



SKY 1.1 user manual

Installing JS plugins on macOS

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

Installing JS plugins on Windows

Create a folder "mrelwood" in:
C:\USERS\\AppData\Roaming\Reaper\Effects\
and move the folder "SKY" in there.

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

SKY 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 might win an RMS level race though...



SKY features

Character slider (%) adjusts multiple elements in order to create a punchier, livelier, and a bigger sound. It allows the limiter to reach ridiculous RMS levels, but does introduce distortion when used in excess.

Traditionally a **Threshold** slider (dB) simply adjusts the level above which the sound is truncated. Inner workings of the **SKY** plugin are a lot more complicated than that, but the basic functionality of the slider remains.

Tilt EQ is a relatively simple EQ allowing a straight-forward bass/treble balance adjustment.

Output Level sets the maximum output volume.

Drag any slider with Cmd, Alt, or Shift etc for precise control.

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.)

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

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