Wire Grind

UNAGATED

v2 User Manual

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Overview

UNAGATED is a VST effect plugin for creative gating. It includes a comprehensive set of controls, and many features that are unique to WireGrind's product line.

Features

Different Ways to Gate

Along with signal level, UNAGATED can also use time, probability, and other project tracks to determine if a gate should be opened or closed. For example, the onset of the attack envelope can be delayed with *Delay Attack*, the time duration of notes can be shortened with *Force Release*, sections of audio can be silenced with *Hold Closed. E*ntire beats can be silenced probabilistically using the *Skip Beats* feature. Use the the effect in *Duck* mode or with a sidechain, and get an entirely different sound all together

Transient Processing and Envelope Shaping

Gating isn't just about silencing a signal. The *Range* can be set to -3dB to alter dynamics. Used alone, or in combination with *Delay Attack*, and *Force Release*. For more possibilities, enable *Duck* so that signal is increased by 3dB instead of decreased.

Randomized Gating that's Repeatable

Setting the *Skip Beats* parameter causes UNAGATED to open/close the gate using a random but repeatable pattern. It's a great way the thin out and add variation to dense and layered sampled beats. Alternatively, it could be used with a sidechain to add texture to a pad. Patterns repeat on each bar. To select a different pattern change the *Skip Pattern* parameter.

Click Suppression Technology

Noise gates can create a clicking noises when either the attack time or the release time is very short. UNAGATED includes a special proprietary algorithm that

dramatically reduces such noises. Toggle it on and off with *Suppress Clicking* button.

4x4 Volume Envelopes

UNAGATED includes four envelope types to sculpt sound. Envelopes can be chosen separately for the attack and release.

Tempo-Sync Anything

All time-based parameters can be synchronized with your DAW's tempo settings.

Tool-tips Everywhere

Hover over any control to see a pop-up a summary of what it does.

Other Features

Arbitrary channel configurations (mono, stereo, 5.1, 7.1, etc.)
Click suppression technology
Look-ahead

Attack envelope delay
Note length truncation
Hold Closed
Probabilistic gating

Independent/linked channel processing
Four envelopes for attack/release
Ducking
Range control
Hysteresis control
Trigger signal scope
Gate level visualization

Specifications

Supported Sample Rates

44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz, 192.0kHz. Other sample rates, at least within the range of 44kHz-192kHz, are expected to work, but we haven't tested them. If in doubt, please try the free demo version.

Supported Channel Formats

UNAGATED is designed to accept all channel configurations. This means that the input, output, and sidechain can each have any number of channels, and they can be in any combination.

Plug-in Format

VST3, 64-bit

System Requirements

Operating System

Windows versions 7 through 11.

Supported Host Programs

A program supporting 64-bit VST3 effects plugins is required.

Internet Access (recommended)

Access to the world wide web is required during installation. If the plugin is being installed on an offline computer, a small amount of data will need to be copied from one computer to the other.

Demo Version Limitations

There are two differences between the demo versions the full versions:

- The demo version is unable to save settings.
- The demo version periodically adds a tone the output.

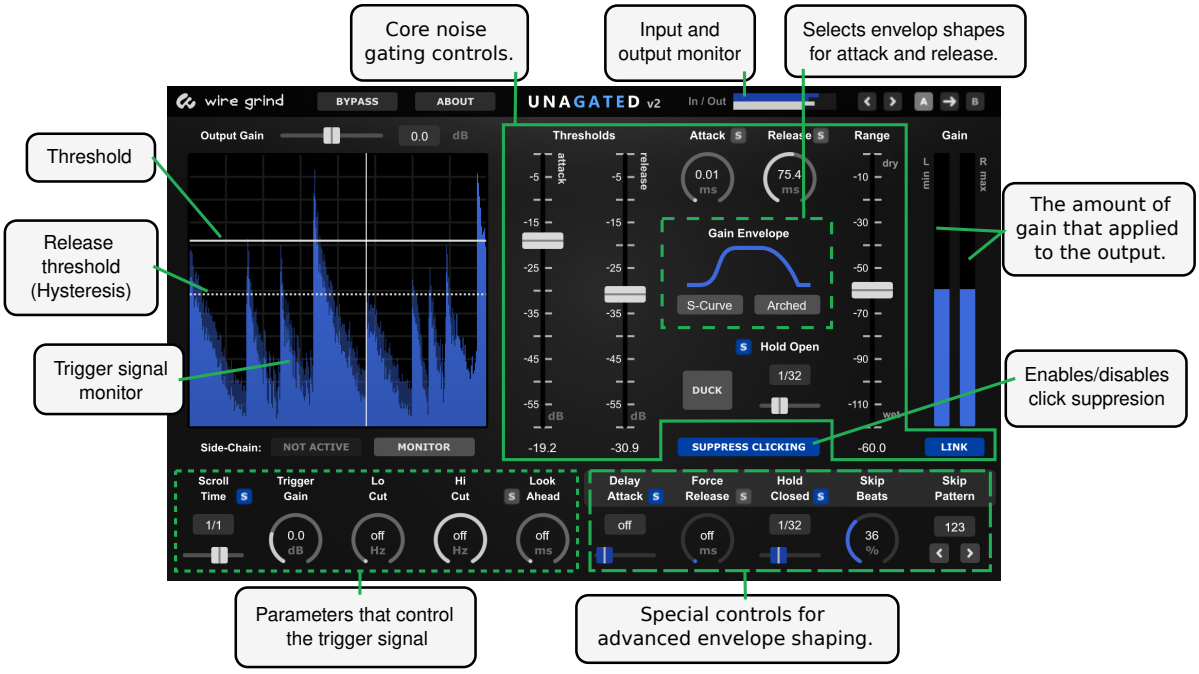
Installation

This program comes with a set up application that will guide you through the process. You will likely need to unzip or extract the download package before running. With some computer setups, you will also need to close any running audio applications.

Uninstall

The program can be removed using Windows' add/remove utility.

Software Interface at a Glance



Note: To type in a parameter, double click the number.

Software Interface Details

Some notes about the GUI

- Hover over any parameter to see a pop-up explanation for that parameter.
- For many parameters, a value can be typed in. To do this, double click on the number.
- Parameters are listed mostly in alphabetical order. Some, however, are listed under a group of parameters (e.g. Echo Fluttering, Freeze Mode, Freeze Options, and Predelay).

Attack

Sets the amount of time taken for the gates to open.

Delay Attack

Delays the onset of the attack. See also “Delay Release.”

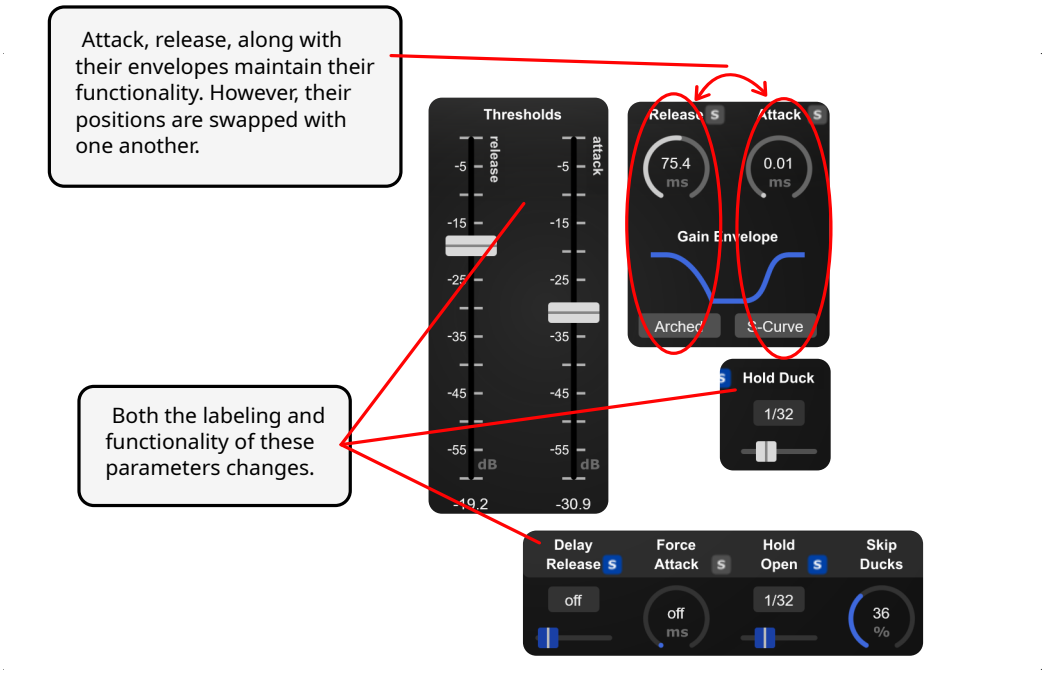
Duck

This option provides a choice of two gating modes.

In standard operation, the gates open when the input level is above the threshold, and they close when the input level is below the threshold.

In Duck mode, this operation is reversed. In other words, the gates close when the input level is above the threshold, and they open when the input level is below the threshold.

Duck mode also causes the functionality of five parameters (*Hold*, *Hold Closed*, *Attack Delay*, *Forced Release*, *Skip Beats*) to be reversed. These parameters are also relabeled in the user interface as shown below.



The following describes the functionality of these parameters.

Hold Duck

Like the regular hold parameter except that the gate is held closed instead of open.

Delay Release

Delays the onset of the release.

Force Attack

This truncates ducks. In other words, it causes the gate to attack after a certain amount of time has been spent ducking.

Hold Open

This forces the open gates to remain open. In other words, when the gate opens, it remains that way for a given amount of time.

Skip Ducks

This feature causes the gate to randomly skips ducks in their entirety. The value is the percentage of the ducks will skipped. The same pattern repeats on each bar, and it can be changed with the “Skip Pattern” parameter.

Forced Release

This truncates notes, or shortens them. This control causes the gate to release after a certain amount of time, and thus close sooner that it would otherwise. See also “Force Attach.”

Gain Envelope

This option sets the shape of both the attack and release envelopes.

Linear

The envelope changes in a perceptually linear manner. It results in smooth-sounding volume swells.

S-Curve

The envelope changes gradually at both higher and lower values, but if changes more quickly at more moderate values.

Arched

The envelope changes more gradually at higher values and more quickly at lower ones.

Scooped

The envelope changes more gradually at lower values and more quickly at higher ones.

Gain Meters

The two meters on the right of the user interface are used for monitoring the gain of the gates. When there are two channels, the meters will show the gain of both gates (labeled “L” and “R”). When there are more than two channels, the meters will show the lowest and highest gains of all the gates.

Hi Cut

When a frequency is set, the trigger signal passed through a hi-cut filter. When used in conjunction with *Lo Cut*, it becomes a band-pass filter.

Hold Closed

This forces closed gates to remain closed. In other words, when the gate closes, it remains that way for a given amount of time.

Hold Open

This parameter sets a minimum time that an open gates must remain open. An effect known as "chatter" can be produced when a noise gate rapidly opens and closes. The primary purpose of *Hold* is to prevent chatter. The longer the hold time, the less chatter. A secondary purpose is simply to keep the gate open longer. Decrease *Hold* if you would like slightly faster response times on the release.

In / Out

These are signal level meters showing the input level on the top and the output level on the bottom.

Link

This option provides a choice of two processing modes.

When active, all trigger signal channels are analyzed together, and the same operations are performed on each output channel.

When inactive, all trigger signal channels are analyzed independently, and operations are performed on each output channel independently.

Lo Cut

When a frequency is set, the trigger signal is passed through a lo-cut filter. When used in conjunction with *Hi Cut*, it becomes a band-pass filter.

Look-Ahead

This parameter will cause the effect to “look into the future” to detect level changes. This information is then used to apply an envelope to the present.

Monitor

When engaged, the output becomes the trigger signal after the trigger signal has been processed. Trigger signal processing is controlled by the parameters *Trigger Gain*, *Lo Cut*, *Hi Cut*, and *Look-Ahead*. When not engaged, the output is the processed input signal. This parameter is overridden by *Bypass*.

Output Gain

The amount of gain applied to the output signal.

Range

When the gate closes, the signal level falls to the level set by this control. The minimum value is -120 dB, but sometimes a more-natural sound is achieved by using a smaller range.

Release

Sets the amount of time needed for the gates to close.

S

These buttons synchronize another parameter with the DAW's tempo settings. When a parameter is synchronized, the time value is given as a fraction of a whole note.

Scope

This feature monitors the levels of the trigger signals. The scope shows the maximum signal levels over time. The highest signal maximum is shown in dark blue, and the lowest signal maximum is shown in bright blue. If the scope shows only bright blue, then the highest and the lowest signal maximums are very close to each other.

The white horizontal lines show thresholds for attacking and releasing. The release threshold is controlled by the *Hysteresis* parameter. If only one white line is visible, then the *Hysteresis* is zero.

Scroll Time

This parameter sets the scope's scroll speed.

Side-Chain

The item labeled "Side-Chain" in the GUI indicates the status of the side chain. The box turns blue when the side chain is active (i.e. the external side-chain is used), and gray when the side chain is inactive (i.e. the internal side-chain is used). Side chaining is enabled automatically whenever the auxiliary input is active. Likewise, when the auxiliary input becomes inactive, UNAGATED automatically resumes normal operation.

Skip Beats

This feature causes notes to be muting out entirely. Its value is the percentage of detected beats that will skipped. The same pattern repeats each bar, and it can be changed with the parameter "Skip Pattern." See also "Skip Ducks."

Skip Pattern

This sets the pattern that's used by "Skip Beats" and "Skip Ducks" parameters. The same pattern is repeated on each bar.

Suppress Clicking

This parameter suppresses clicking noises that are caused by the gate opening or closing very quickly. Unlike look-ahead, it will not introduce latency.

Thresholds

There are two thresholds, one triggers the opening of the gate, and the other triggers its closing. Enabling duck mode reverses this behavior. If both the attack and release thresholds are equal, then the two controls will lock together. Decrease the release threshold to change them independently.

Attack

When the trigger signal level exceeds this threshold, the gates will open.

Release

When the trigger signal level falls below this threshold, the gates will close.

Trigger Gain

This parameters adjusts the gain of the trigger signal. While it will impact envelope detection, *Trigger Gain* is never applied to the signal that becomes the output.