


 Difference
0.00 DB

Pre LUFS Post
-10.9 | **-10.9**

Gain Offset 0.0 dB

  
Bypass Sensitivity Hold

Volume Buddy



1 Introduction

1.1 About Volume Buddy

The main purpose for creating Volume Buddy was to make a plugin that actively works towards counteracting loudness bias quickly, and transparently. The brain naturally processes louder changes as being better changes. This creates bias when adding effects to sound as it colors the mixer's assessment as to whether the effect in question is adding or detracting from the sound. By making Volume Buddy gain compensate in LUFS (EBU loudness tested for compliance with EBU Tech-3341), any changes made will be the same perceived level as before the effect and after the effect so the only thing necessary to focus on is how the effect in question is changing the sound in question. LUFS is a closer accurate measurement to how the human ear perceives volume than RMS or Peak. Therefore, when gain staging, matching to LUFS yields more accurate results in combating volume bias.

Volume Buddy is as simple as dragging and dropping onto a track or effects chain. It automatically triangulates the location and grabs the audio from the Pre FX channel of where ever it is placed. It's not meant to replace the act of gain staging, rather aid in training your ears to listen to how various effects alter a sound without the coloration of volume. You can quickly make broad strokes with any plugin and Volume Buddy will counteract the change in volume to quickly hear how the sound is being affected. It's also extremely useful in Ableton racks to turn any effect into an auto-gain plugin. Compressors, limiters, distortion, and everything else you might use all benefit the from the usage of this plugin. Thank you for purchasing it, and I hope it's as beneficial to you as it has been to me.

For any questions, bugs, feature ideas, please email support at support@noirlabs.co.



1.2 System Requirements

Only Ableton 10 and 11 are supported and must have ability to use Max for Live in Ableton.

1.3 Installation

Place the .axmd file into the Max Audio Effect folder. Wherever that folder is on your computer place it there.

Windows Vista, Windows 7, Windows 8, Windows 10

`\Users\[username]\Documents\Ableton\User Library\Presets\Audio Effects\Max Audio Effect`

Mac OS X

`Macintosh HD/Users/[username]/Music/Ableton/User Library/Presets/Audio Effects/Max Audio Effect`

When a new update is available for the plugin, the Noir Labs logo menu will flash alerting the user to download the new update from Gumroad. Additionally, you will receive an email with new update information.



2 Main Controls

Noir Labs Menu

Opens the Noir Labs menu. This button will also flash green when a new update is present.

The screenshot shows the main controls interface with the following elements:

- Difference:** 0.00 DB
- Pre LUFS:** -10.9
- Post LUFS:** -10.9
- Gain Offset:** 0.0 dB
- Bypass:** A button with a power icon.
- Sensitivity:** A slider control.
- Hold:** A button with three vertical bars.

Volume Difference

Shows the difference in volume calculated between the Pre and Post level.

Bypass

Toggling the bypass button will toggle between the Pre-FX chain and the Post adjusted level. This is useful for hearing the change an effect, or effects, have while maintaining properly gain staged volume.

Sensitivity

This adjusts how sensitive the plugin will be to changes in volume. The higher the value, the less sensitive it will be to smaller changes.

Target

To open Target mode, click on the "Pre" button in Volume Buddy. When enabled, Volume Buddy will maintain the volume at the user selected loudness. The default value is -24 LUFS. Therefore, any audio will be normalized to maintain a -24 LUFS loudness.

Gain Offset

Adjusts the level of volume to compensate for. Similar to reducing or increasing the volume before a chain.

Hold

Holds the Volume Difference at the currently set level preventing Volume Buddy from adjusting the level until it's unfrozen. Necessary when saving a project file with the currently compensated volume.

3 Notes on Using Volume Buddy

Volume Buddy automatically finds the Pre-FX channel of the current instance's position, eliminating the need for a send and receive plugin.

Normal usage

- To use, simply drag Volume Buddy to the point in a chain you wish to compensate changes in volume. Anything before that instance of Volume Buddy will be compensated for.

To use on a single plugin/plugins within a chain

- Group the plugins you wish to have Volume Buddy compensate for, and drag an instance of Volume Buddy into the last position *within* the group. Volume Buddy will now only compensate for the volume changes happening within that group, ignoring changes from outside of it.

|

Delay Compensation must be turned on within Ableton or Volume Buddy will falsely react to changes that aren't there.



Change Log

v2.5.6

- Added support for Ableton 12
- Fixed CPU leak bug.

v2.5.3

- Fixed a bug where Volume Buddy would not compensate properly if sample rate was not set to 48000. It now works in 44.1khz though 192khz.
- Fixes issues causing the plugin to flood the undo history in Ableton 11.3.
- Miscellaneous bug fixes.

v2.5.2

- Fixed a bug causing crashes in Ableton.
- Miscellaneous bug fixes.



Change Log

v2.5.1

- Fixed rare issues where track names with symbols, characters, or blank midi channels might prevent Volume Buddy from identifying current channel
- Fixed bug that would cause LUFS to flicker volume after playing when previously paused
- Fixed bug where the gain offset number box wouldn't allow the user to type in values properly
- Fixed issues relating to unwanted volume spikes