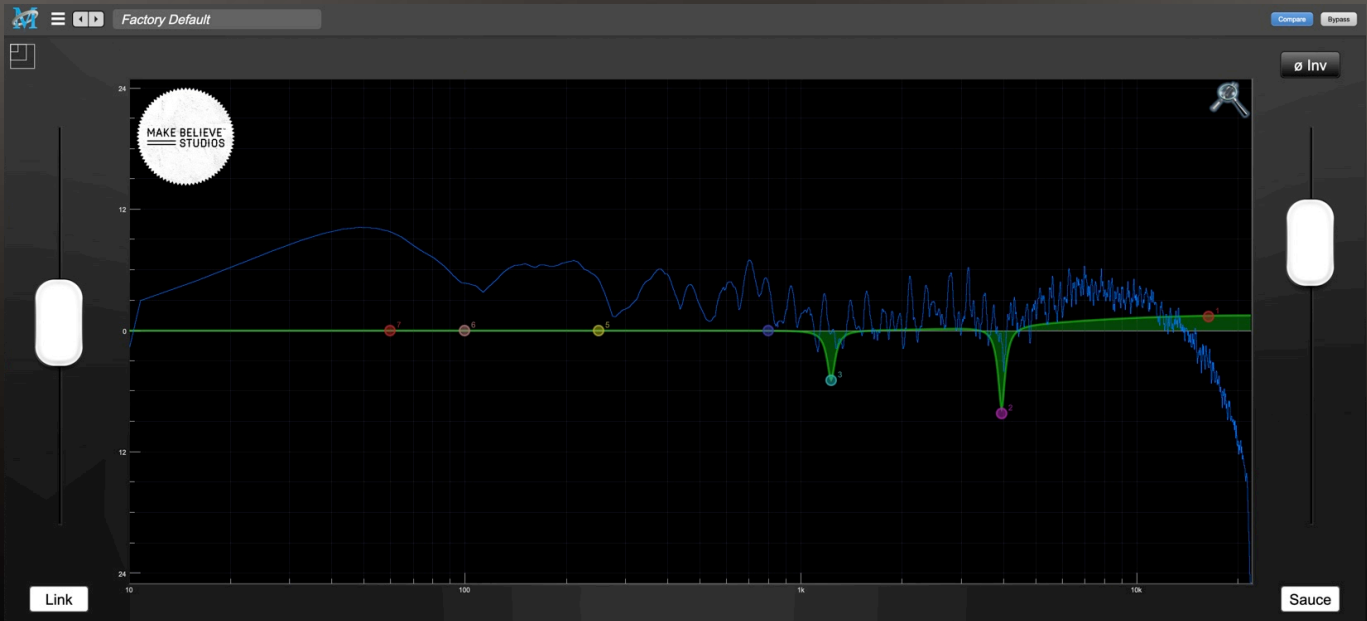# MBEQ

MBEQ

Make Believe Equalizer

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User's Guide

Version 1.1.5: For Mac & Windows

Created by: Metric Halo & Make Believe Studios 2023

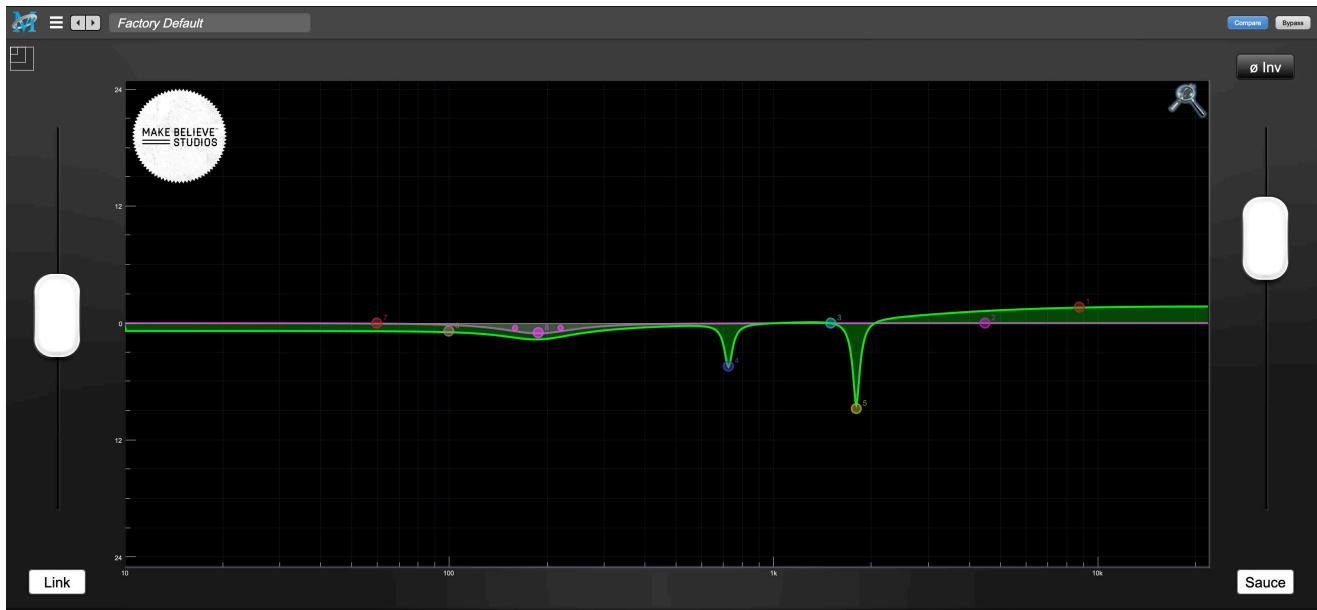# TABLE OF CONTENTS

BASICS

Figure 23.2 MBEQ Plug-in.

The Make Believe EQ is a collaboration between Metric Halo and Grammy nominated mixing & mastering engineer Rick Carson, of Make Believe Studios. After years of practice with Metric Halo Channelstrip, Rick approached the MH team with the idea of creating a simplified UI that is designed to allow you to focus on a quick workflow and sound shaping, rather than a more analytical approach with numbers and knobs. The Idea was that you should be able to push and pull your eq in a way that made you rely on your ears.

Then we added what we refer to as the "Sauce": an analog model based on the incredibly rare classic PYE TVT console created for the BBC in the 1960's. This module includes a fully "Soul-stolen" signal path including transformers and discrete amplifiers. This truly dynamic model can go from subtle to fuzz and now the rich sound of the PYE is accessible to everyone.
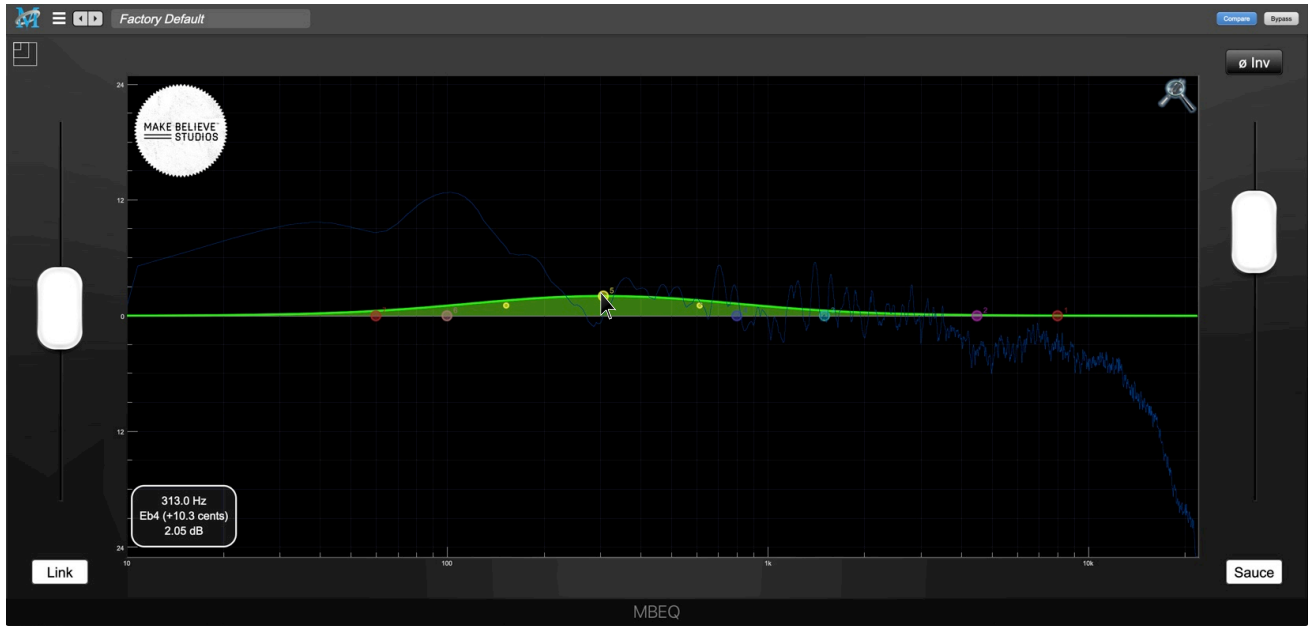
BASIC OPERATION

Figure 23.3 MBEQ Plug in with live readout.

• Left click and drag any of the control handles to change the associated EQ band's frequency and gain.

• Left click and drag the smaller control handles of a selected band to adjust the band's bandwidth.

• Left click and drag on the background to lasso multiple bands; dragging a selected band adjusts all selected bands.

• Right-click in background to popup context menu for settings.

• Choose between any of the 12 bands and customize them accordingly to make your own default preset.

While dragging a band:

• Hold Control (Ctrl) to momentarily enter 'Frequency Locate' mode - narrow band boost while sweeping Hold Option (Alt) to momentarily enter bandwidth adjust mode.

• Hold Shift to momentarily lock the frequency while sweeping

• Option (Alt) **+** Command **+** Left Click on any band to cycle through filter types.

TRAINING WHEEL

Figure 23.4 MBEQ Training Wheel.

The Training Wheel is a visual representation of the features and quick keys found in this equalizer. This training tool allows new users to work without fully learning the quickkeys. As you start to dive into the quick keys you will see that they are visually represented in realtime on the training will. Use the training wheel to get going and comfortable but also as a way to learn the ins and outs of a really fast workflow.

The top number represents the frequency and the bottom number is the gain.

Training Wheel Symbols

⌢ **Band**   ⌍ **Low Pass**

⌃ **Bell**   ⌏ **Low Shelf**

𝆑𝆑 **Frequency Finder**   ⋁ **Notch**

⌐ **High Pass**   ⏻ **Power**

⌐⌐ **High Shelf**   Q **Bandwidth**

🔒 **Lock**

LAYOUT
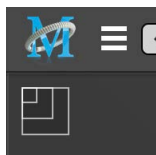
Scale
This scales the size of the plugin window.

*Figure 22.5
Scale tool.*

SpectraFoo looking glass
This option toggles Metric Halo's Spectrafoo Analyzer on and off.

*Figure 22.6
SpectraFoo
Looking Glass.*
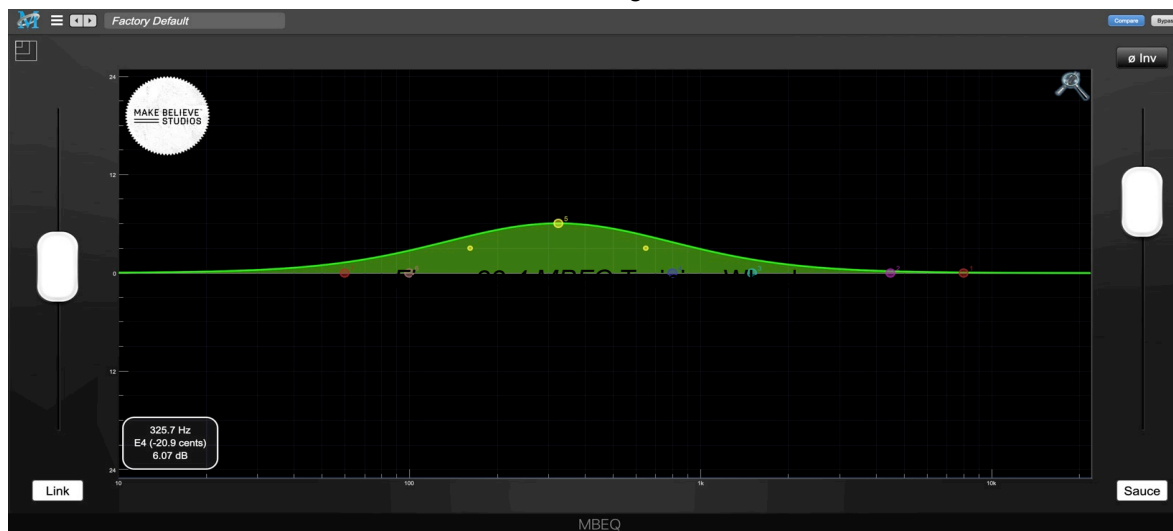
Figure 23.7 MBEQ Plug in with live readout.

Input Fader

This controls your input level (Hint: With the "Sauce" activated this fader will drive the plugin into distortion).

*Figure 23.8
Input Fader.*

Output Fader
This controls your output level.

*Figure 23.9
Output Fader.*

Show Live Readout
This option gives you more information about the moves your making in real-time. The top line represents the frequency the second line is the musical note and the third is the amount of gain being applied. All info is fed directly from your mouses current position within the plugin.

*Figure 23.10
Input Fader.*

BUTTONS

Link

Figure 23.11
Link Button.

ø Inv

Figure 23.12
Invert Button.

Sauce
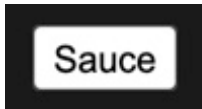
Figure 23.13
Invert Button.

Link
Links the input to the output fader. This allows you to drive the plugin into distortion while retaining relative levels. The output fader remains independent so that you can freely set your output level after driving something into the red.

Invert
Inverts polarity 180º.

Sauce
Sauce is a State Space Model Extraction of Make Believes 1960's PYE TVT Console. Originally built OEM for the BBC this console featured one of the first fully transistor based preamps in the world. The design was the basis for many famous british recording consoles of the time. The sauce feature in MBEQ features truly dymanic distortion unlike any other digital eq on the market.

```
   ±3 dB
   ±6 dB
   ±12 dB
✓  ±24 dB
   ±36 dB

   Show Instantaneous Trace
   Show Average Trace

   Show Left Channel
   Show Right Channel

   Auto Enable Filter when Filter Parameter Changes

   Show Live Readout
   Show Training Wheel

   Sauce
```
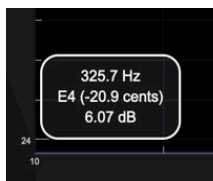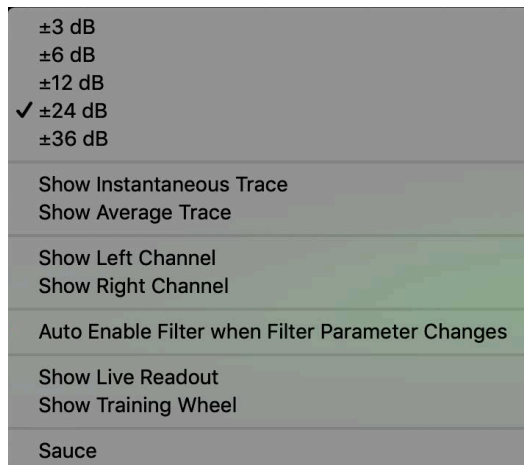
Figure 22.14 MBEQ Right Click Menu.

- **dB Grid View**… This allows you to set the gain range in the display. You can choose between
  +3db, +6dB, +12dB, +24dB,+36dB views to get the most comfortable view for your work.

- **Show Average Trace**… This shows an average analyzer trace of the audio currently happening in the plugin. The timing for the average trace was tuned by Rick personally. So if you don't like it blame him.

- **Show Instantaneous Trace**… This shows the instantaneous analyzer trace of the audio

- **Show Left Channel…** This shows a trace of the left-channel signal.

- **Show Right Channel…** This shows a trace of the right-channel.

MAC QUICK KEYS

Command (⌘) + Left Click

Enable / Bypass

This will allow you to enable or bypass any selected band.

Option (⌥) + Left Click + Drag

Bandwidth

Enables handle to adjust the band's bandwidth.

Command (⌘) + Option (⌥) + Left Click

Filter Type Selection

Will allow you to cycle through all of the band types available for your selected band. You can cycle through Parametric, Low-Shelf, High-Shelf, Low Pass Filter, High Pass Filter, and Band Pass.

Command (⌘) + Control (˄) + Option (⌥) + Left Click

Add Band / Remove Band

This combination will add a new band to your grid anywhere you select on the grid. You can also use the same combination to deactivate any of the selected bands without the option to undo.

(Rick Tip: This control will allow you to truly use this equalizer like an instrument. Adding boosts and cuts in real time by adding additional bands makes for very quick work, it is the reason why the factory default is not 12 bands. The others I reserve for what I call "Drawing")

Shift (⇧) + Control (˄) + Left Click

Notch Mode

This will turn your selected band into a notch

Control (˄) + Left Click

Frequency Finder Mode

This allows you to find a frequency to boost or cut within the grid (Pressing **Shift (⇧)** will lock the frequency on the grid allowing you to adjust the amount of gain on that particular frequency and **Option (⌥)** will allow you to adjust the Q function while locking the frequency and gain at its set location).

WINDOWS QUICK KEYS

Z + Left Click
Enable / Bypass
This will allow you to enable or bypass any selected band.

Alt or C + Left Click + Drag
Bandwidth
Enables handle to adjust the bandwidth.

Z + Alt or C + Left Click
Filter Type Selection
Will allow you to cycle through all of the band types available for your selected band. You can cycle through Parametric, Low-Shelf, High-Shelf, Low Pass Filter, High Pass Filter, and Band Pass.

Z + CTRL or X + Alt or C + Left Click
Add Band / Remove Band
This combination will add a new band to your grid anywhere you select on the grid. You can also use the same combination to deactivate any of the selected bands without the option to undo.

(Rick Tip: This control will allow you to truly use this equalizer like an instrument. Adding boosts and cuts in real time by adding additional bands makes for very quick work, it is the reason why the factory default is not 12 bands. The others I reserve for what I call "Drawing")

Shift (⇧) or V + CTRL or *X* + Left Click
Notch Mode
This will turn your selected band into a notch

CTRL or X + Left Click
Frequency Finder Mode
This allows you to find a frequency to boost or cut within the grid (Pressing **Shift (⇧) or V** will lock the frequency on the grid allowing you to adjust the amount of gain on that particular frequency and **Alt or C** will allow you to adjust the Q function while locking the frequency and gain at its set location).
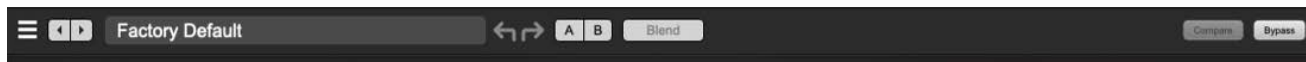
PLUG-IN HEADERS

Figure 23.15 Metric Halo Plugin Header.

Plug-in Headers

All of the plug-in UI's share the plug-in header at the top of the window. This header provides generic services for managing the state of any plug-in. We really recommended that you spend some time getting famliar with the UI's preset system. It allows you to access all of your presets from any DAW you may be working in.

The plug-in window header includes a hamburger menu, Preset name/selection, "Compare" and "Bypass".

Figure 23.16 Metric Halo Plugin Header Close up.

When you make changes to any plug-in parameters, the plug-in preset selector title will italicize, and the "Compare" button will activate. Toggling "Compare" switches between the saved preset settings (named in italics) and the changes you've made.

- The Plug-in Hamburger menu breaks down as follows:
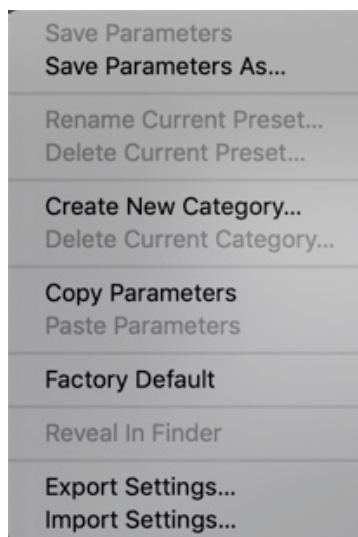
Figure 23.17 Metric Halo Plug-in Hamburger Menu.

- **Save Parameters** writes the current plug-in parameters to the current preset.

- **Save Parameters As…** opens a dialog box where you can name and choose a category for your current plug-in settings.

- **Rename Current Preset…** lets you rename the current preset.

- **Delete Current Preset…** deletes the current preset.

- **Create New Category…** lets you create a new preset category for the current plug-in type.

- **Delete Current Category…** deletes the current preset category.

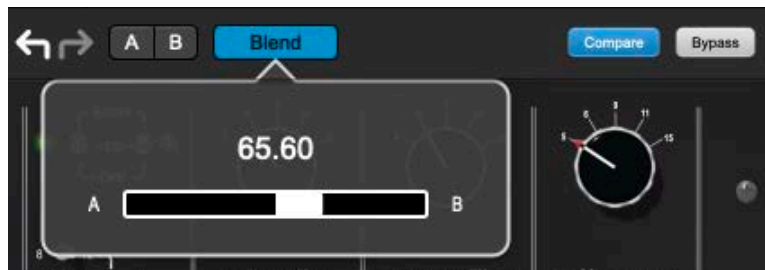# PLUG-IN HEADERS

Figure 23.8 Metric Halo Blend Menu.

Undo/Redo

• This now includes undo/redo support for the plugin inside the plugin itself (with

no dependence on the host)

• It is represented by the grey left and right arrows.

A/B Blend

• This now has A and B registerst
    - Light Grey means it is empty
    - Dark Grey means it has settings, but is unselected
    - Blue means it has settings and is selected
• Clicking on an empty register sets it to the current settings
• <option> Clicking on an register sets it to the current settings
• Changing settings when a register is selected will change the settings in the register
• The blend button allows you to interpolate between the settings in the A and B registers
• Click to popup the blend control
• Blend is an automatable parameter for hosts that support automation
• The A/B and blend settings are stored and recalled as part of the plugin state (but not presets)

While you can use the blend with arbitrary A and B settings we find it works best when you craft the settings in the two registers in such a way as they are related to each other. Specifically, if an indexed parameter is different between the two settings, the interpolated value will snap to one of the indexes between the two settings, which can be jarring (e.g. band enables or band types). So it is best if the parameter that you blend are smooth parameters (e.g. gains, frequencies, Q's threholds, etc.) and make sure the indexed parameters (enables, modes, band types) are set the same for both registers. The easiest way to do this is to load the same setting into both registers and then tweak the settings one of the registers.

This works especially well if you make one of the registers be the basic settings with all the gains or thresholds flattened out so that you can smoothly interpolate between a setting and effectively bypassed - we have found that this allows you to zero in a perfect configuration between too much and too little.

It also works well for automating multiband sweeps.

PLUG-IN SETTINGS

- **Copy Parameters…** copies the current parameter set so you can paste them to another instance of the same type plug-in.

- **Paste Parameters…** pastes the copied parameters. Note that pasting a parameter set over an existing named preset will change the preset name field to: [No Preset].

- **Factory Default…** loads the factory default settings for this plug-in.

- **Reveal In Finder…** opens the folder in which the current preset is saved. Usually this will be **your ~User/Library/Preferences/MIOPlugInPresets folder, but there are no limitations.**

- **Export Settings…** is like "Save Parameters As…", but lets you save the preset to any location on any available storage.

- **Import Settings…** will import any Metric Halo 2d or 3d preset file of the same type as the current plug-in.

  Shortcut: Drag any Metric Halo preset file into the desired Insert slot in the 3d Mixer. Remember to "Save Parameters As…", to keep the import available in your preset library

  The parameter library is automatically shared amongst all instances of a particular plug-in type, including preset categories. Actually, it is automatically shared amongst all instances of compatible plug-in types, so MIOStrip Mono and MIOStrip Stereo automatically share preset libraries.
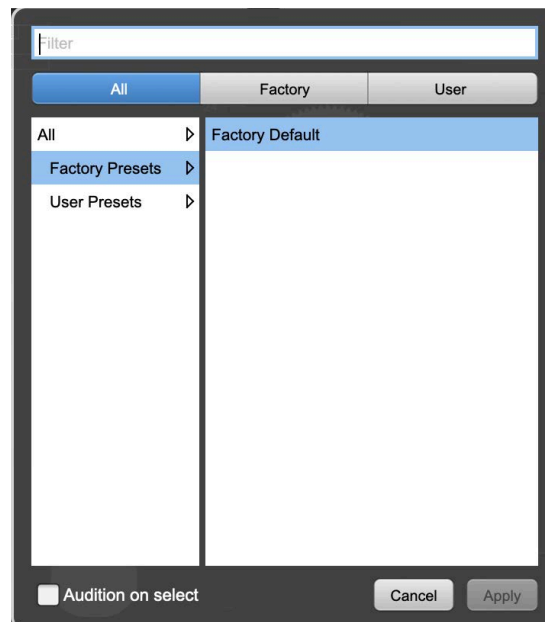
- Preset Name/selector menu:

Figure 23.9 Metric Halo Preset Name/selector menu.

The Preset selector will open to show all the available preset categories, and the presets within those categories.

Note that the Production plug-ins which share presets with the AU/VST/AAX *MH Production Bundle* plugs also include "All", "Factory" and "User" preset category headers.

SYSTEM REQUIREMENTS

Mac OS X 10.8.5 or newer. Intel Processor or Apple Silicon. AU, VST, or AAX (ProPro Tools 11 & newer DSP & Native) host. 64 bit

Windows 10 or newer. Intel Processor. VST or AAX (Pro Tools 10, 11 & 12 DSP & Native) host. 64 bit

LICENSING REQUIREMENTS

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