

FOGBANK



Fogbank User Manual

Vain Audio 2026

Fogbank

Fogbank is a free expander and multiplier plugin. The effect it has on your sound is heavily customizable using a set of four macros, six monophonic modulators, and six polyphonic modulators. Complex modulations can be applied across a series of three effects slots that can each be set to one of six effect types. All of these features combine to make Fogbank a very capable sound design tool.

Getting Started

Installation

The Fogbank installers for Mac, Windows, and Linux are available from our [download page](#). Once downloaded, run the installers and follow the onscreen prompts to install Fogbank on your system. The Windows installer will install VST3 and CLAP formats. The Mac installer will install AU, VST3, and CLAP formats. Linux installers will install VST3, LV2, and CLAP formats.

Overview

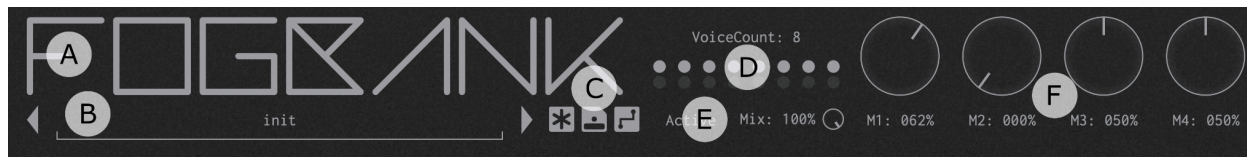
Fogbank's user interface is divided into five distinct sections. The header, monophonic modulators, polyphonic modulators, vector space visualizers, and effects. The functionality of the plugin flows from the top down. The effects at the bottom are modulated by the polyphonic modulators above them which are in turn modulated by the monophonic modulators above them.

Fogbank works by duplicating the incoming audio and applying a selection of effects to the copies, each with their own distinct parameter values. This lets you create multiple voices that each sound distinct, similar to a classic chorus effect. Where Fogbank differs from a traditional chorus is in the level of control it gives you over your sound.

The number of voices can be set in the plugin user interface's header. Fogbank supports up to sixteen voices at once. From there each voice is run through a selection of effects at the bottom of the interface. Macros and modulators are applied to the parameters of these effects to give each a unique sound.

Header

Fogbank's header contains controls global to the entire plugin and the macro sliders. Generally speaking, anything you do in the header will apply to the state of the entire plugin or its processing.



- A. **Fogbank Logo:** Click here to access the About popup. You can find UI scaling and theme color controls as well as version/build information here.
- B. **Preset Selector:** Clicking on the arrows at either side of the preset name lets you scroll through the presets. Clicking the preset name will present the preset browser which lets you look through system and user presets as well as save the current configuration as a user preset.
- C. **Quick Actions:** Click these icons to perform some action. From left to right: Load the initial preset, save a preset, show the modulation assignments overlay.
- D. **Voice Count:** Adjust the voice count that Fogbank uses.
- E. **Bypass Button and Global Mix:** Bypass all plugin processing and mix dry wet.
- F. **Macros:** Each of the four macros can be assigned to any parameter that is modulateable by a monophonic modulator.

Modulators

Monophonic Modulators

Fogbank has six monophonic modulators in the form of basic LFOs. These can be applied to the polyphonic modulator parameters below. If you're familiar with other modulation based plugins you should feel at home using Fobank's monophonic modulators. Sine, cosine, bounce (half sine), square, saw, and triangle LFO shapes are available.

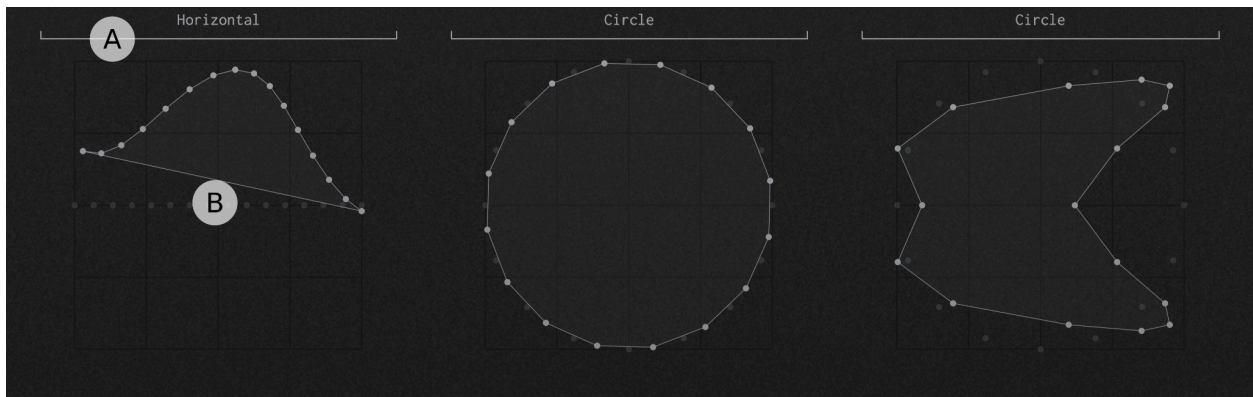


- A. **LFO Indicator:** Shows the name of the LFO as well as a visualizer of its output.
- B. **Enable:** Enable or disable the LFO.
- C. **Shape Selector:** Choose the shape of the LFO.
- D. **Sync Selector:** Choose how the LFO syncs to the host tempo. You can choose **Free** to set the LFO rate in hz or **Standard/Triplet** to sync it to note amounts.
- E. **Rate:** Adjust the rate of the LFO.
- F. **Output Multiplier:** Scale the output of the LFO.

Polyphonic Modulators

Fogbank's three polyphonic modulators live in the vertical middle of the user interface. Each has an initial shape, a set of four transforms with modulatable parameters, and a visualizer.

Each modulator begins with the raw set of points in the selected initial shape. Then, each transform is applied from the top down. The X and Y components of each of the final points are then output and applied to the assigned effect parameters across each voice.

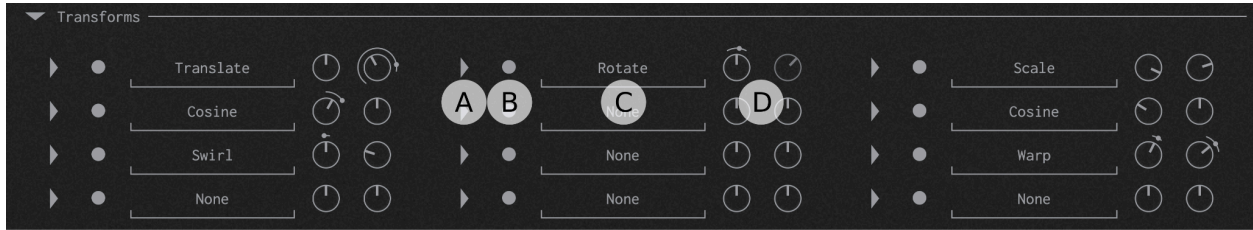


- A. **Initial Shape Selector:** Choose the initial shape of the vector space.
- B. **Output Visualizer:** Shows the output of the modulator. The initial shape is shown with faded points behind the active points. The X and Y components of each shape are output as polyphonic modulations.

Polyphonic Modulator Transforms

Each polyphonic modulator can be adjusted by a set of four transforms. Each transform type has a different effect on the final position of each voice's modulator. The transform sliders have different purposes depending on the

selected transform type. See the tooltip that appears on hover for the exact purpose of the slider.



- A. **Transform Options:** Options and actions for the transform. These include resetting to initial state and reordering.
- B. **Enable:** Enable or disable the transform.
- C. **Transform Type:** Select the type of transform.
- D. **Transform Parameters:** Adjust the parameters of the transform. The function of these sliders depends on the transform type.

Assigning Modulations

Modulations can be applied to any continuous parameter in the plugin. To assign a modulation, hover over the desired slider. The modulation editor popup will appear on mouse over. This popup shows a set of sliders that scale the modulation amount applied from all of the available modulators.

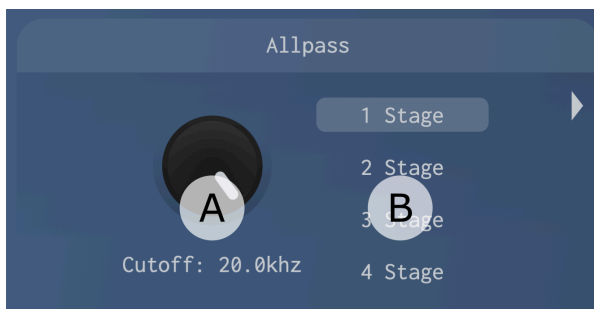
Effects

Fogbank has three effects slots that can each be set to one of six effect types. Effects are reorderable and are processed in serial. To swap effects left or right use the arrows at the top sides of each effect slot.

Allpass

Allpass filters are a special type of filter that allows all frequencies to pass through while only affecting the phase of the signal. This is heard most when the cutoff frequency is modulated. Try turning up the order to hear a more drastic effect.

Example uses: Phaser

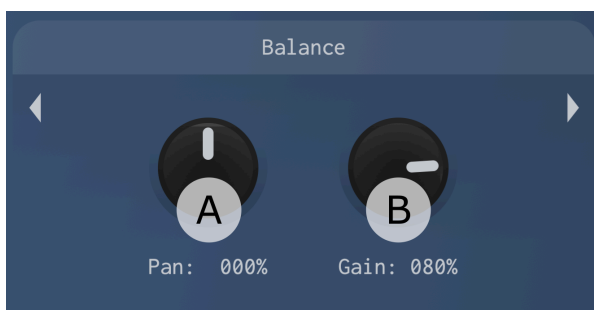


- A. **Cutoff:** The center point in which the allpass filters phase response is 90 degrees.
- B. **Order:** The number of allpass filters cascaded.

Balance

Basic panning and gain controls.

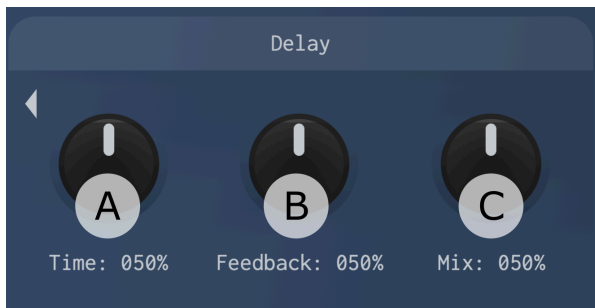
Example uses: Autopan, Vibrato



- A. **Pan:** Balances the signal between the left and right channel. When this knob is turned all the way to the left, the right channel will be muted completely. Likewise, turning this knob to the right will mute the left channel.
- B. **Gain:** Controls the output gain applied at the end of delay processing.

Delay

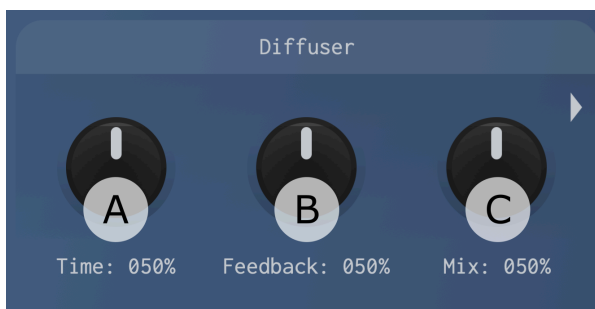
Example uses: Flanger, Chorus



- A. **Delay Time:**
- B. **Feedback:** Feeds the output signal back into the input signal. Use this control to achieve longer delay tails.
- C. **Mix:** Changes the total amount of effect that is applied to the incoming audio.

Diffuser

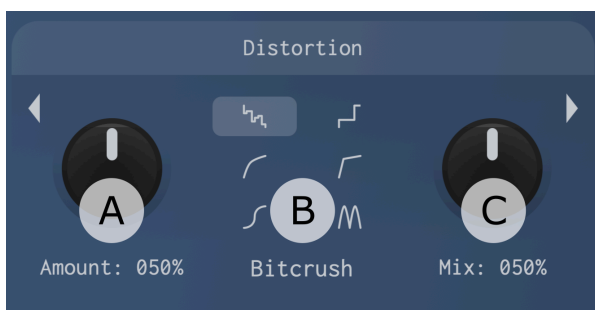
Example uses: Reverb



- A. **Delay Time:**
- B. **Feedback:** Feeds the output signal back into the input signal. Use this control to achieve longer reverb tails.
- C. **Mix:** Changes the total amount of effect that is applied to the incoming audio.

Distortion

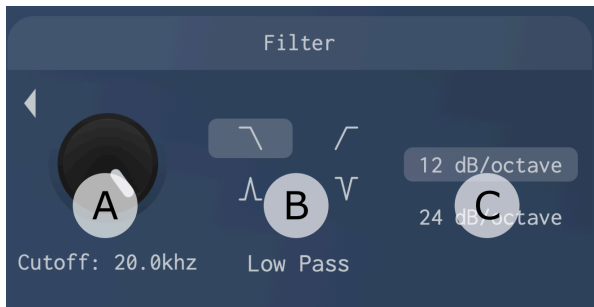
Example uses: Adding drive or color



- A. **Amount:** Changes how much of the selected distortion is applied.
- B. **Type:** Selects the type of distortion to apply.
- C. **Mix:** Changes the total amount of effect that is applied to the incoming audio.

Filter

Example uses: Auto-wah



- A. **Cutoff:** For a steepness of 12 dB/octave this is the point in which the rolloff is exactly -3dB (-6dB for 24 dB/octave).
- B. **Type:** Different filter types that allow specific frequencies to pass-through.
- C. **Order:** The steepness of the filter's slope.

Troubleshooting

Here are a couple important installation directories and files to check if you have problems:

Windows

- **Vst3:** C:\Program Files\Common Files\VST3\VainAudio\Fogbank.vst3
- **Clap:** C:\Program Files\Common Files\CLAP\VainAudio\Fogbank.clap
- **System Presets:** C:\ProgramData\VainAudio\Fogbank\Presets\
- **User Presets:** C:\Users\{f}\AppData\Roaming\VainAudio\Fogbank\User Presets
- **Properties:** C:\Users\{f}\AppData\Roaming\Fogbank\

Mac

- **Au:** /Library/Audio/Plug-Ins/Components/Fogbank.component
- **Clap:** /Library/Audio/Plug-Ins/CLAP/Fogbank.clap
- **Vst3:** /Library/Audio/Plug-Ins/VST3/Fogbank.vst3
- **System Presets:** /Library/Audio/Presets/VainAudio/Fogbank/Presets
- **User Presets:** /Users/{f}/Library/Audio/Presets/Vain Audio/Fogbank/User Presets
- **Properties:** /Users/{f}/Library/Application Support/Fogbank/

If you run into any issues that you can't solve please don't hesitate to drop us an email so we can assist you: contact@vainaudio.com.

Acknowledgments



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clap-juce-extensions
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Entropy File System Watcher

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git_version

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