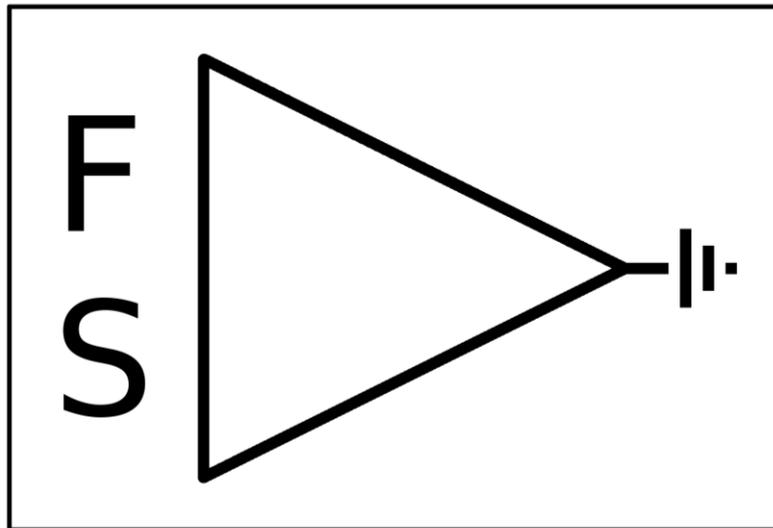


BUDDYCOMP

USER MANUAL

by Forgotten Clank Studios



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CONTROLS FRONT PANEL (BASIC)



Character	Ranges from “clingy” (normal compressor) to “casual” (special algorithm). The special algorithm will turn down the signal more, generally speaking, as you can see in the gain reduction meter. However, it is more relaxed in how it goes about compressing the signal. Don’t be afraid to push it above 15 dB of gain reduction which would sound really compressed on most compressors (which is the same as “clingy”). <i>Buddycomp</i> will handle the gain reduction in a more relaxed way.	
Energy	Ranges from “bouncy” to “sturdy”. Think of this as how hard the compressor grabs your signal, similar to turning up the ratio on a normal compressor.	
Drive	Determines how hard the compressor is driven (similar to what “Input Gain” is on most compressors).	
Makeup	Determines the makeup (output) gain. This gain change is applied only to the wet signal.	
Advanced	Switches the controls from the basic controls to the advanced controls.	
Display	<i>Input level</i>	Peak level of the input, with “Drive” taken into account
	<i>Gain reduction</i>	Gain reduction in dB
	<i>Output level</i>	Peak level of the output, with “Makeup” taken into account

CONTROLS FRONT PANEL (ADVANCED)



Lookahead	Determines the amount of lookahead used by the compressor. Compressors will accentuate the transients of signals. You can prevent that by using lookahead, it is automatically delay-compensated by Reason.
Dry/Wet	Determines the ratio between dry and wet signal. Turn this knob down to apply parallel compression to your signal.
Lowcut	Cuts the low frequencies off when determining the gain reduction. One can think of it as limiting the frequency range the compressor acts on. Although not entirely true, it is a simple way of looking at it and holds true in most cases.
Highcut	Cuts the high frequencies off when determining the gain reduction. One can think of it as limiting the frequency range the compressor acts on. Although not entirely true, it is a simple way of looking at it and holds true in most cases.
Advanced	Switches the controls from the advanced controls to the basic controls.
Display	<i>Input level</i> Peak level of the input, with “Drive” taken into account
	<i>Gain reduction</i> Gain reduction in dB
	<i>Output level</i> Peak level of the output, with “Makeup” taken into account

CONTROLS BACK PANEL



In	Audio inputs
Out	Audio outputs
Side In	Sidechain inputs
Gain Red.	Gain reduction CV output
Safety Net	When using the compressor with high “Drive” and low “Character” it usually applies a lot of gain reduction but is not fast to reach it. That means that after moments of silence, the gain reduction is very low and will take a while to ramp up to its usual level. This results in very loud spikes in the audio signal. The “Safety Net” prevents this and lets the compressor start with a certain amount of gain reduction, based on the values of the “Safety Net” and “Character” knobs.

FAQ

I think I've found a bug. Where can I report it?

You can get in touch via [E-Mail](#), [Facebook](#) or [Instagram](#). I'll try to fix bugs as quickly as possible!

I've got this amazing idea for a new feature. Will you implement it?

It depends on many factors. I'm always happy when people that use my devices get in touch, so feel free to say hello! [E-Mail](#) | [Facebook](#) | [Instagram](#)

There's this awesome thing I can't do in Reason. Will you code a Rack Extension that does this thing?

There are still many Rack Extensions on my wish list that I would like to get to some time in the future. But I'm always interested in hearing your ideas! [E-Mail](#) | [Facebook](#) | [Instagram](#)