

# TORPEDO Wall of Sound III

Professional Speaker & Miking Simulation Plug-in

## User's Manual

Version 1.11- 04/08/2014



**Two notes**  
AUDIO ENGINEERING

# TORPEDO WoS III User's Manual

User's Manual, Version 1.11- 04/08/2014.

The complete electronic version of this manual, as well as the Two Notes software and hardware products, are subject to updates. You can download the most recent versions of the products on the following website <http://www.two-notes.com>.

This manual describes the TORPEDO Wall of Sound III plugin and provides instructions for its operation. It is highly recommended to read this document before using this software. The contents of this manual have been thoroughly verified and it is believed, unless stated otherwise, to accurately describe the product at the time of shipment from the factory or download from our website.

Two Notes Audio Engineering is a registered trademark of:

OROSYS SAS  
145 rue de la Marbrerie, BAL n°6  
34740 Vendargues  
France  
Tel: +33 (0)484 250 910  
Fax: +33 (0)467 595 703  
Contact & support: <http://support.two-notes.com/>  
Website: <http://www.two-notes.com>

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# Part 1

## Foreword

### 1 Reader warning



The triangle symbol with an exclamation mark indicates important messages concerning the correct use of the product.

### 2 On the proper use of a loadbox

The TORPEDO WoS III plugin may be used either with recorded tracks of a guitar/bass preamplifier or of a tube/solid state amp by using a loadbox (like the Two Notes **TORPEDO Reload**, the **TORPEDO VB-101** or **TORPEDO Live**). While using the line output of a preamplifier or an amp is easy and safe, using the speaker out of a tube amp with no speaker requires some attention.

In the normal use of a tube amplifier, it is highly recommended that you always connect its power output to a speaker cabinet prior to powering it up. Not doing so can lead to partial or complete destruction of the output stage of the tube amplifier. The electronic term that describes the speaker cabinet with respect to the amplifier is the "load": we say the cabinet "loads" the amplifier.

Most tube amplifier makers protect their products with fuses or other protection systems, but some amplifiers still remain not or insufficiently protected. It is impossible to predict the behavior of *all* the amplifiers on the market in case of use without a load (a speaker cabinet or a loadbox).

**The correct use of your amplifier** with a loadbox requires some precautions. Because of the silence while playing, it is much easier to accidentally run your amplifier beyond the reasonable limits set by the manufacturer than when using a speaker cabinet. This can lead to faster tubes wear and, in some cases, more serious inconveniences.



**During the first tests at high volume on the amplifier, monitor the color of the tubes and the general state of the amplifier. Red glowing tubes or any appearance of smoke are signs of a problem that could lead to partial or complete destruction of the amplifier.**

Keep in mind that the "sweet spot" - the perfect running point of the amplifier, the one that will give you the tone you're looking for - is rarely obtained at maximum volume. In addition, the volume control of the amplifier is usually logarithmic, which means the volume goes up quickly on the first half of the potentiometer rotation, reaches its maximum at 12 o'clock, and doesn't change much beyond this point. Therefore, you can reach the maximum volume of your amplifier even if the volume potentiometer is not set at maximum.



The fact that the volume control of your amplifier is not set at maximum doesn't mean your amplifier is not running at maximum volume. A good habit is to keep the usual volume setup you would use in rehearsal or on stage, rather than just following what the volume potentiometer indicates.

### 3 Minimum hardware and software requirements

1. 2GHz 32-bit (x86) or 64-bit (x64) mono or multi-core processor
2. 512 MB of system memory
3. 50MB of storage for the application data
4. OS Microsoft Windows Vista™, Seven™, 8™ (32-bits or 64-bits versions)
5. OS Apple Mac OSX™ 10.5 for 32-bits VST version, 10.6 for 32 and 64-bits VST version
6. Audio sequencer or plugin host compatible with VST, AU, AAX or RTAS plugin formats. The TORPEDO WoS III **IS NOT** a standalone software.
7. Audio interface

TORPEDO WoS III

## Part 2

# About the TORPEDO WoS III

## 1 Introducing the TORPEDO WoS III

Two Notes Audio Engineering is proud to introduce the TORPEDO WoS III, the software version of the critically-acclaimed Torpedo hardware series. This product has been developed through years of technical research, with great attention to the needs of guitarists, bassists and sound technicians confronted the challenges of miking instrument amplifiers, on stage or in studio. Our goal is to provide ease of use, reliability, versatility and, above all, perfect audio quality.

The Torpedo technology was created as an answer to the high pressure musicians have to deal with: lack of time, limited gear availability, loud amplifiers that can't be played at desired volume, and bulky and heavy cabinet to carry. In addition, many musicians are more comfortable with their analog amplifier and effect pedals, and don't want to perform using digital modeling systems, which may compromise their playing style and sound.

For them, the TORPEDO WoS III offers a "virtual" alternative to traditional miking, using a technology derived from the convolution reverberation, to achieve a degree of realism never experienced previously with simulators.

## 2 Only a speaker simulation ?

**The TORPEDO WoS III is a software plugin you can embed in your recording program.** The plugin should be used on tracks containing guitar or bass signal recorded from a preamplifier (guitar, bass, or any product with a line output) or from a loadbox (like the Two Notes LB-202), if you want to record the signal coming from the speaker output of your amp.

The role of this plugin is to replace the following elements of the traditional guitar or bass setup:

- the guitar/bass power amplifier
- the speaker cabinet
- the microphone
- the microphone preamplifier

to provide a signal that is the closest possible to a traditional guitar/bass miking in a professional studio environment.

**The miking is made in 3 steps with the TORPEDO WoS III :**

1. choose a power amplifier (or switch it off if you are using a loadbox), a speaker cabinet and a microphone (Amplifier, speaker and microphone section),
2. place the microphone in the virtual studio (Miking window and parameters),
3. shape the signal (Low Cut, Eq, Exciter and Comp sections).



With each step, Two Notes Audio Engineering implements its know-how to propose the most advanced simulations on the market and ensure a total realism both for the musician (playing sensations) and the listener (sound quality).

*Note: only two cabinets and 8 microphones are available on the evaluation version of the TORPEDO WoS III.*

## 2.1 Tube Stage Output

The TORPEDO WoS III handles any kind of instrument track. When using a guitar/bass preamplifier with other speaker emulators, the guitarist/bassist may miss the power amplifier's contribution to the overall sonic texture. Many musicians get their sound from a particular use of this element and this possibility is present in the TORPEDO WoS III. To do this, Two Notes developed an original tube stage modeling, giving you the choice between 4 different tube models in Push-Pull or Single Ended configurations. You can push this tube stage like a conventional amplifier and look for this subtle yet particular distortion. If the TORPEDO WoS III is used as a super-DI for keyboards, this feature, developed for guitarists and bassists, is also very interesting to warm-up the sound of a synthesizer, organ or a digital piano.

## 2.2 The Torpedo technology

Two Notes developed a unique technology based on an adaptation of convolution techniques. Starting with a measure of a real cabinet + microphone setup, the TORPEDO TORPEDO WoS III can accurately reproduce the system as it was measured, as well as the microphone position in space and the natural distortion of the loudspeakers.

This product has been thoroughly tested in professional studios and stage environments and is the alternative many musicians were waiting for professional sound capture of their amplified instruments. The TORPEDO WoS III will give you the elusive sound of the greatest recording studios and producers, every time, everywhere.

## 2.3 Post FX section

During a guitar/bass sound miking process, it is a common practice to apply some essential processes on the signal before sending it to the recorder or the front mixing console.

In the TORPEDO WoS III, you will find most of these essential processes that you need to control your sound, whatever the situation and the type of instrument.

- low-cut filter,
- 5-band graphic equalizer with two modes (guitar and bass),
- 1-band exciter to give the sound a certain character, or to add presence, or "air", in the sound,
- a powerful compressor to control the dynamics of the signal.

## 2.4 The new Wall of Sound III

What could be better than sending your guitar sound through the best cabinet miking simulation on the market? Sending it through dozens of the best cabinets and microphones and mix them down! The Wall of Sound Edition of the TORPEDO WoS III is a multichannel cabinet + microphone simulator:

- Up to 100 cabs and microphones simultaneously in one single plugin
- Low CPU usage
- Ultra-low latency (max <0,26ms)
- Linked or independent dual channel mixing
- Enhanced user interface to manage all the channels
- 3rd party Impulse Responses (or IR's) compliant, fast switch between the IR's
- Mix Two Notes cabinet files with any other IR files on the market
- Try all the cabinets FOR FREE and buy the ones you like using the embedded "Boutique"

## Part 3

# Setting up the TORPEDO WoS III

## 1 Installation

### 1.1 On a PC using Windows™ OS or an Apple Mac™ using OSX™

Before installing the TORPEDO WoS III software, make sure you have uninstalled any previous version of the software to avoid any possible problems.

1. Download the version of TORPEDO WoS III you need from the Two Notes website using the link: <http://www.two-notes.com/en/software/torpedo-wall-of-sound-3/#download>.
2. Unzip the software if needed.
3. Launch the .exe (Windows™ version) or the .dmg (Mac™ version).
4. Follow the instructions on your screen.

### 1.2 Registering TORPEDO WoS III

TORPEDO WoS III requires registering on the Two Notes website. During the installation process, you will be asked to create a new profile, then you will be able to download a license and activate your plugin online. Offline activation is also possible — please follow the instructions given during installation.

Additional video tutorials on how to install and register TORPEDO WoS III can be found on the Two Notes website: <http://www.two-notes.com/en/software/torpedo-wall-of-sound-3/#tuto>.

## 2 Using TORPEDO WoS III with an amplifier or a preamplifier

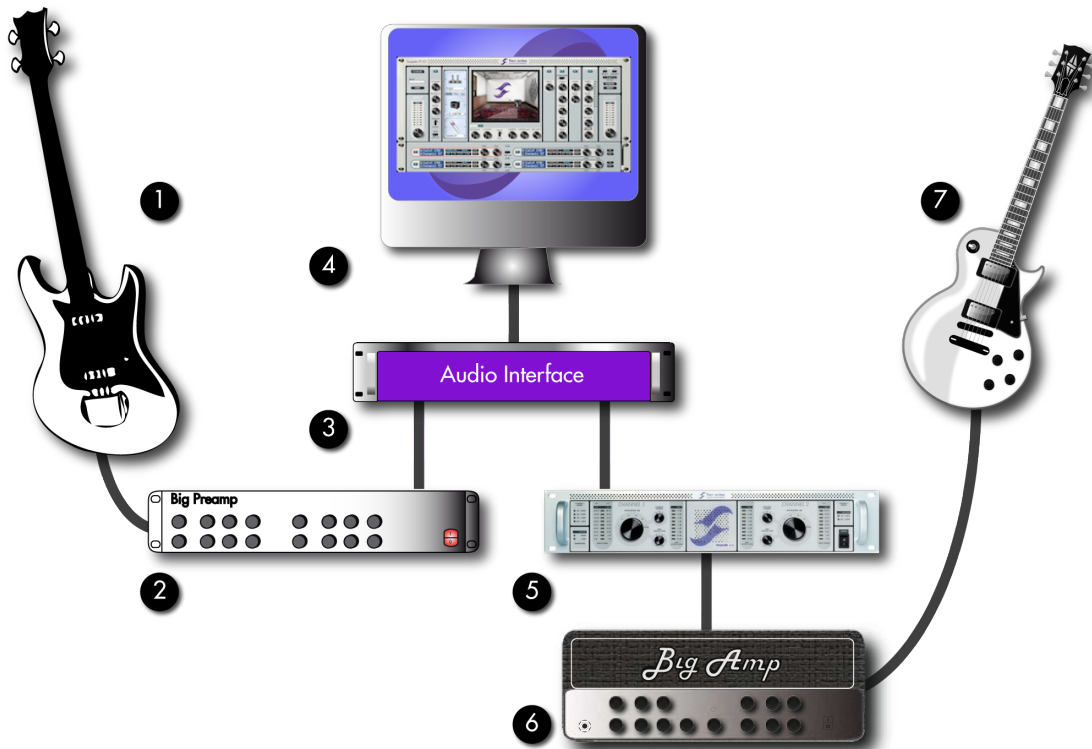
TORPEDO WoS III is a plugin you can embed in your DAW (Digital Audio Workstation) sequencer as an insert effect on a guitar or bass track.

It is designed to work perfectly with a guitar or bass preamplifier's line output or with a tube amplifier and a loadbox (such as the *Torpedo Reload*, *Live* or *Studio*, for instance). The following schematics illustrate the way you should wire your system up.



**Please note that some amplifiers or preamplifiers have a "frequency compensated" output. Such output embeds a small circuit to emulate a miked speaker. Please do not use this output, or deactivate the speaker emulation if possible, to get the best of your TORPEDO WoS III software.**

- |   |                             |   |                             |   |                          |   |                |
|---|-----------------------------|---|-----------------------------|---|--------------------------|---|----------------|
| 1 | Guitar or Bass              | 3 | Audio Interface             | 5 | TORPEDO                  | 7 | Guitar or Bass |
| 2 | Guitar or bass preamplifier | 4 | PC/MAC with TORPEDO WoS III | 6 | Guitar or bass amplifier |   |                |



Please keep in mind that the overall quality of the total sound chain is always determined by its weakest component. The best performance will be achieved with a perfect adaptation (impedance, level...) of your preamp or TORPEDO WoS III's output signal to your audio interface. Your guitar or bass preamplifier may not deliver true line-level signals and may use either line, microphone, or "something in-between" signals. Make sure the signal you put in the simulation is the best one possible so you get the most out of your TORPEDO WoS III.

### 3 Using TORPEDO WoS III with a software or hardware amplifier emulator

You may want to use TORPEDO WoS III in order to replace the speaker simulation of a plug-in or hardware amplifier emulator. This may be a good idea, if you keep in mind the two cases you may encounter and follow our recommendation:

1. If the amplifier emulator embeds separate pre-amplifier and power-amplifier simulations: bypass the speaker simulation AND the power-amplifier section of the amp emulator, and switch the TORPEDO WoS III's power-amp simulation on.
2. If it is not possible to bypass the power-amp simulation on the Amplifier emulator, switch off the power amp on the TORPEDO WoS III plug-in.

The two cases can be summed up as follows:

Obviously, if the speaker simulation on the amplifier emulator cannot be bypassed, we do not recommend using that simulation with TORPEDO WoS III.

Amplifier Emulator			TORPEDO WoS III	
Preamp status	Power Amp status	Speaker status	Power Amp status	Speaker status
ON	OFF	OFF	ON	ON
ON		OFF	OFF	ON

## 4 Software and cabinets update

Every time you start a session using the TORPEDO WoS III plug-in, the plug-in will automatically check for any newer version of the software and for a new license — if you buy new cabinets, for instance. Every time an update is available from the Two Notes website, the plug-in will show a window where you will have the choice to install the new software and cabinets or to do so later. That function requires that your computer be connected to the Internet. If you prefer not to have your studio computer connected, simply check the Two Notes website or read the Two Notes newsletter so you can be informed of the latest updates.

# Part 4

## Using TORPEDO WoS III

### 1 TORPEDO WoS III interface



- |   |   |   |         |    |                         |    |             |
|---|---|---|---------|----|-------------------------|----|-------------|
| 1 | Presets                                     | 5 | Miking  | 9  | Compressor              | 13 | WoS section |
| 2 | Main input gain                             | 6 | Low cut | 10 | Setup parameters        |    |             |
| 3 | Power amp parameters                        | 7 | EQ      | 11 | La Boutique (the store) |    |             |
| 4 | Power amp, speaker and microphone selection | 8 | Exciter | 12 | Main output volume      |    |             |

## 2 Routing of TORPEDO WoS III: stereo and mono to stereo track

TORPEDO WoS III is designed to work with **stereo / dual mono signals**, so you can insert it on a stereo track or a stereo bus. With TORPEDO WoS III you can handle as many as 100 different cabinets and microphones simultaneously. The 100 cabinets are displayed on 50 **channels**. In other words, one channel contains two cabinet-miking configurations. Each channel offers independent controls for pan and volume.

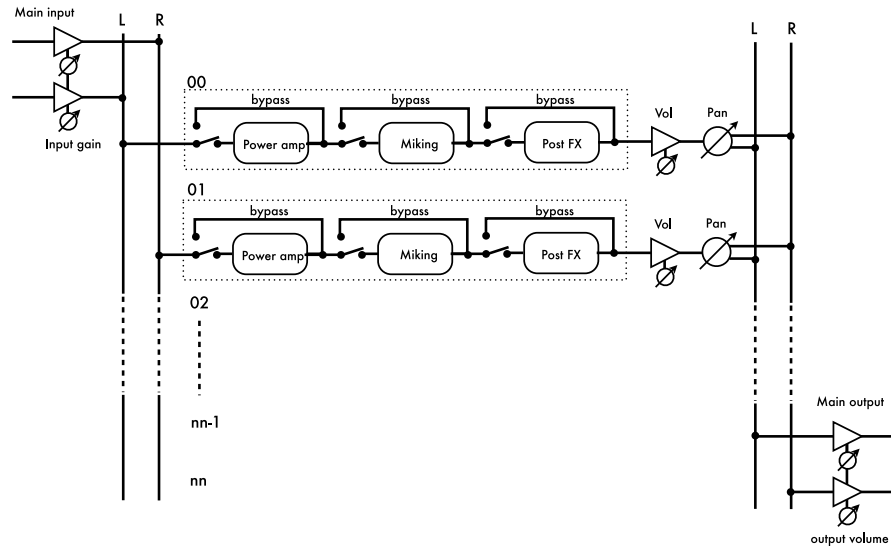


Figure 4.1: On a stereo track

With certain software sequencers such as Logic Audio™, you will be able to load the plug-in as a mono to stereo plug-in. That way, the mono input channel is sent to the plug-in's two channels:

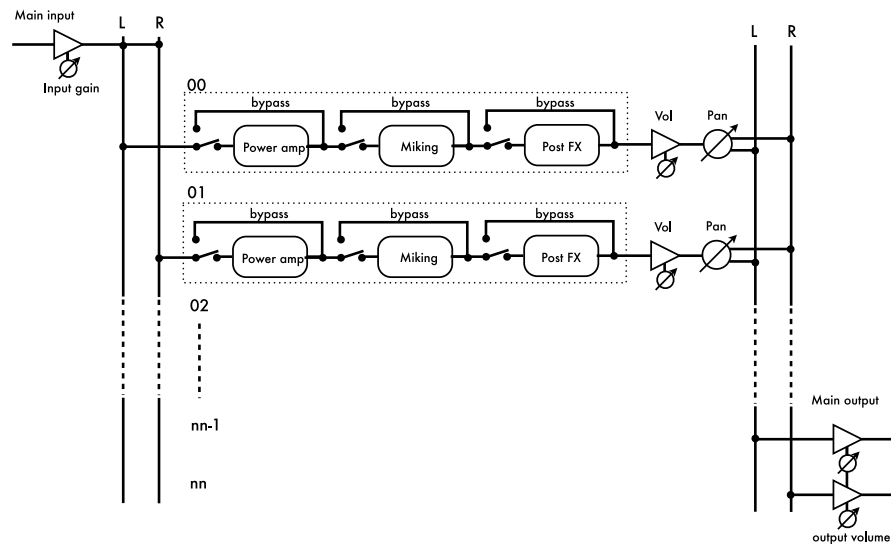


Figure 4.2: On a mono to stereo track

### 3 Routing of the TORPEDO WoS III: mono track

If you insert the plug-in on a mono track (in other words, mono in/mono out), the channels will take the same input and process it in parallel.

Nevertheless, as the output is mono, the PAN parameter on every channel is deactivated.

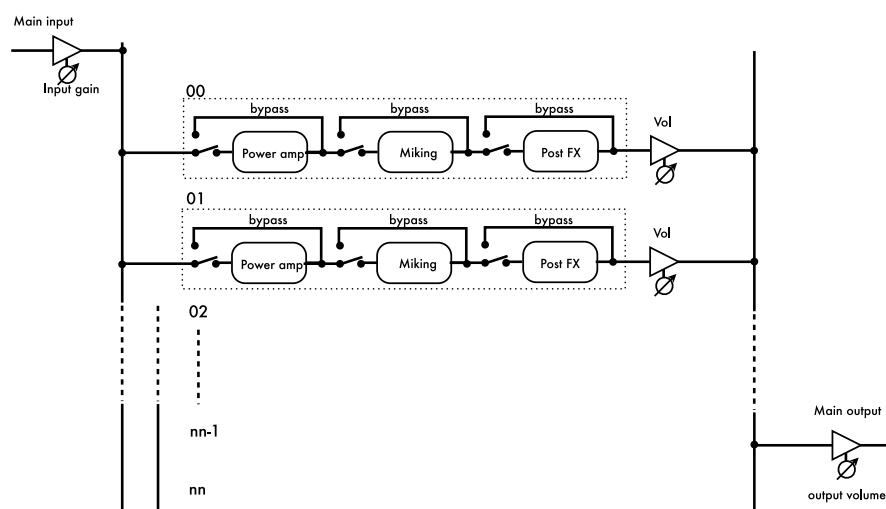


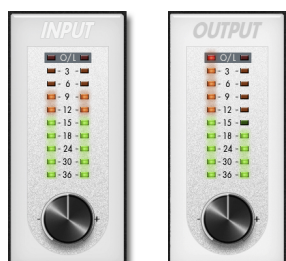
Figure 4.3: On a mono track

If you have several mono tracks, always think of the possibility of sending them to a stereo bus. For example, you may have your left and right guitars sent to the left and right channels of one TORPEDO WoS III by simply panning the individual tracks left and right. What you will see is that the guitars sent to the left channel of the plug-in will be processed on the left part of the channel area on the TORPEDO WoS III, and the guitars sent to the right channel of the plug-in will be processed on the right part of the channel area.

### 4 General controls

- You can change the parameters of the TORPEDO WoS III either by clicking on the controls, pointing at a parameter and moving the mouse wheel, or double-clicking to enter a value.
- "alt"+click on a potentiometer to reset its value to the default value.
- On the "studio window", simply click on the microphone to move it around the room.

### 5 Input gain and output volume controls



Those potentiometers control the input gain and the output volume of the plug-in. It is absolutely critical that you avoid any saturation of the input or output signals or you may considerably reduce audio quality.

## 6 Presets

- **Preset list:** Click on the list to select the preset you want to load.
- **SAVE:** Click on the "SAVE" button to save the current preset.
- **COMPARE:** The "COMPARE" button controls an evolved comparison function developed by Two Notes Audio Engineering. Think about it as a temporary set of parameters, re-initialized after each startup of the unit. It can be used to quickly and easily compare two sets of parameters. It can be compared to the "Clipboard" filled by the "Copy" function on our personal computers.



### The COMPARE workflow:

1. At startup, the normal set of parameters and the temporary one are the same.
2. You can switch between the temporary set and the normal one by briefly pressing the "COMPARE" button.
3. Any modifications made to either normal or temporary set are saved respectively in the normal or temporary set, without affecting the other. You have two separate sets of parameters at hand.
4. You can copy the normal set to the temporary one by pressing the "COMPARE" button for about 2 seconds. The "COMPARE" button flashes, indicating that the copy has been made.
5. Any changes made in a parameters set (normal or temporary) are automatically saved in this set without affecting the other. You have two different and separated parameters sets at your disposal.

### Let's look at an example:

1. Make sure the "COMPARE" button is off. Select a preset, add some modifications as desired: you now have a new, particular set of parameters.
2. Save this current ("normal") set of parameters over the temporary one (see above). Now the two sets are identical.
3. Make some more changes, for example change the speaker model. Now the two sets are different: you can hear the difference by switching between the two (see above).

Another interesting way of using this feature is this: The temporary set of parameters is not dependent on any particular preset. When on the normal set of parameters, if you load a preset, the content of the temporary set will not be affected. Thus, you can copy a preset into the temporary set, then load a second one, and compare the two.

This constitutes a simple and fast way of comparing either a full preset to another, a modified preset to the original one, or only changes affecting a single parameter.



## 7 Power Amp



- **Power Amp:** Activate the power-amplifier simulation by turning this parameter "On".
- **Master Volume:** Set up the output volume of your virtual power amplifier.
- **Presence:** This setting affects the tube-stage frequency.
- **Depth:** This setting affects the tube-stage frequency (bandwidth).
- **Pentode/Triode switch:** Select how the tube is used, either in triode or in pentode mode. Pentode mode has more headroom and volume than triode.
- **Link:** Activate the link function of the power amp. All the cabinets and microphones you can choose will share the same power-amp section. This can be used for an artistic purpose or for CPU-saving optimization.

## 8 Power amp, cabinet and microphone selection

In this section, you can choose which simulated power amp, speaker cabinet and microphone you want to use. You have 8 tube-stage configurations, 8 microphones and over 50 speaker cabinets available. You can try the Two Notes speaker cabinets available at will on the built-in store ("Boutique"), and then buy the ones you prefer. (Get discounted pricing options as you buy more cabinets at a time.) Find more information on <http://www.two-notes.com/en/software/torpedo-wall-of-sound-3/>.

Furthermore, the "User" tab gives you access to your own Impulse Responses (IR) (.tur files, measured with the **TORPEDO Capture** or **BlendIR** software), to IRs shared by other TORPEDO WoS III users, or to "standard" third-party IRs (.wav or .aiff files), either downloaded or purchased.

This function expands the sonic and creative possibilities to infinity, do not hesitate to use audio files with no direct link to speaker measuring, you will experiment totally new sonic textures.

- **Amplifier list:** Choose the circuit topology for the power amplifier (Push Pull ou Single Ended) and the tube models (6L6, EL34, EL84, KT88) used by the simulation
- **Cabinet list:** Determine the speaker cabinet model used for the simulation. You can choose between guitar, bass or user cabinet (please read section 15 below for further information).
- **Microphone list:** Determine the microphone model used for the simulation.



## 9 Miking

In the "MIKING" section, you take the place of the sound engineer looking at his record room through the glass window. By using this section, you will find the "sweet spot", the perfect microphone position for your take. You will also be able to control speaker saturation and balance between simulated and non-simulated sound.

The first two parameters determine the microphone's position. You can move the microphone over a trapezoidal plane that is shown on the studio visualization. Simply click on the microphone to move it around, or fine tune its position with the potentiometers.



- **Distance:** Determine the distance between the simulated cabinet and microphone. Placing a microphone close to the cabinet will result in a precise sound with a large amount of proximity effect (depending on the chosen microphone model). When you move the microphone away from the cabinet, you increase the proportion of the studio's acoustics (early reflections) in the overall sound texture.

Furthermore, depending on the cabinet model used, and especially with the ones including multiple speakers, moving the microphone away can bring some higher frequencies back. This is simply due to the directivity of the loudspeakers. At maximum positioning (100%), the microphone is placed 3 meters (10 feet) away from the cabinet.

- **Center:** Determine the distance between the axis of the loudspeaker and the microphone (placed at right angle). The in-axis position (0%) allows for a maximum amount of treble sounds, which are highly directional. Moving the microphone away from the axis decreases the treble to the benefit of the bass response. At maximum positioning (100%), the microphone is placed at the edge of the speaker when Distance is 0%, and 1 meter (3 feet) away from the axis when Distance is 100%.
- **Position:** in standard sound capture, the microphone is usually placed in front of the cabinet. However, placing the microphone behind the cabinet can be quite interesting. The sound is usually softer and darker. This is particularly obvious with closed cabinet, and less with open ones.
- **Variphi:** The Variphi parameter is a one-of-a-kind control, exclusive to the TORPEDO technology. It allows you to modify the frequency content of the signal, using the properties of the sum of two signals with different phase levels. You are emulating a situation where two microphones are used, and the Variphi parameter controls the distance (hence the phase relation) between the two microphones. To easily hear this effect, we recommend starting with a crunch/saturated sound on your amplifier and changing the Variphi parameter. You will hear a periodic change in the signal with frequency modifications. Using Variphi, you will fine-tune the frequency content of the signal, whether you are looking for a "mid-scooped" or a "full" sound. Note that this parameter is always active. The "OFF" position is not a 0 value, but a first shift-phase value between the first and the second virtual microphones.
- **Overload:** A loudspeaker is essentially a system designed to faithfully reproduce the sound transmitted by the amplifier. However, a loudspeaker does have some particular audio properties of its own, including some that depend on the level of power applied. The "Overload" parameter reproduces the natural saturation that occurs when the loudspeaker is driven too hard. At maximum value, you get the sound of a loudspeaker coming close to destruction.
- **Dry/Wet:** Combine the dry, unprocessed sound, with the simulated one. This parameter is particularly interesting on clean sounds, or to search for new and original tones.

## 10 EQ

This is a simple yet powerful 5-band EQ. Shift the band frequencies by changing the mode (guitar or bass) so as to focus on the signal frequencies pertinent for the corresponding instrument.



- **EQ Mode:** Off, Guitar or Bass. Please refer to the following table for references between the band and the cut frequencies in each mode.
- **Low, LMid, Mid, HMid, High:** band frequencies, from lowest to highest.

Band	Guitar Mode	Bass Mode
Low (shelf)	120Hz	50Hz
LMid (peak)	360Hz	120Hz
Mid (peak)	800Hz	360Hz
HMid (peak)	2000Hz	800Hz
High (shelf)	6000Hz	4000Hz

## 11 Exciter

An exciter is very useful to give a sound a certain character, or to add presence, or "air", in the sound. The integrated exciter will allow you to add such features to your tone.

- **Exciter:** Switch the exciter ON or OFF.
- **Gain:** Control the amount of effect applied to the sound.
- **Freq:** Control the center frequency of the exciter. For example, presence for guitar is usually found at 2 or 3 kHz. Air can be added by placing this frequency at 6 or 8 kHz.



## 12 Comp

Using a compressor will reduce the dynamics of your sound, or control transients, or even to create special effects, such as pumping. The parameters of the TORPEDO compressor are equivalent to a standard studio compressor.



- **Compressor:** Turn the compressor ON or OFF. When ON, you may visualize on the bargraph the level of compression applied to the signal, in dB scale.
- **Threshold:** Control the signal level above which compression occurs.

- **Ratio:** Control the compression ratio.
- **Attack:** Control the attack time, in milliseconds.
- **Release:** Control the release time, in milliseconds.
- **Make-up Gain:** Control the make-up gain added at the compressor's output.

## 13 Setup



- **PRESETS:** Determines the default *Presets* folder where to store the preset files. This folder is valid for any instance of the plug-in.
- **IMPULSES:** Determines the *Impulses* folder where third-party cabinet files (in .wav and .aiff formats) and user files (.tur) are located for each instance of the plug-in (see below how to add new cabinets). This setting is saved with the current session of your plug-in host and you can save it with a TORPEDO WoS III preset.
- **GUI SIZE:** Changes the size of the graphical interface window, from S (smallest size) to XL (biggest size), as best suits your screen's resolution.
- **INFOS:** Gives access to "About", "Hotkeys", "User's manual", "Check for updates" and "License info".
- **La Boutique:** Launches the Two Notes online store. Read more about the Boutique in the "Want more cabs?" section.

After the first installation of the TORPEDO WoS III, the default *Presets* folder is located in:

- "Program Files/Two Notes Audio Engineering/Presets" on default Windows installation.
- "/Library/Application Support/Two Notes Audio Engineering/Presets" on default MAC installation.

## 14 Wall of Sound section

In this section you will be able to add the channels you need to achieve the sound you have in mind, using as many cabinets and microphones as you need (up to 100 over 50 channels)). Each channel is a combination of a power amp, a cabinet and a microphone. On every WoS section line, you will find two independent or linked channels that can be panned the way you want.



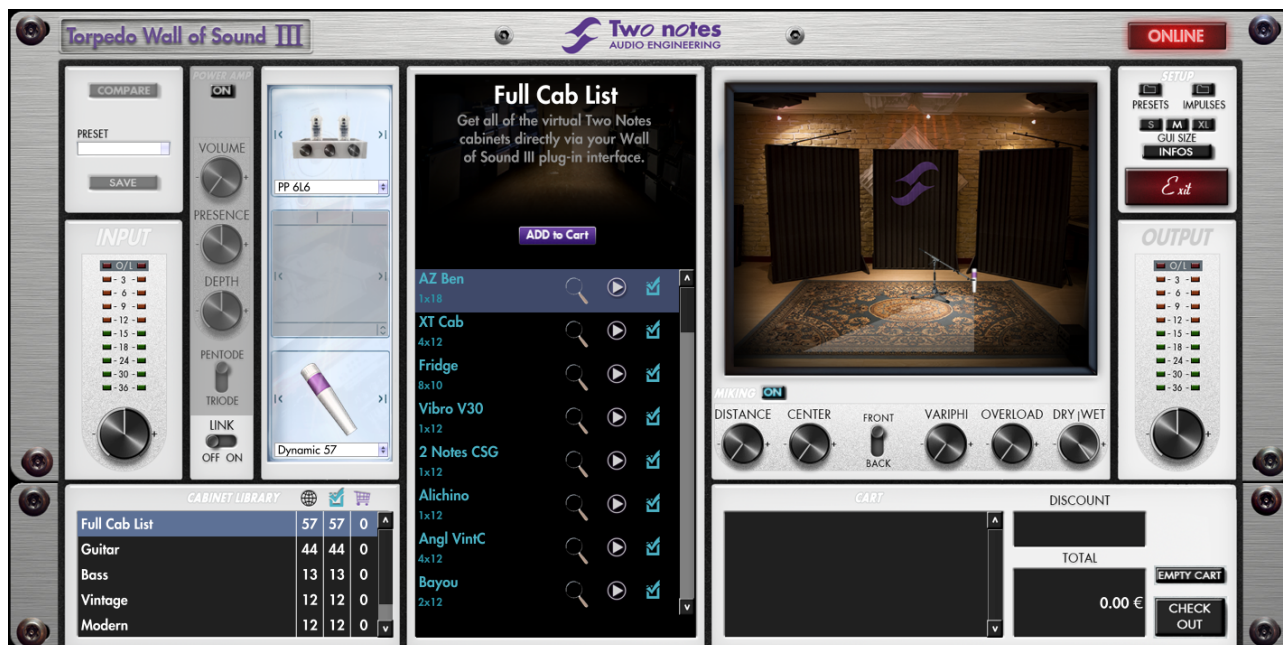
- **ON:** Switches the designed channel ON or OFF.
- **Display screen:** Displays the channel number (from 00 to 99), the cabinet and microphone names.
- **Quick bypass buttons:** Switches the designed section( Power Amp, Miking...) ON or OFF.
- **Solo:** Puts the selected channel in SOLO mode.
- **Mute:** Mutes the selected channel.
- **PAN:** Determines where the channel will be placed across the stereo field.
- **VOL:** Determines the output volume of the selected channel.
- **LINK:** Links a line of channels to achieve tuning on both channels simultaneously. Useful when you work with stereo signals.
- **DEL:** Deletes a pair of channels.
- **ADD:** Adds a pair of channels.

To activate a channel for editing, simply click anywhere on the channel zone (the red zone shown on the figure above for channel 00). You can navigate through the channels by pressing the arrows of your computer's keyboard.

## 15 Want more cabs?

- **Two Notes cabinets:**

TORPEDO WoS III embeds the new Two Notes *Boutique*. This is an online store that gives you access to all of the Two Notes virtual cabinets, captured with a set of 8 microphones. Make sure you have a working Internet connection and click on **La Boutique**:



On the bottom left you find all of the cabinet collections, which are simple filters: selecting a collection lets you see only the cabinets you may have an interest in. For example only bass or vintage cabinets.

On the center panel you can:

- browse the cabinets,
- launch a real-time preview of the cabinet by pressing the "play" button,
- get a closer look at the cabinet.

When previewing a cabinet, you can move the microphone while playing any track so as to listen to the tone of that particular cabinet.

On the bottom right side of the Boutique interface you will find the cart. By pressing the "ADD" button on the cabinet panel, you will see the selected cabinet(s) appear on that panel. Depending on how many cabinets you wish to buy, you can get a discount. E.g., with more than 50 cabinets at a time, you get the biggest -65% "PROFESSIONAL" discount.

Once you have put all the cabinets you need in you basket, simply click on "Check out" to be redirected to the Two Notes Store. The secured payment process uses your Internet Browser. No billing or information on the payment method is stored on the plug-in, so as to ensure maximum security.

- **.tur files:**

.tur are proprietary files created with the Two Notes Audio Engineering **TORPEDO BlendIR** software. The software is available for download from the Two Notes website. With TORPEDO BlendIR you are able to use the TORPEDO technology to capture the sound signature of your own cabinet and microphone in the deepest details.

To add a .tur file to your list, simply move the file to the root of the default Impulses directory, or select another folder (see part 4.13) that will be saved with the current session of your plug-in host. Please note that the files must reside at the root of that folder, without any subfolders. The cabinet list in the plug-in will be automatically refreshed.

Please note that with .tur files you do not have access to the microphone positioning parameter.

- **3rd-party IR files in .wav or .aiff format:**

The TORPEDO WoS III complies with third-party Impulse Responses (IRs) in .wav or .aiff format.

To add a .wav or .aiff file to your list, simply move the file to the root of the default Impulses directory or select another folder (see part 4.13) which will be saved with the current session of your plug-in host. Please note that the files must reside at the root of that folder, without any subfolders. The cabinet list in the plug-in will be automatically refreshed.

*Note: with 3rd-party files you do not have access to neither microphone positioning nor overload parameters.*

## 16 Hotkeys

Direction arrows	Change channel focus
SHIFT + C	Copy the selected channel
SHIFT + V	Paste to the selected channel
SHIFT + change parameter	Link, change the counterpart parameter on the second channel
CTRL + change parameter	Fine control
ALT + click on a parameter	Set default value

## Part 5

# Technical support

Should you encounter a problem with your TORPEDO WoS III or need help regarding any technical aspects, please note that Two Notes Audio Engineering has developed on-line services to provide you with fast and efficient technical support, the **Two Notes Help Desk** which you will find at this address:

<http://support.two-notes.com/>

### Two Notes Website

On the <http://www.two-notes.com> website, you will find:

- news about the company and the products (news on the homepage),
- comprehensive information about the TORPEDO WoS III and its many applications (FAQ),
- firmware and software updates to download (products/TORPEDO WoS III/downloads),
- access to the Two Notes Store where you can buy new cabinets,
- the Torpedo BlendIR software (products/TORPEDO WoS III/downloads),
- an official forum where you can share tips and advice with other Torpedo users (forum).

The Two Notes Team often visits specialized forums to help out users.

### E-mail

We do not offer technical support via e-mail. Please contact us via the **Help Desk** at the address above. TORPEDO WoS III



TORPEDO WoS III

## Part 6

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