



DEVASATOR

USER GUIDE



PALMARY
COLLECTION

TABLE OF CONTENTS

GENERAL LICENSING AGREEMENT	3
1. INTRODUCTION	4
1.1. WELCOME.....	4
1.2. ABOUT DEVASTATOR.....	5
1.2.1. SPECIFICATIONS.....	5
1.2.2. MINIMUM SYSTEM REQUIRMENTS.....	6
1.2.2.1. WINDOWS	6
1.2.2.2. MAC	6
1.3. ABOUT PALMARY COLLECTION	7
2. INSTALLATION	8
2.1. WINDOWS	8
2.2. MAC	8
3. LICENSE ACTIVATION.....	9
3.1. ONLINE ACTIVATION	9
3.1.1. LICENSE MANAGER.....	9
3.1.2. ACTIVATION WITH PLUGINS.....	14
3.2. OFFLINE ACTIVATION	15
4. INTERFACE AND CONTROLS	21
4.1. PRESET BROWSER SYSTEM.....	21
4.2. MAIN INTERFACE.....	24
4.3. OTHER GENERAL FEATURES	26
4.4. UNIT STRUCTURE DIAGRAM.....	26
5. CREDITS	27



GENERAL LICENSING AGREEMENT

BY INSTALLING OR PURCHASING ANY NOISEASH, INC. PRODUCT; YOU ACCEPT THE FOLLOWING PRODUCT LICENSE AGREEMENT:

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NOISEASH, INC. PRODUCES CREATIVE TOOLS FOR MUSICIANS, PRODUCERS AND DJ'S. PRODUCT TYPES AND SERVICES ARE: VST, AU & AAX AUDIO PLUGINS / VIRTUAL INSTRUMENTS, STANDALONE APPLICATIONS, PRESET / SOUND / INSTRUMENT LIBRARIES FOR SAMPLERS OR SYNTHESIZERS, DAW TEMPLATES AND GHOST PRODUCTION SERVICES. THIS LICENSE AGREEMENT IS EFFECTIVE FROM THE MOMENT THE PRODUCT IS INSTALLED BY ANY MEANS. THE LICENSE WILL REMAIN IN FULL EFFECT UNTIL TERMINATION. THE LICENSE IS TERMINATED IF YOU BREAK ANY OF THE TERMS OR CONDITIONS OF THIS AGREEMENT, OR REQUEST A REFUND FOR ANY REASON. UPON TERMINATION YOU AGREE TO DESTROY ALL COPIES AND CONTENTS OF THE PRODUCT AT YOUR OWN EXPENSE.

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EACH PRODUCT HAS ITS OWN REQUIREMENTS AND SPECIFICATIONS. BEFORE PURCHASING ANY PRODUCTS; PLEASE SEE THE PRODUCT PAGE WHICH HAS A SPECIFICATION AND INSTALLATION REQUIREMENT LIST FOR BOTH MAC AND PC USERS. ALL MAJOR WEB BROWSERS (IE, GOOGLE CHROME, FIREFOX, SAFARI) ARE SUPPORTED FOR DOWNLOADING THE PRODUCTS.

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PURCHASED LIBRARIES / SOFTWARES / DAW TEMPLATES CAN'T BE RETURNED, SO WE CAN'T PROVIDE REFUNDS. WE MAY CHOOSE DO SO AT OUR OWN DISCRETION, BUT PLEASE BE AWARE THAT AS SOON AS YOU'VE PURCHASED IT, YOU CAN'T RETURN IT. THERE ARE FULLY FUNCTIONAL DEMO VERSIONS FOR EVERY SOFTWARE. YOU HAVE ALWAYS CHANCE TO TRY IT BEFORE BUYING.

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PURCHASING PROCESS AND PRIVACY POLICY

AVAILABLE PAYMENT METHODS ARE CREDIT / DEBIT CARDS AND OTHER PAYMENT WAYS THAT ARE DECLARED IN SSL CERTIFICATED WWW.NOISEASH.COM OFFICIAL WEBSITE OF NOISEASH, INC. THERE IS NO PERIODIC WITHDRAWALS FROM A CARD. THE PURCHASING PROCESS IS ONE TOTAL PAYMENT. AFTER PURCHASING, THE SPECIAL DOWNLOAD LINK OF THE PRODUCT WILL BE GIVEN TO THE CUSTOMER BY E-MAIL THAT CUSTOMER TYPES ON THE CHECKOUT PAGE FORM. IF THERE IS A PROBLEM ABOUT PROVIDING LINKS; CONTACT MAIL IS: SUPPORT@NOISEASH.COM

USE OF THIS SITE REQUIRES PERSONAL DATA PROCESSING OF A CLIENT IN THE FOLLOWING MATTER: FIRST NAME, LAST NAME, E-MAIL. DATA WILL BE PROCESSED BY: NOISEASH, INC. COMPANY IN A WAY THAT IS CRUCIAL TO AGREEING ON A CONTRACT, AS WELL AS ITS FULFILLMENT AND DIRECT MARKETING PURPOSES OR FOR SERVICES PROVIDED BY NOISEASH, INC. COMPANY, HEREBY A CLIENT HAS THE RIGHT TO DECLINE THE RIGHT TO PROCESSING HIS DATA IN THIS MANNER. A CLIENT HAS THE RIGHT TO SEE THE CONTENT OF HIS DATA AND ANY CORRECTIONS MADE TO IT. SHARING OF INFORMATION IS VOLUNTARY, HOWEVER, AT THE SAME TIME IT IS CRUCIAL TO USING THIS SITE.

RESALE POLICY

SOFTWARE LICENSE TRANSFERS ARE ONLY AVAILABLE FOR CUSTOMERS WHO OWN A PURCHASED, FULL SOFTWARE LICENSE OF THE PRODUCT IN QUESTION. THE LICENSE TRANSFER FEE IS APPLIED ACCORDING TO THE TRANSFERRED LICENSE AMOUNT.

SOFTWARE LICENSE TRANSFERS ARE NOT AVAILABLE FOR:

- TIME-LIMITED, EDUCATIONAL, NFR, OR RETAIL SOFTWARE BUNDLED LICENSES.
- CUSTOMERS WHO HAVE ALREADY TRANSFERRED A PARTICULAR PRODUCT. FOR EXAMPLE, YOU MAY NOT PURCHASE A PRODUCT, TRANSFER IT TO ANOTHER USER, THEN REPURCHASE THE SAME PRODUCT AND TRANSFER IT A SECOND TIME.
- YOU MAY NOT TRANSFER ANY PAST VERSIONS OF SOFTWARE AFTER PURCHASING AN UPGRADE WHILE STILL RETAINING THE LATEST VERSION. IF YOU WISH TO TRANSFER YOUR LICENSE TO ANOTHER USER, ONLY THE PRESENT VERSION OF THAT PRODUCT WILL BE TRANSFERRED, WHILE PAST VERSIONS WILL BE DISABLED.

TO TRANSFER A LICENSE TO ANOTHER USER, THE ORIGINAL OWNER OF THE LICENSE MUST CONTACT NOISEASH DIRECTLY WITH OUR SUPPORT FORM SUPPORT@NOISEASH.COM WITH THE FOLLOWING INCLUDED IN THE E-MAIL:

- NAME OF THE NEW USER
- E-MAIL ADDRESS OF THE NEW USER (THE NEW USER MUST REGISTER A NOISEASH ACCOUNT FROM [HERE](#) FOR FREE)
- LICENSE NUMBER OF THE PRODUCT THE OWNER WOULD LIKE TO HAVE TRANSFERRED

IF YOU HAVE ANY QUESTIONS ABOUT NOISEASH'S LICENSE TRANSFER POLICY, PLEASE CONTACT NOISEASH CUSTOMER SUPPORT.



1. INTRODUCTION

1.1. WELCOME

Thank you for choosing NoiseAsh! In order to get the most out of your software features, please take the time to read through this manual.

As all of the other NoiseAsh products, we'd put all our effort, energy, team synergy and love to get this beauty for giving artists what they need.

We hope you will enjoy this beauty as much as we do!

Please don't hesitate to contact our support team, support@noiseash.com

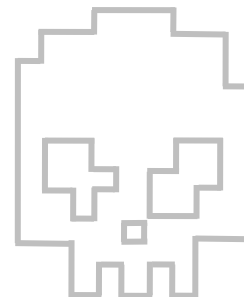
With Music & Love....

NoiseAsh Team

1.2. ABOUT DEVASTATOR

It's not a straight forward bit crusher. As the name says; it's a total sound Devastator. It gives all of the commonly used Lo-Fi distortion / audio resolution degradation features for adding very bad shapes to your sound (in a good way of course 😊)

It allows you to create low resolution audio and bit crushed sound through a variety of controls with different sonic characteristics. With tweaking just one knob, you will see the significant difference and tone degradation on your tracks.



Also there are analog style saturation and Filter-EQ controls. You can create every type of low quality effects from a huge-roaring low bit distortion to very crisp low resolution effects.

with fully automable functions, it can be used on anything; even on a total mix. Nice intros or transition effects, tone adding / deforming your tracks, classic SID chip sound emulating, giant distorted drums, digitally distorted guitars, angry basses and so on.

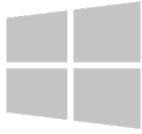
Devastator will reduce everything until they die.

1.2.1. SPECIFICATIONS

- NoiseAsh's Magical, Fast & HD quality DSP Engine
- The most popular degrade tones with optimized and easy to use "Bit Reduction & Sample Amount" settings
- Vintage Analog Saturation and Distortion
- Low Shelf & High Shelf Solid State EQ
- LP & HP Filters
- Simplified controls, lot's of creative possibilities
- Resizable GUI
- Friend of CPU

1.2.2. MINIMUM SYSTEM REQUIRMENTS

1.2.2.1. WINDOWS



- Included: VST3, AAX plug-in versions (64-bit & 32-bit)
- Windows 7 64-bit or above
- VST3 / AAX host
- Intel I3 2ghz / AMD Athlon 64 X2 or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

1.2.2.2. MAC



- Included: VST3, AU, AAX plug-in versions (**64-bit only**)
- macOS 10.9.5 or above
- VST3 / AU / AAX host
- Intel I3 2ghz or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

1.3. ABOUT PALMARY COLLECTION

Welcome to the world of palmary plugins. This processor is a member of the Palmary Collection series.

Palmary Collection is an elite production tool series for producers / musicians / mixing & mastering engineers. There are lots of great and useful plugins in this bundle set. We will also keep updating and adding new products on this series.

With the latest DSP technology, there are endless possibilities to get the highest sound quality. In order to give the users what they need, we've built a large customer feedback database. We've put our knowledge & hard work on designing this bundle for helping users to find the most professional, simple, creative, effective and ready to use solutions. You will find lots of true high quality, intelligent, fast and analog reality solutions in this series. As well as a total bundle set, the plugins in this collection are available individually too. Without putting any effort; professional mixing and mastering with having fun, is so easy now!

If you haven't tasted other yummy Palmary Plugins yet, Go Get Now! <https://www.noiseash.com/>

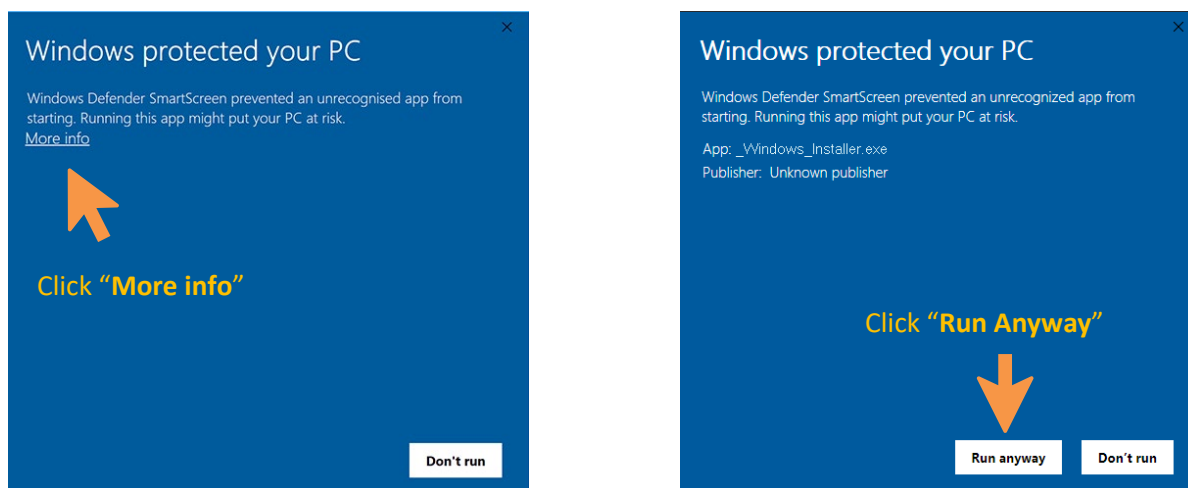


PALMARY
COLLECTION

2. INSTALLATION

2.1. WINDOWS

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW. Possible Installation warning on Windows:



Before installing an update, please uninstall previous versions. In order to uninstall previous versions: Select Start> Settings> Apps> Apps & features> Select the Plugin> Select Uninstall.

Format	Platform	Path
VST3	64-bit	C:\Program Files\Common Files\VST3
	32-bit	C:\Program Files (x86)\Common Files\VST3
AAX	64-bit	C:\Program Files\Common Files\Avid\Audio\Plug-Ins\NoiseAsh Audio
	32-bit	C:\Program Files (x86)\Common Files\Avid\Audio\Plug-Ins\NoiseAsh Audio

2.2. MAC

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW.

Before installing an update, please uninstall previous versions. The folder paths of the plugins is shown below, you need to delete each one manually.

Format	Path
VST3	/library/audio/plugin-ins/vst3
AU	/library/audio/plugin-ins/components
AAX	/library/application support/avid/plugin-ins

NOTE: If you have a demo version, you don't need to uninstall demo version, you can activate it. For more info about the License activation, please see [Section 3](#)

3. LICENSE ACTIVATION

3.1. ONLINE ACTIVATION

NoiseAsh products use completely software-based licensing system. No usb or hardware dongles, no special drivers are needed. All of the license management process is handled within the software. The activation process is pretty easy and straight forward.

Our system provides both online and offline activation. But because of being the easiest and fastest way, we highly recommend online activation of course!

For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from our web store](#) for free.

NOTE: You can try all of the NoiseAsh products with using Demo Mode. The Demo Mode is fully functional, no expiration date. As the demo mode limitation, output of the plugin will mute briefly in every 30 seconds. If you like it, you can purchase a license and then authorize the demo mode.

3.1.1. LICENSE MANAGER

If your audio workstation computer has an internet connection, [License Manager](#) is the most comfortable way to activate your licenses. **Please note that License Manager is not a downloader or installer. It only manages your licenses.** For the product installation, you need to use the standart product installers.

	PRODUCT NAME	ORDER ID	DEVICE 1	DEVICE 2	DEVICE 3
☒	NEED 31102 CONSOLE EQ	234469	W0E1A1C35 ✕	DEACTIVE ✓	DEACTIVE
☐	VOCAL FINALIZER	234611	WIC35A1C35 ✕	DEACTIVE ✓	DEACTIVE
☐	SPEAKERSIM	229603	WIC35A1C35 ✕	DEACTIVE ✓	DEACTIVE
☐	RULE TEC HERITAGE PRO	229604	WIC35A1C35 ✕	DEACTIVE ✓	DEACTIVE
☐	SPEAKERSIM	229617	DEACTIVE ✓	DEACTIVE	DEACTIVE
☐	VOCAL FINALIZER	229103	THIS DEVICE ✕	WIC35A1C35 ✕	DEACTIVE
☐	NEED 31102 CONSOLE EQ	228347	WIC35A1C35 ✕	DEACTIVE ✓	DEACTIVE
☐	RULE TEC EQ1A	228099	THIS DEVICE ✕	WIC35A1C35 ✕	DEACTIVE

ALL LICENSES ARE UP TO DATE.

NOISEASH AUDIO TOOLS

IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:

- After the plugin installation; just run the License Manager.

ACCOUNT LOGIN

EMAIL johndoe@gmail.com

PASSWORD *****

☐ REMEMBER ME

[FORGOT PASSWORD?](#)

LOGIN

REGISTER

- NoiseAsh account login is required.
- If you forgot the password of your account, click “**Forgot Password**” button to reset your password.
- **Login** to your NoiseAsh account.
- After a while the License details page will show up.

ACTIVATE DEACTIVATE REFRESH LICENSES

ALL	PRODUCT NAME	ORDER ID	DEVICE 1	DEVICE 2	DEVICE 3
☒	NEED 31102 CONSOLE EQ	234469	WC35AIC35 X	DEACTIVE ✓	DEACTIVE
☒	VOCAL FINALIZER	234611	WC35AIC35 X	DEACTIVE ✓	DEACTIVE
☒	SPEAKERSIM	229603	WC35AIC35 X	DEACTIVE ✓	DEACTIVE
☒	RULE TEC HERITAGE PRO	229604	WC35AIC35 X	DEACTIVE ✓	DEACTIVE
☐	SPEAKERSIM	229617	DEACTIVE ✓	DEACTIVE	DEACTIVE
☐	VOCAL FINALIZER	229103	THIS DEVICE X	WC35AIC35 X	DEACTIVE
☐	NEED 31102 CONSOLE EQ	228347	WC35AIC35 X	DEACTIVE ✓	DEACTIVE
☐	RULE TEC EQ1A	228099	THIS DEVICE X	WC35AIC35 X	DEACTIVE

ALL LICENSES ARE UP TO DATE. NOISEASH AUDIO TOOLS

- Select the product that you’re about to activate.
- Click “**Activate**” button.

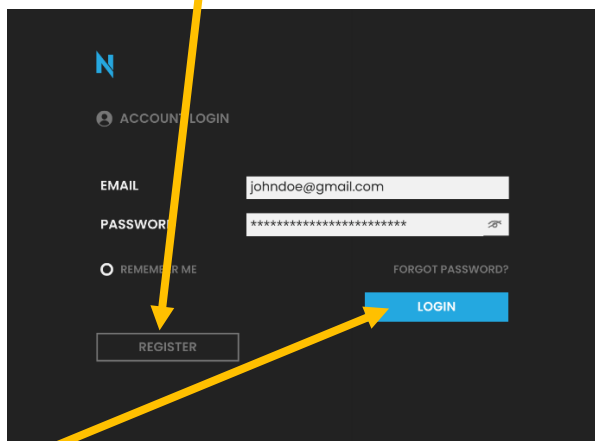
- Wait a couple of seconds. The product is now activated on the current device.

NOTE: Just like the license activation, similarly you can deactivate the product licenses too. Just select the product and click “Deactivate” button. For batch license processing, you can use check boxes. For individual license handling, you can use  for deactivation, and  for activation process.

PALMARY COLLECTION	229125	W56B456B6B 	DEACTIVE 	DEACTIVE
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IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELLER STORE:

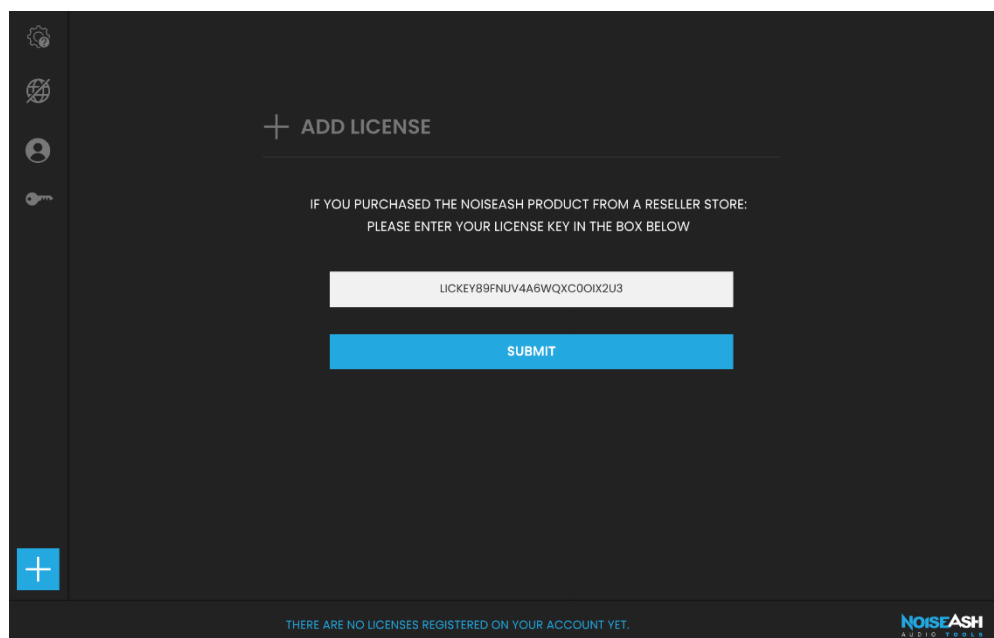
- For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from NoiseAsh web store](#) for free.
- After the NoiseAsh account registration; Run the License Manager



- **Login** to your NoiseAsh account

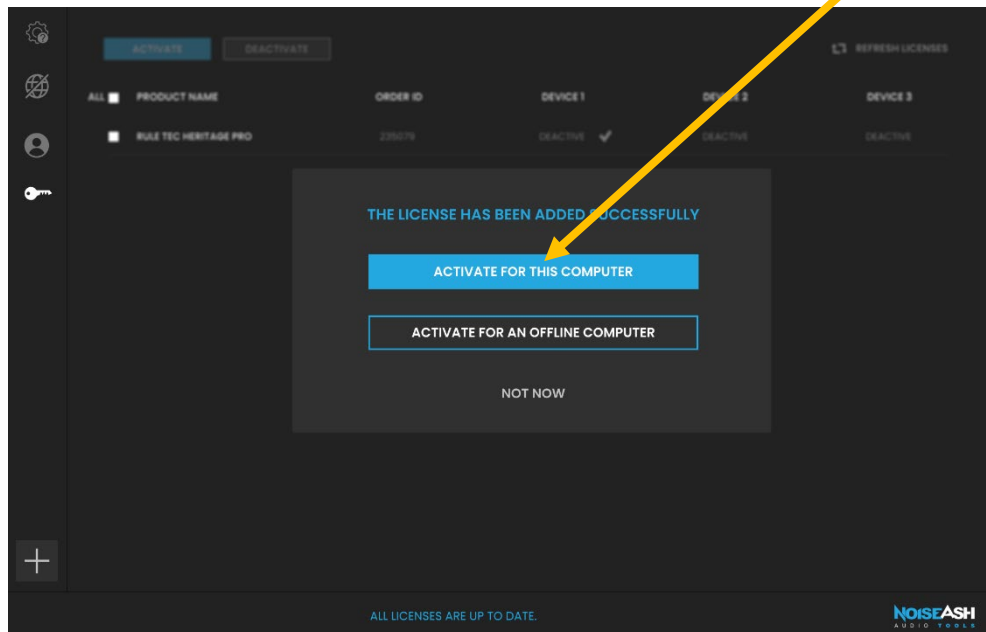


- Click “Add License” button.
- Alternatively, you can click + button on the left menu also.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest.

- Then **submit** the code. After waiting for the server response, click “**Activate for this computer**” button.



- The product is now activated on the current device.

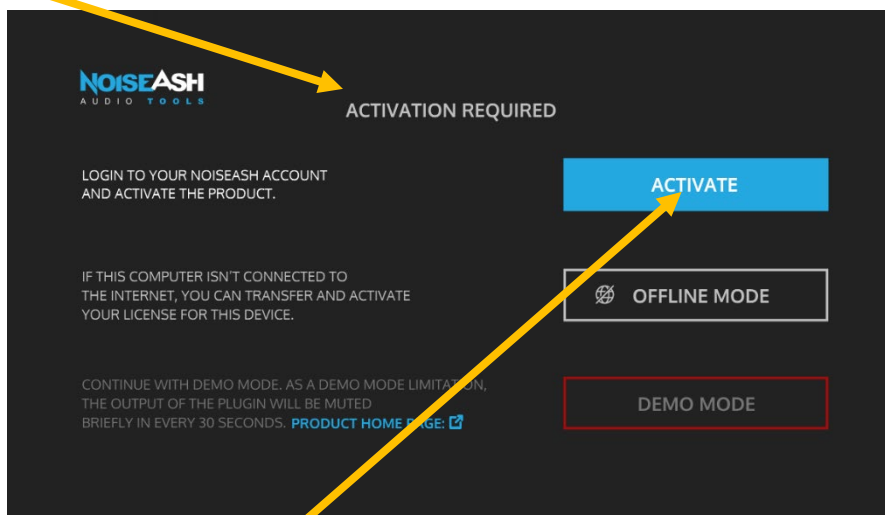
NOTE: In order to activate each product that's been purchased from the reseller stores, you need to follow the same procedure. So if you've purchased a NoiseAsh product from a reseller store:

- Firstly, Add the License key to your account
- Then activate the license.

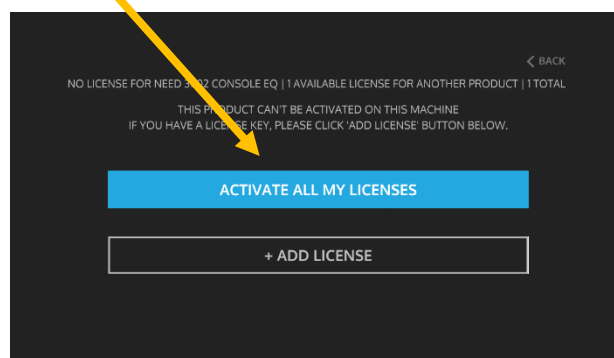
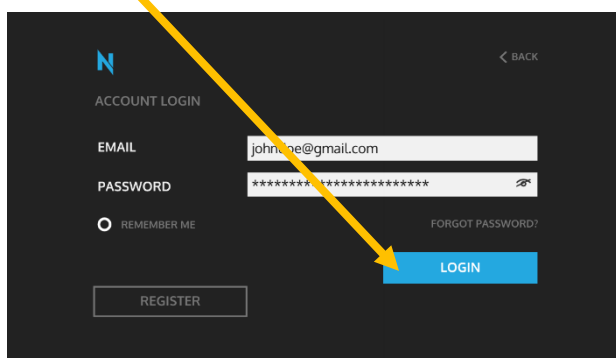
3.1.2. ACTIVATION WITH PLUGINS

Alternatively you can also use the plugins for the license activation and management. In the plugins, Activation / Deactivation / Add License procedure is pretty easy and straight forward just like the License Manager.

- When the plugin is initialized first time, and if it's not activated before, the “**Activation Required**” page will appear.



- Click “**Activate**” button.
- **Login** to your NoiseAsh account and **follow the screen instructions**.



- In the plugins, the license management process is done only for the related plugin / bundle and only in the related device. But in the license manager, all of the plugin licenses can be processed easily for all of the devices.

NOTE: NoiseAsh product licensing system is user and computer based. A product license can be activated up to 3 computers. And also on each computer, only one user account can be authorized at the same time. If the user account changes, all of the license data is being refreshed according to the current user account.

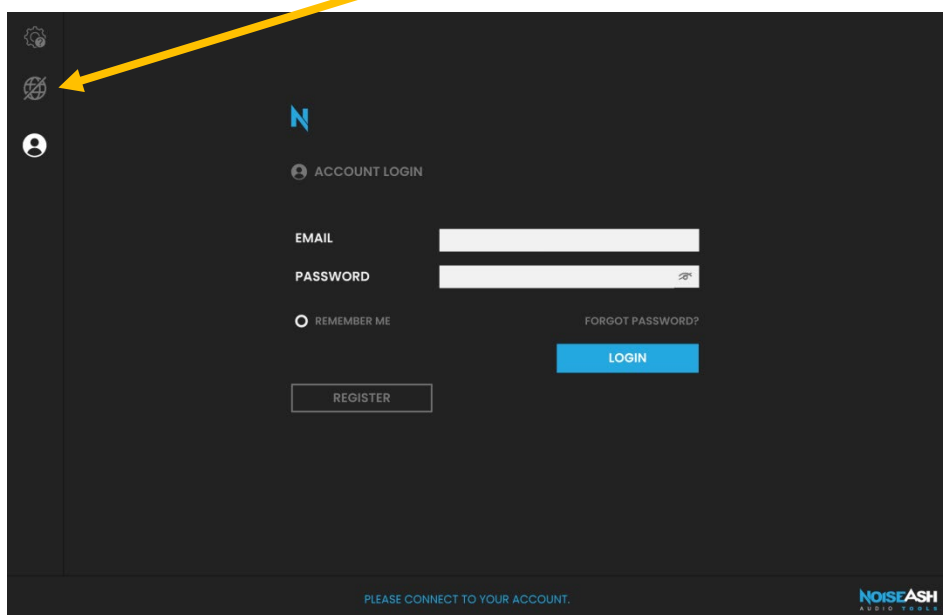
3.2. OFFLINE ACTIVATION

IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:

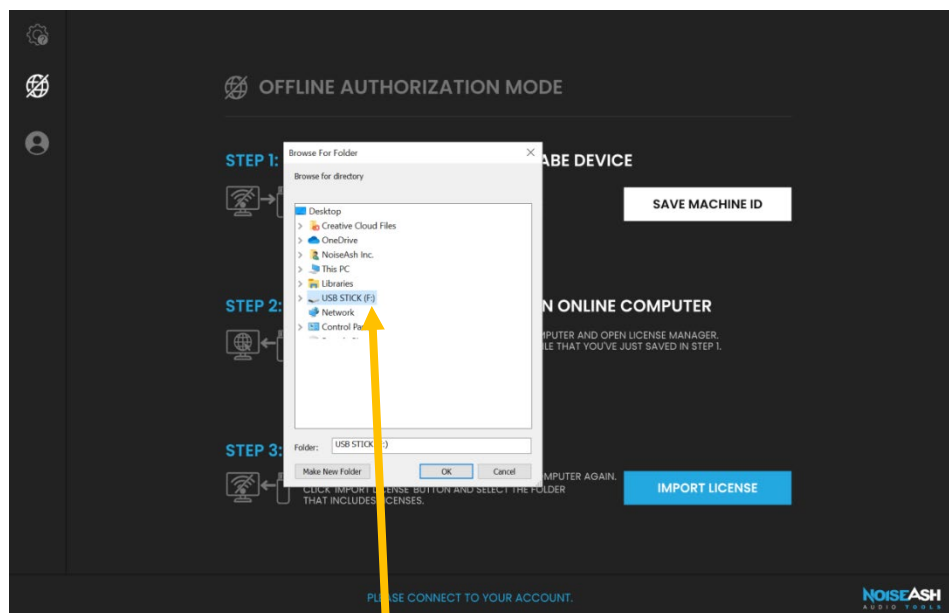
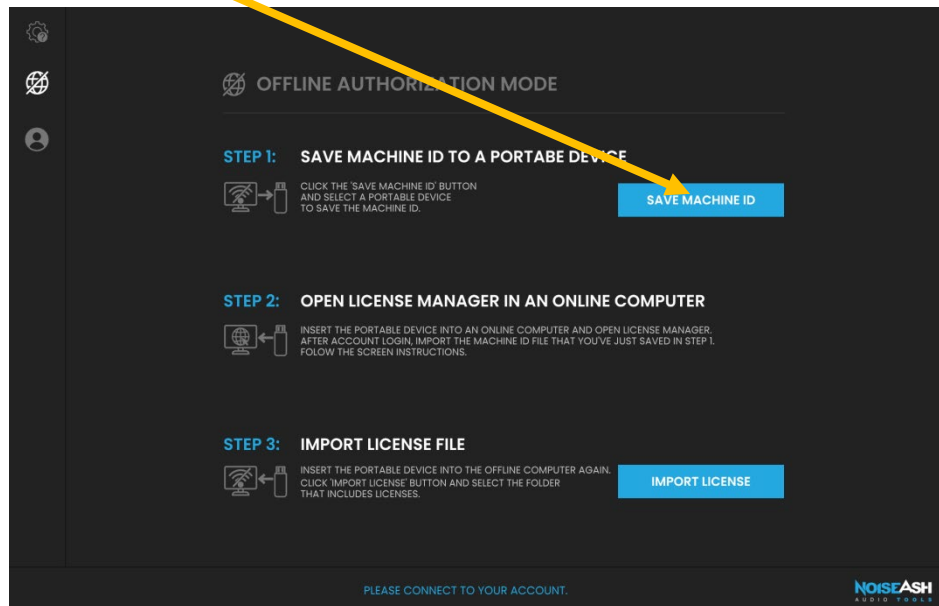
For the offline activation, you'll first need a computer that has internet connection to download and activate the products. Offline activation can be handled with 3 simple steps.

STEP 1: Save the Offline Computer's Machine ID into a Portable Device

- Install the plugin to the offline computer.
- Insert the portable device (such as USB stick) into the same offline computer.
- Run License Manager in the offline computer. Click **"Offline"** icon.



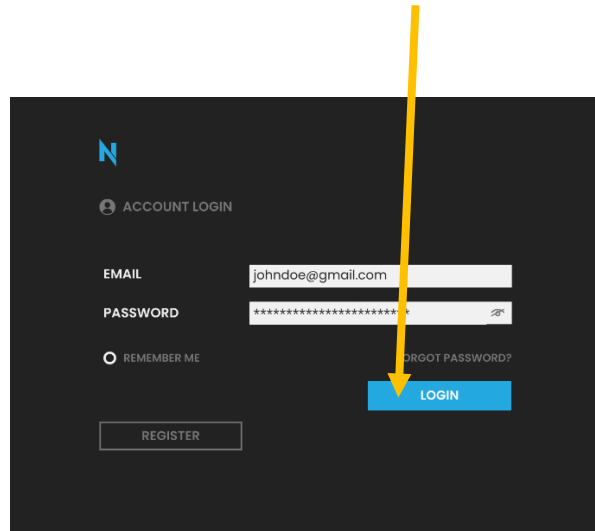
- Click “Save Machine ID” button.



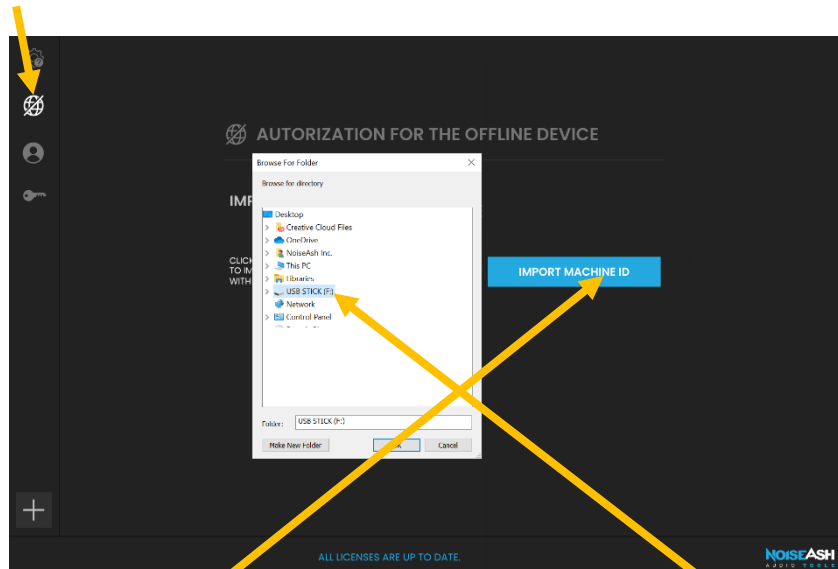
- A popup window will appear. **Browse a folder** inside the portable device to save the Machine ID file. After locating the portable device folder, click “Ok” button. A Machine ID file will be saved into the selected folder. The name of the file will be “MachineID.dat”. **Please don’t rename this file.**

STEP 2: Activate Product License with the Offline Computer's Machine ID

- Insert the same portable device into the online computer.
- In the online computer, run License Manager > **Login** to your NoiseAsh account

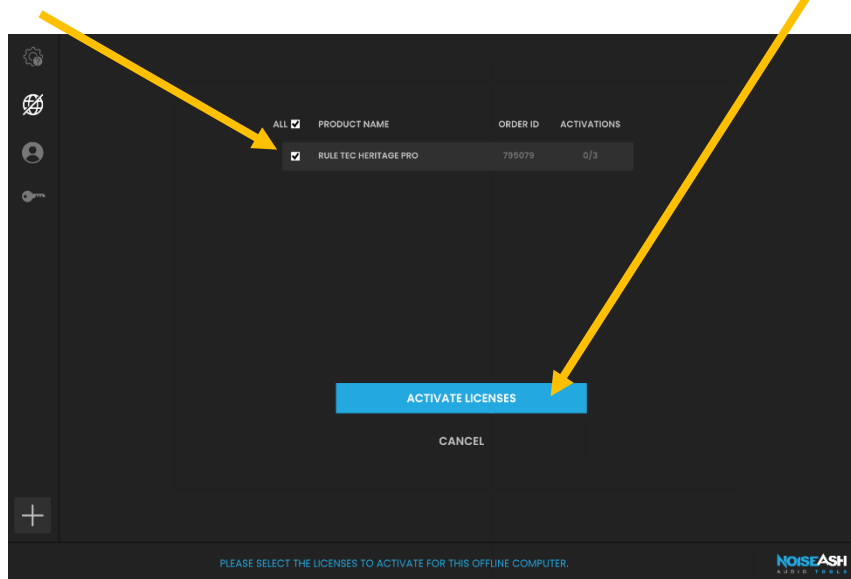


- Select **Offline** icon on the menu.



- Click “Import Machine ID” button. A popup window will appear, select the folder that the “MachineID.dat” file is stored in.

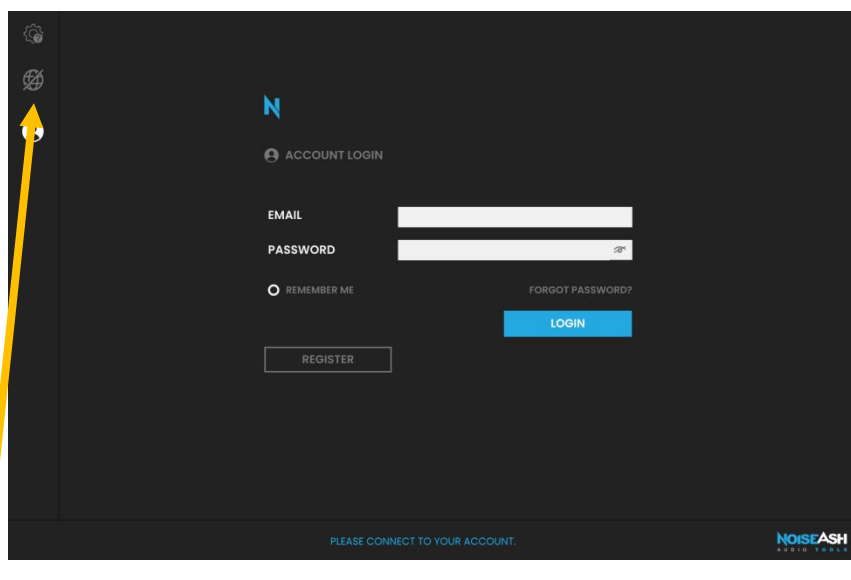
- Select the product(s) that you want to activate and press the “Activate Licenses” button.



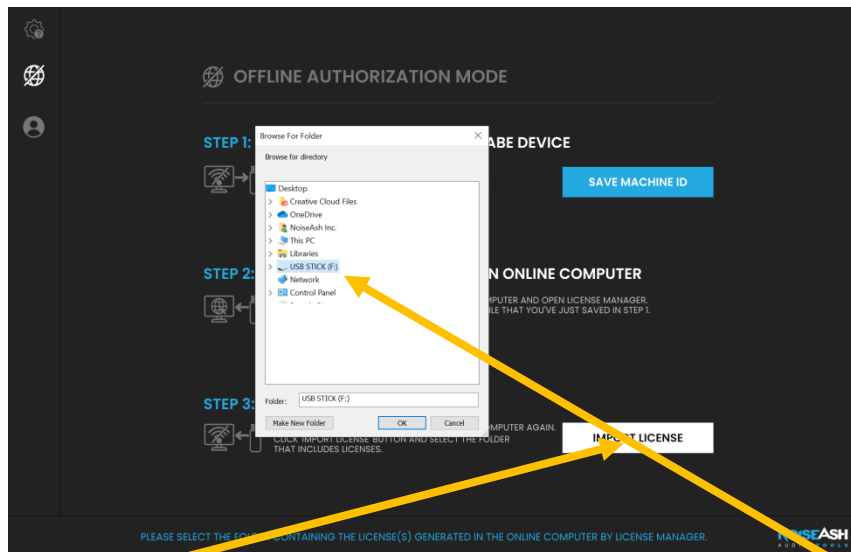
- Please wait until the processing is complete. After the process is completed successfully, the product license files are generated inside the same folder of the MachineID file in the portable device.

STEP 3: Import Licenses to the Offline Computer

- Insert the portable device into the offline computer again.
- Run License Manager in the offline computer again.



- Click **Offline** icon on the menu.



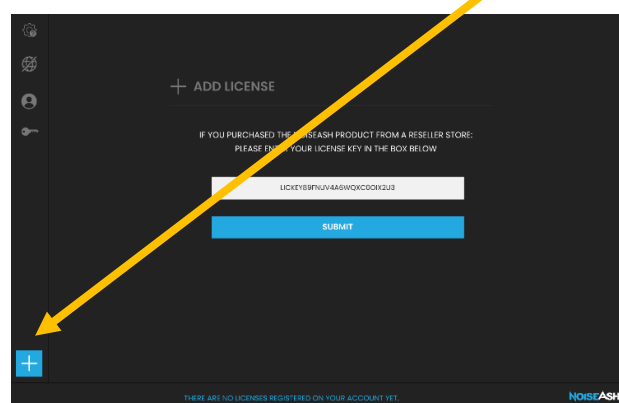
- Click “**Import License**” button. A popup window will appear, **browse the same folder that includes the license file(s) in the portable device** and click.
- If you see the Activation is Successful page, the product is now activated on the offline computer. You can remove the portable device now.

NOTE: The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

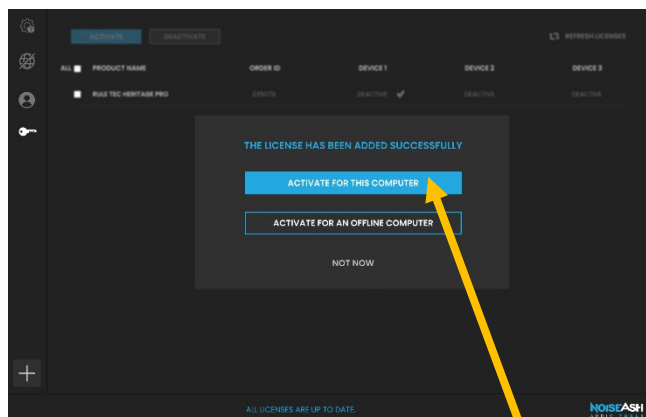
IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELER STORE:

The same 3 steps like the [Offline Activation above](#). The only difference is: on the online computer, before importing the Machine ID to the License Manager, you need to Add your license key to your NoiseAsh account first. In order to Add your License Key to your account;

- In the License manager, after the account login, click **+ button** on the left menu.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest. Then **Submit** the code.



- If the License Key has been added successfully, click “**Activate for an offline computer**” button, then import the Machine ID and follow the same procedure like the [Offline Activation above](#).

NOTE: For each purchase from the reseller stores, you need to follow the same procedure in order to activate new purchased licenses in offline computers.

The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

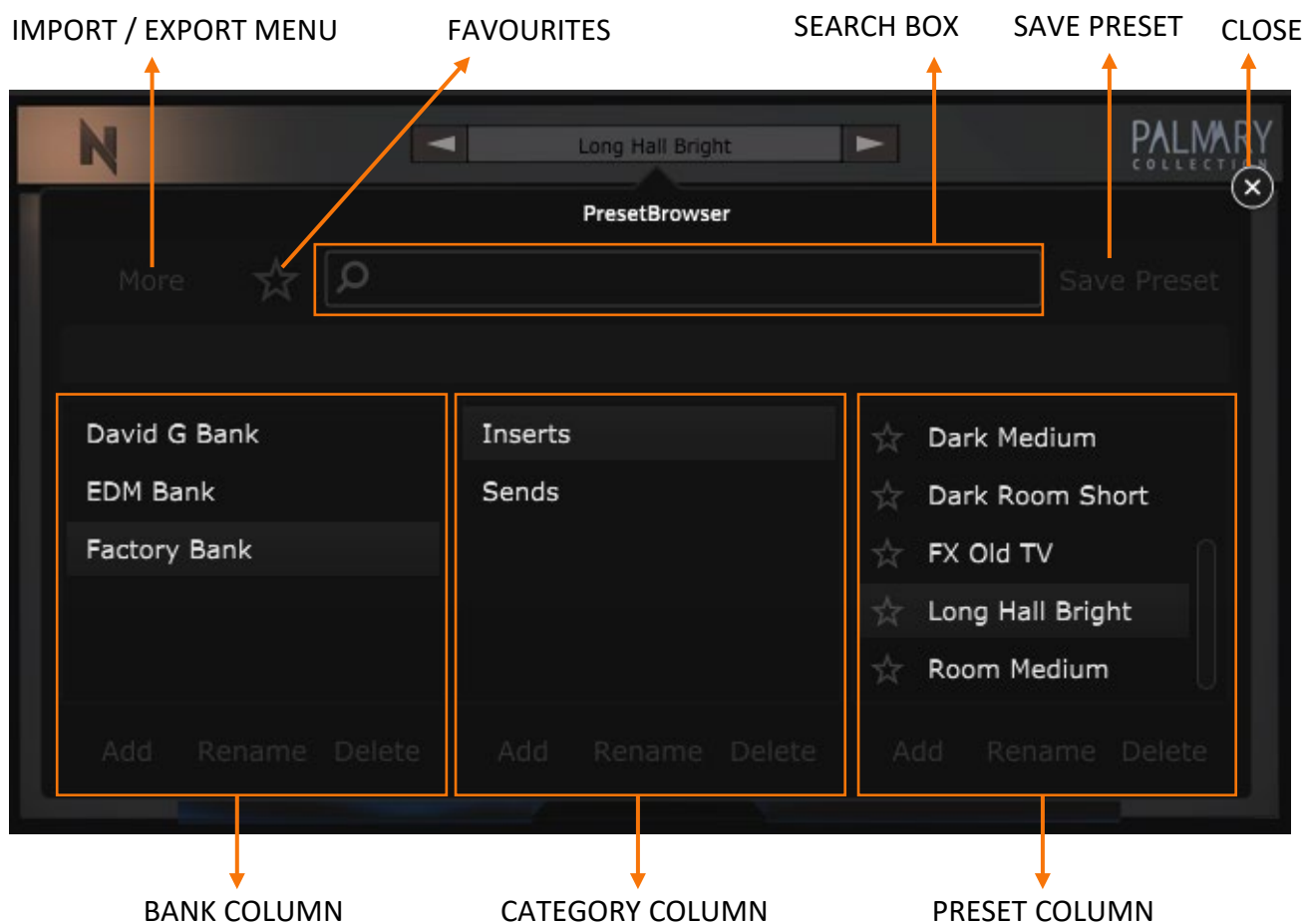
4. INTERFACE AND CONTROLS

4.1. PRESET BROWSER SYSTEM

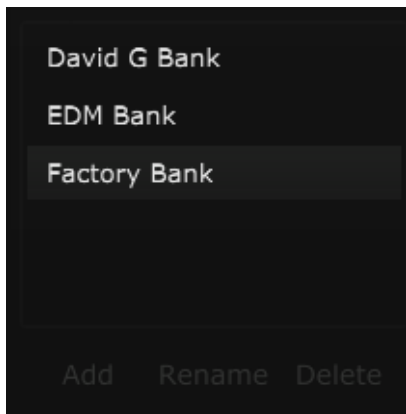
There is a useful and good looking preset browser system. The presets can be stored in different categories and they are easily accessible with a search box.



When the plugin is opened, "PRESET NAME BOX" is empty and the software will be initialized with a startup preset. To enter the preset browser system, click to "PRESET NAME BOX". A popup window will appear like below.



BANK COLUMN



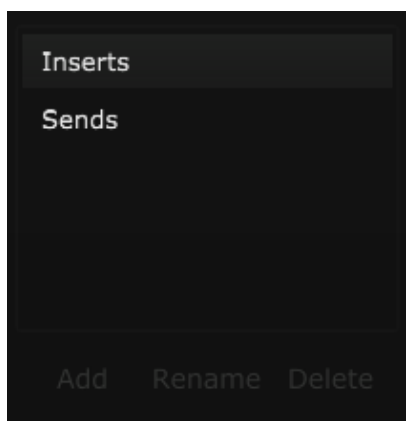
This column is for preset bank storage. It creates folders in preset folder. You can create/load as many banks as you can.

Add: Creates new preset bank folder.

Rename: Modifies preset bank name .

Delete: Deletes preset bank folder.

CATEGORY COLUMN



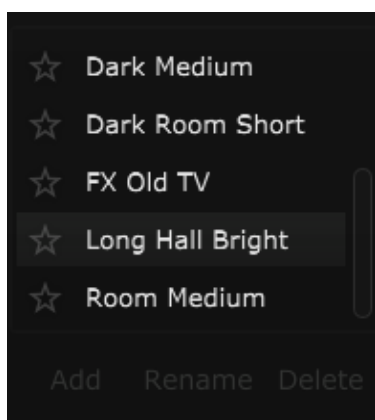
This column is for preset category storage. It creates folders in a selected bank. You can create/load as many categories as you can within a selected bank.

Add: Creates new preset category folder.

Rename: Modifies preset category name .

Delete: Deletes preset category folder.

PRESET COLUMN



This column is for preset storage. It creates presets in a selected category. You can create/load as many presets as you can within a selected category.

With  button; any preset can be added to favourites.

Add: Creates new presets.

Rename: Modifies preset name .

Delete: Deletes preset.

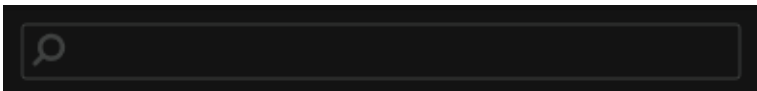
IMPORTANT NOTE: When plugin is opened first, "Preset name box" is empty. If you want to see the preset lists, click to Next/Previous Arrows or a row in Bank Column.

FAVOURITES



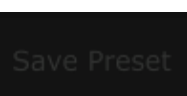
This button brings all of the favourite presets that they had starred by user before.

SEARCH BOX



Any preset can be searched by typing name in this box.

SAVE PRESET



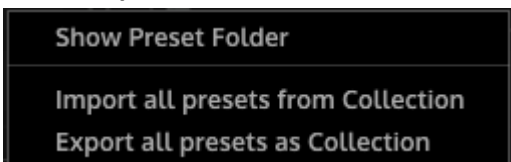
Saves / replaces the current preset. Folder path of the presets;

Platform	Path
MAC	~/Library/Application Support/NoiseAsh Audio/ Plugin Name /User Presets
PC	C:\Users\ User Name \AppData\Roaming\NoiseAsh Audio\ Plugin Name \User Presets

Plugin Name : Dedicated plugin name

User Name : User name in dedicated OS

IMPORT / EXPORT MENU

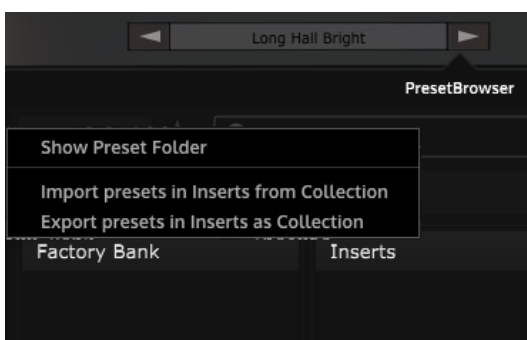


When **More** button is pressed, a new pop up window will appear. There are 3 options in that box.

Show Preset Folder: Opens the folder path that presets are stored in.

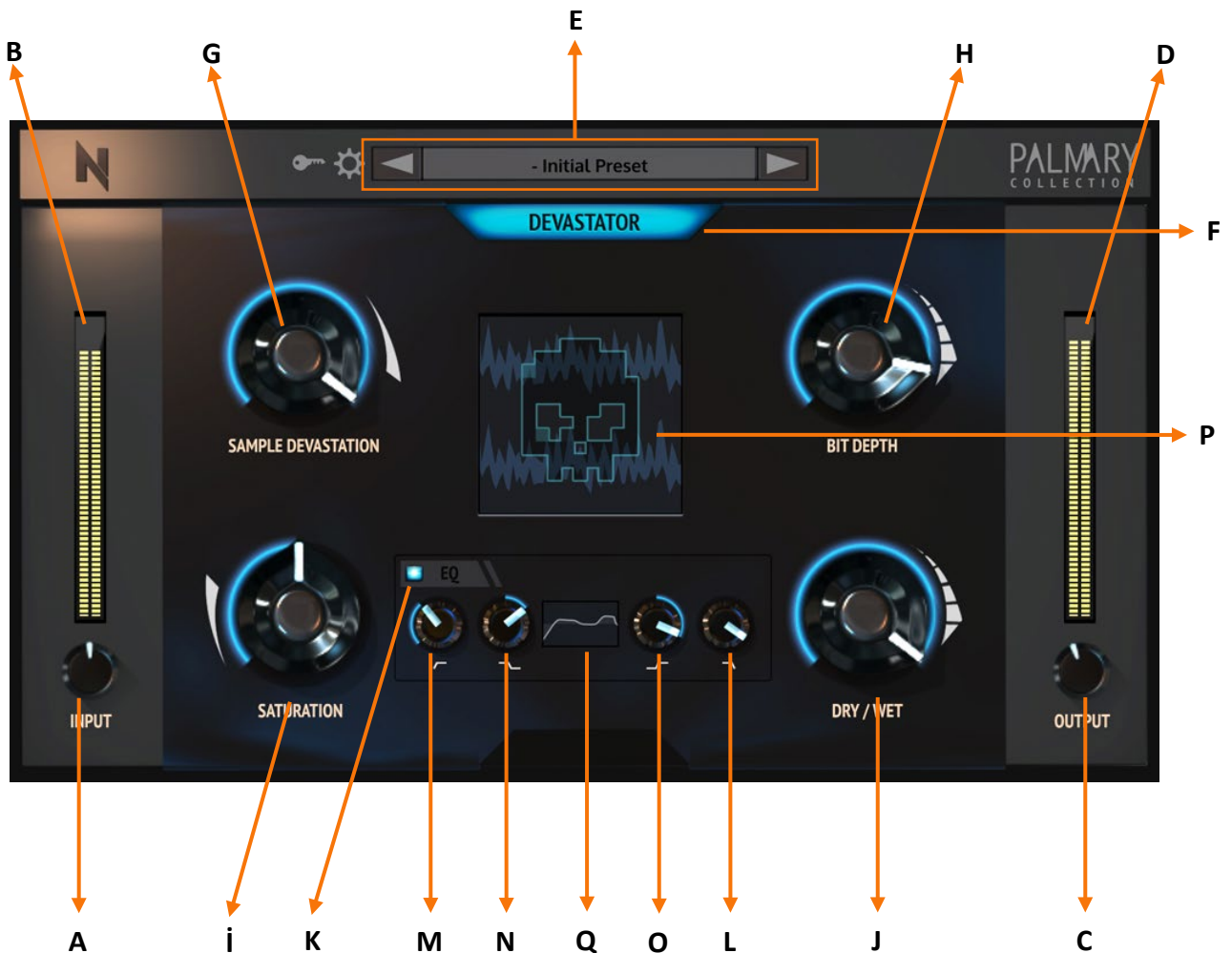
Import presets in “selected category” from collection: Imports presets from a different folder to selected category.

Export presets in “selected category” as collection: Exports presets on selected category to a different folder.



NOTE: If any category selected, Import / Export Menu will include selected category name. For example if we select “Inserts” category, it will look like left.

4.2. MAIN INTERFACE



- A. INPUT VOLUME
Controls the main input gain amount
- B. INPUT VU METER
Shows the main input gain amount
- C. OUTPUT VOLUME
Controls the main output gain amount
- D. OUTPUT VU METER
Shows the main output gain amount

E. PRESET MENU SYSTEM

Please see “4.1 Preset Browser System”.

F. CREDITS & AUTHORIZATION PAGE BUTTON

This button shows credits / license authorization page of the software. Please see “3.2 License Activation”.

G. SAMPLE DEVASTATION

This control decreases the sample rate; as you increase the knob amount. Higher amount means lower sample rate, so there will be more pixelated sound.

H. BIT DEPTH

Adjusts the bit depth from 16 to 4 bits. The lower bit depth means the more crispy sound.

I. SATURATION

Adjusts amount of the saturation. It gives a nice warm vintage saturation effect.

J. STEREO WIDE

Adjusts the stereo width (from mono to full stereo) of the reverb

K. EQ BYPASS

Bypasses the EQ on the last effect chain.

L. LOW PASS

Low pass filter frequency value controller

M. HIGH PASS

High pass filter frequency value controller

N. BASS

Adjusts the low frequency gain of the eq.

O. TREBLE

Adjusts the high frequency gain of the eq.

P. DEVASTATION MONITOR

Shows a nice skull animation for monitoring amount of the sample devastation.

Q. EQ / FILTER CURVE SCOPE

Shows the eq / filter curves.

4.3. OTHER GENERAL FEATURES



SHIFT + LEFT CLICK

Entering a desired value manually on a knob; can be done by “Shift + Left Click” action. After entering the value, press “Enter” to exit this mode. Almost all of the knobs supports this feature.



MIDI LEARN

Right click on a knob and “Learn MIDI CC” box will appear. After clicking this box, you will activate the MIDI Learn feature.

4.4. UNIT STRUCTURE DIAGRAM



5. CREDITS

User Guide : Nesrin & Omar K.
Support : support@noiseash.com
Design Director : Beyhan Kılıç

CHECK OUT OTHER ELITE

PALMARY
COLLECTION

PLUGINS @

NOISEASH
AUDIO TOOLS

<https://www.noiseash.com/>

CODING & GRAPHIC DESIGN



ZIYAMET

<https://www.ziyamet.com/>

