

WAVE BOX

USER GUIDE

v1.5.1

WAVE BOX....3
INSTALLATION....3
REGISTRATION....4
PARAMETERS....5
LIST....5
ASYMMETRICAL MODE....6
FEATURES....7
PARAMETER LOCK....7
EDIT VALUE....7
SOFT CLIP....7
WINDOW SIZE....7
PRESET COPY/PASTE....8
ENABLE/DISABLE NOTIFICATIONS....8
SWAP MOUSE BUTTONS....8
GUI ACCELERATION....8
DARK / LIGHT THEME....8
END....9
WHERE IS EVERYTHING?....9
CREDITS....9
EULA....9
THANK YOU....9

WAVE BOX

Wave Box is a dynamic waveshaper plugin that can be used for both symmetrical and asymmetrical distortion.
A waveshaper is a type of distortion in which the input signal is mapped to the output by applying a fixed or variable shaping function.
Wave Box features two separate waveshapers that can be mixed together while being modulated by 2 LFOs and 1 Envelope Follower. You can design your own waveshaping curves by combining and adjusting the pre-defined shaping functions with the Bias and che Ceiling control.
Wave Box can range from mild tube-flavoured overdrive to extreme digital harshness.

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

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

Shaping Functions

Asymmetrical (±)	Chooses the behaviour of the shaping functions and the Bias control (see below).
Function 1 & 2	Choose between different shaping functions
Curve 1 & 2	Control the amount of curve for the selected function
Bias	Controls either the mix or the threshold of the shaping functions (see below)
Ceiling	Controls the dynamic range of the functions

LFO 1 & 2

Rate	Controls the speed of the LFO
Sync	Syncs the LFO to the host/DAW
Amount	Controls the amount of modulation
Phase	Controls the start point of the modulation waveform
Destination	Chooses the modulation destination

Envelope Follower

Attack	Controls the attack time of the envelope
Release	Controls the release time of the envelope
Amount	Controls the amount of modulation
Destination	Chooses the modulation destination

Filter

Mode (Pre/Post)	Chooses the position of the filter (pre or post Waveshaper)
Type	Chooses between LowPass, HighPass, BandPass, and Notch
Cutoff	Controls the frequency cutoff of the filter
Resonance	Controls the amount of resonance of the filter

Master

Input	Controls the amount of input signal
Mix	Controls the balance of the wet and dry signals
Output	Controls the amount of output signal
Hard Clip	Enables a hard clip limiter
Oversample	Chooses between 4 oversample settings, avoiding aliasing (but increasing CPU usage)

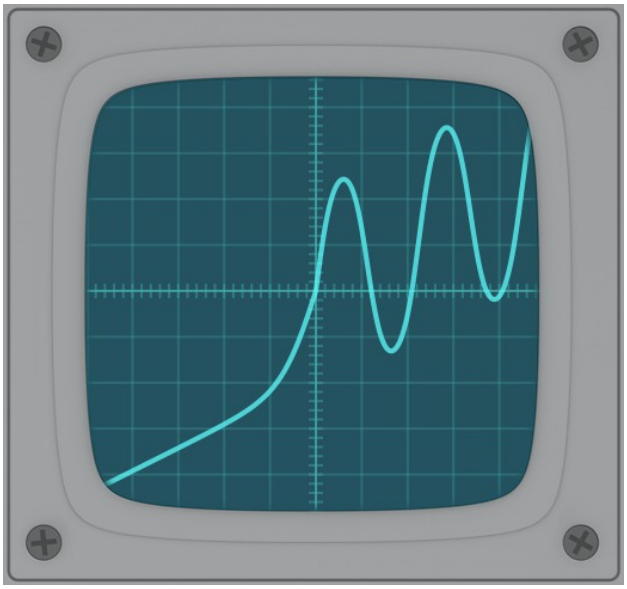
ASYMMETRICAL MODE

A waveshaper is a type of distortion where the input signal is mapped to the output by applying a fixed or variable shaping function.

When a shaping function is applied equally to both the positive and negative part of the signal (*symmetrical waveshaping*), odd harmonics are generated. Instead, when a shaping function is applied only to either the positive or the negative part (*asymmetrical waveshaping*), even harmonics are generated.

In *Asymmetrical Mode* (± button on), the first shaping function is applied to the positive part while the second shaping function is applied to the negative. The Bias, in this case, controls an offset added between the positive and negative part of the signal.

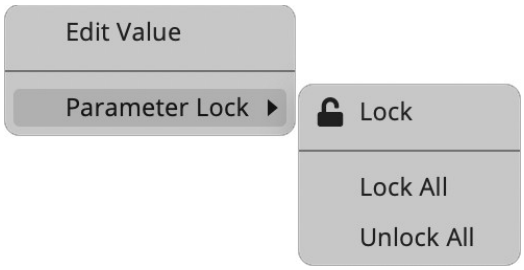
In *Symmetrical Mode* (± off), both shaping functions are applied to the whole signal. The Bias, in this case, controls the mix between the two functions.



FEATURES

PARAMETER LOCK

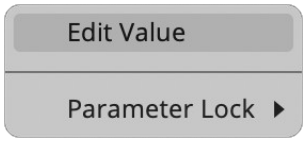
If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the Parameter Lock feature.
Right click on a parameter and choose *Parameter* Lock.



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.

SOFT CLIP

You can enable or disable a soft clipper that goes after the output stage, to avoid very loud sounds coming from extreme waveshaping.

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.

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

Presets: RM (Ry Manning), GM (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/

