

Seconds

User Guide

v1.0

Seconds **3**
Installation **4**
Registration **5**
Parameters **6**
Master 6
Filter 6
Filter Bands 7
Flip 7
Trip 8
Pan 8
Ring Mod 9
Downsample 9
Spectral Capture **10**
MIDI Control **11**
Features **12**
Parameter Lock 12
Edit Value 12
Window Size 12
Preset Copy / Paste 13
Enable / Disable Notifications 13
Swap Mouse Buttons 13
GUI Acceleration 13
Graphics Controls 13
Oversampling 13
Palette and CRT Display 13
End **14**
Where is everything? 14
Credits 15
EULA 15
Thank You 15
Follow Us 15

Seconds

Spectral Sound Design Effect

Seconds is a spectral sound design effect made with **Hainbach**. It combines 48 bandpass filters with ring modulation, saturation, panning, and sample rate reduction. Draw a spectral profile, animate it with Trip modulation, play the filters via MIDI, or capture the spectrum of one sound and apply its shape to another. The bands are spaced in musical seconds using a 9:8 ratio, creating glassy pings, booming percussion, metallic textures, and moving stereo fields.

Seconds is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP).
It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

Installation

macOS

• Double click on the DMG archive to extract it
• Right click on the PKG installer and click open
• Follow the instructions to install the plug-in(s)

Windows

• Extract the ZIP archive
• Double click on the setup file (.exe)
• Follow the instructions to install the plug-in(s)

Linux

• Extract the tarball archive
• Run ./install.sh
• Follow the instructions to install the plug-in(s)

Registration

When you open the plugin for the first time, the activation window will appear automatically. If it does not appear, open it by clicking the ☰ icon next to the bypass button in the top right corner of the plugin.



Online

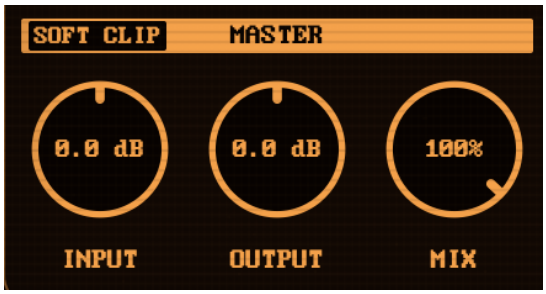
- If you haven't created an account yet, you can sign up here
- Enter your email and password and click Log In.

Offline

- Download the license file from your account.
- Drag and drop the license file into the registration window, or click the *offline license file* label below Log In to select the license file.

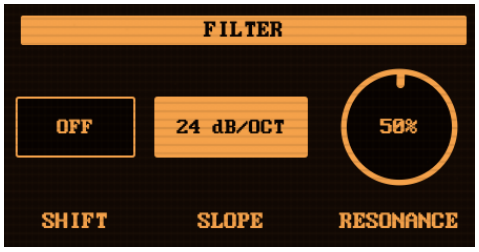
Parameters

Master



Input	Sets the gain before the filter bank, from −24 dB to +24 dB. Higher levels drive the processed signal into saturation.
Output	Sets the gain after the dry/wet mix, from −24 dB to +24 dB.
Mix	Blends the original input and processed signal. 0% selects the original input; 100% selects the processed signal.
Soft Clip	Applies soft clipping after Mix and Output. It rounds peaks at the final output, separately from saturation within the filter bank.

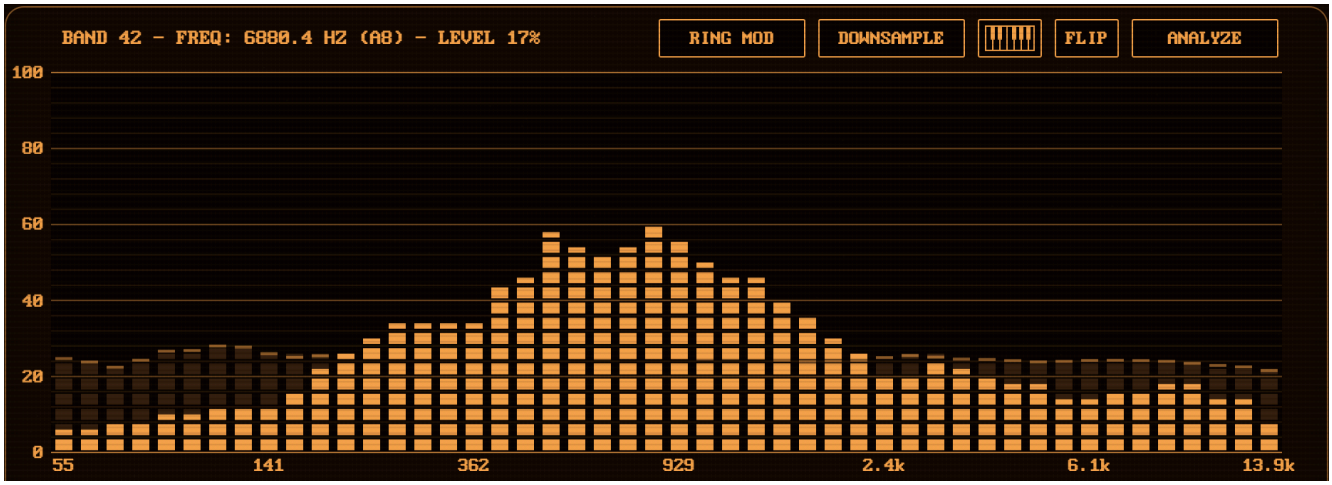
Filter



Shift	Shifts the filter bank down one semitone, leaves it unchanged, or shifts it up one semitone: −1 ST, OFF, +1 ST. MIDI keyboard mode disables this control.
Slope	Selects 12 dB/oct or 24 dB/oct. The steeper setting gives more isolated bands and stronger spectral separation.
Resonance	Adjusts the resonance of the filters. Increase it for more pronounced ringing and pitched responses.

Filter Bands

Click and drag across the main display to draw a spectral shape. Vertical position sets each band from 0% to 100%; horizontal position chooses the band. You can draw across several bands in one gesture.



With Shift set to OFF, the fixed bank runs from 55 Hz to approximately 13.9 kHz. The 48 band centres follow a 9:8 frequency ratio. Each band level is also available as a host automation parameter.

The status line shows the selected band number, frequency, note name, and level. The moving display can show Trip modulation; your stored band levels remain the shape that Trip animates. Switch Trip off for a stationary view while editing.

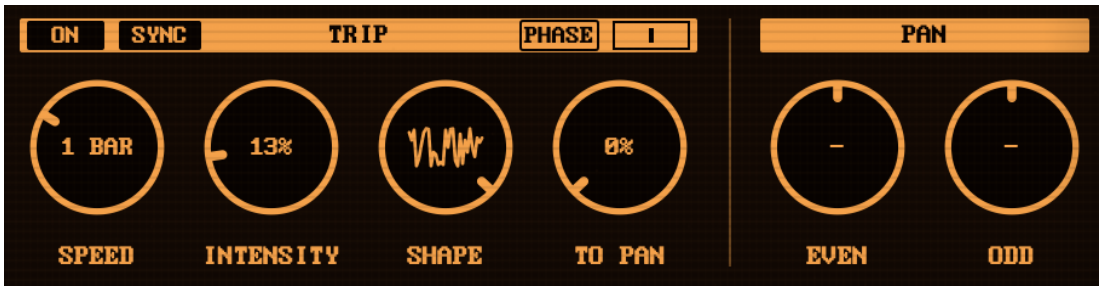
Flip

Click Flip to invert every band level: 90% becomes 10%, 20% becomes 80%, and 50% stays 50%. This swaps spectral peaks and gaps without reversing the order of frequencies.

Flip uses the stored band settings rather than the current Trip animation. During analysis, it inverts the displayed spectrum and exits analysis. See Spectral Capture for a practical workflow.

Trip

Trip creates movement across the band levels and stereo field. Its controls are shared by level modulation and pan modulation.



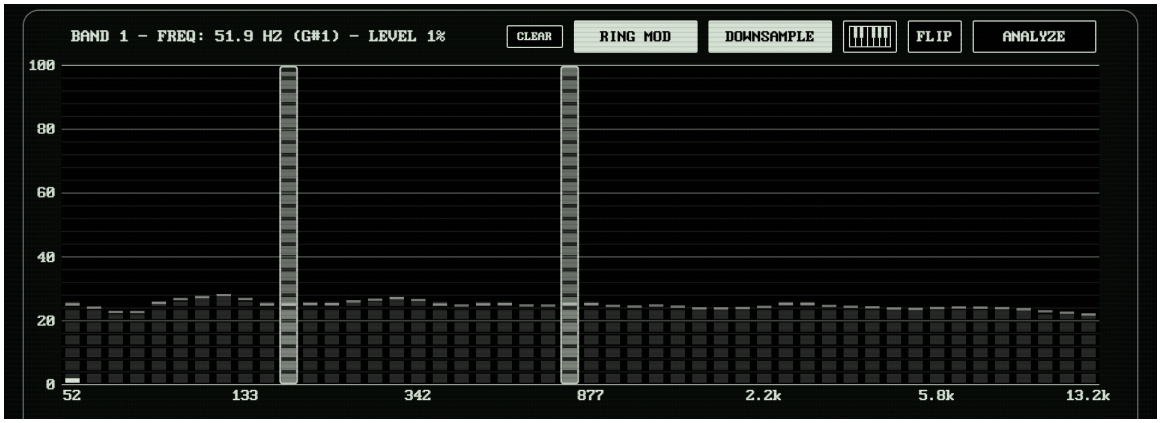
On	Enables or disables Trip modulation.
Speed	Sets the modulation rate, from 0.01 Hz to 2 kHz. With Sync on, choose a musical division from 64 bars to 1/64, including dotted and triplet values.
Sync	Locks the rate to host tempo. D denotes a dotted value and T denotes a triplet. Bar values use four beats per bar.
Intensity	Sets the depth of band-level modulation. At 0%, Trip leaves the drawn levels unchanged.
Shape	Morphs the timing pattern from a sequential wave, through alternating odd/even motion, to a shuffled pattern. It also changes pan motion from smooth periodic movement toward a more irregular shape.
Phase	Reverses the direction of the Trip cycle.
To Pan	Sets how much Trip moves the stereo position. It can add pan movement even when Intensity is at 0%. Trip must be on.

Pan

Even / Odd	Set the static pan positions of the even- and odd-numbered bands independently. Centre both for a centred image, or place them on opposite sides for width.

Ring Mod

Enable Ring Mod, then click bands in the main display to select or deselect them. The selected filtered bands form the modulation signal that multiplies the processed sound, creating metallic and inharmonic textures.



Random / Clear With no bands selected, Random selects a small random group. Once bands are selected, the button becomes Clear. With no selected bands, the ring-modulation stage leaves the processed signal unmodulated.

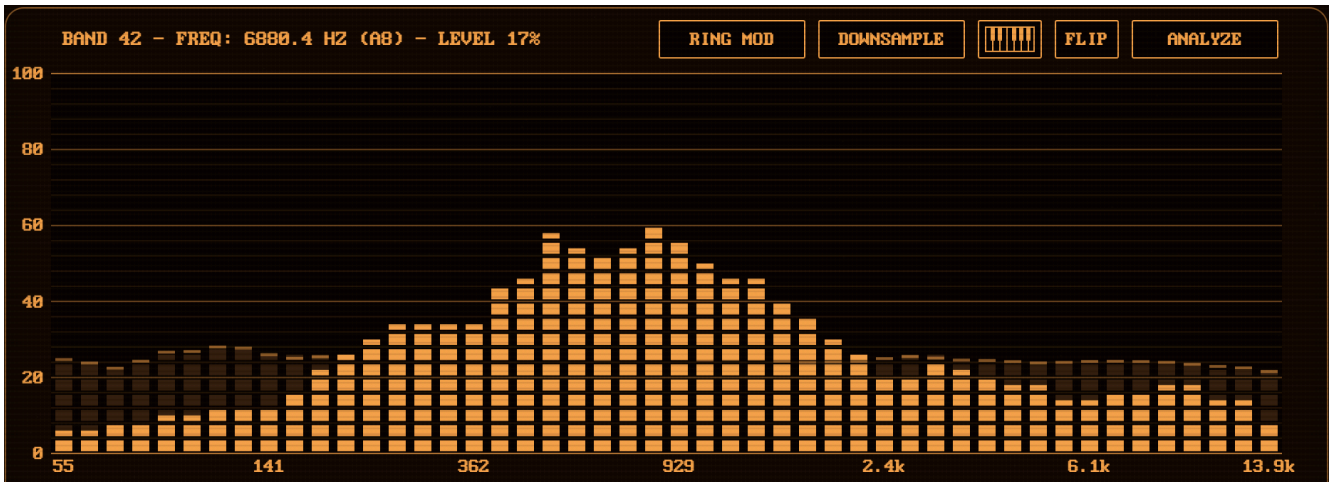
Click to select a band for ring modulation; dragging still edits band levels. The selected bands' levels and Trip modulation influence the modulation signal.

Downsample

Enable Downsample to reduce the processed signal to one quarter of the host sample rate. It holds samples without a reconstruction filter, intentionally creating a rough, aliased sound. A 48 kHz project produces an effective 12 kHz reduced signal.
Ring Mod and Downsample operate before the dry/wet mix. Lower Mix to blend their texture with the original audio. Oversampling does not remove the intentional sample-rate reduction.

Spectral Capture

Analyze reads the incoming spectrum; Apply writes the captured shape to the 48 band levels. This transfers the distribution of energy across the filters. It stores a spectral shape, not an audio recording or a frozen audio buffer.

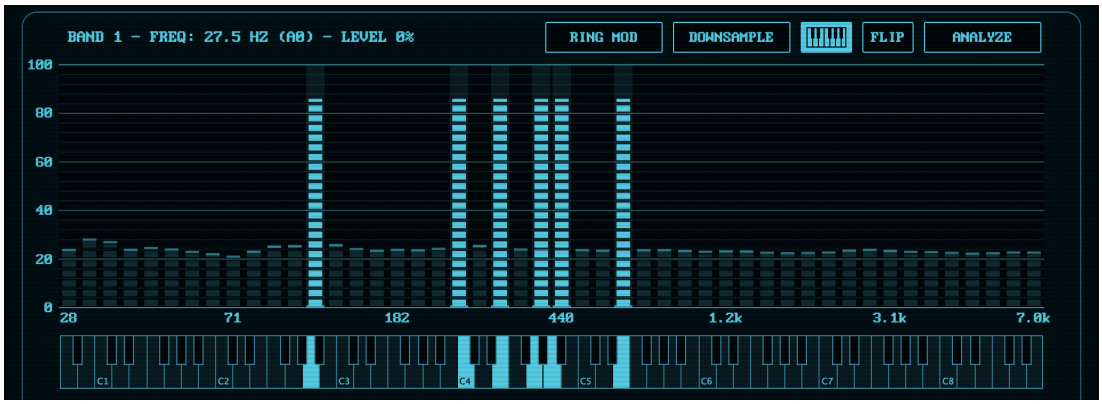


1. Play the source sound through Seconds. Start with Trip and MIDI keyboard mode off.
2. Click Analyze. The display follows the incoming spectrum. Once a usable signal is detected, the button changes to Apply.
3. While the desired spectrum is visible, click Apply. Seconds stops analyzing and writes that shape to the band levels.
4. Feed a different sound through the same instance, or save the captured shape as a preset and load it on another track. The new input is filtered by the captured shape.

To capture the opposite shape, click Flip while analysis is active. It applies the inverse of the displayed levels and ends analysis in one action.
Drawing on the display stops analysis without applying the analyzed shape. If the button remains on Analyzing, check that audio reaches the plugin. Keep the window open while capturing, and click Apply before stopping the source.

MIDI Control

Route MIDI from a keyboard or MIDI track to the Seconds effect in your host. Keep audio playing through the plugin: MIDI alone does not generate sound.



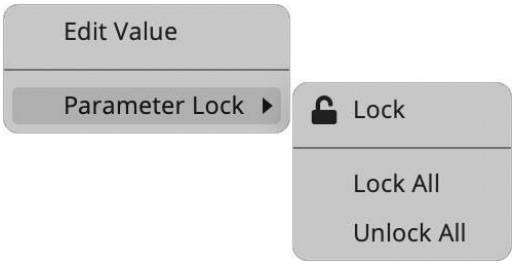
Keyboard Mode	Click the keyboard icon above the display. The on-screen keyboard spans A0 to A8. A note retunes its nearest band to the exact note frequency, and velocity sets its level. Bands without held notes close.
Note Release	Releasing a note closes its band according to the decay time. If notes share a band, the most recently played held note takes priority.
Fixed Bank	With the keyboard icon off, MIDI opens the nearest fixed-frequency band without retuning it. Other drawn bands remain as set; releasing a MIDI-controlled note closes that band.
Pitch Wheel	Controls band attack time, from 20 ms at the bottom to 5 seconds at the top, rather than bending pitch.
Mod Wheel	MIDI CC 1 controls band decay time, from 20 ms to 5 seconds. Higher values produce longer fades after note release.

Leaving keyboard mode restores the previous band profile and enables Shift again. Try playing a MIDI pattern over sustained noise with high Resonance.

Features

Parameter Lock

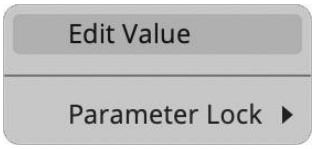
If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.
Right click on a parameter and choose *Parameter Lock*.



Lock / Unlock	If locked, the parameter won't be updated when changing presets
Lock All	Locks all parameters
Unlock All	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon ☰ you can access additional features.

Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*).
You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

Copy to Clipboard	The status of all parameters will be saved to the Clipboard
Paste from Clipboard	Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.
This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.
The current and default library is OpenGL.

Graphics Controls

This feature allows you to modify the User Interface's Brightness and Contrast.

Oversampling

Choose Off, 2x, 4x, 8x, or 16x. Higher values reduce unwanted aliasing from nonlinear processing at the cost of CPU use and latency. The deliberate Downsample effect remains tied to the host sample rate.

Palette and CRT Display

Click the named colour button to cycle through Green, Orange, Blue, Red, Yellow, Purple, and B/W; right-click cycles backwards. CRT Display toggles the CRT-style treatment. These options change the interface appearance, not the sound.

End

Where is everything?

The installer will place the plugins, presets, and other data in these folders.

macOS

AU */Library/Audio/Plug-ins/Components/*

VST */Library/Audio/Plug-ins/VST/*

VST3 */Library/Audio/Plug-ins/VST3/*

CLAP */Library/Audio/Plug-ins/CLAP/*

AAX */Library/Application Support/Avid/Audio/Plug-Ins/*

Data */Users/Shared/AudioThing/*

Windows

VST *custom path from the installer*

VST3 *\Program Files\Common Files\VST3*

CLAP *\Program Files\Common Files\CLAP*

AAX *\Program Files\Common Files\Avid\Audio\Plug-Ins*

Data *\Users\Public\Public Documents\AudioThing*

Linux

VST *~/.vst/*

VST3 *~/.vst3/*

CLAP *~/.clap/*

Data *~/.local/share/AudioThing/*

Credits

DSP & Code	*Carlo Castellano*
Idea	*Hainbach*
QA	*David*

EULA

Please visit www.audiothing.net/eula/ to review this product's EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.
For support, please visit www.audiothing.net/support/
For further help or any questions, please contact us here: www.audiothing.net/contact/

Follow Us

