WAVES

MANNY MARROQUIN TRIPLE D

User Guide



WAVES

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Chapter 1 – Introduction

1.1 Welcome

Thank you for choosing Waves! In order to get the most out of your Waves processor, please take the time to read through this manual.

In conjunction, we also suggest that you become familiar with www.wavesupport.net. There you will find an extensive **Answer Base**, the latest **Tech Specs**, detailed **Installation** guides, new **Software Updates**, and current information on **Authorization** and **Registration**.

By signing up at www.wavesupport.net, you will receive personalized information on your registered products, reminders when updates are available, and information on your authorization status.

1.2 Product Overview

The Waves Signature Series is our exclusive line of application-specific audio processors, created in collaboration with the world's top producers, engineers, and mixing engineers. Every Signature Series plugin has been precision-crafted to capture the artist's distinct sound and production style. For experienced and aspiring audio professionals alike, the Waves Signature Series allows you to dial up the sound you're looking for quickly, without interrupting your creative flow.

Four-time GRAMMY® award-winning mixing engineer Manny Marroquin takes the Waves Signature Series to a new level with six hybrid plugins that bring his unique workflow to *your* studio. Alongside his personalized versions of tried-and-true favorites like EQ, reverb, delay and distortion, Manny introduces the innovative new Tone Shaper and Triple D plugins which are destined to become mixing essentials as well. Combining inspiration from his impressive collection of unique and boutique hardware, together with the fruits of his imagination, the Manny Marroquin Signature Series gives you direct access to the same tools Manny uses to mix hit after hit after hit.

The Manny Marroquin Signature Series consists of six plugins:

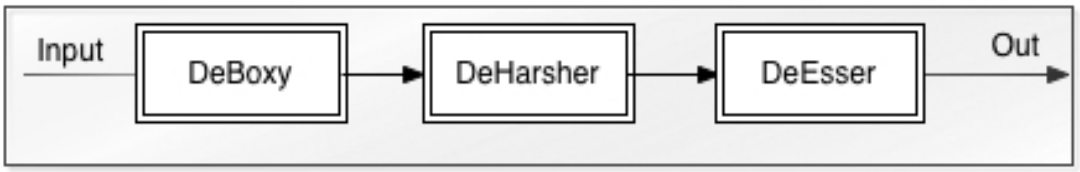
- **Manny Marroquin EQ** – A four-band equalizer, with each cutoff point inspired by a different hardware unit that Manny uses for that range.
- **Manny Marroquin Reverb** –18 of Manny's favorite reverbs in one plugin, topped off with a bit of EQ, compression, phasing and distortion.
- **Manny Marroquin Delay** – A delay plus multi-effect plugin with phaser, reverb, distortion and harmonizer for enhanced depth and groove.
- **Manny Marroquin Distortion** – A delicious, crunchy-style distortion for those times when you need to get down and dirty.
- **Manny Marroquin Triple D** – 3 "Ds" (DeEsser, DeHarsher, DeBoxy) that make it easy to remove those unpleasant – even painful – frequencies.
- **Manny Marroquin Tone Shaper** – Parallel compression per four frequency ranges plus EQ and 'secret ingredients' for added body and richness.

1.3 Concepts, Terminology & Interface



1. **DeBoxy Section** includes bypass, threshold, frequency, listening control and attenuation meter for DeBoxy processing.
2. **DeHarsher Section** includes bypass, threshold, frequency, listening control and attenuation meter for DeHarsher processing.
3. **DeEsser Section** includes bypass, threshold, frequency, listening control and attenuation meter for DeEsser processing.

Signal Flow



1.4 A Few Words from Manny Marroquin

"Getting rid of 'boxy' sound, harshness and sibilance can take a lot of work – if you want to do it right, which means not EQing things out and carving certain frequency ranges completely out of your signal. The Triple D plugin makes it easy to remove those unpleasant, even painful, frequencies. So why is it called "Triple D", you may ask? Here's why: DeBoxy, to remove "boxy" sound from the low mid area; DeHarsher, to eliminate harshness in the mids/high mids; and DeEsser for all those high 'sss' and 'shh' sounds. With Triple D, it's a breeze to get your vocals sounding the way they should."

1.5 Components

WaveShell technology enables us to split Waves processors into smaller plugins, which we call **components**. Having a choice of components for a particular processor gives you the flexibility to choose the configuration best suited to your material.

The Waves MannyM TripleD plugin has two components:

- MannyM TripleD – Mono
- MannyM TripleD – Stereo

Chapter 2 – Controls



INPUT controls the level into the plugin.
Range: -18 – 18 dB

DeBOXY THRESHOLD determines the threshold above which the signal will be attenuated for that range.
Range: 0 – 100 (0 = no attenuation, 100 = maximum threshold/maximum attenuation)

DeBOXY FREQUENCY determines the frequency range that will be attenuated.
Range: 0 – 100 (0 = 200 Hz center; 100 = 1 kHz center)

DeBOXY LISTEN plays the signal through the DeBoxy filter. This control is helpful when fine-tuning the “boxy” frequency range.

DeBOXY BYPASS bypasses the DeBoxy process. When Listen is selected, the DeBoxy process is bypassed, but the unfiltered signal for that range will be heard.

DeBOXY ATTENUATION METER displays the amount of attenuation per band. When the meter is completely “pinned down” from top to bottom, this indicates more than 12 dB of attenuation.

DeHARSHER THRESHOLD determines the threshold above which the signal will be attenuated for that range.
Range: 0 – 100 (0 = no attenuation, 100 = maximum threshold/maximum attenuation)

DeHARSHER FREQUENCY determines the frequency range that will be attenuated.
Range: 0 – 100 (0 = 1.2 kHz center; 100 = 3 kHz center)

DeHARSHER LISTEN plays the signal through the DeHarsher filter. This control is helpful when fine-tuning the “harsh” frequency range.

DeHARSHER BYPASS bypasses the DeHarsher process. When Listen is selected, the DeHarsher process is bypassed, but the unfiltered signal for that range will be heard.

DeHARSHER ATTENUATION METER displays the amount of attenuation per band. When the meter is completely “pinned down” from top to bottom, this indicates more than 12 dB of attenuation.

DeESSER THRESHOLD determines the threshold above which the signal will be attenuated for that range.
Range: 0 – 100 (0 = no attenuation, 100 = maximum threshold/maximum attenuation)

DeESSER FREQUENCY determines the frequency range that will be attenuated.
Range: 0 – 100 (0 = 3.5 kHz center; 100 = 12 kHz center)

DeESSER LISTEN plays the signal through the DeEsser filter. This control is helpful when fine-tuning the sibilant high frequency range.

DeESSER BYPASS bypasses the DeEsser process. When Listen is selected, the DeEsser process is bypassed, but the unfiltered signal for that range will be heard.

DeESSER ATTENUATION METER displays the amount of attenuation per band. When the meter is completely “pinned down” from top to bottom, this indicates more than 12 dB of attenuation.

OUTPUT controls the plugin output level.
Range: -18 – 18 dB

Chapter 3 – The WaveSystem

3.1 The WaveSystem Toolbar

All Waves processors feature the WaveSystem toolbar which takes care of most administrative functions you will encounter while working with your Waves software. The features of the WaveSystem toolbar are the same on practically all Waves processors, so familiarity with its features will be helpful whichever processor you are using.

Toolbar Functions

Undo	Undoes the last 32 actions.
Redo	Redoes the last 32 undone actions.
Setup A/B	Toggles between two presets. This is useful for close comparison of different parameter settings
Copy A->B	Copies the current settings to the second preset register
Load	Recalls presets from file
Save	Saves presets in the Waves file formats
?	Opens the manual for the processor you are using

3.2 Preset Handling

Preset Types

Factory Presets are permanent presets in the Load menu. Factory presets cannot be over-written or deleted. When applicable, different component plugins may have different factory presets.

User Presets are your favorite settings of the plugin saved as a preset in the Load menu, under ‘User Presets’. User Presets can be over-written and deleted.

Setup Files may contain more than one preset. For example, a single file can contain all the presets for a session. When you open a Setup File, all its setups become part of your Load pop-up menu for fast access. This can be particularly useful with multiple

instances of a plugin in a single session. By saving all the settings you create into a single Setup File, they can all be quickly available for every instance of that plugin.

Loading Presets and Setups



Click-and-hold on the Load button to see the Load pop-up menu. The menu is divided into four sections. If a section is not currently available it will not appear in the Load pop-up menu.

Open Preset File…	Select to open any setup or preset file, whether from the Library or your own creations.
'Filename.xps':	Displays any currently loaded Setup File and its presets.
Factory Presets:	Displays the default Factory Presets.
User Presets:	Displays any loaded User Presets.

Saving Presets and Setups



Click-and-hold on the Save button to see the Save pop-up menu. Four options are available. If an option is not currently available it will be grayed out and inaccessible.

Save to New File…	Select this to start a new Setup file. There are two prompts - first for the setup filename, then for the preset name. You must provide a name for both the setup file and the preset. Click OK (ENTER) to complete the save. It is a good idea to create a folder in which to save several setup files for a project.
Save 'File Name' – "Preset Name"	Overwrites the settings of the loaded preset (whether a User Preset or a preset from a Setup File) with the current settings. If a Setup File is currently loaded, the name of the Setup File is displayed followed by the name of the preset itself. If a User Preset is loaded, its name is displayed.

Save to 'File Name' As… Saves the current settings as a new preset into the Setup file that is open (if one is not open, the option is grayed out). You will be prompted to give the preset a name.

Put into Preset Menu As… Save the current settings into a User Preset that will always be in your Load menu (until deleted). You will be prompted to give this preset a name. User Presets are stored in the plugin's preference file.

Deleting Presets

You may delete User Presets and presets within a Setup File. Factory Presets and Setup Library files cannot be deleted or overwritten.

1. Hold the Command (Mac)/Control (PC) key down.
2. Click-and-hold the Load button to see the pop-up menu.
3. While still holding the Command/Control key, select the preset or setup to delete.
4. A confirmation box will appear, allowing you to cancel or 'OK' the deletion.

A/B Comparison and Copying



The Setup A/Setup B button may be clicked to compare two settings. If you load a preset in the Setup B position, this will not affect the preset loaded into the Setup A position, and vice-versa.

If you want to slightly modify the settings in Setup A, you can copy them to Setup B by clicking on the Copy to B button, then alter Setup A and compare with the original Setup B.

The name of the current setup will be shown in the title bar (on platforms which support it), and will switch as you change from Setup A to Setup B.

Note: an asterisk will be added to the preset name when a change is made to the preset.

3.3 Interface Controls

Controls can be in one of three states:

- **Not Selected** where the control is not the target of any user entry
- **Selected** where the control is the target of mouse control entry only
- **Selected and Active** where the control is the target for both mouse and keyboard entry

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 which updates with the current setting, and others (bypass, solo, or monitoring toggles) illuminate when the control is active.

Some processors have **link buttons** between a pair of toggle buttons, allowing click-and-drag adjustment while retaining the offset between the controls.

Value Window Buttons

Value windows display the value of a control and allow **click-and-drag** adjustment, or **direct control via the keyboard**.

- **Using the mouse**, click-and-drag on the value window to adjust. Some value windows support left/right, some up/down (as you hover over a button, arrows will appear to let you know which direction of movement that button supports).
- **Using the arrow keys**, click once with mouse to select the button, and then use up/down – left/right (depending on the direction supported by that button) to move in the smallest incremental steps across the button's range (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 directly enter the value from your keyboard. If you enter an out of range number, the button stays selected but remains at the current setting (system beeps? If system sounds are on?)

Some processors have **link buttons** between a pair of value windows, allowing click-and-drag adjustment while retaining the offset between the controls.

Sliders

Click on the slider itself or anywhere within the sliders track. The numerical value of the slider settings is displayed in a hover window above the slider path.

Hover Box

Hovering boxes will appear and display the control value when hovering with the mouse over the control.

TAB Functions

TAB moves the 'selected' status to the next control, with shift-TAB moving in the reverse direction.

Additionally, the Mac has an 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.

3.4 Waves Preferences (Pro Tools only)

When launching Pro Tools, hold Shift to view the Waves plugin Preferences window. The following options are available:

- Don't use AudioSuite plugins
- Don't use RTAS plugins
- Rescan all plugins
- HUI control surface support (low resolution)
- Enable single-click text entry