
Leapwing Audio DynOne V3.0 VST, VST3, AAX [VERIFIED]



when compressing, the output level is the same as the input level at all times. you can adjust the output level to boost the output or lower the output. when boosting the output, the input level will be boosted accordingly. when lowering the output, the input level will be lowered accordingly. the way in which the input and output levels interact with each other can be adjusted in the parameters. the center reverb is a useful tool to add warmth and depth to your mixes and master your songs. ultra-quality center reverb can be used to add space and dimension to your mixes and master your songs. it is perfect for rock, pop, and dance genres. in the monitors window, you can set the split of the stereo signal to mix mono to stereo, or you can set the ratio of the two channels. i prefer 70:30, but you can set it to whatever you want. once you've set this, if you want to use parallel mode, you can set the stereo splitting amount, and adjust the crossfader. this is an optional setting. the monitors window may also contain an atten panel that can be used to control the hf and lf bands. on the atten panel, you can use the sliders for all five bands, as well as the crossfader. two gain panels show the levels of the lf and hf bands and the attenuated output of the bass and treble panels. for use with parallel mode, there is an a-to-d converter on the monitors panel as well as the atten panel, to mix mono to stereo. the launch control panel has five presets (default), and you can edit the values in the dynones preset editor. there is a global parameter panel that you can use to set the compression ratio, and you can also set the side chain filtering to high pass, low pass, or band pass. there is an audio i/o control panel, that can be used to control the mono input and the panner. there is a save/load button that will save the settings to the load folder and load them from there. you can also use the save/load button to load presets, and it will save them to the load folder as well. it's a three way save/load. i would recommend using a name other than 'v3.0' or your preset may not be loaded when you switch to the dynone 3 preset editor.

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