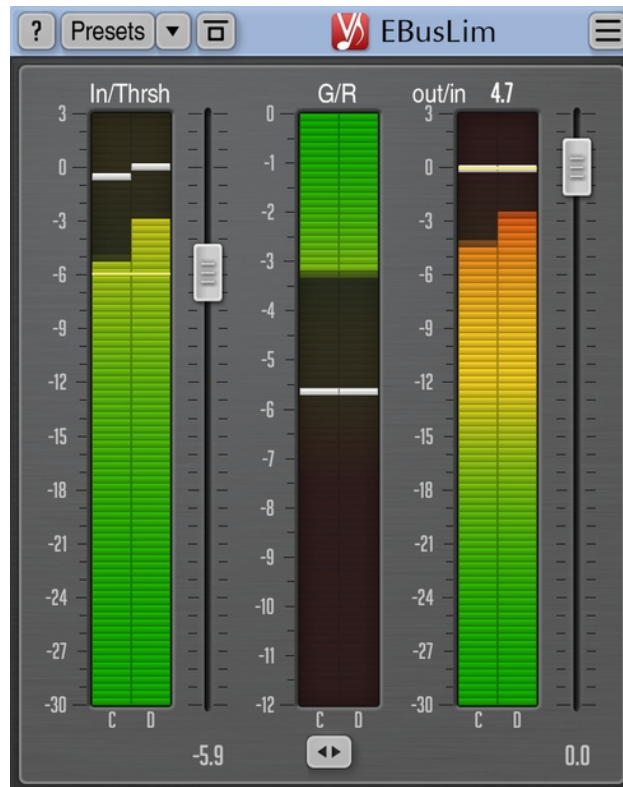


Voxengo EBusLim User Guide



Version 1.2

<https://www.voxengo.com/product/ebuslim/>

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Introduction

EBusLim is a brickwall peak limiter and loudness maximization plug-in for professional music production applications. EBusLim implements a single EL-4-based limiter mode originally designed in Elephant mastering limiter plug-in. This mode is suitable for bus, drum bus, master bus and track processing. The design idea behind EBusLim is to produce an extremely easy-to-use yet effective limiter.

Since EBusLim only features a single processing mode the processing latency was reduced down to 0.5 milliseconds permitting the use of this limiter as master bus overload protector for both stereo and multi-channel real-time applications.

Features

- Elephant-plug-in-quality limiter mode
- Extreme ease of use
- Stereo and multi-channel processing
- Preset manager
- 64-bit floating point processing
- All sample rates support
- 0.5 ms compensated 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: All Voxengo plug-ins feature a highly consistent user interface. Most interface elements (buttons, labels) located on the top of the user interface are the same in all Voxengo plug-ins. For an in-depth description of these and other standard features and user interface elements please refer to the “Voxengo Primary User Guide”.

Parameters

The “In/Thrsh” slider controls the limiting threshold or, alternatively, the input gain of the limiter.

The “Out Gain” slider controls the output ceiling of the limiter.

The “<>” button adjusts both slider controls simultaneously. Drag this button and move the mouse up and down to perform linked adjustment.

Level Meters

EBusLim features three RMS level meters, with scales shown in decibel. Peak level indication is present on all meters. The “In/Thrsh” meter displays input level meter with the limiting threshold mark that is tied to the “In/Thrsh” slider. The “G/R” is a gain reduction meter showing gain reduction changes relative to the 2-second average gain reduction. The third meter shows plug-in’s master output level.

Credits

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

Graphics user interface code by Vladimir Stolytko. Graphics elements by Vladimir Stolytko and Scott Kane.

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, 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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Beta-Testers

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Happy Mixing and Mastering!