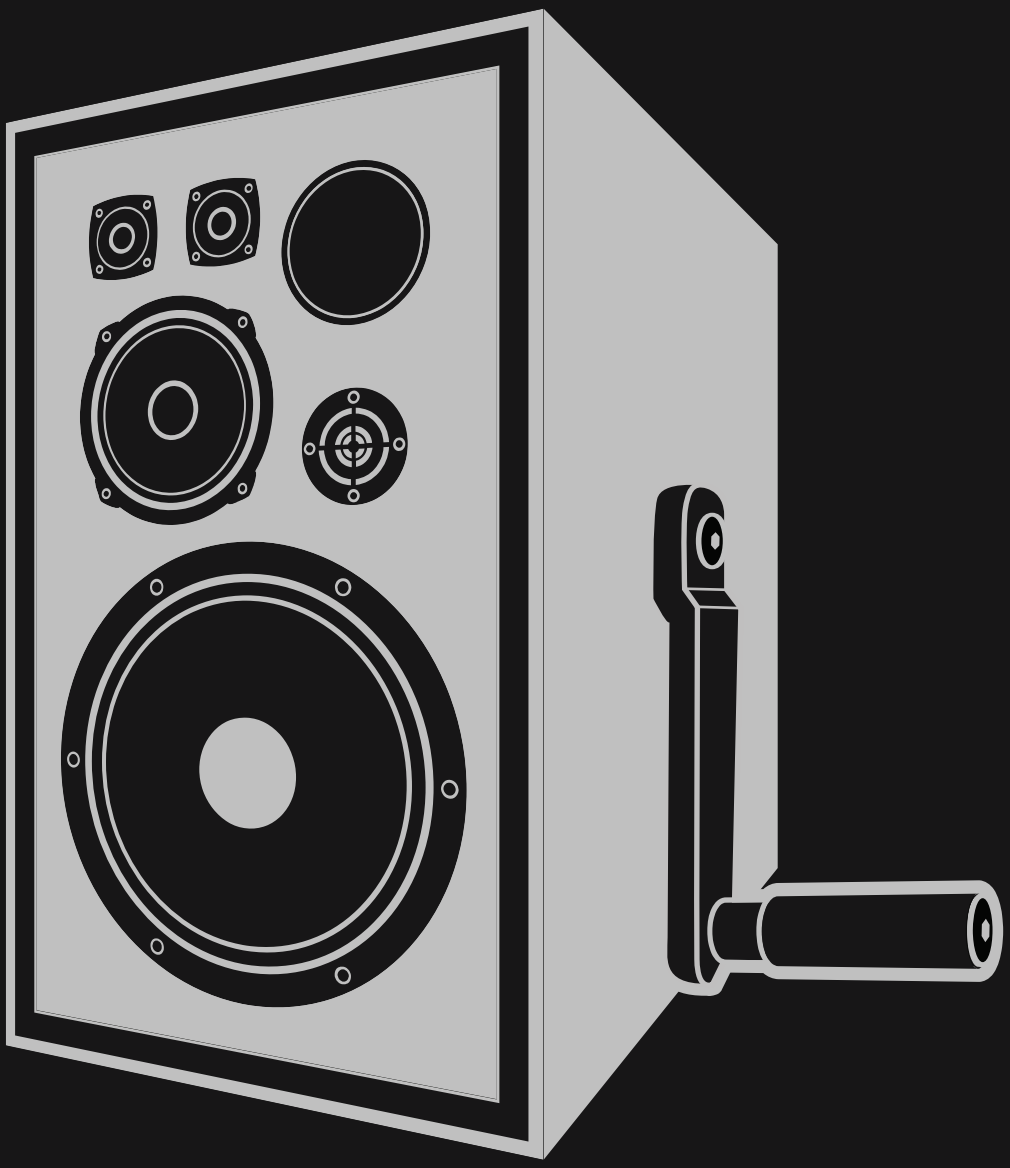


NEWFANGLED AUDIO

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Newfangled Audio
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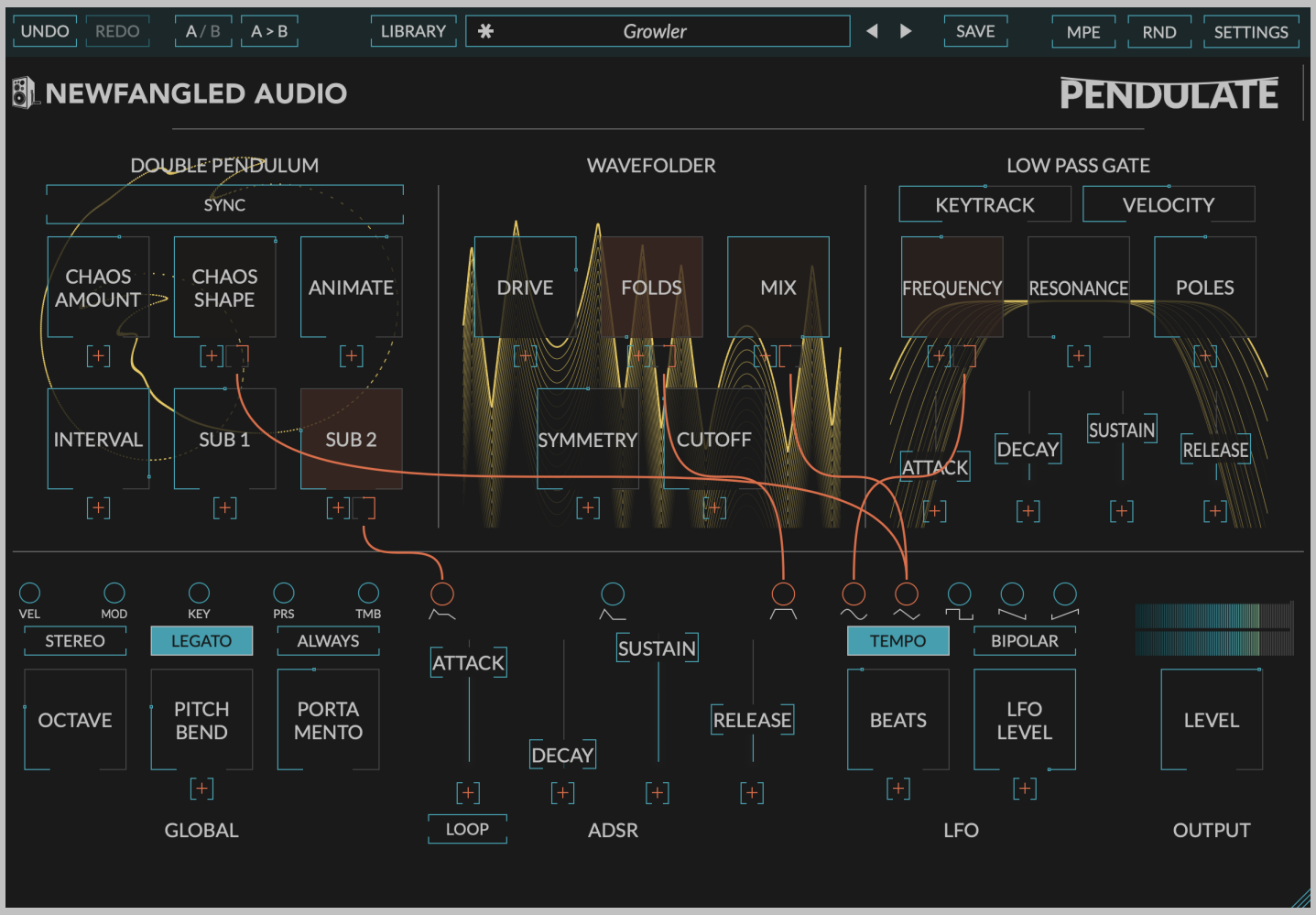
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Chapter 1

Newfangled Audio Pendulate



cha·os

1. (Physics) behavior so unpredictable as to appear random, owing to great sensitivity to small changes in conditions. Pendulate is a synthesizer built on a chaotic oscillator.
2. the formless matter supposed to have existed before the creation of the universe.

Pendulate is a monosynth loosely based on a "West Coast" architecture (referring to synthesizers designed by Buchla and Serge), however, it uses a chaotic oscillator based on the physics of a double pendulum.

The double pendulum is chaotic in the mathematical sense: what initially looks like randomness contains underlying patterns, interconnectedness, constant feedback loops, repetition, self-similarity, fractals, and self-organization. When designing the Pendulate oscillator we took great care to bring out these underlying patterns and create an oscillator that can smoothly fade from a sine wave to total chaos, with an expanse of territory to explore in between.

The output of the double pendulum oscillator is run through a wavefolder section, and followed by a low pass gate. Every parameter in all three sections can be modulated by an envelope generator, an LFO, and MIDI and MPE controllers.

The manual will break out each of these sections and give you some tips about how to get most out of this unique synth.

Chapter 2

Navigation Bar

At the very top of the plug-in is a navigation bar which allows you to undo and redo changes, access the preset librarian, settings, and manage several other global features of the plug-in.



2.1 UNDO/REDO

On the far left is an UNDO and REDO button. After changing any plug-in parameter in the plug-in interface the UNDO button will activate. Pressing it at this point will undo this action. At this point the REDO button will become active, and pressing it will redo this action. Multiple levels of undo are available and you can move back through several changes to reach an earlier state.

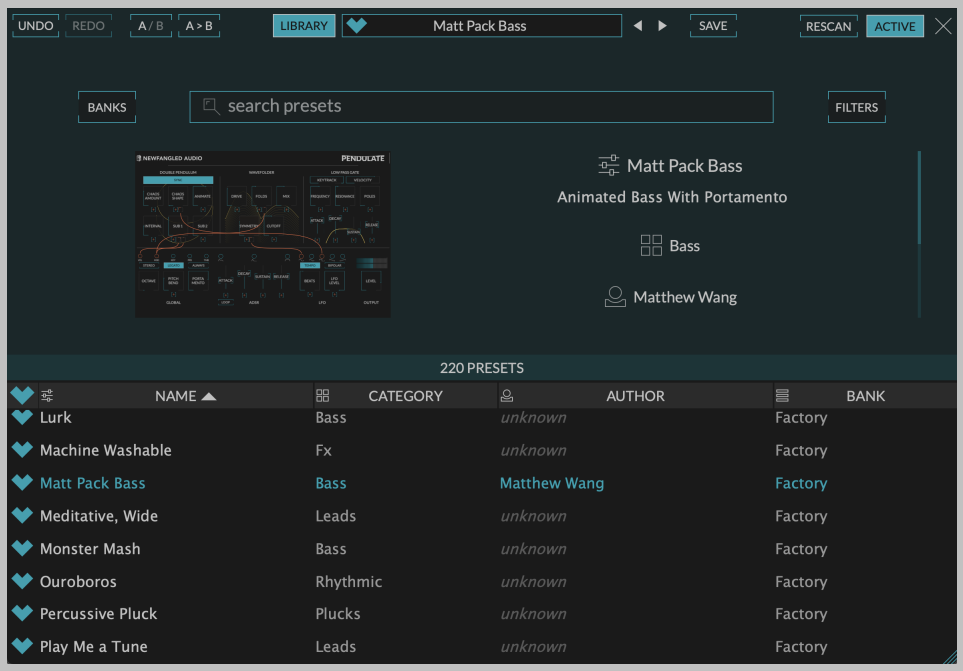
2.2 A/B COMPARE

Next you'll find buttons labeled A/B and A>B. These two buttons allow you to easily toggle between two states of the plug-in and compare the sounds. By default the plug-in is in the A state and you'll notice that the "A" is highlighted. In this state pressing the A>B button will copy the A state to the B state. Toggling the A/B button will switch to the B state, highlighting the "B" and switching the A>B button to B>A (allowing you to copy the B state to the A state).

Any changes you make in the plug-in interface will update the highlighted state. In this way, you can copy the A state of the plug-in to the B state, make changes to the A state, and use the A/B button to compare these two states.

2.3 LIBRARY

The Library button launches the Preset Librarian which can be used to explore the plug-ins presets based on any combination of category, author, tags, or favorites.



The Preset Librarian is split into four main sections.

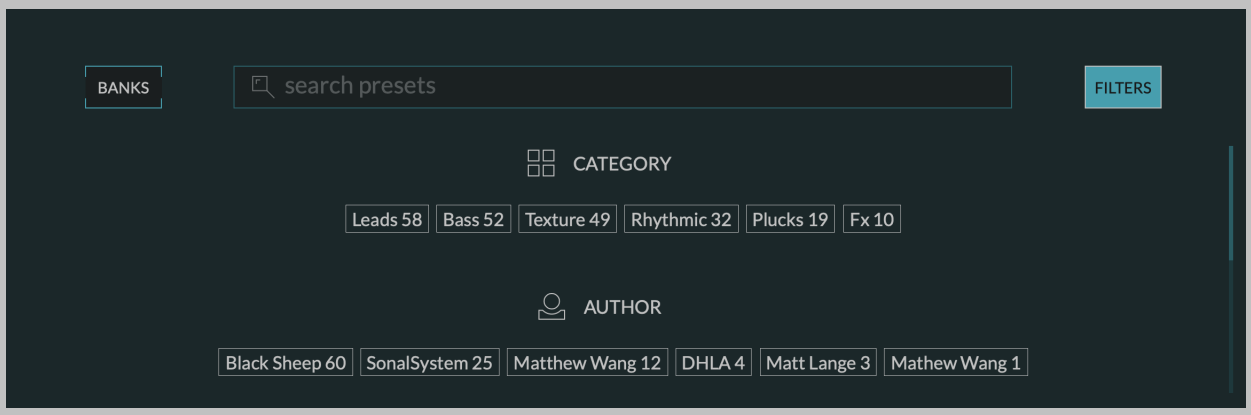
2.3.1 SEARCH and FILTERS

The top of the Preset Librarian shows the BANKS, SEARCH BAR, and FILTERS.

Typing a phrase into the search bar will allow you to search all the presets by a given phrase. You can further restrict this search by selecting a BANK or FILTERS.

Pressing the BANKS button opens a screen which allows you to restrict your search to the presets in either the FACTORY or USER bank. Or additional preset banks if you have any installed.

Pressing the FILTERS button opens a screen which allows you to restrict your search to presets matching a specific CATEGORY, AUTHOR, or one of several TAGS. Additionally, you can restrict your search to FAVORITES if desired.



2.3.2 PRESET LIST

The bottom of the Preset Librarian shows the list of presets which match the current criteria. It displays the FAVORITE status using a heart icon, the preset NAME, the preset CATEGORY, the preset AUTHOR, and the preset BANK. You can sort the list by any of these. The up and down arrows on your keyboard will allow you to toggle through the presets.

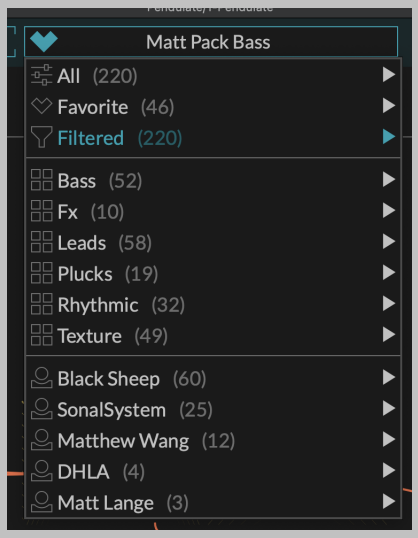
2.3.3 PRESET INFO

The center right of the Preset Librarian displays information about the currently loaded preset. This area shows the preset name, a short description if available, the category, the preset author - including a link to their work, the preset's tags, and its bank.

2.3.4 PLUGIN UI

The center left of the Preset Librarian displays a miniature version of the plug-in UI. This plug-in UI is not editable, but it is live and will show you the current settings of the plug-in, as well as any meters. We've found it incredibly useful to see this display as we've toggled through presets to get a sense of what each preset does.

2.4 PRESET SELECTOR



In the center of the navigation bar is a dropdown preset selector. Clicking on this preset selector will show you the plug-ins presets in several views.

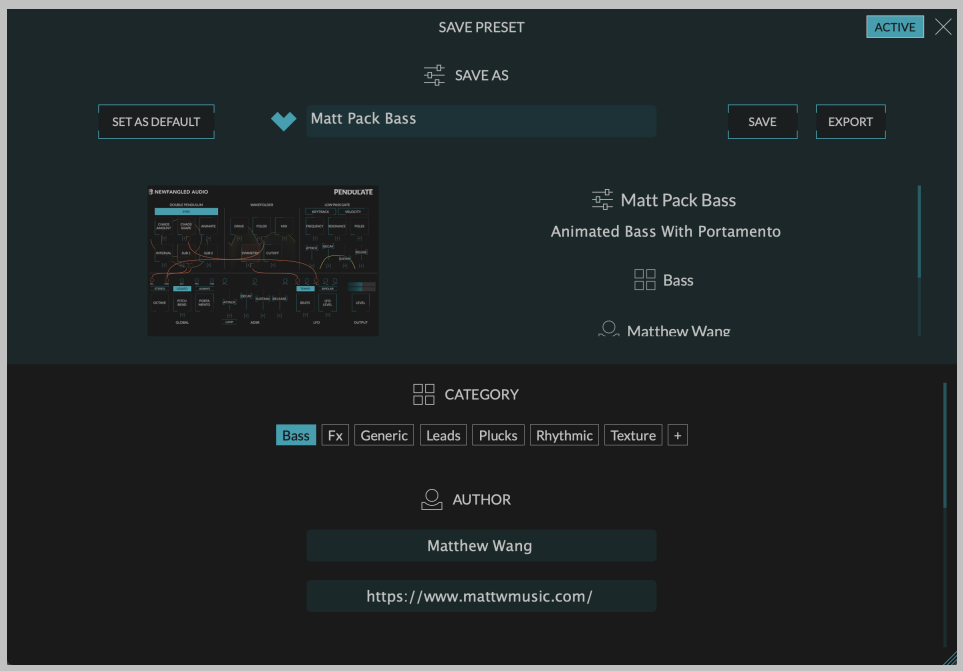
1. All will show you all the presets in alphabetical order.
2. Favorite will show you all your favorite presets in alphabetical order.
3. Filtered will show you all the presets which correspond to the current filter in alphabetical order. This filter is set up in the preset librarian.
4. Underneath these the presets are displayed according to their Category, as assigned when a preset is saved.

Once you load a preset from this dropdown list the Left and Right arrow buttons allow you to toggle through the selected subgroup in order. For more advanced preset selection click the LIBRARY button to enter the preset librarian.

Additionally, if you like the sound of the current preset you can click the heart icon to set the loaded preset as a favorite. If a loaded preset is modified the heart icon will become an asterisk and the preset name is italicized, indicating that the current sate no longer matches that of the saved preset.

2.5 SAVE

The SAVE button launches the preset save screen where you can save a preset and assign categories, tags, and descriptions, as well as set the default state of the plug-in.



2.5.1 PRESET NAME

This field sets the preset name. There can only be one preset with a given name.

2.5.2 SET AS DEFAULT

This button will set the current state of the plug-in as a plug-ins default. This means when you load the plug-in the it will default to these settings.

2.5.3 HEART ICON

This will mark this preset as a favorite when you save it.

2.5.4 SAVE BUTTON

This button saves the preset

2.5.5 EXPORT BUTTON

In order to be browsed by the plug-in the presets are saved in a particular folder. However, if you want to save the preset elsewhere on your computer you can use the EXPORT button to export it as a file.

2.5.6 PLUGIN UI and DESCRIPTION

This section shows the current settings of the plug-in, and how it will appear in the preset librarian.

2.5.7 CATEGORY

Set the category for the preset you are saving. A preset can have only one category. If the preset doesn't fit into any of the existing categories you can use the (+) button to create a new one.

The existing categories are based on those that are found in the existing presets. If you create a new one it will appear in this list with an "X" on it. If you decide not to use the newly created CATEGORY you can remove it by clicking on the "X". However, once the preset is saved this category will be permanent and available to all newly saved presets, unless you delete all presets which use it.

2.5.8 AUTHOR

The AUTHOR section allows you to add your name and a url if you maintain a presence on the web. This will be automatically populated with the information from the last saved preset, so you will only likely need to enter it once.

2.5.9 TAGS

You can add any number of TAGS to a saved preset. These TAGS will allow your preset to be found in the preset librarian. It's best to add the tags that apply to the preset, and don't add the ones that don't. You can create a new tag using the (+) button.

The existing tags are based on those that are found in the existing presets. If you create a new one it will appear in this list with an "X" on it. If you decide not to use the newly created TAG you can remove it by clicking on the "X". However, once the preset is saved this tag will be permanent and available to all newly saved presets, unless you delete all presets which use it.

2.5.10 DESCRIPTION

If desired you can add a short description to the preset. It's best to use this field to add information about what a preset is for, or any hints for a user about how to use it.

2.6 MPE

Generate supports a relatively new MIDI mode called Midi Polyphonic Expression, or MPE. If you're using an MPE compatible controller and an

MPE compatible host, turning on the MPE button will allow you to have polyphonic pitch bend, pressure, and timbre controls. Generate is already amazing with a normal midi setup, but MPE allows you to add another level of expressiveness.

2.7 RND

Generate also has a random preset generator. You can engage this by hitting the RND button.

2.8 SETTINGS

The SETTINGS button pops down a settings page which contains additional options. They are sorted into 4 tabs.



2.8.1 GENERAL

INSTALLED VERSION

This displays the version number that is currently installed. If you are running the latest version it will tell you. If there is an update an UPDATE button will appear. Clicking this button will bring you to the downloads page where you can get the latest version.

USER GUIDE

Pressing the SHOW button will launch this user guide.

2.8.2 GRAPHICS

SHOW METERS

The SHOW METERS button will show or hide the additional meters in the plug-in. Specifically, turning it off will hide the glow in the RADAR control, the envelope graph behind the LEVEL DETECTOR section, and the curve graphic behind the CURVE section.

BRIGHTNESS

The BRIGHTNESS control will control the brightness of the glow in the RADAR control, the envelope graph behind the LEVEL DETECTOR section, and the curve graphic behind the CURVE section.

OPENGL GRAPHICS RENDERING

The USE OPENGL button will enable OpenGL rendering of the UI. For this setting to take effect you must close and reopen the UI. If you that the plug-in UI renders better with OpenGL on or off on your computer you can save this as the default setting and new instantiations will always load using this setting.

COLOR SCHEME

The COLOR SCHEME dropdown will allow you to choose one of several different color schemes for your viewing pleasure.

SHOW CONTROLS

Alternatively the SHOW CONTROLS button will turn the UI controls on or off. When the UI controls are off you can't modify the settings, but you can look at the visualizations.

SHOW CABLES

The SHOW CABLES button will turn the modulations cables on all the time, rather than dynamically showing them while you're patching.

2.8.3 PRESETS

PRESETS FOLDER

Clicking the REVEAL button will bring you to the presets folder. This is only necessary if you want to share you presets with someone else, or access these files for another reason.

DEFAULT SETTINGS

Pressing the SAVE button will save all the current settings as the default for the plug-in. This is useful if you'd like a different starting point than the one we've provided.

PITCH BEND LOCK

The PITCH BEND LOCK button allows you to lock the amount of PITCH BEND as you scroll through presets. Many people prefer a certain PITCH BEND amount on all presets, and many MPE controllers require this to have the same setting as the controller.

MIDI LOCK

The MIDI LOCK button prevents preset loading from altering your midi mappings.

2.8.4 MIDI

TIMBRE MIDI CC

The TIMBRE MIDI CC knob allows you to override the MIDI controller message which is routed to the TIMBRE modulation output. By default this is set to MIDI CC #74, which is often set as the Y-Axis on MPE controllers, but you can change this to be any MIDI CC and use it to route your controller into the modulation engine. When MPE is active, Midi Learn functionality for the selected TIMBRE MIDI CC is disabled.

2.8.5 TUNING

TUNING MASTER

Generate defaults to the standard 12-TET Equal Temperament tuning, however, it has support for alternate tuning systems via the MTS-ESP system from ODDSound. When an MTS-ESP Master plug-in is instantiated (like the free MTS-ESP MINI plug-in from ODDSound) Generate will connect to it and receive scale and tuning information from it. To check connection status and active scale look for the TUNING MASTER and SCALE fields on the SETTINGS page.

2.9 Resize

The bottom right corner of the UI will allow you to resize the plug-in. To change the default plug-in size drag the plug-in to the desired size and save over the default preset.

Chapter 3

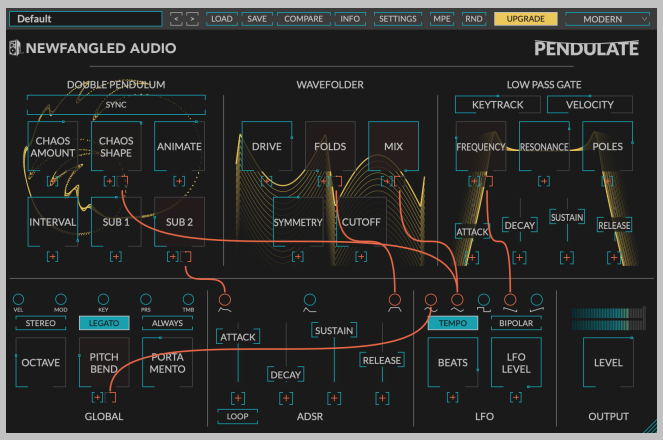
Parameters and Metering

3.1 Controls

Pendulate has several control types, including vertical sliders, rotary knobs, drop-down menus, and toggle and radio buttons, all of which have tool-tips which will give you more information about their function if you hover your mouse above them.

In general, all sliders and knobs can be double clicked to type in a specific value, option-clicked (alt-click on windows) to return them to their default value, or command-clicked or control-clicked to enter a vernier mode for fine tuning.

3.2 Patching Modulation



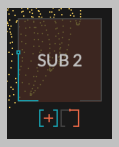
The large knobs in Pendulate allow you to patch up any of the Modulation Outputs to each control. There is no limit on the number of modulation connections that can be created. When you click on a Modu-

lation Output a small square knob appears below each modulateable control. When the Modulation Output is highlighted you can patch it to a control by clicking on the small square knob, or, turn the small square knob to dial in just a small amount of modulation. When the small square knob is set to top dead center, there is no modulation being applied. Turn to the right to add the modulation signal, or turn to the left to subtract it.

Alternatively, you can patch multiple Modulation Outputs to a knob by clicking the (+) button under a knob. Doing this will turn each Modulation Output into a knob which will control the amount of that modulation output routed to that control.

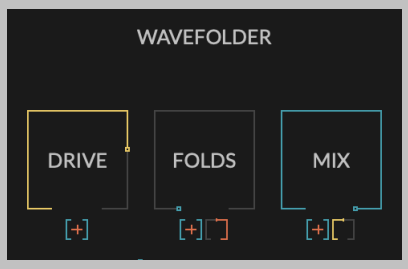
Clicking on an existing modulation knob will toggle it between its current value and off. Right clicking it will totally clear the modulation route. Moving your mouse off of a modulation route that's set to 0 will remove it from the UI.

If too many Modulation Outputs are routed to one knob the UI will display ellipses (...) to show that all the connections cannot be displayed, but you can still modify these connections by clicking the (+) button.



A parameter knob that is connected to a modulator will give visual feedback on the amount of modulation being applied to the signal as the orange glow becomes more saturated, the parameter is more strongly affected.

3.3 MIDI Learn

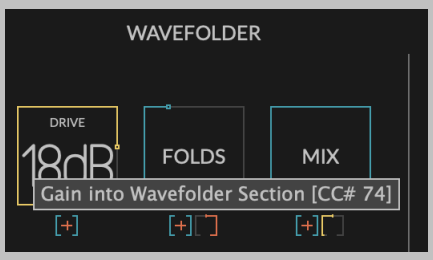


Pendulate's toggle buttons and knobs can be mapped to any MIDI controller number.

Hold down right click on a control to initiate MIDI Learn. The control will change colors to indicate that it's in learn mode, and will stay in learn mode for 1 second after the right click is released. While in learn

mode, any incoming MIDI control messages will link the control to the message's corresponding controller number.

Once a control has been learned you can clear it by right clicking the control, this will return the control to the default color.



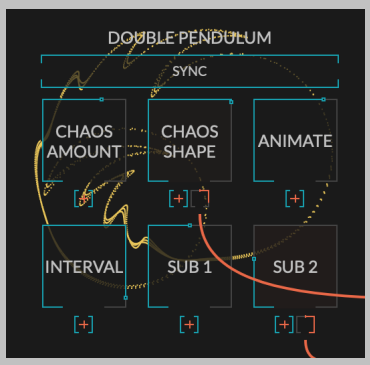
Hovering over the control to reveal the tooltip will also show the current midi controller mapping as well as an asterisk if the mapping has been disabled due to conflict with Generate's TIMBRE MIDI CC setting. In order to replace a midi mapping, simply repeat the actions outlined above—the new MIDI controller number will overwrite the existing one. In order to completely clear a midi mapping, simply right click the desired control and release the click without moving any MIDI controllers.

3.4 Main Voice

The top half of Pendulate is broken into three main synth voice sections, the DOUBLE PENDULUM, the WAVEFOLDER, and the LOW PASS GATE (LPG). The bottom half contains the Modulation Outputs, the Modulation Page buttons, the Effect Page buttons, the display area for the selected page, and the Output Level section.

3.4.1 Double Pendulum

This section control the DOUBLE PENDULUM and associated oscillators. The DOUBLE PENDULUM page is actually comprised of 4 "oscillators": a sine wave oscillator at the keyed note - representing the first arm of the double pendulum, a chaotic "oscillator" called a generator which interacts with the sine wave oscillator - representing the second arm of the double pendulum, and two sub oscillators 1 and 2 octaves below the keyed noted.



Chaos Amount

The CHAOS AMOUNT knob blends between the keyed sinewave oscillator and the chaotic generator, you can think of it as a ratio between the length of the first pendulum arm and the second. The chaotic generator often has higher harmonics than the keyed oscillator, so it usually sounds brighter - but not always.

Chaos Shape

The CHAOS SHAPE changes the shape of the chaotic generator. This is where the magic happens, turning it up usually means less predictability but not always. Small changes can sometimes make a big difference, but hey, it's a chaos generator.

Animate

The ANIMATE knob detunes the chaotic generator from the keyed oscillator to add motion to the sound. It's a very unique effect.

Interval

The INTERVAL dropdown sets the relative interval between the keyed oscillator and the chaotic generator. The effect of this is really only apparent when the Chaos Shape is at or near 0. When Chaos Shape is much higher than that there is a subtle effect, but it's mostly swamped by the chaotic system.

Osc Sync

The OSC SYNC button syncs the chaotic generator to the keyed oscillator. This can drastically change the sound and often has the effect of dropping the apparent sound an octave and adding gritty harmonics.

Sub 1

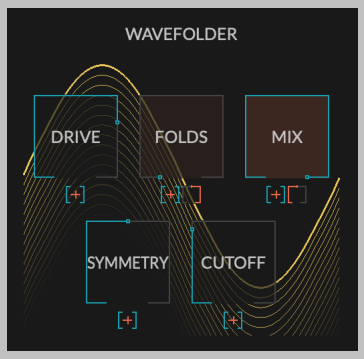
The SUB 1 knob controls the level of the 1-octave-down sub oscillator.

Sub 2

The SUB 2 knob controls the level of the 2-octave-down sub oscillator.

3.4.2 Wavefolder

A wavefolder is a type of waveshaping that folds the wave back on itself several times. This creates a rich set of harmonics for the input signal and is a type of additive synthesis originated by Buchla and common in modular synthesis. The knobs control the shape of the wavefolding, and therefore, the harmonics generated. Modulating the wavefolder creates a set of moving harmonics that sound quite interesting and pleasant. The wavefolder in Pendulate is based loosely on the one in the Buchla 259 complex oscillator.



Drive

The DRIVE knob sets the amount of drive going into the wavefolder.

Folds

The FOLDS knob controls the number of folds the wavefolder is adding to the signal. More folds produces more harmonics. You may need to drive this wavefolder harder to see all the folds.

Mix

The MIX knob controls the mix between the dry input and the wavefolder output.

Symmetry

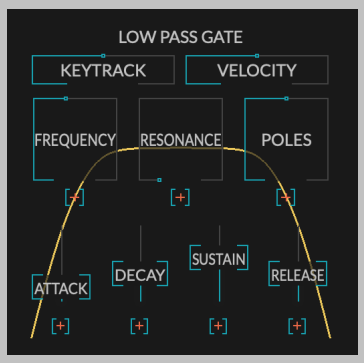
The SYMMETRY knob controls the DC offset into the wavefolder, by making the fold asymmetric it can add even harmonics to the output, instead of just odd harmonics. This can sound really great when modulated.

Cutoff

The CUTOFF control modulates the cutoff frequency of a gentle (6dB/octave) low pass filter. The filter's cutoff defaults at 1.3kHz, the cutoff point used in the 259's output filter.

3.4.3 Low Pass Gate

A Low Pass Gate (LPG) is a combination of a VCA and Low Pass Filter which can create a very natural, pleasing sound. The one used in Pendulate is a modified version of one based on a design by Don Buchla.



Key Track

KEY TRACK allows the cutoff frequency of the LPG to be set by the note you're playing. If KEYTRACK is 0% the cutoff frequency of the LPG is not effected by the note value and is set by the FREQUENCY knob only. If it's 100% it is modified by the FREQUENCY knob, but also scales with frequency so all notes will have the same timbre.

Frequency

The FREQUENCY knob loosely controls the maximum cutoff of the filter. It's not exact because the underlying modeled circuit doesn't really map to frequency well.

Resonance

The RESONANCE knob controls resonance of the LPG filter when the POLES control is turned greater than 1. This control is not active at all

when POLES is at 1 and becomes more apparent the higher POLES is turned.

Poles

The POLES knob morphs between a VCA style Low Pass Gate (one pole low pass filter) and a resonant (three pole) Low Pass Filter. Modulate it.

Attack

The ATTACK slider controls the attack time of the ADSR which drives the LPG.

Decay

The DECAY slider controls the decay time of the ADSR which drives the LPG.

Sustain

The SUSTAIN slider controls the sustain level of the ADSR which drives the LPG.

Release

The RELEASE slider controls the release time of the ADSR which drives the LPG.

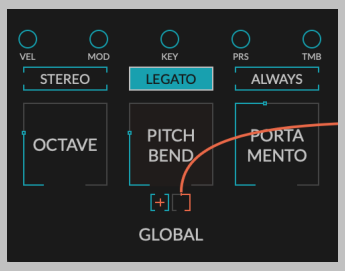
3.5 Modulators and Global Voice Settings

Pendulate contains several modulation sources that can be applied to the main voice.

3.5.1 Global Voice Settings

The Global Settings page allows you you to set the main parameters for voice and pitch. The modulation outputs situated above the GLOBAL parameter button allows you to map MIDI and MPE modulation sources to different parameters.

The Global Page contains modulation sources that come from the keyboard or midi sequencer and parameters which are global to Pendulate.



Octave

The OCTAVE knob selects the base octave for the synth. This can be anywhere from -2 to +2 octaves.

Stereo

The STEREO button allows you to select between STEREO and monaural output.

Pitch Bend

The PITCH BEND knob controls the Pitch Bend amount. This is useful in general. When MPE is active this must be set to the same amount as the MPE controller to work correctly.

To prevent this setting being overwritten when a preset loads, enable Pitch Bend Lock in the Settings menu.

Pitch Modulation

The PITCH BEND knob is also a modulation destination. This allows you to route any modulation output to the Master Pitch, allowing you to do vibrato, pitch stabs, and more. The total amount of pitch modulation available is set by the PITCH BEND knob.

Hint: To add vibrato, route an LFO Triangle wave to the master pitch. Then route the MOD WHEEL output to the LFO OUTPUT LEVEL modulation control.

Legato

The LEGATO button toggles a legato mode. When LEGATO is off, each note press will go through the entire ADSR cycle. However, when LEGATO is on, only staccato notes will trigger a new attack, legato notes will not.

Portamento

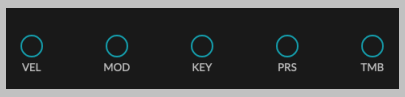
The PORTAMENTO knob controls the Portamento time in mS.

Always

When ALWAYS is active, portamento will always be applied to all new notes. When inactive, portamento will only occur for notes that have been activated while another note is already playing. Great when combined with LEGATO!

Global Modulation Outputs

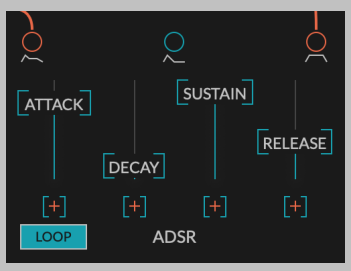
These modulation outputs allow common MIDI and MPE controller signals to be mapped to parameters.



1. **VEL** maps the the current MIDI note's velocity to any Modulation Input.
2. **MOD** maps the MIDI Mod Wheel Output to any Modulation Input.
3. **KEY** maps the relative pitch from the currently pressed KEY to any Modulation Input. This can be used for adding key following to any parameter.
4. **PRS** maps the midi Pressure output to any Modulation Input. When MPE is active this is per note.
5. **TMB** is the MPE Timbre Modulation Output, also known as MIDI CC74. It's often mapped to the height along the key on several common MPE controllers. This is only available when MPE is enabled. Alternatively, TMB can be mapped to output any MIDI CC on the settings page, so you can use it to patch an expression pedal or other controller into Pendulate's modulation system.

3.5.2 ADSR

The ADSR creates three modulation signals when a note is pressed. These are a full ADSR envelope, an AD envelope, and an ASR envelope. All three of these envelopes can be used as modulators.



Loop

The LOOP button detaches the Mod Envelope from the note on control, and instead loops it, turning it into a second LFO. Instead of setting the LFO Rate and Shape, you control the speed and shape of the looping Envelope using the ATTACK, DECAY, SUSTAIN, and RELEASE times. This can create an interesting, natural, almost throbbing modulation from each of the ADSR, AD, and ASR outputs.

Attack

The ATTACK slider is the attack time of the envelope in mS.

Decay

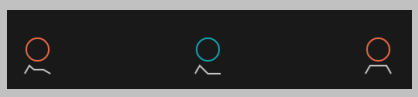
The DECAY slider is the decay time of the envelope in mS.

Sustain

The SUSTAIN slider is the sustain level of the envelope.

Release

The RELEASE is the release time of the envelope in mS.

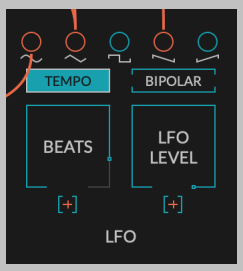


ADSR Outputs

1. **ADSR** maps the envelope's ADSR output to a Modulation Destination.
2. **ADR** maps the envelope's ADR output to a Modulation Destination. This envelope will always return to zero when it has completed its decay phase, so the Sustain control will not affect its operation. If a note is released before the envelope has finished decaying, the signal will continue to decay using the Release time.
3. **ASR** maps the envelope's ASR output to a Modulation Destination. This envelope rises according to the Attack time and remains at the Sustain level until the note is release. The decay control does not affect its operation.

3.5.3 LFO

There is an LFO with a sine, triangle, pulse, sawtooth, and ramp output.



BEATS

Use this knob to set the LFO Rate in Beats. This knob is only available when the the TEMPO button is on.

FREQUENCY

Use this knob to set the LFO Rate in Hz. This knob is only available when the TEMPO button is off.

TEMPO

The TEMPO button toggles whether the BEATS or FREQUENCY knob is active.

OUT LEVEL

The OUT LEVEL knob will control the master output level of the LFO. This might be considered a bit redundant, because there are already level knobs for every modulation routing, however, because you can modulate this output level control, this allows you to create more complex modulation signals by using, for instance, an Envelope to modulate the amount of LFO being applied to another control. This can be very powerful when used with MPE to allow note dependent control of LFO levels in real time.

BIPOLAR

By default the LFO outputs are unipolar, meaning they only add modulation to the position of the knob. However, some desired modulation routings, like vibrato, require the LFO to modulate around the parameters setting by both adding and subtracting from it. If you wish to do this, turn on the BIPOLAR button.

In other words, when BIPOLAR is off the LFO outputs draw their shapes between 0 and 1. When it's on they draw their shapes between -1 and 1.



LFO Outputs

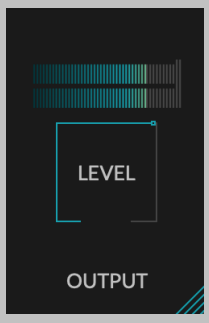
1. **Sine** outputs a sine wave
2. **Triangle** outputs a triangle wave.
3. **Pulse** outputs a pulse wave, also known as a square wave.
4. **Saw** outputs a down-going sawtooth wave.
5. **Ramp** outputs an upward-going ramp wave.

LFO Sync

Pendulate's LFO is designed to synchronize with your DAW's playhead. To take advantage of this feature, make sure the playhead is on the first beat of a measure and press Play—the LFO will now run in time with the session. When Play is not engaged, the LFO will retrigger on a key press depending on the legato setting.

3.5.4 Output

This is the final output of the effects section and the level control for the whole instrument. This control is before the output limiter, so you can turn it up as much as you'd like, if you'd like to overdrive the limiter. Turning this knob down to -100dB will mute the output.



The output level meter shows the final output level of the plug-in from -60dB to 0dB.

Chapter 4

Installation and Instantiation

Pendulate is licensed through Newfangled Audio's A.L. licensing system with a Newfangled Audio account. You can download the plug-in installer at `http://www.newfangledaudio.com/downloads`.

4.1 A.L. License

To activate Pendulate on your computer, open the plug-in, navigate to the SETTINGS page, and press the LICENSE MANAGER button. Sign in with your Newfangled Audio account and the License Manager will activate this computer. Each license includes two activations, so you can use Pendulate on two computers at the same time.

You can deactivate a computer or move an activation at any time, either from the License Manager in the plug-in or by managing your devices at `http://my.newfangledaudio.com`.

A.L. licensing is provided by the A.L. framework, which is installed alongside the plug-in. If Pendulate reports that the licensing framework is not found, press the INSTALL button on the SETTINGS page, or download the installer directly from `http://al.audio/installer`. After installing the framework, restart your DAW.

4.2 Installing Your Plug-In

Once you've launched the plug-in installer, it will take you through several pages of options. We have tried to choose defaults for these options which will best serve the majority of users, but it is worth a minute to make sure you understand these options before clicking through to the next page. A common issue with Windows VST plug-ins is choosing the correct VST directory, which can be different on each system. Please pay

special attention to this setting. Once you have followed through the installer, your plug-ins and presets should be in your chosen locations, and you can hit finish to end the installer application.

At this point, you should be ready to use your Pendulate Plug-In.

4.3 Removing or Uninstalling your Plug-In

We're sure you'll love your Newfangled Audio plug-ins, but if you ever want to remove them from your machine it's as easy as removing the following files.

For Mac:

- Macintosh HD/Library/Audio/Plug-Ins/Components/<Plug-In Name>.component
- Macintosh HD/Library/Audio/Plug-Ins/VST/Newfangled Audio/<Plug-In Name>.vst
- Macintosh HD/Library/Audio/Plug-Ins/VST3/Newfangled Audio/<Plug-In Name>.vst3
- Macintosh HD/Library/Application Support/Avid/Audio/Plug-Ins/Newfangled Audio/<Plug-In Name>.aaxplugin
- /Music/Newfangled Audio/<Plug-In Name>/

For Windows:

- c:\Program Files\Common\Steinberg\VST2\Newfangled Audio\<Plug-In Name>.dll
- c:\Program Files\Common\VST3\Newfangled Audio\<Plug-In Name>.vst3
- c:\Program Files\Common\Avid\Audio\Plug-Ins\Newfangled Audio
  <Plug-In Name>.aaxplugin
- My Documents\Newfangled Audio\<Plug-In Name>\

Chapter 5

Conclusion

We hope you enjoy Newfangled Audio's Pendulate plug-in. If you have any questions, comments, or concerns please write us at support@newfangledaudio.com

Chapter 6

About Newfangled Audio

The Oxford English Dictionary defines Newfangled as "objectionably new".

Music technology can sometimes be a backward looking pursuit. This is understandable, the purpose of music technology should be to help musicians make great music. There have been many great pieces of gear in the past and we should seek to keep these pieces and make them available to people who want to use them, and the time and dedication required to master a musical instrument means that changes in their design are often evolutionary rather than revolutionary.

However, the great pieces of gear from yesteryear are more often than not those that contained new ideas in their time. The reverence we have for these pieces can sometimes turn into fetishism, and mindless re-creation of classic gear can fail to inspire musicians and artists to take new risks. It's important to make sure artists and engineers have access to good tools that inspire them and don't stand in their way, but these tools should never be used as a security blanket to stand in the way of an artist or engineers ears and taste.

Newfangled Audio seeks to only make gear that incorporates new ideas. We want to make gear that is great, but only using ideas that others are not. We realize that deviation from the norm might sometimes be objectionable. The Oxford English Dictionary defines Newfangled as "objectionably new".