

# About Structure

The problem when mixing tracks from different sources is that they are often recorded at different levels and so to make an informed start on a mix it is a tedious task to set up a mix and properly set up the gain structure of a mix to accurately. So we have developed structure, a plugin that takes out the tedious task of using meter and trim plugins or applying gain reduction directly on the files to get a solid foundation level for mixing.

Structure has been designed to not only be the first plugin inserted but it can also be used as the last and has been developed with an ALL button so that you can make changes to plugin settings across the mix and easily reanalyse all instances of Structure without having to open up every instance of the plugin. For the mix engineer working with Structure, as the first insert in the chain, key areas of focus become instantly recognisable cutting the time you need to spend on mixing. For producers starting out with Structure as the last insert on each track will ensure that as each part will sit balanced in the mix with everything else allowing you to focus on the other elements that your tracks need.

Using EBU128 level algorithms, Structure will analyse your audio and set it at a level that not only gives everything a good balance to hear where the track needs work but also gives plenty of headroom on the master output channel to allow for proper mastering to take place. Not only does setting the gain structure properly allow for proper mastering to take place, it also allows for small fader movements around 0dB for the sometimes subtle +/-2dB 'riding of the fader' which cannot be achieved if the fader is pulled down to -10 or below.