Excite Audio.

LIFELINE console

USER MANUAL

GLOBAL

1. **In:** Controls the level of the input gain.
2. **Out:** Controls the level of the output gain.
3. **Link:** Links the input and output sliders.
4. **Triangle Pad:** Allows you to run your audio through virtual consoles, adding the warm and unpredictable characteristics of these mixing desks to your audio.

   CLEAN – A modern sounding mixing desk for gentle glue and subtle warmth.
   *VINTAGE* – A vintage sounding mixing desk with a limited frequency range for a classic sound.

5. **Node:** Controls the blend between the DRY signal, CLEAN console signal and VINTAGE console signal.
6. **Warm:** Adds body & richness to the low end and reduces harshness in the upper midrange.
7. **Shine:** Adds air & presence to the top end and reduces mud in the lower midrange.
8. **BYPASS:** Bypasses all audio processing.

Quick Tip – When using the VINTAGE console mode, use the Shine control to add back in some of the high frequencies lost through the vintage console.
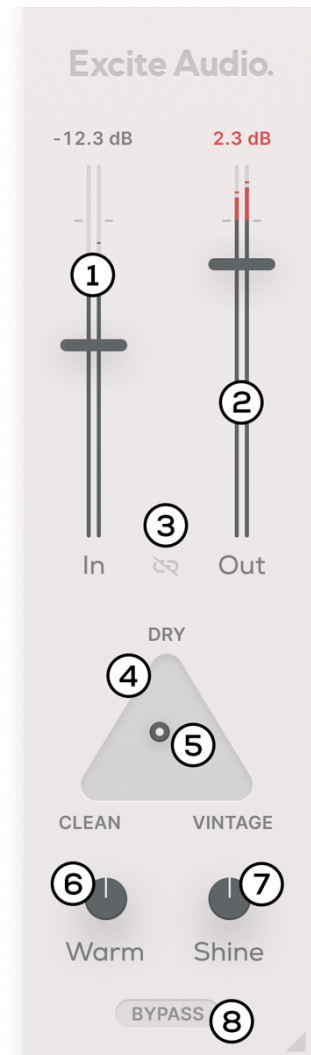
PRESETS
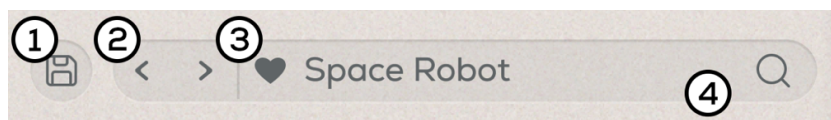
1. **Save Preset:** Saves the current settings as a new preset.
2. **Arrows:** Navigates to the previous or next preset.
3. **Preset Favourite:** Adds the current preset to the favourites folder.
4. **Preset Bar:** Displays name of the current preset. Click to open the preset browser.

ALL MODULES – Common Controls

1. **On/Off:** Bypasses all processing done by this module.
2. **Int:** Double-click this to reset the module.
3. **Output Gain:** Controls the output gain of the module.
4. **Arrows:** Navigates through the different module modes. Click the mode name to reveal the dropdown menu.
5. **Visual Display:** Displays the frequency response of the module's output and the module's main controls. Open the advanced panel to control the module via the visual display.
6. **Main/Adv:** Toggles between Main and Advanced panel.

1. **Unlink:** Unlinks the stereo channels so the module can be controlled in Left/Right mode or Mid/Side mode.
   Link: Links the stereo channels. The controls will snap to the values of the channel that was last selected.
2. **L/R:** Controls the plugin in Left/Right mode.
3. **M/S:** Controls the plugin in Mid/Side mode.

PREAMP MODULE

The preamp module drives your audio through one of *three* frequency curves, adding gain, warmth, saturation, and excitation to your audio.
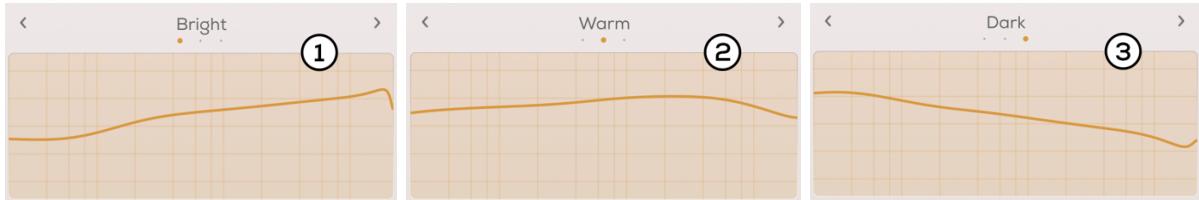
1. **Bright:** A saturation curve for adding high-end presence.
2. **Warm:** A saturation curve for adding body and mid-range presence.
3. **Dark:** A saturation curve for adding weight and punch to low frequencies.

Main Panel

4. **Drive:** Increase the gain of the input signal.
5. **Push:** Increases the overall gain of the saturation curve.
6. **Pull:** Reduces the gain of the wet signal along the frequencies of the curve.
7. **Link:** Links the Push and Pull controls.

Advanced Panel

8. **Bias:** Adjusts the emphasis of the saturation curve towards either high or low frequencies.

> *Quick Tip* – Moving Bias and Shape to 100% will give you the most extreme frequency curve possible for each algorithm.

9. **Q:** Controls the steepness of the peaks in the saturation curve.
10. **Shape:** Adjusts the relative distance between the frequency of the peaks in the saturation curve.
11. **Low End:** Filters out low frequencies up to a specified frequency.
12. **VU Meter:** This measures the level of the input gain.

EQ MODULE

The equaliser module is built for sculpting frequencies and shaping the tonal balance of your audio, offering three algorithms for different EQ tasks.

- **Gain:** A clean circuit for simple and clinical EQ tasks.
- **Vintage:** A vintage circuit that adds harmonics when boosting.
- **Dirty:** A dirty circuit that adds heavy saturation and distortion when boosting.

Main Panel

1. **High:** Controls the gain of the high shelf or the frequency of the high cut.
2. **Shelf/Cut Toggle:** Toggle between using a cut-off filter and a shelf filter.
3. **Low:** Controls the gain of the low shelf or the frequency of the low cut.

> *Quick Tip* – On the Main panel, changing the Gain of the Shelf and the Hz of the Cut changes the corresponding Gain of the Cut and the Hz of the Shelf.

Advanced Panel

4. **dB:** Controls the gain of the EQ curve.
5. **Hz:** Controls the frequency of the EQ curve.
6. **Q:** Controls the steepness of the EQ curve.
7. **Node:** Drag to change the frequency and gain of the EQ curve. Use the mouse wheel to control the Q.
8. **Scale:** Changes the scale of the EQ display.

COMPRESSOR MODULE

The Compressor module is built for characterfully controlling the dynamics of your audio, providing *three* compression styles to deal with different production and mixing tasks.

- **Analogue:** A classic compressor that smooths out signals and offers the character of hardware units.
- **Transparent:** A modern compressor for clean gain reduction.
- **Variable:** An adaptive compressor with an input-dependent response.

> *Quick Tip* – When using the Variable compressor, change the Stereo Link to 0% to get broad, open compression across your stereo field.

Main Panel

1. **Threshold:** Controls the gain level at which the compressor starts working.
2. **Makeup:** Controls the makeup gain of the output signal.
3. **Auto Makeup:** Click once to automatically find a makeup gain level. Click and hold for a more accurate makeup gain level.
4. **Mix:** Controls the blend between the Dry signal and the Compressed signal.

Advanced Panel

5. **Ratio:** Controls the amount of gain reduction applied once the threshold is reached.
6. **Bandpass Filter:** Sets the highest and lowest frequency of the bandpass filter that the compressor will process.
7. **Attack:** Controls the speed at which the compressor starts reducing gain once the input signal reaches the threshold.
8. **Release:** Controls the speed at which the compressor stops reducing gain after the input signal drops below the threshold.
9. **Stereo Link:** Controls the stereo link of the compressor. Reacts to either the individual stereo channels or the sum.
10. **Knee:** Controls the smoothness of the transition between the uncompressed and compressed states of your audio.
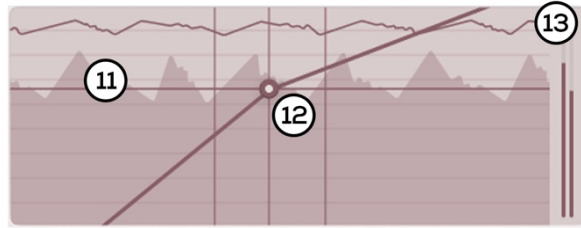
Interactive Display

11. **Waveform Display:** This displays the waveform of the incoming signal, showing the peak level of the signal.
12. **Node:** Drag to control the Threshold and Knee parameters. Use mouse wheel to control the Ratio.
13. **Gain Reduction Line & Meter:** This displays the gain reduction being applied to your audio in real time.

MODULATION MODULE

This module simulates the pitch drift of *three* analogue audio formats by modulating the pitch of the incoming signal.

- **Tape:** Creates subtle pitch modulation with heavy depth-speed compensation.
- **Vinyl:** Creates moderate pitch modulation with medium depth-speed compensation.
- **Cassette:** Creates heavy pitch modulation with no depth-speed compensation.

Main Panel

1. **Depth:** Increases or decreases the depth of the Wow and Flutter. This macro scales up to the maximum depth set on the advanced panel for Wow and Flutter.
2. **Speed:** Increases or decreases the speed of the Wow and Flutter. This macro scales up to the maximum speed set on the advanced panel for Wow and Flutter.
3. **Mix:** Controls the blend between the Dry signal and the pitch-modulated signal.

> *Quick Tip* – Increase the Depth of the Wow at a slow Speed rate and set the Mix at 50% to create a flanging effect.

Advanced Panel

4. **Modulation Shapes:** Selects the shape of the modulation.
   Sine Wave – Modulates the pitch up and down smoothly.
   Sawtooth Wave – Modulates the pitch up smoothly then down quickly.
   Reverse Sawtooth Wave – Modulates the pitch down smoothly then down quickly.
   Random Wave – Modulates the pitch up and down randomly.
5. **Depth:** Increases the depth of the pitch modulation.
6. **Speed:** Increases the speed of the pitch modulation.
7. **Sync:** Synchronises the speed of the pitch modulation to your DAW tempo.
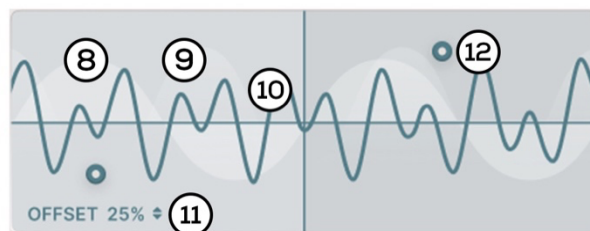
Interactive Display

8. **Wow Waveshape:** This displays the modulation shape of the wow signal.
9. **Flutter Waveshape:** This displays the modulation shape of the flutter signal.
10. **Combined Waveshape:** This thick blue line displays the combined modulation shape of the wow and flutter.
11. **Wow Offset:** Offsets the start point of the Wow pitch modulation.
12. **Node:** Operating on an XY-pad, this controls the Depth on the Y-axis and the Speed on the X-axis. Wow and Flutter each have their own independent Nodes and XY-pads.

WEAR MODULE

The Wear module offers three modes that simulate all the characteristics of printing your audio to Tape, Vinyl or Cassette.

- **Tape:** Gives your audio the characteristics and degradation of reel-to-reel tape.
- **Vinyl:** Simulates printing your audio to a physical vinyl format.
- **Cassette:** Emulates exporting your audio onto compact cassette.

Main Panel

1. **Noise:** Increases the volume of all noise layers.
2. **Artefacts:** Adds randomised artefacts to your audio.
3. **Age:** Increases the age of the analogue format to introduce natural filtering and saturation.
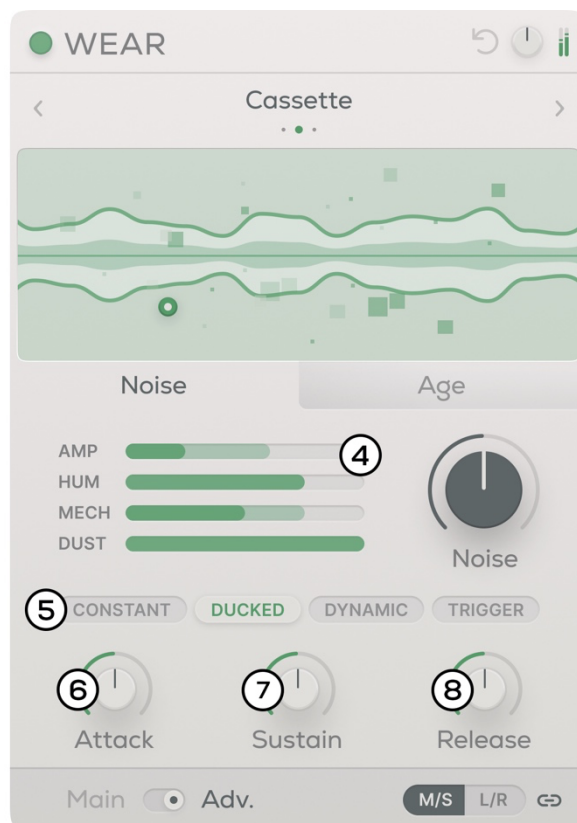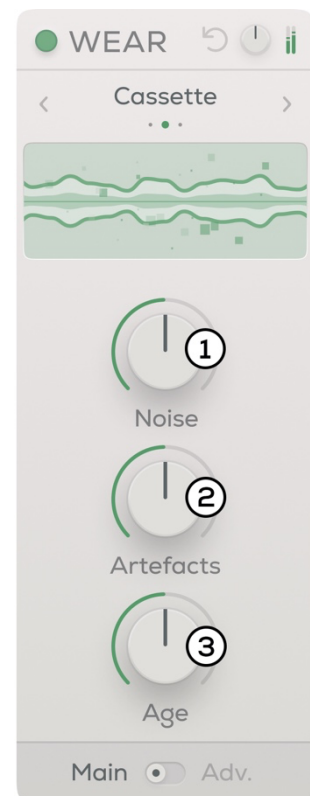
Advanced Panel – Noise Tab

4. **Individual Noise Faders:** Controls the volume of each individual noise layer, adding amp hiss, amp hum, mechanical playback noise and dust noise to your audio.
5. **Input-reactive Noise Modes:** Controls how your noise signal reacts to your input signal.

   *CONSTANT* – Sets the noise to play constantly in the background.
   DUCKED – Sets the noise signal to duck when the original audio signal plays.
   DYNAMIC – Plays the noise signal dynamically in time with the original signal.
   TRIGGER – The noise signal is triggered by the original signal and outputs the noise signal only.

6. **Attack:** Increases the attack of the noise signal.
7. **Sustain:** Adjusts the sustain level of the noise signal.
8. **Release:** Increases the release of the noise signal.

> *Quick Tip* – Select the CONSANT mode and set the Sustain level to -60db to make the noise stop and start in sync with your DAW.
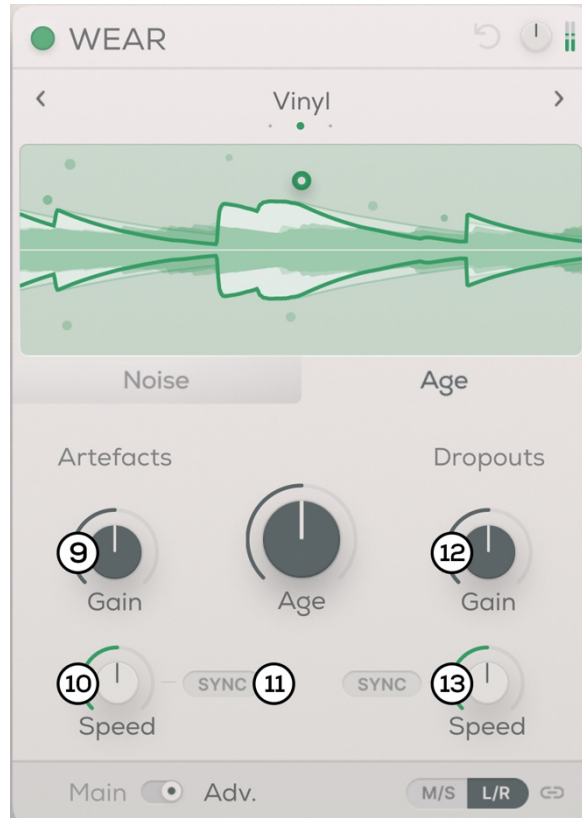
Advanced Panel – Age Tab

9. **Artefacts Gain:** Increases the volume of the artefacts.
10. **Artefacts Speed:** Increases the amount of artefacts added to your audio.
11. **Sync:** Synchronises the artefacts to your DAW tempo.
12. **Dropouts Gain:** Increases the depth of the dropouts in your audio.
13. **Dropouts Speed:** Increases the amount of dropouts in your audio.

> *Quick Tip* – To create authentic & unpredictable dropouts, unlink the module and set the Dropouts Gain slightly higher in the left channel than the right channel, and the Dropouts Speed slightly lower in the left channel than the right channel.
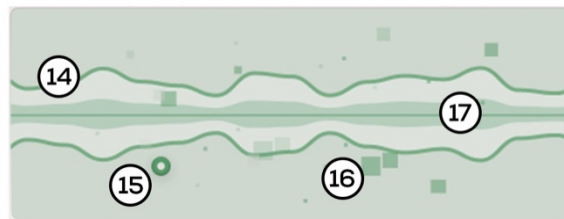
Interactive Display

14. **Waveform Outline:** This green line outlines the waveform of the input signal.
15. **Node:** Operating on an XY-pad, this controls the Age on the X-axis and the Noise volume on the Y-axis.
16. **Artefacts Icons:** The appear in time with each individual artefact sound, visualising the artefacts being added to your audio.
17. **Noise Waveform:** This displays the waveform of the Noise signal.