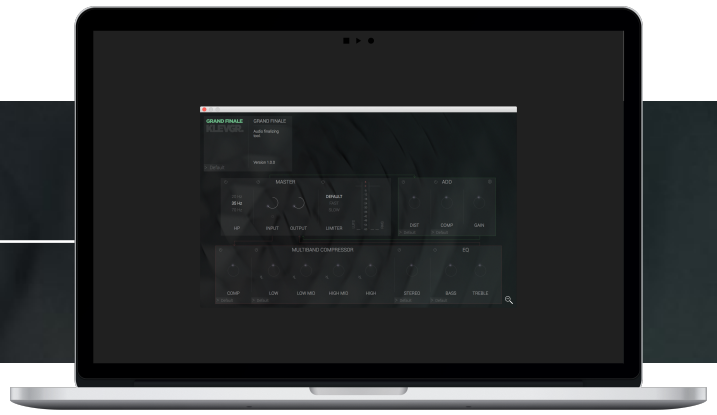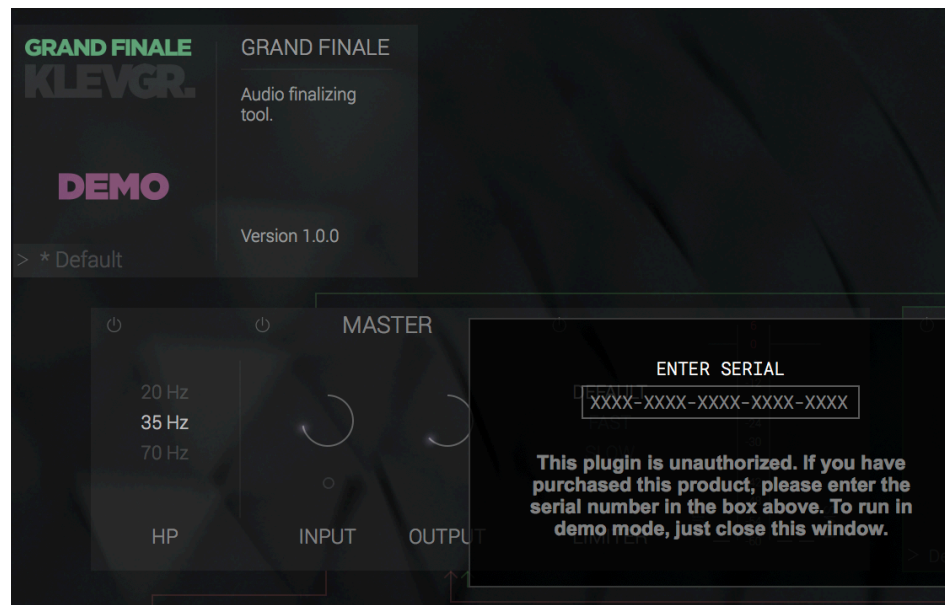# GRAND FINALE
Audio Finalizer

Welcome!

Grand Finale is a multi effect plug-in designed for finalizing complete mixes, stems, buses and/or individual audio tracks. It comes as an Audio Unit, VST & AAX for macOS, and VST & AAX for Windows.

The plug-in offers several modules in a pre-routed configuration. Each module has parameters to alter, and most modules offer a set of algorithms to select. These features come together to make Grand Finale a powerful tool for quickly finalizing a track, bus or mix.

Authorizing

Grand Finale will initially open in Demo mode – in this mode, all audio passing through the plug-in will be muted for a short time every minute. To dismiss the popup window on launch, just click outside it.

If you've purchased Grand Finale, you should also have got a serial key. To use the key, open the plug-in and enter the serial number (or copy/paste it) into the textbox showing at launch. If the box was dismissed, click the Demo button (top left) to bring it up again. After a correct serial is inserted, the Demo button and the initial popup will be removed.

Signal Path

Grand Finale's modules are combined in a fixed order, as shown here:

HP → INPUT → COMP → MULTIBAND → STEREO → EQ → OUTPUT → LIMIT

INPUT → DIST → COMP → GAIN → OUTPUT
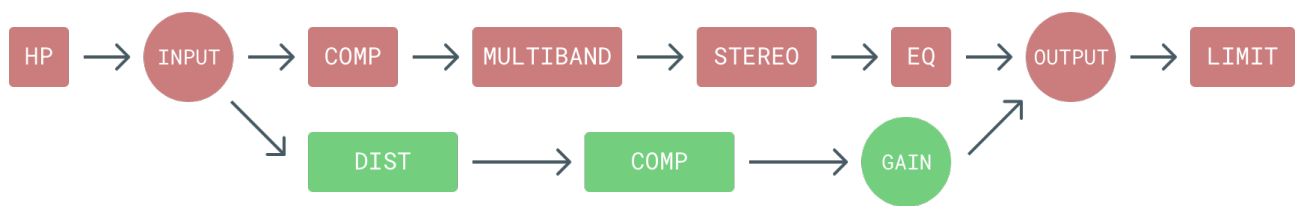
Anatomy

1. Header

2. Master Section

3. Main Signal Path

4. Add Signal Path

5. Window size flip button

1. Header

1.1. Factory preset menu
Click to reveal the preset menu. Factory presets are divided into five categories. A preset can alter every part the full state of the plug-in.

1.2. Demo button
(only visible when unauthorized)
Click to bring up an authorization pop-up with a serial number input.

1.3. Contextual info
When you hover your mouse over a parameter, this box offers some detailed info about the item's state and what it does.

2. Master Section

This module contains a high-pass filter, input and output gain knobs, a limiter and some metering. The red and green lines reflects how audio is routed to and from this box.

2.1. HP (High Pass)
Initial high-pass filter. Choose between 20 Hz, 35 Hz and 70 Hz, or turn it off using the bypass button.

2.2. Input
Input gain level. Click and drag the knob to alter the gain before your signal hits any of Grand Finale's modules. The indicator below lights up to green when the input level is optimal.

2.3. Output

Output gain level (pre limiter). Click and drag the knob to alter output gain. This knob also reflects the limiter's gain reduction, showing it counter-clockwise inside the knob.

2.4. Plug-in Bypass

Bypasses the whole plug-in without changing latency. Useful for A/B testing.

2.5. Limiter

The limiter is the last module in the audio chain, and its threshold is fixed at 0dB. Its release time can be changed by clicking one of the options. To turn it off, click the bypass button.

2.6. Metering

The meters give you information about the levels of the output signal, reading LUFS to the left and RMS to the right. By hovering your mouse over the meters, a tooltip will show exact peak values. To reset the peak indicators, click on the meters.

3. Main Signal Path

After the Input gain (see 2.2), the signal is sent to the main signal path. All the modules in this box are processed in serial from left to right.
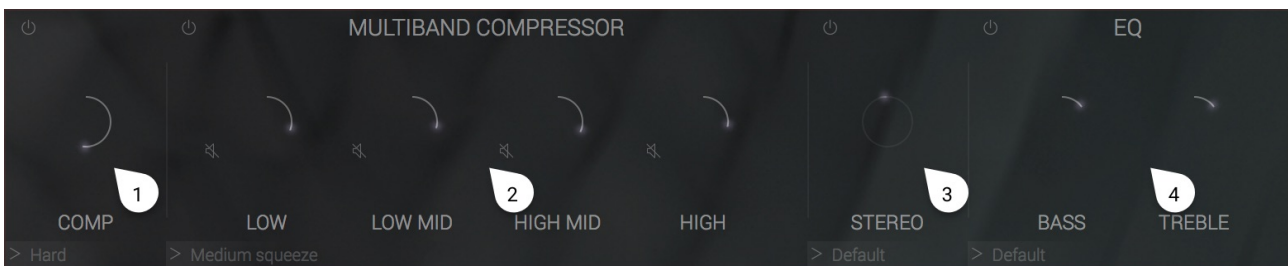
3.1. Compressor

An ordinary compressor. Click and drag the knob to alter amount of compression (0% equals none, and 100% equals max compression). This knob also reflects the gain reduction by drawing it counter-clockwise inside the knob. To change algorithm, press the text box to reveal a popup and choose one of the algorithms available.

3.2. Multi-band Compressor

A four-band multiband compressor with one knob per band. Each knob works exactly as the compressor knob (see 3.1), but only affects a part of the frequency spectrum. To change algorithm, press the text box to reveal a popup menu.

3.3. Stereo

Alters stereo width by using MS Stereo (IE, it won't work on a mono signal). Click and drag the knob to alter the amount of effect. The different algorithms do very different things, so maximizing the value won't necessarily widen the stereo field.

3.4. EQ

These bipolar knobs go "both ways". Click and drag up to raise the gain, and drag down to lower the gain. The Bass knob alters the low frequencies, and the Treble knob alters the high frequencies. To change algorithm, press the text box to reveal a popup and choose one of the algorithms available.

4. Add Signal Path

After the Output gain (see 2.3), the signal is split and also sent to the add signal path. This path is then mixed together with the main signal path, before the output gain (see 2.3).
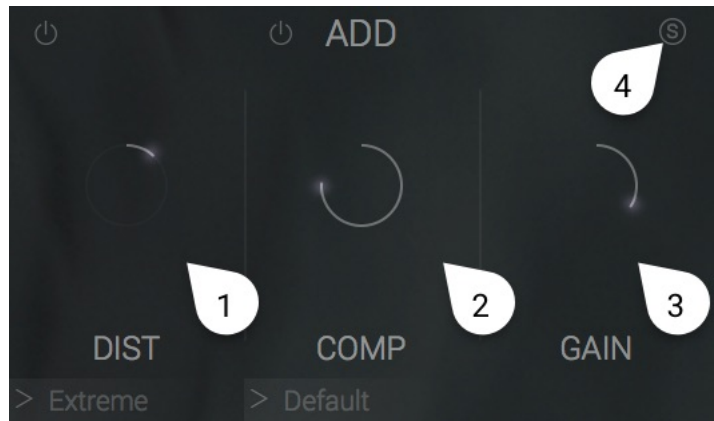
4.1. Dist

A distortion module. Click and drag the knob to alter the amount of distortion. To change algorithm, press the text box to reveal a popup menu.

4.2. Comp

A compressor working exactly as the other ones (see 3.1)

4.3. Gain

Add signal path gain level.

4.4. Solo

Turning the solo button on (off by default) will turn off the main signal path. This can be handy when tweaking the add signal.

5. Window size flip button

Alters the plug-in window size (removes the header). Click again to set it back to normal.

Other info

- Grand Finale introduces 23ms latency

- Knob values can be altered by using the mouse wheel

- Fine-tune by holding down the alt-key while dragging a knob.

- Double-click a knob to set it back to its default state.

- Grand Finale has no internal phase artifacts, but when using it in parallel with the same audio content, there will be phase differences introduced by the internal filters. We don't recommend parallel processing with Grand Finale, but if it's impossible to avoid, just put an instance on the parallel track with the default setting.

System requirements

Mac	Windows
macOS 10.7+	Windows 7+ with SP1 or higher

libebur128 is used for LUFS measuring (Copyright © 2011 Jan Kokemüller)
More info: https://github.com/jiixyj/libebur128

Special thanks to James Russell for language finalizing

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