

## Dead Duck Plugin Settings

The Dead Duck Free Effects and Instruments plugin bundles feature the following global settings:

### **Enable built-in mouse wheel support**

This provides mouse wheel support for operating the control knobs within the plugin user interfaces. Activate this setting if you wish to use mouse-wheel control and it is not provided by your host.

The Effects bundle also supports the following:

### **Enable overload protection (hard clip at 3dB)**

This applies to the effect plugins only and activates the internal 3dB hard-clipping option. This prevents the plugin from passing any signal that exceeds 3dB even when bypassed.

Note: plugins that include feedback or resonance parameters (such as the Flanger or DualFilter) contain additional overload protection that operates independently of this setting.

### **Enable slow meters**

This applies to the effects plugins only and causes any level meters to be updated at a rate slow enough to be monitored comfortably. In some hosts this can be too slow so disabling this option causes the meters to be updated at a quicker rate.

These options may be set using a configuration file containing the following lines:

```
enableMouseWheel=1  
enableHardClip=1  
enableSlowMeters=1
```

Set each value to '1' or '0' to enable or disable the setting.

On startup the plugins will search for the settings file as follows:

1. A file named "DD Settings.cfg" located in the same directory as the plugins;
2. A file named "Settings.cfg" located in the local application data folder of your computer:

"C:\Users\<username>\AppData\Local\Dead Duck Software\Settings.cfg"

The configuration file is optional and if it is not found in either of these locations all settings will default to true.