

ORANGE GATE



Orange Gate User Manual

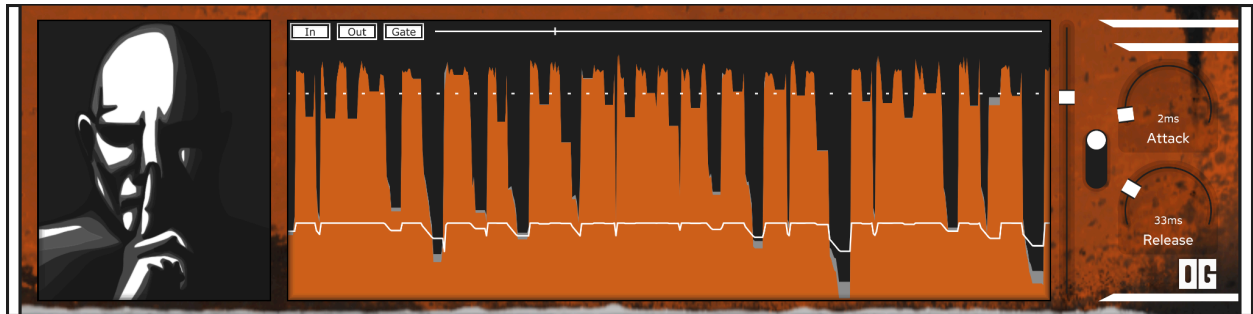
Vain Audio 2024

Orange Gate

Orange Gate is an extremely simple gate plugin. When the input signal is loud enough the gate opens and the signal is allowed to pass through. When the input signal is not loud enough the gate closes and the signal is muted. Parameters within the plugin let you adjust how and when the gate opens and closes.

Gate Controls

The main section of Orange Gate shows the visualizer and three basic controls over the gate. The threshold, attack, and release sliders allow you to control the movement of the gate in reaction to the input signal.



The gate visualizer displays:

- The current threshold (dashed white)
- The amplitude of the input signal over time (gray)
- The amplitude of the output signal over time (orange)
- The gate's position over time (solid white)

The 'In', 'Out', and 'Gate' buttons in the top left of the visualizer toggle visibility of the input signal visualization, the output signal visualization, and the gate level visualization respectively. The horizontal slider next to the buttons adjusts the speed at which the visualizer updates. These controls apply only to the visualizer and do not affect how Orange Gate processes audio.

Threshold

Threshold is controlled by the vertical slider directly next to the visualizer. The threshold determines how loud the incoming signal must be in order to pass through the gate.

Attack

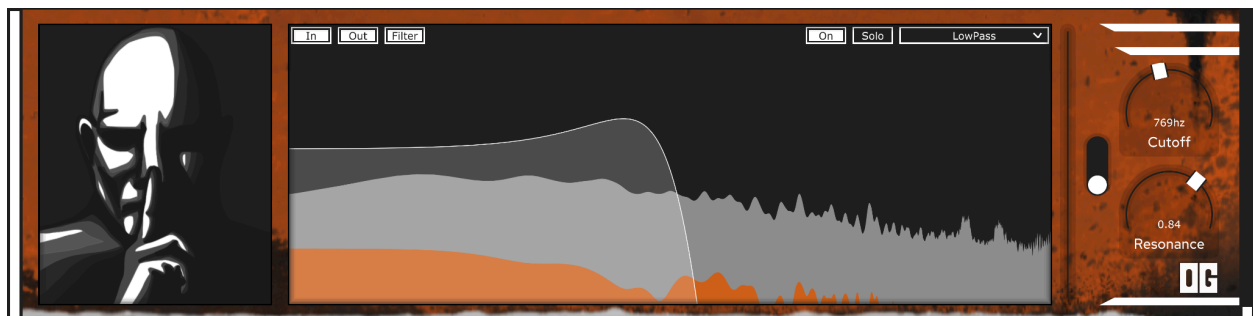
The gate's attack time determines how long the gate takes to open after the input signal's amplitude reaches the threshold. It is controlled by the top of the two rotary sliders on the right side of the window.

Release

The gate's release time determines how long the gate takes to close after the input signal's amplitude falls below the threshold. It is controlled by the bottom of the two rotary sliders on the right side of the window.

Input Filter Controls

Switch to the gate input filter control section by toggling the switch located between the Threshold slider and the Attack and Release sliders. This will bring up a new page with a spectrum analyzer accompanied by Cutoff and Resonance sliders. When the input filter is enabled, the gate is driven by a filtered input signal. This means the gate that is applied to the input signal is driven by the amplitude of specific frequency ranges of the input signal.



The gate input filter visualizer displays:

- The input spectrum (gray)
- The output spectrum (orange)
- The filter curve (white)

The 'In', 'Out', and 'Filter' buttons in the top left of the visualizer toggle the above visualizations. The 'On' button enables or disables the gate input filter. To listen to the filtered signal, click the button labeled 'Solo'. This will mute all sounds except for the filtered signal allowing you to more precisely adjust which frequencies should drive the gate. Keep in mind the gate is disabled when the filter solo toggle is activated.

Filter Type

Lowpass, highpass, bandpass, and bandstop filters are available. The filter type can be switched using the drop down in the top right corner of the spectrum analyzer.

Cutoff

The cutoff slider adjusts where the filter begins attenuating frequencies. In the above screenshot, the cutoff is where the white line moves slightly up and then dips down and disappears. Orange Gate's input filter cutoff ranges from 20hz to 20,000hz

Resonance

The resonance slider makes the curve at the cutoff of the filter steeper or gentler. This can be used to emphasize frequencies around the cutoff.

Acknowledgments



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Orange Gate uses spectrum visualization code written by Daniel Walz (Foleys Finest Audio UG)

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