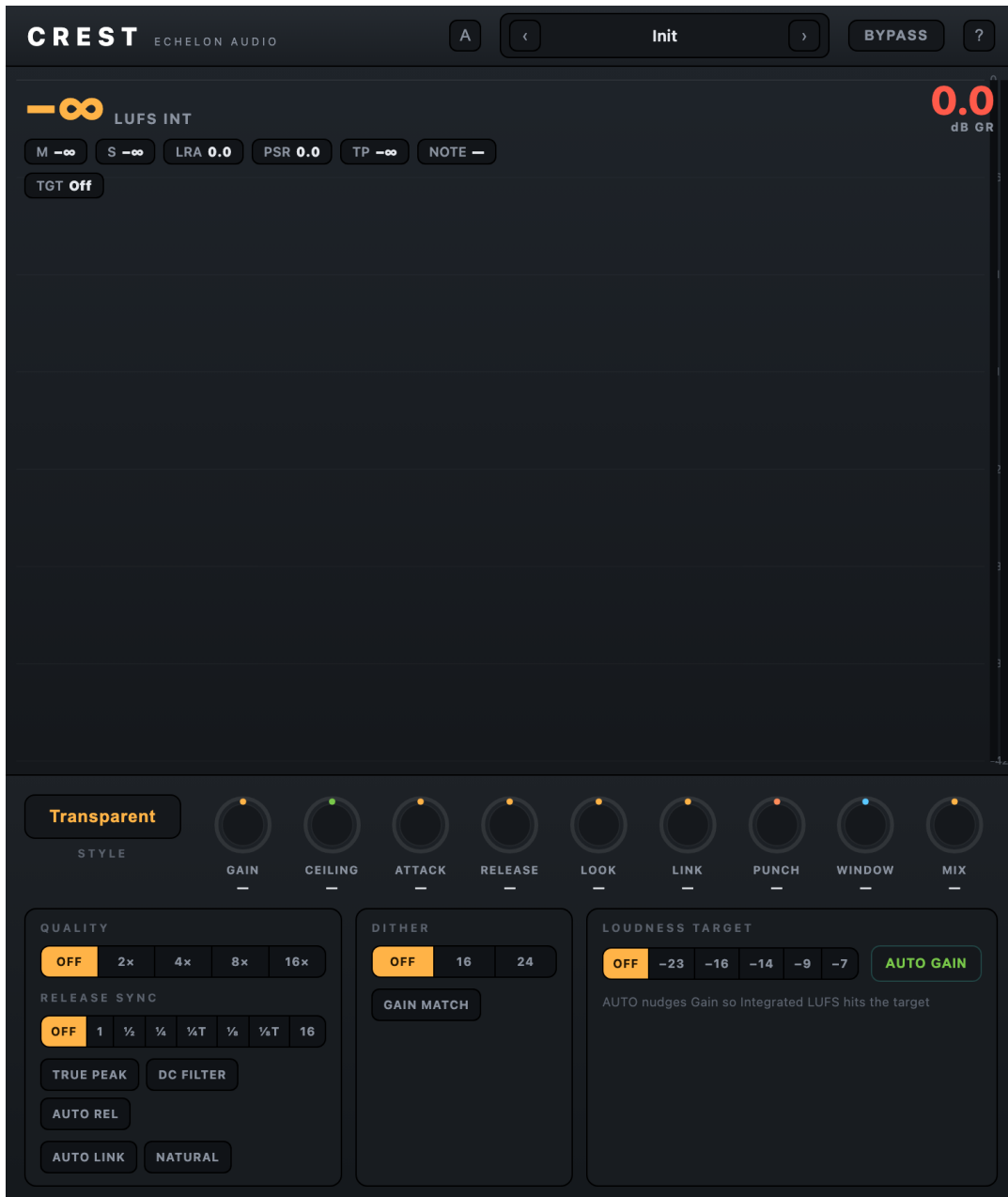


ECHELON AUDIO

CREST

True-Peak Limiter / Maximizer — User Manual



The CREST interface. Hover any knob, button or toggle in the plugin for a quick tip; this manual covers every control in full.

CREST is a true-peak brickwall limiter and maximizer with eight styles, look-ahead limiting, Punch and Window response shaping, stereo link (manual or auto), oversampling, dither, and a full loudness suite (LUFs / LRA / PSR / True-Peak) with Auto Gain to a chosen target. Push Gain in, set the Ceiling, pick a Style, and go.

Global & Header Controls

Control	What it does
Style	Limiter voicing — Transparent, Punchy, Dynamic, Allround, Aggressive, Modern, Bus or Safe.
A / B	Hold two complete settings and click to compare them.
Preset ◀ ▶	Browse presets; the name in the middle is the current preset.
Bypass	Bypass the whole plugin to compare against the dry signal.
About (?)	Open the About panel with version and credits.
Meters	Live LUFS (Integrated / Momentary / Short), LRA, PSR, True-Peak and dominant input note alongside the GR history.

Controls

Limiting

The core maximizer controls. Push Gain in, set the Ceiling, and shape the response.

Control	Range	What it does
Gain	-12 ... +24 dB	Input gain pushed into the limiter. More gain = more limiting = louder, denser output.
Ceiling	-24 ... 0 dB	Maximum output level — nothing exceeds it. Set just below 0 (e.g. -1 dB) for safe delivery.
Attack	0 ... 20 ms	How fast the limiter clamps a peak. Faster catches transients harder; slower is more transparent.
Release	1 ... 1000 ms	How fast the limiter recovers after a peak. Short = loud/pumpy, long = smooth and clean.
Look	0.1 ... 20 ms	Look-ahead so the limiter sees peaks before they arrive and never overshoots. Adds latency.
Link	0 ... 100%	How tightly the channels share limiting. 100% keeps the stereo image stable.
Punch	0 ... 100%	Lets transients punch through before the limiter fully clamps, keeping impact and drums alive.
Window	0 ... 100%	Smooths the detector over a short window for a more natural, less distorted character.
Mix	0 ... 100%	Dry/wet blend for parallel limiting.

Quality

Oversampling, release sync and the detector helpers.

Control	Range	What it does
Oversampling	Off ... 16×	Higher catches inter-sample peaks and reduces aliasing at the cost of CPU.
Release Sync	Off / 1 / ½ / ¼ / ¼T / ■ / ■T / 1/16	Sync the release time to host tempo.
True Peak	On / Off	Limit to true (inter-sample) peaks — required for safe lossy/streaming delivery.
DC Filter	On / Off	Remove DC offset before limiting for cleaner, more accurate peak control.
Auto Rel	On / Off	Adapt the release time to the material (program-dependent).
Auto Link	On / Off	Automatically manage stereo link based on the signal to protect the image.
Natural	On / Off	A more transparent limiting mode that prioritises sound quality over maximum loudness.

Dither & Target

Output bit depth and loudness matching.

Control	Range	What it does
Dither	Off / 16 / 24	Add dither at the output bit depth for clean quiet-level delivery.
Gain Match	On / Off	Match output loudness to input so you judge tone, not level, while dialing in.
Loudness Target	Off / -23 / -16 / -14 / -9 / -7	Target Integrated LUFS for Auto Gain.
Auto Gain	button	Measures the program loudness and nudges Gain so Integrated LUFS hits the chosen target.