

Big Clipper

User's Manual



boz⁻ⁿ
DIGITAL LABS

System Requirements

This plugin was crafted to be as light as possible on your CPU, enabling you to put this on many tracks without eating up your processing power. For Mac, you must be running OSX 10.5 or greater. For windows, you need Windows XP or greater.

Available Formats

This plugin is available in both 32 and 64 bit versions of each format (except RTAS, which is 32 bit only). It is available in the following formats:

Mac	VST2, VST3, AU, RTAS, AAX Native
Windows	VST2, VST3, RTAS, AAX Native

Registration

The first time you run Big Clipper, it will ask you for your username and serial number. You can find this information in your downloads page. If you do not have a serial number and you would like to demo the plugin you can press "Continue Trial" to use the plugin in trial mode.

Downloads page URL: <http://www.bozdigitallabs.com/my-account/downloads/>

Trial Mode

When Big Clipper is in trial mode, you can use all of the plugin's functionality. The only difference is that it will not save its settings when you close and reopen the plugin. The preset save function is also disabled, but the default presets will still load.

Background

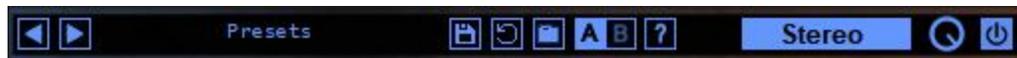
Clipping is very misunderstood process. We learned a while ago that clipping is a great way to transparently control the peaks of your tracks. When done subtly, clipping will make compressors and reverb sound more natural down the line, and give your mix an overall cohesive feel.

Big Clipper adds to this by giving you more control over how your track is clipped. Big Clipper combines a limiter and a clipper, and lets you blend them in four different ways. This opens up a new world for tonal control of your clipping.

The Controls

For quick reference, Big Clipper provides a short description of each control when you hover your mouse over any knob or button. This manual will give you a more in depth understanding of what these controls do.

Header Bar



Presets

Big Clipper comes equipped with its own preset menu. To save a preset, just hit the 'Save' icon next to the preset menu, type the name of the preset and hit *enter*. If you enter a name of an existing preset, the old preset will be overwritten.

Presets can be organized into sub menus by sorting them into folders in your finder/explorer window. Note that the preset menu only supports one layer of sub folders, so if you put presets inside a folder that is inside a folder, the preset scanner will not find them.

Presets are shareable across formats, computers and operating systems. This means that if you save a preset in your DAW in OSX, you can send that preset file to a friend who uses a different DAW on Windows and it will work exactly the same.

Next to each preset control is a "Reset" button, which resets the controls to their default settings.

For convenience, you can scroll through the presets by hitting the next/previous buttons.

A/B Bank

This lets you quickly compare different settings in the plugin without losing your knob settings. As you make changes to the knobs on the plugin, those changes are saved into whichever bank is selected. Switch banks to change all the values to what is stored in the other bank. Note that when you first open the plugin, all changes are stored to both banks until you switch banks for the first time.

Help

Opens this manual.

Stereo Mode

This lets you change how the algorithm will work on stereo channels. You can choose between *Stereo*, *Mid/Side*, *Mid Only* and *Side Only*.

- *Stereo* - Clips the left and the right channels independently
- *Mid/Side* - This mode converts the stereo input channels to Mid and Side channels, and clips those channels independently. This creates a more natural sounding clipping on stereo sources.
- *Mid Only* - This clips only the mid channel, and leaves the side channel untouched.
- *Side Only* - This clips only the side channel, and leaves the mid channel untouched.

Mix

This lets you blend between the wet and the dry sound. This is a really effective way to let some of your dynamics back through after clipping them.

Bypass Plugin

This switch enables/bypasses the entire plugin. The plugin's background will turn dark when it is disabled. Nothing is worse than adjusting a knob and wondering why it isn't doing anything, only to find out the plugin is bypassed.

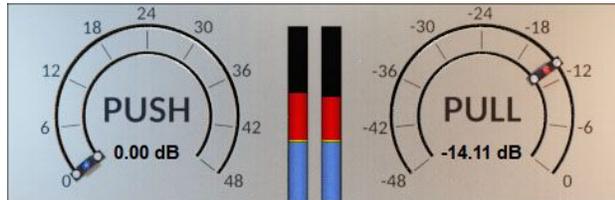
Main Controls

Push

This controls the input gain the the clipping algorithm. The harder you drive the input, the harder it will clip.

Pull

The pull knob adjusts the clipping threshold. Anything above the threshold will be clipped, anything below the threshold will be left alone.



Shape

This lets you adjust between hard and soft clipping. Hard clipping will give a more bitey distortion, while soft clipping will give a smoother distortion. Different situations will call for different styles of clipping.

Blend

This fader controls how much the Limiter and Clipper are blended together. There are 4 different blend modes, and each mode changes the way the Blend fader.



- **Crossover Mode - Clipper | Limiter** - This mode sets a crossover between the Clipper and the Limiter, with the Clipper on the lower band, and the Limiter on the higher band. The Blend knob controls the crossover frequency (100Hz - 20kHz).



This mode is great for any time where you want to clip more transparently. The harmonics created by the distortion will be much more mellow than traditional clipping, and can still retain a lot of the snap.

- **Crossover Mode - Limiter | Clipper** - This mode sets a crossover between the Clipper and the Limiter, with the Limiter on the lower band, and the Clipper on the higher band. The Blend knob controls the crossover frequency (from 100Hz to 20kHz).



This is probably the “harshesht” mode when driven hard, but can be very transparent when used in moderation.

- **Blend Mode** - This mode blends between the full band Limiter and the full band Clipper. The Blend fader in the mode is set to blend between 0% and 100%.



This mode is great for dialing in your settings, then blending in exactly how much distortion you want to hear.

- **Series Mode** - This mode runs the Limiter and the Clipper in series (first the limiter, then the clipper). The Blend fader in this mode becomes a dB Offset control for the Clipper.

So if your Pull knob is set to -18dB and the Blend knob is set to 6dB, then the Limiter will have a threshold of -18dB and the Clipper will have a threshold of -12dB (6dB above the Limiter's threshold). Still confused?

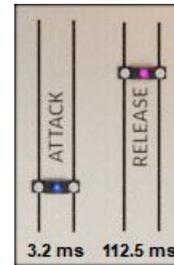


Essentially, it's like running a limiter, and then clipping the portion of the attack that goes over the threshold. It's a great way to add some grit to your transients without adding too much distortion.

Attack - This fader sets the attack time for the Limiter algorithm.

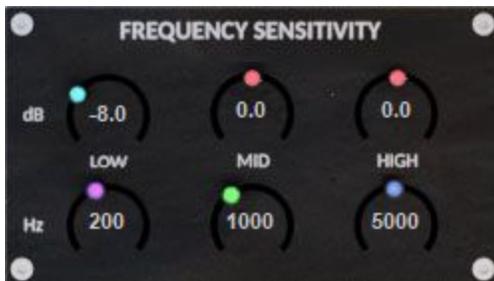
Release - This fader controls the release time for the Limiter Algorithm.

Tip: You can get very interesting clipping effects from the limiter algorithm when you set the Attack and Release close to 0ms.



Frequency Sensitivity

This section really lets you dial in some magic. It is a 3 band frequency sensitivity control. It functions a lot like an EQ, but with a very different effect. It lets you control how sensitive the Clipper/Limiter is to different parts of the frequency spectrum.



For example, let's say you are clipping a kick drum, and the low frequencies are just distorting too much. All you have to do is turn down the sensitivity on the low band, and you will get less distortion on your low frequencies. Or turn up the sensitivity to get more distortion from those frequencies.

Credits

Plugin concept and design: Boz Millar

Graphic design: Boz Millar

Thank you

A quick thank you is in order for everybody who helped out making this plugin. Thank you to all of our beta testers who had to put up with all the changes we made since the first demo. A huge thanks to the CockOS team (<http://www.cockos.com/>) and Oliver Larkin (<http://www.olilarkin.co.uk/>) and Tale (<http://www.martinic.com/combo/>) for putting together a great set of tools for creating plugins, and putting up with all our stupid questions.

Contact

If you ever run into issues or have any questions, you can send an email to support@bozdigitallabs.com.

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