MaxSynths

DSP-3

BUS DYNAMIC PROCESSOR

User Manual

- DSP-3 Interface -

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Introduction

Welcome and thank you for purchasing MaxSynths' DSP-3!

DSP3 is a dynamic processor specifically designed to be used on the main bus. The main purpose of DSP-3 is to increase the perceived loudness of the track and make the mix more compact without introducing any distortion or audible artifacts.

Unlike other compressors DSP-3 is incredibly simple and intuitive: thanks to the internal **IDP** circuit (Intelligent Dynamic Processor, which is a dynamic processor unit which is able to automatically program itself depending on the speed of the song and the kind of audio material which is feeded into it) all the key parameters, necessary to have an adequate compression, are set automatically.

DSP3 includes four different dynamics processing models, selectable via a XY crossfade pad, which allows to crossfade the signal processed by the different algorithms.

DSP-3 is the result of a lot of hours of work and research. I really hope it can be useful in order to help people to produce better recordings and improve their production experience!

Massimo Bosco

Features

- Intelligent Dynamic Processor (IDP)
- Four different automatic dynamic processor models
- Transparent increment of the perceived volume level
- High precision input/output VU-meter
- Easy to operate
- Low CPU usage

System Requirements

MINIMUM SYSTEM REQUIRIMENTS: PC running WinXP, Vista or W7, CPU 1Ghz with SSE2 support, 512MB RAM, soundcard with ASIO drivers, compatible ASIO host.

Installation

1. Close your host (Cubase, Sonar, etc.).

2. Copy the content of the the zip archive into your VST plugins folder (for example: *"C:\Program Files\VSTPlugins"*). Be sure to copy both the dll file and the "DSP-3" folder.

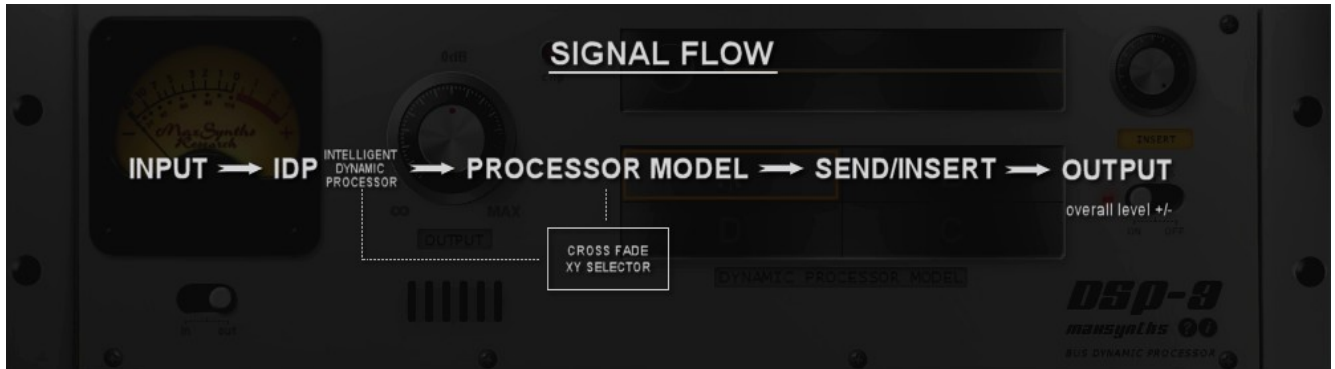3. Run your host and do a plugin rescan (refer to your DAW manual).

Credits

Concept, programming GUI design and manual by Massimo Bosco.

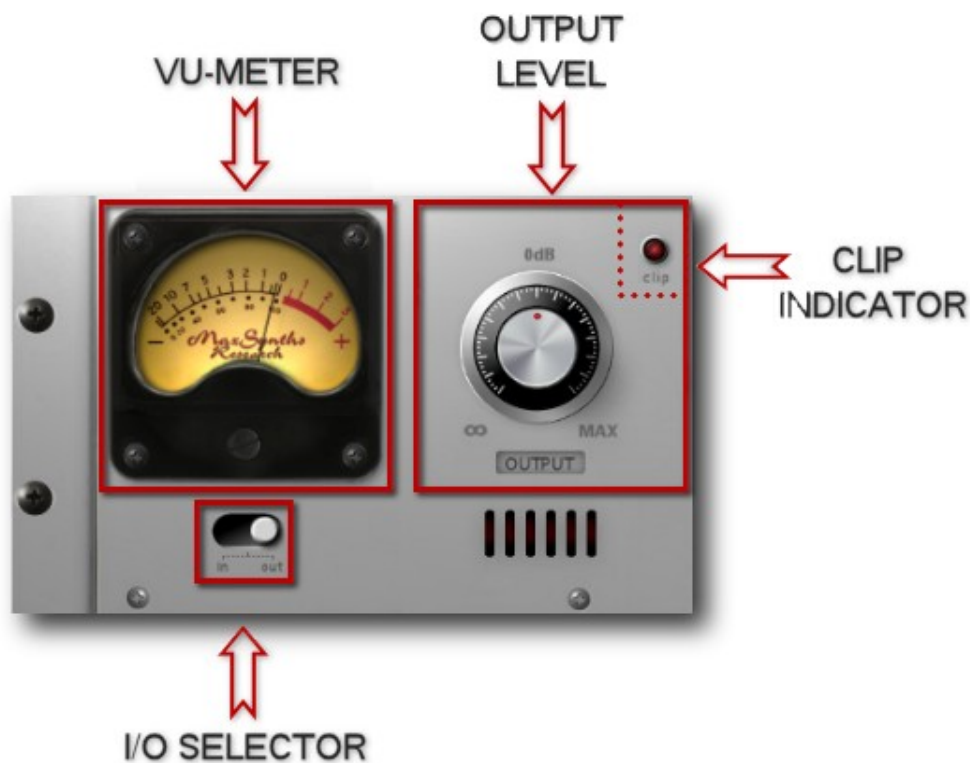Additional Modules by David Haupt, Daz Disley and Etric van Mayer.

VST Plugin Technology by Steinberg.
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Signal Flow

User Interface

VU-Meter: it's used to monitor the averaging level and reflects the perceived loudness of the material. The VU-Meter is calibrated at -14dBFS (a 1000hz sinusoid waveform at -14dB move the needle to 0).

Output level: set the output level of the effect. The default position (no boost) is in the middle (the knob indicator is red).

I/O Selector: can be used for comparison purposes, to monitor the difference in the perceived loudness between the unprocessed (in) and processed (out) sound.

Clip indicator: when on indicates that the output signal is above 0db (digital clipping). To avoid unpleasant results it's very important to check the clip indicator and reduce the overall output level if necessary.

Display: realtime graphical representation of the processed waveform.

Send level: as a dynamics effect processor DSP-3 should be used as an insert effect only (send knob turned fully clockwise). By the way it's possible to use it as a send effect if needed. The send knob act as a "dry/wet" control.

Bypass switch: turns the effect unit on/off.

XY Pad: at the input stage the source signal is processed by the four available dynamic processing models and sent to the output stage. The XY Pad works as a crossfade mixer for the sound processed by the four different algorithms.

CONTROLS

Double click: reset a knob to its default position.

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