THR deBleed: User Manual



Overview

deBleed is designed to remove the cymbals from the Kick, Snare, and Toms.
It can also be used to remove any other type of bleed, but it's most effective at getting rid of the cymbals since it processes the high frequencies independently from the lower ones.

Controls

Source Selection: Choose between Kick, Snare, or Toms depending on what you're gating. This controls the sidechain filters and helps deBleed better react to that specific source.

Debleed: Controls the amount of cymbal bleed getting reduced (This only affects the cymbal frequencies, not the lower frequencies).

Range: Goes from -60dB to 0dB and controls the maximum amount of gain reduction. It can be used to control how much the cymbal bleed gets reduced since you might want to only turn it down a few dB instead of silencing it.

Threshold: Sets the level at which the gate should open. Anything below the threshold will be silenced.

Ghost: This feature lowers the threshold by an additional 20dB to let ghost notes through. It is designed to be automated in specific sections, but not to be kept engaged all the time.

Release: Controls the decay time on the signal (Only affects the low-end frequencies and is used to let the body and tone of the kick, toms, and snare fully ring out).
Important note: The release time won't affect cymbal bleed at all, that's what the Debleed parameter is for. It's designed to give you control over the length & sustain of the lower frequencies.

Hold: Controls how long the gate remains open before entering the release/debleed phase, or in other words, before it starts to close again.
This parameter can be used to let the snare, for example, fully ring out before removing the cymbals, retaining all of its original qualities and sound.

Analyze: Sets the threshold and deBleed parameters automatically depending on the input source. It's worth noting that this will set the parameters statically and won't continually update throughout the song.

Ext S/C: Allows you to use an external source to trigger the gate.

Bypass: Bypasses the signal.

Preset Manager: Multiple presets come already included with deBleed, but you can create your own and save them for later use.

Settings: Allows you to control the advanced settings of the gate, which as as follows:



1. **Dark Theme**: Toggle Light and Dark UI modes.
2. **Live Mode:** Toggle between Live mode (Zero latency) and Mixing Mode (Introduces "Lookahead" to open the gate before the transient to prevent digital clipping).

3. **Lookahead:** Control how much earlier the gate opens before the actual transient. Longer times result in a more natural sound at the expense of introducing latency.

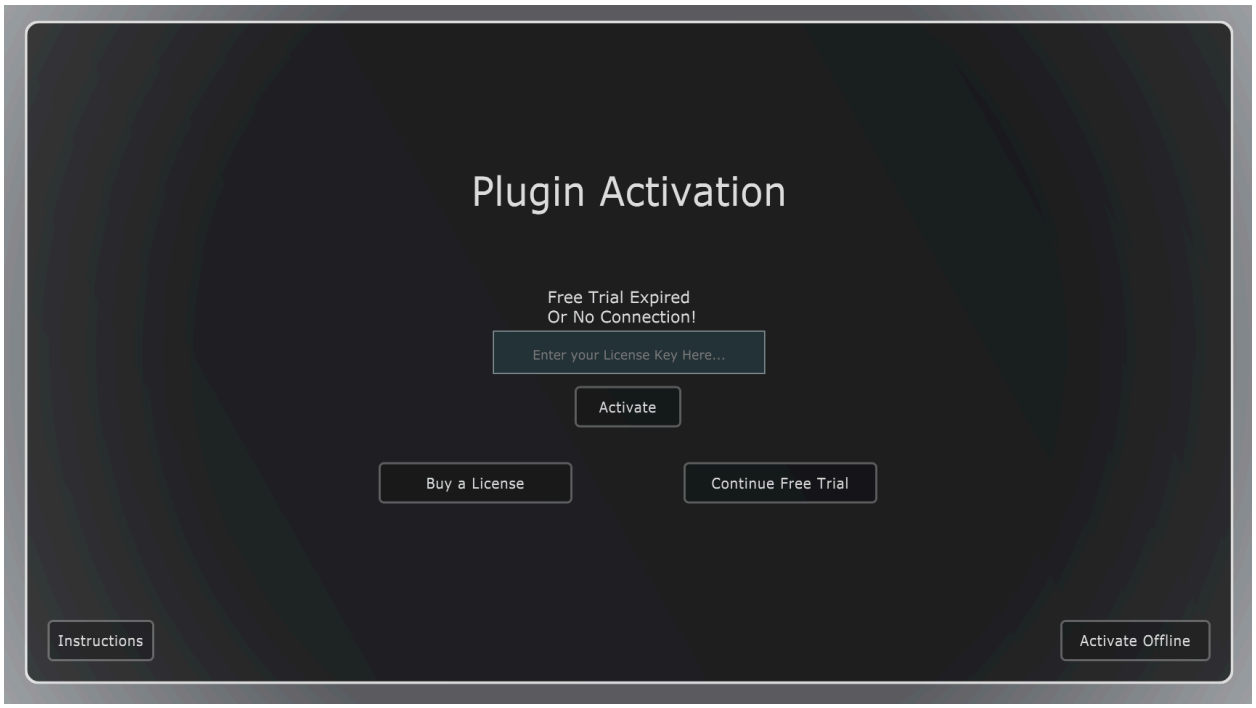
How to use



1. Load an instance of deBleed on the track that needs to have the cymbals lowered or removed (Kick, Snare, or Tom tracks).
2. Select the input source at the top of the plugin or choose one of the presets.
3. Either manually set the threshold or click on the “Analyze” button.
4. Use the “Hold” parameter to control how long the gate stays open before starting to close again (Longer Hold times are really useful on Snare drums when trying to preserve their original characteristics).
5. Set the desired “Range”: Think of this as a “Volume” control for the cymbals. If set to, for example, -10dB, deBleed will only reduce the Cymbal Bleed by 10dB, if set to -30dB, it will reduce it by 30dB.
6. Use the Debleed parameter to control how fast/aggressively the cymbals get removed.
7. Disable “Live Mode” and set the “Lookahead” time to around 5ms to get the best sounding drums.
8. Lastly, you can use the Release time to control how long the lower frequencies are allowed to get through.

Plugin Activation

Important: An active internet connection is required to activate and run the plugin.
After purchase, you will receive an email in your inbox with the license keys.
Note: If you purchased the plugin on one of the resellers, they will be responsible for delivering the license keys.



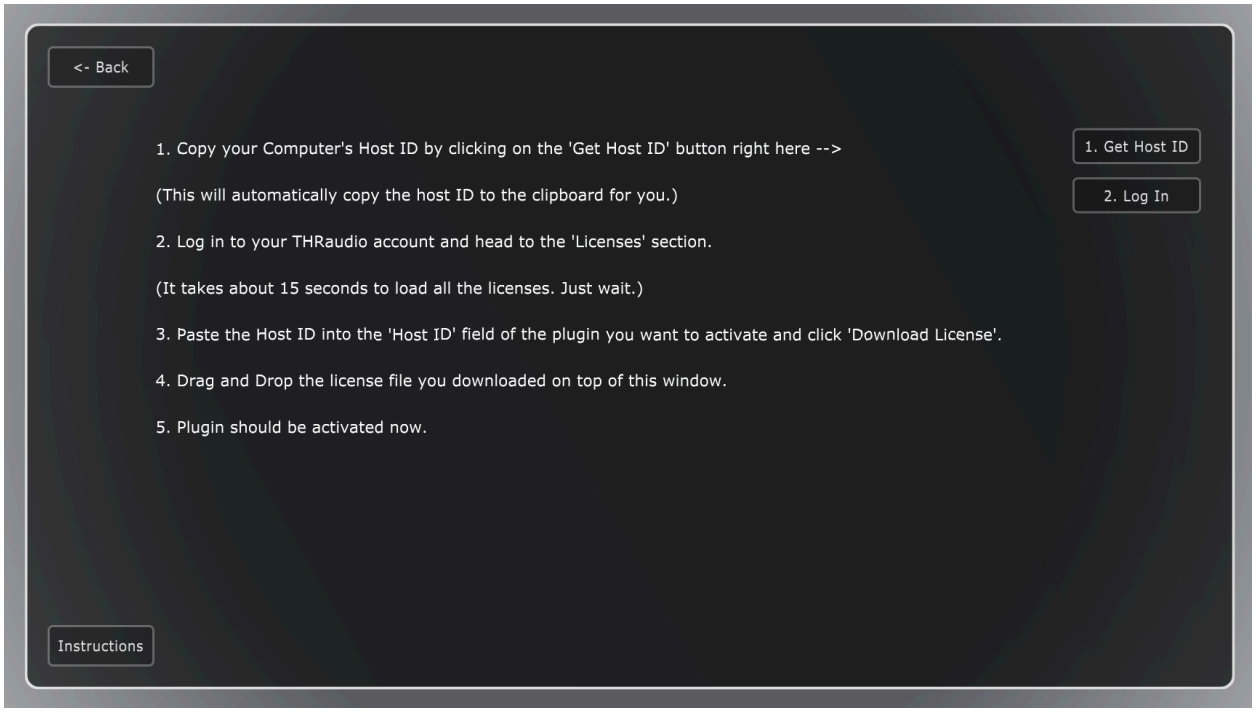
Activation Steps:

- Enter the serial number you received into the activation field.
- Click Activate.
- Done.

Important note: Firewalls and software like “Little Snitch” can keep the plugin from successfully activating.

Offline Activation

Important: If you download any offline license, the return policy will no longer be valid.
Offline licenses can also not be deactivated (they are linked to one machine).



To activate the Plugin Offline follow these steps:

1. Click on the “Get Host ID” Button.
2. Login to your account at https://thraudio.com/account/ and go to the “Licenses” section.
3. Find the plugin you want an offline license for and enter the host ID you just copied into the host ID field, then click download.
4. Lastly, drag the license on top of the plugin to activate.

You can find the full activation guide here:
https://thraudio.com/docs/plugin-activation-issues-how-to-solve-them/

If you have any questions, feel free to contact our support at: support@thraudio.com.