

NEED 81 CONSOLE EQ

USER MANUAL



NOISEASH
AUDIO TOOLS

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USE OF THIS SITE REQUIRES PERSONAL DATA PROCESSING OF A CLIENT IN THE FOLLOWING MATTER: FIRST NAME, LAST NAME, AND E-MAIL. DATA WILL BE PROCESSED BY: NOISEASH, INC. COMPANY IN A WAY THAT IS CRUCIAL TO AGREEING ON A CONTRACT, AS WELL AS ITS FULFILLMENT AND DIRECT MARKETING PURPOSES OR FOR SERVICES PROVIDED BY NOISEASH, INC. COMPANY, HEREBY A CLIENT HAS THE RIGHT TO DECLINE THE RIGHT TO PROCESSING HIS DATA IN THIS MANNER. A CLIENT HAS THE RIGHT TO SEE THE CONTENT OF HIS DATA AND ANY CORRECTIONS MADE TO IT. SHARING OF INFORMATION IS VOLUNTARY, HOWEVER, AT THE SAME TIME IT IS CRUCIAL TO USE THIS SITE.

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SOFTWARE LICENSE TRANSFERS ARE ONLY AVAILABLE FOR CUSTOMERS WHO OWN A PURCHASED, FULL SOFTWARE LICENSE OF THE PRODUCT IN QUESTION. RESTRICTIONS:

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- IF THE PRODUCT IS PURCHASED AT A REGULAR PRICE (NO SALE PRICE), THE TRANSFER WILL BE DONE FOR FREE. BUT IF THE PRODUCT IS PURCHASED WITH THE SALE PRICE, THEN THE PERSON YOU TRANSFERRED THEM TO WILL HAVE TO PAY THE [LICENSE TRANSFER FEE](#) PER INDIVIDUAL OR BUNDLE LICENSE.
- CUSTOMERS WHO HAVE ALREADY TRANSFERRED A PARTICULAR PRODUCT. FOR EXAMPLE, YOU MAY NOT PURCHASE A PRODUCT, TRANSFER IT TO ANOTHER USER, THEN REPURCHASE THE SAME PRODUCT AND TRANSFER IT A SECOND TIME.
- YOU MAY NOT TRANSFER ANY PAST VERSIONS OF SOFTWARE AFTER PURCHASING AN UPGRADE WHILE STILL RETAINING THE LATEST VERSION. IF YOU WISH TO TRANSFER YOUR LICENSE TO ANOTHER USER, ONLY THE PRESENT VERSION OF THAT PRODUCT WILL BE TRANSFERRED, WHILE PAST VERSIONS WILL BE DISABLED.

TO TRANSFER A LICENSE TO ANOTHER USER, THE ORIGINAL OWNER OF THE LICENSE MUST CONTACT NOISEASH DIRECTLY WITH OUR SUPPORT FROM SUPPORT@NOISEASH.COM WITH THE FOLLOWING INCLUDED IN THE E-MAIL:

- NAME OF THE NEW USER
- E-MAIL ADDRESS OF THE NEW USER
- LICENSE NUMBER OF THE PRODUCT THE OWNER WOULD LIKE TO HAVE TRANSFERRED

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TABLE OF CONTENTS

GENERAL LICENSING AGREEMENT	2
1. INTRODUCTION.....	4
1.1. WELCOME	4
1.2. ABOUT THE NEED 81 CONSOLE EQ	5
1.2.1. SPECIFICATIONS	6
1.2.2. MINIMUM SYSTEM REQUIREMENTS	7
1.2.2.1. WINDOWS	7
1.2.2.2. MAC	7
2. INSTALLATION	8
2.1 WINDOWS.....	8
2.2 MAC	8
3. LICENSE ACTIVATION	9
3.1 ONLINE ACTIVATION	9
3.1.1 LICENSE MANAGER	9
3.1.2 ACTIVATION WITH PLUGINS.....	13
3.2 OFFLINE ACTIVATION.....	14
4. INTERFACE AND CONTROLS	19
4.1 TOP NAVIGATION BAR.....	19
4.1.1 PREFERENCES MENU	19
4.1.2 SETTINGS MENU	20
4.1.3 PRESET DROPDOWN LIST.....	21
4.2 BOTTOM UTILITY BAR	22
4.3 PRESET BROWSER	23
4.4 PREAMP & FILTER.....	26
4.5 EQ.....	27
4.6 NUANCE DEVIATION SYSTEM (NDS)	29
4.7 MID / SIDE SYSTEM (M/S).....	30
4.8 MIXER FADERS AND PEAK METERS.....	31
4.9 OTHER GENERAL FEATURES.....	32
5. CREDITS	32

1.INTRODUCTION

1.1. WELCOME

Thank you for choosing NoiseAsh! To get the most out of your software features, please take the time to read through this manual.

As with all of the other NoiseAsh products, we've put all our effort, energy, team synergy, and love to get this beauty for giving artists what they need.

We hope you will enjoy this beauty as much as we do!

Please don't hesitate to contact our support team, at support@noiseash.com

With Music & Love....

Beyhan KILIÇ

1.2. ABOUT THE NEED 81 CONSOLE EQ



NEED 81 Console Eq is another British Style Class-AB preamp/equalizer unit which holds the true sound of the legendary modular consoles. It's been used on countless classic top platinum-selling albums and also still widely used to great effect, which confirms this baby's status a much-wanted classic unit that every mixing environment needs.

NEED 81 Console EQ is the expertly captured and extremely accurate end to end circuit emulation which retains each small detail and big vintage tone of the phenomenal studio equipment.

But also, this iconic baby pushes the boundaries with introducing its warm, bold and distinguishing analog characteristics to great modern features like Mid/Sid Processing and Nuance Deviation System (NDS)!

Musical curves, fast transient response and outstanding sensitivity features makes this unit a flexible tool which shapes new sounds and controls any part of the audio spectrum with a very warm and old school way. With modern Mid/Side processing controls; use it on any audio source, even on a master bus to add a real character.

With the Nuance Deviation System (NDS) engine which is the NoiseAsh Audio proprietary signal processing model; you can reach 20 individually modeled channels to give more depth, dimension and variances like the real analog consoles do.

Need 81 Console EQ is much more than an emulation. It lets you to enjoy all the warm tones of a mythical piece of the studio consoles, right in your DAW, in-the-box, very easily!

You really **NEED** 81 Console EQ ☺

1.2.1.SPECIFICATIONS

- Truly accurate circuit reproduction of the legendary British Class-AB preamp / equalizer units
- Characteristic 4 band vintage EQ plus HP and LP selectable filters (18 dB per octave)
- Class-AB Mic (from -80 dB to 0 dB) and Line (from +10 dB to 0 dB) Preamp model with output gain compensator (Drive Mode)
- Complex signature interaction between filters with fabled musical curves
- Mid/Side channel processing mode
- Nuance Deviation System (NDS) for individual L/M and R/S channels
- Anti-Aliasing Analog Modeling Engine
- CPU Friendly
- Optimized Resizable GUI design

1.2.2.MINIMUM SYSTEM REQUIREMENTS

1.2.2.1. WINDOWS



- Included: VST3, AAX plug-in versions (**64-bit only**)
- Windows 7 64-bit or above
- VST3 / AAX host
- Intel I3 2ghz / AMD Athlon 64 X2 or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

1.2.2.2. MAC

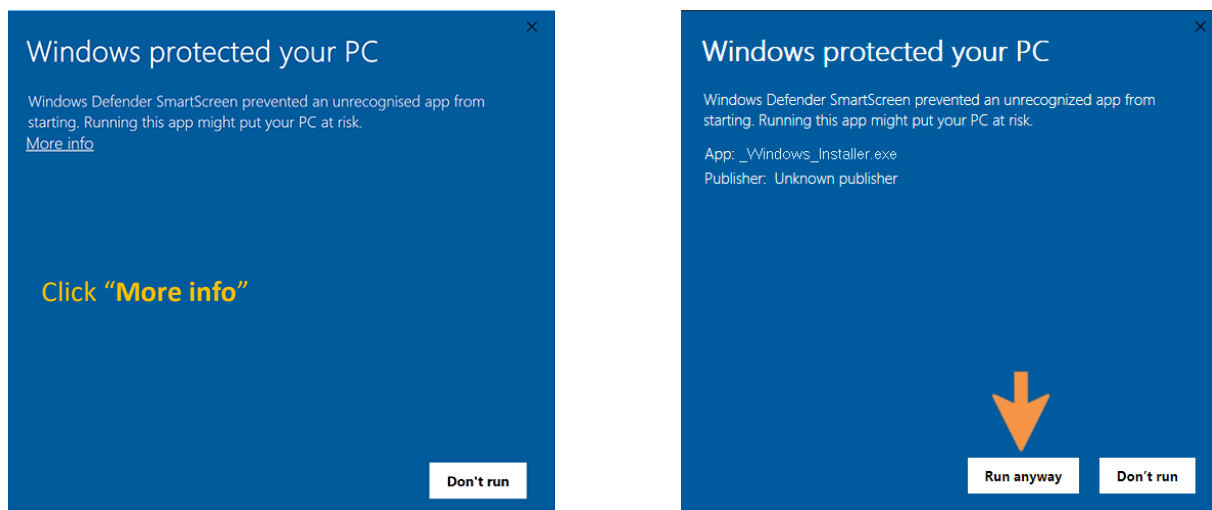


- Included: VST3, AU, AAX plug-in versions (**64-bit only**)
- macOS 10.9.5 or above
- VST3 / AU / AAX host
- Native Apple Silicon / Intel I3 2ghz or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

2.INSTALLATION

2.1 WINDOWS

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW. Possible Installation warning on Windows:



Before installing an update, please uninstall previous versions. To uninstall previous versions: Select Start> Settings> Apps> Apps & features> Select the Plugin> Select Uninstall. The plugin installation folder paths are shown below.

Format	Platform	Path
VST3	64-bit	C:\Program Files\Common Files\VST3
AAX	64-bit	C:\Program Files\Common Files\Avid\Audio\Plug-Ins\NoiseAsh Audio

2.2 MAC

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW. Before installing an update, please uninstall previous versions. To uninstall the plugin, you need to delete each one manually. The plugin installation folder paths are shown below.

Format	Platform	Path
VST3	64-bit	/library/audio/plugin-ins/vst3
AU	64-bit	/library/audio/plugin-ins/components
AAX	64-bit	/library/application support/avid/plugin-ins

NOTE: If you have a demo version, you don't need to uninstall demo version, you can activate it. For more info about the License activation, please see [Section 3](#)

3.LICENSE ACTIVATION

NoiseAsh products use a completely software-based licensing system. No USB or hardware dongles and no special drivers are needed. All of the license management processes are handled within the software. The activation process is pretty straightforward.

Our system provides both online and offline activation. But because of being the easiest and fastest way, we highly recommend online activation of course!

For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from our web store](#) for free.

NOTE: You can try all of the NoiseAsh products using Demo Mode. The Demo Mode is fully functional, with no expiration date. As per the demo mode limitation, the output of the plugin will mute briefly every 30 seconds. If you like it, you can purchase a license and then authorize the demo mode.

3.1 ONLINE ACTIVATION

3.1.1 LICENSE MANAGER

If your audio workstation computer has an internet connection, License Manager is the most comfortable way to activate your licenses. **Please note that License Manager is not a downloader or installer. It only manages your licenses. For the product installation, you need to use the standard product installers.**

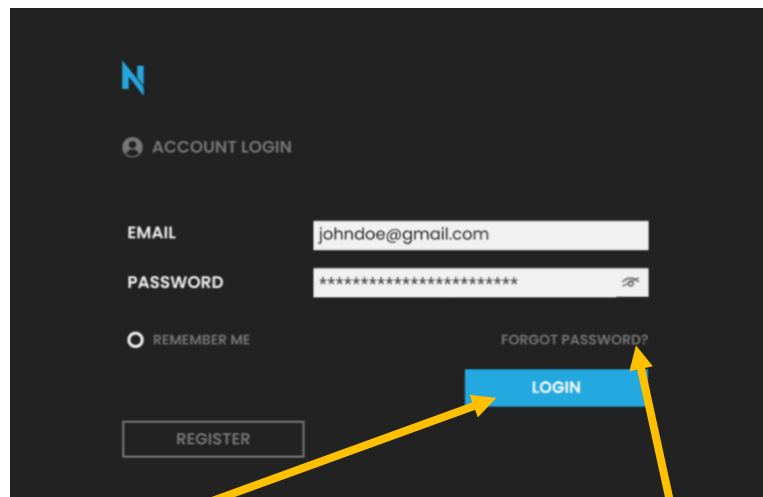
ALL	PRODUCT NAME	ORDER ID	DEVICE 1	DEVICE 2	DEVICE 3
<input checked="" type="checkbox"/>	NEED 31102 CONSOLE EQ	234469	WOEA1AIC35 ✕	DEACTIVE ✓	DEACTIVE
<input type="checkbox"/>	VOCAL FINALIZER	234611	WC35AIC35 ✕	DEACTIVE ✓	DEACTIVE
<input type="checkbox"/>	SPEAKERSIM	229603	WC35AIC35 ✕	DEACTIVE ✓	DEACTIVE
<input type="checkbox"/>	RULE TEC HERITAGE PRO	229604	WC35AIC35 ✕	DEACTIVE ✓	DEACTIVE
<input type="checkbox"/>	SPEAKERSIM	229617	DEACTIVE ✓	DEACTIVE	DEACTIVE
<input type="checkbox"/>	VOCAL FINALIZER	229103	THIS DEVICE ✕	WC35AIC35 ✕	DEACTIVE
<input type="checkbox"/>	NEED 31102 CONSOLE EQ	228347	WC35AIC35 ✕	DEACTIVE ✓	DEACTIVE
<input type="checkbox"/>	RULE TEC EQ1A	228099	THIS DEVICE ✕	WC35AIC35 ✕	DEACTIVE

ALL LICENSES ARE UP TO DATE.

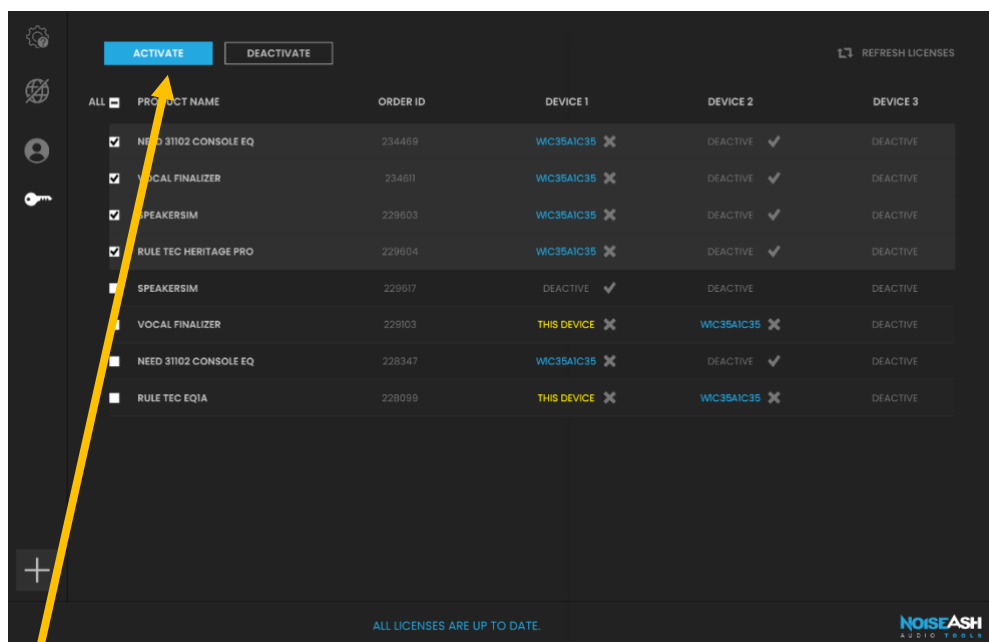
NOISEASH AUDIO TOOLS

IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:



- After the plugin installation; just run the License Manager.

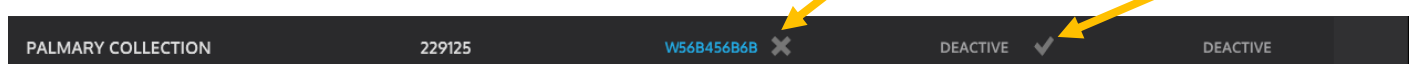


- NoiseAsh account login is required.
- If you forgot the password of your account, click the **"Forgot Password"** button to reset your password.
- **Login** to your NoiseAsh account.
- After a while the License details page will show up.



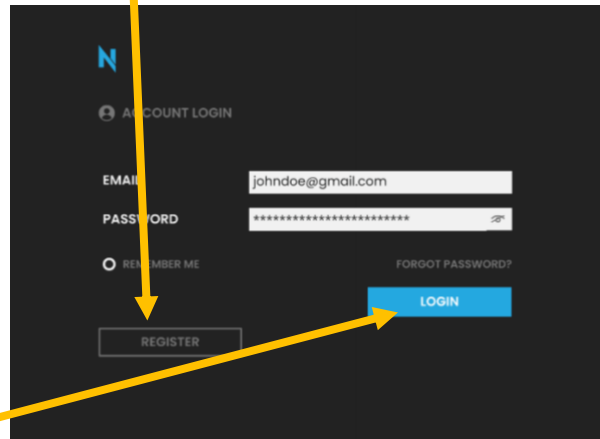
- Select the product that you're about to activate.
- Click **"Activate"** button.
- Wait a couple of seconds. The product is now activated on the current device.

NOTE: Just like the license activation, similarly you can deactivate the product licenses too. Just select the product and click the "Deactivate" button. For batch license processing, you can use check boxes. For individual license handling, you can use  for deactivation, and  for activation process.



IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELLER STORE:

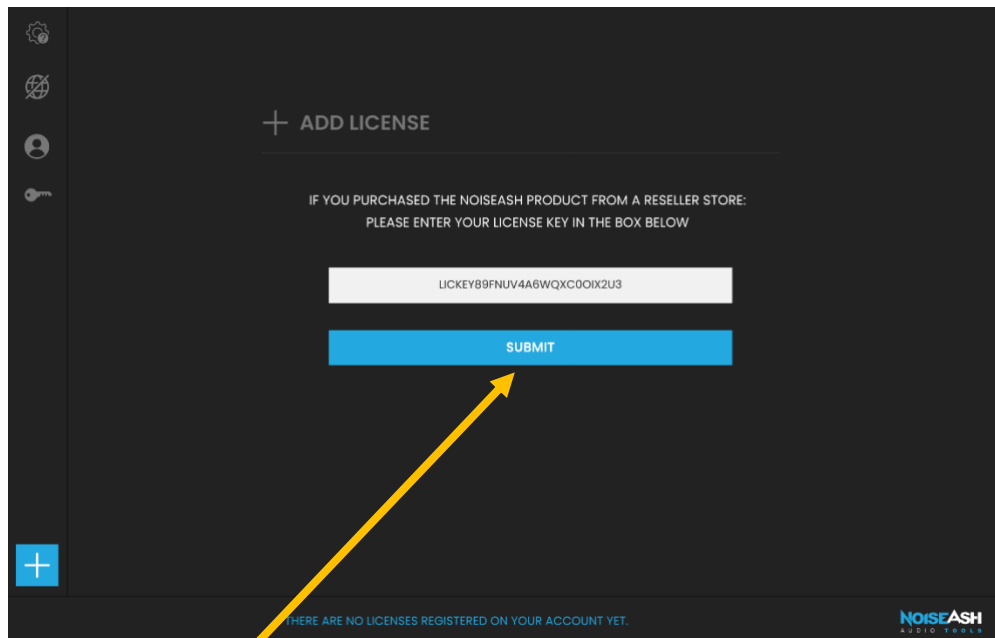
- For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from NoiseAsh web store](#) for free.
- After the NoiseAsh account registration; Run the License Manager



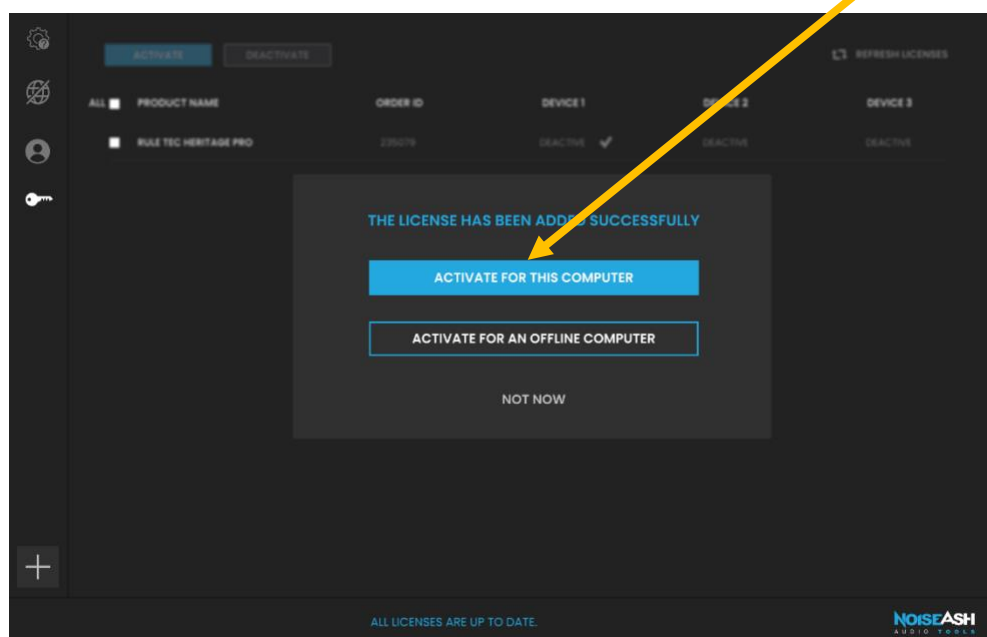
- **Login** to your NoiseAsh account



- Click "**Add License**" button.
- Alternatively, you can click **+ button** on the left menu also.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest.
- Then **submit** the code. After waiting for the server response, click the **"Activate for this computer"** button.



- The product is now activated on the current device.

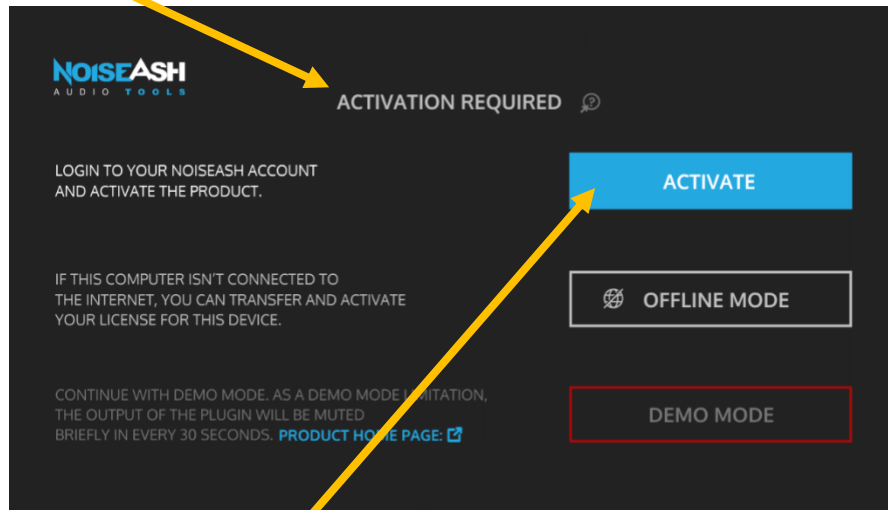
NOTE: To activate each product that's been purchased from the reseller stores, you need to follow the same procedure. So if you've purchased a NoiseAsh product from a reseller store:


- Firstly, Add the License key to your account
- Then activate the license.

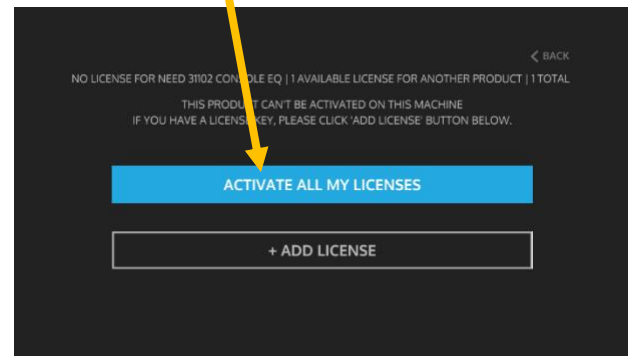
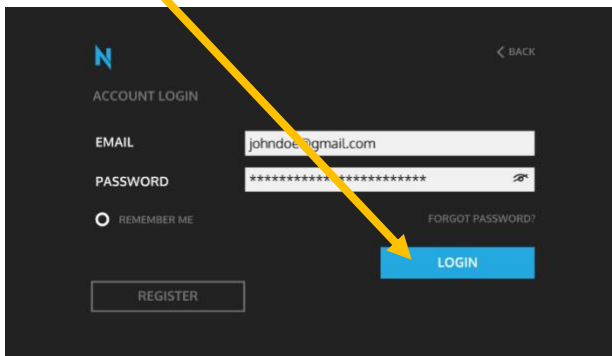
3.1.2 ACTIVATION WITH PLUGINS

Alternatively, you can also use the plugins for license activation and management. In the plugins, the Activation / Deactivation / Add License procedure is pretty straightforward just like with the License Manager.

- When the plugin is initialized the first time, and if it's not activated before, the "**Activation Required**" page will appear.



- If you can't see this page, click the Preferences  button on the top navigation menu, then click the **License** button.
- Click "**Activate**" button.
- Login** to your NoiseAsh account and **follow the screen instructions**.



- In the plugins, the license management process is done only for the related plugin/bundle and only for the related device. But in the license manager, all of the plugin licenses can be processed easily for all of the devices.

NOTE: NoiseAsh product licensing system is user and computer-based. A product license can be activated on up to 3 computers. And also on each computer, only one user account can be authorized at the same time. If the user account changes, all of the license data is refreshed according to the current user account.

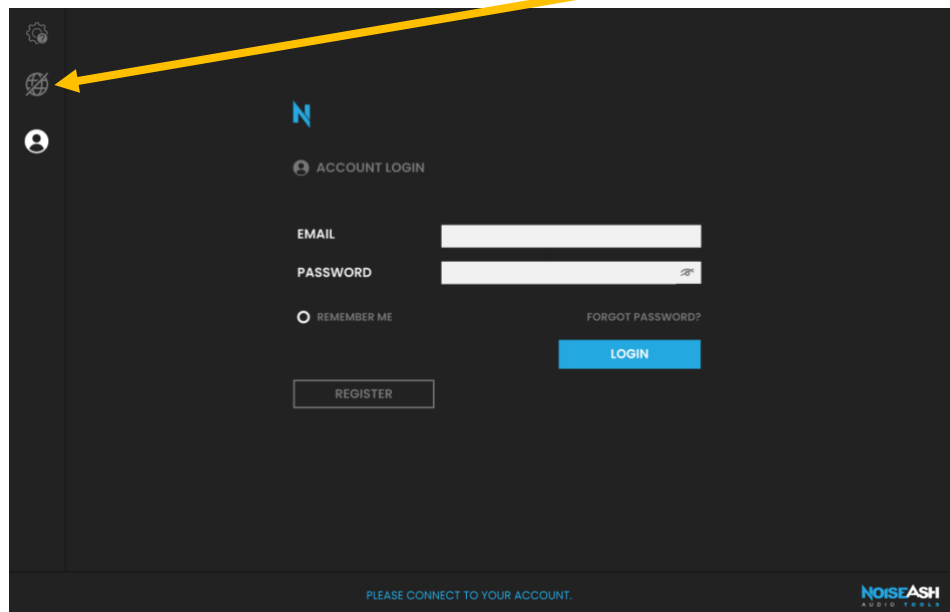
3.2 OFFLINE ACTIVATION

IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:

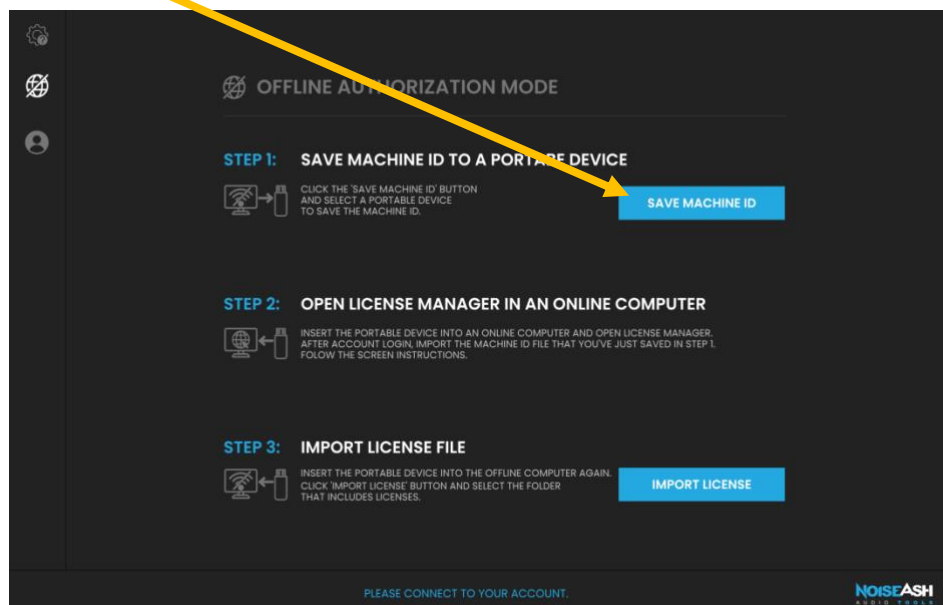
- For the offline activation, you'll first need a computer that has an internet connection to download and activate the products. Offline activation can be handled with 3 simple steps.

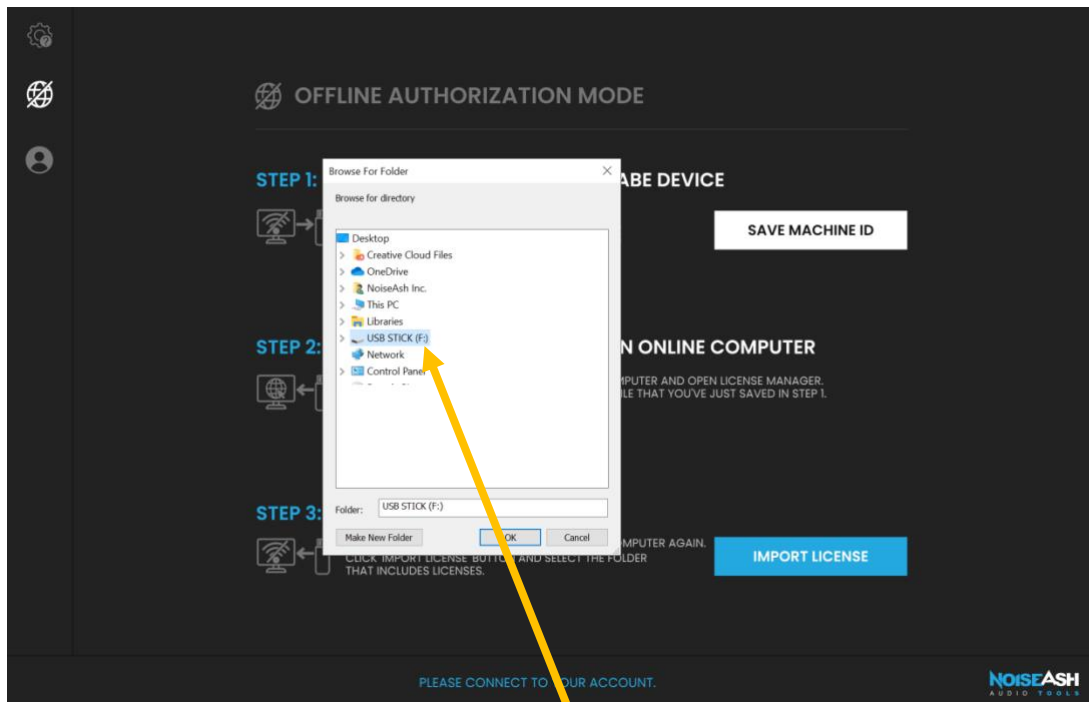
STEP 1: Save the Offline Computer's Machine ID into a Portable Device

- Install the plugin on the offline computer.
- Insert the portable device (such as a USB stick) into the same offline computer.
- Run License Manager on the offline computer. Click the **"Offline"** icon.



- Click **"Save Machine ID"** button.

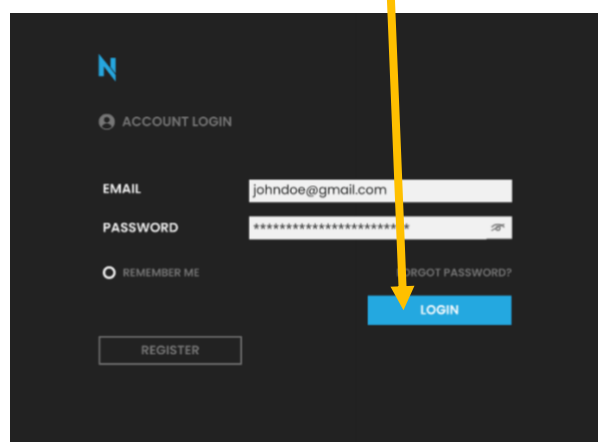




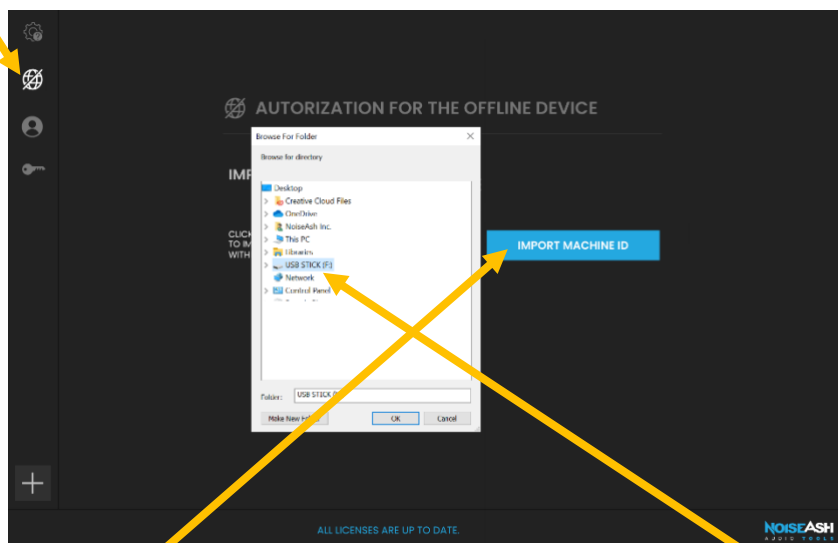
- A popup window will appear. **Browse a folder** inside the portable device to save the Machine ID file. After locating the portable device folder, click the "Ok" button. A Machine ID file will be saved into the selected folder. The name of the file will be "MachineID.dat". **Please don't rename this file.**

STEP 2: Activate Product License with the Offline Computer's Machine ID

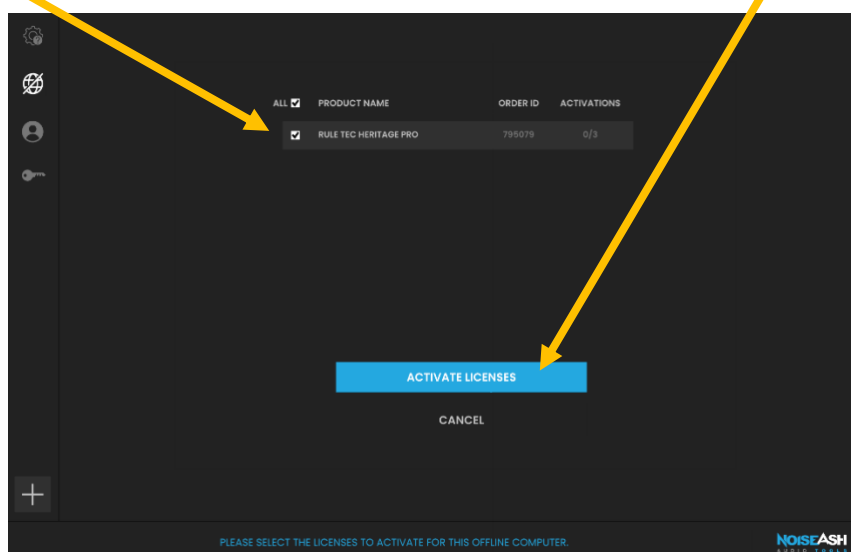
- Insert the same portable device into the online computer.
- In the online computer, run License Manager > **Login** to your NoiseAsh account



- Select **Offline** icon on the menu.



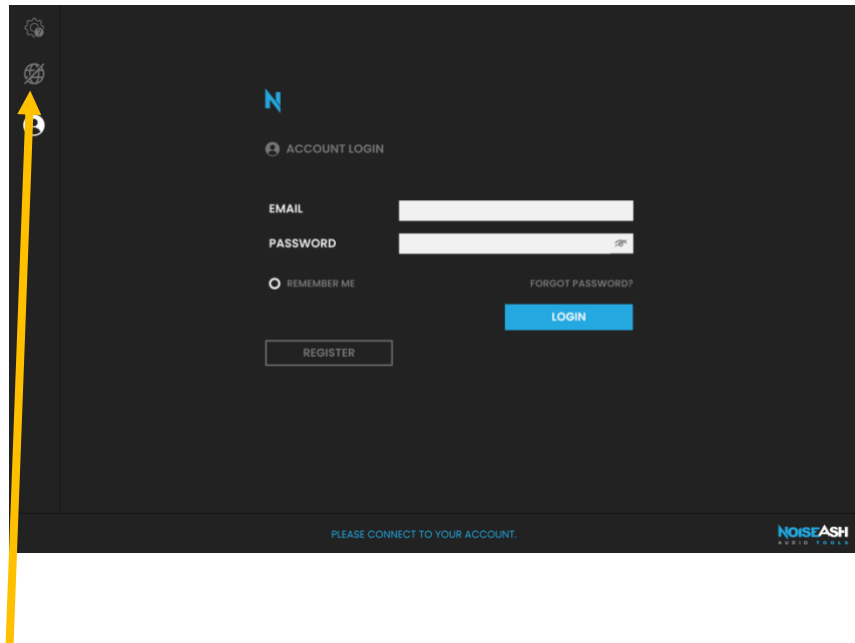
- Click the **"Import Machine ID"** button. A popup window will appear, **select the folder** that the "MachineID.dat" file is stored in.
- **Select the product(s)** that you want to activate and press the **"Activate Licenses"** button.



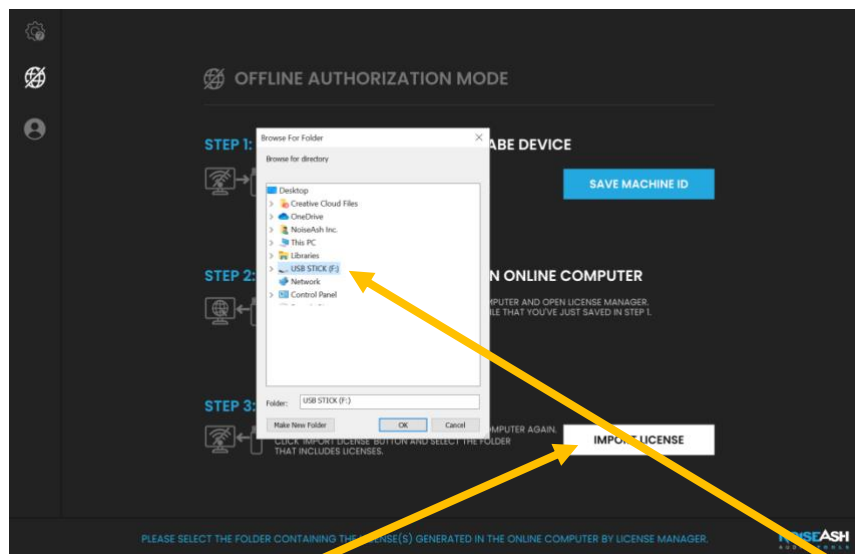
- Please wait until the processing is complete. After the process is completed successfully, the product license files are generated inside the same folder of the MachineID file in the portable device.

STEP 3: Import Licenses to the Offline Computer

- Insert the portable device into the offline computer again.
- Run License Manager on the offline computer again.



- Click the **Offline** icon on the menu.



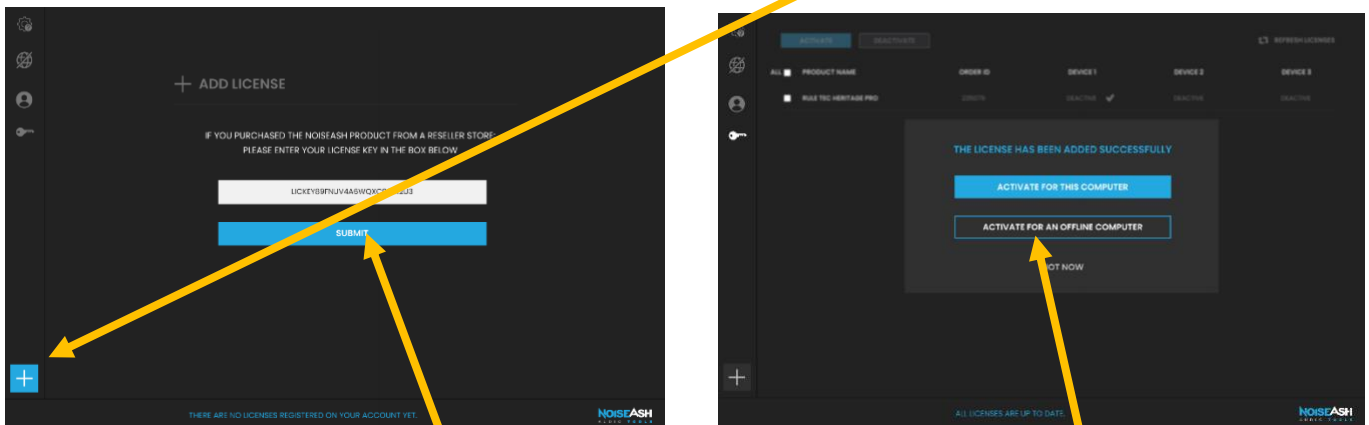
- Click the **"Import License"** button. A popup window will appear, **browse the same folder that includes the license file(s) in the portable device** and click.
- If you see the **"Activation is Successful"** page, the product is now activated on the offline computer. You can remove the portable device now.

NOTE: The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELLER STORE:

The same 3 steps as the [Offline Activation above](#). The only difference is: on the online computer, before importing the Machine ID to the License Manager, you need to Add your license key to your NoiseAsh account first. To Add your License Key to your account;

- In the License manager, after the account login, click the **+** button on the left menu.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest. Then **Submit** the code.
- If the License Key has been added successfully, click the **"Activate for an offline computer"** button, then import the Machine ID and follow the same procedure as the [Offline Activation above](#).

NOTE: For each purchase from the reseller stores, you need to follow the same procedure to activate newly purchased licenses on offline computers.

The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

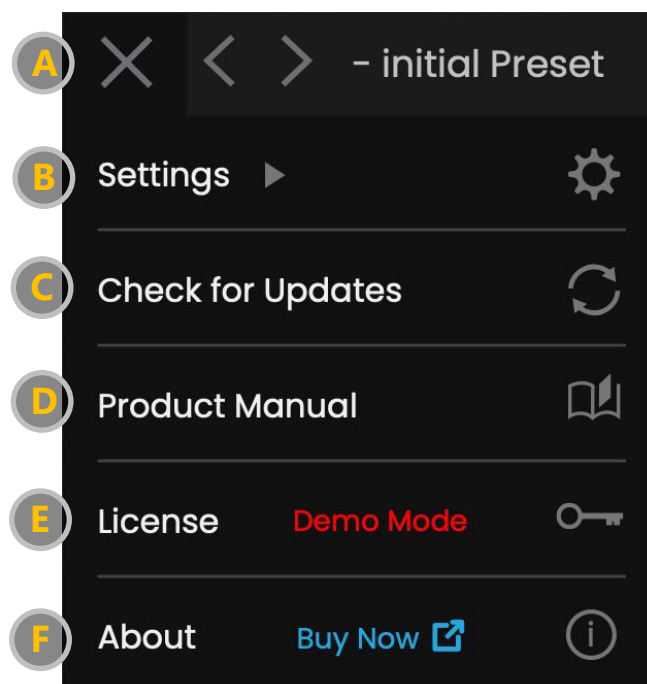
4.INTERFACE AND CONTROLS

4.1 TOP NAVIGATION BAR



- A** : Shows the **Preferences** menu. This section is explained in [Section 4.1.1](#)
- B** : Loads the **Next** (right arrow) or **Previous** (left arrow) preset on the preset list
- C** : Shows the selected preset name. When it is clicked, it will show the **Preset Browser** page. This section is explained in [Section 4.3](#)
- D** : Performs **Undo** (to left) or **Redo** (to right) Action of the available controls. Undo, reverses all the tweaks have done, starting with the latest control you tweaked on the plugin. Redo, restores all the tweaks have done
- E** : Brand Logo

4.1.1 PREFERENCES MENU

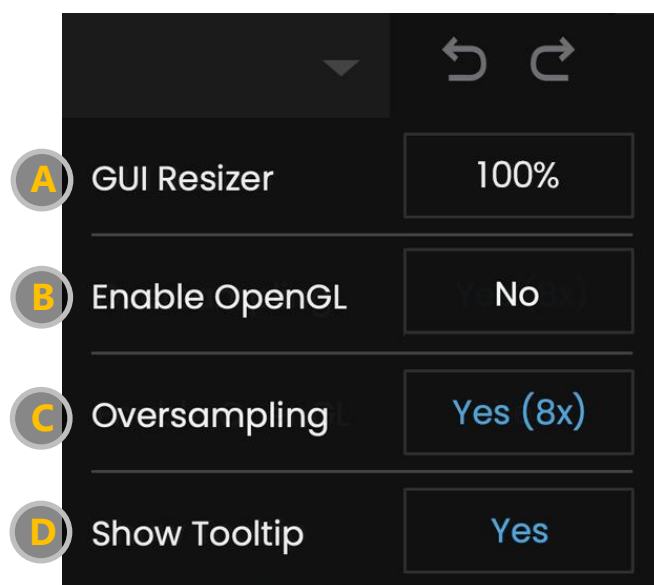


- A** : Closes the Preferences Menu
- B** : Shows the **Settings** Menu. This section is explained in [Section 4.1.2](#)
- C** : Checks for the latest updates. If there is a new version available, the current version number and download page link will appear
- D** : Opens the .pdf Product Manual. To open this file, a .pdf viewer app is required. The Product manual files are stored in the below directories:

Operating System	Path
Windows	C:\Program Files\NoiseAsh Audio\Product Manuals
macOS	/Applications/NoiseAsh Audio/Product Manuals/

- E** : Shows the License Activation section which is explained in [Section 3.1.2](#)
- F** : Shows the Credits & Product Info page

4.1.2 SETTINGS MENU

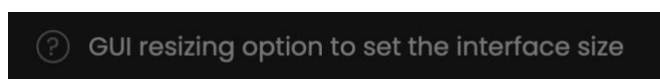


- A** : GUI resizing option that allows you to set the interface size on the screen

B : Enables OpenGL (GPU Acceleration) for compatible graphics cards. When the OpenGL is on, your DAW's graphics will keep running without any lagging. However, in certain hardware configurations, this option can lag and decrease the GUI performance. In those cases, we recommend turning this off. Also please note that OpenGL is deprecated from macOS 10.14. So this option will be inactive in those operating system versions

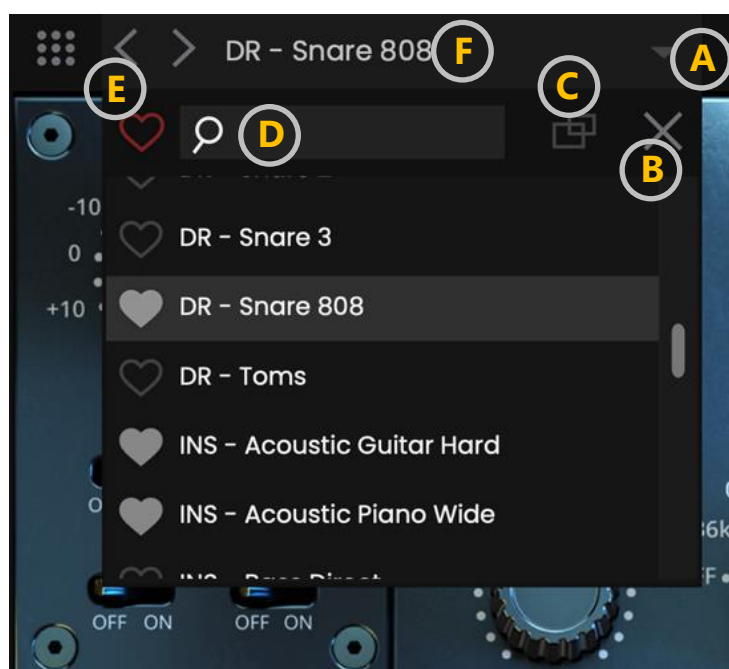
C : Enables the Oversampling and sets the Oversampling rate. Oversampling mode improves the resolution and it helps avoid aliasing with a well-balanced delay compensation

D : Brings up the tooltips. When the mouse is hovering on the GUI element, tool tips will appear as below:



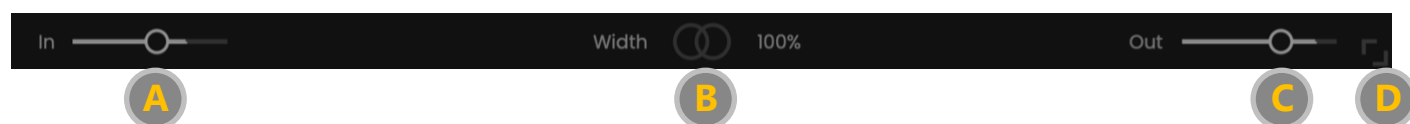
4.1.3 PRESET DROPDOWN LIST

Preset Dropdown List is a quick and easy way to explore presets.



- A** : Shows the Preset Dropdown List
- B** : Closes the Preset Dropdown List
- C** : Shows the full-screen Preset Browser ([4.3](#))
- D** : The search box allows you to find the preset by name
- E** : The Favorites button that allows you to list your favorite presets only
- F** : Shows the full screen Preset Browser ([4.3](#))

4.2 BOTTOM UTILITY BAR



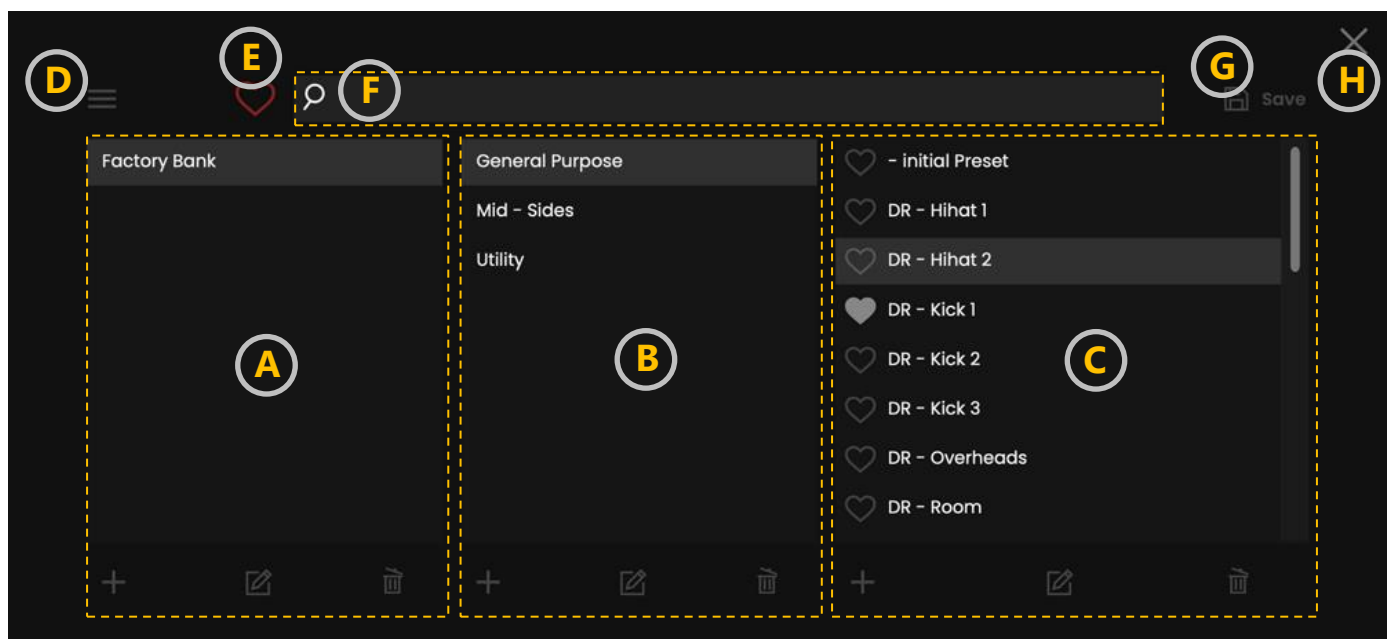
- A** : Sets the main input gain of the unit
- B** : Sets the stereo width of the main output. By default, it is set to 100% which is the normal width of the unit. Going below this value narrows the width to mono (0%). Going higher increases the apparent stereo width to ultra wide (200%). If the signal is mono, it will be inactive
- C** : Sets the main output gain of the unit
- D** : Draggable GUI resizing option that allows you to set the interface size on the screen. It has the same functionality like the GUI Resizer option on the Settings menu



With the cursor grab the right or bottom border and drag to the desired width or height.

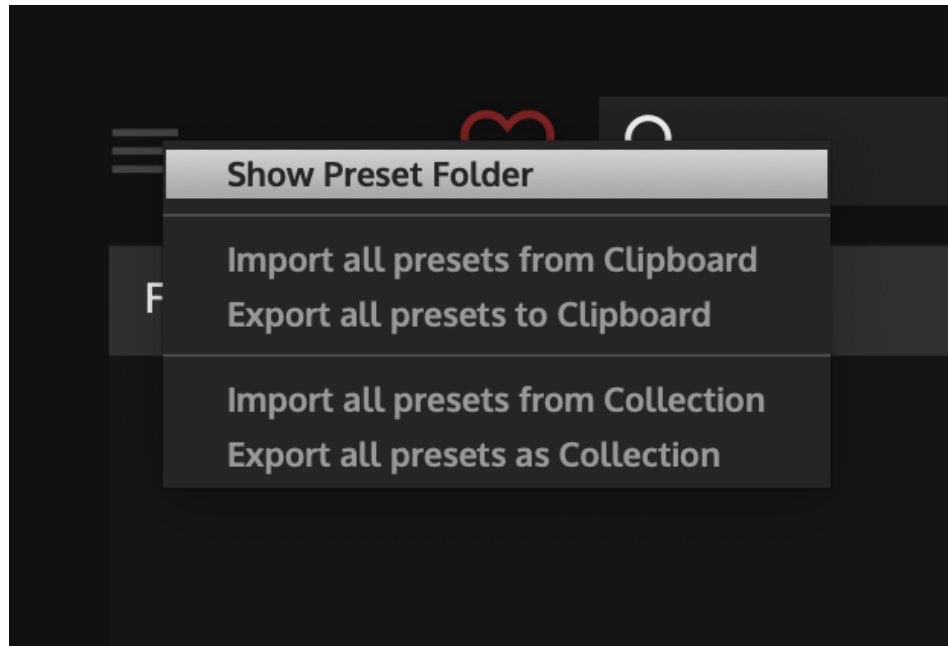
4.3 PRESET BROWSER

The Preset Browser is divided into separate columns which are used to organize the presets into banks and categories. The presets themselves are displayed in the right most column. You can create/load as many banks, categories, and presets as you can. Each column has its own **Add**, **Rename**, and **Delete** buttons.



- A** : Preset Bank column
- B** : Preset Category column
- C** : Preset column

D : The Menu button shows a pop up window with below options:



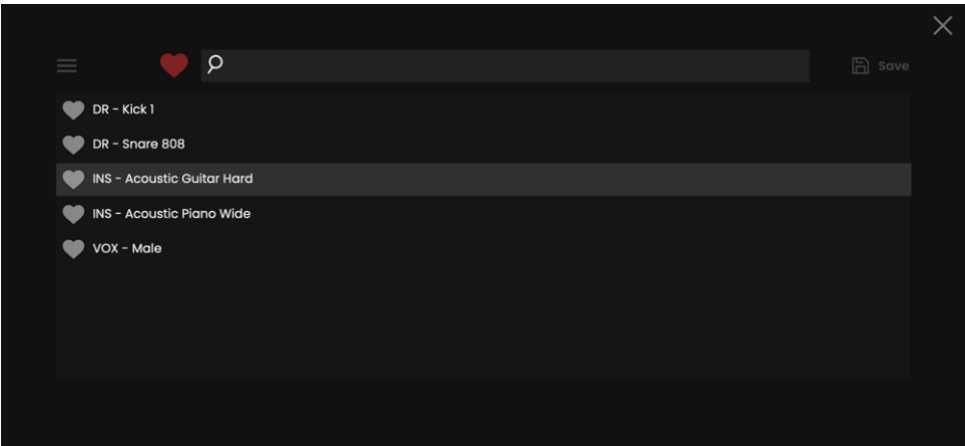
Show Preset Folder: Opens the folder path that the presets are stored in

Import presets in “selected category” from collection: Imports the presets from a different folder to the selected category

Export presets in “selected category” as collection: Exports the presets from the selected category to a different folder

NOTE: If a category is selected, Import / Export Menu will include the selected category name

E : The Favorites button that allows you to list your favorite presets only



F : The search box allows you to find the preset by name

G : Saves / replaces the current preset. The presets of the NoiseAsh products are stored in the below AppData directories:

Operating System	Path
Windows	C:\Users\ User Name \AppData\Roaming\NoiseAsh Audio\ Plugin Name \User Presets
macOS	~/Library/Application Support/NoiseAsh Audio/ Plugin Name /User Presets

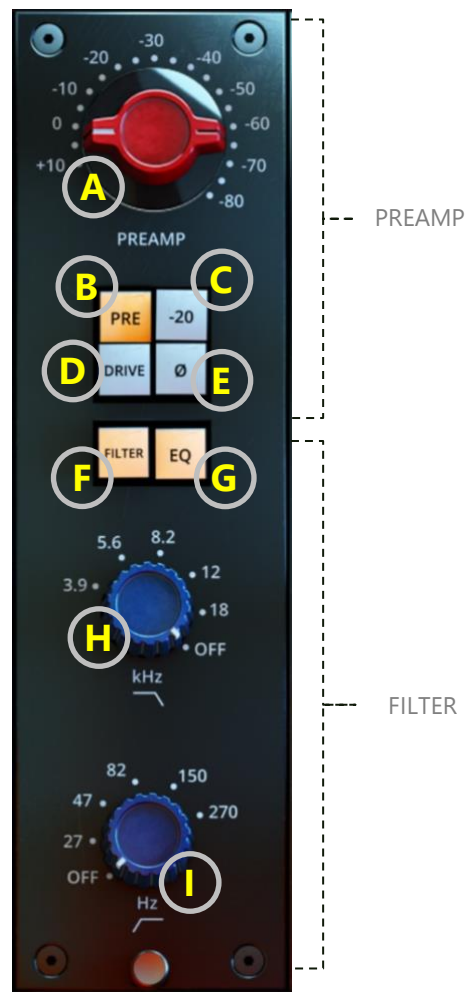
Plugin Name : Dedicated plugin name

User Name : User name in the Operating System

H : Closes the Preset Browser page

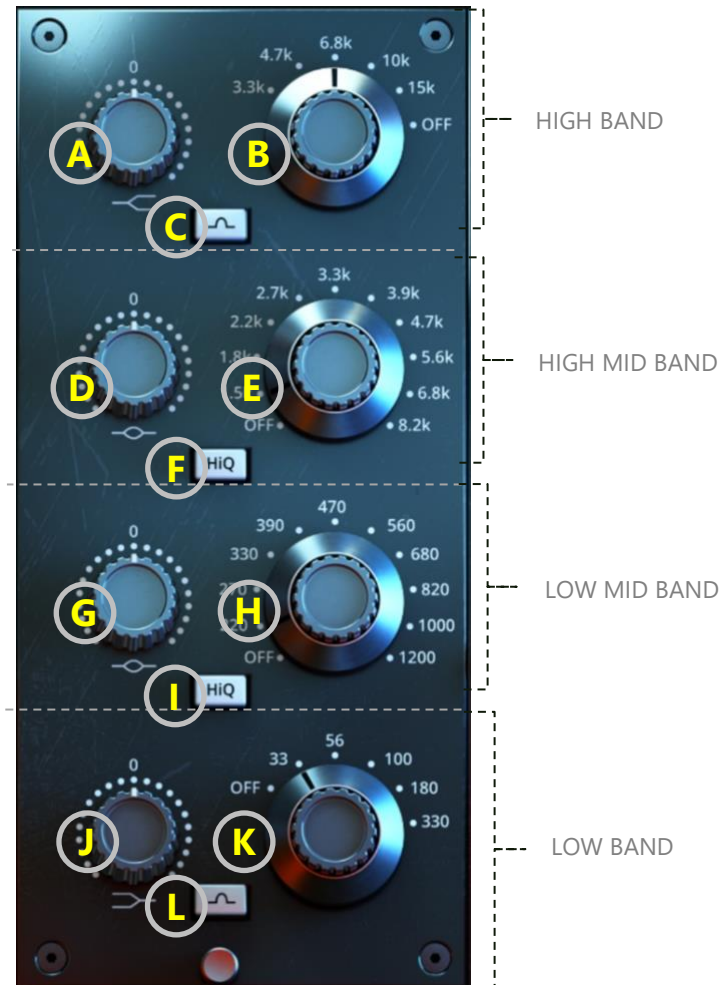
NOTE: If you run the plugin the first time on a device, the selected preset name doesn't appear since the factory presets are created after the plugin is initialized the first time. If you want to see the presets, click on Next/Previous Arrows on the top navigation bar. This happens only on the first plugin initialization, after that the factory presets will show up.

4.4 PREAMP & FILTER



- A** : Preamp Gain: Class-AB Mic (from 0 dB to 80 dB) and Line (from 0 dB to 10 dB)
- B** : Preamp Bypass
- C** : Preamp Pad (Reduces the preamp input around -20 dB)
- D** : Preamp Drive mode for the Stable Preamp Output Gain compensation
- E** : Phase Invert of the input signal
- F** : LP/HP Filter Bypass
- G** : EQ Bypass (Audio is still colored even when the switch is in the off position)
- H** : LP (Low Pass) Selectable Filter (18 dB per octave)
- I** : HP (High Pass) Selectable Filter (18 dB per octave)

4.5 EQ

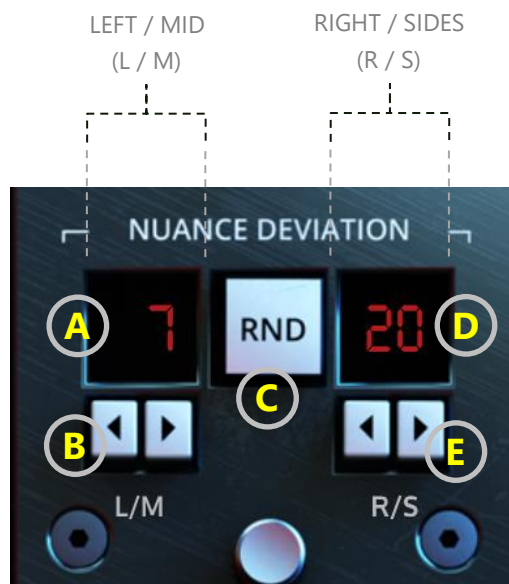


- A** : High Shelf Gain (The available range is approximately ± 18 dB)
- B** : High Shelf Frequency (The available frequencies are 3.3 kHz, 4.7 kHz, 6.8 kHz, 10 kHz, 15 kHz and off mode)
- C** : Peak Response Button (When it's off, the shelf mode is active)
- D** : High-Mid Gain (The available range is approximately ± 18 dB)
- E** : High-Mid Frequency (The available frequencies are off mode, 1.5 kHz, 1.8 kHz, 2.2 kHz, 2.7 kHz, 3.3 kHz, 3.9 kHz, 4.7 kHz, 5.6 kHz, 6.8 kHz, 8.2 kHz)

- F** : Hi-Q Button (When it's on, narrow peak mode is active)
- G** : Low-Mid Gain (The available range is approximately ± 18 dB)
- H** : Low-Mid Frequency (The available frequencies are off mode, 220 Hz, 270 Hz, 330 Hz, 390 Hz, 470 Hz, 560 Hz, 680 Hz, 820 Hz, 1000 Hz and 1200 Hz)
- I** : Hi-Q Button (When it's on, narrow peak mode is active)
- J** : Low Shelf Gain (The available range is approximately ± 18 dB)
- K** : Low Shelf Frequency (The available frequencies are off mode, 33 Hz, 56 Hz, 100 Hz, 180 Hz and 330 Hz)
- L** : Peak Response Button (When it's off, the shelf mode is active)

4.6 NUANCE DEVIATION SYSTEM (NDS)

In the real world, the analog domain components have some little tonal nuance differences. These differences create deviations from theoretical values. “Nuance Deviation System” (NDS) is the NoiseAsh Audio proprietary signal processing model, which emulates the sonic character deviations of the components. Individual “Left/Mid” and “Right/Side” channels can be alternated with NDS. There are carefully modeled 20 channels and each number stands for a channel deviation. With NDS, real tonal differences can be captured quickly!



- A** : Left/Mid channel NDS dropdown selector
- B** : Left/Mid channel NDS next and previous selector
- C** : NDS randomizer for both channels. Picks random values from both channels
- D** : Right/Sides channel NDS dropdown selector
- E** : Right/Sides channel NDS next and previous selector

4.7 MID / SIDE SYSTEM (M/S)

Need 81 Console EQ has modern Mid/Side (M/S) processing mode for EQ and Filter units which is a powerful tool in shaping the stereo image of a mix, allowing independent EQ & Filter of a track's mono and side information. It's used in mixing and mastering.

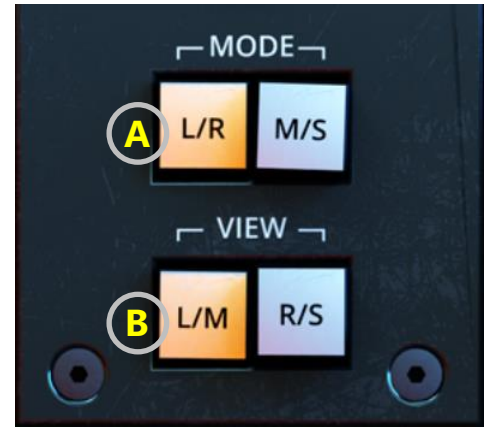
A : When L/R is selected, "Left/Right" mode is active.

When M/S is selected, "Mid/Side" Mode is active.

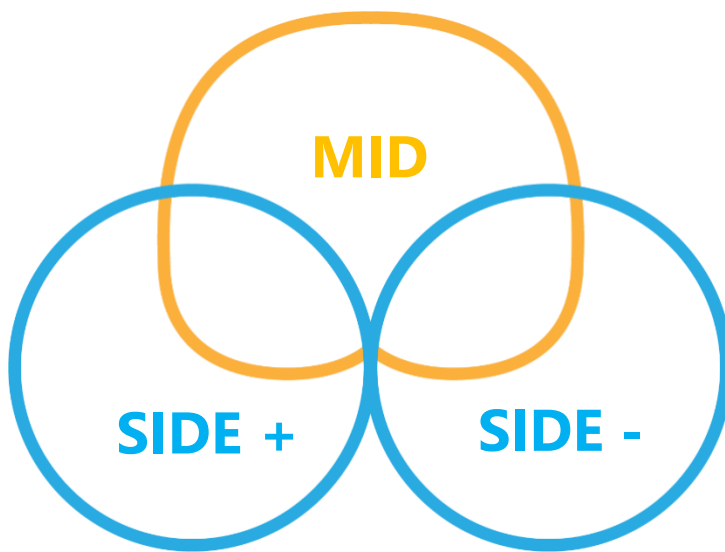
B : Page view selector. When L/M is selected,

"Left/Mid" channels will appear. When R/S is selected,

"Right/Side" channels will appear this time.



ABOUT MID/SIDE PROCESSING



The Mid information is whatever comes from the center of your stereo image, as it's played at the same time and equal level on both speakers in other words mono. The Side information is what is not played by both speakers at the same time or the same level. Dividing audio into these 2

different components (also known as Sum and Difference) allows us to process the sound to give a great effect and control the width of the mix in great depth. If you make the side information louder, then your mix will sound wider. You can brighten up the Side to give a greater sense of space and air to your track. To increase the presence of the vocals you can turn up the 1k to 3k of the Mid information. You can also increase the low end in the Mid as a very effective way to make your bass fuller.

4.8 MIXER FADERS AND PEAK METERS



- A** : Main output fader for Left/Mid channel
- B** : Main output fader for Right/Side channel
- C** : Peak meter for Left/Mid channel
- D** : Peak meter for Right/Side channel
- E** : Left/Mid channel mute
- F** : Left/Mid and Right/Side link switch. When it's off, both channels can be adjusted independently
- G** : Right/Side channel mute
- H** : Analog switch that enables extra Analog hiss and hum behaviour

4.9 OTHER GENERAL FEATURES

SHIFT + LEFT CLICK

Hold "Shift + Left Click" to enter a target value into the knobs and sliders. After entering the value, press "Enter" to exit this mode. Almost all of the knobs support this feature.

5.CREDITS

Modeling, Programming	: Beyhan Kılıç
UI & UX Design	: Beyhan Kılıç
User Guide	: Nesrin & Omar K.
Support	: support@noiseash.com

