

# smart:EQ 4

A new angle on EQ

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smart:EQ 4 is an intelligent EQ that analyzes your audio material and uses AI to equalize it in order to correct spectral problems and achieve tonal balance.

The innovative tool also works across channels and offers hierarchical control over multiple tracks through automatic spectral mixing. So, unlike conventional EQs that leave the context of a mix out of any processing, smart:EQ 4 pushes towards a holistic approach.

For an optimized workflow, multiple instances of smart:EQ 4 can even be remotely controlled from a single plug-in window, allowing to always keep the bigger picture in mind when mixing.

## Main features

- smart:filter technology for intelligent cross-channel processing and spectral balance in single tracks or busses
- spectral mixing via drag & drop – group view for creating a sonic hierarchy of up to 10 tracks
- remote EQ control of multiple tracks from group view
- wide range of profiles for instruments/speech as well as entire mixes and option to create custom profiles from reference tracks

## System requirements

### CPU

Intel Core i5  
Apple M1

### RAM

4GB

### Operating systems

Windows 10+ (64 bit)  
Mac OS 10.14+

### Graphics

OpenGL Version 3.2+



You will need admin privileges to successfully install the smart:EQ 4 plug-in.

## Mac OSX

To start the installation process, please open the disk image **sonible\_smarteq4\_osx\_x.x.x.dmg**. This will mount the image and open a finder window showing the content of the installation package.

To install smart:EQ 4 on your system, run the installation file **smarteq4.pkg**.

The installer will now guide you through the necessary steps to install smart:EQ 4 on your computer. smart:EQ 4 will automatically be installed in the default locations for audio plug-ins.

Default folders:

### Audio Unit

`/Library/Audio/Plug-Ins/Components/`

### VST

`/Library/Audio/Plug-Ins/VST/`

### VST3

`/Library/Audio/Plug-Ins/VST3/`

### AAX

`/Library/Application Support/Avid/Audio/Plug-Ins/`

## Windows

To start the installation process, extract the downloaded zip-file **sonible\_smarteq4\_win\_x.x.x.zip** onto your hard disk and run the installer.

The installer will now guide you through the necessary steps to install smart:EQ 4 on your computer. smart:EQ 4 will automatically be installed in the default locations for audio plug-ins.

Default folders:

### VST3

`C:\Program Files\Common Files\VST3\`

### VST

`C:\Program Files\Common Files\VST\`

### AAX

`C:\Program Files\Common Files\Avid\Audio\Plug-Ins`

## Licensing system

You can select between two licensing systems: machine-based or iLok (USB dongle).

By creating a user account on [www.sonible.com](http://www.sonible.com) and registering your products – if they are not already visible in your Dashboard, you can manage your plug-in activations.

### Machine-based

Each license key allows you to install smart:EQ 4 on two computers with unique system IDs. These system IDs are computed during license activation.

The same license can be used by multiple users, but each user has to individually unlock the full version of smart:EQ 4 under their account.

In case a system-ID is changed (e.g. replacement of the hard drive), you can revoke/activate the plug-in next to the respective system-ID in the Dashboard of your sonible user account.

### iLok

If you want to transfer one activation to your iLok, just make sure the plug-in is registered in your sonible user account. Click on the button „transfer to iLok“ next to the plug-in in your Dashboard and follow the instructions.

Note: 1st gen iLok dongles are currently not supported.

## Unlocking

If you purchased a license for smart:EQ 4 online, you receive your license key via email.

### Machine-based unlocking

When opening smart:EQ 4 for the first time, a notification window will be displayed asking you to unlock smart:EQ 4 with a valid license key.

Please make sure that your computer is connected to the internet before starting the registration process.

Enter your license key and click „register.“ The plug-in will now communicate with our server to check if the license is valid. If it is – enjoy! :)

### iLok

If you transferred your license to an iLok, simply attach the iLok to your computer. The plug-in will then be automatically registered – enjoy!

If you don't receive the email within minutes please check your junk folder first before contacting our support ([support@sonible.com](mailto:support@sonible.com)).

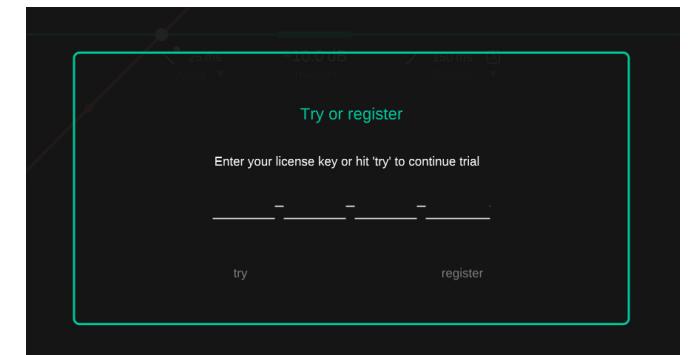
## Trial version

To run smart:EQ 4 in demo-mode, simply click "try" and you will then be able to use smart:EQ 4 for a couple of days without any limitations. (Please refer to our website to find out more about the current demo period of smart:EQ 4)

When the demo period expires, you will need to purchase a full license in order to continue using the plug-in.

### Internet connection requirements

sonible plug-ins only needs an internet connection during the trial period and for initial license activation. During the trial period, the plug-in needs to go online every time it is used. Once the license of your plug-in has successfully been activated, an internet connection is no longer needed.



Product	License Key	Type	Description	Status	Date	Action
smart:EQ 4 <a href="#">Download</a>	XXXX-XXXX-XXXX-XXXX			not activated		<a href="#">transfer to iLok</a>

The track view is the default view for smart:EQ 4. It allows to add and manage filters, learn a new smart:filter and control the main parameters for cross-channel processing.

### Learning

Select a profile or reference track and learn a new smart:filter.

### States & Presets

Store up to 8 different plug-in states for easy A, B, C, ... comparison or save all settings (including all states) as a preset.

### Group View

Manage the impact of cross-channel processing and change the layers (front, mid, back) for all group members.

### Settings

Access the settings page to manage user profiles, control global plug-in settings or read your licensing information.

### Main Display

Double click to add a new standard filter at a certain gain and frequency position and click the filter thumb to show an extended filter control widget.

### Adapt Display Range

To change the gain range of your EQ display, simply drag the top value of the gain scale up or down. Be aware that this does not affect the processing in any way – it is only a visual aid for more precise handling.



### Bypass & Reset

Bypass the processing of the plug-in or reset the plug-in to its default state.

### Filter Parameter Section

Monitor and control the parameters of the currently selected filter and fine-tune the settings of dynamic filters.

### Output Section

Select the processing mode (linear phase, minimum phase) for all filters and control the mid/side balance. Enable auto gain for automatic gain compensation.

The smart:filter is smart:EQ 4's secret weapon. It helps to create a spectral balance in single audio tracks and assists you in establishing transparent arrangements of multiple tracks with intelligent cross-channel processing.

### Learning a new smart:filter

During a short learning phase, the plug-in learns which areas of the frequency spectrum need attention – and when the plug-in is part of a group of multiple smart:EQ 4 instances, it also checks potential spectral masking problems between all group members.

#### Step 1: Select a Profile

A profile calibrates the processing of smart:EQ 4's smart:filter to a specific sound source. You can always start the learning process with the "Universal" profile and switch to a more specific profile later. Please refer to the section "Working with Profiles" for more information.

#### Step 2: Start the audio playback & initiate learning

smart:EQ 4 needs an incoming audio signal for the learning process. Once the playback has started, click the green record button. The pulsating record icon and a progress bar inside the profile dropdown as well as a circular learning animation indicate that smart:EQ 4 is actively learning from your signal.

#### Step 3: Get your results

After a learning time of about 10 seconds, smart:EQ 4 is ready to deliver a result. If you did not define a longer learning time on the settings page (see below), the corrective smart:filter will automatically be applied when this minimum learning time is over.



Filter Parameter Section

## Maximum learning time

The minimum amount of time that smart:EQ 4 needs to listen to your signal to compute a smart:filter is about 6 seconds. Per default, the smart:filter is automatically computed after this minimum learning time is over.

- If you want smart:EQ 4 to optionally listen for a longer period to your signal, you can choose a longer maximum learning time on the settings page.
- If a learning time >6 seconds is set, you can either retrieve your result at any time after the minimum learning time is over (by clicking the "Get result" button) - or you can wait until the maximum learning time is over.

## Slope

Hover over the small white thumbs left and right of the curve and use your mouse-wheel to change the respective slope.

## Processing Mode

Depending on its mode, the smart:filter either only tries to fix imbalances of the current track or it also takes potential masking problems with other tracks into account.

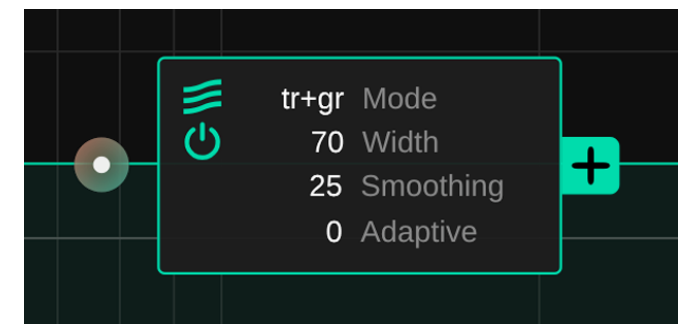
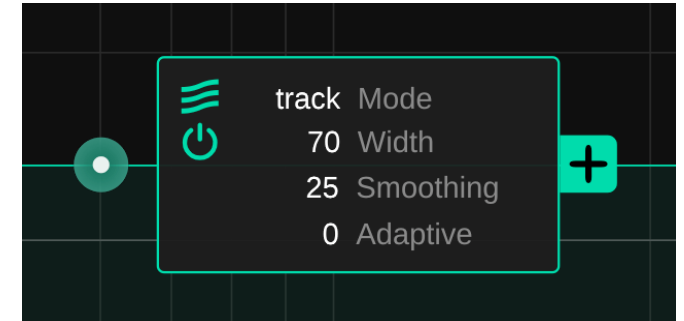
- In **track mode**, the smart:filter only looks at spectral imbalances and problems of the current track. Potential masking problems with other group members are ignored. This mode is the only available mode when a smart:EQ 4 instance is not part of a group.

Even when the plug-in is a part of a group, you may want to use this mode if you do not want other instances to have an impact on the sound of the current track.

- In **group mode**, the smart:filter only checks potential masking issues with other group members, but does not try to fix spectral imbalances within the track itself. This mode is only available when the plug-in is part of a group.

Use this mode if you want to stick to the overall sound of a track and only want to embed it a bit smoother into a group of multiple tracks.

- In **track & group (tr+gr) mode**, the smart:filter looks at spectral imbalances of the current track as well as potential masking problems with other group members. This is the default mode as soon as a plug-in instance joins a group.





The impact of the smart:filter can be controlled via the smart:filter weighting curve. The curve looks similar to a standard filter, but it lets you control the level of the underlying smart:filter.

Similar to all standard filters, the weighting curve can be controlled using the interactive filter thumb, a smart:filter widget (expandable by a click on the thumb) or via the parameter section.

## Center Frequency

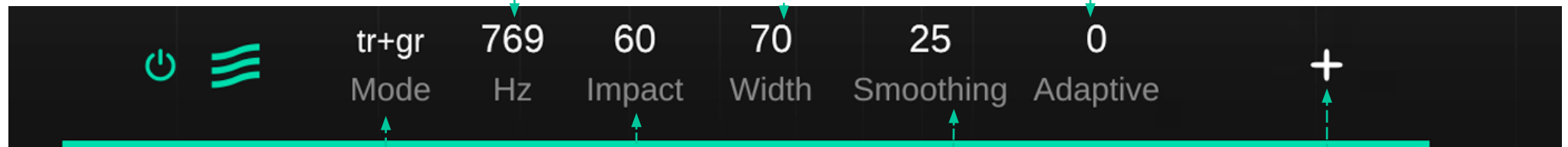
Type in a specific value or move the thumb left or right to select the frequency region where the smart:filter should be applied.

## Width

Increase the value or hover over the thumb and move the mouse-wheel to change the overall width of the curve. You can also extend the width of the curve by horizontally moving the small white thumbs on the left and right side of the curve.

## Dynamic

Increase the dynamic value for a continuous adaption. With a dynamic value  $>0$ , smart:EQ 4 continuously adapts the computed smart:filter to the incoming audio signal. This helps to maintain maximum consistency when working with heterogeneous audio content.



## Mode

Choose a processing mode for your smart:filter – track, group or track and group (tr&gr).

Depending on the mode, the filter thumb and the weighting curve change their color:

- **track:** the thumb and weighting curve are green
- **group:** the thumb and weighting curve are the color of the group
- **track & group:** the thumb shows a gradient in the color of the group

## Impact level

Change the value or move the thumb up or down to increase or decrease the impact of the smart:filter. You can even use negative impact values, if you want to increase the spectral heterogeneity of a track.

## Smoothing

The smoothing parameter allows to apply a continuous smoothing to the computed smart:filter. Smoothing may be used to remove little bumps and small spikes that might occur in high frequency regions.

## Add a second weighting curve

Click the plus icon in the smart:filter widget or the filter parameter section to split the current curve. Splitting the weighting curve helps if you want to use different settings for the smart:filter in different frequency regions.

You can also split the weighting curve and set one curve to track mode and the other one to group mode. That way, you can apply the track processing and the group processing to different frequency regions.

The second weighting curve can be removed by clicking the trash can icon that will now occur in place of the plus icon.

A profile primes the processing of smart:EQ 4 for a certain sound source. Different profiles ensure a more focused processing of the plug-in as per the nature of the input signal.

smart:EQ 4 is equipped with a list of well-designed factory profiles for common instruments and entire mixes. You can also generate your own user profiles (based on reference tracks) which you can even share with friends.

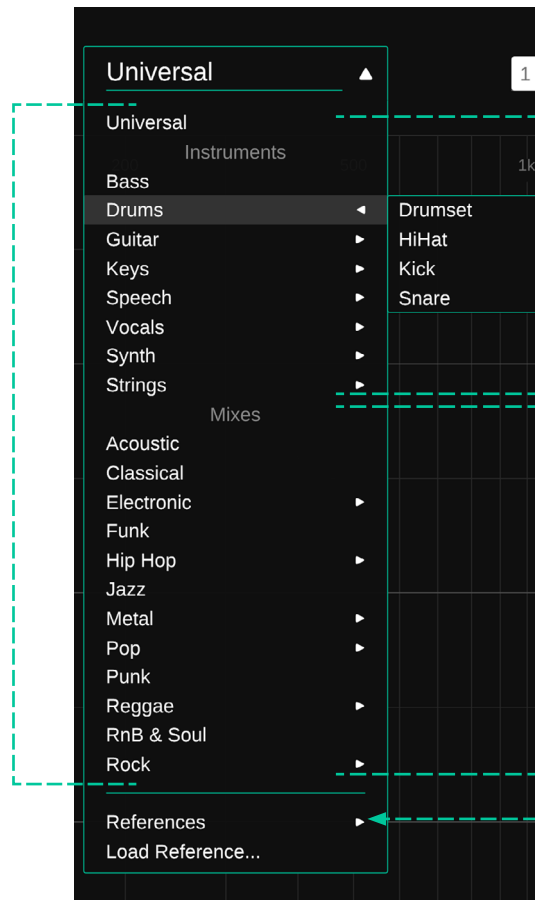
### Universal Profile

The Universal profile is the default profile and it is the pre-selected profile when a new instance of smart:EQ 4 is loaded. As the name suggests, the profile does not focus on any instrument type or genre, but tries to identify and fix general spectral deficiencies of the input signal.

While the Universal profile can be a good choice when no other profile fits your input source, instrument or mix specific profiles typically lead to better results.

### Factory Profiles

A factory profile is the perfect starting point to prime the processing of smart:EQ 4 for a specific source signal.



### Instrument Profiles

Instrument profiles are designed to be used on single instrument tracks (including vocal or speech tracks), or instrument busses. Selecting the right profile for your input source guarantees that smart:EQ 4 correctly interprets the observed input data.

### Mix Profiles

Mix profiles are designed to be used on entire mixes. The list of available mix profiles is split into different genres, helping to make sure that smart:EQ 4 aims at the right overall spectral balance of a mix.

### Reference Profiles (profiles created from a reference track)

If you want your track or mix to sound similar to an existing audio file, you can create a new profile from this file. Using a reference track can be helpful when trying to re-create a certain sound or when working with audio sources that are not covered by smart:EQ 4's list of factory profiles.

## Step 1

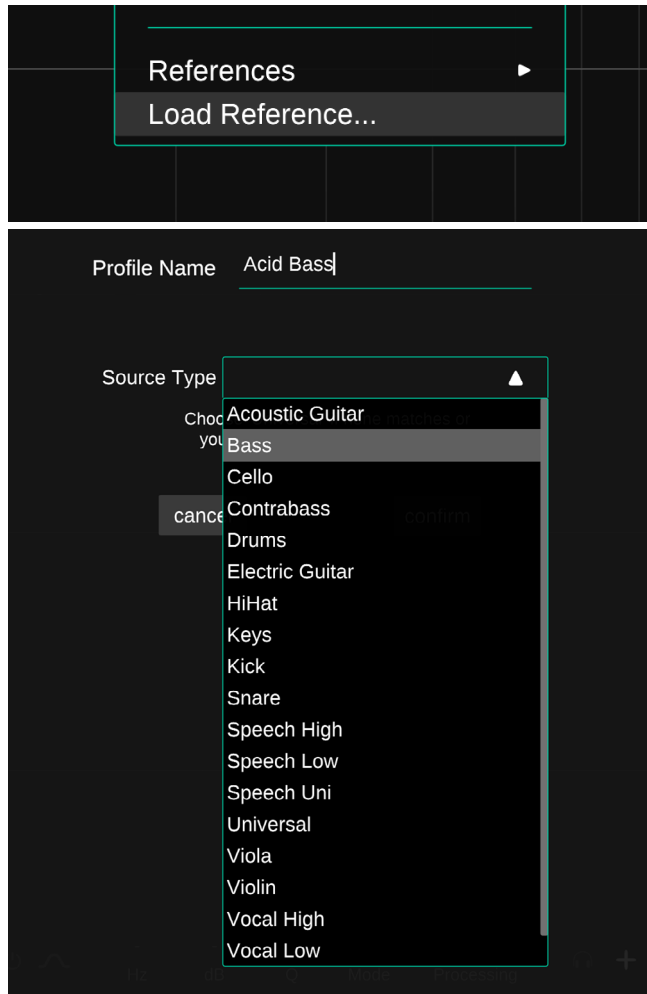
Click "Load Reference" in the profile drop-down and select an audio file that represents the target sound you are aiming for. Alternatively, you can also simply drag & drop an audio file onto the plug-in window. smart:EQ 4 will immediately start to analyze your reference track.

## Step 2

To help smart:EQ 4 optimize its internal processing for the chosen reference, we recommend to let the plug-in know which factory profile most closely matches the characteristics of the chosen reference. Please note that you will not be able to change the closest matching profile once a reference profile has been created.

- For instruments or busses, select the best matching instrument profile.
- For any mix, select the Universal profile.
- If no factory profile even remotely matches your reference track, simply stick to the Universal profile.

It's recommended to give your reference track profile a meaningful name. Per default, the name of the chosen audio file is used as the profile name.



### Add a new standard filter

To add a new filter at a specific position (gain and frequency), simply double-click anywhere in the equalizer display.

### Remove a standard filter

To delete a filter, double-click on the filter thumb or use the trash can in the filter widget or the filter parameter section.

### Dynamic Filter Widget

### Filter Parameter Section

The filter parameter section allows to control and monitor all parameters of standard filters. The parameters can be changed by dragging the values up and down or by entering exact values. A double-click resets a parameter to its default value.

### Filter Widget

Hover over the filter thumb to display the filter widget.

- ID of the filter (needed for automation)
- current filter type (click to change type)
- listen to frequency range of filter
- delete filter
- switch processing mode between stereo and mid or side
- enable dynamic processing



The following parameters can directly be controlled using the interactive filter thumb:

- horizontal or vertical drag
- mouse wheel (on hover) or alt key + vertical drag
- shift key
- hover over thumb
- right click on thumb
- double click

- frequency and gain**
- Q value (width of filter)**
- lock frequency**
- open filter widget**
- disable filter**
- delete filter**

*\*You can enable the option "solo on touch" on the settings page. If enabled, the plug-in will automatically solo a filter when moving the respective thumb.*

When a filter is selected, all its parameters can be controlled and monitored via the main filter parameter section at the bottom of the EQ window. Additionally, hovering over the filter thumb displays a filter widget (see below).

### Dynamic Processing Mode

Switching the processing mode of a filter from static to dynamic allows to dynamically change the gain of a filter depending on the level of the input signal in the frequency range of the filter. A filter can be switched to dynamic processing mode using the filter widget or the filter parameter section.

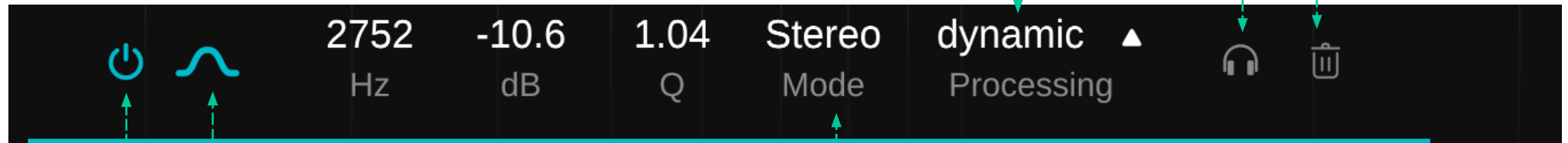
To fine-tune the dynamic processing, hover over the parameter to show the dynamic filter widget.

### Solo Band

Solo the frequency range of the filter band.

### Trash Can

Delete a filter by clicking the trash can icon.



**On/Off Button**  
enable / disable filter

**Filter Icon**  
hover over the icon to select filter type (low cut, low shelf, bell, flat-top, tilt, high shelf, high cut)

**Mid or Side Mode**  
As soon as a filter is set to mid or side mode, the sum curve inside the equalizer display will be split into two curves: a yellow one indicating the current sum curve for the side signal and a white one for the mid signal.

**Range**

The range defines the maximum (positive or negative) gain offset in dB applied by the dynamic filter. As soon as the level observed by the filter exceeds the chosen threshold, the dynamic gain is gradually applied.

For example, if the original gain of a filter is set to 3dB and the range of the dynamic filter is set to 3dB, the overall gain will maximal reach 6dB (3dB gain + 3dB dynamic gain offset).

**Ratio**

The ratio defines by how much the signal energy has to exceed the threshold in order to reach the maximum dynamic gain defined by the range value.

- If the ratio is set to a **high value** (e.g. 1:10) the maximum gain offset is reached quickly, even if the signal energy is only slightly above the threshold value.
- If the ratio is set to a **low value** (e.g. 1:1,5) the maximum gain offset is only reached if the signal significantly exceeds the chosen threshold value.

**Threshold**

The threshold defines the detection threshold for the dynamic filter. If the signal level in the frequency range of the filter exceeds this threshold, the gain offset of the dynamic filter (defined by the range parameter) is gradually applied.

**Attack**

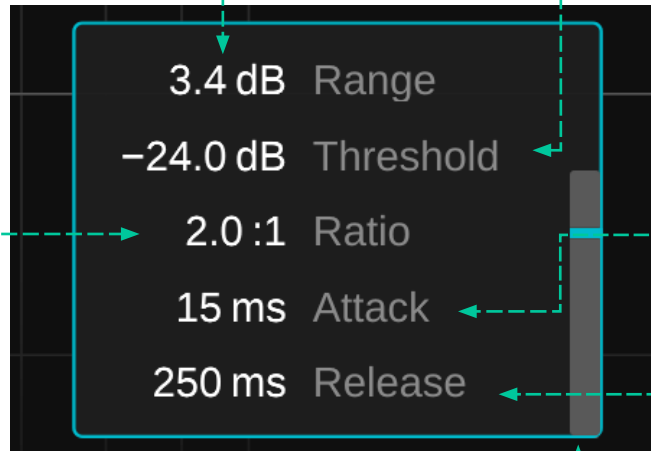
The attack defines the time it takes for the dynamic filter to apply the maximum gain offset after the signal has exceeded the threshold level.

**Release**

The release defines the time it takes for the dynamic gain to return to zero after the signal has fallen below the threshold level.

**Mini-Meter**

The mini meter shows the level of the input signal in the frequency range of the dynamic filter. The current threshold value is indicated by a small indicator line.

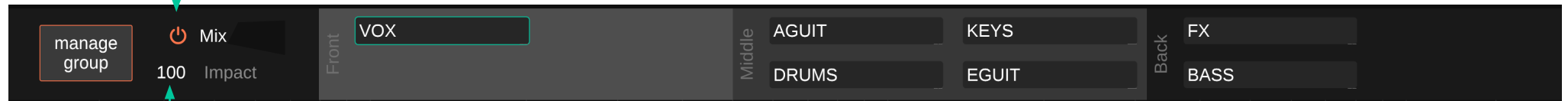


The group section appears once a plug-in instance has been added to a group. The section allows to control the impact of the cross-channel processing directly from Track View.

- Enable/disable cross-channel processing.
- Drag & drop instances left or right to quickly change the unmasking hierarchy of your group and rename instances.
- Please switch to Group view to add/remove group members or to remotely control all group members.

### Group on/off

Enable and disable cross-channel processing to evaluate the impact of the group filter. If disabled, all smart:filters will ignore the group information.



### Group Impact

Control the impact of the cross-channel processing. The higher the value, the more impact the cross-channel processing will have on the computed smart:filters of all group members.

### Switching layers

To change the hierarchy of tracks, simply drag and drop the respective track info box into the desired layer container. This will immediately update the smart:filters of all group members, incorporating the new hierarchy into their spectral structure. You can also switch layers directly in Track View.

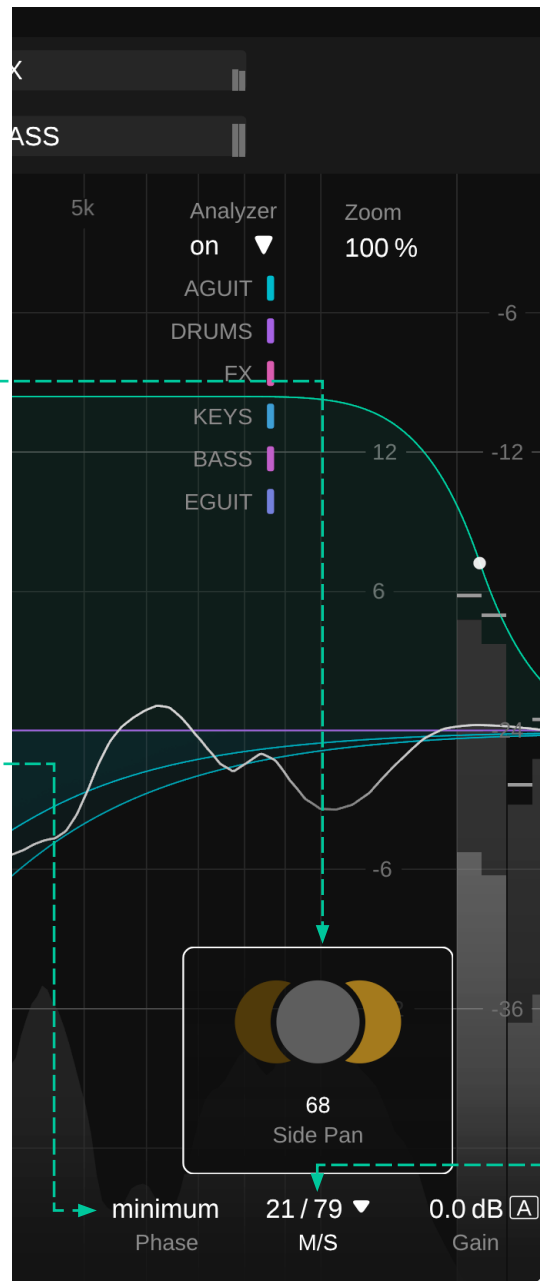
### Side Pan

To show the side pan parameter, hover over the M/S parameter. The side pan slider allows to pan the side signal to either the left or right stereo channel. This way, the ambient components of a stereo track (side signal) can be panned without affecting the stable center (mid signal).

### Filter Phase

Choose the processing mode for all filters.

- linear:** In linear phase mode, smart:EQ 4 will not change the phase of your signal. This mode is ideal if you are working with entire mixes or harmonic instruments and if processing latency is not an issue. In linear phase mode, the plug-in has a processing latency of approx. 70ms.
- minimum:** In minimum phase mode, smart:EQ 4 switches to zero-latency processing. This mode is ideal if you want to use smart:EQ 4 in a live setting or during recording sessions. Minimum phase mode can also be beneficial when working with highly transient signals.



### M/S processing

smart:EQ 4 offers full M/S processing. Each filter can either be used in stereo, mid or side mode. Additionally, the output section offers a very simple option for controlling the stereo image using the M/S balance and the side pan slider. Please note that these sliders can be used even if all filters have been set to stereo mode.

### M/S Balance

The M/S balance slider allows you to freely adjust the relation of the mid and side signal in the stereo output. Using the controller, it is easy to play with the spaciousness of a recording (e.g. more side signal typically boosts all ambient components) or to "tighten up" a mix (e.g. more mid signal boosts the correlated/ direct components).

### (Automatic) Output gain

The output gain allows to change the overall output level of your signal. You can click the little „A“ button next to the output gain value, to enable automatic gain compensation.

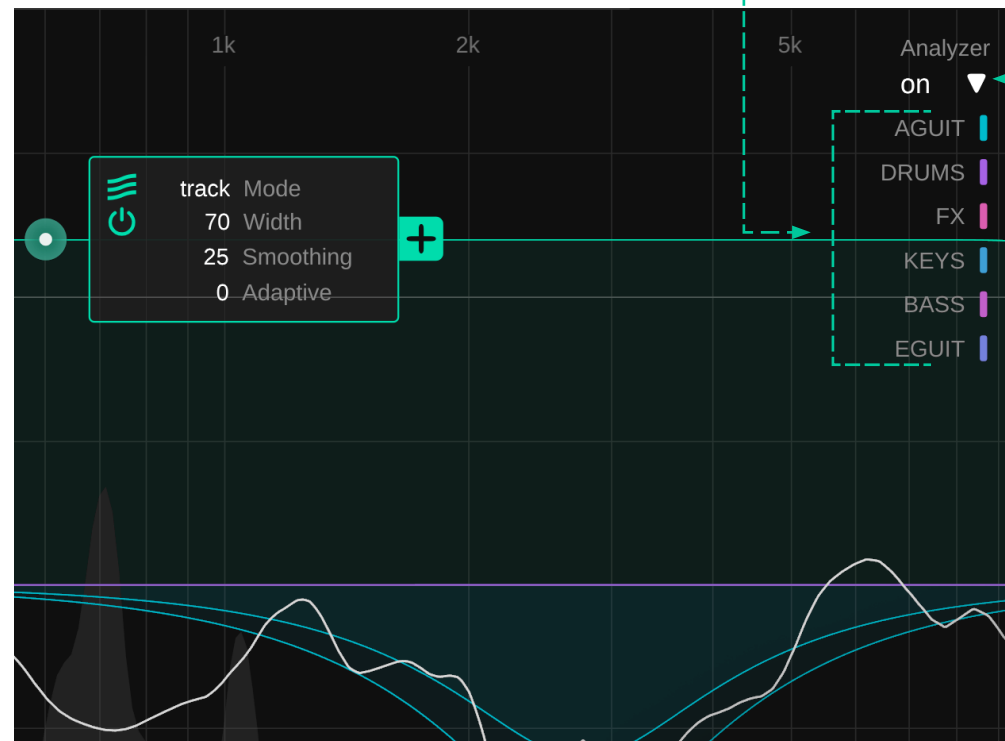
When automatic gain compensation is enabled, the plug-in will automatically adapt the output gain in a way that level changes due to equalization are level-compensated.

For example, if you are only boosting a certain frequency region without lowering another region, the overall level of your signal will increase. The automatic output gain will try to compensate for this boost, allowing to have a constant input and output level, independent of the applied EQ curve.



The analyzer allows to monitor the input and output spectrum of your current instance and all group members.

- Click to enable/disable the spectral analyzer
- Hover over the parameter to display the analyzer widget



## Sources

When an instance of smart:EQ 4 is part of a group, you'll be able to display a color coded real-time spectrum for every member of your group. Toggle instances on/off by clicking their name.

## Analyzer widget

Access the analyzer widget by hovering over the on/off parameter.

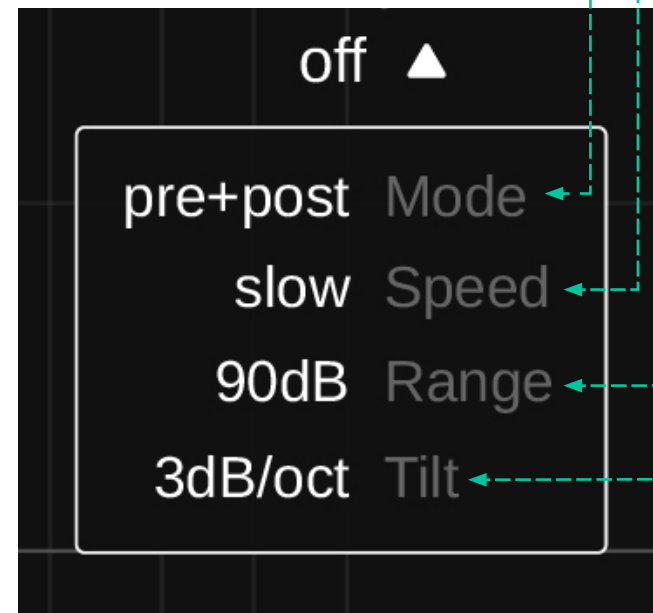
## Mode

Switch the analyzer mode between "pre" (pre-filter), "post" (post-filter), "both" (pre & post) or "off".

## Speed

Change the ballistics of the analyzer between "slow", "fast" or "average".

When "avg" is enabled, the analyzer will compute the average spectrum over the entire observation period.



## Display Range

Select a display range for the analyzer. Increasing the display range helps to adapt the analyzer to the level of the input signal(s).

## Roll-off / Tilt

Select a roll-off for the analyzer. Depending on the roll-off, white noise will either be displayed as a flat line, or as a line increasing by the respective roll-off value per octave.

One of smart:EQ 4's main features is its ability to easily create a hierarchical arrangement of up to 10 tracks using intelligent cross-channel processing. When a plug-in becomes part of a group, its smart:filter automatically incorporates the information from other group members into the computed smart:filter curve (if the filter is set to group or track & group mode).

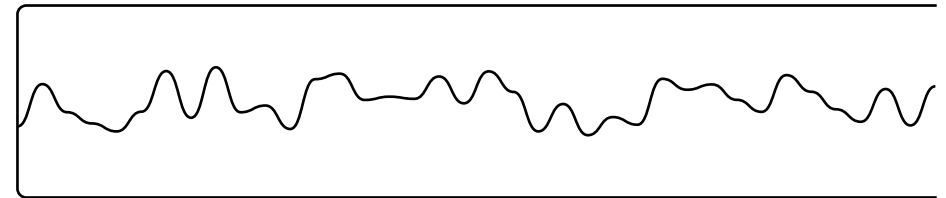
## How does it work?

Multiple instances of smart:EQ 4 loaded into different channels are able to communicate and share data among each other.

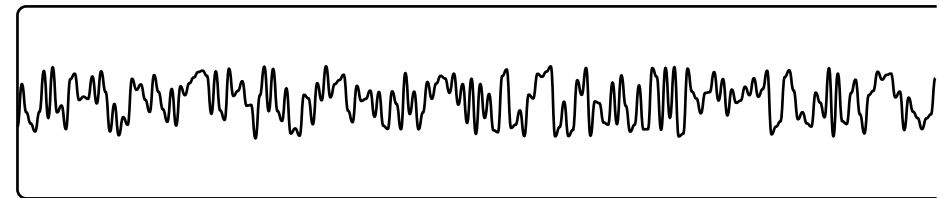
When a group is created, smart:EQ 4 combines the spectral information from all tracks added to the group in order to detect and amend masking effects. Using spectral mixing techniques, the grouped tracks can be arranged in a hierarchy of three layers and each track gets its assigned space within a transparent arrangement. This way, smart:EQ 4 helps to avoid cluttered and clashing frequency regions when computing new smart:filters.



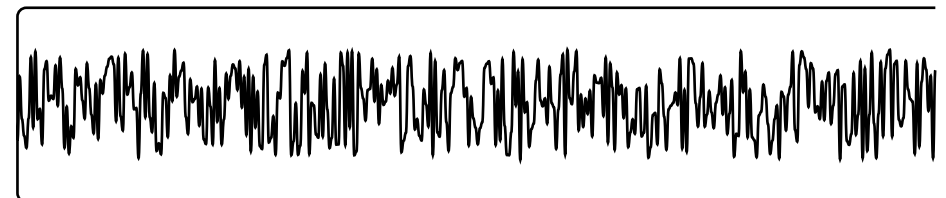
Track 1



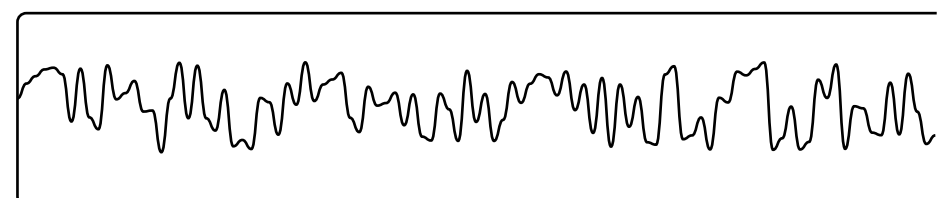
Track 2



Track 3



Track 4



## Learn All

Relearn all instances inside your group at once with the big 'Learn all' record button. Please note that the minimum learning time will be used for this learning process, no matter what maximum learning time has been chosen on the settings page.

*Note: As smart:EQ 4 needs audio input during learning, the time needed to finish the learning process may differ between instances depending on the audio content of the respective track.*

## Close View

Click to return to track view.

## Impact

Control the impact of the cross-channel processing. The higher the value, the more impact the cross-channel processing will have on the computed smart:filters of all group members.

## Enable/Disable Group

Enable and disable cross-channel processing to evaluate the impact of the group filter.

## Layer Containers

Add group instances to different layers (Front, Middle, Back) to create a sonic hierarchy.

## Track Info Box

Drag tracks between layer containers to determine their place in the arrangement. Use the track info box to monitor every instance.

## Add Instance

Click the 'add instance' button to show the group overlay. From the overlay you can drag and drop new instances into the desired layer containers.

## Mini-EQ

Click on any instance to add it to the lower mini-EQ view and to remotely control its filters.

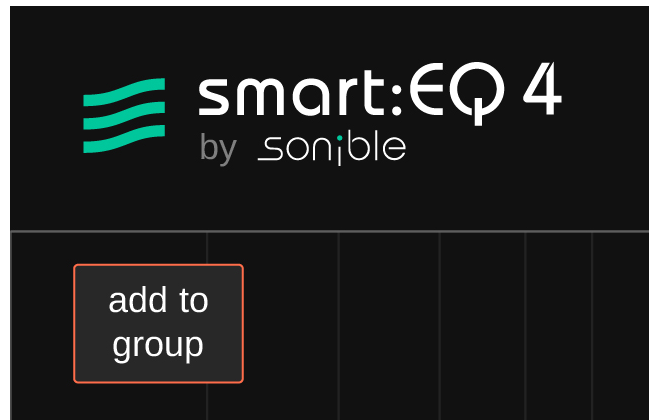


## Bypass all

Bypasses the processing of all instances inside your group for easy A/B listening.

## Dissolve group

Remove all instances from the group. You will immediately return to the Track View of your current track.

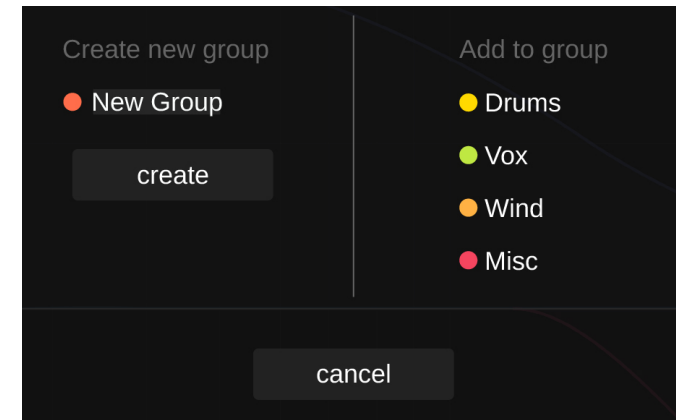


### Step 1

Load an instance of smart:EQ 4 onto every channel or bus you want to add to your group and open the GUI of one of the instances you just created.

### Step 2

Click the "add to group" button in Track view to open the group creation window.



### Step 3

Enter a suitable name for your new group and click create.

Once added to a group, you can change the name of each instance. In some DAWs, this name will automatically match the name of the channel where the instance is located. Double-click the name to change it. We highly recommend that you name each instance. Otherwise, it may be difficult to keep track of all instances in group view.

*Note: All instances inside a group need to be learned for the cross-channel processing to work. If an instance is not learned yet, it will have no impact on the group. Adding a learned instance to your group will instantly update its processing (and the processing of all other learned group members) to ensure spectral balance.*

This section outlines how to add other instances to a group and how to arrange them in three hierarchical layers.

*Note: To add tracks to your group you have to click the Manage Group button to switch from Track View to Group View.*

### Step 1

In group view, click the *add instance* button to show the group overlay.

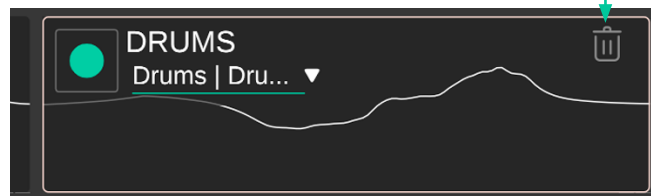
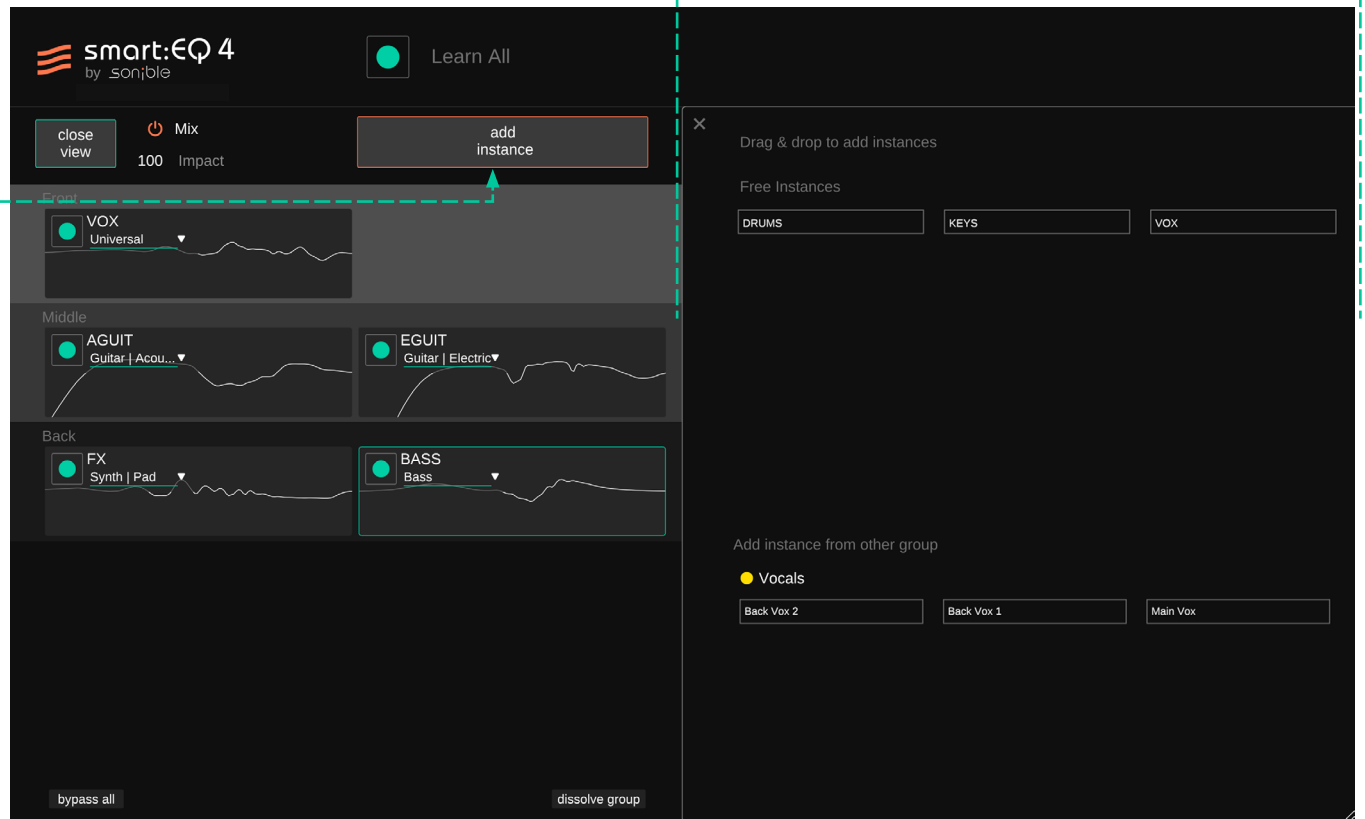
### Step 2

Now you can simply drag and drop new instances into the desired layer containers. You can either add instances that have not yet been added to any group or you can move instances from existing groups to your current group. Since every instance can only be part of one group, this action will remove the instance from its original group.

### Step 3

Once added to a group, you can change the name of each instance. In some DAWs, this name will automatically match the name of the channel where the instance is located. Double-click the name to change it. We highly recommend that you name each instance. Otherwise, it may be difficult to keep track of all instances in group view.

## Group Overlay



### Remove group member

Hover over a track info box to show a small trash can icon. A click on this icon will remove the respective instance from the group.

The three layers (Front, Middle, Back) allow you to define different mixing priorities for the tracks of your group. The higher the priority of a layer, the more space a track added to this layer will have inside the spectrum.

For example, smart:EQ 4 will make sure that tracks added to the Front are not heavily masked by tracks added to the Mid or Back when computing the smart:filter for each track.

## Front

The Front has the highest priority. Hence, smart:EQ 4 will try to keep all instances of this layer in the limelight when it computes the smart:filter for each track. You will typically use this layer for lead vocals or lead instruments that should not be masked by accompanying signals.

## Middle

Tracks in the Middle layer will blend well with all other tracks and may take the lead when there are no spectral clashes with leading tracks present. You will typically use this layer for accompanying instruments and drums.

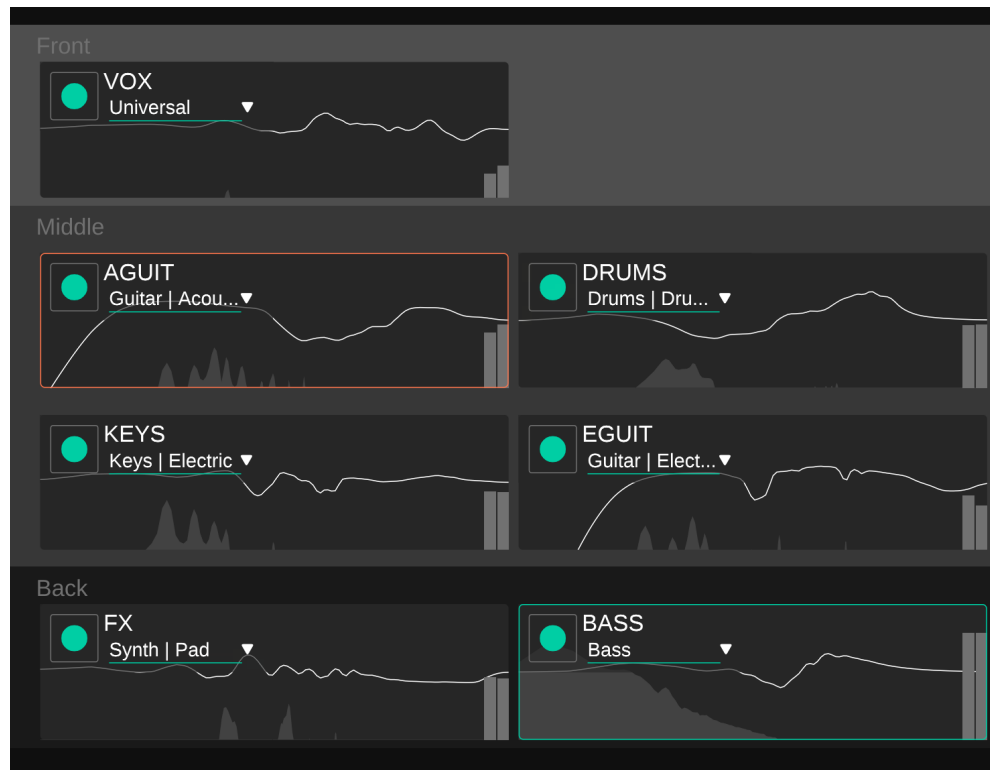
## Back

The Back layer should contain tracks that are supposed to be heard in the background. Such tracks build a solid foundation but don't stick out in the mix. You will typically use this layer for backing vocals or backing instruments and synth layers.

## Working with only one or two layers

In case you want to balance out two or more signals, but you don't want to create a hierarchy among them, simply place them all into the same layer. The higher the chosen layer, the more unmasking is applied to the signals.

If you only want to use two hierarchy levels, you can choose layer Front & Back for maximum unmasking, Front & Mid for medium unmasking and Mid and Back for light unmasking.



**Learn a single group member**

Using the small recording button inside each track info box, you can start a new learning process for the respective instance. The progress of the learning process is indicated by a progress bar inside the track info box.

**Track name**

Double-click on the track name to change it.

**Change profile of group member**

You can use the profile dropdown to change the profile of a group member at any time.

**Filter curve**

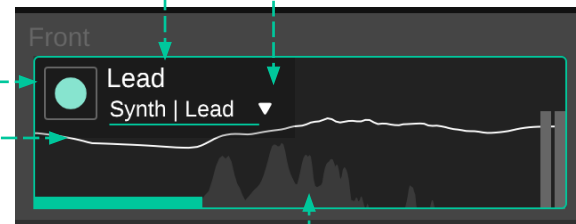
EQ sum curve applied to the track.

**Analyzer**

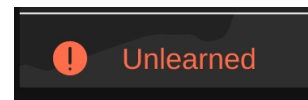
Mini spectral analyzer.

**Progress bar**

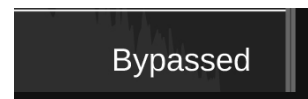
The progress bar indicates the progress of a currently active learning process.

**Trash can**

Click to remove the track from the current group. Only visible on hover.

**Unlearned warning**

A warning message indicates that the instance has not been learned yet.

**Bypassed warning**

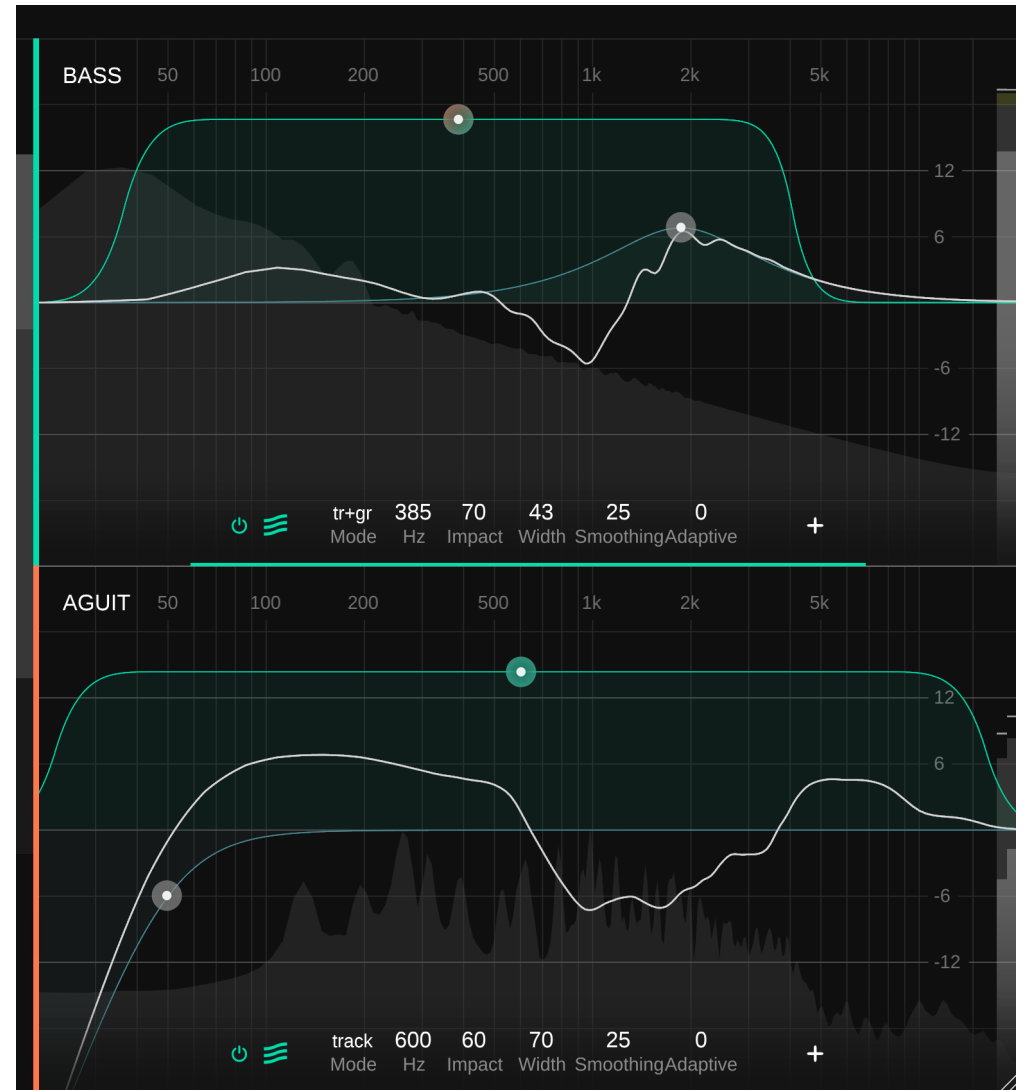
Indicates that the current instance is in bypass mode.

# Mini EQ View

The Mini EQ view is a great way to speed up your workflow. It allows you to control the EQ filters of all instances of a group from a single plug-in window.

Simply click on the track info box to add an instance to mini EQ view.

The controls of the mini EQ are identical to the Track View, but no widgets are available.





## Preset

A preset saves all parameter settings (including all states) and can be accessed from all plug-in instances.

- To save your parameter settings as a preset, click "save" next to the preset drop-down.
- To load a saved preset, choose the respective preset name from the dropdown.
- To delete a preset or change its name, go to the preset folder in your local file explorer.

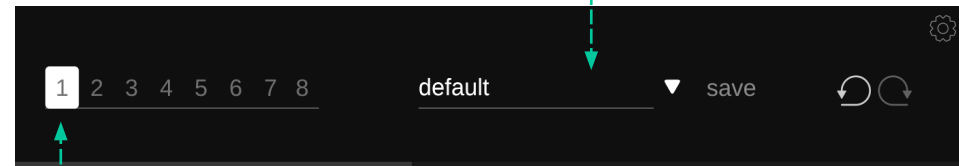
You can easily share your presets among different workstations. All presets are saved with the file extension ".spr" in the following folders:

### Preset Folders

OSX: ~/Library/Audio/Presets/sonible/smartEQ4

Windows: My Documents\Presets\sonible\smartEQ4

If you want to work with nested preset folders, simply create a sub-folder inside the preset directory. Once created, the sub-folder will appear in the preset drop-down.



## States

States allow for easy A/B/C... comparison between different parameter settings and to store multiple smart:-filters for different sections of your song.

### Working with states

1. Each state is initially empty (default parameters settings of smart:EQ 4).
2. Select a state by clicking the respective state button.
3. You can easily copy one state to another state via drag and drop. This may be useful if you want to compare different changes to a certain setting.
4. To clear a state, hover over the number and click the trash can icon that will appear below.

To visit the settings page, click the cogwheel in the upper right corner.

## Maximum learning time

Define a maximum learning time. See page 8 for more details.

## Auto learn on start-up

Enable to automatically start the learning process when loading a new plug-in instance.

## Auto learn when added to group

Enable to automatically start the learning process when an unlearned instance is added to a group.

## Show tooltips

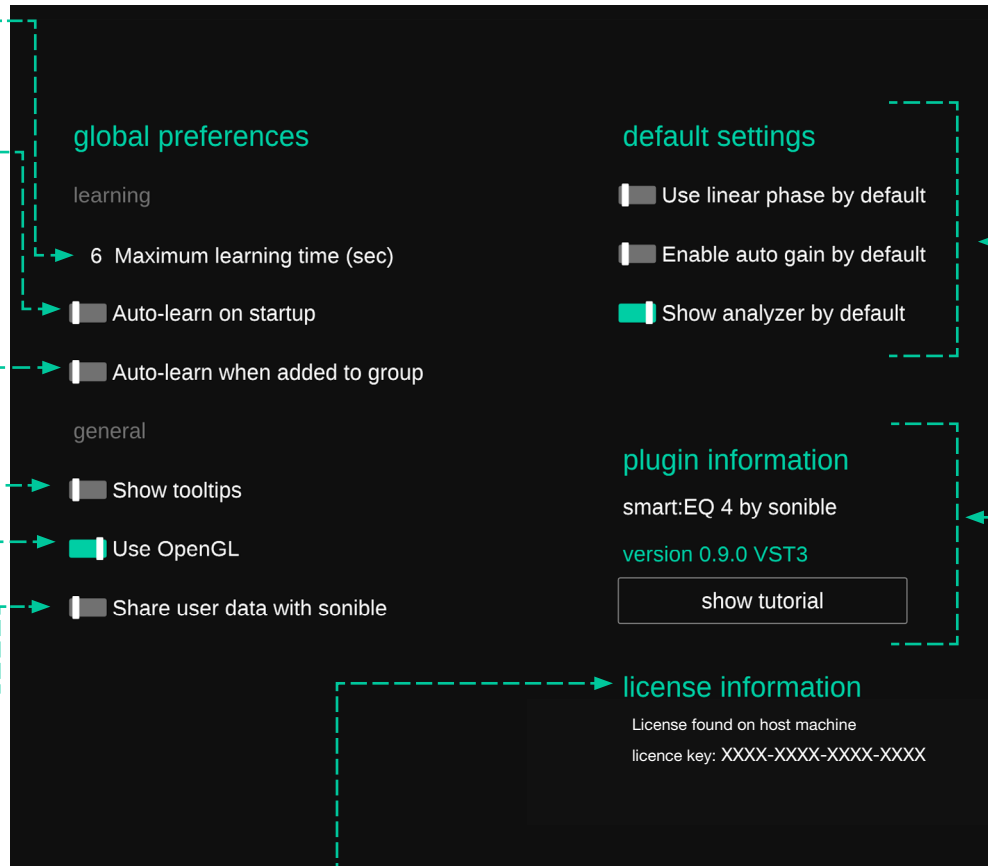
Enable to show tooltips when hovering over UI elements.

## Use OpenGL

OpenGL might cause rendering issues on certain computer hardware. Use this option to disable OpenGL.

## Share user data with sonible

Enable to share fully anonymous user data with sonible and help us improve our plug-ins.



## Default Settings

Define the default start-up settings for the respective parameters.

## Plug-in Information

Here you can find the name and version of your plug-in. Start the welcome tour – a quick overview of the plug-in – by clicking on “show tutorial”.

## License Information

This will display the state and number of your license (when not licensed via iLok)

## Update notice

When a new version of the plug-in is available, you'll receive a notification here and it's also indicated by a little dot on the cog wheel in the main views of smart:EQ 4. Click on the green text to download the latest version.

[www.sonible.com/smartEQ 4](http://www.sonible.com/smartEQ4)

All specifications are subject to change without notice.

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