noshigeSound



USER MANUAL

noshige76

FET-Style Compressor

VST3 AU AAX

2026-11

© 2026 noshigeSound Co. Ltd.

Contents

1 Introduction 4
1.1 What you get 4
1.2 About this manual 4
2 Installation 5
2.1 System requirements 5
2.2 Getting the installer 5
2.3 Installing on macOS 5
2.4 Installing on Windows 5
2.5 Where things are installed 6
2.6 Updating 6
2.7 Uninstalling 6
3 Quick Start 7
4 The Interface 8
4.1 Front panel 8
4.2 Header bar 9
4.3 Working with knobs and switches 11
4.4 Resizing the window 11
4.5 The Config menu 12
4.6 Checking the version 12
5 Controls 14
5.1 Front panel 14
5.2 Reference values 15
5.3 The ADVANCED panel 16
5.4 OUTPUT as a MIX knob 17
5.5 Stereo tracks 18
5.6 Bypass 18
6 Auto Gain 20
6.1 Switching it on 20
6.2 The three modes 20
6.3 The gain it applies 21
6.4 Good to know 21
7 Quality Modes: LITE and PRO 22
7.1 Switching the mode 22
7.2 What each mode is for 22
7.3 Good to know 22
8 The Processing Engine: GPU and CPU 23
8.1 Requirements for GPU processing 23
8.2 Latency 23
8.3 Choosing the engine 24
8.4 Remember Engine 24
8.5 If the GPU cannot keep up 24
8.6 Good to know 24
9 Presets, A/B and Undo 25
9.1 Factory presets 25
9.2 User presets 25
9.3 Where presets are kept 27
9.4 A/B comparison 27
9.5 Undo and redo 28
10 Licensing and Activation 29
10.1 The 14-day trial 29
10.2 Activating online 30
10.3 Activating a computer that is offline 31
10.4 Managing your computers 33
10.5 Staying activated 33
10.6 The License panel 33
11 Troubleshooting 34
11.1 Getting help 35

Specifications **36**
Parameters seen by the DAW 36
Legal **37**

CHAPTER 1

Introduction

noshige76 is a FET-style compressor, 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 of input, output, attack, release and ratio, including the fastest attack and the setting with all ratio buttons pressed in.

The front panel is the hardware's: four knobs, five ratio buttons and a meter. Around it, the plugin adds what a DAW session needs: two quality modes, automatic make-up gain, a link between input and output, input and output trim, and a dry/wet mix.

1.1 What you get

- **INPUT, OUTPUT, ATTACK and RELEASE**, with five ratio settings including `ALL`, as on the hardware.
- **Two quality modes, LITE and PRO**, to trade accuracy against processing load.
- **Auto Gain** in three modes (Track, Static, Snap) to keep the level steady while you set the compression.
- **IN-OUT LINK, INPUT TRIM, OUTPUT TRIM and MIX** in the ADVANCED panel.
- **GPU or CPU processing**, chosen automatically and switchable per instance.
- **17 factory presets, 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 `noshige76-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 `noshige76-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/noshige76.vst3`	`C:\Program Files\Common Files\VST3\noshige76.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/noshige76.component`	—
AAX	`/Library/Application Support/Avid/Audio/Plug-Ins/noshige76.aaxplugin`	`C:\Program Files\Common Files\Avid\Audio\Plug-Ins\noshige76.aaxplugin`
Presets	`~/Documents/noshigeSound/noshige76/Presets`	`Documents\noshigeSound\noshige76\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 `noshige76` and choose Uninstall, or use `Uninstall noshige76` 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/noshige76` folder in Documents yourself if you no longer want them.

CHAPTER 3

Quick Start

1. **Insert noshige76** on a mono or stereo track in your DAW. It is listed under the manufacturer noshigeSound.
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”). If you choose `Not now`, the offer appears again the next time you open the plugin window.
3. **Play the track and turn `INPUT` clockwise** 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 `OUTPUT`.** Or open `ADVANCED` and switch `AUTO GAIN` on, and the plugin sets the make-up gain for you.
5. **Choose a ratio and set `ATTACK` and `RELEASE`.** On both knobs, clockwise is faster.
6. **Compare.** Click the power button in the header to bypass, or use `A / B` to compare two settings.
7. **Save.** Type a name in the preset box and click `Save`.

> **Tip**
> The factory presets are a quick starting point. Click the arrow of the preset box and choose `Factory`, then a category. Adjust `INPUT` afterwards so that the meter moves the way you want on your material. The section “Reference values” in the chapter “Controls” shows how much compression to expect at a given level.

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	INPUT	Level going into the compressor. Sets the amount of compression.
2	OUTPUT	Output level after compression (make-up gain).
3	ATTACK	How quickly compression sets in.
4	RELEASE	How quickly compression lets go.
5	RATIO	Five buttons: ALL, 20, 12, 8, 4.
6	**Meter**	Shows gain reduction.

The ADVANCED button at the bottom left of the front panel opens and closes the ADVANCED panel. The arrow beside the word points down while the panel is closed and up while it is open. The plate under the meter, with PEAK LIMITER and noshige76, is a name plate and has no function. Each control is described in the next chapter.

4.2 Header bar

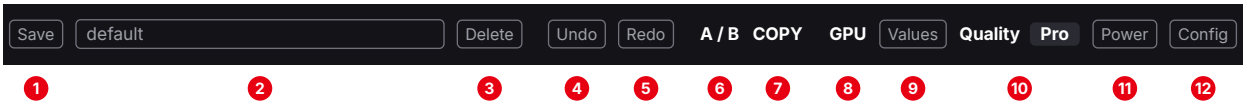


Fig. 2 Layout of the header bar (schematic)

1	Save	Saves the current settings as a preset.
2	**Preset box**	Shows the current preset; shows `default` when none is loaded. Type here to name a preset. The arrow opens the preset list.
3	Delete	Deletes the current user preset.
4	**Undo**	Takes back the last change. Dimmed when there is nothing to undo.
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	**Engine**	`GPU` or `CPU`: the engine in use. Click to switch.
9	**Value button**	Small knob icon in a frame. Shows the value on every knob. Blue while on.
10	Quality Pro	Shows the quality mode, `Lite` or `Pro`. Click to switch.
11	**Power**	Bypasses the plugin. Linked to the bypass switch of the DAW. Amber while bypassed.
12	**Config**	Gear icon. Opens the Config menu.



Fig. 3 The header bar



Fig. 4 The noshige76 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.
`Shift` + drag OUTPUT	Adjusts MIX instead of the output level. See “OUTPUT as a MIX knob” in the next chapter.
Click a ratio button	Selects that ratio. One button is always in.
Click a switch in the ADVANCED panel	Switches the function on or off. Its lamp is lit while it is on.
Right-click the AUTO GAIN switch	Opens the menu of Auto Gain modes.

Showing the values

Click the value button in the header (the small knob icon to the right of the engine word), or choose Always Show Values in the Config menu, to show the current value on every knob. The button is blue while the setting is on. The values of ATTACK and RELEASE appear under their knobs, the others on the knob. The setting applies to every instance of noshige76 on this computer. With the setting off, no value appears while you drag; double-click a knob to read or type its value.



Fig. 5 Knob values shown with Always Show Values

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

The gear icon at the right end of the header opens this menu. A tick marks the items that are on.

Item	What it does
Always Show Values	Shows the value on every knob. Same as the value button in the header.
Enable Dual-Mono	How a stereo track is processed. On by default. See “Stereo tracks” in the next chapter.
Auto Gain → Auto Gain	Switches Auto Gain on and off. Same as the AUTO GAIN switch.
Auto Gain → Track (follows the material)	Selects the Track mode.
Auto Gain → Static (controls only)	Selects the Static mode.
Auto Gain → Snap (measured once on enable)	Selects the Snap mode (default).
Auto Gain → Snap again	Measures again in Snap mode. Reads Snap again (capturing…) while it measures.
ENGINE : GPU , CPU	Chooses the processing engine. See the chapter on the processing engine.
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. 6 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 About panel also has a **Visit Website** button, which opens noshigesound.com in your browser.

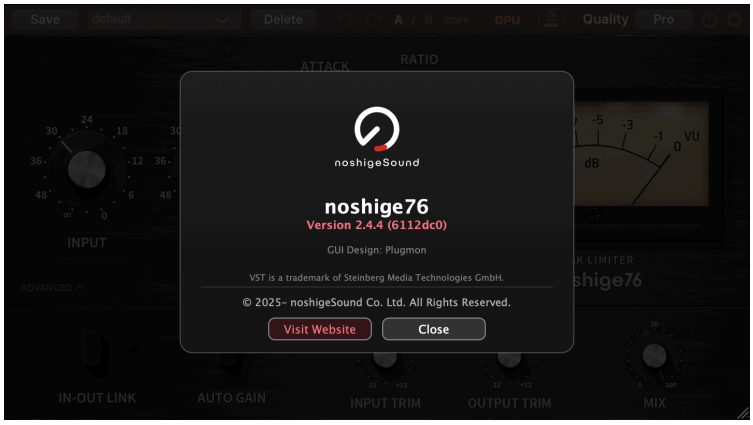


Fig. 7 The About panel

CHAPTER 5

Controls

5.1 Front panel

INPUT



Range: −48 … 0 dB Default: −30 dB

Sets the level going into the compressor, and with it the amount of compression. There is no separate threshold control: the further clockwise you turn INPUT, the harder the signal drives the compressor and the more the level is reduced.

The scale is the hardware's: it runs from ∞ (fully counter-clockwise, shown as −inf dB) through 24 at twelve o'clock to 0 (fully clockwise). The numbers are decibel steps, so going from 30 to 24 raises the input by 6 dB. They are not the gain itself: 0 is the maximum, not unity. "Reference values" below gives the levels at which compression starts for each setting.

OUTPUT



Range: −48 … 0 dB Default: −18 dB

Sets the output level after compression, to make up for the level that the compression takes away. The scale works like the one on INPUT: decibel steps, with 0 as the maximum. At ∞ the output is turned down very far.

While AUTO GAIN is on, this knob is dimmed 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. With Shift held, the knob adjusts MIX instead (see "OUTPUT as a MIX knob").

ATTACK



Range: 0.02 … 0.8 ms Default: 0.41 ms

Sets how quickly compression sets in when the signal gets louder. As on the hardware, the knob works in reverse: clockwise is **faster**. 1 (fully counter-clockwise) is the slowest setting and 7 (fully clockwise) is the fastest.

The numbers 1 to 7 on the panel mark positions. The value shown with Always Show Values is in milliseconds: 0.8 ms at 1, 0.41 ms at twelve o'clock, 0.02 ms at 7.

RELEASE



Range: 50 … 1100 ms Default: 575 ms

Sets how quickly compression lets go when the signal gets quieter. Like ATTACK, it works in reverse: clockwise is **faster**. 1 is the slowest setting (shown as 1100 ms), twelve o'clock is 575 ms, and 7 is the fastest (50 ms).

RATIO



Range: 4:1, 8:1, 12:1, 20:1, ALL Default: 4:1

Five push buttons select the ratio. From top to bottom they read ALL, 20, 12, 8 and 4. They work as a group: clicking one releases the one that was in. Click the upper part of a button.

4 and 8 are the gentler ratios; 12 and 20 hold the level more firmly. The orange ALL button corresponds to pressing all four ratio buttons of the hardware in at the same time. Of the five settings it reduces the level the most (see “Reference values”).

Meter



Shows gain reduction, 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, and there is no switch to change what it shows.

While the plugin is bypassed, the needle rests at 0.

5.2 Reference values

The figures in this section were measured on noshige76 2.4.4 with a steady 1 kHz sine tone, in PRO mode, with ATTACK and RELEASE at their defaults and Auto Gain off. Levels are peak levels in dBFS, and INPUT and OUTPUT are the values shown on the knobs.

> **Note**
> These are approximate guides. Music has sharp peaks and a level that changes all the time, so the meter will not show exactly these amounts on a real track. Use the tables to find a starting point, then set the controls by ear and by the meter.

INPUT, OUTPUT and gain

For a signal that is too quiet to be compressed, the gain from the input of the plugin to its output is approximately INPUT + OUTPUT + 54 dB. With ALL it is about 1 dB higher.

INPUT	OUTPUT	Gain without compression	Remark
−30 dB	−18 dB	about +6 dB	The default settings.
−30 dB	−24 dB	about 0 dB	Unity gain.
−36 dB	−18 dB	about 0 dB	Unity gain, with less compression.
−24 dB	−18 dB	about +12 dB	More compression, and louder.
−30 dB	−30 dB	about −6 dB	

Where gain reduction starts

The table gives the input level at which the reduction reaches 1 dB at a ratio of 4:1. As a rule it is about −52 dB minus the INPUT setting. Each 6 dB more INPUT moves the starting point 6 dB lower.

INPUT	−42	−36	−30	−24	−18	−12	−6	0
Starts at (dBFS peak)	−10	−16	−22	−28	−34	−40	−46	−52

Higher ratios start later. With INPUT at −30 dB, the reduction reaches 1 dB at about −22 dBFS for 4:1, −20 for 8:1, −19 for 12:1 and −17.5 for 20:1. ALL starts at about the same level as 4:1, about −22 dBFS, and rises fastest from there, so it reduces the most.

Gain reduction by ratio and level

Gain reduction in dB, with INPUT at −30 dB.

Input peak (dBFS)	−21	−18	−15	−12	−9	−6	−3	0
4:1	1.3	2.9	5.2	7.8	10.1	12.4	15.3	16.3
8:1	0.6	1.9	4.2	7.1	9.7	12.1	15.6	16.5
12:1	0.5	1.3	3.5	6.5	9.2	11.5	15.4	16.5
20:1	0.1	0.5	2.6	5.7	8.3	11.1	14.6	16.1
ALL	1.7	4.6	7.3	10.0	12.8	14.9	18.7	19.6

For another INPUT setting, shift the levels: with INPUT 6 dB higher, each column applies to a signal that is 6 dB quieter. For example, with INPUT at −24 dB the column −12 applies to a peak of −18 dBFS. The four numbered ratios differ most at moderate levels and come together at high levels. LITE follows the same curve as PRO within about 1 dB.

An example

A vocal peaks at −12 dBFS. With INPUT at −30 dB and a ratio of 4:1, reduction starts at about −22 dBFS, so the top 10 dB of the performance is compressed, and the table gives about 8 dB of reduction at the loudest peaks. That is heavy compression.

For about 3 dB on the peaks, turn INPUT down by 6 dB to −36 dB. The peak of −12 dBFS now behaves like the column −18, which gives 2.9 dB. Turn OUTPUT up by the same 6 dB to keep the level of the quiet passages. With IN-OUT LINK on, the plugin does this for you. Then check the result on the meter.

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. Its settings stay in effect while it is closed.



Fig. 8 The ADVANCED panel

1	IN-OUT LINK	Switch with a lamp. Links INPUT and OUTPUT.
2	AUTO GAIN	Switch with a lamp. Automatic make-up gain, with a readout under the lamp when on.
3	INPUT TRIM	Level going into the plugin.
4	OUTPUT TRIM	Final output level.
5	MIX	Blend of unprocessed and processed signal.

IN-OUT LINK

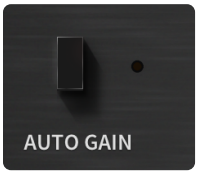


Default: Off

Links INPUT and OUTPUT from the positions they have when you switch it on. From then on, raising one knob lowers the other by the same amount, until either knob reaches the end of its travel. Use it to change how deep the compression is while keeping the overall level. The lamp is lit while the link is on.

The link and Auto Gain cannot be used together. Switching AUTO GAIN on releases the link, and the IN-OUT LINK switch stays dimmed while Auto Gain is on. The link belongs to the instance: it is saved in the DAW project, but not in presets, and it cannot be automated.

AUTO GAIN



Default: Off

Switches the automatic make-up gain on and off. While it is on, the lamp is lit and a readout under the lamp shows the gain being applied. The lamp blinks while Snap mode is measuring. Right-click the switch to choose the mode. The chapter “Auto Gain” describes it in full.

INPUT TRIM



Range: −12 … +12 dB Default: 0 dB

Raises or lowers the level at the very input of the plugin, before INPUT. A hotter input is compressed more for the same INPUT setting. Use it when a track is so quiet or so loud that INPUT alone does not give you a useful range.

The unprocessed signal used by MIX is taken after INPUT TRIM.

OUTPUT TRIM



Range: −12 … +12 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. It stays available while Auto Gain has locked OUTPUT.

MIX



Range: 0 … 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, at 0 % only the unprocessed one. The unprocessed signal is delayed to match, so the two stay in phase.

5.4 OUTPUT as a MIX knob

You can set MIX without opening the ADVANCED panel. Hold Shift and drag the OUTPUT knob: its label changes to MIX, its scale to DRY and WET, and the drag adjusts the mix instead of the output level. The knob stays a MIX knob until you release the mouse button; then it shows the output level again. Pressing Shift in the middle of a drag has the same effect.

This is the same MIX as the knob in the ADVANCED panel, and it works while Auto Gain has locked OUTPUT. With Always Show Values on, the knob shows the mix in percent during the drag.



Fig. 9 The OUTPUT knob working as a MIX knob

5.5 Stereo tracks

> **Important**
> noshige76 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.

5.6 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 amber and the area below the header is dimmed with the word `Bypassed`. The controls under it do not respond until you switch bypass off. The header bar stays usable.

The bypassed signal is the input as it arrived: `INPUT TRIM` and `OUTPUT TRIM` are not applied either. It is delayed by the plugin's latency, so switching does not shift the timing. Bypass is saved in the DAW project, but not in presets.



Fig. 10 The window while bypassed

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:

- Click 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 OUTPUT knob is locked and the lamp beside the switch is lit. Under the lamp, the readout shows the make-up gain being applied. Switch Auto Gain on while the track is playing, so that the plugin has audio to work with.



Fig. 11 The AUTO GAIN switch, lamp and readout

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 measures two seconds of audio (the lamp blinks), then keeps that correction. The gain still follows INPUT, RATIO, ATTACK, RELEASE and INPUT TRIM 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. It leaves the gain alone while the two are within about 1 dB.
Static	+3.2 S	Uses only the positions of INPUT, RATIO, ATTACK, RELEASE and INPUT TRIM. Nothing is measured, and the gain never moves with the audio.

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.

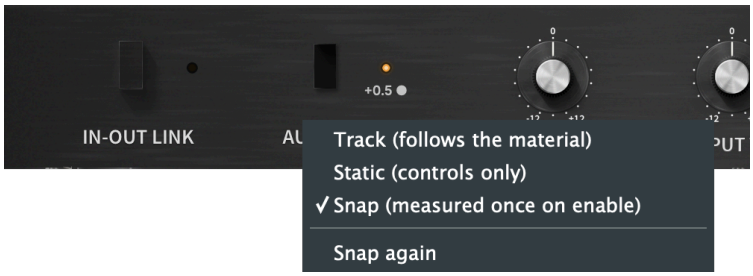


Fig. 12 The Auto Gain mode menu

6.3 The gain it applies

The readout shows the make-up gain in decibels, with one decimal, followed by the mark of the mode. The gain has two parts:

- **A base value** that the plugin derives from the positions of INPUT, RATIO, ATTACK, RELEASE and INPUT TRIM. It changes as soon as you move one of them. Static mode uses the base value alone.
- **A correction** measured from your audio: once in Snap mode, continuously in Track mode. The correction is limited to ±15 dB.

When the gain changes, it glides to the new value without a jump. The pointer of the locked OUTPUT knob shows the same gain on the knob's scale: the make-up gain in dB is about the OUTPUT value plus 18.5. A readout of +0.5 dB, for example, puts the pointer at 18. This is the gain of the output stage alone. The gain of the whole plugin also depends on INPUT, as described under "Reference values".

6.4 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 leaves them as they are. They cannot be automated.
- The value that Snap measured is saved with the DAW project. Reopening the project does not measure again.
- 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.
- Auto Gain and IN-OUT LINK cannot be on at the same time. `Shift` + drag on OUTPUT still adjusts MIX.
- Projects saved with a version before 2.3.0 open in Snap mode. If you prefer the earlier behavior, choose Track.

CHAPTER 7

Quality Modes: LITE and PRO

noshige76 has two quality modes. PRO gives the higher accuracy and needs more processing power. It is the default. LITE needs less processing power, at a lower accuracy. Both are available during the trial and with every license.

7.1 Switching the mode

The `Quality` button is in the header, between the value button and the power button. It shows the current mode, `Lite` or `Pro`. Click it to switch.

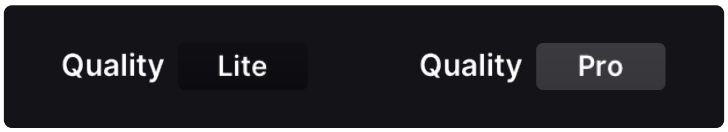


Fig. 13 The Quality button showing Lite (left) and Pro (right)

Important
The plugin has to prepare the new mode before it can process again. Until it is ready, the audio passes through unprocessed. Choose the mode before you record, bounce or export, not during.

7.2 What each mode is for

Item	PRO	LITE
Accuracy	Higher.	Lower. The amount of compression stays within about 1 dB of PRO (see “Reference values”).
Processing load	Higher.	Lower.
Use it for	Mixing and the final bounce.	Recording, heavy sessions, and computers with less processing power.
Controls, features, latency	The same in both modes.	
Engine	Both modes run on the GPU and on the CPU.	

7.3 Good to know

- The mode belongs to the instance. It is saved in the DAW project, but not in presets and not in the A/B slots. Loading a preset leaves it as it is.
- The DAW sees the mode as the parameter Quality-Mode. Do not automate it: every change interrupts the processing, as described above.

Tip
When a session becomes heavy, switch the instances that matter less to LITE, or use the GPU engine where it is available. Return to PRO for the final bounce.

CHAPTER 8

The Processing Engine: GPU and CPU

noshige76 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.

8.1 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.

8.2 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.

8.3 Choosing the engine

The engine indicator is the word `GPU` or `CPU` in the header, to the left of the value button. 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.

8.4 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.

8.5 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.

8.6 Good to know

- LITE and PRO both run on either engine. The latency in the table above is the same for both.
- Switch engines while playback is stopped. DAWs differ in when they apply the new latency compensation.
- The engine is not part of presets or of the A/B slots.

CHAPTER 9

Presets, A/B and Undo

9.1 Factory presets

noshige76 comes with 17 factory presets in five categories. Click the arrow of the preset box, choose Factory, then a category, then a preset. Factory presets are part of the plugin: they cannot be changed, renamed or deleted.

Category	Preset	INPUT	OUTPUT	ATTACK	RELEASE	RATIO
Vocal	Silk Vocal	−25.7	−20.7	0.40 ms	400 ms	4:1
	Velvet Lead	−23.7	−21.4	0.25 ms	300 ms	4:1
	Front & Center	−21.7	−22.3	0.10 ms	200 ms	8:1
	Radio Tamer	−19.7	−23.3	0.05 ms	150 ms	12:1
Drums	Snap Shot	−23.7	−23.6	0.60 ms	100 ms	4:1
	Kick Anchor	−24.7	−22.3	0.50 ms	200 ms	4:1
	Bus Cement	−25.7	−21.2	0.40 ms	300 ms	4:1
	Total Slam	−19.7	−24.0	0.02 ms	50 ms	ALL
Bass	Warm Round	−24.7	−21.2	0.50 ms	400 ms	4:1
	Funk Grip	−22.7	−22.2	0.30 ms	250 ms	8:1
	Low Keeper	−25.7	−20.5	0.60 ms	500 ms	4:1
Guitar	Tight Rhythm	−24.7	−21.2	0.40 ms	350 ms	4:1
	Endless Sustain	−21.7	−21.9	0.20 ms	300 ms	8:1
	Glassy Clean	−26.7	−20.5	0.45 ms	400 ms	4:1
Mix Bus	Stereo Glue	−26.7	−19.6	0.50 ms	600 ms	4:1
	Final Sheen	−27.7	−19.4	0.60 ms	700 ms	4:1
	THD	−48 (∞)	−3.5	0.41 ms	179 ms	12:1

INPUT and OUTPUT are in dB as shown on the knobs, rounded to one decimal. Every factory preset also sets MIX to 100 %, INPUT TRIM and OUTPUT TRIM to 0 dB, and Enable Dual-Mono to on.

THD is different from the others. It sets INPUT to its minimum and OUTPUT high, and is meant to add the color of the unit to a signal and not to compress it.

> **Tip**
> How much a preset compresses depends on the level of your track. After loading one, adjust INPUT until the meter moves the way you want, then correct the level with OUTPUT.

9.2 User presets

The presets you save appear in the preset list below Factory. Folders appear as submenus.

To	Do this
Load a preset	Click the arrow of the preset box and choose a preset. A tick marks the loaded one.
Save a new preset	Type a name in the preset box and click Save. Typing `Folder/Name` saves into that folder. Preset Saved confirms.
Overwrite	Save under the same name and confirm with OK.
Keep a changed factory preset	Load it, change it, and click Save. It is saved as a user preset; 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 a name under Folder name:.
Rename a preset	Right-click the user preset in the list and type the new name under New name:.
Delete a preset	Load the user preset, click Delete and confirm with OK.

An asterisk after the name (Name*) means the settings have changed since the preset was loaded or saved. Folders are renamed and deleted in Finder or Explorer, not in the plugin.



Fig. 14 The preset list

Messages

Message	Meaning
`Please insert the preset name!`	You clicked Save with an empty preset box. Type a name first.
`Are you sure you want to overwrite it?`	A user preset with this name exists. `OK` replaces it, `Cancel` keeps it.
`Please select the preset!`	You clicked Delete 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 user preset, `Cancel` keeps it.
`Preset Saved` , `Preset Deleted`	The preset was saved or deleted.
`A preset with that name already exists.`	Choose another name when renaming.
`Folder created. The next Save goes here.`	The new folder is now the place where presets are saved.
`Next Save goes into:` …	Shown after `+ Save preset here` , with the name of the folder.
`Error` : `Preset saving process failed.`	The file could not be written. Check that the Presets folder exists and that you may write to it. The same applies to the messages about deleting and renaming.

What a preset contains

Saved in a preset	Not saved in a preset
`INPUT` , `OUTPUT` , `ATTACK` , `RELEASE` , `RATIO` , `INPUT TRIM` , `OUTPUT TRIM` , `MIX` , `Enable Dual-Mono`	The quality mode (LITE/PRO), bypass, Auto Gain and its mode, `IN-OUT LINK` , 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 (the engine only if you chose it yourself and `Remember Engine` is on). Loading a preset leaves these settings as they are. `Always Show Values` and `Remember Engine` are settings of this computer.

9.3 Where presets are kept

macOS	Windows
`~/Documents/noshigeSound/noshige76/Presets`	`Documents\noshigeSound\noshige76\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.

9.4 A/B comparison

`A / B` holds two sets of settings. Click it to switch between them; the active letter is brighter. The first time you switch, the other set starts as a copy of the current one. `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 contains the same controls as a preset. The quality mode, bypass, Auto Gain and IN-OUT LINK are not switched. Both sets are saved with the DAW project.

9.5 Undo and redo

The two arrow buttons in the header,  and , undo and redo the changes you make to the controls in the plugin window. Switching between A and B counts as one step. With the plugin window focused, Ctrl/Cmd + Z undoes and Ctrl/Cmd + Shift + Z or Ctrl/Cmd + Y redoes, if the DAW passes those keys on to the plugin. Loading a preset or reopening the project clears the undo history.

CHAPTER 10

Licensing and Activation

The essentials first:

Question	Answer
Can I use it without a license?	Only during the trial. After that, noshige76 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?	Processing stops until you activate: the audio passes through unprocessed and the controls are locked. 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.

noshige76 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.

10.1 The 14-day trial

1. Open the plugin window on a computer where noshige76 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. Two quality modes are available: PRO (higher accuracy, more CPU - default) and LITE (lower CPU, lower accuracy).
- 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
While noshige76 is neither activated nor in its trial period, it does not process the audio. The signal passes through unprocessed (it is not muted), and the controls are locked. Your settings in the DAW project are kept and come back when you activate.

10.2 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 noshige76 start with `NSG76-`.

1. Open the plugin window. While noshige76 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 noshige76 on this computer is now unlocked.

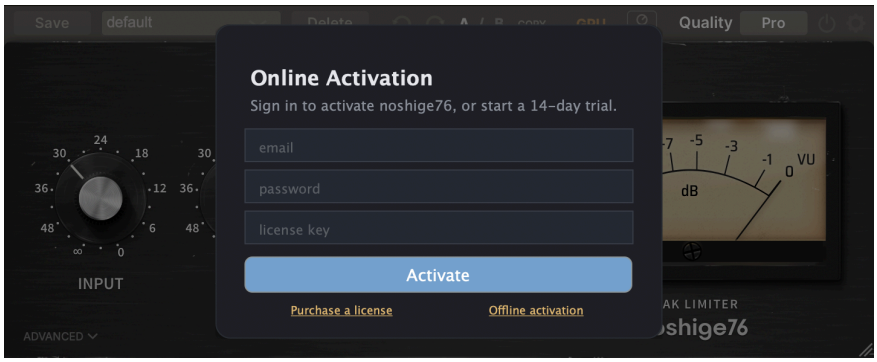


Fig. 15 The activation screen

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 `NSG76-`. 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 noshige76 start with `NSG76-`.
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.

10.3 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.

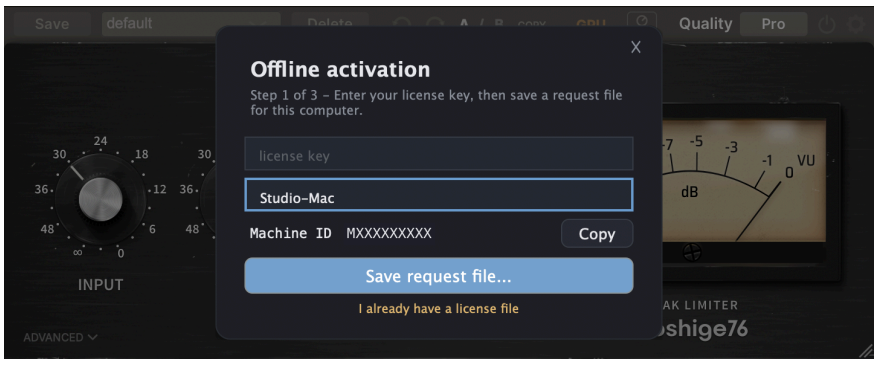


Fig. 16 Offline activation, step 1

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.

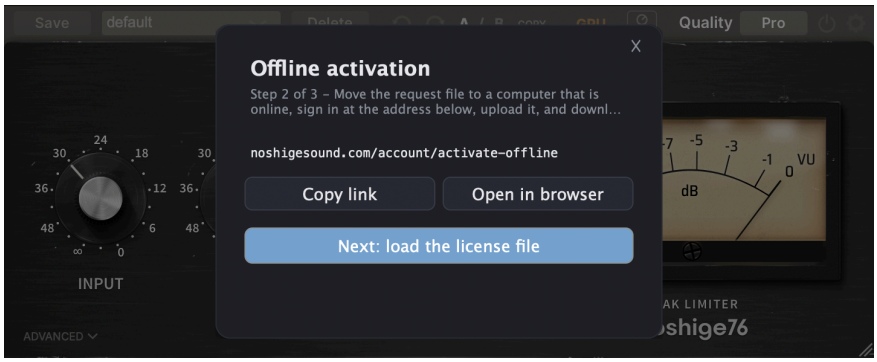


Fig. 17 Offline activation, step 2

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.

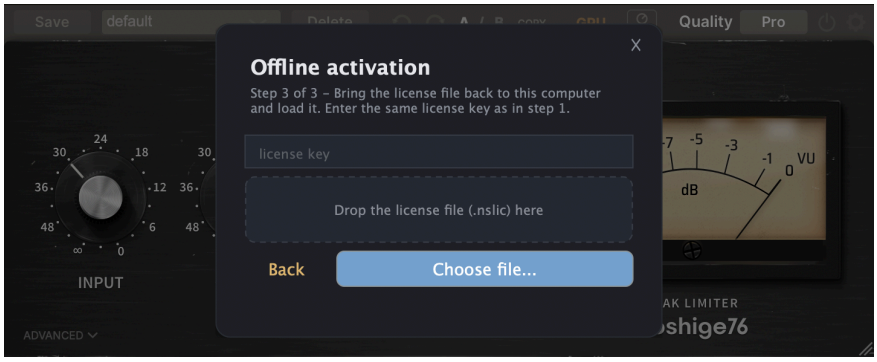


Fig. 18 Offline activation, step 3

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 noshige76 2.4.0 or later.

10.4 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 stops processing, and the audio passes through unprocessed, until it is activated again. You can also open your account from the plugin with `Manage License` in the License panel.

10.5 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.

10.6 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`, `Free Trial` or `Not 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.

CHAPTER 11

Troubleshooting

Symptom	Cause and remedy
The sound is not compressed, and the panel is dimmed with an activation screen	The plugin is not activated, or the trial or the subscription has ended. In this state the audio passes through unprocessed and the controls are locked. Activate the plugin (see “Licensing and Activation”).
`Free Trial Expired!` or `License Expired!` appears	The 14 days of the trial are over, or the subscription has ended. Close the message with `OK` and activate with a valid license.
The activation screen says that the activation needs a one-time online check	Connect the computer to the internet and activate again with your email, password and license key. This is asked once.
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.
The output is very quiet	`OUTPUT` is near `∞`. Turn it clockwise, or right-click it to return to the default.
The meter does not move	The signal is below the level where reduction starts. Turn `INPUT` clockwise or raise `INPUT TRIM`. See “Reference values”.
`OUTPUT` does not move, or the `IN-OUT LINK` switch is dimmed	Auto Gain is on. Switch `AUTO GAIN` off to set the output by hand or to use the link. `OUTPUT TRIM` stays available.
`OUTPUT` moves when you turn `INPUT`	`IN-OUT LINK` is on. Switch it off in the ADVANCED panel.
No value appears while dragging a knob	Values are shown only with `Always Show Values` on. Click the value button in the header, or double-click the knob.
Loading a preset does not change LITE/PRO, Auto Gain or `IN-OUT LINK`	These settings belong to the instance and are not part of presets.
The stereo image shifts under heavy compression	noshige76 has no stereo link; the two channels are compressed independently. See “Stereo tracks”.
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. If the settings already meet the requirements, the DAW may be passing buffers of changing size to the plugin; change the buffer size once or restart the audio engine. 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. Switch to LITE, 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.

Symptom	Cause and remedy
The plugin cannot be inserted on a mono track with stereo output	noshige76 works mono to mono or stereo to stereo. Use a mono or a stereo track.
Black bars appear beside or above the plugin	The DAW gave the window a different shape. The plugin keeps its proportions and fills the rest with black.
The undo keys do nothing	The DAW is using those keys. Use the arrow buttons in the header.
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).

11.1 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	Audio effect. Manufacturer: noshigeSound.
Channels	Mono to mono, stereo to stereo (dual mono, no stereo link).
Sample rates	44.1 / 48 / 88.2 / 96 kHz
Quality modes	LITE and PRO (default: PRO).
Latency	CPU: 256 samples. GPU: 256 samples + 2 buffers. Reported to the DAW.
Gain without compression	About `INPUT` + `OUTPUT` + 54 dB (about +6 dB at the defaults).
Side-chain input, MIDI	None.
Factory presets	17, in five categories.
Window	720 × 292 at 100 %, 720 × 402 with ADVANCED open. Resizable from 50 % to 300 %.
Preset format	`.preset` (XML)

Parameters seen by the DAW

Name in the DAW	Control	Range	Automation
Input	`INPUT`	−48 … 0 dB	Yes
Output	`OUTPUT`	−48 … 0 dB	Yes
Attack	`ATTACK`	0.02 … 0.8 ms	Yes
Release	`RELEASE`	50 … 1100 ms	Yes
Ratio	`RATIO`	4:1, 8:1, 12:1, 20:1, ALL	Yes
Enable Dual-Mono	Config menu	Off, On	Yes
Quality-Mode	`Quality`	LITE, PRO	Yes (not advised)
Mix	`MIX`	0 – 100 %	Yes
Input Trim	`INPUT TRIM`	−12 … +12 dB	Yes
Output Trim	`OUTPUT TRIM`	−12 … +12 dB	Yes
Bypass	Header power button	Off, On	Yes
Auto Gain	`AUTO GAIN`	Off, On	No
In-Out Link	`IN-OUT LINK`	Off, On	No
Auto Gain Mode	Config menu	Track, Static, Snap	No

Legal

Use of noshige76 is governed by the noshigeSound Terms of Service at noshigesound.com/legal/terms. If the license agreement shown by the installer differs from the Terms, the Terms prevail. Our privacy policy is at noshigesound.com/legal/privacy.

VST is a trademark of Steinberg Media Technologies GmbH. Audio Units is a trademark of Apple Inc. AAX and Pro Tools are trademarks of Avid Technology, Inc. macOS is a trademark of Apple Inc. Windows is a trademark of the Microsoft group of companies. NVIDIA and GeForce are trademarks of NVIDIA Corporation. All other product and company names are trademarks of their respective owners and are used only to describe compatibility.

This manual describes noshige76 as of November 2026. Later versions may differ.

© 2026 noshigeSound Co. Ltd. All rights reserved.