

Ethno Hits Physical Modeling Percussive Synthesizer

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How to install *Ethno Hits* synth [beta] on Windows 10/11

1. Copy EH6.exe anywhere you like.
2. Copy EH6.dll into your 64-bit VST2 plugins folder.
3. Launch EH6.exe and click Load. An empty File Selector should open.
4. Copy all the files from the EHg folder inside the zip you downloaded.
5. Paste them in the File Selector window and close it.

Now you should have this folder:

C:\Users\[user name]\AppData\Roaming\NUSofting Data\EH6\
with all preset files inside.

You can now open EH6.exe or the EH6 VST plug-in, and select a preset by the "Files in folder" popup menu.

You need to manually select the first preset, since there is not a default one.

EH6 parameters (revision 0.2) © 2025 NUSofting

"WGs Mesh nodes and ratios"

Base Tuner	Time, in ms, shared as the basis for all the WG mesh 2D delays
Middle Node	Change junction structure of the middle node of the mesh
Ratio MN	Adjust the tuning relative to the middle node only
Ratios Set	Choose one of the 4 fixed sets of tuning ratios applied to the mesh
Var Ratios	Rotate the ratios set index, inside the mesh. NOTE: only a few combinations of Ratios Set and Var are actually musically useful.
Phase inv.	Change the sign of the wave at the reflection nodes, usually the effect is a change of octave and spectrum

"Membrane damping filters"

"LP/HS" switch	Choose either low-pass or high-shelving filter mode. The second one preserves more the high part of the harmonic spectrum. [Acoustically it affects the type of membrane]
"LP/HS" slider	Set the corner frequency of the filter above
dB HS	Set the reduction gain of the high-shelving

Main HP	Set the corner frequency of the high-pass in the mesh
Main FdBk	Set the maximum resonance of the mesh, AKA sustain
"Mallet impulse / Exciter"	
Size	Adjust the width of the exciter impulse
Hard	Adjust the force of the stroke
Tone	Set the corner frequency of the impulse filters
Centre	Set the balance between the two (HP and LP) impulse filters
Noise	Set the gain of noise in the impulse
Env R	Adjust the decay time of the noise, relative to output Level
Mallet Filter	Set the corner frequency of the LP filter applied both to noise and impulse
Hit Place	Set the balance between the two input points where the exciter hits the mesh
Rand Hit	Set the amount of randomization per note, applied to Place and Size
"Equalizer + Extra Resonators"	
HS-Hz/HS-Gain	A high shelving equalizer used to emphasize the high frequencies of the output sound.
Resonators Wet Gain	Resonator volume added
Resonators Size	Size: in case of FND, if not intonation.
Resonators Bright	Frequency of the lowpass filters that dampen the resonator.
Resonators FDN switch	When turned on the FND is active, otherwise it is a resonator made with all-pass filters.
Resonators Dry Trig	Set the volume of signal not going through the Resonators
HP-24	Set the frequency of a High-pass -24dB/8a on the output
Level	Output volume, which also influences via envelope follower the amplitude contour of the Noise added to the trigger.
"Macros and Extra Controls"	
Self-Mod	Amount of diffusive self-modulation of the 2D mesh delays. Most effective if the base pitch is low.
Fine Tune	Adjustment from -2 to +2 semitones of the master tuning
Smoothing	Transition time when changing the pitch of the 2D mesh

	delays. It then affects and attenuates all pitch-directed modulations, such as Self-Mod and Auto Bend.
Auto Bend	Amount of pitch modulation on the attack, due to the exciter impulse width and force. Acts on the central WG of the mesh.
Rand Mute	Set the amount of randomization per note, applied to the Main Fdbk, actually reducing the sustain.
“Effects”	
Makeup Gain	Set the output gain , the plug-in volume.
Comp Ratio	Dynamic compression ratio
Comp Threshold	Dynamic compression threshold
Diffuser	Effect applied to improve the acoustic
KT-Tuner	Percentage of influence of MIDI notes on the Base Tuner.

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