



Green Reaper GR9

(AAX, AU, CLAP, VST2, VST3)

produced by Luca Capozzi (Audiority Srls), June 2020

Current Manual version: v1.2 (May 2024)

Green Reaper is an analog simulation of the Ibanez® Tube Screamer™ TS9, an historical overdrive pedal of the 1982.

The first incarnation of the Tube Screamer series, the TS-808, was first released in the 1979 and hand-wired by MAXON® engineers, who has been Ibanez's production partners until 2002. This pedal quickly became wildly popular due to its ability to deliver one of the smoothest and most responsive overdrive tones ever with just three controls. That's why, still today, this is one of the most cloned and modified pedals ever.

We carefully modelled the original pedal and added some goodies, including several modified versions of the circuit, to further shape your guitar tone.

Please, read carefully both product specifications and system requirements **before** purchasing any **Audiority** product.

* All product names used in this document and our site (www.audiority.com and associated Audiority websites) are trademarks of their respective owners, which are in no way associated or affiliated with Audiority. These trademarks of other manufacturers are used solely to identify the products of those manufacturers whose tones/sounds/characteristics were studied during Audiority's sound model development. Ibanez is a registered trademark of Hoshino, Inc. Tube Screamer is a registered trademark of Hoshino Gakki Co. Ltd. MAXON is a registered trademark of Nisshin Onpa Co., Ltd.

Green Reaper GR9

produced by Audiority, June 2020.

Credits

Code & DSP: Luca Capozzi (Audiority Srls), June 2020

GUI Design: Luca Capozzi

Published by Audiority Srls

Copyright © 2020-2021 – Audiority Srls – All rights reserved.

Specifications

- Analog Modelled Overdrive
- Drive, Tone and Level controls
- Pre and Post effect gain
- Mix control
- Noise Gate
- 12 different circuit types
- “To Amp” output mode
- Level Meters
- Resizable interface

System Requirements

PC

- Windows 7 64bit or later
- Intel i5 or equivalent
- 4 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Intel)

- OSX 10.13 or later
- Intel i5 or equivalent
- 4GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

MAC (Silicon)

- macOS 11.0 or later
- M1 or higher
- 4 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU, CLAP 64-bit host
- PT11 or higher, AAX 64-bit host

INDEX

FILE LOCATIONS.....	4
PLUGIN ACTIVATION.....	5
USER AREA AND REDEEM CODES.....	6
USER PATHS SETTING.....	7
PLUGIN PARAMETERS.....	8
TOOLBAR.....	8
PARAMETERS.....	8
PEDAL PARAMETERS.....	8
GLOBAL CONTROLS.....	8
CIRCUIT TYPES (MODS).....	9
CHANGELOG.....	10

FILE LOCATIONS

Mac

All presets, license, IR files and settings are located in:
/Users/Shared/Audiority/

AAX, CLAP and VST plugins will be placed in their own Audiority sub-folder located in:

AAX: /Library/Application Support/Avid/Audio/Plug-Ins/Audiority

CLAP: /Library/Audio/Plug-Ins/CLAP/Audiority

VST: /Library/Audio/Plug-Ins/VST/Audiority

VST3: /Library/Audio/Plug-Ins/VST3/Audiority

PC

All presets, license, IR files and settings are located to:
C:\Users\Public\Public Documents\Audiority

AAX, CLAP and VST plugins will be placed in their own Audiority sub-folder, usually located in:

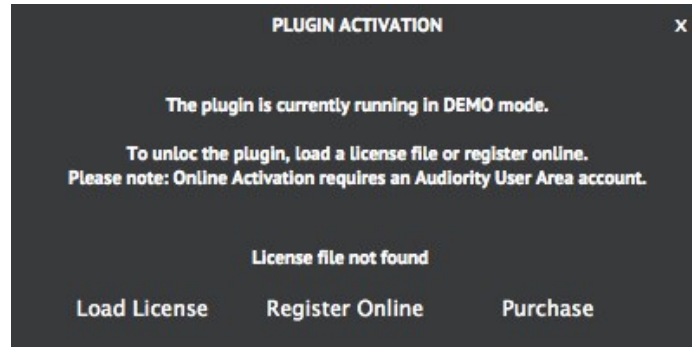
AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority

CLAP: {Your CLAP Path}\Audiority

VST: {Your VST Path}\Audiority

VST3: {Your VST3 Path}\Audiority

PLUGIN ACTIVATION



Once you install and open the plugin for the first time, it will be in **Demo Mode** until a license file is loaded. In Demo Mode the plugin will output 3 seconds of silence every minute.

You can activate the plugin either OFFLINE or ONLINE.

OFFLINE ACTIVATION

If you purchased the plugin from our site, you should have received an email to download the installers and the license file. Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

Then, to activate the plugin, click on the **Audiority** logo and select “**Register**”. The Registration window will pop up allowing you to load the license file you got while purchasing the plugin by clicking the “**Load License**” button. Alternatively, you can drag and drop the license file on the registration window.

NOTE: If you purchased the plugin from one of our dealers, please check the “**USER AREA AND REDEEM CODES**” section below.

ONLINE ACTIVATION

If you are registered to our User Area, then you can activate the plugin online.



Insert your Username (or email address), your password and click the “**Login**” button. The license file will be automatically delivered in your computer and the plugin will be activated.

USER AREA AND REDEEM CODES

If you purchased from one of our dealers, then you should have received an email with a redeem code. This code is required to deposit a license in your User Area account and let you download the license file or activate the plugin online.

If you don't have an User Area account yet, please follow these steps:

- 1) Go to <https://www.audiority.com/register> and fill out the signup form.

IMPORTANT: Please be sure to register with the **e-mail address you use for your purchases**, otherwise your products will not show. Since we use reCAPTCHA for registration only, please temporarily disable any ad blocker you are using.

Username

First Name

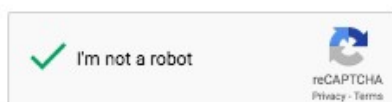
Last Name

Purchase E-mail Address

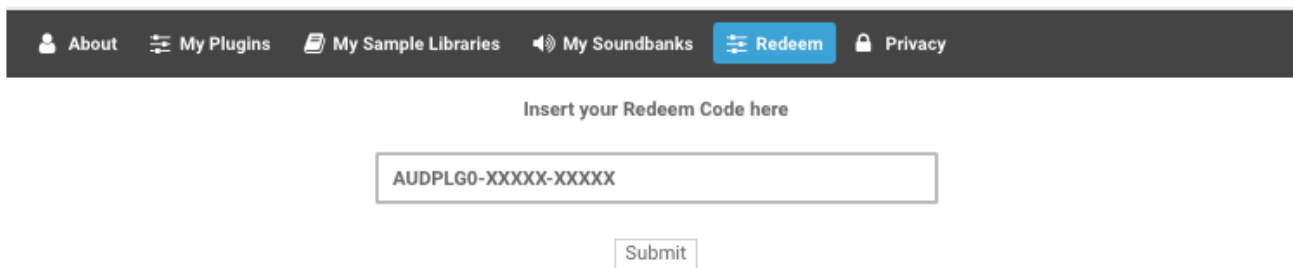
Password

Confirm Password

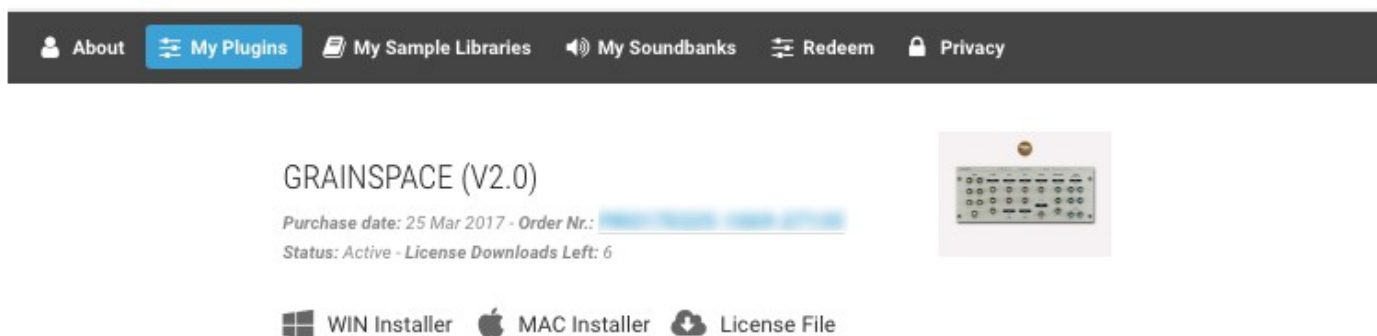
I read and agree to the Privacy Policy and Terms of Use



2) Once registered, log in to your account by clicking the User Area section of our site. Click the **REDEEM** section of your account and paste the code you received via email from our dealer.

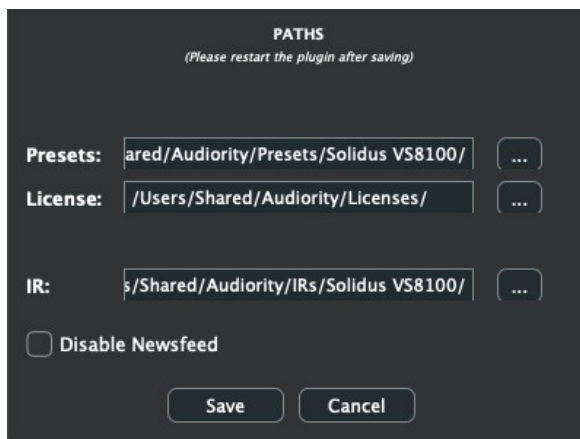


3) After submitting the code, a license will be deposited in your account and will be shown in “**MY PLUGINS**” section of your User Area.



4) Now you can click “License File” and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

USER PATHS SETTING



By selecting “**Settings**” from the logo menu, you can change the path for **Presets**, **License** and **IR** folders. You can also disable our Newsfeed from here.

Note: Please do not move the **Settings** folder from its default location.

PLUGIN PARAMETERS



TOOLBAR

The Toolbar allows you to manage the plugin presets, register the plugin and set some global parameters.

Click the **AUDIORITY** logo, in the top left corner of the Toolbar, to visit our website and social profiles, register the plugin, change the interface size and customize the paths for license and preset files. The **HQ** button will enable oversampling, useful to reduce aliasing when the signal saturates. Use the **Randomize** and **Reset** buttons to experiment with random presets or restoring it to its saved version. The **NOTIFICATIONS** (bell) icon will show you when a new update is available and other relevant news and offers.

PARAMETERS

PEDAL PARAMETERS

- | | |
|--------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| DRIVE | Adjusts the amount of overdrive. Set it to minimum to have just a touch of dirt, using the pedal as a booster, or to the max for a fully distorted tone. |
| TONE | Adjusts the timbre of the overdrive. Set it to minimum for a dark tone, or to the max for full brightness. |
| LEVEL | Controls the output volume of the pedal. |

GLOBAL CONTROLS

- | | |
|-----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TO AMP | By default, the output level of all circuit types is matched. By enabling "To Amp", each circuit type will have a different output loudness according to the circuit response. Enable this if you are using Green Reaper before an amp simulator. |
| TYPE | Switch between different circuit models. Check next paragraph for more details. |
| GATE | Noise gate threshold. |
| IN / OUT | Pre / Post effect gain. |
| MIX | Dry/wet signal mixer. |

CIRCUIT TYPES (MODS)

We implemented different versions of the pedal circuit, each one with different tonal AND LOUDNESS characteristics. Below you'll find a description of each circuit type, along with the output level change when "To Amp" is enabled.

DEFAULT

Our first circuit version follows the original schematic including some measurements done to the hardware.
To Amp +0dB

316 MOD

Changes the amount of bass signal going through the overdrive stage. Increased gain for the Drive stage. Clipping diodes has been replaced with a LED, for the positive cycle of the signal, and a LED in series with a 1N4148 diode for the negative cycle. Asymmetrical clipping provides a warmer overdrive with more output power.
To Amp +12.2dB

BRONCO

Inspired by the Dead Horse and Precision Drive pedals. More bass through the overdrive stage and increased gain.
To Amp -1dB

BROWN

A classic Tube Screamer mod, providing a fuller and warmer overdrive.
To Amp +3dB

BSM

Wampler's Brent Mason mod. Warmer overdrive, increased gain and asymmetrical clipping using 1N4001 diodes.
To Amp +12.5dB

FLAT

Another classic mod that "flattens" the frequency response of the pedal by bypassing the clipping capacitor and reducing the signature mid-hump of the pedal.
To Amp +3.8dB

LAFF LED

Landgraff Overdrive, LED mode. Improved bass response and increased gain. Clipping diodes replaced by LEDs.
To Amp +6.6dB

LAFF MR

Landgraff Overdrive, Marshall mode. Improved bass response and increased gain. Asymmetrical clipping using 1N914 diodes.
To Amp +7.5dB

LAFF OP

Landgraff Overdrive, diode-less mode. Improved bass response and HUGE gain. Clipping diodes removed to saturate the op amp.
To Amp +22.5dB

STINKY

Stinkfoot mod. Improved bass response and increased gain. Clipping diodes replaced with MA150.
To Amp +2.8dB

TUBE

Tube-like overdrive. Improved bass response and a LOT of gain. Asymmetrical clipping using 1N914 diodes.
To Amp +13dB

WAMPLER

Wampler's Standard Mod. Improved bass response, fullness and dynamics with increased gain. Asymmetrical clipping using a 1N4001 diode for the positive cycle of the signal, plus a combination of LED and germanium 1N34A in series, for the negative cycle.
To Amp +11.3dB

CHANGELOG

v1.2 (May 2024)

- NEW: Framework update
- NEW: CLAP plugin format
- NEW: AAX Native Silicon
- NEW: Level Meters
- FIX: Improved automations and randomizer
- FIX: Mac installer was asking for Rosetta on Silicon Macs
- FIX: Windows installer could erase User folder when updating
- BREAKING CHANGE: macOS minimum version is now 10.13

v1.1.2 (July 2021)

- FIX: Rare condition where licenses get invalidated

v1.1.1 (May 2021)

- FIX: Unwanted harsh artifacts on high gain values

v1.1 (June 2020)

- NEW: Updated Framework
- NEW: Universal 2 Binary for Apple Silicon Macs
- NEW: Revamped GUI
- NEW: Corner Resizer (bottom right corner of the UI)
- FIX: Footer labels now show parameter values when using mouse wheel
- CHANGE: HQ is now global (per session)
- BREAKING CHANGE: Improved non-linear models
- BREAKING CHANGE: New Noise Gate

v1.0 (June 2020)

- Original release

Audiority Srls – EULA (End-User License Agreement)

The software that accompanies this license is supplied under a license agreement. By installing this software you are agreeing to the Audiority License Agreement. If you do not agree with these terms, do not install the software. All software download purchases are non-refundable. However, if you haven't downloaded a license file (or used a redeem code), you may obtain a refund within 14 days through the dealer where you purchased the software, or if purchased at any of Audiority online stores, by contacting support@audiority.com.

The terms of this license agreement are as follows:

By installing the software, you confirm your acceptance of the Audiority Srls End User License Agreement. This is a revocable, non-exclusive, single-user License.

This End User License Agreement ("Agreement") is between Audiority Srls and you.

IMPORTANT – PLEASE READ THIS LICENSE AGREEMENT CAREFULLY BEFORE INSTALLING THIS SOFTWARE.

By using the Audiority Srls Software you accept these terms. The Audiority Srls Software may be distributed with software or components from third-parties ("Third-Party Software"). Use of Third-Party Software is also subject to the terms of this EULA.

1. Limited Use License.

The Software is licensed, not sold, by Audiority or its Third-Party Software suppliers ("Suppliers") to the original end user for use only on the terms set forth in the Agreement. If and only if your Software is purchased through a Audiority Authorized Dealer or Distributor, Audiority, as Licensor, grants you, as an end user Licensee, a non-exclusive license to use the Software (which includes computer software, updates and any bug fixes subsequently delivered and associated media, printed materials and "online" or electronic documentation).

2. Title.

The Software is owned by Audiority or its Suppliers as applicable, and is protected by copyright laws and international treaty provisions, as well as other intellectual property laws and treaties. Audiority (or its Suppliers, as applicable) retains title to and ownership of the Software and all copies, as well as any rights not specifically granted. This Agreement only gives you certain rights to use the Software and related documentation, which may be revoked if you do not follow these terms.

3. Limited Rights to Install and Use the Software.

(i) Permitted use and restrictions.

You may install the Software into the memory of no more than three computers for your internal business use or your own personal enjoyment, but may not redistribute or electronically transfer the Software to someone else's computer or operate it in a time-sharing or service-bureau operation.

(ii) Reverse engineering and copying limitations.

You may make one copy of the Software for backup purposes only (and replacement backup copies in the event of loss of or damage to a backup copy), provided you include all copyright notices contained on the original media on the backup copy. You may not modify, translate, adapt, reverse engineer, decompile, create other works from, or disassemble the Software or any portions thereof (except and to the extent that applicable law expressly permits reverse engineering, decompilation or disassembly). This includes, but it's not limited to, analytical captures, impulse responses, profiles and/or machine learning training/validation/prediction.

(iii) Technical limitations.

The Software may include technological measures that are designed to prevent or detect unlicensed use of the Software. Circumvention of these technological measures is prohibited, except and only to the extent that applicable law expressly permits, despite this limitation. Any attempt to circumvent technical limitations may render the Software or certain features unusable or unstable, and may prevent you from updating or upgrading the Software.

(iv) No reconfiguration.

The Software is licensed for installation and use only in the manner it was provided to you, as configured by an automated installation program provided with the Software, or as described in Audiority's Documentation. You may not separate the components contained in the Software or otherwise reconfigure the Software to circumvent technical limitations on the use of the Software or to otherwise exceed the scope of your license.

4. Export and Renting Restrictions.

You may not export, convey, rent, sublicense, or otherwise distribute the Software or any rights therein to any person or entity.

5. Feedback.

Audiority shall have a royalty-free, worldwide, transferable, sublicenseable, irrevocable, perpetual license to use or incorporate into the Software any suggestions, ideas, enhancement requests, feedback, recommendations or other information provided by You relating to the features, functionality or operation of the Software ("Feedback"); provided, however, that Audiority shall have no obligation to use or incorporate into the Software any Feedback, and You shall have no obligation to provide Feedback.

6. Registration Information.

Audiority uses named licenses for its products. When You activate the Software, Audiority may collect your name and email address and other contact information that You choose to provide ("Registration Information"). You agree to provide your real full name (or company name) to Audiority in order to comply with the requirements needed to generate such licenses. Audiority reserves all rights to terminate a license in any moment if the information provided are incorrect and/or fake (pseudonyms, anonymous or fake names like "John Doe" are not allowed) without any notice. You agree that Audiority may use this Registration Information to contact You regarding your purchase and to deliver notifications relative to your use of the Software. Audiority does not collect or retain any financial information from or about You (such as payment card information).

7. License Transfer.

Except if otherwise stated within this EULA, Licensee may resell the software to a third party or transfer the software permanently if the Licensee purchased the Software from any Audiority store or from any Audiority Dealer. Audiority reserves all rights to deny any requests for the transfer of this license, and may institute transfer fees and policies as it sees fit at the time of any request for the transfer of this license, if the Licensee purchased the license from another Licensee. By transferring a license, the third party agrees in writing with this EULA and Licensee ceases all use of the software, completely removes all installed copies of the software from its computer and – if the software was not purchased via download – deletes or transfers the original data storage to the third party (if Licensee is not obliged to a longer storage by law). NFR (not for resale) copies, including freeware products, free bonus products, and giveaway copies, cannot be resold. Following respective request from Licensee via its email address registered with Audiority, and payment of the Transfer Fee, the license file of the Product will be transferred by Audiority to the third party, and at the same time the registration of Licensee for the software purchased will be deleted. The current and updated

Transfer Fee can be found at this address <https://www.audiority.com/faq/#1509113035751-cec03c9c-5c77>

8. Excluded Products.

Audiority and its Suppliers give NO warranty for Software free of charge, including Software designated as "demo", "limited release," "pre-release," "loan," "beta" or "test." This Software is provided "AS IS."

9. Limitation of Liability.

AUDIORITY AND ITS SUPPLIERS SHALL HAVE NO LIABILITY TO YOU WHETHER IN CONTRACT, TORT, NEGLIGENCE OR PRODUCTS LIABILITY, FOR ANY CLAIM, LOSS, OR DAMAGE, INCLUDING BUT NOT LIMITED TO LOST PROFITS, LOSS OF USE, BUSINESS INTERRUPTION, LOST DATA, OR LOST FILES, OR FOR ANY INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND OR NATURE WHATSOEVER ARISING OUT OF OR IN CONNECTION WITH THE USE OF OR INABILITY TO USE THE SOFTWARE OR DOCUMENTATION, OR THE PERFORMANCE OR OPERATION OF THE SOFTWARE, EVEN IF AUDIORITY OR ITS SUPPLIERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION OR LIMITATION MAY NOT APPLY TO YOU. IN NO EVENT SHALL AUDIORITY'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES, AND CAUSES OF ACTION WHETHER IN CONTRACT, TORT (INCLUDING NEGLIGENCE) OR OTHERWISE EXCEED THE AMOUNTS RECEIVED FROM YOU FOR YOUR LICENSE OF THE SOFTWARE.

10. Termination.

To the extent permitted by law, and without prejudice to any other rights Audiority may have, Audiority may terminate your license if you materially breach these terms and conditions.

11. Third-Party Software and Information.

This EULA governs any Third-Party Software distributed by Audiority. Audiority may include information about third party products and services, including links to Web sites run by others. Audiority is not responsible for, and does not endorse or sponsor, this third-party information.

12. Miscellaneous.

This Agreement constitutes the entire agreement between the parties with respect to the use of the Software and Documentation, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this Agreement will be binding unless in writing and signed by a duly authorized representative of Audiority.

Should you have any questions concerning this Agreement, please contact Audiority Srls at info@audiority.com

Copyright ©2010-2024 Audiority Srls. All rights reserved.

Last updated on Jan 25th, 2023

Thank You

We wanna thank you for buying **Audiority Green Reaper GR9** plugin.

We hope you will enjoy it as much as we did.

If you have any question, concerns, technical issues or even for just say 'Hello', get in touch with us at:

info@audiority.com

or checkout our site at www.audiority.com

Cheers,
Luca

Follow us on:

[Facebook](#)

[YouTube](#)

[Instagram](#)

Official Facebook Support:

[Audiority Users](#)

Audiority User Area: (registration is required to access the UA and download installers and license files)

[Audiority User Area](#)

Join our Discord server:

[Audiority Discord](#)

