

# Gaines Tweek MT-1

MASTER TONE • MT-1

USER MANUAL • v2.0 • macOS (Apple Silicon) • AU / VST3

## OVERVIEW

MT-1 is a master-bus tone-shaping EQ built around a single, central idea: genre has a tonal signature, and that signature can be dialed in like a compass heading rather than assembled band-by-band from scratch. Turn the genre dial toward Hip-Hop, Jazz, or Electronic, and MT-1 applies a curated five-band curve modeled on that genre's characteristic balance — then lets you fine-tune every band from there.

Underneath the genre dial is a full five-band parametric EQ (LOW, LO-MID, HI-MID, HIGH, AIR), each with independent gain and Q, plus Mid/Side processing, automatic gain compensation, and optional 2x oversampling for the cleanest possible top end.

### THE GENRE DIAL IS A STARTING POINT, NOT A PRESET

Selecting a genre applies that genre's curve to the five trim knobs — but every knob remains fully adjustable afterward. Think of the dial as choosing your reference point, and the five bands as your fine control from there. This is different from a static preset system: the genre selection and the band trims are two independent layers working together.

## QUICK START

- Insert MT-1 on your master bus, or any bus you want to give an overall tonal character.
- Turn the **genre dial** to the style closest to your material — the name, one-line description, and all five band values update to match.
- Adjust individual **LOW / LO-MID / HI-MID / HIGH / AIR** knobs to taste.
- Use the **Q** mini-knob beneath each band to widen or narrow that band's focus.
- Engage **GC** (Gain Compensation) to keep perceived loudness consistent while you adjust EQ, so your A/B comparisons are honest.
- Step through genre-specific presets with the preset arrows once you've found your genre.

## THE GENRE DIAL

The dial offers ten reference points, arranged around the circle. Click any label, drag the dial, or scroll to step through positions — the selected genre's name and a short tonal description appear beneath the dial.

| Genre      | Character                                                                                   |
|------------|---------------------------------------------------------------------------------------------|
| Pink Noise | Flat reference — no genre coloration. Use this to A/B your raw mix against any genre curve. |

| Genre       | Character                                                                      |
|-------------|--------------------------------------------------------------------------------|
| Hip-Hop     | Boosted lows, tucked lo-mids, open air — punchy low end with clarity up top.   |
| R&B;        | Warm lows, smooth mids, silky air — rounded and inviting.                      |
| Jazz        | Gentle lift, honest mids, natural top — minimal coloration, acoustic-friendly. |
| Rock        | Solid punch, forward mids, gritty edge — aggressive midrange presence.         |
| Classical   | True balance, subtle air — the most neutral curve after Pink Noise.            |
| Pop         | Clean lows, present bite, polished air — bright and radio-ready.               |
| Alternative | Thick lows, raw mids, dry top — less polished, more character.                 |
| Electronic  | Deep subs, scooped mids, crisp highs — club-oriented low end and sparkle.      |
| Dance       | Big lows, carved mids, club sparkle — maximal low end and top-end energy.      |

#### THE GENRE-CHANGE RESET BEHAVIOR

Changing the genre dial to a *new* position resets the current preset selection and all five band trims back to zero, so you always start each genre from its pure reference curve rather than carrying over trims from a different genre. This reset does **not** happen when you first open the plugin — your saved session settings are preserved on load. It only triggers when you actively move the dial to a different genre during a session.

## THE FIVE BANDS

| Band   | Approx. Center | Gain Range | Q Range   |
|--------|----------------|------------|-----------|
| LOW    | 80 Hz (shelf)  | ±12 dB     | 0.4 – 2.0 |
| LO-MID | 250 Hz         | ±12 dB     | 0.4 – 2.0 |
| HI-MID | 3.5 kHz        | ±12 dB     | 0.4 – 2.0 |
| HIGH   | 10 kHz (shelf) | ±12 dB     | 0.4 – 2.0 |
| AIR    | 18 kHz (shelf) | ±12 dB     | 0.4 – 2.0 |

Each band shows its current gain value beneath its knob and its Q value beneath that. The analyzer's frequency scale (20 Hz – 20 kHz) runs along the bottom of the display, letting you read exactly where each band's activity sits relative to your material.

## HEADER CONTROLS

| Control | Function                                                                                                                                                                                                                                                                     |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BYPASS  | Bypasses all processing.                                                                                                                                                                                                                                                     |
| M/S     | Switches from standard Left/Right processing to Mid/Side, allowing the five bands to shape the center image and the stereo sides differently depending on routing. Dims automatically on mono input, since there is no side signal to process.                               |
| GC      | Gain Compensation — automatically trims output level to offset the loudness added or removed by your EQ moves, so boosting a band doesn't simply sound "better" because it's louder. The live compensation amount is displayed in small text beneath the header when active. |
| OS      | 2x Oversampling — runs the AIR shelf's processing at double sample rate for added precision at high frequencies. Adds a small amount of FIR filter latency; leave off for zero-latency tracking, engage for final mixing and mastering passes.                               |

## THE ANALYZER

The display shows a live green spectrum of your incoming signal beneath an amber curve representing MT-1's current EQ response — calculated from the exact same coefficients driving the audio, not a simplified visual approximation. The frequency scale along the bottom (20 Hz to 20 kHz) lets you read band activity directly against your material's actual content.

## PRESETS

Each genre carries six of its own presets, accessible via the preset name and arrow buttons — for example, Hip-Hop includes a preset named *Boom-Bap*. Switching genres automatically loads that genre's own preset list. Selecting a preset applies its five band values on top of the current genre's base curve.

## MIX & OUTPUT

| Control | Function                                                                            |
|---------|-------------------------------------------------------------------------------------|
| MIX     | Blends between unprocessed and fully processed signal, for parallel EQ application. |
| OUTPUT  | Final output trim, applied after all EQ and gain compensation.                      |

## SPECIFICATIONS

| Specifications |                                                                        |
|----------------|------------------------------------------------------------------------|
| Formats        | Audio Unit (AU), VST3                                                  |
| Platform       | macOS — Apple Silicon (Windows in development)                         |
| Latency        | Zero by default; adds FIR latency when OS (2x oversampling) is engaged |
| Channel config | Mono and stereo, with full Mid/Side processing                         |

## SUPPORT

Questions, issues, or feature requests: [gainesaudio63@gmail.com](mailto:gainesaudio63@gmail.com). Please include your Stripe receipt, your DAW and macOS version, and a short description of what you're hearing or seeing.