

SweetEQ

VERSION 1.0



THE MOVES

CLICK most controls to toggle them on and off. You can toggle any of the top row of options – **BYPASS**, **OVERSAMPLE**, **UNITY**, and **CLIP OUT**. Also, click the **LOW**, **DENSITY**, **LIFT**, and **HIGH** controls to bypass each algorithm individually.

CLICK AND DRAG any knob or slider to change or view its value.

DOUBLE-CLICK to open up the manual text box and type in a specific value. Then, press ENTER to lock in the value, or ESC to cancel. Double-clicking works on all sliders and knobs.

ALT/OPTION-CLICK to reset any control to its default value.

HOVER THE MOUSE over any control to display help text for that control. When you move the mouse again, the help will disappear. You can disable help text in settings.

CONTROLS

The following table describes each of SweetEQ's controls:

IN	Adjust the input gain from -12 dB to +12 dB. Use this for simple gain staging, or to drive harder into the saturation and compression, causing a more intense effect.
LOW	Low-end saturation.
PITCH	Pitch control for LOW , adjustable from 40Hz to 500Hz. This control modifies the LOW circuit, but does not affect the sound by itself.
DENSITY	Wideband emphasis and saturation, covering most of the frequency spectrum.
LIFT	Emphasize the high-mids and highs, gently lifting the sound without messing up the bass.
HIGH	Add smooth air and clarity to the sound.
CALM	Calm high frequencies introduced by HIGH . This control modifies the HIGH circuit and does not affect the sound by itself.
BANDPASS (hp/lp)	Low and High pass filters arranged to shape your own bandpass. Click and drag between the handles to move the center frequency. Scroll the mouse to expand or contract the band.
MIX	Mixes the effect with the dry signal.
OUT	Control the loudness of the output signal.

OPTIONS

The following table describes SweetEQ's top-level options:

BYPASS	When turned on, the signal passes through SweetEQ without any changes.
OVERSAMPLE	Oversamples SweetEQ's processing to 192 kHz, regardless of your input sample rate.
UNITY	Continually tracks the input and output loudness, and constantly adjusts the output gain so that the output loudness is the same as the input. Useful for comparing your processing against input without tricking your ear with loudness, or for trying lots of random settings without distracting volume changes. The algorithm matches using RMS.
CLIP OUT	Clips the output to prevent overs.

METERS & BUTTONS

The following table describes SweetEQ's meters & buttons:

THE SPECTRUM

The colorful vertical rounded bars in the middle of the interface are a spectral representation of your output. The left bars represent low frequencies, and as you move to the right, they represent high frequencies. The spectrum is organized according to the Bark frequency scale, which is designed to group sonic energy into bins that describe how one sound might mask — or cover up — another sound. This means that two sounds that have energy in the exact same bars will fight each other in the mix.

Brighter, more opaque bars mean SweetEQ is adding energy there, while darker, more transparent bars mean SweetEQ is removing energy. Changing SweetEQ's controls will affect the visual display in various ways. If you find this distracting, you can turn on **focus mode** in the settings.



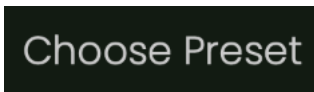
Randomize the color of SweetEQ and style of the spectrogram.



Undo or redo the last change, including randomization and changes to SweetEQ's appearance.



Save the current settings as a preset.



Access the presets screen and select a preset.

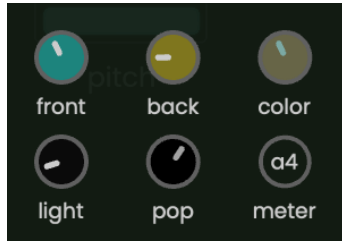


Access the plugin's configuration screen, update SweetEQ, and see other Musik Hack related information.

SETTINGS

The following table describes SweetEQ's settings:

SHOW HELP	Enabled by default. When disabled, the plugin doesn't display help text when hovering over controls and buttons.
SCALE SLIDERS	Enabled by default. When enabled, most of the slider is devoted to 0-20%, to encourage small moves that make big differences. When disabled, sliders are linear, meaning the center of the slider is 50%.
FOCUS MODE	Disabled by default. When enabled, SweetEQ's color scheme is converted to grayscale, spectrogram movement is slower and more subtle, and visual FX are removed.
UPDATE DEFAULTS	Saves current settings for future instances of SweetEQ on the same machine.



Controls for the appearance of SweetEQ and style of the spectrogram lines. Click and drag on a knob to change its value. Control the primary (**FRONT**) and secondary (**BACK**) colors, how much **COLOR** is in the background and faders, how **LIGHT** the background is, how much the faders **POP**, and the **METER** appearance. The numbers in the meter mode correlate to the thickness of the bars. The letters describe the style:

- A** — Tight gradient (less colorful)
- B** — Large gradient (usually rainbow-like)
- C** — Symmetric, tight gradient to center
- D** — Alternating colors