EMBER GLOW

WARM SATURATION · WHITE RIVER AUDIO

User Guide
Version 0.3.3

Ember Glow is a warm saturator with four characters, from subtle tube warmth to full distortion. The level stays roughly the same as you drive it, so you can judge the colour rather than the loudness, and it runs at high oversampling so even heavy settings stay clean of aliasing.



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Quick start

1. **Insert Ember Glow** on a track or bus where you want warmth or grit.
2. **Pick a Character** 7 with the switch. For Tube and Tape, choose the variant with the small switch on their row 8 9 .
3. **Turn Drive up** 1 until you hear the colour you want. Most of the knob's travel is in the subtle range.
4. **Shape it with Tone** 4 , and blend it with the clean signal using Mix 5 for parallel saturation.

What you see

② Curve

The transfer curve at the current settings: input left to right, output upward. The straight diagonal is clean; the more it bends, the more it saturates. The dot shows where the signal's peaks are hitting it.

③ Status light

Glows brighter with Drive and breathes a little with the signal; Sizzle warms it toward red.

Description

The text under the switches describes the selected Character in a sentence.

The controls

① DRIVE default 30%	How hard the signal hits the curve. 0% is clean. The level stays roughly the same as you turn it. **Change it:** a little for warmth on vocals and mixes; more for grit on drums, bass and guitars.
⑦ CHARACTER default Tube	**Tube**: the signal above 220 Hz drives the tube while the lows take a gentler path, so bass stays tight. **Tape**: soft, rounded odd harmonics with a low-end bump and softened highs. **Iron**: transformer weight; the lows thicken and saturate first. **Sizzle**: two stages like a cranked preamp, from a gritty edge to full distortion, with the low end kept solid. Click a name, click the switch to step, or drag.
⑧ TUBE TYPE default TRI	**TRI** (triode): warm and round, mostly even harmonics. **PEN** (pentode): more gain and a harder knee, brighter, forward and cutting. Lit only while Tube is selected.
⑨ TAPE SPEED default 15	**15 ips**: a deep low bump and a softer top. **30 ips**: a tighter bump, more top end and more headroom, cleaner and punchier. Lit only while Tape is selected.
④ TONE default Flat	Tilts the saturated sound around 1.2 kHz: up to 4 dB brighter on top and less on the bottom, or the reverse.
⑤ MIX default 100%	Blends the saturated signal with the clean one (parallel saturation). The two are perfectly aligned, so in-between settings never comb-filter. **Change it:** lower to add heavy saturation underneath a clean sound.
⑥ OUTPUT default 0 dB, −18 to +12 dB	A fixed level trim.

Good to know

Level

Each Character has a make-up gain worked out from its curve, so a typical signal comes out at about the level it went in. It never rides the level: quieter material comes out a little louder at high Drive, as with any saturator.

Where it goes

Anywhere colour is wanted: after the track's EQ and compression, or on a bus. On a vocal, after level control.

Latency

Ember Glow adds 65 samples of latency (about 1.4 ms at 48 kHz), reported to the host, so everything stays in time.

Hover for hints

Hold the mouse over a control for a short explanation.