WAVES
JJP CYMBALS & PERCUSSION
User Guide

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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 JJP Collection consists of 6 plug-ins, each of which is designed to handle a specific production task:

- JJP Vocals
- JJP Drums
- JJP Bass
- JJP Guitars
- JJP Cymbals & Percussion
- JJP Strings & Keys

1.3 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 JJP Cymbals & Percussion has two components:

- JJP Cym & Perc m>s – Mono in to Stereo out component
- JJP Cym & Perc Stereo – Stereo in to Stereo out component

Please Note: In order to maximize performance while optimizing the correct processing for different applications, we split the drums into two separate plug-ins:

- JJP Drums for kicks, snares, and toms
- JJP Cymbals & Percussion, for hi-hats, overheads, room, and loops

1.4 A Few Words from JJP

"There's really so much you can do with cymbals and percussion. You can use some lo-fi effect to fatten up shakers. You can take out the mid-range on tambourines to make them sound brighter, or you can add some dirt and distortion to make them sound grittier. You can boost the high end to enhance the shimmer of the cymbals or compress them hard, to bring out other aspects of their sound. The **JJP Cymbals & Percussion** plug-in gives you instant access to all the different colors I like to use, so you can just fire it up, find what you need, and stay creative."

Chapter 2 – Quickstart Guide

- Insert the JJP Cymbals & Percussion plug-in on the track you wish to process.

- Choose the cymbal or percussion Type, according to your source:

  HH (Hi-hats), OH (Overheads), Room, Tambourine, Shaker, or Loops.

- Adjust the Sensitivity control until you achieve proper (yellow) levels, as indicated

  by the Sensitivity LED.

- Adjust the various Main Section controls located below the Sensitivity knob to

  shape your sound.

- Use the Center Section faders to adjust the sonic color.

- If the Clip LED lights up repeatedly or stays lit, lower the Output level fader

  accordingly.

JJP has optimized the default settings for each Type. These settings may or may not

require additional adjustment once optimal Sensitivity has been achieved.

Chapter 3 – Controls, Concepts, and Terminology

Sensitivity Section

Center Section Faders

Master Fader

Meter Section

Main Section

Main Fader
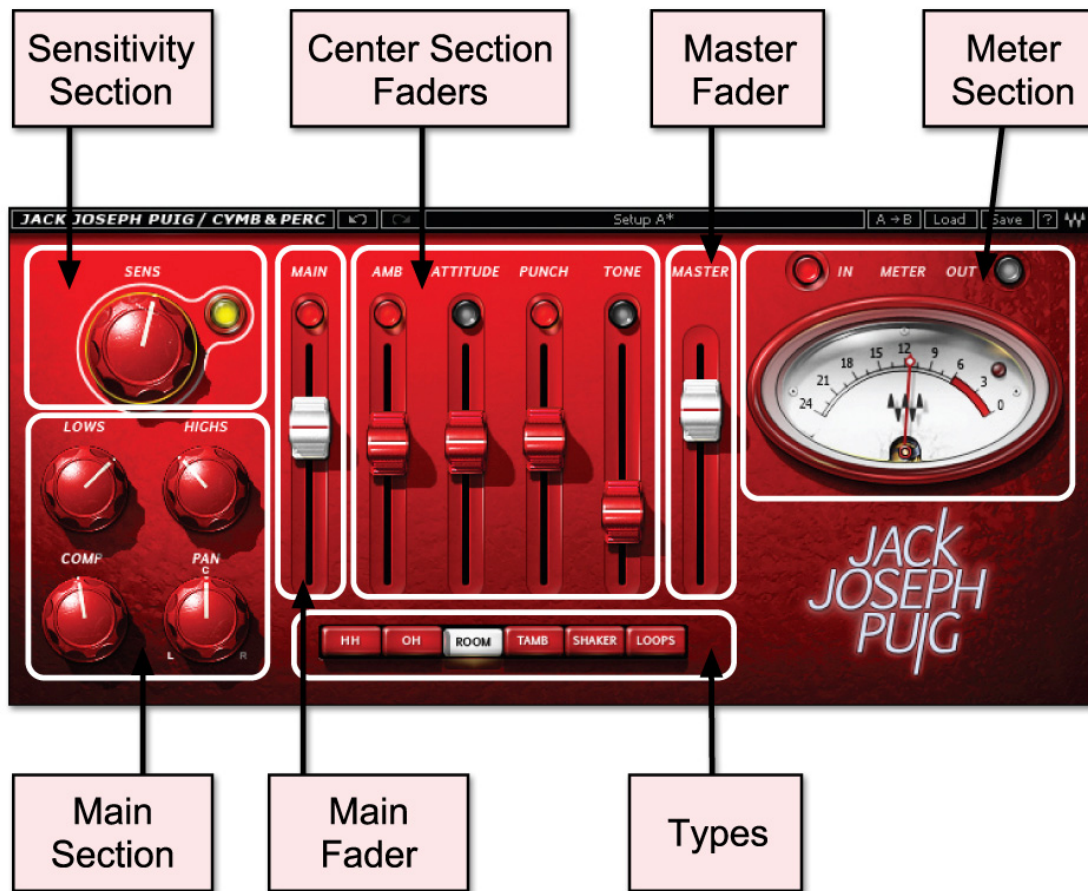
Types

Types

The JJP Cymbals & Percussion plug-in includes six Types to address a range of source materials: HH (Hi-hats), (OH) Overheads, Room, Tambourine, Shaker, and Loops.

Sensitivity Section

The Sensitivity LED's 3 colors indicate when appropriate levels are reached:

- o LED Off (too low)
- o Green (good)
- o Yellow (optimal)
- o Red (very hot)

Turn the Sensitivity Control until the LED lights up. For best results, use the section of your track with the highest peaks.

Main Section

The Main Section gives you control over basic dynamics & EQ. All processing is influenced by this section. The JJP Cymbals & Percussion mono-to-stereo component includes a Pan control.

Main Fader

The Main Fader controls the Main Section direct level.

Center Section Faders

The Center Section faders represent auxiliary returns with additional processing, sent from the Main Section, pre-fader. Above each fader, there is a dedicated mute button. It may help to think of each plug-in as a mini-mixing console.

Please note: Certain faders may change, depending on the selected Type. This is intentional, and represents the actual processing JJP uses for that source or instrument.

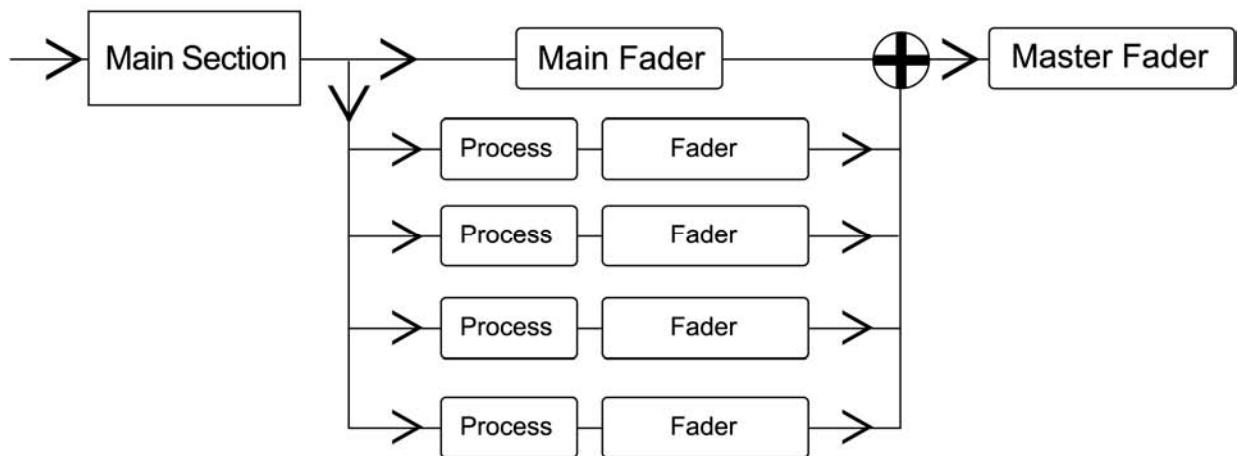## Master Fader

The Master fader controls the master output signal level.

Meter Section

The Meter switch toggles meter monitoring between input and output modes. The Clip LED lights up when levels reach 0 dBFS; click to reset.

Signal Flow

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

Load

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

Save

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.