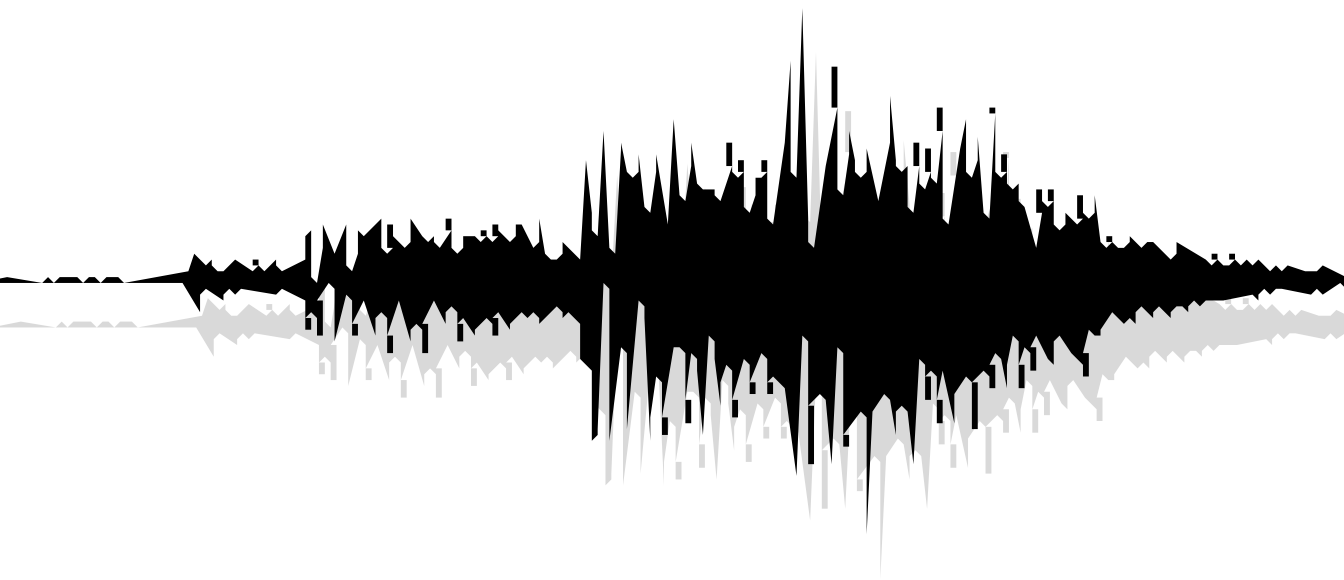


## Chapter 8

### Plug-Ins





# Chapter 8:

## Plug-Ins

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### Introduction

Peak supports a number of plug-in formats for third-party DSP plug-ins. Peak supports Premiere, AudioSuite, TDM, and VST format plug-ins. Peak, like many host audio software applications, relies on third-party plug-ins for noise reduction, equalization, reverberation, etc.

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### Processing Audio with Premiere and AudioSuite Plug-Ins

The following general procedure describes how to process a selection in an audio document, or the entire document, with third-party Premiere and AudioSuite plug-ins. The specific capabilities and parameters of the plug-in will vary.

#### **To process audio with a Premiere or AudioSuite plug-in:**

1. Select the portion of the audio that you wish to process with the Premiere or AudioSuite plug-in.
2. Select the plug-in you wish to use from the Plug-Ins menu.
3. A dialog appears allowing you to set the parameters for the plug-in. Most plug-ins allow you to preview the effect of the processing from this dialog. The preview time is dependent on the amount of RAM that has been allocated to Peak.
4. Set the parameters for the plug-in as desired and click OK. Peak processes the selection with the plug-in.

### Adobe Premiere Format Plug-Ins

Adobe Premiere is one of the most popular digital video and multimedia authoring programs. Adobe Premiere publishes a list of specifications for their Audio Plug-In format, which allows third-party companies to create and market software which adds audio-related features to Premiere. BIAS Peak also supports the Adobe Premiere Audio Plug-In format, which means that many of these same third-party programs can be used to enhance the capabilities of Peak.



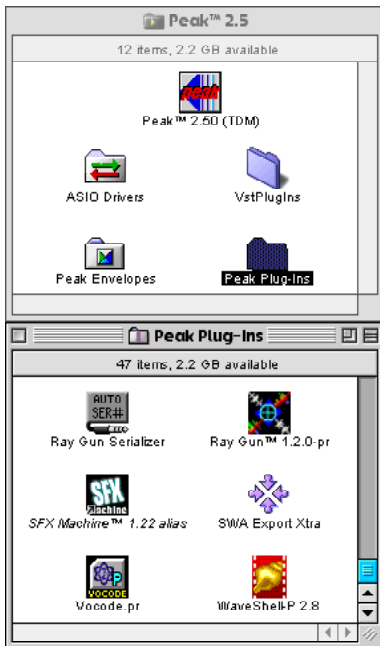
*Not all Adobe Premiere Audio Plug-Ins may be supported by Peak. For a complete listing of supported plug-ins, please see your authorized BIAS dealer, or contact us directly. To ensure full compatibility with Peak, please check with the plug-in developer or BIAS before purchasing the plug-in.*

Compatible plug-ins are currently available from BIAS, Arboretum, Waves, DUY, and others. Plug-ins enhance Peak's editing capabilities by offering features such as advanced equalization (tone control), noise reduction, filtering, reverberation, compression, and more.

### Installing Adobe Premiere Plug-ins

Adobe Premiere Plug-ins are essentially separate software packages that can be installed on your hard drive and placed in the Peak Plug-Ins folder. The installed software will then appear in the Plug-Ins menu in Peak under the Premiere submenu. You can then use the software within Peak at any time by first making a selection in an audio document and then choosing the software plug-in from the Plug-Ins menu.

To install an Adobe Premiere format plug-in, simply drag it into the Peak Plug-Ins folder (located at the same hard disk directory level as the Peak application), restart Peak, and the plug-in will appear in the Plug-Ins menu. As with all editing functions, audio processing with plug-ins is applied non-destructively until you save a document.



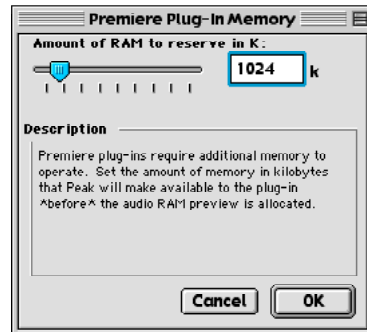
*Premiere format Plug-Ins must reside in the Peak Plug-Ins folder*

**LE** *Peak LE only supports up to 3 Premiere format plug-ins. Peak LE will only load the first 3 Premiere format plug-ins installed in the Peak Plug-Ins folder in alphabetical order.*

## Premiere Plug-in Memory Settings

When using third party plug-ins, you may need to set aside some RAM for the plug-in. The Plug-In Memory dialog under the Preference menu allows you to set this memory reserve (this is separate from the Plug-In Preview Time described in the next

section). Generally, for the best results, this preference should be set between 512k and 2038k (the default is 1024k). Since plug-ins from different manufacturers have different needs, check with the manufacturer of the plug-in for suggested memory requirements.



*The Plug-In Memory dialog*

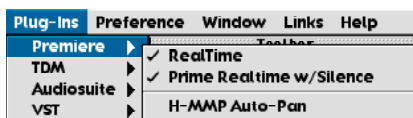
When you open a plug-in to process an audio selection in Peak, the amount of memory set in the Plug-In Memory dialog is reserved for the Plug-In, and any left over memory is used for the preview of the audio selection. Peak will attempt to use as much left over RAM as possible so you can listen to longer plug-in previews, as described below.

## Premiere Plug-In Preview Time

Peak allocates preview time based upon how much RAM is available to Peak. Peak will allow the plug-in to preview with as much audio as it can with the available RAM. To increase the amount of RAM allocated to the Peak application, quit Peak, find the Peak program icon and select it by clicking on it once. Now use the Finder's Get Info feature (⌘-I) to change Peak's RAM allocation by typing the amount of RAM you would like to allocate to the Peak application into the Preferred Size field. To find out how much RAM your Macintosh has available to applications, choose About This Macintosh under the Apple menu from the Finder.

**LE** *Peak LE limits previews to three seconds.*

## RealTime Premiere Plug-In Processing



Peak allows you to use any Premiere format audio plug-ins in real-time. This allows you to apply any Premiere format plug-in to an audio selection skipping the processing step.

### To apply a Premiere format plug-in in real time:

1. Select RealTime from the Plug-Ins menu. A checkmark will appear next to this item to indicate that the RealTime Plug-In feature is enabled.
2. Select the Prime RealTime function from the Premiere Plug-Ins menu to “prime” or clear the plug-in buffer by sending silence through it before playback.
3. Select any plug-in from the Premiere submenu in the Plug-Ins menu.
4. Configure the plug-in’s settings to your liking and click OK or Process.
5. Play the audio file by hitting the Spacebar to hear the Premiere format plug-in process the audio in real time. To bypass the plug-in, click and hold the mouse button on the title bar of the audio document.
6. You can choose to apply the effect permanently by disabling the RealTime function. A dialog will appear asking you whether you want to process the audio file. Click OK to apply the plug-in effect to the file, or Cancel to disable the RealTime plug-in.

You can also process through Premiere format audio plug-ins in real-time while recording is in progress (see Chapter 4).

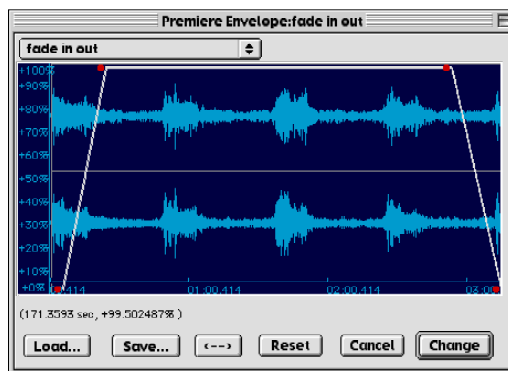
## Premiere Envelope

Peak allows you to apply third-party Adobe Premiere

plug-in effects gradually according to a specified envelope. This is useful for applying affects gradually over time.

### To apply a Premiere Plug-In variably over time:

1. Make a selection of the audio material you wish to process with the plug-in.
2. Choose Premiere Envelope... from the Preference menu.
3. A dialog appears allowing you to draw the curves or lines that control how much of the Plug-In’s effect is applied, over time. Points at the top of the graph represent 100% effect, while points at the bottom of the graph represent 0% of the effect.



The Premiere Envelope editor

4. When you are finished drawing an envelope, click Change.
5. Select the Premiere Plug-In you wish to use from the Plug-Ins menu.
6. Configure the Premiere plug-in and click OK if you decide to process the sound. Note if you are previewing the effect in the plug-in, you will not hear the effects of the Premiere envelope yet, but rather the 100% effect amount your Premiere envelope will use when the selection is finally processed using the Premiere envelope.

## Record Through Premiere Plug-In

If you have Premiere-format audio plug-ins installed in your Peak Plug-Ins folder, you can record through them in real-time. This is useful if you want to use a noise reduction, equalizing, or dynamics plug-in during recording.

### **To configure Peak to record through a Premiere-format audio Plug-In in real-time:**

1. Open a Peak audio document that has the number of channels you plan to record.
2. Select Record Settings... from the Audio menu. The Record Settings dialog will appear.
3. Click and hold on the Record Through Plug-In pop-up. All of the plug-ins you have installed in your Peak Plug-Ins folder will appear in the pop-up.
4. Scroll to the plug-in you wish to record through and select it. The plug-in's dialog will appear.
5. Configure the plug-in to your liking, then click OK or Process to close it's dialog, and select Record from the Audio menu (⌘-R) or Toolbar. You are now ready to record audio through the plug-in.



*To record through a Premiere format plug-in, you must open an audio document with the same number of channels you plan to record before configuring the Record Settings plug-in parameters.*

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## TDM Plug-Ins

If you are using Digidesign TDM hardware and running DAE 3.4.x or later, Peak-TDM will access your TDM plug-ins, providing a range of exciting real-time effects such as EQ, reverberation, compression, etc. You can chain up to 5 TDM plug-ins in real-time using Peak as long as you have enough DSP horsepower (e.g., additional DSP Farm cards, etc.).

TDM plug-ins are installed in the Plug-Ins folder in the

DAE Folder in your System Folder. TDM Plug-ins are *not* installed in the Peak Plug-Ins folder. To install a TDM plug-in, consult the documentation that came with your TDM plug-in.

### **To insert a TDM plug-in:**

1. Be sure that Peak is using DAE 3.4 or later. To use your TDM plug-ins in Peak you must be using the DAE option in the Sound Out submenu under the Audio menu.
2. Select a TDM plug-in under Peak's TDM Plug-Ins menu. The TDM plug-in will appear.
3. Press space or the play button on the Toolbar to hear the audio processed and played with the TDM plug-in.
4. You can hide the TDM plug-in by clicking in the close box of the plug-in. The plug-in will remain active, however, until you remove it, as described below.

### **To remove a TDM plug-in:**

- Under the insert menu where the TDM plug-in was assigned, change the menu option to None. The TDM plug-in on that insert will no longer be active.


### **To mute or bypass a TDM plug-in**


- Click on the mute or by buttons at the top of the TDM plug-in's window.


### **To insert multiple TDM plug-ins to a Peak audio document:**

1. Select a TDM plug-in under Peak's TDM Insert menu, under the Plug-Ins menu. The TDM Plug-in will appear in a floating window. The TDM plug-in will appear.
2. Press space or the play button on the Toolbar to hear the audio processed and played with the TDM plug-in.
3. Select another TDM plug-in under the next TDM Insert menu, under the Plug-Ins menu. The TDM Plug-in will appear in a floating window, and the

audio will be processed by the first plug-in in step (1), then by the new plug-in you assigned in (3). Repeat this process to assign additional plug-ins.

 *Note: If you try to assign more plug-ins than your TDM hardware allows (based on the plug-in DSP requirements and the number of DSP chips available in your Digidesign equipment), Peak will not be able to assign additional TDM plug-ins.*

 *Note: The TDM plug-ins you enable will be applied to all the playlists or audio documents you play with Peak. In other words, the TDM plug-ins are not specific to a single Audio Document or Playlist.*

 *Warning: Peak will display a TDM error message if you try to chain a mono-to-mono plug-in after a mono/stereo or stereo/stereo plug-in, if you try using a mono/mono plug-in on a stereo document, or if you try using a stereo/stereo plug-in on a mono document.*

## Bouncing your TDM plug-in assignments


Once you have the right settings for your TDM plug-ins, you will probably want to apply the effects to the audio document. This changes the audio data stored on disk, allowing you to use the Save command to permanently apply the processed audio to your audio document. Bounce the audio file to process the audio document with any active TDM plug-ins.

### To bounce TDM plug-ins:

1. Select Bounce under the TDM submenu under Peak's Plug-Ins menu. The TDM plug-ins are applied to the audio document. This process may take a while, depending on the number of TDM Plug-Ins you are applying and also depending on how large the audio file is.
2. If there are no additional audio documents you wish to bounce the TDM effects to, remove the TDM plug-in assignments as described previously in this chapter. Otherwise, playing back the audio

after the bounce will sound like you are processing the audio through the TDM plug-ins twice.

3. You can now save the audio document using the Save command under Peak's File menu, or you can undo the bounce using the Undo command under the Edit menu.

 *Peak LE does not support DAE or TDM Plug-Ins.*

## Using TDM plug-ins with the Batch File Processor

Peak will let you use your TDM plug-ins with the Batch File Processor (see Chapter 9: Batch File Processor & Apple Events from more detail on the Batch File Processor). This can be a very powerful and timesaving processing option if you need to apply the same TDM plug-ins to many audio files.

### To use TDM plug-ins with the Batch File Processor:

1. Open a mono or interleaved stereo file, depending on the file channel format of the files you intend to batch file process.
2. Open and configure the TDM plug-ins you want to use in the batch file process.
3. Choose the Batch Processor from under the File menu.
4. Choose any other processes you want to use for the Batch File Processor and Set the Batch File Processor's Output directory folder.
5. Add Bounce from the Available Processes to the list of Selected Processes for Batch.
6. Be sure that the Batch File Processor is configured to process only Mono Files or only Stereo Files, depending on the settings of your TDM plug-ins (i.e., m/m or s/s).
7. Turn the Batch File Processor On and click OK.
8. Go to the Finder and drag and drop the Audio Files/Folders that you want to batch process over the Peak icon.

9. Peak will batch process these files and save them to the designated directory folder.

**LE** *Peak LE does not support Batch File Processing.*

## AudioSuite Plug-Ins

If you are using DAE 3.4.x, Peak provides you with access to AudioSuite plug-ins, providing a range of exciting effects such as EQ, reverberation, compression, etc.

AudioSuite plug-ins are installed in the Plug-Ins folder in the DAE Folder in your System Folder. AudioSuite Plug-ins are *not* installed in the Peak Plug-Ins folder. To install an AudioSuite plug-in, consult the documentation that came with your AudioSuite plug-in.

### To process your selection with an AudioSuite plug-ins:

1. Choose an AudioSuite plug-in under the AudioSuite submenu under Peak's Plug-Ins menu. The AudioSuite plug-in appears.
2. Press the Preview button on the AudioSuite plug-in to preview the plug-in.
3. When you have configured the plug-in to your liking, click the Process or OK button for the plug-in. The audio you have selected in your audio document is processed by the AudioSuite plug-in.

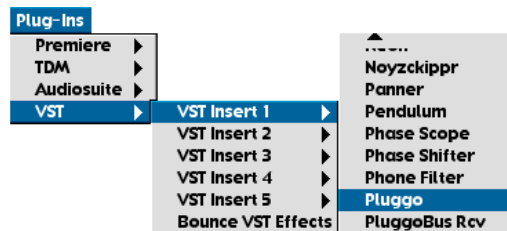
The application of an AudioSuite plug-in under Peak is simply an edit action, and can be undone like any other editing action.

**LE** *Peak LE does not support DAE or AudioSuite Plug-Ins.*

## VST Plug-Ins

Peak supports VST 1.0 format plug-ins. VST is a standard audio plug-in technology developed by Steinberg Software und Hardware, GmbH. VST plug-ins offer an exciting array of real-time effects by companies like Steinberg, Cycling '74, Arboretum, Waves, and others. You can chain up to 5 VST plug-ins in real-time using Peak as long as you have a fast enough CPU in your Macintosh—VST plug-ins are real-time, host-based audio plug-ins that are dependent on the host processor (i.e., your Mac's CPU).

VST plug-ins are installed in the VstPlugIns folder in the Peak folder. VST Plug-ins are *not* installed in the Peak Plug-Ins folder, rather the Peak VstPlugIns folder. To install a VST plug-in, consult the documentation that came with your VST plug-in.



### To insert a VST plug-in:

1. Select a VST plug-in under Peak's VST Plug-Ins menu. The VST plug-in will appear.
3. Press space or the play button on the Toolbar to hear the audio processed and played with the VST plug-in.
4. You can hide the VST plug-in by clicking in the close box of the plug-in. The plug-in will remain active, however, until you remove it, as described below. To make a hidden active VST plug-ins reappear, select it from the Window menu.

### To remove a VST plug-in:

- Under the insert menu where the VST plug-in was



assigned, change the menu option to None. The VST plug-in on that insert will no longer be active.

**To insert multiple VST plug-ins to a Peak audio document:**

1. Select a VST plug-in under Peak's VST Insert menu, under the Plug-Ins menu. The VST plug-in will appear.
2. Press space or the play button on the Toolbar to hear the audio processed and played with the VST plug-in.
3. Select another VST plug-in under the next VST Insert menu, under the Plug-Ins menu. The VST Plug-in will appear, and the audio will be processed by the first plug-in in step (1), then by the new plug-in you assigned in (3). Repeat this process to assign additional plug-ins.



*Note: If you try to assign more VST plug-ins than your CPU can handle, audio may begin to playback erratically.*



*Peak LE does not support VST plug-ins.*

## Bouncing your VST plug-in assignments

Once you have the right settings for your VST plug-ins, you will probably want to apply the effects to the audio document. This changes the audio data stored on disk, allowing you to use the Save command to permanently apply the processed audio to your audio document. Bounce the audio file to process the audio document with any active VST plug-ins.

**To bounce VST plug-ins:**

1. Select Bounce VST Effects under the VST submenu under Peak's Plug-Ins menu. The VST plug-ins are applied to the audio document. This process may take a while, depending on the number of VST Plug-Ins you are applying and also depending on how large the audio file is.
2. If there are no additional audio documents you wish to bounce the VST effects to, remove the VST plug-in assignments as described previously in this

chapter. Otherwise, playing back the audio after the bounce will sound like you are processing the audio through the VST plug-ins twice.

3. You can now save the audio document using the Save command under Peak's File menu, or you can undo the bounce using the Undo command under the Edit menu.

## Recording through VST plug-ins

Peak will let you use record through your VST plug-ins. This can be a very useful and timesaving step for processing audio.

**To record through VST plug-ins:**

1. Open an Audio Document.
2. Open and configure the VST plug-ins you want to record through.
3. Choose the Record Settings from under the Audio menu.
4. Enable Record Through VST Plug-in in addition to any other Record Settings you want. Click OK.
5. Go to the Record dialog and begin recording.

## Using VST plug-in with the Batch File Processor

Peak will let you use your VST plug-ins with the Batch File Processor (see Chapter 9: Batch File Processor & Apple Events for a detailed description of the Batch File Processor). This can be a very powerful and timesaving processing option if you need to apply the same VST plug-in(s) to many audio files.

**To use VST plug-ins with the Batch File Processor:**

1. Open an Audio Document.
2. Open and configure the VST plug-in(s) you want to use in the batch process.
3. Choose the Batch File Processor from under the File menu.
4. Choose any other processes you want to use for

the Batch File Processor and Set the Batch File Processor's Output directory folder.

5. Add Bounce VST Effects from the Available Processes to the list of Selected Processes for Batch.
6. Turn the Batch File Processor On and click OK.
7. Go to the Finder and drag and drop the Audio Files/Folders that you want to batch process over the Peak icon.
8. Peak will batch process these files and save them to the designated directory folder.

 *Peak LE does not support Batch File Processing.*

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## Conclusion

You have now learned how to manipulate and process audio using third-party plug-ins with Peak. In the next chapter, you will learn how to use Peak's powerful Batch File Processor as well as how to use Apple Events with Peak for file management.

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