

MWaveFolder



Presets

Presets

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

Left arrow button loads the previous preset.



Right arrow

Right arrow button loads the next preset.



Randomize

Randomize button loads a random preset.

Random

Randomize

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.



Panic

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

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.

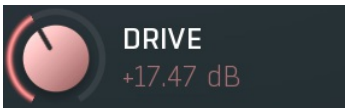
Dry/wet affects determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

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 zippering noise, but more CPU will be used.



WWW

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.

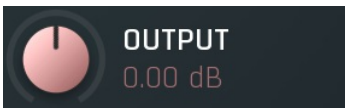


DRIVE
+17.47 dB

Drive

Drive defines the power modification applied to the input signal. The higher the drive, the more processed the signal will be.

Range: -24.00 dB to +80.00 dB, default 0.00 dB



OUTPUT
0.00 dB

Output gain

Output gain defines the power modification applied to the output signal. You can use it to compensate for the added volume, however **AGC** provides an easier solution.

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

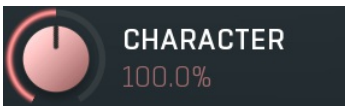


DRY/WET
100.0%

Dry/wet

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

Range: 0.00% to 100.0%, default 100.0%



CHARACTER
100.0%

Character

Character controls the sound character, 0% being most digital, 100% being most analog-like. Above 100% it gets, well, more than analog :).

Range: 0.00% to 200.0%, default 100.0%

SYMMETRY
0.00%

Symmetry

Symmetry offsets the signal vertically making the parts above 0 get processed differently from parts below 0 resulting in various changes in timbre.

Range: -100.0% to 100.0%, default 0.00%

NON-LINEARITY
0.00%

Non-linearity

Non-linearity introduces some more complex behaviour such that different levels are processed differently. This results in various changes in timbre.

Range: 0.00% to 100.0%, default 0.00%

PRE HP
Off

Pre HP

Pre HP defines the input high-pass filter cut-off frequency which may be used to remove part of the signal before the actual processing, which usually lowers the amount of distortion.

Range: Off to 20.0 kHz, default Off

PRE LP
Off

Pre LP

Pre LP defines the input low-pass filter cut-off frequency which may be used to remove part of the signal before the actual processing, which usually lowers the amount of distortion.

Range: 20.00 Hz to Off, default Off

POST LP
354.0 Hz

Post LP

Post LP defines the output low-pass filter cut-off frequency which may be used to remove part of the signal after the actual processing, hence removing some of the distorted signal.

Range: 20.00 Hz to Off, default Off

Oversampling **1** 2 4 8 16 32 64 128 256 512 1024

Oversampling

Oversampling provides an oversampling which may be essential to get truly analog sound without digital artifacts. It requires less CPU than the global oversampling, is designed specifically for this purpose and sounds different. A factor of 8x is usually sufficient unless extreme modulation is used, in which case the resulting extreme sound properties are usually more like a result of the processing than a digital.

Range: 1 to 1024, default 1

Automatic gain control

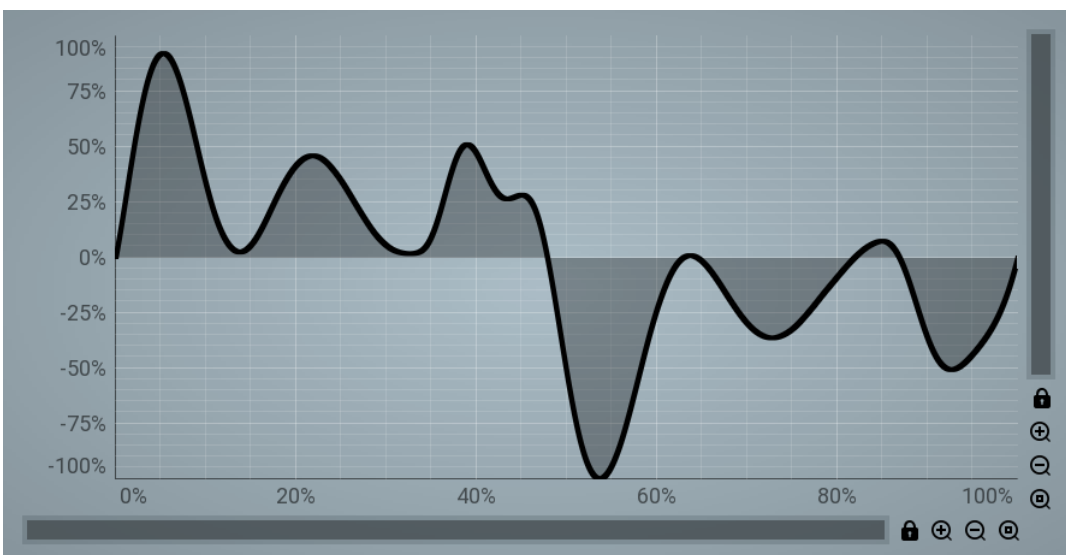
Automatic gain control

Automatic gain control (AGC) enables automatic adjustment of the output volume so that it matches the input volume. Note that since this is a nonlinear operation, it may cause some distortion of its own. Also note that it takes some time for the AGC to adjust the volume when its setting has been changed.

DC blocker

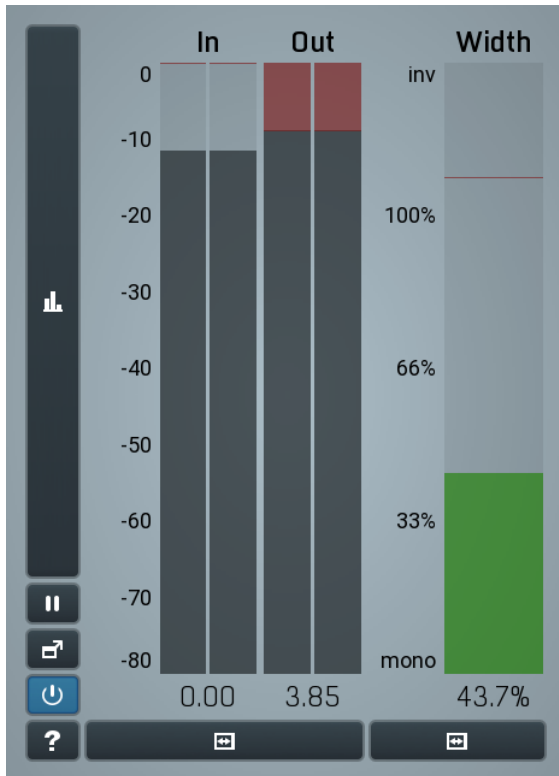
DC blocker

DC blocker activates the integrated DC blocker that should remove any signal offset.



Oscilloscope

Oscilloscope displays the output signal shape, which may be useful for creative design.



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 & Utilities** 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

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

Pause button pauses the processing.



Popup

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

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



Collapse

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



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Utilities

UTILITIES

Map ?

Lock

Map

Map

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

Lock

Lock

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

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

