COMP.TWO

USER MANUAL
version 1.0.0

PROCESS.AUDIO

Introduction

About PROCESS.AUDIO

Making records used to be about the music. In the recent past, with the advent of the digital workflow, making records has increasingly become an exercise in minutia as well as a plugin arms race, creating a steep learning curve and shifting focus to the tools at the expense of the music. PROCESS.AUDIO was founded by a team of world-class music-making professionals, led by Fab Dupont, to create music-making tools that strike the perfect balance between analog workflow and digital technology only enhancing their owner's process.

About COMP.TWO

The COMP.TWO plugin is the result of a relentless quest for perfection by Oliver Gregor, the mastermind behind rockruepel. Combining his passion for music and electrical engineering, Gregor dedicated years of research and development to elevate the vari-mu compressor design to meet the demands of the modern workflow and 21st-century sonics. The COMP.TWO represents the logical evolution of COMP.TWO, incorporating two decades of user feedback, testing, and innovation. One of the key highlights of COMP.TWO is its versatility. Designed with the modern audio engineer in mind, this plugin allows for precise control over the sound. Whether you need a clean compression or a warm and gritty character, COMP.TWO can deliver it all. Its modern controls, including the Console Remote for centralized control, MS capabilities, high-pass filter on a sidechain, DRY/WET control, and a wide range of presets created by renowned producers and mixers, make it a powerful tool for any audio production.

1 **INPUT 1**

Input gain applied before compression on channel 1.

2 **OUTPUT 1**

Output gain applied after compression and before Mix (dry/wet) on channel 1.

3 **MIX 1**

Mix between dry and wet parts of the signal on channel 1.

4 **THRESHOLD 1**

Threshold value setting at which volume signal starts to be reduced on channel 1.

5 **ATTACK 1**

Controls if the compression happens fast or slowly when the signal hits above the threshold on channel 1.

6 **RELEASE 1**

Controls if the compression stops fast or slowly when the signal hits under the threshold on channel 1.

7 **SIDECHAIN HIGH PASS 1**

Add a High Pass filter on the Sidechain input signal on channel 1.

8 **AMP ONLY**

Activates the compression or uses the plugin in an amp only mode.

9 **STEREO MODE**

Selects which part of the signal will be processed per channel: Stereo is a link mode between left and right. Dual Mono processes Left (ch. 1) and Right (ch. 2).
Mid/Side processes Mid (ch. 1), and Side (ch. 2).
STEREO LINK: Links channel 1 and channel 2 controls in Stereo mode
LISTEN MID/SIDE: Listen to the Mid or Side part of the signal when in Mid/Side.
LISTEN LEFT/RIGHT: Listen to the Left or Right part of the signal when in Dual Mono.

10 **SIDECHAIN HIGH PASS 2**

Add a High Pass filter on Sidechain input signal on channel 2.

11 **TRANSFORMERS**

Simulates analogic transformers from Rockruepel original hardware or lets you have a clean signal.

12 **THRESHOLD 2**

Threshold value setting at which volume signal starts to be reduced on channel 2.

13 **ATTACK 2**

Controls the compression speed when the signal hits above the threshold on channel 2.

14 **RELEASE 2**

Controls the compression speed when the signal hits under the threshold on channel 2.

15 **OUTPUT 2**

Output gain applied after compression and before Mix (dry/wet) on channel 2.

16 **INPUT 2**

Input gain applied before compression on channel 2.

17 **BYPASS**

Mutes all processing and lets you hear the dry signal unprocessed only.

18 **IN OUT LINK**

Compensate Input with Output gain automatically in order to keep a feeling of a constant volume.

19 **MIX 2**

Mix between dry and wet parts of the signal on channel 2.

20 **REMOTE SECTION**

Displays the Console, to take control of any COMP.TWO instance.

21 **REMOTE VIEW**

Displays this instance on the Main window, enabling all controls.

22 **GANG SLIDER SELECTION**

Switches from slider view.

23 **VISUALIZER SECTION**

Displays the visualizer.

24 **EXTERNAL SIDECHAIN**

Activates the use of an external signal to trigger compression

25 **LISTEN TO SIDECHAIN**

Listens to the external signal used for sidechain.

26 **OVERSAMPLING**

Activates oversampling processing in order to improve signal-to-noise and avoid phase distortion and anti-aliasing.

Minimum requirements

CPU   Intel Core 2 Duo, AMD Athlon 64 X2 or newer

RAM   4GB or more

OS   Windows 8.1, Windows 10, Windows 11 (64-bit versions only)
 macOS 10.13 (High Sierra) to macOS 12 (Monterey), M1 compatible

PROTECTION   iLok authorization