FOUR EIGHTH
NOTES

USER MANUAL · VERSION 1.0

MixMagnify

Measure your mix against the references you trust.



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01 GETTING STARTED

Welcome to MixMagnify



MixMagnify compares your mix with reference tracks that you trust. It shows how your tonal balance, loudness and stereo image line up against the reference, and lets you switch between your mix and the reference without leaving your session. It also includes audio spike and overload protection to pre-emptively catch any sudden loud bursts in your session.

MixMagnify comes in two parts that share one reference library:

- **The MixMagnify plugin** (AU and VST3), which you put on your main output to compare your mix with a reference while you work.
- **The MixMagnify app**, a standalone app for building your reference library: add audio files, organize them into folders, and capture tracks while they play in a music or streaming app.

Every reference you add, in the plugin or the app, is analyzed once and saved to your library. It then shows up automatically in every open plugin window and in the app.

We'll cover each part of the plugin first, and then the app.

> TIP
>
> For accurate readings, put MixMagnify last on your main output, after any limiter. It measures what reaches it, so anything after it isn't measured.

Installation

Run the MixMagnify installer and follow the steps. You can choose which parts to install (the AU plugin, the VST3 plugin and the app) and whether to install them for all users (the default) or just for you. If your DAW was open, restart it or refresh its plugin list so it finds MixMagnify.

Activation and the trial

MixMagnify runs as a free trial for 7 days. The trial is fully featured, with two limits:

- **Sessions last 20 minutes.** When a session ends, MixMagnify passes your audio through untouched, with Overload Protection off, and asks for a license key. Reopen the plugin or the project (or quit and reopen the app) to start another session.
- **3 references in total.** The trial lets you add up to 3 references, counted across the plugin and the app. Deleting a reference doesn't reset the count.

To activate, click **Activate** in the dialog, paste your license key and click **Activate** again. One license covers the AU, the VST3 and the app on your computer. Click **Trial** to keep trying MixMagnify instead.

When the trial ends, MixMagnify keeps passing audio through untouched so your session still plays, but it shows only the Activate dialog until you enter a valid license key.

> NOTE
>
> If you see "Key Error: The entered key is not valid", check that you pasted the whole key, with nothing missing at either end.

First-run tour



The first time you open MixMagnify, a short tour shows you around: your references, the Tonal view, the meters, A/B listening, Overload Protection, and where to add your first reference. Click **Next** and **Previous** to move through it, or **Skip tour** to close it. The tour shows once per computer. While it runs, the Tonal view, meters and AB listen bar show example data, so you can see what they look like before you've added a reference.

Layout

The plugin window has five areas. We'll cover each one in more detail below.

- **Toolbar** (top): Overload Protection, the Show buttons and Settings.
- **References** (left): your reference library. Click a reference to compare against it.
- **Tonal** (middle): your mix's frequency balance against the reference.
- **Meters** (right): loudness, true peak, levels and stereo image, with the reference's values as comparison.

- **Listen bar** (bottom): switch between your mix (A) and the reference (B), and mark sections of the reference to compare against.

Quick start

1. Put MixMagnify last on your main output.
2. Drop a track you like on the **References** panel (or click **Add reference**). MixMagnify analyzes it in a few seconds and saves it to your library.
3. Click the reference to make it active.
4. Play your mix. Its curve builds in the Tonal view and the meters start reading.
5. Press **B** (or click the A/B switch) to hear the reference, matched to your mix's loudness. Press it again to go back to your mix.

02 TOOLBAR

The Toolbar

Overload Protection

The **Protection** pill turns Overload Protection on and off, and shows when it has tripped. See Overload Protection below.

Show

The **Show** buttons show or hide the **Tonal** view, the **Meters** and the **A | B** listen bar. The window shrinks to fit what's left. With the listen bar hidden, a small A/B switch appears in the toolbar so you can still compare. The References panel collapses separately (see below).

Mono and Solo badges

When Mono or Band Solo is on, a **MONO** or **SOLO** badge appears in the toolbar, so you don't forget you're not hearing the full stereo mix. Click the Mono or Solo badge to hear everything again.

Settings

The cog at the top right opens Settings. See Settings below.

Window size

Drag the window's corner to resize it, from 75% to 200% of its normal size, or choose a size under **Settings > Display > Window size**. The window keeps its shape as it scales.

03 REFERENCES

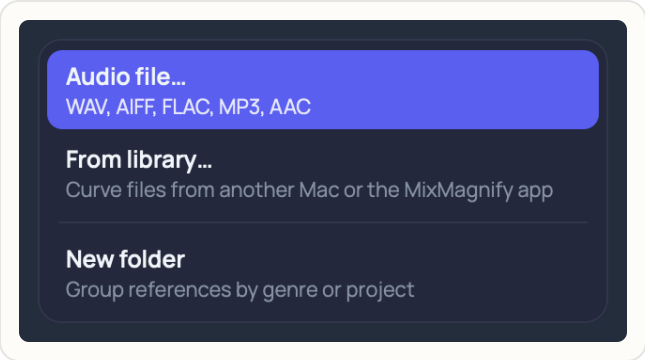
Your Reference Library



The References panel on the left lists every reference in your library. Click one to make it the active reference: the Tonal view, the meters and the listen bar all compare against it. Each plugin instance remembers its own active reference when you save your project.

Click the arrow at the top of the panel to collapse it to a narrow rail of colored dots, which gives the Tonal view more room. Click a dot to switch reference.

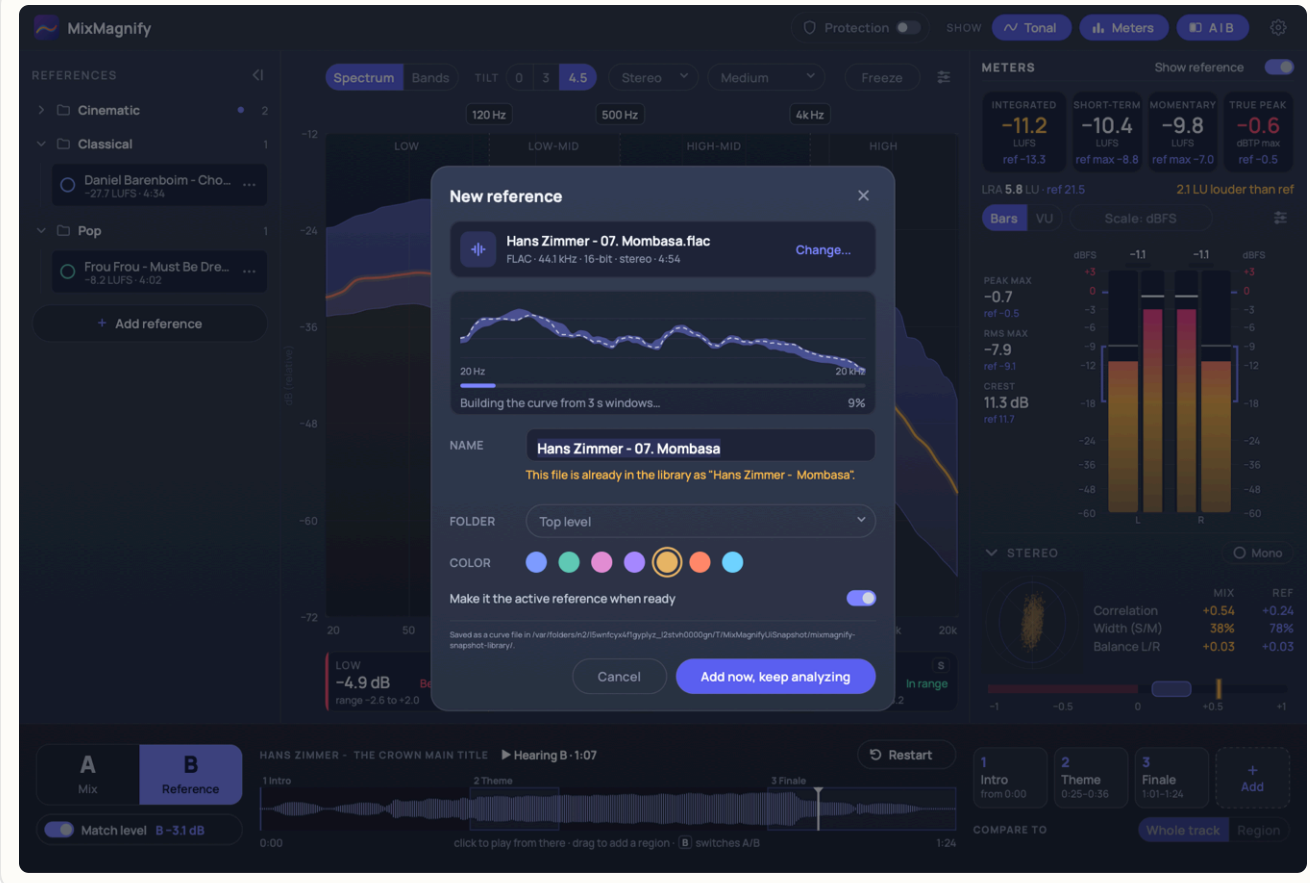
Add a reference



Drop an audio file on the panel, or click **Add reference** at the bottom and choose:

- **Audio file...** to pick a WAV, AIFF, FLAC, MP3 or AAC file.
- **From library...** to import curve files from another computer or from the MixMagnify app.
- **New folder** to make a folder.

New Reference



When you add an audio file, a **New reference** dialog opens and the analysis starts straight away. You'll see the curve build as the file is decoded and measured, usually in a few seconds. While it runs, you can:

- **Name** the reference. A default name is filled in from the file's tags or its file name.
- Choose a **Folder**, or make a new one.
- Pick a **Color** for its dot in the list.

Click **Add reference** when it's done, or **Add now, keep analyzing** to close the dialog and let it finish in the background. The reference shows as **Analyzing…** in the Reference list until it's ready.

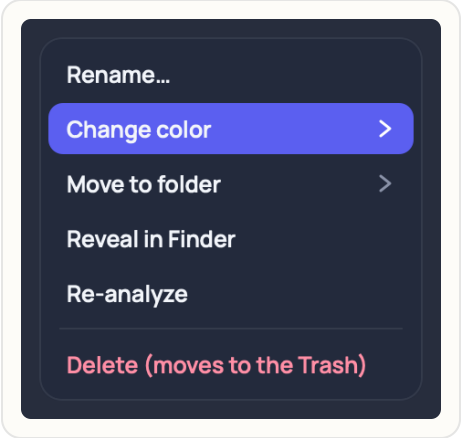
A reference has to be at least 10 seconds long.

> NOTE
>
> MixMagnify doesn't copy your audio file into the library. It remembers where the file is so A/B listening can play it. If you move or rename the file, the curve still works, but the AB listen bar asks you to **Locate file…** before it can play it.

Folders

Use folders to group references by genre, loudness, artist, project, or anything else. Folders are closed by default: click a folder to open or close it. Drag a reference onto a folder to move it there, or use **Move to folder** in its menu.

The reference menu



Hover over a reference and click ⋯ (or right-click it) for:

- **Rename…**
- **Change color**

- **Move to folder**
- **Re-analyze**, which measures the original audio file again. It needs the file to still be where it was.
- **Reveal**, which shows the curve file in your file browser.
- **Delete**, which moves the curve file to the Trash. It doesn't touch your audio file.

One library everywhere

The plugin (AU and VST3) and the app share one library folder. A reference added, renamed, moved or deleted in one shows up in the others within a couple of seconds. You can change the library folder in Settings, and copy the folder to another computer to move your references.

04 TONAL

The Tonal View

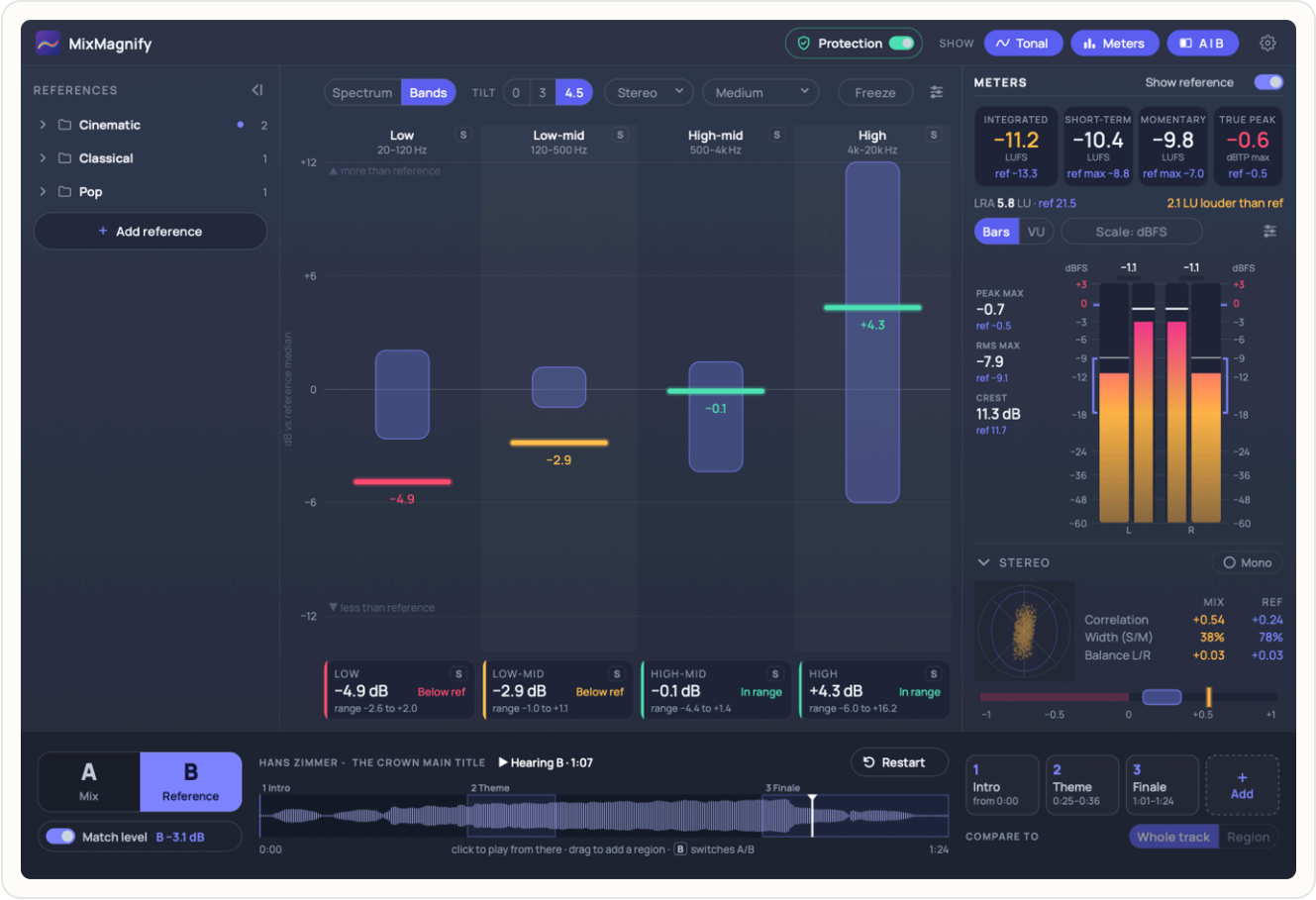
The Tonal view compares your mix's frequency balance with the reference's. Both are measured the same way and each is matched to its own loudness. A louder or quieter mix therefore doesn't affect its curve - only the *shape* is compared. That's why the vertical axis reads "dB (relative)".

Reading the curves

- **Reference band** (blue area): where the reference's frequency balance sits most of the time
- **Reference median** (dashed blue line): the reference's typical balance. Turn it on in the Options menu with **Show reference median**.
- **Mix curve** (orange line): your mix, averaged over the time set by **Response**.
- **Mix range** (faint orange area): how much your mix has been varying recently. Turn it on with **Show mix range**.
- **Delta area**: red where your mix is above the reference band, amber where it's below. Turn it off with **Show delta area**.

If your mix stays inside the blue band, its balance is in the same territory as the reference. A wide red patch around 200 Hz, for example, means your low mids are heavier than the reference ever gets. An amber patch at 10 KHz would mean your upper frequencies are lacking compared to the reference.

Spectrum and Bands



The switch at the top chooses between **Spectrum**, the full curve, and **Bands**, one bar per frequency band. In Bands, each bar shows your mix's total level in that band against the reference's range for the same band.

The buckets under the plot show how far your mix is from the reference's median in each band, in dB. A bucket is **green** when your mix is inside the reference's range, **amber** when it's up to 2 dB outside, and **red** beyond that.

Crossovers

The dashed vertical lines split the spectrum into bands: Sub, Low, Low-Mid, Mid, High-Mid and High. Drag a line to move it, and double-click the plot to add a crossover or double-click a line to remove it. You can have between 2 to 6 bands. **Reset bands to default** in the Options menu brings back the default four bands (crossovers at 120 Hz, 500 Hz and 4 kHz).

Band Solo



Click the S button on a band to hear only that band, so you can hear exactly what the curve is pointing at. One band plays at a time, and a SOLO badge appears in the toolbar. Click S again (or the badge) to hear everything. The meters keep measuring the whole mix while you solo. Solo isn't saved with your project, so a session never reopens with just one band playing.

Tilt

Tilt rotates the whole display around 1 kHz. It changes only the drawing, never the numbers. Music naturally has less energy at high frequencies, so an untilted spectrum slopes down, left to right.

- 0 shows the raw spectrum.
- 3 makes pink noise flat.
- 4.5 (the default) makes typical music roughly flat, so differences are easier to see.

Channel

- Stereo: both channels together.

- **Mid**: what's common to both channels (the center).
- **Side**: the difference between them (the width). Side is handy for checking that your low end stays centered.

Response

Response sets how much time the mix curve averages over.

- **Fast**, **Medium** (the default) and **Slow** average the last 1, 3 or 10 seconds, with louder moments counting more.
- **Playthrough** averages everything since you pressed play, measured exactly the way a reference is. Like Integrated loudness, it restarts when you play from stop and holds when you stop. If you play the reference file itself, the curve would land right on its median.

> TIP
> Use Medium while you're working on a section, and Playthrough for a whole-song comparison once you play the mix from top to bottom.

Smoothing

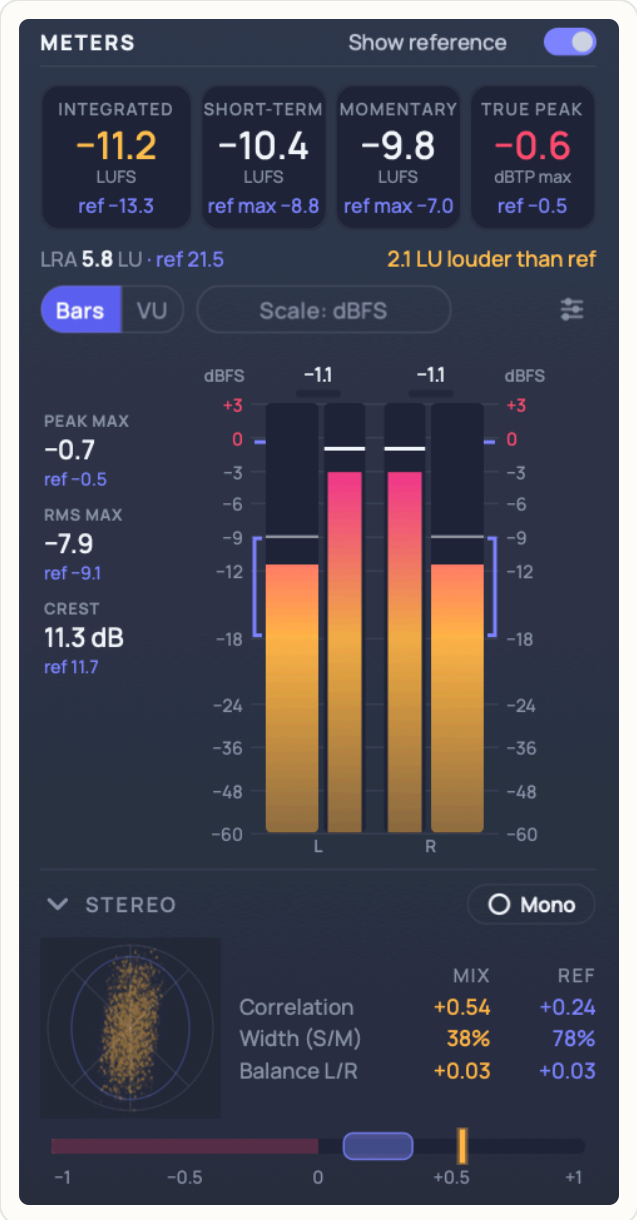
In the Options menu, **Smoothing** sets how much the curves are smoothed: 1/3 octave, 1 octave, 2 octaves (the default) or 3 octaves. Wider smoothing hides small peaks and dips and shows the broad balance.

Freeze

Click **Freeze** to keep a copy of the current mix curve as a dashed ghost line. The button reads **Frozen** while it's on. Make a change, then compare the live curve with the frozen one. Click again to clear it.

05 METERS

The Meters Panel



The Meters panel shows loudness, true peak, levels and stereo image. Under each of your numbers, a smaller **ref** value shows the same measurement for the reference, so you can see how your mix compares.

Everything is measured on the plugin's input, before Mono and Overload Protection. Turning Mono on changes what you hear, not what the meters read.

Show reference

The **Show reference** switch in the panel's header hides all the reference values, ranges and marks, so the panel works as a plain set of meters.

Loudness and true peak

Loudness follows the ITU-R BS.1770 and EBU R128 standards. It's measured in **LUFS** (loudness units relative to full scale). A difference of one **LU** works like one dB.

- **Integrated**: the loudness of everything since you pressed play, one number for the song. Very quiet passages are left out, so silences and fade-outs don't pull it down. This is the number streaming services normalize to. Click it to reset.
- **Short-term**: loudness over the last 3 seconds. Good for comparing sections, like a verse against a chorus.
- **Momentary**: loudness over the last 400 ms.
- **True peak**: the highest true peak since you pressed play. A true peak is the level of the waveform between samples, which can be higher than the highest sample once it's converted to analog or encoded. It turns red above −1 dBTP (or above the ceiling of the streaming target you've chosen).
- **LRA** (Loudness Range): how much the loudness varies over the song, in LU. A heavily compressed pop master is often 3 to 6 LU; film and orchestral music is often 10 to 20.

For Short-term and Momentary, the reference shows its *maximum*. The line under the readouts tells you how far your Integrated is from the reference, for example "2.1 LU quieter than ref". Integrated turns green within 1 LU of the reference, amber within 3 LU, and red beyond that.

> NOTE
>
> Stopping and playing again resets Integrated, LRA and true peak. While you're stopped, they hold their values. Jumping back in a loop or cycle doesn't reset them.

Bars

Each channel has an **RMS** bar and a **peak** bar.

- **Peak**: the highest sample level in the last 50 ms.
- **Peak hold** (the white line, and the number above each channel): the highest peak in the last 2 seconds. Choose **Hold (until reset)** in the Options menu to keep it until you reset. The number turns red above −1 dBFS.
- **Clip light**: lights red when a sample goes over 0 dBFS.

- **RMS**: the average level over 300 ms. By default a full-scale sine signal reads 0 dB RMS (the AES17 convention); you can change this in Settings.
- **Peak max**, **RMS max** and **Crest**: the highest peak and RMS since the last reset, and how far the peaks go above the average level over the last 3 seconds. Heavily limited masters have a crest of around 6 to 8 dB; dynamic mixes 12 dB or more.
- **Reference brackets** on the scale show the reference's typical RMS range and its peak level.

In the Options menu, **Bar style** chooses **Split** (RMS outside, peak inside) or **Combined** (one bar per channel: solid for RMS, faded for peak).

Scales





Click the scale name to choose:

- **dBFS**: plain digital level, where 0 is the digital maximum.
- **K-20**, **K-14** and **K-12** (the K-System): 0 on the scale sits at −20, −14 or −12 dBFS RMS. Green is below 0, amber from 0 to +4, red above. K-20 suits film and classical, K-14 pop and rock, K-12 broadcast.
- **Streaming targets**: Spotify, Apple Music, YouTube, Amazon Music and Tidal by default. A target adds a green target line and a red ceiling line, and the line under the readouts tells you how far you are from its loudness. You can edit the list in Settings, along with their targets.

VU



Switch the meter area to **VU** for a classic VU meter per channel. It's slow on purpose, taking about 300 ms to reach a new level, so it shows the body of the sound rather than its peaks.

- **RMS / Peak**: RMS is the classic VU movement. Peak turns the dial into a peak programme meter (fast rise, slow fall).
- **Long-term needle** (white): the average reading over the last 3 seconds.
- **Ref average** (blue mark): where the reference's typical level sits on the dial.
- **NOW / MAX**: the current reading and the highest since the last reset.
- **VU calibration** (Options menu): which digital level reads 0 VU: −20, −18, −14, −12, −8 or 0 dBFS. −18 is common for mixing. The default for new instances is in Settings.

Stereo

- **Goniometer**: plots mid (up) against side (across). A mono signal is a vertical line, and a wide mix spreads sideways. A shape leaning left or right means one channel is louder; a wide, flat shape means out-of-phase content.

- **Correlation**: how alike left and right are, from −1 to +1. +1 is mono, around 0 is very wide. Below 0 (the red half), the channels partly cancel and your mix will lose level and low end in mono. The blue band shows the reference's typical range.
- **Width (S/M)**: side level divided by mid level. 0% is mono.
- **Balance L/R**: −1 is all left, 0 is centered, +1 is all right.

Click the arrow in the Stereo header to collapse it to a single correlation meter, which gives the level meters more room.

Mono

The **Mono** button in the Meters panel sums the output to mono so you can listen for phase problems. A **MONO** badge shows in the toolbar while it's on. The meters still measure the stereo mix.

06 AB LISTEN

A/B Listening



The AB listen bar at the bottom of the window lets you switch between your mix (A, orange) and the reference (B, blue) without leaving your session. MixMagnify plays the reference's own audio file, in parallel with your project: B plays while your DAW's transport is playing and stops when it stops.

The A|B switch

Click the A | B switch, or press B on your keyboard while the plugin window has focus, to flip between your mix and the reference. The switch crossfades, so there's no click. The reference keeps playing in the background while you listen to A, so switching back doesn't restart it.

> TIP
>
> The A|B switch is also a plugin parameter, so you can map it to a controller or a key command in your DAW.

Match level

With **Match level** on (the default), MixMagnify plays the reference at the same loudness as your mix (at any point in the mix), so you hear the difference in balance and not just the difference in level. The bar shows how much the reference is turned down or up, for example "B −3.1 dB".

The waveform

The reference's waveform shows where B is playing. **Click** the waveform to play from that point. Use **Restart** to go back to the start of the selected region (or of the track).

Start points and regions

Mark the parts of the reference you want to come back to, such as a chorus or the final drop.

- **Drag** on the waveform to make a **region**. Give it a name in the popover. Regions loop by default (turn off **Loop at the end** to let B play on).
- Drag a region's edges to resize it, or its middle to move it.
- Click **Add** to put a **start point** at the playhead, or to make a region from the playhead.
- **Right-click** a region or start point for **Rename…**, **Loop at the end**, **Use for the curve**, **Set start to playhead**, **Set end to playhead** and **Delete**.

Each start point and region gets a flag above the waveform, numbered in time order. Click a flag to jump there. Regions are saved with the reference, so they're there in every project and in the app.

Compare to

Compare to chooses what your mix is compared against: the **Whole track**, or just the selected **Region**. With Region, the Tonal view's reference band and every reference value in the Meters panel come from that part of the reference only. A **Region** tag appears in the Meters header (hover over it to see the region's name). It's the easiest way to check your chorus against the reference's chorus.

> NOTE
> LRA needs at least 10 seconds, so it shows "—" for shorter regions.

When B can't play

- **The audio file has moved.** MixMagnify keeps only the reference's analysis in your library, not a copy of the audio. If you've moved or renamed the file, click **Locate file…** and find it.

- **Captured references.** References captured in the MixMagnify app keep only their analysis, so there's no audio for B to play. You can still compare against their curve and meters.

07 PROTECTION

Overload Protection



Overload Protection guards your ears and your speakers. If a sample goes over the limit you set, MixMagnify mutes its output at once, before the spike reaches your monitors. A sudden feedback squeal, a plugin that blows up, or a fader pushed by mistake gets caught instead of played.

Off, armed and tripped

The **Protection** pill in the toolbar has three states:

- **Off** (grey): nothing is muted.
- **Armed** (green): MixMagnify is watching your output.
- **Tripped** (red): the output went over the limit and has been muted. The pill shows the peak level and the time it happened, and a banner appears at the bottom of the window.

While tripped, the output stays muted, but the meters and the Tonal view keep measuring, so you can see what happened. Click **Reset** on the pill to unmute and re-arm. Click the pill to turn protection on or off.

Limit and mode

Set the limit and mode in **Settings > Protection**:

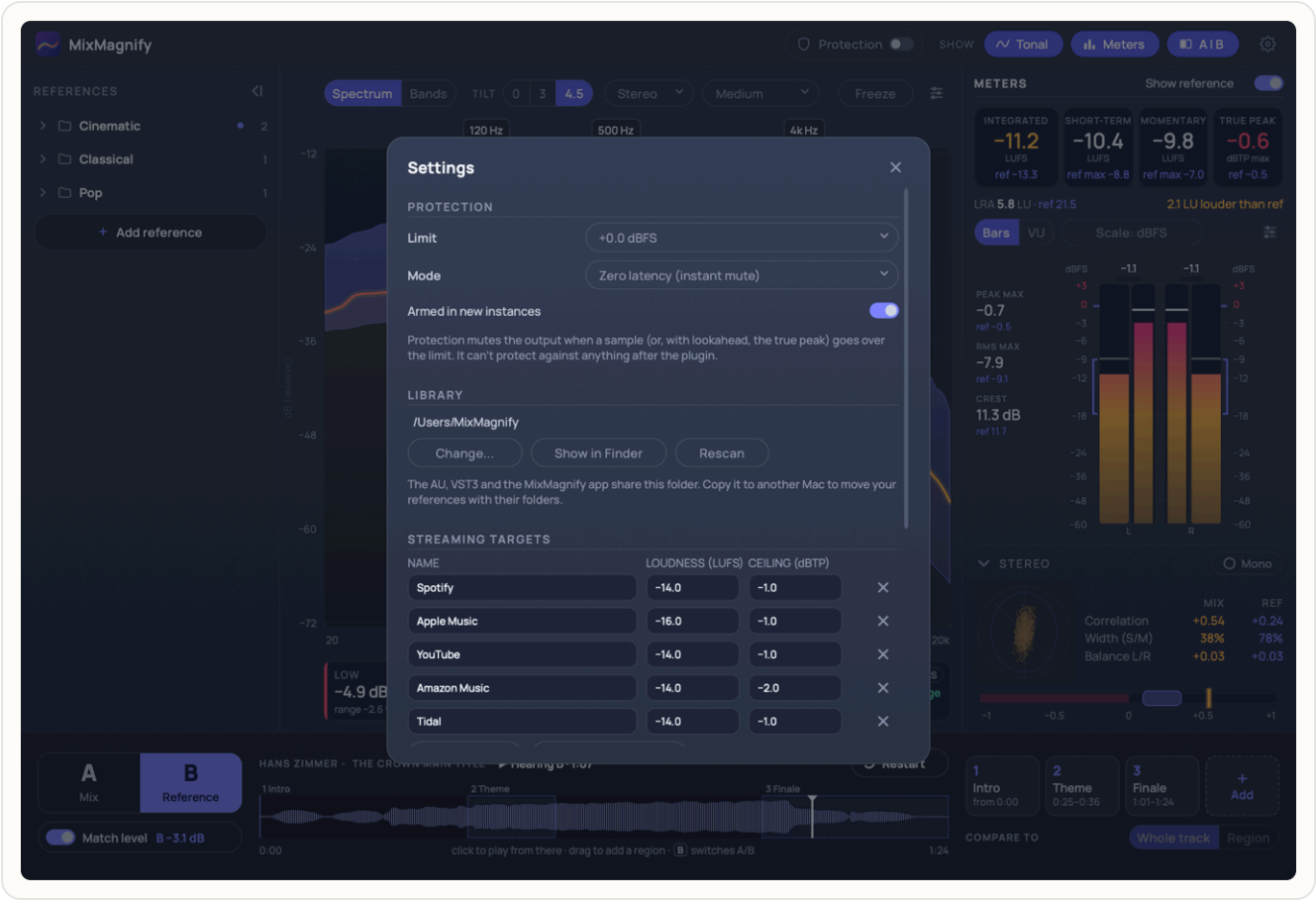
- **Limit**: the level that trips the protection, from −6 to +24 dBFS. The default is 0 dBFS.
- **Mode**: **Zero latency (instant mute)** mutes on the first sample over the limit, adding no delay. **Lookahead** (1 to 5 ms) delays the audio slightly so it can fade out cleanly, and also catches true peaks between samples. By default, MixMagnify's protection is set to 2ms Lookahead mode.
- **Armed in new instances**: whether protection starts armed when you add MixMagnify to a project.

> NOTE
>
> Overload Protection only acts on the audio passing through MixMagnify. It can't protect against anything after the plugin, which is another reason to put it last on your main output.

> NOTE
>
> When a trial session ends, MixMagnify passes audio through untouched and Overload Protection turns off.

08 SETTINGS

Settings



Click the cog at the top right to open Settings. Settings are shared by every MixMagnify instance on your computer. **Reset to defaults** at the bottom puts everything back.

Library

Shows where your reference library lives. **Change...** picks another folder, **Show** opens it in your file browser, and **Rescan** reads it again. The plugin and the app share this folder. Copy it to another computer to move your references, with their folders.

Protection

The Overload Protection **Limit**, **Mode** and **Armed in new instances** (see above).

Meters

- **RMS reads a full-scale sine as 0 dBFS (AES17)**: on by default. Turn it off to show RMS without the +3 dB offset, where a full-scale sine reads −3 dB.
- **VU calibration**: the default calibration for new instances.

Streaming targets

The targets offered in the meters' scale menu, each with a name, a loudness in LUFS and a true-peak ceiling in dBTP. The defaults:

Target	Loudness	Ceiling
Spotify	−14 LUFS	−1 dBTP
Apple Music	−16 LUFS	−1 dBTP
YouTube	−14 LUFS	−1 dBTP
Amazon Music	−14 LUFS	−2 dBTP
Tidal	−14 LUFS	−1 dBTP

Click **New target** to add one, or **Remove** to delete one.

Display

Window size sets the plugin window's size, from 75% to 200%.

About

Shows your version, your license, and where the settings file is.

> TIP
> Display choices you make, such as tilt, response, smoothing and which panels are showing, become the starting point for new instances. Each project still reopens exactly as you left it.

09 THE APP

The MixMagnify App



The MixMagnify standalone app is where you can build and manage your reference library outside of your DAW. Everything you add in the app appears in the plugin within a couple of seconds, ready to compare against your mix, and the other way round.

The app has two screens, chosen at the top left: **Library** and **Capture**. The **Add reference** button, the search field and the Settings cog sit in the toolbar.

Library

The sidebar on the left shows you **All references**, **Recently added**, **Captured** and your **Folders**. The list in the middle shows each reference's name, length and integrated loudness. Type in the search field to find a reference by name, and use the sort menu to order the list by date added, name, loudness or length.

To add a reference, drop an audio file on the window, or click **Add reference** and choose **Audio file...**. The same **New reference** sheet as in the plugin opens, and the analysis runs while you name it (see The New reference sheet).

Right-click a reference (or use its menu) to **Rename**, **Change color**, **Move to folder**, **Re-analyze**, **Replace audio**, **Export curve file**, **Show** it in your file browser, or **Delete** it. **Replace audio** analyzes a new file for an existing reference, for example a newer master, and keeps its name, color and place in every project that uses it.

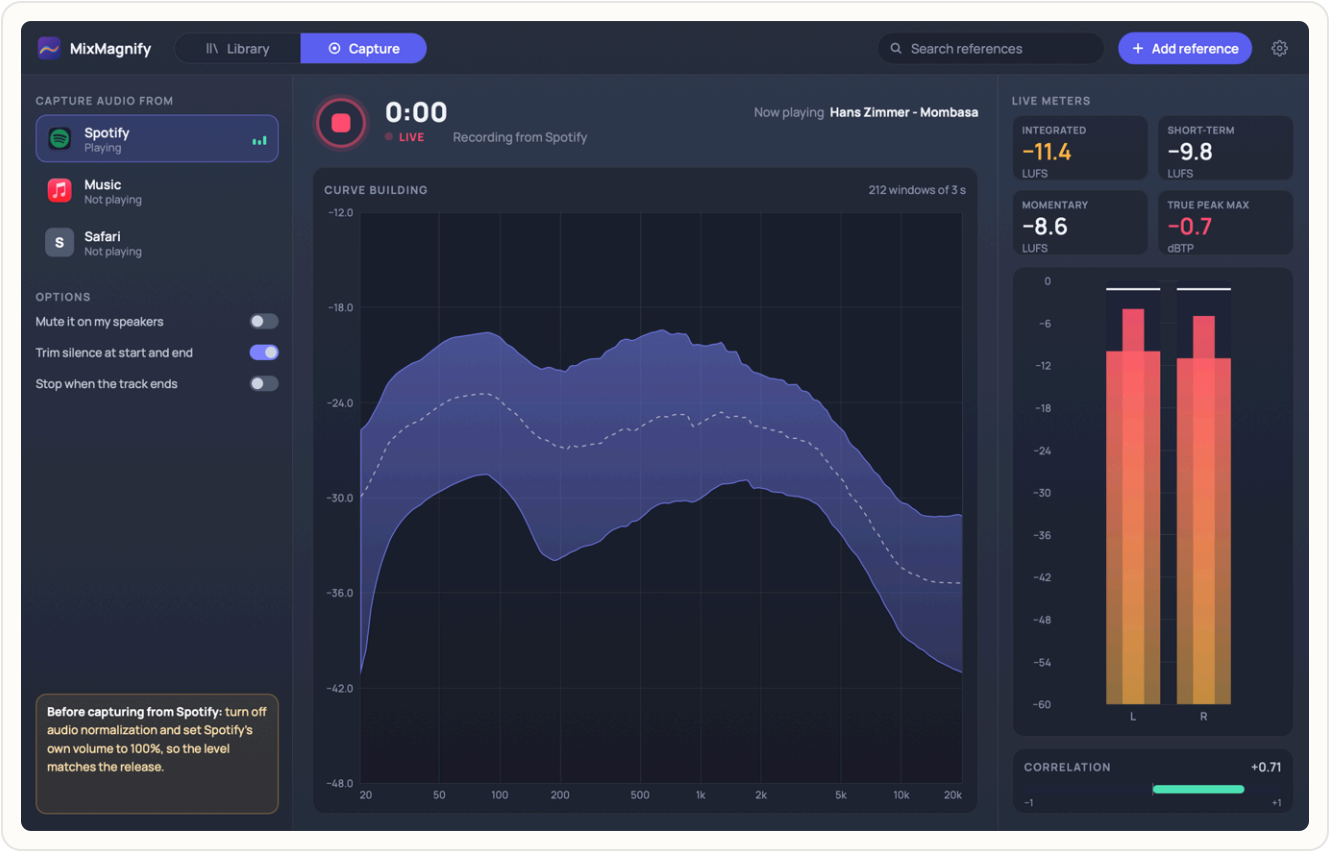
Reference detail

Select a reference to see its details on the right:

- **Tonal curve**: the reference's band and median, with **Tilt**. Use **Compare** to lay a second reference's median curve over it.
- **Stats**: Integrated loudness, LRA, max short-term, max momentary, true peak max and PLR (peak to loudness ratio).
- **Loudness over time**: the reference's short-term loudness across the whole track, so you can see where the loud and quiet sections are.

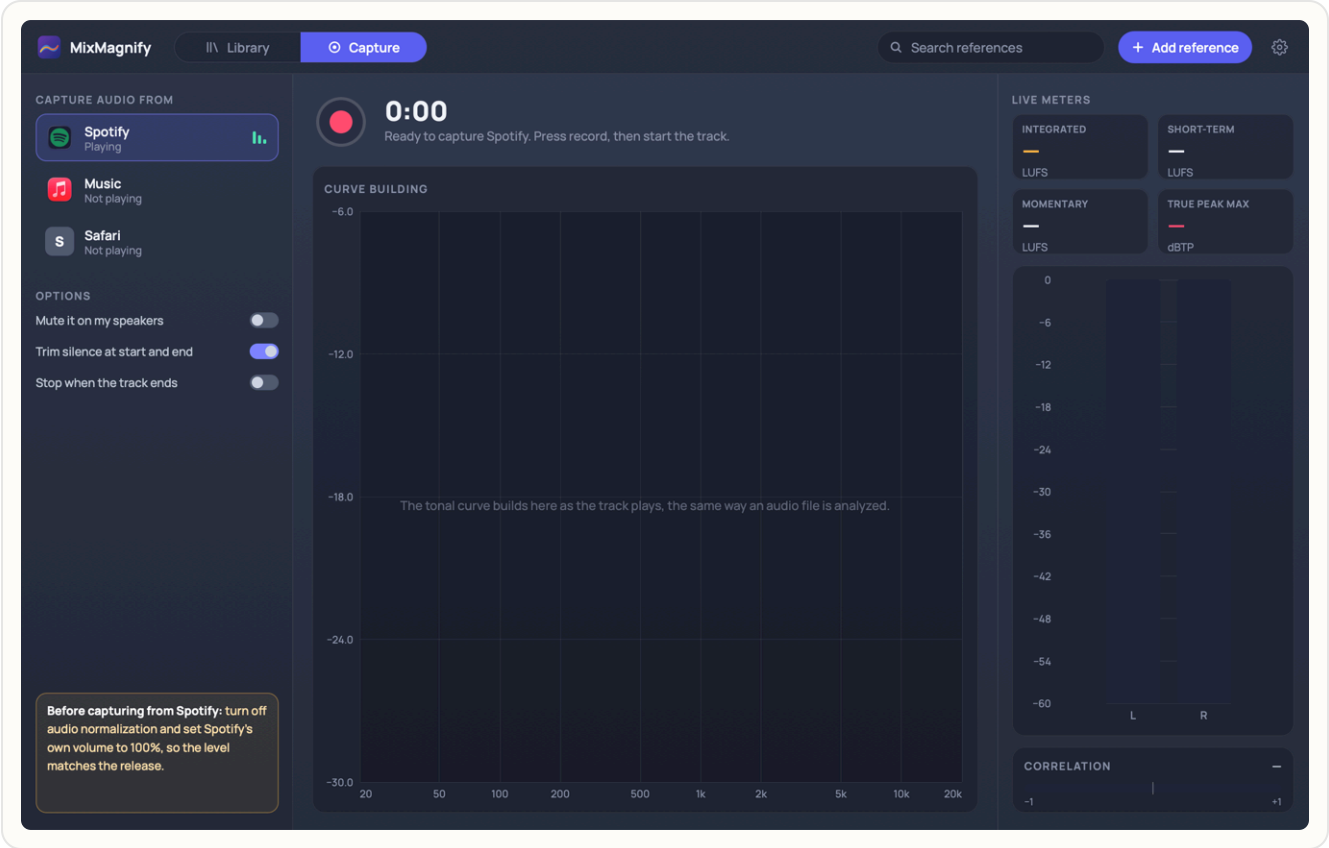
10 CAPTURE

Capture from an App



Capture lets you make a reference from a track while it plays in another app: a streaming service, a music player or a browser. MixMagnify listens to that app only, analyzes the track as it plays, and saves the result to your library.

Capturing a track



1. Click **Capture** at the top left, or **Add reference > Capture from an app...**.
2. Under **Capture audio from**, pick the app that will play the track. Apps that are playing show as **Playing**.
3. Click **Start capture**. If **Trim silence** is on, MixMagnify waits for sound (**Waiting for sound**), so you can press record first and then start the track.
4. Play the track from the start. The live meters and the tonal curve build as it plays, the same way an audio file is analyzed.
5. Click **Stop capture** at the end of the track (or let it stop by itself, see below).
6. The **New reference** sheet opens with the analysis done. The name is filled in from the track playing in Spotify or Music when MixMagnify can read it. Click **Save reference**, or **Discard**.

Options

- **Mute it on my speakers**: you don't hear the app while it's being captured. Handy when you want to keep working on something else.

- **Trim silence at start and end** (on by default): leaves out the silence before the track starts and after it ends. The threshold is in the app's Settings.
- **Stop when the track ends**: stops by itself after 5 seconds of silence. A short pause inside a track doesn't stop it.

The capture also stops by itself if the app quits, if your audio output device or its sample rate changes, or if the disk is full.

> IMPORTANT
>
> MixMagnify never keeps the audio it captures. It saves only the analysis: the curve, the loudness and level statistics, and the loudness over time. Because there's no audio, a captured reference can't be played in the plugin's AB listen bar. You can still compare against its curve and meters as usual.

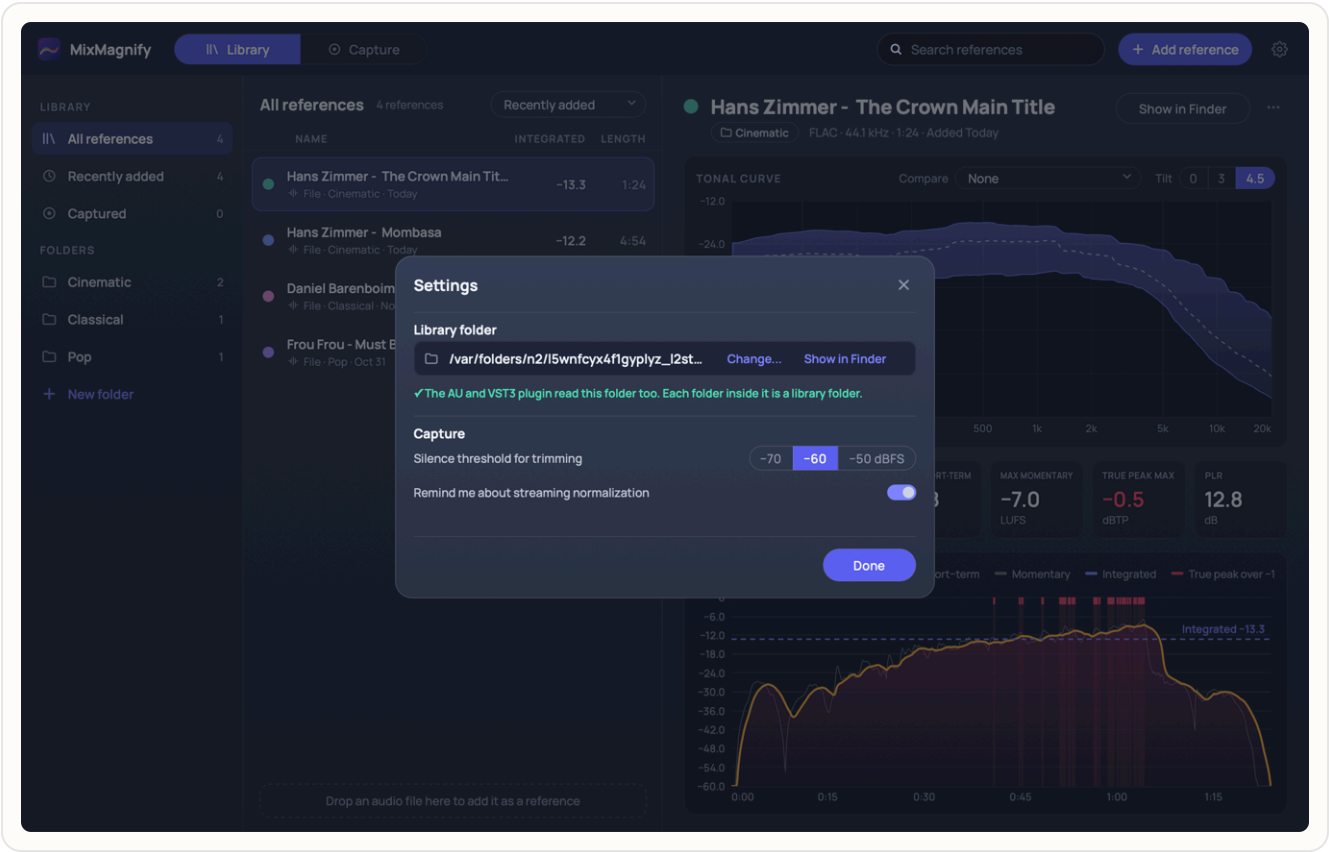
> TIP
>
> Streaming services turn tracks up or down to their own loudness target, and some apply their own processing. For the most faithful reference, turn off volume normalization (and any EQ or spatial audio) in the app you're capturing from, and set the source app's volume to maximum.

Permission

The first time you capture, your computer will ask you to allow MixMagnify to record system audio. If you said no, the Capture screen shows how to enable it in your system's privacy settings. Enable it there, then start the capture again.

App settings

Click the cog to choose the **Library folder** (shared with the plugin) and the **Silence threshold for trimming** used by Capture.


MixMagnify
Library
Capture
Search references
Add reference
LIBRARY
All references 4
Recently added 4
Captured 0
FOLDERS
Cinematic 2
Classical 1
Pop 1
New folder
All references 4 references
Recently added
NAME
INTEGRATED
LENGTH
Hans Zimmer - The Crown Main Tit...
File · Cinematic · Today
-13.3
1:24
Hans Zimmer - Mombasa
File · Cinematic · Today
-12.2
4:54
Daniel Barenboim
Frou Frou - Must B
File · Pop · Oct 31
Drop an audio file here to add it as a reference
Hans Zimmer - The Crown Main Title
Show in Finder
Cinematic
FLAC · 44.1 kHz · 1:24 · Added Today
TONAL CURVE
Compare
None
Tilt
0
3
4.5
-12.0
-24.0
500
1k
2k
5k
10k
20k
MAX MOMENTARY
-7.0
LUFS
TRUE PEAK MAX
-0.5
dBTP
PLR
12.8
dB
Momentary
Integrated
True peak over -1
Integrated -13.3
-6.0
-12.0
-18.0
-24.0
-30.0
-36.0
-42.0
-48.0
-54.0
-60.0
0:00
0:15
0:30
0:45
1:00
1:15
Settings
Library folder
/var/folders/n2/l5wnfcyx4f1gyplyz_l2st...
Change...
Show in Finder
✓The AU and VST3 plugin read this folder too. Each folder inside it is a library folder.
Capture
Silence threshold for trimming
-70
-60
-50 dBFS
Remind me about streaming normalization
Done

11 HELP

Common Questions

My mix curve is flat or empty. MixMagnify only measures what's playing through it. Check that it's on your main output and that your transport is playing. The curve needs a few seconds of audio to build.

My mix is louder than the reference, but the curves sit on top of each other. That's expected. Curves are matched to their own loudness so only the balance is compared. Use the Integrated readout to compare loudness.

The AB listen bar says B can't play. Either the reference's audio file has moved (click **Locate file…**) or the reference was captured in the standalone app, which keeps no audio.

A reference I added in the app doesn't show in the plugin. Check that both use the same library folder in Settings. Changes show within about 2 seconds.

Overload Protection tripped and I hear nothing. Click **Reset** on the Protection pill. If it trips again straight away, find what's sending the overload, or raise the limit in Settings.

I deleted a reference by mistake. Delete moves the curve file to the Trash, so you can put it back from there.



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