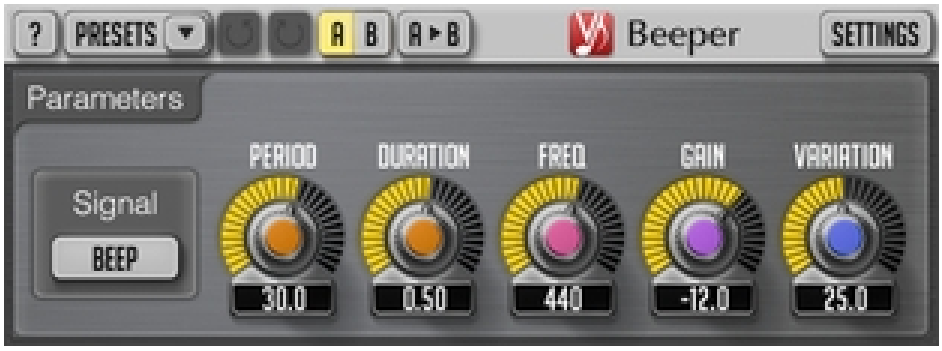
Sound with a soul
Voxengo

Voxengo Beeper User Guide



Version 2.7

http://www.voxengo.com/product/beeper/

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Introduction

Beeper is an auxiliary audio processing plug-in which you can use to insert short beep, noise burst or silence signals to any sound material. This plug-in may help you protect your work from theft. It is safe to apply this plug-in to any mission-critical material because plug-in does not perform any processing on the audio between the inserted signals.

You may specify signal's duration, beep frequency, signal's loudness, period between signals and the amount of random variation of all parameters.

Features

- Beep, noise or silence insertion
- Parameter randomization
- Stereo and multi-channel processing
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AudioUnit, VST or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8 and later versions) and Mac OS X (10.6 and later versions, 32- and 64-bit, Intel processor-based) computers (2 GHz dual-core or faster processor with at least 2 GB of system RAM required). A separate binary distribution file is available for each target computer platform for each audio plug-in specification.

User Interface Elements

Note: Most interface elements (buttons, labels) located on the top of the user interface and on the bottom are standard among all Voxengo plug-ins and do not require much learning effort. For an in-depth description of these and other standard user interface elements and features please refer to the "Voxengo Primary User Guide". Learned once it will allow you to feel comfortable with all pro audio plug-ins from Voxengo.

Parameters

This group of knobs affects plug-in's performance.

The "Signal" selector specifies which signal type should be produced by the plug-in. The "Beep" option produces beeps; the "Noise" option produces filtered noise burst; the "Mute" option reduces volume of the sound material instead of inserting a signal. Note that noise bursts are technically harder to remove from the sound material without leaving sonic artifacts.

The "Period" parameter adjusts the period (in seconds) between signals.

The "Duration" parameter specifies the duration (in seconds) of a signal.

The "Freq" parameter adjusts the frequency (in Hertz) of a beep signal or filter's corner frequency if noise signal is used.

The "Gain" parameter specifies the loudness of a beep or noise signal (in decibels), or amount of gain reduction if the "Mute" signal is used. Note that the sound material's loudness will be decreased proportionally so that output signal level never exceeds the original signal's peak level.

The "Variation" parameter specifies random variation of all beep parameters (percent). Variation of beeping parameters produces randomization that makes any automated removal process of the inserted beeps harder to achieve its goal.

Credits

This plug-in was produced by Aleksey Vaneev in Syktyvkar, Komi Republic, Russia.

DSP algorithms and internal signal routing code were created by Aleksey Vaneev.

Graphics user interface code and the “standard” graphics design were created by Vladimir Stolypko.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).