



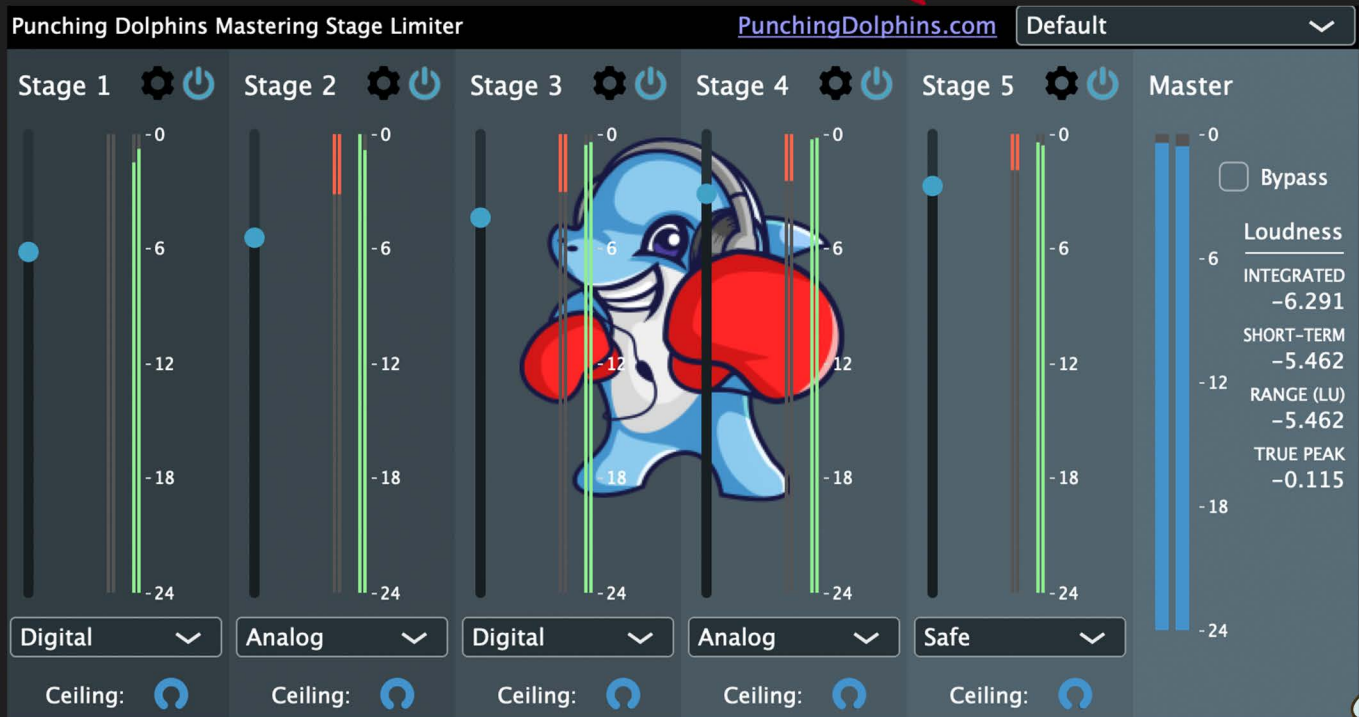
STAGE LIMITER

shitty Manual v1.0

Overview

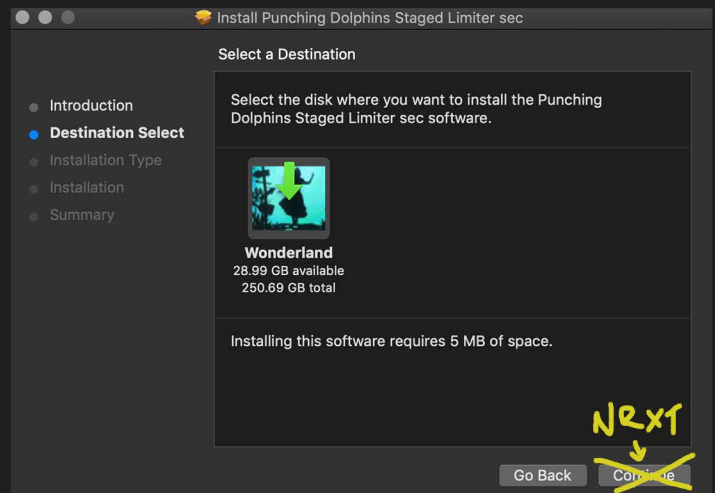
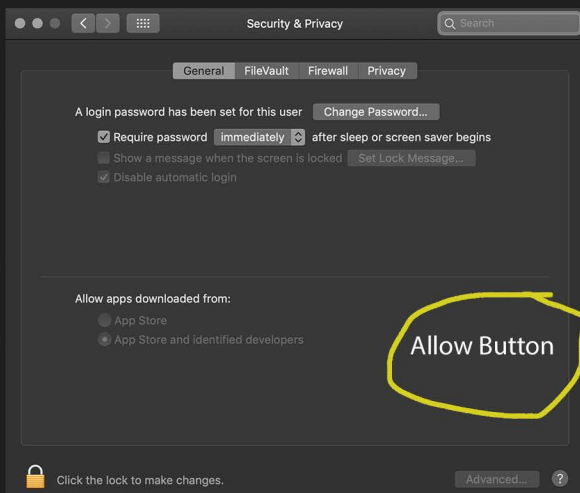


The stage limiter is several limiters that feed into one another in series. This makes several limiters do a little bit of work instead of one limiter doing all of work. There are also a lot of controls to change how each limiter is working. We also added some nifty buttons like the one that takes you directly to our website to make a mastering purchase. FUCK YEA!



INSTALLING

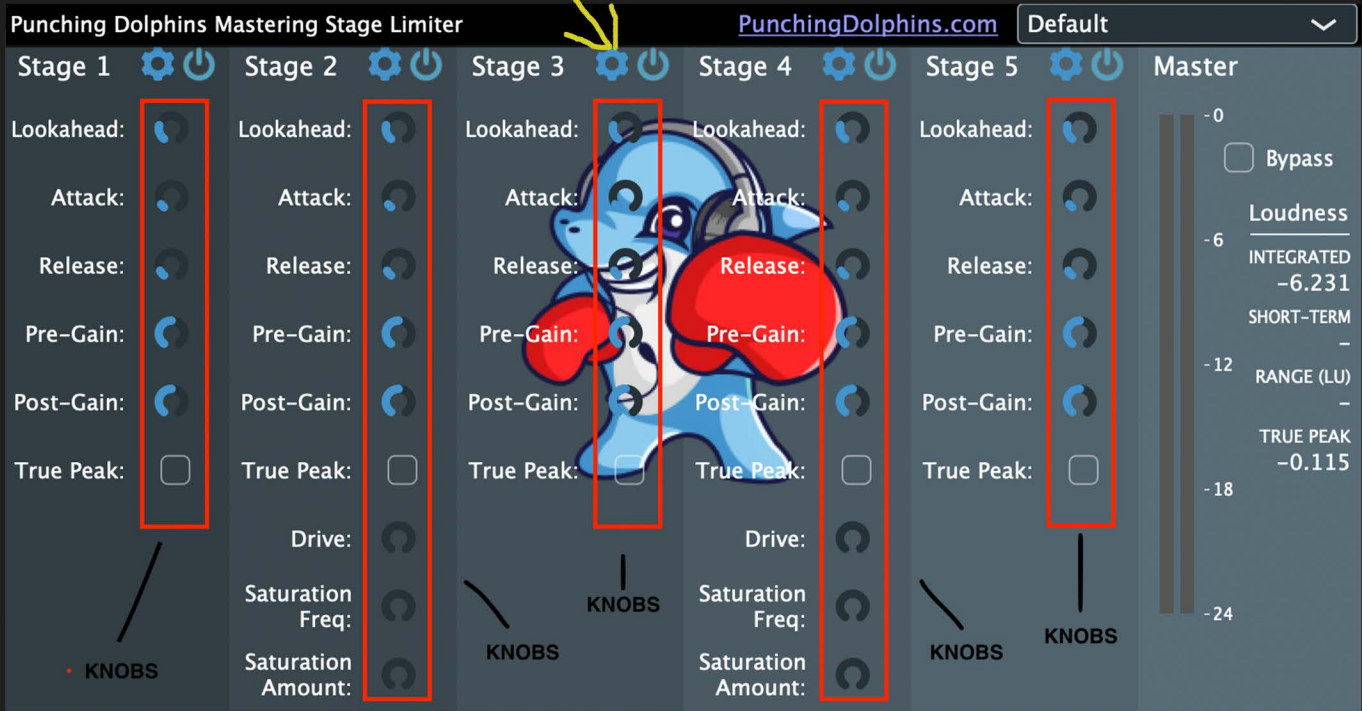
To install double click on the installer. You will most likely get a prompt that says apple dont recognize that shit. Just go to system preference>security and privacy and allow that shit to install. Once you do that click next, next,next.





Knobs and Shit

There are several knobs and buttons for each limiter stage that can be accessed with the gear icon. Below is a list of what they do.



LOOKAHEAD:

Makes the limiter work harder by looking ahead at the incoming signal.
Increases CPU so be mindful.

ATTACK:

Delays the start of the compression from the limiter

RELEASE:

Controls the how long it takes for compression from the limiter to backoff

PRE-GAIN:

Sends volume into the limiter before the limiting process

POST-GAIN:

Sends volume out of the limiter after the limiting process



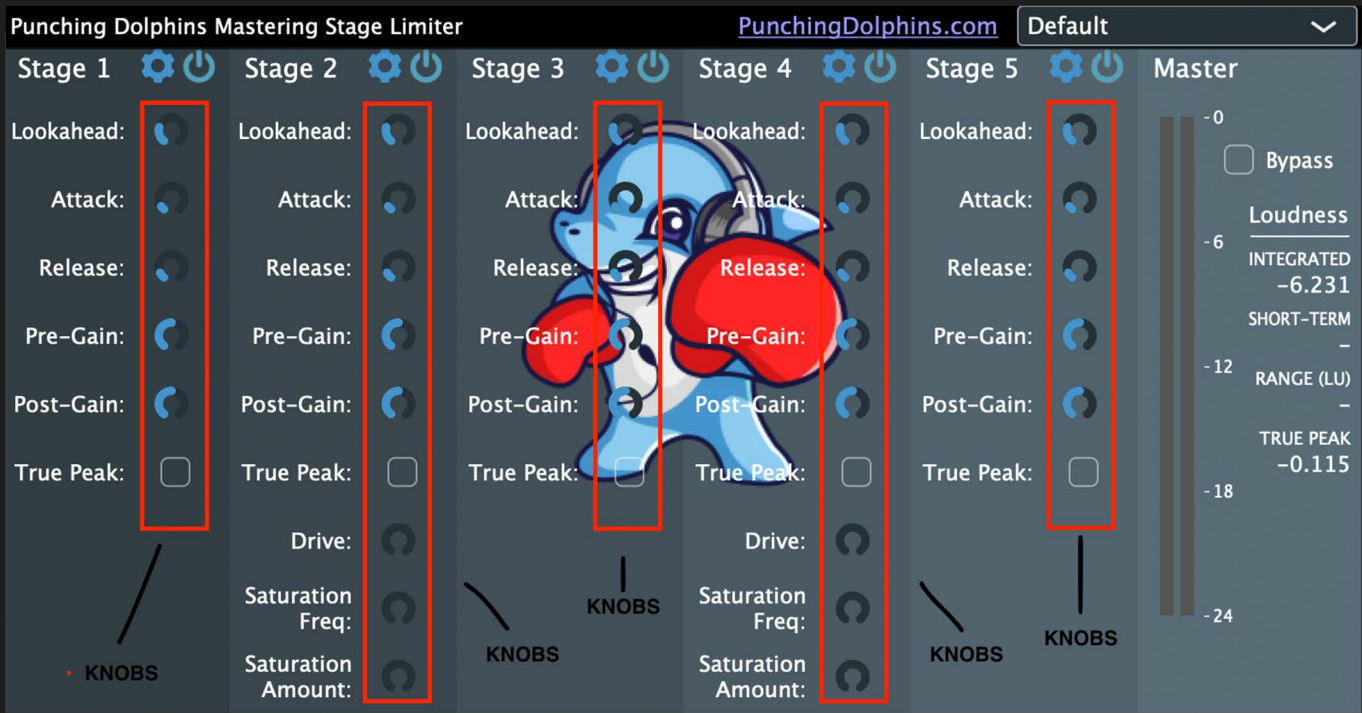
SATURATION:

Saturation can be applied on stages 2 and 4 but its buggy as shit right now so probably wouldnt use that until we update with some tweaks.



Knobs and Shit

We can dive into what the saturation is supposed to do but doesn't really work how we intended so far.



DRIVE:

This is how much saturation grit you want. Basically like driving gain into tubes or some shit like that. Currently, it sorta doesn't do that. So let's call it the glitchy no touchy button.

SATURATION FREQ: ~~what~~

This is to say ~~what~~ frequency range you want to saturate. Kinda works in a soft bell boost. Think of it as the center frequency. If it worked correctly.

SATURATION AMOUNT:

This is how much of the non-working saturation you want to apply to the limiting stage. Kinda like a wet/dry

TRUE PEAK:

Stops intersample peaks from happening. Eats CPU. nom nom nom

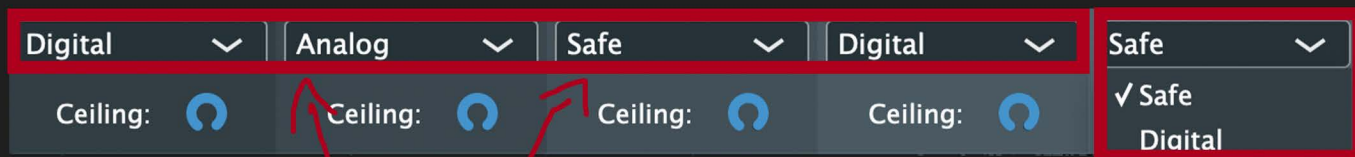
This works YAY!





Limiter Modes

There are 3 different limiter modes for each stage.



DIGITAL:

This mode has a limiter response similar to typical digital based limiters. Tends to be quicker and a bit more precise. Less aggressive and more transparent.

ANALOG:

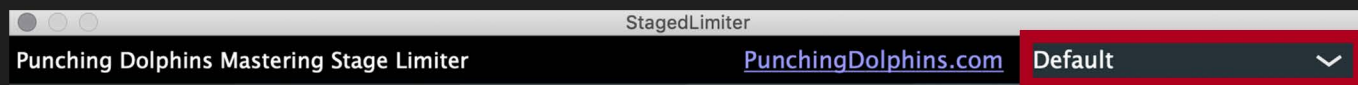
This mode has a limiter response similar to typical analog modeled limiters. Tends to be slower and a bit more imperfect. More aggressive and less transparent.

SAFE:

This mode is a bit more idiot proof but not by much. It sort of restricts what you tell it to do so you don't completely destroy the sound. Push this mode hard and it says fuck it and gives up trying to be safe.

CEILING:

This is the output ceiling of the limiter. (Post-Gain is after the ceiling)



SAVING PRESETS:

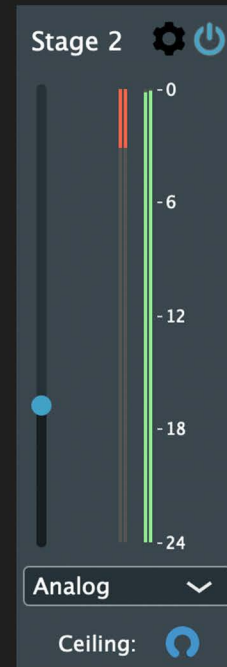
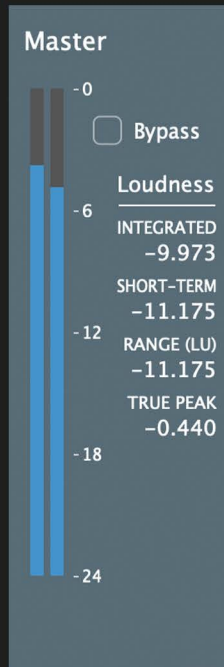
You cant.



Master Section



Basically meters and a master bypass button



MASTER SECTION:

The master section has a peak meter, LUFS meter and a true peak meter. The bypass button will bypass the entire plugin.

GREEN & ORANGE METER

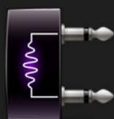
Green=Volume

Orange= Gain Reduction

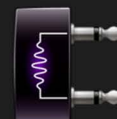


IPLUGIN FORMAT:

The installer only installs an AU component and a VST3. Will show in plugin folder as Stage Limiter



StagedLimiter.component



StagedLimiter.vst3