Introduction

AnSpec is an analog-style one/third-octave spectrum analyzer plug-in for professional music production applications. It was designed to be a handy visual feedback tool for those who like visual smoothness and easiness of use of analog analyzers. AnSpec also provides peak level indication.

While there are no adjustable parameters available in this plug-in, you can still change level meter ballistics and resize plug-in’s window.

Features

- 1/3 octave analog-style spectrum analyzer
- Peak level indication
- User interface window resizing
- Stereo and mono analysis
- All sample rates support
- Zero processing latency

Compatibility

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

This plug-in is compatible with Windows (32- and 64-bit Windows XP, Vista, 7, 8, 10 and later versions) and macOS (10.7 and later versions, 64-bit Intel processor-based) computers (2.5 GHz dual-core or faster processor with at least 4 GB of system RAM, SSE4.2 instructions support required, e.g. any Intel Core i-, AMD Bulldozer- or Zen-based processor). A separate binary distribution file is available for each target computer platform and 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

Since AnSpec does not feature any other adjustable parameters beside user interface window size, there is nothing to write about. Spectrum ballistics can be adjusted via the “Settings” window.

Note that like in all analog spectrum analyzers, the spectrum in AnSpec has a natural upwards (left to right) +3 dB per octave slope.
Credits

DSP algorithms, internal signal routing code, user interface layout by Aleksey Vaneev.


This plug-in is implemented in multi-platform C++ code form and uses “zlib” compression library (written by Jean-loup Gailly and Mark Adler), LibLZF by Marc Alexander Lehmann, filter design equations by Magnus Jonsson, VST plug-in technology by Steinberg, AudioUnit plug-in SDK by Apple, Inc., AAX plug-in SDK by Avid Technology, Inc., Intel IPP and run-time library by Intel Corporation (used under the corresponding licenses granted by these parties).

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