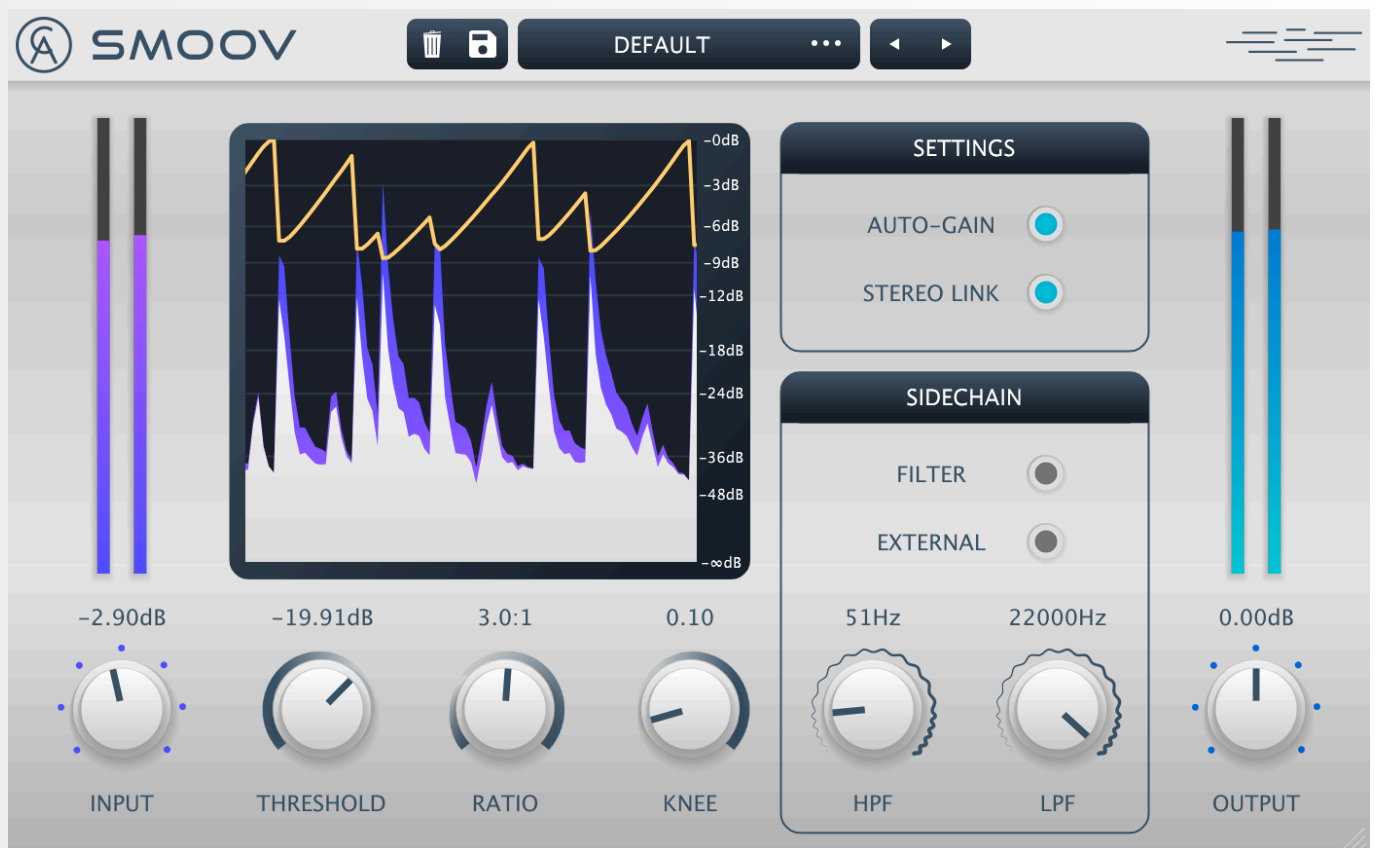


Smooov User Guide v1.0

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About

Smooov is a soft, clean and transparent sounding program-dependent compressor. It takes inspiration from hardware compressors of the past with a focus on peak detection, meaning that it can quickly and effortlessly react to incoming signals and blend them in with the surrounding audio field.



The compressor uses a program-dependent envelope influenced by old hardware making the compression sound smooth and dynamic.

The peak detection means that Smooov detects the actual amplitude of a signal, resulting in an extremely fast response to tame and control anything that is thrown at it.

You've got a big, bulshy track you think you're happy with, but you have to ask yourself... "Is it Smooov?"

Compression

THRESHOLD - The audio level where compression should occur.

RATIO - The amount of compression to be applied to the signal.

Schlap gives 4 styles of ratio to choose from:

- 0.1:1 to 0.9:1 for expansion and gate effects.
- 1:1 to 20:1 for standard compression.
- ∞ :1 for limiting compression.
- -20:1 to -1:1 for characterful over-compression.

More than just typical compression, Smooov has a variety of different ratio settings to provide different effects to shape the dynamics.

Tip - Use values like 1.2:1 or 1.4:1 for gentle compression. Instruments and vocals would usually use values like 2:1 or 4:1 but Smooov can still tame wild audio when you increase the compression ratios and decrease the threshold further.

KNEE - The amount of smoothing around the threshold.

WAVEFORM VIEW - View the amount of compression being applied to the signal. The input signal appears in blue whilst the output signal appears in white. The yellow line shows the amount of gain reduction being applied. The view shows approximately 2 seconds of history.

Note: The final output of Smooov will often be slightly louder than the input due to some of the internal processing that makes it sound so great. The white output level on the graph is modified to compensate for this.

Sidechain

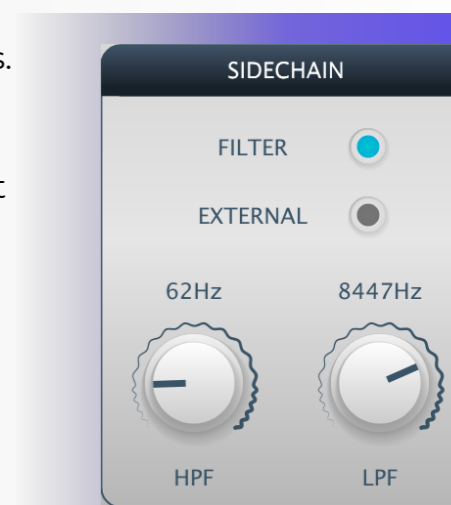
Compressors use sidechains to detect signal level to know when to compress. Schlap's sidechain can either use the internal signal to calculate the gain reduction or an external signal via the sidechain bus input to calculate gain reduction.

FILTER - The sidechain signal can be filtered so that the compressor only responds to specific frequencies. The filter button turns this on or off.

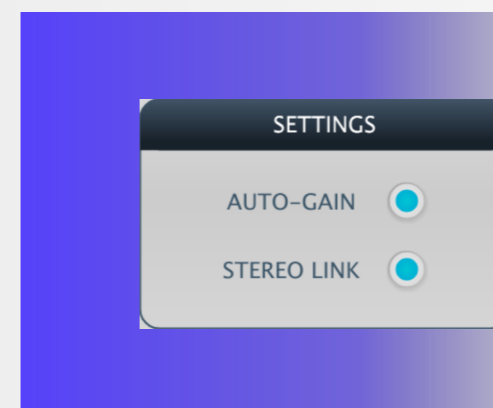
EXTERNAL - When selected, the compressor will use the external sidechain signal in its sidechain to detect gain instead of the regular internal signal.

HPF - The frequency for the high-pass filter to be used on the sidechain when filter is selected.

LPF - The frequency for the low-pass filter to be used on the sidechain when filter is selected.



Settings



Smooov has a couple of settings to customise its sound.

AUTO-GAIN - Increases the gain so that an incoming signal at -0dBFS would output at -0dBFS

STEREO LINK - Applies the same amount of gain reduction to both the left and right channels. Very useful for things like drum busses to stop drums jumping between channels.

Input and Output

INPUT - Increases or decrease the gain going into the plugin. Smooov is inspired by hardware and as such will sound different depending how hard you drive it.

OUTPUT - Increases or decreases the gain going out of the plugin. Use it to compensate for any gain changes.

LEVEL METERS - There are level meters for the input and output of the plugin which show peak level.

Installation and Directories

On **MacOS**, the plugin will install to:

AU - /Library/Audio/Plug-Ins/Components

VST3 - /Library/Audio/Plug-Ins/VST3

On **Windows**, the plugin will install to:

VST3 - C:\Program Files\Common Files\VST3

32-bit **VST3** plug-ins on 64-bit Windows - C:\Program Files (x86)\Common Files\VST3

Please note: we are unable to provide a VST2 version as it is no longer possible to acquire a licence to distribute VST2 plug-ins.

For any further assistance or technical issues please email us at: support@caelumaudio.com