

## **PullOver Equalizer by Interloud Audio** [advanced 64-band graphic EQ]

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### Features:

- linear phase
  - group editing (profiling, dynamic unmasking, frequency juggling)
  - multiple sidechain sources per frequency range selection
  - curve matching
  - curve morphing
  - curve preset save & load
  - graphic sidechain EQ
  - multi-instance analyzer
  - multi-instrument volume contribution map
  - multi-instrument frequency conflict glow
  - special "PullOver" overdrag mechanism
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### Installation Notes:

- Just unpack the ZIP into your VST3-directory and it should work.

### Dropdown Menus and Panels:

- Analyzer panel: a panel in which you can name and re-name the instance and group and toggle which instances' analyzers to be displayed locally
- Spectral Ducking Panel: the spectral dynamic unmasking panel
- Select Panel (in Spectral Ducking Panel): lets you select one or more sidechain sources per selected frequency band
- SC EQ (in Spectral Ducking Panel): Sidechain EQ
- „L“ (in Sidechain EQ): lets you load a curve you saved in the main EQ into the Sidechain EQ – this is useful if you want to have the spectral ducking focused exactly on the frequency range of that respective instrument or vocal
- Morph Into: lets you select an external EQ for the local EQ curve to be morphed into
- Group: assign the plugin instance to a group
- Mode: operation mode
- Type: select curve type (same for Sidechain EQ)

### Operation Modes:

- Profiling: add character to your channels and tracks
- Unmasking: statically unmask overlapping frequencies of instruments and sub busses within a group

- Juggling: use to juggle certain frequency bands back and forth between similar sounding instruments
- Extern Only: move curves of grouped external plugin instances only

### **Curve Types:**

- Low-Shelf
- Bell
- High-Shelf
- Plateau
- Line
- Multiply
- Multiply smooth
- Saturate
- Contrast
- Tilt (coming soon)

### **Buttons:**

- Analyzer: opens analyzer curve selection panel
- Sidechain Ducking: opens spectral sidechain compressor panel
- Save and Load: saves and loads EQ curves as presets
- Map On/Off: toggles main display between curve analyzer and volume contribution map
- Conflict On/Off: toggles the conflicting frequency glow on and off as long as sidechain-sources are active in the sidechain ducking panel
- Reset: resets EQ curve back to 0dbFS unity gain (same for Sidechain EQ)
- Compare: one-step undo/redo
- Trim: reset EQ curve within Bandwidth
- Invert: inverts the EQ curve to generate a make-room curve to be applied in unmasking
- Match: matches the EQ curve to the frequency response of the channel to generate a make-room curve to be copied to other channels for the use in unmasking
- Local Recall: recalls the Profiling EQ curve locally when you're working in unmasking or juggling mode
- Scene save and load: saves and loads EQ curve scenes
- external directory; the presets of main EQ and sidechain EQ are interchangeable
- Select: opens main EQ window to lasso-select the frequency bands you want to assign to one or more sidechain sources
- Select All: bypasses the lasso-selection of frequency bands and lets you assign sidechain sources to all frequency bands at once
- SC EQ: opens sidechain EQ window

### **Toggles:**

- Add: when active, the local EQ curve doesn't morph into the selected external curve, but is added to it

- Link: when active, all button functions and EQ curve changes apply not only locally, but to all group members as well
- Enable (Spectral Ducking Panel): enables spectral ducking
- Hold (Spectral Ducking Panel): keeps the momentary ducking curve stationary
- Analyzer Panel Toggles: select which analyzer curves to display in the active plugin instance
- Spectral Ducking Sidechain Source Selection Toggles: after you marked a frequency range you want to be ducked by the sidechain sources, the Select Panel opens and lets you select the output of the plugin instances you want to gather audio from to duck the active instance's audio output with
- All: when active, all Band Faders move at once as if they were a single fader (same for Sidechain EQ)
- Line: activates line-tool for right-click-mouse-draw (same for Sidechain EQ)

### **Sliders:**

- Morph (next to the "Morph Into"-Menu): morphs the local curve into the selected external curve
- Threshold: sidechain compressor threshold
- Depth: sidechain compressor range limit
- Ratio Low: sidechain compressor ratio for lowest frequency band
- Ratio High: sidechain compressor ratio for highest frequency band
- Ratio Share: sidechain compressor ratio distribution curve over frequency spectrum (from logarithmic over linear to exponential)
- Knee: sidechain compressor knee
- Attack: attack time for ducking
- Release: release time
- TimeTilt: adjusts the sidechain compressor's reaction time of higher frequencies in comparison to the lowest frequency
- Det Smooth: smoothes out (lowers) the sidechain compressor's reaction sensitivity of the envelope detection
- Focus: tilts the frequency spectrum of the incoming sidechain signal from bass to treble
- Zoom: 1.) in analyzer view it shifts the visible area of an analyzer spectrum curve up and down to reduce optical headroom while leaving the audio untouched and acts as an inaudible pre-gain for the analysis section of the curve matching mechanism; 2.) in map view it works as a sensitivity parameter for the visibility of the different audio sources
- Delta: sets the volume difference between audio sources enabled in the Analyzer Panel to be associated with a frequency-dependent conflict zone (the smaller the difference, the greater the conflict)
- Bandwidth: defines the width of the area a curve gets applied to (same for Sidechain EQ)
- Slope: defines the steepness of the selected curve (same for Sidechain EQ)
- window: defines the time span of the curve matching measurement
- Time: defines the interpolation time between two scenes
- Boost: adds up to 24 db volume to the output signal; when "Link"-toggle is active, it acts as a sub buss fader for all grouped plugin instances

### **Analyzer Curves:**

- dark red downward curve: shows the volume reduction caused by spectral ducking
- coloured curves: the inputs / outputs of other plugin instances according to their selection in the analyzer panel
- white dashed line: Sidechain sum

### **Function Keys:**

- Tab: Compare Button
- Q: Invert Button
- T: Trim Button
- R: Reset Button
- A: All Toggle
- L: Link Toggle
- P: Profiling Mode
- U: Unmasking Mode
- J: Juggling Mode
- E: Extern Only Mode (Key works as toggle. If you press it a second time, the operation mode switches back to the former one)
- - (Minus): Line-Tool for right-click-mouse-draw
- Numbers 1 to 8: Scene Load
- Backspace Key: "Local Recall" function (recalls local profile EQ-curve after change into unmasking mode)
- Shift Key + Mouse Pointer or Mouse Wheel: Bandwidth (also for Sidechain EQ) and fine-tuning of all slider values in Spectral Ducking Panel
- Ctrl Key + Mouse Pointer or Mouse Wheel: Slope (also for Sidechain EQ)
- Alt Key + Mouse Wheel: Type
- Right-Click Drag: Draw Custom EQ Curve