

Drelvyr Nox Lite

User Guide

Free Deep Bass Synthesizer



A focused one-page bass instrument for deep sub tones, dark pulses and cinematic low-end movement.

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Drelvyr Nox Lite is the free, streamlined version of Drelvyr Nox. It is designed for deep bass lines, dark sub tones, cinematic low-end pulses and mystical bass textures through a focused one-page interface.

The Lite version keeps the core character immediate: load a preset, shape the sound with the three main character orbs and use the macro controls for fast musical changes. The advanced editing pages of the full instrument are intentionally hidden so the workflow stays simple and direct.

Best for: ambient, cinematic music, techno, trance, dark electronic styles, hybrid scoring, drones, experimental low-end design and fast bass sketching.

Drelvyr Nox Lite is not a time-limited demo. It is a complete free instrument with a smaller, focused factory preset bank and a simplified control set.

Key Features

- One-page interface focused on fast bass sound design.
- Three large character orbs: Depth, Nox Core and Force.
- Strong musical macro controls for punch, weight, depth, growl, bite, width and space.
- Selected Lite factory preset bank.
- Built-in chorus, width, dimension and reverb switches.
- Performance modes for balancing sound quality and CPU usage.

Quick Start

Use this workflow when you want to create a bass sound quickly without opening any advanced pages.

Step	Action	Result
1	Choose a factory preset from the preset browser.	Start from a usable deep bass, pulse, drone or growl texture.
2	Play a low note or a simple bass line.	Drelvyr Nox Lite is strongest when the low-end movement is clearly audible.
3	Move Depth, Nox Core and Force.	Set the main sub weight, core tone and attack/aggression.
4	Adjust Punch, Weight, Depth, Nox, Bite and Growl.	Shape the sound with strong, immediately audible macro changes.
5	Use Attack, Decay, Sustain and Release.	Adapt the sound to plucks, sustained basses, pulses or drones.
6	Enable Chorus, Width, Dimension or Reverb when needed.	Add space, width and atmosphere without leaving the Main page.
7	Set Output and Performance mode.	Match the level and CPU behavior to your session.

Simple Bass Design Recipe

- For a clean sub bass: keep Bite, Growl and Reverb low, then raise Weight and Depth.
- For a punchy bass line: raise Punch and Force, shorten Release and use only a little Reverb.
- For a cinematic drone: use slower Attack/Release, add Dimension or Reverb and move Nox Core toward darker characters.
- For a dark growl: raise Nox, Bite and Growl, then balance Weight so the low end stays solid.

Interface Overview

The Lite interface is built around one page. The three large orbs define the main sound identity, while the smaller knobs and buttons handle musical shaping, effects, presets and output.



Area	Purpose
Depth Orb	Controls the low-end identity, sub behavior and depth character.
Nox Core Orb	Selects the central tone and core bass character.
Force Orb	Shapes punch, pressure, attack and aggression.
Macro Knobs	Provide fast access to the most important sound-shaping parameters.
FX Buttons	Enable chorus, stereo width, dimension and reverb.
Preset Browser	Browse, save and load sounds.
Performance Mode	Choose between full quality and CPU-saving modes.

The Three Character Orbs

The large orbs are the fastest way to change the identity of the sound. They are designed to create clear musical changes without requiring detailed editing.

Depth

Depth focuses on the low-end structure. Use it to move between tighter, deeper, heavier and darker sub characters. It is especially useful for finding the correct foundation for a bass line.

Nox Core

Nox Core selects the central bass tone. It moves between different dark core characters such as saw-like, pulsing, ritual, abyssal and sub-focused tones. This is the main identity control of the instrument.

Force

Force controls the physical behavior of the sound: punch, grip, impact, crush, softness and growl. Use it to decide whether the bass should sit smoothly under the track or hit more aggressively.

Tip: set the three large orbs first, then use the smaller macro knobs for fine musical shaping.

Common Orb Combinations

Goal	Depth	Nox Core	Force
Clean deep sub	Sub / Deep	Sub Core	Tight / Soft
Dark techno bass	Weight / Nox	Dark Saw / Growl	Punch / Impact
Cinematic low drone	Abyss / Doom	Ritual / Abyss	Soft / Growl
Aggressive growl	Nox / Doom	Growl / Nox	Crush / Impact

Macro Controls

The small Main-page knobs are designed as strong performance macros. In the Lite version they make clearly audible changes, because there are no advanced tabs for detailed editing.

Control	What it does
Glide	Adds pitch glide and a smoother movement between notes when the sound calls for it.
Punch	Strengthens attack, transient pressure and bass impact.
Weight	Increases low-end body, density and bass foundation.
Depth	Pushes the sound deeper and darker with stronger sub/low emphasis.
Nox	Adds darker character and deeper Nox coloration.
Bite	Adds edge, brightness, friction and upper harmonic attack.
Growl	Adds growling harmonic movement and more aggressive texture.
Attack	Controls how quickly the sound begins.
Decay	Controls how the sound falls after the initial attack.
Sustain	Controls the held level while a note is pressed.
Release	Controls how long the sound fades after note release.
Width	Adds stereo spread mostly to upper content while keeping the low foundation controlled.
Reverb	Adds space and atmosphere when the Reverb FX switch is enabled.

For bass sounds, small changes can have a large musical effect. Always balance macro movement with Output level and the role of the bass in the mix.

Buttons, FX and Performance

Reset and Panic

Reset returns the current sound-shaping controls to their intended default behavior. Panic immediately stops stuck or hanging notes. Use Panic if a DAW, MIDI device or host state leaves notes playing unexpectedly.

Inspire and Evolve

Inspire creates a new variation based on the musical character of the instrument. Evolve moves the current sound toward a new related version. Use these buttons when you want quick ideas without designing a sound from scratch.

FX Switches

FX	Use it for
Chorus	Wider, thicker movement and subtle animated bass texture.
Width	Additional stereo expansion for upper harmonic content.
Dimension	Large, spacious, atmospheric widening.
Reverb	Dark space, depth and cinematic atmosphere.

Performance Mode

Performance mode lets you balance sound quality and CPU usage. Use Full for maximum quality, Optimal for everyday production, CPU Saver for heavier sessions and Ultra Saver when you need the lightest practical CPU load.

Output

The Output control sets the final level. Because bass sounds can carry a lot of energy, leave enough headroom in your DAW and avoid clipping the channel or master output.

Presets and Workflow

Drelvyr Nox Lite includes a selected factory preset bank focused on the simplified Lite interface. The presets are intended as playable starting points rather than locked finished sounds.

Preset Browser

- Use Category to filter the sound list.
- Use Preset to choose a sound.
- Use the star button to mark favourites where supported by the host/project state.
- Use Save and Load for your own user presets.

Recommended Workflow

Workflow	How to use it
Fast production	Start from a preset, adjust the three orbs, then set Punch, Weight and Release.
Sound exploration	Use Inspire or Evolve, then reduce anything that becomes too wide, bright or wet.
Mix-ready bass	Keep Reverb and Width moderate, control Output and make sure the sub remains centered.
Cinematic texture	Use longer envelopes, Dimension/Reverb and darker Nox Core settings.

Saving a preset stores the current Lite sound state. For full engine editing, use the complete Drelvyr Nox version.

Lite vs Full Version

Drelvyr Nox Lite gives you the essential sound and character of Drelvyr Nox in a simplified free instrument. It is focused on quick results, immediate bass shaping and a smaller selected preset bank.

The full version of Drelvyr Nox unlocks the complete engine, deeper editing pages, advanced modulation, Matrix control, extended shaping options and the full preset library.

Feature	Drelvyr Nox Lite	Drelvyr Nox Full
Main sound engine	Core character included	Complete engine access
Interface	One-page workflow	Full multi-page editor
Presets	Selected Lite factory bank	Full factory library
Modulation	Simplified macro behavior	Advanced modulation and Matrix
Sound design depth	Fast and focused	Deep editing and routing

Practical Bass Tips

- For clean low-end, keep the deepest sub content mono and use Width mainly for upper harmonics.
- If the sound becomes too bright, reduce Bite before reducing the overall level.
- If the bass disappears on small speakers, add a little Growl or Bite to create audible harmonics.
- If the low end becomes too heavy, reduce Weight or Depth rather than only lowering Output.
- For fast bass lines, use shorter Release and moderate Reverb.

Installation Notes

Install the plugin format supported by your system and DAW. On Windows this is typically VST3. On macOS this may include AU and/or VST3 depending on the release package and host.

Platform	Typical location
Windows VST3	C:/Program Files/Common Files/VST3
macOS VST3	/Library/Audio/Plug-Ins/VST3
macOS AU	/Library/Audio/Plug-Ins/Components

Troubleshooting

- If the plugin does not appear, rescan plugins in your DAW.
- If a note hangs, press Panic.
- If CPU usage is too high, try CPU Saver or Ultra Saver.
- If the sound is too loud, reduce Output and check your DAW channel gain.
- If a preset sounds too wide for bass, reduce Width and disable Dimension.

Credits

Drelvyr Nox Lite is developed by Uryan Audio.

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Thank you for using Drelvyr Nox Lite.