FORGOTTEN

COMPRESSOR

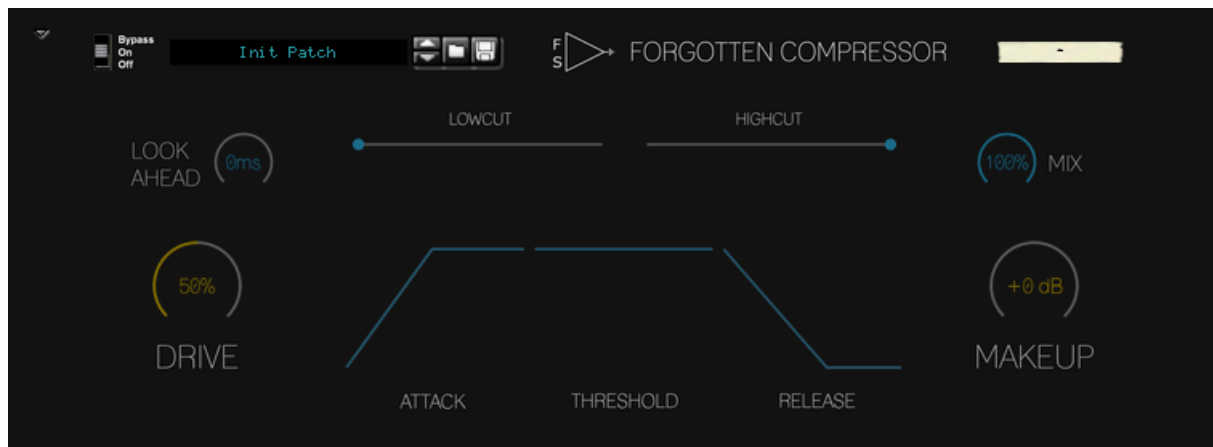# USER MANUAL

by Forgotten Clank Studios
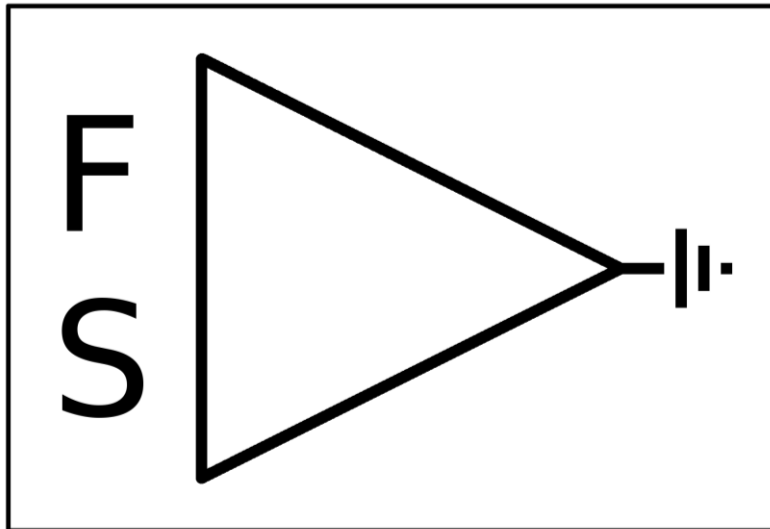
CONTENTS

CONTROLS FRONT PANEL

Lookahead	Determines the amount of lookahead used by the compressor. Compressors will accentuate the transients of signals. You can prevent that by using lookahead, it is automatically delay-compensated by Reason.
Lowcut	Cuts the low frequencies off when determining the gain reduction. One can think of it as limiting the frequency range the compressor acts on. Although not entirely true, it is a simple way of looking at it and holds true in most cases.
Highcut	Cuts the high frequencies off when determining the gain reduction. One can think of it as limiting the frequency range the compressor acts on. Although not entirely true, it is a simple way of looking at it and holds true in most cases.
Mix	Determines the ratio between dry and wet signal. Turn this knob down to apply parallel compression to your signal.
Drive	Determines how hard the compressor is driven. Use this to get different flavours out of the same threshold setting.
Attack	Determines the attack time of the compressor. You can use Shift and drag to get finer control, use Ctrl (Windows) / CMD (Mac) to reset it or use Alt to snap the attack time to beat subdivisions (e.g. the length of a 16th note for the current BPM). Note that the attack time does not automatically adjust if the BPM is changed.
Threshold	Determines the threshold at which the compressor starts reducing the gain. Since there is no clearly defined threshold (nor no clearly defined ratio), just think of it like this: Lower threshold results in smoother compression but will affect a wider range of the signal while a higher threshold acts more like a limiter (i.e. high ratio). Experiment with leaving the threshold at the same % while change the "Drive" parameter. You can get very different results this way.

Release	Determines the Release time of the compressor. You can use Shift and drag to get finer control, use Ctrl (Windows) / CMD (Mac) to reset it or use Alt to snap the attack time to beat subdivisions (e.g. the length of a 16th note for the current BPM). Note that the attack time does not automatically adjust if the BPM is changed.
Makeup	Determines the makeup (output) gain. This gain change is applied only to the wet signal.

CONTROLS BACK PANEL

In	Audio inputs
Out	Audio outputs
Gain Red.	Gain reduction CV output
Side	Sidechain inputs
Stereo Link	Stereo links (or unlinks) the compressor, meaning that it will use the same amount of gain reduction for both channels based on an average level (linked) or compress the left and right channel individually (unlinked). This is only relevant for stereo signals so if you have only one cable connected to the audio inputs, both modes will perform the same.

WHAT'S NEW IN 1.0.1

- Fixed a bug where connecting stereo cables to the device, using lookahead and sending audio only through the right channel would result in unpleasant and obvious artifacts.

WHAT'S NEW IN 1.0.2

- Fixed a few bugs that caused the device to crash when snapping attack/release to beat subdivisions by holding Alt.

FAQ

I think I've found a bug. Where can I report it?

You can get in touch via E-Mail, Facebook or Instagram. I'll try to fix bugs as quickly as possible!

I've got this amazing idea for a new feature. Will you implement it?

It depends on many factors. I'm always happy when people that use my devices get in touch, so feel free to say hello! E-Mail | Facebook | Instagram

There's this awesome thing I can't do in Reason. Will you code a Rack Extension that does this thing?

There are still many Rack Extensions on my wish list that I would like to get to sometime in the future. But I'm always interested in hearing your ideas! E-Mail | Facebook | Instagram