VITRIC



Stoke Saturator

USER MANUAL | VERSION 1.0.1 | UPDATED NOVEMBER 18, 2026 | MUSEHUB EDITION

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Stoke Saturator adds saturation, the gentle, musical distortion that analog gear gives a sound. It adds harmonics (new overtones above each note), so a track sounds thicker and warmer. Stoke is one sound on four knobs. Turn up DRIVE and the sound gets thicker, not louder: low settings add warmth, high settings add controlled bite. It is for drums, bass, vocals, synths and the mix bus, whenever a track needs weight or glue (parts that sound like they belong together).

This manual covers Stoke Saturator 1.0.1 on macOS and Windows, in VST3, AU and AAX.

01 Quick start

1. Insert **Stoke Saturator** on a track or bus.
2. Turn **DRIVE** up until the track feels thicker, and stop before you hear fuzz on the loudest notes. With **AUTO** on (the default), the level stays the same, so you hear the character, not just more volume.
3. Use **TONE** to lean it brighter or darker.
4. To blend the saturated sound with the dry track (parallel saturation), lower **MIX**.
5. Click **POWER** to compare with the dry sound.

TIP

Not sure where to start? Step through the starting points with the < and > arrows at the top right: there are twelve, named for the job (Drum Bus Glue, 808 Weight, Lead Vocal Warmth and more).

02

What's new in 1.0.1

On macOS 27, the Audio Unit and AAX versions now load. No change to the sound or features. On Windows this is a maintenance update.

03

What's new in 1.0.0

Only the version number changed. Stoke sounds, looks and works exactly as 0.2.13 did, and your sessions and presets open as you saved them.

04

What's new in 0.2.13

Fixed a rare crash when the host saves and restores settings at the same time.

Slightly lower CPU use on Windows.

On Windows, the plugin window now draws and updates on computers whose display gives it no refresh signal, such as virtual machines and some remote desktops. Closing the window there no longer freezes the host.

05

What's new in 0.2.12

B now switches POWER and P opens presets, the same as Plinth.

An offline export starts with the same input calibration as playback.

With POWER off, the coal goes dark and IN reads the same as OUT.

A reopened session shows its preset's name.

06

What's new in 0.2.10

What changed since 0.2.0:

Your own presets in the starting-point menu and the ... menu.

Sessions always reopen as saved, after every update.

Fixes: a crash on macOS 10.15 and 11; Windows user names with accented characters.

07 The window

Drag the window's corner to resize it, from 600 × 367 up to 1152 × 704 pixels. It keeps its shape, opens at 720 × 440 and remembers its size.



FIG. 1 Stoke at its default settings, with audio playing.

1. **DRIVE.** How hard the sound is driven.
2. **Starting point.** The name, with arrows to step.
3. **TONE.** Brighter or darker.
4. **MIX.** Saturated and dry blend.
5. **OUTPUT.** The final trim.
6. **Console.** Readouts and peak levels.
7. **AUTO.** Equal-loudness DRIVE.
8. **POWER.** Bypass, to compare with the dry sound.
9. **License chip.** Reads MUSEHUB. This edition opens unlocked, so the chip is a label and takes no clicks.

The three small knobs are TONE, MIX and OUTPUT, in the same order as the readouts in the console below them. Click the DRIVE readout under the big knob, or any console readout, to type a value. The ... button to the right of POWER opens the menu.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
DRIVE	How hard the sound is driven. Low settings add warmth (the second harmonic, an octave above each note); higher settings add brighter upper harmonics, held back before they turn shrill. One sound that deepens as you turn; it never switches character.	0 to 100 %	20 %
TONE	Tilts the saturated sound around 800 Hz, like a seesaw: right lifts the highs and dips the lows (brighter), left does the reverse (darker). The dry part of MIX is never tilted. At 0 dB it is fully out.	-6 to +6 dB	0 dB
MIX	Blends the saturated and dry sound (parallel saturation). The two are lined up to the sample, so any blend stays clean, with no hollow, phasey sound. At 0 % you hear the dry signal, untouched apart from OUTPUT.	0 to 100 %	100 %
OUTPUT	The final trim, after everything.	-12 to +12 dB	0 dB
AUTO	Equal-loudness DRIVE: turning DRIVE up gets thicker, not louder (the loudness stays within about half a decibel across the whole range). Turn it off when you want the raw level change. Key A.	On or off	On
POWER	Bypass. Off passes the input untouched, the button sits lower and the console reads POWER OFF. Switching is click-free. Key P.	On or off	On
... (MENU)	Opens a menu: Character trim, the starting points and your own presets, the shortcut sheet, and Show tooltips, Check for updates and Reduce visual effects, which apply to every Vitric plugin on this computer. Key O. In this edition Stoke never checks for updates itself, whatever **Check for updates** is set to.		
STARTING POINT	Shows the starting point you loaded, your own preset's name (until you turn a knob), Default at the defaults, or Custom. The arrows, or [and] , step through the twelve starting points only; click the name for the menu.	12 starting points plus yours	Default

The coal. The glow around DRIVE shows how much the saturation is adding: the harder it works, the brighter it glows. It shows the saturation itself, before MIX and POWER, so it still glows with MIX low or POWER off. In silence it goes dark.

The readouts. Click a value to type an exact one; `Return` applies, `Esc` cancels. A very small change may not visibly move a knob; the readout always shows the exact value. The small console shows input and output peaks, and AUTO ON, AUTO OFF or POWER OFF.

Input calibration

Stoke listens to how loud your track is and adjusts itself, so DRIVE 40 % gives the same character on a quiet track (around -24 dBFS, well below the digital maximum) as on a loud one (around -6 dBFS). It settles within the first ten seconds or so, slowly enough that you never hear it pump, and holds through silences. It changes the character only, never the level.

Character trim, under INPUT CALIBRATION in the ... menu, shifts that point: plus values are denser at the same knob position, minus values cleaner, with no jump in loudness.

CONTROL	WHAT IT DOES	RANGE	DEFAULT
CHARACTER TRIM	Shifts the input calibration. Pick a value in the menu. Your DAW lists it as Input Cal, and automation can reach -12 to +12 dB.	-6, -3, 0, +3 or +6 dB from the menu	0 dB

Latency and CPU

Stoke adds a small, fixed delay (a few samples; 6 at 48 kHz), which it reports to your DAW so everything stays aligned.

There is no quality switch: Stoke always runs at its one quality setting.

Reduce visual effects in the menu lowers the display's frame rate on a slow computer; the coal still follows the sound.

08 Keyboard and mouse

Keys work when the Stoke window has keyboard focus: click an empty part of the window once. While you type in a value field, the field keeps the keys.

ACTION	MAC	WINDOWS
AUTO on or off	`A`	`A`
POWER on or off	`P`	`P`
Open the menu	`O`	`O`
Previous or next starting point	`[` or `]`	`[` or `]`
Show or close the shortcut sheet	`?` / `Esc`	`?` / `Esc`
Fine drag on a knob	`Shift` + drag	`Shift` + drag
Step DRIVE or MIX by 5 % (`Shift`: 1 %)	Mouse wheel	Mouse wheel
Step TONE or OUTPUT by 0.5 dB (`Shift`: 0.1 dB)	Mouse wheel	Mouse wheel
Reset a knob (DRIVE 20 %, MIX 100 %, TONE and OUTPUT 0 dB)	Double-click, or `Cmd` + click	Double-click, or `Ctrl` + click
Nudge the focused knob	Arrow keys	Arrow keys
Type an exact value	Click a readout	Click a readout

In Pro Tools, fine drag is `Cmd` + drag (`Ctrl` on Windows) and reset is `Option` + click (`Alt` on Windows). TONE and OUTPUT snap lightly to each whole dB, and a little more firmly to 0 dB.

09 Recipes

These recipes start from Stoke's starting points (its factory presets). With AUTO on, Stoke matches the dry sound's loudness, so compare with **POWER** and judge only the character. Every source is different, so adjust by ear.

Glue a drum bus

START FROM	Drum Bus Glue
DRIVE	38 %
MIX	100 %
LISTEN FOR	The kit sounding like one instrument; back DRIVE off if the cymbals turn gritty

Add weight to an 808

START FROM	808 Weight
DRIVE	55 %
TONE	-1.5 dB
LISTEN FOR	The 808's notes audible on phone speakers; lower TONE if the top turns buzzy

The sub stays clean while the mids thicken, so the 808 reads on small speakers.

Warm a lead vocal

START FROM	Lead Vocal Warmth
DRIVE	30 %
TONE	+0.5 dB
LISTEN FOR	A fuller, closer voice; back DRIVE off if loud words or S sounds turn raspy

Crush in parallel

START FROM	Parallel Crush
DRIVE	100 %
TONE	+2 dB
MIX	35 %
LISTEN FOR	Energy and grit under the drums; raise MIX for more, lower it to tuck it in

Full saturation blended under the clean dry sound.

Leave it on the mix bus

START FROM	Mix Bus 10 Percent
DRIVE	18 %
LISTEN FOR	Barely there: switch POWER off and the mix should feel a little thinner, not quieter

Despite the name, it sets DRIVE to 18 %.

10 Presets

Stoke calls its twelve factory presets starting points.

STARTING POINT	WHAT IT DOES
Drum Bus Glue	Gentle glue and weight across the whole kit
808 Weight	The sub stays clean while the mids thicken
Kick Punch	Attack kept, body grown; blend to taste
Snare Crack	Crack preserved, ring saturated in parallel
Bass DI Warmth	A direct bass gains some cabinet roundness
Lead Vocal Warmth	Presence and body without edge
Backing Vocal Melt	Sits a stack back into the track
Acoustic Body	Quiet wood-and-air thickness for guitars
Piano Glue	Barely-there fusion for wide keys
Synth Heat	Cold sources gain analog motion
Mix Bus 10 Percent	The leave-it-on setting
Parallel Crush	Full saturation under a clean dry sound

Starting points set the four knobs and switch AUTO and POWER back on; Character trim stays where you set it.

Your own presets

1. Click the starting point's name (or open **Starting points** in the ... menu) and choose **Save preset...**, then type a name.
2. Your presets appear under **User** in the same menu.
3. **Rename preset** and **Delete preset** manage the list; **Show preset folder** opens the folder on disk.

A saved preset holds DRIVE, TONE, MIX and OUTPUT. Unlike the starting points, it leaves AUTO, POWER and Character trim as they are. The files are in `~/Library/Application Support/Vitric Audio/Presets/Stoke Saturator` on macOS and `%APPDATA%\Vitric Audio\Presets\Stoke Saturator` on Windows.

11 Specifications

Controls: DRIVE 0 to 100 %, TONE ±6 dB, MIX 0 to 100 %, OUTPUT ±12 dB, AUTO, POWER, Character trim (Input Cal) -6 to +6 dB from the menu, -12 to +12 dB by automation.

Latency: 6 samples at 48 kHz, fixed and reported to your DAW.

Window: 600 × 367 to 1152 × 704, fixed shape.

Formats: VST3 and AAX on macOS and Windows; AU on macOS.

Not included

There is no quality switch, mid/side mode or sidechain.

Stoke works on mono and stereo tracks. It does not support surround or Atmos formats.

12 Installation and updates

Install

1. Save your work and quit your DAW.
2. Install **Stoke Saturator** from the MuseHub app. MuseHub downloads it and puts the plugins in place.
3. Open your DAW. If Stoke Saturator is not listed, run your DAW's plugin rescan.

Use AU in Logic Pro, AAX in Pro Tools and VST3 in other DAWs. On a Mac the plugins go in the standard folders:

AU: `/Library/Audio/Plug-Ins/Components`
VST3: `/Library/Audio/Plug-Ins/VST3`
AAX: `/Library/Application Support/Avid/Audio/Plug-Ins`

On Windows, MuseHub installs the VST3 and AAX versions.

Nothing to enter

This edition opens and runs as soon as it is installed. Your MuseHub purchase is your license: there is no key, code or account to enter, and nothing to unlock. The chip at the bottom left reads MUSEHUB. It is a label, not a button, so clicking it does nothing.

MuseHub handles the purchase, any trial and any payment question under its own terms. Vitric sets no limit of its own on the number of computers: install Stoke on the computers you personally use, within MuseHub's terms.

Updates

Updates to this edition are free and come through MuseHub. When a new version is out, save your work, quit your DAW and update Stoke in the MuseHub app. Your sessions reopen exactly as saved after every update.

Stoke never checks for updates itself in this edition and shows no update notice, whatever the **Check for updates** option is set to.

Sessions and presets are the same as in the vitricaudio.com edition of Stoke Saturator, so your projects open in either edition.

13 Troubleshooting

Stoke does not appear in my DAW

Rescan plugins and restart the DAW. In Logic Pro, use Logic Pro > Settings > Plug-in Manager and **Reset & Rescan Selection**. On Windows, make sure your DAW scans `C:\Program Files\Common Files\VST3`.

It went silent, or Stoke does nothing

POWER is off: the console reads POWER OFF. Click POWER or press `P`.

MIX is at 0 %: you hear only the dry signal, so Stoke seems to do nothing.

It sounds harsh or fuzzy

Lower DRIVE, turn TONE left, or lower MIX to blend in more of the dry sound. On the mix bus, start from Mix Bus 10 Percent.

Turning DRIVE up does not get louder

That is AUTO doing its job: DRIVE changes the character, not the level. Turn AUTO off for the raw level change.

It got quieter when I turned AUTO off

That is expected at high DRIVE: heavy saturation takes up to about 1 dB off the level, and AUTO is what puts it back. Below about 50 % DRIVE, AUTO changes nothing. Raise OUTPUT to match, or turn AUTO back on.

The coal still glows with POWER off

That is expected. The coal shows what the saturation is making before POWER and MIX; with POWER off you hear your input untouched.

The first seconds of an export sound different

Input calibration starts again from its neutral point when your DAW restarts the plugin's audio, which some DAWs do at the start of an export. On a very quiet or very loud track, start the export a few seconds before the part you need.

The knob did not move, but the sound changed

A very fine change can be too small to move the knob's pointer. The readout under the knob shows the exact value.

Shortcuts do nothing

Click an empty part of the Stoke window once so it has keyboard focus. Some DAWs keep certain keys for themselves; use the mouse for those.

14 Support

MuseHub provides first-line support for this edition and passes anything it cannot solve, such as a plugin fault, on to Vitric. You can also write to support@vitricaudio.com with your Stoke version, operating system, DAW and version, plugin format and the exact error if there is one.

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