

# Cobalt Clipper Neo User Manual

Saturation / clipping plugin for club music production | Windows 11 | VST3 / CLAP | Version 0.9.0

## 1. Overview

Cobalt Clipper Neo is a saturation and clipping plugin designed to help club and electronic music producers push sounds forward quickly. It is not only a peak cutter. The core sound comes from combining the saturation Type, Drive, Character, Ceiling, and Mix to add density, harmonics, weight, punch, and glue to drums, 808s, bass, synths, and mix buses.

## 2. Key Features

- Five original saturation types: Steel Clip, Cobalt Lift, Club Heat, Bass Forge, and Tape Alloy.
- Tone shaping is not limited to Type, Drive, and Character. Ceiling and Mix are essential for finding the sweet spot.
- Bass Forge protects low-end stability while generating useful midrange harmonics for 808s and subs.
- Input / Output meters, Transfer Curve, preset browser, Factory Bank, and User Bank are included.
- Off / 2x / 4x Oversampling is available for reducing aliasing around nonlinear processing.

## 3. Genres and Use Cases

- Genres: Techno, House, Trance, EDM, Hard Dance, Drum and Bass, Dubstep, Trap, Hip-Hop, Acid, Synthwave, and club-oriented pop.
- Use cases: kick peak control, 808 harmonic enhancement, drum bus density, lead synth presence, bass translation on small speakers, light pre-master clipping, and parallel saturation.

## 4. Quick Sound Design Workflow

- Choose a Type first. Steel Clip and Tape Alloy are good for drums, Bass Forge is useful for 808s, and Club Heat is the obvious choice when you want dirt.
- Set Drive for the main saturation amount, then use Character to shape the mode-specific color.
- Lower Ceiling to push the signal harder into the clipper. Combining Drive with Ceiling often sounds more powerful than simply raising Drive.
- Do not leave Mix at 100% by habit. Try 70-95% to keep the original transient while adding saturated weight.
- Use Output for final level matching. Auto Gain is disabled in v0.9.0.

## 5. Saturation Types

Type	Best Use Case	Character
Steel Clip	Drum bus, pre-master, kick	Clean, punchy clipping for controlled peak handling. Practical around 1-3 dB of clip reduction.
Cobalt Lift	Leads, synths, pre-limiter chains	Dense, forward, glossy loudness enhancement.
Club Heat	Parallel dirt, vocals, synths	Warm asymmetric saturation with musical dirt. Use lower Drive and blend with Mix for control.

Bass Forge	808, sub bass, kick low-end	Preserves the sub path while generating audible harmonics for smaller speakers.
Tape Alloy	Drum bus, mix bus, glue	Lightweight glue saturation with rounded transients and warm top-end control.

## 6. Parameter Reference

Input	-24 dB to +24 dB	Pre-saturation input gain. Works with Drive to set how hard the circuit is hit.
Type	5 modes	Selects the saturation DSP flow. Each mode has a different internal signal path.
Drive	0.0 to 1.0	Main saturation amount. Higher values add harmonics, density, and clip reduction.
Character	0.0 to 1.0	Mode-specific color. Steel uses it as knee, Cobalt as density, Bass as growl, Tape as glue.
Tone	-1.0 to +1.0	Dark/bright balance. Useful for taming harshness or adding presence.
Ceiling	-12 dBFS to 0 dBFS	A key creative control. Lower values push the signal harder into clipping and shape perceived loudness.
Mix	0 to 100%	Dry/Wet blend. Many of the best saturation settings are found by backing Mix off slightly.
Output	-24 dB to +12 dB	Final output level. Match loudness when comparing presets.
Bias	-1.0 to +1.0	Asymmetry control, especially useful in Club Heat and Tape Alloy.
Dynamics	0.0 to 1.0	Dynamic saturation/compression behavior. Affects rounding, density, and transient control.
Low Guard	Off / 40 / 60 / 80 / 120 Hz	Reduces excessive low-frequency distortion. Try 60-120 Hz on 808s and kicks.
Oversampling	Off / 2x / 4x	Reduces aliasing around nonlinear stages. Use Off or 2x for lighter CPU load.
Bypass	On / Off	Temporarily bypasses processing for comparison.

## 7. Presets and Browser

- Factory Bank includes Init, Showcase presets, and source-specific presets. User Bank stores your own presets.
- Preset files use .neop. Bank files use .neob.
- The Browser can filter and sort by category, Type, Preset Name, and Rating. Clicking a category loads the first preset in that category.
- Factory presets include Output-focused level matching to reduce preset-to-preset loudness jumps.
- The Browser is owned by the editor, not a separate always-on-top window, to avoid stealing DAW mouse focus.

## 8. Demo Build

- The demo version can be used for 30 minutes from launch, and Save is available. After 30 minutes, audio becomes silent; reload the plugin to use it again.
- Import Bank is enabled in the Demo build. Export Bank is disabled.
- The demo ZIP includes the Windows VST3 build, CLAP build, Japanese/English readmes, and Japanese/English PDF manuals.

## 9. Third-Party Licenses

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## 10. Notes

- Windows 11 only. There is currently no macOS build.
- Full Dry/Wet latency compensation during oversampling is planned as a future improvement.
- The Transfer Curve is a static UI approximation. History-dependent behavior such as Tape Alloy is not fully represented by the curve display.