



WildSaturation

Saturation designed to deliver expression and clarity without compromise.

USER GUIDE

Wildflower Sound · VST3 & AAX, plus AU on macOS

What WildSaturation does

WildSaturation is saturation that **follows the sound's envelope**. Most saturation colours the loud start of a sound and lets the quiet tail through almost clean. WildSaturation listens to the level as it goes, so the colour stays the **same density from the head to the end of the tail**, and the sound's shape is not squashed on the way.

The start of each sound (the **Head**) and the rest of it (the **Body**) each get their own Drive. Pick one of seven characters, shape it with **Tonal**, **Noise** and **Shape**, and turn up **Bloom** for more colour reaching further down the tail.

Good for: impacts that need grit all the way through the ring-out, foley and textures that want the same colour loud and quiet, creature and machine layers, and (for music) drums, bass and synths. Use it as an insert on a track or bus.

Quick start

1. **Insert WildSaturation** on a track or bus and play your sound.
2. **Pick a character** from the seven tiles. A fresh instance starts on Round.
3. **Turn Bloom** until the colour sits right. At 0 the sound passes through untouched.
4. **Balance the Head and the Body**. Want a cleaner attack and a dirtier tail? Lower Head Drive. Want the start to bite and the tail to stay polite? Lower Body Drive.
5. **Pushing hard?** Switch on the **Limiter** to catch the peaks.

Bloom, Head and Body

Bloom

0-100 · default 60 · how much colour, and how far down the tail it reaches

The one knob that sets how much saturation you get. It drives the Head and the Body together, and it also sets the **reach**: how far down a sound's tail the colour carries. Higher drives harder and colours quieter parts of the sound. At **0** the sound passes through untouched.

Head: Threshold

-60 to 0 dB · default -60 dB · what counts as a head

How loud a sound must get to start a head. Quieter onsets are treated as body. At -60 dB every onset counts; at 0 dB none do. The ring shows the level it listens to, and glows when a head starts. On the envelope view it is the dashed line.

Head: Head Length

5-500 ms · default 40 ms · how long the head lasts

How long after each onset counts as the head. The first half gets the full Head Drive; at exactly this time the Head and Body drives are mixed half and half; by one and a half times it the sound is all Body.

Head: Drive

0-100% · default 40%

How hard the start of each sound is driven, up to about 45 dB at full Bloom.

Body: Drive

0-100% · default 70%

How hard the rest of the sound is driven, all the way down its tail to the reach Bloom sets.

Link

on by default

Moves Head Drive and Body Drive together and **keeps the gap between them**: at the defaults, 40% and 70% move as a pair 30% apart. If one reaches 0% or 100% it waits there while you keep moving. Switch Link off and each Drive moves on its own. Link follows your hands only: automation and loading a preset or a session never move the other Drive.

Character

Seven tiles, seven kinds of colour. Each keeps the same density on the head and down the tail. Switching tiles crossfades, so you can audition them while the sound plays.

CHARACTER	WHAT IT SOUNDS LIKE
Warm	Smooth, tape-style. Rounds the peaks and softens the top as you drive it.
Mean	Hard, biting and lopsided, with sharp upper harmonics that cut through.
Grit	Gritty and sputtering. The quiet part of each wave breaks up, with a crackle on top.
Thick	Fuller and warmer, with even and odd harmonics.
Velvet	Soft and smooth. The top end rounds off as you drive it.
Warp	Folds the wave back on itself for metallic, synthetic tones that change as you drive.
Round	A smooth, classic saturation that adds odd harmonics. The starting character.

Tonal

0-100 · default 50 (untouched)

Tonal distortion. Above 50 it adds the sound's own overtones for a brighter, harder distortion. Below 50 it takes the tonal distortion away and leaves the hiss and squash.

Noise

0-100 · default 50 (untouched)

High-end excitement. Above 50 it adds this character's own hiss, fizz or crackle, which follows the sound; toward 100 the hiss holds and a brighter top end drawn from the sound itself takes over. Below 50 it takes the top end down.

Shape

0-100 · default 50 (the character's own curve)

How the saturation bends: lower for a soft, rounded knee, higher for a hard edge.

SECTION 3

Levels and the Limiter

Input

-24 to +24 dB · default 0 dB

Level into the plugin, before everything else. Raise it to bring quiet sounds into the colour.

Mix

0-100% · default 100%

Blends the saturated sound with the original, which is time-aligned with it.

Output

-24 to +12 dB · default 0 dB

Level out of the plugin. WildSaturation already matches its loudness to the original as you drive it, so this is for a final trim.

Limiter

off by default

Catches peaks so the output never goes above -1 dBFS. The meter beside the output meter shows how much it is turning the sound down.

SECTION 4

The display

Envelope, on the left, draws the input level over the last few seconds: coral where WildSaturation treats it as head and gold where it is body. The white line is the drive actually applied, with its number; the dotted line is the reach Bloom sets; the dashed line is the Threshold.

Harmonics, on the right, shows the harmonics the saturation is adding right now, 2nd to 9th, as levels. They move with the sound and fall away when it stops.

Presets

The menu in the top-right is your preset list. WildSaturation ships no factory presets: the list is for your own.

- **Init:** resets every control to WildSaturation's starting point.
- **User:** anything you save yourself.
- **Save:** updates the User preset you have loaded.
- **Save As...:** names a new preset and saves it to your User folder.
- **Refresh List:** rescans the presets folder on disk for anything added since you opened the plugin.

A * after the name means the settings have changed since that preset was loaded.

Presets live in your Documents folder under *Wildflower / WildSaturation / Presets*: easy to back up or share.

Tooltips, Large Text and Size

Hover any control for a one-line description. The **Tooltips** checkbox under the preset menu turns those hints on or off, and your choice is remembered across sessions and every Wildflower plugin.

Large Text draws knob names, values and section titles at the larger size, and **Size** changes the size of the window. The version number above the menu turns red when a newer version is out; hover it for the details.

The manual

A small **Manual** button next to the Tooltips checkbox opens this guide any time. That is the copy the installer put on your computer; if it is missing, the plugin says so and offers our website instead. (The flower mark and the WILDFLOWER SOUND line open our website; the **WildSaturation** wordmark opens this plugin's own page on the site.)

Working with the controls

Beyond dragging, every knob in WildSaturation does two more things: you can **type a value** into it, and you can **right-click it** to reach your DAW's own menu for that parameter. Both work the same way in every Wildflower Sound plugin.

Type a value

double-click the number · Enter commits · Esc cancels

Double-click the number under a knob and it turns into a small text field with the current value already selected. Type what you want, then press **Enter** to commit it or **Esc** to cancel and leave the knob exactly where it was. Clicking somewhere else commits it too. The pointer becomes a text cursor over any readout you can type into.

The number you type is read in the unit shown on screen, unless that is impossible. If the readout says *2.5 kHz* and you type *900*, 900 kHz is far past the top of the knob, so the number is read in the other unit of the same kind and you get 900 Hz. If it says *ms*, typing *250* gives you 250 ms. You can include the unit or leave it out, and a readout that shows a note division instead of a number takes that same wording (*1/16T*).

A value that still falls outside the knob's range is clamped, not rejected. Ask for more than the knob can give and it moves to the nearest end of its range: the readout then snaps to that limit and flashes once, so you can see the value that was actually used. Nothing is quietly thrown away.

Double-clicking the *dial* still does what it always did and returns the knob to its default. Text entry lives on the number, not on the dial.

Right-click for your host's parameter menu

automation · MIDI learn · per-parameter modulation, where the host offers it

Right-click a knob and your DAW opens its own menu for that parameter: writing or arming automation, MIDI learn, and in Reaper the per-parameter modulation window.

That menu comes from the host, not from us, so what is in it, and whether it appears at all, depends on the DAW you are working in. Some hosts provide no such menu. In those, right-clicking simply does nothing and the knob stays where it is. That is expected rather than a fault: it is the same menu the host would offer on its own plain plugin panel.

Specifications

Formats	macOS: VST3, AU and AAX (Pro Tools). Windows: VST3 and AAX (Pro Tools). AU is a macOS format.
Channels	Mono, stereo, and mono in to stereo out. No surround.
Latency	295 samples at 48 kHz (about 6 ms), reported to your DAW so it lines up. Fine for mixing; you may notice it when monitoring live.
CPU	Around 3% of one core at 48 kHz.
Automation	Every control is host-automatable with stable parameter IDs.

A few favorite moves

- **Grit all the way down:** Grit or Mean, Bloom up, and listen to the colour hold through the ring-out of an impact.
- **Clean attack, dirty tail:** lower Head Drive and raise Body Drive, so the transient stays clear and the tail grows teeth.
- **Bite on the front only:** Head Drive up, Body Drive down, Head Length short.
- **Metal and machines:** Warp, then push Bloom and listen to the tone change as it drives.
- **Darker, softer colour:** Velvet or Warm with Noise below 50.

Remember: Bloom and the character tile shape almost everything. Reach for Head and Body when the start and the tail want different amounts.



THANKS

Thanks for using WildSaturation

If you hit a bug, have a question, or make something you're proud of with WildSaturation, we'd genuinely like to hear from you. Your feedback is how the tools get better.

Web wildflowersound.io

Email support@wildflowersound.io

WildSaturation is a product of Wildflower Sound (Braden Parkes). Inspired by the tools we love; original throughout. All trademarks belong to their respective owners.