# **PSP BussPressor**



**Operation Manual** 

**PSPaudioware.com** 

### Acknowledgements

Algorithms: Mateusz Woźniak

Project Development: Piotr Dmuchowski

Platform: Adam Taborowski & Piotr Dmuchowski

Graphics: Mateusz Woźniak Installer: Piotr Dmuchowski

Product Manager: Antoni Ożyński

Documentation: Orren Merton, Mateusz Woźniak

### Alpha and Beta testing:

Joanna Stefańska, Eddie Grey, Oleg Yershov, Andrzej Karp, Mikael Eldridge aka Count , Enrico De Paoli

### Presets designed by:

- Enrico De Paoli
- Sakis Anastopoulos
- Oleg Yershov
- PSPaudioware team

We want to thank our beta testers for helping us with improve the functionality of our products.

Finally, we want to thank our current and future users. We truly appreciate your support and investment in our products.

By using this software you agree to the terms of any license agreement accompanying it.

"PSP", the PSP logo, "PSP BussPressor" and "It's the sound that counts!" are trademarks of PSPaudioware.com s.c.

All other trademarks are the property of their respective owners. © 2025 PSPaudioware.com s.c.

## **Table of Contents**

Acknowledgements	2
End User License Agreement	
PSP BussPressor	
Side Chain Bar	
Rear panel	8
PRESET HANDLING AND VIEW OPTIONS	9
Preset Browser	10
Copy / Paste	11
A/B System	11
A/B SystemUndo / Redo	11
GUI resizing	11
Config section	
Minimum System Requirements	13
Processing	
Support	

### **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.

### **PSP BussPressor**

PSP BussPressor is a compressor optimized for group and master bus processing. It combines the sound of classic VCA compression with wide tuning capabilities. Extra controls allow you to adjust a side-chain high-pass and high-emphasis filtering, or apply parallel compression.



**Compression Meter:** This meter displays the compressor's average gain reduction level.

**THRESHOLD TRIM:** Sets the compressor's threshold.

Note: The actual threshold depends on the Threshold Trim and the Ratio settings.

MAKE-UP: Sets the amount of makeup gain.

**ATTACK:** Sets the compressor's attack time.

**RELEASE:** Sets the release time of the compressor.

**AUTO switch:** Engages auto-release mode. In this mode the RELEASE knob sets the basic release time, while the auto algorithm calculates a multi-stage release response based on a set release time value.

**s.c.hpf:** Sets the cutoff frequency of the side-chain (control) high-pass filter.

s.c.emph: Sets the gain of the side-chain (control) high-frequency emphasis filter.

**RATIO:** Sets the compressor's ratio. In general, a ratio of 10:1 will function as a limiter. Note: The internal compression threshold is ratio-dependent to prevent significant changes in gain reduction when adjusting the ratio.

**DRY:** Adjusts the amount of dry (uncompressed) signal at the output. This is useful for "parallel" or "New York" compression, which blends both the compressed and uncompressed signals together.

**DRY IN button:** Engages the Dry signal routing to the output. The Dry signal is not mixed to the output when the button is not lit.

**COMPRESSED:** Sets the output gain of the compressed signal.

**ALL IN button:** This switch turns the processor on or off. The processor is bypassed when the button is un lit.

**FAT button:** Enables the quad-sampling FAT (Frequency Authentication Technique) mode for ultra-smooth and aliasing-free operation.

### 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 BussPressor label opens the rear panel About box, on the Plug-in 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 the **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 BussPressor features a comprehensive preset management and browser system. To access the preset browser, simply click on the preset name window at the top of the plug-in (which displays 'Default' when the plug-in loads).



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

**Application** – shows all factory presets, sorted by application or type of effect. These can be selected from a list on the left side of the preset browser.

**Designer** – shows all factory presets, sorted by designer. A photo of the designer is displayed for each of their presets. Click on the photo to open the designer's website.

**My presets** – shows only the presets you have created and saved, or downloaded and added to your custom presets for PSP BussPressor.

**NOTE:** The Factory presets are built into PSP BussPressor. While you can't edit them directly, you can make adjustments to them, and then save the result as a user preset.

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 BussPressor

For Mac users, this is located at:

### ~/Documents/PSPaudioware.com/User Presets/PSP BussPressor

**NOTE:** You can find the exact file location by clicking on the **Show File in Finder** button at the bottom of the preset browser window.



To select a preset, simply click a preset name in the right window. On the first click, the preset will be temporarily loaded so that you can audition it while still in the preset browser. To confirm the preset choice and get back to the main user interface, double-click the preset name again.

### Copy / Paste



The **Copy/Paste** feature is useful for when you're running two or more instances of PSP BussPressor and you want them to have identical settings.

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 BussPressor 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



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.

### **GUI** resizing

100%

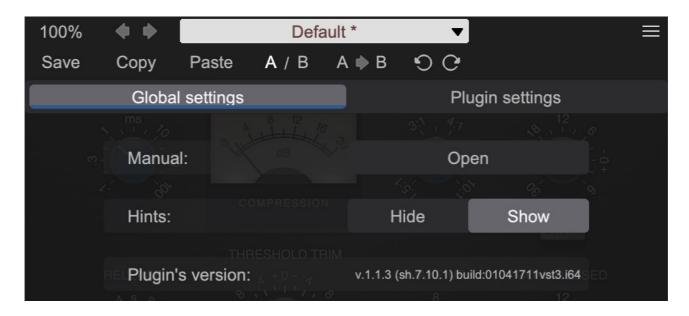
The percentage at the top left shows the current user interface size. Click on it to reveal a dropdown menu of size choices, or hover your mouse on it and scroll up and down to change the size quickly. Double-click to reset it to the default size (100%).

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 BussPressor back panel, which is accessed by clicking the PSP BussPressor 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 BinAmp you need to install the free <u>iLok License Manager</u> application but you don't need any 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 VST 2.4 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 14 Sonoma
- 64-bit AudioUnit compatible host application

#### **VST**

- macOS 10.14 macOS 14 Sonoma
- 64-bit VST 2.4 compatible application

#### VST3

- macOS 10.14 macOS 14 Sonoma
- 64-bit VST3 compatible host application

#### AAX

- macOS 10.14 macOS 14 Sonoma
- 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.
- 32 and 64 bit floating point audio streams supported
- Sample rates up to 384kHz supported.
- Latency of 6 samples.

# **Support**

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

### 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.

Problems with the installation, activation or authorisation? Please watch our troubleshooting video tutorials on our YouTube channel.

You can also contact us by e-mail: <a href="mailto:support@PSPaudioware.com">support@PSPaudioware.com</a>.

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