



La Petite Excite - Manual

"La Petite Excite" can lead you into a brighter future when used wisely. If you are looking for more plugins, samplepacks or music that can make you a happier alien, then please check out [my website](#) for some extra inspiration. Also don't forget to let me know if you made any interesting art using my devices or sound design packs.



Installation / System requirements

OS - Windows XP or newer / OSX Leopard (10.5) or higher

Host - 32bit or 64bit

Install - Open the **.exe** (Windows) or **.pkg** (Mac) files to install the VST2/VST3/UA files to their respective folders.

Parameters

Input - Scales the amount of incoming signal fed through the device (default: 0)

Low - Level of phase corrected low frequencies (default: 0)

High - Level of phase corrected high frequencies (default: 0)

Cv - Adds ducking to the '**High**' parameter (default: 0)

Noise Floor - Add some low level noise to the signal (default: off)

Output - Both the '**Low**' and '**High**' parameters will rise the signal level, so you can compensate those (default: 0)



License details

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Audio Unit is a trademark of Apple, Inc.

Algorithm is based on [Lubomir I. Ivanov's](#) JS code from this [cockos thread](#).



I am Attila Fodor and I produce music since 1999 under the alias of [Fine Cut Bodies](#). I do [sound design](#) related works, and also compose music for [films and TV](#). As a former C64 demoscene coder (and PS1 game developer) I'm into [A/V coding](#) including DSP and GPU technologies. With my long time mate AMB, we are producing house music under the alias of [Biscuit Reality](#) and run an independent record label called [Chi Recordings](#) what dropped more than 80 releases and 2-300 events since 2000. As a [performer & DJ](#) I was touring around the world and had over 700 hours of radioShows aired in the last 15 years. I also have a regular class in [imPro](#) (Budapest School of Music Technology) teaching 'bits&bytes' of digital technology and basic sound design paradigms.

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