

RULE TEC COLLECTION

USER MANUAL



GENERAL LICENSING AGREEMENT

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PURCHASING PROCESS AND PRIVACY POLICY

AVAILABLE PAYMENT METHODS ARE CREDIT / DEBIT CARDS AND OTHER PAYMENT WAYS THAT ARE DECLARED IN SSL CERTIFICATED WWW.NOISEASH.COM OFFICIAL WEBSITE OF NOISEASH, INC. THERE IS NO PERIODIC WITHDRAWALS FROM A CARD. THE PURCHASING PROCESS IS ONE TOTAL PAYMENT. AFTER PURCHASING, THE SPECIAL DOWNLOAD LINK OF THE PRODUCT WILL BE GIVEN TO THE CUSTOMER BY E-MAIL THAT CUSTOMER TYPES ON THE CHECKOUT PAGE FORM. IF THERE IS A PROBLEM ABOUT PROVIDING LINKS; CONTACT MAIL IS: SUPPORT@NOISEASH.COM
USE OF THIS SITE REQUIRES PERSONAL DATA PROCESSING OF A CLIENT IN THE FOLLOWING MATTER: FIRST NAME, LAST NAME, E-MAIL. DATA WILL BE PROCESSED BY: NOISEASH, INC. COMPANY IN A WAY THAT IS CRUCIAL TO AGREEING ON A CONTRACT, AS WELL AS ITS FULFILLMENT AND DIRECT MARKETING PURPOSES OR FOR SERVICES PROVIDED BY NOISEASH, INC. COMPANY, HEREBY A CLIENT HAS THE RIGHT TO DECLINE THE RIGHT TO PROCESSING HIS DATA IN THIS MANNER. A CLIENT HAS THE RIGHT TO SEE THE CONTENT OF HIS DATA AND ANY CORRECTIONS MADE TO IT. SHARING OF INFORMATION IS VOLUNTARY, HOWEVER, AT THE SAME TIME IT IS CRUCIAL TO USING THIS SITE.

RESALE POLICY

SOFTWARE LICENSE TRANSFERS ARE ONLY AVAILABLE FOR CUSTOMERS WHO OWN A PURCHASED, FULL SOFTWARE LICENSE OF THE PRODUCT IN QUESTION. THE LICENSE TRANSFER FEE IS APPLIED ACORDING TO THE TRANSFERRED LICENSE AMOUNT.

SOFTWARE LICENSE TRANSFERS ARE NOT AVAILABLE FOR:

- TIME-LIMITED, EDUCATIONAL, NFR, OR RETAIL SOFTWARE BUNDLED LICENSES.
- CUSTOMERS WHO HAVE ALREADY TRANSFERRED A PARTICULAR PRODUCT. FOR EXAMPLE, YOU MAY NOT PURCHASE A PRODUCT, TRANSFER IT TO ANOTHER USER, THEN REPURCHASE THE SAME PRODUCT AND TRANSFER IT A SECOND TIME.
- YOU MAY NOT TRANSFER ANY PAST VERSIONS OF SOFTWARE AFTER PURCHASING AN UPGRADE WHILE STILL RETAINING THE LATEST VERSION. IF YOU WISH TO TRANSFER YOUR LICENSE TO ANOTHER USER, ONLY THE PRESENT VERSION OF THAT PRODUCT WILL BE TRANSFERRED, WHILE PAST VERSIONS WILL BE DISABLED.

TO TRANSFER A LICENSE TO ANOTHER USER, THE ORIGINAL OWNER OF THE LICENSE MUST CONTACT NOISEASH DIRECTLY WITH OUR SUPPORT FORM SUPPORT@NOISEASH.COM WITH THE FOLLOWING INCLUDED IN THE E-MAIL:

- NAME OF THE NEW USER
- E-MAIL ADDRESS OF THE NEW USER (THE NEW USER MUST REGISTER A NOISEASH ACCOUNT FROM [HERE](#) FOR FREE)
- LICENSE NUMBER OF THE PRODUCT THE OWNER WOULD LIKE TO HAVE TRANSFERRED

IF YOU HAVE ANY QUESTIONS ABOUT NOISEASH'S LICENSE TRANSFER POLICY, PLEASE CONTACT NOISEASH CUSTOMER SUPPORT.

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1. INTRODUCTION

1.1. WELCOME

Thank you for choosing NoiseAsh! In order to get the most out of your software features, please take the time to read through this manual.

As all of the other NoiseAsh products, we'd put all our effort, energy, team synergy and love to get this beauty for giving artists what they need.

We hope you will enjoy this beauty as much as we do!

Please don't hesitate to contact our support team, support@noiseash.com

With Music & Love....

NoiseAsh Team

1.2. ABOUT THE RULE TEC COLLECTION



Legendary passive equalizers have long been a top choice of leading recording and mastering engineers since it was released. When it was first on the market; this custom-engineered and built by hand unit was a game changer in recording studios, as you now had the ability to manipulate the sound even farther than before, bring it closer to the front of the mix and make it feel as if you're in the room with the performer.

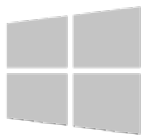
With tons of research and hard work; we are proud to present extremely accurate models of these legendary equalizer units, **Rule Tec® Collection**. We've modeled lot's of unique complex interactive analog behaviour in order to present all signature characteristics of the original units' "a must have tone". The result is pretty amazing. All in one solution for legendary famous equalizer tone that you've heard in thousands of records for decades. Well known 3 models: **Rule Tec EQ1A** for classic mixing and mastering, **Rule Tec EQ5M** famous mid range equalizer, **Rule Tec F3C** completes the collection with unique sharp high pass - low pass filters. Same musicality, clarity, warmth and character with original units which is immediately noticeable when tweaking frequency boosts. Legendary tone is here with all of the legendary signature features including famous "trick".

1.2.1.SPECIFICATIONS

- Extremely accurate circuit reproduction of the most popular vintage studio equalizers ever made
- Complex legendary interaction between filters with smooth and musical curves
- Unique analog behavior of total harmonic distortion, tubes, hum etc.
- Friend of CPU
- Resizable GUI

1.2.2.MINIMUM SYSTEM REQUIRMENTS

1.2.2.1. WINDOWS



- Included: VST3, AAX plug-in versions (64-bit & 32-bit)
- Windows 7 64-bit or above
- VST3 / AAX host
- Intel I3 2ghz / AMD Athlon 64 X2 or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

1.2.2.2. MAC

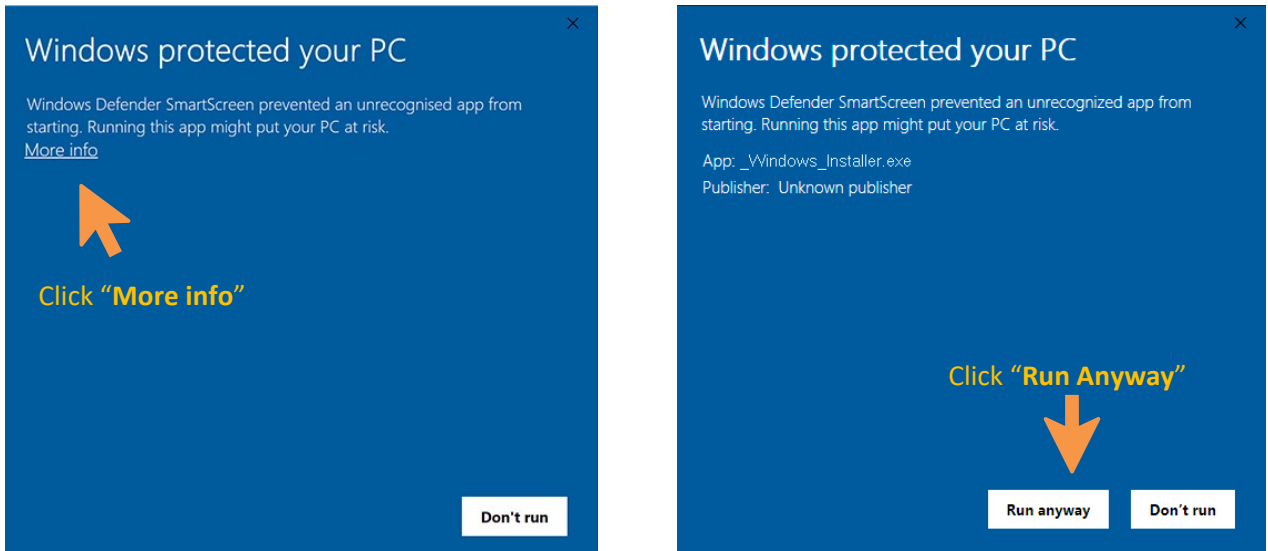


- Included: VST3, AU, AAX plug-in versions (**64-bit only**)
- macOS 10.9.5 or above
- VST3 / AU / AAX host
- Intel I3 2ghz or above
- 4 GB RAM / 2 GB free space on the system drive
- Min. 1024×768 Screen Resolution
- Ability to download

2. INSTALLATION

2.1 WINDOWS

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW. Possible Installation warning on Windows:



Before installing an update, please uninstall previous versions. In order to uninstall previous versions: Select Start> Settings> Apps> Apps & features> Select the Plugin> Select Uninstall.

2.2 MAC

Unzip the download package, run the Installer and follow the instructions on the screen. After the successful installation, the plugin should be available the next time you start your DAW.

Before installing an update, please uninstall previous versions. The folder paths of the plugins is shown below, you need to delete each one manually.

Format	Path
VST3	/library/audio/plugin-ins/vst3
AU	/library/audio/plugin-ins/components
AAX	/library/application support/avid/plugin-ins

NOTE: If you have a demo version, you don't need to uninstall demo version, you can activate it. For more info about the License activation, please see [Section 3](#)

3. LICENSE ACTIVATION

NoiseAsh products use completely software-based licensing system. No usb or hardware dongles, no special drivers are needed. All of the license management process is handled within the software. The activation process is pretty easy and straight forward.

Our system provides both online and offline activation. But because of being the easiest and fastest way, we highly recommend online activation of course!

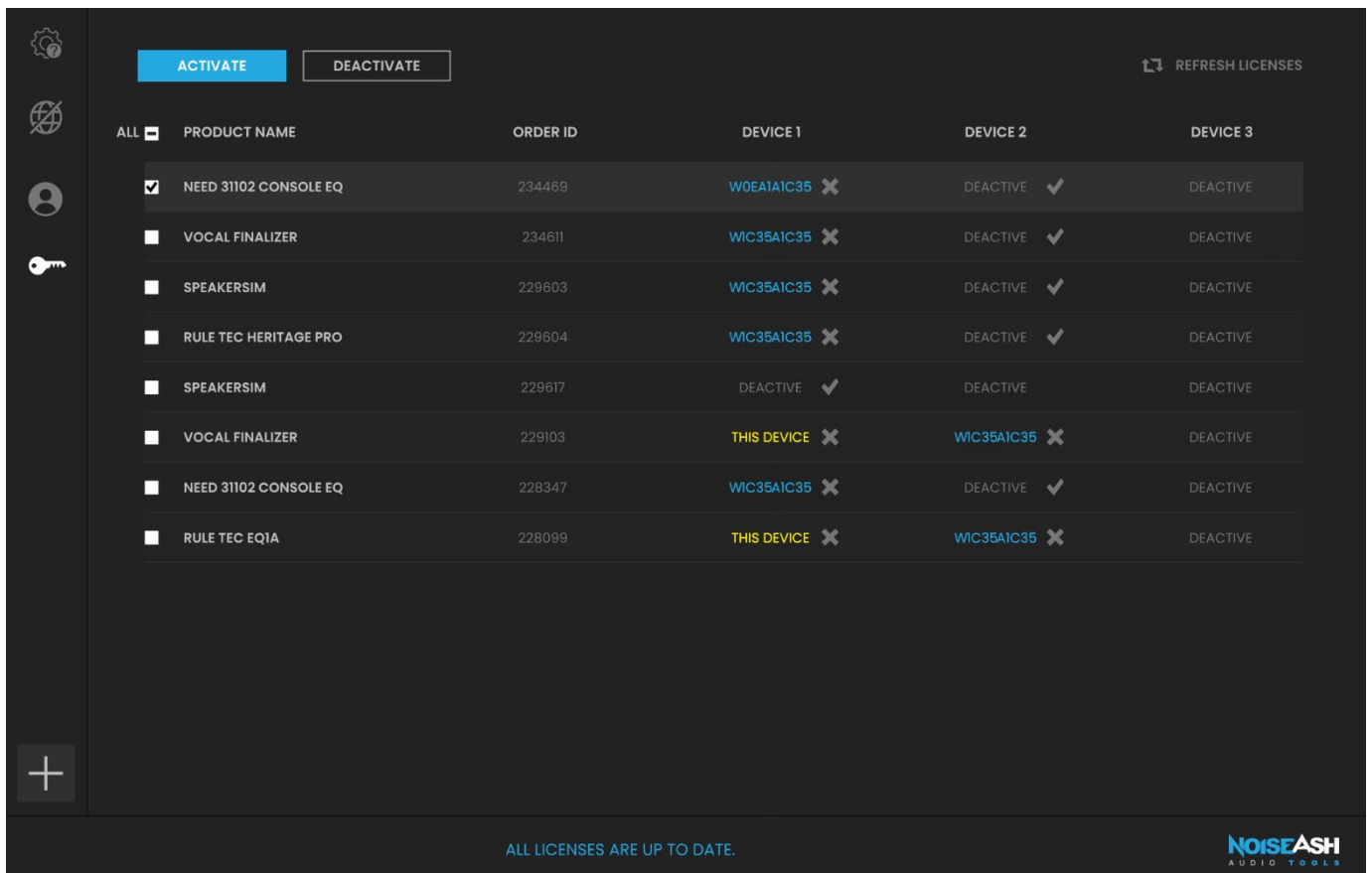
For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from our web store](#) for free.

NOTE: You can try all of the NoiseAsh products with using Demo Mode. The Demo Mode is fully functional, no expiration date. As the demo mode limitation, output of the plugin will mute briefly in every 30 seconds. If you like it, you can purchase a license and then authorize the demo mode.

3.1 ONLINE ACTIVATION

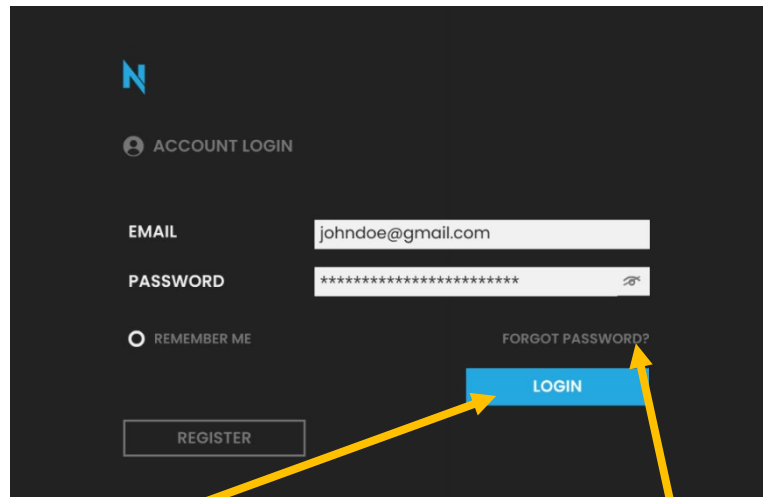
3.1.1 LICENSE MANAGER

If your audio workstation computer has an internet connection, License Manager is the most comfortable way to activate your licenses. **Please note that License Manager is not a downloader or installer. It only manages your licenses.** For the product installation, you need to use the standart product installers.

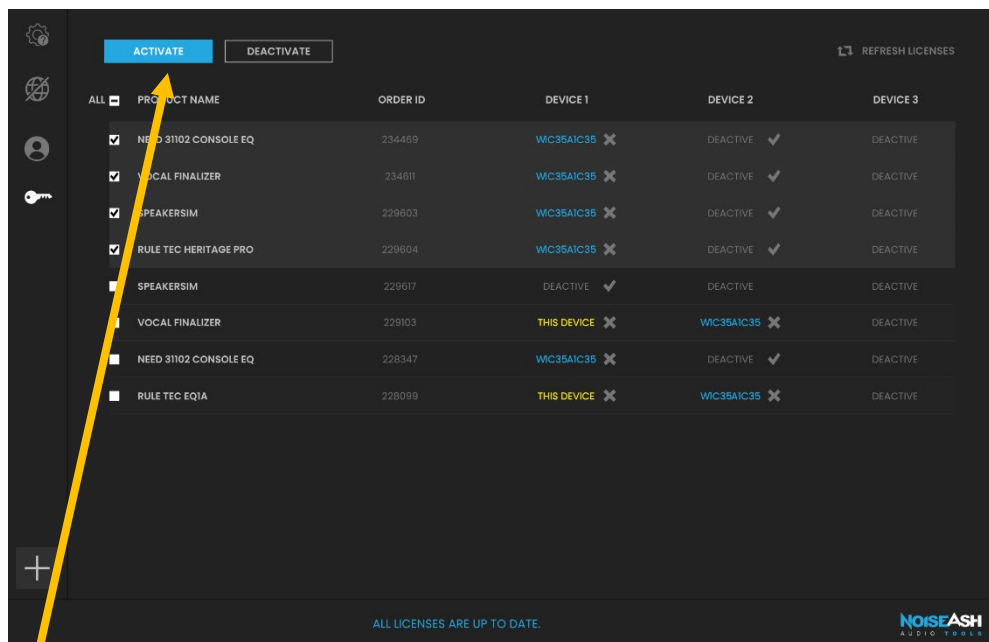


IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:



- After the plugin installation; just run the License Manager.



- NoiseAsh account login is required.
- If you forgot the password of your account, click "**Forgot Password**" button to reset your password
- **Login** to your NoiseAsh account.
- After a while the License details page will show up.



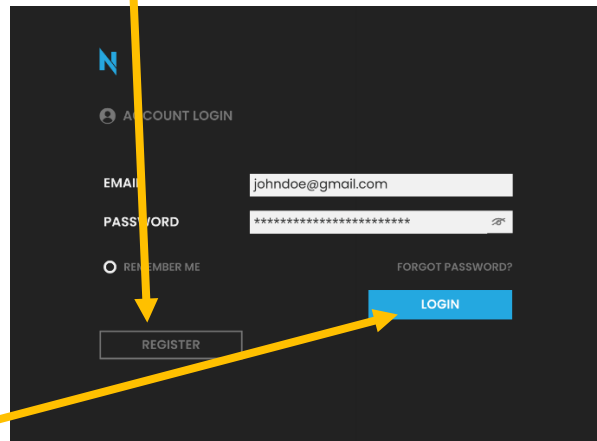
- Select the product that you're about to activate.
- Click "**Activate**" button.
- Wait a couple of seconds. The product is now activated on the current device.

NOTE: Just like the license activation, similarly you can deactivate the product licenses too. Just select the product and click "Deactivate" button. For batch license processing, you can use check boxes. For individual license handling, you can use  for deactivation, and  for activation process.



IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELLER STORE:

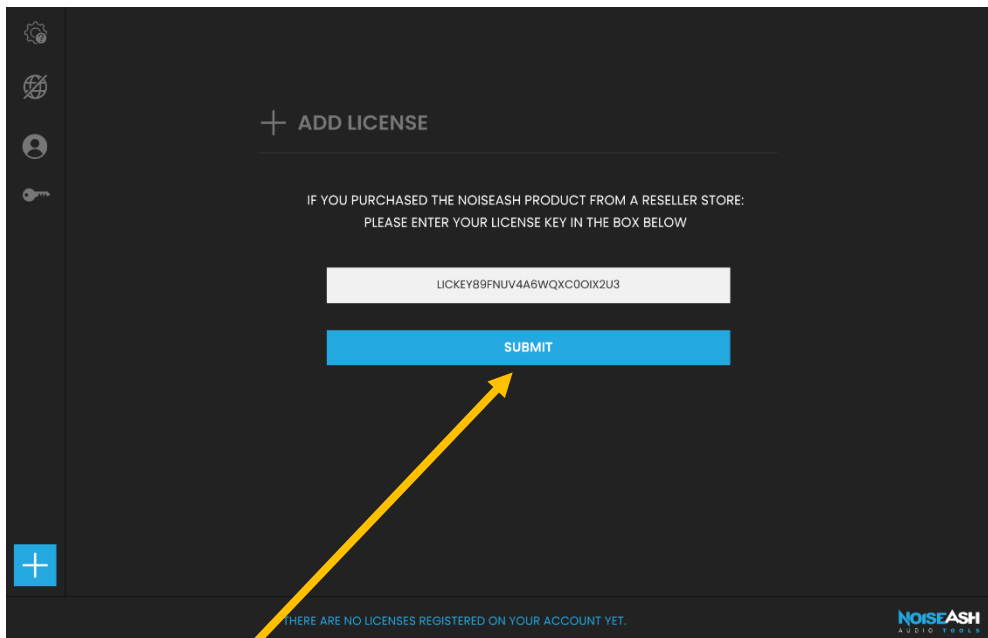
- For the activation process, you need to have a current NoiseAsh account. If you don't have a NoiseAsh account, you can [register an account from NoiseAsh web store](#) for free.
- After the NoiseAsh account registration; Run the License Manager



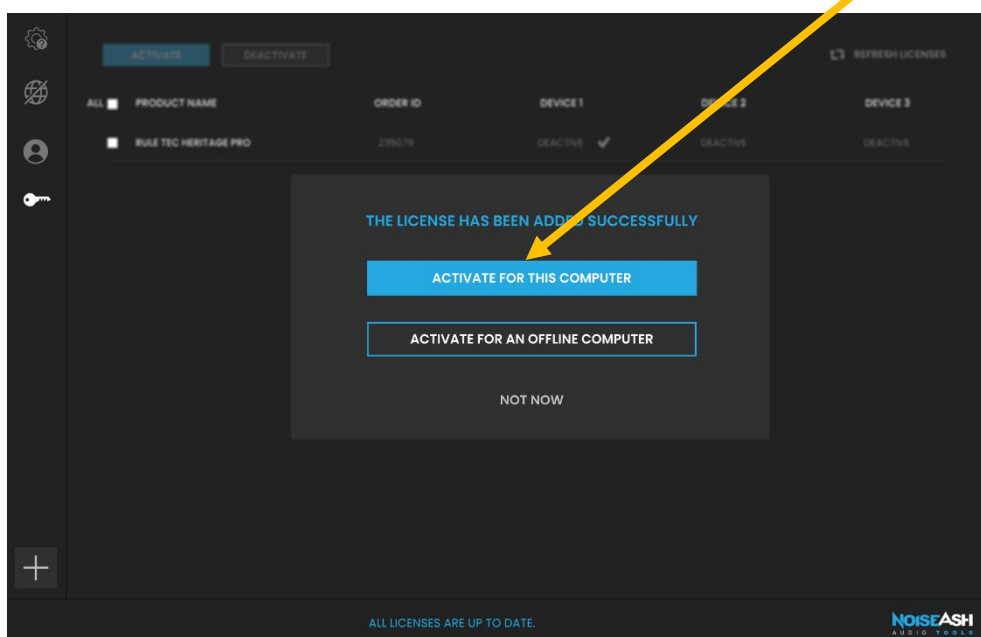
- **Login** to your NoiseAsh account



- Click "**Add License**" button.
- Alternatively, you can click **+ button** on the left menu also.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest.
- Then **submit** the code. After waiting for the server response, click **“Activate for this computer”** button.



- The product is now activated on the current device.

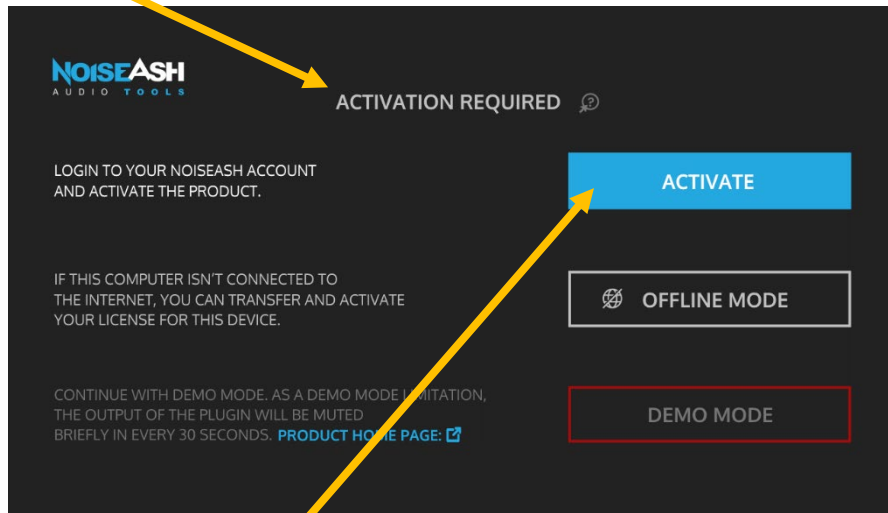
NOTE: In order to activate each product that’s been purchased from the reseller stores, you need to follow the same procedure. So if you’ve purchased a NoiseAsh product from a reseller store:


- Firstly, Add the License key to your account
- Then activate the license.

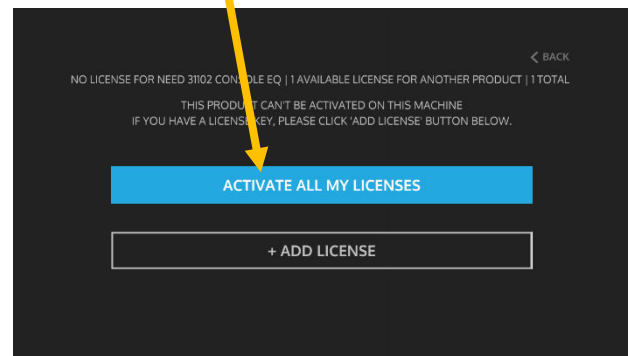
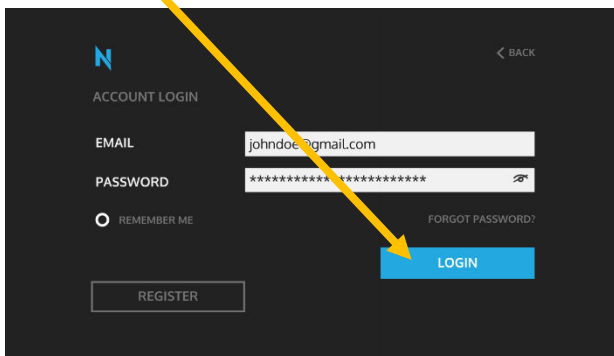
3.1.2 ACTIVATION WITH PLUGINS

Alternatively, you can also use the plugins for license activation and management. In the plugins, the Activation / Deactivation / Add License procedure is pretty easy and straight forward just like with the License Manager.

- When the plugin is initialized first time, and if it's not activated before, the "**Activation Required**" page will appear.



- If you can't see this page, click the Preferences  button on the top navigation menu, then click the **License** button.
- Click "**Activate**" button.
- **Login** to your NoiseAsh account and **follow the screen instructions**.



- In the plugins, the license management process is done only for the related plugin/bundle and only for the related device. But in the license manager, all of the plugin licenses can be processed easily for all of the devices.

NOTE: NoiseAsh product licensing system is user and computer-based. A product license can be activated on up to 3 computers. And also on each computer, only one user account can be authorized at the same time. If the user account changes, all of the license data is being refreshed according to the current user account.

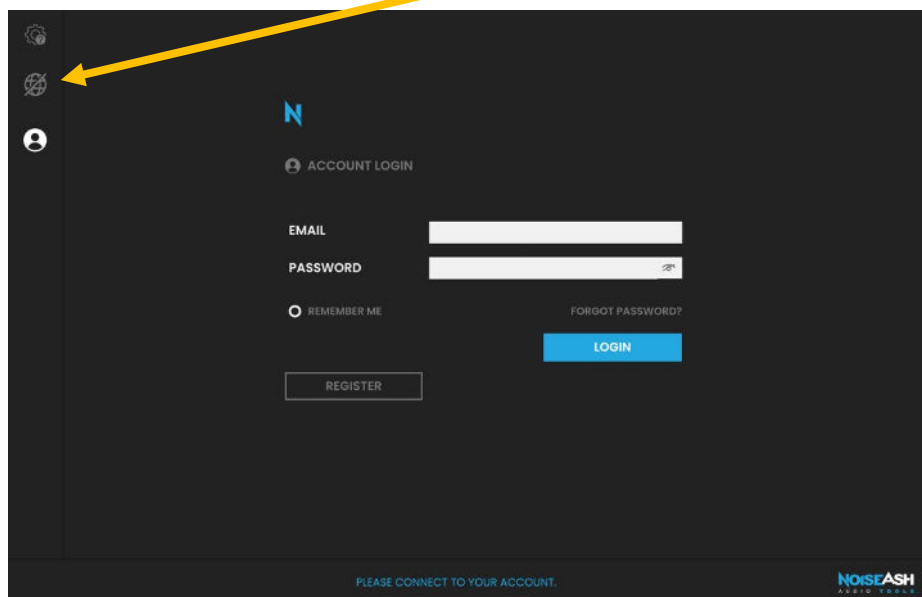
3.2 OFFLINE ACTIVATION

IF YOU PURCHASED THE NOISEASH PRODUCT FROM NOISEASH WEB STORE:

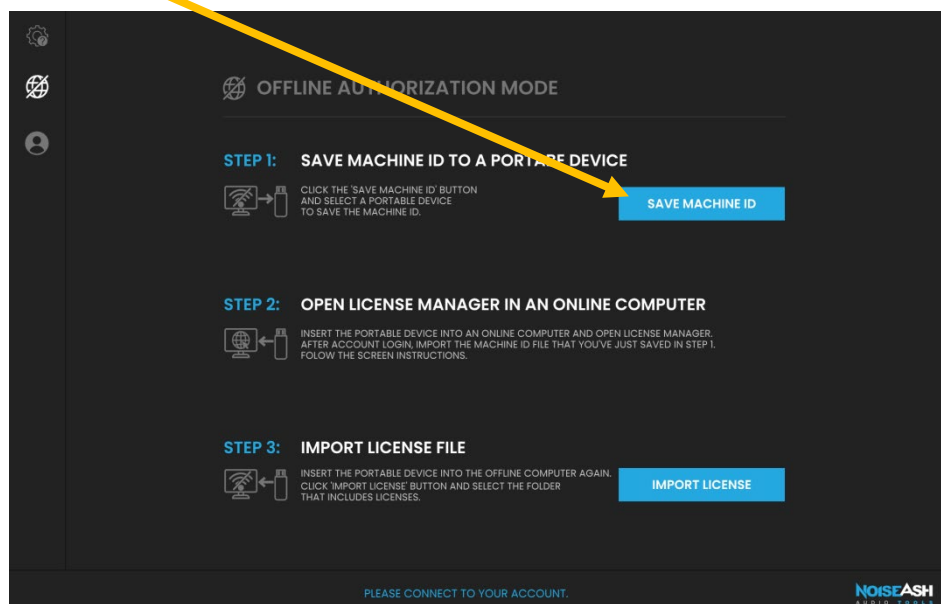
- For the offline activation, you'll first need a computer that has internet connection to download and activate the products. Offline activation can be handled with 3 simple steps.

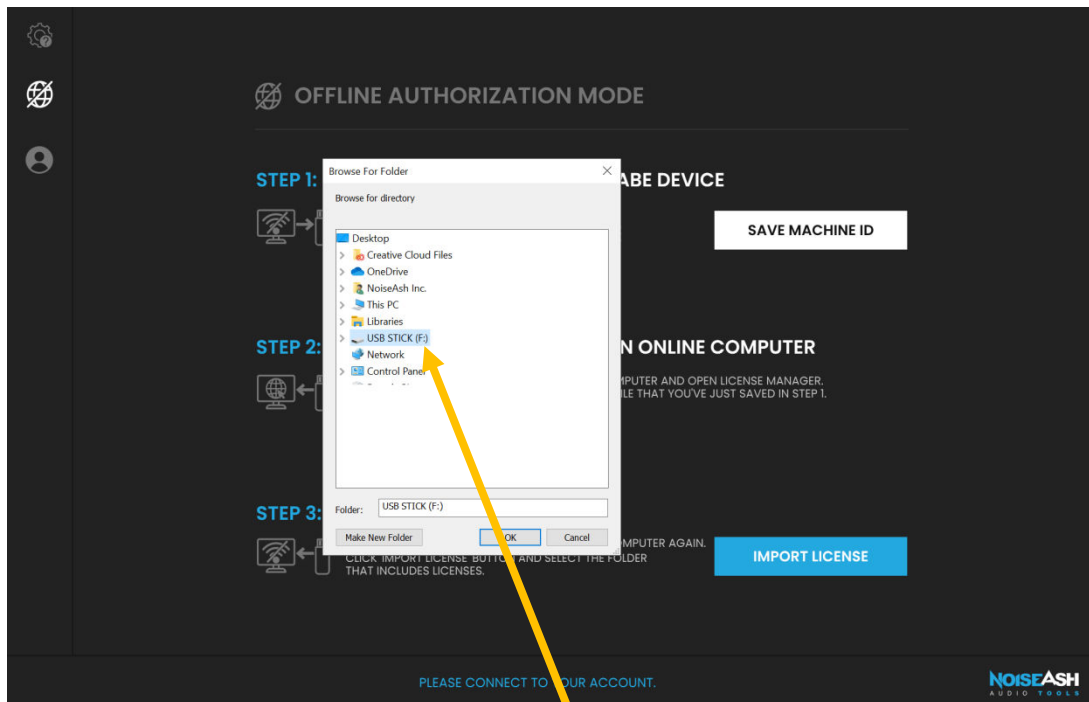
STEP 1: Save the Offline Computer's Machine ID into a Portable Device

- Install the plugin to the offline computer.
- Insert the portable device (such as USB stick) into the same offline computer.
- Run License Manager in the offline computer. Click "**Offline**" icon.



- Click "**Save Machine ID**" button.

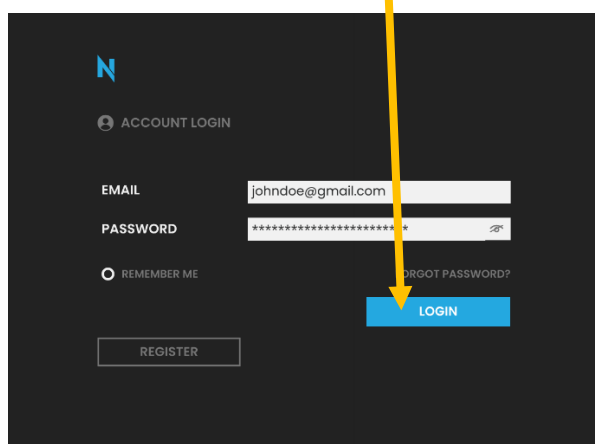




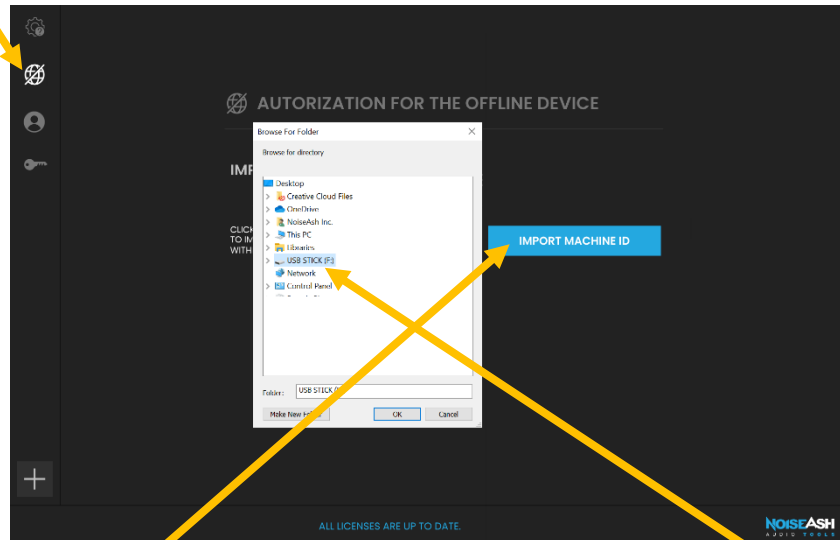
- A popup window will appear. **Browse a folder** inside the portable device to save the Machine ID file. After locating the portable device folder, click "Ok" button. A Machine ID file will be saved into the selected folder. The name of the file will be "MachineID.dat". **Please don't rename this file.**

STEP 2: Activate Product License with the Offline Computer's Machine ID

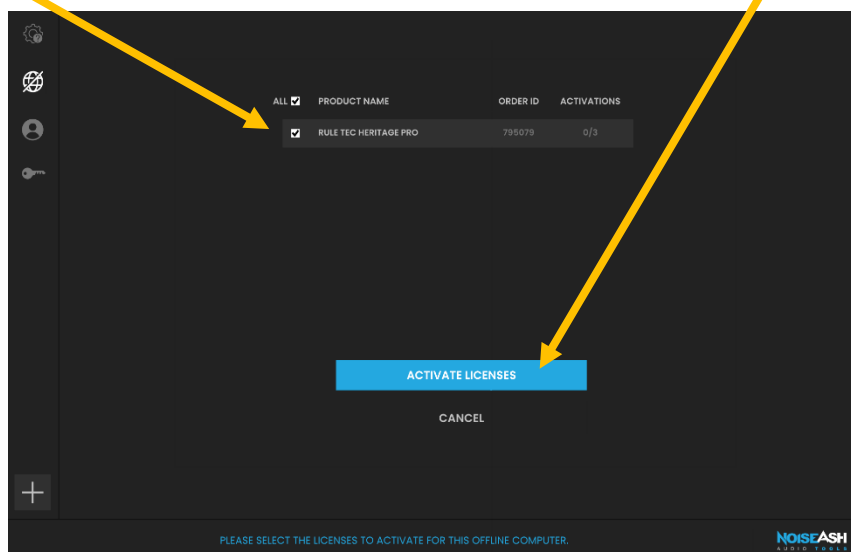
- Insert the same portable device into the online computer.
- In the online computer, run License Manager > **Login** to your NoiseAsh account



- Select **Offline** icon on the menu.



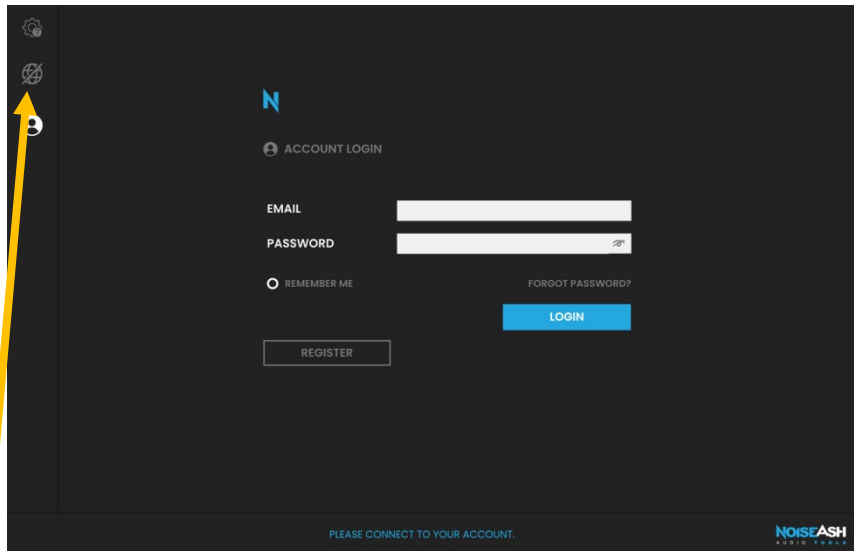
- Click **"Import Machine ID"** button. A popup window will appear, **select the folder** that the "MachineID.dat" file is stored in.
- **Select the product(s)** that you want to activate and press the **"Activate Licenses"** button.



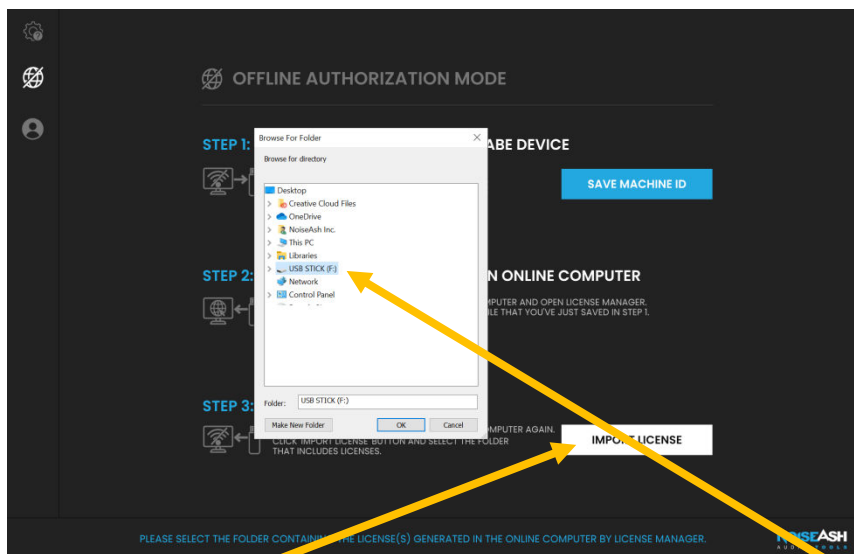
- Please wait until the processing is complete. After the process is completed successfully, the product license files are generated inside the same folder of the MachineID file in the portable device.

STEP 3: Import Licenses to the Offline Computer

- Insert the portable device into the offline computer again.
- Run License Manager in the offline computer again.



- Click **Offline** icon on the menu.



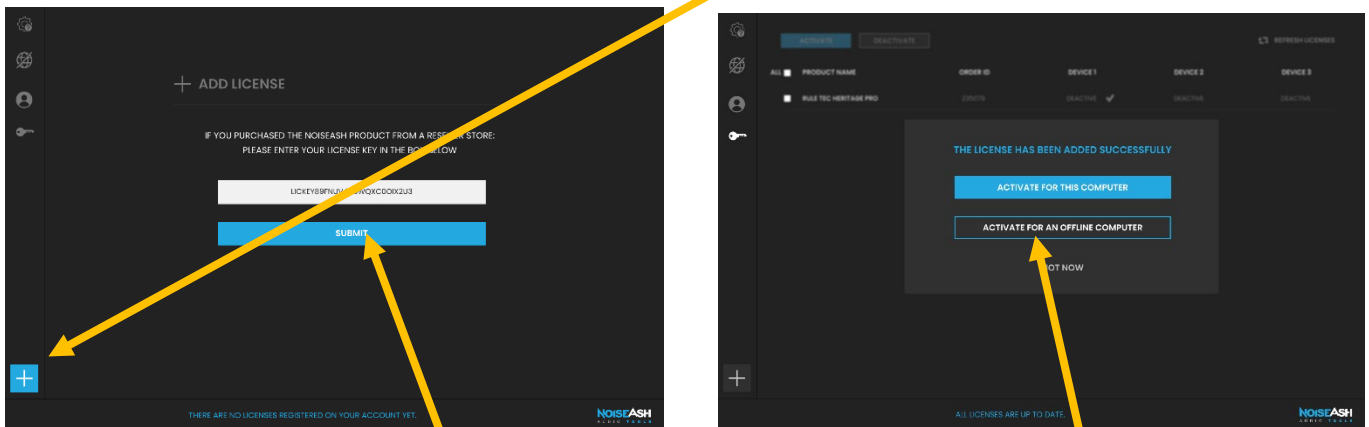
- Click **"Import License"** button. A popup window will appear, **browse the same folder that includes the license file(s) in the portable device** and click.
- If you see the Activation is Successful page, the product is now activated on the offline computer. You can remove the portable device now.

NOTE: The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

IF YOU PURCHASED THE NOISEASH PRODUCT FROM A RESELER STORE:

The same 3 steps like the [Offline Activation above](#). The only difference is: on the online computer, before importing the Machine ID to the License Manager, you need to Add your license key to your NoiseAsh account first. In order to Add your License Key to your account;

- In the License manager, after the account login, click **+** button on the left menu.



- Copy and Paste the License key that was given to you by the reseller. While pasting, **please make sure that the code is not being duplicated**. If the code is pasted twice or more, please clear the rest. Then **Submit** the code.
- If the License Key has been added successfully, click **“Activate for an offline computer”** button, then import the Machine ID and follow the same procedure like the [Offline Activation above](#).

NOTE: For each purchase from the reseller stores, you need to follow the same procedure in order to activate new purchased licenses in offline computers.

The portable device is only needed for transferring Machine ID and Licenses. After the successful activation, there is no need to use the portable device anymore.

4. INTERFACE AND CONTROLS

4.1 TOP NAVIGATION BAR



A : Shows the **Preferences** menu. This section is explained in [Section 4.1.1](#)

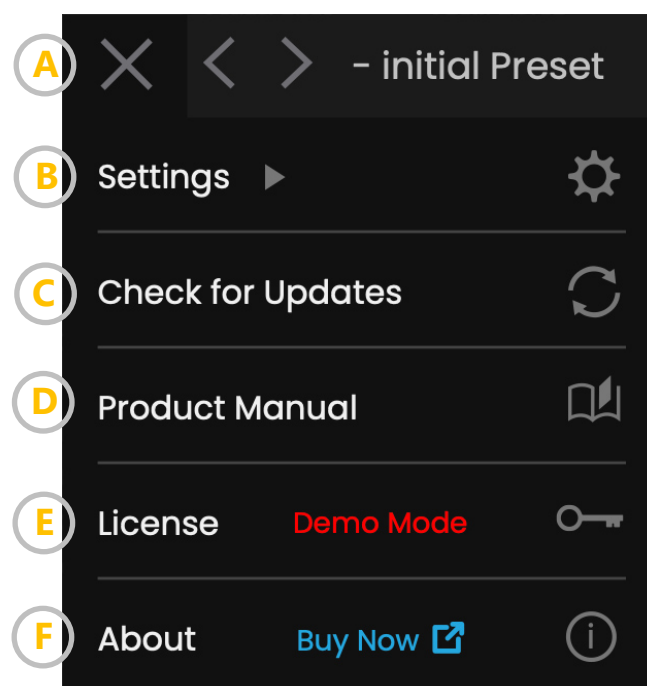
B : Loads the **Next** (right arrow) or **Previous** (left arrow) preset on the preset list

C : Shows the selected preset name. When it is clicked, it will show the **Preset Browser** page. This section is explained in [Section 4.3](#)

D : Performs **Undo** (to left) or **Redo** (to right) Action of the available controls. Undo, reverses all the tweaks have done, starting with the latest control you tweaked on the plugin. Redo, restores all the tweaks have done

E : Brand Logo

4.1.1 PREFERENCES MENU

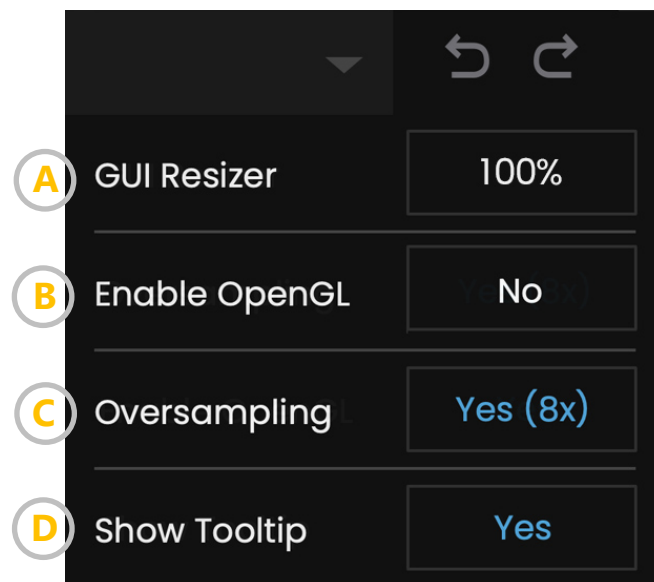


- A** : Closes the Preferences Menu
- B** : Shows the **Settings** Menu. This section is explained in [Section 4.1.2](#)
- C** : Checks for the latest updates. If there is a new version available, the current version number and download page link will appear
- D** : Opens the .pdf Product Manual. To open this file, a .pdf viewer app is required. The Product manual files are stored in the below directories:

Operating System	Path
Windows	C:\Program Files\NoiseAsh Audio\Product Manuals
macOS	/Applications/NoiseAsh Audio/Product Manuals/

- E** : Shows the License Activation section which is explained in [Section 3.1.2](#)
- F** : Shows the Credits & Product Info page

4.1.2 SETTINGS MENU

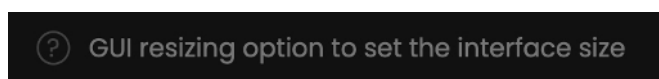


- A** : GUI resizing option that allows you to set the interface size on the screen

B : Enables OpenGL (GPU Acceleration) for compatible graphics cards. When the OpenGL is on, your DAW's graphics will keep running without any lagging. However, in certain hardware configurations, this option can lag and decrease the GUI performance. In those cases, we recommend turning this off. Also please note that OpenGL is deprecated from macOS 10.14. So this option will be inactive in those operating system versions

C : Enables the Oversampling and sets the Oversampling rate. Oversampling mode improves the resolution and it helps avoid aliasing with a well-balanced delay compensation

D : Brings up the tooltips. When the mouse is hovering on the GUI element, tool tips will appear as below:



4.2 BOTTOM UTILITY BAR



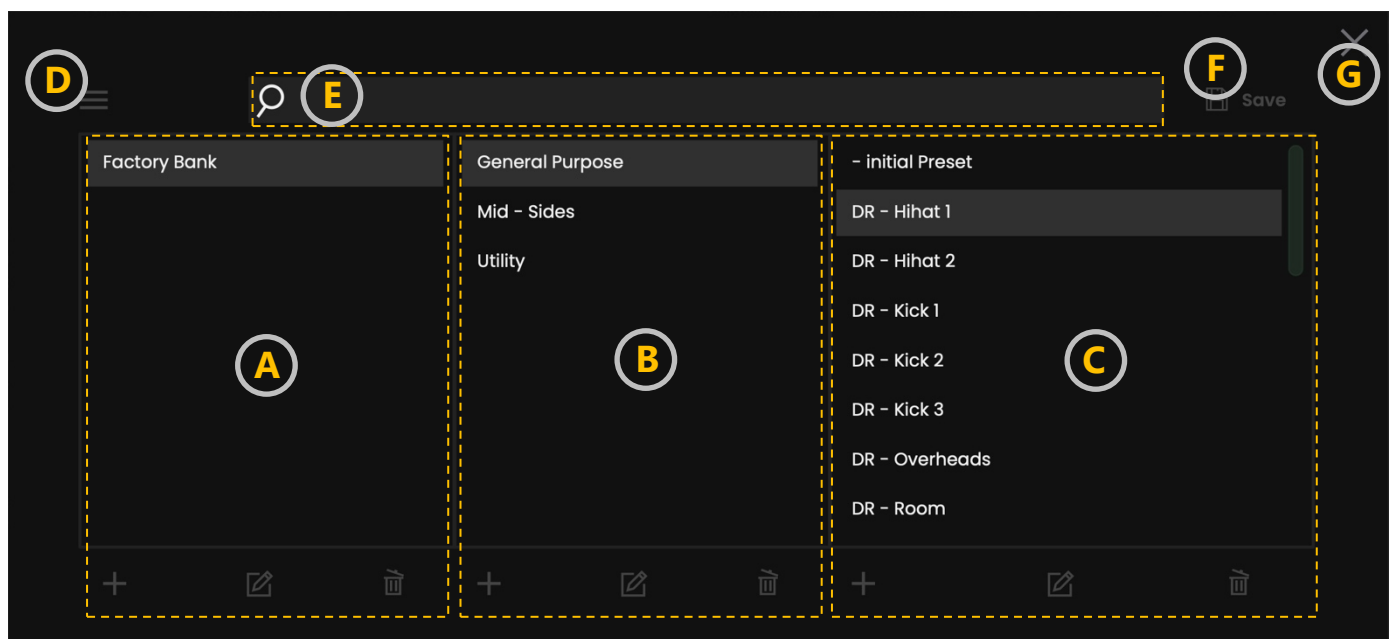
A : Sets the main input gain of the unit

B : Sets the stereo width of the main output. It is a psychoacoustic stereo-width enhancer. By default, it is set to 100% which is the normal width of the unit. Going below this value narrows the width to mono (0%). Going higher increases the apparent stereo width to ultra wide (200%). If the signal is mono, it will be inactive

C : Sets the main output gain of the unit

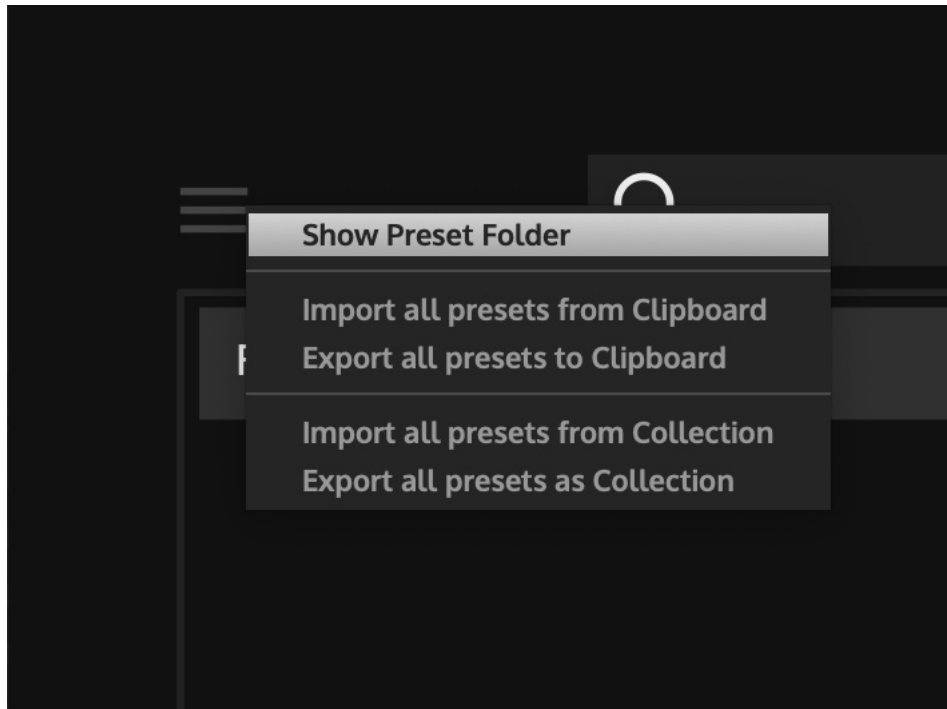
4.3 PRESET BROWSER

The Preset Browser is divided into separate columns which are used to organize the presets into banks and categories. The presets themselves are displayed in the right most column. You can create/load as many banks, categories, and presets as you can. Each column has its own **Add**, **Rename**, and **Delete** buttons.



- A** : Preset Bank column
- B** : Preset Category column
- C** : Preset column

D : The Menu button shows a pop up window with below options:



Show Preset Folder: Opens the folder path that the presets are stored in

Import presets in “selected category” from collection: Imports the presets from a different folder to the selected category

Export presets in “selected category” as collection: Exports the presets from the selected category to a different folder

NOTE: If a category is selected, Import / Export Menu will include the selected category name

E : The search box allows you to find the preset by name

F : Saves / replaces the current preset. The presets of the NoiseAsh products are stored in the below AppData directories:

Operating System	Path
Windows	C:\Users\ User Name \AppData\Roaming\NoiseAsh Audio\ Plugin Name \User Presets
macOS	~/Library/Application Support/NoiseAsh Audio/ Plugin Name /User Presets

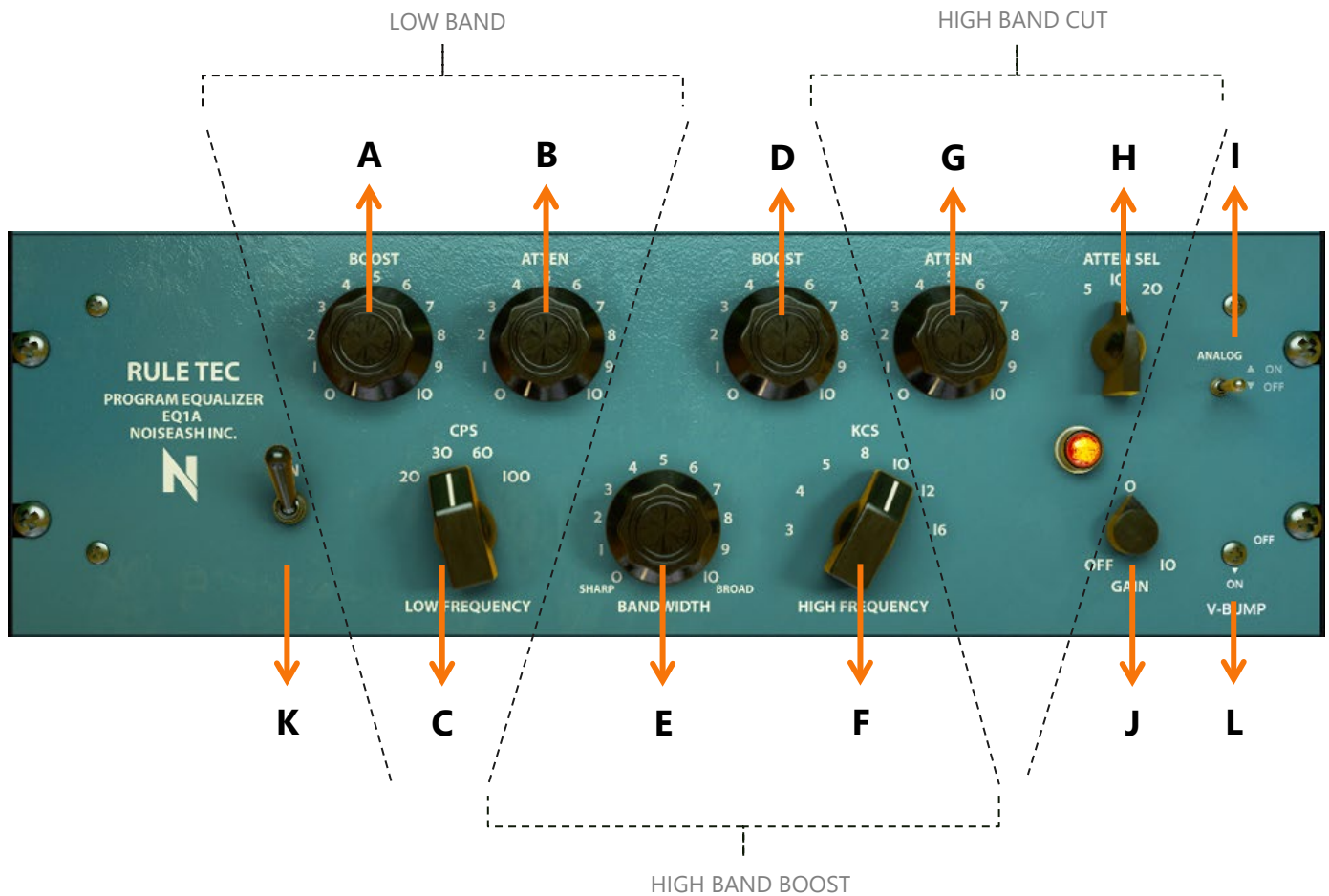
Plugin Name : Dedicated plugin name

User Name : User name in the Operating System

G : Closes the Preset Browser page

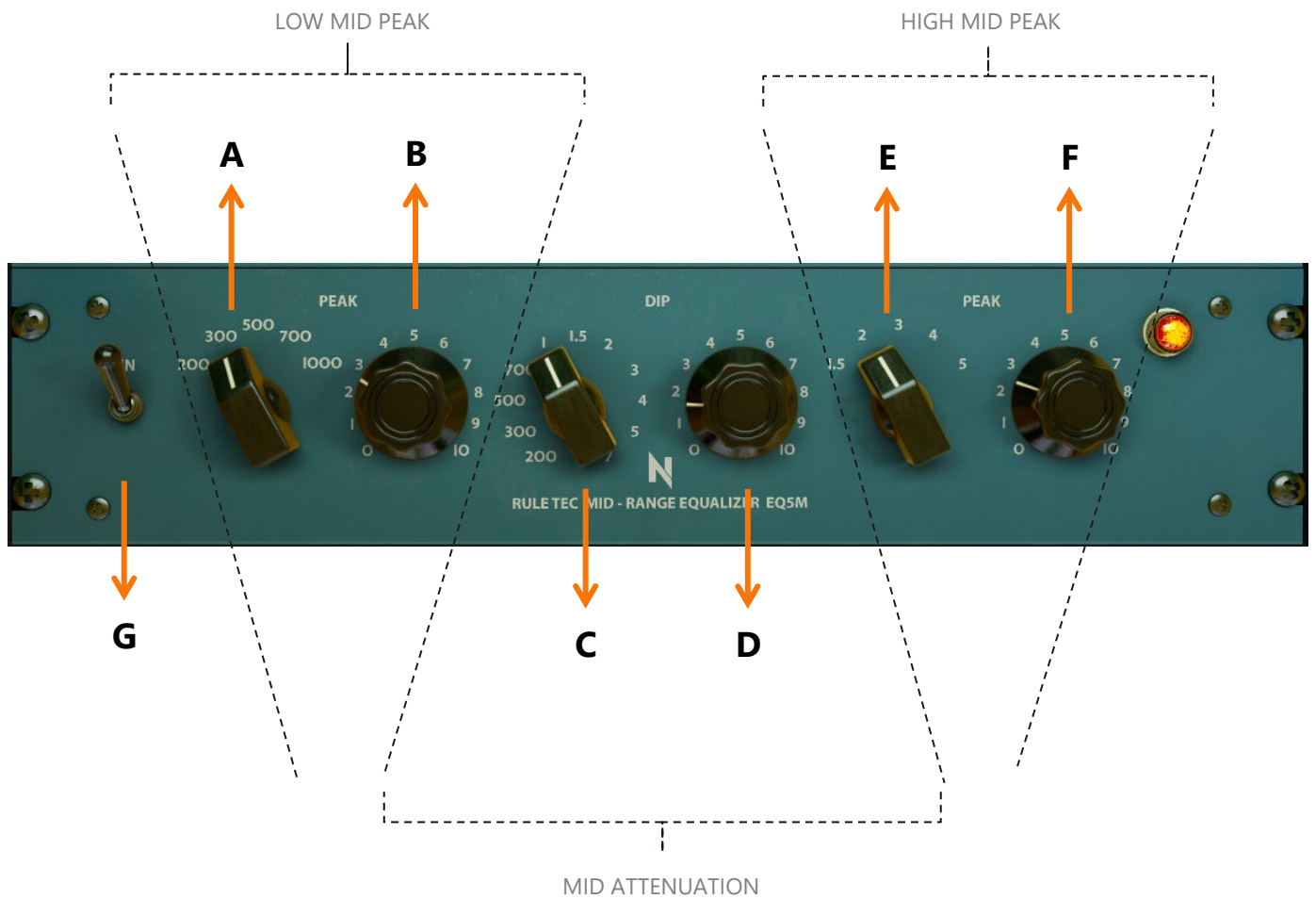
NOTE: If you run the plugin the first time in a device, the selected preset name doesn't appear since the factory presets are being created after the plugin is initialized the first time. If you want to see the presets, click on Next/Previous Arrows on the top navigation bar. This happens only on the first plugin initialization, after that the factory presets will show up.

4.4 EQ1A CLASSIC PASSIVE EQUALIZER



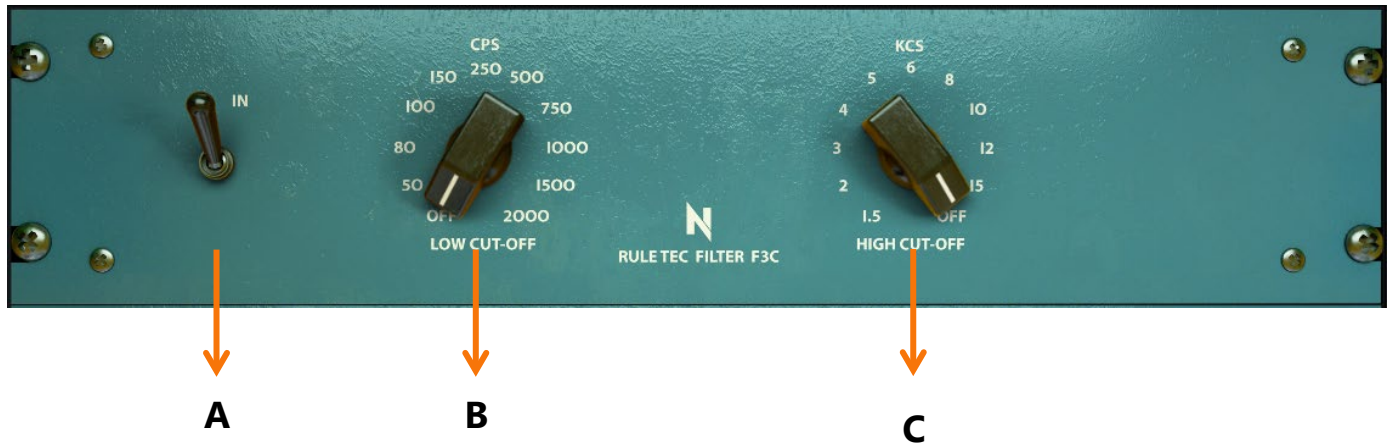
- A** : Low Shelf Boost
- B** : Low Shelf Cut (Attenuation)
- C** : Low Shelf Frequency Selector (For Both Boost and Cut, 4 points)
- D** : High Bell Boost
- E** : High Bell Boost Bandwidth
- F** : High Bell Boost Frequency Selector (7 points)
- G** : High Shelf Cut
- H** : High Shelf Cut Frequency Selector (3 points)
- I** : Enables Extra Analog Behaviour (Total Harmonic Distortion and Special Hum)
- J** : Controls Main Output Volume
- K** : Unit bypass Switch
- L** : Removes the original +1 dB volume bump

4.5 EQ5M CLASSIC PASSIVE MID RANGE EQUALIZER



- A** : Low Mid Peak Boost Frequency Selector (5 points)
- B** : Low Mid Peak Boost
- C** : Mid Attenuation (Dip) Frequency Selector (11 points)
- D** : Mid Dip
- E** : High Mid Peak Boost Frequency Selector (5 points)
- F** : High Mid Peak Boost
- G** : Unit bypass Switch

4.6 F3C CLASSIC PASSIVE HIGH PASS LOW PASS FILTER



- A** : Unit bypass Switch
- B** : High Pass Filter Frequency Selector (10 points)
- C** : Low Pass Filter Frequency Selector (10 points)

4.7 OTHER GENERAL FEATURES

SHIFT + LEFT CLICK

Hold “Shift + Left Click” to enter a target value into the knobs and sliders. After entering the value, press “Enter” to exit this mode. Almost all of the knobs support this feature.

5.CREDITS

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