



# Auburn Sounds Renegade

Version 1.5.0

Fail-Safe Noise Gate Sequencer



# 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 to make RENEGATE **a workhorse plug-in that can't ever sound bad**, for all your creative (or boring) gating needs.

# INSTALLATION

*First, unzip the content of the AUBURN SOUNDS RENEGATE FREE (or FULL) archive.*

## For macOS users

**Double-click on the `.pkg` installer in the `Mac/` directory.**

- *You may need to reboot your Mac computer to see the new Audio Unit in hosts.*
- *If GateKeeper complains about the Developer being unidentified, try again with Right Click / "Open".*
- *If you can't open the ZIP, try moving it to your Desktop first.*

## For Windows users

**Double-click on the `.exe` installer in the `Windows/` directory.**

- *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.*

## For Linux users

**Open the `Linux/` directory.**

- **VST2:** Copy the LV2 plug-in ( `.lv2` directory) in your LV2 directory.
- **VST3:** Copy the VST2 plug-in `Auburn Sounds Renegade.so` in your VST2 directory.
- **LV2:** Copy the VST3 plug-in ( `.vst3` directory) in your VST3 directory.

# UPDATES

## Upgrade to FULL

Purchasing a FULL upgrade on the Auburn Sounds website, or its resellers, always leads to the <https://itch.io> website.

After purchasing or registering an external purchase here, you need to download a new ZIP and **install it on top of the existing FREE plug-in.**

*Your existing FREE sessions will keep working with the FULL product.*

## Getting newer versions

If you can't find links to your purchase, there are two possibilities:

- **Either you linked your purchase to an [itch.io](https://itch.io) account.**  
Go to this page and login: <https://itch.io/my-purchases>
- **Or you did *not* link your purchase to an [itch.io](https://itch.io) account.**  
Go to this page which can send you download links again:  
<https://itch.io/docs/buying/already-bought>

## Should I fear broken sessions?

Session compatibility is broken with each **major** version change.

*eg: Graillon 1.2 to Graillon 2.0*

Session compatibility is preserved with each **minor** version change.

*eg: Graillon 2.3 to 2.4*

*Because your host will see each major version as different plug-ins, you can't loose sessions by upgrading.*

# COMPATIBILITY

AUBURN SOUNDS RENEGATE is available in various plug-in formats:

- VST2
- VST3
- Audio Unit v2
- AAX
- LV2

For the following Operating Systems (OS):

- Windows 7 or newer,
- macOS 10.12 or newer,
- Ubuntu 18.04 or newer

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 well supported, please report a bug at [contact@auburnsounds.com](mailto:contact@auburnsounds.com) .

Supported sampling rates range from 11025 Hz to 192 kHz.

# CHANGELOG

## Version 1.5

- **NEW CLAP format** support.
- **NEW** Preset browser (top-left button).
- Faster UI resize and opening performance.
- Fix bad UI size in Cubase, OBS, Digital Performer.
- Fix bad UI size in FLStudio Mac VST2.
- Fix AU latency reporting in REAPER.
- Fix Studio One Mac crash on resize (CoreGraphics).
- Fix installation path for FL2024.
- **Removed:** No more VST2 support on Linux.
- **Removed:** No more 32-bit support on Windows.
- **Removed:** Minimum macOS version is now 10.15.

## Version 1.4

- **NEW** Renegade Free Edition now has the Sequencer activated.
- **NEW** Support FLStudio plug-in format on Windows.
- **NEW** Archive contains a plug-in datasheet.
- Now requires SSE3 instructions, audio processing 7% faster on Intel.
- Fix CoreGraphics crash in macOS, triggered on resize or opening.
- Slightly nicer UI, some lights computed in linear RGB.
- Faster UI resize.
- Windows installer now asks to close DAW if plugin is open.

## Version 1.3

- **Support for macOS Ventura and Sonoma.**
- **Support for AAX arm64 for native M1.**
- **NEW** User manual design.
- **NEW** Can preview parameter values by hovering mouse.
- **NEW** Clicking disabled parameters enable the section.
- The macOS installer should not need Rosetta anymore.
- Linux: fix animation going too fast in some distributions.
- Fix sluggish controls in Ableton + VST3.
- UI is sharper and using less RAM.
- Fix Big Sur UI performance.
- Fix macOS mousewheel being extreme with some mouses.
- Fix Ardour + Monterey crash.
- Many resizing fixes.
- First UI opening is a bit faster.

## Version 1.2

- **Resizable UI.** Drag the bottom-right corner to resize the plug-in.
- Fix crash when closing OBS Studio.
- Now comes with a Windows desinstaller.
- Fix latency reporting with LV2 .
- Fix lingering MIDI notes in some hosts.

## Version 1.1

- **Experimental support for Apple Silicon and macOS 11.0 arm64.**  
The minimum macOS supported version is now 10.12.
- **Fixed Linux X11 crash with multiple instances.**  
Closing the second window while the first is opened would crash. This greatly enhances Linux stability.
- **Fixed VST3 latency reporting,** which was only correct for 44100 Hz.
- Fixed installer when the "Program Files" directory is localized.

## Version 1.0

- Initial release.

# 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 this LED 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. This is most useful for creating polyrhythms.

## 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, or simply to have a more "gatey" sound.

## Oversampling (FULL version only)

**Oversampling** quadruples 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.

# CREDITS

## Development, UI, DSP

- Guillaume PIOLAT

## UX Design

- Sephora SCHMIDT

## QA

- Robert RANDOLPH
- Giuseppe MARRAZZO

## Beta Testers

- Buzatu ANTONIUS
- Vas FULLER
- Pascal GARNON
- Denis MORIN
- Vincent TRAVAGLINI

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## QOI (Quite OK Image format)

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