



Klirrton Grindstein

(AAX, AU, CLAP, VST2, VST3)

produced by Luca Capozzi (Audiority Srls), September 2021

Current Manual version: v1.3

Precisely modeled in collaboration with **Klirrton Manufaktur** and producer **Kristian Kohle** from **Kohlekeller Studio**, the **Grindstein** is the official analog modeled simulation suite of their ultimate death metal preamp, along with the cutting edge **Schnauze** noise gate and the new **Fleisch** equalizer.

Dirty and fuzzy death metal tones from the 90s into the modern age, from a ripping chainsaw to a more modern and tight sound with just a touch of grind. It can go from the Swedish HM2 sound all the way to 90's Florida transistor distortion, but with modern fat lowend and thightness like never heard before!

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Klirrton Grindstein

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Credits

Code & DSP: Luca Capozzi (Audiority Srls), September 2021

GUI Design: Luca Capozzi, based on the original design by Svencho from ABORTED

Published by Audiority Srls

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Klirrton, Grindstein, Schnauze and Fleisch are copyright of Carsten Pinkle t/a Klirrton Manufaktur

Specifications

- Two mixable channels (Bottomshaker and Chainsaw)
- Built-in boost based on Lichtbringer circuit
- Phase switch for out-of-phase supergrindy sound
- 3 band EQ on the Chainsaw channel and 2 band EQ on the Bottomshaker
- Noise Gate based on Schnauze circuit
- 5 band Fleisch EQ, with carefully selected boost and cut bands
- Cab simulator with 7 speaker combinations selected by Kris Kohle
- Pre and Post effect gain
- Level Meters
- Standalone version
- 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

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:

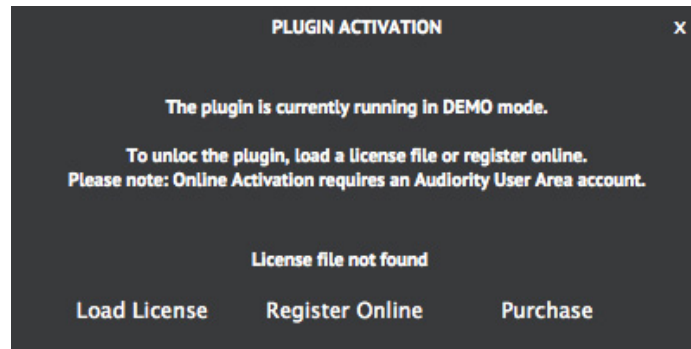
AAX: C:\Program Files\Avid\Audio\Plug-Ins\Audiority

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

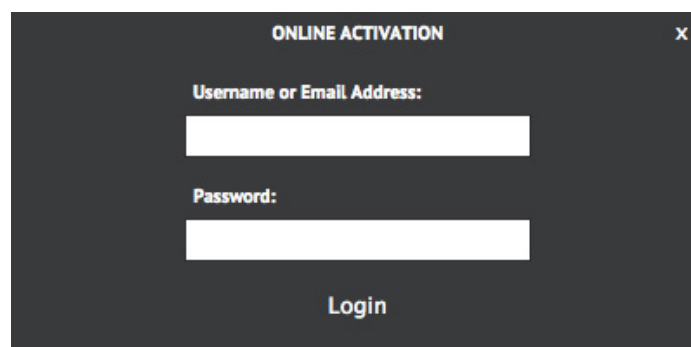
If you purchased the plugin from our site, you should have received an email to download the installers and the license file. Save the license file you got with your purchase email (or via our User Area) anywhere on your computer.

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

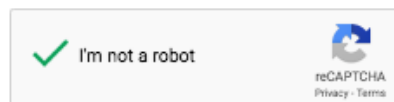
Last Name

Purchase E-mail Address

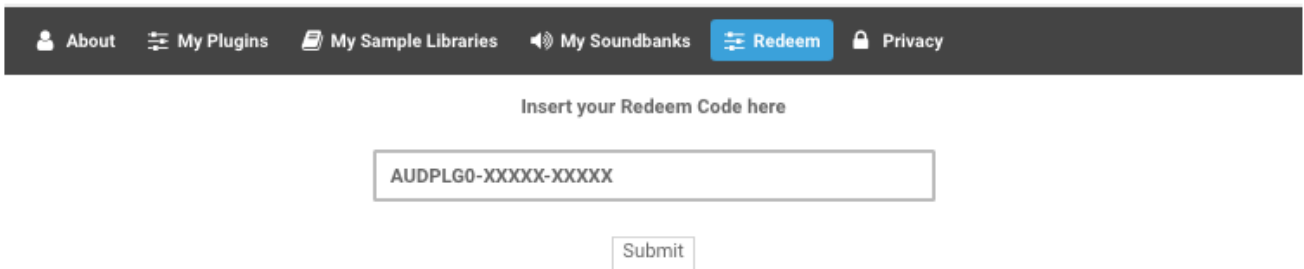
Password

Confirm Password

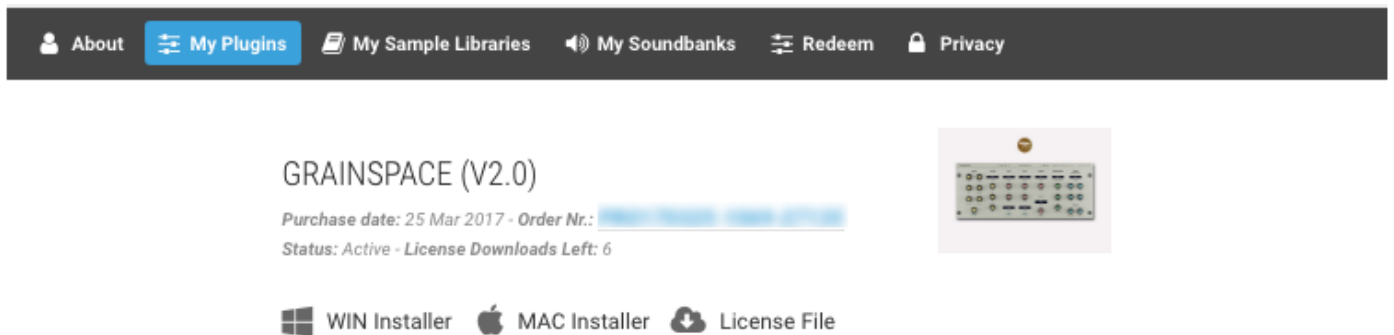
I read and agree to the Privacy Policy and Terms of Use



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.

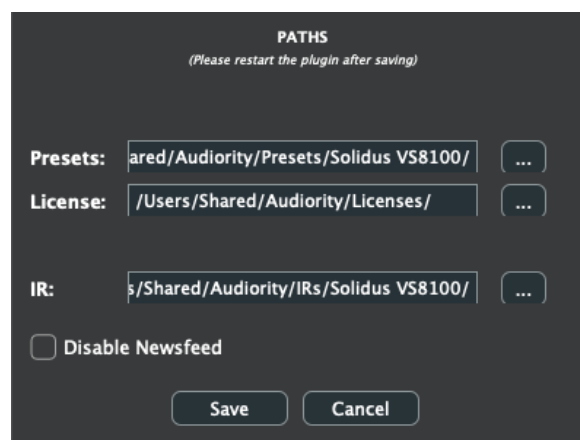


3) After submitting the code, a license will be deposited in your account and will be shown in “**MY PLUGINS**” section of your User Area.



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.

GRINDSTEIN PARAMETERS



TOOLBAR

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

By clicking the **AUDIORITY** logo, in the top left corner of the Toolbar, you'll be able 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.

GENERAL PARAMETERS

MIX	Mixes the Bottomshaker and Chainsaw channels
BOOST	Boosts and tightens the input signal before the channels. On the BOTTOMSHAKER channel this will be disabled when FX LOOP is on.
MASTER	Controls the output volume of the entire preamp
PHASE	Changes the phase of the BOTTOMSHAKER channel
FX LOOP	Replaces the BOTTOMSHAKER channel with the audio incoming from the SIDECHAIN channels

CHAINSAW PARAMETERS (TOP)

MIDCUT	Cuts the lower "unbrootal" mids. Turning it fully counter clockwise bypasses the filter
GRIND	Boosts the typical chainsaw frequency peaks
HIGH	Adjusts the high end frequency response
BRIGHT / DARK	Switches between two different types of Chainsaw circuits. Select BRIGHT for the original Grindstein circuit and DARK for the modified version.



BOTTOMSHAKER PARAMETERS (BOTTOM)

- GAIN** Adjust the gain of the preamp
- BASS** Adjust the bass frequency response
- TREBLE** Adjusts the high end frequency response

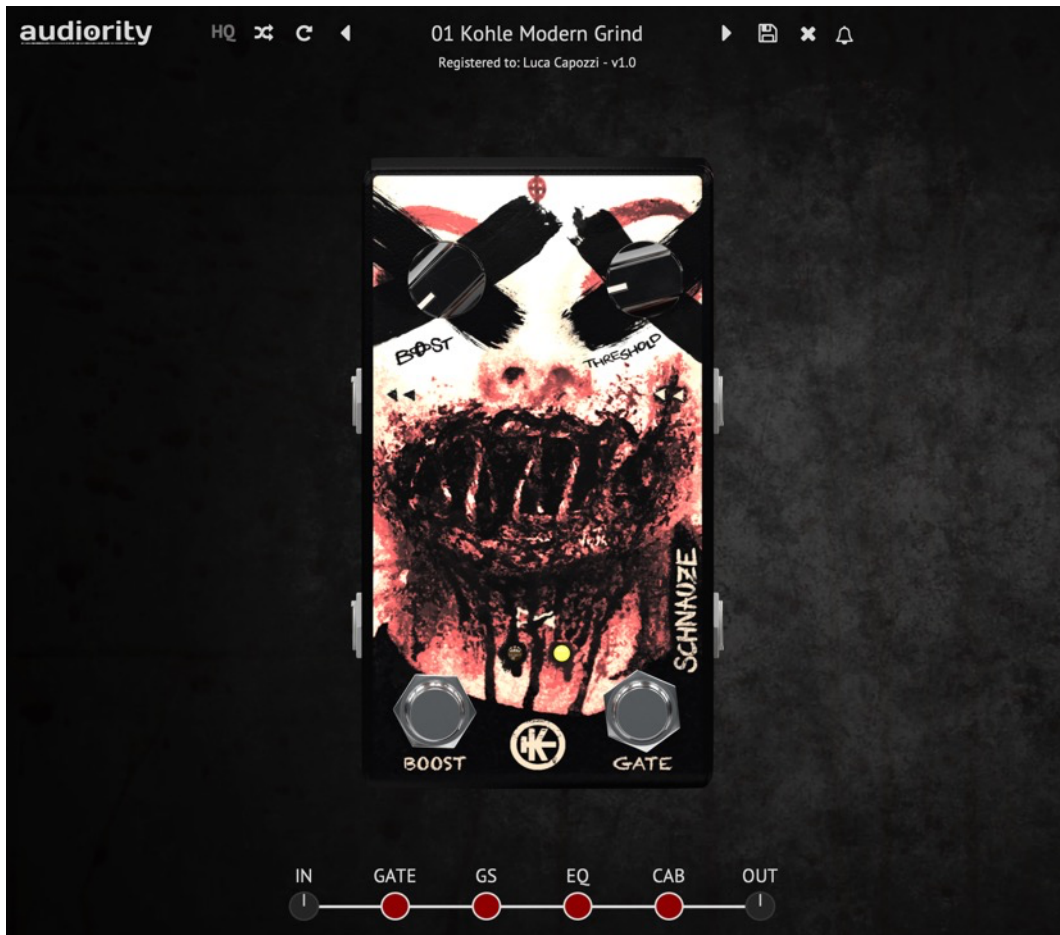
GLOBAL CONTROLS (Footer)

- IN / OUT** Adjust the volume of the signal before and after the chain.
- GATE / GS / EQ / CAB** Left click: switch to the related effect page
Right click: enable/disable the effect (same as the power switch)

RESIZING CONTROLS (Audiority logo menu)

- Small / Default / Big Size** Reduce, reset or increase the size of the plugin interface.
- Resizing Corner** You can resize from the bottom right corner of the GUI

NOISE GATE PARAMETERS



The **SCHNAUZE** is a natural sounding noise killer with integrated booster. The original pedal can be connected in 2-Wire or 4-Wire modes. In this plugin, the **SCHNAUZE** is connected using the 4-Wire mode: the clean DI guitar signal is used as a control for the noise gate, while the gating happens **AFTER** the **GRINDSTEIN** preamplifier.

SCHNAUZE PARAMETERS

BOOST

Boosts the gated signal **AFTER** the Grindstein preamp section. This is useful when you place the plugin before another amp simulator

THRESHOLD

The control knob to adjust the threshold, when the gate kicks in to get rid of noise.

BOOST / GATE SWITCH

Sets the Boost / Gate sections on or off

EQ PARAMETERS



The FLEISCH is a cutting-edge EQ box devoted to brutality. The 5 carefully selected bands will help you get THAT tone without the need to use other processors.

FLEISCH PARAMETERS

INPUT / OUTPUT	Adjusts the input / output level
DOZER	120Hz boost, up to 8dB
CLEANSING	400Hz cut, down to -10dB
SCOOP	700Hz cut, down to -8dB
CHAINSAW	1.4kHz boost, up to 10dB
BLADE	5kHz shelving boost, up to 10dB

CAB SELECTOR



The CAB section lets you play with an exclusive selection of speakers.

CAB PARAMETERS

SELECT

Scrolls through the cab list

CAB LEDS

Click on each led to instantly change the cab

FX LOOP




By engaging the FX LOOP, you will be able to replace the Bottomshaker channel with the audio coming from another track.

FX LOOP mode is useful if you want to mix another amp/pedal with the Grindstein Chainsaw channel.

In your DAW, the FX LOOP will use the “Side-Chain” channels to get the audio from another track and send it through the Grindstein. It is also very important that the track sent to the Grindstein will only output through the Grindstein and not from its own channel.

When enabled, the controls for the Bottomshaker channel will be unavailable.

An example (using Cubase Pro 11). Let say you have a track with only the GRINDSTEIN and you want to mix the output of another amp simulator:

- 1) Duplicate the GRINDSTEIN track, so that the audio tracks will be identical and with the SAME number of channels.
- 2) On the 2nd track, replace the GRINDSTEIN plugin with your favourite amp simulator.
- 3) On the GRINDSTEIN track, open the GRINDSTEIN interface and click on the Cubase cog icon () to set the Side-Chain routing. A window will pop up allowing you to add your 2nd track as Side-Chain Source.
- 4) Click on the Activate Side-Chain icon (located to the left of the cog icon) and then, enable the FX LOOP on the GRINDSTEIN plugin.
- 5) You are ready to rock

The process is pretty much the same on any other DAW. Just remember to set your 2nd track as side chain source for your GRINDSTEIN track before enabling the FX LOOP. Also make sure the 2nd track does NOT go through a cabinet simulation or IR player. Both channels will be mixed into the GRINDSTEIN's cabinet section

Please, refer to your DAW's user manual for detailed instructions on how to use Side-Chain inputs.

IMPORTANT: The FX LOOP is not available in the standalone version. If you need to use the FX LOOP, you must use the plugin version of the Grindstein.

CHANGELOG

v1.2 (October 2022)

- NEW: Updated Framework
- NEW: CLAP plugin format
- NEW: Persistent GUI settings (via Settings option)
- FIX: Improved Licenser error messages
- FIX: GUI not showing correct preset name when opened the first time

v1.1.1 (December 2021)

- FIX: ASIO not loaded on some configurations

v1.1 (December 2021)

- NEW: Framework update
- NEW: Standalone version
- NEW: More presets

v1.0.2 (September 2021)

- NEW: Knob values can be inserted via keyboard by SHIFT + Double Click on the desired knob
- FIX: Online activation failing on some configurations
- FIX: Minor performance improvements

v1.0.1 (September 2021)

- FIX: Audio processed on left channel only (VST3)
- FIX: Dry signal getting in mix when randomizing parameters
- FIX: Switch parameters behaving as continuous parameters
- FIX: Missing value labels for some switch parameters

v1.0 (September 2021)

- Original release

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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

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