DeepFryer

A character saturator built around a single FRY CORE per lane: DRIVE, TYPE, BIAS, TILT, and an HPF that keeps the low end out of the fire. MIX for parallel-style restraint, a Quality (oversampling) selector for CPU / aliasing trade-off, Stereo or full Mid/Side routing, A/B compare, and Auto Gain, all in an offline-first plugin.

Screenshot shown in Mid/Side mode. Linked Stereo uses one expanded Stereo lane.

STEREO / MID-SIDE · MULTIPLE SATURATION TYPES · SELECTABLE OVERSAMPLING · VST3 / CLAP

This manual is practical: what each control does, why you would reach for it, and how to compare changes without being fooled by loudness. Pages are organised by panel - header, lane, FRY CORE, GLOBAL, INPUT / OUTPUT, footer - and every knob has its own dedicated section.

New in v1.1.0 - **Linked Stereo** collapses the two lanes into a single full-height STEREO lane. Full **Mid/Side** routing repaints MID (magenta) and SIDE (red). **Input Auto Gain** and **Output Auto Gain** aim for a consistent working level (around 0 VU / -18 dBFS RMS) depending on source material. Per-section Input/Output Link toggles and a header Copy / Paste pair. Every parameter gesture is its own undo step.

SYSTEM REQUIREMENTS

REQUIREMENT	SPECIFICATION
Operating system	Windows 10+ or Linux (glibc 2.35+)
Plugin formats	VST3, CLAP
Sample rates	44.1 kHz to 192 kHz
Channel layout	Stereo in / stereo out

INSTALL LOCATIONS

PLATFORM	FORMAT	DEFAULT LOCATION
Windows	VST3	`C:\Program Files\Common Files\VST3\`
Windows	CLAP	`C:\Program Files\Common Files\CLAP\`
Linux	VST3	`~/.vst3/ or /usr/local/lib/vst3/`
Linux	CLAP	`~/.clap/ or /usr/local/lib/clap/`

PACKAGE FILES

FORMAT	FILE NAME
VST3	DeepFryer.vst3
CLAP	DeepFryer.clap

PRESET STORAGE

User presets live in:

```
Windows: %APPDATA%\MousePlugins\DeepFryer\presets\
Linux:   ~/.config/MousePlugins/DeepFryer/presets/
```

Each preset is a single XML file containing the full APVTS state. You can copy these between machines to share settings.

> **Note on latency.** DeepFryer uses oversampling internally (selectable via Quality). Higher Quality tiers may introduce extra latency that the plugin reports to the host so DAWs can compensate. Lower tiers minimise latency at the cost of more aliasing under high DRIVE. See page 6 (Quality) for the trade-off in detail.

ANATOMY OF THE WINDOW

FIG. 1 - DEEPFRYER IN MID/SIDE, MID LANE ON TOP, SIDE LANE ON BOTTOM.

AREA	PURPOSE
Header	Brand, plugin title, preset selector, undo/redo, A/B compare, copy/paste, hamburger menu.
Upper lane	The L lane in L/R, or the MID lane in M/S. Spectrum view + FRY CORE row (DRIVE / TYPE / BIAS / TILT / HPF).
Lower lane	The R lane in L/R, or the SIDE lane in M/S. Same controls. Hidden in linked Stereo so the upper lane expands to full height.
GLOBAL panel (top right)	MIX, Quality (oversampling), LINK L/R, M/S MODE, MASTER BYPASS.
INPUT panel (bottom right, upper)	Pre-saturator gain with Link, plus **INPUT AUTO GAIN**.
OUTPUT panel (bottom right, lower)	Post-saturator gain with Link, plus **OUTPUT AUTO GAIN**.
Footer	Latency, sample rate, input/output meters, CPU, version.

HEADER TOOLBAR

FIG. 2 - HEADER TOOLBAR (RIGHT OF THE CENTRED PLUGIN TITLE). NUMBERS MAP TO THE KEY BELOW.

1 **INIT** - reset every DSP/control parameter to its default in one undoable step.

2 **Preset selector** - current preset name with prev/next arrows; click to open browser popup.

3 **Undo / Redo** - every parameter gesture is its own undo step, including preset loads.

4 **A / B compare** - two snapshot slots; click the inactive slot to flip and save the live state into the previous slot.

5 **Copy / Paste** - full plugin settings state to/from the system clipboard as XML.

6 **Menu** - License (when in trial), Quick Start, User Manual, Support, About.

PRESET SELECTOR

The dropdown showing the current preset name. The **INIT** button on its left resets every audio/control parameter to its declared default in a single undoable step. The arrows step through the list (factory then user). Click the name to open the browser popup with category, search, and per-row description.

Right-click for the management menu: **Save**, **Save As...**, **Rename**, **Duplicate**, **Delete**, **Import**, **Export**. User presets are written as XML files in the presets directory and survive DAW restart.

UNDO / REDO

Standard arrows. Every parameter gesture is its own undo step - one click rolls back the last knob move, button toggle, or preset load. Buttons grey out when the stack is empty. Tooltip shows the next action's description.

A / B COMPARE

Two snapshot slots. Both start as the current state at plugin instantiation. When you click the inactive slot, DeepFryer saves the current settings into the active slot, then switches to the other snapshot. Use it to compare two settings without committing.

COPY / PASTE

Serialises the full plugin settings state to the system clipboard as XML, and reads it back. Paste only accepts a tree that looks like a DeepFryer state, so an unrelated clipboard payload cannot corrupt the plugin.

HAMBURGER MENU

Items depend on licence state. **In trial:** *License* (top - opens the activation dialog), *Quick Start*, *User Manual*, *Support*, *About*. **Once registered:** the License item is hidden and the *About* row shows your registered licence hash alongside the version. *Support* opens the diagnostics + self-rescue panel.

LANE LAYOUT

Each lane carries the same layout: a live spectrum + transfer view across the top, and the FRY CORE row of saturator controls across the bottom. There are no hidden character controls; the tone-shaping surface is the FRY CORE row.

Each lane also has an **ENABLED** toggle next to its label. When disabled, that lane's saturator is bypassed (the signal passes through unchanged); the rest of the plugin still runs, so MASTER BYPASS and per-lane ENABLED are independent gates.

DRIVE

`RANGE 0 % / 100 %  DEFAULT 25 %  DOUBLE-CLICK reset`

How much saturation. Low values colour gently; high values reshape the source. DRIVE is the main "intensity" knob - everything else (TYPE, BIAS, TILT, HPF) shapes the character of what DRIVE does. Reach for DRIVE first, A/B against bypass with OUTPUT level-matched, then dial.

TYPE

`CONTROL stepped selector  POSITIONS T / P1 / P2  DEFAULT T`

Selects the saturator's character. Each TYPE position is a distinct saturation profile with its own harmonic signature and transfer curve. Step through TYPE at moderate DRIVE first to find what suits the source; then dial DRIVE in. Switching TYPE is instantaneous and per-lane.

BIAS

`RANGE -100 % / +100 %  DEFAULT 0 %`

Asymmetry. BIAS shifts the saturator's working point so the curve clips harder on one side than the other. Small offsets add musical asymmetric harmonics (more even-order content); large offsets can get aggressive quickly. 0 % is symmetric.

TILT

`RANGE -100 % / +100 %  DEFAULT 0 %`

Pre-saturation tilt EQ. Negative values darken the spectrum into the saturator (keeps the top clean, emphasises low-mid weight); positive values brighten (feeds the saturator more upper-mid content, often making the colour more obvious). The tilt is applied before the saturator, so it shapes *what* gets fried.

HPF

`ENABLE + CORNER  CORNER RANGE ~20 Hz - 500 Hz  DEFAULT enable off`

High-pass filter applied before the saturator. Enable the HPF and pull the corner up to keep the low end from feeding the saturator - it stops bass content from choking the saturator and makes the upper mids breathe more freely. Common starting points: 80-120 Hz on full mixes, 200-300 Hz on bus saturation, off for bass-only sources. The HPF only affects the saturator's input; the dry path through MIX is not filtered.

GLOBAL CONTROLS

The GLOBAL panel sits in the top right and carries the wet/dry blend, the oversampling tier, and the routing toggles.

MIX

`RANGE 0 % / 100 %  DEFAULT 100 %`

Wet/dry blend on the saturator. 100 % is fully wet; lower values fold a clean (unsaturated) signal back in for parallel-style restraint. Useful when DRIVE needs to be heavy for character but the dynamics need to survive. The dry path bypasses TILT and HPF.

QUALITY

`CONTROL stepped selector  TIERS Live / Design / Mix / Master  DEFAULT Design`

Selects the oversampling tier used by the saturator. **Live** is the cheapest on CPU and minimises latency, suitable for tracking and monitoring. **Design** is the everyday default. **Mix** bumps oversampling for mixing. **Master** uses the highest oversampling and reduces aliasing artefacts the most, at the cost of more CPU and (usually) more reported latency. The audible difference between tiers is largest at high DRIVE - when the saturator is being pushed hard, oversampling matters more.

> **Picking a Quality tier.** Use Live for tracking and monitoring, and Design for everyday work. Bump to Mix or Master on bus / mastering passes once your moves are committed. DeepFryer reports its latency to the host so DAWs can compensate; if you flip between tiers during mixing, expect the project's reported latency to shift.

LINK L/R

The orange chain icon. When on (default), DeepFryer enters **linked Stereo** mode: the two lanes collapse into a single full-height lane with one FRY CORE row. Every parameter on the visible lane is silently mirrored to the hidden second-lane state.

M/S MODE

Toggles between L/R and Mid/Side processing. With LINK *off*, the upper lane becomes **MID** (mono sum, magenta accent) and the lower lane becomes **SIDE** (stereo difference, red accent). The GAIN knob titles in INPUT and OUTPUT flip L->M and R->S. With LINK *on*, the editor stays in the single linked lane.

> **Three visible states.** *Linked Stereo* (LINK on) = one lane / *Independent L/R* (LINK off, M/S off) = LEFT + RIGHT / *Independent M/S* (LINK off, M/S on) = MID + SIDE.

MASTER BYPASS

Hard-bypass the entire plugin. The dry input passes through unchanged. Match levels with **OUTPUT** before judging tone; louder almost always feels better.

PRE AND POST SATURATOR GAIN

Two panels stacked under GLOBAL. **INPUT** is before the saturator (and before TILT and HPF); **OUTPUT** is after. Each has a **LINK** toggle (orange chain), one or two **GAIN** knobs, and an **AUTO GAIN** toggle.

INPUT - LINK

The orange chain under INPUT mirrors lane-A and lane-B input gain when on. Useful in L/R or M/S workflows when you want both lanes to track each other. In linked Stereo there is only one GAIN knob and the LINK toggle is hidden.

INPUT - GAIN (L / R, M / S, OR SINGLE)

`RANGE -24 dB / +24 dB  DEFAULT 0 dB  DOUBLE-CLICK reset`

Pre-saturator gain. Drive INPUT a touch hot to push the saturator harder for the same DRIVE setting. The knob title flips between **GAIN** (linked Stereo), **GAIN L / R** (L/R), and **GAIN M / S** (M/S) depending on the visible state.

INPUT - AUTO GAIN

When on, INPUT aims for a consistent working level around 0 VU / -18 dBFS RMS, depending on source material, and the manual GAIN knob is hidden so the section has one clear gain mode.

POST-SATURATOR OUTPUT GAIN

OUTPUT - LINK

The orange chain under OUTPUT mirrors lane-A and lane-B output gain when on. Hidden in linked Stereo.

OUTPUT - GAIN (L / R, M / S, OR SINGLE)

`RANGE -24 dB / +24 dB  DEFAULT 0 dB  DOUBLE-CLICK reset`

Post-saturator gain. Use OUTPUT to match levels with bypass before judging tone, and to land at the level you want for the next plugin in the chain.

OUTPUT - AUTO GAIN

When on, OUTPUT aims for a consistent working level around 0 VU / -18 dBFS RMS, depending on source material, and the manual GAIN knob is hidden. **Habit:** turn OUTPUT AUTO GAIN on while comparing to bypass so loudness is less likely to bias your tone decisions; turn it off and use the OUTPUT knob when you want a deliberate level.

Auto Gain is for level-matched comparison, not loudness mastering or LUFS normalisation. Full signal flow is shown on page 8.

SIGNAL FLOW

L/R mode (or linked Stereo): input -> (INPUT AUTO GAIN if on, otherwise INPUT GAIN L/R) -> per-lane TILT -> per-lane HPF -> saturator (DRIVE / TYPE / BIAS) -> MIX (wet/dry blend with the unfiltered dry) -> (OUTPUT AUTO GAIN if on, otherwise OUTPUT GAIN L/R) -> output

M/S mode: input -> (INPUT AUTO GAIN if on) -> M/S encode -> (INPUT GAIN M/S if INPUT AUTO GAIN is off) -> per-lane TILT -> per-lane HPF -> saturator per lane (DRIVE / TYPE / BIAS) -> MIX per lane -> (OUTPUT GAIN M/S if OUTPUT AUTO GAIN is off) -> M/S decode -> (OUTPUT AUTO GAIN if on) -> output

Only one input-gain stage and one output-gain stage are active at a time; the visible knob is the active one. In linked Stereo the L/R flow is used and the two lanes share the same parameter values. INPUT AUTO GAIN runs on the stereo program before any L/R or M/S split. OUTPUT AUTO GAIN runs after the lanes are summed back to stereo. Both auto-gain stages are skipped when MASTER BYPASS is on.

STAGE ORDER AT A GLANCE

STAGE	WHERE	ACTIVE WHEN...
INPUT AUTO GAIN	Plugin input, before any L/R or M/S split.	INPUT AUTO GAIN on and MASTER BYPASS off
INPUT GAIN	After INPUT AUTO GAIN's point in linked Stereo / L/R; after M/S encode in M/S mode.	INPUT AUTO GAIN off (the knob is visible)
TILT	Per lane, before HPF and saturator.	Lane ENABLED on and MASTER BYPASS off
HPF	Per lane, before saturator. Affects only the wet path.	HPF enabled on the lane and MASTER BYPASS off
Saturator	Per lane (DRIVE / TYPE / BIAS).	Lane ENABLED on and MASTER BYPASS off
MIX	Per lane, blends saturator output with the dry path.	Always, even at 100 %
OUTPUT GAIN	After MIX. In M/S mode, before M/S decode (per lane).	OUTPUT AUTO GAIN off (the knob is visible)
OUTPUT AUTO GAIN	After stereo sum (linked Stereo / L/R) or after M/S decode (M/S).	OUTPUT AUTO GAIN on and MASTER BYPASS off

TRIAL MODE

DeepFryer runs in trial mode until activated. In trial mode DeepFryer inserts a brief silence into the output on a fixed schedule. The trial chip sits in the header next to the plugin title and shows the current state at a glance:

TRIAL normal trial state / **SILENCE** during a silence burst

ACTIVATION

Click the trial chip, or open the menu and pick **License**, to open the activation panel:

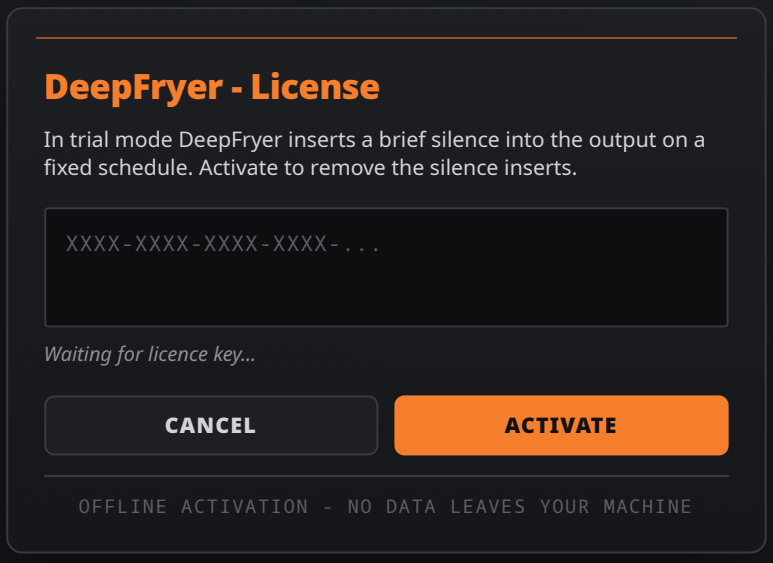

FIG. 3 - ACTIVATION PANEL. PASTE THE LICENCE KEY YOU RECEIVED AT PURCHASE AND CLICK ACTIVATE.

1. Purchase a licence at mouseplugins.com/en/products/deepfryer.
2. You will receive a key of the form `XXXX-XXXX-XXXX-XXXX-....`
3. Open the activation panel from the trial chip or the menu.
4. Paste the key and click **Activate**.

Activation is verified locally. No internet connection is required. Once activated the trial chip disappears, the silence inserts stop, and the menu's About row shows your registered licence hash next to the version string.

> The trial does not limit features, presets, or settings persistence in this release. The silence inserts are the only difference from the activated build.

DIAGNOSTICS AND SELF-RESCUE

Open the menu and pick **Support** to bring up the diagnostics + self-rescue panel. It shows the plugin and host info MousePlugins support would ask for, and exposes local rescue actions you can run without leaving the DAW.

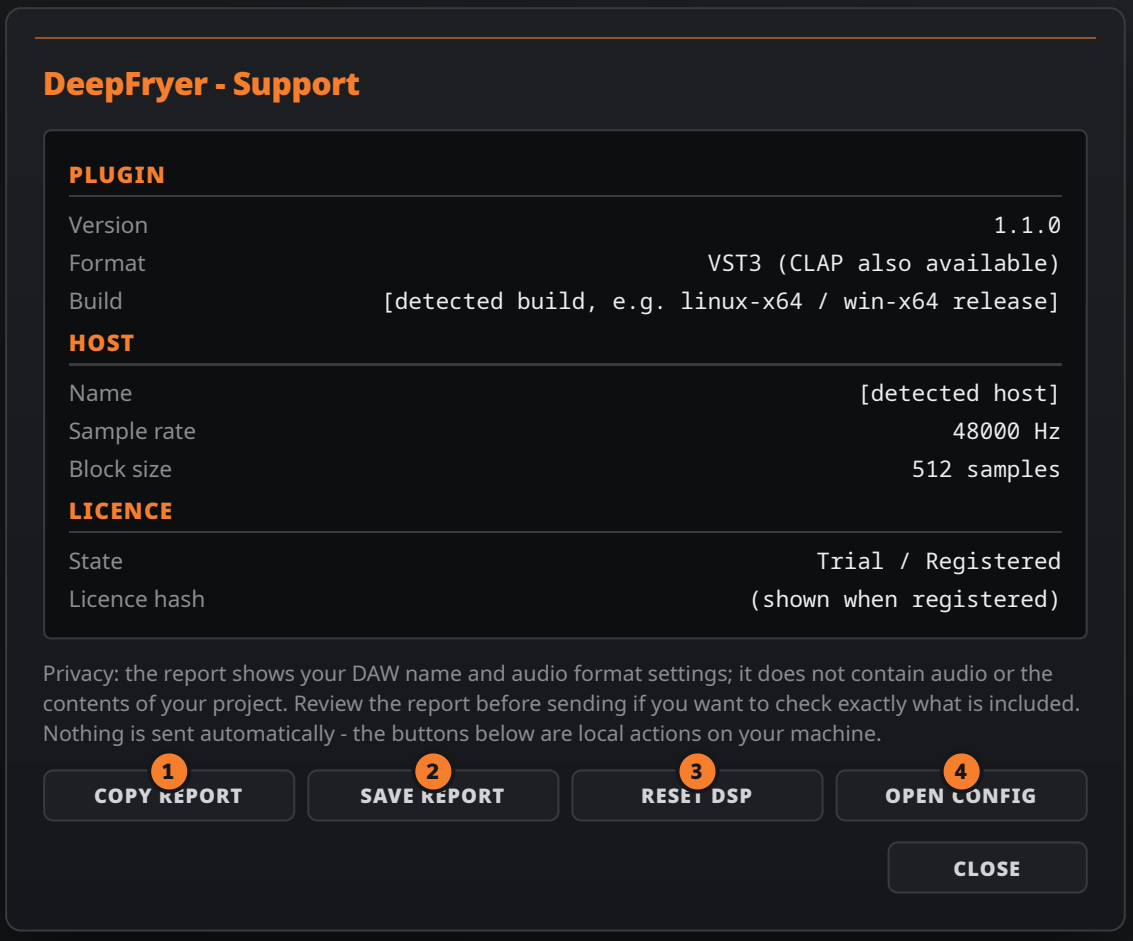

FIG. 4 - SUPPORT PANEL. LOCAL ACTIONS ONLY; NOTHING IS UPLOADED.

1. **Copy report** - copies a plain-text diagnostics block to the clipboard. Paste it into an email to support@mouseplugins.com if you need help.
2. **Save report** - writes the same block to a file you can attach.
3. **Reset DSP** - reset every audio/control parameter to its default in one undoable step. Use when a setting has gone weird and you want a clean slate.
4. **Open config** - opens the DeepFryer config folder in the system file browser (presets, settings, licence cache).

COPYRIGHT + CONTACT

WEBSITE
mouseplugins.com

SUPPORT
support@mouseplugins.com

PRODUCT PAGE
mouseplugins.com/en/products/deepfryer

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> DeepFryer processes audio locally. It does not upload or transmit your audio and does not require an internet connection for normal use after activation.