



Cramit PE v1.1 Manual

- 1.** Bypass all processing by pressing the plugin name.
- 2.** Preset manager - browse and save presets.
- 3.** Band controller - contains items 4-7, and is identical for all three bands.
- 4.** Solo the band.
- 5.** Bypasses all dynamics processing on the band. To skip the whole multi-band stage and use the plugin only for distortion, bypass all 3 bands.
- 6.** Toggles between compression (arrow down) and expansion (arrow up) modes. In compression mode, signal below the lower threshold (thresholds are explained in section 7) will be upward compressed, and signal above the upper threshold will be downward compressed. In expansion mode, signal below the lower threshold will be downward expanded, and signal above the upper threshold will be upward expanded. You can think of the arrow down meaning “lower dynamic range” and the arrow up meaning “increase dynamic range”.
- 7.** Band thresholds and gain controller - The upper and lower thresholds are marked by the two opaque horizontal lines. Adjust the upper threshold by pressing and/or dragging anywhere above the center point of the space between the thresholds. Adjust the lower threshold by pressing and/or dragging anywhere below the center point of the space between the thresholds. Adjust band gain in decibels by holding down the shift key and dragging anywhere on the controller. The two bars in the background display input (left) and output (right) aptitudes in real time, matched to the current “Speed” value (15).
- 8.** Frequency at which the low band ends and the mid band starts. Type in a value between 20 and 20k.
- 9.** Frequency at which the mid band ends and the high band starts. Type in a value between 20 and 20k.
- 10.** Toggle between pre and post-distortion stages. “Pre” distortion is before, and “Post” distortion is after the multi-band compression/expansion processing. Both stages are active regardless of the current selection, so this toggle only changes the controls displayed, not the active stage. Controls specific to each stage are 11-13.
- 11.** Distortion mix/drive control surface for the selected distortion stage (10) - Drag the marker on the y-axis to adjust the mix, and on the x-axis to adjust the drive. No processing is applied when the marker is at the bottom left corner, and full processing with maximum drive is applied when the marker is at the top right corner.
- 12.** Distortion type for the selected distortion stage (10). Morphs between 7 types.
- 13.** Gain applied after the selected distortion stage (10).
- 14.** Toggles between two slope steepnesses in the multi-band filters. 24dB/oct has more clearly defined bands, but more phase shift. 12db/oct has broader bands but a more subtle phase shift. Neither option introduces phase shift if the “Lin-Phase” option (15) is turned on.
- 15.** Toggles linear-phase mode. Without it, the multi-band filters introduce phase shift at the cross-over points (8 and 9), which can result in mild phase cancellation or loss in transients. Note, that using linear-phase filters also adds latency and CPU usage.
- 16.** Choose how many bands the incoming audio is being split into.
- 17.** Speed of the dynamics processors used for the compression/expansion. You can think of this as traditional attack and release controls fused into one. The higher the speed, the faster the processors will react to incoming audio which results in more aggressive sound.
- 18.** Compression/expansion depth - the amount of dynamics processing applied for all three bands combined.
- 19.** Amount of noise added to the signal before all other processing.
- 20.** Input volume for the whole plugin. Drag to adjust.
- 21.** Output volume for the whole plugin. Drag to adjust.
- 22.** Mix for the whole plugin. Drag to adjust.
- 23.** Oversampling rate. Use oversampling to reduce possible aliasing caused by non-linear processing; compression, expansion, and distortion in this case.

Thank you for using Sixth Sample plugins. Please get in touch at aapo@sixthsample.com if you have any questions or if there’s anything I can help you with.