



# ANGRYCOMP

## Overdriven Compressor

### [RACK EXTENSION] v. 1.0

## MANUAL

2018

FX device by Turn2on Software



Introducing a new overdrive effect with a nice range of destruction colors. It is not only just an Overdrive, but much a more complex solution and hybrid effect.

An Overdriven signal can get an even more interesting sound if it uses a compressor. These days you can find a few interesting solutions with the use of guitar effects pedals. We find this effect very useful to destroy the signal, correcting it in a few ways, and then compressing it. **ANGRYCOMP** can be easily used to change the sound of a piano, pad, or other similar sound sources into a very hard distorted sound.

The **AMP** section includes complex solutions to break up your signal.

The unique **MADNESS** function changes the color of the sound. The **Mutate** knob adds distortion to the **booster**. The **Nature** knob makes the signal sound more analogue and is useful with any kind of incoming instruments/samples.

The Second section is the **Compressor**, which can work as a punchy compressor, but also has a **Sidechain Mode**. Sidechaining can help you create new rhythmic lines for your instrument by using other rhythmic tracks in your project as a sidechain source. The Compressor includes a configurable **Envelope Detector** section to create rules for how curves can change the sound. **Unison Spectre** (c) helps to create an absolutely amazing and wide shifter sound at the device output.



Try ANGRYCOMP today with a free 30-day trial at [shop.propellerheads.se](http://shop.propellerheads.se)

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This is a creative effect that overdrives your signal, modifies the structure and color of the sound, and compresses it, totally changing it to something new.

In Reason, you can create your own alternatives to this effect device by routing other overdrive and compressor units together, but it will not have same result.. ANGRYCOMP is an original and unique complex solution for building new sounds out of the box.



- BYPASS** - disable effect
- ON** - enable effect
- OFF** - mute incoming signal



# AMP

MAIN PARAMETERS	
<b>BOOSTER</b>	Boost incoming signals from clean boost to powerboost, add some distortion at zero-point
<b>TONE</b>	Option of boost for specific frequency
<b>PRESENCE</b>	Option to control high frequencies
<b>MADNESS</b>	Special mode of booster, creates a more powerful low frequency sound
<b>HARDNESS</b>	Gain of distortion
<b>RECTIFY</b>	Convert negative signal peaks of distortion to positive peaks
<b>MUTATE</b>	How much HARDNESS is mixed to the BOOSTER effect
<b>NATURE</b>	Make the sound more analogue. Useful with any kind of incoming instruments/samples. A Complex effect with signal restructure for a more useful sound when using booster and distortion
<b>LOW CUT</b>	Highpass filter before Hardness / Cut Low frequencies
<b>HIGH CUT</b>	Lowpass filter before Hardness / CutHigh frequencies
<b>WARM SPECTRE</b>	Shift phase and frequency to add more Warm Spectre (c) sound
<b>ACT / SOFT BYP</b>	Enable / Bypass AMP section. Soft bypass



Soft Bypass / Input Output Corrections

<b>PATCH BROWSER</b>	Select patches from the browser, save your own patches
<b>INPUT</b>	Gain correction of the dry input level (unprocessed input signal) before it goes to the AMP section
<b>OUTPUT</b>	Gain correction of the output level of the processed signal after it leaves Compressor control

# COMPRESSOR / SIDECCHAIN



Soft Bypass / Input Output Corrections

<b>ACT / SOFT BYP</b>	Enable / Bypass COMP section. Soft bypass
<b>RATIO</b>	Amount of gain reduction to apply
<b>THRESHOLD</b>	Audio level above which compression is applied
<b>GAIN</b>	Volume to compensate for any loss in level due to compression
<b>ATTACK</b>	Time for gain reduction to increase when signal level rises. Snappy sound
<b>RELEASE</b>	Time for gain reduction to decrease when signal level falls. Lively sound
<b>SLAM</b>	Boost compression ratio so much that the output gets quieter as the input from AMP section gets louder
<b>COMP/INPUT</b>	Mixes Compressor output with input signal from AMP
<b>UNISON</b>	Widening x-times UNISON Spectre (c) effect for overdriven/distorted and compressed sounds
<b>DETECTOR MODE</b>	<ul style="list-style-type: none"> <li>- <b>PUNCH:</b> Follow envelope below threshold, which increases attack punch as the envelope has further to come back up.</li> <li>- <b>FAST:</b> Normal envelope detection with fast attack and release.</li> <li>- <b>SMOOTH:</b> Release slows down as signal falls below threshold.</li> </ul>
<b>DETECTOR HP Filter</b>	Highpass filter in Sidechain, reduce response to low frequencies
<b>DETECTOR Hi Boost</b>	High frequency boost in Sidechain, reduce response to high frequencies
<b>DETECTOR ATTACK</b>	<p>Additional Attack smoothing in the envelope detector.</p> <p>* For an average rather than peak response, set ATT and REL to the same value around 20ms.</p> <p>* For additional release smoothing and shaping, leave ATT at zero and increase REL</p>
<b>DETECTOR RELEASE</b>	Additional Release smoothing in the envelope detector

# BACK SIDE PANEL



## AUDIO INPUT/OUTPUT, SIDECHAIN

Mono or Stereo connections for audio signal input.

## AUDIO INPUT/OUTPUT, SIDECHAIN

<b>INPUT</b>	Mono or Stereo connections for audio signal input
<b>OUTPUT</b>	Mono or Stereo connections for audio signal output
<b>SIDECHAIN INPUT</b>	<p>Sidechain compression effect input. If Sidechain is connected, but the mode of the compressor is Compression, you have an additional linear input. When any signal is connected to the Sidechain input and the compressor is set to Sidechain, you get a Ducking effect.</p> <p><b>For example:</b></p> <ul style="list-style-type: none"> <li>- A Synth plays its own line and is connected to the Audio Input.</li> <li>- Drums play their own rhythms, with the kick-drum connected to the Sidechain Input.</li> <li>- The Synth signal will automatically duck its volume when the kick drum plays, letting the kick sound come through in the mix. On an active kick-drum hit, the synth signal is dropped out momentarily. Then after the kick-drum hit is finished, the synth signal returns to its original volume.</li> </ul> <p>If you connect a full drumline to the Sidechain input, your synth line will repeat its rhythms as dropouts.</p>



## CV INPUTS

Use these CV inputs to control the main parameters with external CV source curves.



# ANGRYCOMP Overdriven Compressor



## Turn2on

Rack Extension Developer

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Special thanks to all beta-testers