SATORI

Owner's Manual

SOFTWARE SYNTHESIZER · FOLKS Instruments · v1.3.0 · 2026.10

1 Introduction

SATORI is a software synthesizer developed by FOLKS Instruments (FOLKS Inc.). It brings the feel of vintage analog and modern sound design together in a single instrument. You build sounds by stacking 4 completely independent synthesizer layers.

Each layer is a complete synth in its own right, with 3 VCOs plus a sub oscillator and noise, a multimode filter (5 types, including the VOWEL formant filter), 3 envelopes, 2 LFOs, a 6-slot modulation matrix, a step arpeggiator, and 7 effects. There are 4 of these synths, and they merge just before the master effects at the end of the chain.

System Requirements

- Mac: macOS 12 or later (Apple Silicon / Intel Universal Binary) — AU / VST3, plus a standalone app
- Windows: Windows 10 / 11 (64-bit) — VST3, plus a standalone app

One serial number works on both Mac and Windows (§18).

Installation

Mac

1. Unzip the download and open `SATORI_(version).pkg` inside it. The installer is notarized by Apple, so it opens normally.
2. Follow the on-screen instructions to install (an administrator password is required).
3. Restart your DAW. It scans for plug-ins as it starts, and SATORI becomes available.

SATORI is installed in these locations, shared by all users:

Item	Location
AU	`/Library/Audio/Plug-Ins/Components/SATORI.component`
VST3	`/Library/Audio/Plug-Ins/VST3/SATORI.vst3`
Standalone app	`/Applications/SATORI.app` (the Applications folder)
Factory presets (84)	`/Library/Application Support/SATORI/Factory Presets/`
Manual (PDF)	`/Library/Application Support/SATORI/Manual/`

At the end of the installation, the factory presets are copied to `~/Library/Application Support/SATORI/Presets/` for the user who ran the installer. Presets you made yourself are never overwritten, even if one has the same name.

Windows

1. Open the `SATORI_(version)_Windows_Setup.exe` you downloaded.
2. If “Windows protected your PC” appears, click **More info**, check that the publisher is **FOLKS, K.K.**, then click **Run anyway**.
3. When “Do you want to allow this app to make changes to your device?” appears, check that it says “Verified publisher: FOLKS, K.K.”, then click **Yes**.
4. Follow the on-screen instructions to install.
5. Restart your DAW. It scans for plug-ins as it starts, and SATORI becomes available. If SATORI doesn't appear, rescan your plug-ins in the DAW.

SATORI is installed in these locations, shared by all users:

Item	Location
VST3	`C:\Program Files\Common Files\VST3\SATORI.vst3`
Standalone app	`C:\Program Files\FOLKS Instruments\SATORI\SATORI.exe` (Start menu: “SATORI”)
Factory presets (84)	`C:\ProgramData\SATORI\Factory Presets\`
Manual (PDF)	`C:\Program Files\FOLKS Instruments\SATORI\Manual\` (Start menu: “SATORI Manual (English)”; the Japanese edition is “SATORI マニュアル”)

At the end of the installation, the factory presets are copied to `%APPDATA%\SATORI\Presets\`. Presets you made yourself are never overwritten, even if one has the same name.

Uninstalling

Mac

Delete these four items. To open a location, choose Go → Go to Folder… in the Finder and enter it.

- `/Library/Audio/Plug-Ins/Components/SATORI.component`
- `/Library/Audio/Plug-Ins/VST3/SATORI.vst3`
- `/Applications/SATORI.app`
- `/Library/Application Support/SATORI/`

`~/Library/Application Support/SATORI/` holds your own presets, your favorites and your registration. If you keep it, they're all still there when you reinstall. To remove everything, delete this folder too.

Windows

In Settings → Apps → Installed apps (Apps & features on Windows 10), choose **Uninstall** for SATORI and follow the on-screen instructions. The uninstaller is also digitally signed by FOLKS, K.K., so the confirmation screen shows “Verified publisher: FOLKS, K.K.”

The program, the VST3 plug-in, the shared factory presets and the Start menu items are removed. `%APPDATA%\SATORI\` (your own presets, favorites and registration) stays, so they're all still there when you reinstall. To remove everything, delete this folder too.

2 Quick Start

1. **Launch** — For the standalone app, open SATORI.app in the Applications folder on a Mac, or “SATORI” in the Start menu on Windows. In a DAW, insert SATORI on an instrument track.
2. **Make a sound** — Click the on-screen keyboard at the bottom of the window, or play your MIDI keyboard. If the **Voices** count on the right side of the header goes up, SATORI is playing notes. If you hear nothing, see "No sound" in §20.
3. **Listen to presets** — Click **LOAD** in the center of the header to open the browser, or use ◀ ▶ to step through presets in order.
4. **Tweak** — Start with the large **CHARACTER** knob in the center, the filter's **CUTOFF**, and **REVERB** in the effects strip below the main panels. You can undo knob and switch changes with **UNDO** (see §5 for what it covers).
5. **Save** — Click **SAVE**, then enter a name and choose a bank (Lead, Pad, etc.) to save your sound.

> **NOTE**
>
> Each new instance of SATORI starts on the first preset in your favorites (FAV). As shipped, that is Retry Brass; if there is no FAV preset it can load, it starts on INIT. The standalone app doesn't restore its previous state, so use SAVE before you quit (§16). When you reopen a DAW project, the sound saved with it comes back.

> **NOTE**
>
> While SATORI is unregistered, you can try every feature for 7 days, starting from the first time you open its window (§18). Once you register, the DEMO label at the top right is replaced by your engraved serial number.

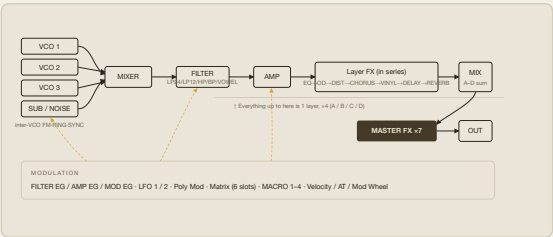
3 The Full View



FIG 3–1 The full SATORI window. From top to bottom: header / 3 main panels / voice row and effects strip / keyboard

- **Header** (top row) — presets, layer tabs A–D, and global settings (§5)
- **Left panel: VCO + MIXER** — 3 oscillators plus the sub oscillator and noise (§6)
- **Center panel: MODULATION / FILTER** — FM, ring mod, Poly Mod, CHARACTER, and the filter (§7)
- **Right panel: ENVELOPE / LFO** — 3 envelope generators (EGs) and 2 LFOs (§8)
- **Voice row** — voice mode, glide, BPM, and the step arpeggiator (§9)
- **Effects strip** — 7 effects + MASTER (§12, §13)
- **Keyboard and wheels** — for playing notes with the mouse; the pitch bend and modulation wheels are on the left

4 Signal Flow



Within a single layer, the 3 VCOs, the sub oscillator, and noise all meet in the mixer. From there, the signal passes through the filter → amp → 7 effects in series (by default EQ → OD → DIST → CHORUS → VINYL → DELAY → REVERB; you can rearrange the order freely). The outputs of the 4 layers are then summed and sent through the master effects (§13), which are made up of the same 7 effects, before reaching the output. The dashed lines show modulation: the EGs, LFOs, and matrix reach destinations such as pitch, PW, cutoff, and amp.

5 Header



FIG 5–1 The header. From left: KEY / BEND / MOD / MTX / layer tabs / presets / VU / UNDO, REDO, PANIC / Voices / appearance / TUNE, VOL

Control	Range	Description
KEY	`−12 to +12`	Transposes the whole instrument in semitone steps. It is a song setting: it stays where it is when you change presets, and it is saved with your DAW project rather than in presets.
BEND	`1 to 24`	Pitch bend wheel range, in semitones. Default: 2.
MOD	`4 types`	Modulation wheel destination — `Vibrato` (pitch wobble) / `Filter` (cutoff) / `LFO Dep` (LFO1 depth) / `Tremolo` (volume wobble).
MTX	–	Opens the modulation matrix (§14).
A B C D	–	Layer tabs. Click a tab to choose which layer you're editing (a layer that is OFF turns ON); **right-click to copy and paste a layer**. Turn layers ON/OFF in the LAYERS panel (§11).
≡	–	Opens the LAYERS mixer panel (§11).
LOAD / ◀ ▶	–	Opens the preset browser / moves to the previous or next preset.
SAVE / INIT	–	Opens the save panel / initializes the current sound (a confirmation card appears to prevent mistakes).
VU	–	Output level meter. If the meter maxes out while you play, the sound will distort (§20).

UNDO / REDO	–	Undoes / redoes your actions. In addition to knob and switch moves (1 drag = 1 step), loading a preset, INIT, pasting a layer, and canceling the browser can each be undone as 1 step. Not covered: edits to the step grid, reordering effects, saving / deleting / favoriting / reordering presets, and changes made by DAW automation (the grid and effect order come back only as part of 1 step, such as loading a preset).
PANIC	–	Force-stops every sounding note. Use it when a sound won't stop.
Voices	`0 to 64`	Number of voices currently sounding / the maximum (64 voices per layer).
TUNE	`±100 cents`	Master tuning.
VOL	`0 to 100`	Master volume. Default: 49.

Appearance (Light / Dark)

Click the icon at the right end of the header (next to Voices) to change the appearance. Each click cycles through Auto (follows your Mac or Windows appearance), Light and Dark. The choice applies to every open SATORI and is remembered, but it is not stored in presets or DAW projects.

> NOTE
>
> The appearance setting is saved in `~/Library/Application Support/SATORI/ui_theme.txt` on a Mac and `%APPDATA%\SATORI\ui_theme.txt` on Windows.

6 VCO + Mixer



FIG 6–1 The left panel: VCO 1–3 and SUB / NOISE. The right end of each row shows a waveform scope

Oscillators (VCO 1 / 2 / 3)

All 3 oscillators are laid out the same way. Turn one on with **ON**, then choose its basic waveform with the waveform buttons.

Control	Range	Description
Waveform	`5 types`	`SAW` / `TRI` / `PLS` (pulse) / `S+P` (SAW+PULSE mix). There is also a hidden position: **with SAW selected, click SAW+ again to switch to SSAW (supersaw)**.
PW	`0 to 100`	Pulse width. Takes effect with PLS and S+P. This is the center value for PWM (§7).
TUNE	`±100 cents`	Fine tuning. Lowering VCO2 by a few cents gives you the classic fat sound (INIT uses −5.25).
SHAPE	`0 to 100`	Continuously varies the texture of the waveform (for SSAW, the detune width).
LEVEL	`0 to 100`	Amount sent to the mixer.
OCT	`6 positions`	Footage switch: `16'` → `8'` → `4'` → `2'` → `1'` → `Lo`. Lo goes a further 2 octaves below 16', into drone territory.
SYNC	`ON/OFF`	VCO1 row only. Hard sync: **VCO1 is synced to VCO2**. This is the familiar sound where moving VCO1's TUNE or OCT changes the harmonics.

SUB / NOISE

Control	Range	Description
SUB ON / LEVEL	`0 to 100`	A square-wave sub oscillator that plays 1 octave below VCO1. Use it as a foundation for the low end.
NOISE (White/Pink) / LEVEL	`0 to 100`	Noise generator. White sounds bright; Pink sounds more subdued.
PIT	`0 to 100`	Sample-and-hold clock for the noise. At 100 you get ordinary noise; the lower you set it, the more it breaks up into rough, gritty grains, as if bit-crushed.
TRK	`0 to 100`	Key tracking amount for the S&H clock. Turn it up to give the noise a sense of pitch.

7 Modulation / Filter



FIG 7–1 Center panel. Top: FM, RING, PWM / Poly Mod. Middle: CHARACTER. Bottom: filter

Cross Modulation

Control	Description
2>1 / 3>1 / 3>2	FM between oscillators. Small amounts add metallic overtones; deeper settings give textures ranging from bell-like to noisy.
RING + LEVEL	Ring modulator (VCO1 × VCO2). The button turns it on, and LEVEL sets the amount.
PWM	Modulates the pulse width with **LFO1**. This knob sets the depth; the speed and waveform are set on LFO1.
EG>FRQ / EG>PW / O2>FRQ	Poly Mod: FILTER EG → VCO1 pitch / FILTER EG → VCO1 PW / VCO2 → VCO1 pitch. Extreme modulation in the style of vintage polysynths.

CHARACTER

The large CHARACTER knob in the center continuously shifts SATORI's core voice between `MODERN` and `VINTAGE`. The filter's coloration and the depth of the analog drift change along with it, and you can also use it as a source in the modulation matrix (§14). When in doubt, start by turning this knob.

Filter

Control	Range	Description
CUTOFF	`20 Hz – 20 kHz`	Cutoff frequency. **Click the "CUTOFF LP24" label to open the filter type menu**: `LP24` / `LP12` / `HP` / `BP` / `VOWEL`.
RESO	`0 – 100`	Resonance. With VOWEL, it sets how sharp the formants are.
AMOUNT	`0 – 100`	How far FILTER EG pushes the cutoff up. The maximum is +10 octaves, so it can open the filter all the way to the top even from a fully closed cutoff.
DRIVE	`0 – 100`	Saturation in the filter stage.
VEL	`0 – 100`	Velocity → cutoff. The harder you play, the brighter the sound.

VOWEL Filter



FIG 7–2 Choosing VOWEL as the type changes the label to "CUTOFF VOWEL"

The fifth type, VOWEL, is a vowel filter built from a pair of formants. The CUTOFF knob becomes a vowel selector that morphs smoothly through **A** → **E** → **I** → **O** → **U** from left to right. The key point is that **the morph position is determined by the cutoff after modulation**. Raise AMOUNT to apply FILTER EG, and the vowel moves with every note, making the sound "talk." LFO → CUTOFF

gives you a wah effect, and MACRO → CUTOFF lets you make it talk by hand. No extra routing is needed.

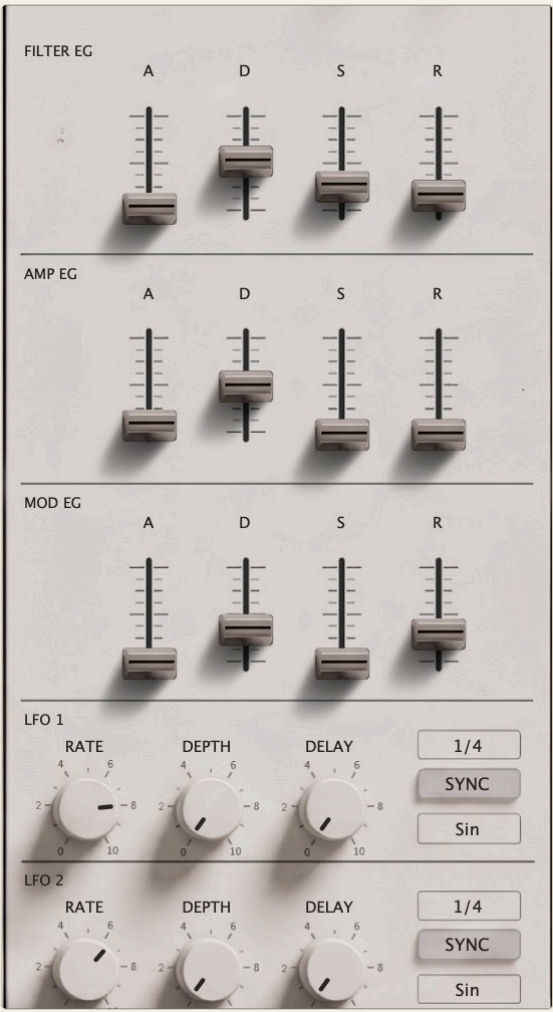


FIG 8–1 Right panel. Three envelopes (FILTER / AMP / MOD) and LFO 1 / 2

Envelopes (Each with A / D / S / R)

- **FILTER EG** — Moves the cutoff via the filter's AMOUNT knob.

- **AMP EG** — The volume envelope. **In INIT, it is a decaying envelope with sustain at 0**.
- **MOD EG** — General purpose. Use it as a matrix source and send it wherever you like.

The actual range of A, D, and R is 0.5 ms to 10 s. S is a level (0–100).

LFO 1 / 2

Control	Range	Description
RATE	`0.01 – 50 Hz`	Speed. When synced to BPM, you set it as a note value (see below).
DEPTH	`0 – 100`	Base depth. You can also modulate it through the matrix (LFO1/2 DEPTH destinations).
DELAY	`0 – 5 s`	The time from the start of a note until the LFO rises to full depth. Useful for delayed vibrato.
SYNC	`ON/OFF`	Key sync. When ON, the phase resets with every new note (default: ON).
Note value	`10 values`	The cycle length when synced to BPM: `1/1 – 1/32` (including triplets).
Waveform	`7 shapes`	`Sin` / `Tri` / `SawUp` / `SawDn` / `Sq` / `S&H` / `Rand`.

> **TIP**
>
> LFO1 also serves as the source for PWM (§7) and for the MOD wheel (when LFO Dep is selected). Keeping vibrato on LFO2 instead makes things easier to manage.

9 Voice and Performance



FIG 9–1 Voice row. Voice mode / unison / glide / VEL and AT / BPM / step arpeggiator

Control	Description
POLY / MONO / UNISON / P-UNI	Voice mode. `UNISON` is a mono mode that stacks a single note across the number of voices set by VOICES (1–16). `P-UNI` is poly unison, which applies unison to each note of a chord.
VOICES / DETUNE / SPREAD	Number of unison voices / detune spread (0–100 cents) / stereo width.
GLIDE / TIME / ALL/LEG	Portamento. With `ALL`, notes always glide; with `LEG`, they glide only when you play legato. TIME is 0–2 s.
VEL / AT	Turns velocity sensitivity / aftertouch on or off.
BPM / TAP	Internal tempo (40–300). This is the sync reference for the delay, the arpeggiator, and so on. Click the small label to the left to switch between **HOST** (follows the DAW project tempo; shown in amber) and **BPM** (ignores the host and runs at the internal tempo). This is useful when, for example, you want to place a fixed-tempo arpeggio in a song at a different tempo. The setting is saved with the preset.

10 Step Arpeggiator



FIG 10-1 Press EDIT and the keyboard area switches to the step grid

Basic Controls (Right Side of the Voice Row)

Control	Description
ON / EDIT	Turns the arpeggiator on / shows or hides the step grid.
Pattern	`Up` / `Down` / `U>D` / `D>U` / `Rand` / `Order` (the order you played the notes) / `O>I` (from the outside in).
RATE	14 values: `1/1, 1/2`, and `1/4, 1/8, 1/16, 1/32` with their triplet (T) and dotted (D) versions.
OCT	Octave range, 1–4.
LATCH	Keeps the arpeggio playing after you release the keys.

Step Grid

32 steps across. Drag the bars in the **VEL** row to draw each step's velocity; drag a bar all the way down to make that step a rest. The **CH** row marks chord steps, which play all the notes you're holding at once on that step, and the **TIE** row ties a note over to the next step.

Control	Description
CYCLE / RND / CLR	Pattern length (1–32) / generate a random pattern / clear everything.
NOTE LEN / LEN RND	Note length (gate) and how widely it is randomized.
VEL RNG / V BASE / V AMT	VEL RNG sets how much the grid's bars take effect (default 100 = exactly as drawn; 0 = every step at the fixed V BASE value). V AMT sets how much of the V MODE contour is added on top.
V MODE	How the velocity varies: `Random` / `Crescendo` / `Decrescendo`.
LATCH MODE	What happens when you play new keys while latched: `Reset` (starts over with the new notes) / `Transpose` (transposes the latched notes) / `Add` (adds the new notes).

11 Layers A–D



FIG 11–1 The LAYERS panel. Each layer has a vertical strip with ON, a LEVEL fader, PAN, WIDTH and HAAS, plus its FX insert list

SATORI's screen always shows one layer's worth of controls: the layer that's currently selected. When you switch the layer you're editing with the tabs in the header, everything in the three panels and the effects strip changes over to that layer.

Three Ways to Use the Tabs

- **Click** — Makes that layer the one you're editing (a layer that's OFF is turned on first, then selected).
- **Click the selected tab again** — Toggles that layer ON/OFF. This lets you mute a layer without opening the LAYERS panel.
- **Right-click** — Opens the `Copy Layer` / `Paste to Layer` menu. This copies the whole layer, including the sound, the effects, and even the step pattern (only the ON/OFF state of the layer you paste into is kept). You can build a sound on A, paste it into B, and change the detune in a matter of seconds.

FX Insert List — On/Off and Reordering

The FX section of each strip lists that layer's seven effects from top to bottom, **in the order the signal actually passes through them**.

- **Click** — Turns that effect ON/OFF. With the four strips side by side, you can see at a glance which effects are on in which layer.
- **S (solo)** — Next to ON. You hear only the layers you've soloed (you can solo several at once). Switching is smoothed by a 15 ms ramp, so you won't hear any clicks. Solo is a tool for working in the current session; it is not stored in presets or any saved data.
- **Drag up or down** — Reorders the chain. Put the reverb before the distortion to crush the sound, tail and all, or put VINYL at the very end to run the whole mix through tape. The order itself becomes part of the sound design. Each layer keeps its own order, and it's saved with the preset.
- **Double-click** — Selects that layer and takes you straight to that effect's edit page.

WIDTH — Making a Mono Track

WIDTH in the LAYERS panel sets the layer's stereo width **after it has passed through its effects**. Turn it down to 0 and the layer folds down to mono, stereo movement from the chorus and reverb included, and PAN then places it. In other words, it behaves exactly like recording a hardware synth in mono onto a single track and placing it with the pan knob on the mixing console. You can build a mix the way it's done in a real recording session, with just the lead in mono at WIDTH 0 and the pads left in stereo, entirely inside SATORI, and the setting

is saved with the preset. Folding a stereo chorus down to mono adds a slight flanging effect, but that also happens when you record real hardware in mono.

HAAS — Widening by Offsetting Left and Right

HAAS in the LAYERS panel delays the layer's left or right channel by up to 45 ms. When the same sound reaches the two ears slightly apart in time, we hear it spread across the stereo field (the Haas effect). The knob is 0 at the center; turn it left to delay L, right to delay R. The display reads like "L 12ms" or "R 4.5ms". It comes after WIDTH and before PAN, so on a mono layer (WIDTH 0) it spreads a single mono sound to both sides. The setting is saved with the preset.

Summed to mono, the delayed and original signals overlap, and the tone can turn thin or hollow. For songs likely to be heard on phone speakers, start with small values.

> **NOTE**
> Macros, KEY / BEND, BPM, master volume, and master FX are global settings shared by all layers. Everything else — from the oscillators to the reverb — is set independently for each layer.

12 Effects

Each layer passes through seven effects in series. The default order is **EQ → OD → DIST → CHORUS → VINYL → DELAY → REVERB**, and **you can rearrange it by dragging the tabs left or right** (the tab order is the actual signal order; clicking a tab still selects its page, as before). You can also reorder the effects from the FX section of the LAYERS panel (§11). Turn each effect on with ON at the left end of its page. Frequency knobs show real units (Hz or kHz), time knobs show ms or seconds, and all other knobs show 0–100.

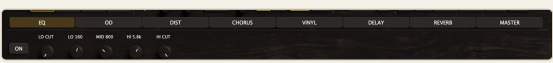


FIG 12–1 EQ — LO/HI CUT and three bands. Right-click a gain knob to choose that band's center frequency (LO: 80–320 Hz / MID: 400 Hz–3.2 kHz / HI: 3.5–12 kHz)

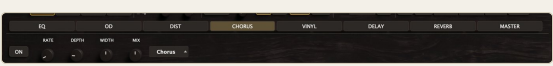


FIG 12–2 CHORUS — MODE switches among three roles: **Chorus / Vibrato / Phaser**. RATE is shown in real Hz; WIDTH sets the stereo width

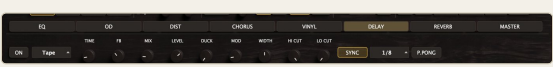


FIG 12–3 DELAY — Four modes: Analog/Digital/Tape/Diffuse. With SYNC ON, the time is set as a note value (1/1–1/32); with SYNC OFF, it is 1–2000 ms. FB goes up to 110% (saturating as it nears self-oscillation). DUCK lowers the wet signal while there is input



FIG 12–4 REVERB — Six modes: Hall/Room/Plate/Chamber/Spring/**Shimmer**. DECAY 0.1–35 s. SHIM (send amount) and PITCH (+2/+1/–1 Oct) appear only when Shimmer is selected

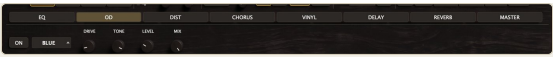


FIG 12–5 OD — MODE switches between **BLUE** (a creamy, nostalgic distortion in which only the midrange distorts) and **RED** (distortion like driving the mic preamp of a British console hard; it saturates the highs and distorts with a bright sparkle)

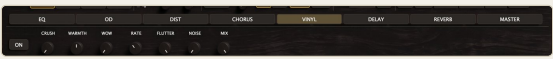


FIG 12–6 VINYL — WOW adds pitch waver (RATE sets its speed), FLUTTER adds fine, tape-like wobble, and CRUSH / WARMTH / NOISE add age and wear. Turn them way up and the sound warps like a scene from a movie

Effect	Main parameters	Notes
EQ	LO CUT / 3-band gain (±15 dB) / HI CUT	For tone shaping. Frequencies are chosen from a set of preset points, so there's no guesswork.
OD	MODE (BLUE / RED) / DRIVE / TONE / LEVEL / MIX	**BLUE** is a creamy, nostalgic distortion in which only the midrange distorts. **RED** is distortion like driving the mic preamp of a British console hard. It saturates the highs and distorts with a bright sparkle.
DIST	DRIVE / FILTER (200 Hz–20 kHz) / LEVEL / MIX	RAT-style. FILTER sets how bright the distortion is.
CHORUS	MODE / RATE / DEPTH / WIDTH / MIX	Vibrato is a deep, pitch-only wobble; Phaser uses four all-pass stages.
VINYL	CRUSH / WARMTH / WOW / RATE / FLUTTER / NOISE / MIX	Lo-fi record character. CRUSH adds aging all in one go; WARMTH rounds off the highs. WOW is a large pitch waver like that of an off-center record (RATE: 0.2–4 Hz), FLUTTER is fine, random tape-like wobble plus volume fluctuation, and NOISE sets the amount of surface hiss.
DELAY	MODE / TIME / FB / HI/LO CUT / WIDTH / DUCK	`P.PONG` (ping-pong) switch; MOD adds wobble.

REVERB	MODE / PREDELAY / DECAY / SIZE / HI/LO CUT / DIFF / CHAR / SAT / WIDTH / DUCK	Built on the SORA engine. Shimmer is a special mode in which the tail is regenerated as it shifts by octaves.

13 Master Effects



FIG 13–1 MASTER — The background dims, and you control the effects applied after all layers are summed, in the same positions and layout

Click **MASTER** (in amber lettering) at the right end of the effects strip to open a second set of seven effects that process the sum of all four layers. The layout is identical to the layer effects down to the last detail, so each control sits in the same place as its layer counterpart. This is where "bus work" goes, such as unifying the space with one reverb shared by all layers, or shaping the overall sound with an EQ at the very end.

- They are all OFF by default, so the sound of existing presets doesn't change at all.
- The master OD / DIST have a fixed internal latency compensation (24 samples), so turning them ON or OFF never shifts the timing of the sound.
- To close it, click **MASTER** at the lower right again, or press Esc.

14 Modulation Matrix

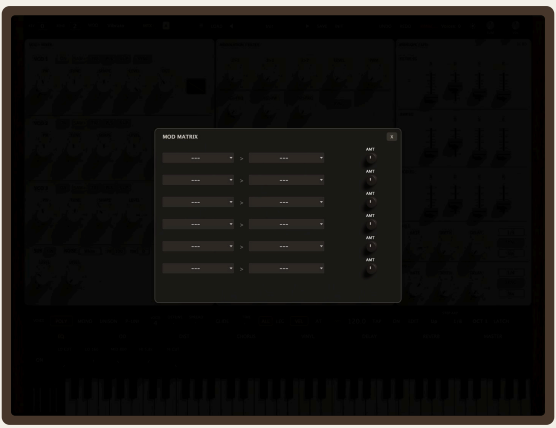


FIG 14–1 MOD MATRIX — 6 slots. From left: source, destination, AMT (±100%)

Click **MTX** in the header to open it. Each slot is one row that sets which signal modulates which destination, and by how much. AMT is bipolar (–100 to +100%).

Sources (15)	Destinations (16)
LFO 1 / LFO 2 / FILTER EG / MOD EG / VELOCITY / AFTERTOUCH / MOD WHEEL / KEY POS (keyboard position) / RANDOM (random value per note) / MACRO 1–4 / EXPRESSION (CC11) / CHARACTER	PITCH (overall) / VCO1–3 PITCH / VCO1–3 PW / CUTOFF / RESO / AMP / PAN / FM 2>1, 3>1, 3>2 / LFO1 DEPTH / LFO2 DEPTH

Three classic routings

- `MOD EG → PITCH +a few %` — A pitch drop that gives the attack its "zap."
- `RANDOM → CUTOFF about 10%` — Slight tonal variation from note to note, for a vintage feel.

- `MACRO 1 → CUTOFF` — Play the filter with a single DAW automation lane (§15).

15 Macros 1–4

MACRO 1–4 are **global controls you can automate directly from your DAW** (there are no knobs for them on screen). Find `Macro 1` through `Macro 4` in your DAW's list of plug-in parameters and assign them. As matrix sources, they reach all layers at the same time, so a single fader can drive a whole morph, such as "Macro 1 opens up the cutoff and the reverb amount on every layer together."

16 Presets

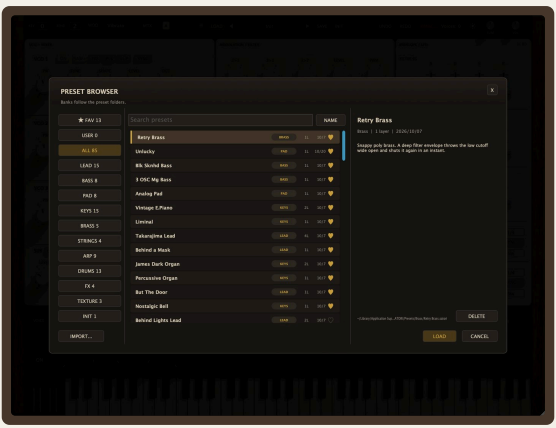


FIG 16–1 The preset browser. Banks on the left, the list in the center, details on the right

The browser

- **Banks** — The tabs on the left: ★FAV / USER / ALL / LEAD / BASS / PAD / KEYS / BRASS / STRINGS / ARP / DRUMS / FX / TEXTURE / INIT.
- **Favorites (♥)** — Click the ♥ at the right end of a row to add a preset to your favorites. Favorites are listed in the FAV tab and at the top of ALL, and the ◀ ▶ buttons in the header step through presets in the same order. Right after you insert the plug-in, you hear the first preset in FAV.
- **Drag to reorder** — Drag rows in FAV, rows in each bank, or the bank tabs up or down to change their order (except in ALL and INIT, during a search, or while sorted by NEW).
- **Search** — Type in the search field at the top to narrow the list. Press Enter to load, or Esc to close.
- **DELETE** — In the details pane, **click DELETE twice** to delete a preset (the first click changes it to

`DELETE?`, which reverts after 2.5 seconds). The file is moved to the Trash, so you can restore it.

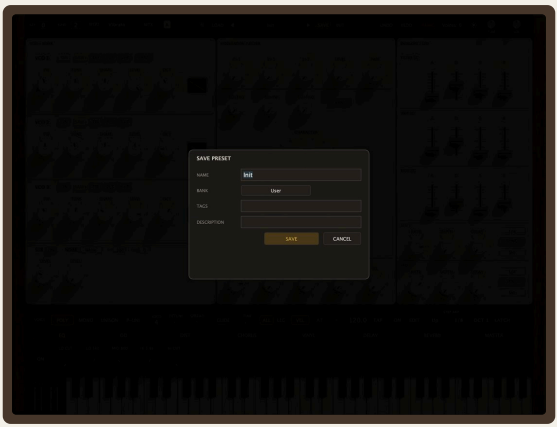


FIG 16–2 The save panel. Enter a name, choose a bank, and click SAVE

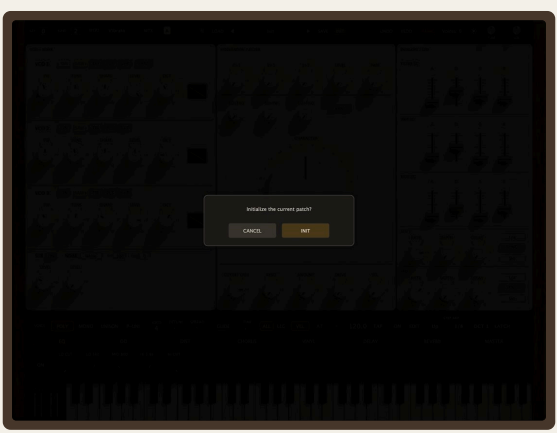


FIG 16–3 The INIT confirmation card. Press Enter to confirm or Esc to cancel

NOTE

Presets are stored as .satori files under `~/Library/Application Support/SATORI/Presets/` on a Mac and `%APPDATA%\SATORI\Presets\` on Windows (you can back up the whole folder). The installer also places the original factory presets in `/Library/Application Support/SATORI/Factory Presets/` on a Mac and `C:\ProgramData\SATORI\Factory Presets\` on Windows; if your own Presets folder has no file with the same name, the preset is loaded from there.

17 Sound Design Recipes

① Classic Synth Brass Lead

That '80s "bwaaah." Use it for single-line hooks.

1. Start from INIT: turn VCO2 ON, set both oscillators to SAW, and set VCO2's TUNE to around –7.
2. FILTER: CUTOFF 40 / RESO 15 / AMOUNT 55. FILTER EG: A 20 / D 60 / S 40.
3. Raise the AMP EG's S to 80 and set R to 30.
4. Turn OD ON (DRIVE 20) for sheen, and add a light touch of CHORUS for width.

② Shimmer Pad

An octave-up tail that rises to the heavens.

1. Detune two SAW oscillators. AMP EG: A 60 / S 100 / R 70.
2. Turn REVERB ON, then set MODE to Shimmer, DECAY to 8s, and MIX to 45.
3. SHIM 60, PITCH +1 Oct. If the sparkle is too strong, set HI CUT to around 8k.
4. Paste the same sound into a second layer (right-click the tab → Copy/Paste), then set one of the two to +12 semitones and keep its LEVEL low.

③ Talking Bass (VOWEL)

A wobble like a talk box.

1. Set VCO1 to SAW at 16' and turn SUB ON. Set the filter type to VOWEL.
2. CUTOFF 30 (between the A and E vowels), RESO 60.
3. In MTX, set `LFO1 → CUTOFF +40%`, and set LFO1 to Tri, synced to BPM at 1/8.
4. Add a little OD. Use MACRO 1 → LFO1 DEPTH to control the LFO, and you can ride the wobble by hand.

④ Lo-Fi Keys

Like an electric piano on a worn-out record.

1. Mostly TRI, with AMP EG at A 5 / D 800 / S 30 / R 400. CUTOFF 35.
2. VINYL ON: CRUSH 40 / NOISE 8 / FLUTTER 60.
3. DELAY: Tape, 1/4T, FB 35, MIX 15. REVERB: Room, MIX 25.

⑤ Supersaw Stack

The trance-to-modern-pop wall of sound.

1. Click VCO1's SAW+ once more to switch it to SSAW. Use SHAPE to set the detune width to around 60.
2. P-UNI, VOICES 4, DETUNE 25, SPREAD 80.
3. In the EQ, bring LO CUT up to 120 Hz to clean up the low end, and add a light REVERB (Plate).
4. Hold long chords and the Voices display jumps up. If the VU meter maxes out, lower the levels in LAYERS.

18 Registration and Demo Mode

The demo and the full version of SATORI are **the same software**. As downloaded, SATORI runs in demo mode; once you register a serial number, it becomes the full version.

The 7-day trial

For **7 days** from the first time you open SATORI's window, you can use it exactly like the full version, including saving presets. Nothing is restricted. As the trial nears its end (3 days or fewer left), the display at the top right of the ENVELOPE / LFO panel shows the days remaining, for example **DEMO · 3 DAYS LEFT**.

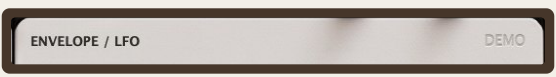


FIG 18–1 While SATORI is unregistered, DEMO appears at the top right of the ENVELOPE / LFO panel

After 7 days, the sound stops and a message appears on screen. You can't close this screen until you register a serial number, but you can still save and restore your DAW projects as usual (and once you register, the sound comes back).

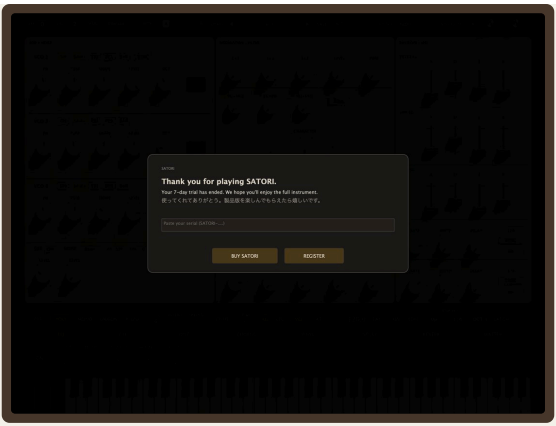


FIG 18–2 The screen after the trial ends. You can also register by pasting your serial number here. No serial yet? BUY SATORI opens the store page

How to register

1. Copy the entire serial number you received with your purchase (a string that starts with `SATORI–`), all the way to the end.
2. Click **DEMO** at the top right of the ENVELOPE / LFO panel to open the registration panel (after the trial has ended, use the input field on the message screen instead).
3. Paste it into the field and click **REGISTER** (or press Enter).

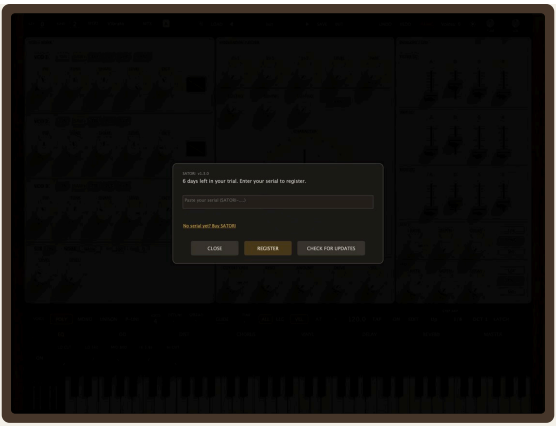


FIG 18–3 The registration panel. Paste your serial number and click REGISTER. No serial yet? The link below the field opens the store page

Once you register, SATORI becomes the full version on the spot, and your serial number is engraved where DEMO used to be. No restart is needed.

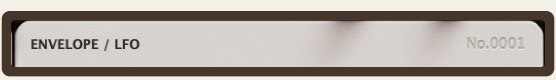


FIG 18–4 The engraving after registration. Every copy has a different number

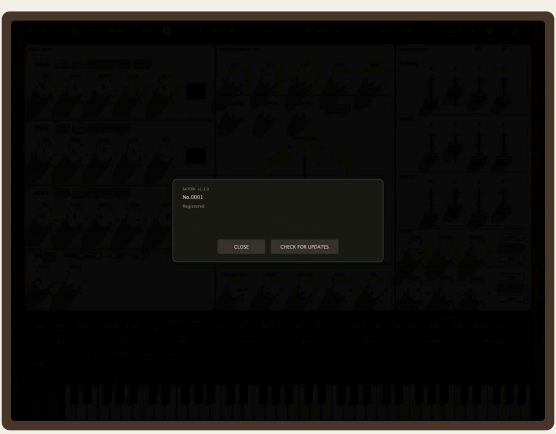


FIG 18–5 Click the engraving to view your registration details

Checking for updates: When you click CHECK FOR UPDATES on the same card, SATORI asks our website for the latest version, only at that moment. If a newer version is available, a notice appears and the button changes to OPEN WEBSITE. Click it to open the download page in your web browser (SATORI doesn't update itself from inside the plug-in). SATORI never connects to the internet on its own, and this check doesn't include your serial number or any personal information.

> NOTE
>
> Your registration is saved in `~/Library/Application Support/SATORI/license.txt` on a Mac and `%APPDATA%\SATORI\license.txt` on Windows. To use SATORI on another computer, register the same serial number there — it works on both Mac and Windows (between computers with the same OS, copying this file also works). No internet connection or activation server is required, and there's no expiration.

> If registration fails
>
> A serial number is invalid if even one character is missing. In the email, select the entire serial number all the way to the end (even if it continues onto the next line) and copy it. Letter case doesn't matter, and the hyphens are optional.

19 Specifications

Item	Details
Formats	Mac: AU / VST3 / standalone app (macOS 12 or later, Apple Silicon / Intel) Windows: VST3 / standalone app (Windows 10 / 11, 64-bit)
Synthesis	4 layers × (3 VCOs + SUB + NOISE, with FM / RING / SYNC / Poly Mod)
Polyphony	Up to 64 voices per layer
Filter	LP24 / LP12 / HP / BP / VOWEL (dual formant) + DRIVE
Modulation	EG×3 (ADSR), LFO×2 (7 waveforms, BPM sync, key sync), 6-slot matrix, MACRO×4
Effects	Per layer: EQ / OD (2 modes: BLUE, RED) / DIST / CHORUS (3 modes) / VINYL (WOW, FLUTTER) / DELAY / REVERB (6 modes), plus master FX with the same lineup
Arpeggiator	7 patterns, 14 rates, 32-step grid (velocity / tie / chord), 3 latch modes
Latency	24 samples (44.1 / 48 kHz), 16 samples (88.2 kHz and above). Comes from OD/DIST phase compensation and stays the same regardless of settings
MIDI	Velocity, aftertouch, pitch bend (±1–24 semitones), modulation wheel (4 modes), expression (CC11), sustain pedal
Registration	Offline activation with a serial number (no server needed, no expiration). When unregistered: a full-featured 7-day trial from the first time you open the window; after that, no sound until you register

20 Troubleshooting

No sound, and the "Thank you for playing SATORI." screen appears

Your 7-day trial has ended. Register your serial number by following the steps in **18 Registration and Demo Mode**, and the sound comes back right away.

No sound

First, try clicking the keyboard at the bottom of the window. If that makes a sound, the problem is in the MIDI path; if it doesn't, it's in the audio output or the synth's settings.

In the standalone app

- Open **Options** → **Audio/MIDI Settings...** at the top left of the window. Check that the output you want to use (built-in speakers or an audio interface) is selected under **Output**, and that your computer's volume isn't at zero. On Windows, setting **Audio device type** to **Windows Audio** works in most setups. If your audio interface has an ASIO driver, choose **ASIO** for lower latency.
- In the same window, make sure your MIDI keyboard is checked under **Active MIDI inputs**. It's normally enabled automatically when you connect it.

In a DAW

- Make sure the track with SATORI on it is selected and record-enabled (or monitoring). If other tracks in your DAW play, the output is working.
- Make sure the track's MIDI input is set to your connected keyboard (or All).

SATORI settings

- If there's no sound and the "Thank you for playing SATORI." screen is showing, your trial has ended (see above).
- Make sure VOL in the header and LEVEL in the LAYERS panel aren't turned all the way down.
- Make sure the selected layer isn't OFF (check that its tab is lit).
- Make sure the VCO ON buttons aren't all off.
- Make sure the AMP EG doesn't have sustain at 0 with a short decay (that's the state right after INIT).
- If there's still no sound, click PANIC and play again.

Crackling distortion when you keep playing

If the VU meter in the header is maxing out, the output is clipping. When you keep playing a sound with a long release, the notes pile up and the combined level rises. **Lower each layer's LEVEL in the LAYERS panel**, or turn down VOL. If single notes sound clean but repeated notes distort, this is almost always the cause.

Accidentally deleted a preset

DELETE only moves the file to the Trash. Move the `.satori` file back from the Trash to `~/Library/Application Support/SATORI/Presets/(bank name)/` on a Mac, or from the Recycle Bin to `%APPDATA%\SATORI\Presets\(bank name)\` on Windows. Factory presets reappear from the originals (`/Library/Application Support/SATORI/Factory Presets/` on a Mac, `C:\ProgramData\SATORI\Factory Presets\` on Windows) even if you delete your own copies.

The plug-in doesn't show up in your DAW

- The installer puts SATORI in a location shared by all users. On a Mac, check that `/Library/Audio/Plug-Ins/Components/SATORI.component` exists for AU, and `/Library/Audio/Plug-Ins/VST3/SATORI.vst3` for VST3. On Windows, check `C:\Program Files\Common Files\VST3\SATORI.vst3`, and make sure your DAW scans that folder for VST3 plug-ins.
- Restarting your DAW makes it scan for plug-ins. If SATORI still doesn't appear in Logic Pro or another DAW, rescan from the plug-in manager.

Windows shows “Windows protected your PC”

The SATORI installer is digitally signed by FOLKS, K.K. Microsoft SmartScreen may show this message for newly released software for a while. Click **More info**, check that the publisher is **FOLKS, K.K.**, then click **Run anyway**. The “Do you want to allow this app to make changes to your device?” screen that follows also shows “Verified publisher: FOLKS, K.K.”

If you still need help

Email support@folks-instruments.com with your OS, your DAW, your SATORI version and a description of what happened. To check your SATORI version, click DEMO (or the engraving, once you've registered) at the top right of the ENVELOPE / LFO panel; the version appears on the card that opens.

SATORI Owner's Manual — v1.3.0 (October 2026)
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Copyright notices and licence terms for the open-source components are in THIRD_PARTY_NOTICES.txt (on a Mac, in the installer folder and in `/Library/Application Support/SATORI/`; on Windows, in `C:\Program Files\FOLKS Instruments\SATORI\`).