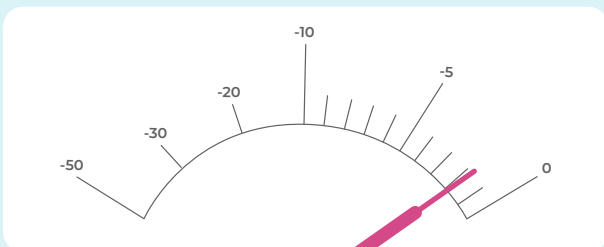


GAIN REDUCTION METER

- ✓ How much volume level is being reduced by the compressor.
- ✓ The more volume is reduced, the harder the compressor is working.



THRESHOLD

- ✓ Determines the volume level where the compressor turns on.
- ✓ When the audio is louder than the threshold level, the compressor turns on.
- ✓ The lower the threshold, the more the audio is compressed.

RATIO

- ✓ Determines by how much the volume is reduced.
- ✓ The higher the ratio, the more aggressive the compression.
- ✓ To read a ratio, flip the numbers around. For example, a ratio of 4:1 means that for every 1dB that goes above the threshold, 1/4th of a dB comes out.

ATTACK TIME

- ✓ The amount of time it takes the compressor to apply the full dose of compression after the audio gets louder than the threshold.

RELEASE TIME

- ✓ The amount of time it takes the compressor to fully recover from gain reduction.

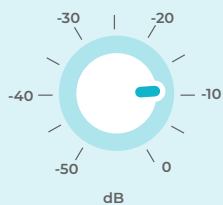
KNEE

- ✓ Turns the threshold from a single number to a range of numbers.
- ✓ A “hard knee” (0.0) keeps the threshold a single number. The compressor is more accurate, but more obvious.
- ✓ A “soft knee” (1.0) turns the threshold into a large range. The compressor is less accurate, but more subtle.

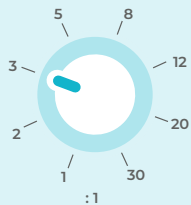
MAKEUP GAIN

- ✓ Increases the output level to compensate for the loss in volume due to compression.
- ✓ Use makeup gain to keep your instrument from getting quieter in the mix.

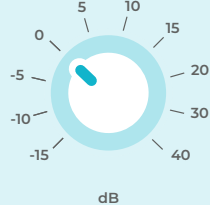
THRESHOLD



RATIO



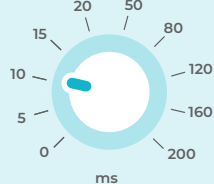
MAKEUP GAIN



KNEE



ATTACK



RELEASE

