

WaveSystem

User Guide

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WaveSystem Toolbar

Quick Start, V15

Use the Toolbar at the top of a plugin to compare parameter settings, manage your presets, and control the plugin view.

Toolbar Functions



- | | | |
|---|-----------------------|---|
| 1 | | Open the plugin About box. |
| 2 | Undo | Undo the last 32 actions. |
| 3 | Redo | Redo the last 32 undone actions. |
| 4 | Presets Menu | Load, save, and manage presets. |
| 5 | Previous/Next | Load the previous or next preset. |
| 6 | Copy A→B | Copy the settings of the current setup to the second setup. |
| 7 | Setup (A or B) | A/B between the two setups. |
| 8 | Save | Save the current plugin settings as a new preset. |
| 9 | Toolbar Menu | Adjust plugin size, open user guides, and access other functions. |

A/B Settings

Use **Setup A/Setup B** to compare two versions of a plugin's settings.

1. Select **A** or **B** and adjust the plugin as you like.
2. Click **B→A** (or **A→B**) to copy the plugin settings to the other setup. The setups are now the same.
3. Adjust the plugin settings on either setup.

Use **Setup A/Setup B** to compare the two setups.



Product-Specific Toolbars

Certain plugins and applications have additional controls in their WaveSystem Toolbars. These controls govern “safe parameters while loading presets,” sample libraries, mode controls, views, and more. Here are some examples:

Codex



Some virtual instruments and synths have “preset safe” checkboxes in the Toolbar (e.g., “MIDI,” “Arp-Seq,” and “Tempo”) to determine whether selected settings are changed when a new preset is loaded.

FlowMotion



The FlowMotion Toolbar includes mode-select buttons (“Flow” and “Motion”).

Electric 88



Certain virtual instrument Toolbars include a tuning control. This instrument’s sample libraries are accessed on the left side of the Toolbar.

Renaissance EQ



Many Toolbars include a drop-down menu for selecting a skin view, as shown on the left. Also, certain EQ plugins feature a “Flat” button that resets all gains to zero, while maintaining Frequency and Q settings.



Presets

Overview

A preset is a snapshot of a plugin's settings. Presets are saved to the host computer as an XPS file. There are two kinds to presets: those that come with the plugin and those that you make or import.

Factory Presets are provided by Waves. A factory preset may provide precisely the sound or solution you are looking for or serve as a starting point for creating effects or solving problems. Factory presets cannot be overwritten or deleted, but they can be modified and saved as user presets. In some cases, different component plugins (e.g., mono, stereo, 5.1, 7.1) will have different factory presets.

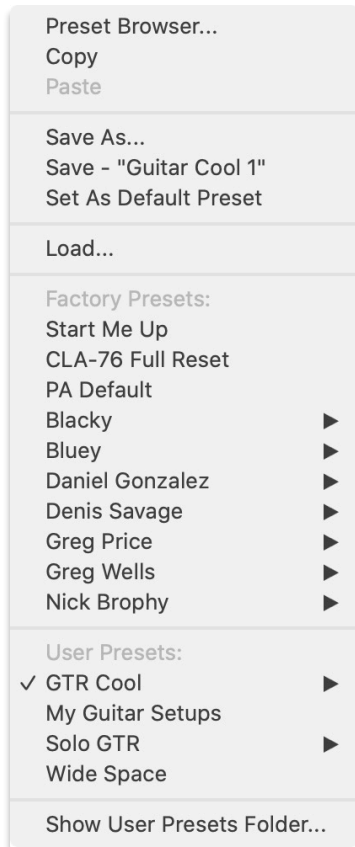
User Presets are snapshots of the current condition of the entire plugin. A user file can be added to the plugin's Preset menu in all subsequent instances of the plugin.

You can define the current preset as the **Default Preset**. Whenever you instantiate the plugin, this preset will load. All presets can be copied and loaded to another instance of the same plugin.



Preset Menu

Presets are managed in the **Preset Menu**. Click on the preset name in the middle of the Toolbar to open the menu.



LOAD A PRESET

The name of the loaded preset appears on the Preset Menu button on the Toolbar. An asterisk next to the name indicates that the preset has been modified since it was loaded.

- **Factory Presets** are created by Waves or Waves artists and are installed with the plugin. They cannot be modified.
- **User Presets** are created by the user and can be modified, deleted, and moved to subfolders.

SEARCH FOR PRESETS

- Use the **Preset Browser** to search for a preset by name.

SAVE A USER PRESET

- Click **Save As** in the Presets menu or **Save** on the Toolbar. By default, the preset is saved to the User Presets folder.
- Click **Save [user preset name]** to overwrite the currently loaded preset.

SET A DEFAULT PRESET

- **Set as Default Preset** defines the current plugin settings as the default settings when the plugin is inserted.

MANAGE PRESETS

- **Show User Presets Folder** opens the default User Presets folder. You can name, move, copy, and delete presets and create new subfolders. Only presets that are in this folder will appear in the Preset Menu under “User Presets.”
- Use **Copy/Paste** to copy and paste presets between plugin instances of the same plugin type.

LOADING OTHER PRESETS

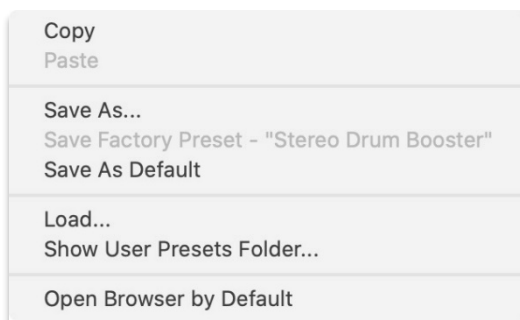
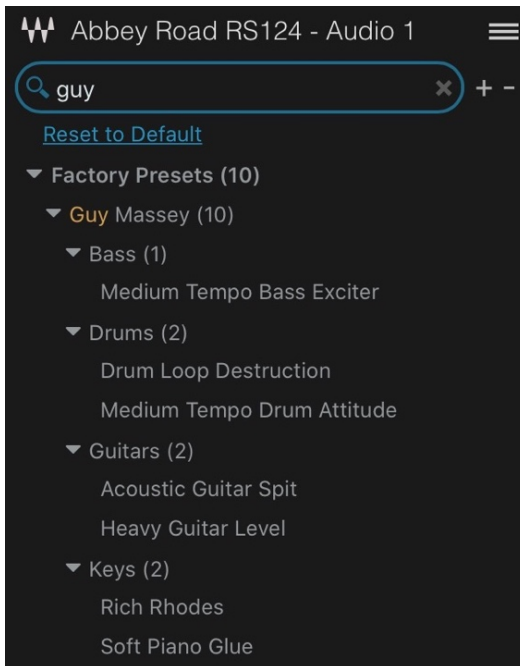
Click **Load...** and then locate the preset file you want to load (or the preset folder that contains several preset files). You can also load a preset by dragging its .xps file directly onto the plugin.

Once a preset is loaded, you can save it as a user preset or copy the preset file/folder into the User Presets folder.



Preset Browser

The **Preset Browser** lets you search for and load presets. Open the Preset Browser from the Preset Menu.



SEARCH FOR A PRESET BY NAME

- Type any part of a preset's name. Search results appear in a list below.
- Click the small arrow to expand or collapse a folder in the list. To expand or collapse everything, click the +/- button next to the search window.

SELECT OR LOAD A PRESET

- Click on a preset name with the mouse.
- You can also use the up/down keyboard arrows. A preset will load when you scroll over its name.

RETURN THE PLUGIN TO ITS DEFAULT SETTINGS

- Click **Reset to Default**.

SAVE PRESETS FROM THE PRESET BROWSER



Click the **Menu** icon at the top of the Browser to access the Save and Load functions. These functions are also found in the Presets Menu.

MAKE THE PRESET BROWSER THE DEFAULT VIEW

Select **Open Browser by Default** and the Preset Browser will open when you click the Preset Menu button on the Toolbar. When this is not selected, the Presets Menu is the default view.

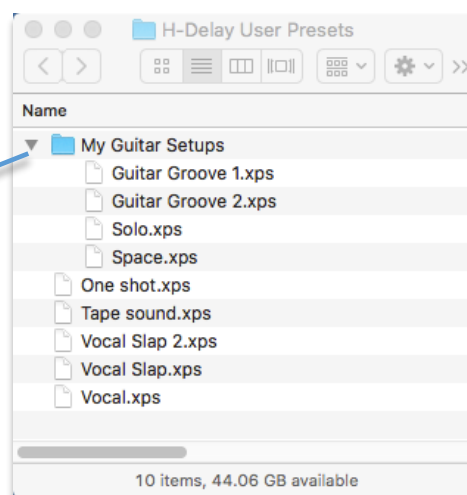


Managing Preset Files



User presets are located in each plugin's User Preset folder. You can rename, copy, move, and delete presets. You can also create subfolders to help organize your presets.

The organization of folders, subfolders, and presets in the User Presets folder are reflected in the Presets Menu and the Presets Browser.



DELETE A USER PRESET

Option One

Delete the preset file from the User Preset folder.

Option Two

Hold CMD (Mac) or Ctrl (Windows) while opening the Presets Menu. You will see "Delete" before each user preset name. Select the preset you want to delete. You will be prompted with "Are you sure you want to delete [preset]?"

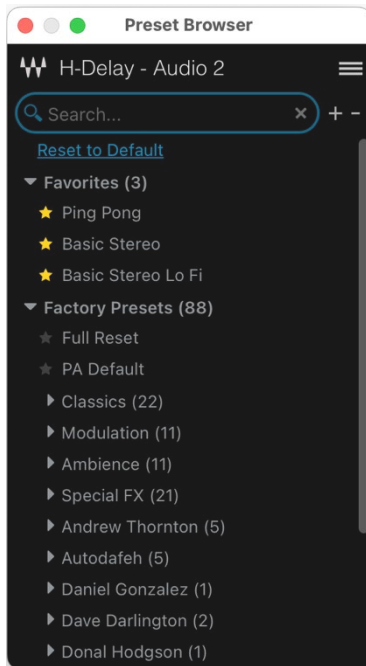
User presets are filed in the Plugin Settings folder on the host computer:

Mac: /Users/Shared/Waves/Plug-In Settings

Windows: C:\Users\Public\Waves Audio\Plug-In Settings



Favorite Presets



You can designate presets as “Favorites.” These are the factory presets and user presets that you use most often, the ones you need to get to quickly. They are particularly helpful if you have an abundance of presets.

Presets are selected as favorites in the Preset Browser. Choose a preset and click the star next to it. Once one or more presets have been designated as favorites, a new category—Favorites—is added at the top of the Preset Browser. Subsequent favorites are added to this list. A Favorites category is also added to the classic preset menu.

Note: Favorites can be managed only through the Preset Browser.



MIDI Mapping

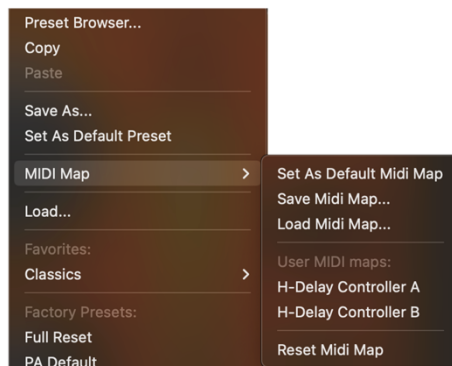
All Waves plugins have a MIDI node that enables you to configure the plugin to receive MIDI from a physical or virtual controller. Note: Only automatable controls appear in the MIDI learn dialog (right-click on a control).

TO SET UP MIDI MAPPING

1. Configure the MIDI track while its output is going to the plugin instance. MIDI mapping can vary by DAW. Refer to this [support article](#) to learn about sending MIDI to Waves plugins in your DAW.
2. Right-click a control and select “Learn.” The controls will wait to receive a MIDI CC event. Once received, a link and mapping will be established.
3. The MIDI controller now controls the plugin.
4. Right-click on the control once again to display to MIDI control or allow you to disconnect from the controller.
5. This mapping is saved uniquely to your DAW session.

SAVE MIDI MAPPING

You can create MIDI maps for multiple controllers in multiple setups (e.g., a different map for each controller), or different MIDI maps for different uses on the same controller (e.g., one map for recording and another for mixing). On a plugin-to-plugin basis, you can save this unique MIDI mapping and load it just like loading any other preset. The difference is that this preset loads only the MIDI mapping and will not modify other plugin settings.



To save a MIDI map, go to “MIDI Map” in the Preset Menu and choose “Save MIDI Map to New File.” This creates a preset file whose extension is “xpm.” It can be loaded through the MIDI Map menu. This file is saved into the relevant Plugins Settings folder, like any other preset.

As you save more MIDI maps, the list grows. The list appears only in the MIDI Map submenu of the Preset menu—not in the Preset Browser. You can also set the current preset as the default mapping: click the preset menu and choose “Default MIDI Map.”

Even after loading a saved MIDI map, you can edit its status. Right-click on control and select “Disconnect



Previous Versions Preset Support

In previous versions, selected plug-ins had MIDI learn functionality, and the MIDI was saved *per preset*. To retrieve such a MIDI map, duplicate the preset loaded in the plugin settings folder and change the suffix from “xps” to “xpm.” Now you can load it from the MIDI map menu and only MIDI settings will be applied. Plugin settings will not be loaded.



Copy Presets and Favorites to a Second System

COPY PRESETS TO A SECOND SYSTEM

You can move and copy user presets and favorites from one system to another. This entails copying the “Plug-in Settings” folder from the source system and pasting it to the same location on the target system. Presets folders are found at these locations.

Windows: C:\Users\Public\Waves Audio\Plug-In Settings \ *Plug-In name

MacOS: System HD > Users > Shared > Waves > Plug-In Settings > *Plug-In name

You can paste the entire preset folder to the target, which will overwrite all presets on the target host, or selectively paste individual presets.

COPY FAVORITE PRESETS TO A SECOND SYSTEM

Favorite Presets do not automatically appear in the Plug-in Settings folder. To ready favorites for copying, do this:

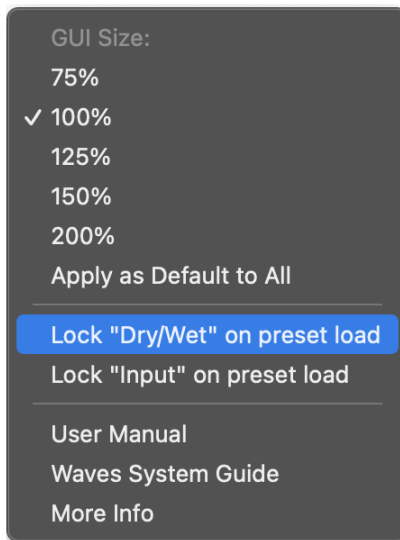
1. On the source system, choose “Export Favorites” from the hamburger menu. A Favorites folder will be created within the Plug-in Settings folder.
2. Copy this folder to the target system.
3. Select “Import Favorites” from the hamburger menu. Your favorites will appear in the Preset Browser

This process overwrites existing favorites on the target computer. We suggest that you delete the Favorites file after importing it on the target. This prevents re-importing old favorites and overwriting those that you have modified.

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Global Preferences



RESIZE PLUGIN WINDOWS

Plugin windows can be resized. Click on the Toolbar Menu icon on the right side of the WaveSystem Toolbar to choose between five magnifications.

This action affects the currently selected plugin window. New instances of the plugin within the session will open with the same magnification. Choose “Apply as Default to All” to set this magnification for all future new instances of all plugins.

LOCK INPUT AND MIX ON PRESET LOAD

Certain plugins have dedicated controls that lock the Input and/or Mix (wet/dry) controls when a new preset is loaded. On selected plugins that do not include a lock icon, use “Lock [...] on Preset Load” in the hamburger menu to keep the current status of the Input or Mix or both when you load a preset. If the Input or Mix menu item is not visible on the menu, then either the plugin is locally locking the Mix Input or Mix, or the plugin does not contain the relevant controls. This preference does not affect other settings saved in a session.

PLUGIN-SPECIFIC CONTROLS IN THE TOOLBAR MENU

Certain Plugins have global controls that are not part of their interface windows. These appear as Toolbar Menu items. A typical example is Analog Noise On/Off.

Visit [Waves Support](#) for a list of the plugins that support “Ignore Input and Mix on Preset Load.”

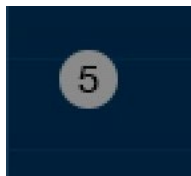


The WaveSystem Interface Controls

This WaveSystem is a set of standards that apply to all Waves plugins. It provides consistency between plugins for easier movement from one product to another. Different types of plugins have different controls, but the conventions are similar with all plugins.

Most controls can be manipulated by dragging with the mouse or finger (touch screen), by scrolling over the control with the mouse wheel, or by entering a value in the control's value box. Hold Alt/Opt and click on a parameter control to reset it to its default position.

PLUGINS WITH GRAPHIC DISPLAYS



Not active

The current parameter control is not engaged. In certain plugins, such as EQs, this indicates that the current band is bypassed. Typically, click on the control to activate it.



Active

The band or range control is active. In certain plugins, such as EQs, this indicates that the current band is active.



Active and Selected

The active control is currently being adjusted.

When adjusting a graphic equalizer, move a graphic marker up or down to adjust gain and left to right to adjust band frequency. Hold Opt/Alt and drag up or down to adjust Q value. Hold Ctrl and drag up or down to adjust gain without changing frequency and Q values. Similarly, hold Ctrl and drag left or right to change only the frequency.

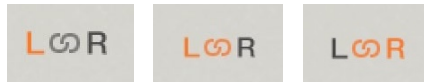


FADERS AND SLIDERS



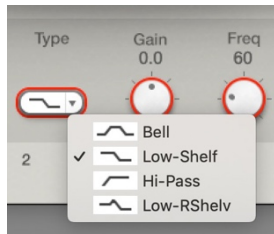
Depending on the context, faders and sliders will indicate fader position and resulting value.

Some plugins have **link buttons** between a pair of faders, allowing click-and-drag adjustment while retaining the offset between the controls. With certain EQ plugins, you can select which of the linked faders is the “master” of the pair, and which channel follows. Any offset between the faders will be maintained when they are linked.



Renaissance EQ output fader linking (from left):

No fader linking; Faders linked, left controls right; Faders linked, right controls left



EQ FILTER TYPES

Click repeatedly on the Type button to cycle through the filter types that are available for the band, or set the Type directly with the drop-down menu



TOGGLE BUTTONS

Toggle buttons display the state of a control and allow switching between two or more states. Single-click to change the control’s state. Some toggle buttons have a text display that updates with the current setting, and others (bypass, solo, or monitoring toggles) illuminate when the control is active.



AUTOMATION AND EXTERNAL CONTROLLERS



A band around a control indicates that it is being controlled externally, whether by a hardware controller or a mixer or a plugin with macros.

VALUE BOXES

Value boxes display the value of a control and allow click-and-drag adjustment or direct control via the keyboard. A value box can be a dedicated window above or below the control, a value that appears when the control is touched or manipulated, or part of a fader or slider itself. Adjusting a control directly from its value box enables very precise, number-based adjustment, for example, when entering calculated values.

Using the mouse, click and drag on the value window to adjust the parameter. Some value windows support left/right, some up/down. You may also use the mouse wheel to adjust parameter values.

Using the arrow keys, click once with the mouse to select the button or simply hover over the control. Then use the up/down or left/right arrows (depending on the direction supported by that button) to move in the smallest incremental steps across the range of the button (note: holding down the arrow keys will move faster through the range).

Using key entry, double click on the button to open the value window, and then enter the value from your keyboard. If you enter an out-of-range number, the button stays selected but remains at the current setting (note: the system beeps if system sounds are on).

PRECISION CONTROL

Hold CMD (Mac) or Ctrl (Windows) while moving a variable control to slow its movement and increase resolution. This does not apply to certain controls.



MULTIPLE CONTROL SELECTION

One of the most powerful features of the WaveSystem is its ability to select and adjust multiple controls simultaneously. Using the mouse, draw a box around a group of controls you want to control together. Changes to any one control will correspondingly change all other selected controls. Any offsets will remain.

You can also select more than one control by holding Shift while selecting. This is particularly useful when you need to select multiple controls that are not adjacent.

TAB FUNCTIONS

You can use the Tab key to move between controls without using the mouse.

- **Tab** moves the Selected status to the next control.
- **Shift/Tab** moves the selection in the reverse direction.
- Additionally, with Mac you can use **Option+Tab** function for 'down' movement and **Shift+Option+Tab** for "up" movement, where applicable.
- If you have several Value Window Buttons selected, Tab functions will take you through the selected controls only. Clicking Esc or Return will return the "focus" to the DAW application.

A Note on Automation

When you automate settings in Stereo mode, your settings will be saved for the specific channel (L or R) you have selected, but will affect *both* L and R.

When you automate L and R to different values in modes other than Stereo, but then wish to return to Stereo mode, you will need to delete your settings for one of the sides (L or R) before you return to Stereo mode in order to avoid conflicting values.

If you wish to change the Link mode of an automated plugin, we recommend that you use a second instance of that plugin in order to automate the status of the Link while automating the bypass for both instances. This helps to avoid conflicts in Link mode and automation later on.



Waves Preferences (*Pro Tools only*)

When launching Pro Tools, hold Shift to view the Waves Plugin Preferences window. Depending on your configuration, other options may be available.

