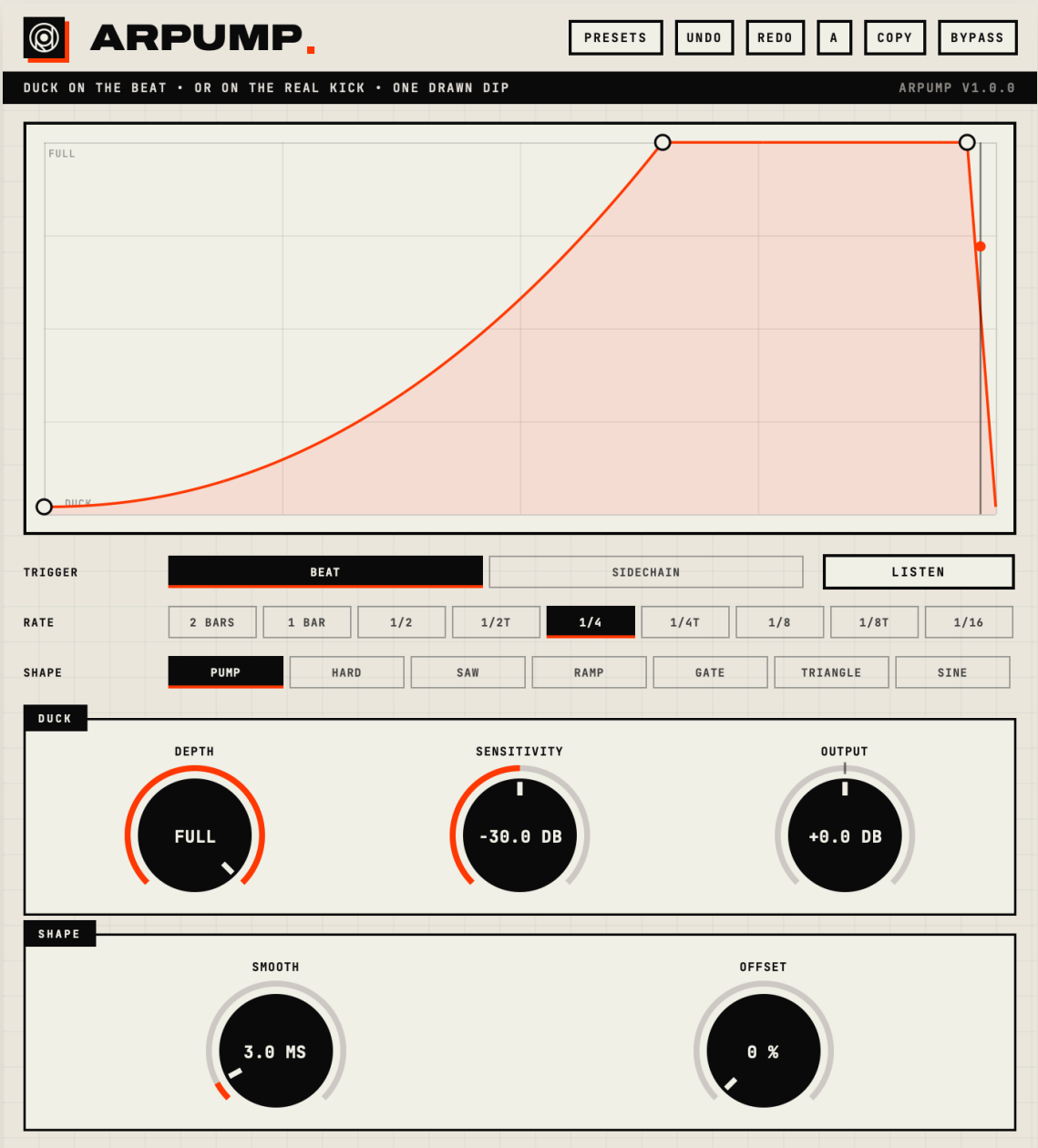


ARPUMP

TEMPO SHAPED MODULATION



VERSION

1.0.0

FORMATS

AU • VST3

PLATFORMS

macOS • WINDOWS

DOCUMENT

USER GUIDE

01 WHAT IT DOES

ARPUMP ducks a channel on an event. The dip itself is one drawn curve – drag the points, bend the segments – and something fires it: in BEAT mode the host's own beat grid, taken from the absolute bar position, so the pump lands exactly where the bar says even after a loop or a jump; in SIDECHAIN mode the actual kick arriving on the sidechain input, so syncopated patterns, live drums and half-time feels duck in the right place instead of on the grid. The trigger fires 0.021 ms after the kick crosses the sensitivity threshold – measured. With DEPTH at zero the output is bit identical to the input, and with the transport stopped nothing is touched at all. There is no latency.

02 INSTALLING

macOS

Run ARPUMP Installer.pkg and follow the steps. You can choose which formats to install, and whether to install for every user or only for yourself. The package is signed and notarised by Apple, so it opens normally.

Windows

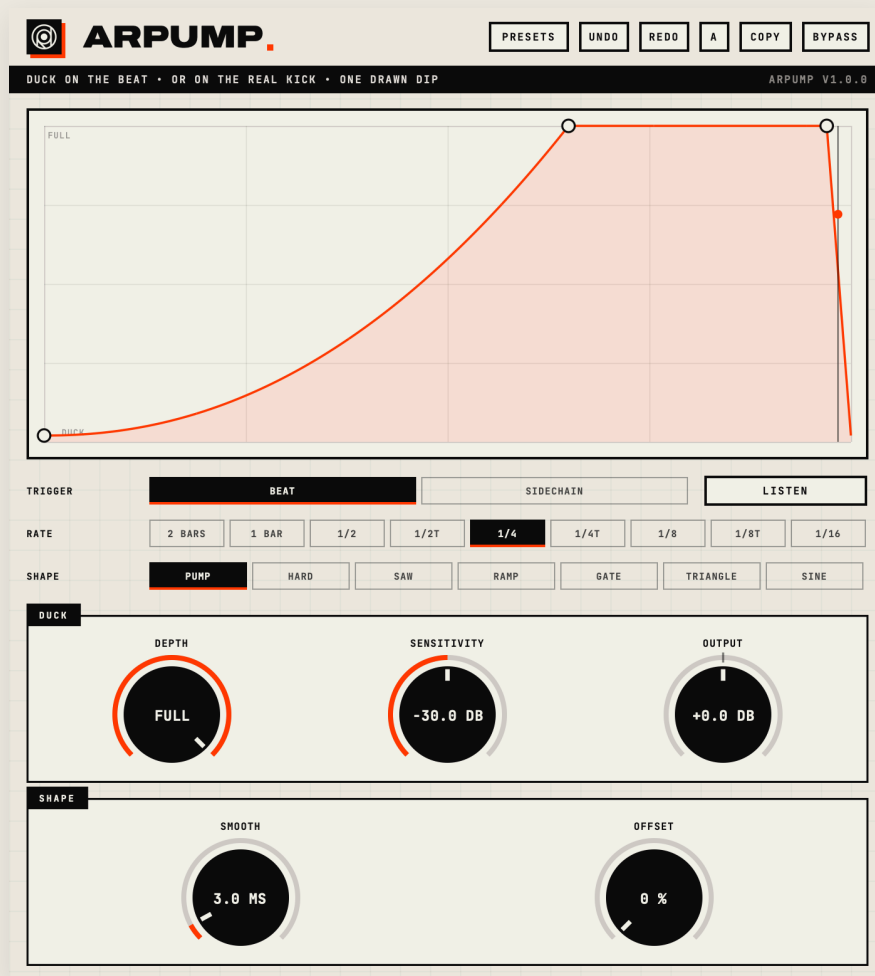
Run ARPUMP Installer.exe and follow the steps. The plugin is placed in the shared VST3 folder. The installer is not codesigned yet, so SmartScreen may warn you: click More info, then Run anyway. This is only needed once.

After installing

Rescan the plugin list in your DAW. ARPUMP appears under AjanSS Records > ARPUMP.

Requirements – macOS 10.13 or newer, Intel or Apple Silicon (universal binary). Windows 10 or newer, 64-bit. Formats: Audio Unit and VST3 on macOS, VST3 on Windows.

03 THE INTERFACE



CURVE

The dip, one pass wide. Drag a point to move it, double click empty space to add one, double click a point (or hold alt) to remove it. Grab the line between two points and drag up or down to bend that segment.

PLAYHEAD

The vertical line is where the dip is right now, with the dot riding the curve at the value being applied. In SIDECHAIN mode it starts from the left edge at every trigger.

TRIGGER ROW

BEAT fires the dip from the host grid; SIDECHAIN fires it from the kick on the sidechain input. LISTEN on the right monitors that input while you set SENSITIVITY.

RATE ROW

The dip length in note values against the host tempo – two bars down to a sixteenth, triplets included.

SHAPE ROW

Seven starting shapes. One click replaces the curve; everything stays editable afterwards.

04 PARAMETERS

CONTROL	RANGE	DEFAULT	WHAT IT DOES
TRIGGER	BEAT / SIDECHAIN	BEAT	What fires the dip. BEAT needs no routing at all; SIDECHAIN needs the kick (or any signal) routed into the plugin's sidechain input in your DAW.
RATE	2 BARS ... 1/16	1/4	How long one dip lasts, in note values against the host tempo. In BEAT mode this is also how often it fires.
DEPTH	OFF ... FULL	FULL	How deep the dip ducks the level. FULL means the bottom of the curve is silence; halfway means half the depth. At OFF the output is bit identical to the input.
SENSITIVITY	-60.0 ... 0.0 dB	-30.0 dB	The sidechain trigger level. The dip fires when the kick crosses it, re-arms 6 dB below it, and never fires twice within thirty milliseconds.
SMOOTH	OFF ... 50.0 ms	3.0 MS	Rounds the corners of the drawn curve so hard edges do not click. Twenty milliseconds softens a gate edge by a measured factor of four and a half.
OFFSET	0 ... 100 %	0 %	BEAT mode only: shifts the dip inside the cycle, to start it slightly before the beat or push a gate pattern onto the offbeat.
LISTEN	on / off	off	Replaces the output with the sidechain input, untouched, while you set SENSITIVITY. Turn it off to hear the duck again.
OUTPUT	-12.0 ... +12.0 dB	0.0 dB	Final level trim, for matching the loudness back after a deep duck.
BYPASS	on / off	off	Passes the input through untouched.

05 PRESETS

Open the browser with PRESETS. It has two categories: FACTORY, which ships with the plugin, and USER, which is yours. Click a preset to load it, or browse with the keyboard.

↑ ↓	Move through the list. The highlighted preset loads as you go, so you can audition the whole bank without clicking.
← →	Switch between FACTORY and USER.
ESC	Close the browser.
SAVE	Type a name in the field and press SAVE to store the current settings as a user preset.
RENAME • DELETE	Act on the selected user preset. Factory presets cannot be changed or removed.

Factory bank — 14 presets

CLASSIC PUMP	TREMOLO
GENTLE DUCK	LIVE KICK DUCK
HARD KICK DUCK	LIVE SNARE DUCK
OFFBEAT PUMP	VOCAL RIDES PAD
HALF BAR SWELL	BASS TUCK
TRANCE GATE	LONG TAIL DUCK
TRIPLET GATE	STUTTER

06 STARTING POINTS

Rough settings to work from, not destinations.

Classic pump, no routing

TRIGGER BEAT, the default shape at 1/4. Deepen it by dragging the first point further down.

Duck to the real kick

TRIGGER SIDECHAIN, route the kick into the sidechain input, turn LISTEN on, set SENSITIVITY so only the kick crosses it, LISTEN off.

Trance gate

GATE shape at 1/8 with SMOOTH around 2 ms – fast enough to be a gate, slow enough not to click.

Pad under a vocal

SIDECHAIN from the vocal, PUMP shape at 1/2, DEPTH around 60, SMOOTH 10 ms – the pad breathes out of the way.

Measured behaviour

TRIGGER LATENCY	0.021 ms after the kick crosses the threshold, at the default sensitivity.
DEPTH OFF	Output bit identical to the input, with the sidechain still firing.
TRANSPORT STOPPED	Output bit identical to the input in BEAT mode.
BLOCK SIZE	64-sample and 480-sample blocks produce identical output.
DOUBLE TRIGGERS	Two kicks ten milliseconds apart fire exactly one dip.

07 SUPPORT

For questions, bug reports and feature requests, please reach us on Instagram at @ajanssrecords. Please include your operating system, your DAW and its version, the plugin format you are using, and the plugin version shown in the top right of the window.