FULL FX
MEDIA

NUCLEION

User Manual

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Welcome to Nucleion

Thank you for choosing **Nucleion**, the multi-effects engine from **Full FX Media**. Nucleion is designed as a flexible sound-shaping environment that allows you to combine and morph multiple effects simultaneously. From subtle enhancement to extreme sound destruction.

Installation & Activation

Download the Nucleion installer from your Full FX Media account. You can view your licensed products at the [product panel located here](#). This also provides access to installer downloads

macOS
• Open the *pkg* installer and follow the on-screen instructions.

Windows
• Run the *exe* installer and complete setup.

Linux
• LV2: Copy the lv2 folder to your VST plugin directory (commonly ~/.lv2/).
• VST3: Copy the .vst3 folder to your VST3 directory (commonly ~/.vst3/).

Restart your DAW and rescan plugins if required.

After installation, open your DAW and load Nucleion. An activation screen will appear and require login to your account. You can also select offline activation. Following successful login, the activation page will disappear and Nucleion will be unlocked. If you encounter any issues please e-mail support@fullfxmedia.com.

Section Layout

The main interface of Nucleion is divided into three sections:

Presets and Global Controls

Effect slots and controls

Effect specific controls
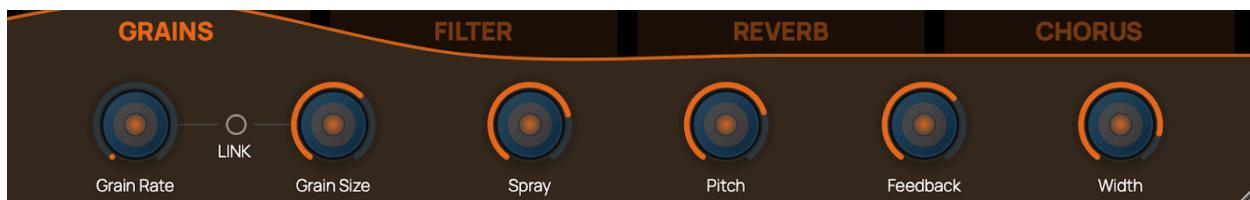
Nucleion allows up to **four simultaneous effects**, each with independent mixing controls and parameters.

Preset and Global Controls

Preset dropdown – Opens the preset menu with delete icons next to user defined presets.

Save Preset – Opens the save preset modal, allow the user to name and save a new preset.

Randomize – Generate a random effect. Each click completely randomizes all parameters of each effect, including bypassing random effects.

Mix knob – Global mix control. 100% dry to the left, 100% wet to the right.

Gain Slider – Global volume control up to +3db and down to -inf. Double click to reset to 0db.

Menu – Displays version and provides links to My Account page on fullfxmedia.com.

Effect Controls
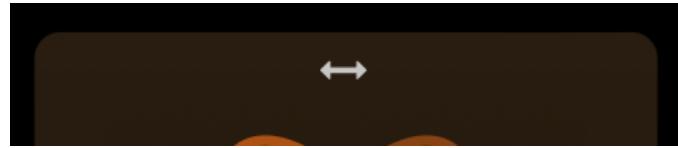
Each of the four effect slots can contain any effect. Slots can be reordered via drag-and-drop to change signal flow by grabbing the effect by the left/right arrow in the top middle of each effect. A drop marker will appear to indicate the effect will be moved to that slot.

Macro control slider – Drag the center circular ring to alter the effects macro parameter. Each effect has a unique macro knob that is detailed in depth for each effect below. The number of atoms is simply a visual effect and does not alter sound output in any way. Double click the slider to reset to 50 which will have no effect.

Power Icon/Bypass – Enable or disable the effect via the power icon in the bottom left.

Mix – Control dry/wet balance per effect module located in the bottom right.

Grains

Intensity Macro Slider: Scales the intensity of the grains. Has no effect at 50.

Power Toggle – Enables/Disables the effect.

Mix – Dry/wet balance.

Grain Rate – The rate at which grains spawn. Higher values increase density and motion.

Link Toggle – Links the Rate and Size. Keeps texture consistent while changing density via Grain Size.

Grain Size – Size of the grains created from the incoming audio in milliseconds.

Spray – Adds random start-time offset to grains (ms), increasing temporal dispersion and diffusion.

Pitch – Shifts each grain's pitch up or down (semitones) without changing timing.

Feedback – Feeds grain output back into the engine, extending tails and resonance as it increases.

Width – Randomizes grain panning within a range, widening the stereo image from center to very wide.

Filter
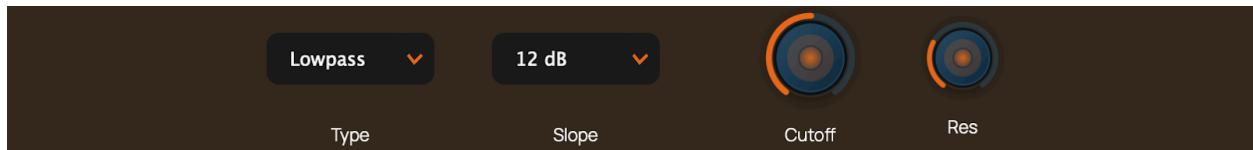
Drive Macro Slider: Scales the intensity of the grains. Has no effect at 50.

Power Toggle – Enables/Disables the effect.

Mix – Dry/wet balance.

Type – Chooses between lowpass, highpass and bandpass filter types.

Slope – Slop of the filter. 6db, 12db and 24db options available.

Cutoff – Cutoff frequency of the filter.

Resonance – Resonance frequency peak of the filter.

Reverb
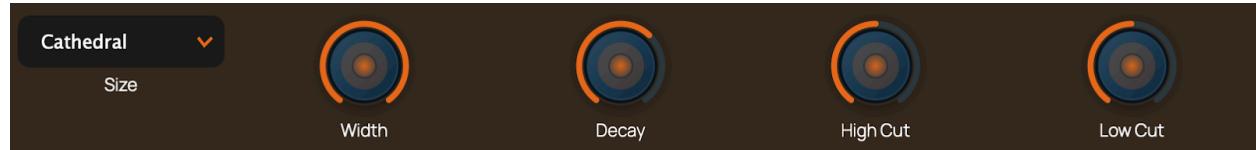
Darkness Macro Slider – Darkens and "blooms" the reverb by lowering high-frequency. Has no effect at 50.

Power Toggle – Enables/Disables the effect.

Mix – Dry/wet balance.

Size – Selects the room size; larger rooms feel more spacious and diffuse.

Width – Controls stereo width of the reverb tail (0% = mono, 100% = full width).

Decay – Sets the tail length/energy; higher values produce longer reverberation.

High Cut – High-frequency damping cutoff; lower values make the reverb darker.

Low Cut – Low-frequency cutoff (high-pass); higher values thin/tighten the low end.

Chorus
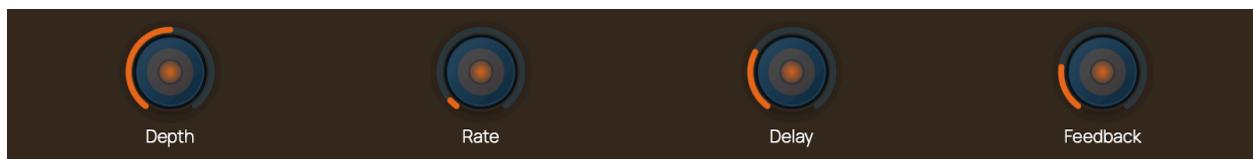
Motion Macro Slider – Emphasizes modulation movement. Has no effect at 50.

Power Toggle – Enables or disables the chorus effect.

Mix – Sets dry/wet balance (equal-power crossfade).

Depth – Amount of delay modulation; higher depth = stronger detune/chorusing.

Rate – LFO speed (Hz) controlling how fast the modulation moves.

Delay – Base delay time (ms) around which modulation occurs; lower = classic chorus, higher approaches flanger territory.

Feedback – Feeds the delayed signal back for added resonance; use sparingly to avoid metallic tones.

Support

Thank you for using Nucleion.

For support, updates, and documentation, visit:

- Website: **https://fullfxmedia.com**
- Nucleion: **https://fullfxmedia.com/plugins/nucleion/**
- E-mail: **support@fullfxmedia.com**