BlueLab ghostviewer

plugin version: 6.3.0
manual version: 2.0

www.bluelab-plugs.com

DESCRIPTION

Ghost Viewer is a lightweight spectrogram visualization plugin. It is designed to display smoothly the sound of a track while playing.

FEATURES

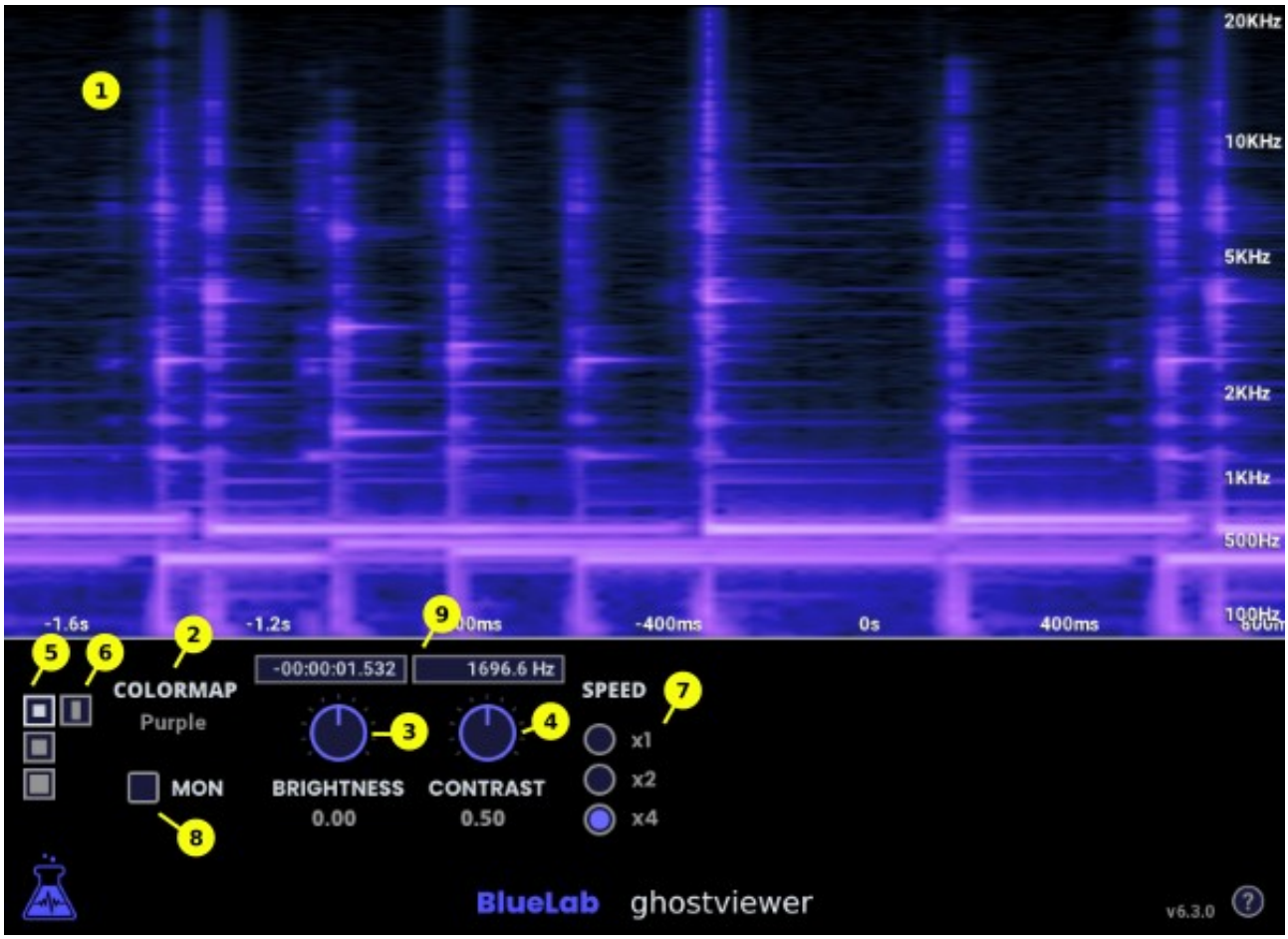
Ghost Viewer provides a minimal set of controls:

- Several colormaps
- Brightness and contrast
- Choice between 4 interface sizes
- Choice of the scrolling speed

EXAMPLES OF USE

- Insert the plugin quickly on a track to check for a specific detail of the sound.
- Keep the plugin open on a track to view the spectrogram while modifying the sound.

USAGE



The **SPECTROGRAM VIEW (1)** displays the spectrogram.

The **FREQUENCY AXIS** display the frequency scale until 20KHz.

The **COLORMAP (2)** list let choose the colormap to apply to the spectrogram data. There are several colormaps provided, with different color schemes and contrasts.

The **BRIGHTNESS (3)** and **CONTRAST (4)** parameters define how the current colormap is applied to the spectrogram data. By changing these parameters, some details of the sound are visually increased, or at the contrary the global readability of the spectrogram is increased.

Three **SIZE BUTTONS (5)** are used to change the size of the plugin window. An additional **SIZE BUTTON (6)** is used to get a portrait ratio view (height bigger than width).

The **SPEED (7)** parameter chooses the spectrogram scrolling speed, from x1 (slowest) to x4 (fastest). The default value is x4.

The **MON (8)** button makes possible to process even when the DAW’s transport is not playing. This makes possible to use it when the DAW is in monitor mode without playing.

The **METERS (9)** display the time and the frequency values under the mouse pointer. By clicking on the meters, units can be toggled from Hz to bins and from time values to sample values.

FAQ

The scrolling of the spectrogram looks less smooth than expected, why?

A reason of a scrolling that jitters a bit can be a too big buffer size in the DAW. To have a more smooth scrolling, check that the buffer size in the DAW is not too high. For example, a buffer size value of 512 samples is good, whereas a buffer size value of 2048 is too high and can produce a scrolling that is not optimally smooth.