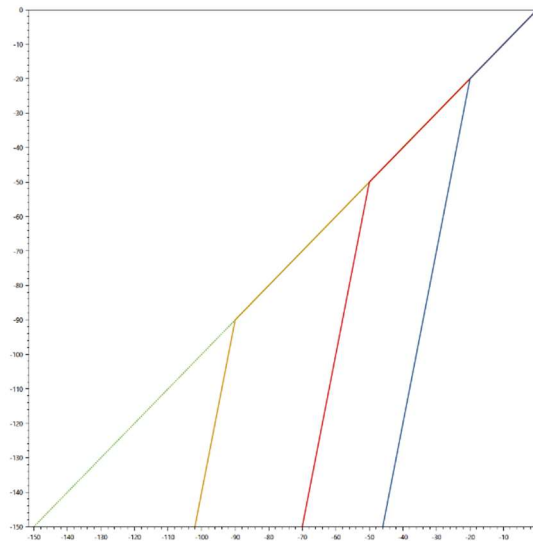


Noise Invader v3.0

Designed by Ghost Note Audio

Noise Invader is a “downward expander” plugin, designed specifically for noise suppression when playing an electric guitar through a virtual amplifier plugin. A downward expander can be thought of as a compressor working in reverse; instead of reducing gain when the input signal goes **above** a certain threshold, it reduces the gain when the input signal goes **below** a threshold.



Example of how a downward expander affects gain.

Installation

Installation is done by simply copying the NoiseInvader3_x64.dll file into your VST2 directory.

Setup

Noise Invader works best if applied at the start of your signal chain, **before** any amp simulation or distortion effects.

Parameters

Threshold

The level at which noise suppression starts to be applied. Typically, this is around -100 dB to -60 dB for most audio interfaces.

Transition

This is the width of the gain band over which downward expansion is applied. When set to zero, the plugin will work as a hard gate, and immediately apply the maximum gain reduction. When set to higher levels, the gain reduction is applied more gradually, resulting in more natural note decay.

Expansion

Sets the maximum gain reduction that the effect will apply. Values of 40-80dB are usually appropriate if the effect is placed before the gain stage, 20-40dB if placed after.

Decay

Controls how quickly the signal fades out when the gate closes. Set to a low value for a sharp, dry sound. Set to moderate or high level for a less processed, natural sound. Setting it too low may cause “chatter” where the gain may rapidly open and close when close to the threshold.

Hysteresis

Use this parameter to limit the amount of chatter (gain flickering up and down rapidly). Hysteresis prevents the gate from immediately re-opening after passing below the threshold, until it reaches an additional level of input gain.