BOUNCE

COMPRESSOR with Analog Sound & Digital Transparency

USER MANUAL

Features:

BOUNCE is a transparent yet versatile compressor that can do subtle compression to full thrusting and punchy sounds.

Featuring a **Detection Section**, where you can select the frequency band **(range eq)** which you can feed back into the compressor to create the desired shape of your sound.

Works great on anything from **Drums, Bass, Synths, Vocals, Percussion, Guitars** and Acoustic Instruments to the entire **Mix** and also great for **Mastering Audio**.

The plugin processes **full band** audio and additionally feeds the defined band range (bell or high pass) frequencies from the incoming audio.

This is a special process which helps sounds get shaped with more precision and musicality. One of the easiest ways to use low end of a track to shape the entire song, or it can become a Treble smasher or even a de-esser, without ever tampering with the signal as a multi band compressor.

WEBSITE:

http://beatskillz.com
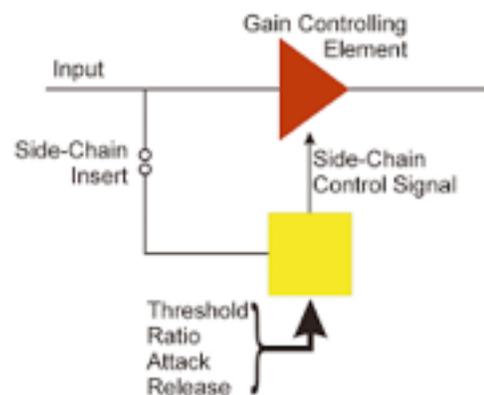
Installation:

System Requirements:

Plugin Formats:

VST/AU - 64bit /32 Bit , AAX

PC/MAC:

Windows XP SP2 or later / OSX 10.6.8 or later
Intel Core 2 Duo 2GHz / AMD Athlon 64 or equivalent
4 GB RAM / 500 MB HD
Screen resolution: 1024×768
VST2, AU, or AAX 32-bit or 64-bit host

OSX:

• Double click on the Zip File: Bounce.zip
• Right click on the package Bounce.mpkg and click open
• Follow the instructions to install the plug-in(s)

Windows:

• Run Bounce.exe
• Follow the instructions to install the plug-in(s)

Registration:
In demo mode the plugin will output silence for 3 seconds every 30 seconds.
To register it, you should have a valid license file (bounce_license.atl).

Click on the Logo of Beatskillz on the plugin , click on "registration"and enter your serial number.
A License file will now be created.
file : (bounce_license.atl).

How to use BOUNCE :
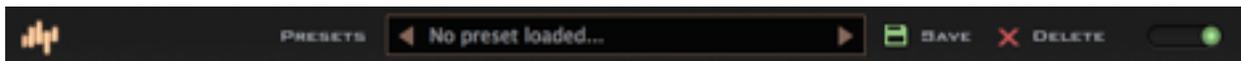
Loading Presets:

1. Load the plugin in your host DAW audio/ instrument/ bus / master channel.

2. Click on the bar where it says "no presets loaded"

3. The presets will now show up as a list.

4. Goto into the preset that you would like to access and then click on the preset from the list that appears. Use the arrow buttons to navigate forward or backward.

Saving Presets:
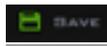
After you have created your own preset with the respective samples and graphic image (optional) , press the green save button, and your preset will be saved.

Deleting Presets:

Select the preset you wish to delete, now press the "delete preset" red "**X**" button, and the preset will be deleted. It will now not show up in the banks / preset lists.

UI & Controls

COMPRESSOR Section:

1. ATTACK: Control the Attack time of the compressor using this control. This control determines how quickly or slowly the compressor starts working the signal being passed through it. The Attack time ranges from .1ms to 30ms

2.RELEASE: This controls how quickly the compressor will stop attenuating the signal and let it get back to its original level. The Release time ranges from 100 ms to 1200 ms.

3. THRESHOLD: This is used to set the level at which the compressor will start working. Once the signal level crosses the threshold, the compressor will start acting on the signal. The Threshold rages from: -1db to −30 db.

4.KNEE: This switch lets the user set compression to : Hard or Soft Knee type.

5.RATIO: The ratio is where you determine how much compression you are going to apply to a signal that goes over your threshold. For every signal that goes over the threshold, it gets compressed according to a certain ratio. Ratio Ranges from: 1.5 to 20

DETECTOR Section:

1. RANGE (frequency): This controls the user to select a frequency range to feedback into the sidechain circuit of the compressor. The Range Freq lets you select from 60z to 10khz

2. RANGE - Q: Range Q sets the bandwidth for the Range (freq) in both bell filter and high pass modes, this helps feeding sharp or smooth frequency shapes to sedition further shaping the sound to desire.

3.FEEDBACK: This controls the level of sedition signal being fed back into sedition circuit. Again this helps in fine tuning the compression characteristics.

4.PEAK/ RMS: This

5.switch sets compression to Peak or RMS Style.

6.HIGH PASS MODE: This button can be used to toggle between High pass or Bell Filter modes for the detector circuit and is further controlled by the Range and Range-Q controls.

7.   **SIDECHAIN LISTEN:** This buttons enables the user to listen to the shape of sedition listen which can be shaped with Range / Range-Q / Feedback and High Pass Controls/ Buttons. This helps in listening and zoning into the desired feedback signal.

8. **DRY/WET:** Blend in as much of the compressed (wet) and original (dry) signal as desired to create the desired blend of both (parallel comp).

9. **INPUT:** Reduce the Gain of the input signal for further adjustment of threshold of compression.

10. **MAKEUP:** Add more gain post compression with this control.