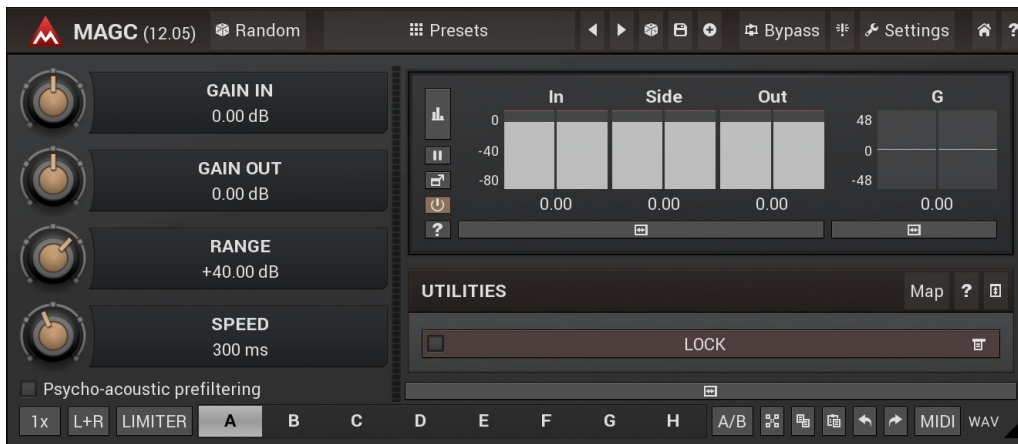


MAGC



Randomize button

Randomize button (with the text 'Random') generates random settings. Generally, randomization in plug-ins works by selecting random values for all parameters, but rarely achieves satisfactory results, as the more parameters that change the more likely one will cause an unwanted effect. Our plugins employ a smart randomization engine that learns which settings are suitable for randomization (using the existing presets) and so is much more likely to create successful changes.

In addition, there are some mouse modifiers that assist this process. The smart randomization engine is used by default if no modifier keys are held.

Holding **Ctrl** while clicking the button constrains the randomization engine so that parameters are only modified slightly rather than completely randomized. This is suitable to create small variations of existing interesting settings.

Holding **Alt** while clicking the button will force the engine to use full randomization, which sets random values for all reasonable automatable parameters. This can often result in "extreme" settings. Please note that some parameters cannot be randomized this way.



Presets button

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, using the arrow buttons or by using a combination of the arrow keys and Enter on your keyboard. You can also manage the directory structure, store new presets, replace existing ones etc. Presets are global, so a preset saved from one project, can easily be used in another.

Holding **Ctrl** while pressing the button loads an existing preset, selected at random.

Presets can be backed up by using either the Export button, or by saving the actual preset files, which are found in the following directories:
Windows: C:\Users\{username}\AppData\Roaming\MeldaProduction
Mac OS X: ~/Library/Application support/MeldaProduction

Exported preset files can be loaded into the plug-in's preset store using the Import button. Or the preset files themselves can be copied into the directories named above.

Files are named based on the name of the plugin in this format: "{pluginname}presets.xml", for example: MAutopanpresets.xml or MDynamicspresets.xml. If the directory cannot be found on your computer for some reason, you can just search for the particular file.



Left arrow button

Left arrow button loads the previous preset.



Right arrow button

Right arrow button loads the next preset.



Randomize button

Randomize button loads a random preset.



Save button

Save button replaces the current preset.



Panic button

Panic button resets the plugin state. You can use it to force the plugin to report latency to the host again and to avoid any audio problems.

For example, some plugins, having a look-ahead feature, report the size of the look-ahead delay as latency, but it is inconvenient to do that every time the look-ahead changes as it usually causes the playback to stop. After you tweak the latency to the correct value, just click this button to sync the track in time with the others, minimizing phasing artifacts caused by the look-ahead delay mixing with undelayed audio signals in your host. It may also be necessary to restart playback in your host.

Another example is if some malfunctioning plugin generates extremely high values for the input of this plugin. A potential filter may start generating very high values as well and as a result the playback will stop. You can just click this button to reset the plugin and the playback will start again.



Settings button

Settings button shows a menu with additional settings of the plugin. Here is a brief description of the separate items.

Activate lets you activate the plugin if the drag & drop activation method does not work in your host. In this case either click this button and browse to the licence file on your computer and select it. Or open the licence file in any text editor, copy its contents to the system clipboard and click this button. The plugin will then perform the activation using

the data in the clipboard, if possible.

There are 4 groups of settings, each section has its own detailed help information: **GUI & Style** enables you to pick the GUI style for the plug-in and the main colours used for the background, the title bars of the windows and panels, the text and graphs area and the highlighting (used for enabled buttons, sliders, knobs etc).

Advanced settings configures several processing options for the plug-in.

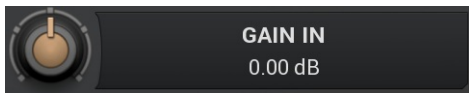
Dry/wet affects determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

Smart interpolation adjusts the interpolation algorithm used when changing parameter values; the higher the setting the higher the audio quality and the lower the chance of zipper noise, but more CPU will be used.



WWW button

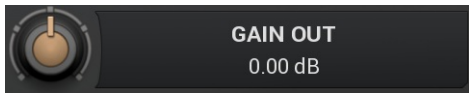
WWW button shows a menu with additional information about the plugin. You can check for updates, get easy access to support, MeldaProduction web page, video tutorials, Facebook/Twitter/YouTube channels and more.



Gain In

Gain In defines the input gain, power modification applied to the input signal, but not the side-chain.

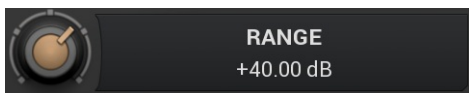
Range: -24.00 dB to +24.00 dB, default 0.00 dB



Gain Out

Gain Out defines the power modification applied to the output signal.

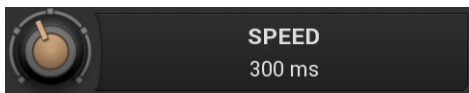
Range: -24.00 dB to +24.00 dB, default 0.00 dB



Range

Range controls the maximum gain the plugin can perform.

Range: 0.00 dB to +60.00 dB, default +40.00 dB



Speed

Speed defines the time response of the plugin.

Range: 1.0 ms to 10000 ms, default 300 ms

Psycho-acoustic prefiltering

Psycho-acoustic prefiltering

Psycho-acoustic prefiltering enables the loudness estimation pre-filtering processor. When disabled, the level detector reacts to the input level of the incoming signal. This is the traditional way, but it has nothing to do with human hearing, which reacts differently to different frequencies - our ears hear the different frequencies of equal loudness at different levels, being most sensitive to sounds between 2 and 5 kHz, (see the Fletcher-Munson curves, which are one of many sets of equal-loudness contours for the human ear) Psycho-acoustic pre-filtering pre-processes the level detection signal in a similar way to human hearing - it attenuates those frequencies we do not hear well and amplifies frequencies that we do. That way the level detector starts responding to what we actually hear, not to some sort of scientific signal as it usually does.

This feature is disabled by default simply because most users are not used to working with this feature, but it is perfectly safe to use it. However, do not use it with limiters, where you want to remove the peaks, hence you are not focussed on human hearing, but rather are dealing with the technological problems in digital and analog audio.

Global meter view



Global meter view provides a powerful metering system. If you do not see it in the plug-in, click the **Meters** or **Meters & Subsystems** button to the right of the main controls. The display can work as either a classical level indicator or, in time graph mode, show one or more values in time. Use the first button to the left of the display to switch between the 2 modes and to control additional settings, including pause, disable and pop up the display into a floating window. The meter always shows the actual channels being processed, thus in M/S mode, it shows mid and side channels.

In the classical level indicators mode each of the meters also shows the recent maximum value. Click on any one of these values boxes to reset them all.

In meter indicates the total input level. The input meter shows the audio level before any specific processing (except potential upsampling and other pre-processing). It is always recommended to keep the input level under 0dB. You may need to adjust the previous processing plugins, track levels or gain stages to ensure that it is achieved.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

Out meter indicates the total output level. The output meter is the last item in the processing chain (except potential downsampling and other post-processing). It is always recommended to keep the output under 0dB.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

G meter shows the gain value for each channel. For maximum transparency, you should set the gain as close to 0dB as possible.



Time graph button

Time graph button switches between the metering view and the time-graphs. The metering view provides an immediate view of the current values including a text

representation. The time-graphs provide the same information over a period of time. Since different time-graphs often need different units, only the most important units are provided.

Pause button

Pause button pauses the processing.

Popup button

Popup button shows a pop-up window and moves the whole metering / time-graph system into it. This is especially useful in cases where you cannot enlarge the meters within the main window or such a task is too complicated. The pop-up window can be arbitrarily resized. In metering mode it is useful for easier reading from a distance for example. In time-graph mode it is useful for getting higher accuracy and a longer time perspective.

Enable button

Enable button enables or disables the metering system. You can disable it to save system resources.

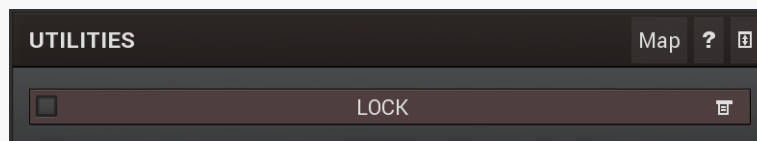
Collapse button

Collapse button minimizes or enlarges the panel to save space for other editors.

Collapse button

Collapse button minimizes or enlarges the panel to save space for other editors.

Utilities



Map button

Map button displays all current mappings of modulators, multiparameters and MIDI (whichever subsystems the plugin provides).

Lock button

Lock button displays the settings of the global parameter lock. Click on it using your left mouse button to open the Global Parameter Lock window, listing all those parameters that are currently able to be locked.

Click on it using your right mouse button or use the **menu button** to display the menu with learning capabilities - **Learn** activates the learning mode, **Clear & learn** deletes all currently-lockable parameters and then activates the learning mode. After that, every parameter you touch will be added to the lock. Learning mode is ended by clicking the button again.

The On/Off button built into the Lock button enables or disables the active locks.

Collapse button

Collapse button minimizes or enlarges the panel to release space for other editors.

