noshigeSound



USER MANUAL

Twin-GTR

Neural Guitar Rig

VST3 AU AAX Standalone

2026-11

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CHAPTER 1

Introduction

Twin-GTR is a neural guitar rig. You build a signal chain of up to eight slots and put any gear in any slot, in any order: boosters, amps, compressors, cabinets and effects. It runs as a plugin in your DAW and as a Standalone app.

The amps, boosters, compressors and cabinets are gear-twins: each one is a piece of gear parametrically modeled by AI, so its controls are part of the model. Twelve gear-twins are built in. Twelve effects and a blended cabinet sit beside them, and your own NAM captures and impulse responses load into the same slots.

1.1 What you get

- **Eight slots, any gear in any order.** The same gear can be used more than once.
- **25 built-in gears:** 6 amps, 2 boosters, 2 compressors, 3 cabs and 12 effects (delay, modulation, reverb, noise gate and a 6-band EQ).
- **Your own NAM captures and IRs,** imported from inside the plugin.
- **Three views:** Flow for the signal path, Rack for every control at once, Live for the stage.
- **Keyboard and MIDI control:** turn the knobs of the selected gear from the computer keyboard, and switch presets, slots and the tuner from a MIDI footswitch.
- **LITE and PRO quality, a tuner, a metronome and custom skins,** with a Bank, Song and Preset library that starts with 12 factory presets.

1.2 About this manual

Words printed in the plugin window are shown like this: `LITE`. 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 / Standalone Windows: VST3 / AAX / Standalone
macOS	macOS 10.15 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. 48 and 96 kHz run natively; 44.1 and 88.2 kHz are resampled.
Channels	Mono or stereo input, stereo output. The track or plugin slot must have a stereo output.
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 `Twin-GTR-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 what to install. VST3, Audio Unit, AAX (Pro Tools) and Standalone are all selected to begin with; untick the ones you do not need. Built-in Models is always installed and cannot be unticked.
4. Enter your Mac's administrator password when asked, and let the installer finish.
5. Start your DAW, or open Twin-GTR in the Applications folder. If the plugin is not listed in the DAW, 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 `Twin-GTR-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 the components: VST3 plug-in, Standalone application, AAX plug-in (Pro Tools). Built-in models is always installed.
4. Optional: tick Create a desktop shortcut for Twin-GTR (Standalone). It is off to begin with.

5. Finish the installer. It also installs the Microsoft Visual C++ runtime that Twin-GTR needs.
6. Start your DAW and run its plugin scan if needed, or start `Twin-GTR` from the Start menu.

2.5 Where things are installed

What	macOS	Windows
VST3	`/Library/Audio/Plug-Ins/VST3/Twin-GTR.vst3`	`C:\Program Files\Common Files\VST3\Twin-GTR.vst3`
Audio Unit	`/Library/Audio/Plug-Ins/Components/Twin-GTR.component`	—
AAX	`/Library/Application Support/Avid/Audio/Plug-Ins/Twin-GTR.aaxplugin`	`C:\Program Files\Common Files\Avid\Audio\Plug-Ins\Twin-GTR.aaxplugin`
Standalone app	`/Applications/Twin-GTR.app`	`C:\Program Files\noshigeSound\Twin-GTR\Twin-GTR.exe`
Built-in models	`/Library/Application Support/noshigeSound/Twin-GTR/models`	`C:\ProgramData\noshigeSound\Twin-GTR\models`
Factory skin	`/Library/Application Support/noshigeSound/Twin-GTR/FactorySkins`	`C:\ProgramData\noshigeSound\Twin-GTR\FactorySkins`

Your presets, NAM captures, impulse responses and skins are kept in your Documents folder, apart from the items above. See “Where presets are kept” in the chapter on presets.

2.6 Updating

Run the newer installer over the existing one. It replaces the built-in models and the factory skin. Your presets, NAM captures, IRs, skins, settings and your activation stay as they are. To see which version is installed, see “Checking the version”.

2.7 Uninstalling

Windows: open Settings, Apps, find `Twin-GTR` and choose Uninstall. This removes the plugins, the Standalone app, the built-in models, the factory skin and the shortcuts.

macOS: there is no uninstaller. Delete the items listed in the first table above.

Neither method removes your presets, NAM captures, IRs and skins. They are in the `noshigeSound/Twin-GTR` folder in Documents; delete that folder yourself if you no longer want them. Your settings and your activation also stay on the computer.

CHAPTER 3

Quick Start

1. **Open Twin-GTR.** In a DAW, insert it on a track whose output is stereo; the input can be mono or stereo. It is listed under the manufacturer noshigeSound. Or start the Standalone app. When the Standalone app asks for access to the microphone on a Mac, allow it: Twin-GTR needs the audio input to receive your guitar.
2. **Start the trial or activate.** The first time, Twin-GTR offers a 14-day trial; if you already have a license, enter your email, password and license key instead (see “Licensing and Activation”).
3. **Choose a factory preset.** Open the Preset dropdown in the top bar and click a preset, or click `<` and `>` for the previous and the next preset. The Song dropdown moves between `Clean Tones`, `Crunch & Drive` and `High Gain & Lead` in the `Factory` bank.
4. **Set the input level.** Play, and watch the meter beside the `IN` fader at the left edge. Move the fader to raise or lower the level that goes into the chain.
5. **Shape the sound.** Click a slot to select it. In the Flow and Live views its controls appear at the bottom of the window. Double-click a slot to choose another gear for it.
6. **Tune.** Click the tuner icon in the top bar, or press `t`. The output is muted while the tuner is open.
7. **Save.** Click `Save` and confirm with `Overwrite`. To keep the factory preset as it is, save your version in another preset instead (see “Presets, A/B and Undo”).

> **Tip**
> The first time you open it, Twin-GTR shows the Live view with the bundled `Sample Skin`. Use the three icons in the top bar to switch to the Flow or the Rack view.

CHAPTER 4

The Interface

The window has four parts: the top bar, the `IN` strip at the left edge, the `OUT` strip at the right edge, and between them the view, which shows the signal chain and the controls of your gear.

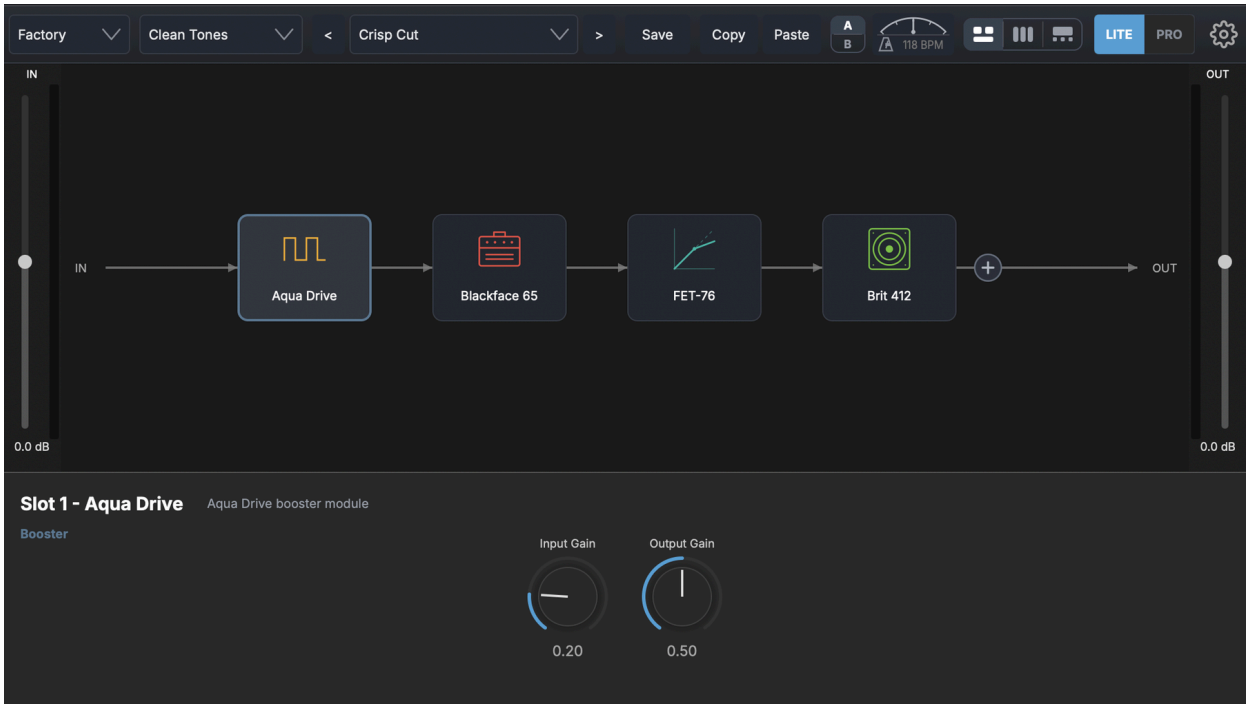


Fig. 1 The Twin-GTR window

4.1 Top bar

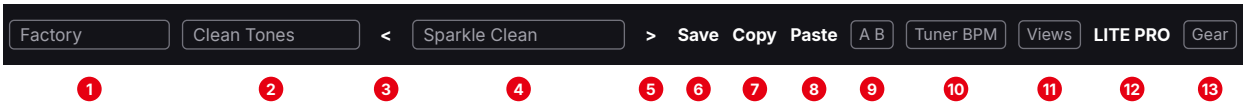


Fig. 2 Layout of the top bar (schematic)

1	**Bank**	Dropdown with your banks.
2	**Song**	Dropdown with the songs of the current bank.
3	`<`	Previous preset.
4	**Preset**	Dropdown with the presets of the current song. Shows the preset name, followed by `*` when it has unsaved changes.
5	`>`	Next preset.
6	`Save`	Saves the current sound to the current preset.
7	`Copy`	Copies the current sound.
8	`Paste`	Applies the copied sound. Disabled until something has been copied.

9	A / B	Switches between two versions of the sound for comparison.
10	**Tuner and tempo**	Tuner icon, metronome icon and the tempo field, for example 120 BPM.
11	**View switch**	Three icons without text: Flow, Rack, Live.
12	LITE | PRO	Quality switch for the neural gears.
13	**Settings**	Gear icon. Opens the Settings panel.

4.2 Working with knobs and switches

Action	Result
Drag a knob up or down	Turns the knob.
Double-click a knob	Returns the knob to the default value of that gear.
Click the value under a knob	The value is a text field: type a new one. Effect knobs accept entries such as 500 ms, 1.5 s, 35 or 70:30.
Click a segment of a button group	Selects that option, for example a ratio of the FET-76.
Click one side of a switch	Sets the switch to that side, for example Off or On.
Drag the IN or OUT fader up or down	Sets the level.
Press a key pair such as a / z	Turns a control of the selected slot up or down. See “Keyboard Control”.

4.3 Resizing the window

The window has a fixed shape and four sizes, chosen with UI Scale: 100% (1066 × 600), 125% (1333 × 750), 150% (1599 × 900) and 200% (2132 × 1200). There are three ways to change it:

- Open Settings and choose a size under GENERAL, UI Scale.
- Right-click an empty area of the window (Ctrl + click on a Mac) and choose a size from the menu. The current size is ticked.
- Press Cmd/Ctrl + = for one step larger and Cmd/Ctrl + - for one step smaller.

The size is a setting of this computer’s user account. It applies to every instance of Twin-GTR, not to one project.

4.4 The Settings panel

Click the gear icon at the right end of the top bar. The panel scrolls; close it with the ? at its top right or with Esc.

Section	Item	What it does
GENERAL	Model Load Mode	When gear models are loaded into memory: All, Bank, Song or Preset. See “Presets, A/B and Undo”.
	UI Scale	Window size: 100%, 125%, 150% or 200%.
KEYBOARD	Seven shortcut rows, Reset shortcuts to defaults	Changes the keys of seven actions. See “Keyboard Control”.
APPEARANCE	Customize Skin...	Opens the skin editor. See “Skins”.
MIDI	MIDI Switcher Setup...	Assigns MIDI footswitches and chooses MIDI devices. See “MIDI Switcher”.
CUSTOM GEARS	—	Not used by the gear described in this manual.
SHORTCUTS	Open Presets Folder	Opens the Presets folder in Finder or Explorer. See “Where presets are kept”.
	Visit noshigesound.com	Opens the website in your browser.
LICENSE	Plan and status row	Shows the license state. Click it to open the License panel.
INFO	About Twin-GTR	Shows the version. See “Checking the version”.

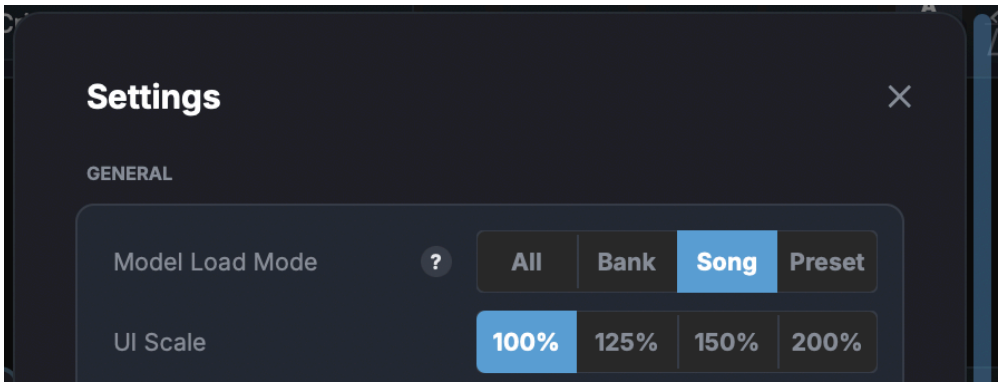


Fig. 3 The Settings panel

Messages and questions from Twin-GTR appear as cards inside the plugin window. Esc closes or cancels them, and Enter confirms a card in which you type a name.

4.5 Checking the version

1. Click the gear icon at the right end of the top bar to open Settings.
2. Scroll down to INFO and click About Twin-GTR.
3. The panel shows the version in the form Version x.x.x, followed by a build code in brackets.

Close the panel with Close or with Esc. Visit Website opens noshigesound.com in your browser. The newest version and what changed in it are listed at noshigesound.com/changelog.

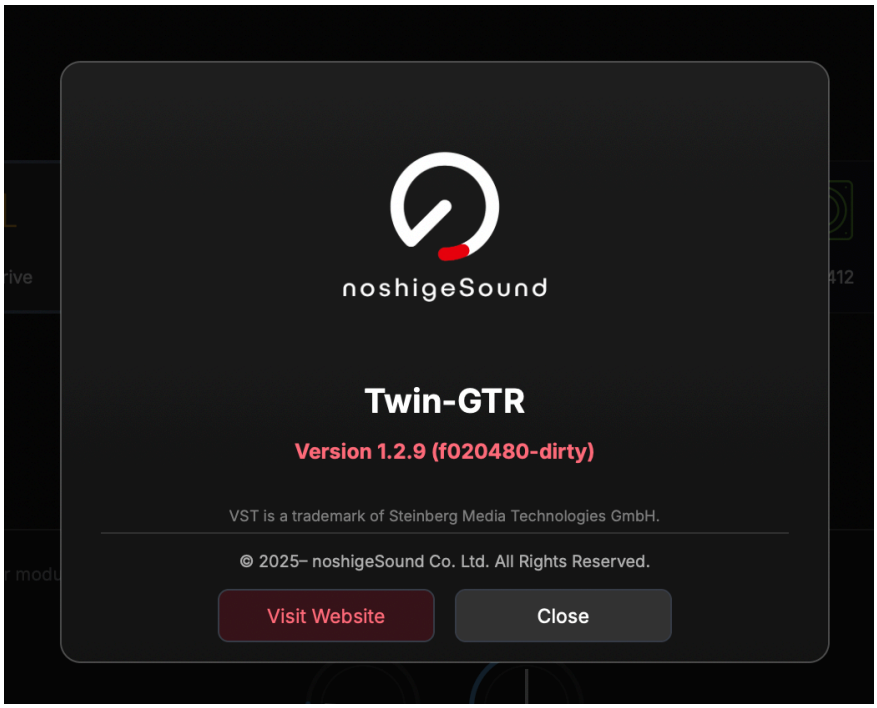


Fig. 4 The About panel

4.6 The Standalone app

The Standalone app is the same Twin-GTR in a window of its own, for playing without a DAW. Everything in this manual applies to it. These points differ from the plugin:

- **Audio device.** The app has its own audio settings, where you choose the audio device and the sample rate (Fig. below). Choose 44.1, 48, 88.2 or 96 kHz.
- **Audio input.** On a Mac, macOS asks for permission to use the microphone the first time; allow it, because Twin-GTR receives your guitar through the audio input. On Windows, the app works with ASIO drivers as well as with the Windows audio system.
- **Tempo.** There is no DAW to follow, so you set the tempo yourself by clicking the tempo field in the top bar.
- **MIDI devices.** You choose the MIDI input devices inside Twin-GTR, under Settings, `MIDI Switcher Setup...`.

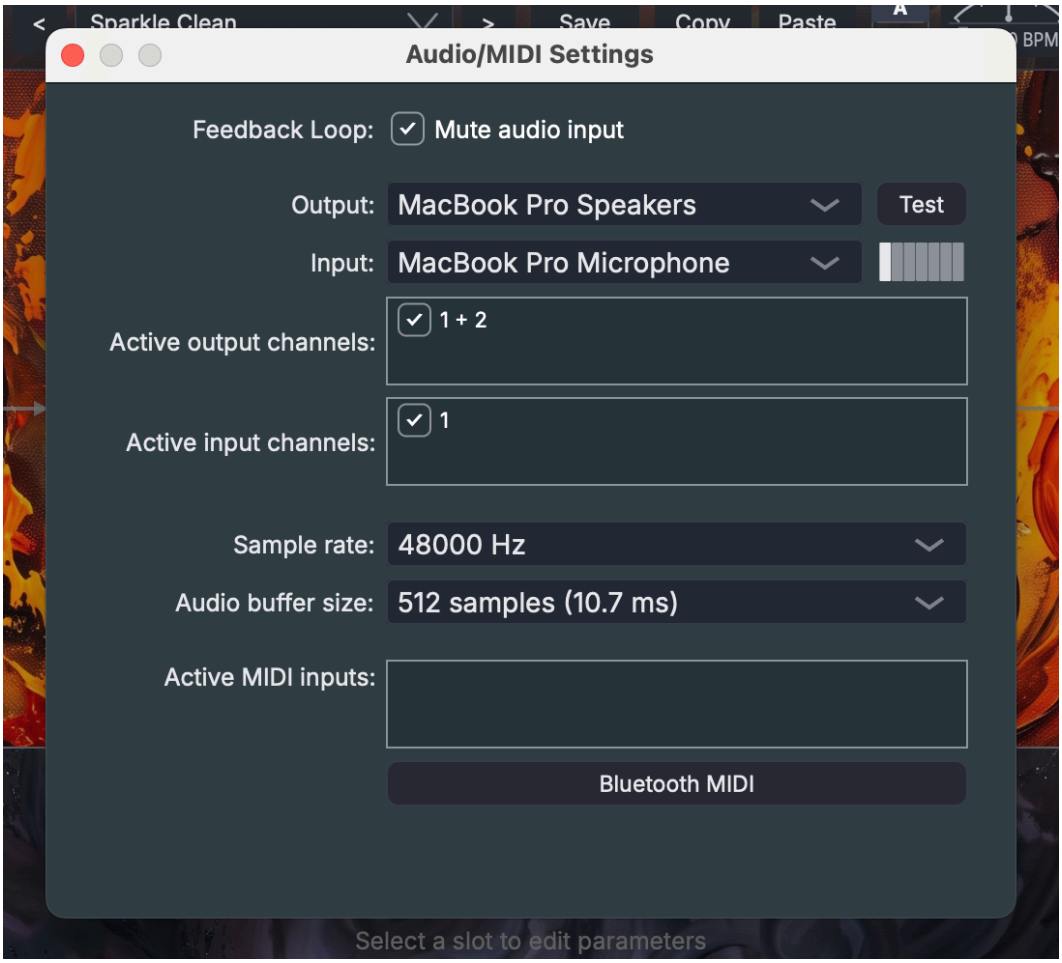


Fig. 5 Audio settings of the Standalone app

CHAPTER 5

Controls

5.1 Global controls

IN



Range: `-∞ dB` (−100 dB) … +30 dB Default: 0.0 dB

The fader at the left edge sets the level of your guitar before it enters the chain. The readout under it shows the value in decibels, in steps of 0.1 dB. At the bottom of its travel the readout is `-∞ dB` and the signal is silent. 0 dB is at the middle of the fader's travel.

The meter beside the fader shows the level after the fader, that is, the level the first slot receives. A stereo input is summed to mono before the chain.

OUT



Range: `-∞ dB` (−100 dB) … +30 dB Default: 0.0 dB

The fader at the right edge sets the level after the last slot. It works like `IN`. The meter beside it shows the output level; the metronome click is not included in it.

`IN` and `OUT` belong to the instance, not to the preset. They stay where they are when you load a preset, and they are saved with the DAW project.

LITE | PRO

Default: `LITE`

Sets the quality mode of the amps, boosters, compressors and cabs for the whole instance. `LITE` is lighter on the CPU. `PRO` is the full-quality mode. See "LITE and PRO: Quality, Sample Rates and Latency".

Tempo field

Range: 20 – 300 BPM Default: 120 BPM

Shows the tempo used by the metronome and by delays with tempo sync. In a DAW it follows the tempo of the project and cannot be edited. In the Standalone app, click it and type a tempo. See "Tuner and Metronome".

5.2 Slot and gear controls

Each slot has a power button and the controls of the gear it holds. The number and kind of controls depend on the gear; they are listed in "Gear Reference". From left to right a panel shows the input gain, the gear's own controls, and the output gain. The pictures in this section are taken from Twin-GTR with the bundled `Sample Skin`.

Slot power and remove

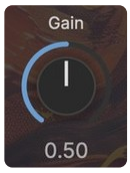


Default: On

The power icon ⏻ bypasses the slot or switches it back on. The × button removes the slot. In the Rack view both are always at the top of the column, as in the picture. In the Flow and Live views they appear on a slot when the pointer is over it: power at the top left, × at the top right.

A bypassed slot shows its name and its controls dimmed, and the signal passes through it unchanged.

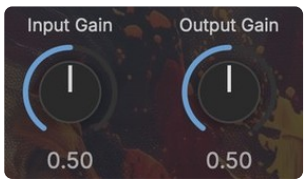
Knobs of the neural gears



Range: 0.00 – 1.00 Default: 0.50 on every built-in gear

The knobs of amps, boosters and compressors run from 0.00 to 1.00 in steps of 0.01. The label is above the knob and the value below it. Apart from the input and output knobs described next, the scale is the gear's own and does not correspond to decibels or other units.

`Input` / `Output`



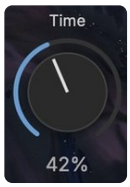
Range: 0.00 – 1.00 (−20 … +20 dB) Default: 0.50 (0 dB)

The first and the last knob of a neural gear set the level going into the gear and the level coming out of it. On the boosters the knobs are labelled `Input Gain` and `Output Gain`; on the Opto-2A the output knob is labelled `Gain`. Effects have no input and output knobs.

The value corresponds to decibels as follows. Each step of 0.01 is 0.4 dB.

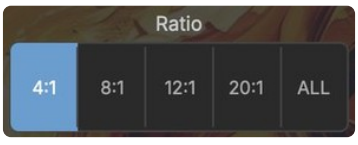
Knob value	0.00	0.01	0.25	0.50	0.75	1.00
Gain	muted	−19.6 dB	−10 dB	0 dB	+10 dB	+20 dB

Knobs of the effects



Effect knobs show real units where they have one: milliseconds (`350 ms`, switching to seconds from 1000 ms, as in `1.50 s`), hertz (`0.60 Hz`) and decibels (`−55.00 dB`). A knob without a unit shows its position as a percentage of its travel, as in the picture.

Button groups



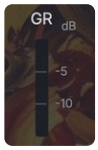
A row of buttons of which one is selected, for example the `Ratio` of the FET-76, the `Stages` of the Phaser and the `Mode` of the Vibe. Click a button to select it.

Switches



A switch with two sides, for example `Off` and `On` on the effects, or `Comp` and `Limit` on the Opto-2A. Click the side you want.

Gain reduction meter



The two compressors show a `GR` meter in dB at the right of their panel. It shows how much the compressor is reducing the level at this moment.

5.3 Mono and stereo

> **Important**
> The neural gears (amps, boosters, compressors, cabs) and NAM captures are mono. If one of them comes after a stereo effect, the stereo image collapses back to mono. Put delay, reverb and modulation after the last amp, cab or NAM capture.

The input is mono from the start: a stereo input is summed. The built-in delay, reverb and modulation effects are stereo and create the width of the output. An IR is applied as a mono response to both channels, so it keeps a stereo signal stereo.

5.4 When the sound pauses

While gear models are loading, the output is silent and `Loading...` covers the window. This happens when the plugin starts, when you switch between `LITE` and `PRO`, and, depending on `Model Load Mode`, when a preset needs a gear that is not in memory yet. After loading, the sound fades in. Switching between presets or gears that are already loaded uses a very short fade.

CHAPTER 6

The Signal Chain and Slots

The chain runs from `IN` on the left to `OUT` on the right. It has between one and eight slots, processed strictly from left to right. Any gear can go in any slot, in any order, and the same gear can be used in several slots. A slot without a gear is labelled `Empty` and passes the signal through.

6.1 Working with slots

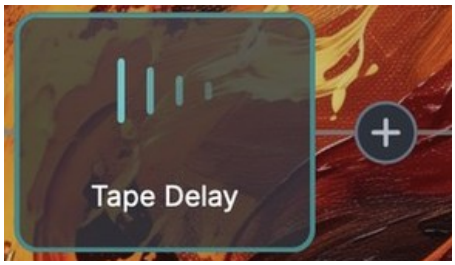


Fig. 6 A selected slot, and the round button that adds a slot at the end of the chain

To	With the mouse	With the keyboard
Select a slot	Click it.	`1` – `8`, `←` / `→`
Choose a gear	Double-click the slot (in the Rack view, the column). The gear selector opens.	`↑` / `↓`: previous or next gear of the same category. `[` / `]`: previous or next category.
Add a slot at the end	Click the round `+` after the last slot. The gear selector opens for the new slot. The button is hidden when there are eight slots.	`i` with no slot selected adds an empty slot at the end.
Insert a slot between two slots	Move the pointer over the gap between two slots, or before the first slot. A `+` appears; click it.	`i` inserts an empty slot after the selected one.
Remove a slot	Move the pointer over the slot and click the × button at its top right.	`Backspace`, `Delete`
Bypass a slot	Move the pointer over the slot and click the power icon at its top left.	`Space`, `Enter`
Reorder	Press and hold a slot for about 0.3 seconds, then drag it. The other slots slide aside to show where it will land. In the Rack view, hold the header of the column.	—

Dropping a slot inserts it at the new position; it does not swap two slots. With slots 1, 2, 3, 4, 5, dragging slot 5 onto slot 2 gives 1, 5, 2, 3, 4. When you remove a slot, the slots after it move one place to the left. At least one slot always remains.

> **Note**
> Choosing a gear in the gear selector sets the controls of that slot to the defaults of the new gear. Loading a preset or a DAW project restores the saved values instead.

6.2 The gear selector

The gear selector slides up from the bottom of the window. Its title names the category, for example `Select Amp Gear`. The categories are listed in a column on the left, the gears of the chosen category as tiles on the right. The gear the slot holds now is highlighted. Click a tile to put that gear in the slot; the selector closes. `?` or `Esc` closes it without a change.

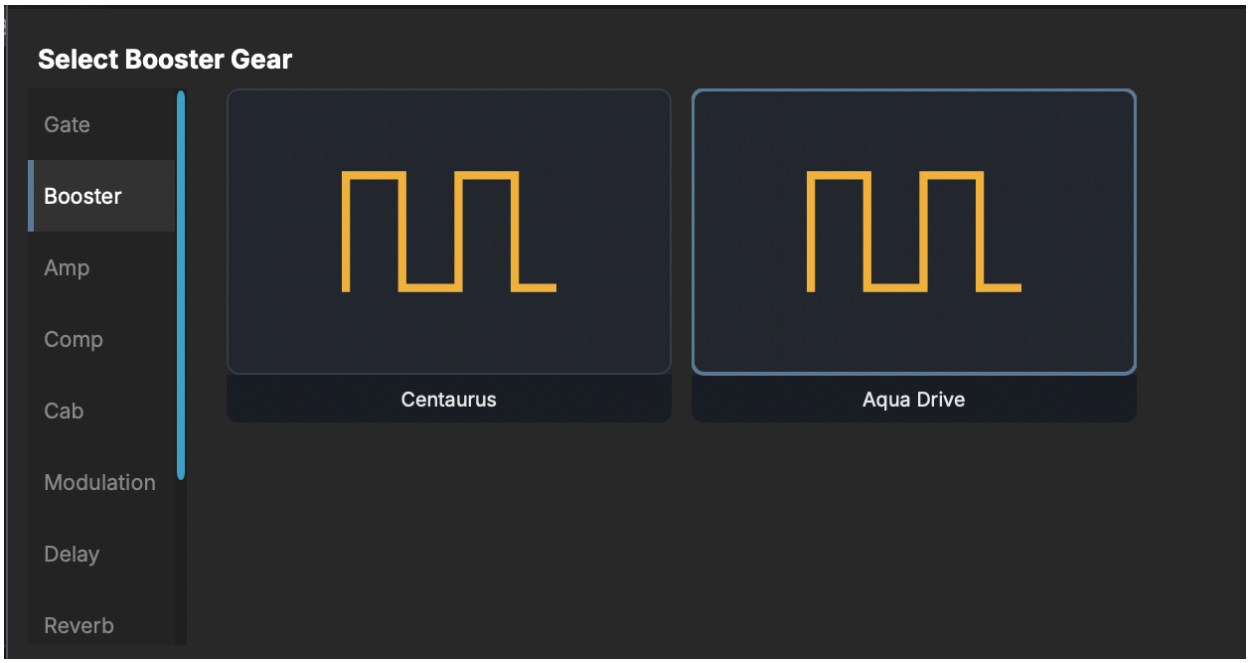


Fig. 7 The gear selector

Categories

	Category	Gears
	Gate	Noise Gate
	Booster	Centaurus, Aqua Drive
	Amp	Euphoria 101, Blackface 65, Tread 100, Matchbox 30, Brit 800, Solo 100
	Comp	FET-76, Opto-2A
	Cab	Brit 412, Tweed 212, 412x212
	Modulation	Chorus, Flanger, Phaser, Tremolo, Vibe
	Delay	Simple Delay, Tape Delay, Ping-Pong Delay
	Reverb	Spring Reverb, Hall Reverb
	EQ	EQ
	NAM	The NAM captures you have imported.
	IR	The impulse responses you have imported.

A slot shows the icon of its category and the name of its gear. The selected slot has a border in the colour of its category.

CHAPTER 7

The Views

Twin-GTR shows the same rig in three ways. Switch with the three icons in the top bar: Flow, Rack, Live, from left to right. The view you choose is remembered for your user account. The figures in this chapter show the bundled `Sample Skin`; the top bar is left out.

7.1 Flow view

The signal chain is in the middle, with the parameter panel of the selected slot below it. Use it to see the whole path while you work on one gear.



Fig. 8 The Flow view (top bar not shown)

1	`IN`	Input fader and meter.
2	**Slot**	Category icon and gear name. Double-click to choose a gear.
3	**Selected slot**	Marked by a border. Its controls are in the panel below.
4	`+`	Adds a slot at the end of the chain.
5	`OUT`	Output fader and meter.
6	**Panel title**	Slot number and gear name, for example `Slot 5 - Tape Delay`.
7	**Controls**	The controls of the selected gear, each with its value.

When no slot is selected, the panel reads `Select a slot to edit parameters`. For a gear without controls it reads `No parameters`. With the EQ selected, the whole panel becomes the EQ graph (see “Gear Reference”).

7.2 Rack view

Every slot is a column with all of its controls, side by side between the IN and OUT strips. There is no panel at the bottom. The knobs are always in two columns; as you add slots, the columns become narrower.



Fig. 9 The Rack view (top bar not shown)

1	**Power**	Bypasses the slot.
2	×	Removes the slot.
3	**Gear name**	Double-click the column to choose a gear. Hold the header to drag the column.
4	**Category**	In capitals, for example COMP.
5	**Knobs**	All controls of the gear, in two columns.
6	**Button group**	Here the Ratio of the FET-76.
7	GR	Gain reduction meter of a compressor.

To insert a slot, move the pointer between two columns or after the last one and click the round + that appears.

7.3 Live view

The Live view is made for the stage: the names of the bank, the song and the preset in large letters, above a compact signal chain. On our website this view is called the Stage view.



Fig. 10 The Live view (top bar not shown)

1	**Bank**	Bank name, in capitals.
2	**Song**	Song name.
3	**Preset**	Preset name, the largest of the three.
4	**Chain**	The slots of the preset. Click one to select it.
5	+	Adds a slot at the end of the chain.

Selecting a slot shows its parameter panel at the bottom for as long as you need it. Click the large names to hide the panel again.

> **Tip**
> You can also step through the views from the keyboard. Assign a key to `Cycle view (Flow/Rack/Live)` under Settings, `KEYBOARD`.

CHAPTER 8

Gear Reference

This chapter lists every built-in gear with its controls. The names of the gears are noshigeSound's own. In the tables, each control is followed by its range and, in brackets, its default.

8.1 Amps

Six gear-twins. Every knob runs from 0.00 to 1.00 with a default of 0.50; `Input` and `Output` work as described in "Controls". The right-hand column names the factory presets in which you can hear each amp.

Amp	Controls	Factory presets
Euphoria 101	`Input` `Gain` `Output`	Aqua Ecstasy
Blackface 65	`Input` `Tone` `Output`	Sparkle Clean, Crisp Cut
Tread 100	`Input` `Gain` `Output`	Chunky Rhythm, Modern Metal
Matchbox 30	`Input` `Gain` `Output`	Pristine Edge, Funky Squeeze, Boosted Tweed
Brit 800	`Input` `Gain` `Output`	British Crunch, Centaur Bite
Solo 100	`Input` `Gain` `Output`	Howling Lead, Liquid Sustain

The Blackface 65 has a `Tone` knob where the other amps have `Gain`.

8.2 Boosters

Two gear-twins. Each has two knobs, `Input Gain` and `Output Gain` (0.00 – 1.00, default 0.50), and no other control.

Booster	Controls	Factory presets
Centaurus	`Input Gain` `Output Gain`	Centaur Bite, Aqua Ecstasy, Modern Metal, Liquid Sustain
Aqua Drive	`Input Gain` `Output Gain`	Crisp Cut, Boosted Tweed, Howling Lead

8.3 Compressors

Two gear-twins, the same compressor models that power noshige76 and noshige2A. Both show a `GR` meter. In Twin-GTR they are mono, like every neural gear. The Opto-2A has no input knob.

Compressor	Controls
FET-76	`Input` 0.00 – 1.00 (default 0.50) `Attack` 0.00 – 1.00 (default 0.50) `Release` 0.00 – 1.00 (default 0.50) `Ratio` `4:1` `8:1` `12:1` `20:1` `ALL` (default `4:1`) `Output` 0.00 – 1.00 (default 0.50)

Compressor	Controls
Opto-2A	`Mode` `Comp` / `Limit` (default `Comp`) `Peak Reduction` 0.00 – 1.00 (default 0.50) `Gain` 0.00 – 1.00, the output gain (default 0.50)

8.4 Cabs

Cab	Controls	Factory presets
Brit 412	None (`No parameters`).	Pristine Edge, Crisp Cut, British Crunch, Centaur Bite, Aqua Ecstasy, Modern Metal, Liquid Sustain
Tweed 212	None (`No parameters`).	Sparkle Clean, Funky Squeeze, Boosted Tweed, Chunky Rhythm, Howling Lead
412x212	Three knobs, see below.	—

412x212

This cab runs the Brit 412 and the Tweed 212 in parallel and blends them.

Control	Range	Default	What it does
`412:212`	`100:0` … `0:100`	`50:50`	Balance of the two cabs. Fully left is the 412 alone, fully right the 212 alone.
`Delay`	−5.00 … +5.00 smp	0.00 smp	A fine time offset between the two cabs, in samples.
`Mud Cut`	0 … −6 dB	−3 dB	A cut at a fixed 310 Hz. Turning clockwise cuts more.

8.5 Effects

The effects have no `Input` and `Output` knobs. Knobs without a unit show their position as a percentage of their travel, and their defaults are given the same way below. Where such a knob has a narrower working range, the range is stated.

Delay

Effect	Controls
Simple Delay	`Time` 1 ms – 2.00 s, or a note value when `SYNC` is on (default about 350 ms) `SYNC` toggle at the left of `Time` (default off) `Feedback` 0 – 95 % (default 35 %) `Mix` 0 – 100 % (default 25 %) `Analog` 0 – 100 % (default 40 %)
Tape Delay	`Time` 1 ms – 2 s, shown as a percentage (default about 350 ms) `Feedback` 0 – 95 % (default 35 %) `Age` 0 – 100 % (default 40 %) `Wow/Flut` 0 – 100 % (default 30 %) `Mix` 0 – 100 % (default 25 %) `Sync` `Off` / `On` (default `Off`)

Effect	Controls
Ping-Pong Delay	Time L (default 30 % of the knob's travel) Time R (default 45 % of the knob's travel) Feedback 0 – 90 % (default 40 %) Tone 0 – 100 % (default 50 %) Mix 0 – 100 % (default 30 %) Sync Off / On (default On)

With tempo sync on, the delay time snaps to note values and follows the tempo of the DAW, or the tempo field in the Standalone app. The note values, from shortest to longest, are:

1/64T 1/64 1/32T 1/64D 1/32 1/16T 1/32D 1/16 1/8T 1/16D 1/8 1/4T 1/8D 1/4 1/2T 1/4D 1/2 1/2D 1Bar 2Bars 4Bars

T is a triplet and D a dotted note. On the Simple Delay, the readout of Time switches between milliseconds and note names as you switch SYNC. The time knobs of the Tape Delay and the Ping-Pong Delay show their position as a percentage.

Modulation

Effect	Controls
Chorus	Rate 0.05 – 5 Hz (default 0.60 Hz) Depth 0 – 100 % (default 50 %) Width 0 – 100 % (default 70 %) Mix 0 – 100 % (default 40 %)
Flanger	Rate 0.05 – 5 Hz (default 0.30 Hz) Depth 0 – 100 % (default 50 %) Feedback −95 … +95 % (default 50 % of the knob's travel) Mix 0 – 100 % (default 50 %) Width 0 – 100 % (default 100 %) Through-Zero Off / On (default Off)
Phaser	Rate 0.02 – 8 Hz (default 0.50 Hz) Depth 0 – 100 % (default 60 %) Resonance 0 – 95 % (default 40 %) Mix 0 – 100 % (default 50 %) Width 0 – 100 % (default 100 %) Stages 4 6 8 (default 6)
Tremolo	Speed 0.1 – 12 Hz (default 4.00 Hz) Depth 0 – 100 % (default 60 %) Shape 0 – 100 % (default 0 %) Width 0 – 100 %; at 0 % the tremolo is mono (default 0 %) Mix 0 – 100 % (default 100 %)
Vibe	Speed 0.1 – 10 Hz (default 2.00 Hz) Intensity 0 – 100 % (default 60 %) Mix 0 – 100 % (default 50 %) Width 0 – 100 % (default 100 %) Mode Chorus / Vibrato (default Chorus)

Reverb

Effect	Controls
Spring Reverb	`Dwell` 0 – 100 % (default 50 %) `Tone` 0 – 100 % (default 50 %) `Mix` 0 – 100 % (default 25 %) `Boing` 0 – 100 % (default 40 %)
Hall Reverb	`Decay` 0.25 – 10 s (default 65 % of the knob's travel) `Damping` 0 – 100 % (default 40 %) `Mix` 0 – 100 % (default 22 %) `Width` 0 – 100 % (default 100 %) `Pre-delay` 0 – 100 ms (default 30 ms)

Gate

Effect	Controls
Noise Gate	`Threshold` −80 … 0 dB (default −55 dB) `Attack` 0.1 – 50 ms (default 2 ms) `Release` 5 – 1000 ms (default 120 ms) `Hold` 0 – 500 ms (default 30 ms) `Range` −80 … 0 dB (default −80 dB) `Hi Focus` `Off` / `On` (default `Off`)

Twin-GTR has no global noise gate. Put the Noise Gate in a slot where you need it, for example at the start of the chain.

8.6 EQ

The EQ is a parametric equalizer with up to six bands. A new EQ is flat and has no bands. Each EQ in the chain has its own bands.

Setting	Range
Bands	Up to 6
Type	`Low Cut`, `Low Shelf`, `Bell`, `High Shelf`, `High Cut`
`Freq`	20 Hz – 20 kHz
`Gain`	−24 … +24 dB, in steps of 0.1 dB
`Q`	0.1 – 10, default 0.707
Output level of the EQ	−12 … +12 dB

In the Flow view, the parameter panel becomes a graph of the frequency response on a scale of ±24 dB, with a live spectrum of the signal after the EQ behind it. You work directly on the curve. The graph shows this line of hints:

`Click the line to add a band - click node = on/off - wheel = Q - double-click = remove`

Action	Result
Click the line	Adds a band at that point: a low cut near the left edge, a high cut near the right edge, a bell anywhere else.
Drag a node	Left and right sets the frequency, up and down the gain.
Mouse wheel over a node	Changes the Q.

Action	Result
Click a node	Switches that band on or off.
Right-click a node	Opens the edit box of the band: its type, `Freq`, `Gain` and `Q` as fields you can type in, with buttons for on/off and delete.
Double-click a node	Removes the band.
Power button at the top right of the graph	Bypasses the EQ slot. The graph reads `BYPASSED`.

In the Rack view, each band has `Freq`, `Gain` and `Q` knobs and a chip that shows its type. Add a band with `+ ADD BAND`.

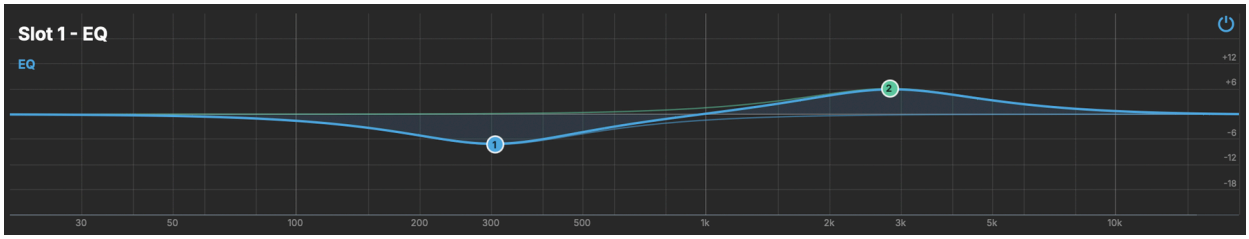


Fig. 11 The EQ graph

8.7 NAM captures and impulse responses

Twin-GTR loads Neural Amp Modeler captures (`.nam`) and impulse responses (`.wav`, `.aiff`, `.aif`). Each imported file becomes a gear of its own in the NAM or IR category, named after the file, and goes in a slot like any other gear.

Importing a file

1. Double-click a slot to open the gear selector.
2. Choose the NAM or the IR category.
3. Click + Add NAM or + Add IR and pick the file.
4. The new gear appears in the list at once, highlighted. Click its tile to put it in the slot.

The file is copied into the `NAM` or `IR` folder in `Documents/noshigeSound/Twin-GTR`. The original stays where it was. If a file of the same name is already there, Twin-GTR makes a numbered copy and overwrites nothing. You can also put files into those two folders yourself; they are found the next time Twin-GTR starts. Files in sub-folders are not scanned.

Gear	Controls	Notes
NAM capture	Input −20 … +20 dB (default 0 dB) Output −20 … +20 dB (default 0 dB)	Mono. Runs at the sample rate of the capture and is resampled when the project uses another rate.
Impulse response	Mix 0 – 100 % (default 100 %) Level −24 … +24 dB (default 0 dB)	Trimmed of silence, normalized and resampled to the project's sample rate when loaded.

Important
Presets find a NAM capture or an IR by its file name. If you rename, move or delete the file, the presets that use it can no longer load that gear. Twin-GTR has no command for renaming or deleting an imported file; manage the files in the two folders.

CHAPTER 9

Keyboard Control

Twin-GTR can be played and edited from the computer keyboard, so that your picking hand stays on the guitar. The keys work while the plugin window has the keyboard focus: click the window first. They are ignored while you type in a text field. Your DAW may use some of these keys for its own commands.

9.1 Turning controls with key pairs

The controls of the selected slot answer to pairs of keys: a key in the middle row turns a control up, the key below it turns the same control down. The pairs follow the controls from left to right as they are shown: input gain first, then the gear's own controls, then the output gain.

Control	1	2	3	4	5	6	7	8
Up	a	s	d	f	g	h	j	k
Down	z	x	c	v	b	n	m	,

Each press moves a knob by 4 % of its range. A switch or a button group moves by one option.

9.2 All shortcuts

Key	Action
1 … 8	Selects slot 1 to 8. Pressing the same digit again within 0.6 seconds changes that slot to the next gear of the same category. On an empty slot, the first press fills it with the first gear of the first category.
Shift + 1 … 8	Selects the slot and changes it to the next category, loading the first gear of that category.
← / →	Moves the selection one slot to the left or right. With no slot selected, → selects the first slot and ← the last.
↑ / ↓	Previous or next gear of the same category in the selected slot.
[/] *	Previous or next category in the selected slot.
Space *, Enter	Bypasses the selected slot or switches it back on.
i *	Inserts an empty slot after the selected slot, or at the end when no slot is selected.
Backspace *, Delete	Removes the selected slot.
t *	Opens or closes the tuner.
a s d f g h j k	Turn controls 1 to 8 of the selected slot up.
z x c v b n m ,	Turn controls 1 to 8 of the selected slot down.
Cmd / Ctrl + = / -	Window size one step up or down.
Cmd / Ctrl + S	Saves the current preset, like the Save button.
Cmd / Ctrl + Z	Undo.

Key	Action
`Shift` + `Cmd`/`Ctrl` + `Z`, `Cmd`/`Ctrl` + `Y`	Redo.
`Esc`	Closes the panel, selector or card that is open.

* These keys can be changed. `Enter` and `Delete` always keep their action. The categories cycle in this order: Booster, Amp, Comp, Cab, Modulation, Delay, Reverb, Gate, EQ, NAM, IR. A category without gears is skipped.

9.3 Changing the keys

Seven actions have keys you can change. They are listed under Settings, `KEYBOARD`:

`Bypass slot` `Previous category` `Next category` `Insert slot` `Remove slot` `Tuner window` `Cycle view (Flow/Rack/Live)`

1. Click the button beside the action. It shows the current key, or `(unset)`.
2. The button reads `Press a key… (Esc)`. Press the new key. `Esc` cancels.

`Reset shortcuts to defaults` restores the original keys. The keys are saved as a setting of your user account.

CHAPTER 10

MIDI Switcher

A MIDI footswitch or controller can change presets, songs and banks, switch slots on and off and open the tuner. Every assignment is a press of a switch. Knobs are not assigned to MIDI controllers; to move them from outside, use the automation of your DAW.

> **Important**
> Keep the Twin-GTR window open while you use MIDI switching.

10.1 Connecting a controller

Open Settings and click `MIDI Switcher Setup...`. The section `MIDI INPUT DEVICES` depends on how you run Twin-GTR:

- **Standalone app:** the section lists the MIDI input devices. Choose yours. If it is missing, connect it and click `Rescan`.
- **In a DAW:** the section reads `MIDI is routed by your host (DAW). Enable Twin-GTR's MIDI input there.` Set up the MIDI input of Twin-GTR in your DAW.

While the overlay is open, the line beginning `Last:` shows each incoming message and the action it triggers, or `(unmapped)`.

10.2 Assigning a footswitch

1. In the `COMMANDS` section, click `Learn` in the row of the command.
2. The button reads `Listening...`. Press the footswitch.
3. The row now shows the message, for example `CC 64 (ch 1)`. The MIDI channel is part of the assignment.

`Clear` removes the assignment of a row; an empty row reads `not set`. Nothing is assigned to begin with. `Reset all MIDI mappings` clears every row and the Program Change options.

Command	Action
`Go to preset 1` ... `Go to preset 8`	Selects preset 1 to 8 of the current song.
`Next preset`, `Previous preset`	Steps through the presets.
`Next song`, `Previous song`	Steps through the songs.
`Next bank`, `Previous bank`	Steps through the banks.
`Tuner on/off`	Opens or closes the tuner.
`Slot 1 on/off` ... `Slot 8 on/off`	Bypasses slot 1 to 8 or switches it back on.

Twin-GTR accepts Note, Control Change and Program Change messages. A press is a Note On, a Control Change with a value of 64 or more, or the Program Change itself. The assignments belong to your user account and are used by every instance.

10.3 Program Change

In the `PROGRAM CHANGE` section, `Program Change selects preset` is on by default. A Program Change that is not assigned to a command then selects a preset by counting through the whole

current bank: the presets of the first song, then those of the second song, and so on. Twin-GTR changes the song when needed. Numbers beyond the last preset of the bank are ignored.

The menu beside it sets where counting starts: `First preset = PC 0` (the default) or `First preset = PC 1`.

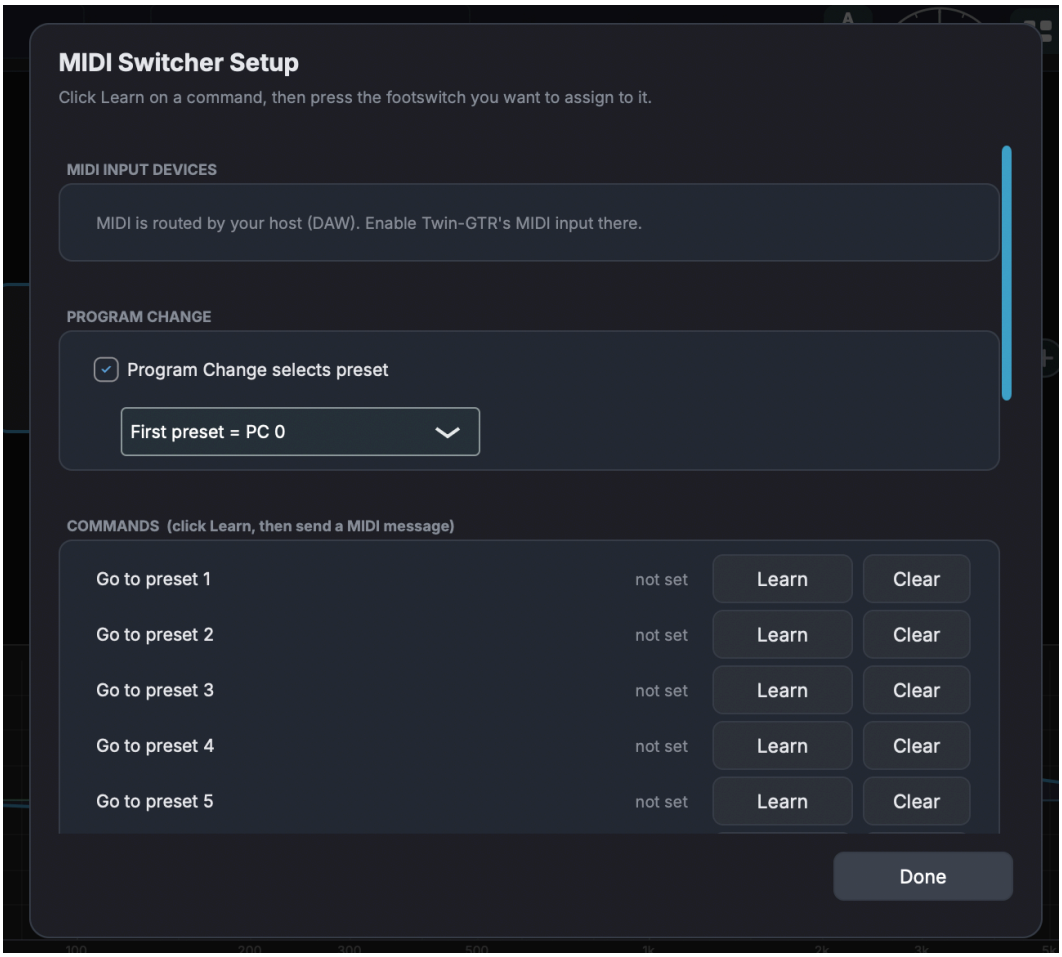


Fig. 12 MIDI Switcher Setup

CHAPTER 11

Tuner and Metronome

11.1 Tuner

Click the tuner icon in the top bar or press `t`. The tuner covers the whole window under the title `TUNER`. It listens to your guitar before the chain, so the gear in the slots does not affect it.

Element	What it shows or does
Note name	The note you are playing, from `C` to `B` with sharps (`C#`, `D#` ...). With no note, `—` and `Play a single note`.
Scale	The deviation from the note, from `−50` to `+50` cents.
`IN TUNE`	Appears when the note is within 3 cents. Otherwise the frequency is shown in Hz.
`A4`	Reference pitch, 415 to 465 Hz in steps of 1 Hz. Default 440 Hz.
`Mute`	Mutes the output while the tuner is open. On by default.

The tuner detects notes from about 40 Hz to 1350 Hz. Close it with its close button or with `t`. A MIDI footswitch can open and close it too.

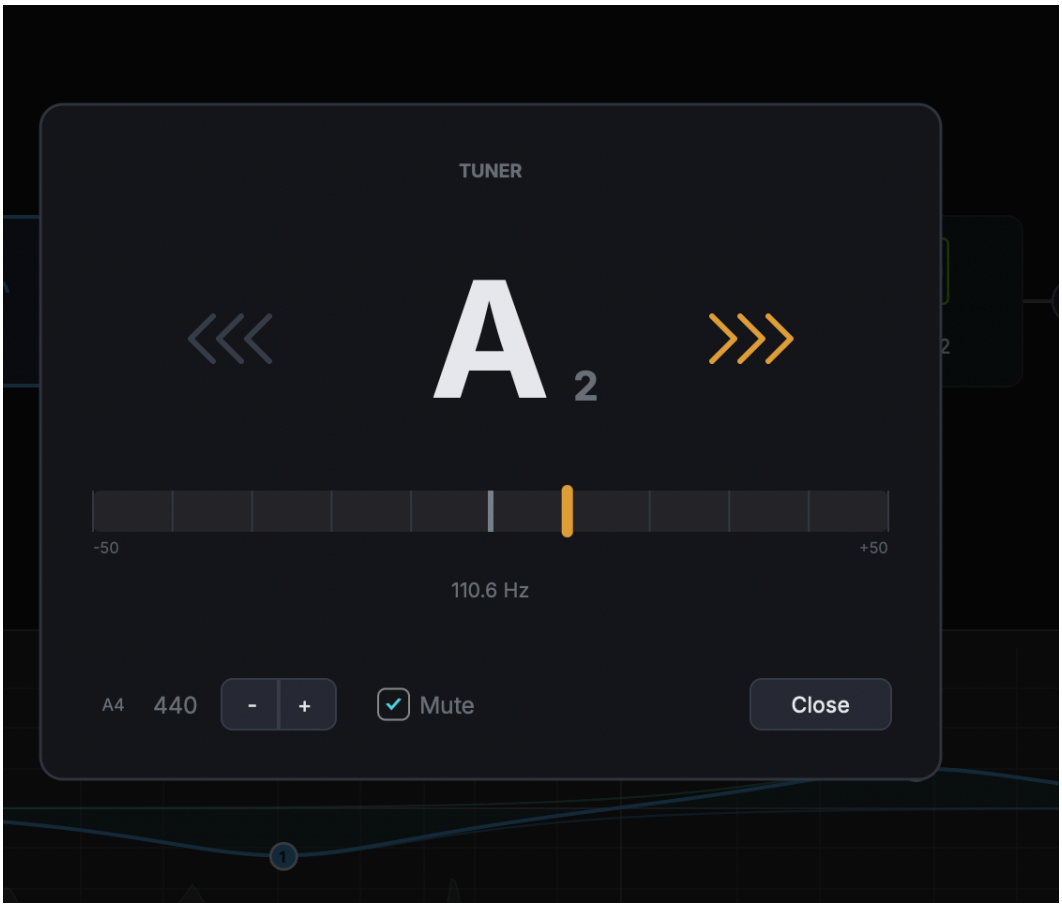


Fig. 13 The tuner

11.2 Tempo

The tempo field in the top bar reads, for example, `120 BPM`. The metronome and the delays with tempo sync use this tempo.

- **In a DAW** the field follows the tempo of the project. It is greyed and cannot be edited.
- **In the Standalone app,** or in a host that provides no tempo, click the field and type a tempo from 20 to 300 BPM. The default is 120. This tempo is saved with the DAW project, not in presets.

11.3 Metronome

Click the metronome icon beside the tempo field. A small panel opens:

Control	What it does
`Start` / `Stop`	Starts and stops the click.
`Beat`	Time signature: `2/4`, `3/4`, `4/4`, `5/4`, `6/8` or `7/8`. When the DAW supplies a time signature, the label reads `Beat (host)`.
`Vol`	Volume of the click.

The click is mixed into the output of Twin-GTR, with an accent on the first beat. It sounds whether or not you play, and it is silent while the tuner mutes the output. The `OUT` meter does not show it.

> **Note**
> Because the click is part of the plugin's output, it is recorded if you record or bounce that output. Stop the metronome before you bounce.

CHAPTER 12

Skins

A skin changes the look of Twin-GTR: an image behind the signal chain, an image behind the controls, and an image for each gear. Twin-GTR comes with one skin, `Sample Skin`, which is selected the first time you open the plugin. The skin you choose is remembered for your user account.

12.1 Choosing a skin

1. Open Settings and click `Customize Skin...` under `APPEARANCE`.
2. Choose a skin in the dropdown at the top. `Default` is the built-in look.
3. Click `Done`.

12.2 Making your own skin

1. In the skin editor, click `New` and give the skin a name. To start from an existing skin instead, select it and click `Duplicate`.
2. Click `Target` and choose what the image is for: `Background: Chain`, `Background: Controls`, or a gear from one of the `Gear:` submenus.
3. Click `Import image...` and pick a PNG or JPG file.
4. In the preview, drag the image to move it and drag a corner to resize it.
5. Repeat for the other targets, then click `Done`. `Cancel` or `Esc` leaves the editor.

The other controls of the editor are:

Control	What it does
`Reset`	Removes the image from the selected target. The button is shown when the target has an image; while it has none, the preview reads `No image`.
`Background visibility`	0 to 100 %. The higher the value, the more of the background image shows through the panels.
`Glass`	0 to 100 %. Gives the panels a frosted-glass look. At 0 % the panels are plain.
`Rename` / `Delete`	Renames or deletes the selected skin. Deleting a skin removes its folder and its images.

> **Note**
> `Sample Skin` is read-only. To change it, select it and click `Duplicate`; the copy can be edited. Your own skins are saved in `Documents/noshigeSound/Twin-GTR/Skins`, one folder per skin.

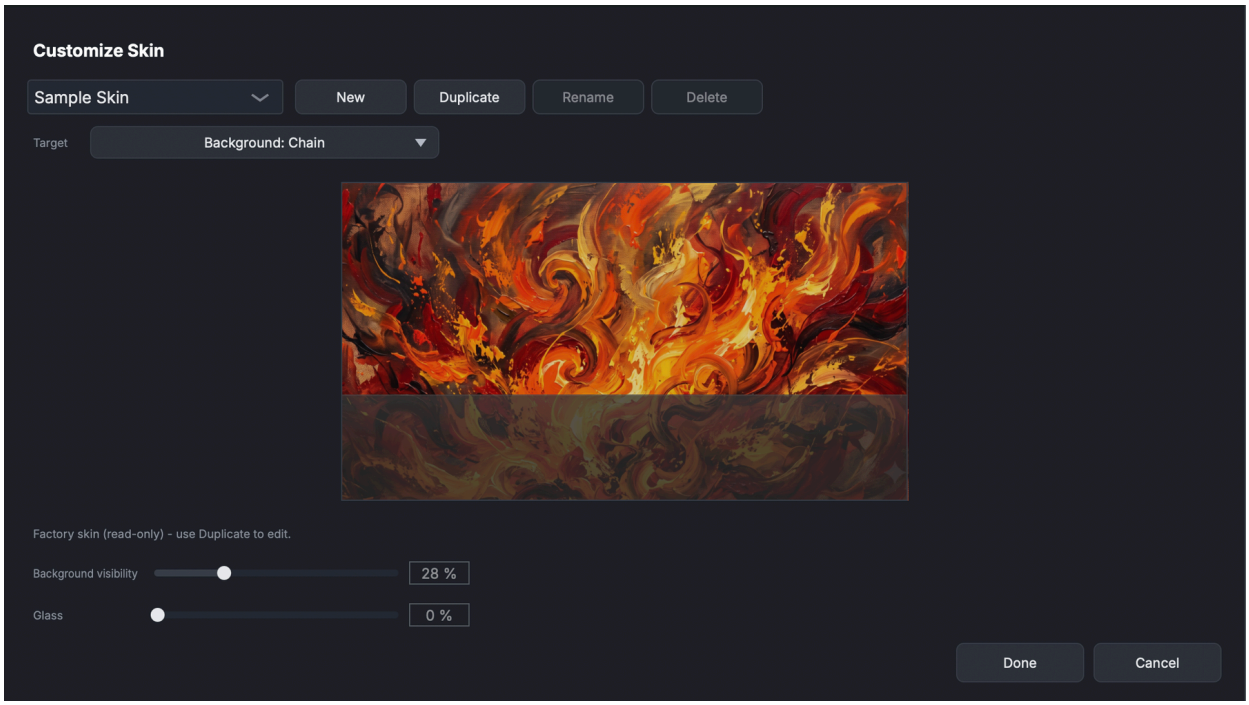


Fig. 14 The skin editor

CHAPTER 13

LITE and PRO: Quality, Sample Rates and Latency

13.1 LITE and PRO

The amps, boosters, compressors and cabs of Twin-GTR run in one of two quality modes. The LITE | PRO switch in the top bar sets the mode for all of them at once.

	LITE	PRO
Sound	The lighter mode. A touch less fidelity.	The full-quality mode.
CPU load	Lower.	Higher.
Default	Yes.	—
Use it for	Playing and recording, when a quick response matters most.	Bouncing and finishing a track, when fidelity matters most.
Buffer sizes without added latency at 48 kHz	Multiples of 128 samples.	Multiples of 256 samples.

The gear, its controls and your presets are the same in both modes. Effects, NAM captures and IRs have no LITE and PRO versions.

The mode belongs to the instance. It is saved with the DAW project and is not part of a preset, so loading a preset does not change it. Switching the mode reloads the gear: the output is silent for a moment and Loading... is shown.

13.2 Sample rates

Twin-GTR works natively at 48 kHz and at 96 kHz: at those two rates the signal runs through the gear without sample-rate conversion. At 44.1 and 88.2 kHz Twin-GTR converts the signal to the nearest native rate and back.

Project sample rate	How Twin-GTR runs	Notice
96 kHz	Native.	—
88.2 kHz	Resampled to 96 kHz and back.	Resampling active
48 kHz	Native.	—
44.1 kHz	Resampled to 48 kHz and back.	Resampling active
Any other rate	Not supported. The output is muted.	Unsupported sample rate

The notices are cards with an OK button. They read as follows.

Title	Text and meaning
Resampling active	“44100 Hz is resampled to the 48000 Hz engine. Audio is processed, with a slight quality reduction and added latency (reported to the host for delay compensation).” Shown once when the sample rate changes to 44.1 or 88.2 kHz. The plugin works normally.

Title	Text and meaning
Unsupported sample rate	“Twin-GTR currently supports 44.1 kHz / 48 kHz / 88.2 kHz / 96 kHz only.” The output stays muted, and the card returns about every 30 seconds, until you set the project to a supported rate.
Internal rebuffering	“Host buffer size N is internally rebuffered for the models, adding S samples (M ms) of latency (reported to the host for delay compensation).” Shown when the buffer size changes to one that adds latency. See the next section.

> **Tip**
> For the shortest signal path, set your project or your audio interface to 48 or 96 kHz.

In Pro Tools, Twin-GTR is offered only in sessions at 44.1, 48, 88.2 or 96 kHz.

13.3 Latency

Twin-GTR accepts any buffer size. At 48 and 96 kHz it adds no latency (0 samples) when the buffer size of the DAW is one of the following:

Sample rate	Quality	Buffer sizes without added latency
96 kHz	LITE, PRO	Multiples of 256 samples (256, 512, 1024 ...)
48 kHz	PRO	Multiples of 256 samples (256, 512, 1024 ...)
48 kHz	LITE	Multiples of 128 samples (128, 256, 512 ...)

With any other buffer size, Twin-GTR rebuffers the signal internally. This adds a constant latency, and the Internal rebuffering card states the amount in samples and in milliseconds. At 44.1 and 88.2 kHz, resampling adds latency as well.

In every case Twin-GTR reports its latency to the DAW for delay compensation. At 44.1 and 48 kHz the value can change when you switch between LITE and PRO.

> **Note**
> Offline bounce and export are supported: the plugin renders correctly when the DAW runs faster than real time.

CHAPTER 14

Presets, A/B and Undo

14.1 Banks, songs and presets

The library has three levels: a bank contains songs, and a song contains presets. The three drop-downs in the top bar show the bank, the song and the preset you are on. A library can hold up to 128 banks, each bank up to 128 songs, and each song up to 128 presets.

A preset stores a complete signal chain. A song groups the presets you need for one piece of music, for example a clean, a crunch and a lead sound. A new bank starts with one song, `Song 1`, and a new song starts with eight presets, `Preset 1` to `Preset 8`. A preset that has never been saved is empty; selecting it resets the chain to its default state.

The library is stored in `Documents/noshigeSound/Twin-GTR/Presets` and is shared by every instance of Twin-GTR, in every DAW and in the Standalone app. A change you make in one instance appears in the others within about a second.

14.2 Factory presets

The `Factory` bank contains three songs with four presets each.

Song	Preset	Chain
Clean Tones	Sparkle Clean	Blackface 65 → Opto-2A → Tweed 212
	Pristine Edge	Matchbox 30 → Brit 412 → Chorus
	Funky Squeeze	Matchbox 30 → FET-76 → Tweed 212
	Crisp Cut	Aqua Drive → Blackface 65 → FET-76 → Brit 412
Crunch & Drive	British Crunch	Brit 800 → FET-76 → Brit 412
	Boosted Tweed	Aqua Drive → Matchbox 30 → Tweed 212
	Centaur Bite	Centaurus → Brit 800 → Brit 412
	Chunky Rhythm	Tread 100 → Tweed 212
High Gain & Lead	Aqua Ecstasy	Centaurus → Euphoria 101 → FET-76 → Brit 412
	Modern Metal	Centaurus → Tread 100 → FET-76 → Brit 412
	Howling Lead	Aqua Drive → Solo 100 → Tweed 212 → Chorus
	Liquid Sustain	Centaurus → Solo 100 → FET-76 → Brit 412 → Simple Delay → Hall Reverb

Important
The `Factory` bank is an ordinary bank in your library, and you can save over its presets. Twin-GTR has no command that brings a factory preset back after you overwrite it. To keep the originals, save your own versions in another preset or another bank.

14.3 Working with presets

To	Do this
Select	Open the Bank, Song or Preset dropdown and click an entry, or click `<` and `>` for the previous and next preset.
Save	Click `Save` or press `Cmd`/`Ctrl` + `S`. Twin-GTR always asks before it overwrites; confirm with `Overwrite`. For a factory preset the question is `Overwrite factory preset?`.
Save as a new preset	There is no separate “save as”. Click `Copy`, select another preset (or add one), click `Paste`, then `Save`.
Copy between instances	`Copy` in one instance and `Paste` in another. The copied sound is shared by all instances of Twin-GTR.
Add	Click `+ Add Bank`, `+ Add Song` or `+ Add Preset` at the bottom of the dropdown and enter a name.
Rename	Double-click the name of an entry in the dropdown, or right-click the entry. Right-clicking the closed dropdown renames the current item.
Reorder	Move the pointer over an entry and drag its handle (`≡`) up or down.
Delete	Move the pointer over an entry, click its `×` and confirm with `Delete`. This cannot be undone.

An asterisk after the preset name (`Sparkle Clean *`) means the sound has changed since the preset was loaded or saved. If you then select another preset, Twin-GTR asks `Discard unsaved changes?`; choose `Continue` to go on or `Cancel` to stay.

The last bank, and the last song of a bank, cannot be deleted. Deleting the last preset of a song clears it and names it `Preset 1`. When a level is full, a short message such as `Preset limit reached (128)` appears. `Nothing to paste` appears when you paste before anything has been copied.

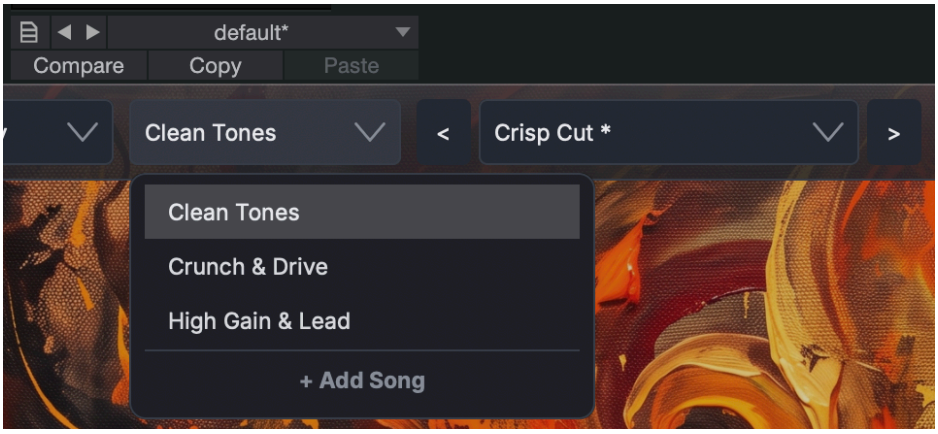


Fig. 15 The Preset dropdown

What a preset contains

Saved in a preset	Not saved in a preset
The number of slots, and for every slot: the gear, on or off, all knobs, buttons and switches, and the bands of an EQ	`IN` and `OUT`, `LITE` / `PRO`, `Model Load Mode`, the tempo you set by hand, A/B, the metronome and tuner settings, the window size, the view, the skin, the keyboard and MIDI assignments

The DAW project stores the complete current sound together with IN, OUT, LITE / PRO, Model Load Mode, the tempo, and which bank, song and preset were selected. The window size, the view, the skin and the keyboard and MIDI assignments are settings of your user account.

14.4 Where presets are kept

Twin-GTR keeps your presets and your other content in your Documents folder, in `noshigeSound/Twin-GTR`. Open Presets Folder under Settings, SHORTCUTS opens the `Presets` folder in Finder or Explorer.

What	macOS	Windows
Presets (banks, songs, presets)	`~/Documents/noshigeSound/Twin-GTR/Presets`	`Documents\noshigeSound\Twin-GTR\Presets`
NAM captures	`~/Documents/noshigeSound/Twin-GTR/NAM`	`Documents\noshigeSound\Twin-GTR\NAM`
Impulse responses	`~/Documents/noshigeSound/Twin-GTR/IR`	`Documents\noshigeSound\Twin-GTR\IR`
Your skins	`~/Documents/noshigeSound/Twin-GTR/Skins`	`Documents\noshigeSound\Twin-GTR\Skins`
Settings of your user account	`~/Library/Application Support/noshigeSound/Twin-GTR/Twin-GTR.settings`	`%APPDATA%\noshigeSound\Twin-GTR\Twin-GTR.settings`

The settings file holds the window size, the view, the selected skin and the keyboard and MIDI assignments. Updating or uninstalling Twin-GTR deletes none of these folders and files.

> **Important**
> The `Presets` folder is a library that Twin-GTR manages. Do not rename, move or delete files inside it by hand; add, rename, reorder and delete banks, songs and presets in the plugin.

> **Tip**
> To back up your presets together with the NAM captures, IRs and skins they use, copy the whole `noshigeSound/Twin-GTR` folder.

14.5 Model Load Mode

Gear models take memory and time to load. Model Load Mode, under Settings, GENERAL, decides how many of them Twin-GTR keeps ready. Move the pointer over the ? beside it for a short explanation.

Mode	What is loaded	Effect
All	Every available gear, including your NAM captures and IRs.	Instant switching everywhere. Uses the most memory.
Bank	Every gear used anywhere in the current bank.	Instant switching within the bank.
Song	The gear used by the presets of the current song. Reloads when you change the song.	Instant switching within the song. The default.

Mode	What is loaded	Effect
Preset	Only what the current preset needs.	Least memory. A short silence with Loading... when a preset needs a gear that is not loaded yet.

The mode belongs to the instance and is saved with the DAW project. Changing it reloads the models.

> **Tip**
> For a live set, put the presets of one piece into one song and leave the mode on Song: the changes within the piece are then instant.

14.6 A/B comparison

The toggle with the letters A and B in the top bar holds two versions of the current sound. Click the other letter: Twin-GTR stores what you hear on the side you leave and recalls the other side. The first time, both sides are the same. Change something on one side, then switch back and forth to compare.

A/B is temporary. It is not saved in presets or in the DAW project, and it starts again when you load a preset, paste a sound or reopen the project. To keep the version you prefer, switch to it and click Save.

14.7 Undo and redo

With the plugin window focused, Cmd/Ctrl + Z takes back the last change to the controls and Shift + Cmd/Ctrl + Z or Cmd/Ctrl + Y restores it, unless the DAW takes those keys for itself. Changes made within about half a second count as one step. Loading a preset, pasting a sound and switching between A and B clear the undo history.

CHAPTER 15

Licensing and Activation

The essentials first:

Question	Answer
Can I use it without a license?	Only during the trial. After that, Twin-GTR 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?	Settings, the `LICENSE` row: it reads `Free Trial` with `Trial - N days left`.
What happens when the trial ends?	The output is silent and the activation screen is shown until you activate.
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.

Twin-GTR 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 unlocks it.

15.1 The 14-day trial

1. Open the Twin-GTR window on a computer where it is not activated and no trial has been started. `Start Free Trial?` appears. Click `Start 14-day Trial`.
2. `Trial Started!` confirms that the trial is running.

If you click `Not now` instead, the activation screen stays, and the question returns the next time you open the window.

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 in the top bar to open Settings.
2. Look at the `LICENSE` row. During the trial it reads `Free Trial` with `Trial - N days left`.

To activate before the trial ends, click that row and then `Activate License`.

> **Important**
> When the trial has ended and Twin-GTR is not activated, the output is silent, the window is darkened and the activation screen is shown with the message `Trial Expired`.

15.2 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 Twin-GTR start with `NTGTR-`.

1. Open the Twin-GTR window. While Twin-GTR is not activated, the activation screen (`Online Activation`) is shown over the darkened window. During a trial, open it from Settings: click the `LICENSE` row, 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.

Twin-GTR is now unlocked in every DAW and in the Standalone app on this computer.

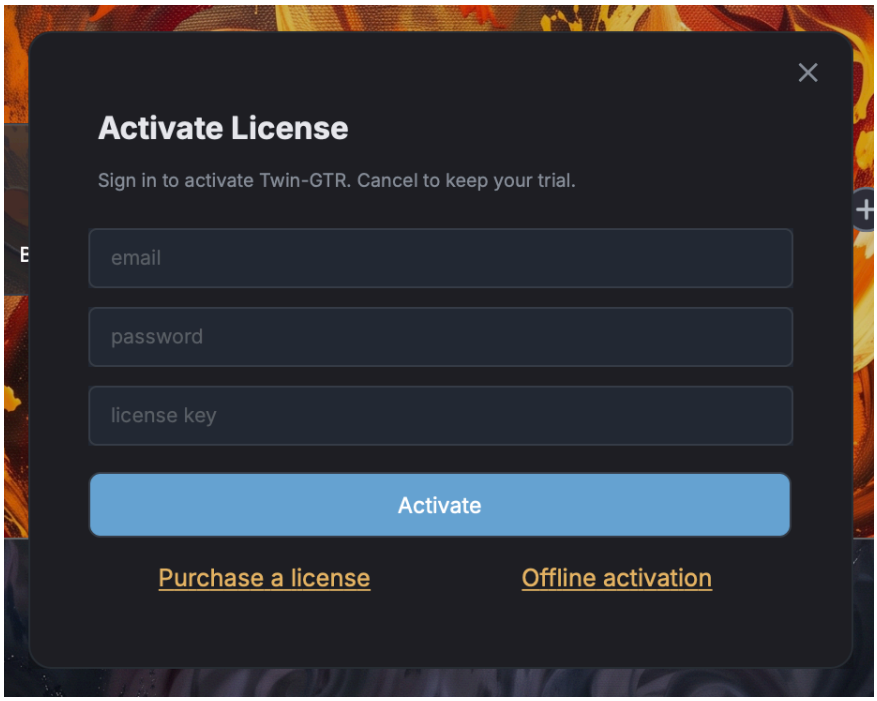


Fig. 16 The activation screen

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 `NTGTR-`. 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 Twin-GTR start with `NTGTR-`.
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.

15.3 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.

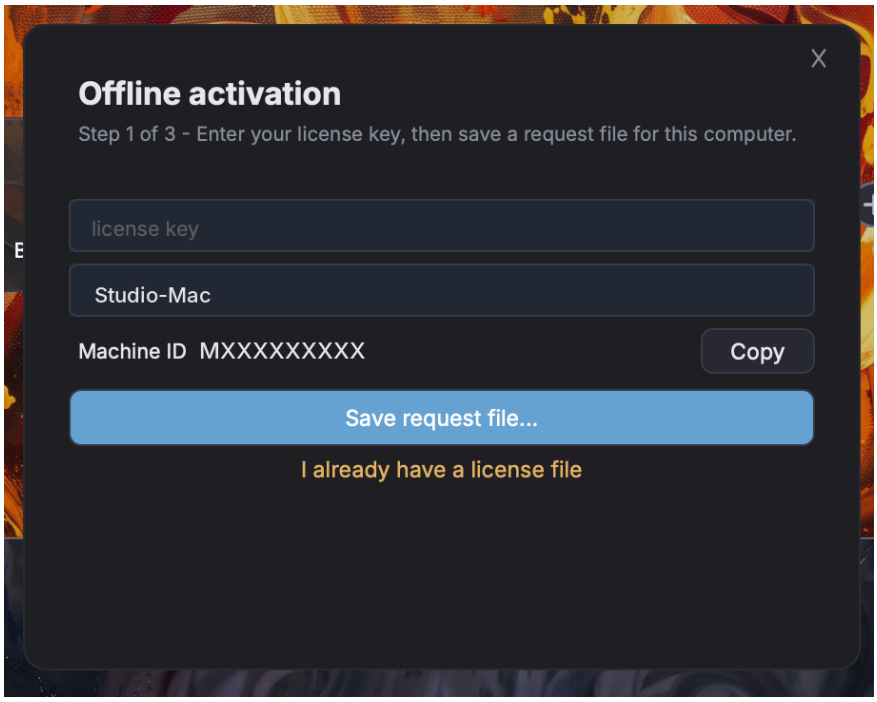


Fig. 17 Offline activation, step 1

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`.

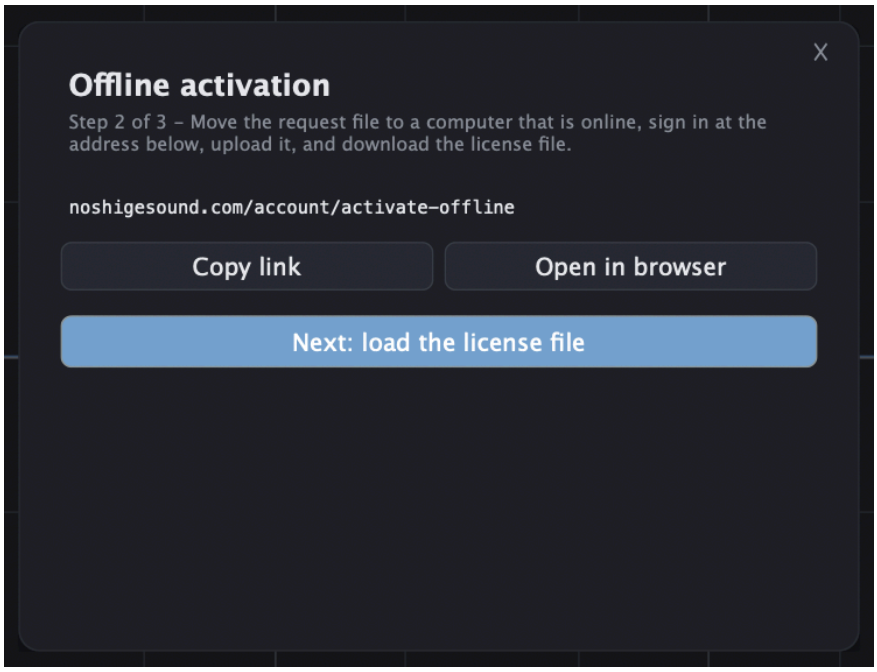


Fig. 18 Offline activation, step 2

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.

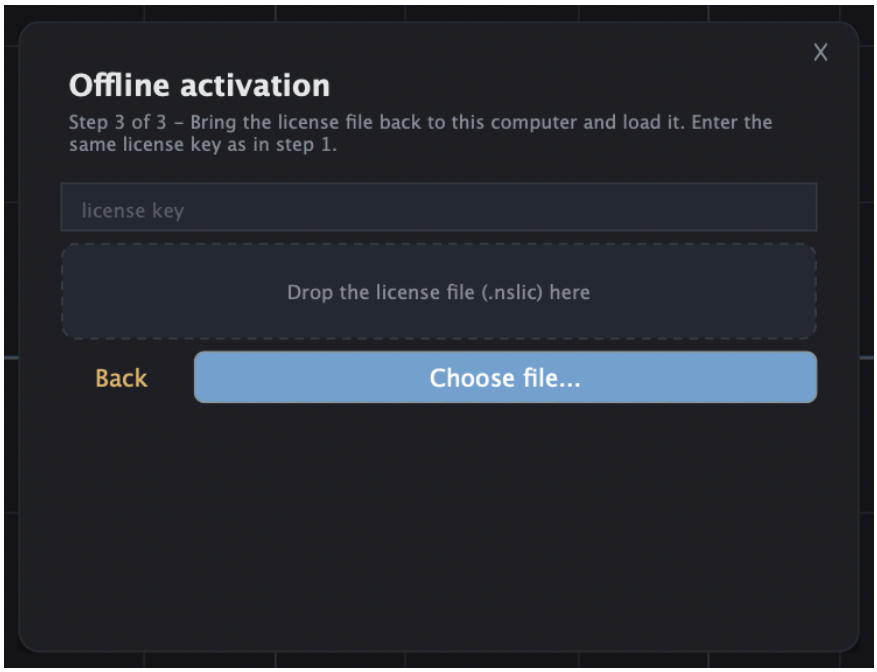


Fig. 19 Offline activation, step 3

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 Twin-GTR 1.2.11 or later.

15.4 Managing your computers

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

1. Sign in and open noshigesound.com/account/licenses, then the license.
2. Under `Activations`, click `Deactivate` next to the computer you no longer use.
3. Activate the new computer as described above.

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

15.5 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.

15.6 The License panel

The License panel shows the state of the license on this computer. To open it: Settings, the `LICENSE` row.

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.

Click the `LICENSE` row to open the `License` panel with these details. In Twin-GTR the panel has one more row, `Purchased`, with the date of purchase. A row appears only when it applies. The button at the bottom is `Manage License` when Twin-GTR is activated, and `Activate License` during a trial. Close the panel with `?` or `Esc`.

CHAPTER 16

Troubleshooting

Symptom	Cause and remedy
No sound, and the window is dark with an activation screen	Twin-GTR is not activated, or the trial or the subscription has ended. Activate it (see “Licensing and Activation”).
No sound, and `Loading…` covers the window	The gear models are still loading. The sound returns when loading has finished.
No sound, and the card `Unsupported sample rate` appears	Set the project or the audio interface to 44.1, 48, 88.2 or 96 kHz.
No sound while the tuner is open	`Mute` in the tuner is on by default. Untick it to hear the guitar while you tune, or close the tuner.
No sound, or a very low level, although Twin-GTR is activated and loaded	Check `IN` and `OUT`: at the bottom they read `-∞ dB`. Check the `Input` and `Output` knobs of the neural gears: at 0.00 they mute the signal.
Delay, reverb or modulation sounds mono	A neural gear or a NAM capture comes after the effect in the chain. Move the effect behind the last amp, cab or NAM capture.
The card `Resampling active` appears	The project runs at 44.1 or 88.2 kHz. Twin-GTR works normally; latency is slightly higher. Use 48 or 96 kHz to avoid resampling.
The card `Internal rebuffering` appears	The buffer size adds latency. Set the buffer of the DAW to 256, 512 or 1024 samples (see “Latency”).
High CPU load	Every neural gear in the chain adds load. Use `LITE`, remove gear you do not need, or freeze or bounce tracks that are finished.
A preset no longer loads a NAM capture or an IR	The file was renamed, moved or deleted. Put it back into the `NAM` or `IR` folder under its original name and restart Twin-GTR.
Twin-GTR cannot be inserted on a mono track	The output of Twin-GTR is always stereo. Use a stereo track, or a mono-to-stereo plugin slot.
Twin-GTR is missing in a Pro Tools session	The session runs at 176.4 or 192 kHz. Twin-GTR is offered in sessions at 44.1, 48, 88.2 and 96 kHz.
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).
The keyboard shortcuts do nothing	Click the Twin-GTR window so that it has the keyboard focus. The keys are ignored while a text field is active, and the DAW may use some keys itself.
A MIDI footswitch does nothing	Keep the Twin-GTR window open. In the Standalone app, choose the device under Settings, `MIDI Switcher Setup…`, `MIDI INPUT DEVICES`. In a DAW, enable the MIDI input of Twin-GTR. Then check that the command is assigned.
The activation screen comes back after Twin-GTR was activated	The line on the screen says why: for example, the computer was deactivated on the website, or the subscription was paused, canceled or has ended. Follow it and activate again.
`Import failed` appears when you add a NAM capture or an IR	The file could not be imported. Check that it is a `.nam` file for NAM, or a `.wav`, `.aiff` or `.aif` file for an IR, and that it can be read.

Symptom	Cause and remedy
Paste is greyed	Nothing has been copied yet. Click Copy first.
Windows reports that `MSVCP140_atomic_wait.dll` was not found	The Microsoft Visual C++ runtime is missing. Run the Twin-GTR installer again; it installs the runtime.

16.1 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 and the number of instances.
- The steps that lead to the problem, what you expected, and what happened.
- Whether you use the plugin or the Standalone app, and whether LITE or PRO is selected.
- The gear in the chain, or the name of the factory preset.

Specifications

Item	Value
Formats	macOS: VST3 / AU / AAX / Standalone Windows: VST3 / AAX / Standalone
Manufacturer name	noshigeSound. In Pro Tools, category Harmonic.
Channels	Mono or stereo in, stereo out. A stereo input is summed to mono.
Sample rates	44.1 / 48 / 88.2 / 96 kHz (48 and 96 kHz native, 44.1 and 88.2 kHz resampled).
Latency	0 samples at 48 and 96 kHz with a buffer that is a multiple of 256 samples (128 in LITE at 48 kHz). Otherwise a constant latency, reported to the DAW.
Signal chain	1 to 8 slots, any gear in any slot.
Built-in gear	25: 6 amps, 2 boosters, 2 compressors, 3 cabs, 12 effects.
Quality	LITE and PRO for the twelve neural gears.
Your own files	NAM: `.nam` IR: `.wav`, `.aiff`, `.aif`
Presets	Bank, Song, Preset; up to 128 of each per level. 12 factory presets.
MIDI	Input: Note, Control Change, Program Change, for switching. No MIDI output.
Tuner	About 40 Hz to 1350 Hz. A4 = 415 to 465 Hz.
Window	1066 × 600 at 100 %; UI Scale 100, 125, 150 or 200 %.

Parameters seen by the DAW

Every control is a parameter that the DAW can automate. In the names of the DAW the slots are counted from zero: `S0:` is slot 1 and `S7:` is slot 8. The parameters of a slot take the names of the gear it holds; a parameter the gear does not use reads `---`.

Name in the DAW	Control	Range
Input Gain	IN	−100 … +30 dB
Output Gain	OUT	−100 … +30 dB
Quality Mode	LITE | PRO	LITE, PRO
Load Mode	Model Load Mode	All, Bank, Song, Preset
Active Slots	Number of slots in the chain	1 – 8
Manual BPM	Tempo field	20 – 300
S0: Module … S7: Module	Gear in the slot	—
S0: Enable …	Slot power	Off, On
S0: In Gain, S0: Out Gain …	Input and output gain of a neural gear	See “Controls”
S0: (gear) (control) …	The gear’s own knobs, buttons and switches	See “Gear Reference”
S0: EQ B1 Freq / Gain / Q / Type / On … B6	EQ bands 1 to 6	See “EQ”
S0: EQ Output …	Output level of the EQ	−12 … +12 dB

Legal

Use of Twin-GTR 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. All other product and company names are trademarks of their respective owners and are used only to describe compatibility.

This manual describes Twin-GTR as of November 2026. Later versions may differ.

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