



MELDA production
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GENERAL MELDAPRODUCTION SOFTWARE INFORMATION

Thank you for purchasing MeldaProduction software!

MeldaProduction provides top-class software and we hope you will be satisfied with it. If you have any problems or ideas, please do not hesitate to contact our support via info@meldaproduction.com .

INSTALLATION & LICENCING

By purchasing MeldaProduction software you have obtained a License key via e-mail. If you did not receive any e-mail, contact our support team using info@meldaproduction.com and they will send you your License number again.

After installing the software License manager will be started. You can also run it later from start menu. In the License manager enter your valid e-mail address (will be considered private) and the License key and click Activate.

If your computer has internet connection, the activation will be performed immediately. If not, you will need to access another machine with internet connection enabled, License manager will guide you through the process.

Note that only 2 of your machines are allowed to be activated with a single key. Both computers must be owned by you. If you give the License key to a second person, it will be immediately blocked. If you need to upgrade your computer or transfer the License to another person, contact support. These are unfortunate results of software piracy.

UPDATING

There are 3 methods to ensure your software is always up-to-date:

1. Run Update manager (preferred) from start menu or using "update.cmd" file in the installation directory. It will locate any necessary updates or packages and install them for you. Requires internet connection.
2. Download and run the update installer from our website. This way you can update computers without internet connection.
3. Reinstall the software using the newest installer. It is not necessary to store your software installers, since you can always download new ones, which will in many cases be the newest version. Note that by reinstalling the software some of the files (e.g. presets) can be rewritten.

MELDAPRODUCTION MMULTIBANDDYNAMICS



OVERVIEW

MMultiBandDynamics is an advanced multiband dynamic processor with clear sound designed for mastering, however due to its high performance and zero latency it is suitable for any purpose.

It features up to 6 fully configurable independent bands. Starting by a compressor/expander and a gate unit and finishing with advanced custom processing shape editing featuring our incredible MeldaProduction Envelope System (MES) technology, MMultiBandDynamics becomes a total multiband dynamic processing solution!

Random caption button

Random caption button generates random settings. Note that some parameters cannot be randomized.

Settings button

Settings button shows menu with additional settings and functions.

BAND EDITOR



Band editor shows available bands, cross-over frequencies delimiting them, and input gains. Use left mouse button to change cross-overs or input gains. Use right mouse button to add more bands, solo them etc.

Dry/wet

Dry/wet defines ratio between dry and wet signal. 100% means fully processed, 0% means no processing at all.

Input gain

Input gain defines power modification applied on the incoming signal, before it is split into bands.

Output gain

Output gain defines power modification applied on the output signal, right after it is summed from the bands.

Temp gain

Temp gain defines temporary power modification applied on the input signal and then reversed on the output. You can do the same effect by setting **Input gain** to a value **g** and **Output gain** to value **-g**. This plug-in moreover tries to approximate the gain reduction. The accurate approximation is not possible, however when you set all bands so that their level is touching the threshold with temporary gain at 0dB, then any change to the temporary gain should change the amount of compression but keep the output level stable.

Meter display

Meter display contains peak meters for each band. Red part on the top shows difference between input and output signal. Input signal is defined by the entire bar, output signal by the black part only. Meter named **M** contains measurements for the master output. Meter named **R** shows the master gain reduction.

BAND PANEL

Band panel contains parameters of particular band or master. You can select a band using the selector above. When you select a band and click it again, the master is selected. Processing is performed on separate bands first and the master is processed afterwards.

Link button

Link button enables parameter linking between bands. Every change performed with this enabled changes all bands.

button

This button copies settings of selected band or master into system clipboard, so you can paste it somewhere.

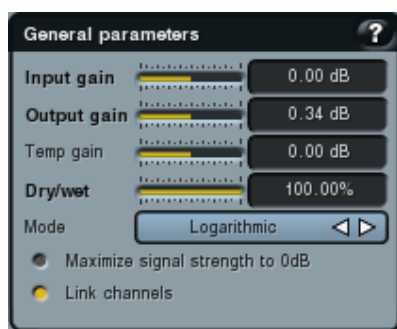
button

This button pastes settings of selected band or master from system clipboard.

Reset button

Reset button loads default settings to selected band or master.

GENERAL PARAMETERS PANEL



General parameters panel contains parameters related to dynamic processing.

Input gain

Input gain defines power modification applied on the incoming signal. If you set ratio to 1:1 and custom shape is disabled, then the plug-in works simply as a fast gain processor.

Range: -24.00 dB to 24.00 dB, default 0.00 dB

Output gain

Output gain defines power modification applied on the output signal. If you set ratio to 1:1 and custom shape is disabled, then the plug-in works simply as a fast gain processor.

Range: -24.00 dB to 24.00 dB, default 0.00 dB

Temp gain

Temp gain defines temporary power modification applied on the input signal and then reversed on the output. You can do the same effect by setting **Input gain** to a value **g** and **Output gain** to value **-g**. This plug-in moreover tries to approximate the gain reduction. The accurate approximation is not possible, however when you set all bands so that their level is touching the threshold with temporary gain at 0dB, then any change to the temporary gain should change the amount of compression but keep the output level stable.

Range: -24.00 dB to 24.00 dB, default 0.00 dB

Dry/wet

Dry/wet defines ratio between dry and wet signal. 100% means fully processed, 0% means no processing at all.
Range: 0.00% to 100.00%, default 100.00%

Mode

Mode affects the processing shape. The plug-in applies special nonlinear transfer shape, which affects the way the signal is processed. There is no comparison in sound quality. Comparing the three modes, the **Linear** mode requires the least amount of CPU power, and the **Logarithmic** the most.

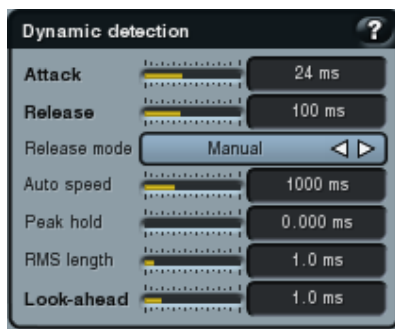
Maximize signal strength to 0dB

Maximize signal strength to 0dB defines if the resulting signal power should be maximized to 0dB if possible. Note the fact that the envelope reaches 0dB does not mean output signal will reach it too. Processing depends on many things, mainly attack and release times. If you want the plug-in to reach the 0dB as closely as possible, set minimal attack and release times.

Link channels

Link channels defines that the signal power is defined by all channels together instead of compression based on separate channel signal powers.

DYNAMIC DETECTION PANEL



Dynamic detection panel contains parameters defining how the plug-in determines power of the source signal.

Attack

Attack defines time required for compressor to adapt to input signal power exceeding threshold. Smaller value causes the power to increase faster.

Range: 0.000 ms to 1000 ms, default 10 ms

Release

Release defines time required for compressor to adapt to input signal power falling below threshold. Smaller value causes the power to decrease faster.

Range: 1.0 ms to 5000 ms, default 100 ms

Release mode

Release mode defines how the plug-in performs when decreasing power. In manual mode this is based only on the release time, which is suitable for most cases, when the signal has constant character. Automatic release modes can adapt to signals with unstable characteristics.

For example, let's say you are compressing a full drum set. The sound of the hi-hat is very sharp and short, so it is appropriate to have short release times. Bass drum, however, often tends to have long decay, so it may be useful to have longer release times.

Automatic and **Automatic fast** modes are increasing release time when the signal is above threshold and vice versa. The speed depends on **Auto speed** parameter. Automatic fast mode gains full speed immediately after crossing the threshold, automatic

mode varies the speed according to the current signal power.

Linear 1 and **Linear 2** modes set release time based on current signal power only - below threshold it equals attack time, above threshold the release time is raising from the attack time up to specified release time parameter. Linear 1 mode usually provides higher release times.

Auto speed

Auto speed defines how quickly the automatic release works. Specifically how the release time raises/lowers per second. It is relevant only in **automatic** release modes.

For example if you set 5000ms, the release time will be able to increase by 1000ms in 5000ms, when incoming signal exceeds the lowest threshold.

Range: 1.0 ms to 10000 ms, default 1000 ms

Peak hold

Peak hold defines the time that signal power holds its maximum. It can be used to improve gating.

Range: 0.000 ms to 1000 ms, default 0.000 ms

RMS length

RMS length defines time to reach approximately 36% of original volume intensity when receiving silence. Therefore increasing this value provides slower response. Conversely, setting this value to minimal value makes it a peak compressor.

Range: Peak to 100 ms, default 1.0 ms

Look-ahead

Look-ahead makes the processor use signal that has not actually arrived for dynamic calculation. This way it can respond even faster to dynamic changes and may help processing transients. This feature is useful for mastering, however it naturally induces latency, therefore it is not convenient for mixing and recording.

Range: Disabled to 1000 ms, default Disabled

GATE PANEL



Gate panel contains parameters for the noise-gate.

Threshold

Threshold defines maximal signal power, when the effect is applied.

Range: -80.0 dB to 0.00 dB, default -28.0 dB

Size

Size defines size of the interval between the gate threshold and point when the output signal power reaches zero.

Range: 0.00 dB to 24.00 dB, default 6.00 dB

Knee

Knee defines size of the smoothing knee.

Range: 0.00% to 100.00%, default 25.00%

Bottom

Bottom defines volume reached when the gate is fully closed, hence the threshold minus size. In most cases you leave this silence.

Range: silence to -80.0 dB, default silence

PROCESSOR PANEL



Processor panel contains parameters of the primary processor, which can behave like a compressor or expander.

Threshold

Threshold determines minimal signal power, when the effect is applied.

Range: -80.0 dB to 0.00 dB, default -12.0 dB

Ratio

Ratio defines compression ratio of input signal above threshold.

Range: 1 : 3.00 to Infinity, default 1.00 : 1

Knee size

Knee size defines size of the knee.

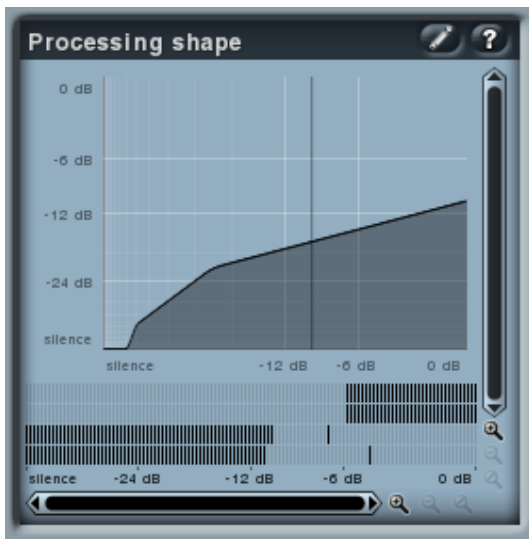
Range: 0.00% to 100.00%, default 25.00%

Range

Range defines size of the interval above the threshold after which the original signal ratio is restored.

Range: 1.00 dB to 96.00 dB, default 96.00 dB

POWER SHAPE GRAPH



Power shape graph defines the dynamic processing envelope. X axis contains input signal power, Y axis defines output power.

button

This button enables or disables custom power shape. When enabled, it inherits the automatic settings and you can draw any processing shape you want.

Upsampling

Upsampling can potentially improve sound quality by performing processing at a higher sample rate, which can avoid aliasing. However upsampling has a huge impact on the CPU requirements. For some plug-ins latency may change too, so it might be necessary to save and reopen the project to make latency report correctly. As an alternative you can simply work at higher sampling rates. Upsampling is usually useless when processing in 96 kHz or higher.

Presets selector

Presets selector defines current preset. The plugin can handle multiple presets at once. When you change any parameter, only current preset is modified. All presets are stored in the project. This way you can easily check changes and find the best settings for your case. Preset selection is not automatable.

button

This button copies current settings to clipboard. Other presets and upsampling settings are not copied.

button

This button pastes settings from clipboard into current preset.

CONTROL SPECIFICATION

Here we will discuss the general properties of all application controls. As a most important rule you should note, that you can always use any question mark button or F1 key with mouse cursor at a specified control to get detailed information about what it does and how to use it. If the F1 key does not work, it is possible that some other application is using it, so please try holding Ctrl, Alt, Shift or any combination.

ZOOMER



Zoomer provides a simple way to zoom and move in an enlargeable view.

- **Plus (+) button** zooms-in.
- **Minus (-) button** zooms-out.
- **Slash (/) button** zooms to default ratio, which typically means full zoom-out.

GRAPH EDITOR



Graph editor will show and edit one or more graphs.

- **Left mouse button** can be used to select a band, drag band cross-over frequencies and band input gains. Hold **Ctrl** to get more precision.
- **Right mouse button** shows a menu useful to add/delete bands, solo/mute etc.
- **Mouse wheel** modifies band input gain.

SWITCHER



Switcher is an alternative to tracker or knob controls, but it has only a limited set of values.

- **Left mouse button** shows a menu with list of all possible values. This function might be unavailable in certain cases when the number of possible values is too high.
- **Up** and **down** arrow keys, **buttons** in the control and **mouse-wheel** increase or decrease the value.

TRACKER



Tracker is an alternative to common knob control. However the tracker is typically quite small, easy to use and capable of quite high precision and in most cases provides immediate text or similar representation of value you are editing.

- **Click/drag using left mouse button** to change the value.
- **Right mouse button** selects default value.
- **Mouse wheel**, **arrow keys** and vertical drag using **middle mouse button** or using **left mouse button while holding Ctrl** modifies the value more accurately.

- Home key configures minimal possible value, conversely end key setups a maximal one.
- Shift + left mouse button lets you edit the value as text.