% there means no signal at all just like having a DAW slider set to the minimum.

7.3 Phaser Feedback rotary

0 .. 100%

Determines the amount of the signal coming out of the all-pass filter(s) , fed back to the input of the filter(s).

Careful when setting the control to 100% ! This will lead to an ever increasing signal hitting the roof (at 0dB) and hence can be loud !

7.4 Phaser LFO Rate rotary

0 .. 10Hz

Modulates the center frequency of the all-pass filter.

7.4.1 LFO beat fraction popup

Has all the common beat values (1/4 , 1/8, ...) including dotted notes.
1/4 corresponds to the BPM time.

When not set to "Free" changing the BPM will automatically update the LFO rate.

7.5 Phaser LFO Q Rate rotary

0 .. 10Hz

Modulates the steepness of the phase shift of the all-pass filter..

7.5.1 LFO beat fraction popup

Has all the common beat values (1/4 , 1/8, ...) including dotted notes.
1/4 corresponds to the BPM time.

When not set to “Free” changing the BPM will automatically update the LFO rate.

7.6 Number of poles popup.

Defines the number of filter sections.

More poles means more phase shifts.

7.7 Frequency range popup.

Low, Mid or High.

Determines where in the spectrum the center frequencies will be placed.

7.8 Modulation Flavour popup.

- Normal
- Low Extend : modulation goes further to the lower frequencies
- Wide : modulation goes further in both directions than the normal case.
- High Extend : modulation goes further to the higher frequencies

7.9 Phase button.

When on, subtracts the all-pass filtered signal in stead of adding it to the input.

8. Tremolo Controls

Tremolo is obtained by amplitude modulation of the input.

8.1 On/Off button.

In serial routing mode, Off means bypass the audio from the previous unit to the next unit.

This button can be toggled with Midi CC 111.

8.2 Level (parallel mode) / Dry-Wet rotary (serial mode)

0 .. 100%

In serial routing mode, 0% is bypassing this effect's input to the next effect.

In parallel mode you don't want to get the full input in the mix so 0% there means no signal at all just like having a DAW slider set to the minimum.

8.3 Tremolo Mode popup

- Amplitude
- Ring
- Harmonic

Ring modulation is a pure multiplication of the input with the LFO signal.
In this mode the LFO frequency is multiplied with a factor of 100.

In harmonic mode the modulation moves between a lowpass filtered input and a highpass filtered input.

The cross-over frequency can be set with the extra rotary.

8.4 Tremolo LFO Rate rotary

0 .. 40Hz

Modulates the amplitude.

8.4.1 LFO beat fraction popup

Has all the common beat values (1/4 , 1/8, ...) including dotted notes.
1/4 corresponds to the BPM time.

When not set to “Free” changing the BPM will automatically update the LFO rate.

8.5 Tremolo LFO Depth rotary

0 ... 100%

Determines how much the LFO modulates the amplitude.

8.6 Tremolo Threshold rotary. (Advanced Panel)

-100dB ... 0dB

8.6.1 *Biased Tremolo button off :*

Sets the level above which the Tremolo starts to work.
So below the threshold no effect will be heard.

This means that louder signals will get more tremolo

8.6.2 *Biased Tremolo button on :*

Sets the level below which the Tremolo starts to work.
So above the threshold no effect will be heard.

This means that softer signals will get more tremolo

9. Routing Controls (Advanced Panel)

9.1 Destination popups (Advanced Panel)

Each effect can be routed to either the Mix (DAW mode) or to one of the next effect units.

When routing to a next unit, the panning is disabled as it is determined by the last unit in the chain.

9.2 Panning rotaries (Advanced Panel)

-100% ... +100%

-100% is completely left, 100% is completely right, 0% is center.

Panning is only enabled for effects in parallel routing, otherwise the panning is determined by the last unit in the serial chain.

When the plugin is inserted on a mono track these controls are disabled

9.3 Stereo rotaries (Advanced Panel)

0 .. 100%

When True Stereo is on, this value will determine the difference applied to some parameters on the R channel to create a wider stereo image.

10. Modulation Controls (LFO 1 & 2, Advanced Panel)

10.1 LFO waveform button (Advanced Panel)

Waveforms can be :

- Sine wave
- Square wave (Triangle waveform can be obtained by setting the Slew rate to 100%)
- Sawtooth Down
- Sawtooth Up
- Triangle
- Pulse
- Random (white noise sample & hold)

10.2 Modulation depth rotaries

0 ... 100%

10.3 Modulation destination popup

Destinations can be :

- Wah rate
- Chorus rate
- Phaser rate
- Tremolo rate
- Chorus depth
- Wah depth
- Tremolo depth
- Phaser feedback
- Chorus feedback
- Chorus highpass frequency
- Wah frequency
- Chorus time

When Modulation 1 and 2 are set to the same destination, the effect is combined.

10.4 Modulation LFO frequency rotary

LFO frequency in Hz : 0 ... 40 Hz

10.5 Modulation LFO beat/bar popup

When set to a fraction of the BPM, the LFO frequency will automatically be calculated and be adjusted when the BPM changes.

10.6 Modulation LFO Slew rate rotary

0 ... 100%

Adjusts the slope of the Square wave and the steep edge of the Sawtooth waves.

When set to 100% the waveform becomes perfectly triangular.

11. Running on iOS (iPad, iPhone)

The WoodScaper app supports IAA (Inter App Audio) which allows audio host apps (supporting IAA) to use the WoodScaper.

Without a host app the use case for the WoodScaper standalone app could be to use your iOS device as a “hardware pedal” sending and receiving audio via the mic/headphone connector or via some audio docking station.

The WoodScaper app also contains the AUv3 audio unit plugin. Host apps using the AUv3 plugin will present the WoodScaper UI in their own window which usually can be resized. The WoodScaper UI will scale to follow the resizing.

The number of channels will normally be limited to stereo.

11.1 Presets

Presets can be loaded/saved via WoodScaper’s preset popup.

The preset.json files are saved in iCloud Drive when enabled or else in the app’s local Documents folder.

When saved to iCloud Drive the presets are automatically available (and synced) to all devices running WoodScaper and are obviously backed-up as well.

When iCloud Drive is enabled, previously local saved presets will also be shown in the preset popup with “.local” appended to their name. And when for some reason a new preset still has to be written to the local Documents, this can be done by appending “.local” to the name typed in the text edit box.

To Enable iCloud Drive you should be signed-in in iCloud (normally the case when you also want Contacts, Calendars, Mail, etc to be synced to iCloud) and the iCloud Drive switch should be on. Under iCloud Drive all apps using iCloud Drive are listed and obviously WoodScaper should be on as well (which it is by default).

One-level groups are possible by typing the group name followed by a “:” (colon character) followed by the preset name.

The User presets can also be selected by a Midi Program Change. In the Advanced panel the Midi channel and Program Change mode can be set :

- mode “Index” : program change number is the index in the preset list
- mode “Name” : add “.midiXY” to the preset name to select it with program change XY. (e.g. the preset with name “snaredrum.midi3” will be selected by program change 3. This method is preferred as the selection will not change when presets are added or removed.

11.2 UI Zoom

Especially when used as AUv3 plugin in a host app, it can happen that the window in which the WoodScaper plugin is presented is too small (and sometimes can't be resized)

Pressing the "WoodScaper" logo (top left) will zoom in 3 steps to a maximum size. Next press will cycle back to the un-zoomed state.

When zoomed the UI can be panned by dragging in any spot which is not a control.

12. Running on MacOS

The standalone WoodScaper app downloaded from the Mac App Store can be used as such but mainly acts as the license for all WoodScaper plugins (AAX , AU , VST).

This means there is no limit to the number of Macs on which you can run WoodScaper (as long as the standalone app is in the Applications folder).

Due to Mac App sandbox security, you have to download the plugin(s) from my website, un-zip the file(s) and move it/them to the normal plugin folder :

- for AAX : /Library/Application Support/Avid/Audio/Plug-Ins
- for AU : /Library/Audio/Plug-Ins/Components
- for VST : /Library/Audio/Plug-Ins/VST

When the standalone app is not present, the plugins will run in trial mode : every 60s the audio will be silent for 3s.

13. Midi CC controls (Advanced Panel)

When this button is on, CC commands received on the same channel set for Program Changes, will control following parameters.

Controller : Parameter

92 : Tremolo depth
93 : Chorus depth
95 : Wah depth

102 : Global Dry-Wet amount
103 : Out gain level
104 : Phaser level
105 : Chorus level
106 : Wah level
107 : Tremolo level

108 : Phaser on/off toggle
109 : Chorus on/off toggle
110 : Wah on/off toggle
111 : Tremolo on/off toggle

108 .. 111 : toggle when data > 0 and < 127 otherwise data = 0 -> off ; data = 127 -> on

112 : Phaser LFO rate
113 : Chorus LFO rate
114 : Wah LFO rate
115 : Tremolo LFO rate

116 : Wah resonance
117 : Chorus Stereo

118 : Previous preset
119 : Next preset

14. NI (National Instruments) NKS Integration

(NKS is a registered trademark of Native Instruments GmbH.)

14.1 What

NI makes fancy keyboards which allow to browse for a plugin and for presets in the plugin. The keyboard interfaces with the NI Komplete Kontrol or Maschine app/plugin and these apps host the (synth) VST plugins.

See also the NI website : <https://www.native-instruments.com/en/specials/komplete/this-is-nks/>

WoodScaper now fully supports NKS :

- WoodScaper appears in the NKS browser (on the keyboard and in Komplete Kontrol or Maschine)
- All factory presets can be set from the NKS browser.
- NKS keyboard rotaries are mapped to common WoodScaper controls.



14.2 WoodScaper NKS

The WoodScaper VST plugin was slightly modified to handle the NKS integration.

The separate installer for NKS does not only contain this VST plugin but also the preset files used by NKS and some preference files needed to be recognised by NKS.

Although this VST will also work for other DAW's, it may be better to use the VST3 in the normal installer when not using the NKS system.

14.3 Presets

NKS uses its own files for the factory presets which you see in the NKS browser (and in the WoodScaper preset popup).

So when changing a parameter in the WoodScaper UI and saving it in the preset, the WoodScaper preset file will be updated but NOT the NKS file.

It also means that adding a new preset via the WoodScaper UI will NOT make it visible in the NKS browser.

New presets can be saved in NKS via the Komplete Kontrol save menu. They will appear under the "User" presets in NKS.

I would recommend to also save a new preset with the WoodScaper UI so that the new preset is backed-up in iCloud and is also available on your other WoodScaper plugins/devices.

The NKS factory preset files for WoodScaper are stored in the folder : "/Library/Application Support/Woodman/WoodScaper".

The NKS user saved presets are stored in the folder : "/Users/<your user name>/Documents/ Native Instruments/User Content/WoodScaper".

A file can be moved/copied from the user folder to the factory folder to make it visible in the factory browser after doing a rescan of the presets in the Komplete Kontrol preferences.

14.4 Keyboard rotary mappings

The rotaries are mapped to a predefined WoodScaper control (not by midi CC's but by using the DAW automation parameters).

Although those mappings could be set per preset, WoodScaper uses the same mappings for consistency.

