# L12X – Solid State Amplifier

## (VST, VST3, AU, AAX, CLAP)
produced by Luca Capozzi (Audiority Srls), January 2020

**Current Manual version:** v1.3

L12X is an analog simulation inspired by the Marshall® Lead 12™ solid state amplifier of the late '80s.

The original head was an op-amp based amplifier: instead of using tubes or transistors, the op-amp is able to provide a huge amount of gain with very little or no distortion. However, when the amplified signal reaches the voltage applied to power the op-amp, it gets clipped. Marshall engineers exploited that to provide a great sounding amplifier with very few components.
This little solid state head is able to push cabinets up to 4x12 and can easily sound like a JCM™. We modified the original circuit by adding a Contour knob (to get a more scooped tone) and an additional Boost overdrive stage. We also included an integrated Cab Simulator, loaded with a Marshall cabinet IR featuring Celestion V30 cones.

Integrated cabinet provided by Seacow Cabs
https://seacowcabs.wordpress.com/

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

# L12X Solid State Amplifier

produced by Audiority, January 2020.

## Credits

Code & DSP: Luca Capozzi (Audiority Srls),  January 2020
GUI Design: Luca Capozzi
Cabinet IR: Brian Colin Lagos (Seacow Cabs)
Published by Audiority Srls
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## Specifications

- 3x Analog Modeled Amplifiers
- Solid State Amplifier: Standard
- Tube Amplifiers: Clean & Metal
- 2 Channels (Clean/Boost)
- 3 bands tone stack
- Contour
- Integrated Cabinet Simulator
- Resizable interface

## System Requirements

**PC**

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

**MAC** (Intel)

- OSX 10.8 or later
- Intel i5 or equivalent
- 2 GB RAM
- Screen resolution: 1024×768
- VST2, VST3, AU 64-bit host
- PT11 or higher, AAX 64-bit host

**MAC** (Silicon)

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

# INDEX

# FILE LOCATIONS

<u>**Mac**</u>

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

<u>**PC**</u>

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

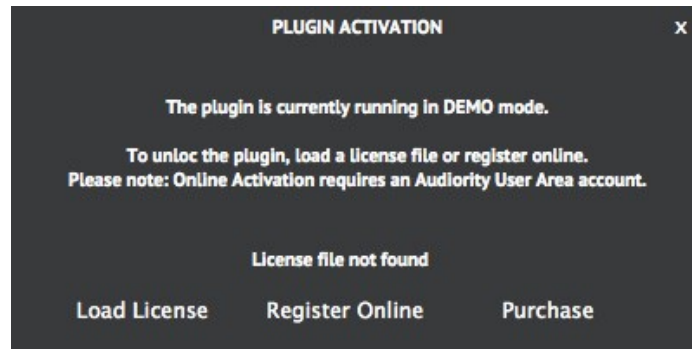AAX, CLAP and VST plugins will be placed in their own Audiority sub-folder, usually located in:

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**

Heisenberg58

**First Name**

Walter

**Last Name**

White

**Purchase E-mail Address**

w.white@pollos.com

**Password**

············

**Confirm Password**

············

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

✓ I'm not a robot          reCAPTCHA
                           Privacy - Terms
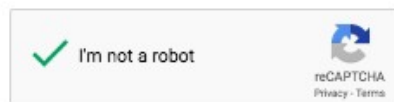
Register          Login

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.
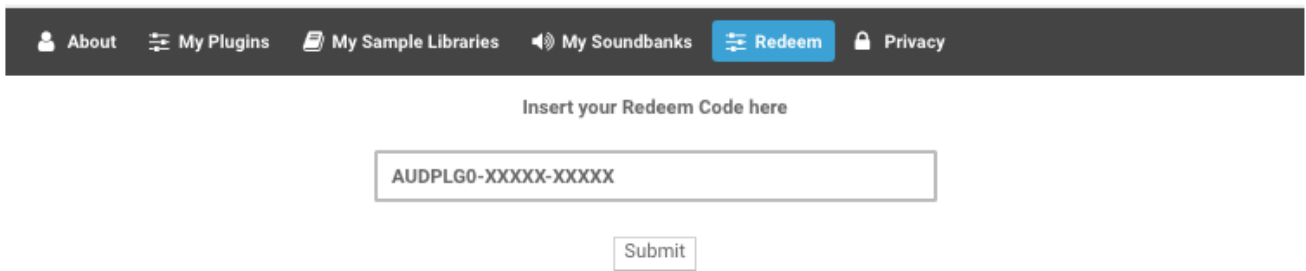


3) After submitting the code, a license will be deposited in your account and will be shown in "**MY PLUGINS**" section of your User Area.
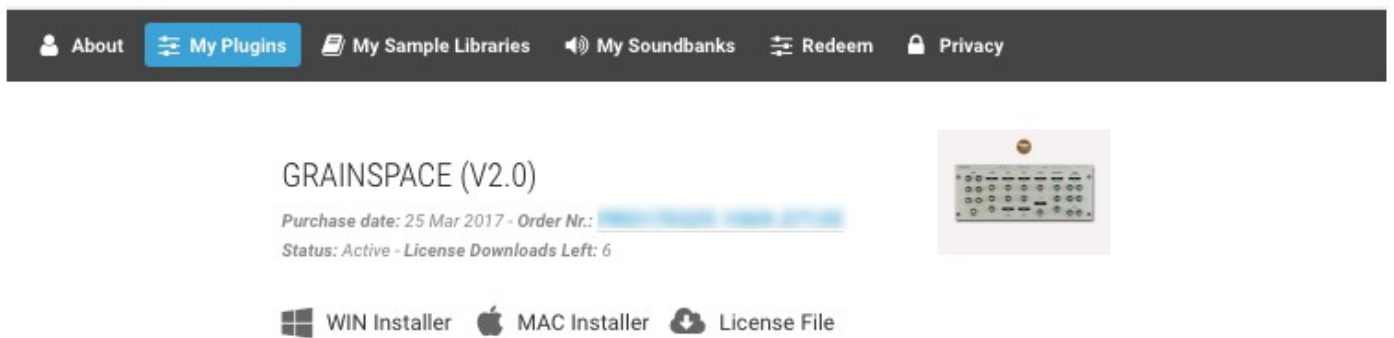


4) Now you can click "License File" and save the license anywhere on your computer and ready to be loaded through the plugin registration window. You can also skip this part and activate your plugin online (see previous section of this manual).

## USER PATHS SETTING
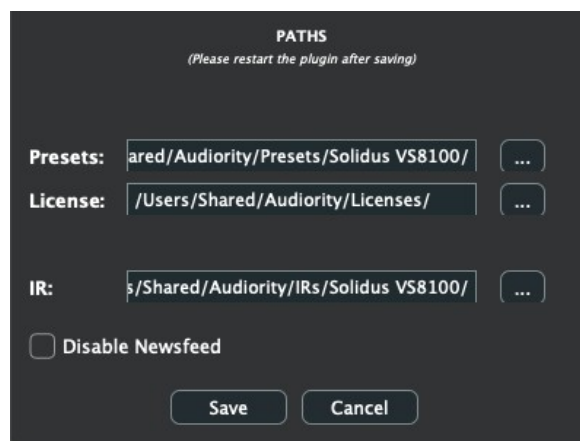


By selecting "**Settings**" from the logo menu, you can change the path for **Presets, License** and **IR** folders.
You can also disable our Newsfeed from here.
**Note:** Please do not move the **Settings** folder from its default location.

# PLUGIN PARAMETERS



## TOOLBAR

The Toolbar allows you to manage the plugin presets, register the plugin and set some global parameters.
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. Press SHIFT+DOUBLE CLICK on any knob to manually assign a new value.

## PARAMETERS

### MAIN PARAMETERS

| | |
|---|---|
| **GAIN** | Adjust the amount of gain going to the op-amp (Clean) / diode overdrive (Boost Mod) |
| **BOOST MOD** | Boosts the signal before the GAIN and adds a diode overdrive in the op-amp stage. |
| **VOLUME** | Sets the amplifier master volume. |
| **TREBLE / MIDDLE / BASS** | Tone stack controls for both Clean and Boost Mod channels |
| **CONTOUR** | Changes the equalization shape. Move CCW to get a more scooped tone or CW to cut the high end. |
| **CAB SIM** | Enables the integrated speaker simulation, |

### AMP MODELS

| | |
|---|---|
| **STANDARD** | The classic L12X Solid State Amplifier (Red tolex) |
| **CLEAN** | Single tube preamplifier with JC-120 style tone-stack (White tolex) |
| **METAL** | Four tube preamplifier with mkIIC+ stle tone-stack (Black tolex) |

# MIDI IMPLEMENTATION CHART

The standalone app features a MIDI implementation to let you control some L12X parameters with your floor controller.

| MIDI CC# | DESTINATION |
|---|---|
| 50 | Select **STANDARD** amplifier model |
| 51 | Select **CLEAN** amplifier model |
| 52 | Select **METAL** amplifier model |
| 53 | Set **BOOST** switch |
| 54 | Switch to **PREVIOUS PRESET** |
| 55 | Switch to **NEXT PRESET** |

# CHANGELOG

**v1.3** (July 2022)
- NEW: Framework update
- NEW: Revamped GUI
- NEW: Clean and Metal Amp Models
- NEW: CLAP plugin format
- NEW: MIDI Control for Standalone App

**v1.2** (December 2021)
- NEW: Updated framework
- NEW: Universal 2 Binary for Apple Silicon Macs
- FIX: Standalone mode now allows to select single channels instead of stereo pairs.

**v1.1.2** (Sep 2020)
– FIX: Standalone version outputting only one channel
– CHANGE: Improved file size

**v1.1.1** (Jul 2020)
– FIX: ASIO devices not showing on Windows standalone

**v1.1** (Jul 2020)
– NEW: Standalone version
– NEW: Improved framework stability

**v1.0** (January 2020)
– Original release

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Last updated on August 1, 2018

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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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