

KiiveAudio

the new image of sound

KStrip Manual



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1. Introduction

Analog K Strip is a modular, analog-inspired channel strip plugin designed for all mixing tasks. It includes multiple processing sections—**Harmonics (Preamp), EQ, Compression, Transient Shaping, and Stereo Width**—all crafted to emulate the musical response of classic analog hardware with the option.

Each section can be reordered by dragging the module tab at the top of the interface, giving you complete control over signal flow. The plugin also features flexible left/right or mid/side processing, stereo width tools, metering, a band-solo system, visual transient display, and an A/B preset comparison system.

“Legal Disclaimer: The A, N, and S modules (“Kiive Audio Modules”) were developed by Kiive Audio using their own modeling techniques, studying and being inspired by original hardware products from API®, Neve (now AMS Neve Limited), and Solid State Logic (collectively, “Third-Party-Brands”). Neither of these Third-Party-Brands have licensed any intellectual property for use in the Kiive Audio Modules, nor have they endorsed or supported the Kiive Audio Modules in any manner.”

System Requirements / Formats

- Mac 64bit / M1 Native: VST3, AU, AAX
 - Windows 64bit: VST3, AAX
- 1 GHz Intel Dual Core Processor or AMD equivalent (PC)
 - 4GB of RAM
- Mac OS X 10.7 or higher, 10.14 or higher recommended
 - Windows 7 & Above
- Screen res: 1024 x 768 or higher

- 64 bit DAW support only

1. Setup

1.1 Installation

For Mac users: The included installer should install the plugin's VST, VST3, AU, and AAX formats automatically, you may need to restart your DAW to see the plugin listed.

For Windows users: you can either use the included installer or move the plugin formats into their respective folders. Common locations for each format are as follows:

```
VST:
  C:\Program Files\VstPlugins
  C:\Program Files\Steinberg\VstPlugins
  C:\Program Files\Common Files\VST2
  C:\Program Files\Common Files\Steinberg\VST2
VST3:
  C:\Program Files\Common Files\VST3
AAX:
  C:\Program Files\Common Files\Avid\Audio\Plug-Ins
```

If after restarting your DAW, you still don't see the plugin listed, check your DAW's plugin folder settings, and be sure that is in the proper location for your software.

2.1 Menu Controls



1. Kiive Audio Logo (Far Left)

- Opens the General Settings panel.
 - License Status – Displays Trial or Registered mode.
 - Version Number – Shows the plugin version.
 - Kiive Website Link – Opens the Kiive Audio website.
 - Updater – Checks for plugin updates and allows downloads inside the plugin.

2. Preset Browser

- Left/Right Arrows – Navigate through all presets (no folder restrictions).
- Preset Drop Down Menu:
 - Factory – Built-in presets.
 - User – User-created presets.
 - Load – Load a preset from any folder.
 - Save – Save the current state over the selected preset.
 - Save As – Save a new preset with a custom name.
 - Save as Default – Makes current state the default on plugin load.

3. Input / Output Controls

- IN – Global input gain (pre-processing).
- OUT – Global output gain (post-processing).
- Link Icon – Enables relative linking:
 - Moving the input knob will offset the output level to maintain loudness.
 - Output can still be adjusted freely.

4. Oversampling (OVSMP)

- Options: Off, 2x, 4x, 8x, 16x.
- Latency (samples): 0 (Off), 93 (2x), 114 (4x), 123 (8x), 126 (16x).
- Uses linear-phase oversampling.
- 2x is recommended for best balance of sound quality and CPU usage.

5. A/B Comparison

- A / B Buttons – Switch between two different versions of plugin settings.
- Arrow Button – Copies settings from A to B or B to A.

6. Undo / Redo

- Undo – Revert previous parameter changes.
- Redo – Re-apply changes that were undone.
- Tracks parameter changes made in the plugin.

7. Gear Icon (Far Right)

- Opens the Plugin Settings menu:
 - UI Scaling / Resize Options.
 - About section with additional plugin info.

2.2 Utility Functions & Shortcuts

General Plugin Controls:

- Double-click a knob or slider – Resets the control to its default value.
- Alt (Option) + Click – Also resets the control to default.
- Shift + Click – Opens a text box to manually enter a value.
- Alt + Click + Drag – Enables fine control for precise adjustments.

Module Management:

- Click + Drag at the top of any module – Reorder modules (mouse cursor changes to a grabbing hand).
- Alt + Click on a module mode button (A, N, S) – Instantly switches all modules to the selected mode.

Pro Tools Only:

- Command + Option + Control + Click on a parameter (in the plugin window) – Opens the Plug-in Automation dialog to assign automation control to that parameter.

2.3 Main Controls and Parameters

MODULES

1. PRE (Harmonics / Saturation)

The Pre module is designed to introduce subtle harmonic coloration and saturation to the signal. It includes controls for harmonics, drive, trim, auto-gain, and filter shaping.

- **Odd / Even Harmonics:**

These two knobs adjust the amount of 3rd (Odd) and 2nd (Even) harmonic content added to the signal. At the center position (0), there is no additional harmonic enhancement. Turning either knob left or right decreases or increases harmonic content, respectively. These controls are subtle and meant to shape character without overwhelming the original tone.

- **Drive:**

This knob controls the amount of input gain going into the preamp stage. Increasing Drive results in a stronger saturation effect, especially when paired with harmonics.

- **Trim:**

Located after the saturation stage, Trim allows you to compensate for level changes introduced by the Drive knob.

- **AG (Auto Gain):**

When Auto Gain is active, the Trim and Drive knobs are linked. Raising Drive will automatically reduce Trim to help maintain a consistent output level.

- **SC Filters (HPF / LPF):**

These high-pass and low-pass filters are applied only to the detection path of the saturation—not the audio itself. They allow you to control which parts of the frequency spectrum trigger saturation more strongly, shaping the character of the distortion.

2. EQ

The EQ module is a four-band semi-parametric equalizer. Each band allows for control over frequency and gain, with proportional Q behavior depending on the selected mode (N, S, or A). Q cannot be adjusted directly except in S mode, where certain features can be toggled.

Each mode models a different analog EQ style with its own frequency ranges, gain limits, and features.

N Mode

- Bands:

- HF (High Frequency): 5 kHz to 20 kHz
- HMF (High Mid Frequency): 700 Hz to 7 kHz
- LMF (Low Mid Frequency): 300 Hz to 3 kHz
- LF (Low Frequency): 55 Hz to 250 Hz

- Gain Range:

-12 dB to +12 dB on all bands

- Q Behavior:

Proportional Q – the bandwidth tightens automatically as you boost or cut more.

S Mode

- Bands:
 - HF (High Frequency): 3 kHz to 20 kHz
 - HMF (High Mid Frequency): 1 kHz to 6 kHz
 - LMF (Low Mid Frequency): 200 Hz to 2.5 kHz
 - LF (Low Frequency): 35 Hz to 450 Hz
- Gain Range:
 - 15 dB to +15 dB on all bands
- Q Behavior:
 - Proportional Q by default, but with added flexibility:
 - The Mid bands include a ****Hi Q toggle**** that activates a narrower bandwidth.
 - The High and Low bands can be switched from shelf to peak mode using the ****Peak buttons**** on each.

This mode is ideal for more surgical work or more aggressive tone shaping when needed.

A Mode

- Bands:
 - HF (High Frequency): 2.5 kHz to 20 kHz
 - HMF (High Mid Frequency): 800 Hz to 12.5 kHz
 - LMF (Low Mid Frequency): 80 Hz to 1 kHz
 - LF (Low Frequency): 30 Hz to 400 Hz
- Gain Range:
 - 12 dB to +12 dB on all bands

- Q Behavior:

Proportional Q that adapts based on both gain and frequency position. This creates a more program-dependent feel.

- The High and Low bands can be switched from shelf to peak mode using the ****Peak buttons**** on each.

General EQ Features:

- Frequency & Gain:

Each band includes a sweepable frequency knob and a gain knob.

- Solo Buttons (Headphone Icons):

Each band can be soloed with a global bandpass filter to hear just the affected frequency area. The solo function is global (L/R or M/S together), and stays engaged until manually turned off.

- Mode Switching:

The EQ mode (N, S, or A) is selected via the top-right module switch and changes all internal behavior accordingly.

3. COMP (Compressor)

The compressor module includes standard compression parameters with flexible routing modes and visual feedback.

- **Controls:**

- Threshold: Sets the level at which compression begins.
- Ratio: Determines the amount of gain reduction once above threshold.
- Attack / Release: These knobs set the value between fast and slow time constants.

- Makeup Gain: Allows for manual gain compensation after compression.

- **SC HPF:**

This sidechain high-pass filter removes low frequencies from the detection path, allowing you to prevent heavy low-end elements like kick drums from triggering compression too strongly.

- **Dynamics Meter:**

Displays gain reduction activity, with separate meters for Left/Mid and Right/Side depending on the selected channel mode.

- **Compression Modes (via top module switch):**

- MN: Dual mono with sidechain linking per channel.
- ST: Stereo mode with linked sidechain.
- MS: Dual mono compression with sidechain linking in mid/side configuration.

SHAPER (Transient Designer)

The transient shaper lets you enhance or reduce attack and sustain characteristics of the signal.

- **Attack:**

Adjusts the intensity of transients, letting you make a signal punchier or more subdued.

- **Sustain:**

Controls the tail of the sound, extending or shortening the decay.

- **Output:**

A final level control that comes after the transient processing.

- **DYN/POS:**

This toggle places the transient shaper either before or after the main Dynamics section (EQ and COMP), regardless of where it visually appears in the module chain.

MASTER SECTION

1. Stereo Width

The width section uses mid/side level control to adjust stereo spread.

- **Width:**

Adjusts the balance between mid and side signals. At 100%, there is no change. Increasing widens the stereo image; decreasing narrows it.

- **HPF:**

A 6 dB/oct crossover that removes low-frequency content from the width processing. This helps keep bass elements mono-compatible and centered.

2. Meters

The plugin includes peak meters that display real-time signal level.

- **INP / OUT Toggles:**

Lets you choose whether the meters display the input or output signal level.

GLOBAL MODULE CONTROLS

1. Module Routing

Modules can be reordered by dragging near the top. When hovering in the correct spot, the cursor will change to a grabbing hand.

2. Top Left Panel (per module)

- **L/M & R/S Button:**

This selects whether you're editing the Left or Right channel and show the corresponding UI parameters, or Mid or Side (depending on the processing mode).

- **Link Button:**

When active, changes made to one channel are mirrored to the other.

3. Top Right Panel (per module)

This controls the processing mode of each module.

- MN: Dual mono with slight left/right variance.
- ST: Stereo mode where both channels process identically.
- MS: Mid/Side mode for advanced spatial processing.

Compressor Mode Notes:

- MN: Dual mono with linked sidechain.
- ST: Stereo with linked sidechain.
- MS: Dual mono in mid/side with linked sidechain.

SCREEN & GATE (Visual Analyzer)

The screen shows a visual display of signal dynamics and transient behavior.

- **Gate Visual Controls:**

- THR (Threshold)
- ATK (Attack)
- REL (Release)
- RANGE
- HOLD
- LOOKAHEAD

4. Troubleshooting

1. Be sure to re-read through the **Setup** section of this manual just in case.
2. Check the **Kiive Audio FAQ** to see if your issue is already listed.
3. If not, contact **support@kiiveaudio.com** with your plugin version, the details of the issue, and the steps to reproduce it.