



Mastino 60

A VCA-style bus compressor with a hardware-inspired response — now three-band. THRESHOLD picks where compression starts, COMPRESS sets how hard, GAIN makes up the level — per band, per lane. Linked Stereo, full Mid/Side routing, parallel MIX, global sidechain hi-pass, Input/Output Auto Gain, A/B compare, and a preset library — all in an offline plugin.



THREE-BAND MULTIBAND (V1.2.0)

STEREO / L/R / M/S

OVERSAMPLING 1X TO 8X

VST3 / CLAP / STANDALONE

This manual is practical: what each control does, why you would reach for it, and how to compare changes without being fooled by loudness. Pages are organised by panel — header, compression core, global, input, output, footer — with full sections on the licensing and support panels.

New in v1.2.0 — Three-band multiband compression. Mastino now splits the signal into **LO**, **MID** and **HI** bands and compresses each independently, each with its own THRESHOLD, COMPRESS and GAIN (per-band makeup). LO and HI switch on/off (MID is always on); two crossover controls set the split points; every band has its own gain-reduction read-out with a peak-hold max; and the response graph divides into one, two or three panels to match the active bands. **SC FILTER** is now a single global control. With both outer bands off (the default), Mastino keeps the familiar single-band behaviour and character — existing presets load with LO and HI disabled. Also new: a third **Stereo** routing mode in the Stereo Mode selector.

SYSTEM REQUIREMENTS

REQUIREMENT	SPECIFICATION
Operating system	Windows 10+ 64-bit or Linux 64-bit (glibc 2.28+). macOS is not supported in v1.2.0.
Plugin formats	VST3, CLAP, Standalone
Sample rates	44.1 kHz to 192 kHz
Reported latency	Reads as 0 samples at 1x; rises with oversampling
Channel layout	Stereo in / stereo out

INSTALL LOCATIONS

PLATFORM	FORMAT	DEFAULT LOCATION
Windows	VST3	C:\Program Files\Common Files\VST3\
Windows	CLAP	C:\Program Files\Common Files\CLAP\
Linux	VST3	~/.vst3/ or /usr/local/lib/vst3/
Linux	CLAP	~/.clap/ or /usr/local/lib/clap/

PACKAGE FILES

FORMAT	FILE NAME
VST3	Mastino60.vst3
CLAP	Mastino60.clap
Standalone	Mastino60 (executable)

PRESET STORAGE

User presets live in your per-user application data folder:

PLATFORM	PATH
Linux	~/.config/MousePlugins/Mastino60/presets/
Windows	%APPDATA%\MousePlugins\Mastino60\presets\

Each preset is a single `.mastinopreset` XML file containing the full parameter state. You can copy these between machines to share settings.

ANATOMY OF THE WINDOW



FIG. 1 – MASTINO 60 IN LINKED STEREO. THE LO / MID / HI BAND COLUMNS SIT DIRECTLY BELOW THE LARGE GR + TRANSFER GRAPH.

AREA	PURPOSE
Header	Brand, plugin title, preset selector, undo/redo, A/B compare, hamburger menu. Trial chip on the right of the title until activated.
Channel panel (left)	STEREO / LEFT / RIGHT / MID / SIDE label + ENABLE power button. One panel per visible lane.
Big graph	Live input + output traces with the transfer curve and KNEE marker. Splits into one, two or three panels to match the active bands, each with its own knee. Right edge: GR meter.
Band columns	LO · MID · HI, side by side. Each: THRESHOLD, COMPRESS, GAIN, an on/off toggle (LO/HI), and a per-band GR read-out with peak-hold max. Crossover knobs (LO/MID, MID/HI) sit between the columns.
GLOBAL (top-right)	MIX knob (parallel blend), MASTER BYPASS, SC FILTER , LINK L/R, M/S MODE.
INPUT (mid-right)	Pre-compressor gain with Link and INPUT AUTO GAIN toggle.
OUTPUT (lower-right)	Post-compressor make-up gain with Link and OUTPUT AUTO GAIN toggle.
Footer	QUALITY (oversampling), latency, sample rate, INPUT meters, OUTPUT meters, output mode, CPU, version.

LANE COLOUR CODE

Mastino 60 has three editor states and each carries its own accent colour, used on the channel panel title, the band knobs and the output meters. The colour identity is shared across the editor so each processing mode remains easy to recognise. Within a lane, the three bands run as a **colour ladder** — the MID band uses the lane's base hue, with LO one step below and HI one step above, so you always know which band and which lane you are editing.

MODE	CHANNEL A ACCENT	CHANNEL B ACCENT
Linked Stereo (LINK L/R on)	Orange #f67f2d — STEREO	Not user-visible
Independent L/R (LINK off, M/S off)	Green #4cd964 — LEFT	Blue #3e87f5 — RIGHT
Independent M/S (LINK off, M/S on)	Magenta #e674ff — MID	Red #ff7668 — SIDE

With **LINK L/R off**, the visible palette follows the M/S MODE state: green vs blue in L/R, magenta vs red in M/S. With **LINK L/R on**, both channels share the same detector and apply the same gain reduction, with the orange linked-Stereo accent.

HEADER TOOLBAR

The header runs across the top of the editor. From left to right:

ELEMENT	PURPOSE
Brand mark	MousePlugins logo + name. Decorative.
Plugin title	Centred plugin name + tagline ("VCA WITH A BAD TEMPER.").
Trial chip	Only visible while unlicensed. Click to open the licence panel.
INIT	Reset every parameter to its declared default in a single undoable step.
Preset selector	Current preset name with prev / next arrows. Click the name to open the browser popup. Double-click any row in the browser to load it.
Undo / Redo	Every parameter change is undoable, including preset loads.
A / B compare	Two snapshot slots; click the inactive slot to flip and save the live state into the previous slot.
Hamburger menu	License (when in trial), Quick Start, User Manual, Support, About.

PRESET SELECTOR

The dropdown showing the current preset name (e.g. "Bus glue"). The **INIT** button on its left resets every audio/control parameter to its declared default in a single undoable step. The arrows step through the list. Click the name to open the browser popup with category, search, and per-row description. Right-click for the management menu: **Save, Save As, Rename, Duplicate, Delete, Import, Export.**

A / B COMPARE

Two snapshot slots. Both start as the current state at plugin instantiation. Clicking the inactive slot saves the live state into the previously-active slot, then loads the inactive slot's snapshot. Use it to A/B between two settings without committing.

HAMBURGER MENU

Items depend on licence state. **In trial:** *License* (at the top), *Quick Start*, *User Manual*, *Support*, *About*. **Once registered:** the *License* item is hidden and the *About* row shows your registered email-id hash. *Support* opens the diagnostics + self-rescue panel.

BAND CONTROLS (MULTIBAND)

The area under the large graph holds three band columns side by side — **LO**, **MID** and **HI**. Each band has its own **THRESHOLD**, **COMPRESS** and **GAIN** knobs, an on/off toggle (LO and HI only), and its own **GR** read-out. MID is always on and, on its own, keeps the familiar single-band Mastino behaviour across the full signal.

BAND ON/OFF (LO · HI)

The toggle in each LO and HI column switches that band into the signal. **MID has no toggle — it is always on.** When an outer band is off, its frequency range folds back into MID, so the active bands always cover the whole signal. With both LO and HI off you have a single full-range band (MID) that keeps the familiar single-band behaviour — this is the default, and it is how existing presets load.

CROSSEOVERS (LO/MID · MID/HI)

RANGE 20 Hz to 20 kHz **DEFAULTS** LO/MID 180 Hz · MID/HI 3 kHz **DOUBLE-CLICK** reset

The two knobs between the columns set where the bands split. **LO/MID** sets the boundary between the low and mid bands; **MID/HI** sets the boundary between mid and high. They only take effect for bands that are switched on.

THRESHOLD (PER BAND)

RANGE -60 dBFS to 0 dBFS **DEFAULT** -18 dBFS **DOUBLE-CLICK** reset

Where compression starts for that band. Pull it down to compress earlier. Use the band's GR read-out as your gauge: **1 to 3 dB** is glue, **3 to 6 dB** is control, **more than 6 dB** becomes a sound rather than a corrective move.

COMPRESS (PER BAND)

POSITIONS 1:1 · 2:1 · 3:1 · 4:1 · 8:1 · 20:1 · INF **DEFAULT** 4:1 **DOUBLE-CLICK** reset

How hard that band squeezes once its THRESHOLD is exceeded. Continuous knob, readout snaps to seven ratios: **2:1** gentle glue, **4:1** solid control, **8:1** heavy hand, **20:1** / **INF** hard peak control (not a true limiter — use a final limiter for a strict ceiling).

GAIN (PER-BAND MAKEUP)

RANGE -40 dB to +40 dB **DEFAULT** 0 dB **DOUBLE-CLICK** reset

Makeup level for that band only, applied after its compression and before the bands are recombined. Use it to rebalance the bands — lift a compressed low end back to weight, or pull a controlled high band down — without touching the global OUTPUT (which still trims the whole lane).

PER-BAND GR READ-OUT (WITH PEAK-HOLD)

Each band column shows its own gain reduction at the bottom: a segmented bar, the live value, and a grey **max** peak-hold below it. **Click a band's GR strip to reset its peak hold.** An inactive band reads zero. The overall GR meter on the right edge of the graph still shows the lane peak.

The chart splits to match. With one band on, the graph shows a single transfer curve. Switch on a second or third band and it divides into two or three panels — one per active band, each drawing its own knee in that band's colour.

STEREO BEHAVIOUR + PARALLEL BLEND

The GLOBAL panel sits in the top-right of the editor and controls how the two channels relate, the parallel blend, and the master bypass.

MIX

RANGE 0% (dry) to 100% (wet) **DEFAULT** 100%
DOUBLE-CLICK reset

Blends compressed and dry. At **100%** you hear the fully processed signal. Lower to 30-60% for parallel ("New York") compression: combine a heavy ratio + low threshold + reduced MIX so the squashed signal sits under the original transients without crushing them.

LINK L/R

The orange chain icon. When on (default), Mastino runs as a single stereo compressor: both channels share the same detector and apply the same gain reduction. The COMPRESSION CORE controls act on the whole stereo program. Turn LINK off when you need to treat the two channels independently.

M/S MODE

Toggles between L/R and Mid/Side processing when LINK is off. With LINK *off* and M/S *off*, the two lanes process the LEFT and RIGHT channels. With LINK *off* and M/S *on*, the two lanes process the **MID** (mono sum) and **SIDE** (stereo difference) signals. Compressing only the SIDE lane shapes width while leaving the MID lane uncompressed; compressing only the MID gives centre-focused control while leaving the SIDE lane uncompressed.

MASTER BYPASS

Bypasses the entire plugin's processing. The dry input passes through unchanged. Use this for honest A/B against the dry signal — always flip **OUTPUT AUTO GAIN** on first so bypass is level-matched, because compression-induced loudness changes will bias your judgement.

SC FILTER (SIDECHAIN HI-PASS)

A high-pass filter *on the detector signal only*, not on the audio. Engaging SC FILTER keeps low-frequency content from triggering the compressor — useful on full-range mixes and bus material where the kick / bass should not pump the compressor every time it lands. The audio passes through unchanged; only the level-detection signal is filtered. As of v1.2.0 this is a single **global** control in the GLOBAL panel (under the MIX knob), applied for the whole plugin rather than per lane.



Three visible states. *Linked Stereo* (LINK on) = one stereo compressor in orange · *Independent L/R* (LINK off, M/S off) = LEFT (green) + RIGHT (blue) · *Independent M/S* (LINK off, M/S on) = MID (magenta) + SIDE (red). In each lane the LO/MID/HI bands run as a three-step colour ladder around the lane's hue.

SIGNAL FLOW

L/R mode (or linked Stereo): input → *INPUT AUTO GAIN (if on)* → INPUT GAIN L/R → SC FILTER (global, detector only) → band split (LO/MID/HI) → per-band compression + per-band GAIN → recombine → OUTPUT GAIN L/R → *OUTPUT AUTO GAIN (if on)* → MIX (wet/dry blend) → output

M/S mode: input → *INPUT AUTO GAIN (if on)* → M/S encode → INPUT GAIN M/S → SC FILTER (global, detector only) → band split (LO/MID/HI) → per-band compression + per-band GAIN → recombine → OUTPUT GAIN M/S → M/S decode → *OUTPUT AUTO GAIN (if on)* → MIX (wet/dry blend) → output

Each active band is split out, compressed against its own threshold/ratio, given its per-band GAIN, and summed back before the output stages. With both outer bands off, the split collapses and the lane is a single full-range band — the familiar single-band behaviour. In linked Stereo the L/R flow is used and both channels share the same detector and gain reduction. INPUT AUTO GAIN runs on the stereo program before any split. OUTPUT AUTO GAIN runs after the lanes are summed back to stereo. Both auto-gain stages are skipped when MASTER BYPASS is on, so bypass remains a strict A/B comparison path.

STAGE ORDER AT A GLANCE

STAGE	WHERE	SKIPPED WHEN...
INPUT AUTO GAIN	Plugin input, before any L/R or M/S split	Off or MASTER BYPASS on
INPUT GAIN	After AUTO GAIN, before the compressor	Hidden when INPUT AUTO GAIN is on
SC FILTER	Detector path only, before the level computation (global)	Global toggle off
BAND SPLIT + COMPRESSION	Audio path; each active band compressed against its own threshold/ratio, then per-band GAIN, then recombined	Lane bypass on or MASTER BYPASS on; split collapses when LO & HI are off
OUTPUT GAIN	After compression, before AUTO GAIN	Hidden when OUTPUT AUTO GAIN is on
OUTPUT AUTO GAIN	After stereo sum/decode, on the wet path before MIX	Off or MASTER BYPASS on
MIX	Last stage; wet (auto-gained if on) / dry blend back to dry input	MIX at 100% means the fully processed signal; nothing is skipped

PRE-COMPRESSOR INPUT GAIN

The INPUT panel sits under GLOBAL on the right side. It applies before the compressor, so changing INPUT gain changes how hard the signal hits the THRESHOLD. The panel has a **LINK** toggle, one or two **GAIN** knobs (depending on mode), and an **AUTO GAIN** toggle centred below the gain knob(s).

INPUT — LINK

When LINK is on, GAIN L and GAIN R move together. Turn off when you need to correct a level imbalance at the input. Hidden in linked Stereo (one knob is shown instead of two).

INPUT — GAIN L (OR GAIN M, OR SINGLE GAIN IN LINKED STEREO)

RANGE -40 dB to +40 dB **DEFAULT** 0 dB **DOUBLE-CLICK** reset

Pre-compressor gain. Use it to drive harder into the compressor (more THRESHOLD crossings), or to pull the input down if the source is already hot. In M/S mode the title becomes **GAIN M**; in linked Stereo the title is simply **GAIN** and only one knob is shown.

INPUT — GAIN R (OR GAIN S)

Right-channel / side equivalent. Hidden in linked Stereo and when **INPUT AUTO GAIN** is on.

INPUT — AUTO GAIN (NEW IN V1.1.0)

TARGET 0 VU / -18 dBFS RMS **DEFAULT** Off **AUTOMATABLE** yes

When on, the plugin uses **0 VU / -18 dBFS RMS** as its level reference at the input before the compressor, and the manual INPUT GAIN knob(s) are hidden so the section has one clear gain mode. The same computed gain is applied to L and R together so stereo balance is preserved. Available in linked Stereo, L/R and M/S workflows; the target is fixed in v1.2.0 and is not user-configurable.

POST-COMPRESSOR OUTPUT GAIN

The OUTPUT panel mirrors INPUT but acts on the post-compressor signal — after the lanes are summed back to stereo, before the MIX blend.

OUTPUT — LINK

Same behaviour as INPUT LINK, applied to OUTPUT GAIN. Hidden in linked Stereo.

OUTPUT — GAIN L / R (OR M / S, OR SINGLE GAIN)

RANGE -40 dB to +40 dB **DEFAULT** 0 dB **DOUBLE-CLICK** reset

Post-compressor make-up gain. Use it to **level-match bypass** so your decisions are not biased by loudness — louder almost always feels better at first, then you commit to a worse setting. Linked Stereo shows one GAIN knob; per-channel knob(s) are hidden when OUTPUT AUTO GAIN is on.

OUTPUT — AUTO GAIN (NEW IN V1.1.0)

TARGET 0 VU / -18 dBFS RMS **DEFAULT** Off **AUTOMATABLE** yes

When on, the compressed (wet) signal is staged using **0 VU / -18 dBFS RMS** as its level reference after the compressor lanes are summed back together, and the manual OUTPUT GAIN knob(s) are hidden. Sits before the MIX blend in the signal flow — so when MIX is below 100%, the final plugin output is a blend of the dry input and the auto-gained compressed path. Master bypass is honoured — when BYPASS is on, neither Auto Gain stage runs and bypass remains a strict A/B path.

Habit to internalise: set THRESHOLD + COMPRESS → flip **OUTPUT AUTO GAIN** on (or trim OUTPUT) until the compressed and bypassed signal sound the same loudness → then judge whether the compression sounds good.

FOOTER STRIP

The footer runs across the bottom of the editor: QUALITY (oversampling) · LATENCY · SAMPLE RATE · INPUT meters · OUTPUT meters · OUTPUT mode · CPU · VERSION.

QUALITY (OVERSAMPLING)

Choice control with four positions: **Live** (1x), **Design** (2x), **Mix** (4x) and **Master** (8x). Higher positions raise the internal oversampling rate to reduce aliasing-related artefacts from higher-rate processing, at the cost of CPU and a few samples of latency. **Design** is the default and a good fit for most work; **Mix** and **Master** are for bus work, mastering and final-render passes. *QUALITY changes oversampling only; it is not a separate tone mode.*

LATENCY

Reported plugin latency in milliseconds. Reads 0 ms at 1x. Rises slightly with oversampling.

SAMPLE RATE

Host sample rate, refreshed when the host changes it.

INPUT METERS

Two-bar peak meters showing the pre-compressor signal level (left = L or M, right = R or S in M/S mode). Numerical readout to the right shows the current peak in dB.

OUTPUT METERS

Two-bar peak meters reading the post-compressor signal level. Bar colour follows the lane palette (orange in linked Stereo; green / blue in L/R; magenta / red in M/S).

OUT (OUTPUT MODE)

Selector for the plugin output mode. In v1.2.0, Stereo is the active output mode. Additional monitoring modes are reserved for future versions and are inactive in v1.2.0.

CPU

Live CPU usage of this plugin instance, as a percentage of one core.

VERSION

Plugin version, read from the bundled `manifest.json` at build time.

USER PRESETS

User presets are saved as `.mastinopreset` XML files in your per-user application data folder:

PLATFORM	PATH
Linux	<code>~/.config/MousePlugins/Mastino60/presets/</code>
Windows	<code>%APPDATA%\MousePlugins\Mastino60\presets\</code>

Each file contains the full parameter state plus a name, description, and creation timestamp. Files survive DAW restart and can be copied between machines or shared.

PRESET MANAGEMENT

ACTION	WHAT IT DOES
Load	Single-click any row in the browser to select; double-click to load directly. Loading a preset preserves your current LINK L/R and M/S MODE so the editor layout does not flip.
Save	Overwrite the current preset on disk (only enabled when a user preset is active).
Save As	Prompt for a name; write a new <code>.mastinopreset</code> file capturing the live state.
Rename	Rename a user preset (file rename + name attribute update).
Duplicate	Save the current preset under a new name.
Delete	Remove the user preset file from disk.
Import	Pick a <code>.mastinopreset</code> file and copy it into the user presets folder.
Export	Write the current state as a <code>.mastinopreset</code> file at any chosen location.

Presets are compression recipes — they do not carry your stereo mode. Your **LINK L/R** and **M/S MODE** stay where you left them when a preset loads, so the editor layout never silently flips.

STARTER SETTINGS

GOAL	MOVE	NOTE
Mix bus glue	MID THR -18 dBFS, COMPRESS 2:1, MIX 100%	Single band is plenty. Aim for 1-3 dB GR on louder sections.
3-band master	LO + HI on, ~150 Hz / 4 kHz, ~2:1 each	Gentle GR per band; rebalance with per-band GAIN.
Vocal control	MID THR -22 dBFS, COMPRESS 4:1, SC FILTER on	Side-chain filter keeps low rumble out of the detector.
Drum bus punch	THR -14 dBFS, COMPRESS 4:1, MIX 60%	Parallel blend keeps transient snap.
Hard peak control	THR -3 dBFS, COMPRESS 20:1 / INF	Firm peak catch; not a true limiter.
Width control (M/S)	LINK off, M/S, SIDE THR -12, COMPRESS 4:1	Compresses the SIDE lane.

WORKFLOW RECIPES

Bus polish in 60 seconds: MID only, THR -18, COMPRESS 2:1, MIX 100%. Pull THR down until GR sits at 1-3 dB on chorus, flip OUTPUT AUTO GAIN on, bypass to confirm.

3-band master glue: Switch LO and HI on, crossovers ~150 Hz / 4 kHz, gentle 2:1 on each band, very low GR. Watch the per-band GR read-outs, then rebalance with each band's GAIN before comparing with OUTPUT AUTO GAIN.

Low-end tightener: LO on, LO/MID ~120 Hz, LO THR -18, COMPRESS 8:1. Hard control of just the lows; lift LO GAIN for body. The remaining range stays on the MID band.

Side-only width control: LINK off, M/S on, SIDE only: THR -10, COMPRESS 4:1. Compresses the SIDE lane while MID stays uncompressed.

TROUBLESHOOTING

NO SOUND CHANGE?

Check MASTER BYPASS, the channel ENABLE button, and the lane bypass. Try lowering THRESHOLD or raising COMPRESS until GR moves.

PUMPING WITH THE KICK?

Engage **SC FILTER** so the kick stops driving the detector. Or raise THRESHOLD so only louder peaks trigger compression.

SOUNDS CHOKED?

Drop MIX to 60-80% for parallel feel. Or lower COMPRESS to 2:1 / 3:1.

SOUNDS LOUDER, NOT BETTER?

Trim OUTPUT, or flip **OUTPUT AUTO GAIN** on, until bypass loudness matches. Decide on tone, not on level.

OUTER BAND DOES NOTHING?

A band only acts once its toggle is on. Check the band's THRESHOLD is low enough and its crossover sits over the content you mean to compress.

LOST THE SINGLE-BAND SOUND?

Switch LO and HI off and set MID GAIN to 0. With both outer bands off, Mastino returns to the familiar single-band behaviour.

SUPPORT

For installation help, updates, and bug reports, visit:

mouseplugins.com/en/products/mastino-60

Mastino 60 processes audio entirely offline. No internet connection is required after activation.

ABOUT

FIELD	VALUE
Name	Mastino 60
Version	1.2.0
Vendor	MousePlugins
Plugin formats	VST3, CLAP, Standalone
Bus layout	Stereo in / stereo out
MIDI	Not used in v1.2.0

DESIGN PHILOSOPHY

Mastino 60 keeps the user-facing surface deliberately small: two knobs do the compression work (THRESHOLD + COMPRESS), one toggle keeps the detector clean (SC FILTER), one knob blends (MIX), and a handful of gain stages let you set levels honestly. Everything else is editor chrome: linked Stereo for stereo work, Mid/Side for precise width / centre control, Auto Gain for fair comparison. The detector and gain-control behaviour are tuned to a hardware-inspired VCA response so the compressor sounds like a tool, not like a mathematical function.

SUPPORT PANEL

Open from the **Menu > Support** item. The panel shows the diagnostics most often needed when contacting support (plugin / system / licence info) plus a set of self-rescue actions. Press **Esc**, click the scrim, or use **Close** to dismiss.

CARDS

CARD	CONTENTS
About	Plugin name + version, format, architecture, type.
System	OS, CPU, RAM, host name, sample rate, buffer, channel count.
Licence	Status pill (green "Activated" when registered, orange "Trial" otherwise), and the email-id hash tail if registered.
Privacy	Reminder that diagnostics are built locally and never include your licence key or email address.

ACTIONS

ACTION	WHAT IT DOES
Copy Diagnostics	Copy the system-info report to the clipboard. Paste into an email when contacting support.
Save Diagnostics	Choose a destination and save the same text as a timestamped <code>.txt</code> file.
Contact Support	Open the product support page in your default browser.
Copy Email	Put <code>support@mouseplugins.com</code> on the clipboard.
Reset DSP	Return every parameter to its declared default. Equivalent to the header's INIT button.
Open Config Folder	Reveal the per-user config folder in your file manager — ~/.config/MousePlugins/Mastino60/ on Linux, %APPDATA%\MousePlugins\Mastino60\ on Windows.
User Manual	Open the latest hosted manual (this document).
Quick Start	Open the hosted Quick Start guide.

Support diagnostics are built locally on demand. The plugin makes no automatic network requests. Diagnostics never include your full licence key or your email address.

TRIAL MODE + ACTIVATION

Mastino 60 runs in **trial mode** until activated with a valid licence key. In trial, the plugin processes audio normally but inserts **2 seconds of exact digital silence every 60 seconds** as a reminder. Activating with a valid key removes the interruptions permanently and unlocks the full version across all plugin formats (VST3, CLAP, Standalone) with a single activation.

TRIAL CHIP IN THE HEADER

While the plugin is unlicensed, a small **TRIAL** chip appears in the header, immediately to the right of the plugin title. Click it to open the licence panel.

When the demo enforcer is actively inserting trial silence, the chip switches to red. This is your live tell — if the audio drops out and the chip is red, the plugin is reminding you it is running unlicensed. Activate to clear it.

DEMO INTERRUPTION BEHAVIOUR

PROPERTY	VALUE
Interruption interval	60 seconds
Interruption duration	2.0 seconds
Interruption output	Exact digital silence
Activation behaviour	Stops immediately on first audio block after activation

Open the licence panel from the **Menu > License** item (visible only while in trial) or from the **TRIAL** chip in the header.

LICENCE PANEL

Modal overlay opened from the header TRIAL chip or the Menu > License item. Layout:

ELEMENT	PURPOSE
Title	"Mastino 60 - License".
Trial message	Explains the 2-second silence interruption while in trial.
Key field	Paste your licence key here. Auto-formats into 5-character groups separated by dashes.
Status line	Validation feedback. Red on failure, green on success.
Continue Trial	Dismisses the panel without activating.
Activate Full Version (primary)	Validates the key and persists it. Pressing Enter while the key field has focus does the same.

Pasting a key from the clipboard is auto-detected and re-formatted into the standard 5-character groups. Activation runs entirely offline.

WHERE YOUR LICENCE LIVES

Activation is offline only. Mastino 60 never phones home — the licence key is verified locally against a built-in public key. Successfully activated keys are saved to disk in your per-user application data folder:

PLATFORM	PATH
Linux	<code>~/.config/MousePlugins/licenses/mastino60.dat</code>
Windows	<code>%APPDATA%\MousePlugins\licenses\mastino60.dat</code>

This single activation file covers VST3, CLAP, and Standalone formats on the same machine. The activation file is stored locally and is not sent to MousePlugins servers. Project files may store activation state data locally so the plugin can restore its licence status consistently across sessions.

REINSTALLS + MULTI-MACHINE

Mastino 60 does not use an online machine-count check. If you reinstall your system or move to a new machine, paste the same licence key into the panel again. Use is governed by the licence terms supplied with the software.

PRIVACY

WHAT WE DO	WHAT WE DON'T DO
Verify your key locally against an embedded public key	Make automatic network requests
Store the activation file locally on your machine	Send the key, your email, or any identifier to a server
Persist the activation across DAW sessions	Track usage, plugin loads, or session length
Show your email-id hash in the About menu so you know which key is active	Display or transmit your real email address

Opening support or documentation links from the menu is user-initiated and handled by your browser; the plugin itself does not make automatic network requests.

IF SOMETHING GOES WRONG

If your key is rejected as *invalid*, check:

- The key matches Mastino 60 exactly (each MousePlugins product has its own key).
- You pasted the full key (the panel auto-formats it into 5-character groups).
- The key was not truncated by the source you pasted from.

If problems persist, contact support@mouseplugins.com with your purchase reference.

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WEBSITE

mouseplugins.com

SUPPORT

support@mouseplugins.com

PRODUCT PAGE

mouseplugins.com/en/products/mastino-60

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Mastino 60 processes audio locally. No internet connection is required for normal offline use after activation.

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