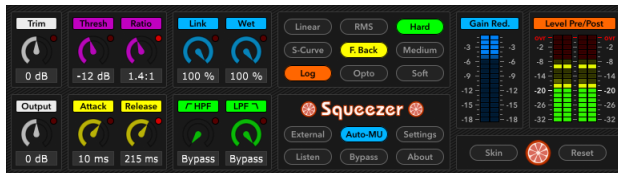


Squeezer

Flexible general-purpose audio compressor
with a touch of citrus



Last edited on 16th March 2020



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1 About Squeezer

I wrote this compressor to learn all I could about audio compression. It took me several months to gather all the specs and papers I needed and convert this vast amount of information into code.

What makes Squeezer different from the compressors I know is the stepping of all knobs to *preset values* (it took a loooong time to fine-tune them). On clicking a small red light located right next to them, however, the knobs become *continuous*. That allows you to find good-sounding settings very fast while not preventing fine-tuning.

Squeezer is also very flexible. Its internal layout can be changed in many ways: feed-forward / feed-back, linear / S-curve / log, optical / transistor, RMS / almost peak, three different knees.

By writing and fine-tuning this compressor I have gained deep insight into audio compressors and really learned how to use them musically. But not only that, Squeezer has quickly become my go-to generic compressor.

2 Installation

In order to use the pre-compiled binaries, simply extract the Squeezer files from the downloaded archive. For the plug-ins, you'll then have to move the extracted files to your respective plug-in folder.

Squeezer requires a processor which supports the SSE2 instruction set. On Windows, you might also have to install the [Visual C++ Redistributable for Visual Studio 2017](#).

Should the stand-alone version ever fail to start, you can reset its settings by deleting the file `squeezer_stereo.ini` or `squeezer_mono.ini`. These files are located in `~/.config` (GNU/Linux) or `%appdata%\config\` (Windows).

3 Final words

I want to express my gratitude to the **Audio Engineering Society** for their wonderful E-Library. This includes everybody who wrote the fine papers within the library, especially Dimitrios Giannoulis, Michael Massberg and Joshua D. Reiss.

I must also thank the **beta testers** and **users of Squeezer** for sending kind words, suggestions and bug reports. Finally, I want to thank the **open source community** for making all of this possible.

Although coding Squeezer has been a lot of fun, it has also been a lot of work. So if you like Squeezer, why not send me a short email and tell me so? Write a few words about yourself, send suggestions for future updates or volunteer to create a nice skin. I also really enjoy listening to music that you have produced using my software ...

Here is my email address (please remove “-nospam”):

"Martin Zuther" <code-nospam@mzuther.de>

Thanks for using free software. I hope you'll enjoy it!

A Build Squeezer

A.1 Dependencies

A.1.1 premake

Importance: required

Version: 5.0.0 (alpha13)

License: BSD

Homepage: premake.github.io

Installation

Place the binary somewhere in your PATH. Depending on your platform, you should run premake using the scripts `Builds/run_premake.sh` or `Builds/run_premake.bat`.

To change the premake file using the provided Jinja templates, you'll also have to install the necessary dependencies.

A.1.2 JUCE library

Importance: required

Version: 5.3.2

License: ISC and GPL v3 (among others)

Homepage: www.juce.com

Installation

Extract the archive into the directory `libraries/juce`.

If you want to build the LV2 plug-in, please extract the archive `distrho_lv2-xxxxxxxx.tar.gz` into the same directory.

A.1.3 Virtual Studio Technology SDK

Importance: optional

Version: 2.4 / 3.6.8

License: proprietary / GPL v3

Homepage: www.steinberg.net

Installation

Just extract the archive into the directory `libraries/vst`.

A.1.4 Python

Importance: optional

Version: 3.5 (or higher)

License: Python Software Foundation License

Homepage: www.python.org

You'll only need Python if you want to change the premake file (see [section A.1.1](#)) using Jinja templates.

Installation (Windows)

You can download an installer from the website.

A.1.5 Jinja

Importance: optional

Version: 2.8 (or higher)

License: BSD

Homepage: jinja.pocoo.org

You'll only need Jinja if you want to change the premake file using templates (see [section A.1.1](#)).

A.1.6 Artistic Style

Importance: optional

Version: 2.05.1

License: LGPL v3

Homepage: astyle.sourceforge.net

This application formats the code so it looks more beautiful and consistent. Thus, you only have to install it if you plan to help me with coding Squeezer.

Installation

Place the binary somewhere in your PATH. Depending on your platform, you should run `astyle` using the scripts `Source/format_code.sh` or `Source/format_code.bat`.

A.2 GNU/Linux

A.2.1 Environment

To build Squeezer yourself, I recommend setting up a chroot environment. This is fast and easy to do on Debian-based systems and might save you a **lot** of trouble. At the time of writing, I'm using Linux Mint 19, but the procedure should be similar on your distribution of choice.

Start by installing the necessary packages:

32 and 64 bit

```
sudo apt-get install debootstrap schroot
```

Then install the chroot base system by executing the following statements:

32 bit

```
sudo debootstrap --variant=buildd \  
  --arch i386 bionic \  
  /srv/chroot/bionic_i386 \  
  http://archive.ubuntu.com/ubuntu
```

64 bit

```
sudo debootstrap --variant=buildd \  
  --arch amd64 bionic \  
  /srv/chroot/bionic_amd64 \  
  http://archive.ubuntu.com/ubuntu
```

Running debootstrap will take some time. Meanwhile, add the following lines to `/etc/schroot/schroot.conf` (make sure you remove all preceding white space so that each line begins in the first column):

```
32 and 64 bit
[bionic-i386]
description=Ubuntu bionic (i386)
directory=/srv/chroot/bionic_i386
profile=default
personality=linux32
type=directory
users=username

[bionic-amd64]
description=Ubuntu bionic (amd64)
directory=/srv/chroot/bionic_amd64
profile=default
personality=linux
type=directory
users=username
```

Please make the necessary changes to `username`. If you experience problems, you can try to change `bionic` to a release name such as `wheezy`.

When debootstrap is done, log in as superuser:

```
32 bit
sudo schroot -c bionic-i386
```

64 bit

```
sudo schroot -c bionic-amd64
```

You'll have to change the file `/etc/apt/sources.list` first (ignore the line break, it should be a single line):

32 and 64 bit

```
deb http://archive.ubuntu.com/ubuntu bionic  
main restricted universe
```

Now install a few packages – `less` and `vim` are optional, but might come in handy:

32 and 64 bit

```
apt-get update  
apt-get -y install bash-completion clang \  
    libasound2-dev libjack-jackd2-dev \  
    mesa-common-dev xorg-dev less vim  
apt-get clean
```

If you like bash completion, you might also want to open the file `/etc/bash.bashrc` and unquote these lines:

32 and 64 bit

```
# enable bash completion in interactive shells  
if [...]  
    [a couple of lines...]  
fi
```

Finally, log out and log in as normal user:

32 bit

```
schroot -c bionic-i386
```

64 bit

```
schroot -c bionic-amd64
```

In this chroot shell, install the dependencies ([section A.1](#)). Congratulations – you are now ready to build Squeezer!

A.2.2 Build

After preparing the dependencies, start your chroot environment

32 bit

```
schroot -c bionic-i386
```

64 bit

```
schroot -c bionic-amd64
```

change into the directory build and execute

32 and 64 bit

```
./run_premake.sh  
make config=CFG TARGET
```

where CFG is one of debug_x32, debug_x64, release_x32 and release_x64, and TARGET is the version you want to compile, such as linux_standalone_stereo.

In case you run into problems, you can try to switch compilers by opening the file `run_premake.sh` and using the premake options `--cc=clang` or `--cc=gcc`.

The compiled binaries will end up in the directory `bin`.

A.3 Microsoft Windows

A.3.1 Build

After preparing the dependencies, change into the directory `build` and execute

32 and 64 bit

```
./run_premake.bat
```

Then change into the directory `Builds/windows/vs20xx`, open the project file with the corresponding version of Visual C++ and build the project.

The compiled binaries will end up in the directory `bin`.

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