

Make Me Scream Manual



Make Me Scream - a versatile distortion / Saturation effect plugin.

Introduction

Make Me Scream is a powerful versatile Distortion / Saturation effect.

It can vary from adding subtle harmonics to make a sound more present in the mix or to enhance the whole mix, to heavy distortion for powerful leads and effects.

Containing 4 different kinds of distortion and 4 different timber modes.

Up to x16 oversampling to get rid of digital aliasing noise, make it suitable for mastering stage.

Main Features

Preamp Tube – Gives analog tube saturation to the signal before it enters the main distortion unit.

4 Distortion Types –

- A – Analog Tube Saturation.
- B – Soft clipping Saturation.
- C – Distortion.
- D – Folded Sinus Distortion.

4 Modes – Each of the 4 modes gives more distortion to a different range of frequencies, and less distortion in others.

Boost – Boost the signal level (up to 40 db) in the entrance to the distortion unit, making it more distorted.

Filter – 24db/oct variable state resonant filter.

Oversampling – Set the amount of the internal oversampling from x1 (no oversampling) to x16 oversampling (use more CPU). The higher the oversampling the less anti-aliasing (unwanted non harmonic distortion), will be in the output signal.

Envelope Follower – Following the transient of the input signal to modulate the filter cutoff (Auto-Wah effect).

Output – Adjust the output level to compensate any boost or reduction of the effect.

Presets – Make Me Scream comes with more than 30 high quality factory presets.

Dry/Wet – Mix the distorted signal with the clean input signal.

Info – Click the “i” to open the info window.



Parameters Behavior

- Double click any knob to reset it to its default state (especially useful for envelope followers knobs).

Installation

- Make sure to remove first any previous or demo version you might have.
- Click the installation file and follow the directions.