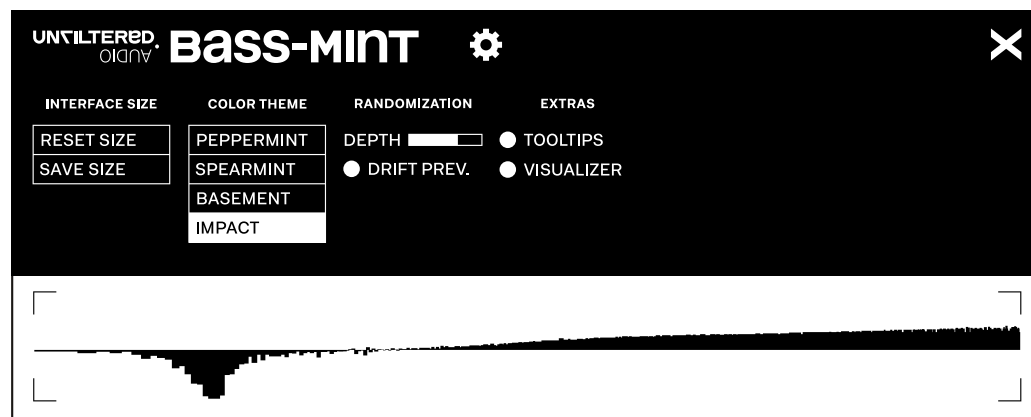**Bass–Mint User Interface** (Preset Bar visible on top right)

Bass–Mint Settings Panel

Modes

SATURATE In this mode, the signal component below the *Cutoff* will be sent through a bass-friendly saturation algorithm. The *Soften* knob is useful in this mode for shaping the harmonics generated by the saturation.

RESONATE A very resonant high pass filter is applied to the entire signal. The *Cutoff* knob determines the cutoff of the filter, while the *Strength* knob affects the resonance. This is an emulation of the very popular *Voice of God* mixing effect.

OCTAVE The signal below the *Cutoff* is shifted up an octave using a real-time zero-latency wave-shaping algorithm. The *Strength* knob controls the balance between the regular signal and the wet, octave-shifted signal.

SYNTHESIZE The signal below the *Cutoff* is run through an envelope follower that controls the amplitude of a sine wave, the frequency of which is also set by *Cutoff*. The *Strength* control affects the amplitude of the envelope follower, while *Soften* controls the speed of the envelope follower.
This mode is primarily intended to be used on percussive material. It is particu-larly adept at reinforcing kick drums.

OVERFOLD This is a more aggressive version of the Saturate mode that uses the *Overfold* algorithm from Dent, Indent, and Byome. This algorithm combines harmonically rich wavefolding with overdrive. This is not a subtle mode and is intended more for exaggerated sound design.

Controls

Knob Controls

CUTOFF Sets the frequency below which the signal will be processed.

STRENGTH Sets the intensity of the chosen algorithm.

SOFTEN Applies a secondary low-pass filter to the processed bass signal. This can be used to remove rough edges from a saturated bass signal.

SHELF Sets the gain of a low shelf filter with a cutoff equal to the current *Cutoff* knob value.

CLARITY Removes mud around 400 Hz and increases treble presence.

Options Panel

ANTI RUMBLE When activated, signal components below 30 Hz will be sharply filtered out

MIDS ONLY When activated, Bass-Mint will only act on the Mid channel.

SOLO BASS When activated, you'll only hear the signal components with frequencies below the *Cutoff* knob.

MONO BASS When activated, signal components below the *Cutoff* knob will be summed to mono.

SOFT CLIP When activated, Bass-Mint's output will pass through a last-stage saturator to prevent hard clipping.

BYPASS When activated, Bass-Mint will be deactivated and only the dry signal will be audible.

Settings

Interface Size

RESET SIZE Resets the size of the interface to the defaulz size.

SAVE SIZE Saves the current custom size of the interface.

Color Theme

PEPPERMINT Dark & crisp, peppered bluish turquoise hues and bright popping outlines. Spicy & icy.

SPEARMINT The subtle Bass-Mint theme with tasty saturated turquoise midtones. The mint-essence.

BASEMENT A deep anthracite take on the Bass-Mint idea with retina-burning turquoise sparks.

IMPACT The classic UA "no frills" interface style in black & white at maximum contrast.

Randomization

DEPTH Sets the maximum percentage each control can wander when randomization is activated.

DRIFT PREV. Toggling *Drift Prevention* will keep the knobs from wandering too far past their original values.

Extras

TOOLTIPS When learning Bass-Mint, you should keep *Tooltips* activated. This will pop up brief hints about controls by hovering over it

VISUALIZER Enables or disables Bass-Mint's waveform visualizer.

Presets

Before diving into Bass-Mint's bass enhancement capabilities, it might be worth exploring the preset eco-system that comes with it. The Preset Bar contains a number of controls for exploring and randomizing these presets.

SETTINGS Clicking the Gear icon will bring up Bass-Mint's Settings panel.

SAVE / LOAD Save or load presets.

PRESET NAME Clicking the preset name *Default* in the example above will bring up a list of all factory presets. These are organized by style or by signature artist.

ARROWS To quickly skip through presets, you can click the arrows next to the preset name.

RANDOMIZE Clicking the Dice icon will randomize the current preset. By default, each control can wander by a maximum of 20% of the knob.