



**d16 group**  
AUDIO SOFTWARE

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## Product Overview

Devastor 2 v2.3.2

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## **Key Points**

### **Diode clipper emulation**

Advanced antialiasing techniques applied no unwanted artifacts appears while warm character of the output is preserved.

### **Instant signal routing**

Three filters make the unit multiband and rapidly configurable with selectable signal topologies!

### **Output limiter**

Not only for protection, but for bringing sonically pleasant coloration as well.

## Overview

### The sweet spot in distortion domain

Devastor 2 is the second generation of D16's first FX Plugin from the SilverLine Collection series. Devastor is a deceptively simple yet remarkable Multiband Distortion Unit. It is an enhanced version of the distortion unit you can find in Phoscyon, but with full control over multiband processing. This elevates its sonic mangling capabilities to an entirely new level!

Devastor can be used to distort and enhance a wide range of sounds, from full-on acid synth sounds to guitar fuzz or an analog amp with speaker combo. It can even be used with drums to make them sound dirtier and more dynamic! Devastor isn't just good at creating distorted, monster sounds: it can also be used subtly to improve the timbre and character of gentler sounds. For example, reducing the preamp gain, increasing the threshold, and selecting a soft-knee for the dynamics will bring out more warmth and detail in a sound without introducing distortion.

Electronic music (especially Hip-Hop) producers have long been aware that classic samplers (such as early Akai and E-MU units) had a character and sound all their own: they added a "grit" and "color" to the samples and loops they played back which made them sound "fat" and sit well in a mix. This sound coloration was due to the encoding techniques, lower sample rate and bit depth, and conversion circuits used by these early samplers. Decimort recreates this coloration and adds that vintage sampler magic back to any loop, any bassline, or any sound played through it for that matter! Beyond vintage sampler emulation, it's also the perfect bit-crusher with filter, capable of extreme settings for dramatic results.

### Dynamics flattener

Dynamics-flattener module, which is one-knob controlled input signal compressor to manage loudness before it gets clipped.

### Diode Clipper

When designing Devastor, we applied special antialiasing techniques to the output signal to make sure it was devoid of aliasing (one of the reasons why digital distortion units can sound so cold and un-musical). As a result, Devastor has a warm, musical, and very high quality sound.

### Devastor's Filters

Devastor's filters are not simply the peaking EQ type which are commonly used in classic multiband distortion units: rather, they are like those found in analog synthesizers (low pass, high pass, band pass and band reject) with adjustable resonance and cutoff parameters. As a result, Devastor has a completely unique sound. Just check out the factory content and hear for yourself!

## Filter-Clipper Routing

The plug-in offers nine different connection topologies between its filters and diode-clipper. Filters can process the signal before or after it gets fed into the diode-clipper, but some of the configurations even allow the filters to work alongside the clipper, which greatly increases the possible sonic palette.

## Output limiter

Optionally activated signal auto-makeup limiter which allows to tame Devastor's master output.

## More features

- **Screen fit**  
Several UI sizes and HiDPI support for better screen fit
- **MIDI Learn**  
For easy controller assignment

## System requirements

- (i) 32-Bit architecture means the product is appropriate for host applications working in 32-Bit mode. 64-Bit means compatibility of the product with 64-Bit host applications.
- (ii) Hardware requirements / recommendations are based on estimates performed on available computers at D16 Group HQ, and therefore cannot cover all possible configurations available on the market. CPU usage may vary widely depending on the manner in which the product is used. Factors that may contribute to variance in CPU usage include particular patch and its complexity, the global quality setting, project sample rate. In order to form a better understanding of how a plug-in will behave within your current setup, we highly recommend downloading the demo and giving it a try.
- (iii) This product is not a standalone program so you need a host application to use it.

### Windows

<b>OS version</b>	Windows 7 - Windows 11
<b>Architecture</b> <sup>(i)</sup>	64-Bit, 32-Bit
<b>CPU</b> <sup>(ii)</sup>	Intel x86 / AMD x86
<b>Software</b> <sup>(iii)</sup>	VST2 / VST3 / AAX compatible application
<b>Sample Rate</b>	≥ 44.1 kHz

### MacOS

<b>OS version</b>	10.13 - 14
<b>Architecture</b> <sup>(i)</sup>	64-Bit
<b>CPU</b> <sup>(ii)</sup>	Intel x86 / Apple Silicon
<b>Software</b> <sup>(iii)</sup>	VST2 / VST3 / AAX / AU compatible application
<b>Sample Rate</b>	≥ 44.1 kHz