

Blue Cat's Widening Liny EQ User Manual



"The linear phase stereo widener and narrower, without the latency."



BLUE CAT AUDIO

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Note: An html version of this user manual is available online [here](#).

Description

Based on Blue Cat's [Liny EQ](#) technology, Blue Cat's Widening Liny EQ is a 9 bands linear phase Mid/ Side equalizer. Thanks to Blue Cat's unique widening technology, you can manage equalization of Middle / Side parts of the stereo signal separately. And best of all, you can choose the virtual center of the signal: it lets you control where you want the equalization to take place in the stereo field.

This is the ultimate solution to widen your stereo image with precision, without adding phase artefacts to your signal: you can choose to enhance treble on the sides and bass on the middle to strengthen an original stereo recording, or completely modify the way your instrument is positioned in the mix, choosing to set the virtual middle 30% percent on the left and modify its spectrum accurately. The effect also works on mono signal since you can modify the perception of the stereo image by choosing the virtual center position.

Everything is possible, with minimal latency! The full automation support provided by this plugin offers a zipper- free real- time and continuous change of parameters. If you wish to use this plug- in as a simple equalizer, you can choose to link mid/ side faders and get the same result as the standard Liny EQ. If you want a Left / Right equalizer, just set the center as Right and 'Mid' will become left and 'Side' Right.

Additional information about Mid/ Side processing and stereo widening can be found in [this paper](#).

The built- in Blue Cat's skinning engine enables you to skin this plug- in: adapt the user interface to your needs and customize the look of your Blue Cat's plugin! 3 skins are included in the install package. This web sites offers you to [download more skins](#) or learn how to [create new ones](#). It's all free!

Main Features

- Stereo Mid / Side Linear phase equalizer (no phase distortion).
- The equalizer can be placed with great precision in the stereo field.
- Separate Center / Sides equalizing for customized stereo widening or narrowing effect.
- customizable +-40 dB range.
- Two different EQ shapes available.
- Automatic gain compensation.
- Very short latency: 2.9 ms (128 samples at 44,1 kHz).
- Multiple channels link modes.
- Window opacity management: make the plugin window transparent.

Blue Cat Audio Standards:

- Supported platforms: **Mac- AU, Mac- RTAS, Mac- VST, Windows- DX, Windows- RTAS, Windows- VST, Win x64- DX, Win x64- VST.**
- Native DSP code for optimal performance.
- Skinnable user interface.
- **Smooth Update:** silent (zipper- free) parameters update.
- Full **automation** support (all parameters can be automated, with smooth and continuous update)
- **No CPU load on idle:** when the plugin is fed with silence, the processing smoothly shuts down, to optimize the CPU usage of your Digital Audio Workstation.
- Real time **MIDI control** with advanced settings (MIDI channel and CC numbers, with complete response curve control) and **MIDI learn.**
- Smooth Bypass: activate/ deactivate the plugin with absolutely no noise.
- Undo/ Redo.
- Import/ Export presets in a host independent format.
- Any sample rate supported.

System Requirements

PC

- Microsoft Windows XP, Vista or Windows 7.
- Any DirectX / VST / RTAS compatible host software - 32 or 64 bit.

Mac

- An Intel or PowerPC processor.
- Mac OS X Leopard (10.5) or Snow Leopard (10.6).
- Any VST / Audio Unit (32/64-bit) / RTAS compatible application.

For more information about supported platforms, see our [FAQ](#).

Installation

Blue Cat Audio plugins cannot be run standalone, they require a host application (see the [System Requirements](#) chapter for more information). Depending on which host application you use, you might need to install the plugins in different locations.

Windows

Install

Both DirectX and VST versions provide an install program. Follow the steps of the wizard to install the plugin on your machine. During the installation you will be asked where you want the plugin(s) to be installed. For the VST version you should install the plugin inside the VST plugins folder used by your host application(s). The default path set in the installer should work for most applications, but you should check your host software documentation to know where it looks for VST plugins.

Some applications will not automatically rescan the new plugins, so you might have to force a refresh of the plugins list.

Upgrade

When a new version of the plugin is released, just launch the new installer: it will update the current installation.

Mac

Install

On Mac the plugins are available as drive images. After download, double click on the file to open it. You can then drag and drop the plugin file(s) to the shortcut that is provided within the image. It will install the plugin(s) for all users on the machine.

In case you do not have admin rights on your Mac or if you want to install the plugin(s) to another directory, just copy the files to the appropriate location. If required, more information is available in the README.txt file that is included in the package.

Upgrade

When a new version of the plugin is released, open the new image and copy the files over the previous ones. The new version will replace the older one.

The User Interface

The Blue Cat's Widening Liny EQ effect is bundled with several skins that have similar layouts and exactly the same capabilities. The default skin is described below:



1. Main gain and EQ controls for the left channel: boost or cut frequency ranges from bass to treble.
2. Main gain and EQ controls for the right channel.
3. Auto gain mode: when auto gain mode is on, the overall gain of the plugin is automatically adjusted according to the maximum filter gain to keep the frequency response around 0dB. You can adjust this setting for each channel independently.
4. Channels link control:
 - the "on" switch enables/ disables the link between channels
 - Normal/ Mirror: in mirror mode, the gain value for both channels are reversed. It is very handy when you want to use the EQ as a balance between channels.
5. Adjust the position of the mid channel in the stereo field.
6. Choose the shape of the EQ curve.
7. The opacity of the plugin window can be changed by moving the slider (The result depends on the host application), in order to make it transparent.
8. Smooth bypass the plugin: turns the plugin on or off silently.
9. Choose the range of the controls: the dynamic range of the EQ can be set to 10, 20 or 40 dB depending on your needs.

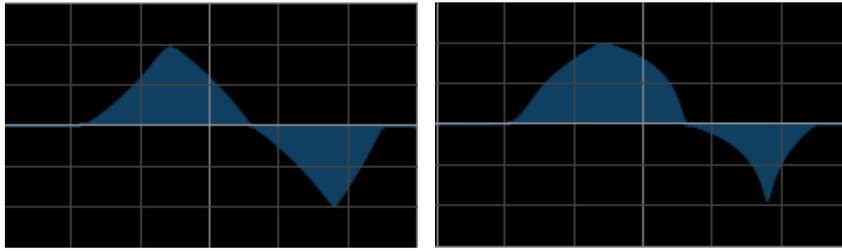
The various elements of the user interface (knobs, sliders, button...) are simple and intuitive to operate, but more information about how to interact with them is available in the "[Plugins Basics](#)" chapter of this manual.

Operation

Operating the EQ is straightforward: just moving the sliders will boost and cut the frequencies the way you want for each channel. To understand what the mid and side channels mean for this particular EQ, you should first read this [mid- side processing paper](#).

Choose your EQ shape

Blue Cat's Widening Liny EQ offers two types of EQ shapes that build the final curve, based on the boosts/ cuts you have chosen.



'Symmetric' (left) and 'Notch' (right) shapes for the same boost/ cut

Symmetric

With this shape boosts and cuts have the same bandwidth for a given frequency. This results in an unmodified spectrum if two EQs in series are setup with opposite settings.

Notch

With this shape boosts have a larger bandwidth than cuts for a given frequency. It lets you produce slightly sharper cuts in the spectrum.

This used to be the only shape available in the previous versions of the plugin, that's why this is the default value.

Linear Phase?

"Linear phase" is a particular property of the filters used in this EQ: it introduces phase shift in the signal that is proportional to the frequency. It makes the EQ sound more transparent because it does not introduce random phase shift across the spectrum: all frequencies are delayed by the same amount, so the overall waveform is not transformed.

Linear phase filters however sometimes introduce pre- ringing artefacts on transients because of the length of their kernel. Our particular implementation with a short optimized kernel reduces these artifacts as well as the latency for an optimal and transparent response.

Channels modes

Blue Cat's Widening Liny EQ by default operates as a two independent channels equalizer. You can however link the channels to change this behavior and use the plugin for different purposes.

Dual channels

With no link between the mid and side channels you can use the plugin to shape the spectrum of the center and sides of a stereo track independently. You can for example choose to reinforce bass on the center of a mix, and boost the highs on the sides to make it feel wider without yet making it too artificial.

Single Channel

When the M/ S link is enabled, the plugin behaves just like a single channel EQ: both channels are processed with the exact same settings.

Multi Bands Widener/ Narrower

If you enable the Mid/ Side link and use the "Mirror" function the plugin will behave as a multiple bands widening/ narrowing balance. Pushing the slider up of the mid channel will push the sound to the mid channel (narrowing the sound), whereas moving down will widen the stereo signal. We advise to us the "symmetric" mode for this usage.

Apply the effect at a chosen position in the stereo field

If you use only the mid EQ, you will by default modify the center of the stereo field. Thanks to the "center" parameter it is possible to adjust exactly where in the stereo field you want the effect to occur (and not only in the middle).

This chapter describes the basic features that are common to all our plugins. If you are already familiar with our products, you can skip this part.

User Interface Basics

About Skins

Like all Blue Cat Audio plugins, Blue Cat's Widening Liny EQ uses a skinnable user interface. It means that the appearance and behavior of the user interface can be entirely customized.

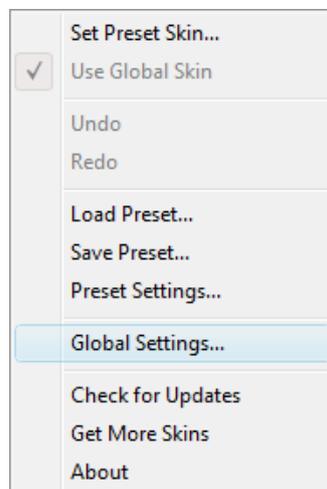
Especially with third party skins, the experience may be very different from the one offered by the default skins that we provide and which are described later in this manual. Our plugins and our skinning engine however have several standard features that will be available whatever your favorite skin. This is what this chapter will describe.

More information about custom skins can be found in the [skins section](#).

Main Toolbar and Menu

Menu

If you right click on the background of the plug-in, the following pop-up menu appears:



The description of the commands associated to each menu item are available below.

Toolbar

In some skins, an optional toolbar gives you access to the some of the functionalities of the main menu.

Icon	Name	Function
	Menu	Open the main menu
	Undo	Undo
	Redo	Redo
	Load	Load Preset
	Save	Save Preset
	Manual	User Manual
	About	About
	Website	Opens our website

Commands

The Commands available from the main menu or the toolbar are:

- **Set Preset Skin:** change the skin for the current preset.

- **Use Global Skin:** use the skin defined in the global settings for the current preset. This item is enabled only if a skin has been defined for the current preset.
- **Undo/ Redo:** undo or redo the latest modifications. This includes all changes made to the current preset settings.
- **Load Preset:** load preset from file.
- **Save Preset:** save current preset to file.
- **Presets Settings:** open the presets settings window. It enables you to change the skin and MIDI settings for the current preset.
- **Global Settings:** open the global settings window. It enables you to change the skin and MIDI settings that are used by default in all instances of the plugin.
- **User Manual:** open this user manual.
- **Check Updates:** check the updates for this software on our website.
- **Get More Skins:** get more skins for this software.
- **About:** displays the “about” dialog box.

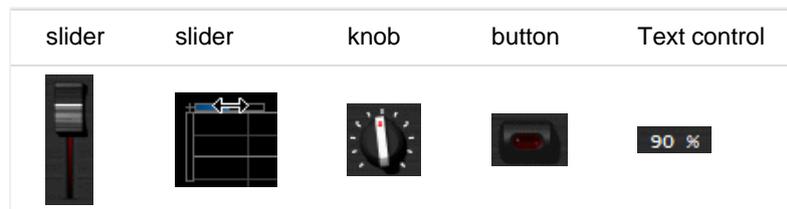
MIDI control

Blue Cat's Widening Liny EQ can also be remotely controlled via MIDI using MIDI CC ("Control Change") messages if your host application supports it. It is possible to customize the channel, control numbers and range used for each parameter in the MIDI settings panel available from the main menu (see the [Plugin Settings](#) chapter for more details).

Controls

Examples

Here are a few examples of typical controls you will encounter in the user interface of our plugins:



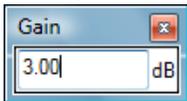
Interacting with Controls

You can interact with the controls of the plug-in interface either with the [mouse](#) or the [keyboard](#).

Setting the keyboard focus on a control (so that it responds to key strokes) may be automatic (when you pass the mouse over it it gets focus) or manual (you have to click on the control to set the focus on it). Note that all host applications behave differently regarding keyboard handling. In some applications you may not be able to use all keys described later in this manual to interact with our plugins. It is usually made obvious to you to know the active surfaces of the skin (the places where you can click with the mouse): the mouse cursor usually changes when you can do something on a control. In the default skins delivered with the plug-in, the cursor changes to a small hand or an arrow to tell you when your mouse is over an active control.

Mouse

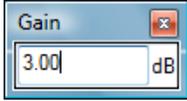
Various mouse movements will let you interact with the controls:

Mouse Interaction	Action
Left Click	Acquire focus and start dragging or push (button)
Left Click + Alt Key	Set the value to default
Left Double Click	Acquire focus and launch the “fine tuning” edit box (except button):
	
Right Click	Set the value to default
Mouse Wheel	Increment or decrement the position (focus required)
Mouse Drag	Change the control position depending on mouse movement (except button)

Keyboard

All control widgets support the following keys (note that some of them are caught by the host and thus never forwarded to the control. For example in Steinberg Cubase SX you cannot use the arrow keys to control the plugin):

Keys Common to All Controls

Key	Action
Up Arrow	Small increment of the position (up or right)
Down Arrow	Small increment of the position (down or left)
Left Arrow	Same as Down Arrow
Right Arrow	Same as Up Arrow
Page Up	Large increment of the position (up or right)
Page Down	Large decrement of the position (down or left)
+	Small increment of the value of the control
-	Small decrement of the value of the control
d	Set to default value (same as mouse right click)
e	Opens the 'fine tuning' window to precisely set the parameter: 
SHIFT	When the key is down, the fine tuning mode is on, and you can modify the value with better precision when moving the mouse, the mouse wheel or using the keyboard. Just release the key to get back to the normal mode.

Keys Specific to Buttons

Key	Action
Enter	Pushes the button

More

Check our [online tutorial](#) for more screenshots and more examples of our plugins user interfaces.

Blue Cat's Widening Liny EQ Parameters

All parameters described below can be automated and controlled via MIDI if your host application supports it. You can precisely define this behavior in the [settings panels](#) described later in this manual.

Param id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect.
dsp.input1	Center		Position of the virtual center for Mid/ Side channels computation. -100% is left and +100% is right.
dsp.input2	Gain (M)	dB	Main gain of the mid channel.
dsp.input3 to dsp.input11	Individual frequency bands gains (M)	dB	Gain for each frequency band of the mid channel.
dsp.input12	Shape	'symmetric' or 'Notch'	Shape of the filters for the mid channel. When set to 'symmetric', boosting and then cutting an EQ band by the same amount cancel each other. In Notch mode frequency cuts are narrower than boosts (for a notch filtering effect).
dsp.input13	Gain (S)	dB	Main gain of the side channel.
dsp.input14 to dsp.input22	Individual frequency bands gains (S)	dB	Gain for each frequency band of the side channel.
dsp.input23	Shape	'symmetric' or 'Notch'	Shape of the filters for the side channel. When set to 'symmetric', boosting and then cutting an EQ band by the same amount cancel each other. In Notch mode frequency cuts are narrower than boosts (for a notch filtering effect).

Note: the param id field is used when designing a new skin. See the [skins section](#) of this manual for more information.

Plugin Settings

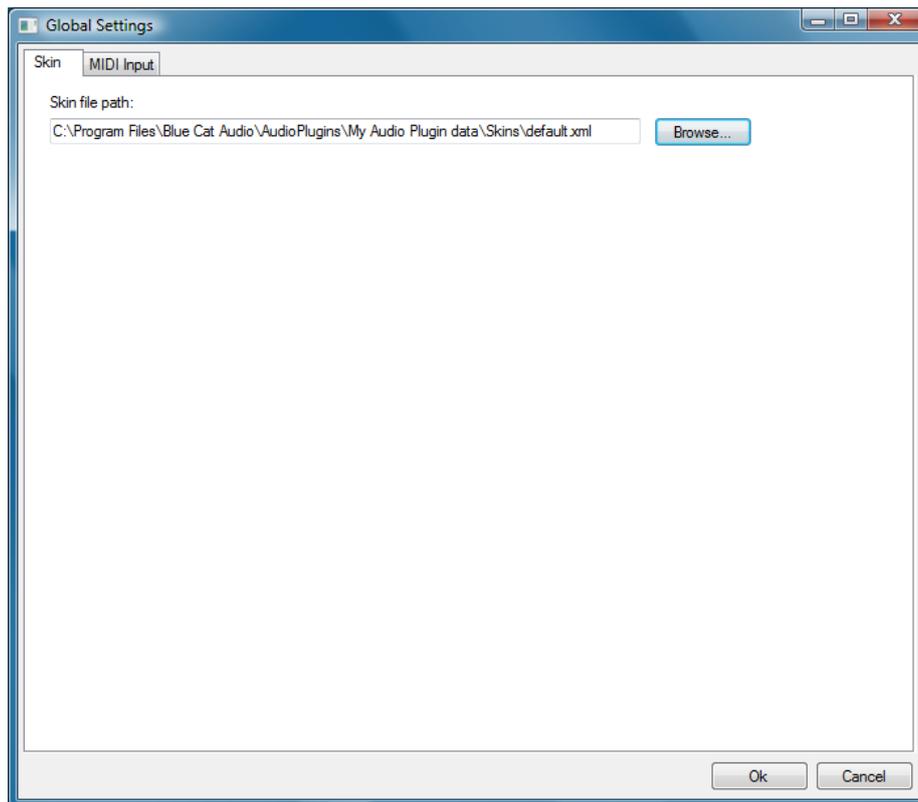
In addition to the controls offered in the main user interface, Blue Cat's Widening Liny EQ has various settings that let you fine tune the behavior of the plugin. You can choose to change these settings either for the current preset or globally for all instances of the plugin.

The Global Settings Window

The settings available in this window apply to all instances of the plug-in, for all presets. Consider these settings as “default” settings.

Global Skin

You can change the default skin for all instances of the plug-in: write the skin file path in the text edit box or click on the button to open a file chooser dialog. If you have several instances of the plug-in opened in your session, you will have to re-open the user interfaces of these plug-ins to see the skin change.

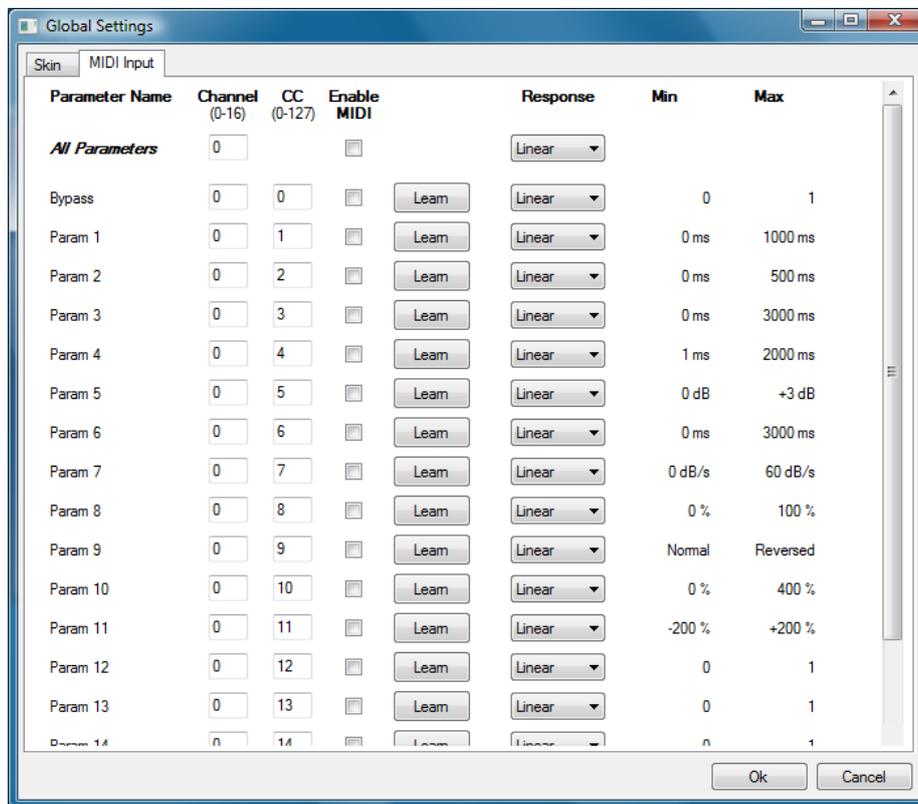


Global MIDI Input Settings

For each parameter you can define a default MIDI channel and CC number. You can then control the plug-in with an external MIDI controller or one of our plug-ins that generate MIDI messages.

The following settings are available for each plug-in parameter:

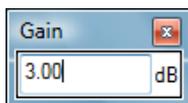
- Channel: MIDI Channel for the parameter control. If set to 0, the plug-ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- CC: Control Change Number.
- Learn: click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug-in will automatically set the MIDI Channel and CC Number.
- Enable MIDI: enable/ disable the MIDI control of the parameter.
- Response: response curve of the MIDI control: from very fast to slow control.
- Min: minimal value of the parameter when MIDI controlled.
- Max: Maximum value of the parameter when MIDI controlled.



(generic screen shot, does not correspond to the actual plug-in parameters)

Note: if the Min value is higher than the Max value, the response curve will be reversed: increasing the MIDI controller value will decrease the parameter value.

Note: if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:

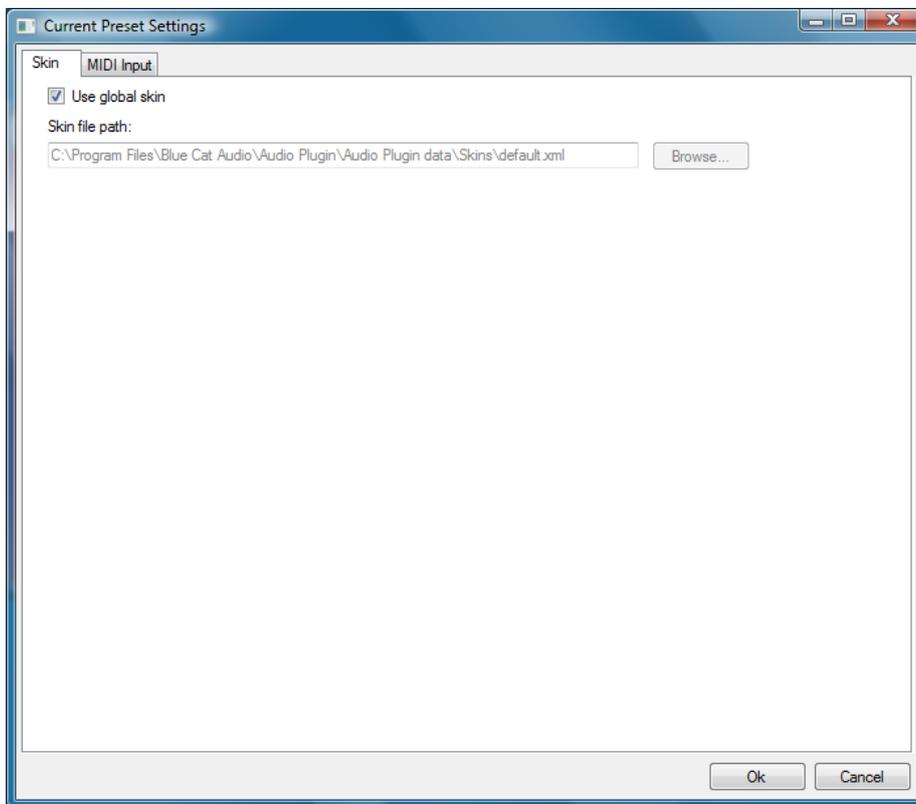


The Current Preset Settings Window

This window lets you change the settings for the current preset of the current plug-in only.

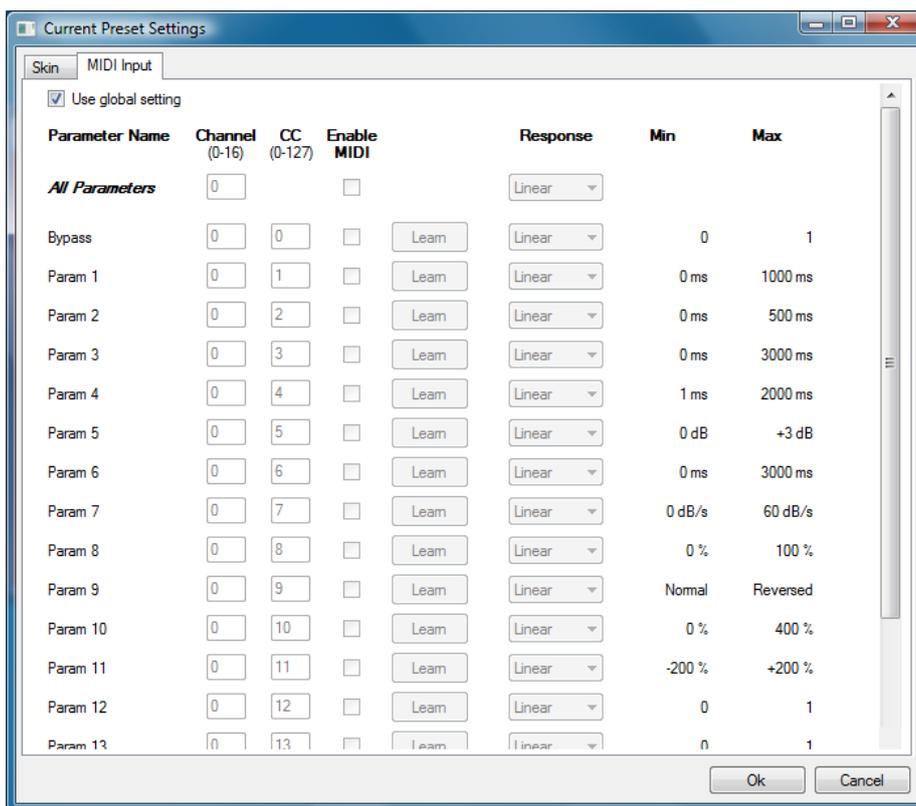
Preset Skin

You can choose to use the global skin setting or to change the skin for the current preset. This way you can have different skins for different instances of the plug-in in the same session in order to differentiate them.



Preset MIDI Input Settings

Use the global settings or override them for the current preset. The parameters are the same as for the [global MIDI input settings](#).



(generic screen shot, does not correspond to the actual plug-in parameters)

About Skins

Blue Cat's Widening Liny EQ integrates Blue Cat's skinning engine that allows you to customize the user interface. You can download new skins for your plug- in at the following address:

[http:// www.bluecataudio.com/ Skins/ Product_WideningLinyEQ](http://www.bluecataudio.com/Skins/Product_WideningLinyEQ)

If you don't find a skin that fits your need or if you want a really custom one, you can choose to create your own skin.

Changing the Skin

You have two ways to change the skin of your plug- in: you can change the default (or 'global') skin in the [global settings](#), or change the skin for the current preset only (either in the [preset settings page](#) or from the main menu). The global skin applies to all plug- in instances, whereas the current preset skin only applies to the current preset of the current plug- in instance.

See the main menu for more information about how to access these options.

On some hosts the plug- in window won't resize automatically when you choose a skin with a different size. In this case, just close the window and re- open it: it will be displayed with the right size.

Create a Custom Skin

You can create custom skins for your plug- in in order to adapt it to your exact needs. You can change its look and feel and make it completely integrated in your virtual studio!

Just read the [Blue Cat's Skinning Language manual](#) and download the samples for the tutorial on [http:// www.bluecataudio.com/ Skins](http://www.bluecataudio.com/Skins). You can get ready to create your own skins in a few minutes.

You can then [share your skins on our website](#).

Plug-ins Formats

What are DirectX (DX), Audio Unit (AU), RTAS and VST plugins?

VST, Audio Unit, RTAS and DirectX plugins are software components that can be used in "Host" Software (such as Cakewalk Sonar, Steinberg Cubase or Wavelab, Sony Vegas, Logic Pro, Garage Band, Ableton Live, Pro Tools...) in order to perform some MIDI and/ Or Audio real-time Processing tasks. To be more precise what we usually call DirectX plugins is actually a "DirectShow Filter". VST is owned by Steinberg, DirectX by Microsoft while Audio Units is the property of Apple Computers and RTAS is owned by Digidesign.

How can I use your plugins?

Download and install a host software, then download and install the plugins from our page. They will appear in the host "effects" menu. If you are using a DirectX host with our MIDI controllable plugins and they do not show up in your host list, you might need to use our freeware [DXi Manager](#). Note that our plug-ins are sometimes shown in the "MIDI controllable audio effects" or "soft synths" sections in some host applications.

Where can I find a host?

There are many commercial or freeware hosts that will suit your needs. You can find a long list of applications [here](#). You can also use demos of Cubase, Wavelab, Ableton Live, Tracktion, or Sonar software, which are usually available on the companies websites. On the Mac, Garage Band is part of the system and can be also used to host our Audio Unit plugins.

What are the main differences between DX, VST, RTAS and Audio Units?

VST is a protocol that works on several platforms (Mainly Windows, MacOS, BeOS, and some Linux platforms use it as well) whereas DirectX is Microsoft Windows only, and Audio Units are available only on the Mac. RTAS is available on Mac and PC, but only for Pro Tools products (Digidesign). VST, RTAS and Audio Units are dedicated to Audio processing whereas DirectX (DirectShow) enables you to manage any kind of streamed media (audio video, compressed data...).

What is the difference between DXi and DX effects?

DXi effects are MIDI controllable DirectX plugins. It's the same as DX effects plus MIDI control.

Which version (VST, Audio Unit, RTAS or DX) should I use in my host application?

Here is a list of host software and the version we recommend you to use. Many other applications are supported, check your application user manual to choose the best version (AU stands for "Audio Unit" and DX for "DirectX"):

Host Application	Plug-in Version
Cakewalk Products (Sonar, Project5...)	DX
Sony Products (Vegas, ACID, Soundforge)	DX for old versions, VST for new
Steinberg Products (Cubase, Nuendo, Wavelab)	VST (Mac or PC)
Ableton Live	VST (Mac or PC)
Adobe Audition	any
EnergyXT	VST
Magix Samplitude	VST
Digidesign Pro Tools	RTAS if available, any otherwise (RTAS adapter required)
Apple applications (Logic Pro, Logic Express, Garage Band...)	AU
...	

In general, we recommend using VST over Audio Unit on Mac (when both are supported), particularly for the plugins that can output automation or MIDI CC messages.

Where can I find more information about this topic?

- www.steinberg.net
- www.microsoft.com
- www.kvraudio.com
- www.apple.com
- www.digidesign.com

Installation

I have installed my software and it is not listed as an application. Why? What can I do? How can I launch it?

Most software you can purchase on this website is plugins for host applications. It means you need another application to use it. See the "Plug- ins Formats" section in this FAQ for more information.

I have installed my plug- in and it does not show up in my host application. What can I do?

First check that you application supports DirectX, Audio Unit or VST plug- ins.

If you are using the DirectX version, check that your host application supports DXi plug- ins (MIDI enabled DirectX plug- ins). If it does not, it may remove it from the DirectX plug- ins list (some applications such as Sony Vegas 5 and Cool Edit Pro are known to do this). In this case, use our [DXi Manager free utility](#) and disable the MIDI capabilities of the plug- in. You may need to reinstall the software again before it shows up into your host application. For more information about this topic please read our [DXi in Sony Vegas](#) tutorial (it is applicable to other applications than Sony Vegas).

If you are using the Direct X version and your host application supports DXi, check that the plug- in does not appear in the 'virtual synth' or 'synthesizers' category. If you wish not to use the MIDI capabilities of the plug- in and use it as a regular Direct X plug- in, you can download the freeware [DXi Manager](#) and disable the MIDI capabilities of the plug- in.

Why are there two plug- ins called xxxx(Mono) and xxxx(Stereo) installed ?

"Mono effects" (which are effects that do not make any difference between left and right channels) are bundled this way for performance reasons. Some developers just deliver a stereo Version which also processes (twice) mono streams. The "(Mono)" plug- in is to be used with mono streams, and the (Stereo) one with stereo streams. The effect itself is the same in both cases but the number of processed channels is different: this may drastically improve performance for CPU intensive plug- ins.

How do I uninstall my plug- ins?

Open the Windows configuration panel/ Add Remove Programs, and choose 'Remove' on the corresponding plug- in. If you have installed the VST plug- in zip file version, just delete the corresponding dlls.

Why do your plugins need an installer on Windows? Do they modify the registry or system settings? Why not providing just a dll?

Our plugins require several additional files for default settings, skins and miscellaneous data. We provide an installer for our customers convenience. Our installers do not modify the system settings or the Windows registry, except for the DirectX versions registration. Our installers won't harm your system.

Software Version

How do I know the version of the plug- in I am using?

You can see the version information in the about box: right click on the background of the plug- in user interface and select "About". The product version is also available in the Windows Add/ Remove Programs Window.

Why do newer versions of a plug- in override older ones (they have exact same name and IDs)?

Because newer versions improve previous ones. When a new version is released, older versions are not supported anymore. In some cases the new versions may be installed as new products (compatibility reasons, major changes...), but it is explicitly documented on the product page.

A new minor version of a product I purchased some time ago is available. Where can I download the update?

The new version can be downloaded from the same place where you downloaded the original version. All information is contained in the email you received when you purchased the product. Your registration number has not changed either.

Upgrade

A new minor version of my plugin has been released. Where can I download it?

When you purchased the plugin, an email containing the information to download and register your software has been sent to you. You can download the new version from the exact same location as the first time.

I have downloaded a new version, do I need to uninstall the previous version?

No, you don't, except if it's specified on the product page, in the "history" section. Just run the installer and it will upgrade your software.

Automation

What is "Parameters Automation"?

The parameters of an effect can be automated in most host software. It means that you can record the changes you do during playback or recording so that it's replayed when playing back again. It's a way of sequencing parameters changes the same way you do with Audio or MIDI data.

What is "Smooth Update"?

When changing parameter values in real time or replaying a song where parameters have been automated, our plugins compute intermediate values between parameter changes in order to avoid "clicks" and "pops" that may occur otherwise. It results in a non audible smooth parameters update and lets you freely use automation or MIDI control to change the effects in a song.

Do your plug- ins support MIDI Control?

Yes they do. They offer precise control over the mapping of MIDI Control Change (CC) messages to parameter values: you can adjust both the channel and CC number as well as the response curve of the control. Since some of our plug- ins are also capable of creating MIDI CC from the audio signal, they can all be connected for real time signal- dependent audio effects. See our [MIDI Control in Sonar](#) tutorial for an example.

This manual only covers the basics of Blue Cat's Widening Liny EQ. Our website offers many additional resources for your Blue Cat's Widening Liny EQ plugin and is constantly updated, so keep an eye on it! You will find below a few examples of available resources.

Extra Skins

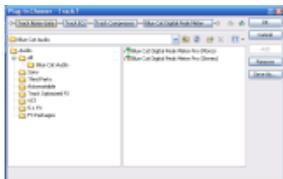
We encourage our customers to propose their own skins for our products and we often propose alternative skins to let you choose the one that best suits your needs. You can check Blue Cat's Widening Liny EQ [skins page](#) to get the latest skins.

There were no extra skins for Blue Cat's Widening Liny EQ when initially released, please check the [skins page](#) to see if new skins are now available.

Tutorials

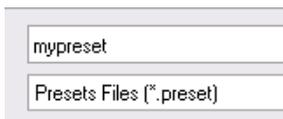
Many [Tutorials](#) are available on our website. They cover a wide range of topics and host applications. You will find below a list of tutorials that are related to the Blue Cat's Widening Liny EQ plugin. An updated list is also available [online](#).

Tutorial - Using DXi plug- ins in Sony Vegas



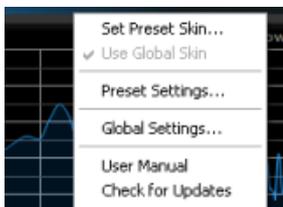
This tutorial will teach you how to use any DXi plug- in in Sony Vegas: Sony Vegas does not support MIDI automation, so if your plug- in supports the MIDI Dxi protocol, it is removed from the plug- ins l...[\[Read More...\]](#)

Tutorial - Export Plugin Presets to Share them with the Community



This tutorial shows you how to export your presets in order to share them with the community on the Blue Cat Audio website. This tutorial uses Blue Cat's Stereo Triple EQ for the demonstration bu...[\[Read More...\]](#)

Tutorial - Getting Started with Plugins User Interface



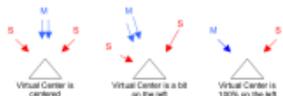
Get used to the user interface features of Blue Cat Audio products! They have been designed for an optimal workflow, so here are the tips and tricks to save time. All these functionalities are explain...[\[Read More...\]](#)

Tutorial - Using MIDI Control in Sonar



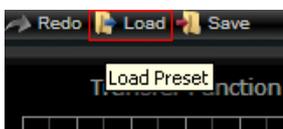
This tutorial will help you understand how to use parameters MIDI control in Cakewalk Sonar. It is applicable to any DXi plug- in (MIDI enabled DirectX plug- in)...[\[Read More...\]](#)

Tutorial - Mid Side Processing



Mid / Side processing explained. Download this tutorial as a pdf file ...[\[Read More...\]](#)

Tutorial - How to Use the Free Presets Available on this Website



This tutorial shows you how to get and load free presets for your favorite Blue Cat Audio plugin. This tutorial uses Blue Cat's Dynamics for the demonstration but is applicable to all our plugins...[\[Read More...\]](#)

Updates

As you can see in the [history log](#) below, we care about constantly updating our products in order to provide you with the latest technology available. Please visit often our website to check if Blue Cat's Widening Liny EQ has been updated, or subscribe to our [Newsletter](#) to keep you informed with the latest news about our products.

Versions History

- 2010/05/04 **V4.1**
- RTAS plugin format support for Pro Tools (Mac and Windows).
 - 64- bit applications support for Windows DX and VST under Windows x64.
 - Mac AU 64- bit format support (compatible with 64- bit Logic 9.1 on Snow Leopard)
 - Space bar does not trigger plug- in buttons anymore (avoids conflict with transport control in most applications).
 - Demo version now displays a nag screen only once per session, and only when opening the user interface of the plug- in.
 - Fixed MIDI learn issues.
 - Fixed issue with EQ curve type that was sometimes not properly recalled.
 - Mac: fixed user interface crashes in some hosts under Snow Leopard.
 - Mac: fixed keyboard/ mouse focus issues in some hosts.
 - Mac: fixed multiple screens issue.
 - Mac- AU: fixed settings lost issue when doing offline rendering in some applications.
 - Mac AU: output parameters routing now works for more than one instance in Logic Pro's Environment.
 - Mac AU: fixed output parameters that could exceed defined range and not record properly as automation curves.
- 2009/05/05 **V4.01**
- Mac VST update: fixed incompatibility issues with Cubase 5 on Mac.
- 2009/03/09 **V4.0**
- Mac Audio Unit support.
 - Mac VST Support.
 - New user interface design.
 - The plugin now offers two types of EQ curves.
 - EQ range is now customizable.
 - Undo/ Redo support.
 - Preset import/ export in a host independent format.
 - Window opacity control for plugin transparency.
 - New Windows installer.
 - New documentation.
 - This version is installed as a new plugin because of the new parameters. You can keep the previous version and this one side by side.
- 2006/11/29 **V3.0**
- Advanced MIDI control with customizable parameters curve response and MIDI learn.
 - Now supports Blue Cat's Skinning language 1.2.4 with several skins per session.
 - Parameters can be fine tuned when the shift key is down, which offers a .1 dB gain resolution.
 - CPU efficiency improvement: no processing occurs when input is silent.
 - Settings window now loads faster.
 - (Bug fix): in some plug- in adapters (such as FxPansion's VST to RTAS adapter) the GUI did not display properly when first loaded.
 - (Bug fix): when reinstalling the software in another directory, the "skin not found" message was displayed.
 - *Warning*: because it now supports MIDI events, the DirectX plug- in may appear in the "Synth" or "DXi" category instead of "effects" in some hosts (such as Cakewalk Sonar). If it does not appear in you host, you might want to use our [DXi Manager](#) to de- activate MIDI features.
 - *Warning*: this new version breaks the presets compatibility.
- 2006/06/19 **V2.0**
- New skinnable user interface, with several skins included.
 - Blue Cat's Skinning Language 1.1 support, for an easy user interface customization.
 - User manual available from the user interface.
 - (Bug fix): no more constant -3dB offset on global gain.
 - (Bug fix): the VST version now reports the latency to the host.
- 2005/06/17 **V1.2**
- Brand new GUI and name change (used to be 'Panning Liny EQ').
- 2005/05/17 **V1.1**
- Right clicking on a slider now sets the default value of the parameter
 - (Bug fix): smooth update mechanism did not work properly on very fast variations
- 2005/04/19 **V1.0**
- First release.

Thanks again for choosing our solutions!

See you soon on www.bluecataudio.com!

