

MicroFX Obscene

USER MANUAL

Welcome to the MicroFX Obscene

MicroFX are small, but powerful plugins, each focusing on a different effect. *MicroFX Obscene* is a multi-stage distortion with 3 distinct modes, all designed to destroy your sound.

About the Effect

Distortion is one of the oldest effects in audio (whether wanted or not). In early cases distortion was achieved by overloading an electrical system to the point where it could no longer handle the signal running through it. In more modern applications distortion is achieved intentionally and as such can become much harder and heavier than before. It is not an overstatement to say that without distortion modern music would have taken a very different course.

MicroFX Obscene was designed to not only push distortion further but also pay homage to the original mad scientists who abused studio equipment to create new sounds.

Not only does it contain three distinct flavours of distortion, but you can add tonal movement to the sound via an internal phaser, or really take things to a nasty place by engaging the ring modulator.

The MicroFX Framework

The *MicroFX* line uses the same control framework for all of its plugins.

Please refer to the **MicroFX Quickstart Guide** for information about the general features of the line, including how to activate your plugin.

Parameter Reference

Below is a list of the controls specific to *MicroFX Obscene* with a description of what they do.



The XY Pad is linked to the two most important parameters to be controlled together:

- **X: Drive** – controls how much the effect pushes the signal through the various distortion stages.
- **Y: Frequency** – controls the frequency of the internal filters (changing how the distortion responds to different signals) as well as the frequency of the internal ring modulator.

The additional controls are as follows:

- **Tone:** Controls the overall brightness of the effect output.
- **Movement:** Sets the blend of the internal phaser effect, adding tonal variety over time.
- **Feedback:** Sets the feedback level inside the effect. At low settings this will sound like a tonal control, but at higher settings it might squeal a bit.
- **Ring Mod:** Toggles the internal ring modulator on or off.

Distortion Modes

MicroFX Obscene has three distortion modes selected by clicking on the icon buttons to the lower left of the interface. These modes are as follows:

- **BLASTER:** a high gain guitar pedal style distortion. Based on the principals of classic 70s and 80s circuits, but with more gain and more flexibility.
- **CRUSHER:** Sets the distortion to a heavy overdrive but adds bit-crushing to the signal path for a distinctively noisy and digital edge.
- **NUKE:** Sets the distortion to an almost broken fuzz style. This is the most asymmetrical distortion style and has the potential to sound almost gated under certain conditions.



Distortion is very dependent on the level of the signal going into the effect. Low drive settings do not always guarantee less distortion if the input level is high enough. In fact, it's a good idea to experiment with input level and drive when searching for a good distortion tone.