

OB-6 PlugSE

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Any questions or comments, please e-mail us at: [**editors@soundtower.com**](mailto:editors@soundtower.com)



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MIDI Setup

MIDI

MIDI Settings (F7)



Select MIDI IN and MIDI OUT ports that the OB-6 is physically connected to.

The status text should display: SEQUENTIAL OB-6: ON-LINE. If not connected then manually check GLOBAL settings on the OB-6.

For the PlugSE to communicate with the OB-6, the Global SysEx (system exclusive) settings should be set as follows:

- MIDI SysEx Enable = ON
- MIDI Out Select = USB or MIDI depending on a connection.

The PlugSE controls more than a thousand parameters and is using NRPN commands that are received and transmitted.

To enable NRPN controllers set:

- MIDI Param Send = NRPN
- MIDI Param Receive = NRPN
- MIDI Control Enable = ON

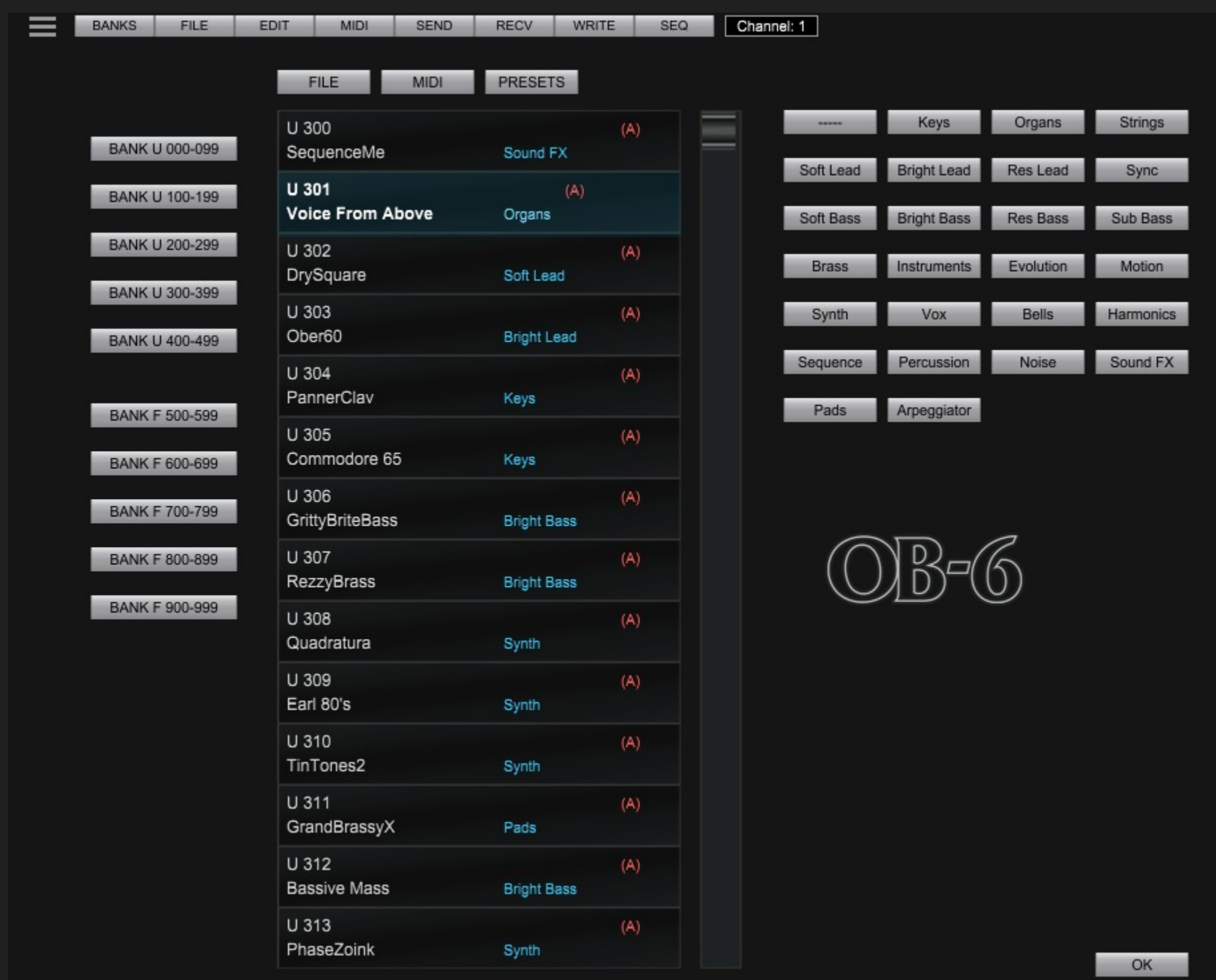
Note: All of the above GLOBAL settings changes must be done manually on the OB-6 panel. In order to save changes exit the Global mode.

Program Banks

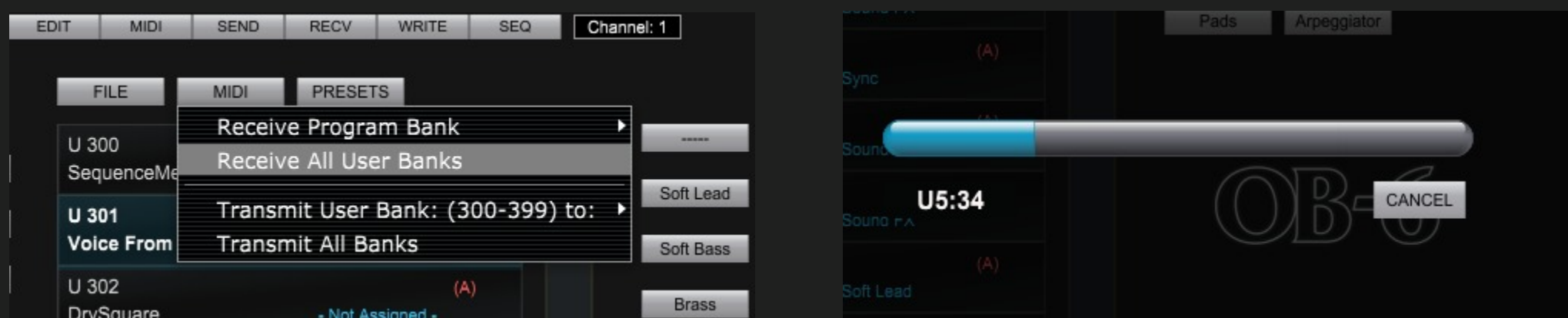
OB-6 Banks

BANKS

Program Banks (F6)



Using the bank panel you can access and select from all programs in the OB-6 USER and FACTORY banks. In order to import all programs to the PlugSE use MIDI RECEIVE functions.



On the left of the Bank Panel there are BANK buttons that bring up a content of a selected bank. On the right side there are CATEGORY buttons that filter all USER programs according to a selected category. Double-clicking on the program list select a program on the OB-6 and closes the Banks Panel.

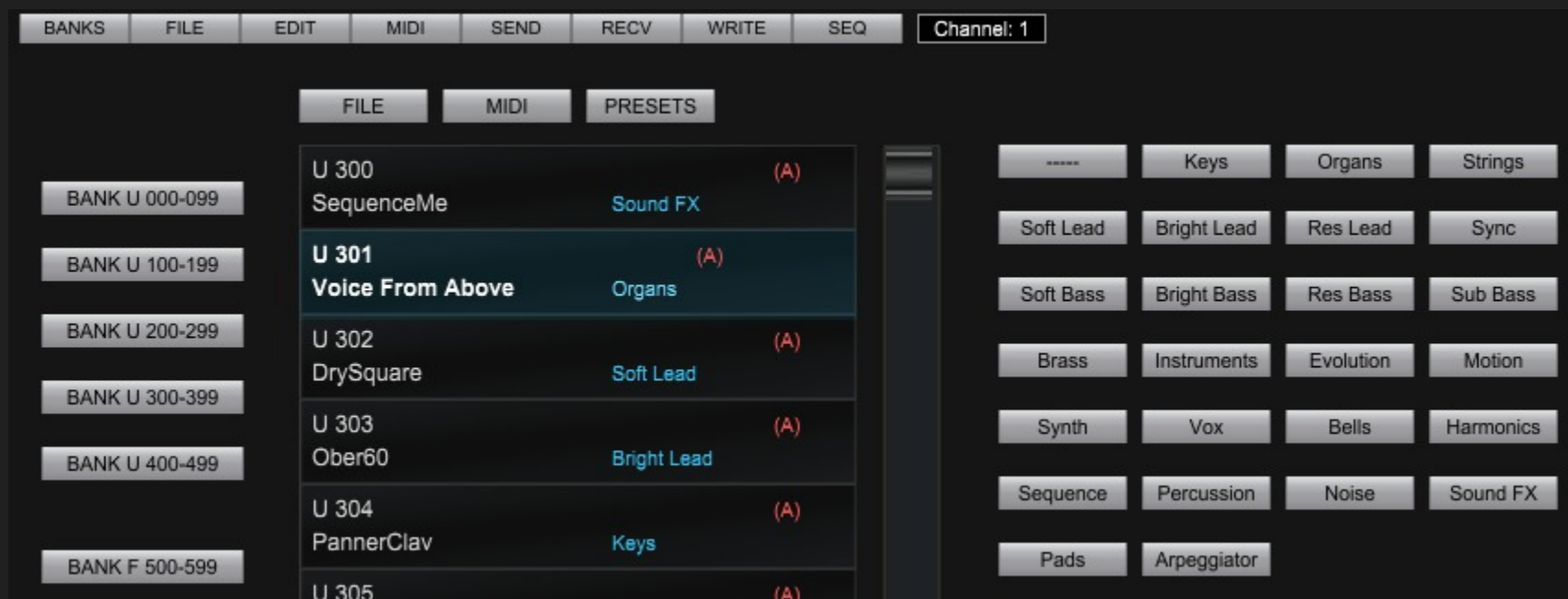
You can import Program banks saved in files by clicking on the FILE button.

Supported formats are:-

- *.syx (Raw SysEx data) containing OB-6 program banks.
- *.p6_b , OB-6 Editor bank files.

Bank files are loaded to the currently selected bank. If you select different bank destination, click on a different bank button to select another current bank.

For a convenience, if you like to revert or reload the original factory programs you can use the PRESET button. Again, like with the bank files, selected factory banks will be loaded to the currently selected bank.



When you select a program from OB-6 banks that program will be loaded the current PlugSE patch and all it's parameters will be displayed on the Voice panel.

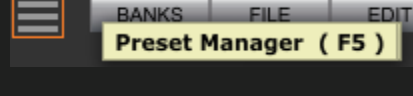
Click on the **OK** button or press **F6** key again to close the Banks panel.



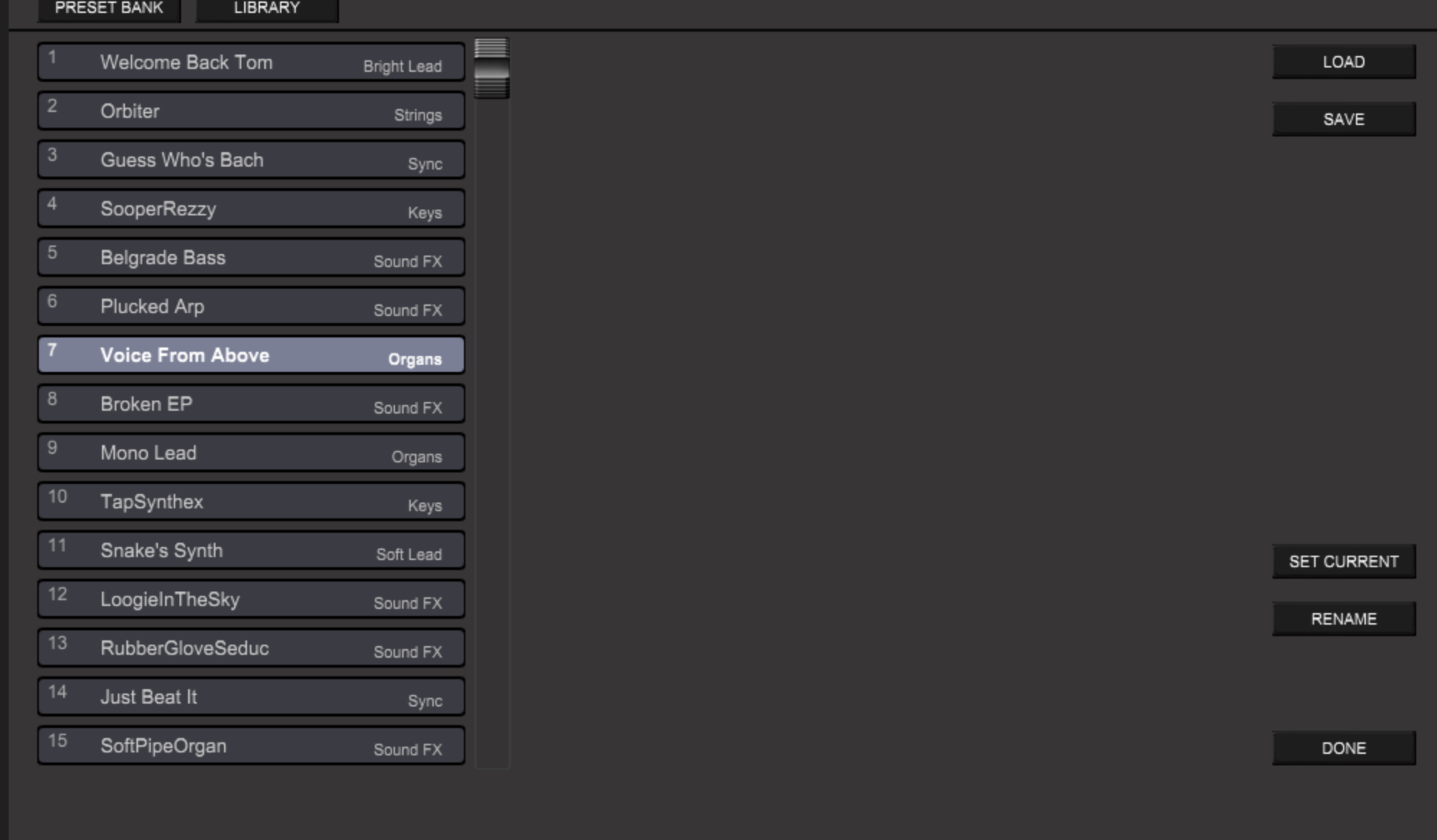
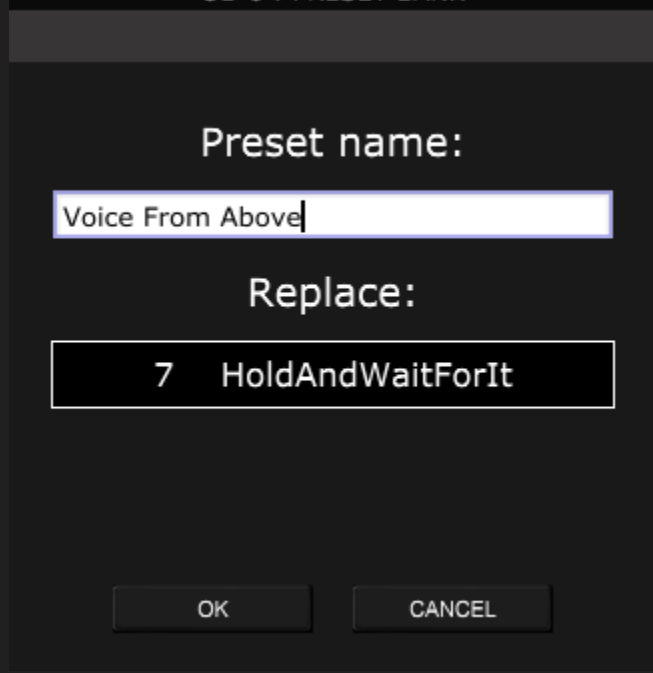
Presets Manager

Preset Manager / Librarian

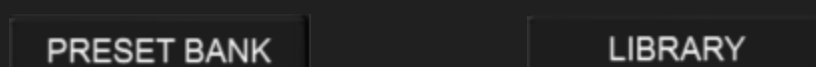
Preset Manager and Librarian can be accessed by clicking on the hamburger icon located at top-left corner.



At first, you will be presented with the dialog that will prompt you to set the current patch to a slot in the FX bank. You can click on CANCEL button to go straight to the Preset Bank Manager or select a slot in the FX bank in order to save it for a later use.



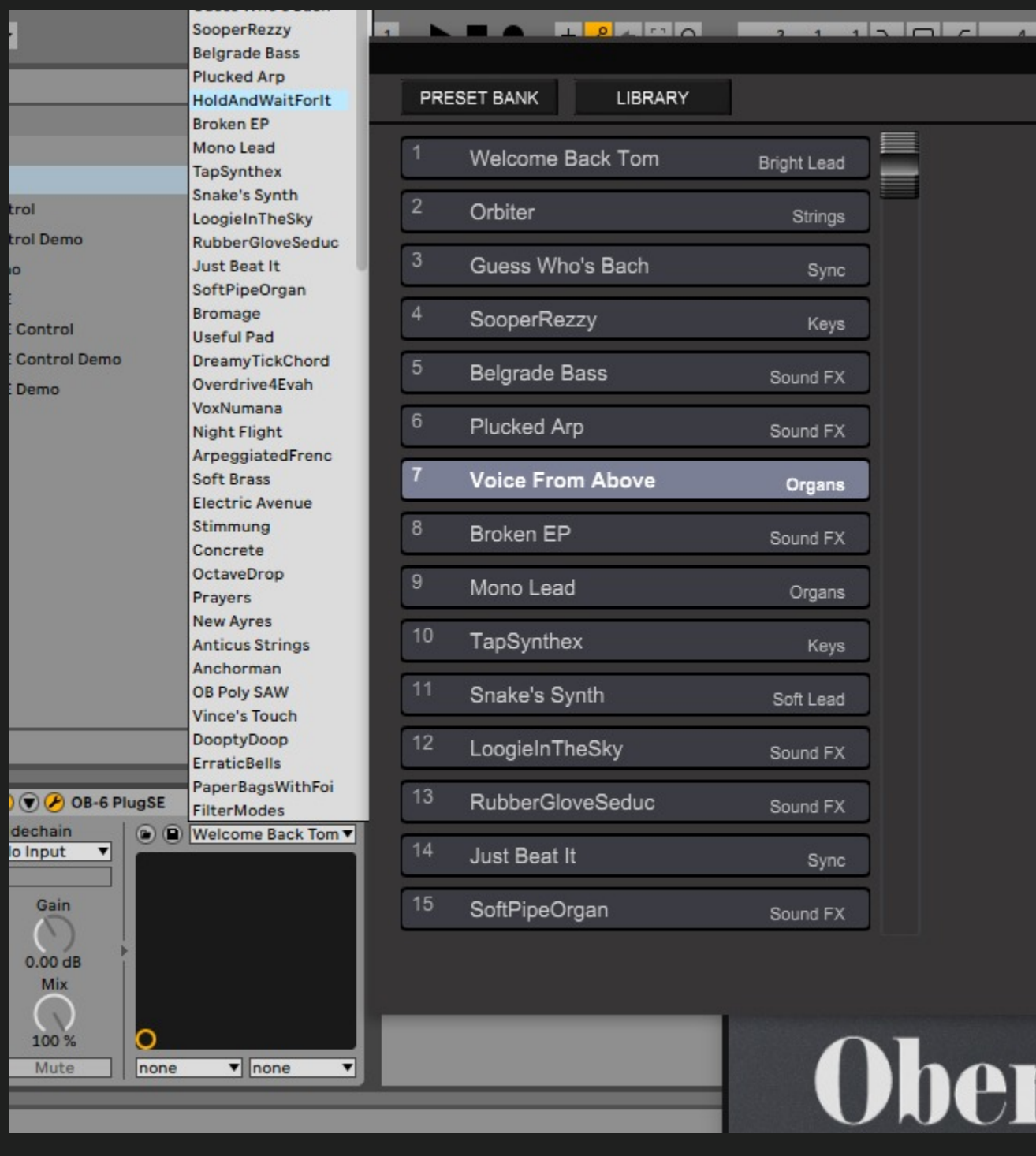
The Preset Manager window has two sections:



Preset Bank Mode manages the preset bank that is used by the DAW host. It is exactly the same list of presets that the VST/AU host displays for preset selection on a track.

Note. VST3 plug-ins may not show the FX Preset bank in the host in the same way as VST2 and Audio Unit plug-in show Preset FX banks.

Also, please not that DAW Preset FX bank list names may not be updated until you save and reload your project



Unlike the Bank Manager, the Preset Manager or Preset List does not select physical programs from the OB-6 internal banks. Each VST or AU plug-in comes with its own separate preset bank. In case of the OB-6 plug-ins this is a totally separate bank that should not be confused with OB-6 USER or FACTORY banks that the PlugSE displays on the Bank Manager panel.

The PlugSE's preset bank comes preloaded with programs from the OB-6 Factory Bank 1 and therefor may look similar to the OB-6 internal bank.

When you select programs in the Bank Manager, you are selecting programs in OB-6 internal banks using Bank/Program MIDI commands and selected programs are loaded from the internal banks to be played.

When you select select presets using the Preset Manager or FX Preset Lists then selected preset programs are send to the OB-6 to be played. Preset programs loaded in that way temporary replace programs in so called Edit Buffer.

The Preset Program Bank data is saved within the VST/AU project and it is loaded bank when you open a saved project.

Preset Manager Functions

LOAD - You can either replace the whole Preset Bank or just load one program to it. To load just one program, first select destination location on the list.

SAVE - Saves the whole Preset Bank or selected single presets.

SET CURRENT - Inserts the currently playing preset program into the Preset Bank. Select a destination location on the list first. It is the same function that you are presented with when you open Preset Bank Manager when you click on the "hamburger" icon.

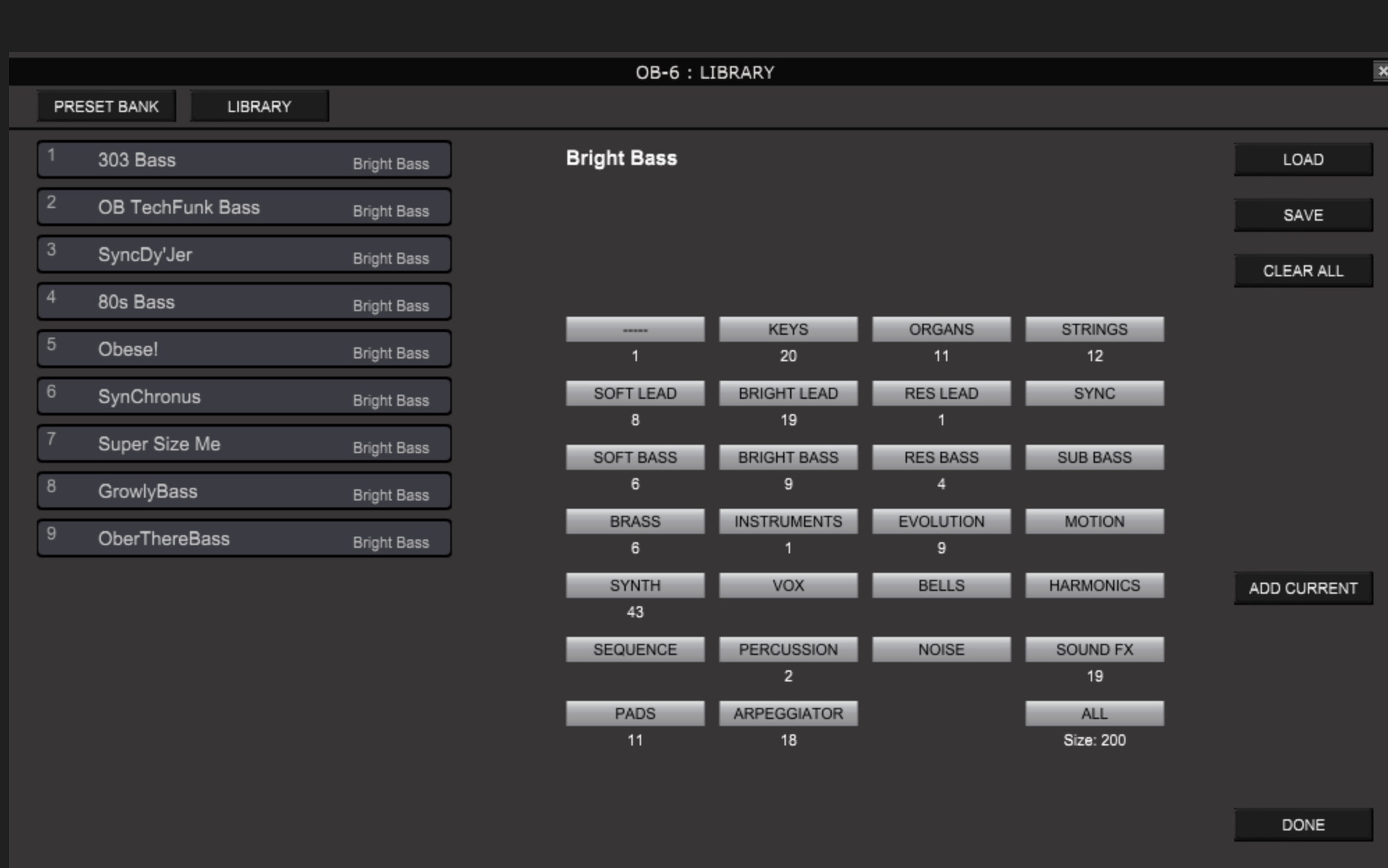
RENAME - Renames the selected Preset Program.

APPLY - Applies a selected preset program. It selects the current preset location in the host preset bank and sends the selected program to the OB-6 Edit Buffer for playing.



The Librarian Mode provides an easy access to OB-6 librarian files where programs are organized and saved according to their assigned sound category. To switch to Librarian Mode click on the LIBRARY button.

There are about category 26 buttons under each the number of programs in that particular category is displayed.



Library Mode Functions

LOAD - There are several options here.

- You can import OB-6 Library file that you prepared using the OB-6 editor (*.p6_l file extension Format).

- *.syx (Raw SysEx data) containing OB-6 program banks.

- *.p6_b , OB-6 Editor bank files.

You can also load programs from OB-6 USER and FACTORY Program banks.

SAVE - The program library is saved automatically on exit.

You can also export it as a OB-6 editor Library file (*.p6_l file extension Format).

CLEAR ALL - Deletes all programs from the library. You will be prompted to save it or cancel.

ADD CURRENT - adds the currently playing preset program to the library. You might be prompted to rename it.

RENAME - Renames the selected Preset Program.

DELETE - Removes the selected program from library.

APPLY - Applies a selected program. It sends the selected program to the OB-6 Edit Buffer for playing.

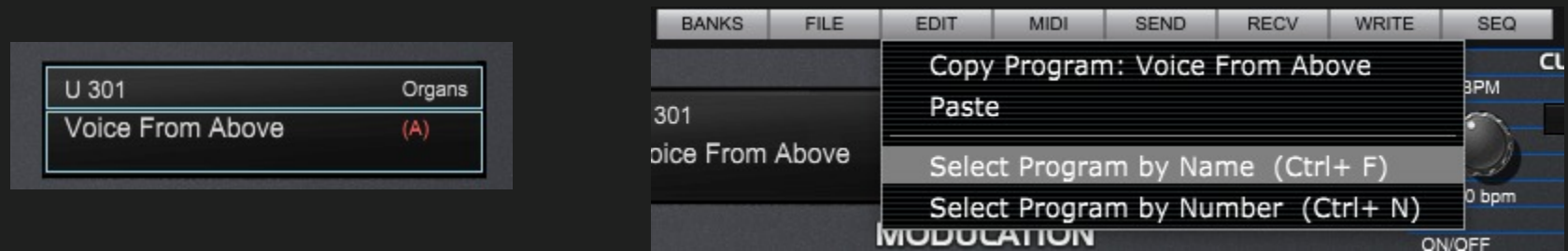
Program Search

Selecting Programs by Name or Number

You can select User or Factory programs using the Bank Panel and also by typing first letters or names or program numbers.

To access the Select Program by Name function you can either press Ctrl/Command + F keys or click on the Program Name in the Voice Edit view.

To access the Select Program by Number function you can either press Ctrl/Command + N keys or click on the Program Number in the Voice Edit view.



To search: Use **Alt/Option + letter** keys for the name search and Alt/Option + number keys for the search by number.

To navigate: Use **Arrow up** and **Arrow down** keys.

To select programs: use **Arrow-right** key."

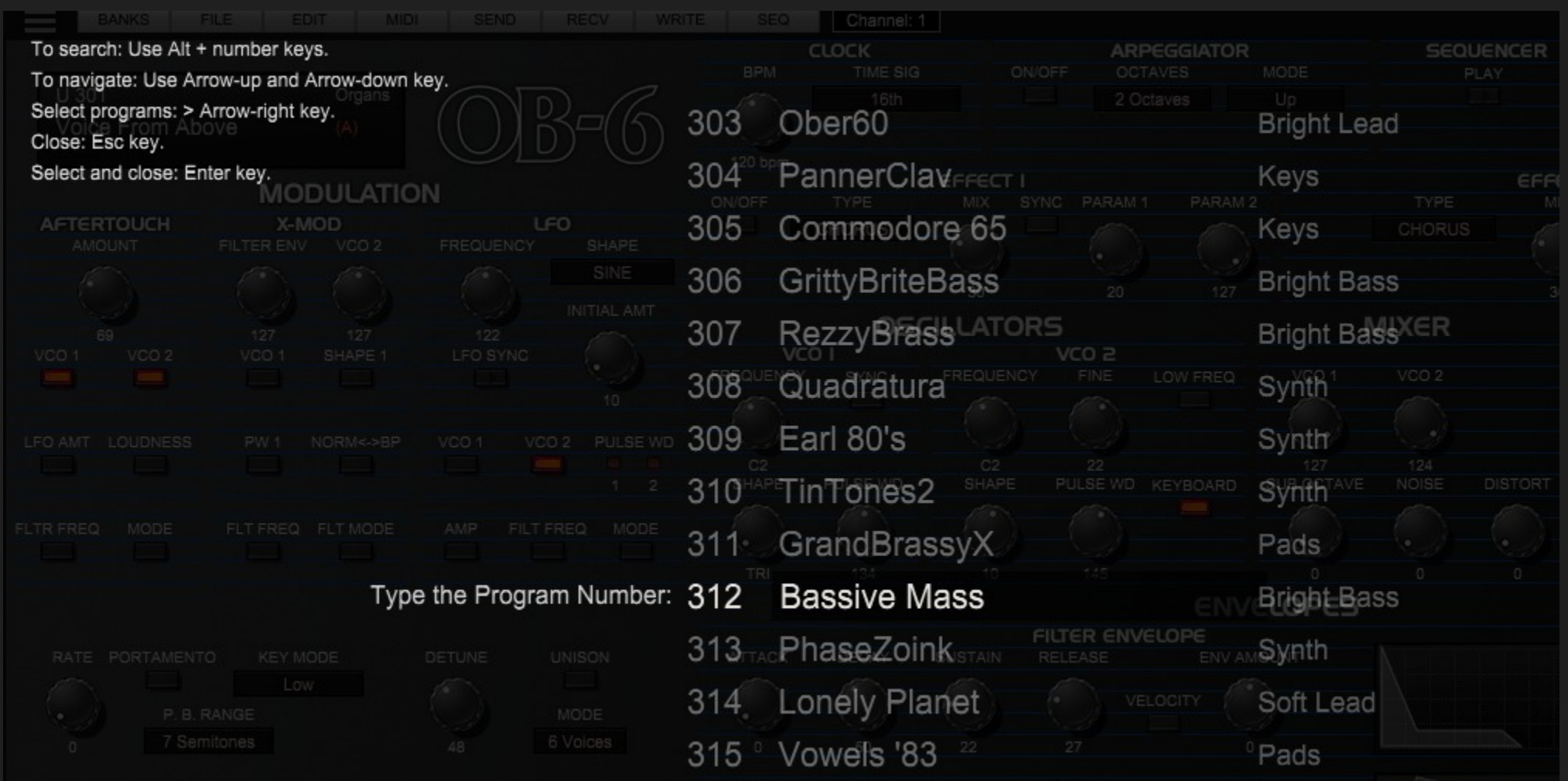
To close search panel: use **Esc** key.

To select and close: use **Enter** key.

Search by Name:



Search by Number:



Computer shortcut keys:

Please note that the PlugSE window has to be in-focus in order for computer key strokes to work.

Function key **F1**: Shifts the Voice panel right.

Function key **F2**: Shifts the Voice panel left to show Oscillators groups.

Function key **F3**: Shifts the Voice panel left to show Filter and Amplifier groups.

Function key **F4**: Shifts the Voice panel left to show Effect A and B groups.

Function key **F5**: Preset Bank Manager.

Function key **F6**: OB-6 User and Factory Banks.

Function key **F7**: MIDI Setup.

Function key **F8**: Sequencer Window.

Esc key **F5**: Closes Preset Bank Manager and Sequencer Window. Hides the Program Search panel.

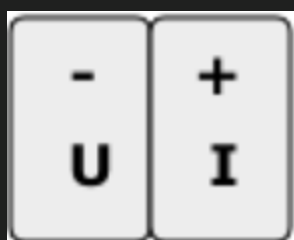
Ctrl/Command + F : Opens the Program Search by name panel.

Ctrl/Command + N : Opens the Program Search by number panel.

Ctrl/Command + H : Horizontal or vertical mode.

Playing notes using computer keys:

Some DAW hosts do not pass all keys strokes and you should use **SHIFT KEY** to enable certain keys in the PlugSE.

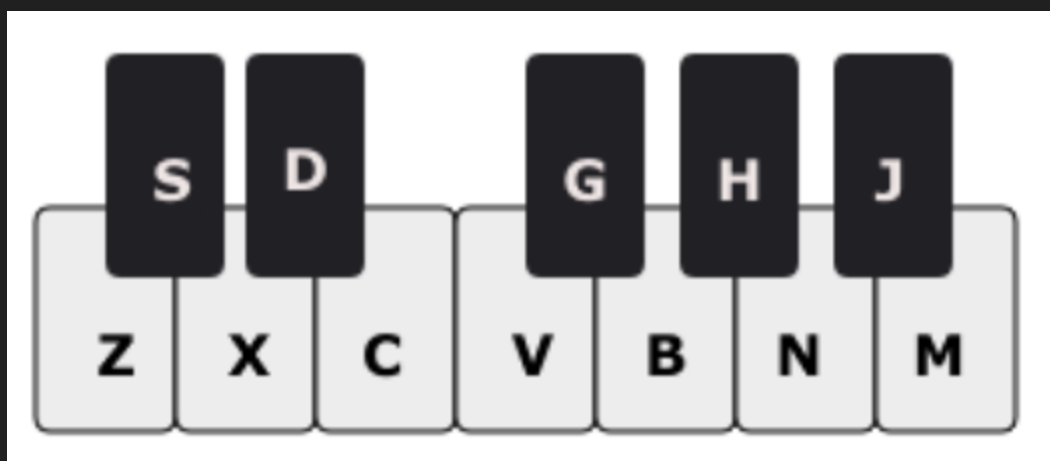


Note Velocity - Increase/Decrease



Octave - Increase/Decrease

Computer Keys Note Play assignment:



Note velocity settings and the octave range can be also adjusted using controls located on the piano keys panel.



Deference between Instrument and Control Plug-ins

Difference between Instrument and Control plug-ins.

Plug-in Control also called the Effect or MusicEffect type or AU MIDI Controlled Effect.

An effect unit that can respond to MIDI control messages, typically through a mapping of MIDI messages to parameters of the audio unit's DSP algorithm.

Suggested use: use it in connection with the EXTERNAL MIDI TRACK. You can simply place Plug-in Control on the bus of the EXTERNAL MIDI TRACK .

Advantage: you can have many instances of the plug-in on different MIDI TRACKS playing on different MIDI channels.

EXTERNAL MIDI TRACK is a MIDI track and you can add plug-ins (like our PlugSE Control) to add automation. By adding plug-in you are adding automation to the external track.

The plug-in does not receive any MIDI, notes and etc. from the HOST. It simply just controls the Synthesizer.

The Plug-in Control type PlugSE is recommended for use with Apple Logic Pro.

Plug-in Instrument (Instrument or MusicDevice type).

It can have its own track called INSTRUMENT TRACK INSTRUMENT TRACK has MIDI track and automation track. The plug-in DOES receive MIDI, notes and etc. from the HOST and passes them over to the synth it controls.

The Plug-in Control type PlugSE is recommended for use with [Ableton Live](#) or [Steinberg Cubase](#).

[PlugSE in Ableton Live - Suggested Setup](#)

[PlugSE in Cubase - Suggested Setup](#)

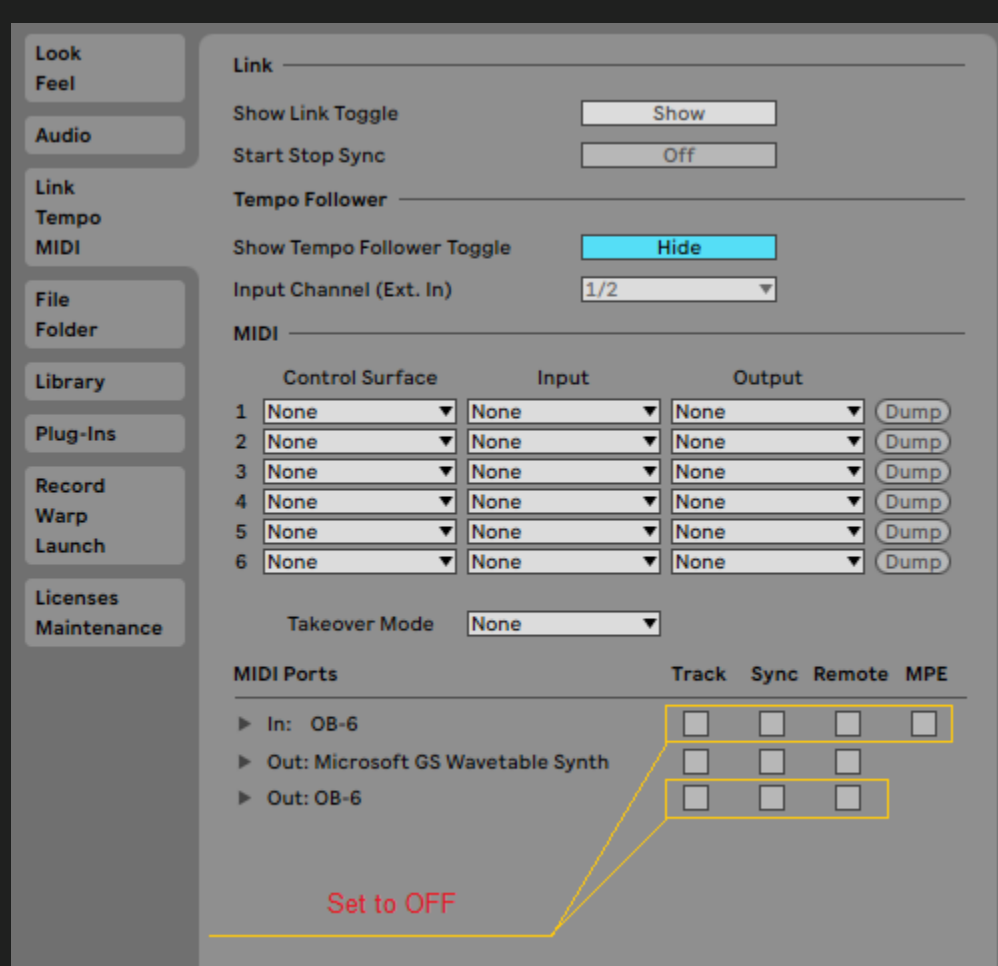
USING OB-6 PLUGSE IN ABLETON

The PlugSE is designed to serve as a bridge between the host and the synthesizer and in principle the OB-6 should be connected directly to the PlugSE via MIDI. By default, most of the VST hosts are set to grab all MIDI ports on startup and this may create a connection problem for PlugSE users.

If you are using a Windows PC many MIDI interfaces including OB-6 USB MIDI are not multi-client - this means that ports can be opened and used only by one application at a time. It also means that in practice, after you start the host application the host may first access and open MIDI ports that your synth is connected to and prevent the PlugSE from accessing the same ports later on. Similar setup can be used on MacOS.

Here is what you should do:

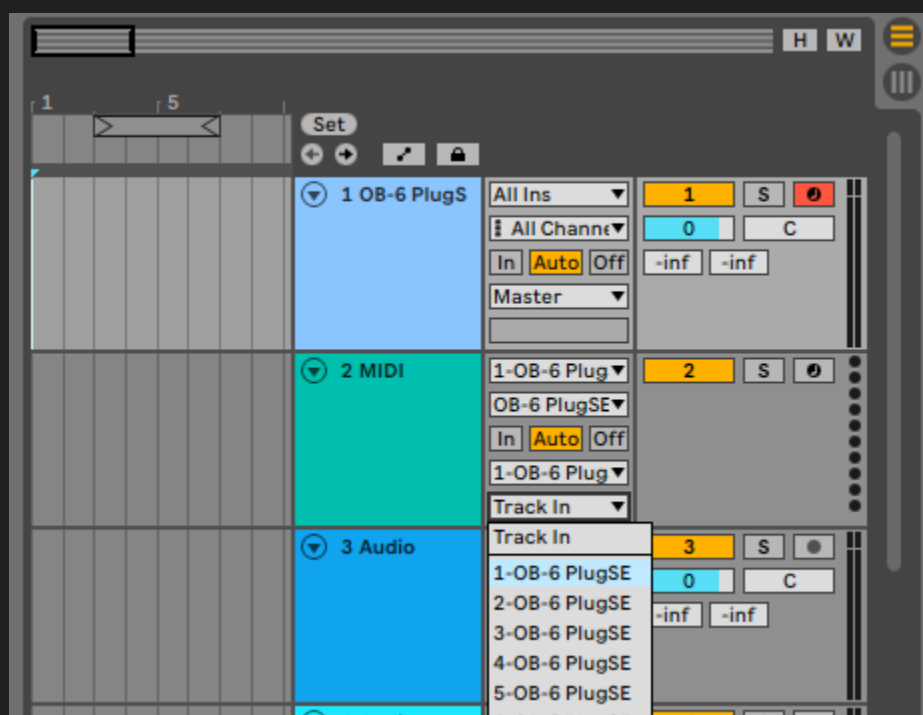
- Start Ableton.
- Go to Ableton preferences/devices and disable both OB-6 **USB MIDI IN** and **USB MIDI OUT**.



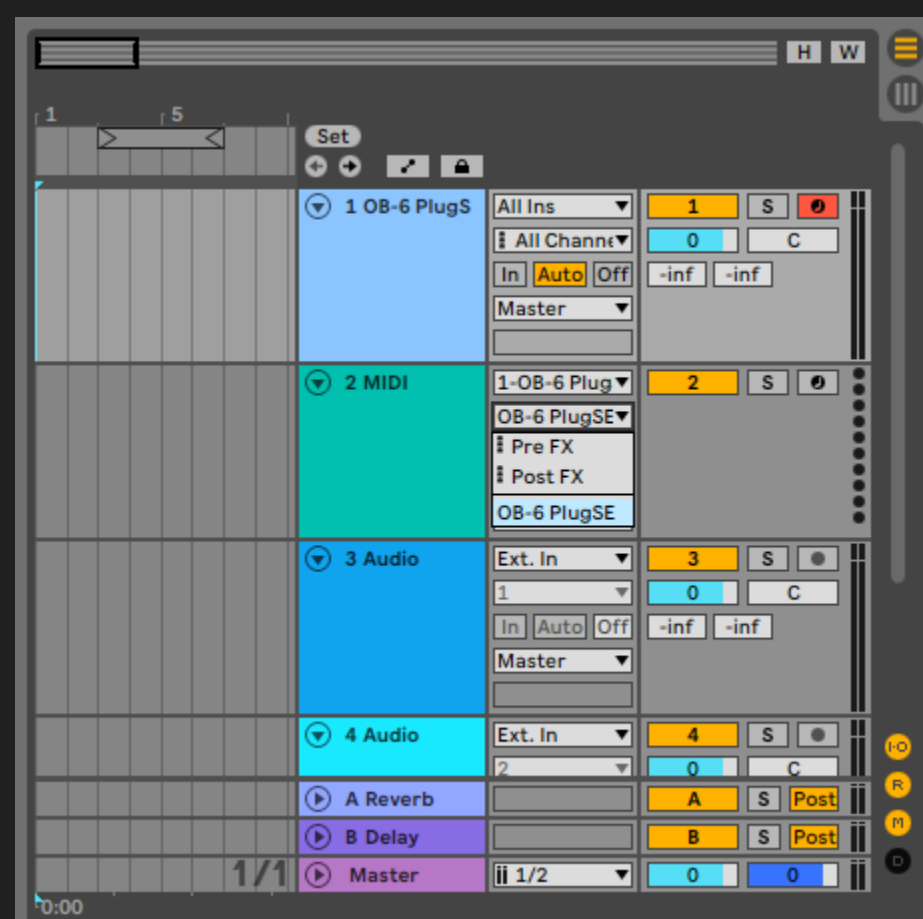
- Run PlugSE
- Go to PlugSE MIDI Setup and select OB-6 USB in and out. At this point you should have it ON-LINE.



- In Ableton, select the MIDI track and configure OB-6 PlugSE for track's output.



- Configure OB-6 PlugSE for track's input if you using OB-6 as input.



To establish the proper MIDI communication between OB-6 and the PlugSE/Editor:

Please make sure that the Global Parameters are set MANUALLY (not through the computer) on OB-6 as follows:

- MIDI Channel: ALL (ALL)
- Param Xmit: NRPN (nr)
- Param Rcv: NRPN (nr)
- MIDI Control: ON (On)
- MIDI Sysex: MIDI (Nid) or USB (USb) depending on your connection
- MIDI Out: MIDI (Nid) or USB (USb) depending on your connection

Also, please make sure that the MIDI track channel has the same MIDI channel as the OB-6 MIDI Channel or the OB-6 MIDI channel is set to ALL.

USING OB-6 PLUGSE IN ABLETON

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Here is what you should do:

- Start Cubase session.
- Go to Cubase Studio Setup/MIDI and set both OB-6 USB MIDI IN and USB MIDI OUT to Inactive.
- Run OB-6 PlugSE Instrument type plug-in.
- Go to PlugSE MIDI Setup and select OB-6 USB in and out. At this point you should have it ON-LINE.
- In Cubase, select MIDI track and configure OB-6 PlugSE for track's input (if you using OB-6 keyboard to play notes) and output.
- Go to PlugSE MIDI Setup and select OB-6 USB in and out. At this point you should have it ON-LINE.



To establish the proper MIDI communication between OB-6 and the PlugSE/Editor:

Please make sure that the Global Parameters are set MANUALLY (not through the computer) on OB-6 as follows:

MIDI Channel: ALL (ALL)

Param Xmit: NRPN (nr)

Param Rcv: NRPN (nr)

MIDI Control: ON (On)

MIDI Sysex: MIDI (Nid) or USB (USb) depending on your connection

MIDI Out: MIDI (Nid) or USB (USb) depending on your connection

Also, please make sure that the MIDI track channel has the same MIDI channel as the OB-6 MIDI Channel or the OB-6 MIDI channel is set to ALL.

DEMO LIMITATIONS

Writing to OB-6 is disabled.

File saving is disabled.

Program parameter editing is disabled with an exception of the following parameters:

- Frequency
- Sync
- Shape
- Pulse Width