IGNITION

Dynamics Dynamics | Threshold

Controls the threshold level from which the Dynamics module starts affecting the signal. Lowering the value from 100% and downwards, more and more of the signal will be affected by dynamics.

Dynamics | Mix

Controls how much of the Dynamics module processing is added to the signal, making it possible for parallel dynamics processing.

Dynamics | Mode

The Dynamics module offers many different modes, making it possible to achieve a variety of styles fit for all genres of music.

Available Modes:

- Glue: This is the classic “glue” dynamics model, where dynamics are used to glue all tracks together, making a whole.
- Punch: A traditional punchy dynamics model.
- Over The Top: The popular EDM dynamics model; used to process your sound for an over-the-top sound.
- Digital: A clear and precise dynamics model featuring digital purity.
- Transistor: The analog dynamic sound of the transistor-based circuits.
- Tube: The analog dynamic sound of the tube-based circuits.
- Hybrid: A hybrid model, blending the best parts of Transistor, Tube, and Digital models.

Saturate Saturate | Drive

Controls the signal level that drives the Saturate module.

Saturate | Mix

Controls how much of the Saturate module processing is added to the signal, making it possible to mix saturated and unprocessed signals together.

Saturate | Mode

The Saturate module offers many different modes, making it possible to achieve a variety of styles fit for all genres of music.

Available Modes:

- Flat: Straight-forward saturation model, enhancing all harmonic content.
- Tape: This mode offers the classic tape saturation sound.
- Tube: Tube drive for a more vintage analog sound.
- Transistor: Transistor saturation for a more modern but analog sound.
- Digital: Contemporary saturation processing based on popular computer-based models.
- Bitcrush: An alternative to typical saturation processors, a bit crusher. It can be used to add subtle attack or completely decimate your signal.
- Chaos: A combination of both saturation and bit crushing processing for more exotic and creative applications.

Clipper | Threshold

Controls the signal's input level for the Clipper module. The higher you set this parameter, the harder you drive the clipping.

Clipper | Peak

Controls how much of the Clipper module processing is added to the signal, making it possible to mix clipped and unclipped signals together.

Clipper | Mode

The Clipper module offers many different modes, making it possible to achieve a variety of clipping algorithms offering different results.

Available Modes:

- Symmetric Soft: Offers soft clipping for both the positive and negative parts of the signal.
- Symmetric Hard: Offers hard clipping for both the positive and negative parts of the signal.
- Asymmetric Above Soft: Offers soft clipping for only the positive part of the signal (above the baseline).
- Asymmetric Above Hard: Offers hard clipping for only the positive part of the signal (above the baseline).
- Asymmetric Below Soft: Offers soft clipping for only the negative part of the signal (below the baseline).
- Asymmetric Below Hard: Offers hard clipping for only the negative part of the signal (below the baseline).

Equalizer | Low Mix

Controls how much of the Low Equalizer module that affects the middle to low parts of the spectrum is applied to the signal.

Equalizer | Low Mode

The Low Equalizer module offers many production-ready modes for the lower parts of the spectrum, making it possible to curve your sound in popular styles quickly.

Available Modes:

- Power: This mode enhances the parts of the drums that are perceived as powerful.
- Impact: This mode boosts the impactful parts of the drums.
- Body: This mode adds body to the drums.
- Warmth: This mode adds warmth to the drum sound.
- Sub: This mode is specialized for the sub bass.
- Tilt Up: This mode features a curve tilting up from low to mid.
- Tilt Down: This mode features a curve tilting down from low to mid.
- Low Cut Soft: A classic soft low-cut curve.
- Low Cut Hard: A classic hard low-cut curve.

Equalizer | High Mix

Controls how much of the High Equalizer module that affects the middle to high parts of the spectrum is applied to the signal.

Equalizer | High Mode

The High Equalizer module offers many production-ready modes for the higher part of the spectrum, making it possible to curve your sound in popular styles quickly.

Available Modes:

- Shine: This mode adds shine to your drums.
- Vitality: This mode boosts the vitality of your drums.
- Clarity: This mode enhances the clarity of the drums.
- Presence: This mode gives more presence to the drums.
- Sparkle: This mode adds sparkle to your sound.
- Tilt Up: This mode features a curve tilting up from mid to high.
- Tilt Down: This mode features a curve tilting up from mid to high.

Clean Up | Threshold

Controls the threshold level from which the Clean Up module starts affecting the signal. Lowering the value from 100% and downwards, more and more of the spectrum's excessive peaks will be smoothed down.

Clean Up | Amount

This parameter defines the amount of smoothing that the Clean Up module will apply to the spectrum based on the selected Mode.

Clean Up | Mode

The Clean Up module features the most common modes (technically threshold curves) for smoothing down harsh peaks of your signal's spectrum. Those modes are self-explanatory based on their name.

Available Modes:

Soft – Mid and High: , Soft – Mid: , Soft – High: , Hard – Mid and High: , Hard – Mid: , and Hard – High: .

Transient | Attack

This parameter controls the level of attack that is added to the signal by the Transient module.

Transient | Sustain

This parameter controls the level of sustain that is added to the signal by the Transient module.

Transient | Mode

The Transient module can affect different parts of the signal's spectrum. This is done by selecting between the different available modes. Their names denote how listeners perceive the parts of the spectrum the module affects.

Available Modes: Flat, Fundamentals, Clarity, Loudness, Body, Sub, Low to Mid, All Mid, and Mid to High.

Master Dry

Adjusts the output level of the unprocessed signal.

Wet

Adjusts the output level of the processed signal.

Dry-Wet Link

Links the Dry and Wet parameters to make it possible to adjust them together.

Input Gain

Adjusts the processor’s input gain.

Output Gain

Adjusts the processor’s output gain.

Preamp

Activates a special studio preamp simulation that enhances the drum signal.

Stereo Width

Use this parameter to add extra width to your signal. This module uses a high-end method that creates a full mono-compatible signal.

Mono Maker

Applies a high-pass filter only to the side part of the signal, creating a more coherent signal from the set frequency and below.

Master HP Frequency

Applies a 12dB/oct high-pass filter to the master output.

Master LP Frequency

Applies a 12dB/oct low-pass filter to the master output.

AGC

Activates the Automatic Gain Compensation circuit, which adjusts the output level of the processor, taking the input signal level as a reference. With this feature activated, you will only hear the true difference the processor creates to the signal and are protected from psychoacoustic level bias.

Clip

Activates a hard clipping limiter to the master output of the processor.