

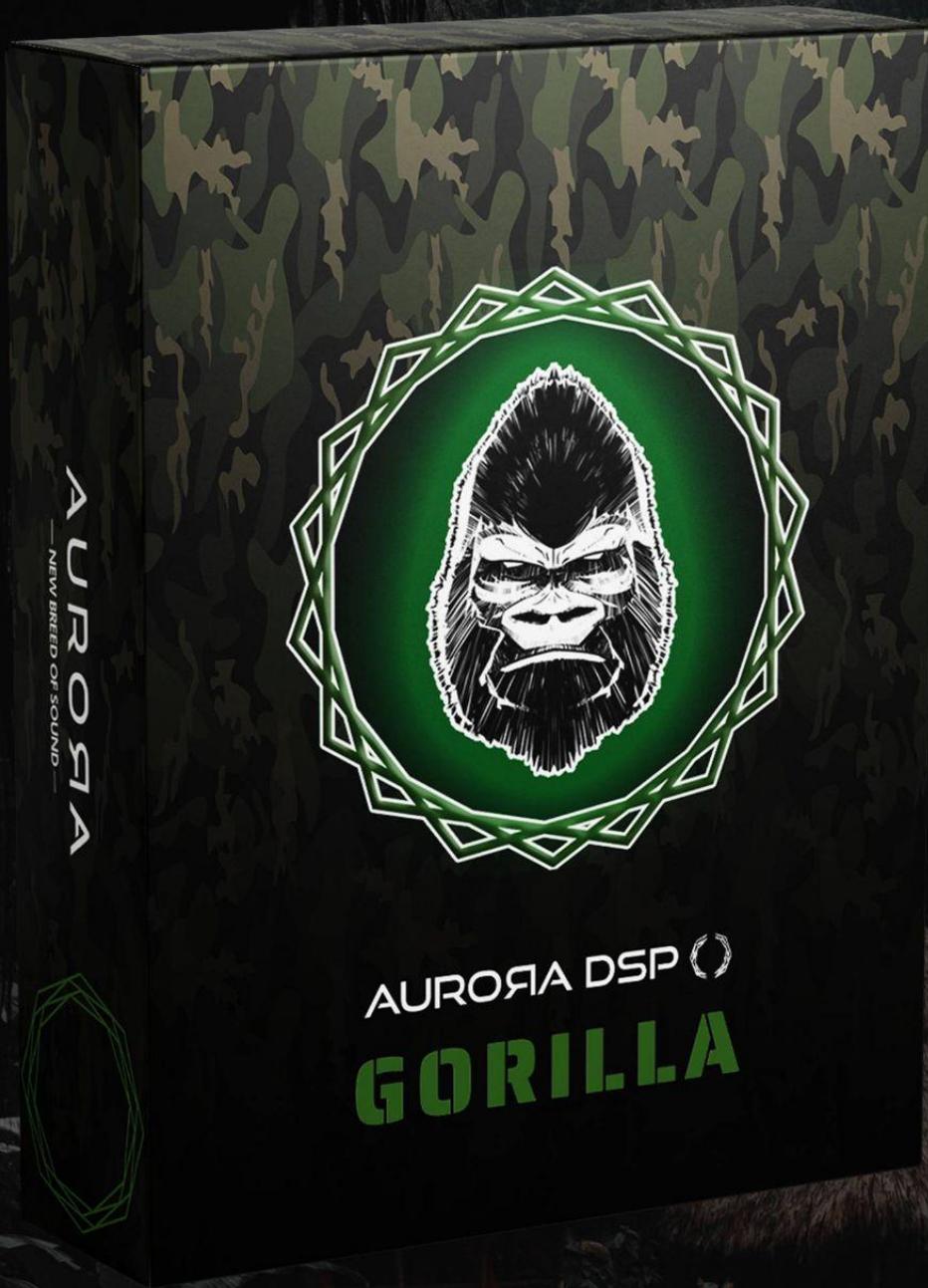
# GORILLA

WILD BASS PLUGIN

User's guide

Aurora DSP

AURORA DSP 



**Welcome to the official Gorilla plugin guidebook. Thank you for purchasing our product and joining the family of Aurora DSP users. We hope that our software will help you unleash the creative bass beast in you.**

In this manual we will cover all the necessary information regarding functionality of all modules, sections, midi features, knobs and sliders which you may find inside the software. Make sure you understand all of the aspects presented in this manual. In case of any doubts, we invite you to join our official Facebook user group called Aurora DSP Forum.

## **Installation**

### **Windows**

Locate the downloaded .exe setup file and double-click it to begin the installation process. During installation, you may customize Gorilla files location. You can choose the separate locations for your VST, AAX, and standalone version of the software.

### **Mac**

Locate the downloaded .pkg setup file and double-click it to begin the installation process. During installation, you may customize Gorilla files location. You can choose the separate locations for your VST, AAX, AU and standalone version of the software.

### **License activation**

Internet access is required for the initial activation of the Gorilla. Licenses are valid for both Windows and Mac OSX platforms. Your license can be used on three workstations regardless of the operating system. Please be noted that the computer version of activation key is not eligible for use on the mobile version of the Gorilla app. To activate the software you need to open any instance of the plugin (standalone or VST inside your DAW) and click on the ACTIVATE button located at the top bar.

The Product Code window will pop-up at the center of your screen. Type in or paste your activation code obtained with the purchase. Confirm using the designated button at the right bottom to verify and activate your license. Make sure that you are online - first activation takes place via an external server. If you got any problems activating your instance of Gorilla please contact our tech support.

## Basic audio settings

At the very beginning we need to check some basic settings. In order to make the software work flawlessly you need to properly define the audio configuration of your computer. At the top bar of the Gorilla window you will find a Settings button. Click and open the settings window.

Firstly, choose the proper audio device type from the drop down list of the menu. Please be noted that the audio device type is not the audio device itself. Audio device type corresponds to the driver type which supports your interface. If your interface is using ASIO drivers, choose it as your audio device type.

Such selection will load every ASIO operated device installed on your computer in the next sub-menu called Device where you will select your hardware. If everything is set up correctly, you should see the name of your interface in the following Device window. Choose your interface from the drop down menu. If for some reason your configuration is not showing up, please make sure that drivers of your interface are installed correctly and are up to date. Aurora DSP strongly suggests using latest and original releases of the drivers originating from the hardware manufacturers.

Note: As hardware audio settings of your computer are not defined during the first start-up, the automatic feedback protection system might mute the signal of your instrument completely. You will have to turn that off from the settings right after you define the correct inputs and outputs of your setup. Use the Feedback Protection button at the top of the settings window to unmute the signal.

Choosing the correct audio device will automatically load and display possible output and input channels configuration of your interface. Active Output Channels are all the outputs that's coming out of your interface to the other devices - i.e. studio monitors, speakers etc. input Channels define everything which goes into the interface - i.e. instruments, microphones etc. In this case, it might happen that you will use only one input for your instrument. You can leave all the other unused inputs unchecked since they will not be used and processed by the plugin. Note: Each of the audio interfaces works in a slightly different way which we are unable to cover perfectly from the level of this manual, however, the general principle of operation is the same for all the audio devices.

**Sample Rate** is the amount of samples per second. In the digital audio terminology it defines the quantity of audio information which is translated into binary information data. Analog waves are divided by computer within a certain rate to reconstruct it into the digital form. The audio standard is equal to 44,1 kHz. Imagine a waveform which was divided into 44100 pieces every second.

Audio **buffer size** is the number of samples processed by your computer. Lower buffer size will reduce the latency but will increase the usage of your computer resources. Higher buffer size will do exactly the opposite. For recording and playing purposes you want to keep your latency level as low as possible meaning setting the buffer size to the lowest possible value which is tolerated by your computer. Gorilla plugin displays the predicted latency in ms (millisecond) values right next to the buffer size which you can choose.

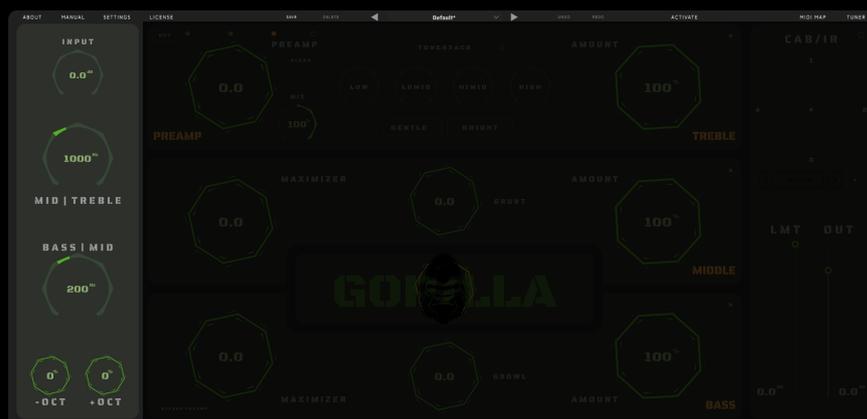
Note: latency values, audio buffer size and sample rate is strictly dependent on your interface and computing power of your setup.

**Active midi inputs** - if you are using midi devices with your interface you may choose the appropriate inputs and Active midi outputs. The general principle of setup is exactly the same as with the settings of any previously described inputs and outputs. Gorilla plugin comes with the midi control features giving you the opportunity to use your equipment to the maximum. This extremely handy feature you may find useful for any of your live performances.

## Meet the Gorilla

To fully use the potential of the plugin we need to introduce you to our main interface layout divided into five intuitive sub-sections corresponding to the powerful tone shaping abilities of Aurora DSP Gorilla plugin.

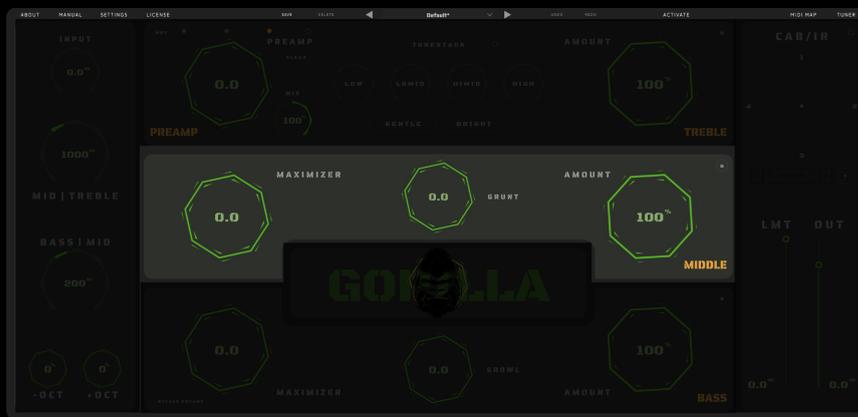
**Left side panel** - INPUT, CROSSOVER and OCTAVER section.



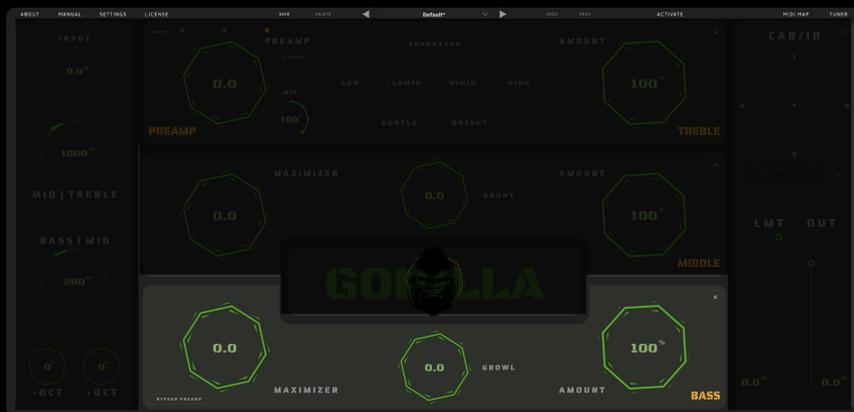
## Top center panel - PREAMP, TONESTACK & TREBLE settings section



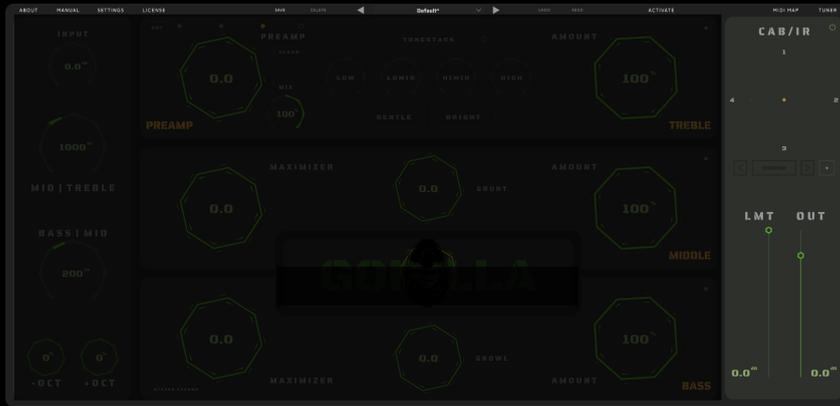
## Middle center panel - MIDDLE frequency section



## Bottom center panel - BASS frequency section



## Right side panel - CABINET, IR & OUTPUT section



Each of the knobs and sliders in the plugin is fully adjustable by left clicking and holding your mouse button. Moving your mouse up while holding will increase the dedicated value of the given knob while moving the mouse down will do exactly the opposite. Additionally, each of the knob, slider and button in the plugin is able to be midi mapped by right-clicking on top of the knob of your interest. For more information about the midi learn feature see Midi Map chapter.

**INPUT:** Starting from the very left and top of the plugin, we have the input section knob. This is where it all begins. Using this knob you are able to set your bass signal level by adjusting the knob in the range of -20 to +20db. Those values will greatly impact on how the rest of the plugin will operate and react to your bass signal.

**MID | TREBLE:** Crossover of middle and treble frequencies to determine at which frequency the signal will be split into two bands: middle and treble. This knob allows you to set the split point in the range between 700 Hz to 1500Hz. For example if you select 900 Hz as your crossover point all the frequencies below 900 Hz will be placed into the “Middle” band, and everything above 900 Hz will go to the Treble band. Such a split will give you further possibilities for your tone shaping by using Middle and Treble modules which will act accordingly to your split.

**BASS | MID** Crossover of bass and middle frequencies to determine at which frequency the signal will be split into two bands: low bass and middle. This knob allows you to set the split point in the range between 0 Hz to 500Hz. For example, if you select 200Hz as your crossover point, all frequencies below 200 Hz will be placed into the Bass low band, and everything above 200 Hz will go to the Mid band. Low band frequencies won't be distorted and will be compressed to create that clean, massive low end which you can adjust in the bass module. Mid band frequencies will be distorted and shaped later in the separate plugin module.

**Octaver** Gorilla plugin comes with an additional octaver for all your creative needs. You can add one lower and one higher octave to your original sound by adjusting the corresponding knobs. OCT knob adjusts the lower octave output +OCT knob adjusts the upper octave output. Set the appropriate knobs value to add or subtract the octave sound. Octaves are completely bypassed if you set the value to the 0%

## PREAMP | TONE STACK | TREBLE SECTION

This is the heart of the Gorilla plugin. In this triple section you may choose one of three available preamp simulations and shape the sound using the tone stack section and Treble output knob. Preamp and Tone Stack can be bypassed or activated separately by clicking on the power buttons above each of the sections. This triple module gives you advanced possibilities of shaping the characteristic of your bass guitar sound based on the top tier preamps available on the market. PREAMP Turn on or bypass completely the preamp section using the power icon. Chose one of three available preamps by clicking on the small dots. Each dot indicated by an individual color represents a different preamp.

**Green preamp** - based on Fender Super Bassman™ Tube amplifier

**Yellow preamp** - based on Aguilar Tone Hammer™

**Orange preamp** - based on Ampeg Heritage SVT-CL™ Tube amplifier

**Drive/Clean** button allows you to switch through the clean and overdriven channel of each preamp.

Use this knob to adjust the gain of the preamp and shape the top end sound of your guitar.

**HOT** button allows you to add an additional +20db input boost if you need more gain to your signal.

Use the **Mix** dial to determine how much of the preamp sound will go directly to your final output. At 100% you will hear all of the processing and none of the original signal.

## TONESTACK

In this module you are able to further dial in your bass sound operating on the basic four point equalizer. Tone stack features LOW, LOWMID, HIMID, and HIGH tone dials. Each of the knobs operate within the range of -12 to +12dB. You can customize your tone even more with the GENTLE and BRIGHT buttons.

**GENTLE** button acts as a high frequency roll off which will make your tone more subdued and warm.

**BRIGHT** button is a hi-shelf which will push your tone towards a more aggressive sound.

### **AMOUNT | TREBLE**

This dial acts as a volume fader for the Treble frequencies of your bass guitar sound. Set the Amount knob in the range of 0 to 150% to determine how much of the high tones will be present in your final sound. In the upper-right part of this section, there is a solo button so that you can hear high frequencies accurately and monitor your changes easier.

### **MIDDLE SECTION**

**MAXIMIZER** - This dial controls the built-in middle frequencies maximizer within Gorilla, and gives you a complete control of your mids. Use this dial to control and compress the middle frequencies of your signal.

**GRUNT** - This dial allows you to introduce extra harmonics and overtones into the middle frequencies of your bass guitar. Use the Amount knob to determine how much of the mid tones will be present in your final bass sound. In the upper-right part of this section you may find a solo button. Use it to mute all the other frequencies and hear the middle frequencies clearly to monitor your changes sounds so far.

### **BASS SECTION**

**MAXIMIZER** - This dial controls the built-in bass maximizer within Gorilla, and gives you a complete control of your low end. Use this dial to fatten up and compress the low end of your signal.

**GROWL** - This dial allows you to introduce extra harmonics and overtones into the low-end of your bass guitar. In the upper-right part of this section, there is a solo button for monitoring purposes.

Use the Amount knob to determine how much of the LOW END will be present in your final bass sound. In the upper-right part of this section you may find a solo button. Use it to mute all the other frequencies and hear the bass frequencies clearly to monitor your changes sounds so far.

### **BYPASS PREAMP**

This button allows you to change the overall signal chain inside the Gorilla plugin. Standard signal chain of the plugin with the preamp and tone stack engaged is following:

SCHEMAT INPUT section -> OCTAVER -> PREAMP -> TONE STACK -> MID|TREBLE splitter - MIDDLE section - MID|BASS splitter - BASS section - CAB/IR section - LIMITER - OUTPUT section

In this scenario the DI signal goes through the PREAMP and TONE STACK section before it hits the BASS module. In order to give you more control we introduced the bypass preamp button located in the BASS section. It gives you the possibility to run the DI signal in a slightly different order presented in the scheme below:

INPUT section - OCTAVER -> ( IN PARALLEL) MID|BASS splitter -> BASS section - LIMITER -> PREAMP section -> MID|TREB splitter -> MIDDLE section -> CAB/IR -> LIMITER - OUTPUT section

### FEED THE GORILLA - THE SECRET KNOB

Traditionally we add a secret knob hidden in the Gorilla logo. Use the dial located in the center of the Gorilla head to add an extra aggressive and transparent sounding bite. Be careful!

## CAB | IR speakers section

In this module you will control the built-in speaker simulation based on 4 various impulse responses. Each number (from 1 to 4) located on the circumference of the circle represents a different sounding IR based on a studio quality speaker and microphone combination. By dragging the dot inside the circle you are about to control how much sound goes through a given IR's. The circle circumference is highlighted accordingly to the dot position and represents the percentage amount of a given speakers combination in your final sound.

Underneath the selector you may find a few of the premade presets prepared by our Aurora Team.

Using the + sign you may upload your own IR file into the software. In such a scenario you are automatically bypassing the circle/dot module of the Gorilla and rely only on your file.

You can turn on and off the IR module completely by clicking on the power switch located on the top left corner of the module. Turning it off allows the user to bypass the section and use another impulse response loader.

**LMT** - acting like a typical limiter. Dial in the LMT fader to help your bass volume fit perfectly into your mix

**OUT** - final touch for your bass sound - if your bass tone is too hot for your mix to handle, you can pull down the OUT fader to bring down the overall level of your bass.

## Midi Map

Gorilla plugin comes with the midi learn control feature. Each of the parameters in the software is able to be MIDI learned/mapped. You can use any available midi device at your disposal to adjust the parameters of the Gorilla plugin without looking at your computer. You can program each of the parameters, dials, knobs and faders and enlive them with your midi controller. This feature is dedicated to all stage musicians who want to use their laptops in a live situation and all the advanced studio engineers looking for an easier workflow.

Click the Midi map button to highlight all of the parameters which can be controlled by MIDI.

Right click on the single parameter of your interest to open a dedicated MIDI options menu.

Note: make sure that your midi device is set properly in the setting menu of Gorilla. Double-check your midi inputs and outputs in case of any complications.

### **PRESET SECTION:**

Located at the top center part of the Gorilla you may find our presets manager. You will find the pre-made presets from Aurora DSP and various artists. To load a preset, click the down arrow that will open up the menu and simply select the name of the preset you wish to load. You can browse through the presets using next and previous arrows to quickly jump through the presets. To save a preset, click on the “^” button, give it a name, click save, and boom—your preset will appear in the “USER” section of the preset list.