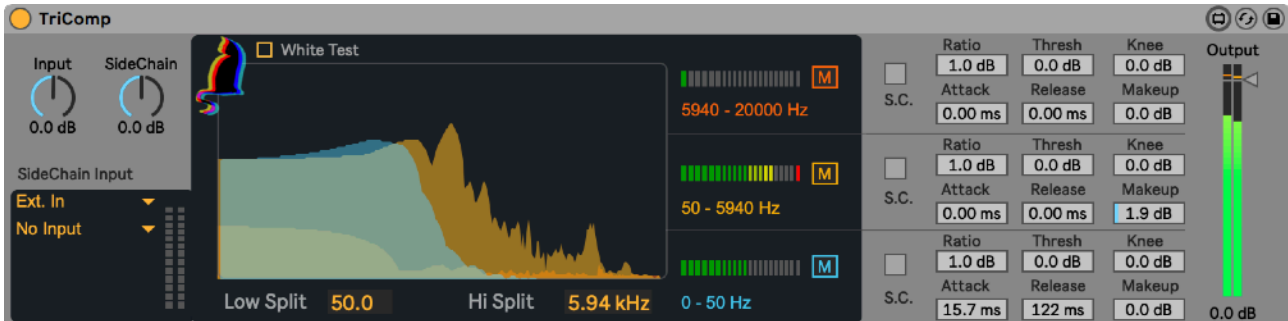


# TriComp by Max for Cats

Multiband Compressor with SideChain Compression per Band



Compression is the process of lessening the dynamic range between the loudest and quietest parts of an audio signal. This is done by boosting the quieter signals and attenuating the louder ones.

TriComp is an advanced multiband compressor and allows you to split the input into three variable frequency bands. Each band can then be compressed individually and the compression can be sidechained individually as well. This allows for quite precise control of the signal dynamic, but also opens the door to many sound design possibilities since each band can also be muted.

Threshold: how loud the signal has to be before compression is applied.

Ratio: how much compression is applied. For example, if the compression ratio is set to 6:1, the input signal will have to cross the threshold by 6 dB for the output level to increase by 1 dB.

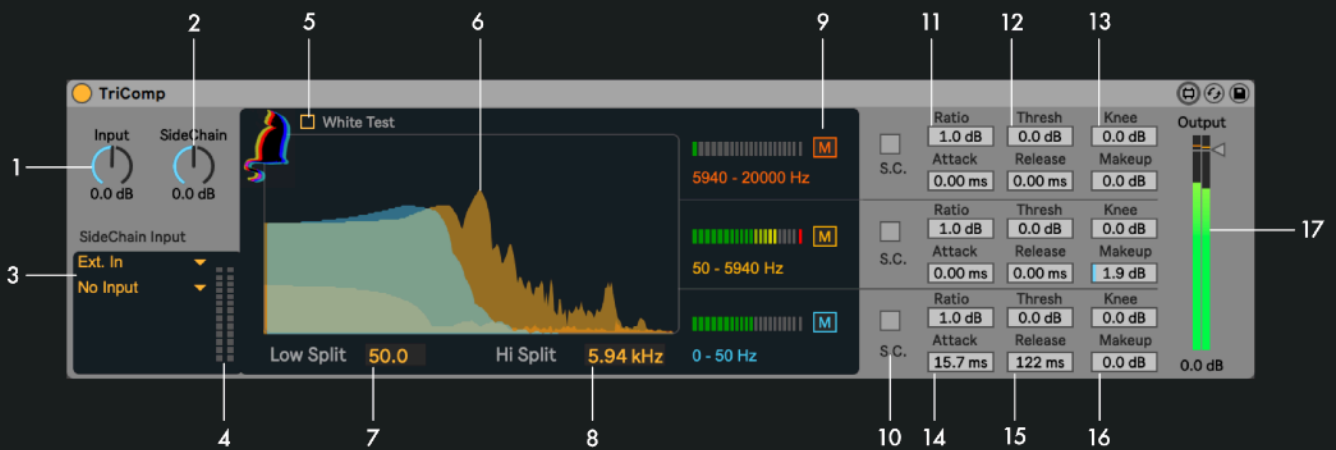
Attack: how quickly the compressor starts to work.

Release: how soon the compressor stops after the signal dips below the threshold.

Knee: sets how the compressor reacts to signals once the threshold is passed. Hard Knee settings mean it clamps the signal straight away, and Soft Knee means the compression kicks in more gently as the signal goes further past the threshold.

Make-Up Gain: allows you to boost the compressed signal as compression often attenuates the signal significantly.

Output: allows you to boost or attenuate the level of the signal output from the compressor.



- 1 **Input Gain:** Adjusts the volume gain of the input
- 2 **SideChain Gain:** Adjusts the volume gain of the side chain input
- 3 **SideChain Routing:** Selects the track for sidechain routing
- 4 **SideChain Level Meter:** displays the volume level of the sidechained track
- 5 **White Noise:** Activates white noise for testing and adjustment routines
- 6 **Frequency Spectrum Display:** shows the frequency distribution of the three bands
- 7 **Low Split:** Sets the frequency split between the low and mid frequency band
- 8 **Hi Split:** Sets the frequency split between the mid and high frequency band
- 9 **Frequency band mute switches:** mutes the respective frequency band
- 10 **SideChain activator switches:** turn sidechain compression on/off for the the respective frequency band
- 11 **Ratio:** Sets the ratio of compression between the input and the output level
- 12 **Threshold:** Sets the input level at which compression will begin
- 13 **Knee:** Adjusts the responsiveness of the compressor as the input level approaches the threshold
- 14 **Attack:** Sets how long it takes to reach maximum compression once the signal exceeds the threshold
- 15 **Release:** Sets how long it takes for compression to stop after the signal drops below the threshold
- 16 **Makeup Gain:** Sets the gain after the compression to make up for the reduction in volume through compression
- 17 **Output Gain:** Sets the overall output gain of TriComp

Since modifying the dynamic structure of an audio signal is a dramatic change, it is wise to learn and listen how each parameter affects the signal in order to make the best use of TriComp.