

# NUXX

User Manual  
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**Congratulations on purchasing Nuxx  
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Our goal was to create an FX Plugin that  
encourages unique sound manipulation  
in as musical a way as possible.  
Your comments & feedback are always  
welcome. [support@audiaire.com](mailto:support@audiaire.com)**

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# Contents

04	<b>1.</b> Disclaimer and Legal Notices.	13	+ Global Preset Browser
04	<b>2.</b> Minimum System Requirements	13	+ Options
05	<b>3.</b> Installing, Registering and Launching Nuxx	14	+ Global Sequence Lane
05	+ Using Nuxx in Demo Mode	15	+ Introduction
05	+ Registering & Authorising Nuxx	16	+ Lane Tools
05	+ Uninstalling Nuxx	18	+ Lane Preset Tools
06	+ Setting Up An Audiaire Account	21	<b>6.</b> Control Behaviour and Key Commands
07	<b>4.</b> Feature Overview	22	<b>7.</b> Presets
08	<b>5.</b> Getting to know Nuxx	23	<b>8.</b> Troubleshooting / FAQ
10	+ Using The Macros	25	<b>9.</b> Credits
11	+ The Sequencer Panel	26	<b>10.</b> Appendix A
11	+ Options Menu	35	Appendix B
11	+ The Options Display		

## 1. Disclaimer and Legal Notices

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## 2. Minimum System Requirements

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VST3 , AU or AAX compatible host software.

### MAC

- + OS 10.9 or higher. (64 bit only)
- + 2GB RAM (8GB recommended)

### PC

- + Windows 7 or higher.
- + 2GB RAM (8GB recommended)

### 3.

## Installing, Registering & Launching Nuxx

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Nuxx uses account verification in order to authorise registration.

In order to log in to Nuxx upon setup, please ensure that you have your Audiaire account details to hand.\*

\*For more details on setting up an Audiaire account, please see the next section; creating an Audiaire account.

### Using Nuxx in Demo Mode

Nuxx can be used in demo mode for 20-minute uninterrupted intervals. After 20 minutes of continuous use, you will not be able to access Nuxx without logging in with a valid email (that is assigned to your purchase of Nuxx, via the Audiaire website). In demo mode, presets cannot be saved and grid data cannot be recalled upon opening and closing the Nuxx UI within your project.

You do not need an Audiaire account to use the demo. To install, simply download and unzip the installer from [www.audiaire.com/nuxx](http://www.audiaire.com/nuxx). From the .pkg (MAC) or .msi (PC) files, you will be prompted to pick and choose which components you wish to install.

Nuxx installs as VST or AU.

### Registering and Authorising Nuxx

Upon purchasing Nuxx, you will be sent an email with a download link for the plugin. Click the link to begin the download and follow the steps above to install your copy of Nuxx. Please ensure that you have your Audiaire account details to hand, as you will be asked to log in to Nuxx when using it for the first time.

When logging in, make sure that you have a valid internet connection, as Nuxx will need to verify your credentials via Audiaire's server.

After successfully logging in, you will have access to the full version of Nuxx.

Note: If you have forgotten/lost your Audiaire password, you can recover it by visiting [https://www.audiaire.com/accounts/password\\_reset/](https://www.audiaire.com/accounts/password_reset/) and following the steps to reset your password.

### Uninstalling Nuxx

If you wish to uninstall Nuxx, you can do so by following the steps below.

Please note: upon removing Nuxx, all custom presets will be removed and require restoration upon

### 3.

## Installing, Registering & Launching Nuxx

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re-installation. Please make a copy of any files that you may wish to use later, as these cannot be recovered.

#### **For Mac**

To uninstall Nuxx on Mac, you will need to remove it from the following directories:

/Users/yourusername/Library/Application Support/  
Audiaire/Nuxx/

/Library/Audio/Plug-Ins/Components/Nuxx.component

VST: /Library/Audio/Plug-Ins/VST/Nuxx.vst  
VST3: /Library/Audio/Plug-Ins/VST3/Nuxx.vst3

#### **For PC**

For PC users, you can uninstall Nuxx by going to your Control Panel > Programs > Uninstall Programmes and selecting Nuxx.

(Please note that the Library folder may be hidden. To access, click Finder and select the Go menu. Hold [alt] and Library location will appear under the Go menu.)

#### **Setting up an Audiaire Account**

Setting up an Audiaire account is incredibly simple. To begin, all you need to do is visit <https://www.audiaire.com/accounts/login> and click on 'create account'.

Once you have logged in, you will be able to see the licenses attached to your account as well as change your account information and download demos from the Audiaire site.

## 4. Feature Overview

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Congratulations on purchasing Nuxx and thank you for choosing Audiaire.

At the heart of Nuxx's operation is a powerful parameter sequencer which allows up to 30 different effects types to be modified on their own independent lanes. An effect can be opened in one of 6 FX slots, and any combination of up to 10 parameters can be assigned to each of the 6 colour coded knobs within Nuxx.

Nuxx can be used in two distinct modes. In its simplest form; the sequencer can be hidden and bypassed, allowing functionality as a simple 6-knob multi-FX unit. However, Nuxx truly shines when it's sequencer and macro assignments are being harnessed to create unique sonic manipulations. Nuxx includes; 187 bespoke presets, a powerful modulation matrix and a 32 step sequencer which allows probability and +/- swing to be modified at a variety of rates, synced to a DAW host. In addition there are 55 global and unipolar sequencer lanes, with complex tools for modifying lane behaviour.

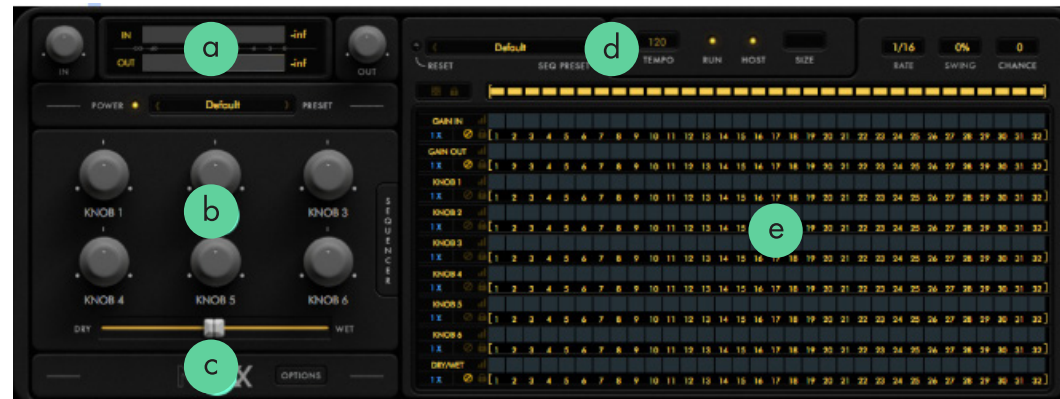
### **Amongst its primary features are:**

- 187 presets designed by some of the world's leading patch designers.
- Cutting edge DSP by Sinevibes and Moditone.

- 30 insert FX types, including; compression, chorus, delay, distortion, decimator, flanger, phaser and barber-pole phaser, pitch shifter, low-pass, band-pass and high-pass filters, ring modulation and more.
- 55 global and unipolar parameter sequencer lanes.
- 6 fully assignable, colour-coded macros, responsive to real time lane automation.
- Clearly laid out, scalable GUI designed for ease-of-use with one page editing.
- Numerous lane modification tools including increase/decrease and shift steps modifiers plus 10 popular arpeggios and 13 scales.
- 27 different lane and global sequencer speeds.
- Individual lane step mutes and independently selectable sequence lengths.
- Sequencer +/- swing and probability controls.

## 5. Getting to know Nuxx

Below is an overview of Nuxx's user interface



The lettered points show the basic operational features described:

**a**

**GAIN IN/OUT** - Control the audio input/output gain with an accompanying meter displaying values in dB.

**POWER** - Clicking the POWER LED will bypass the NUXX effect in and out. The LED state is lit when the NUXX effect is in operation.

**PRESET BROWSER** - Clicking inside the PRESET bar launches the preset browser. Presets are divided by banks on the left and selections on the right. Selections can be browsed using the scrollbar on the

right or re-ordered using the white arrow icon at the top of the right hand menu.

To save a new preset click on SAVE AS NEW. The preset will appear in the USER menu, be coloured yellow and located at -

**MAC:** [/Users/yourusername/Library/Application Support/Audiaire/Nuxx/Presets](#)

(Please note Library folder may be hidden. To access, click Finder and select the Go menu. Hold [alt] and Library location will appear under the Go menu.



## 5. Getting to know Nuxx

**PC:** C:\Users\yourusername\AppData\Roaming\Audiaire\Nuxx\Presets



To revert to default preset, clearing all data - select LOAD DEFAULT.

**USER BANK** - Within the USER bank, clicking on the icon below will open a menu allowing OVERWRITE, RENAME, DELETE, SHOW ON DISK and COPY TO options.

**OVERWRITE** - Upon selecting a patch, clicking the icon will overwrite that patch with the current displayed settings.

**RENAME** - Opens a cursor box to rename the selected patch name.

**DELETE** - Permanently deletes a selected user patch from memory.

\*Please note that there is no UNDO function.

**SHOW ON DISK** - Shows the location of the patch on your local drive. Should you wish to add folders or directories within Nuxx for easy storage of your patches, you can do so by adding new folders within the Presets folder, where the User and other banks from Nuxx are located.



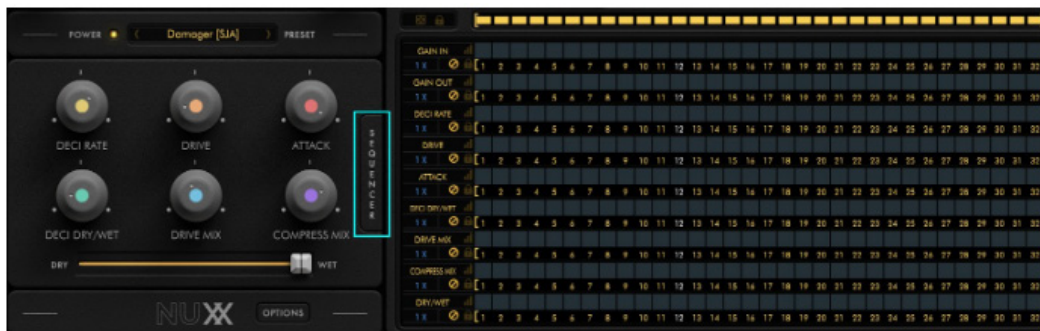
## 5. Getting to know Nuxx

**Dry/Wet Slider** - Determines the proportion of mix between the original and effected signals. This fader is also automated within the lanes via the 'DRY/WET' lane, or bypassed via the 'no entry' icon to the left hand side of the lane.

Note: Knob/Fader automation can be turned off by clicking the Nuxx logo and unchecking the box next to UPDATE MACRO KNOBS WITH STEP VALUES.

### (ii) The Sequencer Panel

• Clicking on the vertical SEQUENCER button hides/shows the sequencer lanes, allowing Nuxx to display as a compact, 6 knob unit. Sequencer lanes will continue to run if assigned, but will not display.



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### (i) Options Menu

• Click the Nuxx logo to access additional options. These include;

**CLICK STEP NUMBERS MUTE STEPS** Toggles on/off the ability to mute steps by clicking on them and greying them out during sequence playback.

**UPDATE MACRO KNOBS WITH STEP VALUES** - Allows the macro knobs and sliders to visibly move to reflect assigned lane data.

**DEFAULT PARAMETER LANE RAMP** - Selecting this option changes the defaulted lane data from empty to rising in a crescendo.

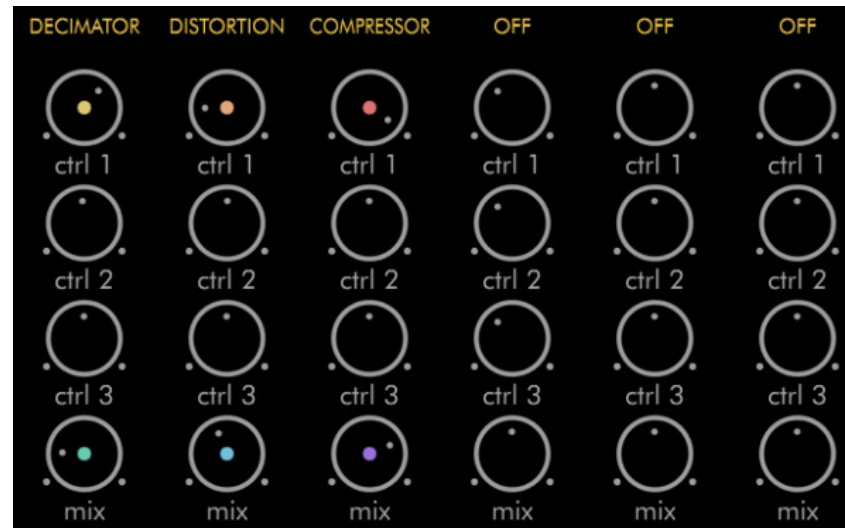
### (ii) The OPTIONS display.



• Clicking the Options button reveals the Nuxx effects options menu.

Here you will find the individual settings for 6 independent FX processors.

## 5. Getting to know Nuxx



**a)** The FX slots at the top of each processor allow for insertion of any of 30 effects as displayed below:

STEREO DELAY, FREE DELAY, PING-PONG LR & RL [DELAY], MOD DELAY, BALL DOWN [DELAY], BALL UP [DELAY], RAIN DROP [DELAY], STEREO WIDTH [DELAY], REVERB [SMALL, MEDIUM & LARGE], CHORUS, FLANGER, PHASER [4,6,8 & 12 POLE], BARBER-POLE, COMPRESSOR, DECIMATOR, DISTORTION, LOW-PASS, BAND-PASS, HIGH-PASS, LOW-SHELF, BELL-PEAK, HIGH-SHELF, PITCH SHIFT & RING MODULATION.

**b)** The 3 vertically aligned 'ctrl' knobs below each FX type will display the parameters for that particular effect. No effect has more than 3 parameters. If there is only one parameter for the effect, then the remaining knobs in that processor will be left empty. For a full list of effect parameters see APPENDIX A.

**c)** The bottom vertically aligned knob is that effect's MIX control.

Right clicking on any of the knobs will reveal a menu with the following options:

**ATTACH TO** - allow it to be assigned to any combination of any 6 macros.

**DETACH FROM** - allow it to be detached from any combination of macros.

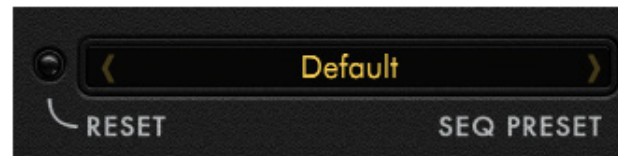
**DETACH ALL** - will detach all assignments from a macro.

Parameter knobs will display a colour coding dependant on which macros they are assigned to. Knobs can be assigned to up to any combination of 4 knobs/colours. Knobs can also be clicked and dragged allowing them to be dropped onto macros once selected.

## 5. Getting to know Nuxx

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### (i) Global Preset Browser

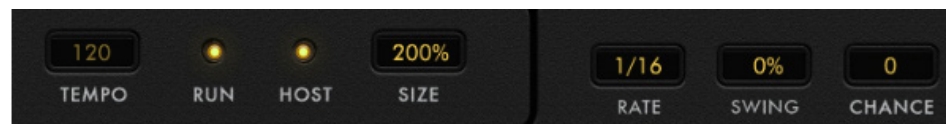


See: APPENDIX B - Global Lane Preset List for more information on the functions of global sequencer presets.

**RESET LED** - Clicking the RESET LED will clear all sequence lane data. There is an option to cancel this command if clicked in error.

**SEQ PRESET** - Allows access to, and saving options for all lane data contained within the sequencer. (To save a new preset click on SAVE AS NEW. This will generate an .xml file on your desktop).

### (ii) Options



**TEMPO** - Displays the BPM at which Nuxx's internal clock will run. This value can be adjusted from 20.0 - 999.0.

**RUN LED** - Toggles ON/OFF the sequencer running.

**HOST LED** - Click this LED to toggle ON/OFF host sync to DAW. When sync'd to DAW, the LED will illuminate and the TEMPO value will follow that of your DAW. When not sync'd to DAW the tempo display will glow yellow and can be adjusted by click dragging or double clicked to enter a numeric value.

**SIZE** - Click to change the size of Nuxx's GUI from 50% to 200%.

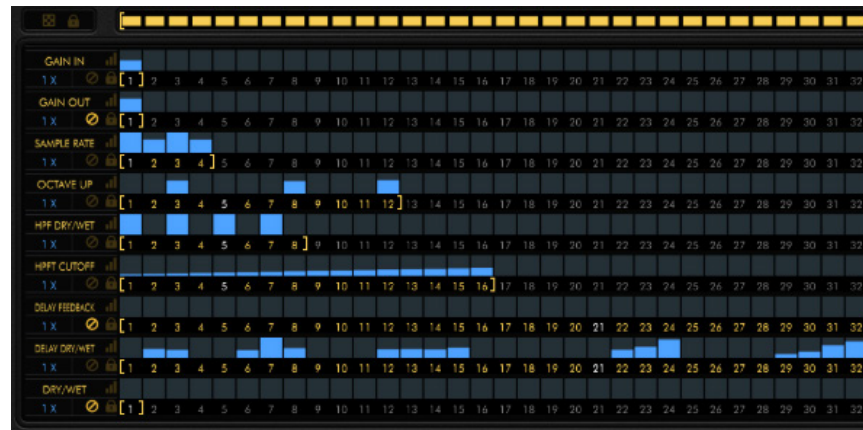
**RATE** - Sets the rate to which all lane speeds are relative. This rate is a division of the timing of the Zone master tempo. This value can be adjusted by clicking and dragging - giving up to 27 different speeds, from an eighth of the master tempo to 128 x it.

**SWING** - Adjusts the sequencer rate swing +/- 100%. A negative swing plays behind the beat, where a positive swing plays ahead of the beat.

**CHANCE** - Adjusts the probability of note lane sequence step playback. A high probability plays all steps, while a low probability plays no steps.

## 5. Getting to know Nuxx

### (iii) Global Sequence Lane



The global sequence lane menu sits at the top of the sequencer grid. Here individual sequence steps can be muted or un-muted by clicking to illuminate or disarm them. Clicking and dragging the left and right brackets will select the desired number of global steps.

**Clicking the dice icon** next to the global lane steps will randomise all lane data within every lane, on each click of the icon.



**Clicking the lock icon** will retain all lane data and parameter assignments irrespective of the preset selected, so the lane and macro assignments will change but not the sequencer grid data.



[Cmd] clicking on any of the steps will randomise all values.

\*CTRL and click for PC users.

[Alt] clicking on any of the steps will reset them to Nuxx's default values.

## 5. Getting to know Nuxx

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### Introduction

The key to Nuxx's operation is its unique parameter sequencer grid.

Every macro knob has its own sequencer lane with editable lane data.

Each lane can run at its own unique rate and number of steps with a maximum of 32 steps per lane.

IN/OUT gain and DRY/WET mix values can also be edited in the grid.

MACRO knobs and the DRY/WET slider will move in real time according to lane data.

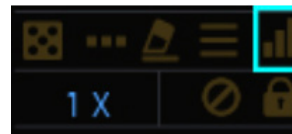
## 5. Getting to know Nuxx

### Lane Tools

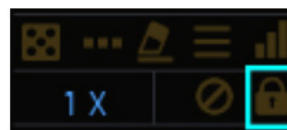
To the left of the parameter lanes are the lane tools. Hovering on the sequencer lane name display on any of the lanes will reveal its tools. These tools function as follows:

**ZOOM** - When clicked will illuminate and show a zoomed display of lane data.

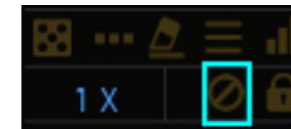
Clicking again will grey out the ZOOM icon and display global sequencer lanes again.



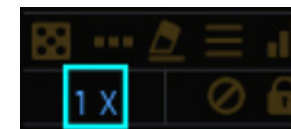
**LOCK** - A lane can be locked by clicking and illuminating the 'lock' icon to the right of its speed. Locking a lane will mean its data cannot be altered by way of writing or changing preset.



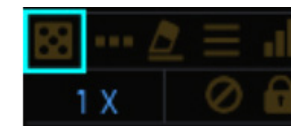
**CONTROL BYPASS** - Clicking this icon will toggle ON/OFF the ability to freely use the knob or fader associated with this lane. If the icon is illuminated the knob, macro or slider will NOT correspond to its sequencer lane and can be moved freely by mouse control.



**LANE SPEED** - Each lane can run at up to 27 different rates (from an eighth of to 1/128 x speed) relative to the global RATE, which itself is a division of the master tempo. If the global RATE is set at 1/16, each of the 32 steps will represent a 16th note value. A lane speed selection of 1X will play that speed within a lane. A lane selection of 2X will play twice as fast and so on.



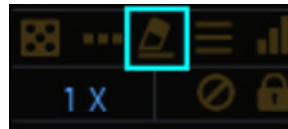
**DICE** - Randomise individual lane data with each click.



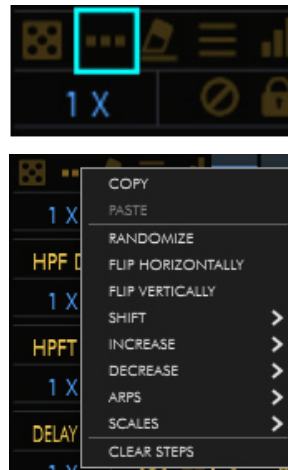


## 5. Getting to know Nuxx

**ERASER** - Clicking this will erase the lane data blocks but retain its macro assignment.



**OPTIONS MENU** - Clicking this icon will reveal a lane options menu with selections as follows:



**COPY** - Copy lane data.

**PASTE** - Paste lane data.

**RANDOMIZE** - Randomise individual lane data with each click.

**FLIP HORIZONTALLY** - Rotate lane data horizontally.

**FLIP VERTICALLY** - Flip lane data vertically.

**SHIFT** - Shift data within a parameter lane forward or backward on the grid from 1 to 16 steps.

**INCREASE** - Increase data value by 10 - 100% of its original value.

**DECREASE** - Decrease data value by 10 - 100% of its original value.

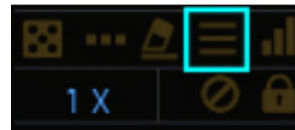
**ARPS** - Select from MAJOR, MINOR, SUSPENDED 2/4, MAJOR 7, MINOR 7, DOMINANT 7, MAJOR 6, MIN MAJ 6 or MINOR 6 arpeggio types. Arpeggios play across 4 repeating steps.

**SCALES** - Select from MAJOR, MINOR, HARMONIC MINOR, MELODIC MINOR, DORIAN, PHRYGIAN, LYDIAN, MIXOLYDIAN, LOCRIAN, PENTATONIC MAJOR/MINOR, PENTATONIC YO and OKINAWAN scales. Scales play between 4 and 8 repeating steps.

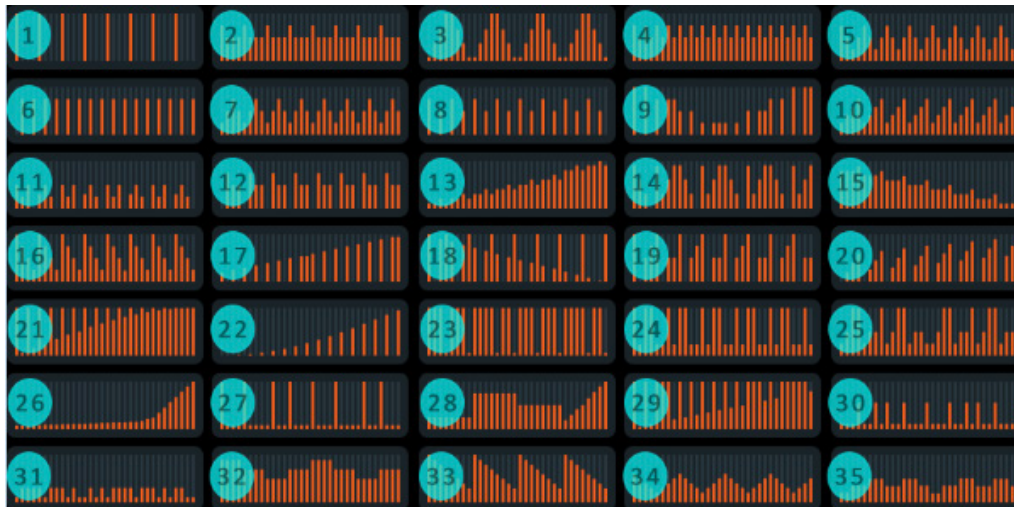
**CLEAR STEPS** - Clears lane data (with the exclusion of not parameter assignment).

## 5. Getting to know Nuxx

**LANE PRESETS** - Clicking this icon will reveal sequence lane presets as follows. These can be selected by clicking their revealed graphical representation icon.



### Lane Preset Tools



**1.** 'Four to the floor' - Every fourth step is filled to its maximum range starting on step 1.

**2.** 'Accented Sixteenths 1' - Every fourth step is filled to 75% of its maximum range starting on step 1, with the remaining steps filled to half of their maximum range.

**3.** 'Up & Down 1' - Rising every four steps and falling uniformly on the following four steps. Repeating to the end of the pattern.

**4.** 'Accented Sixteenths 2' - Every odd step is filled to 75% of its maximum range starting with step one, with every even step filled to 50% of its maximum range.

**5.** 'Down & Up' - A fall and rise by 25% every four steps.

**6.** 'Eighths' - Every other step is filled to 75% of its maximum range starting on step two.

**7.** 'Up & Down 2' - Rising every two steps and falling on the following two steps. Repeating to the end of the pattern.

**8.** 'Eighths 2' - Every other step is filled alternately to 75% and 50% of its maximum range starting on step one.

**9.** 'Symmetry-X' - A sixteen step symmetrical pattern where values gradually rise and fall.

## 5.

### Getting to know Nuxx

**10.** 'Sawtooth' - A rising pattern every four steps.

**11.** 'Teeth' - Repeating every eight steps, a sequence resembling teeth, with a break every three steps.

**12.** 'Frontchain' - Repeating every four steps with a rest every first step, steps three and four are at a 25% lower data value than step two.

**13.** 'Analogue Riser' - An upward crescendo with a peak every third step.

**14.** 'Fall & Rise' - A falling and rising sequence repeating every eight steps.

**15.** 'Shaky Fade' - A gradual fade with a peak on every fourth step.

**16.** 'Downchain' - A falling pattern, repeating every four steps.

**17.** 'Altered Rise' - A crescendo on alternate steps with an added step on every sixteenth.

**18.** '4x4 Fade' - A fade with full values on every fourth step and a skipped value on every step starting from step two.

**19.** 'Second Step Shuffle' - An upward fade on the

first four steps, with second step at minimum value a 'sidechain' pattern on the second set of four steps. Pattern repeats twice.

**20.** 'Sidechain Crescendo' - A gradual crescendo, with every four steps rising, and a minimum value on every four steps starting at step one.

**21.** 'Eighths Crescendo' - A steady crescendo with every other step at full value starting at step one.

**22.** 'Alternate Exponential' - An exponential crescendo with alternate steps at minimum value.

**23.** 'Full House' - All steps at maximum value with a dip every fourth step.

**24.** 'The Gap' - An eight step repeating pattern with maximum values dotted with smaller values around 22.5%.

**25.** 'Skyscrapers' - A sixteen step recurring pattern shaped like a city skyline.

**26.** 'Sudden crescendo' - A crescendo peaking in the final steps of the pattern.

**27.** 'Shuffle' - Maximum values perpetuated by drops in level every four, three and two steps.

## 5.

### Getting to know Nuxx

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**28.** 'Waveshapes' - Various popular waveforms, changing every eight steps.

**29.** 'Tall Trees' - A crescendo peppered with maximum value steps.

**30.** 'Uneven Flow' - Lower value steps mixed with higher value steps at odd and even intervals, repeating twice.

**31.** 'Pitter Patter' - Lower value steps at 10% interspersed with higher value steps at 30%, in a complex pattern that repeats twice.

**32.** 'Cityscape' - A sixteen step recurring pattern shaped like a city skyline.

**33.** 'Inverted Saw' - An inverted saw pattern repeating every eight steps.

**34.** 'Digi-sine' - A digitised sine wave starting in the middle of a period.

**35.** 'Rise and Fall' - A pattern that rises and falls in even and uneven sets of steps repeating twice.

## 6. Control Behaviour and Key Commands

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On hovering a mouse cursor over any of Nuxx's knobs or sliders, the current control value and parameter type will display.

Double clicking on a knob or slider allows a value to be entered numerically.

Double clicking on a Macro name, allows you to enter a name of your choosing.

As a general rule, every device in Nuxx behaves in a default fashion as follows:

[Alt] clicking a value will return it to its default reset position.

[Cmd] clicking a value will affect its click and drag value to shift in shorter increments.

\*[Ctrl] and click for PC users.

## 7. Presets

**Presets are ordered by their category type as follows:**

**Best of** - A selection of Team Audiaire's favourite presets. Each 'Best of' preset can also be found within the relevant category folders.

**Chorus & Phaser** - A selection of chorus and phaser presets suited to a variety of applications.

**Delay** - Delay-based presets which can be applied to a wide number of sound sources.

**Distortion** - Suited for guitar, synth, vocal and mixing applications.

**Filters** - A selection of filters, suited to mixing, transitional FX and an abundance of other audio applications.

**Flanger & Ring Mod** - A collection of ring mod patches, useful for guitar and synthesiser processing.

**Grid FX** - Presets making use of multiple macro assignments within the grid.

**Guitar** - Presets suited for electric guitar playing.

**Mixing** - A selection of presets suited for mixing and bussing applications.

**Pitch Shift** - A collection of creative pitch-based presets which can be applied to a wide range of sounds or automation.

**Reverb** - Suited for a plethora of mixing and editing applications.

**Stutter and Glitch** - An eclectic mix of grid-assigned glitch and stutter FX.

**Vocals** - A selection of presets suited for treatment of vocals or real time vocal manipulation.

**Each preset name carries the initials of the sound designer who created it, as follows:**

**SR - Sharooz Raoofi** - Producer, sound designer, inventor of Zone and founder of Sample Magic.

**UK - Ulas Koca** - Producer under the name Surrender! with releases on Fools Gold and La Bombe.

**MVM - Milan Van Der Meer** - A core member of the Nuxx coding team, Moditone.

**SJA - Supremeja Music** - Seasoned sound designer also responsible for presets on Audiaire's Zone synth and expansion packs.

## 8. Troubleshooting / FAQ

### Q. Nuxx is requesting to log in before I could use it, what credentials am I supposed to input?

**A.** You will need to sign up for an account at: **[www.audiaire.com/account](http://www.audiaire.com/account)**, once you have done this and can see the Nuxx license in your account, you will be able to use your account credentials to sign-in.

### Q. How can I make sure that my version of Nuxx is up to date?

**A.** You can download the latest version of Nuxx, at: **[www.audiaire.com/nuxx](http://www.audiaire.com/nuxx)** or by logging into your Audiaire account and selecting the update button.

### Q. My DAW can't see Nuxx, what should I do?

**A.** Firstly, please ensure that your computer and software meet Nuxx's minimum specifications. Also check that you have installed Nuxx correctly, by checking in the following directories.

#### **MAC**

`/Users/yourusername/Library/Application Support/Audiaire/Nuxx/`

`/Library/Audio/Plug-Ins/Components/Nuxx.component`

**VST:** `/Library/Audio/Plug-Ins/VST/Nuxx.vst`

**VST3:** `/Library/Audio/Plug-Ins/VST3/Nuxx.vst3`

#### **PC:**

`C:\Program Files\Steinberg\VstPlugins\Audiaire\Nuxx`

(Please note that the Library folder may be hidden. To access, click Finder and select the Go menu. Hold [alt] and Library location will appear under the Go menu.)

If you can't see Nuxx, try rescanning your DAW for plugins. This option can often be found under preferences, or audio settings.

### Q. Nuxx has crashed and is not working, what should I do?

Please make sure that you are running the latest update. To fix a crash, try closing and relaunching your DAW and/or restarting your computer. If Nuxx continues to crash, contact us at [support@audiaire.com](mailto:support@audiaire.com) with your computer specs, including; format (PC/Mac), OS (High Sierra, Windows 10, etc), which DAW you were using (including version number, i.e. Ableton 10.0.4) and any other information that you think may be important.

## 8. Troubleshooting / FAQ

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**Q. I really like your plugin, but I have some requests for improvements. What's the best way to get in contact with you**

**A.** We take all requests/ideas into consideration for future updates. The best way to convey these, is to post them on our Facebook page **<https://www.facebook.com/audiaire>** which is actively monitored by the Audiaire Team, or by using the contact pages on our site.



## 9. Credits

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Click the Nuxx logo to access full credits

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## 10.

### Appendix A.

#### Stereo Delay, Ping-Pong L-R, Ping-Pong R-L

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Delay Time L (bar fraction)	1/128	2	3/16	1
Delay Time R (bar fraction)	1/128	2	3/16	2
Feedback (%)	0.0	100	50	3

#### Free Stereo Delay 'FREE DELAY'

Parameter	Min. Value	Max. Value	Default. Value
Delay Time L (seconds)	0.005	2.0	1.003
Delay Time R (seconds)	0.005	2.0	1.003
Feedback (%)	0.0	100	50

## 10.

### Appendix A.

#### Modulation Delay 'MOD DELAY'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Delay Time (bar fraction)	1/128	2	3/16	1
Feedback (%)	0.0	100	50	2
Modulation (%)	0.0	100	50	3

#### Bouncing-Ball Delay Up 'BALL UP', Bouncing-Ball Delay Down 'BALL DOWN'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Delay Time (bar fraction)	1/16	2	1/2	1
Feedback (%)	0.0	100	50	2
Bounces	1	16	8	3

## 10.

### Appendix A.

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#### Raindrop Delay 'RAIN DROP'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Delay Time (seconds)	0.025	0.100	0.050	1
Feedback (%)	0.0	100	50	2

#### Stereo Width Enhancer 'STEREO WIDTH'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Width (%)	0.0	100	50	1

## 10.

### Appendix A.

#### Small Reverb 'REV SMALL', Medium Reverb 'REV MEDIUM', Large Reverb 'REB LARGE'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Pre-Delay Time (seconds)	0.0	2	0.05	1
Decay (%)	0.0	100	50	2
Damping (%)	-100	+100	0.0	3

#### Chorus

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Voices	1	6	2	1
Frequency (Hz)	0.25	5.0	1.0	2
Depth (%)	0.0	100	25	3

## 10.

### Appendix A.

#### Flanger

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Depth (%)	0.0	100	50	1
Frequency (Hz)	0.05	5.0	0.5	2
Feedback (%)	-100	+100	+50	3

#### 4/6/8/12 Pole 'PHASER 4/6/8/12'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Depth	0.0	1.0	0.5	1
Frequency (Hz)	0.05	5.0	0.5	2
Feedback	0.0	100	50	3

## 10.

### Appendix A.

#### Barber-Pole Phaser 'BARBER POLE'

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Frequency (Hz)	-50	+5.0	+0.25	1
Feedback (%)	0.0	100	50	2

#### Compressor

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Attack (seconds)	0.001	0.250	0.125	1
Threshold (dB)	-48	0	-24	2
Makeup (dB)	0	+12	+6	3

## 10.

### Appendix A.

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#### Decimator

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Sample Rate (Hz)	100	22000	10000	1
Bit Depth (bits)	1	12	8	2

#### Distortion

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Amount (%)	0	100	0	1
Type	Exponential	Multi-Fold	Exponential	2

\*(EXPONENTIAL, SOFT/HARD/TRIANGLE CLIP, TRIANGLE/SINGLE MULTIFOLD)



## 10.

### Appendix A.

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#### Low Pass Filter, Band Pass Filter, High Pass Filter,

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Cutoff	20Hz	22000Hz	22000Hz	1
Q	0.1	20	0.1	2
Slope	12dB	48dB	48dB	3

#### Low Shelf Filter, Bell Peak Filter, High Shelf Filter

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Cutoff	20Hz	22000Hz	22000Hz	1
Q	0.1	20	0.1	2
Gain	-20dB	20dB	0dB	3

## 10.

### Appendix A.

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#### Pitch Shifter

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Shift	-24	+24	0	1
Feedback	0%	100%	99	2

#### Ring Modulator "RING-MOD"

Parameter	Min. Value	Max. Value	Default. Value	CTRL Knob
Frequency	1Hz	10000Hz	0	1

## 10. Appendix B.

### Global Lane Preset List

**Blurred Lines** - All of the macro assignable lanes are reduced to 16 steps, with cascading data placed 3 steps apart, triggering at 100%.

**Broken Triangles** - All macro assignable lanes are reduced to 16 steps, with the data arranged as sequential 'broken' triangle.

**Buzzy Fades** - Each of the macro assignable lanes alternate triggering in a rise and fall pattern, until step 16 - where the pattern repeats.

**Carved W** - Across all macro assignable lanes, lane data has been set to 100% in 7-step segments - with a large 'W' carved from muted steps.

**Diagonalz** - The antithesis of Carved W, a large 'W' drawn across all 6 macro-assignable lanes.

**Donk** - Macro lanes 1 - 6 are assembled to spell 'DONK' within repeated 6-step squares, because why not?

**Fluctuator** - Macro lanes 1 - 4 fall in a diagonal pattern, 3 steps apart. This pattern is offset from lanes 5 - 6, accompanied by the sequencer running to step 17.

**Gremlins** - Each macro-assignable lane plays host to trigger alternatively, in a repetitive pattern trickling downwards. This reduces to 2 steps from lanes 3 - 6, punctuating the pattern.

**Half Sesame** - Each macro assignable lane triggers a step apart in a downward cascade, until step 17, where macro lanes 5 & 6 end and the remaining lanes rise in turn, in 3 step segments.

**Little Bytes** - An alternating pattern, divided between the first 3 macro lanes. Each lane triggers the data in-turn for the duration of the sequencer.

**Little Bitty** - Reduced to 16 steps, macro lanes 1 - 4 play host to an extended 4-step downward crescendo, at 8x speed, with macro lanes 4 & 5 alternating every second step (at regular speed).

**Mega Glitch** - Lane steps are drawn into a randomised glitch pattern, with each lane containing muted steps which assembles a striking 'V' pattern within the sequencer.

**Mega Glitch 2** - Lanes 1 - 4 crescendo downwards in an offset pattern until step 8, where macros 4 & 5 continue to rise in alternate steps, ending at step 17.

**Nuxx** - The steps are arranged to spell out your new favourite FX plug-in, Nuxx!

## 10. Appendix B.

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**Onof** - The steps from macro lanes 1 - 6 are arranged to spell out 'ONOF'.

**Onou** - Lanes spell 'ONOU'.

**Open Sesame** - A symmetrical pattern, cascading downwards every 3rd step until it reaches macro lane 6, where it rises back to the initial position.

**Quattro Rise** - 8-step lane ramps are triggered in turn, from macro lanes 1 - 4.

**Rising Trio** - Alternating Steps from macro lanes 1 - 3 rise in 10% increments across the lanes.

**Steppa** - Each macro assignable lane takes turns to trigger steps (some maintaining data at 8% when not triggering at a full 100%) to create a staggered rising and falling pattern.

**Victory** - Macros 1 - 5 are arranged to trigger in sequence to form a set of uniform 8-step 'V's' within the lanes.

**VV** - Two large 'V's' take centre stage of the macro-assignable lanes, in a 14-step repeating pattern.

**W2** - A 15-step repeating pattern, resembling two large 'V's'.

**Yen** - A symmetrical, cross-sectioned Y, present within all macro assigned lanes.

**YYYY** - 4 'Y's' are displayed across all macro assignable lanes, with step divisions ranging between 1 - 7 to add variation.

**Zebra Crossing** - A symmetrical pattern present across all macro assignable lanes. Initially falling for 5 steps, and then greeted with a simultaneous lane trigger on step 6. This is repeated in reverse from steps 9 - 14 and the pattern triggers again from step 17 - 30.