

Nanomix

version 1.0.2

USER'S MANUAL

用户手册

MANUAL DEL USUARIO

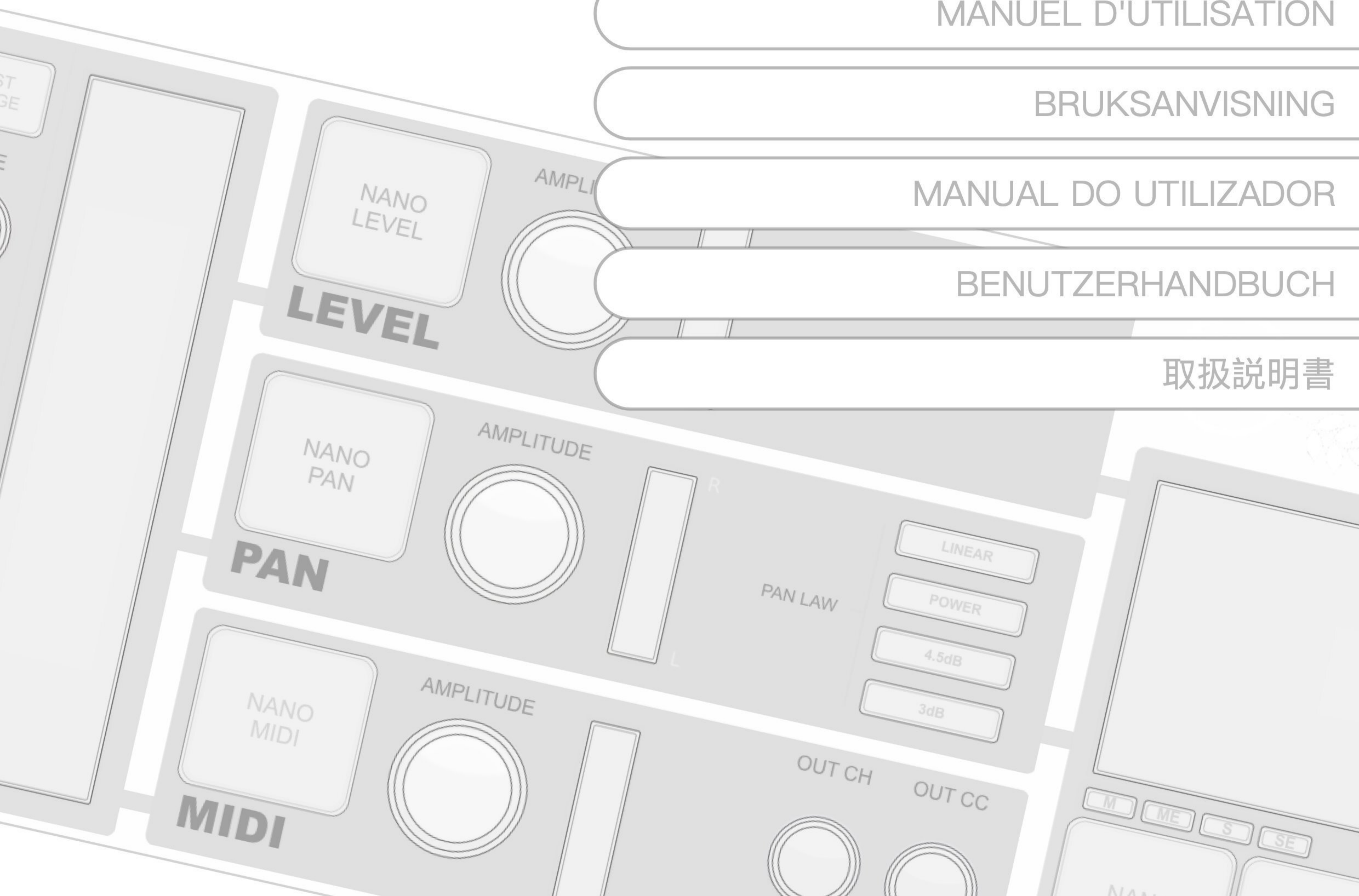
MANUEL D'UTILISATION

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MANUAL DO UTILIZADOR

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取扱説明書



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WARNING

IMPORTANT: The software, when used in combination with an amplifier, headphones or speakers, may be capable of producing sound levels that can cause permanent hearing loss. **DO NOT** use the software for extended periods of time at high or uncomfortable volumes. If you experience hearing loss or ringing in your ears, please consult an audiologist.

NOTICE: Service charges incurred due to lack of knowledge of the operation of a function or feature (when the software is working as intended) are not covered by the manufacturer's warranty and are the responsibility of the owner. Please study this manual carefully and consult your dealer before requesting further assistance.

INSTALL

To install the plugin, double click on the ZIP file provided, then double click on the installation executable, and let yourself be guided through the different steps.

Note: on Windows, you can also install the plugins directly in your VST/VST3 folder, see the "DIRECT INSTALL" folder

Note : on MACOSX you can choose among the different plugin formats available.

Thank you for choosing NANO MIX!

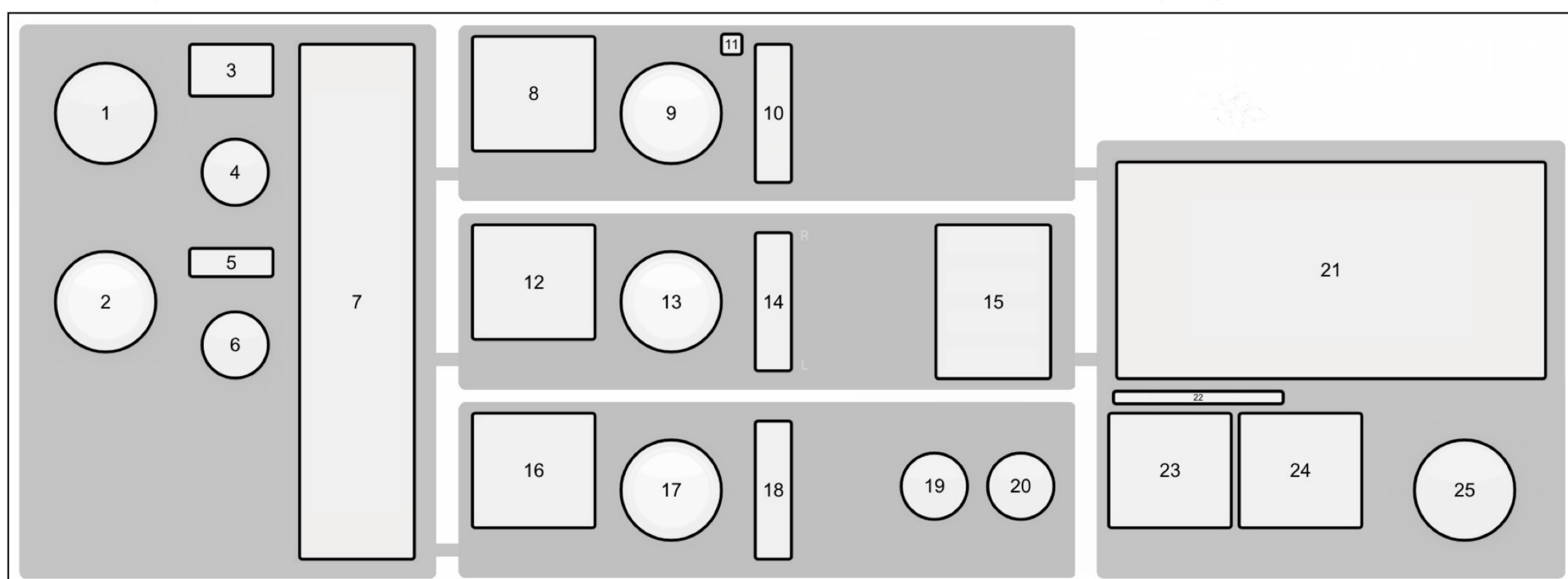
This plugin has been developed on the basis of advice from sound engineers, who recommend applying very small level automations to tracks likely to become too repetitive.

The aim of NANO MIX is to save you time by automating these level variations, autonomously and subtly, below the threshold of human perception.

The chaos module used for these small variations is not completely random, so the same automations can be kept in the same places, even in loop playback mode.

A panning module is also included, as is a MIDI module in the VST version.

The diagram below shows the number of each software function, and the corresponding page number:

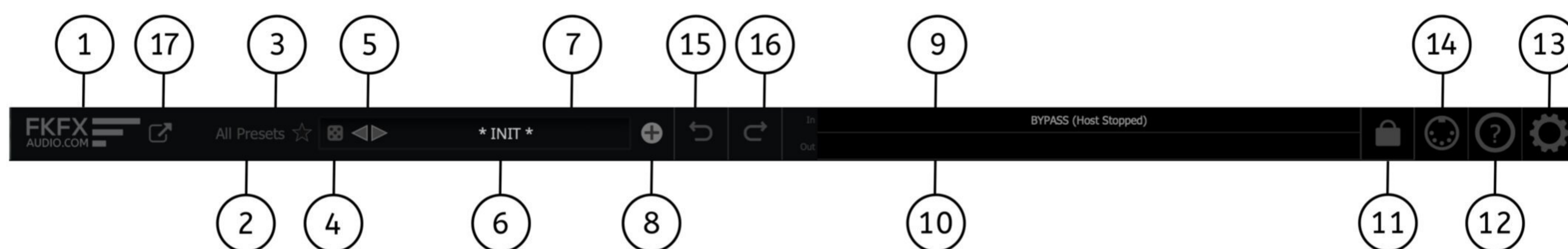


PLUGIN TOP	p. 4
LOCKING SYSTEM	p. 5
USER'S LOCKING SYSTEM	p. 6
OPTIONS	p. 7
1 – 5	p. 8
6 – 14	p. 9
15 – 20	p. 10
21 – 25	p. 11

The upper part of the plugin contains the following global functions:

- 1 – Click on the logo to access the plugin's "About" window, which contains the plugin version and access to our website.
- 2 – This section contains the name of the PRESET section currently loaded. You can change this section by loading a PRESET from another section.
- 3 – Click on the star to add the last PRESET loaded to the favorites. Click again to remove it from the favorites. The PRESET menu section corresponding to the favorites will contain all PRESETS marked with the orange star.
- 4 – Load a PRESET at random in the current section.
- 5 – Use the two arrows to load PRESETS quickly in alphabetical order.
- 6 – This section displays the last PRESET loaded. Click on this name to bring up the PRESET menu.
- 7 – The stars around the name indicate that the PRESET has been modified.
- 8 – Press this cross to save the current settings as a PRESET, then type in the new name using the alphanumeric keypad, and press ENTER to save. Press ESC to cancel saving. The preset will be saved in section (2), and also in the user category in the menu.
9. Plugin input signal meter. If the signal is too strong, it will be represented in red. Click on this meter to get a more accurate display. Click again to return to the classic display.
- 10 – Plugin output signal vu-meter. If the signal is too strong, it will be represented in red. Click on this meter to get a more precise display. Click again to return to the classic display.
- 11 – LOCK system, click to access PRESET loading with LOCK system. See the LOCK sections on the following pages of the manual.
- 12 – Interactive help: click on this symbol to activate the English-language interactive help panel, a short description of which will be displayed as you move the mouse over the plugin's various controls. Click again to close the interactive help panel.
- 13 – Plugin Options: click on this symbol to activate the options panel; click again to close the options panel. See the manual section on the following pages for details of the options.
- 14 – MIDI Learn: You can assign MIDI controllers to the plugin's controls by clicking on this symbol and clicking on a control, then moving a MIDI parameter will automatically assign it. To remove the MIDI assignment, press shift at the same time as you click on the control to be unassigned.

NOTE: VST3 versions do not allow MIDI controller input, so on MAC OSX use the AudioUnit version, and on Windows PC use the VST version.



NANO MIX features a pre-defined locking mode, and a user-defined locking mode.

Locking allows you to load a PRESET while maintaining the values of the controls that are locked.

Pre-defined locking is used to lock the test part (GAUGE).

To activate pre-defined locks, simply press the LOCK icon: once for LOCK 1, twice for LOCK USER.

The LOCK icon is located at the top right of the plug-in.

Locked controls are highlighted in red:



NANO MIX features a user-defined locking mode.

Locking allows you to load a PRESET while maintaining the values of the controls that are locked.

To activate the user lock mode, simply press the LOCK icon with the right mouse button.

The LOCK icon is located at the top right of the plugin.

With user lock mode, you can choose which controls are locked when PRESETS is loaded.

Simply click on the controls to activate and deactivate the lock.

A right-click menu allows you to disable all locks (LOCK NONE), or enable all locks (LOCK ALL).

You can also use this menu to exit user-defined lock mode (LOCK EXIT).

Locked controls are highlighted in orange.

To access the plugin's options panel, simply click on the gear at the top right of the plugin's interface. NANO MIX has 5 options:

- "Fast Animation": Draws the plugin interface at maximum speed, otherwise the refresh rate will be limited to 15 frames per second.
- "MouseWheel (MW)": Enables modification of controls with the mouse wheel.
- "Mouse Hide": Hides the mouse when editing controls.
- "R.Click knob Menu": Use the right click on non-continuous controls to access a menu.
- "Contrast Labels": Use this option to make the labels of all controls more legible.

1 CHAOS RATE

SET CHAOS RATE (INDICATIVE)

This control changes the speed of the CHAOS module.

The value of this control is indicative, as CHAOS cycles are variable.

For example, the slowest value corresponds to 64 measurements, but there will be no cycle of 64 measurements. We can simply estimate that CHAOS module variations will be very slow. Similarly, if you choose the fastest value of one measurement, there will be no cycle of one measurement, but a faster chaotic variation.

Note that CHAOS stops when the host is stopped and restarts when the song is played.



2 CHAOS SEED

SET CHAOS SEED (WORKS WITH START BAR)

This control lets you choose a number for the CHAOS module. The shape generated by CHAOS is not totally random, and changing this number modifies the curve produced.

With NANO MIX, you can obtain renditions with the same automations on every playback.

You can double-click on this control to assign it a random value. Note that if two instances have the same value for this control, the variations generated by CHAOS will be identical for both plugins.

IMPORTANT NOTE: the chaos generator is semi-random and is based on the bar number at the start of playback in the host. For example, if your rendering starts at bar 3, you'll get the same CHAOS variations as long as each rendering starts at bar 3. However, if one rendering starts at bar 3 and another at bar 4, the CHAOS-generated values will be different.

IMPORTANT NOTE 2: When NANO MIX is first loaded, a random value between 1 and 100 is assigned to this control. So if you use several instances of NANO MIX on different tracks, the variations generated by CHAOS will be different for each track.



3 TEST GAUGE

GAUGE ACTIVATION

Activate this control to perform level tests using a temporary LFO that moves the CHAOS value.



4 RATE

SET GAUGE LFO RATE

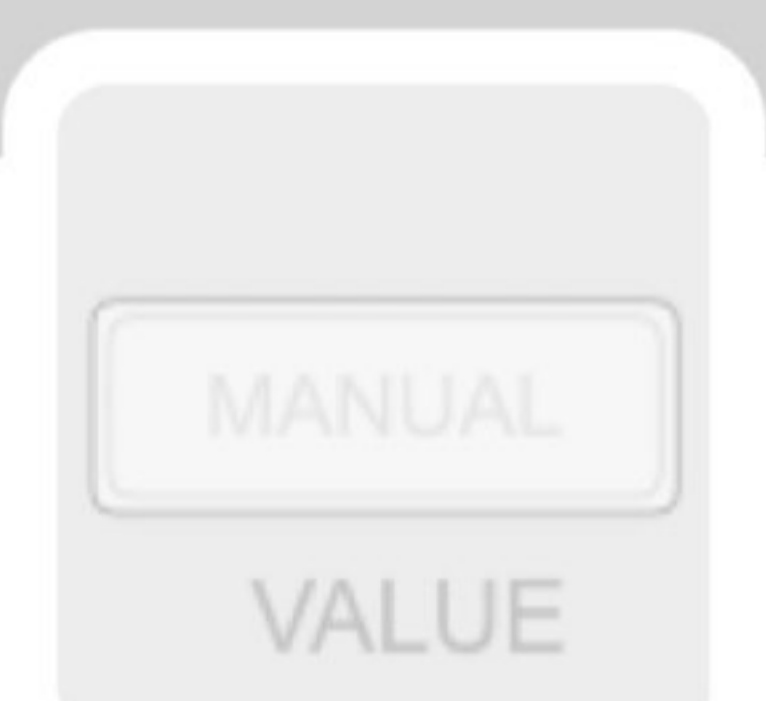
This control changes the speed of the CHAOS module's GAUGE tester. This control will be disabled if the GAUGE is in manual mode.








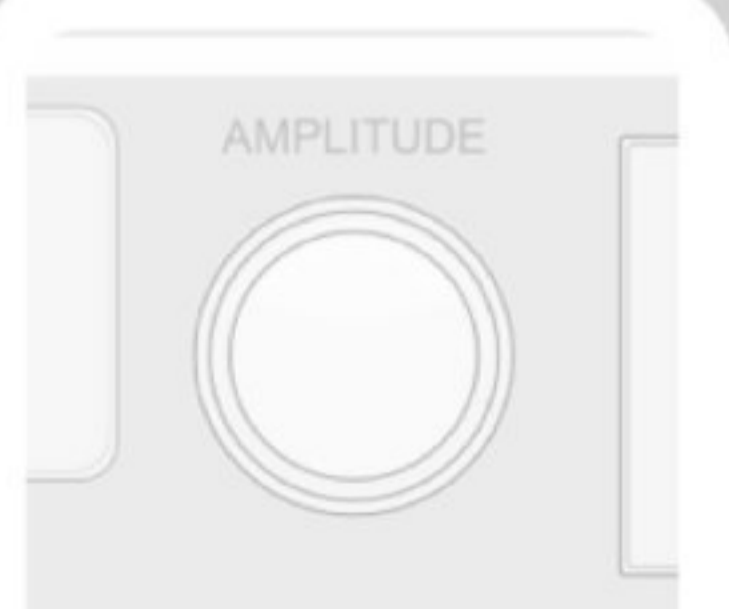



5 MANUAL

ACTIVATE MANUAL GAUGE TEST

Activate this control to access manual CHAOS value change.



6	VALUE	ACTIVATE MANUAL GAUGE	
<p>This control allows the CHAOS level to be manipulated in real time, so that the result can be heard in the LEVEL, PAN and MIDI modules.</p>			
7	CHAOS	CHAOS GENERATOR IN REALTIME	
<p>This interface element shows the status of the CHAOS module in real time.</p>			
8	NANO LEVEL	ACTIVATE CHAOS ON LEVEL	
<p>Activates the NANO LEVEL module.</p> <p>Use amplitude to adjust the amplitude of the level change.</p>			
9	AMPLITUDE	SET AMPLITUDE OF CHAOS ON LEVEL	
<p>This control allows you to change the amplitude of level variation. For example, at zero the level will remain the same. If you set it to another value (e.g. maximum 3dB), the audio volume will be changed according to the CHAOS, but within the decibel amplitude indicated.</p>			
10	LEVEL	NANOMIXED REAL-TIME VOLUME	
<p>This interface element shows you the status of level modification in real time.</p>			
11	x 2	DOUBLE AMPLITUDE	
<p>This interface element lets you double the amplitude of the level change applied.</p>			
12	NANO PAN	ACTIVATE CHAOS ON PANORAMICS	
<p>Activates the NANO PAN level change module.</p> <p>This module allows you to slightly change the panning of the audio input using the generated chaos level.</p> <p>Use Amplitude to set the amplitude of the level change.</p> <p>This module features several types of panning (PAN LAW).</p>			
13	AMPLITUDE	SET AMPLITUDE OF CHAOS ON PANORAMICS	
<p>This control changes the amplitude of panning variation.</p> <p>The audio panning will be changed according to the CHAOS.</p>			
14	PAN	NANOMIXED PANORAMICS	
<p>This element of the interface shows you the state of panning modification in real time.</p>			

You can choose the panning law applied here :

– Pan Law: 3 dB

Pan Law with 3 dB gain compensation prevents a perceived loss of volume when the signal is centered. This method is commonly used to maintain a consistent volume balance when a sound is moved from left to right in the stereo field.

– Pan Law: 4.5 dB

The 4.5 dB gain-compensated pan law offers even more perceptible volume compensation than the 3 dB law. This method is ideal for situations where more aggressive volume compensation is needed to maintain a constant volume perception when panning.

– Pan Law: Power

The power pan law (or sine law) uses trigonometric functions to calculate gains, ensuring a more natural and balanced distribution of energy between left and right channels. This method is preferred for more natural, balanced results in terms of sound power distribution.

– Pan Law: Linear

Linear panning distributes the signal evenly between the left and right channels. This method is simple and straightforward, often used in contexts where a linear transition is desired. However, it can lead to a perceived loss of volume in the center of the stereo field.



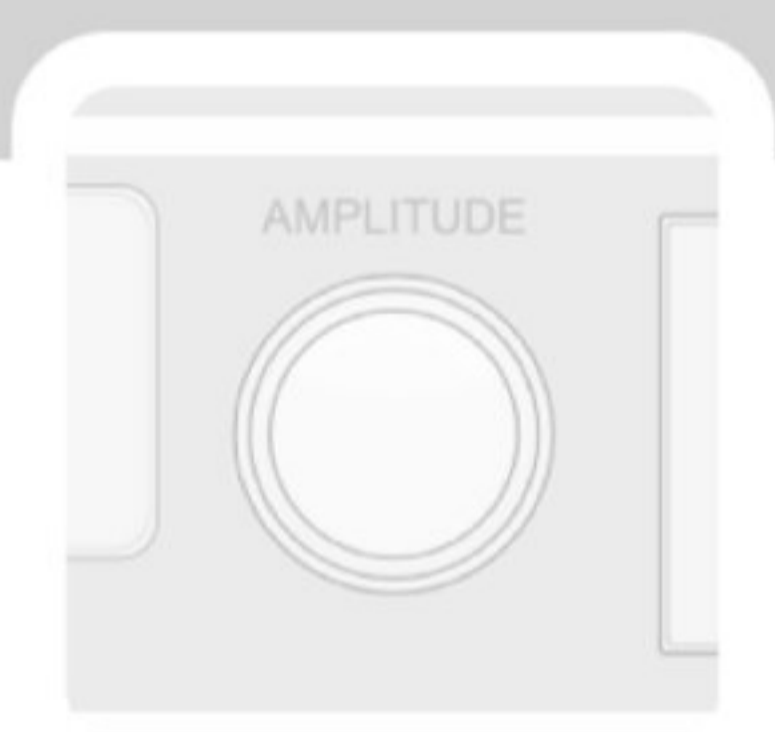
Activates the MIDI controller change module.

This module allows you to change a selected MIDI controller very slightly.

Note that MIDI controller output is only available in the plugin's VST format.



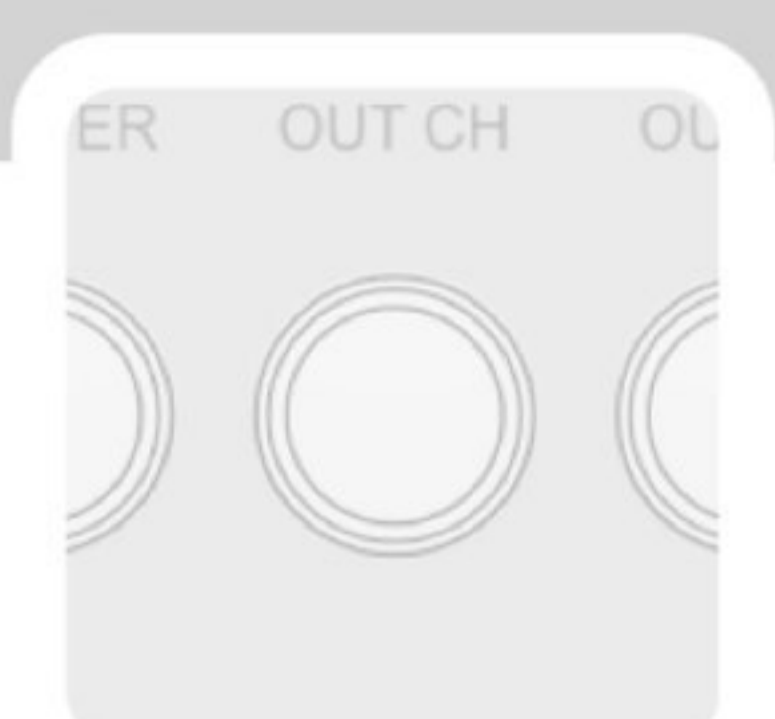
This control is used to change the variation amplitude of the MIDI controller.



This element of the interface shows you the status of the MIDI output modification in real time.



This control changes the MIDI channel of the MIDI controller.



This control changes the number of the MIDI controller that is modified at the plugin's MIDI output.



This element of the interface shows you the visualization of the plugin's inputs and/or outputs.



This control changes the display mode of the plugin's audio input and output.



This control enables visualization of the plugin's audio input (in white/gray).



This control enables visualization of the plugin's audio output (in green).



This control changes the speed of the viewer.

