

Blue Cat's AcouFiend User Manual



"Creative feedback is not evil"



Table Of Content

- [Introduction](#)
 - [Description](#)
 - [System Requirements](#)
 - [Installation](#)
 - [First Launch](#)
- [Using Blue Cat's AcouFiend](#)
 - [Introduction](#)
 - [The User Interface](#)
 - [Operation](#)
- [Blue Cat Audio Plug- ins Basics](#)
 - [User Interface Basics](#)
 - [Controls](#)
 - [Keyboard](#)
 - [Mouse](#)
 - [Presets Management](#)
 - [MIDI & Automation Control](#)
 - [More](#)
- [Blue Cat's AcouFiend Parameters](#)
- [Plug- in Settings](#)
 - [The Global Settings Window](#)
 - [The Preset Settings Window](#)
- [About Skins](#)
 - [Changing the Skin](#)
 - [Create a Custom Skin](#)
- [More](#)
 - [Extra Skins](#)
 - [Tutorials](#)
 - [Updates](#)
 - [Versions History](#)

Note: An online version of this user manual is available [here](#).

Introduction

Description

Blue Cat's AcouFiend is an **acoustic feedback simulator plug-in** that can make your guitars scream, growl, or sing, even at low volume or through headphones, and it gives you total control over it!

AcouFiend simulates the acoustic feedback (a.k.a "Larsen effect") well known to guitarists playing loud and close to their speaker... Except that here, you have total control over the effect.

You can choose when and how to trigger the feedback, on sustained notes or chords. The plug-in lets you select the main harmonic of the feedback, and you can even choose to transpose it for more creative effects.

Of course, it can be entirely automated or controlled via MIDI.

And since it is a plug-in, it is not just for guitars: create screaming synths, sustained vocal harmonies and more...



System Requirements

Windows

- An SSE2- enabled processor (Pentium 4 or newer).
- Microsoft Windows Vista, Windows 7, 8 or 10.
- Any VST / AAX compatible host software (32 or 64 bit).

Mac OS X

- An Intel processor.
- Mac OS 10.7 or newer.
- Any VST / Audio Unit (32/64- bit) / AAX compatible application.

For more information about supported platforms, see our [FAQ](#).

Demo Limitations

- 5 instances of the plug-in allowed per session.
- The effect is bypassed for half a second every minute.

Installation

The plug-ins versions cannot be run standalone: they require a host application (see the [System Requirements](#) chapter for more information). Depending on which host application you use, you might need to install the plug-ins in different locations.

Before installing one of the plug-in versions, you should close all your host applications.

Windows

Install

All versions of the plug-in provide an installation program. Follow the steps of the wizard to install the software on your machine. During the installation you will be asked where you want the software to be installed. For the VST version, you should install the plug-in inside the VST plug-ins folder used by your host application(s). The default path set in the installer should work for most applications, but you should check your host software documentation to know where it looks for VST plug-ins. For other plug-in types, you should just use the standard path.

Some applications will not automatically rescan the new plug-ins, so you might have to force a refresh of the plug-ins list.

Upgrade

When a new version of the software is released, just launch the new installer: it will update the current installation.

Uninstall

To uninstall the software, simply launch the "Uninstall" program that is available in the start menu or in the configuration panel. It will take care of removing all files from your computer.

Mac

Install

On Mac the plug-ins are available as drive images with an installer. After download, double click on the dmg file to open it. You can then double click on the installer (.pkg file) to install the package.

Upgrade

When a new version of the software is released, just launch the new installer: it will update the current installation.

Uninstall

To uninstall the software, simply remove the component(s) from their install location (move them to the trash):

- AAX plug-ins are installed in the / Library/ Application Support/ Avid/ Audio/ Plug- Ins/ folder
- Audio Units (AU) are installed in the / Library/ Audio/ Plug- Ins/ Components/ folder
- RTAS Plug-ins are installed in the / Library/ Application Support/ Digidesign/ Plug- Ins/ folder
- VST plug-ins are installed in the / Library/ Audio/ Plug- Ins/ VST folder
- VST3 plug-ins are installed in the / Library/ Audio/ Plug- Ins/ VST3 folder

If you want to completely remove all settings and configuration files, you can also remove these additional directories that may have been created on your computer:

- ~/ Library/ Preferences/ Blue Cat Audio/ [Plug-in name and TYPE], where TYPE is VST, AU, RTAS or AAX: global preferences.
- ~/ Library/ Preferences/ Blue Cat Audio/ [Plug-in name]: license information
- ~/ Documents/ Blue Cat Audio/ [Plug-in name]: user data, such as presets, additional skins and user-created plug-in data.

Please be aware that these directories may contain user data that you have created. Remove these directories only if you do not want to reuse this data later.

First Launch

Blue Cat Audio plug-ins cannot be run standalone, they require a host application (see the [System Requirements](#) chapter for more information). Some host applications will require you to scan the plug-ins before they are available in the application.

If the plug-in is not available in the application, please check that it has been installed in the appropriate directory (with no host application running), and that the host application has scanned it.

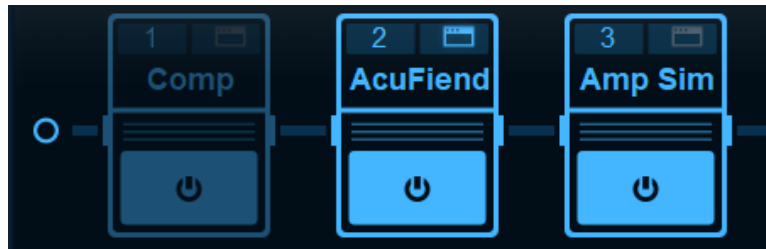
Using Blue Cat's AcouFiend

Introduction

Overview

AcouFiend's main purpose is to simulate **electric guitar feedback** "in the box", but it can also be used as a special effect and sound design tool, on guitar or other instruments. Examples: drones, e- bow, ambient tones...

Just like in the real world, the plug-in will create feedback on sustained notes or chords. It should be **placed first** in the effects chain, to capture the dry sound of the guitar (you may place a compressor before, though). And it should be placed anyway **before the amp simulation** (or real amp) in order to produce the most natural feedback tones.

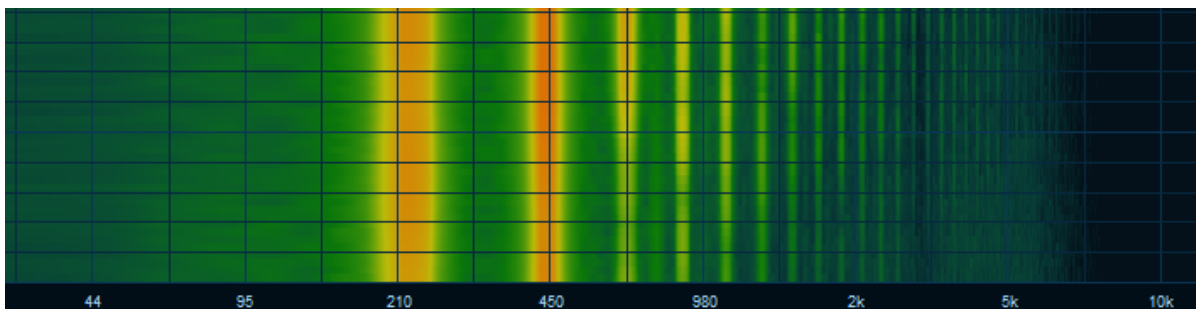


You can of course experiment with other settings if you are looking for other types of creative effects.

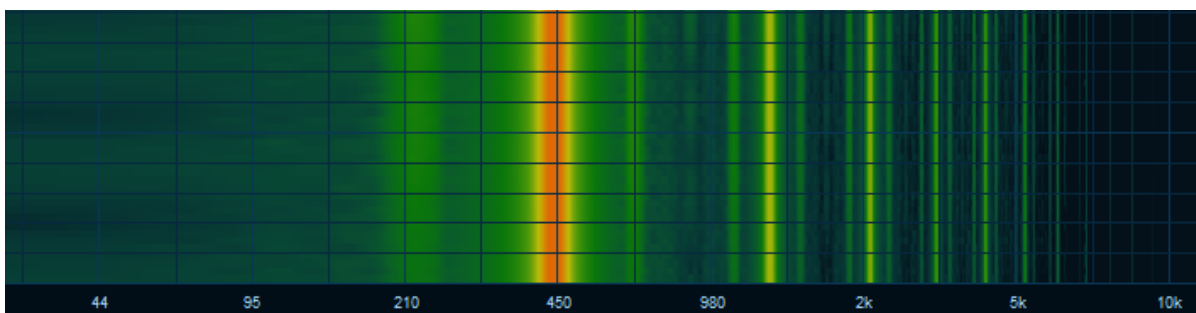
Basic Principle

Acoustic feedback on an electric guitar is the action of the amplified sound back on the strings and body of the instrument: when a note is played loud enough, the amplified sound makes the string(s) resonate at the frequency of the original note (or one of its harmonics), depending on the distance to the amplifier.

So if you play a sustained not long enough at a high volume and at the right distance, some of its harmonics will get amplified by the resonance, while others naturally fade: you can hear feedback:



Spectrum of a single note (played with an amp)



Spectrum of the same note (played with an amp) with feedback

Of course **distortion** makes it is more likely to happen (because it is louder), and it also makes feedback sound better because it generates higher harmonics, as you can see in the above spectrograms.

The AcouFiend plug-in simulates this behavior by detecting the notes played on the guitar and generating the right harmonic when appropriate. The advantage is that you have total control over the feedback: no need to play loud or move around to find the right distance for the harmonic you are looking for.

The User Interface

Note: The main toolbar, menus and basic features available with all our plug- ins are detailed in the [Blue Cat Audio Plug- ins Basics section](#).



Main Components

1. The **main toolbar**, with from left to right: the bypass button, general gain control, the main toolbar buttons, the presets manager and text display LCD. The last button on the toolbar lets you show or hide the advanced range and transposition settings section (5).
2. The **main feedback controls**: adjust the levels, select the harmonic and control the trigger.
3. The **feedback meter**: when feedback is triggered, this area becomes red.
4. The **refined feedback controls**, to adjust the feedback in details.
5. The **range and transposition** controls to alter the generated feedback.

Main Controls

- **Dry/ wet** knobs: amount of dry and wet (feedback) signal.
- **Trigger** button (at the center of the speaker): enable feedback (can be used to trigger feedback manually with automation or a MIDI controller).
- **Harmonic**: select the harmonic generated by the plug- in when feedback is triggered by either sliding the mouse over the speaker (it behaves like a knob), or clicking on the arrows on top of it.

Feedback Refinements

You can refine the behavior of the feedback with the following controls:

- **Fade In** knob: amount of time for the feedback to appear when triggered.
- **Fade Out** knob: amount of time for the feedback to disappear when un- triggered.

- **Threshold:** absolute threshold for the input signal below which the feedback disappears. If the value is very low, you can obtain very long sustained feedback, but it might degenerate if the input signal is too noisy.

The **sensitivity section** controls the sensitivity of the trigger to pitch and attack. The more sensitive, the less likely the feedback will be triggered, and it will also get un-triggered more often.

- **Attack:** sensitivity to plucking / attacks (dynamics variations). With higher values, the feedback will disappear as soon as you attack the strings. With lower values, you will have to pluck harder to make it disappear.
- **Pitch:** sensitivity to pitch variations. With higher values, the feedback will disappear as soon as you bend a note. With lower values, the feedback will follow the notes when doing slides.

Advanced Range And Transposition Controls

By moving the arrows above the keyboard or double clicking on the displayed note names, you can define the pitch **range** recognized by the plug-in to generate the feedback. You can typically limit this range so that the plug-in does not produce feedback at all on higher notes or produces higher harmonics on lower notes. Note that a larger range will use more CPU.

The feedback can be further transposed for creative purposes: select the **interval** (from -1 octave to +1 octave), its **type** (or the **key** being played), or **fine tune** the transposition (cents) to generate harmonics that are slightly detuned compared to the original note.

The various elements of the user interface (knobs, sliders, buttons...) are simple and intuitive to operate, but more information about how to interact with them is available in the ["Plug-ins Basics" chapter](#) of this manual.

Operation

Getting Started

The plug-in is delivered with a couple of presets that demonstrate the typical effects that you can get from it. We advise you to thru the presets and check the parameters to learn how each type of effect is produced.

Trigger



By default, the plug-in will trigger feedback automatically as soon as it detects that a sustained chord or note is played (based on the sensitivity settings).

In many cases, you may however prefer to control the effect yourself and disable the trigger while playing. That's what the trigger button is for: you can disable the trigger most of the time, and only activate it when you want the feedback to start.

The trigger parameter can be assigned to an automation lane or a MIDI controller.

Adjusting Sensitivity

The default values for the sensitivity parameters should work fine in many cases, but you will probably want to adapt the feedback trigger to your own playing. Let's start with the default values, and adjust the levels accordingly:



Attack sensitivity: if you want the feedback to disappear faster when moving fingers or plucking the strings, increase the value. If you feel that the feedback should on the contrary keep playing longer, even if you touch the strings, decrease the value.

Pitch sensitivity: if the feedback tends to disappear too fast when bending a note or doing vibrato, decrease the value. On the contrary, if the feedback tends to follow your playing even when playing a new note or sliding on the neck (whereas you would like it to disappear), increase the pitch sensitivity.

Changing Harmonics While Playing



It is possible to select a different harmonic while the feedback is already triggered: it will smoothly jump to other harmonics, like natural feedback would do when you move on a stage. You may want to adjust the fade in and fade out times for this particular use case.

You can assign the "Harmonic" parameter to a MIDI controller or use automation lanes to control it during a performance.

Additional Tips

Sustainer Mode

The plug-in can be used as a sustainer: select the 1st harmonic, adjust the wet level to match the typical input level when the effect gets triggered, and you will get more sustain out of your instrument.

Virtual Bow Mode

If you set the dry level to 0, adjust the fade in and fade out parameters to sound like an e- bow.

Reverb and Delay

Adding a reverb and/ or a delay after the amp simulation will produce a more natural sounding feedback. You can also send only the full wet signal into the delays and reverbs to create nice fading overtones.

Use Transposition On Chords

When playing chords, the generated feedback will (most of the time) follow the root note. So you can use the transpose function to create different harmonics that follow the key, and add interesting harmonies to the chords.

Multi Feedback

You can use several instances in parallel with different harmonics and time constants, and generate beautiful ambiances that follow your playing.

Other Instruments

Feedback simulation is not just for guitars: you should experiment with other types of instruments!

Blue Cat Audio Plug- Ins Basics

This chapter describes the basic features that are common to all our plug- ins. If you are already familiar with our products, you can skip this part.

User Interface Basics

About Skins

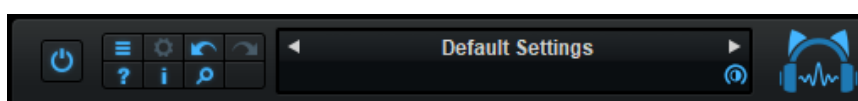
Like all Blue Cat Audio plug- ins, Blue Cat's AcouFiend uses a skinnable user interface. It means that the appearance and behavior of the user interface can be entirely customized.

Especially with third party skins, the experience may be quite different from the one offered by the default skins that we provide. However, our plug- ins and our skinning engine have several standard features that will be available whatever your favorite skin.

More information about custom skins can be found in the [skins section](#).

The Main Toolbar

In most skins, an optional toolbar at the top of the user interface gives you access to the main options and settings of the plug- in:



Smooth Bypass

On the left, the power button can be used to smoothly bypass the plug- in.

Presets Area

At the center of the toolbar, you can see the current preset area (the "Default Settings" box). It displays the name of the current preset, with a "*" at the end if it has been modified since loaded.








The arrows on the left and right let you navigate thru the (factory and user) presets available for the plug- in.

Clicking on the preset name opens the [presets menu](#) which lets you manage the presets of the plug- in.

Using the knob on the bottom right of this area, you can reduce the **opacity** of the window, and make it transparent (the actual result may depend on the host application). Additional messages may appear in the area next to this knob, depending on the plug- in.

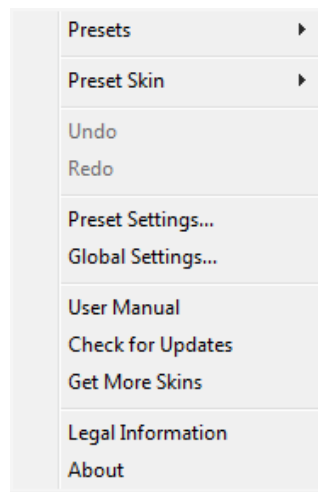
Commands

The icons in the toolbar give you access the to the following commands that are detailed in the next paragraph:

Icon	Name	Function
	Menu	Open the main menu
	Control Settings	Display individual control settings (to manage automation and MIDI control, as described here).
	Undo	Undo
	Redo	Redo
	Manual	User Manual
	About	About
	Zoom	Scale the user interface (from 70% to 200%).

The Main Menu

The main menu is available from the main toolbar, or if you right click anywhere on the background of the plug- in:

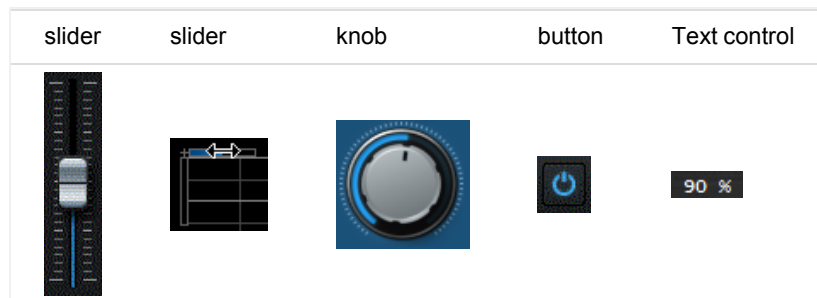


- **Presets:** opens the [presets menu](#) to manage presets.
- **Preset Skin:** opens the [skins menu](#) to choose the skin for the current preset and manage alternative skins for the software.
- **Undo/ Redo:** undo or redo the latest modifications. This includes all changes made to the current preset settings such as MIDI or automation preferences.
- **Presets Settings:** open the presets settings window. It lets you change the skin, MIDI and automation settings for the current preset.
- **Global Settings:** open the global settings window. It lets you change the skin, MIDI and automation settings that are used by default in all instances of the plug- in (if not overridden by the current preset).
- **User Manual:** open this user manual.
- **Check for Updates:** opens up our website to let you check if any update for this software is available.
- **Get More Skins:** get more skins for this software.
- **Legal Information:** browse licensing and misc legal documents.
- **About:** displays the “about” dialog box.

Controls

Examples

Here are a few examples of typical controls you will encounter in the user interface of our plug- ins:



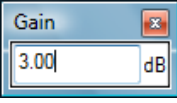
Interacting with Controls

You can interact with the controls of the plug- in interface either with the [mouse](#) or the [keyboard](#).

Setting the keyboard focus on a control (so that it responds to key strokes) may be automatic (when you pass the mouse over it it gets focus) or manual (you have to click on the control to set the focus on it). Note that all host applications behave differently regarding keyboard handling. In some applications you may not be able to use all keys described later in this manual to interact with our plug- ins. It is usually made obvious to you to know the active surfaces of the skin (the places where you can click with the mouse): the mouse cursor usually changes when you can do something on a control. In the default skins delivered with the plug- in, the cursor changes to a small hand or an arrow to tell you when your mouse is over an active control.

Mouse

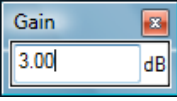
Various mouse movements will let you interact with the controls:

Mouse Interaction	Action
Left Click	Acquire focus and start dragging or push (button)
Left Click + Alt Key	Set the value to default
Left Double Click	Acquire focus and launch the "fine tuning" edit box (except button): 
Right Click	Set the value to default
Mouse Wheel	Increment or decrement the position (focus required)
Mouse Drag	Change the control position depending on mouse movement (except button)

Keyboard

All control widgets support the following keys (note that some of them are caught by the host and thus never forwarded to the control. For example in Steinberg Cubase SX you cannot use the arrow keys to control the plug-in):

Keys Common to All Controls

Key	Action
Up Arrow	Small increment of the position (up or right)
Down Arrow	Small increment of the position (down or left)
Left Arrow	Same as Down Arrow
Right Arrow	Same as Up Arrow
Page Up	Large increment of the position (up or right)
Page Down	Large decrement of the position (down or left)
+	Small increment of the value of the control
-	Small decrement of the value of the control
d	Set to default value (same as mouse right click)
e	Opens the 'fine tuning' window to precisely set the parameter: 
SHIFT	When the key is down, the fine tuning mode is on, and you can modify the value with better precision when moving the mouse, the mouse wheel or using the keyboard. Just release the key to get back to the normal mode.

Keys Specific to Buttons

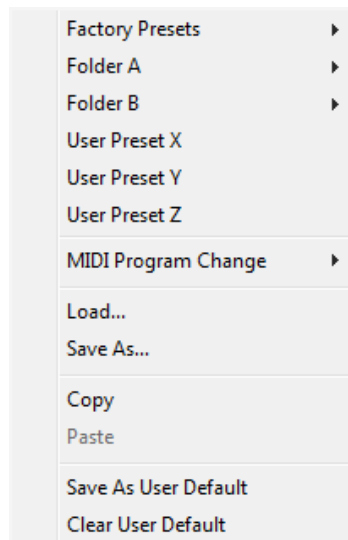
Key	Action
Enter	Pushes the button

Presets

To get started with the plug-in and discover its capabilities, a couple of factory presets are provided. You can also save your own presets and recall them later for other projects. Our plug-ins propose a full-featured preset manager to let you save, browse, organize and recall its presets.

The Presets Menu

The presets menu can be opened from the [main menu](#) or the [main toolbar](#). It displays the list of presets available for the plug-in as well as commands to load, save or organize presets:

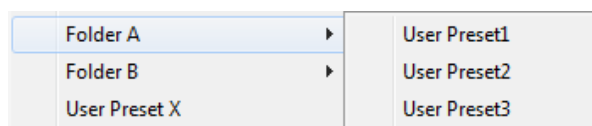


- **Factory Presets:** shows the list of factory presets delivered with the plug-in.
- **"Folder A" to "User Preset Z":** user presets and categories.
- **MIDI Program Change:** activate MIDI Program Change support (see below).
- **Load:** load preset from file.
- **Save:** save current state to last loaded user preset.
- **Save As:** save current preset to a file.
- **Copy** copy preset to the system clipboard.
- **Paste** paste preset from the system clipboard, if available.
- **Save As User Default:** save the current state as the default preset. This preset is used every time a new instance of the plug-in is created.
- **Clear User Default:** reset the default preset to its factory state: this makes the plug-in forgets the custom settings you might have saved as a default preset.

More about Presets

There are two types of presets: factory presets (read only) that are provided with the plug-in, and user presets that can be created and stored by the user.

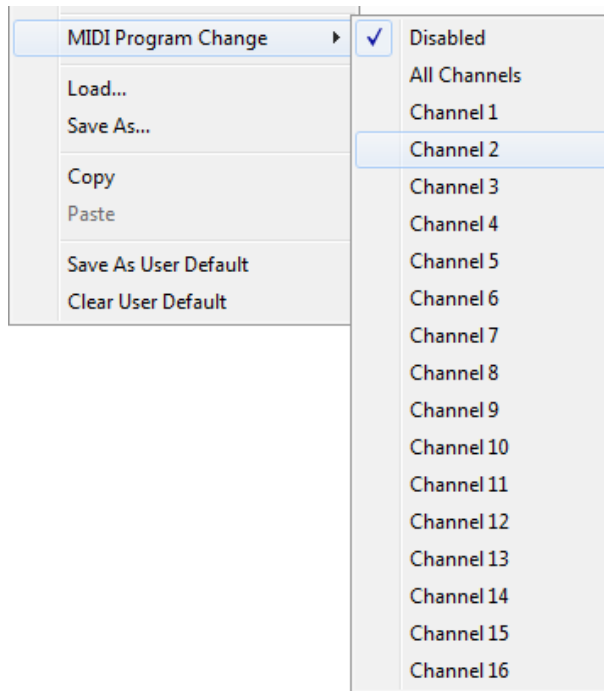
The user presets are stored in a subdirectory of the documents folders of your profile ("Documents" on Mac, and "My Documents" on Windows): Blue Cat Audio/ [Plug-in Name]/ Presets. Each preset is stored as an individual file. You can create folders and subfolders in the Presets directory to classify your presets, as shown in the example below:



If you save a preset named "Default" in the root Presets directory, it will override the factory default preset (that's what "Save As Default" does). To restore the factory default preset, you can just remove this file or use the "Reset Default" command.

MIDI Program Change

It is possible to load presets remotely using MIDI "Bank Select" and "Program Change" messages. To enable this feature, select a MIDI channel to receive the events from in the MIDI Program Change menu item from the [presets menu](#):



This setting is saved for each plug-in instance with your session but not in presets (except for the default preset, using the "Save as User Default command"). Once activated, the plug-in menu will display the bank number followed by the preset number for each preset:



Every root folder is considered as a new bank, starting with the factory presets (bank 0). Program and bank numbers may change while you add folders and presets, so you should be careful when naming them if bank and program numbers matter to you. It is recommended to use folders to make this task simpler. As a side note, sub folders do not define additional banks (all presets contained in sub folders are associated with the current bank).

As specified by MIDI, bank select messages are not used until a program is actually selected.

MIDI Implementation note: the software supports all types of Bank Select methods. You can use either MIDI CC 0 or MIDI CC 32 to select banks. If both are used simultaneously, they are combined together so that you can use more banks (in this case CC0 is LSB and CC32 is MSB, and actual bank number is $128 * CC0 + CC32$).

MIDI and Automation Control

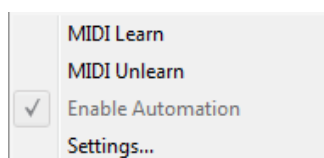
Blue Cat's AcouFiend can also be remotely controlled via MIDI using MIDI CC ("Control Change") messages or automation curves, if your host application supports it. It is possible to customize the channel, control numbers, range and response curve used for each parameter in the settings panel available from the [main menu](#) (see the [Plug-in Settings](#) chapter for more details).

MIDI and Automation Settings Menu

Most skins also provide the ability to change MIDI and automation settings for each parameter directly in the main user interface. When this feature is activated using the corresponding [toolbar](#) button, dropdown menu buttons appears next to main controls:



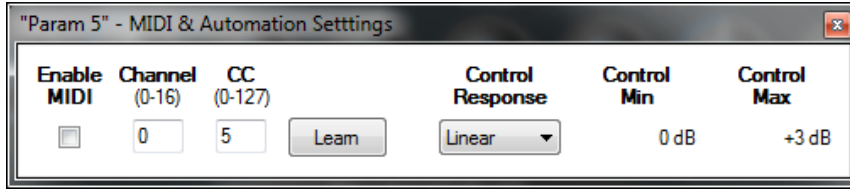
Clicking on this button shows the MIDI/ Automation settings menu:



- **MIDI Learn:** launches MIDI learn mode for the control: touch your MIDI controller and the control will learn from it the MIDI channel and CC number. To end the learn mode, reopen this menu and deselect the option.
- **MIDI Unlearn:** deactivates MIDI control for this parameter.
- **Settings:** launches the advanced settings panel described below. This controls the settings for the current preset.

Advanced MIDI and Automation Settings

You can completely customize the way the plug-in is controlled by automation and MIDI. For a global view of all parameters at a time, you can use the [Plug-in Settings](#) window for the current preset which is available from the main menu.



MIDI Settings:

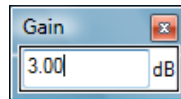
- **Enable MIDI:** enable/ disable the MIDI control of the parameter.
- **Channel:** MIDI Channel for the parameter control. If set to 0, the plug-ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- **CC:** Control Change Number.
- **Learn:** click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug-in will automatically set the MIDI Channel and CC Number.

MIDI and automation settings:

- **Response:** response curve of the MIDI or automation control: from very fast to slow control.
- **Min:** minimal value of the parameter when MIDI controlled or automated.
- **Max:** Maximum value of the parameter when MIDI controlled or automated.

Note: if the Min value is higher than the Max value, the response curve will be reversed: increasing the control value will decrease the parameter value.

Note: if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:



More

Check our [online tutorial](#) for more screenshots and more examples of our plug-ins user interfaces.

Blue Cat's AcouFiend Parameters

All parameters described below can be automated and controlled via MIDI if your host application supports it. You can precisely define this behavior in the [settings panels](#) described later in this manual.

Name	Unit	Description
Bypass		Bypass the effect.
Dry	%	Amount of dry (input) signal
Wet	%	Amount of Wet (feedback) signal.
Harmonic		Main harmonic for the feedback, from Sub (one octave below) to 5th harmonic.
Trigger	on/ off	Enable or disable the feedback trigger. Use this parameter to control the feedback manually.
Fade In	%	amount of time for the feedback to appear when triggered.
Fade Out	%	amount of time for the feedback to disappear when un- triggered.
Threshold	dB	Absolute level threshold on the input signal to stop the feedback.
Attack Sens.		Defines how sensitive the trigger is to dynamics changes (attacks).
Pitch Sens.		Defines how sensitive the trigger is to pitch variations (vibrato, bends...).
Range Min		Lower bound of the pitch range recognized by the plug- in to generate the feedback.
Range Max		Upper bound of the pitch range recognized by the plug- in to generate the feedback.
Transpose		Interval used to transpose the generated feedback.
Type/ Key		Type of interval (minor/ Major = dim/ perfect for 5ths) or key used for the transposition.
Fine Tune	cents	Fine tuning for the transposition (between semi- tones).
Gain	dB	Master gain (adjust the volume at the output of the plug- in).

Plug- in Settings

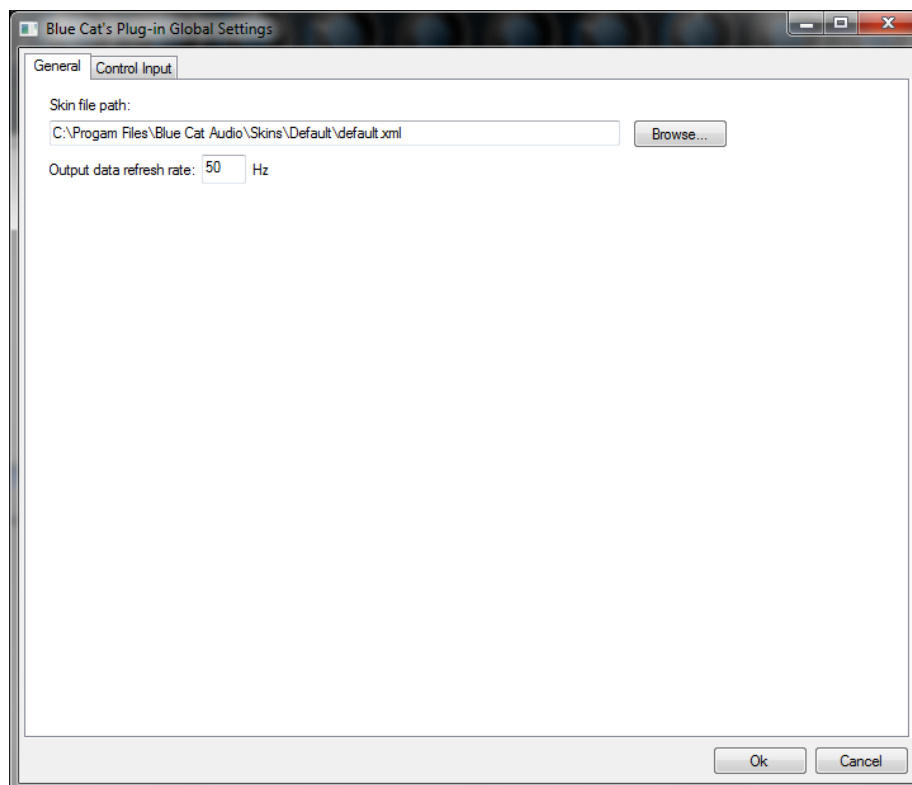
In addition to the controls offered in the main user interface, Blue Cat's AcouFiend has various settings that let you fine tune the behavior of the plug- in. You can choose to change these settings either for the current preset or globally for all instances of the plug- in.

The Global Settings Window

The settings available in this window **apply to all instances of the plug- in, for all presets**, if not overridden in the [presets settings](#). Consider these settings as “default” settings.

General

You can change the default skin for all instances of the plug- in: write the skin file path in the text edit box or click on the button to open a file chooser dialog. If you have several instances of the plug- in opened in your session, you will have to re- open the user interfaces of these plug- ins to see the skin change.



The output data refresh rate can also be customized for all instances of the plug- in. It controls the refresh rate of non- audio data produced by the plug- in (parameters, curves...). It also controls the refresh rate of output MIDI CC messages or output automation data. The higher the refresh rate, the better precision, but also the higher cpu usage (some host applications may also have trouble recording MIDI data at high refresh rates). The default value is 50 Hz.

Global Control Input Settings (MIDI and Automation)

The plug- in offers a couple of settings that affect the way it is controlled by MIDI messages or automation. While the first settings only apply to MIDI control, the "Control Response", "Min" and "Max" settings apply to **both automation and MIDI control**.

For each parameter you can define a default MIDI channel and CC number. You can then control the plug- in with an external MIDI controller or one of our plug- ins that generate MIDI messages.

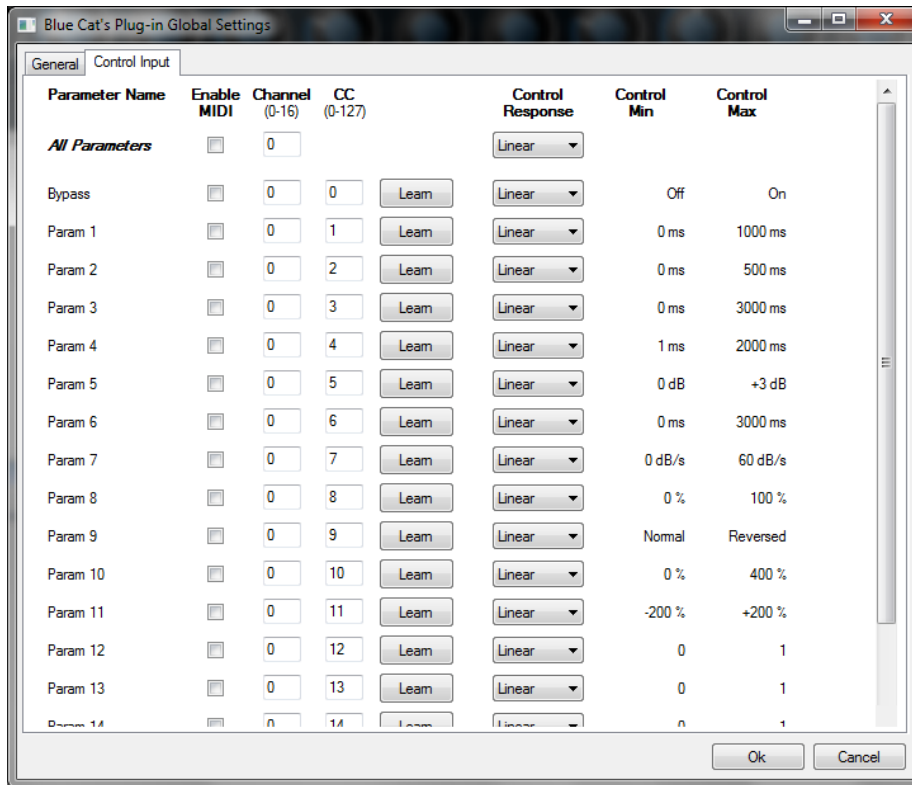
The settings below are available for each plug- in parameter.

MIDI Settings:

- **Enable MIDI:** enable/ disable the MIDI control of the parameter.
- **Channel:** MIDI Channel for the parameter control. If set to 0, the plug- ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- **CC:** Control Change Number.
- **Learn:** click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug- in will automatically set the MIDI Channel and CC Number.

MIDI and automation settings:

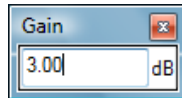
- **Response:** response curve of the MIDI or automation control: from very fast to slow control.
- **Min:** minimal value of the parameter when MIDI controlled or automated.
- **Max:** Maximum value of the parameter when MIDI controlled or automated.



(generic screen shot, does not correspond to the actual plug-in parameters)

Note: if the Min value is higher than the Max value, the response curve will be reversed: increasing the control value will decrease the parameter value.

Note: if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:

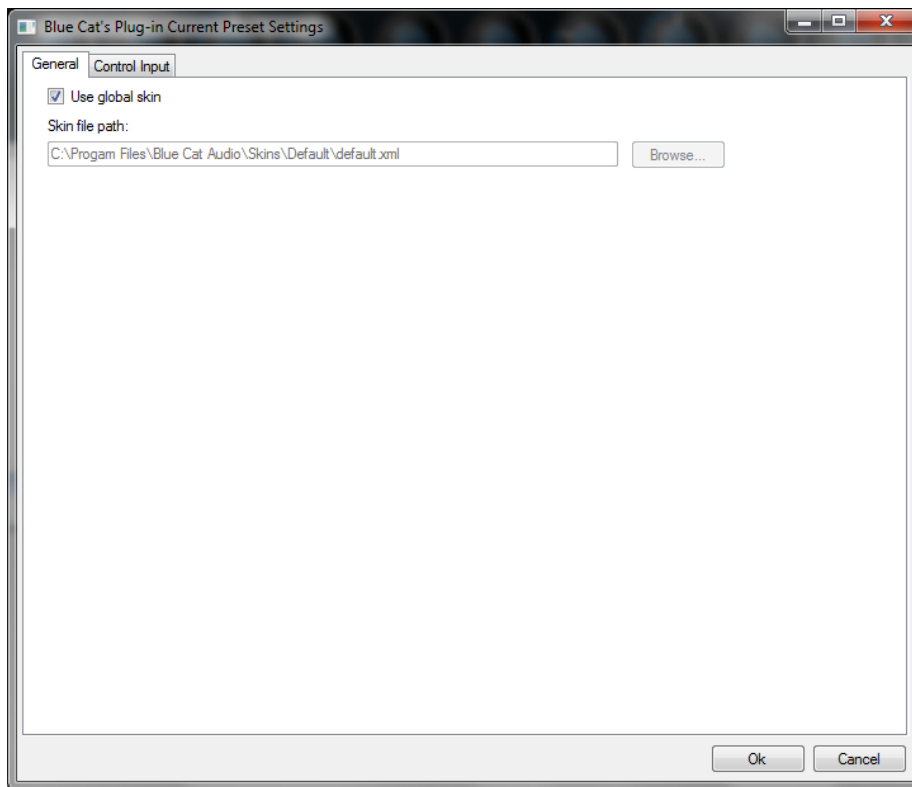


The Current Preset Settings Window

In this window you can change the settings **for the current preset of the current instance of the plug-in only**.

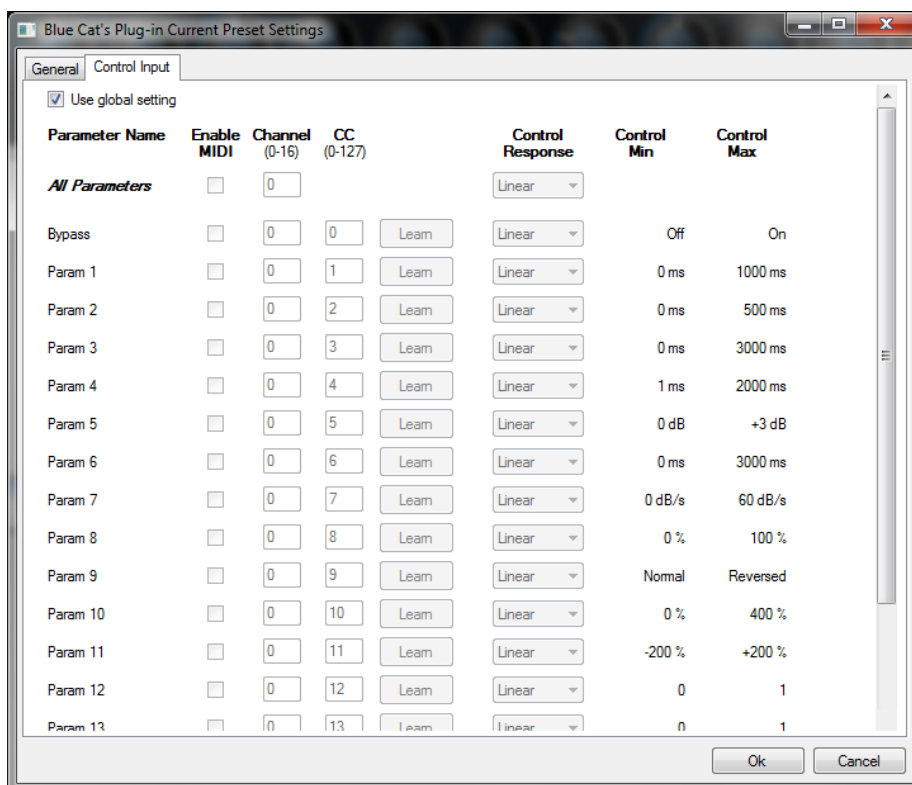
Preset Skin

You can choose to use the global skin setting or to change the skin for the current preset. This way you can have different skins for different instances of the plug-in in the same session in order to differentiate them.



Preset Control Input Settings (MIDI and Automation)

Use the global settings or override them for the current preset. The parameters are the same as for the [global input settings](#).



(generic screen shot, does not correspond to the actual plug-in parameters)

About Skins

Blue Cat's AcouFiend integrates Blue Cat's skinning engine that allows you to customize the user interface. You can download alternate skins for your plug-in at the following address:

http://www.bluecataudio.com/Skins/Product_AcouFiend

If you don't find a skin that fits your need or if you want a custom one, you can choose to create your own skin.

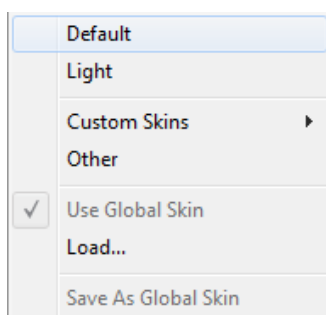
Choosing the Skin

There are two ways to select the skin of your plug-in: you can change the default (or 'global') skin, or change the skin for the current preset only (either in the [preset settings page](#) or from the main menu). The global skin applies to all plug-in instances (choose this one if you want to use the skin used by default, regardless of the session or preset), whereas the current preset skin only applies to the current preset of the current plug-in instance (use this one if you want to change only the skin for the current session/ preset).

Note: in some host applications, the plug-in window won't resize automatically when you choose a skin with a different size. In this case, just close the window and re-open it: it will be displayed with the right size.

The Skins Menu

The skins menu can be opened from the [main menu](#). It displays the list of skins available for the plug-in as well as commands to manage the skin used by default when no preset skin has been selected:



- **First Section - Factory Skins:** shows the list of factory skins delivered with the plug-in ("Default" and "Light" in this example).
- **Second Section - User Skins:** shows the list of user skins that have been installed in the Documents Skins folder for the plug-in (see below).
- **Use Global Skin:** use the global skin for the current preset/ session (unloads any custom skin previously selected for the current preset).
- **Load:** opens a file browser dialog to manually select the skin from the file system.
- **Save As Global Skin:** use the current preset skin as the global skin (loaded by default if no preset skin has been defined).

Installing User Skins

To select user skins directly from the skins menu, install them in the "Skins" directory available in the plug-in's documents folder:

[Your Documents Folder]/ Blue Cat Audio/ [Plugin Name]/ Skins/

The skin engine will scan this folder for new skins (xml files) and display them in the menu. *The skin files should be in the root skins folder or in a subdirectory inside this folder: subdirectories are not scanned recursively.*

Other Methods to Select Skins

You can also select the skins in the settings panels available from the main menu:

The global skin (used by default if no preset skin has been selected) can be changed in the [global settings](#) pane. The current preset skin can be changed in the [preset settings page](#).

Create a Custom Skin

You can create custom skins for your plug-in in order to adapt it to your exact needs. You can change its look and feel and make it completely integrated in your virtual studio!

Just read the [Blue Cat's Skinning Language manual](#) and download the samples for the tutorial on <http://www.bluecataudio.com/Skins>.

You can get ready to create your own skins in a few minutes. You can then [share your skins on our website](#).

More...

This manual only covers the basics of Blue Cat's AcouFiend. Our website offers many additional resources for your Blue Cat's AcouFiend plug-in and is constantly updated, so keep an eye on it! You will find below a few examples of available resources.

Tutorials

Many [Tutorials](#) are available on our website. They cover a wide range of topics and host applications.

You can [find here a list of tutorials](#) related to the Blue Cat's AcouFiend plug-in.

Extra Skins

We encourage our customers to propose their own skins for our products and we often propose alternative skins to let you choose the one that best suits your needs. You can check Blue Cat's AcouFiend [skins page](#) to get the latest skins.

Updates

We care about constantly updating our products in order to give you the latest technology available. Please visit our website often to check if Blue Cat's AcouFiend has been updated, or subscribe to our [Newsletter](#) to be informed of the latest news about our products.

Note: minor version updates are available from the same location as the original full version download (**link received by email upon purchase**). The demo version publicly available on our website will not let you register.

You can also follow us on [twitter](#), [facebook](#) and [instagram](#) for almost real time updates notification, and subscribe to our [YouTube channel](#) to watch the latest videos about our software.

Versions History

V1.0 (2020/03/05)

First release.

Thanks again for choosing our solutions!



See you soon on www.bluecataudio.com!