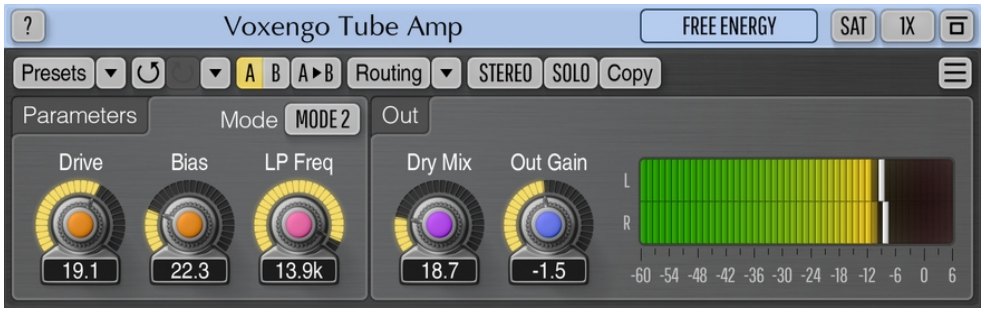
Voxengo Tube Amp User Guide



Version 2.16

https://www.voxengo.com/product/tubeamp/

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Introduction

Welcome to Voxengo Tube Amp, the definitive plug-in for capturing the coveted character and harmonic complexity of vintage tube preamps. Whether you are looking to add a subtle, warm glow to your vocals or unleash a searing, full-bodied distortion on your guitars, this powerful tool brings the soul of analog tube circuitry right into your digital audio workstation.

Tube Amp goes beyond simple emulation. It meticulously models the behavior of a single-tube triode, offering a sonic palette that ranges from a gentle, enriching overdrive to aggressive, fuzzy textures. A built-in, variable low-pass filter allows you to dial in the perfect amount of high-end roll-off, mimicking the character of classic, lower-fidelity tubes. For even more sonic mayhem, the dedicated output saturator stage provides a second layer of harmonic excitement, pushing your sounds into rich, saturated territories.

Designed for the modern producer, Tube Amp includes all the professional features you expect from Voxengo, including flawless multi-channel support, flexible channel routing, and high-quality oversampling – ensuring pristine audio quality at any sample rate, all with zero latency. Give your tracks the analog vibe they've been missing, without leaving the DAW.

Features

- Tube triode overdrive
- Two processing modes
- Additional output saturator stage
- Stereo and multi-channel processing
- Internal channel routing
- Channel grouping
- Mid/side processing
- Up to 8x oversampling
- 64-bit floating point processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AAX, AudioUnit, VST or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8, 10 and later versions, if not announced otherwise) and macOS (10.12 and later versions, if not announced otherwise, 64-bit Intel and Apple Silicon processor-based) computers (2.5 GHz dual-core or faster processor with at least 4 GB of system RAM required). A separate binary distribution file is available for each target computer platform and audio plug-in specification.

User Interface Elements

Note: All Voxengo plug-ins feature a highly consistent user interface. Most interface elements (buttons, labels) located at the top of the user interface are the same in all Voxengo plug-ins. For an in-depth description of these and other standard features, and user interface elements, please refer to the "Voxengo Primary User Guide".

Parameters

The "Mode" parameter selects processing mode. While "Mode 1", which is a basic triode model, is mostly suitable for moderate overdrive only, "Mode 2", a modern take on triode's function, can be used to produce a very strong distortion, suitable for guitar overdrive sound.

The "Drive" parameter specifies overall tube amp gain setting (in decibel).

The "Bias" parameter adjusts tube amp's grid bias providing a mean to control proximity of the half-wave to the tube triode's cutoff point (parameter is defined in percent). Higher values usually produce a "warmer" tone due to the prevalence of odd harmonics.

The "LP Freq" parameter controls low-pass filter's corner frequency (in Hertz).

Out

The "Dry Mix" parameter (in percent) controls the balance between saturated and dry input signal. Set to 0.0 for full processed signal, or 100.0 for dry signal.

The "Out Gain" parameter adjusts the overall output gain of the plug-in (in decibel).

Credits

DSP algorithms, internal signal routing code, user interface layout by Aleksey Vaneev.

Graphics user interface code by Vladimir Stolypko. Graphics elements by Vladimir Stolypko and Scott Kane.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), “base64” code by Jouni Malinen, FFT algorithm by Takuya Ooura, VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., AAX plug-in SDK by Avid Technology, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).

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