



# RENEGATE

## USER MANUAL



Version 1.0

## Foreword

Thank you for using AUBURN SOUNDS® RENEGATE.

**RENEGATE is a full-band gate plug-in for all kinds of sources.** It provides a **smooth, natural sound**, the quick operation AUBURN SOUNDS is known for, and of course a unique user experience.

A problem we see with typical gates is the amount of redundant information you need to provide. Do you really like to select "good" parameter values for Knee, Ratio **and** Range?

**RENEGATE radically simplifies gating.** But in order to give you surface-level simplicity, it had to acquire hidden depth.

RENEGATE's core proposal:

- **Program-dependent hysteresis** automatically captures the desired phenomenon.
- **Builtin look-ahead** lets you hit the transient 100% of the time.
- **Program-dependent auto-release**
- **Alternative ways to apply Gain Reduction**, namely with a 1-pole lowpass or highpass.

RENEGATE also features more classical additions like **oversampling**, **sample-accurate MIDI input**, a **Mix knob**, a built-in **sequencer**... and a way to get back a modicum of honest digital grit when it's called for.

Last but not the least, the envelope estimation is an expensive **43 bands auditory model** that reacts to volume in mostly the way your ears do.

All these factors plot together making RENEGATE a workhorse plug-in that **can't ever sound bad**, for all your creative (or boring) gating needs.



## Credits

I'd like to thank the Mediastère, Mickael Istria, Malika Ung, Sephora Schmidt, Emilie Wadelle... and friends for support in the long quest towards building an audio product. Special thanks goes to the D language community for their technical excellence.

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## Versions

RENEGATE is available in different versions:

- **Renegade FULL** has all the features.
- **Renegade FREE** will lack the sequencer, oversampling, VCA mode and Raw vs Smooth parameter.

## Compatibility



RENEGATE is available as a **VST2 / VST3 / Audio Unit / AAX / LV2** plug-in for **Windows 7 or later, macOS 10.11 or later, and Ubuntu 16.04 or later.**

Our plug-ins have been tested with a wide variety of Digital Audio Workstations hosts (DAW). However if you find out your DAW isn't supported, please report a bug at [contact@auburnsounds.com](mailto:contact@auburnsounds.com).

Supported sampling rates range from 11025 kHz to 384 kHz.

## Installation

### For Windows users:

**Double-click on the .exe installer and follow the instructions.**

When using the VST 2.4 format, you may have to enter the right VST 2.4 directory in order for your DAW to find the plug-in. This is usually explained in your DAW support page.

### For macOS users:

**Double-click on the .pkg installer.** If GateKeeper complains about the Developer being unidentified, try again with Right Click / "Open".

You may need to reboot your Mac computer to see the new Audio Unit (Logic, Live, GarageBand...).

### For Linux users:

- Copy the LV2 plug-in in your LV2 directory.
- Copy the VST2 plug-in in your VST2 directory
- Copy the VST3 plug-in (a .vst3 directory) in your VST3 directory.



## Parameters

### Threshold

**Threshold** sets the quantity of energy needed for the Detector to be considered open.

Threshold can be set in both the Gain Map and the Detector.

Threshold will be invisible when it's meaningless:

- If the Sequencer works alone, without the Detector
- If the Detector's opening is controlled by MIDI, and as such need no threshold.

### Attack and Release

**Attack** and **Release** control the smoothing of the Gain Reduction signal. **Do not hesitate to set them really low (0ms)**, since a variety of counter-measures exist to avoid nasty audio clicks.

If you set the envelope through the Envelope display, you will also have access to a **Hold** setting, and a **Mix** setting.

Use the mouse-wheel to zoom / unzoom in the Envelope display.

### Mix

The **Mix** parameter scales the Gain Reduction signal from 0 to 100%.

**Mix** can be set as a number of decibels (dB) in the Gain Map, or as a linear gain in the Envelope display.



## MIDI input

If **MIDI** is enabled, the Detector's opening will be controlled by incoming MIDI notes instead of volume estimation.

## Manual Opening

Next to the **MIDI** button there is a small LED that indicates whether the Detector is opened.

But you can also click on it to force this opening. This is displayed as a **Manual Opening**.

Most useful for hip-hop loops, when recording with automation.

## Sequencer panel (FULL version only)

**Sequencer On/Off** enables or disables the sequencer.

**And Det** opens the gate when both the Sequencer and Detector are themselves open.

**Retrig** resets the sequencer whenever the Detector is opened. This can be useful to turn incoming notes into a gated sequence.

**Note Speed** is the rate of the sequencer, which is always synchronized to DAW tempo.

The **Dice** control sets all step values randomly.

**Sequence Length** can be adjusted by clicking on the black bar below the sequencer.

## Raw vs Smooth (FULL version only)

**Smooth is the default roughness and tries to sound acceptable in all situations through a combination of:**



- [GR Smoothing](#)
- [Auto-hysteresis](#)
- [Auto-release](#)

In most cases, you should probably stick to Smooth.

**Raw** lessens the amount of GR Smoothing, auto-hysteresis, and auto-release. It tilts the operation towards more digital grit, which can be useful at times to preserve HF content.

~~**Raw** tilts the operation towards more digital grit. **Raw** can benefit high frequency content at times, but comes with digital grit.~~

### Oversampling (FULL version only)

**Oversampling** quadruple the sampling rate (4x) within the VCA.

### VCA Mode (FULL version only)

**GR** applies gain reduction normally.

**LP** applies gain reduction by opening and closing a 1-pole lowpass.

**HP** applies gain reduction by opening and closing a 1-pole highpass.





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## Technical Information

- Our products are made with the D language, and the open-source framework Dplug.



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## Changelog

### Version 1.0

Initial release.

