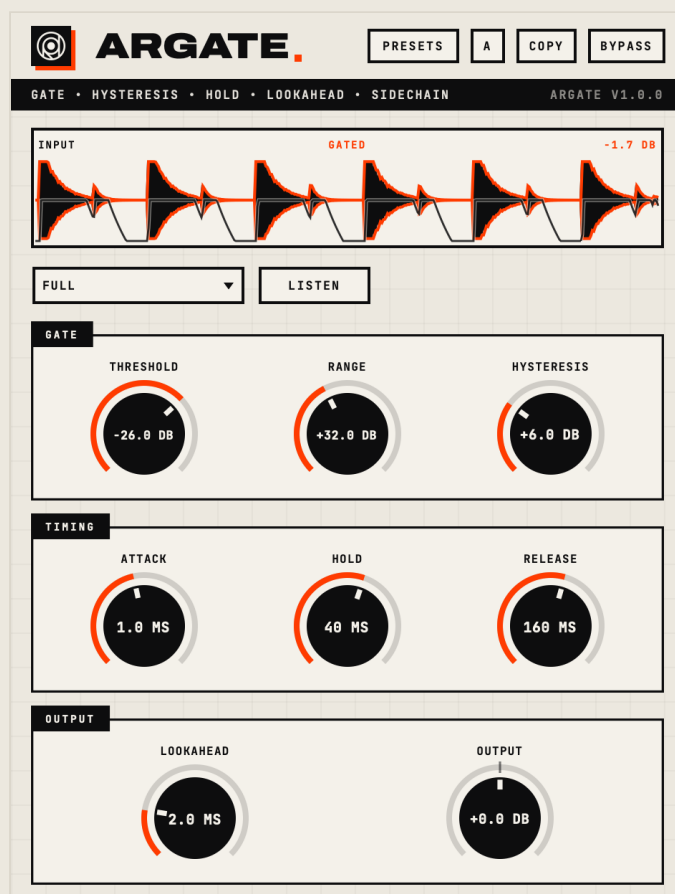


ARGATE

GATE / EXPANDER



01 WHAT IT DOES

ARGATE is a noise gate and downward expander. It keeps what you want and lowers everything else by a fixed amount instead of muting it, so a gated drum still sits in its room. A separate closing threshold stops it chattering on material that sits near the line, and the audio is delayed by a constant 10 ms so the detector can see a transient before it arrives – measured on a snare, the front of the hit survives 4.4 dB louder with lookahead than without.

02 INSTALLING

macOS

Run **ARGATE Installer.pkg** and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is not notarised by Apple yet, so the first time you open it macOS may refuse: right-click the installer, choose **Open**, then confirm. This is only needed once.

Windows

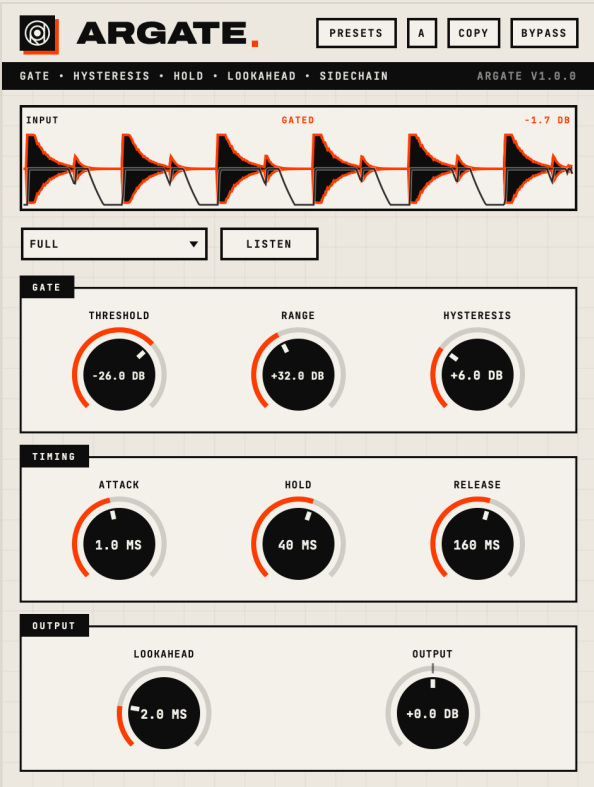
Run **ARGATE Installer.exe** and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not code-signed yet, so SmartScreen may warn you: click **More info**, then **Run anyway**. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARGATE appears under **Ajanss Records > ARGATE**.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



WAVEFORM	The incoming signal in black with the gated result drawn over it in orange. The thin line underneath is the gate itself: high when open, low when closed, so you can see the shape of every open and close.
REDUCTION	The figure on the right is how much is being taken off right now.
DETECT	Which part of the spectrum the gate listens to. It changes what opens the gate, never what you hear.
LISTEN	Hear the detector's own signal. Use it to check that the band you picked contains the hit and not the bleed.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
THRESHOLD	-80 ... 0 dB	-40 dB	The level the signal has to reach for the gate to open. At and above this line the gate is fully open and the output is bit-identical to the input.
RANGE	0 ... 80 dB	40 dB	How far down the closed gate goes. This is what separates an expander from a mute: at 12 dB the bleed is pushed back but the room stays; at 80 dB the gap is silent (measured -93.8 dB). Full silence between drum hits usually sounds dead, which is why the default is 40.
HYSTERESIS	0 ... 20 dB	6 dB	How far below the threshold the signal has to fall before the gate closes again. Without it, material hovering around the line makes the gate stutter: on a decaying tail the gate crossed 16 times at 0 dB and twice at the default 6 dB.
ATTACK	0.05 ... 50 ms	1 ms	How fast the gate opens. Fast for drums, slower for anything with a soft start. Even at the fastest setting there is no click, because the gate opens along a smooth curve rather than a step.
HOLD	1 ... 500 ms	30 ms	The gate stays fully open for this long after the signal drops below the closing threshold. It bridges the short dips inside a sustained sound instead of letting them close the gate – measured 8.5 dB more signal kept through a brief gap.
RELEASE	5 ... 2000 ms	150 ms	How fast the gate closes once hold has run out. Long release makes the close inaudible; short release tightens a room.
LOOKAHEAD	0 ... 10 ms	2 ms	How far ahead of the audio the detector listens. The plugin always reports 10 ms of latency to the host regardless of this setting, so the delay compensation never changes while you turn the knob and nothing shifts in time.
DETECT	FULL / LOW / MID / HIGH	FULL	Restricts the detector to part of the spectrum: LOW below 180 Hz, MID 180 Hz to 2.2 kHz, HIGH above 2.2 kHz. This is how you stop a tom gate opening on the kick – with the same material the detector level differed by 59.8 dB between bands.
LISTEN	on / off	off	Monitor the detector signal instead of the output.
OUTPUT	-24 ... +24 dB	0 dB	Final level trim.

05 PRESETS

Open the browser with **PRESETS**. It has two categories: **FACTORY**, which ships with the plugin, and **USER**, which is yours. Click a preset to load it, or browse with the keyboard.

↑ ↓	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
← →	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 14 presets

DRUM ROOM

KICK

SNARE

TOMS

HI-HAT

OVERHEADS

VOCAL BREATH

VOCAL TIGHT

GUITAR NOISE

BASS DI

DIALOGUE

HARD GATE

SOFT EXPANDER

AMBIENCE KEEP

06 STARTING POINTS

Rough settings to work from, not destinations. Every one of them assumes you will move it once you hear the source.

Set the threshold with the gate wide open

Turn RANGE down to about 6 dB first. You will hear what is being kept and what is being pushed back without the gate slamming, and the threshold becomes easy to place. Then open RANGE up.

The gate stutters

That is what HYSTERESIS is for. Raise it before touching the threshold: the threshold decides when it opens, hysteresis decides how far it has to fall to close.

The tom gate opens on the kick

Set DETECT to MID and press LISTEN. If you still hear the kick, the tom mic is picking up more low end than the band filter removes – move the mic or accept a higher threshold.

Losing the front of the hit

Raise LOOKAHEAD before shortening ATTACK. Lookahead gives the gate the transient in advance; a shorter attack only makes the opening steeper.

Gated drums sound dead

RANGE is too high. The room between hits is part of the kit; 20 to 40 dB usually keeps it while still cleaning up the bleed.

A word gets cut in half

Lengthen HOLD, not RELEASE. Hold keeps the gate fully open through the quiet part of a word; release only controls how gently it closes afterwards.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at [@ajanssrecords](#). Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.

ARGATE 1.0.0 · © Ajanss Records