MCenter

MCenter is a simple but powerful tool, that lets you manipulate the stereo qualities of the signal, by giving you the control of the "phantom center" and the rest of the signal. It also lets you control each frequency separately by freeform drawing the desired response.

Traditionally mid-side processing is used for stereo management, but mid-side doesn't really do what we need to do. For instance, if you pan some signal hard right or hard left, it will be present in the "mid" with half of its level, yet this signal is acoustically not in the center at all. MCenter analyzes the spectrums of both left and right channels and separates the phantom center and the rest of the signal by employing much more complex but more accurate processing. It also implements the traditional mid-side operation, so you can check the difference and use both algorithms at the same time.

Presets

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, selecting via the buttons or by using 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. The arrow buttons next to the preset button can be used to switch between presets easily.

Holding **Ctrl** while pressing the button loads a random preset. There must be some presets for this feature to work of course.

Presets can be backed up by 3 different methods:
A) Using "Backup" and "Restore" buttons in each preset window, which produces a single archive of all presets on the computer.
B) Using "Export/Import" buttons, which export a single folder of presets for one plugin.
C) By saving the actual preset files, which are found in the following directories (not recommended):
Windows: C:\Users\{username}\AppData\Roaming\MeldaProduction
Mac OS X: /Library/Application support/MeldaProduction

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

Please note that prior to version 16 a different format was used and the naming was "{pluginname}presets.xml". *The plugin also supports an online preset exchange. If the computer is connected to the internet, the plugin connects to our server once a week, submits your presets and downloads new ones if available. This feature is manually maintained in order to remove generally unusable presets, so it may take some time before any submitted presets become available. This feature relies on each user so we strongly advise that any submitted presets be named and organised in the same way as the factory presets, otherwise they will be removed.*

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.

Save

Save button replaces the current preset.

Randomize

Randomize button (with the text 'Random') generates random settings. Generally, randomization in plugins 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.

Licence manager lets you activate/deactivate the plugins and manage subscriptions. While you can simply drag & drop a licence file onto the plugin, in some cases there may be a faster way. For instance, you can enter your user account name and password and the plugin will do all the activating for you.

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 plugin 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 plugin.

Global system settings contains some settings for all MeldaProduction plugins. Once you change any of them, restart your DAW if needed, and it will affect all MeldaProduction plugins.

Dry/Wet affects determines, for Multiband plugins, 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.

Sleep indicator

Sleep indicator informs whether the plugin is currently active or in sleep mode. The plugin can automatically switch itself off to save CPU, when there is no input signal and the plugin knows it cannot produce any signal on its own and it generally makes sense. You can disable this in Settings / **Intelligent sleep on silence** both for individual instances and globally for all plugins on the system.

Center / Sides

Center / Sides controls the volume adjustment of the phantom center signal and the remainding stereo signal (and mid and side signals in case of non-spectral processing).
Range: -100.0% to 100.0%, default 0.00%

MidSide / Spectral

MidSide / Spectral controls the ratio between the traditional mid-side processing (0%) and the new spectral processing (100%). Mid-side usually doesn't provide correct separation. Spectral often comes up with some unwanted side-effects due to the nature of spectral processing.
Range: 0.00% to 100.0%, default 100.0%

Dry/Wet

Dry/Wet defines ratio between dry and wet signals. 100% means fully processed, 0% means no processing at all. It gets handy when the graph for per-frequency editing is enabled.
Range: 0.00% to 100.0%, default 100.0%

Output

Output defines power modification applied to the output signal.
Range: -24.00 dB to +24.00 dB, default 0.00 dB

Advanced

ADVANCED

SPECTRUM SMOOTHING 0.00% TIME SMOOTHING 0 ms EXTREMIZE 0.00%

Spectrum smoothing

Spectrum smoothing lets you mitigate the spectral processing side-effects by smoothing the spectrum first and removing abrupt changes, which are the major cause for these side-effects. However, it will lower the separation quality too.
Range: 0.00% to 20.0%, default 0.00%

Time smoothing

Time smoothing lets you smooth the spectral properties in time. It too mitigates the side-effects by removing abrupt changes, but in a different way. It often results in a bit 'reverby' sound, which can be exploited creatively.
Range: 0 ms to 1000 ms, default 0 ms

Extremize

Extremize can make the algorithm separate the phantom center more brutally. If some part of the spectrum is present partly in both the center and the sides, increasing this value will move if more towards to the extreme - the center or the sides - whichever is closer.
Range: 0.00% to 100.0%, default 0.00%

Spectral settings panel

Spectral settings panel controls the properties of the spectral transformation the plugin operates it. The input signal you are working with is in so-called time-domain. The problem is, the processing that can be performed in time domain is very limited. So the plugin performs a high-quality transformation to so-called frequency (or spectral) domain, where there are lots of additional possibilities. After the processing the plugin converts the data back to time-domain, so that the output can be played and additionally processed. This panel controls properties of both these transformations.

 Buffer size

Buffer size controls the block size used for processing. This plugin performs processing in the so-called spectral domain. This allows it to access features that are normally unavailable, however in order to do that it requires the audio to be separated into blocks of audio. As a result, the plugin causes latency. This setting controls the latency length. Additionally, the higher it is the more detail the plugin has, which usually provides higher audio quality (but this is not always the case!), at the expense of greater CPU cost and increased latency. Also note that with some settings having too high a buffer size will produce a sort of time-smearing, ambient-like sound quality. Also note that this value is assigned only for sampling rates around 44-48KHz, the engine may readjust it for higher sampling rates in order to get similar audio results.
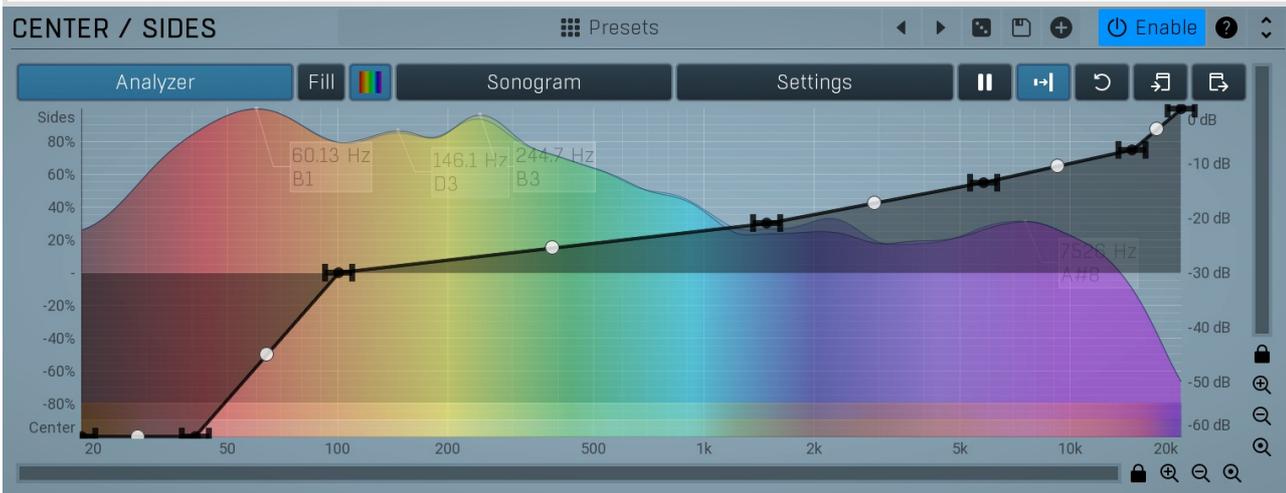Range: 256 to 16384, default 4096

 Resolution

Resolution defines how accurately the processor can analyze the audio. The lower the resolution, the more CPU is needed, but also more of the time domain characteristics are preserved, hence potentially higher audio quality.
Range: 1.0 ms to 100 ms, default 10 ms

 Center / Sides graph

Center / Sides graph controls the volume adjustment of the phantom center signal and the remaining stereo signal for each frequency. On the X axis you can read the input frequencies and Y contains the corresponding adjustment.

 Presets

Presets button displays a window where you can load and manage available presets. Hold **Ctrl** when clicking to load a random preset instead.

 Left arrow

Left arrow button loads the previous preset.

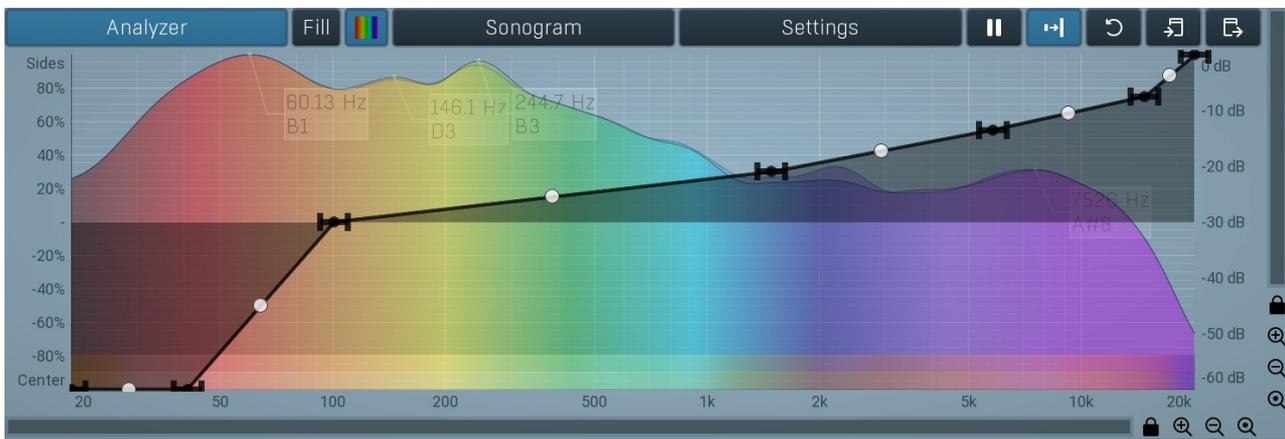 **Right arrow**

Right arrow button loads the next preset.

 Randomize

Randomize button loads a random preset.

 Save

Save button replaces the current preset.

EnvelopeEditorGraph

Envelope graph

Envelope graph provides an extremely advanced way to edit any kind of shape that you can imagine. An envelope has a potentially unlimited number of points, connected by several types of curves with adjustable curvature (drag the dot in the middle of each arc) and the surroundings of each point can also be automatically smoothed using the smoothness (horizontal pull rod) control. You can also literally draw the shape in drawing mode (available via the main context menu).

- **Left mouse button** can be used to select points. If there is a *point*, you can move it (or the entire selection) by dragging it. If there is a *curvature circle*, you can set up its tension by dragging it. If there is a *line*, you can drag both edge points of it. If there is a *smoothing controller*, you can drag its size. Hold **Shift** to drag more precisely. Hold **Ctrl** to create a new point and to remove any points above or below.

- **Left mouse button double click** can be used to create a new point. If there is a *point*, it will be removed instead. If there is a *curvature circle*, zero tension will be set. If there is a *smoothing controller*, zero size will be set.

- **Right mouse button** shows a context menu relevant to the object under the cursor or to the entire selection. Hold **Ctrl** to create or remove any points above or below.

- **Middle mouse button** drag creates a new point and removes any points above or below. It is the same as holding Ctrl and dragging using left mouse button.

- **Mouse wheel** over a point modifies its smoothing controller. If no point is selected, then all points are modified.

- **Ctrl+A** selects all points. **Delete** deletes all selected points.

 Analyzer

Analyzer button enables or disables the spectrum analyzer, which shows the levels of individual frequencies. In most practical cases it is more convenient to use the sonogram, which shows the frequencies in time, but provides a lower level resolution as the levels are differentiated by color. The spectrum analyzer also provides a micro-sonogram (shown in the bottom of the panel) which uses the same color-based view as the sonogram.

 Fill

Fill button enables or disables the full-sized analyzer micro-sonogram. This means that the micro-sonogram at the bottom of the equalizer graph will fill the whole analyzer view. Color differentiation is often easier to understand than the classical spectrum analyzer, so this might help you better understand the spectrum of your audio material.

An alternative is to use the spectrum sonogram.

 Analyzer Rainbow Colors

Analyzer Rainbow Colors lets you see the analyzed sound spectrum in beautiful colors, following the same style as visible light. It ranges from infra-red colors for the lowest frequencies to ultra-violet colors for the highest frequencies in the analyzed audio. If rainbow colors are disabled, the analyzer and graph will be single-colored, following the setup from Settings/Graphs.

 Sonogram

Sonogram button enables or disables the spectrum sonogram, which shows levels of individual frequencies in time. Levels are differentiated by color, so the accuracy is not as good as when using the spectrum analyzer. However, the time axis improves the visual orientation in the spectrum for typical audio signals. In contrast, the spectrum analyzer is more of a scientific tool.

 Settings

Settings button shows the settings of the spectrum analyzer and the spectrum sonogram.

 Pause

Pause button stops the analyzer temporarily.

Normalize

Normalize button enables or disables the visual normalization, which makes the loudest frequency be displayed at the top of the analyser area (0dB); it does not normalise the sound. This is very useful for comparing frequency levels, however it does hide the actual level. When comparing 2 spectrums you are usually interested mainly in the frequency level differences. In most cases both audio materials will have different overall levels, which would mean that one of the graphs would be "lower" than the other, making the comparison quite difficult. Normalize fixes this and makes the most prominent frequencies of the spectrum reach the top of the analyzer area (or have the most highlighted color in case of sonogram).

Reset

Reset button resets analyzer graphs. This is particularly useful when analyzing infinite average and maximum values.

Copy analysis

Copy analysis button copies the current state of the analysis into the system clipboard so that you can paste it into another analyzer for comparison. Hold **ctrl** to export the analysis into a CSV file.

Paste

Paste button pastes the analysis from the system clipboard and displays it as the comparison in the graph.

Global meter view

Global meter view provides a powerful metering system. If you do not see it in the plugin, 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 oversampling 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.

Collapse

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

Utilities

Map

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

Multiparameter

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

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.
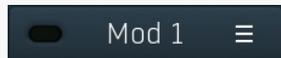
Modulator

Modulator button displays settings of the modulator. It also contains a checkbox, to the left, which you can use to enable or disable the modulator. Click on it using your right mouse button or use the **menu button** to display an additional menu with learning capabilities - as described below.

☰ Menu

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

Learn activates the learning mode and displays "REC" on the button as a reminder, **Clear & Learn** deletes all parameters currently associated with the modulator, then activates the learning mode as above. After that every parameter you touch will be associated to the modulator along with the range that the parameter was changed. Learning mode is ended by clicking the button again.

In smart learn mode the modulator 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 modulator and also records the range of values that you set.

For example, to associate a frequency slider and make a modulator 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 modulator window too). Then disable the learning mode by clicking on the button.

Menu

Menu button displays additional menu containing features for modulator presets and randomization.

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.

Machine learning

Machine learning is a very advanced feature, which lets you set the plugin parameters to make it produce specific results. It is designed ONLY for very advanced users!

First you need to select the original audio file. Then you select another audio file, which is the desired output. Finally you select a list of multiparameters (MPs) to set. The machine learning system will adopt all your CPU cores and try to find the most matching settings.

Machine learning is always a very alchemistic thing. You need to find proper settings for "comparing" the audio, that may be much more difficult, than it may seem, since for example comparing waveforms may be often unusable if phase changes are involved. Also the number of MPs to use is an important factor - the more MPs you use, the more combinations there are, so the plugin may have more versatility at its disposal, but it may also require significantly more CPU power to find a reasonable solution. The test signal you are processing is another important factor you may need to experiment with. The final solution may also be quite cryptic, it may be difficult to understand how it is possible that these settngs lead to the required results. In general you may expect to spend a huge number of time settings this up and it is no exception that you may need to run the learning for days on many cores with the hopes to find a good solution and even that is no guarantee of success.

Collapse

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