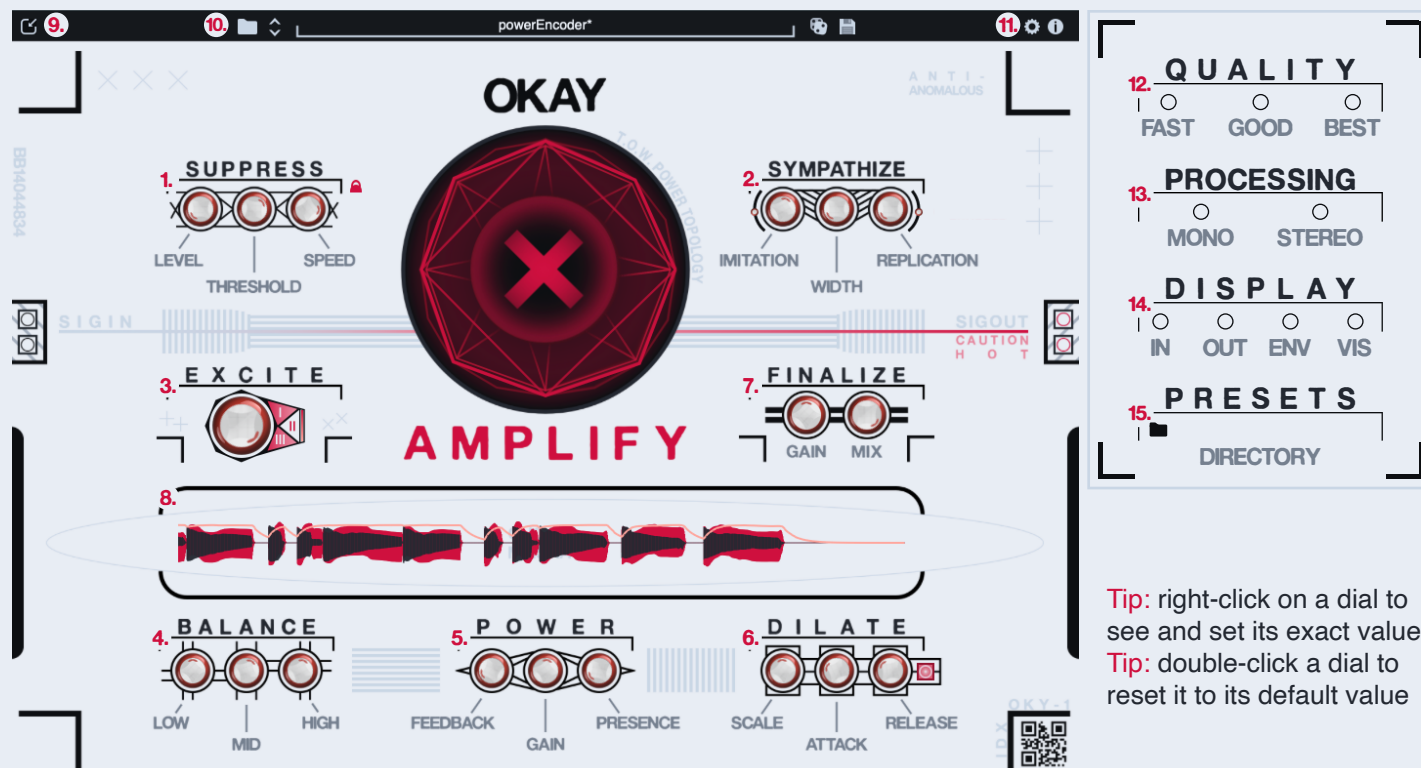


OKAY AMPLIFY USER GUIDE AND MANUAL

Product Version: 1.0.0
Manual Version: 1.0.0
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www.okayfrank.com

Thank you for your support of okayFrank!

This document intends to cover all features and functionality of the okayAmplify plugin. If any information seems incomplete or missing, contact aiden@okayfrank.com



Tip: right-click on a dial to see and set its exact value
Tip: double-click a dial to reset it to its default value

1. Suppress (noise gate)

The **Suppress** module applies a gate effect to the input signal to eliminate unwanted noise. A **Level** value of $-\infty$ dB will completely block any input window with an RMS level below **Threshold**, while a value of 0.0 dB will provide no attenuation. **Speed** controls how fast the gate is applied, with 0.0 being slowest and 1.0 being fastest. The  icon located to the right of the module can be toggled on to lock the current settings when switching presets.

2. Sympathize (harmonizer)

The **Sympathize** module creates user-controllable harmonies via a harmonic synthesizer (**Imitation**) that generates additional harmonics based on the detected pitch, or via a real-time pitch shifting algorithm (**Replication**). Both methods work simultaneously and can independently adjust their respective pitch-offsets via the left and right sliders. The **Width** dial controls a stereo width effect for these voices. **Note: the harmonic synthesizer assumes a monophonic input, results with polyphonic material may vary.**

3. Excite (preamplifier)

The **Excite** module controls the strength and amount of nonlinear preamplifier stages. The greater the dial's value, the greater the amount of distortion and nonlinear coloration added to the incoming signal. The I, II, and III buttons to the right of the dial toggle between different waveshaping functions; I selects a low-asymmetry, low-gain function for a mild boost; II selects a medium-asymmetry, medium-gain function for a strong boost; III selects a high-asymmetry, high-gain function for a destructive boost.

4. Balance (tone adjustment)

The **Balance** module grants further control over tone by applying boosts or cuts to the **Low/Mid/High** frequencies of the preamplifier output.

5. Power (amplifier)

The **Power** module controls the main amplifier stage. **Feedback** controls the amount of negative feedback from the amplifier output to its input; higher feedback levels will help tame harshness introduced at large

signal levels. **Gain** controls the amount of gain applied to the difference of the preamplifier signal and the feedback signal, just before the final nonlinear waveshaping stage. **Presence** reduces the amount of feedback in the high frequency range, resulting in a brighter tone (**Note: this has no effect if feedback is set to zero**).

6. Dilate (dynamic clipping)

The **Dilate** module shapes the volume envelope of the output signal by using the dynamics of the amplifier input to modulate the amplifier's clipping behavior. This modulation allows the underlying waveshaping function to morph between a soft-clipper with complete attenuation at high signal levels, to allowing the output signal to grow unbounded with limited attenuation (see **Figure 1**). The **Scale** dial adjusts the magnitude of the response to the input signal. **Attack** adjusts how quickly the modulation reacts to the input signal, while **Release** adjusts how quickly it will revert to its original position. The square icon to the right of the dials can be toggled to invert the motion of the dynamic clipping behavior. By default, the waveshaper will move from

unbounded to soft-clipping behavior as the input signal grows, allowing attack transients to come through cleanly and introducing more distortion in the steady-state. When inverted, the waveshaper will move from soft-clipping to unbounded behavior, smoothing out attack transients and gradually allowing the steady-state to come through with less clipping.

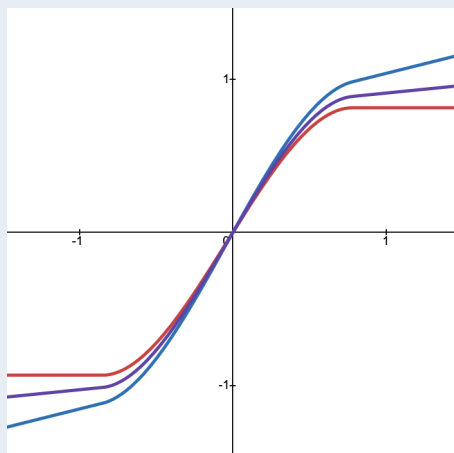


Figure 1. Dynamic clipping behavior where the blue curve represents the unbounded waveshaper, the red curve represents the soft-clipping waveshaper, and the purple curve is a modulation point between.

7. Finalize (output level and mix)

The **Finalize** module applies a final clean gain to the wet signal for gain-staging purposes and adjusts the final dry/wet mix. **Note: the wet signal will generally be much louder than the dry signal; if adjusting the Mix value, the Gain value will likely need to be turned down so the wet and dry signals are about equally leveled.**

8. Waveform Viewer

The waveform viewer visualizes the input waveform in black, the output waveform in red, and the **Dilate** modulation value in pink. These displays can be individually toggled in the **Settings** window (see 13.).

9. GUI Resizing

To accommodate devices with varying display sizes, the expand/shrink button selects between two GUI layouts. By default, the GUI opens in the smaller size.

10. Presets Menu

The presets menu enables the saving to and loading of presets from disk. Use the  icon to open a file browser and manually select a preset file. The   arrows will navigate presets in the current root preset folder (see 14.). The name of the current preset is shown and will include an  if there are pending changes that have not yet been saved to disk. The  icon will randomize the plugin's state and generate a new preset name. The  icon will bring up the file browser and enable the user to save the current plugin state to a new preset file, with its name matching that of the selected file's name.

11. Settings

The  icon will open the settings menu where you can configure the following:

12. Quality

Controls anti-aliasing quality; nonlinear waveshaping adds frequencies far above what can be represented at the selected sample rate, causing these high frequencies to fold down to the lower frequencies and create aliasing artifacts. This plugin is built using anti-derivative anti-aliasing, helping reduce the audible amount of these artifacts. The processing can be further upsampled for a higher quality at the expense of increased CPU usage. **FAST** will use the original sample rate for lowest CPU cost, **GOOD** will do a 2x upsampling of the nonlinear processing, and **BEST** will do a 4x upsampling at the steepest CPU cost. **Note: when rendering offline (i.e. bouncing a track to audio or rendering a project to file), BEST will be automatically enabled for the highest quality.**

13. Processing

Controls stereo processing; if **Mono** is enabled, the input waveform will be converted to mono and processing will be done in mono to reduce CPU costs. If **Stereo** is enabled, the original stereo image will be maintained by per-channel processing at the cost of additional CPU usage. **Note: if the harmonizer's Width parameter is set to any value above zero while Mono is enabled, the plugin will be automatically put into Stereo mode to enable the width effect.**

14. Display

Enables on/off toggling of the visually animated components of the GUI. Disabling these may improve GUI performance and responsiveness if problematic.

15. Presets

Allows setting the root directory for all presets. The default plugin preset can be overwritten by saving a preset called "Default" to this directory.

By default, devices running **MacOS** will look in:

`~/Library/Audio/Presets/okayFrank/okayAmplify`
and devices running **Windows** will look in:

`~/Documents/okayFrank/okayAmplify/presets`

a big thank you from,
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