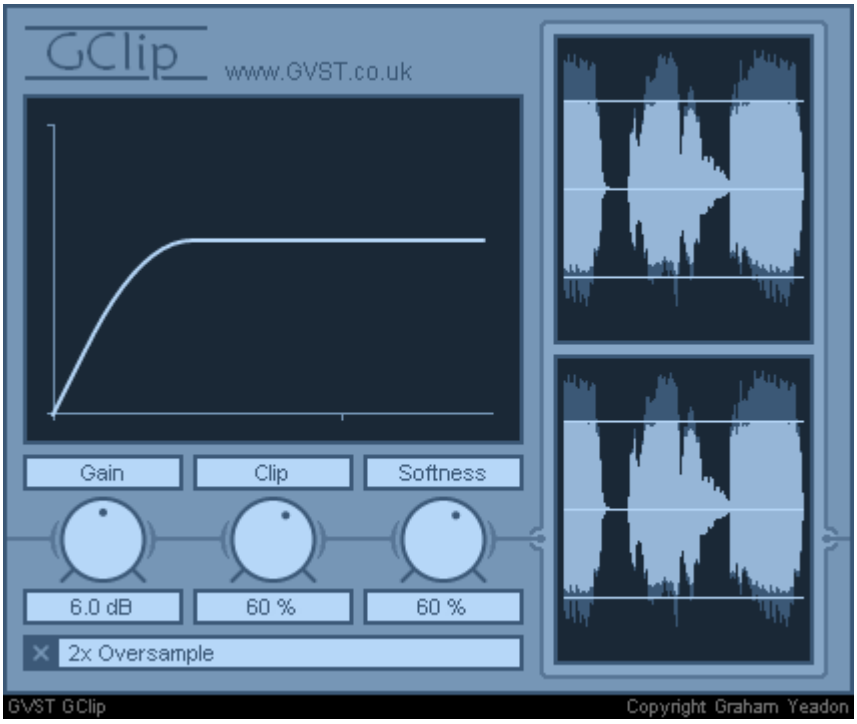
Welcome to GClip

GClip is a wave-shaping signal clipper. It prevents the signal level from exceeding a specified maximum. The clipping function used can be altered to have a hard- or soft-knee.

Hints

- The GUI features a wave display to aid configuration. Simply play the audio and watch the wave display while you set the desired values for input gain, clip-level and softness.
- When using GClip for more extreme wave-shaping, the oversampling mode can reduce aliasing for a warmer sound.

Interface



The display features three main areas. At the top-left is the graph display, to the right is the wave display and at the bottom-left are the parameter controls.

Graph Display: This shows the shape of the clipping function that is applied to incoming samples. All three knobs affect the shape of this curve.

Wave Display: This shows the waveform of the signal after the input gain has been applied. Superimposed over that is the output signal, after clipping. So you get a before and after display. The clipping level is also displayed as a solid horizontal line.

Gain: This allows you to raise the signal level before clipping.

Clip: The clipping level as a percentage of the maximum sample value. So, if you consider samples to go from -1 to 1, then a clipping level of 50% will restrict all samples to between -0.5 and 0.5.

Softness: This parameter sets the shape of the "knee" of the clipping function. If this parameter is 0% then GClip behaves as a simple signal clipper, truncating samples that

exceed the clipping level. Greater values for softness will cause samples approaching the clipping level to be affected.

2x Oversample: Turn oversampling on or off. Wave-shaping can introduce audible aliasing, especially with more drastic settings. The oversampling mode can help to minimize aliasing in such cases.

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Credits

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- Documentation by Greg Pettit and Graham Yeadon (many thanks to Greg for all of his help).
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