



AudioThing 11-31551 Motor Morphing Rotor Effect Plug-In User Guide

[Home](#) » [AudioThing](#) » AudioThing 11-31551 Motor Morphing Rotor Effect Plug-In User Guide 

AudioThing 11-31551 Motor Morphing Rotor Effect Plug-In



Contents

[1 THINGS – MOTOR](#)

[1.1 INSTALLATION](#)

[1.2 REGISTRATION](#)

[2 PARAMETERS](#)

[2.1 MAIN](#)

[3 FEATURES](#)

[3.1 EDIT VALUE](#)

[3.2 PRESET COPY/PASTE](#)

[3.3 ENABLE/DISABLE](#)

[NOTIFICATIONS](#)

[3.4 SWAP MOUSE BUTTONS](#)

[3.5 GUI ACCELERATION](#)

[4 END](#)

[5 Documents / Resources](#)

[6 Related Posts](#)

THINGS – MOTOR

Things is a series of small plugins covering a wide range of effects, focused on sound design and creativity.

Motor is a plugin effect that uses side-chaining to combine signals in new and interesting ways: put in any two signals and they will dance around each other like courting birds drunk on fermented cherries. Use it to gently morph between sounds or rhythmically cut them up, affecting both volume and

spatial position. Add life to the plainest signals with vibrato or destroy them in interesting ways with extreme modulation speeds.

Motor takes cues from history: “The Crystal Palace” built by Dave Young for the BBC Radiophonic workshop. This one-of-a-kind tool allowed speed-dependent switching of up to sixteen audio channels. It did so in an almost steampunk fashion, by employing a big capacitor rotating on a Motor. The effects it created reached from sublime to almost granular, a major achievement at the time.

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





Log in to authorize

Email

Password

☐ Remember me

Log In

[Forgot Your Pass?](#)[Sign Up](#)

OFFLINE

- Download the license file from your account.
- Copy the file to your ofine 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

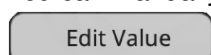
MAIN

Rate	Controls the frequency of the LFO
Sync	Syncs the LFO frequency to the host/DAW BPM
Wave	Changes the waveform used by the LFO (the Phase can be adjusted by dragging the waveform)
Balance	Controls the balance between direct track and sidechain signals
Mix	Controls the balance between dry and wet signals
Tremolo	Controls the amount of tremolo
Vibrato	Controls the amount of vibrato
Panner	Controls the amount of panner
Speed	Controls the speed of the LFO start/stop (Motor)
Motor	Starts or stops the LFO


FEATURES

EDIT VALUE

You can 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.

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.

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

Idea: Hainbach

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/



Documents / Resources



THINGS - MOTOR
USER GUIDE
v1.2

[AudioThing 11-31551 Motor Morphing Rotor Effect Plug-In](#) [pdf] User Guide
11-31551, Motor Morphing Rotor Effect Plug-In