

WAVES

Eddie Kramer Effects Channel

User Guide



TABLE OF CONTENTS

CHAPTER 1 – INTRODUCTION	3
1.1 WELCOME	3
1.2 PRODUCT OVERVIEW.....	3
1.3 CONCEPTS AND TERMINOLOGY	3
1.4 A FEW WORDS FROM EDDIE KRAMER	4
CHAPTER 2 – QUICKSTART GUIDE.....	5
CHAPTER 3 – INTERFACE AND CONTROLS	6
3.1 INTERFACE.....	6
3.2 CONTROLS.....	7
CHAPTER 4 – THE WAVESYSTEM.....	14
4.1 THE WAVESYSTEM TOOLBAR.....	14
4.2 PRESET HANDLING	14
4.3 INTERFACE CONTROLS	17

Chapter 1 – Introduction

1.1 Welcome

Thank you for choosing Waves! In order to get the most out of your Waves processor, please take the time to read through this manual.

In conjunction, we also suggest that you become familiar with www.wavesupport.net. There you will find an extensive **Answer Base**, the latest **Tech Specs**, detailed **Installation** guides, new **Software Updates**, and current information on **Authorization** and **Registration**.

By signing up at www.wavesupport.net, you will receive personalized information on your registered products, reminders when updates are available, and information on your authorization status.

1.2 Product Overview

The Waves Signature Series is our exclusive line of application-specific audio processors, created in collaboration with the world's top producers, engineers, and mixing engineers. Every Signature Series plug-in has been precision-crafted to capture the artist's distinct sound and production style. For experienced and aspiring audio professionals alike, the Waves Signature Series allows you to dial up the sound you're looking for quickly, without interrupting the creative flow.

The Eddie Kramer Collection consists of 5 plug-ins, each designed to handle a specific production task.

Vocals: Eddie Kramer Vocal Channel (EKramer VC)

Drums: Eddie Kramer Drum Channel (EKramer DR)

Bass: Eddie Kramer Bass Channel (EKramer BA)

Guitars: Eddie Kramer Guitar Channel (EKramer GT)

Effects: Eddie Kramer Effects Channel (EKramer FX)

1.3 Concepts and Terminology

Sensitivity Control/Sensitivity LED

The Sensitivity LED's colors indicate when appropriate levels are reached:

- ❖ Green (good)
- ❖ Yellow (optimal)
- ❖ Red (very hot)

If the LED is off during playback, your input signal is too low. Move the Sensitivity Control clockwise until the LED lights up. We recommend adjusting the Sensitivity Control as soon as you open the plug-in, using the section of your song with the highest peaks for best results.

In most cases, the Sensitivity LED indicates that your levels hit the processor in a way that will give you the intended output result. However, it's important to keep in mind that optimal results may be achieved even when the Sensitivity LED does not display "optimal" levels (yellow). Depending on your program material, "good" levels (green) might be best-suited to your needs; in other cases, "very hot" levels (red) might provide the most appropriate processing.

In many cases, changing other controls after adjusting Sensitivity may cause the Sensitivity LED to turn red. When this occurs, re-adjustment of either the Sensitivity control or the other control will be necessary. As always, trust your ears.

Type

Each plug-in includes a number of application Types which address a range of source materials.

1.4 A Few Words from Eddie Kramer

"For the Effects Channel plug-in, I set out to recreate some of the basic elements that I use whenever I'm painting a sonic picture. Over the years, these elements have evolved to suit a variety of sources and styles, from whispering vocals to screaming guitars and beyond.

- **H-Slap** is a shorter delay that emulates tape at 15 inches per second, with some EMT plate reverb at a medium setting.
- **Z-Slap** is a longer delay (7 ½ inches per second) with a bit of feedback and a longer setting on the EMT plate.

Between the two, you'll easily find the ideal setting for almost anything you can throw at it."

1.5 Components

WaveShell technology enables us to split Waves processors into smaller plug-ins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

The Waves Eddie Kramer Effects Channel has two components:

- EKramer FX m>s – Mono in to Stereo out component
- EKramer FX stereo – Stereo in to Stereo out component

Chapter 2 – Quickstart Guide



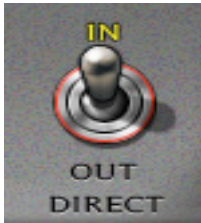
- Insert the EKramer FX plug-in on the track you wish to process.
- Choose the FX type you want to hear.
- Adjust the Sensitivity control until you achieve proper levels, as indicated by the Sensitivity LED.
- Adjust the various controls to shape your sound.
- After setting all parameters, check to make sure the Sensitivity LED indicates proper levels. If it indicates excessive levels, make the necessary adjustments.

Chapter 3 – Interface and Controls

3.1 Interface



3.2 Controls



DIRECT IN/OUT determines whether the direct signal is fed to the output. When using the plug-in as an insert, choose Direct In; when using as a send return, choose Direct Out.

Range: In, Out
Default: In



METER Switch toggles meter display between input and output levels.
Default: Output



METER displays input or output levels.
Range: -24dBFS – 0dBFS

Z-SLAP

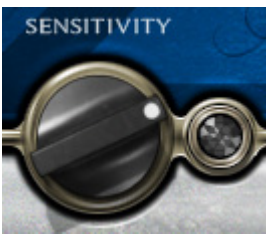


TYPE selects the effect type.

Range: Z-Slap, H-Slap

Default: Z-Slap

Please note: Changing Types will reset **all** controls to their initial values.



SENSITIVITY controls input levels.

Range: Min (0) - Max (100), in 0.1 steps

Default: 50

SENSITIVITY LED indicates the presence of proper levels.

Range: Green (good), Yellow (optimal), Red (very hot)



DLY controls the time of the slap delay.

Range: 50 – 500 (in steps of 1)

Default: 272



DLY MIX controls the mix or direct send to the slap delay.

Range: Min (0) - Max (100), in 0.1 steps

Default: 58



SIZE controls the size and time of the reverb effect.

Range: Min (0) - Max (100), in 0.1 steps

Default: 41



BRIGHTNESS controls the high frequency range of the reverb effect.

Range: +/- 50 (in 0.1 steps)

Default: 26.7



VERB MIX controls the amount of reverb effect that will be mixed with the input signal.

Range: Min (0) - Max (100), in 0.1 steps

Default: 80



OUTPUT controls the output level.

Range: +/- 50 (in 0.1 steps)

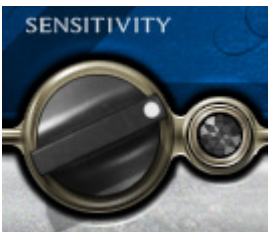
Default: 0

H-SLAP



TYPE selects the effect type.
Range: Z-Slap, H-Slap

Please note: Changing Types will reset **all** controls to their initial values.



SENSITIVITY controls input levels.
Range: Min (0) - Max (100), in 0.1 steps
Default: 50

SENSITIVITY LED indicates the presence of proper levels.
Range: Green (good), Yellow (optimal), Red (very hot)



DLY controls the time of the slap delay.
Range: 50 – 500 (in steps of 1)
Default: 138



DLY MIX controls the mix or direct send to the slap delay.

Range: Min (0) - Max (100), in 0.1 steps

Default: 72



SIZE controls the size and time of the reverb effect.

Range: Min (0) - Max (100), in 0.1 steps

Default: 41



BRIGHTNESS controls the high frequency range of the reverb effect.

Range: +/- 50 (in 0.1 steps)

Default: 26.7



VERB MIX controls the amount of reverb effect that will be mixed with the input signal.

Range: Min (0) - Max (100), in 0.1 steps

Default: 80



OUTPUT controls the output level.
Range: +/- 50 (in 0.1 steps)
Default: 0

Chapter 4 – The WaveSystem

4.1 The WaveSystem Toolbar

All Waves processors feature the WaveSystem toolbar which takes care of most administrative functions you will encounter while working with your Waves software. The features of the WaveSystem toolbar are the same on practically all Waves processors, so familiarity with its features will be helpful whichever processor you are using.

Toolbar Functions

Undo	Undoes the last 32 actions.
Redo	Redoes the last 32 undone actions.
Setup A/B	Toggles between two presets. This is useful for close comparison of different parameter settings
Copy A->B	Copies the current settings to the second preset register
Load	Recalls presets from file
Save	Saves presets in the Waves file formats
?	Opens the manual for the processor you are using

4.2 Preset Handling

Preset Types

Factory Presets are permanent presets in the Load menu. Factory presets cannot be over-written or deleted. When applicable, different component plug-ins may have different factory presets.

User Presets are your favorite settings of the plug-in saved as a preset in the Load menu, under 'User Presets'. User Presets can be over-written and deleted.

Setup Files may contain more than one preset. For example, a single file can contain all the presets for a session. When you open a Setup File, all its setups become part of your Load pop-up menu for fast access. This can be particularly useful with multiple instances of a plug-in in a single session. By saving all the settings you create into a single Setup File, they can all be quickly available for every instance of that plug-in.

Loading Presets and Setups



Click-and-hold on the Load button to see the Load pop-up menu. The menu is divided into four sections. If a section is not currently available it will not appear in the Load pop-up menu.

- Open Preset File...** Select to open any setup or preset file, whether from the Library or your own creations.
- 'Filename.xps':** Displays any currently loaded Setup File and its presets.
- Factory Presets:** Displays the default Factory Presets.
- User Presets:** Displays any loaded User Presets.

Saving Presets and Setups



Click-and-hold on the Save button to see the Save pop-up menu. Four options are available. If an option is not currently available it will be grayed out and inaccessible.

- Save to New File...** Select this to start a new Setup file. There are two prompts - first for the setup filename, then for the preset name. You must provide a name for both the setup file and the preset. Click OK (ENTER) to complete the save. It is a good idea to create a folder in which to save several setup files for a project.
- Save 'File Name' – "Preset Name"** Overwrites the settings of the loaded preset (whether a User Preset or a preset from a Setup File) with the current settings. If a Setup File is currently loaded, the name of the Setup File is displayed followed by the name of the preset itself. If a User Preset is loaded, its name is displayed.
- Save to 'File Name' As...** Saves the current settings as a new preset into the Setup file that is open (if one is not open, the option is grayed out). You will be prompted to give the preset a name.
- Put into Preset Menu As...** Save the current settings into a User Preset that will always be in your Load menu (until deleted). You will be prompted to give this preset a name. User Presets are stored in the plug-in's preference file.

Deleting Presets

You may delete User Presets and presets within a Setup File. Factory Presets and Setup Library files cannot be deleted or overwritten.

1. Hold the Command (Mac)/Control (PC) key down.
2. Click-and-hold the Load button to see the pop-up menu.
3. While still holding the Command/Control key, select the preset or setup to delete.
4. A confirmation box will appear, allowing you to cancel or 'OK' the deletion.

A/B Comparison and Copying



The Setup A/Setup B button may be clicked to compare two settings. If you load a preset in the Setup B position, this will not affect the preset loaded into the Setup A position, and vice-versa.

If you want to slightly modify the settings in Setup A, you can copy them to Setup B by clicking on the Copy to B button, then alter Setup A and compare with the original Setup B.

The name of the current setup will be shown in the title bar (on platforms which support it), and will switch as you change from Setup A to Setup B.

Note: an asterisk will be added to the preset name when a change is made to the preset
-

4.3 Interface Controls

Controls can be in one of three states:

- **Not Selected** where the control is not the target of any user entry
- **Selected** where the control is the target of mouse control entry only
- **Selected and Active** where the control is the target for both mouse and keyboard entry

Toggle Buttons

Toggle buttons display the state of a control, and allow switching between two or more states. **Single-click** to change the control's state. Some toggle buttons have a text display which updates with the current setting, and others (bypass, solo, or monitoring toggles) illuminate when the control is active.

Some processors have **link buttons** between a pair of toggle buttons, allowing click-and-drag adjustment while retaining the offset between the controls.

Value Window Buttons

Value windows display the value of a control and allow **click-and-drag** adjustment, or **direct control via the keyboard**.

- **Using the mouse**, click-and-drag on the value window to adjust. Some value windows support left/right, some up/down (as you hover over a button, arrows will appear to let you know which direction of movement that button supports).
- **Using the arrow keys**, click once with mouse to select the button, and then use up/down – left/right (depending on the direction supported by that button) to move in the smallest incremental steps across the button's range (holding down the arrow keys will move faster through the range).
- **Using key entry**, double click on the button to open the value window, and directly enter the value from your keyboard. If you enter an out of range number, the button stays selected but remains at the current setting (system beeps? If system sounds are on?)

Some processors have **link buttons** between a pair of value windows, allowing click-and-drag adjustment while retaining the offset between the controls.

Sliders

Click on the slider itself or anywhere within the sliders track. The numerical value of the slider settings is displayed in a hover window above the slider path.

Hover Box

Hovering boxes will appear and display the control value when hovering with the mouse over the control.

TAB Functions

TAB moves the 'selected' status to the next control, with shift-TAB moving in the reverse direction.

Additionally, the Mac has an option-TAB function for 'down' movement and shift-option-TAB for 'up' movement where applicable.

If you have several Value Window Buttons selected, TAB functions will take you through the selected controls only.