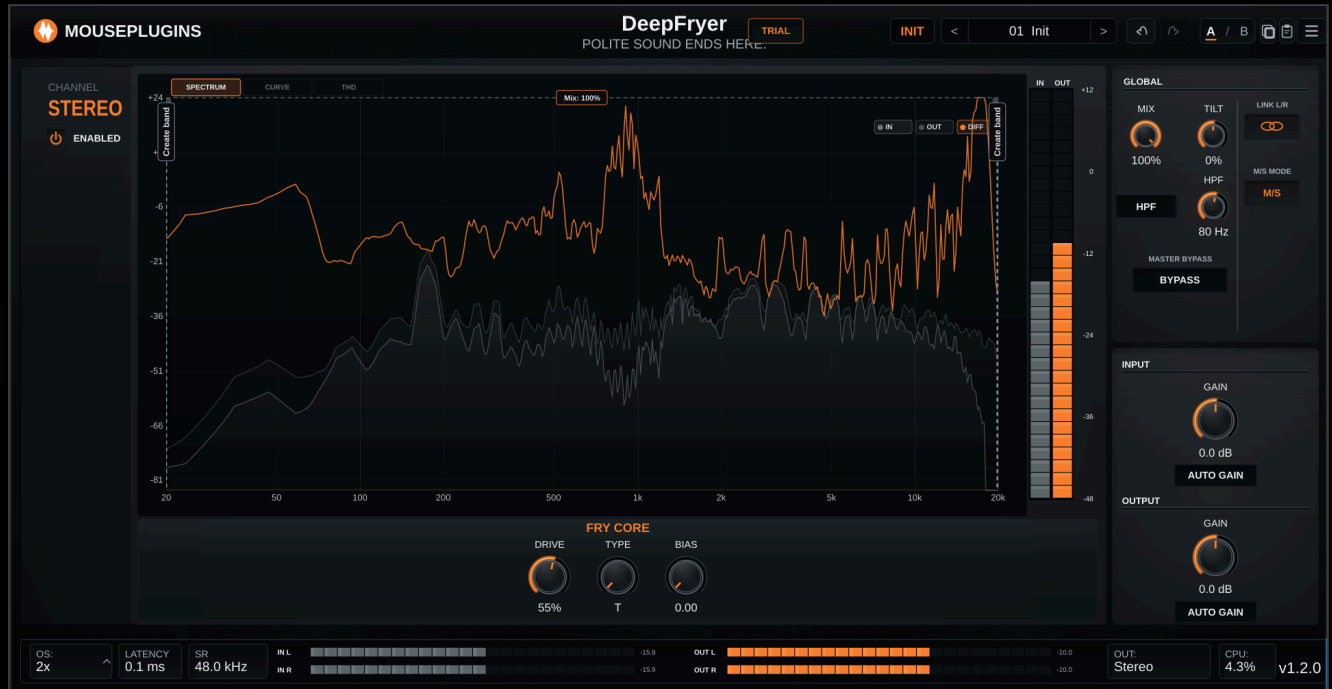




Get a good sound in 5 minutes.

Tube-style saturation with a per-band Fry Core. Polite sound ends here. Theory later.



01. 3 CHAINS (PICK ONE)

A: Subtle Bus Density

Mix bus: DeepFryer → Limiter. Drive 20–35% for gentle even-harmonic body.

B: Track Saturation

Track: DeepFryer → EQ → Compressor. Drive 40–60% for audible harmonics.

C: Parallel Crunch

DeepFryer: Drive 70%+, Mix 30–50%. Blend crushed signal parallel.

02. 3 STARTER SETTINGS

GOAL	DRIVE	TILT	MIX	QUALITY
Console Body	25%	0	100%	Design (2×)
Drum Punch	45%	+20%	100%	Mix (4×)
Vocal Grit	55%	-10%	70%	Mix (4×)

Quality is selected from the oversampling badge in the footer. AUTO GAIN sits next to the INPUT and OUTPUT gain knobs in the right-side sections.

03. HOW DRIVE SHAPES CHARACTER

DRIVE	CHARACTER	DESCRIPTION
20-35%	Even body	Even-harmonic body and roundness
50-80%	Broad transition range	Edge climbs and the character begins to flip
~65-70%	Most obvious character flip	Even body gives way to a stronger odd edge
80-100%	Stronger odd edge	Edgier, grittier, more present

04. MULTIBAND IN 30 SECONDS

Each lane has LO / MID / HI bands split by two draggable crossover handles on the chart. Out of the box the splits sit at 20 Hz and 20 kHz, so it behaves as a single band — existing presets are unchanged. Drag a handle inward to make real bands. Click LO / MID / HI to point the Fry Core knobs (Drive, Type, Bias) at that band — each band has its own values. Drag a band's Mix marker down to pass it dry.



05. MICRO-RECIPES

- | **Low-Drive Body:** Drive 20–30%, AUTO GAIN on. Listen for: subtle even harmonics, gentle thickening.
- | **Crispy Top:** drag the MID/HI crossover to ~3 kHz, click HI, Drive 60%. Listen for: drive on the highs only.
- | **Aggressive Saturation:** Drive 70%+, Mix 50%, set Quality to Master (8×). Listen for: odd-harmonic crunch.

06. QUICK REFERENCE

CONTROL	WHAT IT DOES
Drive	Per-band saturation intensity (0–100%). Low = even body, high = odd edge
Type	Per-band voicing: Triode / Pentode 1 / Pentode 2 (T / P1 / P2)
Bias	Per-band asymmetry (0.00–1.00); pushes toward even-harmonic body
Tilt	Post-saturation tone in GLOBAL: dark (–) to bright (+)
Mix	Dry / wet blend in GLOBAL (0–100%)
HPF	Pre-saturation high-pass in GLOBAL (on/off + frequency)
Quality	Live (1×) / Design (2×) / Mix (4×) / Master (8×) — oversampling badge in footer
Auto Gain	Helps compensate level as Drive changes — available in the Input and Output sections

07. LICENSE

Demo mode includes all plugin features, with periodic noise bursts (0.5s every 60s). **Noise bursts will be printed in renders/exports.** To unlock: buy at mouseplugins.com, click the license badge in the header, enter your key, and activate. License validation is offline; no internet connection is required for normal plugin use.