ExciteMe

TUBE EXCITER

USER MANUAL

An exciter that doesn't just add air,
it adds attitude.

Lemur Audio

VST3 · Windows x64 · macOS Universal · lemuraudio.com

Introduction

What ExciteMe is, and why it sounds the way it does.

Meet ExciteMe — the exciter that doesn't just add air, it adds attitude.

ExciteMe delivers silky high-end bloom, musical harmonic shimmer, and punch-you-in-the-chest density — straight into your DAW with sample-accurate fidelity. No vague "tube emulation" hand-waving. No generic harmonic enhancers dressed up in vintage clothing. Every curve, every knee, every micro-dynamic breath has been engineered for one purpose: to make your tracks come alive.

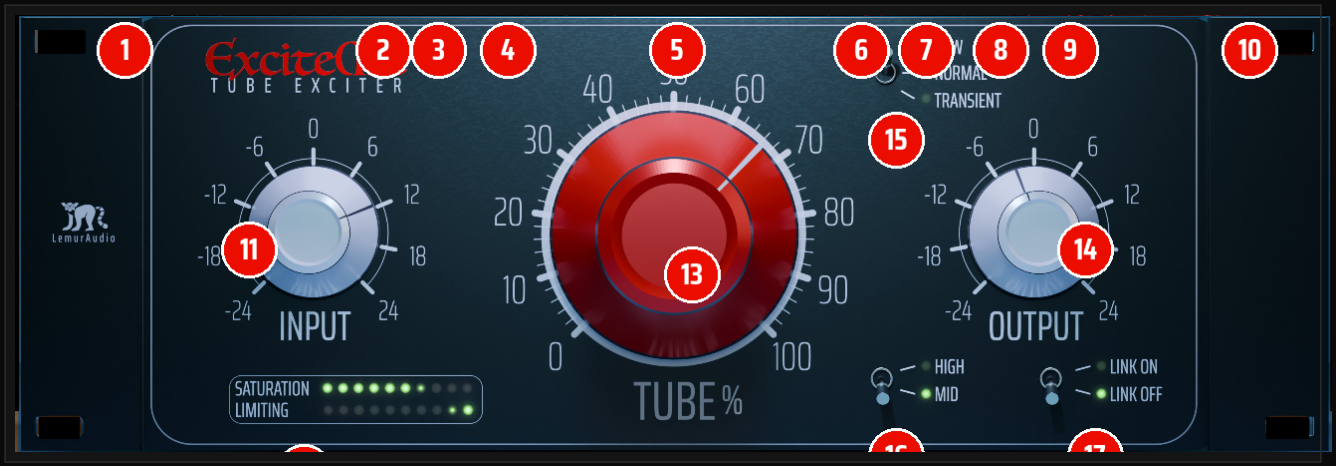
Whether you need to bring a dull vocal to life, glue a flat drum bus into a cohesive wall of energy, open up a muddy mix, or add silky, tube-style top-end roundness that softens harshness instead of piling on more — ExciteMe delivers the kind of three-dimensional excitement that makes listeners lean in.

Three oversampling modes, two crossover ranges, true stereo linking, a built-in preset system, and a beautifully crafted GUI designed to get out of your way and let you mix.

This isn't another plugin. This is the missing top end of your record.

Interface Overview

Every numbered control is described on the following pages.



1 – 10 Top bar controls · 11 – 17 Main panel controls

Top Bar

Metering, history, presets and helpers.

1 Input Level Meter & Readout
Stereo input bargraph with peak readout in dBFS. Lit white below -6 dB, yellow from -6 to 0 dB, clip-red from 0 to +6 dB. The numeric readout turns red when peaks exceed 0 dBFS.

2 Undo
Step back through your full unlimited parameter history. Every knob move, switch toggle, and preset load is captured.

3 Redo
Step forward through the undo history. Both UNDO and REDO are crisp vector glyphs that match the rest of the GUI.

4 Bypass
True bypass of the entire DSP chain. Latches clip-red when active so you always know the state at a glance.

5 Preset Section
Click the preset name to open the full preset browser overlay. Use the < and > arrows to step through your combined Factory + User library in order.

6 A / B Compare
Snapshot two versions of your settings and toggle between them with a single click. Per-letter hover feedback shows which slot is active. Clicking captures the current state into the active slot, then loads the other slot.

7 Save
Overwrite the currently loaded User preset in place. Factory presets are protected — SAVE on a Factory preset opens SAVE AS instead.

8 Save As
Open the preset browser in save mode. Name your preset, hit enter, done. Stored as readable XML under Documents / Tube Exciter / Presets / User /.

9 Help
Direct link to the online manual.

10 Output Level Meter & Readout
Mirror of the input meter on the output side. Same colour scheme, same clip-red warning when peaks exceed 0 dBFS.

Main Panel

Drive, trim, modes and routing.

11 **Input Trim**

Continuous gain from -24 dB to +24 dB feeding the saturator. Centre detent at 0 dB. With LINK on this becomes a balanced trim against OUTPUT — keeping perceived loudness constant while you change drive.

12 **Saturation / Limiting LEDs**

Two real-time meters. SATURATION shows the amount of harmonic generation happening inside the tube curve. LIMITING shows how much the tube-style soft rounding is shaving off the transient peaks. Both are drive-gated, fast attack and slow release.

13 **Tube %**

The main drive control. 0 % is bit-perfect identity (in RAW mode) or transparent oversampling (in NORMAL / TRANSIENT). 100 % is full saturator drive. There is no AGC — what you set is what you get.

14 **Output Trim**

Continuous gain from -24 dB to +24 dB at the very end of the chain. Centre detent at 0 dB. With LINK on it tracks INPUT in inverse so total loudness stays constant.

15 **Mode Switch — RAW / NORMAL / TRANSIENT**

RAW — zero-latency, bit-perfect at drive = 0, raw tube character when pushed.
NORMAL — 2x minimum-phase oversampling, near-zero latency, clean and transparent.
TRANSIENT — 8x linear-phase oversampling (PDC-compensated), phase-coherent, with level-dependent response. Pull INPUT down and the saturation only kisses the dynamic peaks while leaving the body of the signal completely untouched.

16 **Range Switch — HIGH / MID**

Selects which band of the signal feeds the tube saturator. HIGH targets the upper part of the spectrum for air and sparkle on full mixes, vocals and cymbals. MID reaches further down for presence and body on drum buses, guitars and snares.

17 **Link Switch — ON / OFF**

When on, INPUT and OUTPUT are inverse-linked: pushing INPUT up automatically pulls OUTPUT down by the same amount, so you can hear the effect of drive without being fooled by loudness. When off, the two trims are independent.

Signal Flow & Usage

How sound moves through ExciteMe, and where it shines.

Signal Flow

```
INPUT -> Linkwitz-Riley crossover (HIGH or MID)
-> Low band: passes through clean
-> High band: soft-knee -> tube saturator -> HF rounding
-> Recombine low + saturated high -> OUTPUT
```

RAW mode runs the chain at host sample rate. NORMAL runs everything at 2x. TRANSIENT runs at 8x with linear-phase halfband filters and a level-dependent saturator curve, so the harmonic content tracks the instantaneous envelope of the high band.

Usage Tips

Vocals

HIGH range · NORMAL mode · TUBE 25 – 40 %. Adds presence and intelligibility without sibilance.

Drum Bus

MID range · TRANSIENT mode. Drop INPUT to -6 dB to focus the saturation onto the transients only — adds attack and snap without changing the body of the kit.

Full Mix

HIGH range · NORMAL mode · TUBE 15 – 25 %. Use LINK on so loudness stays constant while you A/B with BYPASS.

Acoustic Guitar & Strings

MID range · RAW mode at lower drives for zero added latency in tracking sessions.

Master Bus

Subtle settings only. ExciteMe is not a maximizer — the tube-style rounding gently softens peaks but is not designed for competitive loudness shaping.

Synths & Pads

HIGH range · TRANSIENT mode · TUBE 30 – 50 %. Adds movement and a tube-like top-end shimmer to otherwise static digital textures.

Format & Compatibility

VST3 for Windows x64 and macOS Universal (Intel + Apple Silicon). Built on JUCE 8 for rock-solid stability in every major DAW.

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