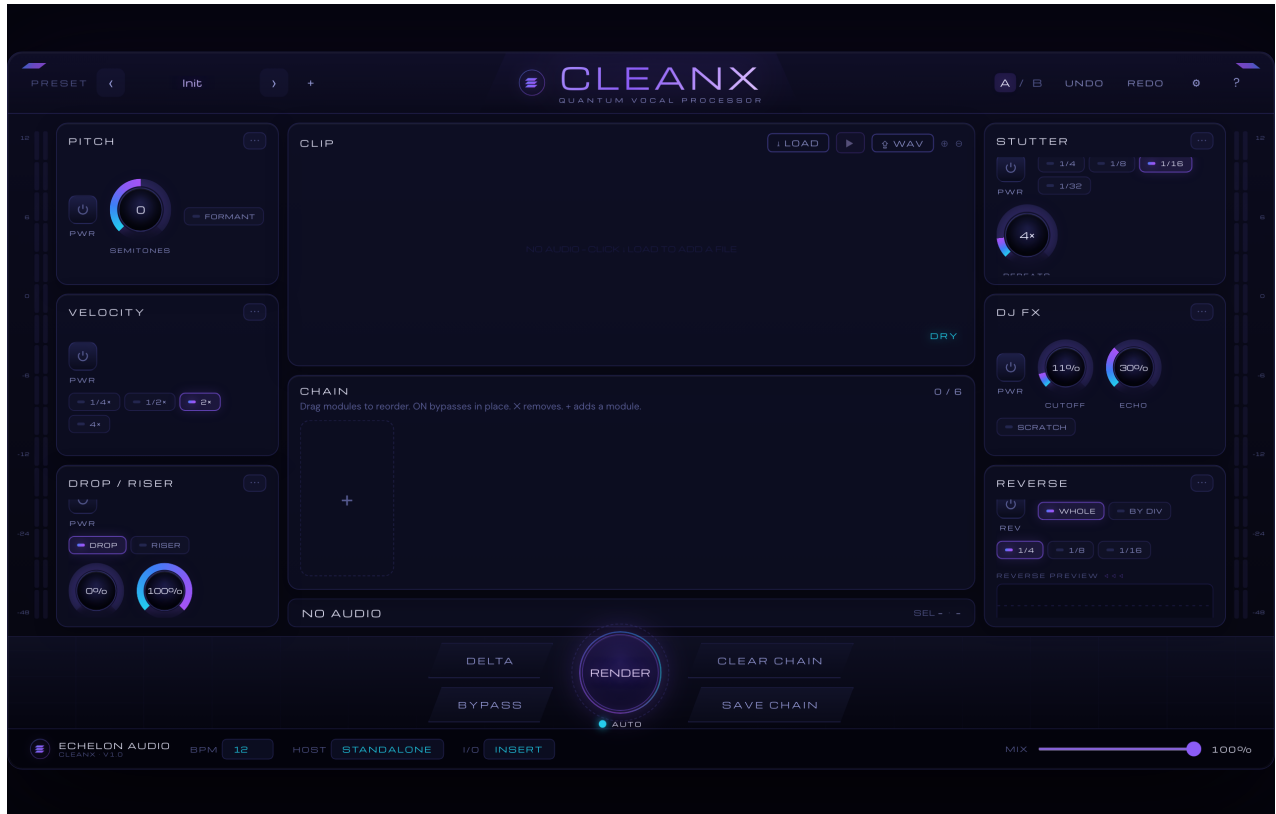


ECHELON AUDIO

CLEANX

Quantum Vocal Processor — User Manual



The CleanX interface. Hover any knob or section title in the plugin for a quick tip; this manual covers every control in full.

CleanX is a creative vocal & clip processor built around a drag-to-reorder chain of six modules: Pitch, Velocity, Drop/Riser, Stutter, DJ FX and Reverse. Load a clip, stack modules, reorder them, and render or export the result.

Global, Transport & Header Controls

Control	What it does
Preset ◀ ▶	Browse factory and saved presets with the arrows; the name in the middle is the current preset.
Save Preset (+)	Save the current chain and all settings as a new preset.
A / B	Hold two complete settings and click to flip between them for a quick comparison.
Undo	Step backward through your recent edits.
Redo	Re-apply an edit you just undid.
Settings (gear)	Plugin settings and options.
About (?)	Open the About panel with version and credits.
Load	Load an audio file into the clip view to process.
Play / Stop	Audition the clip (or press Space). Plays dry or processed depending on Render / Auto.
Export WAV	Render the chain and export the processed audio to a WAV file.
Zoom In / Out	Zoom the waveform in or out for a finer or wider selection.
Chain	The signal path. Drag module cards to reorder, click ON/OFF to bypass in place, × to remove, + to add. Up to 6 modules.
Chain Count	How many modules are active in the chain (maximum 6).
Delta	Solo only the difference the processing adds — hear exactly what CleanX is changing.
Bypass	Bypass the whole plugin to A/B the processed sound against the original dry clip.
Render	Apply the current chain to the clip and write the processed audio.
Auto	On: CleanX re-renders automatically after every change. Off: render manually with Render.
Clear Chain	Remove every module from the chain and start fresh.
Save Chain	Save the current module chain and settings as a preset.
BPM	Tempo for all tempo-synced modules (Stutter, DJ FX echo, Velocity, Reverse). Follows the host in a DAW.
Host	The DAW / host CleanX is running in (or Standalone).
I/O Mode	Insert processes the audio on the track in place.

Control	What it does
Mix	Wet / dry blend. 100% is fully processed; 0% is the original clip.

Modules

Pitch

Repitches the loaded clip up or down without changing its position in the bar.

Control	Range	What it does
Power	On / Off	Adds the Pitch module to the chain (or bypasses it in place).
Semitones	-24 ... +24	Coarse pitch shift in semitone steps. +12 is one octave up, -12 one octave down. The headline control for chipmunk / slowed-style repitching.
Formant	On / Off	Preserves the formant (vocal-tract resonance) while shifting, so a voice stays believable instead of sounding like a chipmunk or a giant.
Cents (advanced)	-100 ... +100	Fine-tune in cents; 100 cents equals one semitone. Use for subtle de-tuning or to dial a sample exactly into key.

Velocity

Tempo-synced tape varispeed — changes the playback rate of the clip.

Control	Range	What it does
Power	On / Off	Adds / bypasses the Velocity module.
Speed	1/4x, 1/2x, 2x, 4x	Playback-rate multiplier. 1/4x and 1/2x slow the clip down (and, in Tape mode, drop its pitch); 2x and 4x speed it up and raise the pitch.
Mode (advanced)	Tape / Stretch	Tape repitches with speed for the classic vari-speed sound. Stretch changes duration while keeping the original pitch.

Drop / Riser

A pitch/speed sweep across the clip for tape-stop drops and build-up risers.

Control	Range	What it does
Power	On / Off	Adds / bypasses the Drop / Riser module.
Direction	Drop / Riser	Drop sweeps downward for a turntable / tape-stop effect. Riser sweeps upward to build tension into a hit.

Control	Range	What it does
Start	0 ... 95%	Point in the clip (as a percentage of its length) where the sweep begins.
Length	5 ... 100%	How much of the clip the sweep spans. Longer values give a slower, more gradual transition.

Stutter

Tempo-synced beat-repeat: captures a slice and retriggers it rhythmically.

Control	Range	What it does
Power	On / Off	Adds / bypasses the Stutter module.
Division	1/4 ... 1/32	Length of each captured slice in note values. Smaller divisions stutter faster.
Repeats	2 ... 16	Number of times the slice retriggers before the clip releases.
Gate (advanced)	10 ... 100%	Duty cycle of each repeat. Lower values clip the tail of every hit for a choppy, gated rhythm.
Roll (advanced)	Off / Accel / Decel	Accel ramps the repeats progressively faster (classic build), Decel slows them down across the burst.
Pitch / Rep (advanced)	Off / Rise / Fall	Nudges pitch up or down on each successive repeat for a melodic stutter.

DJ FX

A DJ-style filter and echo throw, with scratch and backspin articulations.

Control	Range	What it does
Power	On / Off	Adds / bypasses the DJ FX module.
Cutoff	0 ... 100%	Filter frequency. Sweep down to muffle the sound, up to open it back up.
Echo	0 ... 90%	Echo feedback amount. Higher values let the repeats decay more slowly for a bigger throw.
Scratch	On / Off	Adds a turntable scratch articulation to the clip.
Filter Type (advanced)	LP / HP / BP	Low-pass removes highs, High-pass removes lows, Band-pass keeps a band around the cutoff.
Sweep (advanced)	Off / Up / Down	Automatically sweeps the cutoff up or down across the clip.

Control	Range	What it does
Echo Time (advanced)	1/4, 1/8, 1/16	Echo delay time, synced to the host tempo.
Backspin (advanced)	On / Off	Reverse-spins the clip like pulling a record backwards.

Reverse

Plays the clip backwards — either the whole selection or per beat division.

Control	Range	What it does
Power	On / Off	Adds / bypasses the Reverse module.
Mode	Whole / By Div	Whole reverses the entire selection. By Division reverses each beat slice in place, keeping the groove forward.
Division	1/4, 1/8, 1/16	Beat length used for each reversed slice in By-Division mode.