



# Tone King Imperial MKII User's Guide

Tone King Imperial MKII v 1.0.0 for Windows and macOS



# Imperial MK II

Vintage tone for modern players.

From a spanky blackface-style voice to '50s-era tweed grit, you'll find all of the most iconic tube tones residing in this combo amplifier. Featuring modern appointments, such as an onboard power attenuator, and tube-driven effects, the Imperial MKII is the perfect old-school platform for modern players.

Neural DSP partnered with Tone King to bring you this awesome plugin consisting of: *Wah pedal, Compressor and Overdrive pedals, the fully-controllable Imperial MKII amplifier, Graphic EQ, and finally, Stereo Chorus, Stereo Delay, and Reverb pedals.*

Additionally, we have included a Cabinet Simulation section, which includes carefully recorded impulses specially designed by Neural DSP.

We proudly present to you **Tone King Imperial MKII**.



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## BASIC REQUIREMENTS

To start using Neural DSP plugins you will need:

- A computer capable of multitrack audio processing, Mac or PC.
- An audio interface.
- Supported host software (**DAW**) for recording.
- An iLok User ID and the latest version of the iLok License Manager application.
- A Neural DSP Account.

**Important:** You don't need an iLok USB dongle to use our products since you can activate them directly into your computer.

Our latest plugins require **AVX support**, a feature added by Intel's "Ivy Bridge" and AMD's "Zen" generations. **Intel processors such as Pentium or Celeron might not be compatible regardless of the generation** ([System requirements](#)).

## SUPPORTED OPERATING SYSTEMS

**OS X 10.15 - 12** (64-bit)

**Windows 10 - 11** (64-bit)

## SUPPORTED HOST SOFTWARES

In order to use Neural DSP software in plugin form, you will need audio software. We officially support the following software to host our plugins (64-bit only):

**Pro Tools 2021.12 (macOS & Windows):** AAX Native

**Logic Pro X 10.6 or higher - (macOS):** AU

**Cubase 11 (macOS & Windows):** VST2 - VST3

**Ableton Live 10 or higher (macOS & Windows):** AU, VST2 & VST3

**Reaper 6 or higher (macOS & Windows):** AU, VST2 & VST3

**Studio One 4 or higher (macOS & Windows):** AU, VST2 & VST3

**FL Studio 20 (macOS & Windows):** VST2 & VST3

**Reason 11 (macOS & Windows):** VST2 & VST3

**Cakewalk by Bandlab (Windows):** VST2 & VST3

*A standalone version (64-bit only) is also included, which does not require any additional software.*

Support is offered for these operating systems and software platforms. Our plugins may work on another DAW of your choice, feel free to download the Demo and try for yourself (*Please check that your host software is compatible with your operating system first*).

For more information, check our FAQ page here:

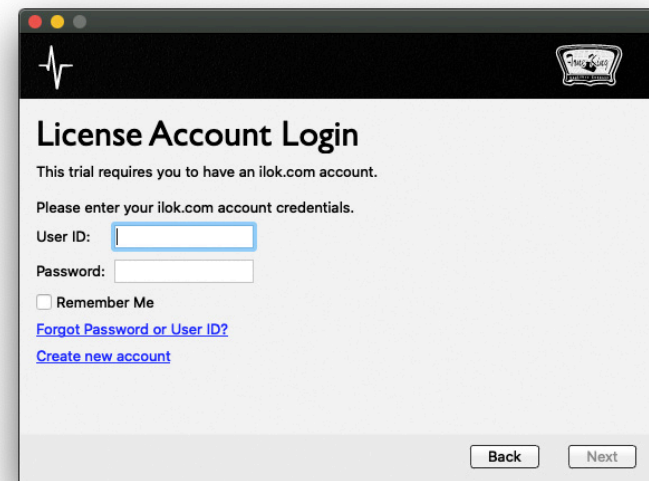
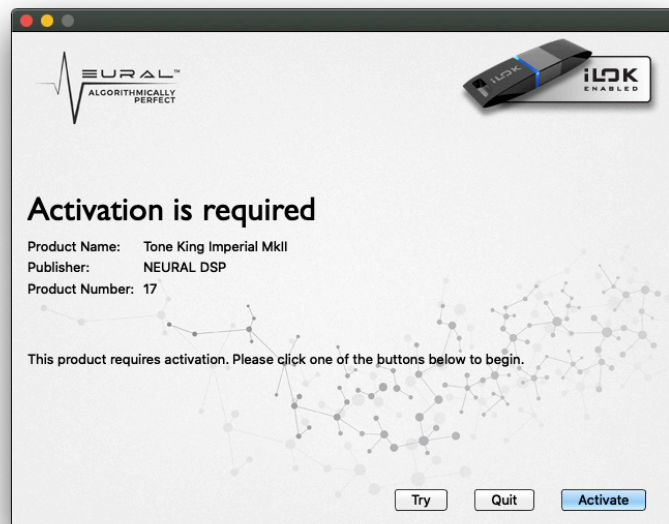
<https://support.neuraldsp.com/help>

## iLOK USER ID AND iLOK LICENSE MANAGER

If you don't have an iLok account, you can create one [right here](#):

## DEMO PRODUCT ACTIVATION

Right after the setup installation, you will see an activation window. Click on the “**Try**” button. If you don't see that button, close and reopen the plugin/standalone app.



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At this point, the iLok License Manager software will be installed on your computer... and that's it! Notice that your trial expires after 14 days.

## FULL PRODUCT ACTIVATION

Note that Neural DSP and iLok are different accounts. Full licenses for Neural DSP products are delivered directly to your iLok account. Make sure your **iLok account** is created and **linked** to your Neural DSP account before purchasing.

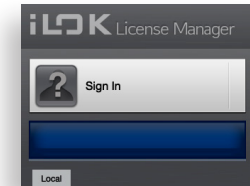
- Make sure you have the latest **iLok License Manager** app installed and running (<https://www.ilok.com/#!/license-manager>).
- Login with your iLok account. If you don't have an **iLok account**, you can create one right here: <https://www.ilok.com/#!/registration>

To get a full license for any of our products, go to our website, click on a plugin you want, select “**add to cart**” and complete the steps for purchasing. After the checkout, the license will be deposited directly to your iLok account.

### After that, please follow the following steps:

- Make sure you have the latest iLok License Manager application installed and running (<https://www.ilok.com/#!/license-manager>).

- Log in with your iLok account in iLok License Manager.



- After that, go to the “**All Licenses**” tab on top, right-click on the license and select “**Activate**”.



- Install the plugin by running the installer (<https://neuraldsp.com/downloads/>).
- Rescan your plugins within your DAW, then restart your DAW.
- You can run the standalone version as well.

## FILE LOCATIONS

Neural DSP plugins will be installed in the appropriate default location for each plugin format (VST, VST3, AAX, AU) unless a different custom location is selected in the process.

### MacOS

**AU:** Macintosh HD / Library / Audio / Plug-ins / Components /

**VST2:** Macintosh HD / Library / Audio / Plug-ins / VST /

**VST3:** Macintosh HD / Library / Audio / Plug-ins / VST3 /

**AAX:** Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins /

**Standalone App:** Macintosh HD / Applications / Neural DSP /

**Preset Files:** MacintoshHD / Library / Audio / Presets / Neural DSP / Tone King Imperial MKII /

**Manual:** Macintosh HD / Library / Application Support / Neural DSP / Tone King Imperial MKII /

*Tone King Imperial MKII is available in 64-bit only.*

### Windows

**64-bit VST:** C:/ Program Files / VSTPlugins /

**64-bit VST3:** C:/ Program Files / Common Files / VST3 /

**64-bit AAX:** C:/ Program Files / Common Files / Avid / Audio / Plug-Ins /

**64-bit Standalone:** C:/ Program Files / Neural DSP /

**Preset Files:** C:/ProgramData/Neural DSP/Tone King Imperial MKII /

**Manual:** C:/ Program Files / Neural DSP /

*Tone King Imperial MKII is available in 64-bit only.*

## UNINSTALLING NEURAL DSP SOFTWARE

To uninstall the product in macOS, delete the files manually from your respective plugin format folders. For Windows, you can uninstall the files by running the regular uninstaller at the Control Panel or by running the setup installer file again and clicking on "Remove".



### THE PLUGIN

- Wah Pedal
- Compressor Pedal
- Overdrive 1 Pedal
- Overdrive 2 Pedal
- Tone King Imperial MKII
- Cabsim
- Graphic EQ
- Chorus Pedal
- Delay Pedal
- Reverb Pedal

### WAH SECTION



#### Wah Pedal

**ROCKER PEDAL / POSITION KNOB:** Adjusts the peak response of the frequency filter up and down.

**ATTACK KNOB:** Sets the time it takes for the auto-wah filter to fully open.

**RELEASE KNOB:** Sets the time it takes for the auto-wah filter to close.

**SENSITIVITY KNOB:** Determines the level at which the auto-wah effect is engaged.

**AUTO-WAH SWITCH:** Click to activate/deactivate the auto-wah.

**BYPASS SWITCH:** Click to activate/deactivate.



## STOMPBOX SECTION



### Compressor Pedal

**COMPRESSION KNOB:** Sets the amount of gain reduction.  
**VOLUME KNOB:** Adjusts the output level.  
**BLEND KNOB:** Controls the amount of compressed signal that is added to the original dry input signal.  
**GAIN REDUCTION LEDS:** Indication of gain reduction amount.  
**SPEED SWITCH:** Determines the attack speed of the compression.  
**BYPASS STOMP SWITCH:** Click to activate/deactivate the pedal.

### Overdrive 1 Pedal

**DRIVE KNOB:** Adjusts the amount of drive.  
**LEVEL KNOB:** Adjusts the output level  
**TREBLE/BASS KNOBS:** Control the amount of high and low frequencies of the overdrive, respectively.  
**BYPASS STOMP SWITCH:** Click to activate/deactivate the pedal.

### Overdrive 2 Pedal

**DRIVE KNOB:** Adjusts the amount of drive.  
**LEVEL KNOB:** Adjusts the output level  
**TREBLE/BASS KNOBS:** Control the amount of high and low frequencies of the overdrive, respectively.  
**BYPASS STOMP SWITCH:** Click to activate/deactivate the pedal.

## AMP SECTION



### Front View

#### Lead Channel

**VOLUME KNOB:** Controls the volume of the Lead channel.

**TONE KNOB:** Controls the amount of high frequency contour.

**MID-BITE KNOB:** Transforms the basic tweed tone to more of a crunchy rock tone as the MID-BITE control is turned up. This is accomplished by simultaneously tightening up the bass, rolling off the very high frequencies, increasing the gain, and developing a pronounced upper midrange peak.

**CHANNEL SWITCH:** Channel Selector (*Lead/Rhythm*).

#### Rhythm Channel

**VOLUME KNOB:** Controls the volume of the Rhythm channel.

**TREBLE KNOB:** Controls the amount of high frequencies.

**BASS KNOB:** Controls the amount of low frequencies.

**REVERB SWITCH:** Mix control for the Spring Reverb.

#### Tremolo

**SPEED KNOB:** Sets the speed of the modulation. Lower settings produce a smooth, floating sound. Higher settings produce a rotor-like effect.

**DEPTH KNOB:** Sets the intensity of the Tremolo effect.

**POWER LED:** Click to bypass/enable the amplifier section.



- **ENABLE:** In this mode, the attenuator will be on (enabled) no matter what channel is selected.

**ATTENUATION (dB) KNOB:** Determines how much the signal is attenuated (up to -36dB).

**HP COMP SWITCH:** Compensates the high frequency loss caused by the attenuator. This switch has no effect if the ATTENUATION value is 0 dB.

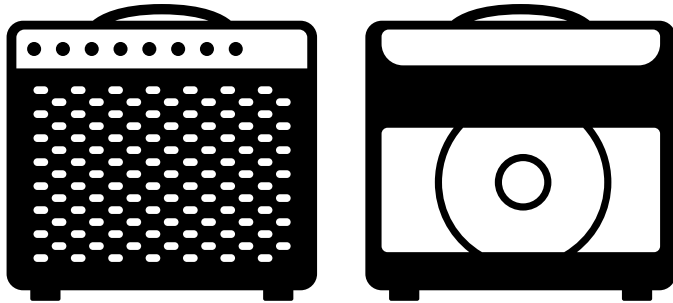
### Back View

**STANDBY & POWER SWITCHES (Linked):** Click to bypass/enable the amplifier section.

### RHYTHM CHAN SWITCH:

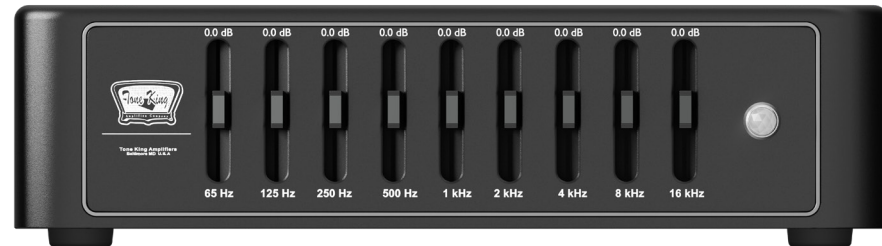
- **BYPASS:** The attenuator is bypassed whenever the rhythm channel is selected. This means that the full power developed by the output tubes will be delivered to the speaker when the Rhythm channel is selected, regardless of the ATTENUATION knob setting. However, the attenuator will become active again when the Lead channel is selected, and will reduce the volume level according to the current Attenuation knob value.

### VIEW SELECTOR



The amplifier has controls on both front and back panels. The view can be switched by clicking the icons at the bottom of the plugin window.

### EQ SECTION



High-fidelity Graphic EQ that allows you to graphically see and individually control nine different frequency bands.

Clicking the **dB labels** allows you to type custom gain values with the keyboard.

**EQ BANDS:** Bank of nine control sliders used to boost or cut frequency bands.

**POWER LED:** Click to activate/deactivate the EQ section.

## CAB SECTION



**IMPULSE LOADER SELECTOR BOX:** Drop down menu for selecting factory microphones, speakers, or loading your own IR files. The folder path will be saved, allowing the ability to navigate through your IRs by using the navigation arrows on either side of the menu.

**POSITION KNOB:** Controls the position of the microphone between the center and the edge of the cone (*Disabled when loading external IR files*).

**DISTANCE KNOB:** Controls the distance between the microphone and the cone (*Disabled when loading external IR files*).

**MIC LEVEL KNOB:** Controls the level of the selected impulse.

**PAN KNOB:** Controls the output panning of the selected impulse.

**ON/OFF BUTTON (ROOM):** Disables or enables the room microphone.

**ROOM LEVEL KNOB:** Controls the level of the room microphone.

**ON/OFF BUTTON:** Disables or enables the respective IR loader Section.

**Ø PHASE INVERTER BUTTON:** Inverts the phase of the loaded impulse.

**DRAG TO POSITION:** You can also control the microphone position and distance by clicking the microphone and dragging it to the desired spot. The values will be reflected on the Position and Distance knobs and vice versa.

We have designed a cabinet simulation section for this plugin that includes 8 microphones with a range of different positions. Two different speakers are also available.

## POST FX SECTION



### Chorus Pedal

**DRY/WET KNOB:** Controls the amount of chorus effect that is added to the original dry input signal.

**RATE KNOB:** Controls the speed of the chorus effect. Increase it in order to make it faster.

**DEPTH KNOB:** Determines how extreme the chorus sound is. It controls the amount of pitch-shifting and delay time created by the chorus effect.

**BYPASS STOMP SWITCH:** Click to activate/deactivate the pedal.

### Delay Pedal

**MIX KNOB:** Controls the amount of delay effect that is added to the original dry input signal.

**FEEDBACK KNOB:** Sets the amount of delay returned to the input of the delay line. The higher the settings, the more repeats.

**HIGH/LOW PASS FILTER KNOBS:** Controls the frequency range of the high-pass filter and the low-pass filter accordingly.

**TIME L/R KNOBS:** Sets the delay time in either milliseconds or musical subdivisions ranging from **100ms to 1100ms** and **1/64T to 1/1D**.

**MODE SWITCH:** Toggles between mono and stereo modes.

**TIME TYPE SWITCH:** Toggles between milliseconds and musical subdivisions.

**SYNC SWITCH:** Determines whether the delay time is set according to the plugin/DAW tempo or manually. When the Delay is in Sync Off mode, it can be set by typing the value into the display with the keyboard.

**TAP TEMPO STOMP SWITCH:** Controls the delay time by clicking. The delay time is set as the interval between the last two clicks on the stomp switch.

**ENGAGE STOMP SWITCH:** Click to activate/deactivate the pedal.



### Reverb Pedal

**DRY/WET KNOB:** Controls the amount of effect that is added to the original dry input signal.

**PRE-DELAY KNOB:** Sets the amount of time between the original dry sound and the reverb's first reflection.

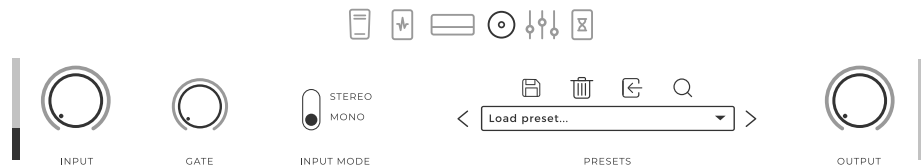
**DECAY KNOB:** Sets the duration of the reverb decay envelope.

**HIGH/LOW PASS FILTER KNOBS:** Controls the frequency range of the high-pass filter and the low-pass filter, accordingly.

**BYPASS STOMP SWITCH:** Click to activate/deactivate the pedal.



## GLOBAL FEATURES



**INPUT AND OUTPUT GAIN KNOBS:** Input will affect how much signal the plugin will feed in. Adjust according to your needs and input signal levels. The output will affect how much signal the plugin will feed out. The meters will show if input or output signals are clipping by holding a gray indicator for three seconds.

**GATE KNOB:** Attenuates the input signal below the threshold.

**INPUT MODE SWITCH:** Real-life hardware has the power to process only a mono input signal. With the Stereo switch, you are able to process a stereo input signal. Ideal for running stereo bass tracks or experimenting with any stereo sources.

**PRESETS MENU:** This functionality allows the user to save, load, import and export presets. The presets are saved as **XML files**. More info on [page 18](#).



**COGWHEEL ICON (STANDALONE ONLY):** Audio settings menu. You can select the audio interface to use, set the input/output channels, modify sample rate, buffer size and MIDI devices.

**MIDI PORT ICON:** Opens the MIDI Mappings window. To map any external device to control the plugin, please check the MIDI SETUP instructions ([Page 19](#)).

**PITCHFORK ICON:** Click to activate the built-in tuner.

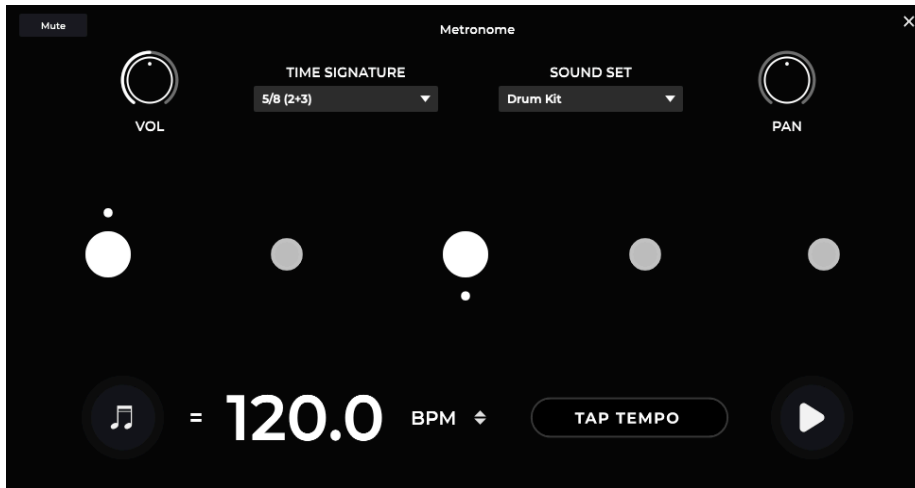
**METRONOME ICON (STANDALONE ONLY):** Opens the metronome interface. Right-click on it to start/stop the metronome playback ([Page 17](#)).

**TAP ICON (STANDALONE ONLY):** Controls the plugin global tempo by clicking it. The time is set as the interval between the last two clicks.

**TEMPO VALUE (STANDALONE ONLY):** Adjusts the tempo by clicking the arrows. Double-click on it to enter numerical values.

**RESIZE BUTTON:** Click to resize the plugin Window. You can select between four possible sizes. Large and X-Large sizes are the same when using low resolution screens.

## METRONOME



A metronome is a device that produces a steady pulse to help musicians play in time. The pulse is measured in Beats Per Minute (BPM).

When using the standalone app, click on the metronome icon to open its interface. Right-clicking on it will start/stop the metronome playback. Closing the interface won't stop the playback.

The last used settings will be remembered after reopening the standalone app.

**MUTE BUTTON:** Click to mute the beats.

**VOL KNOB:** Determines the metronome output volume.

**PAN KNOB:** Controls the output panning of the metronome.

**TIME SIGNATURE MENU:** This list features 21 different time signatures, including compound and complex variations. Selecting a time signature will change the beat order and the musical accents.

**SOUND SET MENU:** This list includes 5 different sounds for the metronome.

**BEATS:** Toggelable beats that can be changed or turned off by clicking. They offer visual feedback according to the current tempo, subdivisions, and accents selected. The white beats include 3 different accents and the grey beats include only one. Right-click on them to reveal a drop-down menu.

**BEATS PER PULSE BUTTON:** Determines how many beats can be heard per pulse.

**BPM VALUE:** Determines the beat speed. The tempo ranges from 40 to 240 BPM. Click to enter a custom value with the keyboard.

**UP/DOWN ARROWS:** Click to change the value by 1.0 BPM. Click-and-hold to change the value by 10.0 BPM.

**TAP TEMPO BUTTON:** Controls the metronome tempo by clicking it. The tempo is set as the interval between the last two clicks and it's also linked to the plugin global tempo.

**START/STOP BUTTON:** Controls the metronome playback. MIDI assignable.

## PRESETS



This functionality allows the user to save, load, import and export presets. The presets are saved as **XML files**.

**SAVE BUTTON:** The Diskette Icon on the left allows the user to save the current configuration as a preset.

**DELETE BUTTON:** The trash bin allows the user to delete the active preset. (***This action cannot be undone***). If you tweak an existing saved preset and you need to recall the saved version, just load another preset and load back the desired preset. Clicking on the name of the modified preset once its loaded will NOT recall its values.

**LOAD PRESET:** You can load presets from other locations (**XML files**).

**PRESETS FOLDER SHORTCUT:** Click the *Magnifying Glass* icon on the Presets toolbar to open the Neural DSP preset folder.

**DROPDOWN MENU:** The arrow on the right side of the list displays a list of presets included with the product. They are categorised by factory, artists and the ones created by the user.

## WHERE ARE MY PRESETS LOCATED?

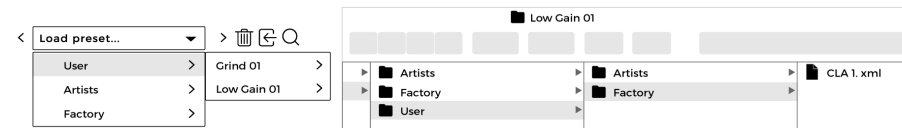
### Windows:

*C:/ProgramData/Neural DSP/Tone King Imperial MKII*

### Mac OSX:

*HD/Library/Audio/Presets/Neural DSP/Tone King Imperial MKII*

## CUSTOM FOLDERS



You can create folders to organize your presets under the main directory. The dropdown menu will be updated the next time you open Tone King Imperial MKII.

## MIDI SETUP

Tone King Imperial MKII features MIDI support. Please, check the following steps to assign MIDI controls to plugin parameters/UI components.

### Mapping MIDI note event to Buttons:

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down a MIDI note on the MIDI controller and release it.
- Disable MIDI Learn from the right-click menu.
- Now the mapped MIDI note will toggle the parameter value.

### Mapping two MIDI notes to a Slider/Combobox:

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down the first MIDI note on the MIDI controller.
- Press down the second MIDI note on the MIDI controller.
- Release the first MIDI note.
- Release the second MIDI note.
- Disable MIDI Learn from the right-click menu.
- Now the two mapped MIDI notes can be used to increment/decrement the parameter value.

### Mapping MIDI CC event to Buttons:

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down MIDI CC shortcut on the MIDI controller and release it.
- Disable MIDI Learn from the right-click menu.
- Now mapped MIDI CC events will toggle the parameter value.

### Mapping MIDI CC event to a Slider/Combobox:

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Move a CC knob on the MIDI controller.
- Disable MIDI Learn from the right-click menu.
- Now the mapped MIDI CC event will control the parameter value.

**Mapping two MIDI CC events to a Slider/Combobox:**

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down the first MIDI CC button on the MIDI controller.
- Press down the second MIDI CC button on the MIDI controller.
- Release the first MIDI CC button.
- Release the second MIDI CC button.
- Disable MIDI Learn from the right-click menu.
- Now the two mapped MIDI CC events can be used to increment/decrease the parameter value.

**Mapping MIDI Program Change event to Buttons:**

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down the MIDI Program Change shortcut twice on the MIDI controller.
- Disable MIDI Learn from the right-click menu.
- Now the mapped MIDI Program Change event will toggle the parameter value.

**Mapping two MIDI Program Change events to a Slider/Combobox:**

- Enable MIDI Learn from the right-click menu.
- Click on the component you want to control.
- Press down the first MIDI Program Change button on the MIDI controller.
- Press down the second MIDI Program Change button on the MIDI controller.
- Disable MIDI Learn from the right-click menu.
- Now the two mapped MIDI Program Change events can be used to increment/decrease the parameter value.

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All mentioned MIDI Events will be registered on the **MIDI Mapping** window. You can open it and edit all the parameters by clicking on the **MIDI port icon** on the bottom left corner of the plugin. You can add new MIDI events manually by clicking on the “+” button.

## GUI BASICS

Tone King Imperial MKII features knobs and switches within the **Graphic User Interface** (GUI). These resemble the ones in the physical analog hardware with added control.



To bypass a whole section, right-click or double-click on the upper icons.

## KNOBS

To control knobs and switches in Tone King Imperial MKII, use the mouse. To turn a knob clockwise, click on the control with your mouse and move the cursor up. To turn a knob counterclockwise, click on the knob with the mouse and move the cursor down.

## RETURNING A KNOB TO ITS DEFAULT VALUE

Double-click on the knobs to recall their default values.

## ADJUSTING A KNOB WITH FINE CONTROL

To fine-adjust the knob values, hold down the “command” key (**macOS**) or the “control” key (**Windows**) while dragging the mouse.

## SWITCHES

To interact with buttons or switches, just click on them.

For stomps and certain switches, a LED indicator will light up to signalize whether the parameter is engaged or not.

## SUPPORT AND CONTACT INFORMATION

[NEURALDSP.COM/SUPPORT](https://neuraldsp.com/support)

For technical issues or any problems experienced with our software contact us on our website. Here you will find our FAQ (*Frequently Asked Questions*), our troubleshooting info (*your question might have been asked before*) and our contact email **support@neuraldsp.com**. Please be sure to contact this specific email for support purposes. If you contact any other Neural DSP email our reply may be delayed.

## SUPPORT INFORMATION

In order to help and assist you, please attach the following information to our support team:

- *Product serial number and version (e.g Tone King Imperial MKII, Ver 1.0.0).*
- *Version number of your audio system (e.g ProTools 2021.12, Cubase Pro 11, Ableton Live 11).*
- *Interface/hardware (e.g. Apollo Twin, Apogee Duet 2, etc.).*
- *Computer and operating system info (e.g. Macbook Pro OSX 11, Windows 10, etc.) .*
- *A detailed description of the problem.*

## Neural DSP 2022

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## CORPORATE CONTACT

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