



pure:level

Welcome to pure:level	3
Install	4
Authorization	5
User interface	6
Getting started	7
Group Processing	8
Fine-Tuning	9
Settings	10

pure:level is an intelligent level riding tool designed to keep signals stable and precisely positioned in the mix. The plug-in automatically stabilizes the natural level fluctuations of a signal and then places it at a defined target level. This makes it easy to maintain consistent levels without manual automation or complex gain staging.

Unlike other leveling tools, pure:level combines two important processes: dynamic stabilization and static leveling. First, the plug-in smoothes out short-term level variations by riding the signal around its natural average level. Afterwards, it applies a static gain shift to place the signal at the desired target level. Since these processes are happening independently in the background, changing the target level does not affect the behavior of the level rider. This allows you to reposition signals in the mix without unintentionally altering their dynamics.

pure:level is particularly useful for vocals, dialogue, instruments and layered tracks that need to remain consistent and clearly positioned in the mix.

System requirements

CPU

Intel Core i5
AppleM1
RAM
4GB

Operating systems

Windows 10+ (64 bit)
MacOS 10.14+

OpenGL Version 3.2+



You will need admin privileges to successfully install the pure:level plug-in.

MacOSX

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

To install pure:level on your system, run the installation file **purelevel.pkg**.

The installer will now guide you through the necessary steps to install pure:level on your computer. pure:level 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_purelevel_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 pure:level on your computer. pure:level 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 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 pure:level 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 pure:level 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 not supported.

Unlocking

If you purchased a license for pure:level online, you receive your license key via email.

Machine-based unlocking

When opening pure:level for the first time, a notification window will be displayed asking you to unlock pure:level 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 or start a iLok cloud session. The plug-in will then be automatically registered – enjoy!

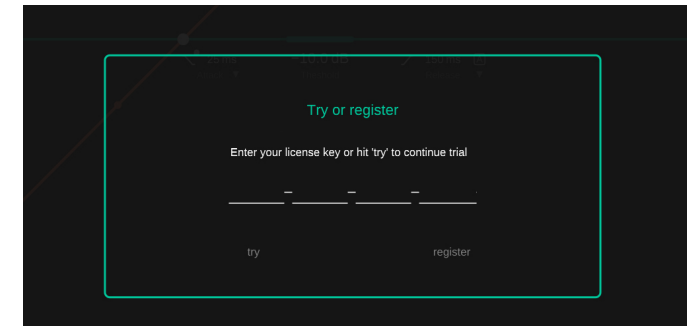
If you don't receive the email within minutes please check your junk folder first before contacting our support (support@sonible.com).

Trial version

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



My Licenses

[Register license key](#)
[Need help?](#)

Product	License Key	Type	Description	Status	Date	Action
pure:level Download	xxxx-xxxx-xxxx-xxxx	PC	xxxxxxx	active	2000-00-00	<div style="background-color: #2e8b57; color: white; padding: 5px 10px; border-radius: 3px; display: inline-block;">revoke</div>
					not activated	<div style="background-color: #2e8b57; color: white; padding: 5px 10px; border-radius: 3px; display: inline-block;">transfer to iLok</div>

(Re)Analyze Level

pure:level needs to analyze the input signal to determine its average level and dynamic behavior. You should reanalyze the signal when the input level changes significantly, for example after adding effects or adjusting gain staging.

Signal History

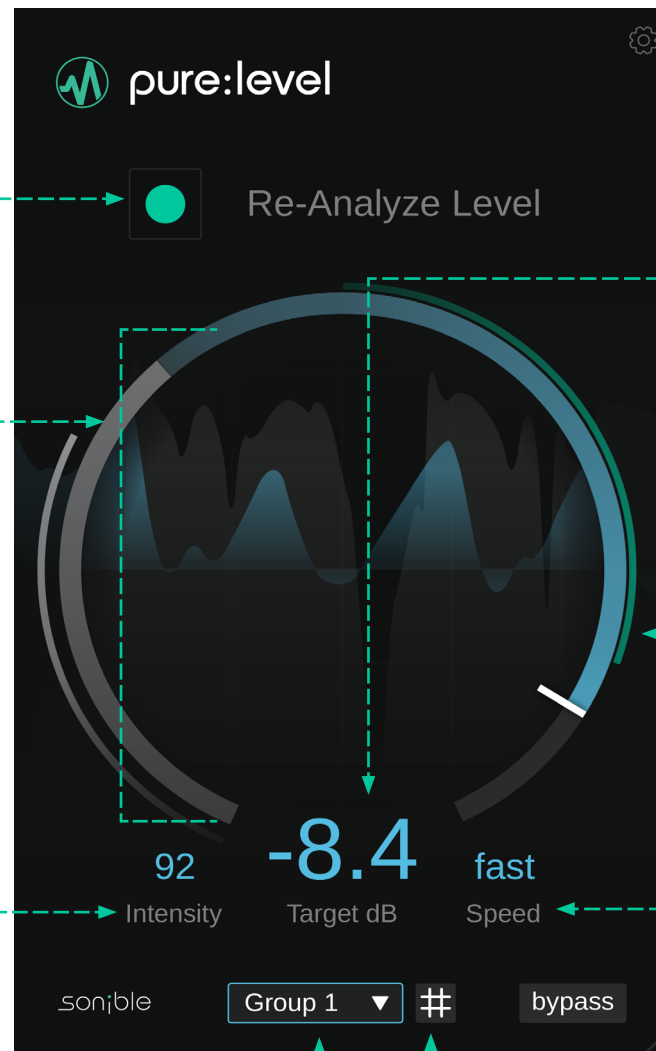
Monitor the dynamic gain applied by level riding (green or group color).

Intensity

Control how strongly pure:level stabilizes the signal. Higher values apply stronger dynamic compensation while lower values preserve more of the natural dynamics of the performance.

Group Dropdown

Assign an instance to a group so multiple tracks can share a common target level.

**Target Level**

Set the target level that pure:level should achieve. After stabilizing the signal dynamically, pure:level applies a static gain to reach the selected target level in the mix.

Meters

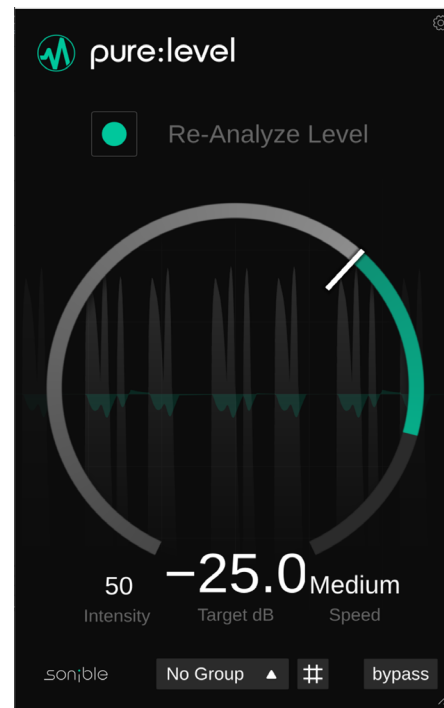
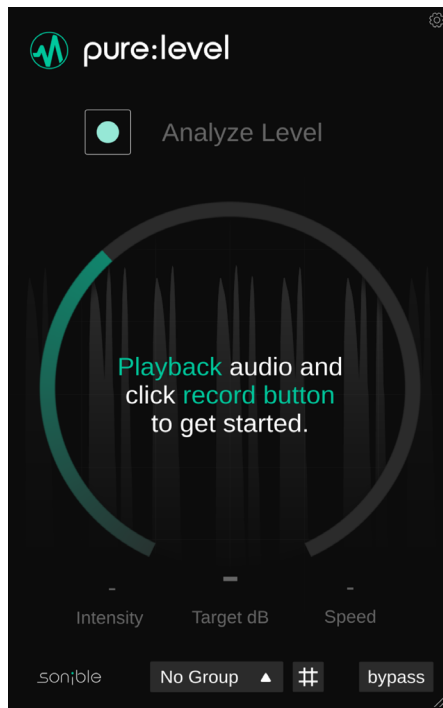
Monitor the output signal level (grey) and the gain applied by level riding (green or group color).

Speed

Control how quickly pure:level reacts to level changes. Fast settings respond quickly to sudden level differences, while slower settings create smoother and more gradual level adjustments.

Group Matrix

Open the group assignment matrix to manage target levels and group memberships across multiple instances.



1. Analyzing the input signal

When you open pure:level, the plug-in asks you to playback some audio so it can analyze the signal and determine its level characteristics.

The analysis measures the average level of the signal and uses this value as the internal reference for the level rider. Short-term level fluctuations are then dynamically compensated to maintain consistent perceived loudness.

- Make sure the playback section represents the typical level of the track.
- Reanalyze the signal whenever the input level of pure:level changes significantly, for example when an effect is added before pure:level in the processing chain.

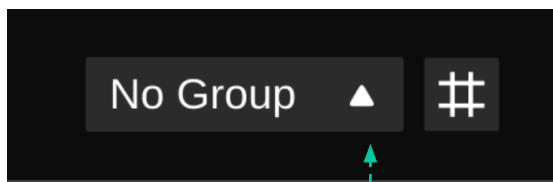
2. Signal Leveling

After the analysis is complete, pure:level begins stabilizing the signal automatically. The plug-in continuously monitors the signal and applies dynamic gain adjustments to smooth out level variations. This ensures that the signal behaves consistently while preserving the natural character of the performance.

Placing the signal in the mix

Once the signal has been stabilized, the Target Level parameter determines where it sits in the mix. pure:level calculates the gain difference between the measured average level and the selected target level, then applies the corresponding output gain. Because the level rider always operates around the signal's measured average level, adjusting the target level does not change the dynamic behavior of the signal.

pure:level allows multiple instances to be linked through up to 4 groups. When several tracks belong to the same group, they share a common target level. Each instance continues to measure and stabilize its own signal independently, but the final output gain is synchronized across the group. This makes it easy to control the overall level of related tracks, such as backing vocals, layered instruments or dialogue tracks, while preserving their internal balance.



Group Dropdown

The easiest way to add an instance to a group is to select a group from the group dropdown. Once assigned, its target level is synchronized with all other members of the group.

Renaming instances

The name displayed on the left side of the matrix represents the instance name. You can rename instances to make them easier to identify in larger sessions. Depending on the DAW, the instance name may automatically follow the track name. In other hosts, this behavior is not supported.

Matrix View

The Matrix View allows you to quickly monitor and manage group memberships for all pure:level instances in your session from one window. You can open the view by clicking the hashtag button next to the Group Dropdown.

In the matrix, the columns represent the available groups (G1 - G4), while the rows represent all detected pure:level instances in the session.

Group Number		G1	G2	G3	G4
Target dB		-15.4	-7.4	-20.2	-12.4
Analyze Levels		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AGuit 1	!	<input type="checkbox"/>			
Cello			<input checked="" type="checkbox"/>		
AGuit 2		<input checked="" type="checkbox"/>			
AGuit 3	!	<input type="checkbox"/>			
Viola	!				
Vox_a				<input checked="" type="checkbox"/>	
Vox_b				<input checked="" type="checkbox"/>	
Drums_LH					<input checked="" type="checkbox"/>
Drums_RH					<input checked="" type="checkbox"/>
Beans			<input checked="" type="checkbox"/>		

Group target level

Each group has its own shared target level. The group target level defines the final level for all instances assigned to that group. You can change the target level by dragging the value or by entering a number directly.

Group analysis

The learn button at the top of each group column allows you to analyze all instances in that group simultaneously. This is useful when working with multiple tracks that should share the same leveling reference.

Assigning instances to groups

To assign an instance to a group, click the corresponding field in the matrix. Please note that an instance can only belong to one group at a time.

A colored square will appear, indicating that the instance is part of the selected group. Click the square again to remove the instance from the group.

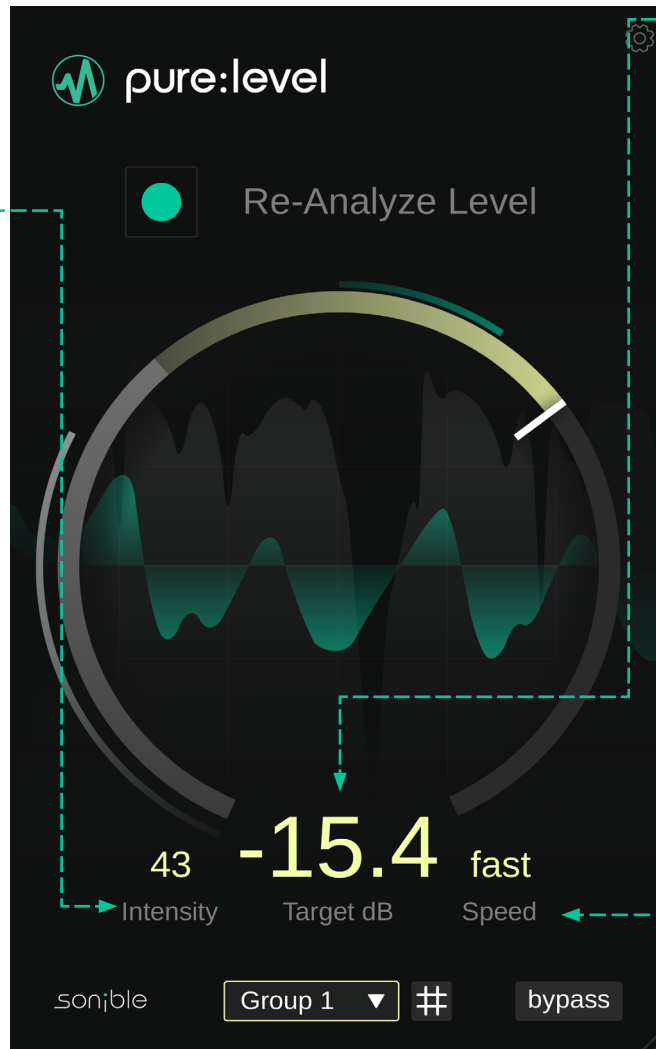
NOTE: Each instance must be analyzed before pure:level can start processing. Instances that have not been analyzed are displayed with a greyed-out name and a yellow warning indicator. The group assignment square will also appear unfilled.

While pure:level automatically stabilizes the signal, its intuitive controls allow you to shape how strongly the signal is adjusted. This makes it easy to balance transparency and control depending on the material you are working with.

Intensity

The Intensity parameter determines how strongly the level rider compensates short-term level fluctuations.

- Low values apply subtle stabilization while preserving natural performance dynamics.
- High values enforce stronger consistency and reduce level variations more aggressively.



Target Level

The Target Level parameter determines the final level of the signal in the mix. It adjusts the static gain difference between the measured average level (determined during the analysis phase) and the desired target level, without affecting the dynamic behavior of the signal. This allows you to reposition tracks quickly without changing their dynamics.

Speed

The Speed parameter controls the temporal response of the level rider.

- Fast settings react quickly to sudden level changes and are well suited for speech or dialogue.
- Slow settings apply smoother and more gradual adjustments, which can sound more natural for musical material like mixes.

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

Show tooltips

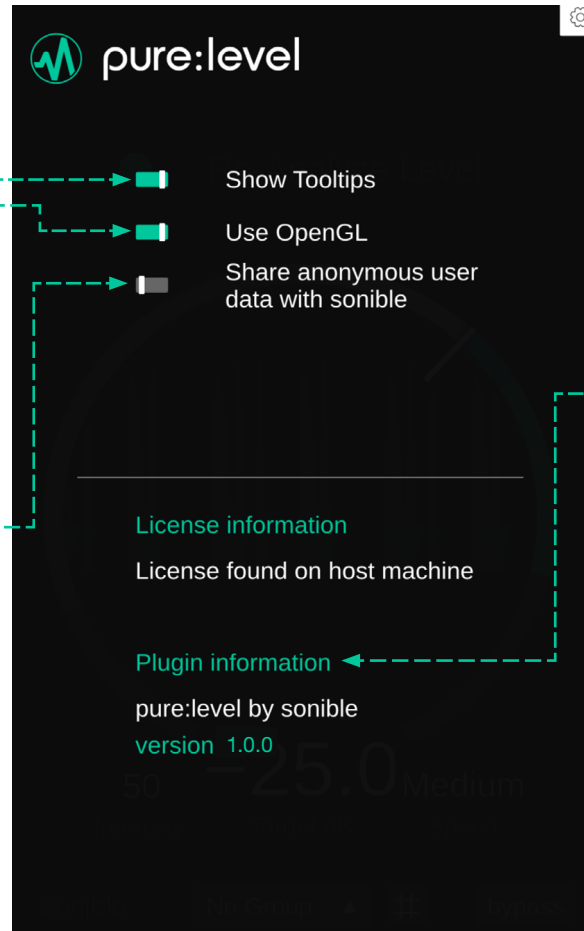
Enable/Disable tooltips on hover.

Use OpenGL

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

Share anonymous user data with sonible

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



Plug-in & Licensing Information

Here you can find the name and version of your plug-in as well as the license key (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 cogwheel in the main view of pure:level. Click on the green text to download the latest version.

www.sonible.com/purelevel

All specifications are subject to change without notice.

©2026, sonible GmbH. All rights reserved.
Engineered & designed by sonible in Austria.

sonible GmbH
Haydngasse 10/1
8010 Graz
Austria
contact@sonible.com
www.sonible.com