

# TL MultiComp User Manual

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# A Guide to the Features and Functionality of ToneLib MultiComp





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# Introduction

Compressor is a signal-processing tool, which is practically impossible to do without in sound recording, mixing and post-processing. There are many approaches to compressor implementation, with various formats, depth of processing and set of functions.

**TL MultiComp** is an ultimate compressor plugin that provides the best techniques and methods of audio processing, which can handle virtually any task (whether mastering or mixing). By utilizing *two compressor units* and implementing *advanced compression techniques*, it allows you to achieve maximum control over the audio signal.



Using compression techniques and features such as *Mid-Side-, Stereo-* and *Parallel compression*, *Side-chaining* with optional *EQ filtering* etc., TL MultiComp can operate in any desired way. A *flexible visual interface* with multiple display modes allows you to fully monitor audio signal dynamics, while straightforward, realistic controls enable you to get started without any confusion or hassle.

TL MultiComp is based on the *lightest DSP engine*, which allows you to achieve the best results with the *lowest CPU load* and *minimal amount of random clipping or audio artifacts*.



TL MultiComp is available in *VST2/VST3* and *AU* (Audio Units) formats, as well as a *Standalone* application. TL MultiComp Standalone is supported on *Mac*, *Windows* and *Ubuntu* systems.

**14-day trial period** is available for TL MultiComp, during which you have access to all features with no limitations. After the trial period is expired, you need to authorize your TL MultiComp license. For the instructions on how to authorize the license, please refer to the relevant section.

#### **System Requirements**

To install and use TL MultiComp efficiently, your computer and DAW system must meet the requirements listed below. It also requires that your host DAW application supports 64-bit plug-ins.

Windows requirements:	macOS requirements:
<ul> <li>Windows 11, 10, 8, 7 or Vista (64-bit only);</li> <li>64-bit AAX Native, VST3 or VST2 host DAW software.</li> </ul>	<ul> <li>macOS 10.13 or higher (64-bit only);</li> <li>64-bit AAX Native, Audio Units (AU), VST3 or VST2 host DAW software.</li> </ul>
<ul> <li>Linux requirements:</li> <li>Ubuntu (version) (64-bit only);</li> <li>64-bit AAX Native, VST3 or VST2 host</li> </ul>	
DAW software.	



# **Getting Started**

Ready to get started? The latest version of TL MultiComp installer for Windows, macOS or Linux systems can be downloaded anytime from *tonelib.net/downloads*. *Please be sure to check if your computer and software meet the minimum requirements.* Once you have installed TL MultiComp, follow the steps for installation and authorization.

TL MultiComp is available in both *plug-in (VST/AU)* and *Standalone* formats. You can select the desired formats during the installation. Installation from the supplied installer is automatic. The installer takes care of copying the different plugins as well as presets, manual, etc. into the appropriate locations.

### Using TL MultiComp as Plug-in

The installer will copy the TL MultiComp plugin into the common *VST*, *VST3* or *AU* plugin folders on your computer. In most cases, your host will then recognize the plugin automatically.



For the most part, the many host DAW applications on the market work very similarly in respect to how you insert and utilize effects plug-ins. However, each host may have some unique features and settings you'll want to take advantage of, so be sure to read through your host DAW application's user documentation as well if needed.



#### Using TL MultiComp as Standalone App

**TL MultiComp Standalone** is a self-contained application (*Microsoft Windows/Apple MAC OS X/Ubuntu Linux*) providing the full functionality of TL MultiComp. This is a simple way to get started with the compressor without having to download and install DAW or any additional software.



#### **Quick Start**

The quickest way to get started with MultiComp in your project is to select one of the *default factory presets*. For your convenience, they are organized in catalogs based on their intended purpose.

Alternately, you can create your own preset from scratch. Start with a fast Attack and a Ratio value around 4:1. Lower the Threshold until the compression effect is clearly audible. Then adjust the parameters until you achieve the desired effect.



# Overview

### TL MultiComp Interface

The interface of TL MultiComp is designed to provide a clear visualization of all necessary information about mix dynamics and compressor performance, while providing easy-to-use and straightforward controls. It consists of the following elements:



- Preferences. Here you can find menu with general settings. In the plugin version of TL MultiComp from the *Preferences* tab you can *restore factory default presets, open the presets catalog* in the browser, find *information about the plugin version*, and *check for the latest updates*. In Standalone-version, a new *Audio/MIDI Settings* tab is added to this menu. There you can configure audio interfaces and MIDI-devices you use.
- **Save/Undo/Redo**. These buttons enable you to undo or redo the latest changes and save the current state of the plugin as a preset, so you can re-use it in other projects.
- A/B Switch. Enables you to switch between two different states of the plugin, so you can quickly compare the sound of your mix at different compressor settings and choose the most suitable option. See <u>A/B Switch, Undo, Redo</u>
- Preset Browser. In this menu you can switch between presets, both factory default and the ones you've previously saved. See <u>Preset Browser</u>

- Visual Display. A major part of the interface is taken up with an animated visual display, which shows information about the incoming and processed audio signal, together with gain reduction and knee shape visualization. It allows you to follow the mix dynamics and achieve more control over the compressor's performance. You can toggle each of the graphs on the display on and off using the switches located on top of the compressor unit. In this way, depending on the stage of your mix, you can collect the information you need for a particular task and hide the graphs you don't currently need. See <u>Visual Displays and Metering</u>
- Knee Controls. Set of parameters used for additional Knee adjustments. While the Knee shape is mainly set by the *Threshold*, *Ratio* and *Knee* controls located on the *Compressor Unit*, the additional *Depth*, *Slope* and *Range* parameters located on this toolbar open up advanced possibilities for fine-tuning the resulting Knee shape. Note that this toolbar is only displayed on the interface if the Knee graph is enabled.
- **Input/Output Level.** These sliders allow you to adjust the level of input (before any processing is applied) and final output signals.
- Dry/Wet Mix. Allows you to mix the initial signal and the final processed signal. The value of this parameter can vary *from 0% to 100%*. If the slider is set to 0, the output signal will completely repeat the original signal without any processing. If the slider is set to 100, the output signal will consist of the processed signal without any initial signal mixed in.
- Side Chain Controls/EQ Controller. Here you can find the controls for advanced Side Chain features such as Stereo Linking, Mid/Side processing, Side Chain Audition mode and Side-chain EQ'ing. See Side Chain Section
- **Bypass Switch.** The toggle button, which allows to bypass the entire plugin. While most plugin hosts already provide a plugin bypass option, TL MultiComp internal Bypass feature is guaranteed to properly compensate for plugin latency and to avoid clicks.



#### **Using Parameter Controls**

All the controls in the interface (*knobs, sliders and switches*) can be manipulated both by using a classic mouse drag (*hold Left/Right mouse button and drag the mouse up and down or left and right to adjust the parameter*) and with a mouse wheel.



Meanwhile, the parameter control knobs have several modes of use:

- The Normal Editing mode;
- The Fine Editing mode (hold the Ctrl or Cmd key while dragging);
- Reset to default action (*double-click, or click while holding the Alt key*).

It's also possible to manually set the exact value of the parameter by entering it with a keyboard. To do this, double-click on the parameter display window located below the knob. Then, using your keyboard, enter the desired value in the field. Note that if the value you have entered is out of the parameter range, it will be automatically set to the maximum/ minimum value.

#### Using the GUI resize control

The TL MultiComp interface (both plug-in and Standalone versions) is fully resizable, and you can easily adjust its size to fit your display. To do so, you can use the Resizing handle located at the bottom right of the interface, or simply drag any frame border of the interface window.



*Note* that in some DAWs, this resizing can be problematic, depending on how the DAW developer has designed its windowing.



### **Compressor Module**

The main element and the heart of TL MultiComp is the **Compressor Module** itself. All the main control elements are located on the compressor module, which is used for signal processing.

It consists of two units: *Studio Unit*, designed for more complex and precise work with the mix, and *EasyComp Unit*, which is perfect for quick compression of the signal when your current task does not require fine-tuning of parameters. In addition, with Vocal Mode, the EasyComp is also great for processing vocal parts and speech.



#### **Switching Units**

The compression module can only work with **one unit at a time**. For example, when the *EasyComp* unit is turned on, the *Studio Unit* is sent to **Bypass**, as well as the reverse. The switching between Studio Unit and EasyComp units are controlled by the **ON/OFF switch** located on the EasyComp unit. You can always tell which module is currently running by the **Online/Bypass indication lights**.

Next, for a better understanding of how the Compressor module and its parts work, let's take a look at the controls of each unit separately.



#### Studio Unit

The **Studio Unit** is designed for more accurate adjustment of parameters affecting compressor functioning and offers a wider range of parameters than EasyComp. Its performance is controlled by the following parameters:



- *Threshold*. This parameter determines above which side chain level the gain should be reduced. It varies in range from -60 dB to 10 dB.
- **Ratio**. This parameter sets the amount of compression. At a ratio of 10:1, just one dB of output signal above the threshold remains for every 10 dB of input signal above the threshold.
- Attack. The parameter that determines how fast compression will kick in, ranging from 0.01 ms (*Fast*) to 250 ms (*Slow*). The shorter the attack time, the more the compressor will be triggered on percussive elements.
- *Release*. This parameter sets the time that the compressor takes to recover from gain reduction. This time is between **10 ms** (Fast) and **2,5 sec** (Slow). The shorter the time, the more audible the pumping effect will be.
- *Knee*. This parameter set the 'roundness' of the compression around the threshold, which can vary from **0 dB** (Hard knee) to **72 dB** (Soft knee).
- *Make-Up Gain*. This parameter adjusts the amount of gain that will be added to the signal to compensate the signal level changes caused by compression.
- Auto Make-Up. When this mode is enabled, an automatic make-up gain is applied to the processed signal. The amount of this make-up gain depends on current settings for Threshold, Ratio, Knee and Attack. Auto Make-Up mode allows you to keep the same audio level while tuning the controls.

### EasyComp Unit

Unlike the Studio Unit, the *EasyComp* compressor is controlled with just one parameter - *Sensitivity*. It determines how often the compressor will trigger when processing the input signal.



The EasyComp algorithm will pick and set the values of other parameters (**Attack**, **Ratio**, **Release** and **Knee**) automatically, thereby avoiding the need to manually adjust each of them. At the same time, EasyComp always runs in **Auto Make-Up mode**, *similar to the one from Studio Unit*.

In addition to the Sensitivity knob, you can find a **Vocal Mode switch** on the EasyComp unit. It allows the compressor to switch to vocal and speech processing mode. It works with *automatic knee and ratio* settings and allows you to apply an effective algorithm to bring vocals to the front of the mix. At the same time, the applied algorithm is perfectly suited for processing non-musical speech as well.



# **Visual Displays and Metering**

### **Animated Visual Display**

The major part of the TL MultiComp interface is occupied by a large animated level display with an optional knee display on top of it.



The animated display shows graph of input/output signals dynamics, gain reduction, along with visualization of the Knee parameter. All of these graph use the same meter scale, which makes it easier than ever to find the proper compression settings.

### **Selecting Visual Data**

You can customize the set of graphs on the display by removing and adding certain indicators using the toolbar located above the compressor module.



In order to add or remove a graph from the display, click on the corresponding label on the toolbar. The label will then change to a dark blue color and the graph will disappear from the visual display. This way you can collect the data set you need for a particular task on the display and remove all unnecessary information.



**Peak level meters** are located on both sides of the Side Chain EQ Controller. These meters display the current input, gain reduction and output levels.

On the labels above them, the highest measured peak values are shown. You can click on one of these labels to hide it. In addition, the input and output meters also show the loudness level (per channel) on top of the peak level.



#### **Positioning Compressor Module**

The position of the Compressor module on TL MultiComp interface is not strictly fixed. The fact is that it can overlap some of the useful information on the visual display in certain cases. This is especially crucial when the TL MultiComp window has a small size.

Therefore, *you can move the Compressor Module* around the entire TL MultiComp window. Using the mouse, *drag and drop* the compressor module to the desired position.

In case you have already made all the necessary compressor adjustments and are now focused on monitoring the dynamics of the mix, you can *collapse the Compressor Module* so it doesn't distract you. To do so, *double-click* on the Compressor Module or click on the *Collapse* label in its top right corner. The compressor module will minimize to a small box containing the *Visual Display Controls*.



**To expand the Compressor Module**, double-click on the box or click on the **Expand** label. This will return the compressor module to its initial view. In this way, you can position a significant part of the interface in a way that is most convenient for you.



### Side Chain Section

The *Side Chain section* can be found at the bottom of the interface.



TL MultiComp can operate in both *Internal* and *External* Side Chain modes. Switching between these two modes of operation is done using the corresponding toggle located at the top of the *Side Chain Controls menu*.

Below this switch a *Side Chain Level* slider can be found. It allows you to set the Internal and External Side Chain signal level value in the range between *-36 dB* and *36 dB*.

**Audition Mode** provides an option to isolate the filtered and stereo-linked signal that is used to trigger compression. To enable Audition Mode, click on the *headphones* button.

You can select the *Side Chain Processing Mode* using the *SC Processing* menu located below. It allows to switch between normal stereo processing and mid-only/side-only processing. The following processing modes are available in this menu:

- Stereo Normal stereo compression mode;
- *Mid Only* Triggered by the mid signal and applying compression to the mid signal;
- *Side Only* Triggered by the side signal and applying compression to the side signal;
- Mid to Side Triggered by the mid signal and applying compression only to the side signal;
- *Side to Mid* Triggered by the side signal and applying compression only to the mid signal.

*Mid/Side processing* can be very useful, especially during mastering. For example, bass or lead vocals are often placed in the center of the stereo image, so processing only the mid-signal will leave all stereo content untouched, ensuring the most transparent end result possible.



To better understand the functioning of these settings, press the Audition button. You can now directly hear the effect of stereo linking and mid-only or side-only processing!

When each channel of a stereo signal is compressed separately, the stereo image may shift uncontrollably. MultiComp automatically links its channels when placed on a stereo channel.

Occasionally, you may want to override this behavior, so TL MultiComp allows you to adjust the amount of stereo linking. *Link/Width* slider sets stereo linking from *0*% (*fully unlinked, channels operate independently*) up to *100*% (*fully linked, resulting in the same gain reduction for both channels*).

#### Side Chain EQ Controller

The visual equalizer takes up most of the Side Chain Controls section. It allows you to easily customize the Side Chain filtering.



*The visual equalizer* takes up most of the Side Chain section. It allows you to easily customize the *Side Chain filtering*. On the EQ display you will find three bands: a *low cut filter*, a *high cut filter* (these bands have a fixed shape) and the *Mid band* in the center, which is totally customizable.

The visual display has two coordinate axes. The horizontal axis represents the frequency characteristic (in the range from **0 Hz** to **20 kHz**), while the vertical axis represents the signal level (from **-30 dB** to **+30 dB**).

On the visual display of the equalizer you can find an animated graph of *Side Chain signal dynamics*, colored in gray. The yellow line on the display indicates the *final shape of the filter* applied to the signal. When all the bands are disabled, the resulting filter will have a straight line shape. Once a single band is enabled, the resulting line will deform. This way, you will always be able to determine if any filtering is applied to the Side Chain signal.

At the same time, each of the three bands also has its own unique color. By default, when filtering is not applied to the Side Chain signal, the bands have a faded color. As soon as a band is enabled, its color becomes more saturated.



- **To select one of the bands**, you can click on it. A small box containing the controls for that band will appear above it. You can use it to turn the band on and off, as well as change its coordinates and shape.
- To turn the band on, click on the ON/OFF button in the box that appears when you hover your mouse over the band.



When the band is enabled, the area the filter is applied to takes on the color of the band when you hover the mouse over it. The currently active bend is highlighted with a white circle.

Once you have one of the side chain EQ bands selected, the display highlights the shapes of the selected bands. Now you can simply make adjustments by dragging them around. Click and drag a selected dot to adjust the frequency of the selected bands (and the gain of the Mid band).

You can *change the shape of each of the bands* represented on the equalizer. To do so, hover the mouse over the band and spin the mouse wheel. For a *Mid band*, you can also select its *shape* () in the menu box that appears when you hover the mouse over it.

You can *move several bands* at once along the Horizontal coordinate axis. To do so, *Left-click and drag* to select multiple bands with your mouse. Each of the captured bands will be marked with a white circle. Now you can move the shape defined by the bands along the frequency axis.

#### **Using External Side Chain**

TL MultiComp features the option of feeding an *external signal* to the Side Chain. This way you can make the compressor trigger on a signal that is different from the one it is processing. To enable TL MultiComp to start receiving an external input signal on the Side Chain, switch the Side Chain Input to External mode using the relevant toggle.

Feeding a signal to a plug-in's side-chain inputs works slightly different in various hosts. Please refer to your DAW's manual for more details on its routing.





To explain how the External Side Chain works, lets use a scenario with two tracks. The first one contains the audio that we want to process with TL MultiComp. Lets call this track the Main track. The second track contains the audio that we want to route to MultiComp's external side-chain input and use as trigger signal. We'll call this track the Side Chain track. At this point, we assume that you assign a sidechain channel right.

Note that feeding a signal to a plug-in's side-chain inputs works slightly different in various hosts. Please refer to your DAW's manual for more details on its routing.



After setting everything up, you can check if everything is routed correctly. Use the Audition button to listen to the side chain signal. The side chain level will be shown on the real-time visual display, so you can easily set a correct trigger threshold. Then, disable the Audition mode. You'll hear that TL MultiComp on the main track will react to the sound of the side chain track.



# **Preset Browser**

The *Preset Browser* is in charge of working with presets. It allows you to switch between presets, both default and user presets, save and delete presets, and organize the storage of user presets. The preset browser can be found *at the top* of the TL MultiComp interface.



#### **Switching Presets**

The preset name field located in the center of the browser displays the currently active preset. For convenience of use, the default presets are organized in catalogs, depending on their purpose. There are two ways to switch between presets:

- **Using the arrow buttons** at the right and left of the preset name. In this case, the presets will switch consecutively, automatically moving from one catalog to another.
- **Using the hierarchical catalog**. Click on the name of the preset. A list of available presets will appear in the form of a catalog. Here in this catalog, both default presets and user presetswill be displayed. Select the suitable preset and click on its name.

#### **Saving Presets**

You can easily add the best compressor settings of your own to the TL MultiComp preset library so you can reuse it in other projects or copy the settings across multiple instances

of TL MultiComp within one session. You can use *Save* and *Save As* buttons to add a new user preset to the preset library. To save the current setting as a preset, click the *Save As* button. A standard Save dialog will appear. Type a name for the new preset and click *Save* to finish.

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Note that you can *instantly create a new subdirectory* and put the preset you want to save there. To do so, add a new catalog name to preset name in the Save dialog. Use the following form:

#### \*catalog name\*/\*preset name\* or \*catalog name\*\\*preset name\*

While modifying a preset, click *Save* button to apply the changes and overwrite the active preset.



#### **Organazing Presets**

All presets that are available in the library are stored in a predefined folder and organized in subfolders. You can easily access the preset folder by clicking the *Open Preset Folder* button in the *Preferences* menu.

You can manage preset files just like other files on your computer, moving preset files between directories, creating new folders, and reorganizing the existing ones.

All TL MultiComp presets are stored as separate files with the *.TLMC\_preset* extension. You can move these files from folder to folder, rename, copy and delete them. Note that TL MultiComp preset files retain the same extension on all systems. This makes it easy to share custom presets with other users. To import a custom preset into TL MultiComp, simply place the preset file in the appropriate directory of the Presets folder.

After making any changes to the preset library (*adding a new preset, moving a preset to another folder, etc.*), restart TL MultiComp so that the changes are displayed in the preset browser. If you are working in a DAW, it will be enough to close active TL MultiComp instance and reopen it.

#### **Restoring Factory Default Presets**

If you have accidentally lost any of the factory default presets, you can always restore them. To do so, click **Reset to defaults** button located in the **Preferences** menu. After that, all the factory presets will be reinstalled.



# A/B Switch, Undo, Redo

You can find the *Undo/Redo* buttons and *A/B switch* at the top toolbar.



The **Undo/Redo** tool allows you to easily cancel any undesired changes you made to the plugin. Meanwhile, with the **A/B feature**, you can quickly switch between two states of the plugin, comparing different set of compressor settings and deciding which one works the best for your mix.

- The **Undo** button at the left enables you to undo the last change. Every change to the plugin (*changing a parameter, dragging an EQ band, switching presets etc.*) creates a new state in the undo history. The Undo button steps back through the history to restore the previous states of the plugin.
- The *Redo* button cancels the last undo command. It steps forward through the history until you are back at the most recent plugin state.
- The *A/B feature* allows you to switch between two different states of TL MultiComp. from A to B and back. The button highlights the currently selected state (*A or B*). Note that when you save current plugin settings as a new user preset, both of the states (*A and B*) will be saved.
- The *Sync* button synchronizes the A and B states by copying the active state to the inactive one. This marks the current state of the plugin and makes it easy to return to it using the A/B button. Once the Sync button is pressed, the button is disabled so you can see that both states are synced.



# Purchasing TL MultiComp

Once you have downloaded and installed TL MultiComp for the first time, you may evaluate it during *14 days period*. The trial version gives you full access to the plugin, without any functional limitations, random clicks, work session time limits.

functional limitations, random clicks, work session time limits, etc. We believe that this approach will allow our users to get a full picture of our product and provide them with a positive experience while working with TL MultiComp. While using the trial version, the *Trial Version* label will be displayed in the top right corner of TL MultiComp interface.



At the same time, you can tell that you are still using the trial version of TL MultiComp by going to the *About* section. Until you activate TL MultiComp, this section will contain the "*Unregistered version*" label.



If you want to keep using TL MultiComp after the evaluation period expires, you must buy a license. You can always purchase the license for TL MultiComp on the <u>official ToneLib</u> <u>website</u>.

You can quickly access the ToneLib store by clicking on the Trial Version label on the main interface screen or the "Unregistered version" label in the About section. After that, a dialog box will appear, from which you can go directly to the store.

It is worth noting that during *the first 3 days* of the trial period, a *special Trial Period discount* on license purchase will be available for you.

• Go to the ToneLib Web Store and purchase TL MultiComp now



#### About License Keys

*The license key* is used to turn the trial version of TL MultiComp into a fully registered version.

The license key *is created automatically* after the purchase is completed. It is generated using the data provided by the user at checkout, including *user name*, *e-mail address* and *purchase number* assigned to the license. After the product is activated, the user name and email address used to generate the license key will be displayed in the license information in the product interface.

After you have purchased TL MultiComp on ToneLib web-site, the license key will be automatically delivered to the email provided at checkout. Usually it takes *a few minutes* for the license key to be delivered.

You can use a single license key to activate TL products on *up to 5 different devices* at a time. ToneLib product licenses are *cross-platform* and cover all supported operating systems. The same key can be used to activate our products both on Windows, MacOS and Linux systems.

In case you have lost your license key or can't get access to it for any reason, you can contact our *User Support service*. We will be glad to assist you in recovering your license key at any time.

#### Activating TL MultiComp

TL MultiComp, as all of the ToneLib products, *do not require* an Internet connection or any third-party services accounts (*e.g. iLock*) to be activated. Our products can be activated locally right in the plugin/Standalone-application interface.

You can activate TL MultiComp with the license key found in this email directly in the software interface. To do this, open the trial version of TL MultiComp (Standalone or VST) installed on your device.

In case you have decided not to try TL MultiComp before purchasing it, you can download the latest Trial Version of TL MultiComp compatible with your operating system from the *Official Download page*.

To start the activation process, open the software interface. Open the *Preferences* menu by clicking the icon located in the top left corner of the TL MultiComp interface. Go to the *About* section of the Preferences menu. Click on the *Unregistered Version* label.

A dialog box of the TL MultiComp Registration Wizard will appear on the screen.

TL MultiComp : Registration Wizard				
Welcome to the Registration Wizard for TL MultiComp!				
Why should I register TL MultiComp?				
By registering the software, you provide us with the resources and incentive to support the software with updates and to develop additional quality products in the future. TL MultiComp licenses are very reasonably priced.				
<u>Check for Deals</u>				
Next > Cancel				

Follow the instructions of the dialog box and paste the license key into the relevant field. *Be sure to copy the entire license key listed in the email you recieved after the purchase, including all the special symbols.* 

**Done!** You will know that the registration was successful as soon as your personal data is displayed instead of the Unregistered Version label.

If you have any difficulties activating TLMultiComp, you can visit <u>Registration Troubleshooting</u> page or contact our <u>User Support service</u>.



# **User Support**

If you have any questions or require any assistance, do not hesitate to contact our **User Support Service**. You can either use a <u>Contact Form on our web site</u> or contacts us directly at <u>support@tonelib.net</u>.

### **Reporting a bug**

If you have encountered a bug in TL MultiComp, first of all make sure that you are using the latest version of the product. You can check if your version TL MultiComp is up to date by clicking *Check for the latest updates* in the *Preferences* menu. You can always download the latest version <u>tonelib.net/downloads.html</u>.

If the bug you've discovered is still present in the latest version, please send us an e-mail at *info@tonelib.net*. Please be sure to include as much technical information as possible: operation system and version, host software and version, steps to reproduce the bug, etc. *This will greatly help us find and fix the bug as soon as possible.* 



# **License Agreement**

Please read the following terms and conditions carefully before using TLMultiComp. Your use of software provided with this agreement (*the «SOFTWARE»*) indicates your acceptance of this license agreement. If you do not agree with the terms of this license you must remove this software from your storage devices and cease to use the product.

### 1. Copyright

This software is copyright (c) Gadwin, Ltd. (the «Publisher»). ToneLib, TL MultiComp are trademarks of Gadwin, Ltd. The use and copyright of this software is governed by international copyright treaties. Publisher retains full title and rights to this software and documentation and in no way does the license granted in any way diminish the intellectual property rights of Publisher. You must not redistribute the registration codes provided, either on paper, electronically, or in any other form.

### 2. License Grant

Publisher grants you a license to use one copy of the version of this SOFTWARE on any one system for as many licenses as you purchase. «You» means the company, entity or individual whose funds are used to pay the license fee. «Use» means storing, loading, installing, executing or displaying the SOFTWARE. You may not modify the SOFTWARE or disable any licensing or control features of the SOFTWARE except as an intended part of the SOFTWARE's programming features. When you first obtain a copy of the SOFTWARE, you are granted an evaluation period of not more than 30 days, after which time you must pay for the SOFTWARE according to the terms and prices discussed in the SOFTWARE's documentation, or you must remove the SOFTWARE from your system. This license is not transferable to any other system, or to another organization or individual. You are expected to use the SOFTWARE on your system and to thoroughly evaluate its usefulness and functionality before making a purchase. This «try before you buy» approach is the ultimate guarantee that the SOFTWARE will perform to your satisfaction; therefore, you understand and agree that there is no refund policy for any purchase of the SOFTWARE.

#### 3. Ownership

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