

# MV2

## User Manual



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# Chapter 1 – Introduction

## 1.1 Welcome

Thank you for choosing Waves! In order to get the most out of your Waves processor, please take the time to read through this manual.

In conjunction, we also suggest that you become familiar with [www.wavesupport.net](http://www.wavesupport.net). There you will find an extensive **Answer Base**, the latest **Tech Specs**, detailed **Installation** guides, new **Software Updates**, and current information on **Authorization** and **Registration**.

By signing up at [www.wavesupport.net](http://www.wavesupport.net), you will receive personalized information on your registered products, reminders when updates are available, and information on your authorization status.

## 1.2 Product Overview

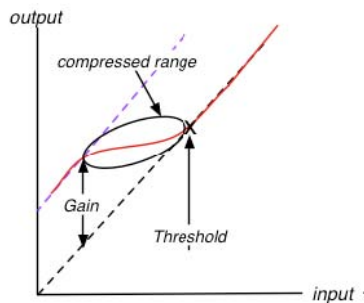
MV2 is a dynamics processor which provides low level and high level compression.

## 1.3 Concepts and Terminology

### Low Level Compressor

Low Level Compression can be explained in simple terms as the opposite of standard or high level compression. In a standard compression setting, any signal above the set threshold gets compressed and attenuated.

With the MV2 Low Level Compression function, any signal below the set threshold gets compressed upward, resulting in increased gain. The dynamic range is thus compressed, pushing low levels up while leaving high levels as they were.



### High Level Compressor

The MV2 High Level Compression function is comprised of compression with automatic makeup gain and output level control.

The Compressor function is similar to that of Waves Renaissance Vox. The compressor is controlled by the Threshold fader, which sets the amount of desired dynamic range compression. An automatic gain makeup function compensates for gain reduction resulting from the applied compression.

### Dither

MV2 automatically applies dither, which compensates for digital quantization errors.

## 1.4 Components

WaveShell technology enables us to split Waves processors into smaller plug-ins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

- Mono
- Stereo

## Chapter 2 – Quickstart Guide

- Use the left fader to set the Low Level Threshold
- Use the right fader to set the High Level Threshold
- Use the middle cut/boost meters to monitor the amount of gain cut and boost
- Use the Output Gain fader to trim your output level

# Chapter 3 – Interface and Controls

## 3.1 Interface



## 3.2 Controls

### Low Level

Sets the low level compression threshold. Compression is applied to signals below this threshold. (From bottom up)

**Range:** 0 to +48 dBFS

### High Level

Sets the high level compression threshold. Compression is applied to signals above this threshold. (Top down)

**Range:** 0 to -48 dBFS

### Output Gain

**Range:** 0 to -48 dBFS

### Output Meters

**Range:** 0 to -60 dBFS

### Cut / Boost Meters

Display the amount of gain cut and/or boost.

- Attenuation is displayed from the top down.
- Boost is displayed from the bottom up.

Numeric indicators which display the maximum cut and boost are displayed below the meters.

Reset these values by clicking anywhere on the meter.

The meters display up to -48 dB of attenuation and +48 dB of gain boost.



## Chapter 4 – The WaveSystem

### 4.1 The WaveSystem Toolbar

All Waves processors feature the WaveSystem toolbar which takes care of most administrative functions you will encounter while working with your Waves software. The features of the WaveSystem toolbar are the same on practically all Waves processors, so familiarity with its features will be helpful whichever processor you are using.

#### Toolbar Functions

<b>Undo</b>	Undoes the last 32 actions.
<b>Redo</b>	Redoes the last 32 undone actions.
<b>Setup A/B</b>	Toggles between two presets for comparison of different parameter settings.
<b>Copy A-&gt;B</b>	Copies the current settings to the second preset register.
<b>Load</b>	Recalls presets from file.
<b>Save</b>	Saves presets in the Waves file formats.
<b>?</b>	Opens the manual for the processor you are using.

### 4.2 Preset Handling

#### Preset Types

**Factory Presets** are permanent presets in the Load menu. Factory presets cannot be over-written or deleted. When applicable, different component plug-ins may have different factory presets.

**User Presets** are your favorite settings of the plug-in saved as a preset in the Load menu, under 'User Presets'. User Presets can be over-written and deleted.

**Setup Files** may contain more than one preset. For example, a single file can contain all the presets for a session. When you open a Setup File, all its setups become part of your Load pop-up menu for fast access. This can be particularly useful with multiple instances of a plug-in in a single session. By saving all the settings you create into a single Setup File, they can all be quickly available for every instance of that plug-in.

## Loading Presets and Setups



**Click-and-hold** on the Load button to see the Load pop-up menu. The menu is divided into four sections. If a section is not currently available it will not appear in the Load pop-up menu.

- Open Preset File...** Select to open any setup or preset file, whether from the Library or your own creations.
- 'Filename.xps':** Displays any currently loaded Setup File and its presets.
- Factory Presets:** Displays the default Factory Presets.
- User Presets:** Displays any loaded User Presets.

## Saving Presets and Setups



Click-and-hold on the Save button to see the Save pop-up menu. Four options are available. If an option is not currently available it will be grayed out and inaccessible.

- Save to New File...** Select this to start a new Setup file. There are two prompts - first for the setup filename, then for the preset name. You must provide a name for both the setup file and the preset. Click OK (ENTER) to complete the save. It is a good idea to create a folder in which to save several setup files for a project.
- Save 'File Name' – "Preset Name"** Overwrites the settings of the loaded preset (whether a User Preset or a preset from a Setup File) with the current settings. If a Setup File is currently loaded, the name of the Setup File is displayed followed by the name of the preset itself. If a User Preset is loaded, its name is displayed.
- Save to 'File Name' As...** Saves the current settings as a new preset into the Setup file that is open (if one is not open, the option is grayed out). You will be prompted to give the preset a name.
- Put into Preset Menu As...** Save the current settings into a User Preset that will always be in your Load menu (until deleted). You will be prompted to give this preset a name. User Presets are stored in the plug-in's preference file.

## Deleting Presets

You may delete User Presets and presets within a Setup File. Factory Presets and Setup Library files cannot be deleted or overwritten.

1. Hold the Command (Mac)/Control (PC) key down.
2. Click-and-hold the Load button to see the pop-up menu.
3. While still holding the Command/Control key, select the preset or setup to delete.
4. A confirmation box will appear, allowing you to cancel or 'OK' the deletion.

## A/B Comparison and Copying



The Setup A/Setup B button may be clicked to compare two settings. If you load a preset in the Setup B position, this will not affect the preset loaded into the Setup A position, and vice-versa.

If you want to slightly modify the settings in Setup A, you can copy them to Setup B by clicking on the Copy to B button, then alter Setup A and compare with the original Setup B.

The name of the current setup will be shown in the title bar (on platforms which support it), and will switch as you change from Setup A to Setup B.

Note: an asterisk will be added to the preset name when a change is made to the preset.

## 4.3 Interface Controls

Controls can be in one of three states:

- **Not Selected** where the control is not the target of any user entry
- **Selected** where the control is the target of mouse control entry only
- **Selected and Active** where the control is the target for both mouse and keyboard entry

### Toggle Buttons

Toggle buttons display the state of a control, and allow switching between two or more states. **Single-click** to change the control's state. Some toggle buttons have a text display which updates with the current setting, and others (bypass, solo, or monitoring toggles) illuminate when the control is active.

Some processors have **link buttons** between a pair of toggle buttons, allowing click-and-drag adjustment while retaining the offset between the controls.

### Value Window Buttons

Value windows display the value of a control and allow **click-and-drag** adjustment, or **direct control via the keyboard**.

- **Using the mouse**, click-and-drag on the value window to adjust. Some value windows support left/right, some up/down (as you hover over a button, arrows will appear to let you know which direction of movement that button supports).
- **Using the arrow keys**, click once with mouse to select the button, and then use up/down – left/right (depending on the direction supported by that button) to move in the smallest incremental steps across the button's range (holding down the arrow keys will move faster through the range).
- **Using key entry**, double click on the button to open the value window, and directly enter the value from your keyboard. If you enter an out of range number, the button stays selected but remains at the current setting (system beeps? If system sounds are on?)

Some processors have **link buttons** between a pair of value windows, allowing click-and-drag adjustment while retaining the offset between the controls.

### Multiple Selection of Controls

One of the most powerful features of the WaveSystem is the ability to select and adjust many controls at the same time. Using the mouse, simply drag-select the desired group of button or graphic controls by clicking and holding at a point outside the controls and forming a rectangle to include the controls you wish to adjust. Alternatively, you can hold

down Shift while clicking the mouse on any control you wish to link. This second method is useful when you want to select two (or more) controls that are separated on the GUI by other controls you do not wish to select.

## **TAB Functions**

TAB moves the 'selected' status to the next control, with shift-TAB moving in the reverse direction.

Additionally, the Mac has an option-TAB function for 'down' movement and shift-option-TAB for 'up' movement where applicable.

If you have several Value Window Buttons selected, TAB functions will take you through the selected controls only.