

HoRNet HA2A

HoRNet HA2A is a faithful recreation of a very famous opto compressor made of tubes, transformers and a very peculiar combo of a photo resistor and an electroluminescent panel.

We modeled a real piece of gear which is found in the studio of our friend Flavio aka TheBuildzer, we measured the response of the unit, the transfer function, the attack and release behavior and put everything into this new plugin which improves the OPTO model in Multicomp Plus MK2 and recreates the sound of this historical compressor.

Recreating the real sound of the compressor down to tubes and transformers was not enough so we decided to bring this standard compressor into the 21st century and we added our touch including input and output VU meters, auto input gain with up to 6VU target level, a button to link input and output (so you don't have to tweak anything while compressing), automatic makeup gain for the compressor, automatic compression setting with peak reduction target, dry and wet separate controls for parallel compression, mode selection (stereo, dual mono, mid or side) a bypass button that lives inside the analog emulation (so you can use the plugin as a tube saturator if you want) and a handy dropdown that will let you control every instance of the HA2A from a single interface.

To make the unit sound even more real we added our analog emulation technology simulating the input transformer the tube amplifier and the output transformer, of course you can disable the analog emulation if you want a clean and modern sound.

To guarantee the best possible quality we added our intelligent oversampling to the algorithm so that the oversampling amount is chosen depending of your sample rate if it's lower than 192KHz.

The user interface is of course completely vectorial and hardware accelerated (using OpenGL or Metal) and it can be resized at will so it looks good on every monitor and screen size.

compensates for changes in the output gain to keep levels constant

Sets the output gain of the compressor, this knob does not affect the gain reduction

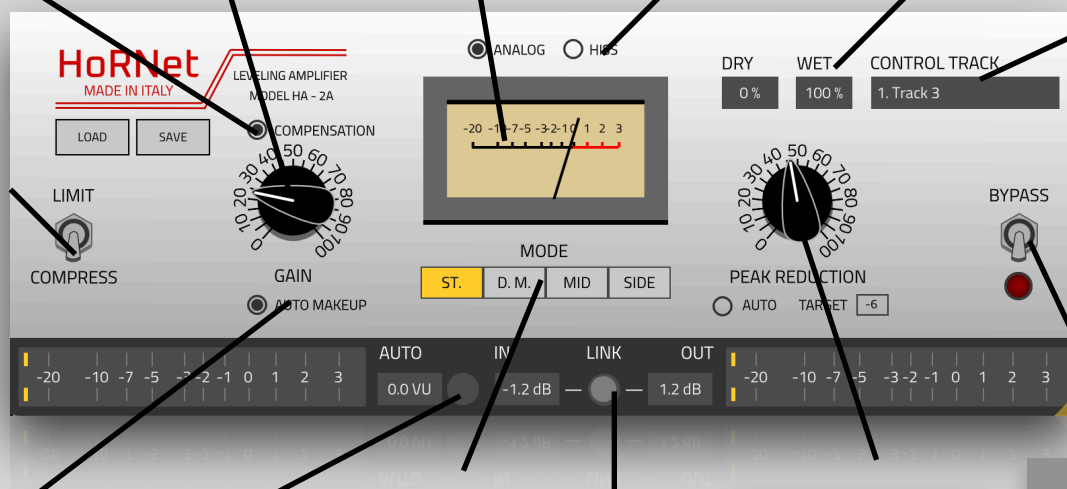
This shows the gain reduction, it moves like VU meter so it has a slow response

Enables the analog emulation: saturation (analog) and noise (hiss)

lets you choose the amount of compressed and uncompressed signal.

control the HA2A instance selected from the dropdown

The switch allows you to choose between two different compression behaviors



compensates for the gain loss of the compression automatically

Sets the level and enables the auto input gain algorithm

Choose the source for the compressor, stereo, dual mono, mid or side

sets the gain reduction, the auto and target options let the compressor set itself

bypasses the compression but keeps the analog emulation active

In and Out, the link button lets you tweak one control and auto adjust the other