



## Buzz Cut Manual



# INTRODUCTION

Buzz Cut is an audio clipping plugin designed for ease of use and great sound. The intuitive scrolling waveform display gives a clear visual depiction of the processing and makes the settings easy to dial in. The “HQ” mode offers a cleaner sound for when hard, digital clipping produces too many artifacts. While mixing, Buzz Cut works great for leveling off drums and percussion while retaining the impact of the transients. In a mastering context, clipping with Buzz Cut can allow the perceived volume of the audio to be increased without raising the peak levels.

# INSTALLATION

This plugin is available for PC as a 64 bit VST and Mac as 64 bit VST and AU formats.

Downloads available from [gmhaudio.com](http://gmhaudio.com)

## PC

Move the “.dll” file included in the download to the VST plugin folder.

Rescan your plugins in your DAW.

## Mac

### AU

Move the “.component” file included in the download to:

HomeFolder>Audio>PlugIns>Components.

Rescan your plugins in your DAW.

### VST

Move the “.component” file included in the download to:

HomeFolder>Audio>PlugIns>VSTs.

Rescan your plugins in your DAW.

# CONTROLS

## Input

Controls the level of the signal coming into the plugin. This can be used to drive audio into the clipping section or to trim the signal so that it is at a usable working level. This control works in concert with the “Ceiling” control to set the amount of clipping being applied.

**Tip:** For maximum flexibility set the “Input” control so that the loudest peaks in your signal are as close as possible to the filling up the waveform display, without touching the edge.

## Ceiling

Controls the level at which the incoming signal will be clipped. As you lower the “Ceiling” slider the edges of the waveform display will begin to fill with red, showing a visual representation of the clipping threshold. Any peaks which go into the red areas will be clipped. At the maximum “Ceiling” value, clipping will be applied at digital zero, the edges of the waveform display.

**Tip:** Lowering the “Ceiling” and raising the “Input” can both produce similar results however with a volume offset. Raising the “Input” will make your signal perceptually louder without increasing the peak volume, useful for mastering applications. Lowering the “Ceiling”, on the other hand, will keep the sound at the same perceived volume while decreasing its peak level. This is useful for controlling the level of transient heavy material, such as percussion, without affecting its impact.

## Output

The output volume of the plugin.

**Tip:** Use the “Output” setting to compensate for perceived level changes due to the other processing in order to more accurately judge the plugin’s effect.

## HQ

Toggles the plugin’s High Quality mode. When “HQ” is off the plugin performs hard digital clipping. This mode has a harsh sound and can produce noticeable digital distortion artifacts. With “HQ” switched on the plugin introduces 4x internal oversampling and a slightly softer clipping distortion, allowing the processing to be pushed much further without undesirable artifacts.

**Tip:** Because “HQ” mode uses softer clipping, some peaks may still jump above the clipping threshold. Experiment with toggling this setting and determine which clipping style works best for your application.

## Bypass

Bypass all of the plugin’s processing.

## CREDITS

Designed and programmed by Greg Hendler at GMH Audio.

Made with JUCE

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