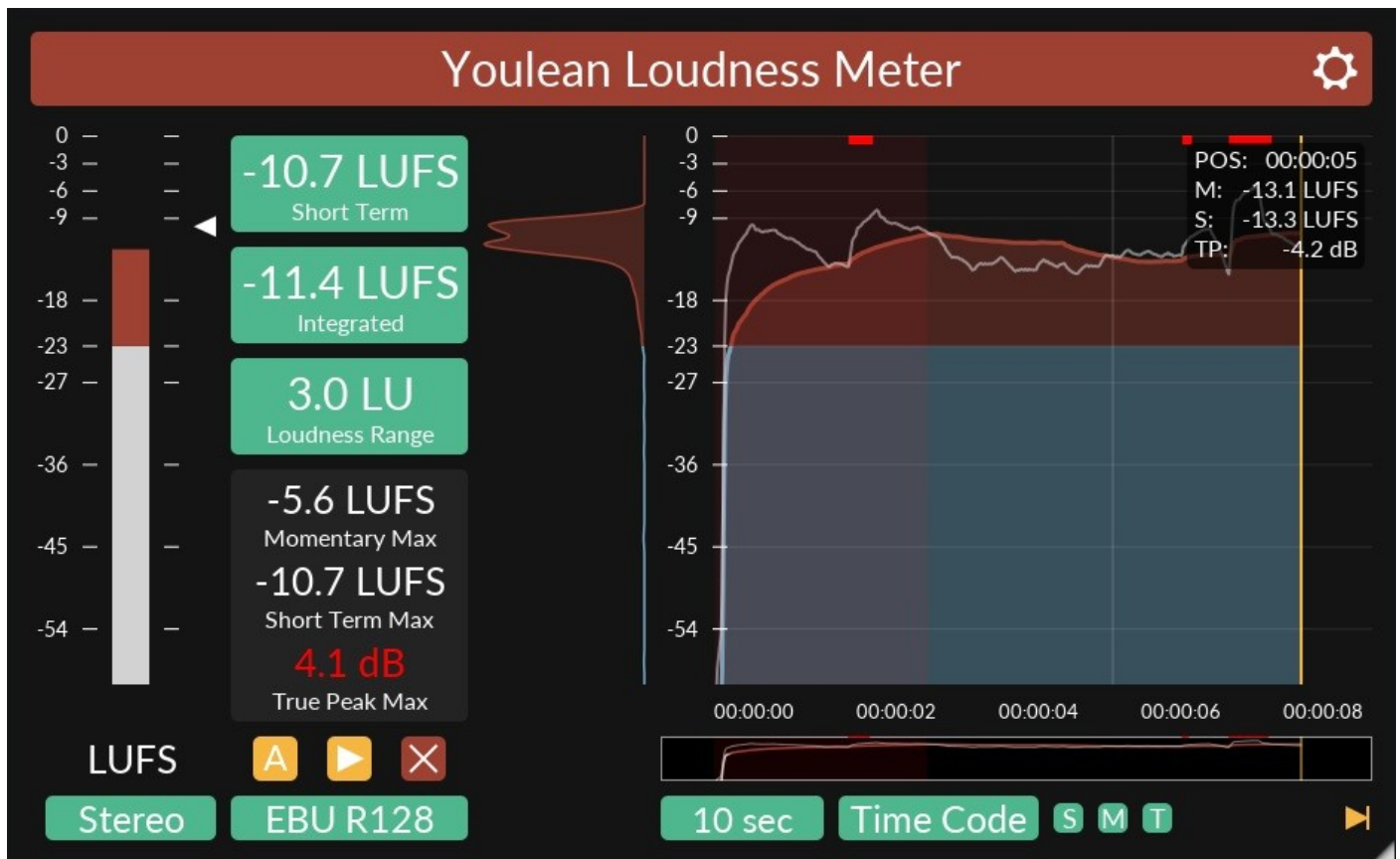


# Youlean Loudness Meter - Manual

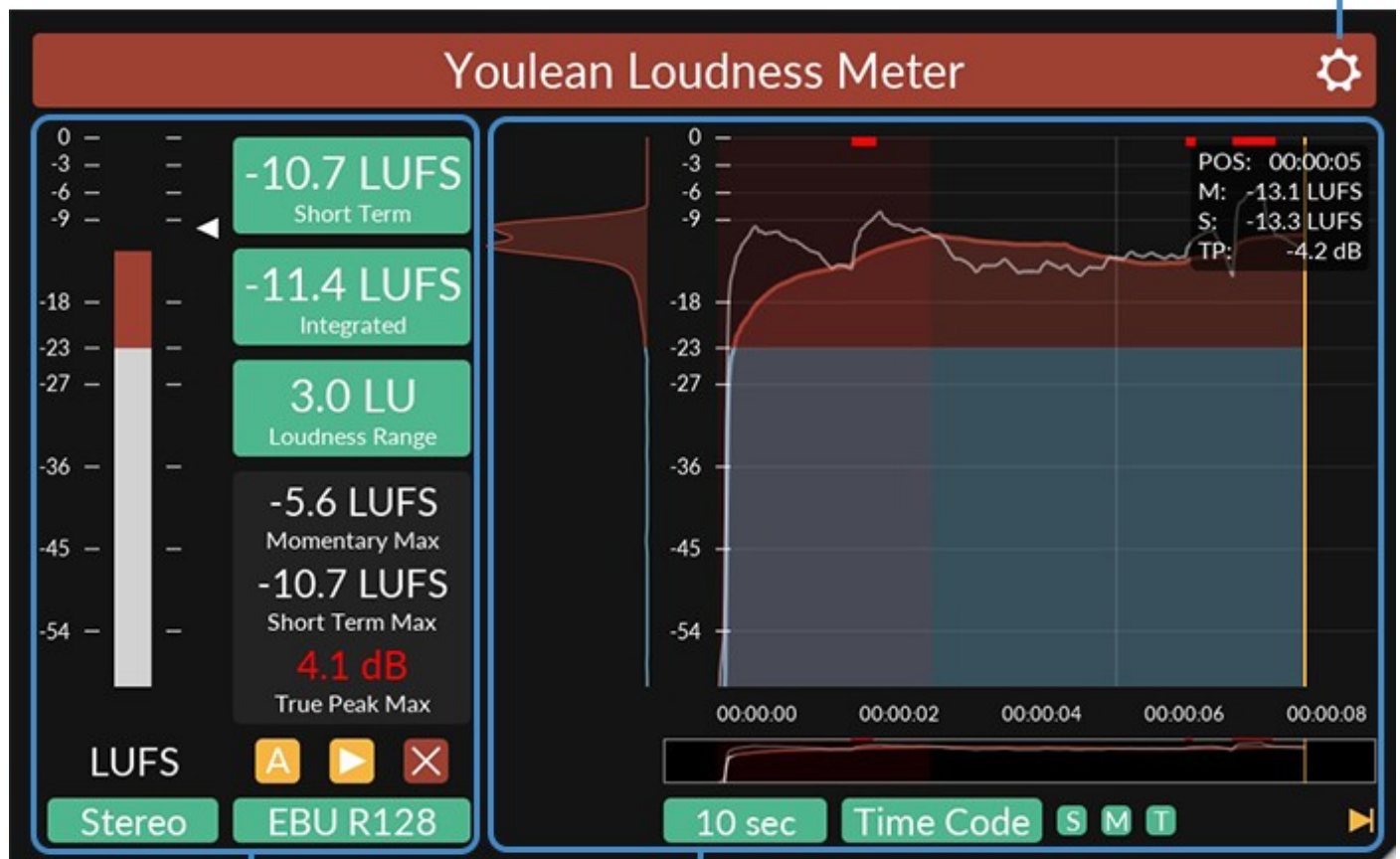


Software Revision - v1.0.4

Document Revision - 11.12.2016

# Interface - General Layout

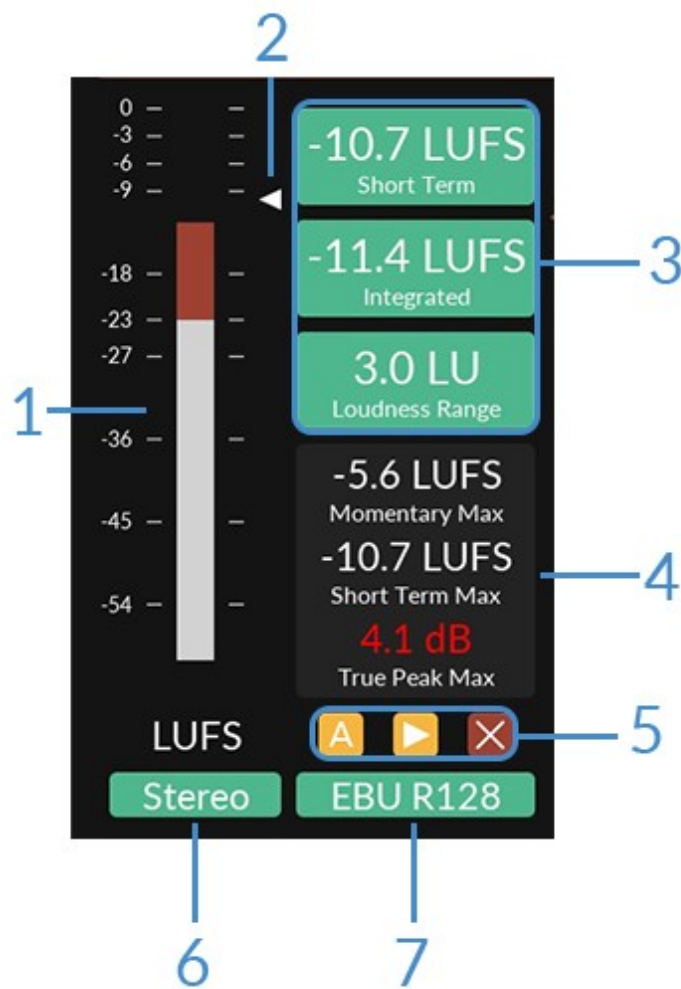
## 3. Settings



1. Main Display    2. Distribution and Histogram    4. Resize Handle

# Interface - Main Display

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**1. Main Meter** - Shows momentary loudness.

**2. Triangle** - Shows short term loudness.

**3. Loudness Readout** - Shows numerical values for short term, integrated, and loudness range.

**4. Hold Max** - Shows you maximum values of momentary, short term and true peak. True peak value will change its color to red if value exceed the threshold set in settings. Click on value to reset.

### **5. Transport Controls:**

**Auto** - If activated, resets the measurements after host starts playing or if you jump the play position in playlist.

**Play/Pause** - Start/Pause the measurement of integrated loudness and loudness range simultaneously.

**X** - Resets all measurements instantaneously.

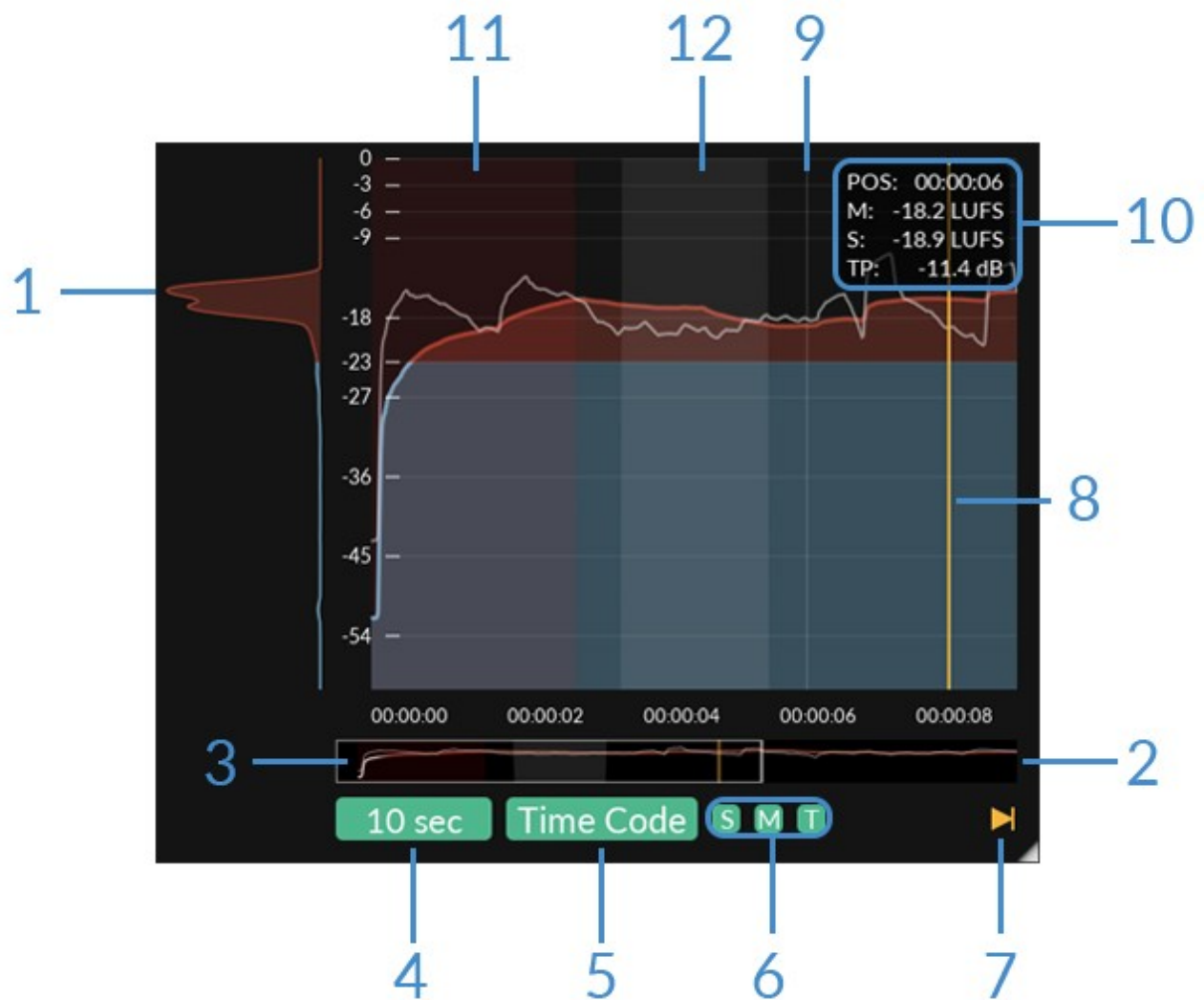
**6. Channel Configuration** - Sets the channel configuration that is used for loudness measurements.

#### **5.1 routings:**

- DTS: L R Ls Rs C LFE
- ITU: L R C LFE Ls Rs
- Film: L C R Ls Rs LFE

**7. Loudness Standard** - Sets the loudness standard.

# Interface - Distribution and Histogram



**1. Distribution Display** - Shows the distribution of short term loudness measurements.

**2. Histogram Overview** - Shows a macro overview of the loudness history stored within the plug-in. Click outside rectangular window to quickly jump to a region.

**3. Rectangular Window** - Shows the data currently represented in the history display and can be dragged left/right to locate a specific region in the loudness inspector.

**4. Window Size** - Sets the window size that is used in histogram display.

**5. Histogram Mode:**

- **Elapsed** - Records the loudness at the audio input, scrolling the input to the left as it is received.
- **Time Code** - Loudness data is stored against time-code position. This mode enables the loudness overdub mode.
- **System Time** - Choose this option to select a system clock (HH:MM:SS) reference. When system time is selected, the time scale will scroll along with the history inspector view to allow events to correlated with the system clock.

**6. Histogram View** - Shows or hides short term, momentary or true peak values from histogram.

**7. History Follow Control** - This control determines whether the loudness history automatically scrolls, following real-time input, or shows a static view to allow historical inspection. Click to toggle the control on/off. It will be automatically turned on if measurements data resets.

**8. Current Value Position** - Shows the position where current measurements are drawn. It will change its color to red if value has been drawn from incomplete buffer. It needs to pass 3 seconds for buffer to become complete and to have true loudness representation. If your DAW supports, you can set 3 seconds pre roll window to compensate for that. If current value is from incomplete buffer, it will be inserted only if there are no previous measurements from complete buffer on that position. Values from complete buffer will overwrite all previous measurements.

**9. Mouse Over Position** - Takes the position from where mouse over values will be shown.

**10. Mouse Over Values** - Shows the values from mouse position.

**11. Incomplete Buffer** - Marks where values from incomplete buffer where inserted.

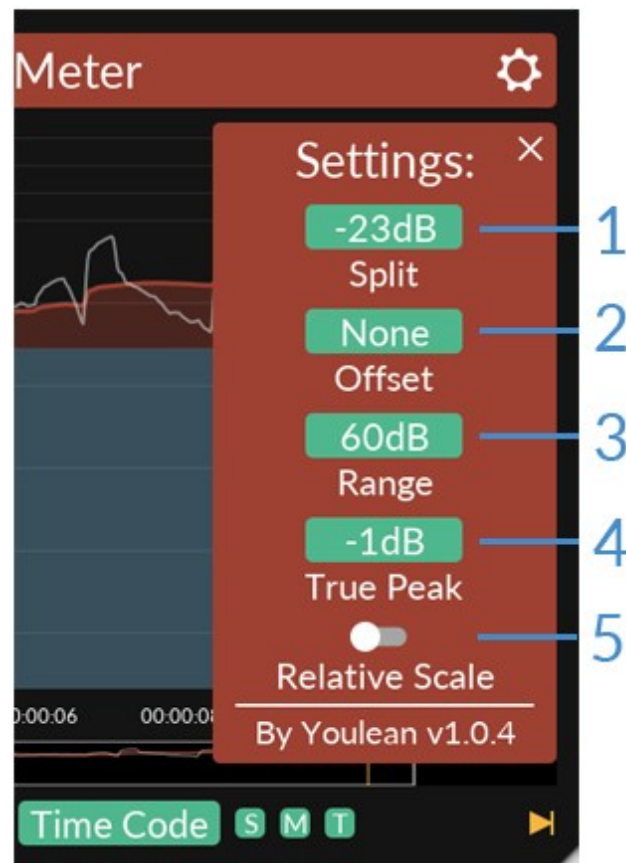
**12. Paused Measurements** - Marks where measurements for integrated and loudness range where paused.

### **Mouse Controls in Histogram:**

- Click to pause the history follow.
- Double click to resume history follow.
- Click and drag left/right to move through the measurements history.
- Click and drag up/down to move loudness scale.
- Move scroll wheel to change window size (you might need to click on plug-in interface first to get mouse wheel to work). If history follow is disabled moving mouse wheel will change window size relative to a mouse position.

## Interface - Settings

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**1. Split** - Sets visual split value in main meter and histogram.

**2. Offset** - Moves values and scale up or down. Useful changing if you have mostly quiet or loud measurements.



- 3. **Range** - Sets the view range. Choose lower values to see more detail.
- 4. **True Peak** - Sets the true peak threshold. This affects max true peak color.
- 5. **Relative scale** - Toggles between relative or non relative loudness scale.

# Loudness Histogram

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**Youlean Loudness Meter** is capable of recording and displaying the loudness history over time. Depending upon the mode selected, this can be used to investigate the loudness history and even overdub discreet audio sections, allowing re-calculation of loudness values without the need to re-play the entire program through the meter.

The loudness data is saved with the session and will be recalled when the session is re-opened. Maximum length of data is 24 hours.

There are three histogram modes available:

- **Elapsed** – Loudness data is logged relative to the start of data input.
- **Time Code** – Loudness data is logged against time code reference.
- **System Time** – Loudness data is logged against real-time system clock information.

## System Time:

The System Time reference logs loudness data against the time as measured by the system clock of the host machine for up to 24 hours. System time is useful for real time monitoring of live audio feeds.

## Elapsed:

The Elapsed time reference operates in a similar manner to the System mode except that the incoming loudness data is logged only when it is received, thus the audio loudness as measured over the last HH:MM:SS is shown.

## Time Code:

In Time Code mode, loudness measurements are logged by the plug-in with time code referencing. This means that the plug-in knows precisely where the data belongs in the time-line and enables the ability to overdub small sections of audio that have changed in the loudness history to immediately re-calculate the overall Integrated loudness without having to re-measure all of the audio again.