VOXA 33

User manual · v1.2.1

Vocal chain with compression, de-esser, auto-level, color, double, reverb and delay. Includes 33 presets, A/B and effects listening.



MacOS Ventura 13+, Apple Silicon and Intel. The following is the list of the categories of vehicles that are included in the vehicle category:

Scope of this version

It does not include tuning, forming, harmonies or noise reduction. Critical listening in user voices and full operation in Logic are still pending.

Capture the implemented editor; it's not a capture of Logic.

Operating guide

VOXA 33 - 1.2.1 - Universal arm64 + x86_64 / Audio Unit AUv2 for Logic Pro ========== ====== == ======

Save your session and close it and reopen Logic Pro. Search for: Audio FX > Audio Units > VOXA Audio > VOXa 33. Now they're allowed Monkey, Stereo and Monkey > Stereo. The latter format allows you to open a mono recording with stereo effects without creating an additional bus. If Logic keeps an earlier instance open, it must be restarted to load the new component. In Module Manager, reset and re-explore VOXA 33 if it still shows the previous version.

MAIN CHANGES

• Declared tail corrections, slow delay, reverb start and time transitions. Raw Voice is now neutral with 2x off quality.

• A/B comparison and memory-to-memory copying; undo/re-do parameters.

• Energy/RMS based equal volume comparison, with gradual learning. It's not a LUFS measurement or an exact perceptual equalization.

• The vehicle is equipped with a high-speed automatic transmission.

• Adjustable high pass and near presence of means, partially offset at level. It doesn't remove the acoustics from the recording.

• Environmental profiles Chapel, Chamber and Cathedral; approximate duration, predelay, level independent return and ducking filters.

• Delay Throw by shipment, ping-pong and bass/pitch filters.

• Double with width, depth and speed; listen to monkey and correlation.

• Colors Silk, Bronze and Iron with Drive and 2x quality option.

• Only bus effects, module activation and recording mode.

• Scalable window, zoom 80/100/120%, editable advanced values

• 33 updated presets with categories, search, favorites and I/O blocking.

• Save and open your own .voxa33 presets; it also supports host settings.

Start with Natural. Adjust the entry in DETAILS if necessary. Bodies adding to the serious. Control handles compression in a simple way. The intensity of the de-ess determines the speed. AIRE highlights sharp. ENVIRONMENT controls only quantity; time is adjusted in DETAILS. CERCANIA is increasing its presence in media with partial volume compensation. DOBLE and DELAY shall check their respective quantities. Output: -24 to +24 dB.

DETAILS is organized into five tabs: VOZ/ROUTE: input, mix, HP, Auto-Level, module activation, Effects only and output protection. DYNAMIC: Activate Advanced Compressor to use threshold, ratio, attack, release and makeup; when disabling it the CONTROL macro is used. In the de-esser, it defines frequency, threshold and maximum reduction. It only allows you to hear the withdrawal signal. A zero speed is not a signal. Environment: profile, decay approximately 0.8-10 s, predelay 0-200 ms, filters and ducking. They're three profiles of the same algorithmic engine,

with different early reflections and cushioning. ECO: 40-1200 ms in free mode. Sync supports 10-400 BPM, black, cornea, puncture cornea and semicornea. Outside the range is limited to the corresponding end; without tempo the host uses 120 BPM. Feedback: 0-65%. Ping-pong alternates between stereo returns. THROW sends voice to an independent echo line: automates its uptake in a word and then downs its output; its echoes continue after the submission is down.

DUBLE/COLOR: width, depth and speed double; color type, drive and quality 2x. Drive at zero does not add any additional color.

It seeks about -18 dBFS of energy before the chain. Range limits gain/correction and Speed defines follow-up. There is no silence below the internal threshold. Adjusts ear breaths and background noise before using it on a full recording.

A/B, DESHACER and PRESETS A and B store two sets of parameters within the instance. COPY A > B (or B > A) copies the active memory to the other. DESHACER/REHACER shall act on changes in parameters recorded. The asterisk on the state line indicates modified adjustments. Favourites and A/B memories are saved with the instance/project; they do not constitute a library shared automatically between projects. FIJAR I/O keeps Entry and Exit by changing factory presets or opening a preset of its own. A/B memory stores all the parameters.

GAVE/ABRIR uses .voxa33 files that you choose. The Logic menu itself can also save/load your settings and .aupreset files. Search and category leak the factory bank of 33 presets. Arrows run through the presets that match the active filter. Double-click any barrel: open a field to type the exact value. Enter or Apply confirms; Escape or Cancel retains the previous value. Units and limits are shown; invalid and out-of-range entries are rejected. Shift when dragging allows fine adjustment. The advanced fields

They also support direct editing and retain value for invalid entries.

Input/output peaks in dBFS are shown. GR is reduction of the compressor; S is reduction in de-esser. Auto and Match show their earnings. Corr indicates correlation before forcing mono listening: near +1 is more matching; negative values require checking mono compatibility. The four large pilots respond to compression, de-esser, Auto-Level and detection of high peaks; they are not buttons. The declared latency is fixed: 4 samples in this compilation, even with 2x off quality. It holds to align mixing, bypass and changes

It's a quality, and Logic can make it up to you. Recording silences spatial returns; it does not change latency nor promises uninterrupted monitoring of the system. The output protection is a soft safety saturation, not true-peak. The reported queue is conservative; with Sync the slow tempo case is reserved and the queue time offered when exporting can be extended. The non-finite input is replaced by silence and extreme values are approximated.

UPDATE AND RESPONSE The identifiers of the original 17 parameters are retained to recover their automation and values. The new engines and the Nearness feature change the sound result: no reproduction identical to 1.0 is promised. Save a bounce and the previous installer if you need that sound. On this Mac a backup of 1.2.0 was saved outside the Components folder. The previous support is also maintained. To return, close Logic and copy the component before Components.

The original 1.0 package is also kept as a separate file.

Save your projects and close Logic Pro. Open VOXA33-1.2.1- Installer.pkg. The installer runs only for the current user and keeps a backup if you find

a VOXA 33 preview and copy the plugin and its presets to the user folders. Then reopen Logic; it doesn't require deleting the cache from other plugins.

Verification and limits Automated testing of the 33 presets, three channel routes and 44.1, 48 and 96 kHz; neutrality compensating for latency; first block of reverb; slow sync; queues; A/B; undo/re-do; own presets; migration; Auto-Level; de-esser; equal gain; FX-only; Throw; ping-pong; Recording mode; invalid audio; block size independence. See Validation for results from Apple and the test bank. Also measured were 24 stereo instances, 32 samples, 48 kHz and 2x color:

It's an offline test, it doesn't guarantee no cuts in a real session. No critical listening with your voices or a full manual session in Logic has been performed: the app control service was not available. The package uses local ad hoc signature; it has no Developer ID signature or notarization for public distribution. Tune-in, formers, harmonies and noise reduction are not included.

Source/ contains processor, interface and tests. Assets/ contains the panel. CMake >=3.22 and macOS development tools: cmake -S. -B build -DCMAKE_BUILD_TYPE=Release "-DCMAKE _OSX_ARCHITECTURES=arm64;x86_64" cmake --build build --config Release -j 6 ctest --test-dir build --output-on-failure With JUCE_PATH you can use a local copy; otherwise you download JUCE 8.0.6 with fixed revision. JUCE has AGPLv3 and commercial options: consult JUCE-LICENSE.txt and https://juce.com/legal/juce-8-licence/ to distribute.

Save your session and close Logic. Run Uninstall VOXA 33.command. Remove only our component from Components and keep it under ~/Library/Audio/Plug-Ins/VOXA33-Backups/. Presets and projects are preserved. To go back, with Logic closed, remove the current version and copy the component from the backup folder to Components. Don't leave two copies. The package receipt can remain; it is not another instance of the plugin.

VOXA 33 uses C++ and JUCE 8.0.6; the AUv2/Cocoa integration of JUCE is compiled with Objective-C++. Templar image is embedded in the executable. It doesn't use an AI model or local/remote inference: effects, Auto-Level and presets are DSP processing and rules, not machine learning. MacOS protections are not disabled to install or load the component.

See State-and-test.txt to distinguish the verifications of this delivery from the outstanding interactive tests within Logic.

Source/PatchAU.cmake is included, which reproducibly adapts the AUv2 integration of JUCE 8.0.6 without modifying the shared copy of the framework. MIDI capture does not use a block in rendering this effect without MIDI. Access to the configuration state uses try-lock: if another thread is reconfiguring the processor, silence is delivered on that block instead of waiting. DSP's own code does not allocate buffers or perform disk, network or interface within processBlock. DTrace test is still pending.