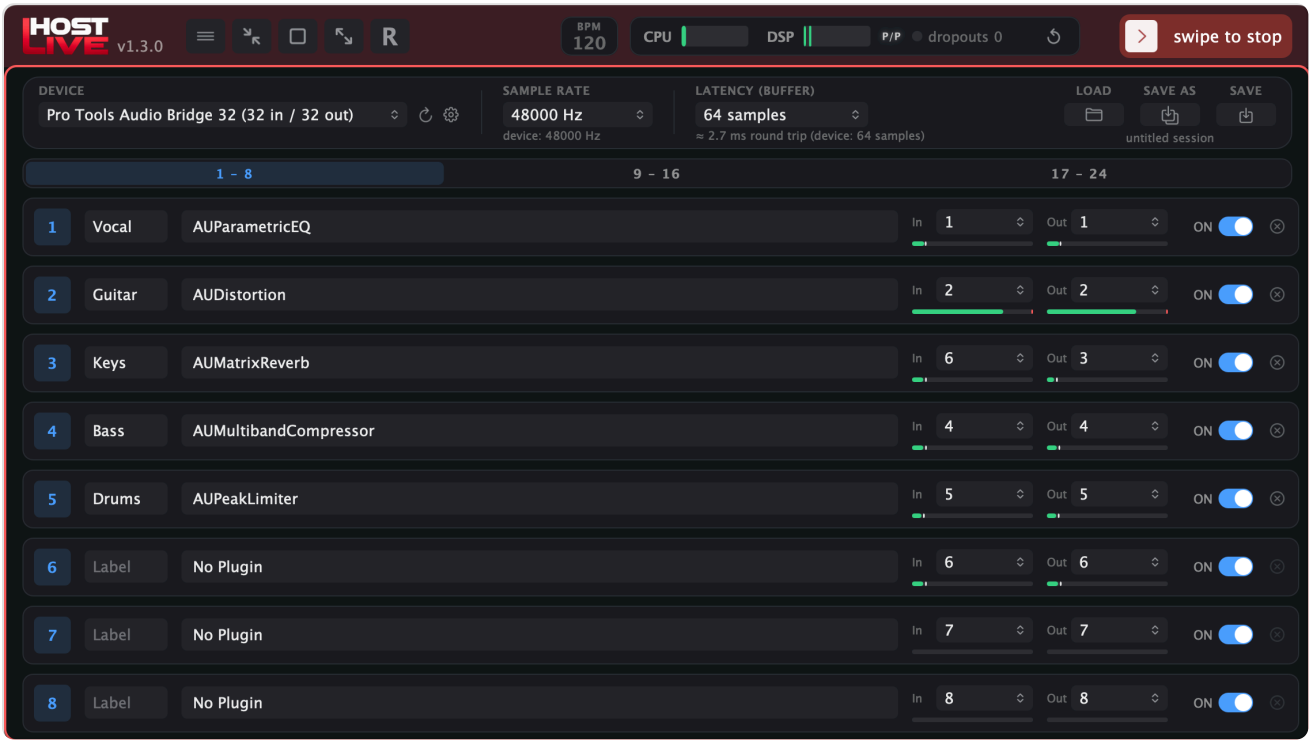
HOST LIVE

Quick manual · version 1.3.0 · hostlive.pro

HOST LIVE hosts Audio Unit and VST3 effects for live use. It has **24 channel strips**. Each strip takes one input from your audio interface (mono, or a stereo pair), runs it through a chain of up to **four plugins**, and sends it to one output. It is built to be set up once, started, and left alone on stage.



The main window while the engine is running (the red frame and the “swipe to stop” button show that it is live).

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1. Getting started

1. **Choose your audio device** in the *Device* menu. The circular arrow refreshes the list; the gear opens the device's own driver settings (the manufacturer's control app, or Audio MIDI Setup when there is none).
2. **Set the sample rate and the latency (buffer).** A smaller buffer means lower latency but more work for the processor. 64 or 128 samples is a good start.
3. **Give a channel a plugin.** Click the plugin box on a strip and pick a plugin from the list. Name the channel in the label field if you like.
4. **Choose the channels.** In and Out pick the interface channel the strip uses. The list shows single channels (mono) in columns of 16, followed by stereo pairs (1-2, 3-4…); choose a pair to make the strip stereo. A device with more than 64 channels offers them in banks of 64 instead (*1 – 64*, *65 – 128*…), a submenu each, and *Type a number…*: write 130, or 130-131 for a pair, and press Return.
5. **Press Start.** The button turns into *swipe to stop*.

> **Stopping is a swipe.** To stop the audio, drag the button to the right. A stray click in front of an audience can't silence the band. `⌘R` starts and stops from the keyboard.

2. The window

Header



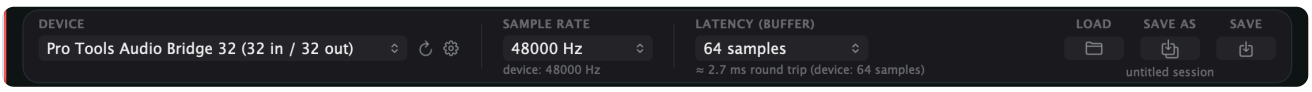
Header: window buttons, Rehearsal (R), the tempo, the load meters, and Start / Stop.

Start / Stop	Starts the engine. Stopping needs a swipe.
CPU	How busy the whole computer is, across all its cores – not just HOST LIVE.
DSP	The part of each block's time the processing takes. 100% is where the next block is late, so keep it well below that. The thin mark is the worst block since Start: amber when it was high, never red, since a long block is not yet a broken sound. **P/P** beside the DSP bar lights up while the channels are processed in parallel, on several threads.
dropouts	Blocks the audio device really missed, as Core Audio reports them to HOST LIVE - counted only while a signal was passing, after the first seconds of a run, and when HOST LIVE itself saw the processing go late at the same time (some devices report misses all the time), so a gap in silence does not add to it. The counter stays red until you reset it with the arrow beside it.
Window buttons	Minimise, back to the default size, and full screen - and **R**, rehearsal mode (below).
BPM	The tempo the plugins are told. **Tap it** three times or more to set it: the average of the last four taps, and a pause of over two seconds starts again. **Right-click** it to choose where the tempo comes from - *ProLink* (the console's, the start), *Taps only*, or a MIDI clock (*All inputs* or one input) - or to *Learn* a MIDI note or controller that taps it - the same messages cannot also be a snapshot's or a plugin parameter's. Bright while a clock comes in; taps are ignored then.

Rehearsal mode

The **R** button beside the window buttons switches rehearsal mode on and off, and works only while the engine is running: with the engine stopped it says so instead, and stopping the engine switches rehearsal mode off. The header and the frame of the window go yellow. In rehearsal the engine keeps running while you **add, replace, move and remove plugins**, drag them between strips, and **change the routing** (In, Out, ↓ *below*); a plugin that is already running stays as it is, with its settings and open window, and only what is new is loaded. A plugin's box still opens its window as it does when running; an empty box, and *Choose another plugin…* in the box's right-click menu, open the list. Each change is put in a moment after the last one: the sound **dips for a fraction of a second**, and loading a plugin takes processor time, which can cause dropouts. Rehearsal is for rehearsals, not for a show. Turning it on says so; *Don't show this again* silences that. Rehearsal is off at every start. The device, sample rate and buffer still need a Stop and Start, as does a channel the device was not opened with. A plugin that does not load leaves the engine running and says so.

Device bar



Device, sample rate, latency, and Load / Save As / Save for sessions.

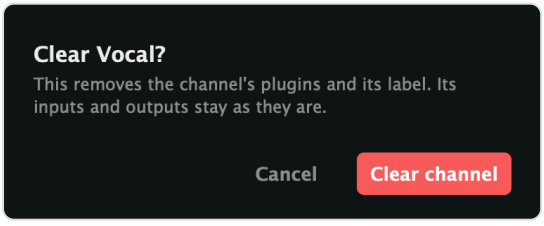
Under the buffer HOST LIVE shows the estimated round-trip latency of the whole signal path. **Load** (`⌘O`) opens a session and **Save As** (`⇧⌘S`) stores one under a name you choose. **Save** (`⌘S`) overwrites the session file you last opened or saved with the current setup, without asking; if there is none yet, it works like Save As. A session holds every channel's plugins, their settings, the routing and the labels. The session's name is shown under the Load and Save buttons, and the last session you opened or saved comes back the next time you start the app. When you quit with changes that are not in the session's file (a changed arrangement or a plugin setting), HOST LIVE asks whether to **Save**, **Don't Save** or **Cancel**. A setup that has no file yet is kept by the automatic save instead, so it is not asked about.

Channel strip



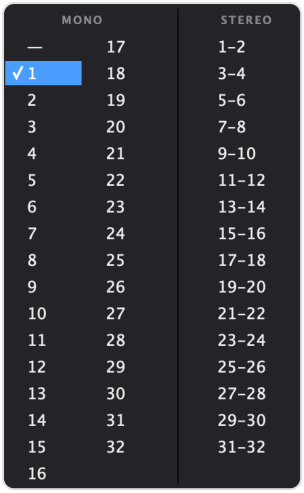
One channel strip.

Number and label	The channel's number, and a name of your own (“Vocal”, “Bass”…). The name also appears in the plugin's window title. **Right-click the number** to copy the channel's plugins, with their settings and Quick Controls, and to paste them into another channel (not the routing, bypass or label; a paste takes effect at the next Start). **Exclude from snapshots** in the same menu puts a thin red line down both sides of the strip, bending into its rounded corners and fading out there: that channel is then left out of snapshots, which neither store its plugins nor change them. **Colour** in the same menu gives the number's box one of six muted colours (sand, steel blue, teal, moss, amber, mauve), chosen from a row of squares, or none; two strips in a row share the upper one's. It is only there to tell strips apart.
Plugin box	Stopped: click to choose a plugin, or drag a plugin to change the order in a chain. Running: click to open the plugin's own window.
+	Adds another plugin after the last one, in series. A chain holds up to four.
In / Out	The interface channel the strip listens to and plays to, a single channel or a stereo pair, chosen from the same list. The thin bars below show the level (green; the white mark is the recent peak). **Alt-click or right-click** to reset this channel's routing (none, mono) or, after a confirmation, every channel's.
ON / OFF	OFF bypasses the plugins: the signal still passes, but goes round them. Hold `Alt` while you click to do it to **every channel** at once: all go to the state this one is switching to.
⊗	Clears the channel (its plugins and its label). It asks first. Hold `Alt` while you click to clear **every channel**; that asks first too, and says how many channels it will empty.



Clearing a channel asks first.

Clearing a channel removes its plugins and its label, and nothing else: its inputs and outputs stay as they are. The sheet asks first so that a stray click on the ⊗ button can't empty a channel on stage. Escape, or a click outside the sheet, cancels.

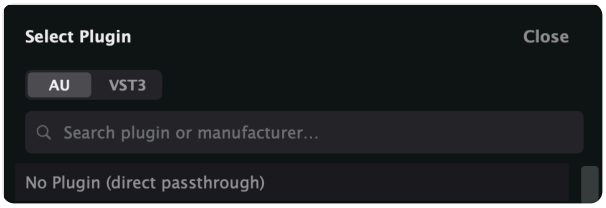


The In and Out lists: single channels (mono) in columns of 16, then stereo pairs.

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3. Plugins

Click the plugin box on a stopped strip to open the plugin list. Plugins are grouped by manufacturer; type in the search field to find one by name or manufacturer. The top row, *No Plugin*, passes the signal straight through.



The plugin list: format switch, search field, and the No Plugin row.

- **AU / VST3.** The switch at the top chooses the format. Audio Units are listed at once.
- **VST3 scan.** VST3 plugins can only be listed by loading each one, which takes a while. The first launch offers to scan; the *Rescan* button starts a new scan later. The list is kept, so the wait happens once. A blinking notice under the device menu says while it runs.
- **Between channels.** While stopped, hold a plugin for a moment and drag it onto a plugin of another channel: it goes in front of that one (or into an empty channel). Hold `Alt` as you drop it to copy it, with its settings. Dropped on the **middle** of a plugin (the box turns amber), it **replaces** that plugin, after asking.
- **Copy-protected plugins** (iLok and similar) work if their licenses are authorised on this computer. If one can't load, HOST LIVE says which channel it was.

Two strips in a row

The **Out** list of a strip has ↓ *below* next to the dash (not on the last strip). Chosen there, the strip below takes what this one puts out instead of an interface input, so two strips can work in a row (up to eight plugins together). The link is made from the **upper** strip only: the lower strip then has no **In** picker, the two number squares become one tall rectangle with a bent arrow in its lower half, and a thin blue line goes round both. The upper strip's audio

goes to the strip below alone, no longer to the interface; choose an output on the upper strip to separate the two again. The signal between them is as wide as the upper strip's input. The two run one after the other in the same block, so there is no extra delay, but they cannot share the processor's cores as separate strips do, and the pair counts as one in the DSP meter. A strip can be linked to the one below only if neither is already part of a pair, so at most two strips are linked. The choice takes effect at the next Start, like the rest of the routing.

Sidechain

A plugin that has a sidechain input (a compressor, a de-esser) offers it in the menu of its box: **right-click ▸ Sidechain input**, then a mono input or a stereo pair of the device, or *None*. The box then shows a small blue arrow in its top left corner (rest the pointer on the box to see which input). Instead of an input you can choose *From a plugin*: the output of another plugin, in this strip or another (sidechaining a compressor to a vocal, say). A plugin that comes earlier in the **same strip** is heard at once; any other is heard **one buffer late**, which the menu says in milliseconds (1.3 ms at 64 samples and 48 kHz), because the strips are processed side by side and none waits for another. A bypassed plugin passes its input on to the sidechain unchanged, and a source that is taken out of its strip is no longer a source. The plugin's sidechain is switched on when the engine starts, so a first choice, or a change between mono and stereo, takes effect at the next Start; once it is on, choosing another input takes effect at once. The menu offers the sidechain as soon as you have chosen the plugin: it is loaded once in the background, which is when it says whether it has one (see *Looking at a plugin*). The same choice is in the top bar of the plugin's own window (in Touchscreen Friendly mode, in its header beside the window's buttons).

MIDI control

Every plugin can have its parameters moved from MIDI. In the plugin's own window the bar at the top has a **MIDI** button: *MIDI control* switches it on, *Input* chooses which MIDI input it listens to (all of them, or one), and the list below holds what is mapped. With MIDI on, a **Learn** button appears beside it. Press Learn, take hold of a parameter in the plugin's window (the button says *Touch a parameter…*), then move a knob or fader, play a key or bend the pitch wheel on your controller (*Now move the control…*): that message now moves that parameter, and Learn ends. A parameter has one message; learning it again replaces it. Controllers, pitch bend and notes can be learned.

Each mapping has a way of working, chosen in its submenu. For a controller or pitch bend: *Jump* (the parameter goes where the control is, at once), *Pickup* (the parameter moves only after the control has reached it, so that a snapshot recall or a change made by hand is not followed by a jump) and *Endless encoder* (an encoder that sends steps rather than positions moves the parameter up and down from where it is). For a note: *Toggle* (each press switches the parameter between off and on) and *While held* (on while the key is down). *Remove* takes a mapping away, *Remove all* all of them. The mappings are kept with the plugin in the session, and work while the engine runs.

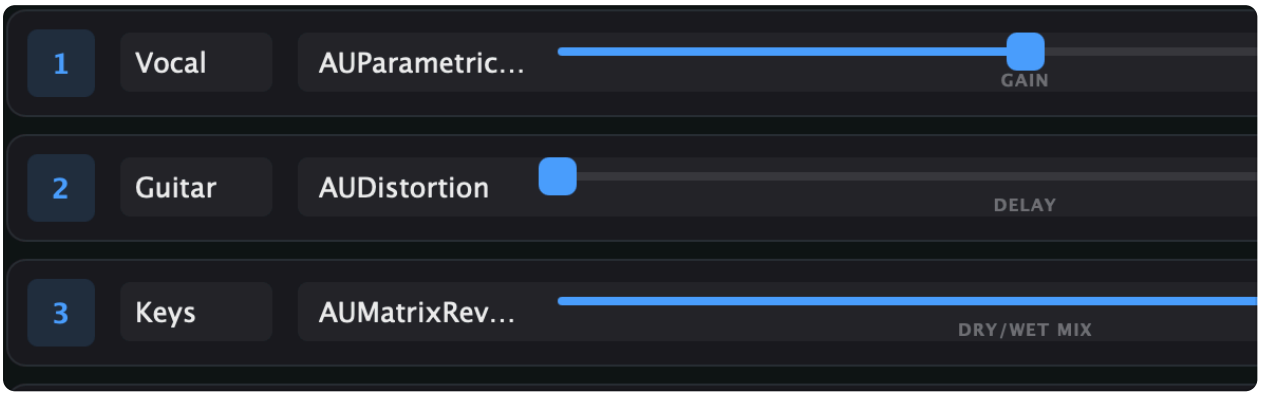
A message that already recalls or steps a snapshot cannot be learned for a parameter, and the other way round: a notice says so. When you **copy** a plugin that has MIDI control (Alt-drag, Replace, or Paste plugins) you are asked whether the copy gets the same MIDI control, since it would then move together with the original.

Looking at a plugin

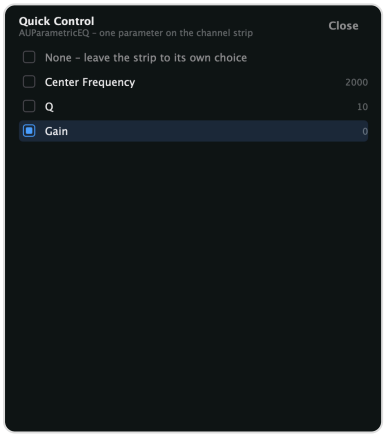
When you choose a plugin, HOST LIVE loads it once in the background, while the engine is stopped: its box says *loading…* for a moment. What it finds out - whether the plugin has a **sidechain**, its **latency** and how many channels it takes in and puts out - is in the box's tooltip and is kept in the session. A plugin that will not load (an iLok that is not plugged in, a license that has lapsed) says so right away, with the same *Try Again* and *Remove Plugin* as at Start. If the app goes down while a plugin is being loaded, that plugin is taken out of the session the next time, so it cannot do it again. The latency is read again at every Start.

Quick Control

While the engine runs, **right-click anywhere on a plugin's box**, the slider included, and choose one of its parameters. A slider for it appears on the strip, so you can change it without opening the plugin's window. A channel has room for two Quick Controls, on one plugin or on two. When the channel has several plugins, those that have one get the wider boxes and the others shrink to their names; with two on one plugin, they share its box. Tick a parameter to put it on the strip, tick it again to take it off. With two on the strip already, choosing a third asks which of them it takes the place of.



Quick Control: each strip shows the parameter chosen for its plugin – its name, a slider and the current value.

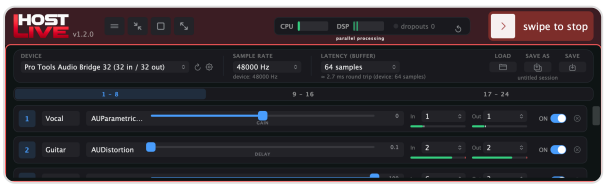


Right-click a plugin box and choose *Quick Control…*: the plugin's parameters, one to be put on the strip.

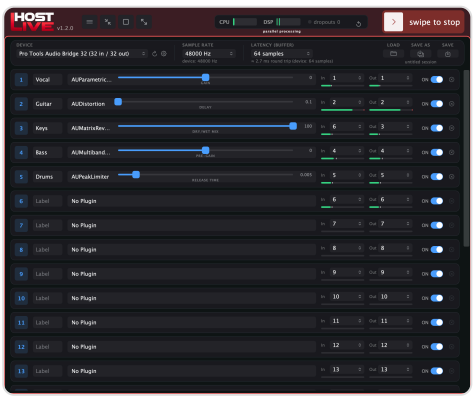
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4. Window and view

The window can be any size. Make it wider and the strips stretch. Make it shorter and the lowest rows scroll, with a scroll bar on the right. Make it taller than all the channels need and the whole interface grows with it, widening the window to match.



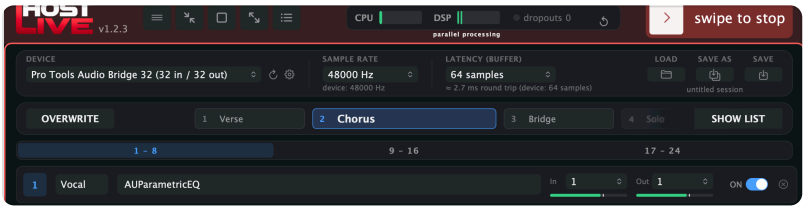
A short window: rows scroll.



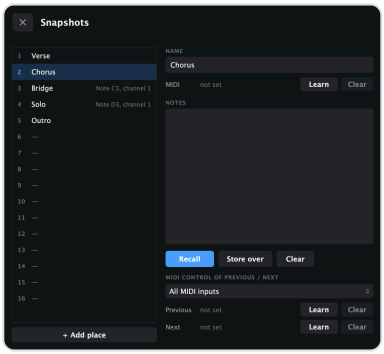
One page of channels.

- **Zoom** with `⌘+` and `⌘–` makes everything drawn larger or smaller; `⌘0` returns to 100%. The window size, zoom and page layout are kept in the session, so a saved session opens the way you left it. **Hover Text Help** (View menu) shows a short hint when the pointer rests on a control; turned off, the plugin boxes and the channel numbers still give theirs.
- **Touchscreen Friendly** (View menu) makes the text in menus and pickers larger and their rows taller, so that they are easy to hit with a finger. A plugin's window then loses the system's title bar and gets the large buttons of the main window instead: *Minimize* and *Close* in a header you can also drag the window by. Off by default; the choice is kept.
- **View ▸ Three Pages of 8 / Two Pages of 12 / One Page of 24 Channels.** Two pages of 12 is the default and shows the page tabs (1–12, 13–24); three pages shows 1–8, 9–16, 17–24. One page lists all 24 channels, without tabs. The choice is kept in the session; a start with no session is two pages of 12.

Snapshots (View menu): a row under the device bar and a list window store how every plugin's parameters are set and whether it is bypassed (not the plugins or routing). Click the previous or next one to recall it, right-click to *Store*, or press *Overwrite*; MIDI can step through them (*Learn* in the list window), and each snapshot can have a message of its own that recalls it (the *MIDI* row under its name). They work while the engine runs. In the list window a place, a snapshot or an empty one, is moved by dragging it to where it should go, between two others; the places between shift by one to close the gap. A button in the header, beside the window buttons, shows and hides the list window. Off by default.



The snapshot row: the current snapshot in the middle, its neighbours beside it, Overwrite at the left end and Hide / Show List at the right end.



The list window, with MIDI control of previous / next.

5. Settings menu

Start / Stop	`⌘R`
Start Engine on Launch	When ticked, the next time the app opens it loads the last session and starts the engine by itself. Off by default. If the session's audio device isn't connected, the engine is not started: a yellow notice says it is waiting for the device, and you start it yourself once it is back.
Parallel Processing	Spreads the channels over processor cores instead of running them one after another. On by default; leave it on unless a plugin misbehaves. Changing it restarts a running engine.
Auto Routing	When on, choosing a device hands the channels out in order (strip 1 to input 1 and output 1, and so on). Off by default: your routing stays as you set it, whatever the device has. A channel the device does not have (a smaller device, or one whose channels change) shows as *(n/a)* and is left out; it is kept in the session and works again when the device has it.

Delay Compensation	See below. Off by default.
Autosave Every 10 Minutes	On by default. Besides saving a moment after every change to the setup, the app writes its autosave every ten minutes, so that what you changed inside a plugin's own window is not lost if the app closes unexpectedly.
Tempo from	Chooses where the tempo the plugins are told comes from: *ProLink* (the console's - the start), *Taps only*, or a MIDI clock (a drum machine, a DAW): *All inputs* (the first to send a clock is followed) or one input. The tempo in the header is bright while ProLink or the clock gives it. Every plugin's window has its own *Tempo* button: *App tempo*, *ProLink* or the clock of one MIDI input - so one plugin can follow another source than the rest - and its ratio to that tempo (the same, triplets, double, half). The same choice is in the right-click menu of the BPM panel.
ProLink compatibility…	Opens a window where a DiGiCo console is let follow and drive HOST LIVE as it does a Waves SuperRack: the switch (*Follow the console*), the state of the connection, the network adapter the console is on, and *SuperRack through HOST LIVE*.
Language	Choose English, Español or 中文. The change takes effect the next time the app starts.
Enter License…	Opens the license window.

ProLink compatibility

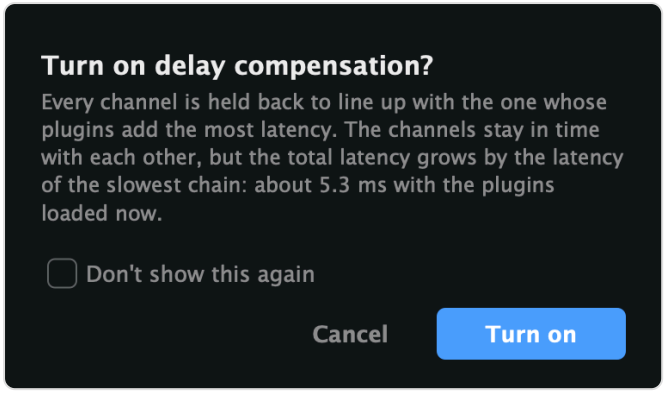
HOST LIVE can speak **ProLink**, the protocol a DiGiCo console uses with a Waves rack, so that the console treats it as one. Open *ProLink compatibility…* in the Settings menu, tick *Follow the console* and choose the network adapter the console is on (the one the console's or SoundGrid's network is plugged into). HOST LIVE then finds the console and connects to it; the window says what state it is in.

- **Snapshots.** The console recalls HOST LIVE's snapshots by their place in the list, as it would a rack's, and is the master of the list: what it stores, inserts, renames and deletes is done here too, and on connecting it makes the list its own. A recall needs snapshots on and the engine running.
- **Tempo.** The tempo tapped on the console goes to every plugin, from 30 to 300 BPM, and shows in the header's BPM panel, bright while the console is connected.
- **Sessions.** The console's *Load session* opens the session of its name from `Documents/HOSTLIVE` (or asks for a file); its *Save session* saves there under its name.
- **Touch and Turn.** The parameter last taken hold of in a plugin's window is the one the console's knob turns - faster in bigger steps, finer while the knob is held.
- **SuperRack through HOST LIVE.** The console takes one rack at a time. With this ticked, SuperRack connects to HOST LIVE as it would to the console and HOST LIVE passes everything on both ways, so both can be used together. The knob goes to whichever asked last, and back to SuperRack when the HOST LIVE plugin window is closed.

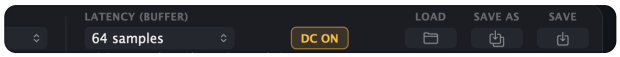
Tried with a Quantum and SuperRack 15.15. While ProLink compatibility is on, the wordmark carries the word *ProLink*.

Delay compensation

A plugin with look-ahead (a limiter, a linear-phase equaliser) reports that it delays the signal. HOST LIVE normally leaves each channel with its own delay. Turn **Delay Compensation** on and every channel is held back to line up with the one whose plugins add the most latency, so channels that are mixed together stay in time.



Turning it on asks first, because the total latency grows. Tick *Don't show this again* and it switches on without asking from then on.



While it is on, a yellow notice is shown beside the buffer.

While it is on, the square with each channel's number gets a coloured edge. **Yellow** means the channel is held back to line up with the rest. **Red** marks the channel with the most latency, the one the others are lined up with. **Click the number** to leave a channel out: it is no longer delayed, it no longer sets the pace for the others, and its edge goes. Click it again to put the channel back. The choice is saved with the session. **Rest the pointer on the number** to see that channel's latency and how much longer it is held back; with Hover Text Help turned off, that is all the hover shows.

> **It makes everything as late as the slowest channel.** A bypassed channel counts as having no latency. Turning it off takes effect at once.

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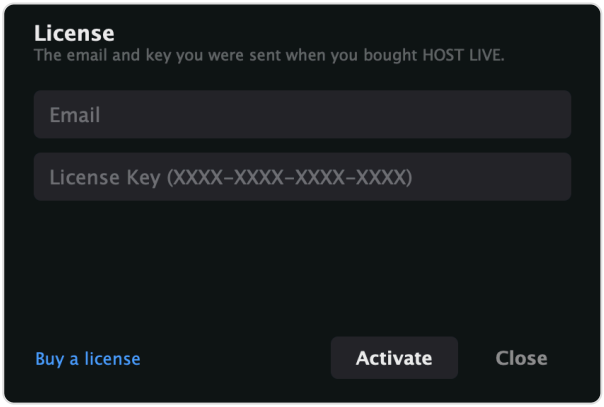
6. License and updates

Without a license HOST LIVE is a trial: playback runs for 30 minutes at a time, and you press Start to carry on. To license it, choose **Settings ▸ Enter License…**, type the email address and the key you were sent when you bought it, and press *Activate*. A license can be active on three computers at once, and activating needs the internet once; after that the license works without it. To use it on a fourth, choose *Deactivate* on one of the others first.

The same window has **Deactivate** while a license is active. It removes the license from this computer and the app returns to trial mode; you can enter the same email and key again at any time. *Buy a license* opens hostlive.pro.

HOST LIVE ▸ Check for Updates… asks hostlive.pro whether a newer version can be downloaded and offers the download page if so. At every start it asks *Check for a new version?*; answer Yes or No, and tick *Don't show this again* to stop the question.

A click on the **logo** opens the About window, which also says whom the license was issued to.



The license window.

7. Tips for live use

- Load your session and press Start before the doors open. Scan VST3 plugins beforehand, not on the day.
- Keep DSP comfortably below 100% and watch the dropout counter. If it counts, raise the buffer.
- If the interface is unplugged, HOST LIVE stops and says so. Plug it back in; the same device is selected again and your routing is kept.
- If your interface loops its outputs back to its inputs (a loopback or virtual device), keep an output away from the input of a channel you use: a loop howls.
- HOST LIVE saves your plugins' settings when you stop and restores them on the next Start.

8. What's new

The newest version comes first. This manual describes version 1.3.0 in full; later versions add a section here.

Version 1.3.0

- **Sidechain input** for plugins that have one: right-click a plugin's box and choose one of the device's inputs to feed it.
- **Two strips in a row**: choose ↓ *below* on a strip's Out and the strip below takes its output as its input (up to eight plugins).
- **Large interfaces** (more than 64 channels, 512 say): In and Out list the channels in banks of 64, mono and stereo, and *Type a number…* takes a channel written by hand (130, or 130-131 for a pair).
- **Linked strips** are shown as one: a single blue line goes round both, and the number box runs across them.
- **A plugin is looked at as soon as it is put in**, in the background, so its sidechain input, latency and channels are known before the engine starts.
- **Save and Save As** write the file in the background, so a slow or unreachable disk no longer freezes the window.
- **Questions and the plugin list** now come up over the Snapshots window, not under it.
- **MIDI control of a plugin's parameters**: a MIDI button and a Learn button in the plugin's window - touch a parameter, then move a control. Controllers, pitch bend and notes; Jump, Pickup, endless encoders, Toggle and While held. A copy of such a plugin asks whether to copy the MIDI control too.
- **Tempo from**: Settings ▸ Tempo from - ProLink, taps only or a MIDI clock; a MIDI clock works on its own, without ProLink.
- **Rehearsal mode** (the **R** button): the engine keeps running while plugins are added, replaced, moved and removed and the routing is changed; header and frame are yellow. For rehearsals only - each change dips the sound briefly and loading takes processor time.
- **Tap tempo**: tap the BPM panel three times or more, or learn a MIDI note or controller to tap it; right-click it to choose ProLink or a MIDI clock.
- **Strip colours**: the number box of a strip can be given one of six colours from its right-click menu (*Colour*). A strip left out of snapshots is now shown by a red line down both sides, no longer by a red number box.
- **ProLink compatibility**: a DiGiCo console follows and drives HOST LIVE as it does a Waves rack - snapshots, tap tempo, sessions and Touch and Turn; switched on in Settings.

Version 1.2.3

- **Snapshots keep each plugin's bypass**, and can be moved: drag a place (a snapshot or an empty one) in the list window to where it should go, between two others. Each snapshot can also have a MIDI message of its

own that recalls it.

- **More buffer sizes:** 16, 24, 48 and 96 samples join 32, 64, 128, 256 and 512, as far as the device allows them.
- **One license for HOST LIVE 48 too.** A HOST LIVE key also opens HOST LIVE 48, and activations are counted together.
- **Snapshot list button** in the header, beside the window buttons: shows and hides the snapshot list while Snapshots are on.
- **Touchscreen Friendly** in the View menu: larger text and taller rows in menus and pickers, and the main window's large buttons on a plugin's window.
- **Snapshots in Full Screen.** The snapshot list opens on the same Space as the main window when that is in Full Screen, not on another one.
- **Bypass plugin.** Right-click a plugin's box and choose *Bypass plugin*: the chain goes on without it, its name is struck through, and it adds no latency. Choose it again to bring the plugin back. It works while the engine runs and is kept in the session.
- **Spanish and Chinese.** The Settings menu has a *Language* choice, English, Español or 中文; the manual comes in Spanish and Chinese too.
- **The dropout counter** counts a miss that Core Audio reports only when HOST LIVE itself saw the processing go late at the same time, so devices that report misses all the time no longer add to it.

Version 1.2.2

Everything since 1.1.0, including the small updates 1.1.1 and 1.1.3.

- **24 channels** instead of 16, in three pages of 8, two of 12 or one of 24, and a chain of up to four plugins in each.
- **Save and Save As.** `⌘S` saves the current session file, `⇧⌘S` asks for a name. The session's name is shown under the Load and Save buttons, and the last session opens again at the next launch.
- **Asks before quitting**, always; with unsaved changes in the session file it offers Save, Don't Save or Cancel.
- **No more channels left out for feedback:** an unused channel whose output meets another channel's input is started like the rest.
- **A license on three computers.** Activating puts the computer on the license's list (the internet is needed once); Deactivate takes it off.
- **Snapshots** in the View menu: the settings of all plugins stored in a list and recalled with a click while the engine runs. A channel can be left out of them from the menu of its number.
- **The dropout counter** counts only what Core Audio itself reports as a missed deadline, so it shows real dropouts and not blocks that merely ran long.
- **Restart after a crash:** if the app closes unexpectedly, it opens again by itself within a few seconds, with the session as it was and the engine running if it was; after three crashes in two minutes it opens with the engine stopped. Quitting the app yourself does not restart it. A force quit counts as a crash.
- **Autosave every 10 minutes**, on in the Settings menu unless you switch it off.
- **Remove plugin.** Right-click a plugin's box and choose *Remove plugin*. The In and Out lists are now in columns of 16, and the Mono/Stereo switch is gone: stereo pairs are picked from the list.
- **Auto Routing** is an option in the Settings menu, off by default.
- **Plugins can be dragged to another channel** (`Alt` copies them), the DSP meter works with every channel in bypass, and a click on an error or notice puts it away.
- **Drag to scroll:** press and drag up or down anywhere on the channels (also on the controls, which then do not react), the plugin list or the Quick Control list to scroll it, with momentum as on a tablet.
- **Two Quick Controls to a channel**, on one plugin or on two. A third asks which of the two it replaces.

- **About window** opens with a click on the logo, and says whom the license was issued to.
- **Changing the audio device** while the engine runs asks first.
- **Intel-only plugins** are flagged when you pick them on an Apple Silicon Mac (a VST3 will not open; an Audio Unit runs through Rosetta).
- **Copy and paste plugins.** Right-click a channel's number to copy its plugins and their settings, and paste them into another channel.
- **Reset routing.** Alt-click (or right-click) a channel's In or Out to reset that channel's routing, or every channel's, to none and mono.
- **Delay Compensation keeps up with plugin changes.** If a plugin's latency changes while you play (a limiter switched to a longer look-ahead, say), the channels are lined up again by themselves. This works only while Delay Compensation is on. Opening a session while the engine runs now starts its plugins right away.

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