

# **FATURATOR**

## **OPERATOR'S MANUAL**

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# Glossary

## **DAW**

Faturator is not a standalone program, it needs to be used in conjunction with a host application where it is loaded as a plugin. These programs are usually called "DAWs" (Digital Audio Workstations) or simply "hosts". There are many different DAWs available on the market, and Faturator works with those that support either the VST or the Audio Unit plugin architecture.

## **Snapin**

Some of Kilohearts' products can host other plugins called snapins. While Faturator works as a standalone VST or Audio Unit plugin it can also be loaded as a snapin in for example Multipass.

# System requirements

These are the minimum recommended system requirements for running Faturator.

## **CPU**

2 GHz or faster

## **Memory**

1 GB or more

## **Operating System**

Windows (7 or newer) or Mac OS X (10.7 or newer)

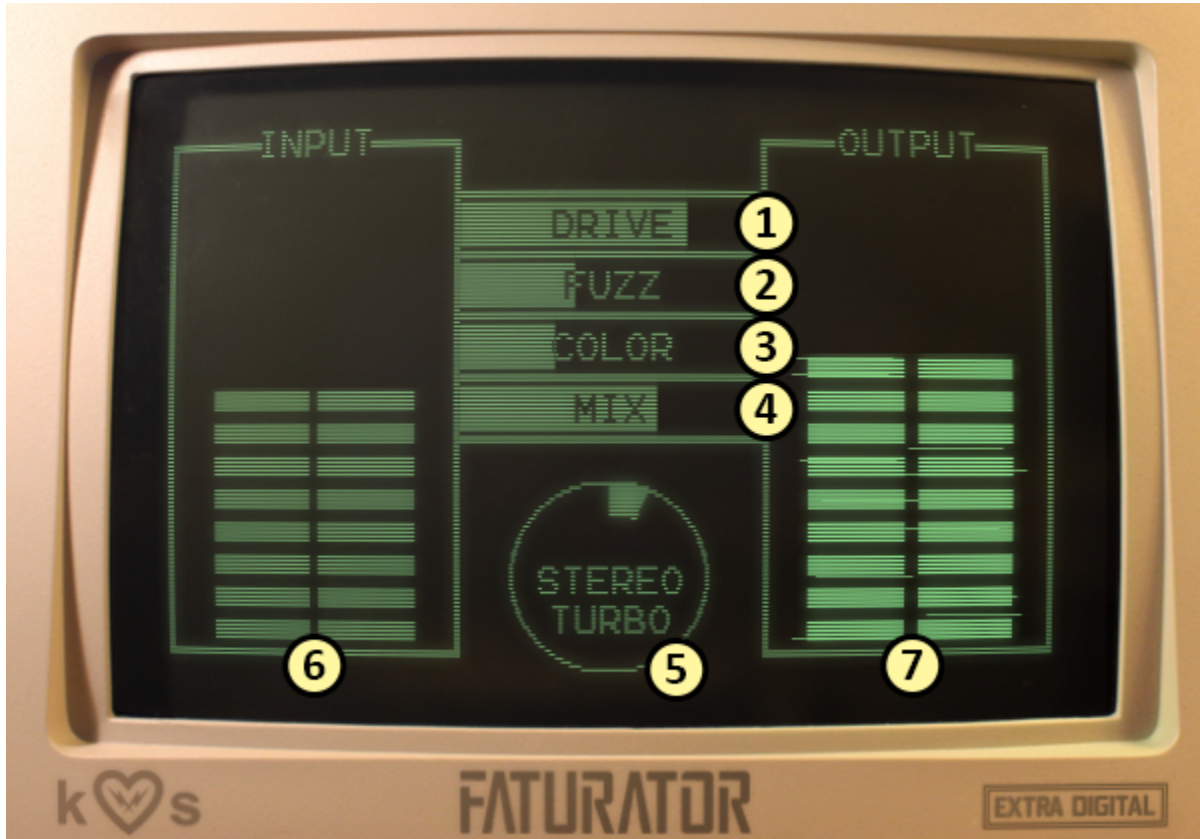
## **Software**

A VST or Audio Unit compatible DAW

If you use many instances of Faturator at the same time in your song the CPU usage will increase accordingly. Thus, we cannot guarantee that the Faturator will work flawlessly in all use cases even if your system does meet the minimum recommended system requirements.

# Overview

Faturator is a distortion plugin with a unique sound and tunable distortion, as well as stereo widening possibilities. In contrast to many common distortion effects Faturator preserves the dynamics of your sound.



1. The **drive** slider saturates the audio, making it sound fuller and heavier.
2. The **fuzz** slider add high frequency "fuzz" to the sound.
3. The **color** slider emphasizes certain frequencies before distortion takes place.
4. The **mix** slider mixes the dry signal with the distorted one.
5. The **stereo turbo** knob adds stereo width by delaying the left or right channel slightly.
6. The **input VU** shows the amplitude of the incoming signal in stereo.
7. The **output VU** shows the amplitude of the outgoing signal in stereo.

## Operating the controls

Faturator is controlled by the knobs and the sliders seen in the UI. To move a knob or slider simply click on it, and while holding the mouse button down move the mouse up or down.

Sometimes you might want more precise control when tuning a parameter. Hold the **shift** key while moving a knob or slider to enter **fine tuning** mode, where the knob or slider will move more slowly.

You can reset a knob to its default position by double clicking it.

# Acknowledgements

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Boost C++ Libraries

Skia Graphics Library  
*Copyright © 2011, Google Inc.*

Symbiosis AU/VST  
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