TYPE A

USER GUIDE

v1.3

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*)
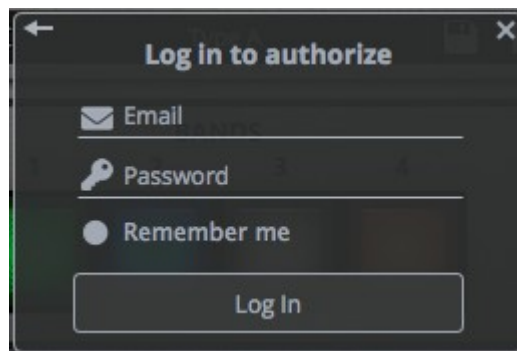- Follow the instructions to install the plug-in(s)

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

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

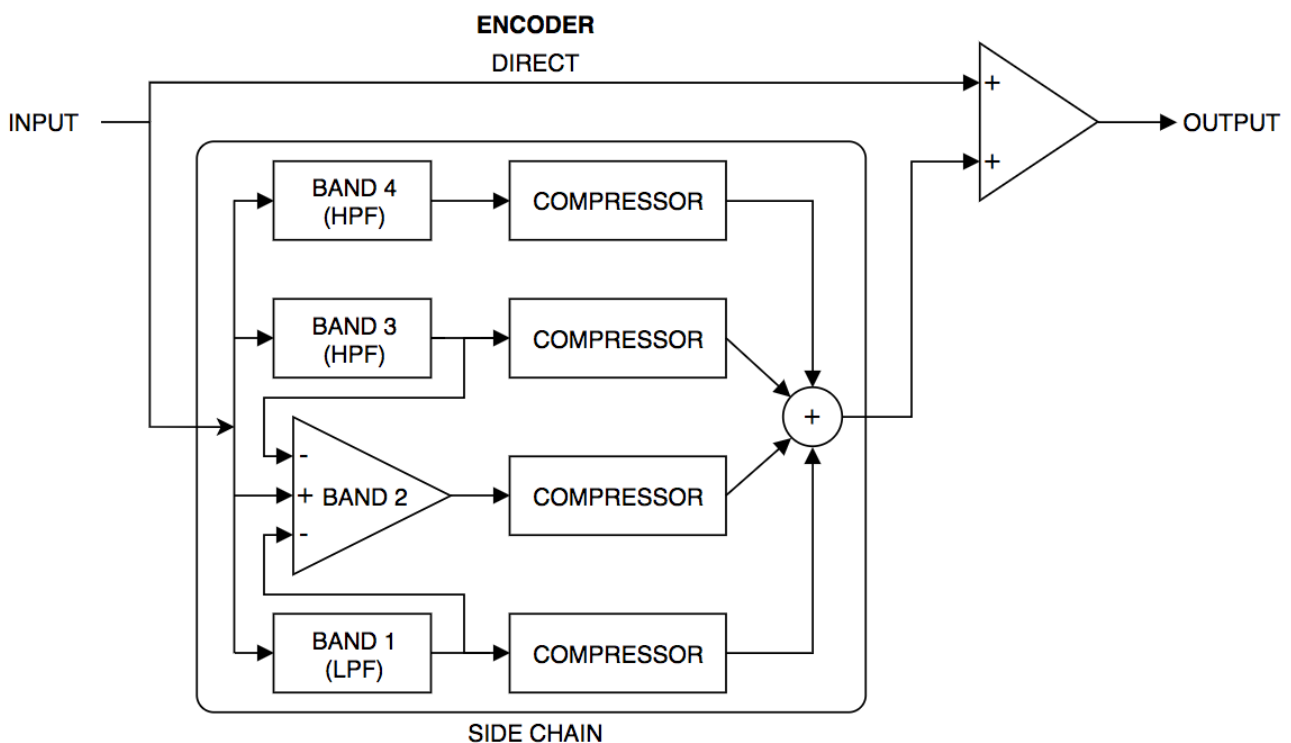|	
VU Meter Switch	Selects the read point for the VU meter, before processing (*input*) or after processing (*output*).
Noise	Controls the amount of unit noise.
Comp atk	Controls the attack time of all band compressors.
Comp rel	Controls the release time of all band compressors.
Band Pots (1, 2, 3, 4)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

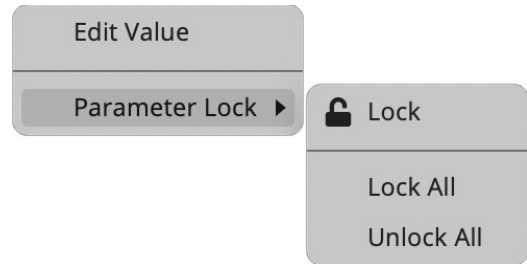You can disable it by switching off the Direct button.

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

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.*

Edit Value	
Parameter Lock ▶	🔓 Lock
	Lock All
	Unlock All

Lock/Unlock   If locked, the parameter won't be updated when changing presets
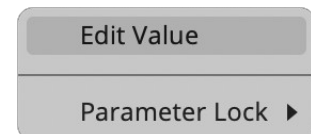
Lock All   No parameters will be updated

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.

Edit Value
Parameter Lock ▶

By clicking on the ☰ icon you can access additional features.

OVERSAMPLING

You can oversample the plugin up to 16x. This is useful to avoid unwanted aliasing when the plugin is pushed too hard, but it can be heavy on the CPU.

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

LANGUAGE

You can change the UI language by selecting the available languages from this menu. You can also customize and add your own languages.

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.

ENABLE/DISABLE GUI ACCELERATION

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

DARK / LIGHT THEME

You can choose a dark or light appearance for menus, popup values, and windows. 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
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/