

# LOFI spring

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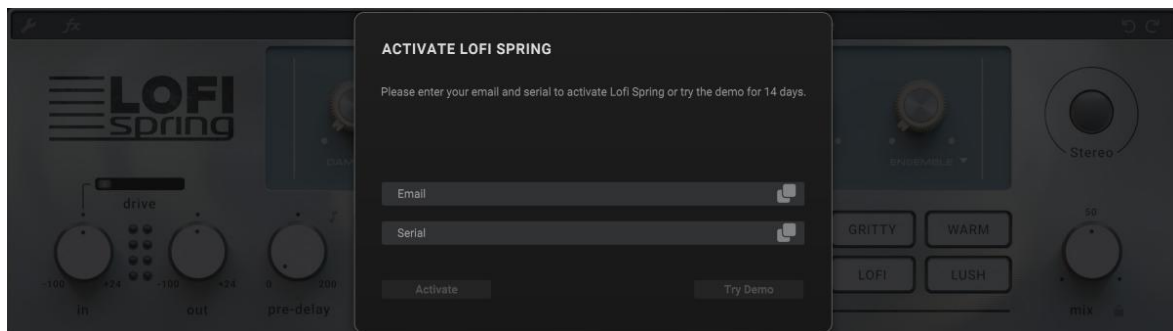
## Getting Started

After you have successfully installed Lofi Spring, you have two options on how you can use it. Either by starting a 14-day free demo or by activating a full license.

The 14-day free demo requires an active internet connection to launch each instance of your plugin.

The full license only requires an active internet connection to authorize once. After your serial has been successfully entered you will no longer need an active internet connection to use the plugin.

When you first open your plugin, you will be greeted with the following activation screen that will allow you to choose one of these two options:



*Lofi Spring: Activation / Try Demo*

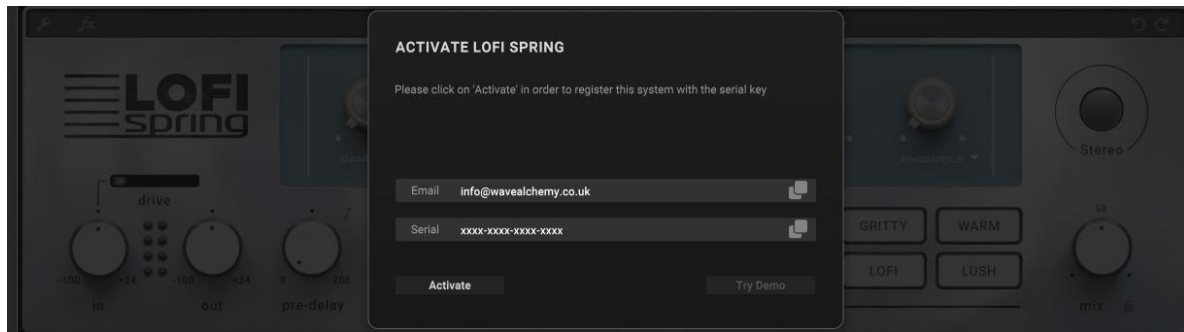
## Activating a demo

To activate a 14-day demo you must do the following:

1. Enter a valid email by clicking in the “Email” field and typing your email address.
2. Press return or click anywhere else on the UI to confirm entering your email.
3. Once you have done this the “Try Demo” button will be highlighted. You can now press it to activate a fully functioning 14-day demo.

Remember that during the demo period an active internet connection will be required to verify your trial status. Once you have purchased a full license this restriction will no longer be present.

## Activating your license



### *Lofi Spring: Activate*

To activate your license, simply open an instance of Lofi Spring and enter your email address and serial number within the activation screen. Your unique serial number will be available in the 'Downloads' section of your account on our website after purchasing Lofi Spring.

If you are in demo mode, the activation screen will display each time you open the Lofi Spring plugin and allow you to either keep demoing the plugin (along with telling you how much time you have left on the demo) or enter a serial to activate Lofi Spring.

When entering your email address and serial you must press return or click on the background after you have completed filling out each section for your entry to become active. After you have done this, you can press "Activate" to activate your full license.

Full licenses allow you to install your plugin on up to 7 machines simultaneously.

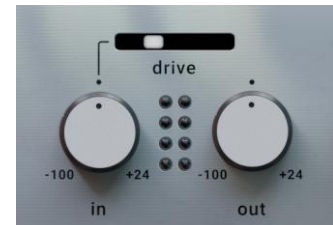
# Main Page



Lofi Spring: Main page

## 1. Input Section

1. **In** - Determines the volume of audio going into the plugin.
2. **Out** - Determines the volume of the wet signal only. This is particularly useful for balancing the Dry and Wet signal before the mix control.
3. **Drive** - Determines the amount of pre-reverb input saturation with a range of +36dB.



## 2. Reverb Pre-delay

1. **Pre-delay** - This is a pre-delay value before the reverb is triggered. This value can be set between 0-200ms. Alternately this value can also be tempo sync'd by enabling "musical note icon" next to the "Pre- Delay" label.



## 3. DSP Parameters



1. **Damping** - The standard, iconic 250 reverb mode
2. **Tone** - This is a unique sounding reverb mode with an incredibly long and lush decay time of around 10 seconds. Use Space mode for creative reverb effects, ethereal pads, unreal spaces, haunting vocals and anything in between.
3. **HPF**
4. **Smooth** - This control applies pre-reverb transient shaping to the wet signal. Smooth intelligently suppresses transients and focuses the reverb on the body and sustain without altering the original dry signal.
5. **Duck** - This control applies post-reverb compression to the wet signal based on the incoming volume of the dry signal. This helps create space by lowering the volume of

the wet signal went the dry signal is active. The release time for the duck effect can be set more precisely on the advanced FX page.

6. **Flux / Ensemble** - The label listed as either Flux or Ensemble is clickable and can switch between one of two different modes.
  - a. **Ensemble** - This is a lush ensemble and stereo width effect inspired by the classic Dimension D chorus. When this mode is enabled, turning up the control will introduce a warm chorus and enhanced stereo spread.
  - b. **Flux** - This is a complex macro control combining spatial filtering, chorus, stereo width and pitch modulation. At lower values of 10-20% this can create subtle and organic movement to the reverb output. Values above 50% deliver more extreme, wide and highly modulated textures.

#### 4. Spring Tank Select



The Spring Tank Select buttons let you select between 14 unique Spring Reverb models. Each of the 14 models have their own distinct personality – from the tight, gritty twang of a legendary guitar amp spring, through the lo-fi resonant washes of the classic Space Echo, to the metallic texture of a rare British spring. Explore dub-style chambers inspired by the vibey Grampian, thick and punchy reverbs from a rare Orban spring, high-fidelity studio springs, dark synth reverbs, cheap consumer units and much more.

#### 5. Stereo / Mono

1. **Stereo** - When enabled, the reverb will output in Stereo. When disabled, the reverb will output in Mono.



#### 6. Mix

2. **Mix** - The mix knob sets the balance between the dry and wet signal. When fully to the left only the dry signal will be heard. When fully to the right only the wet signal will be heard.
3. **Mix Lock** - The lock icon keeps the current mix value persistent when switching presets.



# FX Page



Lofi Spring: FX Page

## 1. Gate

1. **Enable** - The switch next to label will enable and disable the effect. When disabled it will save both CPU and remove the effect from the signal path.
2. **Hold** - Sets the hold time of the Gate.
3. **Threshold** - Sets the threshold of the Gate. The threshold side chain is listening to the pre reverb dry signal as its input.
4. **Auto Threshold** - When enabled an automatic threshold is used. Perfect for drums, percussion, and sources with loud transients. When in use, this disables the manual threshold control.
5. **Waveform Display** - This display visualizes the incoming signal. Clicking and dragging the horizontal slider sets the hold time. Clicking and dragging the vertical slider sets the threshold.



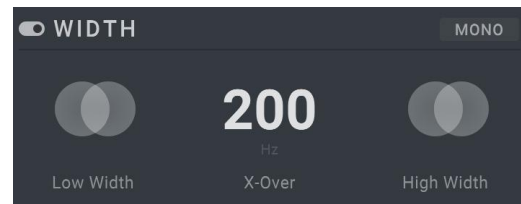
## 2. Duck

1. **Enable** - The switch next to label will enable and disable the effect. When disabled it will save both CPU and remove the effect from the signal path.
2. **Amount** - This control mirrors the duck control found on the main page and is provided here for convenience.
3. **Release** - This controls sets the release time of the duck effect.
4. **Waveform Display** - This display visualizes the incoming signal. Clicking and dragging the horizontal slider sets the release time.



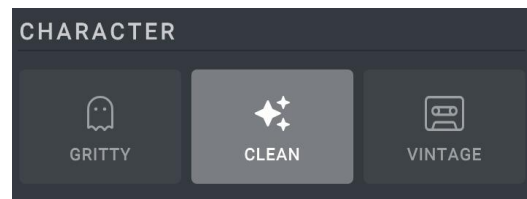
### 3. Width

1. **Enable** - The switch next to label will enable and disable the effect. When disabled it will save both CPU and remove the effect from the signal path.
2. **Mono** - This is a mirror of the Stereo / Mono control found on the main page and is provided here for convenience. Mono and Width cannot simultaneously be enabled and enabling one will disable the other.
3. **X-Over** - This sets the crossover point between the low and high width controls. This can be set between 20Hz and 20kHz.
4. **Low** - Sets the width of the reverb below the x-over frequency. Can be set between mono at 0% to a +6dB boost on the sides at 200%
5. **High** - Sets the width of the reverb above the x-over frequency. Can be set between mono at 0% to a +6dB boost on the sides at 200%



### 4. Character

1. **Clean** - This is the default character mode and adds no extra colouration to the sound of the reverb.
2. **Vintage** - This mode gives the reverb a darker and more grainy character inherent of early digital equipment, with reduced air and subtle noise in the tails.
3. **Gritty** - This mode gives the reverb a dirty, destructive tone, and emulates the iconic SP-1200 sampler when pitching a sound up and back down through its circuitry.

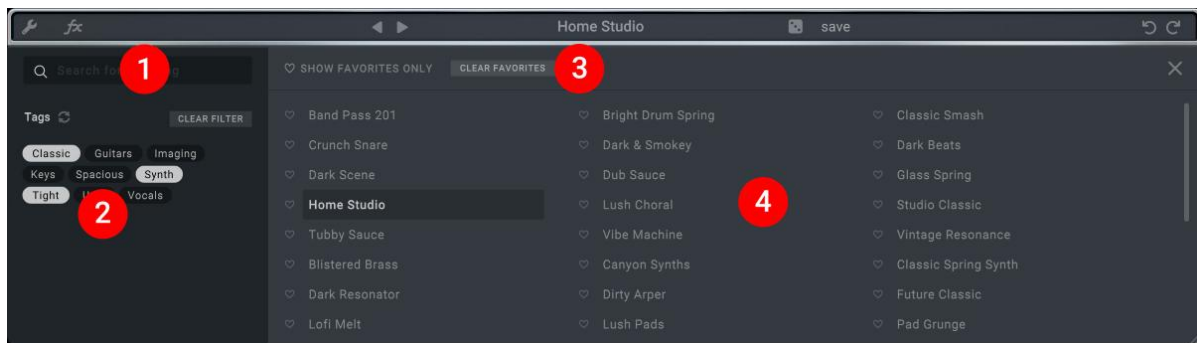


### 5. EQ

1. **Enable** - The switch next to label will enable and disable the effect. When disabled it will save both CPU and remove the effect from the signal path.
2. **Stereo, Mid / Side** - These buttons switch between processing the reverb in linked stereo or separate mid and side processing. When stereo is enabled the mid and side EQ are disabled. When mid or side are selected both the mid and side EQ are enabled.
3. **EQ Visualizer** - The visualizer for the EQ shows the pre-EQ spectrum of the incoming audio. The frequency and gain of each EQ node can be adjusted by dragging. The Q of each node can be adjusted by moving the scroll of your mouse or trackpad.
4. **Freq** - Sets the frequency of selected EQ node.
5. **Gain** - Sets the gain of the selected EQ node between +/- 12dB.
6. **Q** - Sets the Q of the selected EQ node.
7. **EQ Modes** - The EQ has four available EQ nodes which can be set between the following modes: Low Pass, High Pass, Low Shelf, High Shelf, Peak.



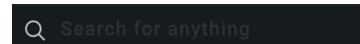
# Preset Browser



*Lofi Spring: Preset Browser*

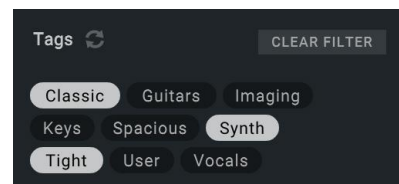
## 1. Search

1. **Search Field** - This search field allows you to search the name of presets and will update with each key press.



## 2. Tags

1. **Refresh Icon** - Next to the label for “Tags” is a refresh icon that will reload the presets on disk if you have manually adjusted the preset folder.
2. **Clear Filter** - When pressed this will reset the search field and any selected tags.
3. **Tags** - The tags allow you to quickly filter presets by a descriptive tag. Each preset can belong to a single tag.
4. Multiple tags can be selected at once by holding shift and clicking a tag.



## 3. Favourites

1. **Show Favourites Only** - When pressed the preset list will be filtered to show only your favourite presets.
2. **Clear Favourites** - When pressed all user favourites will be reset.

## 4. Preset List

1. This list reveals all the available presets based on the current search, tag, and favourite selections. Clicking the name of the preset will load it.