# DEPUTY DISTORTION

## Owner's Manual

IMPACT DSP

VST / AU / AAX / CLAP Plugin

*Version 1.0.0*

# Introduction

Welcome to **Deputy Distortion**, a drive/distortion plugin based on a legendary 1980s Marshall tube circuit, neural-modeled to perfection so it sounds and feels like real analog hardware.

Its brash, punchy in-your-face roar is perfect for smashing drums, heavy guitar, and thick synths — from pleasant crunch to extreme circuit-blown aggression. You'll find that unlike clean digital effects, the analog-based tone shaping you can get with **Deputy Distortion** is interactive, volatile, and dynamic. We've even built a new **Sizzle** knob so you can easily add edge and bite.

**Deputy Distortion** balances tube growl and warm breakup with a touch of compression, designed to be suitable for both studio and live performance use.

We hope you enjoy **Deputy Distortion**!

*— The Team at Impact Soundworks*

# Installation

## Online Activation (Recommended)

1. Install the Pulse application if you don't already have it. ***Pulse is a cross-platform desktop app that lets you download and install your libraries with blazing speed!*** You'll need to create an account here, but once you do, you can access your purchases from any developers using Pulse, any time, from any computer:

   https://pulsedownloader.com/

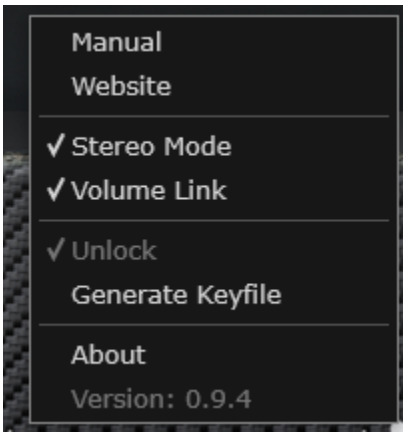
2. Once Pulse is installed, open it and enter your **Deputy Distortion** product code. The plug-in will then be downloaded and the installer will automatically run; follow the installer instructions to finish.
3. When the **Deputy Distortion** plug-in is first opened in your DAW, you will be prompted for an email and serial key (*this is the same as the Pulse Downloader product code*). *You must use the email address you used when ordering the plug-in on the Impact Soundworks website.*

## Offline Activation

If you would prefer to not connect your studio computer to the internet, it is still possible to activate and use **Deputy Distortion**. However, you will still need at least one internet-connected computer to proceed. For these instructions, we'll use the terms Offline PC and Online PC:

1. Follow the **Online Installation** & activation steps, as outlined above, on your Online PC.
2. Copy the **Deputy Distortion** plug-in installer file to your Offline PC, and run the installation on your Offline PC.
3. Open the **Deputy Distortion** on your Offline PC. Select the `Copy Machine ID` button, which will copy the Offline PC's unique machine ID to the clipboard. Paste this ID in a text file.

4. On your Online PC, open the plug-in and go to the settings menu. Select `Generate Keyfile`. You will be prompted to enter a machine ID; input the ID generated from the previous step.




5. Transfer the generated Keyfile to your Offline PC.

6. On your Offline PC, in the **Deputy Distortion** plug-in, select `Use Local Keyfile` and select the Keyfile you generated in the previous step. ***That's it!***

# Overview

**Deputy Distortion** is built around a bespoke neural model of the **Marshall Guv'Nor** pedal, a combination overdrive/distortion unit originally released in 1988 essentially packing a full Marshall tube amp circuit into a single box. This amp is beloved as a processor for guitar, bass, and synths alike.

Our model includes the Gain, Deep, Bass, Mid, Treble, and Volume controls seen on the UI. As a result, *none* of these knobs are simple isolated processes like EQ boosts and cuts. Rather, they behave just like the actual analog hardware - a "network" where each knob is connected.

In other words, the **sound** of Deputy Distortion is more than the sum of its parts. Boosting the **Bass** and **Volume** knobs while the **Gain knob** is low will sound different than if the **Gain** knob is high. Also, since this is a *non-linear effect*, it reacts quite differently to different audio signal levels and frequencies.

We then built further on the model with some additional controls such as the **Dynamics** envelope follower and **Sizzle** harmonic saturator, which we'll describe below.

# Navigating Deputy Distortion


First, let us go over the *top row* of the plugin.

**Input** Sets the input sensitivity, *i.e.*, the volume of the signal before it is affected by anything else in the signal chain.

**Input Meter** Displays the level of the input signal.

**Output** Sets the volume of the signal after the signal chain (*i.e.,* the final output of the plugin).

**Output Meter** Displays the level of the master output signal.

**Mix** Blends between the dry and wet (processed) signal. Note that both signals are affected by the Input and Output knobs.

**Preset Selector** Shows a list of presets. If you save your own presets, they will show up in the 'User' sub-folder.
Save preset *overwrites* the current preset. Save preset as... saves a new preset.

**Compare A|B** Switches between two states of the plugin (**A** and **B**), each with their own separate knob settings. The button between the two states (  ) *copies the settings of the currently selected state to the other*.

**Settings** From here, you can access the product manual (this one!), go to the Impact DSP landing page on our site, switch between Mono Mode and Stereo Mode, and verify the current plugin version.

Now let us take a look at the *bottom row*:


**Power Button** — Switches the plugin on or off (note that the default state of the plugin is *off*).

**Gain** — Increases the drive into the distortion. This knob has a characteristic effect on the sound, based on the circuit modeling.

**Deep** — Controls low-end cabinet-style resonance and structural "girth". Operates mostly independently from the Bass/Mid/Treble tone stack.

**Bass** — Adds foundational low-frequency weight and warm, organic thickness. Turning this up can soften high-frequency response.

**Mid** — Adds a classic, "throaty" and aggressive midrange while reducing it can leave a distinctive notch.

**Treble** — Adds mid-high frequency sharpness without being overly fizzy or harsh.

**Sizzle** — Mixes in a non-linear waveshaping distortion to frequencies above 1.5khz (split via a 24db/oct crossover), saturating the signal and adding new harmonics. It also adds a high shelf boost to these frequencies. The result is capable of noticeably brightening the sound in a different way than pure EQ.

**Volume** — Boosts the volume of the signal. *This was modeled from the actual circuit, meaning it has a more characteristic effect on the sound than a normal boost.*

**Dynamics** — When increased, the post-processed **Wet** signal will begin tracking the moment-to-moment dynamics of the **Dry** signal. At 100%, the **Wet** volume will fluctuate considerably in order to match the peaks and valleys of the Dry input. Think of this like a sidechain. The speed switch determines how quickly this envelope follower reacts to changes. This ***won't*** be particularly audible on mostly continuous, sustained material. However, because **Deputy Distortion** has a natural compressing effect on the input, this knob can be useful for maintaining transients and dynamics (such as with drums) while keeping the ***tone*** of the distortion intact.

# Settings

In the **Settings** menu (gear icon) there are two toggleable options:

**Stereo Mode:** Enabled by default. When enabled, each channel of a stereo input is processed independently. If disabled, a stereo signal will be processed as a mono sum (generally reducing the perceived stereo width.)

**Volume Link**: When enabled, adjusting the **Volume** knob will inversely move the **Output** knob. Because the **Volume** knob is part of the neural model, it has an impact on the signal beyond just a simple trim. With this option enabled, you can explore the tonal range of the **Volume** knob without huge swings in the overall output volume.

# Credits & Acknowledgements

**Executive Producer:** Andrew Aversa
**Producer:** Shane Roberts
**Lead Programmer**: Nolan Vernon
**Core DSP Modeling**: Steve Atkinson
**UI Design & Artwork**: Paulo Nunes
**Marketing:** Lauren Liebowitz, Rachel Steele
**User Manual**: Fredrik Häthén, Shane Roberts
**Presets**: Nolan Vernon, Andrew Aversa

*...And a special thanks to our Beta Team!*

# Troubleshooting

Having trouble with **Deputy Distortion**? Use it in a project you want to tell us about? Drop us a line via our **Contact** page (but be sure to **read the FAQ** first!)

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