



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.

New in v1.1.0 — **Linked Stereo** collapses the two channel strips into a single full-height **STEREO** lane (one set of knobs, one EQ graph, one BROAD row). **Independent M/S** now has its own colour identity — magenta for MID, red for SIDE — across strips, charts, meters and BROAD buttons. **Input Auto Gain** and **Output Auto Gain** target **0 VU / -18 dBFS RMS** at the plugin input and output. Presets load on double-click and no longer override your stereo mode. The Windows default editor size is smaller so the plugin fits laptop and Full HD screens.

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 IN INDEPENDENT L/R VIEW, 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 (becomes MID with its magenta palette in M/S mode, or the single STEREO lane in linked Stereo). Curve display + meters.
RIGHT channel strip	Same five sections for the right channel (becomes SIDE with its red palette in M/S mode). Hidden in linked Stereo so the left strip can expand to full height.
GLOBAL panel (top-right)	Character knob, Link L/R toggle (drives linked Stereo), M/S mode, Master Bypass.
INPUT panel (bottom-right, upper)	Pre-EQ gain with Link, plus INPUT AUTO GAIN (v1.1.0) toggle.
OUTPUT panel (bottom-right, lower)	Post-EQ gain with Link, plus OUTPUT AUTO GAIN (v1.1.0) toggle.
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. Smith Island has three editor states and each carries its own palette: Independent L/R uses warm greens vs cool blues, Independent M/S uses magenta vs red, and Linked Stereo uses a single warm sweep.

INDEPENDENT L/R

When LINK L/R is off and M/S MODE is off, the LEFT strip uses warm greens and the RIGHT strip uses cool blues.

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

INDEPENDENT M/S (V1.1.0)

When LINK L/R is off and M/S MODE is on, MID lights up in a magenta-centred sweep and SIDE in a red-centred sweep, so the two lanes are unmistakable at a glance.

SECTION	MID	SIDE
LO SHELF	Indigo #7d82ff	Pink #ff78c9
LO band	Violet #b26dff	Coral #ff858c
MID band	Magenta #e674ff	Red #ff7668
HI band	Pink #ff78c9	Red-orange #ff704f
HI SHELF	Coral #ff858c	Orange-red #fb783e

LINKED STEREO (V1.1.0)

When LINK L/R is on, the single STEREO lane uses a warm sweep that walks from red-orange at the lowest section through the MousePlugins primary orange at the centre to lime at the top. Each section keeps its own accent so a knob still maps to a band at a glance, and the strip title, output meter, and spectrum all share the orange accent so the whole lane reads as one.

SECTION	STEREO ACCENT	HEX
LO SHELF	Red-orange	#ff704f
LO band	Orange-red	#fb783e
MID band	Orange (MousePlugins primary)	#f67f2d
HI band	Golden	#e8b51b
HI SHELF	Lime	#b8e620

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 in **Independent L/R** mode. In Independent M/S the on-screen rings repaint to the magenta/red palette, and in linked Stereo they repaint to the warm sweep; the manual heading colour does not change but the on-screen ring does.

LO FREQ

Lime — LEFT lo band (L/R).

MID GAIN

Green — LEFT mid band (L/R).

HI BW

Spring — LEFT hi band (L/R).

LO FREQ

Cyan — RIGHT lo band (L/R).

MID GAIN

Blue — RIGHT mid band (L/R).

HI BW

Indigo — RIGHT hi band (L/R).

LO FREQ

Violet — MID lo band (M/S).

MID GAIN

Magenta — MID mid band (M/S).

HI BW

Pink — MID hi band (M/S).

LO FREQ

Coral — SIDE lo band (M/S).

MID GAIN

Red — SIDE mid band (M/S).

HI BW

Red-orange — SIDE hi band (M/S).

With **LINK L/R off**, the visible palette follows the M/S MODE state: warm greens vs cool blues in L/R, magenta vs red in M/S. With **LINK L/R on**, the right strip is hidden and the single STEREO lane uses the warm-sweep accents above, regardless of the M/S MODE state.

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, MID AND SIDE; EACH LANE HAS ITS OWN COLOUR PALETTE (SEE PAGE 4).

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. In M/S the LEFT strip repaints to violet / magenta / pink (MID) and the lower strip to coral / red / red-orange (SIDE). Behaviour, ranges, defaults, and BW positions are identical across all four lanes.

IDENTICAL LAYOUT, DIFFERENT COLOURS



FIG. 4 — RIGHT STRIP. SAME FIVE SECTIONS AS LEFT; COOL-SPECTRUM ACCENTS IN L/R, RED-CENTRED SWEEP IN M/S.

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), v1.1.0 hides the right strip entirely and shows a single full-height **STEREO** lane in orange; the right-channel state is silently kept in sync with the left so unlinking later resumes editing both channels from the same point. Turn LINK off when you need to see and edit both strips, for example 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 with LINK off, RIGHT becomes **SIDE** and the strip repaints into the red-centred palette (coral / red / red-orange across the bands). MID switches to the magenta-centred palette on the other strip. Layout stays identical — the colour story changes so the lane you are touching is unmistakable. With LINK on, the single **STEREO** lane is shown regardless of the M/S MODE state.

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), Smith Island enters **linked Stereo** mode: the two channel strips collapse into a single full-height **STEREO** lane with one set of knobs and one EQ graph, the footer's BROAD row shows a single LO / MID / HI set, and the INPUT/OUTPUT panels show a single GAIN knob each. Every parameter on the visible lane is silently mirrored to the hidden right-lane state, so turning LINK off resumes editing both channels from the same starting point.

The header link label reads **LINK L/R** in L/R mode and **LINK M/S** in M/S mode. LINK takes precedence over M/S MODE for the visible layout: with LINK on you see one STEREO lane regardless of the M/S MODE state.

M/S MODE

Toggles between L/R and Mid/Side processing. With LINK *off*, the upper strip becomes **MID** (mono sum) and the lower strip becomes **SIDE** (stereo difference); 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**. With LINK *on* the editor stays in linked Stereo; the header link label switches to **LINK M/S** but the visible lane is still the single STEREO lane.

Three visible states. *Linked Stereo* (LINK on) = one STEREO lane in orange · *Independent L/R* (LINK off, M/S off) = LEFT + RIGHT · *Independent M/S* (LINK off, M/S on) = MID + SIDE.

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 (or linked Stereo): input → *INPUT AUTO GAIN (if on)* → INPUT GAIN L/R → LEFT EQ + RIGHT EQ → OUTPUT GAIN L/R → *OUTPUT AUTO GAIN (if on)* → CHARACTER → output

M/S mode: input → *INPUT AUTO GAIN (if on)* → M/S encode → INPUT GAIN M/S → MID EQ + SIDE EQ → OUTPUT GAIN M/S → M/S decode → *OUTPUT AUTO GAIN (if on)* → CHARACTER → output

In linked Stereo the L/R flow is used and the LEFT and RIGHT EQ stages share the same parameter values. INPUT AUTO GAIN runs on the stereo program before any L/R or M/S 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 EQ lanes	Hidden when INPUT AUTO GAIN is on
EQ lanes	LEFT/RIGHT or MID/SIDE; linked in linked Stereo	Strip POWER off or MASTER BYPASS on
OUTPUT GAIN	After EQ lanes, before AUTO GAIN	Hidden when OUTPUT AUTO GAIN is on
OUTPUT AUTO GAIN	After stereo sum/decode, before CHARACTER	Off or MASTER BYPASS on
CHARACTER	Last stage before plugin output	MASTER BYPASS on

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), one or two **GAIN** knobs, 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 -9 dB · +9 dB DEFAULT 0.0 dB DOUBLE-CLICK reset

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 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 targets **0 VU / -18 dBFS RMS** at the input before the EQ lanes, 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 v1.1.0 and is not user-configurable.

POST-EQ OUTPUT GAIN

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

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)

Post-EQ makeup 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 final stereo output targets **0 VU / -18 dBFS RMS** after the EQ lanes are summed back together, and the manual OUTPUT GAIN knob(s) are hidden. Sits before CHARACTER in the signal flow. Master bypass is honoured — when BYPASS is on, neither Auto Gain stage runs and bypass remains a strict A/B path.

Habit to internalise: tweak EQ → flip **OUTPUT AUTO GAIN** on (or 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

Per-band toggles that multiply the corresponding Q 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 *Independent L/R*, six toggles are shown grouped as **L** (lo / mid / hi) and **R** (lo / mid / hi). In *Independent M/S* the headers flip to **M / S**. In *linked Stereo* a shared LO / MID / HI set is shown. Each BROAD button takes its band's strip accent so the row reads at a glance: lime / green / spring (LEFT), cyan / blue / indigo (RIGHT), violet / magenta / pink (MID), coral / red / red-orange (SIDE), or the warm sweep in linked Stereo.

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	LINK off, M/S, SIDE HI SHELF +0.5 to +1 dB	Leave MID untouched.
Cleaner low end	LINK off, 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: Turn **LINK L/R** off, then 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, or flip **OUTPUT AUTO GAIN** on, 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	1.1.0
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.

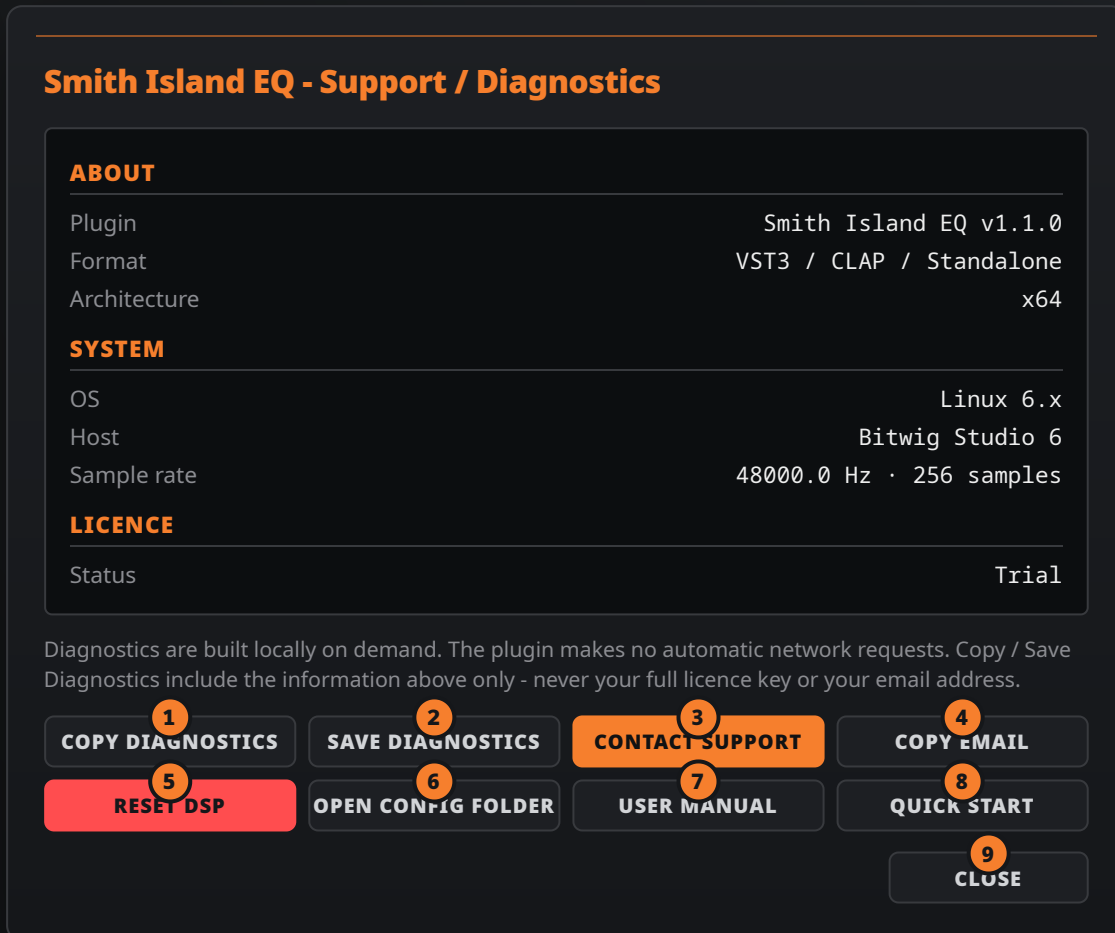


FIG. 6 – SUPPORT PANEL. FULL-PAGE OVERLAY; NUMBERED CALLOUTS MAP TO THE KEY BELOW.

- 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 inserts 2 seconds of 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.

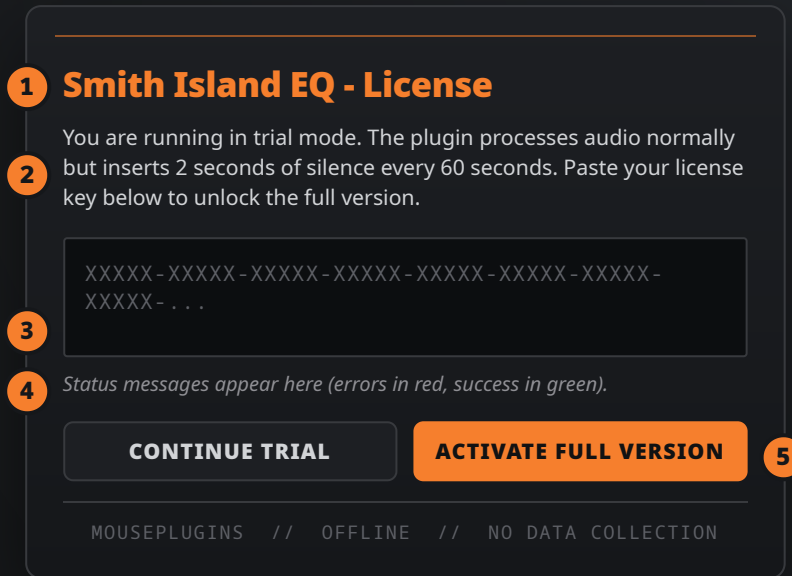
When the demo enforcer is actively inserting trial silence, the chip switches to red: **TRIAL**. This is your live tell — if the audio drops out and the chip is red, the plugin is reminding you it's running unlicensed. Activate to clear it.

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. The full layout is documented on the next page.

LICENCE PANEL LAYOUT



- 1 **Title** — plugin name + "License" reminder.
 - 2 **Trial message** — explains the silence-interruption 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

LICENCE

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

GOVERNING LAW

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