

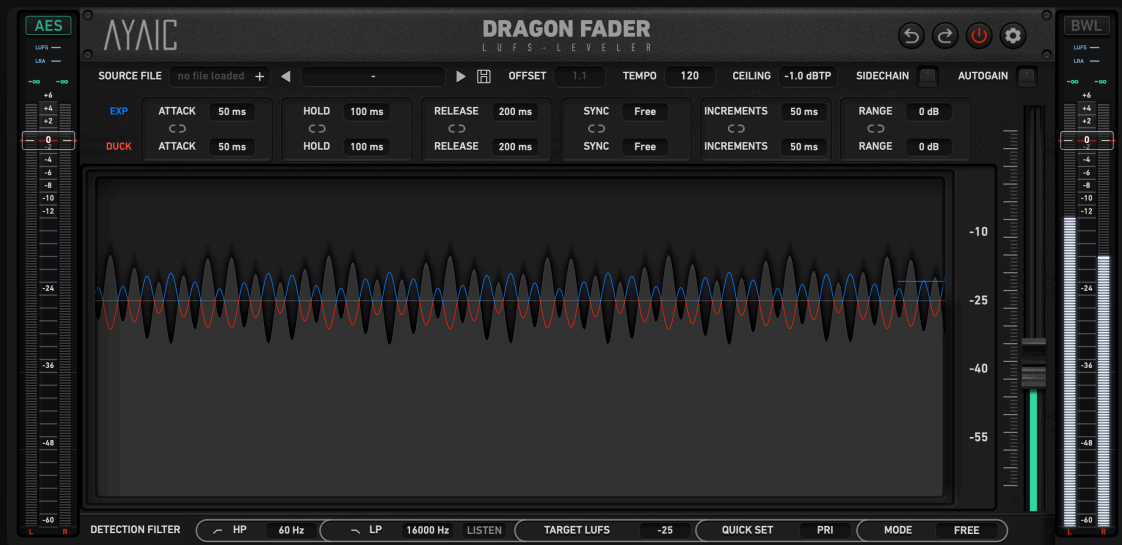
AYAIC

DRAGON FADER

L U F S - L E V E L E R

USER MANUAL

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DEVELOPED BY



oocube.com · ayaicinc.com

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Control names in this manual are written the way they appear in the plugin (upper case). Values in pills are written as in the plugin, for example **50 ms** or **Free** .

WHAT DRAGON FADER DOES

Dragon Fader is an automatic loudness fader. It listens to your track, keeps measuring how loud it is right now, and moves a fader so that the loudness settles on a target you choose. It is exactly what an engineer does by hand on the fader, only automatic, repeatable, and, if you want, written into your DAW as real automation.

The idea in four steps

- 1 Listen.** A meter measures the loudness of the signal in LUFS, using the same standard streaming services and broadcasters use (BS.1770). Two filters let you tell the meter which frequency range to pay attention to. These filters never change the sound, only the measurement.
- 2 Control.** If the signal is louder than the target, the **DUCK** section pulls the fader down. If it is quieter, the **EXP** section pushes it up. Each section has its own times (Attack, Hold, Release) and its own limit (Range).
- 3 Grid.** The fader movement is broken into evenly spaced points whose distance you set with **INCREMENTS**. Between the points the fader moves in straight lines. These points are exactly what the plugin writes into your DAW as automation in WRITE mode.
- 4 Apply.** The fader acts on the signal, followed by the output level and, if you want, a brickwall limiter that lets nothing pass above the ceiling you set.



Dragon Fader with an audio file loaded. The grey area shows the loudness of the material, the red line below it is the computed fader movement, the target line sits at -25 LUFS.

What you use it for

Keep **vocals and speech** even without the sound of a compressor. Bring **instruments and busses** to a steady level. Set **finished mixes** to a target loudness. And, this is the special part: write the movement as **real automation** into the DAW, look at it, correct it and play it back. In FREE, WRITE and READ the plugin sounds exactly the same; what you hear while setting up is what the written automation will do later.

IMPORTANT BEFORE YOU START

A freshly loaded Dragon Fader does **not yet** touch the sound. Both sections start with **RANGE** at **0 dB**, so they are not allowed to move anything. Only when you set a range (for example **6 dB** for DUCK and **6 dB** for EXP) does the fader begin to work. This is deliberate: the plugin does nothing you have not explicitly allowed.

YOUR FIRST RESULT IN FIVE MINUTES

The quickest way to get to know Dragon Fader: put it on a vocal track, set a target, open the range, listen.

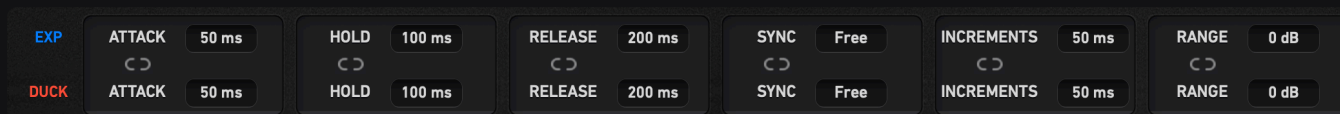
- 1 Load **Dragon Fader** as an insert on the track. For vocals, best after the compressor or as the last element of the chain.
- 2 In the footer, set **TARGET LUFS** to the level the track should have. For vocals in a mix, **-25** is a good start. Or click **QUICK SET** and choose one of the planes, for example **PRI**.
- 3 In the **DUCK** row, set **RANGE** to about **6 dB**, and in the **EXP** row also to **6 dB**. Now the fader may go 6 dB down and 6 dB up.
- 4 Play the song. In the display you see the loudness as a grey area and the fader movement as a coloured line: **blue** where it lifts, **red** where it lowers. The fader on the right moves along.
- 5 Too nervous? Raise **INCREMENTS** (for example **100 ms**) or the **ATTACK** time. Too slow? Shorter times, or a shorter measuring window in the gear menu under **DETECTION WINDOW** (for vocals **120 ms**).
- 6 Happy? Set **MODE** to **WRITE**, switch the DAW automation of the parameter Fader to Write and let the song run through once. Then switch to **READ**: Dragon Fader now reads the automation, and you can touch up every point in the DAW by hand.

TIP

You never have to hit a value exactly. A single click on a value changes nothing; only **dragging** changes it. A **double click** opens an entry field where you type the number. Return confirms, Escape discards.



The footer: Detection Filter (HP, LP, LISTEN), Target LUFS, Quick Set and Mode.



The two control sections. EXP on top (lifts), DUCK below (lowers). The small chain symbols between them link the columns.

CHAPTER 3

THE INTERFACE AT A GLANCE

From top to bottom: the top plate with its four buttons, the header row with file, preset and ceiling, the parameter rows with EXP and DUCK, the display, the footer. On the left and right, two meters run the full height: input on the left, output on the right. Between the display and the right meter sits the fader.



Top plate and header row.

The top plate

Four round buttons on the right: **UNDO** and **REDO** take back edits to the curve (chapter 8). The **POWER** button bypasses the plugin; it glows red while the plugin is working. Nothing jumps when you switch, all levels fade smoothly. The **GEAR** opens the settings menu (chapter 11).

The header row

SOURCE FILE

Name of the loaded audio file. The small **plus** loads a file (WAV or AIFF), after which it turns into a **cross** that removes the file again. Loading switches the plugin to INT mode by itself.

Preset	Arrow back, name field, arrow forward, floppy disk. Clicking the name opens the preset window for loading, the floppy opens it for saving. The arrows step through the folder of the current preset (chapter 9).
OFFSET	Where in the song the loaded file starts, in bar.beat or in seconds. A click on the word OFFSET switches the unit, a double click on the value opens the entry. Without a file the field is dimmed.
TEMPO	The tempo the DAW currently reports. Display only.
CEILING	The ceiling of the brickwall limiter in dBTP. Drag to change, double click to type (chapter 7).
SIDECHAIN	Switch with lamp for the external detector input (chapter 6).
AUTOGAIN	Switch with lamp for the automatic output compensation (chapter 7).

The display

Time runs left to right, level bottom to top. The scale on the right shows loudness in LUFS; the **target line** sits on your target. The **grey area** is the measured loudness of the material. The **coloured line** is the fader movement: blue above the target line (lifting), red below it (lowering). Without a file the display shows the last two minutes as a running history; with a file it shows the whole file.

- **Mouse wheel** over the display zooms the time axis, **Shift + wheel** scrolls the view. When zoomed in, a slim scroll bar appears at the bottom; drag its handle.
- A vertical line is the **playhead**; a small flag on it shows the current loudness and fader value.
- Hover the mouse over the display and a small value box follows the pointer (position, level, curve value). Can be switched off in the gear menu under **HOVER VALUES**.

The meters

Left is the **input meter**, right the **output meter**, both from **+6** to **-60 dBFS** with L and R separate. A white marker above each bar holds the peak briefly.

In the head of the right meter sits the **BWL** button (brickwall limiter on/off, red with a glow when on). In the head of the left meter sits the green **SELECT** button: it cycles through the three readings AES-17, Integrated LUFS and Loudness Range. The chosen reading appears large in green above the meter, the other two in blue above it.

A single click on the green values resets the measurement on that side. **A double click on the blue values** opens the Values window with all readings (chapter 10). **A double click into the meter well** resets the held peaks.

On both meters lies a translucent **handle**: input level (INGAIN) on the left, output level (OUTGAIN) on the right, each from **+6** to **-60 dB**. The value stands in the middle of the handle, drag to change it.



The output meter with BWL switched on, the fader next to it and the handle for the output level.

The fader

The fader between the display and the right meter is the control value of the plugin and at the same time the parameter your DAW automates. Range **-20** to **+30 dB**. At 0 dB the cap sits exactly at the height of the target line.

- **Touching takes over.** While you hold the fader, your hand leads. When you let go, the control glides back to its value, no jump.
- In **WRITE** your hand on the fader writes the automation, and the plugin sets no points of its own during that time. This lets you overwrite individual passages live.
- **Double click** on the fader opens a number field right at the cap.
- In **READ** the fader is disabled and only follows the automation.

- The fader can be mapped to a hardware fader through your DAW's parameter mapping.

The footer

HP / LP	High pass and low pass of the detector, each 20 Hz to 22 kHz , default 60 Hz and 16000 Hz (chapter 6).
LISTEN	Monitors the filtered detector signal so you can set the filters by ear. Lit when on.
TARGET LUFS	The target, -50 to -10 LUFS . Drag or double click.
QUICK SET	Shows the name of the level plane that matches the current target, otherwise two dashes. A click opens the list of the seven planes (chapter 10).
MODE	The operating mode: FREE, INT, WRITE or READ (chapter 4).

RULES THAT APPLY EVERYWHERE

A single click on a value changes nothing. **Dragging** changes it. **Double click** opens an entry field: Return confirms, Escape or a click elsewhere discards. A dimmed (greyed out) value is currently disabled and takes no mouse, but still follows automation from the DAW.

THE FOUR MODES

With **MODE** in the footer you choose how Dragon Fader works. The mode is saved with the preset and can be automated.

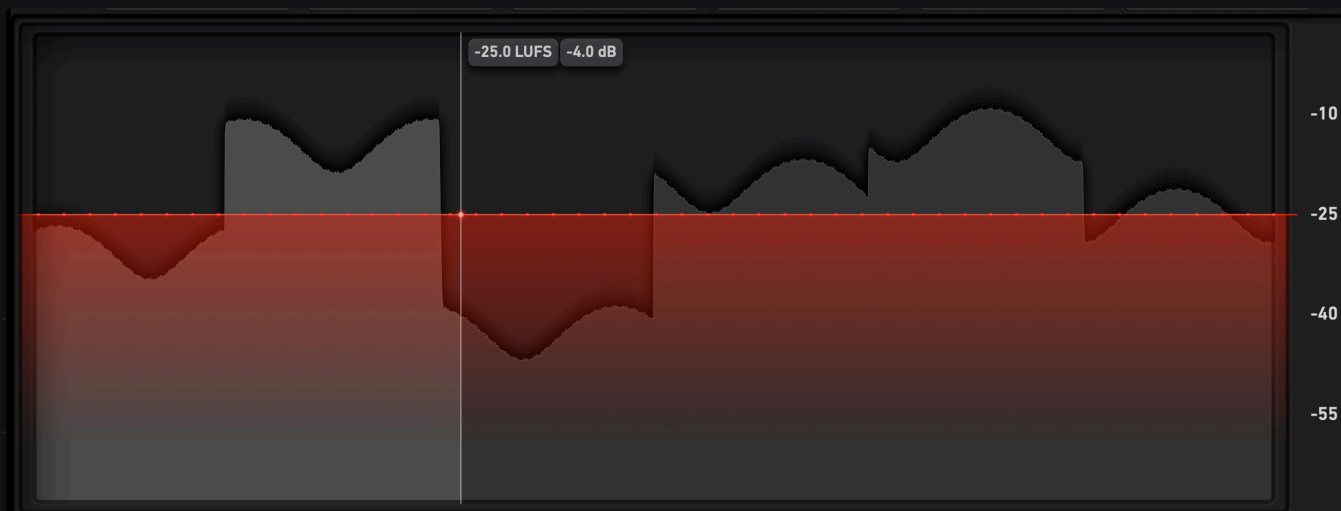
MODE	WHAT HAPPENS	WHEN TO USE IT
FREE	The plugin measures and controls live. Nothing is written.	Setting up, auditioning, live use.
INT	You load the audio file of the track. The plugin computes the whole fader curve in advance and shows it for editing.	When you want to see, shape and smooth the curve before anything is written.
WRITE	Like FREE , but every grid point goes to the DAW as an automation point. With a file loaded, the INT curve leads.	Transferring the movement into the DAW.
READ	Measurement and control are off. The plugin reads the fader from the DAW automation.	Playing back the finished automation, touching up in the DAW.

FREE

Normal operation. The display shows the last two minutes as a running history. Everything you hear is what **WRITE** will write later.

INT (Internal)

Click the plus in the **SOURCE FILE** field and choose the audio file of the track (WAV or AIFF). Dragon Fader computes measurement, control and grid over the whole file and shows the finished curve with its points. The plugin switches to **INT** by itself. The curve is tied to the DAW's playback position; with **OFFSET** you tell the plugin where in the song the file starts.



INT: the computed curve with its points. The flag on the playhead shows loudness and fader value at this spot.

GOOD TO KNOW

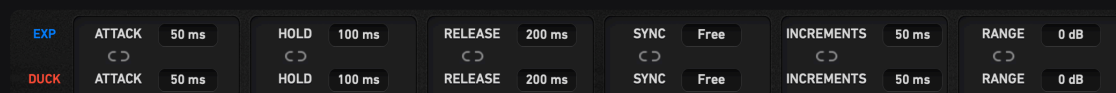
The curve is **not recomputed** if you change the target or the controls after loading. If you want a different curve, load the file again or let the movement happen live in FREE or WRITE. The analysis assumes the tempo at load time is constant; if the tempo changes within the song, a warning appears at the top of the display.

WRITE

In the DAW, set the automation of the parameter Fader to Write (or Latch) and let the song run. Dragon Fader writes each grid point at the moment it is reached; the DAW draws the straight lines in between. If you touch the fader meanwhile, your hand writes instead of the plugin. The sidechain applies in WRITE.



In WRITE mode the word appears in red.



READ: both sections are greyed out because the automation leads.

READ

Measurement and control are off, the plugin follows the automation. Target, fader, Quick Set, Sidechain and both sections are greyed out. The brickwall limiter, the gains, the meters and the presets stay available. Latency is the same in all modes, so the DAW does not need to rebuild anything when you switch.

CHAPTER 5

EXP AND DUCK

EXP lifts when the signal is quieter than the target. DUCK lowers when it is louder. Both sections have the same six values, and each can be switched off on its own.



On and off: Click the name **EXP** or **DUCK**. A section that is off is dimmed. The name of the section that is currently controlling lights up. If both are off, the fader stands still.

VALUE	RANGE	MEANING
ATTACK	0.07 to 1000 ms or note value	How fast the fader moves towards the target.
HOLD	0.07 to 1000 ms or note value	How long the fader stays put after a move.
RELEASE	0.07 to 1000 ms or note value	How fast the fader returns. Also the time it takes to return after you let go by hand.
SYNC	Free, Note, Auto	Free: milliseconds. Note: note values at song tempo. Auto: the plugin chooses the times itself.

VALUE	RANGE	MEANING
INCREMENTS	10 to 1000 ms, default 50 ms, or 1/128 to 1/4	The distance between grid points, that is the density of the automation. Small: fine and dense. Large: few, smooth steps.
RANGE	DUCK 0 to 20 dB, EXP 0 to 30 dB, default 0 dB	How far the fader may go at most. At 0 dB the section does not control.

Sync: Free, Note, Auto

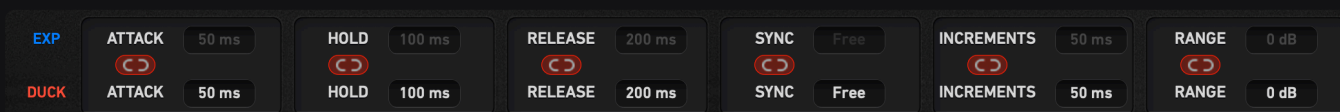
Free works in milliseconds. **Note** derives Attack, Hold, Release and Increments from the song tempo, from **1/128** to **1/1** (Increments up to **1/4**). Millisecond and note values are stored separately; switching destroys nothing. **Auto** adapts the times to the material by itself: dense material is controlled quickly, transients slowly. Attack, Hold and Release are then greyed out, Increments and Range stay available.

INCREMENTS AND REACTION TIME

Dragon Fader works with a fixed lookahead of 100 ms. Up to Increments of 100 ms the control therefore acts exactly on time. Larger increments (or long note values at slow tempo) make the curve set in audibly later. This is a deliberate trade against an otherwise unreasonable latency. When you change Increments while the song runs, the grid keeps its phase: the next point comes at the proportionally same place, without an early or a late step.

The chains (Link)

Between EXP and DUCK, each column has a small chain symbol. A click closes the chain: EXP then takes the value from DUCK, and the EXP value of that column is dimmed. DUCK leads, EXP follows. A second click opens the chain again.



All chains closed: the EXP row follows the DUCK row and is dimmed.

In the gear menu under **LINK MODE** you choose how the chain couples: **Absolute** (default) copies the same value. **Relative** copies only the change, so the distance between the two sections is kept. Sync and note values always follow absolutely; for Range the amount is mirrored.

CHAPTER 6

HOW THE PLUGIN LISTENS

Everything in this chapter concerns the measurement only, never the sound of your signal. The filters, the measuring window and the sidechain decide what Dragon Fader reacts to.

Detection Window

The measuring window is the time over which loudness is averaged. Set it in the gear menu under **DETECTION WINDOW**: **20** , **40** , **60 (Drums)** , **80** , **120 (Vocals)** , **200** , **300** , **400 (Bus)** , **1000** and **3000 ms (Short-Term)** . Default is 400 ms. Short windows make short attack times effective; on steady material all windows read the same value.

Detection Filter: HP and LP

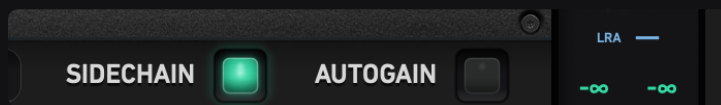
A high pass (**HP**) and a low pass (**LP**) in front of the meter, both from **20 Hz** to **22 kHz** , default **60 Hz** and **16000 Hz** . With them the plugin ignores rumble or sibilance on a vocal track, for example. At the end stop a filter is off (HP fully down, LP fully up). HP may sit above LP; then almost nothing gets through, and the fader stands still. This lets you build a narrow band pass.

The slope is set in the gear menu under **DETECTION SLOPE**: 6 dB (default) or 12 dB per octave.

LISTEN

The **LISTEN** switch next to LP puts the filtered detector signal on the output. You then hear exactly what the plugin reacts to and can set HP and LP by ear. LISTEN is not a parameter: not automatable, not in the preset, always off after loading. When you switch it on there are 102 ms of silence first; this is intended, it keeps the monitoring signal in sync with the song.

Sidechain



Sidechain active: the lamp is green when a signal is really present at the side input.

With the sidechain, Dragon Fader does not measure its own track but another signal, and controls the fader of its own track accordingly. The classic case: music makes way for speech.

- 1 In the DAW, route the control signal to the sidechain input of Dragon Fader (mono or stereo).
- 2 Switch **SIDECHAIN** on in the plugin.
- 3 The lamp shows the state: **dark** off, **dimmed amber** on but nothing arrives (no routing or silence), **bright green** the plugin is really measuring the side input.

The sidechain applies in **FREE** and **WRITE**. In INT and READ the switch is greyed out. The sound of your own track stays untouched, only the measurement changes its source.

Rider Gate and Rider Path

Both settings live in the gear menu.

RIDER GATE: **Absolute** (default) stops the fader as soon as the signal drops into silence (below about -60 LUFS). **Program** stops it as soon as the signal is clearly quieter than the running programme, for example in a breath. Quiet spots are then not pulled up.

RIDER PATH: **Single** (default) is the normal control path. **Dual** combines a slow base path with a fast path: small fluctuations stay calm, large jumps are still caught quickly. For dense music that would otherwise get too much movement.

CHAPTER 7

LIMITER, CEILING, AUTOGAIN AND THE GAINS

Brickwall limiter (BWL)

The **BWL** button in the head of the output meter switches the limiter on; when on it is red with a glow. The limiter sits at the very end, after fader and output level, and works in all modes including READ. It measures true inter-sample peaks (True Peak) and lets nothing pass above the ceiling you set.

Ceiling

The ceiling stands as the **CEILING** pill in the header row: **-3.0** to **0.0 dBTP** in steps of 0.1 dB, default **-1.0 dBTP**. Drag to change, double click to type. The same value is also in the gear menu under **LIMITER CEILING** with fixed steps.



BWL switched on.

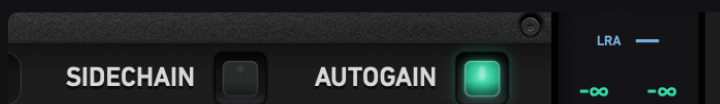
TRUE PEAK

The limiter measures true peak the way BS.1770-4 prescribes, four times oversampled. Checked against an independent sixteen-fold reference, it holds the ceiling on sines, noise, square waves and dense mixes at every sample rate. You do not need to reserve extra headroom below the ceiling.

Output Gain (OUTGAIN)

The translucent handle on the right meter, **+6** to **-60 dB**. It sits before the limiter, so you can deliberately drive the signal into the limiter while the output stays protected.

Autogain



With **AUTOGAIN** on, Dragon Fader compensates the lift of the EXP section: the output is lowered by the amount of the EXP range so that the track does not end up louder overall than before. The OUTGAIN handle then acts as an additional offset on top. If the EXP section is switched off, Autogain does nothing.

Input Gain (INGAIN)

The handle on the left meter, also **+6** to **-60 dB**. It sits at the very front of the signal path, before the measurement and before the fader. Use it to bring a track that is too quiet or too loud to a sensible level first. It does not apply to the sidechain.

Offset

The **OFFSET** field in the header row tells the plugin where in the song a loaded file starts: in bar.beat or in seconds (a click on the word switches the unit). The offset belongs to the session, not to the preset.

EDITING THE CURVE (INT)

With a file loaded, the display shows the computed curve with its points. You can shape it with the mouse like an automation lane, only right inside the plugin and with undo.



A curve with selected points (bright ring). The grey area follows softly when you pull points down.

GESTURE

EFFECT

Click on a point	Select it alone. A click away from the line drops the selection.
Double click on a point	Remove the point.
Double click on empty space	Insert a point.
Drag a point	Change its value up or down. Soft flanks form left and right, a triangle instead of a needle.
Drag on empty space	Paint: all points under the mouse path settle on the drawn line.
Drag away from the line	Selection frame: selects all points in the time span. No key needed.

GESTURE	EFFECT
Cmd (Mac) / Ctrl (Windows) + click	Add a point to the selection or deselect it.
Cmd / Ctrl + drag on empty space	Selection frame, also close to the line.
Drag a selected point	Moves the whole selection together.
Wheel / Shift + wheel	Zoom / scroll the view.

- A point counts as hit within a narrow band around the line, about two per cent of the display height. Farther away, in the grey area, a click or drag never grabs a point: the click drops the selection, the drag opens a selection frame.
- The first and the last point stay where they are.
- With DUCK off, no point goes below the target line; with EXP off, none above it. This applies to every gesture.
- The selection is dropped as soon as the number of points changes (insert, remove, change file).

Flatten: taking movement back

In the gear menu under **FLATTEN** choose **25**, **50**, **75** or **100 %**. Every point of the selection (without a selection: of the whole curve) moves by that share towards the mean. At 100 % the span is flat, at 50 % the movement is halved. The typical workflow: let the plugin compute first, then take the movement back until only the big line remains.

Undo and Redo

Every gesture (drag, paint, insert or remove a point, move, flatten) is one step. The **UNDO** and **REDO** buttons sit on the top plate.

Exporting and importing the curve

In the gear menu under **CURVE**: **Export CSV** writes the curve as a text file (time in seconds, gain in dB). **Export Gain Track WAV** writes a mono audio file that contains the fader movement as a signal, for use in other tools. **Import CSV** reads a curve into the loaded file.

PRESETS

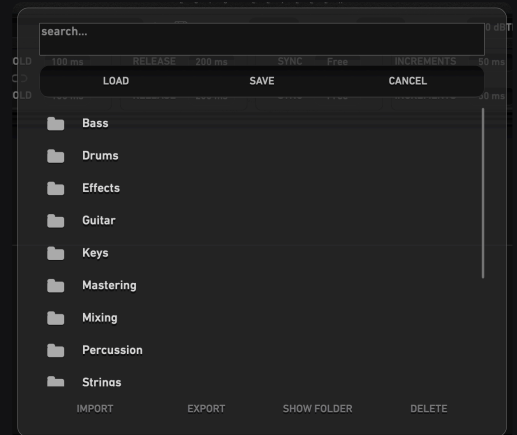
A preset stores all settings of the plugin including the mode. Not in the preset: Offset, LISTEN, the loaded file, the curve and all global settings such as theme or Level Planes.

Open: Click the preset name in the header row to open the window for loading, the floppy disk next to it to open it for saving. The background dims.

Load: One click selects, **LOAD** loads. A double click loads at once. At the top there is a search line that searches all folders.

Save: **SAVE** unfolds two lines: the name and the folder. The plus next to the folder creates a new subfolder. A second click on Save writes. If a preset of that name already exists in the folder, the button turns into **REPLACE?** and a third click overwrites it; a different name or any other action withdraws the question. If writing fails (for example a write-protected folder), **CANNOT WRITE** appears in the field for three seconds.

Stepping: The arrows in the header row step through the folder the current preset comes from, wrapping at both ends.



The preset window with the factory folders. The list scrolls; Synth, User Presets and Vocal follow further down.

The folders and the factory presets

Dragon Fader ships with 106 factory presets in the folders **Bass** , **Drums** , **Effects** , **Guitar** , **Keys** , **Mixing** , **Percussion** , **Strings** , **Synth** and **Vocal** , plus **Default - Starting** under User. They are written into the preset folder the first time a version runs; only files that are missing are written, so nothing you changed or added is touched. The categories **Mastering** and **User** are created as well. Every subfolder is read, including your own. Writing and deleting happen only in **User Presets** and below; everything else is protected.

Location on the Mac: **~/Library/Application Support/Ayaic/Dragon Fader/Presets/**

The four buttons at the bottom

IMPORT	Takes single .dfpreset files or whole packages .dfpresets. Existing files are never overwritten; how many were skipped is shown for three seconds (2 PRESETS EXIST, KEPT).
EXPORT	With a preset selected, that file is exported. With nothing selected, the whole folder is exported as a .dfpresets package. This is how you share presets.
SHOW FOLDER	Shows the preset folder in Finder or Explorer.
DELETE	Two steps: the first click turns it into SURE?, the second deletes. The file goes to the trash, it is not gone for good. Works in User Presets only.

READINGS, VALUES WINDOW, LEVEL PLANES

The three readings

Dragon Fader measures three quantities at the input and at the output, which you cycle through with **SELECT** in the head of the left meter:

- **AES-17 RMS:** the average level since the last reset, calibrated so that a full-scale sine reads 0.
- **Integrated LUFS:** the integrated loudness since the last reset, the way streaming services measure it.
- **Loudness Range (LRA):** how much the loudness varies across the programme, in LU. Until enough has been measured, a dash is shown.

A click on the green values resets the measurement on that side. The momentary loudness the control works with is shown on the playhead flag in the display.

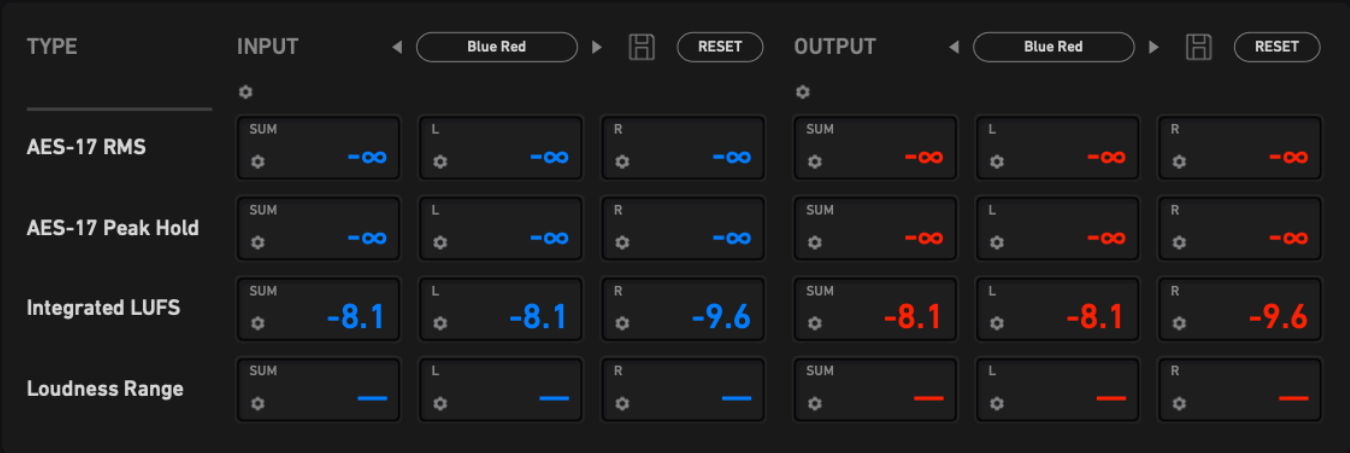
The Values window

TYPE	INPUT			OUTPUT		
	◀ Grey ▶  RESET			◀ Grey ▶  RESET		
	⚙			⚙		
AES-17 RMS	SUM ⚙ -∞	L ⚙ -∞	R ⚙ -∞	SUM ⚙ -∞	L ⚙ -∞	R ⚙ -∞
AES-17 Peak Hold	SUM ⚙ -∞	L ⚙ -∞	R ⚙ -∞	SUM ⚙ -∞	L ⚙ -∞	R ⚙ -∞
Integrated LUFS	SUM ⚙ -8.1	L ⚙ -8.1	R ⚙ -9.6	SUM ⚙ -8.1	L ⚙ -8.1	R ⚙ -9.6
Loudness Range	SUM ⚙ —	L ⚙ —	R ⚙ —	SUM ⚙ —	L ⚙ —	R ⚙ —

The Values window: input and output, each as sum, left and right, with all four quantities.

A double click on the blue values in the meter head (or **VALUES WINDOW** in the gear menu) opens a separate, freely movable window with all readings: AES-17 RMS, AES-17 Peak Hold, Integrated LUFS and Loudness Range, each for sum, L and R, for input and output. The text grows as you enlarge the window; the content keeps its proportions, extra width or height stays empty plate. **RESET** clears the respective group.

Colours: With the arrows and the pill next to INPUT and OUTPUT you step through the colour schemes **Blue Red** , **Grey** , **AYAIC** and **Auto** (follows the theme). The small gears under the group names and in each tile open a colour wheel, so you can colour each group and every single tile. Changing a built-in scheme creates a copy named **Custom** (then Custom 2, Custom 3 and so on) that you edit. The floppy disk saves your own scheme under a name of your choice. Your schemes are shared by all instances, and an instance that saves its own never removes those of another.



The same window with the Blue Red scheme.

Level Planes and Quick Set

Seven named loudness planes that you set as the target with one click via **QUICK SET** in the footer. The values can be changed in the gear menu under **LEVEL PLANES** and apply to all instances, so every track shares the same idea of PRI.

PLANE	TOP	PRI	SEC1	SEC2	TRN1	TRN2	NUE
Default	-22	-25	-30	-35	-40	-45	-50 LUFS

GEAR MENU, THEMES, INFO WINDOW

The gear menu

A click on the gear on the top plate opens the settings menu. The version number is at the top. The current value is marked in each entry.

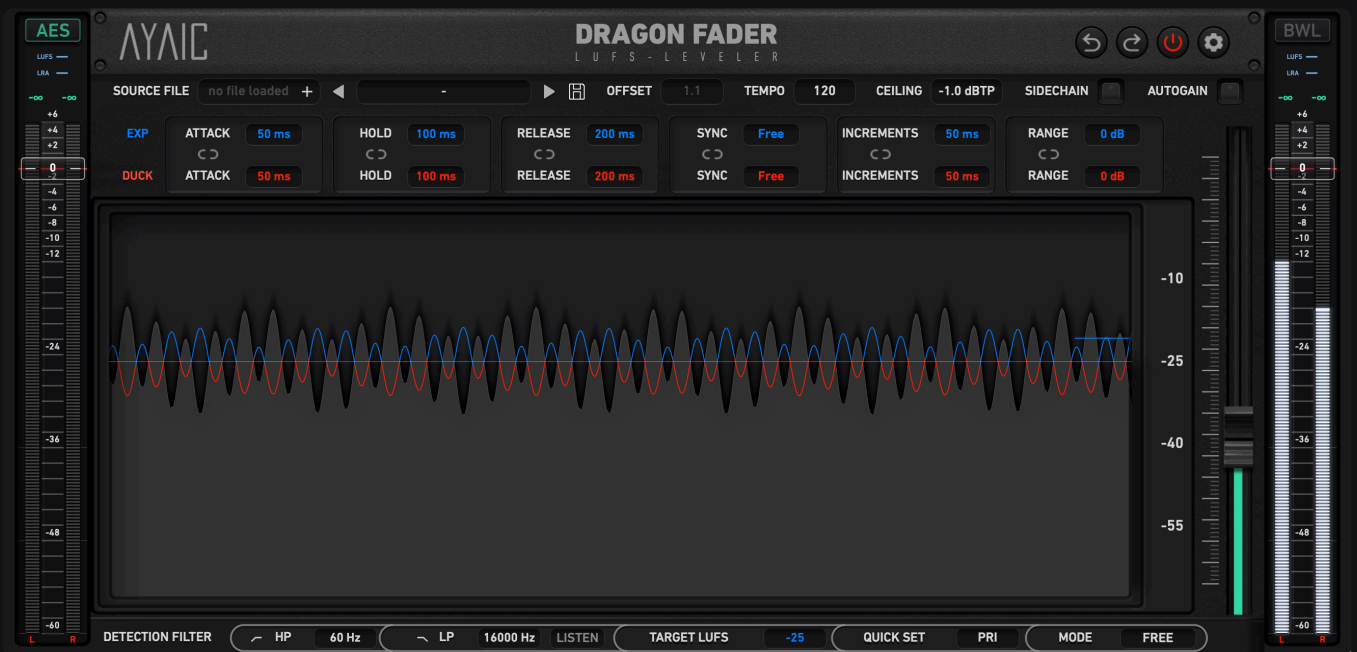
Zoom	Window size from 25 to 150 percent. The window can also be dragged at its edge.
Detection Window	The measuring window, 20 to 3000 ms.
Detection Slope	6 or 12 dB per octave.
Link Mode	Absolute or Relative.
Rider Gate	Absolute or Program.
Rider Path	Single or Dual.
Limiter Ceiling	0 to -3.0 dBTP in steps.
Level Planes	Edit the seven planes.
Meter Source	Right meter shows Output or Input.
Peak Hold	Infinite, 1, 2, 3, 5 or 10 s.
Flatten	25, 50, 75 or 100 %.
Hover Values	Value box at the mouse pointer on or off.
Values Window	Opens the Values window.
Values Colours	Colour scheme of the Values window.
Curve	Export CSV, Export Gain Track WAV, Import CSV.
Theme	Grey or Color.
Info	Opens the Info window.



The Info window with version, credits and the addresses. At the bottom: sample rate, block size and latency.

Theme Grey and Color

Grey is the default: values appear in the text colour. **Color** colours the values of the EXP row blue, those of the DUCK row red, and Target LUFS as well. The names EXP and DUCK are coloured in both themes. The theme is stored globally, not in the preset: every window you open takes the stored theme, and a window that is already open keeps its colours until you open it again.



Theme Color.

INSTALLATION, FORMATS, ACTIVATION, LATENCY, AUTOMATION

System requirements

macOS 12 or newer on Apple Silicon and Intel: the plugin is a universal binary, both processor types run it natively. **Windows, 64 bit.** A host that loads VST3, VST2, Audio Unit or AAX plugins.

Formats

Dragon Fader comes as **VST3, VST2, Audio Unit and AAX** for macOS and as **VST3, VST2 and AAX** for Windows. AAX is the format for Avid Pro Tools. Stereo in, stereo out, mono is allowed. Plus a second input Sidechain, mono or stereo.

Installation

macOS: Open the installer **Dragon-Fader-1.0.0-macOS.pkg**. It is signed and notarized by Apple. On the **Installation Type** page each of the four formats can be deselected; macOS asks for the administrator password.

Windows: Run the installer **Dragon-Fader-1.0.0-Windows-x64-Setup.exe**. It is signed and installs all three formats. If Windows still shows a SmartScreen notice, choose **More info** and **Run anyway**. The installer clears the plugin caches of Steinberg programs so the new version is reliably picked up.

macOS · VST3	/Library/Audio/Plug-Ins/VST3/
macOS · Audio Unit	/Library/Audio/Plug-Ins/Components/
macOS · VST2	/Library/Audio/Plug-Ins/VST/
macOS · AAX	/Library/Application Support/Avid/Audio/Plug-Ins/
Windows · VST3	C:\Program Files\Common Files\VST3\

Windows · VST2

C:\Program Files\VSTPlugins\

Windows · AAX

C:\Program Files\Common Files\Avid\Audio\Plug-Ins\

Activation

Dragon Fader is unlocked through **iLok**, the same way in every format. To try it there is a **14-day demo license**; after purchase you receive the full version. Both licenses live in your iLok account.

1. Create a free account at **ilok.com**, download the **iLok License Manager** from there, install it and sign in.
2. Drag the license onto an allowed location: iLok USB key, computer or iLok Cloud.
3. Restart the DAW.

Latency

Dragon Fader reports the same latency to the DAW in all modes: about 102 ms (4902 samples at 48 kHz). The DAW compensates it automatically. Because the latency stays the same when switching modes, the DAW does not need to rebuild anything.

Automation

The **Fader** is the parameter that WRITE writes and READ reads. All other numeric values (Target LUFS, HP, LP, Increments, Range, gains, Ceiling and so on) can be automated as well. LISTEN is not a parameter. The mode can be automated; when loading a file the plugin sets it to INT by itself.

Settings that apply to all instances

Level Planes, the SELECT choice, Hover Values, Theme and the colour schemes of the Values window live in a shared file next to the preset folder (Einstellungen.xml). They are read whenever a plugin window opens and are not stored in the preset. Everything else is per instance and belongs to the session or the preset.

Dragon Fader is a product of AYAIC. Programming, algorithms and design: OOEcube. This manual covers version 1.0.0.