

SPEAKERS

USER GUIDE

v1.0.1

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SPEAKERS

Speakers is a plugin that simulates **speakers** and **microphones** using our state-of-the-art convolution engine.

Shape any sound to give the illusion that it's being played by an old telephone, radio, or classic cabinet; or shape it like it's being recorded by a vintage ribbon microphone or even a toy recorder.

Apply EQ, distortion, compression, filtering, and background noise to your tracks. The signal flow is fully customizable.

Speakers is a zero-latency* post-production dream plugin. No iLok or any other dongle required!

Speakers features:

- **47 speakers:** cabinets, devices, phones, radios, speakers, toys
- **30 microphones:** condensers, dynamics, phones, ribbons, and more
- **15 distortion/degradation algorithms:** from carbon mic overdrive to GSM interference
- **38 background noises:** devices, places, organic, and more

INSTALLATION

MAC OS

- 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)

REGISTRATION

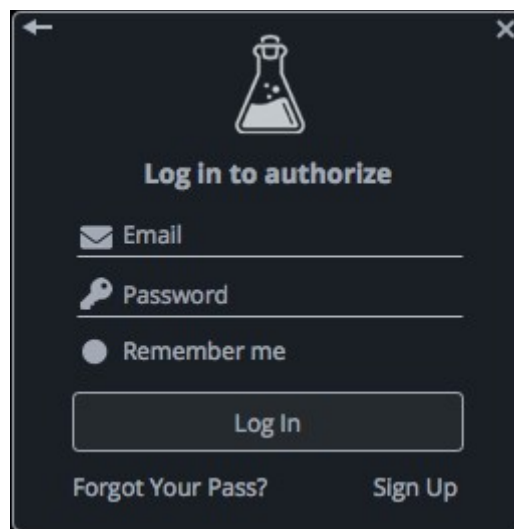
In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

You can open the registration window by clicking on the ☰ icon next to the bypass button, in the top-right corner.

You can choose between *Online* and *Offline* authorization.

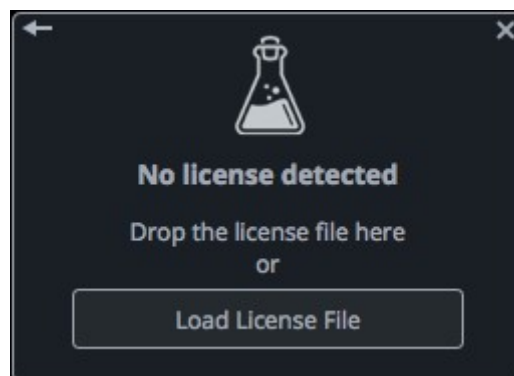
ONLINE

- If you haven't created an account yet, you can [signup here](#) using the same email address used at check out.
- Just input your credentials into the text fields and click on Log In



OFFLINE

- Download the license file from [your account](#).
- Copy the file to your offline computer.
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.



PARAMETERS

LIST

Microphone / Speaker

<i>Pitch</i>	Changes the pitch of the impulse response
<i>Echo</i>	Controls the time of the impulse response echo
<i>Feedback</i>	Controls the feedback of the impulse response echo
<i>Balance</i>	Controls the balance/pan of the wet signal
<i>Mix</i>	Controls the mix between dry and wet signal
<i>Output</i>	Controls the amount of output gain
<i>Phase</i>	Inverts the phase of the signal, it can useful to avoid phasing issues

Distortion

<i>Type</i>	Selects between the different types of distortion or degradation algorithms: Carbon Mic, Classic, Diode Clipper, Foldover, Soft Drive, Tape, Valve, Bit Crusher, Clicks, Drops, GSM, Interference, Quantization, Robotization, Telecom
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The controls in this section change depending on the selected algorithm

<i>Amount</i>	Controls the amount of effect to apply
<i>Gain</i>	Controls the output gain of the effect
<i>Bits</i>	Reduces the bit-depth of the sound causing distortion
<i>Downsample</i>	Reduces the samplerate frequency causing aliasing
<i>Rate</i>	Controls the rate of the modulation effect
<i>Errors</i>	Controls the amount of simulated errors in the effect
<i>FFT Size</i>	Changes the FFT size of the algorithm, this affects the timbre of the sound and the reported latency
<i>Pre Emphasis</i>	Controls the amount of pre emphasis filtering in the <i>Tape</i> algorithm
<i>Tone</i>	Controls the internal lowpass filter in the <i>Valve</i> algorithm

Compressor

<i>Envelope</i>	Controls the speed response of the compression
<i>Amount</i>	Controls the amount of compression to apply to the signal

Filter

<i>Type</i>	Selects between LowPass, HighPass, BandPass, and Notch
<i>Cutoff</i>	Controls the frequency cutof of the filter
<i>Resonance</i>	Controls the amount of resonance of the filter

Background Noise

<i>Type</i>	Selects between the different types of bacground noises
<i>Level</i>	Controls the output volume of the noise
<i>Envelope</i>	- the envelope reduces the noise with the input signal <i>off</i> the envelope is disabled + the envelope increases the noise with the input signal

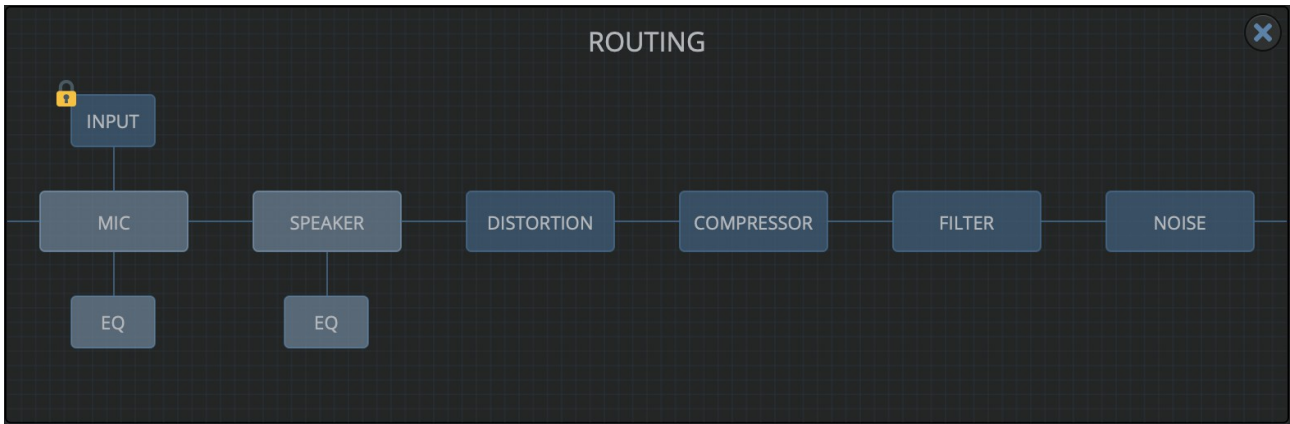
Master

<i>Routing</i>	Preview the current signal flow and shows the routing window
<i>Input</i>	Controls the amount of gain to apply to the input (-24dB, +24dB)
<i>Soft Clip</i>	Applies a soft clip curve to the wet signal
<i>Dry</i>	Controls the amount of dry signal
<i>Wet</i>	Controls the amount of wet signal

ROUTING


Speakers features a very flexible routing page: each module can be rearranged with a simple drag and drop.

You can also change the Input position when it's not locked.

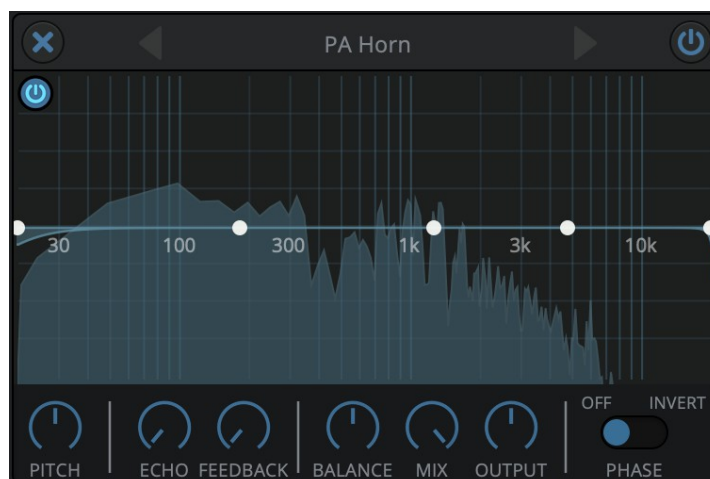


- Rearrange the modules with a simple drag and drop
- Disable a module with CMD or CTRL + Click
- Change the Input position, make sure the lock is open by clicking on it

EQUALIZERS

To further sculpt the sound, both the Speaker and Microphone sections feature a 5-band EQ. To open the EQ, click on the wrench tool  icon.

Double click on each band (dot) to reset the band.

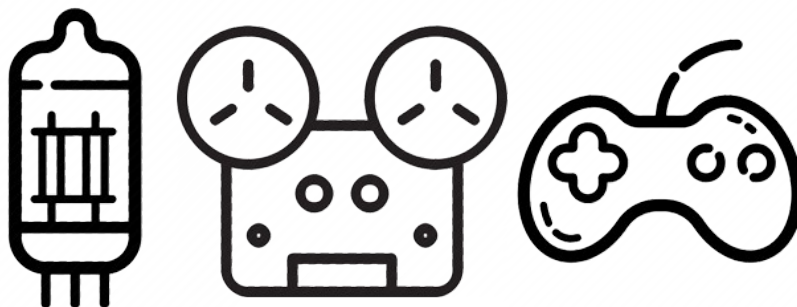


DISTORTION / DEGRADATION

Speakers features all kind of distortion and degradation algorithms for post-production.

Distortion: *Carbon Mic, Classic Drive, Diode Clipper, Foldover, Soft Drive, Tape, Valve.*

Degradation: *Bit Crusher, Clicks, Drops, GSM, Interference, Quantization, Robotization, Telecom.*



BACKGROUND NOISE

Speakers features a selection of background noises divided into 4 categories: *Devices, Places, Organics, Noises.*

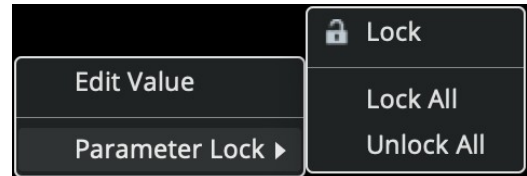
You can also easily add your own if you want. Click on the drop-down menu and choose *"Open noise folder"*. Every subfolder will be treated as a separate category. You need to reload the plugin to see the new samples in Speakers.

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*.



Lock/Unlock If locked, the parameter won't be updated when changing presets

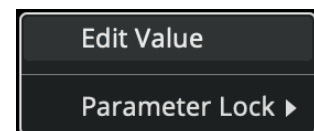
Lock All No parameters will be updated


Unlock All All parameters will be updated

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 a SHIFT + Click.



By clicking on the  icon you can access additional features.

USE MIX CONTROL

When enabled, the Dry and Wet controls are replaced by a single Mix control. This option is *global* and will affect all instances of Speakers.

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 are using 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.

END

WHERE IS EVERYTHING?

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

MAC OS

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

WINDOWS

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

CREDITS

DSP & Code: Carlo Castellano
Impulses: Emanuele Cioncoloni, Stewart Tavener, Carlo Castellano
Design: John Gordon (vstyler)
QA Engineer: Giuseppe Marrazzo

EULA

Please visit www.audiothing.net/eula/ to review this product 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 help or any question, feel free to contact us here: www.audiothing.net/contact/

