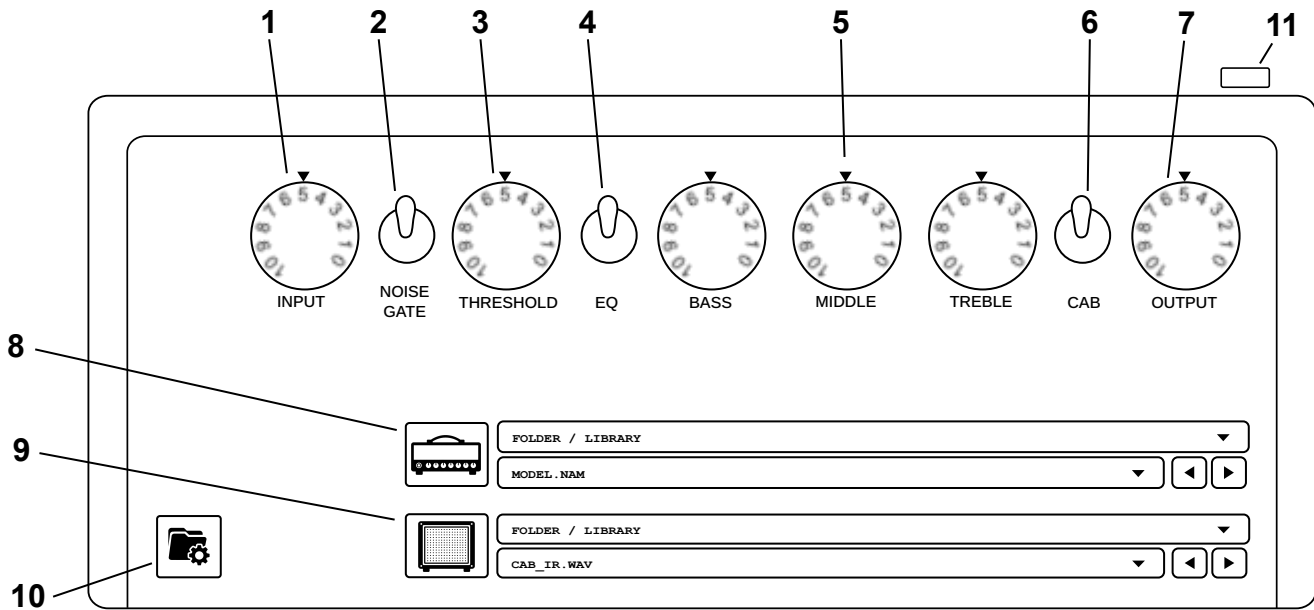


reNAMed

USER GUIDE

Signal chain: INPUT → noise gate → NAM model → tone stack → cabinet IR → OUTPUT



1. **Input** Input trim, in dB (−20 to +20, default 0). It is applied before the model, then hard clipped at ± 2 , so an overloaded pickup cannot run away into the amp.
2. **Noise gate** Turns the gate on and off (on by default). It follows the dry input and mutes the model output as soon as you stop playing: open in 5 ms, held for 10 ms, closed in 50 ms.
3. **Threshold** Gate threshold in dB (−100 to 0, default −80): everything under it is silenced. Raise it to remove more hiss, or switch the gate off.
4. **EQ** Turns the tone stack on and off. Off by default: the amp stays exactly as the model sounds.
5. **Tone stack** Bass is a low shelf at 150 Hz, Middle a peak at 425 Hz, Treble a high shelf at 1.8 kHz. Each one covers −20 to +20 dB, centred on 0.
6. **IR** Turns the cabinet and microphone convolution on and off (on by default). Off leaves you with the raw amp head, ready for a separate cabsim or for a full-rig model.
7. **Output** Output trim, in dB (−20 to +20, default 0), applied after the cabinet.
8. **Amp model** Top button: choose a folder. The menu mirrors your model library as an expandable tree, one section per library root. Bottom button: choose a .nam file, or step through the models of that folder with the arrows.
9. **Cabinet IR** The same two buttons for the .wav impulse responses. A multi-microphone file is averaged down to mono, and the convolution follows the project sample rate.
10. **Library folders** Opens the window where you list the folders scanned for models and for IRs. Several roots are allowed, each one is scanned recursively, and the lists live in the settings.
11. **CPU meter** Processing time of audio buffer as a percentage of the buffer's duration; near 100% means crackles.