Manual for version **3.14**

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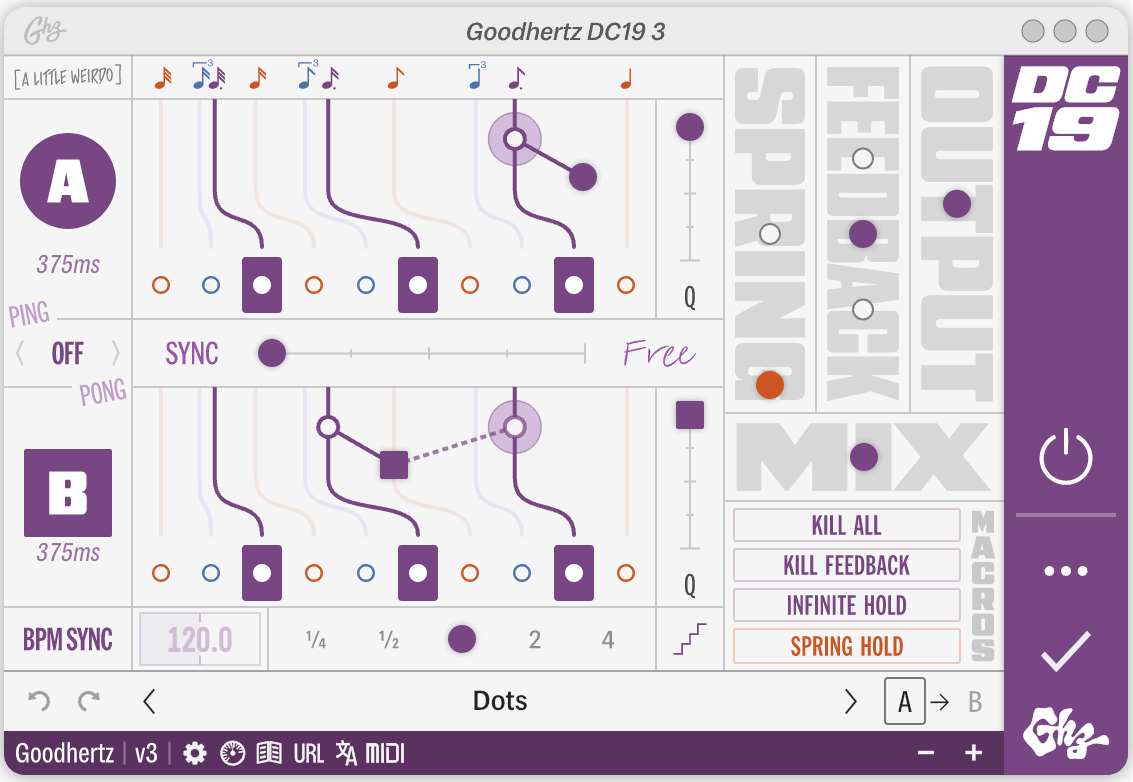
DC19

It’s a delay you can play

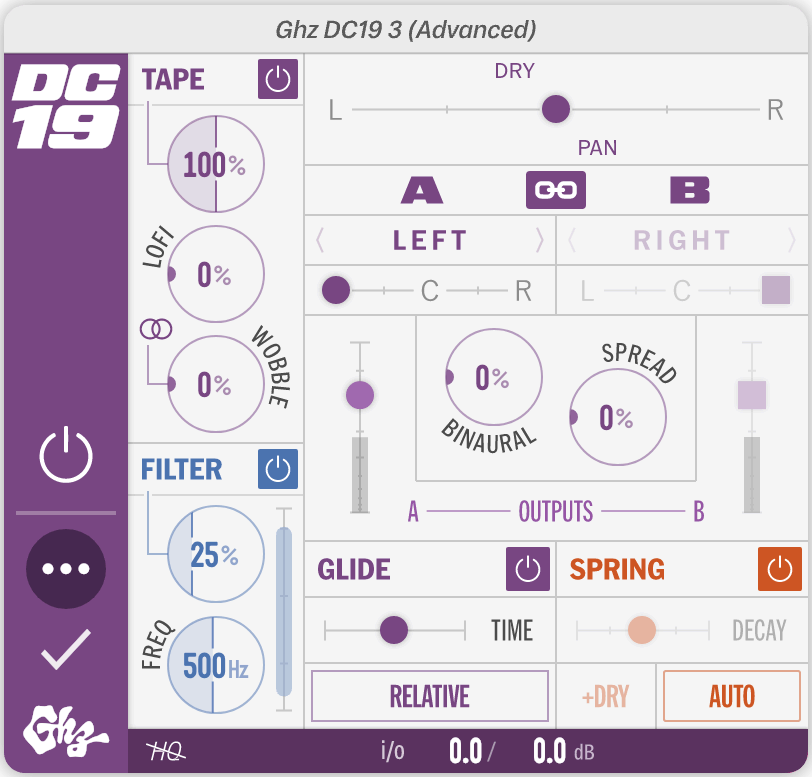
A delay in motion — that’s a beautiful thing. DC19 is a playable delay, an experimental plugin built with hardware controllers & automation in mind. Where a standard delay gives you a button, DC19 gives you a slider.

Interface Preview

Here's a screenshot of DC19 in action. Click anywhere on the interface to jump to a control's definition below.



Advanced Controls



Controls

Primary Controls

A Controls

A: On/Off

Default On

Turns On or Off the input to Delay A.

Options: Off, On

> This control will not stop Delay A's feedback and thus can be used creatively for delay throws or other cool delay effects.

A: Time

Default 900.0

Controls the delay time for Delay A.

> This control's values are in thousandths of whatever the Tempo Mode value is set to. For example, a value of 500.0, is half of whatever the quarter note value is.

A: Quantization

Default 100%

Controls how much quantization is applied to A: Time.

> At 0% the delay time is unquantized.

> At 100% the delay time is fully quantized.

Ping Pong

Default Off

Switches between the different delay ping pong modes.

Options: Off, A, A+B

- In Off ping pong mode, Delay A & Delay B's audio paths operate independently and do not mix together or crossover.

- In A ping pong mode, the output of Delay A is routed to the input of Delay B. This creates a classic ping pong delay, where the delay feedback alternates from side to side (depending on how A: Panner & B: Panner are set).

  Although Delay B's regular input is disconnected, B: Time still operates normally and will affect the ping pong delay time.

- In A+B ping pong mode, the output of Delay A is routed to the input of Delay B, and conversely, the output of Delay B is routed to the input of Delay A. This creates, in effect, a double ping pong.

  By setting the delay times differently for A & B, this mode can be used to create lush stereo delay patterns.

A/B Time Sync

Default 0%

Controls how B: Time and A: Time are linked together.

- At 0% the delay times are synced together, and A: Time fully controls B: Time.

- At 100% each delay time operates freely.

B Controls

B: On/Off

Default On

Turns On or Off **DC19**'s B section.

Options: Off, On

> This control will not stop Delay B's feedback and thus can be used creatively for delay throws or other cool delay effects.

B: Time

Default 500.0

Controls the delay time for Delay B.

> This control's values are in thousandths of whatever the Tempo Mode value is set to. For example, a value of 500.0, is half of whatever the quarter note value is.

B: Quantization

Default 100%

Controls how much quantization is applied to B: Time.

> At 0% the delay time is unquantized.

> At 100% the delay time is fully quantized.

BPM Controls

Tempo Mode

Default BPM Sync

Controls the global timing source for **DC19**.

Mode	*Description*
BPM Sync	Uses the host/DAW tempo
BPM Free	Uses the tempo set manually in Tempo BPM
MS	Uses the millsecond value set in Tempo MS

Options: BPM Sync, BPM Free, MS

Tempo BPM

Default 120.0

Sets **DC19**'s tempo in beats per minute (BPM).

ℹ The tempo can be set via tap tempo. Use the `T` key when the control is highlighted or mouse clicks to tap in your desired tempo.

⚠ This control will be overridden when Tempo Mode is set to BPM Sync.

Tempo MS

Default 500ms

DC19's tempo in milliseconds (MS).

ℹ The tempo can be set via tap tempo. Use the `T` key when the control is highlighted or mouse clicks to tap in your desired tempo.

Tempo Multiplier Discrete

Default 1

Increases or decreases the tempo by a discrete multiple.

ℹ Example: 60bpm · 2x = 120bpm

Example: 500ms · 2x = 250ms

The **Tempo Multiplier Discrete** is active for both BPM & MS Tempo Mode's.

Tempo Multiplier Continuous

Default 1.00x

Increases or decreases the tempo by a multiple without rounding.

Example: 60bpm · 2x = 120bpm

Example: 500ms · 2x = 250ms

The **Tempo Multiplier Continuous** is active for both BPM & MS Tempo Mode's.

Tempo Multiplier Mode

Default Discrete

Switches between discrete or continuous tempo multipliers.

Option	*Symbol*
Discrete	
Continuous	

Spring Amount

Default 0%

Controls the overall amount of spring reverb.

Feedback

Default 50%

Controls how much of the delay signal is *fed back* into the delays'

inputs.

> ℹ At 0%, there is no feedback, and only a single delay echo will be heard. At higher values less than 100%, more delay echos will be heard, decaying out exponentially. An effort is made internally to match the RT60 of the A and B decay times in the event that A: Time and B: Time are different. Above 100%, the delay echos will continue infinitely, passing through the analog tape & filter sections over and over again.

> ⚠ Internally, **DC19** has a soft limiter on the feedback loop, which will prevent the feedback from increasing without bound. That said, things can still get quite loud when **Feedback** is pushed hard and should be handled with care.

Output Gain

Default 0.0dB

Controls the output gain *after* **DC19**'s processing.

Mix

Default 50%

Controls **DC19**'s overall wet/dry mix.

> ℹ At 0% the output will be dry (direct) signal only, while at 100% the output will be all wet (delay) signal only. At 50% the output will be an equal mix of wet and dry.

Macros

Kill All

Default Off

Mutes the delay signal and clears all delay buffers.

Options: Off, On

Shift + Click to latch the control.

Kill Feedback

Default Off

Clears the delay feedback while retaining the delay buffer.

Options: Off, On

Shift + Click to latch the control.

Infinite Hold

Default Off

Infinitely holds the feedback.

Options: Off, On

Shift + Click to latch the control.

Spring Hold

Default Off

Pins the Spring Amount at 100% and internally routes all audio through the spring.

Options: Off, On

Shift + Click to latch the control.

Master On/Off

Default On

Bypasses **DC19**'s processing.

> We recommend using the **Master On/Off** instead of your DAW's plugin bypass to avoid digital artifacts.

Advanced Controls

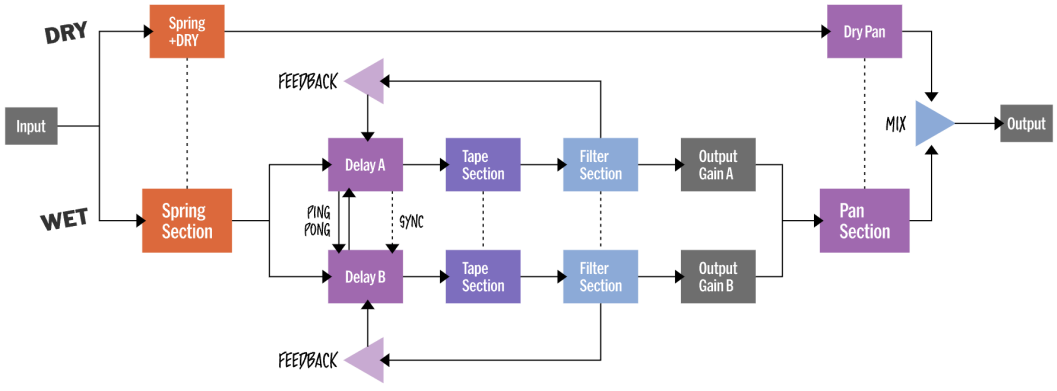
The Advanced section offers more precise control and fine adjustment options.

To access **DC19**'s advanced controls, click the ··· icon in the sidebar.

Signal Flow

It can be a bit tricky to understand the signal flow in **DC19** because the delay feedback is involved and because **DC19** just does so many things! The delay, spring reverb, and panning all interact differently depending on how the plugin is configured.

Here's a simplified block diagram that shows the high level routing options in **DC19**:



Tape Controls

Tape On/Off

Default On

Turns the analog tape section On or Off.

> The analog tape section is ***inside*** **DC19**'s feedback loop and greatly impacts how delay echos will decay over time.

Tape Amount

Default 100%

Controls the amount of tape coloration & saturation.

Tape Lofi

Default 0%

Controls which tape machine is used in **DC19**'s feedback loop, becoming progressively more lofi as the control is increased.

The tape machines listed below are used at different points in the control range; in-between values are a blend of multiple tape machine algorithms.

Tape Lofi Specifications

Setting	*Tape Machine*
0%	Hifi 30 IPS reel-to-reel machine
66%	7.5 IPS reel-to-reel machine with warm, round character
133%	Professional 4-track tape deck
200%	Consumer cassette deck with aged & degraded tape

Tape Wobble

Default 0%

Controls the amount of tape modulation.

> Unlike a well-behaved wow & flutter algorithm, **DC19**'s **Tape Wobble** is more woozy & sporadic. Even at lower values, it can help inject movement into otherwise static sounds.

Tape Wobble Stereo

Default On

Switches between stereo (independent) or mono (synchronized) tape wobble.

Option	*Symbol*
Off	○
On	◎

Filter Controls

Filter On/Off

Default On

Turns the filter section On or Off.

Filter Amount

Default 25%

Controls the overall amount of filtering.

> At lower values near 0%, the filter is wide and broad. At higher values near 100%, the filter becomes very narrow and resonant.

DC19 uniquely manages the gain in the feedback loop based on the shape and depth of filtering and attempts to keep the feedback decay consistent, regardless of the **Filter Amount** setting.

Filter Freq

Default 500Hz

Controls the center frequency of the filter.

At its minimum setting, the filter becomes a high cut filter, only filtering out the higher frequencies in the signal. Conversely, at its maximum setting, the filter becomes a low cut filter, only filtering out the lower frequencies in the signal.

Pan Controls

Dry Pan

Default 0%

Controls the panning of the dry signal.

Pan Link A/B

Default On

Links input modes and output gains together and *inversely* links A: Panner and B: Panner (i.e. B: Panner will be set to the opposite of A: Panner).

A: Input Mode

Default Left

Selects the input signal for Delay A.

Options: Left, Right, Sum

B: Input Mode

Default Right

Selects the input signal for Delay B.

Options: Right, Left, Sum

A: Panner

Default -100%

Controls Delay A's panning.

B: Panner

Default 100%

Controls Delay B's panning.

A: Output Gain

Default 0.0dB

Controls the output gain of Delay A.

ℹ This control is post feedback.

B: Output Gain

Default 0.0dB

Controls the output gain of Delay B.

ℹ This control is post feedback.

Pan Binaural Amount

Default 0%

Controls the type of panning algorithm used to pan the delay signals.

ℹ At 0%, the panning algorithm is a standard level-based panner. At 100%, the panning is a binaural panning algorithm that uses a combination of interaural time delays and frequency-dependent interaural level differences to pan the delay signals in space.

Pan Spread

Default 0%

Controls the stereo spread of the panning algorithm. At 0%, sounds will be panned directionally, occupying a distinct position in the soundstage. At 100%, sounds will spread out and diffuse across the stereo field.

Glide Controls

Glide On/Off

Default On

Controls how the pitch behaves as the delay time is changed.

- When turned On, the delay time seamlessly glides between values as though a delay head is gliding to new positions on analog tape.
- When turned Off, the delay time seamlessly jumps to new positions.
- HQ Mode has a big impact of the character of the delay gliding. We recommend turning HQ Mode if want the smoothest sounding glides.

Glide Time

Default 1.000s

Controls approximately how long it will take the delay time to travel from one extreme to the other.

- **Glide Time** can be set via tap tempo. Use the T key when the control is highlighted to tap in your desired tempo.
- At extremely fast delay glide times, fast chirps and pitch glissandos may be heard.

Glide Mode

Default Relative

Controls how the glide time is calculated.

Options: Relative, Absolute

> In Relative mode, Glide Time sets maximum travel time for the currently-displayed delay range; delay changes within that range will glide for a fraction of the maximum time. In Absolute mode, the glide time is fixed no matter how large or small the delay change.

Spring Controls

Spring On/Off

Default On

Turns the spring reverb on or off.

Spring Add Dry

Default Off

Applies the spring reverb to the dry signal in addition to the delay signals.

Options: Off, On

Spring Decay

Default 50%

Controls the decay time of the spring reverb.

Spring Decay Mode

Default Auto

Controls whether the spring decay operates manually or based on the setting of Spring Amount.

Options: Auto, Manual

HQ Mode

Default Off

HQ Mode is our no-holds-barred processing mode where super high quality audio is given priority over CPU usage.

When **HQ Mode** is turned On, **DC19** uses a higher precision algorithm, providing better spectral resolution at the expense of higher CPU usage.

Option	*Symbol*
Off	~~HQ~~
On	**HQ!**

> We recommend using **HQ Mode** when you need the highest possible quality and don't mind 2-4x higher CPU usage. An important lead instrument, vocal, or a mastering session is a great place for **HQ Mode**.

> **HQ Mode** cannot be MIDI mapped since automating it is not recommended.

Preprocess Input Gain

Default 0.0

Controls the input gain *before* it hits **DC19**'s processing.

Postprocess Output Gain

Default 0.0

Controls the output gain *after* **DC19**'s processing.

A Quantizers

The row of buttons below A Time individual quantizers. They are listed here at the end of the parameter section for reference.

A: Quantize 32nd

Default Off

Quantizes A to the 32nd note.

A: Quantize Trip 16th

Default Off

Quantizes A to the Trip 16th note.

A: Quantize Dot 32nd

Default Off

Quantizes A to the Dot 32nd note.

A: Quantize 16th

Default Off

Quantizes A to the 16th note.

A: Quantize Trip 8th

Default Off

Quantizes A to the Trip 8th note.

A: Quantize Dot 16th

Default Off

Quantizes A to the Dot 16th note.

A: Quantize 8th

Default Off

Quantizes A to the 8th note.

A: Quantize Trip Quarter

Default Off

Quantizes A to the Trip Quarter note.

A: Quantize Dot 8th

Default Off

Quantizes A to the Dot 8th note.

A: Quantize Quarter

Default Off

Quantizes A to the Quarter note.

B Quantizers

The row of buttons below B Time individual quantizers. They are listed here at the end of the parameter section for reference.

B: Quantize 32nd

Default Off

Quantizes B to the 32nd note.

B: Quantize Trip 16th

Default Off

Quantizes B to the Trip 16th note.

B: Quantize Dot 32nd

Default Off

Quantizes B to the Dot 32nd note.

B: Quantize 16th

Default Off

Quantizes B to the 16th note.

B: Quantize Trip 8th

Default Off

Quantizes B to the Trip 8th note.

B: Quantize Dot 16th

Default Off

Quantizes B to the Dot 16th note.

B: Quantize 8th

Default Off

Quantizes B to the 8th note.

B: Quantize Trip Quarter

Default Off

Quantizes B to the Trip Quarter note.

B: Quantize Dot 8th

Default Off

Quantizes B to the Dot 8th note.

B: Quantize Quarter

Default Off

Quantizes B to the Quarter note.

Specs

Supported Channel Configurations

Input Channel #	*Output Channel #*
Mono	Stereo
Stereo	Stereo

Presets

The presets are a great way to get to know each plugin. The preset drawer can be accessed at the bottom of each plugin by clicking the current preset name.

- ## Basics
    - *Dots*
    - *Triplets*
    - *Straights*
    - *Free Delay*
    - *Binaural Crossfeed*
    - *Classic Ping Pong*
    - *Lofi Chorus Ping Pong*
    - *Canon in DC19*
- ## Short
    - *Left -> Right Double*
    - *Right -> Left Double*
    - *Roomy Doubler*
    - *Spring Doubler*
    - *16th Slapback*
    - *80's 16th Slap*
    - *Big 80's Slap*
    - *Country Slap*
    - *Surf 32nd Spring* *e.g. Wipe Out (1963)*
    - *Angry Surf Spring* *e.g. Misirlou (1962)*
    - *Surf Triplet Spring* *e.g. Let's Go Trippin' (1961)*
    - *Amp Room*
    - *Backstage*
    - *Squash Court*
    - *Pretty Nice Chorus*
- ## Historical - Short

- *Chuck Berry's Slap* — *Chuck Berry (1956)*
- *Heartbreak Hotel* — *Elvis Presley (1956)*
- *California Girls* — *The Beach Boys (1965)*
- *Wooly Bully* — *Sam The Sham & The Pharaohs (1965)*
- *Stones Chamber* — *The Rolling Stones (1966)*
- *Gimme Shelter (Guitar)* — *The Rolling Stones (1969)*
- *What's Going On Chamber(ish)* — *Marvin Gaye (1971)*
- *When The Levee Breaks* — *Led Zeppelin (1971)*
- *Dancing In The Dark (Vox)* — *Bruce Springsteen (1984)*
- *Jump (Synth)* — *Van Halen (1984)*
- *Beastie Boys Echo* — *Beastie Boys (1994)*
- *Karma Police Triplets* — *Radiohead (1997)*
- *Emily I'm Sorry (Vox)* — *boygenius (2023)*

Historical - Long

- *Stalag 17* — *King Tubby (1973)*
- *King Tubby Meets Rockers Uptown* — *King Tubby (1976)*
- *Is This Love* — *Bob Marley and the Wailers (1978)*
- *Walking On The Moon* — *The Police (1979)*
- *Once in a Lifetime* — *The Talking Heads (1980)*
- *Let's Go Crazy* — *Prince (1984)*
- *Pride (Stereo)* — *U2 (1984)*
- *Pride (Mono)* — *U2 (1984)*
- *The Joshua Tree* — *U2 (1987)*
- *Trey's DM-2000* — *Phish (1997)*
- *Poor Places* — *Wilco (2002)*
- *Cornelius' Ping Pong* — *Point (2002)*
- *Cornelius' Halftime Delay* — *Point (2002)*

Weirdos

- *Crappy Room Mics*
- *Cassette Warbler*
- *Warm Ambience Maker*

- *Garbage Tape Loop*
- *High Humidity*
- *Cardboard Tape Machine*
- *Midwest Cicada Summer*
- *Abandoned Olympic Swimming Pool*
- *Thin Scribbles, Huge Canvas*
- *Start Ur Engines*
- *Weirdo Chorus*
- *Kingston Flanger*
- *Basso Fundido*
- *1/4 Note Parking Garage*

Acknowledgements

Annlie Huang / Chris Conover / Collins (CLGN) / Diana Zheng / James Edmondson / Jeff Berner / Scott Tolinski / TaeHo Park / The Edge / Tim Golden

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Devin Kerr / Rob Stenson / Jasper Duba / Noah Dayan

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About Goodhertz Plugins

User Interface

Goodhertz plugins are made to be workhorse tools that sound amazing. We've put a lot of thought and care into the audio quality and plugin usability, and for that reason, we've opted for simple and direct controls & interfaces that don't rely on photorealistic knobs or ornamental screw heads to communicate their meaning.

We've also decided to only include meters and graphs when we feel they will directly lead to a better sonic result. Meters/graphs can consume significant CPU resources, and we firmly believe that **if it sounds good, it is good**.

Our meters can be reset at any time using the "Reset Meters" button (in certain plugins) and manually enabled or disabled via the "Enable Metering" User Preference.

Preset Bar

Button	*Action*
↺	Undo the last parameter change.
↻	Redo the last parameter change.
〈	Switch to the previous preset.
"Preset Name"	Opens the preset drawer (Option/Alt + Click to reset all plugin settings to preset).
〉	Switch to the next preset.
A	Selects the A settings state.
→ ←	This copies the current settings to the opposite A/B state; i.e. if you're on the A state, clicking the arrow will copy those settings to the B state.
B	Selects the B settings state.

Toolbar

Introduced in version 3.10, the toolbar at the bottom of the plugin holds a handful of shortcut buttons.

Icon	*Action*
⚙	Opens preferences menu
	Shows diagnostic information
	Opens plugin manual in your default web browser
URL	Opens a URL representation of the current plugin control state (Command/Ctrl + Click to copy the URL to the clipboard)
	Opens language-selection menu
MIDI	Opens MIDI Learn menu
HQ HQ!	Toggles HQ mode (only in certain plugins)
	Resets all meters (only in certain plugins)
−	Shrink interface
+	Enlarge interface

Keyboard Shortcuts

Action	*Keyboard Shortcut*
Enter New Parameter Value	Once you've clicked or double-clicked a control, type in a value, then hit `ENTER`, `RETURN`, *or* `TAB`. Depending on the control type, we support a variety of input values, such as fractions (e.g. 1/4 for 0.25), the kilo suffix (e.g. 4k for 4000), note values for time-based controls (e.g. 1/8T for an eighth note triplet or 1/4D for a dotted quarter note, relative to the current DAW or plugin BPM),

Action	*Keyboard Shortcut*
	and musical notes for frequency controls (e.g. A#5 for 923.33 Hz or Eb2 for 77.78 Hz).
Increment Parameter Value	↑ *or* → arrow keys
Decrement Parameter Value	↓ *or* ← arrow keys
Jump to Next Parameter	TAB
Jump to Previous Parameter	SHIFT + TAB *or* ` (backtick)
Escape Parameter Focus / Close any Open Drawers	ESC
Tap Tempo	T *or* **Click** (N.B. For this to work, you must have a BPM or milliseconds control selected.)
Save Preset	N (N.B. For this to work, the preset panel must be open.)
Set Preset as Favorite	F (N.B. For this to work, the preset panel must be open.)
Edit Preset	E (N.B. For this to work, the preset panel must be open.)
Update Preset	U (N.B. For this to work, the preset panel must be open.)
Delete Preset	DELETE (N.B. For this to work, the preset panel must be open.)

Right-Click Actions

Action	*Instruction*
Read about Control in manual	**Right-Click** & select “Show in Plugin Manual”
Reset Control to Default	**Right-Click** & select “Reset to Factory Default Value”

Action	*Instruction*
Lock Control when switching presets	**Right-Click** & select “Lock When Switching Presets”
Copy current plugin settings to clipboard	**Right-Click** & select “Copy as URL to Clipboard”
Paste all plugin settings from clipboard	**Right-Click** & select “Paste From Clipboard”
Reset all plugin settings to Defaults	**Right-Click** & select “Reset All to Defaults”
Reset all plugin metering	**Right-Click** & select “Reset Meters” (only available in certain plugins)
Reset all plugin settings to Preset	**Right-Click** & select “Reset to [preset] Preset”
Update Preset with current plugin settings	**Right-Click** & select “Update [preset] Preset”
Create new Preset with current plugin settings	**Right-Click** & select “Create New Preset”
Go to the plugin’s manual page	**Right-Click** & select “Read [plugin name] Manual”

Right-Click Preferences

Action	*Explanation*
Language	Switch the display language of text elements in Goodhertz plugins. We currently support the following languages: English, Spanish, Portuguese, French, Italian, Japanese, Korean, Chinese (Simplified), Chinese (Traditional), and Arabic.
Always Open Advanced Pane	By default, this is *Off* — i.e. when the plugins open, they do not show you the advanced controls available by hitting the `•••` button in the sidebar. If you’d like to always see the advanced controls, enable this preference.

Action	*Explanation*
Control Granularity	By default, all Goodhertz controls move in small increments when dragged. If you prefer controls to operate with larger increments by default, change this option to *Coarse*. N.B. This will swap the behavior of the Shift mouse modifier - i.e. Shift-dragging will move a control with standard granularity when set to *Coarse*.
Dark Mode	Allows you to choose the color palette used for displaying the interface. If you prefer the look of dark colors (or work in a darker environment) enable this option. The *Auto* option will automatically adjust the color scheme depending on the system preferences of your machine (Mac only).
Enable Hover Markers	By default, this is *On* — i.e. all controls will show markers on hover. If you find this behavior unnecessary, deselect this option and no markers will be shown.
Enable Metering	By default, this is *On* — i.e. in normal operation, all audio meters and visualizations available in Goodhertz plugins are enabled and running. If you'd like to turn them off and disable all metering and visualization, deselect this option. And to turn them back on, simply reselect it. N.B. If you're struggling to use a large number of Goodhertz plugins on an older processor with an integrated GPU, sometimes disabling metering can help.
Enable Scroll Input	By default, all Goodhertz sliders can be *scrolled* in addition to dragged. If you find this behavior unnecessary, deselect this option and no scrolling events will be used to control Goodhertz sliders.
Enable Tooltips	By default, this is *On* — i.e. all controls will show a tooltip on hover. If you find this behavior unnecessary, deselect this option and no tooltips will be shown.
GPU Acceleration	By default, this is *Enabled* — i.e. the GPU will be prioritized whenever possible to improve graphics performance. If your graphics card does not support GPU acceleration, this preference will be automatically set to *Reduced*. N.B. If you experience graphics issues, disabling this preference may help.
Keyboard Focus	By default, you can get keyboard focus on any Goodhertz control with a single click. Change this option to ensure keyboard focus only

Action	*Explanation*
	occurs on double clicks.
Window Size	Enlarge or shrink the Goodhertz plugin window by selecting an option here. This will save your preference for all instances of this plugin.
Diagnostics	Displays general information about the plugin and the configuration of your system for diagnostic purposes. If you experience any issues with the plugin, it can be helpful to include this information when contacting us. N.B. Clicking this window will copy the contents to the clipboard.
MIDI Learn	Configure the mapping used to control parameters via MIDI messages. To assign a MIDI number to a control, enable *MIDI Learn* and send a MIDI message while a control is focused. To remove an assigned mapping, click on a mapping entry in the list or select *Clear All* to reset the entire mapping. N.B. You can assign different types of MIDI messages including Pitch Bend, Note, and CC messages.

Mouse Modifiers

Action	*Combination (Mac)*	*Combination (Windows)*
Reset Parameter to Default Value	`OPTION` + Click	`ALT` + Click
Move Control with Coarse Precision	`SHIFT` + Drag	`SHIFT` + Drag
Move Control with Fine Precision	`COMMAND` + Drag	`CTRL` + Drag
Move Control with Normal Precision	Drag	Drag

Automation

Unintentional digital clicks and pops are the worst. They happen for lots of reasons and often end up wasting your time with needless revisions or mastering surgery. When they go unnoticed, they can make their way onto commercial albums and releases.

Plugin automation is a common cause of clicks and pops. Sweeping an EQ band, changing a delay setting, and even automating a plugin bypass can cause digital artifacts if poorly handled.

This is not true for Goodhertz plugins. Any parameter in a Goodhertz plugin, even on/off switches, can be automated freely and smoothly without clicks, pops, or zipper noises (unless otherwise noted). You can push them, pull them, LFO them — whatever you do, they'll handle it gracefully.

Since our Master On/Off controls won't create artifacts, we recommend that you use them rather than your DAW-supplied plugin bypass if you want to disable plugin processing.

Plugin Settings

Goodhertz plugin settings can be copied and pasted as text urls, which look like this: https://goodhertz.com/vulf-comp/3.0.9?cm=0&wf=0&lf=100&lfc=50

To copy and paste, right click anywhere on the plugin interface and select either the copy or the paste option.

E.g. If you paste "https://goodhertz.com/vulf-comp/3.0.9?cm=0&wf=0&lf=100&lfc=50" into Vulf Compressor it will recall the settings associated with that url. This way you can easily send an *exact* plugin setting to someone — in an email or a text — without any guesswork or screenshots.

System Requirements

Mac OS X ≥ 10.13

Audio Unit 64-Bit, VST 64-Bit, VST3 64-Bit, **or** AAX 64-Bit host

Windows ≥ 10
VST 64-Bit, VST3 64-Bit, **or** AAX 64-Bit host

Contact Support

To send plugin feedback, please e-mail us at feedback@goodhertz.com.

If you're having trouble, experiencing a technical issue, or you think you've found a bug, please email support@goodhertz.com.

Find all our contact info & bug-reporting protocol on the contact page.