



nyrv



AGENT

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CHAPTER 1 – INTRODUCTION

Thank you for purchasing NYRV **AGENT**. This product has been in development for over a year and was conceived to address some of what we see as fundamental weaknesses that have evolved in workflow in the digital domain. Probably the most important weakness we saw in the plugin market was the inability to associate a hardware controller with more than 1 plugin at a time. We solve this problem by creating a virtual control surface with all your plugins already loaded into it. Now you can simply associate **AGENT** to your hardware controller and you have the ability to map 16 plugins simultaneously to your controller.

The **AGENT**'s virtual control surface is also cross platform and as such designed to become the central element of your effects processes. You can develop a series of channel strips designed to meet the needs of particular tracks (drums, vocal, guitar etc..) save them and recall them in any project on any DAW thereby vastly simplifying and speeding up your mix setup. Because all your effects are accessible through the unified **AGENT** interface you can also greatly improve efficiency during a mix project. Then with **AGENT**'s midi learn functionality you can do all this with the hardware controller you already own creating a truly amazing improvement in your controllers usability.

1.1 – What is AGENT

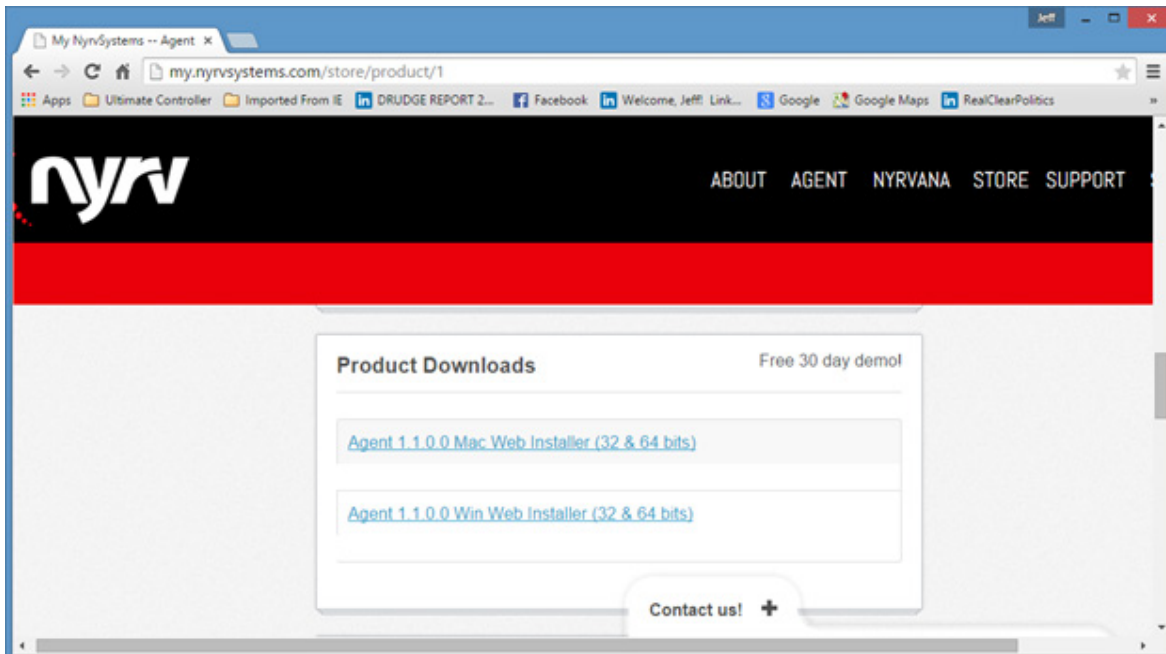
AGENT is fundamentally a configurable virtual control surface for effects. With **AGENT** you gain control of your entire effects chain in a single interface. **AGENT** has a Channel Strip page and an Effects Rack page. They are essentially identical but we designed them to work together the way a rack of outboard effects would interact with a large format console channel strip.

1.2 – Features

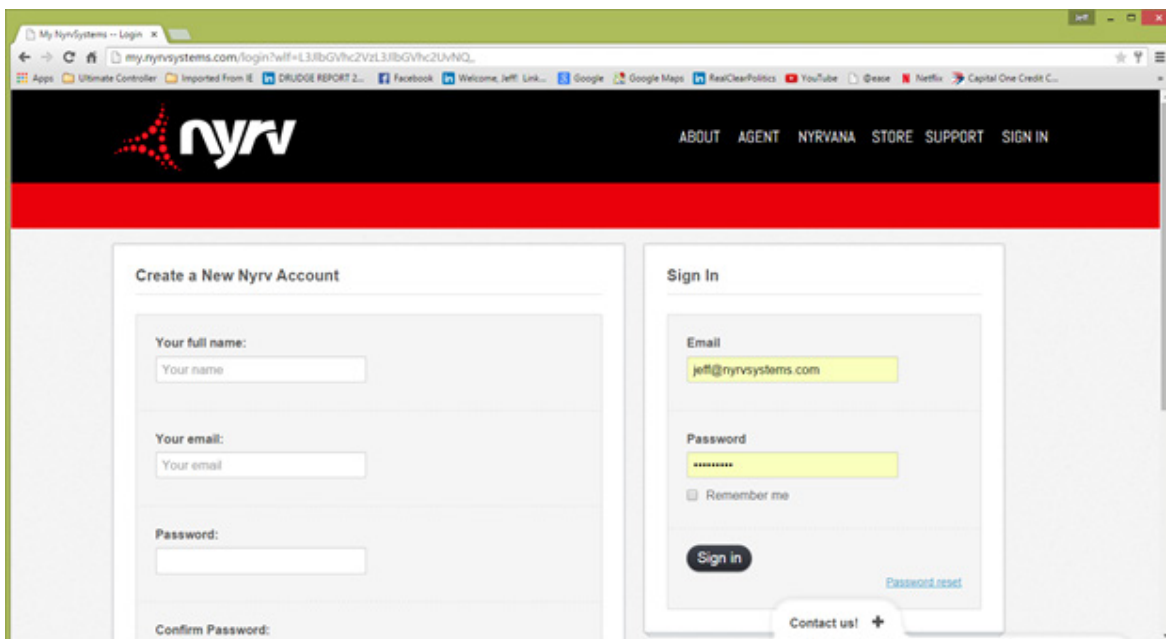
- Hosts up to 16 VST or AU effects plugins per instance
- Internal Routing
- Highly customizable controls
- Multiple Skins
- Configurable Input/Output Meters
- Individual Slot meters for every plugin
- Cross Platform Presets
 - Page Configuration Presets
 - Global Configuration Presets
 - Default Parameter Presets
- Runs in Most Major DAWs
- Ultra-Low Latency
- Multi-Layer Graphical interface
- Load your own custom graphics
- Midi Mapping
- 12 High Quality Audio Devices
 - 3Q – Musical high/mid/low EQ for sculpting
 - 10Q – 10 Band graphic EQ with +/- 18db
 - FilterQ – High Pass and Low Pass Filters with Resonance boost
 - HP-2 – High Pass Filter with variable attenuation
 - LP-2 – Low Pass Filter with variable attenuation
 - Red – Channel Saturation Module
 - Compression G – Buss and Track Compressor
 - Transformer – Transient Shaper
 - Protector – 1 knob Limiting
 - Drive – Creative tube driver effect
 - H-Boost – Harmonic Enhancer
 - dSr – De-Esser

1.3 – Installation

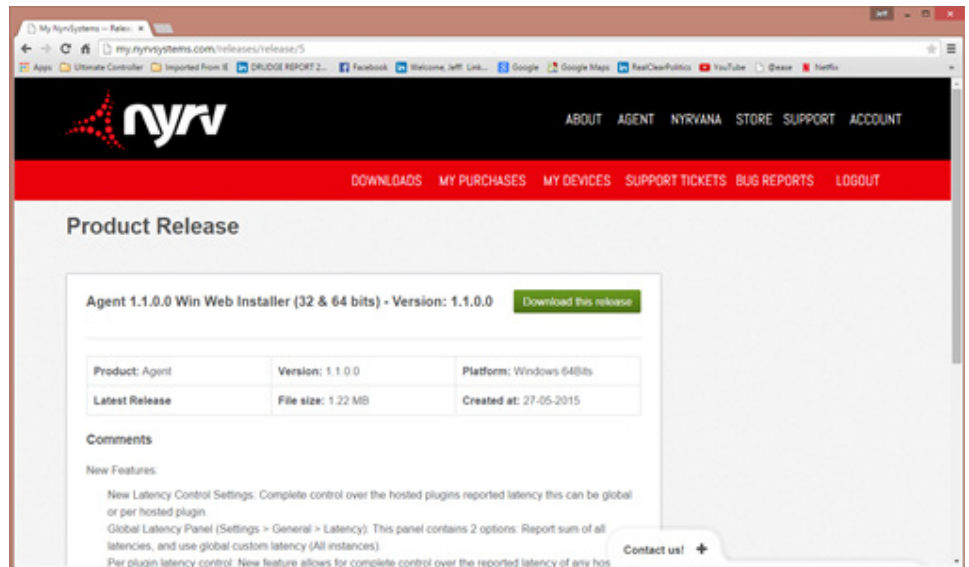
- 1) Download the installer from the NYRV website.



- 2) Login or Create and Account:



3) Download the installation file:

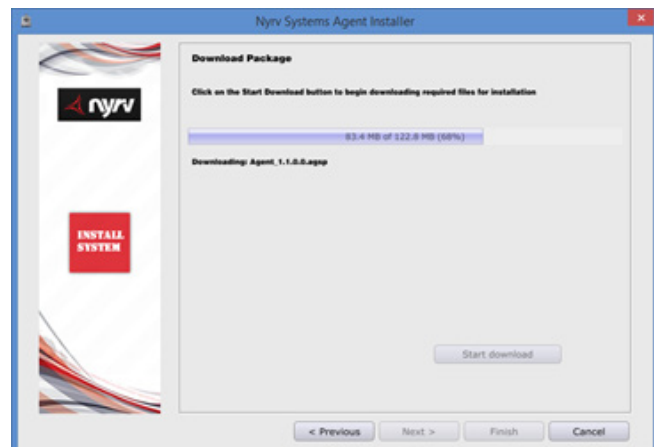


4) Run the installer application

5) Click next and read the information presented

6) Accept the license agreement

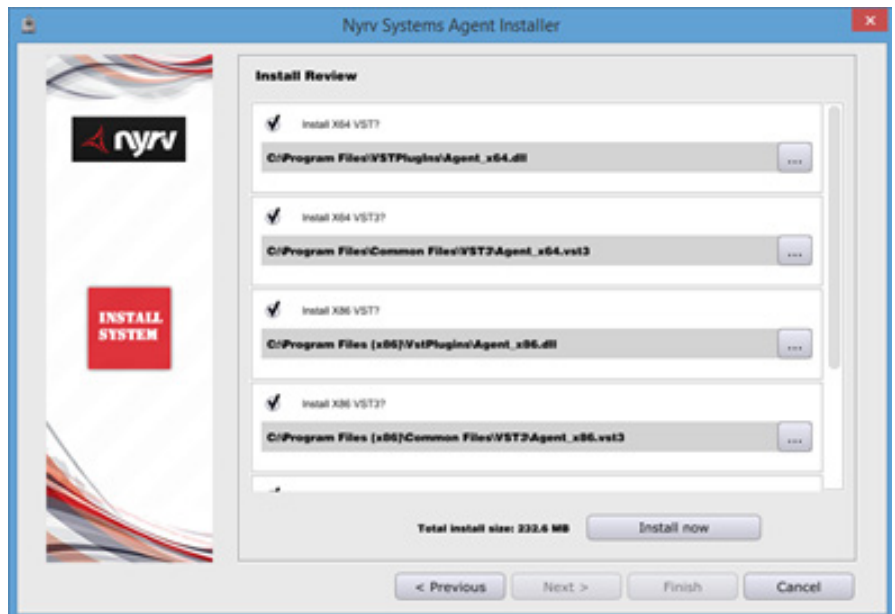
7) Start Download



8) When the download is complete set or accept the installation locations identified by **AGENT** installer.

9) Click Install now.

10) Finish



1.4 – Registration

Nyrv **AGENT** needs a demo or full license to work, to make this easier we have developed the Nyrv License Manager.

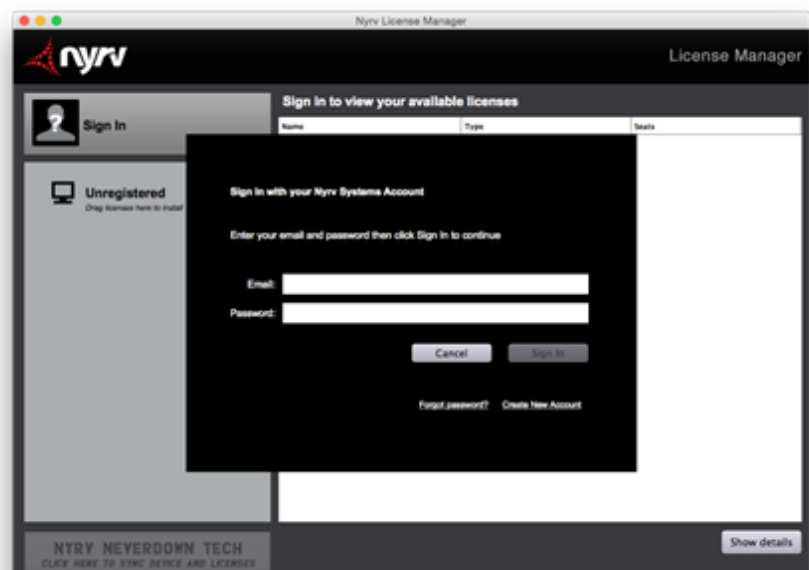
This application allows for installation of licenses in any PC or Mac

License Manager Workflow:

To begin, launch the License Manager, (**AGENT** will ask you to launch if no license is detected during launch)

Sign In with your Nyrv Account

Use your Nyrv Account to login.





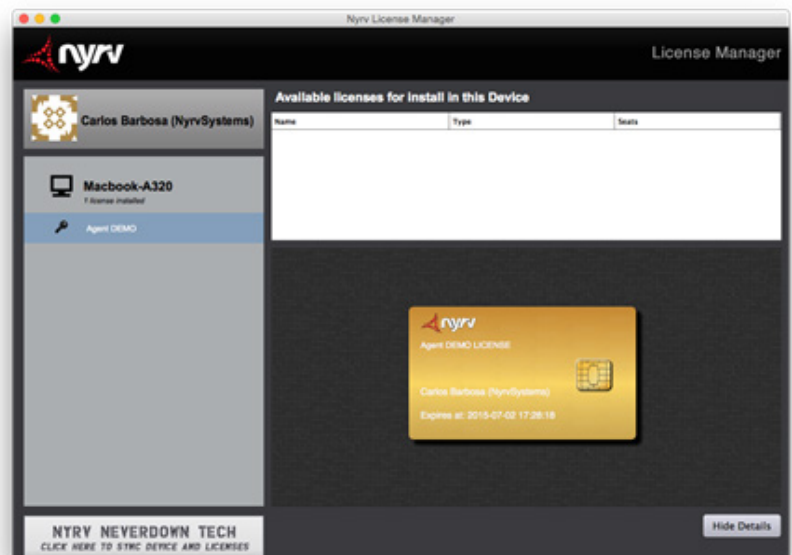
After login your licenses will appear on the top column

Drag the License from the top Column to the Left Column right below your computer name.

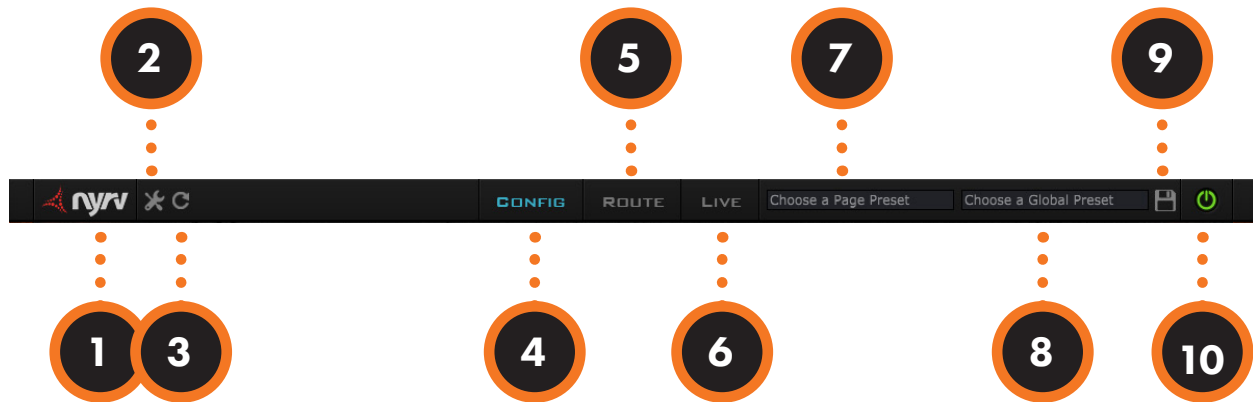
This will install the license to this computer.

After purchase a Full License will appear on your License Manager, repeat the process to install it.

If you ever change hardware, your license may stop working, if you experience this, click on the button titled "Nyrv Neverdown Tech" this will synchronize your licenses, this process is only enabled for Full Licenses.



CHAPTER 2 - HEADER BAR



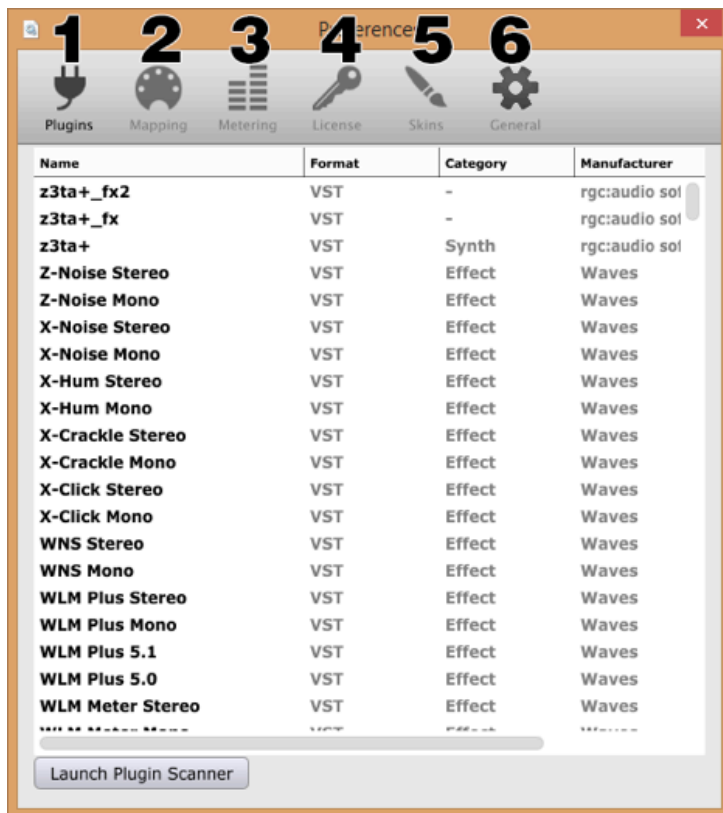
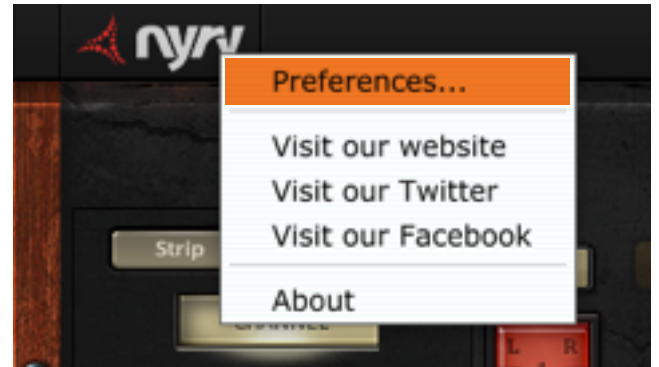
1. **NYRV Logo:** Right click to open a menu for preferences, about and miscellaneous links
2. **Opens Preferences Panel**
3. **Reset All Parameters**
4. **Config:** Select the configuration page of **AGENT**
5. **Route:** Select the routing page of **AGENT**
6. **Live:** Select the live page of **AGENT**
7. **Choose a Page Preset:** Displays the current Page Preset. Left click to open a dropdown box of available presets
8. **Choose a Global Preset:** Displays the last selected Global Preset. Left click to open a dropdown box of available presets
9. **Save oOptions:** Opens menu for managing presets
10. **Bypass:** Bypass the entire **AGENT** signal chain

2.1 Nyrv Logo Menu

Right Click to open menu with options for support and social media links

2.2 Preferences

Click on the tools icon to open the Preferences dialog box.



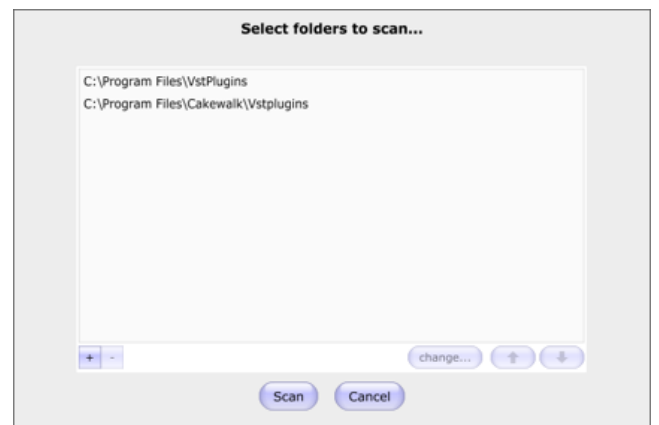
Click the + to add plugin locations and – to delete an existing location. Once you have identified the location of your plugins, click “Scan” to scan for new plugins,

2.2.1 – Plugins

This section shows the plugins available to load into **AGENT**. Initial setup requires that the plugin locations be identified in the Scan options and a scan be run.



Click the “Launch Plugin Scanner” and select the type of plugin you want to scan for. **AGENT** can host VST, VST3, and AU (Mac Only) formats.



2.2.2 – Midi Learn

Agent features a completely autonomous Midi Learn System which is independent of the exposed automation parameters.

This midi system can be mapped to the grid controls and live button pages (Enable /Launch)

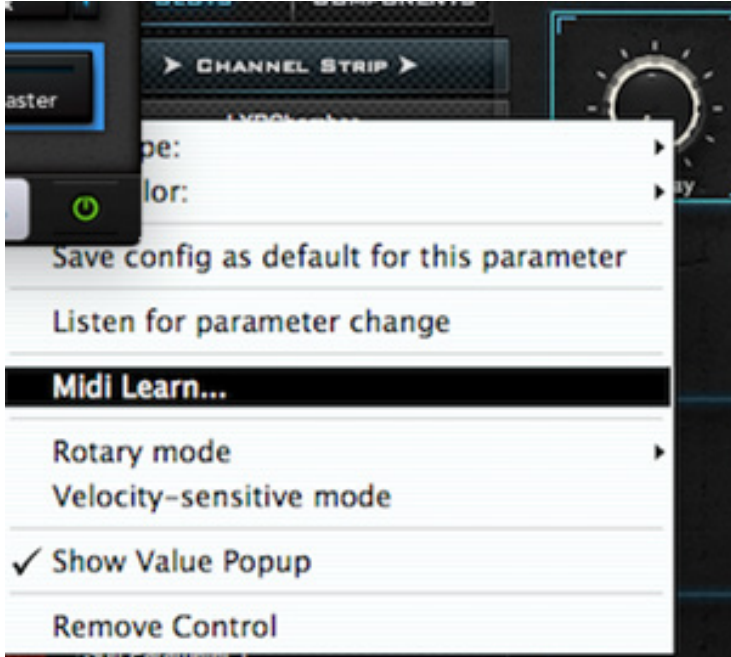
Agent declares a midi input to the Host, so it can be used with the native capabilities of your DAW.

Sending midi to AGENT

To send midi to **AGENT**, just enable the midi channel that will receive messages from your controller, and assign the input to **AGENT**.

In this example we will use Ableton Live for setup.

First drop **AGENT** into an audio track.. then enable the Midi Input Channel for recording (accept midi input) on a Midi channel on Ableton, after it send the midi output to the channel where **AGENT** is , and select it from the active midi inputs shown:



This will send the midi messages from your controller to **AGENT**, now to map it to a grid control or live page button:

- Setup a plugin or agent parameter into the grid.
- Right click on the control.and click on midi learn
- Move a control in your DAW
- The parameter will be mapped to that particular

To remove a control, just right click on it again, and select Remove Midi Assignment.

2.2.3 – Meters

The meters page allows you to define the behavior of input, output and slot meters. Available options are:

Toggle to show/hide Slot meters on the LIVE page

Toggle to show/hide Slot meters on the ROUTE page

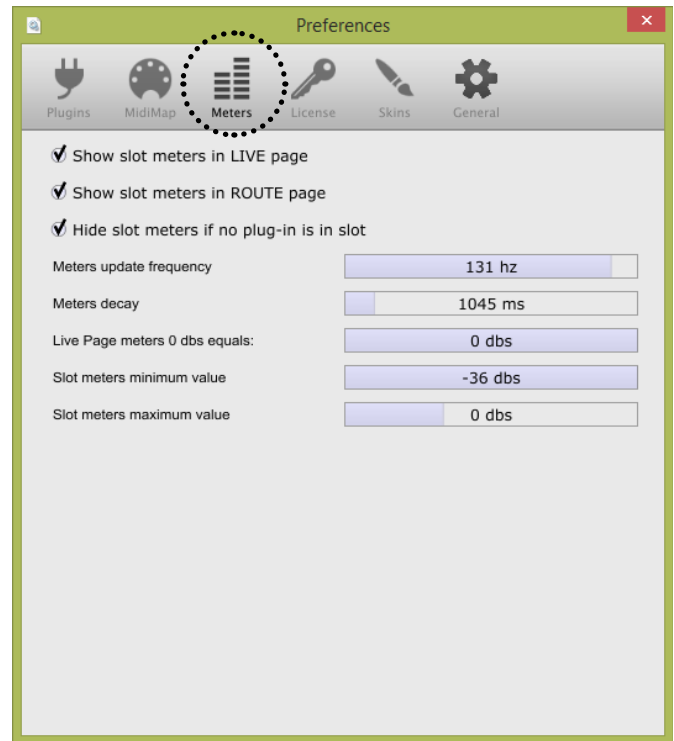
Toggle to Hide/Show meters if no plugin is present in the slot.

Meters Update Frequency sets the refresh rate on the meters. To decrease CPU usage lower the refresh rate

Meters Decay sets the time in milliseconds for meters to return from full to off. This longer decays are generally easier on the eyes

Slot Meters Minimum Value: raise or lower the db level that will register on slot meters. Range = -72db to -36db

Slot Meters Maximum Value: Raise or lower the top db level for slot meters. Range = -3 to +6



2.2.4 – Key

Install and manage the authorization key for **AGENT**.

2.2.5 – Skins

Manage your skins library and select a default theme for newly loaded **AGENT**s

2.2.6 – General

Appearance – Set separate sort order for plugins for the plugin browser and the menu based plugin selector.

Automation – Show DisplayValue as automation parameter name.

Live – Disable controls for plugins that are disabled. Parameter

Library – Manage and view default parameter preset libraries.

Plugin Tweaks – Various options for improving performance and stability

Updates – Check for program updates

2.3 – Preset System

AGENT contains a powerful preset system that allows users to save 3 levels of preset.

2.3.1 – Global Presets

A global preset saves every aspect of your currently configured **AGENT**. This includes:

- Any plugs loaded into a plugin slot on either the rack and the strip pages
- All of the parameter settings for loaded plugin
- The parameter assignments on the control grid
- Any graphics elements or labels placed on the control surface.
- The skin selected
- Routing settings

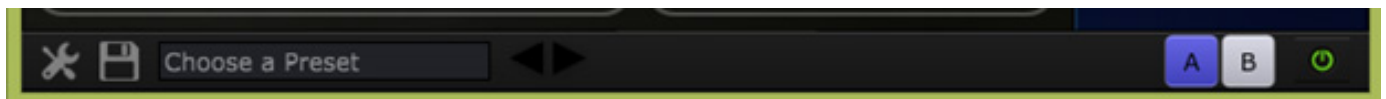
2.3.2 – Page Presets

When you save a page preset it captures all the configuration elements specific to the currently active page (Strip or Rack)

- Any plugs loaded into a plugin slot on the currently visible page (Rack or Strip)
- All of the parameter settings for each plugin
- The parameter assignments on the control grid
- Any graphics elements or labels placed on the control surface.

2.3.3 – Plugin Presets

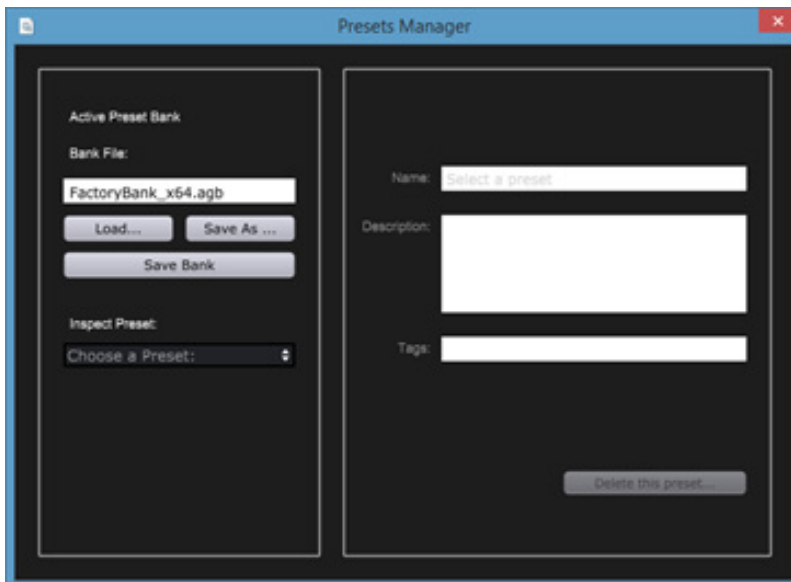
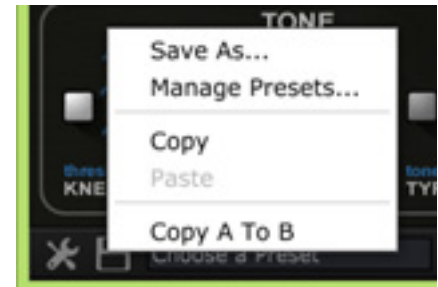
Any plugin loaded into the agent gets an NYRV proprietary preset system added to it. This includes A/B functionality. You can save and restore the plugins native presets here as well for some but not all plugin manufacturers. This is dependent on whether the plugin exposes that information to **AGENT**. Additionally you can save presets even for plugins that don't natively offer that functionality.



This bar also gives you access to the plugins **AGENT** Bypass, "Generic Editor", and latency controls. You can view the currently reported latency and set a manual over-ride to report to the overall latency compensation functionality inside **AGENT**. Bypassing a plugin from this bar is the same as bypassing from the live page bypass buttons. **See 5.1**

2.3.4 – Other Presets Considerations

Right click on the floppy disk to get to the preset manager options.

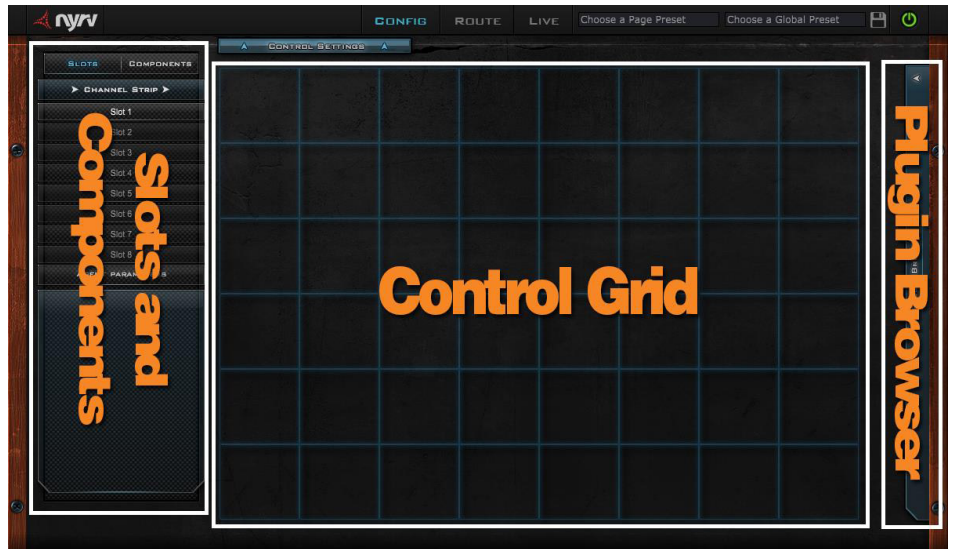


Click on the Manage Presets option to open the preset manager. Here you can manage options including deleting presets. It is important to remember that any changes made here have to be saved in order to be retained after closing.

CHAPTER 3 – CONFIGURATION

The configuration page is where you set up your custom channel strip. It is set up in 3 sections.

- 1 - The Plugin Browser
- 2 - Slot/Components Menu
- 3 - Control Grid



Plugin Browser

3.1 – Plugin Browser

Click on the plugin browser bar to open it up. If there are no plugins showing you will need to run the plugin scanner.

Plugins are segregated into two categories. NYRV Devices and Plugins. NYRV Devices are plugins that run exclusively in AGENT. All your 3rd party VST and AU plugins can be found in the plugins folder.

You can right click on the "Plugins" folder to find sort options. Plugins can be sorted by Manufacturer, Alphabetically, by Plugin Format, or in the same way you tier your plugin folders in your system.

Additionally, you can search for plugins using the search bar at the bottom of the browser.

3.2 – Slots

There are 8 plugin slots in the Channel Strip page and another 8 plugin slots on the Effects Rack page. You can switch between pages by clicking on the page title.

3.2.1 - Loading Plugins

There are two ways to load a plugin into a slot. First you can right click on a slot to open the [Load plugin] menu or open the [Plugin Browser] on the right side of the configuration page. Once the [Plugin Browser] is open simply drag a plugin onto the Slot you choose.

Once a plugin is loaded into a slot that plugins parameters will display in the Selection Window below the slots. To change which plugins parameters are available in the selection window simply click on the slot of the plugin you wish to see.

3.2.2 Moving, Removing, and Changing Plugins

Moving – Once a plugin is loaded it can be moved to any other slot on the same page by dragging it to the new slot. This action will swap the contents of the original slot with the destination slot.

For example, if you are dragging Plugin A from Slot 1 to an Empty Slot 5 then Slot 1 will be empty and Slot 5 will be loaded with Plugin A.

If however, you are dragging Plugin A from Slot 1 to Slot 5 where Plugin B is already loaded then Slot 1 will have Plugin B loaded onto it and Slot 5 will have Plugin A.

Removing – Right click on the slot you wish to clear and select the option “Remove Plugin”. This action will remove the plugin along with any parameters that had been assigned to the Control Grid. This action is not reversible

Changing – To change a plugin you can either remove the current plugin and select a new one or Drag a Plugin from the Plugin Browser on top of the plugin you wish to replace. This action will remove any parameters that were assigned for the original plugin. This action is not reversible.



Slot Selection

3.2.3 – Adding AGENT Parameters

AGENT Parameters are added to the Control Grid in exactly the same manner as plugin parameters. Just select “**AGENT Parameters**” at the bottom of the slots page and **AGENT** specific controls will display in the Selection Window. **AGENT** Parameters include:

- Input Gain
- Output Gain
- Pan
- Slot Gain for all 8 plugins on the Channel Strip and Effects Rack
- Wet/Dry Mix for all 8 plugins on the Channel Strip and the Effects Rack

3.3 – Control Grid

The control grid is an 8x6 grid that represents the control surface of the **AGENT**. A grid section is empty by default but can be populated with any parameter from a loaded plugin or with an **AGENT** parameter. The control grid has unique parameters for the Channel Strip and the Effects Rack.

Right click on a Grid Section without a parameter assigned opens up a menu with only “*Listen for parameter change*”

3.3.1 – Adding Parameters to the Control Grid

The simplest fastest way to add a parameter to the control grid is to drag it from the Selection Window onto the Control Grid. For some plugins however the parameters are not well named or there are large numbers of parameters that make finding the exact one you are looking for difficult. In these circumstances you can right click on a grid section.

When a grid section is empty you can right click on it and select “*Listen for parameter change*” from the menu options that appear. Then move the parameter on the plugin you wish to assign. The parameter will be automatically added to the grid.

3.3.2 – Grid Section Menu

Right click on a Grid Section with a parameter assigned opens up a menu with the following options:

Set Type: Set the control type you want to use as [Knob] – [Button] – [Three step switch]

Set Color: Set the color of your control. For Knobs and Buttons there are 8 color options available. Black, Blue, Green, Orange, Purple, Red, Teal, and Yellow. (No color options are available for 3 position switches)

Save Config as Default for This Parameter: Clicking on this option stores the Control Type, Color, and all the values in the Control Settings window (see 3.3.3) and associates them permanently with the specific parameter. Any time you utilize that plugin parameter in future **AGENT** configurations it will default to the saved settings. **AGENT** saves parameter defaults by manufacturer and plugin name. This means that the same parameter default setting should continue to work even if the manufacturer assigns a new version number to the plugin.

Listen for Parameter Change: Select this option and then move any parameter on an instantiated plugin and that parameter will be assigned to the Grid Section.

Midi Learn:

Remove Control: Select this option to clear the selected Grid Section

Double Click a **Grid Section** to open up the **Control Settings** Panel



3.3.3 - Control Settings

Slot – Name of the underlying plugin loaded into the Slot

Parameter – Name of the parameter assigned to the selected Grid Section

Behaviors:

Label – Input the parameter description you want to display on Grid Section

MIN/MAX – Not updateable – essentially represents 0-100% of the underlying parameters values

Steps – Input the number of steps the control will travel between From & To

From – Percentile of the underlying parameter value where the **AGENT** control will begin

To – Percentile of the underlying parameter value where the **AGENT** control will end

Mode:

For Knobs the available modes are Normal (**AGENT** control moves the same direction as the underlying parameter) and Inverted (**AGENT** control moves the opposite direction of the underlying parameter)

For Buttons the available modes are:

Toggle – simple 2 position on and off switch. Off will set the value of the parameter to the From value and on will set the value

to the To value.

Cycle Positive – in this mode a button can have 2 or more steps. Each left click press of the button moves the value to the Next step. A right click press of the button moves to the Previous step.

Cycle Negative - in this mode a button can have 2 or more steps. Each left click press of the button moves the value to the Previous step. A right click press of the button moves to the Next step.

For the 3 position switch there are no Mode options



Display Parameters 0 - 10:

This section allows you to input the values that will display around a knob, inside a cycle button, or in the 3 positions of a switch.

For a knob, 0 represents the far left position on the knob, 5 represents the center position and 10 represents the far right position on the knob. Other numbers fill in the spaces of 0-10 tick marks.

For a normal button these display values do nothing.

For a Cycle button the display values coincide with the number of steps and available. Each time the button is pressed the display value cycles to the next value (assuming the [Toggle Values] is set to "Show")

For the [Three Step Switch] display value 1 -3 display above the 1st – 3rd position of the switch (assuming the [Toggle Values] is set to "Show")

Toggle Lines: For knobs only this setting determines if a line displays around the control.

Toggle Ticks: For knobs only this setting determines of tick marks display around the control.

Toggle Values: For knobs and Cycle buttons this setting determines if the values in "Display Values 0-10" are visible on the control.

AGENT

3.4 – Components

The components menu is where you will go to customize the visuals of your **AGENT**.



3.4.1 – Themes

AGENT ships with 2 themes.

Vintage Theme has a look that will likely be familiar to many. It is a well-worn classic console with vertical VU style meters.

Modern Theme is a slick white interface with a high gloss finish. This Theme has a 36 element digital meter.

YOU CAN CHANGE THEMES SIMPLY BY CLICKING ON THE THUMBNAIL IMAGE IN THE OPTIONS WINDOW.

3.4.2 – Buttons & Knobs

Selecting the Buttons and Knobs Option from the Components menu gives you quick access to all the control options available within a given theme. Click and drag the desired control onto the Grid Section you wish to update.

Each theme has 8 Color options for Buttons and Knobs: Black, Red, Blue, Yellow, Orange, Teal, Green, & Purple

Switches are only a default color.



3.4.3 – Labels

Selecting the Labels Option from the components menu allows you to drag

Drag from the labels menu onto the **AGENT** Interface

Right Click on the Labels Button for the options to remove all or just the last Label used.

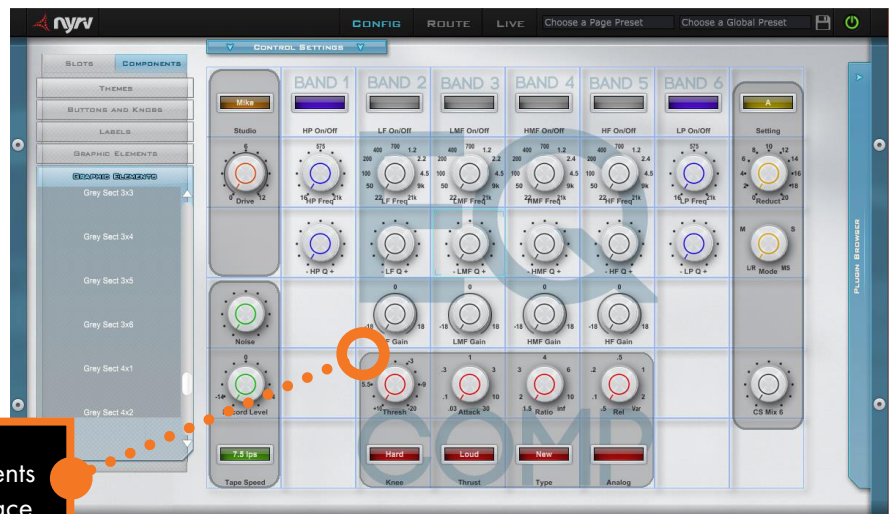


3.4.4 – Graphics Elements

Graphic Elements application is exactly like Labels application except that Graphic Elements are applied below the labels.

You can create your own Labels and Graphic Elements and use them in the AGENT. See [Chapter 7](#) for more information.

Drag from the Graphics Elements menu onto the **AGENT** Interface



* Right click on Graphic Elements or Labels to remove last or remove all images.



3.5 – Working with individual Plugins

Each plugin loaded into agent contains a set of options regardless of that plugin's native capabilities.

1) Options

- a. Launch Generic Editor – displays a complete list of parameters available with the plugin and provides a generic set of sliders to set values
- b. Latency
 - i. Displays the latency reported by the plugin
 - ii. Opens a dialog box that will allow the user to override the reported latency. This will get summed with the latency of any other plugins in the chain to determine the total amount of latency reported to the host by AGENT.

2) Preset options

- a. Save As: Agent allows users to save settings for any plugin in a unique file for that plugin.
- b. Manage Presets: launches a plugin specific preset manager
- c. Copy A to B (B to A) copies settings from the currently highlighted A/B options (see point 6 in this section)

3) Preset List

- a. Factory Presets from the plugin itself are listed first if available
- b. Any presets saved through the NYRV Preset manager are listed here. This is especially useful for plugins without a preset system of their own

4) Cycle through presets both factory and nyrv presets.

5) A/B – AGENT maintains A and B settings for every parameter in a plugin. This allows for quick comparison between alternative settings. Using the copy function in the Preset Options (item 2 in this section of the manual) will copy the settings in the current view to the alternate view.

6) Bypass – This bypass is the same as the bypass on the live page. Clicking it will bypass the plugin and release CPU allocation as well.

CHAPTER 4 - ROUTING

The routing page allows signal flow to be customized (without having to change the Slot position of individual plugins) via a simple drag and drop method.

4.1 – Layout

By default the signal flow through the agent starts in Channel Strip Slot 1 and flows to Effects Rack Slot 8 as shown in the graphic above. Using the routing page the signal flow can be customized without having to actually change the Slot position of individual plugins. Each slot that has a signal flowing through it displays a meter. *See 2.2.3 for info on managing slot meter behavior.*



Simply click and drag

4.2 – In Action

4.2.1 – Mix

Controls how much of the signal goes through the slot and how much bypasses it.

4.2.2 – Gain

Provides from a -20db Cut to +6db boost to the signal coming out of the slot.

4.2.3 – Order

Click and Drag on a routing section to change the order in which the signal flows.

4.2.4 – Swap

Swaps the Effects Rack and the Channel Strip in the signal flow

4.2.5 – Reset

Returns all the plugins on that page to their default position and resets changes made to Mix and Gain.

CHAPTER 5 – LIVE

Once your **AGENT** is configured the live page provides an interface much like any other effects plugin.



5.1 – Layout

Page buttons switch the **AGENT** interface between the Channel Strip and the Effects Rack Control Grid

Control Grid – Any parameters, graphic elements, or labels assigned on the configuration page will display on the live page control grid. Adjusting controls on the grid effects the plugin parameter mapped to that grid section.

Meters – Just Left of the Control Grid is the input meter and just right of the control grid is the output meter. These meters have a range of 0 to -36 db. Decay time and reference level can be set in preferences. [See 2.2.3 for more info.](#)

Pages – Strip/Rack Buttons determine which control page is displayed in the live view.

Slot Buttons serve 2 purposes. The first column of buttons enables or bypasses the associated plugin. Bypassing a plugin completely removes the CPU load of that plugin. The first [A] button enables or disables every plugin on the active page.

The second column of buttons launches the individual plugin so you have access to parameters you didn't map to the or view the actual plugin meters. As with the enable buttons the [A] button in this column launches ALL the plugins on the active page.

Beside each set of buttons is the name of the plugin and a meter measuring the output from that slot. Certain characteristics of the slot meter behavior is adjustable. [See 2.2.3 for more info.](#)

CHAPTER 6 - NYRV DEVICES

NYRV Devices are specialized plugins that run exclusively inside AGENT. We used a semi modular approach when deciding what to include in an individual device. Because each device is designed from conception to work with and compliment the processing done throughout the library, you can be sure that effects chains you build with NYRV devices will sound like they were born to be together.

All devices are ultra-low latency and light on your CPU so you can use them across your entire project whether you're tracking, mixing or working live. Because you can build your channel strip to your own taste we don't duplicate parameters across plugins. If you need limiting on a track you load up "The Protector". Need a little bite? Drop in an instance of "Drive". This means your system isn't having to work on parameters from plugins that you aren't even using.



6.1 – 10Q

Based on a Vintage graphic EQ from the late 60's, this little work of art is ideal for sweetening and room tuning. While this device provides transparent effect, the response is remarkably smooth and pleasing to the ear and is an extremely accurate model of the curve created by the hardware version.

Parameters:

- 10 Bands of equalization
- Familiar Graphic operation on one octave centers
- 16 db of boost/cut per band
- "Relative Q" narrows Q at the extremes of boost/gain 5.1 – Layout

6.2 – 3Q

We created 3Q to provide a quick and easy approach for broad sculpting of a track. It can be used on virtually any sound source and provides instantly musical results from screaming guitars and heavy drum tracks to gentle vocals and acoustic guitar. It is also extremely useful on voice over tracks where all you need to do is round off the edges. Each band has +/- 16db of gain.



Parameters:

- HI Band
- Mid Band
- Low Band

6.3 – NYRV Compression G

This device is modeled on a famous bus compressor known for gluing together a mix and we are all super proud of the results. The variable knee makes it a bit more versatile than the original without losing any of the mojo. This incarnation of the audio engineering icon from which it draws inspiration can work its magic as an all-purpose compressor whether on a channel or a buss insert.



Parameters:

- Threshold – 0 to -40
- Makeup – 0 to +20
- Attack – .01ms to 30ms
- Release – .1ms to 2s
- Ratio – 2, 4, 10
- Knee – Full range hard to soft knee

6.4 – Drive

The Drive device is a tube emulation modelled after the vintage Telefunken ECC83 tubes with drive, pentode/triode mode and bias settings. The pentode and triode switch alternates the drive between two classic methods of powering the vacuum tube. Experiment between the two to find the sound that suites you best. Bias is a subtle coloration of the drive unit that controls the idle current the tube draws. Again, with just three controls there is a tremendous range of characters that can be achieved.



Parameters:

- Drive
- Bias
- Mode

6.5 – dSr



6.6 – Filter-Q

A creative dual cutoff filter with both Hi and Lo bands. Filter-Q has a smooth curve when resonance is set to minimum. This makes it effective for rolling off highs and lows during the mix process. Yet with 21db of resonance it is also incredibly effective for creative filter sweeps.



Parameters:

- Hi Pass Frequency – 16Hz to 16kHz
- Hi Pass Resonance – +1 to +21 db of resonance boost
- Lo Pass Frequency – 16Hz to 16kHz
- Lo Pass Resonance – +1 to +21 db of resonance boost

6.7 – H-Boost

This is a harmonic enhancer that features 3 hand tuned filters. You can balance the tilt of the filters with the bass and treble knobs and sweep the effect using the harmonics knob.



Parameters:

- Bass
- Treble
- Harmonics

6.8 – High Pass & Low Pass Filters

Both of these handy filters share the same design, parameters and range. These are excellent filters for cleaning up a mix allow gentle filtering to extreme cliff like attenuation.

- Frequency – 20hz to 20 kHz
- Attenuation - -6db to -72db



6.9 – The Wall

You can drop this killer one knob limiter anywhere you need to be sure isn't going clip. No matter what you do! Dead simple and effective it's a great tool to have anywhere you want to eliminate peaks without otherwise effecting dynamics.



Parameter:

- Output Level

6.10 – Red



6.11 – Transformer

A classic transient shaper

- Attack – +/- 100%
- Sustain – +/- 100%
- Gain – -24db to +6db
- Limiter – On/Off
- Mode – Modern VCA or Vintage VCA



CHAPTER 7 - CUSTOMIZING GRAPHICS

7.1 – Adding Labels and Graphic Elements

All graphics in AGENT are in PNG format. Any PNG that you add to the graphic elements or labels folders will be accessible the next time you open up an instance of AGENT. If you add graphics files to these folders while the AGENT is open, those files will not be accessible until you close the AGENT editor and reopen it.

Windows

Graphic Elements folder can be found in the following locations:
Documents/NyrvSystems Resources/Agent/GraphicElements

Labels folder can be found in the following locations:
Documents/NyrvSystems Resources/Agent/Labels

Mac

Graphic Elements folder can be found in the following locations:
/Users/YOURUSERNAME/Music/Audio Music Apps/NyrvSystems Resources/Agent/Resources/GraphicElements

Labels folder can be found in the following locations:
/Users/YOURUSERNAME/Music/Audio Music Apps/NyrvSystems Resources/Agent/Resources/Labels

7.2 – Creating New Skins

What you need:

- UTF-8 compatible Text editor such as “Sublime Text” or “TextMate”
- Graphic Editor like Photoshop, Paintshop or Illustrator

Steps to creating a new skin.

1. Duplicate an existing skin folder with a name of your choosing
2. Replace the images in the folder with new images.
3. Adjust the info.json file to arrange your new graphics on the **AGENT**

Json elements

Define the global elements of your theme with the following lines:

"info": {	
"name": "Modern Theme",	Name your theme
"author": "Nyrv Systems",	Your Name or Company
"version": "1",	version #
"skin_system_version": 1,	for future compatibility
"control_label_colour": "0xff000000",	Set the Hex # for Label Colors
"slots_button_text_colour": "0xff717171",	Set the Hex # for text on slot configs
"slots_button_border_colour": "0xffff0000"	Set the Hex # for the border that

Appears when draggin a plugin onto a slot.

Each image in your theme needs a record to define the following attributes:

"ident": "live_page_background",	
"parent_folder": "LivePage",	Folder in which element resides
"file": "background.png",	Image file name
"x": 0,	x Offset for image location
"y": 0,	y Offset for image location
"width": 1200,	Image width
"height": 660,	Image Height
"is_filmstrip": 0,	0 = not a filmstrip, 1=filmstrip
"frames_num" : 0	Number of frames in filmstrip

Skin Folders Locations:

Widows:

Documents/NyrvSystems Resources/Agent/Skins

Mac:

/Users/YOURUSERNAME/Music/Audio Music Apps/NyrvSystems Resources/Agent/Resources/Skins

GLOSSARY

Channel Strip – In **AGENT** this is default “Page 1” of the two pages of **AGENT** control surface. There is some advantage to reserving this page for standard mixing style plugins like EQ’s and Compressors so that it can serve as a consolidated channel strip plugin. Doing so allows the user to configure a pre/post setup for creative effects vs mixing effects. Still there is nothing that enforces this workflow.

Control Grid – the 6x8 grid that forms the foundation of **AGENT**s interface.

Control Settings – A list of parameters that define the look and behavior of 1 section of the Control Grid

Effects Rack – In **AGENT** this is default “Page 2” of the two pages of **AGENT** control surface. There is some advantage to reserving this page for creative effects like delays, distortions, Chorus, etc... Doing so allows you to swap the effects rack and channel strip on the routing page creating a quick pre/post routing function.

Graphic Elements – these png files display at the bottom graphics layer of the **AGENT** interface. Graphic elements can be anything but since the labels graphics land on top of them it is recommended that users load base elements in this category.

NYRV Devices – Proprietary plugins that run exclusively inside of NYRV sub hosts.

Page – pages can be used to distinguish between the Channel Strip and Effects Rack areas of **AGENT** or between its Live, Routing, and Configuration screens

Skin – a set of graphics and configuration files that together determine what **AGENT** looks like.

Slot Meters – a set of meters that provides an output reading from each loaded plugin in the **AGENT**. These meters can be displayed on both the live page and the routing page.

Slot – One of 16 available locations into which a plugin can be loaded. There are 8 slots on the channel strip page and 8 slots on the effects rack page.

Theme – A selectable look for each instance of the **AGENT**. See *Skins*

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