

WAVES

OneKnob PUMPER



USER GUIDE



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Chapter 1: Introduction

1.1 Welcome

Thank you for choosing Waves. In order to get the most out of your Waves processor, please take the time to read through this manual.

In conjunction, we also suggest that you become familiar with www.wavesupport.net. There you will find an extensive **Answer Base**, the latest **Tech Specs**, detailed **Installation** guides, new **Software Updates**, and current information on **Authorization** and **Registration**.

By signing up at www.wavesupport.net, you will receive personalized information on your registered products, reminders when updates are available, and information on your authorization status.

1.2 Product Overview

The Waves One Knob Series is a set of eight plugins, each delivering a certain sound and a single knob to control getting more or less of that sound. Simple and easy to use, these plugins are nevertheless not light on CPU power or sound quality. On the contrary, our mission is to provide the best-sounding process and results, coupled with the easiest usage and operation. We hope you will enjoy using these plugins and will put them to good use.

The OneKnob Series includes:

1. OneKnob Brighter: mono and stereo
2. OneKnob Phatter: mono and stereo
3. OneKnob Filter: mono and stereo
4. OneKnob Pressure: mono and stereo
5. OneKnob Louder: mono and stereo
6. OneKnob Driver: mono and stereo
7. OneKnob Wetter: mono, stereo, and mono-to-stereo (m>s)
8. OneKnob Pumper: mono and stereo

1.3 Concepts and Terminology

The OneKnob Series plugins are designed to be inserted on Digital Audio Workstation track inserts. They are not designed to work in auxiliary send/return setups, but can be inserted in any plugin insert slot.

The basic concept of the OneKnob Series is that all plugins have one knob that allows doing more or less of what the plugin's name suggests.

The plugin's initial or default state is usually neutral, leaving the input signal unchanged. The default value is usually 0, or the minimal control setting. The one exception is OneKnob Filter, where 10 (the maximum control value) is the default setting.

These plugins are about fun and ease of use, not necessarily about precision or expert processing. Since the plugins are all Native processors, they may sometimes output a hot signal that goes over the full scale (0 dBFS), in which case they will clip at the D/A converter. You can either use the tools in your DAW to reduce the output level and eliminate the clipping, or trust what you hear and go with whatever sounds best, even if it lights the little red LED at the top of your DAW meter.

Chapter 2: Interface and Controls



OneKnob Pumper is a gain reduction processor modulated by an internal LFO. Its main function is to create the “pumping” effect that is usually achieved by feeding a bass drum into the sidechain of a mix bus or an individual channel’s compressor. By using a synchronized automatic triggering mechanism (the LFO), OneKnob Pumper saves you the need to manually route the bass drum into the compressor sidechain. This makes OneKnob Pumper a more immediate and user-friendly solution.

Using the Rate menu, you can synchronize the internal LFO at various intervals, not only at the usual quarter-bar interval. This makes OneKnob Pumper a tool with further creative possibilities, such as rapid gating effects.


The Offset menu lets you set the start phase of the LFO between -180 and 180 degrees.

Chapter 3: The WaveSystem

3.1 The WaveSystem Toolbar

All Waves plugins feature the WaveSystem toolbar, which takes care of most administrative functions you will encounter while working with your Waves software. On the OneKnob Series, the features of the WaveSystem toolbar are somewhat scaled down compared with the standard WaveSystem toolbar found on most other Waves plugins. Specifically, due to the limited amount of controls, we figured that 32 levels of Undo/Redo may be a little extensive.

Toolbar Functions

	Opens the plugin About box
Setup A/B	Toggles between two presets, useful for comparison of parameter settings
Load	Recalls presets from file
Save	Saves presets in the Waves file formats
?	Opens the PDF manual for the plugin you are using

3.2 Preset Handling

Preset Types

Factory Presets are permanent presets in the Load menu. Factory presets cannot be overwritten or deleted. When applicable, different plugin components may have different factory presets.

User Presets are your favorite settings of the plugin, saved in the Load menu under 'User Presets'. User presets can be overwritten or deleted.

Setup Files may contain more than one preset. For example, a single file may contain all the presets for a session. When you open a setup file, all its setups become part of your Load pop-up menu for fast access. This can be particularly useful with multiple instances of a plugin in a single session. By saving all the settings you create into a single setup file, they can all be quickly available for every instance of that plugin.

Loading Presets and Setups



Click on the Load button to see the Load pop-up menu. The menu is divided into four sections. If a section is not currently available, it will not appear in the Load pop-up menu.

- Open Preset File...** Select to open any setup or preset file, whether from the Library or your own creations.
- 'Filename.xps':** Displays any currently loaded setup file and its presets.
- Factory Presets:** Displays the default factory presets.
- User Presets:** Displays any loaded user presets.

Saving Presets and Setups



Click on the Save button to see the Save pop-up menu. Four options are available. If an option is not currently available it will be grayed out and inaccessible.

- Save to New File...** Select this to start a new setup file. There are two prompts – first for the setup filename, then for the preset name. You must provide a name for both the setup file and the preset. Click OK

(ENTER) to complete the save. It is a good idea to create a folder in which to save several setup files for a project.

Save 'File Name' – "Preset Name" Overwrites the settings of the loaded preset (whether a user preset or a preset from a setup file) with the current settings. If a setup file is currently loaded, its name will be displayed, followed by the name of the preset itself. If a user preset is loaded, its name will be displayed.

Save to 'File Name' As... Saves the current settings as a new preset into whichever setup file is open (if no setup file is open, the option will be grayed out). You will be prompted to give the preset a name.

Put into Preset Menu As... Saves the current settings into a user preset that will remain in your Load menu until deleted. You will be prompted to give this preset a name. User presets are stored in the plugin's preference file.

Please note: Preset names may not include special characters such as !, @, #, %, ^, etc.

Deleting Presets

may delete user presets and presets within a setup file. Factory presets and Setup Library files cannot be deleted or overwritten.

1. Hold down the Command (Mac)/Control (PC) key.
2. Click-and-hold the Load button to see the pop-up menu.
3. While still holding the Command/Control key, select the preset or setup to delete.
4. A confirmation box will appear, allowing you to Cancel or OK the deletion.

A/B Comparison and Copying



The Setup A/Setup B button may be clicked to compare two settings. If you load a preset in the Setup B position, this will not affect the preset loaded into the Setup A position, and vice versa.

If you want to slightly modify the settings in Setup A, you can copy them to Setup B by clicking on the “Copy to B” button, then alter Setup A and compare with the original Setup B.

The name of the current setup will be shown in the title bar (on platforms that support this feature), and will switch as you change from Setup A to Setup B.

Note: An asterisk will be added to the preset name when a change is made to the preset.

3.3 Interface Controls

Controls can be in one of three states:

- **Not Selected**, where the control is not the target of any user entry
- **Selected**, where the control is the target of mouse control entry only
- **Selected and Active**, where the control is the target for both mouse and keyboard entry

Toggle Buttons

Toggle buttons display the state of a control and allow switching between two or more states. **Single-click** to change the control's state. Some toggle buttons have a text display that updates with the current setting, while others (bypass, solo, and monitoring toggles) illuminate when the control is active.

Some plugins have **link buttons** between a pair of toggle buttons, allowing click-and-drag adjustment while retaining the offset between the controls.

Value Window Buttons

Value windows display the value of a control and allow click-and-drag adjustment, or direct control via the keyboard.

- **Using the mouse**, click-and-drag on the value window to adjust. Some value windows support left/right, some up/down (as you hover over a button, arrows will appear to let you know which direction of movement that button supports). You may also use your mouse wheel to adjust parameter values.
- **Using the arrow keys**, click once with mouse to select the button, then use up/down or left/right (depending on the direction supported by that button) to move in the smallest incremental steps across the button's range (holding down the arrow keys will move faster through the range).
- **Using key entry**, double-click on the button to open the value window, and directly enter the value from your keyboard. If you enter an out-of-range number, the button stays selected but remains at the current setting.

Some plugins have **link buttons** between a pair of value windows, allowing click-and-drag adjustment while retaining the offset between the controls.

Sliders

Click or scroll the mouse wheel on the slider itself or anywhere within the slider track. The numerical value of the slider settings is displayed in a hover window above the slider path.

Hover Box

Hover boxes appear and display the control value when you hover with the mouse over the control.

3.4 Waves Preferences (Pro Tools Only)

When launching Pro Tools, hold Shift to view the plugin's Preferences window. The following options are available:

- Don't use AudioSuite plugins
- Don't use RTAS plugins
- Rescan all plugins
- HUI control surface support (low resolution)
- Enable single-click text entry