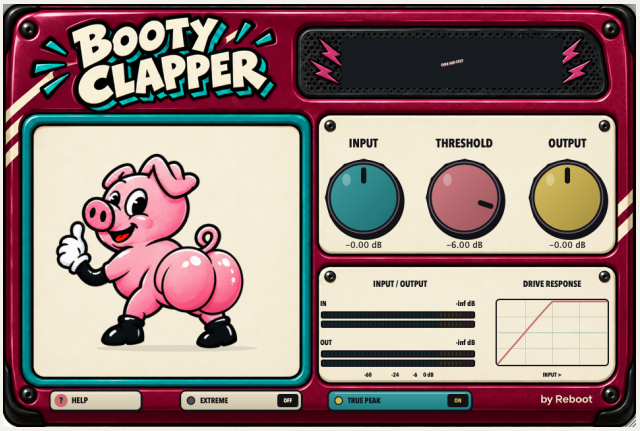
BOOTYCLAPPER

USER GUIDE 1.0.0

A compact way to add weight, control peaks and push a sound into saturation. INPUT, THRESHOLD and OUTPUT work together; EXTREME adds a stronger character, while TRUE PEAK provides extra output protection.



Compact view / example settings.

YOUR FIRST MINUTE

01 / Start gently

Insert it on an audio track. Start with INPUT 0 dB, THRESHOLD -6 dB, OUTPUT 0 dB, EXTREME off and TRUE PEAK on.

02 / Find the weight

Loop a passage with clear attacks. Raise INPUT gradually, then compare THRESHOLD settings. Listen to the attack and the body.

03 / Match and compare

Lower OUTPUT to compare at similar loudness. Use your DAW bypass and listen in the arrangement as well as solo.

Overview

A practical guide to the device and its controls.

Start with a clear reference

Follow the quick start, then change one control at a time. The interface images show example settings; use the text to choose a useful starting point.

Work through the controls

Each chapter brings the relevant controls together with a short listening exercise. Use the final reference section when you need a quick check.

IN THIS GUIDE

01 / Shape the pressure

02 / Meters and protection

03 / Quick checks

01 / Shape the pressure

Start with the three main controls, then decide how much character the part needs.



Interface detail / example settings.

INPUT / -24 to +24 dB

Sets how hard the signal enters the processor. More input increases pressure on the compression and saturation stages. Lower values ease it back. If a kick loses its attack or a bass becomes too dense, reduce INPUT first. Default: 0 dB.

THRESHOLD / -48 to 0 dB

Controls the processing character and where it engages. At 0 dB, the sound favours cleaner compression without the soft-clipping blend. Moving lower blends in the soft curve and changes the gain treatment. This is not the final output ceiling, and lower values do not guarantee more audible distortion on every sound. Default: -6 dB.

OUTPUT / -24 to +24 dB

Sets the final balance. Positive output gain also feeds the level-control stages and can change the processing; it is not simply an unrestricted boost after protection. Use negative OUTPUT to make a fair loudness comparison. Default: 0 dB.

EXTREME / off by default

Adds stronger linked compression and a parallel harmonic saturation layer with level compensation. It can add density and bite without a large jump in loudness. Compare it at moderate INPUT before combining it with your hardest settings.

A repeatable working order

Set INPUT for the amount of pressure, adjust THRESHOLD for character, then compare EXTREME off and on. Finally match loudness with OUTPUT. Double-click the main knobs to reset them. Save the DAW project to retain your settings.

TRY IT
Use one drum loop. Compare THRESHOLD 0, -24 and -48 dB at a moderate INPUT setting. Match output level each time and judge punch, texture and sustain rather than loudness alone.

02 / Meters and protection

Meters tell you about level; the animation gives the controls a visible personality.



Interface detail / example settings.

TRUE PEAK / on by default

Adds stereo-linked protection against peaks between digital samples. It uses an internal safety margin below the -0.1 dBTP target. OFF removes this extra stage, but the sample guard remains. The two settings can sound different when protection is actively reducing peaks.

Latency and placement

The processor looks ahead to incoming peaks and reports its delay to the DAW. At 48 kHz, the current build reports 614 samples, about 12.8 ms. TRUE PEAK on and off retain the same latency. Consider this when monitoring a live performance through the effect.

INPUT / OUTPUT meters

IN displays the level after INPUT gain; OUT displays the processed output. Compare these with meters at the same point in your DAW. Track gain, later effects and the sum of several tracks can raise the level again.

DRIVE RESPONSE

The curve illustrates the drive response; it is not a true-peak meter or a full picture of time-dependent compression. Use it as a visual aid and listen to how real transients and sustained material react.

What the pig is showing

INPUT drives the groove, head, arm and feet. THRESHOLD drives inflation, colour, steam and flames, with INPUT influencing the overall pressure. EXTREME adds a little more visual pressure. Pop-ups follow the combined state. The animation is not an audio overload alarm.

Window and HELP

The window starts at 525 × 350 and scales from 450 × 300 to 1920 × 1280. HELP opens the installed tutorial when available; otherwise it shows built-in quick help. The artwork and controls scale together.

TRY IT
Compare TRUE PEAK on and off at unchanged gain. Then check the meter after any following effects: later processing and summing can raise the level again.

03 / Quick checks

A few focused checks are usually more useful than turning everything at once.

Little audible change

Check DAW bypass and the IN meter. If the source is quiet, raise INPUT gently. Compare EXTREME and different THRESHOLD settings on a repeated phrase. An animated pig alone does not prove audio is being processed.

Too harsh or too flat

Reduce INPUT, switch EXTREME off and compare THRESHOLD nearer 0. Check for positive OUTPUT gain. Listen for the return of the initial attack and avoid using added loudness as the only sign of improvement.

The main output is higher than expected

Check channel gain, following plugins and bus summing. A protected individual track can still contribute to a louder main mix. Compare meters at the same signal-chain position.

The pig moves without playback

Its movement follows the control settings rather than incoming audio peaks. INPUT and THRESHOLD have different visual roles. This is normal, including when the track is stopped.

Keep a useful comparison

Save the project before a large change. Use the same passage and similar listening levels for comparisons. There is no internal factory-preset browser to manage.

TRY IT
For a reliable starting comparison, return INPUT and OUTPUT to 0 dB, THRESHOLD to -6 dB, EXTREME off and TRUE PEAK on. Then change one control at a time.