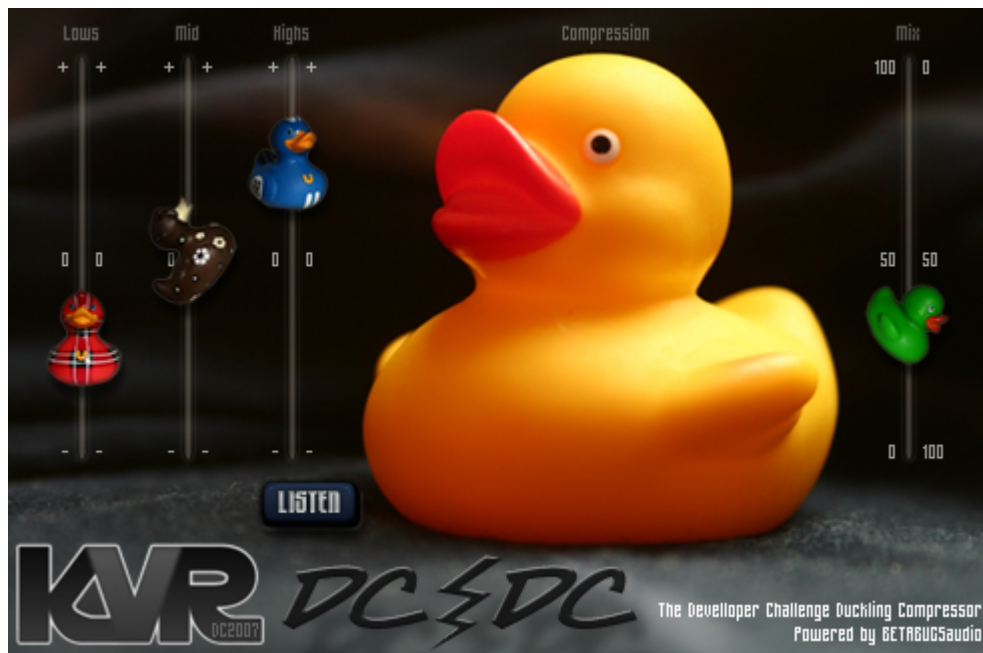




Betabugs Audio presents

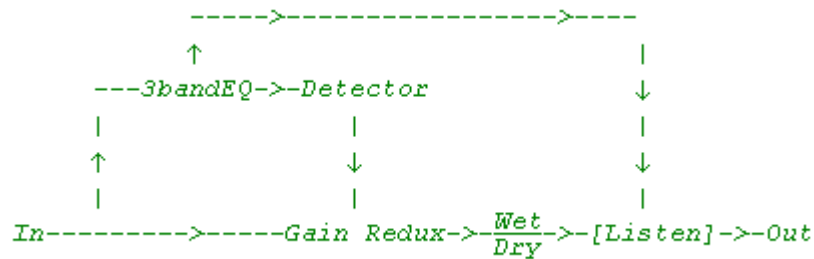


The Develloper Challenge Duckling Compressor

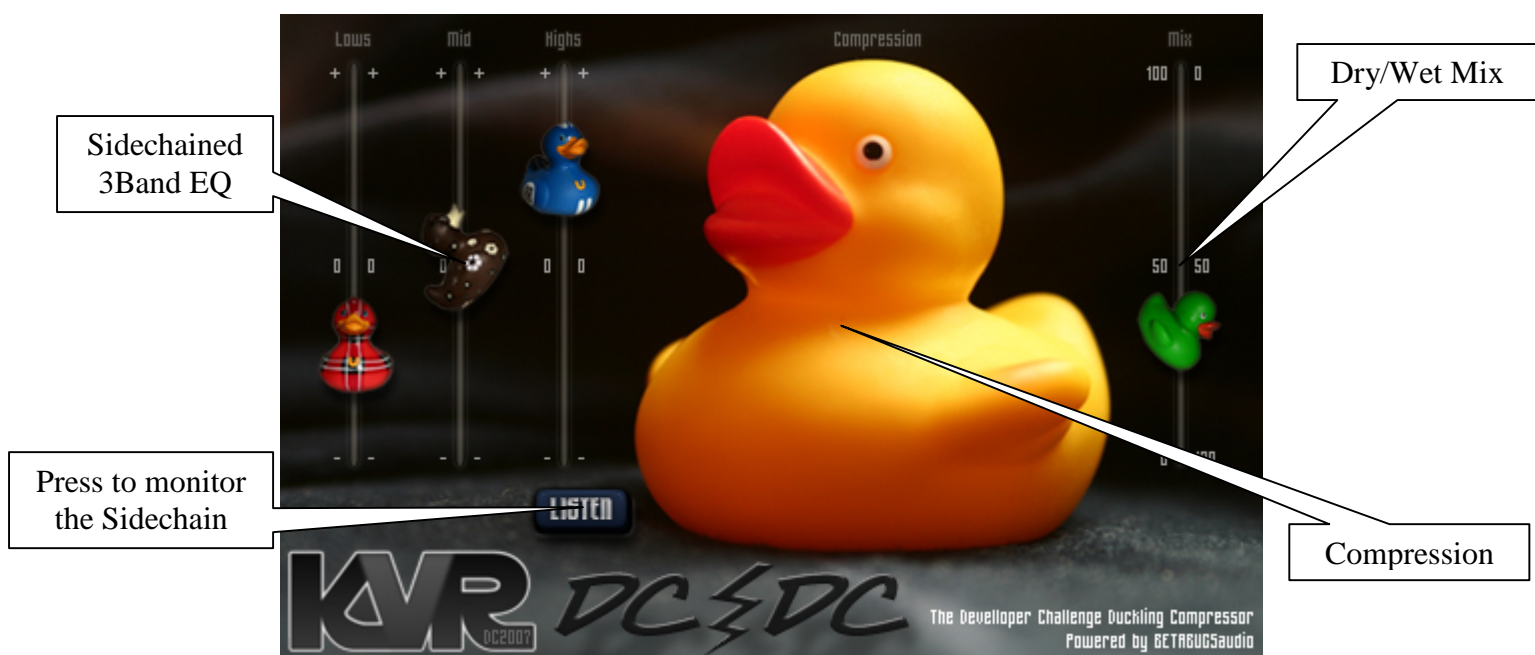
A VST Plugin developed for the 2007 KVR Developer Challenge



Betabugs Duckling Compressor is a simple peak compressor with an internal side chain facility, and mix control for parallel compression. For those who benefit from a signal flow diagram, we have included one here:



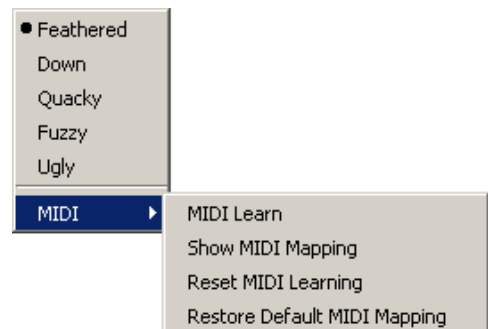
Simple, slick and sassy, eh?



‘Wow! That sure is dandy!’ I can hear you exclaiming, ‘I can move those natty little EQ and mixer ducks about, and click that listen button – but hey, howdy, ho! How do I alter the compression, all I see is a big duck!’

Well, you simply click on the large rubber-duck move your mouse down for more, and up for less.

Right clicking on the UI will reveal a menu for altering the nature of the compression. We’ll let you experiment with what happens. If you right click on a control [EQ, listen, mix or rubber-duck], you will also gain access to the MIDI CC functionality –learn, display or reset the MIDI CC mapping.



Usability tips – Double-clicking on any of the EQ sliders will reset it to a central position.

Holding ‘shift’ down whilst dragging the rubber-duckling will yield more control over the compression.

Infrequently Asked Questions

This is a compressor, right? How do I set the Attack and Release times?

You don't! It's set dynamically by the Duckling. He listens very carefully and makes adjustments as he sees fit.

OK, I'm getting compression – but it's getting pushed to the limit with the occasional overshoot: what gives?

Remember it's a compressor, not a limiter! Also bear in mind that the compression is driven by the sound coming out of the EQ'ed sidchain, rather than the input itself. There *is* a soft limiter tucked away inside the rubber-duckling which won't allow anything over +2dB, so whilst over shoot may occur, it will never be **massive**!

Gotcha! So what if I wanted to do 'normal' compression?

Reset all the EQs to a central position (remember the usability tip?)... But why would you want to do that??

What are the specifications or internal parameters of Duckling Compressor?

Well, if you find out, do let us know. From what we've been able to see, essentially it goes from an un-interfered-with rubber-duckling, to a very flat rubber-duckling, and your audio appears to change. That help?

Why does UI take so long to show?

We wish we could speed it up, but decompressing 27 frames of rubber-duckling is no simple business! We blame the parents.

"Developer Challenge"?

Our graphic designer took it a little too literally when we told him to "Give 'em 'ell..."

That's about it really! We hope you enjoy it.

If you make any groovy presets, let us know, and they can be included in any future updates ☺

Should you have any questions about The Developer Challenger Duckling Compressor, please visit the Betabugs Audio website at <http://www.betabugsaudio.com>, and follow the 'Bughouse' link.

Credits

Graphic Design and rubber-duck fetishism – Alex Volmer aka multree aka mully

DSP coding and missed appointments – Duncan Parsons aka duncanparsons

Copy Righting and Manual Interventionism – Greg Petitt aka Lunch Money

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- Tolga aka **tuz** for organizing another KVR DC
- Ben[KVR] aka **Ben[KVR]** for giving tuz more freedom than he should have ☺
- The rest of the **Betabugs** team for their help and support through thick and thin.
- **Steinberg**, without whom we would have no **VST** spec and **much more hair**.

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