

# Receptor v1.7 Release Notes

This document includes all release notes for Receptor versions 1.1 through 1.7

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# Receptor v1.7 Release Notes

This section discusses the most significant of Receptor’s v1.7 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.2 owner’s manual or in previous Release Notes.

**IMPORTANT:** *Receptor v1.7 requires both Receptor Remote Control v1.2 (or higher) and UniWire v1.2 (or higher). Receptor Remote Control and UniWire are now bundled together in a single download, called “Receptor Tools.” You must download and install Receptor Tools v1.2 (or higher) in order to take full advantage of Receptor v1.7*

## New Software: Receptor Tools 1.2

**Receptor Tools** is the new name given to all of Receptor’s various desktop components—that is, any software that gets installed on your host computer, rather than on Receptor. Receptor System Software v1.7 requires Receptor Tools v1.2, which includes a new version of Receptor Remote Control (v1.2) and a new version of UniWire (v1.2).

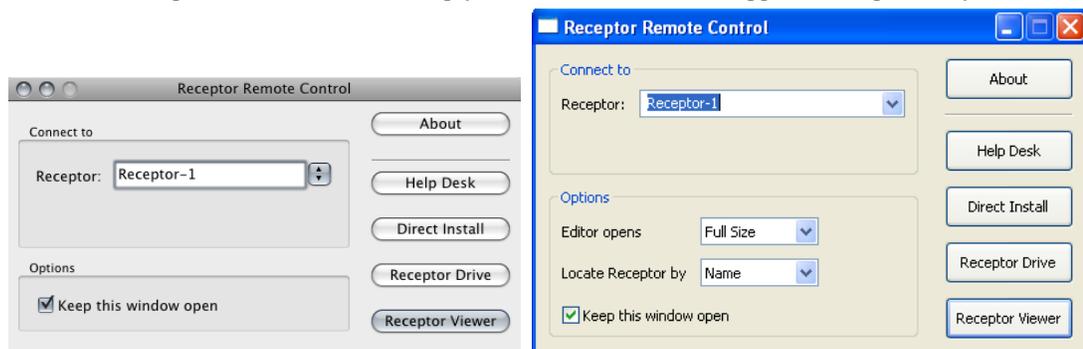
When you download and install Receptor Tools 1.2, you will be getting both Receptor Remote Control 1.2 and UniWire 1.2, both of which are required to use Receptor System 1.7.

## New Feature: Expanded Receptor Remote Control

Concurrent with the release of Receptor v1.7 software, Receptor Remote Control has been updated to v1.2, which greatly expands this desktop component’s functionality. Previous versions simply opened Receptor’s graphical user interface on your Mac or Windows desktop. The new version now gives you several additional options and new features.

Receptor Remote Control is installed on your Mac or Windows desktop and, as you might suspect, it allows you to control various Receptor features directly from your Mac or PC.

To launch Receptor Remote Control, simply double-click it, and the application opens on your Mac or PC.



Macintosh Version

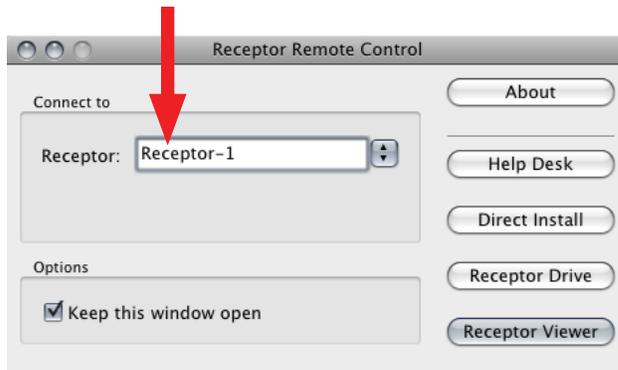
Windows Version

The following sections discuss all the various elements and task buttons contained within the new Receptor Remote Control application.

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## Connect To

Use this area to select, by name, which Receptor you wish to control. If you have only one Receptor, it will obviously appear as the default selection.

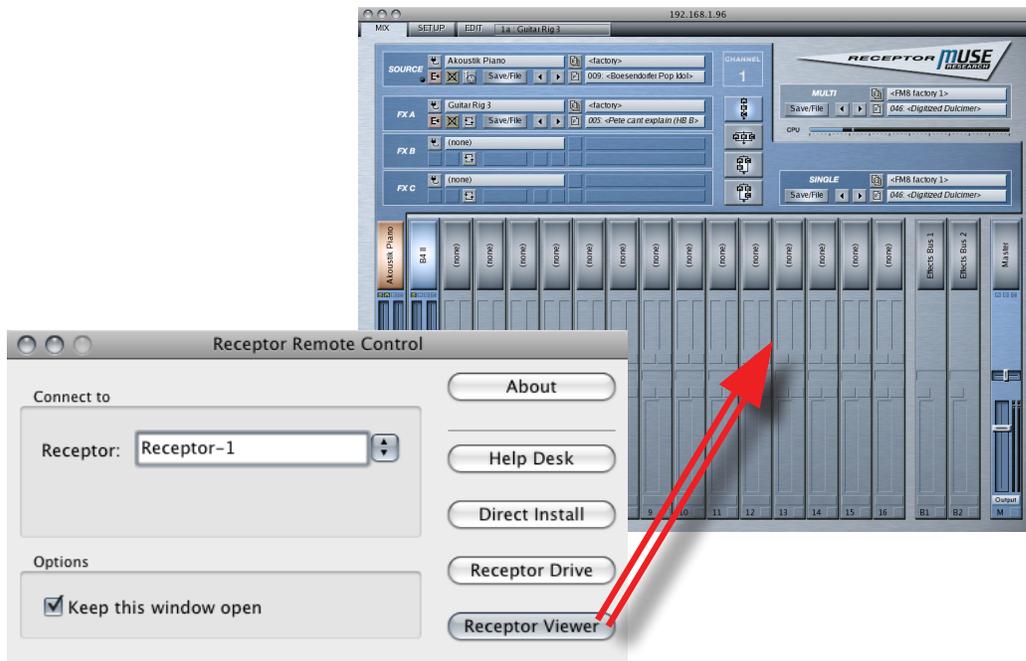


**TIP:** You can rename your Receptor using either its graphical user interface (Setup View), or from the front panel (SETUP button).

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## Receptor Viewer

Click this button to open a window in which you'll see Receptor's graphical user interface. You can control Receptor from your computer using the Receptor Viewer window just as if you had connected a monitor, keyboard, and mouse directly to Receptor.



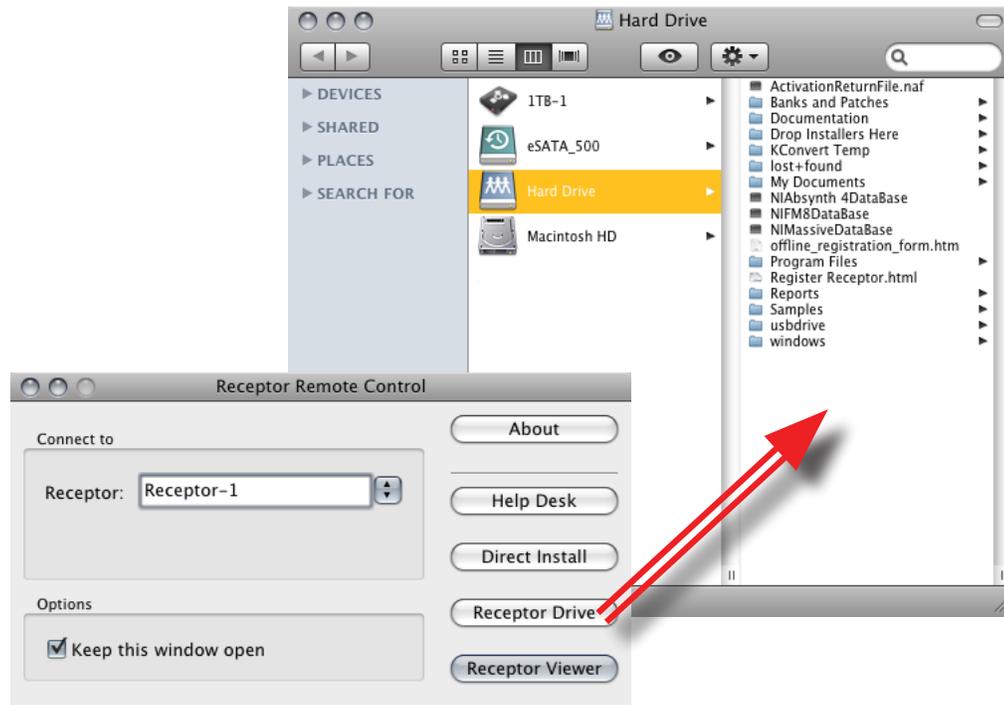
## Modifications to Macintosh Version of Receptor Viewer

There are a few changes to key equivalents for the Macintosh version:

- Previously, to clear a Mixer channel, you could CTL-click the channel selector. In this version, you must now CTL-CMD-click the channel selector. Note that you must hit the CMD key *after* you hit the CTL key.
- Previously, to load a blank Single patch, you could CTL-click the Single Patch selector. In this version, you must now CTL-CMD-click the selector. Note that you must hit the CMD key *after* you hit the CTL key.
- Previously, to load a blank Multi patch, you could CTL-click the Multi Patch selector. In this version, you must now CTL-CMD-click the selector. Note that you must hit the CMD key *after* you hit the CTL key.

## Receptor Drive

Click this button to open (mount) Receptor's internal hard drive on your computer's desktop, where you can navigate it just like any other storage volume on your computer—you can even drag and drop files between it and your computer's drives.

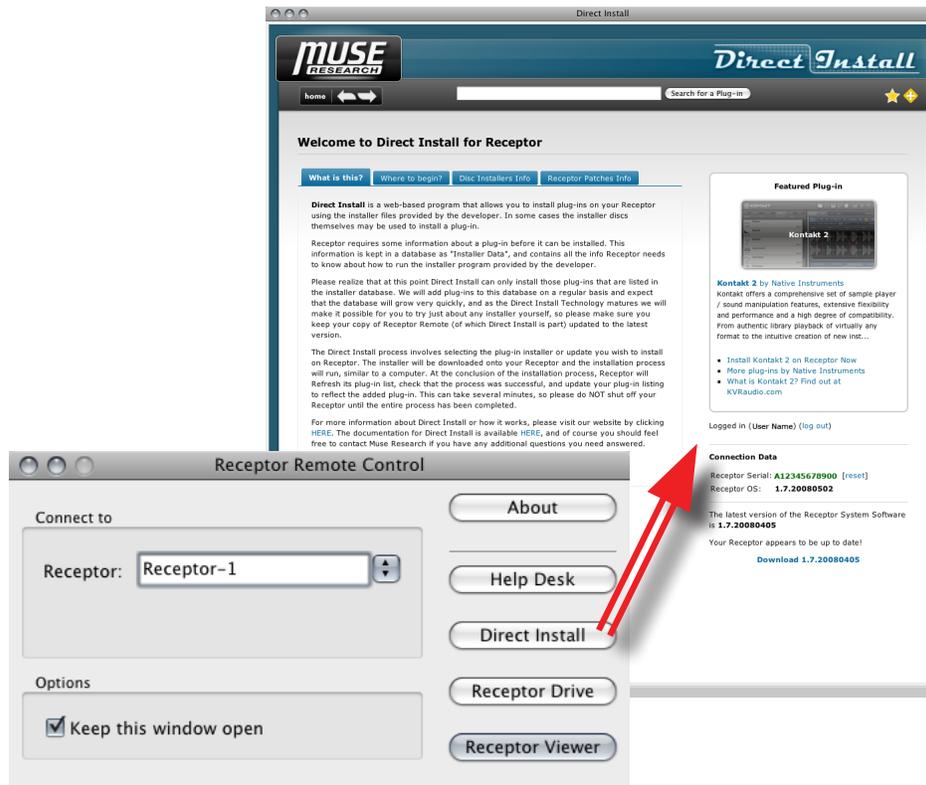


**NOTE:** Computer specialists and network administrator types might be interested in knowing that Receptor's Hard Drive is accessed using the SMB protocol.

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## Direct Install

Click this button to open a Direct Install window on your desktop. Direct Install is a new method (discussed, in detail, later in this v1.7 supplement), which allows you to install plugins on Receptor using their native Windows installers.



**IMPORTANT:** As of this initial release, Direct Install supports only Native Instruments' Komplekte 5, and any of the plugins contained within that package. In the future, additional plugins from numerous developers will be supported by the Direct Install technology.

**NOTE:** Direct Install requires that Receptor and your host computer be connected to a network with internet access. All information in the Direct Install window is dynamically generated and comes from the internet meaning, as with any typical web page, the appearance of the Direct Install window is likely to change over time.

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## Help Desk

Click this button to connect to Muse Research's Receptor Help Desk. The Help Desk contains numerous videos, tutorials, and documentation links designed to help you set up and use your Receptor.

**NOTE:** Because the Help Desk is online, your computer must be connected to the internet in order to access all the Help Desk content.

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## About

Click this button to open the Receptor Remote Control About box, which contains the application's version number and copyright information.

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## Options

There are various options associated with Receptor Remote Control.

### Editor Opens (Windows Only)

This option determines how the Receptor Viewer's graphics look when you resize its window. Specifically:

- **Full Size:** If you choose this option, the Receptor Viewer will open full size (1024x768). If you re-size the window, the graphics will remain full-size and scroll bars will appear.
- **Scale to Fit:** If you choose this option, the Receptor Viewer will initially open full size (1024x768) but, if you re-size the window, the graphics will scale accordingly. This is particularly useful if you have limited screen area and wish to see and use the entire Receptor Viewer within a smaller window.

### Locate Receptor by (Windows Only)

This option determines how Receptor Remote Control attempts to locate your Receptor on a network. Specifically:

- **Name:** If you choose this option, Receptor Remote Control will use Receptor's name to find it on the network. When found, the name of that Receptor will appear in the title bar of any windows that opens, making it very easy to identify multiple Receptors on a network. This is the default option and will work with most network configurations. There are, however, some networks that are unable to find Receptors by name, which is why the following option exists...
- **IP Address:** If you choose this option, Receptor Remote Control will use the IP address of the chosen Receptor to connect to it. In this case, the IP Address (and not the Receptor name) appears in the title bar of any windows that open.

### Keep this window open

If this option is checked, then the Receptor Remote Control application will remain open after you click one of the task buttons, such as **Receptor Drive** or **Remote Viewer**. If this option is unchecked then Receptor Remote Control closes automatically whenever you click one of the task buttons. If you frequently perform only one task when launching Receptor Remote Control, you'll want to un-check this option. If you frequently perform multiple tasks after launching Receptor Remote Control, you'll want to check the **Keep this window open** option so that the application remains available.

## New Feature: UniWire Support for Multicore Processors

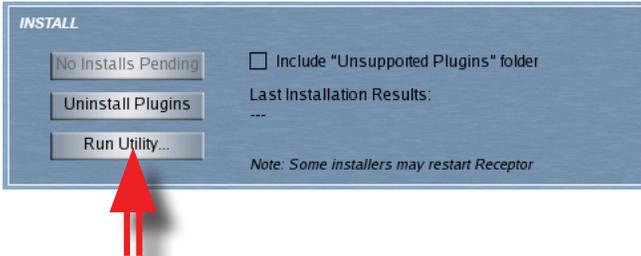
Included in the Receptor Tools 1.2 package, which is required for Receptor v1.7, is UniWire 1.2. Aside from fixing several bugs and improving overall compatibility, UniWire 1.2's most obvious new capability is that it works with multicore processors. You no longer have to disable multi-core support in your host application in order to use UniWire.

# New Feature: Refresh Plugins

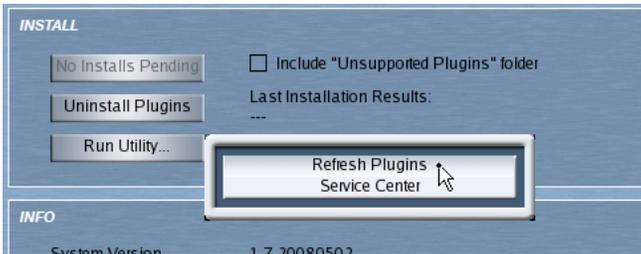
Whenever you add new plugins to Receptor, it needs to “learn” about their existence so it can display them in either the Source or FX lists. This is called “refreshing plugins.” Whenever you install a plugin using the new Direct Install feature (discussed in the next section), the Refresh Plugins Utility runs automatically.

There may be times, however, when you wish to manually refresh plugins. Specifically, if you know there are plugins installed on your Receptor and they don’t appear in Receptor’s Source or FX plugin lists, you should attempt to “refresh the plugin list.” To do this:

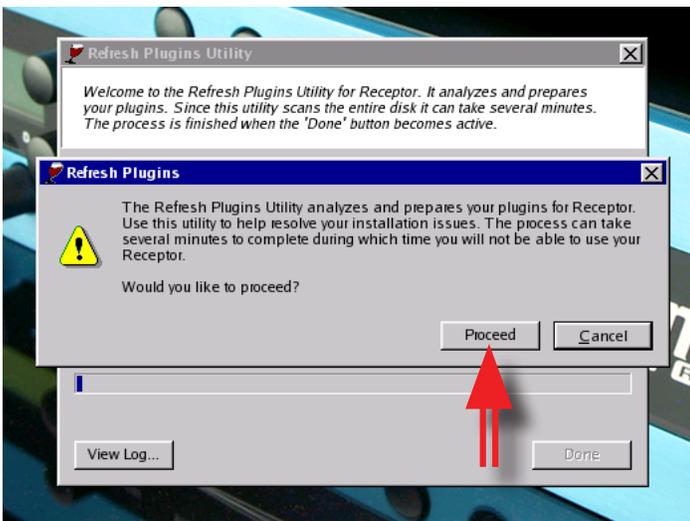
- 1 In Receptor’s graphical user interface, go to **Setup** view and, in the **Install** Section, click **Run Utility**.



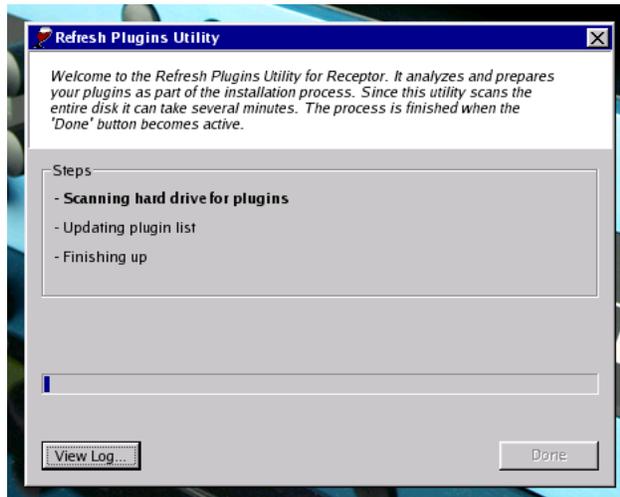
- 2 In the drop-down menu, select **Refresh Plugins**.



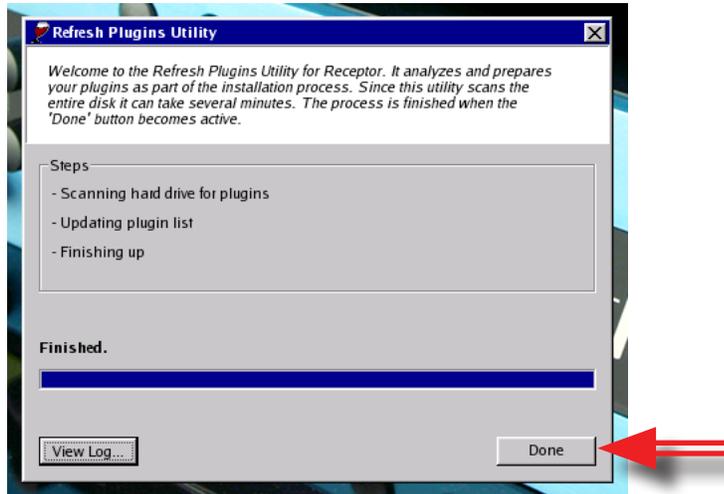
- 3 Receptor’s graphical interface disappears and the Refresh Plugins Utility appears on Receptor’s desktop. *Because the process can take several minutes, you must first click Proceed to confirm that you want the process to begin.*



- 4 The utility begins to run and a status bar monitors the progress.



- 5 When the Refresh Plugins Utility has finished, click **Done**.



- 6 Your Receptor User Interface will re-appear.

## New Feature: Direct Install

Direct Install is a powerful new feature that will, over time, allow you to install many more plugins on your Receptor. Prior to Direct Install, there were three ways to install plugins on Receptor:

- **Premium Plugins:** These plugins can be purchased and downloaded from Plugorama.com. They have been “Receptorized” by the developer and are specifically coded to run on Receptor using an iLok. They give you a 30-day, fully-functional free trial after which you can purchase the software by downloading a license into your iLok.
- **User-Installable Plugins:** Some plugins that are not fully “Receptorized” to take advantage of Receptor’s iLok can be installed by downloading a “prep installer” file from Plugorama. Various files can then be transferred manually between your computer and Receptor to complete the installation
- **Unsupported Plugins:** Software with minimal or no copy protection can be installed directly on Receptor by dragging the plugin’s .dll file into Receptor’s “unsupported Plugins” folder.

Now, **Direct Install** provides a fourth method of plugin installation: You simply launch the Direct Install window from Receptor Remote Control and use the actual installer that came with your software package.

Direct Install will install plugins downloaded from the internet or from the CD/DVD drive in your Mac or PC. It installs the software on a Receptor over a network connection, just as if you were installing it on your desktop machine.

Muse Research will maintain a Plug-in Compatibility database of all the plugins that will work with Direct Install.

**IMPORTANT:** As of this initial release, Direct Install supports only Native Instruments' Komplete 5, and any of the plugins contained within that package. In the future, additional plugins from numerous developers will be supported by the Direct Install technology.

**NOTE:** Direct Install requires that Receptor and your host computer be connected to a network with internet access.

The following sections discuss how to use Direct Install.

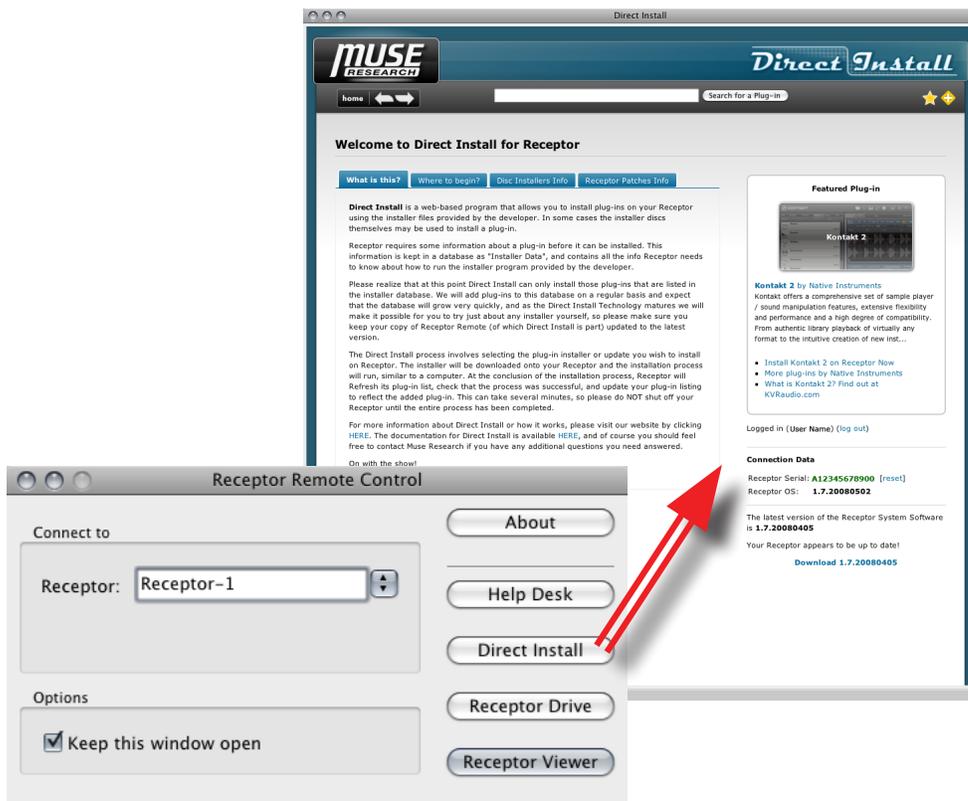
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## Launching Direct Install

**NOTE:** Direct Install requires that Receptor and your host computer be connected to a network with internet access. See your Receptor documentation to learn how to set up networking, or watch the Training Videos available on the Muse Research web site.

To launch Direct Install:

- 1 Double-click the **Receptor Remote Control** application on your Mac or PC  
*Direct Install requires Receptor Remote Control v1.2 or higher.*
- 2 In the Receptor Remote Control Application, click the **Direct Install** button to open the Direct Install window.



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## Anatomy of the Direct Install Window

**IMPORTANT:** All information in the Direct Install window is dynamically generated and comes from the internet. Consequently, as with any typical web page, the appearance of the Direct Install window is likely to change over time. That said, this section discusses Direct Install's functionality and appearance at the time of the Receptor v1.7 software release.



As you can see in the previous illustration, the Direct Install window contains several elements, which are discussed in the following sections.

## Search Field

Begin typing the name of your plugin into the search field to find it in Receptor’s Plugin Compatibility Database.

For example, if you type “absy” into the Search Field, you’ll see a drop down list containing all the developers and plugin names that contain this text string. At the time this document was created, you would see “Native Instruments Absynth 4” in the drop down list.

Finding Plugins in the Compatibility Database is discussed in a bit more depth later in this chapter.

## Navigation Buttons

Use the **Previous** and **Next** arrows to navigate forward or backward through the Direct Install windows, exactly as you would do in any standard web browser.

Also, if you’ve been surfing around the Direct Install screen and want to return to the first Direct Install screen (the one seen when you first launch Direct Install), simply click the **Home** button.

## Bookmarks

Click the “+” button to add the currently displayed plugin to your list of “favorite” plugins. Then, in the future, you can quickly access your favorite plugins by choosing them from the drop-down list that appears when you click the star button.

## Help Tabs

These tabs contain useful information about how to use the Direct Install feature.

## Information

**Information**, located at the right of the Direct Install window, may display the following:

- **Featured Plug-in:** This shows one of the popular plugins currently contained in Receptor’s Plugin Compatibility Database and, hence, available for Direct Install.
- **Log In:** In order to use Direct Install, you need to log in to your Plugorama account. If you do not already have a Plugorama account, please register at Plugorama before proceeding with Direct Install.

- **Receptor Serial:** Displays the serial number of your Receptor. If you have multiple Receptors, click the reset button next to the serial number and select the serial number of the Receptor on which you're installing software.
- **Receptor OS:** Displays the system software version currently installed in your Receptor.
- **Latest Receptor OS:** Displays the most recent Receptor system software version.

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## Finding Your Plugin in the Plug-in Compatibility Database

Before you can install a plugin directly on Receptor, Direct Install first requires some specific information about the plugin's installer. This is called *Installer Data* and it's contained in the Receptor Plug-in Compatibility Database. The Installer Data contains everything Receptor needs to know in order to run the installer program on Receptor.

So, before you can begin, you must first search the Compatibility Database for the plugin you wish to install. For example:

- 1 In the Search Field, type "piano."

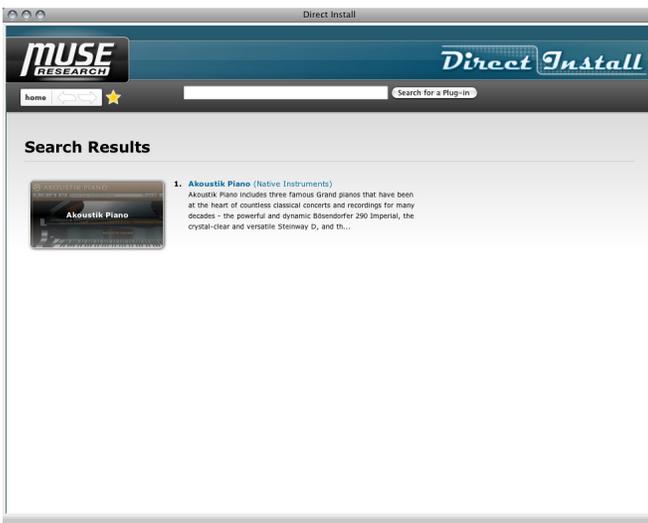
*The drop down list will show you all the plugins that contain the text string, "piano."*



- 2 Click the plugin you wish to install (highlighting it), then click **Search for a Plug-in**.

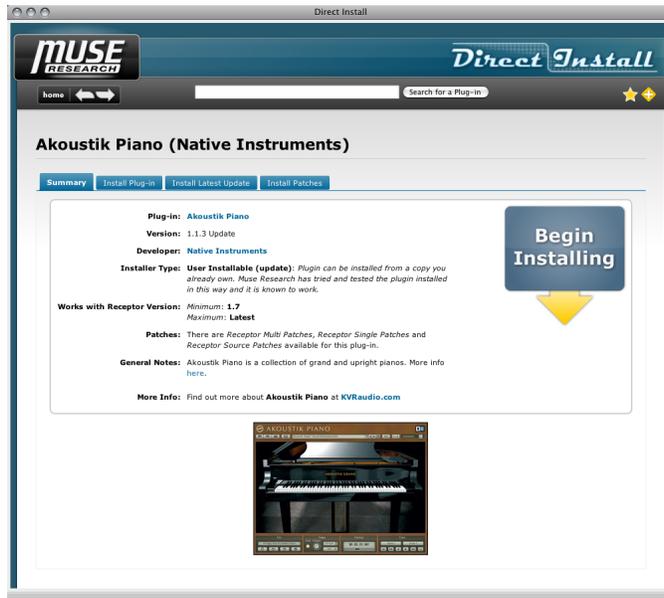
*TIP: If you enter no text in the Search Field, then click **Search for a Plug-in**, you'll see a list of every plugin currently contained in the Compatibility Database.*

- 3 The Search Results page will display all the plugins that matched your search criteria.



- 4 Click the name (or icon) of the plugin you wish to install.

*The Plugin's Direct Install Status window appears.*



As you can see in the previous illustration, the Status window contains several tabs:

- **Summary:** Click this tab to display all information about the chosen plugin.
- **Install Plug-in:** Click this tab if you're installing a full plugin, and not merely an update to an existing plugin.
- **Install Latest Update:** Click this tab if you're installing an update to a previously installed plugin.
- **Install Patches:** Click this tab to install Receptorized patches for the plugin.

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## Installing Your Plugin

Direct Install is designed to use a plugin's native installer. Because every developer has their own methodology for installing plugins, the actual install process will vary from developer-to-developer.

The following are generic instructions for installing plugins using Direct Install. If a particular plugin has specific instructions, they will be available for download from the plugin's page on the Direct Install window.

- 1 Launch Receptor Remote Control and click its **Direct Install** button.
- 2 In the Direct Install window that appears, search the Receptor Compatibility database for your plugin.
- 3 In the Search Results page, click the plugin you wish to install.  
*Important: Be sure to check the Direct Install window for any plugin-specific installation instructions that might exist for that particular plugin.*
- 4 Click **Begin Installing**.
- 5 You will be asked to either insert a CD/DVD that contains the installer, or navigate to it on your hard drive.
- 6 The Receptor Viewer will launch and the installer will be copied to your Receptor.
- 7 Begin running the installer in Receptor's Viewer window, following any onscreen instructions.
- 8 When the plugin finishes installing, the Refresh Plugins utility will launch automatically and, upon its completion, your plugin will be ready to use.



# Receptor v1.6 Release Notes

This section discusses the most significant of Receptor’s v1.6 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.2 owner’s manual or in previous Release Notes.

## New Feature: Automatic UniWire Enabling

Previously, if you wanted to use Receptor with UniWire, you would need to go to Setup view and manually turn on the **Enable UniWire** option. Now, with the release of Receptor v1.6, you do not need to do this. Receptor will automatically enable UniWire if you instantiate a UniWire plugin in your host sequencer (or launch a sequence containing UniWire plugins). Similarly, if UniWire was automatically turned on in this way, it will automatically be turned off (within 30 seconds) when all UniWire plugins are uninstantiated or the connection is lost with the host sequencer. This makes UniWire operation even more seamless within your studio environment.

## New Feature: Send MIDI Program Changes Directly to Plugins

Receptor will now allow you to send MIDI program changes directly to Source plugins, completely bypassing Receptor’s own, internal patch management feature. This is particularly useful, for example, when you load a plugin that does not yet contain any “Receptorized” patches—only its own, internal patches. By using this feature, you can tell Receptor to pass the MIDI program change information directly to the plugin rather than using Receptor’s own methodology for managing Multi, Single, and Plugin patches.

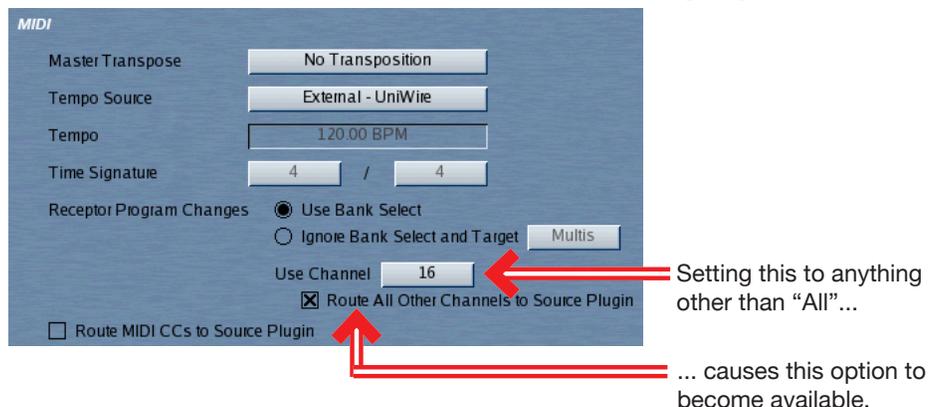
***NOTE:** Not all plugins support this feature. If a plugin doesn’t support the ability to change patches via MIDI Program Change messages, then the plugin will simply ignore those messages.*

Details of this new feature are discussed in the following sections.

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### Route All Other Channels to Source Plugin

If, in the MIDI section of Receptor’s Setup view, you set the Receptor Program Changes Channel to anything other than “All”, the **Route All Other Channels to Source Plugin** option becomes available.



Setting this to anything other than “All”...

... causes this option to become available.

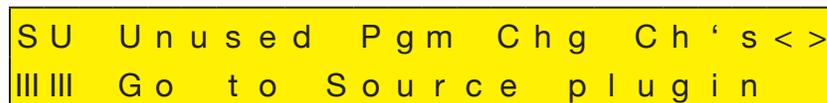
Prior to v1.6, if you told Receptor to use a specific MIDI channel for all its program change messages, it would simply “drop” the MIDI program change messages it received on the other channels. Now, if you check the **Route All Other Channels to the Source Plugin** option, Receptor does exactly that: It takes any Program Change message received on all MIDI channels not being used by Receptor’s own program change channel, and routes them directly to the Source plugin of the corresponding patch channel.

**NOTE 1:** *Not all plugins support changing their built-in patches using MIDI program change messages. If your plugin does not support this feature, having it enabled in Receptor will not have any effect.*

**NOTE 2:** *Some plugins, while they may support changing built-in patches via MIDI program change messages, do not actually update their graphical interfaces to reflect that a new patch is playing. This is a result of the way the plugin, itself, is programmed and is not something Receptor can remedy.*

**NOTE 3:** *If an Instrument Channel has its Source assigned to an audio input (rather than a plugin), then the program change messages are routed to the first instantiated FX plugin. For example, if an Instrument Channel uses an audio input as a source and has an effect assigned to FX A, then the program change messages will be sent to the plugin instantiated on FX A. If there is no plugin instantiated on FX A, then the program change messages are routed to the plugin instantiated on FX B, etc.*

The option also appears on Receptor’s front panel, and is accessed by pressing the SETUP button, then rotating the top display knob to select the **Unused Pgm Chg Ch’s** parameter (which, of course, is a front panel-friendly abbreviation for *Unused Program Change Channels*).



SU Unused Pgm Chg Ch's <>  
||| Go to Source plugin

Rotate the bottom display knob to select between the following two options:

- **Go to Source plugin** - turns on the feature (same as checking the box in Receptor’s graphical interface)
- **Are ignored** - turns off the feature, making Receptor operate as it did prior to v1.6 (this has the same effect as un-checking the box in Receptor’s graphical interface).

## Example

This example shows how the **Route All Other Channels to Source Plugin** feature works using Native Instruments’ Kontakt 2. However, any plugin that supports MIDI selection of patches will work with this new feature.

- 1 Instantiate Kontakt 2 on Receptor Instrument Channel 1.
- 2 Click Receptor’s Setup tab and, in the MIDI Setup section, set the **Receptor Program Changes Use Channel** selector to “16.”
- 3 Enable the **Route All Other Channels to Source Plugin** option.

*The above sequence of events will insure that MIDI program changes received on channel 16 will be routed to Receptor’s own patches, while all other channels will be ignored by Receptor’s Mixer and used, instead, by plugins.*

- 4 Open the Kontakt 2 Edit window.

- Using Kontakt 2's own **Load/Save** menu, select **New instrument bank from list > 05 - Organs and Harpsichord > All Organs and Harpsichord.nkb**.

*This loads a bank full of Organ and Harpsichord patches into Kontakt.*



- Make sure Kontakt is responding to some MIDI channel other than 16.  
*Remember, in Step 2 you told Receptor to use Ch 16 for its own internal program changes, so this channel is reserved for sending program change messages to Receptor's Mixer.*
- Send MIDI Program Change messages from your keyboard to Receptor.  
*Note that Kontakt 2's internal patches change accordingly, allowing you to audition all the patches in this bank using MIDI Program Changes.*

## New Feature: Support for Plugins with Built-in Sequencers

Some plugins (such as Native Instruments' Reaktor) contain built-in “groove oriented” sequencers. On a computer, these built-in sequencers are designed to start and stop with the transport controls in your host sequencer, but Receptor doesn't have a transport control.

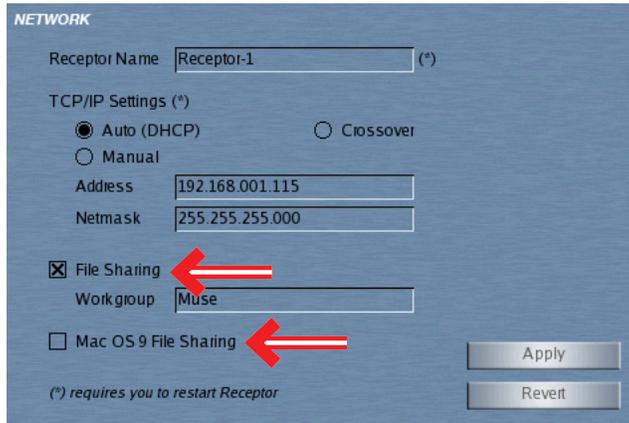
Prior to version 1.6, there was no way to remotely start or stop a plugin that contained an embedded sequencer (unless you were using UniWire). Now, as of version 1.6, plugins running on Receptor will respond to MIDI start, stop, and continue messages, meaning you can start, stop, and sync these groove oriented plugins over MIDI.

So, if Receptor's **Tempo Source** parameter (in the MIDI section of the Setup page) is set to **External-MIDI**, then Receptor will receive MIDI start/stop/continue messages and pass those to plugins with built-in sequencers. If Receptor's **Tempo Source** parameter is set to **External-UniWire**, then any groove-oriented plugins are started and stopped using your host sequencer's transport controls.

## Modified Feature: “File Sharing” and “Mac OS 9 Sharing”

In Setup view, two networking options have been renamed. Specifically:

- The option previously called *AppleTalk* has been renamed *Mac OS 9 File Sharing*.
- The option previously called *Windows Networking* has been renamed *File Sharing*.



Functionally, these options still perform the functions discussed under their old names your Receptor Manual. The name change was initiated because many customers mistakenly believed that, if they were using a Macintosh, they should use AppleTalk networking. In reality, Samba networking (the type used by the “File Sharing” option) is a much better choice for anyone using *either* Apple OS X or Windows. AppleTalk is a legacy networking option, more suited toward people who are still using OS 9-based studios. Hence the name change.

So, for all intents and purposes, unless you’re using Mac OS9, choose the “File Sharing” option and follow the instructions about using SAMBA networking in your Receptor Manual.

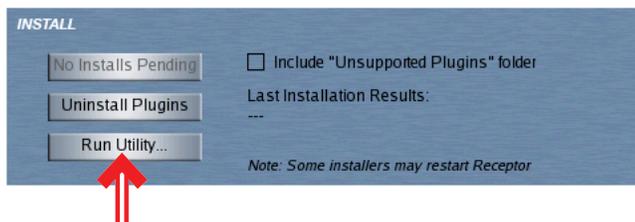
Note that these options are also renamed on the front panel:

```
S U   F i l e   S h a r i n g   < >
I I I   O n
```

```
S U   M a c   O S   9   S h a r i n g   < >
I I I   O f f
```

## Modified Feature: Run Utility Button

In the “third time’s a charm” category comes the **Run Utility** button that, in v1.5 was renamed the **Plugin Tools** button that, in v1.3 was introduced as the **Register Plugins** button.



The **Run Utility** button performs all the same functions previously described in v1.3 and v1.5. The name change reflects the more generalized nature of the mini-applications you will be able to launch from this button in a future release.

## Modified Feature: ZLoad is now OFF by Default

As of v1.6, Zload is turned off by default. That is, in the Setup View’s INFO section, the **Enable Zload** option is unchecked by default. You can, of course, turn on Zload and use it.

## Removed Feature: Performance Multis

Receptor v1.6 removes the *Performance Multis* feature, which has been made redundant by recent Receptor software advances. Prior to the implementation of *Zload* and *Snapshot Banks*, Receptor offered Performance Multis as a “work around” to slow patch loads whenever they required multiple plugin instantiations. In v1.6, some background coding that allowed this feature to work has been modified, greatly improving Receptor’s plugin compatibility, performance and functionality. As a consequence, support for Performance Multis has been removed in v1.6 and, in reality, there is now no need for them, since their benefits have been completely superseded by the *Zload* feature (introduced in v1.2) and *Snapshot Banks* (introduced in v1.5).

If you previously relied on Performance Multis to accelerate the time it took to switch between patches, you have two choices:

- Turn on Zload and use it
- Convert your Performance Multis into Snapshots

The following sections discuss both these options.

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### Using Zload Instead of Performance Multis

Because Performance Multis worked by eliminating the need to re-instantiate any plugins that were currently instantiated, turning on Zload will have a similar effect. If you have existing Performance Multis and you turn on Zload (in the INFO section of Setup View), you should see little difference in the speed at which you can switch between patches in that bank.

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### Using Snapshots Instead of Performance Multis

Ultimately, you may wish to convert your Performance Multis to the more modern “Snapshots” feature introduced in Receptor v1.5. Snapshots adhere to a very similar concept as Performance Multis—the idea being that you would load up all 16 Receptor instrument channels with a different plugin, bypass every channel except channel 1, then save the Multi patch as a “snapshot.” You would then bypass channel 1, unbypass channel 2 and save it as a snapshot, and so on. Like Performance Multis, Snapshots let you switch between patches in a Snapshot bank almost instantly. Unlike Performance Multis, snapshots also load and remember sample data.

If you haven't already done so, you should get in the habit of creating Snapshot banks rather than Performance Multis (since support for Performance Multis has been removed and superseded by Snapshots). Instructions for creating and using Snapshot Banks are in the v1.5 release notes.

If you already have a number of Performance Multi Banks, here's how to convert them to Snapshot Banks:

- 1 From Receptor's Multi slot, select a Performance Multi Bank and load the first Performance Multi Patch from that bank.
- 2 Click the Multi slot's **Save/File** button. A Save/File panel opens with the **Bank** tab selected.
- 3 Click the **New:Snapshot** button at the bottom of this panel.

*Note: The **New** Button is split in half: clicking the left half of the button creates a new Standard Multi Bank. Clicking the right half creates a new Snapshot Multi Bank.*

- 4 Name the Bank, and click **OK**.

*Receptor creates a new Snapshot Bank (colored Brown to visually distinguish it from a Standard Multi Bank) and adds it to your Bank list.*

- 5 Click the Save/File panel's **Patch** tab and click on Patch 001 to select it, type a name at the bottom of the panel, then click **OK**.

*Receptor saves the Multi Patch as a Snapshot and closes the Save/File panel.*

- 6 With that first Snapshot patch now loaded, simply recreate the bypass settings used for the second patch in your Performance Multi.

*Assume, for example, that Patch 1 had Ch 1 turned on and all other channels bypassed; that Patch 2 had Ch 2 turned on and all other channels bypassed, etc. You could then simply bypass Ch 1 and unbypass Ch 2 to replicate the structure of Performance Multi Patch 2.*

- 7 Click the Multi slot's **Save/File** button. A Save/File panel opens with the **Patch** tab selected.
- 8 Click Patch 002 to select it, type a new name at the bottom of the Save/File Panel, then click **OK**.

*Receptor saves the Multi Patch as a Snapshot and closes the Save/File panel.*

- 9 Repeat the procedure for all the other Performance Multi Patches you wish to convert into snapshots.

**NOTE:** Snapshots have some unique characteristics that make them subtly different than Performance Multis. For example, each corresponding slot in a Performance Multi Patch had to have the same plugin instantiated within it. Snapshots go one step further by requiring that each corresponding slot in a Snapshot have the same plugin instantiated **and** the same patch loaded into it (which is how Receptor manages to load snapshots so quickly, and how it keeps from having to reload sample data).

## Special Feature: Support for “Komplete Inside” Version of Receptor

“Komplete Inside” is a special version of Receptor that comes with Native Instruments' Komplete 4 plugin package pre-installed and ready to use. This special version of Receptor requires Receptor v1.6 or later and, as such, ships with the latest system software version.

## Bug Fixes

Numerous tweaks, improvements, and enhancements have been made, including fixing a problem in which AAS plugins would occasionally “go silent.” Also, Ivory performance is further improved, as there are no more stray clicks and pops, and sample-based patches load more reliably.

# Receptor v1.5 Release Notes

This section discusses the most significant of Receptor's v1.5 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.2 owner's manual or in previous Release Notes.

## New Feature: UniWire™

UniWire™ is a new way to connect one or more Receptors to a computer-based digital audio workstation using only Ethernet cables—no audio or midi cables are needed. In addition, UniWire instrument and effects plugins are installed on your host computer, which allow your digital audio workstation to communicate with Receptor as if it were both a virtual instrument and a virtual effect plugins. This means that, unlike “old school” external sound and effects modules, Receptor integrates with your digital audio workstation exactly like a locally hosted plugin — but without using any of your host computer's precious CPU cycles.

In addition, UniWire lets you use Receptor's built-in MIDI and superb audio I/O circuitry as another ‘audio and midi interface’ for your computer-based DAW.

UniWire is an extremely feature-rich and powerful new way to integrate Receptor into a digital audio workstation and, as such, there are a number of new settings and new options sprinkled throughout Receptor's interface. These, and everything else about UniWire, are discussed fully in the stand-alone *UniWire Manual Supplement*. All Receptor customers are encouraged to read that document and explore the power of UniWire in their own recording, production, or performance environments.

## New Feature: Snapshot Banks and Patches

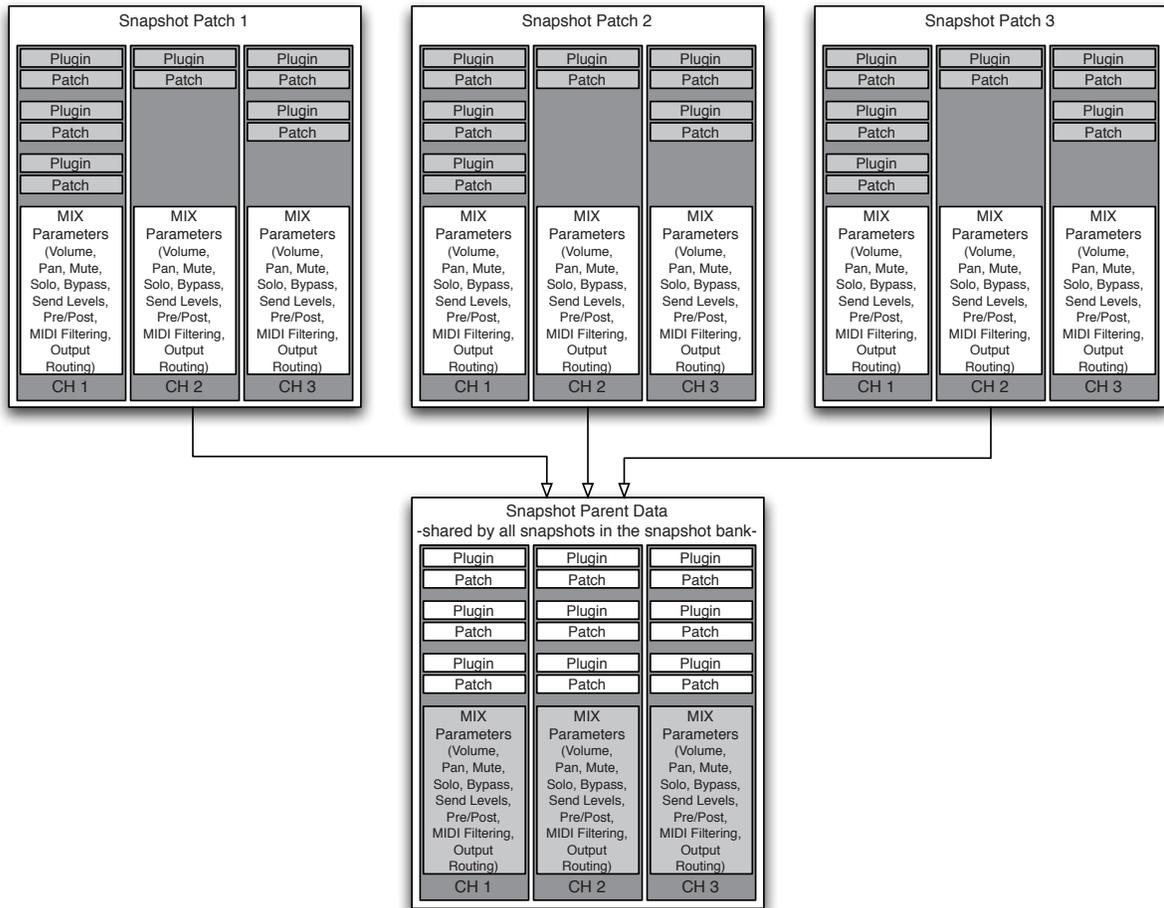
Receptor has a new type of Multi Patch, called a *Snapshot Patch*. All related snapshot patches are saved together in (you guessed it) a *Snapshot Bank*. Specifically, all Snapshot Patches within a Snapshot Bank share the same plugin assignments and patch data, which are stored in a hidden ‘parent’ file. The only differences between the snapshots in a Snapshot Bank are their mixer settings (volume, pan, mute, bypass, etc.).

---

### Introduction

All Snapshot Patches within a Snapshot Bank use the plugin assignments and plugin parameters that are stored in a common parent file. This is illustrated graphically on the next page, where plugin assignments and parameter settings are indicated by the white blocks in the Parent file. The Mix parameters contained within the Parent file are shown in gray because these parameters are actually provided by the Snapshot Patches. Each Snapshot patch, as you can see, has gray plugin/patch assignments since these are provided by the Parent file and not the snapshot.

There are several advantages to using snapshots rather than traditional Multi patches. The biggest is that you can switch between snapshots very quickly without any interruption in the sound. Unlike a Multi patch, which must instantiate every plugin (not previously Z-loaded), plus all the parameter data for each plugin, this data is only loaded once and is re-used by all snapshots in the Snapshot Bank. This can be particularly useful when you're switching between patches that use different samples, since sample data can take a substantial amount of time to load into RAM.



To use snapshots most effectively, simply instantiate plugins in multiple Receptor channels, and bypass any plugins or channels that you don't need for a particular patch, then save that multi as a Snapshot patch. For example:

- 1 Assign one plugin to CH 1, a different plugin to CH 2, and a third plugin to CH 3.
- 2 Bypass CH 2 and CH 3 and save the configuration as a Snapshot 1.  
*Details about how to create Snapshot banks and save Snapshots are discussed later.*
- 3 Unbypass CH 2, then bypass CH 1 and CH 3 and save that configuration as a different Snapshot 2.
- 4 Unbypass CH 3, then bypass CH 1 and CH 2 and save that configuration as a third Snapshot 3.

When you first load one of the three snapshots, all the plugins will instantiate and all the parameter data and sample data will load into each plugin. Then, when you switch between the three snapshots, the changes will be nearly instantaneous.

**RAM Recommendation:** *If you make frequent use of sample-based plugins, Muse Research recommends that you add the maximum amount of RAM to your Receptor. This will insure that Receptor is able to load sample data for all the samplers that might be contained within a Snapshot Bank.*

---

## Creating Snapshot Banks and Saving Snapshots

To create snapshots you must first create a Snapshot Bank. You can do this from the Bank tab of the Multi slot's Save/File panel. Specifically:

- 1 Create a patch you wish to use as the starting point for a new Snapshot Bank.
- 2 In the Multi Slot, click the **Save/File** button to open the Save/File panel.

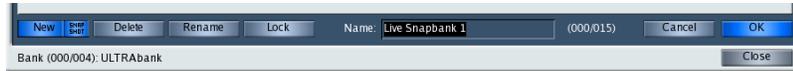
- 3 Click the BANK tab (if it's not already selected).

*At the bottom of the panel, you'll see a newly designed **New** button, which contains a left half and a right half.*



- 4 Click the right half of the **New** button (the part that reads “snapshot”).

*The entire button will turn blue.*



*Note that clicking the left half of the **New** button lights only that half and, as such, creates a standard Multi Bank, rather than a Snapshot Bank.*

- 5 Type the desired Snapshot Bank name and click **OK**.
- 6 Click the PATCH tab, select a patch location, Click **Save**, name the snapshot, then click **OK**.

*A new Snapshot bank has been created, as well as a new snapshot within that bank.*

You can perform a similar operation from the front panel as follows:

- 1 Create a patch you wish to use as the starting point for a new Snapshot Bank.
- 2 Press the front panel's MULTI button, then SAVE/FILE button.
- 3 Rotate the top display knob to select `Save Multi Patch As`.
- 4 Rotate the bottom display knob to select `Bank: (NEW SNAPSHOT)`.



- 5 Press the bottom display knob to apply this selection, then follow through the on-screen guides, first naming the bank, then saving and naming the patch.

As discussed previously, once you create a new Snapshot Bank, then any plugin or plugin parameter/patch information you set up in the mixer will be shared by all the snapshots in that bank. Mixer settings — like volume, pan, effects routing, bypassing, etc. — will not be shared and will be stored in the individual snapshot patches.

## Identifying Snapshots Visually

On the graphical user interface, you can distinguish snapshot banks and patches by their brown lettering. In addition, the word “SNAP” is embossed into the Multi slot's Bank and Patch selector buttons in Mix View. On the front panel, notice that the word “Snapshot” appears on the top line for snapshots.

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## Snapshots In Use

When you jump in to a snapshot bank, Receptor will load all the plugins and patches that are saved in the current ‘parent’ file. As you select different snapshots within that bank, only the mixer settings will change. Thus, any of your patches will load within milliseconds.

For example, you might create a snapshot bank that contains all the plugins and patches you'll use in a performance. When you load a snapshot from within this Snapshot Bank, it will take a significant amount of time to load since all the plugins are instantiated, all the parameters are set, all the samples are loaded, and all the mix parameters are configured. After this, switching between other Snapshot Patches within this Snapshot Bank will be nearly instantaneous.

## Editing Snapshots

Any time you add, delete, or change a plugin assignment from within a Snapshot and save your changes, that data is written to the parent file, meaning it affects all snapshots within that Snapshot Bank. If you don't save the edited plugin assignments, they still will affect any snapshot you recall from within that Snapshot Bank until such time as you recall a patch from outside that bank.

Similarly, if you edit any plugin's patch data and save the changes, that data is written to the parent file, meaning it affects all snapshots within that Snapshot Bank. If you edit a plugin's patch data and don't save the edited plugin assignments, those edits will affect any snapshot you recall from within that Snapshot Bank until such time as you recall a patch from outside that bank.

---

## Snapshots in Performance

As discussed, the most common use for snapshots is to preload a set of favorite sounds, and then pick from that list quickly during a performance. To do this, you can create a new Snapshot Bank and use Receptor's channel bypass feature to activate one (or more) plugins per snapshot.

Begin by creating a snapshot bank. Put one sound on each channel of your mixer, and assign each channel to use the same MIDI channel for input. Save 16 snapshots, each with the corresponding channel unbypassed and all others bypassed. For example, Snapshot 1 might have CH 1 unbypassed and CH 2 - 16 bypassed. Snapshot 2 might have CH 2 unbypassed and the rest bypassed, etc. Repeat the process for each channel.

To use your bank, load any snapshot from the bank and wait while the bank loads. Depending on which plugins you use, this could be a long wait. From that point on you can use MIDI program change numbers 1 - 16 to choose your desired sound, nearly instantly.

## Snapshots vs. Performance Multis

Both snapshots and Performance Multis load quickly, but they do have differences. Because snapshots don't instantiate or uninstantiate any plugins they can be loaded without interrupting audio processing. This is particularly important when working with Sample-based plugins, since it can take a significant amount of time to load large sample libraries into RAM.

Also, because mixer settings load in a more predictable amount of time, you can change snapshots more quickly and reliably than Performance Multis.

If you need to load new plugins during your set, or load new patch data into a plugin, you will have to use Performance Multis. To keep snapshots predictable and fast, they are limited to mixer changes only.

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## Tricks and Tips

The following are some suggestions for various ways to put snapshots to good use:

- When you create a new Snapshot Bank, you can copy an existing Multi patch into that bank to jump start the creation process. To do so:
  - 1) Load the desired Multi patch. Receptor instantiates all the plugins, loads all the patch data, and sets all the mix parameters for that patch.
  - 2) Click the **Save/File** button in the MULTI section of the graphical user interface, then use the **Copy** function (described in your Receptor manual) to copy the patch into a new Snapshot Bank. (Note that you can also perform this function from the front panel).

If you copy additional Multi patches into this newly created Snapshot Bank, then only the mix data from those plugins is copied. This lets you, for example, easily copy any pre-existing Performance Multis into Snapshot Banks.

- If you accidentally delete your snapshot bank (perhaps you cleared all the plugins unintentionally), you can get your snapshots back. Just jump out of the bank and then back in. Receptor will reload your last-saved snapshot arrangement.
- If you use Receptor's send busses for effects, the tails will ring from one patch to another. For instance, add "Classic Reverb" on send bus 1 to the snapshot bank you set up, in "Snapshots in Performance" above. Route channels 1 and 2 through send bus 1 in both patch 1 and 2.

Then as you switch between patches 1 and 2, your reverb tails will ring on through.

- If you want to hold notes from one snapshot over while switching to another snapshot, use note filtering instead of channel bypass to "Turn off" a channel. To do this, use the MIDI Filter panel to set the "Note Range" for the active plugin to the full range (0-127). For each inactive channel, shut the note range down to 0-0. Receptor will still leave your notes playing as you change to the new plugin.

- With snapshots you can load sample data into a sampler on a bypassed channel and prepare it for later use while you are playing another channel.

Assume, for example, that you are setting up a snapshot bank using channel bypass as described previously. B4 is on CH 1, snapshot 1. Kompakt is on CH 2, snapshot 2. Kompakt is left in its default state, loading no sample data. Now, load snapshot 1 so Kompakt is bypassed and you're playing B4. While you are playing use your MIDI sequencer or MIDI controller to send the appropriate bank and patch change number directly to Kompakt. This program change will make Kompakt load its samples. When it is finished, change to snapshot 2 and start playing Kompakt.

Note that you can find the correct bank and patch numbers with the Patch Dialog Box for Kompakt. Open the dialog box and locate the bank you want. Look in the lower left for "Bank MSB/LSB". Check the patch list to get the program change number.

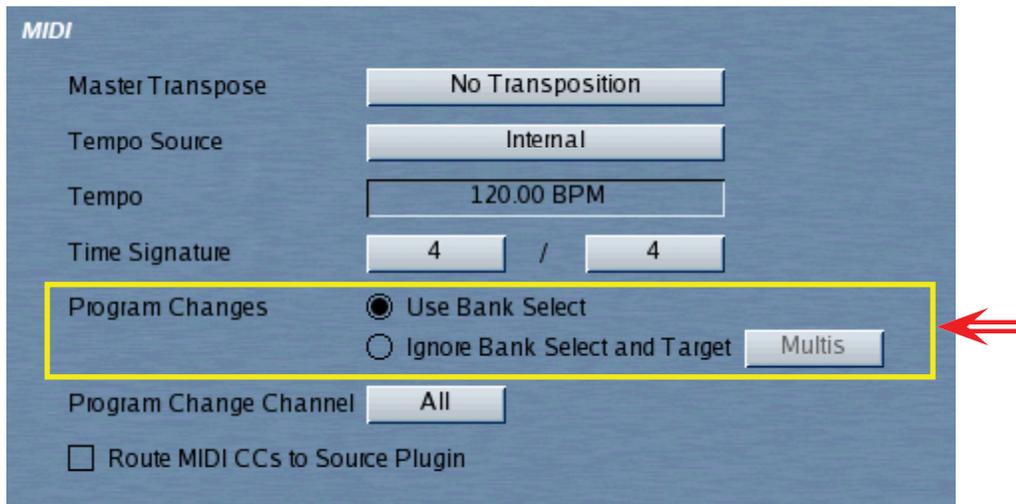
Send a MIDI bank change message using those values, and a MIDI patch change message using the patch number. Both messages should go out on the midi channel number corresponding to where the plugin is in the mixer; in this case use MIDI channel 2 because Kompakt is on mixer channel 2. That way the program change number goes directly to Kompakt.

Consult your controllers owner's manual for more information...

- If you want to make a copy of an entire Snapshot Bank, mount Receptor's Hard Drive on your desktop computer, then grab the entire folder from "Banks and Patches", copy it to "Drop Installers Here", then click INSTALL. Receptor will import the Snapshot Bank using all the same plugins and mixer settings as the original.

## New Feature: Program Change Targeting

You can now, in Setup View, tell Receptor to ignore all incoming Bank Select (MSB/LSB) messages and, if those messages are ignored, which patch bank receives the incoming Program Changes. These options are grouped together under the new Program Changes parameter, shown below.



When you choose the **Use Bank Select** option, Receptor behaves as it always has — that is, it uses incoming Bank Select messages (CC 00 and CC 32) to target which of Receptor's 16,384 internal banks should respond to the program change request.

When you choose the **Ignore Bank Select and Target <bank>** option, Receptor does not respond to Bank Select messages and, instead, sends any incoming MIDI program change message to the destination bank chosen from the pop-up <bank> selector. Specifically, you can target Program Change message to one of the following banks:

- **Multis**

Receptor sends incoming Program Change messages to the currently active Multi bank. Any Program Change message received on any MIDI channel allowed by the **Program Change Channel** parameter will be routed to the current Multi bank.

- **Singles**

Receptor sends incoming Program Change messages to the Single Patch Bank on the Receptor channel that corresponds numerically to the incoming MIDI channel. If you have the **Program Change Channel** parameter set to **ALL**, then you can target different Receptor Instrument channels by changing the MIDI channel on which you send the Program Change message. If you choose to set the **Program Change Channel** parameter to just one MIDI channel, you will only be able to change Single patches on the Receptor Instrument Channel that matches your choice.

- **Sources**

Receptor sends incoming Program Change messages to the Source slot on the Receptor channel that corresponds numerically to the incoming MIDI channel. If you have the **Program Change Channel** parameter set to **ALL**, then you can target different Source slots on different Receptor Instrument channels by changing the MIDI channel on which you send the Program Change message. If you choose to set the **Program Change Channel** parameter to just one MIDI channel, you will only be able to change patches for the Source slot on the Receptor Instrument Channel that matches your choice.

Note that, if a channel uses an audio input for a source (rather than a VSTi), then Receptor sends the program change message to the first instantiated FX (A, B, or C). Note, also, that these program changes go to the Source plugin bank that's being managed by Receptor and *not* the plugin's own internal bank.

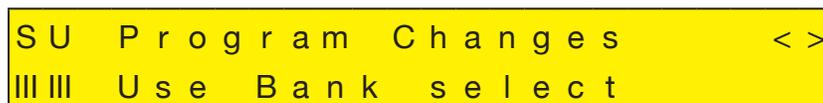
Targeting specific patch banks (without using Bank Select messages) can be particularly useful for live performances where, for example, you may have saved all your show patches into a single Multi bank, then wish to switch between them using a MIDI controller that sends only MIDI Program Change messages. When sequencing or using advanced MIDI rigs, you'll probably want to choose the **Use Bank Select** option, since this will let you select any patch in any bank by using a combination of Bank Select and Program Change messages.

***Important:** When you choose to **Ignore Bank Select**, you can select only patches within the currently active bank because, without Bank Select messages, Receptor has no way of remotely changing banks. For example, assume you have two banks of Multis, called "Multi Bank 1" and "Multi Bank 2," and that you currently have a patch loaded from "Multi Bank 2." Any Program Change messages you send to Receptor will change patches within "Multi Bank 2." The only way you can select patches from Multi Bank 1 is to load a patch from that bank using Receptor's Graphical User Interface or Front Panel. "Multi Bank 1" will, then, be the current bank and all subsequent Program Change messages will select patches from "Multi Bank 1."*

The Program Changes parameter is global and, as such, affects all Receptor operations—it is not saved with a Multi patch.

To set the Program Change parameter from Receptor's front panel:

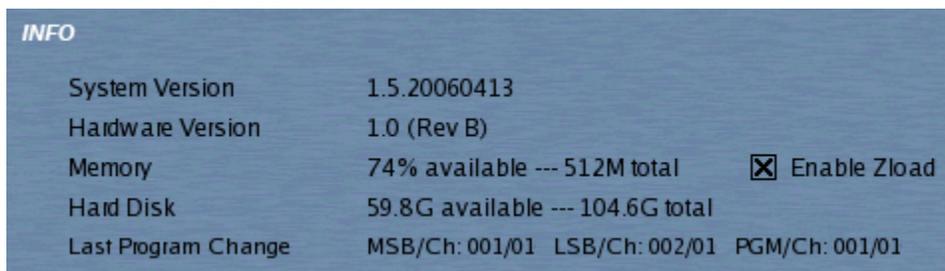
- 1 Press the SETUP button on Receptor's front panel.
- 2 Rotate the top display knob until the `Program Changes` parameter appears on the top line.



- 3 Rotate the bottom display knob to select between `Use Bank select`, `Go to Multis`, `Go to Singles`, and `Go to Sources`. The change takes effect immediately, meaning you do not need to push the bottom display knob to apply your change.

## New Feature: Last Program Change

Receptor now displays the last Bank Select and Program Change messages it received, and the MIDI channel on which those messages appeared.



This is particularly useful when you're setting up a MIDI keyboard controller for Receptor and are trying to figure out what Bank and Program change messages the controller is sending, and on which channel it's sending them.

## New Feature: Additional Key Commands

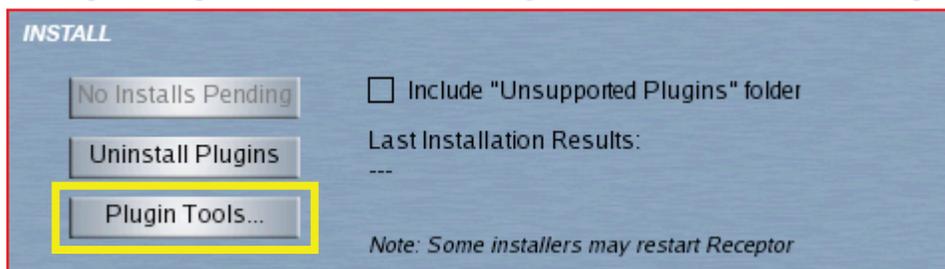
Muse Research has added the following key-commands to facilitate stepping through Multi patches, Single patches, and Source plugin patches from a computer keyboard: These key-commands operate the same as if you clicked the corresponding "Next Patch" and "Previous Patch" buttons in the graphical user interface.

Key Command	Function
ctrl-left or ctrl-up	Load previous Multi patch
ctrl-right or ctrl-down	Load next Multi patch
ctrl-shift-left or ctrl-shift-up	Load previous Single patch in active channel
ctrl-shift-right or ctrl-shift-down	Load next Single patch in active channel
shift-left or shift-up	Load previous Source Plugin patch in active channel
shift-right or shift-down	Load next Source Plugin patch in active channel

**NOTE:** See Receptor v1.3 Release Notes for other Key Command shortcuts added since the manual was last updated.

## Modified Feature: Plugin Tools Button

The **Register Plugins** button, introduced in Receptor v1.3, has been renamed the **Plugin Tools** button.



It performs all the same functions as previously described — that is, if you employ the "User Installable" method to install a supported plugin, you would then click the **Plugin Tools** button to launch that plugin's authorization/registration tool.

Receptor v1.5 expands the function of this button to support additional plugin helper applications that may perform functions other than registering "user installable" plugins. For example, if you install the *Ivory* plugin from Synthogy, you may need to run the included *Ivory Library Tools* tool for sample verification, conversion etc. You would do so by launching it from the menu that appears when you click the **Plugin Tools** button.

## Modified Feature: Route MIDI CCs to Source Plugin

In previous versions, when you enabled this option, Receptor would automatically take all 128 incoming MIDI<sub>CC</sub> messages and route them to the plugin assigned to the Source slot. This has been changed as follows:

- If the **Program Changes** parameter is set to **Use Bank Select**, then Bank Select messages (CC<sub>00</sub> and CC<sub>32</sub>) are *not* routed to the Source plugin and, instead, are used by Receptor as Bank Select messages. This means you can enable the **Route MIDI CCs to Source Plugin** feature and Receptor will still respond to Bank Select messages.
- If the **Program Changes** parameter is set to **Ignore Banks Select and Target <bank>**, then Bank Select messages (CC<sub>00</sub> and CC<sub>32</sub>) *are* routed to the Source plugin because Receptor no longer needs to reserve these messages for Bank Select purposes.

*NOTE: If you enable the **Route MIDI CCs to Source Plugin** option and, if a channel uses an audio input for a source (rather than a VSTi), then Receptor routes the MIDI CCs to the first instantiated FX (A, B, or C).*

## Removed Feature: System Temperature Monitor

Under critical listening conditions, the System Temperature monitor (which was added to Receptor in v1.4) could cause minor clicks in the audio signal. As the temperature monitor was basically an informational tool for Muse Research engineering, it has been removed from version 1.5.

# Receptor v1.4 Release Notes

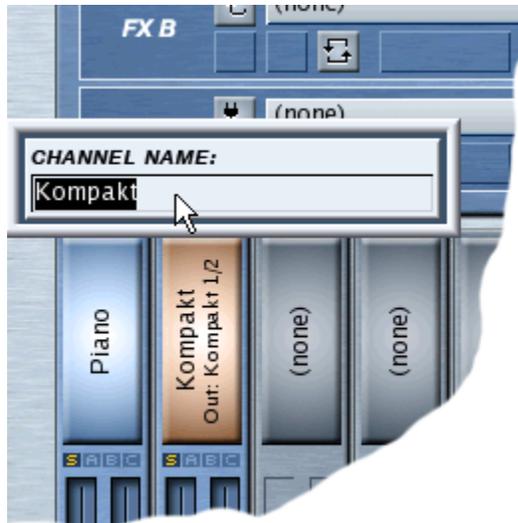
This section discusses the most significant of Receptor's v1.4 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.2 owner's manual or in previous Release Notes.

## New Feature: Scribble Strip (User-Definable Channel Names)

Receptor now lets you create your own name for each channel. To name a channel:

- 1 Double-click the big Channel Select button.

*A name field appears.*



- 2 Select the text you wish to change, type a new name, and hit Return (or Enter) on your keyboard.

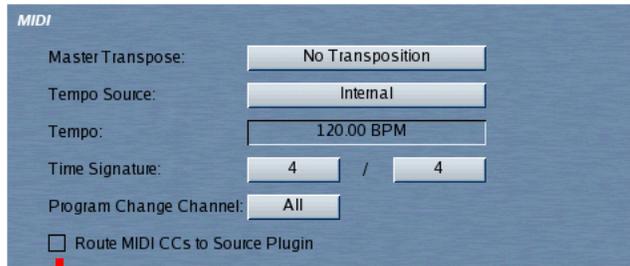
*If you decide to cancel the renaming operation, simply click outside the pop-up panel or hit the Escape key on your keyboard.*

**NOTE:** *By default, Receptor auto-names channels exactly as it did previously. That is, Instrument Channels are named after the Source plugin and the two effects busses and the Master channel are named after the first instantiated effect plugin. If you've renamed a channel and want to go back to its default name, simply select all the characters in the channel name and hit the DELETE key.*

## New Feature: Route MIDI CCs to Source Plugins

In previous versions, Receptor controlled the routing of all incoming MIDI Continuous Controller data, assigning most of the MIDI CC's to Receptor's various mixer elements and reserving the rest for control over the first 16 Source plugin parameters and first 4 Effects plugin parameters.

This functionality still exists, but is now one of two options for specifying how Receptor routes incoming MIDI CC data. The new option is called “Route MIDI CC’s to Source Plugin” and is located in the MIDI section of Receptor’s Setup View.



This is the new “Route MIDI CCs to Source Plugins” option.

On the front panel, you can get to this option by pressing the SETUP button and scrolling to the parameter called “MIDI CCs to Source”.

When you check (or turn on) the Route MIDI CC’s to Source Plugin option, Receptor passes all MIDI CC information through to the source plugin. Receptor does not use the MIDI CC’s to control its internal mixer, nor does it determine which MIDI CC’s are routed to which plugin parameters -- rather, it lets the plugin itself decide what to do with all the MIDI CC data. This is particularly beneficial if you’re using larger, more complex plugins (such as Native Instrument’s Kontakt 2) and you’re more concerned with controlling the plugin via MIDI CC than you are controlling Receptor’s mixer.

*NOTE: This setting is not global -- rather, it’s saved and recalled with a MULTI patch. This lets you determine where to route MIDI CC data on a patch-by-patch basis.*

## New Feature: Dual Function CPU Gauge

Receptor v1.4 features a new, dual-function CPU meter. Specifically, on the graphical interface, the CPU meter now measures both the instantaneous peak CPU usage and an average CPU usage.



Receptor constantly monitors the amount of CPU required to process each audio buffer (as set by the Sample Buffer Size parameter in Setup view). Given the fact that each audio buffer is processed in mere milliseconds, it would be impossible to display every buffer graphically. And, even if the human eye were fast enough to see all these CPU values, the amount of CPU required to process each buffer will vary greatly, meaning the meter would ‘jump around’ so much as to be useless. So, Muse Research provides a couple of different ways to monitor the CPU usage, which allow you to extract useful information that will help you optimize CPU usage on your Receptor:

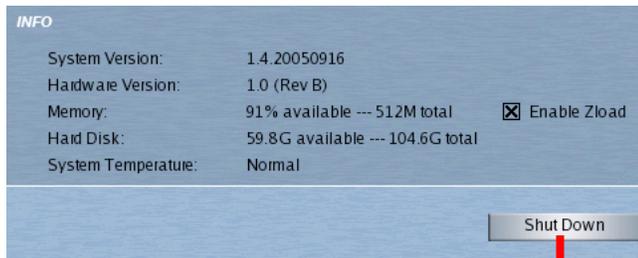
- **Peak Meter:** The Peak Meter is constantly looking for the highest percentage of CPU used over the course of the past few audio buffers. For example, if the CPU was 90% for one buffer, and 10% for the next several buffers, the Peak Meter would show 90% since this was the highest CPU encountered. Often times, plugins may require a rush of calculations within a single audio buffer than could cause short bursts of CPU activity. As long as these CPU bursts happen within a single audio buffer, it’s very unlikely that they’ll cause any sonic abnormalities. However, it’s a good idea to keep an eye on the peak CPU meter. If it’s hovering around 100% or peaking frequently, you may want to consider bouncing some of your Receptor tracks or modifying your sequence. In general, CPU peaks are nothing to be alarmed about unless they cause sonic abnormalities.

- **Average Meter:** Because the amount of CPU usage can vary significantly from buffer to buffer, use the average meter to see the average amount of CPU usage that your plugins are currently consuming. This is a more real-world example of how your Receptor’s processor is handling all the data you’re throwing at it. By keeping one eye on the average usage and another on the peak usage, you should be able to maximize Receptor’s CPU usage.

**NOTE:** Unlike many desktop applications, 100% on Receptor’s CPU gauge means 100%! As such, you’ll be able to run Receptor’s CPU ‘hotter’ than a desktop computer’s -- so feel free to run that average gauge up into the high numbers -- just keep an eye on any peak values that may cause audible glitches.

## New Feature: Turn off Receptor using its Graphical Interface

If you ever wished there was a way to shut down Receptor from its graphical interface, your wish has just been granted. Receptor’s Setup View contains a new button called “Shut Down” that will turn off your Receptor without you having to physically double-click the POWER button on Receptor’s front panel.

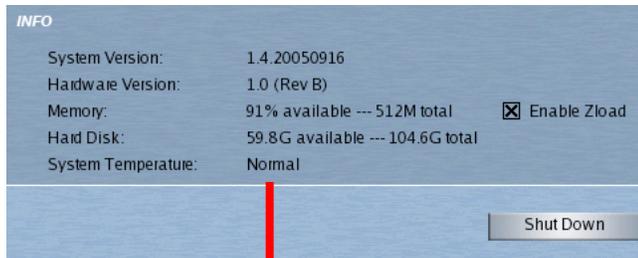


New “Shut Down” button in Setup View

## New Feature: Monitor System Temperature

**UPDATE:** This feature, though added here in version 1.4, was subsequently removed in version 1.5.

Receptor is quite efficient at cooling itself and, as such, can take a lot of heat abuse (either on stage or in an equipment rack). However, if you’re using Receptor under particularly onerous environmental conditions, you may want to keep an eye on the new system temperature monitor, which is found in Setup View under the Info section (and, on the front panel, in the list of parameters under the SETUP button). Just consider this to be another tool that you’ll probably never need but, should the situation ever arise, you’ll be glad to have.



New “System Temperature” monitor

# New Plugins

Support for numerous new and updated plugins has been added since the release of Receptor software version 1.3. Some plugins install using the new “User Installable” method, and some install using the good old “built-in and iLok’d” method. The following sections list all the new and updated plugins.

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## New User Installable Plugins

Since the release of Receptor v1.3, Muse Research has added support for the following plugins (using Receptor’s “User Installable” method):

- East West Bösendorfer 290
- East West Colossus
- East West Quantum Leap Symphonic Orchestra Silver
- East West Quantum Leap Symphonic Orchestra Gold
- East West Quantum Leap Symphonic Orchestra Platinum
- East West Quantum Leap RA
- Garritan Personal Orchestra
- IK Multimedia Amplitube
- IK Multimedia SampleTank 2
- IK Multimedia Sonik Synth 2
- Native Instruments Absynth 3
- Native Instruments Akoustik Piano
- Native Instruments Elektrik Piano
- Native Instruments Guitar Combos
- Native Instruments Guitar Rig
- Native Instruments Kontakt 2
- Synthogy Ivory

All the plugins listed above are installed via Receptor’s “User Installable” feature. Unlike the iLok protected plugins that ship pre-installed on Receptor (or that you can download/purchase from [www.plugorama.com](http://www.plugorama.com)), the above plugins are all packaged Windows VST plugins that you can purchase at retail and install on your Receptor.

To install these plugins:

- 1 Purchase the plugin from your favorite music retailer.
- 2 Point your browser at [www.plugorama.com](http://www.plugorama.com) and download a special “Receptorized” installer for the plugin you wish to install.
- 3 Follow the instructions on [plugorama.com](http://plugorama.com) to install the plugin and any support files, and to authorize the plugin using the developer’s own methodology (rather than the iLok protection used by “built-in” plugins).

---

## New “Built-in” Plugins

The following Receptorized plugins all use Receptor’s standard “built-in” + iLok method of installation. These plugins ship pre-installed on new (v1.4) units built by Muse Research and, as such, come with the same 30-day fully-functional demo period as other “built-in” plugins. Customers upgrading Receptor from a previous software version can download these plugins from [www.plugorama.com](http://www.plugorama.com) and try them out (for free) for 30 days.

- FXpansion BFD
- FXpansion BFD Lite (available only on Receptor)
- Sonalksis CQ1 Multiband Compressor
- Sonalksis DQ1 Dynamic Equalizer

- Sonalksis SV-315 Stereo Compressor
- Sonalksis SV-217 Stereo EQ

In addition, Cycling 74 has graciously allowed registered Receptor owners to authorize the following Receptorized plugin for free:

- Cycling 74 Pluggo Jr.

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## Updated “Built-in” Plugins

The following “built-in” plugins have been updated since v1.3. Visit [www.plugorama.com](http://www.plugorama.com) to download the latest versions:

- DiscoDSP Discovery v2.4
- ReFX Slayer v2.0
- ReFX Vanguard v1.5

## Bug Fixes

Many minor issues, annoyances, obscurities, and minutia have been addressed. In addition, the following are some of the more obvious bug-fixes included with v1.4:

- Tempo Value is now saved with a Multi patch.

In version 1.2, Receptor stopped saving the tempo *source* with a Multi and, instead, made it a global setting. Unfortunately, because of this change, Receptor also stopped saving the actual tempo *value* as part of a Multi. Now, it all works correctly. That is, the tempo *value* is recalled when a Multi patch is recalled and is either used or ignored depending on the state of the global tempo *source* parameter.



# Receptor v1.3 Release Notes

This section discusses the most significant of Receptor's v1.3 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.2 owner's manual or in previous Release Notes.

## NEW FEATURE: Support for Plugins with Multiple Outputs

Some multitimbral plugins feature the ability to assign their different sounds to different output channels. Receptor now supports plugins with multiple outputs.

By default, whenever you instantiate a plugin with multiple output support, Receptor routes the first two plugin outputs through the instrument channel used to instantiate the plugin, and it makes all other plugin outputs available as sound sources to other Receptor instrument channels. For example, if you instantiate Kompakt on Receptor CH 1, then Kompakt outputs 1-2 will, by default, be routed through Receptor CH 1. Behind the scenes, Kompakt informs Receptor that it has 6 additional outputs available. So, when you open the Source Select panel for a new Receptor Instrument channel, you'll see the usual options for assigning audio inputs and VSTi's, but you'll also see an option to assign the additional Kompakt outputs from the CH 1 instantiation.

There are a number of options, shortcuts and power-user tips available with this feature, so let's look at it in depth, beginning with the graphical user interface.

---

### Using Multiple Output Plugins with the Graphical Interface

Click the Source Select button for one of Receptor's 16 Instrument channels, and the Source Select panel appears:



You'll notice a couple of new things in this panel. First, sources are now grouped into types. Specifically, there are three types of sources displayed:

- **Audio Sources** - all of Receptor's hardware audio inputs are listed first. Any audio input can be used as a sound source for a Receptor instrument channel, allowing Receptor to work as a dedicated effects processor for guitars, instruments, or even mastering. Audio Inputs appear in red text.

- **Plugin Sources** - all of Receptor's built-in VSTi plugins are listed next. Any built-in VSTi can be used as a sound source for a Receptor instrument channel. VSTi sources appear in black text.
- **Plugin Audio Feeds** -- any currently instantiated plugin can be used as a sound source for another channel. If a plugin offers multiple outputs, then selecting it from the Plugin Audio Feeds section will let you select which of that plugin's outputs you want to route into the channel. If a plugin doesn't feature multiple outputs, selecting it from the Plugin Audio Feeds simply routes that plugin's outputs through multiple Receptor instrument channels, allowing for parallel signal processing. Receptor treats audio routed into a channel from the output of another plugin just like audio from any other source. Audio feeds from other plugins appear in Blue text.

Let's look at an example of how the new **Plugin Audio Feeds** work.

- 1 Load a blank Multi patch.
- 2 On Ch 1, click the Source Select button to open the Source Select panel.  
*Assume, for now, that the Assignable Plugin Outputs option (at the bottom of the Source Select panel) is not checked. This feature will be discussed shortly.*
- 3 Select a plugin from the PLUGIN SOURCE section that features multiple outputs (Kompakt is an example of such a plugin).
- 4 Receptor instantiates Kompakt on Ch 1 and assigns Kompakt's built-in outputs 1-2 to Receptor Ch 1.
- 5 Click the Channel Select button to select Receptor Ch 2, then click its Source Select button to open the Source Select panel.

*Notice that, under the PLUGIN AUDIO FEEDS section you'll see a new entry labelled, "Kompakt - CH 1".*



*This entry lets you route outputs from the Kompakt plugin instantiated on Receptor Ch 1 into Receptor Instrument Ch 2.*

- Select **Kompakt - Ch 1** under the PLUGIN AUDIO FEEDS heading.

*Receptor displays a pop-up sub-menu of all the outputs offered by that plugin.*



- Select **Kompakt 3/4** from the pop-up sub-menu.

*Receptor routes output pair 3-4 from the Kompakt plugin instantiated on Ch 1 into Instrument Ch 2 on Receptor.*



- 8 Now, configure Kompakt to send one sound to outputs 1-2 and another sound to outputs 3-4.  
*In this example, a bass sound is routed to output pair 1-2 and a piano sound to output pair 3-4.*



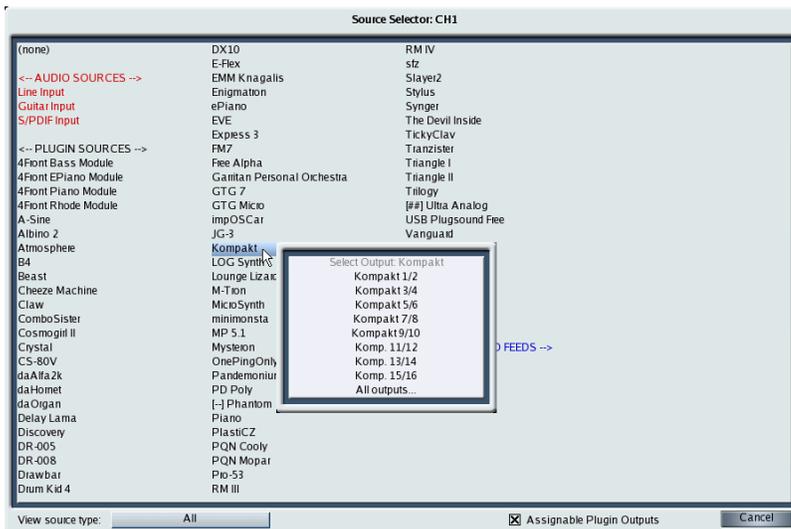
Receptor will process the bass sound through Instrument Ch 1 and the piano sound through Instrument Ch 2.

*In this way, a multitimbral plugin instantiated on a single channel can supply different audio streams to different Receptor channels, for independent processing and mixing.*

## Assignable Plugin Outputs

You'll see one other change in the Source Select panel — a check box at the bottom, labelled “**Assignable Plugin Outputs**.” This option can be either disabled or enabled, with the following results:

- If **Disabled** - Whenever you instantiate a plugin with multiple output support, Receptor will always assign outputs 1-2 of that plugin to the instrument channel that instantiated it. For example, if you instantiate Kompakt on Instrument CH 3, then Receptor will automatically assign Kompakt Outputs 1-2 to Instrument CH 3. This is the default mode and conforms with the way previous versions of Receptor worked.
- If **Enabled** - Whenever you instantiate a plugin with multiple output support, Receptor will produce a sub-menu asking which output assignment you want assigned to the Instrument Channel that instantiates it.



This sub-menu also has an “all outputs” option that, if selected, will automatically assign every plugin output to a Receptor Instrument channel beginning with the instantiation channel.



Note that this will automatically replace any source assignments on subsequent Instrument channels after first confirming that you want this to happen. This provides a quick way to auto-assign all plugin outputs to Receptor Instrument channels.

### Button Labels

Notice, if you assign a Plugin Audio Feed to a channel, it appears in blue text on the Channel Select button. This allows you to instantly distinguish that the channel is using a sound source that originates from a plugin on a different Receptor channel.

Blue text indicates that the channel is getting an audio feed from the output of a plugin instantiated on another channel



Black text indicates the channel on which the plugin is instantiated.

When a Plugin Audio Feed is used as a channel source, the Channel Select button displays a label using the following format:

Top Line: <Plugin Name> - <Instantiated Channel number>

Bottom Line: <Output used to feed the channel>

So, the top line displays the name of the plugin whose output feeds the channel (such as “Kompakt”). It also displays the Receptor channel on which the actual plugin is instantiated. For example, if you instantiated Kompakt on Receptor Ch 3 and fed one of its outputs into Receptor Ch 6, the Channel Select button on

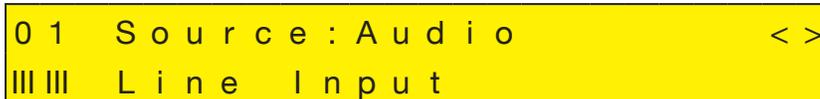
Receptor Ch 6 would display “Kompakt - Ch 3”, because the Kompakt that’s instantiated on Ch 3 is the source of the audio feeding Ch 6. The bottom line displays the output (as named by the plugin, itself) that’s feeding audio to the channel.

---

## Using Multiple Output Plugins with the Front Panel

As with the Plugin Select panel in the graphical user interface, the front panel now displays group headings for source plugins. Specifically,

- 1 Press the SOURCE button on Receptor’s front panel.
- 2 Rotate the bottom display knob to scroll through all the possible sound sources. The first sound sources to appear in the scrolling list are the audio inputs, which are identified by the text “Source:Audio” in the top line of the LCD:



01 Source:Audio < >  
III III Line Input

- 3 Continue to rotate the bottom display knob. The next sound sources to appear in the scrolling list are the VSTi plugins, which are identified by the text “Source:Plugin” in the top line of the LCD:



01 Source:Plugin < >  
III III Kompakt

- 4 Finally, if you continue to rotate the bottom display knob and if you’ve already instantiated a plugin on another channel, you’ll see the plugin audio feeds, which are outputs from plugins instantiated on other channels. These are identified by the text “Source:Plugin Feed” in the top line of the LCD.



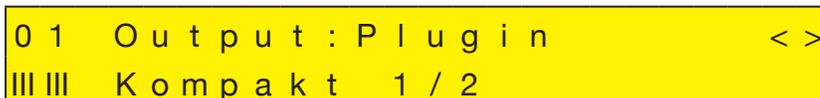
01 Source:Plugin Feed < >  
III III Kompakt - CH1

### Output:Plugin Parameter

If you instantiate a plugin that supports multiple outputs (such as Kompakt), you will see a new parameter on the front panel. This is the **Output** assignment parameter and it appears immediately after the **Source** parameter. For example:

- 1 Press the SOURCE button on Receptor’s front panel
- 2 Make sure the Source parameter is showing on the top line of the LCD and rotate the bottom display knob to select a multi-out plugin, such as Kompakt.
- 3 Press the bottom display knob to instantiate the plugin (Kompakt, in this example).
- 4 Rotate the top display knob clockwise one-click.

*You’ll see a new parameter, called **Output:Plugin**.*



01 Output:Plugin < >  
III III Kompakt 1 / 2

*This parameter determines which set of outputs are used by the instantiation of this plugin on this channel.*

- 5 Rotate the bottom display knob to select which outputs you want feeding this Receptor channel, then press the bottom display knob to apply your selection.

## Assigning an output from an instantiated plugin to feed audio into a channel

You can instantiate a multi-out plugin on one channel, then use its different outputs to feed audio into additional Receptor channels. The following example discusses how to do this for Kompakt, though any multi-out plugin will work identically.

First, instantiate a multi-out plugin on a Receptor channel:

- 1 Press the top display knob and rotate it to select Receptor CH 1.
- 2 Press the SOURCE button on Receptor's front panel.
- 3 Make sure the **Source** parameter is showing on the top line of the LCD and rotate the bottom display knob to select a multi-out plugin, such as Kompakt.
- 4 Press the bottom display knob to instantiate the plugin.

*By default, the first pair of plugin outputs will be routed through this channel. If you wish to have a different set of outputs feed the channel, use the **Output:Plugin** parameter, discussed previously.*

Next, assign an output from that instantiated plugin to feed audio into a different Receptor channel:

- 5 Press the top display knob and rotate it to select Receptor CH 2.
- 6 If it's not already selected, press the SOURCE button on Receptor's front panel.
- 7 Make sure the **Source** parameter is showing on the top line of the LCD and rotate the bottom display knob until you see the **Source:Plugin Feed** choices at the end of the list.

```
0 1 Source:Plugin Feed <>
III III Kompakt - CH 1
```

*The Plugin Feed sources all have the following naming convention:*

*<plugin name> - <instantiation channel>*

- 8 When **Kompakt-CH 1** is displayed, press the bottom display knob to select it.  
*By selecting this, you are telling Receptor that you want it to use, as a sound source, an audio output from the Kompakt plugin that's instantiated on Receptor Channel 1.*
- 9 You'll next see the **Output:Plugin Feed** parameter, which you use to tell Receptor which of Kompakt's audio outputs you wish to use as a sound source for this channel.

```
0 1 Output:Plugin Feed <>
III III Kompakt 1 / 2
```

- 10 Since, by default, you assigned Kompakt 1/2 to Ch 1 (the channel used to instantiate the plugin), rotate the bottom display knob to select a different output pair to feed this channel.

```
0 1 Output:Plugin Feed <>
III III Kompakt 3 / 4
```

- 11 Press the bottom display knob to apply your selection.

*The end result of all this is that Kompakt is instantiated on CH 1 and its 1/2 output pair feeds that channel, while its 3/4 output pair feeds Receptor CH 2.*

## NEW FEATURE:

# Support for developer-specific challenge/response registration

It's now possible to use some developers' own challenge/response applications to register Receptor plugins, authorizing them for use on Receptor. Although a special Receptorized installer must still be downloaded from [www.plugorama.com](http://www.plugorama.com), Receptor's native iLok authorization is not involved and no Receptor cross-grade is required -- rather, registration and authorization is performed using the developer's own copy protection method. For now, this feature is used mostly for installing some Native Instruments products, plus 3rd-party sample libraries that are based on Native Instruments' Kompakt or Kontakt Player -- but others will likely follow.

The following example steps you through the process of installing and registering plugins using this feature. East West's Colossus is used as an example, though the method is nearly identical for any plugin that supports this method of installation and authorization.

### PART 1: Installing the Plugin

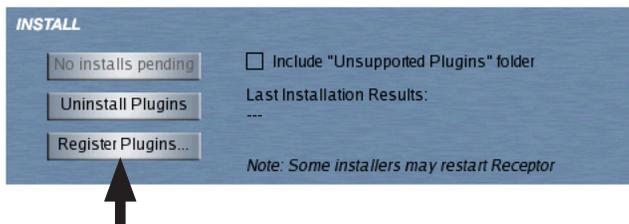
- 1 Download the Receptorized installer from [www.plugorama.com](http://www.plugorama.com)  
*In this example, we're using the Colossus installer.*
- 2 Mount Receptor's hard drive on your computer's desktop, then drag the Colossus .mrpk file to Receptor's "Drop Installers Here" folder.
- 3 On Receptor's Graphical User Interface, click the **Setup** tab, then click the **Install** button. If using the front panel, press the SETUP button, rotate the top display knob to the **Install/Upgrade** page and press the bottom display knob).

*Sit back and relax while Receptor installs the Colossus package.*

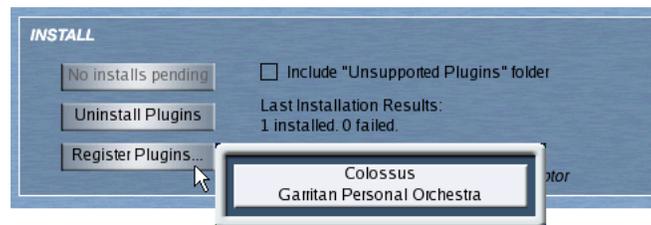
### PART 2: Registering the Plugins

- 1 Once installation is complete, using Receptor's Graphical User Interface, click the **Setup** tab, then click the **Register Plugins** button.

*Note that you can only perform this operation using the Graphical User Interface.*

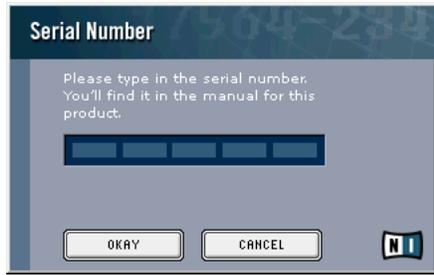


*A pop-up panel appears, listing all the plugins for which developer-specific registration applications exist.*



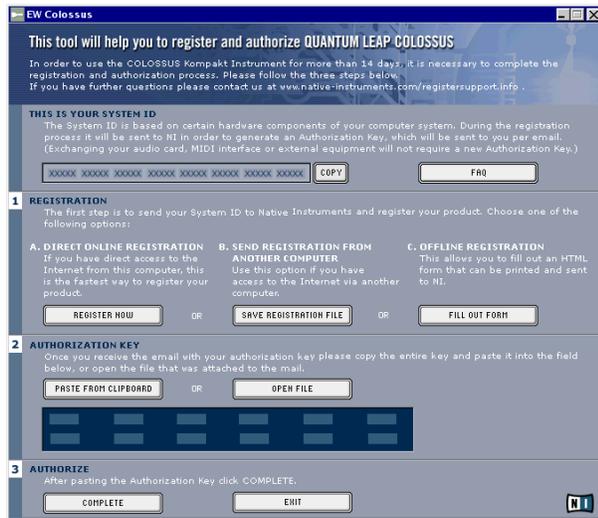
- 2 Click the plugin you would like to register and authorize.

*A Serial Number panel appears.*



- 3 Enter your serial number as provided by the developer, then click OKAY.

*The Registration/authorization application appears.*



- 4 In the "Registration" section, click "Save Registration File."

*A Save File dialog appears.*

- 5 In the Save File dialog, navigate to C/My Documents and save the registration file there.

*You can choose another location if you wish, but this one is very convenient to access.*

- 6 At this point, you may leave the registration tool running or you may Exit.

- 7 Mount Receptor's Hard Drive on your Mac or PC.

- 8 Navigate to Receptor's *My Documents* folder (if that's where you saved the Registration File) and double click the registration file you just saved.

*It will have some easily recognized name, like "Register Colossus.html"*

- 9 Go through the registration process and get an authorization key from the developer.

### PART 3: Authorizing the Plugin

- 1 Go back to looking at your Receptor GUI (using either the Receptor Remote application or the direct monitor connection). If you exited from the registration tool in step 10, simply relaunch it by going to Setup view, clicking the **Register Plugins** button, then selecting the plugin from the pop-up list of available registration tools.

Once you have registered the plugin with the developer and received an authorization key, you have three options for completing the authorization:

METHOD 1: Manual Authorization:

- 1 Type the authorization key into the **AUTHORIZATION KEY** field, then click the **COMPLETE** button.

METHOD 2: Text-File Authorization -- With this method, you create a .txt file on your Mac or PC that contains the authorization key, copy it to Receptor, and open it from within the registration/authorization window.

Specifically:

- 1 On your Mac or PC, launch a text editing application, create a new file and copy the authorization key (and only the authorization key) to that file.
- 2 Name it something like "ColossusAuth.txt" and save it to your Mac or PC's hard disk.
- 3 Copy that .txt file to Receptor's *My Documents* folder (or other location, if you wish).
- 4 Then, in the **Authorization Key** section of Receptor's Registration/Authorization panel, click **OPEN FILE**, navigate to the .txt file you just saved in *My Documents*, and click **OK**.

*The authorization key should now appear in the Registration/Authorization window.*

- 5 Click the **COMPLETE** button to finish the authorization.

METHOD 3: Paste from Clipboard (Mac only) -- If you're using a Macintosh and the Receptor Remote application, you can simply copy the authorization key to the Mac's clipboard, then paste it into Receptor's Registration/Authorization panel directly from the Mac's clipboard. Specifically:

- 1 Select the numbers in the authorization key, and choose **Edit>Copy** from your browser application.
- 2 Switch to the Receptor Remote application and, click the first number field in the **Authorization Key** section of Receptor's Registration/Authorization panel.

- 3 From the Receptor Remote **Edit** menu, select **Paste**.

*Note: you cannot use the CMD-V shortcut, you must choose Edit>Paste.*

- 4 Once the authorization key appears in the Registration/Authorization windows, click the **COMPLETE** button to finish the authorization.

## PART 4: Installing Content

Once the plugin is registered and authorized, you'll need to copy any sample content from your master CDs or DVDs onto Receptor's Hard Drive. The Receptorized installer will have created a folder specifically for the content that the plugin requires. For example, the Receptorized Colossus .mrpk will create the following folder on Receptor's Hard Drive:

*Samples/East West/Colossus Library*

To install the Colossus content, simply drag all your sample files from your master CDs or DVDs to the appropriate content folder. See the specific instructions that accompany the Receptorized installer for your particular plugin.

## NEW FEATURE:

### Lock and Unlock Patch Banks

Previous versions of Receptor had "RAM banks" and "ROM banks". You could modify RAM banks all you wanted, by ROM banks could not be modified or deleted in any way. In general, all factory patch banks that shipped with Receptor were designated as ROM banks, meaning you couldn't delete them or overwrite them.

Receptor no longer uses the "ROM" and "RAM" terminology -- rather, a bank is either "locked" or "unlocked" and you may choose which banks are locked and which are not. This means you can now unlock a factory bank, allowing you to write over the patches it contains. You may also unlock factory banks and delete them if you wish. Conversely, you may now lock banks of your own creation. For example, if you created a bank of Multi Patches for your live performance, you can lock that bank, so that you can't accidentally delete it or modify it. When a bank or patch name appears in <angle brackets>, it means the bank (or the bank to which the patch belongs) is locked.

## Locking/Unlocking Banks using the Graphical User Interface

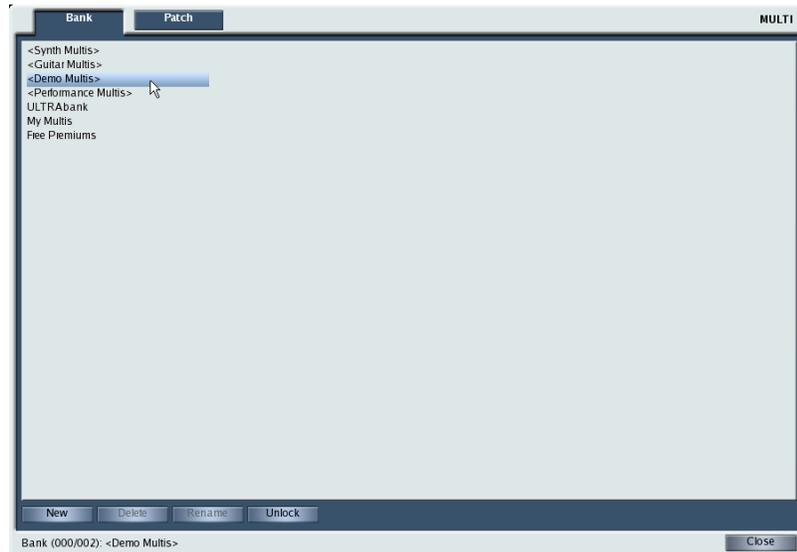
To unlock a bank using the Graphical User Interface:

- 1 Click the **Save/File** button for the bank type you wish to unlock.

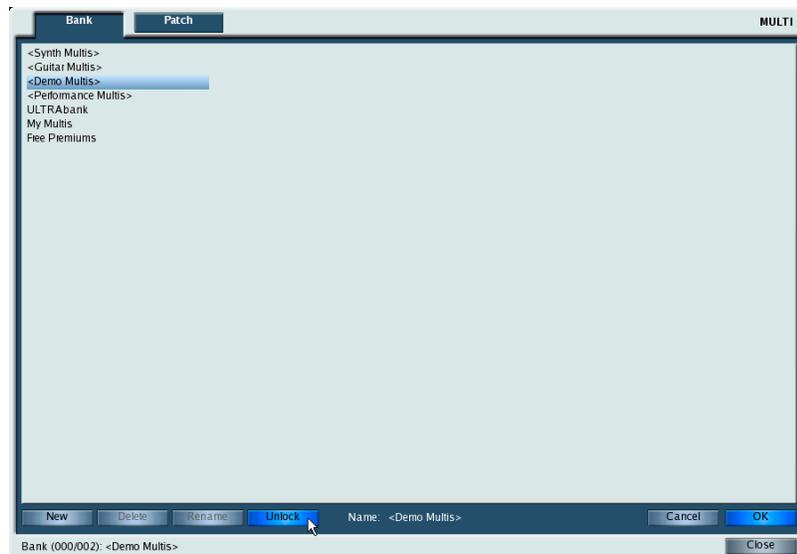
*A Bank/Patch panel opens. For example, if you wanted to unlock a Multi Patch bank, click the Save/File button in the Multi Patch slot.*

- 2 Click the **Bank** Tab to make sure the Bank list is visible.
- 3 Click the name of the Bank you wish to unlock.

*Banks that are currently locked have <angle brackets> around their name.*

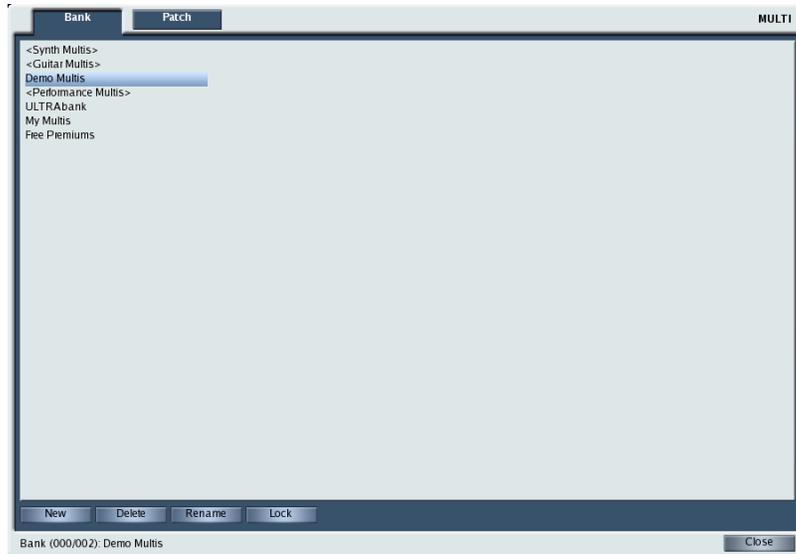


- 4 Click the **Unlock** button near the bottom of the Bank/Patch panel.



- 5 Click **OK**.

The Bank list is refreshed, the Bank is unlocked, and its name is no longer displayed in <angle brackets>.



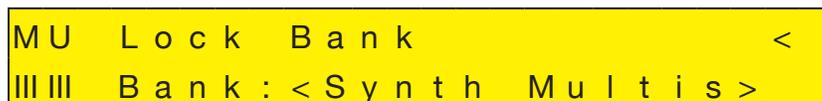
The process is identical for locking a bank, except that the button names change to guide you through the process. Specifically:

- 1 Click the **Save/File** button for the bank type you wish to lock.  
*A Bank/Patch panel opens. For example, if you wanted to lock a Multi Patch bank, click the Save/File button in the Multi Patch slot.*
- 2 Click the **Bank** Tab to make sure the Bank list is visible.
- 3 Click the name of the Bank you wish to lock.  
*Banks that are currently unlocked have no <angle brackets> around their name.*
- 4 Click the **Lock** button near the bottom of the Bank/Patch panel.
- 5 Click **OK**.  
*The Bank list is refreshed, the Bank is locked, and its name is now enclosed in <angle brackets>.*

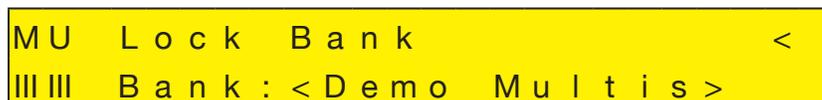
## Locking/Unlocking Banks using the Front Panel

To lock or unlock a bank using the front panel:

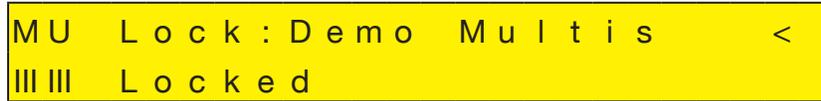
- 1 Press the View button corresponding to the type of bank you want to lock/unlock. For example, if you want to lock/unlock a Multi patch, press the **MULTI** button.
- 2 Press the **SAVE/FILE** button.
- 3 Rotate the top display knob to select the **Lock Bank** parameter.



- 4 Rotate the bottom display knob to select which bank you want to lock/unlock. Note that bank names displayed in <angle brackets> are currently locked. Bank names displayed without <angle brackets> are not locked.



- The Bank name is flashing. Push the bottom display knob to apply your selection.  
*The display shows the selected bank in the top line and lets you choose whether or not to lock or unlock that bank.*



- Rotate the bottom display knob counterclockwise to select “Unlocked” or clockwise to select “Locked.” You do not need to press the bottom display knob -- your change takes place immediately.

## NEW FEATURE: New Key Commands

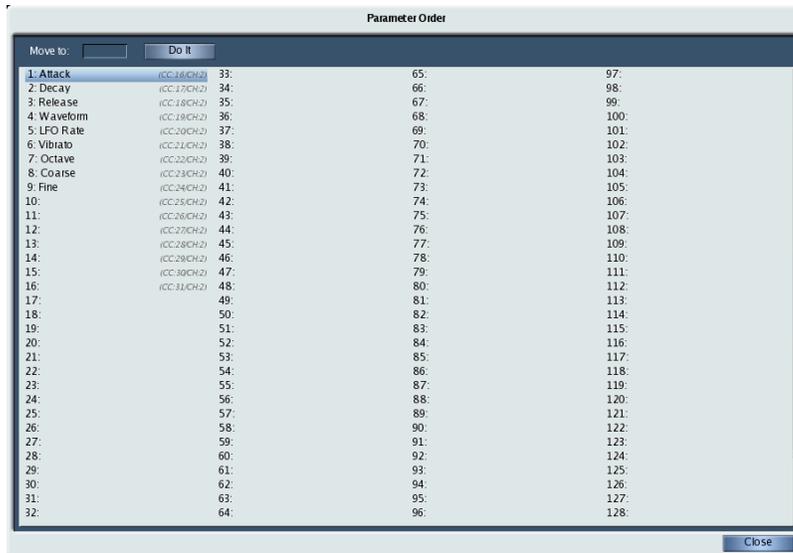
The following key-commands have been added to allow quicker access to more Receptor functions without using a mouse:

Key Command	Function
ctrl-n	Load a New blank Multi Patch
ctrl-o	Open a Multi Patch (opens a Bank/Patch select panel for the Multi Patch)
ctrl-s	Saves the Multi Patch to the current bank/patch location
ctrl-e	Open Edit Select Panel
ctl-shft-q	Turn off Receptor (works only from keyboard connected directly to Receptor)
F2 or HOME	Select Mix View
F3	Select Setup View
F4	Select Edit View
[	Select Previous Instrument CH
]	Select Next Instrument CH
1	Select Receptor Instrument CH 1
2	Select Receptor Instrument CH 2
3	Select Receptor Instrument CH 3
4	Select Receptor Instrument CH 4
5	Select Receptor Instrument CH 5
6	Select Receptor Instrument CH 6
7	Select Receptor Instrument CH 7
8	Select Receptor Instrument CH 8
9	Select Receptor Instrument CH 9
0	Select Receptor Instrument CH 10
ctrl-1	Select Receptor Instrument CH 11
ctrl-2	Select Receptor Instrument CH 12
ctrl-3	Select Receptor Instrument CH 13
ctrl-4	Select Receptor Instrument CH 14
ctrl-5	Select Receptor Instrument CH 15
ctrl-6	Select Receptor Instrument CH 16
ctrl-7	Select Receptor CH B1 (Effects Bus 1)
ctrl-8	Select Receptor CH B2 (Effects Bus 2)
ctrl-9	Select Receptor CH M (Master)

## NEW FEATURE: MIDI CC Display for Plugins

Receptor has always featured extensive MIDI control capabilities, in which plugin parameters can be controlled either with dedicated NRPNs or with a system of dynamic MIDI CC assignments. While Receptor previously displayed dedicated NRPN values in its graphical user interface, users were forced to consult the manual to see MIDI CC assignments for plugins (unless they memorized them).

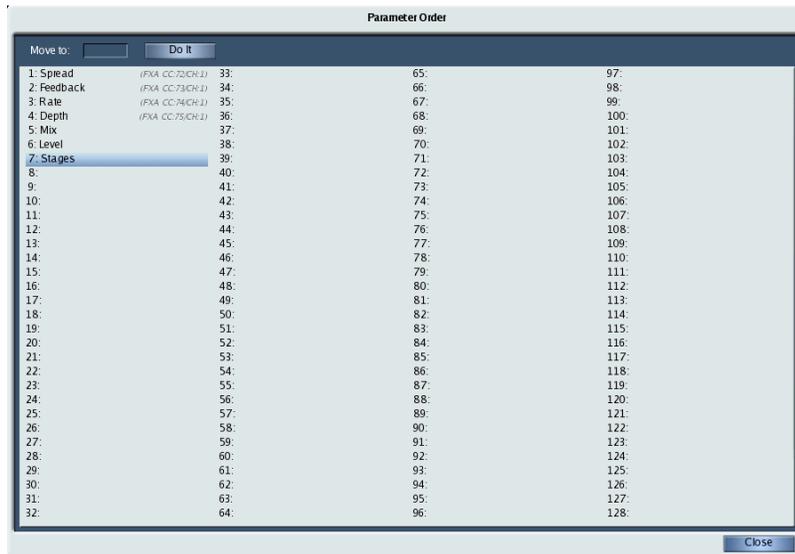
As described in your Receptor manual, you can use simple MIDI CC messages to control the first 16 parameters of any source plugin and the first 4 parameters of each FX plugin. Since parameter order determines, in part, what MIDI CC messages will control which parameters, it makes sense to display MIDI CC messages in Receptor's Parameter Order panel.



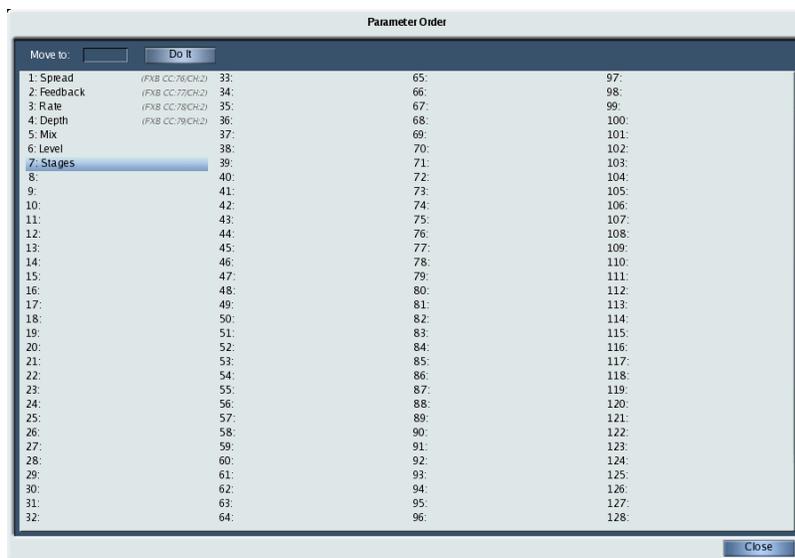
There is a tiny mixing of metaphors here. The actual assignment of parameters within the Parameter Order panel is global -- meaning these parameter assignments apply to any instantiation of this plugin, no matter which slot was used to instantiate it. MIDI CC values are, however, slot dependent (as discussed in your Receptor manual) and will, obviously, change depending on which slot instantiates the plugin. For example, assume you set up Classic Phaser so that following parameters appeared on the front panel in this order:

- 1 Spread
- 2 Feedback
- 3 Rate
- 4 Depth
- 5 Mix
- 6 Level
- 7 Stages

Every instance of Classic Phaser, no matter which slot was used to instantiate it, would use this same parameter order, but the MIDI CC values that control these parameters change depending on the slot. So, if you open a Parameter Order panel for Classic Phaser when it's assigned to CH1, FXA, it looks as follows:



If you open the Parameter Order panel for Classic Phaser when it's assigned to CH2, FXB, it looks like this:



Note that the parameter orders are the same, but the MIDI CC values are different because (as discussed in your Receptor manual), MIDI CC assignments are slot-dependent.

*NOTE: Only MIDI “course” controls are shown in the Parameter Order panel. MIDI fine control is also possible. See your Receptor manual for more information.*

## NEW FEATURE:

### Mono VSTi’s now work via “unsupported plugins” folder

Receptor is now able to play mono VSTi’s that you install using its “unsupported plugins” folder. This makes Receptor compatible with a number of excellent freeware synths, such as MinimogueVA, Arppe2600va, and many others that are available on the internet (search for free, unsupported plugins on KVRaudio.com). As with other mono instruments, Receptor doubles the output of mono instruments, so they always feed a stereo Receptor channel and/or stereo-in/stereo-out effects.

## BUG FIXES

Many minor issues, annoyances, obscurities, and minutia have been addressed. In addition, the following are some of the more obvious bug-fixes included with v1.3:

- Samples larger than 1 GB will now load. Previously, users with over than 1 GB of RAM were not able to load samples larger than 1 GB. This limit has now been removed.
- Plugin Overview icons for the Master channel now appear. Previously, the little FXA, B, and C icons did not appear in the Master channel.

## ADDITIONAL PLUGIN SUPPORT

Support for the following plugins has been added since Receptor v1.2.

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### Minimonsta from GForce (GMedia/Ohm Force)

*Minimonsta:Melohman* from GForce (GMEDIA/Ohm Force) is an emulation of the classic Minimoog that was at the forefront of the analog synth revolution and made famous by artists like Jan Hammer, Rick Wakeman, Keith Emerson, Chick Corea, Gary Numan and Kraftwerk.



Every component of the triple-oscillator vintage synth has been faithfully modeled with “stunning realism - and then some”.

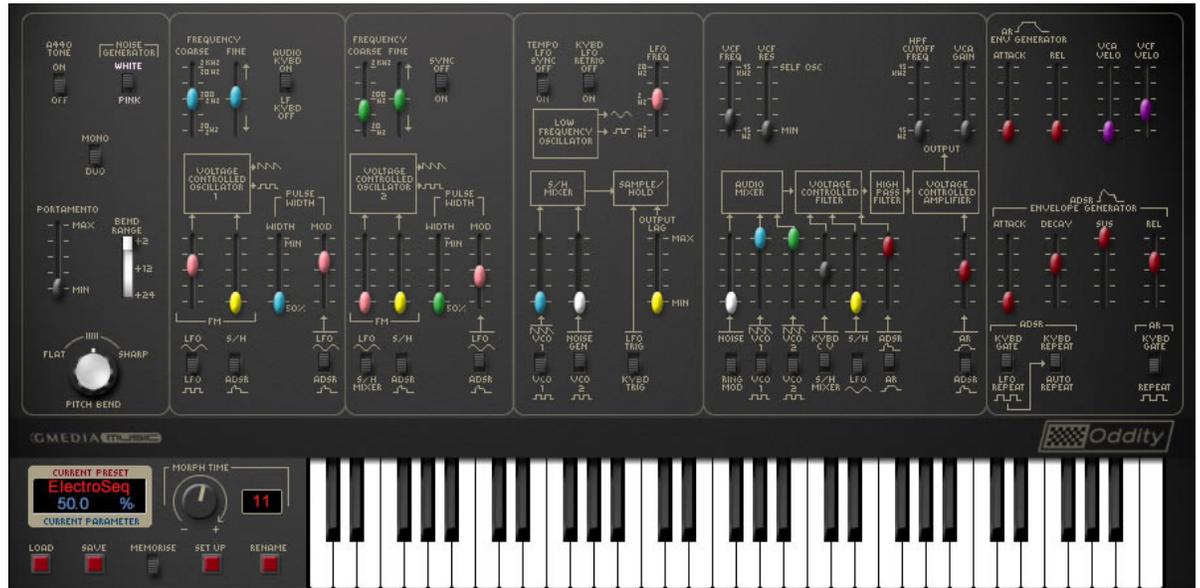
The Minimonsta is fully programmable, ships with over 2500 presets and can even morph between presets within a bank for unprecedented control. There’s also an additional LFO and ADSR that can be applied to just about any parameter, as well as delay. You can even play the Minimonsta in monophonic, polyphonic or unison modes.

This plugin comes pre-installed and ready-to-demo on Receptors that ship from the factory with v1.3 software. Users who are updating their Receptors from previous versions may download this plugin from [www.plugorama.com](http://www.plugorama.com).

You may demo *Minimonsta* free of charge for 30 days after you first instantiate it. If, after that time, you wish to keep using the plugin, you must purchase an iLock authorization for it from [www.plugorama.com](http://www.plugorama.com).

## Oddity from GForce (GMedia/Ohm Force)

Another Ohm Force / GMedia teaming has created the VSTi equivalent of the classic ARP Odyssey – called *The Oddity*. This stunningly realistic emulation perfectly captures the searing, aggressive and funky tones of the original instrument, while adding several enhancements such as the ability to ‘Morph’ between Presets and a unique ‘Flying Fader’ feature that allows you to “throw sliders around” at different speeds.



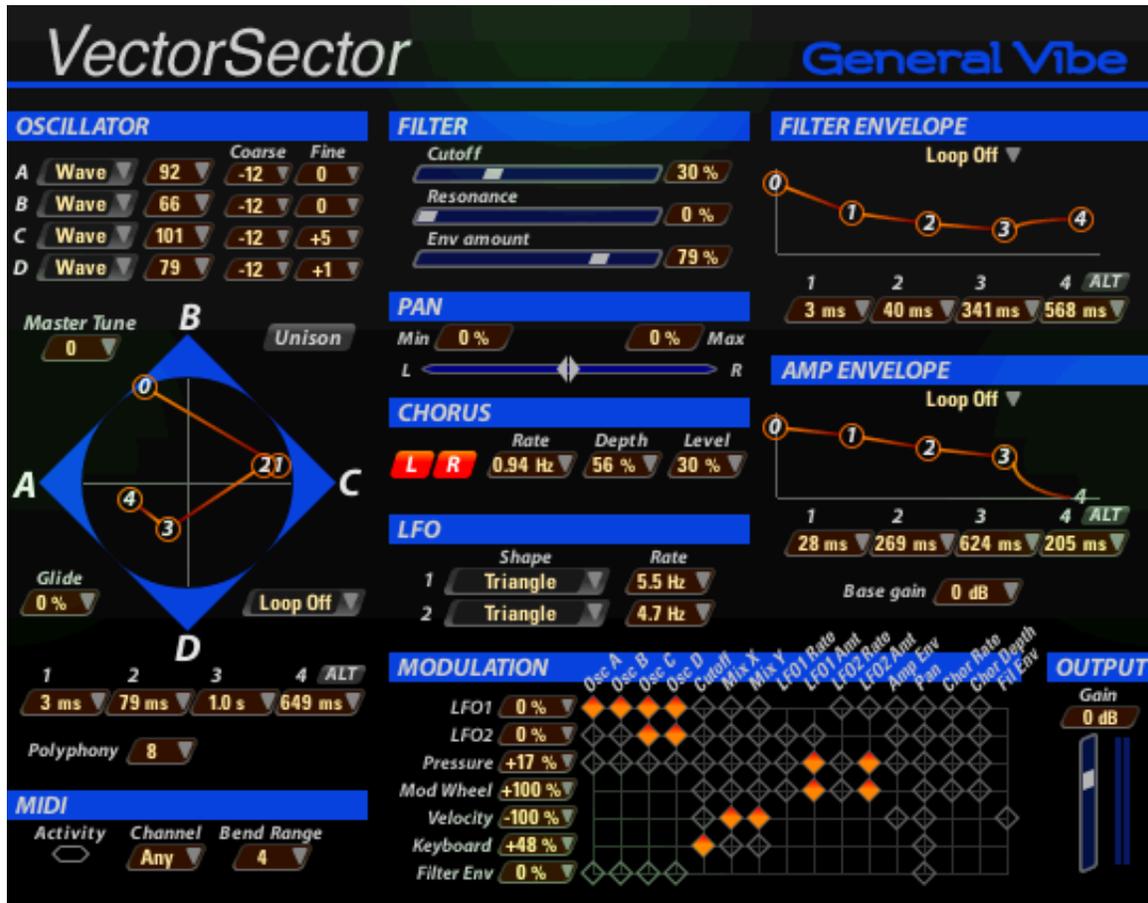
*The Oddity* features two syncable oscillators - fully tunable across a six octave range, with sawtooth, sine, square and variable pulse width waveforms. White and pink noise. Monophonic or duophonic modes. Host syncable LFO. Ring modulator, Resonant lowpass filter, highpass filter. Sample & hold, portamento, two envelope generators and a wealth of modulation routing options.

This plugin comes pre-installed and ready-to-demo on Receptors that ship from the factory with v1.3 software. Users who are updating their Receptors from previous versions may download this plugin from [www.plugorama.com](http://www.plugorama.com).

You may demo *Oddity* free of charge for 30 days after you first instantiate it. If, after that time, you wish to keep using the plugin, you must purchase an iLock authorization for it from [www.plugorama.com](http://www.plugorama.com).

## Vector Sector from General Vibe

*Vector Sector* is an authentic recreation of *Sequential Circuits* esteemed *Prophet VS* synthesizer from the mid-eighties. It provides you with complete control over four independent waveforms that make up a single voice, including the ability to traverse from one waveform to another in real time using the joystick control or envelope generators. To help you re-live the 80s, *Vector Sector* even comes complete with plug-in versions of the original factory presets!



This plugin comes pre-installed and ready-to-demo on Receptors that ship from the factory with v1.3 software. Users who are updating their Receptors from previous versions may download this plugin from [www.plugorama.com](http://www.plugorama.com).

You may demo *Vector Sector* free of charge for 30 days after you first instantiate it. If, after that time, you wish to keep using the plugin, you must purchase an iLock authorization for it from [www.plugorama.com](http://www.plugorama.com).

## Stylus RMX from Spectrasonics

*Stylus RMX* now works via Receptor's "unsupported plugins" feature. Although this may sound like an oxymoron, "unsupported plugins" refers to plugins that are neither distributed nor sold by Muse Research and are thus installed and authorized using a different method than the iLok-protected plugins purchased from [plugoramama.com](http://plugoramama.com).



Owners of Stylus RMX who wish to use this plugin on Receptor may now download a special free Receptor installation preparation package from [www.plugorama.com](http://www.plugorama.com). Instructions on how to install a commercial 3rd-party copy of Stylus RMX are available on the [plugorama.com](http://plugorama.com) website.



# Receptor v1.2 Release Notes

This section discusses the most significant of Receptor's v1.2 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.0 owner's manual, and are integrated into the most recent Receptor owner's manual.

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## You may now route each Receptor channel to a specific output

Each Receptor channel has a new Output assignment button at the bottom of the mixer strip. Click the Output button to open the Output Assignments panel. Use this panel to route any of Receptor's 19 channels (16 instrument channels, 2 effects busses, and the master output) to any Receptor output (Analog, S/PDIF, or ADAT pairs). In order to insure backward compatibility, Receptor, by default, routes all Instruments and effects busses to the "Master Bus," which is, in turn, routed to Analog 1/2, SPDIF L/R, and ADAT 1/2. Whenever you override this default channel assignment, the Output button at the bottom of the mixer channel will become blue in color. The new Output Assignments panel is discussed thoroughly in the "Graphic UI - Mix View" chapter of the v1.2 Receptor manual. Similarly, the Output Assignment parameter has been added to the front panel and is grouped with the Mix parameters that appear when you click the MIX button. The front panel operation of this feature is discussed with other MIX Button parameters in the "View Buttons in Depth" chapter in the Receptor 1.2 manual. Finally, to understand the new routing architecture, you might want to look over the new schematics contained in the "Receptor Architecture" chapter.

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## New MIDI Filter Button

A new "MIDI Filter" button has replaced the old "Remap Channel" button, contained in the Source Slot of older versions. The MIDI Filter button still opens a panel that lets you remap Receptor's MIDI channel assignments, but the functionality of this panel has been extended to include Note Range, Velocity Range, and Channel Transpose settings, as discussed below.

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## New Note Range parameter

Receptor now allows you to set a note range for an instrument channel. This parameter, located in the new MIDI Filter panel, will limit the range of MIDI notes to which an instrument channel responds. The Note Range parameter is primarily used for setting keyboard split points on Receptor. The Note Range parameter is also available on Receptor's front panel, under the SOURCE button. To learn more about setting this parameter graphically, see "SOURCE: MIDI Filter Button" in the "Graphic UI - MIX View" chapter in the new Receptor v1.2 manual. Similarly, to learn about setting this parameter via the front panel, see "SOURCE: Note Range" in the "View Buttons in Depth" chapter.

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## New Velocity Range parameter

Receptor now allows you to set a velocity range for an instrument channel. This parameter, located in the new MIDI Filter panel, limits the range of MIDI velocity values to which the channel responds. The Velocity Range parameter is used to assign certain instruments to limited velocity ranges. The Velocity Range parameter is also available on Receptor's front panel, under the SOURCE button. To learn more about setting this parameter graphically, see "SOURCE: MIDI Filter Button" in the "Graphic UI - MIX View" chapter in the new Receptor v1.2 manual. Similarly, to learn about setting this parameter via the front panel, see "SOURCE: Velocity Range" in the "View Buttons in Depth" chapter.

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## Faster plugin instantiation with new Zload™ feature

Zload™, when enabled, can dramatically improve the speed at which plugins instantiate. When plugins instantiate faster, Receptor is more responsive to patch change requests. Multi patches, in particular, will load dramatically faster. Zload works as follows: When you first instantiate a plugin, it takes the normal amount of time to load (equivalent to the amount of time it takes to instantiate on a Mac or PC). Then, when you remove that plugin from Receptor's mixer, it's set aside in RAM, rather than fully uninstantiated. The next time you try to instantiate that plugin (either directly or by recalling a patch that uses that plugin), Receptor will re-use the instance previously set aside in RAM, which is nearly instantaneous. Zload is initially turned-off by default. Before turning it on, you should read about it in the new Receptor v1.2 manual -- either in the section called "Enable Zload" in the "Graphic UI: Setup View" chapter or in the "SETUP Enable Zload" section of the "View Buttons in Depth" chapter

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## New Program Change Channel parameter

Use the new "Program Change Channel" parameter to tell Receptor which MIDI channel to use for incoming program changes. You can choose to have Receptor respond to program change message on all channels; on any one of the available 16 MIDI channels, or on no channel. The parameter is, by default, set to ALL, which corresponds to the operation of previous versions of Receptor. The primary reason for setting this parameter to something other than ALL is when Receptor is part of a multi-unit rig and you're using a master controller to send MIDI Program Change message to all your devices. In this case, you may want to set Receptor to respond to a single MIDI channel so that it ignores any program change messages intended for other devices. You can access the new Program Change Channel parameter from either the Setup View in the graphical user interface, or from the SETUP button on Receptor's front panel. You will also find a more detailed description in either section of the new v1.2 Receptor manual.

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## New Memory Usage display

Receptor will now display how much RAM is installed and how much is currently in use. If you're using the graphical interface, you'll find this information in the INFO section of Receptor's SETUP view. If you're using the front panel, you'll find it under the SETUP button. You will also find a more detailed description in either section of the new v1.2 Receptor manual.

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## New Hard Disk Usage display

Receptor now displays the total amount of user-accessible hard disk space and how much of that space is currently free. If you're using the graphical interface, you'll find this information in the INFO section of Receptor's SETUP view. If you're using the front panel, you'll find it under the SETUP button. You will also find a more detailed description in either section of the new v1.2 Receptor manual.

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## Channel Bypass Button now MIDI controllable

You can now automate the channel bypass button via MIDI CC. Specifically, MIDI CC 116 (sent on the MIDI channel that corresponds to the Instrument Channel number) now toggles the channel bypass. A value of 0-63 will "unbypass" a channel. A value of 64-127 will bypass the channel. For Bus 1, send MIDI CC117 on Ch 1 to control the channel bypass. For Bus 2, use MIDI CC117 on Ch 2. For the Master channel, use MIDI CC117 on Ch 16.

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## New "Load Blank Multi" Shortcut

You may now load a blank Multi patch from Receptor's front panel by pressing the SETUP button followed by the METERS button. Loading a blank Multi Patch clears Receptor's mixer and is an ideal way to "wipe the slate clean" and start creating new Receptor patches. Note that this shortcut replace the old SETUP+METERS shortcut that, in previous versions, would cause the MIDI Monitor to appear. You can still easily access the MIDI Monitor by pressing the SETUP button and rotating the top display knob to select it.

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## **Tempo Source parameter now saved Globally**

In previous versions, Receptor would save its Tempo Source as part of a Multi patch, which could result in confusing results when changing between Multi patches. As of v1.2, Receptor now saves the Tempo Source globally, and the parameter setting does not change when new Multi patches are recalled.



# Receptor v1.1 Release Notes

This section discusses the most significant of Receptor's v1.1 improvements, new features, and bug fixes. Features described in this section supersede any descriptions in your Receptor v1.0 owner's manual, and are integrated into the most recent Receptor owner's manual.

## Improvements

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### Multi and Single patches load up to four times faster

Depending on the state of your mixer and the nature of your multi or single patch, you will see up to 4x improvement in patch load times.

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### Dramatically faster startup times

Receptor 1.1 starts up markedly faster than version 1.0. It also restarts much faster. For example, triple-clicking the power button (which restarts the Receptor host application) with factory patch "<Demo Multis> / 001:Keys, gtr, vox" loaded yields the following difference:

- Receptor version 1.0 = approximately 28 seconds to restart
- Receptor version 1.1 = approximately 8 seconds to restart

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### New Receptor Remote application

A new Receptor Remote application dramatically improves Receptor control using OSX.

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### EVE Sound Set Support

If you use Dash Signature's Eve plugin, you can now install your own sound sets and banks. Note that this fix requires you to download and install the EVE updater from Plugorama. Eve (and other updated plugins) are separate downloads and are not part of the Receptor 1.1 update package.

## New Features

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### System Log now reports amount of RAM installed in Receptor

Receptor now reports how much RAM is installed. To find this information, mount Receptor's HD on your desktop (as described in your Receptor Manual), then open Receptor's Reports/System Log.txt file. Scan through that log (or use your computer's Find feature) for a log entry called "Installed RAM." That entry will report how much RAM is installed in Receptor. Note that the System Log contains a somewhat lengthy history of your Receptor. If you install new RAM into Receptor, you should search backward through the System Log, since the most recent startup information is displayed at the bottom of the log.

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## Select MULTI Banks without sending an MSB (CC00) message

It is now possible to select patches in MULTI banks without sending an MSB (CC00) Bank Select message. Simply send the desired LSB (CC32) Bank Select message followed by a program change and Receptor will load the corresponding Multi patch. When Receptor receives an LSB message without a corresponding MSB message, it now assumes that you want to select a patch from the Multi bank.

## Additional Plugin Support

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### Numerous new “Receptorized” Plugins

Receptor version 1.1 now supports the following new “Receptorized” Plugins.

Developer	Plugin	Type	Availability
DiscoDSP	Discovery 2	Instrument	Paid Premium
DiscoDSP	Phantom	Instrument	Paid Premium
DiscoDSP	Vertigo	Instrument	Paid Premium
FXpansion	DR-005	Instrument	Free w/ Registration
FXpansion	DR-008	Instrument	Paid Premium
GMedia	impOSCar	Instrument	Paid Premium
Native Instruments	Pro-53	Instrument	Paid Premium
Steinberg	Karlette	Effect	Free
Wave Arts	FinalPlug	Effect	Paid Premium

*NOTE 1: These plugins all require Receptor v1.1 to operate. Please update your Receptor to v1.1 before downloading any of these new plugins from [Plugorama.com](http://Plugorama.com) and installing them in your Receptor.*

*NOTE 2: A listing of all the plugins included with v1.0 can be found [here](#).*

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### Support for Spectrasonics plugins using Receptor’s “Unsupported” Plugins feature

Yes. We realize this is an oxymoron, but Muse Research has developed a new download that will allow you to install Spectrasonics Atmosphere, Trilogy, and Stylus Classic as unsupported plugins. Note that Muse Research does not distribute nor sell these plugins on [Plugorama.com](http://Plugorama.com). Rather, this free download configures your Receptor to allow your previously purchased plugins to be authorized using Spectrasonics’ own authorization methodology.

Please visit [www.plugorama.com](http://www.plugorama.com) and download the *Installing-Spectrasonics-Plugins.pdf* for instructions on using the downloads.

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### Modified v1.0 Plugins

The following updates to v1.0 plugins are available from [Plugorama.com](http://Plugorama.com):

- Green Machine II -- new version fixes CPU spiking issues. Unfortunately, patches saved with the original Green Machine plugin are not compatible with the new version. If you have any custom-created Green Machine patches, you should write down the parameter values (or, perhaps, do a screen shot of the plugin) before updating to the new version of Green Machine II.
- Vanguard -- new version fixes an issue where recalling a new patch would close the plugin’s edit view. Now, if you open Vanguard’s edit view, it will stay visible when switching Receptor patches.
- Eve -- as mentioned previously, the new version of Eve (used in combination with Receptor v1.1) allows you to install additional Eve sound banks.

## Bug Fixes

- Kompakt DFD state is now saved  
In Receptor 1.0, Kompakt was unable to save its DFD state. This has been fixed in 1.1 -- any changes you make to Kompakt's DFD settings can now be saved. Note that DFD settings are saved within the Kompakt plugin and are thus global to all instances of Kompakt. DFD settings are not saved as part of a Receptor Multi patch.
- Found and fixed rare noise problems  
Under certain obscure conditions version 1.0 could emit unexpected noises. Version 1.1 has code built in to catch and eliminate these noises before they start.
- Fixed rare crash when instantiating plugins via MIDI
- Can now delete all files installed via Unsupported Plugins  
In version 1.0, some unsupported plugins could install additional files with 'Read Only' privileges, which would prevent users from deleting them. As of version 1.1, it is now possible to delete all files installed via the Unsupported Plugins folder.
- Appletalk can now be turned on from Receptor's front panel  
In version 1.0, AppleTalk could not be turned on from the front panel. This is now fixed.
- Improved access to memory with 1GB of RAM or more installed.

