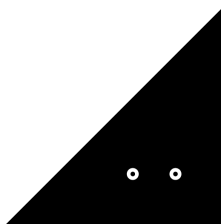
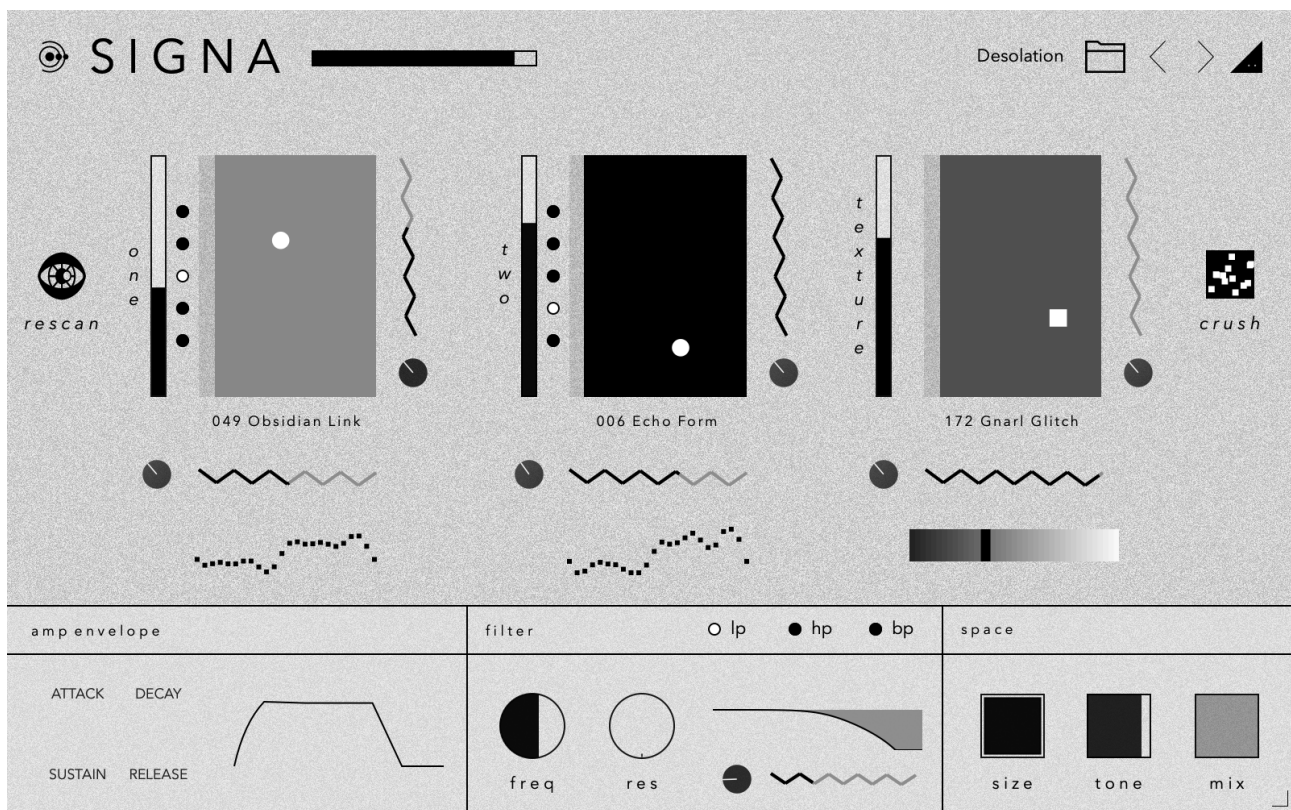


SIGNA

evolving lunar instrument



SoundGhost



Thank you for downloading **Signa**. We hope you enjoy using this plugin and that it inspires new ideas.

Introduction

Signa is an instrument plugin designed as an explorative device - a way to uncover new sonic worlds. Built from a library of original synthesiser recordings, every sound in Signa began with a single question: If distant planets sent us signals, what would it sound like if it was a pure musical tone or texture?

That idea shaped not only the sounds themselves, but the instrument's entire design philosophy. The controls may feel alien at first - abstract, perhaps even untranslatable - yet they remain intuitive once you begin to listen and respond. Signa was created to make discovery immediate: lush, experimental pads are just a few clicks away.

At its core, Signa is built on three layers: two tonal and one textural. Blended together, they form a singular, evolving voice. Despite its otherworldly nature, simplicity remains central to the experience. You

may often wonder, what does this control do? That curiosity is part of the design, but you can find the answers here, in this manual.

We hope Signa inspires you to listen differently - to explore, to experiment, and to discover sounds that feel like messages from the stars. But most of all, SIGNA is designed to *make unique pads, fast*.

Installation

Once you've downloaded the file, extract the ZIP and run the installer.

By default, the plugin is installed into:

Mac AU: /Library/Audio/Plug-Ins/Components

Mac VST3: /Library/Audio/Plug-Ins/VST3

Win VST3: C:\Program Files\Common Files\VST3

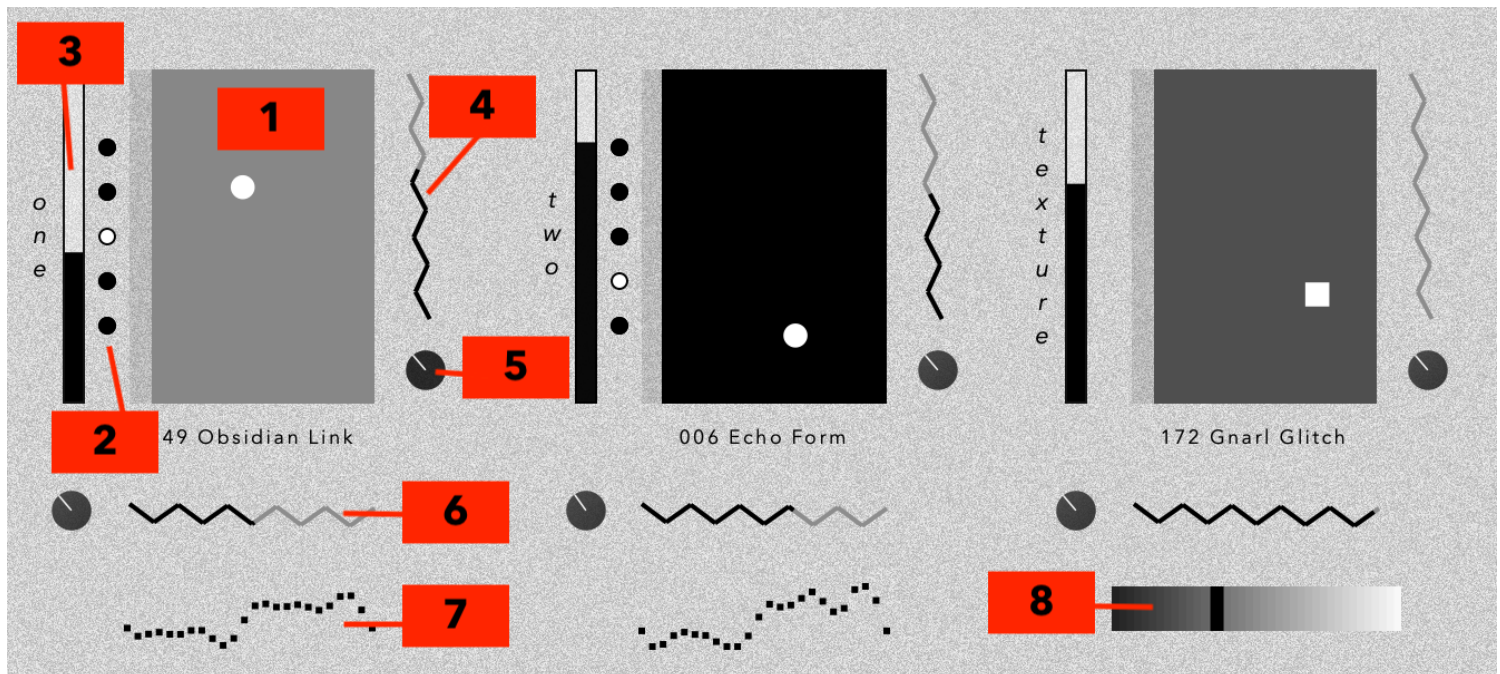
Once installed, open your preferred DAW. Signa is a VST3 and AU plugin, so you'll need to ensure your DAW is set-up correctly to find and load the plugin. The above directories are where most DAWs expect these files to be - otherwise some hosts can't find a plugin on the machine. E.g. this is the case for FL Studio or Cubase with VST3 files.

Using Signa

Signa is an instrument plugin, so to get started, load Signa onto an instrument/MIDI track inside your DAW.

When you first load the plugin, it will load the default preset. Play a note on your keyboard to hear Signa. Click the folder icon top right of the plugin to browse some of the factory presets.

When you're comfortable, let's walk through the main controls.



1 - Signal Selection

The 3 large rectangles on the UI represent the 3 signal layers, surrounded by different controls for those layers. The first layer, furthest to the left, is what we will concentrate on and is highlighted above with **1**. The controls are mostly copied to the other 3 layers, except layer 3, which gains control 8, which is described below.

The 2 rectangles to the left are tonal signals, represented with a circle on the UI - whereas the signal furthest to the right is texture, represented with a square. Click and drag on these rectangles to load a different signal, and the icons will move. There are 100 tonal signals and 100 texture signals. Fun fact: there are a million different combinations you can make with these 3 layers.

You can also hover on the left/right side of the rectangles, to see a highlighted segment - this moves the signal by 1 step increments up (right) or down (left). The current amplitude of the currently loaded signal is represented with an animated column furthest to the left of each rectangle.

2 - Octave

The 2 tonal signals have octave controls, represented with these 5 nodes. The middle button is the default pitch, whereas the top 2

nodes increase the octave, and the bottom 2 decrease the octave of the signal.

3 - Volume

Increase or decrease the volume of the signal.

4 - Volume Modulation

This increases the amount of volume modulation to the signal. At 0, there is no modulation.

5 - Modulation Flux

These small circle controls change both the rate and depth of the modulation, linked to the fader it is adjacent too. At lower values, the modulation will be deeper, slower and more pronounced. As the value increases, the modulation will become quicker and more unstable.

6 - Pan Modulation

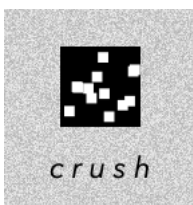
This increases the amount of stereo panning modulation to the signal. At 0, there is no modulation. There is also a mod flux control to the left.

7 - Flutter

This adds tape inspired pitch flutter to the tonal signals. There are 4 settings, each increasing the flutter amount and depth as the value increases.

8 - Tone

Unique to the texture layer, this is a bandpass filter for tailoring the noise to a frequency of your choice.



Crush introduces bit crushing to the layers - perfect for adding noise and digital texture.

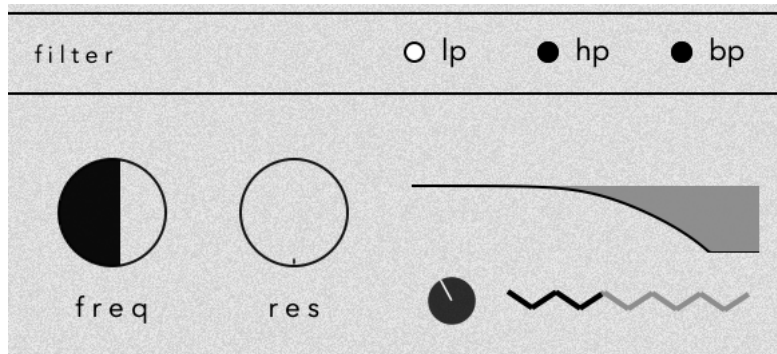


Rescan immediately randomises the chosen signals, giving you 3 different layers.

Bottom Controls

Amp Envelope

You can change the shape of the amplitude using the ATTACK, DECAY, SUSTAIN and RELEASE controls. Simply hover over them to change the values. The shape will be displayed whenever you play a new note.



Filter

Here you can change the filter type between low-pass, high-pass and band-pass modes using the 3 buttons. 'Freq' will change the cutoff frequency of the filter, and 'res' will increase the resonance amount. The filter also has a random modulator, which can be increased with the zig-zag control, and a flux control for the rate/depth.

Space

Here you can control the reverb size, tone and mix amount. Tone will dampen the higher frequencies. Size will increase the room size, and mix will increase or decrease the amount of reverb in the mix.

Presets

To open the preset browser, click the folder icon at the top right of the plugin window. You can open and save presets inside the browser. To save your own presets, **first add your own Category and Bank**. Once you've done that, you can **Add** your own presets to that bank to recall them later. The built-in presets cannot be overwritten.

To close the browser, click the folder icon again to return to the main UI.

Resize Plugin Window

If you wish to resize the plugin window, just drag and drop the bottom right corner of the plugin to set a desired window size.

Plugin Version + MIDI Assignments

If you need to check the plugin version, click the SoundGhost logo at the top right of the window. You can also amend any MIDI CC's you have assigned on this window and access some sampler settings to adjust playback or sample location.

Uninstalling

If you wish to uninstall the plugin and/or the demo version of the plugin, you need to delete the Signa files from the following locations:

Mac:

AU: /Library/Audio/Plug-Ins/Component

VST3: /Library/Audio/Plug-Ins/VST3

Plugin Files: /Library/Application Support/SoundGhost

Windows:

C:\Program Files\Common Files\VST3

C:\Program Data\Common Files\SoundGhost

We hope you enjoy the plugin. If you have any questions or need support, send us a message at: hello@soundghost.net

www.soundghost.net

