

About This File

This Help file contains context-sensitive help topics that are used by Sonic Foundry Wave Hammer.

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Threshold (-60 to 0 dB)

Drag the fader to set the level at which the dynamics processor begins acting on the signal.

Ratio (1:1 to Inf.:1)

Drag the slider to set the compression ratio of input to output levels.

Output gain (-25 to 25 dB)

Drag the fader if you want to apply a gain after processing.

Attack time (0 to 500 ms)

Drag the slider to set the time required for the dynamics processor to start acting on the signal once the level rises above the threshold.

A low attack time preserves percussive attacks. Higher values cause sounds to slowly swell up in volume.

Release time (0 to 5000 ms)

Drag the slider to set the time it takes the gain of the dynamics processor to change from one to zero once the level falls below the threshold.

A long release time preserves natural-sounding decays; otherwise long decays will be cut off.

Smart Release

Drag this slider to automatically adjust the release time to compensate for sustained notes and sharp transients. The higher the setting, the more the specified **Release time** will vary internally to match the release speed to the source material.

Scan mode

Select the **Peak** or **RMS** radio button to determine the method used to estimate the loudness, or power, of the audio. In RMS mode, since an average of the loudness over time is taken, some very fast transient peaks will not be compressed.

Auto gain compensate

Select this check box to apply gain during processing to keep the maximum input and output levels constant. In general, this gain will be equal to the decibel level of the highest signal in your file.

Use longer look-ahead

Select this check box if you want the compressor to scan further into the incoming audio to determine how much compression is needed. This will result in compression starting before the attack, allowing for slower attack time settings to be used.

Note: In some applications, this option may produce unnatural pre-compression (i.e. fades before attacks).

Smooth saturation

Select this check box to decrease the amount of distortion produced when performing heavy compression. When the check box is selected, the compressed sound will sound warmer and not overly bright.

Bypass Compressor

Select this check box to bypass the compressor, or clear the check box to enable it.

Input meter

Use the meter to monitor the level of the signal being sent to Wave Hammer. Right-click the meters to display a shortcut menu.

Attenuation meter

Displays the amount by which the compressor is attenuating your signal.

Threshold

Drag the fader to set the level at which the dynamics processor begins acting on the signal.

Output level

Drag the fader if you want to apply a gain after processing.

Release time

Drag the slider to set the time it takes the gain of the dynamics processor to change from one to zero once the level falls below the threshold.

A long release time preserves natural-sounding decays; otherwise long decays will be cut off.

Use longer look-ahead

Select this check box if you want the limiter to scan further into the incoming audio to determine how much compression is needed. This will result in compression starting before the attack, allowing for slower attack time settings to be used.

Note: In some applications, this option may produce unnatural pre-compression (i.e. fades before attacks).

Bypass Volume Maximizer

Select this check box to bypass the volume maximizer, or clear the check box to enable it.

Input meter

Use the meter to monitor the level of the signal being sent to Wave Hammer. Right-click the meters to display a shortcut menu.

Attenuation meter

Displays the amount by which the volume maximizer is attenuating your signal.

