

PSP Levelizer

Auto-fader level controller



Operation Manual

PSPaudioware.com

Acknowledgments

Main plug-in development and algorithms: Mateusz Woźniak

Development assistant: Piotr Dmuchowski

Platform development: Piotr Dmuchowski, Jacek Kuśmierczyk, Adam Taborowski

Plug-in Design and Graphics: Mateusz Woźniak

Installer: Piotr Dmuchowski

Product Manager: Antoni Ożyński

Documentation: Mateusz Woźniak

Alpha and Beta testing:

- Jarek Toifl
- Jamie Rosenberg
- Ronan Chris Murphy
- Alberto Rizzo Schettino
- Alan Branch
- Oleg Yershov
- Jonathan Timpe
- Paolo Pasquariello
- John Kurzweg
- Eddie Grey
- Enrico De Paoli
- Joanna Stefańska

Presets designed by:

- Eddie Grey
- Oleg Yershov
- Alan Branch
- PSP team

Special thanks go out to:

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

By using this software you agree to the terms of any license agreement accompanying it. “PSP”, the PSP logo, and “It’s the sound that counts!” are trademarks of PSPaudioware.com s.c.

All other trademarks are the property of their respective owners.

© 2026 PSPaudioware.com s.c.

Table Of Contents

<u>ACKNOWLEDGMENTS.....</u>	<u>2</u>
<u>SPECIAL THANKS GO OUT TO:.....</u>	<u>2</u>
<u>END USER LICENSE AGREEMENT.....</u>	<u>4</u>
<u>FEATURES.....</u>	<u>5</u>
<u>PSP LEVELIZER CONTROLS.....</u>	<u>6</u>
<u>MAIN SECTION.....</u>	<u>6</u>
<u>SIDE CHAIN FILTERS SECTION.....</u>	<u>8</u>
<u>REACTION CONTROL SECTION.....</u>	<u>9</u>
<u>LIMITER SECTION.....</u>	<u>10</u>
Side Chain Bar.....	11
<u>REAR PANEL.....</u>	<u>12</u>
<u>PRESET HANDLING AND VIEW OPTIONS.....</u>	<u>13</u>
<u>PRESET BROWSER.....</u>	<u>14</u>
<u>COPY / PASTE.....</u>	<u>15</u>
<u>A/B SYSTEM.....</u>	<u>15</u>
<u>UNDO / REDO.....</u>	<u>15</u>
<u>FAVORITE PRESETS.....</u>	<u>16</u>
Default preset.....	16
Favorite preset slots.....	16
Assign mode.....	16
<u>GUI RESIZING.....</u>	<u>17</u>
<u>CONFIG SECTION.....</u>	<u>17</u>
<u>MINIMUM SYSTEM REQUIREMENTS.....</u>	<u>18</u>
<u>PROCESSING.....</u>	<u>19</u>
<u>LIMITATIONS OF THE DEMO VERSION.....</u>	<u>19</u>
<u>SUPPORT.....</u>	<u>20</u>

End User License Agreement

PREFACE: This End-User License Agreement (“EULA”) is a legal agreement between you and PSPaudioware.com s.c. (PSP) for the PSP product accompanying this EULA, which includes computer software and may include associated media, printed materials, and “online” or electronic documentation (“SOFTWARE”). By installing, copying, or using the SOFTWARE, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not use the SOFTWARE. The SOFTWARE is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE is licensed, not sold.

LICENSE: You can INSTALL and USE the current version of the SOFTWARE, or in its place any prior version, on three computers simultaneously so long as you are the direct user or a studio client of those machines. If more users USE the software you must buy an additional license for each workstation. The DEMO VERSION of the SOFTWARE is NOT LICENSED FOR COMMERCIAL USE.

RESTRICTIONS: You may not transfer, modify, rent, lease, loan, resell, distribute, network, electronically transmit or merge the SOFTWARE. You may not reverse engineer, decompile or disassemble the SOFTWARE, or otherwise attempt to discover the SOFTWARE source code. You are not permitted to copy the SOFTWARE or any of the accompanying documentation.

COPYRIGHTS: All title and copyrights in and to the SOFTWARE (including but not limited to any images, photographs, animations, video, audio, music, text, and “applets” incorporated into the SOFTWARE), the accompanying printed materials, and any copies of the SOFTWARE are owned by PSP. The SOFTWARE is protected by copyright laws and international treaty provisions. Unauthorized reproduction or distribution of the SOFTWARE or documentation is subject to civil and criminal penalties.

DISCLAIMER OF WARRANTY: The SOFTWARE is provided “AS IS” and without warranty of any kind. The entire risk arising out of the use or performance of the SOFTWARE and documentation remains with user. To the maximum extent permitted by applicable law, PSP further disclaims all warranties, either express or implied, including, but not limited to, implied warranties of merchantability and fitness for a particular purpose, with regard to the SOFTWARE, and any accompanying hardware. To the maximum extent permitted by applicable law, in no event shall PSP be liable for any consequential, incidental, direct, indirect, special, punitive, or other damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of this EULA or the use of or inability to use the SOFTWARE, even if PSP has been advised of the possibility of such damages.

MISCELLANEOUS: This EULA is governed by Polish law. Should you have any questions concerning this EULA, or if you wish to contact PSP for any reason, please write to:

PSPaudioware.com s.c.
Bugaj 12;
05-806 Komorów,
Poland.

Overview

PSP Levelizer offers an advanced auto-fader level control. The fader can smoothly react to the track level or an external signal. The control level can be either followed to adjust the track level in reference to the piloting level track or track's dynamics can be kept under control to stay around a steady reference level. Advanced side chain filtering and reaction modes together with several lookahead options allow extreme control over the behavior of the auto-fader.

The output consists of an adjustable brick wall limiter to keep the output level in range.

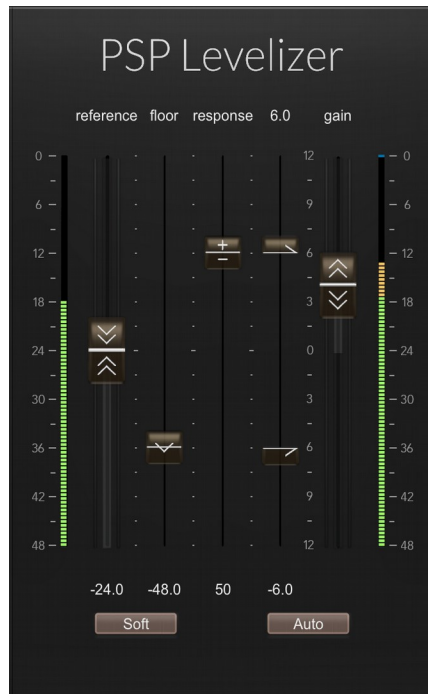


Features

- The side chain equalizer.
- Three auto-fader reaction modes.
- Adjustable auto-fader timing parameters.
- Four lookahead ranges cooperating with the Lookahead adjustment.
- Output brick wall limiter.
- Designed with a musical response in mind.

PSP Levelizer Controls

PSP Levelizer is designed to provide an advanced control over auto-fader parameters, side chain signal and the output level.



Main section

PSP Levelizer label – click to open the about box / rear panel of the plug-in. Click anywhere to switch back to the main view.

Input Meter – displays the input level signal.

Reference – sets the reference level, the auto-fader's aiming target level.

Floor – sets the floor level. The auto-fader returns to its default position whenever the detected input level is below the floor level.

Response – sets the way and strength of the auto-fader response. Setting above 0 forces the fader to move to keep the level around the reference level, a setting typically used to control dynamics of the track itself. Setting below 0 forces the fader to move against the reference level, a setting typically used to control

dynamics of the track to follow the external reference level track (like an entire mix to increase the vocal tracks on loud choruses).

Range handles – set the upper and lower auto-fader movement limits. Click and drag either of handles or the bar between handles to move them with the preservation of their distance. Please note that the auto-fader will approach limits softly when the Soft mode button is engaged.

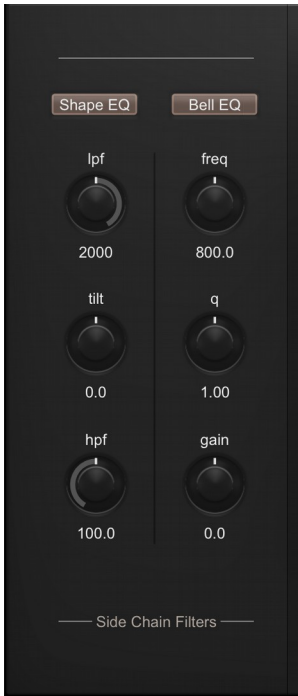
Gain – sets the output gain when the Auto button is disengaged. Displays the auto-fader action when Auto button is engaged.

Soft button – engages the range soft limit mode to make the auto-fader landing softly on limits.

Auto button – engages the auto-fader mode. The gain fader is controlled manually when Auto button is disengaged.

Output Meter – displays the output level signal. The limiter's ceiling level is displayed as a blue dash and the limiter's gain reduction is shown as a blue bar starting from top whenever the Limiter is engaged.

Side Chain Filters section



Shape EQ – engages the side chain shape EQ section.

LPF – sets the cut-off frequency of the side chain low pass filter.

Tilt – sets the gain of the side chain tilt filter. Please note that settings with a moderate to high settings (+10 to +15dB) provide the best results when the track is controlled by a broad band signal – like the mix to control the vocal or when the drum group is controlled.

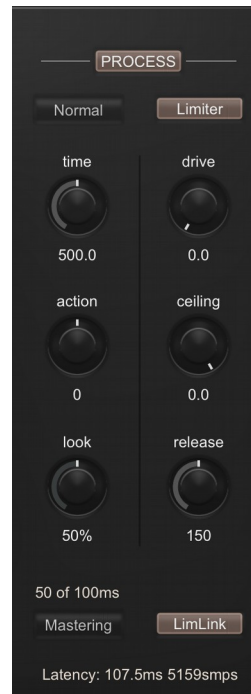
HPF – sets the cut-off frequency of the side chain high pass filter.

Bell EQ – engages the side chain bell EQ section.

Freq – sets the resonance frequency of the side chain peaking filter.

Q – sets the Q (resonance) of the side chain peaking filter.

Gain – sets the gain of the side chain peaking filter.



PROCESS button – enables processing of the entire plug-in.

Reaction control section

Dynamic Mode menu – click to open a menu list and select the reaction mode. Sharp – provides a rapid response to the side chain signal. Good choice for transient signals like drums etc, or to mimic the compressor like behavior of the auto-fader.

Normal – results in a balanced attack response, great as a starting setting for a typical track with an auto-fader.

Smooth – gives an extra soft and lazy response to control signal raise. A good choice for pads or strings' tracks.

Time – adjusts the auto-fader's response time in ms.

Action – sets the relation between level's raise and fall reaction. Turn clockwise to extend the level raise reaction and turn counter-clockwise to extend the level fall reaction.

Look – controls the amount of auto-fader percentage lookahead in reference to pre-calculated optimal of lookahead based on the Time and Action settings. Please note that the actual available lookahead is set by the Range menu, the knob's ring and the calculated ms value turns red whenever the setting is out of selected range.

Lookahead value ms – displays the calculated value of the auto-fader lookahead and available ms of lookahead of the selected lookahead range. The displayed value depends on the time, action and look settings. The value turns red when it is out of the current lookahead range.

Lookahead Range menu – selects the lookahead range to be used for the lookahead parameter. The latency in ms of the auto-fader section is shown under the menu.

Direct – provides no lookahead, the look knob's ring stay red and its setting has no influence on the auto-fader reaction. Even when the Direct mode is selected an external side chain input can be used to apply a virtual lookahead. Simply copy the processed track and nudge it left to apply the negative delay and route this track as a side chain input for the track using the Levelizer.

Live – sets the lookahead range to 10ms.

Mix – sets the lookahead range to 30ms.

Mastering – sets the lookahead range to 100ms.

Extended – sets the lookahead range to 250ms.

Please note that the available lookahead range is strongly audio host dependent. Some host will not accept the value above 100ms or even above 30ms.

Latency – displays the actual lookahead value in ms and samples reported to the audio application.

Limiter section

Limiter button – engages the output brick wall limiter.

Drive – sets the limiter's input gain. Use this control to boost the signal before the limiter.

Ceiling – sets the limiter's ceiling level. The output of the limiter will be no greater than the ceiling setting. Use this control to set the depth of limiter's attenuation.

Release – controls the release timing characteristics of the limiter. The overall release response of the limiter resembles the response of opto-limiters with rapid initial release phase and slow late release phase, yet the attack response provides an exact peak handling.

LimLink button – engages the limiter's channel linking mode to provide an equal limiting of both channels.

Side Chain Bar

We provide PSP plug-ins, especially dynamics processors, with the PSPaudioware standard SIDE CHAIN BAR. You access this bar at the bottom of the plug-in interface. Here you can select (mix) the side chain source and switch the plug-in into side chain listening (cue) mode.



INTERNAL/EXTERNAL Mix: The INTERNAL/EXTERNAL Mix slider sets the balance of internal to external signal in the final side chain audio channel.

If your DAW does not provide an external side chain source or is turned off for the plug-in, the side chain audio channel is always set to internal, independent of the mix slider position.

INTERNAL: Click this word to quickly set the mix to 100% internal source.

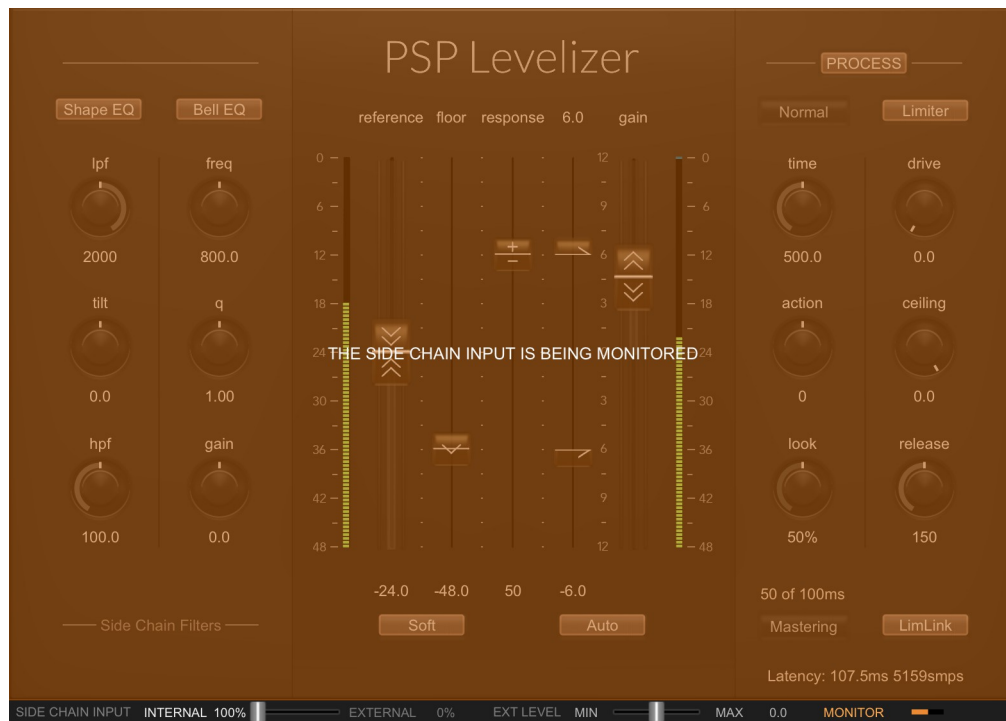
EXTERNAL: Click this word to quickly set the mix to 100% external source.

EXT LEVEL: Adjusts the +20dB gain of the external side chain level.

MONITOR: Click this word to switch the plug-in into side chain listening (cue) mode.

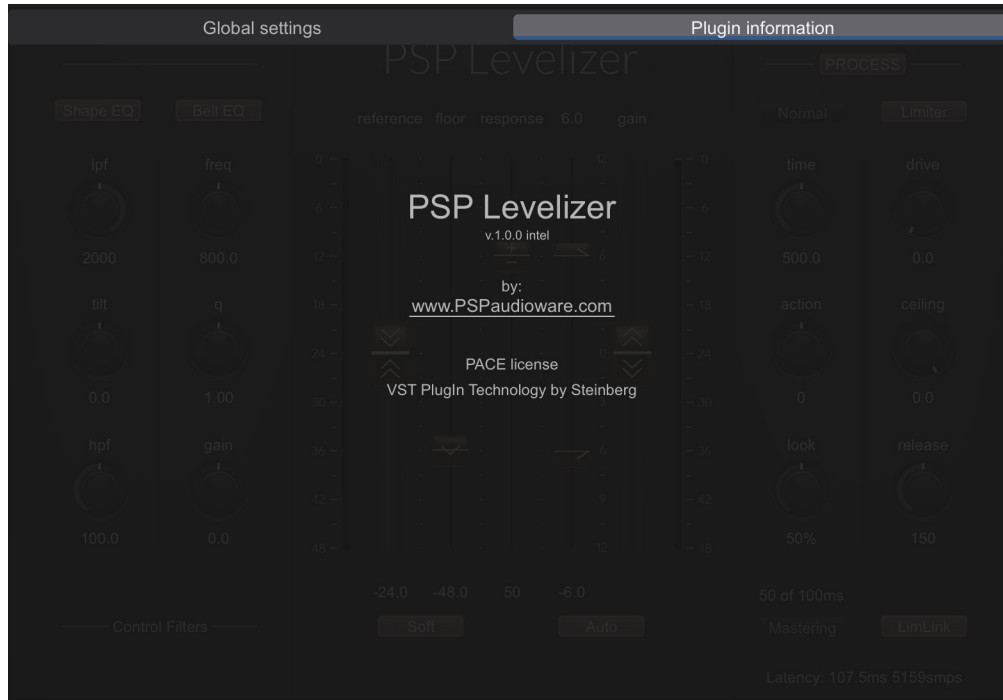
When this mode is on, you'll hear the side chain audio that is being processed. To make it even more clear that the side chain input is being monitored, the entire plug-in GUI is covered by an amber colored shell.

SIDE CHAIN LEVEL METER: Shows the signal level of the side chain input.



Rear panel

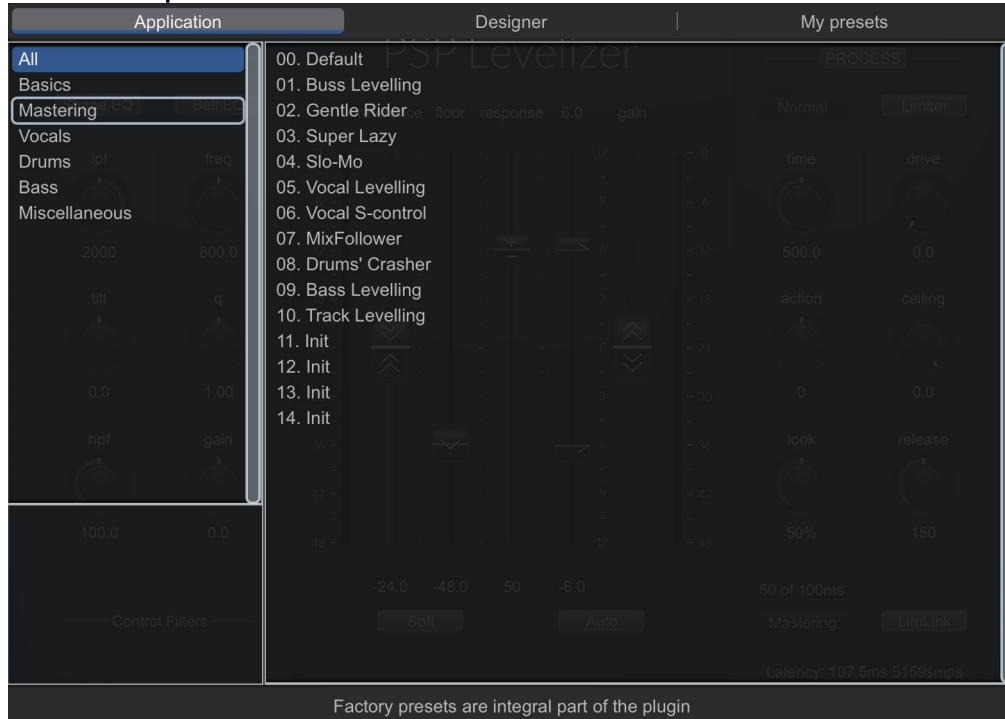
Clicking on the front panel's PSP Levelizer label opens the rear panel About box, on the Plugin Settings tab. Click on the link to open the PSPaudioware.com website. Click on any label other than the web site link to close the rear panel and return to the front panel.



The Global Settings tab lets you access this manual or set whether Hints (floating information boxes that appear when hovering over a control) are visible or not. It also shows the installed version of the software, for help with troubleshooting. Please go to **Config** section of this manual for more details.

PRESET HANDLING AND VIEW OPTIONS

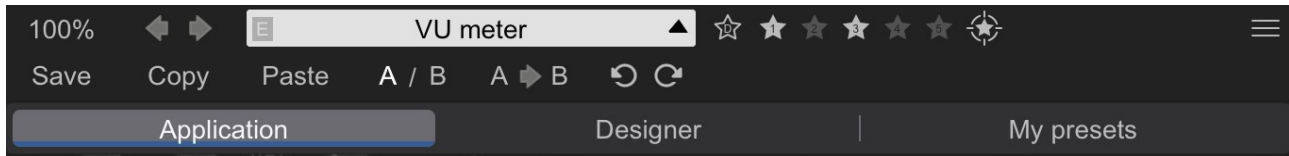
Every PSP plug-in comes with a large library of factory presets. You can use them as a starting point for experimenting with your own sounds, examine them to understand how the various features work, or keep them handy for when a track or mix needs a quick and high-quality way to create an effect or fix a problem.



To access the preset library, just click on the Preset Bar along the top of the plug-in window. If you're familiar with other PSPaudioware plug-ins, you'll find that this one works exactly the same way.

Preset Browser

PSP plug-ins feature a comprehensive preset management and browser system. The preset browser is opened by clicking the preset name field at the top of the plug-in interface.



The new preset management bar has three main categories which can be accessed with the tabs at the top of the preset browser: **Application**, **Designer**, and **My presets**.

Application - shows all factory built-in presets grouping by application.

< *Factory presets are built into the plugin and cannot be directly edited!
You can adjust them and save separately as user presets.* >

Designer - shows all factory built-in presets grouped by patch designer.

My presets - shows only user presets.

This view shows all of the presets you have created and saved, or downloaded and added to your custom presets for PSP EmptyProject.

To add categories to the preset list, you can create new subfolders in the preset directory.

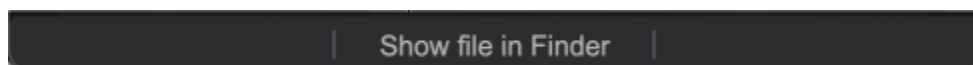
For Windows users, this is located at:

C:\Users\Username\Documents\PSPaudioware.com\User Presets\PSP Levelizer

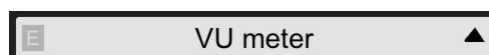
For Mac users, this is located at:

~/Documents/PSPaudioware.com/User Presets/PSP Levelizer

< *You can always check the exact path by clicking on the "Show file in Finder" tab
at the bottom of the preset browser window.* >



To select a preset, click a preset name in the right window. When clicked, the preset will be applied so that you can audition it. To confirm the preset choice, you can click the preset name once more to load it.



The name of the currently selected preset can be edited by clicking the Edit Name (E) icon in the preset name bar, or by right-clicking the preset name field. The edited name is used as the proposed preset file name when the preset is saved or adding it to favorites.

Each preset has its own picture. You can click on it to open the patch designer's website.

Copy / Paste

A dark rectangular button with the text "Copy" and "Paste" in white, separated by a small gap.

The **Copy/Paste** feature lets you quickly transfer settings between instances of the plug-in.

Of course, you can always open a new instance and load the same preset as your first instance has, but this only works if your first instance hasn't been tweaked at all since the preset was loaded. To share your tweaks between instances, use **Copy** and **Paste**.

To use this feature, simply click the **Copy** button, open a new instance of PSP Levelizer where it's needed, and click the **Paste** button to load the first instance's settings.

This feature can be particularly useful for processing similar instruments or sounds, when only a few minor tweaks are needed for each instance.

A/B System

A dark rectangular button with the text "A / B" and "A ➔ B" in white, separated by a small gap.

The **A/B system** lets you quickly audition changes to your settings. You can compare how different tweaks work in a track or mix, or even audition two different presets on the fly.

The **A/B Button** allows you to quickly switch between the current plug-in settings (**A**) and a previous group of settings that you've previously stored (**B**).

The **A>B Button** copies the **A** settings over to the **B** slot. This lets you temporarily 'bookmark' your current settings, make more tweaks, and then compare the new tweaks with your 'bookmarked' settings using the **A/B Button**.

Undo / Redo

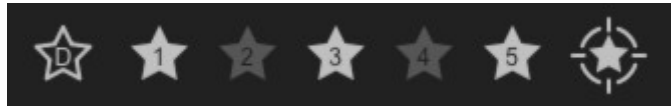


The **Undo/Redo** feature can be extremely important when designing presets! We all know the frustration when we make one too many edits and ruin a previously great sound. With the **Undo** and **Redo** buttons (the counterclockwise and clockwise arrows as shown above), you can step backward and forward through your edit actions until you're back where you wanted to be.


These buttons will let you undo a preset selection, returning you to your previous preset with all settings as they were when you stopped editing it.

Favorite Presets


The Favorite Presets system provides a fast and consistent way to recall and store a small set of user-defined presets directly from the plug-in interface. This mechanism is designed as a global concept and is shared across all PSP plug-ins that support Favorite Presets, ensuring identical behavior and workflow regardless of the specific product.





Default preset

 This button recalls the currently assigned default favorite preset. The default favorite preset defines the initial preset for all newly created plug-in instances and is automatically loaded whenever a new instance of the plug-in is created. This allows the user to define a preferred starting state that replaces the factory initial behaviour.

Favorite preset slots

 The numbered star buttons represent user favorite preset slots. Clicking a numbered star recalls the preset stored in that slot. If a star icon is displayed in gray, no preset has been assigned to that slot yet. Once a preset is stored, the star becomes active and can be recalled instantly with a single click.

Assign mode

 This button activates Assign mode for storing the current plug-in state into a selected favorite slot. When Assign mode is enabled, the assign icon is highlighted with a reddish tint, indicating that the system is armed .

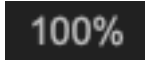
While armed:

- Clicking any star stores the current settings into that slot.
- Shift-clicking any star resets the preset slot to the factory initial state.

Assign mode is automatically canceled when:

- A favorite slot is selected and the preset is stored.
- Any other GUI control is adjusted.
- The timeout period expires (approximately 10 seconds).

GUI resizing



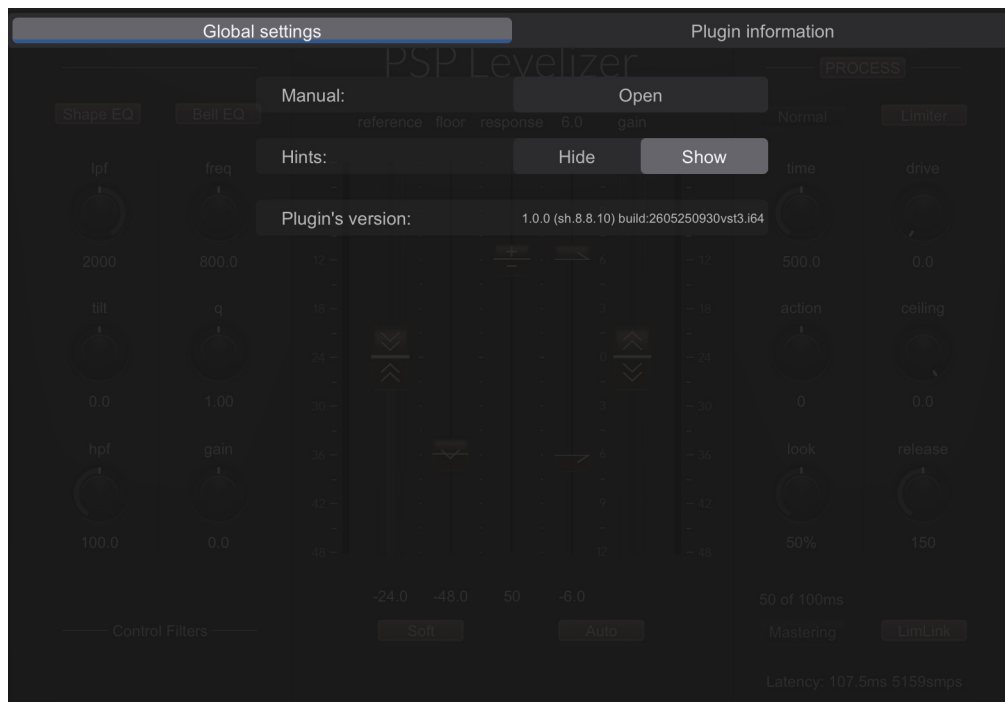
The percentage at the top left shows the current user interface size. Click on it to reveal a dropdown menu of size choices, or hover your mouse on it and scroll up and down to change the size quickly. Double-click to reset it to the default size (100%).

You can also resize the plug-in interface by click- dragging the right bottom corner of the plug-in to any size you like.

Config section



Click the icon with three parallel lines in the top right corner to open the **CONFIG** menu. You will find controls to open the manual, hide or show mouse-hover tool tips (Hints), and check your current plug-in version with build number.



These functions are also available in the **Global Settings** tab on PSP Levelizer back panel, which is accessed by clicking the PSP Levelizer name on the front panel.

Clicking the Plug-in Information and Settings tab returns you to the main view.

Minimum System Requirements

In order to run PSP plugins, you'll need to install the free [iLok License Manager](#) application, but you don't need a hardware dongle. By default we provide 3 licenses which can be activated in 3 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.

Windows

VST

- Windows 7 – Windows 11
- 64-bit VST3 compatible application

VST3

- Windows 7 – Windows 11
- 64-bit VST3 compatible application

AAX

- Windows 7 – Windows 11
- 64-bit Pro Tools

All DAWs

- Up to date iLok License Manager application installed

macOS Intel or macOS AppleSilicon

AudioUnit

- macOS 10.14 – macOS 26 Tahoe
- 64-bit AudioUnit compatible host application

VST

- macOS 10.14 – macOS 26 Tahoe
- 64-bit VST3 compatible application

VST3

- macOS 10.14 – macOS 26 Tahoe
- 64-bit VST3 compatible host application

AAX

- macOS 10.14 – macOS 26 Tahoe
- 64-bit Pro Tools

All DAWs

- Up to date iLok License Manager application installed



VST and VST3 are trademarks and software of Steinberg Media Technologies GmbH. AAX and Pro Tools are trademarks or registered trademarks of Avid Technology, Inc. AudioUnit, OS X, macOS, and Apple Silicon are trademarks of Apple Inc.

Processing

- All internal processing done with 64-bit double precision floats.
- PSP Levelizer supports 32-bit and 64-bit floating point audio streams.
- PSP Levelizer supports sample rates up to 384 kHz.
- Total latency of the plug-in is Range mode dependent.

PSP Levelizer and Plug-in Latency

In order to achieve the highest quality results, most of the plug-ins including PSP Levelizer require a buffer containing a number of samples in order to process your audio material properly. The amount of samples of latency is adjustable and is typically automatically compensated by a non-live audio host application. Due to a wide range of latency settings within this plug-in some hosts may refuse to properly compensate for the latency as high as 100ms and beyond. In those cases a manual timing of a track might be required for proper synchronisation.

Limitations of the demo version

We offer a 30-day evaluation period without any audio interruptions or control limitations. To get access to the plug-in and your unique authorization details, simply login to your account at our [user area](#).

Enjoy!

– the PSP team

Support

If you have any questions about any of our plug-ins, please visit our website:

www.PSPAudioware.com

The website is where you can find the latest product information, free software updates, online support forum and answers to the most frequently asked questions.

Problems with the installation, activation or authorization?
Please watch our [troubleshooting video tutorials](#) on our YouTube channel.

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.

PSPAudioware.com s.c.
Bugaj 12
05-806 Komorów
Poland.
ph. +48 601 96 31 73
www.PSPAudioware.com
contact@PSPAudioware.com

PSPaudioware.com s.c.
Bugaj 12
05-806 Komorów
Poland