Wave Destroyer Manual

INTRODUCTION

Wave Destroyer is an audio distortion plugin capable of a massive range of tones. The distortion character is endlessly tweak-able thanks to a unique compliment of controls as well as independent pre and post EQ sections. It can be used subtly as a saturator and exciter or it can be a tool of ultimate sonic destruction. Overdrive, distortion, fuzz, glitchy broken tones, and anything else you can dream up; its all possible with Wave Destroyer.

INSTALLATION

This plugin is available for PC as a 64bit VST3 and Mac as 64bit VST3 and AU formats.

Note: macOS Catalina is not supported. This plugin may or may not work on Catalina, sorry for the inconvenience.

Downloads available from gmhaudio.com

PC

Move the ".vst3" file included in the download to your VST plugin folder.

Rescan your plugins in your DAW.

Mac

AU

Move the ".component" file included in the download to:

/Library/Audio/Plug-Ins/Components

Rescan your plugins in your DAW.

VST

Move the ".vst3" file included in the download to:

/Library/Audio/Plug-Ins/VST3

Rescan your plugins in your DAW.

CONTROLS

The controls on the Wave Destroyer interface are divided into modules. The audio signal flows through the modules from left to right.

Input Module

Input Level

The signal volume going into the plugin. In addition to adjusting the volume, the Input also can be used to push more or less signal into the Drive section for additional fine control over the distortion.

Bypass

Bypass the plugin's processing.

Oversampling

Enables oversampling for better audio quality. Turning it off can result in aliasing artifacts.

DC Filter

Enables a steep high pass filter to remove DC offset. Although it's located in the input module the DC filter affects the final output of the plugin.

Pre and Post EQ Modules

The Pre and Post EQ modules are identical in functionality, but live before and after the Drive section respectively.

Low Cut

Adjusts the frequency of a 12db/octave high pass filter. Can be bypassed or enabled via the Enable button underneath the control.

High Cut

Adjusts the frequency of a 12db/octave Low pass filter. Can be bypassed or enabled via the Enable button underneath the control.

High

Controls the level of a high shelf filter at 4000Hz.

Mid

Controls the level of the mid range bell filter.

Freq

Controls the frequency of the mid-range bell filter.

Low

Controls the level of a low shelf filter at 150Hz

EQ Link (Pre Only)

Links the Pre and Post EQ sections. The linking is inverted so that a boost in the Pre module will cause and equal and opposite cut in the Post module. While linked, only the controls of the Pre section will be active.

Tip: The EQ link is based on a mixing trick in which equal and opposite EQs are used on either side of another effect. By using this feature, more or less of specific frequency ranges can be driven into the distortion in Pre ,only to have the frequency balance restored in Post. This allows the distortion to be more prominent at those specific frequencies. At extreme EQ settings the Post section may not be able to totally counteract the mangling after the distortion and strange, unique tones are possible.

Drive Module

Drive

The big knob! Controls the amount of drive into the distortion. Don't be afraid to crank it!

Waveform Display

The big screen in the middle of the plugin give a visual representation of what the distortion is doing. This is an approximation based on a 1kHz sine wave, your results may vary with real-world signals.

Turbo

Kicks the drive up another level! Engages another gain stage for maximum distortion.

Saturate/Distort/DESTROY

Chose the distortion mode. Saturate is subtle soft clipping, DESTROY is extreme hard clipping fuzz, and Distort covers all the ground in between.

Bias

Adds a DC bias offset to the incoming signal. This results in asymmetrical clipping in the distortion for varied harmonic characteristics.

Tip: Set the bias high while in the DESTROY mode for spurty, gated fuzz sounds.

Tip: The DC offset introduced by Bias and Asym controls can cause popping while the controls is being moved quickly. This is normal.

Asym

Adds or subtracts a DC offset to the signal after the drive but before clipping. This is similar to the Bias control but responds slightly different and can go both positive and negative.

Tip: The Asym and Bias controls interact very closely with each other. Experiment with different settings on both to get the maximum flexibly of out Wave Destroyer.

Tip: The Waveform Display will give you an idea how the Bias and Asym controls are shaping the waveform, but most signals are more complex than a simple sine wave. Because of this it will not necessarily reflect exactly what you hear.

Output Section

Output Level

The volume level after the plugin processing.

Mix

Blends the processed sound with the raw, unprocessed sound for parallel processing.

CREDITS

Designed and programmed by Greg Hendler at GMH Audio.

Made with JUCE

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