

exope.

ULTRA VOCAL STABILIZER

MODEL UVS-1 · VERSION 1.0.0 · VST3 + STANDALONE · WINDOWS 64-BIT

User manual

Installation, licence, every control on the faceplate, what the displays show, and how UVS behaves on a vocal.

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This manual is in English, like the faceplate of UVS. All pictures of waveforms come from the synthetic test vocal UVS is tested with (phrases at −30 and −12 dBFS, syllables ±6 dB, breaths at −62 dBFS), so you can compare them with what you see in the displays.

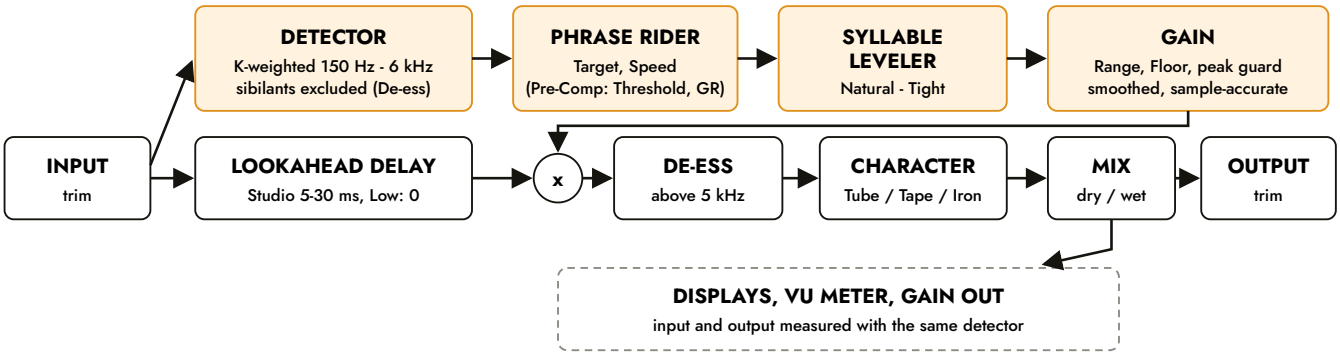
01

What UVS does

exope Ultra Vocal Stabilizer (model UVS-1) evens out a vocal **before the compressor**. A compressor reacts to peaks; a vocal that is sung quietly in one line and loudly in the next still comes out uneven. UVS rides the level the way an engineer rides a fader: every **phrase** is brought to the loudness you set as **Target**, and inside the phrase the **syllables** and words are evened out. The compressor after it then works on a steady signal and can be gentler.

- **Phrase rider** — follows the loudness of each line (K-weighted, like a loudness meter) and moves the gain within ±Range so the line sits at Target. How quickly: Speed.
- **Syllable leveler** — inside the phrase, lifts the quiet syllables and takes the loud ones down, relative to the phrase. How much: Natural — Tight.
- **Floor** — below this level (pauses, breaths, room, bleed) nothing is lifted; breaths and noise are taken down.
- **De-ess** — sibilants never count as level (an "s" is not pushed up and does not duck the word) and are taken down.
- **Character** — an analog colour after the leveling (Tube, Tape or Iron), level-compensated.
- **Pre-Comp** — instead of a Target loudness, UVS feeds the compressor after it the level for a chosen amount of gain reduction.

Signal flow



Signal flow. The detector looks at the input as it arrives; the audio waits in the lookahead delay, so in Studio the gain is already where it must be when a phrase begins. Input and output are measured with the same filters, so the two displays and the VU meter read on one scale.

UVS is a level tool, not a compressor: it does not change the shape of the peaks. Use it first on the vocal channel (after clean-up such as noise reduction or pitch correction), followed by your compressor, EQ and the rest of the chain.

02

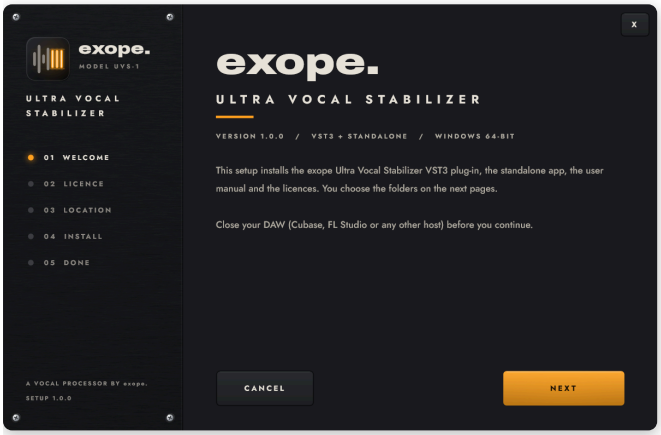
Installation

System requirements

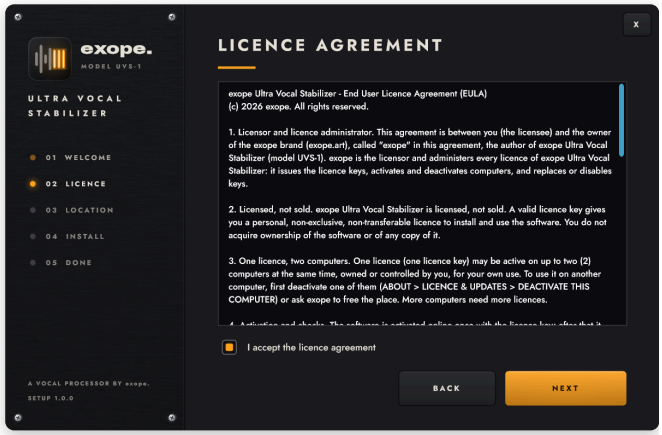
- Windows 10 or 11, 64-bit. A VST3 host: Cubase, Nuendo, FL Studio, Studio One, Reaper, Ableton Live, Bitwig or any other.
- About 40 MB of disk space. The internet once, to activate the licence (and to look for updates).
- Sample rates 44.1 to 192 kHz, mono or stereo tracks (also mono in, stereo out).

Running the setup

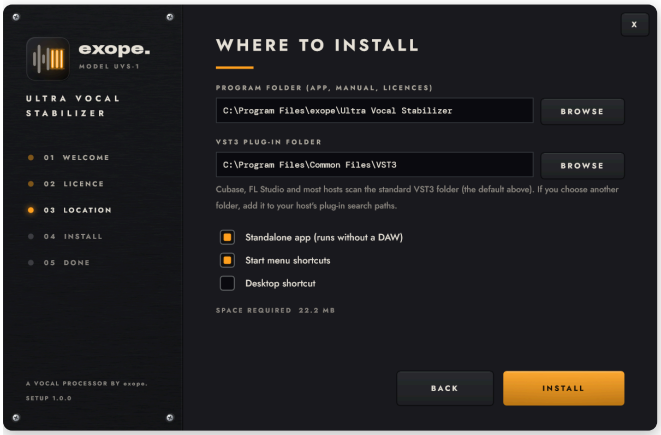
Close your DAW first, then open `exope Ultra Vocal Stabilizer 1.0.0 Setup.exe`. Windows asks for administrator rights: the setup writes into Program Files, the shared VST3 folder and Apps & features.



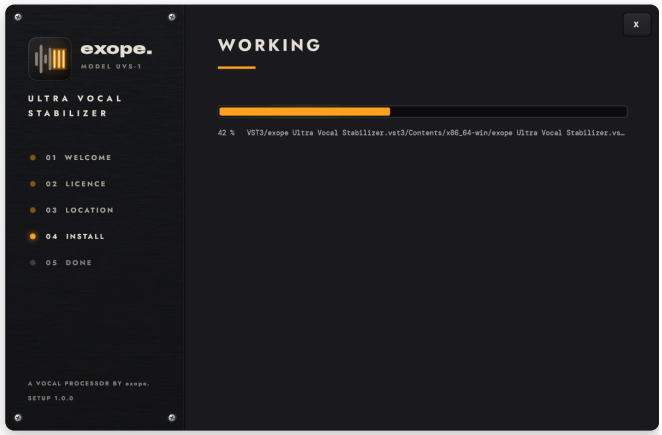
01 Welcome. What is installed and the version.



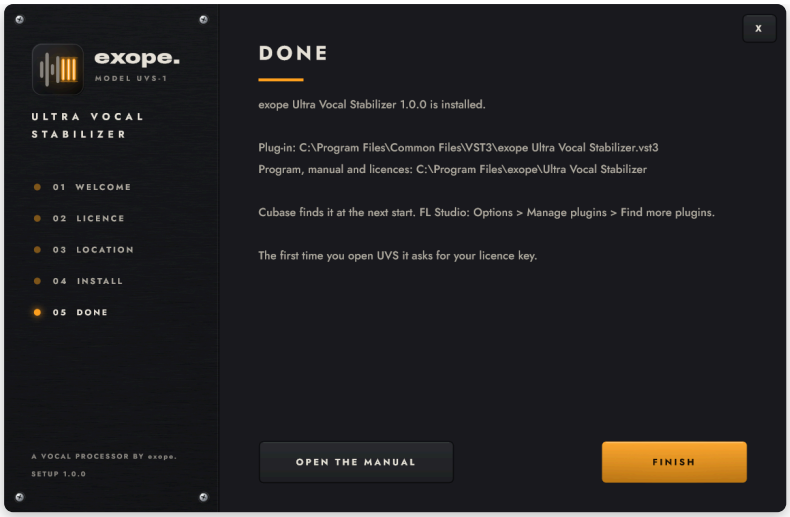
02 Licence. The licence agreement (EULA). Tick *I accept* to continue.



03 Where to install. The program folder, the VST3 folder and what to add.



04 Install. The files are written; the bar shows the file in work.



05 Done. Where everything went, and OPEN THE MANUAL.

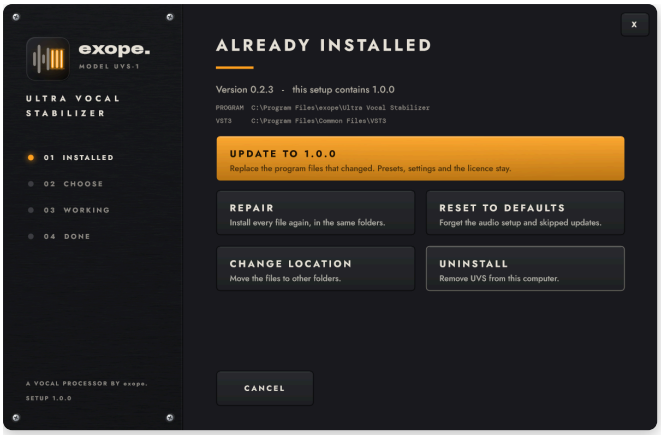
What goes where

WHAT	DEFAULT FOLDER
The VST3 plug-in	`C:\Program Files\Common Files\VST3\exope Ultra Vocal Stabilizer.vst3`
The standalone app (optional), this manual, the EULA, the third-party licences, the setup itself (for repair and uninstall)	`C:\Program Files\exope\Ultra Vocal Stabilizer`
Start menu: the app, the manual, *Repair or Uninstall* (optional); a desktop shortcut (optional)	`Start > exope Ultra Vocal Stabilizer`
Your user presets, update reminders	`%APPDATA%\exope\Ultra Vocal Stabilizer`
The standalone app's audio setup	`%APPDATA%\exope Ultra Vocal Stabilizer`

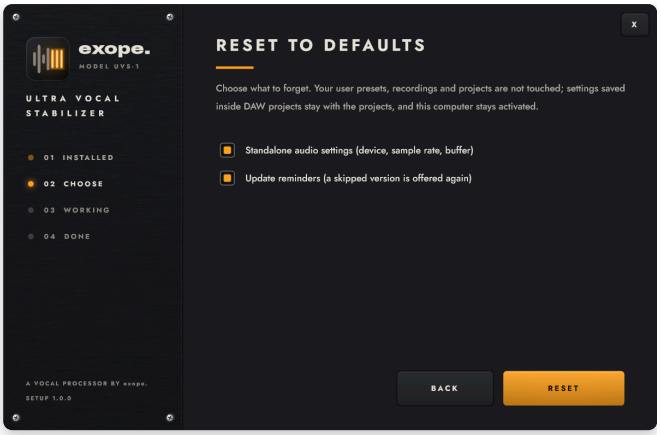
Cubase scans the VST3 folder at its next start (Studio > VST Plug-in Manager lists UVS under *exope.*, category *Fx|Dynamics*). **FL Studio:** Options > Manage plugins > Find more plugins. If you chose another VST3 folder, add it to your host's plug-in search paths. A copy of UVS that was put into the VST3 folder by hand is replaced by the setup.

Update, repair, reset, move, uninstall

Open the setup again (or *Settings > Apps > exope Ultra Vocal Stabilizer > Modify*, or *Start > Repair or Uninstall*). On a computer where UVS is installed it opens on the maintenance page:

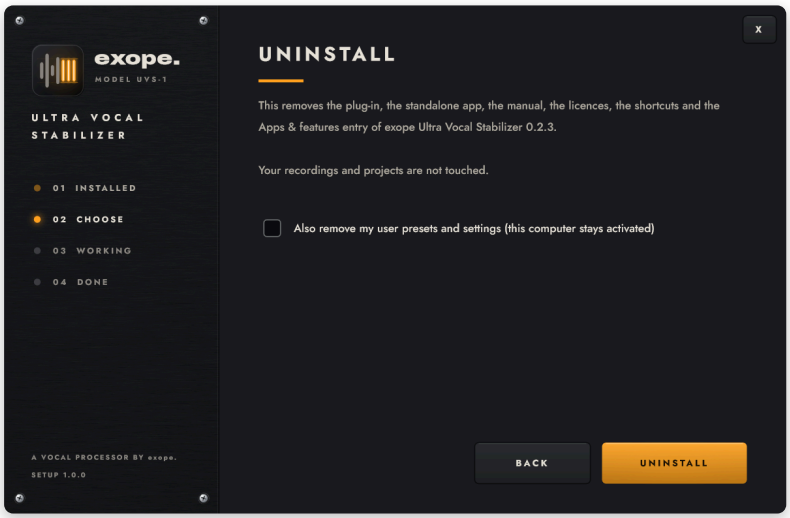


Already installed. A newer setup offers UPDATE TO 1.0.0.



Reset to defaults. Forgets the audio setup and skipped updates.

- **Update** replaces only the files that changed. Presets, settings and the licence stay.
- **Repair** checks every file and writes again only what is missing or damaged.
- **Reset to defaults** forgets the standalone app's audio setup and the update reminders. Presets stay; this computer stays activated.
- **Change location** moves the program and the plug-in to other folders: everything is copied first, only then removed.
- **Uninstall** removes exactly the files the setup put down, the shortcuts and the Apps & features entry. Optionally also your presets and settings. Your recordings and projects are never touched; the licence of the computer stays (deactivate it first if you want to move the licence to another computer).



Uninstall. The option to remove presets and settings is off by default.

For administrators: silent installation

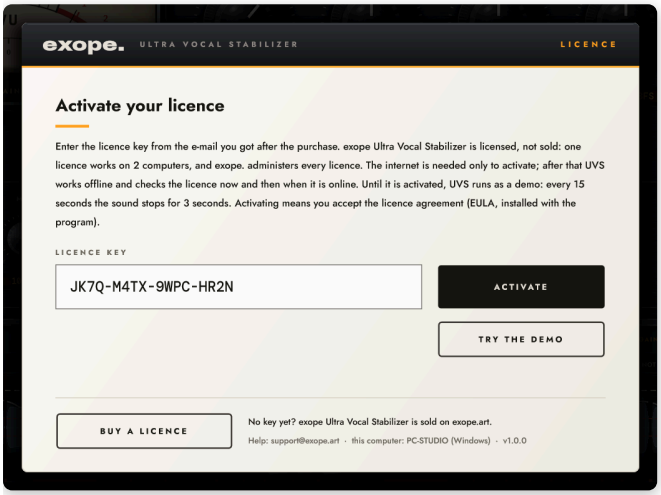
`"exope Ultra Vocal Stabilizer 1.0.0 Setup.exe" --silent install [--appdir <folder>] [--vst3dir <folder>] [--no-standalone] [--desktop] [--log <file>]`
The same for `repair`, `move`, `reset` and `uninstall [--user-data]`. The exit code is 0 on success.

03

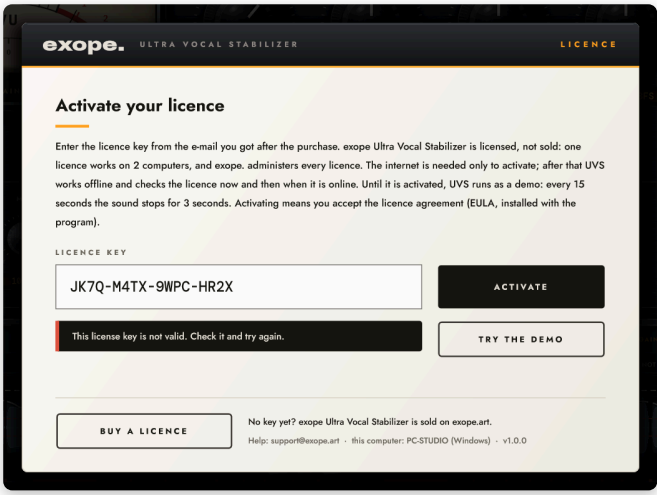
Licence and activation

exope Ultra Vocal Stabilizer is licensed, not sold. Your licence key (XXXX-XXXX-XXXX-XXXX, in the e-mail you got after the purchase) works on **two computers** at the same time. It is activated once per computer, online; after that UVS works offline.

> **Until UVS is activated on a computer, it runs as a demo:** it works as usual, but every 15 seconds the sound stops for 3 seconds. TRY THE DEMO closes the ACTIVATE window so you can try every control; it opens again with the plug-in window, and ABOUT > LICENCE & UPDATES brings it back any time. A bypassed UVS passes the vocal without gaps.

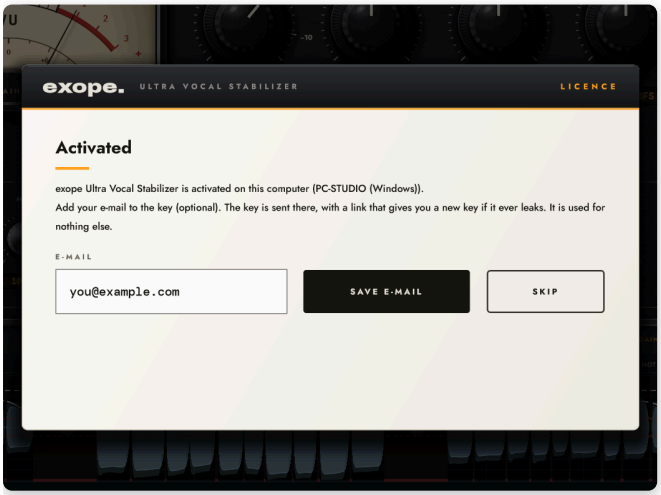


Activate. Type or paste the key, then ACTIVATE. Spaces and line breaks are ignored; upper or lower case does not matter.

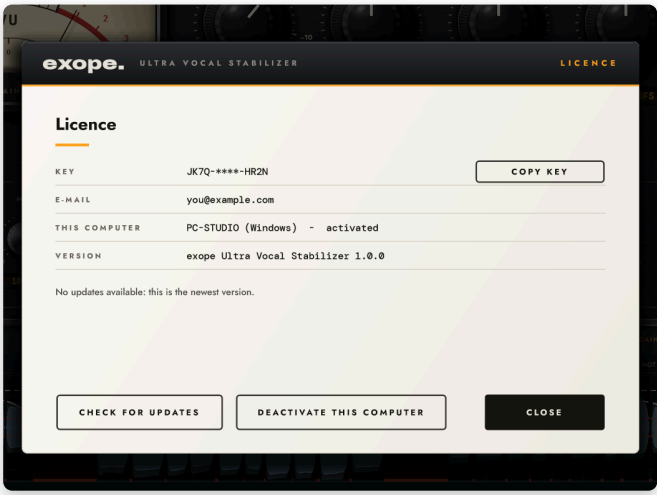


A key that does not work. The licence server says why, in the black box. When the key is already active on two computers, they are named.

After activation



E-mail (optional). A key bought outside exope.art may not have an e-mail; add one so a lost or leaked key can be replaced.



Licence page. ABOUT > LICENCE & UPDATES, or right-click the faceplate > *Licence & updates*.

- **COPY KEY** copies the key (the page shows it shortened: `ABCD-****-WXYZ`).
- **CHECK FOR UPDATES** asks the update channel now (see the next chapter).
- **DEACTIVATE THIS COMPUTER** frees its place on the key, for another computer. Without the internet the computer stays activated.

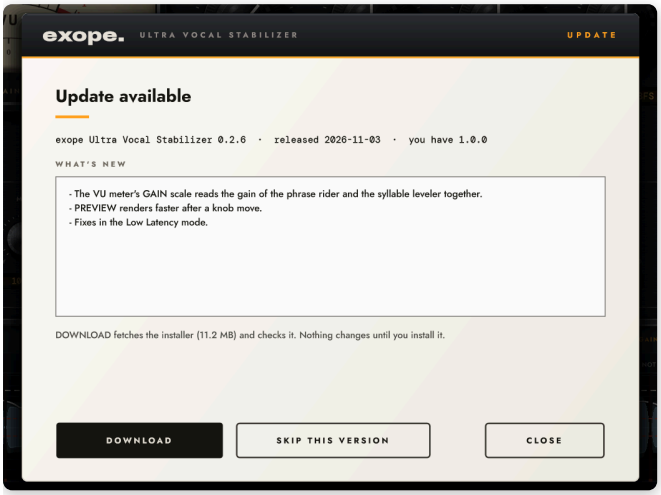
How the licence is checked

- The licence server (license.exope.art) signs an activation for *this* computer. UVS checks the signature at every start, without the internet. Copying the activation to another computer does not work.
- When the computer is online, UVS asks the server at the start and every 15 minutes whether the activation still holds. No answer changes nothing.
- If a key was **replaced** (after a leak: the new key goes to your e-mail), **disabled** (refund, dispute) or the computer was **deactivated**, UVS asks for a key again and says why.
- What is sent: the key, a code made from this computer's id (never the id itself), the computer's name and the version of UVS. Nothing about your audio or projects.
- One activation covers every UVS on the computer: all instances in all your DAWs and the standalone app.

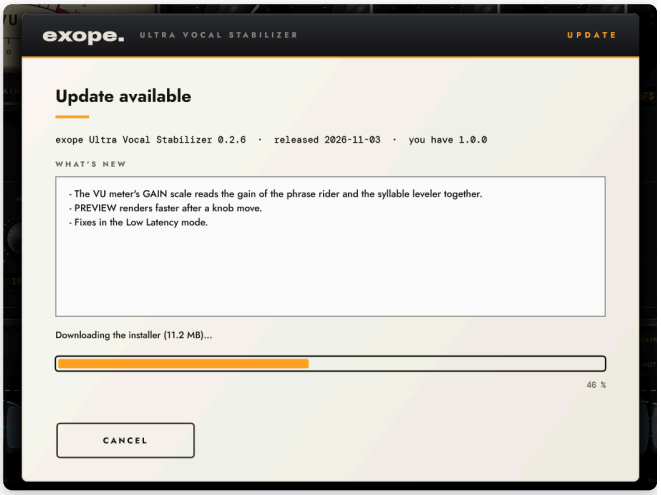
04

Updates

Once per DAW session (the first time you open a UVS window) UVS asks exope.art whether a newer version is published. If there is one, the UPDATE window opens; nothing is downloaded or installed until you choose to.



Update available. The version, its date and what is new. DOWNLOAD, SKIP THIS VERSION or CLOSE.



Downloading. The installer goes to a temporary folder; CANCEL stops it.



Ready to install. Save your project, close the DAW, then INSTALL: the setup opens on *Update*.

- The update information is **signed** with the release key of exope Ultra Vocal Stabilizer, and the downloaded installer must match the size and SHA-256 checksum it names. Anything else is refused ("does not match the published one") and never started.
- **Skip this version** hides that version; a newer one is offered again. *CHECK FOR UPDATES* on the licence page also shows a skipped version.
- No internet or no answer: nothing happens. Your presets, settings, projects and licence stay when you update.

05

Quick start

1. Put UVS **first** on the vocal track (after noise reduction or pitch correction, before the compressor).
2. Play the song. Set **Target** to where the vocal should sit (–18 LUFS is a good start), **Range** to how far UVS may move it (9 dB).
3. Watch the **OUTPUT** display: the white phrase line turns **green** where a phrase is within ±1.5 dB of Target. EVENNESS in the header says how much of the vocal is even before and after.
4. Set **Floor** just under the quietest words: the red "UNDER FLOOR" shade should be on the breaths, not on the words.
5. Choose how far UVS evens out the words inside a phrase with **Natural — Tight**, and how fast it follows the phrases with **Speed**.
6. Or let LEARN listen to 10–30 s of the vocal and set Target, Floor and Range for you.
7. Stop the transport and turn a knob: the displays re-render the last 8 seconds with the new setting (**PREVIEW**), so you see what a knob does before you play again.



The faceplate (the window scales from 75 to 200 %: drag its corner, or the ⤢ key in the preset bar, or right-click > *Window size*).

06

The faceplate

The top bar



The top bar. The exope. logo opens ABOUT; on the right the preset bar.

ELEMENT	WHAT IT DOES
exope. logo	Opens ABOUT: the version, the credits and LICENCE & UPDATES.
◀ ▶	The previous / next preset.
Preset menu	The factory presets in their categories, your presets, Save, Delete, open the presets folder. A * after the name: something was changed.
A / B and →	Two complete settings to compare; the arrow copies A to B (or B to A).
Undo / redo	Up to 64 steps; a change that lasts 300 ms counts as one step.
SAVE	Saves the current setting as a user preset (`.uvspreset`).
⤢	The window size: 75, 85, 100, 115, 125, 150, 175, 200 %. Kept with the project.

Everywhere on the faceplate: double-click a value box to type a value, double-click a knob for its default, Ctrl + drag for fine moves, the mouse wheel works, every control has a tooltip. Right-click the faceplate for the window size, *Licence & updates* and ABOUT.

VU meter, METER, ACTIVITY, LEARN



The VU meter with the METER switch (here on GAIN), the ACTIVITY lamp and LEARN.

- **VU meter** — a real VU ballistic (99 % of a step in 300 ms, about 1.3 % overshoot) on a backlit face. Two scales: **VU** (−20 to +3) and **GAIN dB** (−12 to +12, zero in the middle).
- **METER** switch — **IN**: the input loudness against Target (0 VU = Target). **GAIN**: the gain UVS applies now (on the inner GAIN scale). **OUT**: the output loudness against Target. The cover under the needle says what the meter reads.
- **ACTIVITY** — glows brighter the harder UVS works (dim when it hardly moves the vocal).
- **LEARN** — press it and play 10–30 s of the vocal: UVS listens (the INPUT display is scanned) and then glides Target, Floor and Range to what it heard; a report appears in the display. Press again (STOP) to finish early. See chapter 09.

The five large knobs



The stabilizer: TARGET, RANGE, SPEED, FLOOR, NATURAL — TIGHT, each with its value below.

TARGET `-40 … -6 LUFS, default -18`

The loudness every phrase is ridden to, measured the way UVS measures (K-weighted vocal band, like a loudness meter). In Pre-Comp mode Target is not used (it is dimmed); the compressor's threshold and gain reduction decide the level.

RANGE `0 … 18 dB, default 9`

How far UVS may move the level, up and down. **0** switches the leveling off (UVS is then only the delay and the colour you choose, bit-exact otherwise). Larger values even out bigger differences between lines. The OUTPUT display shows the ±Range band.

SPEED `2 s … 300 ms, default 775 ms`

How quickly the phrase rider follows. **Slow** rides whole lines and leaves the performance alone; **fast** also follows the words of a line. A new phrase after a pause is caught immediately in any case (the first syllable never jumps out).

FLOOR `-70 … -30 dBFS, default -50`

The level (30 ms, per channel) under which the signal is not voice: pauses, breaths, room, bleed. Under Floor UVS lifts nothing, and takes breaths and noise down — 1 dB per dB under Floor, at most 10 dB, smoothly. Set it just under the quietest words. Too high and quiet words are treated as breaths; too low and breaths are lifted like words.

NATURAL — TIGHT `0 … 100 %, default 40 %`

How far the words inside a phrase are evened out. **Natural (0 %)**: only the phrase rider, the life of the syllables stays. **Tight (100 %)**: quiet syllables are lifted and loud ones taken down (up to ±9 dB in Studio, ±4.5 dB in Low Latency), quickly, against the loudness of the whole phrase.

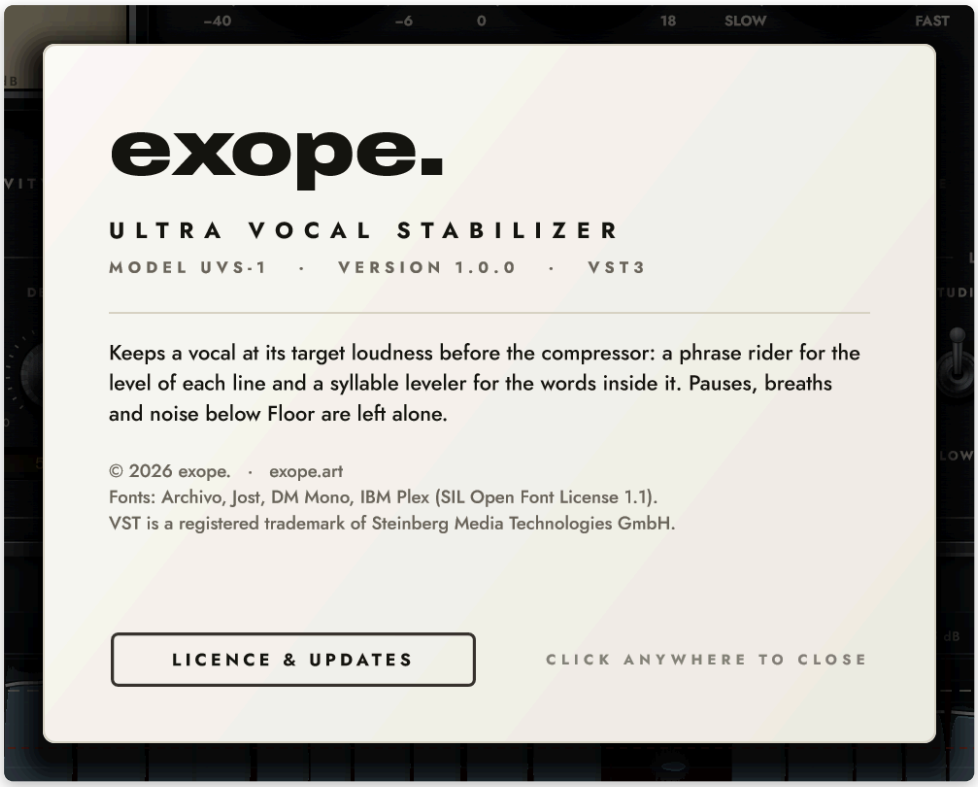
The lower row



LEVEL, COLOUR, PRE-COMP, LATENCY, MONITOR. Here De-ess at 80 % and Character at 50 % (the lamps beside them light while they work).

CONTROL	RANGE	WHAT IT DOES
INPUT	−24 … +24 dB	A trim before UVS: moves the vocal against Floor and Target (see it in the INPUT display).
OUTPUT	−24 … +24 dB	A trim after UVS.
MIX	DRY … WET	The processed vocal against the dry one (parallel), time-aligned.
DE-ESS + lamp	0 … 100 %, default 50 %	Sibilants (most of their energy above 5 kHz) never count as level and are taken down above 5 kHz, up to 10 dB at 100 %. The lamp flashes with each sibilant it takes down. Vowels keep their brightness.
CHARACTER + lamp	0 … 100 %, default 0	Analog colour after the leveling: saturation that grows with the level, plus the tone of the type. Level-compensated (within ±0.3 dB). Audible from about 30 %. The lamp shows how hard it drives.
TYPE TUBE / TAPE / IRON		**Tube**: even harmonics, body around 220 Hz, a softer top. **Tape**: soft rounding of peaks, a low head bump, a gently falling top. **Iron**: odd harmonics, transformer weight under 180 Hz, forward mids around 1.5 kHz.
PRE-COMP OFF / ON		OFF: ride to Target. ON: ride so the compressor after UVS always does about the same amount of work.
THRESHOLD	−40 … 0 dBFS	Pre-Comp only: the threshold of your compressor.
TARGET GR	1 … 10 dB	Pre-Comp only: how much gain reduction that compressor should do. UVS aims at Threshold + 4/3 × GR.
STUDIO / LOW		**Studio**: lookahead and 2× oversampled Character, latency reported to the host (compensated). **Low**: zero latency for tracking and live, the leveler limited to ±4.5 dB.
LOOKAHEAD	5 … 30 ms, default 15	Studio only: how far ahead UVS listens. 15 ms is right for most vocals; more for very sudden entries.
ACTIVE / BYPASS		The untouched vocal, delayed by the same latency, with a 20 ms crossfade (no click). The host's bypass switches the same.

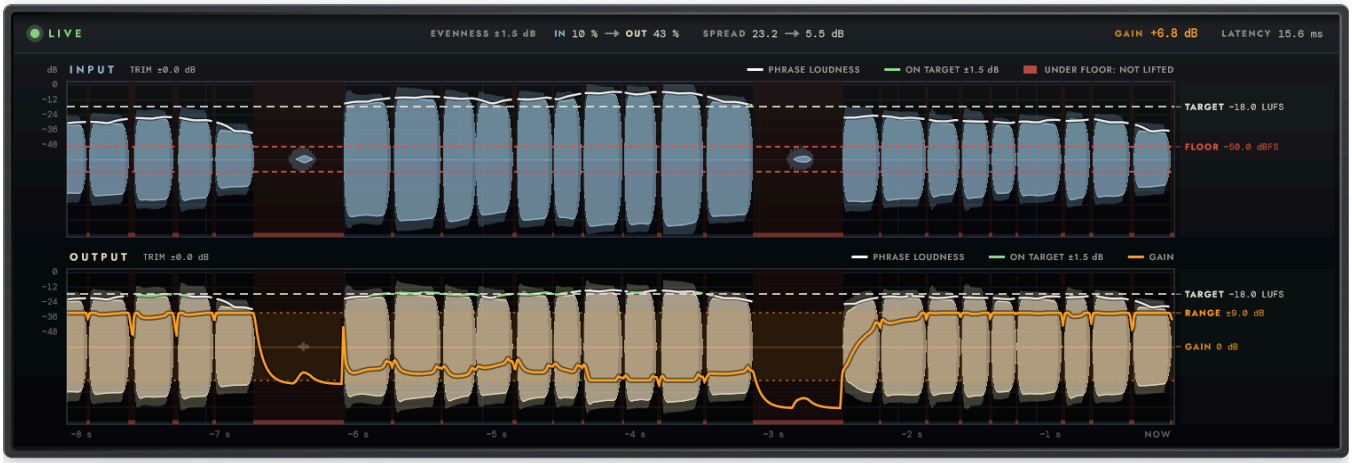
DELTA	Hear only what UVS changes (wet – dry): the level moves, the de-essing and the colour.



ABOUT (click the exope. logo): the version, the credits, LICENCE & UPDATES.

07

The INPUT and OUTPUT displays



The displays: INPUT on top (what enters UVS, after the Input trim), OUTPUT below (what leaves it, after the Output trim), the last 8 seconds on one time base.

What is drawn

ELEMENT	MEANING
Envelope	Mirrored, on a dB scale (–60 … 0). The light outline is the sample peak; the body is the 30 ms level of the detector — exactly what Floor is compared with. INPUT is blue, OUTPUT cream.
Phrase loudness (white line)	The loudness of the vocal over 400 ms, as a loudness meter reads it — what the rider aims at Target. **Green** where it is within ±1.5 dB of Target.
TARGET (white dashed)	The Target line in both panes.
FLOOR (red dashed)	In the INPUT pane, mirrored like the body it is compared with. Below –60 dBFS it sits on the centre line.
UNDER FLOOR (red shade)	Where the INPUT body is under Floor: nothing is lifted, breaths and noise are taken down.
GAIN (amber curve)	In the OUTPUT pane: the gain UVS applied, on its own scale (centre = 0 dB, ±20 dB), inside the **±Range** band.
Labels column	The values of the lines (TARGET, FLOOR, RANGE, GAIN 0 dB) beside each pane, with leaders.
Title rows	INPUT / OUTPUT with the trims; MIX, the Character type and amount, DELTA and BYPASSED when they are on.

The header

- **LIVE** while the host plays; **PREVIEW** after a knob move with the transport stopped (the last seconds re-rendered with the new settings); **STOPPED**; **LEARNING** while LEARN listens.

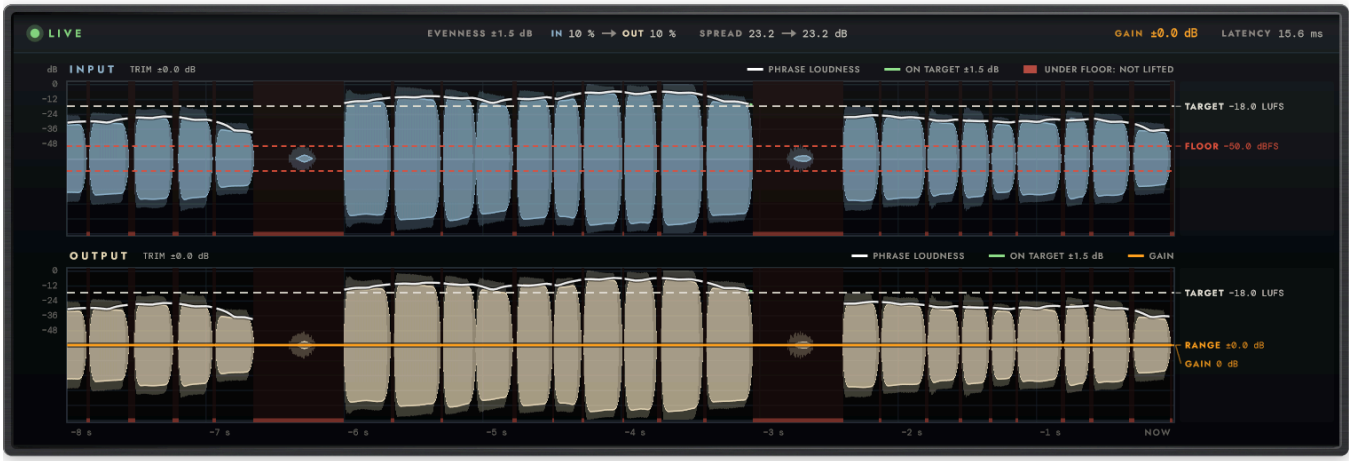
- **EVENNESS ±1.5 dB** — how many 400 ms windows of the vocal are within 1.5 dB of their median, IN → OUT, and the **SPREAD** (10th to 90th percentile) before and after. The trims and Target do not change it: it is the evenness itself.
- **GAIN** now and the **LATENCY** UVS reports to the host.

> The lines (Floor, Target, Range) follow the knobs at once. The envelopes show the audio as it was processed: while the host plays, new settings are seen on new audio; with the transport stopped, PREVIEW renders the whole window again.

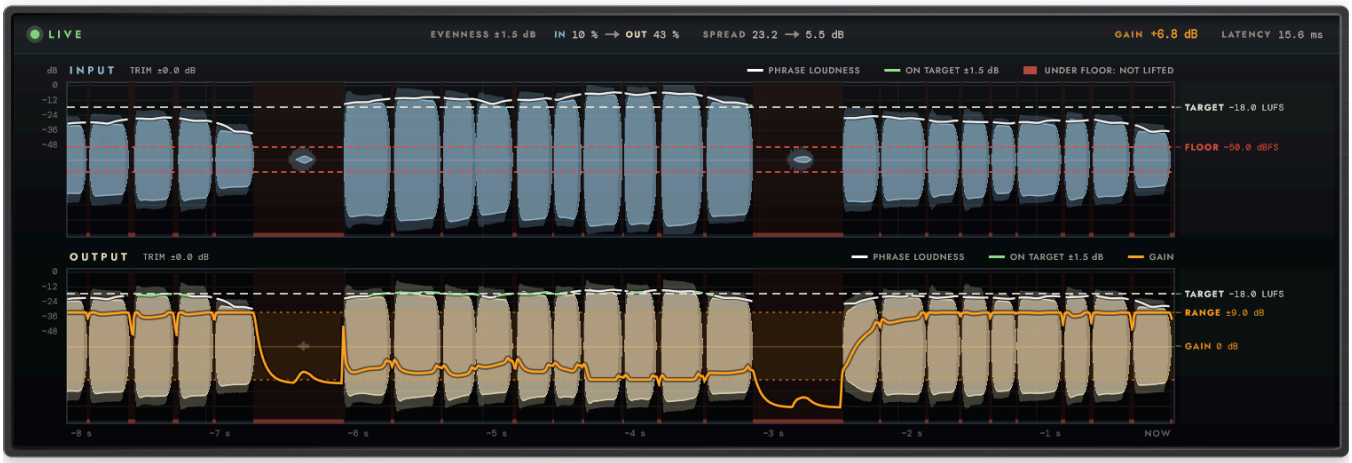
08

UVS on a vocal: examples

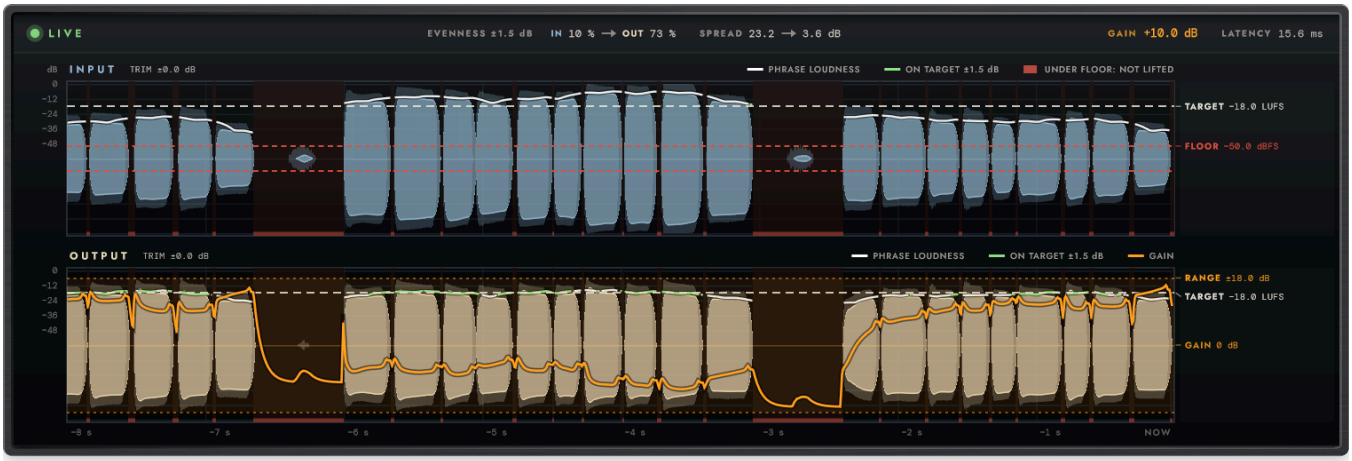
The same test vocal in every picture: five lines that alternate between –30 and –12 dBFS, syllables ±6 dB inside each line, a breath in every pause. Target –18 LUFS. Look at the OUTPUT pane, the gain curve and EVENNESS in the header.



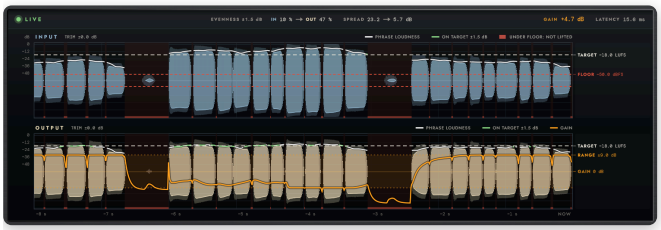
Range 0 — UVS does not ride. OUTPUT = INPUT: the quiet lines stay 18 dB under the loud ones; SPREAD 23.2 → 23.2 dB, the gain curve is flat at 0 dB.



The default (Range 9, Speed 775 ms, Tight 40 %). The quiet lines are lifted, the loud ones taken down; the phrase line turns green on Target. SPREAD 23.2 → 5.6 dB. The pauses (red shade) are not lifted: the gain holds through them and the next phrase starts where it should.



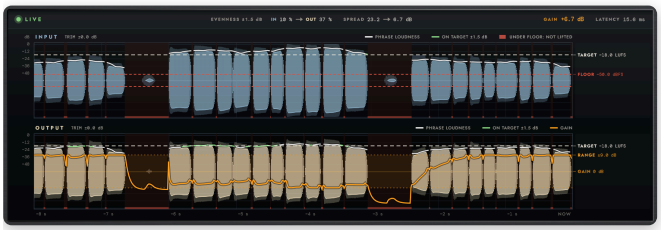
Range 18. Enough room for the whole 18 dB difference: 73 % of the vocal within ±1.5 dB, SPREAD 23.2 → 3.6 dB. The gain curve reaches the edges of the ±18 dB band on the quiet lines.



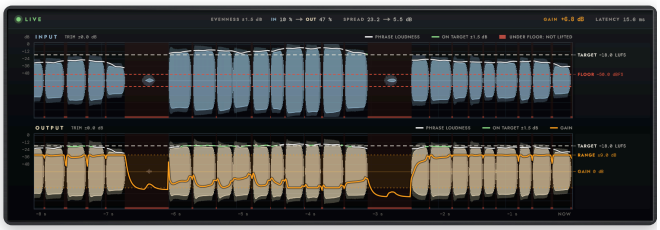
Natural (0 %). Only the phrase rider: the syllables keep their ±6 dB inside each line; the gain curve is smooth.



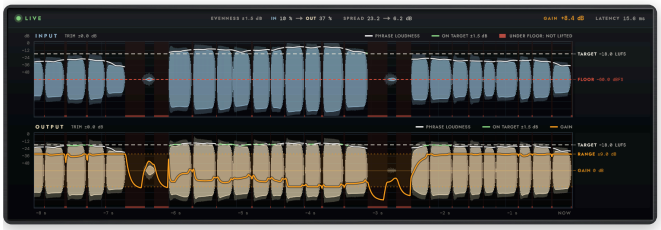
Tight (100 %). The gain curve now moves with every syllable: quiet ones lifted, loud ones taken down; the body of each line is flatter.



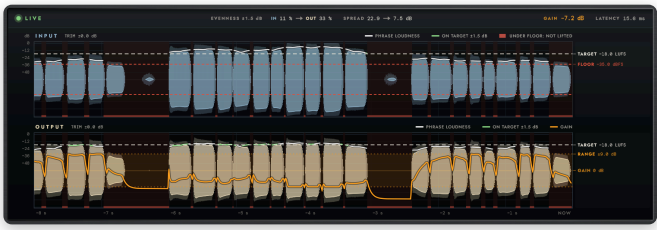
Speed slow (2 s). The rider glides from line to line; inside a line the gain hardly moves (SPREAD 6.7 dB).



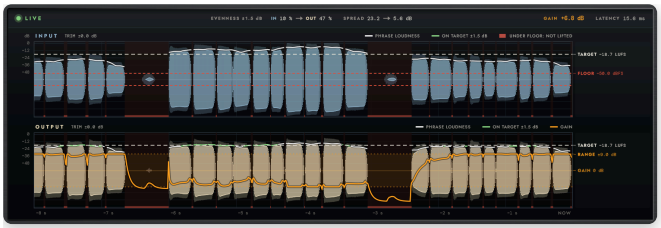
Speed fast (300 ms). The rider also follows the words of a line (SPREAD 5.5 dB). Fast suits rap and spoken parts; slow suits ballads.



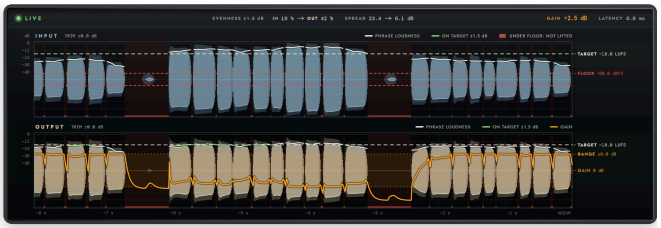
Floor −60. Little is under Floor: only the silence. Breaths louder than −60 dBFS would count as voice and be lifted.



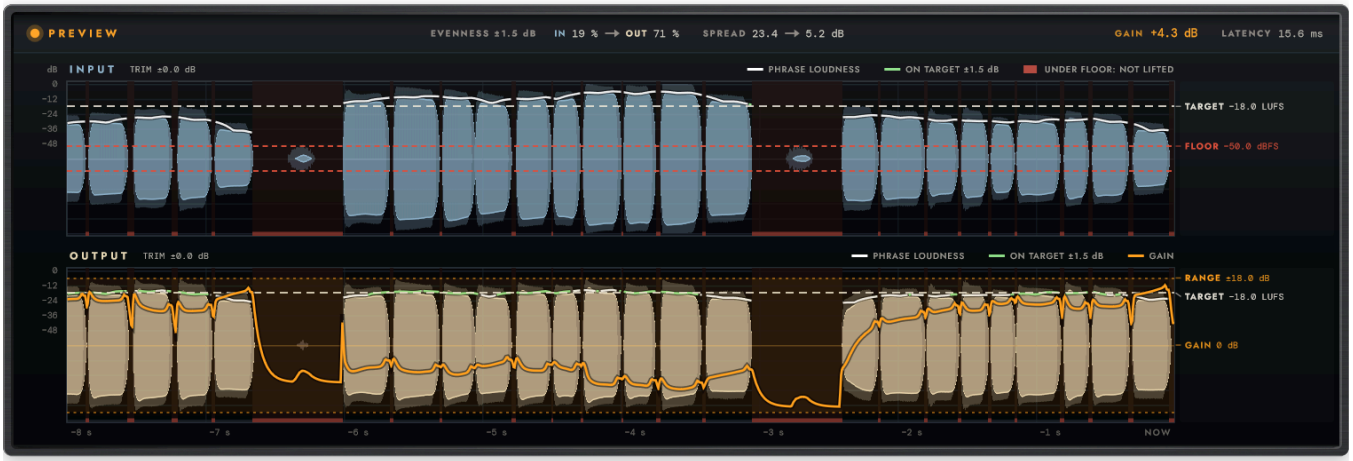
Floor −35 (too high for this vocal). The quiet lines fall under Floor (red): they are not lifted but taken down. Set Floor just under the quietest words.



Pre-Comp. The level is set for the compressor after UVS (Threshold –24, Target GR 4 dB): every line reaches the compressor at the same level, so it compresses evenly.



Low Latency. No lookahead (latency 0): the gain reacts a few milliseconds after a phrase starts, and the leveler is limited to ±4.5 dB. For tracking; mix in Studio.



PREVIEW. The transport is stopped and Range was turned to 18: the displays re-render the last seconds with the new setting (the badge says PREVIEW), so the effect of a knob can be judged without playing again.

09

Presets, A / B, undo, LEARN

Factory presets

CATEGORY	PRESETS
Basic	Default, Transparent
Trap	Trap Lead, Trap Melodic, Trap Adlibs
Rap	Rap Verse, Rap Double / Backs
Hip Hop	Hip Hop Boom Bap
Pop	Pop Lead, Pop Ballad
Chain	Into FET Comp, Into Opto Comp (Pre-Comp settings for a fast and a slow compressor after UVS)
Live	Live Safe (Low Latency)

Your presets are `.uvspreset` files in `%APPDATA%\exope\Ultra Vocal Stabilizer\Presets` (the preset menu opens the folder). Bypass, Delta and Gain Out are not part of a preset.

A / B and undo

A and B each hold a complete setting: switch to compare, the arrow copies the current slot to the other. Undo / redo go back and forth through up to 64 changes.

LEARN

Press LEARN and play 10–30 s of the vocal (a verse is ideal). UVS listens to the voiced parts only (breaths and reverb tails do not count), then glides the knobs (1.2 s) and shows a report: **Target** = the median of the phrases, **Floor** = 8 dB under the quiet words but above the breaths and noise, **Range** = half the spread of the phrases + 2 dB. Press again (STOP) to finish early. Fine-tune by ear afterwards.

Parameter reference

The host sees these parameters (for automation); the IDs are stored in projects and never change.

PARAMETER (ID)	RANGE	DEFAULT	NOTES
Target (`target`)	−40 … −6 LUFS	−18	Not used in Pre-Comp.
Range (`range`)	0 … 18 dB	9	0 = no leveling.
Speed (`speed`)	0 … 100 %	50 %	2000 … 300 ms (log); the value box shows ms.
Floor (`floor`)	−70 … −30 dBFS	−50	Under it: no lift, breaths and noise down (up to 10 dB).
Natural-Tight (`tight`)	0 … 100 %	40 %	0 = the phrase rider alone.
Mode (`mode`)	Standard / Pre-Comp	Standard	The PRE-COMP lever.
Comp Threshold (`compThreshold`)	−40 … 0 dBFS	−24	Pre-Comp only.
Comp Target GR (`compTargetGR`)	1 … 10 dB	4	Pre-Comp only.
Latency (`latency`)	Studio / Low Latency	Studio	The STUDIO / LOW lever.
Lookahead (`lookahead`)	5 … 30 ms	15	Studio only.
De-ess (`deEss`)	0 … 100 %	50 %	Up to 10 dB above 5 kHz on sibilants.
Character (`character`)	0 … 100 %	0 %	Level-compensated.
Character Type (`characterType`)	Tube / Tape / Iron	Tube	
Input, Output (`input`, `output`)	−24 … +24 dB	0	Input works before the detector.
Mix (`mix`)	0 … 100 %	100 %	Parallel, time-aligned.
Bypass (`bypass`)	Off / On	Off	Also the host's bypass; 20 ms crossfade; the latency stays.
Delta (`delta`)	Off / On	Off	Wet − dry.
Gain Out (`gainOut`)	−18 … +18 dB	—	Written by UVS: the gain it applies, for the host's automation (e.g. to drive another plug-in).

Tips for mixing

- **Order.** Clean-up (noise reduction, pitch) → **UVS** → compressor → EQ → saturation, space. UVS before the compressor lets the compressor work on a steady level.
- **Range first.** Start at 9 dB. If the green phrase line breaks on quiet lines, more Range; if UVS lifts things you would rather keep quiet (a whispered intro), less.
- **Floor by the shade.** The red UNDER FLOOR shade belongs on breaths and pauses. Raise INPUT rather than lower Floor for a very quiet recording.
- **Natural for ballads, Tight for rap.** A sung line lives from its syllables; a rap verse or a double usually wants Tight.
- **Hear the work.** DELTA plays only what UVS changes. If you hear words pumping in DELTA, slow Speed or reduce Tight.
- **Pre-Comp.** Copy the threshold of your compressor into THRESHOLD and pick TARGET GR: the compressor then does the same amount of work on every line. The *Chain* presets are starting points.
- **Tracking.** Use LOW (zero latency) while recording, switch to STUDIO for the mix.
- **Backing vocals.** One UVS on each part, or on the bus with Tight at 0 and Speed slow.

Troubleshooting

WHAT YOU SEE	WHAT TO DO
The sound stops for 3 seconds every 15 seconds	UVS is not activated on this computer and runs as a demo: open its window and activate (chapter 03).
No sound from UVS	Check MIX (not DRY with DELTA on) and the OUTPUT trim. A bypassed UVS passes the vocal.
The ACTIVATE window comes back	The page says why: the key was replaced (use the new key from your e-mail), disabled, or the computer was deactivated. Write to support@exope.art if it is a mistake.
"The licence server could not be reached"	The internet is needed once to activate. Check the connection, a firewall or a proxy; try again.
"Already active on 2 computers"	Deactivate UVS on one of the named computers (LICENCE & UPDATES > DEACTIVATE THIS COMPUTER) or ask support to free a place.
UVS does not show up in the DAW	Cubase: restart it, or Studio > VST Plug-in Manager > rescan. FL Studio: Options > Manage plugins > Find more plugins. A custom VST3 folder must be in the host's search paths.
The setup says UVS is in use	Close every DAW and the standalone app, then press the button again.
An update fails to download	TRY AGAIN; an installer that does not match the published checksum is never kept. You can always download the setup from exope.art and run it.
Breaths get louder	Floor is too low for this recording: raise it until the breaths are in the red shade.
Quiet words are not lifted	Floor is too high (they are in the red shade) or Range is too small.
The first word of a line jumps out	Use STUDIO (the lookahead sees the phrase coming); in LOW the first milliseconds cannot be known in advance.
The displays stay empty	They fill while the host plays (or while there is sound). With the transport stopped, a knob move shows PREVIEW.

Technical data and credits

ITEM	VALUE
Formats	VST3 (Windows x64), standalone app
Channels	Mono, stereo, mono in / stereo out. No side-chain input.
Sample rates	44.1 … 192 kHz, 32- and 64-bit processing
Latency	Studio: lookahead + 31 samples of oversampling (48 kHz, 15 ms: 751 samples), reported to the host. Low Latency: 0.
Detector	K-weighted (BS.1770), vocal band 150 Hz – 6 kHz, sibilants (5–10 kHz) excluded, 1 ms control rate.
Character	Studio: 2× polyphase oversampling (aliases –75 dB); Low Latency: anti-derivative anti-aliasing.
CPU (stereo 48 kHz, one laptop core)	about 0.2 % (Character 0), 0.7 % (Character 100 %)
Window	1160 × 860, scaled 75 – 200 %, kept with the project

Credits

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