RESIDUE

Ambient/Drone synth

Contents:-

Installation and registration.

PC
Download the 'Residue.EXE' file from decadebridge.com and run the file.
The installer will guide you through the process and copy the files to the relevant places on your computer.

Residue will appear in your DAW under the vendor name '*saltline*' (the name under which I initially released plugins).

To uninstall simply delete the 'Residue' folder from your VST3 folder and VST3 presets folder. (The presets folder will be in a folder titled 'saltline')
These are the only files that are installed to your computer.

Intel Mac
To install Residue AU on your Mac download the 'ResidueAU.zip' from decadebridge.com and extract the files. You will have one folder titled 'Residue.component'. Copy this folder to your components folder usually found at **Mac/Library/Audio/Plug-Ins/Components**.
Copy the 'saltline' folder to your presets folder **Mac/Users/username/Library/Audio/Presets**.

Note that the **Library** folder on a Mac is a *hidden folder*. More information: https://www.macworld.com/article/2057221/how-to-view-the-library-folder-in-mavericks.html

Residue will appear in your DAW under the vendor name '*saltline*' (the name under which I initially released plugins).

To uninstall simply delete these two folders from your computer.

Registration
Residue will run in demo mode if no Registration name and matching serial number is entered into the info page. In demo mode the synth will occasionally lower the level of the audio output and produce noise.

We will email you a serial number within 48 hours once you have bought one from our Etsy store or Bandcamp page.
To enter the serial number and activate Residue click on the info button below the Residue logo on the synth. This will bring up a screen that allows you to enter your registration name and serial number, activating Residue.
If you have any issues contact support@decadebridge.com.

Layout.

Residue is a 6 oscillator synthesizer aimed at creating a wide range of interesting sounds and textures with a simple approach.

Keeping complexity as minimal as possible, Residue's controls are readily available on it's single page interface.

With basic waveforms, a filter, envelope generators and 2 delay lines Residue can create anything from sweet pads to dissonant hits and rhythms.

Oscillators.

Residue's 6 oscillators are identical with the exception of oscillator **A** that has no sync function.

Each oscillator has a few simple controls to create the foundation of your sounds.

The 3 buttons at the top from left to right:-
'**ON**' - Turns the oscillator on or off.
'**A>**' - Syncs the selected oscillator to the one before it (with this on oscillator B is synced to oscillator A).
'**>|<**' - This button resets the stereo pan of the oscillator back to the centre.

Below these buttons is the waveform selector. Each oscillator has seven basic waveforms to choose from. Sine, Saw, Ramp, Square, Triangle, White Noise and Pink Noise.

Next to this are the '**PAN**' and '**MIX**' knobs. '**PAN**' sets the stereo placement of the oscillator while '**MIX**' sets it's volume.

The large knob to the left controls the '**PITCH**'. The '**KEY TRACK**' control next to sets the amount of key tracking the oscillator will take from midi notes. When all the way to the left the pitch of the oscillator will be determined only by the '**PITCH**'.

The last control '**OUT-FILTER**' sets how much of the oscillator's signal is sent to the filter and how much is sent directly to the output.

Filter.

Residue has a, self oscillating, low pass filter.
The signal fed into the filter depends on each oscillator's '**OUT-FILTER**' setting.

The filter's envelope generator below the '**CUTOFF**' and '**RESONANCE**' features the familiar '**ATTACK**', '**DECAY**', '**SUSTAIN**' and '**RELEASE**' controls. To the left of the '**RELEASE**' knob are 2 controls that allow you to loop the envelope. With the '**RETRIGGER**' button on the envelope will restart when it receives a pulse, the speed of which, is set using the adjacent '**RATE**' control. The envelopes strength is then set with the '**EG AMOUNT**' horizontal slider at the bottom of the filter section.

Volume envelope.

Residue's volume envelope is identical to the filter envelope generator featuring, '**ATTACK**', '**DECAY**', '**SUSTAIN**' and '**RELEASE**' controls. The volume envelope also features the same '**RETRIGGER**' and '**RATE**' functions. Again, the depth of the volume envelope is set using the '**AMOUNT**' knob to the right of the volume envelope section.

Mix and global.

The mix section has 3 knobs for mixing the different signals together. The '**DRY**' signal direct from the oscillators and filter (depending on how each oscillator's '**OUT-FILTER**' control is set) and 2 knobs to set the level of each of the 2 delay lines, '**DELAY 1**' and '**DELAY 2**'. Next along is the global '**VOLUME**' for the overall output level and a '**VELOCITY**' on/off button and '**AMOUNT**' knob.
Finally, below the residue logo, is a button to set Residue's number of voices to '**MONO**' and an '**INFO**' button to access the serial number input page along with information about Residue.

Delays.

Residue's 2 delays are where the sound of the synth really comes to life.

Both delays are identical with the exception of the input choices.
Delay 1's '**INPUT**' can be set to receive the signal '**PRE-FILTER**' or '**POST-FILTER**' while Delay 2's '**INPUT**' can also be set to receive the signal from '**DELAY 1**'.

Both delays have 2 different time settings, '**COMB**' (comb filter) or '**DELAY**'. The time of the delay can be set for both the left and right channels with '**TIME-L**' and '**TIME-R**'. '**TIME-R**' can also be linked to '**TIME-L**' using the button '**LINK**'. Below the time knobs is the delay's '**MODULATION**' section. The '**RATE**' and '**DEPTH**' of the modulation is set here.
To the right of the time controls is the delay's '**FEEDBACK**'.
The delay's signal can be filtered using a '**LO PASS**' and '**HI PASS**' filter.
The '**VOLUME ENVELOPE**' at the bottom of the delay section can be turned on or off. When off, the delay's volume and duration will be set in the normal way. The '**FEEDBACK**' will control the way in which the signal repeats and fades away. With the '**VOLUME ENVELOPE**' on, the level of the signal will depend on the '**ATTACK**', '**DECAY**', '**SUSTAIN**' and '**RELEASE**' settings.

Presets

Residue comes with a bank of factory presets. These can be accessed through your DAW's preset browser (check your DAW's manual).

Presets #01 - #42 with the prefix "DB_" have been created by DecadeBridge.
Presets #43 - #49 with the prefix "SCOOPS_" have been created by Mister Scoops.
Mister Scoops Spotify

If you come up with any presets that you would like to be made available to other users through our site send them to info@decadebridge.com

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