



# The Trick

A program-style passive EQ built around the classic passive-EQ trick: boost and attenuate the lows at the same selected frequency to create weight with a tightening dip above it, plus a focused high-bell boost and a wide high-cut shelf. Linked Stereo, full Mid/Side routing, parallel MIX, Input/Output Auto Gain, A/B compare, and a preset library — all in an offline plugin.



LINKED STEREO / L/R / M/S

PROGRAM PASSIVE EQ

INTERNAL 2X OVERSAMPLING

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, channel lane, global, input, output, footer — with full sections on the licensing and support panels.

**New in v1.1.0** — Independent **M/S MODE** with its own colour identity (magenta for MID, red for SIDE). **Input Auto Gain** stages the incoming stereo program to **0 VU / -18 dBFS RMS**; **Output Auto Gain** stages the processed (wet) signal to the same target before the MIX blend. Trial-mode interruption is now 2 seconds of exact digital silence every 60 seconds. Redesigned shared Support / Diagnostics panel.

## SYSTEM REQUIREMENTS

REQUIREMENT	SPECIFICATION
Operating system	Windows 10+ 64-bit or Linux 64-bit (glibc 2.28+). macOS is not supported in v1.1.0.
Plugin formats	VST3, CLAP, Standalone
Sample rates	44.1 kHz to 192 kHz
Reported latency	Reflects the fixed internal 2x 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	TheTrick.vst3
CLAP	TheTrick.clap
Standalone	TheTrick (executable)

## PRESET STORAGE

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

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

Each preset is a single `.trickpreset` XML file containing the full EQ recipe state, excluding the current LINK L/R and M/S MODE routing state. You can copy these between machines to share settings.

ANATOMY OF THE WINDOW



FIG. 1 – THE TRICK IN MID/SIDE MODE. UPPER LANE PROCESSES MID (MAGENTA), LOWER LANE PROCESSES SIDE (RED).

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.
EQ graph	Static EQ response curve overlaid on a live input + output spectrum trace. Right edge: IN / OUT level meters.
LOW band	FREQ · BOOST · ATTEN. Simultaneous boost and attenuate at the same low frequency.
HIGH BOOST band	FREQ · BOOST · BW. Bell boost at a selectable high frequency.
HIGH CUT band	FREQ · ATTEN. Wide shelf cut above the selected frequency.
GLOBAL (top-right)	MIX knob (parallel blend), LINK L/R, M/S MODE, MASTER BYPASS.
INPUT (mid-right)	Pre-EQ gain with Link and <b>INPUT AUTO GAIN</b> (v1.1.0) toggle.
OUTPUT (lower-right)	Post-EQ make-up gain with Link and <b>OUTPUT AUTO GAIN</b> (v1.1.0) toggle.
Footer	OVERSAMPLING readout (fixed 2x), latency, sample rate, INPUT meters, OUTPUT meters, output mode, CPU, version.

## LANE COLOUR CODE

The Trick has two routing controls that combine into four states. **LINK L/R** chooses whether the two lanes share parameter values (on) or are edited independently (off). **M/S MODE** chooses whether the lanes process the L/R signals (off) or the Mid/Side decomposition (on). Each independent state carries its own accent colour, used on the channel panel title, the EQ curve, the knob rings and the output meters — so the lane you are editing is unmistakable.

STATE	ROUTING	CHANNEL A ACCENT	CHANNEL B ACCENT
Linked L/R	LINK on · M/S off	Orange #f67f2d	Mirrors A
Linked M/S	LINK on · M/S on	Orange #f67f2d	Mirrors A
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

When LINK is on, both lanes share the same parameter values and use the linked orange accent — regardless of M/S MODE, the M/S routing still happens in the DSP, you simply edit one shared set of controls. When LINK is off, the two lanes are edited independently and the colour identifies the lane: green/blue in L/R, magenta/red in M/S.

## 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 ("PASSIVE EQ").
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. "**Kick** **trick**"). 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.

## LOW BAND — THE TRICK

The signature of this passive EQ design: **both BOOST and ATTEN act at the same FREQ**. Combining them does not cancel out — the boost shelf and the attenuate shelf have slightly different slopes, so dialling both at once produces the familiar passive-EQ curve: a hump just at the boost frequency, then a wider dip just above it. The result is a low end that is louder where you want it and tighter just above, which is why it works so well on kick, bass, and full mixes.

### LOW — FREQ

**POSITIONS** 20 Hz · 30 Hz · 60 Hz · 100 Hz    **DEFAULT** 60 Hz    **DOUBLE-CLICK** reset

Selects the low frequency where BOOST and ATTEN act. Each detent corresponds to a musically useful low region:

POSITION	WHERE IT SITS	REACH FOR IT WHEN
20 Hz	Sub-bass	Sub-only material; the lowest tightening point.
30 Hz	Bass extension	Bass-heavy mixes; subharmonic content.
60 Hz	Kick body / bass weight	The most-used setting. Default.
100 Hz	Bass body / kick fundamental	Programme material where 60 is too deep.

### LOW — BOOST

**RANGE** 0 dB (off) to maximum boost    **DEFAULT** 0 dB    **DOUBLE-CLICK** reset

Lifts the selected low frequency. Sounds and feels like a wide low shelf even at modest settings. Use 1-3 dB for gentle weight, 4-8 dB for obvious low boost, and pair with ATTEN to get the curve.

### LOW — ATTEN

**RANGE** 0 dB (off) to maximum attenuation    **DEFAULT** 0 dB    **DOUBLE-CLICK** reset

Reduces the level just above the BOOST frequency. Because the attenuate shelf is slightly different from the boost shelf, dialling both at once does not cancel — it creates a dip just above the boosted region. The trick:

**The trick recipe:** set FREQ 60 Hz, BOOST +5 dB, ATTEN +5 dB. You will hear the kick land harder while the low-mids feel tighter. Try the same on the master bus with smaller values (+1.5 / +1) for gentle glue.

## HIGH BOOST BAND

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A focused bell at the selected high frequency. Use it for vocal presence, cymbal sheen, guitar pick attack, or a general "air" lift on the master bus.

### HIGH BOOST — FREQ

**POSITIONS** 3 kHz · 4 kHz · 5 kHz · 8 kHz · 10 kHz · 12 kHz · 16 kHz    **DEFAULT** 5 kHz

Seven detents covering presence (3-5 kHz), edge (5-8 kHz), shimmer (8-12 kHz) and air (12-16 kHz).

### HIGH BOOST — BOOST

**RANGE** 0 dB (off) to maximum boost    **DEFAULT** 0 dB

Bell gain at the selected centre frequency. Use 1-3 dB for mastering polish; 3-6 dB for tracking decisions on vocals or single sources.

### HIGH BOOST — BW

**RANGE** 0% (narrowest) to 100% (widest)    **DEFAULT** 0%

Bandwidth of the bell. Lower BW = focused; higher BW = broad / musical. For sweeping mastering moves, 60-100%; for focused presence moves, 0-30%.

## HIGH CUT BAND

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A wide shelf cut above the selected frequency. Tames the very top of the spectrum — useful to keep brittle programme material from getting harsh, or to take edge off a single source.

### HIGH CUT — FREQ

**POSITIONS** 5 kHz · 10 kHz · 20 kHz    **DEFAULT** 10 kHz

Three turnover frequencies. 5 kHz is a strong tame of upper-mid edge, 10 kHz a gentle top roll-off, 20 kHz an almost-invisible safety net at the very top.

### HIGH CUT — ATTEN

**RANGE** 0 dB (off) to maximum attenuation    **DEFAULT** 0 dB

Wide shelf depth. 1-3 dB is gentle; 4-8 dB is obvious. Pair the 5 kHz turnover with a few dB of attenuation to tame upper-mid edge on cymbals or vocals without losing presence.

## 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 the processed signal with dry. At **100%** you hear pure Trick. Lower for parallel EQ — combine bigger EQ moves with a reduced MIX so the dry signal remains audible underneath.

### LINK L/R

The orange chain icon. When on (default), The Trick runs as a single stereo EQ: both channels share the same parameter values. Turn LINK off when you need to treat the two channels independently.



### M/S MODE

Toggles the processing routing between L/R and Mid/Side. With *M/S off*, the two lanes process the LEFT and RIGHT channels. With *M/S on*, the two lanes process the **MID** (mono sum) and **SIDE** (stereo difference) signals. LINK still applies on top: with LINK on, both lanes share parameter values; with LINK off, the two lanes are edited independently. EQ'ing only the SIDE is a clean way to shape width without affecting the centre image; EQ'ing only the MID shapes vocals and the centre programme without touching the sides.

### MASTER BYPASS

Hard-bypass the entire plugin. The dry input passes through unchanged. Use this for honest A/B against the dry signal — flip **OUTPUT AUTO GAIN** on, or trim OUTPUT manually, so the processed and bypassed signals are close in loudness before judging tone.

**Four routing/link combinations.** *Linked L/R* (LINK on, M/S off) · *Linked M/S* (LINK on, M/S on) · *Independent L/R* (LINK off, M/S off) · *Independent M/S* (LINK off, M/S on). LINK controls whether the lanes share values; M/S MODE controls whether they process L/R or Mid/Side.



## SIGNAL FLOW

**L/R mode (or linked Stereo):** input → *INPUT AUTO GAIN (if on)* → INPUT GAIN L/R → LOW → HIGH BOOST → HIGH CUT (per lane) → 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 → LOW → HIGH BOOST → HIGH CUT (per lane) → OUTPUT GAIN M/S → M/S decode → *OUTPUT AUTO GAIN (if on)* → MIX (wet/dry blend) → output

In linked Stereo the L/R flow is used and both channels 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 EQ lanes are summed back to stereo, on the wet path before MIX. 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...
<b>INPUT AUTO GAIN</b>	Plugin input, before any L/R or M/S split	Off or MASTER BYPASS on
<b>INPUT GAIN</b>	After AUTO GAIN, before the EQ bands	Hidden when INPUT AUTO GAIN is on
<b>EQ bands</b>	LOW → HIGH BOOST → HIGH CUT per lane	Lane bypass on or MASTER BYPASS on
<b>OUTPUT GAIN</b>	After EQ, before AUTO GAIN	Hidden when OUTPUT AUTO GAIN is on
<b>OUTPUT AUTO GAIN</b>	After stereo sum/decode, on the wet path before MIX	Off or MASTER BYPASS on
<b>MIX</b>	Last stage; wet (auto-gained if on) / dry blend back to dry input	MIX at 100% means pure wet; nothing is skipped

## PRE-EQ INPUT GAIN

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The INPUT panel sits under GLOBAL on the right side. It applies before the EQ bands, so changing INPUT gain changes how hard the signal hits the LOW boost / HIGH cut shaping. 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** -12 dB to +12 dB    **DEFAULT** 0 dB    **DOUBLE-CLICK** reset

Pre-EQ gain. Use it to drive the EQ stages a little harder, or to pull a hot input down. 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 bands, 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

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The OUTPUT panel mirrors INPUT but acts on the post-EQ 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** -12 dB to +12 dB    **DEFAULT** 0 dB    **DOUBLE-CLICK** reset

Post-EQ make-up gain. Use it (or flip OUTPUT AUTO GAIN on) to make bypass comparisons fairer so loudness is less likely to bias tone decisions — 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 processed (wet) signal 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 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 processed 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:** dial in the EQ → flip **OUTPUT AUTO GAIN** on (or trim OUTPUT) until the processed and bypassed signal sound the same loudness → then judge whether the EQ sounds good.

## FOOTER STRIP

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

### OVERSAMPLING

Display-only readout showing the internal oversampling rate. The Trick runs at a fixed **2x** oversampling rate in v1.1.0; this is not user-configurable.

### LATENCY

Reported plugin latency in milliseconds. Reflects the small constant offset introduced by the fixed 2x oversampling.

### SAMPLE RATE

Host sample rate, refreshed when the host changes it.

### INPUT METERS

Two-bar peak meters showing the pre-EQ 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-EQ 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 v1.1.0, Stereo is the active output mode. Additional monitoring modes are reserved for future versions and are inactive in v1.1.0.

### 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 `.trickpreset` XML files in your per-user application data folder:

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

Each file contains the full EQ recipe state (band frequencies, boosts, attenuations, MIX, lane bypass, Auto Gain, input/output gain) plus a name, description, and creation timestamp. The current LINK L/R and M/S MODE routing state is intentionally excluded so loading a preset never silently flips the editor layout. Files survive DAW restart and can be copied between machines or shared.

## PRESET MANAGEMENT

ACTION	WHAT IT DOES
<b>Load</b>	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.
<b>Save</b>	Overwrite the current preset on disk (only enabled when a user preset is active).
<b>Save As</b>	Prompt for a name; write a new <code>.trickpreset</code> file capturing the live state.
<b>Rename</b>	Rename a user preset (file rename + name attribute update).
<b>Duplicate</b>	Save the current preset under a new name.
<b>Delete</b>	Remove the user preset file from disk.
<b>Import</b>	Pick a <code>.trickpreset</code> file and copy it into the user presets folder.
<b>Export</b>	Write the current state as a <code>.trickpreset</code> file at any chosen location.

Presets are EQ recipes. They do not change your current **LINK L/R** or **M/S MODE** setting, so the editor layout never silently flips when a preset loads.

## STARTER SETTINGS

GOAL	MOVE	NOTE
The trick (kick)	LOW 60 Hz, BOOST +5, ATTEN +5	Boost-and-cut at the same frequency is the whole signature.
Bass weight	LOW 100 Hz, BOOST +3, ATTEN +1.5	More body without thickening the sub.
Vocal air	HIGH BOOST 8 kHz, BOOST +2, BW 60%	Pair with HIGH CUT 15 kHz if it gets sharp.
Cymbal silk	HIGH BOOST 12 kHz, BOOST +2, BW 80%	Wider BW = smoother sheen.
Mix bus glue	LOW 60 Hz, BOOST +1, ATTEN +0.5 · HIGH BOOST 10 kHz, BOOST +1.5	Tiny moves on the whole bus.
Wider top (M/S)	LINK off, M/S, SIDE HIGH BOOST 12 kHz, BOOST +1.5	Brightens the side signal only; centre stays untouched.
Centre glue (M/S)	LINK off, M/S, MID LOW 60 Hz, BOOST +1.5, ATTEN +1	Tightens the centre image low end.

## WORKFLOW RECIPES

**The trick on kick:** LOW 60 Hz, BOOST +5, ATTEN +5. The same-frequency boost/cut adds low-end punch while pulling back some low-mid bloom above it.

**Bass focus:** LOW 100 Hz, BOOST +3, ATTEN +1.5. Pushes weight at 100 and tucks back the body just above so the bass sits with the kick.

**Vocal sheen:** HIGH BOOST 8 kHz, BOOST +2, BW 60% · HIGH CUT 15 kHz, ATTEN 3 dB. Adds air, takes off sibilant edge.

**Side-only widener:** LINK off, M/S on, SIDE HIGH BOOST 12 kHz, BOOST +2, BW 80%. Brightens the sides only; centre stays clean.

## TROUBLESHOOTING

### NO SOUND CHANGE?

Check MASTER BYPASS, the channel ENABLE button, and the lane bypass. Try raising BOOST or ATTEN until the curve moves on the graph.

### LOW END DISAPPEARED?

You probably have ATTEN dialled without enough BOOST. The trick is to push BOTH up together — that is what gives the carve. Try BOOST = ATTEN as a starting point.

### TOP END TOO SHARP?

Pull HIGH CUT down to 5 kHz turnover and add a few dB of ATTEN. Or reduce HIGH BOOST.

### SOUNDS LOUDER, NOT BETTER?

Trim OUTPUT, or flip **OUTPUT AUTO GAIN** on, until the processed and bypassed signals are close in loudness. Decide on tone, not on level.

## SUPPORT

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

[mouseplugins.com/en/products/thetrick](https://mouseplugins.com/en/products/thetrick)

The Trick processes audio entirely offline. No internet connection is required after activation.

## ABOUT

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FIELD	VALUE
Name	The Trick
Version	1.1.0
Vendor	MousePlugins
Plugin formats	VST3, CLAP, Standalone
Bus layout	Stereo in / stereo out
MIDI	Not used in v1.1.0

## DESIGN PHILOSOPHY

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The Trick keeps the user-facing surface deliberately small: one low band whose boost and attenuate work at the same frequency (the trick), one high-bell boost, one wide high-cut shelf. The signature is the low-end carve — boost and cut together at the same frequency do not cancel because the shelf shapes differ slightly, and the resulting curve is often what helps kicks land harder and master buses feel tighter. The remaining features are workflow tools: linked Stereo, Mid/Side, Auto Gain, presets, diagnostics, and offline licensing.

## 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/TheTrick/ on Linux, %APPDATA%\MousePlugins\TheTrick\ 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

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The Trick 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	"The Trick - 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	Validates the key and persists it. Pressing <b>Enter</b> 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. The Trick 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/thetrick.dat</code>
Windows	<code>%APPDATA%\MousePlugins\licenses\thetrick.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

The Trick 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 The Trick 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](mailto:support@mouseplugins.com) with your purchase reference.

## COPYRIGHT + CONTACT

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**WEBSITE**

[mouseplugins.com](https://mouseplugins.com)

**SUPPORT**

[support@mouseplugins.com](mailto:support@mouseplugins.com)

**PRODUCT PAGE**

[mouseplugins.com/en/products/thetrick](https://mouseplugins.com/en/products/thetrick)

## LICENCE

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The Trick processes audio locally. No internet connection is required for normal offline use after activation.

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