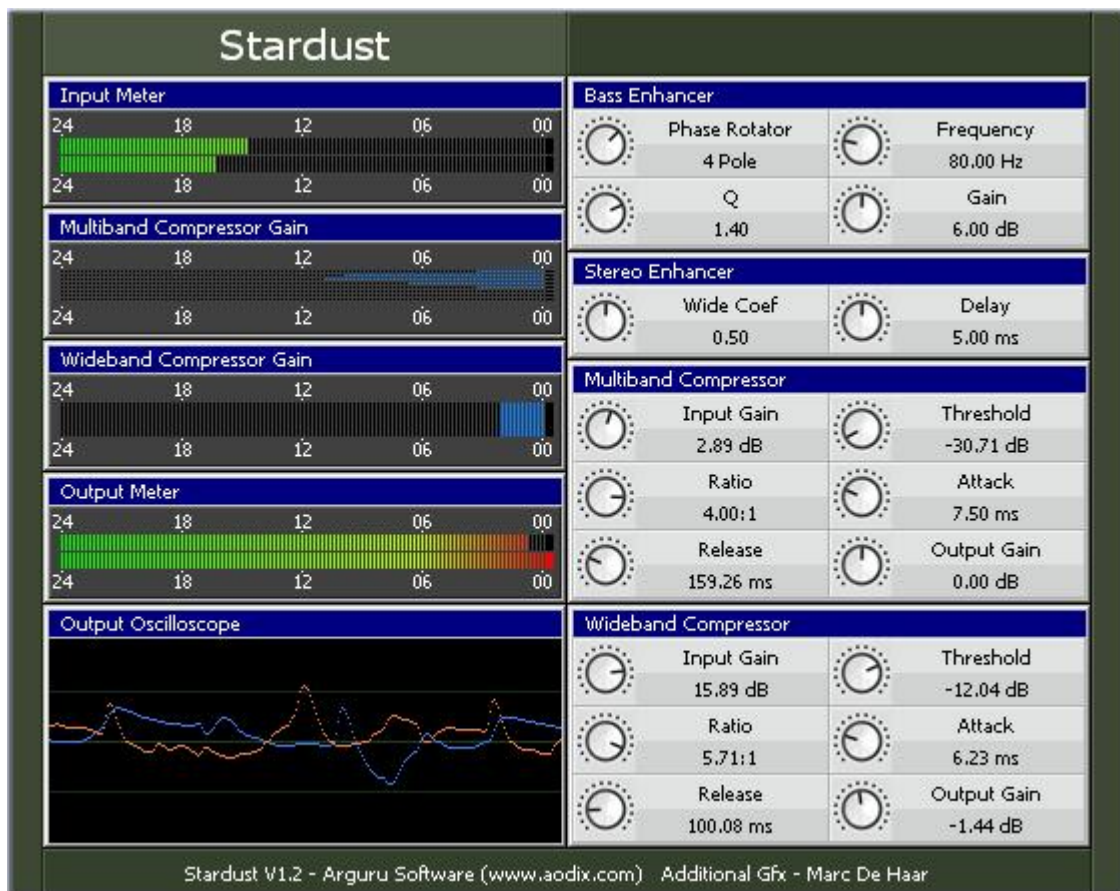# Stardust Mastering Effects Plug-in

Stardust is a mastering effect VST plug-in complying with VST2.0 standards. It has been designed to be used as a mastering processor as well a channel processor.

Features:

Phase rotator: Alpass IIR cascade around 200Hz, commonly used in FM radio station broadcasting (that 'bass smearing' effect of FM radio), tunable to up to 8 poles.

Stereo Enhancer: channel difference amplifier, with additional channel delay, allowing control on stereo image, on a stereo source.

Multi-Band compressor (8-band): compressor acting on 8 separate bands (IIR biquad filters, -12dB/octave), with usual compressor parameter global adjustments. Bands are (Hz): 20-125; 125-400; 400-900; 900-2000; 2000-4500; 4500-8000; 8000-12000; 12000-20000.

Wideband compressor: 20-20000Hz wideband compressor.

Display: audio meters displaying audio levels and reduction levels according to the processing stage.
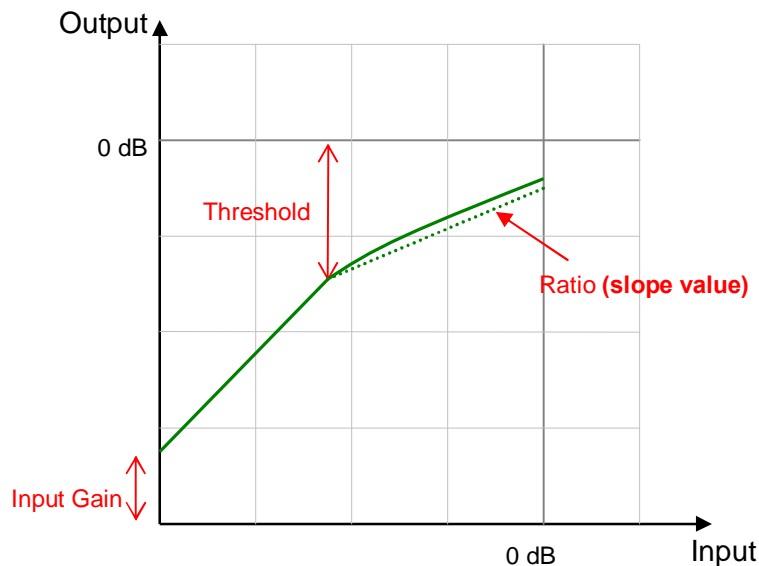
Parameters

Bass Enhancer:
- Phase rotator: sets number of poles of the phase rotator
- Frequency, Q, Gain: sets those parameters for the bass peak filter

Stereo Enhancer:
- Wide Coefficient: channel difference amplification (0 is no amplification, which means no effect, 1 is full amplification which means full effect)
- Delay: applied amount of delay when mixing the above amplification to the dry signal

Multi-Band Compressor, and Wideband Compressor:
- Both operate in the same way, except that the Multi-Band Compressor will process each of the eight bands separately:

Output Gain: shifts the whole curve up or down.
Attack / Release: compressor's attack / release time (ms)

Note:

Default preset "Pumping House" is tuned to achieve the House/Disco pump-compression used by lots of tracks nowadays and FM broadcasters.

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