

NEO

VST/AU

Multi FX Plug-in

Manual

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Introduction



Neo is a multi FX audio plugin for PC and MAC that can be used in any DAW that supports VST or AU plugins. With nine high quality effects coming together in a single plugin, Neo can help you shape and transform your sound and inspire new ideas.

Features

- **EQ.** 3 band parametric EQ with low shelf, high shelf and peaking filters.
- **Compressor.** Capable of adding compression, punch and saturation. Features a push knob that can be used to control the amount of compression and a soft clipping effect.
- **Drive.** With 4 types to choose from. Overdrive, Tube, Distortion and soft clipping.
- **Filter.** With 7 types to choose from. Low Pass, Band Pass, High Pass, Low Shelf, High Shelf, Peak and Notch.
- **Stereo.** With stereo separation, L/R Offset and pan controls.
- **LoFi.** Bit rate and sample rate reduction effects with mix control.
- **Chorus.** A classic chorus effect to thicken the sound and add width to it.
- **Delay.** With 2 parallel delay units, tempo sync option and LP and HP filters.
- **Reverb.** Fast and optimized reverb effect with width, damp, pre-delay and colour controls to give it more flexibility.
- **FX Order.** Simply drag and drop the effects to change the chain order.
- **Smart Randomizer.** Sets random values for all the controls but avoids unwanted values.

- **Advanced preset manager.** You can have unlimited presets which will be stored on your drive and won't slow down the plugin. You can also use subfolders to organize the presets.
- **Undo manager.**
- **Friendly GUI.** Easy to use interface with %200 size option for high resolution monitors.
- **AU/VST2/VST3, 32/64 bit and PC and MAC support.**

Installation

Run the installer and follow the steps to install the plugin on your computer. You can also manually copy the plugin files to the plugin folder used by your host.

WIN: Copy the .dll files to your plugins folder where your host scans. They're usually like the following locations:

VST2 32bit: C:\Program Files (x86)\VstPlugins

VST2 64bit: C:\Program Files\VstPlugins

VST3 32bit: C:\Program Files (x86)\Common Files\VST3

VST3 64bit: C:\Program Files\Common Files\VST3

OSX: Copy the plugin files to your plugins folder where your host scans. They're usually like the following locations:

VST2: Library/Audio/Plug-Ins/VST

VST3: Library/Audio/Plug-Ins/VST3

AU: Library/Audio/Plug-Ins/Components/

Note: OSX have more than one Library folder. Make sure you're copying the files in the right path.

Note: Neo creates a folder named 'AngelicVibes/Neo' inside application folder when loaded at the first time.

Win: 'C:\Users\{user name}\AppData\Roaming\AngelicVibes\Neo'

OSX: '~Library/AngelicVibes/Neo'

Installing presets

WIN: The presets will be installed with the main installer. You can also use the "Open Preset Folder" from the menu to reveal the preset folder in the windows explorer and manage them yourself.

('C:\Users\{UserName}\AppData\Roaming\AngelicVibes\Neo\Presets').

MAC: Copy the preset folder provided in the installer folder and paste it into the plugin's preset folder. Use the 'Open Preset Folder' option from the plugin's menu to reveal the right folder ('~Library/AngelicVibes/Neo/Presets').

Demo version limitations

1. Demo version produces white noise after being used for 10 minutes.
2. Host will be unable to store plugin settings with the project.

Authorization

If you have purchased the plugin and finished the payment, you'll receive an email with your authorization information.

Please contact contact@angelicvibes.com if you have any questions.

Reference



A. Main Controls

1. Main Menu

- **Undo and Redo:** The undo manager helps rolling back any mistakes and accidental changes, or can be used to compare before and after the changes. Undo manager will count a randomize action as a single change.
- **Save:** Changes you make to a preset will not be saved unless you click on the save option. This will overwrite the current preset file on the drive (if exists).
- **Rename and save:** Similar to 'Save' but you can also rename the preset.
- **Save As...:** Use this option when you want to save current preset as a new preset, leaving the current one intact.
- **Load Preset:** Use this option to browse and load a preset file from the drive.
- **Reset Preset:** Use this option to reset all the parameters to their default values.
- **Copy and Paste presets:** Use these options to copy and paste the settings from one preset to another one, or even between two instances of the plugin.
- **Open Preset Folder:** Reveals the preset folder in the file explorer.
Win: 'C:\Users\{UserName}\AppData\Roaming\AngelicVibes\Neo\Presets'
OSX: '~Library/AngelicVibes/Neo/Presets'
- **UI Scaling:** If the editor looks too small on your monitor you can double its size using the %200 scaling option.



- **About:** Brings up the about tab which includes some information about the plugin.

2. Preset browser. The presets are stored on the drive and will automatically be listed on the menu. Use this menu to browse through them. You can also create folders in the preset folder in order to organize them better.

3. Randomize button: As the name suggests it sets random values for different parameters. In, Out, Mix parameters will not be effected by the randomize button.

4. Power Switch. When turned off the plugin will be bypassed.

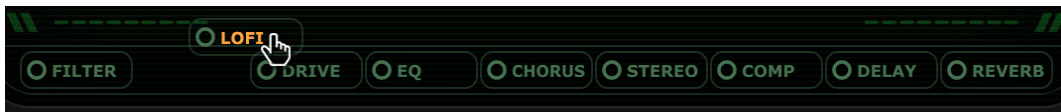
5. Input. Boost or lower the audio level before reaching the effects.

6. Mix. Blends processed and original signal.

7. Output. Boost or lower the output level before.

8. FX Tab. Here you can:

- Click on the circle to turn the effect on or off.
- Click on the effect name to switch to that effect and make its controls visible.
- Drag the name and move it to left or right to change the FX order.



B. Effects

Filter



1. Filter Switch. Enables and disables the effect.

2. **Filter Type.** There are 7 types to choose from. Low Pass, Band Pass, High Pass, Low Shelf, High Shelf, Peak and Notch.
3. **Cutoff.** Controls the cutoff frequency of the filter.
4. **Res.** Controls the resonance of the filter.
5. **Gain.** Controls the gain for high shelf, low shelf and peak filters.
6. **Filter Graph.** Helps visualizing the filter settings.

Drive



1. **Drive Switch.** Enables and disables the effect.
2. **Drive Type.** There are 4 types to choose from. Overdrive, Tube Drive, Distortion and Soft Clipper.
3. **Gain.** Controls the amount of gain for the selected drive effect.
4. **Tone.** Controls the brightness of the sound.

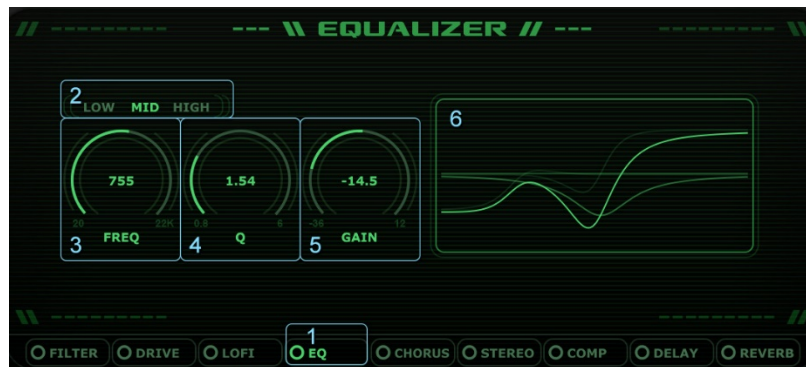
LOFI



1. **LoFi Switch.** Enables and disables the effect.
2. **Bit Rate Reduction.** 10 will be the original bit rate and by decreasing it you can reduce the bit rate.
3. **Sample Rate Reduction.** 10 will be the original sample rate and by decreasing it you can reduce the bit rate.

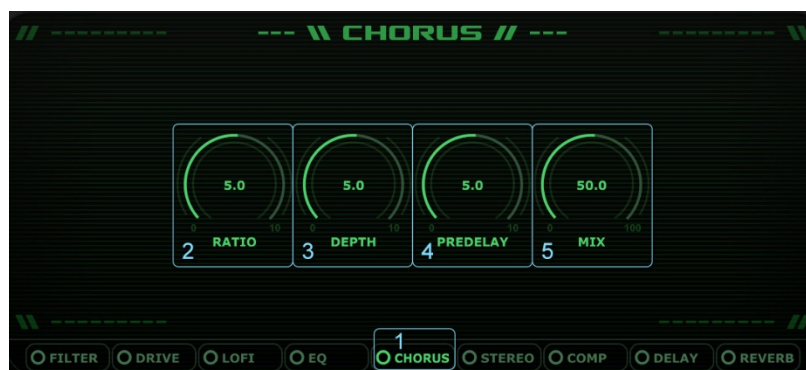
4. **Mix.** Dry and wet control for blending the processed signal with the original one.

EQ



1. **EQ Switch.** Enables and disables the effect.
2. **EQ Tab.** Switches between 3 bands and makes them visible.
 - a. **Low.** Low shelf filter.
 - b. **Mid.** Peaking filter.
 - c. **High.** High shelf filter.
3. **Frequency.** Controls the peaking frequency for the mid band and shelving frequency for the other two.
4. **Q.** Controls the width or steepness of the filter around its frequency.
5. **Gain.** Controls the gain for high and low shelf filters.
6. **EQ Graph.** Draws the sum of all bands but you can also see the individual bands in darker colors.

Chorus



Duplicates the signal but delays the copy to create a wider sound. The delay amount is modulated using an internal LFO.

1. **Chorus Switch.** Enables and disables the effect.

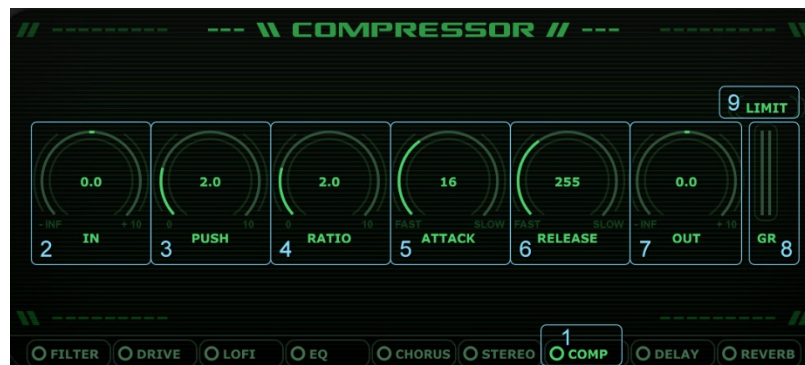
2. **Ratio.** Controls the LFO speed.
3. **Depth.** Controls the maximum amount of delay.
4. **Pre-Delay.** Controls the minimum amount of delay.
5. **Mix.** Blends the output of the chorus with the original signal.

Stereo



1. **Stereo Switch.** Enables and disables the effect.
2. **Offset.** Delays the left or right signal. This will create a doubling effect.
3. **Pan.** Controls the panning.
4. **Separate.** Control the stereo width of the audio by separating the mid and side signals. All the way to the right will be sides only and all the way to the left will be mid only.

Compressor



1. **Compressor Switch.** Enables and disables the effect.
2. **Input.** Controls the input level.
3. **Push.** Controls the amount of compression by adjusting multiple internal parameters.

4. **Ratio.** Controls how much compression is going to be applied when the input goes over the threshold.
5. **Attack.** Controls the time it takes to reach full compression.
6. **Release.** Controls the time it takes to stop compression after the signal falls down below threshold level.
7. **Output.** Controls the output level.
8. **Gain Reduction Meter.** Shows how much compression is being applied.
9. **Limit.** Limits the signal using a saturation effect. When you have a spiky sound you can use this to keep them under control.

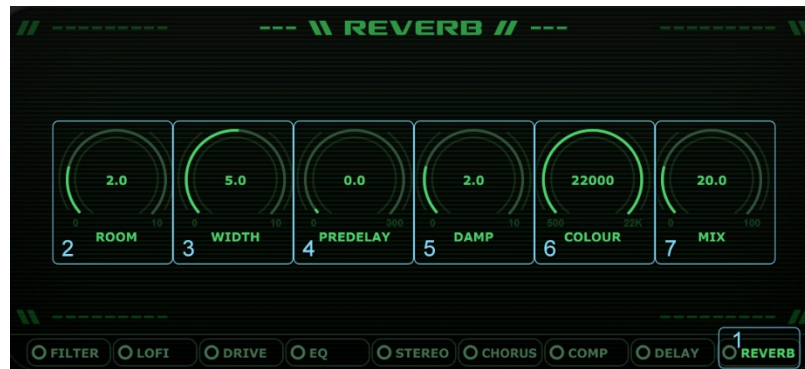
Delay



There are two similar delay units, A and B. They're processed in parallel so their wet signals will not affect each other and we'll have a clean mix.

1. **Delay Switch.** Enables and disables the effect. Notice that in order to use the delay #2 you need to switch it on too.
2. **Delay Switch Tab.** Switches between the two delay units.
3. **Delay 2 Switch.** Turns the delay 2 on/off.
4. **Sync.** You can sync the delay time to host's tempo. When turned on you can choose a time based on bar length.
5. **Delay Time.** Controls the length of the delay. This can be based on tempo or milliseconds.
6. **Feedback.** Controls the strength of the delayed signal. By increasing feedback the number of repeats will increase and tail of the delay continues for longer.
7. **HP.** Controls the frequency of the high pass filter.
8. **LP.** Controls the frequency of the low pass filter.
9. **Pan.** Controls the left and right panning.
10. **Mix.** Controls the dry and wet mix.

Reverb



1. **Reverb Switch.** Enables and disables the effect.
2. **Room Size.** Controls the length of the reflections.
3. **Width.** Controls the stereo width of the reverb.
4. **Pre-delay.** Controls the time between the end of the initial sound and the beginning of the first reflections.
5. **Damp.** Controls the amount of high frequency dampening.
6. **Colour.** Controls the special low pass filter that can warm up the reverb and darken it more.
7. **Mix.** Controls the dry and wet mix.

Credits

Concept design by Devin Ramirez.

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Visit AngelicVibes.com and Hyperfreq.co for latest updates and news.

Contact contact@angelicvibes.com for support.