Bugpass (lite)

Version 1.0.0

Welcome

Thank you for downloading this fine plug-in. **Bugpass (lite)** is a linear phase bandpass, with sliders which enable a quick visual reference to the size of the frequency band being passed through.

In order to get the most out of the **Bugpass (lite)**, please spend a few moments reading this brief manual.

License

The pre-compiled **Bugpass (lite)** has a very simple license:

1. **Bugpass (lite)** is freeware. This means that you are free to distribute it, give it to friends, or otherwise share it around. However, only the entire unaltered archive, including this document, may be re-distributed.

2. Copyright of the code and the finished plug-in remain the property of the *Delphi ASIO & VST Project* and namely *Christian-W. Budde*.

3. This plug-in is provided at no cost; therefore the author *Christian-W. Budde* assume no responsibility for any negative effects that may occur to the end user or the equipment used to run the plug-in.

4. Magazine editors are welcome to include the plug-in on cover mount discs or similar media; however, I request that am informed about it via e-mail. A few copies of the publication are always appreciated, but not expected.

User Interface

The **Bugpass (lite)** plugin has a very simple user interface. You can easily select the two frequencies for highpass and lowpass filtering by dragging the bar graph.

Here's a commented screenshot:

Lowpass   Highpass
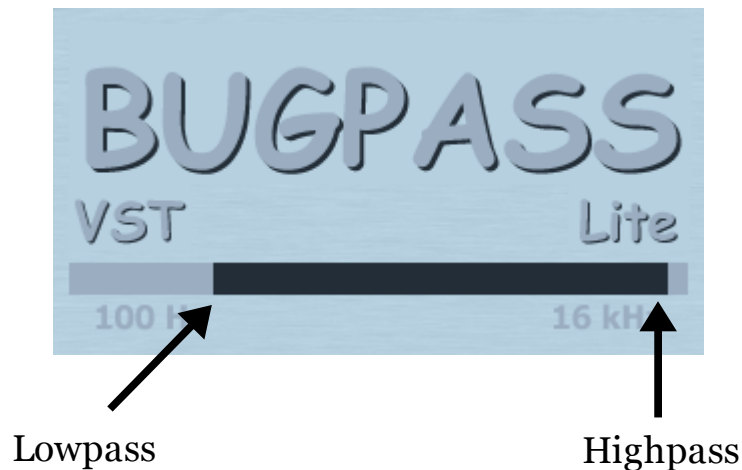
Technical Information

BugPass is based on a 512 Tap FIR Filter-Kernel, which results in an "initial delay" of 256 samples, or 5.8 ms at 44100 Hz. This is roughly equal to the time it takes a soundwave to travel just under 2 metres.

The plug-in works at any sample rate, but remains mapped to a range of 20 Hz to 20 kHz. While there is never a *loss* in sound quality when pushing a signal through BugPass, there is also no benefit to using any sample rate higher than 44100 Hz. In other words, range and quality are independent of the sample rate.

Feedback / Bug Reports

I am always eager to hear feedback or have bugs reported. The easiest way is to send me a mail to: Christian@aixcoustic.com

Furthermore feel free to download the source code, that can be found in the Delphi ASIO & VST Project at sourceforge.net.

Version History

    1.0.0   First release!

Credits

• Programming: Christian W. Budde
• Special Thanks: BetabugsAudio, Swen Müller
• Documentation based on a template by Greg Pettit

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