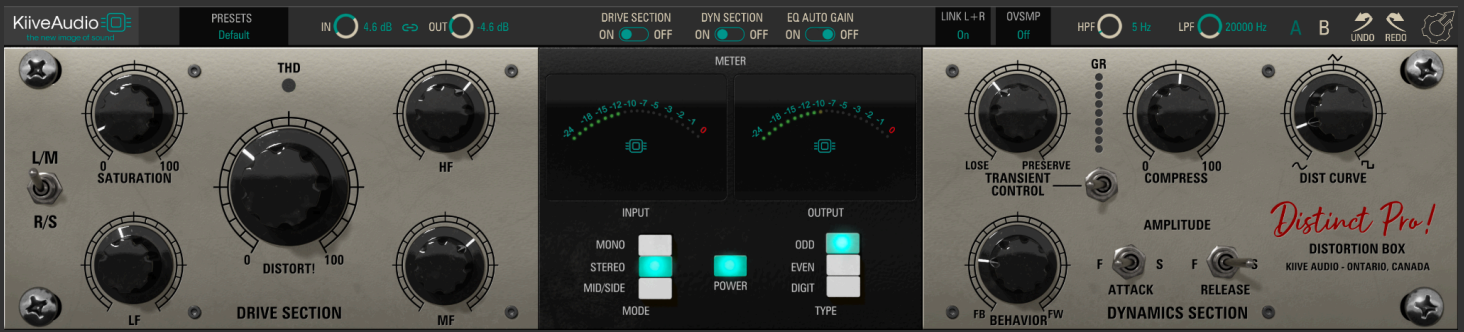


# KiiveAudio

the new image of sound

## DISTINCT PRO! Manual



### 1. Setup

#### 1.1 Installation

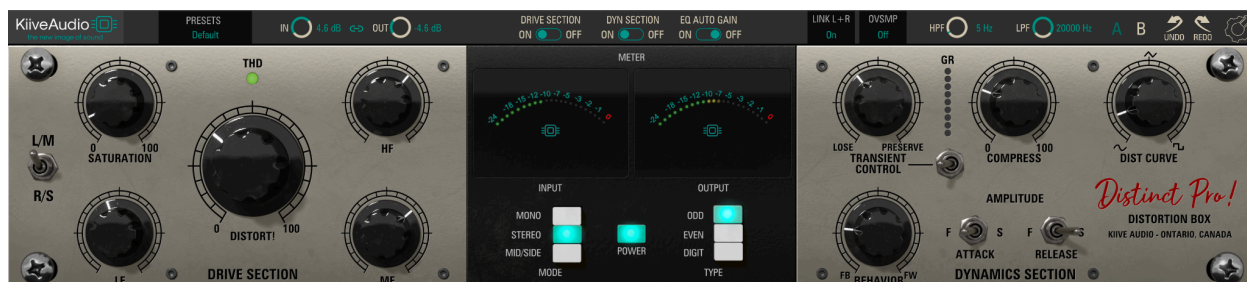
### 2. Controls

### 3. Troubleshooting

**Kiiveaudio.com**

# 1. Introduction

Welcome to Kiive Audio's Distinct Pro!, the cutting-edge distortion and dynamics processing plugin designed to elevate your audio production. This manual will guide you through the features and functionality of each knob and switch.



## System Requirements / Formats

- Mac 64bit / M1 Native: VST3, AU, AAX
  - Windows 64bit: VST3, AAX
- 1 GHz Intel Dual Core Processor or AMD equivalent (PC)
  - 4GB of RAM
- Mac OS X 10.7 or higher, 10.14 or higher recommended
  - Windows 7 & Above
- Screen res: 1024 x 768 or higher
  - 64 bit DAW support only

# 1. Setup

## 1.1 Installation

For Mac users: The included installer should install the plugin's VST, VST3, AU, and AAX formats automatically, you may need to restart your DAW to see the plugin listed.

For Windows users: You will have to manually move the plugin formats into their respective folders. Common locations for each format are as follows:

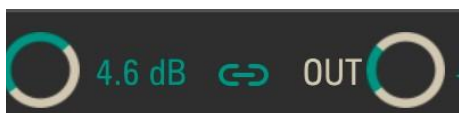
```
VST:  
  C:\Program Files\VstPlugins  
  C:\Program Files\Steinberg\VstPlugins  
  C:\Program Files\Common Files\VST2  
  C:\Program Files\Common Files\Steinberg\VST2  
VST3:  
  C:\Program Files\Common Files\VST3  
AAX:  
  C:\Program Files\Common Files\Avid\Audio\Plug-Ins
```

If after restarting your DAW, you still don't see the plugin listed, check your DAW's plugin folder settings, and be sure that is in the proper location for your software.

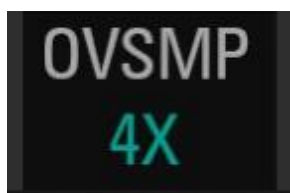
## 2. Controls



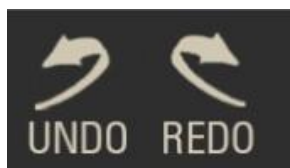
**PRESETS** opens the preset menu with multiple options for presets loading, saving and viewing.



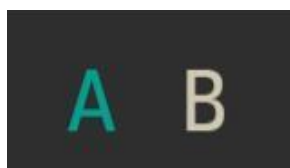
**IN AND OUT** controls the input and output gain of the plugin. This plugin is designed to be a more subtle effect so we've added a link button to easily gain stage this plugin if you want a more heavy handed sound.



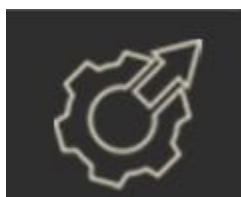
**OVSMP** sets the oversampling rate for Distinct Pro, its default is Off, but it can go up to 16x. Oversampling increases CPU usage but can reduce aliasing.



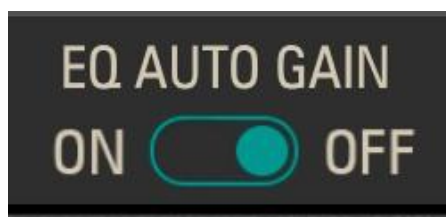
**Undo and redo** can move back and forward in the history of tweaks you've made to the controls.



**A B** switches between two saved states of the plugin, useful for comparing changes.



**Settings** access the GUI resize control which changes the size of the window from 75% to 150%. Defaults to 100%. As well as check the version number and info on the plugin



**EQ Auto Gain** Engaging this switch applies an automatic make-up gain for the EQ section based on the saturation EQ curve. It ensures that any EQ adjustments made before the saturation stage do not affect the overall level but only the tone of the saturation. This helps in

maintaining a consistent output level while changing the coloration of the saturation.

## DRIVE SECTION

**Distort:** This is the core control for adjusting the plugin's primary harmonic distortion. It shapes the overall character of the distortion by influencing the amplitude and dynamic response of the harmonics introduced into the signal. The precise effect of this knob is contingent upon the selected distortion type.

**Saturation (SAT):** Works in tandem with the 'Distort' control to infuse the signal with a layer of subtle, musical saturation. This knob allows you to blend the main distortion effect with additional harmonic content, resulting in a richer and more complex sound.

**L/M - R/S (Left/Mid - Right/Side) Switch:** Determines whether the set of controls affects the left and mid channels or the right and side channels of the signal. When set to L/M, the controls influence the left channel in a mono context or the mid content in a stereo context. The R/S position affects the right channel or the side content in stereo. These controls are linked by default to ensure coherent processing across both channels.

**HF (High Frequency) Gain:** Adjusts the gain for the high-frequency band centered around 6350 Hz. The range of adjustment is from -10 to +10, allowing for either attenuation or amplification of the high frequencies to tailor the brightness and presence in your mix.

**MF (Mid Frequency) Gain:** Controls the gain for the mid-frequency band centered around 550 Hz. The knob also has a range of -10 to +10, enabling you to cut or boost the midrange, which can affect the perceived warmth and body of the sound.

**LF (Low Frequency) Gain:** This knob adjusts the gain for the low-frequency band centered around 140 Hz. With the same -10 to +10 range, it gives you the ability to either diminish or enhance the low-end punch and fullness.

## CONTROL PANEL / METERS

**Types (ODD, EVEN, DIGIT):** The 'Types' switch allows you to select between different saturation algorithms, each with its unique flavor:

- **ODD:** Introduces odd-order harmonics, which tend to be more aggressive and can give the sound a harder edge.
- **EVEN:** Adds even-order harmonics for a smoother, more melodious saturation that often results in a fuller, warmer sound.
- **DIGIT:** Implements a soft clipping algorithm that offers a subtler form of saturation, akin to digital clipping but without the harshness, providing a gentle rounding off of the peaks.

**Modes (MONO, STEREO, M/S):** This switch selects the operational mode of the plugin, affecting the channel configuration and processing approach:

- **MONO (Dual Mono):** Treats both channels independently, applying the same processing to each, which is useful when working with dual-mono tracks.
- **STEREO (Stereo Linked):** Links the channels together, ensuring that the compression and saturation are applied identically to both, preserving the stereo image.
- **M/S (Mid/Side):** Engages mid-side processing, allowing for separate control over the center and the sides of the stereo field, providing a powerful tool for stereo imaging and spatial manipulation.

## DYN SECTION

**Compress:** This knob controls the threshold at which compression starts to take effect. Turning it clockwise increases the compression effect, meaning more of the signal will be compressed, which can result in a more consistent level of audio.

**Behavior:** This crucial control adjusts the compression style. Moving it to the left engages feedback compression, which can yield a smoother, more musical response as it uses the output signal to determine the amount of compression. Moving it to the right switches to feedforward compression, offering a more precise and aggressive response, using the input signal for its calculations. This knob also subtly adjusts the knee—soft to the left and hard to the right—as well as the ratio, giving you extensive control over the dynamics of your signal.

**Dist Curve:** Tailors the harmonic content of the compressed signal by adjusting the harmonics generated by the compression circuit. The effect is subtle, allowing for fine-tuning of the saturation character without drastic changes to the sound.

**Transient Control (Lose/Preserve):** Positioned post-compression, this switch allows you to either diminish (Lose) or enhance (Preserve) the transients in your audio. Reducing transients can help in taming overly sharp attacks, while preserving them can maintain or accentuate the initial hit and impact of percussive elements, adding life and punch to the sound.

**Attack (F/S):** Determines how quickly the compressor reacts to the incoming signal that exceeds the threshold. 'F' stands for fast, set at 0.5 milliseconds for immediate compression, useful for very transient material. 'S' represents slow, at 8 milliseconds, allowing for a more gradual engagement of compression which can preserve the natural attack of the signal.

**Release (F/S):** Sets the time it takes for the compressor to stop compressing after the signal falls below the threshold. 'F' is for a fast release, set at 45 milliseconds, which can prevent pumping and breathing effects in fast-paced material. 'S' is for slow release, set at 150 milliseconds, which can provide a more natural decay of the compression effect.

## 4. Troubleshooting

1. Be sure to re-read through the **Setup** section of this manual just in case.
2. Check the **Kiive Audio FAQ** to see if your issue is already listed.
3. If not, contact **support@kiiveaudio.com** with your plugin version, the details of the issue, and the steps to reproduce it.