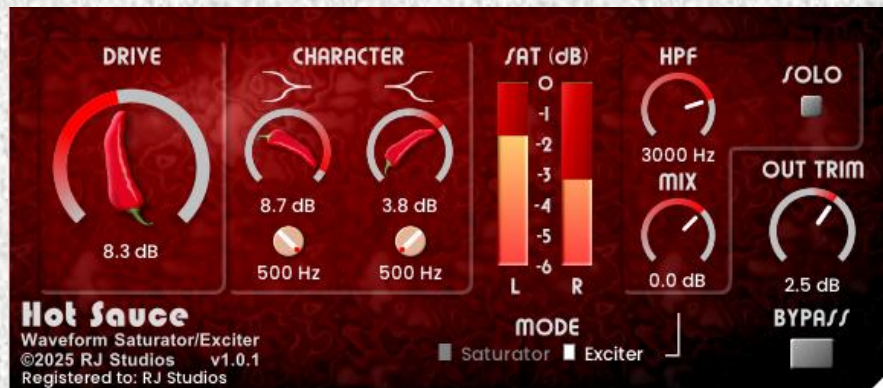


Hot Sauce

Waveform Saturator/Exciter

Audio effect plugin by Raising Jake Studios



HOT SAUCE is a non-linear gain processing plugin that adds harmonics to a signal while reducing peaks – much like tape saturation – or to add detail *without* saturating the source signal. Hot Sauce can be used to thicken the sound of a source; to increase average volume levels without typical compressor/limiter pumping side effects or to increase brightness and excitement.. Hot Sauce is internally oversampled at all input sample rates (from 44.1kHz to 192kHz) for minimal aliasing side effects.

Hot Sauce can be applied

- before compressors or limiters to help control transients thereby requiring less compression
- after compressors and limiters to add consistent harmonic content
- to any source as a saturation/distortion effect, similar to tape compression
- as an “exciter” to add harmonics to a signal without compressing the source signal

HOT SAUCE is a stereo plugin that automatically detects and switches to mono mode when used on mono tracks (in DAWs that support mono plugins) for reduced CPU load.

HOT SAUCE is a 64-bit VST2, VST3 and AAX plugin for Windows and “Universal Binary” VST2, VST3, AU and AXX plugin for Mac OS 10.11 or higher on Intel and Apple Silicon.

INSTALLATION INSTRUCTIONS

Installing the Hot Sauce plugin is simply a matter of copying and pasting the appropriate files from Hot Sauce purchased download to the proper folders on your computer.

All RJ Studios plugin files are double zipped. The top-level zip file (download) contains two sub-files for Mac(“dmg”) and PC (“.zip”) versions that are independently zipped. This was necessary to preserve the Pace iLok signatures for the AAX plugins for the respective OS systems. Please unzip

the Mac or PC sub-files before copying the desired plugin to your folders. Copying/dragging the plugin without unzipping first may not work, especially with the AAX plugins.

FOR PC ("x64 PC zip" folder)

To install the VST3 plugin: make sure your DAW is closed then copy the "HotSauce.vst3" file from the download file and save it to your VST3 plugin folder (typically C:\Program Files\Common Files\VST3). Restart your DAW and scan the plugins folder from your DAW's plugin manager.

To install the VST2 plugin: make sure your DAW is closed then copy the "HotSauce.dll" file from the download file and save it to your VST2 plugin folder (typically C:\Program Files\Steinberg\VSTPlugins). Restart your DAW and scan the plugins folder from your DAW's plugin manager.

To install the aaxplugin for Pro Tools: make sure your DAW is closed then copy the "HotSauce.aaxplugin" file from the download file and save it to your Avid plugin folder (typically C:\Program Files\Common Files\Avid\Audio\Plug-Ins). The plugin will be automatically scanned/added the next time Pro Tools is opened.

FOR MAC ("dmg" folder)

To install the VST2, VST3 and/or AU plugins, make sure your DAW is closed then copy the "HotSauce.vst" and/or "HotSauce.vst3" and/or "HotSauce.component" folders from the download file and save them the VST and/or VST3 and/or "Component" folders on your Mac under /Library/Audio/Plugins.

NOTE: On Mac OS 10.13 and later a reboot is sometimes required before AU plugins will show up in your DAW(s).

To install the AAX plugin for Pro Tools: make sure your DAW is closed then copy the "HotSauce.aaxplugin" file from download file and save it to your Avid plugin folder (typically /user/Library/Application Support/Avid/Audio/Plug-Ins). The plugin will be automatically scanned/added the next time Pro Tools is opened.

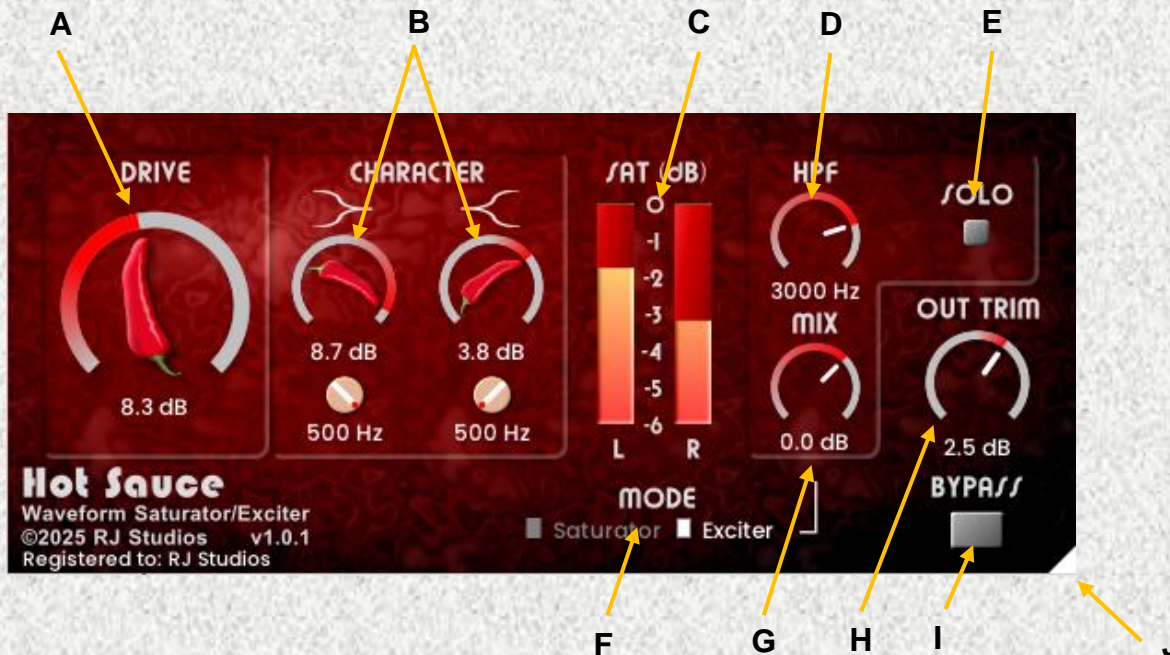
REGISTRATION

HOT SAUCE will be operating in demo mode when first installed and will operate unrestricted for 14 days after which the demo will mute the output unless a license is purchased. To install your license, copy the code from your purchase receipt; click on the registration field at the bottom left corner of the plugin window and right-click paste the registration code then press enter on your keyboard.

NOTE: Internet connection is required during registration. If your system is typically isolated from the internet for security or performance reasons you may disconnect after the plugin shows "Registered to: your name".

NOTE: Many DAWs "cache" plugins and may not show the plugin as "Registered to: xxx" until the plugin is removed from a track or bus and re-loaded. Restarting the DAW will also refresh the plugin..

Plugin Controls



A – DRIVE – applies simultaneous pre-saturation boost and post-saturation level cut to keep the signal level relatively balanced across the saturator. More Drive increases the amount of saturation/distortion while less Drive produces a more subtle effect. **The Saturation gain curve applies at all signal levels but gets progressively stronger at higher signal levels. The plugin will apply non-linear coloration to some degree even on low-level signals.**

B – CHARACTER CONTROLS – these controls are secondary Drive controls that add pre-boost and post-cut high/low shelf filters around the saturator core. These controls can be used to shape the distortion over the audio spectrum.

C – SATURATION METER – displays the amount of saturation (gain reduction) taking place between input and output of the saturation algorithm. As noted in **A** above, the plugin generates some non-linear distortion even when not strong enough to be displayed on this meter.

D – HPF (only active in Exciter mode) – applies a 12dB/oct high pass filter to the harmonics generated by the saturation section.

E – SOLO (only active in Exciter mode) – isolates the harmonics being generated by the saturation process post HPF. Allows monitoring the signal being mixed in with the source at the Mix control or for outputting only the harmonics for external processing on FX sends, etc.

F – MODE select – allows choosing either the Saturation mode (waveform compression) or the Exciter mode which adds harmonics without compressing the source waveform.

G – MIX (only active in Exciter mode) – adjusts the amount of harmonics added to the source signal.

H – OUT TRIM – allows adjusting the final plugin output level.

I – BYPASS – latency-compensated bypass of plugin processing. Use this BYPASS button rather than your DAW's hard plugin bypass button to turn the effect on/off.

J – UI RESIZE – click and drag to change the GUI size. Double-click to reset to default size.

CONTROL MODIFIERS

- 1) Hold down the Ctrl key while dragging or scrolling any control for fine resolution
- 2) Hold down the Alt (Win)/Option(Mac) key and then click on any control to reset that control to its default value
- 3) Double-click on any control to type in a control value.

HOW TO USE HOT SAUCE

It is recommended that **HOT SAUCE** be used as an “insert” for full effect on buses and tracks but can also be used a “send” effect if you want to mix it in with the source or apply external processing.

HOT SAUCE has two different modes of operation which can be selected by the **Mode** control:

1. **Saturator Mode** – applies a symmetric non-linear waveform saturation (compression) gain curve to the input signal that is similar to tape compression. This compression effect is instantaneous, vs. compressors and limiters which have time constants, and will compress transients nearly invisibly when used in moderation. When driven hard this mode will generate obvious harmonic distortion which can be used to “thicken up” sounds.
2. **Exciter Mode** – generates harmonics with suppressed fundamental which can be further shaped with the **HPF(D)** filter. These harmonics can then be **ADDED TO** the source signal via the **Mix(G)** control without compressing the source signal. This effect can be used to “excite” the source with added high frequency detail.

NOTE: Exciter mode adds harmonics to the source signal and will, therefore, typically increase the signal’s transients and peak levels.

The **CHARACTER** controls (**B**) are high/low frequency shelf filters that apply complementary pre-boost and post-cut around the saturation algorithm. These controls can be used to increase or decrease the amount of saturation and distortion in those frequency ranges. Cutting the low end will reduce the amount of saturation on kick drums and bass while boosting the high end will provide more transient saturation on higher frequencies.

In many cases **Hot Sauce** can be used in the Saturate Mode as a soft peak limiter/compressor, similar to tape compression, without incurring the usual compressor/limiter pumping side effects.

NOTE: Switching from **Saturator Mode** to **Exciter mode** changes the plugin latency which can produce clicks/pops when audio is playing. If you must automate or switch modes while playing please do so at low signal or blank points in the audio.

PLUGIN PRESETS

HOT SAUCE plugin comes with a basic assortment of built-in presets to get you started. These presets will appear in all versions of the plugin on both Mac and PC however not all DAWs support hard-coded presets for VST3 plugins. If you are using the VST3 version in your DAW and do not see the preset list it means your DAW does not support hard-coded VST3 presets. In that case, please use the VST2 version.

Preset	Mode	Effect Action	Suggested Use
Transient Suppress	Saturator	Steep Character control pre-boost/post cut applies HF tilt saturating transients the most	Tame transients pre-compressor/limiter
Just a Touch		Applies mild non-linear gain	To simulate lightly driven tape/power amp in mixing
Summing Bus		Applies mild non-linear gain	To simulate analog bus summing in mixing
Hot Master1		Applies mild saturation with gain - reduces peaks while boosting average level	Master mix bus/mastering
Hot Master2		Applies increased saturation with gain - reduces peaks while boosting average level	
Hot Master3		Applies heavier saturation with gain while producing a somewhat “heavier” tone	
Hot Vox		Provides saturation/compression that reduces peaks and adds harmonic coloration while increasing average level. “Character” and Drive controls adjusted for each audio source.	Individual tracks in mixing
Hot Snare			
Hot Kick			
Hot Bass			
Mix Exciter	Exciter	Adds high frequency harmonics while enhancing transients. Best applied before compressors/limiters.	Master mix bus or subgroup buses
Kick Exciter			Individual tracks in mixing
MVox Exciter			
FVox Exciter			

LICENSE INFO

By installing this software you agree to use it at your own risk. We do our best to thoroughly test our plugins before release but it is simply impossible to test every conceivable situation. We cannot be held responsible for any damages caused as a result of use of this product. If a problem arises please contact us with a description of the problem and as much information as you can provide (DAW, DAW version, OS and version, error messages, etc.).

Distribution:

You are not permitted to distribute the software without the developer's permission. You may register a copy on one laptop and one PC but “sharing” with others and duplication is prohibited. Paying for the software you use helps developers like us stay in business!

Updates: You are entitled to free updates until the next major version number. **Please retain your purchase download link and registration key.** The developer makes no guarantee that this product will be maintained indefinitely.

Moving to another computer:

To move your plugin to another computer you can “De-Register” the plugin using our De-Register app which you can download from our [FAQ webpage](#).

VST and VST3 are trademarks of Steinberg Media Technologies GmbH.

Audio Unit is a trademark of Apple, Inc.

AAX, Avid, the Avid logo, and Pro Tools are trademarks or registered trademarks of Avid Technology, Inc. in the U.S. and other countries.



HOT SAUCE is a product of Raising Jake Studios ©2025

<http://www.raisingjakestudios.com/>

info@raisingjakestudios.com