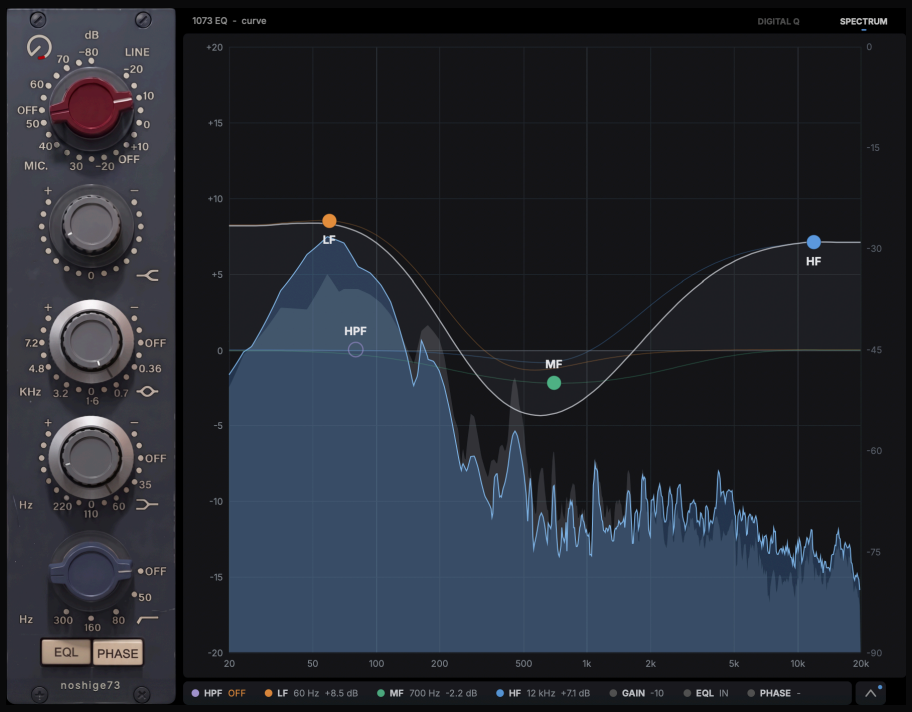
noshigeSound



USER MANUAL

noshige73

1073-Style Console EQ

VST3 AU AAX

2026-11

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CHAPTER 1

Introduction

noshige73 is a 1073-style console EQ, parametrically modeled by AI. The model was trained on the EQ section of the hardware across the whole range of every control: a 12 kHz high shelf, a mid peak at six frequencies, a low shelf at four frequencies and a high-pass filter at four. Each band follows the hardware at every switch position and every gain setting, including the way the width of a band changes with its gain.

The window has two halves. On the left is the faceplate, laid out like the hardware. On the right is the graphic EQ pane, which draws the resulting curve over a spectrum of the input and the output and lets you drag the bands directly. noshige73 comes in two grades, in one installation: LITE is free and needs no account and no license, and PRO is the paid, full-size model.

1.1 What you get

- **Four EQ sections**: a high-pass filter (50 to 300 Hz), a low shelf (35 to 220 Hz), a mid peak (360 Hz to 7.2 kHz) and a 12 kHz high shelf. The three gain bands each have ±16 dB of continuous gain.
- **A graphic EQ pane** with band points you can drag, a spectrum of the input and the output, and DIGITAL Q, which adds an adjustable Q to each band.
- **Level control**: an input gain in 5 dB steps, IN TRIM, OUT TRIM, MIX, PHASE, and Auto Gain in three modes (Track, Static, Snap).
- **LITE and PRO**: LITE is free and needs no license. PRO is the paid, full-size model. Both have the same features.
- **GPU or CPU processing**, chosen automatically and switchable per instance.
- **62 factory presets, user presets in folders, A/B comparison, undo and redo**, a compact view, 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: DIGITAL Q. 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.

A license is needed for PRO only. LITE runs without a license and without an account.

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 `noshige73-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 `noshige73-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/noshige73.vst3`	`C:\Program Files\Common Files\VST3\noshige73.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/noshige73.component`	—
AAX	`/Library/Application Support/Avid/Audio/Plug-Ins/noshige73.aaxplugin`	`C:\Program Files\Common Files\Avid\Audio\Plug-Ins\noshige73.aaxplugin`
Presets	`~/Documents/noshigeSound/noshige73/Presets`	`Documents\noshigeSound\noshige73\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 `noshige73` and choose Uninstall, or use `Uninstall noshige73` 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/noshige73` folder in Documents yourself if you no longer want them.

CHAPTER 3

Quick Start

1. **Insert noshige73** on a mono or stereo track in your DAW. It is listed under the manufacturer noshigeSound, among the EQ plugins.
2. **Start on LITE.** Unless PRO is activated on this computer, a new instance runs on LITE, which is free. There is nothing to activate. If you have a PRO license, see “Licensing and Activation”.
3. **Switch a band on and set its gain.** On the faceplate, turn the outer ring of the LF or MF knob away from `OFF` to choose a frequency, then turn the inner knob to boost or cut. The HF knob has a fixed frequency and only a gain.
4. **Or drag the points in the graphic EQ pane.** Left and right changes the frequency, up and down the gain. The curve shows the result, and the spectrum shows the input in grey and the output in blue.
5. **Keep the level steady.** Click `AUTO GAIN` in the header bar, and the plugin applies a make-up gain that brings the loudness back to that of the input.
6. **Compare.** The `EQL` button on the faceplate takes the EQ out and puts it back. `A / B` in the header bar compares two settings.
7. **Save.** Type a name in the preset box and click `Save`.

> **Tip**
> The factory presets are a good place to start. Click the arrow of the preset box, open `Factory`, and choose a preset for your source.

CHAPTER 4

The Interface

The window has three parts: the header bar at the top, the faceplate on the left, and the graphic EQ pane on the right. This is the wide view, in which a new instance opens. The compact view shows the faceplate alone; see “Wide and Compact Views”.

4.1 Faceplate and graphic EQ pane

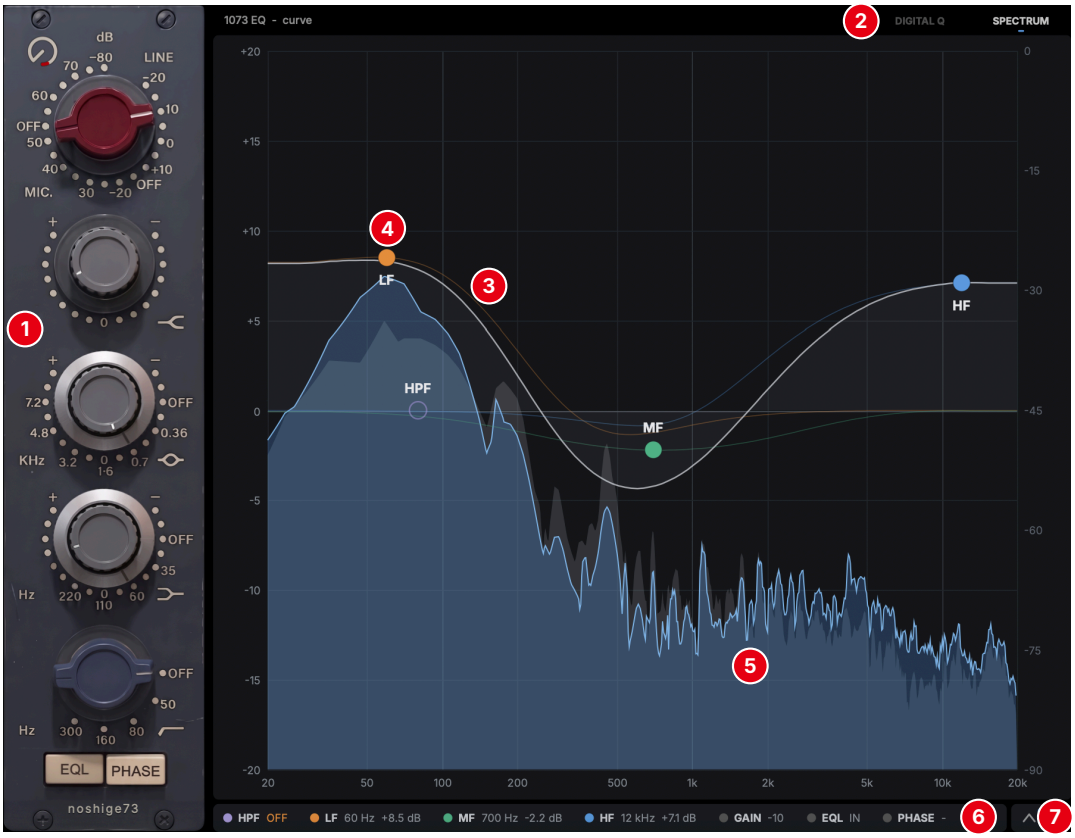


Fig. 1 The faceplate and the graphic EQ pane (the header bar is not shown)

1	**Faceplate**	The controls of the hardware: input gain, the four EQ sections, `EQL` and `PHASE`.
2	**Pane header**	The switches `DIGITAL Q` and `SPECTRUM`.
3	**Curve**	The EQ curve that results from all bands.
4	**Band points**	One point per band. Drag them to set frequency and gain.
5	**Spectrum**	Input in grey, output in blue.
6	**Footer strip**	The current settings as text.
7	**Drawer tab**	Opens the drawer with `IN TRIM`, `MIX`, `OUT TRIM` and `PHASE`.

The faceplate is described in the chapter “Controls”, the pane in “The Graphic EQ Pane”.

4.2 Header bar

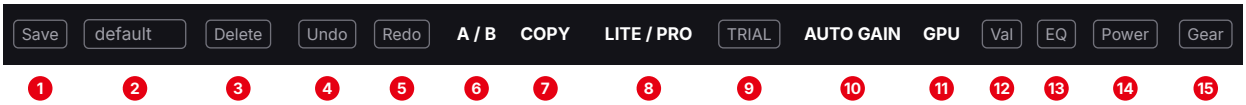


Fig. 2 Layout of the header bar in the wide view (schematic)

1	Save	Saves the current settings as a preset of your own.
2	**Preset box**	Shows the current preset; shows `default` when none is loaded. The arrow opens the preset list. An asterisk after the name marks unsaved changes.
3	Delete	Deletes the preset that is loaded, if it is one of your own.
4	**Undo**	Takes back the last change.
5	**Redo**	Restores the change you took back.
6	A / B	Switches between two sets of settings. The active letter is brighter.
7	COPY	Copies the current set to the other one.
8	LITE / PRO	Chooses the grade. The active word is brighter.
9	TRIAL	Shown only while PRO runs without a license. It reads `NOISE` during a noise burst. Click it to open the PRO card.
10	AUTO GAIN	Click to switch Auto Gain on and off; right-click to choose its mode. The make-up gain is shown to its right.
11	**Engine**	`GPU` or `CPU`: the engine in use. Click to switch.
12	**Value display**	Icon of a small knob with a value bubble, blue when on. Shows the value on every faceplate knob.
13	**EQ view**	Icon of a small curve, blue while the pane is shown. Shows and hides the graphic EQ pane.
14	**Power**	Bypasses the plugin; red while bypassed. Linked to the bypass switch of the DAW.
15	**Config**	Gear icon. Opens the Config menu.



Fig. 3 The header bar in the wide view

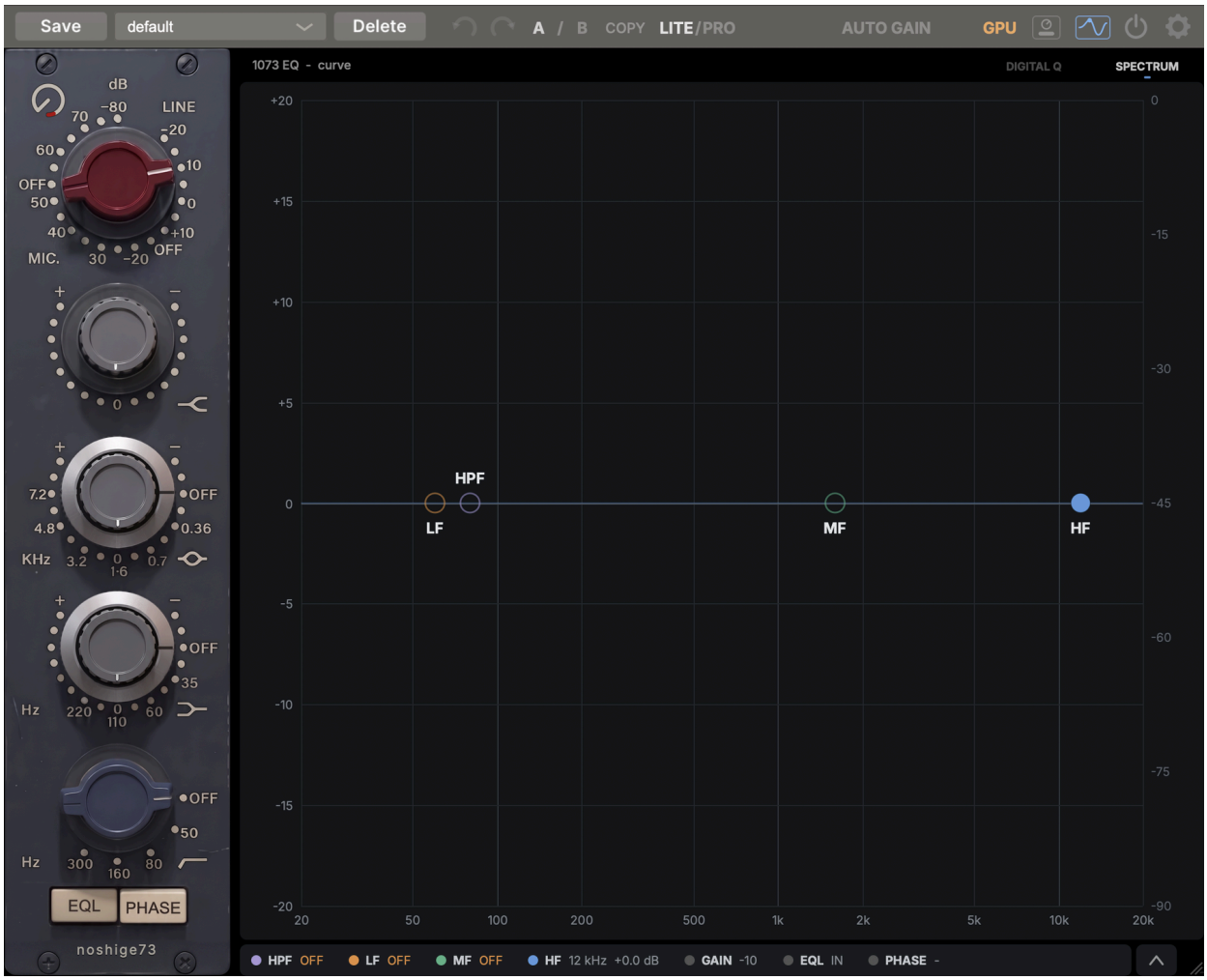


Fig. 4 The noshige73 window in the wide view

4.3 Working with knobs and switches

Action	Result
Drag a knob up or down, or left or right	Turns the knob. Dragging up or to the right turns it clockwise.
Mouse wheel over a knob	Turns the knob.
Right-click a faceplate knob (or `Ctrl` + click on a Mac)	Returns the knob to its default value.
Double-click a gain knob (HF, or the inner knob of MF or LF)	Opens a small box where you type the value in dB. `Enter` applies it, `Esc` cancels.
Double knobs (MF and LF)	The inner knob sets the gain and the outer ring selects the frequency. Drag the part you want to turn.
Click `EQL` or `PHASE`	Presses or releases the button.
Drag `EQL` or `PHASE` down or up	Down presses the button, up releases it.
Knobs in the TRIM / MIX drawer	Drag or use the mouse wheel. Double-click returns the knob to its default value.

Showing the values

Click the value button in the header bar (the icon of a small knob with a value bubble), or choose `Always Show Values` in the Config menu, to show the current value on every knob of the faceplate. On the double knobs the gain is shown above the center and the frequency below it. The setting applies to every instance of noshige73 on this computer.

While the setting is off, the faceplate shows no values, also while you drag a knob. The footer strip of the graphic EQ pane shows the settings as text at all times.

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.

The wide view and the compact view share the same size setting.

4.5 The Config menu

The gear icon at the right end of the header bar opens the Config menu.

Item	What it does
`Get PRO...`	Opens the PRO card. Shown only while PRO is not activated on this computer.
`Always Show Values`	Shows the value on every faceplate knob. Same as the value button in the header bar.
`Auto Gain`	Submenu: `Auto Gain` (on and off), the modes `Track (follows the material)`, `Static (controls only)` and `Snap (measured once on enable)`, and `Snap again`.
`ENGINE`: `GPU`, `CPU`	Chooses the processing engine. The engine in use is ticked.
`Remember Engine`	Saves your engine choice in the DAW project. On by default.
`Open Presets Directory`	Opens the Presets folder in Finder or Explorer.
`License...`	Opens the License panel.
`About`	Shows the version of the plugin.



Fig. 5 The Config menu

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.

The same panel has the button `Visit Website`, which opens noshigesound.com in your browser.

CHAPTER 5

Controls

5.1 Faceplate



Fig. 6 The faceplate

1	**Input gain**	Red knob. Stepped gain in front of the EQ.
2	**HF**	Grey knob. High shelf at 12 kHz: gain.
3	**MF**	Double knob. Mid peak: gain (inner) and frequency (outer ring).
4	**LF**	Double knob. Low shelf: gain (inner) and frequency (outer ring).
5	**HPF**	Blue knob. High-pass filter: frequency.
6	EQL	Switches the EQ in and out.
7	PHASE	Inverts the polarity.

The faceplate carries symbols instead of names. This manual uses the names of the graphic EQ pane: HPF, LF, MF and HF.

On the three gain knobs the pointer is at 6 o'clock for 0 dB. Turning clockwise, towards the + printed on the left, boosts. Turning the other way, towards the – on the right, cuts.

The gain values are those of the panel's scale. Use them as a guide, and set the amount by ear and with the curve in the graphic EQ pane.

Input gain (red knob)



Range: OFF and seven settings, 5 dB apart Default: +10 dB (unity gain)

A stepped gain in front of the EQ. It sets the level that goes into the EQ. The knob has eight positions: OFF and seven gain settings, 5 dB apart. They are the positions on the LINE side of the printed scale. The MIC. side of the scale is not used.

Each position has three numbers, and they are not the same. Please read this table once.

Value on the knob and in the DAW	**Printed on the panel, and GAIN in the footer strip**	**Gain that is applied**
OFF	OFF	Silence
-10 dB	+10	−20 dB
-5 dB	+5	−15 dB
0 dB	0	−10 dB
+5 dB	−5	−5 dB
+10 dB (default)	−10	0 dB (unity gain)
+15 dB	−15	+5 dB
+20 dB	−20	+10 dB

The panel prints the line-input sensitivity of the hardware, so its sign is the opposite of the setting: a lower number on the panel means more gain. The knob (with `Always Show Values`) and the DAW show the name of the setting. The gain that is applied is that value minus 10 dB, so the default, `+10 dB` on the knob, is unity gain.

Dragging up turns this knob clockwise, like every other knob. On this knob clockwise means less gain, and the last position is `OFF`.

The gain comes before the EQ, so it changes the level that the EQ works on. With Auto Gain on, the level change is taken out again at the output. Otherwise use `OUT TRIM`.

> **Important**
> At `OFF` the plugin outputs silence. This is also the case while `EQL` is out. Only the power button in the header bar (plugin bypass) lets the signal through again.

HF: high shelf (grey knob)



Range: −16 … +16 dB in steps of 0.1 dB, at 12 kHz Default: 0 dB

Boosts or cuts the high frequencies with a shelf fixed at 12 kHz. The gain is continuous, in steps of 0.1 dB. This band has no `OFF` position; set the gain to 0 dB to leave the high frequencies as they are.

MF: mid peak (double knob)



Range: `OFF`, 0.36, 0.7, 1.6, 3.2, 4.8, 7.2 kHz; −16 … +16 dB Default: `OFF`, 0 dB

A peak (bell) band. The outer ring selects the frequency: 0.36, 0.7, 1.6, 3.2, 4.8 or 7.2 kHz, or `OFF`, which switches the band off. The inner knob sets the gain, in steps of 0.1 dB.

As on the hardware, the width of the band follows the gain. To set the width yourself, switch on `DIGITAL Q` in the graphic EQ pane.

LF: low shelf (double knob)



Range: `OFF`, 35, 60, 110, 220 Hz; −16 … +16 dB Default: `OFF`, 0 dB

A low shelf. The outer ring selects the frequency: 35, 60, 110 or 220 Hz, or `OFF`, which switches the band off. The inner knob sets the gain, in steps of 0.1 dB.

LF and MF can also be bypassed from the graphic EQ pane, which keeps their frequency and gain. While a band is bypassed, its ring on the faceplate is shown at `OFF`. Turning the ring ends the bypass and starts from `OFF`.

HPF: high-pass filter (blue knob)



Range: `OFF`, 50, 80, 160, 300 Hz Default: `OFF`

Removes low frequencies below the selected frequency: 50, 80, 160 or 300 Hz. At `OFF` the filter is off. It has no gain control. In the graphic EQ pane, the popup of the HPF point gives the slope of the filter as `18 dB/oct`.

EQL



Default: in (pressed)

Switches the EQ in and out. Pressed, the EQ is in. Released, the four EQ sections are taken out of the signal path, the curves in the graphic EQ pane are dimmed, and EQ OUT appears at the top right of the plot. The change is a short crossfade and the latency stays the same, so the track stays in time.

EQL removes only the EQ. The input gain, IN TRIM, OUT TRIM, PHASE and Auto Gain stay active. To hear the untouched input, use the power button in the header bar.

PHASE



Default: off (released)

Inverts the polarity of the output. The round Ø button in the TRIM / MIX drawer is the same switch, and the footer strip shows Ø next to PHASE while it is on.

5.2 Stereo tracks

On a stereo track both channels pass through the same EQ, with one set of controls. There is no link switch and no separate setting for left and right or for mid and side. noshige73 works mono to mono or stereo to stereo.

5.3 Bypass

noshige73 has two switches that take processing out, and they do different things. Neither shifts the timing: the signal stays delayed by the latency of the plugin.

	Power button (header bar)	EQL
What you hear	The input, unchanged. The button follows the bypass switch of the DAW in both directions.	The input without EQ, but with the input gain, IN TRIM, OUT TRIM, PHASE and Auto Gain.
Display	The button turns red. The area below the header bar is dimmed, shows Bypassed and ignores clicks.	The curves are dimmed and EQ OUT is shown in the plot.
Saved in presets	No	Yes

CHAPTER 6

The Graphic EQ Pane

The pane to the right of the faceplate shows what the EQ is doing, and you can set the EQ there with the mouse. Everything you do here moves the faceplate as well, and the other way round.



Fig. 7 The graphic EQ pane

1	DIGITAL Q	Adds an adjustable Q to LF, MF and HF. Off in this picture.
2	SPECTRUM	Switches the spectrum on and off. On in this picture, with a blue line under the word.
3	**Left axis**	EQ gain, from +20 to −20 dB.
4	**Right axis**	Spectrum level, from 0 to −90 dBFS.
5	**Curve**	The sum of all bands. Each band also draws a thin curve in its own color.
6	**Band point, on**	A solid disc: here MF.
7	**Band point, off**	A hollow ring: here HPF, which is OFF.
8	**Spectrum**	Input in grey, output in blue.
9	**Footer strip**	The settings as text.
10	**Drawer tab**	Opens the TRIM / MIX drawer.

6.1 The curve

The plot, under the title `1073 EQ - curve`, runs from 20 Hz to 20 kHz. The left axis is EQ gain, from +20 to −20 dB with a line every 5 dB. Each band that is on draws a thin curve in its own color, and the brighter curve is the sum of all bands. While `EQL` is out the curves are dimmed and `EQ OUT` is shown at the top right.

The curve shows the setting of the EQ. The spectrum behind it shows the signal itself.

6.2 The pane header

`SPECTRUM`



Default: on

Switches the spectrum on and off. While it is on, the word is bright and has a blue line under it. The grey area is the input, taken after the input gain and `IN TRIM` and before the EQ. The blue area with the lighter edge is the output of the plugin. The right axis gives the level, from 0 to −90 dBFS.

On a stereo track the spectrum shows the sum of both channels.

`DIGITAL Q`



Default: off

With `DIGITAL Q` off, each band has the width of the hardware. That width changes with the gain, and there is no Q control.

With `DIGITAL Q` on, LF, MF and HF each have a Q that you set yourself, with the mouse wheel or `Alt` + drag on the band point, or in the band popup. HPF has no Q. The curve follows the Q, and the footer strip shows the value for each band. `DIGITAL Q` adds no latency.

Band	Q range
LF and HF (shelves)	0.30 – 2.00
MF (peak)	0.20 – 8.00

The first time you switch `DIGITAL Q` on in an instance, the three Q values are taken from the width the hardware has at the current gains, so you start from the shape you already had. After that the plugin keeps your Q values when you switch `DIGITAL Q` off and on. `RESET` in the band popup returns one band to the width of the hardware.

6.3 Band points

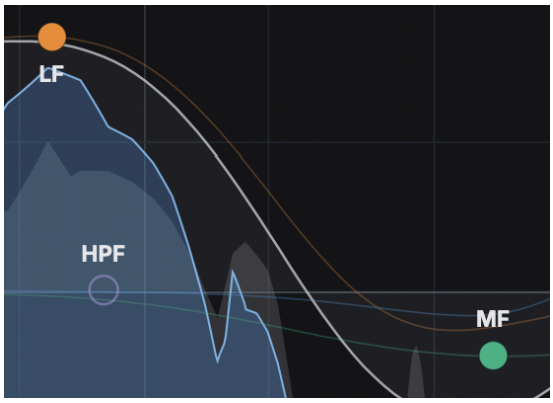


Fig. 8 Band points: LF and MF are on, HPF is off

Each band has a point with its name: HPF (purple), LF (orange), MF (green) and HF (blue). A solid disc is a band that is on. A hollow ring is a band that is `OFF` or bypassed; it waits at its last frequency. While you drag a point, marks for the frequencies you can select appear on the frequency axis.

Action	HPF	LF / MF	HF
Drag	Left or right steps through 50, 80, 160 and 300 Hz. Dragging further left than 50 Hz switches the filter `OFF`.	Left or right steps through the frequencies of the band. Up or down sets the gain, from −16 to +16 dB.	Up or down sets the gain, from −16 to +16 dB. The frequency is fixed at 12 kHz.
`Ctrl`/`Cmd` + click	Switches between `OFF` and the last frequency.	Bypasses the band, or brings it back. Frequency and gain are kept.	Sets the gain to 0 dB.
Double-click	—	Sets the gain to 0 dB.	Sets the gain to 0 dB.
Drag a hollow point	Switches the filter on again.	Switches the band on again.	—
Mouse wheel over the point, with `DIGITAL Q` on	—	Changes the Q. Wheel up makes the band wider.	The same.
`Alt` + drag up or down, with `DIGITAL Q` on	—	Changes the Q. Up raises the Q, which makes the band narrower.	The same.

On a Mac, `Alt` is the `Option` key. A right-click on a point has no function.

The band popup

Hold the mouse over a point and a small popup opens next to it. It shows the band's values and lets you type them.

Row	Content
Power button and name	HPF: switches between `OFF` and the last frequency. LF and MF: bypasses the band and keeps its values. The button is lit in the color of the band while the band is on. HF has no power button.

Row	Content
Freq	The frequency in Hz. You can type `1600` or `1.6k` the band takes the nearest position it has. HF shows the fixed text 12 kHz.
Gain	The gain in dB. Typing a gain into a band that is OFF switches the band on. HPF shows the fixed text 18 dB/oct.
Q and RESET	Only with DIGITAL Q on, and not for HPF. Type a Q, or click RESET to return the band to the width of the hardware.

Click a field to type. Enter applies the value, Esc restores the old one, and a click anywhere outside the field applies it as well.



Fig. 9 The band popup

6.4 The TRIM / MIX drawer

Drawer tab



Default: drawer closed

The tab with the arrow at the right end of the footer strip opens a small drawer over the bottom right corner of the plot. Click the tab again to close it. The controls keep working while the drawer is closed, and a blue dot on the tab tells you that at least one of them is not at its default. Each instance remembers whether its drawer is open.

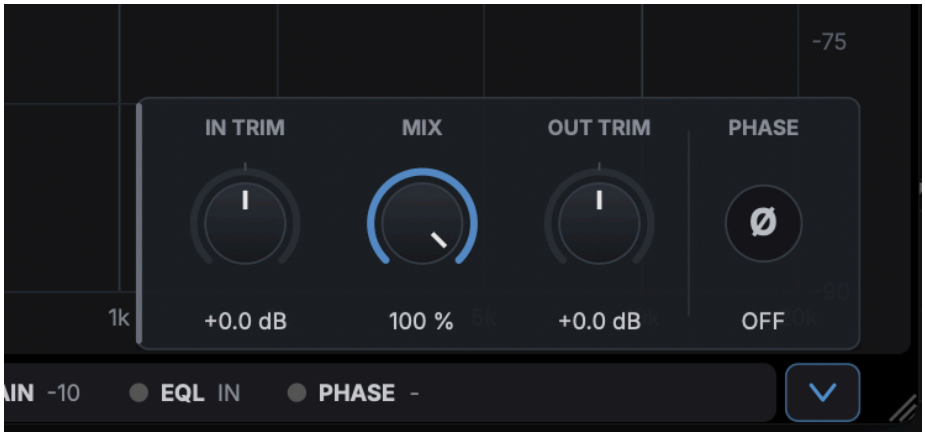


Fig. 10 The TRIM / MIX drawer

IN TRIM

Range: −12 … +12 dB in steps of 0.1 dB Default: 0.0 dB

A fine level control at the same point as the input gain, in front of the EQ. Use it for the amounts between the 5 dB steps of the input gain.

MIX

Range: 0 … 100 % in steps of 1 % Default: 100 %

Blends the signal without EQ with the signal with EQ. At 100 % you hear only the signal with EQ. The signal without EQ still carries the input gain and IN TRIM, and it is delayed to match the latency of the EQ, so the two stay in phase.

OUT TRIM

Range: −12 … +12 dB in steps of 0.1 dB Default: 0.0 dB

The output level, after MIX and after Auto Gain. Auto Gain does not compensate for it, so this is the control for the final level.

Ø (PHASE)

Range: OFF / INV Default: OFF

Inverts the polarity. The button shows INV while it is on. It is the same switch as PHASE on the faceplate.

6.5 The footer strip

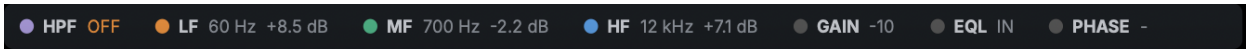


Fig. 11 The footer strip

The strip under the plot shows the settings as text. It is for reading only.

Item	Shows
HPF	OFF, or the frequency, for example 80 Hz.
LF, MF	Frequency and gain, for example 60 Hz +8.5 dB OFF when the band is off; BYP in orange when it is bypassed.
HF	12 kHz and the gain.
GAIN	The input gain as it is printed on the panel, for example -10 at the default. See the table under “Input gain”.
EQL	IN or OUT.
PHASE	- when normal, Ø when inverted.

With DIGITAL Q on, the Q is added to LF, MF and HF, for example Q 0.70.

CHAPTER 7

Wide and Compact Views

noshige73 has two views. The wide view shows the faceplate and the graphic EQ pane under a header bar of one row. The compact view shows the faceplate alone, as a narrow strip, under a header bar of three rows. A new instance opens in the wide view.

To switch, click the EQ view button in the header bar, the icon of a small curve. It is blue while the pane is shown. Each instance remembers its view in the DAW project.



Fig. 12 The compact view

7.1 The header bar in the compact view

Row	Controls, from left to right
1	Save (disk icon), preset box, delete (bin icon).
2	Undo, redo, `A / B`, `COPY`, values button, power button, Config menu (gear).
3	`LITE / PRO`, `AUTO` (Auto Gain, with its readout), `GPU` or `CPU`, EQ view button.

The controls do the same as in the wide view, with these differences:

- Auto Gain is labeled `AUTO`.

- There is no `TRIAL` pill. While PRO runs without a license, the word `PRO` is amber, and it flashes orange during a noise burst.
- The License panel, the PRO card and the activation screen need the wide view. Opening one of them switches the window to the wide view first.

The controls of the graphic EQ pane are not available in the compact view, but their settings stay in effect: `DIGITAL Q` and the Q values, band bypass, `IN TRIM`, `MIX` and `OUT TRIM`.

7.2 Window size

View	Size at 100 %
Wide	1058 × 857
Compact	200 × 897

Both views can be resized from 50 % to 300 % with the grip in the bottom right corner, and they share one size setting. If a DAW forces a window of another shape, the plugin fits its picture into that window and fills the rest with black.

CHAPTER 8

LITE and PRO

noshige73 comes in two grades in the same installation, LITE and PRO. They have the same features. The only difference is sound quality.

	LITE	PRO
Quality	The lighter model. It is light on the CPU.	The full-size model, which renders the hardware at full fidelity.
License	None. Free, with no account and no time limit.	A paid license. Until it is activated, PRO runs as a trial with noise bursts.
Controls, presets, DAW projects, latency	The same.	The same.
New instances	Open on LITE.	Open on PRO once PRO is activated on this computer.

8.1 Choosing the grade

Choose the grade with `LITE / PRO` in the header bar (in the compact view, in the third row of the header bar). The active word is brighter. The grade belongs to the instance: it is saved in the DAW project, but not in presets and not in the A/B slots, and it cannot be automated.

For a moment after you change the grade, the signal passes without EQ, in time with the rest of the project. Then the EQ fades back in.

8.2 The PRO trial

Until PRO is activated on this computer, PRO runs as a trial. The trial has no time limit and needs no account. It is the full PRO model with one difference: a 10-second burst of noise is mixed into the output roughly every half minute. LITE never has the noise.

1. Choose `PRO` with `LITE / PRO`. The `Unlock noshige73 PRO` card opens.
2. Click `Try PRO with noise`. Once you have started the trial, this button reads `Continue trial`.

While PRO runs as a trial, the plugin shows it in two places:

- An amber `TRIAL` pill in the header bar. During a noise burst it reads `NOISE` and flashes orange. The compact view has no pill; there the word `PRO` is amber and flashes orange.
- During a noise burst, a banner across the top of the graphic EQ pane (in the compact view, across the top of the faceplate): `PRO TRIAL - NOISE BURST (not a bug: buy a license to remove)`.

> **Important**
> The noise of the PRO trial is part of the audio. It is also rendered into bounces and exports. Before you bounce or export, switch every instance that runs the PRO trial to LITE, or activate PRO.



Fig. 13 The PRO trial during a noise burst

8.3 The PRO card

The card `Unlock noshige73 PRO` opens when you choose PRO without a license, and when you open the window of an instance that runs PRO without a license. You can also open it with the `TRIAL` pill, with `Get PRO...` in the Config menu, and with `Get PRO` in the License panel. It describes PRO and gives you these choices:

Button	What it does
`Buy PRO`	Opens the noshige73 page of the store in your browser.
`I have a license`	Opens the activation screen (`Activate PRO`). See “Licensing and Activation”.
`Try PRO with noise` / `Continue trial`	Runs PRO as a trial on this instance. After that, the card does not open by itself for 24 hours.
`Stay on LITE (free)`	Closes the card and switches the instance to LITE. Closing the card with the ?, with `Esc` or with a click outside it does the same.

The activation screen also has the link `Buy a PRO license`, which opens the same store page as `Buy PRO`.

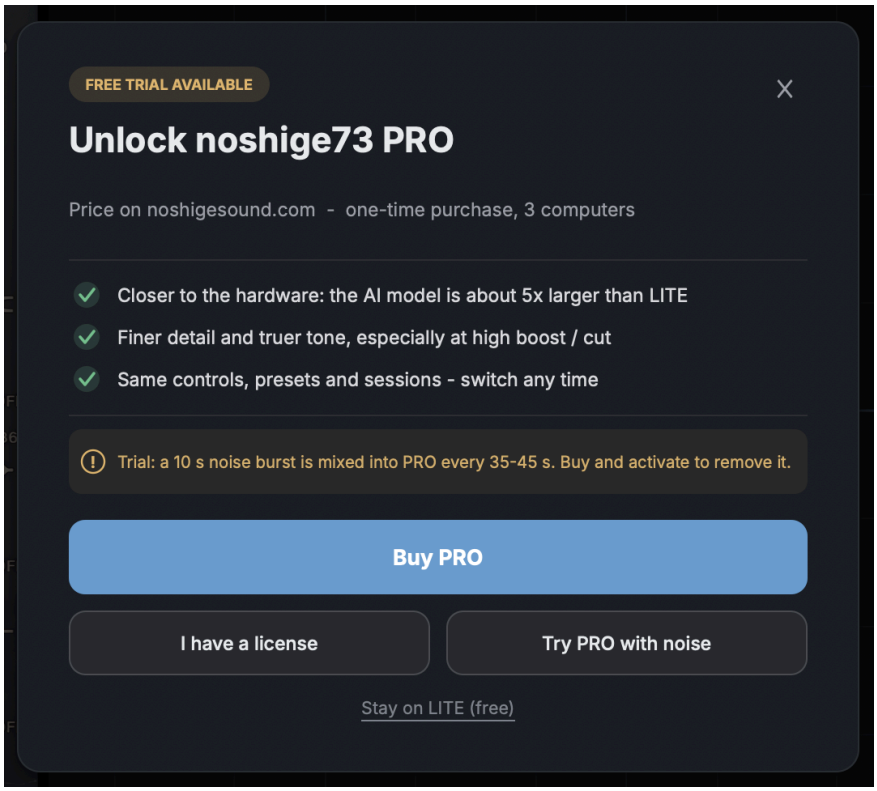


Fig. 14 The PRO card

CHAPTER 9

Auto Gain

An EQ changes the level as well as the tone, and the input gain changes it even more. A louder signal is easy to mistake for a better one. Auto Gain applies a make-up gain at the output so that the loudness after the plugin matches the loudness that came in, and you can judge the tone itself.

9.1 Switching it on

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

- Click `AUTO GAIN` in the header bar (`AUTO` in the compact view).
- 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 word is bright and the readout to its right shows the make-up gain that is being applied, in dB with one decimal. A positive value means that the output is turned up.

9.2 The three modes

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

Menu item	Readout	Behavior
`Snap (measured once on enable)`	+1.2 ●	Measures the material once. When you switch Auto Gain on, the plugin applies an estimate at once, then measures two seconds of audio (the dot blinks) and keeps that correction. After that the gain changes only when you move a control. It is the same at every position in the song, during playback and in a bounce. This is the default.
`Track (follows the material)`	+1.2 dB	Follows the material. The plugin keeps comparing the loudness of input and output and slowly adjusts the gain to keep them matched.
`Static (controls only)`	+1.2 S	Uses the positions of the controls only. Nothing is measured, so the gain never depends on the audio.

In Snap mode, `Snap again` in the same menu measures the material once more; while it measures, the item reads `Snap again (capturing...)`. The item is available only while Auto Gain is on and the mode is Snap. 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. If you change from Track to Snap, Snap takes over the value that Track had reached and does not measure again.

> **Note**
> Snap needs audio to measure. If nothing is playing when you switch Auto Gain on, the dot keeps blinking until two seconds of audio have passed.

9.3 The gain that is applied

The make-up gain has two parts, and the readout shows their sum.

Part	Value
Input gain and IN TRIM	Taken out in full, in every mode. At the input gain setting +20 dB, which applies +10 dB, this part is −10 dB. At 0 dB, which applies −10 dB, it is +10 dB. IN TRIM at +3 dB adds −3 dB.
EQ	A correction for the change in loudness that the bands cause: a boost turns the output down, a cut turns it up. Static calculates it from the control positions alone. In Snap, the measured value can differ from the Static value by up to 12 dB. In Track, the plugin follows the material within 6 dB of its estimate and changes the gain by at most 6 dB per second.

With MIX below 100 %, the EQ part is reduced in proportion. OUT TRIM is applied after Auto Gain and is not part of the readout.

9.4 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, including a factory preset, leaves them as they are.
- They cannot be automated.
- While EQL is out, Auto Gain stays active and keeps taking out the level change of the input gain. While the plugin is bypassed with the power button, the make-up gain returns to 0 dB.
- With the input gain at OFF, the make-up gain stays where it was.
- When you reopen a project, Auto Gain starts from the make-up gain it had when the project was saved.

CHAPTER 10

The Processing Engine: GPU and CPU

noshige73 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.

10.1 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	At 44.1 / 48 kHz: a multiple of 256 samples, up to 4096 (256, 512, 768, 1024 and so on). At 88.2 / 96 kHz: a multiple of 512 samples, up to 4096 (512, 1024, 1536, 2048 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.

10.2 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)	512 samples (5.3 ms)
GPU, 256	768 samples (16 ms)	CPU is used
GPU, 512	1280 samples (26.7 ms)	1536 samples (16 ms)
GPU, 1024	2304 samples (48 ms)	2560 samples (26.7 ms)
GPU, 2048	4352 samples (90.7 ms)	4608 samples (48 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.

10.3 Choosing the engine

The engine indicator is the word `GPU` or `CPU` in the header bar. 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.

10.4 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.

10.5 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 11

Presets, A/B and Undo

11.1 Presets

The preset list has two parts. The factory presets under `Factory` are built into the plugin and cannot be changed. The presets you save are files on your computer; see “Where presets are kept”. There are no buttons for the previous or the next preset: presets are chosen from the list.

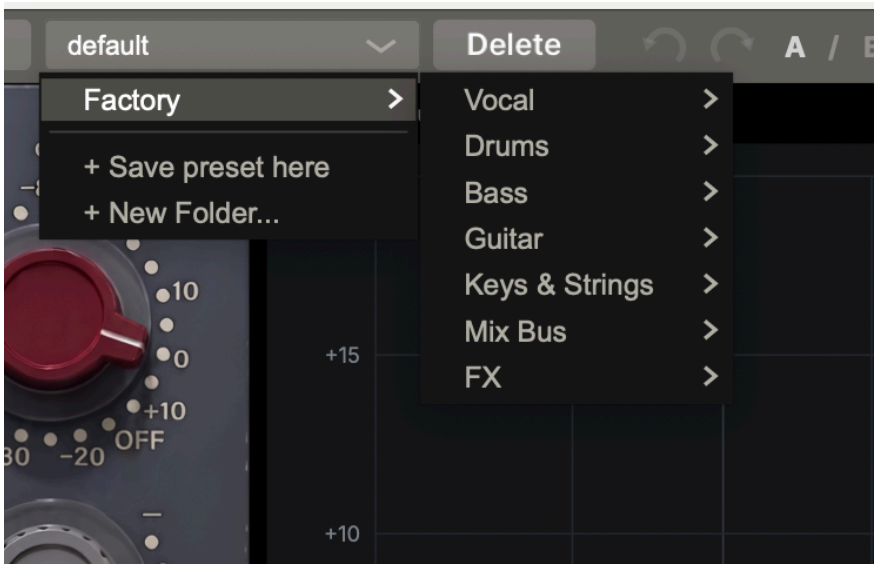


Fig. 15 The preset list

To	Do this
Load a preset	Click the arrow of the preset box and choose a preset. The loaded preset has a tick.
Save a new preset	Type a name in the preset box and click `Save`. Typing `Folder/Name` saves into that folder.
Overwrite	Save under the same name and confirm.
Keep a changed factory preset	Click `Save`. The settings are saved as a new preset of your own; the factory preset stays as it was.
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 and type the name in the `New Folder` dialog. The next save goes into the new folder.
Rename a preset	Right-click one of your presets in the list (`Ctrl` + click on a Mac) and type the new name in the `Rename Preset` dialog. The preset stays in its folder.
Delete a preset	Load one of your presets, click `Delete` and confirm.
Rename, move or delete folders	Do this in Finder or Explorer. `Open Presets Directory` in the Config menu opens the folder.

An asterisk after the name (`Name*`) means the settings have changed since the preset was loaded or saved. Factory presets cannot be renamed, deleted or overwritten.

What a preset contains

Saved in a preset	Not saved in a preset
Input gain, HPF, LF and MF (frequency, gain and bypass), HF, EQL, PHASE, IN TRIM, OUT TRIM, MIX, DIGITAL Q and the three Q values	Bypass (power button), LITE / PRO, Auto Gain and its mode, the engine (GPU / CPU), the window size and view, whether the spectrum is on and the drawer is open, the A/B slots

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

Messages

Message	Meaning
Please insert the preset name!	Save was clicked with an empty preset box. Type a name first.
Are you sure you want to overwrite it?	A preset of that name exists. OK replaces it, Cancel keeps it.
Preset Saved	The preset was saved under the name shown.
Please select the preset!	Delete was clicked with no preset loaded.
Factory presets cannot be deleted.	The loaded preset is a factory preset.
Are you sure you want to delete it?	OK deletes the preset file, Cancel keeps it.
Preset Deleted	The preset file was deleted.
A preset with that name already exists.	When renaming: choose another name.
Preset saving process failed. / Preset deleting process failed. / Preset rename failed.	The preset file could not be saved, deleted or renamed.
Next Save goes into: …	Confirms the folder that the next save uses. After + New Folder… the message is Folder created. The next Save goes here.

11.2 Where presets are kept

macOS	Windows
`~/Documents/noshigeSound/noshige73/Presets`	`Documents\noshigeSound\noshige73\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.

11.3 Factory presets

noshige73 comes with 62 factory presets in seven folders. The tables list their settings. In every factory preset EQL is in, MIX is 100 %, IN TRIM is 0 dB, DIGITAL Q is off and no band is bypassed.

Column	Meaning
IN	Input gain, as the value shown on the knob. `+10 dB` is the default (unity gain); `+15 dB` and `+20 dB` feed the EQ 5 dB and 10 dB more level.
HPF	Frequency of the high-pass filter.
LF, MF	Frequency and gain in dB.
HF	Gain in dB of the 12 kHz shelf.
OUT	`OUT TRIM` in dB. Blank means 0 dB.
Ø	`PHASE` is on (polarity inverted).

Most presets with a higher input gain lower `OUT TRIM` to take back part or all of the added level. Factory presets do not switch Auto Gain on or off.

Vocal

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Lead Vocal	+10 dB	50 Hz	110 Hz +2.5	3.2 kHz +2.0	+2.5		
Male Vocal	+10 dB	OFF	110 Hz +5.0	3.2 kHz −5.0	+7.5		
Female Vocal	+10 dB	OFF	220 Hz +3.0	4.8 kHz −5.0	+9.0		
Airy Vocal	+10 dB	50 Hz	220 Hz +3.0	7.2 kHz +3.5	+3.0		
Vocal Clarity	+10 dB	80 Hz	220 Hz −5.0	1.6 kHz −10.0	+3.0		
Telephone Vocal	+10 dB	300 Hz	60 Hz −5.0	1.6 kHz +7.0	+2.0		
Vocal Mid Push	+10 dB	160 Hz	220 Hz −10.0	1.6 kHz +9.0	−9.0		
Background Vocal	+10 dB	160 Hz	220 Hz −4.0	360 Hz −3.5	+6.0		
Driven Lead Vocal	+20 dB	80 Hz	110 Hz +1.5	4.8 kHz +2.0	+3.0	−10.0	

Drums

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Kick Punch	+10 dB	OFF	60 Hz +5.0	360 Hz −8.5	+6.0		
Sub Kick	+10 dB	OFF	35 Hz +8.0	3.2 kHz +5.0	−16.0		
Jazz Kick	+10 dB	OFF	60 Hz +6.0	1.6 kHz +7.5	+3.0		
Soft Kick	+10 dB	50 Hz	110 Hz +4.5	1.6 kHz −7.0	−2.5		
808 Kick	+10 dB	160 Hz	35 Hz +4.5	700 Hz −4.0	−3.5		
Snare Top	+10 dB	50 Hz	110 Hz +5.0	1.6 kHz +5.5	+6.0		
Snare Bright	+10 dB	OFF	110 Hz +5.0	4.8 kHz +10.0	+5.0		
Snare Bottom	+10 dB	160 Hz	220 Hz −8.0	4.8 kHz +5.5	+16.0		Ø
70s Snare	+20 dB	160 Hz	220 Hz −0.5	4.8 kHz −5.0	+7.0	−8.0	
Hi Hat Sharp	+10 dB	300 Hz	220 Hz −9.0	7.2 kHz −4.0	+11.0		
Overheads	+10 dB	50 Hz	110 Hz +3.0	1.6 kHz −4.0	+8.5		
Floor Tom	+10 dB	OFF	60 Hz +6.0	4.8 kHz +7.5	+2.0		
Rack Tom	+10 dB	OFF	110 Hz +5.0	3.2 kHz +7.5	+1.5		

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Room Mics	+10 dB	50 Hz	60 Hz +5.0	1.6 kHz +7.0	−6.0		
Drum Bus	+10 dB	OFF	60 Hz +6.0	4.8 kHz +3.0	+4.0		

Bass

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Bass DI	+15 dB	OFF	110 Hz +6.0	700 Hz +6.5	+1.5	−3.0	
Bass Amp	+10 dB	OFF	60 Hz +7.0	360 Hz −4.0	+8.0		Ø
Pick Bass	+10 dB	OFF	OFF	3.2 kHz +9.0	+5.0		
Bass De-Mud	+20 dB	160 Hz	220 Hz −15.0	1.6 kHz −10.0	−8.0		
70s Bass	+15 dB	80 Hz	110 Hz +3.0	360 Hz +10.5	0.0	−3.0	
Aggressive Bass	+15 dB	50 Hz	OFF	700 Hz +11.5	+5.5	−4.5	
Slap Bass	+10 dB	OFF	60 Hz +5.0	360 Hz −6.5	0.0		
Synth Bass Thick	+15 dB	50 Hz	60 Hz +2.0	1.6 kHz +3.0	−5.5	−3.5	
Synth Bass Bite	+10 dB	OFF	60 Hz +6.0	700 Hz −5.0	+6.5		

Guitar

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Acoustic Guitar	+10 dB	50 Hz	110 Hz +1.0	7.2 kHz +2.0	+2.0		
Acoustic Guitar Tight	+20 dB	50 Hz	35 Hz −4.5	360 Hz −4.5	+7.5	−6.0	
Acoustic Guitar De-Boom	+20 dB	80 Hz	110 Hz −7.0	700 Hz −16.0	+2.0	−3.0	
Crunch Guitar	+10 dB	OFF	110 Hz −3.0	4.8 kHz +8.0	+2.0		
Clean Guitar	+20 dB	80 Hz	60 Hz −3.5	700 Hz −12.5	+10.0	−6.0	
Rock Guitar	+10 dB	80 Hz	110 Hz +6.0	1.6 kHz +9.5	0.0	−4.0	
Rhythm Guitar	+15 dB	160 Hz	220 Hz +1.5	1.6 kHz +6.5	+4.0	−4.5	
Driven Guitar	+20 dB	160 Hz	OFF	3.2 kHz +10.0	−7.5	−10.0	
DI Guitar	+10 dB	OFF	220 Hz −7.0	3.2 kHz −4.0	+7.0		

Keys & Strings

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Piano	+10 dB	OFF	110 Hz +1.0	360 Hz −5.5	+2.0		
Bright Piano	+10 dB	OFF	60 Hz +3.5	700 Hz −2.5	+8.5		
Rhodes	+20 dB	80 Hz	110 Hz −2.5	700 Hz +2.5	+4.5	−7.0	
Synth Lead	+20 dB	80 Hz	220 Hz −5.5	3.2 kHz +7.0	+3.0	−7.0	
Aggressive Synth	+10 dB	50 Hz	60 Hz +7.5	1.6 kHz +9.0	+4.0	−2.0	
Harpsichord	+15 dB	80 Hz	220 Hz −1.0	3.2 kHz +8.5	0.0	−2.5	
Strings	+15 dB	160 Hz	110 Hz +3.5	1.6 kHz +3.5	+3.0	−3.5	

Mix Bus

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Mix Smile	+10 dB	OFF	220 Hz +4.0	360 Hz −3.0	+5.5		
Mix Air	+10 dB	OFF	OFF	OFF	+2.5		
Mix Low End	+10 dB	OFF	110 Hz +3.0	700 Hz +2.0	0.0		
Mix Polish	+10 dB	OFF	60 Hz +2.0	4.8 kHz +2.0	+3.0		
Mix Warm	+10 dB	OFF	60 Hz +5.0	360 Hz +3.5	+4.0		
Mix Subtle	+10 dB	OFF	110 Hz +3.0	700 Hz −2.5	+1.5		

FX

Preset	IN	HPF	LF	MF	HF	OUT	Ø
Radio	+10 dB	300 Hz	60 Hz −16.0	360 Hz +11.5	−16.0		
Treble Only	+10 dB	300 Hz	60 Hz +1.0	360 Hz −16.0	+10.5		
Sub Only	+10 dB	OFF	35 Hz +16.0	360 Hz −12.5	−16.0		
No Mid	+10 dB	OFF	60 Hz −1.5	360 Hz −16.0	+2.5		
No Low End	+10 dB	300 Hz	60 Hz −16.0	360 Hz +11.5	−3.0		
Broken Speaker	+20 dB	160 Hz	OFF	1.6 kHz −16.0	+3.0	−10.0	
Thin Bass	+10 dB	300 Hz	60 Hz +4.0	360 Hz −15.0	−7.0		

11.4 A/B comparison

A / B holds two sets of settings. Click it to switch between them; the active letter is brighter. Until you use it, both sets are the same. 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.

A set holds everything a preset holds. Bypass, LITE / PRO and Auto Gain are not part of it and stay as they are when you switch. Both sets are saved with the DAW project.

11.5 Undo and redo

The two arrow buttons in the header bar undo and redo changes you make in the plugin: knobs and buttons, changes made in the graphic EQ pane, A/B switches and LITE / PRO. With the plugin window focused, Ctrl / Cmd + Z undoes, and Ctrl / Cmd + Shift + Z or Ctrl / Cmd + Y redoes, unless the DAW takes those keys for itself. Loading a preset or a DAW project clears the undo history.

CHAPTER 12

Licensing and Activation

The essentials first:

Question	Answer
Can I use it without a license?	Yes: LITE. It needs no license, no account and no activation, and it has no time limit.
What needs a license?	Only PRO. The license is activated in the plugin.
Is there a 14-day trial?	No. noshige73 has no time-limited trial. Instead, PRO can be tried for as long as you like: until it is activated, PRO runs with a burst of noise roughly every half minute.
What does activating change?	The noise in PRO stops. LITE is the same before and after.
What do I need to activate PRO?	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.

noshige73 has two grades in one installation. LITE is free. It needs no account, no license key and no activation, and it has no time limit. PRO is the paid, full-size model, and it is the only part of noshige73 that needs a license.

Until PRO is activated on a computer, it runs there as a trial with no time limit: the full PRO model, with a 10-second burst of noise mixed in roughly every half minute. Activating a license removes the noise. The trial is described in the chapter “LITE and PRO”; this chapter describes the license.

12.1 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 noshige73 start with `NSG73-`.

1. Choose `PRO` with `LITE / PRO` in the header bar. The `Unlock noshige73 PRO` card opens. Click `I have a license` the activation screen, titled `Activate PRO`, opens. If the card does not open because you chose the trial earlier, click the `TRIAL` pill in the header bar, or choose `Get PRO...` in the Config menu.
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.

PRO now runs without the noise bursts in every instance of noshige73 on this computer, and new instances open on PRO. LITE was never locked and stays as it is.

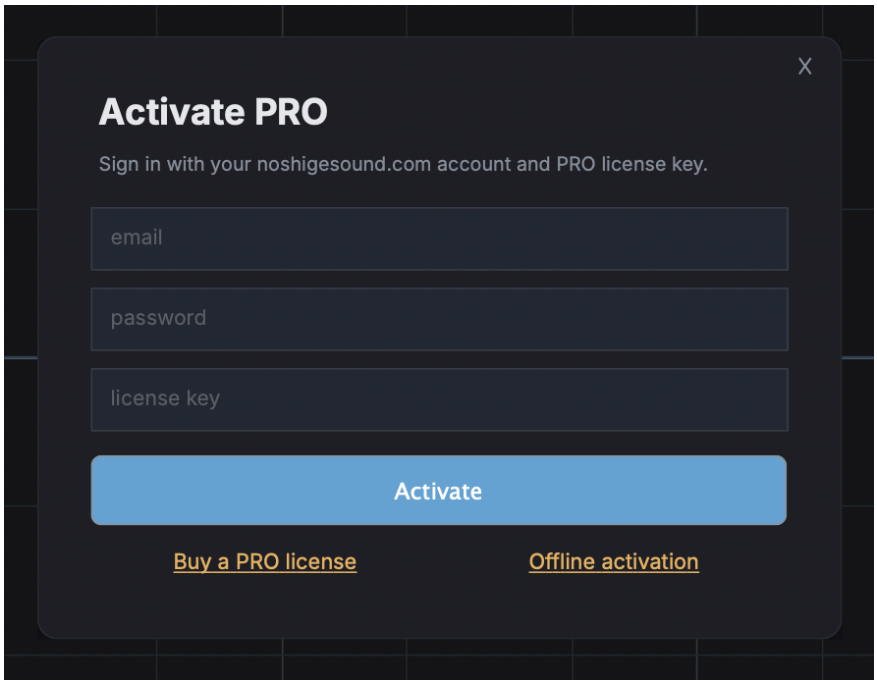


Fig. 16 The activation screen

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 `NSG73-`. You can paste it.
Activate	Sends the three entries and activates this computer. `Enter` does the same.
Buy a PRO 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 noshige73 start with `NSG73-`.
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.

Message	What to do
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.

12.2 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.

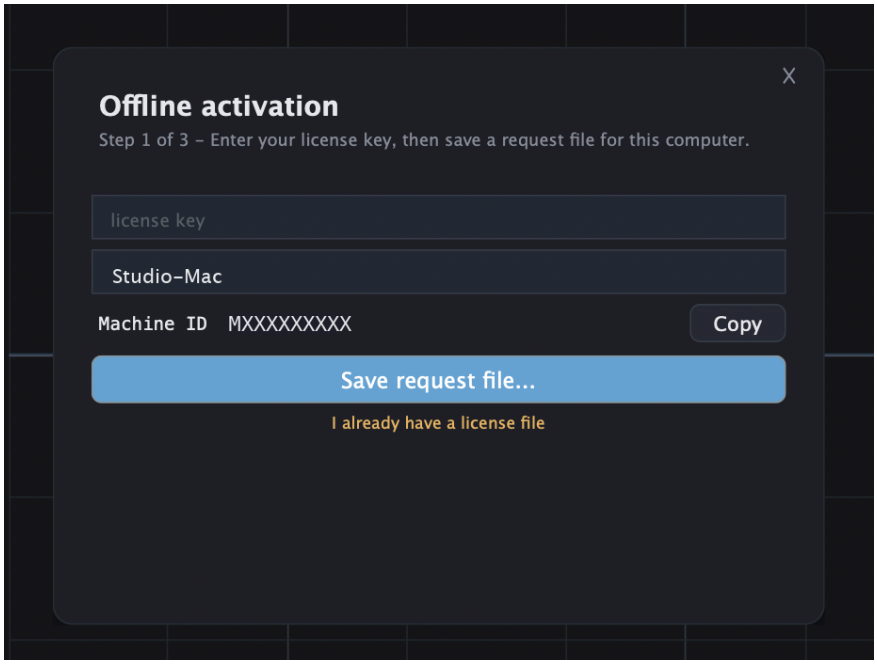


Fig. 17 Offline activation, step 1

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`.

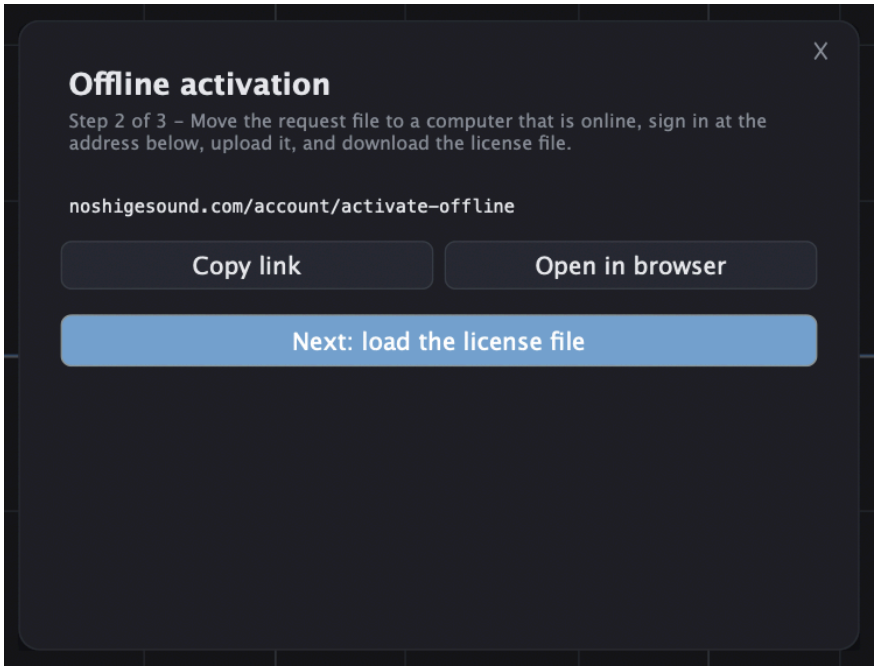


Fig. 18 Offline activation, step 2

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.

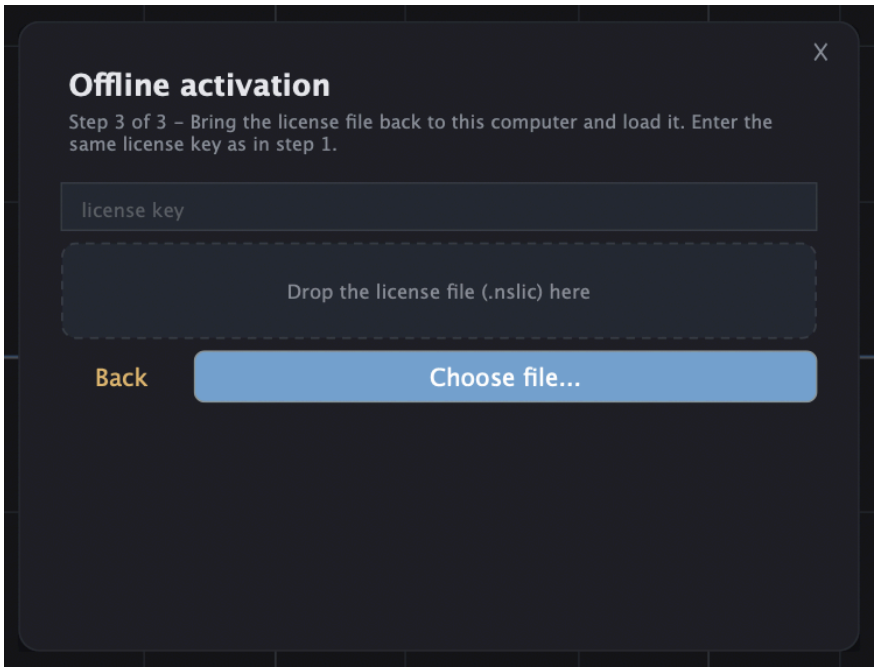


Fig. 19 Offline activation, step 3

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 noshige73 1.2.0 or later.

12.3 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, PRO on that computer runs as the trial again, with the noise bursts, until it is activated again. LITE is not affected. You can also open your account from the plugin with `Manage License` in the License panel.

12.4 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.

12.5 The License panel

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

Row	Shows
Status	`LITE (free)`, `PRO trial`, `PRO activated`, `PRO activated (offline)` or `Subscription expired`.
Plan	`Free - LITE model` while PRO has not been used, a free-trial line while PRO runs as a trial, and `PRO - Perpetual License`, `PRO - Monthly Subscription` or `PRO - Yearly Subscription` once PRO is activated.
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.

Until PRO is activated, the License panel has the button `Get PRO`, which opens the PRO card, and the rows below `Plan` are not shown. Once PRO is activated, the panel also shows the date of purchase (`Purchased on`), and the button is `Manage License`, which opens your account on noshigesound.com in the browser.

CHAPTER 13

Troubleshooting

Symptom	Cause and remedy
A burst of noise roughly every half minute, with the banner `PRO TRIAL - NOISE BURST`	PRO is running without a license. Switch the instance to `LITE`, or activate PRO (see “Licensing and Activation”). The noise is also rendered into bounces.
No sound at all	The input gain (red knob) is at `OFF`. Turn it, or right-click it to return to the default.
The panel is dimmed and says `Bypassed`	The plugin is bypassed. Click the power button in the header bar, or switch off bypass in the DAW.
The EQ has no effect and the plot says `EQ OUT`	`EQL` is out. Press `EQL` on the faceplate.
One band has no effect, and its point is a hollow ring	The band is `OFF` or bypassed (`BYP` in the footer strip). Drag the point, or turn the ring on the faceplate.
No values on the knobs	Switch on `Always Show Values` in the Config menu, or click the values button in the header bar.
The level jumps when the input gain is turned	This is expected: the input gain changes the level. Switch on `AUTO GAIN`, or correct the level with `OUT TRIM`.
The window opens as a narrow strip	This is the compact view. Click the EQ view button, the small curve in the third row of the header bar.
The window is too large or too small	Drag the grip in the bottom right corner. `Shift` + click the grip returns to 100 %.
The header bar shows a dark `CPU` that cannot be clicked	The GPU cannot be used with the current setup. Set the DAW buffer to a multiple of 256 samples at 44.1 or 48 kHz, or a multiple of 512 samples at 88.2 or 96 kHz. On an Intel Mac, or a Windows PC without a supported NVIDIA card, the plugin always uses the CPU. If the buffer size already meets the requirement, the plugin is holding this instance on the CPU because the buffer size or the latency changed repeatedly. It tries the GPU again after you change the buffer size in the DAW.
The engine changes from `GPU` to `CPU` during playback	The GPU could not keep up, usually because many instances are open. The plugin continues on the CPU and returns to the GPU by itself. If it happens often, use fewer instances on the GPU or a larger buffer.
The engine keeps changing between `GPU` and `CPU`	Some hosts restart the plugin whenever its latency changes. Choose `CPU` for that instance.
The latency changes when the engine changes	This is expected. The GPU engine adds two DAW buffers of latency. The DAW compensates for it.
High CPU load	noshige73 needs more computation than a conventional EQ. Use the GPU engine where it is available, use LITE, which is light on the CPU, or freeze or bounce tracks that are finished.
The audio is not processed	Check the project sample rate. noshige73 supports 44.1, 48, 88.2 and 96 kHz.

Symptom	Cause and remedy
The plugin cannot be inserted on a mono track with stereo output	noshige73 works mono to mono or stereo to stereo. Use a mono or a stereo track.
Automation of the EQ bands is not exact in time	Changes to the EQ bands take effect within about 0.2 seconds. They are not accurate to the sample. 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).

13.1 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, EQ. Manufacturer: noshigeSound.
Channels	Mono to mono, stereo to stereo (one set of controls for both channels).
Sample rates	44.1 / 48 / 88.2 / 96 kHz
Latency	CPU: 256 samples at 44.1 / 48 kHz, 512 samples at 88.2 / 96 kHz. GPU: the same plus 2 DAW buffers. Reported to the DAW.
Signal path	Input gain and `IN TRIM`, EQ, `DIGITAL Q`, `MIX`, Auto Gain, `OUT TRIM`, `PHASE`.
Side-chain input, MIDI	None.
Window	1058 × 857 at 100 % in the wide view, 200 × 897 in the compact view; 50 % to 300 %.
Factory presets	62, in seven folders.
Preset format	`.preset` (XML)

Parameters seen by the DAW

Name in the DAW	Control	Range	Automation
HPF	HPF knob	OFF, 50, 80, 160, 300	Yes
Low Freq	LF outer ring	OFF, 35, 60, 110, 220	Yes
Low Gain	LF inner knob	−16 … +16 dB	Yes
Mid Freq	MF outer ring	OFF, 360, 700, 1.6k, 3.2k, 4.8k, 7.2k	Yes
Mid Gain	MF inner knob	−16 … +16 dB	Yes
High Gain	HF knob	−16 … +16 dB	Yes
EQ In	`EQL`	Off, On	Yes
Bypass	Header power button	Off, On	Yes
Quality-Mode	`LITE / PRO`	LITE, PRO	No
Input Gain	Input gain (red knob)	OFF, −10 dB … +20 dB in steps of 5 dB	Yes
Phase	`PHASE`	Off, On	Yes
Auto Gain	`AUTO GAIN`	Off, On	No
Low Bypass	LF bypass (graphic EQ pane)	Off, On	Yes
Mid Bypass	MF bypass (graphic EQ pane)	Off, On	Yes
Input Trim	`IN TRIM`	−12 … +12 dB	Yes
Output Trim	`OUT TRIM`	−12 … +12 dB	Yes

Name in the DAW	Control	Range	Automation
Mix	MIX	0 – 100 %	Yes
Digital Q	DIGITAL Q	Off, On	Yes
Low Q	Q of LF	0.30 – 2.00	Yes
Mid Q	Q of MF	0.20 – 8.00	Yes
High Q	Q of HF	0.30 – 2.00	Yes
Auto Gain Mode	Config menu	Track, Static, Snap	No

Legal

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