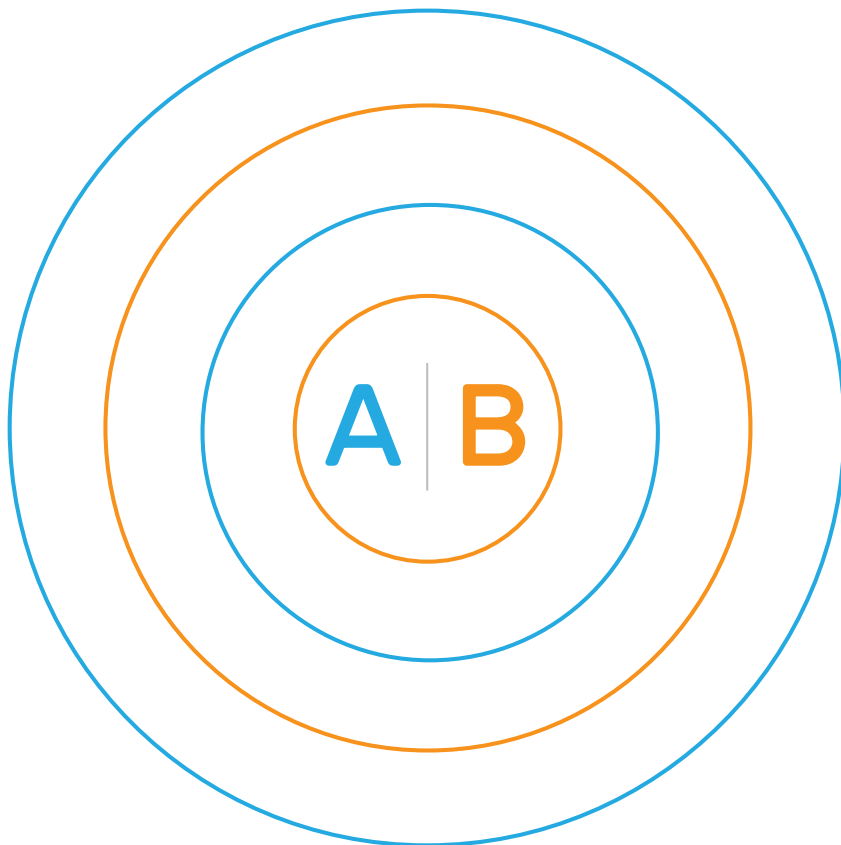




THE ULTIMATE MIX REFERENCE & ANALYSIS PLUGIN

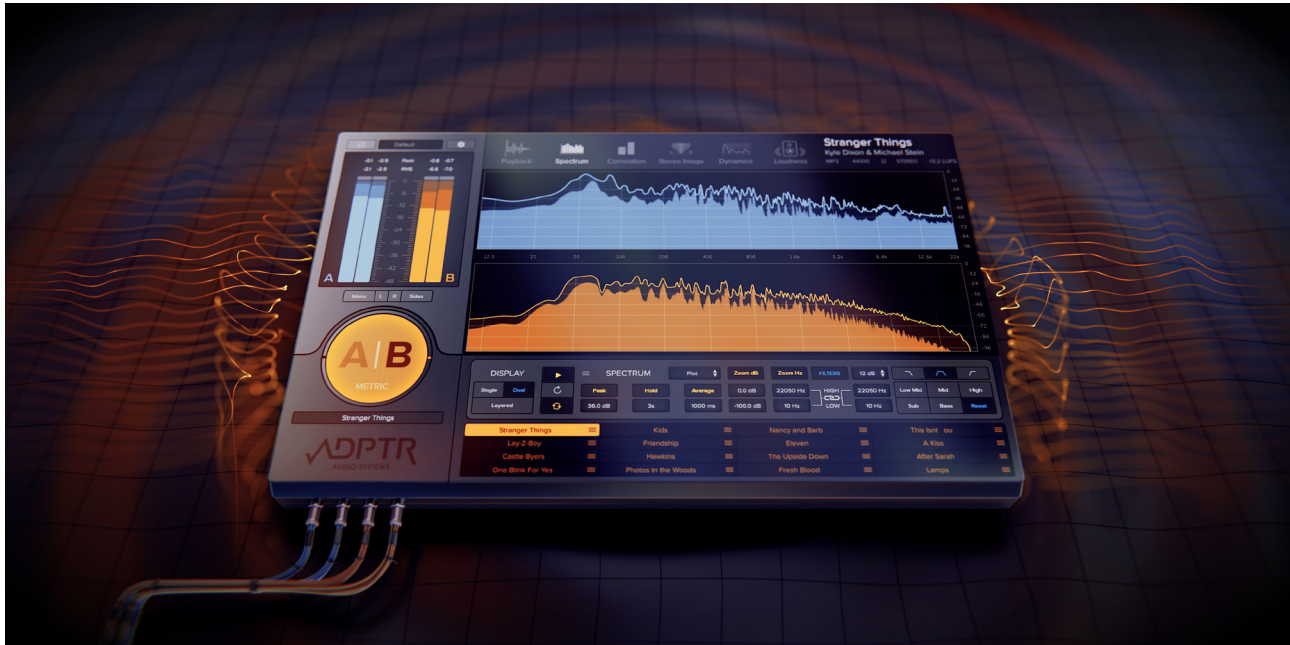


METRIC AB MANUAL © 2019 ADPTR AUDIO

ADPTR
AUDIO SYSTEMS

www.adptraudio.com

THE ULTIMATE MIX REFERENCE AND ANALYSIS PLUGIN



Metric AB enables you to compare your mix to other mixes with a simple click of the A-B button.

It is designed to provide you with an easy, elegant workflow. From drag and drop file loading (you can even drop multiple reference tracks in one go), instant volume matching, cue and loop functions, to more advanced features including multiple analyses (spectrum, correlation, stereo pan) to industry compliant loudness and dynamics metering.

The trick with using reference files is to be able to instantly hear the contrast and differences between your mix and the kinds of sounds you aspire to. Adding visual feedback from multiple analyses types gives you the visual confirmation of the audio information you are hearing. In environments where listening facilities are less than ideal, it's even more important to be able to do visual checks to ensure the sound is really there.

Using both audio and visual information provides you with the feedback you need to make better decisions on what to do with your mix to get the best possible results. When you are armed with this level of precision and detail, it empowers you to move forward with confidence, knowing that each creative decision is backed by undeniable evidence.

Mix with confidence

Marc Adamo : ADPTR AUDIO

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HOW TO USE METRIC AB

OPERATION

Load Metric AB onto the Master Bus of your DAW. You can place it AFTER any mastering plugins to loudness match the levels of commercially mastered reference tracks.

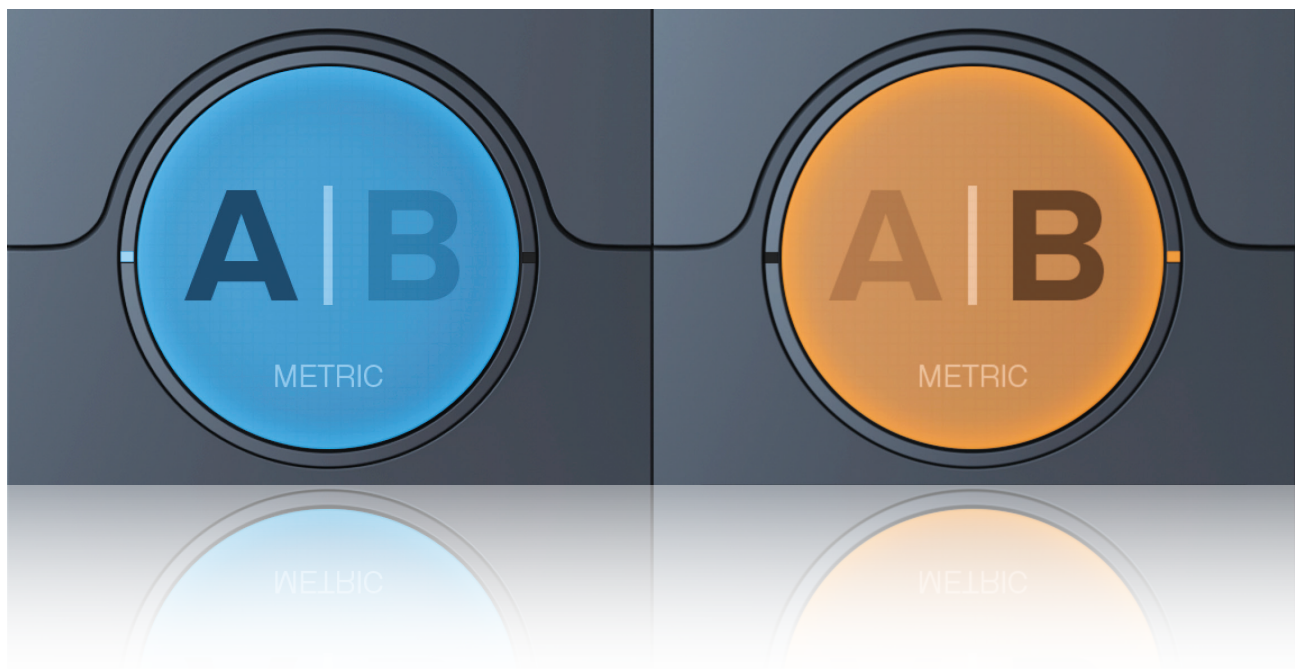
SIGNAL FLOW

The DAW signal is monitored through the A STREAM, and is represented by the BLUE color in the various meters. The REFERENCE tracks are monitored through the B STREAM, and are represented by the ORANGE color in the various meters.

A-B BUTTON

Toggle the audio stream between A (the DAW) and B (the reference tracks).

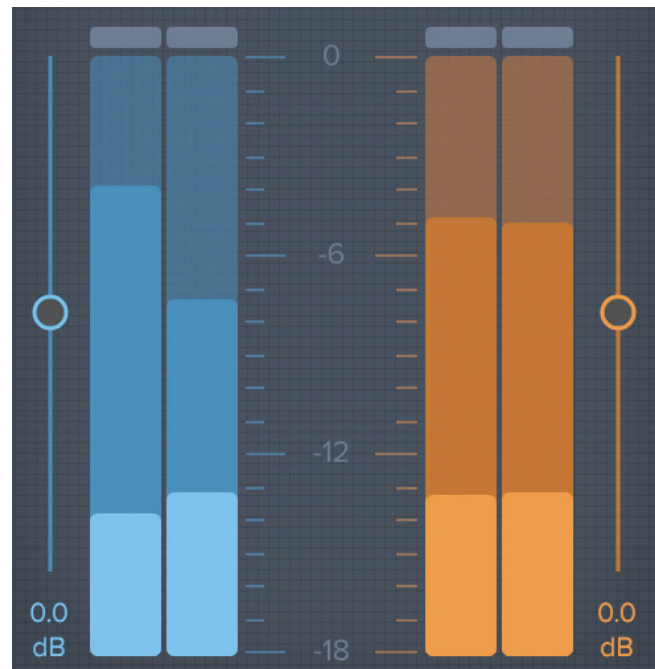
The buttons turns blue when the A stream is selected and orange when the B stream is selected.



STREAM GAIN FADERS

Use the A and B-Stream faders to turn the volume up or down by +/- 18 dBs.

This can be useful when you have already used the loudness match function to change the gain for individual B stream tracks, and you want to calibrate all of them to a new A stream mix. Another scenario is when you are mastering your mix, and it is getting incrementally louder as you add more compression and limiting, so you only need to adjust the B-fader a little to keep all the B tracks level matched.



All changes to the gain are pre-analysis, so you will see exactly what you hear in the analysis display.



In some DAWS (Logic etc.) you will need to pass audio through Metric AB before you can hear the B stream reference tracks. This can be an inherent condition of using Audio Unit and VST FX, as they like to preserve CPU by switching off plugins when there's no audio at the input.

Tool Tips

You can turn on tool tips from the Settings menu.

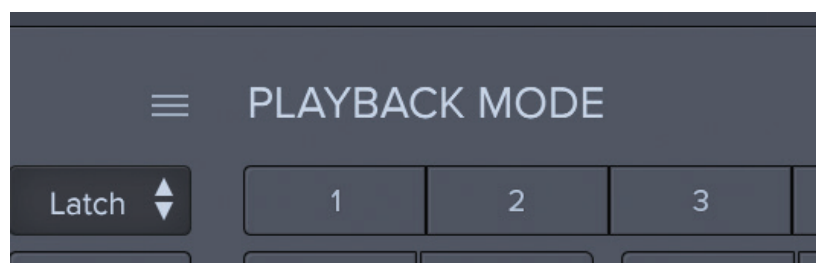
Now when you hover over a button or area, you will get info about the functionality.

GENERAL SETTINGS

- ☐ Graphics Latency
- ☒ Tooltips
- ☐ B Track Selection Resets Analysis



Access the Settings Menu: Click on the icon on the toolbar, next to the page name.



Playback



Click on the Playback Icon to view the Playback page.



LOADING A REFERENCE TRACK AND TOGGING THE A-B STREAM.

Drag and drop audio files onto a track slot or onto the wave display area.

Select a track by clicking one of the 16 track select buttons.

When a B track is selected, the stream automatically switches to the B stream.

You can also toggle the stream back and forth by clicking on the track name. This saves you having to move back to the A-B button.

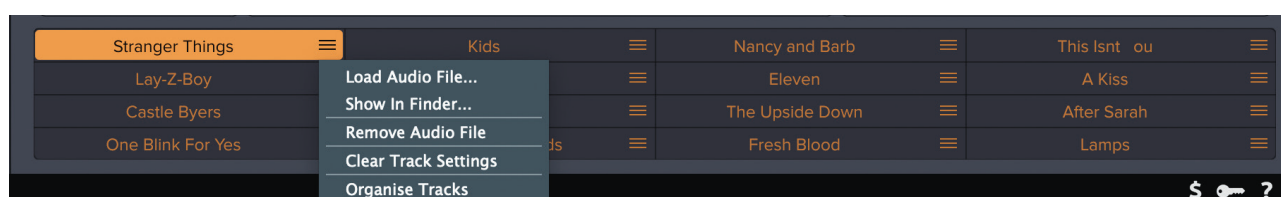
If you prefer to select a B-track while still listening to the A stream, then use shift-click to select the B track.

You can also drop several tracks at once onto a slot, and the tracks will be loaded into sequential slots.

To Load a folder of tracks, click on the preset menu and select 'Import Folder Contents' ***Please note, this will overwrite all the currently loaded tracks.***

To manually edit the order of tracks, click on the track name and drag it to a new position. If the destination is already occupied, it will swap places with the new track.

Click the track menu button to show the options.



Load Audio - Use this option to load a track from Finder / Explorer.

Show In Finder - Opens finder window at the file location.

Remove Track - Use this to remove any unwanted tracks.

Clear Track Settings - this resets all track parameters including Cue and loop points, playback mode, volume and loudness matching.

Organise Tracks - Groups tracks together and shuffles empty cells to the end of the list.



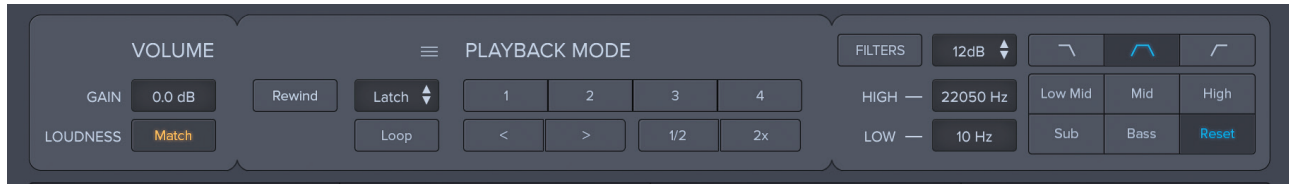
File Formats: PCM Up to 192k/32bit

MAC : WAV / AIFF / MP3 / FLAC / AAC / M4a

WIN : WAV / AIFF / MP3 / FLAC

VOLUME & LOUDNESS MATCHING

Use the loudness matching function to automatically match the volume of the reference track to the A stream.



Click on the loudness “Match” button, it will now start calculating, it takes approximately 4 seconds to work its magic, at which point the gain will be adjusted to match the A stream.

You can reset the gain by double clicking the gain value box.

You can manually adjust the gain by up to +/-18dBs in 0.1dB increments.

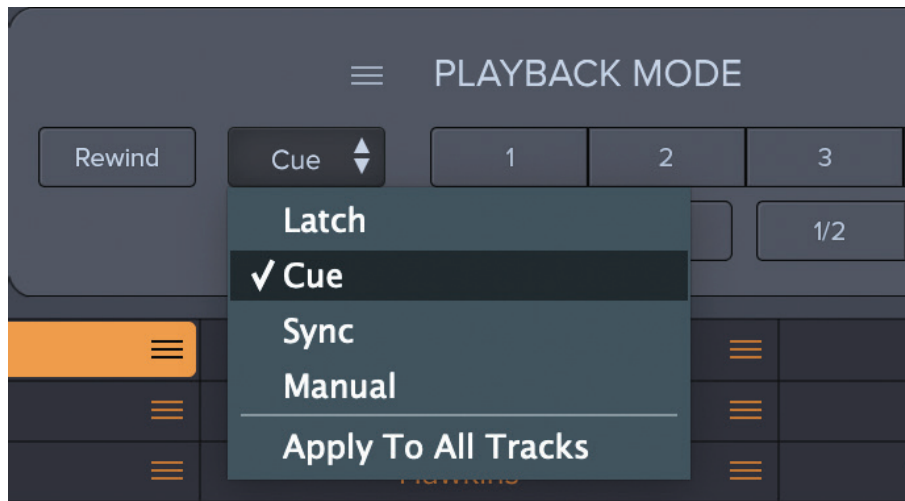


[Note:] Audio must be playing through both the A and B streams to enable matching. If no audio is present in either A or B streams, it will display a “Matching Failed” message.

PLAYBACK MODE

There are four playback modes to choose from, each has its specific purpose. Select the option from the menu.

Latch, Cue, Sync, Manual



- 1. Latch to DAW transport.** This is the default playback mode; it uses the DAW transport to play/pause the reference track.
- 2. Cue aka "Cue Latch".** As per Latch mode, this uses the DAW transport to play/pause the reference track, but it adds an important extra feature that works with the Cue points. It restarts playback from the selected Cue point when the A-B button is toggled to select the B stream, or when the track button is clicked.
- 3. SYNC to DAW timeline.** As per Latch mode, this uses the DAW transport to play/pause the reference track, but it also sets the playback position of the track from the DAW timeline.

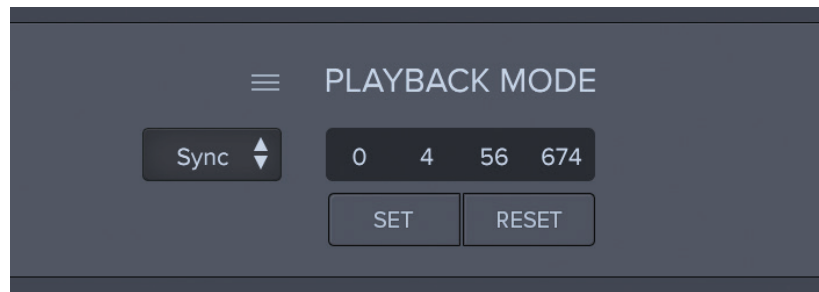
E.g. If you start the DAW at 2m30secs the B stream will start playback at 2m30secs.

IF the DAW is set to loop a specific region, then the B stream will also loop.

In some cases, you may need to start the track from a later position in the timeline. To do this, put the DAW play-head to the desired position and click the "SET" button. You will notice the sync time has updated to show the same time.

You can also manually edit the time for Hours, Minutes, Seconds and Milliseconds.

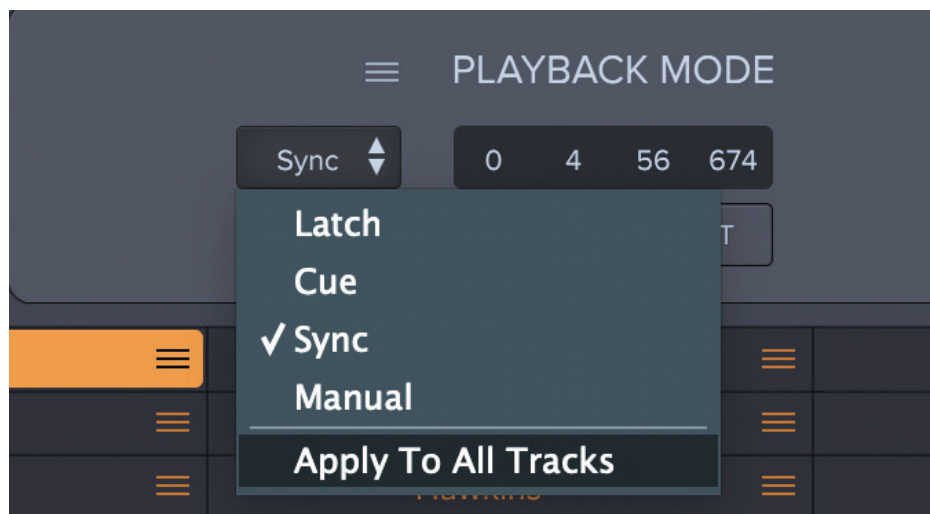
Click the “Reset” button to reset the time to zero, i.e. bar 1.



TIP: Use SYNC when you are comparing alternative mixes of the DAW track. BOUNCE YOUR MIX AT THE START OF THE SESSION, THEN COMPARE BACK AND FORTH AS YOU MIX TO SEE THE CHANGES.

4. Manual. Use the Play / pause and Rewind buttons to playback the track.

You can apply the current Playback Mode to all tracks by selecting 'Apply to All Tracks'.



[Note:] For Wavelab and other non-linear editors: Sync mode doesn't work because the host is not broadcasting the necessary transport information to the plugin.



[Note:] Offline bounce for the B stream is not currently available. If you want to render the B stream, please use real-time bounce. Some hosts will render silence when B stream is selected, others such as Pro Tools will render garbled audio.

CUE AND LOOP

To set a Cue point, click on one of the four Cue buttons. A cue point will be set at the current playback position. You can now click on the button to start playback from that position. You can also select the cue by clicking on the Cue markers on top in the waveform overview.

You can also drag and drop cue points onto the waveform. To edit a cue point, just drag it to the desired position. To delete it, right click on the Cue button (or the Cue marker on the waveform) and select "Delete Cue".

Each track can have up to 4 cue points.



Loop

To loop an area click on the Loop button, this will set the loop marker to the current playback position. To edit the loop, drag the marker to the desired position. There are several handy tools to edit the loop length and position.

To retain the loop size and move it to a new position, drag the loop while clicking on the horizontal orange loop bar.

You can quickly resize the loop using the double and half size buttons.

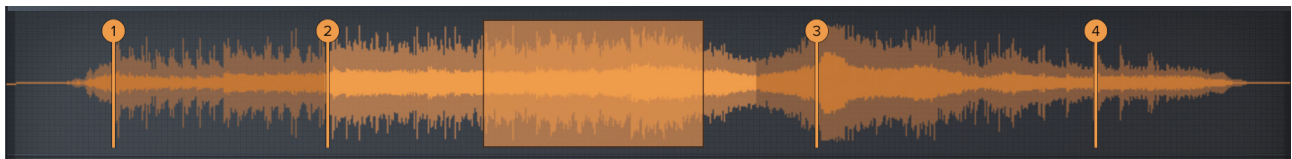


If you have set a loop to a specific bar length e.g. 16 bars, you can move the loop forwards or backwards by 16 bars by clicking the “Forwards” and “Backwards” arrow buttons. This is especially useful for quickly moving around a track with precise BPM loops.

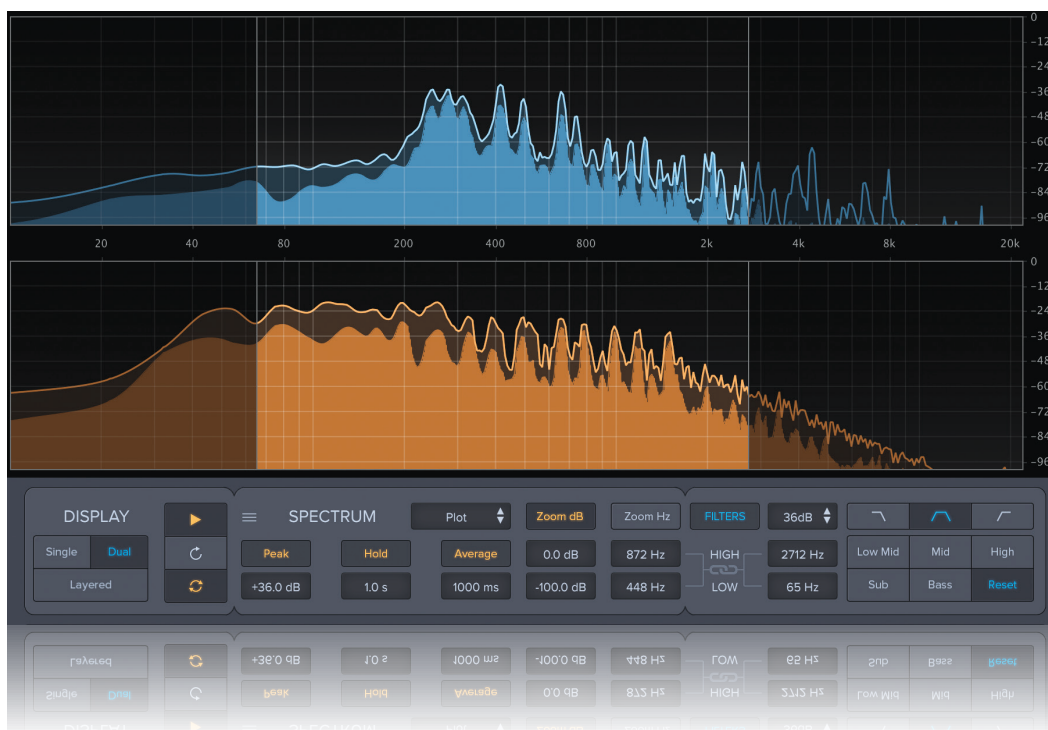
WAVEFORM ZOOM

Zoom in and out on the waveform with the scroll wheel. You can also move left and right using the scroll bar and the scroll wheel on the mouse.

Alternatively, you can drag the highlighted area in the top waveform to reposition.

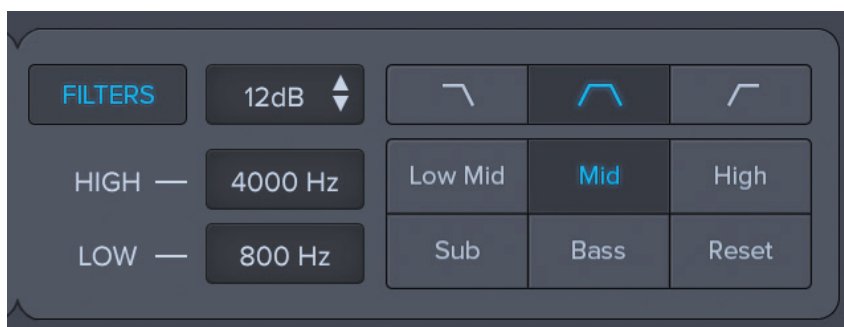


FILTERS



Use the filters to Isolate the key frequencies of the mix and focus on the details.

Click the Filter button to toggle the filters on/off and choose from 12, 24, 36 or 48 dB filter slope from the menu.

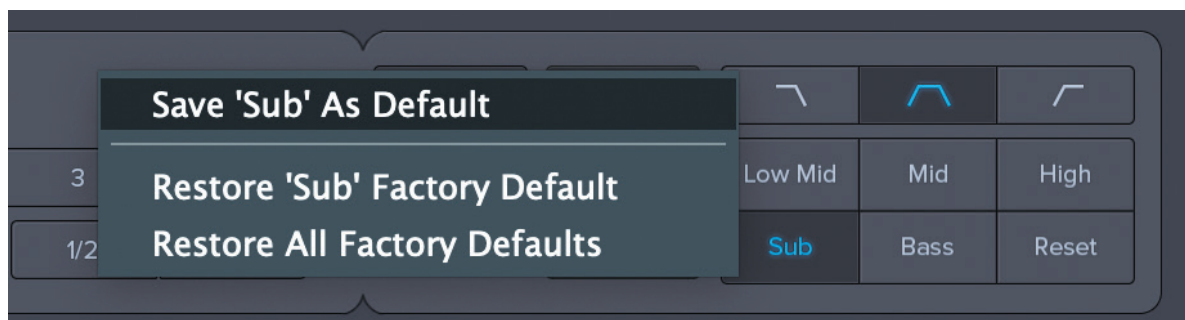


Toggle the 5 presets to quickly audition Sub, Bass, Low Mid, Mid and High frequency ranges.

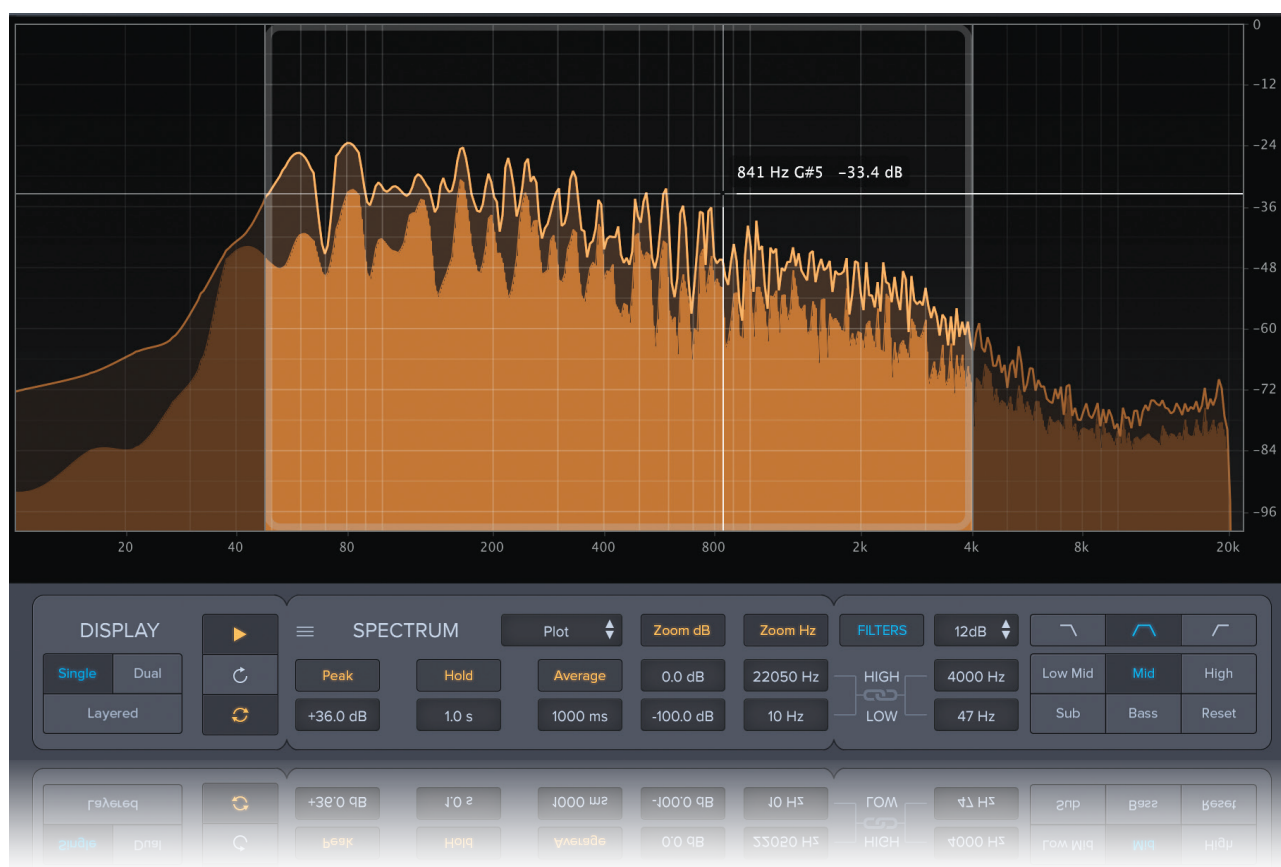
This automatically turns the filters on and off.

If you edit the value for the button you can save the setting as default by right-clicking and select 'save as default'. Now when you toggle it will retain the new values, otherwise it will revert to the original default.

To reset to full range again, just click on Reset.



When the mouse hovers over the analysis graph, it now shows a cross-hair with the frequency in Hz and the Midi Note. It also shows a 3rd value, relevant to the analysis mode. For spectrum, it also shows the volume in dBs, for correlation it shows the phase, and for stereo image it shows the L-R pan position.



The highlight area represents the selected frequency range, exactly what you are hearing through the filters.

You can also graphically edit the high and low frequency values.

Move the mouse to the edge of the selected range, the cross-hair will hide and you can now drag the boundary to the desired frequency.

You can select above or below the current range by clicking anywhere inside the desired range.

Or edit the values in the High and Low boxes.

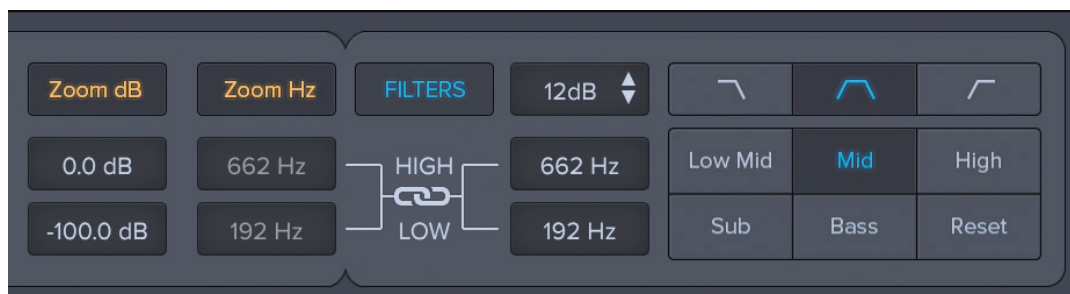
You can now edit the high and low values for the filter directly on the graph. Move the mouse to the edge of the selected range, the cross-hair will hide and you can now drag the boundary to the desired frequency.

You can select above or below the current range by clicking anywhere inside the desired range.

Zoom Hz: Manual zoom using the high and low number boxes.

The zoom can automatically follow the selected range by clicking the LINK icon. If you select above or below the range, you will see the zoom update the display to show the new selection. YOU can quickly jump to the range above or below using the high-band and low-band buttons.

Zoom dB: Manual zoom using the high and low number boxes. Toggle the Zoom by clicking the button.

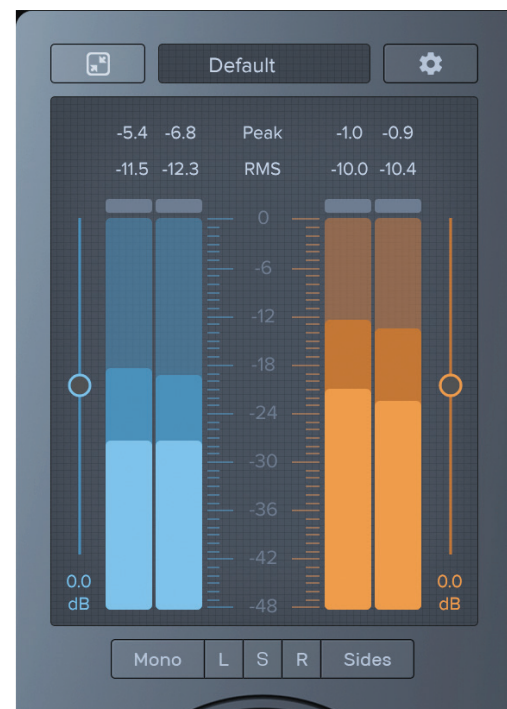


OUTPUT METERS

The output meter shows the volume as Peak and RMS for both channels.

You can toggle the scale between the default full-range (-48dB) or zoom into the top section (-18dB).

Just double click anywhere on the meter scale between the blue and orange volume meters.



Use the zoomed scale to get a higher resolution / more detailed look when mixing and mastering.

The digital readout shows the highest Peak and highest RMS levels.

Click either one to reset the values for that channel.

Click on the RMS or PEAK label in the centre to reset both channels.

MONITORING OPTIONS

Click one of the monitor option buttons to monitor the signal.

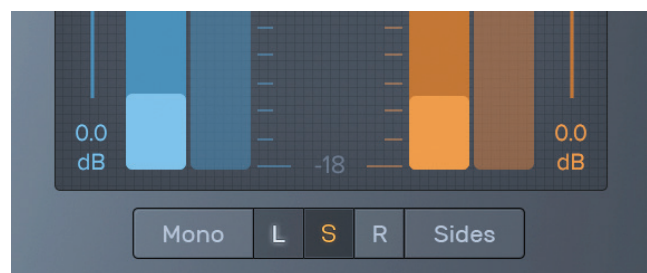
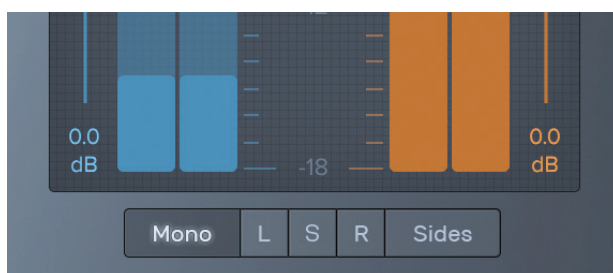
Mono = collapsed from Stereo

L = Left channel only

R = Right Channel only

Sides = just the “difference” information extracted from the Mid/Side signal.

S = Solo In Place. Use this to Solo either the left or right channels in isolation. Select S and then click either of the L or R button



TIP: checking the mix in Mono is important for broadcast compatibility.



TIP: It's easier to check the volume levels of all components in the mix in Mono.

COMPACT GUI

- 1 Click on the Compact GUI icon to switch to a smaller interface.
- 2 The track select buttons are now located under the A-B button.
- 3 Hover the mouse over the button to preview the full name of the track.
- 4 Select the Cue using buttons 1-4.
- 5 Use the A and B-Stream faders to turn the volume up or down by +/- 18 dBs.



1 Click on the Compact GUI icon to return to the full size GUI.

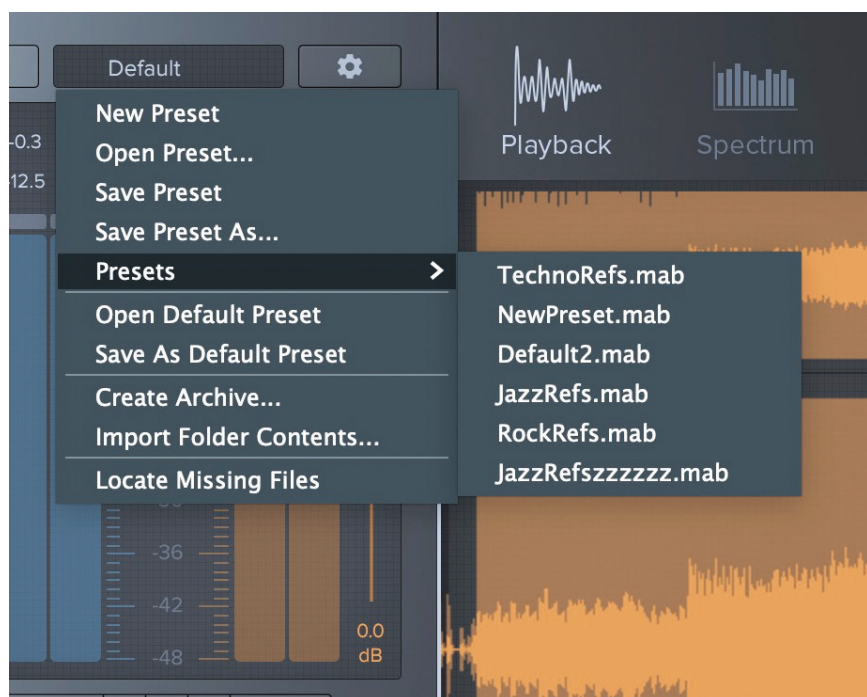


PRESETS

This is ideal for when you want to collect all the audio files together in one place as a backup or to transport to another computer to carry on mixing.

It is also ideal if you want to send your reference tracks to another mix engineer.

[Note] Metric AB does not come with any presets



Import Folder Contents: Select this to open a folder of audio files. If there are more than 16 audio files in the folder, Metric will only load the first 16 files.

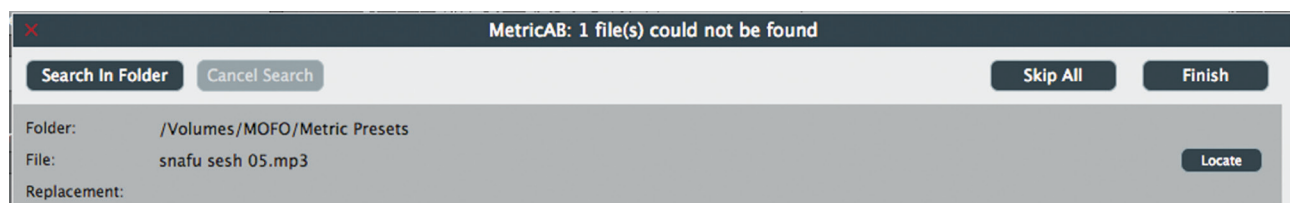
Open Default Preset: Shortcut to open the default preset.

Save As Default Preset: Save the current preset, including ballistics settings and FFT preferences etc.

Locate Missing Files: Launches the missing files helper to help you locate missing files.

MISSING FILES

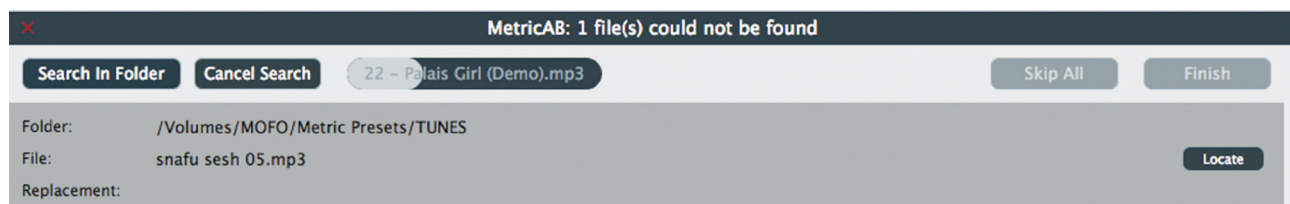
When a file cannot be found, a missing files dialog window will open. This can happen when loading a preset or recalling a session.



If you know the folder, click "Search in folder".

Metric will search for all missing files, so you can relink multiple missing files this way.

A search bar is displayed while Metric is searching; if you want to cancel the search click the "Cancel Search" button.



To select the file individually, click "Locate".

When a file has been located, it will display the replacement path and name.

When you have finished, click "Finish"

If you don't care, click "Skip all" to kick the can down the road.

AUTOMATION AND MIDI CONTROLLERS

Metric AB works with the host automation and controller assignment systems.

This is primarily designed to provide hands on use via hardware controllers, and to this end the controls are limited to the following.

- » A-B switch
- » A Stream Fader
- » B Stream Fader
- » Filter High Frequency
- » Filter Low Frequency
- » Filter Mode
- » Filter Preset Select
- » Filter Slope
- » Filter Zoom Lock
- » Loudness Match (For Selected Track)*
- » Meter Zoom (toggle between regular and hi-res)
- » Mini-Mode (toggle between compact and full size GUI)
- » Select TAB (playback and various analyses windows)
- » Stereo Mode (Stereo/Mono/ L / R /Sides)
- » Select Tab (1-5) Playback Page / Spectrum / Correlation / Stereo Image / Loudness / Dynamics
- » Selected Track (1-16)
- » Select Cue (Cue 1-4) (For Selected Track)*
- » Track Gain (volume) (For Selected Track) *.

*** (For Selected Track) This keeps the focus on the current track, and streamlines the set up process for controllers.**



An example setup for Stereo Mode – you can set up four momentary action toggle buttons to represent the four buttons shown on the GUI.

Function High	Value	Function Low	Value
Mono	30 %	Stereo	1 %
Left	50 %	Stereo	1 %
Right	80 %	Stereo	1 %
Sides	100 %	Stereo	1 %

You can use a similar method for cue and track select, assigning one button per track, but this time, make sure the high and low numbers are identical for each button, so to avoid any toggle action.

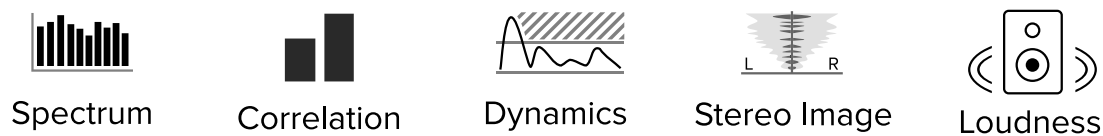
Cue Select Values:

Function	High Value	Low Value
CUE 1	1%	1%
CUE 2	30%	30%
CUE 3	60%	60%
CUE 4	100%	100%

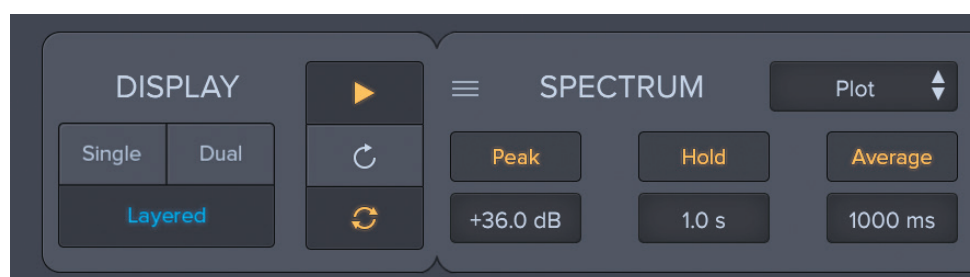
Track select values:

Track Select #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Value %	1	8	15	20	25	35	40	48	54	58	64	70	77	86	92	100

Analyses Modes

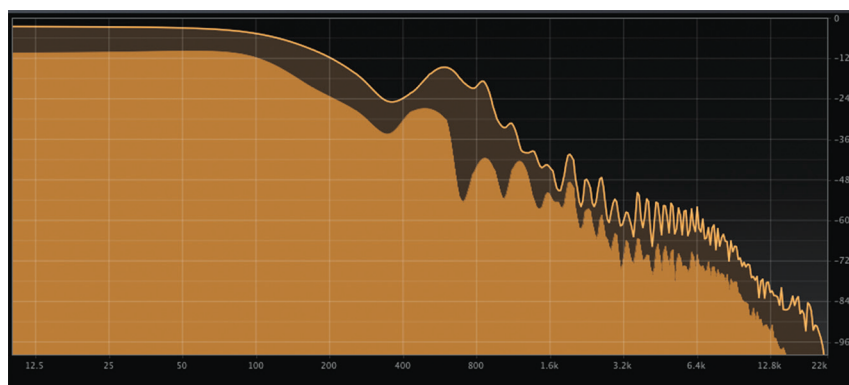


COMMON CONTROLS

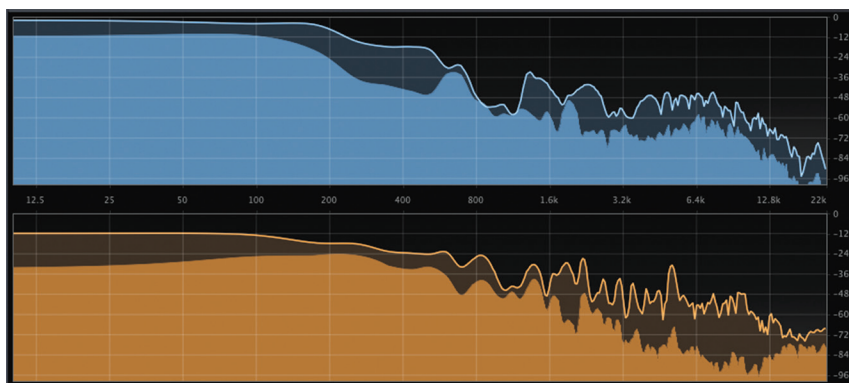


Display : Choose from

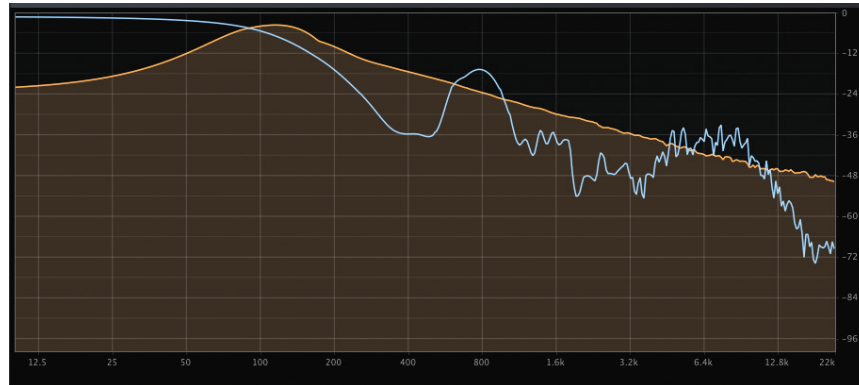
Single = shows selected stream only; select the stream using the A-B button.



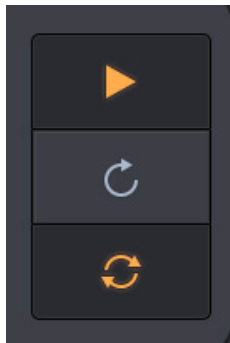
Dual = each audio streams has its own panel.



Layered = both audio streams in one panel, the selected audio stream is shaded and bold.



DRAW TRANSPORT



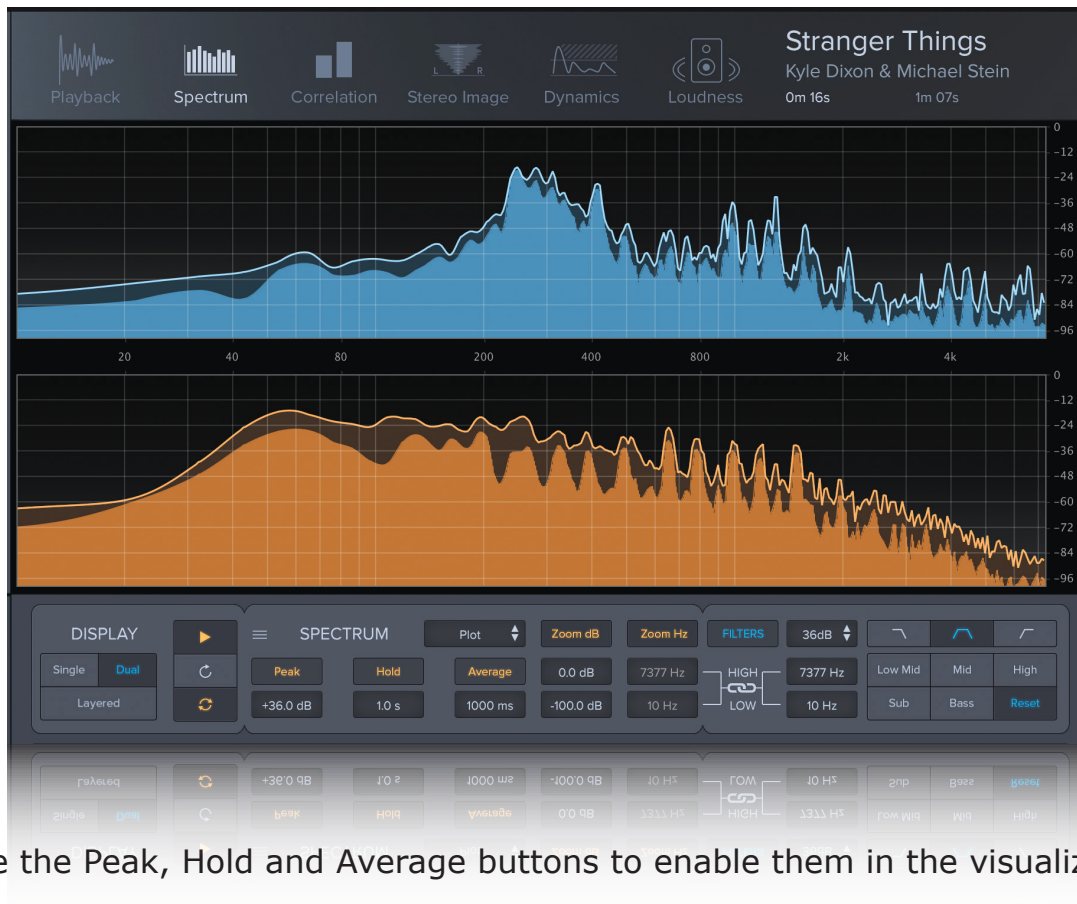
The three buttons are from top to bottom;
Play/Pause, Reset and Latch to DAW transport.



Spectrum

Spectrum

Click on the Spectrum Icon to view the spectrum meter.

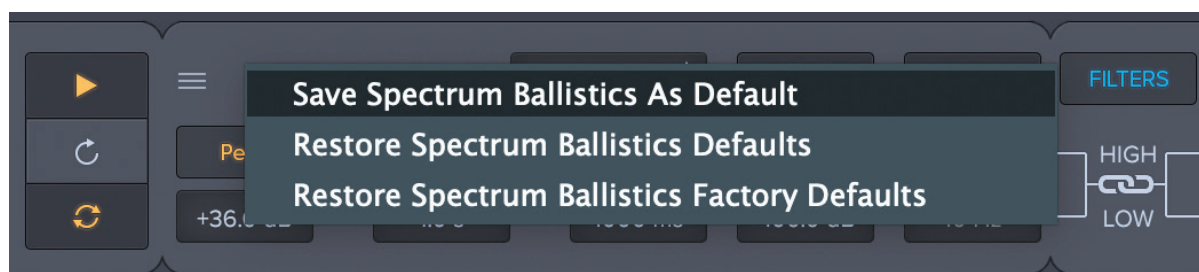


Toggle the Peak, Hold and Average buttons to enable them in the visualizer.

Peak and Average show the respective values while the Hold button enables the "Peak Hold" time shown below the button.

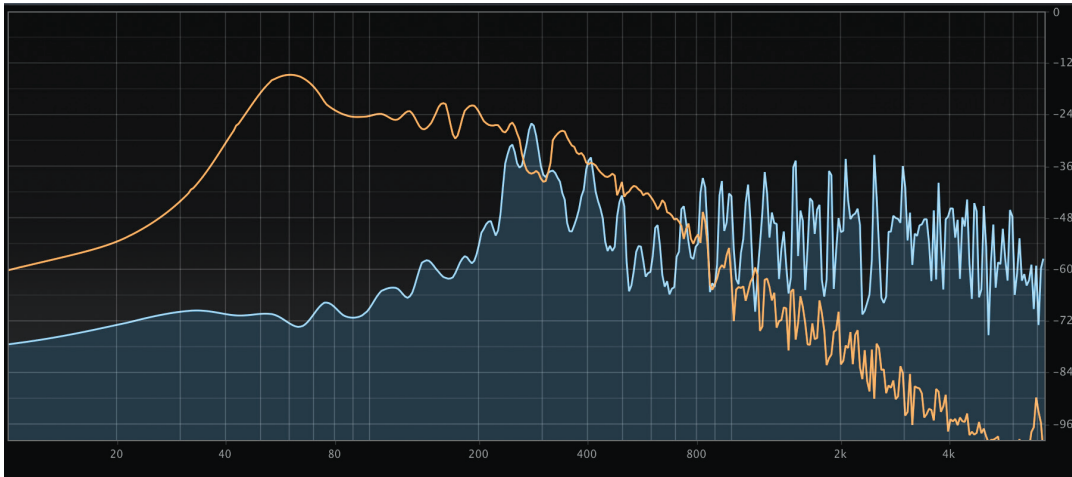
You can edit the ballistics of each component by dragging the number boxes below each button.

You can save your favourite Ballistic values as defaults, so they will load automatically each time you open a new instance of Metric AB. To do this, right click on any of the ballistics number boxes, and select "Save as Default" from the menu. It will save all three values for the current analysis mode.





TIP: When using the layered display, we recommend comparing just Peak or Average to avoid information overload.

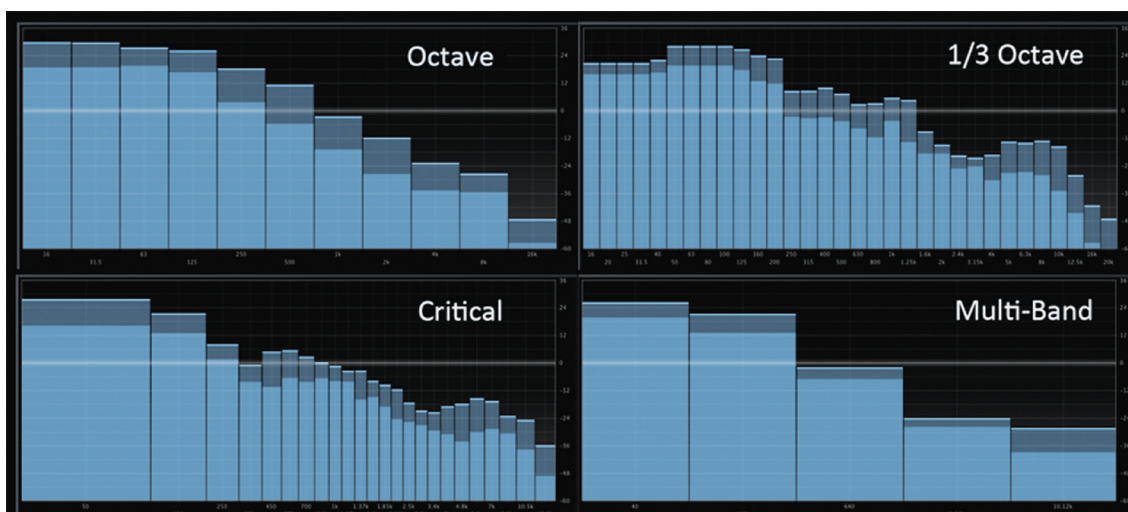


TIP: Set the Average time to INFINITE to build up a picture of the average frequency content throughout the track.

Select the graph type from the menu.

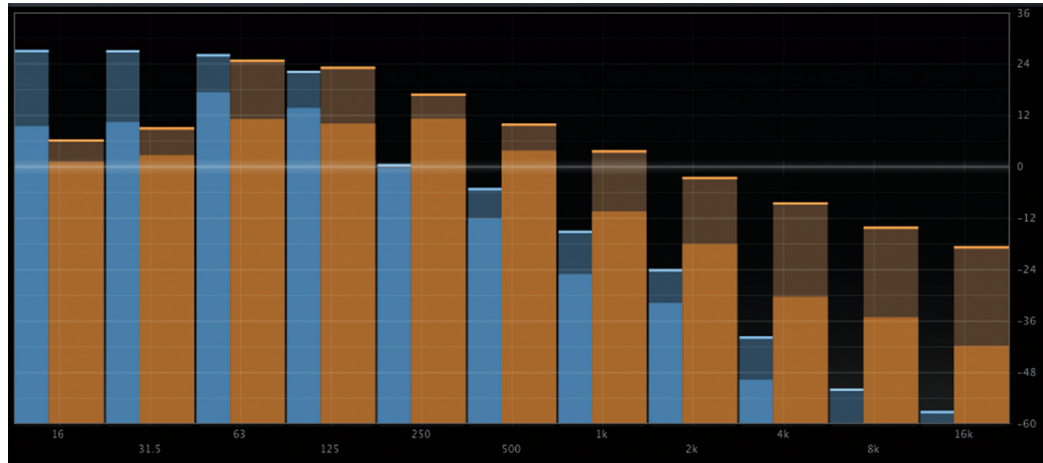


Choose from Plot, Octave, 3rd Octave, Critical and Multi-Band.



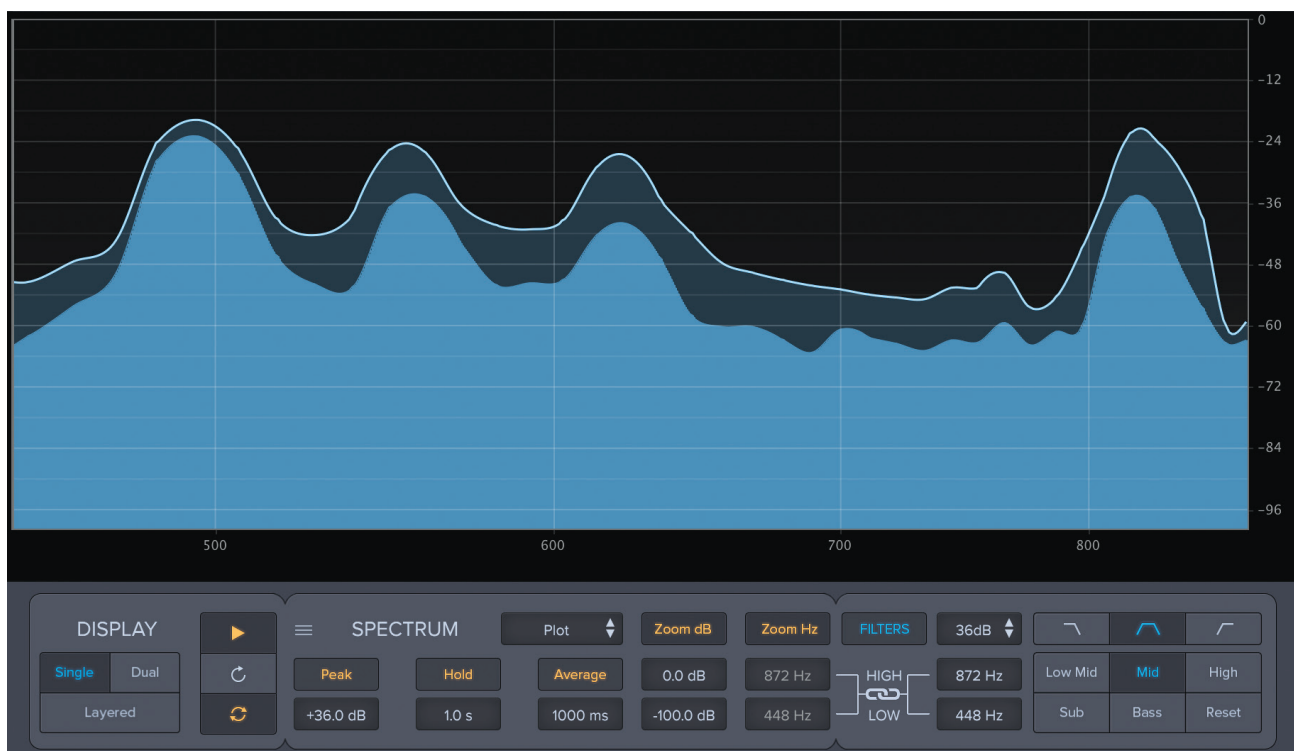


TIP: Try changing the graph type from Plot to Octaves; it can be easier to compare the bars side by side.



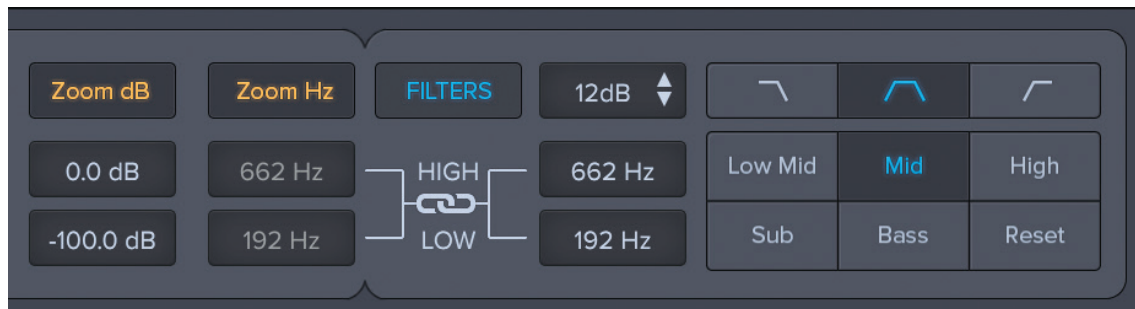
Zoom

There are two zoom functions available; these can be toggle on/off by clicking the buttons "Zoom dB" and "Zoom Hz". Drag the number boxes below each one to edit the high and low values. Dragging automatically turns them on. This enables you to quickly zoom in and out of the filter range. If you want to toggle the zoom on/off to move back to full range view, just click the Zoom Hz button once more.



FILTER - ZOOM LINK

Additionally you can use the Filter - Zoom Link function to link the Hz values to the Filter values by clicking the Zoom Link icon. Now editing the value in either the zoom or the filter boxes changes both together.

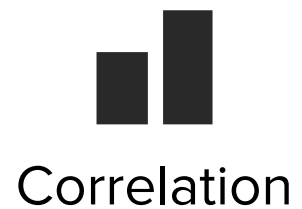


Zoom only works for Plot mode.



Also available in Correlation and Stereo Image.

Correlation



Click on the Correlation icon to access the Correlation meter.



There are two types of correlation meters available, Meters and History.

Select "Meters" to use the Multi-Band Correlation. This measure the stereo image across different frequency ranges. It enables us to see which parts of the signal are in or out of phase.

Select the graph type from the menu. Choose from Plot, Octave, 3rd Octave, Critical and Multi-Band.

Toggle the Range, Hold and Average buttons to enable them in the visualizer. Range and Average show the respective values while the Hold button enables the "Range Hold" time shown below the button. You can edit the ballistics of each component by dragging the number boxes below each button.

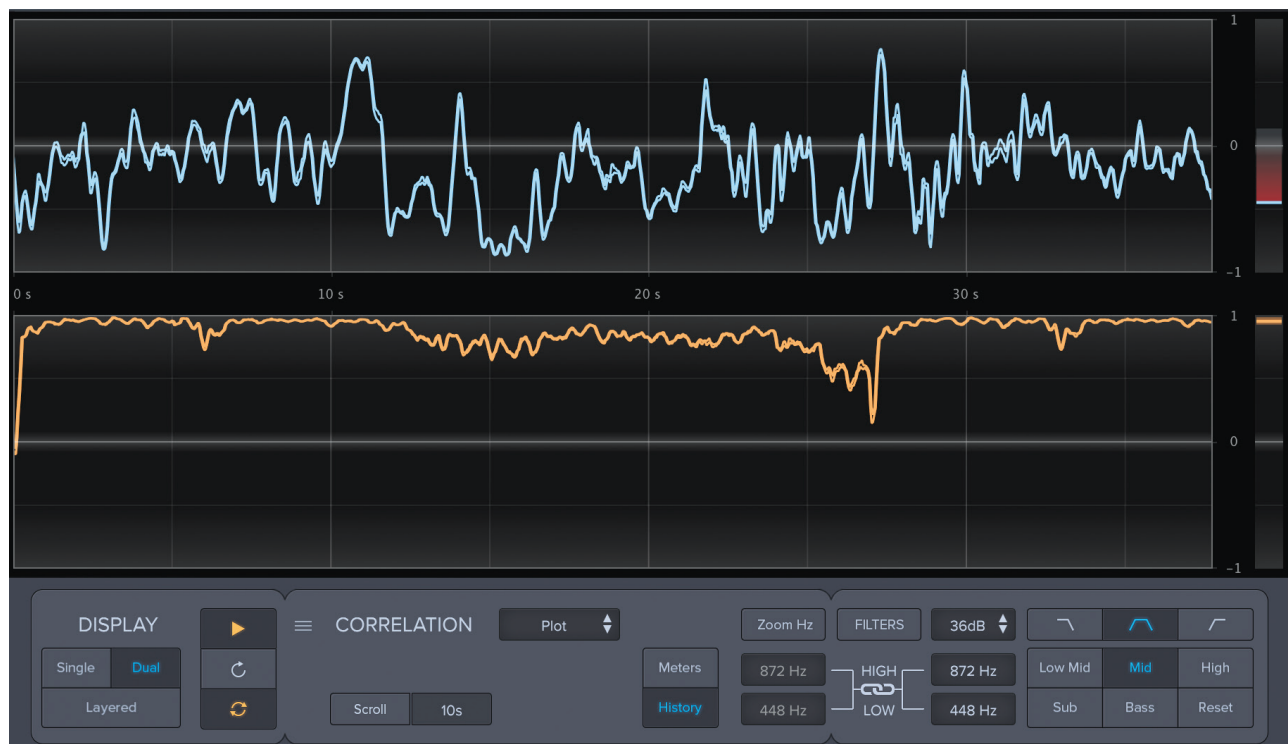
Full Band Correlation is displayed on the right side of the screen.

HISTORY GRAPH

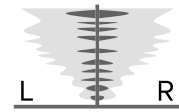
Select “History” to use the correlation history graph. This enables us to see the correlation values over a time period. This is useful for getting an overview of a whole track, or catching the odd anomaly that could be missed using a momentary visualizer.

SCROLL

This allows you to set the window size for the history graph between 10 seconds and 10 minutes. When scroll is off, the window will adapt to fit the elapsed time up to a maximum of 10 minutes.



Stereo Image



Stereo Image

Click on the Stereo Image icon to access the Stereo Image meter.



The Stereo Image page allows us to check the comparative left-right gain of the track over the whole frequency spectrum to make sure the mix is balanced. It gives you a visual view of the sonic movement of your track in the horizontal plane.

The frequency range is represented by the Y-axis, while the power is on the X-axis (Left – Right).

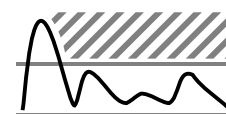
There are two components, Range (darker color fill), and average (the lighter color line). Below the graph is an overall image rating.

In the examples above, the B stream (right side) shows a track that has even stereo pan distribution. While the A stream (left side) shows a track processed through Logic's stereo Image plugin. This produces the wide distribution of energy in alternate frequency bands.

Select the graph type from the menu. Choose from Plot, Octave, 3rd Octave, Critical and Multi-Band.

Toggle the Range, Hold and Average buttons to enable them in the visualizer. Range and Average show the respective values while the Hold button enables the "Range Hold" time shown below the button. You can edit the ballistics of each component by dragging the number boxes below each button.

Dynamics



Dynamics

Click on the Dynamics icon to access the dynamics meter.



Dynamics are measured using an algorithm called PSR. This process analyses peak volume and short-term loudness data to measure the dynamic range of a signal.



In general: higher PSR values represent higher dynamic range, lower values represent low dynamic range and compression.

DYNAMICS DISPLAY



Top: The current PSR as a large 3-digit number.

Middle: Description matching the PSR value to help make associations between dynamic qualities and PSR values.

Low: % Above Target: This shows the % of time that the audio is above the dynamic target.

DYNAMICS TARGET

Set the target Dynamic value using the number box, or choose a preset from the menu as a guideline. The target value is shown as a red line on the history graph. When the level drops below the line, the meter shows a red fill to indicate that the dynamic range is lower and more compressed than the target.



TIP: As a general guideline to dynamics, the PSR can vary quite a lot depending on the composition and the elements of a track. A drumbeat is much more dynamic than a sustained pad, so you can expect to see this kind of variation throughout a track.

A target of 12-14 is great for a mix-down.

A target of 7-8 will result in a loud master that still retains dynamics.

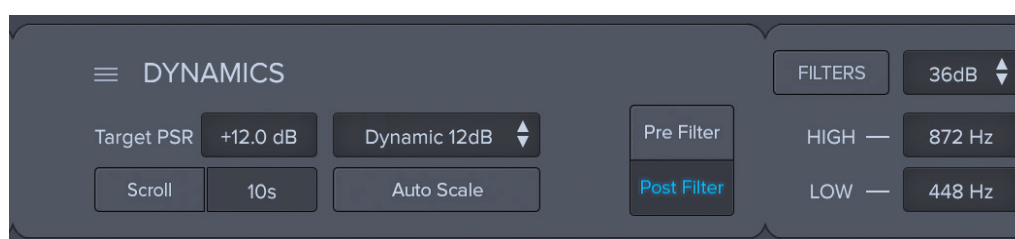
A lot of dance music can be as high as 5-6, but above this tends to sound very squashed.

Scroll: This allows you to set the window size for the history graph between 10 seconds and 10 minutes.

When scroll is off, the window will adapt to fit the time accrued up to a maximum of 10 minutes.

Auto Scale: Use this to automatically scale the Y Axis (PSR) to best fit the range of measurements.

Pre/Post Filter: You can measure the dynamics of a selected frequency range by activating the Post Filter button. Now you can select the frequency range using the filter unit. Perfect for analyzing bass dynamics and other specialist ranges.



Loudness



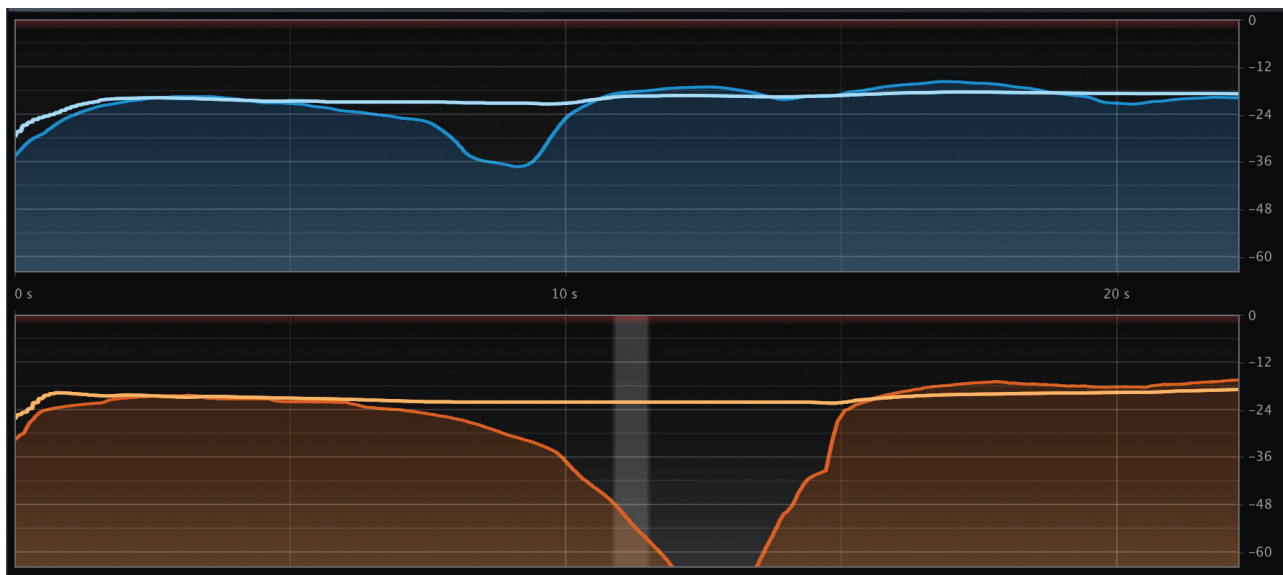
Click on the Loudness icon to access the Loudness meter.



Loudness Meters: Use the Loudness meters and history graphs to measure Integrated (I), Short Term (S) and Momentary loudness (M), along with True Peak, RMS and PLR. Toggling the "Meters/History" button accesses the different meter pages.

On the meters page, you can set a target LUFS, as well as see all the loudness types. Alongside S, I and M, are Loudness Range, PLR (Peak to Loudness ratio) to measure dynamic range as well as True Peak and RMS.

Loudness Target: Use the Target menu to set a loudness target, including EBU R128 and other broadcast standards. When target values are exceeded, the meters will show red to indicate the overs.



The history page allows you to select any combination of I, S and M in the visualizer.

When using layered display, we recommend comparing just one or two selections of I, S or M to avoid information overload.

Scroll: This allows you to set the window size for the history graph between 10 seconds and 10 minutes.

When scroll is off, the window will adapt to fit the time accrued up to a maximum of 10 minutes.

Auto Scale: Use this to automatically scale the Y Axis (PSR) to best fit the range of measurements.

Settings Panel



Click the settings icon to access settings for analyses mode.



You can also click the settings button on the tool panel, It's the icon with the three white lines.

The Settings Panel is divided into several sections:

- GENERAL SETTINGS:** Includes checkboxes for Graphics Latency, Tooltips, and B Track Selection Resets Analysis.
- DEFAULT SETTINGS:** Includes checkboxes for Load Default Preset and Meter Zoom, a Default Playback Mode dropdown set to Latch, and a Close button.
- BALLISTICS DEFAULTS:** Includes sliders for Spectrum (+36.0 dB), Correlation (36%), and Stereo Image (36%), each with time unit options (1.0 s, 1000 ms) and a Factory Defaults button.
- FFT SETTINGS:** Includes a Window dropdown (Hann), FFT Size (8192), Weighting (Flat), and four Multiband frequency ranges (80 Hz, 320 Hz, 1280 Hz, 5120 Hz) with Save and Factory Defaults buttons.
- FILTER BANK:** Includes a Default Filter Slope (12dB) and frequency sliders for Sub (10 Hz, 60 Hz), Bass (10 Hz, 250 Hz), Low Mid (250 Hz, 800 Hz), Mid (800 Hz, 4000 Hz), and High (4000 Hz, 22050 Hz), with a Factory Defaults button.

General Settings: These settings are turned on and off by the user for this instance of the plugin.

Graphics Latency: Click this box to synchronise the audio with the visual display for the spectrum, correlation and stereo image meters.

Under normal circumstances, the visuals lag a few milliseconds behind the audio. This is natural because the meters have to analyse the sound *before* they can display the results.

When the visual results are totally in sync with the audio, you will see what you hear, and hear what you see. The difference in perception is sublime, transients and decaying sounds are instantly recognisable as everything becomes sharper. Now your mind is able to make better associations between the audio and visual images.



TIP: Because this introduces a lag in the audio, it's not ideal for situations where you are using a MIDI keyboard to record performances.



Tool Tips: Click this box to activate Tool Tips. Hover over a button, display or any area of the plugin to find out what it does and how it works.

B Track Selection Resets Analysis: Click this box if you want the analysis window to reset when you select a new B track. This is useful when you only want to see data for the current track and not previous tracks as to avoid any confusion. This works for History graphs, Loudness and Dynamics measurements.

Default Settings: These settings are saved and become the defaults for when a new instance of the plugin is opened.

Load Default Preset: If you have created a default preset, then select this to automatically load the default preset when a new instance of the plugin is opened.

Meter Zoom: This will make the Output Meter scale to 18dB range instead of the factory default of 48db. You can also click on the meter itself to toggle between 18db and 48db at any time.

Default Playback Mode: Select the default playback mode for all B tracks between Latch, Cue, Sync and Manual. Now when you load a B track, it will automatically select this mode for you, so if you prefer to use Cue or Sync modes as your default, select it from the menu.

Ballistics Defaults: Set the default values for all three FFT meters (Spectrum, Correlation and Stereo Pan). Click 'Factory Defaults' to restore the factory default values.

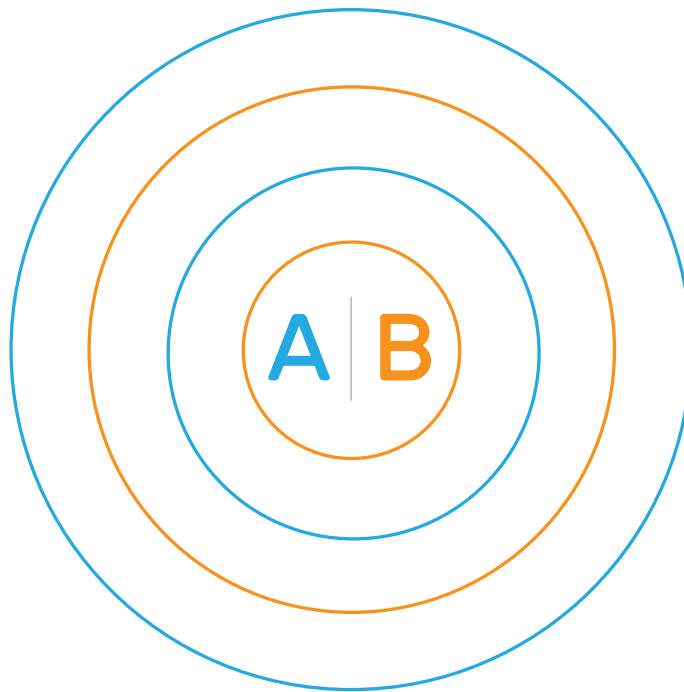
You can also set the defaults on the analysis panel by right-click on any of the ballistics values and selecting 'Save Ballistics as Default' from the menu.

FFT settings: Selects the *Current* settings for the FFT window and the Multi-band mode.

You can save the current settings as the defaults by clicking 'Save FFT defaults' or 'Save Multi-Band Defaults'. Click the 'Factory Defaults' button underneath each group to restore the factory settings.

Filter Bank: Edit the default settings for the filter bank and filter slope. Please note, this does not edit the *current* settings. You can edit the current settings for the filter button presets and save them as defaults by right-clicking then preset button and selecting 'Save as default'.

CLOSE: Closes the Settings window. You can also use the Settings Icon button on the analysis menu to close the window.



ADPTR
AUDIO SYSTEMS

CREDITS and THANKS

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