

Thanks for checking out CMP-01!

### To Install:

1. Unzip the .ZIP archive using your preferred extraction tool.
2. Extract the CMP-01 **VST2** (.dll) or **VST3** (.vst3) to your normal directories (default directories below):
  - a. VST2: C:\Program Files\Steinberg\VSTPlugins
  - b. VST3: C:\Program Files\Common Files\VST3
3. Re-open your DAW.
4. (Optional) Rescan your plugins.

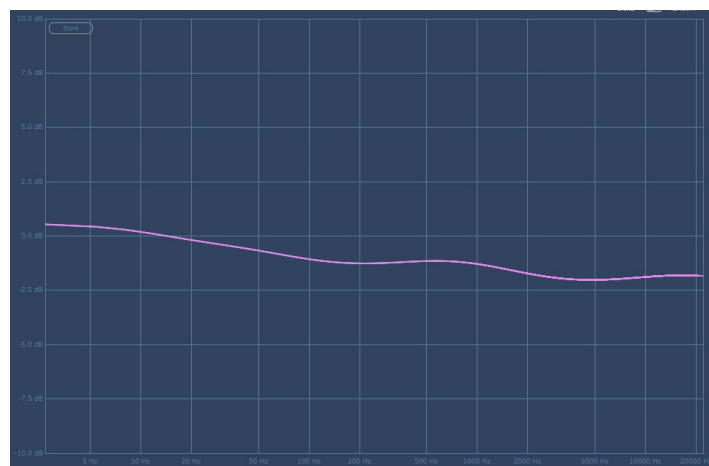
### Example Use-Cases:

- Slam a vocal to bring it to the front of a mix.
- Crush a room mic.
- Parallel compress a kick, snare or tom.
- Control an overly dynamic bass guitar.
- Add analog vibe and warmth to a digital synthesizer.

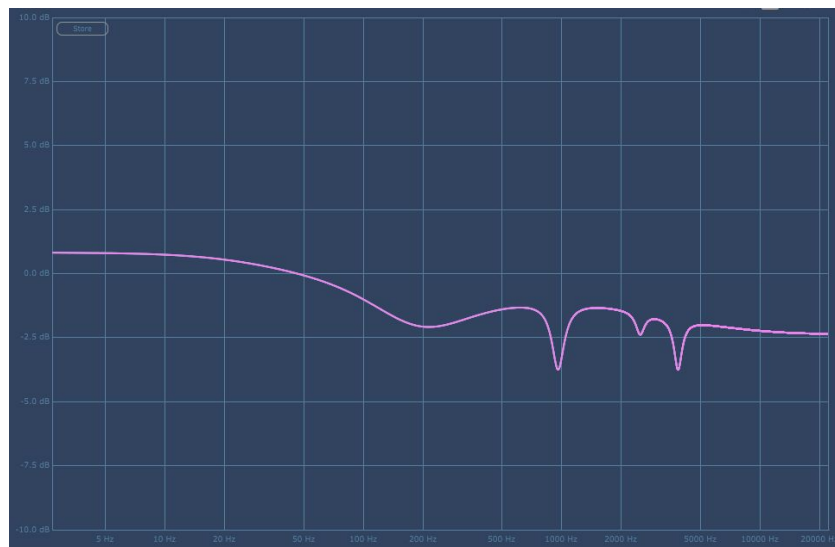
### Circuits:

CMP-01 comes with two different Circuit setups, these adjust the frequency response and coloration of the plugin. The adjustments occur **before** compression.

Circuit A is a fairly transparent mode that gently boosts the lows and low-mids, while gently attenuating the higher frequencies and rolling off the top end.



Circuit B targets specific problem frequencies for vocals such as 1kHz and 4kHz.



### Oversample:

Oversampling is a technique used to reduce aliasing frequencies. The general rule of thumb is that if you're working at 44.1kHz or 48kHz **AND** driving things to the point of audible distortion or saturation, you should enable Oversampling to reduce unpleasant aliased frequencies. This comes at a cost of CPU and latency.

If you're working at a higher sample rate, or not distorting anything, then you don't need to oversample.