# MIM Mellowmuse

# **SATV Saturator**

Operation Manual



#### SATV overview

SATV is an analogue modeled saturation plug-in that can add harmonic depth and richness to any track. Equally suited to individual instruments or multi-track drum kits, SATV allows you to effortlessly enhance or boost the harmonic content and dynamics of your whole mix.

The four selectable saturation models: Transistor, Transformer, Tube and Tape allow a wide range of sound shaping options, from subtle warming to extreme crunch. The Group control allows several instances to be controlled as a group, making ensemble changes easy. The automatic gain compensation control allows processing to be applied without changing overall loudness.

### System requirements

Windows: Windows 7, 8, 10 64bit

OSX: OS X 10.11+ 64bit Intel and Apple Silicon (native)

Formats: VST2, VST3, Audio Unit, AAX

#### Installation

Download the latest installer from http://www.mellowmuse.com/SATV. Without a valid license the plugin will run in demo mode, inserting silence in the audio output at random intervals.

#### Authorize online

On purchase you will be emailed a serial number. With an active network connection in place, load the plugin in your DAW and click the info (i) button in the bottom right hand corner. Enter the email address you used when purchasing and the serial number. The plugin will connect with our server to authorize.

#### Authorize offline

You can also login and download your license files via our user area at: http://www.mellowmuse.com/user. Unzip the downloaded xxx.lic file and place in the following folder:

Windows: /Program Files/Mellowmuse/Licenses

Macintosh: /Library/Application Support/Mellowmuse/Licenses

## Technical support

Email us at: support@mellowmuse.com.

# **SATV** controls

DRIVE Input level with progressive saturation

OUTPUT Output level

MIX Wet/dry mix ratio

MODES Four unique analogue modeled saturation modes

GROUP Control multiple instances with

the same group number

AGC Automatic gain control, add processing without

increasing the level of the original.

PHASE Phase invert

