

Voxengo MSSED User Guide



Version 2.8

<http://www.voxengo.com/product/msed/>

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Introduction

MSED is a professional audio encoder-decoder plug-in for mid-side processing which is able to encode (split) the incoming stereo signal into two components: mid-side pair, and vice versa: decode mid-side signal pair into stereo signal.

MSED is also able to work in the “inline” mode with the ability to adjust mid and side channels’ gain and panning without the need of using two plug-in instances in sequence.

MSED can be used to flip the phase of the mid and side channels by 180 degrees, and swap the stereo channels, and to extract the mid or side channel.

Features

- Mid-side encoder and decoder
- Inline mode
- Input channel swapping
- 180-degree phase flipping
- Mid-side panning
- Preset manager
- Undo/redo history
- A/B comparisons
- Contextual hint messages
- All sample rates support
- Zero processing latency

Compatibility

This audio plug-in can be loaded into any audio host application that conforms to the AudioUnit, VST or VST3 plug-in specification.

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8 and later versions) and Mac OS X (10.6 and later versions, 32- and 64-bit, Intel processor-based) computers (2 GHz dual-core or faster processor with at least 2 GB of system RAM required). A separate binary distribution file is available for each target computer platform for each audio plug-in specification.

User Interface Elements

Note: Most interface elements (buttons, labels) located on the top of the user interface and on the bottom are standard among all Voxengo plug-ins and do not require much learning effort. For an in-depth description of these and other standard user interface elements and features please refer to the “Voxengo Primary User Guide”. Learned once it will allow you to feel comfortable with all pro audio plug-ins from Voxengo.

Parameters

The “Mode” selector specifies which processing mode should be used. The “Encode” mode engages the mid-side encoding mode (input left/right signal is converted into mid-side signal). The “Decode” mode enables mid-side decoding (input mid-side signal is converted into left/right signal). The “Inline” mode performs mid-side encoding, mid-side channel gain and panning adjustment and then decoding, sequentially.

The “Ch Swap” switch swaps input channels when enabled.

The “Flip 180” switch allows you to flip signal phase in both channels by 180 degrees. Such flipping does not swap channels.

The “Mid Gain” parameter adjusts the middle channel gain (in decibels). The “Mid Mute” switch can be used to mute the middle channel completely.

The “Side Gain” parameter adjusts the side channel gain (in decibels). The “Side Mute” switch can be used to mute the side channel completely.

Note that you can drag either the “Mid Gain” or “Side Gain” knob with the right mouse button to enable inversely linked adjustment of both knobs.

The “Mid Pan” parameter adjusts middle channel’s stereo panning.

The “Side Pan” parameter adjusts side channel’s stereo panning.

Credits

This plug-in was produced by Aleksey Vaneev in Syktyvkar, Komi Republic, Russia.

DSP algorithms and internal signal routing code were created by Aleksey Vaneev.

Graphics user interface code and the “standard” graphics design were created by Vladimir Stolypko.

This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., Intel IPP and runtime library by Intel Corporation (used under the corresponding licenses granted by these parties).

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