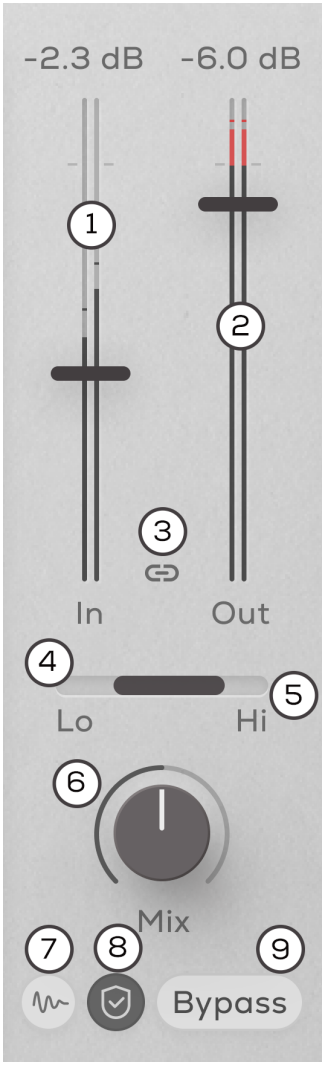
Excite Audio.

LIFELINE expanse

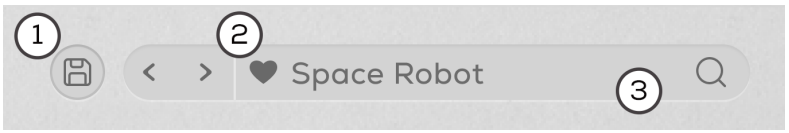
USER MANUAL

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. **Lo:** Adjusts the frequency of the low cut filter of the wet signal.
5. **Hi:** Adjusts the frequency of the high cut filter of the wet signal.
6. **Mix:** Controls the dry/wet balance of the outgoing signal.
7. **Smoothing:** Turns on automatic smoothing that reduces the amount of harsh frequencies.
8. **Gain Safety:** Turns on the gain safety and activates the built in limiter.
9. **Bypass**: Bypasses all audio processing.

Presets



1. **Save Preset:** Saves the current settings as a new preset.
2. **Preset Favourite:** Adds the current preset to the favourites folder.
3. **Preset Bar:** Displays name of the current preset. Click to open the preset browser.

MODULE - Main Controls

1. **On/Off:** Bypasses all processing done by this module.
2. **Output Gain:** The output gain of the module.
3. **Arrows:** Use to navigate through the modes.
4. **Main Control:** The main control for the module.
5. **Tone:** Controls the tonal balance of the wet signal.
6. **Mix:** Controls the dry/wet mix of this module's output.
7. **Main/Adv:** Toggle between Main and Advanced pages.
8. **Int:** Double click this button to reset the module.

1. **Multiband On/Off:** Enables or disables multi-band processing for this module.
2. **Effect/Gain:** Toggles between using the multiband to control the gain or amount of the effect of each frequency band.
3. **Hi/Mid/Lo (Effect):** Adjusts the % of Main control for the frequency band (or Gain in Gain mode)
4. **Frequency Width:** Adjust the crossover frequency of the frequency band.

FORMAT

Restricts digital audio data to produce grainy textures or much harsher digital deconstructions.

1. **Degrade:** Reduces the bit depth of the incoming audio to generate digital distortion.
2. **Resample:** Reduces the sample rate of the incoming audio to generate digital distortion.
3. **Flatten:** A combination of a gate and bitcrusher that reduces the resolution of the audio during transients.
4. **Washed:** Digital distortion that emulates the .MP3 format and other digitally compressed audio.

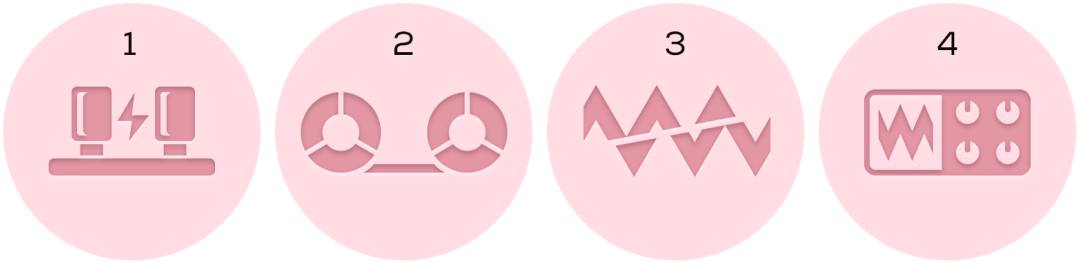
Controls:

1. **Crush:** Reduces the quality of the wet signal.
2. **Noise:** Increases the noise generated by the reduction of digital audio quality.
3. **Smooth:** Reduces the intensity of harsh frequencies.

DIRT

A collection of classic saturation, distortion and fuzz algorithms.

1. **Tube:** Smooth saturation for analogue warmth. Increase the drive for heavier distortion.
2. **Tape:** Adds subtle warmth, glue and fullness. Increase the drive for extra punch.
3. **Rectify:** Introduces extra harmonics and fuzz an octave above the incoming signal.
4. **Pedal:** A heavy guitar fuzz for extreme harmonic overtones.



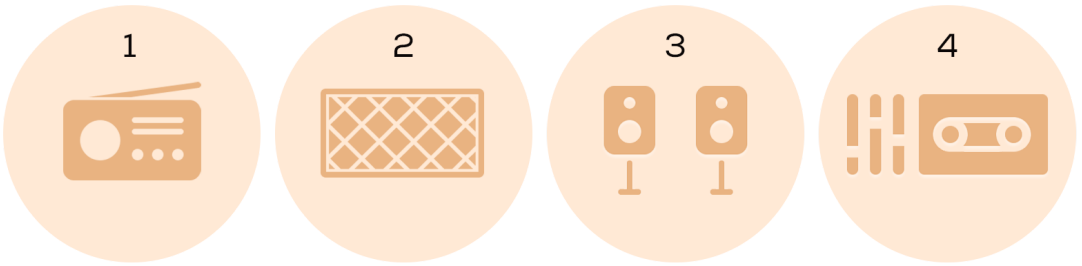
Controls:

1. **Drive:** Controls the amount and intensity of saturation.
2. **Dynamic:** Preserves dynamics and reduces the compressing effect of distortion.
3. **Smooth:** Reduces the intensity of harsh frequencies.

RE-AMP

Sends the audio through a variety of speakers and recording equipment.

1. **Device:** Emulations of small consumer electronics speakers.
2. **Cabinet:** Emulations of medium sized guitar cabinets.
3. **Monitors:** Emulations of larger studio monitors with a rich frequency response.
4. **Vintage:** Emulations of vintage recording equipment.



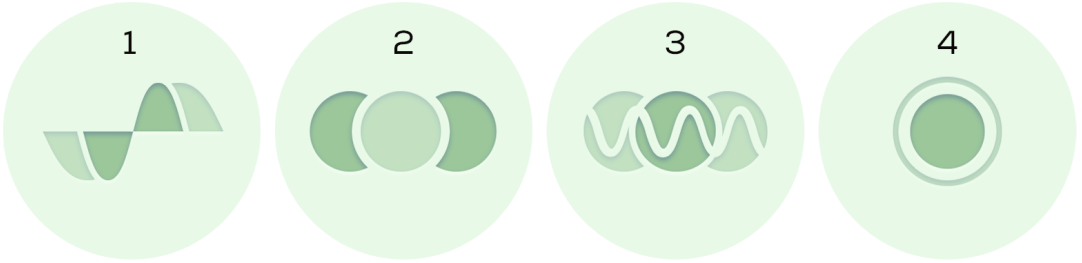
Controls:

1. **Age:** Reduces the quality and frequency response of the speaker.
2. **Speaker 1/2/Off:** Selects the size of speaker or turns the speaker off.
3. **Close:** Adjusts the distance of the close mic recording the speaker.
4. **Room:** Adjusts the distance of the room mic recording the speaker.
5. **Blend:** Controls the mix between the Close and Room Mics.
6. **Drive:** Controls how hard the speaker is driven to cause gainmatched distortion.
7. **Bass Through:** Allows low end frequencies to be seperated from the re-amping process.

WIDTH

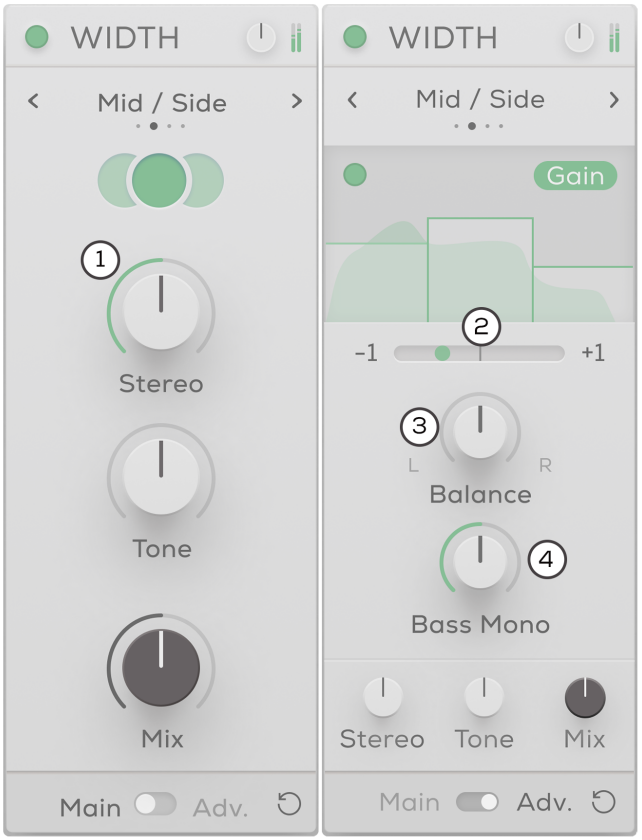
Creates and enhances the stereo spread of incoming audio.

1. **Haas:** Creates stereo width by duplicating the audio signal.
2. **Mid/Side:** Alters the balance between the mid and side signal.
3. **Detune:** Adds pitch variation for a chorusing effect.
4. **Mono:** Reduces the width of the audio.



Controls:

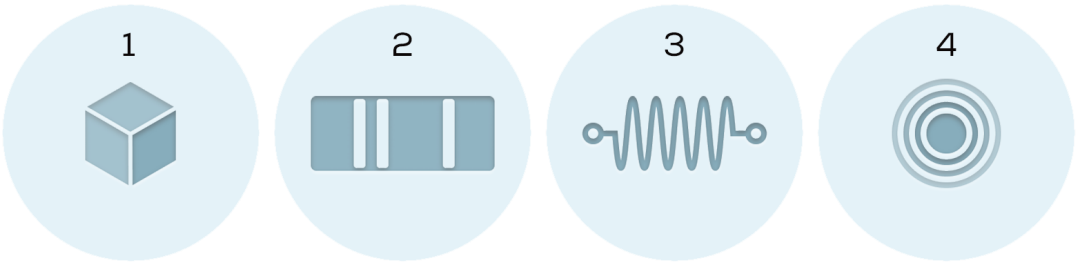
1. **Stereo / Narrow:** Increases/Decreases the width of the audio.
2. **Goniometer:** Displays the phase relationships between the left and right channels. Keep between 0 and +1 to avoid phase issues.
3. **Balance:** Pans the signal to the left or right.
4. **Bass Mono:** Makes the wet signal mono up to the specified frequency.



SPACE

Adds sonic reflections to build natural openness and depth.

1. **Hall:** A real sounding room reverb at its smallest and a large concert hall at its largest.
2. **Plate:** A classic, fast sounding plate reverb producing the sound of vibrations through metal.
3. **Spring:** An emulation of a metallic sounding spring reverb from a vintage guitar amp
4. **Slap:** A slapback delay that can either add a single, realistic early reflection or create feedback mayhem.



Controls:

1. **Time:** Controls the time for the reverb tail to decay completely.
2. **Lo:** Adjusts the frequency of the low cut filter of the incoming/wet signal.
3. **Hi:** Adjusts the frequency of the high cut filter of the incoming/wet signal.
4. **Predelay:** Controls the amount of time between the incoming audio and the beginning of the reverb.
5. **Size:** Adjusts the size of the reverb and increases the length of the delays.
6. **Stereo:** Adjusts the stereo width of the wet signal.
7. **Duck:** Reduces the volume of the wet signal based on the incoming signal.

Version Comparison

Feature	FULL	LITE
5 Effects Modules	•	•
20 Algorithms	•	•
Drag & Drop Modular Workflow	•	•
Resizeable UI	•	•
Zero Latency	•	•
Global Controls	•	•
Main Page Controls	•	•
Number of Presets	250	75
Number of Speakers	8	4
Gain Multiband Functionality	•	
Effect Multiband Functionality	•	
Close / Room Mic Placement	•	
Re-Amp Adv. Controls - Drive / Bass Through	•	
Dirt Adv. Controls - Smooth / Dynamics	•	
Format Adv. Controls - Smooth / Noise	•	
Width Adv. Controls - Bass Mono / Balance	•	
Space Adv. Controls - Size / Predelay / Width / Duck	•	
Phase Correlation Meter	•	