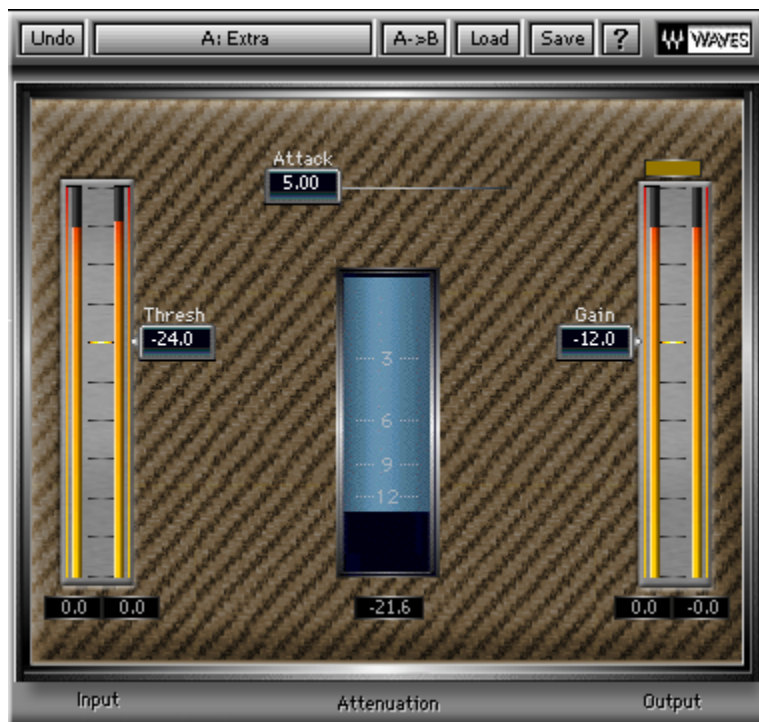


# Waves Renaissance Axx

## Software Audio Processor

### User's Guide



# Renaissance Axx Quick Guide

Introducing Renaissance Axe, Instrument Compressor. The Renaissance Axx is a compressor ideal for optimizing level and dynamics of any track especially Guitars, Bass and other instruments. The Renaissance Axx Incorporates a limiter at the output so that you don't create digital clipping. The Renaissance Axx has a fixed ratio curve and automatic release control. Using just 3 simple controls you can get the dynamics and level that you want.

The idea behind the control of Renaissance Axx is to have the musician and more hobbyist sound engineer in mind and provide something that fast setting and yet very effective with the sound quality of a true pro audio quality device.

***The controls of the Renaissance Axx are as follows -***

## **THRESHOLD –**



The Renaissance Axe Threshold sets the reference point in relation to which the Renaissance Axx will begin gain attenuation. Thus the lower the threshold the more compression will be applied. Gain reduction will start when the signal approaches 6 dB below the threshold and follow a special curve with an increasing ratio so that the more the energy exceeds the threshold the higher the compression ratio will be until it reaches infinity. It also adds gain in a reverse value to the set threshold, this is called auto makeup gain.

## **GAIN –**



This is the output gain control, use this to set the output level of the Renaissance Axe. You can use this control as replacement to your track's fader. About the gain fader you will see a limiting indicator. This is not a clip light but it will light up to indicate that the output limiter is working and the more it works the more red the light will be. If you see the limiter constantly working on red then it is recommended to lower the Gain until limiting is reasonable and mostly limits overshoots of attacks before the compressor attenuation kicks in.

## **ATTACK –**



This value relates to the time it takes the compressor from when it detects energy that requires attenuation and until this attenuation is applied. A minimal attack value will reduce the initial transient and make for a duller sound but with very good peak control, where a long attack time will allow the transient attack to pass on and the attenuation will be applied on the sustaining part of the sound, so you would get better pick or pluck but the peaks of the attacks will surely overshoot.

## INPUT METER



The Meter beside the Threshold scale are the input meters, they are located next to the Threshold control so that you can easily set the threshold in reference to the Input energy. A recommended practice is to set it just below the higher gain action area of the input signal. From that point on lowering the Threshold will make the sound Louder and more compressed and vice versa. Beneath each of the meters you will see counters, these are peak counters and will hold the highest peak until reset by clicking the meter or counter with the mouse.

## OUTPUT METER

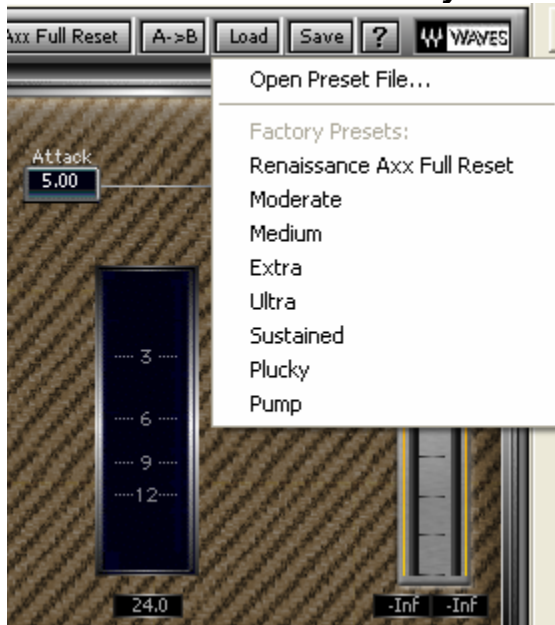


The output Meter shows the plug-in output and next to it is the Output Gain control so that you can see how hot your output is and adjust it accordingly. Above the meter is the limiting indicator that lights whenever the limiter kicks into action.



The Attenuation meter in the middle shows how much gain attenuation is applied to the signal. It incorporates the attenuation from both the compressor and the output limiter.

### ***The Renaissance Axx Factory Presets***



The Renaissance Axx comes with some factory preset settings which can demonstrate the scope of different settings and sounds of which the Renaissance Axx is capable. These can be used as starting points, however it is important to know that compression is a program related process so it is best to set the controls while listening to the processed material and not blindly rely on the sound of the preset as it may sound different on a hot input then on a weak one etc.

The Preset list will pop up when you click on the Load button in the plug-in's top toolbar.