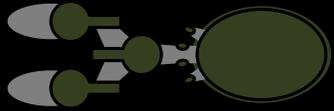


# The Rocket

COMPRESSOR

The Rocket is a character audio compressor, singular in its extraordinary speed, responding in mere *microseconds* to variations in program level. Being in the order of several thousand times faster than most ordinary compressors, we respectfully submit that The Rocket kicks like a mf.



Violation of the laws of physics and digital signal processing remain beyond us at this time, and a single sample at 44.1kHz has a span of 22.6 microseconds. The Rocket's attack time can be below this level, for absolute certainty that even the very first sample understands that you are its master. Placed on the master bus, The Rocket will effortlessly tame transients almost in the manner of a brickwall limiter.

Discussions of Science and Art are played out within The Rocket's 'Impetus' circuits, where warmth and aggression exist as DSP, able to take the delicate, musical gain reduction to the extremes of dirty, heavy and slamming rock'n'roll misbehaviour. Aw hell, The Rocket can *rock* so **crank it up!**



## ATTACK 5 $\mu$ s-2 ms

At higher settings some percussive attack will be heard. Set low, your drums will know your wrath. And yes, that says *microseconds!*

## RELEASE 1 ms-1 s

Use a longer setting to make your audio pump musically (let the GR meter be your guide.) Lower settings will radically increase room tone, and the aggression of low frequencies.

## IMPETUS 0%-100%

For the application of even- and odd-order harmonic distortion to the compressed signal. Even at very low levels, soft clipping of the compressed signal around 0dBFS will occur, so use in conjunction with abuse of the **Compensation** control can result in some very, very naughty sounds.

## DECADENCE on/off

Raises the internal sample rate to reduce aliasing artefacts. A luxury suited to those with expansive CPU resources.

## DETECTOR HPF 10-200 Hz

High-pass filters the level detector to restrain the pumping of bass-heavy material. Is disengaged at its lowest setting.

## PARALLEL COMPRESSION 0%-100%

Mixes the dry signal, (untouched by the attentions of compression, compensation or impetus) with the effected signal for the easy application of the so-called 'New York Compression' technique.

## RATIO 4:1, 8:1, 12:1, 20:1, all

Selects the ratio of compression. The special and characteristic 'All' mode results in a high variable ratio that will work wonders on your drum bus.

## THRESHOLD -60-0dB

The peak level at which compression will be triggered. Heavy hitters aim low.

## SIDECHAIN on/off

Switches The Rocket's detection circuit to inputs 3&4, if your host allows, so one signal (your bass guitar track, for example) may be compressed by another (your drums, perhaps).

## VU MODE out/GR

Enables the lower VU meter to be switched between Output level (out) and Gain Reduction (GR).

## COMPENSATION +/-20dB

Applies a make-up gain to compensate for signal level loss due to compression. Uncouth use while **Impetus** is high may incur rebellious thought.

## AUTO on/off

Instructs The Rocket to automatically apply an additional compensating make-up gain based on the current ratio and threshold settings.

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