

# HITSTRIP

WHERE HITS ARE MADE



## USER GUIDE

Version 1.2

DJ SWIVEL

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# 1. Introduction To HitStrip

Achieve that hit making sound and streamline your workflow with HitStrip, a complete suite of 9 essential mixing modules cleverly designed into a sleek and user friendly channel strip interface, created for peak performance and usability. Built with the needs of modern musicians in mind, HitStrip combines powerful audio shaping tools in an intuitive, low-latency, CPU-friendly interface, so you can spend more time focusing on your mix, and less time focusing on your software. With over 61,000 channel strip combinations, HitStrip will enable you to sculpt your sound with precision EQ's, compression, transient shaping, stereo imaging, and warm tape saturation.

In this manual, you'll discover each of HitStrip's effect modules and learn how to maximize their potential to suit your unique style. Whether you're a seasoned professional or new to audio production, HitStrip delivers the versatility and performance you need to elevate your sound from your first mix to your latest hit.



## Included Effects

**3 EQ Styles**



**Gate**



**Limiter**



**Dynamics**



**De-Esser**



**2 Band Exciter**



**Transient Designer**



**Stereo Imaging**



**Color (Tape Saturation)**



# 2. Getting Started

## Installation

To install HitStrip, simply run the installer and follow the instructions on screen. When using HitStrip for the first time, an activation dialog will appear. Enter the unique 28 digit serial code you received in your email, or log into your [djswivel.com](http://djswivel.com) user account to retrieve your serial code.

In most cases, your host DAW will recognize the plugin automatically. In some cases you will need to direct your DAW to search for VST3 files. HitStrip does not support the VST or VST2 plugin formats.

### **LOGIC PRO**

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select HitStrip from the pop up menu. You will find HitStrip in audio units > DJ Swivel > HitStrip.

### **ABLETON LIVE**

In session view, select the track you would like to place HitStrip on. At the left top of Ableton Live's interface, click on the plugin device browser icon. From the plugins list, double-click DJ Swivel > HitStrip or drag it onto a track.

### **PRO TOOLS**

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select DJ Swivel > HitStrip from the pop up menu.

### **CUBASE**

Choose an empty insert slot, for example in the mixer, and select DJ Swivel > HitStrip from the menu that appears.

## Trial Mode

HitStrip comes with a complimentary 14 day free trial. Once the evaluation period has expired, you will be required to purchase a license from [www.djswivel.com/products](http://www.djswivel.com/products) in order to continue using the plugin. The plugin will indicate how many days are left on your free trial each time you open the plugin. To enter Trial Mode, simply click the Try button in the dialog window that appears when you open HitStrip for the first time.

## Activation

After you have purchased HitStrip, you will immediately receive an email containing your 28 digit serial code. This serial code will unlock HitStrip from Trial Mode.

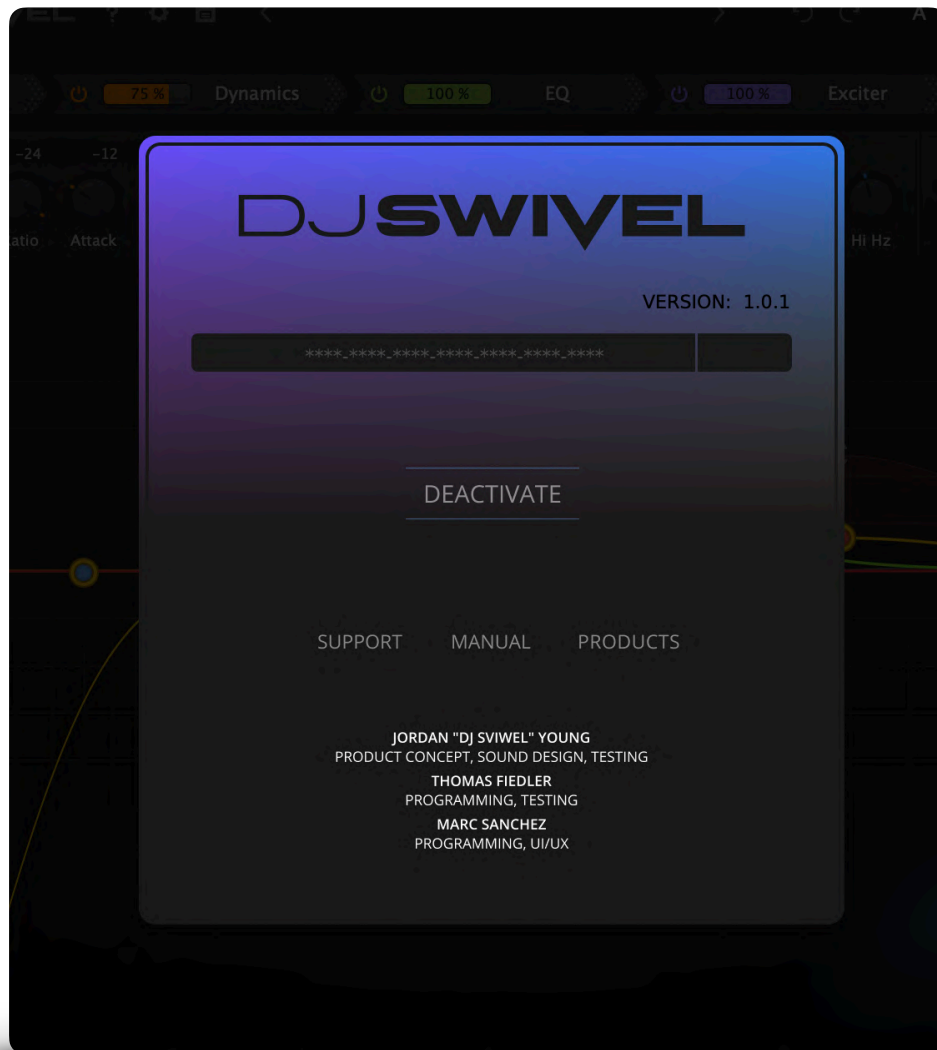
1. Open up HitStrip in your DAW. If this is your first time opening HitStrip, you will see a prompt displayed requesting you to enter the serial code we've emailed you. Your serial code is a unique 28 digit alphanumeric string of text.
2. Copy the serial code from the email you have received and paste it into the text field. Make sure that you're copying the entire serial code
3. Click Activate or hit Enter on your keyboard. If successful, you will see a prompt indicating your product was registered successfully. \*If you've been using HitStrip in Trial Mode and would like to register a recently purchased license, click the gear icon in the upper presets menu to access the activation menu. From here you can follow the same steps as above to activate your product.





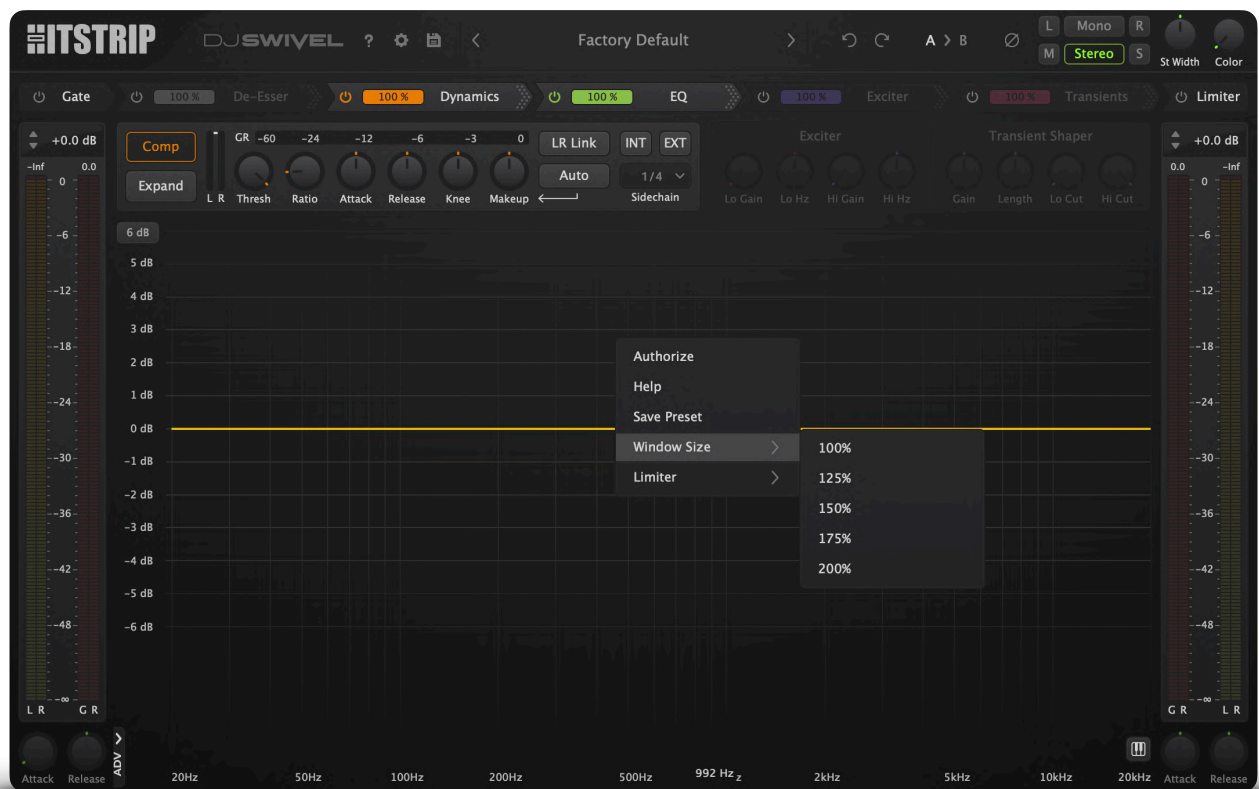
## Deactivation

Deactivating a license can come in handy if you need to authorize the plugin on a new computer and need to free up an authorization. To deactivate your license click the gear icon in the presets menu and click Deactivate. The license can then be transferred back to your DJ Swivel User Account and moved onto a new computer by simply re-entering your serial code in the activation window when opening the plugin on a new computer.

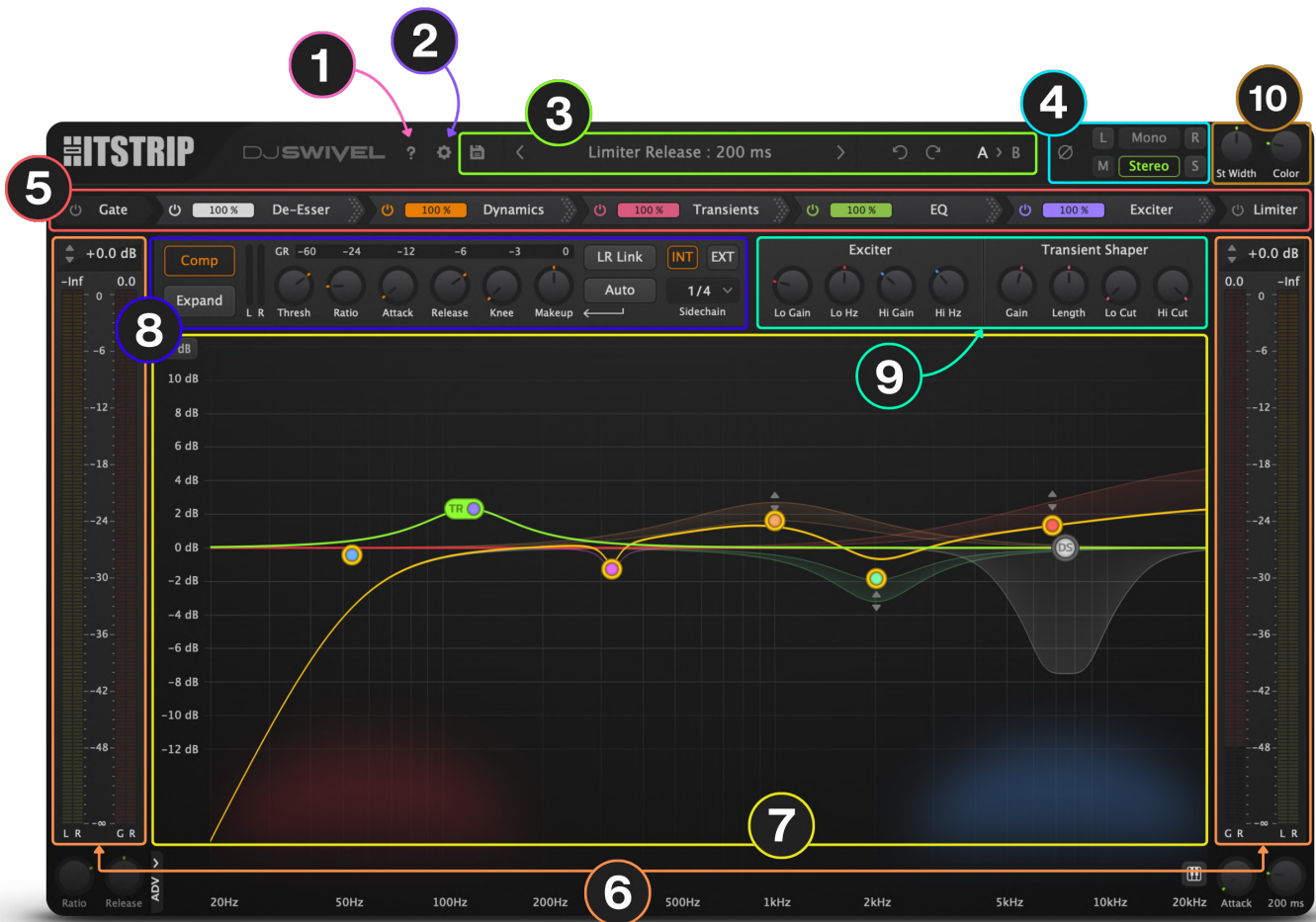


## Resizing

HitStrip now includes a resizable interface, ensuring it fits comfortably within any workflow and screen setup. To adjust the plugin size, simply right-click anywhere inside the interface, and a menu will appear. From this menu, select **Window Size**, and choose between 100%, 125%, 150%, 175%, or 200% scaling options. This feature allows you to customize HitStrip's interface to match your screen resolution and personal preference, whether you need a compact view for smaller screens or a larger interface for precise control on high-resolution displays. Once adjusted, HitStrip will remember your preferred size the next time you open the plugin.



# 3. Plugin Overview



1. Help Menu
2. Activation Menu
3. Preset Menu
4. Monitoring Section
5. Signal Flow
6. Meters, Gate & Limiter
7. Spectrum Analyzer, EQ & De-Esser
8. Dynamics
9. Exciter & Transient Shaper
10. Stereo Imaging & Color

## 4. Help Menu

The Help menu offers a guided walkthrough of HitStrip's key functions. Simply click the ? button, and a popup will take you step-by-step through HitStrip's user interface, also providing useful quick keys to streamline your workflow. The help menu can also be accessed via a right click anywhere on the plugin.

## 5. Activation Menu

The Activation menu allows you to manage your HitStrip license. Here, you can authorize or de-authorize the plugin and activate a 14-day trial for first-time users. As with the help menu, the activation menu can also be accessed via a right click anywhere on the plugin.



# 6. Preset Menu

The Preset Menu in HitStrip is designed for quick access and seamless navigation, equipped with Search and Multi-tiered banks, helping you find the sound you're looking for efficiently. Presets in HitStrip are broken up into 2 formats, Global Presets, and Module Presets, all accessible and savable from the same menu. Here's a breakdown of each feature within the Preset Menu:



## Global Presets

Global Presets apply settings across all modules in HitStrip. Selecting a Global Preset instantly affects the entire plugin, modifying each module to achieve a cohesive sound. This is ideal when you want a complete, ready-to-use setup.

## Module Presets

Module Presets are focused adjustments for individual sections, such as EQ or dynamics, without changing other settings. For example, if your entire setup is dialed in but you'd like to try a different EQ style, load an EQ module preset to update only that section, leaving other modules untouched.



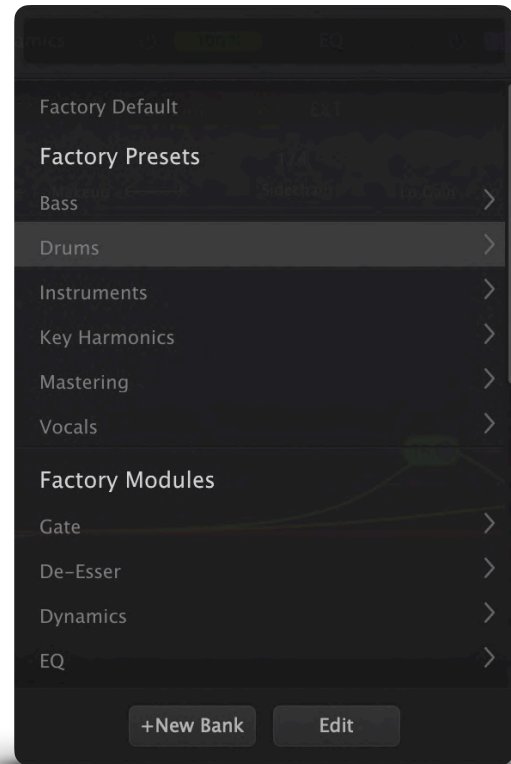
## Preset Banks

Preset Banks offer customization and organization. Open the presets menu and click +New Bank located at the bottom of the menu to create new banks to group your presets into tailored collections. Or click the Edit button delete banks and presets you no longer need.

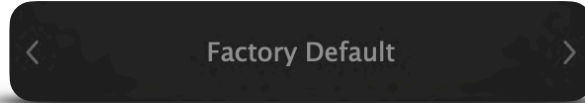
## Save Presets

Click the Save button next to the preset selector to store your current settings. Choose from:

1. **Save Global Preset:** Saves your entire setup as a “User Preset.”
2. **Save Module Preset:** Allows you to save individual module settings. You can name and organize these in the “User Modules” subsection within the main preset area.

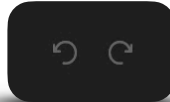


## Forward/Back Buttons



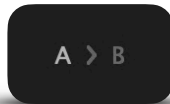
Located on either side of the preset menu drop down, these buttons let you quickly cycle through presets, making it easy to compare different settings on the fly.

## Undo/Redo Controls



Undo and Redo buttons, positioned to the right of the preset menu, allow you to backtrack or reapply changes made during your session, ensuring you can experiment without worry.

## A/B Snapshot



The A/B Snapshot feature includes:

**A/B Toggle:** Switch between two different setups to compare alternative settings.

**Copy Button (>):** Located between the A and B buttons, the > Copy button lets you duplicate settings from A to B (or vice versa if you're on B). This feature is ideal for making subtle tweaks to a copied version without starting over.



# 7. Monitoring Section

The Monitoring section in HitStrip provides options to customize your listening perspective within the plugin, enabling a more refined approach to assessing your mix.





## Stereo and Mono Modes

By default, Stereo mode is enabled, allowing you to hear the full stereo image of your mix. Switching to Mono will fold the audio down to a single channel, which is useful for identifying any potential phase issues in your mix.

## Left, Right, Mid, and Side Monitoring (L, R, M, S)

In addition to Stereo and Mono, you can choose to monitor specific channels. Selecting either the Left or Right channels isolates them individually, providing a targeted listening perspective. Alternatively, selecting Mid or Side signals lets you focus on the central or peripheral elements of the mix. Monitoring in mid/side mode can be especially valuable for assessing spatial balance and ensuring mix clarity.

## Phase Flip

To the left of the monitoring options is the Phase Flip switch. This control inverts the phase of the audio signal, a useful feature when layering sounds like drums or aligning elements that might benefit from phase adjustment.

These monitoring options in HitStrip offer a versatile toolkit for assessing different aspects of your mix's spatial and phase coherence, enhancing your ability to produce a balanced, polished final product.



# 8. Signal Flow

In the Signal Flow section of HitStrip, you'll see all the available effect modules with the exception of the Stereo Width and Color knobs, located in the upper right corner of HitStrip's interface.



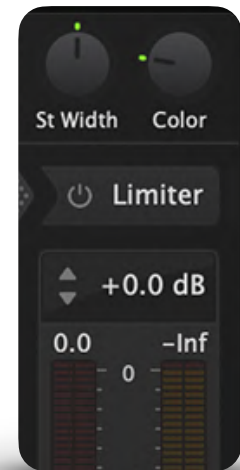
Module	Position
Gate	1 (fixed)
EQ	2-6 (movable)
Dynamics	2-6 (movable)
De-Esser	2-6 (movable)
Exciter	2-6 (movable)
Transient Designer	2-6 (movable)
Stereo Width	7 (fixed)
Color (Tape Saturation)	8 (fixed)
Limiter	9 (fixed)

## Fixed Modules

HitStrip has several fixed modules, which are locked in position. First is the **Gate** module, which is fixed above the input meter as the first module in the chain. The Gate cannot be moved as it's often used for cleanup, making it essential as the starting point in most users' workflows. Its controls are aligned with the input meter for easy monitoring, reducing confusion.

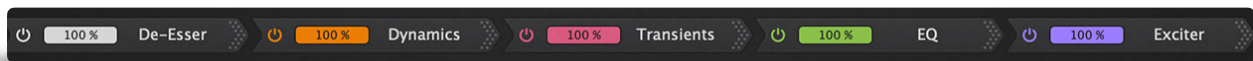
**Stereo Width** and **Color (Tape Saturation)** are also fixed in positions 7 & 8. These controls exist in the upper right portion of HitStrip's interface.

The **Limiter** module is in position 9 as the final stage in the signal flow, located directly above the output meter, similarly to the Gate and the input meter.



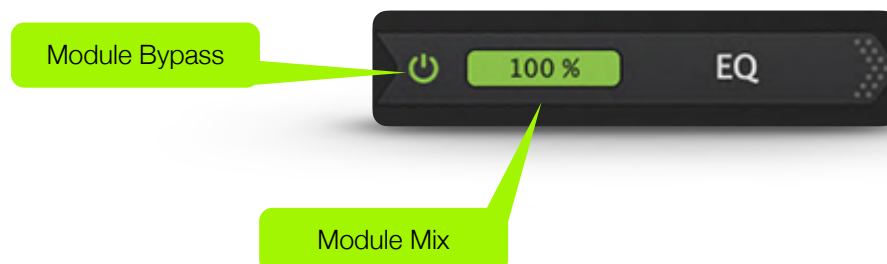
## Dynamic Modules

There are 5 dynamic modules on HitStrip. They are the **De-Esser**, **Dynamics** (compressor, expander), **EQ**, **Exciter**, and **Transient Shaper**. Each of these modules includes a mix control and can be rearranged in any order by dragging and dropping them into place.



## Module Bypass

Each module features a Bypass switch, allowing you to toggle the module on or off as needed. The only modules which do not include a dedicated bypass switch are the Stereo Imaging, and Color knobs. These are automatically bypassed when not in use or show a 0 value.



# 9. Meters: Gate & Limiter

## Input & Output Meters

Metering is key to managing signal levels, and providing real-time visual feedback on your audio's dynamics. The Input & Output Meters display signal levels at the start and end of the chain, helping you monitor and adjust gain stages for optimal quality and clarity. HitStrip integrates two essential modules directly into these meters: the **Gate** (input) and the **Limiter** (output), both of which include a gain reduction meter adjacent to the gain meter. At the top of both the input and output meters, you'll also find a level trim control.

## Gate

Positioned first in the chain, the Gate module removes any unwanted noise or low-level sounds right at the start. Here's how to get the most out of each control:

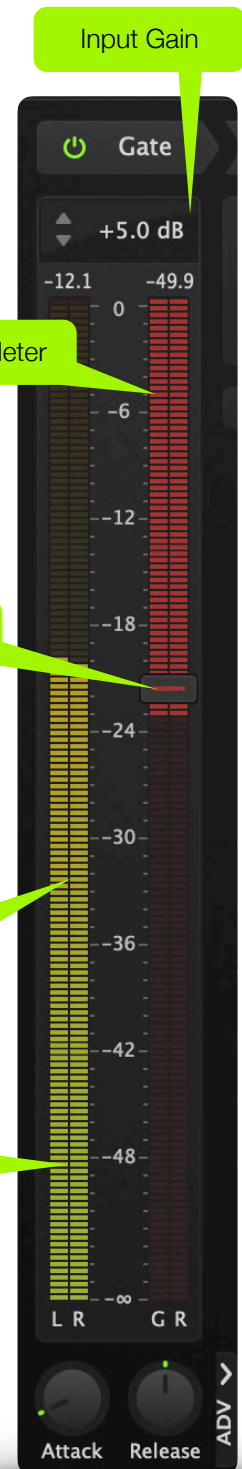
**Input Gain:** Located at the top, this control adjusts the incoming signal level, ensuring a clean and consistent input into the Gate and the rest of the plugin. Drag this control to increase or decrease the signal level coming into or out of HitStrip, as needed, for fine-tuning your overall signal path.

**Threshold Slider:** Situated within the gain reduction meter for visual reference, this slider lets you set the threshold level. Any signal falling below this point will be gated, reducing low-level noise in your input.

**Attack & Release:** Found at the bottom of the module, these controls manage the Gate's responsiveness. Attack determines how quickly the Gate opens when the threshold is reached, while Release controls how long it takes for the Gate to close when the signal drops below the threshold.

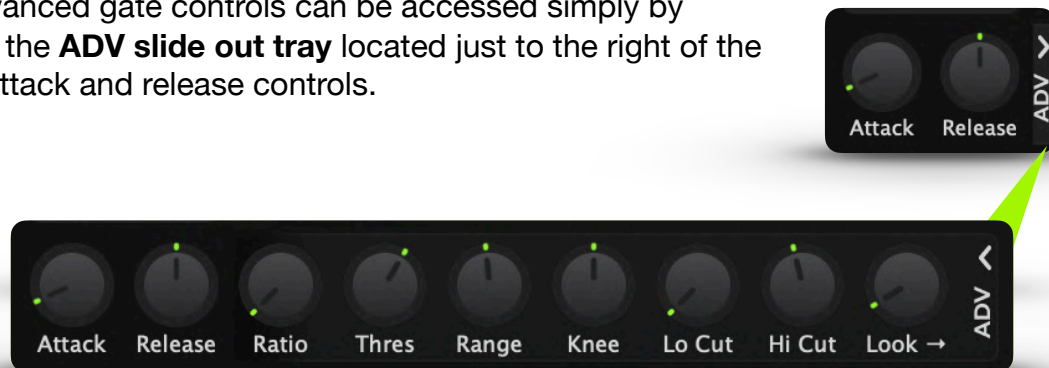


**Tip:** Double-click any control in HitStrip to manually enter values for precision.



## Advanced Gate Controls

The advanced gate controls can be accessed simply by clicking the **ADV slide out tray** located just to the right of the gate's attack and release controls.



**Ratio:** Controls how aggressively the gate reduces the volume of the signal when it falls below the threshold. Higher ratios mean the gate will more sharply cut off sounds below the threshold, resulting in a more noticeable, abrupt silence once the signal dips below the set level. Lower ratios produce a softer, more gradual reduction in volume, allowing quieter sounds to be partially attenuated instead of completely cut off.

**Threshold (Thres):** This is a duplicate threshold control provided for added convenience when fine tuning the advanced gate controls.

**Range:** Adjusts the degree of reduction applied to the gated signal. With a low range setting, the gate reduces the signal's volume partially (for example, by 10 dB), letting some background sound through even when the gate is closed. This is useful for scenarios where you want the gate to reduce background noise but not completely silence it, preserving some of the natural ambiance while still controlling unwanted sound. With a high range setting (like  $-\infty$  dB), the gate fully attenuates the signal, creating complete silence.

**Knee:** Softens or sharpens the gate transition for either a smoother or more abrupt response.

**Low & Hi Cut Filters:** These filters allow you to isolate specific frequency ranges for the gate, for example, if you only want a kick drum to open up the gate. When used, visual markers will appear on the spectrum analyzer allowing you to fine tune your frequency setting.

**Lookahead (Look→):** This setting pre-analyzes the signal to improve gating precision, adding latency when used.





## Limiter

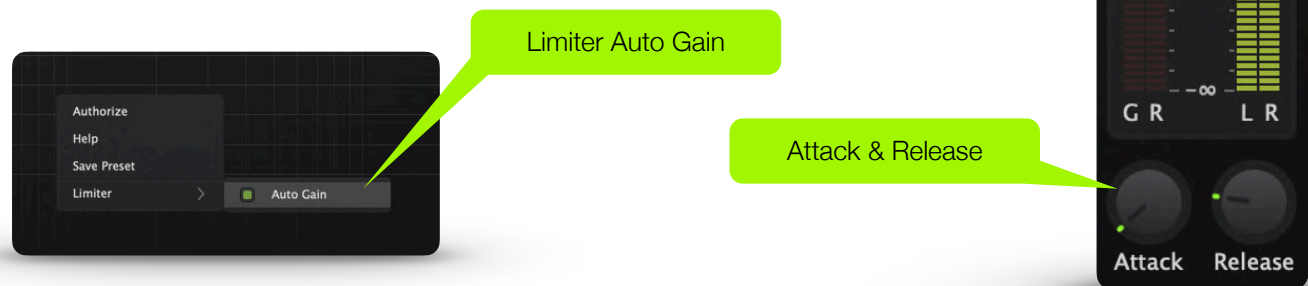
As the final module in the HitStrip chain, the Limiter controls the maximum level of your audio signal. Its main purpose is to prevent clipping and distortion by setting a hard ceiling on how loud a signal can go, ensuring that it doesn't exceed a specified level. This can be especially useful in mastering, broadcasting, and live sound applications, where exceeding a certain level could cause distortion, damage equipment, or disrupt the listening experience. HitStrip's Limiter is a 3 stage processor which combines soft limiting, brick wall limiting, and clipping in a single module.

**Output Gain:** Positioned at the top, this slider sets the overall output level to prevent clipping. Simply drag the slider down the Gain Reduction meter

**Threshold Slider:** The Threshold Slider, located on the gain reduction meter, lets you set a maximum level for the output signal, effectively controlling the dynamic range. When you lower the threshold, the built-in Auto Gain function will automatically boost your signal, maintaining a consistent output level even as peaks are reduced. To disable Auto Gain and keep the audio at its original level, right-click on the limiter to de-select the Auto Gain function.

**Attack & Release:** These parameters adjust the Limiter's response to peaks. Faster Attack and Release values create a stronger limiting effect, while slower values produce a smoother sound.

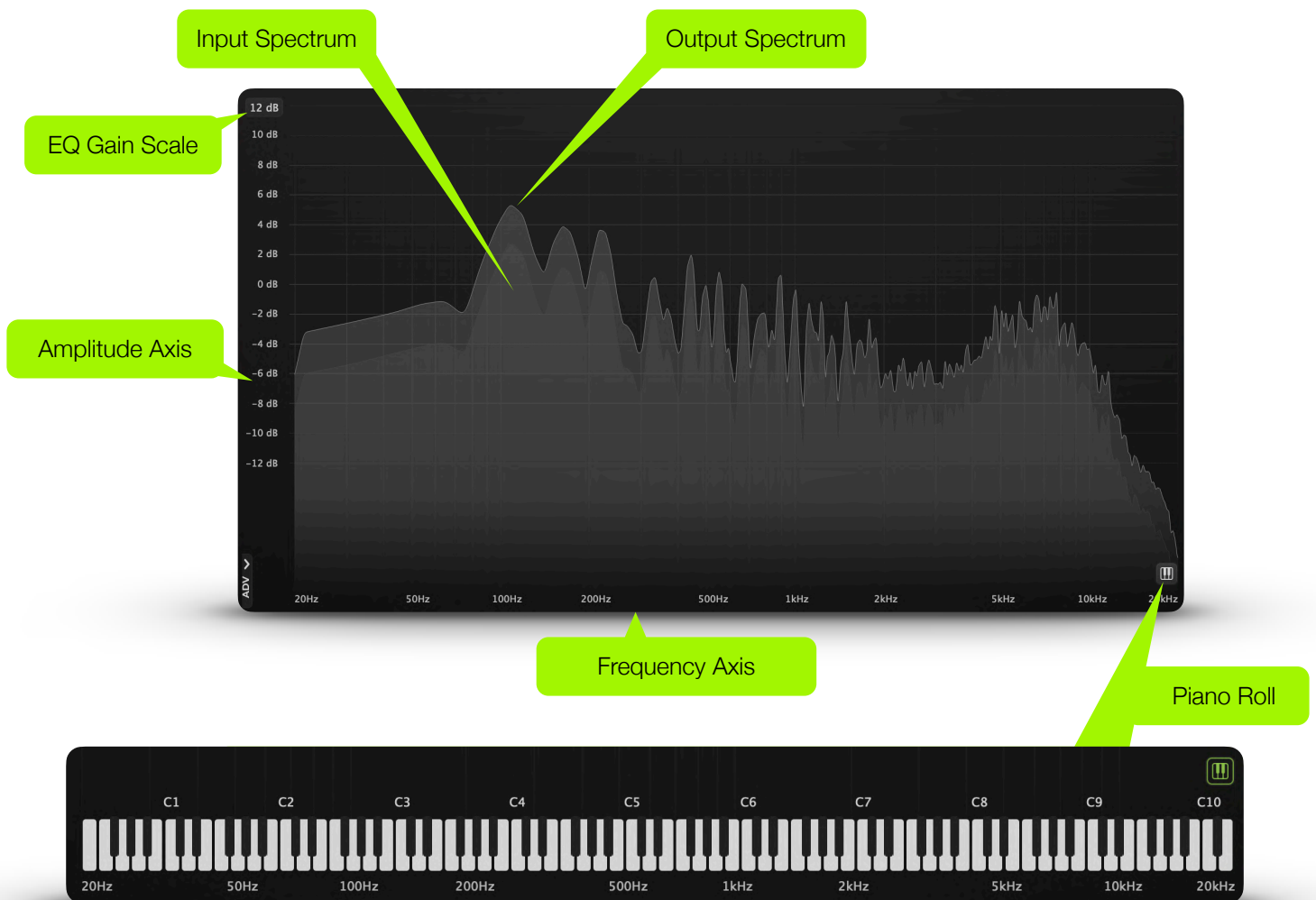
**Auto Gain:** The Auto Gain feature for the limiter is accessible via a right-click menu. By default, it is enabled in HitStrip. When Auto Gain is active, the limiter not only reduces peaks but also compensates by raising the overall volume to maintain a consistent loudness. Disabling this feature allows the limiter to focus solely on controlling signal peaks, leaving the track's overall volume unchanged.



# 10. Spectrum Analyzer

The spectrum analyzer visually represents the frequency content of your audio signal, showing the amplitude or intensity of different frequencies in real-time. It's particularly useful because it lets you see the distribution of lows, mids, and highs, helping to identify problem areas or frequency ranges you might want to boost, cut, or shape.

HitStrip's Spectrum analyzer is used to visualize your overall signal, as well as provide a backdrop to control your EQ and De-Esser modules. There are two audio spectrums visible in the analyzer, an input spectrum, and an output spectrum, to help accurately represent any changes to your audio signal.





# 11. Equalizer

HitStrip features a feature rich equalizer, boasting 3 entirely unique EQ styles: Dynamic, Transient, and Tonal. The EQ section in HitStrip is designed to feel familiar while incorporating innovative features that provide exceptional control, power, and

Frequency Range	EQ Curve
20hz - 40hz	High Pass Filter
40hz - 60hz	Low Shelf
60hz - 8khz	Bell
8khz - 12khz	High Shelf
12khz - 20khz	Low Pass Filter

precision. Here's how to make the most of each EQ function to achieve the best results in your mix.

## Creating and Selecting EQ Bands

To create a new EQ band, Click anywhere on the yellow composite EQ curve line or double-click in the main EQ window. A new EQ band will appear, with a floating control window at the bottom of the spectrum analyzer, as well as a mini control window which hovers above or below the EQ handle.



## Automatic EQ Detection

HitStrip automatically detects the optimal EQ curve type based on where you click.



An example of a High Pass filter being created with a single mouse click at 28hz

## EQ Control Panel Overview

The control panel offers essential options for adjusting each EQ band. Let's go over these main controls.

**EQ Style Menu:** Choose between Dynamic, Transient, and Tonal EQ types.

**Filter Select Menu:** Choose from nine different filter types.

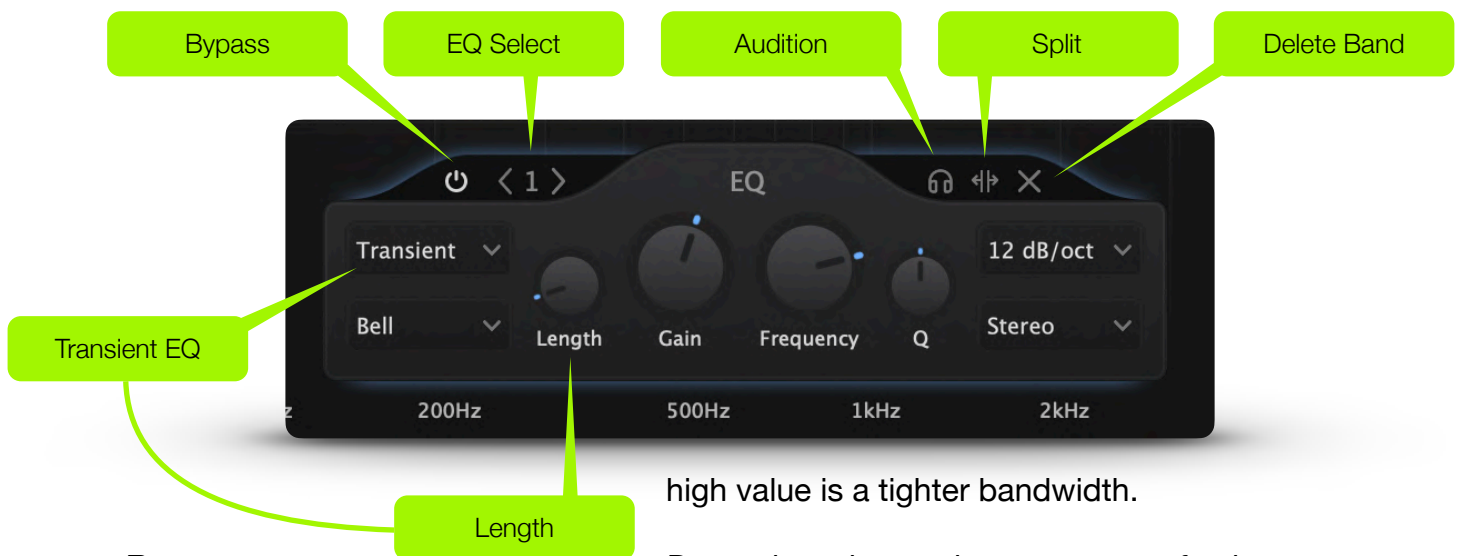
**EQ Slope Menu:** Control the slope steepness for greater tonal shaping.

**EQ Placement Menu:** Adjust EQ settings within the stereo field. Includes mid/side EQ for advanced sound-shaping in mono and stereo regions.

**Gain:** Increases or decreases the EQ curve's volume

**Frequency:** Adjusts where in the frequency spectrum the EQ is being applied

**Q:** Adjusts the bandwidth of the EQ curve. A low value is a wider bandwidth, and a



high value is a tighter bandwidth.

**Range:** Determines the maximum amount of gain adjustment (either boosting or cutting) that can occur in response to the input signal's dynamics. This means it limits how far the EQ band can move from its baseline position when triggered by the audio signal.





**Length:** When using a Transient or Tonal EQ, the Range control dynamically converts to a Length control. This enables you to determine how long a transient is (measured in milliseconds) when using the Transient EQ. Or, how long before the tonal portion of the signal will begin to be processed when using a Tonal EQ.

**Bypass:** Bypasses the current EQ band without removing it.

**EQ Select:** Cycle through to select an individual EQ band. This can be useful if using many EQ bands.

**Audition:** Isolates and plays only the frequency that is currently set. A single click will latch the control. This Audition control operates somewhat different from the same Audition control located in the EQ Mini Display, which does not latch and allows you to sweep through the frequency spectrum allowing you to fine tune exactly the frequency you'd like to effect.

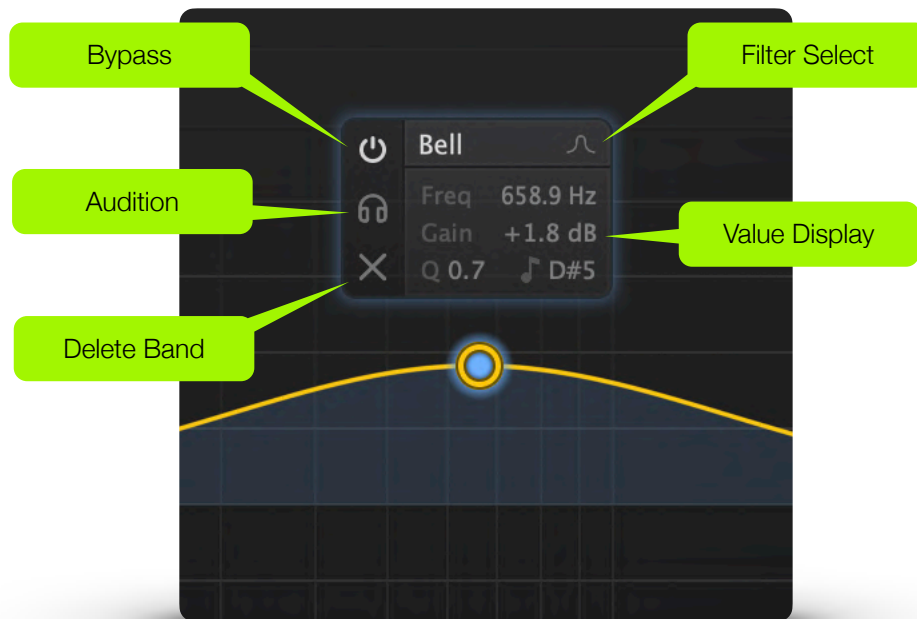
**Split:** Splits an EQ band into its stereo pairs (e.g., left/right channels for stereo EQ or mid/side for a mid EQ).

**Delete Band:** Easily remove any unwanted EQ band.

## Mini Display

When an EQ band is selected, a floating mini display appears near the EQ handle. This display provides easy access to essential controls without leaving the main EQ interface, and includes controls and displays for Bypass, Audition, Delete Band, Filter Select, and a Value Display for your Frequency, Gain, Q, and Note settings.

When using the audition function on the Mini Display, you're able to hold your mouse down and sweep the EQ's frequency, allowing for precise adjustments. This is unlike the Audition function on the main EQ display which will only listen to the frequency that is currently set.



## Transient & Tonal EQ

In addition to the traditional dynamic EQ, HitStrip includes two advanced EQ modes:

**Transient EQ:** Focuses exclusively on the transient (attack) part of a signal, perfect for accentuating impact elements.

**Tonal EQ:** Targets the sustained portion of the signal, allowing subtle tone adjustments on sustained sounds.

Using the **Length Control** when operating in these EQ modes lets you fine-tune how long each transient is, or how long until the tonal EQ begins, offering creative flexibility for shaping each sound element in your mix.

Both the Transient and Tonal EQ's have their own Composite Curve line and handles, with the Transient EQ's line being in green and it's handle denoted by a **TR** icon, and the Tonal EQ's line being in blue and it's handle denoted by a **TO** icon.



## Spectrum Grab

Streamline EQ adjustments by hovering over the active spectrum analyzer to freeze and highlight frequency peaks. Simply click to create an EQ band, allowing quick reduction of unwanted frequencies.





## Piano Roll

Activate the virtual keyboard by clicking the keyboard icon in the bottom right of the spectrum analyzer. This displays all the notes spread across the keyboard and their relation to specific frequencies, making it easier to align EQ bands with musical pitches for tonal consistency across the mix.

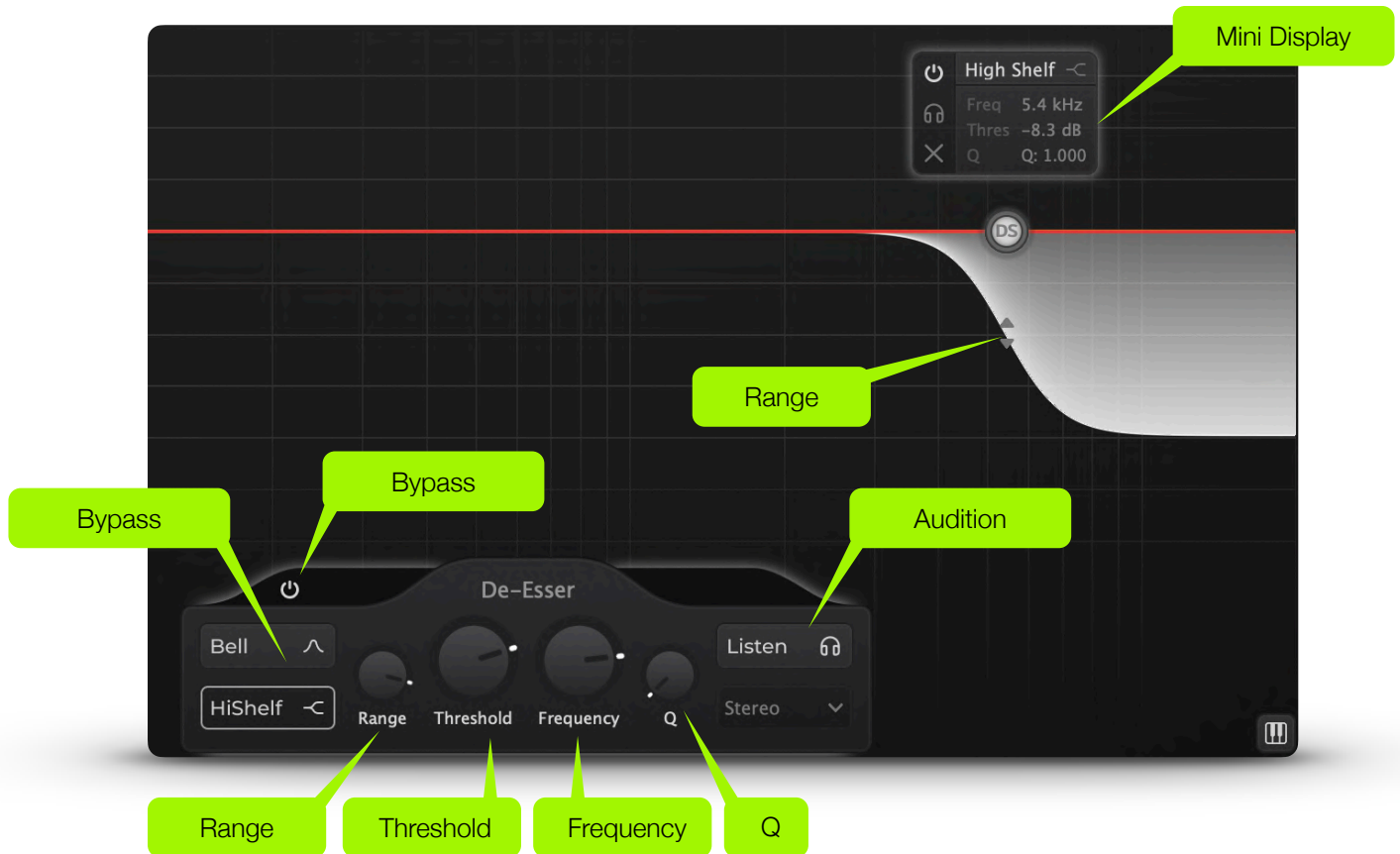


## EQ Scaling

The EQ Scale selector allows you to adjust the visual representation of your EQ curves. The control range spans from 6 dB to 36 dB. Use smaller scales such as 6db for fine-tuning small adjustments, as they provide more precise gain control. Use larger scales (24 dB - 36 dB for making broader EQ adjustments, as they provide a clearer view of larger changes. The EQ scale will automatically adjust when HitStrip detects significant EQ changes, ensuring the visual representation stays accurate and useful for your adjustments.

# 12. De-Esser

HitStrip's De-Esser is a straightforward yet effective tool designed to reduce harshness and sibilance in vocals using frequency-specific dynamic compression. This module is displayed on the spectrum analyzer in white, with a red composite curve line and a handle denoted by the letters **DS**, allowing you to visually monitor sibilance as you adjust. The De-Esser provides several essential controls:



## De-Esser Control Panel Overview

**Compression Curves:** Choose between two compression shapes, a bell curve or a high shelf, to target the sibilant range in the most effective way for your material.

**Range:** This control adjusts the amount of sibilance reduction, allowing you to fine-tune how much harshness is removed.

**Threshold:** The threshold knob sets the point at which the De-Esser activates, allowing you to pinpoint the exact moment when sibilance starts to become noticeable.

**Frequency:** Use this control to select the specific frequency you want to target.

**Q:** Adjust the Q bandwidth to determine how narrow or wide a frequency range you want to suppress, providing precision control over sibilance reduction.

**Bypass Button:** Allows you to quickly enable or disable the De-Esser.

**Listen Function:** Similar to the Audition control on the EQ, this function isolates the affected frequency range, letting you hear exactly what the De-Esser is targeting.

**Mini Display Window:** This display mirrors the EQ's mini display, providing visual feedback of the De-Esser's settings and effect on the signal.

# 13. Dynamics

## Dynamics Module Overview

The Dynamics module in HitStrip provides robust tools to shape the intensity and impact of your audio using either compression or expansion. On the left side, you can select between two processing algorithms:

**Compressor:** Reduces the volume of signals that exceed a set threshold, controlling peaks to achieve a tighter, more consistent sound.

**Expander:** Increases the volume of signals above the threshold, bringing out details in



Internal Sidechain Time Selector

quieter parts to add energy and presence.

**Input Meter:** The input meter displays the level of your incoming signal. A small white indicator on the meter shows your threshold relative to the signal, making it easy to see when the effect will take place.

**Gain Reduction Meter:** This meter displays in red how much gain reduction is being applied when using the compressor algorithm. This meter also dynamically switches to a Gain **Increase** Meter when using the **Expander** algorithm, and any gain increase appears in blue.



## Control Parameters

**Threshold:** First in line of 6 controls directly below the Gain Reduction (or Gain increase) meter is the Threshold knob, which sets the level at which compression or expansion activates.

**Ratio:** Adjusts the intensity of compression or expansion. Higher ratios yield a stronger effect.

**Attack:** Determines how quickly the effect engages after the signal crosses the threshold.

**Release:** Controls how long the effect remains active after the signal drops below the threshold.

**Knee:** Smooths or sharpens the transition around the threshold, allowing for either a gradual or abrupt onset.

**Makeup Gain:** Boosts the overall output to maintain a consistent volume level after compression.

**Auto Gain:** The Auto Gain function, linked to the Makeup Gain knob, automatically adjusts levels to maintain volume balance without manual gain adjustments.

**LR Link:** The LR Link button allows you to choose between linked or independent processing for the left and right channels. When linked (On), the dynamics module affects both channels together for uniform adjustments. When unlinked (Off), it affects each channel independently, which can enhance stereo width but may introduce slight level variations.

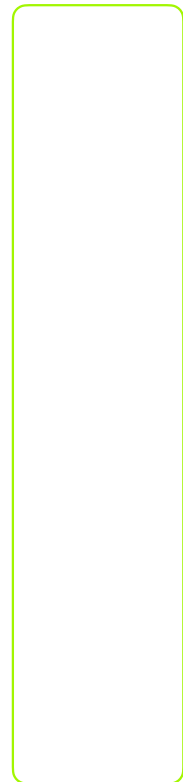


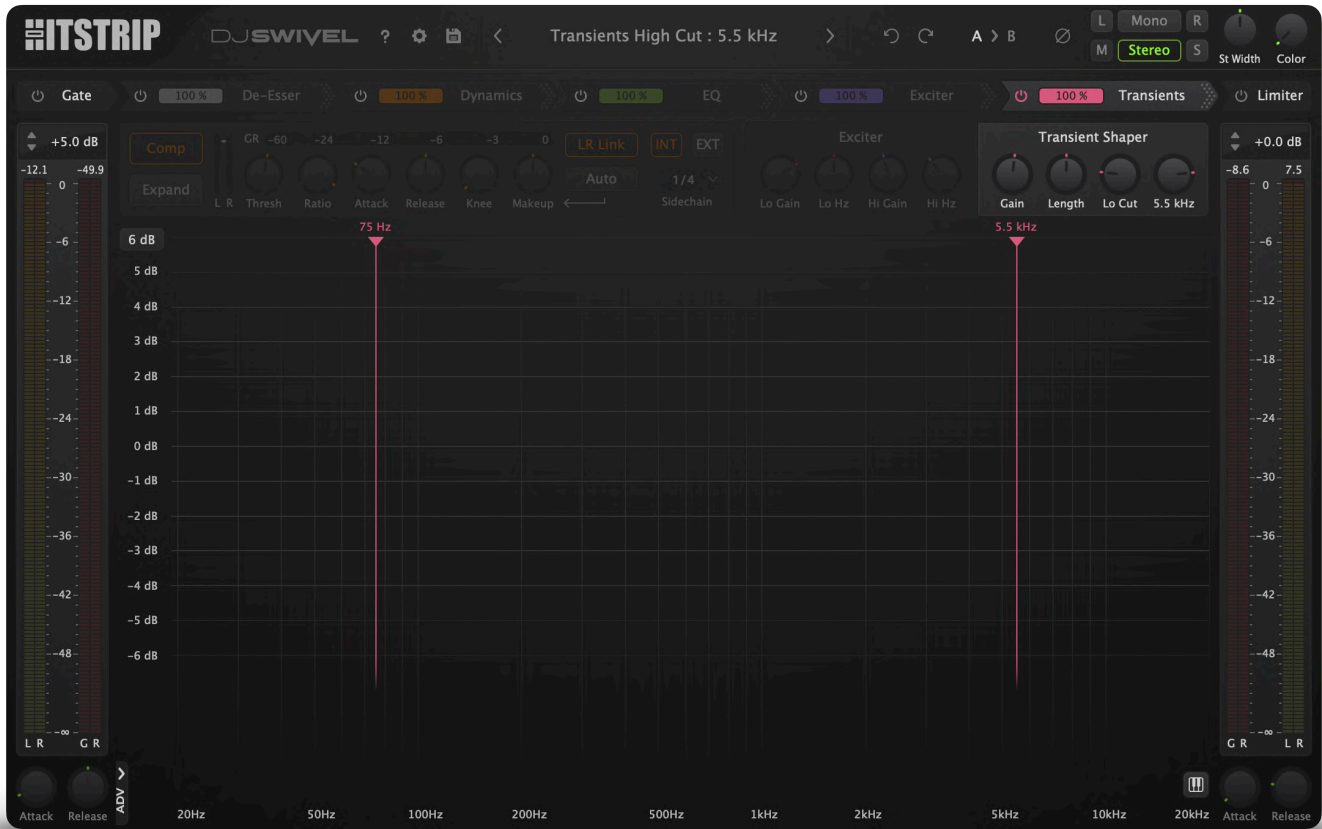
## Sidechain Controls

Located on the right side of the Dynamics module, are your Sidechain controls. The Sidechain Controls let you select between two options:

**Internal Sidechain:** Choose a note duration from the drop down menu to create a rhythmic sidechain effect. This setting is ideal for genres like EDM.

**External Sidechain:** Allows you to route an external signal to trigger the sidechain. Note that sidechain setup may vary across DAWs—consult your DAW's documentation if needed.

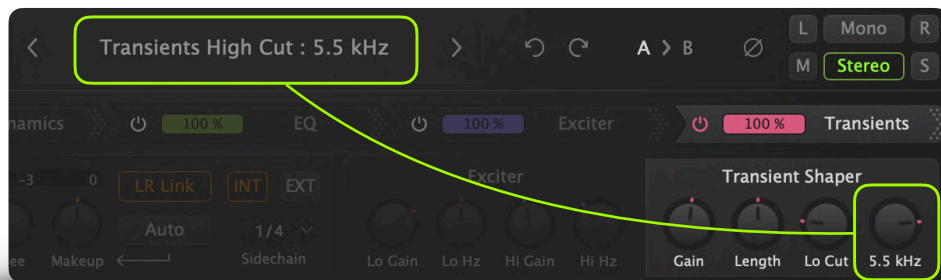




Transient Shaper dynamically displaying high & low cut filter



**Tip:** When adjusting controls in HitStrip, notice the preset menu will dynamically display the value of the setting you're currently working with, reverting back to your preset name when no control is being adjusted.





# 14. Exciter

The Exciter module in HitStrip can be used to enhance the harmonic content of an audio signal by introducing subtle overtones or harmonics that aren't naturally present in the original audio. This can create a sense of brightness, warmth, or presence in the mix, which is especially useful for vocals, guitars, drums, and other instruments that may need additional clarity or “sparkle” to stand out.

## Exciter Module Controls

The Exciter includes two independent frequency bands.

**Low Frequency:** This band is used to adjust the tone in the lower frequencies, adding warmth and body to your mix. This algorithm is visually represented by a red glow in the lower portion of the spectrum analyzer.

**High Frequency:** This band is used to adjust the tone in the higher frequencies, adding presence, clarity, and sparkle to you mix. This algorithm is visually represented by a blue glow in the lower portion of the spectrum analyzer. As you increase the gain or adjust the center frequency for either band, the glow intensifies, providing instant visual feedback on the effect's impact.



**Lo Gain:** Increase the amount of effect applied by the low frequency exciter

**Low Hz:** Adjusts the center frequency for the low frequency exciter

**Hi Gain:** Increase the amount of effect applied by the high frequency exciter

**Hi Hz:** Adjusts the center frequency for the high frequency exciter



# 14. Transient Shaper

The Transient Shaper gives you precise control over the transient response, perfect for enhancing or reducing the attack of any instrument. This is especially effective for shaping percussion, adding punch to drums, or tightening up the attack on various elements in your mix.



## Transient Shaper Module Overview

**Gain:** Controls the overall intensity of transients. Increase the gain for a more aggressive attack or reduce it for a softer, more controlled transient response in your mix.

**Length:** Adjusts the duration of the transients in milliseconds. Shorten the length for a sharper, tighter impact or lengthen it to add more body and sustain to your initial attack.

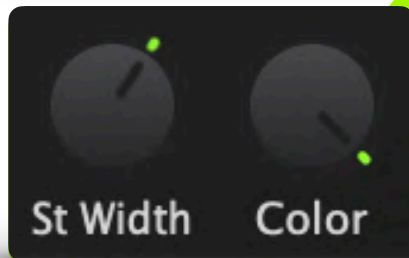
**Low & High Cut Filters:** These filters allow you to target specific frequency ranges for transient shaping. Use the High Cut filter to focus on low-end punch, or the Low Cut filter to isolate and emphasize high-end transients. Visual indicators appear when adjusting the frequency range, and disappear when not in use keeping the interface clean while allowing for intuitive control.



# 15. Stereo Width

The Stereo Width control in HitStrip allows you to expand or narrow the stereo image of your signal: Expanding the stereo width creates a wider, more spacious sound, giving your track a greater presence within the mix. By decreasing Stereo Width the module pulls the sound closer to the center, reducing the stereo spread.

When applied to a mono signal, increasing the Stereo Width will convert your sound to stereo, resulting in a fuller sound that maintains mono compatibility without phase issues. Conversely, decreasing the Stereo Width on a mono signal has no effect, as there is no stereo information to alter.





# 16. Color (Tape Saturation)

The Color Module in HitStrip adds a rich analog tape saturation to your signal, enhancing it with harmonic depth and warmth. As you increase the Color control, HitStrip will apply more effect, enriching the sound with body and harmonics. This effect introduces a warm, analog-inspired character to the signal, which is visually represented on the spectrum analyzer with a shift toward a warmer red hue.

You can use the Color module to achieve anything from a subtle warmth to a more aggressive, gritty texture, and a light application of color across all tracks in a mix can bring cohesion and vitality to the overall sound. Don't worry, your sessions can handle as many instances of HitStrip as you have tracks, with very little CPU impact.





# 17. Quick Keys

Action	Quick Key (Mac)	Quick Key (PC)
Fine adjustment	Shift + Click + Drag	Shift + Click + Drag
Reset control to default	⌘ + Click	Alt + Click
Bypass EQ band (when clicking EQ handle)	⌘ + Click	Alt + Click
Create an EQ band on composite curve line	Click	Click
Create an EQ band anywhere on spectrum analyzer	Double Click	Double Click
Create a dynamic EQ band anywhere on spectrum analyzer	⌘ + ⌘ + Click	Ctrl + Alt + Click
Select multiple EQ bands in a group	Click + Drag around handles	Click + Drag around handles
Select multiple EQ bands individually	⌘ + Click	Ctrl + Click
Adjust EQ band Q	Select band(s) + Mouse wheel	Select band(s) + Mouse wheel
Adjust EQ band Q while locking gain	⌘ + Click + Drag Up/Down	Ctrl + Click + Drag Up/Down
Adjust EQ band frequency while locking Gain	⌘ + Click + Drag Left/Right	Ctrl + Click + Drag Left/Right
Adjust EQ gain	⌘ + Mouse Wheel	Ctrl + Mouse Wheel
Adjust EQ dynamic range	⌘ + ⌘ + Mouse Wheel	Ctrl + Alt + Mouse Wheel
Audition an EQ band	^ + Click	Ctrl + Click
Change EQ band shape	⌘ + ⌘ + Click	Ctrl + Alt + Click
Change EQ band slope	⌘ + Shift + Click	Alt + Shift + Click

# 18. Performance

## Latency

HitStrip is designed to deliver ultra-low latency across all its modules. With an average latency range of 1ms at the low end and up to 4ms when all EQ types and processing modules are active, HitStrip is optimized for real-time use, making it suitable for both live audio environments and studio settings. This ensures that users experience minimal delay, allowing for seamless integration in high-demand workflows.

Modules	Milliseconds (ms)	Samples (44.1khz)
EQ & Dynamics	1	44
All Modules	4	176

## CPU Load

HitStrip is engineered for efficient CPU performance, enabling it to run smoothly across multiple tracks, even on older machines with limited processing power.

In a recent test, HitStrip loaded 50 instances in approximately 5 seconds, whereas a comparable plugin, Neutron by iZotope, required over 4 minutes to reach 50 instances and eventually crashed the session. HitStrip's high efficiency processing chain allows users to integrate multiple instances without compromising session stability or responsiveness.

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# 20. Support

## Contacting Support

If you need help or questions please visit the support page at our website.  
[www.djswivel.com/products/support](http://www.djswivel.com/products/support)

For sales related questions and technical support, you can also contact the DJ Swivel support team directly at [support@djswivel.com](mailto:support@djswivel.com)

## Reporting A Bug

If you have encountered a bug using HitStrip, first make sure you are using the latest version of the plugin, which you can find in your DJ Swivel user account by logging in at [www.djswivel.com/products/my-account](http://www.djswivel.com/products/my-account)

You can check the version of HitStrip you're using by clicking the gear (settings) icon in the main plugin interface. If the bug is still present in the latest version, please send us an email to [support@djswivel.com](mailto:support@djswivel.com) including your system details (operating system & version, host software and version) and as much technical information as possible so we can easily reproduce any issues.

## Acknowledgements

Thank you to all of our developers, and beta testers for their continued support in developing this product.

A special thank you to our support and web team Jemin, Jono, Simen, and Kareem for their efforts in providing our customers with the best service possible.

And a HUGE thank you to our loyal customers around the world who have made HitStrip a possibility. We make these products for you!