



# FROSTBITE 2

## USER GUIDE

v2.2

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# FROSTBITE 2

**Frostbite** is a **spectral freezing plugin** combined with a Ring Modulator and a Feedback module. With the four freezing modes (spectral, reverb, convolution, granular), you can transform any sound into ambient textures, soundscapes, or just *frozen* reverbs.

Frostbite can also be used for **extreme sonic experiments** by entirely mangling any source with extreme modulations.

The Signal Flow is flexible, you can rearrange the modules with a simple drag-and-drop, and selects between the two modes: serial and parallel.

With the internal LFO you can modulate most of the parameters on each module, creating evolving eerie soundscapes.

## 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

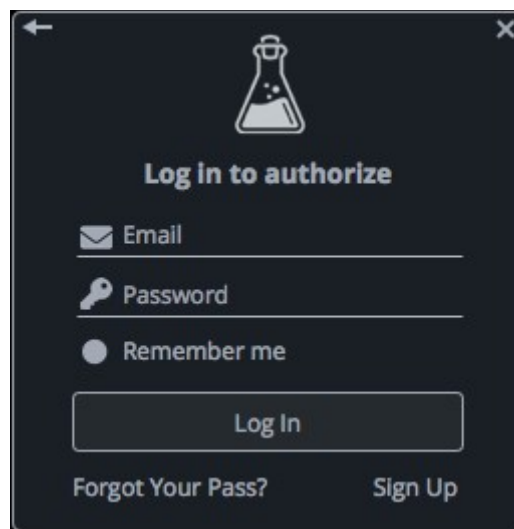
In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

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

You can choose *Online* or *Offline* authorization.

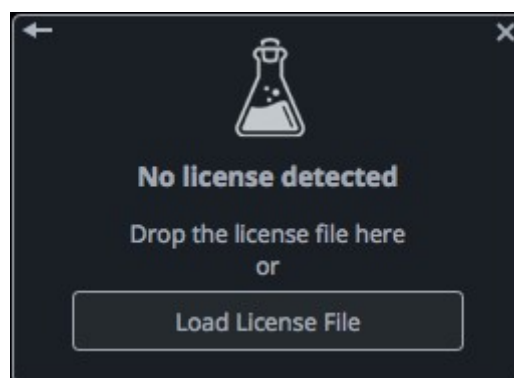
## ONLINE

- 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

### Ring Mod

<i>Wave</i>	Chooses the carrier wave
<i>Freq</i>	Controls the frequency of the carrier wave
<i>Stereo</i>	Activates a stereo mode (right modulation phase offset to 180°)
<i>Sync</i>	Syncs the carrier wave to the host/DAW time
<i>Filter Mode</i>	Chooses between LowPass, HighPass, BandPass, and Notch
<i>Cutoff</i>	Controls the frequency cutoff of the filter
<i>Resonance</i>	Controls the amount of resonance of the filter
<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>	Control the amount of output gain

### Freeze

<i>Mode</i>	Chooses between Spectral, Reverb, Convolution, and Granular
<i>Fade</i>	Controls the amount of freeze tail
<i>Width</i>	Controls the stereo width of the freeze
<i>EQ</i>	Graphic EQ with three bands (inc. Mid Q)
<i>Freeze</i>	Enables the freezing effect
<i>Clear</i>	Clears the freeze buffer
<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>	Control the amount of output gain

### Feedback

<i>Delay</i>	Controls the delay time of the feedback loop
<i>Ping Pong</i>	Activates the ping pong mode (repetitions bounce from L to R)
<i>Sync</i>	Syncs the delay time to the host/DAW time
<i>Amount</i>	Controls the amount of feedback
<i>Filter Mode</i>	Chooses between LowPass, HighPass, BandPass, and Notch

<i>Cutoff</i>	Controls the frequency cutoff of the filter
<i>Resonance</i>	Controls the amount of resonance of the filter
<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>	Control the amount of output gain

## **LFO**

<i>Wave</i>	Chooses the LFO wave
<i>Rate</i>	Controls the rate of the LFO
<i>Sync</i>	Syncs the LFO to the host/DAW time
<i>Destination</i>	Chooses the LFO destination
<i>Amount</i>	Controls the amount of LFO modulation

## **Master**

<i>Mode</i>	Chooses between Serial and Parallel mode for the modules
<i>Dry</i>	Controls the amount of dry signal
<i>Wet</i>	Controls the amount of wet signal
<i>Soft Clip</i>	Applies a soft clip to the wet signal

## **FOUR FREEZE MODES**

The **Freeze module** has three freeze modes that you can choose:

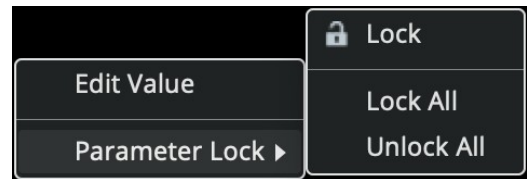
- **Spectral**, uses FFT to store several *analysis windows* in memory and replay them randomizing their phases.
- **Reverb**, a classic reverb algorithm with multiple *comb and all-pass filters* that can have an infinite decay.
- **Convolution**, multiplies the input signal with a *randomly generated noise impulse*, up to 60 seconds.
- **Granular**, the input signal is chopped into small grains that are randomly processed.

# 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*.



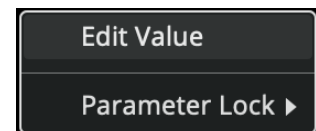
*Lock/Unlock*     If locked, the parameter won't be updated when changing presets


*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.

## ALLOW MODULES TO MOVE

When you disable this option you won't be able to move the modules with drag-and-drop or when browsing presets.

## CLEAR FREEZE BUFFER ON FREEZE

You can clear the buffer of the freeze effect by clicking on the Clear button. However, if you prefer, you can enable this option to clear the buffer every time the Freeze button is engaged.

## CLEAR ALL BUFFERS ON HOST RESET

This option lets you clear the internal buffers of all modules everytime the host/DAW sends a reset call. Each host/DAW/format is different so this behavior might not be consistent.

## SET SPECTRAL FREEZE MODE LATENCY

When enabled, the plugin will report a latency to the host/DAW if using the Spectral Freeze mode.

## 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  
Additional DSP: Michael Norris  
Design: John Gordon (vstyler)  
QA Engineer: Giuseppe Marrazzo  
Presets: RM ([Ry Manning](#)), GM (Giuseppe Marrazzo), snk ([Yann D](#))

## 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/)

