



Solidus VS8100 – Solid State Amplifier

(AAX, AU, CLAP, VST2, VST3)

produced by Luca Capozzi (Audiority Srls), March 2020

Current Manual version: v1.3

Solidus VS8100 is an analog simulation of the iconic Marshall® Valvestate™ 8100, solid state amplifier from 1991.

The original head was the first incarnation of the Valvestate series, a solid state amplifier with a 12AX7 tube as a driver for the distorted channel tone stack, which defined the history of death metal through the 90s. It featured two channels: a Normal channel, for clean guitars, and a Boost channel for distortions. We carefully modelled the original amplifier and added some goodies to further shape your guitar tone.

Integrated cabinet provided by Dr Bonkers Sound Lab, Valhallir.at and Seacow Cabs

<https://www.drbonkerssoundlab.com/>

<https://valhallir.at/>

<https://seacowcabs.wordpress.com/>



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.*

Marshall, Lead 12, ValveState and JCM are registered trademarks of Marshall Amplification Plc. Horizon Devices and Precision Drive are trademarks of Horizon Devices.

Solidus VS8100 – Solid State Amplifier

produced by Audiority, March 2020.

Credits

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

GUI Design: Luca Capozzi

Cabinet IR: Dr Bonkers Soundlab; Valhallir.at; Seacow Cabs

Published by Audiority Srls

Copyright © 2020-2024 – Audiority Srls – All rights reserved.

Special thanks to: Honest Amp Sim Reviews, Stephen Buvoltz, Andreas Gammauf, Mike Santasiero, Brian Colin, Davide Pepi, Giacomo Gastaldi, Kristian Kohle, Scott Elliott, Kristian Kohle, Eddie Scharr, Marco Mastrobuono, Johan Lund, Leon Todd, Felipe Gruber, Ivan Devy, Simon Meunier, Dino Cazares, Mike Hochins, Kelly McLauchlin, Dave Otero, Stefano Morabito, Kostas Gregoras, John More, Andre Neumann, Tommaso Tuffarelli, Marko Trevonen, Fabrice Lezzi

Specifications

- Analog Modelled Solid State Amplifier
- 2 Channels (Normal/Boost)
- Normal Channel modes: Clean; Crunch
- Boost Channel modes: OD1; OD2
- Noise Gate
- Dr Drive – Modern Overdrive
- Customizable Clean Boost (10 Band EQ → Booster)
- Post Amp 5 Band Equalizer
- Integrated Dual Cabinet Simulator
- 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
ARTIST PRESETS.....	4
PLUGIN ACTIVATION.....	5
USER AREA AND REDEEM CODES.....	6
USER PATHS SETTING.....	7
PLUGIN PARAMETERS – AMP PAGE.....	8
TOOLBAR.....	8
PARAMETERS.....	8
GLOBAL PARAMETERS.....	8
NORMAL CHANNEL.....	8
BOOST CHANNEL.....	9
MASTER CHANNEL.....	9
PLUGIN PARAMETERS – GATE PAGE.....	10
GATE PARAMETERS.....	10
PLUGIN PARAMETERS – OVERDRIVE.....	11
OD PARAMETERS.....	11
PLUGIN PARAMETERS – INPUT EQ/BOOST PAGE.....	12
EQ/BOOST PARAMETERS.....	12
PLUGIN PARAMETERS – OUT EQ PAGE.....	13
OUT EQ PARAMETERS.....	13
PLUGIN PARAMETERS – CAB DUO PAGE.....	14
CAB LOADER PARAMETERS.....	14
CHANGELOG.....	15

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

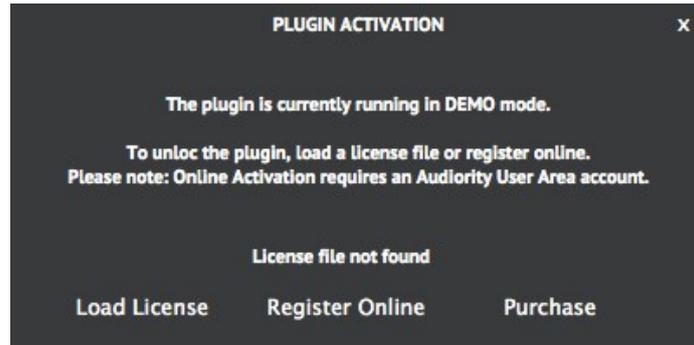
VST3: {Your VST3 Path}\Audiority

ARTIST PRESETS

Along with the Factory presets, we included an Artists folder with presets made by our partners. The suffix at the end of the filename are the author's initials.

Name	Suffix
Eddie Scharr	ES
Giacomo Gastaldi	GG
Johan Lund	JL
Scott Elliott	SE
Simon Medz	SM

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

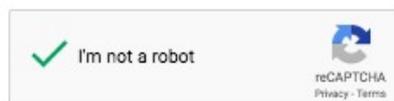
Last Name

Purchase E-mail Address

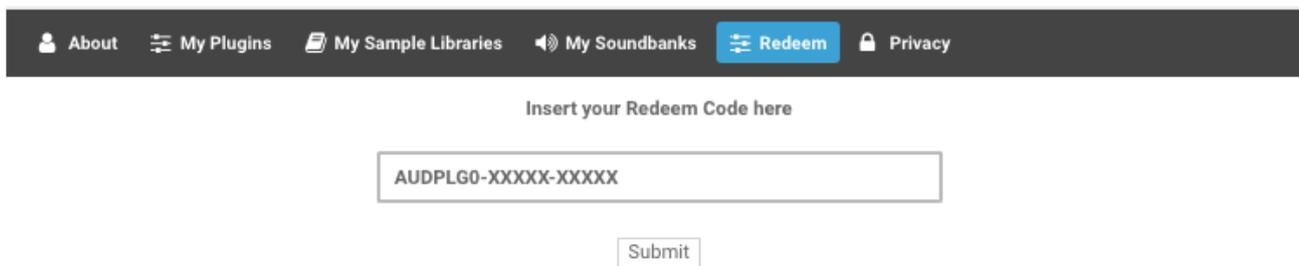
Password

Confirm Password

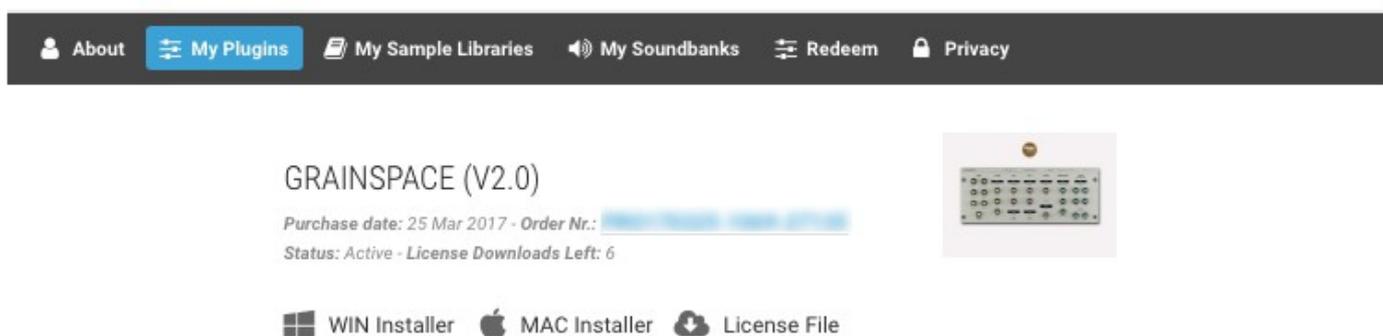
I read and agree to the Privacy Policy and Terms of Use



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.

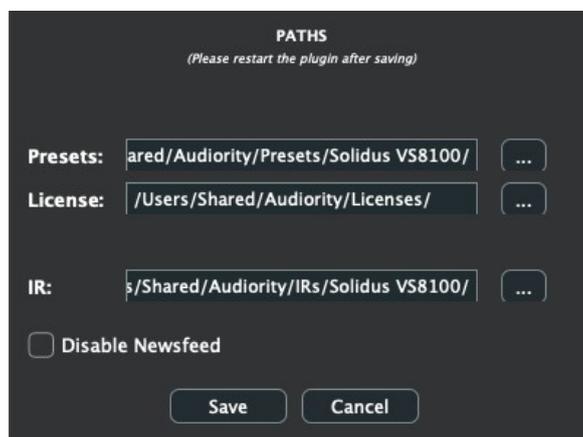


3) After submitting the code, a license will be deposited in your account and will be shown in “**MY PLUGINS**” section of your User Area.



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 – AMP PAGE



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, switch between Bright/Dark modes 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

GLOBAL PARAMETERS

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

NORMAL CHANNEL

GAIN	Adjust the amount of gain applied to Normal channel. This channel is all solid state
CLEAN/CRUNCH	Boosts the signal before the GAIN and adds a diode overdrive in the second op-amp stage.
TREBLE / MIDDLE / BASS	Tone stack controls for the Normal channel
CHANNEL SELECT	Switch between the Normal and Boost channels

TIP

You can lock any knob and slider by right clicking them and selecting "Lock Parameter".
In **STANDALONE** app, you can change the audio I/O settings by clicking on the "cog" icon in the bottom-left corner.



BOOST CHANNEL

- GAIN** Adjust the amount of gain applied to Boost channel. This channel is solid state followed by a 12AX7 tube driving the tone stack.
- OD1/OD2** Boosts the amplification factor of the second op-amp stage.
- TREBLE / MIDDLE / BASS** Tone stack controls for the Boost channel
- CONTOUR** Changes the equalization shape. Move CW to get a more scooped tone or CCW to cut the high end.

MASTER CHANNEL

- REVERB** Adjusts the volume of the reverberated signal.
- VOLUME** Adjusts the main output volume of the amplifier
- CAB** Sets the Cab Loader on/off.
- POWER** Sets the amplifier on/off.

PLUGIN PARAMETERS - GATE PAGE



A noise gate with frequency dependent sensitivity.

GATE PARAMETERS

TRIGGER LEVEL

Adjust the noise gate threshold.

HISS / MID / FULL

Change the gate frequency dependent sensitivity. Use Hiss for high frequency background noise; Mid for noise coming from distortions and Full for more complex background noise.

FOOT SWITCH

Sets the gate on/off.

PLUGIN PARAMETERS – OVERDRIVE



Modern overdrive for every tone needs. Modelled after the Horizon Devices Precision Drive

OD PARAMETERS

LEVEL	Adjust the output volume of the pedal.
BRIGHT	Tone control. Move to the right to get a brighter tone or to the left to darken it.
ATTACK	Sets the bass response of the overdrive stage. Left is fuller and thick, while to the right is more modern and clear.
DRIVE	Sets the overdrive amount.
FOOT SWITCH	Sets the overdrive on/off.

PLUGIN PARAMETERS – INPUT EQ/BOOST PAGE



Clean boosters are basically a combination of tone shaping and amplification. We provided you a 10 band equalizer followed by a transparent clean booster for endless tonal shaping possibilities.

EQ/BOOST PARAMETERS

FREQUENCY BANDS

Adjust the boost/cut of the selected band by +/- 12dB.

BOOST KNOB

Sets the amplification factor for the signal coming from the EQ.

FOOT SWITCH

Sets both the EQ and BOOST pedals on/off.

PLUGIN PARAMETERS – OUT EQ PAGE



A post-amp five band equalizer to shape the amp sound before going to the cabinet.

OUT EQ PARAMETERS

FREQUENCY BANDS

Adjust the boost/cut of the selected band by +/- 12dB.

INPUT / OUTPUT LEVEL

Sets the volume of the signal before and after the EQ.

FOOT SWITCH

Sets both the EQ on/off.

PLUGIN PARAMETERS – CAB DUO PAGE



A dual cabinet simulator / IR loader. It can load our custom “.audIR” files or standard WAV files.

CAB LOADER PARAMETERS

CAB RES FREQ / AMOUNT	Adjusts the cabinet resonant frequency in Hz and the related volume.
AIR FREQ / AMOUNT	Adjusts the cabinet air frequency and volume.
LOADER SCREEN	Shows the files in the selected folder. You can change folder using the toolbar above the files.
HOME BUTTON	Reload the default IR folder. You can change the Home folder from the plugin's Settings.
UP / DOWN BUTTONS	Scroll through the IR files.
POWER BUTTON	Enable/Disable the selected loader.
HP	Highpass filter. Cuts the low end of the signal.
LP	Lowpass filter. Cuts the high end of the signal.
DEL	Introduces a little delay in the signal, changing its phase properties. Use this while blending out of phase IRs.
PAN	Sets the selected Cab place in the stereo field.
VOL	Sets the selected Cab output volume.
BLEND	Mixes between the two Cabinets.

CHANGELOG

v1.3 (December 2023)

- NEW: Updated Framework
- NEW: CLAP plugin format
- NEW: Universal 2 Binary for Apple Silicon Macs
- FIX: Mac installer was asking for Rosetta on Silicon Macs
- FIX: Windows installer could erase User folder when updating
- FIX: Standalone input channels only available as stereo pairs
- CHANGE: Improved standalone window
- CHANGE: Improved distortion response on amp's Boost channel
- BREAKING CHANGE: Minimum macOS version is now 10.13

v1.2 (November 2020)

- NEW: Cab Duo (replaces Cab Loader)
- FIX: Dr Drive random loud signal overflow on startup
- FIX: EQs presets menu keeps refreshing
- FIX: Standalone channel not correctly initialized in some configurations
- CHANGE: Improved presets menu
- CHANGE: Improved menu look
- CHANGE: In/Out knobs will now show value when adjusted
- CHANGE: Improved Noise Gate band selection switch

v1.1 (September 2020)

- FIX: Standalone version outputting only one channel
- CHANGE: Improved file size
- CHANGE: Improved loading time

v1.1 (July 2020)

- NEW: Standalone version
- NEW: Dr Drive (Modern Overdrive)
- NEW: Dark Mode (via logo menu)
- NEW: More cabinet IRs
- NEW: More presets
- CHANGE: Improved footer toolbar
- CHANGE: Improved Cab Loader performance
- CHANGE: Improved amplifier graphics

v1.0.1 (May 2020)

- FIX: HQ mode affecting curves of EQ/BOOST and OUT EQ
- FIX: Out Gain wrongly assigned to mono input
- FIX: Missing parameter locking for Input and Output gain controls
- CHANGE: Input and Output gain parameters are now excluded from randomization
- CHANGE: Fixed a typo in the preset name Thrash Rhythm JL
- CHANGE: Fixed a wrong row in the noise gate page of the documentation

v1.0 (March 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 ©2010-2023 Audiority Srls. All rights reserved.

Last updated on Jan 25th, 2023

Thank You

We wanna thank you for buying **Audiority Solidus VS8100 Solid State Amplifier** 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](#)

