noshigeSound



USER MANUAL

noshige2A

Optical Leveling Amplifier

VST3 AU AAX

2026-11

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CHAPTER 1

Introduction

noshige2A is an optical leveler, parametrically modeled by AI. The model was trained on the hardware across the whole range of its controls, so the plugin follows the unit at every setting: the gentle, program-dependent gain reduction, and the way the release slows down after a long, loud passage.

The front panel is the hardware's: two knobs and two switches. Under it, the `ADVANCED` panel adds what a DAW session needs: automatic make-up gain, input and output trim, and a dry/wet mix.

1.1 What you get

- **PEAK REDUCTION and GAIN**, with a `COMP` / `LIMIT` switch, as on the hardware.
- **Auto Gain** in three modes (Track, Static, Snap) to keep the level steady while you set the compression.
- **INPUT TRIM, OUTPUT TRIM and MIX** in the ADVANCED panel.
- **GPU or CPU processing**, chosen automatically and switchable per instance.
- **A/B comparison, undo and redo, user presets in folders**, and a window you can resize from 50 % to 300 %.

1.2 About this manual

Words printed in the plugin window are shown like this: `ADVANCED`. Keys and mouse actions are shown like this: `Shift` + click. File and folder names are shown like this: `Presets`.

The boxes below mark three kinds of remarks.

> **Important**
> Something that can cost you sound or settings if you miss it.

> **Tip**
> A way of working that we find useful.

> **Note**
> Background that explains why the plugin behaves as it does.

CHAPTER 2

Installation

2.1 System requirements

Item	Requirement
Plugin formats	macOS: VST3 / AU / AAX Windows: VST3 / AAX
macOS	macOS 10.13 or later on Intel Macs, macOS 11 or later on Apple Silicon Macs (Universal).
Windows	Windows 10 or later, 64-bit (x64).
Sample rates	44.1 / 48 / 88.2 / 96 kHz
Channels	Mono or stereo. The input and output of a track must have the same channel count.
GPU processing (optional)	Mac: Apple Silicon (M1 or later) with macOS 11 or later. Windows: NVIDIA GeForce GTX 10 to RTX 40 series with driver 452.39 or later. Without one of these the plugin runs on the CPU. See the chapter on the processing engine.
License	One license can be active on up to 3 computers.

2.2 Getting the installer

Download the installer from noshigesound.com/downloads. The trial and the licensed product use the same installer, so there is nothing to download again after you buy. If you are signed in, your installers are also listed at noshigesound.com/account/downloads.

2.3 Installing on macOS

1. Open `noshige2A-x.x.x.dmg` (`x.x.x` is the version number) and double-click the package inside it.
2. Read and accept the license agreement.
3. Choose the formats to install. `VST3`, `Audio Unit`, `AAX (Pro Tools)` are all selected to begin with; untick the ones you do not need.
4. Enter your Mac's administrator password when asked, and let the installer finish.
5. Start your DAW. If the plugin is not listed, run the DAW's plugin scan.

> **Note**
> The installer is signed and notarized by noshigeSound Co. Ltd. If macOS says it cannot verify the developer, the download is probably damaged; download it again.

2.4 Installing on Windows

1. Run `noshige2A-x.x.x.exe` (`x.x.x` is the version number). Windows asks for administrator permission.
2. Read and accept the license agreement.

3. Choose `Full installation`, or `Custom installation` to pick the components: `VST3 plug-in`, `AAX plug-in (Pro Tools)`.
4. Finish the installer, start your DAW and run its plugin scan if needed.

2.5 Where things are installed

What	macOS	Windows
VST3	`/Library/Audio/Plug-Ins/VST3/noshige2A.vst3`	`C:\Program Files\Common Files\VST3\noshige2A.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/noshige2A.component`	—
AAX	`/Library/Application Support/Avid/Audio/Plug-Ins/noshige2A.aaxplugin`	`C:\Program Files\Common Files\Avid\Audio\Plug-Ins\noshige2A.aaxplugin`
Presets	`~/Documents/noshigeSound/noshige2A/Presets`	`Documents\noshigeSound\noshige2A\Presets`

The models the plugin needs are inside the plugin itself. Nothing else has to be installed, and the GPU engine needs no extra runtime beyond the graphics driver.

2.6 Updating

Run the newer installer over the existing one. Your presets, your settings and your activation stay as they are. To see which version is installed, click the gear icon at the top right of the plugin and choose `About`.

2.7 Uninstalling

Windows: open Settings, Apps, find `noshige2A` and choose Uninstall, or use `Uninstall noshige2A` in the Start menu.

macOS: there is no uninstaller. Delete the plugin files listed in the table above.

Your presets and settings are not removed by either method. Delete the `noshigeSound/noshige2A` folder in Documents yourself if you no longer want them.

CHAPTER 3

Quick Start

1. **Insert noshige2A** on a mono or stereo track in your DAW. It is listed under the manufacturer noshigeSound, among the dynamics plugins.
2. **Start the trial or activate.** The first time, the plugin offers a 14-day trial; if you already have a license, enter your email, password and license key instead (see “Licensing and Activation”).
3. **Play the track and turn `PEAK REDUCTION` up** until the meter needle moves left on the louder passages. The further it swings, the more the level is being reduced.
4. **Bring the level back with `GAIN`.** Or open `ADVANCED` and switch `AUTO GAIN` on, and the plugin sets the make-up gain for you.
5. **Compare.** Click the power button in the header to bypass, or use `A / B` to compare two settings.
6. **Save.** Type a name in the preset box and click the save icon.

> **Tip**
> Switch to `LIMIT` when you want the plugin to hold peaks more firmly; stay on `COMP` for gentle leveling.

CHAPTER 4

The Interface

The window has three parts: the header bar at the top, the front panel, and the ADVANCED panel, which is closed until you open it.

4.1 Front panel



Fig. 1 The front panel

1	LIMIT / COMP	Selects limiting or compression.
2	GAIN	Output level after compression (make-up gain).
3	**Meter**	Shows gain reduction.
4	PEAK REDUCTION	Amount of compression.
5	POWER	Turns processing on and off.

The ADVANCED button at the bottom left of the front panel opens and closes the ADVANCED panel. Each control is described in the next chapter.

4.2 Header bar

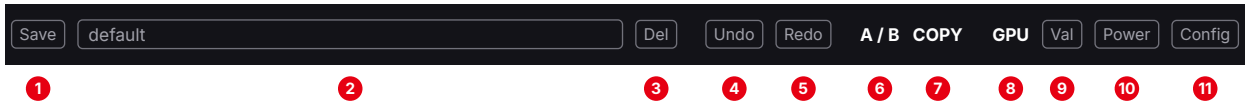


Fig. 2 Layout of the header bar (schematic)

1	**Save**	Disk icon. Saves the current settings as a preset.
2	**Preset box**	Shows the current preset; shows default when none is loaded. The arrow opens the preset list.
3	**Delete**	Trash icon. Deletes the current preset.

4	**Undo**	Takes back the last change.
5	**Redo**	Restores the change you took back.
6	A / B	Switches between two sets of settings.
7	COPY	Copies the current set to the other one.
8	**Engine**	GPU or CPU: the engine in use. Click to switch.
9	**Value display**	Small knob icon. Shows the value on every knob.
10	**Power**	Bypasses the plugin. Linked to the bypass switch of the DAW.
11	**Config**	Gear icon. Opens the Config menu.



Fig. 3 The noshige2A window

4.3 Working with knobs and switches

Action	Result
Drag a knob up or down, or left or right	Turns the knob.
Mouse wheel over a knob	Turns the knob.
Double-click a knob	Opens a small box where you type the value. `Enter` applies it, `Esc` cancels.
Right-click a knob (or `Ctrl` + click on a Mac)	Returns the knob to its default value.
Click a toggle switch	Flips the lever.
Drag a toggle switch up or down	Moves the lever in that direction.

Showing the values

Click the value button in the header (the small knob icon), or choose `Always Show Values` in the Config menu, to show the current value on every knob. The setting applies to every instance of noshige2A on this computer.

4.4 Resizing the window

Drag the grip in the bottom-right corner to resize the window between 50 % and 300 %. The proportions are kept. `Shift` + click the grip to return to 100 %.

Each instance remembers its size in the DAW project. The last size you set also becomes the starting size for new instances.

4.5 The Config menu

Item	What it does
`Always Show Values`	Shows the value on every knob. Same as the value button in the header.
`Auto Gain`	Submenu: Auto Gain on/off, the three modes, and `Snap again`.
`Enable Dual-Mono`	How a stereo track is processed. See “Stereo tracks” in the next chapter.
`ENGINE` : `GPU`, `CPU`	Chooses the processing engine.
`Remember Engine`	Saves your engine choice in the DAW project.
`Open Presets Directory`	Opens the Presets folder in Finder or Explorer.
`License...`	Opens the License panel.
`About`	Shows the version of the plugin.

4.6 Checking the version

1. Click the gear icon at the right end of the header to open the Config menu.
2. Choose `About`.
3. The panel shows the product name and the version, in the form `Version x.x.x`, followed by a build code in brackets.

Close the panel with `Close`, with `Esc`, or by clicking outside it. The newest version and what changed in it are listed at noshigesound.com/changelog.

CHAPTER 5

Controls

5.1 Front panel

PEAK REDUCTION



Range: 0 – 100 Default: 60

Sets how much the signal is compressed. At 0 there is the least reduction; turning it up lowers the point at which the plugin starts to act, so more of the signal is reduced, and more deeply. The scale is the panel's own and does not correspond to decibels.

Watch the meter while you turn it. As on the hardware, there are no attack, release or ratio controls: the timing follows the signal itself.

GAIN



Range: 0 – 100 Default: 40

Sets the output level after compression, to make up for the level that PEAK REDUCTION takes away. At 0 the output is silent. The scale is the panel's own and does not correspond to decibels.

While AUTO GAIN is on, this knob is darkened and locked, and its pointer shows the make-up gain the plugin is applying. Your own setting is kept and returns when you switch Auto Gain off.

LIMIT / COMP



Default: COMP

Selects how firmly the level is held. COMP (lever down) is the gentler setting for leveling a performance. LIMIT (lever up) holds loud peaks more firmly.

POWER



Default: ON

Lever up is on. With the lever down, the signal passes through unprocessed and the meter goes dark. The switch changes without a click and without changing the latency, so the track stays in time.

> **Note**
> POWER and the power button in the header do the same thing to the sound, but POWER is saved in presets and the header button is not. Loading a preset that was saved with POWER off turns processing off.

Meter



Shows gain reduction on the upper scale, from 0 to −20 dB. The needle rests at 0 when nothing is being reduced and moves left as reduction increases. It does not show input or output level.

On a stereo track there is still one needle. It shows whichever channel is being reduced more.

5.2 Reference values

How much PEAK REDUCTION compresses

The table shows how much level the compression takes away, on average, at each PEAK REDUCTION setting. The figures were measured on a set of program material and are the starting values Auto Gain uses. They are a guide: a louder input is reduced more, a quieter one less.

PEAK REDUCTION	0 – 40	50	60	70	80	90	100
COMP	about 0 dB	1.4 dB	4.0 dB	6.7 dB	9.1 dB	10.9 dB	12.1 dB
LIMIT	about 0 dB	1.1 dB	3.8 dB	6.5 dB	9.4 dB	11.2 dB	12.3 dB

On typical material the plugin does very little below about 40. Compression sets in between 40 and 50 and deepens steadily from there. If a quiet track shows no reduction even at high settings, raise INPUT TRIM in the ADVANCED panel.

GAIN scale and decibels

The GAIN scale is the panel's own. The table gives the approximate gain it applies.

GAIN	0	10	20	30	40	50	60	70	80	90	100
dB	silent	−11	−5	0	+5	+10	+16	+22	+28	+34	+40

At the default settings (PEAK REDUCTION 60, GAIN 40) the make-up of about +5 dB roughly balances the 4 dB that the compression takes away on typical material.

Quality mode

noshige2A has one quality mode, which corresponds to PRO in the noshigeSound plugins that offer LITE and PRO. There is no LITE mode and nothing to select.

5.3 The ADVANCED panel

Click ADVANCED at the bottom left of the front panel. The window grows downwards to show the panel; click again to close it. The controls keep working while it is closed.



Fig. 4 The ADVANCED panel

1 AUTO GAIN — Automatic make-up gain, with a lamp and a readout to its right when on.

2	INPUT TRIM	Level going into the model.
3	OUTPUT TRIM	Final output level.
4	MIX	Blend of unprocessed and processed signal.

INPUT TRIM



Range: −18 … +18 dB Default: 0 dB

Raises or lowers the level before it reaches the model. A hotter input is compressed more for the same PEAK REDUCTION setting. Use it when a track is so quiet or so loud that PEAK REDUCTION alone does not give you a useful range.

OUTPUT TRIM



Range: −18 … +18 dB Default: 0 dB

The last stage of the plugin, after MIX and Auto Gain. Use it to set the final level without disturbing anything before it.

MIX



Range: DRY 0 % … WET 100 % Default: 100 %

Blends the unprocessed signal with the compressed one, for parallel compression inside the plugin. At 100 % you hear only the compressed signal. The unprocessed signal is delayed to match, so the two stay in phase.

5.4 Stereo tracks

> **Important**
> noshige2A has no stereo link. On a stereo track the left and right channels are compressed independently, each with its own gain reduction. A loud sound on one side does not pull the other side down, so under heavy compression the stereo image can shift.

Enable Dual-Mono in the Config menu is on by default; this is the behavior described above. With it off, the left and right inputs are summed to mono, compressed once, and the same signal is sent to both outputs: the track becomes mono. On a mono track the option has no effect.

5.5 Bypass

The power button in the header bypasses the plugin and follows the bypass switch of your DAW in both directions. While bypassed, the button turns red-orange and the panel is dimmed with the word Bypassed. The controls under it do not respond until you switch bypass off. The bypassed signal is delayed by the plugin's latency, so switching does not shift the timing.

CHAPTER 6

Auto Gain

Compression lowers the level, and a quieter signal is easy to mistake for a worse one. Auto Gain sets the make-up gain for you, so that the processed level matches the input and you can judge the compression itself.

6.1 Switching it on

There are two ways, and they do the same thing:

- Flip the AUTO GAIN switch in the ADVANCED panel.
- Choose Auto Gain in the Config menu, then Auto Gain in the submenu.

Auto Gain is off in a new instance. While it is on, the GAIN knob is locked and a lamp lights beside the switch. Under the lamp, the readout shows the make-up gain being applied.

6.2 The three modes

Choose the mode in the Config menu under Auto Gain, or right-click the AUTO GAIN switch. A new instance uses Snap.

Mode	Readout	Behavior
Snap	+3.2 ●	Measures the material once. After you switch Auto Gain on, the plugin listens for about two seconds (the lamp blinks), then keeps that correction. The gain still follows PEAK REDUCTION and COMP / LIMIT when you move them, but it no longer reacts to the audio. This is the default.
Track	+3.2 dB	Follows the material. The plugin keeps comparing input and output loudness and slowly rides the gain to keep them matched.
Static	+3.2 S	Uses only the positions of PEAK REDUCTION and COMP / LIMIT. The gain never depends on the audio, so depending on the material the match can be a few dB off.

In Snap mode, Snap again in the same menu measures the material once more. Use it after the material changes, for example when you move to a louder section. Snap also measures again each time you switch Auto Gain off and on.

The gain that Static mode applies, and that Snap and Track start from, is the one listed for each PEAK REDUCTION setting under “Reference values” in the previous chapter.

6.3 Good to know

- Auto Gain and its mode belong to the instance. They are saved in the DAW project, but not in presets and not in the A/B slots. Loading a preset leaves them as they are.
- They cannot be automated. Automation written for GAIN has no audible effect while Auto Gain is on.
- INPUT TRIM is taken into account: Auto Gain matches the output to the level that entered the plugin. OUTPUT TRIM is applied on top, so you can still set the final level.
- Projects saved with a version before 1.3.0 open in Snap mode. If you prefer the earlier behavior, choose Track.

CHAPTER 7

The Processing Engine: GPU and CPU

noshige2A needs far more computation than a conventional plugin. To take that load off the CPU, it can run on your graphics processor (GPU) instead. The two engines do the same job. They differ in where the load goes and in latency.

7.1 Requirements for GPU processing

Item	Requirement
Mac	Apple Silicon (M1 or later) and macOS 11 or later. Intel Macs always use the CPU.
Windows	NVIDIA GeForce GTX 10 series to RTX 40 series, with driver 452.39 or later. PCs with other graphics hardware always use the CPU.
Sample rate	44.1 / 48 / 88.2 / 96 kHz
DAW buffer size	A multiple of 256 samples, from 256 to 4096 (256, 512, 768, 1024 and so on).
Extra software	None. Only the graphics driver is needed.

When all of these are met, a new instance uses the GPU. In every other case the plugin runs on the CPU by itself. You do not have to set anything.

7.2 Latency

The CPU engine has a fixed latency. The GPU engine adds two DAW buffers to it, so its latency depends on the buffer size.

Engine and buffer size	At 44.1 / 48 kHz (time at 48 kHz)	At 88.2 / 96 kHz (time at 96 kHz)
CPU, any buffer size	256 samples (5.3 ms)	256 samples (2.7 ms)
GPU, 256	768 samples (16 ms)	768 samples (8 ms)
GPU, 512	1280 samples (26.7 ms)	1280 samples (13.3 ms)
GPU, 1024	2304 samples (48 ms)	2304 samples (24 ms)
GPU, 2048	4352 samples (90.7 ms)	4352 samples (45.3 ms)

The plugin reports its latency to the DAW, and the DAW compensates for it during playback. When you switch engines, the new value is reported.

> **Tip**
> For recording or playing through the plugin, where you hear the delay directly, choose `CPU`. For mixing, where the DAW compensates the delay, `GPU` takes the load off the CPU.

7.3 Choosing the engine

The engine indicator is the word at the right of the header. It shows the engine in use, and a click switches between `GPU` and `CPU`. The Config menu has the same choice under `ENGINE`.

Indicator	Config menu	Meaning
`GPU`, orange	`GPU` ticked	Running on the GPU. Click to switch to the CPU.
`CPU`, light blue	`CPU` ticked	Running on the CPU. Click to switch to the GPU.
`CPU`, dark	`GPU (unavailable: block size)`	The buffer size does not meet the requirement. Change it in the DAW.
`CPU`, dark	`GPU (not available)`	This computer has no supported GPU.

7.4 `Remember Engine`

`Remember Engine` in the Config menu is on by default. While it is on, an engine you choose yourself is saved with that instance in the DAW project and applied again when you reopen the project. An instance where you never chose stays automatic: GPU when the requirements are met, CPU otherwise.

A project saved with `GPU` and opened on a computer without a supported GPU runs on the CPU. `Remember Engine` itself is a setting of this computer, not of the project.

7.5 If the GPU cannot keep up

With many instances on the GPU, it may not finish a buffer in time. The plugin then covers the gap on the CPU without changing the latency, so playback continues, and it returns to the GPU by itself. If this happens often, switch some instances to `CPU`.

> **Note**
> Offline bounce and export work with either engine.

CHAPTER 8

Presets, A/B and Undo

8.1 Presets

noshige2A does not come with factory presets. The preset list shows the presets you have saved.

To	Do this
Load a preset	Click the arrow of the preset box and choose a preset.
Save a new preset	Type a name in the preset box and click the save icon. Typing `Folder/Name` saves into that folder.
Overwrite	Save under the same name and confirm.
Choose the folder to save into	In the preset list, choose `+ Save preset here` in the folder you want. The next save goes there.
Make a folder	Choose `+ New Folder...` at the bottom of the preset list.
Rename a preset	Right-click the preset in the list.
Delete a preset	Load it, click the trash icon and confirm.

An asterisk after the name (`Name*`) means the settings have changed since the preset was loaded or saved.

What a preset contains

Saved in a preset	Not saved in a preset
`PEAK REDUCTION` , `GAIN` , `COMP` / `LIMIT` , `POWER` , `INPUT TRIM` , `OUTPUT TRIM` , `MIX` , `Enable Dual-Mono`	Bypass (header power button), Auto Gain and its mode, the engine (GPU/CPU), the window size, whether ADVANCED is open, the A/B slots

Everything in the right-hand column is saved with the DAW project instead, except `Always Show Values` and `Remember Engine` , which are settings of this computer.

8.2 Where presets are kept

macOS	Windows
`~/Documents/noshigeSound/noshige2A/Presets`	`Documents\noshigeSound\noshige2A\Presets`

Each preset is one file with the extension `.preset`. Folders inside `Presets` appear as submenus in the preset list. `Open Presets Directory` in the Config menu opens the folder in Finder or Explorer.

> **Tip**
> To back up your presets or move them to another computer, copy the `Presets` folder. Updating or uninstalling the plugin does not delete it.

8.3 A/B comparison

`A / B` holds two complete sets of settings. Click it to switch between them; the active letter is brighter. `COPY` copies the set you are hearing to the other one, which is the usual starting point:

copy, switch, change something, then switch back and forth to compare. Both sets are saved with the DAW project.

8.4 Undo and redo

The two arrow buttons in the header undo and redo changes to knobs and switches, A/B switches and Auto Gain on/off. With the plugin window focused, `Ctrl`/`Cmd` + `Z` undoes and `Ctrl`/`Cmd` + `Shift` + `Z` redoes, unless the DAW takes those keys for itself. Loading a preset clears the undo history.

CHAPTER 9

Licensing and Activation

The essentials first:

Question	Answer
Can I use it without a license?	Only during the trial. After that, noshige2A has to be activated.
Is there a trial?	Yes: 14 days with every feature. It starts inside the plugin and needs no account. One trial per computer.
Where do I see the days remaining?	Config menu, `License...`: the `Status` row shows `Trial - N days left`.
What happens when the trial ends?	The output is silent and the controls are locked until you activate. Your settings are kept.
What do I need to activate?	The email address and password of your noshigesound.com account, and the license key. All three are entered in the plugin.
Can I activate without internet?	Yes, with a perpetual license, by carrying a file to a device that is online.
On how many computers?	Up to 3 at the same time per license.

noshige2A runs as a full-featured trial for 14 days. To keep using it after that, activate it with a license. The trial and the licensed product are the same installation: activating simply unlocks it.

9.1 The 14-day trial

1. Open the plugin window on a computer where noshige2A has not been used before. `Start Free Trial?` appears. Click `Start 14-day Trial`.
2. Read the three points under `Before you start`, tick each box, and click `I understand`.
3. `Trial Started!` confirms that the trial is running.

The three points are:

- This is a mono compressor and cannot stereo-link. Stereo input is processed as two independent mono channels.
- Processing may be heavier than other plugins. Only one quality mode is currently available.
- Supported sample rates are 44.1, 48, 88.2 and 96 kHz.

The trial needs no account, no license key and no internet connection. It runs once per computer and cannot be restarted.

Checking the days remaining

1. Click the gear icon at the right end of the header to open the Config menu.
2. Choose `License...`.
3. The `Status` row shows `Trial - N days left`, and the `Expiry` row shows the date the trial ends.

To activate before the trial ends, click `Activate License` in the same panel.

> **Important**
> When the trial has ended and the plugin is not activated, noshige2A outputs silence and its controls are locked. Your settings in the DAW project are kept and come back when you activate.

9.2 Activating online

You need three things: the email address and the password of your noshigesound.com account, and the license key. The key is shown on your license page at noshigesound.com/account/licenses and in the email you received with the license. Keys for noshige2A start with `NSG2A-`.

1. Open the plugin window. While noshige2A is not activated, the activation screen (Online Activation) is shown over the controls. During a trial, open it from the Config menu: License... , then Activate License .
2. Enter your email address, your password and the license key. All three go on the same screen (see the table below).
3. Click Activate . The computer must be connected to the internet at this moment.
4. Activation Complete! appears, with the number of computers now using the license.

Every instance of noshige2A on this computer is now unlocked.

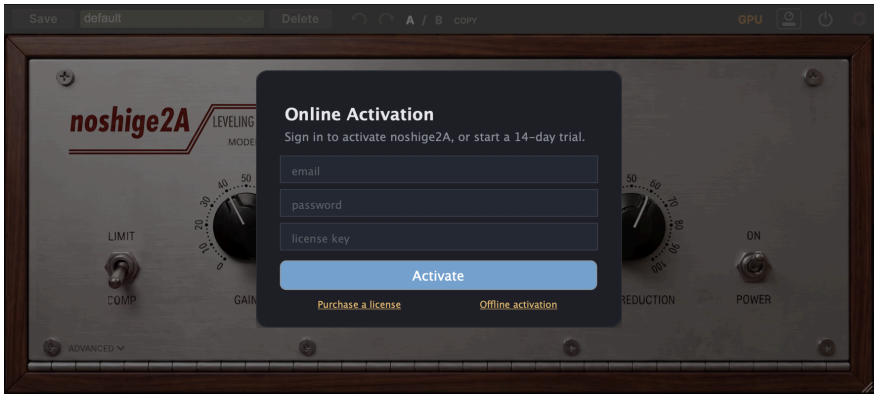


Fig. 5 The activation screen

On the activation screen	What it is for
email	The email address of your noshigesound.com account.
password	The password of that account. It is shown as dots.
license key	The license key, starting with `NSG2A-`. You can paste it.
Activate	Sends the three entries and activates this computer. `Enter` does the same.
Purchase a license	Opens noshigesound.com in your browser.
Offline activation	Opens the panel for a computer that cannot go online (next section).

> **Note**
> If you use two-factor authentication on the website, nothing changes here. The plugin asks only for your email, password and license key, never for a code.

If activation fails

Message	What to do
Email or password is incorrect.	Check the address and password of your noshigesound.com account. You can reset the password from the sign-in page.
The license key is invalid.	The key belongs to another product. Keys for noshige2A start with `NSG2A-`.

Message	What to do
License key not found. Please check and try again.	Copy the key again from your license page.
This license is registered to another account. …	Sign in with the account that owns the license.
Maximum activation count reached for this license. …	All 3 computers are in use. Free one on your license page (see “Managing your computers”).
Couldn't connect to noshigesound.com…	Check the internet connection and firewall, then try again. For a computer that cannot go online, use offline activation.

9.3 Activating a computer that is offline

A computer that never connects to the internet can be activated by carrying two small files between it and any device that is online. This works for perpetual licenses only. Subscriptions are activated online. The panel in the plugin has three steps. Open it with Offline activation on the activation screen.

Step 1 of 3: save the request file (on the offline computer)

On the panel	What to do
license key	Enter the license key.
device name	The name this computer will have in your license list. The computer’s name is filled in; change it if you like.
Machine ID and Copy	The ID of this computer. You need it only if you cannot carry a file to the online device (see the note below).
Save request file…	Saves the request file. Its name ends in `.nsreq`, and the Desktop is offered as the place to save it.
I already have a license file	Jumps to step 3.

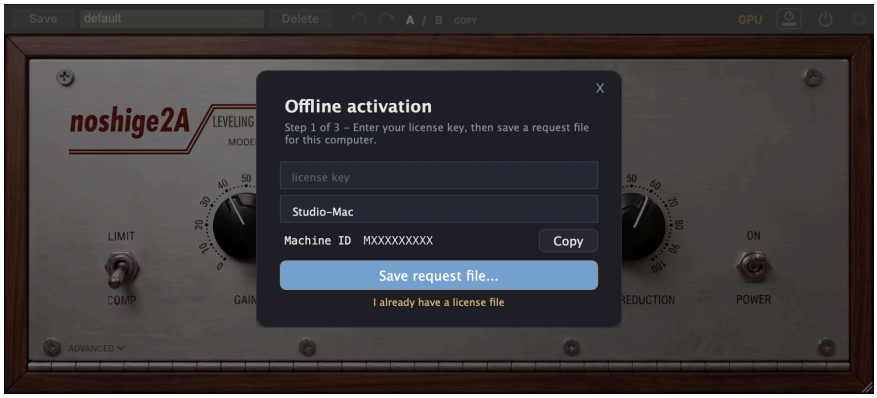


Fig. 6 Offline activation, step 1

Step 2 of 3: get the license file (on a device that is online)

1. Move the `.nsreq` file to a computer, tablet or phone that is online.
2. Sign in at noshigesound.com/account/activate-offline. The panel shows this address, with Copy link and Open in browser.
3. Upload the request file and click Continue. Check that the computer name and Machine ID are the ones the plugin shows, then click Generate license file.

4. A file ending in `.nslic` is downloaded. Move it back to the offline computer.
5. In the plugin, click `Next: load the license file`.

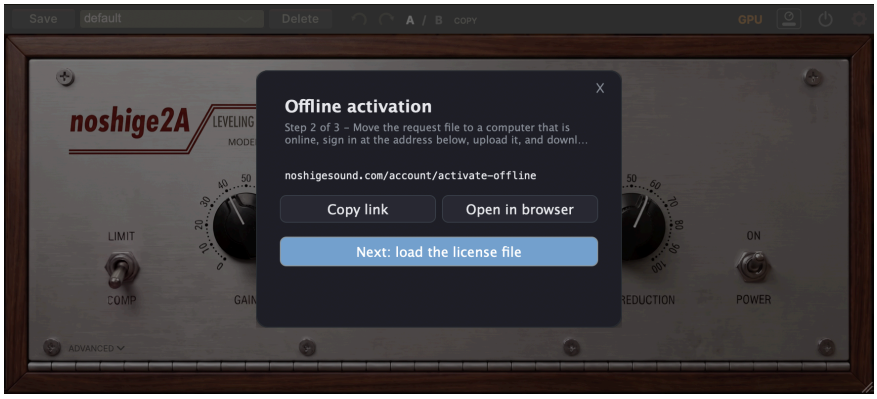


Fig. 7 Offline activation, step 2

Step 3 of 3: load the license file (back on the offline computer)

On the panel	What to do
`license key`	Enter the same license key as in step 1.
`Drop the license file (.nslic) here`	Drag the `.nslic` file onto this area.
`Choose file…`	Picks the file in a file dialog instead.
`Back`	Returns to the previous step.

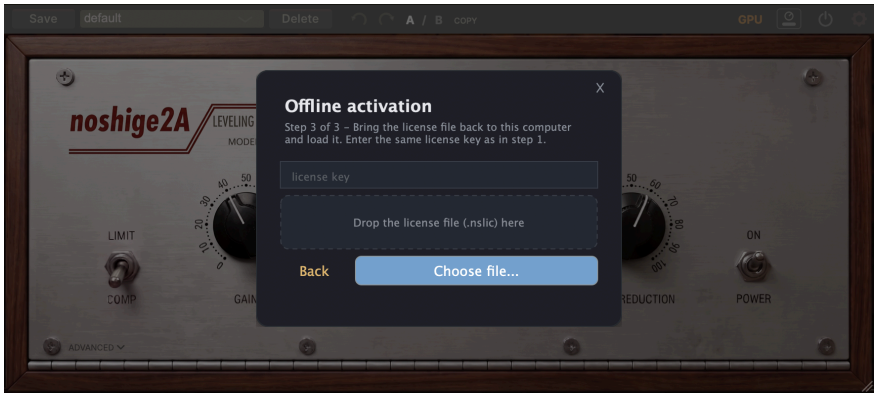


Fig. 8 Offline activation, step 3

The plugin then shows `Activation Complete!`. No internet connection is needed from here on.

> **Note**
> The license file works only on the computer that made the request. Uploading the same request again gives you the file again without using another of your 3 computers. If you cannot carry a file off the offline computer, the website also accepts the Machine ID shown in step 1, typed by hand.

Offline activation needs noshige2A 1.4.0 or later.

9.4 Managing your computers

One license can be active on up to 3 computers at the same time. Computers are managed on the website; the plugin has no deactivate button.

1. Sign in and open noshigesound.com/account/licenses, then the license.

2. Under `Activations`, click `Deactivate` next to the computer you no longer use.
3. Activate the new computer as described above.

The deactivation reaches that computer the next time its plugin goes online. As the website states, this can take up to 30 days for a perpetual license and up to 7 days for a subscription. From then on the plugin on that computer is locked until it is activated again. You can also open your account from the plugin with `Manage License` in the License panel.

9.5 Staying activated

A perpetual license keeps working without an internet connection. When the computer is online, the plugin confirms the license with noshigesound.com by itself from time to time. It sends no audio and no project data.

A subscription has to be confirmed online regularly, so the computer needs an internet connection from time to time. If the plugin shows `Online Verification Required`, connect to the internet and click `Verify now`. If it shows `Confirm Your Identity`, enter the password of your account. Both are routine.

9.6 The License panel

The License panel shows the state of the license on this computer. To open it: Config menu, `License...`.

Row	Shows
Status	`Activated`, `Activated (offline)`, `Trial - N days left`, `Trial Expired`, `Subscription Expired` or `Unactivated`.
Plan	`Perpetual License`, `Monthly Subscription`, `Yearly Subscription` or `Free Trial`.
Account	The email address used to activate (online activation only).
License key	The full license key.
Expiry	`Never Expire` for a perpetual license; otherwise the date that applies.

Important
The License panel shows your full license key. Hide it before you share a screenshot or a screen recording.

CHAPTER 10

Troubleshooting

Symptom	Cause and remedy
No sound, and the panel is dimmed with an activation screen	The plugin is not activated, or the trial has ended. Activate it (see “Licensing and Activation”).
No sound, with GAIN at 0	GAIN at 0 is silence. Turn it up, or right-click it to return to the default.
The sound is not processed and the meter is dark	POWER is off. A preset saved with POWER off turns it off when loaded.
The panel is dimmed and says Bypassed	The plugin is bypassed. Click the power button in the header, or switch off bypass in the DAW.
GAIN does not move	Auto Gain is on. Switch AUTO GAIN off to set the gain by hand.
The header shows a dark CPU that cannot be clicked	The GPU cannot be used with the current setup. Set the DAW buffer to 256, 512, 1024 or another multiple of 256, and the sample rate to 44.1, 48, 88.2 or 96 kHz. On an Intel Mac, or a Windows PC without a supported NVIDIA card, the plugin always uses the CPU.
The engine changes from GPU to CPU during playback	The GPU could not keep up, usually because many instances are open. The plugin keeps playing on the CPU and returns to the GPU by itself. If it happens often, switch some instances to CPU.
High CPU load	The plugin runs an AI model, which is heavier than a conventional compressor. Use the GPU engine where it is available, or freeze or bounce tracks that are finished.
The message Unsupported sampling rate! appears	The project sample rate is not supported and the audio passes through unprocessed. Set the project to 44.1, 48, 88.2 or 96 kHz.
The plugin cannot be inserted on a mono track with stereo output	noshige2A works mono to mono or stereo to stereo. Use a mono or a stereo track.
Fast automation of PEAK REDUCTION sounds stepped	Changes to PEAK REDUCTION and COMP / LIMIT are applied about five times a second. Use slower moves.
The plugin is not in the DAW’s list	Run the plugin scan of the DAW. Check that the format your DAW uses was selected in the installer (AU for Logic Pro, AAX for Pro Tools, VST3 for most others).

10.1 Getting help

Answers to common questions are at noshigesound.com/support. If you cannot find yours, write to us through noshigesound.com/contact. We reply within a few business days. For a bug report, please include:

- The plugin and its version (see “Checking the version”).
- Your operating system and DAW, with versions.
- The sample rate and buffer size of the project, the engine in use (GPU or CPU) and the number of instances.
- The steps that lead to the problem, what you expected, and what happened.

Specifications

Item	Value
Plugin formats	macOS: VST3 / AU / AAX Windows: VST3 / AAX
Category	Effect, dynamics. Manufacturer: noshigeSound.
Channels	Mono to mono, stereo to stereo (dual mono).
Sample rates	44.1 / 48 / 88.2 / 96 kHz
Latency	CPU: 256 samples. GPU: 256 samples + 2 buffers. Reported to the DAW.
Side-chain input, MIDI	None.
Window	880 × 394 at 100 % (880 × 488 with ADVANCED open); 50 % to 300 %.
Preset format	`.preset` (XML)

Parameters seen by the DAW

Name in the DAW	Control	Range	Automation
Mode	COMP / LIMIT	Comp, Limit	Yes
Reduction	PEAK REDUCTION	0 – 100	Yes
Gain	GAIN	0 – 100	Yes
Enable Dual-Mono	Config menu	Off, On	Yes
Power	POWER	Off, On	Yes
Bypass	Header power button	Off, On	Yes
Input Trim	INPUT TRIM	−18 … +18 dB	Yes
Output Trim	OUTPUT TRIM	−18 … +18 dB	Yes
Mix	MIX	0 – 100 %	Yes
Auto Gain	AUTO GAIN	Off, On	No
Auto Gain Mode	Config menu	Track, Static, Snap	No

Legal

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This manual describes noshige2A as of November 2026. Later versions may differ.

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