

FX STATION

USER MANUAL



INSTALLATION GUIDE

1. FX Station is delivered as 64-bit VST3/AU FX (Effect) plugin.
2. Plugin\Microsoft Windows: Copy the "FX Station.vst3" file to your system VST/VST3 folder, typically: "C:\Program Files\Common Files\VST3" or "C:\Program Files\VSTPlugins".
3. Plugin\macOSX: Copy the "FX Station.component" or "FX Station.vst3" file to: "/Library/Audio/Plug-Ins/Components" (for AU) or "/Library/Audio/Plug-Ins/VST3".
4. Enjoy the FX Station!

FX Station by Cloudy Samples is a versatile multi-effects suite designed to fuse the timeless warmth of vintage analog gear with the razor-sharp flexibility of modern digital processing.

Built into an intuitive, tactile rack-style interface, FX Station gives you immediate access to a complete studio chain of essential tools for mixing, mastering, and sound design.

KEY SPECIFICATIONS

1. Dedicated FX Modules

Six distinct processing categories offer a full spectrum of tonal control, each equipped with six specialized algorithms, and an independent channel mix slider. Enabling any effect dynamically reveals two dedicated parameter sliders for instant, fine-tuned control:

- **Compression:** Fast transients, glue, and optical leveling.
- **Reverb:** From intimate chambers to lush, expansive spaces.
- **Delay:** Vintage tape warmth, pristine digital repeats, and wide ping-pongs.
- **Chorus:** Rich dimension, classic modulation, and subtle stereo movement.
- **Image:** Advanced spatial expansion and Mid/Side balancing.
- **Saturation:** Gentle tube warmth, tape drive, and aggressive crunch.

2. Multifunctional Visual Display Unit

At the heart of FX Station is a display hub featuring flexible visual tools to keep your audio under control:

- **Calibrated VU Meter:** Classic analog needle response with editable 0 VU reference modes, allowing you to calibrate 0 VU to your target dBFS headroom.
- **EQ Spectrum:** An interactive, editable multiband EQ layered directly over a real-time spectrum analyzer for instant frequency adjustments.
- **Oscilloscope:** Real-time waveform visualization for precise transient and dynamic inspection.
- **Width Meter:** Detailed stereo goniometer field and phase correlation monitoring to ensure mix translation.
- **Peak Meter:** High-resolution peak metering for both input and output stages.
- **Gain Meter:** Dedicated Gain Reduction monitoring tailored specifically for classic Opto and VCA compression algorithms.
- **Interactive Sticky Note:** A built-in digital notepad inside the plugin interface to write quick mix notes, reminder tweaks, or preset info directly in your session.

3. Smart Utility & Workflow Features

- **Smart Autogain:** Automatic gain compensation that balances processed volume against your dry signal, preventing "louder-is-better" psychoacoustic bias.
- **Global Mix Control:** A single master crossfader for instant parallel processing across the entire FX chain.
- **Pre-Gain & Post-Gain Controls:** Dedicated input drive and output ceiling adjustments for optimal gain staging.
- **Preset Browser:** Save, load, and manage your presets. Includes 45 production-ready factory presets spanning mix bus glue, vocal polish, drum shaping, spatial FX, and aggressive tone warming.

Sparkle your projects with effects you have never experienced before.

1. Compression

- **Punch:** A fast-acting, upward compressor designed to emphasize initial transients. Perfect for adding snap, attack, and impact to drums, percussion, and plucked instruments.
- **Glue:** A smooth, bus-style upward compressor modeled after iconic master console dynamics. Ideal for binding individual elements together, providing cohesive control over mix buses and groups without squashing the natural dynamics.
- **Clipper:** A precise hard/soft peak-clipping module. Shaves off unharmonic dynamic peaks before they hit digital converters, allowing you to boost perceived loudness while maintaining transient clarity.
- **Opto:** A smooth, musical optical classic compressor emulation with classic non-linear release behavior. Ideal for vocals, bass, and acoustic guitars where natural, transparent gain reduction is required.
- **VCA:** A clean, fast, and highly predictable voltage-controlled classic style compressor. Offers precise control over peak control, suited for all-round dynamic management from individual tracks to complex sub-mixes.
- **Limiter:** A brickwall peak limiter designed to catch fast transients and prevent digital clipping. Ensures maximum output energy with minimal audible distortion at the end of your dynamic chain.

2. Reverb

- **Plate:** Emulates the dense, bright, and smooth characteristics of classic mechanical sheet-metal reverbs. Exceptional for adding shimmer, sustain, and density to vocals, snares, and solo instruments.
- **Hall:** Simulates a large concert hall with long decay times and rich early reflections. Designed to give acoustic instruments, orchestral elements, and synths a majestic sense of depth and three-dimensional space.
- **Room:** A short, tight acoustic room emulation focusing on natural early reflections. Ideal for adding realistic space and body to dry recordings without cluttering the lower-mid frequencies of your mix.
- **Chamber:** Modeled after traditional studio echo chambers, delivering a dense, warm reverberation with a prominent mid-range body. Fits exceptionally well into vintage-style mixes.
- **Spring:** Emulates the mechanical, boingy, and resonant sound of traditional spring reverb tanks. Adds immediate character, retro flare, and flutter to electric guitars, dub synths, and organ lines.
- **Dream:** An atmospheric, modulated reverb algorithm creating vast, lush, and ambient decay tails. Tailored for sound design, ambient pads, cinematic textures, and ethereal soundscapes.

3. Delay

- **Digital:** A pristine, sample-reduction delay line with exact repeats. Delivers modern, transparent echoes with frequency degradation over time.
- **Analog:** Emulates bucket-brigade (BBD) delay hardware, featuring dark, warm, and gradually bandpass-filtered repetitions. Perfect for subtle depth and retro spatial echoes.

- **Reel:** A classic crush-delay emulation, with mild saturation, and smooth high-end roll-off on consecutive repeats.
- **Ping Pong:** Alternates delay repeats across the left and right stereo channels, creating a wide, dynamic spatial movement across the soundstage.
- **Ducked:** A smart delay algorithm that automatically attenuates its output while the dry input signal is playing, with gentle wow/flutter modulation.
- **Reverse:** Samples incoming audio and plays the delay buffer gated. Excellent for surreal, psychedelic textures, build-ups, and creative transition effects.

4. Chorus

- **Classic:** A smooth 2-voice chorus algorithm modeled after vintage bucket-brigade pedal circuits. Adds subtle pitch modulation and gentle stereo widening to guitar tracks, keys, and vocals.
- **Ensemble:** A rich, multi-voice chorus emulation based on iconic string synth circuits. Creates thick, lush, and enveloped spatial movement to turn mono sounds into massive stereo textures.
- **Dimension:** A static multi-phase spatializer inspired by classic studio rack units. Delivers subtle width and separation without the obvious sweeping modulation or pitch modulation artifacts of a standard chorus.
- **Tri-Chorus:** Utilizes three independent LFO-modulated delay lines operating simultaneously at different phase angles. Generates deep, ultra-wide, and glassy modulation tails.
- **Flutter:** A lo-fi modulation effect focusing on tape-style wow and flutter pitch instability. Adds organic, vintage pitch movement and a slightly unpredictable pitch-drift character.
- **Wow:** A slow, heavy pitch-cycling effect replicating vinyl warp or mechanical tape reel speed fluctuations. Perfect for lo-fi beats, synth textures, and nostalgic sound design.

5. Image

- **Stereo:** A standard mid/side-based width processor. Allows you to expand or narrow the overall stereo field from pure mono to wide stereo width.
- **Widener:** A psychoacoustic spatial processor designed to enhance the perception of width on narrow or mono signals without introducing phase cancellation issues.
- **Imager:** A frequency-conscious stereo enhancement tool that rolls audio from left to right, creating a psychoacoustic effect of orbit.
- **MS Boost:** A Mid/Side gain adjustment module allowing you to independently control the level of the center (Mid) and side (Side) information to adjust mix focus and background space.
- **Rotate:** A phase-alignment and spatial rotation processor that shifts the acoustic center of your soundstage smoothly.
- **Pan Spread:** Creates a delay effect components across the stereo panorama, creating a wide, immersive spatial haas field.

6. Saturation

- **Tube:** Emulates the warm, asymmetrical harmonic distortion of triode/pentode vacuum tubes. Adds subtle even-order harmonics, dynamic warmth, and pleasant saturation.
- **Tape:** Replicates the natural cassette, subtle warmth, and high-frequency smoothing of magnetic tape recording at high levels.
- **Transform:** Emulates the low-frequency saturation and subtle phase shift produced by high-end audio transformers. Adds weight, punch, and authority to the low end.
- **Drive:** A modern overdrive circuit providing aggressive, focused mid-range grit and harmonic saturation. Excellent for cutting through dense mixes.
- **Crunch:** A heavy, edgy saturation mode designed to push audio into hard-driven territory. Delivers raspy, textured harmonics suitable for drums, loops, and aggressive synth lines.
- **Boost:** A clean harmonic preamp simulation that pushes signal drive into subtle saturation while adding level and presence to the source signal.

CREDITS

Special thanks for:

@oceanxxsounds – presets, consultation & beta testing
Dan Steely – consultation & beta testing
Royal Invasion Productions - consultation
MychMych – vocals for demo overview

TROUBLESHOOTING

1. You need 64-bit OS with VST3/AU supported DAW to run this plugin.
2. If you need a panic button, you can use the Bypass switch.
3. Resize the interface by clicking Settings button.
4. Access the license on the main folder "Assets/Documentation".
5. To uninstall the plugin, just remove your copied "FX Station.vst3" or "FX Station.component" from your VST/VST3/Components Plugins folder.
6. If you encounter any issues or technical difficulties, please contact Cloudy Samples immediately.

Website: <https://www.cloudysamples.com>

E-mail: studio@cloudysamples.com

© Cloudy Samples. All rights reserved.