



MELDA production
Limit is only your imagination...

GENERAL MELDAPRODUCTION SOFTWARE INFORMATION

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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@meldaproduct.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@meldaproduct.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.

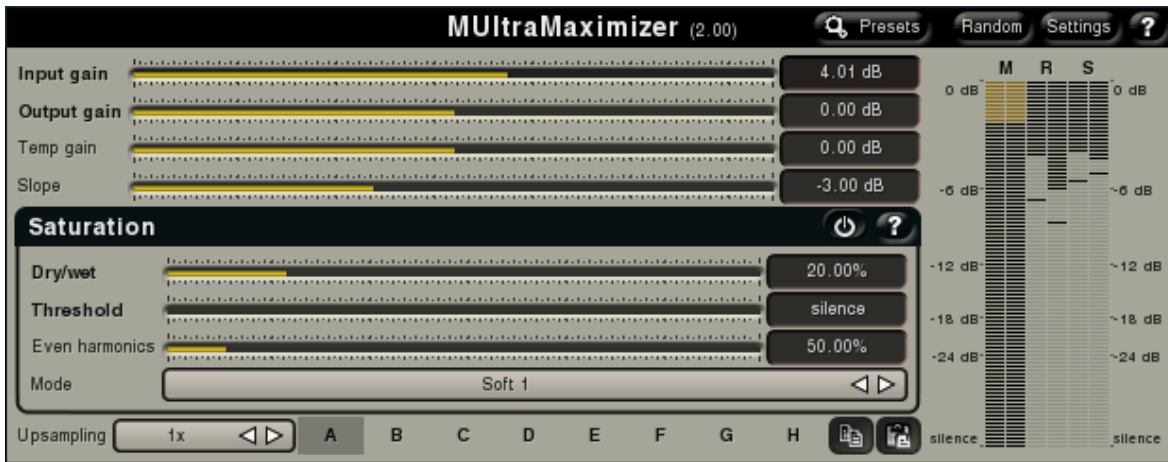
Note that only 2 of your machines are allowed to be activated with a single key. Both computers must be owned by you. If you give the License key to a second person, it will be immediately blocked. If you need to upgrade your computer or transfer the License to another person, contact support. These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



OVERVIEW

MUltraMaximizer is a state-of-the-art mastering multiband brickwall limiter that makes your recordings sound louder with minimal distortion and artifacts and you do not need to be a scientist to use it!

INTRODUCTION

The purpose of multiband limiter is to increase loudness by reducing ratio between average and peaks, however dynamics of the audio material is always sacrificed. Multiband dynamic processors can balance spectrum of the audio material, however they can also change the sound character. Though they are considered more transparent than single-band dynamic processors such as MDynamicsLimiter.

When opening the plugin window, you should use mainly the **Input gain** control. When you increase the input gain, it will be limited more, which provides higher loudness, but also removes some more dynamics and can even lead to a distortion if overused. Be careful not to make the input gain too high.

Peak meters on the right of the spectrum editor show output peaks of the master, which should reach 0dB, but only temporarily.

After you have defined the **Input gain**, you will probably be interested in **Output gain**, which controls output level and amount of saturation. Use this parameter to get the master reach the 0dB. The more it touches the top of the master peak meter, the more saturation and loudness you get, but also the more the sound is distorted.

Finally you should notice the **Slope**, which controls frequency ballance and can easily make your sound boomy or full of highs, whatever you need.

Saturation panel contains parameters of the saturator performed on the output signal, which ensures there will be no peaks above 0dB. It can also improve clarity of the sound and increase loudness, but since the concept of saturation is distorting the sound, you should be careful not to overuse it. You can also disable the saturation at all, in which case the output will not be limited to 0dB and you should use additional single-band limiter afterwards.

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.

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, before the signal is passed into the saturator. By increasing this value you can get more saturation, hence the sound will be louder and still won't get above the 0dB limit.

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**.

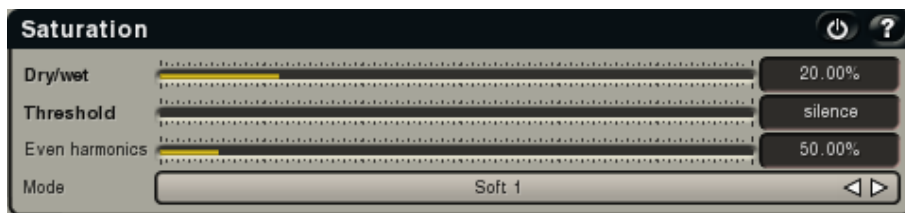
Slope

Slope defines balance between band thresholds therefore it basically defines resulting sound character. Negative value provides more energy for bass frequencies, which is often desirable.

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. Meter named **S** shows the saturation reduction, the highest reduced peak. Note that the saturation may distort the sound even if no reduction as actually performed. Only output gain affects this meter.

SATURATION PANEL



Saturation panel contains parameters of the master effect performed after the bands are processed and the signal is mixed back together.

⏻ button

This button enables or disables the effect.

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 20.00%

Threshold

Threshold determines minimal signal power, when the effect starts to apply. By lowering the threshold you increase loudness and also distortion.

Range: silence to 0.00 dB, default silence

Even harmonics

Even harmonics determines amount of even harmonics added to the signal, which change the sound character.

Range: 0.00% to 500.00%, default 50.00%

Mode

Mode defines limiting shape.

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.



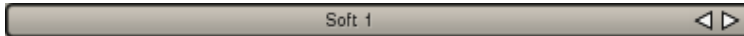
button

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.

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.