



STOMP BOARD

USER MANUAL

POWERED BY



PLUGIVERSITY

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Welcome

Thank you for demo'ing/purchasing BBE Sound's Stomp Board, a standalone application and plug-in set containing the host "Stomp Board" with an integrated amp simulator, and 8 premium modelled effect plug-ins from the original BBE Stomp Ware classics. Each pedal is available separately outside of the Stomp Board host and is backwards compatible with our former Stomp Ware product line for your sessions (except RTAS format, now depreciated). Stomp Board and its subsequent pedals are available in AAX, AU, VST and VST3 format for Windows and macOS.

We hope you enjoy this new product from BBE Sound, powered by Plugivity!

1. BBE Stomp Board

1.1. System requirements



OS	macOS 10.8 or later
CPU	Intel 64 bit
RAM	2GB or above
Display	1024x768 or higher
Software	64 bit AU / VST / VST3 compatible host Pro Tools 11 or later



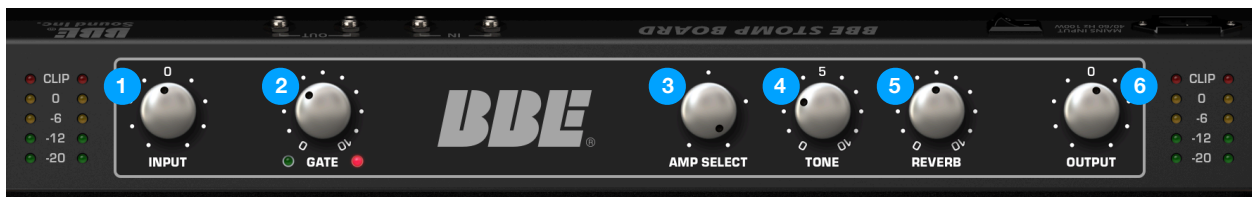
OS	Windows 7 or later
CPU	Intel/AMD CPU with SSE2
RAM	2GB or above
Display	1024x768 or higher
Software	32/64 bit VST / VST3 compatible host Pro Tools 11 or later

1.1. Stomp Board

Stomp Board, available as a DAW plug-in and standalone application is an adaptive host; allowing users to load and chain any number of the included 8 BBE Stomp pedals in any order they choose (with quick drag/drop swapping) for processing effect. Stomp Board is much more than a chainer however in that we have included a great sounding amp section from clean to crunch to get you in the mix with your guitar/bass/instrument processing directly.

Header section

Stomp Board's header section contains the following feature set:



(1) Input

Gain applied to the input signal. The resulting level is shown on the meter display.

(2) Gate

Controls the noise gate threshold. Higher values will cut more of the original signal. Green LED indicates that the signal is left untouched, while the red one lights up when the gate is closed (or closing).

(3) Amp Select

Choose between 4 amplifier/cabinet simulations.

(4) Tone

Adjusts the overall tone. Turn left for darker sound or right for brighter sound.

(5) Reverb

Controls the amount of added spring reverb signal.

(6) Output

Gain applied to the output signal. The resulting level is shown on the meter display.

Note that the whole header section can be bypassed using its parameters default values, allowing you to use your own amp simulation.

Pedal chain section

The pedal chain is processed right after the noise gate section, and before the amp simulation.

An unlimited (based on your CPU) amount of pedals may be loaded, and pedals order can be changed by simple click + drag/drop operation.



(1) Add pedal

Click to add a pedal from the 8 available. Each added will be placed to the end (right) of the chain.

(2) Remove pedal

When the mouse pointer is over a pedal, click the “x” button to remove it. Pedals placed after will shuffle to the left.

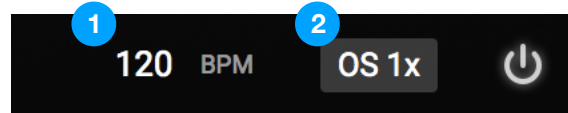
(3) Scroll

To navigate the pedal area, you have the option to scroll using the scrollbar to view additional loaded pedals or use your mouse scroll ball or trackpad (2 finger swipe).

With the latter swipe and mouse scroll please be aware of the area you operate the action so not to make any mistake adjustments on parameter controls for your pedal settings.

Top bar section

Stomp Board contains specific top bar controls. See page 13 for common top bar controls.



(1) Tempo (standalone app only)

Double click or drag to set the tempo used when some pedals are in sync mode.

(2) Oversampling

Oversampling factor of the pedal chain. Higher setting recommended the more you put distortion/compression pedals in the chain.

1.2. Free Fuzz

The Free Fuzz was patterned after a rare and sought-after silicon transistor fuzz pedal made famous by players like Jimi Hendrix in the late '60s and provides a wide range of creamy, dynamic fuzz effects with an almost endless amount of sustain for soloing and chunky rhythms.



(3) Volume

Adjust the output level of the processed signal.

(4) Fuzz

Amount of fuzz distortion applied to the processed signal.

(5) On/Off

Bypass control.

1.3. Green Screamer

The Green Screamer is a vintage overdrive capable of producing a dynamic range of smooth and warm overdrive tones associated with vintage tube amplifiers.



(1) Level

Adjust output level of the processed signal.

(2) Tone

Adjust the overall tone of the signal, turn the knob left for a darker sound, right for a brighter sound.

(3) Gain

Amount of overdrive distortion applied to the processed signal.

(4) On/Off

Bypass control.

1.4. Mind Bender

The Mind Bender is a dual-mode vibrato/chorus that utilizes a BBD (Bucket Brigade Delay) circuit and produces a wide range of warm, lush vibrato, chorus and rotating speaker effects.



(1) Speed

Control the oscillation speed.

(2) Depth

Set how deeply the signal is shifted in time that results in small pitch changes.

(3) Sync

Sync the speed knob to the host's tempo.

(4) Vibrato/Chorus

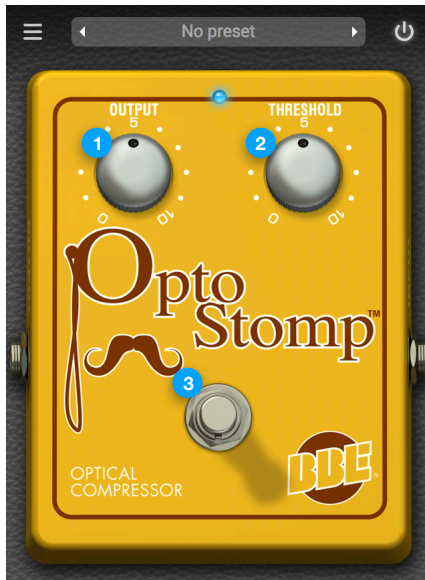
Toggle the effect between Vibrato and Chorus.

(5) On/Off

Bypass control.

1.5. Opto Stomp

The Opto Stomp is a transparent optical compressor that provides a wide range of soft-knee compression effects, reminiscent of the best vintage compressors made in the '60s.



(1) Output

adjusts the output or make up level of the processed signal.

(2) Threshold

Amount of compression to be applied to the signal.

(3) On/Off

Bypass control.

1.6. Sonic Stomp

The Sonic Stomp is a stomp-box version of our ever-popular Sonic Maximizer. The Sonic Stomp was carefully designed to deliver the same sonic improvement as our rack-mounted 482i Sonic Maximizer, adding clarity, definition and punch to any instrument.



(1) Lo Contour

Amount of phase corrected bass frequencies.

(2) Process

Amount of phase corrected treble frequencies.

(3) On/Off

Bypass control.

1.7. Soul Vibe

The Soul Vibe is a vintage vibe/rotary speaker simulator known for its chewy phase-like textures made popular in the late '60s and '70s by such players as Jimi Hendrix, David Gilmour and Robin Trower.



(1) Speed

Control the oscillation speed.

(2) Intensity

Intensity/amount of the effect.

(3) Sync

Sync the speed knob to the host's tempo.

(4) On/Off

Bypass control.

1.8. Tremor

The Tremor is a dual-mode Tremolo/Auto-Pan that utilizes an optical circuit to create a wide range of warm pulsating sounds normally associated with the “vibrato” effect of vintage tube amps. The Tremor ‘Plug-In’ offers the flexibility of two independent effects that are foot switchable (to keep the original hardware look), enabling a player to select between a Tremolo effect and Auto-Pan effect.



(1) Speed

Control the oscillation speed.

(2) Depth

Amount of amplitude or panning variation.

(3) Sync

Sync the speed to the host tempo.

(4) Mono/Stereo

Toggle between mono for tremolo effect and stereo for auto-pan effect.

(5) On/Off

Bypass control.

1.9. Two Timer

The Two Timer was inspired by the long discontinued DM-2 Delay, which was known for its warm, haunting reverb and tape-like echoes. The Two Timer offers two independent delay times foot switchable via the Time1/Time2 mode footswitch. In the software version, we changed the Time1/Time2 switch label to MONO (Time1 delay) and STEREO (Time1: left delay time, Time2: right delay time), it results in having a mono and stereo vintage delay that can create an amazing range of space effects.



(1) Time 1

Delay time applied to the signal, or left channel when processing in stereo.

(2) Time 2

Delay time applied to the right channel when processing in stereo.

(3) Repeat

Control how much of the delayed signal is fed back through the delays section.

(4) Mix

Mix amount between wet signal and dry input signal.

(5) Sync

Sync the Time 1/Time 2 controls to the host tempo.

(6) Mono/Stereo

Toggle between mono and stereo processing.

(7) On/Off

Bypass control.

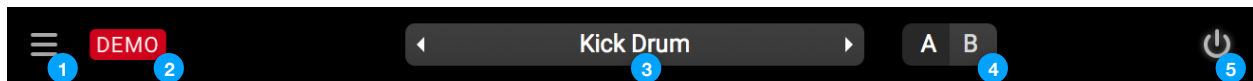
2. Plugivity powered plugins

2.1. Interface basics

The following commands can be used on all controls:

Fine tune	⇧ shift + drag
Reset	⌘ alt + click
Edit	Double click

2.2. Top bar



(1) Main menu

- Access to plug-in preferences, support, updates, etc.
- An orange dot notifies you when something requires your attention (updates, etc). Click the menu to view.

(2) Demo menu

Only visible when the plug-in is running in demo mode. Quick access to activation and dealers.

(3) Preset manager

- Display current preset name. The text will appear dimmed if this preset was modified.

- Click on the arrows to navigate to the previous or next presets.
- Click on the name to display the preset manager.

(4) Workspace manager

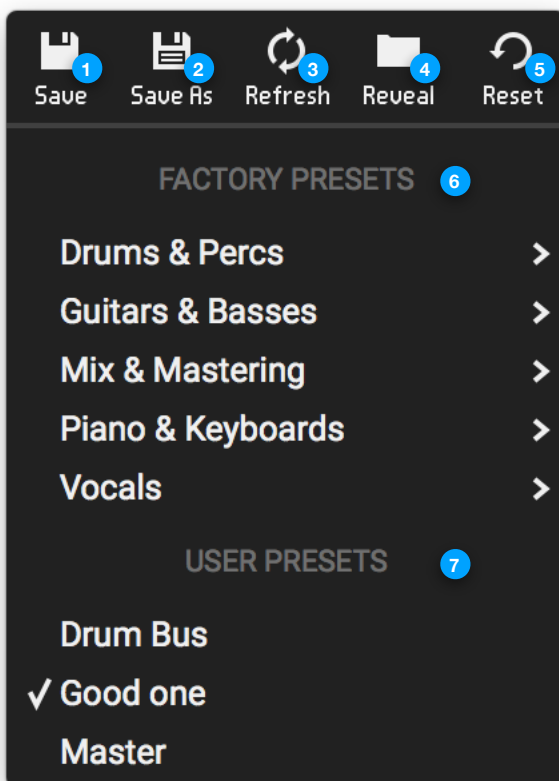
- Switch to a workspace (A/B) by clicking on its letter.
- Right click on a workspace to show the menu allowing you to copy or swap between workspaces.

(5) Power switch

Click to power the plug-in on or off

2.3. Preset manager

The preset manager gives you access to the plug-in presets, divided into factory presets and your own user presets. Organize your own presets the way you want in the Finder/Explorer. You can easily move, rename, delete them or create subfolders, then use the refresh button to reflect the changes in the menu.



(1) Save

Overwrite loaded preset with current plug-in state. Only available on user presets, factory presets cannot be overwritten.

(2) Save As

Save current plug-in state as new a preset file.

(3) Refresh

Rescan user preset folder. Use this when you change something in the preset folder from the Finder/Explorer to refresh the menu and see your changes.

(4) Reveal

Reveal user preset folder in Finder/Explorer, or current user preset if one is loaded

(5) Reset

Reset the plug-in by setting each parameter back to its default value.

(6) Factory Presets

Factory presets bundled with the plug-in. These cannot be overwritten.

(7) User Presets

Presets that were saved in the user preset directory.

2.4. Activation

2.4.1. Demo limitations

The plug-in will run in demo mode until a valid activation code is entered.

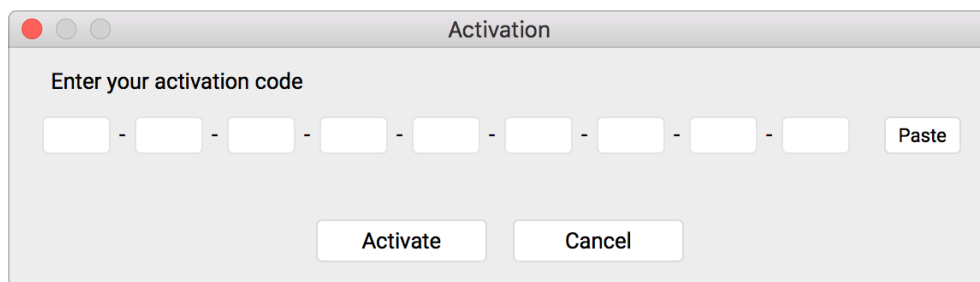


In demo mode:

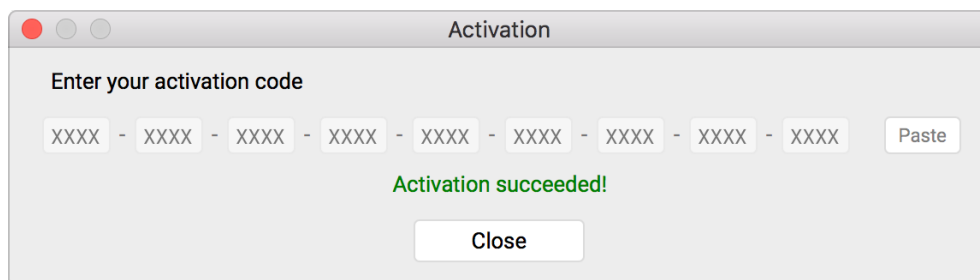
- Presets cannot be saved
- Session recall is disabled

2.4.2. Activation process

- Insert an instance of the plug-in in your DAW
- Open the activation window, by either:
 - choosing “Activate” on the plug-in launch screen
 - opening the Demo menu and clicking “Activate”



- Enter the activation code provided in your order confirmation email or use the “Paste” button after copying, then click “Activate”.





- Once your activation is successful, click close and your plug-in will now be fully activated. If you experience any activation issues, please contact support: help.nomadfactory.com

2.5. Installation paths

2.5.1. Data



User data

Contains all user specific data: user presets, user plug-in settings, etc.

	~/Documents/[Manufacturer]/[Bundle]/
	%UserProfile%\Documents\[Manufacturer]\[Bundle]\



Factory data

Contains factory data: factory presets, manual, etc.

	/Library/Application Support/[Manufacturer]/[Bundle]/
	%ProgramData%\[Manufacturer]\[Bundle]\


Plugivity data

Contains data common to all Plugivity powered plugins. Also contains Licenses folder.




	/Users/Shared/Plugivity/
	%Public%\Documents\Plugivity\

2.5.2. Plug-ins

AU

	/Library/Audio/Plug-Ins/Components
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VST

	/Library/Audio/Plug-Ins/VST/[Manufacturer]
 32	%ProgramFiles(x86)%\VstPlugins\[Manufacturer] (default)
 64	%ProgramFiles%\VstPlugins\[Manufacturer] (default)

VST3



/Library/Audio/Plug-Ins/VST3/[Manufacturer]



%ProgramFiles(x86)%\Common Files\VST3\[Manufacturer]



%ProgramFiles%\Common Files\VST3\[Manufacturer]

AAX



/Library/Application Support/Avid/Audio/Plug-Ins/[Manufacturer]



%ProgramFiles%\Common Files\Avid\Audio\Plug-Ins\[Manufacturer]

2.5.3. Uninstaller

The uninstaller is located in the factory data folder. Click the application to run and uninstall your product. You will be prompted if you want to keep your preferences and user presets.



/Library/Application Support/[Manufacturer]/[Bundle]/uninstall.app



%ProgramData%\[Manufacturer]\[Bundle]\uninstall.exe

NOTE: If you choose to remove your preferences and presets, the uninstaller will delete user data for current system user only. If you have other system user accounts, you will have to delete their data manually.

Credits

Project Management

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Maxence Grandidier

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Hans Van Even

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Plugivery Software Development Team

Documentation

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Acknowledgements

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