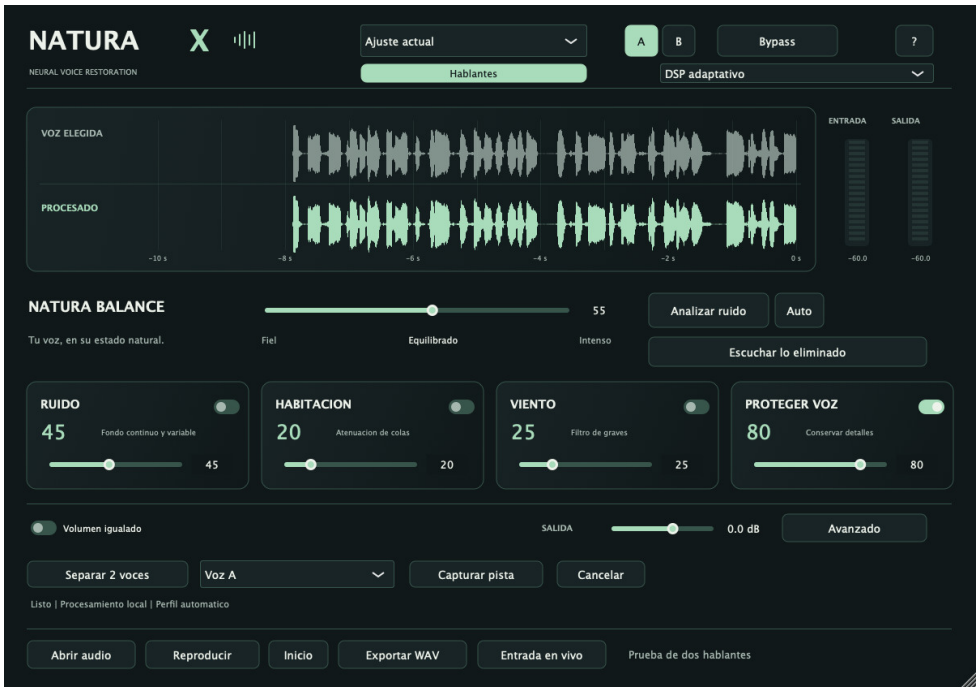
# NATURA X

## VERSION 1.2.0 / Vocal cleanup and selection of speakers

Reduce background noise with DSP, RNNoise or hybrid mode. It allows you to separate a recording from two speakers and choose which one to keep.




Functional native interface of this version. The data visible are test examples; the full PNGs are in Displays.

## What’s included

- It cleans DSP, neuronal and hybrid with noise, room and wind controls.
- Pre-separation of two voices and A/B selection to export the chosen one.
- Residual monitoring, voice protection and settings comparison.

Supporting files: the local catalogue includes complete native catches, original logos and technical manuals. Empty views show real controls; audio examples come from testing. See also the validation of this version.

# Quick start

1. Download a shot or play your DAW input.
2. Choose DSP, Neuronal RNNoise or Hybrid and adjust Balance/Noise.
3. Check bypass and listen to the deleted to protect words and air.
4. To choose speaker, open Speakers, separate and listen to A/B.
5. Export the chosen and processed voice; save the WAV with your session.

## Saving your work

Parameters and profile in DAW; save/export the audio separately.

## Before you start

The speaker separation is offline, mono, up to 60s and with band up to 8 kHz. The live cleaning adds latency. It doesn't guarantee to remove all the echo or recover destroyed voice.

## General compatibility

Mac Apple Silicon, macOS 13.3 or later Audio Unit, VST3 and independent application. Installers do not have Developer ID signature or Apple notarization; binaries are ad hoc local signature. Local processing.

## Complete operation and controls reference

## INSTALLATION

1. It closes Logic, Studio One and other audio applications.
2. Open NATURA-X-1.2.0-macOS-AppleSilicon.pkg and follow the installer.
3. Open NATURA X in Apps or search for NATURe Audio > NATUR EX in your DAW. Logic uses Audio Unit; Studio One can use VST3 or Audio Unit.
4. If your DAW doesn't find it, browse the plugins again or restart the DAW. The installation requests normal macOS authorization for those folders.

This package has binaries with local ad hoc signature; the installer has no Developer ID signature or notarization from Apple. If macOS blocks it, check its source and use the Open Equally option of Privacy and Security if you want to open it. Don't disable the security of the system. It's not a version for Windows or Intel.

## NEW IN 1.2 — CHOOSE WHICH SPEAKER TO KEEP

Push speakers. This function performs a PRECAUTIVE calculation on a recording with up to two speakers; it is not a live speaker selection.

1. Open or drag a file of 0.5 to 60 seconds. You can also capture the lead: start the playback on your DAW, capture the input, stop the capture.

2. Press Separate 2 voices and wait. Cancellation stops the calculation if you need it.

3. Choose Voice A, press Play and listen; then try Voice B.

4. Save the desired voice with that selector and press Export WAV.

5. In a DAW, import the exported WAV into the original audio position. The plugin preview temporarily replaces the input while the file is played; it is not synchronized to the DAW transport. By stopping the pre-listening, the plugin re-processes the track input. The original Mix selector returns to the full recording. After choosing a voice, you can use RNNoise/DSP to clean the result. The top graph shows VOICE CHOSED; bypass compares that voice before and after the

Clean it up. To compare against all the voices, use Original Mix in the selector. When exporting, you use the chosen voice, not always the mix.

Scope: two monkey outputs. Stereo audio is mixed monkey to separate.

The model works at 16 kHz: the separate voices have bands up to 8 kHz, although the WAV retains the original file frequency. A/B tags are arbitrary and can change when analyzing another recording. It is not an identity recognition or reference sample selection system. There are no guarantees for three voices, singing, very similar voices or extreme noise. Separation consumes memory and may take time. Progress shows stages. Do not close the DAW during the calculation; use Cancel first.

Select as a session parameter, but separate files and voices are NOT embedded in the session. Export the results to save and import them into your project; when reopening you need to load/separate again if you want to use the plugin preview. This version requires macOS 13.3+ for the built-in separation runtime. The cleaning latency remains the same as in 1.1; separation is a prior process and is not presented as part of that live latency.

## NEW IN 1.1 — LOCAL NEURAL ENGINE

RNNoise 0.2 and its official model 0b50c45 are integrated into the binaries. You don't have to download models, enter keys, or connect to the Internet. In the header, choose adaptive DSP, Neuronal RNNoise or Neural Hybrid. New instances start in Hybrid; sessions 1.0 retain DSP. To activate the enhancement in a previous session, change the selector to Hybrid. Noise, Nature Balance and Voice Protector coordinate the neural mix. Advanced includes Neural Intensity (0-100). Noise at zero disables the neural mix. In

Neural mode no profile is required: Analyze noise, Auto and freeze profile are disabled. Neuronal mode retains the optional bass/tail/noise filters, but omits spectral noise suppression. Hybrid combines network and moderate DSP. The model is trained for spoken voice: the Canto and Maxima fidelity presets choose DSP to avoid suppression of musical content. Always check the waste. RNNoise if it doesn't identify or separate speakers. Use the Speakers panel for pre-separation of

Two voices. There is no generative reconstruction. The model runs internally at 48 kHz with a 64-coefficient sink sampling.

Alignment tests: 16, 32, 44.1, 48, 88.2, 96 and 192 kHz, mono/stereo. The network uses independent per-channel states, so complex stereo imaging may vary. Identical channels remain identical. Switching engines does not change latency. The model stays ready for smooth transitions; DSP is not a CPU-saving mode. After switching engines, use Auto or capture a new noise profile.

## FIRST USE ON A TRACK

Insert Nature X as an effect. Start with Balanced or a podcast nearby. It plays a representative snippet and adjusts NATURE Balance and Noise. For a fixed profile, press Analyze noise for two seconds of ONLY RUD. Don't talk during the capture. It needs active playback of the DAW/app. Auto deletes that profile and re-estimates the fund continuously. Check bypass and hear it deleted. If there are words in the residue, reduce intensity or increase Proteger voice. The compensation of

The volume does not make comparison a quality measurement. It can raise the bottom.

## STANDALONE APPLICATION

Open/drag WAV, AIFF, FLAC or other format that the system can read.

Limit: 10 minutes, monkey or stereo. It reproduces, compares and exports 24-bit WAV. The duration, sampling frequency and channels of the source file are preserved. Exporting keeps the processed result, regardless of Bypass and Waste. If the profile is captured at a frequency other than the file, the export uses automatic estimation; the listening sampling may differ from the render. If there are peaks above 0 dBFS, lower output. The exporter will warn if I cut spikes. Long files are consuming

memory: this version loads the entire file. For microphone, select Live input and device in Options > Audio/MIDI Settings. Authorize the microphone if macOS asks for it. The independent host can keep the entrance silent: check your mute warning. Use headphones to avoid feedback. You don't install a virtual microphone.

## CONTROLS

NATURE Balance: coordinated intensity of noise, loudspeakers and tails.

Noise: intensity of neuronal separation and/or spectral suppression according to motor.

Room: conservative attenuation of spectral tails. It doesn't take away all the echo.

Wind: variable depth filter; does not reconstruct saturated wind blows.

Protect voice: limit attenuation; it does not recognize people or words.

Advanced: Neural intensity, 50/60 Hz buzzing and automatic profile freezing.

A/B: two parameters during the opening of the editor.

Output: gain from -18 to +12 dB. Bypass maintains latency; output remains active.

Equal volume: slow RMS compensation between -3.1 and +6 dB approximately.

Waste: original aligned less processed, before offsetting volume and output.

Double click on a slider: initial value. 0-100 values are adjustments, not noise percentage eliminated. Reduction meter: average spectral gains, no cleaning percentage or naturalness score.

## SESSIONS AND PERFORMANCE

Automation of parameters and recovery of the profile captured with the session. The profile is kept for the sampling frequency at which it is captured.

Frequency change: captures a new profile. Open files and A/B memories are not included in the session status.

Fixed latency between engines: 1024 + ceilings (0.04 * frequency) samples.

At 48 kHz: 2944 samples / 61.33 ms. At 44.1 kHz: 2788 / 63.22 ms.

At 96 kHz: 4864 / 50.67 ms. The plugin reports latency to the host. This latency can be detected by monitoring the live voice. Mono and stereo; linked DSP and channel independent neural network. Local processing, no connection or telemetry. It contains RNNoise and Conv-TasNet for pre-separation of two voices. It does not faithfully recover voice destroyed by saturation or extreme noise; leaks may occur between voices.

## INSTALLED FILES

/Applications/NATURA X.app /Library/Audio/Plug-Ins/Components/NATURA X.component /Library/Audio /Plug-ins/VST3/NATURe X.vst3 /Librry/Documentation/NATurE X/ To uninstall, close the apps and move those items to the trash can.

## SOURCE CODE AND LICENSES

The full corresponding code is delivered under AGPL-3.0-only, together with JUCE 8.0.12, RNNoise 0.2, the model weights and their notices. See COPYING.txt, JUCE-LICENSE.md, RNNOISE-LICENSE .txt and MODEL-INFO.txt; in addition to SPEAKER-MODEL-INFOR.txt and the ONNX/CC-BY-SA licenses. The installed Source.zip file contains the instructions to compile.