SUPERCHARGER *GT*

NATIVE INSTRUMENTS

THE FUTURE OF SOUND

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2. Welcome to SUPERCHARGER GT

SUPERCHARGER GT is an advanced compressor with a strong sound character that enables you to explore the sound of tube compression with an intuitive set of controls. Three different flavors of saturation and spectral shaping offer tone shaping that goes beyond basic compression.

A compressor is an audio effect that increases the loudness of an incoming signal by reducing the level difference between quiet and loud sections, also called dynamic range. Additionally, the sound can be manipulated by adjusting the compressor's response times to signal changes, called attack and release.

SUPERCHARGER GT can be used on a single channel or a group of channels (also called bus) within your DAW. The included factory presets cater to different use cases, whether it be adding weight and punch to a bass instrument, or making a drum group sound more cohesive.

This document provides an overview of all the controls in the user interface, and shows you how to use the header and presets.

Thank you for choosing SUPERCHARGER GT. We hope you enjoy it!

The SUPERCHARGER GT plug-in

2.1. Document Conventions

In this document the following formatting is used to highlight useful information:

Italics	Indicates paths to locations on your hard disk or other storage devices
Bold	Highlights important names, concepts, and software interface elements.
[Brackets]	References keys on a computer's keyboard
►	Single item instructions are represented by a bullet icon.
→	Results in procedures are represented by an arrow icon.

The following three icons represent different types of information:

The **light bulb** icon indicates a useful tip, suggestion, or interesting fact.

The **information** icon highlights important information that is essential for the given context.

The **warning** icon alerts you of serious issues and potential risks that require your full attention.

3. Overview

SUPERCHARGER GT's clear but powerful interface enables you to quickly find the right settings whilst providing detail parameters for fine-tuning your sound. The **Saturation** stage creates rich sounds by adding harmonics. The **Attack** and **Release** times can be used to add more bite or sustain to sounds. The **Character** control colors the sound based on three different modes, **Fat**, **Warm**, and **Bright**. Finally, the Expert Panel provides a filter for the sidechain signal and different stereo routing modes including M/S (mid/side) processing.

SUPERCHARGER GT contains the following parameters and controls:

1. **Input Level Indicator**: Displays the input level and indicates the correct setting of the **Input Trim** control. When the level is set correctly, the center indicator is lit green. When the level is too low, the left arrow indicator is lit red. When the level is too high, the right arrow indicator is lit red.

2. **Input Trim**: Adjusts the input level. The correct setting is shown by the Input Level indicator.

3. **Detector HP**: Switches between three different settings for a high-pass filter that is applied to the compressor's control signal. **Off** deactivates the high-pass filter. **100Hz** attenuates frequency content below 100 Hz. **300Hz** attenuates frequency content below 300 Hz.

4. **Sidechain**: Adjusts the level of the sidechain signal, which can be used to control the compressor when the **Sidechain** switch is activated.

5. **Sidechain switch**: Activates the sidechain input, allowing you to use an external signal as the compressor's control signal.

6. **Mild/Moderate/Hot**: Switches between three types of saturation. **Mild** subtly colors the sound. **Moderate** produces a pronounced saturation effect. **Hot** adds strong saturation and even distortion to the sound.

7. **Saturation**: Adjusts the amount of saturation added to the input signal. The type of saturation can be switched between **Mild**, **Moderate**, and **Hot**.

8. **Gain Reduction Meter**: Displays the amount of gain reduction applied to the input signal.

9. **Compress**: Adjusts the amount of compression applied to the input signal. Turning the control to the right increases the amount of compression while retaining an even loudness level (as long as Input Trim is set correctly).

10 **Output Level Meter**: Displays the level of the output signal.
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11. **Attack**: Adjusts the attack time, which is the time it takes the compressor to apply the full amount of gain reduction after the control signal rises above the threshold.

12. **Gentle/Punch/Slam**: Switches between three distinct preset settings for the **Attack** and **Release**. **Gentle** produces smooth compression suitable for a wide variety of signals. **Punch** emphasizes transients and performs well on drums. **Slam** produces intense compression that can be used for drastic effects.

13. **Release**: Adjusts the release time, which is the time it takes the compressor to stop applying gain reduction after the control signal falls below the threshold.

14. **Fat/Warm/Bright**: Switches between three different types of filtering. **Fat** emphasizes low-frequency and high-frequency content. **Warm** reduces high-frequency content and enhances low-frequency content. **Bright** enhances high-frequency content and reduces low-frequency content.

15. **Character**: Adjusts the color of the signal by applying filtering. The type of filtering can be switched between **Fat**, **Warm**, and **Bright**.

16. **Output**: Adjusts the output level of the Component.

17. **Mode**: Switches between three different stereo routing modes. **Stereo Link** applies the same amount of gain reduction to both the left and right channels, preserving the original stereo image. **Dual Mono** applies individual amounts of gain reduction to the left and right stereo channel, increasing loudness in both channels independently. **MS** applies individual amounts of gain reduction to the mid and the side signal, increasing the width of the stereo image.

18. **Mix**: Blends between the effect signal (**Wet**) and the input signal (**Dry**). Blending in the input signal can be used to increase dynamics and preserve transients.

4. Header and Presets

The header provides global functions related to preset management and plug-in behavior.

It consists of the following menus and and settings:

1. **Main menu**: Provides you with options for managing user presets and adjusting the plug-in's visual appearance. For more information, refer to Main Menu.
2. **Preset menu**: Allows you to access all factory and user presets. For more information, refer to Loading Presets.
3. **A/B Comparison switch**: Allows you to compare two sets of settings, called **A** and **B**. For more information, refer to Comparing Parameter Settings.
4. **NI logo**: Opens the About screen, which shows the version number of the plug-in.

4.1. Main Menu

The Main menu in the header provides you with options for managing user presets, adjusting the plug-in's visual appearance, and copying settings of the A/B Comparison switch. You can also use it to access learning resources online and activate or deactivate usage data tracking.

▶ To open the Main menu, click on the arrow symbol on the left side of the header.
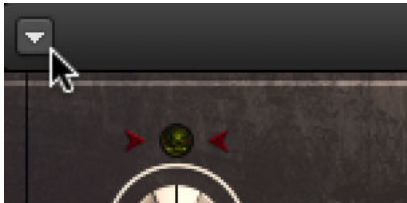
The following entries are available in the Main menu:
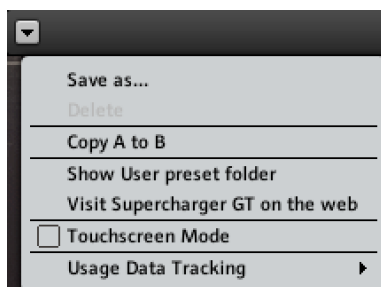
- **Save As...**: Saves the current settings as a user preset in the User Preset folder. For more information, refer to Managing User Presets.
- **Delete**: Deletes the current user preset from the User Preset folder. For more information, refer to Managing User Presets.
- **Copy A to B** / **Copy B to A**: Copies parameter settings saved in the A/B Comparison switch from the active to the inactive slot. For more information, refer to Comparing Parameter Settings.
- **Show User Preset Folder**: Opens the User Preset folder in a new window. For more information, refer to Managing User Presets.

- **Visit Supercharger GT on the web**: Opens the Native Instruments website where you can download the manual.
- **Touchscreen Mode**: Enables compatibility with touch screens and pen tablets.
- **Usage Data Tracking**: Here you can learn more about Usage Data Tracking and choose to activate or deactivate it.

4.2. Loading Presets

SUPERCHARGER GT includes a wide range of factory presets that make full use of its features. You can put them to use in your music right away, or explore their sound and settings to familiarize yourself with the effect.

All presets can be loaded directly from the user interface by using the Preset menu, including your own user presets.

▶ Click the left and right arrows on the left side of the Preset menu to cycle through all presets and load them one after the other.

Alternatively, you can load presets from a list that is organized in categories.

1. Click the Preset menu.

→ The Preset menu shows a list of all available presets. Various categories of factory presets and user presets are available in separate submenus.

2. Click an entry in the list.

→ The corresponding preset is loaded and can be used.

🔆 The **INIT** preset contains basic settings that are useful as a starting point for creating your own effect sounds.

4.2.1. Quick Access List

Below the **Factory Presets** and **User Presets** you'll find the Quick Access list. If you load a preset from the **User Presets** submenu, the next time you open the Preset menu the Quick Access list will show all user presets. If you load a preset from the **Factory Presets** submenu, the next time you open the Preset menu the Quick Access list will show all factory presets.

4.3. Comparing Parameter Settings

The A/B Comparison switch can help you to fine-tune your settings. It is located to the right of the Preset menu in the Header:

The A/B Comparison switch in the Header.

It features two temporary memory slots **A** and **B** that you can use to quickly switch between two sets of parameter settings. This makes it easy to compare different settings and find the ones you like.

To use the A/B Comparison switch:

1. Create an effect sound you like. All parameter settings are automatically saved to slot **A**.

2. Click on **B** to switch to the second slot. When you switch to slot **B** for the first time, it automatically takes over all the settings from slot **A**.

3. Adjust parameters to create an alternative effect sound. All settings are automatically stored in slot **B**.

4. Click **A** and **B** to switch between the two variations of your effect sound.

→ The sound changes according to the selected set of parameter settings.

If you want to overwrite the settings saved in the other slot with the settings saved in the currently selected slot, open the Main menu by clicking on the arrow symbol in the left corner of the Header and select **Copy A to B** or **Copy B to A**, respectively.

> 💡 When you have found an effect sound you like, you can save the settings from the currently selected memory slot of the A/B Comparison switch as a preset. For more information about saving presets, refer to Managing User Presets.

4.4. Managing User Presets

If you have created an effect sound you want to keep for later use, you can save it to the User Preset folder. All presets in the User Preset folder are available under **User Presets** in the Preset menu, enabling you to access your personal library of effect sounds directly from the user interface.

A User preset in the Preset menu

4.4.1. Saving a New User Preset

To save a user preset:

1. Open the Main menu by clicking on the arrow symbol on the left corner of the Header and select **Save as…**.

2. Enter a new name for your preset in the **Save New Preset** dialog box.

3. Click **OK** to finish the process and close the dialog box.

→ Your user preset is saved in the User Preset folder.

4.4.2. Deleting a User Preset

You can delete the current user preset via the Main menu.

> (i) Factory presets cannot be deleted.

To delete the current user preset:

▶ Open the Main menu by clicking on the arrow symbol on the left corner of the Header and select **Delete**.

4.4.3. User Preset Folder

The User Preset folder contains all of your saved user presets. You can copy, delete or change the name of user presets directly in the folder on your hard drive.

> (i) The plug-in needs to be reloaded in order to reflect any changes made in the User Preset folder.

▶ To show the User Preset folder on your hard drive, open the Main menu by clicking on the arrow symbol in the left corner of the Header and select **Show User Preset Folder**.