



## Kazrog LLC - KClip 2

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User guide - version 2.0.1  
August 26, 2016  
<http://kazrog.com>

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## 1. Using KClip

**KClip 2** comes in two editions: Pro and Standard. The Pro version contains additional modes and options beyond those offered in Standard. Where a Pro feature is being described, it will be marked **[Pro]**.



## 1.1. Main Controls



### 1 In Gain



Adjusts the amount of gain boost (or reduction) to be applied to the incoming signal prior to clipping.

### 2 Out Gain



Adjusts the output gain of KClip's oversampled clipper process.

### 3 Soften



Adjusts the softness of KClip's oversampled clipper process.

**[Pro] note:** this control is active in all Soft Modes other than Crisp, which has a fixed soft curvature.

4 Quality



Adjusts the number of times oversampling. Higher values equal better sound quality, at the expense of CPU. 1x (or no oversampling) is not recommended for final productions, unless intentional digital lo-fi / glitch style results are desired.

5 Guard



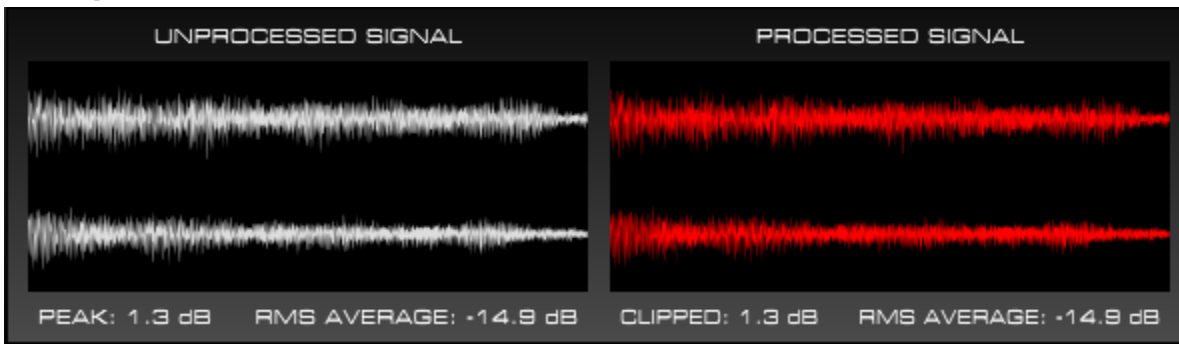
After the Out Gain knob in the signal chain, the guard switch (when enabled) applies a final stage of 100% hard clipping at the session sample rate with no oversampling, in order to catch any level overages that occur. This is common practice in other clipping plugins, however most lack the option to disable this feature, or to adjust the amount of gain going into it (as you can in KClip via the Out Gain knob.) The Ceiling control becomes enabled when the guard is enabled, and adjusts the post-Guard level.

6 Ceiling



Adjusts the output level of the Guard process. On standard DAW level meters, no level will exceed the value set on this control. However, it is still possible for levels to exceed this value on true peak style meters due to intersample peaks (ISPs.) This is why it's critically important to ensure that few (if any) levels are going above the 0dBFS threshold on your meter prior to engaging the Guard.

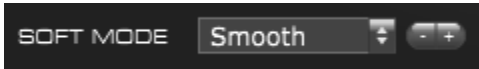
7 Metering Area



Shows the waveforms and various statistics about the actively monitored input and output stream. The Unprocessed signal area provides absolute peak and RMS average statistics. The Processed signal area shows the highest amount clipped by KClip so far, as well as the RMS average of the program material post-process. To reset the statistics after making an adjustment, simply click anywhere in the statistics area below the waveform displays.

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## [Pro] Soft Mode



KClip Pro features 4 soft clipping modes:

1. **Smooth:** This is the classic mode from KClip 1. In Smooth mode, KClip is a pure hard clipper unless the Softness control is set above the default 0%. When the Softness control is increased, this mode provides a very smooth transition between soft and hard clipping.
2. **Crisp:** This mode is based upon a famous blue ADC/DAC hardware unit's digital saturation process. Many mastering engineers have used this type of processing for years to increase perceived loudness and excite masters. The preset soft clipping curve going into hard clipping helps to bring mix elements to the forefront for a very "in your face" sound. This is especially great on pop and hard rock / metal mixes. Don't overdo it!
3. **Tube:** This mode is a hi-fi tube preamp emulation based on the algorithms from our **Thermionik** line of guitar amp emulation plugins. While this mode can be used lightly on a master, it really shines on individual tracks and buses.
4. **Tape:** This mode is a tape-inspired algorithm that aims to recreate the beneficial aspects of the tape sound (warmth, saturation, presence) without any of its drawbacks (wow & flutter, fidelity loss, hiss, etc.) This is great both on masters and individual tracks and buses.

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## Preset Browser



Browse, modify, and save presets here. Want to swap presets with your friends? Make note of the path in the "Save" dialog. All presets are saved in an open XML format for maximum cross-platform compatibility.

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## Internal Bypass



Just in case your DAW lacks a plugin delay compensation (PDC) aware bypass feature, this internal bypass is provided so you can quickly A/B your processed and unprocessed audio without pops or delays.

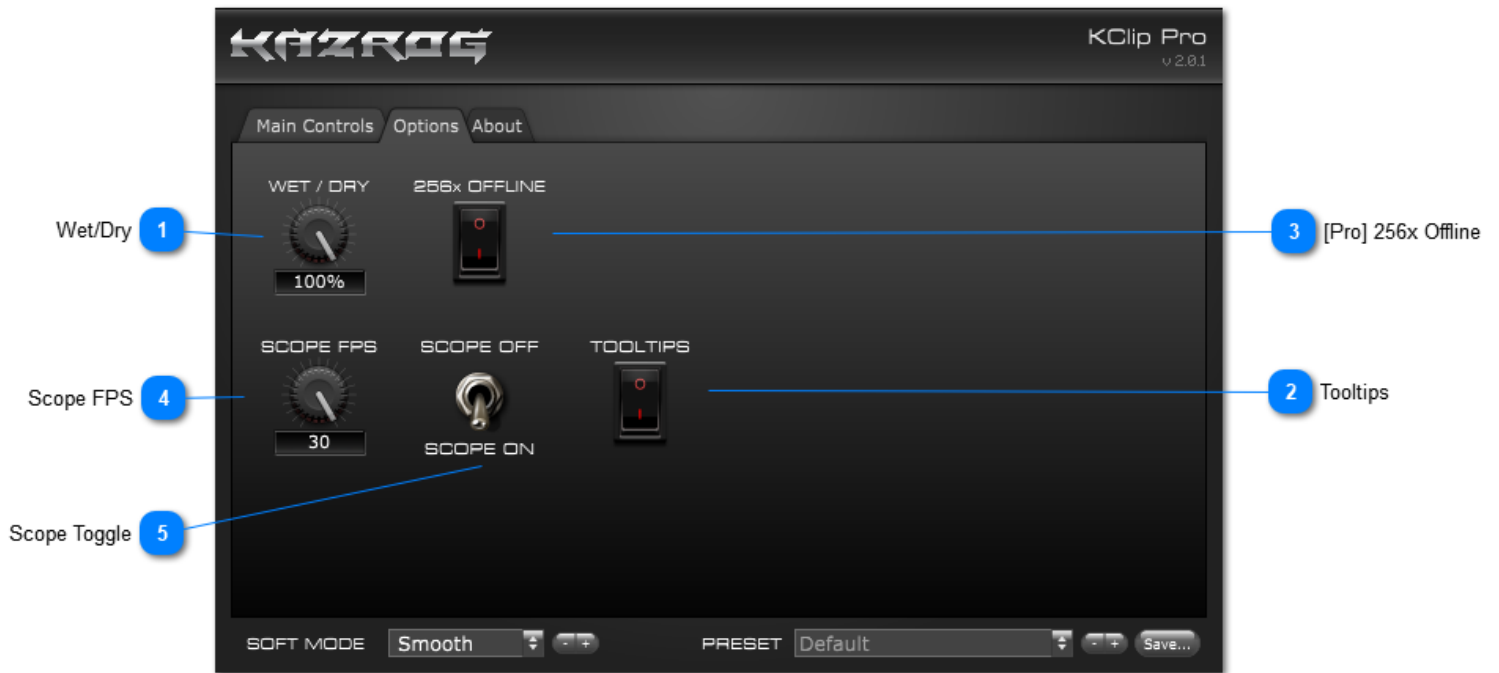
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## Inverse Gain Link



Links the In Gain and Out Gain amounts inversely, so you can easily increase or decrease the amount of processing without drastic apparent level jumps.

## 1.2. Options



### 1 Wet/Dry



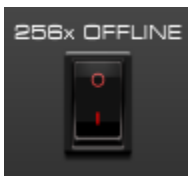
Adjusts the balance between the wet (processed) and dry (unprocessed) signals. By default, this is set 100% wet. This control is particularly useful on individual tracks and buses.

### 2 Tooltips



Enables or disables tooltips in the plugin window. Tooltips are the little boxes of helpful text that appear near your mouse pointer when you hover over a control. The plugin window may need to be closed and re-opened for this change to take effect. Saved as a global setting.

### 3 [Pro] 256x Offline



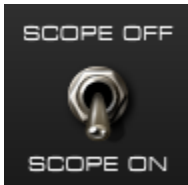
KClip 2 Pro offers optional offline rendering at 256x oversampling. You may need to manually enable offline render mode in your DAW in order for this toggle to work properly. Rendering at 256x will be considerably slower than realtime on almost any CPU, so this option is only recommended during a final mastering bounce. 256x offers even better aliasing rejection than the realtime maximum of 32x, for pristine hi fidelity mastering. Saved as a per-preset setting.

#### 4 Scope FPS



Adjusts the frames per second (FPS) refresh rate of the waveform scope display. Use this to fine-tune the display to your video card. Too high of settings may cause visual lag on some systems. Saved as a global setting.

#### 5 Scope Toggle



Enables or disables the waveform scope display. Saved as a per-preset setting.



## 2. Version History

### KClip - Version 2.0.2 - October 3, 2016

Maintenance update to resolve issues from KClip 2.0.1.

#### Issues resolved:

- No longer crashes WaveLab when changing templates.
- Waveform display works properly in all versions of WaveLab. By default, KClip will display a two-channel waveform display. If you are working on a mono file in WaveLab, and need to show only one channel, simply click in the metering area below the waveform display to refresh to the current number of channels in the active document.
- No longer crashes Ableton Live.
- Offline 256x mode was not properly detecting when Cubase and BitWig Studio came back online after a bounce, resulting in extreme CPU spikes. This has been fixed.

#### Known issues:

- The waveform display may cause periodic error messages in some versions of FL Studio. To avoid this, disable the waveform display from the Options tab.

### KClip - Version 2.0.1 - August 26, 2016

Maintenance update to resolve issues from KClip 2.0.0. KClip 2.0.1 also adds two new utility functions to the options screen for the waveform scope display.

#### Issues resolved:

- Crashing WaveLab 9 under some conditions.
- Waveform displays causing visual lag in OS X 10.10 and 10.11 in Pro Tools 12, Logic X, and some other hosts.
- Overall unreliability in Ableton Live due to CPU overload.
- Magix Sequoia offline rendering is non functional.
- Magix Sequoia CPU spikes changing modes.
- Some users are reporting sudden CPU load increases after bouncing in some hosts.
- Switching between soft modes on Mac is wonky.

#### Known issues remaining:

- Waveform displays not functioning in some WaveLab versions.

#### New features added:

- Adjustable FPS for the waveform scope.
- Waveform scope enable/disable toggle.

### KClip - Version 2.0.0 - August 10, 2016

- Initial release.

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Special thanks to the amazing [Thomas "Plec" Johansson](#) and [Ermin Hamidovic](#) for the extensive help and feedback that has helped improve KClip!