SKY 2.0 user manual

Installing JS plugins on macOS

Create a folder "mrelwood" in:
~/Library/Application Support/REAPER/Effects/
and move the unzipped "SonnyComp" folder in there.

Installing JS plugins on Windows

Create a folder "mrelwood" in:
C:\USERS\<username>\AppData\Roaming\Reaper\Effects\
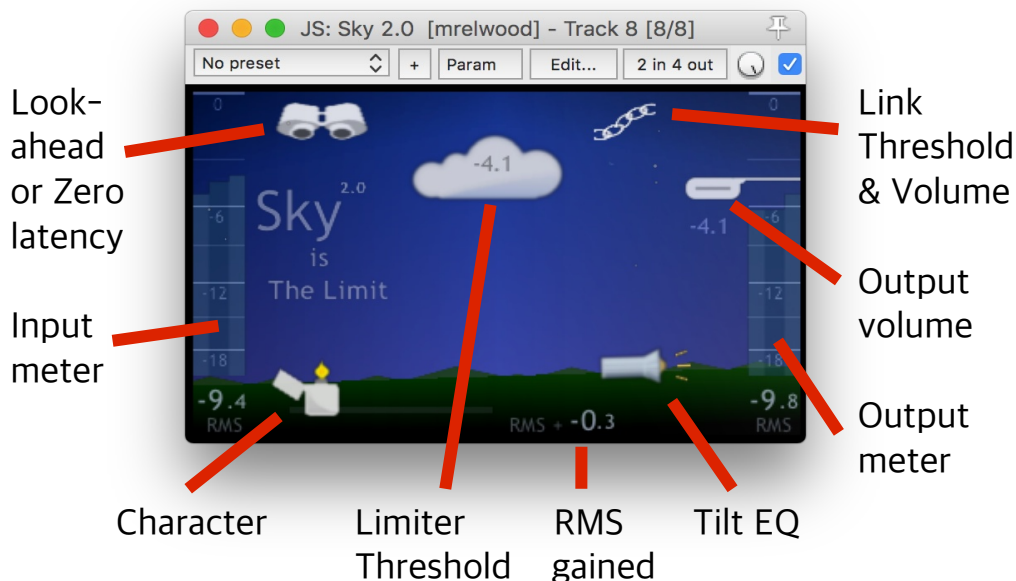and move the unzipped "SonnyComp" folder in there.

Restart REAPER for the plugin to appear in the plugin list.

SKY 2.0 introduction

SKY is a master limiter with two goals:
1) Ability to achieve RMS levels way *beyond reasonable,* while sounding good.
2) Replace a certain chain of compressors, character plugins, EQs, and limiters.

For me it succeeds very well. **SKY** will probably not win a nulling contest, but neither would the processing chain you applied before it. It is hard to beat in an RMS level race though...

<©2018 - mrelwood plugins>

Look-ahead or Zero latency — (label pointing to binoculars icon)

Link Threshold & Volume — (label pointing to chain icon)

Output volume

Input meter

Output meter

Character · **Limiter Threshold** · **RMS gained** · **Tilt EQ**

(Plugin window labels: JS: Sky 2.0 [mrelwood] - Track 8 [8/8], No preset, +, Param, Edit..., 2 in 4 out, Sky 2.0 is The Limit, -4.1, -4.1, -9.4 RMS, RMS + -0.3, -9.8 RMS)

SKY 2.0 features

Zero Latency mode disables the look-ahead function. It doesn't sound nearly as good, and can't reach the same RMS levels.

Character slider (%) creates a punchier, livelier, and a bigger sound. It allows **SKY** to reach ridiculous RMS levels, but does introduce distortion when used in excess.

Threshold slider (dB) adjusts the level above which the sounds are truncated. Actually it's a lot more complicated than that, but the basic functionality of the slider remains.

Tilt EQ is an EQ network allowing a slightly tuned bass/treble balance adjustment.

Double-click the output level meter to quickly adjust **Output Volume** in -3dB intervals.

- Drag any slider with Cmd, Alt, or Shift etc for precise control.
- Click and hold for description on the parameter.
- Click the title for regenerating mountains and stars..

SKY Usage

While the inner workings of the **SKY** plugin are complicated, the controls and their functions are simple. Drag down the **Threshold** until the track is louder than anybody else's and you're done. (That was a joke. Regularly I'd stay below -7dB RMS.)

However, easing up a bit on the **Threshold** and trying a bit of **Character** might bring a nice lively fire to the track.

<©2018 - mrelwood plugins>

It is common to end up with your mixes sounding too dark when your ears get tired. **Tilt EQ** might just fix that for you.

Linking **Threshold** and **Volume** sliders helps in comparing various limiting levels.

Also new for the **SKY 2.0** is the Zero Latency mode. It is nowhere near comparable to the Look-ahead mode in transparency of sound or achieveable RMS levels. But it is useful during tracking, and easy to switch off for mixing.

*New features in **SKY 2.0**:*
– Improved transparency of sound (in Look-ahead mode)
– Improved CPU usage
– Cleaner graphics
– Zero Latency mode
– Link Threshold and Volume sliders

< ©2018 - mrelwood plugins >