



# TYPE A

## USER GUIDE

v1.1

<b>TYPE A.....</b>	<b>3</b>
INSTALLATION.....	3
REGISTRATION.....	4
<b>PARAMETERS.....</b>	<b>5</b>
MAIN.....	5
DROP DOWN.....	5
<b>USAGE.....</b>	<b>6</b>
HOW DOES IT WORK?.....	6
BANDS.....	6
TRICKS OR MODS?.....	7
DIRECT VS DRY.....	7
<b>FEATURES.....</b>	<b>8</b>
RANDOMIZER.....	8
WINDOW SIZE.....	8
PRESET COPY/PASTE.....	8
<b>END.....</b>	<b>9</b>
WHERE IS EVERYTHING?.....	9
CREDITS.....	9
EULA.....	9
THANK YOU.....	9

# TYPE A

[Type A](#) is a plugin inspired by a famous vintage tape encoder.

The original unit was designed to be a noise reduction system for tape recording (encode stage) and playback (decode stage).

Type A emulates the encode stage, which was often misused as an **enhancer**, dynamically increasing the top end of a signal without introducing artefacts or altering the harmonic content.

The results are similar to a dynamic EQ which adds presence and air to any track in a natural way.

## 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

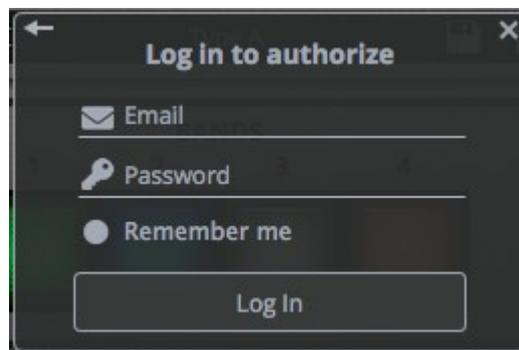
In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

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.

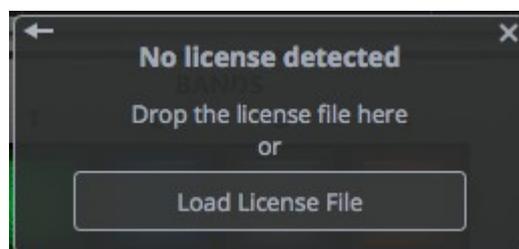
## ONLINE

- 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

## MAIN

<i>NR in-Out</i>	Enables or disables the plugin (same as bypass button)..
<i>Direct</i>	Enables or disables the direct (dry) signal that is then summed with the 4 bands.
<i>Bands Buttons (1, 2, 3, 4)</i>	Enable or disable the compression on each band.
<i>Input</i>	Controls the amount of input signal that goes into the processing.
<i>Mix</i>	Controls the balance between dry and wet signal.
<i>Output</i>	Controls the output volume of the plugin.

## DROP DOWN



You can show/hide the drop-down panel by clicking on the arrow icon in the bottom left corner of the interface.

<i>VU Meter Switch</i>	Selects the read point for the VU meter, before processing ( <i>input</i> ) or after processing ( <i>output</i> ).
<i>Noise</i>	Controls the amount of unit noise.
<i>Comp atk</i>	Controls the attack time of all band compressors.
<i>Comp rel</i>	Controls the release time of all band compressors.
<i>Band Pots (1, 2, 3, 4)</i>	Control the volume of each band.

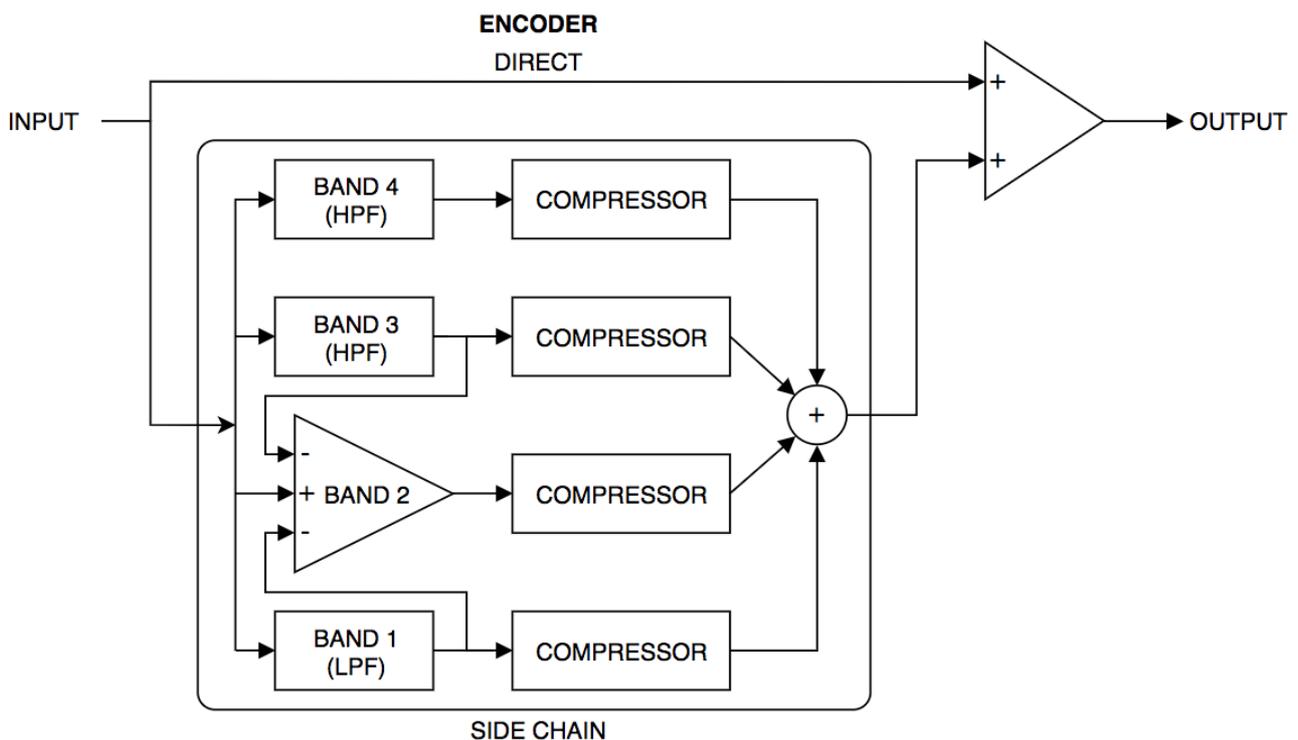
# USAGE

## HOW DOES IT WORK?

To limit the amount of noise generated by tape recording, early noise reduction systems used what's called a multi-band *componder* (compressor/expander).

The unit dynamically emphasises the high frequencies during the encoding stage (recording to tape), so that during the decoding stage (playback from tape) the signal is attenuated, along with the typical tape noise.

Type A emulates the encode stage only.



The input signal is split into 4 bands (with the highest bands overlapping), dynamically compressed and then summed back with the direct signal.

The amount of compression on each band is inversely proportional to the volume of the band. Quieter sounds get brighter while louder sounds remain almost unchanged.

## BANDS

- Band 1 has a low pass filter around 80Hz.
- Band 2 is the results of the input signal minus band 1 and 3, essentially a band pass filter from 80Hz to 3kHz.
- Band 3 has a high pass filter around 3kHz.
- Band 4 has a high pass filter around 9kHz.

## **TRICKS OR MODS?**

The original noise reduction system, released with different models between the 60s and 70s, was quickly misused and modded by engineers to enhance their recordings by using only the encoding stage.

The most common mod consists in disabling the two lower bands so that only the high-frequency portion of the signal is compressed, giving even more air to vocals.

This technique was labeled with many names like the Vocal Trick, Stretch Mod, Vocal Stressor, and even the “John Lennon mod”.

Type A gives you the ability to “mod” the unit by switching bands on and off, changing their gains, and adjusting the compressor attack and release parameters.

## **DIRECT VS DRY**

The Wet signal contains a copy of the Dry signal “Direct” (see fig. in page 6), regardless of the Mix control.

You can disable it by switching off the Direct button.

The difference between the Direct signal and the Dry signal (which you can dial in with the Mix control) is that Direct is also affected by the Input control, while the Dry signal is passed unchanged.

# FEATURES

## RANDOMIZER

It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.

Right-clicking on a parameter will show the Randomizer menu.



<i>Lock/Unlock Random</i>	Decides if the parameter can be randomized
<i>Lock All</i>	No parameters will be randomized
<i>Unlock All</i>	All parameters will be randomized

---

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 instead of sharing the actual preset file.

By clicking on *Copy to Clipboard*, the status of all parameters will be saved to the Clipboard.

By clicking on *Paste from Clipboard* instead, you can load a preset shared using the previous function.

# 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  
Design: John Gordon (vstyler)

### EULA

Please visit [www.audiothing.net/eula/](http://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/](http://www.audiothing.net/contact/)

