audiolatry

UZAT Pro

USER MANUAL / VERSION 1.0.0



Modular Degradation & Character Effect

Ten reorderable modules for shaping movement, wear and damage.

WINDOWS VST3 / macOS VST3 + AU

USER MANUAL

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01 / GET SET UP

Compatibility & installation

Use UZAT Pro as an insert effect in a host that supports the installed plug-in format.

Windows · 64-bit VST3

Run the Windows installer with administrator permission. It installs the required Microsoft Visual C++ x64 runtime when a sufficient compatible runtime is missing. The destination is the standard system VST3 folder.

```
C:\Program Files\Common Files\VST3\UZAT Pro.vst3
```

Windows · manual ZIP

Extract the archive and copy the entire UZAT Pro.vst3 bundle to the system VST3 folder. Keep the included EULA.txt and THIRD-PARTY-NOTICES.txt for reference. Reopen your host and rescan its plug-ins if needed.

Windows · SmartScreen

Some systems show a SmartScreen prompt when opening the installer. If you downloaded it from audiolatry or your official purchase link, verify the file against the checksum on page 16. When available, choose More info, then Run anyway. You can also use the manual VST3 ZIP.

macOS · VST3 and Audio Unit

Requires macOS 12.0 or later. Both formats are Universal Binary builds for Apple Silicon (arm64) and Intel (x86_64). Open the signed, Apple-notarized .pkg, accept the UZAT Pro EULA and follow the installer. The package includes a stapled notarization ticket.

```
/Library/Audio/Plug-Ins/VST3/UZAT Pro.vst3
```

```
/Library/Audio/Plug-Ins/Components/UZAT Pro.component
```

Load the effect

Restart or rescan in your host if the plug-in list is already open. Insert UZAT Pro on an audio track, instrument channel or bus.

02 / GET AUTHORIZED

Trial, activation & licensing

UZAT Pro uses Inlay and is available with a 7-day trial or a paid perpetual license.

Activate a purchase

1. Open UZAT Pro in your host. The activation overlay appears on first launch.
2. Select Activate. The Inlay page opens in your web browser.
3. Enter the email address you used to purchase UZAT Pro on Gumroad.
4. Verify that address and enter the verification code if Inlay requests one.
5. Complete authorization and return to your host.

Devices and offline use

Your license supports up to two device activations. Once permanent activation has completed and been cached, offline use is supported according to the licensing system.

Try UZAT Pro

The trial lasts 7 days through the licensing system. UZAT Free is a separate product with its own feature set and license.

Use in personal and commercial work

The commercial EULA permits use in personal and commercial audio projects. You retain ownership of your original music, recordings and creative work. The software, branding, factory presets and associated intellectual property belong to audiolatry and its respective licensors.

License terms and notices

See the included EULA.txt for the authoritative terms on redistribution, resale, sharing, sublicensing, factory-preset distribution, copy protection and reverse engineering. See THIRD-PARTY-NOTICES.txt for the applicable terms and notices for JUCE, Inlay SDK and other components.

03 / FIRST SESSION

Quick start

Start with one module. Listen to what it does, then build the chain around that sound.

1. Give yourself a clean reference

Load Init from the preset browser, then loop a short section of audio in your host. Use Master Bypass to check the source as you work.

2. Add a little movement

Select Drift, check that its Power is on and raise Amount gradually. Listen for the pitch movement. Adjust Rate for speed and Chaos for irregularity. Turn up Stereo if you want more difference between the left and right channels.

3. Set how the modules respond together

Add a touch of Wear and turn on CHAR for the modules you want to move together. Sweep Character from Controlled toward Damaged. Adjust each module’s Amount to set its contribution.

4. Blend, compare and save

Use PUSH when you want more intensity before the chain. Bring back the original signal with Mix and set Output for a fair comparison. Use A/B to compare two ideas and Save to keep your favorite settings.

DEFAULT SIGNAL CHAIN

Drift → Warp → Wear → Crush → Dropout
→ Smear → Dust → Bleed → Space → Vinyl

04 / FIND THE CONTROLS

Interface map

Numbers mark the main areas of the UZAT Pro interface.



01 **Preset browser**
Navigate, search and save presets.

02 **Randomize & order**
Try new settings or rearrange the chain.

03 **Character**
Shape the linked modules together.

04 **Module chain**
Select, power or drag a module.

05 **Selected module**
Adjust its parameters, Solo, CHAR or Reset.

06 **Input & Output**
Adjust gain before and after processing.

07 **PUSH**
Drive the signal before the modules.

08 **Mix**
Blend dry and processed signals.

09 **A/B & Copy**
Compare or copy two sets of settings.

10 **Master Bypass**
Listen to the original input.

05 / SIGNAL FLOW

Global controls & chain

Shape the intensity before the modules, then balance the result against the dry signal.

Input	Set the level going into the plug-in. Range ±12 dB.
PUSH	Drive the signal before it reaches the modules. Default 0%. Use it to increase processing intensity and density.
Character	Move from Controlled toward Damaged. Default 35%. Only modules with CHAR enabled respond. With neutral module Amounts, Character is designed to remain transparent.
Mix	Set the global balance between the dry and wet signals.
Output	Trim the final level. Range ±12 dB.
Master Bypass	Switch smoothly to the original signal captured before the Input gain stage.

Reorder the chain

Drag module cards to change processing order. Use Shuffle Order to try a different sequence and Default Order to return to the factory order. Try Crush before Smear, then reverse them. The same settings can produce a different texture.

Controls shared by every module

Select a module card to show its panel. Amount sets how strongly it affects the sound. Power switches the module on or off. Solo isolates it for listening. CHAR links it to the global Character knob. Reset restores that module’s settings.

Status readouts

The interface shows the active module count, CHAR-linked module count and a degradation readout. Reset All restores settings across the plug-in. Save a preset first if you want to keep your current work.

06 / EXPERIMENT & SAVE

Presets, Randomize & A/B

Keep a reference, try another direction, then save the state you want to use again.

Preset browser

The library has 77 factory presets plus Init (78 entries in total). Open the browser to find factory and user presets, use search to narrow the list, or move through presets with the navigation arrows. Select Init when you want a starting point for your own chain.

Save and back up user presets

Use Save to store your current settings as a user preset. User presets use the .uzatpropreset extension and are retained by normal uninstall procedures. Back up the User folder before moving to another computer.

Windows

```
%APPDATA%\audiolatry\UZAT Pro\Presets\User
```

macOS

```
~/Library/Application Support/audiolatry/UZAT Pro/Presets/User
```

Randomize

Generate new module settings while keeping the overall chain configuration and module power states. Use Shuffle Order separately when you want to explore different module positions.

A/B and Copy

Use A and B for two versions of a sound. Start with the settings you like, use Copy to transfer that state to the other slot, then make changes in one slot. Switch between them while the same passage plays.

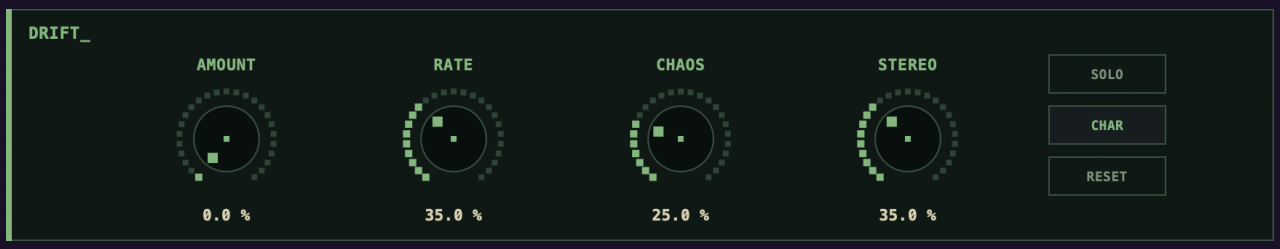
MODULE REFERENCE / 01–02

Drift & Warp

Amount, Power, Solo, CHAR and Reset are covered on page 7.

Drift

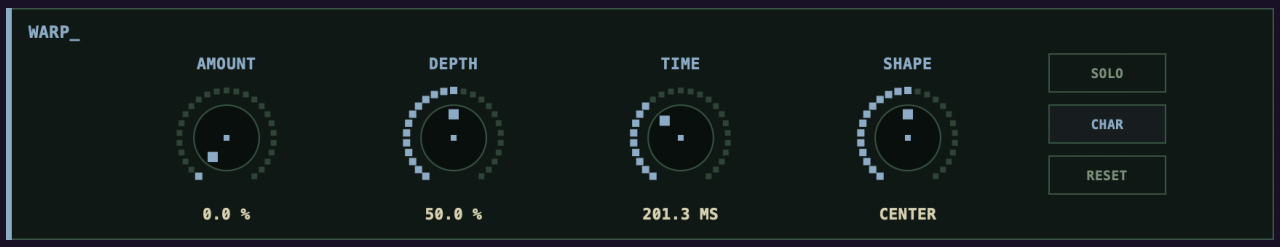
Add pitch instability and stereo movement.



Amount	Set how strongly this module affects the sound.
Rate	Set the speed of the pitch movement.
Chaos	Make the movement less predictable.
Stereo	Adjust how differently the left and right channels drift.

Warp

Deform time and pitch for warped playback.



Amount	Set how strongly this module affects the sound.
Depth	Set how far the playback bends in pitch.
Time	Adjust the time scale of the warp.
Shape	Move from downward Dive through the center to upward Rise.

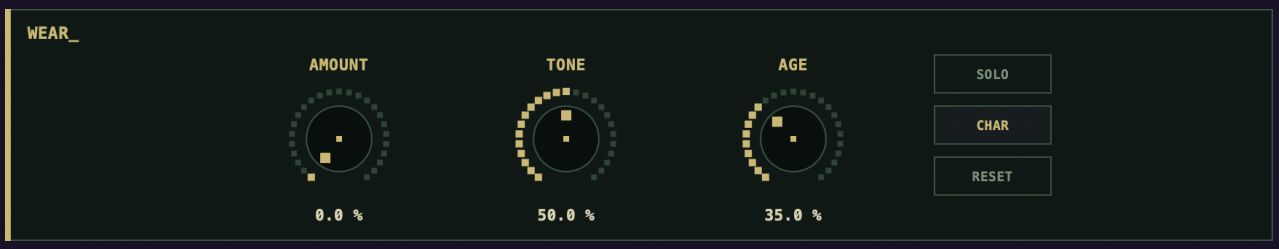
MODULE REFERENCE / 03–04

Wear & Crush

Amount, Power, Solo, CHAR and Reset are covered on page 7.

Wear

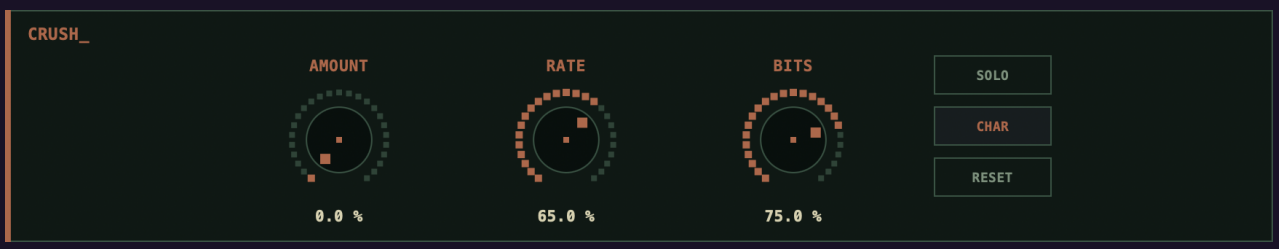
Age and darken or roughen pristine material.



Amount	Set how strongly this module affects the sound.
Tone	Shape the tonal color of the worn sound.
Age	Set the degree of aging and deterioration.

Crush

Give percussion or synths a deliberately coarse digital texture.



Amount	Set how strongly this module affects the sound.
Rate	Adjust the effective sample rate for a coarser texture.
Bits	Adjust bit resolution to shape the grain of the distortion.

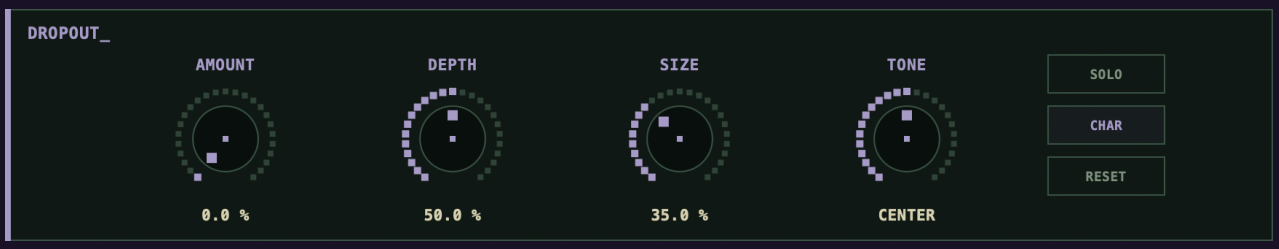
MODULE REFERENCE / 05–06

Dropout & Smear

Amount, Power, Solo, CHAR and Reset are covered on page 7.

Dropout

Introduce short interruptions that feel like unreliable playback.



Amount Set how strongly this module affects the sound.

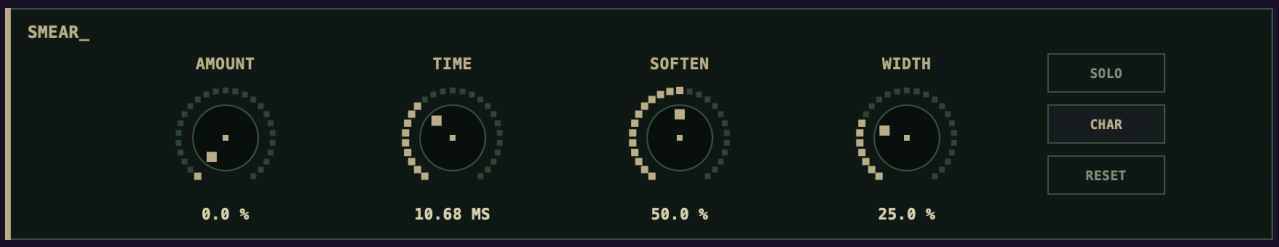
Depth Set how much the signal drops during an interruption.

Size Set how long each interruption lasts.

Tone Move between darker and thinner dropout character.

Smear

Spread audio over time to soften attacks and blur detail.



Amount Set how strongly this module affects the sound.

Time Set the time span over which the sound spreads.

Soften Smooth the attacks for less defined transients.

Width Adjust how wide the smeared sound spreads in stereo.

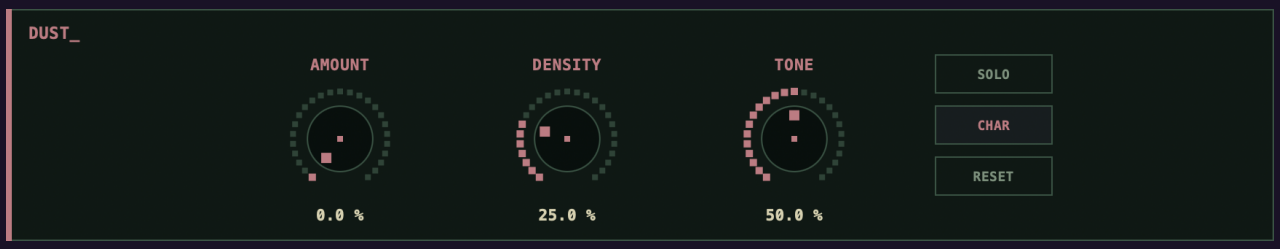
MODULE REFERENCE / 07–08

Dust & Bleed

Amount, Power, Solo, CHAR and Reset are covered on page 7.

Dust

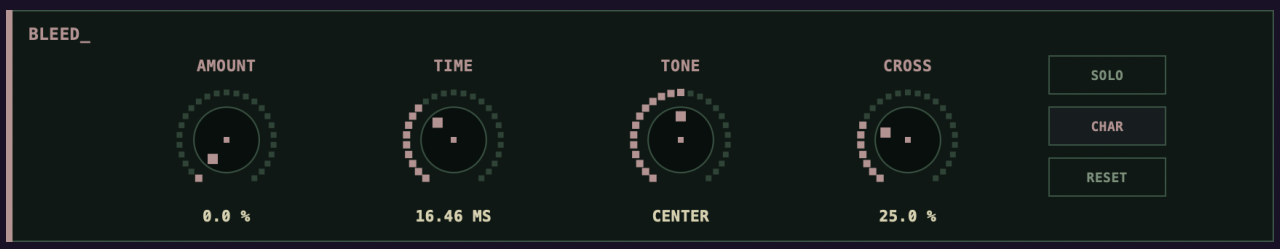
Add sparse or dense dusty noise and texture.



Amount	Set how strongly this module affects the sound.
Density	Adjust how sparse or dense the dust feels.
Tone	Shape the tonal color of the dust.

Bleed

Introduce short, time-based spill between stereo channels.



Amount	Set how strongly this module affects the sound.
Time	Set the timing of the bleed.
Tone	Move the bleed from darker to thinner.
Cross	Set how much of each channel spills into the other.

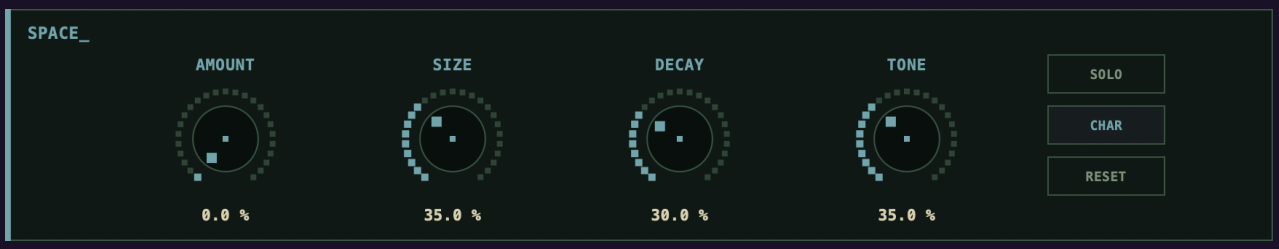
MODULE REFERENCE / 09–10

Space & Vinyl

Amount, Power, Solo, CHAR and Reset are covered on page 7.

Space

Add degraded spatial character inside the processing chain.



Amount Set how strongly this module affects the sound.

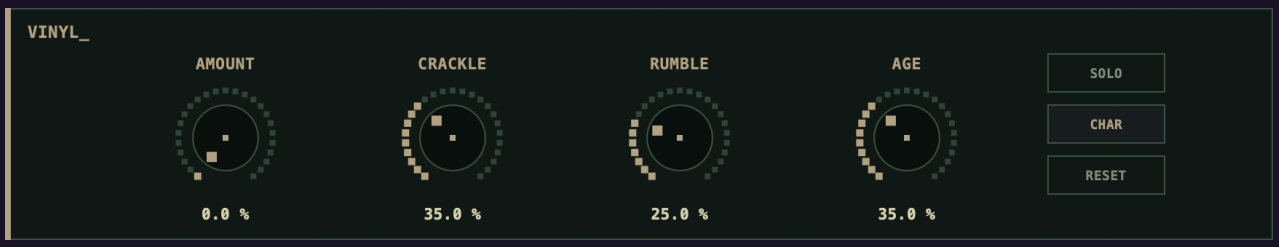
Size Adjust the perceived size of the space.

Decay Set how long the spatial tail lingers.

Tone Shape the tonal color of the space.

Vinyl

Add record-style wear, crackle and low-frequency artifacts.



Amount Set how strongly this module affects the sound.

Crackle Set the amount of record-like crackle.

Rumble Adjust the low-frequency playback rumble.

Age Set how aged the record-style playback feels.

07 / TRY IT ON A TRACK

Sound design recipes

Use these as starting points. Adjust Amount and Mix while listening to the source.

Worn keys or a moving pad

Start with Drift → Wear. Keep Drift Amount low, then set Rate and Chaos by ear. Use Wear to add age, and try a little Dust if the source still feels too clean.

Broken drum loop

Try Crush → Dropout → Smear. Use Bits and Rate to make the drums coarser, then adjust Dropout Depth and Size for short gaps. Pull back the global Mix if you want some of the original attack.

Smeared guitars or vocals

Try Smear → Space. Raise Soften just enough to blur the attack and use Space Decay to let the texture linger. Place Dropout before Space to send the interruptions into the spatial stage, then reverse the order to compare.

Record-like texture

Combine Wear and Vinyl. Set Crackle, Rumble and Age in context. Move Vinyl earlier in the chain to let later modules process the artifacts, or keep it near the end to hear them more directly.

Compare two orders

Copy your current settings to the other A/B slot. Move one module, then switch between A and B over the same musical passage. Match perceived levels with Output before choosing a version.

Video demonstration → Watch UZAT Pro with several sound sources

08 / FIND A FIX

Troubleshooting & uninstall

Start with the format, activation state and signal path.

The plug-in is missing in the host

Check the format your host scans and the installation path on page 3. On Windows, confirm the host supports 64-bit VST3 and the Visual C++ x64 runtime is installed. On macOS, confirm you are on macOS 12.0 or later and scan VST3 or AU as appropriate. Restart the host and rescan.

Inlay cannot find the purchase

Use the exact email address associated with the Gumroad order. Complete any email verification Inlay requests. If you already activated two devices or still cannot authorize, contact audiolatry support.

The sound barely changes

Check Master Bypass, Mix and the module’s Power and Amount. Check CHAR if you are turning Character and expecting that module to respond. Try Solo to hear one stage before returning to the full chain.

The processed sound is too loud or intense

Reduce PUSH or individual Amounts first. Use Output to match the dry level, then compare with Master Bypass. Lower Mix to bring the original signal back in.

Remove the plug-in

Close the host. On Windows, use the installer’s normal uninstall process or remove the manually copied VST3 bundle. On macOS, remove the installed VST3 and/or AU bundle from the system plug-in folders on page 3. Normal uninstall procedures retain user presets. Reopen the host and rescan if needed.

Support → Contact audiolatry

09 / RELEASE 1.0.0

Technical reference

Product identifiers, validated release artifacts and SHA-256 checksums.

Product	UZAT Pro 1.0.0 · audiolatry
Bundle identifier	com.audiolatry.uzatpro
JUCE plug-in code	Uzpr
Manufacturer code	Wrnd
AU identity	aufx / Uzpr / Wrnd
User preset format	.uzatpropreset

Performance

Optimized for real-time processing. Release testing covered multiple sample rates and buffer sizes, continuous playback, state changes and preset operations.

Release files and SHA-256

UZAT-Pro-1.0.0-Windows.exe

`FE4FF5480BE0AF3CBDD9A8A07623B9C302836FC0D1535787638E1DDF7232C6A1`

UZAT-Pro-1.0.0-VST3-Windows.zip

`A9D3B96CD2F90373857318B1EEECB0EA1CC1E5D33C6D661C7926A3370DB38D43`

UZAT-Pro-1.0.0.pkg

`2abcded4335ccf36e4ea29aadb581198cabd9b82a1ec8d0c79209c31f0cfa03a`

Compare the downloaded file’s SHA-256 with its entry above. On Windows PowerShell, run Get-FileHash -Algorithm SHA256 <file>. On macOS Terminal, run shasum -a 256 <file>. The macOS hash is for the signed, notarized package with the EULA step.