

Bark of Dog 2

User's Manual

boz⁻ⁿ
DIGITAL LABS



System Requirements

This plugin was crafted to be as light as possible on your CPU, enabling you to put this on many tracks without eating up your processing power. For Mac, you must be running OSX 10.5 or greater. For windows, you need Windows XP or greater.

Available Formats

This plugin is available in both 32 and 64 bit versions of each format (except RTAS, which is 32 bit only). It is available in the following formats:

Mac	VST2, VST3, AU, RTAS, AAX Native
Windows	VST2, VST3, RTAS, AAX Native

Registration

The first time you run Bark of Dog, it will ask you for your username and serial number. You can find this information in your downloads page. If you do not have a serial number and you would like to demo the plugin you can press "Continue Trial" to use the plugin in trial mode.

Downloads page URL: <http://www.bozdigitallabs.com/my-account/downloads/>

Trial Mode

When Bark of Dog is in trial mode, you can use all of the plugin's functionality. The only difference is that it will not save its settings when you close and reopen the plugin. The preset save function is also disabled, but the default presets will still load.

Background

The original Bark of Dog was one of our first plugins, and it was a huge eye opener for me. What was originally a plugin designed to promote the idea that resonant high pass filters are a super handy filter that should be used and talked about more, ended up being a plugin that was used on top hits all over the place.

But... I found another trick. One that adds big low end, but does it in a completely different way from the original Bark of Dog. I found myself switching back and forth between these two methods, depending on which one sounded better, and frankly, it got annoying switching between two plugins to figure out which sounded better. And that's why I created Bark of Dog 2.

With Bark of Dog 2, you can switch between both methods and quickly decide which one is best for your track.

The Controls

For quick reference, Bark of Dog provides a short description of each control when you hover your mouse over any knob or button. This manual will give you a more in depth understanding of what these controls do.

Header Bar



Presets

Bark of Dog comes equipped with its own preset menu. To save a preset, just hit the 'Save' icon next to the preset menu, type the name of the preset and hit *enter*. If you enter a name of an existing preset, the old preset will be overwritten.

Presets can be organized into sub menus by sorting them into folders in your finder/explorer window. Note that the preset menu only supports one layer of sub folders, so if you put presets inside a folder that is inside a folder, the preset scanner will not find them.

Presets are shareable across formats, computers and operating systems. This means that if you save a preset in your DAW in OSX, you can send that preset file to a friend who uses a different DAW on Windows and it will work exactly the same.

Next to each preset control is a "Reset" button, which resets the controls to their default

settings.

For convenience, you can scroll through the presets by hitting the next/previous buttons.

A/B Bank

This lets you quickly compare different settings in the plugin without losing your knob settings. As you make changes to the knobs on the plugin, those changes are saved into whichever bank is selected. Switch banks to change all the values to what is stored in the other bank. Note that when you first open the plugin, all changes are stored to both banks until you switch banks for the first time.

Help

Opens this manual.

Stereo Mode

This lets you change how the algorithm will work on stereo channels. You can choose between *Stereo*, *Mid Only* and *Side Only*.

- *Stereo* - Clips the left and the right channels independently
- *Mid Only* - This clips only the mid channel, and leaves the side channel untouched.
- *Side Only* - This clips only the side channel, and leaves the mid channel untouched.

Mix

This lets you blend between the wet and the dry sound. This is a really effective way to let some of your dynamics back through after clipping them.

Bypass Plugin

This switch enables/bypasses the entire plugin. The plugins background will turn dark when it is disabled. Nothing is worse than adjusting a knob and wondering why it isn't doing anything, only to find out the plugin is bypassed.

Main Controls

Mode - Bark of Dog 2 comes with 3 different operating modes. You can switch through them quickly so that you can compare which mode sounds best for your given track.

- **Classic** - This is the same algorithm as Bark of Dog version 1. It is a resonant high pass filter. Using a resonant high pass filter is a great way to get rid of all the super low frequencies without thinning out the low end.
- **Passive** - This mode acts like a classic EQ that lets you boost and attenuate at the same time. It simultaneously applies the boost and the cut, giving that classic low end boost. This mode is like a low shelf that can take extreme amounts of boost without getting muddy.
- **Combo** - This mode combines the passive mode with an additional high pass filter. Sometimes the passive mode can cause too much low end build up when pushed really hard. This mode helps keep that extreme low end under control, while still getting that classic boost.



Note: A great way to use the different modes is to switch up which mode is used on different tracks. Due to the nature of low frequencies, our ears don't like to hear multiple sources of low frequencies at the same time. So using Passive mode on the bass while using Classic mode on the guitars is a great way to add heft to both without creating competing low frequencies.

Hz - This knob controls which frequency the plugin will effect. Use this to dial in which frequencies will be affected by the processing of the plugin.

Boost - This controls how much the plugin will boost the frequency set by the Hz knob.

Output - Adjust the output gain of the the plugin. Sometimes boosting low frequencies can cause clipping, so use this knob to prevent that.



Credits

Plugin concept and design: Boz Millar

Graphic design: Boz Millar

Thank you

A quick thank you is in order for everybody who helped out making this plugin. Thank you to all of our beta testers who had to put up with all the changes we made since the first demo. A huge thanks to the CockOS team (<http://www.cockos.com/>) and Oliver Larkin (<http://www.olilarkin.co.uk/>) and Tale (<http://www.martinic.com/combo/>) for putting together a great set of tools for creating plugins, and putting up with all our stupid questions.

Contact

If you ever run into issues or have any questions, you can send an email to support@bozdigitallabs.com.

For information on becoming an affiliate marketer, you can contact us at affiliate@bozdigitallabs.com