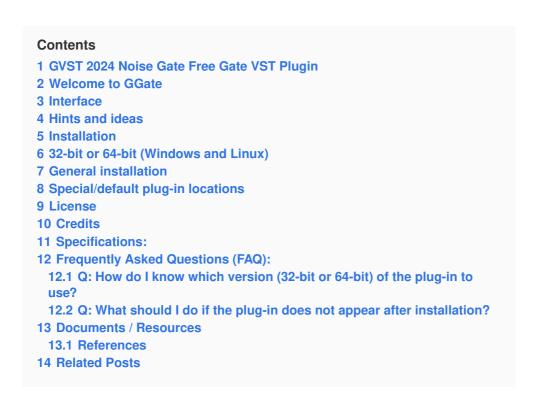**Manuals+** — User Manuals Simplified.

GVST 2024 Noise Gate Free Gate VST Plugin Instruction Manual

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INSTRUCTION MANUAL

GGate is a noise gate that silences incoming signals below a set threshold to control background noise. It is effective in cleaning up tracks and emphasizing specific passages in audio

Welcome to GGate

GGate is a noise gate, which silences the incoming signal once it drops below a user-defined threshold. This kind

of effect is useful when source material contains background noise during "silent" passages, such as the hum of an amplifier or artefacts from an effect chain. The main portion of the source audio is usually significantly louder than this background noise, so when GGate receives an appropriate boost in amplitude, it knows that it's time to let the signal pass through.

Interface

Three knobs control GGate's parameters. Each is clearly labelled above, with a user-editable readout below. Additionally, a meter provides visual feedback as to the activity level of the gate.

Thresh: The threshold level, in dB, below which the source material is silenced. Only audio that exceeds this level will trigger the gate and be allowed to pass through unaffected.

Fade: The time it takes for the Gate to "close" again once the signal drops below the threshold. An extremely quick Fade can be very noticeable, which is generally to be avoided but can be useful for certain kinds of signal processing.

Attack: The speed at which the signal is unmuted once the signal rises above the threshold. Very fast attack times can be used to emphasize certain techniques, while slower attack times will gradually "ramp up" the signal for a more natural sound.

Hints and ideas

- Use the gate to control background noise on tracks, allowing for a cleaner mix.
- On high-gain guitar parts, GGate can be used not only to control unwanted background noise, but also as an effect to emphasize staccato-like passages and palm-muting techniques.
- Always remember that GGate silences unwanted parts, but when the gate is open, the background noise is also passed through. It simply becomes less noticeable because the main portion of the audio becomes more dominant.

Installation

I've always aimed to ensure that the GVST plug-ins are each a single file and as compact as I could make them. For simple plug-ins like these, installation usually boils down to copying a file, so I've never created any automated installers. I know some people would prefer an installer, so apologies for the extra hassle, but hopefully it won't be too difficult.

The installation process will vary for different hosts and different operating systems, but I'll try to cover the basics below.

32-bit or 64-bit (Windows and Linux)

The Windows and Linux plug-ins come in 32- and 64-bit versions. Generally speaking you will need the one that matches the host software you're running.
If you're not sure, you can usually tell if you look at the "About" screen, which can usually be found in one of the application menus.
Taking Audacity as an example: at the time of writing you can find the necessary detail in the "Build Information" tab of its "About" screen.
If all else fails, you could try both and see which works. These days 32-bit applications are becoming increasingly rare, so try the 64-bit version first.

General installation

1. All GVST plug-ins come compressed in a .ZIP file, so the first step is to extract the files from the .ZIP file.
2. Once extracted, you should have a plug-in file – on Windows it will be a .DLL file, on Mac a .VST file, and on Linux a .SO file.
3. You will need to copy the plug-in file to the appropriate folder for your host program and possibly configure the host software to find it.
4. Many hosts will allow you to specify a folder on your computer where it should look for plug-ins. For example, in the Preferences in Audacity for Windows or Mac, you can add extra locations for VST plugins.
5. In most cases, you will need either to restart the host program or re-scan the plug-in folder in order for newly-installed plug-ins to appear.
6. The exact process will depend on the software you're using. You should be able to find specific instructions by searching the Internet, e.g. "How to install a VST plugin in Cubase".

Special/default plug-in locations

On a Linux machine, the convention is to locate VST plug-ins under the ~/.vst directory. I have all the GVST plug-ins copied into ~/.vst/GVST.
Similarly, there is a common location for audio plug-ins on a Mac:
~/Library/Audio/Plug-Ins. I copy all the GVST plug-ins into
~/Library/Audio/Plug-Ins/VST.
It's usually more convenient to place the plug-ins in a location of your choosing and point your host software to it, if that's supported by the application.

License

1. GVST plug-ins are provided to the user at no cost. While every GVST plug-in is tested to the best of the developer's ability, no warranty or guarantee is offered to the end user.
2. No suggestions made by the developer or his representatives (i.e., freely offered support) are to be taken as an implied warranty or guarantee.

3. These plug-ins may only be distributed by the official GVST website, or by parties explicitly given permission by the developer.
4. GVST plug-ins are to be distributed only in their original form as intended by the developer (i.e., the unaltered archive).
5. GVST plug-ins are freeware, meaning you are never under any obligation to pay for them! However, should you wish to help support continued development of GVST software, please consider donating through the official website.
6. GVST plug-ins can be used freely to create and process audio for private or commercial works.

In a nutshell, the code's all mine, but any music or sounds you create using GVST plug-ins is all yours. Of course,

if you hit the big time then do feel free to pop back and donate a little something.

Credits

- Plug-in development, website and graphics by Graham Yeadon.
- A special mention to Rick "grymmjack" Christy and Greg Pettit who helped me with the UI design and documentation early on.
- VST technology copyright Steinberg GmbH.
- The "VST" name and logo are registered trademarks of Steinberg GmbH. "Windows" is a registered trademark of Microsoft Corporation.
- "Mac" and "OSX" are trademarks of Apple Inc.

Specifications:

- Product Name: GGate
- Type: Noise Gate
- Function: Silences incoming signal below user-defined threshold
- Use: Control background noise on tracks for a cleaner mix
- Compatibility: Windows, Mac, Linux
- Versions: 32-bit and 64-bit

Frequently Asked Questions (FAQ):

Q: How do I know which version (32-bit or 64-bit) of the plug-in to use?

A: Generally, you should use the version that matches your host software. If unsure, refer to the About screen of your application or try both versions.

Q: What should I do if the plug-in does not appear after installation?

A: Restart your host program or rescan the plug-in folder to ensure the newly installed plug-ins appear. Check specific instructions for your software if needed.

Documents / Resources

[GVST 2024 Noise Gate Free Gate VST Plugin](#) [pdf] Instruction Manual
2024-10-03, 2024 Noise Gate Free Gate VST Plugin, Gate Free Gate VST Plugin, Gate VST Plugin, VST Plugin

References

- **[User Manual](#)**