Gong Amp

User Guide

v1.0

Gong Amp

The Resonance of Early Electronic Music

Gong Amp takes an exciting experimental amplifier from the beginnings of electronic music to the plugin world of today.

In 1932, Maurice Martenot was looking for a way to make his groundbreaking proto-synthesizer "Ondes" audible beyond what could be archived with the horns and loud speakers of the time. He developed a set of „diffuseurs", of which the "Métallique" was one. Instead of a paper cone or horn, Martenot put a gong behind the amplifier circuitry. This seemingly simple idea resulted in resonances and brilliant overtones that excite audiences to this day.

In 2011, the French company Eowave took inspiration from Martenot's invention and made their own version, the Resonator Metallik. When we heard what our friend, Berlin composer Hainbach, did with this rare and discontinued amplifier, we knew this sound needed to be available to more than a select few. So we made Gong Amp, our third collaboration with Hainbach since Motors and Wires.

Using a complex mixture of convolution processing, physical modeling, and feedback systems, we created an instrument that is true to the responsiveness of the original and even transcends it in terms of sound design possibilities.

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)

Registration

You can open the registration window by clicking on the icon ☰ next to the bypass button, in the top-right corner.

Online

- If you haven't created an account yet, you can [sign up here](#)
- Just input your credentials into the text fields and click on Log In.

Offline

- Download the license file from your [account](#).
- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.

Parameters

Gong

Chain 1	Adds the big chains to the gong
Chain 2	Adds the small chains to the gong
Pillow	Adds a pillow in front of the gong

Performance

Dynamic	Changes the internal gain setting
Pitch	Changes the pitch of the Gong emulation
Modulation	Adds modulation to the wet signal
Howl	Enables additional movement to the gong when overloaded

Trip

Speed	Controls the speed of the trip modulation
Spread	Adjusts the rhythmic shift

Mixer

Drive	Controls the input overdrive
Mono	Controls the volume of the mono source
Stereo	Controls the volume of the stereo source
Resonate	Controls the volume of the resonate source

Master

Dry	Controls the amount of dry signal
Wet	Controls the amount of wet signal
Soft Clip	Enables/disables the soft clip on the output

Using Gong Amp

Mixer

You can choose from three recording positions: mono mic, stereo mics, and a unique "resonator" effect Hainbach designed. Try mono for a "documentary" perspective, stereo for beautiful ribbon mic width, and hear reverb feeding into reverb in "resonator" mode.
Try upping the input overdrive for added overtones, and use the soft clip for output distortions.

Applications

Taking a page from the experimental percussionists' handbook, you can add thick and thin chains to the Gong. The sympathetic rattling creates effects that range from a soft shimmer to clangorous noise. The strength of the Métallique, its long ring, is also its weakness when playing fast: everything turns to mush. So we added a pillow that dampens the sound and makes Gong Amp "arpeggio-approved".

Performance

Adjust the sound of Gong Amp to your playing style. Choose from two different gain settings on the gong with "Dynamic". Add modulations for a slightly more psychedelic sound. Turn on "howl" to hear Gong Amp struggle beautifully when overloaded. Experiment with extreme pitch manipulations for cinematic effects.

Trip Mode

With Trip Mode, you can add automated crossfading between the three signal positions of mono, stereo and resonate. Use spread to adjust the rhythmic shift. From gentle drifts that last minutes to fast rotary effects, this is a sound designer's dream.
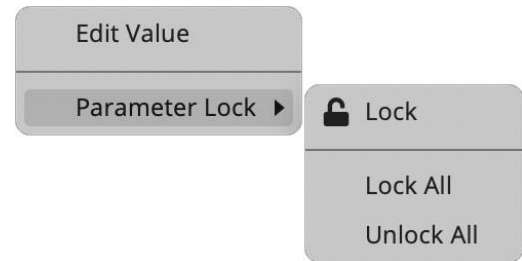
Features

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.
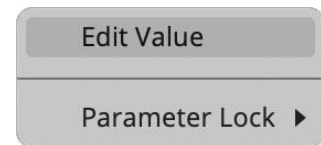
Right click on a parameter and choose *Parameter Lock*.

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.

Tail Block Size

You can choose the block size that the plugin will attempt to use to process the tail of the reverb. This is usually processed on a background thread, and in most cases the setting auto is the most appropriate. However, if the CPU load is too heavy, you can experiment with different values.

Case Sound

If this option is enabled, by left clicking on the gong in the interface, you can hear a "thump" sound, similar to hitting the real object…which you shouldn't do…maybe!

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 are using 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.

Dark / Light Theme

You can choose a dark or light appearance for menus, popup values, and windows.
This option is global and it will affect all AudioThing plugins.

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/*

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

Data   */Users/Shared/AudioThing/*

Windows

VST   *custom path from installer*

VST3   *\Program Files\Common Files\VST3*

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

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

Credits

DSP & Code   *Carlo Castellano*

Idea   *Hainbach*

Design   *John Gordon*

QA   *Giuseppe Marrazzo*

EULA

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

Thank You

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

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