

















# THANK YOU FOR CHOOSING A PRODUCT FROM KUASSA! WE ENCOURAGE YOU TO TAKE A TIME TO READ THIS USER MANUAL THOROUGHLY TO ENSURE TROUBLE FREE AND PROPER OPERATION OF THE SOFTWARE.

Lo{w} and behold.

Cerberus Bass Amplifikation is a three-channel bass amplifier Rack Extension and Plug-in that will deliver thundering lows straight from your computer. With it's intuitive single screen interface whatever your playing stye is, pick or fingerstyle in any music you play, Cerberus Bass Amplifikation will provide the warmth and mellowness of tube amp, clarity and punch of solid-state power, or turn it up to destruction on the Drive amp type. For further tweaking, Cerberus Bass Amplifikation gives you tonal control through its compressor, contour control, parametric and graphic EQ, and D.I. wetness control. Carefully tuned and carrying enough power to rumble your studio.

Cerberus Bass Amplifikation also comes with features standard to Kuassa's other amp products; noise gate, and dual cabinet miking modeler. In addition, the Rack Extension version features a handful of CV input controls, while the VST/VST3/AU/AAX version will have an external IR loader and a 3D miking interface.

Cerberus Bass Amplifikation: Take charge of the bottom frequency, directly from your DAW.



### **KEY FEATURES:**

- 3 Amp Types.
- Built-in Compressor, Noise Gate and Output Limiter.
- 3 types of cabinets, 6 microphones and Direct Mix control.
- Freely adjustable dual-miking configurations with mono/stereo configurations simulating a real guitar recording session.
- Flexible tone-shaping capability with Contour, Semi-parametric EQ, and Graphic EQ.
- CV input controls for various parameters (RE Version exclusive).
- Built-in Impulse Loader with new Resample function
- High/Eco quality mode, and move your microphones in 3D space (VST/VST3/AU/AAX Version exclusive).
- Straightforward and easy to use interface.
- Support up to 8x oversampling.

### SYSTEM REQUIREMENTS

Windows:

Windows Vista or Later (64 bit)

Core2 Duo, or AMD Phenom ii X4 or better (latest Intel i3, AMD A4, or

better is recommended) with 4GB minimum RAM

VST or VST3 compatible host/DAW

Pro Tools 11 or later for AAX format

Propellerhead Reason 7.1 or later for Rack Extension format

Macintosh:

Mac OSX 10.7 or later (64 Bit).

Core2 Duo, or better (latest Intel i3 recommended) with 4GB minimum RAM

VST, VST3, or Audio Units compatible host/DAW

Pro Tools 11 or later for AAX format

Propellerhead Reason 7.1 or later for Rack Extension format

### MAC OSX 10.7 OR LATER

Note for MacOS X users: you will be asked for your password upon installation.

For Mac installer(.pkg) format, double-click the installer and follow the instructions. The installer automatically point to your Mac's default VST/VST3/AU/AAX plug-ins and Standalone path (see below). Alternatively you can customize the installation target to specific folder.

Here are the default folders installation path for each of our supported platforms in Mac OSX:

• Mac Audio Unit (CerberusBassAmp.component) : /Library/Audio/Plug-Ins/Components/

• Mac VST (CerberusBassAmp.vst) : /Library/Audio/Plug-Ins/VST/Kuassa/

Mac VST3 (CerberusBassAmp.vst3)
 : /Library/Audio/Plug-Ins/VST3/

• Mac AAX (CerberusBassAmp.aaxplugin) : /Library/Application Support/Avid/Audio/Plug-Ins/

Mac Standalone (CerberusBassAmp.app)
 : /Applications/Kuassa/

### **WINDOWS VISTA OR LATER**

For Windows Installer (.exe), double-click the installer and follow the instructions. The installer automatically points to your system's default plugins path (see below). Alternatively you can point the installation target to specific folder. Most VST host already have a "Plugins" or "VSTplugins" folder inside its installation directory, or you can point the host to read any folder you choose.

Here are the default folders installation path for each of our supported platforms:

• Windows 64-bit VST (CerberusBassAmp.dll) : C:\Program Files\Steinberg\VstPlugins\Kuassa\

Windows 64-bit VST3 (CerberusBassAmp.vst3)
 : C:\Program Files\Common Files\VST3\

• Windows 64-bit AAX (CerberusBassAmp.aaxplugin) : C:\Program Files\Common Files\Avid\Audio\Plug-Ins\

• Windows 64-bit Standalone (CerberusBassAmp.exe): C:\Program Files\Kuassa

### MAC OSX 10.7 OR LATER

On a Mac, simply delete the plug-in located on the corresponding Plug-ins folder, and delete other folders and file resources located at,

#### Folders:

- /Library/Application Support/Kuassa/Libraries/Cabinets/
- /Library/Application Support/Kuassa/Libraries/LookUpTables/
- /Library/Application Support/Kuassa/Default Presets/CerberusBassAmp/
- /Users/[User Name]/Music/Kuassa/Presets/CerberusBassAmp/Files:
- /Library/Application Support/Kuassa/Misc/CerberusBassAmp EULA.txt
- /Library/Application Support/Kuassa/User Manuals/CerberusBassAmp Manual.pdf
- /Users/[User Name]/Music/Kuassa/Settings/CerberusBassAmp.setting
- /Users/[User Name]/Library/Application Support/Kuassa/CerberusBassAmp.settings

### WINDOWS VISTA OR LATER

Use "Add/Remove programs" or "Programs and Features" from the Windows Control Panel. If Cerberus Bass Amp does not listed, delete the .dll/.vst3/.aaxplugin file from your VST plug-in folder. After Uninstallation, manually delete other Cerberus Bass Amp file resources at,

#### Folder:

- C:\Users\[User Name]\Documents\Kuassa\Presets\CerberusBassAmp\Files:
- C:\Users\[User Name]\Documents\Kuassa\Settings\CerberusBassAmp.setting
- C:\Users\[User Name]\AppData\Roaming\Kuassa\CerberusBassAmp.settings







- On evaluation mode, you will see this pop-up window when you start Cerberus Bass Amp for the first time.
- To start the authorization process, click the [File] button on the top-left of Cerberus Bass Amp Interface, there, you will find a selection box titled [Import License].
- Cerberus Bass Amp. kuassa]
  obtained from the confirmation
  e-mail sent to you after you
  purchase Cerberus Bass Amp
  from our web store.
  Note that the License File
  contains your personal
  information used to authorize
  Cerberus Bass Amp.





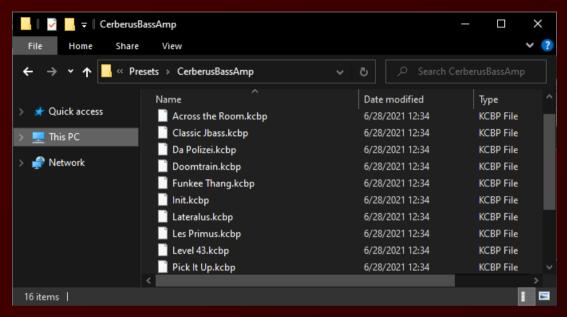
Right after you locate the License File, a pop-up box will appear confirming that you have successfully authorize your copy of Cerberus Bass Amp.

To check if you have completed the authorization process, just simply load the About Box by clicking the Kuassa logo on the bottom-left corner.

If your authorization is successful, either your name or your e-mail address will be shown on the About Box.

You will also notice that the generated noise on the Evaluation Version is now gone.

### Preset Management





- Presets for Cerberus Bass Amp Plug-in(s) are located in the following folders\*:
  - Mac: /Users/[USERNAME]/Music/Kuassa/Presets/CerberusBassAmp
  - Win: ~\Documents\Kuassa\Presets\CerberusBassAmp

All presets inside these folders will be recognized by the plugin as individual presets, you can also create a folder to group the preset(s). They will thus be shown on the Cerberus Bass Amp Plug-in's preset selector.

- To save a preset, set your plugin to the desired parameter settings, then select:
  - "Save Preset": Overwrites currently active preset.
  - "Save Preset As": Saves current settings into a new preset file (\*.kcbp for Cerberus Bass Amp).

### Preset Management







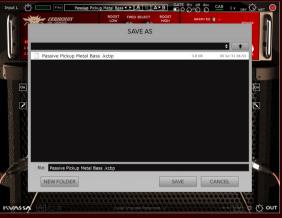
Reep "Lock Input Channel" checked to set the input channel selector remain unchanged when you change presets.

\* Please note that toggling this option won't be saved as preset parameter.

When you create a new preset using "Save Preset As...", make sure that you have chosen the correct preset folder as aforementioned on point I above to make sure that it will be recognized automatically by Cerberus Bass Amp plug-ins.

### Preset Management







To add new additional preset banks, create a new folder by clicking "New Folder" button and rename it.
Sub-folders are also recognized to manage presets into groups, useful to manage additional

based by their use.

preset bank, or grouping presets

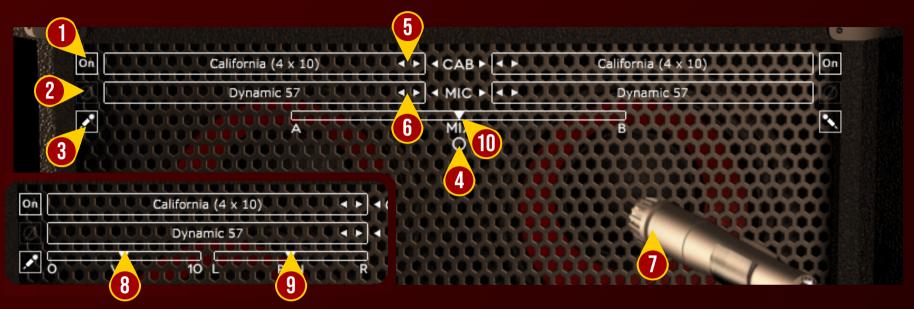


- 1. INPUT CHANNEL SWITCH: Click here to switch incoming input signal channel from your soundcard. Left, Right, Stereo, or Sum L+R can be selected.
- 2. INPUT LEVEL: Controls the level of incoming signal. You may turn it up to the maximum without worrying of overloading the amp.
- 3. INPUT METER: Shows the level from your incoming signal.
- 4. FILE BUTTON: Includes option for following functions: Preset management/option, plug-in license authorization, and link to our website. Please refer to each corresponding section for more detailed how-tos.
- 5. PRESET SELECTOR: Click to choose preset, or use the arrows to navigate between presets. The name of active preset will be displayed and an asterisk (\*) symbol will appear when the active preset has been modified.
- 6. A-B COMPARE: Compares two different settings of the Amp.
- 7. COPY A to B: Copy settings from the "A" state to "B" state, and vice-versa.
- 8. NOISE GATE PARAMETERS:
  - ON/OFF Switch: Enables or disables the noise gate.
  - THRESHOLD: Sets the minimum level where the Noise Gate will do its job. If the input signal level is below threshold, the noise gate will kick in by reducing the signal according to the Attack & Decay settings.
  - ATTACK: Controls how quick the gate will open when the signal is above the threshold level.
  - DECAY: Determines how quick the gate closes once the signal has fallen below the threshold level.
- 9. CAB SETTINGS: Hide/Unhide Cabinet Section Parameters. Useful for distraction-free recording.
- 10. OVERSAMPLING: Increases the internal sampling frequency to reduce aliasing artefacts at the cost of higher CPU usage.
- 11. Direct Signal mix KNOB
- 12. PLUGIN BYPASS BUTTON: Turns on or off the whole plugin.



#### 1. AMP TYPE

- 1.1. Valve: Tube flavored. Warm, mellow, slightly compressed.
- 1.2. FET: Solid-state powered. Thick, punchy, dynamic.
- 1.3. Drive: Overdriven, from mild drive to gritty fuzz.
- 2. GAIN: Sets the input level & the amount of saturation. Rotate clockwise for more distortion.
- 3. COMPRESS: Compress the dynamics of input signal. Variable ratio.
- 4. COMPRESS ON/OFF Button
- 5. CONTOUR: Cuts the mid-range frequencies while boosting lows & highs.
- 6. LO: Adjusts the low frequency, +/- 10 db.
- 7. BOOST LOW: Adds more low frequency content.
- 8. LO MID: Adjusts the low mid frequency, +/- 10 db.
- 9. 100-1K FREQ SELECT: Select frequency between 100-1K Hz for the Low Mid Frequency Knob.
- 10. HI MID: Adjusts the high mid frequency, +/- 10 db.
- 11. 500-5K FREQ SELECT: Select frequency between 500-5K Hz for the High Mid Frequency Knob.
- 12. HI: Adjusts the high frequency, +/- 10 db.
- 13. BOOST HIGH: Adds more high frequency content.
- 14. GRAPHIC EQ: 7-band, one octave graphic EQ.
- 15. GRAPHIC EQ ON/OFF Button.
- 16. MASTER VOL: Adjusts the output level from the amplifier.
- 17. POWER: Turns the amp On or Off. If the amp is Off, the sound will go directly to the cabinets.



- 1. CABINET ON/OFF BUTTON: Enables or disables the particular cabinet.
- 2. PHASE BUTTON: Inverts the waveform polarity.
- 3. MIC ANGLE: Switches between straight or angled miking.
- 4. MONO/STEREO SELECTOR: Use this to toggle between mono or stereo cabinet modes.
- 5. CABINET SELECTOR: Choose from 5 models of speaker cabinets.
- 6. MIC SELECTOR: Provides 7 types of microphone to use.
- 7. MIC POSITION: Indicates the position of the microphone. Move it freely with your mouse. Double-click to reset to center position.
- 8. CABINET VOLUME KNOB ( Mode): To adjust the volume of the corresponding cabinet. Parameter only shown in stereo mode.
- 9. CABINET PAN ( Mode): To adjust the panning position of the corresponding cabinet. Parameter only shown in stereo mode.
- 10. CABINET MIX BALANCE (O Mode): Adjusts mix volume balance between the left and right cabinets. Double-click on the slider to reset to center position.



- 1. KUASSA LOGO: Clicking on the logo will show you the About box.
- 2. RES: Impulse Response RESAMPLE. When turned on, the loaded IRs will be matched with the host's sample rate.
- 3. LOAD IR: Browse into your IR (Impulse Response) Folder.
- 4. REMOVE IR: Remove or unload IR.
- 5. IR TITLE: Click this to open a list of available IRs on the a folder.
- 6. IR NAVIGATION: Navigate available IRs on a same folder.
- 7. OUTPUT LIMITER: Enable or Disable the output limiter function. This will compress the sound to prevent overloading.
- 8. OVERLOAD INDICATOR: Will light up red when the audio signal overloads the cabinets. Turn the amp master volume down, or enable the output limiter.
- 9. GLOBAL OUTPUT VOLUME: Adjusts the overall master volume from the plugin.



Ribbon







- 1. PLUGIN BYPASS BUTTON: Turns on, off or bypass the rack extension device.
- 2. INPUT LEVEL: Controls the level of incoming signal. You may turn it to the maximum without worrying of overloading the amp.
- 3. INPUT METER: Shows the level of incoming signal. For optimal result, make sure the level reaches about 70-80% just before red indicator starting to light up.
- 4. PRESET BROWSER
- 5. PRESET NAME DISPLAY
- 6. NOISE GATE ON/OFF: Enables or disables the noise gate utility.
- 7. NOISE GATE PARAMETERS:
  - THRESHOLD: Sets the minimum level where the Noise Gate will do its job. If the input signal level is below threshold, the noise gate will kick in by reducing the signal according to the Attack & Decay settings.
  - ATTACK: This controls the time how quickly the gate will open when the signal is above the threshold level.
  - DECAY: Determines how quick the gate closes once the signal has fallen below the threshold level.
- 8. OUTPUT LIMITER: Enable or Disable the output limiter function. This will compress the sound to prevent overloading.
- 9. OVERLOAD INDICATOR: Will light up red when the audio signal overloads. Turn the output volume down, or enable the output limiter.
- 10. Direct signal mix KNOB
- 11. GLOBAL OUTPUT VOLUME: Adjusts the overall master volume from the plugin.

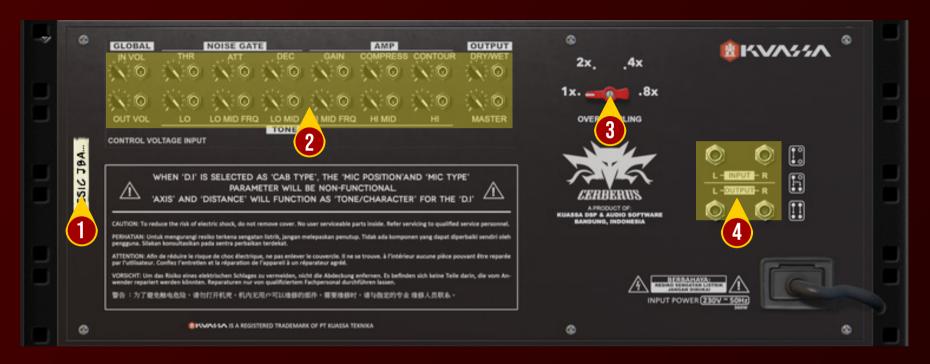


#### 1. AMP TYPE

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- 1.3. Drive: Overdriven, from mild drive to gritty fuzz.
- 2. GAIN: Sets the input level & the amount of saturation. Rotate clockwise for more distortion.
- 3. COMPRESS: Compress the dynamics of input signal. Variable ratio.
- 4. COMPRESS ON/OFF Button
- 5. CONTOUR: Cuts the mid-range frequencies while boosting lows & highs.
- 6. LO: Adjusts the low frequency, +/- 10 db.
- 7. BOOST LOW: Adds more low frequency content.
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- 15. GRAPHIC EQ ON/OFF Button.
- 16. MASTER VOL: Adjusts the output level from the amplifier.
- 17. POWER: Turns the amp On or Off. If the amp is Off, the sound will go directly to the cabinets.



- 1. DEVICE NAME
- 2. CABINET ON/OFF BUTTON: Enables or disables each particular cabinet, A and B.
- 3. CABINET SELECTOR: Choose from 5 models of speaker cabinets.
- 4. PHASE BUTTON: Inverts the waveform polarity.
- 5. MIC SELECTOR: Provides 7 types of microphones to use.
- 6. MIC ANGLE: Switches between straight or angled miking.
- 7. MIC AXIS: Rotate clockwise to move mic position to edge of cabinet speaker, counter-clockwise to center.
- 8. MIC DISTANCE: Rotate clockwise to move mic position further from cabinet speaker, counter-clockwise for closer mic position.
- 9. CABINET PAN: Adjust the panning position of the corresponding cabinet.
- 10. CABINET VOLUME KNOB: Adjust the volume of the corresponding cabinet.



#### 1. DEVICE NAME

- 2. CV INPUTS:
  - CV Input Socket: Receive incoming CV message for controlling each of Cerberus Bass Amp's CV control enabled parameters from another device's CV output.
  - CV Input Trim: Turn counter-clockwise for each corresponding input to trim or reduce the intensity of incoming CV message.
- 3. OVERSAMPLING: Increases the internal sampling frequency to reduce aliasing artefacts at the cost of higher CPU usage.
- 4. Audio input and output sockets. Please note that Cerberus Bass Amp Rack Extension is an "Effect" type unit, and should always be added as an Effect device instead of instrument.

### MIDI CC NAMES (RACK EXTENSION)

[128] = inputVol

### **NOISE GATE**

[129] = gateOn [130] = gateThr [131] = gateAtt [132] = gateDec

#### **AMP**

[133] = ampOn [134] = ampType [135] = ampGain [136] = ampCompOn [137] = ampComp [138] = ampContour [139] = ampLowBoostOn [140] = ampLow [141] = ampMidLowFreq [142] = ampMidLow [143] = ampMidHighFreq [144] = ampMidHigh [145] = ampHighBoostOn

[146] = ampHigh

[147] = ampVol

#### **GRAPHIC EO**

[148] = geqOn [149] = geqLevel62 [150] = geqLevel125 [151] = geqLevel250 [152] = geqLevel500 [153] = geqLevel1K [154] = geqLevel2K [155] = geqLevel4K

#### CAB A

[156] = cabOnA [157] = cabTypeA [158] = micTypeA [159] = micPhaseOnA [160] = micAngleA [161] = micAxisA [162] = micDistanceA [163] = micPanA [164] = micVolA

#### CAB B

[165] = cabOnB [166] = cabTypeB [167] = micTypeB [168] = micPhaseOnB [169] = micAngleB [170] = micAxisB [171] = micDistanceB [172] = micPanB [173] = micVolB

#### OUTPUT

[174] = limOn [175] = dryWet [176] = outputVol

### **Kuassa CERBERUS BASS AMP Created by:**

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