OHLHORST·DIGITAL

DeEdger

Manual

Revision 7
Product Version: 1.2.0

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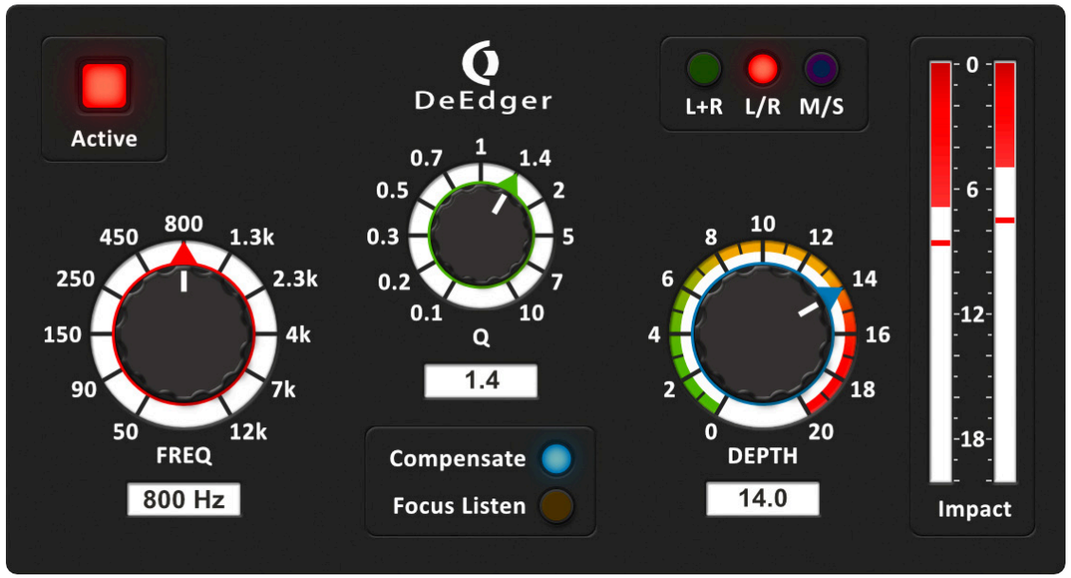
THE CONCEPT



DeEdger introduces a new way of reducing the hardness of audio signals without negatively altering the original signal qualities.

The plugin operates in a threshold free manner, thus can comfortably handle any input signal level, type, and dynamic range. Where other plugins might under or over process, DeEdger only applies processing if any hardness is detected. Once detected, the hardness will be smoothed with remarkable elegance. After initial setup, DeEdger can be left in a "set and forget" configuration without further attention.

Intricate time and frequency dependent mechanisms allow DeEdger to provide a very transparent process throughout. Developed and fine tuned by a professional mastering engineer, the initial concept focused on the demands of modern audio mastering and has also turned out to be equally useful for mixing.

Key Features

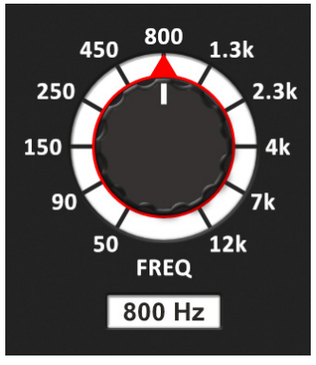
- Control the hardness of audio material while preserving dynamic impact and musicality.
- Suitable for complex stereo material, including individual tracks and subgroups.
- Low CPU load.
- Intuitive user interface.
- Set and forget.

CONTROLS

Main Controls

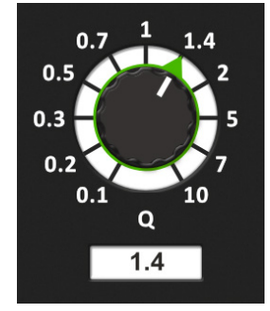
Active: Activates the processor.

Note: This is not a full bypass when switched off. It only activates/deactivates the DeEdger process. If Focus Listen is activated, you can enable/disable the Active button to better hear what happens to the affected frequency area.

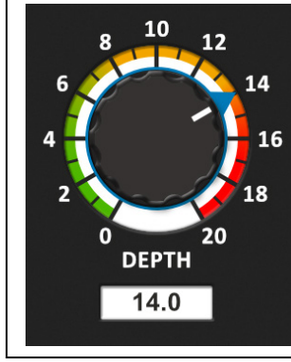


FREQ: Sets the target frequency band of the DeEdger process.

Note: All rotary knobs have stepped mode activated by default. For temporal non-stepped adjustments, simply hold the right mouse button while moving the mouse. You can change its behavior in Settings.

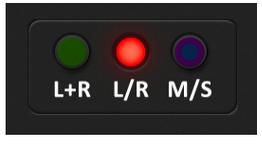


Q: Sets the target Q of the DeEdger process. Here the bandwidth is set to where the de-edging takes place.



DEPTH: Sets the strength of the DeEdger process. Higher values will result in stronger processing. Values >10 are not recommended for program material / mastering, since it will likely introduce side effects.

Channel Mode



These three buttons are used to setup the channel mode that DeEdger operates in. The modes are as follows:

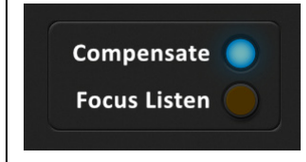
L+R: When activated, the left and right channels are linked. This allows for the edge reduction in the target area to be the same for both channels.

L/R: When activated, the left and right channels are unlinked. This allows for the edge reduction in the target area to operate independently in the left and right channels.

M/S: When activated, de-edging is performed in Mid/Side, M-only or Side mode, depending on which colors of the button are activated:

- Blue+Purple: Mid/Side channel mode is activated
- Blue: Mid-only channel mode is activated
- Purple: Side-only channel mode is activated

Compensate & Focus Listen

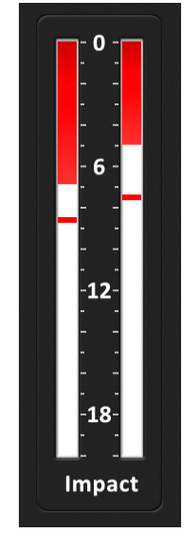


Compensate: Enables/Disables dynamic loudness compensation of the DeEdger process in the target band.

Focus Listen: Soloes the target frequency band of the DeEdger process.

User Tip: Use the "Active" button to switch on/off the DeEdger process.

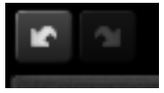
Impact Meter



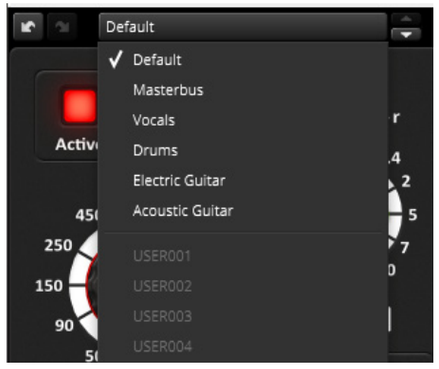
Impact: The Impact meter shows the amount of the DeEdger process. The value is in dB.

TOOLBAR

Undo/Redo

	Use the **Undo/Redo** buttons to navigate previous control states. The exact event is shown in a tool-tip. Note that certain controls are not tracked by this function (e.g. "Bypass").

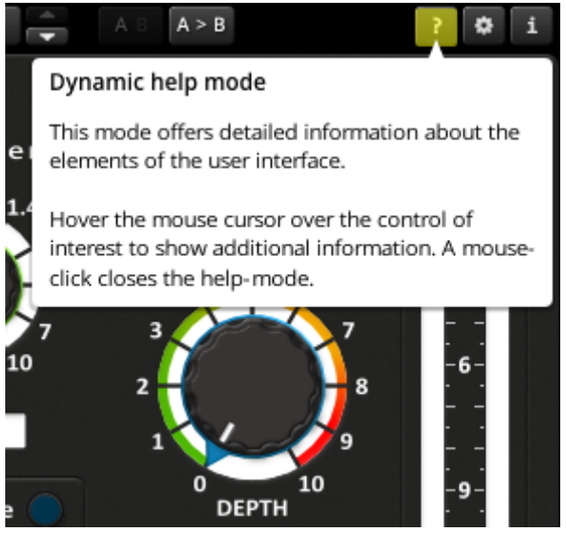
Preset Management

	The preset drop-down list offers quick access to factory settings and user presets. Alternatively, the up/down buttons allow you to cycle through the presets. Advanced preset management options can be accessed from the preset bar context menu (right-click): **Reset to Original state** resets the preset to its original state. **Save As New Global User Preset** opens a dialog used to create User Presets. These presets persist across sessions and DAWs (presets are saved on your machine).
	Save As Default State replaces the plugins' default preset with the current parameter state. **Revert Default State To Factory Setting** deletes an overwritten default state. See section "Context Menu" below for details about the **Copy/Paste/Share State** options.

A/B Control

	A/B allows comparing between two alternative control settings. **A > B** or **B < A** copies one state to the other.

Help Mode



The inline help mode offers detailed information about the various elements of the user interface.

Click **[?]** to activate the inline help and move the mouse cursor above the control of interest. A small info bubble will appear. A left mouse click closes the help mode again.

Settings

The settings button opens a dialog which gives control over additional global options of the plugin.

Sliders → Drag Mode: Allows changing the way sliders and knobs respond to mouse movements. The **Velocity based** mode depends on mouse movement speed, while the **Linear based mode** depends on mouse movement distance.
The sensitivity of the linear mode can further be adjusted via the small slider to the right.

Sliders → Step Mode: Enables a stepped control mode for all sliders. Note that the default snap values can be edited in a product global manner via the product configuration file.
This file is automatically created on your system after first plugin launch under
C:\Users\[YOUR USERNAME]\AppData\Roaming\Tokyo Dawn Labs (Win) *or* ~Library/ Tokyo Dawn Labs (Mac)

Graphics: The graphics renderer can be changed to an experimental OpenGL drawing mode. It can improve GFX performance on some systems, but is generally less compatible.

Scaling: Gives the option to increase the size of the graphical interface to 100%, 125%, or 150%.

Updates: Automatic product update checks can be activated here. When activated, the plugin will occasionally contact tokyodawn.net servers to check for product updates and optionally show an update notification banner.

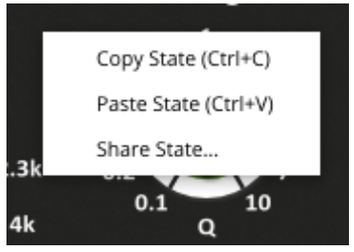
Local data: These settings allow to export or import local data from or to another system. In addition, the local data can also be deleted. The upper right **[…]** button opens the directory where these settings files are stored.

Registration: Here you can register your product. More information can be found in the section.

Info/About Page

	The **[i]** button opens a dialog showing information about the plugin version, available updates, registration status and more.

Context Menu

	Right click over a “blank” area of the user interface to open the general context menu. **Copy State** and **Paste State** allow copying control states (i.e. “presets”) across plugin instances and plugin hosts. Additionally, **Share State** opens a dialog with additional preset sharing options via e-mail or internet forums.

Key Strokes / Slider Handling

Key	**Action**
Alt+click *or* double-click	Reset to default
Ctrl+click and drag on a slider *or* right-click and drag on a slider	Stepped slider control (according to the snap point defined in the plugin configuration file)
Ctrl+C	Copy plugin state
Ctrl+V	Paste plugin state

INSTALLATION

First of all, make sure to download both the key file and the plugin binary. All files can be downloaded from your Tokyo Dawn Store User Account.

Windows Installation:

- Run the provided installer and follow the instructions.

Mac OS Installation:

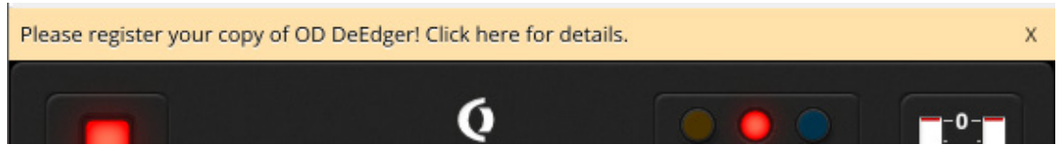
- Open the dmg archive (double-click).
- Double-click "Install OD DeEdger" to install the VST, AU and AAX plugins on your system.
- Follow the instructions.

Restrictions of the Demo Edition

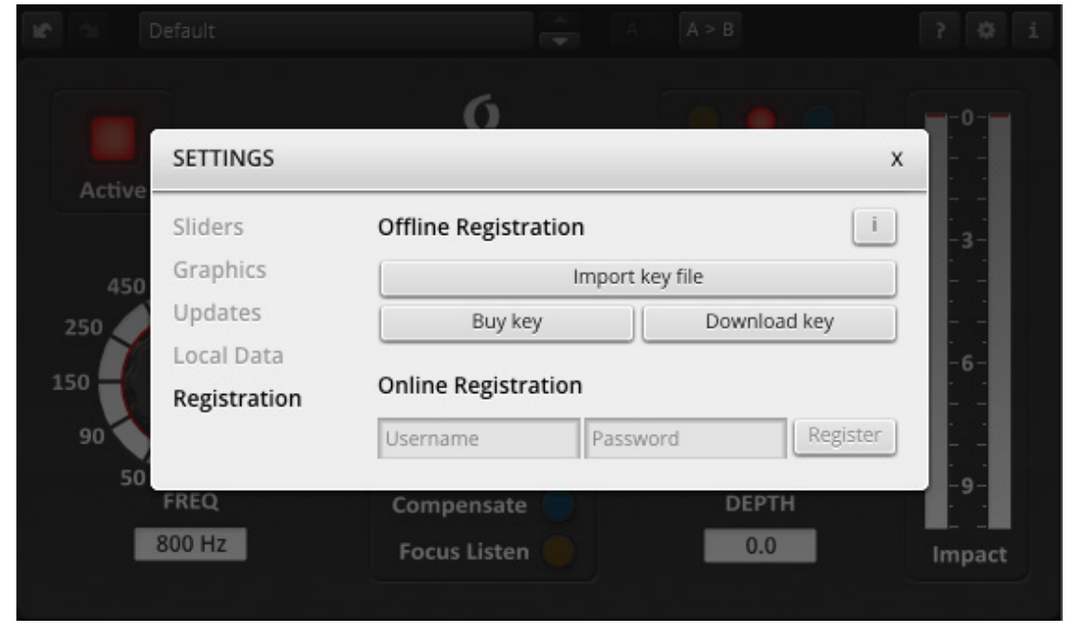
The demo edition of OD DeEdger essentially offers everything the full edition does, except for loading states and user presets. Please note that this also includes automation, i.e. parameters could only be set via the main interface. While processing audio and audio rendering will work without restrictions, they may not be functional in all plugin hosts. The main restriction is that the operator will have to recall settings manually when reopening sessions.

Product Registration

Registering your product is easy. After installation, open an audio plugin host and run OD DeEdger.



Click the yellow banner to access the registration dialog and follow the instructions.



Click **Import key file** and select the key file you downloaded from your Tokyo Dawn Store User Account.

Alternatively, you can use the **Online Registration** by typing in your Tokyo Dawn Store (https://store.tokyodawn.net) username and password.

Successful registration is indicated in the info-dialog. This is accessed by pressing the **[i]** button in the toolbar.

Note that copy protection will never affect the integrity of your music, no matter what the registration status indicates.

TECHNICAL SPECIFICATIONS

Available binaries:	VST, AU and AAX, 32bit and 64bit
Input / Output resolution:	32bit floating point
Internal resolution:	64bit floating point
Latency:	0 samples
Supported sample rates:	From 44.1 kHz to 192 kHz
Supported processing configurations:	Mono, Stereo

GET IN TOUCH!

We would love to hear your opinion! You can reach us via one of the websites below:

Check out the Tokyo Dawn Labs website for feedback, news, updates and downloads:
http://www.tokyodawn.net/tokyo-dawn-labs/

You can also directly head to the OD DeEdger page:
http://www.tokyodawn.net/od-deedger/

CREDITS

Original concept, DSP code, and GUI design by Jan "karumba" Ohlhorst
Additional code & support by Vladislav Goncharov and Fabien Schivre

Special thanks to Dan Suter (echochamber) and Jo "Sirjai" Piehl.

Many thanks to our beta testing team:
Shane Johnson, Bob Olhsson, Dax Liniere (Puzzle Factory), Dean "nekromachine", Gregg Janman (Hermetech Mastering), Ilpo Karkainen (Resoundsound), Ilya Orlov, Jeff Rippe "Nonlinear", Jerry Mateo, Jonas Ekström (Mastertone), Laurent Sevestre (Maximalsound), Mario "EvilDragon", Mario "susiwong", Miguel Marques (Bender Mastering Studio), Murray Campbell "Beatworld", Niklas Silen "bmanic", Nil Hartman, Rich Prewett and Vitaly Zolotarev.

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APPENDIX

Adaptive Load

DeEdger implements a feature which we developed and that we named “Adaptive Load”. “Adaptive Load” is a mechanism that is constantly monitoring the audio signal and the corresponding states (like e.g. memory of filters) and freeing up resources whenever possible – without any impact on the processing quality. When DeEdger is e.g. inserted on a guitar track where the guitar is only playing on some parts of the song, the "adaptive load mechanism" detects whenever the guitar is not playing and then bypasses all of DeEdgers filters & other processing, resulting in almost 0% CPU usage. This typically happens within several milliseconds. As soon the guitar is playing again, DeEdger re-enables its processing. Of course, the whole process is fully transparent without any drawbacks.

So what is the motivation of implementing such a feature? DeEdger is already having a very low CPU usage, but with the new “Adaptive Load” technique, resources are freed when not needed, which means you can use more plugins in your project and/or you will have a lower export rendering time.