



Octaves

User Guide

v1.0

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Octaves

Passive Bandpass Filter

[Octaves](#) is our latest collaboration with Berlin-based composer and YouTuber **Hainbach**. It is a filter plugin designed to take apart the audio spectrum in spreads of octaves, allowing for unique and enchanting spectral sound design effects. Octaves gives you a retro-scientific approach to sound that echoes the timeless productions created in the BBC Radiophonic workshop or the WDR Studio für Elektronische Musik by the Avantgarde masters, and modern places like Willem Twee, Strøm, and Hainbach's own laboratory.

Octaves is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP). It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

Installation

macOS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

Linux

- Extract the tarball archive
- Run `./install.sh`
- Follow the instructions to install the plug-in(s)

Registration

When you open the plugin for the first time, the activation window will appear automatically. If it does not appear, open it by clicking the ☰ icon next to the bypass button in the top right corner of the plugin.

A screenshot of a registration window titled "Log in to authorize". At the top center is an icon of a flask with a stopper and a small flame. Below the icon is the title "Log in to authorize". There are three input fields: the first is labeled "Email" with an envelope icon, the second is labeled "Password" with a key icon, and the third is a "Log In" button. Below the button is the text "or drag the offline license file here". The window has a close button (X) in the top right corner.

Online

- If you haven't created an account yet, you can [sign up here](#)
- Enter your email and password and click Log In.

Offline

- Download the license file from your [account](#).
- Drag and drop the license file into the registration window, or click the *offline license file* label below Log In to select the license file.

Parameters

Front

<i>In</i>	Adjusts the input level
<i>Out</i>	Adjusts the output level
<i>Soft Clip</i>	Enables gentle saturation on the output to tame peaks and add a little extra character
<i>Frequency</i>	Selects the center frequency used by the bandpass filter
↳ <i>Linear</i>	Disables the bandpass filter
<i>Mix</i>	Blends the processed signal with the dry signal
<i>Artefacts</i>	Controls the amount of imperfections and artefacts when adjusting the Frequency control
<i>View</i>	Switches between the front panel and the circuit view

Circuit

<i>IMP</i>	Impedance control, acts as an offset control for the resonance of the bandpass filter
<i>VOL</i>	Controls the volume of each band. When a band is selected with the Frequency control, its volume is always set to maximum unless Band Bypass is enabled
<i>Band Bypass</i>	Disables the currently selected band to allow for filterbank mode.
<i>Oversampling</i>	Enables the oversampling up to 16x

Band Pass Filters

What is a bandpass filter?

Passive bandpass filters isolate specific parts of the audio spectrum for analysis. They were used in broadcast, research, and radio, usually in stepped octave or third band ranges.

Because they use no electricity for filtering, they rely on large metal coils for each band. This made them heavy, rare tools with a distinct sound later embraced by experimental musicians and radio studios across Europe.

What was the 1613 used for?

The Brüel & Kjaer 1613 was designed as a portable octave filter for use with sound level meters. It was used for on site measurement of noise, PA systems, and music levels. It also found unexpected use in recording, as engineers discovered these units could capture excellent classical recordings. This helped shape later pro audio developments.

What does Octaves do differently?

Octaves recreates the original filter while expanding its creative range. Added controls like input, output, mix, soft saturation, and oversampling let you push it far beyond the hardware. It also includes switch artifacts for pinging effects, impedance control for extra resonance, and band level controls that turn it into a full filter bank.

What can I use it for?

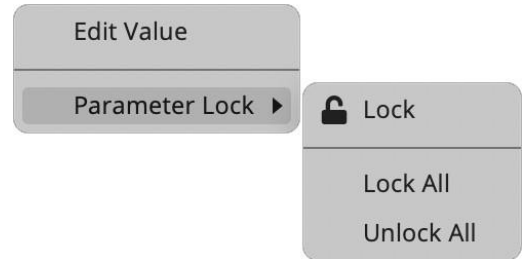
Use Octaves for creative filtering, pinging, sound design, mixing, and feedback experiments. It works especially well on rich sources like saw waves, guitar, noise, piano, and cymbals. It can shape tones, create percussion, isolate frequency bands, and open up unusual textures.

Features

Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.

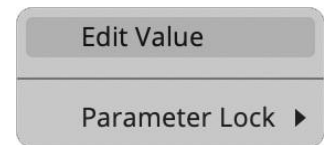
Right click on a parameter and choose *Parameter Lock*.




<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon  you can access additional features.

Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

Copy to Clipboard The status of all parameters will be saved to the Clipboard
Paste from Clipboard Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.

This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.
The current and default library is OpenGL.

Graphics Controls

This feature allows you to modify the User Interface's Brightness and Contrast.

End

Where is everything?

The installer will place the plugins, presets, and other data in these folders.

macOS

AU /*Library/Audio/Plug-ins/Components/*
VST /*Library/Audio/Plug-ins/VST/*
VST3 /*Library/Audio/Plug-ins/VST3/*
CLAP /*Library/Audio/Plug-ins/CLAP/*
AAX /*Library/Application Support/Avid/Audio/Plug-Ins/*
Data /*Users/Shared/AudioThing/*

Windows

VST *custom path from the installer*
VST3 *Program Files\Common Files\VST3*
CLAP *Program Files\Common Files\CLAP*
AAX *Program Files\Common Files\Avid\Audio\Plug-Ins*
Data *Users\Public\Public Documents\AudioThing*

Linux

VST ~/.*vst/*
VST3 ~/.*vst3/*
CLAP ~/.*clap/*
Data ~/.*local/share/AudioThing/*

Credits

DSP & Code	<i>Carlo Castellano</i>
Idea	<i>Hainbach</i>
Design	<i>John Gordon</i>
QA	<i>David</i>

EULA

Please visit www.audiothing.net/eula/ to review this product's EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For support, please visit www.audiothing.net/support/

For further help or any questions, please contact us here: www.audiothing.net/contact/

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