GGen

USER MANUAL

GGEN DEVELOPER

Flandersh Tech

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ABOUT GGEN

GGen is a filter impulse response generator software, designed for use together with the GFilter VST3 by Flandersh Tech, It lets you design your own high precision filter impulse responses, and may be run alongside your DAW for quick access.

Features:

- 4 filter types
- 10 window types
- 2048-taps impulse responses
- Impulse and spectrum meters
- High quality export up to 32-bit float and 384000 Hz samplerate.

SYSTEM REQUIREMENTS

Microsoft Windows 8.1 or later.

INSTRUCTIONS

1. Start by selecting the ideal **Filter type** to be used for the impulse response. You can choose between Lowpass, Bandpass, Bandstop, and Highpass.
2. Then select the **Samplerate** to be used for the impulse response and export. It default to 48000 Hz which gives a frequency resolution of around 20 Hz.
3. Then select the frequencies for the filter. When using Lowpass or Highpass filter, only the Start frequency should be set, representing the cutoff frequency. When using the Bandpass or Bandstop filter, the **Start** and **End** represent the range of the frequencies to be included or excluded, and both should therefore be set.
4. The **Window type** let you select the function to be used for truncating the infinite impulse response of the chosen ideal filter type. Different window types imply different tradeoffs in the resulting filter; like in example main lobe width and stop band attenuation, and is something that may be experimented with to get the best result for your needs. A good start is to begin with a Hann window type.
5. Before each rendering of a new filter, you need to push the **Reset** button to be sure that the new filter does not contains part of the previous one.
6. Push the **Render** button to render your designed filter. This may take some time on some systems, as it should render 2048 taps. So just be patient and wait. When it is finished rendering, the **impulse and freq response** graphs would display the Impulse response and frequency response of the filter.
7. Set the preferred **Bit**-size on the impulse response to be exported and push **Export**, and select a destionation to render the wav file of your filter impulse response. The result of this process is a ready impulse response to be used in the GFilter VST.