PSP McQ

Operation Manual

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Testers and Presets

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

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

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

PSP McQ

PSP McQ captures the sonic character and functionality of various classic console equalizers such as the versatile MCI console EQs. However, while PSP McQ was inspired by these analog classics, we added several modern features such as adjustable high pass and low pass filters, steepness (resonance) control for the shelving filters, optional bell filters for the low and high bands, and three nominal Q values for the midrange filters. We packed the PSP McQ full of musical features, such as gain following Q factors for the midrange bell type filters. By this, we mean that the Q factor of these filters gradually increases along with increases in boost or attenuation. The PSP McQ is especially suited for deep track tweaking in order to get a desired sound for a track, or to get great track separation in the mix.

PSP McQ also includes our unique second generation SAT(uration) option in the output section. 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 PSP McQ's internal chain and its ceiling reference level is setup a fraction of dB below 0dBFS.

PSP McQ Controls

PSP McQ has a very straightforward GUI, reflecting the band-split layout of console equalizers. As such, it's controls should be relatively easy to understand.

EQ: Click this switch to engage or disengage all the filters. Note that this does not bypass the plug-in, so the output level and SAT features are still operational.

Output LED: This LED will flash when 0dBFS is exceeded on output. Don't worry, a flashing LED doesn't indicate 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.

OUTPUT: This knob adjusts the global output level. The output level is variable between -20 dB (full counter-clockwise) and +20 dB (full clockwise).

L – R Switch: Use this switch to assign the filters to only the left channel (L), both channels (center position), or only the right channel (R).

PHASE: Click this button to switch the input phase into reversed or normal mode.

SAT: This turns on or off the Saturation algorithm described in the overview.

LPF (Low Pass Filter):

Switch: Click this switch to engage or disengage the low pass filter

Knob: The knob lets you adjust the low pass filter frequency. The LPF has a range from 12 Hz (full counter-clockwise) to 2 kHz (full clockwise).

HPF (High Pass Filter):

Switch: Click this switch to engage or disengage the high pass filter

Knob: The knob lets you adjust the high pass filter frequency. The HPF has a range from 600 Hz (full counter-clockwise) to 28 kHz (full clockwise).

LOW (Low Filter):

Switch: Use this switch to select the "I" mode for +-10dB range, "II" mode for +-20dB range or to disengage the filter in the "0" position.

kHz Knob: Click and drag the knob to adjust the frequency of the low filter. The low filter has a range from 20 Hz (full counter-clockwise) to 500 Hz (full clockwise)

dB Knob: Use the knob to adjust the boost or attenuation of the low frequency filter between 10 dB (full counter-clockwise) and +10 dB (full clockwise) when the filter is in "I" mode or double the range in "II" mode.

Shape Switch: Use this switch to select the characteristics of the shelf for the low filter. The low (shelf) position offers a smooth and classic shelf sound. The middle position results in steep shelf filtering and a more selective, punchier sound. The high (bell) position switches this filter to a wide bell mode.

MID1 (Midrange Filter 1):

Switch: Use this switch to select the "+" mode for boost operation, "-" mode for attenuation or to disengage the filter in the "0" position.

kHz Knob: Click and drag this knob to adjust the frequency of the MID1 filter. This filter has a range from .07 kHz (full counter-clockwise) to 7.2 kHz (full clockwise)

dB Knob: Use the knob to adjust the boost or attenuation of the middle frequency filter up to 20 dB.

Q Width Switch: Use this switch to select the nominal Q factor value for the low mid filter. The nominal Q value is reached approximately at maximum boost or attenuation. The values are 0.7, 2, and 4.

MID2 (Midrange Filter 2):

Switch: Use this switch to select the "+" mode for boost operation, "-" mode for attenuation or to disengage the filter in the "0" position.

kHz Knob: Click and drag the knob to adjust the frequency of the MID2 filter. This filter has a range from .1 kHz (full counter-clockwise) to 16 kHz (full clockwise)

dB Knob: Use the knob to adjust the boost or attenuation of the middle frequency filter up to 20 dB.

Q Width Switch: Use this switch to select the nominal Q factor value for the low mid filter. The nominal Q value is reached approximately at maximum boost or attenuation. The values are 0.7, 2, and 4.

HIGH (HIGH Filter):

Switch: Use this switch to select the "I" mode for +-10dB range, "II" mode for +-20dB range or to disengage the filter in the "0" position.

kHz Knob: Click and drag the knob to adjust the frequency of the high filter. The high filter has a range from 3 kHz (full counter-clockwise) to 25 kHz (full clockwise)

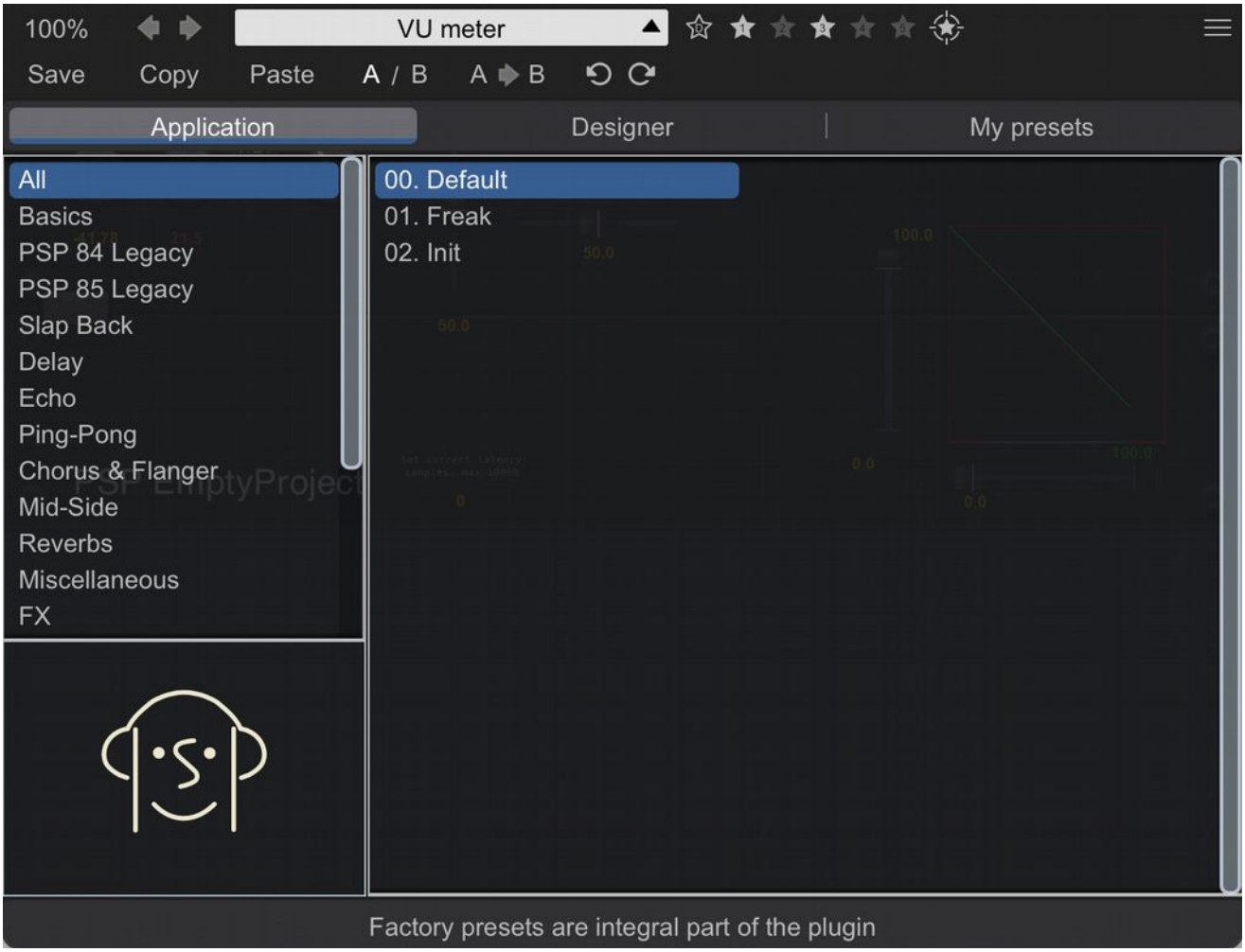
dB Knob: Use the knob to adjust the boost or attenuation of the low frequency filter between 10 dB (full counter-clockwise) and +10 dB (full clockwise) when the filter is in "I" mode or double the range in "II" mode.

Shape Switch: Use this switch to select the characteristics of the shelf for the low filter. The low (shelf) position offers a smooth and classic shelf sound. The middle position results in steep shelf filtering and a more selective, punchier sound. The high (bell) position switches this filter to a wide bell mode.

Preset Handling & View Options

PSP plug-ins include a selection of factory presets.
These presets provide useful starting points for further adjustments or quick drop-in settings for specific tracks.

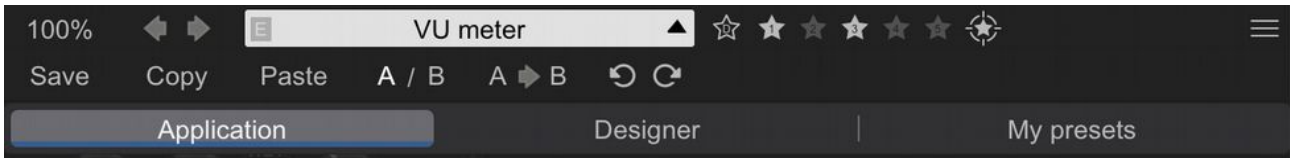
Presets are accessed via the standard PSPaudioware Preset Bar, located at the top of the plug-in interface.



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 McQ.
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 McQ

For Mac users, this is located at:

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

< *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.
Preset names can be up to 255 characters long.

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

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 behavior.

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 .
The mode remains active for approximately 10 seconds.
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.

Copy / Paste

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

To use this feature, you can click **Copy** at the top of the plugin below the preset browser window. Then, open a new instance of the plug-in on another track (or on the same track) and click **Paste** to paste the settings to the new instance of the plug-in.

This feature can be particularly useful for processing similar instruments or sounds, when only a few minor tweaks to the starting settings are needed for each specific track.

A/B System

The **A/B system** is for quickly checking and auditioning changes to the plug-in settings.

The **A/B Button** at the top of the interface below the preset browser window allows you to A/B between the current and previous setting of the plug-in. This can be used to audition changes made to your mix, or to audition between two presets.

The **A>B Button** quickly copies the settings of the **A** setting to the **B** setting. This allows you to save your place, so you can apply further tweaks and audition them with the **A/B Button**.

Undo / Redo

The **Undo/Redo** feature lets you step back and forth through the changes you make in the plug-in. Use the undo/redo buttons (CCW and CW arrows, respectively) located below the preset browser. An arrow is dimmed when there is nothing left to undo or redo in that direction.

Every move you make in the plug-in interface is one undo step: dragging a knob or slider from the moment you grab it until you release it, clicking a switch or a button, typing a value into a value box, loading a preset, recalling a favorite, pasting settings, switching between the A and B settings, or copying A to B. Undo restores the complete state of that step, including the preset name and the edited marker next to it. A step that did not change anything (a knob grabbed and released in place, the same preset loaded twice) is not recorded.

Changes that do not come from the plug-in interface are not recorded: automation playback, loading a session, and hardware controllers mapped on the host side. These belong to the host, so use the host's own undo for them. Undo and redo in the plug-in are themselves visible to the host as parameter changes and can be undone there as well.

The history holds the last 32 steps and is cleared when a session is loaded. Switching

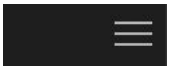
between A and B is a step like any other, so undoing after a switch first returns to the previous setting and then continues with the changes made there.

100% GUI resizing

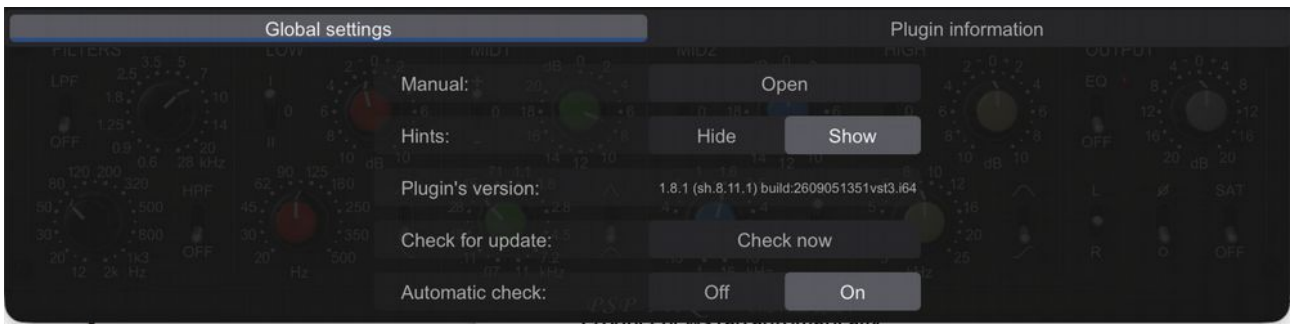
PSP McQ's window size is easily changed to suit your needs. To change the GUI zoom factor, simply hover your mouse over the zoom percentage number and scroll up or down with your mouse wheel or a two-finger touch on your touchpad.

Double-click the size number to reset the window to the default size of 100%. You can also resize the window simply by dragging its right bottom corner. For quick and precise size adjustments, single-click on the size number to pop up a menu of commonly-used sizes.

Config section



Clicking the three parallel lines icon in the top right corner opens the CONFIG menu. The menu is organized into three tabs: Global settings, Plugin information, and Product news. Click anywhere outside the menu to exit.



Global settings

The Global settings tab lets you open this manual, hide or show mouse-over hints, and read the exact plug-in version number. The two bottom rows control the update checker.
Check for update runs a check immediately. The result appears in the same row: Update found or Up to date. When the check finds anything to show, the menu switches to the Product news tab automatically.
Automatic check turns periodic checking On or Off. When On, the plug-in checks for updates when its window is opened, no more than once every 12 hours. When Off, the plug-in never connects to the network on its own. You can still check manually at any time with Check now. This switch is shared by all PSP plug-ins on your computer.

Plugin information

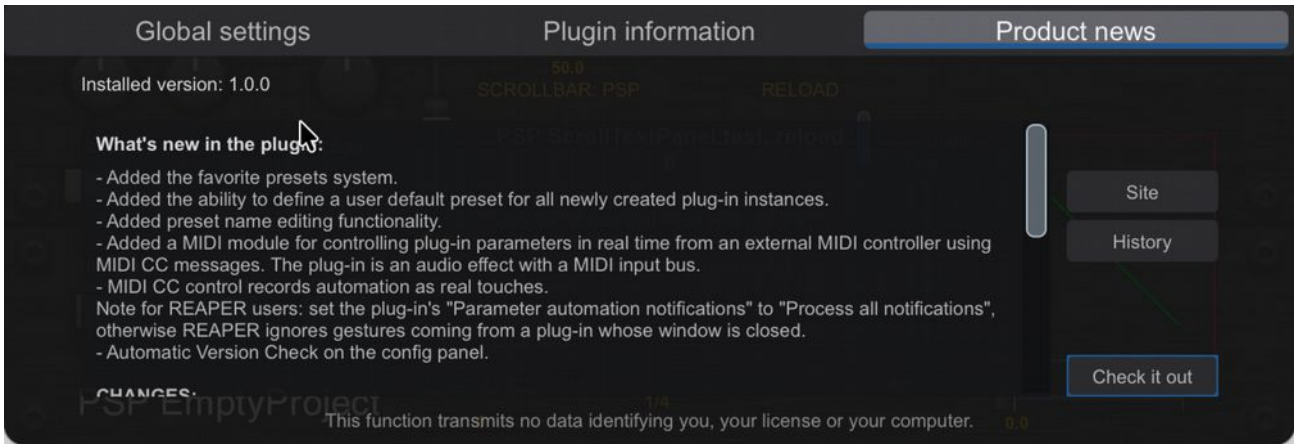
The Plugin information tab shows the plug-in name and its version number, as well as the current latency of the plug-in. The latency is indicated both in milliseconds and in samples.

This tab can also be accessed directly by clicking the plug-in's logo on the front panel.

Product news

The Product news tab presents information delivered by the update checker. The top line shows the new version number when an update is available, or the currently installed version otherwise. The panel below carries the accompanying information, a short summary of what is new, and the changelog.

Action buttons appear next to the panel depending on the message. Download opens the download link for the new version in your web browser. Site opens the product page, History



the version history, and Account your user account page. The set of buttons may vary from product to product.
Occasionally the news carries a link to related material, for example a video or an article. The Check it out button at the bottom of the panel opens that link in your browser.

Update notification

When the update checker has something to show, the CONFIG icon changes its look. A new version is signalled by the inverted icon, any other information by a thin outline around the icon. Opening the Product news tab restores the normal look. From the left: the normal icon, a new version, other information.

The update checker only downloads a small information file from our server. It transmits no data identifying you, your license, or your computer. If the computer is offline, the check quietly does nothing.

Specifications

- Double precision floating point computations.
- 32 and 64 bit floating point audio streams supported.
- Supports project sample rates up to 384 kHz.

Licensing / System Requirements

In order to run PSP plugins, you need to install the free **iLok License Manager** application, but you don't need a hardware iLok key (“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 10 – Windows 11
- 64-bit VST3 compatible application

VST3

- Windows 10 – Windows 11
- 64-bit VST3 compatible application

AAX

- Windows 10 – 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

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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 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.

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