



Demo Video: <https://youtu.be/1RfBU3xUNJ4>

A. **License** Click the word “License” to activate/deactivate the plugin.

B. **Routing Assignments: Sends & Receives**

****IMPORTANT:****

Each sequence in your NLE (Non-Linear Editor) can have a maximum of ****4 Sends**** and ****4 Receives****.

To ensure the plugin works correctly, every Send and Receive in the sequence must be assigned a ****unique number****. Any numbering order is fine—as long as no two Sends or Receives share the same number.

For example:

- ****Valid:**** Send 1, Send 2, Send 3 and Receive 1, Receive 2, Receive 4 (any numbers work, as long as they’re different).
- ****Invalid:**** Two Send 1’s (or two Receive 1’s) in the same sequence—these will conflict and overwrite each other.

Assignments are ****auto-assigned**** when you add a plugin instance from the pulldown menu. You only need to manually change a number if you notice duplicates within the same sequence. Duplicates will occur if the plugin is drag & dropped from one track to another in Track Mixer. Easily switch this in the Mini-mixer view without opening the plugin UI.

****Tip:****

If ducking is not working as expected, check for duplicate Send or Receive numbers and make sure each is unique!



Main Parameters:

B. **Amount:** Controls how much the main input signal's volume is reduced (attenuation).

C. **Attack:** Sets how quickly the reduction is applied when the trigger input crosses the threshold.

D. **Release:** Determines how quickly the main input signal returns to normal once the trigger input drops below the threshold.

Supplemental Parameters:

E. **Threshold:** The trigger input level where attenuation starts.

**Tip:* You rarely need to adjust this unless your trigger signal is unusually soft or loud. For best results, place any gain staging plugins or compressors before the Send in your track mixer.

F. **Gate:** A noise gate on the Send side to block background noise from entering the system. The Gate meters the Send input signal so that you can assess noise levels.

Note:* Changing this only affects what enters the ducking system—it does **not affect the Send's main output sound.

G **Params Sync:** When enabled (lavender), all Receives in the active sequence link their Amount, Attack, Release, and Threshold settings.

**Default:* Off.

**Note:* If there are no audio regions on a track, syncing won't occur. Syncing activates as soon as a region is present.