

PSP preQursor2



Operation Manual

www.PSPAudioware.com

Acknowledgments

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05-509 Jozefoslaw,
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PSP preQursor2

Overview



PSP preQursor2 offers PSP's uniquely designed filters with low resonance peaks for reduced ringing artifacts, great band separation, and narrow notching when attenuating. All four filters are bell-type filters when boosting, and have progressive Q factors.

The PSP preQursor2 introduces PSP's Advanced Analog Modelling of preamplifier and filters to make the operation of the plug-in even more analog-like accurate than previous PSP equalizer emulations. The analog modeling algorithm can be enabled and controlled per instance, or globally per group of instances. The latter allows for easy control of the amount of analog-like processing on either selected tracks or all tracks in the mix.

All these characteristics result in a processor that not only sounds excellent on acoustic tracks, overall mixes, or any other application, but also allows you to virtually create the input console for all tracks in your mix with easy and convenient controls. In every usage case, PSP preQursor2 will maintain the natural feel and definition of the material.

PSP preQursor2 Front Panel Controls



Polarity button: Reverse selected channel(s) polarity when engaged.

Analog Drive (unlabeled knob): This knob sets the amount of the Advanced Analog Modeling drive for the instance or the group. The setting of this knob corresponds to the group's Drive when group control is enabled. You can adjust the Analog Drive approximately between -15 dB and +15 dB.

Advanced Analog Modeling button: Engaging this button turns on the analog emulation algorithm of the preamplifier and filters. How detailed it sounds depends on the instance's

or group's Analog Drive. This button's setting corresponds to the group's Analog mode when group control is enabled.



Group control: When the label is bright and LED is lit, the Group control is engaged and the Advanced Analog Modeling's settings are common for all instances of the PSP preQursor2 set to the group mode.

In the old days it was common to use a mixing desk which handled all or most of inputs and outputs. Each mixer usually had its unique sound which helped to glue the sound of the mix together. Today we have a lot great plug-ins we can choose to mimic the sound of the best analog gear but we often miss having a simple solution to get a coherent sound of the mix. PSP preQursor2 works like a console with adjustable operating level for all channels with Group enabled plug-in instances or to control the drive or even bypass the analog emulation for selected tracks.



HPF knob: This knob adjusts the high pass filter. The high pass filter is disengaged in the fully counter-clockwise position (OFF). When engaged, you can adjust the high pass filter between 20 Hz and 250 Hz in ten steps.

M-L-OO-S-R selector: Use this switch to assign the processing to only the selected channel: Left channel (L), mid channel (M), both channels as stereo (center position), right channel (R) or only the side channel (S).

Please notice that the plug-in can process a regular stereo or mono track when a stereo channel mode is selected. Only a single channel per instance is processed when an individual channel mode (Left, Right, Mid or Side) is selected. You need to use an adequate number of separate plug-in instances to process Left and Right, Mid and Side or any other combination of channels with individual settings.



LF button: Click this button to engage or disengage the low frequency filter. When engaged, the button illuminates.

Gain knob: This knob adjusts the boost or attenuation level of the low frequency filter between approximately -15 dB and +15 dB.

LF Frequency (unlabeled horizontal selector): Use this switch to choose the frequency of the low frequency filter. You can choose from five different frequencies; in order to help guide you, we have labeled three of these five: 30 Hz, 60 Hz, or 120 Hz.

Q button: When engaged (illuminated), the Q factor of this filter is set to a narrow bandwidth, resulting in a steep curve. When disengaged, the Q factor is set to a wide bandwidth curve.



LMF button: Click this button to engage or disengage the low midrange filter. When engaged, the button illuminates.

Gain knob: This knob adjusts the boost or attenuation level of the low midrange filter between approximately -15 dB and +15 dB.

LMF Frequency (unlabeled horizontal selector): Use this switch to choose the frequency of the low midrange filter. You can choose from seven different frequencies; in order to help guide you, we have labeled four of these seven: 200 Hz, 350 Hz, 500 Hz, or 900 Hz.

Q button: When engaged (illuminated), the Q factor of this filter is set to a narrow bandwidth, resulting in a steep curve. When disengaged, the Q factor is set to a basic wide bandwidth curve.



HMF: Click this button to engage or disengage the high midrange filter. When engaged, the button illuminates.

Gain knob: This knob adjusts the boost or attenuation level of the high midrange filter between approximately -15 dB and +15 dB.

HMF Frequency (unlabeled horizontal selector): Use this switch to choose the frequency of the high midrange filter. You can choose from seven different frequencies; in order to help guide you, we have labeled four of these frequencies: 1500 Hz, 2500 Hz, 4300 Hz, or 7200 Hz.

Q button: When engaged (illuminated), the Q factor of this filter is set to a narrow bandwidth, resulting in a steep curve. When disengaged, the Q factor is set to a basic wide bandwidth curve.



HF button: Click this button to engage or disengage the high frequency filter. When engaged, this button illuminates.

Gain knob: This knob adjusts the boost or attenuation level of the high frequency filter between approximately -15 dB and +15 dB.

HF Frequency (unlabeled horizontal selector): Use this switch to choose the frequency of the high frequency filter. You can choose 10 kHz, 16 kHz, or 25 kHz.

Q button: When engaged (illuminated), the Q factor of this filter is set to a narrow bandwidth, resulting in a steep curve. When disengaged, the Q factor is set to a basic wide bandwidth curve.



EQ button: This button engages (illuminated) or disables all the filters in the processor, while keeping the output level and SAT controls active. When EQ and Analog are enabled both – preamp and in-filter emulations are working, when Analog is enabled and EQ is disabled the preamp emulation is still working and color the sound.

Output (unlabeled knob): This knob adjusts the global boost or attenuation in gain for the PSP preQursor2. This knob operations whenever the plug-in is processing – even when the EQ button is off. You can adjust the level between approximately -15 dB and +15 dB.

SAT button: Use this button to activate the output saturation algorithm. The SAT is post Output knob and its ceiling is 0dBFS. When activated, the button illuminates.

The legacy PSP preQursor had the 2nd generation SAT algorithm implemented; we used the same algorithm in PSP preQursor2 due to its good sound and backward compatibility. The SAT algorithm affects only the output of the plug-in. The new Advanced Analog Modelling algorithm that is engaged with the Analog button influences the input and filters in a very subtle way thus can be used either separately or together with the SAT algorithm.

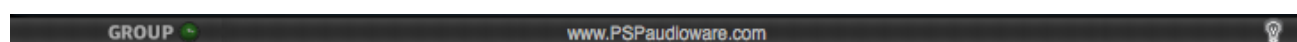
Output LED: This LED will flash when 0dBFS is exceeded on output. Don't worry, it's not indicating any internal distortion. Once triggered, the LED will stay dark red until reset. Click the LED to reset it. Note that when SAT is engaged, you will never exceed 0dBFS on the output of the plug-in.

The About Screen



PSP preCursor2 provides an about screen. This view contains your authorization details, as well as the version number of the plug-in. To access plug-in's about screen, click on the PSP preCursor2 label in the left top corner. To return to the controls view, click anywhere in the about screen.

Hint Bar



Hints on/off

Click on the light bulb to show or hide hints in the hint bar.

Hint Text

A short description of the control that your mouse is hovering over.

When the mouse is off plug-in's GUI or it is disengaged there is a PSPaudioware web site link by default. Double click on the link to open our company page.

Using presets

PSP preQursor2 is provided with factory sets of presets.



The main aim of these included presets is to show off the features of the plug-in and help users to learn the controls . In addition, the presets can be used as a starting point for further adjustments or for quick fixes .

The PSP preQursor2 presets can be accessed from the PSPaudioware standard PRESET bar at the bottom of the plug-in interface. Here you can select from among the factory presets, and load and save individual, as well as banks of presets. There are three sections to this bar, the PRESET section, the Preset window, and the BANK section.

BANK SECTION

Click the green arrow icon to load a bank from a disk.

Click the red arrow icon to save a bank.

Double click the BANK label to permanently store the default preset bank.

Press Command (Mac) or Control (PC) and double click to restore the factory default bank.

PRESET SECTION

Click the green arrow icon to load a preset.

Click the red arrow icon to save a preset.

Double click the PRESET label to permanently store the default preset.

Press Command (Mac) or Control (PC) and double click to restore the factory default preset.

PRESET EDIT BOX

Click the menu button to the right of the preset edit box to see and the popup menu of all the presets in the currently loaded preset bank and to choose a preset from the list.

Click the name of the preset to rename it.

PRESET SELECTION

Click on the bright left arrow to switch to a previous preset on the list.

Click on the bright right arrow to switch to a next preset on the list..

MEMO A and B

Both A and B are permanently stored on your disk. This allows you to compare alternative settings or share a preset between various instances of the plug-in in the same project or even between various projects.

Click the green arrow icon to load a preset from memo A or B.

Click the red arrow icon to save a preset to memo A or B.

?

Click on the question mark whenever you need to open the operation manual.

Technical Specifications

Processing

- FAT double sampling. FAT is automatically switched on for low (below 50kHz) sample rates, and off for higher sample rates. This ensures the most accurate processing independent of the sample rate.
- 64-bit double precision floating point computations for ultra low accumulative errors in the filters.
- An optional second generation SAT(uration) option in the output of the plug-in. This both protects against digital clipping in software or hardware following the plug-in, and adds a smooth, overdriven sound to hard-driven signals. The SATuration algorithm is located after output level control in a plug-in's internal chain and its ceiling reference level is setup a fraction of dB below 0dBFS.
- An Advanced Analog Modelling to provide analog-like nonlinear behavior of plug-in's input and filters.
- All actual parameters like gain, frequency or Q may differ from displayed values which is a typical feature of analog equalizers.
- 32 and 64 bit floating point audio streams supported.
- Sample rates up to 384kHz supported.

Plug-in Latency

In order to achieve the highest quality results, PSP preQursor2 requires a small buffer containing a number of samples in order to process your audio material properly. The amount of samples needed was kept purposefully small so that these equalizers could be used in tracking—in all cases the internal latency is around 1ms (one millisecond). The final latency may vary a bit based on sample rate.

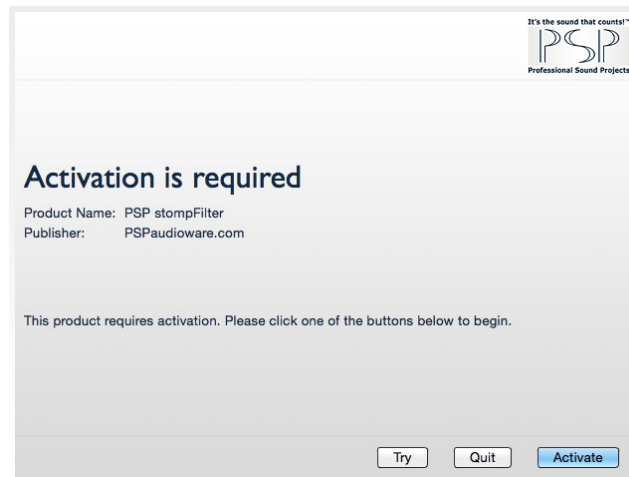
That said, most modern DAWs include plug-in delay compensation, which eliminates the effect of the delay incurred by PSP plug-ins on playback. PSP plug-ins fully support the latency compensation of all host DAWs (meaning, accurately reports its samples of delay to the host). Note that some host DAWs have limitations regarding its delay compensation, so be sure to refer to your DAW's user guide for more information. For your convenience the latency of the plug-in is reported at its bottom bar in samples and milliseconds.

Trial Activation Instructions

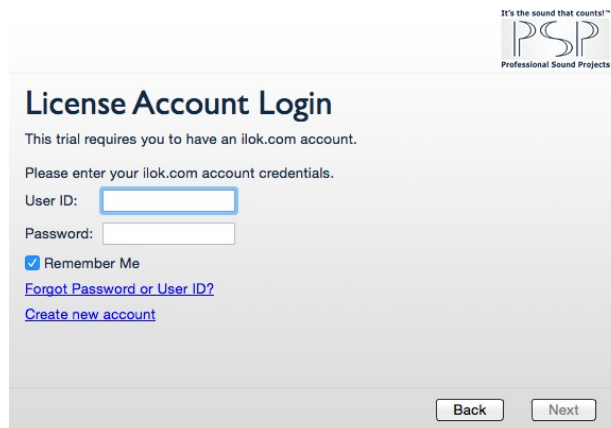
In order to run a plug-in in 30 day demo mode, you need an **iLok user ID** which you can create free at <https://www.ilok.com/>, and you need to install the free **iLok License Manager** application.

A hardware USB iLok dongle is **NOT** required, however it is optional.

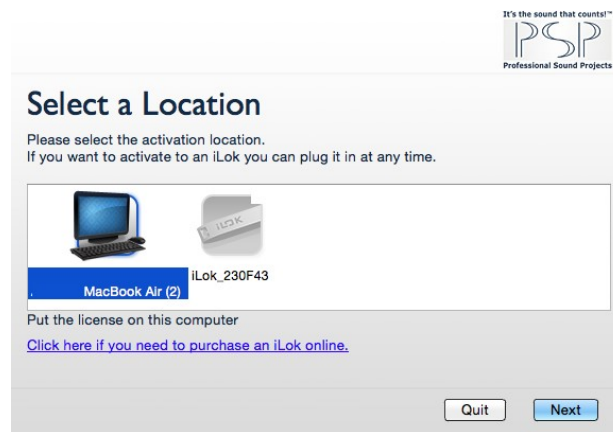
1. Run the installer on your computer and follow the steps to complete the installation.
2. Launch your host application (Pro Tools, Logic, Cubase, Sonar, Live etc.), which will scan your plug-ins and prompt you with an activation window.



3. To run a plug-in demo click "Try" in the PSP activation window and then enter your iLok account details.



4. Select the activation location. You can activate the license in three separate locations, each of which can be either a computer or an iLok dongle (2nd generation or above). You can move these licenses at any time using PACE's iLok License Manager software.

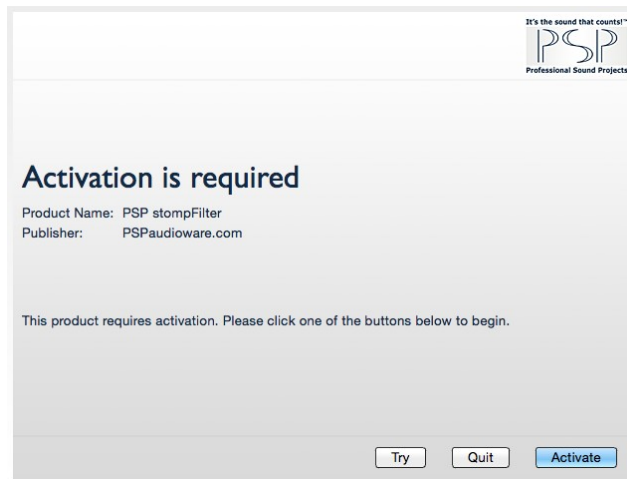


5. Enjoy using our plug-in for next 30 days without any limitation!

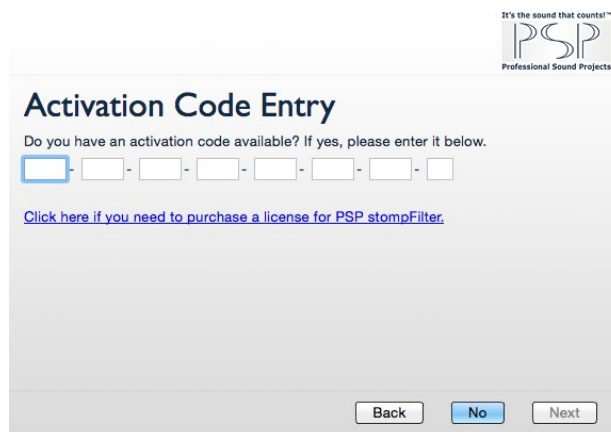
Full Version Activation Instructions

In order to activate the plug-in, you need an **iLok user ID** which you can create for free at <https://www.ilok.com/>, and you need to install the free **iLok License Manager** application. A hardware USB iLok dongle is **NOT** required, however it is optional.

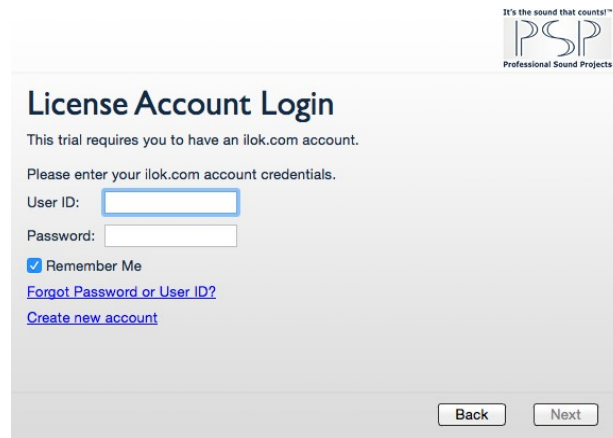
1. Download the PSP installer from your PSP user area account.
2. Run the installer on your computer and follow the steps to complete the installation.
3. Launch your host application (Pro Tools, Logic, Cubase, Sonar, Live etc.), which will scan your plug-ins and prompt you with an activation window.



4. Click the **Activate** button and enter your activation code, which is listed in the product table for your account in our user area (in the column authorization details). Click next.

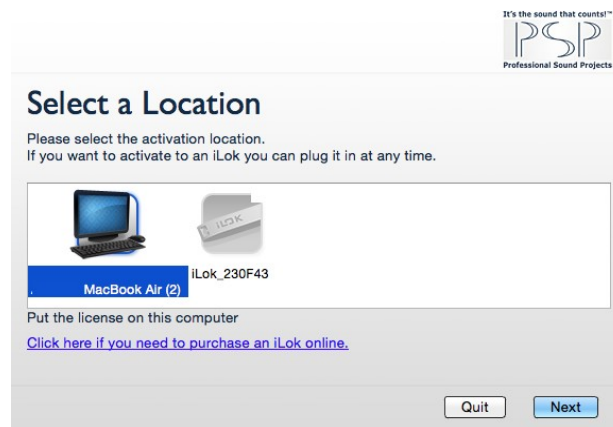


5. Type in your iLok account user ID and password. Click next.



The screenshot shows the 'License Account Login' window. At the top right is the PSP logo with the tagline 'It's the sound that counts!™' and 'Professional Sound Projects'. The main title is 'License Account Login'. Below it, a message states: 'This trial requires you to have an ilok.com account.' followed by 'Please enter your ilok.com account credentials.' There are two input fields: 'User ID:' and 'Password:'. Below the password field is a checked checkbox labeled 'Remember Me'. There are two links: '[Forgot Password or User ID?](#)' and '[Create new account](#)'. At the bottom right are 'Back' and 'Next' buttons.

6. Select the activation location. You can activate the license in three separate locations, each of which can be either a computer or an iLok dongle (2nd generation or above). You can move these licenses at any time using PACE's iLok License Manager software.



The screenshot shows the 'Select a Location' window. At the top right is the PSP logo with the tagline 'It's the sound that counts!™' and 'Professional Sound Projects'. The main title is 'Select a Location'. Below it, a message states: 'Please select the activation location. If you want to activate to an iLok you can plug it in at any time.' There are two options presented in a box: a computer icon labeled 'MacBook Air (2)' and an iLok dongle icon labeled 'iLok_230F43'. Below the box, it says 'Put the license on this computer' and provides a link: '[Click here if you need to purchase an iLok online.](#)'. At the bottom right are 'Quit' and 'Next' buttons.

7. Activation is complete. Enjoy using our plug-ins! We hope you find them useful in your productions.

Minimum System Requirements

PC

VST

- Windows x32 or x64 (Vista, 7, 8 or 10)
- VST 2.4 compatible application

RTAS

- Windows x32 or x64 (XP Service Pack 2, Vista, 7 or 10)
- ProTools 8.0.0 (or later)

AAX

- Windows x32 or x64 (XP Service Pack 2, Vista, 7 or 10)
- Pro Tools 10, 11, 12 or Pro Tools HD 10, 11, 12

All DAWs

- Up to date iLok License Manager application installed

Mac

AudioUnit

- Mac OSX 10.8, 10.9, 10.10 or 10.11
- 32 or 64-bit host application capable of running AudioUnit plug-ins with Cocoa view

VST

- Mac OSX 10.8, 10.9, 10.10 or 10.11
- 32 or 64-bit VST 2.4 compatible host application

RTAS

- Mac OSX 10.8, 10.9, 10.10 or 10.11
- ProTools LE 8.0.0 or ProTools TDM 8.0.0 (or later)

AAX

- Mac OSX 10.8, 10.9, 10.10 or 10.11
- Pro Tools 10, 11, 12 or Pro Tools HD 10, 11, 12

All DAWs

- Up to date iLok License Manager application installed

Please keep in mind that these CPU and RAM specifications are *minimum* requirements. For the best performance, you will want a faster CPU and as much RAM as possible!

Support

If you have any questions about any of our plug-ins, please visit our website <http://www.PSPAudioware.com> where you can find the latest product information, free software updates, online support forum and answers to the most frequently asked questions.

You can also contact us by e-mail: support@PSPAudioware.com. We will gladly answer all of your questions. As a rule we respond within 24 hours.

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