Wow CTRL

Manual for version **3.14**

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Wow Control

Wow, flutter, tape

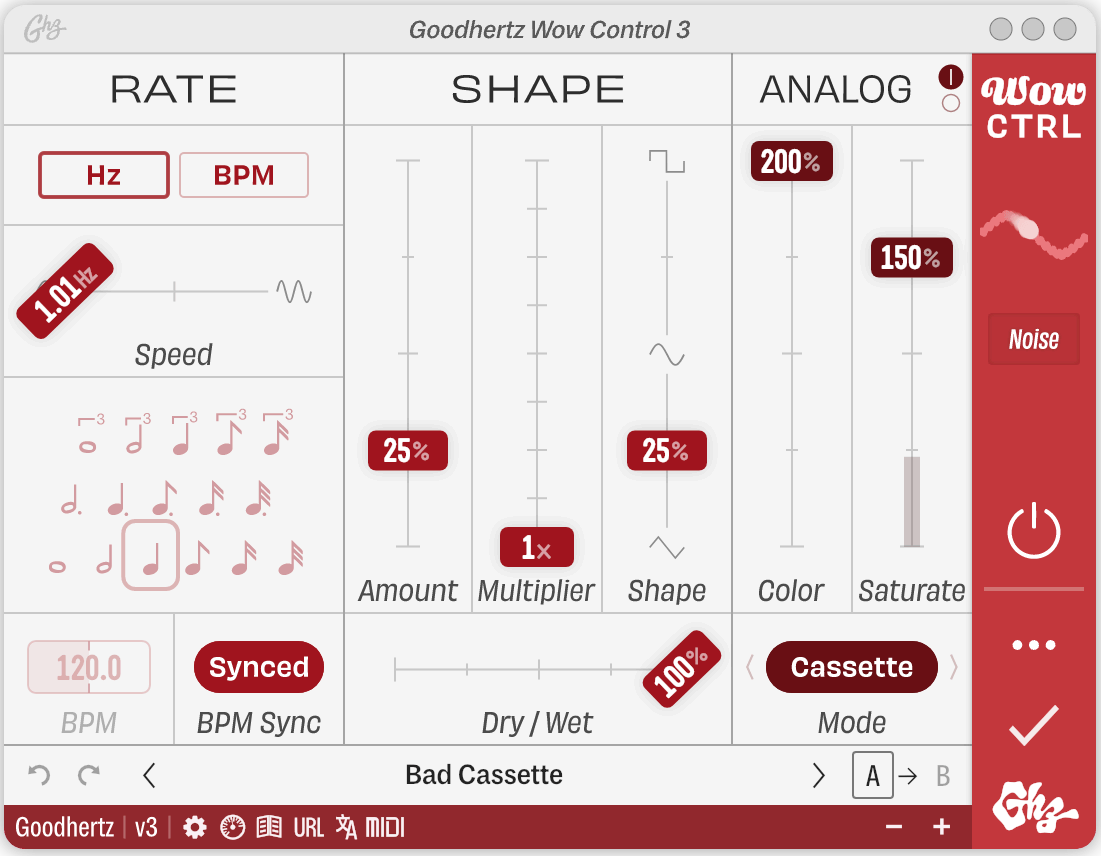
Meet **Wow Control**: an audio plugin entirely focused on the weird & wild ~modulations~ of analog tape and other less-than-perfect analog playback devices. In developing **Wow Control**, we set out to accurately capture the essence of three tape machines spanning three decades: every noise, every wobble, & every harmonic. The plugin that has resulted is the most comprehensive analog tape model we've ever heard.

Wow Control expands and improves upon the *wow & flutter* section from the classic Vulf Compressor — bringing more expressive shape controls, beat-syncing, and an extensive randomization section for creating complex and unpredictable modulation effects. At its extreme settings, it will bend and distort anything that it touches. Used gently, however, it can breathe a little life or movement into individual mix elements or bring color and richness to an entire master.

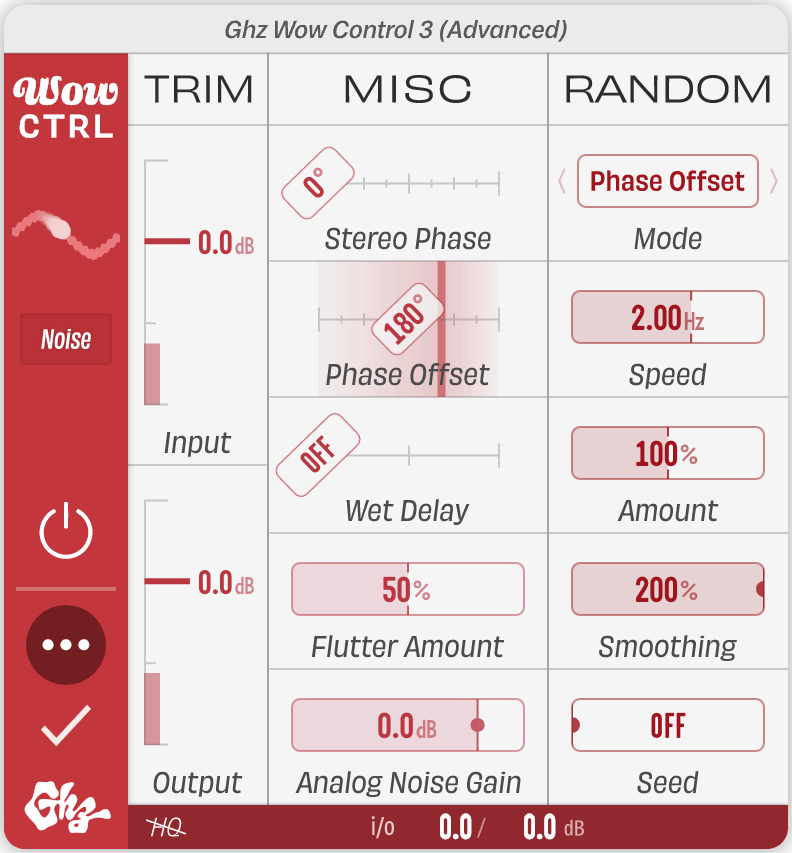
You can keep your trusty 424 around if you want, but you no longer *need* to if you own a copy of **Wow Control**.

Interface Preview

Here's a screenshot of Wow Control in action. Click anywhere on the interface to jump to a control's definition below.



Advanced Controls



Background

Turntables & Tape Machines

Anyone who's put on a warped record has heard their music bend and wobble as it moves unevenly under the stylus. Similarly, if a tape player reel, capstan, or pinch-roller doesn't spin smoothly (or isn't perfectly round) the tape will speed up and slow down under the repro head. The speed of this movement directly correlates with the pitch of the audio: moving the media too quickly sounds high pitched, while moving it too slowly

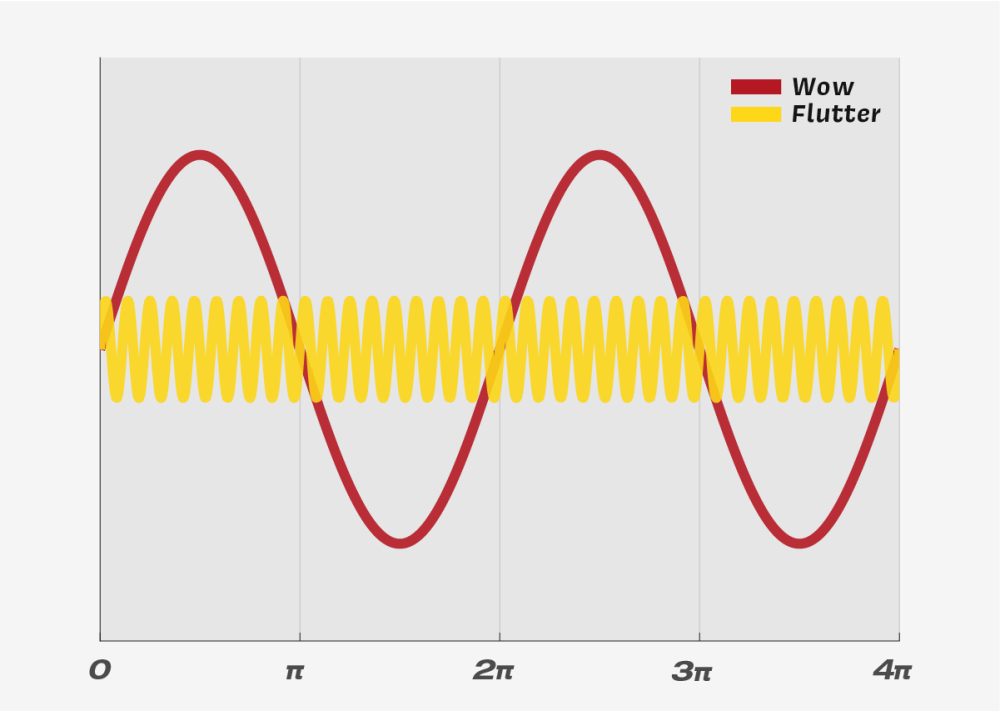
sounds low pitched. These continuous pitch changes, exhibited by all turntables and tape machines (to some degree), are called *wow & flutter*.

What Are Wow & Flutter Specifically?

Wow & flutter are repeating, gradual pitch shifts where the *wow* repeats slowly and the *flutter* repeats more quickly. Together, they create a wobbly feel that is more expressive and less mechanical than traditional modulation effects.

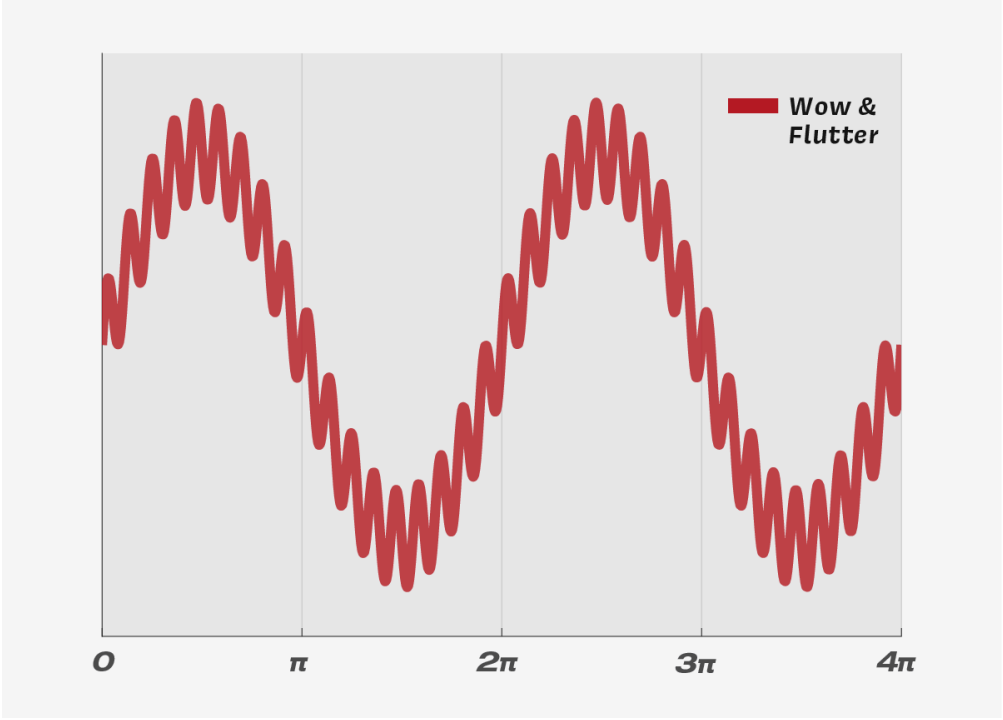
How exactly *wow & flutter* are related is easiest to see by looking at a graph:

Wow & Flutter Alone



Wow is slow and deep. Flutter is fast and shallow.

Wow & Flutter Together



Together, wow & flutter make a more interesting waveform.

Controls

Primary Controls

Rate

Rate Mode

Default Hz

Determines how the *wow* speed is set.

Options: Hz, BPM

Speed

Default 0.55Hz

Controls the *wow & flutter* speed in hertz (Hz).

> **Speed** is active when Rate Mode is set to Hz. **Speed** can be set via tap tempo: use the T key when the control is highlighted to tap in your desired speed.

Note

Min 1

Max 1/32

Default 1/4

Sets the *wow & flutter* speed based on musical note durations, ranging from a whole note: 1, to a thirty-second note: 1/32.

Option	*Symbol*
1	𝅝
1/2 D	𝅗𝅥.
1 T	³

Option	*Symbol*
1/2	
1/4 D	
1/2 T	
1/4	
1/8 D	
1/4 T	
1/8	
1/16 D	
1/8 T	
1/16	
1/32 D	
1/16 T	
1/32	

> The **Note** control supports clicking, dragging, and the arrow keys. Use SHIFT + ← *or* → to “lock” the current row when changing notes.

> **Note**, BPM, and Tempo Sync are all active when Rate Mode is set to BPM.

BPM

Default 120.0

Wow Control’s tempo in beats per minute (BPM).

> **BPM** can be set via tap tempo: use the T key when the control is highlighted or mouse clicks to tap in your desired tempo.

Tempo Sync

Default Synced

Determines how the tempo (BPM) is set: either manually or synced from the host/DAW.

Options: Manual, Synced

Shape

Amount

Default 15%

Adjusts the depth of the *wow & flutter* modulation.

- 0% is no modulation
- 100% is maximum modulation.
- The maximum depth is set by Amount Multiplier.

Amount Multiplier

Default 1x

Scales the range of **Amount** by a multiple.

Shape

Default 0%

Blends the pitch modulation shape between square, sine, and triangle shapes.

Wet/Dry

Default 100%

Controls the blend of the *wow & flutter* signal with the dry, uneffected

signal.

0% is all dry signal. 100% is all *wow & flutter* signal. 50% is an equal blend of the dry and the *wow & flutter* signals that produces interesting phasing and comb-filtering effects.

Analog

Analog On/Off

Default On

Turns On or Off **Wow Control**'s Analog section.

Analog Color

Default 100%

Controls the amount of analog-modeled coloration of the frequency spectrum.

At 0%, the frequency response is perfectly flat. At 100%, the frequency response matches the real-world response of the modeled tape machine. At settings above 100%, the response is intensified, and the analog model exhibits slightly higher noise levels.

Analog Saturation

Default 100%

Controls the amount of analog-modeled saturation.

At 0%, no distortion or saturation occurs. At 100%, the distortion matches the real-world response of the modeled tape machine. At settings above 100%, the distortion is **greatly** intensified.

Analog Saturation includes a level meter embedded in the slider. This meter shows the peak level of the signal after

> the Color and Saturation have been applied.
>
> If the signal peak exceeds or equals 0.0dB the meter color turns darker red, indicating that clipping *could* occur. **Wow Control** will never clip internally, due to its double-precision floating-point processing, but the signal might be clipped at a later stage (by the host/DAW or DAC).

Analog Mode

Default 15 IPS

Selects the analog tape model used for the entire Analog section.

Option	*Discussion*
15 IPS	Reel-to-reel machine running at 15 inches per second (ips). The most "hi-fi" **Analog Mode** in **Wow Control**. Strong 3rd-order harmonics and a beefy low end.
7.5 IPS	Reel-to-reel machine running at 7.5 inches per second (ips). Strong 3rd and 2nd-order harmonics and a rounder sound.
Cassette	4-track cassette machine running at 1⅞ inches per second (ips). Significant saturation with strong 3rd-order harmonics, particularly in the low end.

⚠ At their default settings, each **Analog Mode** produces some noise. To adjust the noise level, use the advanced Analog Noise Gain control.

Tape Model Specifications

Type	*Freq. Response*	*SNR (A-Weighted)*
15 Inches-Per-Second	20Hz – 20kHz (±3dB)	-68 dB
7.5 Inches-Per-Second	18Hz – 13kHz (±3dB)	-67 dB
Cassette	24Hz – 10 kHz (±3dB)	-61 dB

Master On/Off

Default On

Bypasses **Wow Control**'s processing.

We recommend using the **Master On/Off** instead of your DAW's plugin bypass to avoid digital artifacts.

Advanced Controls

The Advanced section offers more precise control and fine adjustment options.

To access **Wow Control**'s advanced controls, click the ••• icon in the sidebar.

Trim

Input Gain

Default 0.0dB

Controls the input gain *before* it hits **Wow Control**'s processing.

Input Gain includes a level meter embedded in the slider. This meter shows the peak level of the signal before it hits **Wow Control**'s processing.

If the signal peak exceeds or equals 0.0dB the meter color turns darker red, indicating that clipping *could* occur. **Wow Control** will never clip internally, due to its double-precision floating-point processing, but the signal might be clipped at a later stage (by the host/DAW or DAC).

Output Gain

Default 0.0dB

Controls the output gain *after* **Wow Control**'s processing.

Output Gain includes a level meter embedded in the slider.

> This meter shows the peak level of the signal after **Wow Control**'s processing.
>
> If the signal peak exceeds or equals 0.0dB the meter color turns darker red, indicating that clipping *could* occur. **Wow Control** will never clip internally, due to its double-precision floating-point processing, but the signal might be clipped at a later stage (by the host/DAW or DAC).

Misc

Stereo Phase

Default 0°

Alters the stereo phase of the *wow & flutter* modulation.

- At 0°, each channel's modulation is exactly the same.
- At 180°, the modulation is completely out of phase. This produces a wider stereo image and interesting doubling effects.

Phase Offset

Default 0°

The **Phase Offset** makes it possible to offset where the pitch modulation shape occurs in time (generally most useful when **Wow Control** is synced to the beat).

By default, the downbeat aligns with the start of downward modulation. This means that moments of zero delay will occur on downbeats.

Wet Delay

Default 0ms

Wet Delay controls the overall delay of the *wow & flutter* signal.

ℹ Automate it for entirely custom pitch shifting, or combine with Wet/Dry to create flanging effects or echoes.

ℹ **Wet Delay** can be set via tap tempo. Use the `T` key when the control is highlighted to tap in your desired tempo.

Flutter Amount

Default 50%

Varies the amount of *flutter* in the pitch modulation.

- 0% results in long, smooth *wow* modulation.
- 100% brings the *flutter* up to max for a quickly changing, wobbly sound.

Analog Noise Gain

Default -6.0dB

Controls the gain of the analog noise.

At 0 dB, the analog noise level matches that of the modeled real-world analog device.

ℹ Though it might seem wise to always turn Off the analog noise, we recommend leaving it On as much as possible and instead turning it down as needed. Unlike some tape plugins, **Wow Control**'s noise is not simply added white noise. As with a real tape machine, the noise is also affected and modulated by the signal and will have a significant impact on the distortion and overall sound.

⚠ You can quickly turn toggle the analog noise On or Off by clicking the small sidebar "noise" icon.

Random

The Random section allows many of **Wow Control**'s controls to be moved randomly over time. This helps add more variability and unpredictability to the *wow & flutter* modulation.

Random Mode

Default Off

Selects which control(s) should be randomized.

Option	*Discussion*
Off	Turns the randomization off
Speed	Modulates the Speed parameter
Amount	Modulates the Amount parameter
Shape	Modulates the Shape parameter
Stereo Phase	Modulates the Stereo Phase parameter (only in stereo)
Phase Offset	Modulates the Phase Offset parameter
Amount + Speed	Modulates both the Amount and Speed parameters simultaneously
Wet Delay	Modulates the Wet Delay parameter

Random Speed

Default 1.00Hz

Controls how fast the random values are chosen.

Random Amount

Default 100%

Controls how far the random values can stray from the actual control's value.

> Example: if **Random Mode** is set to 100%, the random values will fluctuate between ±50% of the actual control's

value.

Random Smoothing

Default 100%

Controls how smoothly the random values move from one to another.

ℹ 200% produces the smoothest sounding randomization, whereas 25% will yield fast, jumpy control movements.

Random Seed

Default 0

Controls the “seed” of the randomization engine. If set to 0 (aka “None”), there is no seed.

ℹ This control won’t really change the *sound* of **Wow Control**; instead, it’ll change the pattern used for randomization. If you’re looking to get the same randomization pattern every time, set this control to any non-zero value. This makes it possible to synchronize multiple instances of **Wow Control** and get the same results each time you bounce/export a project.

⚠ For repeatable bounce/export results, you must bounce from the same time location each time.

HQ Mode

Default Off

HQ Mode is our no-holds-barred processing mode where super high quality audio is given priority over CPU usage.

When **HQ Mode** is turned On, **Wow Control** uses a higher precision algorithm, providing better spectral resolution at the expense of some added latency (~50 ms) and higher CPU usage.

Option	*Symbol*
Off	~~HQ~~
On	**HQ!**

ℹ We recommend using **HQ Mode** when you need the highest possible quality and don't mind 2-4x higher CPU usage. An important lead instrument, vocal, or a mastering session is a great place for **HQ Mode**.

ℹ **HQ Mode** cannot be MIDI mapped since automating it is not recommended.

⚠ **HQ Mode** will require more CPU resources and result in a slightly higher processing delay (latency). To ensure proper delay compensation in your host/DAW, automating **HQ Mode** is not recommended.

Preprocess Input Gain

Default 0.0

Controls the input gain *before* it hits **Wow Control**'s processing.

Postprocess Output Gain

Default 0.0

Controls the output gain *after* **Wow Control**'s processing.

Specs

Supported Channel Configurations

Input Channel #	*Output Channel #*
Mono	Mono

Input Channel #	*Output Channel #*
Mono	Stereo
Stereo	Stereo

Presets

The presets are a great way to get to know each plugin. The preset drawer can be accessed at the bottom of each plugin by clicking the current preset name.

- ## Vinyl
  - *33.3 RPM Vinyl*
  - *45 RPM Vinyl*
  - *78 RPM Vinyl*
- ## General
  - *Simple Vibrato*
  - *Keys Vibro*
  - *Keys Vibro (St.)*
  - *Leslie-esque*
  - *Leslie-esque (St.)*
- ## Tape
  - *Wobbly 7.5 IPS*
  - *Wobbly 15 IPS*
  - *7.5 IPS Tape*
  - *15 IPS Tape*
  - *Good Cassette*
  - *Bad Cassette*
  - *Flutter Cassette*
  - *Damaged Tape*
  - *Cassette Glitches*

- *Busted Tape Machine*
- *Busted Tape Machine (St.)*
- *Microwaved Demo Tape*

- **Stereo**
  - *Subtle Widener*
  - *Medium Widener*
  - *Full Widener*
  - *Shakey Widener*
  - *Doubler*
  - *Two Diff Drummers*
  - *Three Diff Drummers*
  - *LCR*

- **FX**
  - *Ray Gun*
  - *Fast-Forward / Rewind*
  - *Random Forward / Rewind*
  - *Scratch*
  - *Beat-synced Scratch*
  - *Aliens*
  - *Aliens*

- **Analog Only**
  - *7.5 IPS Analog Only*
  - *15 IPS Analog Only*
  - *Cassette Analog Only*
  - *Max Color 7.5 IPS*
  - *Max Color 15 IPS*
  - *Colorful Crunch*
  - *Grungy*
  - *Screaming Cassette*

- **Mastering**
  - *Mastering 3.75 IPS*
  - *Mastering 7.5 IPS*
  - *Mastering 15 IPS*
  - *Mastering 30 IPS*
- **Wet Delays**
  - *Slapback*
  - *Wideslowback*
  - *Saturated Wideslowback*
  - *Walkmen*
  - *Novice Turntablist*
  - *Novice Turntablist*
  - *Overconfident Novice Turntablist*
  - *Overconfident Novice Turntablist*
  - *Loxodonta*
  - *Loxodonta*
  - *Tape Machine in Flight*
  - *Tape Machine in Flight (50%)*
  - *Tape Machine in Flight (Clean & Stereo)*
  - *Handpulled Tape Delay*
  - *Very Small Room with Rapidly Shifting Walls*
  - *Possessed Cassette*
  - *Stochastic Polyrhythm*
- **Choruses for Guitar**
  - *Clean Chorus*
  - *Overdriven Tape Chorus*
  - *Delayed Slow Tiki*
  - *Irregular Echo*
  - *Oversaturated Tape Delay*

Acknowledgements

Alexander Bersen / Annlie Huang / Chris Conover / Connor B. Fitz / Diana Zheng / Drew Yeaton / Jack Stratton / Mark Schleunes / TaeHo Park / Theo Katzman / Tyler Duncan

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About Goodhertz Plugins

User Interface

Goodhertz plugins are made to be workhorse tools that sound amazing. We've put a lot of thought and care into the audio quality and plugin usability, and for that reason, we've opted for simple and direct controls & interfaces that don't rely on photorealistic knobs or ornamental screw heads to communicate their meaning.

We've also decided to only include meters and graphs when we feel they will directly lead to a better sonic result. Meters/graphs can consume significant CPU resources, and we firmly believe that **if it sounds good, it is good**.

Our meters can be reset at any time using the “Reset Meters” button (in certain plugins) and manually enabled or disabled via the “Enable Metering” User Preference.

Preset Bar

Button	*Action*
↶	Undo the last parameter change.
↷	Redo the last parameter change.
〈	Switch to the previous preset.
“Preset Name”	Opens the preset drawer (Option/Alt + Click to reset all plugin settings to preset).
〉	Switch to the next preset.
A	Selects the A settings state.
→ ←	This copies the current settings to the opposite A/B state; i.e. if you’re on the A state, clicking the arrow will copy those settings to the B state.
B	Selects the B settings state.

Toolbar

Introduced in version 3.10, the toolbar at the bottom of the plugin holds a handful of shortcut buttons.

Icon	*Action*
⚙	Opens preferences menu
◔	Shows diagnostic information

Icon	*Action*
	Opens plugin manual in your default web browser
URL	Opens a URL representation of the current plugin control state (Command/Ctrl + Click to copy the URL to the clipboard)
	Opens language-selection menu
MIDI	Opens MIDI Learn menu
~~HQ~~ HQ!	Toggles HQ mode (only in certain plugins)
	Resets all meters (only in certain plugins)
–	Shrink interface
+	Enlarge interface

Keyboard Shortcuts

Action	*Keyboard Shortcut*
Enter New Parameter Value	Once you've clicked or double-clicked a control, type in a value, then hit `ENTER`, `RETURN`, *or* `TAB`. Depending on the control type, we support a variety of input values, such as fractions (e.g. 1/4 for 0.25), the kilo suffix (e.g. 4k for 4000), note values for time-based controls (e.g. 1/8T for an eighth note triplet or 1/4D for a dotted quarter note, relative to the current DAW or plugin BPM), and musical notes for frequency controls (e.g. A#5 for 923.33 Hz or Eb2 for 77.78 Hz).
Increment Parameter Value	`↑` *or* `→` arrow keys
Decrement Parameter Value	`↓` *or* `←` arrow keys
Jump to Next Parameter	`TAB`

Action	*Keyboard Shortcut*
Jump to Previous Parameter	`SHIFT` + `TAB` *or* `` ` `` (backtick)
Escape Parameter Focus / Close any Open Drawers	`ESC`
Tap Tempo	`T` *or* **Click** (N.B. For this to work, you must have a BPM or milliseconds control selected.)
Save Preset	`N` (N.B. For this to work, the preset panel must be open.)
Set Preset as Favorite	`F` (N.B. For this to work, the preset panel must be open.)
Edit Preset	`E` (N.B. For this to work, the preset panel must be open.)
Update Preset	`U` (N.B. For this to work, the preset panel must be open.)
Delete Preset	`DELETE` (N.B. For this to work, the preset panel must be open.)

Right-Click Actions

Action	*Instruction*
Read about Control in manual	**Right-Click** & select “Show in Plugin Manual”
Reset Control to Default	**Right-Click** & select “Reset to Factory Default Value”
Lock Control when switching presets	**Right-Click** & select “Lock When Switching Presets”
Copy current plugin settings to clipboard	**Right-Click** & select “Copy as URL to Clipboard”
Paste all plugin settings from clipboard	**Right-Click** & select “Paste From Clipboard”
Reset all plugin settings to Defaults	**Right-Click** & select “Reset All to Defaults”

Action	*Instruction*
Reset all plugin metering	**Right-Click** & select “Reset Meters” (only available in certain plugins)
Reset all plugin settings to Preset	**Right-Click** & select “Reset to [preset] Preset”
Update Preset with current plugin settings	**Right-Click** & select “Update [preset] Preset”
Create new Preset with current plugin settings	**Right-Click** & select “Create New Preset”
Go to the plugin’s manual page	**Right-Click** & select “Read [plugin name] Manual”

Right-Click Preferences

Action	*Explanation*
Language	Switch the display language of text elements in Goodhertz plugins. We currently support the following languages: English, Spanish, Portuguese, French, Italian, Japanese, Korean, Chinese (Simplified), Chinese (Traditional), and Arabic.
Always Open Advanced Pane	By default, this is *Off* — i.e. when the plugins open, they do not show you the advanced controls available by hitting the `•••` button in the sidebar. If you’d like to always see the advanced controls, enable this preference.
Control Granularity	By default, all Goodhertz controls move in small increments when dragged. If you prefer controls to operate with larger increments by default, change this option to *Coarse*. N.B. This will swap the behavior of the Shift mouse modifier - i.e. Shift-dragging will move a control with standard granularity when set to *Coarse*.
Dark Mode	Allows you to choose the color palette used for displaying the interface. If you prefer the look of dark colors (or work in a darker environment) enable this option. The *Auto* option will automatically

Action	*Explanation*
	adjust the color scheme depending on the system preferences of your machine (Mac only).
Enable Hover Markers	By default, this is *On* — i.e. all controls will show markers on hover. If you find this behavior unnecessary, deselect this option and no markers will be shown.
Enable Metering	By default, this is *On* — i.e. in normal operation, all audio meters and visualizations available in Goodhertz plugins are enabled and running. If you'd like to turn them off and disable all metering and visualization, deselect this option. And to turn them back on, simply reselect it. N.B. If you're struggling to use a large number of Goodhertz plugins on an older processor with an integrated GPU, sometimes disabling metering can help.
Enable Scroll Input	By default, all Goodhertz sliders can be *scrolled* in addition to dragged. If you find this behavior unnecessary, deselect this option and no scrolling events will be used to control Goodhertz sliders.
Enable Tooltips	By default, this is *On* — i.e. all controls will show a tooltip on hover. If you find this behavior unnecessary, deselect this option and no tooltips will be shown.
GPU Acceleration	By default, this is *Enabled* — i.e. the GPU will be prioritized whenever possible to improve graphics performance. If your graphics card does not support GPU acceleration, this preference will be automatically set to *Reduced*. N.B. If you experience graphics issues, disabling this preference may help.
Keyboard Focus	By default, you can get keyboard focus on any Goodhertz control with a single click. Change this option to ensure keyboard focus only occurs on double clicks.
Window Size	Enlarge or shrink the Goodhertz plugin window by selecting an option here. This will save your preference for all instances of this plugin.
Diagnostics	Displays general information about the plugin and the configuration of your system for diagnostic purposes. If you experience any issues with the plugin, it can be helpful to include this information when

Action	*Explanation*
	contacting us. N.B. Clicking this window will copy the contents to the clipboard.
MIDI Learn	Configure the mapping used to control parameters via MIDI messages. To assign a MIDI number to a control, enable *MIDI Learn* and send a MIDI message while a control is focused. To remove an assigned mapping, click on a mapping entry in the list or select *Clear All* to reset the entire mapping. N.B. You can assign different types of MIDI messages including Pitch Bend, Note, and CC messages.

Mouse Modifiers

Action	*Combination (Mac)*	*Combination (Windows)*
Reset Parameter to Default Value	`OPTION` + Click	`ALT` + Click
Move Control with Coarse Precision	`SHIFT` + Drag	`SHIFT` + Drag
Move Control with Fine Precision	`COMMAND` + Drag	`CTRL` + Drag
Move Control with Normal Precision	Drag	Drag

Automation

Unintentional digital clicks and pops are the worst. They happen for lots of reasons and often end up wasting your time with needless revisions or mastering surgery. When they go unnoticed, they can make their way onto commercial albums and releases.

Plugin automation is a common cause of clicks and pops. Sweeping an EQ band, changing a delay setting, and even automating a plugin bypass can cause digital artifacts if poorly handled.

This is not true for Goodhertz plugins. Any parameter in a Goodhertz plugin, even on/off switches, can be automated freely and smoothly without clicks, pops, or zipper noises (unless otherwise noted). You can push them, pull them, LFO them — whatever you do, they'll handle it gracefully.

Since our Master On/Off controls won't create artifacts, we recommend that you use them rather than your DAW-supplied plugin bypass if you want to disable plugin processing.

Plugin Settings

Goodhertz plugin settings can be copied and pasted as text urls, which look like this: https://goodhertz.com/vulf-comp/3.0.9?cm=0&wf=0&lf=100&lfc=50

To copy and paste, right click anywhere on the plugin interface and select either the copy or the paste option.

E.g. If you paste "https://goodhertz.com/vulf-comp/3.0.9?cm=0&wf=0&lf=100&lfc=50" into Vulf Compressor it will recall the settings associated with that url. This way you can easily send an *exact* plugin setting to someone — in an email or a text — without any guesswork or screenshots.

System Requirements

Mac OS X ≥ 10.13
Audio Unit 64-Bit, VST 64-Bit, VST3 64-Bit, **or** AAX 64-Bit host

Windows ≥ 10
VST 64-Bit, VST3 64-Bit, **or** AAX 64-Bit host

Contact Support

To send plugin feedback, please e-mail us at feedback@goodhertz.com.

If you're having trouble, experiencing a technical issue, or you think you've found a bug, please email support@goodhertz.com.

Find all our contact info & bug-reporting protocol on the contact page.