

Return

Control the difference between the **threshold** that opens the gate and the **return** that closes it. A smaller difference between the levels will lessen "chatter" caused by the gate opening and closing rapidly

Threshold

Control the **Threshold** level. Incoming signals must surpass to open the gate. Signals below the **Threshold** will reduce by the **Floor** amount

Gate Activity

The display window shows the input and output levels of the **gate** over time

Gain Reduction

A display of the **gain reduction** applied to the incoming signal

Floor

Set the amount of attenuation when the **gate** is closed. At -inf, the input signal will be muted. At 0 dB, the **gate** is bypassed

Release Time

Control how long the **gate** remains open after the signal has dropped below the **Threshold** and/or **Return** levels, and after the **Hold** time expires

Flip

Flip the gate's behavior. Select **Flip** and signal will pass only with levels below the **Threshold**.
Usefull with Side Chain

Lookahead Time

Set the amount of time the input signal will be delayed

Attack Time

Control how long it will take the gate to open after the **Threshold** is reached

Hold Time

Control how long the **gate** remains open after the signal exceeds the **Threshold**. Increase **Hold** to Reduce "chatter" - when the gate rapidly opening and closing

