USER MANUAL · V1.0

Soklo GS-5

GUITAR SYNTH



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CONTENTS

01 Introduction

02 Compatibility

03 Installation

04 Install Locations

05 Demo & Authorization

06 Quick Start & Playing

07 Controls

08 Routing

09 Presets

10 Troubleshooting

11 Credits

12 EULA

01 · INTRODUCTION

Soklo GS-5

Soklo GS-5 turns your guitar into a synthesizer, combining five synth engines with a built-in effects chain. Blend the synth with your original guitar signal, then shape the sound with distortion, modulation, ring modulation, bitcrushing, and gated reverb.

Developed with Los Angeles-based experimental guitarist and producer Soklo, GS-5 captures his distinctive approach to synth-inspired guitar tones. Audio Hertz worked closely with Soklo to recreate his signature effects chain in painstaking detail, bringing those sounds into a single plugin.

GS-5 works directly with your guitar audio and is monophonic, meaning it tracks one note at a time. The Harmony engine adds up to two independently adjustable interval voices to the original synth pitch, creating harmonized sounds from single-note playing.

02 · COMPATIBILITY

Compatibility

PLUGIN FORMATS

AU, VST3, and AAX for macOS, plus VST3 and AAX for Windows. All formats are 64-bit.

PLATFORMS SUPPORTED

Mac and Windows. Mac runs natively on Intel and Apple Silicon.

SYSTEM REQUIREMENTS

macOS 10.13 High Sierra or later on Intel, macOS 11.0 Big Sur or later on Apple Silicon, and 64-bit Windows 10 or later. Use a modern multi-core CPU and a 64-bit DAW supporting the installed format.

COMPATIBLE WITH ALL MAJOR DAWS, INCLUDING

- Ableton Live
- Pro Tools
- Logic Pro
- GarageBand
- FL Studio
- Cubase
- Studio One
- Bitwig
- REAPER
- Reason

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03 · INSTALLATION

Installation

The download link is sent to your email after purchase. You can also access your downloads anytime by logging into your Audio Hertz account.

BEFORE YOU START Close your DAW before installing.

macOS

1. Extract the ZIP archive.
2. Double-click the PKG installer.
3. Follow the instructions to install the plugin.

Windows

1. Extract the ZIP archive.
2. Double-click the EXE installer.
3. Follow the instructions to install the plugin.

Reopen your DAW and let it scan for plugins, then load Soklo GS-5 on the audio track receiving your guitar.

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04 · INSTALL LOCATIONS

Install Locations

macOS	
AU	/Library/Audio/Plug-Ins/Components/
VST3	/Library/Audio/Plug-Ins/VST3/
AAX	/Library/Application Support/Avid/Audio/Plug-Ins/

Windows	
VST3	C:\Program Files\Common Files\VST3\
AAX	C:\Program Files\Common Files\Avid\Audio\Plug-Ins\

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05 · DEMO & AUTHORIZATION

Demo and Authorization

Your license key is shown at checkout, sent by email, and available when you log in to your Audio Hertz account at **https://audiohertz.com/my-account/**. Enter the key in the authorization screen that appears the first time you open GS-5.

No internet connection is required for activation. Each license can be activated on up to five computers at the same time.

DEMO The demo runs indefinitely and silences the output for 5 seconds every 60 seconds. Entering a valid license unlocks the full version in the same installation without reinstalling. Settings and presets saved during the demo remain available after activation and between sessions.

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06 · QUICK START & PLAYING

Quick Start

1. Connect your guitar to a suitable instrument input on your audio interface. Select that input on an audio track in your DAW.

2. Insert Soklo GS-5 on the track and enable the DAW's input monitoring. If you hear the guitar twice, check whether your interface is also providing direct monitoring.

3. Set the interface input level so your loudest notes do not clip. Start GS-5 Input at 0 dB and keep your monitoring volume comfortable.

4. For a clear first comparison, turn off the effect modules, turn on Synth Engine, select an engine, and set Synth Engine Mix and global Mix to 100%.

5 Play a short, single-note phrase. Try each engine using the same phrase so you can hear how the sound changes.

6 Bring back the effects one at a time. Adjust Synth Engine Mix to blend in your guitar, then use global Mix and Output to balance the overall sound.

7 Once you have a sound you like, click Save and name a user preset.

Playing GS-5

VOICES	TRACKING RANGE	NOTE DETECTION
One note at a time	**E2 to C6**	**About 12 ms**

GS-5 follows one note at a time. Play single-note riffs and melodies, and keep unused strings muted so it can clearly follow what you're playing. Chords and notes ringing over one another can confuse the tracking.

That also applies to Harmony. It builds its additional voices from the note you play, giving you a harmonized sound from a single-note performance.

Keep your guitar volume up and give GS-5 a strong, clean signal. If the level is too low, it may miss notes. Start by setting your interface gain so your loudest playing doesn't clip, then adjust GS-5's Input control as needed.

Tracking is most reliable from roughly low E (E2, 82 Hz) to C6 (about 1 kHz). Notes near the edges of that range may respond less consistently, especially below low E. Smooth bends, slides, and vibrato carry through to the synth, though very fast slides can occasionally cause a pitch or octave jump.

The synth takes about 12 ms to detect and recreate your note. Your interface buffer and other plugins can add more delay, so use the lowest buffer setting that runs comfortably without clicks or dropouts.

Live and Recorded Audio

You can play through GS-5 live or add it to a recorded guitar track. The same single-note playing advice applies to both.

GS-5 is designed for guitar, but you can also experiment with other instruments playing one note at a time within its tracking range. Higher bass notes can work, though the lowest bass notes fall below that range.

Turn the Synth Engine off to use Distortion, Bitcrush, Ring Mod, and Gated Reverb on the original audio. Modulation only works with the synth engine on.

There's no MIDI setup involved. GS-5 takes audio in and sends audio out. It doesn't receive or generate MIDI notes.

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07 · CONTROLS

Controls



Each numbered control is detailed below. Click a number to jump to it.

1–3 Input, Mix and Output

Input `-24 to +24 dB`

Adjusts the level of your guitar signal entering GS-5. Use it to give the synth a strong, clean signal to follow.

Input also changes the level of the dry guitar. Because the synth generates its own sound, its volume won't necessarily change by the same amount. Use Mix to balance the guitar and processed sound, and Output to adjust the overall volume.

Mix `0 to 100%`

Blends the dry guitar with the complete processed chain. At 0%, you hear the dry guitar, at 100%, you hear the processed chain. The dry signal still receives Input gain and the final Output gain.

Output `-24 to +24 dB`

Sets the final master level after the dry and processed signals have been mixed.

4 Synth Engine

Mix `0 to 100%`

Blends the dry guitar with the synth engine. At 0%, the blend contains only guitar. At 100%, it contains only the synth sound. Use this control for the engine blend and global Mix for the final dry/processed balance.

On

Enables or bypasses the synth engine. With it off, your guitar still passes through Distortion, Bitcrush, Ring Mod, and Gated Reverb. Global Mix then blends clean guitar with effected guitar. Modulation has no audible effect while the synth is off.

5 Synth Engines

Select Deep, Vintage, Solo, Strings, or Harmony with the engine buttons.

DEEP
A weighty sound with a strong low end.

VINTAGE
Warm and rounded, with a classic analog character.

SOLO
Bold and cutting, with a classic analog lead character.

STRINGS
A smooth, string-like texture with a distinctly electronic character.

HARMONY
Voices with independently adjustable pitch intervals create a layered, harmonized sound.

6 Harmony

Harmony keeps the original synth pitch and adds up to two voices at independently selected intervals. Each interval is measured in semitones relative to the played note. With Synth Engine Mix at 100% and both interval voices enabled, you hear three synthesized voices: the original pitch plus the two interval voices.

Interval 1 `-24 to +24 semitones`

Sets the pitch offset of the first additional voice. This voice is always enabled while using Harmony.

Interval 2 `-24 to +24 semitones`

Sets the pitch offset of the second additional voice. You can turn this voice off.

Positive values raise a voice above the played note. Negative values lower it. An offset of +12 is one octave up and -12 is one octave down. Each interval therefore spans two octaves below to two octaves above the played note. The two controls appear when Harmony is selected.

7 Distortion

Gain `0 to 100%`

Controls the amount of drive.

Mode

Choose one of four distortion characters. Gain controls the drive for the selected mode.

SOFT
Warm, gentle overdrive with smooth, rounded peaks and light tube-style breakup.

HARD
Edgier, brighter, and more aggressive than Soft, with heavier clipping and a distortion/fuzz character.

RICH
Fuller, warmer, and thicker, with added even-order harmonics and a smooth, harmonically dense sound.

WAVEFOLD
Folds the waveform back on itself as drive increases, creating complex, hollow, metallic textures. High settings can sound clangy and almost ring-modulated.

Pre and Post

Pre distorts before the Bitcrush/Ring Mod/Gated Reverb group. Post distorts after it. Both stages can be on together and share the same Gain and Mode.

At least one stage remains active while the Distortion module is on. If both Pre and Post are switched off, the last-used stage remains active. To bypass distortion completely, use the module On/Off switch.

8 Modulation

Modulation detunes the synth voices for a chorus/thickening effect. It only affects the synth engine and has no effect when the synth engine is off.

Depth 0 to 100%

Sets the detune amount of two added micropitch voices, one slightly flat and one slightly sharp. Higher settings increase the separation in pitch. At zero there is no detuning effect.

Mix 0 to 100%

Blends the two detuned voices with the main synth voice, controlling the amount of chorus or thickening.

The detuned voices spread the synth into a wider stereo image. In a mono context, the voices are summed together.

9 Ring Mod

Freq 20 Hz to 5 kHz

Sets the ring-modulation frequency. Turn it to explore changes in the sound's texture.

Mix 0 to 100%

Blends the ring-modulated signal with the signal entering this module.

10 Bitcrush

Crush 44.1 kHz to 441 Hz

Reduces the effective sample rate. Turn toward 441 Hz for more decimation, grit, and aliasing. Turn toward 44.1 kHz for the cleanest setting.

Resolution 1 to 24 bits

Sets the bit depth. Lower values add quantization grit. 24 bits is the cleanest setting.

At 44.1 kHz and 24 bits, the effect is essentially clean in a 44.1 kHz session. The sample-rate ceiling stays at 44.1 kHz in higher-rate sessions, so that setting still reduces their effective sample rate to 44.1 kHz.

11 Gated Reverb

Gated Reverb is a nonlinear reverb with the big, abrupt character of classic ’80s gated sounds. It adds size and space without leaving a long, fading tail behind every note.

“Nonlinear” describes the shape of the reverb tail. Instead of gradually fading away, the reflections build quickly, stay full through most of the tail, then cut off. Short settings give you a tight splash, while longer settings create a bigger burst of ambience that still ends cleanly.

In stereo, different reflection patterns on the left and right create width. Gentle internal modulation keeps the reflections moving, while built-in filtering helps keep the sound clear.

Time `0 to 1000 ms`

Sets how long the burst lasts before it cuts off. At zero, you still hear a very short burst. Use Mix or the module’s On/Off switch to remove the reverb.

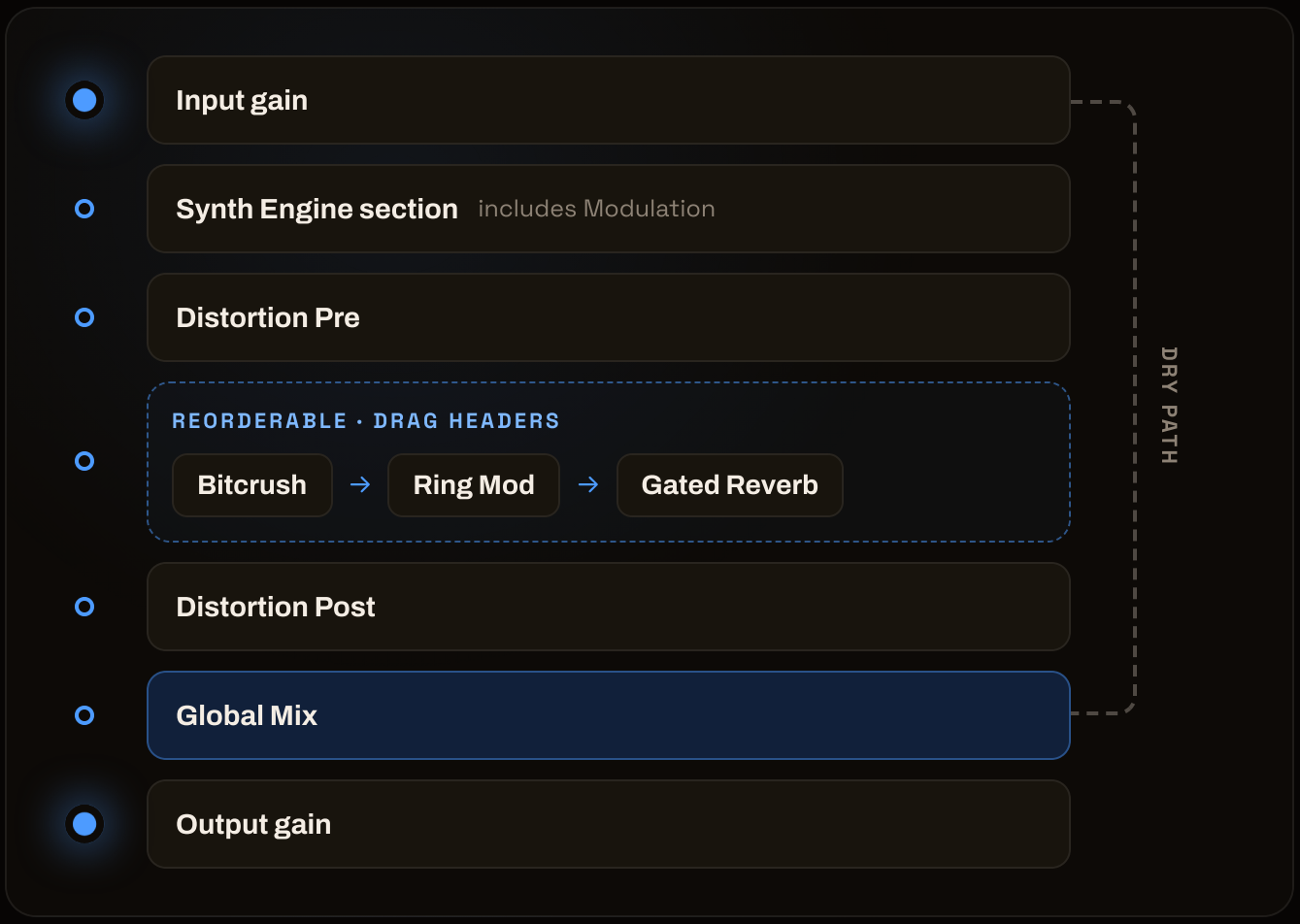
Mix `0 to 100%`

Blends the reverb with the sound entering the module.

Tails from successive notes overlap, so playing a new note doesn’t cut off the previous tail. Switching the module off quickly cuts the reverb while preserving your Time and Mix settings.

08 · ROUTING

Routing



- After Input gain, the signal splits into a dry path and a processed path, which meet again at global Mix. Output is applied last.
- Only Bitcrush, Ring Mod, and Gated Reverb can be moved. Drag their headers to reorder them. Changing the order changes what each effect receives.

Presets

Use presets as starting points, then adjust the engine, effects, and blends for your guitar and playing style.

Factory presets and your own saved presets are available from the preset display.



The preset bar.

1	**Preset display**	Click the name to open the dropdown list of factory and user presets.
2	**Left and right arrows**	Load the previous or next preset in the list immediately.
3	**Save icon**	Opens a Save dialog where you can type a preset name. Saved presets go into the User Presets folder. Saving with an existing user preset name asks for confirmation before overwriting. Saving with a factory preset name creates your own copy rather than changing the factory preset.
4	**Trash icon**	Asks for confirmation before deleting a user preset. Factory presets cannot be deleted. Delete is unavailable when a factory preset is selected.

The name ”Default” is reserved and cannot be used when saving a user preset.

Preset Storage and Recall

User presets are individual .preset files. Share them or transfer them between installations by copying files into or out of the User Presets folder.

MACOS	`/Users/Shared/Audio Hertz/Soklo GS-5 Guitar Synth/User Presets/`
WINDOWS	`C:\Users\Public\Documents\Audio Hertz\Soklo GS-5 Guitar Synth\User Presets\`

Presets recall the engine and intervals, effect order, module states, Distortion Pre/Post switches and mode, every effect control, Synth Engine Mix, Input, Output, and global Mix.

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10 · TROUBLESHOOTING

Troubleshooting

Why isn't GS-5 tracking my playing properly?

GS-5 follows one note at a time. Play single notes, mute unused strings, and avoid letting notes ring over one another. Keep your guitar volume up and use a strong, clean input level without clipping. Notes below low E on guitar may not track reliably.

Why isn't Modulation doing anything?

Modulation works by detuning the synth engine's voices, so it only has an effect when the Synth Engine is on. Check that Modulation is also switched on and its Depth and Mix controls are turned up.

Why does the audio cut out periodically?

In demo mode, GS-5 produces 5 seconds of silence every 60 seconds. Enter your license key to unlock the full version. You don't need to reinstall, and your saved settings and presets will remain available.

Still need help?

Contact us at **audiohertz.com/contact**. Please include your operating system, DAW, plugin format, GS-5 version, and a brief description of the problem.

11 · CREDITS

Credits

CONCEPT & SOUND DESIGN	CODE & DSP	GUI DESIGN
David Silverstein & Soklo	Yuriy Ivantsov	Nikita Andreyenko

Click the Audio Hertz logo in the plugin to view the version, credits, and license status.

12 · EULA

EULA

Please visit **https://audiohertz.com/eula/** to review this product's EULA.

Thank You

Thank you for your purchase! If you have questions or feedback, please reach out to us at **https://audiohertz.com/contact/**.

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