



# PANAGEMENT USER MANUAL



Version 2.0

## Foreword

Thank you for using AUBURN SOUNDS® PANAGEMENT.

PANAGEMENT 2 is a logical evolution of PANAGEMENT 1 but brutalize the original concept to make it prettier, better-sounding and **more useful**.

The first enhancement is of course increased realism through the use of a very integrated reverb. The design goal for this reverb is to bring you **algorithmic realism**: you can choose between 5 room presets and hear the wall material change. Early and Late reverb are distance-panned, binaurally-panned, like the dry signal.

That reverb maintain an **as-low-as-possible diffusion** at all times, in order to give a more realistic spatial effect without wasting too much headroom. This **rather tame reverb easily fits in the mix**, and is adequate for slight "shadows".

Noone likes tuning early reflections, or late reverb levels. So most of it is automatically set up to give you **realistic fades by default**.

PANAGEMENT 1's LFO was imprecise so we increased the modulation precision by 4x. The number of available shapes has doubled.

But positioning is not solely at the heart of the product anymore. **PANAGEMENT 2 FULL** is among the few products that can give you a binaural, ping-pong delay that includes reverb in its feedback loop. PANAGEMENT gives you cleanly separated binaural echoes that blends into the abyss.

Our objective at AUBURN SOUNDS® is to give you immediate power, quickly. PANAGEMENT is our flagship product, and will hopefully allow you to **control** your mix most easily – it's like getting 3D glasses.



## Credits

I'd like to thank Ethan Reker, Michael Istria, Malika Ung, Emilie Wadelle and Thomas Langouet for their help and support in the long quest towards destroying, then rebuilding a product. Special thanks to the D language and the PoorAudioDev community for being a fun bunch to speak with!

### Development, UI, DSP

- Guillaume Piolat

### Beta Testers

- Robert Randolph
- Vas Fuller
- Denis Morin



## Versions

PANAGEMENT is available in different versions:

- **Panagement FULL (formerly "Enterprise Edition")** has all the features.
- **Panagement FREE** lacks the delay and chip bending.

## Compatibility



PANAGEMENT is available as a **VST2 / VST3 / Audio Unit / AAX** plugin for **Windows 7 or later**, and **macOS 10.9 or later**.

Our plug-ins have been tested with a wide variety of Digital Audio Workstations hosts (DAW). However if you find out your DAW isn't supported, please report a bug at [contact@auburnsounds.com](mailto:contact@auburnsounds.com).

We do not provide 32-bit builds for macOS anymore.

Supported sampling rates range from 44100 kHz to 384 kHz.



## Installation

### For Windows users:

**Double-click on the .exe installer and follow the instructions.**

When using the VST 2.4 format, you may have to enter the right VST 2.4 directory in order for your DAW to find the plug-in. This is usually explained in your DAW support page.

### For macOS users:

**Double-click on the .pkg installer.** If GateKeeper complains about the Developer being unidentified, try again with Right Click / "Open".

You may need to reboot your Mac computer to see the new Audio Unit (Logic, Live, GarageBand...).



## Parameters

### Width

The **Width** parameter affects input stereo width (scales the Side signal from 0 to 200%), but also late reverb stereo width, and early reflections stereo width.

On 0% the input signal is reduced to mono which helps with precise binaural positioning.

By default, **Width** is also reduced by increasing **Far** (distance), in order to enhance realism.

### Panorama view

This view allows to set distance ("**Far**") and **Pan**. Such parameters have an effect that default to realistic settings, but **can be modified by blue knobs**.

### Room panel (middle-left)

**Reverb On/Off** enable/disable reverb.

**Material** select one of the five room presets. They not only modify the wall material, but also the simulated temperature, altitude, diffusion, and reverb modulation.

- **Concrete** simulates a concrete tunnel by night.
- **Heaven** simulates a room made of glass, 2000m above sea level.
- **Wood** simulates a french wooden chalet 900m above sea level.
- **Cave** simulates an underground complex.
- **Dark** simulates a classic plate, and filters highs more to give a more classical result.



**Tail** Favor bass or treble inside the reverb.

**Bass** Modify reverb input highpass, and internal resonance.

**Size** Room size (20% to 150%)

### Reverb panel (bottom-left)

**Decay** scale decay time (20% to 500%).

**Wet (Late Reverb Mix)** Control mix between [dry + early reflection] signal and late reverb.

**Predelay Mode** Choose between auto predelay times, manual time, or tempo-synced.

**Predelay Time** Delay late reverb. Only available when Predelay Mode is FREE.

**Far to Wide** This control how much Width is affected by distance. **This control stays enabled when the Reverb is disabled.**

**Far to Late** This control how much the Late Reverb Mix is affected by distance. At the head boundary, this effect is always null.

**Far to Early** In Panagement, Early Reflections are mixed with Dry based on distance. This controls how much that mix is affected by distance. Inside the head boundary, this effect is always null: there are no early reflections there.

### LFO

**Shape:** select LFO shape.

**Tempo:** select LFO tempo, or whether the LFO is free-running.

**Frequency:** when the LFO is free-running, select LFO frequency.



**LFO to Pan:** the LFO modulates **Pan**.

**LFO to Distance:** the LFO modulates **Far** (distance effect).

**LFO to Gain:** the LFO modulates Output Gain (post-reverb, but before the delay)

**LFO to Tilt:** the LFO modulates Tilt.

**Phase:** rotate phase of LFO for all targets **except Pan**.

### Top-right panel

When turned to the left, **Tilt** decreases lows by 6 dB and increases highs by 6 dB.

When turned to the right, **Tilt** increases lows by 6 dB and decreases highs by 6 dB.

The **Tilt Filter** has a fixed cutoff frequency of 650 Hz.

**Output fader:** Output gain control.

**Check Mono:** Convert output to mono. For checking mono compatibility.

### Delay panel

**Delay On/Off** enable/disable delay

**Feedback dual panel** set the Dry/Wet of the delay, along with its Feedback amount at the same time.

**Delay Tempo** Choose delay tempo, or free-running.

**Delay Time** Choose delay time. Only available when Delay tempo is set to FREE.

**Delay LP and Delay HP** Feedback loop filters. This helps making echoes more and more distant.





**Diffusion** How much of the Reverb goes into the feedback loop. This helps making echoes more and more distant. If the reverb is disabled, no **Diffusion** is available.

Warning: the input of the Delay is the (Early + Dry) mix from the reverberation unit. If the Reverb is completely Wet, then the delay won't work as the source is already fully diffused in late reverberation.

#### Bottom-right panel

**Amount:** scales all parameters effectiveness from 0 to 100%.

**Pan-to-Delay** scale Interaural Time Difference (ITD) from 0% to 200%. Default is around 0.7 ms.

**Pan-to-Level** scale Interaural Level Difference (ILD) effect from 0% to 200%. This is the effect of a regular pan pot.

**Pan-to-Spectral** scale spectral effect from 0% to 200% frequency. This is a shelf filter centered on 4000 Hz, roughly simulating head masking.

#### Chip Bending 1 to 6

*This mod added 6 different algorithm changes to the original PGMT-400 chip. However, as this ancient unit isn't well understood, we're not able to tell precisely what happens there.*



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## Technical Information

- Our products are made with the D language, and the open-source framework Dplug.



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To contact the author, please visit <http://destroyfx.org/> and use the contact form.



## Changelog

### Version 2.0

- **New:** Binaural Reverb module.
- **New:** Binaural Delay module.
- **New:** Chip-bending module.
- Added Windows installer.

### Version 1.4

- **New:** Volume pan control. Allows to tune inter-aural level difference.
- **New:** Zoom in and out of the panorama view with the mouse wheel.
- Added VST3 format.
- Added Mac installer.
- Added Pro Tools bypass support.
- More visual feedback for the goniometer (disabled, 2x).
- Fix compatibility with hosts: Open Broadcaster, Audio Hijack.
- 2x less CPU usage from an open UI.
- **Removed:** 32-bit support on macOS.

### Version 1.3

- Add AAX Native and AAX AudioSuite support.
- Faster text drawing.
- Fix automation not recorded with panorama and LFO shape.



- Fix first transient attenuated.
- Fix crash in Vienna Ensemble Pro.
- Dropped support for Mac OS X 10.7.

### **Version 1.2**

- Fix crash in macOS Sierra upon instantiation, all hosts.
- Panagement now uses 2x less memory.

### **Version 1.1**

- Panagement now uses 40% less memory.
- Fix Cubase crashes in Windows and OS X.
- Fix Audition crash when processing a mono sample.
- Fix Apple Logic crash: threads would stay attached.
- Fix Audacity for Mac crash: was a multi-threading bug.
- Fix Digital Performer bug: no processing in Audio Unit.
- Fix pass-through of key presses to the host.
- Fix Ableton Live crash when scanning plugin.
- Fix slowness and partial update when UI is reopened.
- Changed the JPEG loader, 25% faster first UI load.
- Fix LFO not moving in Audio Unit.
- Fix LFO not moving when the host sequencer isn't playing.



**Version 1.0**

Initial release.

