

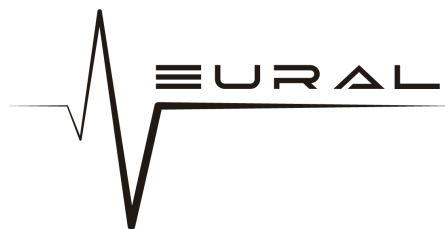


## Neuraldsp SLO-100 Soldano Super Lead Overdrive 100 – 1.0.0 for Windows and macOS User Guide

[Home](#) » [Neuraldsp](#) » Neuraldsp SLO-100 Soldano Super Lead Overdrive 100 – 1.0.0 for Windows and macOS User Guide 

### Contents

- [1 Neuraldsp SLO-100 Soldano Super Lead Overdrive 100 – 1.0.0 for Windows and macOS](#)
- [2 GETTING STARTED](#)
  - [2.1 i LOK USER ID AND i LOK LICENSE MANAGER](#)
- [3 FILE LOCATIONS](#)
- [4 PLUGIN SECTIONS](#)
- [5 STOMP EFFECTS SECTION](#)
- [6 PLUGIN FEATURES](#)
- [7 SUPPORT](#)
- [8 Documents / Resources](#)
  - [8.1 References](#)
- [9 Related Posts](#)



**Neuraldsp SLO-100 Soldano Super Lead Overdrive 100 – 1.0.0 for Windows and macOS**



## GETTING STARTED

### BASIC REQUIREMENTS

To start using NEURAL DSP Plugins you will need:

1. A computer capable of multitrack audio processing, Mac or PC.
2. An audio interface.
3. A supported host software (DAW) for recording.
4. An i Lok User ID and the latest version of i Lok License Manager application.
5. A Neural DSP Account.

#### **Note:**

You don't need an i Lok USB dongle to use our products since you can activate them directly into your computer.

### SUPPORTED OPERATING SYSTEMS

OS X 10.15 – 11 (64-bit)

Windows 10 (64-bit)

### SUPPORTED HOST SOFTWARES

To use NEURAL DSP software as a plugin, you need an audio software that can load it (64-bit only). We officially support the following Software to host our plug-ins:

- Pro Tools 12 – 2020 (macOS & Windows): AAX Native
- Logic Pro X 10.5 or higher – (macOS): AU
- Cubase 8 – 10 (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

All our products include a standalone version (64-bit only).

Support is offered for these operating systems and software platforms. This doesn't mean our plugins will not work in your DAW, just download the Demo and try (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>

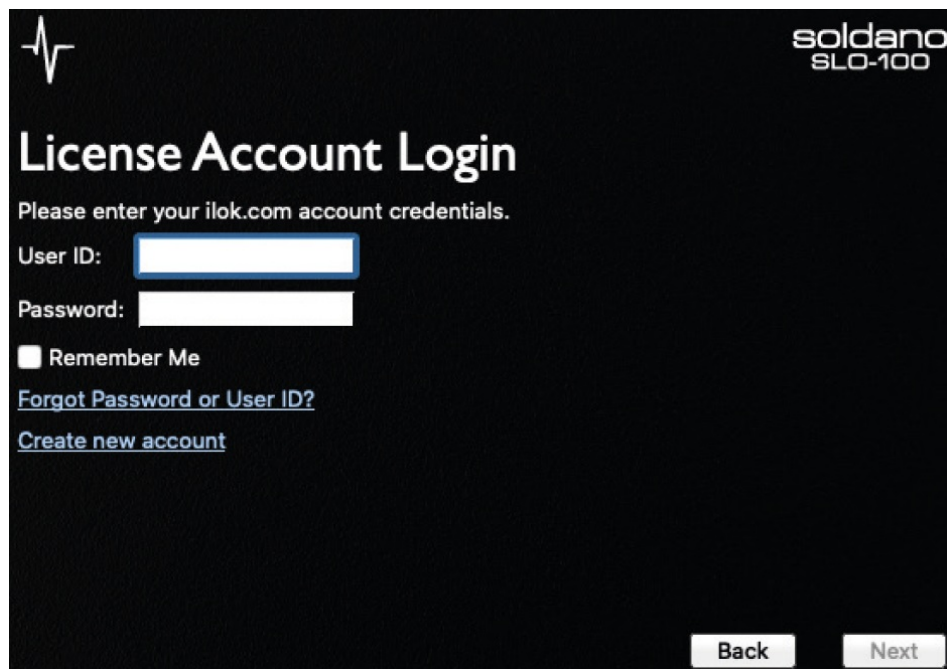
## i LOK USER ID AND i LOK LICENSE MANAGER

### 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 plug-in/standalone app.



If you don't have an iLok account, you can create one right here:



**License Account Login**

Please enter your ilok.com account credentials.

User ID:

Password:

☐ Remember Me

[Forgot Password or User ID?](#)

[Create new account](#)

Then, i Lok License Manager software will be installed on your computer... and that's it! Notice that your trial expires after 14 days.

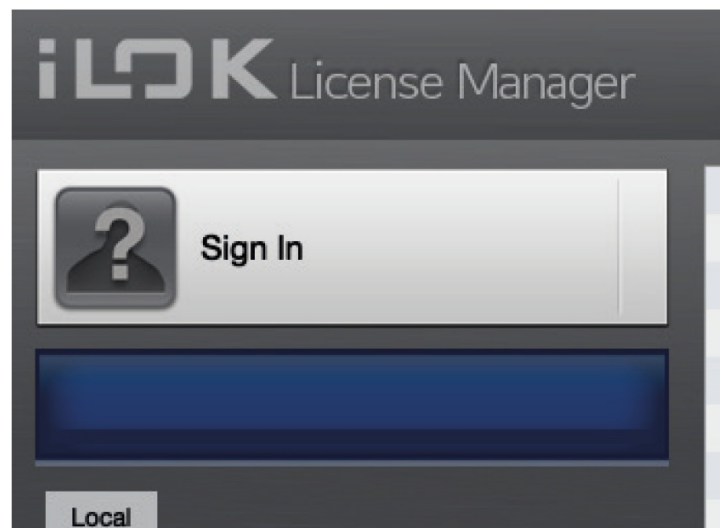
### FULL PRODUCT ACTIVATION

Note that Neural DSP and i Lok are different accounts. Full licenses for Neural DSP products are delivered directly to your iLok account. So, make sure your iLok account is created and linked to your Neural DSP account before purchasing.

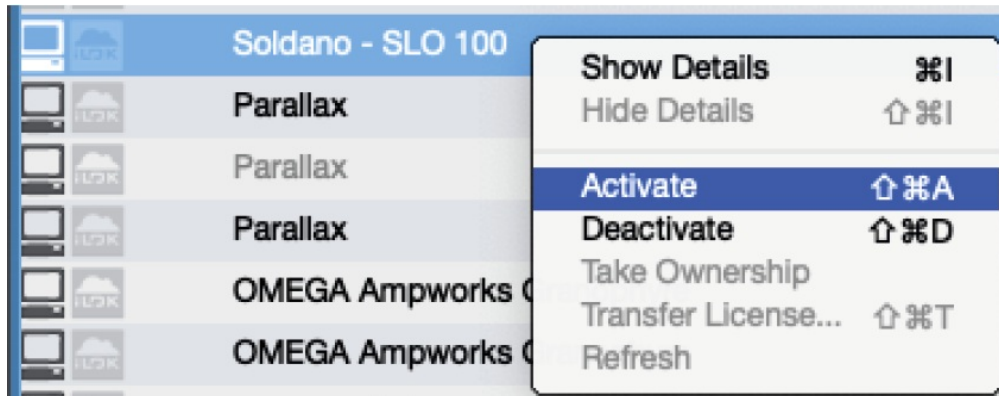
- Please make sure you have the latest i Lok License Manager application installed and running.  
(<https://www.ilok.com/#!license-manager>)
- Login with your i Lok account. If you don't have an i Lok account, you can create one right here:  
<https://www.ilok.com/#!registration>

To get a full license for any of our products, go to our website, click on a plug-in 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 i Lok License Manager application installed and running.  
(<https://www.ilok.com/#!license-manager>)
- Log in with your i Lok account in i Lok 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 Plug-ins within your DAW and restart your DAW.

You can run the standalone version as well (If you run it on Windows, you can find the executable in C:/Program Files / Neural DSP //. If you run it on Mac, you can find the app under the Applications folder).

## FILE LOCATIONS

NEURAL DSP Plug-ins will be installed in the appropriate default location for each plug-in format (VST, VST3, AAX, AU) unless a different custom location is selected in the process.

### MacOS

- **Audio Units:** Macintosh HD / Library / Audio / Plug-ins / Components / Soldano SLO – 100
- **VST2:** Macintosh HD / Library / Audio / Plug-ins / VST / Soldano SLO-100
- **VST3:** Macintosh HD / Library / Audio / Plug-ins / VST3 / Soldano SLO-100
- **AAX:** Macintosh HD / Library / Application Support / Avid / Audio / Plug-ins / Soldano SLO-100
- **Standalone App:** Macintosh HD / Applications / Soldano SLO-100
- **Preset Files:** Macintosh HD / Library / Audio / Presets / Neural DSP / Soldano SLO-100
- **Manual:** Macintosh HD / Library / Application Support / Neural DSP / Soldano SLO-100

**Note:** Soldano SLO-100 is available in 64-bit only.

### Windows

- **64-bit VST:** C:/ Program Files / VST Plugins / Soldano SLO-100 64-bit VST3: C:/ Program Files / Common Files / VST3 / Soldano SLO-100
- **64-bit AAX:** C:/ Program Files / Common Files / Avid / Audio / Plug-Ins / Soldano SLO-100
- **64-bit Standalone:** C:/ Program Files / Neural DSP / Soldano SLO-100
- **Preset Files:** C:/ Program Data / Neural DSP / Soldano SLO-100
- **Manual:** C:/ Program Files / Neural DSP / Soldano SLO-100

**Note:** Soldano SLO-100 is available in 64-bit only.

## UNINSTALLING NEURAL DSP SOFTWARE

To uninstall, 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”.

## PLUGIN SECTIONS

### THE PLUGIN Including:

- Soldano’s Compressor Pedal
- Soldano’s Overdrive – 1 Pedal
- Soldano’s Overdrive – 2 Pedal
- Soldano’s Chorus Pedal
- Soldano’s SLO-100 Amplifier
- Graphic EQ
- Neural DSP Cabsim
- Soldano’s Delay Pedal
- Soldano’s Reverb Pedal

## STOMP EFFECTS SECTION



The first section consists of four effects in series, which can be used separately or combined.

### SOLDANO COMPRESSOR PEDAL

- **COMP KNOB:** The amount of gain reduction and make-up gain are determined by this knob.
- **LEVEL KNOB:** Adjusts the output signal and compensates for an eventual volume-loss caused by the compression.
- **ATTACK SWITCH:** Adjusts the attack speed between Smooth (slow) and Snappy (fast).
- **BYPASS STOMP SWITCH:** Click to turn on/off the device.

### SOLDANO OVERDRIVE – 1 PEDAL

- **DRIVE KNOB:** Adjusts the amount of distortion.
- **LEVEL KNOB:** Controls the level of the distorted signal.

- **TONE KNOB:** Controls the amount of high frequency contour. **BYPASS STOMP SWITCH:** Click to turn on/off the device.

## SOLDANO OVERDRIVE – 2 PEDAL

- **DRIVE KNOB:** Adjusts the amount of distortion.
- **LEVEL KNOB:** Controls the level of the distorted signal.
- **TONE KNOB:** Controls the amount of high frequency contour. **PEAK SWITCH:** Set it to “High Peak” (to the right) to boost mid-range and high frequencies. Set it to “Low Peak” (to the left) to flatten the frequency curve.
- **BYPASS STOMP SWITCH:** Click to turn on/off the device.

## SOLDANO CHORUS PEDAL

- **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.
- **DELAY KNOB:** Sets the base delay for the wet/modulated signal. Increasing the delay value moves the wet signal further back from the dry signal, making the chorus effect more noticeable. **MIX KNOB:** Controls the amount of effect that is added to the original dry input signal.
- **BYPASS STOMP SWITCH:** Click to turn on/off the device.

## AMPLIFIER SECTION



Soldano's Super Lead Overdrive 100 sets the standard for modern high-gain amplification. This amplifier delivers upon the “SLO’s” legendary reputation in both appearance and performance but with the addition of some wildly popular, player-requested features.

## SLO-100 CONTROLS

- **OVERDRIVE/NORMAL SWITCH:** Toggles between the NORMAL and OVERDRIVE channels. Both OVERDRIVE knobs will be deactivated while NORMAL channel is active. Both NORMAL knobs, BRIGHT and CRUNCH switches will be deactivated while OVERDRIVE channel is active.
- **BRIGHT SWITCH:** Adds a slight treble boost to the normal channel.
- **CRUNCH/CLEAN SWITCH:** Selects clean or crunch mode for the NORMAL channel.
- **[PREAMP] NORMAL KNOB:** Adjusts the gain of the NORMAL channel.
- **[PREAMP] OVERDRIVE KNOB:** Adjusts the gain of the OVERDRIVE channel.

- **BASS, MIDDLE & TREBLE KNOBS:** Tone stack of the amplifier. 3-band EQ.
- **[MASTER] NORMAL KNOB:** Adjusts the output level of the NORMAL channel.
- **[MASTER] OVERDRIVE KNOB:** Adjusts the output level of the OVERDRIVE channel.
- **PRESENCE KNOB:** Adjusts the amount of high frequencies in the power amp for both NORMAL and OVERDRIVE channels. **DEPTH KNOB:** Adjusts the amount of low frequencies in the power amp for both NORMAL and OVERDRIVE channels
- **STANDBY & POWER SWITCHES (linked):** These switches bypass the amplifier section.

## EQ SECTION



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

- **ON/OFF SWITCH:** Turns On/Off the EQ filter.
- **EQ BANDS:** Bank of nine control sliders used to boost or cut frequency bands.

## NEURAL DSP CABINET SIMULATION



We have designed a cabinet simulation for this plugin that includes six microphones with a range of different positions.

- **ON/OFF SWITCH:** Disables or Enables the respective IR loader Section.
- **POSITION:** Controls where the Microphone is, meaning from the center of the cone, to the edge of the cone (Disabled when loading external IR file).
- **DISTANCE:** Controls the Distance of the Mic between close to the cab and far towards the room (Disabled when loading external IR file).
- **MIC LEVEL:** Controls the level of the selected impulse.



- **PAN:** Controls the output panning of the selected impulse.
- **PHASE INVERTER SWITCH:** Inverts the phase of the loaded impulse.
- **IMPULSE LOADER SELECTOR BOX:** Drop down menu for selecting factory Microphones or loading your own IR files. The folder path will be saved, therefore, navigating through them by clicking the navigation arrows is also possible.
- **DRAG TO POSITION:** This feature refers to clicking on the microphone circles allows to position the microphone within the cone area. The values will be reflected on the Position and Distance knobs and vice versa.

## TIME EFFECTS SECTION



## SOLDANO DELAY PEDAL

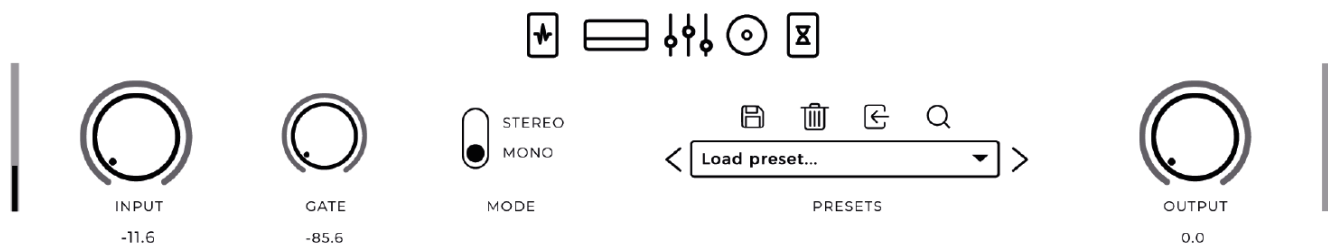
- **MIX KNOB:** Controls the amount of effect that is added to the original dry input signal.
- **FEEDBACK KNOB:** Sets the amount of delay returned to the input of the delay line. The higher the settings the more repeats. **TEMPO KNOB:** Adjust the beats-per-minute value. Deactivated while SYNC switch is engaged.
- **TONE KNOB:** Controls the frequency range of the low pass filter. **TIME KNOB:** Sets the delay time in musical subdivisions ranging from 1/64T to 1/1D.
- **SYNC SWITCH:** Determines whether the delay time is set according to plugin/DAW tempo or manually.
- **PING PONG SWITCH:** Turns the “ping pong” delay effect On/Off. **ENGAGED STOMP SWITCH:** Click to activate/deactivate. This will turn on the device allowing it to process your signal.
- **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.

## SOLDANO REVERB PEDAL

- **MIX KNOB:** Controls the amount of effect that is added to the original dry input signal.
- **DECAY KNOB:** Sets the duration of the reverb decay envelope.
- **TONE KNOB:** Controls the frequency range of the low pass filter. **BYPASS STOMP SWITCH:** Click to activate/deactivate. This will turn on the device allowing it to process your signal.

## PLUGIN FEATURES

### GLOBAL FEATURES



- **DEVELOPED BY NEURAL DSP:** Click on it to reveal additional info about this product.
- **INPUT AND OUTPUT GAIN KNOBS:** Input will affect how much signal the plugin will feed in. This will affect the amount of distortion range of the gain knobs in the head and booster gain knob. Adjust according to your needs and input signal levels. The output will affect how much signal the plugin will feed out to your DAW channel. 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:** Original 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.



- **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:** It opens the MIDI Mappings window. To map any external device to control the plugin, please check the MIDI SETUP instructions (Pag. 16).
- **PITCHFORK ICON:** Click on it to activate the built-in tuner.
- **TAP ICON (STANDALONE ONLY):** Controls the delay time by clicking it. Delay 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 set it to the default value (240bpm).
- **RESIZE BUTTON:** Click to resize the plugin Window. You can select between 3 possible sizes. Only two sizes are available when using a low-resolution screen.

### PRESETS



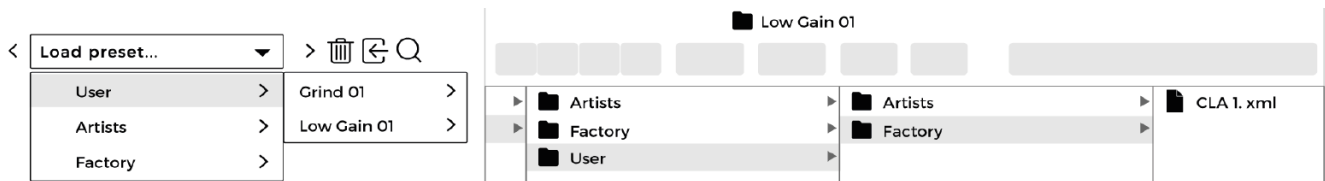
### PRESETS

This functionality allows the user to Save, 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:** Go to the Magnifying Glass icon on the Presets toolbar to redirect you to your Presets Folder.
- **DROPDOWN MENU:** The arrow on the right side of the list displays a list of presets included by factory, artists and the ones created by the user.

## WHERE ARE MY PRESETS LOCATED?

- **Windows:** C: / Program Data / Neural DSP / Soldano SLO-100
- **Mac OSX:** HD / Library / Audio / Presets / Neural DSP / Soldano SLO-100
- **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 Soldano SLO-100.

## MIDI SETUP

Soldano SLO-100 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/Combo box:

- 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/Combo box:**

- 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/Combo box:**

- 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/Combo box:**

- 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.

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

Parallax features knobs and switches within the Graphic User Interface (also known as 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 Parallax, use the mouse. To turn a knob clockwise, click on the control with your mouse and slide the cursor up. To turn a knob anti-clockwise, click on the knob with the mouse and slide the cursor down.

### RETURNING A KNOB TO ITS DEFAULT VALUE

To return to the knob’s default values, double-click on them.

### 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

### 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](mailto:support@neuraldsp.com). Please be sure to contact this email only for support purposes. If you contact some other Neural DSP email, your support will 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 Soldano SLO-100, Ver 1.0.0)
- Version number of your audio system (e.g Pro Tools 2020.5, Cubase Pro 10, Ableton Live 10.0.1)
- Interface/hardware (e.g. Apollo Twin, Apogee Duet 2, etc.)
- Computer and operating system info (e.g. Mac book Pro OSX 11, Windows 10, etc.)
- A detailed description of the problem

### Neural DSP 2020

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## CORPORATE CONTACT

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## Documents / Resources

  	<a href="#">Neuraldsp SLO-100 Soldano Super Lead Overdrive 100 - 1.0.0 for Windows and macOS</a> [pdf] User Guide SLO-100, Soldano Super Lead Overdrive 100 - 1.0.0 for Windows and macOS, SLO-100 Soldano Super Lead Overdrive 100 - 1.0.0 for Windows and macOS
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## References

-  [Neural DSP Technologies - Algorithmically Perfect](#)
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