

BRUSFRI

Noise reducer



Welcome!

This is the user manual for Brusfri*, a plugin effect available for iOS (AUv3) and Mac & Windows (AU/VST/AAX). It's been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

* Brusfri means noise free in Swedish.

[Get the iOS version at the App Store](#)

[Get the AU / VST / AAX version at \[klevgrand.se\]\(http://klevgrand.se\)](#)

In short, Brusfri reduces different kinds of noise. Using it is simple, and in most cases no parameters need to be tweaked by the user. Still, to get it to start reducing noise, one needs to feed Brusfri with a short noise sample (containing nothing but the noise to be removed). To do so, just play this noise for it, select and hold LEARN for about a second and you'll be good to go.

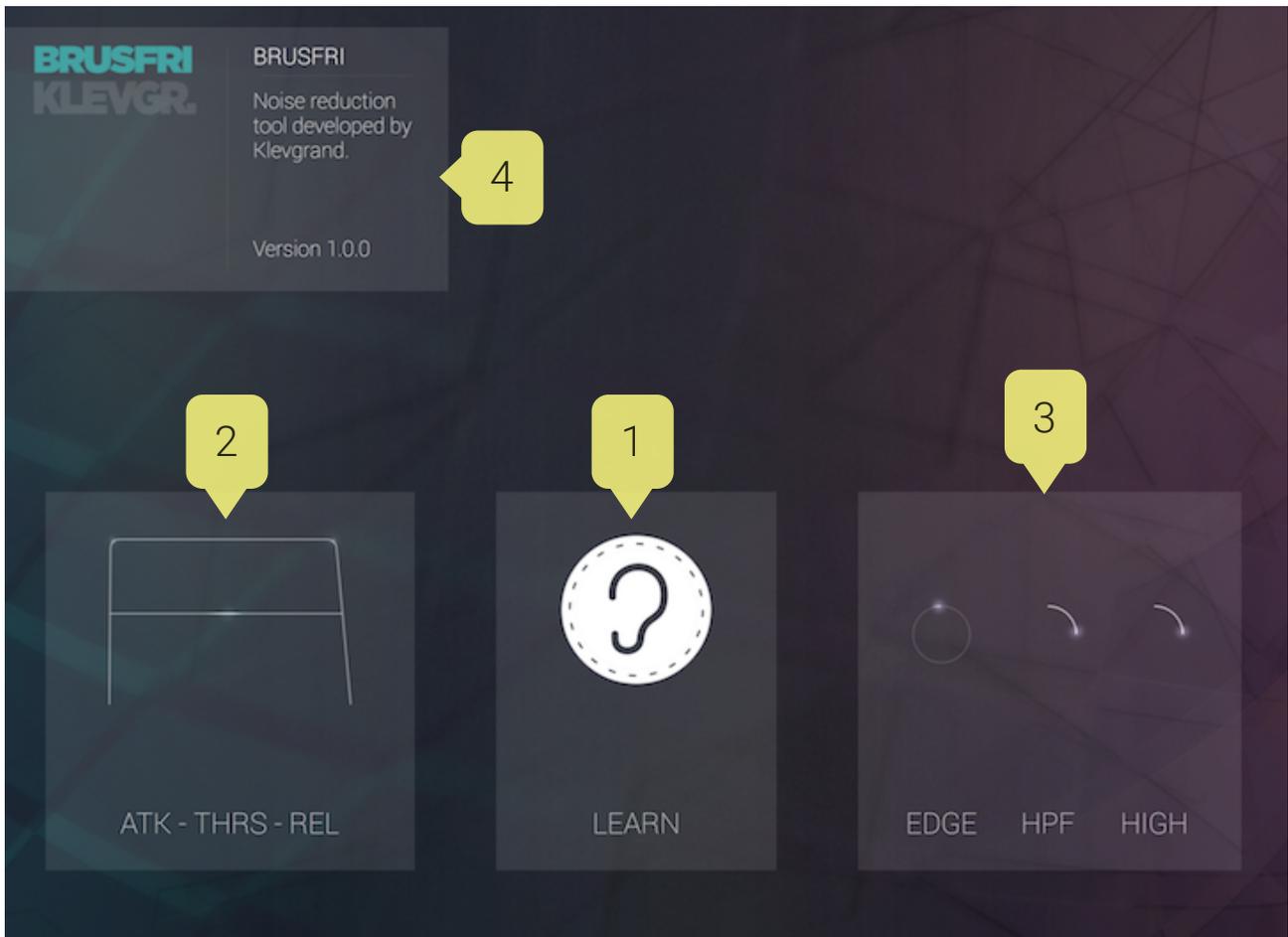
What does it do?

Most audio engineers use expanders to reduce noise from time to time, sometimes with good results and sometimes with not-so-good results. Brusfri uses several expanders targeted at different frequencies. By automatically tweaking each expander setting, from an inputted sample of isolated noise, Brusfri achieves extremely good noise reduction. Thanks to its analyser, it is capable of reducing almost any kind of noise; if a 50Hz hum is fed to it, it'll only reduce that hum while leaving other audio untouched when processing. Same goes for microphone hiss, room tones (reflections, noise from fans) or electronic static noise from cables or old vintage audio gear.

What doesn't it do?

By not using phase cancellation techniques, the processed audio will remain sounding as natural as possible without artifacts. This is why Brusfri doesn't handle transient types of noise like clicks and pops.

User Interface



1. LEARN

Select and hold LEARN for a second, during input of the unwanted noise, to create a noise profile.

It's very important that the audio content only contains noise, as if there's other stuff than noise in it, the analyser will think that is noise as well, and try to reduce it. Most of the time, using LEARN is all that is needed.

2. ATK - THRS - REL

These parameters control all the internal expanders relatively.

Select and slide.

ATK - Attack

Sets the time it will take for the reducer to start working.

THRS - Threshold

Sets the threshold curve offset. A lower value means more reduction.

REL - Release

Sets the time it will take for the reducer to stop working.

3. Tonality

Brusfri, in most cases, does a good job in creating a noise profile that works as expected, but in some cases (especially when there's heavy noise involved) one needs to tweak the following a bit.

Select and slide up or down.

EDGE

Controls the degree of noise reduction (expander ratios). A low value gives smoother reduction.

HPF

Sets the internal side chain low-cut frequency.

HIGH

Boosts high frequencies (post processing).

4. Info box

Help texts and current values for each control. (Desktop Version only)

This also contains a DEMO button until licensed. To remove the demo mode, simply select the demo button and type or copy / paste your license key.

Specifications / System requirements

Mac	Windows	iOS
Mac OS X 10.7+	Windows 7+ with SP1 or higher	iPhone 6 / iPad Air 2 or better with iOS 9.1 or later.

Brusfri introduces 20ms latency

KLEVGR.

klevgrand.se/products

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