

# **DODGE Pro**

## **Multi Band Volume Modulator**

### **Manual**

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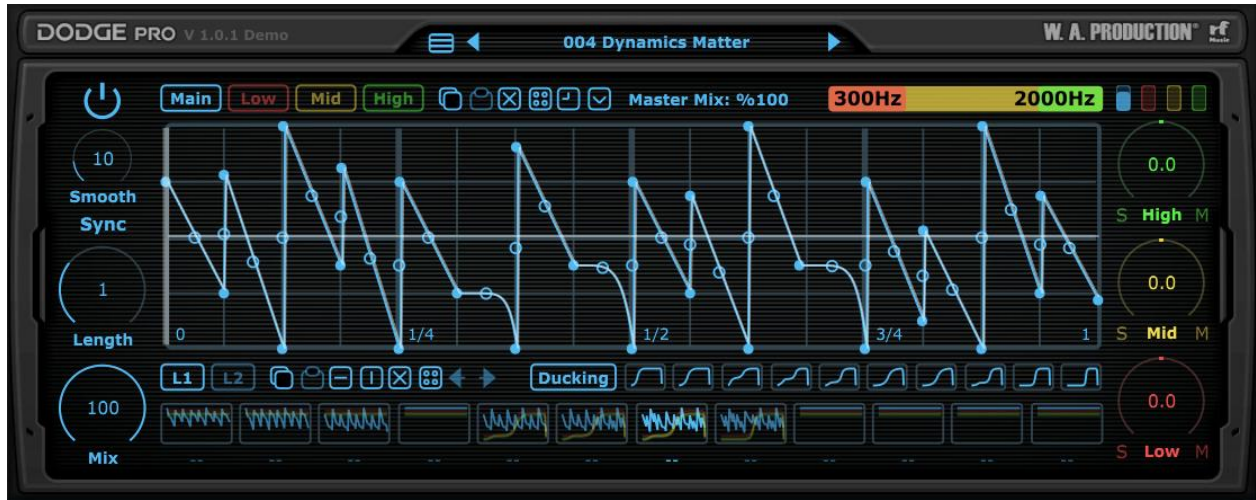
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# 1. Introduction



Dodge pro is a multi-band volume modulator plugin that can be used to create variety of effects such as side chain, gate, stutter, tremolo, etc.

## Features:

- **Advanced Waveform Editor.** Create any shape you need with different curve types and line modes.
- **3 Band Frequency Splitter.** The incoming audio signal splits into 3 bands at the Low-Mid and Mid-High frequency points that you can set.
- **4 LFOs.** 3 for each band and 1 for the main channel each with its own shape, speed and mix amount.
- **Sync to Host Tempo.** You can set the loop length to anything from 1/16 bar up to 4 bars. The plugin works with different time signatures as well.
- **12 States.** Edit and store different states in a single preset and switch between them on the fly. Use the interface or automate the state parameter to change the state.
- **MIDI Trigger.** Assign MIDI notes to trigger different states.
- **Dual Waveforms.** Each band has an extra shape that can be combined with the other one to create more complex shapes.
- **40 pre designed shapes.** Including basic, side chain, gate and rhythmic shapes.
- **VST, AU, AAX, Windows and MacOS support.**

## 2. Installation

### System Requirements

- Windows 7 or later.
- MacOS 10.11 or later (64 bit).
- CPU: Multicore 2GHz or higher.
- RAM: 2GB or higher.
- UI size: 592 x 234 or 888 x 351 or 1184 x 468.

The plugin can be used with VST, AU and AAX host applications and it comes with both 32 and 64 bit versions for windows and 64 bit for mac. Please refer to your host's manual to see how to load a 3rd party effect plugin.

**Notice:** Running on older systems might be possible but is not guaranteed.

**Notice:** Please try the demo version before buying the plugin to make sure it's compatible with your system and host.

### Installation

Run the installer and follow the instructions to install the plugin. Plugin folders are usually as followed:

**WIN** example:

VST 32bit: 'C:\Program Files (x86)\vstplugins'  
VST 64bit: 'C:\Program Files\vstplugins'  
VST3 32bit: 'C:\Program Files (x86)\Common Files\VST3'  
VST3 64bit: 'C:\Program Files\Common Files\VST3'  
AAX 32bit: 'C:\Program Files (x86)\Common Files\Avid\Audio\Plug-Ins'  
AAX 64bit: 'C:\Program Files\Common Files\Avid\Audio\Plug-Ins'

**OSX** example:

VST2: 'Library/Audio/Plugins/VST'  
VST3: 'Library/Audio/Plug-ins/VST3'  
AU: 'Library/Audio/Plugins/Components'  
AAX: 'Library/Application Support/Avid/Audio/Plug-Ins'

## Installing presets

**WIN:** The presets will be installed with the main installer. You can also use the "Open Preset Folder" option from the menu to reveal the preset folder in the windows explorer and manage them manually.

**MAC:** Copy the preset folder provided in the installer folder and paste it into the plugin's preset folder. Use the 'Open Preset Folder' option from the plugin's menu to reveal the correct folder in the finder.

## Demo Version Limitations

The demo version is fully functional but the DAW will be unable to load the plugin settings saved with the project. Also after 15 minutes of usage the plugin will produce a constant noise.

## Authorization

If you have purchased the plugin and finished the payment process, you'll receive the information you need to get the full version. Please contact [info@waproduction.com](mailto:info@waproduction.com) if you had any problems.

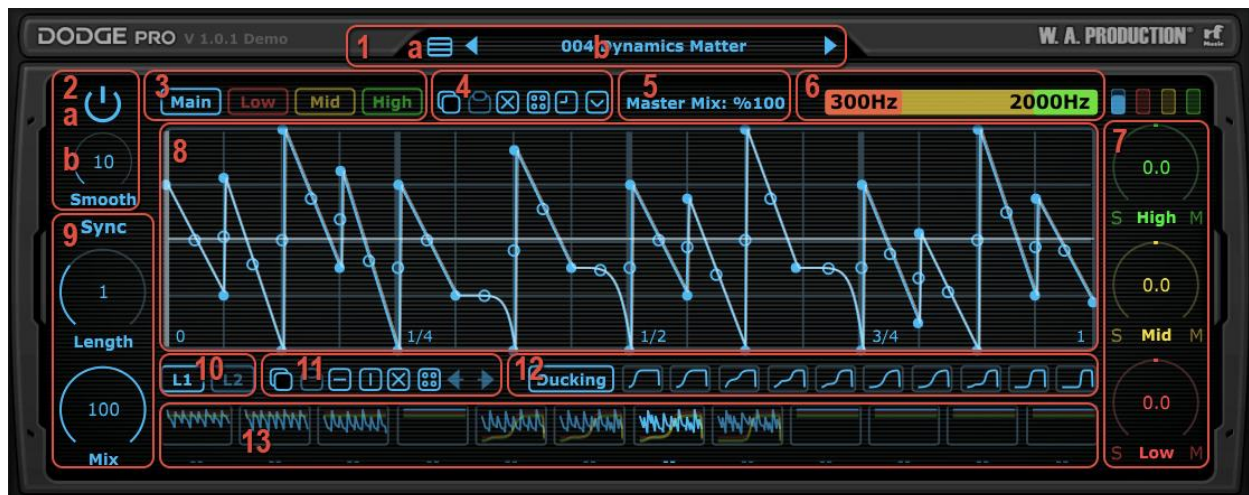
### 3. Reference

**Signal Chain:** The audio signal is divided into 3 bands; Low, mid and high. Each band has its own modulator. Their output gets combined and goes through a fourth (main) modulator.



**Tip:** Double click on the knobs to reset them to their default values. For more accuracy you can hold down the **control key** when tweaking the knobs.

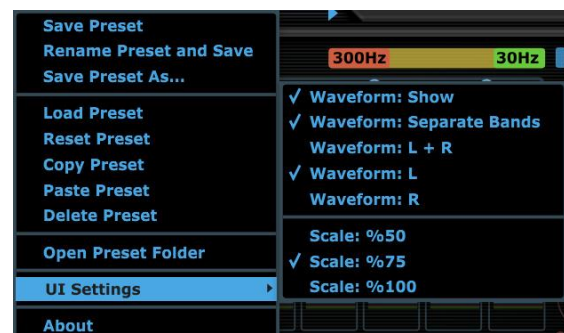
### Interface Overview



#### 1.a. Main Menu

The options on the main menu are:

- **Save Preset:** Save the changes to the current preset file. If the file with that name doesn't exist, it creates one. **Notice** that any changes you make won't be saved unless you save it. A star (\*) will appear in front of the preset name to indicate the preset have been edited.
- **Rename Preset And Save:** Rename current preset file and save the changes.
- **Save Preset As:** Save current preset as a new file instead of overwriting the current one.



- **Load Preset:** Browse and load a preset file from the drive.
- **Reset Preset:** Resets all parameters and controls to their default values.
- **Copy Preset / Paste Preset:** Copy and paste current preset.
- **Delete Preset:** Remove the preset file with current name from the drive (if exists).
- **Open Preset Folder:** Reveals the preset folder located in the user's app folder. You can manage and organize your presets here.
- **UI Settings:**
  - **UI Size:** For high resolution monitors the plugin might appear too small; In this case you can use the bigger size.
  - **Waveform:**
    - **Show:** Enable waveform draw.
    - **Separate Bands:** Draw each band separately when switching between the bands. Otherwise the main output channel will be drawn no matter what tab is active.
    - **L+R:** Draw the combination of the left and right channels.
    - **L:** Draw the left channel only.
    - **R:** Draw the right channel only.
- **About:** Opens the about page with some information about the plugin.

### 1.b. Preset Menu

Browse and load presets stored in the presets folder on the drive. The plugin searches for one layer of sub folders, so by creating folders, you can organize your presets better.

**2.a. Main Power Switch:** When turned off disables the plugin.

**2.b. Smoothing Time (ms):** If you have a shape with sharp cuts and peaks, depending on the input signal you might hear some unwanted artifacts. To avoid this you can add a bit of smoothing to soften the sudden multiplier changes.

As a result you don't have to spend extra time making a shape with perfectly smooth curves and corners.

**Notice:** The smoothing value will be applied to all bands.

**3. Band View Switch:** Switch between band tabs. Each band has its own set of controls in different colors.

**4. Copy, Paste, Reset and Randomize states** (left to right). These commands are for the current state which include all the settings and lines for all the bands. Use these functions to create new scenes and manage them more easily.

When **quantize** (second button from right) is enabled the plugin will change states only at the end of the current cycle (loop).



In order to **store mix control values** with the states you can enable the last button.

- **Notice:** When enabled mix parameters cannot be automated inside the host.
- **Notice:** Master Mix won't be effected by this option.

**5. Master Mix.** Mixes the output of the plugin with the input signal.

**6. Band Splitter Frequencies.** Controls the Low-Mid and Mid-High frequencies points for the 3 band splitter.

**7. Band Levels.** Control the level of each band. You can also mute or solo them here.

**8. Sync, Length and Mix.** Sync to host tempo by toggling Sync on. In sync mode the loop length (or LFO speed) will be based on the bar size.

**Notice:** Each band will have its own Length, Mix and Sync values.

**9. Line Editor.** This is where you can edit and create your own shapes.

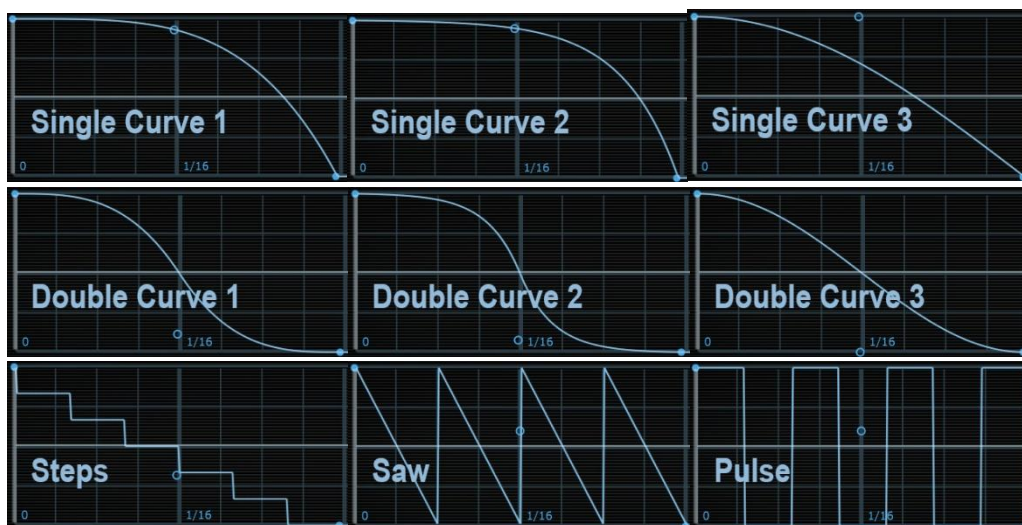
#### A. Main Points (Filled Circles):

- **Left Click Drag:** Moves the point around.
- **Right Click:** Shows the pop up menu with the options to **delete** the point, change the curve type and enable or disable the grid snaps.

#### B. Curve Points (Circles between two points):

- **Left Click Drag:** Change the curve amount.
- **Right Click:** Reset the curve amount.

#### C. Curve Types:





**10. Line View Switch.** Each modulator has two separate lines (shapes) to use. These lines are multiplied so you can create more complex shapes by combining them.

**11. Copy, Paste, Reset and Randomize Line & Undo and Redo.** These will be applied to the currently active line.

**12. Line Presets.** You can find a number of predesigned shapes here which includes some basic, rhythmic, ducking and gate shapes to get you started.

**13. States.** The plugin can hold up to 12 different states on a single preset. So you can switch between them when needed. Each state holds all the lines, frequencies, lengths, etc.

You can assign or automate the state parameter or map the states to MIDI notes and change them automatically or remotely.

## Credits

Code and graphics by Rahman Fotouhi (rfmusic.net).

Please visit [waproduction.com](http://waproduction.com) for latest updates and news.

Support: [info@waproduction.com](mailto:info@waproduction.com)

We have did our best to make sure the plugin performs well and without a problem. However if you find any issues please let us know.

Hopefully you find the plugin useful and thank you very much for your support.