

# MTransient



## Easy screen vs. Edit screen

The plugin provides 2 user interfaces - an **easy screen** and an **edit screen**. Use the Edit button to switch between the two.

By default most plugins open on the **easy screen** (edit button released). This screen is a simplified view of the plugin which provides just a few controls. On the left hand side of the plugin you can see the list of available **active presets**, that is, presets with controls. These controls are actually nothing more than multiparameters (single knobs that can control one or more of the plug-in's parameters and sometimes known as Macro controls in other plug-ins) and are described in more detail later. Each active preset may provide different controls and usually is intended for a specific purpose. The easy screen is designed for you to be able to perform common tasks, quickly and easily, without the need to use the advanced settings (that is, those available on the Edit screen).

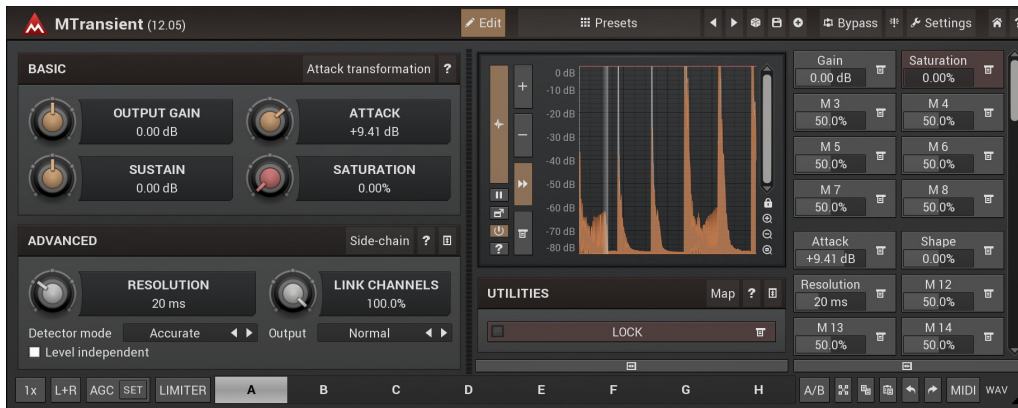
In most cases the active presets are highlighted using different text colors. In some cases the colors only mark different types of processing, but in most cases the general rule is that **black/white active presets** are the essential ones designed for general use. **Green active presets** are designed for a specific task or audio materials, e.g. de-essing or processing vocals in a compressor plugin. **Red active presets** usually provide some very special processing or some extreme or creative settings. In a distortion plugin, for example, these may produce an extremely distorted output. **Blue active presets** require an additional input, a side-chain or MIDI input usually. Without these additional inputs these **Blue** presets usually do not function as intended. Please check your host's documentation about routing side-chain and MIDI into an effect plugin.

To the right of the controls are the meters or time-graphs for the plugin; the standard plugin Toolbar may be to the right of these or at the bottom of the plugin.

By clicking the **Edit button** you can switch the plugin to **edit mode** (edit button pushed). This mode provides all of the features that the plugin offers. You lose no settings by toggling between edit mode and the easy screen unless you actually change something. This way you can easily check what is "under the hood" for each active preset, or start with an active preset and then tweak the plugin settings further.

Active presets are factory specified and cannot be modified directly by users, however you can still make your own and store them as normal presets. To do so, configure the plugin as desired, then define each multiparameter and specify its name in its settings. You can then switch to the easy screen and check the user interface that you have created. Once you are satisfied with it, save it as a normal preset while you are on the easy screen. Although your preset will not be displayed or selected in the list of available active presets, the functionality will be exactly the same. For more information about multiparameters and active presets please check the **online video tutorials**.

# Edit mode



Presets

## 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.

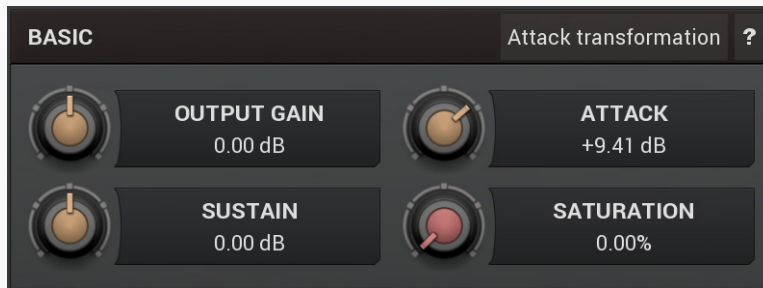
**Smart interpolation** adjusts the interpolation algorithm used when changing parameter values; the higher the setting the higher the audio quality and the lower the chance of zipper noise, but more CPU will be used.



## 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.

## Basic



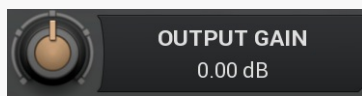
Basic panel contains the most important transient processor parameters.

### Attack transformation

#### Attack transformation

Attack transformation lets you perform an arbitrary transformation on the attack stages. It is applied in the level independent algorithm only. The transformation graph changes the gain applied to individual samples. The X axis defines the default gain that the plugin would perform for a sample. The Y axis defines the gain that you would like to perform for such a sample.

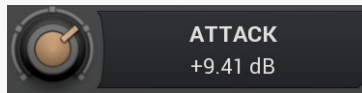
So for example, a horizontal line graph at 0% would make the processor do nothing, because any gain the plugin would like to perform would be transformed to 0%, hence +0dB. Conversely a horizontal line graph at 100% would cause a highly overdriven output, because all samples in the attack stage would be amplified by the value defined by **Attack** parameter.



#### Output gain

Output gain defines the gain applied to the output. The plugin also applies some compensation for any gain added by processing.

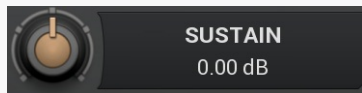
Range: -24.00 dB to +24.00 dB, default 0.00 dB



#### Attack

Attack defines the gain applied to the attack stage.

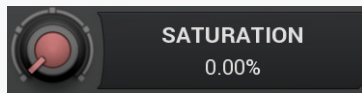
Range: -24.00 dB to +24.00 dB, default 0.00 dB



#### Sustain

Sustain defines the gain applied to the sustain stage. please note that this acts only on the short part of signal following the attack part. For small **Resolution** values this may produce results that are too fluctuating or even distorting.

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

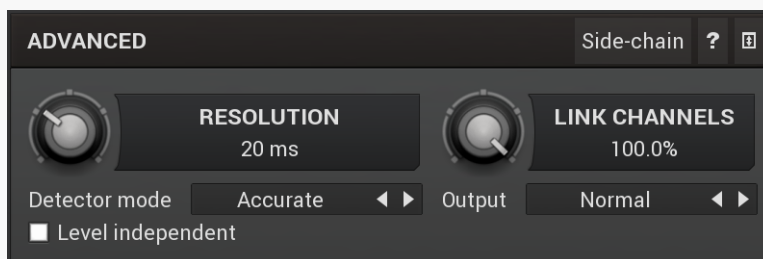


#### Saturation

Saturation defines the amount of saturation applied to the added attack signal. You can use it to highlight the attacks even more by adding harmonics instead of increasing the gain more than necessary.

Range: 0.00% to 100.0%, default 0.00%

## Advanced

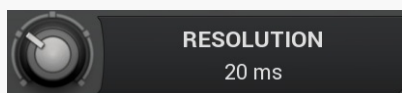


Advanced panel contains more advanced transient processor parameters.

### Side-chain

#### Sidechain

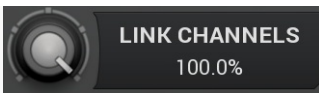
Sidechain switch makes the plugin follow the side-chain input instead of the main input. This can be handy if you want to emphasise attacks from one instrument in another one - typically follow the drums and apply the transient processing to a pad for example.



#### Resolution

Resolution determines the transient detector resolution. As a result this affects the length of the attack and sustain stages.

Range: 0 ms to 200 ms, default 20 ms



### Link channels

Link channels controls how much the signal level for each channel is controlled by the other channels. With 0% the link is disabled and each channel is not affected by the other channels at all. This is suitable to balance stereo channels, for example. With 100% the link is enabled and all channels are controlled by levels of all channels equally (that is the average level of those channels), therefore the processor will apply the same amount of processing on all channels. This is the default in most cases as it preserves relative levels between the channels.

Range: 0.00% to 100.0%, default 100.0%

### Detector mode Accurate

Detector mode selects the algorithm that the plugin uses to detect transients. None of the modes are better or worse, so you can choose subjectively. Approximated mode takes the least amount of CPU, but its response especially in sustain stages may be not accurate, which can however be advantageous in some cases. Accurate is the default, it takes the most CPU, but its response is as accurate as possible in both the attack and release stages. Hybrid falls in between the 2 modes.

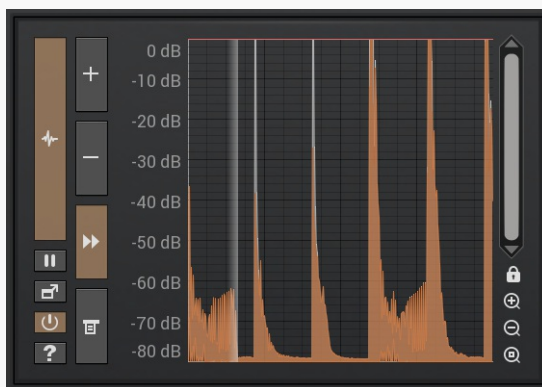
### Output Normal

Output defines the type of the output signal. You can listen either to the output signal, or to the added (or subtracted) signal, or to the transients themselves.

### Level independent

Level independent activates the advanced algorithm, which makes the plugin react in the same way to loud and silent signals. When this is disabled the higher the input level, the more prominent the effect. When enabled however, changing the input level has only a minimum effect, mostly on the saturation.

## 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.

**Width meter** shows the stereo width at the output stage. This meter requires at least 2 channels and therefore does not work in mono mode. Stereo width meter basically shows the difference between the mid and side channels.

When the value is **0%**, the output is monophonic. From 0% to 66% there is a green range, where most audio materials should remain.

**From 66% to 100%** the audio is very stereophonic and the phase coherence may start causing problems. This range is colored blue. You may still want to use this range for wide materials, such as background pads. It is pretty common for mastered tracks to lie on the edge of green and blue zones.

**Above 100%** the side signal exceeds the mid signal, therefore it is too monophonic or the signal is out of phase. This is marked using red color. In this case you should consider rotating the phase of the left or right channels or lowering the side signal, otherwise the audio will be highly mono-incompatible and can cause fatigue even when played back in stereo.

For most audio sources the width is fluctuating quickly, so the meter shows a 400ms average. It also shows the temporary maximum above it as a single coloured bar.

If you right click on the meter, you can enable/disable loudness pre-filtering, which uses EBU standard filters to simulate human perception. This may be useful to get a more realistic idea about stereo width. However, since humans perceive the bass spectrum as lower than the treble, this may hide phase problems in that bass spectrum.



### 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

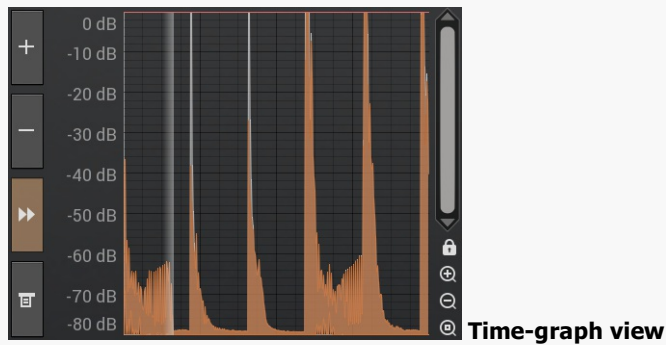
Pause button pauses the processing.

### Pop up 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.



Time-graph view shows the measurements over a period of time.

### **Plus button**

Plus button increases the time-graph speed (reduces the period that is displayed).

### **Minus button**

Minus button decreases the time-graph speed (increases the period that is displayed).

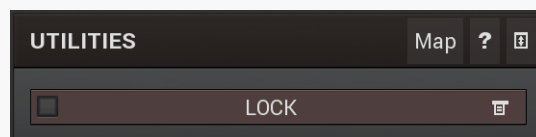
### **Rewind button**

Rewind button enables or disables the time-graph static mode. In static mode the graphs are fixed and the current position cycles from left to right; otherwise the graphs move from right to left and the current position is fixed (at the right-hand side).

### **Menu button**

Menu button displays the time-graph settings. In this window you can control which graphs are displayed, the speed and other relevant parameters.

## 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.

### **Multiparameter button**

Multiparameter button displays settings of the multiparameter. The multiparameter value can be adjusted by dragging it or by pressing Shift and clicking it to enter a new value from the virtual keyboard or from your computer keyboard.

Click on the button using your left mouse button to open the **Multiparameter** window where all the details of the multiparameter can be set. Click on it using your right mouse button or click on the **menu button** to the right to display an additional menu with learning capabilities - as described below.

### **Menu button**

Menu button shows the **smart learn** menu. You can also use the right mouse button anywhere on the multiparameter button.

**Learn** attaches any parameters, including ranges. Click this, then move any parameters through the ranges that you want and click the multiparameter button again to finish. While learning is active, "REC" is displayed on the multiparameter button and learning mode is ended by clicking the button again.

**Clear & Learn** clears any parameters currently in the list then attaches any parameters, including ranges. Click this, then move any parameters through the ranges that you want and click the multiparameter button again to finish. While learning is active, "REC" is displayed on the multiparameter button and learning mode is ended by clicking the button again.

**Reset** resets all multiparameter settings to defaults.

**Quick Learn** clears any parameters currently in the list, attaches one parameter, including its range and assigns its name to the multiparameter. Click this, then move one parameter through the range that you want.

**Attach MIDI Controller** opens the MIDI Settings window, selects a unused parameter and activates MIDI learn. Click this then move the MIDI controller that you want to assign.

**Reorder to ...** lets you change the order of the multiparameters. This can be useful when creating active-presets. Please note that this feature can cause problems when one multiparameter controls other multiparameters, as these associations will not be preserved and they will need to be rebuilt.

In learning mode the multiparameter does not operate but rather records your actions. You can still adjust every automatable parameter and use it normally. When you change a parameter, the plugin associates that parameter with the multiparameter and also records the range of values that you set.

*For example, to associate a frequency slider and make a multiparameter control it from 100Hz to 1KHz, just enable the smart learn mode, click the slider then move it from 100Hz to 1KHz (you can also edit the range later in the Multiparameter window too). Then disable the learning mode by clicking on the button.*



### **Collapse button**

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

