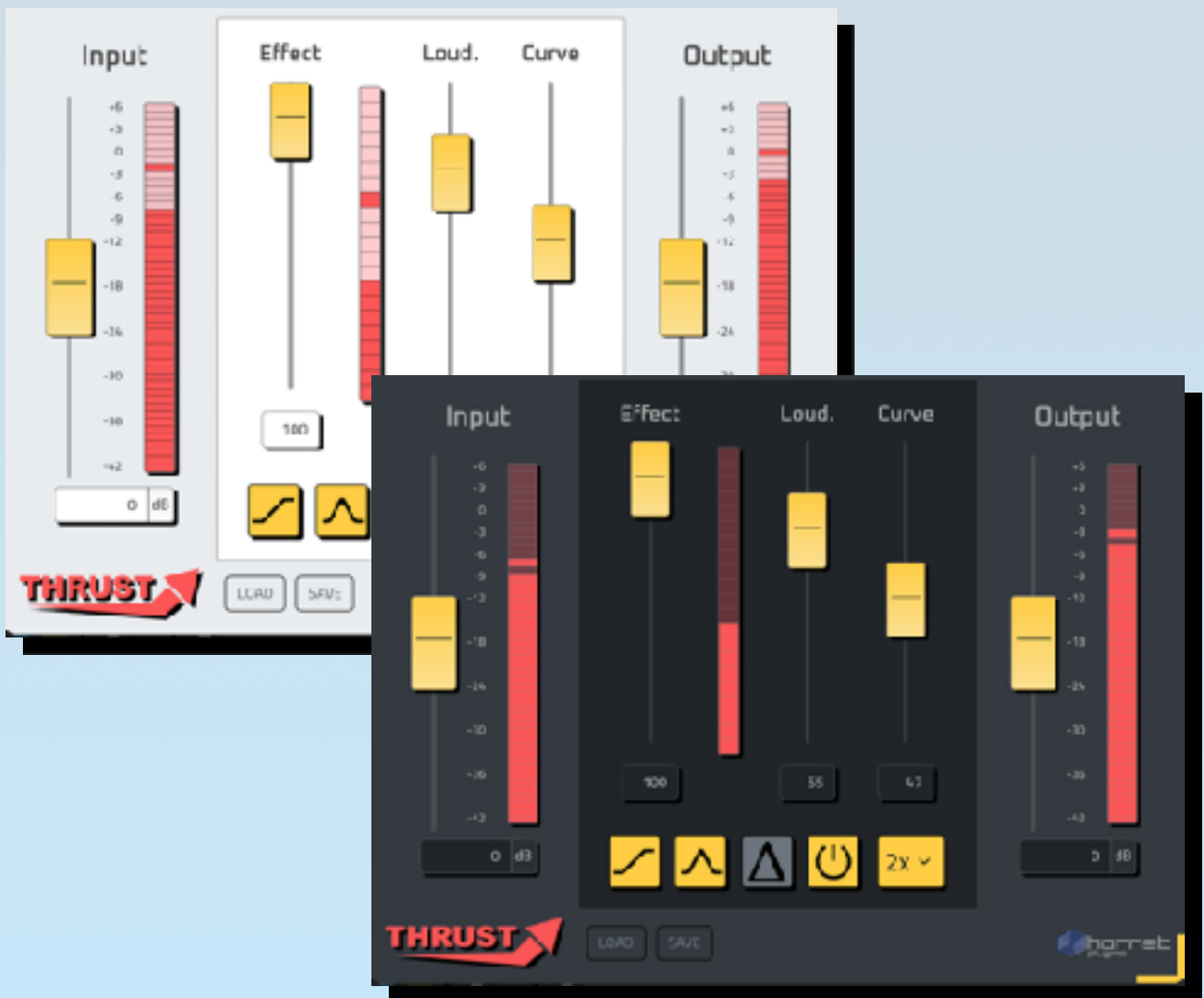# Introduction

Thrust is a powerful audio processor designed to enhance the perceived volume, density, and presence of your tracks or mix without compromising sound quality or significantly altering dynamics. Using an advanced harmonic saturation algorithm and flexible controls, **Thrust** allows you to bring out details and add energy to your sound, making it more lively and present. Whether you are mixing or mastering, **Thrust** helps you achieve a professional sound with ease.

In addition to the standard features, **Thrust** includes advanced options such as **multiband processing**, **automatic oversampling**, a **delta** control, and the innovative **loudness curve**, giving you precise control over the plugin's response and sonic impact on your mix. The interface is intuitive and fully customizable, offering light and dark themes and scalable UI support.

Feature Description

Input Gain

This parameter adjusts the level of the audio signal entering the plugin. Increasing or decreasing the input gain can influence how much processing is applied and how the plugin responds to the original signal.

Output Gain

This control manages the output signal level, allowing you to maintain a proper balance after applying the plugin's processing.

Effect Amount

The **Effect Amount** parameter defines the intensity of the "boost" applied by the plugin. Higher values increase the perceived density and volume, bringing out more detail in the mix.

Curve

This parameter adjusts the type of **waveshaper curve**, affecting how the algorithm shapes the signal. Softer curves result in more transparent processing, while more aggressive curves add saturation and density.

Clip 0dB

When enabled, this parameter ensures the signal does not exceed 0 dB, applying gentle limiting to protect your mix from unwanted peaks.

Multiband

When **Multiband** is activated, the signal is split into three frequency bands, which are processed separately. This allows for more detailed control over the final sound and can be useful for enhancing perceived volume across different parts of the spectrum.

Effect On/Off

This button allows you to enable or bypass the plugin's processing, making it easy to A/B compare the processed and unprocessed signal.

Oversampling

Thrust supports up to 8x oversampling, improving the quality of the saturation process and preventing aliasing at higher frequencies. The **Auto** feature automatically adjusts the oversampling level based on the project's sample rate, optimizing performance and sound quality.

Delta

This innovative feature allows you to hear only the difference between the input and output signals, helping you identify exactly what changes the plugin is making to the audio. It's especially useful for fine-tuning subtle adjustments.

Loudness Curve

This parameter controls the intensity of the **Curve** by emphasizing areas where the human ear is more sensitive, further enhancing perceived loudness. The slider ranges from -100 to +100 and can also be used subtractively, allowing you to fine-tune the frequency balance or achieve a more pronounced effect in specific areas of the spectrum.

Theme

Thrust offers two visual themes: **light** and **dark**, which can either be selected manually or automatically adapt to your operating system settings. To change the theme, access the **Settings** window by clicking on the plugin name at the bottom left of the interface.

Scalable Interface

To accommodate different screen sizes and resolutions, **Thrust** provides a scalable interface, allowing you to resize it for a more comfortable visual experience.

Usage Tips

Mastering

To add perceived volume and enhance the presence of your final mix, start with moderate **Effect Amount** values and experiment with the **Curve** to find the right balance between transparency and saturation. Using **Multiband** can help prevent the plugin from affecting the low end too much, keeping your mix well-balanced. Adjust **Oversampling** to improve processing quality on high-fidelity tracks.

Mixing

On individual tracks like vocals, guitars, or drums, use **Thrust** to bring out details and improve presence in the mix. A higher **Effect Amount** combined with a more aggressive **Curve** can provide more impact, while **Multiband** lets you preserve clarity in the low frequencies. Also, try the **Loudness Curve** to shape the perceived volume in areas where the ear is most sensitive.

Fine-Tuning with Delta Mode

For even more precise control, use the **Delta** feature to listen to exactly what changes the plugin is making to the signal. This is particularly useful when applying subtle and transparent processing.

Oversampling

If you're working on high sample rate projects, use the **Auto Oversampling** feature to ensure the process maintains the highest quality without overloading your system. You can manually increase the oversampling for more accurate processing when working on critical tracks like the master bus.