



Smith Island EQ

A stereo parametric mastering equaliser. Five sections per channel, BROAD mode for sweeping mastering moves, full Mid/Side routing, A/B compare, and a preset library — all in a zero-latency offline plugin.



STEREO / MID-SIDE

DISCRETE FREQUENCY STEPS

0 SAMPLE LATENCY

VST3 / CLAP / STANDALONE

This manual is practical: what each control does, why you'd reach for it, and how to compare changes without being fooled by loudness. Pages are organised by panel — header, channel strips, global, footer — and every knob is described in its own coloured heading matching the on-screen accent.

SYSTEM REQUIREMENTS

| REQUIREMENT | SPECIFICATION |
|--------------------------|---|
| Operating system | Windows 10+ or Linux (glibc 2.28+) |
| Plugin formats | VST3, CLAP, Standalone |
| Sample rates | 44.1 kHz to 192 kHz |
| Latency reported to host | 0 samples |
| Channel layout | Stereo in / stereo out (no mono, no surround) |

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 | SmithIslandEQ.vst3 |
| CLAP | SmithIslandEQ.clap |
| Standalone | SmithIslandEQ (executable) |

PRESET STORAGE

User presets live in:

~/.config/MousePlugins/SmithIslandEQ/presets/

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

ANATOMY OF THE WINDOW



FIG. 1 – SMITH ISLAND EQ AT DEFAULT STATE, BOTH CHANNELS ENABLED.

| AREA | PURPOSE |
|------------------------------------|--|
| Header | Brand, plugin title, preset selector, undo/redo, A/B compare, copy/paste, hamburger menu. |
| LEFT channel strip | Lo shelf · Lo · Mid · Hi · Hi shelf for the left channel (or MID in M/S mode). Curve display + meters. |
| RIGHT channel strip | Same five sections for the right channel (or SIDE in M/S mode). Mirrored layout. |
| GLOBAL panel (top-right) | Character knob, Link L/R toggle, M/S mode, Master Bypass. |
| INPUT panel (bottom-right, upper) | Pre-EQ gain L/R with Link. |
| OUTPUT panel (bottom-right, lower) | Post-EQ gain L/R with Link. |
| Footer | Oversampling, latency, sample rate, input meters, BROAD toggles, output meters, output mode, CPU, version. |

CHANNEL COLOUR CODE

Each band has its own accent colour, printed on the knob ring in the live plugin and used in this manual's headings so it is easy to map a paragraph back to the on-screen control. The two channel strips share the same five-section layout but split the spectrum into two colour families: **warm greens** on LEFT (or MID) and **cool blues** on RIGHT (or SIDE).

| SECTION | LEFT (OR MID) | RIGHT (OR SIDE) |
|--------------------|----------------|-----------------|
| LO SHELF + LO band | Lime #b8e620 | Cyan #20c7d8 |
| MID band | Green #4cd964 | Blue #3e87f5 |
| HI band + HI SHELF | Spring #22d68a | Indigo #7d82ff |

PER-KNOB HEADING COLOURS

Throughout the rest of this manual, every knob description sits under a heading whose colour matches the knob's on-screen accent. For example:

| | | |
|---|---|---|
| LO FREQ Lime — LEFT lo band. | MID GAIN Green — LEFT mid band. | HI BW Spring — LEFT hi band. |
| LO FREQ Cyan — RIGHT lo band. | MID GAIN Blue — RIGHT mid band. | HI BW Indigo — RIGHT hi band. |

When **M/S MODE** is engaged, the colours stay the same — only the strip labels flip **LEFT→MID** and **RIGHT→SIDE**. The lime/green/spring strip processes the centre image; the cyan/blue/indigo strip processes the sides.

HEADER TOOLBAR



FIG. 2 — HEADER TOOLBAR (RIGHT OF THE CENTRED PLUGIN TITLE). NUMBERS MAP TO THE KEY BELOW.

- 1 INIT** — reset every DSP/control parameter to its default in one undoable step.
- 2 Preset selector** — current preset name with prev/next arrows; click to open browser popup.
- 3 Undo / Redo** — every parameter change is undoable, including preset loads.
- 4 A / B compare** — two snapshot slots; click the inactive slot to flip and save the live state into the previous slot.
- 5 Copy / Paste** — full plugin settings state to/from the system clipboard as XML.
- 6 Menu** — License (when in trial), Quick Start, User Manual, Support (diagnostics + contact), About. The About row shows your registered email-id hash once activated.

PRESET SELECTOR

The dropdown showing the current preset name (e.g. "**Mastering 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 (factory then user). 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**. User presets are written as **.smithpreset** XML files in the presets directory and survive DAW restart.

UNDO / REDO

Standard arrows. Every parameter change is undoable, including preset loads (one click rolls back the entire preset). Buttons grey out when the stack is empty. Tooltip shows the next action's description.

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.

COPY / PASTE

Serialises the full plugin settings state to the system clipboard as XML, and reads it back. Use it to transport settings between two open instances, or to paste settings into a sticky note for later.

HAMBURGER MENU

Items depend on licence state. **In trial:** *License* (at the top — opens the activation dialog), *Quick Start*, *User Manual*, *Support*, *About*. **Once registered:** the License item is hidden and the *About* row shows your registered email-id hash alongside the version. *Support* opens the diagnostics + self-rescue panel — copy/save a system-info report, contact support, reset DSP parameters, open the config folder, or jump to the docs. Quick Start and User Manual always point at the latest hosted documentation.

STRIP LAYOUT



FIG. 3 — CHANNEL STRIP, LEFT. SAME LAYOUT FOR RIGHT (DIFFERENT COLOURS) AND FOR MID/SIDE IN M/S MODE.

Each strip has, left to right: **LO SHELF** · **LO band** (FREQ + GAIN + BW) · curve + meters · **MID band** · **HI band** · **HI SHELF**. A power button at the top-left labels and enables the whole strip. Below each section's controls is a per-section **ON** button.

POWER + SECTION BYPASS

The **ENABLED** power button at the strip's top bypasses the whole channel strip. Each of the five sections has its own **ON** button — orange when enabled, dark when bypassed. Use section bypass to A/B individual moves; use the strip bypass to compare the whole channel against dry.

LO SHELF — LIME

A wide low shelf with two fixed turnover frequencies and a continuous gain.

FREQ (TOGGLE)

RANGE 50 Hz · 100 Hz DEFAULT 50 Hz

50 Hz catches sub-low rumble and adds weight without thickening. 100 Hz is more felt — better for adding warm body to thin sources.

GAIN

RANGE -9 dB · +9 dB DEFAULT 0.0 dB DOUBLE-CLICK reset

Positive values lift the shelf; negative values cut. The shelf has a fixed slope characteristic — there is no Q control — so this is a one-knob "more / less" decision.

LO BAND — LIME

A peaking band over the low end. Use it for kick weight, bass body cleanup, and gentle low-mid shaping. With **BROAD** on, this band reaches down to ~0.10 Q — broad enough to act like a wide tilt.



FREQ

STEPS 24 discrete **RANGE** 11 Hz - 570 Hz **DEFAULT** 71 Hz

Discrete stepped frequencies. The detents land on musically meaningful values (60, 80, 100, 120, 150, 180, 220 Hz, etc.) so two channels with the same detent use the same internal parameter value. Drag for fine selection or click and use scroll wheel.

GAIN

RANGE -9 dB · +9 dB **DEFAULT** 0.0 dB **DOUBLE-CLICK** reset

Boost or cut at the selected centre frequency. Combined with BW for shape and **BROAD** for width.

BW (BANDWIDTH / Q)

POSITIONS 5 · 8 · 9 · 11 · 15 **DEFAULT** 9 (Q 0.9)

Five discrete BW positions — labels are Q×10 (so "5" = Q 0.5, "15" = Q 1.5). Lower numbers are wider; higher numbers are more focused. With **BROAD** on, the value text changes to the effective Q (e.g. 0.10, 0.16, 0.18, 0.22, 0.30) so you can see exactly how wide the band has become.

MID BAND — GREEN



The workhorse band — vocal presence, body, mud, snare crack, guitar focus. Same three-knob set (FREQ / GAIN / BW) over the broadest range.

FREQ

STEPS 24 discrete **RANGE** 125 Hz - 6.8 kHz **DEFAULT** 840 Hz

Discrete musical steps (250, 350, 500, 700, 1k, 1.4k, 2k, 3k, 4.5k Hz, etc.). Default sits in the upper-mid where most "body" decisions live.

GAIN

RANGE -9 dB · +9 dB **DEFAULT** 0.0 dB

Standard ±9 dB. Smith Island's gain shaping is denser around 0 dB — small twists give small moves, useful for mastering precision.

BW

POSITIONS 5 · 8 · 9 · 11 · 15 **DEFAULT** 9

Same five-step BW as LO. Use 11 or 15 for vocal-presence focus; use 5 or 8 with **BROAD** on for sweeping mid-tone tilts.

HI BAND — SPRING

Top-end peaking band for presence, edge, and air-band shaping. Sits between the MID band and the HI shelf — use the HI band when you need a focused boost or cut at a single frequency, and the HI shelf when you want a wider tilt above a turnover.



FREQ

STEPS 24 discrete **RANGE** 3.4 kHz – 25 kHz **DEFAULT** 8.8 kHz

Detents land on 4k, 5k, 6.3k, 8k, 10k, 12k, 15k, 18k, 22k Hz, etc. Default 8.8 kHz is a good "open up the top" starting point.

GAIN

RANGE -9 dB · +9 dB **DEFAULT** 0.0 dB

Be careful with positive values above 8 kHz — small numbers go a long way at the top. Try ± 0.5 dB first.

BW

POSITIONS 5 · 8 · 9 · 11 · 15 **DEFAULT** 9

Same five-step BW scale. With BROAD on, the band acts as a wide upper-spectrum tilt.

HI SHELF — SPRING

Top-end shelf with two turnover frequencies and a continuous gain.

FREQ (TOGGLE)

OPTIONS 8 kHz · 12 kHz **DEFAULT** 8 kHz

8 kHz turns the shelf into a "shine" lift across the upper-mids and treble — useful for clarity. 12 kHz pushes the lift up into pure air territory — useful for openness without changing presence.

GAIN

RANGE -9 dB · +9 dB **DEFAULT** 0.0 dB

Wide musical shelf. ± 1 dB is plenty for mastering; ± 2 -3 dB is appropriate for tracking decisions.

RIGHT-channel equivalents: the same six sections live in the lower strip with cyan / blue / indigo accents instead of lime / green / spring. Behaviour, ranges, defaults, and BW positions are identical.

IDENTICAL LAYOUT, DIFFERENT COLOURS



FIG. 4 — RIGHT STRIP. SAME FIVE SECTIONS AS LEFT, WITH COOL-SPECTRUM ACCENTS.

LO SHELF + LO BAND — CYAN

Behaviour, ranges, and detents are identical to the lime LEFT-channel pair. Only the on-screen accent differs.

MID BAND — BLUE

Identical to the green MID band on LEFT.

HI BAND + HI SHELF — INDIGO

Identical to the spring HI pair on LEFT.

WHY TWO STRIPS?

Smith Island is a true dual-mono design — RIGHT is not a slave of LEFT, it is a fully independent processor. With **LINK L/R** on (default), every move on LEFT mirrors to RIGHT. Turn LINK off to:

- Correct a stereo imbalance (e.g. lift only the side that needs more presence)
- Shape the sides of a stereo recording manually
- Set up an asymmetric M/S treatment

When **M/S MODE** is on, RIGHT becomes **SIDE** and the channel strip's text label changes accordingly. Same colours, same layout, different signal.

STEREO BEHAVIOUR + MASTER OUTPUT

The GLOBAL panel sits in the top-right of the editor and controls how the two channel strips relate to each other, plus the post-EQ character stage.

CHARACTER

RANGE 0.0 – 1.0 DEFAULT 0.5

Post-EQ tone control. At 0.5 (default) Smith Island adds minimal extra colour beyond the EQ curve. Lower values move toward a fully linear path; higher values introduce gentle harmonic colour. Push only after you've made your EQ decisions, and re-check OUTPUT level afterwards.

LINK L/R

The orange chain icon under **LINK L/R**. When on (default), every parametric, shelf, BROAD, gain, and section-bypass change on one channel mirrors to the other. Turn off when you need independent stereo work.



M/S MODE

Toggles between L/R and Mid/Side processing. In M/S mode the upper strip processes the centre image (mono sum) and the lower strip processes the sides (stereo difference). Channel labels flip **LEFT→MID** and **RIGHT→SIDE**; the GAIN knob titles in INPUT and OUTPUT panels flip **L→M** and **R→S**; and the BROAD column headers in the footer flip **L→M** and **R→S**.

MASTER BYPASS

Hard-bypass the entire plugin. The dry input passes through unchanged. Use this for honest A/B against the dry signal — but always level-match with OUTPUT first, because EQ moves change loudness and louder almost always feels better.

SIGNAL FLOW

L/R mode: input → INPUT GAIN L/R → LEFT EQ + RIGHT EQ → OUTPUT GAIN L/R → CHARACTER → output

M/S mode: input → M/S encode → INPUT GAIN M/S → MID EQ + SIDE EQ → OUTPUT GAIN M/S → M/S decode → CHARACTER → output

PRE AND POST EQ GAIN



Two panels stacked under GLOBAL. **INPUT** is before the EQ; **OUTPUT** is after the EQ and before CHARACTER. Each has a **LINK** toggle (orange chain) and two GAIN knobs.

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.

INPUT — GAIN L (OR GAIN M)

RANGE -9 dB · +9 dB **DEFAULT** 0.0 dB

Left-channel pre-EQ gain. Use it to drive harder into CHARACTER, or to pull the input down if you have huge boosts elsewhere. In M/S mode, this becomes **GAIN M** — pre-EQ gain on the mid (centre) signal.

INPUT — GAIN R (OR GAIN S)

Same control, right channel. In M/S mode, **GAIN S** — pre-EQ gain on the side (width) signal.

OUTPUT — LINK

Same behaviour as INPUT LINK, applied to OUTPUT GAIN L/R (or M/S).

OUTPUT — GAIN L / R (OR M / S)

Post-EQ makeup gain. Use it to **level-match bypass** so your decisions are not biased by loudness. This is the single most important habit when EQing — louder almost always feels better for the first few seconds, then you commit to a worse setting.

Habit to internalise: tweak EQ → trim OUTPUT until the active and bypassed signal sound the same loudness → then judge tone.

FOOTER STRIP



FIG. 5 – FOOTER. LEFT TO RIGHT: OVERSAMPLING · LATENCY · SAMPLE RATE · INPUT METERS · BROAD TOGGLES · OUTPUT METERS · OUTPUT MODE · CPU · VERSION.

OVERSAMPLING

Display only — shows **2x**, **4x**, **8x**, etc. Smith Island is a true zero-latency design, so oversampling is internal and the chip is informational.

LATENCY

Reported plugin latency in milliseconds (always 0 ms by design).

SAMPLE RATE

Host sample rate, refreshed when the host changes it.

INPUT METERS

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

BROAD

Six toggle buttons grouped as **L** (lo / mid / hi) and **R** (lo / mid / hi). When on, the corresponding band's Q is multiplied by 0.2 — that is, $Q=\{0.5, 0.8, 0.9, 1.1, 1.5\}$ becomes $Q=\{0.10, 0.16, 0.18, 0.22, 0.30\}$, giving very wide bell curves across large parts of the spectrum. Use BROAD for sweeping mastering moves; switch off for surgical correction. The BW knob's value text shows the effective Q while BROAD is on. In M/S mode the headers flip to **M / S**.

OUTPUT METERS

Same as INPUT, but reading the post-EQ post-CHARACTER signal. Comparing INPUT vs OUTPUT shows the loudness change your EQ moves caused.

OUTPUT MODE (STEREO / SUM / ETC.)

Selector for the host output mode. Default **Stereo**; other modes are placeholder slots for monitoring tools coming in later versions.

CPU

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

VERSION

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

FACTORY PRESETS

Smith Island ships with six factory presets that always reflect the current parameter layout — they are defined in code, not stored as state files, so they never go stale across version upgrades.

| PRESET | WHAT IT DOES | USE ON |
|----------------|---|----------------------|
| Flat | Baseline — all bands enabled, no shaping. Every parameter at default. | Starting point. |
| Mastering Glue | Gentle low trim + broad mid lift @ 800 Hz + air shelf @ 12 kHz. | Mix bus polish. |
| Vocal Air | Mid presence band @ 3 kHz BW 11 + air shelf @ 12 kHz +2 dB. | Vocal bus. |
| Bass Tighten | Low shelf -2 dB @ 50 Hz + lo band +1.5 dB @ 100 Hz BW 11. | Bass-heavy material. |
| Broad Polish | Three bands all on BROAD with small moves — sweeping shaping. | Mastering bus. |
| Console Tilt | Slight low cut + air shelf — classic large-console colour. | Mix bus warmth. |

USER PRESETS

User presets are saved as `.smithpreset` XML files in:

`~/.config/MousePlugins/SmithIslandEQ/presets/`

Each file contains the full APVTS 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 |
|------------|---|
| 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>.smithpreset</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 (suffix " Copy" by default). |
| Delete | Remove the user preset file from disk. |
| Import | Pick a <code>.smithpreset</code> file and copy it into the user presets folder. |
| Export | Write the current state as a <code>.smithpreset</code> file at any chosen location. |

STARTER SETTINGS

| GOAL | MOVE | NOTE |
|------------------|--|--------------------------------------|
| Sub cleanup | LO SHELF -1 to -2 dB @ 50 Hz | Both channels linked. |
| Bass punch | LO +0.5 to +1.5 dB @ 85-120 Hz, BW 11 | BROAD off — you want focus. |
| Mastering polish | MID +0.5 dB @ 800 Hz-1.4 kHz, BROAD on | Linked. |
| Vocal presence | MID +1 dB @ 2.8-3.4 kHz, BW 11 | BROAD off. |
| Air | HI SHELF +0.5 to +1.5 dB @ 12 kHz | High turnover for openness. |
| Wider top | M/S, SIDE HI SHELF +0.5 to +1 dB | Leave MID untouched. |
| Cleaner low end | M/S, MID LO SHELF -1 dB; SIDE LO -2 dB | Tightens bass without losing weight. |

WORKFLOW RECIPES

Bus polish in 60 seconds: Load *Mastering Glue*. Trim OUTPUT to bypass loudness. Adjust HI SHELF for taste (8 vs 12 kHz turnover). Bypass to confirm.

M/S width: Engage **M/S MODE**. SIDE HI SHELF +0.5 dB @ 12 kHz, SIDE MID +0.5 dB BROAD on @ 1 kHz. Listen on speakers + headphones to confirm centre stays in place.

Asymmetric correction: Turn **LINK L/R** off. Lift only the channel that needs presence. Re-link before saving the preset so it travels cleanly.

Parallel air: On a parallel send, max HI SHELF, then mix to taste at the bus. Use BROAD on HI band for an even gentler air.

TROUBLESHOOTING

NO SOUND CHANGE?

Check MASTER BYPASS, the strip POWER buttons (top-left of each strip), and individual section ON buttons.

TOO BRIGHT?

Pull HI SHELF back, switch to 8 kHz turnover, or reduce CHARACTER.

IMAGE SHIFTED?

Check LINK L/R, M/S MODE, and the INPUT/OUTPUT GAIN knobs (one might be off-balance).

SOUNDS LOUDER, NOT BETTER?

Trim OUTPUT until bypass loudness matches. Decide on tone, not on level.

SUPPORT

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

mouseplugins.com/en/products/smithislandeq

Smith Island EQ processes audio entirely offline. No internet connection is required after activation.

ABOUT

| FIELD | VALUE |
|------------------|-----------------------------|
| Name | Smith Island EQ |
| Version | 1.0.0 |
| Vendor | MousePlugins (MouseDSP) |
| Plugin formats | VST3, CLAP, Standalone |
| Reported latency | 0 samples |
| MIDI | Not used |
| Bus layout | Stereo in / Stereo out only |

DESIGN PHILOSOPHY

Smith Island EQ uses discrete, stepped frequency and BW selections rather than continuous sliders. The point is musical commitment — every detent is a deliberate choice, two instances with the same setting recall the same parameter state exactly, and recall across sessions is exact. BROAD mode adds a single toggle that turns any peaking band into a wide musical tilt without forcing the user to dial through fractional Q values.

Thank you for using Smith Island EQ. If you have suggestions for additional factory presets, BROAD multiplier values, or workflow improvements, please get in touch via the support page.

SUPPORT PANEL

Open from the **Menu > Support...** item. The panel slides in from the right and covers the editor while open. It 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.

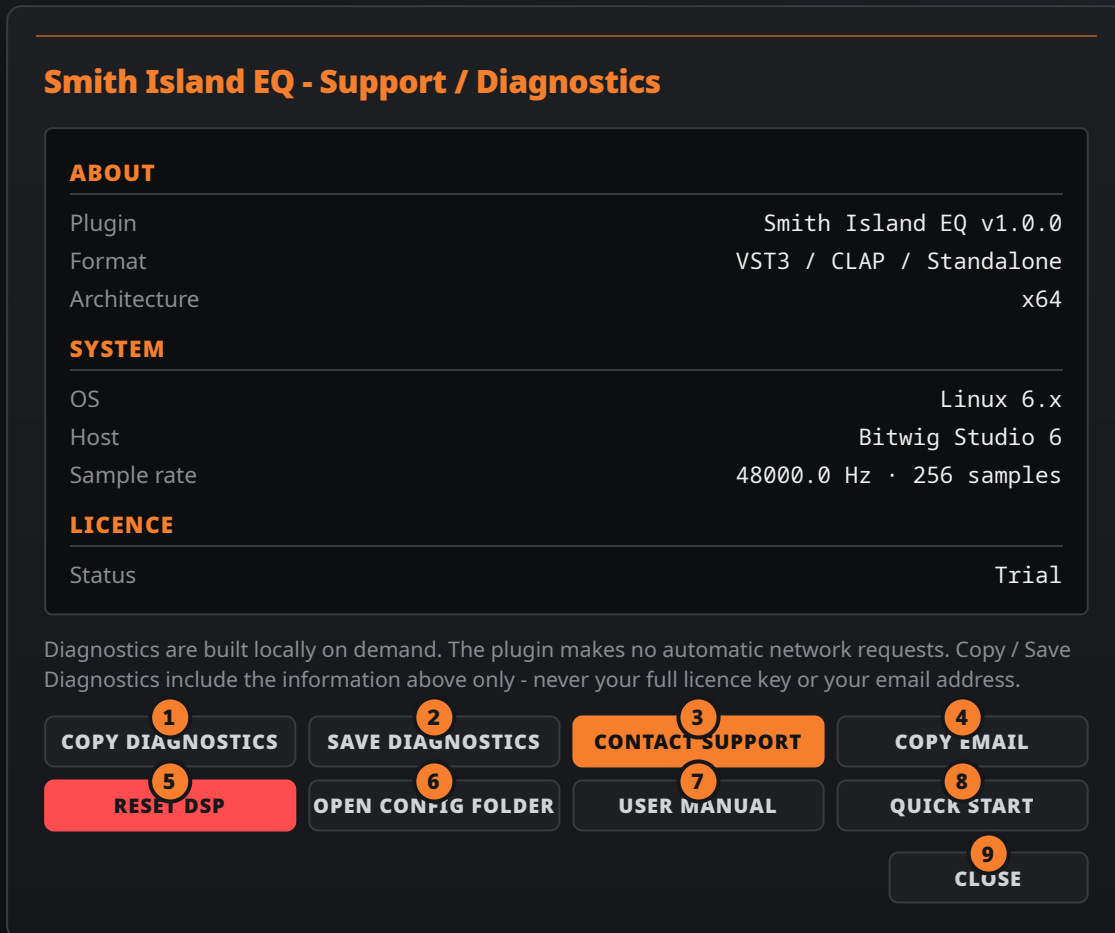


FIG. 6 – SUPPORT PANEL. FULL-PAGE OVERLAY; NUMBERED CALLOUTS MAP TO THE KEY BELOW.

- 1 Copy Diagnostics** - the diagnostics text shown above is copied to the system clipboard. Paste into an email when reporting an issue.
- 2 Save Diagnostics** - choose a destination and write the same text as a timestamped `.txt` file.
- 3 Contact Support** - opens the product support page in your default browser.
- 4 Copy Email** - puts `support@mouseplugins.com` on the clipboard.
- 5 Reset DSP** - returns every audio/control parameter to its declared default in a single undo step. Equivalent to the header's INIT button.
- 6 Open Config Folder** - reveals `~/.config/MousePlugins/SmithIslandEQ/` in your file manager. Created on demand.
- 7 User Manual** - opens the latest hosted manual (this document).
- 8 Quick Start** - opens the hosted Quick Start guide.
- 9 Close** - dismisses the panel (slide-out animation). Esc or scrim click also closes.

TRIAL MODE + ACTIVATION

Smith Island EQ runs in **trial mode** until activated with a valid licence key. In trial, the plugin processes audio normally but injects a short white-noise burst every 60 seconds as a reminder. Activating with a valid key removes the burst 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.

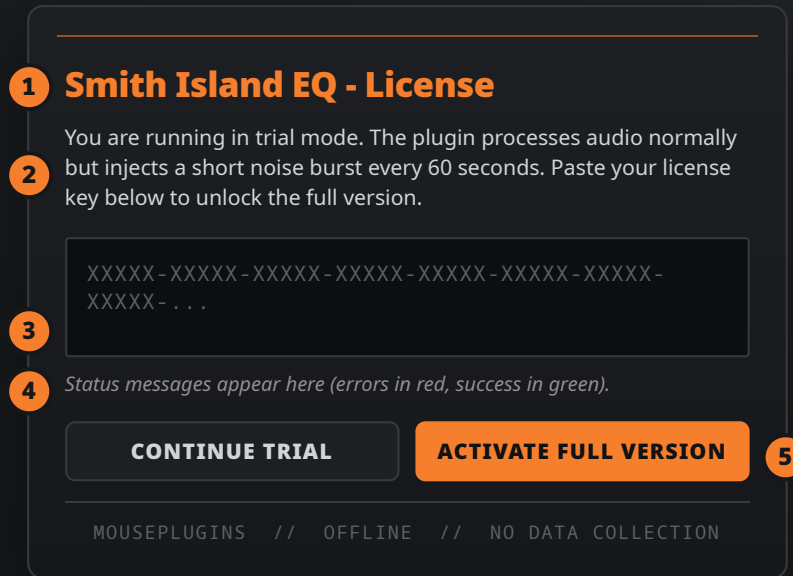
When the demo enforcer is actively injecting a noise burst, the chip switches to red: **TRIAL**. This is your live tell — if you hear noise and the chip is red, the plugin is reminding you it's running unlicensed. Activate to clear it.

DEMO BURST BEHAVIOUR

| PROPERTY | VALUE |
|----------------------|---|
| Burst interval | 60 seconds |
| Burst duration | 0.5 seconds |
| Burst level | -6 dBFS peak white noise |
| 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. The full layout is documented on the next page.

LICENCE PANEL LAYOUT



- 1 **Title** — plugin name + "License" reminder.
 - 2 **Trial message** — explains the noise burst behaviour.
 - 3 **Key field** — paste your licence key here; auto-formats into 5-char groups separated by dashes.
 - 4 **Status** — validation feedback. Red on failure, green on success.
 - 5 **Actions** — Continue Trial dismisses the panel; Activate validates the key and persists it.

Pressing **Enter** while the key field has focus also triggers Activate. Pasting a key from your clipboard is auto-detected and formatted into the standard 5-char groups.

WHERE YOUR LICENCE LIVES

Activation is offline only. Smith Island EQ never phones home — the licence key is verified locally against a built-in Ed25519 public key. Successfully activated keys are saved to disk in:

```
~/.config/mouseplugins/licenses/smithislandeq.dat
```

This single activation file covers VST3, CLAP, and Standalone formats on the same machine. The key is encrypted at rest. Project files may store activation state data locally so the plugin can restore its licence status consistently across sessions.

REINSTALLS + MULTI-MACHINE

If you reinstall your system or move to a new machine, paste the same licence key into the panel again. There is no per-machine count for Smith Island EQ — activation is permission to use, not a hardware lock.

PRIVACY

| WHAT WE DO | WHAT WE DON'T DO |
|---|---|
| Verify your key locally against an embedded public key | Phone home, ever |
| Store the key encrypted 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 Smith Island EQ exactly (each MousePlugins product has its own key).
- You pasted the full 132-character key (the panel auto-formats it into 5-char 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/smithislandeq

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Smith Island EQ processes audio locally. No internet connection is required for normal offline use after activation.

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