



Magnetic memory with teeth.

Two-lane hysteresis saturation with history-dependent magnetic character. Drive into the loop, set how wide the loop runs, decide how much the past influences the present, and shape the upper end with saturation, coupling and Barkhausen-style grain.



MULTIBAND (V1.2.0)

STEREO / MID-SIDE

OVERSAMPLED 1X / 2X / 4X / 8X

AUTO GAIN IN & OUT

VST3 / CLAP / STANDALONE

WHAT'S NEW: MULTIBAND IN 60 SECONDS

THREE BANDS PER LANE

Each lane's chart has a **LO**, **MID**, and **HI** band. Click a band in the chart to make its label glow; the seven knobs under the chart now read and write **that band's** Bias / Sat / Mem / Drive / Hyst / Coup / Bark - short for Bias, Saturation, Memory, Drive, Hysteresis, Coupling, and Barkhausen.

TWO CROSSOVER HANDLES

The two vertical handles on the chart set **where the bands split**. Drag them sideways. The frequency pill above each handle shows the current Hz - drag the pill instead if a handle is parked at 20 Hz or 20 kHz.

PER-BAND MIX

Each band has a horizontal **Mix marker** on its column. Drag it up/down to set how much of that band is processed vs. passed dry. Set a band to 0% to bypass its Hysteresis entirely - that band's processing path is skipped too.

Collapse to single-band. Park both crossovers at the chart edges (20 Hz / 20 kHz) and set every Mix marker to 100% - this matches the v1.1 single-band sound exactly. Old v1.1 presets do this automatically: their values land on the MID band; LO and HI default to neutral, contributing nothing.

01. FIRST MOVE

1 LINKED STEREO

Leave **LINK L/R** on for normal stereo work. Both lanes collapse into a single **STEREO** lane with one knob row and one full-height hysteresis loop.

2 DRIVE A LITTLE

Push **DRIVE** into the model. Around **0 to +6 dB** is the gentle zone; the loop in the chart starts to open. Higher drives produce a wider loop and more harmonics.

3 LET IT LEVEL

Flip **OUTPUT AUTO GAIN** on so bypass comparisons stay closer in level while you compare. The plugin aims for a nominal **0 VU / -18 dBFS RMS** reference.

02. ANATOMY AT A GLANCE

HEADER

Title, presets, undo/redo, A/B compare, copy/paste, menu. Trial chip on the right of the title until activated.

LANE CHART

Hysteresis loop in the centre, spectrum behind it. Lane title **STEREO** when linked, **LEFT/RIGHT** when independent, **MID/SIDE** in M/S mode.

MAGNETIC DETAIL

Bias - Saturation - Memory. Asymmetry of the loop, where the loop tips clip, how much the past influences the present sample.

HYSTERESIS CORE

Drive - Hysteresis. Input gain into the model and how wide the loop opens. The shaping knobs that do the heavy lifting.

TEXTURE

Coupling - Barkhausen. Sample-to-sample magnetic coupling and a touch of Barkhausen-style magnetic grain for the top end.

GLOBAL + I/O

Master Bypass, Link L/R, M/S Mode, Mix on the right. Input and Output sections below with their own Auto Gain toggles.

03. USEFUL STARTING POINTS

| GOAL | MOVE | TIP |
|----------------------|--|--|
| Glue on a bus | DRIVE -3 to 0 dB, HYSTERESIS 40 % | Output Auto Gain on. MEMORY ~60 % for cohesion. |
| Drum colour | DRIVE +6 dB, HYSTERESIS 60 % | SATURATION 55 % for tip-rounding. COUPLING 20 %. |
| Bass body | DRIVE +3 dB, BIAS -10 %, MEMORY 65 % | BIAS adds even-harmonic body without obvious distortion. |
| Vocal grit | DRIVE +9 dB, HYSTERESIS 70 %, BARKHAUSEN 8 % | QUALITY Mix (4x). Watch the output meters. |
| Low-end control | DRIVE 0, SATURATION 65 % | Use as a soft level ceiling before a limiter. |
| Parallel destruction | DRIVE +18 dB, HYSTERESIS 80 %, BARKHAUSEN 15 % | Use MIX at 15-30 % for parallel blend. |

04. STEREO + MID/SIDE IN 30 SECONDS

Linked Stereo (default). **LINK L/R** on, **M/S MODE** off. Both lanes collapse into a single **STEREO** lane with one knob row and one full-height hysteresis loop. Input and Output meters use the linked-Stereo orange so the whole view reads as one.

Independent L/R. Turn **LINK L/R** off. Two lanes appear, each with their own knob row and loop chart - use it to shape an asymmetric stereo image, or push one side harder than the other.

Mid/Side. Turn **LINK L/R** off and **M/S MODE** on. Upper lane becomes **MID** (magenta), lower becomes **SIDE** (red). Push MID for vocal/bass/centre weight; push SIDE for width and air.

05. AUTO GAIN

Each of **INPUT** and **OUTPUT** has an **AUTO GAIN** toggle (centred under the gain knob). When on, that stage automatically targets **0 VU / -18 dBFS RMS** and the matching manual gain knob is hidden so the section has one clear gain mode. Available in linked Stereo, Independent L/R, and Mid/Side workflows.

Habit: switch **OUTPUT AUTO GAIN** on while you compare to bypass. It reduces loudness bias in tone decisions. Switch it off and reach for the **OUTPUT** knob when you want a deliberate level.

06. QUALITY MODES

The **QUALITY** pill in the footer telemetry strip selects the oversampling factor. Click it to cycle through:

| MODE | FACTOR | WHEN |
|--------|--------|---|
| Live | 1x | Lowest CPU. Tracking and rehearsal. Use higher modes for high-drive material. |
| Design | 2x | Default. Good balance for mixing. |
| Mix | 4x | Recommended for high-drive moves and bus work. |
| Master | 8x | Mastering and final renders. Highest CPU. |

Quality changes affect reported latency. The host re-syncs automatically; long-form transports may briefly stutter when switching modes.

07. COMPARE HONESTLY

A / B

The header has an **A / B** toggle. A and B start as the same snapshot. Shape A, switch to B, then make a different move; flip between them to compare.

MASTER BYPASS

BYPASS in the GLOBAL panel is for honest comparison. Always level-match with **OUTPUT** first - louder almost always feels better.

08. RECIPES

Mix glue: DRIVE -3 dB · HYSTERESIS 40 % · MEMORY 60 % · QUALITY Design. Output Auto Gain on. Linked Stereo.

Drum body: DRIVE +6 dB · HYSTERESIS 55 % · SATURATION 55 % · COUPLING 25 % · QUALITY Mix.

Bass weight: DRIVE +3 dB · BIAS -10 % · HYSTERESIS 50 % · MEMORY 65 %. Output Auto Gain on.

Width grit: M/S mode · SIDE DRIVE +6 dB · SIDE HYSTERESIS 60 % · SIDE BARKHAUSEN 8 %. Leave MID untouched.

Parallel destruction: DRIVE +18 dB · HYSTERESIS 80 % · BARKHAUSEN 15 % · MIX 25 %. QUALITY Mix or Master.

09. INSTALL

| FORMAT | FILE | DEFAULT LOCATION |
|------------|--|--|
| VST3 | HysteresisShaper.vst3 | Linux ~/.vst3/ · Windows C:\Program Files\Common Files\VST3\ |
| CLAP | HysteresisShaper.clap | Linux ~/.clap/ · Windows C:\Program Files\Common Files\CLAP\ |
| Standalone | HysteresisShaper · HysteresisShaper.exe | Run from the extracted folder. |

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