



Fog Convolver 2

User Guide

v2.4

Fog Convolver 2	3
Installation	4
Registration	5
Parameters	6
Impulse Response Selector	6
Page Selector	6
Waveform and Photo	6
Graphic EQ	7
Routing	7
IR Parameters	8
Features	11
Parameter Lock	11
Edit Value	11
Window Size	11
Preset Copy / Paste	12
Snapshot	12
Enable / Disable Notifications	12
Swap Mouse Buttons	12
GUI Acceleration	12
End	13
Where is everything?	13
Credits	14
EULA	14
Thank You	14
Follow Us	14

Fog Convolver 2

[Fog Convolver 2](#) is a *true stereo* convolution reverb/processor plugin. The new v2 was rewritten and redesigned from scratch, and now features modulation, effects, an impulse response generator, and a lot of improvements.

You can now load 2 separate impulse responses (or one true stereo/quad channel impulse response) and have separate or linked controls for both. There are 6 different routing modes to arrange the impulses: single, serial, parallel, parallel mix, true stereo, and mid/side.

Each impulse can have 2 LFOs, with 10 waveforms and 18 destinations, one dedicated multi-mode filter (with pre, IR, or post modes), and a 5-band graphic EQ.

Convolution works by applying the sonic character of an impulse response to another sound in real-time. You can use Fog Convolver to add reverberation, create special effects, and apply an acoustic impulse captured from audio equipment.

An impulse response is a recording of the output that is caused by an acoustic space or electronic gear when an impulse is played (electric spark, starter pistol shot, boards clap, or the bursting of a balloon).

There are 9 factory banks featuring more than 700 impulse responses made from spaces, analog and digital equipment, organic sources, and more.

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.



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

Impulse Response Selector

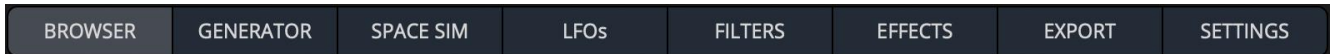


You can select which IR is currently being edited by clicking on IR 1 or IR 2. You can also quickly bypass each impulse with the power buttons.

The link button links the parameters for both impulses, so you can easily edit both of them simultaneously.

The lock button locks all parameters so that only the impulse response is loaded when changing preset.

Page Selector



The page selector will show different pages at the bottom of the plugin UI.

Waveform and Photo



This section displays the waveform of the loaded impulse response.

You can zoom in and out by holding down either ALT, CTRL, or CMD and moving the mouse wheel.

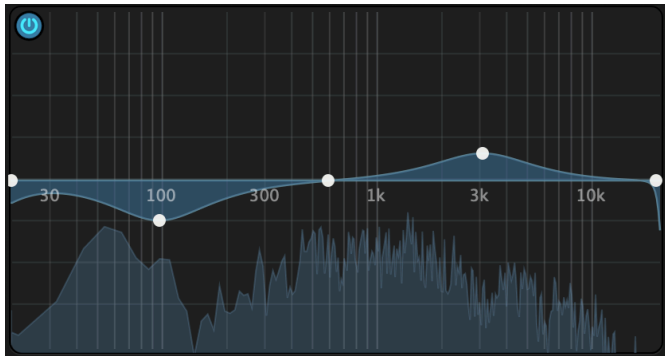
The play button previews the loaded impulse response with all modifications applied.

The photo button shows a photo saved with the current preset, if available.

The phase button inverts the phase of the impulse.

The reverse button reverses the impulse response

Graphic EQ



You can enable or disable the 5-band graphic EQ with the bypass button in the top-left corner of the EQ.

You can control each band gain and frequency with the mouse.

The mouse wheel changes the Q of the band.

Double-clicking on each band resets the band to the default values.

Routing



This is the routing preview where you can change between 6 different routing modes to arrange the impulses: single, serial, parallel, parallel mix, true stereo, and mid/side.

By clicking on the preview, you access the big routing panel where you can also control the balance, mix, and output of each impulse response.

IR Parameters



<i>Pre Delay</i>	Controls the amount of pre delay to the impulse
<i>Gain</i>	Controls the amount of gain to apply to the impulse
<i>Pitch</i>	Controls the pitch of the impulse affecting its length
<i>Start / End</i>	Adjusts the start or end point cropping the impulse response
<i>Fade In / Out</i>	Controls the amount of fade in or out to apply to the impulse
<i>Curve</i>	Controls the curve of the fade in / out
<i>Balance</i>	Controls the balance / pan of the impulse
<i>Mix</i>	Controls the mix between dry and wet signal in the impulse
<i>Output</i>	Controls the amount of output gain

Settings

Load IRs in Audio Thread

When enabled, IRs are loaded from the main audio thread rather than a background thread. This can resolve issues during offline rendering but may increase CPU usage.

Preset Load Buffering

Allows additional time for each preset to load. This is helpful on older CPUs or in heavy projects when quickly browsing through many presets.

Update Parameters on Mouse Release

By default, changing IR parameters causes an immediate recalculation. With large IRs, this might not be ideal. When this option is enabled, recalculation is deferred until you release the mouse button.

Search for Photos

When enabled, Fog searches for a photo file or an image embedded within the IR.

Auto Gain

Convolution can produce very loud signals. Enabling Auto Gain automatically balances the output level to help prevent clipping and loud spikes.

Soft Clip on Wet Signal

Even with Auto Gain enabled, convolved signals can still peak (especially when multiple IRs are used). This option applies a soft clip to the wet signal to smooth any remaining clipping.

Mute IR when Bypassed

In modes that use multiple IRs (e.g., serial, parallel, true stereo, mid/side), bypassing an IR can let the dry signal pass through. Enable this to fully mute a slot when it's bypassed.

Show Fade Curves

Displays the fade-in and fade-out curves on the waveform monitor.

Show Additional Info

Displays extra details (such as loading times, sample rates, and gain factors) under the Browser.

Control Units

Select which units to use for Pitch (speed or semitones) and for the Start/End parameters (percentage, milliseconds, or samples).

Search Subfolders for Presets

Enables searching within subfolders for presets. This is especially useful for legacy banks from Fog v1.

Load only IR into Selected Slot

When enabled, instead of loading the entire preset, the browser loads only the first impulse response from the selected preset into the currently active IR slot.

Banks Path

Specifies the main path for all Fog Convolver banks. You can relocate your library to a different folder or drive and update the path here.

Custom IR Search Paths

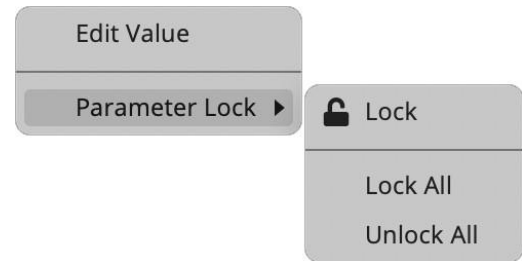
Lists of additional folders where Fog looks for IRs if they can't be found in the expected location. This is useful when collaborating on projects across different systems where file paths may vary.

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.

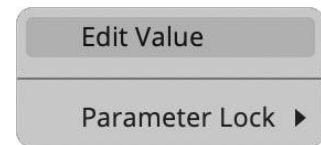
Right click on a parameter and choose *Parameter Lock*.




<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

Snapshot

The Snapshot feature allows you to save the current state of the plugin into one of the available slots. These snapshots are stored within the DAW session and each instance of the plugin has its own independent set of snapshots.

You can automate snapshot changes directly through the Snapshot parameter in your DAW, allowing for seamless transitions between saved states.

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.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.

The current and default library is OpenGL.

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/
AAX /Library/Application Support/Avid/Audio/Plug-Ins/
CLAP /Library/Audio/Plug-ins/CLAP/
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\
CLAP \Program Files\Common Files\CLAP\
Data \Users\Public\Public Documents\AudioThing\

Linux

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

Credits

DSP & Code	<i>Carlo Castellano</i>
Space Simulator	<i>Lese Audio Technologies</i>
Design	<i>John Gordon</i>
QA	<i>Giuseppe Marrazzo</i>

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

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

Follow Us

