



# SKYE Dynamics User Manual

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SKYE Dynamics is a multi-stage, three-in-one dynamics processor comprising an Expander, Compressor and Limiter designed for music production. SKYE Dynamics comes as plugins for all major DAWs in VST/VST3, AU and AAX format for MacOS and Windows.

## Installing the Plugin

### Mac OS x

#### Minimum Requirements

- Mac OSx 10.9
- OpenGL 2.0
- Pro Tools Ultimate (for AAX)

Run the installer as provided.

The installer will run you through the following sections:

**License:** Read through the license agreement and accept it if you agree with the license.

**Destination Select:** Choose your destination, this should be a location in your system folder

**Installation Type:** Choose which plugin formats you need. If you are using Pro Tools make sure you have AAX selected.

**Installation:** You will be asked for your password as the installer needs to install the plugins in your system folder.

### Windows

#### Requirements

- Windows 7 or above
- Pro Tools Ultimate (for AAX)

You might get asked to confirm to run the installer depending on your security settings. In this case a message saying 'Windows Protected your PC' will show up, please click on 'Run anyway'.

The installer will then run you through the following screens

**License Agreement:** Read through the license agreement and accept it if you agree with the license.



**Select Components:** You can choose between full installation or custom installation which allows you to select which plugins you want to install.

## Plugin First Use

After installation, you should find your plugin appear in the *Plugin* section of your favorite DAW.

In most DAWs, VST and AU hosts you should find our plug-in under **Signum Audio > SKYE Dynamics**.

**Pro Tools users** will find it under the *Dynamics section*.

### Stereo, Mono and Surround

If you purchased the Stereo version you will be able to use the plugin in mono or stereo mode. If you purchased the Surround version you will be able to use it for all multichannel configurations including Atmos.

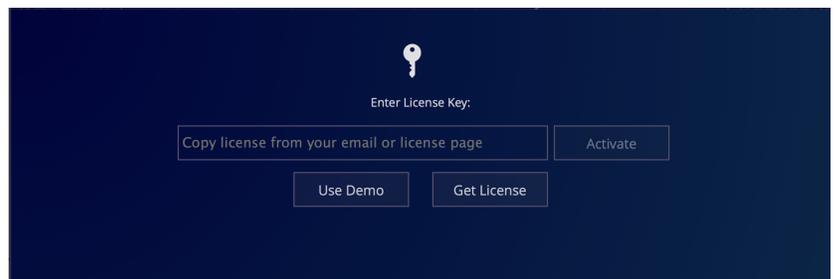
### License Keys

On the first run you will be asked for your **license key**. You should have received this by email, or else you can find it under [license keys in your user account on www.signumaudio.com](#).

Enter the license key as it has been sent to you (case sensitive) without any spaces.

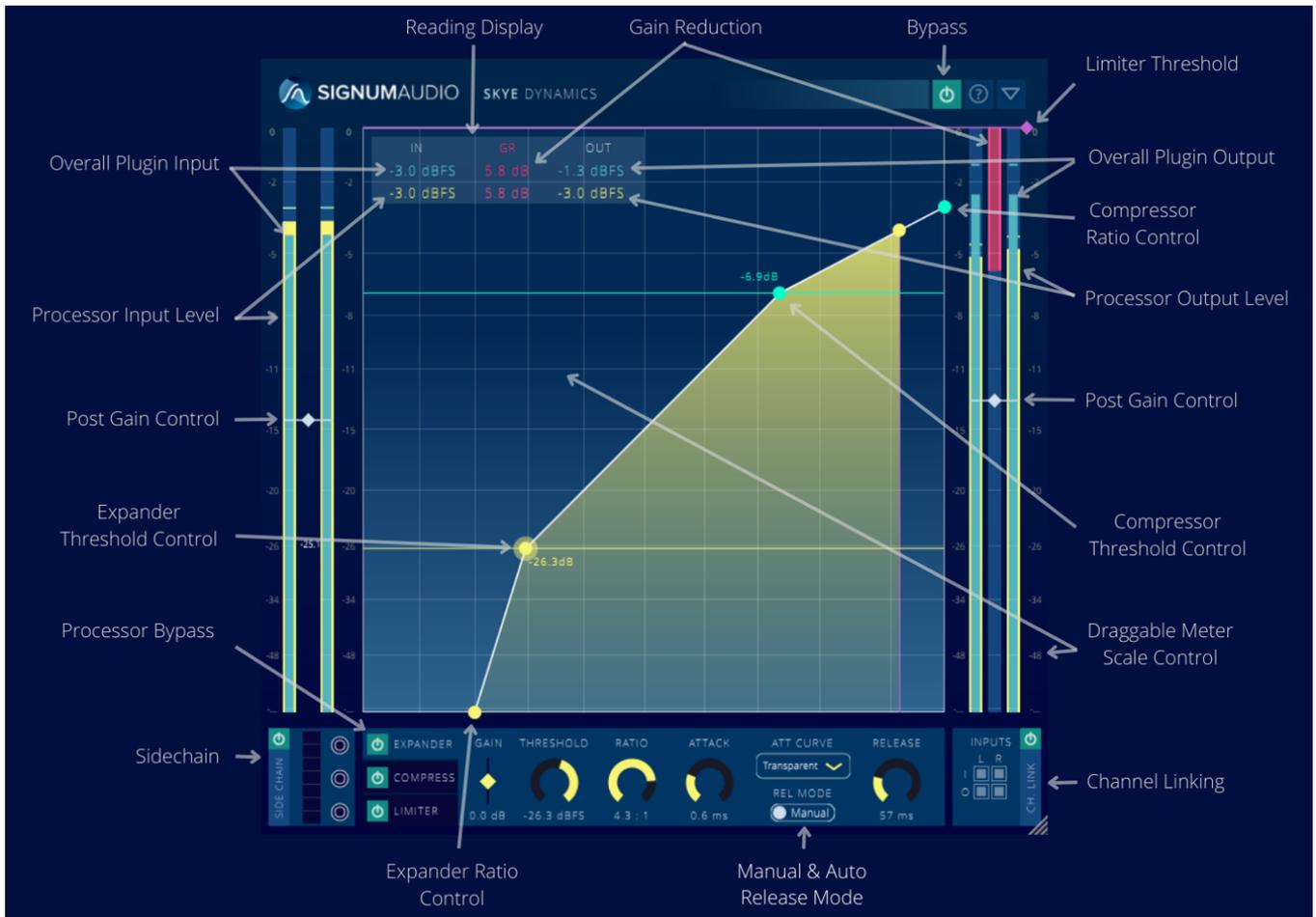
Please make sure you are connected to the internet.

If you are experiencing issues to get your copy licensed, please contact us by sending an email to [support@signumaudio.com](mailto:support@signumaudio.com)





# Overview



SKYE Dynamics is a multi-stage, three-in-one dynamics processor designed for music production. The processing chain comprises an Expander, Compressor and Limiter. Signum Audio's Dynamics Algorithms provide clean and transparent processing with low levels of distortion and saturation for a natural sound.

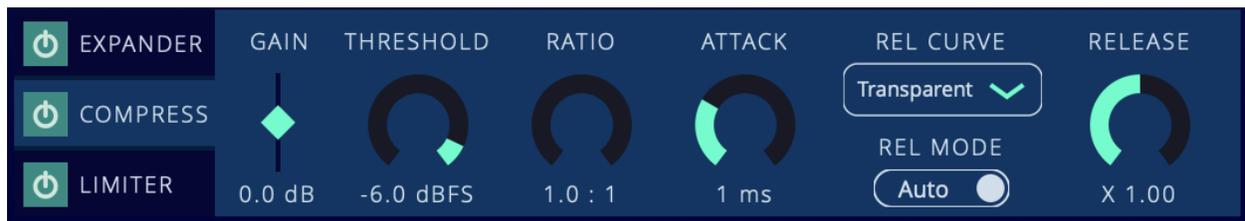
SKYE Dynamics can be used for mixing and mastering as well as for creative uses. Each effect in the chain can be individually bypassed, gain staging can be done at any point in the chain, and each effect has its individual side chain. A channel linking system allows further tailoring of the input and output of the plugin.



# Processor Configuration

## Automatable Parameters

SKYE Dynamics has a tabbed control panel where you can select each processor and control its Bypass, Pre-Gain, Threshold, Ratio, Attack and Release (including Release Time, Curve and Mode). All parameters are fully automatable in your DAW.



## Pre-Gain

Pre-Gain is the amount of gain applied on the audio input before each processor. There is an overall Pre-Gain slider that sits on top of the input meters and a Pre-Gain slider for each processor that can be adjusted in the processors control panel.

## Threshold

The threshold can be changed either by moving the threshold nodes on the graph or by moving the dial in the control panel.

## Ratio

The ratio can be changed either by moving the ratio nodes on the graph or by moving the dial in the control panel.

## Attack Time

Attack time will adjust how long it takes for the processor to start affecting the signal.

## Release Time

By default Auto-Release is active which means the optimal release time is calculated dynamically by analysing the audio input. To switch to manual release click the **Mode** toggle button. When release is not in auto mode, you can change the release time via the dial or by typing in a number below.



### Auto-Release

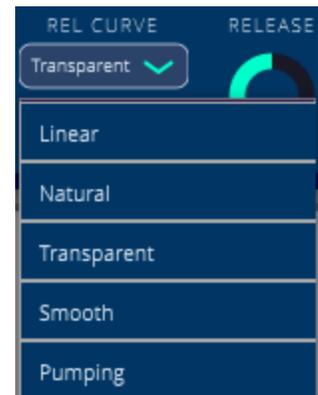
In auto release mode, the release is calculated depending on multiple properties of the input audio. You can change the **Auto-Release Time Reactivity Factor** to configure the Auto-Release for different types of signals. If you like the Auto-Release to act faster you can decrease the value and if you like it to act slower you can increase the value. The Auto-Release Time Reactivity Factor can be thought of like a more sophisticated release time setting. For example a value of x4 is appropriate for piano music which usually sounds best with longer release times. Automating release time in this mode will not affect the audio, as it will be automatically set by the auto release algorithm.

### Release curves

You can change the type of the release curve.

There are 5 different curves: Linear, Natural, Transparent, Smooth and Pumping.

Our **Transparent**, **Natural** and **Smooth** release curves have been designed to make gain reduction as un-noticeable as possible. The **Linear** release curve is a standard linear release gain reduction. **Pumping** is a curve that can be used for creative purposes.



### Post-Gain

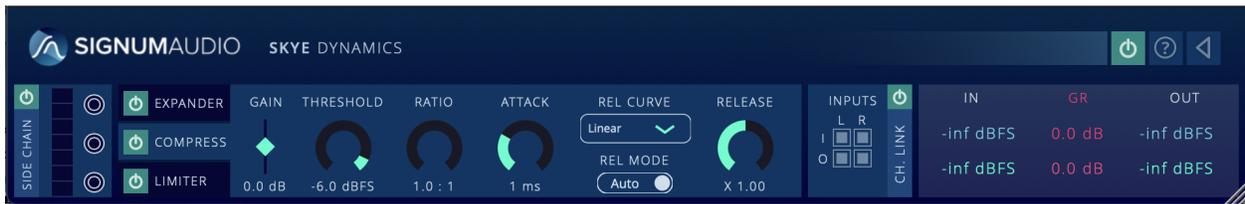
The Post-Gain acts at the final stage of the processing, after the Limiter, and can be used to increase or decrease the output level of your content. This is useful if you want to adjust the volume of your output without changing your processor's settings. For example if you like to compare your track with and without processing without letting differences in volume affect the comparison. It can be adjusted using the Post-Gain slider that overlays the output meter bars.



# Plugin Window

## Collapsed / Expanded View

When the collapse icon  in the menu bar is clicked, the plugin window will resize and rearrange to a compact layout.



This mode shows the Sidechain configuration, the Pre-Gain, Threshold, Ratio, Attack, Release and Curve settings for each processor and the Channel Linking configuration. It also shows the overall Input and Output of the plugin, the Input and Output of the selected processor, the total Gain Reduction and the Gain Reduction of the currently selected processor as readings.

## Resizable UI

When the view is expanded or collapsed, you can resize the window at your own liking by dragging the bottom right corner.

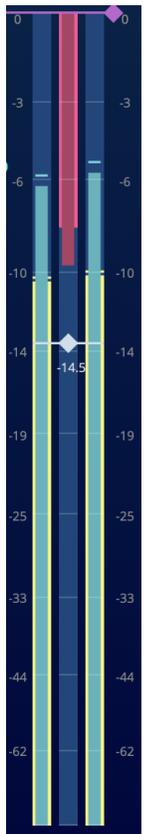


## Metering

**Input** meters are located at the left hand side of the plugin. They display the overall input of the plugin as the solid blue bar in the middle. The coloured bars on either side of each meter displays the selected processor's input.

**Output** meters are located at the right hand side of the plugin. They display the overall output of the plugin as the solid blue bar in the middle. The coloured bars on either side of each meter displays the selected processor's output.

**Gain Reduction** meter is located in the middle of the output meters (Stereo version) or the end of the output meters (Surround version). It displays the total gain reduction of all processors as the solid dark red bar in the middle and the selected processors gain reduction as the light red side bars.





### Adjustable Vertical Scale

Skye allows you to adjust the vertical scale by simply grabbing the scale and dragging it up or down. This will affect the display of the meter bars and the graph. Depending on how you adjust the vertical scale, you will see more detail in different parts of the dynamic spectrum.

### Sidechain

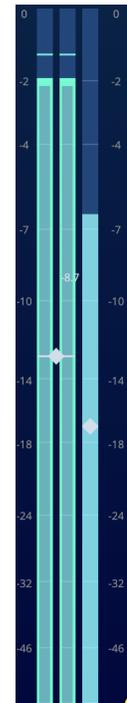
Sidechain allows you to use an alternative input source to calculate the gain reduction and apply it to the signal.

It can be turned on for each processor separately by clicking their corresponding node that lies in line with the processors control panel tabs. The node will be filled in and a white linking line will be drawn to show that it is active.



A Sidechain meter will also appear to the right of the input meters to display its level.

It has a gain slider overlaid on top of the meter that can be used to adjust its input level.



### Channel Linking

The Channel Linking matrix allows you to select what inputs you want to use to calculate the gain reduction and what output channels you want to apply the processing to.

The active input and output channels are displayed as the filled in matrix boxes. The deactivated channels are shown as hollow matrix boxes.

As an example, the configuration shown in the picture to the right would use the right channel to calculate the processing and apply it to the left channel.

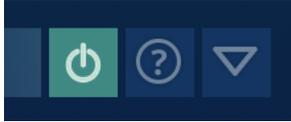


The surround version of the plugin opens up even more creative uses of this feature.



## Menu

The menu is always visible on the top right corner of the plugin window.



- **Bypass:** Sets the limiter in bypass mode
- **Info:** Shows license key and information about the plugin. You will also find the download link to the latest version if you are running an older version. There will be a yellow indication on the button if a new update is available.
- **Collapse / expand:** Collapses or expands the display. The collapsed display allows you to use the plugin without using as much space on your screen.

## Known Issues

Surround Version Doesn't work with Ableton 9.

Please report any other issues to [support@signumaudio.com](mailto:support@signumaudio.com)