

# PSP oldTimerME

Operation Manual



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Special thanks also to all our beta testers for their bug testing, comments, opinions and presets.

Finally, thanks to all our users around the world for ideas and help in development of new plug-ins!

## Overview

**PSP oldTimerME** is a vintage-style compressor designed for demanding track and program compression, limiting and mastering processing. Our goal in developing this plug-in has been to provide you with a versatile compressor that offers detailed control and an exceptionally musical sound. This plug-in is not based on any specific hardware, rather it is inspired by vintage circuits and we designed it to emulate our favorite characteristics of such compressors.

PSP oldTimerME shares basic concepts and sound principles with its predecessor – the PSP oldTimer.

PSP oldTimerME version of this compressor combines advanced features such as the option to process left, right, mid or side channel exclusively while being very simple to set up—which makes it hard to go wrong!

This compressor is not intended to be fully transparent. Whether you use it in its valve emulation mode or not it delivers a soft and smooth sounding compression with a bit of its own classy color.

Thank you, and please enjoy the versatility and quality of the PSP oldTimerME!

## Controls

Most of PSP oldTimerME's controls are intuitive. The plug-in provides you with common parameters such as Attack, Release, Ratio, Compress and Makeup. It also includes advanced controls like a channel processing mode switch and independent Wet and Dry controls. Finally, you can set up the Valve operation depth and side chain filter cut-off frequency.

### Valve/Clear/Off

Use this switch to engage (Valve and Clear) or disengage (Off) compression.

If the switch is set to its middle position (Clear) the internal valve rounding algorithm is disengaged, resulting in more transparent processing.

### Valve level

Use this screw pot to set up a valve processing reference level. Choose between five positions from Low to Hi.

### Side chain cut-off frequency

Use this screw pot to set the side chain high pass cut-off frequency. You can choose from five frequencies ranging from 30Hz to 250Hz.

### Channel processing mode switch

Use this switch to select the channel processing mode. The "OO" setting configures standard stereo linked processing. To process Left and Right channels independently, please use two instances of the PSP oldTimerME in series and set the L mode on one of them and R on another. To process Middle and Side signals please use two instances of the plug-in in series and set the M mode on one of them and S mode on the other.

### Ratio

PSP oldTimerME features "over-easy" transition characteristics between ratios between 1.1:1 to 1.5:1, and old-school peak-through-soft-knee characteristics for higher ratios. The specific amount of compression possible at the maximum compression depth depends on the ratio and ranges from about 6dB at a 1.1:1 ratio setting to about 30dB for a 10:1 ratio setting.

### Attack

While we chose to use a combined attack/release knob in the PSP oldTimer, the ME version contains a separate controls for both parameters in order to allow for more precise control whenever the combined Time control is not enough. Attack time knob settings of F(fast)-2 result in a fast attack, perfect for drums limiting. Attack settings of 3-4 are good general values, offering times typical for opto or valve compressors. Attack time values around 5-S(slot) set long values for leveling.

### Release

Release time knob settings of F(fast)-2 result in a fast release, perfect for drums limiting. Release settings of 3-4 are good general values, offering times typical for opto or valve compressors. Release time values around 5-S(slot) set long values for leveling.

## **Compression**

Compression controls the amount of gain reduction by adjusting the threshold point. The greater the compression value the lower the threshold point, resulting in more compression. Even if the Compression is set to 0 the compressor may still influence the sound. The rough step for this parameter is 0.25, Please use the SHIFT key to engage the fine adjust mode with a resolution of 0.05.

## **Make-up**

The Make-up knob sets the compression make-up gain. PSP oldTimerME offers up to 30dB of gain in 0.5dB rough steps. Please use the SHIFT key to set up this parameter in the fine mode with a resolution of 0.1dB.

## **Dry label**

The Dry label allows you to engage and mute the dry signal on the output. Click on the label to mute or engage the dry signal.

## **Dry knob**

The Dry knob sets the amount of unprocessed signal make-up gain. PSP oldTimerME offers a setting from -24 to +6dB of gain in 0.5dB rough steps. Please use the SHIFT key to engage the fine adjust mode with a resolution of 0.1dB.

## **Wet label**

The Wet label allows you to engage and mute the wet signal on the output. Click on the label to mute or engage the wet signal.

## **Wet knob**

The Wet knob sets the amount of unprocessed signal make-up gain. PSP oldTimerME offers a setting from -24 to +6dB of gain in 0.5dB rough steps. Please use the SHIFT key to engage the fine adjust mode with a resolution of 0.1dB.

## **Gain Reduction Meter**

This meter gives you a readout of how much gain reduction is being performed by PSP oldTimerME. In general, you'll want to keep the compression values shown on the meter between 4-8dB for the most transparent compression/limiting. When the Attack and Release knobs are set between 8-10 a deeper compression of about 12-15 dB can be used for program leveling.

## **About Screen**

The PSP oldTimerME plug-in offers an About window. To access it click on the name of the plug-in. To return to the controls view, click anywhere in the about screen. This screen contains your authorization details, as well as the version number of the plug-in.

## Using presets

PSP oldTimer is provided with factory sets of presets.

The main aim of PSP oldTimer presets is to show customers the features of the plug-in and help to learn the controls usage. In addition, the presets can be used as a starting point for further adjustments or as quick fix presets.

The PSP oldTimer 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**

- All internal processing done with 64 bit double precision floats.
- 32 and 64 bit floating point audio streams supported
- Sample rates up to 192kHz supported.

### **Minimum System Requirements**

#### **Windows**

- Intel or AMD processor
- (i386 architecture compatible high performance CPU recommended)
- Windows XP (Service Pack 2 or 3 suggested) or Windows Vista or Vista 64
- RTAS, or VST compatible audio application
- VST for x64 applications

#### **Macintosh**

- PowerPC or Intel processor
- Mac OS X 10.4 or later
- AU, RTAS, or VST compatible audio application

Please keep in mind that these CPU and RAM specifications are minimum requirements. For the best performance, you will want the fastest 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](mailto:support@PSPAudioware.com). We will gladly answer all of your questions. As a rule we respond within 24 hours.

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