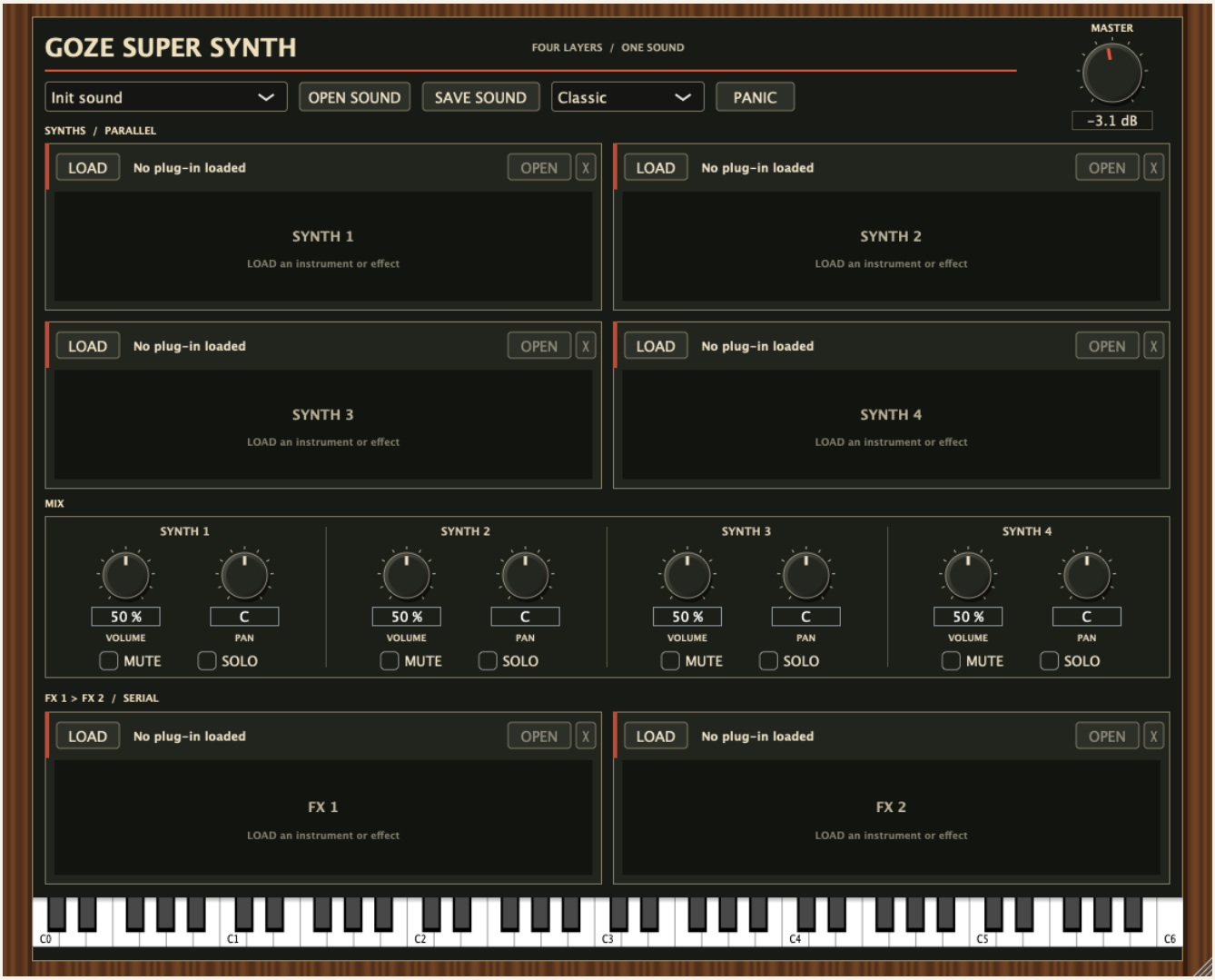
Four instruments. One sound.

A simple home for your favourite synths and effects.

GOZE SUPER SYNTH brings four software instruments together in one place. Layer their sounds, balance them with a small mixer, then shape the result through two shared effects. The idea is simple: spend less time managing windows and more time creating your sound.



Top: four synth slots. **Middle:** a mixer for the four layers. **Bottom:** two effects and a full-width keyboard.

The audio path

Synths 1-4 in parallel > Mixer > FX 1 > FX 2 > Master > Stereo output

Load. Open. Play.

Start in the standalone app or in Digital Performer.

1 / Choose your setup

Standalone: open AUDIO / MIDI SETUP. Select your audio output, then enable your MIDI keyboard input. You can also play the on-screen keyboard.
Digital Performer: load GOZE SUPER SYNTH as an instrument and route a MIDI track to it. DP manages the audio output and MIDI input.

2 / Load an instrument

Click LOAD in a synth tile. Choose an AU instrument from the catalogue, or use the AU / VST3 file option. Load up to four synths. All four receive the same MIDI notes and controllers, so they play together as layers.

3 / Program the sound

The instrument opens in its own normal-size window. Choose a preset or adjust its controls, then close the window to return to the overview. Click OPEN, or double-click its miniature, whenever you want to edit it again.

About the miniatures: these are preview images, not interactive controls. They refresh while the editor is open and when it closes. Always use OPEN to program the instrument. Use the X control to remove a plug-in from a slot.

Installation

For macOS 11 or later on Apple Silicon. Close the app and your DAW before replacing an existing version.

Standalone app: put the .app in Applications.
AU: put the .component in ~/Library/Audio/Plug-Ins/Components/
VST3: put the .vst3 in ~/Library/Audio/Plug-Ins/VST3/

Your third-party instruments and effects must be installed and licensed separately. They are not included with Super Synth.

Build your blend.

Four layers, two shared effects, one master control.

The four-channel mixer

VOLUME sets the level of each synth. **PAN** balances it left or right; the centre preserves its stereo image. Double-click a knob to restore its initial volume or centred pan.

Mute and Solo

MUTE silences a layer. **SOLO** lets you hear selected layers on their own; you can solo several at once. Mute takes priority over Solo. MIDI continues to reach the instruments so note-offs are not lost.

Two effect slots

Use LOAD and OPEN in the FX section just as you do for a synth. The mixed sound passes through **FX 1, then FX 2**. For example, put a chorus first and a delay second. These effects process the combined layers.

Master and Panic

MASTER sets the final output level after the effects. Double-click to restore its initial level. **PANIC** releases notes and sustain and resets pitch bend to centre on all MIDI channels.

Save your sound

Click **SAVE SOUND** and enter a name. The .gozesynth extension is added automatically. The file keeps the plug-in states, mixer settings, Master, frame finish and available previews. Recall it from the sound menu or use **OPEN SOUND** to browse elsewhere.

Choose your frame

Select **Classic** for wood, **Black Metal** or **Grey Metal**. The finish changes the Super Synth frame; each hosted plug-in keeps its own interface.

Keep it simple.

Compatibility notes and quick troubleshooting.

Roland instruments: choose VST3

In the studio tests for this setup, Roland instruments played correctly in VST3, while their AU versions played one semitone flat inside Super Synth. **Use the Roland VST3 versions for this setup.** This is a compatibility observation in Super Synth, not a general claim that all AU plug-ins are less stable.

If something does not sound right

No sound? Check your MIDI input or DP routing, audio output, layer volumes, Master and Mute / Solo settings. Make sure an instrument is loaded in a synth slot.

Stuck note or unexpected pitch? Press PANIC. A faulty pitch wheel can send new bend messages immediately afterwards. Disable that keyboard input temporarily and test with the on-screen keyboard to isolate the controller.

Missing miniature? Some plug-in graphics engines may not provide a usable preview. Try OPEN: the native editor is still the place to work on the sound.

A plug-in will not load? Compatibility varies. Some plug-ins, including certain channel strips, are not currently supported. Use a compatible alternative or another available format.

Finding your saved sounds

Default library: **~/Documents/GOZE SUPER SYNTH/Sounds/**
DP recalls the instrument state with your project. The standalone starts empty; a previous application state is preserved as a **Recovered session** sound for deliberate recall. Saved sounds need their original third-party plug-ins to remain installed.

Earlier three-layer Super Synth sounds remain readable: the first three layers are restored and the fourth stays empty. GOZE RACK sets use a separate format.