Quick Start Guide

Fast setup and first musical decisions after purchase.

Available for macOS and Windows.



Start here

Use Spectral Saturator after purchase on macOS or Windows. On macOS, load AU or VST3; on Windows, load VST3. A Standalone build is also included for both platforms.

- Insert on a familiar loop, synth, bass, vocal, return or bus.
- Start with Warm, Tape or Spectral mode.
- Set Drive around 25–50 percent.
- Use Harmonics for tone, Density for body, Smooth for polish and Transient for attack control.
- Match Output before judging the setting.

Core controls

Drive	Main saturation amount. Higher settings reveal more of the selected mode character.
Harmonics	Adds harmonic energy around detected peaks for richness, presence and excitement.
Even/Odd	Even feels rounder and warmer; odd adds edge and urgency.
Density	Adds perceived body and sustain through upward spectral density processing.
Smooth	Polishes roughness by smoothing the spectral gain field.

Transient	Protects attacks by reducing drive and density during transient moments.
Mix	Wet/dry blend for parallel saturation and subtle bus use.
Output	Final level trim. Use it for honest A/B comparisons.

Spectral Targeting and workflow

The five targeting bands scale processing in Low, Low Mid, Mid, High Mid and High regions. Raise bands to saturate that range harder; lower bands to preserve it.

Factory presets are starting points. A/B compare lets you test two complete states. Mix Lock and Output Lock help when browsing presets.